Contesting aka RadioSport

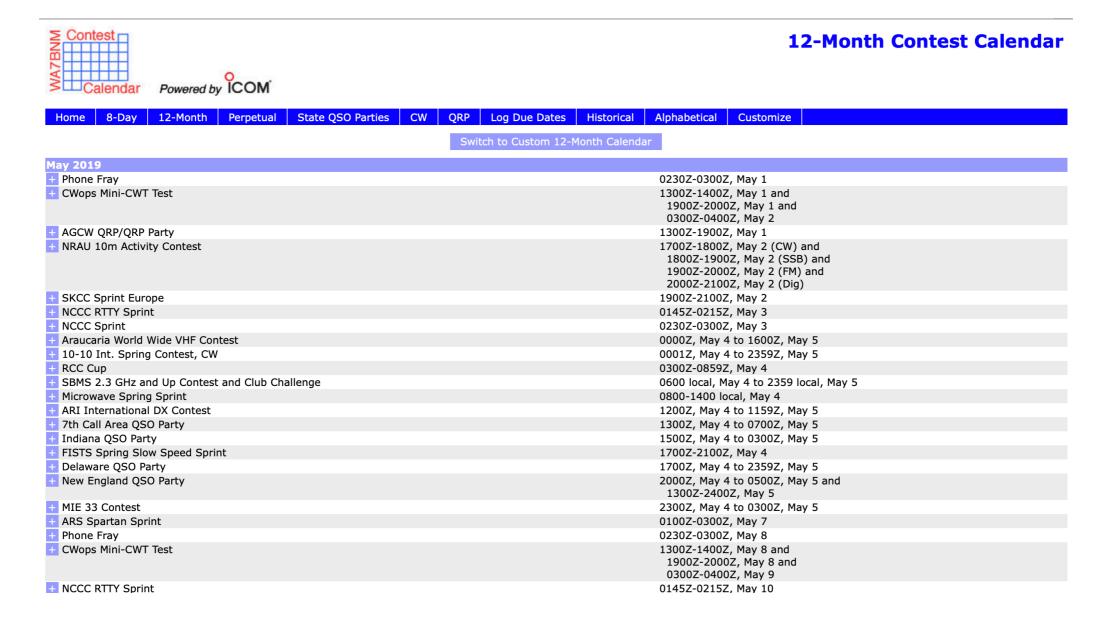
Jack Brindle, W6FB President, Northern California Contest Club

What is Contesting?

Sponsored events held periodically where you contact as many stations as you can in a given area and exchange specific information over the radio, logging the contacts and afterwards submitting the log to the sponsor.

When are Contests?

- Pretty much every weekend, then some...
- www.contestcalendar.com



Why Contest?

- It is fun!
- We are competitive!
- Test your station
- Test your skills (and improve them, learn new ones!)
- Try out new technology
- Meet new friends
- Collect Wallpaper, Plaques and more!

Wallpaper...

California QSO Party

This Certificate of Achievement Is Awarded To

JAMES PETERSON

K6EI

Class: MM-L Rank: 1-Sierra 1-CA K6EI TEAM

Sierra County

53rd Running of The CQP - October 6-7, 2018

1475 Contacts

57 Multipliers

228570 Total Points

John Miller

John, K6MM, CQP Webmaster



Glen Brown

Glen, W6GTB, CQP Chairman

How do I Contest?

- Get on the air on a weekend, listen for contest stations.
- Listen as they work others...
- Give them a call!
- Join in with others (Field Day, clubs, friends...)

Getting Hooked...

- The goal is to make as many QSOs as you can.
- Search and Pounce to start. Find stations calling CQ and call them.
- Run to get lots of QSOs. This means you call CQ!

Contest Skills

- Acronyms!
- Computer!
- Listening!
- S&P
- Run
- SO2R (Single Op, Two (or more!) Radios)
- 2BSIQ (2-Band Synchronous Interleaved QSOs ask Bill)
- Understanding Propagation
- Wait, There Is More...

What is Important?

- BIC!
- Keep trying!
- Rate is everything
- Be as efficient as possible you will be doing this a while...

"Please Copy..."

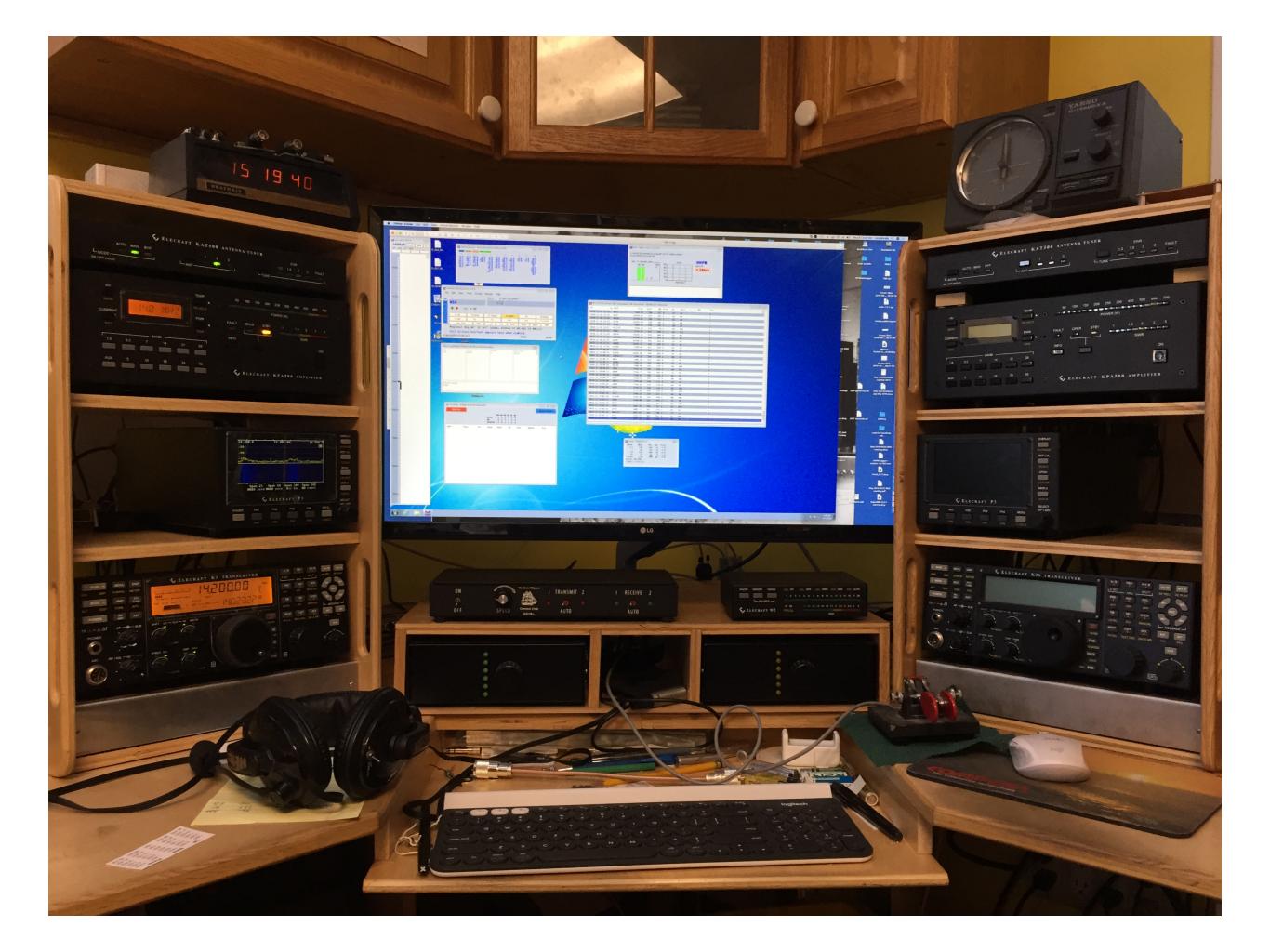
| Contest | Hours | Minutes | Seconds |
|-------------|-------|------------------|---------|
| CQWW | 48 | 2880 | 172800 |
| Sweepstakes | 30 | 1800 | 108000 |
| Field Day | 24 | 1440 | 86400 |
| NAQP | 12 | 720 | 43200 |
| NA Sprints | 4 | 240 | 14400 |
| | | | |
| QSOs | | Minutes | Seconds |
| 100 | | 3.33333333333333 | 200 |
| 250 | | 8.33333333333333 | 500 |
| 500 | | 16.666666666667 | 1000 |
| 750 | | 25 | 1500 |
| 1000 | | 33.333333333333 | 2000 |
| 1250 | | 41.6666666666667 | 2500 |
| 1500 | | 50 | 3000 |
| 2000 | | 66.666666666667 | 4000 |
| 3000 | | 100 | 6000 |
| 4000 | | 133.333333333333 | 8000 |
| 5000 | | 166.66666666667 | 10000 |

"Please Copy" Protection



Tell Me more...

- Competitive Contesting is centered in the computer.
 - N1MM+ (Windows)
 - WriteLog (Windows)
 - WinTest (Windows)
 - SkookumLogger (Mac)



Before the Contest

- Download the contest rules and study them!
 - Understand the exchange.
 - Understand the start, stop times and break periods.
- Set up the Contest Logger for the contest.
- Make sure everything works properly.
- Participate in a practice session.
- Exercise!

Exchanges

- Sweepstakes: 427 A WA4FIB 71 SFL
- CQP: 822 YOLO or 822 MA
- CQ WPX: 59 CA
- Field Day: 9A SCV

Running

- Stay on a frequency and call CQ, work stations until no one comes back for a while.
- Identify often, preferable between each QSO
- When the frequency runs dry, pick another frequency!
- Work dupes!!!
- Believe in yourself. N6BV: "No one responds to a tentative CQ"

Search and Pounce

- Try Running!
- Find stations to work, call them!
- Only one or two tries, then move on. Work them later.
- Make sure the station you are calling isn't a dupe before calling.
- Why aren't you running????

The Computer is Where the Contest happens!

- Use band map shows where running stations are.
 - With spotting you get the information from the network
 - Without spotting, enter it yourself as you work stations
- Enter frequencies into the Callsign field to QSY large amounts
- Watch the Info window to track rates.
 - When the rate falls, it may be time to QSY!

The Computer...

- Learn the function keys and commands. Use them!
 - A cheat sheet on the keyboard works wonders!
- Keep your hands on the keyboard as much as possible.
- Very little need to touch the radio, especially when running!
- If you aren't working with the computer, you aren't making QSOs!
- Be sure to use the Keyer/DVK facility set it up ahead of time!

Propagation and time

- Propagation maps are available to help determine when openings <u>may</u> occur.
 - https://www.k6tu.net/
- For assisted operation, watch the spots for near-by station activity - this will be a guide to who you <u>may</u> work.
 - This also gives you a guide to when to change bands.
- Tracking who you are working will give you a good view for trends.

Taking Breaks

- Plan your breaks for when propagation is poor.
- Get up and walk around periodically. Vary how you sit and stand.
- Sometimes you just "gotta go".
- Remember to eat and drink regularly, easier on CW and digital, but...

And more...

- No distractions!
- Don't check email, news, sports scores during the contest. The computer is for contesting!
- Disconnect the telephone, doorbell.
- Make sure the family knows what you are doing. Place it on the calendar months ahead!
- CQP is far more important than UF Football!

Station...

- Know where everything is and how to use it ahead of the contest!
- Plan for failures and backups.
- Make a note of improvement suggestions (a short note in the log!), do not dwell on this or take time away from making QSOs!

After the Contest

- When the clock hits the end time, stop!
 - OK to finish a QSO that was started before the end tick. Be sure the log shows the time of QSO start, though.
- Send in the log quickly! DO NOT procrastinate on this one.
- Study the logger charts and notes for things you could do better.
- When the Log Check Report (LCR) is available, study it for errors and work to eliminate them. ARRL LCRs at: http://contests.arrl.org
- Thank the family for helping you contest!

References

- NCCC: http://www.nccc.cc
- Contest University: https://www.contestuniversity.com/files/
- ARRL: http://www.arrl.org/contests
- ARRL: http://contests.arrl.org
- Contest Calendar: https://contestcalendar.com
- N1MM+: https://n1mmwp.hamdocs.com

Is Field Day a Contest?

Contest Rules

The ARRL Contest Update

Contest Rules

Straight Key Night

RTTY Roundup

School Club Roundup

January VHF

ARRL DX

Rookie Roundup

June VHF

Field Day

IARU HF Championship

222 MHz and Up Distance Contest

10 GHz & Up

September VHF

Sweepstakes

EME Contest

160 Meter

10 Meter

General Rules for All ARRL Contests

General Rules for ARRL Contests Below 30 MHz

General Rules for ARRL Contests Above 50 MHz

Contest Rules

The goal of Amateur Radio contesting is to contact as many stations as possible during the contest period.

Every contest has Contest Rules:

- Only certain bands may be used
- The contest only takes places between certain times and on certain dates.
 Some contests also require "off times" when you are forced to leave the air.
- An exchange of information is necessary during each contact. You may be required to send and receive a serial number, location, name or even a person's age.
- Only certain operating configurations can be used. You may have to choose a "class" of operation such as a single operator using low power.

Select a contest from the left hand navigation for a closer look at its rules.

Contest Calendar

Find upcoming contests. Learn More

Rules for All ARRL Contests

Check out some general rules for all ARRL contests. **Learn More**