

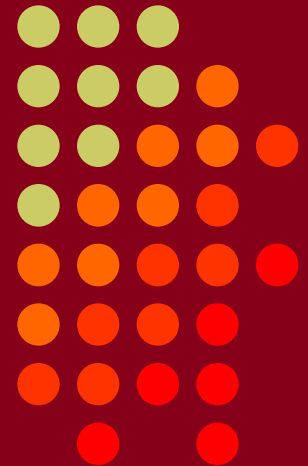
# CTU Presents

## *Contesting: What's it all about?*

*Doug Grant, K1DG*

• CTU •  
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# Contesting is a game

- **Who can make the most two-way contacts**
  - **In the most...**
    - **States, grids, countries, zones...**
  - **In a period of...**
    - **One (four...12...24...48) hours**
- **There are rules**
- **There are categories**
- **There are adjudicators**
- **There are published results**

# The Four Stages of Contesting



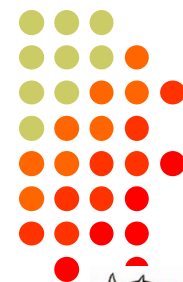
- **Starting out**
- **Getting hooked on the game**
- **Trying to win**
  - The right way (playing by the rules, having fun)
  - The wrong way (bending or breaking the rules)
- **Paying it forward**

# At some point, you make a decision



## Play by the rules

- Work on improving skills/station
- Power consistent with class
- Don't use cluster when not allowed
- Submit log when contest ends



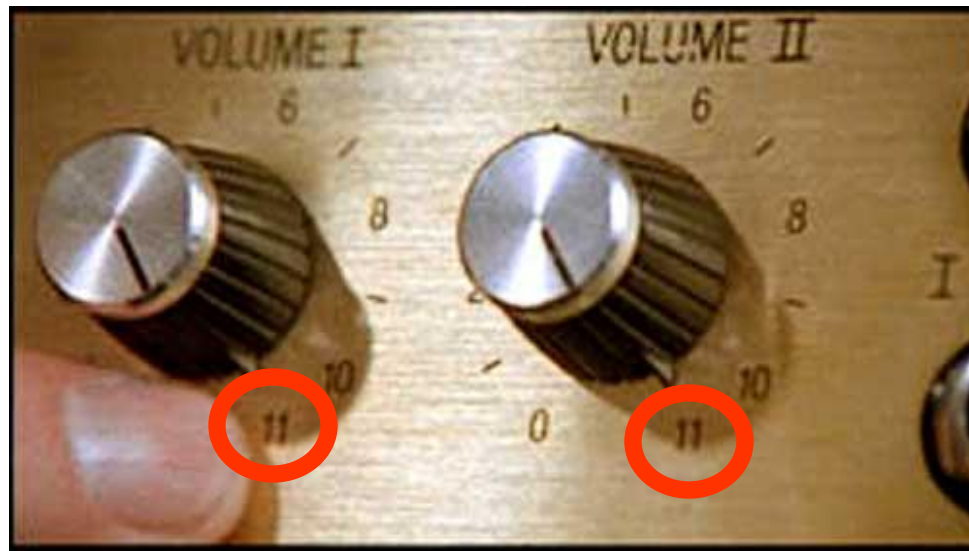
## Make your own rules

- Work on being obnoxious
- More power (turn to “11”)
- Use the cluster – who will know?
- Take time to scrub log (fix calls, add calls, “adjust” times, etc.)

# Excessive Power

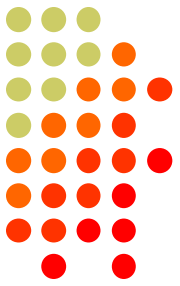


- Do not exceed power limits for your category
- Just because the knobs go to 11...
- Applies to ALL power categories



(from the movie "This was Spinal Tap")

# Summary of past presentations



- **Some people cheat in contests**
- **Cheating is a bad thing**
- **Don't do it**

# You should obey both the written and unwritten rules



- Written rules
  - Published by the organizer
  - They try to cover all scenarios
  - They have to evolve
- Unwritten rules
  - Generally accepted by the community
  - Sometimes have to be added to written rules

# Examples of Unwritten “Rules”



- **Do not** make pre-arranged schedules
- **Do** identify frequently
- **Do not** ask friends to work you ... only
- **Do** encourage club members to work everyone
- **Do not** work friends with multiple calls
- **Do** work and spot stations equally



# Examples of Unwritten “Rules”



- **Do not** telephone or text message multipliers
- **Do** make an effort to help casual callers enjoy the contest and make a contact
- **Do not** let others “help” your single-op effort
- **Do not** plop down 100 Hertz away from your competitor to intentionally disrupt their run

See the ARRL’s *“HF Contesting - Good Practices, Interpretations & Suggestions”*

# In Radiosport, sometimes “new techniques” cross an ethical line

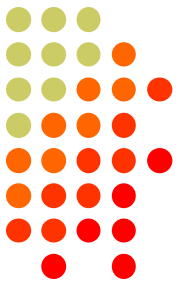


- Examples...
  - Remote Receivers
  - Self-spotting
  - CQing on two frequencies on a band
  - Using a (very) remote station to work that new band-country
  - Live-streaming on social media
  - Self-spotting
- Sometimes this results in a rule change

# Cheating or bending rules leads to more rules



# Is this what we want?





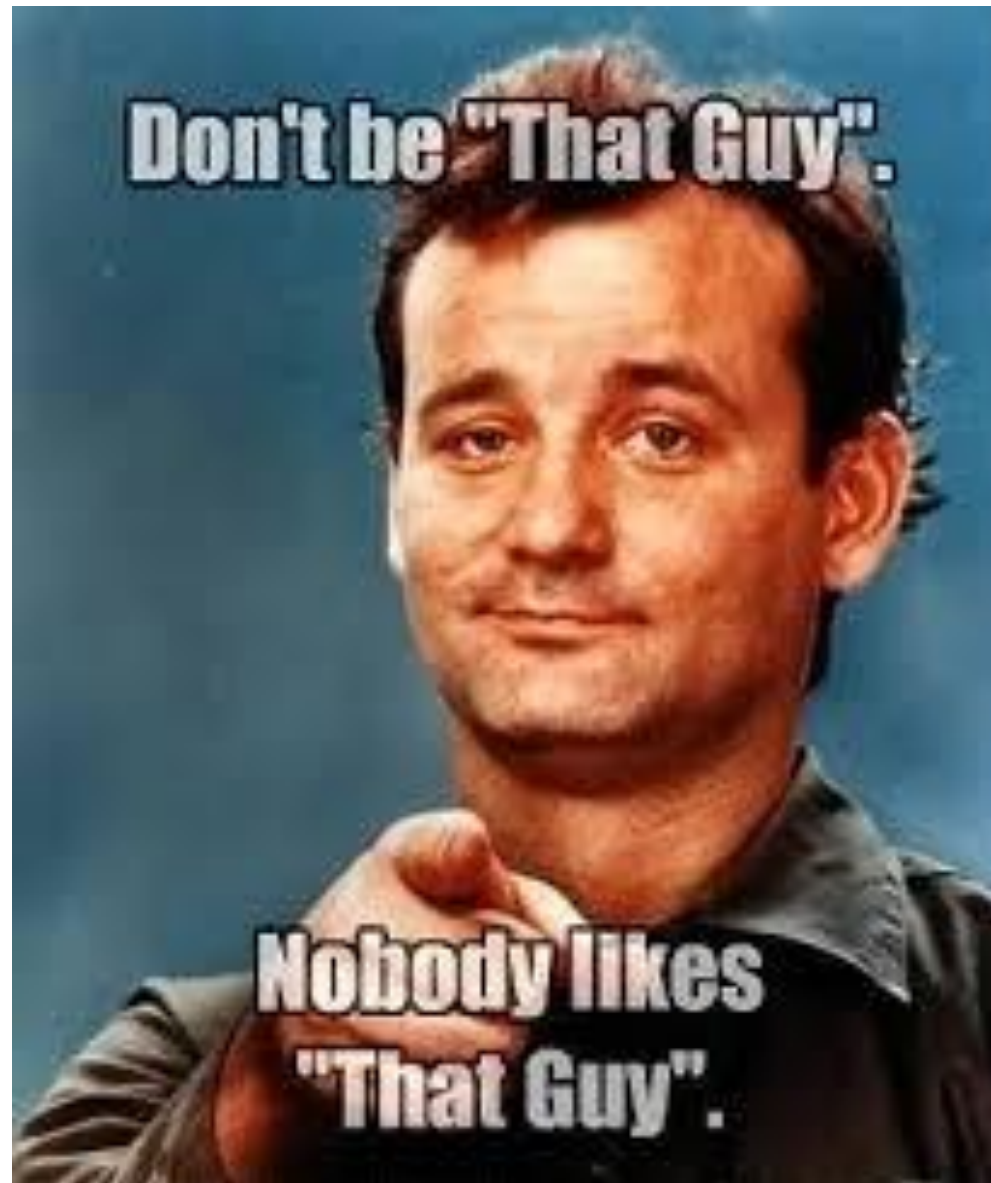
# Rationalizations for cheating

- ***Everybody is doing it***
  - *(#1 Reason, and provably false)*
- **Nobody was hurt**
  - *(Except those you beat)*
- **Nobody was watching**
  - *(Not any longer)*
- **Overcome unfair disadvantages**
  - *(Life is not fair)*
- **Rules apply to others, not me/us**



# But people DO notice...

- “That guy was too loud in the NAQP”
- “That guy uses a pair of 8877s”
- “That guy has remote receivers in ...”
- “That guy uses spots but enters as unassisted”
- “That guy padded his log with bogus QSOs”
- “That guy operated with a broad signal to push away nearby stations and keep his channel clear”





# Cheating = Rudeness



## Breaking a written rule

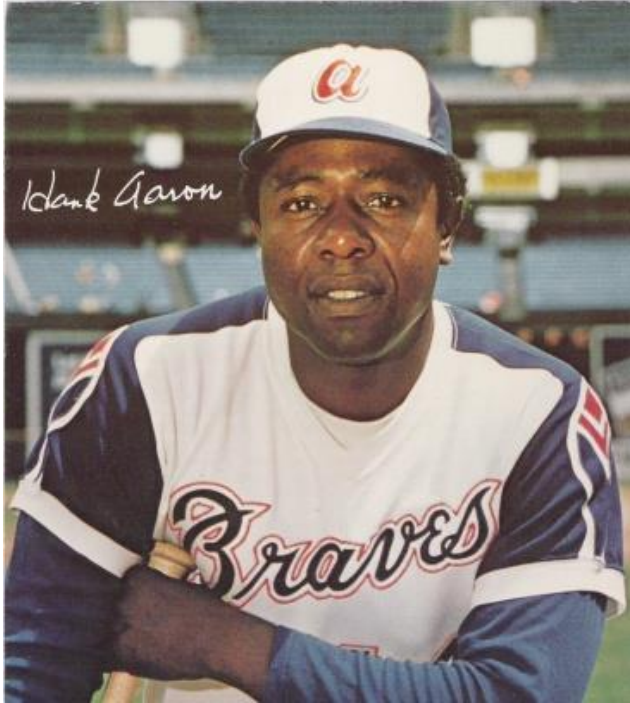


## Breaking an unwritten rule

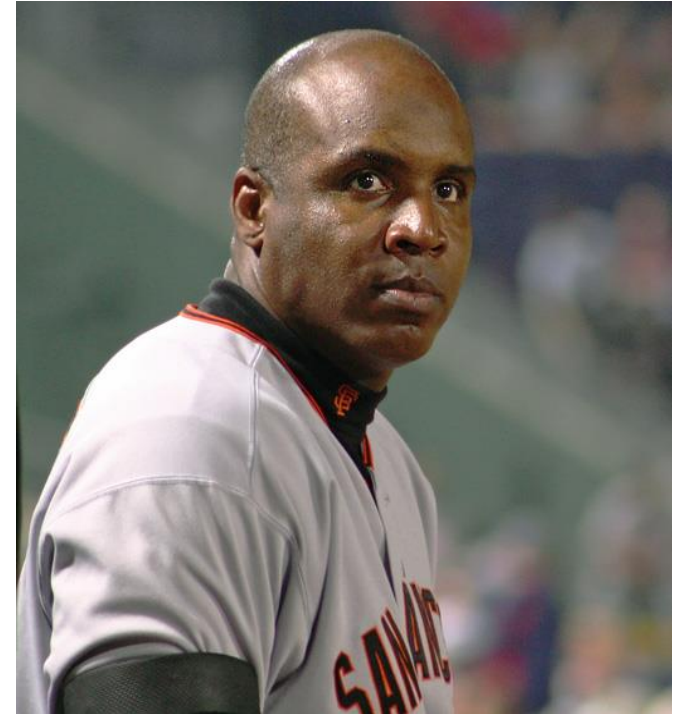




# Honest competitors earn respect; cheaters do not



Hank Aaron  
755 Home Runs



Barry ("Steroid-man") Bonds  
762 Home Runs

***NOT ELECTED TO HALL OF FAME***



# Ethics and Respect

- Ethical behavior requires ***respect***...
  - Respect for ***others***
  - Respect for ***the game***
  - Respect for ***yourself***
- Our fellow competitors want the same respect that we want for ourselves (the “Golden Rule”)
- To get respect, you have to ***give*** respect
- ***Ethical behavior results in respect***

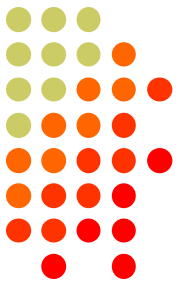
# Some bad behaviors in contesting

(file under: “tragedy of the commons”)



- Contester A sets the CW rise time on his FT5000 to 2 ms, and cranks his SSB Compression to 11
- Nobody can operate within 10 kHz of him so he has a nice clear running frequency
- Works for him, but if everyone does it...
- NOTE: these do not violate specific rules in most contests (some contests are beginning to enforce signal quality)

# What are your goals in contesting?



- Win it all
- Have fun, have some good rates, work some cool DX
- Learn how to play the game better

# Let's hear from some new people



- I selected a few people who were pre-registered for CTU that I did not know and are not “famous testers”
- I looked over their QRZ pages for interesting stories
- Let's get their views on what contesting is all about

# Guest panelists

- Anne L Dirkman, KC9YL
- Andrew T Flowers, KØSM
- Steven E Fook, K2EJ



# If winning the game is *\*that\** important to you...



- Neutralize the competition's advantages (*within the rules!*)
- Put up better antennas
- Change QTH or guest-op
- Use a remote station
- Practice, practice, practice... ***and play fair***

# There are really two scores in a contest

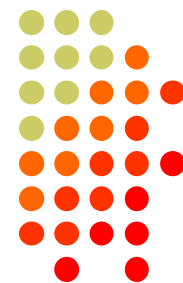


- The published score – the winner has the highest number and gets an award
- The unpublished score – winner gets **respect**

Winner	Loser
Clean signal	Clicks, splatter, “curiously strong”
Behaves in pileups	Aggressive in pileups
Listens on spot freqs to confirm call	Clicks, calls, logs bad spots
Congratulates guys who beat him	Makes excuses for not winning
Works to improve station	Looks for a way to cheat
Invited to join multiop teams	Shunned



# Acknowledgments



This presentation draws on material developed and evolved by:

Ken Adams, K5KA (SK)

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Kirk Pickering, K4RO

Tim Duffy, K3LR

Joel Harrison, W5ZN

And my biggest contest influence, K1HHN/W9HG (SK), who told me at my first Field Day (1968):

***“Relax, kid. This is supposed to be fun!”***

# The Lesson of “Cool Runnings”



- Story of the Jamaican Olympic Bobsled Team
- Coach (a bobsled champion) had been banished from the sport for cheating
- Believed that sprinters would make good bobsledders
- Son of a Jamaican Olympic sprinter asked him to coach a bobsled team



◦ GTU ◦



# Be “enough”