
RTTY Contesting

Building your Strategy and
Optimizing Your Score

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NORTHERN CALIFORNIA
CONTEST CLUB

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Strategy?

- A strategy is a plan to achieve a goal
 - So, what is the goal? ***(next slide)***
 - And, what is the context of the goal?
 - RTTY contesting?
 - A specific contest?
- 1. Let's focus on the 2016 ARRL RTTY Round-Up***
 - 2. What we learn can be adapted to other contests***

Goals: 2016 ARRL RTTY Round-Up

1. Have fun!
2. Win the Club Competition gavel
 - a. Unlimited (>50 logs)?
 - b. Medium (11-50 logs)?

NCCC RTTY Round-Up History

- In 2004, ARRL offered Club Competition in RTTY Round-Up for the first time. NCCC won the Medium Category.
 - 6th place in 2008
-

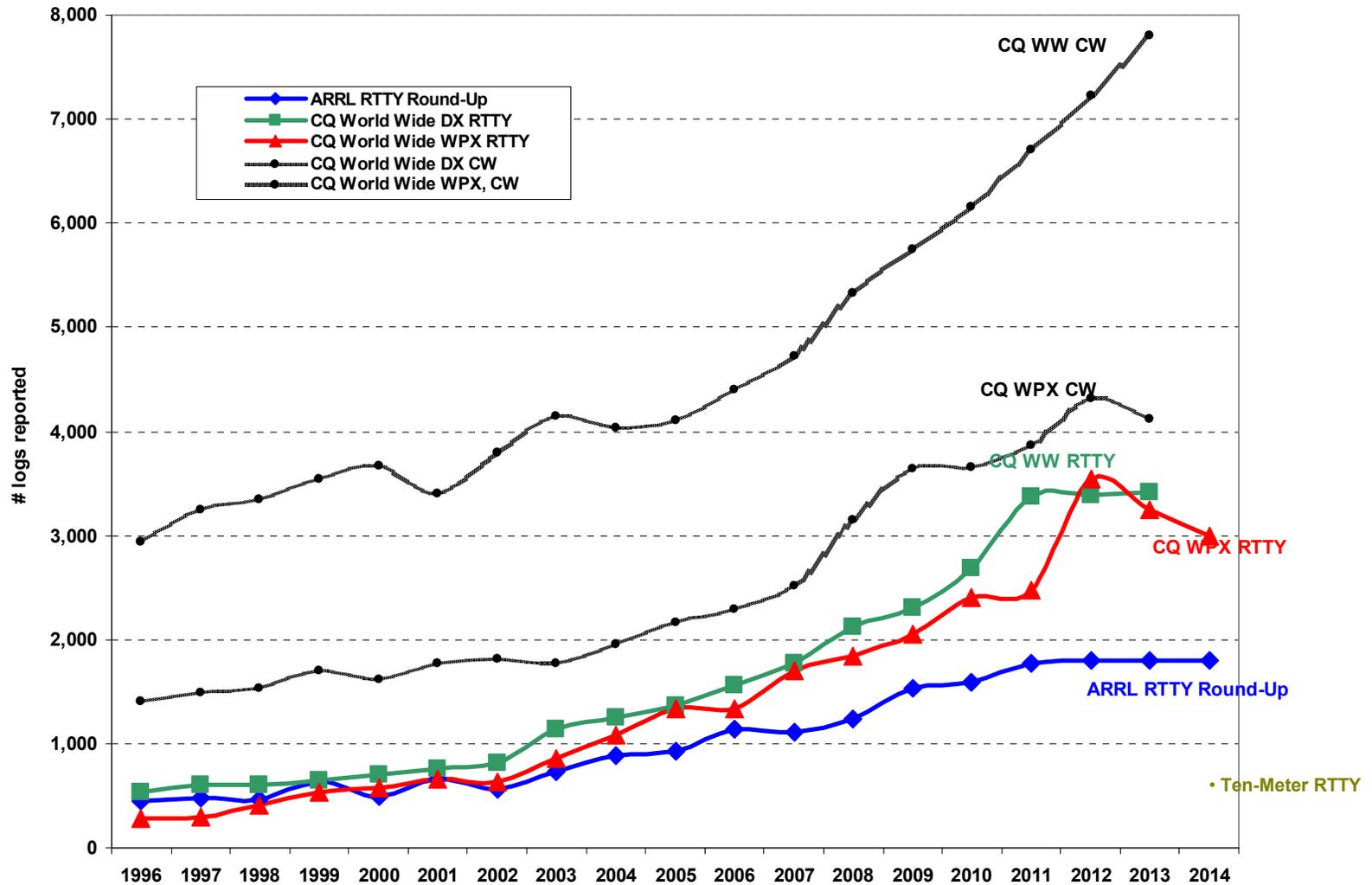
- In 2009, NCCC was first to compete in Unlimited Club category. We won!
 - We won again in 2010.
 - We got beat in 2011 by MWA. [64/52, 2.2M/1.8M]
 - We won in 2012, 2013, 2014.
-

- We were 11th in Medium! (MLDXCC was 6th)

2016 ARRL RTTY Round-Up Rules

- 2-3 January 2016 (10am Sat – 4pm Sun PST); logs < 2 February
- 24 of 30 hours; maximum two off-times, at least 30 minutes each
- Everyone works everyone
- 10-80m
- Stations count on each band
- Mults count once per contest
 - US states & VE provinces (includes DC)
 - DXCC countries (includes KH6 & KL7)
- HP & LP: SO; SOU; MS (6 band changes per hour)
- Exchange:
 - US/VE: RST QTH
 - DX: RST <serial #>

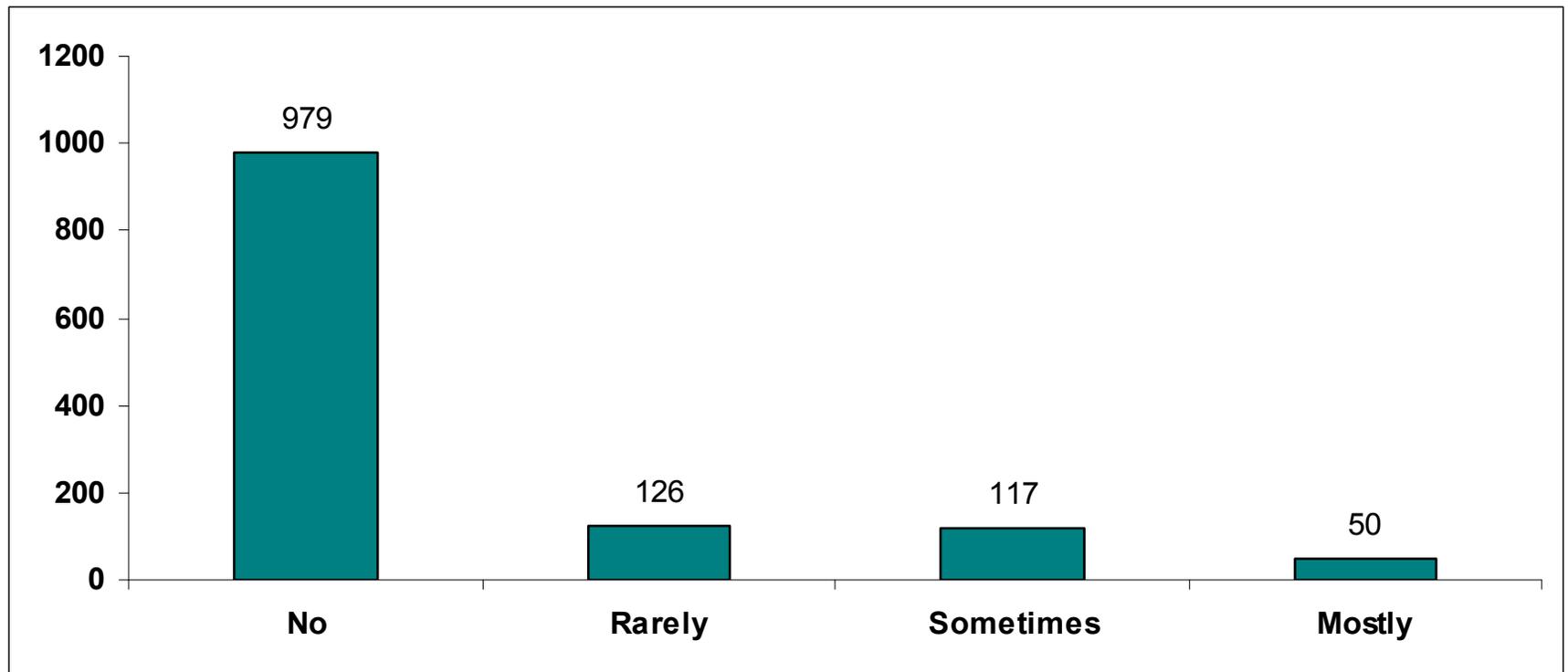
The Third Largest RTTY Contest



2015 10-Meter RTTY Contest

- 6 Dec 2015 UTC (4pm Sat to 4pm Sun PST)
- Same rules as ARRL RTTY Round-Up, except:
 - 10m only
 - 100 watts maximum power
 - Packet assistance allowed
 - No off-time
 - Different Cabrillo header line:
 - CONTEST: 10-RTTY
- Sponsored by AA5AU & W0YK
 - Plaques, certificates, SO wine awards
- www.rttycontesting.com/the10meterrttycontest.html

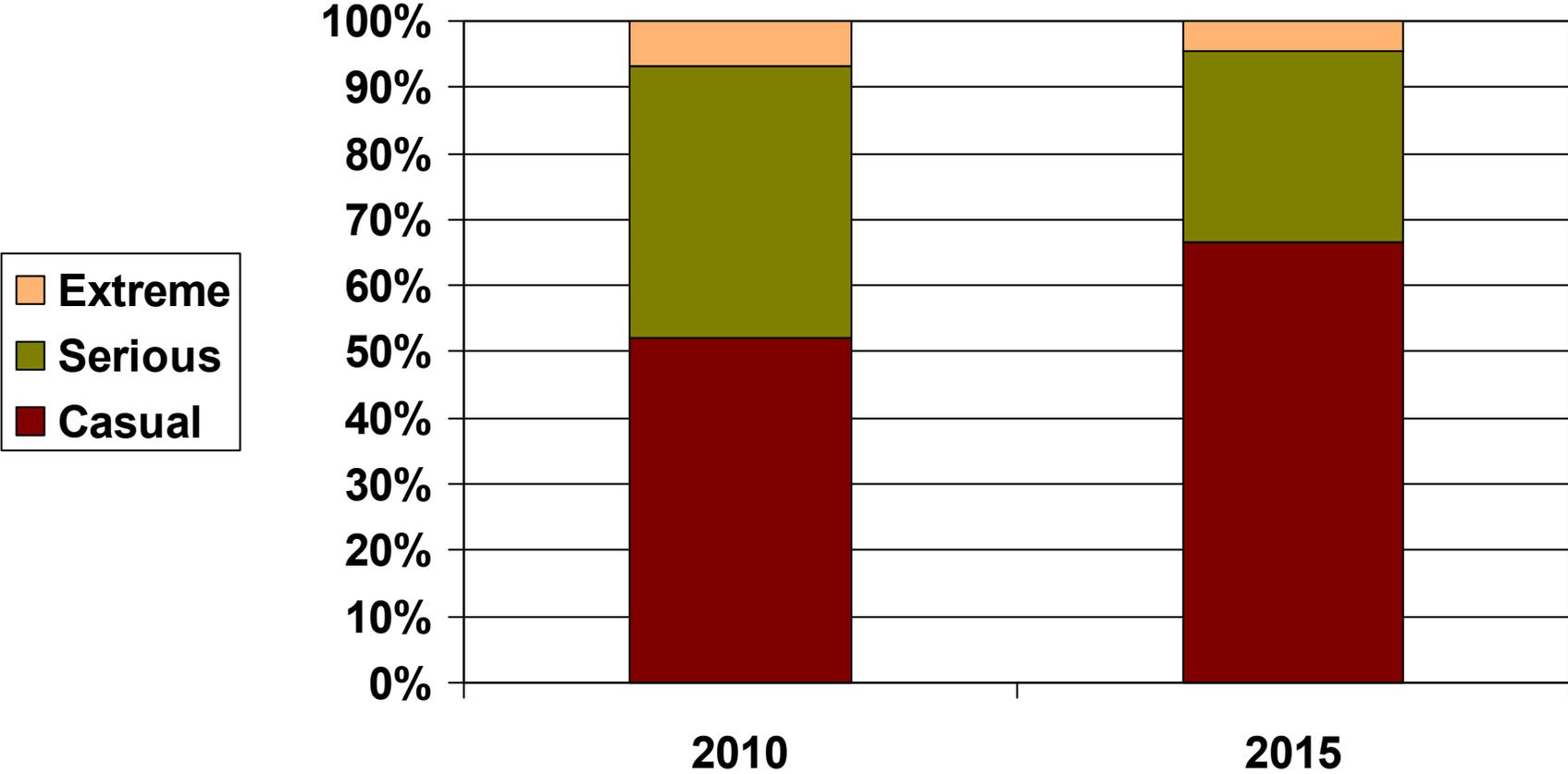
Travel to RTTY Contest



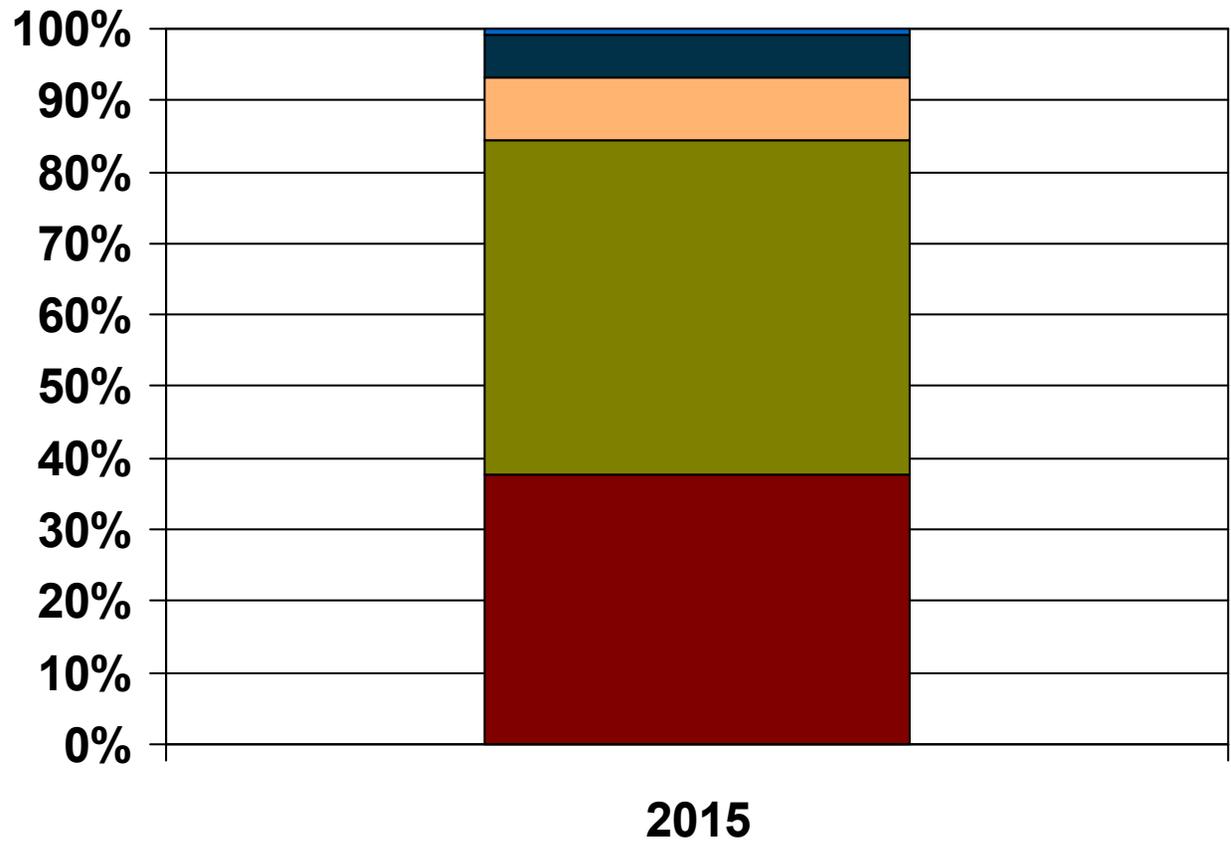
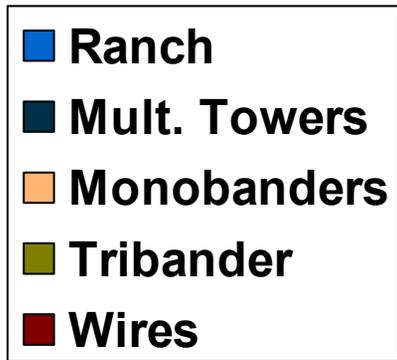
Contester Type

- Casual
 - New
 - Exercising station
 - Chasing awards
 - ➔ 95% of participants ... slower operating and verbose
- Serious
 - High rates; snappy QSOs; no chit-chat
 - ➔ 5% of participants ... faster operating (and easily annoyed by slower operating!)

Contester Type



Antenna Farm



Basic Strategy

- Enter SOU (or MS)
 - Spots populate logger bandmap
 - Mults, but also for new stations when rate drops
- Run vs. S&P
 - Run whenever you can
 - Little pistol S&P to start, then Run
 - QRV where you can be heard
- Chase mults only so far
 - QSO/mult ratio ~ 20/1
 - Mults only count once; catch the few EU openings

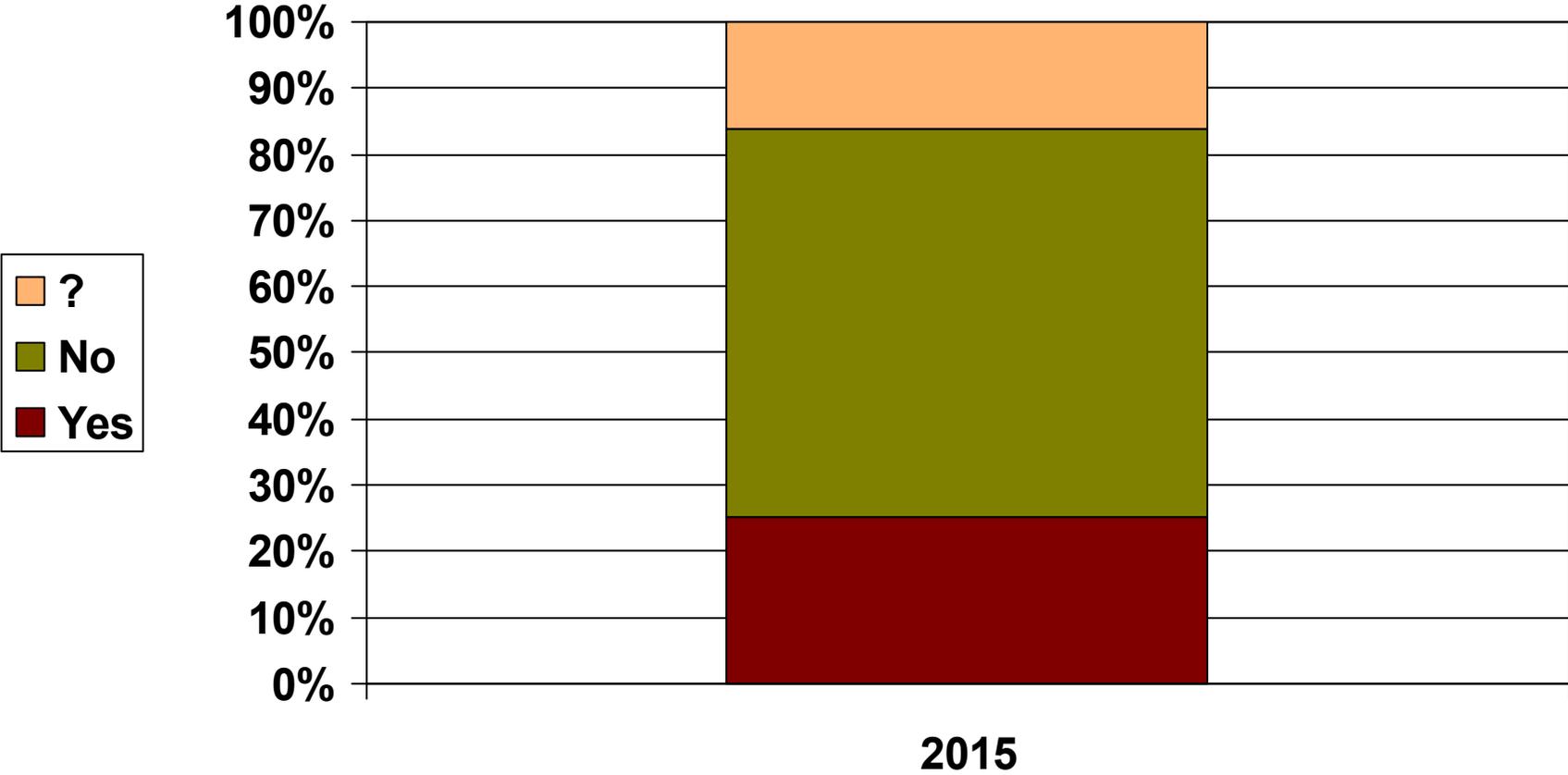
Basic Strategy, continued

- Choose band(s) for maximum rate and/or scarce mults
- Off-time strategy
 - 6 hours between 1-7am PST
 - 3 + 3 hours
 - 5.5 hours + 30 min. reserve

Advanced Strategy

- Call sign stacking
- Multiple decoders per signal
- SO2V
 - Run on main receiver, S&P on sub-receiver
- SO2R, SOnR
 - Dual CQing
 - CQ on one radio, S&P on the other
- SO4V
 - Dual CQing and S&P on each of two radios

Call Sign Stacking



Operating

(disciplined QSO flow)

- Standard keystroke (or mouse) sequences for:
 - Normal contact in Run mode
 - Normal contact in S&P mode
 - Repeats/Fills (in either mode)
 - QSO phase skip & tail-enders (in Run mode)
- Each sequence is executed the same way hundreds (thousands) of times during the contest
- Avoid deviations and special sequences

Operating

(disciplined QSO flow)

- **Normal Run mode flow:**

1. **Enter** or **F1** (CQ)
 - repeat
 - **AGN?**
 2. pile-up
 3. **Insert** or **'** (grab call sign, send exchange)
 - Send fill(s)
 4. receive exchange
 - check pre-fill, click their exchange
 - **AGN?** or **NR?** or **QTH?** or **NAME?**
-
1. **Enter** or **+** (log contact, send TU/CQ)
 - optionally send **F7** (QRV message)

- **Normal S&P mode flow:**

1. CQ
 2. **Enter** or **F4** (mycall)
 - repeat
 3. receive exchange
 - check pre-fill, click their exchange
 - **AGN?** or **NR?** or **QTH?** or **NAME?**
 4. **Enter** or **F5** (send exchange)
 - send fill(s)
-
1. find next CQ

Operating

(“Slow Down to Win”)

- Sailboat racing analogy:
 - Pinwheel effect at mark-rounding
- Let pile-up continue 1-3 seconds after getting first call sign
 - Increase chance for another call sign or two
 - Increase chance for QSO-phase-skip
- Apply same tactic for tail-enders ... pause before sending TU/CQ message

Operating

(QSO phase skip)

Normal

- ▶ 1. *RU P49X P49X CQ, or
TU P49X CQ*
- 2. *K3LR K3LR K5ZD K5ZD*
- 3. *K3LR 599 2419 2419*
- 4. *TU 599 PA PA*

Shortened

- 1. (skip CQ)
- 2. (skip pile-up)
- 3. *K3LR TU NW*
K5ZD 599 2420 2420
- 4. *TU 599 MA MA*

Operating

(tail-ender)

Normal

Shortened

- ▶ 1. *RU P49X P49X CQ, or
TU P49X CQ*
- 2. *K3LR K3LR*
- 3. *K3LR 599 2419 2419
K5ZD*
- 4. *TU 599 PA PA*

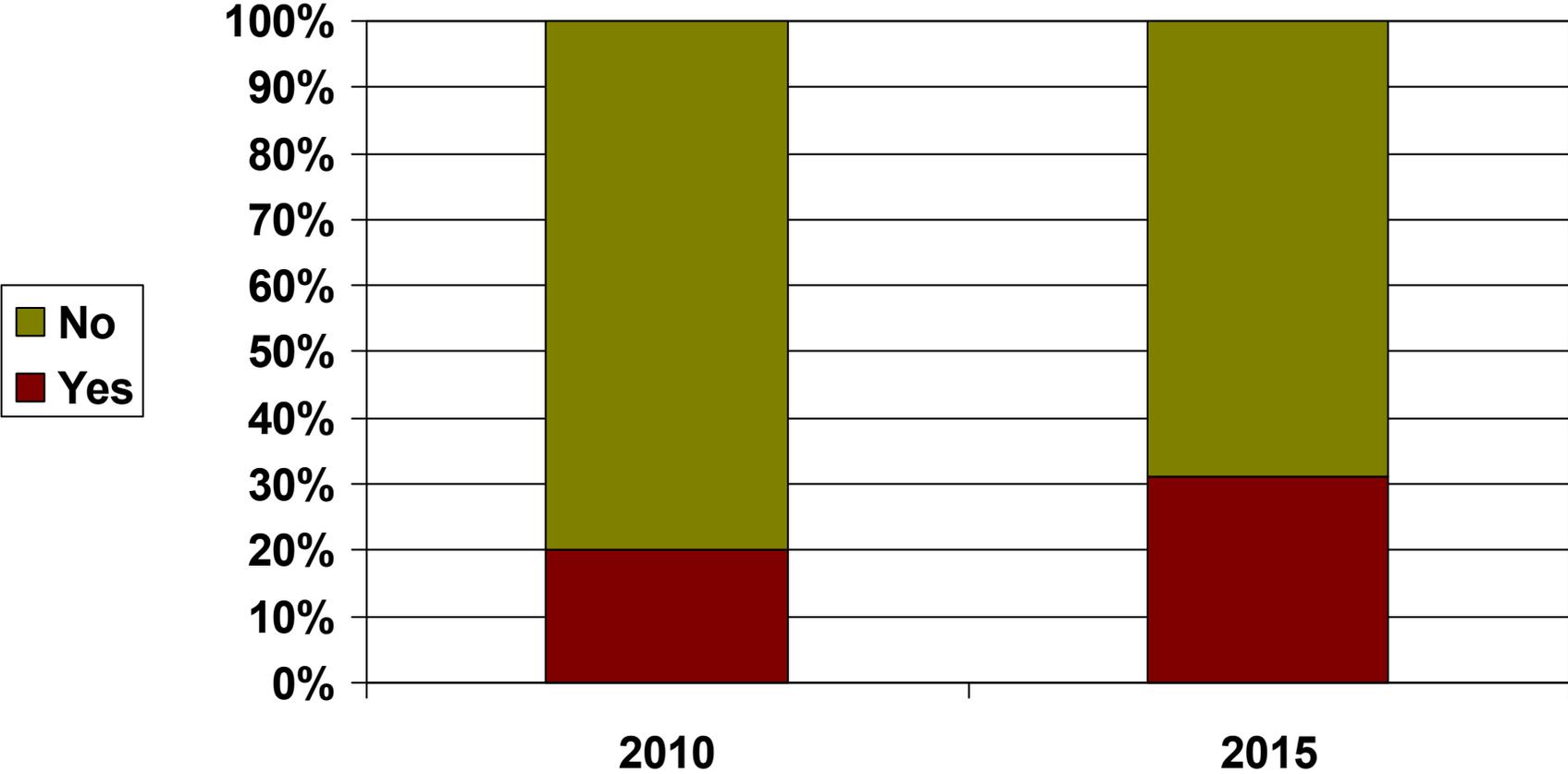
- 1. (skip CQ)
- 2. (skip pile-up)
- 3. *K3LR TU NW*
K5ZD 599 2420 2420
- 4. *TU 599 MA MA*

Operating

(call sign stacking)

- Efficiently work:
 - multiple callers in a pile-up, and
 - tail-enders to a completing QSO
- Calls **pushed** onto the stack as they arrive
- Message parameter **pops** call off of the stack into the Entry window
- Eliminates 2 of 4 QSO phases, which doubles rate

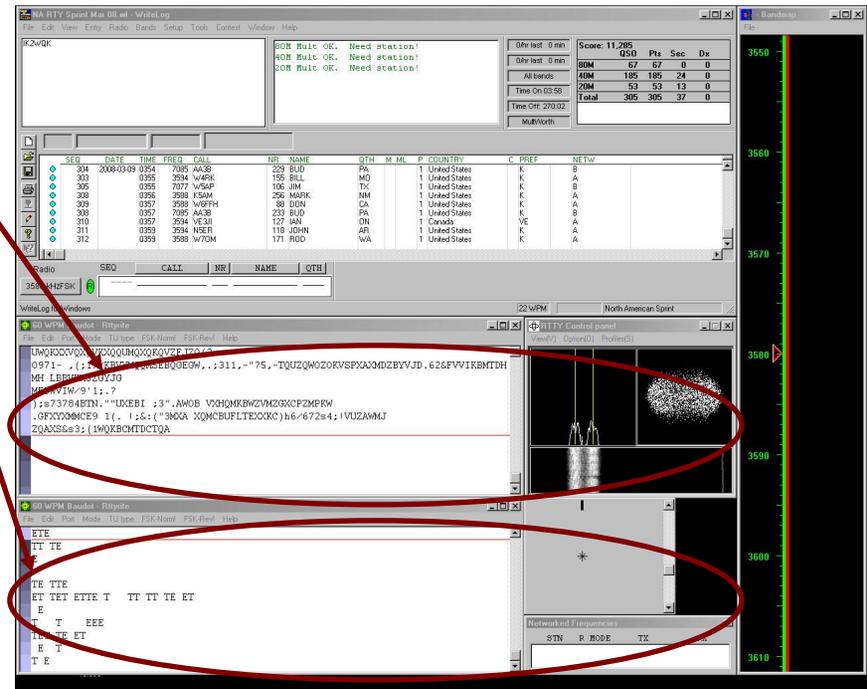
Multiple RTTY Decoders



Multiple RTTY Decoders

(MMTTY & DXP38)

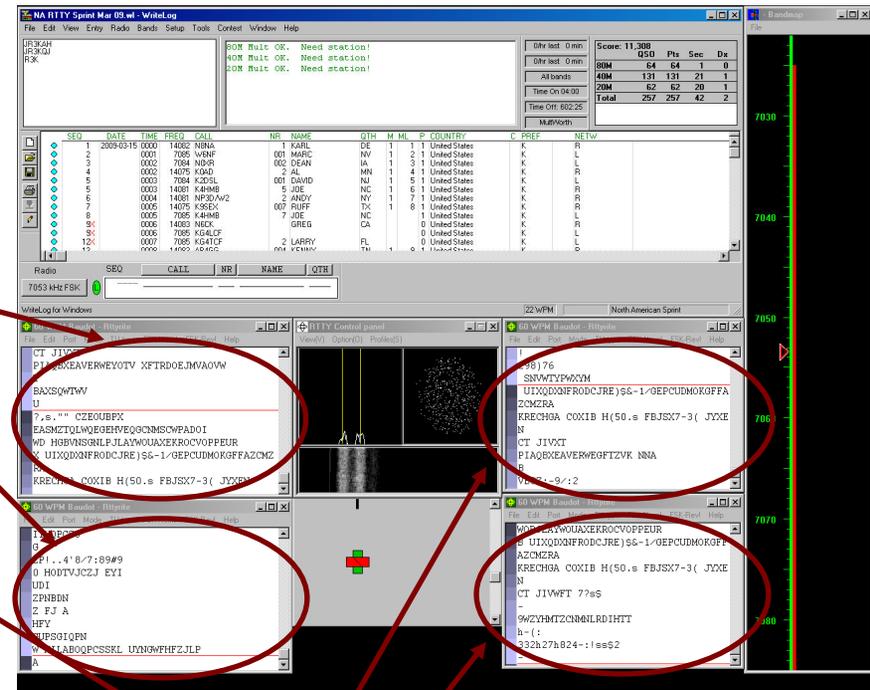
- Parallel decoding
 - Software, e.g., MMTTY
 - Hardware, e.g., DXP38
- Diverse conditions
 - Flutter
 - Multi-path
 - QRM, QRN
 - Weak signals
 - Off-frequency stations



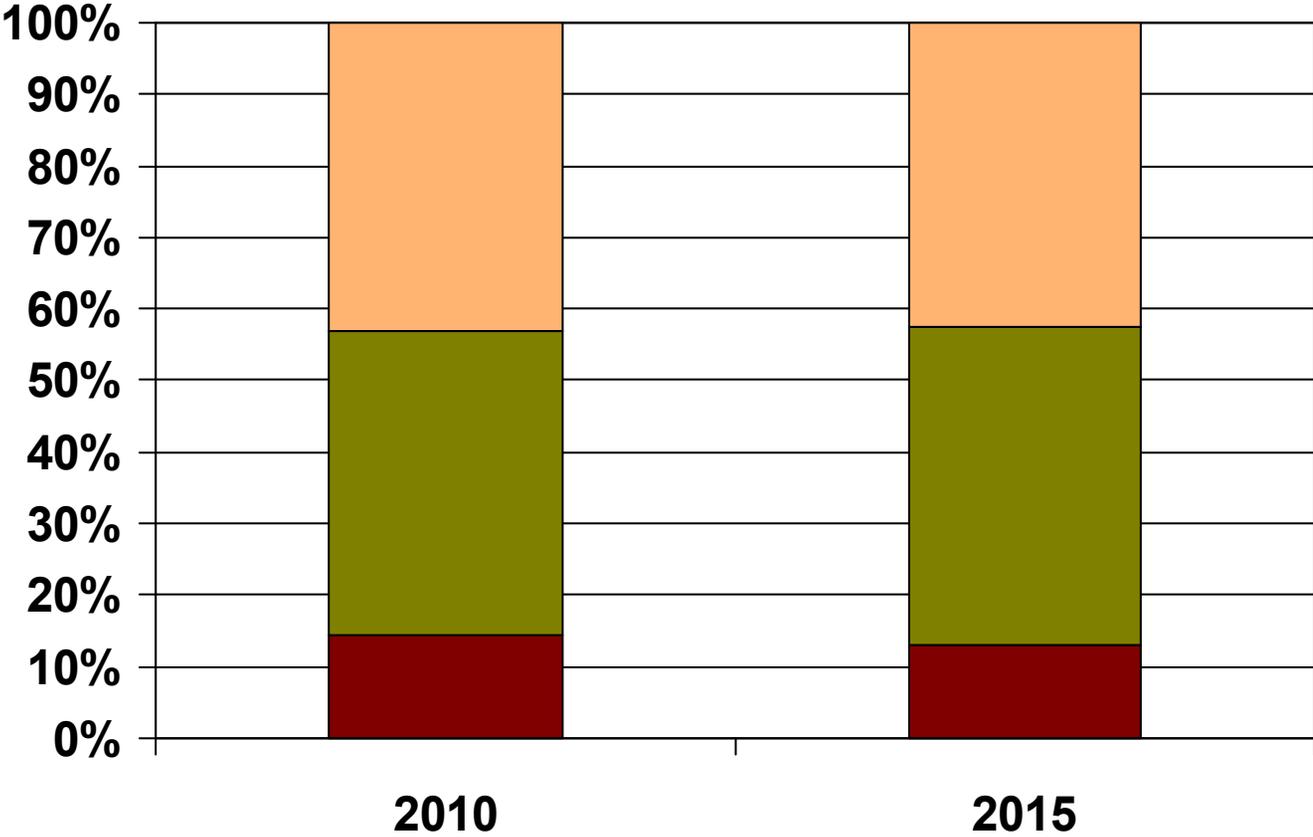
Multiple RTTY Decoders

(multiple MMTTY profile windows)

- Parallel decoding
 - same audio stream
 - switching takes too long
- Multiple profile windows
 - Standard
 - Fluttered signals
 - Fluttered signals (FIR)
 - Multi-path
 - hyper sensitive
 - EU1SA
 - AA6YQ-FIR-512
 - weak signals in QRN



SO2V

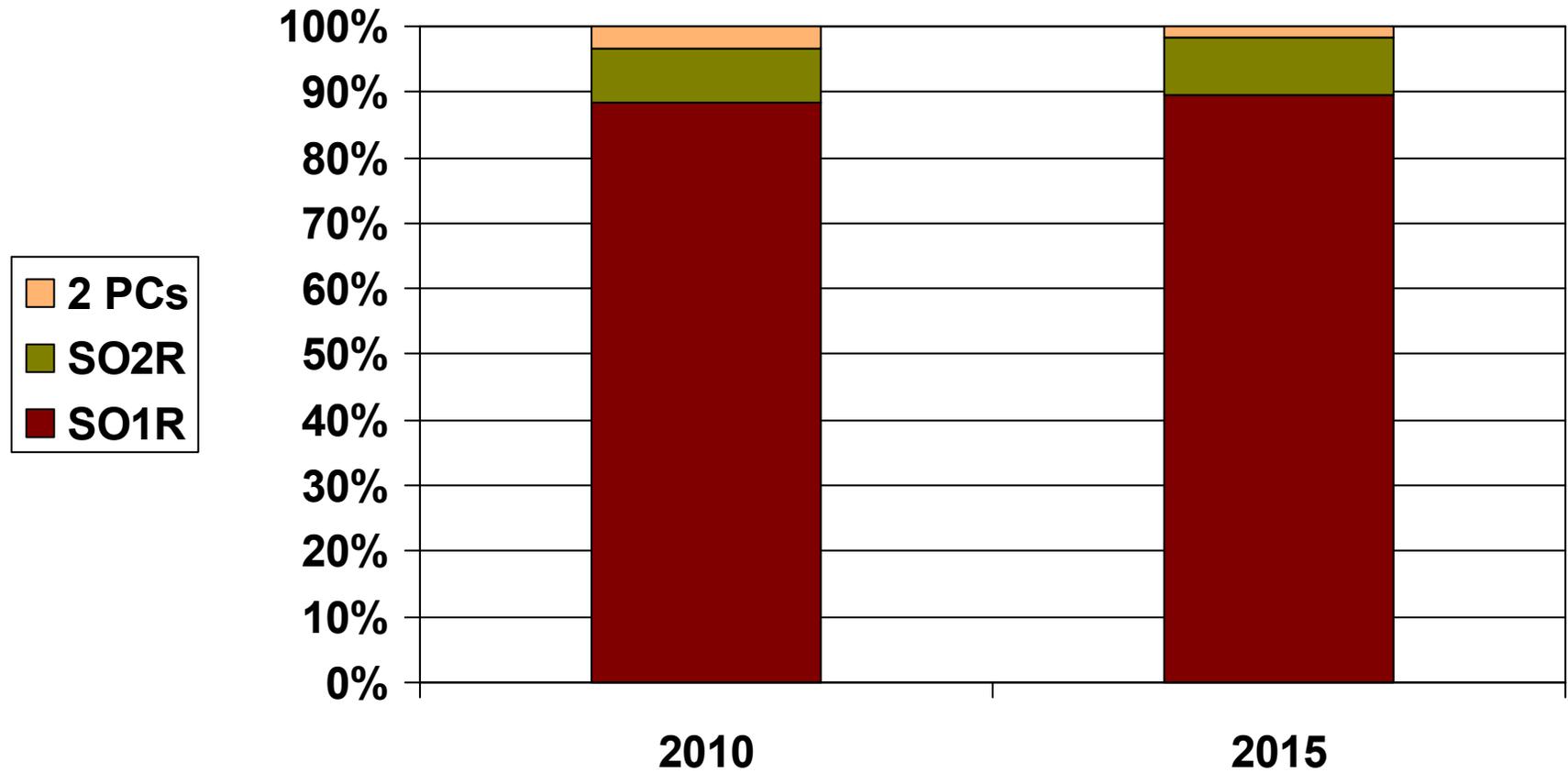


Operating

(SO2V)

- If Assisted and running on VFO-A, then
 - A<>B
 - Click spot, tune, ID station, work station
 - A<>B, resume running
- Or, setup decoder windows on A and B
 - Radio must have two true receivers
 - Monitor both frequencies simultaneously with right/left channels of sound card
 - Right-click call call from 2nd RTTY window into VFO-B Entry Window
 - Two ways to transmit on VFO-B:
 - A<>B, work the mult, A<>B
 - SPLIT, work the mult, SPLIT, resume running
 - Requires “wire-OR’d” FSK or AFSK and two transmit RTTY windows
 - K3/WriteLog invokes SPLIT when call is right-clicked

SO2R



Operating

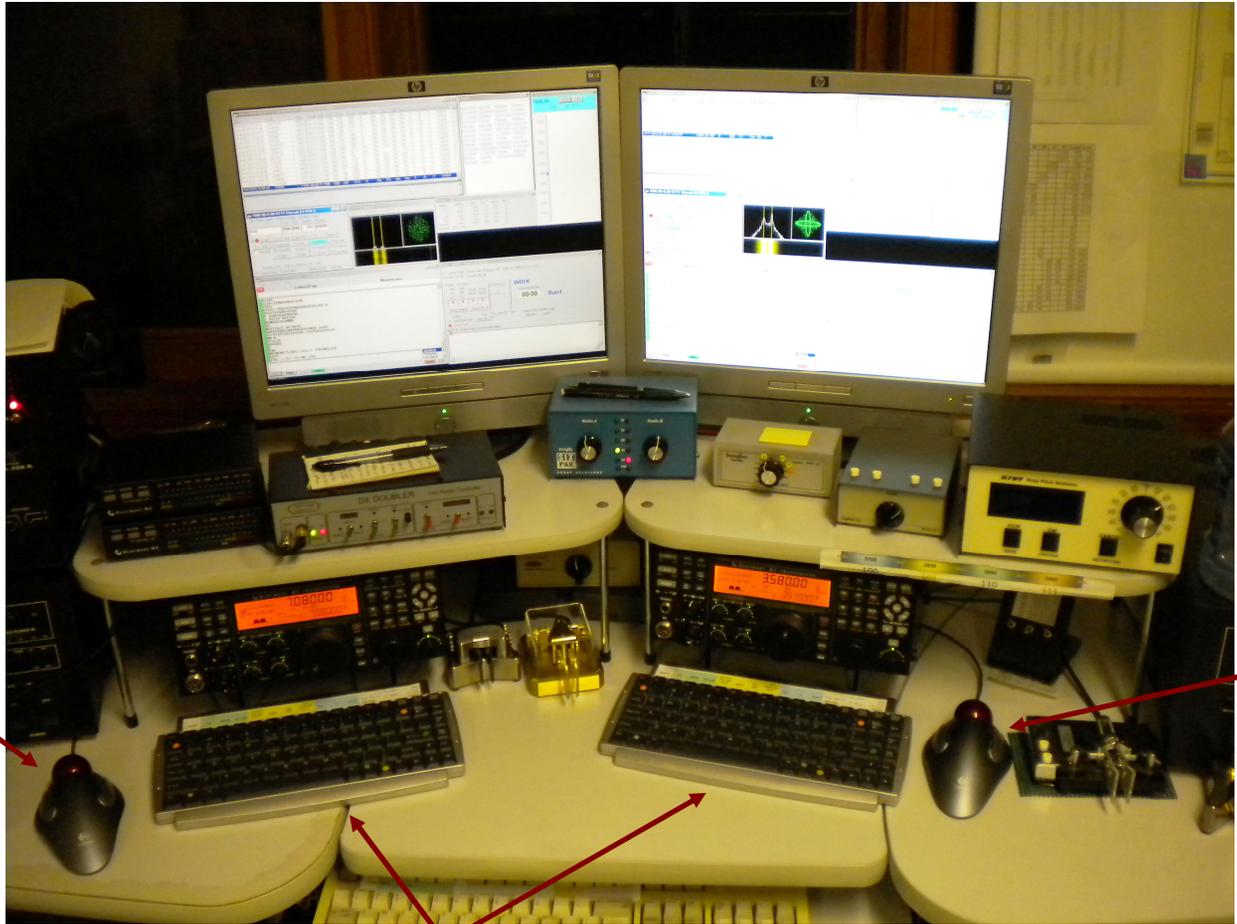
(SO2R)

- Eliminates SO1R RTTY boredom
- Think beyond run and S&P:
 - Dueling CQs; run on two bands simultaneously
 - S&P on two bands simultaneously, esp. w/Packet
 - SO2V on one or both radios
- Two networked computers:
 - Eliminates PC focus swapping
 - RTTY doesn't require much typing
 - Mini-keyboards ideal for RTTY
 - 2 x SO2V for picking up mults on run band
 - Easily extendible to SO4R

No time to watch TV or read spy novels!

Operating

(SO2R)



Left-hand Trackball

Right-hand Trackball

Mini-
Keyboards



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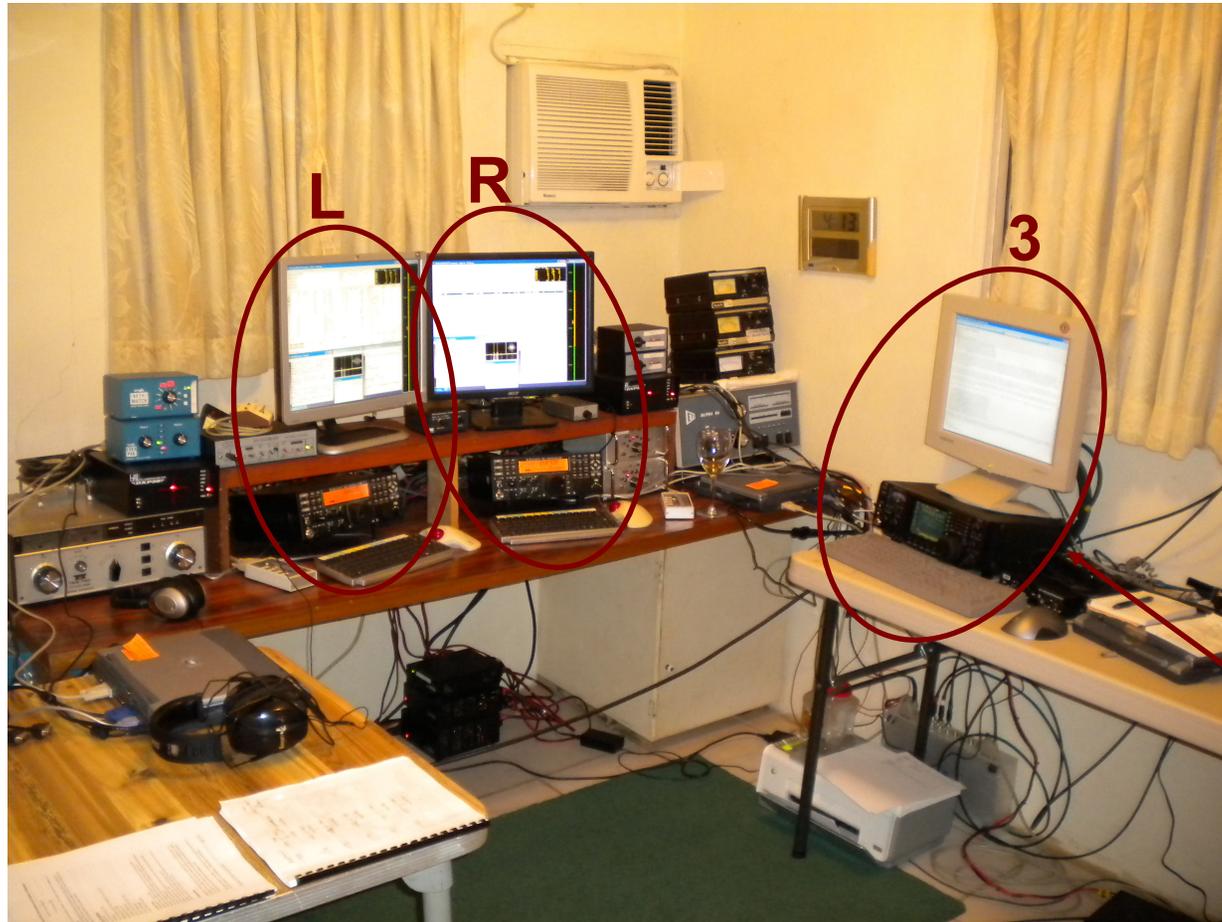
Operating

(SO3R/SO4R)

- Simplify antenna/filter band-decoding:
 - Dedicate a band/antenna to the 3rd (or 4th) radio
- Networked PC/radio simplifies configuration
- RTTY (vs. CW or SSB) easier for operator
 - PC decodes and encodes for operator
 - Low tones & high tones allows two radios per ear
 - Classic audio headphone mixer provides radio 1, radio 2 or both

Operating

(SO3R)

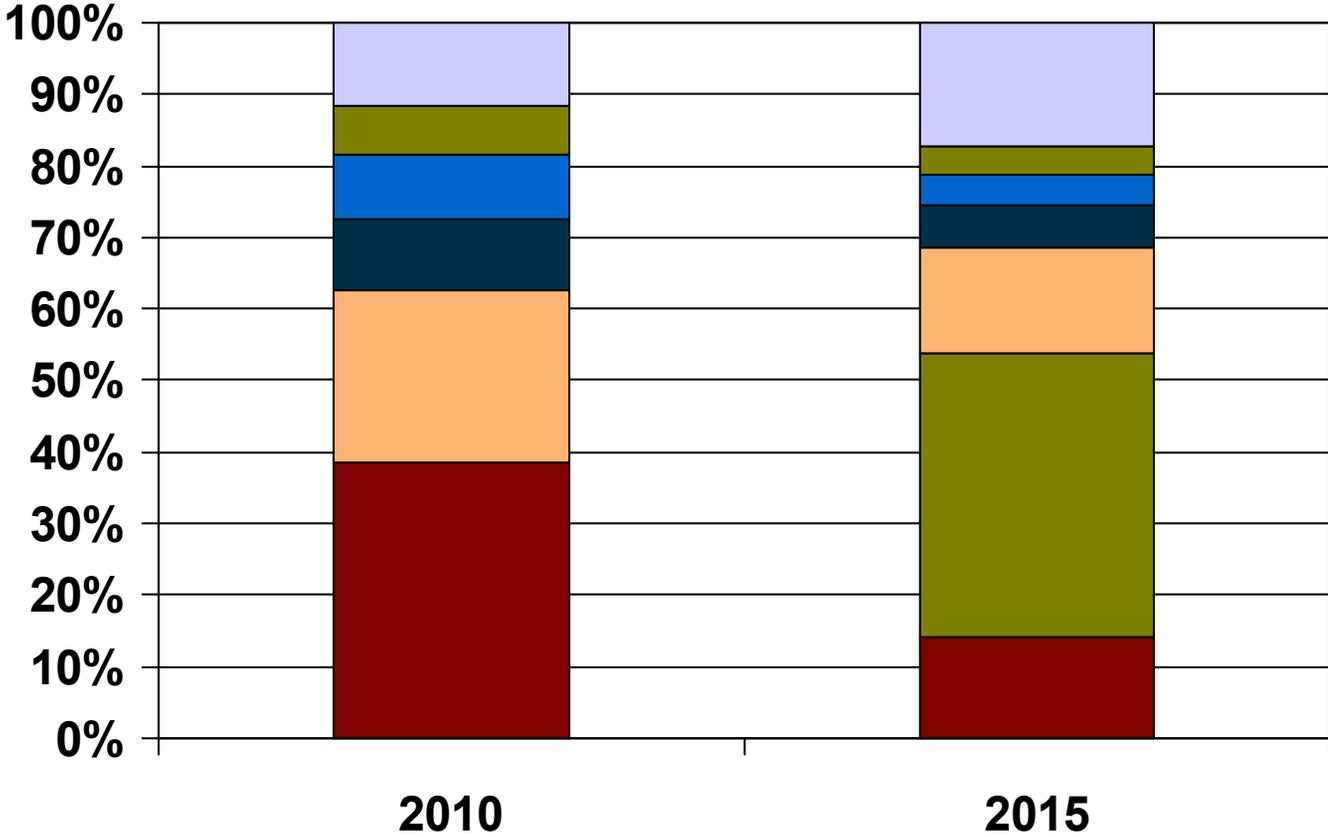
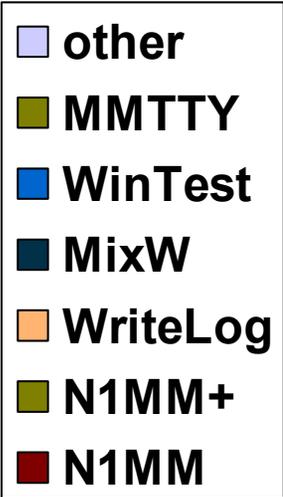


**dedicated
to 10 meters**

The Cynics Say ...

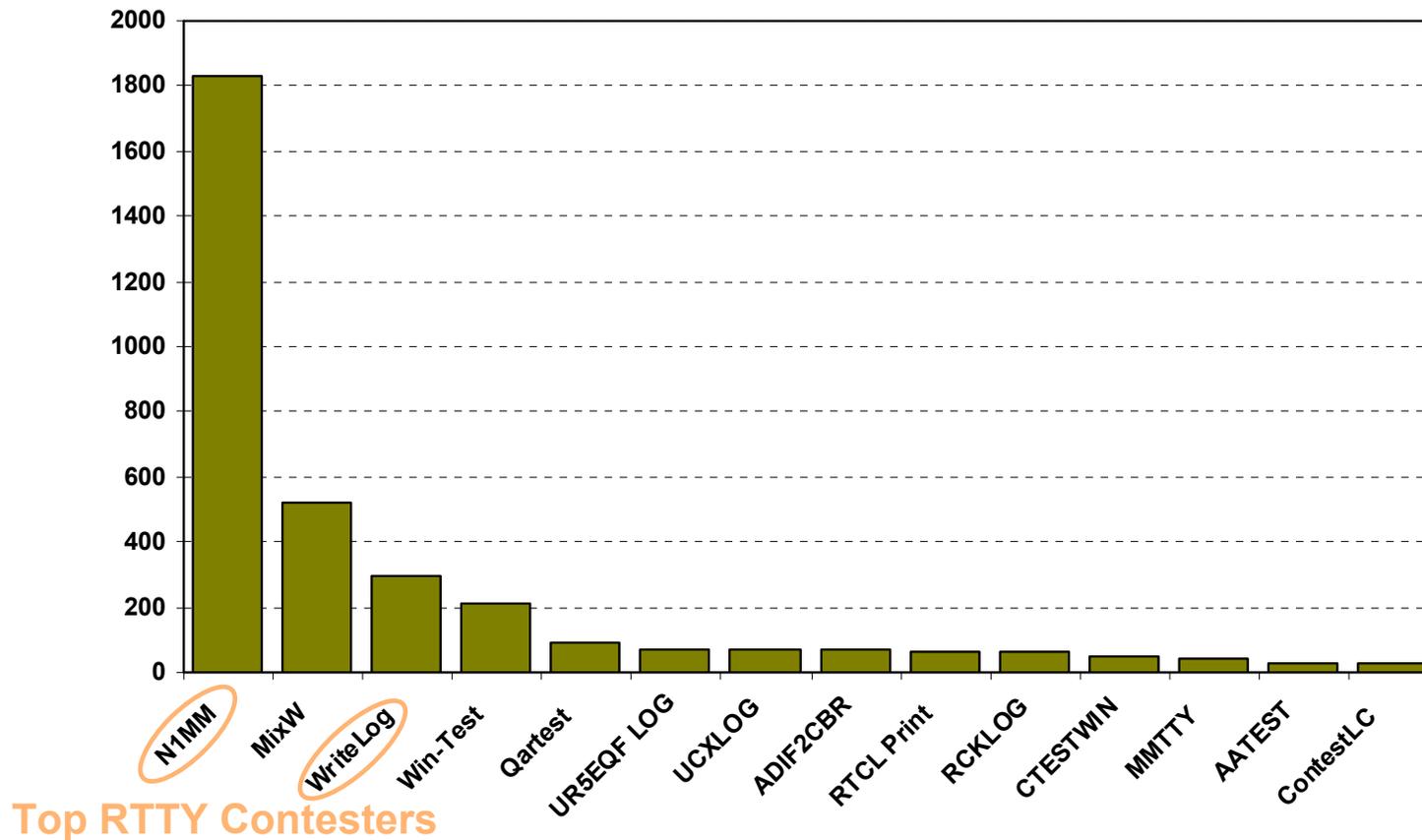
- “The RTTY decoder/encoder does everything.”
however, this ...
 - frees the operator to improve other skills
 - enables many new hams to contest
 - provides mode diversity for contest junkies
- “RTTY is a pain to set up and get working.”
... stay tuned, it's really not that bad!

Logger



2012 CQ WPX RTTY

(3550 submitted logs)



RTTY Contest Loggers

	N1MM	WriteLog	Win-Test
MMTTY	☺	☺	☺
- other decoders	some	☺	none
Call sign acquisition	☺	☺	☺
Contests supported	☺	☺	fewer
Advanced RTTY	☺	☺	none

- *All three are entirely adequate for basic RTTY contesting*
- *Use the logger you are already familiar with for CW & SSB*

RTTY Sub-Bands

- 10 meters: 28080-28100, during contests 28060-28150
- 15 meters: 21080-21100, during contests 21060-21150
- 20 meters: 14080-14100, during contests 14060-14140
 - JA: 14070-14112
- 40 meters: 7025-7050 and 7080-7100, during contests 7025-7100
 - JA: 7025-7045
 - EU: below 7050
- 80 meters: 3580-3600, during contests 3560-3600
 - JA: 3520-3530 and 3599-3612
- 160 meters: No RTTY contesting

Frequencies to Avoid

- Avoid PSK-31 operations near:
 - 28120, 21070, 14070, 7070 and 3580
- Avoid the NCDXF beacons:
 - 21150 and 14100

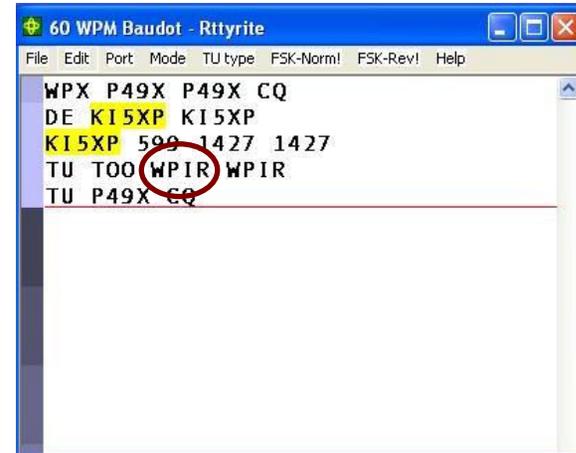
- More details:

www.aa5au.com/gettingstarted/rtty_subbands.htm

Tips

(“All I receive is gibberish!”)

- “Upside-down”
 - Reverse Mark & Space in software
 - LSB vs. USB
- Figures vs. letters
 - TOO=599, WPIR=2084
 - Shift-click to convert, or
 - Look at top two rows
- Mic/Line In, level, muting, tones, flutter



Tips

(“They never answer me!”)

- “Upside-down”
 - FSK polarity switch in radio
 - AFSK mode, LSB vs. USB
- MMTTY AFC & NET
 - AFC & NET are on by default!
(and every time you choose a profile!)
 - Change defaults in USERPARA.INI
- Radio mode, tones, FSK interface,
AFSK: Mic & SC level & speech processor

Tips

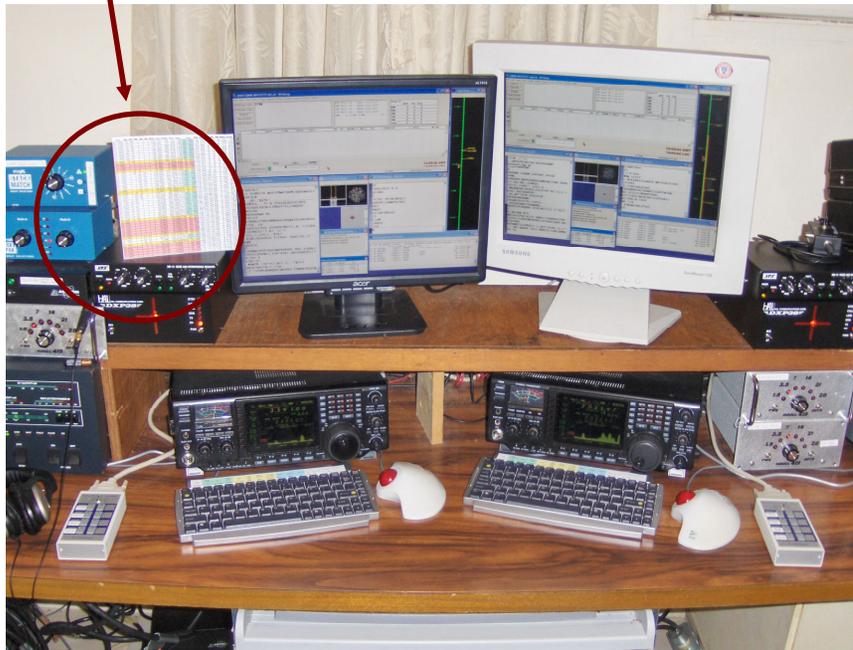
(more tips)

- Transmit when others stand-by
- Add his call at end of exchange in pile-ups
- Recommend RIT, but if you use AFC/NET ...
 - AFC only for running, not S&P
 - Use AFC/NET for S&P (only avail. with AFSK)
- Mode-independent skills, e.g.,
 - Bandmap usage
 - QSO B4
 - Roving mult: “Squat & Shoot” (*Cajun-speak!*)

Ergonomics

(user interface)

hourly targets



- Comfortable heights, reaches, layout
- Right-sized keyboard
 - Fn keys template
 - Marked multi-function short-cut keys
- Trackball
- Bose QC2 phones
 - Minimal volume
 - Stereo

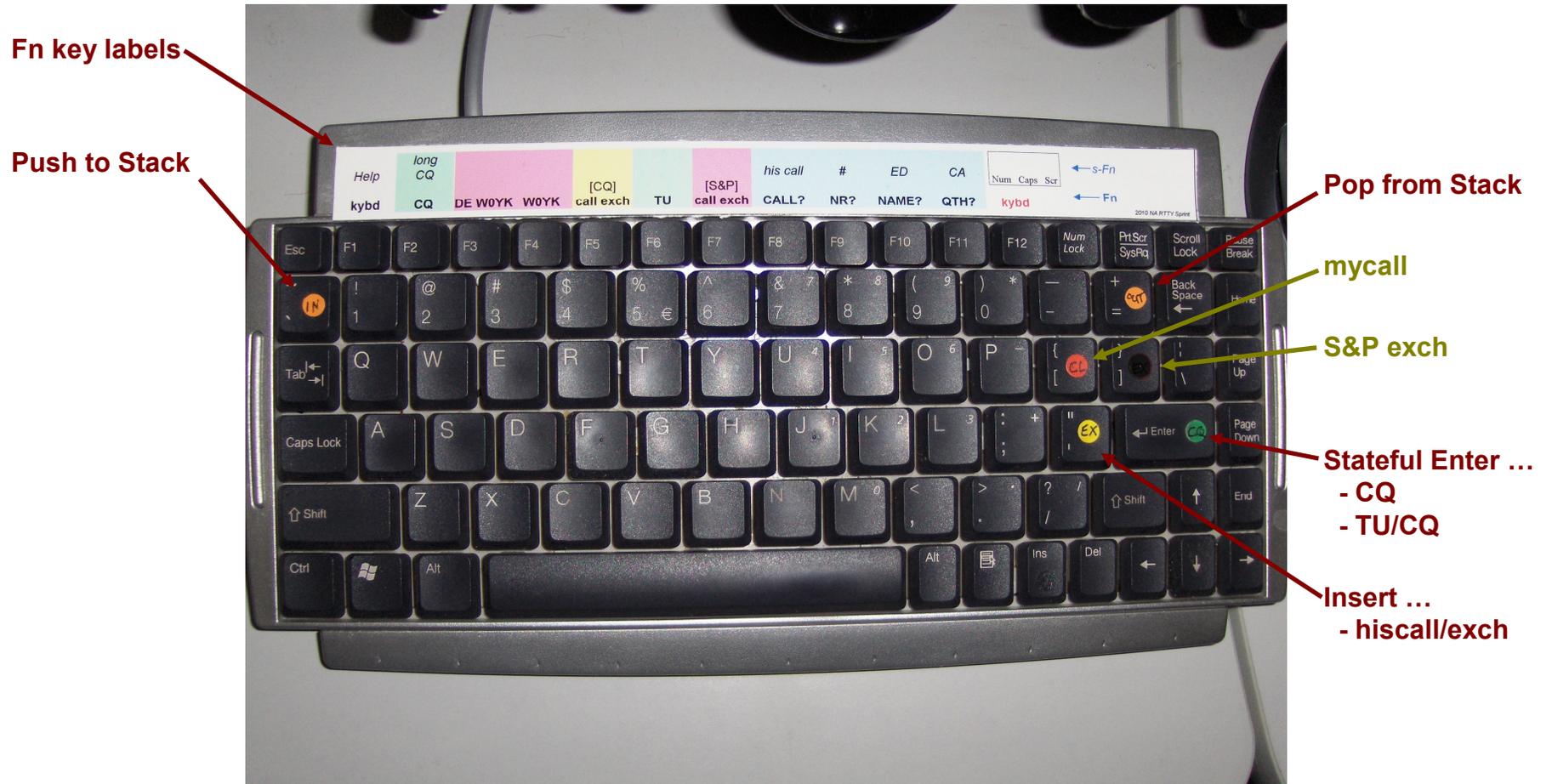
Operating

(keyboard or mouse?)

- Keyboard – minimal typing in RTTY
 - Either:
 - F1, Insert and + ... or,
 - Enter, Insert and Enter (ESM – Enter Sends Message)
 - Mouse click received exchange, if not pre-filled
- Mouse/trackball
 - 100% (N1MM Logger)
 - 80% (WriteLog and Win-Test)

Operating

(keyboard)



Resources

- chem.ch.huji.ac.il/~eugeniik/history/ baudot.html
- www.rttycontesting.com
 - Tutorials and resources (beginner to expert)
 - WriteLog/MMTTY
- rtty@contesting.com
 - Email reflector
 - RTTY contester networking
 - Q&A
- Software web sites
 - mmhamsoft.amateur-radio.ca/ (MMTTY)
 - n1mm.hamdocs.com/tiki-index.php (N1MM Logger)
 - www.writelog.com (WriteLog)
 - www.wintest.com (Win-Test)
- Software Reflectors
 - mmtty@yahoogroups.com (MMTTY)
 - N1MMLogger@yahoogroups.com (N1MM Logger general)
 - N1MMLogger-Digital@yahoogroups.com (N1MM Logger RTTY & PSK)
 - writelog@contesting.com (WriteLog)
 - support@win-test.com (Win-Test)