

2014 4SQRP 4x4 QRP Sprint (4 hours/best 4 bands)

Date: Saturday, October 4, 2014

Time: 1700-2100 UTC

(Noon-4:00 pm CDT)

Exchange:

Calling stations: CQ 4S de [URCALL]

4SQRP members send: RST, SPC, Member # (e.g., "579 MO NR 2468")

Non-4SQRP members send: RST, SPC, power (e.g., "579 CA 1kW")

You need to exchange all of this information for a valid contact.

Sprint rules, scoring:

- 1) Your power must not exceed 5 Watts. (Contact can be QRO)
- 2) Modes: CW or SSB only
- 3) Bands: Your four best bands out of these six: 160, 80, 40, 20, 15, 10M
- 4) Recommended frequencies: Same as for the Second Sunday Sprint – on or about the normal QRP frequencies for each band/mode. Also check 7122 kHz and 3564 kHz.
- 5) Contest begins 10/4/14 at noon CDT (1700 UTC); ends at 4:00 pm CDT (2100 UTC)
- 6) Each QSO with a non-4SQRP member is worth 4 points.
- 7) Each 4SQRP member to 4SQRP member QSO (4x4) is worth 16 points.
- 8) If YOU are NOT a member of 4SQRP at the start of the contest, all of your contacts are worth 4 points, subject to possible multipliers (see below). Five Watt maximum power rule still applies.
- 9) Only 1 contact per station per band. Unlike the SSS, the SB portion of a band is considered part of the same band. E.g., 40M CW and 40M SSB are both part of the same band (40M).
- 10) SB points count the same as CW.
- 11) No CW contacts in the SB portion of the band (and obviously vice versa)
- 12) Only 1 transmitter on the air at a time/callsign, no multi-ops.

Bonus points/multipliers (available to members/non-members alike):

- 1) 80 bonus points for stations operating portable (operation remote from the shack: no permanent antennas, using emergency power – generator, battery, solar, etc). You are eligible for this bonus only if ALL of your QSOs are made in this manner.
- 2) Multipliers for using 4SQRP equipment:
 - A. Each QSO made with a 4SQRP transmitter OR receiver is worth 50% more than it would otherwise be worth (6 pts instead of 4, 24 pts instead of 16).
 - B. Each QSO made with a 4SQRP xcvr (or transmitter/receiver combo) is worth double what it would otherwise be worth (8 pts instead of 4, 32 pts instead of 16).
 - C. Note that you don't need to have ALL QSOs made with 4SQRP equipment to apply these multipliers. Multipliers are applied on a per QSO basis.

4SQRP Receivers eligible for this bonus (1,5 multiplier) include:

NM0S Ozark Patrol and

K8IQY SS-40.

4SQRP Transmitters eligible for this bonus (1.5 multiplier) include:
NM0S NS-40 and
K8IQY SS-40TX.

4SQRP Transceivers eligible for this bonus (2.0 multiplier) include:
NM0S Cyclone-40.

Note: 4SQRP rigs introduced after this announcement (if any) and retired rigs (i.e., HamCan) also count.

The bonus points have been reduced from last year to level the playing field a bit. Using 4SQRP equipment still provides a significant advantage, but (hopefully) doesn't leave everyone else hopelessly behind. Note, unlike last year, only your equipment is factored into bonus points, not your contact's. For example, if you (as a member) are using a K2 and you contact a member who is using a Cyclone-40, you get 16 points. The person you contacted gets 32.

Computing your score: If you feel you may need an advanced degree in Mathematics to compute your score, you needn't worry. A spreadsheet is available to tally your scores for you. Dupe sheets or other documentation is not required. Simply download the spreadsheet from the 4SQRP website, rename it with your call, fill it out, and send it to me. I will do the rest.

Awards:

Scores will be tabulated and distributed via the reflector shortly after the contest is over. The top three winners will get certificates, as follows:

First Place: This lucky winner receives a certificate suitable for framing (frame not included).

Second and Third Place: These winners also receive certificates, but via email. If you wish to print it using a good printer and high quality paper, it will be suitable for framing.