

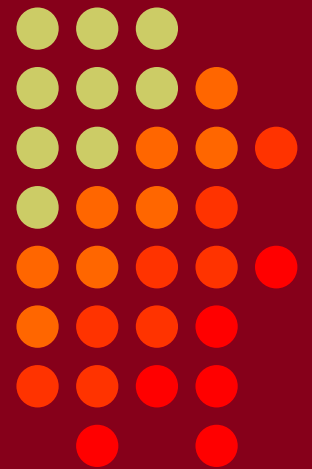
CTU Presents

Radio Sport Contesting – It's More Than Rules

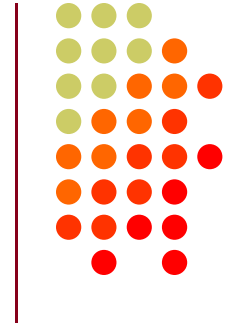
Dave McCarty, K5GN

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The topic:



CHEATING

Who is this guy?



WN2GAV, NNJ

K5GN, Check 72, STX

A7/M0FGA 59921

Who are you?



It's an important question, when it comes to contesting.

Consult the book of Webster!



cheat \ 'chēt\ v.i.

- a** : to practice fraud or trickery
- b** : to violate rules dishonestly <*cheat* at cards> <*cheating* on a test>

And from Wikipedia



Contesting (also known as *radiosport*) is a competitive activity pursued by amateur radio operators. In a contest, an amateur radio station, which may be operated by an individual or a team, seeks to contact as many other amateur radio stations as possible in a given period of time and exchange information.

In other words ...



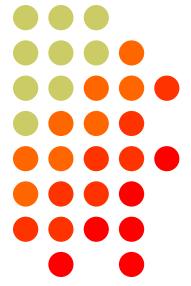
A open massively multi-player on-air real-time intensely interactive game of cooperative exchanges defined by rather arbitrary rules.

By contrast ...

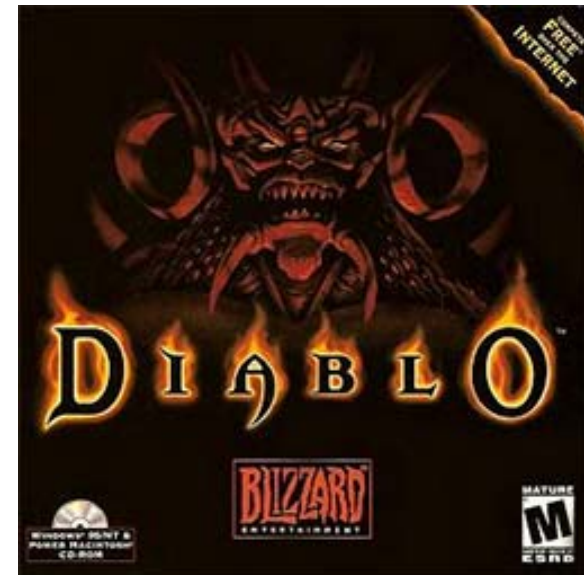


A multiplayer video game is a video game in which more than one person can play in the same game environment at the same time.

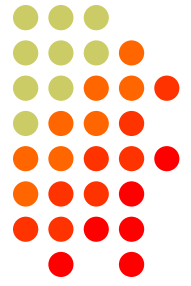
Massively Multiplayer Diablo



- Computer games went from single-player or two-player games played on mainframes to massively-multi-player on-line in the mid-90's
- One notable entry in this revolution was Diablo, by Blizzard Entertainment

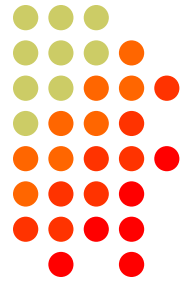


Diablo and the Cheaters



- Diablo's design was cutting-edge and was hugely popular
- People spent hours and hours building the capability of their on-line characters
- Then, cheaters found how to be just as powerful without the effort
- They found ways to circumvent key rules
- Sales plummeted as the users grew disenchanted

The result for Diablo

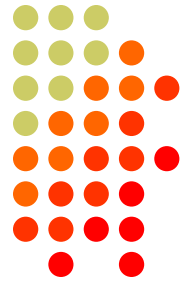


- Popularity lost – *people opted out*
- *Clean players went to the dark side* – if you can't beat them join them

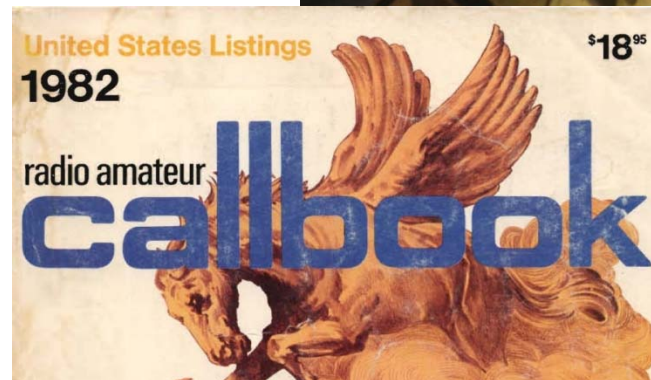
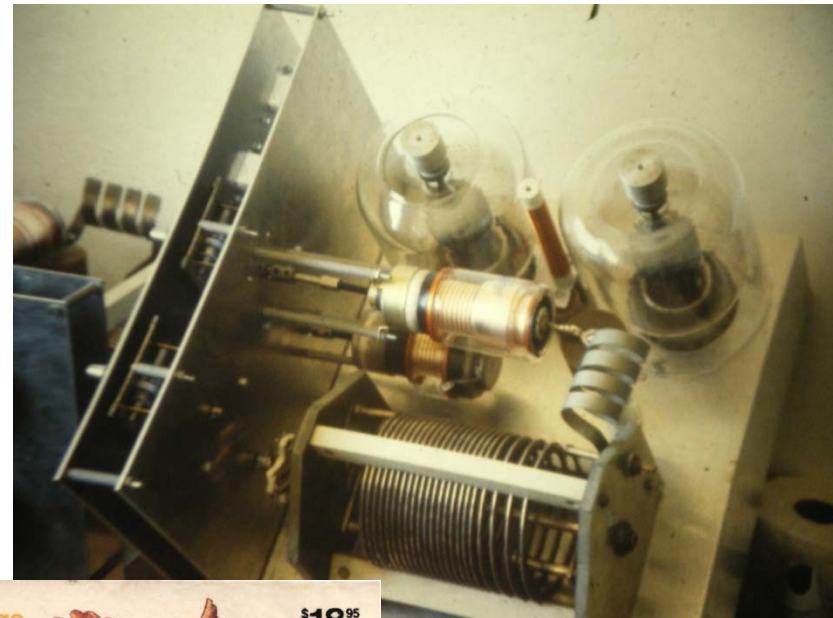


- Blizzard had to change the game (*change the rules*) to block the cheats

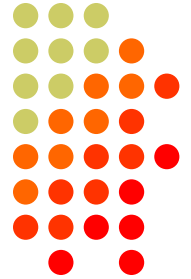
How did we use to cheat?



- Excessive power
- Rubber clocking
- Feeding calls
- Listening in on the 2m spotting net



Ye Olde Game Changers



```
Check Country
160
2172 80 0520 LU1FZR 13
329 40 0629 AY1I 13
3299 20 2357 LU5FCI 13
1197 15 1553 LU1FZR 13
1460 10 1749 LU6ETB 13
Argentina: LU Zone: 13
169 deg sr/ss 0849/2310

PacketCluster (R) Rates
1505 ZS6ME Last 10 QSO Rate = 27.0
1500 C31UA Last 100 QSO Rate = 35.6
1500 EW3EE Mult worth 9.5 minutes
1359 S08HW Rates for all bands
1402 Y10EB Time ON: 44.5 hours
1353 EU1DX Time OFF: 3.4 hours
1351 UY2LA 14012.0 *
1341 UT1EK 14183.5 *
1322 OX3UUT 14226.0 #
1321 EW3EE 14012.3 *

Radio 1 10:10:16
3292 20 2343 V66SV 59 04
3293 20 2347 XE1L 59 06
3294 20 2350 ZP5CSM 59 11
3295 20 2351 LU1VY 59 13
3296 20 2353 LU1UM 59 13
3297 20 2355 L37N 59 13
3298 20 2356 LU1NF 59 13
3299 20 2357 LU5FCI 59 13
3300 20 59

QSO's Needed ALL Bands
0 2 C 0
160 46 10 42 1
80 339 21 85 4
40 176 28 88 2
20 1475 40 156 2
15 1167 30 140 34
10 53 17 46 0
ALL 3256 146 557 43
CQWW Score: 6,625,072
Running Station
QSO's per Mult: 4.6
Current Op: KC1XX

CT Version 9.26 by K1EA
```



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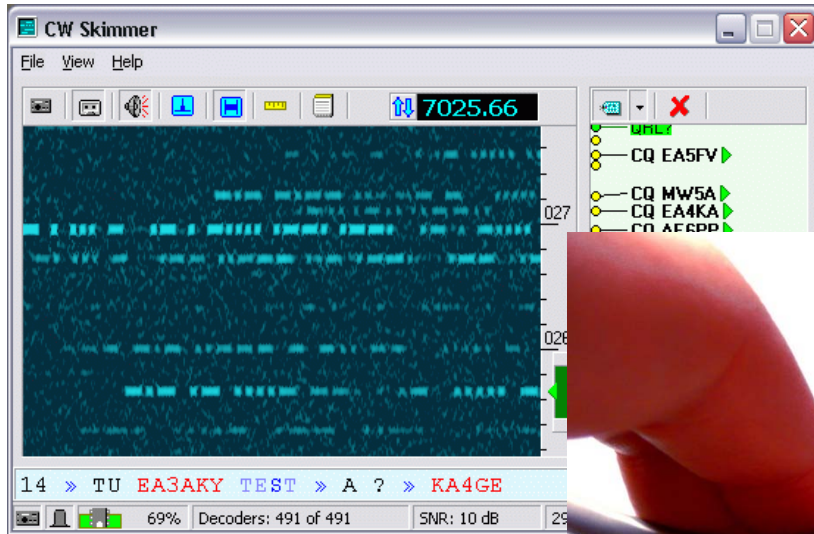
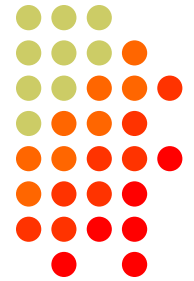
<http://www.sk3bg.se/contest/softct.htm>

<http://n3qo.com/?p=649>

<http://s219.photobucket.com/user/biffbradford/media/EBAY/Shack%20cleaning%202/DSC00036.jpg.html>

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The New Game Changers



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<http://www.sk3bg.se/contest/softct.htm>
<http://www.dxatlas.com/>
<http://www.dxsummit.fi/>
<http://www.reversebeacon.net/>

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What's new on the dark side?



- Linking separate operating sites
- New ways to hack the spots
- Chat rooms
- Remote receivers



ON4KST

The low band, VHF, UHF and microwave chats

How do people decide to cheat?



Let me count the ways...



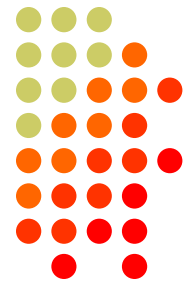
- Everybody does it
- I like being an outlaw
- It was exciting to push the rules
- Nobody was getting hurt
- Nobody was watching
- Rules don't mean much to me, I'm bigger than that
- It doesn't make a difference anyway
- Little to lose and much to gain by it
- It helped me overcome my unfair disadvantage
- I had to do it to win!
- The rules weren't clear but it seemed to me it might allow it
- The rule I broke was unfair anyway

Which ways tempt you?



- Many of us are well-trained, morally
 - And well-practiced at rationalizing
- Others don't see this as a moral issue
 - So we make judgments based on peer norms and cost-benefit assessments

Everybody does it

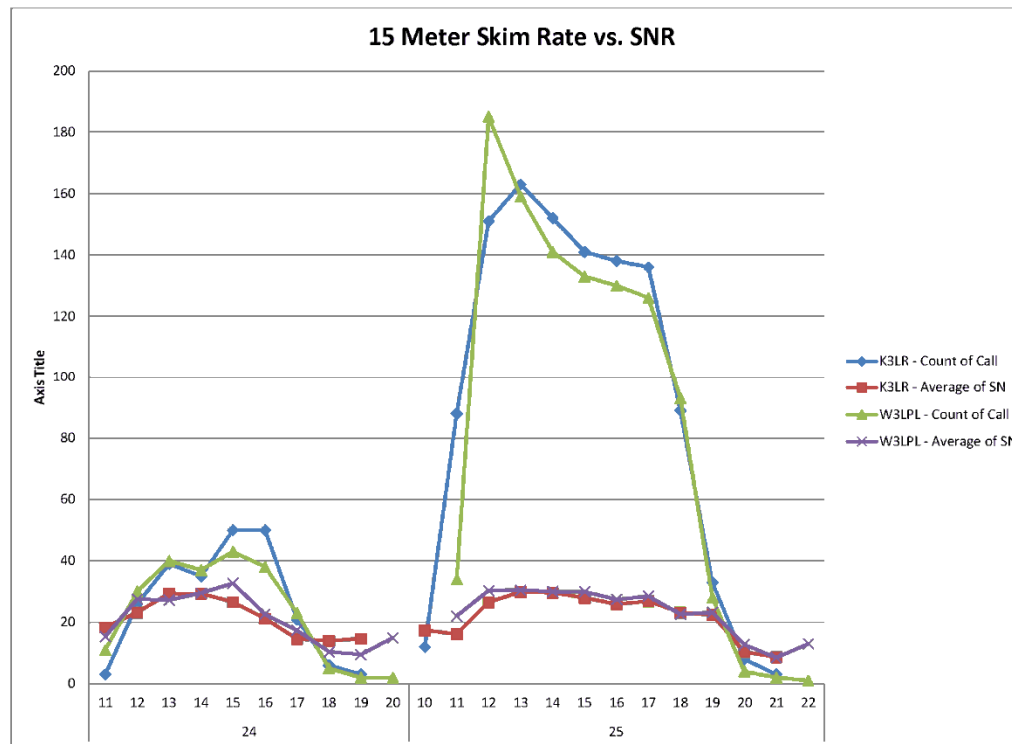


- K5**, NR5*, IQ2*, IR4*
- A little “evidence” easily becomes a widespread suspicion - "That guy is loud. He beats me all the time. Must be running power. Better get me a big amp."
- But the truth is that not everybody does it
- In fact the top competitors don't do it

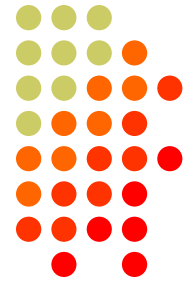
K3LR vs. W3LPL



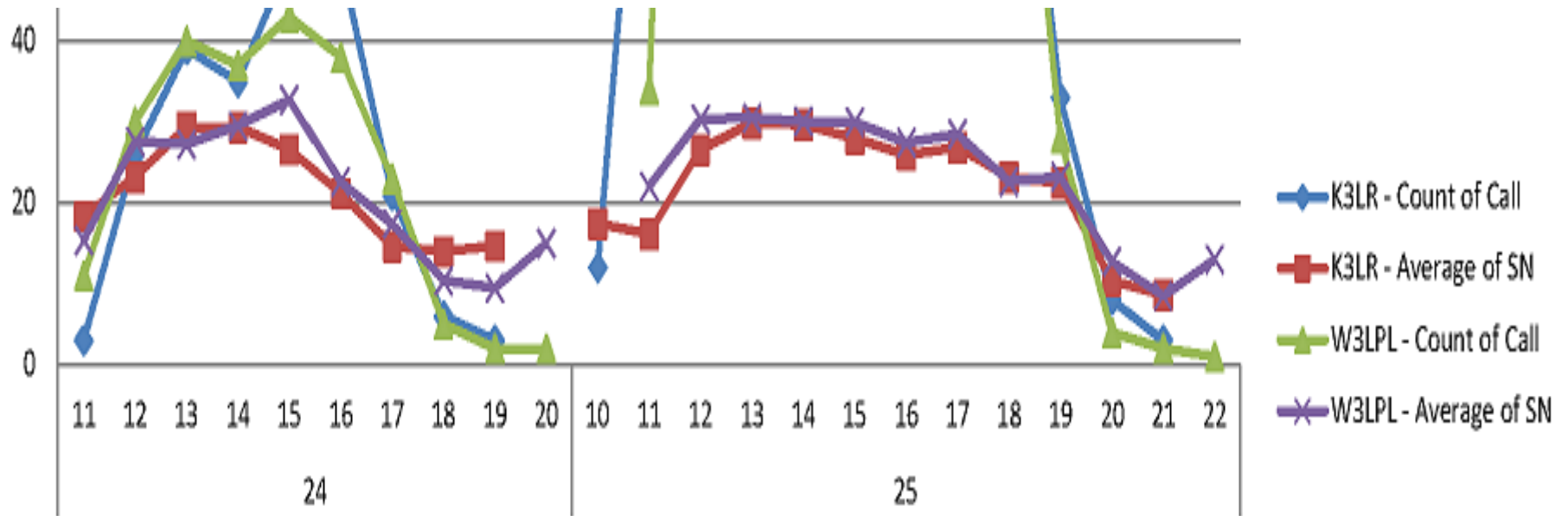
- This is the very top level of competition



K3LR vs. W3LPL



- Zooming in on the SNR



Living Dangerously?



- It's exciting to break the rules
- I like being an outlaw



- Nobody is watching

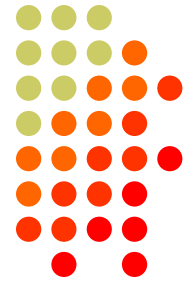


In my mind, it's justified



- It helped me overcome my unfair disadvantage
- I had to do it to win!
- The rule I broke was unfair anyway

No harm, no foul



- Nobody is getting hurt
- It makes no difference anyway



I'm at the top of the food chain



- Rules don't mean much to me, I'm bigger than all that
- That rule was unclear so I thought I could stretch it to suit my operation

What's at risk here?



- As with online games, our favorite contests are at risk
- As with sports stars and others, our reputations are on the line

Lance Armstrong



- Led the cycling world for years
- Win at all costs attitude
- Thought of himself as invincible

- In the headlines for years suspected of doping
- “Confessed” recently on Oprah

Lance Armstrong



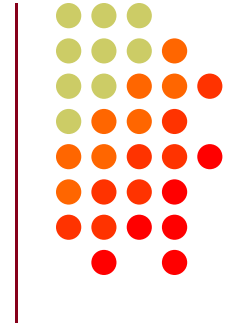
“I see the anger in people...and betrayal, it’s all there and these are people that supported me, that believed in me, believed me – not just believed in me but believed what I was saying – and they have every right to feel betrayed, and it’s my fault. I will spend the rest of my life – you know some people are gone forever – but I’ll spend the rest of my life trying to earn back trust and apologize to people for the rest of my life.”

Lance Armstrong



“Look I love cycling, I really do, and I say that knowing that I sound like – people will see me as somebody [who] has disrespected the event, the sport, the color yellow, the jersey, and ... I disrespected the rules, regardless of what anybody says about the generation, that was my choice. I’d do anything to go back to that day.”

Who are you?



What does winning the contest mean to you?

How important is your radio identity to you?

Who am I?



Born in Virginia to W8 dad and PT7 mom

Graduated HS in Houston

Texas Aggie

Husband and father of two

Engineer

Soccer enthusiast

Follower of Christ

Who are we?



- When we sit down at the rig, we sometimes find ourselves taking on a different persona.
- Do we forget that we are brothers, fathers, professionals?
- Does our chronically self-centered human nature lead us astray?

Where do you get your norms?



- From those who taught you morality
- From people you admire – your heroes
- From the people you run with – your multi-op team and hosts, your club members

Elizabeth Beisel



- Reigning world champion
- Seeded 1st in the 400IM final
- Set a Personal Record in the race
- But lost by almost three seconds to a WR performance by a competitor, Ye Shiwen!
- "She had the race of her life," said Beisel.
"Congratulations to her a million times over. "



Tim Duffy, K3LR



- Strictly legal
- Lockouts, amplifiers, property limits
- High expectations of his guest operators
- #1 CQ WW SSB 2012
- #1 CQ WW CW 2012
- #1 ARRL DX CW 2013
- #1 ARRL DX CW 2013

And other heroes of mine...



K5ZD

N6ZZ

W2SC (8P5A)

N2NT

W5OV

N6TR

K4BAI

N5RZ

K1ZZ

N9RV

K0DQ

N2IC

N5TJ

K5TR

W3LPL

K5KA

N2NL

And ...

What do we really want?



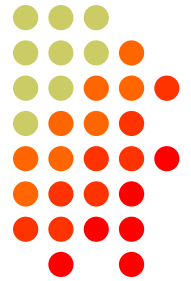
We know what's right.

We know how to apply the smell test.

We put a huge value on our competitive hobby.

We value our radio identities, too.

So here's the challenge



Let's strive together to keep both our reputations and our sport clean

Let's strive to emulate our heroes in the observable and the non-observable

Let's work within our clubs and on the 'net to bring our peers – both those who get it and those who don't – to the same goals

Thanks for your attention



Go! Fight!! Win!!!