## The Top Band Distance Challenge

- Runs twice this year
- October 19-20 and December 28-29
- 1. Contest period: $1500 Z$ Saturday to $1500 Z$ Sunday. Operate for a maximum of 14 hours. Off times are 30 minutes minimum and a maximum of four off periods are permitted.
- 2. Bands and mode: 160 meters CW only.


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- 3. Categories: Single operator or multioperator; high, low or QRP power. Low power is 100 watts or less output. QRP is 5 watts or less output. High power is 1500 watts output or whatever you can legally run in your country - whichever is less.
- 4. Exchange: Four character grid square (i.e. CN85). RST is optional.


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- 5. QSO Points: The number of QSO points for each contact depends on the distance between the two stations. This is computed by taking the distance between the centers of the two grid squares. Count a minimum of one point per QSO and an additional point for every 500 kilometers distance. For example, a QSO with a station 1750 kilometers away will count for 4 QSO points. No additional distance for long path is allowed.
- QSO Points are multiplied by 2 X if you work a low power station and $4 X$ for working a QRP station. This is done based upon received logs and is computed automatically during the log checking process. Do not worry if your logging software does not compute the QSO points. Our automated log checking software does this.


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- Rule 6 - A long winded discussion which, in essence says, no assistance.
- 7. Score: Final score equals the total number of QSO points. There is no multiplier for different grids worked. Stations running more than 5 watts, but no more than 100 watts multiply their score by 1.5. Stations running less 5 watts or less multiply their score by 3. Scores will be grouped by category.


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- Winning strategy work everyone you can, be especially aware of high point QSOs, i.e., NE and NW US.
- Be careful to work the weak ones, a QSO with a QRP station in the NE gives 24 points, 6 for the QSO with a multiplier of 4 .

