

Action	Reason
Check the Current Rules and download & print them	New regulations may change the rules
READ the rules	Sounds like a No Brainer: BUT the exchanges in different contests are not always a simple Serial # starting at 001
Repeat the above x 2	Because we are human and sometimes miss the pertinent points.
My Suggestion: PRINT the rules and highlight the times, Frequencies & Exchanges required	So that you can give the correct exchange and not lose points or time. I do this every contest even though we have been contesting for 40 years plus.
Ditch the paper Log!	Transcribing post contest leads to callsign inconsistencies, incorrect time stamps AND loss of points for the sender and receiver
Use the recommended Contest Software	It makes life easier for the manager and means the results are able to be released earlier: All contest logs can be exported to ADIF and imported to your preferred logging program. Using non contest software misses important details that are pertinent to each contest
Check for Software updates at least 5 days prior to the contest	Rule Changes and being able to export the correctly formatted Cabrillo File. If using N1MM check for the latest UDC (User defined Contest File): VK4SN is the person who usually does these files for VK contests using N1MM
Ensure the Log is in UTC and your PC Clock is in your local time.	This is a problem when the PC is not calibrated correctly to local time, or the log is post- contest entered.
Check for Contest Logging Software Updates at least 5 days prior to the contest.	Altered rules. Don't blame the software if you are using an old version.
Log EVERY CONTACT	If you take a break and then decide to "give out numbers" but not log them and then submit a log excluding those contacts. Those contacts will cause the receiving station to lose points as they do not correspond to your submitted log. EXCEPTION: if the same station gives more than 1 callsign: ONLY log the main call.
USE PHONETICS: No exceptions	Yes! It is in CAPS: not using phonetics is lazy, AND causes incorrect logging of callsigns VKONM better heard as Victor Kilo Zero November Mike. It also reduces the number of repeat requests for the callsign.

Don't rely on the previously logged call popping up in the log without properly listening.	Stations have been constantly mis-logged because the Rx station misheard the original call and then presumed that it was the correct call all the way through the contest. The Originating call gets the points and the Rx Station that misheard / mis-logged the contact loses points.
What is a Multiplier?	<p>A multiplier is a process of multiplying your points. Each contest has a unique set of conditions for multipliers.</p> <p>Multipliers can take various forms: 2 examples are listed below.</p> <ol style="list-style-type: none"> 1. The total # of unique prefixes contacted so if VK1X and VL1X are each worth 1 point per contact and they are also multipliers. So you get 2 points plus 2 multipliers – a total of 4 points (2 x 2) 2. The # of CQ Zones (in VK we have 2 CQ zones (Zone 29 which is basically VK6 and VK8 with the rest of VK being CQ Zone 30: so working a VK6 station and multiple VK1,2,3 stations would only be 2 multipliers, as each CQ Zone is counted as a multiplier only on the first contact. Some contests allow the first contact with a CQ Zone on each band to be counted. <p>For example; you make 20 contacts worth 1 point and also work 10 multipliers. the result is $20 \times 10 = 200$ points</p>
What is a "Block"?	<p>Once again this depends on the contest. A simple definition is the time allowed before you can contact the same station on the same band and mode for additional points (no extra multipliers are allocated to the contact).</p> <ol style="list-style-type: none"> 1. A block can be either time limited where reworking a contact is allowed after (as an example) 2 or 3 hours from the last contact: <p>Or</p> <ol style="list-style-type: none"> 2. Designated Blocks of time, for example: from 0000 -0359 and then from 0400-0759. This means you could work a station at 0345 and then again at 0415 but no further contact can be made until after 0800.
Logging errors	<p>When logging contacts if someone says portable VK3: usually it would be logged as VK4DI/3 If you log VK4DI/P3 the log checkers see that as Cyprus.</p>

	<p>If someone is portable in their own state then /P is appropriate</p> <p>If someone is mobile then use /M</p>
Submitting your log	<p>Each Contest manager advises how to submit their log, and the cut-off date for submissions. If you are having difficulties, contact the manager.</p> <p>The majority of VK Contests now use https://www.vklogchecker.com with results & statistics shown after the contest results are finalised.</p>