

THE BLACK HOLE



ARRL SS Unlimited Team Champs 2000, 2001, 2002

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VHF Results

By Kevin Kaufold, W9GKA

The QST article on June is now available on-line. For the 2nd year in a row, SMC won the unlimited gavel! Congratulations and a tremendous thank you to one and all. At 71 logs, we were almost double the next club on logs. Our "antz" philosophy from HF contesting is certainly carrying over to our activities on VHF. No other club has ever made the unlimited in June, but we have now done it twice. What a great club we have, on both HF and VHF.

The score data base usually shows up a little later than the QST on-line article, as well as the side bars. So, we do not yet know all of the individual scores. But the top scores were listed in the QST article. Congrats to Bob, K2DRH, who once again won the nation in the SOLP, and by impressive margins. Jerry, WB9Z, placed 9th in the nation in the SOHP. K9AKS was 2nd in the nation in the SO-portable / QRP. K9CT and K9EA were 2nd and 4th in the central region (bigger than the central division) in the SOHP. N9TF and NG9R were 3rd and 4th in the Central Region in the Multi-Limited; N9UHF won the central region. WB8BZK and K9ITL were 3rd and 4th in the central region in the rover-classic, while K9ZF and K9JK were 1st and 3rd in the central region in the rover-limited;.

These results would also mean that K2DRH, WB9Z, K9AKS, N9UHF, K9ZF all won their classes in the central division. What a showing throughout the Central part of the country and into the top spots in the nation!

The QST article said this year's log count was the highest since 2000. Actually, I believe 1075 logs this year was the highest count of all time for June, and my record-keeping goes all the way back to 1948. The logs from our one club amounted to 6.6% of all logs submitted in this year, contest. Now that's truly impressive. We should be especially proud of our accomplishments in this contest.

Now, let's carry this enthusiasm into the weekend's CW Sweeptakes. We should be holding our own on log counts this year, but only if everyone gets out and make an effort in one or both of the sweeps weekends. What are your plans????

I should have a log roster for the CW weekend by Wednesday or Thursday. Please send me any info you have.

SS 2008 Log Deadlines

CW logs: December 3, 2008
Phone logs: December 17, 2008

<http://www.arrl.org/contests/rules/2008/novss.html>

The Black Hole



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Membership in **The Society of Midwest Contesters** is open to all persons with a bona-fied interest in amateur radio contesting. The club doesn't collect annual dues, but instead funds everything through member donations. For more information contact one of the following officers:

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SMC Needs Your Financial Support

As one of the top contest clubs in the nation, we continue to sponsor plaques for a number of major contests including Sweepstakes, ARRL DX, CQWW, and CQWPX, as well as make monetary donations in the interest of promoting radio sporting.

A few years ago, we decided to eliminate formal dues of \$10 per year, and instead, maintain funds through member donations. We encourage all members to consider making an annual donation to the club. Your generous donations allow us to continue to expand our support of radio sporting.

You can make your donation two ways:

1. Send a check, money order, or cash to:

Zig Markowski - KM9M
50 E. Eureka Drive
Lemont, IL 60439-3970

2. Use Paypal and email your donation to donation@w9smc.com.

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To get your SMC stuff, see the last page of the newsletter or visit the SMC website, <http://www.w9smc.com/merchandise.htm>



Badges

Order Today!



Shirts

Twas the Night Before SS

By NSIE

Twas the night before Sweep Stakes and all through the bands, not a signal was Q'ing, not even VE-land.

The dipole was hung by oak trees with care, In hopes that all 80 would hear me out there.

The rigs were all ready their LED's glowed red, While visions of plaques and awards ran through my head.

And my Elmer in the kitchen, and I in my FISTS shirt, Had just finished arguing who would come in first.

When out in the yard the arose such a clatter, we sprang from the table to see what was the matter.

Away to screen door I ran like a flash, Caught the stove corner and my leg got a gash.

The sparks of the power lines and the new fallen dipole, Gave the luster of mid-day as we both said "Oh no".

When what to our wondering eyes should we see, The body of a dead squirrel at the base of the tree.

With little time left we had to act quick, I knew right then we needed our friend Nick.

More rapid that code we called and he came, He brought over his buddies and yelled out there names.

"Now Bubba! Now Fred! get the rope and start swaying, Come on John! stop that Ralph, put down that squirrel and stop playing!

To the top of the trees! tie them ropes well,"

Bubba broke wind, and Fred nearly fell!

As dry leaves crackle and cold winds fly, When they meet with an obstacle, obscenities flew, So up to the trees and the roof the cursers ran quick, With a hand full of tools, except for Nick.

And then in a twinkling, I heard on the roof The slipping and scraping of shingles that was loose.

As I covered my mouth, and was turning around, Down the chimney came

Nick with a thud to the ground.

He was covered in leaves from his head to his foot, His clothes were all ripped and smeared with soot.

He landed on his back, just missed the front stoop, But he managed to land right in my dogs poop.

His eyes glassed over, his expression not merry, His cheeks were like roses, in his nose was stuck a berry!

His mouth was drawn up as tight as a bow, Then he spit out two teeth right in the snow.

The stump of his cigar he had in his teeth, Was now lodged in hair and smoked like a wreath.

He brushed it out; it fell to his round belly, As he cussed it shook like a bowl full of jelly.

He was a sight like a plump jolly elf,

And I laughed as I saw him in spite of myself.

A twitch of his and a twist of his head, He gave me a look I knew I would dread.

He spoke not a word and went back to work, He got the dipole up and muttered "there you jerk".

Laying his fingers aside his sore nose, He told me I owed him some new close.

He sprang to his pickup and gave his team a whistle, And away they flew down the driveway like the down of a this-tle.

But I heard him exclaim as his tires squealed like a pig, "Good luck tomorrow, and I left the squirrel on your rig"!



Psychological Contesting

by Steve Dubberstein, K9WO (Originally ran in Mar/Apr 89)

"So, you gonna do the contest? Gonna put in a full effort?" Yes, the contest actually begins before the clock rolls over and the KW's kick in. I'm talking about those pre-contest mind games that go on to try to "psych" your opponent out. Now admit it, we all do it to a certain degree.

But before discussing the proper methods of psychological contesting, we need to profile the master. I'm speaking of our own beloved ARRL Central Division Vice Director, Howie Huntington, K9KM.

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Sweepstakes Strategies...

A compilation of ideas, tips, and techniques

by Charlie Ocker, N9CO

This document is a crude first attempt at sharing some of the best Sweepstakes operating practices that have worked for SMCers. It started, quite simply enough, at a SMC gathering in late summer, when I asked the assembled group whether or not a Sweepstakes "Cookbook" would be useful. The overwhelming response was positive. Since I presented the question, it was only fitting that I "volunteer" to put this thing together. A query on the SMC reflector brought forth a few responses. Not as many as I'd like, but it is a start.

I'd really like to see this document be modified and updated as needed. It's success and usefulness ultimately depends upon you. I welcome any and all input to further this effort along.

Sweepstakes, to many of us, is a very special contest. For me personally, it has always been one of my favorites, especially the CW event. It remains the premier domestic contest. It's long and complicated exchange (some might add boring...) brings forth the best in copying ability, especially true now in the age of extensive log cross checking. Sweepstakes doesn't require a major station to be effective. Low, simple, and cheap antennas often will perform as well as or in some cases better than the "big stuff". There are multiple categories to compete in, QRP, low, and high power. There's even a Single Op Assisted category for those who just can't seem to operate without the Packet Cluster running. But you already knew this, right?

My initial focus in this document is directed to those who want to get on and "help the club" win another Sweepstakes gavel. It may be helpful to those of you who have dabbled in SS before, but not too seriously. It may even be informative to those who gave it a good effort, but fell short of your goals (who hasn't??). For those who "have it down to a science", maybe this document will spur you on to offer some suggestions/tips/etc. of your own.

One of the first things that a prospective SS'er needs to do is to access his or her level of participation. Do you want to go all out or part time? Are you new to the SS or are you an old pro at it? What do you want to achieve? These are all questions that each of us has to answer. The more serious you are about operating SS, the more you have to prepare for it.

This is not to say that everyone has to "go the distance" in this contest, quite the opposite. Serious SS participation takes a major commitment in time that not everyone has. One can have a heck of a lot of fun and contribute some valuable points to the Club's effort with only a modest level of activity.

The math is pretty easy... QSOs x 2 x number of mults. If you were to make only 300 QSOs and, say, 70 mults, that's 40k points for the Club. With around 200 members, if everyone did *only* this.... that's nearly 8 million points, per mode, or 16 million points combined – which in itself is a new record! 300 QSOs can be made quite easily in a part time effort. Obviously there are those who will score much higher than 40k points, so that will increase our club total dramatically.

I've always viewed SS as being two contests, with identical formats, run one after the other. The first "contest" is the first 12 hours, the second being the next 18 hours. Somewhere in the second "contest" I have to take 6 hours of off time. The first 12 hours of SS will be the best, rate wise. Very rarely will you see rate the second 12 hours that are better or even match the rate of the first 12. One can even take this a bit further and split the first 12 hours of SS into 6 hour segments. Indeed, it has been said before (by K5ZD in NCJ about 10 years ago, I believe) that "any QSOs lost in the first 6 hours can never be made up".

Analyzing some past SS logs of mine has revealed some truth to these statements. Approximately 60% of the total QSOs were made in the first 12 hours, and approximately 35% of the total QSOs were made in the first 6 hours. Perhaps you would have some different percentages, but I'll bet that these are close. A couple of these logs are from multi-ops; the others are single op, 1 radio.

One of the most important strategy issues that you will make is which band you will start out on. Make the wrong choice, and you will lose valuable time and Q's trying to find the "right" band. Many ops that responded to my initial query choose to start on the highest band that is open. At this point in the sunspot cycle (2000), that's more than likely to be 10 meters. Be careful, though. The highest band open may not be the best choice. Like all decisions of strategy, it just "depends". Depends on your antennas. Do you have a single tribander? If so, how high is it? 70' or more is probably too high for 10m in a domestic contest to have a "commanding" signal. It may even be too high for 15. Here is where a low tribander (or monobander) comes in very handy. Even with the low antenna, it depends. Depends upon propagation. On 10m, at 2100z, W6 should be very strong. But if the 6's are working 2's and you can't seem to get anything going, then 10m is not the place to be. The band is long. Herein the Black Hole, for a domestic contest, we want 10m to be short! In fact, we want all the bands to be short! I made this very mistake last year. After adding 30' of tower, my TH6 is at 85' instead of 55'. I started off on 10m, following the "highest band open" strategy. I couldn't get anything going, and spent way too much time there trying. With my station, I would have been better off starting out on 15 or

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20. In fact, once I did make it down to 20, my QSO rates increased noticeably.

Another strategy question concerns running vs. search and pounce in the first few hours. Opinions here vary. Much of this will be dictated by your station and your skills as an operator. Personally, I've always had better rates running than S&P'ing, but this is not to say that very good rates can't be had by S&P'ing. I tend to run because I am better at running than S&P'ing. With a modest antenna and a kW, you should be able to run anytime you want in the first 10 hours of SS and achieve good rates.

Knowing when to QSY is very important in SS, especially if you have only 1 rig.

You must always be aware of the band changes, and have a sense of where the crowd is, and where they are going. This can be a tough real-time decision. Your first indication will be that your rate is falling off. Is your rate dropping because the band is changing, because the other stations are QSYing, or is it because you aren't doing something right? Before I leave a band, I usually will leave my run frequency and do a bit of search and pounce. If the band feels "light", then I'll change bands. If, however, there is still good activity, then I'll change my run frequency and try it again for a while. Here again, what you do depends upon many other factors.

At this point, I want to simply share some of the email responses that I have gotten. I could go on about this subject for quite a bit more, but frankly, I am running out of time to get this done. I'd rather get something out that is not quite ready than to not get it out at all. So, without further babbling on my part, here are a few tips from some of the best....

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Added in 2005

During many years of operating in ARRL SS contests (more on CW than phone), I have only used packet radio one time to help in looking for SS multipliers. (I think that was the first year of the SMC "blitz" when the first SMC club victory happened.) I have made "clean sweeps" many times in SS contests in past years via tuning the bands, using S&P. Here is the tip . . .

For many years I have kept a history of the more-rare ARRL / RAC sections worked from my logs of past SS contests. After every contest, I generate a string-data-file from my computerized log and import the data into an EXCEL spreadsheet file. I then sort the data in various ways. (I do this for all contests worked.)

For SS multipliers history, I sort the EXCEL data file by section, band, date / UTC, and call. After sorting the file, I remove the "common" sections -- leaving just the more-rare

ones. For the SS contests, each year I add new data to the sections-worked history file. I then keep a printed version of the cumulative file, by the operating position, for reference during the SS contest. As the contest progresses, I consult the printed report to determine where to look for higher probabilities of finding needed sections -- by band, UTC, and call sign. In the past, this technique has worked well for use in both single-op and multi-op SS activities.

Gary, K9MMS

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I was taught to start off on the highest band that's open, which is usually 15. I personally have never had great rate CQing on 10 or 15 from the Midwest, it typically around 70, which is good, but not great. S&P'ing might be a good thing to do for the first hour or two. Some good rates can be had S&P'ing. In fact, I just might end up doing that if CQing doesn't give me the kind of rate that I'm looking for.

Our strong bands here are 40 and 80. I always spend most of my time CQing on those bands starting on 40 an hour or so before sunset, maybe earlier, maybe later. It all depends on how conditions are. 20 is good, but we can't get any big rates going on that band like we can on 40 and 80, so if you're going to CQ, I'd suggest to concentrate on those bands. S&P'ing is good on all bands, but I think you will have better luck S&P'ing on the high bands and CQing on the low bands.

In 1996 or 97, I had 950 Qs on 80 meters alone in SSB.

If you're going to operate all 24 hours, then definitely take your off time on the second day. Stay in the chair for the first 12 hours -- no question about it. The rate on day 2 is never as good as it is the first day. Any rate above 70 is pretty good on day 1 and you generally get rate well below that on the second day.

Believe it or not, probably the best SS antenna that you can have is a simple 40m dipole at 35'. If you don't have one, and you can put one up, I'd highly suggest it!

The bottom line in this contest is to just work 'em and work 'em as fast as you can.

Paul, K9PG

=====

First off time is generally about 2-3AM local. I try to keep my butt in the chair until then-maybe just 1 short (5 min) break to snack, make coffee and go potty. The rates start to drop off then. Most of the casual ops are in bed (Midnight in W6) and you've worked most of the hard-core ops already.

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Start on the band most likely to yield high rates. This is a rate contest. If you work more than a few hours, you will work most of the mults. This means 20 or 40. I usually stay on that band 3-4 hours. With low spots, start n 20. It will die with sunset 2-3 hours into the test. With hi spots 20 will be open all night, so I may start on 40.

I move when the rate begins to drop. With high power I expect rates 80-90. Low power 70-80, and QRP 50 or so initially. I am aggressive when I do SS QRP. I call CQ at least 50% of the time.

I expect to make about 60% of my QSOs the first 12 hours. This means about 600-650 hi power, 450-550 low power, and 350-400 QRP. 5. The rates will slow the second 12 hours. I sleep about 4 hours. I get back on about 7 AM local. This is 8 AM eastern time. A lot of casual ops will be on Sunday morning and afternoon. You can expect reasonable rates until late in the afternoon, particularly CQing. You will probably have a spurt early Sunday AM as you pick up casual ops on before church, chores and football on the tube. The rate will slow drastically after dark Sunday, probably half or less than your initial rate. A second radio would be handy here to S & P on another band. 6. A lot of the mults are luck unless you use packet. I generally find the Caribbean mults on 15 in the afternoon or 40 in the late evening. VY1JA generally finds me on 40 or 20 - he has called me nearly every time I've worked him - he doesn't like pileups, so he does a lot of S & P. I think everyone has their personal nemeses for missed mults. Mine are VE4 and VE1 in spite of the fact these sections are usually fairly active. One year I missed SJV!!! I don't seem to have trouble with VY1, KP2, and KP4.

I've won the WI section Hi power, Lo Power and QRP, and the Central Division QRP. The key to scoring well in this contest is to keep your butt in the chair (#1), be accurate (I won WI Hi power last fall AFTER the log checking - my error rate was 2.0%, which is fairly low), and keep a signal on the air - even QRP - see above. In general you will have much better rates CQing than S & P. I generally start to S&P when my rate drops. I'll S&P until I find a new good place to CQ. You can make good rates S & P early in the test when all the big guns are CQing, and later on Sunday when many new ops are on - the guys who had to work Saturday, etc., and they CQ to make rate.

Good luck

Jim WI9WI

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Yea, there are tons of things about SS! Whether I can come up with them coherently is another thing!

(Continued from page 3)

for years I have attended the NIDXA suites in September, only to listen to Howie talk about "Howie he is too old to do another SS" or "how his kid has a soccer game that day.", or how old his Drakes and heath KW's are. Then he would get on in November and whip my butt. Well, I am afraid I have him figured out now.

As an example, I list here common K9KM pre-SS psych out statements, and their translations. Please note this knowledge came after years of first hand experience:

Howie: "I'm getting too old for SS. You young guys don't fall asleep on Sunday. I just can't do this any more."

Translation: *I have much more experience than you. I have never fallen asleep on Sunday and never will. And I'm gonna whoop your ass.*

Howie: "I haven't turned my Drakes on for months. I thing my Heathkit amps have soft tubes. My rotor won't turn any more. I can't do SS, no way."

Translation: *The Drakes are ready. The amps are ready. I just put up a low dipole on 40 for working 8's and 9's. And I'm gonna whoop your ass.*

Howie: "My neighbors are gonna complain about TVI. I gotta go watch my kid play soccer. I can't operate during the Bears game."

Translation: *I get along great with my neighbors. They know every November to expect one weekend of TVI. My wife will watch my son play soccer. to hell with the Bears. And I'm gonna whoop your ass.*

Howie, when asked if he uses two radios simultaneously in SS: "No, I just keep one on 40 and switch bands with the other one. You gotta have a backup when you use C-lines."

Translation: *Of course I use two radios at the same time you dummy. Boy am I gonna whoop your ass.*

Now Howie, being the master, will never admit the above is true. Otherwise, he would lose his status as the master.

What do YOU need to do to become a "Psychological Big Gun?" Well, you first have to be a reasonable tester. Next, establish a "Honest, good guy" reputation. Try to develop an innocent face, especially when talking to other testers. After acquiring these skills, follow the example of the master.

Be aware, you must also use these skills during the contest. This is especially important on phone, when you

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run into your competition and he asks that inevitable question, "How's it going?" Here are the rules to obey when this happens:

1. ALWAYS get his score first.
2. Evaluate his score. Is it real? Is he honest? Does he know the tricks of Psychological Contesting?
3. Give him your score, after adjustment for maximum psychological damage. This is a learned skill.

There was a guy at my college station whose idea of fun was to listen around in SS about 8 hours into the contest, find the highest serial number, add 50, and start from there. Damaging to say the least.

Then there are the post-contest brain games. The most popular here is jockeying for position so you don't have to give your score first. The next is how much "Estimation" you can make to change your score in a desired direction. Post-contest Psychological contesting consists of upgrading or downgrading your score, depending on the effect you wish to have on your opponent. Thus the name "Liar's Net" for those post contest gatherings on 3830.

Please note that Psychological Contesting does not include altering your logs, fudging off times, using illegal power, or any other "Post-contest log modifications." That's called cheating.

the best Psychological Contesters are those you never know are doing it. Are you one of these types? Do you desire to be? If so, please stay away from me for at least a month before every contest, because the best defense against those psychological masters is "Trust no competitor before, during, or after the event."



Low Power Strategy

by Dan, N9XX

Not every Midwest Contester has a "contest-class" station at their disposal. Many of us are rather station-challenged: we may not have a second radio, a directional antenna, a tower, or even tall trees from which to string wires. Lack of an amplifier or RFI issues may force us to run with a lower power. Kids, spouses, work and other elements of Real Life sometimes take precedence over our hobbies. Guest-operating at a better equipped station may not be an option due to family or work demands.

The ARRL Sweepstakes is a contest where a contester with a relatively disadvantaged station can run up a pretty good score just by making the effort to put in 18 to 24 hours. SMC really needs your points, and even with a modest station, you maximize your contribution by choosing your on/off times with a little care. Even a 24 hour operation really isn't as grueling as it sounds, especially in SS. You have to take at least six hours off somewhere, in 30-minute or greater blocks, but when?

Common wisdom suggests starting with the pack at 2100 and keep plugging away with whatever methods work best for you, then take your six hours of off-time around midnight local. Get a good night's sleep, and come back refreshed in the morning. This generally works out well for those who can benefit most from the traditional high-rate periods at the start of the contest. But in the early going, the disadvantaged participant may find themselves bumping up against heavy QRM, deep pileups, with few holes to launch any kind of a run - the rate tends to suffer in those initial hours.

A popular strategy is to open on a less crowded band. Perhaps you started on 15 or 20 in the past; consider 40 - you'll find lots of fellow SMCers in the early hours. An alternative and quite contrarian approach that I have used with good success in the past is to actually take the first two or three hours as off-time, starting the contest after everyone else has had a running start. Then, work the contest as late as you can, especially if you can stay up past-midnight on 80 meters to work the thinning herd. You may find yourself working some very nice high-rate run periods during those wee hours. If you can get by on a little sleep, take another three or four hours here to refresh yourself, and then try to work the rest of the contest for as long as you can.

Which strategy you choose may depend on band conditions at the time of the contest. Take some time in the hour before 2100 Saturday, or perhaps 24 hours ahead of when you plan to start, to study conditions on all open bands. Put your emphasis on the bands where you think can stake out a decent run spot - you'll generally have a better rate in SS by running than searching/pouncing.

And don't sweat the multipliers. It's nice to try to get a sweep, but don't spend large amounts of time trying to break through a nasty pileup on that VY1 or KL7. If you stake out a nice clear run frequency on 40m late in the evening when the band has gone a little long, you may just find yourself on the receiving end of a call from one of those sometimes rare mults.

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Hmm.

From the Black Hole too...

40 Meters rules. It is the A Number One Band for the SMC. If you have another radio and no sophisticated switching, you could do no wrong by simply leaving that rig on 40 all the time. Always watch 40. If the propagation stays short through the night that is where you should be with only brief forays to 80. When I say short, I mean working E - W8s, 3s, and the rest of the East Coast. If you can't work Philadelphia you should be on 80. 15 never has been good for SS from the Black Hole. There are too few guys here in SS that are workable in our normal skip range. 20 is always better. That being said, a second radio can be used well for 15 S&P and the occasional CQ. Keep in mind that the second radio (which may be only on 40 with that 40 m dipole) can be used here as well with no antenna changes. The 40M antenna will work fine.

The use of two radios is both important and fun in SS nowadays. I am bored stiff without it. It doesn't take much but is worth a whole lot. Searching for the final mult or two is the challenge of SS. Try to know ahead of time where and when to look for the VE8/VY1 and KL7, and the Caribbean. Then use the second radio to find them. I don't recommend stopping the CQ freq to go look for one of these mults.

QRP and low power guys can be very successful CQing, especially on 40 during the day. I am constantly looking for those guys on the second radio. The key is to CQ someplace where they can be heard. That means NOT on 20 during the start or 40 at 6 PM when the whole country is there.

How's that for a start?

Dave, NN1N



ILLINOIS ALL-TIME HIGH SWEEPSTAKES SCORES

COMPILED BY WE9V

CW					SSB						
CALL	SCORE	Q's	Mults	Year	Operator	CALL	SCORE	Q's	Mults	Year	Operator
SINGLE OPERATOR - QRP					SINGLE OPERATOR - QRP						
K9ZO	95,000	625	76	92		K9ZO	117,040	760	77	91	
K9OM	95,000	625	76	97		K09A	114,550	725	79	02	@K9RS
K9OM	93,328	614	76	96		KX9X	100,330	635	79	99	
K9ZO	90,090	585	77	03		KX9X	85,280	533	80	02	
K9OM	85,800	572	75	99		KX9X	81,844	518	79	97	
K9JU	81,614	559	73	90		KX9X	80,783	511	79	98	
K9OM	77,088	528	73	98		KF9PL	76,350	509	75	95	
WO9S	75,614	491	77	05		K9ZO	67,640	445	76	03	
K9JU	74,606	511	73	89		KF9PL	67,340	455	74	94	
K9JU	74,148	501	74	91		K9ZO	61,304	388	74	91	
SINGLE OPERATOR - LOW POWER					SINGLE OPERATOR - LOW POWER						
AG9A	180,000	1125	80	02		AG9A	230,538	1497	77	91	
K9TR	156,262	989	79	97		KK9A	216,528	1388	78	96	
K4XU	155,344	1022	76	93		KK9A	215,040	1344	80	00	
K4XU	151,950	1013	75	90		KK9A	212,036	1342	79	97	
K4XU	151,382	983	77	92		KK9A	203,040	1269	80	04	
K9ZO	149,468	946	79	02		K4XU	198,044	1288	77	93	
K9ZO	148,160	926	80	01		KK9A	185,952	1192	78	03	
N4OGW	147,260	995	74	94		K4XU	176,776	1163	76	94	
K9UIY	145,920	912	80	02	@WB9Z	KK9A	174,590	1105	79	99	
WX9U	145,760	911	80	00		K9ZO	172,000	1075	80	02	
SINGLE OPERATOR - HIGH POWER					SINGLE OPERATOR - HIGH POWER						
K9FD	209,440	1360	77	93	WX3N	WB9Z	276,000	1725	80	04	
K9DX	189,916	1202	79	97		AG9A	273,072	1773	77	90	
K9DX	186,720	1167	80	02		WB9Z	256,640	1604	80	02	
K9DX	182,560	1141	80	01		WB9Z	254,880	1593	80	03	
K9DX	182,016	1152	79	03		WB9Z	254,400	1590	80	07	
AG9A	176,022	1143	77	91		WB9Z	248,160	1551	80	01	
K9DX	173,440	1084	80	04		K9BGL	246,638	1561	79	97	
K9BGL	170,560	1066	80	02		K9XD	243,040	1519	80	00	K9PG
K9XD	169,760	1061	80	00		WB9TIY	241,318	1567	77	90	
K9DX	169,376	1072	79	00		K9CT	238,800	1592	75	78	
SINGLE OPERATOR - UNLIMITED					SINGLE OPERATOR - UNLIMITED						
N9CO	172,640	1079	80	07		K9CT	237,120	1482	80	07	
K9CT	160,640	1004	80	07		N2BJ	228,960	1431	80	01	
K9MOT	156,160	976	80	01	N9EP	N2BJ	225,380	1408	80	03	
K9NR	152,960	956	80	02		N2BJ	216,960	1356	80	02	
K9NR	152,800	955	80	01		NA9D	215,360	1346	80	02	
KI9A	150,240	939	80	02		N2BJ	209,760	1311	80	04	
K9MOT	149,760	960	78	02	N9EP	K9LU	208,640	1304	80	01	
K9NR	146,560	916	80	06		WA9TPQ	207,200	1295	80	01	
K9MOT	146,240	914	80	00	K9PW	NA9D	200,640	1254	80	01	
K9CT	144,960	906	80	06		N2BJ	199,680	1248	80	05	
MULTI-OPERATOR					MULTI-OPERATOR						
K9NS	216,320	1352	80	07		K9NS	321,440	2009	80	06	
K9NS	214,880	1343	80	01		K9NS	320,320	2002	80	05	
K9NS	212,000	1325	80	06		K9NS	318,720	1992	80	04	
K9NS	211,040	1319	80	02		K9NS	310,080	1938	80	02	
K9NS	199,840	1249	80	04		K9NS	308,160	1926	80	01	

Bold indicates Central Division record

Current as of 2007 Results

INDIANA ALL-TIME HIGH SWEEPSTAKES SCORES

COMPILED BY WE9V

CW				SSB					
CALL	SCORE	Q's	Mults Year	Operator	CALL	SCORE	Q's	Mults Year	Operator
SINGLE OPERATOR - QRP					SINGLE OPERATOR - QRP				
W9RE	111,872	736	76 93		N9KT	105,760	661	80 07	
W9UR	60,800	400	76 98		W9DZ	59,724	378	79 02	
N9DD	60,532	409	74 99		W9DZ	56,722	359	79 01	
NJ9C	56,800	400	71 95		N9DHX	53,808	345	76 89	
KF9PL	55,522	391	71 96		N9DHX	52,272	363	72 90	
N9SE	51,684	354	73 00		KX9X	48,706	343	71 96	
KA4IQD	51,322	383	67 92		W9DZ	41,890	295	71 04	
N9DD	47,040	336	70 98		N9DHX	41,400	300	69 91	
WN9O	32,026	239	67 00		N9DHX	34,164	234	73 98	
K9DZE	28,990	223	65 96		NN9H	34,164	234	73 88	
SINGLE OPERATOR - LOW POWER					SINGLE OPERATOR - LOW POWER				
AJ9C	168,320	1052	80 06		AJ9C	233,618	1517	77 92	
AJ9C	163,040	1019	80 07		AJ9C	206,514	1341	77 90	
K9IG	162,560	1016	80 01		AJ9C	206,360	1340	77 93	
KO9Y	162,162	1053	77 95		AJ9C	194,720	1217	80 07	
K9IG	160,054	1013	79 97		AJ9C	191,100	1225	78 98	
K9IG	159,580	1010	79 98		AJ9C	190,240	1189	80 06	
KO9Y	158,808	1018	78 96		AJ9C	179,680	1123	80 05	
KO9Y	157,234	1021	77 94		AJ9C	168,960	1056	80 01	
K9IG	153,440	876	80 00		KJ9D	161,912	1094	74 83	KK9V
KE9I	146,080	913	80 01		AJ9C	154,208	976	79 03	
SINGLE OPERATOR - HIGH POWER					SINGLE OPERATOR - HIGH POWER				
N9RV	214,722	1359	79 03		W9RE	295,218	1917	77 93	
N9RV	212,960	1331	80 02		N9RV	292,960	1831	80 04	
W9RE	210,614	1333	79 07		N9RV	244,640	1529	80 02	AJ9C
W9RE	210,080	1313	80 06		K9GX	236,480	1478	80 07	
N9RV	209,120	1307	80 04		KE9I	231,360	1446	80 02	
N9RV	208,960	1306	80 01		KE9I	230,720	1442	80 01	
W9RE	203,360	1271	80 05		W9RE	226,884	1533	74 79	
N9RV	202,400	1265	80 00		W9RE	225,450	1503	75 77	
W9RE	201,760	1261	80 02		W9RE	223,050	1487	75 78	
N9RV	197,658	1251	79 98		WA9BWY	216,450	1443	75 76	
SINGLE OPERATOR - UNLIMITED					SINGLE OPERATOR - UNLIMITED				
K9NW	181,440	1134	80 06		KE9I	218,560	1366	80 05	
K9NW	171,360	1071	80 07		W9BS	212,960	1331	80 01	
K9NW	167,480	1060	79 05		W9BS	199,360	1246	80 00	
W9IU	136,320	852	80 07		W9IU	187,360	1171	80 01	
W9SN	130,880	818	80 02		W9IU	181,600	1135	80 07	
W9IU	129,244	818	79 04		W9IU	164,160	1026	80 06	
W9IU	127,200	795	80 02		W9IU	159,040	994	80 04	
W9IU	124,188	786	79 06		WA9PIE	156,960	981	80 01	
W9IU	121,992	782	78 03		W9IU	156,624	1004	78 03	
W9IU	118,092	757	78 01		W9IU	146,080	913	80 02	
MULTI-OPERATOR					MULTI-OPERATOR				
KJ9D	161,468	1091	74 85		N9QX	247,324	1606	77 95	
KB9AX	152,960	956	80 06		K9RS	242,242	1573	77 89	
KB9AX	152,800	955	80 04		N9QX	240,702	1563	77 92	
NJ9C	150,384	964	78 96		KE9I	239,840	1499	80 00	
W9YB	149,628	1011	74 81		N9QX	236,698	1537	77 93	

Bold indicates Central Division record

Current as of 2007 Results

WISCONSIN ALL-TIME HIGH SWEEPSTAKES SCORES

COMPILED BY WE9V

CW					SSB						
CALL	SCORE	Q's	Mults	Year	Operator	CALL	SCORE	Q's	Mults	Year	Operator
SINGLE OPERATOR - QRP					SINGLE OPERATOR - QRP						
N9CIQ	130,080	813	80	00		W9UP	161,546	1049	77	93	KA9FOX
W9UP	117,348	762	77	92	KA9FOX	W9UP	142,804	926	77	94	
W9UP	115,824	762	76	93	KA9FOX	WE9V	128,288	844	76	92	
WG9U	109,340	710	77	91		WG9U	98,714	641	77	91	
N9CIQ	107,124	678	79	98		N9NE	65,412	414	79	02	
N9NE	100,962	639	79	04		WE9V	64,148	406	79	99	
W19WI	100,320	627	80	04		N9NE	63,536	418	76	92	
N9NE	98,880	618	80	02		N9NE	62,216	404	77	99	
N9NE	97,032	623	78	06		KB9S	61,056	424	72	88	
N9NE	95,748	606	79	01		K9OSH	60,800	400	76	92	
SINGLE OPERATOR - LOW POWER					SINGLE OPERATOR - LOW POWER						
N9CK	163,680	1023	80	06		WN9P	228,844	1486	77	93	
N9CK	159,580	1010	79	02		N0BSH	189,882	1233	77	94	
N9CK	158,340	1015	78	03		W0AIH	189,574	1231	77	92	KA9FOX
N9CK	155,360	971	80	04		K0VPP	177,760	1111	80	04	
N9CK	156,000	975	80	00		WE9V	171,710	1115	77	89	
N9CK	154,400	965	80	01		W9UP	168,784	1096	77	95	N0BSH
N9CK	153,760	961	80	07		W0AIH	158,928	1032	77	89	N0BSH
N9CK	149,920	937	80	05		K0PJ	158,158	1001	79	02	
N9CK	143,464	908	79	99		WA1UJU	149,136	956	78	99	
N9CK	141,568	896	79	98		KA9FOX	148,302	963	77	90	
SINGLE OPERATOR - HIGH POWER					SINGLE OPERATOR - HIGH POWER						
KS9K	194,376	1246	78	96	N0BSH	WE9V	292,344	1874	78	96	@KS9K
KS9K	190,806	1239	77	95	N0BSH	WE9V	285,670	1855	77	95	@KS9K
N0IJ	170,880	1088	80	07		W9UP	255,948	1662	77	92	N0BSH
N0IJ	167,840	1049	80	06		WE9V	248,094	1611	77	94	@KS9K
N0IJ	167,360	1046	80	05		AA9A	245,168	1592	77	90	
W19WI	163,086	1059	77	97		W0AIH	228,844	1486	77	95	N0AXL
W0AIH	162,624	1056	77	93	K0FVF	N0IJ	220,640	1379	80	05	
W0AIH	162,184	1067	76	94	K0FVF	N0IJ	219,680	1373	80	07	
W0AIH	160,622	1043	77	98	VE4VV	N0IJ	214,560	1341	80	04	
N0IJ	160,212	1014	79	03		W0AIH	201,600	1260	80	01	WR0DK
SINGLE OPERATOR - UNLIMITED					SINGLE OPERATOR - UNLIMITED						
WE9V	185,492	1174	79	06		WE9V	228,160	1426	80	02	
N9FH	171,680	1073	80	01		WE9V	219,360	1371	80	03	
N9FH	160,844	1018	79	03		WE9V	180,640	1129	80	04	
WT9Q	154,880	968	80	01		N9FH	157,440	984	80	02	
WE9V	135,040	844	80	07		N9CK	145,920	912	80	02	
WE9V	115,340	730	79	04		WA9IRV	145,280	908	80	02	
N9XX	109,200	700	78	02		N9CK	139,520	872	80	06	
WE9V	104,160	651	80	02		N9CK	128,742	823	77	03	
WT9Q	90,376	572	79	02		W9XT	120,960	756	80	02	
N9FH	88,920	570	78	06		WW9R	113,286	717	79	06	
MULTI-OPERATOR					MULTI-OPERATOR						
W9JA	195,920	1240	79	97		W9XT	285,054	1851	77	90	
WE9V	195,680	1223	80	03		W0AIH	272,160	1701	80	00	
W0AIH	165,396	1074	77	95		W9XT	261,646	1699	77	91	
W0AIH	145,920	912	80	01		W9YV	242,080	1513	80	00	
W0AIH	145,336	982	74	85		W0AIH	222,780	1410	79	98	

Bold indicates Central Division record

Current as of 2007 Results

SMC Stuff

SMC Clip-on Badge

by NV5A

The SMC logo appears at the top-center of the badge in black and white. Your call sign, first name and city & state appear in dark blue. The SMC name badge as shown with the slot & strap with swivel alligator clip, but there are other choices.

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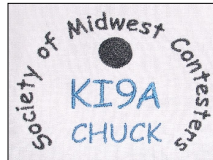
SOCIETY OF MIDWEST

Club badges can be obtained by sending a check for \$5.50 to:

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6657 N. Sidney Place
Glendale, WI 53209

Ph: 414-228-8654
Fax: 414-228-8655

Be sure to note that it is for a "Black Hole" badge and please allow a couple weeks for delivery.



SMC Shirts

SMC short-sleeve Polo shirts are available in two styles: white shirt with "SMC" in black and "name and call" in blue lettering as shown below, or red shirt with black lettering. The cost is \$20, including shipping. You can email your orders to AD9P@swbell.net (Al) or N0UXQ@swbell.net (Sandy)



Member/New Member Information/ Update Form

Name: _____

Call: _____

Address: _____

Phone: _____

E-mail: _____

Please send updates to:

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