Foxhunt Held after Breakfast Meeting

The latest foxhunt contest was held on Saturday, September 11, immediately after the Club's breakfast meeting at Frisch's Big Boy. Bob-WB8NQW, played the role of the fox, and cleverly hid himself in a former wheat field about a mile and a half north of Custar. The fox reports that the two contestants, Terry-KE8CVA and Tom-WE8TOM found him with only a one-minute separation, so he has designated the contest a virtual tie. Congratulations to Terry and Tom for successfully sniffing out the fox at a location that is quite a distance from the starting point on the north side of Bowling Green. ∎

Centenary of Ham Radio Transatlantic Success

ARRL and RSGB will activate special event stations for 6 hours (0200 - 0800 UTC) on December 12, for the 160-meter Transatlantic Centenary QSO Party. RSGB will activate GB2ZE from Scotland, with a team of stations from the GMDX Group sharing operating duties. ARRL will activate W1AW. The stations will operate only on CW. If transatlantic propagation holds up, the stations may continue to operate beyond 0800 UTC.

The GMDX Group of Scotland will award a *quaich* -- a traditional Scottish drinking cup representing friendship -- to the first stations in North America and the UK to complete contacts with both W1AW

Net Check Ins-I

Brain Teasers

1. Which of the following is true concerning access to frequencies?
   a.) nets always have priority
   b.) QSOs in progress always have priority
   c.) except during emergencies, no amateur station has priority access to any frequency
   d.) contest operations must always yield to non-contest use of frequencies

2. In what part of the 13 cm (2.5 GHz) band may an amateur station communicate with non-licensed Wi-Fi stations?
   a.) anywhere in the band
   b.) channels 1 through 4
   c.) channels 42 through 45
   d.) no part

3. What percentage of power loss would result from a transmission line loss of 2 dB?
   a.) 36.9%
   b.) 20.6%
   c.) 25.9%
   d.) 10.9%

October Contests

The contest lineup for the month of October is given below. Please note that the WARC bands (60, 30, 17 and 12 m) are <u>never</u> open to contesting.

Date / Contest	Time	Bands / Mode
Oct 2-3 **Oceania DX 'test**	*0600 to 0600Z*	160 m to 10 m **SSB**
Oct 2-3 **California QSO Party**	*1600 to 2200 Z*	160 m to 10 m **all modes**
Oct 9-10 **Nevada QSO Party**	*0300 to 2100 Z*	160 m to 10 m **all modes**
Oct 9-10 **Oceania DX 'test**	*0600 to 0600 Z*	160 m to 10 m **CW**
Oct 9-10 **Arizona QSO Party**	*1500 to 0500 Z*	160 m to 10 m **all modes**
Oct 9-10 **Pennsylvania QSO Party**	*1600 to 2200 Z*	160 m to 10 m **all modes**
Oct 9-10 **South Dakota QSO Party**	*1800 to 1800 Z*	160 m to 10 m **all modes**
Oct 16-17 **New York QSO Party**	*1400 to 0200 Z*	160 m to 10 m **all modes**
Oct 17-18 **Illinois QSO Party**	*1700 to 0100 Z*	160 m to 10 m **all modes**
Oct 30-31 **CQ WW DX 'test**	*0000 to 2359 Z*	160 m to 10 m **SSB**

Net Check Ins-II

Sep 21　　　　**Traffic: 0**

    KD8NJW　　(NCS)
    WD8JWJ
    KD8RNO
    KE8QGV
    KG8FH
    WB8NQW
    KE8PJM
    KE8CVA
    N1RB
    AB8MO/M
    WD8LEI　　(11)

Sep 28　　　　**Traffic: 0**

    KD8VWU　　(NCS)
    K8BBK
    KE8CVA
    KC8EKT
    KG8FH
    WD8ICP
    KE8PJM
    KD8NJW
    WB8NQW
    W8PSK
    K8OVO
    WE8TOM
    KD8RNO
    N8VNT
    N1RB　　(15)

Brain Teaser answers: (G) 1-c, 2-d, 3-a

Learning and Using Morse Code-IV

by Bob Nellans, K9DE
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The *real* key to copying code well is to *directly* translate the *total* sound of the groups of dits and dahs to a letter, number, or punctuation. No matter how often they are told, many people seem determined to *instead* listen to the sound, decide how many dits and dahs are involved in that sound, and the order of same, and only then try to associate that combination with a letter, number, or punctuation. The worst examples of that approach is a three-step variation where people write down the dots and dashes as they hear the code, and after the code has been copied in dots and dashes they try to translate those dots and dashes to letters, numbers, and punctuation, almost always without much success.

I have known people that were able to use the more direct two-step translation approach all the way up to speeds of about 11, 12, or even 12.5 wpm, but they *never* reliably make it all the way to 13 wpm using any of the two-step or three-step translation techniques.

The *only* sure-fire way of avoiding counting dits and dahs is to have the code sent to you so fast that you cannot possibly count the number of dits and dahs, which happens at speeds of 20 or more wpm. The problem is how to start yourself off learning the code at a net speed of 20 wpm, and most people simply cannot. *However*, everyone *can* start off learning the total sounds of the various letters, numbers, and punctuation, when each of them are sent at 20 wpm,

4

WCARC Weekly Net

Tuesdays at *2100* all year

147.18 MHz 67 Hz PL

Net Control Roster

Oct	*5*	*WB8NQW*
Oct	*12*	*N1RB*
Oct	*19*	*KG8FH*
Oct	*26*	*KD8NJW*
Nov	*2*	*NM8W*
Nov	*9*	*WB8NQW*

NEXT MEETING

Business Meeting

**Monday
October 11**

TIME: 7:30PM/7:00EB

PLACE:

**Sheriff's Training Room
E. Gypsy Lane Rd. &
S. Dunbridge Rd.**

10 meter Net

informal group

meets

Sunday

@ 20:30

on 28.335 MHz

Fusion Net

Thursday

@ 19:30

on 442.125 MHz

67 Hz PL on analog

Informal net

with enough space between each of the letters or numbers to drop the *net* code speed to 5 wpm, the Farnsworth approach.

Hopefully, no one ever learns the code at or below an actual code speed of 5 wpm any more, unless he/she was unlucky enough to be forced to learn the code in the military. At least at one time, the military used the antiquated method of teaching the code at its actual speed, which forces you to learn the code over and over again, as you move up in speed. Instead, the Farnsworth method is normally employed, with the individual letters, numbers, and punctuation sent at least at 13 to 15 wpm, with enough extra spacing between them to drop the net code speed to 5 wpm. The problem with that approach is the fact that the code then sounds somewhat different as the code speed increases from 13 to 20 wpm, because of the fact that the dits and dahs are being sent at a different speed and are each shorter in duration than when the code was sent at 13 wpm. In essence the person that goes all the way to 20 wpm using that method must learn the code at least twice -- once at 13 wpm, and then again at 20 wpm, which is further reinforcement for the idea of learning the code at 20 wpm in the first place. Then you only have the spaces between numbers, letters and punctuation shortened to change the *net speed* from 5 wpm all the way up to 20 wpm.

If you are one of those people naive enough to think that they can learn to copy the code by sending the code, even if it is by the use of an electronic keyer or a computer program, be at once undeceived. That approach will allow you to learn how to send the code, but it will *not* allow you to learn how to copy the code. The problem with that approach to learning the code is the fact that you *always* know what information you are trying to send, but you only have a general idea of what information might be sent to you.

However, once you have learned to copy the code, such code sending devices as paddles and electronic keyers are just the thing you need for perfecting your code sending techniques. The real key to the code sending situation is, "Can you copy what information you have sent in code when you try to do so a week or more after you have sent the message?"

Locally record yourself trying to send random code groups -- *not* actual text messages, that you may be able to memorize, so that you do not remember the contents of what you have sent. Lay that recording aside, and make another recording of another set of code groups you attempt to send the next day, etc. At the end of the week, listen to the first recording, and attempt to copy that code. It is almost certain that the code that may have sounded fairly good to your ear when you were sending it will sound

much inferior to how it had then sounded, when you try to copy same. Typical of the beginner's sending errors is the sending of "dadit dadit" for C, that is actually N N, instead of "dadidadit", which is the sound of sending a C. By the time you have learned the sounds representing each of the letters, numbers, and punctuation, you should practice using an application that sends *random* groups of characters.

Soon after I received my initial license and got on the air as an amateur radio operator, I found out the hard way that I had developed a bad habit while working many United States stations on CW. Since virtually all of the stations with which I was then communicating had amateur radio call signs whose first letter was "W", without realizing what I was doing, I would automatically write down a "W" at the start of the call sign of each of the other stations. One day, I copied the other station's call sign as being WVE3JSK. Since amateur station identifications never have more than two letters before the first number, even if the call contains more than one number, such as in 4X4VW, I had clearly copied the call sign of the other station in error, so I kept having the other station repeat the identification, and I kept copying that call sign identification the same way each time. Finally, I decided to ignore the fact that I had copied the other operator's call sign incorrectly, and to allow that operator to send the rest of the information that is

normally exchanged during a CW QSO, such as the name, the location (QTH), and the signal report (RST). As soon as he sent his QTH, I instantly realized the error that I had made in copying his amateur radio call sign. The QTH was Timmins, Ontario, Canada, so the call sign he had been sending was actually VE3JSK, and *not* the WVE3JSK that I had written down. I was working an amateur radio station located in Canada -- *not* another amateur in the United States. Up until that moment, I had never considered the possibility that, with the crude wire antennas that were then available to me, I would be able work amateur radio stations that were beyond the borders of the continental United States. My mistake was that I had written down what I might hear, rather than correctly copying what was actually heard.

Actually the ratios of dits to dahs that I was talking about earlier may be of little concern to you as a person copying the code, but *any* variations from pristine code are the reasons that electronic code copying devices prove to be so unreliable, unless they are copying computer generated code, without any interference or noise on the amateur radio band. Even electronic keyer-generated code will vary in the length of spacings between words. There are no electronic code copying devices that will rival the code copying ability of a human being. Under

very marginal band conditions, those code copying devices will produce nothing but gibberish. Therefore, at least until you have mastered 20 wpm code, if you wish to go that far in amateur radio, forget that code copying devices even exist.

Of course, the definition of a word group is self-explanatory, since it can be a single letter, as in the case of the letter/ word "A", or more characters as in the case of words such as "ALPHABET". Code groups are a little more difficult to define, but are usually thought to be mixtures of letters, numbers, and punctuation, such as: "FT-990", which is the model of Yaesu HF (otherwise known as the low band) radio that I own. A random code group is a meaningless group of letters, numbers, and punctuation, and you will routinely find the lengths of those various groups to be uniform, such as in the following groups: "?A3LVE", "WKSRFH", "ZN,Q?T", "/YT6$X", "9BUOCM", etc.

Although I typed each of the letters in those code groups in uppercase, unless you wish to do so, there is no reason at all to *ever* use any capital letters when copying code, especially if you use some indication of the ends of each of the sentences, such as an extra long space or the appropriate punctuation. After all, no one but *you* will need to read what you have copied, be it on a test or on the air.

Many people, as was I, were taught to print what they copy of the received CW, instead of writing it out in longhand, but most of us found it much easier to write out what we copied in longhand. *However*, no matter what method you use to record what you have copied, be it longhand, printing, or some other method such as typing the information on an actual keyboard, it is almost essential to leave extra space between words or code groups, if you are going to understand it when you later read what you have copied. To make sure there is no question where a word or code group ends, it is perhaps best to double space between words or code groups.

Speeds above 20 wpm

While all of the above is intended for use by those learning the code, I will also very briefly address the issue of how you go much beyond that 20 wpm code speed.

Most people say that they have a hard time trying to write down all of the information fast enough above 20 wpm, even if it was not for the problem of copying the code at those speeds. Much like the two-step or the three-step approach to copying the individual letters and numbers is not compatible with copying code at 13 wpm, the constant starting and stopping involved in copying individual letters and numbers is not compatible with copying the code at high speed. At higher speeds, virtually no one

ever writes down each and every letter or number as it is received, even if they are typing that information on a typewriter (with which I understand the record speed of 74 wpm for solid copy was achieved), unless doing so in a code copying contest.

Much like I told you that you will get to a point where you will find yourself lost if you think about the actual code that you are *sending* at any given time, even though it takes longer to achieve, that will also become the case when it comes to copying the code you *receive*. If you think about the individual letters and numbers you are receiving at any one time, you will *also* become lost in what you are copying. As your speed increases, you will first go from hearing those individual numbers and letters to grasping entire words as a single entity, and then move on to comprehending complete phrases, ideas, and concepts. With each of those steps, you will find yourself actually writing down or typing further and further behind what is being received. However, if you are anything like me, you will usually not bother to write down what you are receiving, but will rather be making brief notes about what you want to include in your response to what is being sent to you, since you will have comprehended in your head what has been received.

When you are at your best on CW, you will no longer be aware of the fact that CW is involved, but instead you will be thinking only of conversing with that other individual. You will find that all of the translation to and from the CW will be magically done for you by your subconscious mind. I hope that you will find these tips both useful and helpful in your efforts to learn and use the International Morse Code, and like me, you will find that once you become proficient in CW, you will actually prefer the mode. ∎

and GB2ZE during the QSO party. A commemorative certificate will be available for download.

RSGB and ARRL are also organizing an international amateur radio marathon on the HF bands to commemorate transatlantic tests held between 1921 and 1923. The Transatlantic Centenary Marathon will take place in December 2022. ∎

October Hamfests

Oct 9 - Northwest Ohio ARC Hamfest. Westminster UMC, Westminster, OH.
web: http://www.nwoarc.com

2021 WCARC Membership Roster

#	NAME		CALL	CLA	STREET	CITY	ST	ZIP	E-MAIL
1	Jim	Barnhouse	KD8NJW	G	1919 Hamilton Dr.	Perrysburg	OH	43551	barnhouse@buckeye-express.com
2	Bob	Boughton	N1RB	E	930 Champagne Ave.	Bowling Green	OH	43402	boughton@bgsu.edu
3	Linda	Boughton	N1LB	E	930 Champagne Ave.	Bowling Green	OH	43402	boughton@dacor.net
4	Don	Buehrer	K8OVO	E	P. O. Box 65	Tontogany	OH	43565	donk8ovo@gmail.com
5	Max	Cunnings	KE8OCK	T	Apt 104, 451 Thurstin Ave.	Bowling Green	OH	43402	maximiliancunnings@gmail.com
6	Jim	Davis	K8JU	E	10990 Newton Rd.	Bowling Green	OH	43402	jdavis@amplex.net
7	Chuck	Dicken	WD8ICP	E	1066 Carol Rd	Bowling Green	OH	43402	dicken@bgsu.edu
8	Danny	Dickey	KN4LEH	T	753 W. Main St. #250	Haines City	FL	33844	c_my_ta2s@yahoo.com
9	John	Dvorack	KD8BIN	E	2142 Sherwood	Toledo	OH	43614	ddvorack@buckeye-express.com
10	Russ	France	KE8PJM	G	13389 Bishop Rd.	Bowling Green	OH	43402	cattlewalk@hotmail.com
11	Dallas	Fultz	K8DLF	E	916 Melrose St	Bowling Green	OH	43402	dallas.fultz@gmail.com
12	Hoot	Gibson	WB8VUL	A	144 Stonegate Blvd.	Bowling Green	OH	43402	
13	John S.	Gruber	N8MSU	E	920 MelroseSt.	Bowling Green	OH	43402	JohnSGruber@gmail.com
14	Terry	Halliwill	KE8CVA	G	13944 Defiance Pike	Rudolph	OH	43462	thalliwillsr@yahoo.com
15	Jeff	Halsey	KG8FH	A	514 Rosewood Dr	Bowling Green	OH	43402	jhalsey@bgsu.edu
16	Bruce	Hammond	AA8HS	E	5834 Monroe St. Ste.A	Sylvania	OH	43560	bhammond111@bex.net
17	Larry	Hasselman	N8VNT	T	8656 Kramer Rd.	Bowling Green	OH	43402	larry53ham1@yahoo.com
18	Ruth	Hasselman	KC8EKT	T	8656 Kramer Rd.	Bowling Green	OH	43402	howies_mommy@yahoo.com
19	Teresa	Hudson	KB8VTO	T	14260 Bishop Rd.	Bowling Green	OH	43402	kb8vto@gmail.com
20	Shawn	Hudson	KB8QEW	G	14260 Bishop Rd.	Bowling Green	OH	43402	kb8qew@gmail.com
21	Michael	Hunt	K4JQL	G	17325 Haskins Rd.	Bowling Green	OH	43402	ms1hunt@gmail.com
22	Bob	Johnson	K3RC	E	P.O. Box 248	Stony Ridge	OH	43463	johnson@amplex.net
23	Stan	Klakamp	K8LL	E	415 1/2 N Prospect St	Bowling Green	OH	43402	K8LL.ham@gmail.com
24	Jeff	Klein	KG8QP	A	630 Rutledge Ct.	Perrysburg	OH	43551	jeffklein@buckeye-express.com
25	Rex	Klopfenstein	KC8PFP	E	605 S. Main St.	Bowling Green	OH	43402	LKLOPFENSTEIN@woh.rr.com
26	Jeff	Kopcak	K8JTK	E	1497 Canterbury Rd.	Westlake	OH	44145	k8jtk@arrl.net
27	Thomas	Kopcak	N8ETP	E	1497 Canterbury Rd.	Westlake	OH	44145	tkopcak@att.net
28	Greg	Lahote	K8IXL	A	9742 Roachton	Perrysburg	OH	43551	k8ixl@lahote.com
29	Tom	Leingang	WE8TOM	E	PO Box 252	Cygnet	OH	43413	WE8TOM@nielmot.com
30	Craig	Magrum	NM8W	E	1100 Christopher St.	Bowling Green	OH	43402	cmagrum001@woh.rr.com
31	Allen	Manrow	W8ALM	G	43138 Cloverdale	Bowling Green	OH	43402	W8ALM73@gmail.com
32	Steve	McEwen	K8BBK	E	1053 Pinewood Ct.	Bowling Green	OH	43402	snmcewen@wcnet.org
33	John	McLaughlin	KC8FCE	G	6230 County Rd 21	Risingsun	OH	43457	jmmclaughlin@woh.rr.com
34	Ken	Natchman	KD8DWO	G	19477 Scott Rd	Bowling Green	OH	43402	lamplyter1@gmail.com
35	Thom	Otte	WB8ZHU	A	1048 Bourgogne Ave.	Bowling Green	OH	43560	wb8zhu@arrl.net
36	Loren	Phillips	W8PSK	E	324 S. Grove St.	Bowling Green	OH	43402	ljphil80@gmail.com
37	Wilfred	Roudebush	KC8IFW	E	1374 Clough St.	Bowling Green	OH	43402	wroudeb@bgnet.bgsu.edu
38	Tom	Sanderson	NF8T	E	107 Silver Maple Dr.	Perrysburg	OH	43551	tomsanderson@gmail.com
39	George	Stossel	W8GGS	G	19758 Sand Ridge Rd.	Weston	OH	43569	stossel@dacor.net
40	Kent	Strickland	KA8CEH	E	16493 Euler Rd.	Bowling Green	OH	43402	kstrick@amplex.net
41	Roger	Swinney	W8CNJ	G	27484 Oregon Rd. #271	Perrysburg	OH	43551	w8cnj@yahoo.com
42	Roger	Weith	KE8QGV	E	802 Brittany Ave	Bowling Green	OH	43402	rweith@ps1kites.com
43	Bill	Wilkins	WD8JWJ	E	11065 Linwood Rd.	Bowling Green	OH	43402	wild_bill@amplex.net
44	Bob	Willman	WB8NQW	E	14118 Bishop Rd.	Bowling Green	OH	43402	blcksmth@reagan.com
45	Eric	Willman	WD8LEI	T	545 W. Poe Rd.	Bowling Green	OH	43402	eric@willmantech.com
46	Lynn	Wineland	KD8RNO	T	23 Trafalgar Bend	Bowling Green	OH	43402	unclelester1979@gmail.com

WOOD COUNTY ARC
P.O.BOX 534
BOWLING GREEN, OH
43402