



October 2025

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### Contest Tips:

This month tips are about running. We'll have additional information on this topic next month. A good source of Contesting information is available on the internet if you just take the time to search it out. Here's an excerpt from the PVRC 2015 ARRL DX Cookbook. These paragraphs were written by Scott KØDQ and talks about running. Pay particular attention to his comments about the "New England Nightmare" in the "Some Poor Excuses for Not Running" section at the end.

#### **HOW TO RUN**

So how do you go about it? Here are several considerations to keep in mind as a single operator all band (SOAB) competitor whose goal is to maximize score (not DXCC count).

The overall guiding principle is "Rate is King!" Work lots of stations as fast as you can and the multipliers will come to you. That's a simple concept, but figuring out how to do it effectively is part art and part science. Here are some key decision factors.

#### **Station capability**

Your station capability obviously affects your ability to run. Know your station and its capabilities. If you have a relative advantage on one or more bands (e.g. a killer monoband yagi on 15, a 4 square on 80 or 40) factor that in and take advantage of it.

## **Propagation / band selection - general**

Beyond station capability, the main driver in successful running is propagation. The general rule of running is no secret: Follow the MUF and operate on the highest frequency band open to the primary target area - Europe!

However, there are several important caveats and nuances to that rule:

### **High band Propagation (10, 15, 20)**

**Not all European openings are equal.** Go to the band that is open to the high activity areas – nominally Central to Eastern Europe (DL east to UA/UR). Remember the K5ZD corollary to the basic rule: Don't move too early to a new band. Typically at band opening on 10 and 15 you will hear the Mediterranean rim stations first (I, 9A, etc) but don't move there until you hear the DLs.

**Don't stay too long.** As the sun moves west so will propagation across Europe. Especially if the MUF is high enough, you may find yourself getting beaten out by stations to the west. If your rate suffers, consider temporarily moving down a band (e.g. from 10 to 15) where the East Coast may still have a relative advantage. Keep checking the higher band and come back if the W0's have disappeared back into the black hole.

Similarly, toward the end of the opening you will be called by G's, F's and EA's. Work them but watch the rate carefully. Even though you may still hear the bigger stations in central Europe with high power and yagis, the band is dying. Prepare to move down. In fact, going down the MUF ladder before the crowd may bring you some great rates with the added bonus of some distant multipliers.

**Balance.** Don't be too concerned about equalizing the number of contacts on each band. Once you've worked many of the garden variety mults, focus intensely on rate. Go to the band you can run best . . . with one caveat.

One exception to the rule. Simply put, don't miss the 10 meter opening to Europe. 10 meters is the most fragile of the bands and a disruption can wipe it out, and with it 40-60 mults. In marginal conditions (e.g. solar flux Index < 100) you may want to spend enough time early on harvesting easy mults, even at the expense of slower rate.

Even in higher flux times, bad stuff can happen. You can remove some of the uncertainty by checking the NOAA 3 day forecast on Friday afternoon (<http://www.swpc.noaa.gov/products/3-day-forecast>) to see whether conditions are expected to improve or deteriorate over the weekend (Thanks W3LPL). Twice in the last few years I've gambled using that info and won

## **SOME POOR EXCUSES FOR NOT RUNNING**

### ***We're in the Mid Atlantic. We can't compete with New England***

Someone forgot to tell that to the guy who beat me in CQWW CW 2014. K3CR had the highest SOAB claimed score (and most QSOs) from central Pennsylvania, more than 500 miles southwest of my Maine QTH (@ K8PO) and less than 100 miles north (and a bit west) of W3LPL.

It is true that New England generally gets the openings slightly earlier than the Mid-Atlantic and usually has an advantage on the low bands (that's the reason I've been making the commute). But there's another side to that equation, what I call the New England Nightmare in which the W3's and W4's get propagation to Europe when the W1's don't. That happened in CQWW CW in 2014 in the pre-dawn hours on 20 meters and happens frequently on 10 meters.

### ***I don't have a big station***

The naval law of gross tonnage also applies in the contesting world. The more and higher aluminum you have, the better. I've had the privilege of operating from some contesting "Battleships" and "cruisers" in the last few years. However, it's not necessary to have a super station to run effectively. As W3LPL once remarked, "you don't have to be the loudest station on the band, you just have to be loud." So, how loud is loud enough?

Remember WRTC last summer? 59 stations were loud enough to make an average of just under 4000 QSOs in 24 hours – that's half the length of the ARRL DX contest. They did that using 100 watts to two element tribanders and inverted V wire antennas, all at 40 feet with summer conditions. At K1C (KE3X and K0DQ), we made 4217 QSOs, over 2000 of which were Europeans. Generally, one of us was running, the other chasing mults.

Similarly, in CQWW CW 2014, K1AR finished 4th in the US claimed scores in the Assisted class with 3400 QSOs using only modest wire antennas (an 80 meter dipole at 60 feet and a 40 meter inverted V at 70 feet). Bottom line, if you have directional antennas, an amplifier, or both, you should be able to do fairly well. If you have a high yagi, a 2 element shorty forty (or better) and an amplifier, you can be very competitive . . . but you have to run.

### **Highlights From The Reflector:**

- Ed K3DNE wrote a good summary of his September VHF contest experiences. Worth the read. Post #31252.
- Brian N8WRL discovered there isn't very much inside those commercial surge suppressor boxes. In true Ham fashion he plans on making a his own with stouter components than what is inside his I.C.E. model.
- Although most N3FJP Ops are unhappy it doesn't have logs for all the state QSO Parties, they still prefer it over N1MM. Herschel KA2G wrote, "George, I'm right there with you and Jim. I prefer N3FJP over N1MM+. I'll use N1MM if I have to,... It is just not user friendly in my opinion, and a lot of that is the multitude of features it has, that the majority of, I do not use. I use enough unfriendly software daily for work, I try to avoid it for my "fun" time." *(Editor's Note: I agree with him that N1MM is complicated. As self-proclaimed "Luddite" Tom W1TEF, a SFCG SK, used to say, "The more complexity you add the more likely it is Mr. Murphy will pay you a visit. I would now and then answer him with my life's motto, "There are advantages and disadvantages to Everything." Each person must decide for themselves if using or doing something is worthwhile for them or not.)*
- Herschel KA2G is moving into 2M FT8 using a 3 ele yagi. He asked how much activity there is outside of contests. Matt NU4E and Ed K3DNE replied to him with some good info. A bit too much to right about in this section. Follow the thread beginning with post #31277.
- Wow! Herschel is radioactive! KA2G is also moving into Mobile operations using a Hustler MO-1 fold over mount and resonators for 10 through 75 meters.
- John W4IX had a great CQWW RTTY SOABLP Assisted score of 1,347,954. He shown at #6 NA on 3830. Good showing John.
- Herschel KA2G compared spots from N3FJP and N1MM in real time by having both programs open at once. That bit about N1MM's complexity was initially a factor when no spots were visible at all in N1MM. After working through things and configuring N1MM's

telnet connection and setting its spot filter option to be similar to N3FJP's he found spots reported by both programs to be the same. During the discussion it was mentioned N1MM can filter spots a bit better than N3FJP, but at the cost of increased complexity.

- Ed is drumming up enthusiasm for the upcoming CQWW SSB contest October 25 and 26. That's one of my favorite contests, but my XYL still needs considerable care from a recent total knee replacement. Once again I'll miss out on most of the fun.

## Why I Hesitate to Throw Old Stuff Away!

By Ed Kucharski K3DNE

During the process of installing my new 222 and 432MHz antennas, I noticed a problem with my 6m yagi which caused me to pause and repair prior to raising the antenna.

For some history, the 6m antenna is a 4 element wide-spaced yagi on a 12-foot boom I designed using YagiCad. It started as a Cushcraft A50-3S yagi that I purchased in the mid 1970's. I used many of the original parts to make the new yagi and ended up ordering some replacement parts (Redi Match system, gamma match parts, u-bolts) from MFJ a few years ago. All worked well for a year or so but then I started to obtain intermittent SWR measurements that had significantly changed from the 1.2:1 SWR when originally installed. At one point it was > 3:1 which caused me to no longer use the antenna but a short time later it was back to normal. I suspected water may be causing this anomaly.








Jumping forward to last month... I had the tubular tower cranked down and decided it was convenient to re-adjust the gamma match on the 6m yagi since I could reach it all on a step ladder. I made the adjustments and was happy until the next day when, on a whim, I decided to double check it before raising the tower. The SWR had significantly changed again. As I was on the ladder looking up at the gamma match/Redi Match system I noticed what looked like a crack in the Redi-Match dielectric insulating rod.



I disassembled the Redi Match rod from the gamma match tube. It was wet on the inside. The rod, which is made up of what appears to be an aluminum rod surrounded by a plastic insulating material, is designed to slide inside the gamma match tube. Matching is accomplished by adjusting the shorting strap on the tube with the driven element and the distance of the Redi Match rod inside the tube. See the diagram below specifically the Set and x distances

### #3 - REDDI MATCH ASSEMBLY

Slide the Reddi Match tube (RM) through the tuning strap (69). Connect the flattened rod to the screw on the connector (figure D). Slide the poly tube over the rod up to the flattened end. Adjust to the dimensions shown in Table 1 for horizontal polarization or Table 2 for vertical polarization. Tighten all connections.

KEY	P/N	DISPLAY	DESC	SIZE	QTY
9	010009		SS MACHINE SCREW	8-32 X 5/8" (1.59 cm)	2
941	011941		SS LOCK WASHER	#8	3
11	010011		SS HEX NUT	8-32	3
32	190032		U-BOLT BRACKET	1-1/2" (3.8 cm)	1
69	200069		TUNING STRAP		1
84	010084		SS LOCK WASHER	1/4" (.63 cm)	2
85	010085		SS HEX NUT	1/4" (.63 cm)	2




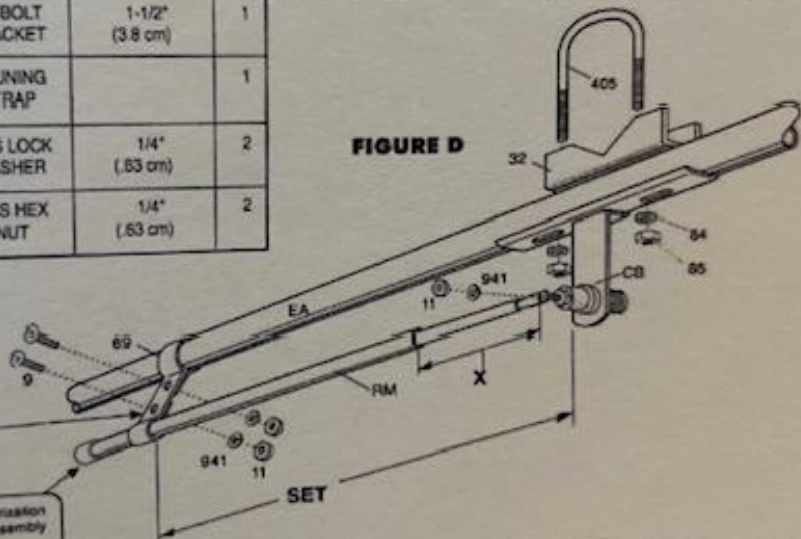
KEY	P/N	DISPLAY	DESC	SIZE	QTY
402	010402		U-BOLT	1-1/2" (3.8 cm)	1
CB			CONNECTOR BRACKET		1
RM			REDDI MATCH ASSEMBLY	17" (41.2 cm)	1

FIGURE D

After the Reddi-Match tube has been attached to the driven element, adjust the angle of the tuning strap (69) to a point which brings the Reddi-Match tube into parallel with the driven element.

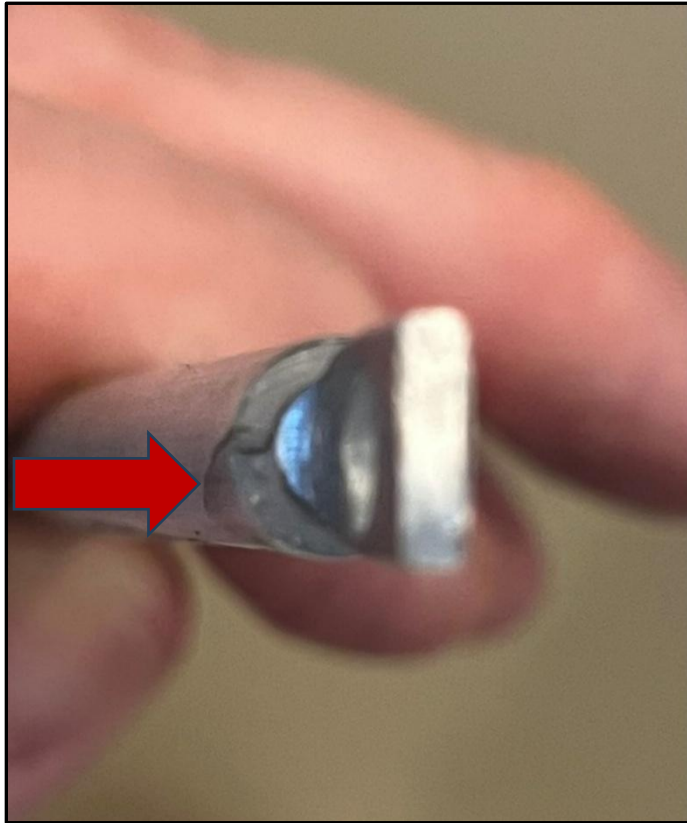
NOTE: For vertical polarization the Reddi-Match assembly should point skyward.



Here's a close-up of the cracked Redi Match rod – the insulation dielectric material was cracked on both sides!



I did some reading on-line where I found a couple of reports that water may “seep” in and cause damage. It obviously did but how? After looking more closely I found where the rod exits the plastic insulator there’s a space – small but large enough where water may penetrate. I’m really not positive this was the point of entry, but it seems logical. I did not find instructions to weather-proof that area, but I should have anyway! See the next photo.



Fortunately, I saved the old gamma match and Redi Match components from the vintage 1970’s antenna! They’d been sitting on the back of my work bench for 3 years. The original Redi Match is different than today’s. It consists of the dielectric and center conductor of coaxial cable and a slightly longer gamma match arm. I cleaned it all up, adjusted for best match/resonance (1.1:1 and 48 ohms at 50.260 MHz), weatherproofed and gave it my blessing. The matching for best match/resonance took over an hour but was worth the effort as it’s been working fine (knock-on-wood) for over a month now!

The morals to this story:

- When something is working only intermittently there’s probably a bigger issue.
- Weatherproof and seal everything (even if the instructions don’t suggest it).
- Save those old parts for a future project when you least expect it!
- If you own a Cushcraft antenna that uses this or similar matching method, take the time to inspect it at your next opportunity and weatherproof/seal as needed.

## Observations by the Editor:

- David G3YYD/M7T wrote, "MMTTY has a rather significant flaw in that it needs both tones to be above the noise level as it can't copy if only one tone is present due to multipath causing tone cancellation. 2Tone Selective can copy with just one tone present. It is possible to use the one tone present deliberately by left clicking on the spectrum display on that tone it will go to copy on the other tone. I used this several times in CQWWRTTY when someone was too close with a wide signal. To restore to normal left click in the middle of the tones."
- I learned (again) today that things aren't always what they seem. It shouldn't have been a surprise, but it was. I gave my old one to a friend whose husband was in the hospital and needed to replace my portable battery pack supplying USB power. Wally World has an inexpensive 10000 mAh unit near the checkouts. Yup. There it is. Just what I need. It says 10000 mAh right there at the top of the box right next to the ONN company name. It's been doing a fine job for a week and I'm glad I bought it despite just noticing the printing on the case says, "Battery Rating: 10000 mAh" and just below that, "Battery Capacity: 6000 mAh". Huh? Turns out rating is what the battery can store, and capacity is what it can deliver to the load after power losses in the device. Can't blame the company for illegal advertising because the box didn't specify what the 10000 mAh applied to, but I had no idea such was the case. Am I the only one that thinks if I buy something that says 10000 mAh in large bold letters that I should expect it to provide 10000 mAh rather than only 60% of what was prominently emphasized? Isn't that kind of like those car audio amplifiers that claim "1,000 watts!" without telling you that is instantaneous power and the real RMS power at an only okay distortion level of 1% is only 50 watts? At least now I know to check the fine print on battery packs before buying my next one.
- A recent thread on the Amateur-repairs reflector reminded me of a troubleshooting tip. The op said the power button on his TS890 was broken. Turned out the button was fine. It was an SMD fuse instead. The tip it reminded me of is not to make assumptions. If you think something is broken, try to find a way to verify your hunch before wasting time trying to fix something that ain't broke. Reflector members helped guide him that way. When he opened the rig and checked to see if pushing it tested good on a meter, he found that sure enough, the switch was fine and it was something else was the problem. In this case it was the fuse people had told him was in series with the switch. It is also worth noting that rather than buying a single surface mount fuse and then dealing with the PITA SMD soldering needed to replace it he was able to jumper the blown fuse with a leaded axial fuse of the same current rating. He didn't say, but hopefully he chose one with a similar surge capacity too.
- The Ham who replaced the SMD fuse above also did a follow-up post about replacing the SMD fuse itself. He purchased the fuse for \$8.50 from Amazon and mentioned he used a Hakko Tweezer Iron to replace it. I'd heard of but didn't know much about Tweezer Irons so I looked at a video on YouTube. Those things look

much more usable for SMD work than the tools I have.

<https://www.youtube.com/watch?v=X-S0Jmy3UBI>

- Snowflakes causing receiver failure? I'd never heard of that before. I suppose I should have thought it could since rain can cause precipitation static. Fortunately, snow isn't common here in South Carolina, even less so in the lowlands. Fred WW4LL is a very competent Amateur Radio operator. He related this story to the CWOPS reflector:

*Alan mentioned that it only takes a small potential to breach an FET gate. At the CQP Alpine County expedition in 2009 [no hams lived there then] it began to snow at 8,500 ft. We were multi-single with an IC-75PRO3. No noticeable noise on the baseline of the scope, just a very faint hiss in the headphones. About 10 mins into the snowfall, the RX went totally dead.*

*Each snowflake was carrying a teeny tiny little charge which was deposited on the antenna and made it's way to the very very high impedance of the FET gate in the RF amp. Each charge added to the voltage across the gate, and it finally broke down. No lightning/thunder, very light breeze.*

*REST OF STORY ... We pulled out a back up rig, also an IC-760PRO, and operated for another 10 mins, when it too succumbed to the snow as well. The combined amateur experience of the 4 of us was probably well over 200 years. Since then, I've always soldered a 100K bleeder resistor into a PS-259 on one arm of a coax T. The T goes on the radio, and the antenna on the other arm. Most rigs have a bleed on the input but some don't. It's cheap and easy, and once done, you can forget about it*

*(Editor's Note: I could be wrong, but I assume Fred meant PL-259 instead of PS-259)*

- Completely unrelated to Ham Radio. Well, only peripherally related. My neighbor is again making noises about me causing him RFI. He's complained many times, but the latest again happened when I was asleep in bed. I'm an okay Op, but I haven't learned the skill of thought projection to turn the rig on and transmit from my bed yet. I believe that it is a specialized branch of Telekinesis. (Any tips? Sounds like a great contesting skill to develop.) My security camera's use infrared at night and the one monitoring the end of the house isn't strong enough to see the tower base. I wondered how much infrared flood lights cost and if that would aid the security camera. Google is our friend. Harbor Freight has an infrared light for a truck that will only set me back \$19.95 and yes, such lights will extend the night range of my camera. Learning that solved another mystery. We live in the country. A few times I've heard a pickup truck driving down the road in the wee hours of the morning. Looking outside they are driving without lights. I'm woefully out of touch with poachers and burglars have access to these days. We hear far more shots in the middle of the night too. Reckon more and more people are buying night vision scopes for their rifles.

## N3FJP Tips:

- Herschel KA2G wrote the following about using N3FJP in multiple contests:

In regards to what Dr. Jim wrote about N3FJP during multiple contest weekends, there is an easier way than exiting one log and opening another log.

Start whichever QP log you'd like, we'll say Texas just for grins. Configure it for rig and cat control like normal. Once that is working, in the same log, go to settings > application program interface and enable server there with the checkbox. Don't check the bottom checkbox.

For any other simultaneous contests, set rig interface to use N3FJP API instead of your actual rig. As long as the (hypothetical) Texas log is still running, rig and cat control will work. You can have as many contest logs open at one time as you'd like. As long as the original is up, all the others will get their rig interface settings from it.

Hope this helps some!

## N1MM+ Tips:

*NOTE: Unless otherwise specified references to problems people are having, solutions, and tips come from the N1MMLoggerPlus Group.io reflector. A search there for items described should turn up the original posts and replies.*

- Selected changes made since last newsletter. (NOTE: These often come from a user requesting a change or fix to a problem.)
  - The number of changes to support Text to Speech (TTS) is overwhelming and likely not of value to many of us. If you are working to use that feature you should follow things directly on the N1MM+ reflector.
  - Added {EXCHSENT} macro. This is useful when you want to have an alternate way to send call+exchange. For example, when using TTS, your normal Enter key F5+F2 may send the call phonetically, but you want an alternative way to send the call and exchange, without the call being sent phonetically. An example is:  
F8 Call exc,{TTS {SPACECALL}. FIVE nine 4}{EXCHSENT}
  - AMQ: Show scrolling paused and a countdown (Coded by N1MM)
  - Change Score Reporting Server to <http://scoredistributor.net/> (VA2WA) (Coded by N1MM)
  - Make Edit Contact a TopMost window (K3CT) (Coded by N1MM)

- Allow {LOG} macro to be used after {END} macro. (Coded by N2IC)
- Allow the Pause key to be used when operating SO2R with the two keyboard option. This allow transmit focus to be easily switched when using a microphone that is shared by the two radios using a switching box. (Coded by N2IC)
- Fix RTEs during OPON (K2XR) (Coded by N1MM)
- AMQ: Hide scrolling paused message when needed (K3CT) (Coded by N1MM)
- We've talked before about how to use ALT+F, (then push a number) to swap contests when there are multiple QSO parties open on a weekend. The macro {SwapContests} is another way to do it. And this method is reported to remember what the last call you had in each contest as you swap between them.

{SwapContests} Wipes the current contact, changes to the next-to-last contest log and (un)wipes the contact. {SwapContests} should be placed in a function key or bandmap button. When pressed it will switch to the next-to-last contest preserving the QSO data partially entered. {SwapContests3} will switch among the last three contests. {SwapContests4} will cycle through the last four contest logs

- Here are some selected macros that may make contesting easier for you. Periodically browsing the N1MM Macro listing now and then is often beneficial. You will find new macro additions and also remind yourself what is already there. Hopefully, your contesting skills are constantly growing. I have found growth brings new insights into how macros can improve efficiency and scores. NOTE: Some macros are mode specific. An example of what that means is they only work when in Digital modes, not in SSB or CW. The list below does not indicate if they are universally accepted or not.
  - {CALL} Send the previous or uncorrected call from the Callsign field of the Entry window
    - {CALL} Sends the call in the Callsign field of the Entry window as it was at the time the message started, or (if that field is empty) the last call logged. Note: This will send the call as it was when the message STARTED. Use the ! macro instead to use the Send Corrected Call function. Do not use the {CALL} macro in F5 (HisCall key) if you use ESM; instead, use the ! macro in F5. This is critically important if you ever hit [ENTER] in ESM before you have finished typing the call-sign, because if you do, the characters entered after you hit [ENTER] will not be sent unless you use ! . Likewise, if you use the [INS] or ; key to send the exchange, make sure you use ! in F5 and not {CALL}.
  - {END} Stores all macro text after the {END} macro string and executes it
    - To use the {END} macro, the function key must send a message. If nothing is sent, the {END} macro is ignored. The {END} macro stores all macro text after the {END} macro string and executes it after CW, SSB

or DIGI messages are sent. One use of the {END} macro is to send CAT commands to the radio(s) after a transmission ends. All QSO message text placed after the {END} macro command is not sent.

#### {END} Macro Examples

The {END} macro signals the program that the remaining {} commands are to be executed when the program returns from sending the CW, SSB or DIGI messages. Here is an example:

Message: F1 {STEREOOFF}CQ TEST \*{END}{STEREOON}

Whenever the F1 key is pressed, the stereo bit on the LPT port will be set to OFF. CQ will be sent via the current mode, and after the message is complete, the stereo bit on the LPT port will be turned back on. Thus, one can listen to just the second radio while the CQ is being sent, then listen to both radios after it is finished.

#### More to send after the {END} macro?

Only macros that do not involve sending messages are executed when they are placed after the {END} macro. For example, if you put {MYCALL} or "5NN" after the {END} macro, they will be ignored. Why? Well, the message is over, there is nothing more to send. Conversely, all macros that only trigger program functions (don't send messages) are executed before any messages are sent, unless they appear after an {END} macro. Macros that do not involve sending messages are only executed after the message is sent when they are placed after the {END} macro. For example, if you put {MYCALL} or "5NN" after the {END} macro, they will be ignored. Why? Well the message is over, there is nothing more to send. Conversely, all macros that only trigger program functions (don't send messages) are executed before any messages are sent, unless they appear after an {END} macro

- {PREVNR} Sends the QSO # of the last logged QSO
- {ENTER} Sends ENTER character to TNC
- {ENTERLF} Sends Return/Line Feed to the TNC. Try this if {ENTER} doesn't seem to work
- {CTRLHOME} forces the cursor into the callsign box and selects the text in the callsign box, regardless of where the cursor (keyboard entry point) was when the message was invoked. Can be used in the CQ (F1) and/or TU (F3) messages to avoid accidentally typing callsigns into the exchange box
- {ALIGN} Move signal into bandpass range. Does the same as Align Buttons on Digital Interfaces and the PSK Engine
- {ENABLEAFC} Turn AFC on  
{DISABLEAFC} Turn AFC off

- Several pages of the N1MM+ manual are dedicated to setting up WSJT-X within N1MM+.
- Several pages of the N1MM+ manual are dedicated to operating SO2V or SO2R.
- Text to Speech (TTS) using your own natural voice is possible, but reportedly difficult to do. Knowledgeable individuals report a working knowledge of the programming language Python is needed. Since I intend to eventually use TTS I recently purchased a book titled "Python from Scratch" and have begun working through it. I am interested in communicating with likeminded folk about learning and using Python. Keep in mind I am a neophyte.
- The N1MM+ Development team is preparing a How To guide. Hints imply it will include how to use your own natural voice.

### Upcoming Contests:

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

## SFOTA Current Leaderboard:

Oct-15-2025

### Current Leaderboard

#### 2025 OVERALL STANDINGS

CALL	Contests	CW QSO'S	SSB QSO'S	DIGITAL QSO'S	RTTY QSO'S	TOTAL QSO'S
1) WB4HRL	341	15890	644	565	782	17881
2) KE4EA	173	9812	1292	20	0	11124
3) WN4AFP	71	6382	3156	43	0	9581
4) K3DNE	34	928	6681	678	0	8287
5) K4FT	94	5438	220	6	136	5800
6) K4QQG	51	0	4045	669	802	5516
7) KZ3P	66	2045	2299	45	960	5349
8) N4IQ	33	4679	476	11	0	5186
9) N4XL	20	3458	810	0	0	4268
10) W4ANT	75	1338	1942	229	118	3627
11) KD4S	73	2728	312	58	511	3609
12) K7OM	22	729	0	0	2370	3099
13) KG4IGC	9	700	438	0	1727	2865
14) KA2G	26	0	1269	801	0	2070
15) N4QI	58	1530	213	0	120	1863
16) AA5JF	3	1394	352	0	0	1746
17) WA4LDU	41	235	435	580	459	1709
18) KB1QU	4	612	565	0	376	1553
19) NV4T	32	0	1059	368	0	1427
20) KS4YX	20	358	40	221	580	1199
21) W1RPG	21	0	1045	0	6	1051
22) NI7R	12	960	3	0	0	963
23) K2SX	22	929	0	0	0	929
24) KK4MRG	18	0	846	18	27	891
25) AA4SD	5	325	0	0	0	325
26) N1UZ	3	88	0	0	215	303
27) KS4VJ	5	0	42	176	0	218

#### 2025 INDIVIDUAL MODE STANDINGS

CALL	CW QSO'S	CALL	SSB QSO'S	CALL	DIGITAL QSO'S	CALL	RTTY QSO'S
WB4HRL	15890	K3DNE	6681	KA2G	801	K7OM	2370
KE4EA	9812	K4QQG	4045	K3DNE	678	KG4IGC	1727
WN4AFP	6382	WN4AFP	3156	K4QQG	669	KZ3P	960
K4FT	5438	KZ3P	2299	WA4LDU	580	K4QQG	802
N4IQ	4679	W4ANT	1942	WB4HRL	565	WB4HRL	782
N4XL	3458	KE4EA	1292	NV4T	368	KS4YX	580
KD4S	2728	KA2G	1269	W4ANT	229	KD4S	511
KZ3P	2045	NV4T	1059	KS4YX	221	WA4LDU	459
N4QI	1530	W1RPG	1045	KS4VJ	176	KB1QU	376
AA5JF	1394	KK4MRG	846	KD4S	58	N1UZ	215
W4ANT	1338	N4XL	810	KZ3P	45	K4FT	136
NI7R	960	WB4HRL	644	WN4AFP	43	N4QI	120
K2SX	929	KB1QU	565	KE4EA	20	W4ANT	118
K3DNE	928	N4IQ	476	KK4MRG	18	KK4MRG	27
K7OM	729	KG4IGC	438	N4IQ	11	W1RPG	6
KG4IGC	700	WA4LDU	435	K4FT	6		
KB1QU	612	AA5JF	352				
KS4YX	358	KD4S	312				
AA4SD	325	K4FT	220				
WA4LDU	235	N4QI	213				
N1UZ	88	KS4VJ	42				
		KS4YX	40				
		NI7R	3				

### 3830 Activity:

Contest	Call	Class	Pwr	Score
144FallSprnt				
09/23/25	K3DNE	Single Op	HP	540
09/23/25	NU4E	Single Op	LP	572
09/23/25	WA4LDU	Single Op	LP	377
222FallSprnt				
10/01/25	K3DNE	Single Op	LP	117
432FallSprnt				
10/09/25	K3DNE	Single Op	LP	35
ARRL Sep VHF				
09/15/25	K3DNE	Single Op-All Modes	HP	8,448
09/15/25	KD4S	Single Op-All Modes	HP	80
09/15/25	W4ANT	Single Op-All Modes	LP	48
09/21/25	WA4LDU	Single Op-All Modes	LP	3,870
AzQP				
10/12/25	K4FT	SOCW	LP	516
10/13/25	K4QQG	SOSSB	HP	9
10/12/25	KD4S	SOCW	HP	123
10/13/25	KZ3P	SOMixed	HP	1,132
10/12/25	N2ZZ	SOMixed	HP	322
10/12/25	W4ANT	SOMixed	HP	165
10/12/25	WA4AUG(AA5JF)	SOMixed	LP	40
10/14/25	WA4LDU	SOMixed	LP	576
10/13/25	WB4HRL	SOCW	HP	292
CaQP				
10/05/25	AA5JF	SO	LP	50,792
10/06/25	K4FT	SO	LP	15,972
10/06/25	K4QQG	SO(A)	HP	11,656
10/05/25	KA2G	SO(A)	HP	9,682
10/05/25	KD4S	SO	HP	864
10/06/25	KE4EA	SO(A)	LP	6,270
10/06/25	KZ3P	SO(A)	LP	27,587
10/05/25	N2ZZ	SO(A)	HP	4,030
10/06/25	N4QI	SO	LP	243
10/06/25	W1RPG	SO(A)	LP	24,860
10/06/25	W4IX	SO(A)	LP	22,880
10/08/25	WA4LDU	SO	LP	3,808

Contest	Call	Class	Pwr	Score
10/06/25	WB4HRL	SO(A)	HP	4,312
10/08/25	WN4AFP	SO(A)	LP	658
CQ WW RTTY				
09/30/25	K7OM	SOAB	HP	244,038
09/29/25	KG4IGC	SO(A)AB	LP	249,606
09/29/25	KZ3P	SOAB	LP	220,304
09/29/25	NU4E	SO(A)AB	HP	231,531
10/01/25	W4ANT	SOAB	HP	33,840
09/29/25	W4IX	SO(A)AB	LP	1,347,954
09/29/25	WA4LDU	SOAB	LP	9,849
09/29/25	WB4HRL	SOAB	LP	46,866
IaQP				
09/21/25	AA5JF	Out of State	HP	1,224
09/21/25	K4FT	Out of State	LP	720
09/21/25	K4QQG	SO Fixed	HP	12
09/22/25	KD4S	SO Fixed	HP	1,300
09/26/25	KE4EA	SO Fixed	LP	50
09/22/25	KZ3P	SO Fixed	LP	200
09/21/25	N2ZZ	SO Fixed	HP	276
09/21/25	N4QI	SO Fixed	LP	15
09/23/25	W1RPG	SO Fixed	LP	9
09/21/25	W4ANT	SO Fixed	HP	24
09/24/25	WN4AFP	SO Fixed	LP	2,211
Makrothen RTTY				
10/12/25	K7OM	SO/Single Xcvr	HP	776,830
10/14/25	KZ3P	SO/Single Xcvr	LP	58,164
MeQP				
09/29/25	AA5JF	Single Op	LP	30
09/28/25	K4QQG	Single Op	HP	29,726
09/28/25	KE4EA	Single Op	LP	143
09/29/25	KZ3P	Single Op	LP	300
09/28/25	N2ZZ	Single Op	HP	12
10/01/25	W4ANT	Single Op	HP	18
NA Sprint RTTY September				
09/21/25	K7OM	Single Op	HP	252
NHQP				
09/21/25	AA5JF	Single Op	HP	15

Contest	Call	Class	Pwr	Score
09/21/25	K4FT	Single Op	LP	72
09/22/25	KD4S	Single Op	HP	70
09/26/25	KE4EA	Single Op	LP	4
09/22/25	KZ3P	Single Op	LP	50
09/22/25	N4QI	Single Op	LP	1,000
09/23/25	W1RPG	Single Op	LP	4
09/21/25	W4ANT	Single Op	HP	12
09/22/25	WB4HRL	Single Op	HP	15
09/24/25	WN4AFP	Single Op	LP	6
NJQP				
09/21/25	AA5JF	Single Op	HP	60
09/21/25	K4FT	Single Op	LP	672
09/21/25	K4QQG	Single Op	HP	70
09/22/25	KD4S	Single Op	HP	132
09/26/25	KE4EA	Single Op	LP	56
09/22/25	KZ3P	Single Op	LP	504
09/21/25	N2ZZ	Single Op	HP	52
09/21/25	N4QI	Single Op	LP	350
09/21/25	NV4T	Single Op	LP	99
09/23/25	W1RPG	Single Op	LP	8
09/21/25	W4ANT	Single Op	HP	12
09/22/25	WB4HRL	Single Op	HP	208
09/24/25	WN4AFP	Single Op	LP	620
NvQP				
10/13/25	AA5JF	SOCW	LP	27
10/12/25	K4FT	SOCW	LP	27
10/12/25	KD4S	SOCW	HP	6
10/14/25	KZ3P	SOMixed	HP	40
10/12/25	W4ANT	SOMixed	HP	4
Oceania SSB				
10/05/25	K4QQG	SOAB	HP	637
10/05/25	KA2G	SOAB	HP	1,440
PaQP				
10/13/25	AA5JF	SOCW	LP	1,120
10/12/25	K4FT	SOCW	LP	3,300
10/13/25	K4QQG	SOSSB	HP	25
10/12/25	KD4S	SOCW	HP	98
10/13/25	KZ3P	SOMixed	HP	21,779
10/12/25	N2ZZ	SOMixed	HP	168
10/13/25	N4QI	SOMixed	LP	666

Contest	Call	Class	Pwr	Score
10/13/25	NV4T	SOSSB	LP	1,280
10/12/25	W4ANT	SOMixed	HP	1,824
10/12/25	WA4AUG(AA5JF)	SOCW	LP	32
10/14/25	WA4LDU	SOMixed	LP	204
10/13/25	WB4HRL	SOMixed	HP	4,455
SAC CW				
09/21/25	N4QI	SOAB	LP	1,080
SAC SSB				
10/12/25	KA2G	SOAB TB-Wires	HP	1,944
Salmon Run				
09/21/25	AA5JF	SOMixed	HP	1,972
09/21/25	K4FT	SOCW	LP	2,228
09/21/25	K4QQG	SOSSB	HP	144
09/22/25	KD4S	SOMixed	HP	1,636
09/26/25	KE4EA	SOMixed	LP	140
09/22/25	KZ3P	SOMixed	LP	2,820
09/21/25	N2ZZ	SOMixed	HP	1,312
09/22/25	N4QI	SOMixed	LP	1,000
09/23/25	W1RPG	SOSSB	LP	508
09/22/25	W4ANT	SOMixed	HP	1,312
09/22/25	WB4HRL	SOMixed	HP	3,247
09/24/25	WN4AFP	SOMixed	LP	1,284
SDQP				
10/13/25	AA5JF	SO FixedMixed	LP	120
10/12/25	K4FT	SO FixedMixed	LP	226
10/13/25	K4QQG	SO FixedSSB	HP	9
10/12/25	KD4S	SO FixedCW	HP	108
10/14/25	KZ3P	SO FixedMixed	HP	219
10/12/25	N2ZZ	SO FixedMixed	HP	77
10/13/25	N4QI	SO FixedMixed	LP	106
10/12/25	W4ANT	SO FixedMixed	HP	177
10/12/25	WA4AUG(AA5JF)	SO FixedMixed	LP	112
10/14/25	WA4LDU	SO FixedMixed	LP	148
10/13/25	WB4HRL	SO FixedSSB	HP	4
TxQP				
09/21/25	AA5JF	SO Mixed	HP	10,700
09/21/25	K4FT	SO CW	LP	27,816
09/21/25	K4QQG	SO SSB	HP	392
09/22/25	KD4S	SO Mixed	HP	17,670

Contest	Call	Class	Pwr	Score
09/26/25	KE4EA	SO Mixed	LP	192
09/22/25	KZ3P	SO Mixed	LP	5,617
09/21/25	N2ZZ	SO Mixed	HP	5,084
09/22/25	N4QI	SO Mixed	LP	1,054
09/22/25	NV4T	SO SSB	LP	1,050
09/23/25	W1RPG	SO SSB	LP	98
09/22/25	W4ANT	SO Mixed	HP	15,045
09/22/25	WB4HRL	SO Mixed	HP	10,241
09/24/25	WN4AFP	SO Mixed	LP	17,880
WAE SSB				
09/17/25	KZ3P	Single Op	HP	240
09/15/25	W1RPG	Single Op	LP	1,540

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