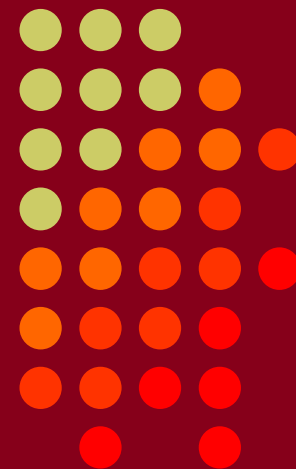


# How to Make your Multi-Op Contest Operation More Effective

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# Define your goals for “more effective”



- Higher score than last time
- Contribute more to the club score
- Higher score than another comparable station
- Highest score in category
- Introduce new contesters to the game
  
- More laughs

# This presentation

- For the station owner/host
- For the guest op



# Multiop basics – for the host



- Make sure everything works
- Know your ops
- Establish ground rules
  - Operating-related
  - Other

# Make sure everything works



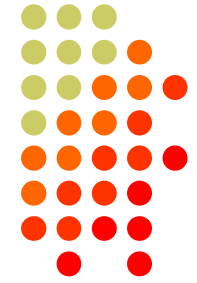
- Antennas
  - Rotators
  - Rigs
  - Amplifiers
  - Computers
  - Software
  - Internet
  - TVI/RFI/neighbors under control
- 
- *Make a checklist with all these categories*
- 
- “This connector is kind of flaky...if the receiver goes dead, just wiggle it”
  - “The grid current meter on this amp doesn’t work”
  - “That rotator is off by 30-40 degrees”

# Know your operators



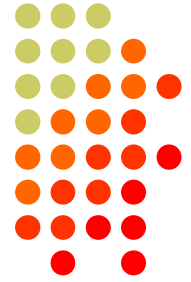
- What is each one's strength?
  - Running vs. S&P
  - Band preference/skill
  - Night shift
- Team player, leader, or prima donna?
- Familiarity with radios, logging program?
- Dietary issues/preferences?

# Before the contest: Communicate, communicate, communicate!



- Who is on which band, who is bringing what
- Who is in charge of food
- For new MS and M2 teams, set a schedule
- Get copies of previous year's log & rate sheets if possible
  - Don't be a slave to them if conditions are different

# Establish ground rules



- Expectations of behavior...
  - On the air...log Ws/dupes, mike gain settings...
  - Off the air...which food is OK to eat, where to sleep, which bathroom to use, OK to plug in chargers, smoking?
- Family/pets in the house?
  - Do they like contesters, tolerate them, or bite them?
- Practical issues
  - Car keys available in case car must be moved
  - Emergency contact

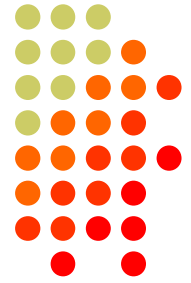


# Provide for the operators



- Comfortable tables and chairs
- Adequate environment
  - Heating/cooling
  - Lighting
  - Soundproofing
- Headphones, mikes, paddles (or arrange for them to bring their own)

**Ummm...maybe not.**



# Provide for your guests – non-radio



- Somewhere to sleep
- Somewhere to park
- Somewhere to hang out when not operating
- Appropriate Food & Drink
  
- *Be a good host and the good ops will come back!*



G6PZ “Break Room”

# Patience - Rewards



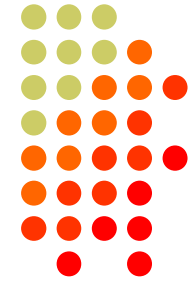
**N3GJ on 10 meters at K3LR  
200/hour or 14/weekend**

# Make sure all the ops know the contest rules!



- **Band changes per hour**
  - QSY to another band and back is TWO band changes
  - No “rubber-clocking”
- **One signal at a time on a band (lockout)**
- **CQWW MS 10-minute rule vs. ARRL MS rule**
- **One sloppy op can result in the entry being reclassified or DQed!**

# Coach the newer guys



- Operating style
  - “We don’t say ‘please copy’ ”
  - “Keep the mike gain below 11”
  - “Why are you yelling?”
- Using spots
  - “That callsign on the cluster spot is wrong...did you listen to it?”
  - “That spot is out of the U.S. band”
- Propagation, etc.
  - “Try beaming skew path”
- Pileup management
  - “Maybe I should take it for a few minutes”

# After the contest



- Have a group meal (pizza is fine)
- Take a group photo (and send it to the contest sponsor)
- Talk about what worked, what didn't
  - Take notes!
- Thank everyone for coming
- Evaluate who you do/don't want to invite back

# After the final results are out



- Look over the UBN/LCR, distribute to team
- Identify any outlier bands/ops
- One-on-one QSO with high-error-rate op

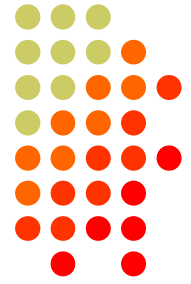


# Resolving conflict



- State and confirm the commitment
  - “You said you’d be here early, and stay all weekend, and work hard to help us win, right?”
- State and confirm the breakdown
  - “You got here late, left early, did not pass a single multiplier, and had the highest error rate, right?”
- Enumerate the damages
  - “We lost, got DQed, you damaged the reputation of me and all the other ops.”
- Negotiate restitution or renegotiate the relationship
  - “Apologize to the tam and do better next time” or “Don’t come back”

# Assuming you have a good time and want to do it again...



- Thank the ops for coming
- Congratulate all of them
- If you win a plaque, get duplicates for the ops
- Ask for ideas of new ops to bring next time

# Now for the guest operator...



- Be a good guest!
- Respect the host's house, property, family, pets, food, etc.
- Offer to contribute towards food
- If the host wants to take over operating for a while, let him!

# Respect the other ops



- Some of them are better than you are, so listen and learn
- Take a shower, use deodorant, brush your teeth
- Some stations use a pre-determined operating schedule...good for new teams
- No whining

# “If you see something, say something”



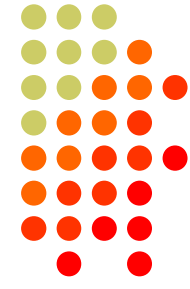
- If you see an op doing something wrong, ask about it
- If the station is breaking the rules (e.g., high power), talk to the host
- If the operation makes you uncomfortable, you can leave or just not return
- Discuss the problem with the host op, and if no resolution, contact the contest sponsor

# Assuming all goes well and you want to do it again...



- Send the host a thank-you note or email
- Offer to help with antenna work, other prep
- Make suggestions (keep them reasonable)

# And for both hosts and guests...



- This is a hobby and is supposed to be fun!!!
  - If you don't enjoy visitors, don't host a multiop
  - If you don't like being part of a team, don't go to a multiop
- Multiops can be great fun and form strong bonds
  - "Remember that time at W2PV when..."
  - Traveling together creates adventures and memories
- Multiops can be a great way to learn
  - "I learned how to run JAs when I saw <callsign> do it."
  - Tips and tricks for station building
  - "I got a chance to use the new Icom radio at <multiop> and liked it so much I went out and bought one"

# A few quotes about teams...



- Individual commitment to a group effort - that is what makes a team work, a company work, a society work, a civilization work. ~Vince Lombardi
- The way a team plays as a whole determines its success. You may have the greatest bunch of individual stars in the world, but if they don't play together, the club won't be worth a dime. ~Babe Ruth
- Gettin' good players is easy. Gettin' 'em to play together is the hard part. ~Casey Stengel