THE FRANKFORD RADIO CLUB
NEWSLETTER
PROFICIENCY THROUGH COMPETITION

FRC Since 1927

CALENDAR

June 2002:
8   **FRC Meeting,**
               King of Prussia, Noon
15-16   All Asia CW DX Contest
23-24   ARRL Field Day
26   **FRC Open Golf Tourney**

July 2002:
13-14   IARU HF World Champ.
21   **FRC/PVRC/YCCC meeting**
27-28   IOTA Contest

August 2002:
10-11   European DX Test, CW

September 2002:
14-15   European DX Test, SSB

October 2002:
12-13   PA QSO Party
26-27   CQWW SSB DX Test

November 2002:
23-24   CQWW CW DX Test

February 2003:
15-16   ARRL CW DX Test

March 2003:
1-2   ARRL SSB DX Test

CHANGES

Address Change

K3MQH
Richard G. Ballou
5004 Oakland Hills Ave.
Sarasota, FL 34234-2930

MEETINGS

Meeting at the King of Prussia Firehouse
Saturday, June 8 from 12-5PM

Join other **FRC**ers at the annual awards meeting at the King of Prussia Firehouse. The meeting will run from 12 Noon until 5PM.

Directions from PA Turnpike Exit 24 (Valley Forge)

Pay toll and take 3rd (no more than 1/8th mile) ramp (**RT 202 N**)
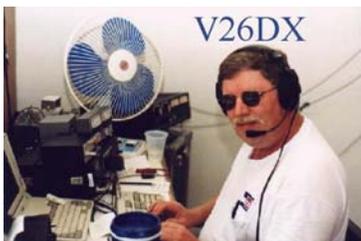Go to 4th light (McDonald's on right) and turn LEFT onto **ALLENDALE ROAD**

Stay in right lane and just past small strip mall on the right is a DOME building. Next driveway is the firehouse. Turn right and follow around SLOWLY past firehouse to parking in the rear.

Joint FRC/PVRC/YCCC Meeting July 21

Plan now to attend the joint Frankford Radio Club, Potomac Valley Radio Club and Yankee Clipper Contest Club meeting and picnic on Sunday, July 21 from 12 Noon until 8PM. The meeting will be held at the Old Troy Hills Park in Parsippany, NJ. Further details and directions in the July issue.

T.I.T.S. meetings

Meetings of the Trexlertown International Transmitting Society (T.I.T.S.) are held every month, including the summer months, at 12 noon on the third Thursdays. The location is the Pied Piper Diner, on PA 222 between PA 309 and PA 100, Trexlertown, PA. The Diner is across the street from the main entrance to Air Products and Chemicals, Inc.

President's Column

Dayton is now in the rear view mirror and we stream on towards WRTC 2002. It was great to see the good turn out in Dayton. We were missing a few "Daytoneers" who usually attend, but all in all a great Dayton. A few new radios were shipped back east. The IC-756 Pro II seemed to be the weapon of choice and was being bought for around $2300 US. I'd like to personally thanks **W2CG** and **W2NO** for the awesome hospitality in the flea market. **K3NZ** and I felt right at home as we rested our weary legs and aching backs. We weren't feeling any pain at all after the respite. I tried to do my part as I sold **K2TW's** power supply while Marty and Dan roamed a bit. The Contesters Super Suite was well attended once again but it seemed total attendance to Dayton was down about 30%. We had 330 attendees at the Contesters Dinner Saturday night, but the food was terrible.

It seems we have another "rocket scientist" in our midst for real. The guest speaker at the Contesters Dinner was Joseph H Taylor, a Nobel Prize http://www.psc.edu/science/Taylor/Taylor-bio.html winner, from our own Princeton University. Joe's work on Pulsars and the actual sound of three different pulsars were the highlights of the evening. I now place the onus of Joe's recruitment on **K2QM**, Chairman of the Department. Go get'em Dan! He's a keeper!

On to a more serious note. Our donations are running about $2,300.00 under our budget at the moment. If you have not sent Dan your contribution for this year please do so ASAP and be as generous as you can. We may be forced to go to a quarterly newsletter as the result. As I reported in an earlier note it costs about $2500 a year to print and distribute the newsletter. If you can possibly store the newsletter on your computer or print it out from the website I urge you to call **K3WW** and advise him to remove you from hard copy newsletter if at all possible.

SUMMER meeting places needed. We have a fixed schedule at the moment. June will be the Awards meeting at the Firehouse with a big program coordinated by Alex, **W2OX**. July is the Joint **FRC**/PVRC/YCCC Cookout. Please contact Alex if you can provide a place for us to congregate and party or if you can make a presentation on your area of expertise for the July Meeting. Please volunteer. **FRC** needs you.

73, Doug W3CF

FRC Annual Fund Drive

Donations through May 21. The PayPal option is now up and running. You can send your donation to k2qm@arrl.net. Checks payable to "Frankford Radio Club" should be mailed to Daniel Marlow, K2QM 39 Wilson Road Princeton, NJ.

AA3B	K3BU	K3SW	N2LT	N9CG	W2VJN	W3SOH
K2BMI	K3CP	K3SX	N2MR	NA2U	W2XT	W3TPC
K2DX	K3CT	K3VA	N2OV	NC1A	W2YC	W3ZL
K2FL	K3CY	K3WW	N2RM	NN3Q	W2YR	W4AA
K2GW	K3II	K3ZV	N2SS	NO2R	W3AP	W7CT
K2JF	K3JG	KB3MM	N2VM	NR2H	W3BG	W8FJ
K2NG	K3JGJ	KD2RE	N2VW	NW3Y	W3BGN	WA2MKM
K2OWE	K3JJG	KD3TB	N3BNA	NY3C	W3BYX	WA2VYA
K2PF	K3MD	KE3GA	N3EA	W2GD	W3CC	WA3LRO
K2PS	K3ND	KF3B	N3ED	W2LE	W3CT	WA3YOB
K2SWZ	K3NL	KQ3F	N3IDP	W2OX	W3FV	WB3GIW
K2TK	K3NZ	KU3X	N3KR	W2RD	W3KV	WK2W
K2TW	K3OO	KU3X	N3RD	W2REH	W3MF	WQ3E
K2UT	K3OOO	N1RK	N3RS	W2TV	W3MM	WT3P
K2WK	K3PH	N2BIM	N3VV	W2UDT	W3OV	WT3W
K3ATO	K3PP	N2CQ	N3ZA	W2UP	W3RAT	

News from the ARRL

Log Checking Reports (LCRs) now are available for selected ARRL contests. These documents provide a detailed error analysis of a contest entry. LCRs will be available for selected events commencing with the 2001 ARRL November CW Sweepstakes. ARRL members may access the available reports on the ARRL Web site <www.arrl.org/members-only/contests/lcr.html>. To access your reports, you must be registered on the ARRL Web site as a League member.

ARRL Contest Branch Manager Dan Henderson, N1ND, said that while the League recognizes that it's useful for participants to review errors found in their contest logs, the ARRL has established firm guidelines regarding how it will address inquiries.

"Simply put, we will not enter into discussions or debates over individual QSOs," Henderson said. "All electronic log data is checked using custom software. All logs are judged by the same criteria." Henderson said the policy was dictated by the need to minimize staff time and avoid any inequities in the treatment of individual contest entries.

Henderson said the log-checking software can--and does--perform a good job of impartially adjudicating the logs. While audio tapes or files of particular QSOs, e-mail confirmations from others or other types of "documentation" can be useful for a contester's research and learning, they "usually are not definitive and will not be considered" in the event of a dispute. The only exception might be in the rare event that a log file was corrupted during transmission to the ARRL. "We will deal with these problems as necessary," Henderson said.

Reports may be accessed as soon as the results for the ARRL contest become available. For single operators, your log-in username (call sign) must be the same as the one that appears on the log submitted for the event. If you were a guest operator at another station or part of a multioperator entry, you may access the LCR for that entry if your call sign appears as an operator in the Cabrillo header (summary) for that log. ARRL members without Internet access may request their LCR free of charge by sending a request and an SASE to LCR Request, ARRL, Contesting Branch, 225 Main St, Newington, CT 06111.

Non-ARRL members may obtain LCRs by mailing a request along with $3 and an SASE for each event (eg, the Phone and CW weekends of the ARRL November Sweepstakes count as separate events). For each request, include the name and year of the contest as well as the call sign of the entry. Henderson said the style and format for each LCR may differ from contest to contest, since the various operating events are checked and processed by different software. For more information, contact Henderson at contests@arrl.org or by telephone 860-594-0232.

A Ham Radio Story

Once upon a time.. about 20 hours ago, a Tuner died a horrific death, one that could only be told though the typing of a "slightly-strange" amateur radio operator. Some have called this man a bit eccentric.. I mean, what kind of person does it take to invest money, time and at least a liter of blood in putting things up like antennas, just to use a radio, to maybe talk to someone. I've had neighbors look at me weird. They ask me when I see them, "So Tom, what are you going to be doing this spring?", over a cold beer and a few shots of Vodka. To witch my reply is simply.. "Antenna Farming." The neighbors look at you even stranger now, wondering what that actually involves. They soon find out, watching as you monkey around your back yard, doing all sorts of things. My neighbors are the greatest people. I mean when my Dipole for 10 meters went wonky and started ripping though my neighbor's TV, Joe calls me and asks, "are you on the radio? Its coming across the TV.." so you engage your neighbor in some thinking, and sure enough find out that you have a loss problem on a feed line.. with a soldering iron in hand, you fix it in a matter of minutes.. Your neighbors are happy and you are happy. You both have solved a problem, there is an exchange of beers across the short fence, and some smiles..

Then the day comes when someone asks you an in-depth question, like, "So why do you have all those antennas for? What do you do with them all..". So you tell them and they reply with, "Well, I can do that too, Its called the Internet." Now you've had your service, your hobby, your enjoyment challenged.. I solved this problem.. I don't just tell them, I whip out the nice collection of Pretty and Funny QSL Cards, like KA6MAL's Color card, The DX'ped to T32B, among many others. And then they smile, laugh and nod.. They get it! They understand why it's so much fun. You work for it, you then get proof. No wires, no ISP, no Computer. Just a guy, a radio, a wire and some Magic..

Then the day comes when you do something, or something happens that makes you think, "This bites. I put all this work and effort and money into this, and now my tuner takes a dive. WHY do I bother?" Feeling kind of sad and upset at the whole situation, you give up, you toss everything down.. And proceed to "Doof-off Online..."

Courtesy of Keith N5RA

Search and Pounce Strategies

(Editor's note: Several months ago there was a brief discussion of search and pounce strategies on the FRCC reflector. I'm publishing some of the submissions to possibly give you some ideas for the next contest.)

From Richard, K3IPK:

I have found the most efficient for me is to seek only stations that are actually in the process of calling CQ. When using one radio, and in S&P "mode", if I am on a relatively crowded band, I pass by stations that are in a QSO, and generally listen only for "CQ" or "TEST". My thought is that if I stop at each station (rather than only stopping at stations actually calling CQ) and wait for the present QSO to be completed (blah, blah..pse agn ur zone..blah blah..pse correct my call...blah blah), I will find myself in SWL (time waster) mode rather than QSO (point producer) mode. I tune down the band rather than up the band, probably cause I listen to the "upper" half CW sideband.

Before I start tuning down the band, I open my CW filter to WIDE (allows hearing more bandwidth), hit the "A=B" VFO button (see why below), and then start slowly tuning down... looking for CQers ONLY. If I hear the word TEST (as in the last word of "HZ1AB HZ1AB TEST"), I will stop to listen for a moment. If someone starts answering the CQ, I will pop the frequency into a "quick memory", but immediately start tuning down again since I don't have the CQer's callsign yet, and he is just starting a QSO. But if no one answers him, I will wait for him to call CQ again (typing in his call as he sends it, and doing a "check partial"). If I hear a busy pileup or something else that may be of interest as I tune, I will pop that into a "quick memory", and check it out briefly after I get to the bottom of the band. Also, if I hear only a callsign as I am tuning, I will be typing it to "check partial"...perhaps it is the end of "CQ TEST HZ1AB HZ1AB". If he starts a CQ again, all is ready.

When I get to the bottom of the band (hopefully having worked a bunch of QSOs in the process), I will check the "quick memory" register (perhaps working a few stations that were in QSOs when I tuned past them), then hit "VFO B" which immediately puts me back at the top of the band where I started. After again hitting "A=B", I start the process over.

One advantage to using the "SO" approach as opposed to only using the SOA approach of "point and shoot" from the

packet callouts seems to be that there really are some neat multipliers and QSOs out there.....with NO ONE calling them if you find them yourself. If going SOA, the combination of S&P tuning along with "point and shoot" from packet can be even more rewarding. I also use the S&P mode upon QSY to a new band....figuring I might as well be MAKING QSOs while I search for a run frequency on the new band rather than being in SWL mode while finding my run frequency.

Certainly, I RUN WHEN I CAN....a GOOD run is more FUN and more point PRODUCTIVE....but keeping a eye on the RATE window sometimes tells me "it's time to S&P".

From Barry, W2UP:

Personally, I much prefer running. It's more fun and usually more productive. Assuming that a mult is equivalent to about 5 QSOs (fair guesstimate, I believe), during a good run, that's about 2 minutes. In a big packet pileup, it often takes me longer than that to get through. So, the run is a better score builder than the new mult.

When I operate SOA, it's rare that I tune for mults or QSOs myself. I find it much more time-efficient to just pounce on the packet spots, as long as I wait several minutes after the spot appears. It's one thing fighting the rest of you guys for a new mult. It's another when it's for a DL. I've been able to do 2-3 QSOs/minute just double-clicking my way across the band. Also, in SO2R mode, it's much easier to point and click a new QSO (but I do verify EVERY callsign myself before logging the Q - too many bad packet spots), than to tune the band while running elsewhere.

When in true S&P mode (not often), I do stop at every station. I want to know that I've worked out the band in one sweep, for everything on at that moment. How long does it take to wait for a CQ to end and hear a callsign (or even listen to a full exchange), vs. tuning past several other stations to find an immediate callsign at your disposal? I think it's a wash.

Top to bottom, bottom to top - doesn't matter to me. Sometimes I'll start in the middle of the band, too :.) Related question: When to S&P? When SO2R, for me, when the rate is under 100-120/hour. When above that, I find it very hard to get the timing right, and also need to ask for too many repeats on my run freq (which greatly affects rate, as you quickly find out if you've played BCC PED). When SO1R, when the rates slows, just before QSYing to another band.

From Stefan, DL1IAO:

Here´s my European point of view:
1) One radio setup

In a typical all band CW contest, I´m on S&P quite regularly - unless I´m able to run W/JA at a good rate. When W/VE opens on 15/10 I will search stations by myself for 1 or even 2 hours because the part-time OPs will still be asleep, and sunrise moves slowly across the North-American continent (few new stations showing up per time unit). Besides, this is the best time for chasing Caribbean and SA multipliers as the band is not too crowded yet. Later it is hard to find them and they start turning away their antennas. There are also a few Asia/Pac stations still around who should not be missed.

Beginning around 14z I will typically try to run W/VE on the highest band possible, as long as possible, and follow down the MUF. Before leaving a band for this day´s opening I try to do some aggressive S&P (concentrate on CQing stations and pileups). A complete sweep of the band (especially 10m when open) takes too much time. I like tuning one VFO up from the bottom, and the other one down from the top (there are many multipliers high in the band!). The important thing, however, is to use your time effectively, either identifying or calling stations yourself. Every time you can neither identify or call a station (when he is in a QSO) switch VFOs and tune in the next station. Toggle often to be right in time for dumping in your call or to copy a call.

Except for the "dying band situation" mentioned above I will call most stations. It is quite hard doing just this without interruption for several hours - and the VFO buttons of your rig SUFFER. However, I will often have superior QSO rates this way until the band is good enough for a real run - and I do get the multipliers.

The S&P/CQ ratio depends on the efficiency of your antennas. Naturally I find myself on S&P at my home QTH more often than at the club station.

2) When using two radios I try to CQ for the full W/JA openings and look for multipliers on the 2nd radio. Sometimes concentrating on S&P with both ears still will be more effective, especially during the times mentioned above. Based on this you probably MUST CQ during the early opening hours, especially as a smaller station. When more Europeans start CQing by themselves it could pay off to interrupt your own run on a crowded freq!

And yes, it´s amazing how many of the PED-calls you will actually notice during a real contest.

From John, K3ZV:

Since I do about 75% S&P, I thought I would chime in also. On Saturday morning when I go to 10 meters, I know that during my first pass through the band, that I haven't worked any of the EU stations that are on. So, as I tune a band, even if I don't get their call, I call them, make the QSO, and then get the call when they go QRZ. This works very well Saturday morning and I can keep the rates up to 80-100 and hour for quite a while. This works the first pass thru any band that you have not been on before.

Another trick is to work 2 stations at the same time. There are times when 2 stations are close enough in frequency and calling CQ pretty much in sync. However, they cannot hear each other. I go between them and send my call. Many times, both will respond with my call and report. Since I am the pounce station, I reply with just a report (this is pretty standard contest procedure). Both stations acknowledge the QSO and go QRZ. Since both stations log me, I log both stations. I can usually do this about 15 to 20 times a contest on 15 & 10 meters.

One thing to remember - SPOT EVERYTHING YOU WORK S&P. This helps all the SOA guys, especially on Sunday.

SCHEDULE IT NOW!

Phone: October 26-27, 2002

CW: November 23-24, 2002

(Unlike most years, the CW test is the weekend BEFORE Thanksgiving, not the weekend after)

CW: February 15-16, 2003

SSB: March 1-2, 2003

Affiliated Club

The Frankford Radio Club

Club Officers
President, **W3CF**, Doug Priest….....…............... 215-361-9989
Vice Pres, **N3BNA**, Dale Long ……........…....… 717-626-8794
Secretary, **K3ZV**, John Lindmeier ….....…....….215-632-2919
Treasurer, **K2QM**, Dan Marlow ....…….............609-683-5633

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Awards, **W3IZ**, Norm Fusaro …........................… 215-795-0390
Membership, **K3ANS**, Bill Goodman ...…….......... 610-258-5063

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Printing, **K3ZV**, John Lindmeier ...…….....…........225-632-2919

Repeater
2 meters, 147.27/147.87
Output PL tone, 114.8

Home Page
www.frc-contest.org

Meetings
Meetings are held on the 2nd Tuesday of each month (Sep through May) at 8 PM at the Philadelphia College of Pharmacy and Science, 43rd and Kingsessing Street, Philadelphia. Summer meetings are held at member homes (one Saturday/ Sunday per month).

In This Issue

MEETING INFO

DONATION UPDATE

SEARCH AND POUNCE STRATEGIES

AND MORE!

**Deadline for July issue:
Sunday, June 30**

**Packet Cluster
Contest/DX System**

144.910 N2MT
144.930 W3FRC
145.650 K2TD
144.950 KD3CN
145.530 K3WW
145.530 AA1K
145.530 K2SG
145.570 WT3Q
145.570 K2TW
145.590 N2NT
144.950 K3GYS
145.710 W3EA
145.730 N2BIM
147.495 W3MM
145.670 W3PP
441.050 W3MM
445.525 K3GYS
445.525 W3EA
445.850 N3BNA
..TBA   N3ED