

Sorry for the delay in sending this. We have been trying to get this online, but we are still tweaking it a bit. I will forward a link when we have it corrected.

***Secretary's Minutes for Meeting of
January 2005.***

- The January meeting was called to order at 7:30. Great turnout by the membership and guests!

Treasurer's Report: *Chuck Klein*

- New Balance: \$3031.18

Secretary's Report: Rick Costello

- Rick was out hunting but wants everyone to know that dues were supposed to have been paid in January. Single - \$20.00. Family - \$30.00. Oh, we now have 126 card-carrying members.

Librarian Report: Tom Schweppe

- Please bring in any overdue books and tapes. The library is in great shape. \$1.00 for videos and books for free. Some really great books to check out – new ones, too!

Hunt Master Report

- Gene is just hunting now. We still have the club hunts but leadership in on a volunteer basis.

Meetings are now on the **FIRST THURSDAY OF THE MONTH**

Same place and same time, but **A NEW DAY**

New Business

- Our Vice president, Uncle Bob McCrickard has decided that he can no longer remain VP and concentrate on his new job. So.....he has resigned in good standing, and Lee Wiese has decided to take up the slack. Of course the membership has approved the change. Uncle Bob will still be part of the club and will have more of his famous hunts. We look forward to the new leadership and the hunts.
- Silver prices are still going up. Get out and hunt!
- Anyone interested in learning to detect, our former president John Roggero has volunteered to host a clinic. He will show you the basics and then some of detecting. Details at the February meeting /March newsletter.

**John Roggero Detector Clinic
SUNDAY FEB. 20th @ 10:00 AM**

Howe Avenue Park

John will provide more details at the Feb Meeting

- I'm running this again – Last Time, I promise. Please let us know if anyone finds anything there. According to the San Francisco Chronicle's Tom Stienstra in the November 14 issue, the San Pablo Reservoir is to be drained. It is down about 60% and the whole project is expected to take five years. Many treasures await.
- Uncle Bob will be displaying and lecturing on his collection of Carbide Lamps. This should be very interesting

SVDB Day-In-The-Park

There are two day-in-the park hunts per month. The hunts are on the first Sunday and the third Sunday of each month. Breakfast at 8:00am with the hunt starting at 9:00 am. See the following for meeting place:

- 1st Sunday Hunt: Meet at Denny's at Watt and Auburn
- 3rd Sunday Hunts: Meet at Pancake House at 21st and Broadway

CLASSIC IDX WHITES – BLUE MAX COIL

\$250.00

Fred Walden – 916-789-1223

WINTER BEACH EROSION HUNTING

The 4 important factors to consider, when looking to find the correct beach, at the correct time are: Swells, Direction, Onshore winds, & Tides. A weather scanner is available at Longs, Payless, Radio Shack, etc... for about \$20 to \$40. It has a circulating loop broadcast that is updated every so often. Listen for the Monterey Bay buoy report.

Swells: 15 ft. is usually the point where erosion starts, but it can be lower, if onshore winds are strong and in the same direction as the swell.

Also, lower swells can still erode, if it is working on a previous day's erosion. Some beaches, that face more active windows of the ocean, require bigger surf to erode them, as opposed to a normally calmer beach, because the beaches tend to acclimate to their normal level of surf. "Swells" are organized lines that come from storms far out to sea. Large swells can actually arrive on the central coast, w/o any local adverse weather, so don't assume rain or local wind is the stormy conditions required for erosion.

"Waves" are produced by local winds and are not as important, though they may be connected to the swells. Local winds can whip up sloppy waves, but if they are not accompanied by swells, don't do much good.

Direction: The scanner also reports the swell direction. "West," for instance, means "coming FROM the west. So that would impact west facing beaches the most - like Watsonville, Moss landing, Marina, etc....

"Northwest" would come FROM the NW and aim towards lower Monterey Bay beaches like Seaside. South or Southwest will aim towards Santa Cruz, Carmel,

Take a map of the Monterey Bay coastline, and draw lines through compass coordinates. That will show you the impact of the various directions. 180 degrees would be straight from the south, 270 degrees would

be straight from the west, and so on. Bear in mind that Points, like the curving coast above Santa Cruz, and Pt. Pinos to the south, serve to protect those areas from surf. So Santa Cruz, for instance, though it appears on the map to benefit from westerly swells, actually needs a S or SW swell, because of the deflection nature of the coastline to the west of Santa Cruz. Seaside, likewise, seems to be in the direct line of fire from a westerly direction, but Pt. Pinos deflects waves, to keep lower Monterey bay calm. Therefore a N or NW swell is needed there. Of course, extreme heavy swells (20+ ft.) can bend around corners, so to speak.

Onshore Winds can also take high swells and assist them onto beaches that the swell direction alone would otherwise not take it. If severe enough (20-40+ knots), they can even take a modest swell (11-13 ft) and make it every bit as eroding as a larger swell, if the swell and wind direction aim the same way. Likewise, offshore winds (blowing against the swell) can minimize the impact.

Tides: It is not the low (minus) tides that benefit beach storm erosion....it's the high tides. All the above swell/wave/wind/direction ingredients need to coincide with a high (preferably 5.5 or higher) tide.

When that happens, the surf can cut into the normally high & dry sand and pull it out. Wait about 2 hrs. after the high tide, and work the tide out.

In some situations, the targets will get deeper as the tide pulls out, so you may want to actually be in the ebbing surf while the erosion is happening. That can be dangerous though, depending on conditions. Most of the time, on our beaches, the spread of targets is as good at low tide, as it was during the drop. But there have been conditions where the only targets appearing were during the actual erosion. Familiarity with each beach will be the only teacher here.

Other notes: When you've picked a beach that seems to have all the ingredients & conditions listed above, look for the following formations: Cuts, scallops, slopes, and low spots.

Cuts: That's where the surf has made a mini-cliff into the beach. A line where suddenly the sand drops to a lower level. Check below this, down to the surf. Unless the sand it cut into was sterile (fill sand from last spring's buildup, that had no in-coming targets), the goodies will be left in a sluice box fashion somewhere between the cut & the ocean. Once

you find targets, circle around them looking for deposit patterns. If it's just a random target, move on till you find concentrated targets. Remember, winter beach erosion hunting is looking for pockets, not individual random targets.

Scallops: So named because the shape looks like a bowl, or inverted scallop shell. Check to each side of the scallop. Whichever way the surf was side-washing & moving out of the scallop, will be where the targets are. Sometimes they're in the center of the scallop, but normally will be to one side.

Slope: This is where the sand takes an abnormally steep drop-off, steeper than the normal angle of the beach. If there are going to be targets in this formation, they're usually in a line, at some parallel against the ocean. At other times, they will be at this line & below, but not above the line. Once again, when you find a target, circle around and determine if it's part of a spread or pattern.

Low Spots: When you walk down to the water's edge at low tide, look up and down the beach. If you see a spot where the water seems to have come in a little further, and the sand maintains a damper look than the surrounding sand, that's a low spot. Check in the middle and to the sides of that. Sometimes the entire beach had uniform almost indiscernible erosion; where no particular formation is evident, but the entire beach will be a "low spot" This can happen at Santa Cruz where erosion is imperceptible from previous days, yet the whole wet beach is lower. Once again familiarity with the normal look of a beach will help to determine when to head down from the parking lot.

Other notes: If one beach isn't producing, head to another. Sometimes one particular beach will be producing, while another one just a mile away, with seemingly the same ingredients will be lame. Lightweight targets like aluminum is a bad sign. A good erosion process will wash out all the light stuff. If you get aluminum, chances are, you have to move on. If you get nails & lead sinkers, etc... consider that "good junk", because heavy targets concentrate together, and coins/rings may be in the same mix.

Here are a few sites to aid in determining exact direction, impact, & advanced forecasts:

http://cdip.ucsd.edu/el_nino_htmls/homepage.shtml

[http://www.ndbc.noaa.gov/station_page.phtml?\\$station=46042](http://www.ndbc.noaa.gov/station_page.phtml?$station=46042)

<http://cdip.ucsd.edu/models/monterey.gif>

Here are a few more tips I've remembered for the beach erosion tips, posted yesterday below.

1) Sometimes all the ingredients for erosion will be so severe that they can "overpower" the beach. For example, a 6.5 high tide, w/20 ft. swells and on-shore gale winds. When that happens, instead of hitting & eroding at a given point on the dry, the water will wash up into the dry dunes and make lagoons and a mess. When that happens, check back in a

few days. Sometimes Mother Nature will steal sand to rebuild the beach at her desired angle. That sand can come off sterile (clean) areas, and in the process, temporarily reveal deep stratas. The times I've seen it do this, were days of continued moderate to stormy seas, not calm seas.

2) When you get to the beach, after the scanner merits a look, look to see if the surf is clean & blue, or brown & dirty. Brown & dirty indicates sand is being suspended. That is good....as it means sand has been pulled off in the previous hours. Clean glassy blue surf indicates that nothing's been eroding. Another good indication is a hard-packed wet beach sand. Sand that is soft to the step is a bad sign....meaning sand has been coming back in, instead of eroding out.

3) If you find cuts, scallops, slopes, and low spots, and they don't produce, here's some possible explanations: a) You're looking at old erosion, where sterile sand has already come back at the foot of a previous cut or formation. Unless the surf stays at the same levels or better, the sand comes back in, despite how the formation may continue to look. b) Others may have harvested it already. Sometimes, a formation may maintain targets for days, but if the load of targets were pillaged already, the next tide/surf will have to be as good or better to bring more targets into range. If not, you've simply been beat to the zone.

The proceeding was written by Tom Tanner and taken from Kinzli's California metal Detecting Forum web site. The site <http://www.kinzlicoils.com/forum/index.php> is a great place to meet people, learn about our hobby and see what others have found. Check it out.

IN MEMORY OF

Jonas "Joe" Hann

Joe has been a long time member of the SVDB Club and has been a positive contributor to the club and to our hobby. Joe recently passed away due to complications with cancer. Joe did not want a memorial service and instructed his son to spread his ashes at sea. He asked that everyone just remember him and that he hopes that the memories are good ones.

Jim Williams

Jim is one of the Founding Fathers of the SVDB Club and has been an asset to the hobby of metal detecting for several years. Jim passed away Jan. 25th after a battle with cancer. Carolyn put it best—***"Jim's loss is our loss here in the hobby as he started the Sacramento Valley Detecting Buffs several years ago. We will miss him, his wit, his skills, and good-nature."***

January 2005 <i>Birthstone: Garnet</i> 02. <i>Sunday 8:00 am Day-in-the Park Hunt</i> 06. <i>Thursday 7:30 pm SVDB Meeting</i> 16. <i>Sunday 8:00 am Day-in-the Park Hunt</i>	July 2005 <i>Birthstone: Ruby</i> 03. <i>Sunday 8:00 am Day-in-the Park Hunt</i> 07 Thursday 7:30 SVDB Meeting 17. <i>Sunday 8:00 am Day-in-the Park Hunt</i>
February 2005 <i>Birthstone: Amethyst</i> 06 <i>Sunday 8:00 am Day-in-the Park Hunt</i> 03. <i>Thursday 7:30 pm SVDB Meeting</i> 20. <i>Sunday 8:00 am Day-in-the Park Hunt</i>	August 2005 <i>Birthstone: Peridot</i> 07. Sunday 8:00 am Day-in-the Park Hunt 04 Thursday 7:30 pm SVDB Meeting 21. <i>Sunday 8:00 am Day-in-the Park Hunt</i>
March 2005 <i>Birthstone: Aquamarine</i> 06. <i>Sunday 8:00 am Day-in-the Park Hunt</i> 03 <i>Thursday 7:30 pm SVDB Meeting</i> 20. <i>Sunday 8:00 am Day-in-the Park Hunt</i>	September 2005 <i>Birthstone: Blue Sapphire</i> 04. <i>Sunday 8:00 am Day-in-the Park Hunt</i> 01. Thursday 7:30pm SVDB Meeting 18. <i>Sunday 8:am Day in the Park Hunt</i>
April 2005 <i>Birthstone: Diamond</i> 03. <i>Sunday 8:00 am Day-in-the Park Hunt</i> 07 <i>Thursday 7:30 pm SVDB Meeting</i> 17. <i>Sunday 8:00 am Day-in-the Park Hunt</i>	October 2005 <i>Birthstone: Tourmaline (Pink)</i> 02. <i>Sunday 8:00 am Day-in-the Park Hunt</i> 06 Thursday 7:30 pm SVDB Meeting 16 <i>Sunday 8:00 am Day-in-the Park Hunt</i>
May 2005 <i>Birthstone: Emerald</i> 01 <i>Sunday 8:00 am Day-in-the Park Hunt</i> 05 <i>Thursday 7:30pm SVDB Meeting</i> 15 <i>Sunday 8:00 am Day-in-the Park Hunt</i>	November 2005 <i>Birthstone: Citrine or Topaz (Golden)</i> 06. <i>Sunday 8:00 am Day-in-the Park Hunt</i> 03. Thursday 7:30pm SVDB Meeting 20. <i>Sunday 8:00am day in the Park Hunt</i>
June 2005 <i>Birthstone: Alexandrite or Pearl</i> 05. <i>Sunday 8:00 am Day-in-the Park Hunt</i> 02 <i>Thursday 7:30 pm SVDB Meeting</i> 19. <i>Sunday 8:00 am Day-in-the Park Hunt</i>	December 2005 <i>Birthstone: Zircon or Tourmaline (Blue)</i> 04. <i>Sunday 8:00 am Day-in-the Park Hunt</i> 01. Thursday 7:30 pm SVDB Meeting & Christmas Party 18. <i>Sunday 8:00 am Day-in-the Park Hunt</i>