



# TALES FROM THE SWAMP

December 2021

Editor: Kevan Nason, N4XL

Thank you to our current group leadership.

President – Ed, K3DNE

Vice President - Dave, WN4AFP

Treasurer – Phil, NI7R

Secretary – Ed, WB4HRL

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## The Presidents Corner

### **Winners of the 2021 SFCG Internal ARRL SS Presidential Challenge!**

**Al NE4EA** won the CW plaque with 127 QSO's and **Scott KG9V** won the SSB plaque with 255 QSO's! Congratulations and thanks for the club contributions, Al and Scott.

The Presidential Challenge was an effort to increase SFCG presence and participation in both legs of the ARRL Sweepstakes. Designed for club members who had submitted 3 or fewer scores to the Swamp Foxes on the Air Competition (SFOTA) <http://www.sfota.com/> so far this year. The spirit and intent was for members who have submitted less than or equal to 3 SFOTA scores in 2021 to make 50 or more QSO's in either portion of the November ARRL SS - 50 or more on CW and/or 50 or more on SSB which will benefit our club competition score. The winners AL NE4EA (CW) and Scott KG9V (SSB) will be awarded a plaque (similar in style to the present SFOTA plaque) based on most QSO's in each portion.

This was NOT part of the SFOTA Competition (those rules remained unchanged) but a separate award program that will not utilize club funds. We had 19 members with zero to three SFOTA submissions in 2021 and this challenge was designed to motivate some who have either not contested recently or some of the new members who haven't submitted a SFOTA score yet.

I am soliciting feedback from the membership to determine if this concept should be continued in future Sweepstakes and be bundled in with SFOTA awards. Possibly one award for CW, one for SSB and one combined CW + SSB. Any input will be appreciated.

### **Annual Meeting and Officer Nominations 2022**

**Nominations:** The open nomination period ended at midnight on Tuesday, November 30'th. One nomination was received for the open Secretary position. That nomination is for Kevan N4XL. Therefore, Kevan N4XL (Secretary) will be added to the slate of existing officer candidates (Ed K3DNE President, Dave WN4AFP Vice President, Phil N17R Treasurer) and will require a motion and a vote at our annual meeting.

**Annual Meeting:** After discussion with all the officers it has been decided (at this time) to hold our annual meeting live on **Saturday, January 29<sup>th</sup>, 2022 at the Lizard's Thicket in Lexington SC at 1PM.** XYL's and guests are welcome. If you know of a potential member please feel free to invite that person as a guest. The Lizards Thicket is located on US-1 between I-26 and I-20 west of I-26 in Lexington SC (see address and phone # below) there are many Lizard's Thicket's in SC - I went to the wrong one in 2020 and was late to the meeting! <https://www.lizardsthicket.com/>

In addition to the usual business meeting, SFOTA award presentations and lunch a contest associated presentation will be provided. Tom WA2BCK has agreed to provide a presentation on remote contesting and his experiences using the W2FU superstation remotely.

I'm sure that Covid and the Omicron/Delta variants are on everyone's mind and is a concern for all of us. I will monitor the SC infection and positivity rate and if the pandemic raises its ugly head again to dangerous levels, I will discuss with the club officers to determine if cancellation is prudent and QSY to a Zoom meeting again this year. Attendance is *not* mandatory so if a member is not comfortable attending due to Covid then do not attend. This is a personal decision and will be left to the individual member. Minutes will be posted on our website as soon as available.

Lizard's Thicket  
4616 Augusta Rd.  
Lexington, SC  
803-785-5560

73,  
Ed K3DNE  
President, Swamp Fox Contest Group

### **Farewell**

Going forward, Scott, N2OG, has graciously accepted the opportunity to publish Tales From The Swamp. He has great ideas of what he wants to accomplish, and I am looking forward to where he takes us. Please give him your support and encouragement as you have the previous editors before him. This is *your* newsletter. Scott will undoubtedly happily listen to any suggestions you may have Thank you for the help and support you have given me these past two years.

Kevan N4XL

## Contest Tips:

The following are from K9JY. Scot posted 30 contest tips a few years back.

### **Review UBN's.**

If you're new to contesting, your first question is "what's a UBN?" It's a good question. Based upon some log review analytics, unverified contacts with other stations fall into these three categories:

**Unique:** The callsign worked in the log was unique compared to all other logs submitted in the contest. This is one reason why it is important for all contesters to send in their log. Points, however, are not deducted for unique calls in the log.

**Busted (sometimes called "bad"):** are those callsigns that are valid, but not copied correctly. For example, putting K9JX in the log as an incorrect copy of my callsign K9JY means that your contact will not count and points are lost.

**Not-in-the-log:** You claimed K9JY as a contact, but K9JY's log doesn't have you in it. Since there wasn't a two-way confirmation of the contact, it was removed from your score.

UBN reports are provided to you after the contest committee has reviewed the logs from the contest. Not all contests participate, however, but the major CQ Magazine and ARRL Contests provide this service. UBN reports constitute a major measure of the accuracy of your log. The higher your accuracy, the higher your score given the number of contacts. Reviewing your UBN report — and trending it over time — will give you a good indication on how accurate your logging is and which direction it is heading

### **Filter your Packet Connection.**

I was working a significant implementation of software for my work several years ago. It was a ton of work and a lot of pressure to get things done. Yet, one of the great breaks for me was the ability to contest — it totally gets you out of the pressured environment.

The really interesting thing about this project was that it was the first time I had worked with "human interface" consultants — people who made it their profession to understand and make recommendations for how software should be presented on the computer screen for people using the software. On the Friday of the contest, I was speaking with one of these consultants and the cardinal rule for the number of windows open on the desktop at one time for clarity and understanding was: four. The information in four windows is the most humans can realistically deal with at one time.

And then I went to CQ WW SSB and had our contesting software open on the desktop and, for the fun of it, I counted the number of windows open at one time. You know it was more than four, right? I counted a total of eleven. For our *hobby*, we're willing to almost triple the number of windows open on our desktop compared to what people who do this for a living recommend. That's contesting!

But, information overload is an important subject for contesters. We have all these windows open, asking for our attention. We have our paper based plans, propagation plans, and operating schedule by our sides. We have at our instantaneous access all that we need to do operate during a contest. So information overload is actually something to think through. And one of the things that we can do to

reduce the volume of information coming to us during the contest — and asking for our limited attention, tiring us more with insistence of concentration on the information, and distracting us from getting the call and exchange right — is the amount of packet information coming to us from the network.

Most clusters and/or software programs allow you to filter the packet spots you want to see, whether by band, by mode, or even from which operator locations making the spots. Customizing these filters for each contest you operate is a great idea to reduce the information overload experienced during the contest.

#### **Test Ergonomics.**

One of the really great things about contesting is that it gives you answers to a whole range of questions about your radio station. Does the antenna work? Are you working stations faster than other locals? Do your CW skills cut it for a CW contest? Many questions — and fast answers.

One of the great questions to be answered by a contest is this: how well is your station laid out for your comfort and efficiency in a contest? We spend hours at the radio doing our work on the hobby. Operating a 48-hour contest will tell you how well you've done putting the pieces of your station together to maximize your comfort. Is your chair right? Height of your table or desk? Keyboard setup for the computer? CW key in the right place? CW key and mouse in the right place? Easy to change antennas? Rotor right for the contest?

I'd suggest taking one contest just to address the ergonomics of your station. Take good notes when you are done about how easy it was to operate your station with the strain of fast contacts over a long period of time.

You'll be glad you did

#### **OK1RR DX & Contesting Tips**

AGC generally decreases receiver sensitivity. It matches RX sensitivity to incoming signal level but the game is about the **strongest signal** coming through the IF filter - the receiver sensitivity is matched to any strong signal, regardless of its desirability. Any QRM decreases sensitivity and longer AGC time constant increases the time of inaudibility of the weak DX signal... If you work DX, try **AGC off** (CW) or **AGC fast** (SSB), you will be surprised how your receiver works! Of course, remember to adjust RF gain properly...

#### **From the Reflector:**

*(It's been great to have so much chatter on the Reflector. That's the sign of a healthy Contest group. Especially good to have so much participation from the newer members. Thank you – Editor)*

- Dave, WB5NHL, talked about Anna Matson, KN4IVD, being on the cover of the October 2021 issue of QST and the ARRL Operating Manual. Congratulations Anna! That kick started our President, Ed, K3DNE, (who had been procrastinating about it 😊) to reach out to Anna and her father Jim, KN4OQD, and invite them to join the SFCG. Welcome to both new SFCG members!
- New member John, K4FT, has jumped right in contributing scores and talking about saltwater damage to his antenna system. He's doing something right though. He entered

the ARRL 160 contest as QRP Unassisted and racked up 188 q's, 48 sections and 2 countries with his inverted-L. Gotta love those saltwater locations!

- Dave, WB5NHL, has risen from the dead (as far as the SFCG goes) and is again chasing q's. Good to hear you again, Dave.
- Dave, WB5NHL, generated some lively discussion about ARRL 10 meter contest operating strategy.
- Group Team and Club score efforts are doing well. Ed, K3DNE, efforts to solicit cheerleaders to push participation is paying off. Ed's work at tracking and publishing current vs historical scores in various contests proves that point. Thank you, Ed. More importantly though, thank you SFCG members! Every q counts towards a total club score, so even if you only have time or inclination to put BIC for 15 minutes that dozen q's is welcome.
- Murphy has been visiting club members. Frank, KG4IGC had a water line and toilet break during a contest. Dave's, WN4AFP, final transistors in his IC730 burned out during one. Al, NE4EA, has a new amplifier, but couldn't locate the mini-din plug he needed to put it on the air in time for a contest. Matt, NU4E, has had amplifier problems. Scott, N2OG, had an antenna switch fail again. Kevan, N4XL, finally repair the fire ant damage to his K9AY loop control box.
- PA5Y wrote on the N1MM groups.io page "I do not have any wish to make the logger into another hobby." Unfortunately, something that can do as much as it does means no one, not even the N1MM Development Team members, has all the answers. On the SFCG reflector N1MM help requests and tips continued to receive airtime. Members of our group stepped up with suggestions. Matt, NU4E, looked for RTTY help. Kevan, N4XL, talked about spot jumping, Bill's, N4IQ, CAT macro scheme was mentioned. Ed, K3DNE, noted it failed to break out multipliers properly for the ARRL 160 meter contest. Tom, AJ4UQ, said it works will with WSJT-X, and a discussion about using ADIF files to move contest contacts to general logging programs spun out of that thread. Matt, NU4E, asked for some SDR recommendations for use with N1MM's spectrum window.
- Scott, N2OG, is making plans for operating remotely from home. Perhaps he will consolidate the things he learns and put it in a future newsletter.
- Operators during the CQWW CW contest noted some unusual fluttering on signals coming from South America. Ed, K3DNE, suggested it was from F layer back and side scatter. Bob, AC4MC, mentioned he has noticed similar sound when the Northern Lights were active. There wasn't a large CME event that weekend which generated strong aurora activity, but Kevan, N4XL, did note he found some discussion by Australian hams that the earth had passed through the residue from an earlier CME which generated unexpected Aurora Australis which might also explain the fluttering signals.
- Many group members were disappointed with propagation during the ARRL 10 meter contest.

## Article

### Setting AF and RF gain

The following is from the Contest Wikipedia web pages. They have a wealth of information.

<https://en.wikipedia.org/wiki/Contest> . Many hams, if not most, do not understand the importance of properly setting AF and RF gain. They are quick to buy an expensive radio based upon Rob Sherwood's receiver ratings, but then fail to follow operational practices that will achieve the expected results. Performing the following helps you take advantage of the full dynamic range your radio is capable of no matter how old or new it is.

*(Editors note: I am not technically competent enough to know for certain that last statement is true for SDR architecture. I believe it is though based upon this statement from Adam Farson VA7OJ/AB4OJ in his presentation SDR vs. Legacy Radio – which is better? Adam states “The optimum operating point for a direct-sampling SDR receiver is where the band noise is at or just above the receiver’s noise floor, to maximise ADC dynamic range.”)*

### **Set the AF gain level**

The goal is to set the AF gain level just high enough that you can hear the receiver's AF amplifier noise floor.

1. Turn off AGC, pre-amp and attenuator.
2. Disconnect the antenna (preferable) or switch to a port with no antenna. *Note:* Most receivers "leak" signals between their antenna ports, since the port-to-port isolation often is as low as -40 dB on the higher frequency bands. Disconnecting all antennas eliminates weak, leaked signals during these adjustments.
3. Set to CW mode, and to the narrowest typical listening bandwidth; e.g., 400 Hz.
4. Set RF gain to minimum.
5. Set AF gain to minimum. *Note:* If one hears hiss or noise when both the RF and AF gain is at a minimum, the headphones are too sensitive. Insert an audio attenuator in the headphone leads. *(I run 15-20 dB attenuation on my in-ear monitors. -- K3NA)*
6. Now increase AF gain until one just *barely* hears the receiver's internal noise floor. This level usually is quite high; a fully clockwise position is quite OK. If one reaches full clockwise with AF gain, and do not yet hear any noise, it is OK to leave this control at full clockwise. But, with sensitive headphones, one may reach a level where the AF amp noise floor can be detected at a point below full AF gain.

Do not change the AF gain in future. This is the gain level appropriate for these headphones

### **Set coarse adjustment of front end gain**

The goal is to provide enough gain so that the band noise from the antenna is just above the receiver noise floor, which in turn is just above the AF amp noise floor (if detectable).

1. Without connecting an antenna, turn on the pre-amp.
2. Advance RF gain until one can just start to hear the receiver noise floor (just above the audio noise floor, if that is audible). At this point there is enough gain in both the RF and AF stages to hear the internal noise of the receiver. *This is the maximum useful gain setting. One never benefits from using more gain than these levels.*

3. Connect an antenna. Antenna noise should be heard above the receiver noise floor. Tune to a empty frequency, even if it is just outside the band edge.
4. Switch off the pre-amp. If the operator can still hear the antenna noise above the receiver noise floor, continue to next step. If not, the pre-amp is needed with this antenna on this band; go to the fine adjustment of front end gain section. Typically one will need the pre-amp on the highest frequency bands.
5. Add attenuation. (For a receiver with multiple attenuation levels, increase the attenuation step-by-step.) When the operator no longer hears band noise above the receiver noise floor, too much attenuation has been added. Remove/reduce the attenuation until the band noise is heard just above the receiver noise floor. This is the correct adjustment on this band for this antenna. Go to the fine adjustment section.

Note the setting of the pre-amp and attenuator settings. This is the setting to be used for this band/antenna combination in future, unless band noise level changes markedly. One never needs more gain than provided by this setting; extra gain just chews up the dynamic range of the operator's hearing and of the receiver's analog-to-digital converter.

### **Set fine adjustment of front end gain**

In the previous steps, the attenuator/preamp provided a coarse adjustment (e.g., in 10 dB steps for the Elecraft K3) of front end gain. The goal now is to improve this a bit by tweaking the RF gain control. If all attenuation was applied in the previous steps (typical on bands with higher noise levels, such as 160-40m at night), a substantial further front end gain reduction may be needed; this will be done now using the RF gain control.

1. Reduce the RF gain control until the band noise is just above the receiver noise floor. This is the final setting for this band/antenna combination under these band noise conditions.

### **Other factors affecting listening**

As an example, the Elecraft K3 has an internal range of about 80-90 dB for its DSP A/D and D/A converters. When listening in a quiet environment, the above adjustments allow the operator to enjoy almost the full instantaneous dynamic range of the K3 before signals hit the painful level in his ears. Unfortunately, many operators fail to design their listening environment with the same care as they use in picking out a radio transceiver, ultimately wasting much of the benefit of today's excellent radios.

## **Article**

### **To knob, or not to knob...**

I love the feel of a VFO knob in the morning. There is something satisfying about tuning in a station while anticipating the discovery of what might be an ATNO or new multiplier. But I also love contesting. For me, having the two loves forces a choice. Merriam-Webster says "Contest: a struggle for superiority or victory: competition..." A key principle in Radiosport is that maximizing rate leads to a higher score. To maximize rate, you must minimize the time needed to find your next workable station. Enjoying the feel of turning the big knob takes longer than jumping to the next signal by using computer aids. Rate naturally suffers as a result, thus love of contesting beats knob satisfaction during contests. I get my knob "fix" between contests or when turning it after exhausting workable spots.

Over the years I've tweaked my operating technique to maximize use of a full sized programmable gaming keyboard. Moving your hand from the keyboard is essentially wasted time. It takes a second or two to adjust something on the rig or move the mouse and return your hands to type in a call, not to mention sometimes hitting the wrong button on the rig, accidentally brushing the VFO and inadvertently changing frequency, or placing your hands wrong when they move back to the keyboard. Doesn't seem like a big deal to reach, but when you add up how many times you do that over a 48 hour contest (or however many hours you spend BIC) it adds up to a significant amount of wasted time and many opportunities to mess up. That reduces the time you can spend snagging a new q. Using N1MM's tools to automate jumping to new stations has been a true game changer for my scores.

My current S&P operating technique works very well in that not only do my hands stay on the keyboard, but I can stretch out and lean back in the operating chair too. The ability to change my body configuration and still maintain efficiency means reduced physical stress and more operating hours. It probably lowers the risk of forming blood clots in the legs too.

### Spots and Signals

As a Little Pistol, Search & Pounce is my friend. I use N1MM's Mult & Q window and the Spectrum Display's view of workable signals. ALT+A and Shift+ALT+A jumps up or down the M&Q window to the next spot. Shift+↑ and Shift+↓ jump to the next workable signal shown on the Spectrum Display. All four of those shortcuts are programmed into the gaming keyboard so a single flick of my left thumb jumps to a new station to work. I do look at the Band Map but find those other two tools more useful. No knob turning time required to get to the next workable station.

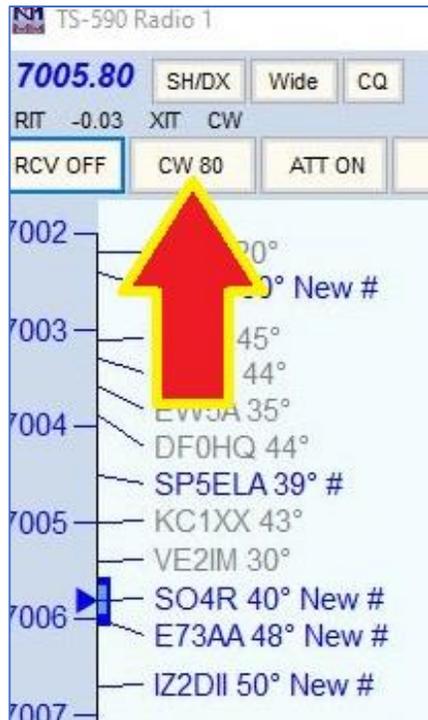
### Fine Tuning

Jumping to a spot may or may not take you to a frequency ready to work a station. They might have stopped CQing. They might have slid up or down a bit. The spotting station may not have sent their exact frequency. Or the pileup might be so big you can't hear the rare mult through the QRM. The Up and Down arrows on the keyboard can be used to change your frequency. The frequency change step size is selectable. I use 300 Hz for SSB and 150 Hz for CW. That works well for me in almost every situation. I can rapidly pop the arrow once with my right hand to make a small correction or a few times to quickly move up or down the band.



Fig. 1 Gaming Keyboard showing access to programmed macro buttons on left and up/down arrows for changing frequency on right

## Filters



At the top of the Band Map are some programmable buttons. These are initially blank, but the user can assign radio control commands to them. I use two to turn the K9AY receive antenna and RF attenuator on or off. The third is programmed while in CW to cycle the filter between 80 or 150 Hz settings. Although it was intended these buttons be activated using a mouse, they can be accessed from a key on my gaming keyboard too. If after jumping to a spot I hear the station a bit off frequency a pop or two of the up/dn arrow brings them in the passband. The filter is usually at 150 Hz, but if there is a crowded pileup and the runner is hard to pick out a flick of my left thumb can change back and forth between filter width. Narrowing to 80 Hz usually makes it much easier to copy the running station. I sometimes use the narrower filter when running too. It helps me to pick out a single call. On quieter bands 150 Hz might be too narrow so I reach over to the radio and widen it out even more to not miss off frequency callers.

### Putting It All Together

Using the tools to complement each other during the CQWW CW worked beautifully. The CC User program called up the VE7CC cluster. Filters were set in CC User to only show CW spots from our region which meant most of the spots making it to N1MM would be workable stations. N1MM's telnet window connected to CC User and put the spots that made the cut into three different windows. The Band Map, Mult & Q window, and Spectrum Display. VE7CC has excellent tools to remove most of the busted spots, so although there were some bad call signs what did make it to N1MM were mostly valid calls.

Looking at the top of the M&Q window I took note of how many stations and mults were on each band. With that as a guide I chose a band and started my S&P "run". I would tap the macro key which jumped to the next call in the window. BAM! Station worked and in the log. Tap for next call. BAM! Tap, BAM! Tap, oops. Nothing heard – wait... He's slightly off frequency. Tap, tap on the arrow key and there he is. BAM! Next M&Q, BAM! Tap, Wow! What a pileup. Where's 3B8M in this mess? Tap on the 80 Hz filter key. Up/Dn arrow a bit or tweak the VFO. There he is. No bam this time, but I snag him after three try's and move on. The next one is a bit hard to copy. Oh yeah... Tap the filter key because I left the 80 Hz filter on. After working the M&Q window for a while I switch to using another macro key to jump from signal to signal on the Spectrum Display. Only after doing those two methods for a bit do I finally spin the VFO. I watch the Spectrum Display for traces of weak signals and the band map to see if the weak one is a dupe while doing so. I'm looking for weaker stations hiding in the mud or close to loud signals. Surprisingly, even though dozens of skimmers are scanning the bands I often find a few unspotted stations. They are usually Little Pistols like me, and since I can hear them they can often hear me.

I use the up/down arrow keys when running too. Turning RIT on when in Run mode leaves your transmitter on the Run frequency but lets the up/dn arrow keys move the receive frequency to bring an

off frequency caller into your filter passband. Just remember to put the {CLEARIT} macro in your F-key messages (CQ, TU, and Wipe) or you may not hear the next person call you on your run frequency.

Some do not like operating the way I do. Fine. I get it. However, it really does let you put more q's in the log and get higher scores. A gaming keyboard (or game pad like Dave, NJ4F, uses) also helps prevent the finger pain you can get after 30 plus hours of using weird keyboard shortcut combinations. Some use the program AutoHotKeys to remap seldom used buttons on a standard keyboard in place of programmable keys on a gaming keyboard. There is also a program called Touch Portal that allows the use of the touch screen on a smart phone or tablet in place of programmable keys. I've just started using that to supplement my gaming keyboard. Hopefully, Editor willing, there will be more on that great little program in a future newsletter.

### Observations by the Editor:

- In the Contest Tips section above was a tip to "Filter your Packet Connection". From past discussions y'all know I use multiple monitors and have a dozen windows open. Some of you also know I spent 20 years in the U.S. Navy's nuclear propulsion program. It's good to learn from past mistakes to prevent future problems. One of the lessons learned from the Three Mile Island nuclear accident in 1979 was the sheer number of alarms that went off overwhelmed the Control Room operators and they couldn't focus on the key indicators that would have allowed them to minimize the issue.

Wait... How are spot filters, open file windows, and nuclear reactor melt downs related??? Two ways. First, it should be obvious having that having bad spots is a distraction. Those bad spots need to be filtered out somehow so you can concentrate on making Q's instead of chasing bad or unworkable spots. Second, is just as you should filter out unworkable spots to not waste time you should put Windows with key information in easy to view places on your screen. I made it a point when first contesting with all those windows open to take note of what things I absolutely needed to log a contact and which I looked at most often for information. Those windows are the ones now centrally located and easy to view without turning my head. Think ergonomics and attention focus. The rest of the windows are just "nice to have" things and scattered around wherever they fit – or were removed completely. I have learned though that too many open windows does tug at your attention. In addition to placement, you also need to train yourself to stay focused on making q's instead of looking at the pretty pictures and graphs.

- Speaking of cluster filters, some examples of what cluster filter parameters people are using were given in a thread titled "Cluster question" on the N1MM LoggerPlus groups.io reflector. The thread is here: <https://groups.io/g/N1MMLoggerPlus/topic/87485085>
- I've rebuilt my double K9AY loop control box. Fire ants had built a nest around the outside. The antenna terminals and control/power line terminal strip was rusted and corroded beyond use. I had asked if there were better lengths of wire for the loop to use. Gary, K9AY, himself answered with this:

The loops can be "too big". The size in the original article -- 85 feet of wire -- is the maximum for 80M; a bit more than 1/4 wave of wire. Any longer and it's not possible to get a deep null with just a resistor.

If you are most concerned with 160M, you can increase the size. I've had good results with 30 foot height and +/-20 foot width (about 115-120 ft of wire). The signal level is maybe 2 dB higher. I might note that the pattern does not change with loop size, just the signal level.

That explained for me why I've been very disappointed in its 40 meter response. Decided to stay with the original dimensions. That does seem to be the best compromise for my operating situation.

### N1MM+ Tips:

- Newly Documented Feature...  
Hans, K0HB, posted this to the CQ-Contest reflector under the title "Something I learned today using spotting". Hans observed that "When you tune across the band, the grey spots are loud stations. You can't hear the red spots."
- In a previous newsletter I had illustrated a station spotting a rare county mult on his run frequency. It seems highly likely to me such things are done intentionally to attract people to their run frequency, but I believe I stopped just short of outright accusing that. Here is another possibility for it happening. There is an option in N1MM+ to spot all S&P QSO's. Unfortunately, if selected it also would send spots for everyone you worked while running. The band maps would fill with dozens of stations the runner had worked and they would all be spotted on the runner's frequency. Apparently, to combat that a modification to N1MM's code was written. Selecting the option to spot all will only spot the first station worked on a frequency. Any subsequent spot requests for the same frequency are ignored. I'm sure a timer is in effect so other calls will eventually be able to be spotted there, but I do not know that for a fact nor how long such a timer might be. I still think it likely some unethical hams are spotting rare mults on their run frequency, but my "benefit of the doubt" meter is much broader after learning about the coding.
- Many of you use amplifiers and at least one member of our group has a new one. Amplifier keying isn't always as simple as just hooking up a PTT wire between the rig and amp. One ham was concerned the way N1MM handles keying might be causing him to transmit CW incorrectly leading to a wrong call being sent. W1RM wrote the comment below and N4ZR (the Reverse Beacon Network guru) replied. N4ZR's answer doesn't directly apply because W1RM is talking S&P while N4ZR is talking Running, but it still might give some of you an idea where to look if the situation comes up.

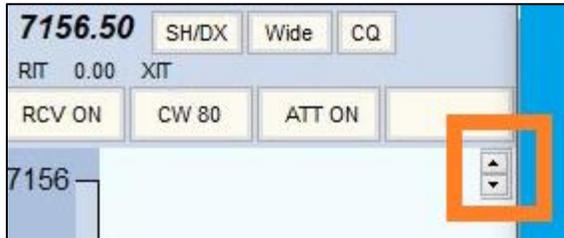
W1RM: I am using a K3S in semi-QSK mode. I have an Expert 2K amp with relay switching. I am using a WinKey to interface between my computer (new, high speed and running Windows 11)... When I S&P I will, on occasion, get a reply to AT1RM or some variant of the prefix. As I listen to the keying in the monitor, it sounds fine. I don't believe the K3S is involved since the WinKey is generating the CW but I could be wrong.

N4ZR: Pete, my suspicion is that these people are working off a bad RBN spot - with over 200 RBN nodes active in the last week, even 99% precision will mean a busted spot now and then. The only time I'd worry about my lead time setting is when you get called as

M1RM. I used to get spots indicating truncation until I changed my lead time to 50 msec, but that's very amp-specific, I suspect.

A few thoughts were thrown out, but no cause of W1RM's issue was nailed down. The last post in the thread was from K2YWE who said "Using Occam's razor, I suggest that your call was simply mis-copied".

- Some of us old geezers do not see as well as we once did. Several places in N1MM have up and down arrows like the one shown at the right side of the image below.



Clicking those arrows changes the font size. Not all of them do that though. For example: the one next to the displayed CW speed display increases or decreases CW speed.

- You can search the [N1MMLoggerPlus@groups.io](https://groups.io/g/N1MMLoggerPlus) reflector using keywords or phrases to find something to help on just about any topic. Some SFCG members are using newer Yaesu's, like the FTDX10 or 101 models, and having problems. Others are having difficulty setting up WSJT. And at least one op is looking to set up N1MM for remote operation. Be aware many questions have been asked and answered on the reflector.

### Upcoming Contests:

See the WA7BNM webpages <https://www.contestcalendar.com/contestcal.html>

## SFOTA Current Leaderboard:

Dec-12-2021							
Current Leaderboard							
2021 OVERALL STANDINGS							
CALL	Contests	CW QSO'S	SSB QSO'S	DIGITAL QSO'S	RTTY QSO'S	TOTAL QSO'S	
1) N4IQ	109	14411	1200	618	4998	21227	
2) WB4HRL	161	9096	1185	231	1758	12270	
3) K3DNE	43	1873	7361	227	1334	10795	
4) WN4AFP	76	7421	1550	0	0	8971	
5) NU4E	13	3345	2244	18	1178	6785	
6) AC4MC	34	3357	2414	4	247	6022	
7) K7OM	37	2200	115	0	3299	5614	
8) N4XL	12	2755	2063	0	217	5035	
9) K4QQG	53	1	4712	0	0	4713	
10) KG4IGC	18	632	974	0	2673	4279	
11) WA2BCK	9	1807	2030	0	0	3837	
12) N2OG	16	368	1423	34	1068	2893	
13) K4FT	7	731	84	0	0	815	
14) NI7R	4	729	7	0	0	736	
15) WB5NHL	3	417	230	0	0	647	
16) NE4EA	4	392	201	0	0	593	
17) KS4YX	4	120	14	77	368	579	
18) K9JDP	4	0	412	0	74	486	
19) KG9V	2	0	461	0	0	461	
20) KY4ID	3	15	111	0	59	185	
21) AJ4UQ	3	3	0	45	65	113	
22) K4RLC	1	112	0	0	0	112	
23) N8PPZ	1	0	14	0	0	14	
24) AF7T	2	13	0	0	0	13	

## 3830 Activity:

Contest	Call	Class	Power	Score
ARRL 160				
12/5/2021	AC4MC	Single Op	LP	27,898
12/5/2021	K3DNE	SO Unlimited	HP	25,020
12/5/2021	K4FT	Single Op	QRP	18,336
12/6/2021	K7OM	Single Op	HP	23,058
12/5/2021	KG4IGC	Single Op	LP	11,985
12/5/2021	N2OG	Single Op	LP	8,988
12/5/2021	N4IQ	Single Op	HP	60,960
12/5/2021	N4XL	Single Op	LP	14,630
12/5/2021	NI7R	Single Op	HP	18,424
12/5/2021	NU4E	SO Unlimited	HP	23,484
12/5/2021	WB5NHL	Single Op	LP	23,544

Contest	Call	Class	Power	Score
CQWW CW				
11/29/2021	AC4MC	SO(A)AB	HP	327,414
12/6/2021	AF7T	SOSB40	QRP	140
11/28/2021	K3DNE	SO(A)AB	HP	212,100
11/29/2021	K4FT	SOAB Classic	LP	142,398
11/29/2021	K4RLC	SO(A)AB	LP	30,400
11/30/2021	K7OM	SOAB	HP	105,399
11/29/2021	KG4IGC	SO(A)AB	LP	184,468
11/29/2021	N2OG	SO(A)AB	LP	59,059
11/29/2021	N4IQ	SO(A)AB	HP	1,473,745
11/29/2021	N4XL	SO(A)AB	LP	1,512,203
12/1/2021	NE4EA	SOAB	LP	85,221
11/28/2021	NU4E	SO(A)AB	HP	2,506,735
11/28/2021	WB5NHL	SO(A)AB	HP	85,228
11/30/2021	WN4AFP	SO(A)AB	LP	188,790
FT RUp				
12/5/2021	N4IQ	SO Unlimited	LP	16,900
KRC SST				
12/6/2021	KY4ID	Single Op	LP	180
11/15/2021	WN4AFP	Single Op	LP	1,260
LZ DX				
11/21/2021	K7OM	SO CW	HP	3,220
11/22/2021	WN4AFP	SO CW	LP	31,860
OK/OM DX CW				
11/14/2021	WN4AFP	SOAB	LP	2,016
SS CW				
11/14/2021	WN4AFP	Single Op	LP	79,704
SS SSB				
11/22/2021	AC4MC	Single Op	HP	70,896
11/22/2021	K3DNE	SO Unlimited	HP	210,986
11/21/2021	K4FT	SO Unlimited	LP	10,920
11/22/2021	K4QQG	Single Op	HP	57,564
11/22/2021	KG9V	Single Op	HP	34,680
11/23/2021	N2OG	Single Op	LP	31,950

Contest	Call	Class	Power	Score
11/21/2021	NU4E	SO Unlimited	HP	168,000
11/22/2021	WA2BCK	Single Op	HP	101,574
11/21/2021	WB5NHL	Single Op	LP	27,140
11/22/2021	WN4AFP	Single Op	LP	11,600
WAE RTTY				
11/16/2021	K7OM	Single Op	HP	133,810
11/15/2021	KG4IGC	Single Op	LP	210,681
11/16/2021	N2OG	Single Op	LP	66,443
11/15/2021	N4IQ	Single Op	HP	608,868

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73 es QRT de N4XL