# Being DX & Good Operating

# World ham population centers (ie: your audience!)

- North America
- Europe
- Asia (JA)

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- **North/South America**
- US: East, Midwest, West coast
- Central America
- South America

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- **Europe**
- Western EU (G, F, DL, etc)
- Central EU (OK, SP, HA, etc)
- Northern EU (LA, SM OH, etc)
- Southern EU (I, SV, etc)
- Eastern EU (UA6, LZ, YO, etc)

# World ham population centers (ie: your audience!)

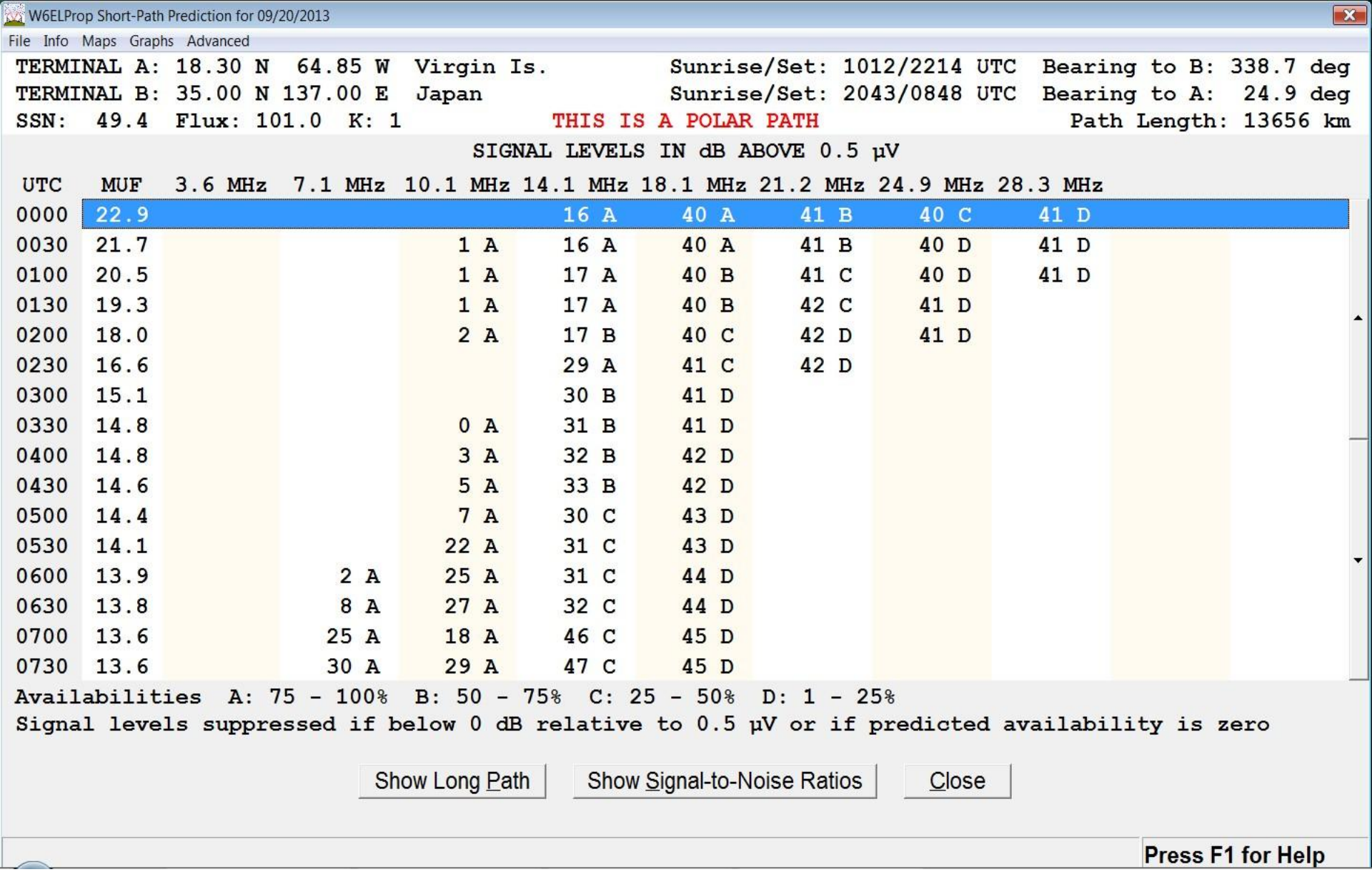
- **Asia**
- Western Asia (HZ, 4J, etc)
- Central Asia (VU, JT, UN, etc)
- East Asia (JA, BY, HL, etc)
- Southern Asia (HS, 9V, YB, etc)

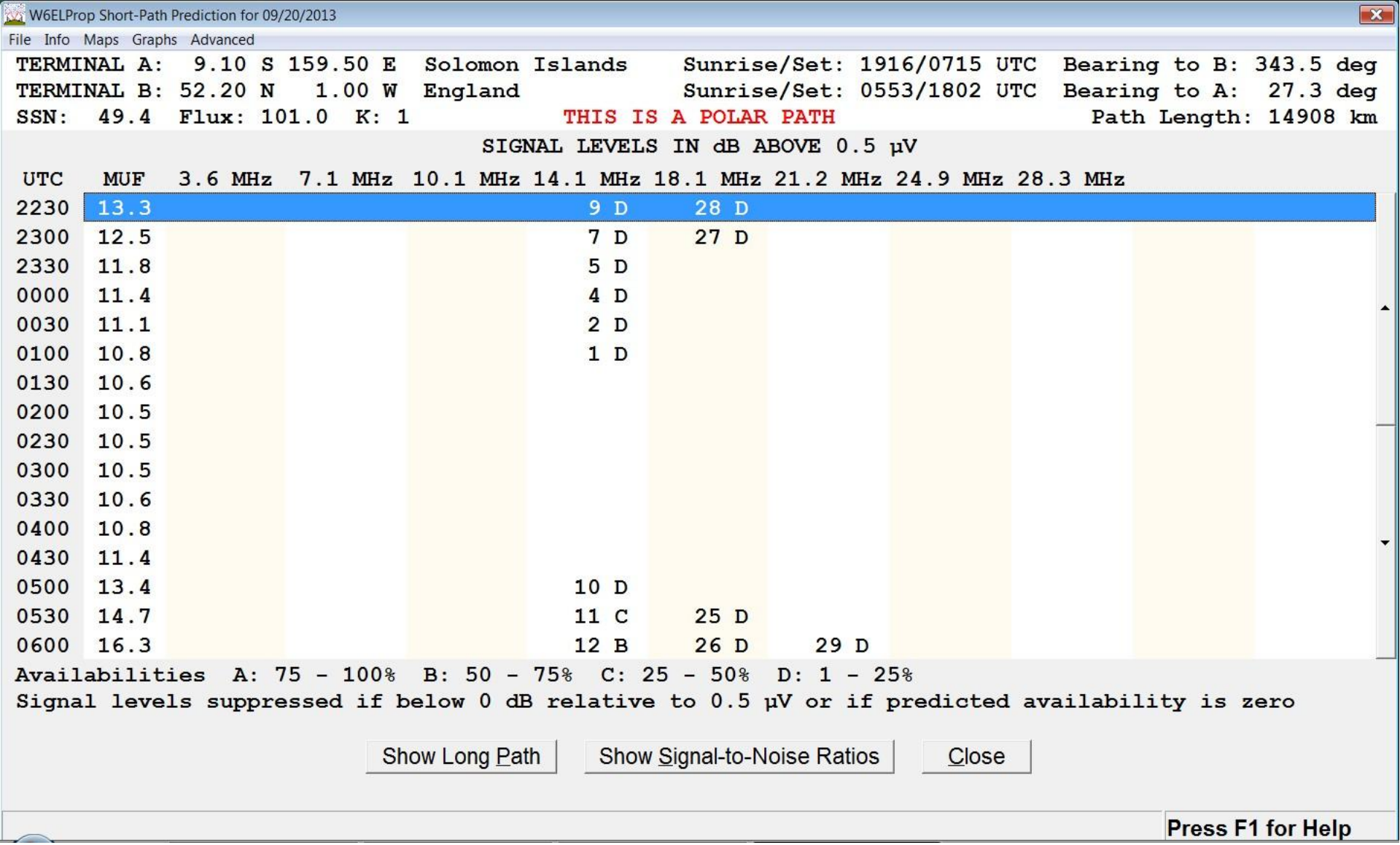
# World ham population centers (ie: your audience!)

- ***The "Forgotten" areas***!
- VK/ZL
- YB
- ZS
- VP8

# The Polar Paths

- These will be the most difficult paths for some of your “audience”
- Where is the antipode to your DX QTH?
- What paths to your DX QTH transverse or are close to the auroral zones?
- How do you determine these?


W6ELProp Short-Path Prediction for 09/20/2013
File Info Maps Graphs Advanced
TERMINAL A: 18.30 N 64.85 W Virgin Is. Sunrise/Set: 1012/2214 UTC Bearing to B: 338.7 deg
TERMINAL B: 35.00 N 137.00 E Japan Sunrise/Set: 2043/0848 UTC Bearing to A: 24.9 deg
SSN: 49.4 Flux: 101.0 K: 1 THIS IS A POLAR PATH Path Length: 13656 km
SIGNAL LEVELS IN dB ABOVE 0.5 µV
UTC MUF 3.6 MHz 7.1 MHz 10.1 MHz 14.1 MHz 18.1 MHz 21.2 MHz 24.9 MHz 28.3 MHz
0000 22.9 16 A 40 A 41 B 40 C 41 D
0030 21.7 1 A 16 A 40 A 41 B 40 D 41 D
0100 20.5 1 A 17 A 40 B 41 C 40 D 41 D
0130 19.3 1 A 17 A 40 B 42 C 41 D
0200 18.0 2 A 17 B 40 C 42 D 41 D
0230 16.6 29 A 41 C 42 D
0300 15.1 30 B 41 D
0330 14.8 0 A 31 B 41 D
0400 14.8 3 A 32 B 42 D
0430 14.6 5 A 33 B 42 D
0500 14.4 7 A 30 C 43 D
0530 14.1 22 A 31 C 43 D
0600 13.9 2 A 25 A 31 C 44 D
0630 13.8 8 A 27 A 32 C 44 D
0700 13.6 25 A 18 A 46 C 45 D
0730 13.6 30 A 29 A 47 C 45 D
Availabilities A: 75 - 100% B: 50 - 75% C: 25 - 50% D: 1 - 25%
Signal levels suppressed if below 0 dB relative to 0.5 µV or if predicted availability is zero
Show Long Path
Show Signal-to-Noise Ratios
Close
Press F1 for Help






# DX'ing from the Black Hole

# How else can Prop predictions help?

- Long path vs Short path
- Which bands can be predicted to be most productive

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- Extensive prop research looked at the two most difficult paths from H44 (EU & NA)
- Total hours of expected propagation w/ these paths were calculated for each band
- Most total hours of expected prop between H44 and EU/NA was on 17m

tu: K6VVA

# Your transmit frequency

- Ideally should be announced in advance
- Avoid established QRGs (ie:  14.220-SSTV)
- Be aware of other DXpeditions
- Use “expected” QRG (ie:  IOTA QRGs)

# Listening QRGs:  work SPLIT!

- If you expect to be “busy”, start w/ split op’n
- CW start up 1-3, then up 1-5 & max up 1-10
- SSB  start up 5, then up 5-10 & max up 5-15.

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- Listen by continents
  "QRZ EU only"
- Listen by continents/numbers
  "QRZ only #3 in JA"

# Pileup Strategies

- Often difficult to listen on one QRG
- Move listening frequency up/down
- Look for “holes” in the pileup
- Listen at random points

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- Then you must let that station know you got his callsign OK
- Resetting the pile-up is a last resort

# “Reset” the pileup

- The station you called isn’t there
- The pile keeps calling, in spite of your requests to “QRX, **only** the K9”
- You lost the “rhythm” of the pile up

# “Reset” the pileup

- On CW, you should have a “CQ” already programmed on an “F” key
- On SSB, call CQ w/ your QSX frequencies
- Your goal is to re-sync your transmitting & their receiving
- In a pileup, **Never** reply to a station you didn’t call

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- Don't take a caller too close to your transmit frequency

# Mob Psychology

- The pile-up can become unruly if:
- You break your own rules
- You can be bullied (“stolen” QSOs)
- They think they are disenfranchised
- They don’t understand your operating style
- You “lose your temperl”

# Sign your callsign often

- You may have an established pile-up but new-comers (w/o internet spots) will not know who you are & QRM your Xmit frequency w/ persistent “??” or similar queries

# Identifying

- Some do it after every QSO
- Some seem to never do it
- However you decide (ideal is at least every minute), always end your QSO w/ instructions:
- “up”, “up 3”, “up 3 EU”  etc

# Dupes

- I work all dupes:
  - It's easier & quicker than arguing
  - I don't know if their first QSO was OK w/ them
  - Makes the pile-up more comfortable

# Maintain a Rhythm

- Avoid long periods of silence (who's the JA1?)
- Puts everyone at ease
- Make them think they could be the next QSO
- Keeps callers in synch w/ your operating

# CW Speed

- Too fast can slow your QSO rate
- Slower speed w/ weak sigs/QSB
- Slow down towards end of DXpedition

# Confirm corrected Call Signs

- You responded to KE9E but Jerry/KE9I corrected his callsign-how do you respond?
- “KE9I  R TU  UP”
- **Not**:  “R TU  UP”
- You **must** let the caller know you “fixed” his callsign in your log

# Keep your audience informed

- **Tell them when you:**
- need to  fill the generator
- need to take a break (how long?)
- need to nap (when QRV again?)
- are changing bands/modes
- explain changes in your rhythm
  (ie:  high QRN, wind/rain, etc)

# Working “tail-enders”

- Very hard to do correctly
- I don’t usually work “tail-enders” because:

  If I do, many stations who don’t know the technique will call over my next QSOs & just cause QRM

from our website:

# “Best Practices for DXpedition Operating”

Summary of our goals:

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# Questions?

# Reference: URLs

Link to W6ELprop: http://k9la.us/html/tutorials.html

http://www.dxuniversity.com/showpage.php?id=20&title=Best_Practices_for_DXpedition_Operating

http://www.dxuniversity.com/showpage.php?id=10&title=How_We_Will_Operate

http://www.dxuniversity.com/showpage.php?id=24&title=How_to_Work_Us

http://www.dxuniversity.com/showpage.php?id=31&title=DXPeditioning_Basics_2013



## *DX'ing from the Black Hole*



## *DX'ing from the Black Hole*