

# PRINT OR TYPE THE LETTERS AS YOU HEAR THE SOUND

## ETI'S EXCITING NEW METHOD OF TEACHING CODE MAKES LEARNING EASY! FAST!

### CHECK THESE FEATURES

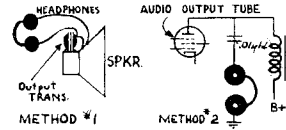
- ✓ You learn only by sound.
- ✓ No memorizing of code tables. From the start you learn each letter as it would sound at normal speed.
- ✓ 72 complete sides.
- ✓ Alphabet through 20 W.P.M.
- ✓ Designed particularly to help you pass F.C.C. amateur and radiotelegraph code examinations. (Letters and punctuations used by F.C.C. given in this course.)

- ✓ You can learn to type as you learn the code.
- ✓ Practice records for copying through static and interference.
- ✓ For ease of checking, all records have answers at the end. Sending technique explained by Photosound.
- ✓ Tests graded by ETI free of charge.
- ✓ Code proficiency certificate issued upon satisfactory completion of 13 W.P.M. and 16 W.P.M. tests.
- ✓ Extra-long playing time.
- ✓ Records unbreakable under normal usage.
- ✓ Instructions on constructing code oscillator and use of headphones.

## CONNECTING EARPHONES IN RADIO CIRCUITS

Two methods are suggested here.

1. Remove speaker's voice coil wire and insert earphones in series. 2. Put a .01 MFD condenser rated at 600 volts on the plate of the audio output tube and connect one side of the earphones to ground, the other to the condenser.



In the pronunciation guide for the sounds of the letters given below, the sounds are written out as phonetically as possible. In the middle of a group the short sound "dit" actually takes on the sound of "di," the i being very short. The phonetic alphabet that you will use in radiotelephonic procedure is included in parentheses after the letters.

Letter	Pronunciation
A (Able)	di-DAH
B (Baker)	DAH-di-di-dit
C (Charlie)	DAH-di-DAH-dit
D (Dog)	DAH-di-dit
E (Easy)	dit
F (Fox)	di-di-DAH-dit
G (George)	DAH-DAH-dit
H (How)	di-di-di-dit
I (Item)	di-dit
J (Jig)	di-DAH-DAH DAH
K (King)	DAH-di-DAH
L (Love)	di-DAH-di-dit
M (Mike)	DAH-DAH
N (Non)	DAH-dit
O (Oboe)	DAH-DAH-DAH
P (Peter)	di-DAH-DAH-dit
Q (Queen)	DAH-DAH-di-DAH
R (Roger)	di-DAH-dit
S (Sugar)	di-di-dit
T (Tare)	DAH
U (Uncle)	di-di-DAH
V (Victor)	di-di-di-DAH
W (William)	di-DAH-DAH
X (X-ray)	DAH-di-di-DAH
Y (Yoke)	DAH-di-DAH-DAH
Z (Zebra)	DAH-DAH-di-dit

### INDEX TO RADIO CODE ALBUM 1

### ALPHABET, NUMBERS, AND PUNCTUATION

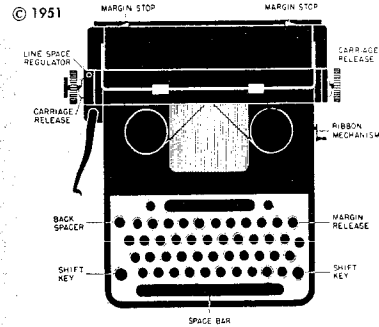
### SIDES 1 THROUGH 24

- 1—INTRODUCTION, ALPHABET T M O AND ZERO
- 2—ALPHABET E I S H S
- 3—ALPHABET PRACTICE, 9 CHARACTERS
- 4—ALPHABET A R D C
- 5—ALPHABET PRACTICE, 13 CHARACTERS
- 6—ALPHABET N U P
- 7—ALPHABET PRACTICE, 16 CHARACTERS
- 8—ALPHABET W F I

- 9—ALPHABET PRACTICE, 19 CHARACTERS
- 10—ALPHABET G L /
- 11—ALPHABET PRACTICE, 22 CHARACTERS
- 12—ALPHABET B 2 9
- 13—ALPHABET PRACTICE, 25 CHARACTERS
- 14—ALPHABET J 3 8
- 15—ALPHABET PRACTICE, 28 CHARACTERS
- 16—ALPHABET K V 6

- 17—ALPHABET PRACTICE, 31 CHARACTERS
- 18—ALPHABET Q 7
- 19—ALPHABET PRACTICE, 33 CHARACTERS
- 20—ALPHABET X Z
- 21—ALPHABET PRACTICE, 35 CHARACTERS
- 22—ALPHABET Y 4
- 23—PERIOD, COMMA, QUESTION MARK
- 24—ALPHABET TEST

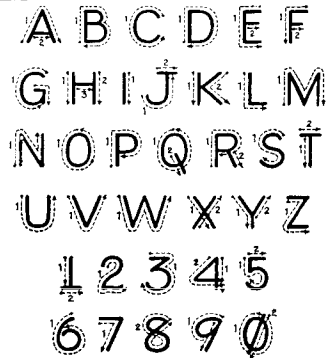
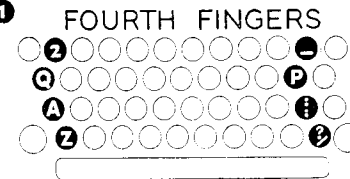
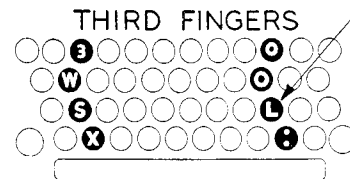
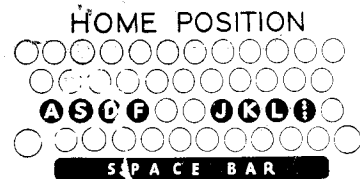
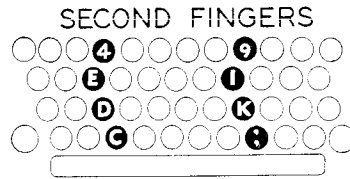
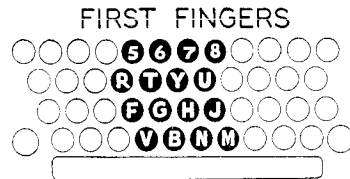
Number	Pronunciation
1	di-DAH DAH DAH-DAH
2	di-di-DAH-DAH-DAH
3	di-di-di-DAH-DAH
4	di-di-di-di-DAH
5	di-di-di-di-dit
6	DAH-di-di-di-dit
7	DAH-DAH-di-di-dit
8	DAH-DAH-DAH-di-dit
9	DAH-DAH-DAH-DAH-dit
0	DAH DAH DAH-DAH-DAH
/	DAH-di-di-DAH-dit



Typewriter diagram

### TYPEWRITER INSTRUCTIONS

1. Strike keys with quick, sharp strokes.
2. Use the thumb of right hand to operate space bar.
3. Use the left hand to return carriage. The motion of the lever will automatically turn the roller to place the paper into position for the next line.
4. Do not look at the keyboard while typing.



Suggested method of printing.

**ELECTRONIC  
TECHNICAL  
INSTITUTE**

830 VENICE BLVD.

LOS ANGELES 15, CALIFORNIA

### RADIO PARTS LIST

- C1 .005 microfarad 400 V.
- C2 .1 microfarad 400 V.
- C3 20 x 20 microfarad 150 V.
- R1 2,000 ohm 1 W.
- R2 200 ohm variable (Volume)
- R3 20,000 ohm variable (with SW.) (Tone)
- J1 Phone Jack
- J47 Key
- P1 Phone Plug
- SPKR Speaker 3" or 3 1/2" P.M.
- T Universal Transformer
- TER1 Terminal Strip #1
- TER2 Terminal Strip #2
- SO Socket, octal (breadboard)
- V1 117LGT Tube
- A.C. cord and plug
- 2— 1/4" volume control knobs
- 10 ft. Push-back hookup wire

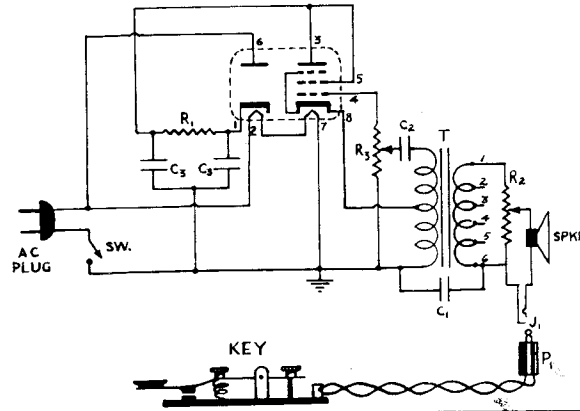
### MISCELLANEOUS PARTS

- Wooden Base 5" x 4 1/2" x 3/4"
- Front Panel 4 1/2" x 6"
- 1/4" Plywood or 1/8" Masonite
- 6 6/32 1/2" machine screws
- round head
- 6 6/32 nuts
- 7 3/8" round head wood screws

### CODE PRACTICE OSCILLATOR

When learning to send code it is desirable to have a code oscillator that will give a range of audio frequencies, variable loudness, and can be used with either headphones or speaker. This inexpensive oscillator can be built readily at home.

### ELECTRICAL SCHEMATIC DIAGRAM

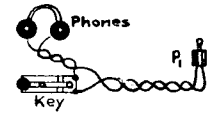


### CODE OSCILLATOR CONSTRUCTION INSTRUCTIONS

1. Attach front panel to the base with screws.
2. By means of the hardware mount the jack, two variable resistors and the speaker on the front panel. (The universal transformer should be attached to the speaker before the speaker is mounted.) Mount the tube socket, two terminal posts and large condenser on the base. Space parts as shown on mechanical layout.
3. Start with the large condenser and A.C. leads first, then other leads. Solder all connections with a well tinned iron.
4. Connect key, wire and plug.
5. If the speaker does not respond with a loud tone, it may be due to a poor impedance match between the universal output transformer and the speaker. Try using other taps on the output transformer other than 1 and 6.

### EARPHONE CONNECTION

To attach earphones to this oscillator simply disconnect either lead from the key or the plug and insert earphones in series with the key circuit. Arrangement is shown in the diagram.

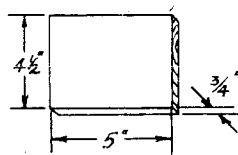


Speaker volume will be cut off with the earphones in.

### CONSTRUCTION DETAILS FOR CODE OSCILLATOR

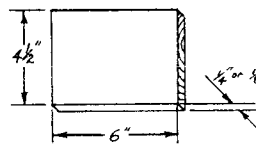
#### BASE

5" x 4 1/2" x 3/4"



#### FRONT PANEL

4 1/2" x 6"  
(1/8" Masonite or 1/4" Plywood)



#### DRILLING OF HOLES FOR FRONT PANEL

