



Huntsville Amateur Radio Club

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K4BFT Field Day Primer

1st Edition V 1.01

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Forward

For decades the Huntsville Amateur Radio Club has participated in the American Radio Relay League's Field Day, most often with one of the larger operations involved in the exercise. The club has been consistently among the top scoring clubs in the country.

The Field Day Primer was created with two objectives in mind:

- 1) To provide an introduction to Field Day for those who have not been involved in past Field Days, and
- 2) To serve as a guide to Field Day participants (in the hope that we could move up in the overall standings).

This is the 1st edition of the Primer.

The author, as usual, would appreciate any constructive comments for improvement or suggestions for additional topics to be included; when and if subsequent editions are prepared.

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1. What is Field Day?

Field Day is a competitive event sponsored by the American Radio Relay League (ARRL). The objective is for participating individuals and organizations to:

- 1) Go to a location where there is normally no communications capability.
- 2) Create one.
- 3) Contact as many stations as possible during the operating period.
- 4) Tear the site down, and pack it away for a real emergency.

Stations can be contacted on any or all of the amateur bands (except for the 10, 18 and 24 MHz "WARC" bands) during the 27 hour operating period (1800 UTC Saturday through 2100 UTC Sunday). There are limitations on how much of the 27 hour period may be used depending upon when station setup is begun. Field Day is normally conducted on the **fourth full weekend** in June of each year. This is usually, but not always, the last full weekend.

Competition is open to all United States and Canadian amateurs, including the Yukon and Northwest Territories. Foreign amateur stations may be contacted for credit, but they are not eligible to compete.

Emphasis is placed on learning to operate under simulated emergency conditions and acquainting the public with amateur radio. The scoring structure provides bonus points to prevent the die-hard contesters from ignoring the public and emergency preparedness aspects of the event.

2. How is the HARC Club involved?

The HARC club conducts Field Day as a multipurpose event. It provides an opportunity to expose the general public to amateur radio. It is a major social event of the year for the club. It provides an opportunity for "friendly" competition with other ARRL affiliated clubs throughout the country. And it provides an opportunity for learning new skills related to station setup and operating, especially under adverse or emergency conditions.

The club's Field Day activity is publicized in the local media to alert the general public to the event and its location. Club members conduct informal tours of the operating stations and answer questions regarding the Field Day operation and ham radio for non-ham visitors.

Socializing competes heavily with the actual Field Day related operating activities. The Saturday evening meal is a large scale event that draws additional club members and guests to the site for a family outing.

The HARC Club participates in "Class A," (one of several categories of competition) which is for club and non-club portable operation. In this class, stations must be set up at locations that are not regular station locations and run on emergency power. Additionally use of facilities or structures permanently installed are prohibited for Field Day.

The club typically runs a GOTA 'Get on the Air' station. This station does not count as a transmitter and they will still give the 4A category. It is for getting new hams on the air.

The club has also run satellite, ATV (Amateur TV) as well as digital modes in the past.

In recent years, the club field day site has been located next to the Marriot by Space Camp on I-565.

Beginning at noon on the Friday before the Field Day operating period, club members transform the grassy field into a communication complex. The transformation is complete by the time the operating period begins 24 hours later. Because the club begins setup on Friday, operating time is limited to 24 of the overall 27 hour operating period.

In addition to tower erection, antenna installation, and shelter (tents/camping trailers) setup for stations; setup involves major logistics for facilities, power and food. The club's field day power group sets up electrical power generation facilities and runs distribution wiring to all of the operating locations. A large field kitchen area is set up where meals are prepared and served. Portable sanitary facilities are located at the hotel. Signs are placed to guide people throughout the site.

3. Preparation.

Preparations for Field Day actually begin, each year, about three to four months before the event. A series of planning meetings are conducted by the Field day's chair. No one individual could possibly handle all of the arrangements necessary to pull off a successful Field Day on the scale of the Huntsville club. Other volunteers assume the responsibility for various areas of preparation. These areas include

the trailer crew to retrieve the towers and antennas, the camper crew to retrieve the Redstone rental campers, the generator power crew, the antenna erection safety manager and crew, the kitchen / cooking crew, and each of the operating station managers. The planning meetings provide a forum to report on progress, discuss problems encountered and sharing ideas for improving club performance. Typically the Field day manager sends out periodic emails to report on progress by each of the groups.

The Station Master.

Early in the planning stage, one individual assumes the responsibility as "Station Master" for each station that will be operating during Field Day. Typically, there will be a station master for each band and/or mode planned for use. In some cases, such as "VHF," one individual may assume the responsibility for several bands and/or modes.

As the title implies, the Station Master is the "Master" of a station; with the responsibility of ensuring that all required equipment, supplies, and immediate area facilities are available and operational at the start of the operating period. Further, the Station Master must arrange for primary and relief operators needed to maintain operations during the full 24-hour operating period.

The HARC club provides many of the major items needed to set up the stations. Towers, guy wire, many (but not all) of the needed HF antennas and generator. The Station Master should verify the availability and condition of any antennas for his particular station. The station manager must provide his own rotor and all coax and rotor cables. The Station Manager is basically responsible for anything needed inside the trailer. This includes the HF transceiver, power supply, microphones/headsets, tuner and any other necessary items for operating the station.

A sample checklist is attached that should be helpful to the Station Master. For the most part the items listed are the minimum items needed, although some adjustments may be made depending on the experience level and preferences of the station operators. One "item" often overlooked is a tool kit containing sufficient tools to perform minor electronic and electrical repairs, such as replacement of cable connectors.

Computer logging.

The HARC club uses computer logging for all of the high volume stations. In addition to making the job of logging much easier during the contest, it makes the post-contest job of score calculation and double checking for duplicate contacts much easier. Before computer logging, dupe checking and scoring took weeks of effort by several people. Since all logs are computerized using the same logging software would be nice. However Station Managers are the ones providing the logging equipment, so there are usually several flavors in use. There is NA, CT, N1MM and others in use. A brief command description for CT and N1MM is given later on.

The preferred computer type for Field Day is a laptop (386 or better preferred) with an internal hard drive. If provisions for an external monitor and/or keyboard are included, so much better for ease of use.

Immediately following the operating period, an individual collects the log files on floppy. Station Masters planning on obtaining a computer for logging should coordinate with someone familiar with the hardware and operating system requirements for the logging program to ensure compatibility.

Electromagnetic Interference.

Minimizing interference between many stations operating simultaneously within such a small geographic area (all stations must be within a 1000 foot diameter circle) is a major technical challenge. There are many things that must be considered to keep the interference level down to a point that other stations can be heard and contacted. Selection of transceivers and antennas, location of towers, orientation of antennas, assignment of stations to towers, all must be considered. Even with power being limited to the 100 watt class, as we do, interference can be a serious and frustrating problem in a multi-transmitter environment.

Locations for the towers, assignment of stations to the several towers and orientation of antennas have been optimized empirically based on experience at the site. With continuing refinements, the layout has continued to work very well, as evidenced by the record number of contacts.

Use of transceivers that exhibit a minimum of transmitter "phase noise" is very important. Transmitters with high phase noise broadcast broadband noise across large sections of the spectrum that cannot be filtered out by nearby receivers. Even though the transmitters may comply with FCC requirements, the small distances involved at the Field Day site can result in locally generated noise being much higher than the signal level of the stations that are being worked. There are several models of solid state, synthesized transceivers that are notorious for their phase noise. Newer transceivers have been improved as this type of problem has become more well known.

On the receiver side, transceivers with a "bullet proof" front end are essential. With the potential for more than a dozen transmitters being on the air at the same time that one station is trying to hear a weak signal, the receiver must be able to tolerate very high "out of band" RF levels without generating (internally) unacceptable intermodulation products. Certainly the preferred complement of transceivers would be in the classes of the IC-746pro and 756 pro series. To minimize internal receiver intermodulation, receiver RF amplifiers (preamplifier) should be switched **OFF**. If the receiver has a built in, selectable attenuator; try adding 10 dB of attenuation while watching the receiver's S-meter. If the S-meter reading drops more than 10 dB when the attenuator is switched in, the receiver front end is "overloaded," and you will probably be able to copy stations (even weak ones) with the attenuator.

All (well, almost all) of the club owned antennas are monoband types. This is the preferred type for all stations since these antennas do not radiate or receive out of band signals as efficiently as those within their design frequency range. This reduces the level of transmitted harmonics and noise levels, and conversely reduces the received level of nearby transmitter signals. With stations on both phone, CW, and occasionally RTTY portions of the HF bands, the best antennas for this situation are not the ones you would choose for your home station! The higher the VSWR on the portion of the band(s) you are not using, the better the antenna is at Field Day!

By the way... unless that fluorescent desk lamp that you're thinking about using has been proven to be "quiet," leave it home and grab an incandescent table lamp!

4. Operating.

As stated previously, the object during Field Day operation is to log valid contacts with as many other stations as possible during the allowed operating period. A valid contact requires exchanging call signs and additional information consisting of the station's operating class and their ARRL/Canadian section.

The class is composed of a number and a letter. The number signifies the total number of transmitters operated. Over ninety-eight percent of Field Day operations use between 1 and 6 stations, with the higher numbers rarely heard. Less than one half of one percent operate in the double-digit categories. Prior to 1998 you were allowed one phone and one CW (or digital) station per amateur band. Beginning in 1998, the digital modes are allowed as a separate mode. This raised the maximum number from 46 to 69. The letter (A, B, C, D, or E) signifies the type of operation. "A" is a club or group of 3 or more amateurs operating portable with emergency power (generator, battery, etc.). "B" is used by one or two people operating portable with emergency power. Class A and B stations have a subcategory, Battery, where operation is QRP (less than 5 Watts) and entirely from batteries. "C" is used by mobile stations. "D" is used by home stations operating from their normal commercial power source. "E" is a home station operating with emergency power. This list can be found in the operating aids included in the Primer.

The class in which the HARC club will operate during the Field Day event will be determined a few weeks before the event. In the past the club used 5 Alpha. In the low part of the sun spot cycle we have switched to 4 Alpha. For the purposes of the example exchanges that follow, this value is used for the club, and 3 Alpha is used for the other station (AB4NC).

The class information is followed by the section, which for the HARC club's operation is "ALABAMA" or "AL Alpha Lima." Many states have more than one ARRL section, so it is a good idea to have a list of the sections and their common abbreviations handy at the operating position. This information, along with a complete list of the ARRL/CRRRL sections and definitions of the Field Day operating classes is also included in the operating aids.

Typical Contacts.

Phone. On phone, in response to hearing another stations "CQ," you respond with the full call sign (K4BFT) being used by the club for Field Day. If the station you call hears you, he will respond giving

your call sign and his exchange information. You enter the information in the log and respond with your exchange information including call sign. On CW, the process is the same. A typical "search and pounce" contact would go as follows:

	Phone	CW
He calls	CQ Field Day Alpha Bravo Four November Charlie	CQ CQ FD de AB4NC
You would respond	Kilo Four Bravo Foxtrot Tango	K4BFT
He answers with	K4BFT Three Alpha North Carolina	K4BFT 3A NC
You complete your part with	Four Alpha Alabama, K4BFT	4A AL K4BFT
He confirms and moves on...	Roger, QRZ Alpha Bravo Four November Charlie	"TU QRZ AB4NC" or "TU AB4NC"

When "running" a frequency (staying on the same frequency and calling CQ), roles are reversed from the above and would go like this:

	Phone	CW
You make a general call	CQ Field Day, CQ Field Day Kilo Four Bravo Foxtrot Tango Delta	CQ FD K4BFT
You listen...and hear	K4BFT here is Alpha Bravo Four November Charlie	AB4NC
You respond	Alpha Bravo Four November Charlie Four Alpha Alabama	AB4NC 4A AL
He answers	"Three Alpha North Carolina" or "Three Alpha North Carolina AA4NC"	"3A NC" or "3A NC AB4NC"
You confirm and move on	Roger, QRZ Kilo Four Bravo Foxtrot Tango	TU K4BFT
You listen, and if no one answers, repeat	CQ Field Day, CQ Field Day Kilo Four Bravo Foxtrot Tango	CQ FD K4BFT

Operating Tips.

According to Andrew Roos, ZS1AN http://www.qsl.net/zs1an/contesting_faq.html with a few of my own comments thrown in.

Running the frequency: When a station can stay on one frequency calling CQ and working station after station, this is known as "running". If you can do it then it is a very effective way to make lots of QSOs, although often they will be from the same area so you may not accumulate as many multipliers as you could if you were "searching and pouncing" on needed multipliers. In order to "run" successfully, you need either to have a good signal, or to be a moderately rare multiplier, in order to attract sufficient callers and hold on to your frequency. You also need to be fairly competent at recognizing callsigns, whether CW or Phone, which may be buried in a pile-up. Nobody minds if you take 4 or 5 tries to figure out the callsign of a station when you are search and pouncing and the other station is calling CQ, since you can just listen to his or her CQ call 4 or 5 times without disturbing anyone, and only your own score will suffer. However if you call CQ and then take four or five attempts to get the callsign of the station coming back to you correct, then you had better be a very rare multiplier!" This is by far the most preferable and works well since we have a very good antenna system to provide a potent signal. Calling CQ gets us a much higher QSO per hour score. You must keep the frequency as some guys will slide in and try to take the frequency away. Just persist and keep going. At some point you'll call CQ forever without results. It might be time to switch to the search & pounce technique for awhile or switch bands.

Search & Pounce: means tuning around the band listening for stations calling CQ (or "TEST" as the case may be) and then calling them. It is the easiest way of operating for a beginner, as you can take your time to copy the callsign if necessary without any pressure (except the knowledge that time is points). Depending on band conditions, it may be worthwhile calling everyone you hear, or you may only want to call multipliers that you have not worked already. In either case, listen for the weaker signals that might get lost next to the strong stations (a narrow filter can do wonders), to make sure you don't miss out on a valuable multiplier just because there was a strong local station 500 Hz away." This will result in QSO's at a slower rate, but will net contacts especially for working stations that only run in the call CQ mode. Start at the bottom of the band and tune up working stations. Keep going in one direction. If you just tune all over the place inevitably you'll stumble over the same guys and it will be a no point DUPE contact. So keep going in only one direction until you reach the end of the band. Then restart or find a new place to camp and call CQ. Try to not use Search & Pounce if at all possible when the band is open.

To **maximize the number** of contacts, there are several practices that should be followed.

Call CQ. Most of the Field Day participating stations will be "casual" operations whose goal may be to work their last needed state for Worked All States or 5-Band Worked All States. These stations will not be calling CQ! They will be tuning the bands "searching and pouncing" on stations that they need to

achieve their individual goals. The **ONLY** way to log a contact with one of these stations is to keep "K4BFT" on the air to be heard and called by them.

Keep your calls and listening periods short. Don't make stations wait for you to end a long winded "CQ." Give them frequent opportunities to call you. Similarly, allow enough time for someone to begin a response before calling again, but don't wait longer than necessary. Timing this properly takes some practice. On CW, using QSK if available on the transceiver allows you to catch the "slow starter."

It is tough to know when to stop CQing and go to a "search and pounce" mode of operation. There are a few stations, serious competitors, in the 2 to 6 station classes that may not do much, if any, "search and pounce" operation. If the rate at which you are getting calls drops off, there may be another station on your frequency that you can't hear (and can't hear you) because of propagation. If the adjacent frequency is clear, you may want to move up or down a bit and try there. Otherwise, a quick pass through the band "searching and pouncing" may be more productive, at least until you can find a new frequency to camp out on, and...you know...**call "CQ!"**

When you are in the "search and pounce" mode, the logging program's "CHECK PARTIAL" feature is invaluable for identifying stations worked before. As soon as you have typed at least 2 characters in the CALL field, a list of all calls in the log containing that character sequence will be displayed. As additional characters are entered, the list is updated.

Even after operating in many contests, the decision of when to "search and pounce" is a difficult one, and always subject to second guessing afterwards. If in doubt....**call "CQ!"**

Don't Ragchew. Even though Field Day is a somewhat "laid back" contest, don't fall to the temptation to ragchew, especially if you have been receiving one or more responses to each CQ call. The serious competitor will not wait for you to finish chatting! He will recognize that he could log 2, 3 or more contacts while he waited (and possibly you could also have logged as many more!). We may get more people wanting to ask questions based on the June 99 QST article. Be polite, but don't waste time.

Keep your transmissions short. Not only to save your voice but to save time for other contacts, keep the content of your transmissions short and limited to only the essential information. It is not discourteous to omit "73" from the end of each contact. If you are "searching and pouncing," you need not formally acknowledge receipt of the "CQing" stations information but need only to respond with your own. If you didn't catch all of his information, a simple "AGAIN?" on phone, or "?" on CW should be enough to get the information repeated before you give your portion of the exchange.

Use the full callsign. When "searching and pouncing" always call the station using your full callsign, **never** use just the last two letters. No competent operator working a frequency wants to have to ask anyone to repeat their call if they can copy it initially. They can't copy it if you don't give it! The two letter "call" is very poor operating practice at any time, regardless of how often you may hear it in DX pile ups.

Don't bother duping during the operating period. If you are stuck using a paper log, follow the advice about CQing to the limit, and don't waste time checking to see if a station calling you has been logged before. Let the stations calling you do the duping during the contest. If you follow the advice to call CQ throughout the contest, your dupe rate will be no worse than if you used one and you will log more contacts.

Rework "dupes" that call you. Even if you have worked him before, it is faster to work him again and indicate "dupe" in the log than it is to discuss it. There is no score penalty for working a station more than once on a band, as long as points are not claimed for the duplicate contact(s).

Always end with your callsign. It is very frustrating to be rapidly tuning across a band, "searching and pouncing" and hear a "CQ" or "TEST" and then silence. You know the station is looking for contacts, but who is it? You have to make a quick decision whether to wait for the station to call again; to call him "blind," not knowing whether you have worked him before; or to move on without calling him.

Either of the first options are time consuming and utterly wasted if you have worked before.

Frankly, the best option for maximum time efficiency is to quickly store the frequency in memory and move on. Check back later, (switching between Memory and VFO modes) in between other contacts. Don't force these measures on others or lose needed contacts...always end with the callsign!

"QRZ K4BFT" **not** "K4BFT QRZ"

5. CT Basics

If you can, it is best if you familiarize yourself with the use of the logging program before Field Day starts. If you are not a registered user of CT, or cannot visit someone who is for a "training" session; you should study the following summary of functions important for using the program for the Field Day contest.

Starting CT

During preparations of the computer for use in the contest, a special Field Day only version of a popular contesting program. CT by K1EA will be installed on the computer. Special files will be installed so that if you need to restart the program you simply need to type "**HARC**" and **<ENTER>** at the DOS prompt. If you are running Windows 95 or 98 a shortcut will be placed on the desktop called NARC. These batch or shortcut files will load CT and bypass several setup screens so that the main logging screen will come up automatically. This file is also invoked on startup. A practice log file is also installed. To use it, type "**PLAY**" and **<ENTER>**.

The first thing you need to do is to make sure that the *proper band and mode are set*. The active logging line is near the lower left corner of the screen, with a flashing cursor in the callsign field. To the left of the cursor are two numbers the first (far left) is the QSO number, the second number is the band. At the right end of the logging line, the mode is shown "CW" or "SSB"). Once a contact has been logged, CT "remembers" the last band and mode.

To change the band use **ALT-F1** or **ALT-F2**. You will see the "Summary" window to the right on the screen. **ALT-F1** will cause the band to change in order to move the band "up" the Summary Window list. To get a full view of the Summary Window use **ALT-S**. Conversely, **ALT-F2** will cause the band to change in order to move the band "down" the "Summary" window list. The current band also is highlighted in the "Summary" window.

To change the mode use **CTRL-F1** or **CTRL-F2**. If the "Check Partial" window is not visible at the top left of the screen, enable that function by pressing the **F8** key. Now you are ready to begin logging contacts!

Logging a Contact

The flashing cursor is in the callsign field on start up and after each contact is logged, so you are ready to enter the next contact's callsign. Simply type in the call and when ready to copy the exchange, hit the **Spacebar** (or **Tab** key) (many find the spacebar most convenient). This moves the cursor to the field for the station's Class. Enter the Class as you copy it, and hit the **Spacebar** again. You will then be in the Section field where you enter the ARRL/CRRL section abbreviation of the station. When the contact is completed, press the **<Enter>** key, at which point the contact will be logged to disk and the cursor will jump to the callsign field for the next contact.

Each time you hit the spacebar the cursor will move from one field to the next, rotating through all of the field into which you need to enter data. The left and right arrow keys move the cursor within the current field for editing.

Oops! If, while "searching and pouncing," you find that you have worked a station before; you can "wipe" out the information that you had entered with a single key stroke. The **F11** key (or **ALT-W** combination if you don't have an "AT-Type" keyboard erases all data entered in the current log line.

Help! A series of "Help" screens can be accessed which provide a tabulation of the key combinations and commands for most CT functions. This is accessed by the key combination **ALT-S**. **<Page Down>** and **<Page Up>** move you through the screens, and **<ESC>** closes the help window.

Recording operator changes.

CT has a feature to record short "notes" that you should use to record operator changes. The key combination **ALT-N** pops up the Note window. Simply type your note, such as "WS1E off, K2TE on" and hit **<Enter>**. The note will be saved in the log file, time tagged. (This feature is also handy for keeping track of the number of "WOWs" you get because of the size of our Field Day operation!)

To quit CT you can use any of three ways. Type "QUIT" in the callsign field and hit **<Enter>**, or use a key combination of **ALT-Q** or **ALT-X**.

CT to the Max!

To fully utilize the capabilities of CT, the station must be equipped with a computer/radio interface and either a voice keyer supported by CT or a CW keying interface. Few of us will be so equipped, and it is up to the Station Master to ensure that all operators are familiar with operating his (or her) particular setup. Stations masters that do use the voice or keying features of CT are responsible for setting up CT to do so on their own. The default Field Day CT installation does not support any advanced features. Keyboard templates that include all of the functions usually required during a (CW) contest will be available and distributed with the computers on Saturday.

6. For computer logging with N1MM Logger:

- When you start, type OPON or Ctrl-O and enter your call (or the control operator's call, as applicable). Your call appears in the Info window.
- Check "Running" if running, un-check for S&P. For SSB, we're not using canned messages, so this won't matter. The same is true if you want to send all CW by hand.
- If you type a call and it turns gray, it's a dupe. If running, it's much quicker to just work him again than to send him away, and maybe he didn't have you in his log anyway.
- Use Space Bar or Tab to move between fields (call, exchange, section).
- To correct a call or exchange you already logged, right-click on the log entry, and select Quick Edit. Fix the error and then hit Enter.
- The band map shows you:
 - o stations you have worked in gray,
 - o stations you haven't worked in blue; double-click to go try again.
- The Check window shows known calls. If you get "Unique", it's not necessarily a mistake, but you might want to double check.
- The ESM (Enter Sends Message) mode lets you use the Enter key instead of most function keys. The next message to be sent is highlighted. Ctrl-M turns ESM on and off.
- Use the following page as a handy reference during FD.

7. Summary/Operating Aids

Some food for thought.

In the past the HARC club was very serious about competing for top score. Indeed HARC was a very tough competitor and scored at the top or near the top each year. In the recent past we are operating in a little more relaxed atmosphere. This makes it a little more 'fun' and provides more opportunity for the new hams to participate in their first contest. However even though we are not totally focused on the final score, we still remain at the top of the list each year.

Station Master Checklist

Below is a very simple list. For a more extensive one, email me at W4XE@qsl.net

Item	Source	Chk	Item	Source	Chk
Shelter (tent, camper)			Table		
Rug to protect tent floor			Chairs (2)		
Antenna			Desk Lamp		
Coaxial Cable			Notepad		
Transceiver			Pencils/Pens		
Memory Keyer or Voice Keyer			Flashlight		
Keyer Paddles or Microphone			Spare Batteries for flashlight		
Headphones (2 sets)			50-ft (#12 or heavier) extension cord		
Y-Adapter (for headphones)			Multi-outlet surge protected power strip		
Computer System or Log Sheets			Insect repellent		
Dupe sheets (if no computer)			Electrical tool kit		

Field Day Entry Categories

Exchange is Operating Category and ARRL/CRRL Section.

<u>Class</u>	<u>Meaning</u>	<u>Example</u>
A	Portable: 3 or more amateurs	4A - 6 amateurs with 4 radios out in a field somewhere
B	Portable: 1 or 2 amateurs	2B - 2 amateurs with a radio each,
C	Mobile: Car, boat, plane	1C - Most contacts with amateurs in cars
D	Home: Regular power	1D - The casual operator from home
E	Home: Emergency Power	2E - Two transmitters at home on emergency power

2008 ARRL / Canadian Section designators

1		6	
Connecticut	CT	East Bay	EB
Eastern Massachusetts	EMA	Los Angeles	LAX
Maine	ME	Orange	ORG
New Hampshire	NH	Santa Barbara	SB
Rhode Island	RI	Santa Clara Valley	SCV
Vermont	VT	San Diego	SDG
Western Massachusetts	WMA	San Francisco	SF
2		San Joaquin Valley	SJV
Eastern New York	ENY	Sacramento Valley	SV
New York City-Long Island	NLI	Pacific	PAC
Northern New Jersey	NNJ	7	
Northern New York	NNY	Arizona	AZ
Southern New Jersey	SNJ	Eastern Washington	EWA
Western New York	WNY	Idaho	ID
3		Montana	MT
Delaware	DE	Nevada	NV
Eastern Pennsylvania	EPA	Oregon	OR
Maryland-DC	MDC	Utah	UT
Western Pennsylvania	WPA	Western Washington	WWA
4		Wyoming	WY
Alabama	AL	Alaska	AK
Georgia	GA	8	
Kentucky	KY	Michigan	MI
North Carolina	NC	Ohio	OH
Northern Florida	NFL	West Virginia	WV
South Carolina	SC	9	
Southern Florida	SFL	Illinois	IL
West Central Florida	WCF	Indiana	IN
Tennessee	TN	Wisconsin	WI
Virginia	VA	0	
Puerto Rico	PR	Colorado	CO
Virgin Islands	VI	Iowa	IA
5		Kansas	KS
Arkansas	AR	Minnesota	MN
Louisiana	LA	Missouri	MO
Mississippi	MS	Nebraska	NE
New Mexico	NM	North Dakota	ND
North Texas	NTX	South Dakota	SD
Oklahoma	OK		
South Texas	STX		
West Texas	WTX		

CANADA			
Maritime	MAR	Saskatchewan	SK
Newfoundland/Labrador	NL	Alberta	AB
Quebec	QC	British Columbia	BC
Ontario	ON	Northern Territories	NT
Manitoba	MB	(Includes the Northwest, Yukon and Nunavut territories)	

Log other DX stations as 'DX'

CT Quick Reference Guide

Key	Description	Key	Description	Key	Description
F1	Send CQ	Shift F1	Set CQ	Alt F1	Band down
F2	Send exchange	Shift F2	Set exchange	Alt F2	Band up
F3	Send confirm	Shift F3	Set confirm		
F4	Send call (K4BFT)	Shift F4	Set call	Alt F7	Send QSO before msg
F5	Send his call			Alt F8	Wipe QSO (Also Alt-W)
F6	Send custom 1	Shift F6	Set custom 1		
F7	Send custom 2	Shift F7	Set custom 2	Ctrl F1	Mode down
F8	Check partial	Shift F8	Super check	Ctrl F2	Mode up
F9	Check call	Shift F9	Set QSO before msg		
F10	Check country	Shift F10	Zone check	Ctrl F9	Rate graph
F11	Wipe QSO				
F12	Check unique				
Alt-B	Show schedules window	Ctrl-A	Beginning of field	<Enter>	Log QSO
Alt C	Toggle countries window	Ctrl-D	Delete character	Ins	Same as F5, F2
Alt-E	Make a schedule	Ctrl-E	Move to end of field	+	Same as F3, <Enter>
Alt-H	Show help window	Ctrl-G	Go to log line number	-	Show split freq window

Key	Description	Key	Description	Key	Description
Alt-K	Toggle keyboard mode	Ctrl-K	Delete rest of line	ESC	Panic stop
Alt-M	Show multiplier window	Ctrl-W	Wipe field	→	Move forward one char
Alt-N	Show notes window			←	Move back one char
Alt-Q	Save log and quit	Home	Start of field	↓	Move to next Call
Alt-R	Show rate window	End	End of field	↑	Move to previous Call
Alt-S	Show summary window	Space	Toggle Call & Info	Tab	Move to next field
Alt-U	Super check partial			Shift-Tab	Previous field
Alt-W	Wipe QSO (Also Alt-F8)	PgDn	Scroll forward 1 pg	Backspace	Delete previous char
Alt-X	Save log and quit	PgUp	Scroll back 1 page	Del	Delete char on cursor
Alt-Z	Show zone map			Ctrl-PgUp	Scroll backward 24 hrs

Command Line Commands (Enter in the callsign field)

AutoSave Save the log to the floppy in drive A - ***Drive A Only! You must have a formatted floppy inserted!***

Quit Saves log and exits

NoAutoSave Turn off Autosave

Seven fields of log file

1	2	3	4	5	6	7
QSO Number	Band	Time UTC	Callsign	Received Category	Received Section	Received Mode

ITU Recommended Phonetics

Alfa	Echo	India	Mike	Quebec	Uniform	Yankee
Bravo	Foxtrot	Juliet	November	Romeo	Victor	Zulu
Charlie	Golf	Kilo	Oscar	Sierra	Whiskey	
Delta	Hotel	Lima	Papa	Tango	X-Ray	

