Week 3 - Session 5
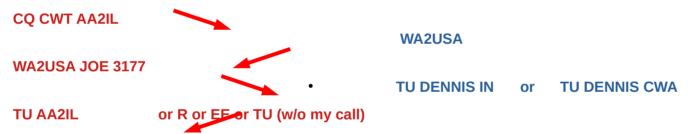
- Go over h/w and on air activities

- This weekend:
  - VT, MN, BC QSO Parties
  - NA Sprint CW

- Tonight:
  - CWT
  - CW Ops
  - Sprint Contests
  - Math drill with cut numbers

CWT Weekly Practice Contest

CW Academy

- Wednesday 1300z and 1900z, Thursday 0300z and 0700z

- Very popular and very fast – "average" speed ~39 wpm

- Exchange: NAME and MEMBER No. or STATE or "CWA"

CQ CWT AA2IL

WA2USA

WA2USA JOE 3177

- TU DENNIS IN   or   TU DENNIS CWA

TU AA2IL   or R or EE or TU (w/o my call)

- Some ops will use every trick possible to shorten the exchange

  - Cut numbers

  - State instead of member number

  - Send exchange at 50+ WPM

- If you are aspiring to become a member of CWops, this is the easiest place to get your call recognized and build up the necessary sponsorship

The CWT is a Unique Beast

- Goals for participants vary

    - Make as many contacts as possible in an hour

    - Sharpen or maintain skills

    - Enjoy QRQ CW

    - Try new equipment, h/w, s/w, techniques ...

- Each session is only an hour and not scored

- Most ops are using Call History

    - Once you get call sign, you've know everything

    - Generally no need to ask for repeats of exchange

- Recommendations

    - CWA Students should NOT use call history

    - Check your copy against the Club Roster or Call History

    - Don't ask for repeats (CWT only)

CWops Membership Requirements

CW Academy

- Club to preserve and promote the art and use of CW

- Demonstrate Proficiency at 25-WPM or higher

  – Easiest way is to make several contacts in the CWTs

  – You can also schedule contacts with current members to gain sponsorship (or call/answer CQ or have a "give-back" QSO or ...)

- 1-Nomination + 3-sponsors

  – Worked you at least twice OTA in the past year

- You don't need to be perfect!

  – Implicit is the understanding that you will continue to improve as you get more involved with the club activities

- Dues: $15/yr or $60 for 5-years or $125 for life

NA Sprint Contests

- Twice a year plus weekly practice sessions on Thursday evenings

- The QSY requirements make these events quite different compared to a typical contest:

    - If you call CQ, you must QSY at least 5-KHz before you can call CQ again

    - If you pounce, you can answer one caller and then you must QSY at least 1-KHz

- The order of the elements in the exchange indicates who is the CQer and who is the pouncer:

    - **CQ NA AA2IL**

    - **N7AUE**

    - **N7AUE AA2IL 123 JOE CA**

    - **AA2IL 456 JIM NV N7AUE**

    - **TU**

    - **W0WL**

    - **W0WL N7AUE 457 JIM NV**

    - **N7AUE 789 JOE WA W0WL**

    - **TU**

- See https://www.kkn.net/n6tr/sprint.html for an in depth look

CW Math Drill

- 1 **plus** 2

- Is 3   R   3 **times** 5

- Is 15   R   15 **div** 3

- ?   15 **div** 3   Is 5   R   5 **minus** 1

- Is 6   NO   5 **minus** 1   Is 4   R   …

- Etc.

- Use ? Or AGN? for repeats and R to confirm answer
  - Try not using "voice" since you can't do that on the air

- Use Cut Numbers this time!

CW Math Ops

- Plus: +   .-.-.   <AR>
- Minus: -   -....-   or   -...- <BT>
- Times: x   -..-
- Div: /   -..-.