

## Editorial

### What is a Contest Supposed to Measure?

I received an e-mail after a recent contest where one of my contacts asked me to change some information in my log. He was concerned that I had copied something incorrectly and suggested that I correct it before submitting my log. First, I would have preferred to have been told of the error immediately, during the contact. Had that happened, I would have been able to correct the error *during the contest*, verify that the correct information was exchanged accurately and put another successful QSO into the log. Since I didn't copy the information correctly during the contact, I lost the contact and incurred penalty points. Sure, I could have changed my log and resubmitted, but we all know that is not right. In most contests, it's explicitly against the rules.

The primary reason we choose to compete in radio contests is to measure our on-the-air skills. The goal is to improve operator ability and to exchange information as *accurately* and *efficiently* as possible — *over the air, using our radio skills*.

Were I to go back and correct the information based on an e-mail, I'm no longer measuring my radio skills. If I were to look up call signs or exchange information on the Internet during or after the contest, I am no longer measuring my radio skills. If I am working packet or skimmer spots without actually copying the signals that I tune to, I am no longer measuring my radio skills. Going back and "fixing" errors in our logs after the contest is over or using databases or other techniques are not a measure of radio skill.

Let's keep the radio in radiosport and make sure our logs truly reflect our skills as radio operators.

### Thanks to K9ZO

After 4 years as NCJ "Contesting On A

Budget" columnist, Ralph Bellas, K9ZO, has stepped down to concentrate on his career and expanded teaching duties. A familiar call sign to testers and DXers, K9ZO took over the column from Paul Schaffenberg, K5AF, with the September/October 2008 *NCJ*. Ralph's column provided many tips over the years, focusing on how to get the most QSOs per dollar. We appreciate his contribution to *NCJ* readers and wish him well in the future.

### New Column: "Little Pistol Pages"

With this issue we welcome a new column by Mike Goldstein, VE3GFN — "Little Pistol Pages." This column should help to fill the role served by former *NCJ* columns "Contesting 101" and "Contesting on a Budget." Mike brings considerable writing and radio skills to the table, and we are grateful to him for offering to write the newest *NCJ* column, which will be aimed primarily at beginning contest operators.

### In This Issue

For those looking for *all* articles and *no* score listings, this is your issue. We have contributors from around the world with some great content for you. N7WA reports on his experience in the 2012 Salmon Run. SMØJHF provides a glimpse of contesting in Lithuania. ZL3AB tells the story of the ZL3X multiop. KW8N relates the tale of what turned out to be the final contest operation from the historic KP2A station. ADØH shows how to contest mobile in classic style.

On the technical front, we have an eight-circle wire antenna array from G3LNP. PY8AZT shows us how to get the maximum allowable band changes using his Arduino-based multi-transmitter lockout device. N9ADG tells how they distributed a multi-operator multi-transmitter entry over several stations using sophisticated networking tools in their CQ WW Xtreme category entry.

Our regular columnists offer their usual

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### "Contesting for Game Developers:" Call for Materials

"*Game Design for Contesters*" author Brooke Allen, N2BA, has issued the following invitation. — Kirk, K4RO

"At the end of March I'll be attending the Game Developer's Conference ([www.gdconf.com/](http://www.gdconf.com/)), and I hope learn lots of new things to pass along to you.

"It occurs to me that I have never met anyone in the game industry who knows anything about Amateur Radio, so I'd like to submit a presentation for the 2014 conference that I will call 'Contesting for Game Developers.'

"I am looking for video, photos and audio of contest stations in action, along with interesting anecdotes that could help someone understand what makes our hobby so special. If you can help, contact me via e-mail, [brooke.t.allen@gmail.com](mailto:brooke.t.allen@gmail.com). Thanks!" — Brooke, N2BA

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interesting and informative array that you won't want to miss. In addition to the new "Little Pistol Pages" from VE3GFN, we are also featuring a new column called "40 Years Ago in *NCJ*," which will provide a backward look at how contesting has evolved since the birth of this publication. We are also very glad to introduce Ed Muns, WØYK, as our new "RTTY Contesting" columnist, taking over from AA5AU. Regular *NCJ* readers will recognize Ed as the *NCJ* RTTY Sprint contest manager among his many other roles including CQ WW RTTY Contest director and multiple world record holder in several RTTY contests.

We hope that you'll enjoy this issue!