

USING SKOOKUMLOGGER IN STATE QSO PARTIES

ABOUT STATE QSO PARTIES

The general theme for a United States State QSO Party divides participants into two groups. One group is stations *inside* a state or several adjacent states, and the other group are the *outside* stations. Competition is between stations within the same group.

Stations in the outside group get QSO points only for working stations in the inside group. The inside stations send an exchange with a component that identifies their location – typically a county or state-county code. The same station can be worked once for each different code. A station which changes locations during the contest is termed a *rover*.

Stations in the inside group get QSO points for everyone they work. Rovers in the inside group may work the same station once for each different location code that they send.

Some QSO parties allow county-line straddling, where an inside station is located on one (or more) county borders. In that case, a single “real” QSO includes more than one location code in the exchange, resulting in separate QSOs in the log for each of those codes, for each side of the QSO.

TASKS

IDENTIFYING QSO PARTY MULTIPLIERS

SkookumLogger distinguishes needed QSOs and needed multipliers using fonts and colors that you define. In QSO parties, SkookumLogger cannot always determine needed status from the call alone; it needs to know whether or not the call is an inside station, and if so it needs to know the location. If you have worked the station before, then SkookumLogger has that information – as long as the station is not a rover. Without additional information, SkookumLogger will identify a worked-before rover as a duplicate. You provide that additional information by clicking the checkbox in the Rover log column for a QSO with a station that you know to be a rover:

UTC	Band	Mode	Sent	Call	Rover	Info
2017-05-07 01:30:00	40m	CW	LINME	N6ZFD	<input type="checkbox"/>	CA
2017-05-07 01:28:00	20m	CW	LINME	N7XU	<input checked="" type="checkbox"/>	ORDES
2017-05-07 01:25:00	20m	CW	LINME	N9TK	<input type="checkbox"/>	IL

When SkookumLogger cannot determine that a potential QSO is either certainly needed or certainly not needed, the needed multiplier color is applied with reduced saturation to indicate possibly needed.

DISCOVERING ROVERS

How do you know when a station is a rover? You don't know for sure until you hear the station send a location code different from what you heard before. Some clues that a station might be a rover:

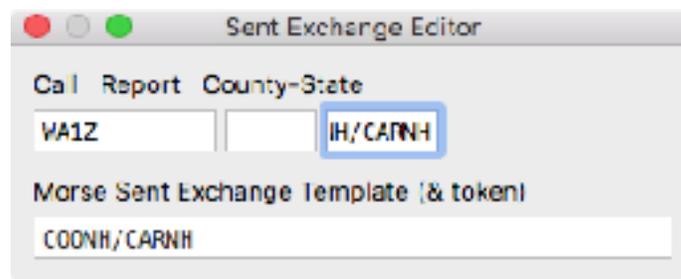
- ◆ The call ends in /m

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- ◆ The call is in a list of rovers (AKA mobiles) at the contest sponsor's web site
- ◆ The call ends in /<location code> (you should not enter that suffix in the call field)
- ◆ The call is known to you to be a rover; e.g, WA1Z

BEING A ROVER

Use the same log throughout the contest. When you change locations, change your sent exchange in the County-State field of the Sent Exchange Editor window. If you are straddling a county boundary, enter the codes separated by a slash. The Morse Sent Exchange Template updates when you navigate out of the County-State field.



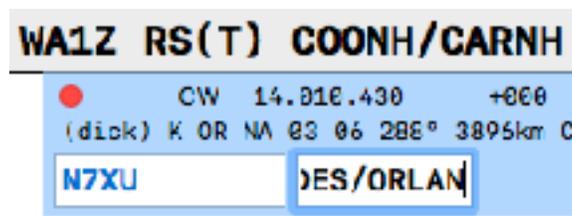
It is common practice to append your county after your call when CQing. To do this without changing your CQ message every time you change counties, set the CQ message in the Morse Message Editor to something like this:



The ~ token expands to your contest call, followed by the slash, followed by your sent exchange.

WORKING STRADDLERS

An inside station straddling a country boundary will send two (or more) location codes. Type the codes into the QSO entry field separated by a forward slash. When you log the QSO, SkookumLogger creates separate log table entries for each location.



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UTC	Band	Mode	Sent	Call	Rover	Info
2018-04-04 18:22:19	20m	CA	CARNH	N7XU	<input type="checkbox"/>	ORDES
2018-04-04 18:22:19	20m	CA	CARNH	N7XU	<input type="checkbox"/>	ORLAN
2018-04-04 18:22:19	20m	CA	COONH	N7XU	<input type="checkbox"/>	ORLAN
2018-04-04 18:22:19	20m	CA	COONH	N7XU	<input type="checkbox"/>	ORDES

Yes, since both ends of the one real QSO were straddlers, the result is four QSOs in the log. Hey, I don't make the rules.

OPERATING IN CONCURRENT QSO PARTIES

Set up your log for the QSO Party that you want SkookumLogger to score for you. Log whatever the other station sends for their location, whether or not it is a location that your selected log type expects. For example, in NEQP Inside, when you work N7XU and he sends ORDES, log that; SkookumLogger will figure out that you just worked OR, the state code expected by NEQP Inside rules. After the contest, export your Cabrillo file and send it to the sponsors of each of the concurrent contests; the sponsor will score your log appropriately and not penalize you for zero-point QSOs.

TECHNICAL DETAILS

INSIDE/OUTSIDE STATUS LOGIC

If the candidate call is in the set of the log's worked calls, the candidate QSO is known to be Inside.

Otherwise, SkookumLogger has a list of the acceptable location codes for each QSO party that it supports. If the content of Info field for a candidate QSO matches an entry in that list, then the candidate QSO is known to be Inside.

Otherwise, if your in-memory exchange database (which includes logged QSOs) has a record for the call of the candidate QSO, and that record has a US state code field, then if the value of that field matches the state code associated with the location codes, the candidate QSO is known to be Inside, otherwise it is known to be Outside.

Otherwise, if the DXCC code for the candidate call is not K, the candidate QSO is known to be Outside.

Otherwise, if the Countries database specifies possible state codes for the candidate call and none of them match the state code associated with the location codes, the candidate QSO is known to be Outside.

Otherwise, the Inside/Outside status is not known.

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NEEDED QSO STATUS LOGIC

SkookumLogger computes a hash for a candidate QSO as described below, and looks for a match in a set of hashes for logged QSOs. If a match is found, the candidate would be a duplicate.

The hash is a string with components of the hash depending on the contest rules. The format for QSO parties is:

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<received call><band><mode><sent location>_<received location>
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The <band> component is omitted when QSOs are not per-band. The <mode> component is omitted when QSOs are not per-mode.

This probably has trouble identifying duplicates for straddlers before they are logged; I don't much care.

When you type a call that is already in the log, SkookumLogger pre-fills the location field from the previous QSO. Then if the current band and mode then generate a hash that matches a worked hash, the call will be flagged as a duplicate. However, setting the rover flag changes the color applied to the call, indicating that the call might not be a duplicate if the location is edited.

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