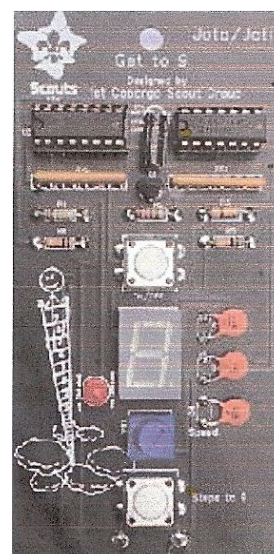
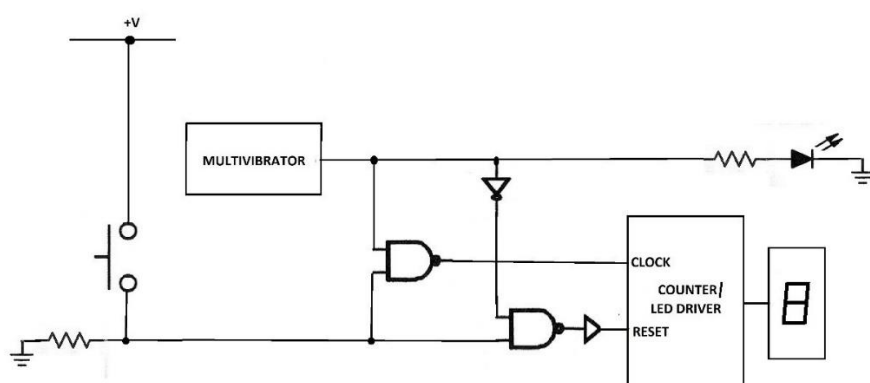


The **Get-to-9** Cobargo Scouts Project

Notes from Bruce VK2DEQ

The circuit and PCB layout for this fun electronic game was conceived and designed by Cobargo scouter Michael Gross.

The multivibrator drives a LED which flashes at about 1 flash per second (which can be changed by a potentiometer not shown on the circuit diagram). The aim of the game is to increment the counter and display (one step at a time) by pressing the key switch while the LED is ON. If the user presses the key switch while the LED is OFF, the counter will reset to zero and you have to start again.



A simplified version of the circuit and the component side of the PCB are shown above.

There is much more to this project which is designed to be built by young (as young as six years) children with little or no previous experience. The design features of the circuit board, the component selection and placement and the detailed assembly guide ensure that the failure rate is almost zero and that the end result will be a long lasting robust and entertaining game.

For further information (including the full circuit diagram and the Instructor Guide) check the Cobargo Scouts web site at www.cobargoscouts.org.au.