CTU Presents
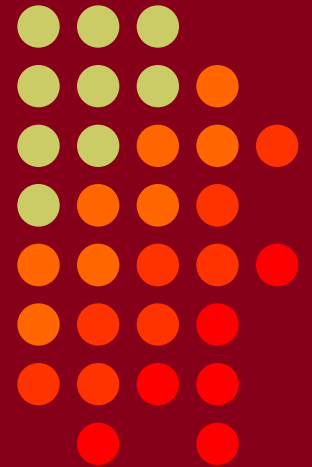
DX'ing and Contesting, the Dynamic Duo!

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DX'ing

Let's start with some basic facts

Where is all the DX?

- **North America – 50**
- **South America – 30**
- **Europe – 69**
- **Africa – 79**
- **Asia – 54**
- **Oceana – 56**
- **Antarctica - 2**

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140 most common entities

- **North America – 23/50**
- **South America – 15/30**
- **Europe – 59/69**
- **Africa – 10/79**
- **Asia – 26/54**
- **Oceana – 6/56**
- **Antarctica – 1/2**

Working DX

- **All bands**
- **Including WARC bands**

Antennas for DX

- **Any antenna for your selected bands**
- **Receive antennas are helpful on the low bands**
- **Multiple antennas can be helpful**
- **Temporary antennas for specific operations**

Modes for DX

- **Any mode is available**
- **Popular DX modes are FT8, CW and SSB**
- **DX always works split***

Exchange for DX

- **Signal report is all that is required**
- **Be efficient, be effective**
- **Don't stretch out a contact**

DX Code of Conduct

- I will listen, and listen, and then listen again before calling.
- I will only call if I can copy the DX station properly.
- I will not trust the DX cluster and will be sure of the DX station's call sign before calling.
- I will not interfere with the DX station nor anyone calling and will never tune up on the DX frequency or in the QSX slot.
- I will wait for the DX station to end a contact before I call.
- I will always send my full call sign.
- I will call and then listen for a reasonable interval. I will not call continuously.
- I will not transmit when the DX operator calls another call sign, not mine.
- I will not transmit when the DX operator queries a call sign not like mine.
- I will not transmit when the DX station requests geographic areas other than mine.
- When the DX operator calls me, I will not repeat my call sign unless I think he has copied it incorrectly.
- I will be thankful if and when I do make a contact.
- I will respect my fellow hams and conduct myself so as to earn their respect.

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Limitations (non-expedition DX)

- **English as a second language**
    - **Digital modes and CW help**
- **Limited technology**
- **Challenging RF landscape**
- **One contact per band, per mode**

DX Marathon

- **https://dxmarathon.com/**
  - **Work DX each year**
  - **Restarts each year**

How about a challenge?

- **How many can go home right now and work 1 DX entity?**

- **How about 10 DX?**

- **How about 100 DX?**

- **How many DX can you work on 24 hours?**

- **How many DX can you work on 48 hours?**

Contesting

Let's start with some basic facts

What is a contest?

"A structured on-air activity whereby amateur radio stations endeavor to contact as many qualifying amateur radio stations as possible for points within the prescribed times, bands, and mode(s), and complete the defined exchange of information."

-AB9YC

Best resource for a contest

- **Read the rules**
- **Read the rules**
- **Read the rules**

A brief overview of score

- **Score equals QSO points times multipliers**
- **Read the rules**

What bands for a contest?

- **HF: 160/80/40/20/15/10**
  - **No WARC bands 30/17/12**
- **VHF: All**
- **Some contests limit bands**
- **Read the rules**

What is an exchange?

- **Varies by contest**
- **Usually includes a signal report**
- **May include static info, like name, state or grid**
- **May include unique info, like a serial number**
- **Read the rules**

Whom can you work for points?

- **Everybody works everybody**
- **Limited stations to work depending on location**
- **Points may be static or variable**
- **Read the rules**

What are multipliers?

- **Stations that add a multiplier to your score**
- **May be unique or special event stations**
- **May be by band, location, continent, etc**
- **May be for the entire contest**
- **Read the rules**

How do contests work?

- **Running (Calling CQ)**
- **Search and Pounce (S&P)**

What is running?

- **Calling CQ**
- **Stay on a frequency**
- **Simplex operation**

What is S&P?

- **Moving around the bands looking for stations calling CQ**
- **Simplex**

What is rate?

- **A time-based quantity measurement - the number of contacts you make in an hour**

- **The best rate usually comes from running**

- **S&P can also boost your rate**

- **Be efficient, be effective**

Limitations of contests

- **Limited time**
- **Limited bands**
- **Limited modes**
- **Workable stations**
- **SIMPLEX!**

DX'ing and Contesting

- **How to chase and work DX?**

- **How to get through a pileup?**

- **How do I run my own pileup?**

- **What if you could practice pileup techniques?**

DX'ing and Contesting

- **Contesting lets you practice your pileup technique, calling or being called**

- **Contesting helps you operate in varying propagation conditions**

- **Contesting helps with station development**

- **Contesting helps you become more efficient, more effective**

DX'ing and Contesting

- **Leverage your strengths**
  - **Antennas**
  - **Operating time**
- **Priming the pump**

Propagation: the 48-hour contest

- **Two sunrises**
- **Two sunsets**
- **Two daylight**
- **Two darkness**

Do you want to join a Dxpedition?

- **Contests let you prove yourself**
- **Demonstration of operating capability**
- **Team contesting, multi-op**
  - **Field Day – intro to multi-op**
- **Many DX operators are contesters**
  - **Callsign recognition**

Dxpeditions and Contesting

- **Expeditions plan to operate in a contest**
- **Limit contest mode to reduce dupes**
- **A change for DX operators, cannot run split**

Benefits of contesting for DX'ing

- **DX Marathon**

- **DXCC in a weekend**

- **Band fills**

- **Dupes only count within the contest**

- **Also helps with POTA/SOTA activations, and similar activities, be efficient, be effective**

Questions