

# Contest Operation

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Anticipation is high, the cursor is blinking away in the QSO Entry window waiting for the 0000Z hour, and you're burning to work your first contact. So how do you actually USE this program during the contest? Here's where we find out how.

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# Contest Tools

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In contesting, there are only two ways to get contacts into the log: call 'CQ Contest' and hope stations call you, or, tune up and down the band looking for stations not logged who are calling CQ Contest and call them (or, Search and Pounce). During a contest, all stations move back and forth between 'calling CQ' and 'searching and pouncing' for contacts depending upon their entry class, their antennas, their power, the propagation...contesting is really simple - but really hard! Fortunately, WriteLog offers exceptional tools to help the contester in both the 'CQ' mode and the 'S&P' mode.

Note: complete explanations of all WriteLog Windows are found in the Reference section of the K9JY web site under [WriteLog Windows](#).

## Summary

This section looks at the support windows you can use in WriteLog during a contest. Specifically, the section will look at the following tools:

- [The QSO Entry Window](#)
- [Super Check Partial Window](#)
- [Check Call Window](#)
- [Packet Window](#)
- [Band Map Window](#)
- [S&P Memory Window](#)

## The QSO Entry Window

All of your contacts and contest exchanges are placed in the QSO Entry window. This includes the call of the station you are working and the 'exchange' information for the contest. The QSO Entry window, greatly simplified, looks like this:

Radio	SEQ	CALL	RS	NUMB
No Rig!	324	OH2BH	59	
		New Station		NEW MULT

This window, with all of its [editing capabilities](#), also shows that OH2BH is a new station and a new multiplier available to work in this contest.

So, whether searching and pouncing or calling CQ, all the work goes into this window. Beyond editing capabilities, WriteLog helps by checking the OH2BH call against a database of known contest stations which gets shown in the 'Super Check Partial' window and also checks the call against the contest log and provides you information about the call in the 'Check Call' window.

If the station is a 'dupe,' it will show up in red at the 'New Station' location and the Check Call window will tell you when the station was worked.

When determining a stations call sign, the two largest concerns to the contest operator are first, insuring the other station's call is correct, and second, determining if this is a multiplier.

WriteLog helps the operator by providing the 'Super Check Partial' window and the 'Check Call' window.

## Super Check Partial window

To aid in call determination, WriteLog uses a Super Check Partial window. As you type in the call signs of the stations calling you after your CQ, the Super Check Partial window constantly updates available calls based upon the partial calls you have entered into the QSO Entry window. The Super Check Partial window, displayed on the right of this simplified format, shows

available stations when 'OH3' is entered in the QSO Entry window:

Radio	SEQ	CALL	RS	NUMB
21000 kHzFSK	324	OH3	599	
New Station				

OH3UQ	OH3KOK
OH3BU	OH3LYG
OH3FW	OH3MC
OH3GD	OH3MEO
OH3GZ	OH3MF
OH3IR	OH3MK
OH3JF	OH3MMM
OH3JR	OH3MRP
OH3KAV	OH3NWQ

You will note that OH3UQ is shown in green and all other stations shown in black. In my configuration, black means the station has not been worked in the contest, green means the station has been worked in the contest on a different band, and red (not shown) means the station is a duplicate contact on this band.

Check Call window

The Check Call window performs two functions: first, it will show you if the station has been worked before in the contest. Second, it will show if the station is needed as a multiplier on a different band. Shown as the window furthest to the right:

Radio	SEQ	CALL	RS	NUMB
21000 kHzFSK	324	OH3UQ	599	
New Station				

80M OK
40M OK
20M OK
15M OK
10M 156 1450Z OH3UQ 599 023

Using OH3UQ as our example, the Check Call window shows that we already worked OH3UQ on 10 meters as QSO 156 at 1450Z. See the 'OK' next to 80, 40, 20, 15? That means that we have worked Finland on those bands and do not need OH3UQ as a multiplier. If it said 'New Country' next to any band, it means that we do need Finland as a multiplier on that band.

Packet window

New multipliers will show up on different frequencies in the Packet Spots window if allowed. The window looks like this:

Bands	Call	Freq	Multi
M SM5	Follow me	14192.1	2045Z
x 3B9	160M	21024.5	2044Z
x N5P	80M	14075.7	2044Z
M VP5	40M	28494.5	2044Z
	20M		
	15M		
	10M		

Note the conventions of the window:

The 'M' means that this station would be a multiplier in the contest.

An 'x' means that the spot is 'out of band' as determined by the settings you have set up in the 'Edit sub-bands' program found under 'Start|WriteLog v10|Edit sub bands.' By clicking on the 'In-band Only' checkbox as shown in the illustration, these out-of-band contacts won't be displayed in the packet box.

When a multiplier shows up, you need to make a choice: ignore the multiplier for many good reasons (it's early and I'll work that common multiplier sometime during the contest), or, change frequencies to try and work the multiplier (how many long path openings to Africa will I get during this contest to work this rare one???) and risk losing your run frequency.

If you decide that trying to work J5X is worth it and you have an RS-232 controlled radio, double click on the J5X call in the Packet Spots window. This will place J5X in the QSO Entry window.

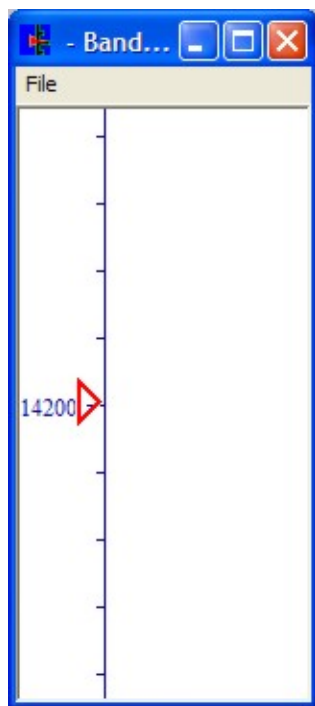
If you are fortunate to have quickly worked this station and want to quickly return to your run frequency, hit the F12 function key to return to your previous frequency.

You can do this with new stations, not just multipliers. While calling CQ, it's possible to work new stations that show up in the Packet Spots window and go back to your run frequency and continue to call CQ. It keeps your rate up in slower times.

Pressing ALT-F3 or Control-T brings up a fully editable packet spot window taking the frequency of your radio if RS-232 controlled, the call sign in the QSO Entry window or last log entry, split information with QSX if appropriate, and the ability to place a comment on the screen. Once completed, pressing Enter will send your packet spot on it's way.

## Band Map Window

If you use - or do not use packet - you can also use the Band Map window. In a packet assisted environment, the primary difference between the two windows is that the Packet Window gives you stations to work according to the time that they were identified in the Packet Terminal window. In the Band Map, the station is shown by the frequency given in the Packet Terminal window:



In addition, the Band Map window will also show stations that you have purposely placed in the Band Map window but not put out on the packet network. This is especially true in Multi-Single environments where the contest operator is identifying stations to work during a 10 minute time frame, or in a Multi-Multi environment where there is a spotting station as well as a run station. The Band Map window allows an operator to record station and multiplier locations without it going over the packet network.

The Band Map window works exactly like the Packet Spots window: Stations that are multipliers, new stations, and dupes are each different colors. You double click on a station in the Band Map window to bring the station to the QSO Entry window and move the radio with an RS-232 interface to the correct frequency. Work the station and log it, and the colors in the Band Map window change to reflect the new status of the station in your log.

If you do not use packet, the Band Map window and S&P mode is especially important. As you tune the band and identify a station in the QSO Entry window, identification of a station worked is just as important as a station that has not been worked. Why? Because as you tune through a band a second time, you can see that the station you are trying to identify is on the exact same frequency as one that you have previously identified and worked - so you can move on the band and be much, much more efficient in your S&P mode. This is critically important to non-packet users.

K9JY suggests maximizing the space available for calls in the Band Map window. This is because you want to have lots of

room to identify stations in the window. It's much easier to identify 10 stations in a window only supporting 20 KHz when working with no packet and S&P than 100 stations in 20 KHz. Orient the size of the Band Map window to how you will operate the contest by changing the band map size through the [WriteLog.ini](#) settings.

### Search and Pounce Memories

While labeled as 'S&P,' there are still uses of this window while calling CQ. Let's say that a VU comes up on your multiplier window and you need to work the station as a multiplier. You quickly move off your CQ frequency by using the process above from the Packet Spots window and land in the middle of a monstrous pileup. You have - in a simplified view - your S&P Memories window up as shown in the right corner of the screen:

Radio	SEQ	CALL	RS	NUMB	STO	Station	Frequency	RCL
21000 kHzFSK	324	VU1ABC	599		1	VU1ABC	21000	1
		New Station , NEW MULT			2	call	0	2
					3	call	0	3

And guess what? The station is working by the numbers and it's on number one - and you're K9JY trying to scratch out a contest score and not wanting to wait for an hour until they get to number nine. What to do? Add the station to the 'Search and Pounce Memories' window.

Once the station is entered on the left in the QSO Entry window and you have the appropriate log information, you can store stations in the S&P memory window by simply clicking your mouse on the '1' button under 'STO' (or, STORe side of the window). Doing so will automatically move the contact information to the S&P window.

You see on the right that VU1ABC is now stored in the 1st button position. Go back to your run frequency (by pressing F12) and continue calling CQ. When you want to check progress on VU1ABC, click your mouse on the 'RCL 1' (as in ReCaL) button. This will immediately return you to the stored frequency - and log information - for the VU1ABC station. If they are only now working 'fives,' you can simply press F12 to return to your run frequency.

Note: when you are tired, it is very easy to simply press the '1' button on the STORE side again - and erase with blank information your stored station! Try to remember to press the 'recall 1' button on the right to bring the station back to the entry window....

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# Digital Operations

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Besides utilizing the regular Contest Tools, WriteLog offers the digital contester some unique functions as described in this section.

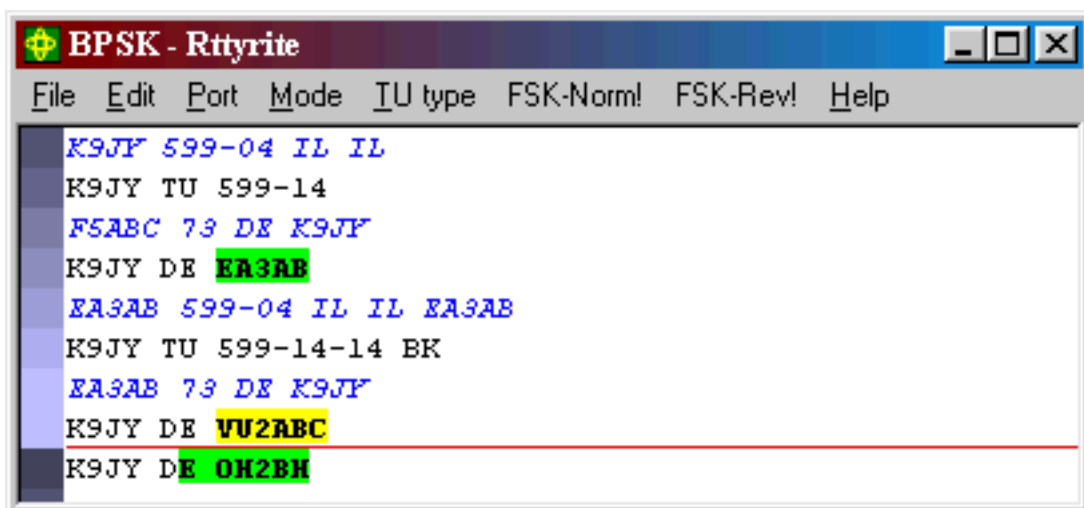
## Summary

Here is a brief summary of what will be shown in this section:

- [Brief Rttyrite window review](#)
- [Mouse clicks](#)
- [Function key operation](#)
- [Using the Call Queue \(Alt-C\)](#)

## Rttyrite review

Here is how the Rttyrite window looks on my PC screen in a contest (it's perfect since you can click on the window to make it active and then just type in calls and exchanges - it's not quite this pretty in a real contest unless it's PSK...):



As the program decodes the signals, call signs come through as shown on the screen. Everything after a 'DE' is analyzed as a call sign and is compared to the contest database as well as the operator's log to determine the status of the call sign. Using default colors,

yellow means that the call is a new multiplier, green means that the call is a new station to work but not a new multiplier, and red means the station is a dupe on this band.

All incoming text is done in black and all outgoing text (say from your automated messages sent with function keys) is in blue italic. Also, an important feature not readily apparent from the screen print, the text goes from top to bottom, not bottom to top, following the red line. This maintains the call and exchange information in the same position on the screen longer so you don't have to chase the information up the screen with your mouse.

Mouse clicks [Top of Page](#)

You can do extensive mouse click work in this window to help you automate and simplify your sending of the digital modes. If you are more mouse oriented and like using a mouse for a contest, these options really help. Your options are:

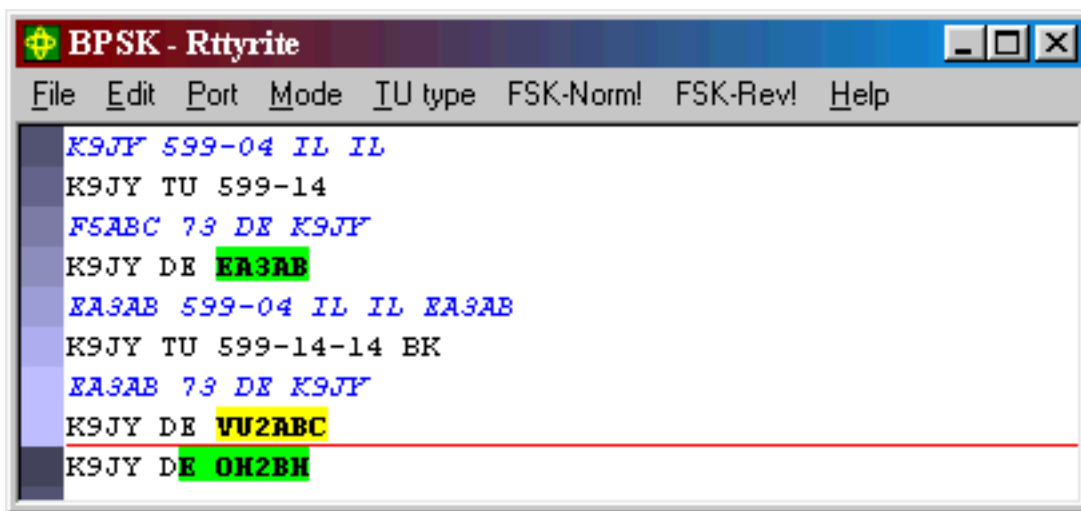
- Click on any highlighted call to place the call in the QSO Entry window
- Click on the exchange to place the exchange in the QSO Entry window (this is more difficult, if the exchange is buried in a bunch of other QRM).
- Shift-click on letters meant for the exchange (e.g., TOO for 599) and WriteLog will translate the letters to numbers and place them in the exchange field.
- Right clicking on the Rttyrite screen provides you some mouse options as well. These include:
  - Send F3 Message
  - Send F4 Message
  - Enter in Log
  - Clear Entry Window
  - Add to Band Map
  - Abort Transmission

Insuring that your F3 and F4 messages map correctly, you can do a tremendous amount of contesting with simply clicking your mouse in the Rttyrite screen. A new meaning to 'arm chair copy.'

Function Key Operation [Top of Page](#)

Perhaps you are more keyboard oriented in your contesting efforts and are much more used to typing in everything and not wanting to touch the mouse because it slows you down. WriteLog offers you some options here as well.

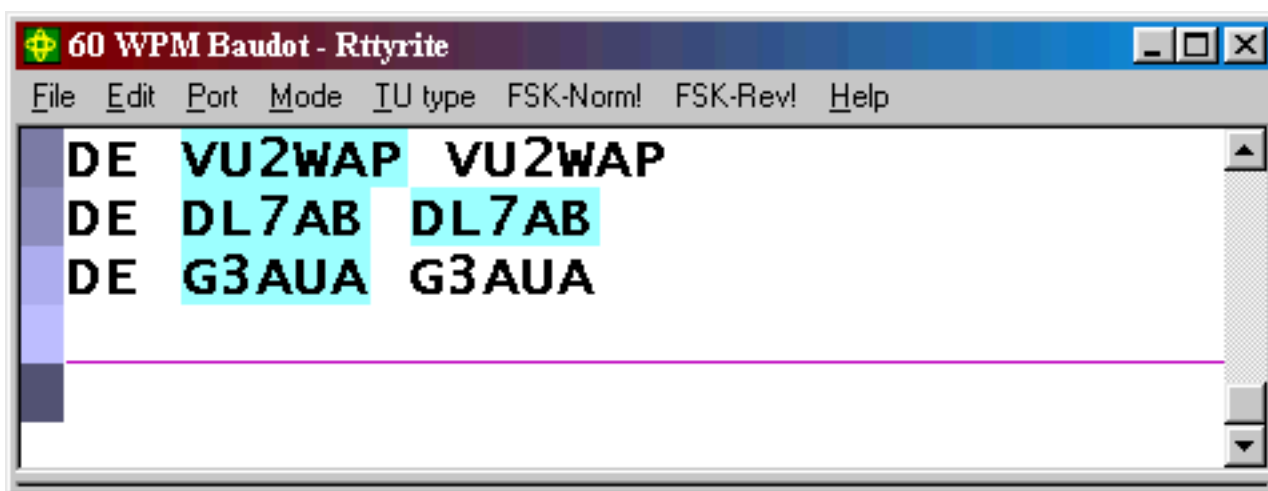
Assuming you are in a 'CT Compatible' mode within your WriteLog.ini file, you have some good function key options available to you. Let's use our screen from above:



In this situation, we want to work VU2ABC because it's a new multiplier. Rather than clicking on the call sign as noted above, you can simply press the Insert key on your computer and WriteLog will take the latest new call (or, latest new multiplier) showing on the screen, insert it into your QSO Entry window, and send your exchange. When VU2ABC comes back with their exchange, type it into the QSO window and send messages with your function keys. You don't really need to directly interact with the Rttyrite window.

Using the Call Queue (Alt-C) [Top of Page](#)

Let's say you have multiple call signs to choose from as shown in the following Rttyrite screen shot:



Also, have an automated message set up in your 'CW/RTTY/SSB Messages' window that says something like 'TU NOW %C 599 IL.' If you have worked VU2WAP as the first call, log the QSO by hitting Enter. To bring in the available call signs shown in the Rttyrite window (remember, the calls will scroll off the screen once you do the exchange so you won't be able to see the calls anymore), press Alt-C which will bring up the Call Queue window as shown below for the above Rttyrite screen:





Clicking on DL7AB will automatically move the call sign to the Entry window. Now press the function key associated with your message above and WriteLog will send 'TU NOW DL7AB 599 IL' and you have saved some time by getting to the next station without sending a 'QRZ' message and waiting for the response.

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The Rttyrite window gives the contest operator lots of options in moving information back and forth between windows. Select that which is easiest for you to work and try and establish a consistent way of operating - which will help a bunch when you are tired and beat after 36 hours into the contest!

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# Editing

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## Summary

This section takes a look at how to edit information during a contest. Specifically:

- [Editing in the QSO Entry Window](#)
- [Editing the QSO Log File](#)
- [Add a note to a QSO](#)

## Editing in the QSO Entry Window

Here is what the QSO Entry window looks like:

Radio	SEQ	CALL	RS	NUMB
No Rig!	324	OH2BH	59	█
	New Station , NEW MULT			

The character editing capabilities of the QSO Entry Window are extensive and follow:

BACKSPACE deletes the character to the left of the cursor.

CTRL+D and DELETE are identical and delete the character under the cursor.

CTRL+A moves the cursor to the beginning of the first (left most) field in the entry window.

HOME moves the cursor to the beginning of the current field.

CTRL+E moves the cursor to the end of the last field in the entry window.

END moves the cursor to the end of the current field.

CTRL+F (or right arrow) moves the cursor one character to the right.

CTRL+B (or left arrow) moves the cursor one character to the left.

ALT+W (or CTRL+BACKSPACE) clears all the fields in the Entry window, and places the cursor in the CALL field.

CTRL+W clears the current field.

ALT+T brings up the timed CQ dialog and turns timed CQ on or off.

ALT+C brings up the Rttyrite call queue, if you're running RTTY. Otherwise it does nothing.

ALT+L forces a switch to LTRS if you're running RTTY. Otherwise it does nothing.

Keypad \* clears the RIT setting on your rig if it is attached and if it supports such an operation.

CTRL+K clears the current field to the right of the cursor.

TAB exits the current field and moves the cursor to the next one to the right, unless there isn't one. SHIFT+TAB goes to the previous one to left.

ENTER causes the current values in the Entry Window to be entered in the log at the end. (See

also Special Message Accelerator Keys. If you are calling CQ, you want may turn on the preference that causes ENTER to simultaneously send CW, move the cursor through the entry fields, and log QSO's.) WriteLog can refuse to enter the QSO if there is something wrong with the entry. If so, it presents a message just below the CALL field saying what its complaining about.

The QSO fields configured to not accept the SPACE character (i.e., the callsign and numeric fields) usually respond to SPACE by moving the cursor to the beginning of the next field. However, SPACE from the right most field always goes to the CALL field. Typing a SPACE to the CALL field in the rare case (Sweepstakes only) where it is not the left most field goes either to the right, or to the first field whichever is opposite from the way it went the time before.

A right mouse click in this window brings up a menu of items that affect the window, or the radio it controls.

### Editing in the QSO Log window

Let's assume that the call in the QSO Log window at number 5 below, JY/K9JY, is incorrect in that K9JY is really in the United States and not in Jordan as shown in the log. Before realizing the mistake in the heat of battle, the operator presses the Enter key and stores the QSO in the Log:

SEQ	DATE	TIME	FREQ	CALL	SN	RS	NUMB	P	MULS	PX	COUNTRY	C	PREF
322	2002-02-09	2231	14090	WX4TM	599	599	774	1	248	WX4	United States	K	
323		2232	14089	N9CK	599	599	554	1	249	N9	United States	K	
324	2003-09-27	2347	21000	JY/K9JY	599	599	120	3	250	JY0	Jordan	JY	

It would be great to have Jordan as a multiplier, but, unfortunately, K9JY is just another one of those 'W' contacts in the CQ WW SSB contest. To edit the contact in WriteLog is simple and follows normal Windows conventions.

First, double clicking on the QSO and the field to be corrected (in our example, the Call field containing JY/K9JY) opens a Log Edit window automatically as shown below:

324	JY/K9JY	CALL	JY/K9JY
-----	---------	------	---------

You will notice that the Log Edit window automatically pops to the top of the QSO Log window. As a result, there is no need to position it on your screen; it pops up, takes the correction, and then politely goes away until needed again.

You will note that the field clicked is what is available to you. If you noticed an incorrect zone in the log, double click on the incorrect Zone to make the zone field available for edit.

Once you correct the call, press the Enter key. Your screen will now look like this:

SEQ	DATE	TIME	FREQ	CALL	SN	RS	NUMB	P	MULS	PX	COUNTRY	C	PREF
322	2002-02-09	2231	14090	WX4TM	599	599	774	1	248	WX4	United States	K	
323		2232	14089	N9CK	599	599	554	1	249	N9	United States	K	
324	2003-09-27	2347	21000	K9JY	599	599	120	1		K9	United States	K	

Note two items: first, the Log Edit window politely went away. Second, note that WriteLog also corrected the country and country prefix with the edit so that the 'new country' multiplier is no longer in the log and the score has been corrected.

However, WriteLog does NOT correct the Zone for the contact for those contacts that use zones as a multiplier. For those situations, follow your editing process again and double click on the zone number for the K9JY QSO to bring up the Log Edit window, correct the zone, and press the Enter key to update the log.

Editing the time, date, or frequency of a QSO will produce a little dialog box that will allow you to either type or mouse click in the correct information.

### Adding a Note to a QSO

WriteLog allows you to append a note to a QSO on the fly. Notes can be used for commentary (you're writing an article for National Contest Journal and want to remember what happened during a contest), or for reminders to you (check this station for proper country), or your own commentary about this contact. To do so, add a note to the QSO.

Once a station is in the QSO Entry window, simply type Alt-N (as in NOTE...). A mini window will pop up allowing you to type your note about the contact. All of these notes are stored in a separate file with your WriteLog contest and can be viewed with Notepad or WordPad. The popup window looks like this:



Once you have added your note, click on OK for the note to be saved.

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# Monitoring Progress

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Ok...so you're running and S&P'ing and having a grand ol' time. You're using the WriteLog windows and techniques to the fullest. So how ya doing??? Can't tell, right? Are you doing well? How do you know you're doing well? This section explains how to track your contest.

## Summary

This section will show how WriteLog can help the contest operator monitor progress during the contest:

- [Assumptions made for this section](#)
- [Band Summary window](#)
- [The Rate window](#)
- [Rate Graphs for the contest](#)
- [Checking Multipliers](#)

[Assumptions](#)   [Top of Page](#)

There is something you need to do before a contest to determine how you are doing during contest: make goals. Depending on where you are, your mind set, and your circumstances, goals will vary widely from simple to complex. Simple: make 100 contacts in two hours before I have to leave and see the In-Laws (this happens!). Complex: achieve this many QSO's with this many multipliers by hour during the contest. Printed sheets. Win mentality. Serious stuff.

But to tell how you're doing, you need goals for the contest to monitor progress. Is 100 QSO's per hour good? Yes - if you're in the Midwest in a DX contest and it's Sunday afternoon. No - if you're in a rare DX location and it's the first two hours of the contest, 100 QSO's per hour is terrible. It's still just 100 QSO's, right? So good or bad is a function of your goals.

Once you have established goals for the contest, utilize tools in WriteLog to determine how you are doing.

## Band Summary window [Top of Page](#)

I call the Band Summary window the Score window. This is the first place to evaluate progress. The Band Summary window looks like:

Score: 210,156	QSO	Pts	Pref
80M	0	0	0
40M	8	28	7
20M	48	90	45
15M	84	216	53
10M	182	510	144
<b>Total</b>	<b>322</b>	<b>844</b>	<b>249</b>

Here are QSO's, points and prefixes for the CQ WPX RTTY contest from K9JY's log. For goals relating to QSO's, multipliers, or 'by-band' totals, this tells you where you are at right now. Combine this with information from the rate window (coming up), you can determine if you are on target by looking at your rate against your total score against how much time you have left in the contest.

For example, can you make 1000 additional QSO's in the next 10 hours if your rate is 100 per hour? Probably not because your rate will decline over the course of the contest. Should you move to a different band to increase your rate and make your goal? That's a contest decision...

## The Rate Window [Top of Page](#)

On a normal evaluation, the Rate window is the most important 'how am I doing' window WriteLog offers. Your rate effects your score and provides you a benchmark for meeting your goals. The Rate window looks like this:

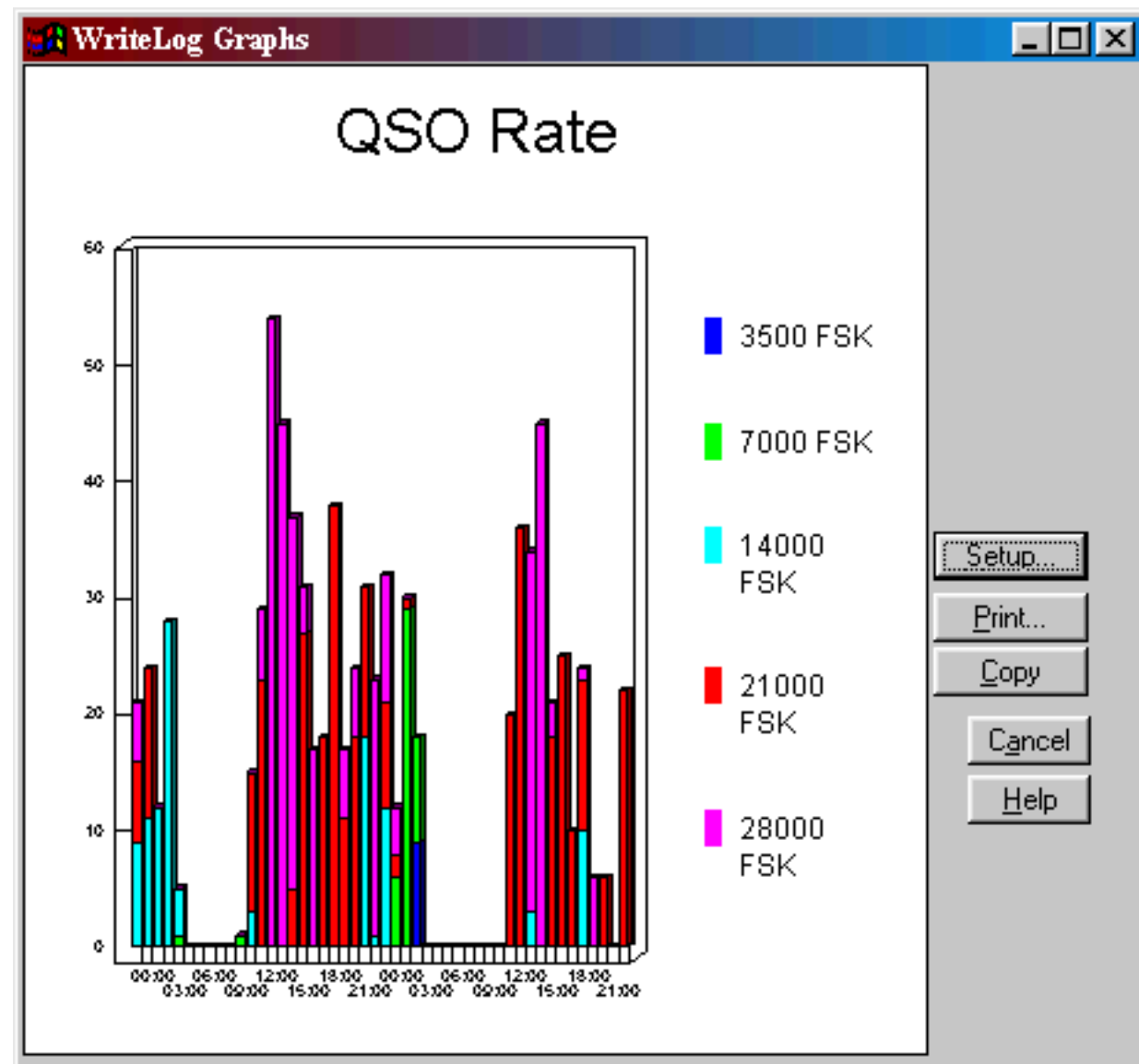
0/hr last 10 min
0/hr last 60 min
All bands
Time On 08:06
Time Off: 14:24

Using my test program, of course, means I have a terrible rate! But checking out the options for the [Rate Window](#) provides the contest operator with good information. Is my last 10 minute rate improving compared to the last hour or getting worse? Should I be spending more time in the contest or do I have enough time to reach my goals and still

watch the Green Bay Packer football game? The Rate window helps you determine your performance against your goals.

Rate Graphs for the contest [Top of Page](#)

WriteLog also offers a rate graph that can be accessed at any time. To get to the rate graph, select 'Tools' from the main toolbar and then at the bottom select 'Graphs...'. Doing so will produce a graph that can be exported, printed, or just admired. Here is my graph from the CQ WW RTTY contest:



NOTE THAT THE GRAPH WINDOW IS LIKE ANY OTHER Microsoft Window. Resize it by placing your mouse cursor at the edge of the window and moving it. The window above was one inch by one inch or so and then made bigger before pasting into this document. From the small size graph initially presented, you can create a full screen graph of your rates right over the rest of the WriteLog screens (for us who need very large print...).

Note that 'Setup' allows changes to the format of the graph, allows selection of different

fields, etc. While this is a useful way to extract data after the contest; our purpose here is to show a quick snapshot of rates during a contest.

For a more complete discussion of graphs, check out the [graphs section of Post Contest](#).

Checking Multipliers [Top of Page](#)

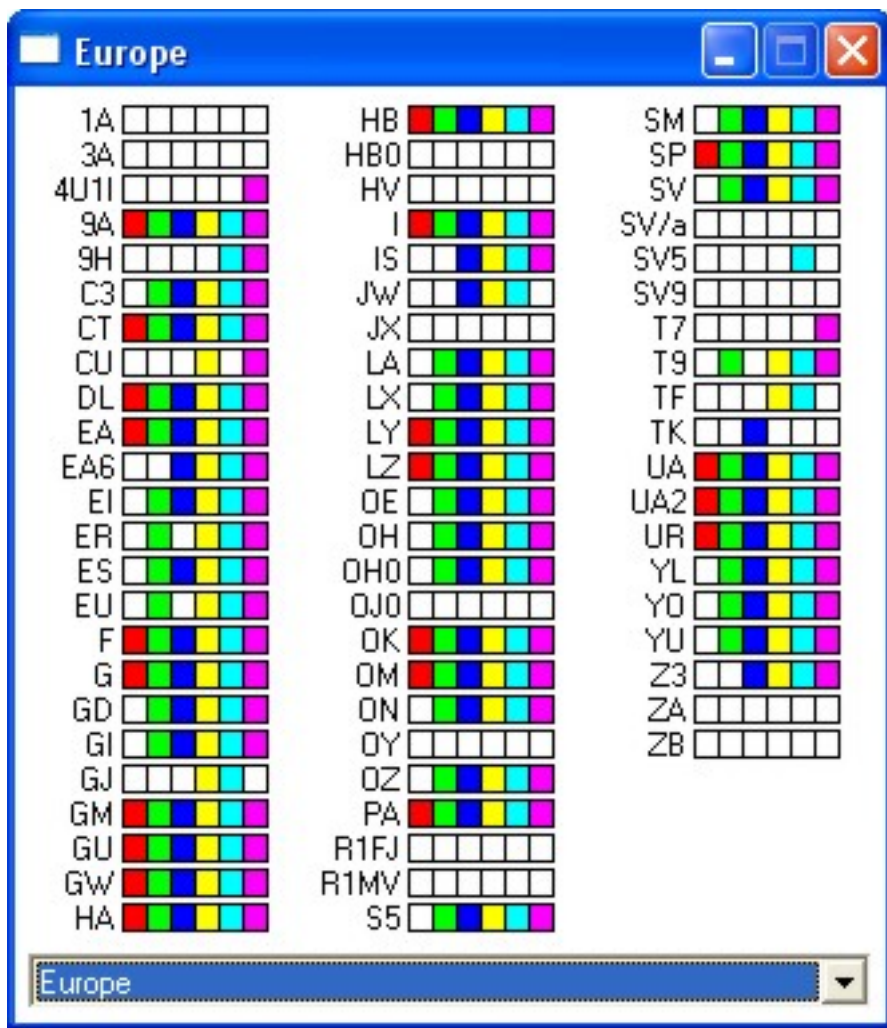
WriteLog offers real time checking if this station is a multiplier. But how do you know your overall multiplier total - and are you missing some easy ones like the United States on 40 meters in CQ WW SSB (which I have done!)? How can you know? Check the Multiplier Window.

Using my CQ WW RTTY contest, it is easy to tell where I need multipliers. To open the Multiplier window, select 'Contest|Show Multipliers' as shown on the screen below:



Clicking 'Show Multipliers' provides the following result:





Note that this is for Europe. Wherever there is a colored mark, I have worked the multiplier for a new one and where there is a blank I have not. Each box from left to right means a band. There is one box per band, starting with 160 meters on the left. So looking at the C3 line, I have worked C3 on all bands except 160 meters.

The drop down menu on the lower right provides the other areas of the world.

Carefully go through this set of windows a couple of times during the contest checking for multipliers. And, if packet is an option, query the packet system to determine if any stations are on from the country (like 4U1ITU on 20 or 10 meters to compliment my 15 meter contact). Or use it to check against those contest listings in DX Bulletins such as QRZ DX to see if a multiplier is working all bands or a single band. Missing easy multipliers is a real bummer! Check this window to make sure it doesn't happen to you.

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