

Wow, how time flies. It is ARRL DX Contest time already. The MRRC is going to have its work cut out for itself to pull the rabbit out of the hat and win this affair. It can be done however if each of us will pitch in a reasonable amount of time. It sure does not take big antennas to do a respectable job, John, W8QIQ, has done all of his ever winning DX Contest work on a tri-band under 50 feet, with some kind of trapped vertical for 40 and a low band dipole on 80. How does John do it? Operator skill from having never giving up, knowing the bands, and an ever going will to win. Let us all give the DX Contest a go and make the East Coast know that the MRRC is for real.

MM PROTEST. Murphy's Marauders has protested the MRRC Sweepstakes club entry. Their complaint to ARRL says that our members living from 50 to 175 miles from the club address have not met the 2 of imperson club meeting regulation and that the MRRC membership practices are out of order.

The ARRL has forwarded to complaint along to me for comment. I am now trying to finish the reply. On both points of complaint I am convinced that the ARRL can only rule in our favor unless they wished to change the rules after a contest, and this is not the way they operate. Now as it comes along,

"DX Contest" again, I have received some great input that will make the contest more fun. First a "how to play the contest" article put together by several of the fellows in Michigan and secondly a DX Contest propagation chart made up just for this area. This chart by Joe, W8VSK, can really help you bring up the score. Take the time to look it over and make a game plan for the contest. You will have to look up the areas as coded on the chart by looking at CQ magazine. As an example, A stands for Western & Central Asia and Europe & North Africa, B for Northern Europe and USSR, etc. etc.

Reporting DX stuff and on the air contest talk. The MRRC will get together on the air the Thursday before and the Tuesday after each session of the DX Contest at 7:30 local time (PM) on 3890 kHz. This will give us a chance to compare notes and find out all the multipliers we missed,

Good luck to all of you and I hope the "GO MAD RIVER" chant you made will do it again. Next FLASH in one month...By 73 de KEN

Tips on Running a DX Contest

By W8VSK, K8MFO, W8FAW, K8VQP, WA8YVR, W8TJQ, K8QKY and WA8TBQ
with WA8VEY editor and scribe

A high membership turnout is going to be necessary for Mid River to win the upcoming ARRL DX contest. However whereas DX contests may be more fun they also are a bit more complicated to run successfully than Sweepstakes. With this in mind several of the clubs more experienced DX contesters have prepared a few suggestions which may prove helpful with both raising your score and your enjoyment of the contest. Let's have two MRRC victories in arrow!

First the best way to learn what propagation is going to be like in your area is to get on a few weeks before the contest and get to know conditions on the bands at your QTH. Combined with W8VSK's propagation chart this should allow you to lay out some sort of game plan.

Make sure you get your station set up so that you can change bands quickly-in a half minute or less. You may find it convenient to get some masking tape and mark your control settings for the various bands.

Don't use a speaker. Get yourself either some cushioned ~~sæereo~~ headphones or some of the stethoscope variety and use them.

Avoid the use of other than standard phonetics for your call. Stick to the ARRL or military lists.

With rare exceptions never spend more than 30 minutes on a single band in one stretch. Even if a certain band is hot you risk the chance of missing something equally as important on another band.

As we approach a low MUF the high frequencies will have strong but short openings.

In looking for a specific area you must consider its local time. Don't be looking for ST2SA just because the band is open because if it's 2am in the Sudan chances are that Sid is in bed. Because DXpeditions are usually on 24 hours a day we sometimes forget that the other guy has to sleep too.

Learn to recognize the DX stations operating habits. Is he answering callers on his frequency or only those up 5 kc? Is he accepting tail enders? If you fail to recognize how he is working them you can have an excellent signal and not get through.

Figure out your multipliers after the contest is over not while it is in progress.

Don't necessarily stay in the low end of the band. You may be able to find more QSO's higher in the band with less QRM and other competitors to contend with.

Sleep is a personal matter but it is good to get some. 0400Z-1200Z is advisable and the more ambitious might try 0700Z-1200Z. You must weigh the small number of multipliers you will work in the middle of the night against your loss in efficiency the next morning when things are comparatively much busier.

If ten is open stay with it longer than you would normally would. Try and make an effort to hit ten harder the first weekend. It may not open to many areas-especially Europe-on the second set of weekends.

Don't miss the European openings on any bands.

Europeans on 80 from 0400Z-0800Z

..... with the sunset European opening on 40.

You'll get beaten too easily and too often by the East Coast to make it worth your time.

The Russian and Eastern European opening will come with the bands also open to Western Europe. It is not an ill-conceived plan to work nothing but Eastern Europeans when 15 opens in the morning 15, or the equally loud western europeans because you can pick them up before the Eastern Europeans are gone.

Don't get discouraged on the first day of the contest because as the contest progresses it becomes easier going-especially for the barefoot stations.

Spend a half an hour on 40 and 80 sometime between 1200-1400. Don't try for quantity here, just work one of each multiplier until you leave the band.

You're far better off concentrating on the second level Europeans HB9DX may be 599 and have a hundred stations calling him but at the same time HB9KJO may be up Skc with only a 559 signal and no one calling him. A lot of the big signals will be in the contest serious and literally begging for contacts on the second weekend.

Try not and spend more than five minutes in a pileup. Note the frequency, go off and work someone else and come back later.

Don't waste much time on a pile-up if the station isn't working people from your call district. At the beginning of an opening, say to Europe ship will favor the East Coast and as the day progresses will slowly move west. If you leave the pileup and return 15-20 minutes later you may find the station working nothing but 8's and 9's. Needless to say this is the most profitable time to call.

Keep checking ten sporadically.

20 will often die out at night and come back again. Don't go to 40 and 80 at say 0100Z and never listen back on 20 until the next morning. Keep checking 20.

0100-0330Z Asiatic Russians.

The DK station knows his own call so you need only give it once. A one by three is the longest call you should ever give. Keep those calls short-especially on 40/80.

A big signal isn't as important as good timing.

Asiatic Russians tend to hang out around 0324-5.

Don't pass South American stations by on 40/80 when the bands open to Europe because they will go to bed and you won't find them on.

Make up a chart of multipliers by band and by continent for the first weekend. This way you'll find out which areas open up and you should hit harder on the second weekend. If you have two E's open on 80 and 25 on 40 it would probably be more profitable to spend a more time on 80 if the band is open & it will be considerably easier to work that third European multiplier on 80 than the 25th one on 40.

Take some 3X5 index cards and make up some prompting cards for band on multipliers you feel you're likely to pick up on the second weekend. You may have worked EU2CB on four bands the first weekend and be missing him on 20. Now if you're not aware that you need him or there's a good chance unless your memories awfully good that you'll miss him by without even consulting your check sheet. If you're sure you've got him,

That's it-happy hunting and GO HAM!

Pauline
Helen

12/20/68

WB8VSK DX CONTEST PROPAGATION CHART

24 HR
EST

7 P.M.

8 P.M.

9 P.M.

10 P.M.

11 P.M.

12 P.M.

1 A.M.

2 A.M.

3 A.M.

4 A.M.

5 A.M.

6 A.M.

14

D1E2F1G1H1
I1J2K2L1

D1E1F1G1H1
J1K1L1

F1G1H1M2

F2H1K1M2

C1F2N2J1
K1M2

C1F2N2J1
K1M2

C1N1D1F1
J1K1M2

N1D1J1L1M1

N1J1L1M1

J1L1M1

J1L1M1

J1L2M2

7

A4B2E1F2L3

A4B2C2E1F2
G1H1

A4B2C2E1G1
H1L4M2

A4B2C1D2E1
L4M2

A4B2C1D2E1
L4M2

A3D2L4M2N1

A3D2L4M2N1

A3L4N1J2

A2L4N1J2K1

A2J3L3N1K1

I1J3K2

I1J3K2

3.5 - 1.

A2B1F1

A3B1C1F1

A3B1C1F1
L2M1

A3B1C1L3M1

A3B1C1L3M1

A2B1D2L3M1

A3B1D2L3M1

A2D2L2M1

A1L2

J1L1

I1J2K1

I1J2K2

10

L1

15

A1B1C1D1E1
F1G1H1L1M1

A3B2C2D2E1
F1G1H1K1L3
M2N1

A4B2C3D3E1F2
G1H1K1L3M2N1

A4B2C2D2E1F3
H1J1K1L3M1

A3B1C1D3E3F2
J1K1L2M1

A2B1C1D4E3F3
J1L2M2

A1D4E3F3J1L4
M2

A1D3E2F2J2K1
L4M3N1

20

A4B3C02D2E1
F1G2H2I2J3
K3L4M2

A4B3C2D2E1F1G2
H2I2J3L3L4M1

A2B2C1D1E1G1
H1I1J2K2L3M1

A2B2C1D1E1G1
H1I1J2K1L4S

A3B1C2D1E1G1
H1J1K1L2

A3B1C2D1E1F1
J1K1L2

A4B1C3D2E2F1
J1K1L2M1

A3B1C3D2E2F2
J1K2L2M2

13

14

W8VSK DX CONTEST PROPAGATION - CONT

24 HR

EST

	<u>10</u>	<u>15</u>	<u>20</u>
15	D1J2L2M3	D2E1F2J2K1 L4M4N1	A2B1C2D4E5 F5J1K2L3M3
16	J1K1L1M2	D1F1I1J3K2 L3M4N2	A2C1D4E3F3 J1K1L5M3
17	G1I1J1K1L1M1	G1H1I2J3K2 L2M2N2	A1C1D3E3I2 I1J1K1L4M4N1
18	G1H1I1	G1H1I2J2K2 L1M1N1	A1D2E2F2G1I1J1 K1L4M4N1

GENERAL:

This exposé of possible band openings is based on CQ Magazine propagation charts in December 1971 CQ plus 40 years of hanning.

Notice that the areas are lettered A through N and that the time used is Eastern Standard 24-Hour which is the same as the charts. The number following the letter is explained on Page 67 under Item 3. The highest or best openings are number 4 and progressively down to 1 which is the worst. Unless you have a beam or equivalent on 40 no operation is indicated before 7 P.M. as the East Coast stations would be hard to beat out. Don't die on a band - remember to QSY!

Also remember that most DX is not as wild about contesting as you are so regardless of band openings you must work them when they are likely to be on the air.

You will probably get more multipliers by being courteous and take time to rag chew with some essential multipliers. At least 15% of the multipliers will not be in the contest.

Use your cunning to sneak out a multiplier....listen to some "masters" like W3AU (old W3MSK) - find unwilling contestants and also to find impossible openings. Use your Spanish, French, Russian, etc., greetings to enhance your pileups!

W8VSK
1974