

INDIANA QSO PARTY

First Saturday in May

May 2, 2009

12 hours - 1600Z to 0400Z (noon-midnight local)

SSB & CW
160 - 10 meters



PLAQUES awarded for :

- TOP CLUB AGGREGATE SCORE, INDIANA (Sponsor Indiana Radio Club Council)
- TOP INDIANA SCORE, single op high power (over 100 watts) (Sponsor KJ9C)
- TOP INDIANA SCORE, single op low power (100 watts and under) (Sponsor KJ9C)
- TOP SCORE, PORTABLE (single or multi-op) in Indiana (Sponsor AK9F)
- TOP SCORE, MOBILE in Indiana (Sponsor WT9U)
- TOP SCORE, MULTI-OP, fixed single transmitter in Indiana (Sponsor AK9F)
- TOP SCORE FROM OUTSIDE INDIANA (high power) (Sponsor WB9CIF)
- TOP SCORE FROM OUTSIDE INDIANA (low power) (Sponsor WB9CIF)
- TOP LOW POWER, WIRES/VERTICALS (Sponsor WW9R)
- TOP QRP SCORE, overall (Sponsor QRP Cheeseheads ARC)
- TOP SCORE FROM W7 (Sponsor W9TN)
- TOP SCORE FROM New England (sponsor W9TN)

More info is at www.hdxcc.org/inqp

Rules
Counties
Activity
Software

CQ INQP CQ INQP

Sponsored by **HDXCC** *the Hoosier DX and Contest Club*

Logs
Scores
Soapbox

The purpose of the **Indiana QSO Party (INQP)** is to encourage contact with Indiana amateur radio stations by other Indiana hams and hams worldwide. Stations outside of Indiana work Indiana stations only. Indiana stations work everybody, including other Indiana stations. See the rules for the rest of the details.

Log checking is complete, and the scores page has all the results.
Congratulations to the winners!

INQP History
INQP Reflector
Contact

Plan now to participate in the 2009 INQP.
1600 UTC Saturday May 2, 2009 to 0400 UTC Sunday May 3, 2009
(Saturday noon to midnight EDT or 11 AM to 11 PM CDT)

Special Event Stations

If you worked the Bison Stampede special event station **W9UUU** and submitted your log, you'll receive a certificate to go with your 50 point bonus! Again for 2008 there were four more special event stations using the calls **N9I**, **N9N**, **N9Q**, and **N9P**. If you worked all four 1x1 stations and submitted your log, you will receive a special certificate. Additional special certificates will be awarded for working all four 1x1 stations on each of two or more bands. QSL routes: W9UUU direct, N9I via W9IU, N9N via W9RE, N9Q via KE9I, and N9P via AK9F.



Club Competition

In addition to individual awards, there is an award for the Indiana Amateur Radio Club whose members turned in the highest total aggregate score. Congratulations to the Lafayette DX Association for winning the 2008 club competition. Please see the rules for club eligibility details.

Worked All Indiana Award

Speaking of awards, the INQP is a great time to work on your Worked All Indiana Award. It only takes 60 confirmed counties to earn the initial certificate.

Stay in Touch

You are invited to join the INQP reflector. Post your questions about the INQP, make suggestions for next year, or just jump in the general discussion with other participants and the organizers.

How to have fun in the Indiana QSO Party

Make lots of contacts and score big....

OK, easier said than done. There are stations who struggle to make a dozen QSOs in 12 hours, and others that make almost a thousand. Why the difference? Here are a few hints (some are pretty obvious):

1. **Be LOUD!** If you are at home, run as much power as you can. Use those high antennas for long distance contacts. But for close-in QSOs (like across the state) a low dipole at 20 feet will usually be louder than one at 60 feet. Consider a temporary low dipole just for the QSO party to work those in-state multipliers. If you insist on QRP, spend time to improve your antennas to make your signal as loud as possible.
2. **Call CQ.** Get over that mike fright and make your presence known. On the other hand, you may have to search and pounce up and down the band to find a new multiplier. If you can operate CW, you can often make contacts more easily than with phone.
3. Use **phonetics** on phone. ALWAYS use standard phonetics (" K9DBM" can be copied a lot of ways). When you give your county, give the 3-4 letter abbreviation phonetically.
4. Be a rare **multiplier**. If your station is in Brown County they will find you. Or you can set up temporary operations a rarer county, or on a county line, where every QSO counts double. Going out as a mobile can achieve the same results. But you have to be calling CQ to make lots of QSOs, even with a QRP signal and a ham stick.
5. Work **both modes** (SSB and CW) to optimize the number of multipliers. Sure phone is fun, and it's easy to get a new ham or non-ham into the routine. But it takes a lot more power to be heard on phone than it does on CW. If you have a hard time sending CW, use a contest logging program that sends CQ, the other guy's call, and the contest exchange for you. You just need to be able to copy his information. If you send at a speed you can copy, a good CW operator will match your speed when he replies. Remember, CW points count more, and mobile stations often rely on CW to make their puny signals heard.
6. Use all the **available bands**. That means you can work the same stations over and over as you change bands (160 meters may not provide much action in May). If you use all six INQP bands, and work both modes, that's 12 points and TWO multipliers (one phone, one CW). If you make 12 contacts with your friend across town you will have 24 points in the log. Make one more QSO with the next county or state, and you have three multipliers and 13 QSOs for 39 points. Obviously the points rack up fast if you put more multipliers (states and counties) in the log.
7. Use available **propagation**. Use simple programs like W6EL-Prop to see which bands are best at different hours of the event. Don't forget 40 meters, which is always open and almost every mobile will try every hour. And don't forget to try 80 meters early (before sunset) to catch those in-state multipliers that may not be workable after dark. Check the INQP reflector for times to check 80 (such as on the hour or half hour). Don't be fazed if the contacts come slow . Maybe a different band will be better.
8. Use a **logging program**. Once you are heard, and there's more than one station calling, you want to be able to log the first one and catch the second one before he gets bored and looks elsewhere for a QSO. If you spend two minutes writing things down the second guy won't be there when you finally finish. There are free logging programs out there (try N1MM) but they do require some practice, so don't load it onto your PC the day of the QSO Party.
9. Look for the **mobiles**. Let's say you have a big signal on phone and there's plenty of Ohio stations calling. You already have Ohio, but you don't have the weak mobile in a rare county who has been trying to get your attention for the last three CQs. If you don't stop the run often and ask "who's the mobile" you'll miss the multiplier. A mobile may have already worked you and your county, so he's doing you a favor by calling you... he has little to lose by passing you by.
10. Use of **packet** places you in the multi-operator category, but may help optimize multipliers and QSOs, packet helps. Even if you don't copy packet spots, it helps the mobiles if you spot them.
11. Participate in the **QSO party reflector** and study the planned activity map to know which stations will be active in which counties, and will help you to know the mobiles' plans. Copy the list of counties and their abbreviations, so you can log them correctly.

12. Participate in **other events** the same day. Indiana QSO party overlaps with the county hunters QSO party, the 7 Area QSO Party, and the New England QSO Party. When you hear one of those folks calling CQ, work them! You may need to add a serial number to your exchange to make them happy, and they may give you information you don't need. For example, if you call W1X in NEQP, he gives you "59 CT New Haven" (you log 59 CT). If you send him "59 Indiana Lake" he will likely log only 59 IN... but he's now in your INQP log. If you set up your log to also record other states' counties, you can later separate the logs (many use Excel) to create logs for the other QSO parties as well. If you are mobile and change Indiana counties, the 7 Area party allows you to re-work a W7 for QSO points on both sides of the contact.
13. Work the **special event station** for extra points. Most years it's W9UUU.

Look for Fun !!

1. Contact a new ham or tech class ham to **guest operate** at your fully tricked out HF station. Let them enjoy the QSO party while you supervise.
2. Enter as a **multi-operator** station. Not only do you share the operating chores, but you have somebody to repair antennas without taking a signal off the air, and you have somebody to fetch refreshments.
3. Use the QSO party as an opportunity for your club to shake down their **Field Day setup**. If you go to a rare county, so much the better. Be sure to take extra coax, rigs, antennas, etc. Something will break.
4. **Scout out the operating site**. If you are going portable, be sure you have a location with no line noise, is not in a deep valley, and won't be bothered by guest operators from the sheriff's department. Get permission to set up, especially on private land or just across fence lines. Let the neighbors know what you are doing. Know where the nearest toilets are.
5. **Go mobile**. Although mobile signals are much weaker than those from fixed stations, the mobiles get LOTS of action because they often will be the only signals from some counties. However, it takes time to set up a mobile rig that won't be bothered by ignition noise or fuel pump RFI, has decent antennas for at least two bands, and is capable of SSB and CW operation on the move. A logging program on a PC interfaced to the rig is even more important for mobile, as it sends better CW than a hand key while driving a twisty gravel road, and is a lot less trouble than hand writing the log. Most mobiles will make 80 percent or more of their contacts on CW, since their puny signals can be copied better. However, mobile-to-mobile contacts are rare, especially across the state. It is also helpful to have a driver who knows the route and when/where to stop on those county lines. This means that your driving route should be worked out before you start driving, with plenty of slack time for traffic, bad roads, weather, pit stops, and unexpected pileups while operating on county lines. Don't commit to more counties than you can easily handle. Be sure to post your plans on the QSO Party reflector so folks can look for you.
6. **Compete as a club**. There is a prize for the Indiana club with the highest aggregate score from three or more members. Even if individual scores are not winners, their combined total may be.
7. Work the **1x1 stations**. You'll get a certificate if you can log N9I, N9N, N9Q, and N9P (spelling out "INQP").
8. Check out the award categories... If you think you are eligible, tell the log checkers what category you are entering in.

TURN IN A LOG...

All that effort means little if you don't share your results. There are certificates and plaques for those who show significant effort. Even if you do not score as big as you hope, you can contribute to your club's aggregate score... and your log helps the log checkers. If you work enough different counties you can qualify for the Worked All Indiana award.

If you made contacts with stations active in other QSO parties, send them a log too.

It would be great if every Indiana County is well represented in the coming INQP. How well Indiana shows itself to the world is up to you.

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