

## **Contest Tips**

### *Know Thy Radio*

Be sure you know how to enter all the frequencies on the 2 meter simplex frequencies page of the contest rules.

If your rig has a scan function make sure you can use it to scan all the frequencies on the 2 meter simplex frequencies page of the contest rules.

### *Improve Your Antenna*

Local 2 meter propagation is dependent on the height of both the transmit and receive antenna. Home and Rover stations may want to consider putting an antenna on a portable mast or painters pole. Antennas could be a 2 meter magnetic mount on a pizza pan, a two meter J-Pole like the one shown here <http://www.hamuniverse.com/jpole.html> or a quarter wave ground plane like the one shown here <http://www.hamuniverse.com/2metergp.html>

Use a beam antenna such as a Yagi or Quad.

### *Spotting Networks*

Spotting networks like Dxsummit.fi are used by Contesters and Dxers to share information on stations actively on the air. Know how to enter spots and include a comment when spotting a station like, "MV Test Grid en91oa", to let others know the station spotted is a contest participant and what grid they are in. Know how to filter to see only 2 meter spots (144 MHz) on spotting networks like Dxsummit.fi. Check out the video on our web page on how to spot and filter.

### *Strategy*

When your rate slows searching and pouncing find clear frequency and call CQ and vice versa.

When picking spots to activate, Rover stations may want to use caltopo.com/map.html to find the highest elevations in the grids they chose.

Rover stations can use the Rover Plans pdf to see which grids are likely to be activated when choosing what grids to activate. Since grids are the multiplier the more unique grids you activate the more popular you will be. All Rover stations are encouraged to email their plans to [mvaracentennial@gmail.com](mailto:mvaracentennial@gmail.com) so everyone can see what grids may be activated.

Operate all 3 hours of the contest.

Have Fun!

