N3FJP LOGGING SOFTWARE

THE WISCONSIN QSO PARTY MARCH 15 2009

BY KB9KEG RANDY GRUNEWALD

3/8/2009

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Specialty Software		**NOTE: There have been some rule changes to the calculations for WVQP bonus points and for reasons explained above we have not had the opportunity to incorporate these changes. Generally, rule changes result in a state QSO party
WX Spots Log		program's removal, but since this version is still okay for logging and bonus points can be calculated manually, I have not taken it off our software list. **
Amateur Exam Study Program		Download Wisconsin QSO Party Log 1.7 Now!
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State QSO Party Log Registration

The State QSO Party Logs are limited to 30 contacts until registered. For permanent use of each State QSO Party program, a \$6.00 registration fee is required. All the State QSO Party Logs are included in our software package!

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For your convenience, we have created the N3FJP Software CD which contains the State QSO Party Logs listed above and installation files for all of our software programs. The CD, with a single State QSO Party registration only, is \$19.00 (shipping/handling included).

Register all of our logging software at once and SAVE with the N3FJP Software Package! Please see the Register Now! page for details!

Registration Options

Please send Cash, Check or Money Order payable to G. Scott Davis for registration of this program. Please be sure to include your call sign and e-mail address with your request so we can process your registration promptly! Send to the address below:

> G. Scott Davis, N3FJP 118 Glenwood Road Bel Air. MD 21014-5533

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To purchase by credit card via PayPal, please click an icon below. Be sure to include your call sign in the message section! PayPal will send you a Receipt of Payment within minutes of your transaction. When we receive Notification of Payment from PayPal, we will promptly send your password via e-mail. If you have not received a confirmation within 24 hours, please send us an e-mail.

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From that first program our software library has grown to the list you see at your left. <u>Amateur Contact Log</u> is an easy to use general logging program that has many great features including tracking of worked all states, counties and countries. The rest of our programs are easy to use "contest specific" applications. We are thrilled with the positive response we have received concerning our software, and we can't <u>thank you</u> all enough for your ideas, <u>kind words and encouragement</u>.

Please click the links on the left to browse through our software library, try our programs, put them through their paces and see what you think. We hope that you enjoy these programs, and if you find them useful, please tell a friend!



73, Scott & Kimberly N3FJP & KA3SEQ

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Make sure your clock is coordinated with WWV. One way is to listen to 5mhz 10mhz 15mhz on Shortwave for the time announcement, or have your computer synced with the world time.



USE ATOMIC CLOCK SYNC TO OBTAIN ACCURATE TIME



3/8/2009

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HERE IS YOUR LOGGING PROGRAM FORMAT





TIME ON

• REMEMBER TO CLICK "TIME ON" WHEN EVENT STARTS.

ENTER CALL, STATE, WI COUNTY



AND HIT ENTER



NEW CALL. CHANGE BAND TO 2M AND MODE TO PH.









To Edit Contact, Right Click on Recent Contacts



Then Hit Edit Contact Box and perform editing.



For Mobiles/Rovers, Enter Callsign and New County Then Hit Enter.









Tips for Wisconsin QSO Party, March 15, 1 PM to 8 PM

I usually do an article on WIQP for the membership. This year, I am going to give you some operating tips, that should make WIQP participation quite easy. Those of you who were at the club meeting February 10 to listen to the presentation on setting up contest stations, hopefully picked up some valuable tips for your station, as well as operating tips. My part of that presentation included some suggestions for using the N3FJP logging program on WIOP. I will repeat some of them in this article. WIQP, the West Allis Club sponsored event is happening soon, as you can note from the title. This year there is a really good reason to participate. The ARRL is sponsoring the Year of the State OSO Party, to recognize the organizations that sponsor State QSO Parties, and to encourage all hams to participate. Why do I mention it ? Three reasons. First, this will give club members the chance to crow about their club being the WIQP sponsor. Second, it gives our club members a chance to earn this award - however, you need to participate in WIQP in order to have a chance for those ARRL awards. Third, this would dovetail quite nicely with Howard's suggestion of an internal club Worked All States competition, since OSL cards are not required (you can download a very nice certificate, and the printable stickers to put on that certificate). Hopefully our popular WIQP event will see a better than normal participation this year because of the ARRL event. I hope this is the year that you say to yourself, I am going to participate ?

General Suggestion Tips

Tip One. Probably the most important tip is LEARN TO LISTEN. Over the years of operating, I have come to believe the most important skill you can achieve is the ability to listen. LISTEN to make sure that a station is calling "you." When your transmission is finished, LISTEN to make sure you actually have worked that station. You would be surprised how many times you will find you did not work that station. LISTENING not only helps you do better, it helps others.

Tip Two. Use standard identification. You need to ID yourself clearly, with standard phonetics, not some odd words, or "cute" phonetics. The standard phonetics were set up for a reason. Speak your callsign with those phonetics clearly.

Tip Three. Identify often. The rules do say every ten minutes. However, they also say at the end of each transmission with a station. In my view, for contesting, you need to ID yourself with each transmission. It is quite easy to do - just give the callsign of the station you are contacting, then give the report and then give your callsign. Depending on how fast the contacts are happening, this tip can allow you to work 3 to 4 stations a minute. Besides that, by starting out mentioning the other callsign right up front, all the stations on frequency know exactly to whom you are responding. And they know who you are, which will allow them to immediately call you when you finish your last contact. There is nothing worse than to have to wait 10 minutes for a station to ID before you know who he/she is. By following this tip, I believe you are setting a standard that others will eventually follow.

Tip Four. Use the same phonetics. By this I mean - go back to the calling station using the exact same phonetics he/she used - if they say Boston Cream Pie, you say Boston Cream Pie. Don't change their phonetics to what you know they should be phonetically, as that will only confuse them and slow things down. Yes, I know. Not all operators are using standard phonetics yet. Hopefully, if they read this article, they will. In my opinion, this is really a big time saver.

N3FJP Logging Tips

Tip Five. Background color. I suggest you consider changing the color of the States/Provinces you have worked. This change will make the S/Ps disappear from the screen when you work them, so only S/Ps you NEED to work are shown. In the bar on top, select Options, Appearance, Colors and change "worked" to the same background color as your screen (default is gray). By the way, there is no way to change color of the WI counties. Actually, the color is unimportant, as they change to the "worked" column as you work them anyways.

Tip Six. Keyboard. Learn to use just the keyboard for logging. Every operation needed can be done via the keyboard, except DELETING or EDITING a contact, which requires the mouse. To avoid having to use the mouse during a contest, I suggest you keep a piece of paper handy, so you can make a note on that paper of any problem with a contact. Then during a break, or when the contest ends, you can go back and fix those contacts, using the mouse. Using just the keyboard means that you are operating at peak efficiency, which sure speeds things up.

Tip Seven. Abbreviations. This is a real time saver. Cw operators use our three letter abbreviations. Phone operators should. Why? Think of it as the number of keystrokes needed, especially if you have taken the time to learn how to use just the keyboard for logging. When typing in a county, if you wish to use the full county name instead of its abbreviation, be aware that there are problems with ten county names - MARathon, MARinette, MARquette, WAUkesha, WAUpaca and WAUshara counties need a fourth keystroke to be able to pick the one you want. WASHburn and WASHington need a fifth keystroke. This totals 10 extra keystrokes. Green County and Green Lake County is another matter using full county names. Try to enter GREEN. GREEN LAKE pops up. To enter just GREEN, you need to delete everything after the word GREEN, which can be easily done from the keyboard using the DELETE key (this does not require the mouse). If you hit the space bar instead of the delete key, to try and delete just the word LAKE, the program tells you that GREEN is not a valid county. While this is extra screwing around with the keyboard, it is not a big problem, other than remembering how this needs to be done. Obviously, GREEN LAKE enters without a problem. However, you will find that by using our 3 letter abbreviations, the program is smart enough to select the right county for all the counties except one - GREEN County. With the GRE abbreviation (Green County) - you will again note that GREEN LAKE pops up. Hit the the DELETE KEY on the keyboard (the mouse is not needed here either). You will see that just GRE is left on the screen. Hit ENTER to log GREEN county. I suggest you try our 3 letter abbreviations this year. And by the way - typing GRL will show only GRL on the screen, but will enter as Green Lake. If you want to use only abbreviations, I can help you change the master file to make it even faster, which will also eliminate the only problem when using abbreviations - the GRE thing.

Tip Eight. Radio connected to computer. One of the other problems with the N3FJP program, although minor, is the need to change the mode and band on the screen, when you move to a new band or do a new mode. In the heat of battle, you might forget to change them, and then your log will not be correct. I know I have forgotten. As a solution, Tom Macon suggested that you should connect your radio to your computer, so the automatic selection of band and mode can be done by the program. I tried that long ago, having found that doing a connection slows down the logging turnaround time on my computer, as the program then needs to read the VFO and BAND information each time a contact was made, before I could log that contact. I found that if I wanted to keep my computer working as fast as possible, I could not connect my radio and computer. My alternate method is to paste a note on the screen to remind me to change band/mode. Maybe you will find that connecting your radio and computer does not slow you down. Point is - either a radio/computer connection or the paper alternate works.

I think that pretty much covers the main tips. I could rattle on for a long time on other suggestions. Perhaps, we could do another program on contest operating at a future club meeting, or, I could do further tips in future issues of Hamtrix.

Please try to make some time to operate WIQP on March 15. Crow about WARAC sponsoring WIQP often. You will find HF really active, both on phone and CW. If HF is not your choice, two meters is quite active too. I suggest you give it a try. Operating WIQP is really, really fun.

Lynn Tamblyn, K9KR

Chairman WIQP for WARAC



Ten Reasons Why You Should Operate in the Wisconsin QSO Party

By Fred Helmstetter, N9FH

This year's running of the WIOP is right around the corner. Some people are sure to get on every year and always have a blast. Other hams either occasionally participate or have never given the WIQP a try. Here are ten good reasons why you should fire up the radio on March 15th, 2009 (1:00PM local time) and join in the fun.

It might be best to start off with a short description of what the WIQP is. This is our state "QSO party" in which hams try to contact as many other stations as possible during the contest period (7 hours on Sunday afternoon and evening in our case). Lots of other states have similar events but ours is one of the best in terms of in-state and out-of-state activity. During the WIQP, the rules for stations inside versus outside Wisconsin are slightly different. Hams located in Wisconsin can contact stations anywhere for credit ("OSO points") while people outside of the state only work WI stations. Each of the 72 counties in Wisconsin counts as a score "multiplier" and for in-state participants other US states and Canadian provinces are multipliers as well. The exchange is your county if in Wisconsin and your state/province if outside. So the basic idea is to contact and accurately log as many stations as possible in as many different counties/states/provinces as possible.

So - here are some things to think about

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1. You don't need a big station to do well.

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I often hear people talk about how there's no point in getting involved in something like WIQP or other contests because "everyone is running 3 KW amps into stacked beams" and the "little guy" has no chance. The reality is that in an event like WIQP the ham with a typical small station is in a very good position to do well. Most of the important contacts for Wisconsin operators are made within a few hundred miles and local activity tends to favor the 80 and 40-meter bands. I have

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So - here are some things to think about:

1. You don't need a big station to do well.

I often hear people talk about how there's no point in getting involved in something like WIQP or other contests because "everyone is running 3 KW amps into stacked beams" and the "little guy" has no chance. The reality is that in an event like WIQP the ham with a typical small station is in a very good position to do well. Most of the important contacts for Wisconsin operators are made within a few hundred miles and local activity tends to favor the 80 and 40-meter bands. I have several antennas at my station but in the years that I've scored well in WIQP most of these contacts were made on a basic 40m dipole hanging 20 to 25 feet off the ground and fed with a long run of RG8/X. Most hams can manage an antenna like this even if it's only up for the weekend of the contest. As for power, since the rules were changed several years ago to include a power multiplier, very few people seem to be running more than 100 watts.

2. You don't need HF privileges or fast CW skills.

It is certainly true that most of the contacts that are available to you during the contest are on the HF bands. That said, you may be surprised to see how many people you can find on VHF and UHF. I know of a few VHF enthusiasts who focus their attention on those bands and have been quite active in WIQP. This includes QSOs on FM as well as SSB. If you only have a 2m radio and a vertical antenna you might want to hang around the FM simplex frequencies and see who you can find (146.55 is usually good). Some years there is quite a lot of activity here. As for CW, there are lots of folks that operate WIQP every year and don't use this mode at all. However, if you really want to maximize your score you can't beat doing some CW since the rules state that each contact in this mode counts more. If you tune around you'll find people at all different code speeds on the bands calling CQ WIQP.

3. It's great practice for operating on Field Day.

There are an awful lot of hams that don't have a burning interest in HF operating but do like to get on maybe once a year for ARRL Field Day with their buddies. As with many skills, when it comes to being comfortable and proficient in front of a radio there is no substitute for practice. If you want to be a little smoother at FD this year then consider putting in some time during WIQP. You can practice your contest style exchanges, get familiar with a new radio or logging software, or try out a new idea for a portable antenna. Several years ago I did a WIQP "expedition" to a semi-rare county with a friend of mine from our FD group. We camped out and set up a portable station and had a great time playing around in the snow. We were also able to try out a few new tricks that helped our score in June.

4. You can help your favorite club.

Did you know that WIQP has a club competition? Is your club looking for a little organized activity or a little more visibility within the state? Here's your chance. The more club members you can get to submit logs the better your chances for winning the club title in WQIP. This could also be a good reason to get together with other members. There are several entry categories for multi-operator efforts. If you have an HF setup and others in your club don't, invite them over and do a multi-op entry. This can really be a lot of fun. It can also be a good opportunity to expose new hams to HF operating and contesting (see also no. 3 above). The Ozaukee Radio Club came out on top in WIQP 2007. Who will be next to hold the title?

5. You can win certificates and awards.

Some folks like "wallpaper". If that's true in your case you should be aware that the WIQP organizers provide very attractive "certificates of achievement" for a large number of entries. The top scoring single operator also gets a beautiful engraved wooden plaque. Be the first in your neighborhood to have one! Of course, getting on for WIQP is also a good way to check off a few new states for your Worked All States (WAS) or grid squares for VUCC.

6. Rare Wisconsin counties are active.

Are you a "county hunter"? Lots of hams get hours of enjoyment from chasing and tracking QSOs with counties throughout the US. It's kind of like taking the WAS award from ARRL to the extreme! The object here is to make two-way radio contact with hams operating in every county in every state. State QSO parties like WIQP are great for this in that since counties are considered multipliers within the contest, rare counties are often put on the air. Also, don't forget that WARAC sponsors the "Worked all Wisconsin Counties Award". The WIQP might be the only time you're likely to hear some of them on the radio.

7. Say hello to old friends (and make some new ones).

One of my favorite things about the WIQP is the opportunity to say hello to old friends. A number of hams that no longer live in Wisconsin make it a point to get on the air during WIQP and check in for this very reason. There is a pretty consistent group of operators that show up every year and after you do it a while you'll start to recognize a lot of callsigns. You're also going to hear lots of people you know from the local clubs. Some ops tend to try to keep it moving as fast as possible while others will take some time to "ragchew" and catch up a bit. It is a "QSO party" after all which amounts to a great way to get as many Wisconsin hams and interested others on the air at the same time.

8. Support amateur radio in Wisconsin.

The WIQP is really the only organized amateur radio event in which all hams in the state are encouraged to get on the air and contact each other. The level of activity in the WIQP says a lot about the state if the hobby in Wisconsin. Our QSO party has a well-deserved reputation for being one of the best organized and attended. The level and quality of CW activity is also often mentioned by those outside the Badger State. Get on the air and add your support.

9. Learn more about contesting.

Are you the kind of person that likes to keep score? If you like healthy competition and amateur radio then contesting may be something you want to learn more about. State QSO parties like WIQP are a great way to get your feet wet in contesting. The operating period is short, the rules are simple, and the scoring structure favors low power stations with low antennas. While activity levels are such that you'll be able to consistently make contacts at a pretty good rate, they are not as high as in other domestic or DX contests when the entire band will be packed from top to bottom with people CQing. Operators also tend to be a bit more laid back in this situation. See how many QSOs you can manage in an hour, or think about ways to maximize the number of multipliers you work. The WIQP is a great place to start thinking about the strategy and tactics needed to maximize your score.

Contesting in general is probably the best way to develop a whole group of skills including fast and accurate operating, knowledge of propagation, station design and optimization, etc. You can always do something to put up a better score. Importantly, "better" can mean better than the next guy you want to beat or, more often, just better than you did last year. Keeping score and having everyone play by the same set of rules allows you to measure your progress as an operator and quantify the effectiveness of your station. **10. Have fun!**

The most important reason to get on for WIQP is that it loads of fun. There's something in it for everybody from the hard-core contester to the casual mobile op with a 2m FM rig taking the kids to their afternoon activities. If you've never tried making contacts in the WIQP I hope you will give it a shot this year. If you've done it in the past but have gotten out of the habit then I hope you get on as well - if only to give your club a few more points and to say hello to some old friends.

You can read about the WIQP on the WARAC web site (http://www.warac.org). All the information you need to participate as well as the results for prior year's events can be found there. I hope to put you in the log on March 9th! CU on the bands. *73 de N9FH*



3/8/2009

THE END

- Thanks a lot and have fun in the contest.
- 73 KB9KEG Randy Grunewald