W9DXCC 2024

Digital Contesting Tim K9WX













Today's Trivia Question

How many digital modes are there in ham radio

Per ADIF 3.1.4:

- 43 modes
- 200, modes and submodes combined















Today's Trivia Question

How many digital modes are there in ham radio contesting?

Only 2 that matter:

- Radioteletype aka RTTY
- FT8/FT4













Digital contesting: Not everyone is a fan

- "I only want to operate modes I can decode in my head"
- "There's no challenge in having two computers work each other"

The first rule of ham radio: Have fun! And, if you're not having fun, you're not doing it right.













 Phone and CW: Ability to copy is <u>THE</u> skill that separates great contesters from average contesters

 Digital: Ability to head copy is simply not a factor. The decoder copies for you.



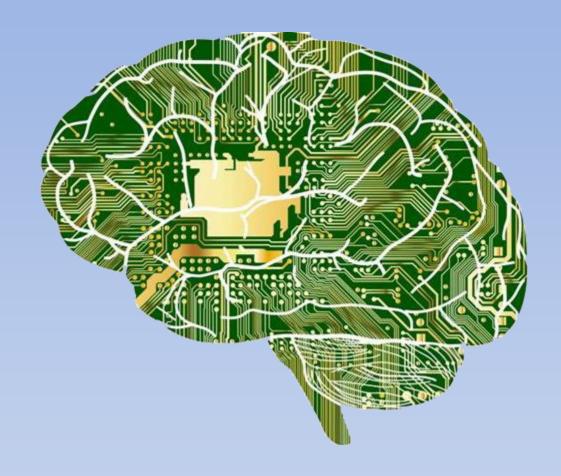
























 The digital contester can bring other skills, techniques and strategies to the chair

 High-performance contesting is enabled for more participants













- On a good day, I am an average CW contester
- On an average day, I am a good digital contester
- It doesn't matter what day it is, I am a lousy Phone contester













CW contesting is a lean-forward experience:

- Tense
- White-knuckled
- Straining to hear every dot and dash through the static













Digital contesting is a lean-back experience

- More relaxed
- Calmer
- I let the computer do some of the hard work





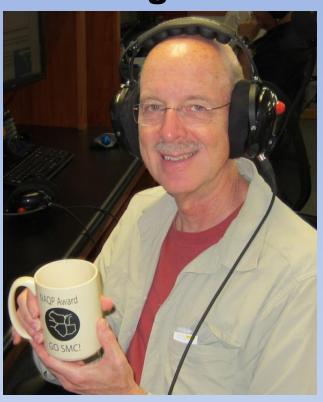








After Digi Contest



After CW Contest















Agenda

- FT8/FT4 (WSJT-X only), RTTY
- A bit of history
- Status of these modes today as contest modes
- Tips and tricks
- Basic setup













July 11, 2017

WSJT-X 1.8.0-rc1 available for download

Release notes:

- "New Features in WSJT-X: New mode called FT8 . . ."













July 15, 2017

CQ WW VHF Contest

Results article:

"What will the . . . contest be remembered for? Certainly not stellar band conditions . . . (but) as the first contest to use K1JT's FT8 software, which some believe . . . will revolutionize VHF contesting."













July 15, 2017

CQ WW VHF Contest

... "So many participants were playing with digital, ... CW and phone were often dead quiet. ... there was a lack of folks using more conventional modes (CW, phone) when the propagation supported it."













August 1, 2017

The ARRL news story: FT8 Mode is Latest Bright Shiny Object in Amateur Radio Digital World

"In a limited outing for the CQ VHF, Frank Donovan, W3LPL, made 22 FT8 contacts on 6 meters"













August 1, 2017

The ARRL news story: FT8 Mode is Latest Bright Shiny Object in Amateur Radio Digital World

"In a limited outing for the CQ VHF, Frank Donovan, W3LPL, made 22 FT8 contacts on 6 meters, 'Some of the 22 QSOs may have been difficult to complete on CW (emphasis added)."













June-July 2018

Baker Island KH1/KH7Z DXpedition

Fox and Hounds Mode

Mode	QSOs
CW	32,442
SSB	18,907
FT8	16,671
RTTY	931

Source: ClubLog



YouTube: DX Mentor Episode 46 w. AA7A

Can it work for HF contesting?













December 1, 2018

The first-ever FT Roundup, sponsored by Ed, WOYK and Don, AA5AU

K1JT advised that "FT8 was not designed with HF contesting in mind..." but, in the end, "he was on board with his support."













December 1, 2018

FT Roundup Results:

1,253 logs

2,106 unique callsigns













Is FT8 A Good Thing?

The W3LPL antenna farm















Is FT8 A Good Thing?

Meanwhile, just down the street . . .















Is FT8 A Good Thing?

"I am very hard of hearing, waiting on insurance approval for a cochlear implant.

I love WSJT. It saved my ham radio hobby. I can't do SSB or CW hardly anymore, but I do FT8 every day thankfully."

WSJT-X groups.io September 2023













Major FTx Contests: Long Form

FT Roundup – 30 hours

- First full weekend of December
- 1 pt per QSO, SPC mults

ARRL International Digital – 30 hours

- First full weekend of June
- QSO pts based on 500 km intervals, no mults

WW Digi – 24 hours

- Last full weekend of August
- QSO pts based on 3000 km intervals, 2-character grid mults







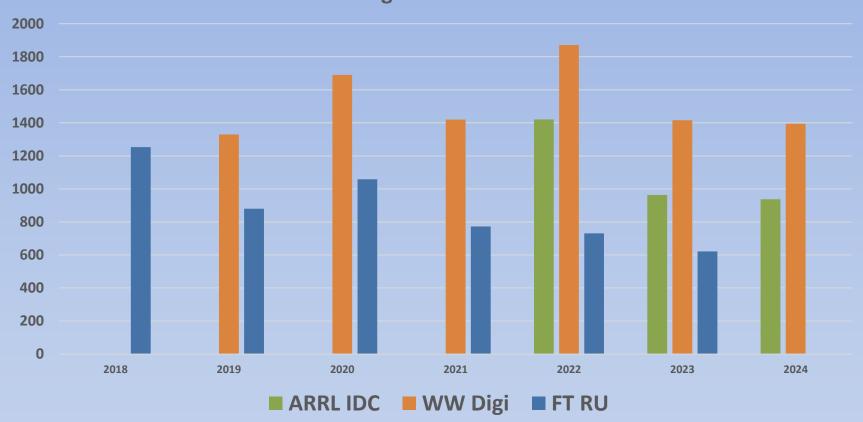






Major FTx Contests

Logs Submitted















Every Friday at 0100 UTC

1 pt per QSO

Mults are 4-character grid squares

Not adjudicated

30 minutes of mayhem













Theory: QSOs can be completed with just 1 transmission per station

7.5 seconds x = 15 seconds per QSO

4 QSOs per minute

120 QSOs in the half hour



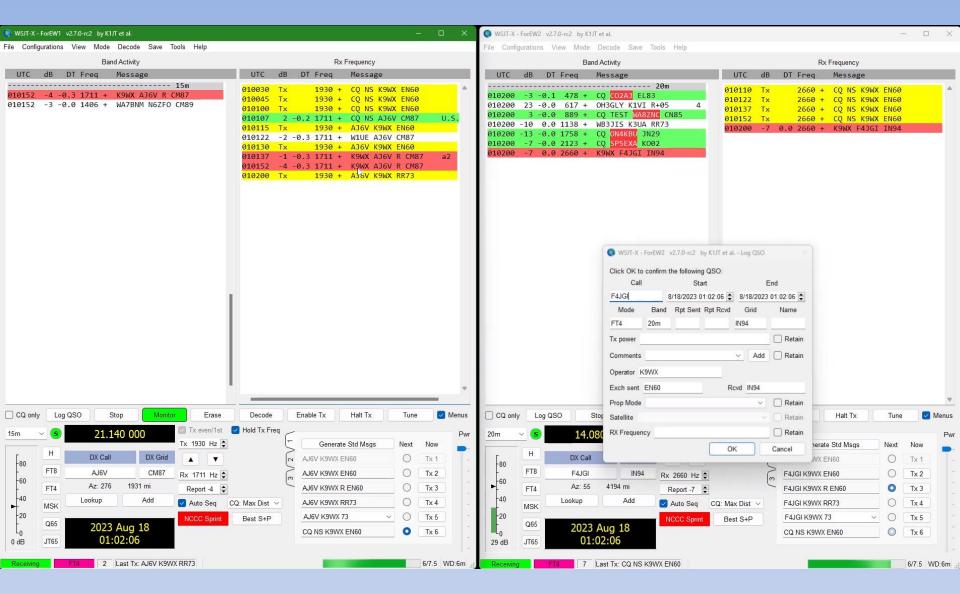


















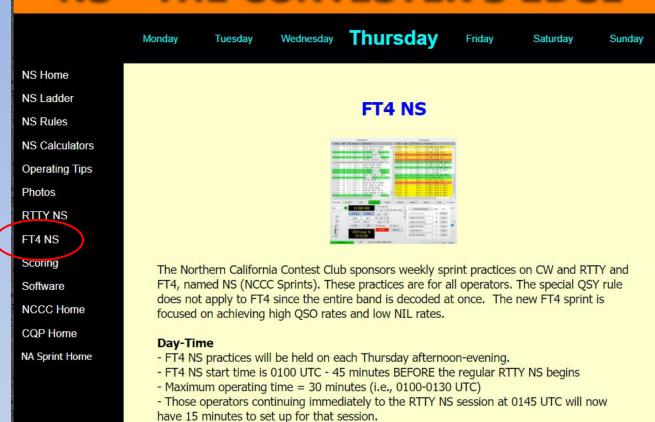






NS - THE CONTESTER'S EDGE

NCCCSprint.com





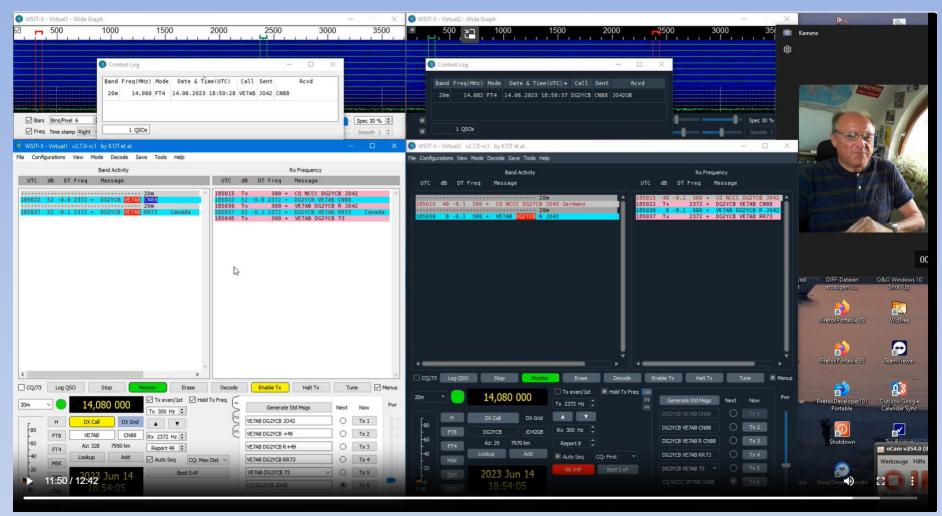
























State QSO Parties

	CW	Phone	Digital
SC 2024	13,760	13,352	?
HI 2023	7,773	5,097	?







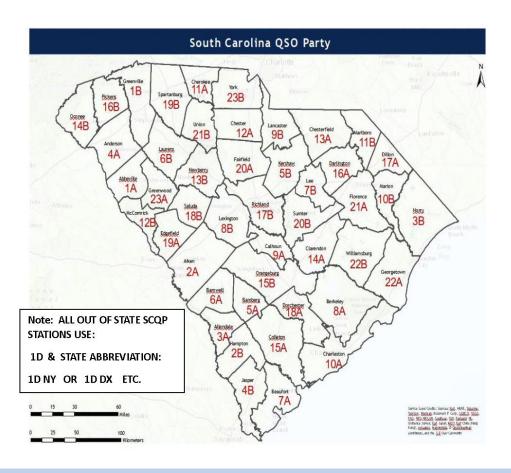






SCQP Exchange Conversion à la Field Day

South Carolina Counties-Numerated















SCQP Exchange Conversion à la Field Day

- Submit a separate FT8 log along with your CW/SSB log
- The contest sponsor will convert your FT8 exchanges to counties and states
- And combine your FT8 and your CW/SSB logs to produce a single log for scoring













State QSO Parties – Results QSOs

	CW	Phone	Digital
SC 2024	13,760	13,352	176
HI 2023	7,773	5,097	?













Hawaii QSO Party

- Log grid square
- If your QSO partner does not send a grid square, it's OK to look it up on QRZ and enter that as the received exchange
- HIQP scoring will convert grid square to the most likely state or Hawaii county. "We do not guarantee this to be accurate. We do the best we can."



























State QSO Parties – Results QSOs

	CW	Phone	Digital
SC 2024	13,760	13,352	176
HI 2023	7,773	5,097	2,761













2023 HIQP Results

KH6 Only: 2,560 DG QSOs

Everyone Else: 201 DG QSOs

The 48-hour HIQP has a 100% plus overlap with the 24-hour WW Digi Contest













How New Contests Are Created

CW, Phone, RTTY:

- The contest sponsor develops the concepts and rules, including exchange & multiplier
- Logging software developers create a contestspecific module to accommodate the new contest
- Or, the sponsor will develop a UDC module or will piggyback











How New Contests Are Created

FT8 contest creation is upside down:

- WSJT-X support is fixed
- The contest sponsor must design a new contest to use the <u>native</u> WSJT-X exchanges: state/province/section, serial number, grid or Field Day category
- Name, DX, county, age, membership number,
 Park ID, IOTA# are all non-native exchanges







Traditional contesting:

- Rates are typically best when running: find a clear frequency and call CQ!
- "If you're not running, you're not winning!"
- Switch to S&P occasionally so you can work the stations that are only running or to find multipliers
- If SO2R, at least one radio is always running













FT8 contesting:

- No distinct rate advantage to calling CQ vs responding to CQers
- Rates can be similar for both running or responding













- Don't worry about your ratio of Run to S&Ping
- There are 4 operational states:
 - Even cycle CQ
 - Odd cycle CQ
 - Even cycle S&P
 - Odd cycle S&P
- And each state lets you work different stations













Traditional contesting

- One CQing station per frequency
- When calling CQ, look for a clear frequency and hold it for as long as you can
- Answer a CQing station by moving to their frequency





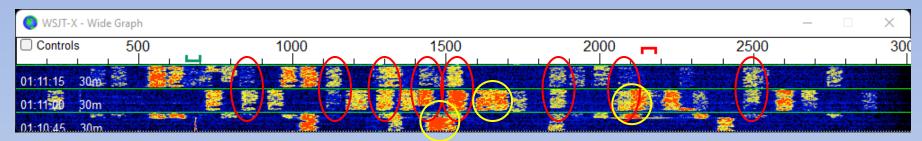








 FT8 contesting: Stations share frequencies, some on even cycles, some on odd, overlap







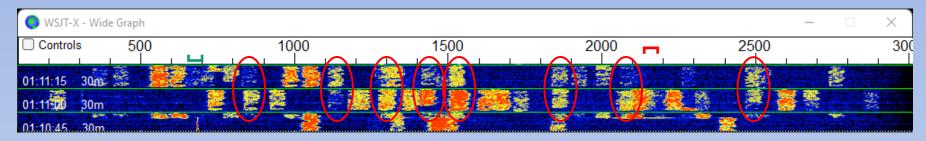








 FT8 contesting: Stations share frequencies, some on even cycles, some on odd, overlap



 Whether calling CQ or S&Ping, look for a mostly clear frequency on your cycle and TX there for as long as you can, but that might not be very long.





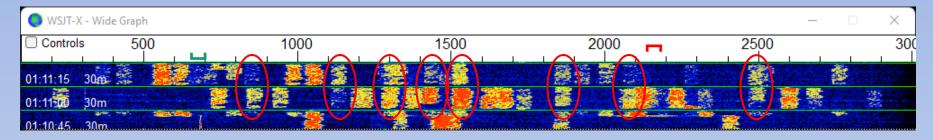








 FT8 contesting: Stations share frequencies, some on even cycles, some on odd, overlap



 FT8 contesting, NEVER reply to a CQing station by moving to their frequency.





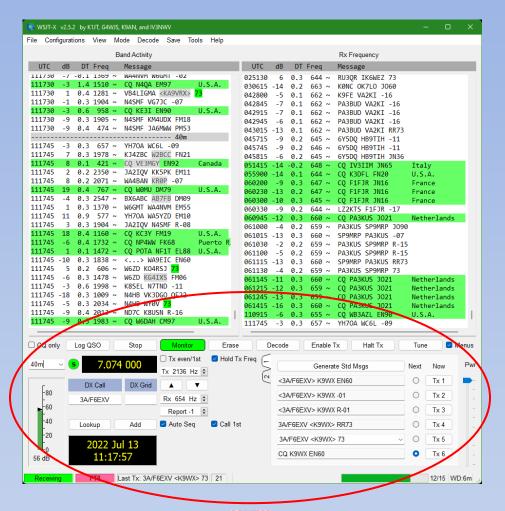








Hold TX Freq







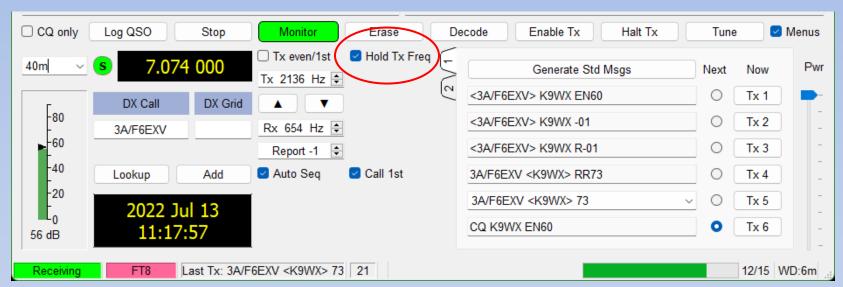








Suggestion #2: Always check "Hold TX Freq." <u>Always</u>. Never answer a CQing station by moving to its frequency. <u>Never</u>.







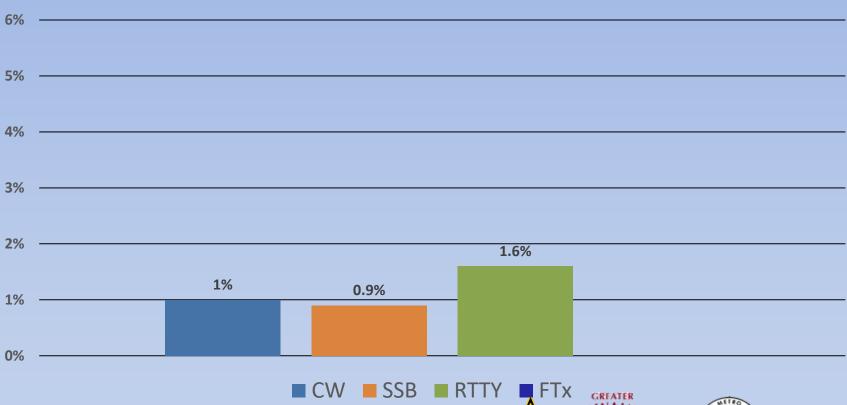








Average NILs: 2021 WW Contests





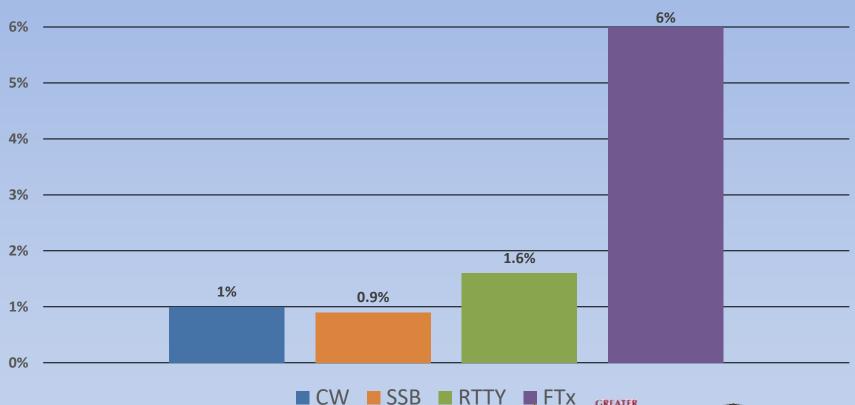








Average NILs: 2021 WW Contests













When should you log an FT8 contest QSO?













- Always log a QSO when you have received RRR, RR73, or 73 from a station you are working
- Log a QSO when you send RR73 or 73 if you are reasonably confident it will be copied. But be sure to watch for any indication that it was not copied.













How are FT8 messages decoded?

July/August 2020 QEX

Steve Franke, K9AN

Bill Somerville, G4WJS

Joe Taylor, K1JT

3314 E. Anthony Dr., Urbana, IL 61802;

Glendella, Wycombe Rd., Stokenchurch, High Wycombe HP14 3RP, England; g4wjs@classdesign.com 272 Hartley Ave., Princeton, NJ 08540; k1jt@arrl.net

The FT4 and FT8 Communication Protocols

Motivation and design of the digital modes FT4 and FT8, and some details of how they are implemented in WSJT-X.

1. Introduction

FT4 and FT8 are digital protocols designed for rapid and accurate communication between amateur radio stations, particularly in weaksignal conditions. Information exchanged in a minimal two-station contact typically consists of call signs, four-character Maidenhead extreme weak-signal performance on the VHF, UHF, and microwave bands. These modes use transmit and receive sequences of one minute, so two-way contacts generally require at least four minutes. By reducing the T/R sequences to just 15 seconds, optimizing the LDPC decoder in several important ways, and accepting a sensitivity





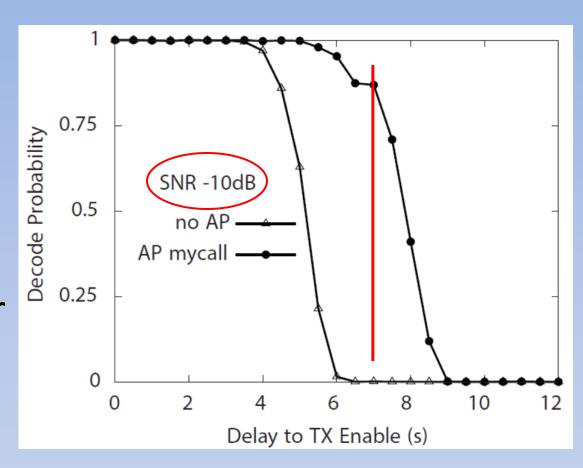








What is the decode probability when the transmitting station starts transmitting after the beginning of a 15 sec interval?















- It's OK to arrive late to the FT8 party
- Start a transmit at any point in the 15-second transmit interval
- FT4 not as good













Is FT4 twice as fast as FT8?

- "FT4 (has a) 3.2 dB loss in sensitivity (relative to FT8) but is twice as fast as FT8 and is potentially attractive for contesting at high QSO rates." QEX
- "There has been no hyping of FT4... and we did not suggest that FT4 should necessarily be superior to FT8 for contesting." K1JT: Dec 2021 groups.io













Is FT4 twice as fast as FT8?

- Anecdotal accounts suggest that FT4 also suffers decoding losses when used on a crowded band
- Anecdotal reports often decry the lack of FT4
 activity when a band is open (as determined by
 a high level of FT8 activity)













Suggestion #5: If you can choose between FT4 and FT8 in a contest, follow Sutton's Law: "I rob banks because that's where the money is."

- Every multimode contest involves a decision on the choice of modes
- Use a mix of modes to your best advantage if a contest allows more than one mode













RTTY: One of our oldest modes

- 1844: Samuel Morse sends his first telegraph message
- 1874: Emile Baudot patented his first printing telegraph... Making RTTY 150 years old this year.





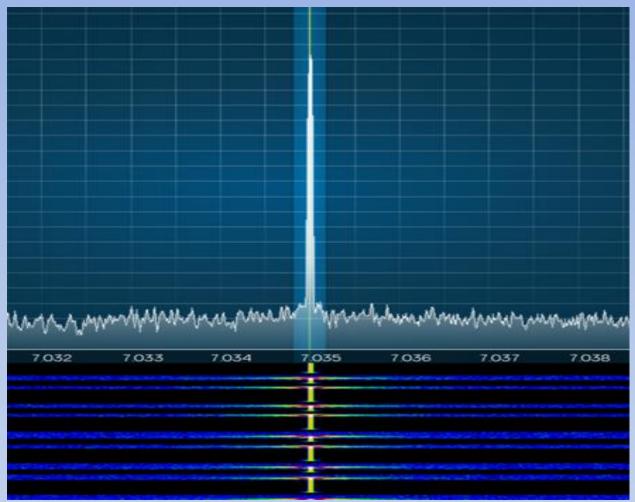








CW: One Tone







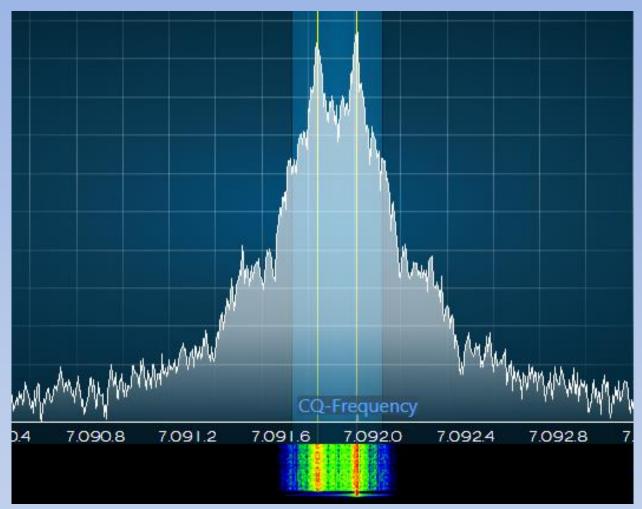








RTTY: Two Tones















RTTY Software

RTTY Software should:

- Encode your transmissions
- Decode received signals
- Log your QSO's
- Provide contest-enhancing functionality: telnet, rates, multipliers, real-time scoring











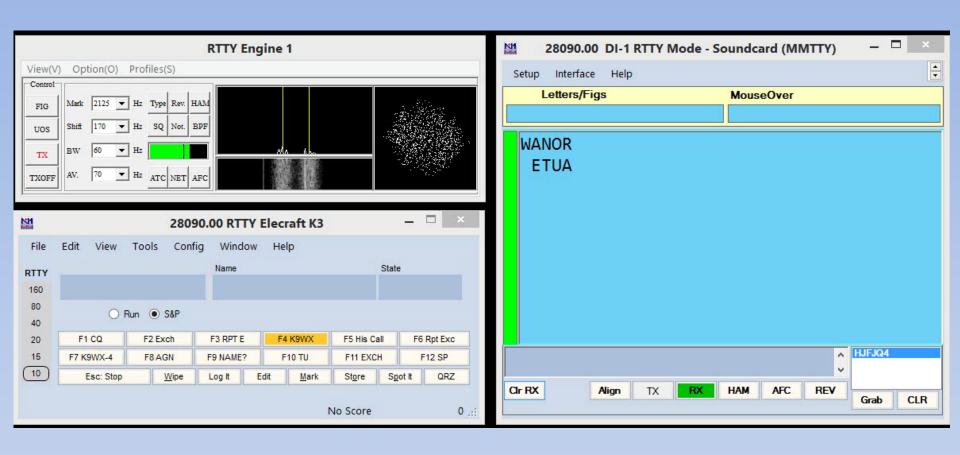


RTTY Software

MMTTY

- Has a contest interface but probably not your first choice for contest software
- Has an excellent decoder
- Extensively used as a decoder/encoder with N1MM and WriteLog
- Get MMTTY working on a stand-alone basis as your first step (hamsoft.ca)

An NAQP RTTY QSO: Use Your Mouse







































AFSK: Audio Frequency Shift Keying

- Audio tones generated in PC's sound card, fed into mic or aux audio input on the radio
- OR, tones are generated by the radio's internal audio CODEC
- Radio mode may say AFSK, AFSK-R, Digi-L, RTTY
- Radio TX is really LSB













FSK: Frequency Shift Keying

- Directly keys transmitter like CW
- Alternating carriers 170 Hz apart (shift)
- A radio-specific feature
- Radio mode is RTTY or FSK













AFSK or FSK? Historically Contentious















FSK or AFSK, which should you use? The answer is:

It won't make any difference to your QSO partners.













FSK or AFSK, which should you use?

The interface and setup used for FT8 will probably work for AFSK RTTY.













Major RTTY Contests

ARRL RTTY Roundup – 30 hours

- First full weekend of January
- SPC mults once

WPX RTTY – 48 hours

- Second full weekend of February
- Serial number exchange
- Prefix mults once

CQ WW RTTY - 48 hours

- Last full weekend of September
- SPC and CQ Zone once per band







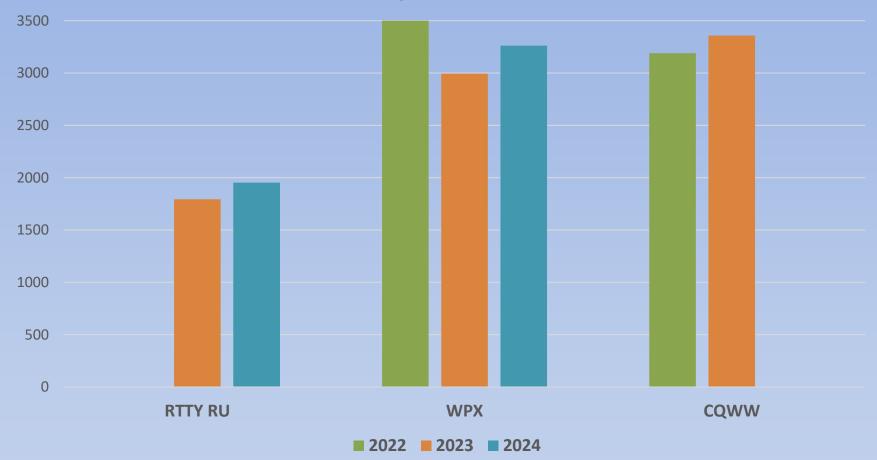






Major RTTY Contests

Logs Received















Other RTTY Contests

ContestCalendar.com lists

- 25 other RTTY contests, plus
- The Weekly RTTY Test (30 minutes Thursday night)
- NAQP RTTY Contests, February and July, 12 hours each













Messages Matter: Short as possible

- Manage redundancy: How and when to repeat exchange elements
 - Signal reports: don't include if it's not part of the exchange
 - Signal reports: send once, don't repeat
 - Serial numbers: send twice
 - Name & QTH: send once or twice



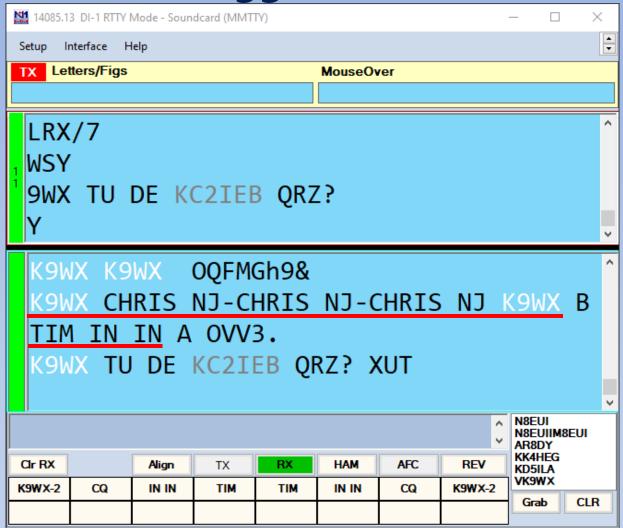
























RTTY Message Length Calculator

- K9WX CHRIS NJ-CHRIS NJ-CHRIS NJ K9WX: 6.92 sec
- TIM IN IN: 1.54 sec
- Δ of 5.38 sec
- 2,690 seconds for 500 QSOs or 44.8 minutes













RTTY: You Can Go FAST







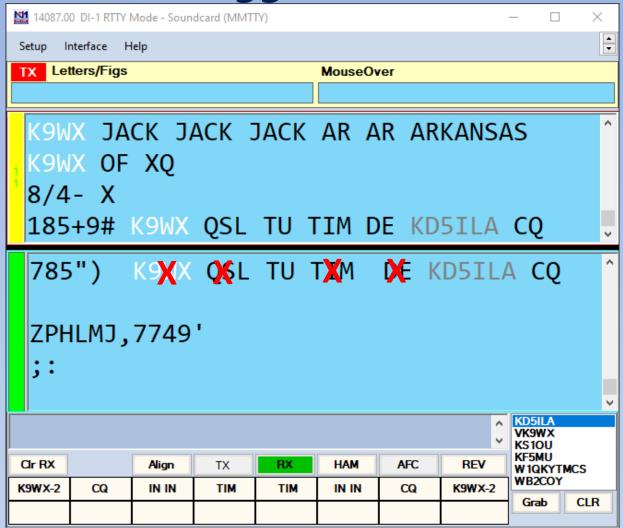














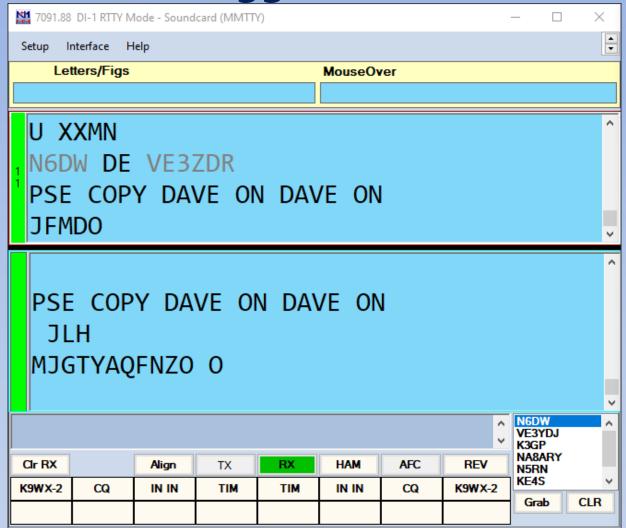














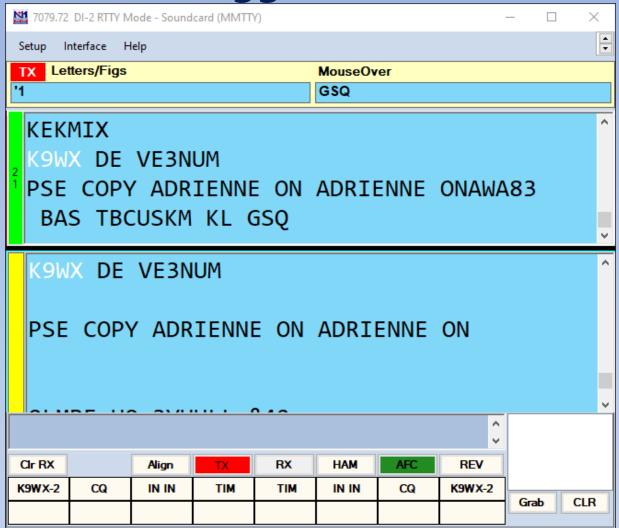
























Messages Matter

- Always end your CQ message (or your TU message) with a "CQ"
 - > W9SMC
 - > W9SMC CQ
 - > W9SMC NA













W9DXCC 2024

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