CODE QUICK 2

CODE QUICK CENTENNIAL EDITION

The earliest listing of amateur radio stations is contained in the First Annual Official Wireless Blue Book of the Wireless Association of America in 1909. Before 1912, call signs were just made up by the aspiring Amateur and it wasn't until the Radio Act of 1912 that the first licenses were issued.

CELEBRATING 100 YEARS OF HAM RADIO HISTORY

About Your Author – W6TJP

Gerald R. (Jerry) Wheeler, Ed.D., earned his B.A. from Westmont College in Santa Barbara, California. His Master's and Doctorate degrees were gained at the University of So. Calif. in Elementary and Secondary Education. During his studies, his passion was to discover "How students learn."

He spent two years on the Signal Corps base in Fort Gordon, Georgia where he spent time at the MARS station honing CW skills.

Dr. Wheeler served as instructor and administrator for 21 years in California's public schools before opening a private academy which grew under his leadership from 70 to 1300 students. Many innovative programs were developed during his tenure including a writing course for junior and senior high students. He recently completed an assignment as the director of the extension program in the Coachella Valley for Biola University.

Jerry became intrigued by ham radio during his high school years, thanks to an inspirational teacher, Tom Thorpe, W7KYN at West Phoenix High School. During his senior year, he successfully passed his Novice exam, built his first transmitter and was named outstanding amateur of the year. His interest and involvement in radio have continued for over 45 years.

Jerry's still has a passion for code, the foundation of wireless communication. Code has had a rich history creating millions of stories over the past hundred-fifty years. From the amazing spark-gap that was heard a few miles from its source to the telegraphers that ran the railroads and fueled commerce that built a nation in the late 1800's through two world wars and one hundred years of amateur radio history, code has always been a dependable mode and an the backbone of radio. It is the purpose of Code Quick to help painlessly to initiate new users into the code and give them a thrilling radio start.

It is our hope that each person who benefits from Code Quick will mentor a new ham into the skill. To encourage this kind of tutoring, we now offer special mentor prices to users who want to take the challenge. Be an Elmer!

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Visit our website
http://www.cq2k.com
for the latest in Morse Code Mastery Tools

Code Quick Graphics Created with Corel 12

COREL

Why Code Quick Works

I f you begin to work on code using dahs and dits or as dots and dashes, your brain tries to organize them as environmental noises. It doesn't realize that code is language so it stores the sounds in your head along with thuds, clunks and screeches.

After you finally manage to learn all of one set of code, (let's say at 5 words per minute), then try to speed up, you find at the higher speed, you can't copy much at all! Hams who don't understand the nature of their non-language brain, say you are on a plateau or you "hit the wall."

If you want to go higher, you have to learn a new set of sounds for each three word per minute window. You struggle first with one set at 5WPM and then must master another at 8WPM, 11WPM and so on. Worse yet, every time your ears pick up a code symbol, your brain hunts through its entire database for an exact match. This could be several hundred different auditory images! If it doesn't instantly recognize some letter, it locks up and goes into never-never land like a computer searching a database. Then, six letters later, you wake up, hopelessly lost. It is tough to learn code this way! Students report to that they had struggled for years just to pass the lowest level before they discovered "Code Quick." Our research shows before testing ended, that possibly 90% of potentially great hams never make it through the code hurdle!

Your author would have never been a 20wpm Extra without Code Quick!

I*n the back of your book you will find strategies that will provide additional resources in our program to add variety and help the sound-alikes become a life-long memory. Most of these are games that we hope you will find enjoyable as you progress.* CLICK HERE

<u>WHAT IS THE SECRET TO COPYING FAST CODE?</u>

To handle fast code you must learn to hear each character just like you do words and phrases in speech. These mnemonics connect an English sound-alike with its code character equivalent. You will master these during the first half of this course, which will bring you to a solid grasp of five+ words per minute. The second half of the course will help you then to smash through to 13WPM or even faster before you complete 30 days. Morse code will continue to bring you pleasure and a measure of security throughout your life. Who knows, CW may someday even save your life as it did American, Viet-Nam war prisoners!

Finally, you will be able to use your new computer program to push your CW skill as far as you want to take it, even to 35WPM!

Don't skip a single step and make a determined effort not to miss one day of study during the first part of this course. You might just as well throw it into the trash right now unless you make up your mind to memorize the sound-alikes. Your language brain, unique to man in all of creation, is truly remarkable! Soon you will hear the code just like your natural tongue and remember it for the rest of your life. The sound-alike and its picture will forever be locked together!

<u>HOW CAN YOU BECOME A CODE ACE?</u>

Learning code was my personal nightmare. I struggled with it for over ten years before I was finally given a General license "gift." To make a decent QSO in CW was a white-knuckle experience. Hopeless lost, my head would swim and eventually I would just throw the switch and go to bed, leaving my ham contact hung out to dry! I tried to start a club in a junior high school but failed miserably, losing fifty out of fifty-seven kids because I just couldn't figure out how to teach code! It wasn't until I invented Code Quick that my own code skill jumped to over 20wpm!

I'll never forget the day I passed "Extra!" What a thrill! Once I realized that language made learning Morse code a snap, I knew I must bring Code Quick to other hams. Now for me, CW is the most enjoyable form of operation.

S ince the original cassette version of Code Quick was introduced in 1979, thousands of have overcome their fears, gained control of the code, and have added another enjoyable skill to their lives. Check all the unsolicited endorsement letters at www.cq2k.com!

Most people who begin to study Morse the Code Quick way wonder if they will succeed. We have been marketing the Code Quick method since 1979 with thousands just like you amazing themselves. You will too! Now that you know how and why Code Quick works, determine to complete each goal you set. Believe in yourself and you will succeed. Here are your tools. They work! The rest is up to you. Thousands of others have already proved that you own the best road to Code Mastery!

30 DAY SUCCESS PLAN
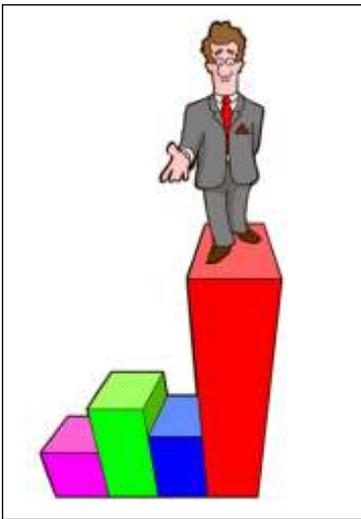
Spend a few minutes going over this text until you understand the format. Examine the table of contents in the front and locate each section. If you need definitions, find them HERE.

During the next 30 days, invest an hour per day, divided into three, twenty-minute sessions. To make fast progress, stay with the lesson plan until you crunch each objective. We don't stress sending since once you know the code sending will be easy.

This book will organize the practice for each day. Each day's lesson begins with a review of yesterday's work. Keep a log of your daily study and record your level of success. Organize yourself to make your time productive with no distractions and use headphones if possible. It rarely pays off to work more than an hour and a half a day. Twenty-minute practice sessions work best. Enjoy yourself, relax and learn quickly.

IMPORTANT: The program will move from MP3 segments to computer and back. You may set the code speed in the computer program from 2.5 to 35WPM. Unless you find it too fast for you, set it for 5WPM until you know all the characters (Day 12). These segments will let you see how ready you are to move forward. Each lesson will be evaluated and give you a percent correct score. Since multiple randomized drills are contained in each computer lesson, repeat each computer drill until you gain a score of 90% or better before moving on.

Your picture cartoon cards are right in your lesson for the day in this book. You will also find copies in your printable forms. Study them every spare minute for a while. They will also pop up in your computer lessons. These sound-alikes will give you some reality to hang the code around. The more emotion you can feel for the picture, the better it will stick. We will refer to your sound-alike cards constantly in the first few lessons.

Find the "Letters I Know Scoreboard" in Printable Forms. As you master letters, color each of them with a colored felt marker, or cross them off with a pencil if you prefer. Note your progress

toward your first main goal of knowing all sound-alikes at 5wpm. Graphs allow you to keep a record of how you are progressing. They will remind you just how much you have learned!

Your program contains **Day Drills** on MP3 format. These are easily added to an Ipod, SmartPhone, thumb drive or written to CDs if you want to listen to them in an automobile. Cody, our robot ham sends spotless CW at your chosen speed up to 35WPM! Once you know the code as sound-alikes, you will be able to copy code from any source! As soon as you can, find a way to get on the air!

Just a word about Farnsworth. When the code speed is held constant, say 15 wpm and the gap between the characters is made longer so that you really only get 5 words per minute, you are following Farnsworth. We use this standard in our instruction. However, when you learn by language, it is really not necessary. Your language brain will recognize code coming to you in a variety of ways. You will have it all over the poor guys who have struggled the "old fashioned way!"

An hour and a half a day is the maximum. Take time to let what you are learning "soak in! Keep Your Focus! Get in the habit of covering your work with a 3 X 5 card or second sheet of paper. This will keep you from looking back and breaking your concentration. Later when you are copying in your head and then writing, this won't be necessary. Of course, if you can type, you will be able follow the code much faster than you can write. See your printable forms for printable examples.

THE CODE QUICK 30 DAY SUCCESS FORMULA

B egin each day by reviewing the items taught in the previous lesson. If any earlier elements give you trouble, repeat the section before you start the next lesson..

Adopt a "CAN DO" attitude. Code Quick takes pride in creating over 50,000 success stories since 1980! Yours might just as well be next! Almost no student has difficulties with Code Quick if they follow the oral and written directions. Some persons persist in saying the dahs and dits out loud and then rummaging through their mind to match it with the sound-alike. This and "seeing" dots and dashes are the most likely causes of failure.

You must learn to think in language and to do this; you must hear he code say its own name.

To Stretch Yourself GOAL # 1

RECOGNIZE ALL CHARACTERS AS SOUND ALIKES

If you want to make the most of your time, spend about 60 minutes per day during the first 12 days you use the program. Divide your practice time into three 20-minute sessions. Don't move on until you ace each lesson. Constant practice is the key to success! Try to learn to speed write the characters. Suggestions in green follow.

Day 1 You will learn ETWK

Segment 1- Recognize the difference between long and short beeps. Materials needed for Session 1: Scratch paper, pencil or pen, sound - alike cards ETWK
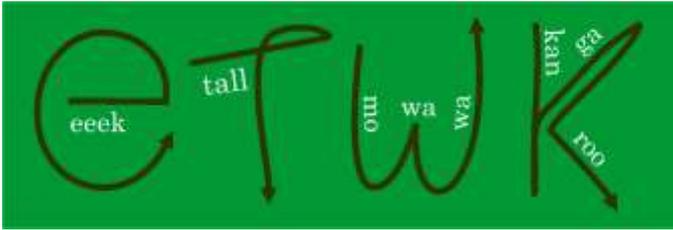
Day 1

Segment 02 Introduce E

Sound Alike   Eeeek

Day 1

Segment 03 Introduce T   Sound Alike Tall

Day 1

Code Quick Computer –

More Practice with E and T

Type "Keyme L1" Don't use the quotation marks.

There are multiple randomized exercises, so repeat this drill as many times as you need to handle it with perfection. Slow to 2.5 WPM only if necessary. Software Guide

Day 1

Segment 04 Introduce W   Sound Alike Mo-Wa\

Day 1

Segment 05 Check Test #1 –

 (Number your paper 1-10)

Record Scores in printable forms

Answers: NO W NO NO NO W NO W NO W

Day 1

Code Quick by Computer – Practice W with E T

Type "Keyme L2" There are multiple randomized exercises, so repeat this drill as many times as you need.

Day 1

Segment 06 Introduce K

Sound Alike   Kan ga roo

Day 1

Segment 07 Practice E W K

Day 1

Segment 08 Practice ETWK

Answers: **TEWK KWET ETKW TEKW WEKT WTKE TEWK WTKE**

Day 1

Code Quick by computer – Practice K and W

Type "Keyme L3" Remember to say sound-alikes with each character.

Day 1

Segment 09 Quiz KETW Answers below:

**KETW WKET KWET EKTW WKTE KEWT TWEK
ETWK TWEK KTWE KWET TKWE EKTW WEKT**

Day 1

Cody Morris – Practice E W K

Type "Keyme L4" There are multiple randomized exercises, so repeat this drill as many times as you need.

Day 1

Segment 10 - Day Drill # 1 - Speed Practice WKET.
Don't try to write. Follow the code with your eyes. Say the sound alikes. If you get lost start this segment again.

WKTET	KWTET	KWTKW	TTKTE	WTKTK	WWETE
TWKWE	KWTEK	WKWKT	TTETW	EWTET	KWTET
KWTWK	TKTKW	TKTET	KTWEW	WTKET	WETTW
TKTKW	TTKTW	KEKWT	ETTKW	TETWK	EEWTK
TTKWK	KTWTK	KETWT	KWWET	TWEKT	WKTEW

Day 1

Code Quick by Computer – Practice E T W K

Type "Keyme L5" There are multiple randomized exercises, so repeat this drill as many times as you need.

Day 2 You will learn AOYS

Segment 11: Review yesterday's letters: ETKW (Number paper 1-10)

Review day 1.   Check test #2 Check answers here and record scores in your Check Test Graph for Day 1. (Printable forms)

Answers to Check Test 1: **K T W T E K K W E W**
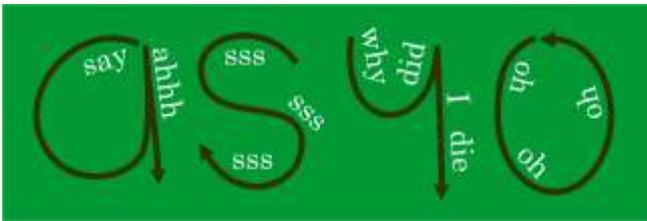
Day 2

Code Quick by Computer –

Test E T W K Type "Keyme T1"

Day 2

Segment 12 Introduce A

Sound alike   Sa' ahhhhh

Day 2

Code Quick by Computer – Practice A with K E W

Type "Keyme L6" for more practice with A

Day 2

Segment 13 Practice all letters up to now. Can you beat me?

Day 2

Cody Morris – Practice E T W K A

Type "Keyme L7"

Day 2

Segment 14 Introduce S

Sound alike SSS SSS SSS

Day 2

Code Quick Computer – Practice S with A

Type "Keyme L8"

Day 2

Segment 15 Introduce Y

Sound alike Why did I die?

Day 2

Code Quick Computer – Practice Y with S

Type "Keyme L9"

Day 2

Segment 16 Introduce O

Sound alike Ohh Ohh Ohh

Day 2

Code Quick by Computer – Type "Keyme L10"

Practice O with Y

Day 2

Segment 17 Practice Quiz YSOA

Day 2

Cody Morris – Test 2   Y S O A

Type "Keyme T2"

Day 2

Segment 18 Quiz over ASYO. Answers below:

AOYS SAYO YSAO OASY ETWK WETK KTEW TKEW
EOWS YKTA EOTA KYSW SWAT

Day 2

Segment 19 - Day Drill # 2 -Speed Practice.

Don't try to write. Follow the code with your eyes. Say the sound alikes. If you get lost start this segment again.

ASOYO	SAYYA	SAOYA	AYSOS	OSYAY	AYSYO
AYSOS	YAOOS	AYYSA	OOSYA	SYOAS	YSAYS
ETSWY	KOWAT	OKEYS	EOSAO	YKETW	KAOYS
WSYET	YKAWO	YEOAK	SAWEY	SWSAY	SKEOY
TKSYO	EWKTA	YOTAE	SYAOE	KOSYA	WAKSO

Day 3 You will learn UDPR

Segment 20 Review yesterday's letters
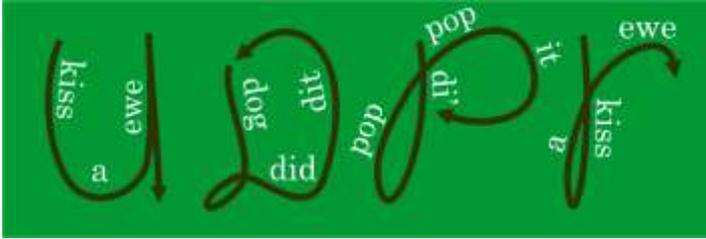
Day 3

Segment 21 Check Test # 3 (Number your paper 1-10)

Answers: W T Y A O T S E K E

Day 3

Code Quick by Computer – Type "Keyme L11" Practice E T W K A O Y S

Day 3

Code Quick by Computer – Type "Keyme T3" Test ETWKAOYS

Day 3

Segment 22 Introduce U

 Sound alike Kiss a Ewe

Day 3

Code Quick by Computer – Learn U with Y

Type "Keyme L12"   Keep practicing here until you score close to 100%

Day 3

Segment 23 Introduce D

Sound alike Dog did it

~ 17 ~

Day 3

Code Quick by Computer – Type "Keyme L13" Practice D with U

Day 3

Segment 24 Introduce P

 Sound alike D' pop pop IT?

Day 3

Code Quick by Computer – Practice P with D

Type "Keyme L14"

Day 3

Segment 25 Introduce R

Sound alike Brrrr Rabbit

Day 3

Code Quick by Computer – Practice R with P

Type "Keyme L15"

Day 3

Segment 26 Review UDPR

Day 3

Code Quick by Computer – Practice UDPR

Type "Keyme L16"

Day 3

Segment 27 Quiz UDPR and all 12 letters together. Answers below:

RUDP PURD UPDR DPRU EDAR
POWK SUET KWOE RADT YSUP

Day 3

Code Quick by Computer – Practice U D P R   A Y O S
Type "Keyme L17"

Day 3

Segment 28 Day Drill # 3. Don't try to write. Follow the code with your eyes. Say the sound alikes. If you get lost start this segment again.

Day Drill # 3 New Letters (U-D-P-R) Review (W-K-T-E-A-O-Y-S)

UPDRD	RUPDP	UPDRU	RUPPU	DRUPD	RURDP
PUDRP	DRURP	PDRUD	RUPRD	PDRUP	TAKE
DOSE	REST	STATE	DREAD	PASTE	SAY
YES	DAY	WAKE	SO	SUDS	TEE
USE	KEEP	PAD	EKE	SADDER	TRADE
WAR	TEASE	TRAY	PAY	YEA	STAR
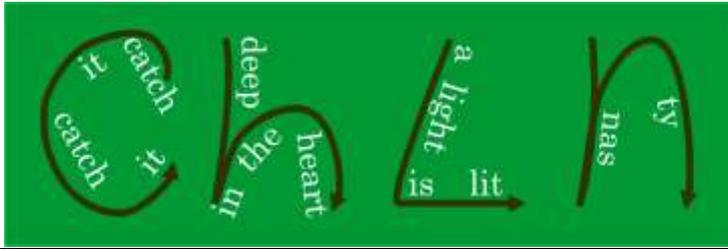
Day 4 You will learn CHLN

Segment 29 Check Test # 4

Answers: **R A P O D R Y S P D**

Day 4

Code Quick by Computer – Practice UDPR AYOS ETWK

Type "Keyme L18"

Day 4

Code Quick by Computer – First Word Practice

Type "Keyme L19"

Day 4

Segment 30 Introduce C

Sound alike Catch-it Catch-it

Day 4

Code Quick by Computer – Practice C with R

Type "Keyme L20"

Day 4

Segment 31 Practice CRY

Day 4

Segment 32 Introduce H

Sound alike Deep in the heart

Day 4

Segment 33 Practice H

Day 4

Code Quick by Computer – Practice H with C

Type "Keyme L21"

Day 4

Segment 34 Introduce L

Sound alike   A light is lit

Day 4

Segment 35 Practice L

Day 4

Code Quick by Computer – Practice L with H

Type "Keyme L22"

Day 4

Segment 36 Introduce N

Sound alike   Nasty

Quiz Answers: H N C H L N C L

Day 4

Code Quick by Computer – Practice N with L

Type "Keyme L23"

Day 4

Segment 37 Practice All letters up to this point. Answers below:

CHLN NCHL LNHC HCNL CLNH
DRHC NULP URPL HCDN NDLU PCHR CEAU HTOD

Day 4

Code Quick by Computer – Practice CHLN Type

"Keyme L24"

Day 4

Segment 38   Day Drill # 4. Don't try to write. Follow the code with your eyes. Say the sound alikes. If you get lost start this segment again.

Day Drill # 4 – New Letters (C-H-L-N) Review (ALL OLD LETTERS)

CHLNC	NLHNH	LCCNL	HNHLC	HNLLC	CHNLL
HCHNC	HNCHL	LCLNC	CLHNL	LCHHN	COLD
NASAL	HUTCH	LAST	LOST	CLASP	CLUNK
HAUL	HELLO	DOLLY	NOSES	THUS	CRUST

Day 4

Code Quick by Computer – Practice CHLN UDPR

Type "Keyme L25"

Day 5 You will learn IFBZ

Segment 39 Review letters taught in Days 1-4

Answers: **N L C H L C N   E T W K A O Y S   C U H D L P N R**
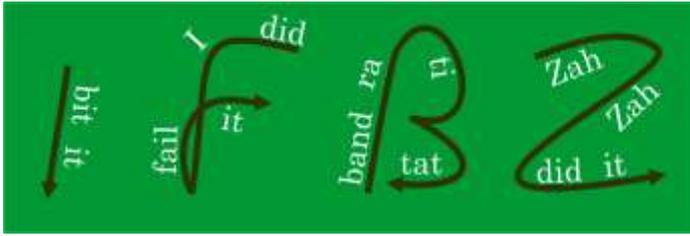
Day 5

Segment 40 Check Test # 5   Answers: **D U Y R N H R P L C**

Day 5

Cody Morris – Test CHLN UDPR

Type "Keyme T4"

Day 5

Segment 41 Introduce I

Sound alike   Bit it

Day 5

Code Quick by Computer – Practice I with N

Type "Keyme L26"

Day 5

Segment 42 Introduce F

 Sound alike   Did I fail it?

Day 5

Code Quick by Computer – Practice F with I

Type "Keyme L27"

Day 5

Segment 43 Introduce Z

Sound alike   Zah Zah did it

Day 5

Code Quick by Computer – Practice Z with F

Type "Keyme L28"

Day 5

Segment 44 Introduce B   Sound alike   Band rat-a tat

Day 5

Code Quick by Computer – Practice B with Z

Type "Keyme L29"

Day 5

Segment 45 Review FZLBN   Quiz Answers: **B Z F N L I H**

Day 5

Segment 46 Quiz FZBN Answers below:

FIZZ FALL BUZZ BIZ BLAZE WHIZ
IFBZ BZFI ZIFB FZBI ZBFI FBZI

Day 5

Code Quick by Computer – Practice I F Z B

Type "Keyme L30"

Day 5

Code Quick by Computer – Practice I F B Z   C H L N

Type "Keyme L31"

Day 5

Segment 47 Day Drill # 5 Don't try to write. Follow the code with your eyes. Say the sound alikes. If you get lost start this segment again.

BIZZB	FIZIB	FNIFZ	IFIBF	IFIBZ	IZFFB
IFBIZ	ZIBFI	ZBBIZ	BIZBZ	ZBFIZ	ZEBRA
BREEZE	FUZZY	BRIEF	BUZZES	ZOOS	RAZE
FREED	FLY	CHIEF	BRACED	SLAB	FIZZLE
FOSTER	BICYCLE	ZINC	FISHY	BLINK	ISLAND

Day 6 You will learn GXQJ

Cody Morris – Practice IFZB CHLN UDPR

Type "Keyme L32"
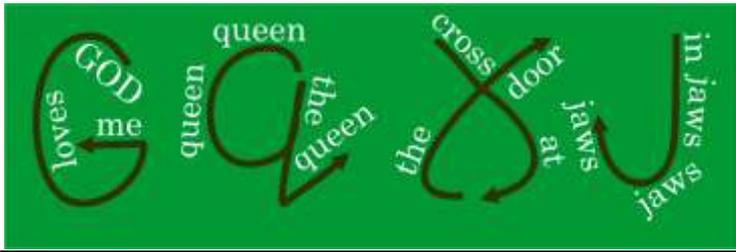
Day 6 Segment 48 Review Days 4-5

Day 6

Segment 49 Check Test # 6   Answers: **C L I Z H N B Z I F**

Day 6

Code Quick by Computer – Practice words using only letters you know

Type "Keyme L33"

Day 6

Code Quick by Computer – Test over IFZB CHLN UDPR

Type "Keyme T5"

Day 6

Segment 50 Introduce G

Sound alike   God loves me

Day 6

Code Quick by Computer – Practice G with B

Type "Keyme L34"

Day 6

Segment 51 Introduce Q

Sound alike   Queen Queen the Queen

Day 6

Segment 52 Practice Q

Day 6

Code Quick by Computer – Practice Q with G

Type "Keyme L35"

Day 6

Segment 53 Introduce X

Sound alike   Cross at the door

Day 6

Code Quick by Computer – Practice X with Q

Type "Keyme L36"

Day 6

Segment 54 Review GQX

Day 6

Segment 55 Introduce J

Sound alike   In jaws jaws jaws

Day 6

Code Quick by Computer – Practice J with X

Type "Keyme L37"

Day 6

Segment 56 Practice JGXQ   Answers to quiz: **J G Q X Q G J X**

Day 6

Code Quick by Computer – Practice GQXJ

Type "Keyme L38"

Day 6

Segment 57 Quiz GQXJ Answers below:

TODAY I WILL FIX JILLS FAX BEFORE I QUIT
GQXJ XGQJ QJGX JGXQ QXJG

Day 6

Code Quick by Computer – Practice GQXJ IFBZ

Type "Keyme L39"

Day 6

Segment 58 Day Drill # 6   Don't try to write. Just say sound alikes.

JGJQX	JGJQX	JQJGJ	JGXGX	JQQXQ	XGQJG
QXQXG	JGQXJ	XGXJJ	GJGJX	QGQJJ	XRAY
QUEEN	QUAD	GLOW	GLAZE	JELLO	RAGS
JOLLY	FROG	FOXES	JOHN	THREE	SIXTEEN
JETS	FLAG	FIXED	QUILL	JUST	FUDGE

Day 7 You will learn M V Period Comma

Code Quick by Computer – Word Practice No. 2 on characters you know

Type "Keyme L40"

Day 7

Segment 59 Check Test # 7 Answers: **B I X G K Z J F Q W**
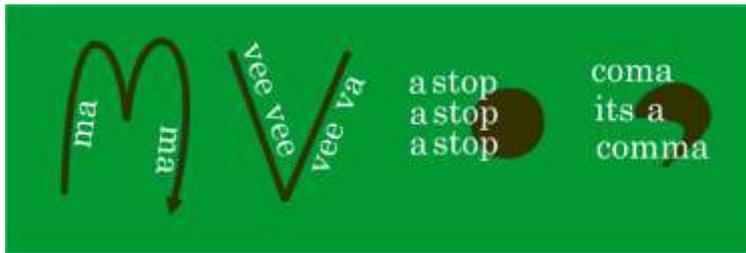
Day 7

Code Quick by Computer – Exam over GQXJ IFBZ CHLN

Type "Keyme T6"

Day 7

Segment 60 Introduce M

Sound alike   Ma Ma

Quiz answers: **Q M X M G J**

Day 7

Code Quick by Computer – Practice M with J

Type "Keyme L41"

Day 7

Segment 61 Introduce V

Sound alike Vee Vee Vee Vah

Quiz Answers: **V X J Q M G**

Day 7

Code Quick by Computer – Practice V with M

Type "Keyme L42"

Day 7

Segment 62 Introduce the Period

Sound alike   A stop A stop A stop

Day 7

Code Quick by Computer –

 Practice Period with V

Type "Keyme L43"

Day 7

Segment 63 Practice Period M V Period

Quiz Answers: **M . V . V M**

Day 7

Segment 64 Introduce the Comma

Sound alike   Coma it's a comma

Day 7

Code Quick by Computer –

Practice Comma with Period

Type "Keyme L44"

Day 7

Segment 65 Practice Comma:

Quiz Answers: **V , . M V M , .   . M G , Q V J . X**

Day 7

Code Quick by Computer – Practice M V Period Comma

Type "Keyme L45"

Day 7

Segment 66 Quiz V M Period Comma Answers below:

WX HR RST QTH RIG NAME ANT
MV., .,VM ,MV. V,M. , .VM   M G V J . X Q , M

Day 7

Code Quick by Computer – Practice MV Period Comma G Q V J

Type "Keyme L46"

Day 7

Segment 67 Day Drill # 7 Don't try to write. Just say sound alikes

Day Drills 7 – New Letters & Characters M V Period Comma

MV,,.	MV,V.	,M,V.	M,MV.	MV,,M	,M,V.
VMVM.	VM,V.	M,V,.	MOVE	VAPOR	MOP
CHIME	PROVE	CHIVES	HOMINY	HAVE	LOOMS
GROVES	SLAMMING	CLOVER	BROOM	SLAVERY	GLOVE

Day 8 You will learn numerals   1 2 3 4

Code Quick by Computer – Practice M V Period Comma GQXJ IFBZ

Type "Keyme L47"

Day 8

Segment 68 Quiz Answers: **,** M **.** V **. ,** V M   X **.** V J **,** M Q G
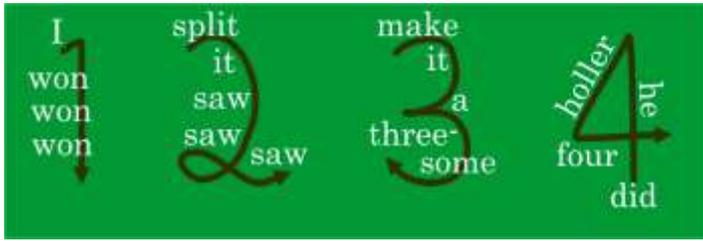
Day 8

Segment 69 Check Test # 8 Answers: **M , Q J B X . G V C**

Day 8

Code Quick by Computer – Word Practice No. 3

Type "Keyme L48"

Day 8

Code Quick by Computer –

Exam: MV Period Comma GQXJ IFBZ

Type "Keyme T7"

Day 8

Segment 70 Introduce the Numeral 1

Sound alike I won won won won

Day 8

Code Quick by Computer –

Practice Numeral 1 with Comma

Type "Keyme L49"

Day 8

Segment 71 Introduce the numeral 2

Sound alike Split it saw saw saw

Day 8

Code Quick by Computer –

Practice Numeral 2 with 1

Type "Keyme L50"

Day 8

Segment 72 Introduce the numeral 3

Sound alike Make it a three-some

Day 8

Code Quick by Computer –

Practice Numeral 3 with 2

Type "Keyme L51"

Day 8

Segment 73 Introduce the numeral 4

Sound alike   Did he holler four?

Quiz Answers: **3 1 3 2 1 2   4 1 2 3 1 4 3 2**

Day 8

Code Quick by Computer – Practice Numeral 4 with 3

Type "Keyme L52"

Day 8

Segment 74 Practice 1 2 3 4   2 Minute Drill   Answers Below:

1 C F H B 2 Q Y 4 Z M , . A E L D J 3 K S P W X G I N O R U Y T Q R B

Day 8

Code Quick by Computer – Practice 1 2 3 4

Type "Keyme L53"

Day 8

Segment 75 Quiz 1 2 3 4 Answers Below:

4 1 2 3   3 1 4 2   1 4 3 2   2 3 1 4   4 , 2 . 3 . 1 ,

2 . , 1   4 3 . ,   EAUCI   GMITO   DHFQV

Day 8

Code Quick by Computer – Practice 1 2 3 4 MV Period Comma

Type "Keyme L54"

Day 8

Segment 76 Day Drill # 8. Follow with eyes first time through. Say sound-alikes with each. Identify any weak characters.

Day Drill # 8 – New Characters (1-2-3-4)

1 2 3 4 3	2 1 2 1 3	4 2 4 2 3	4 1 4 2 3	4 2 1 4 2
4 3 1 4 2	4 3 2 4 1	1 , 2 . 3	, 4 . 3 ,	M 2 , V M
2 4 3 4 2	1 2 4 3 3	1 2 4 1	O A K	S T .
P . O . B O X	2 1 4 1	4231 MAPLE	GROVE RD.	324 NORTH

Day 9 You will learn numerals 5 6 7 8

Code Quick by Computer – Practice **1234 MV., GQXJ**

Type "Keyme L55"

sit   six   seven   mom   it
a 5 hal-i-but   havin' 6 fit a   bet on it 7   8 in ate law
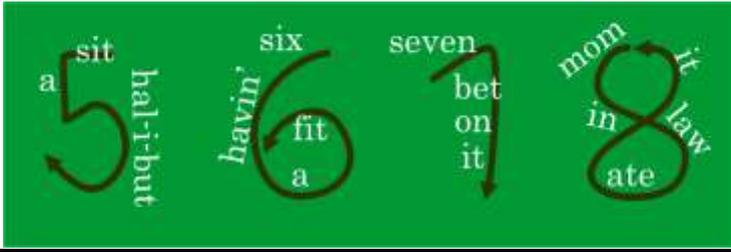
Day 9

Segment 77 Review Lessons 7 and 8

Answers to Review: **4 1 2 4 3 2 1 3   4 , 1 V 3 . 2 M**

Day 9

Segment 78 Check Test # 9 Answers: **M , 4 L 2 . 3 F V 1**

Day 9

Code Quick by Computer – Test 1234 MV., GQXJ

Type "Keyme T8"

Day 9

Segment 79 Introduce Numeral 5

 Sound alike   Sit a hallibut

Answers to Quiz: 3 4 3 5 3 5 4

Day 9

Code Quick by Computer

– Practice Numeral 5 with 4

Type "Keyme L56"

Day 9

Segment 80 Introduce Numeral 6

$\sim$ 32 $\sim$

Sound alike   Six havin' a fit

Quiz Answers: **1 6 5 6 1 5**

Day 9
Code Quick by Computer –
Practice Numerals 6 with 5
Type "Keyme L57"

Day 9
Code Quick by Computer – Practice E I S H 5
Type "Keyme L58"

Day 9
Segment 81 Introduce Numeral 7

Sound alike   Seven bet on it

Quiz Answers: **7 5 2 7 6 5 2 6**

Day 9
Code Quick by Computer –
Practice Numeral 7 with 6
Type "Keyme L59"

Day 9
Segment 82 Introduce Numeral 8

Sound alike   Mom-in-law ate it

Quiz Answers: **8 5 6 8 7 7 5 8**

Day 9
Code Quick by Computer –
Practice Numeral 8 with 7

Type "Keyme L60"

Day 9

Code Quick by Computer – Practice Numerals 5 6 7 8

Type "Keyme L61"

Day 9

Segment 83 Quiz 5 6 7 8 Answers below:

**I CAN COPY CODE   5 6 7 8 7 6 8 5 8 5 7 6 6 8 5 7
5 6 7 8 7 5 8 5 8 5 7 6 6 8 5 7 4 1 3 2 7 5 8 6 8 1 3 7
5 4 2 6 5 8 3 1**

Day 9

Code Quick by Computer – Practice Numerals **1 2 3 4   5 6 7 8**

Type "Keyme L62"

Day 9

Segment 84 Day Drill # 9

Day Drill # 9 – New Characters (5-6-7-8)

56785	75868	78675	76578	77685	78675
51627	38463	75865	47385	76316	PHONE
435 7221	RST 588	TEMP 78C	PART NO.	35876	FLIGHTPLAN
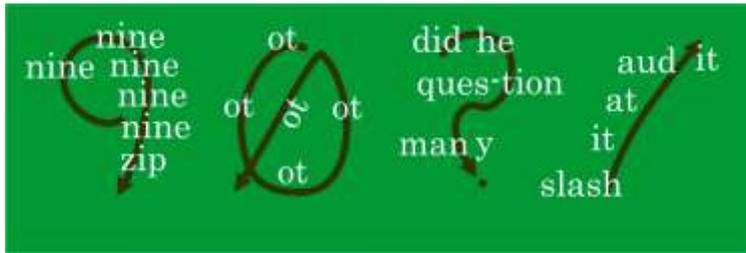
Day 10 You will learn characters 9 0 ? /

Code Quick by Computer – **Practice 1234 5678 MV.,**

Type "Keyme L63"

Day 10

Segment 85 Review Day 9

Quiz Answers: **6 5 8 7 6 7 5 8   8 2 7 4 6 3 5 1**

Day 10

Segment 86 Check Test # 10 Answers: **8 1 5 2 7 3 4 6 3 8**

Day 10

Code Quick by Computer – Exam: 1234 5678 MV.,

Type "Keyme T9"

Day 10

Segment 87 Introduce Numeral 9

Sound alike   Nine Nine Nine Nine Zip

Quiz Answers: **8 7 9 8 9 7**

Day 10

Code Quick by Computer – Practice Numeral 9 with 8

Type "Keyme L64"

Day 10

Segment 88 Introduce Numeral ∅

Sound alike   Ot Ot Ot Ot Ot

Quiz Answers: **8 0 9 8 9 0**

Day 10

Cody Morris – Practice Numeral ∅ with 9

Type "Keyme L65"

Day 10

Segment 89 Introduce Question Mark

Sound alike Did he question many?

Answers to Quizzes:

Ø 9 ? ? Ø 9 ?   ? 9 Ø 9 Ø ?

Day 10

Code Quick by Computer

– Practice Question Mark with 0

Type "Keyme L66"

Day 10

Segment 90 Introduce Slash Mark

Sound alike   Slash it at audit

Answers: **. / ? , ? . / ,**

Day 10

Code Quick by Computer –

Practice Slash Bar with Question mark

Type "Keyme L67"

Day 10

Segment 91 Practice ALL Numbers with ? /

9 Ø / ?   ? Ø 9 ?   Ø / ? 9   / 9 Ø ?

9 Ø 1 5 2   6 3 7 4 8   5 Ø 4 6 1   8 2 9 3 7

4 9 1 8 6

Day 10

Code Quick by Computer – Practice 9 0 ? /

Type "Keyme L68"

Day 10

Code Quick by Computer – Practice **90?/ 5678**

Type "Keyme L69"

Day 10

Segment 92 Day Drill # 10

Day Drills Segment 10.3 – New Characters (9-0-?-/)

/0/9?	/909?	/90/0	90/9?	0/9/0	/90/?
/0 09?	9/00?	189,	000,000	MILES	9000 DOLLARS
10195	HEMLOCK	STREET	8100 DOW	19 DEGREES	NORTH,
20 DEGREES	WEST	2.90 LIGHT	YEARS	190 OHM	9009

Day 11   No new characters to learn so today we get ready for our final exam!

Segment 93 Introduction to Day 11

Day 11

Code Quick by Computer – Practice **90?/ 5678 1234**

Type "Keyme L70"

Day 11

Segment 94 Final Review 1

Day 11

Code Quick by Computer – Practice All Characters in ham callsigns

Type "Keyme L71"

Day 11

Segment 95 Final Review 2 - First half alphabet

Quiz Answers: **Y U T A D W O K P S E R C**

U A E C D O T P Y W R S K

Day 11

Segment 96 Final Review 3 - Second half of alphabet

Day 11

Segment 97 Final Review 4 – Mixed characters

Quiz Answers: **L J I M X N F V Q B Z H G**

Day 11

Code Quick by Computer – Exam over all characters

Type "Keyme T10"

Day 11

Segment 98 Review Numbers

Day 11

Segment 99 Check Test # 11 Numbers:

Quiz Answers: **2 7 6 4 3 5 9 1 8 0   7 5 2 9 6 1 0 4 3 8**

Day 11

Segment 100 Day Drill # 11 Straight Copy Text below:

Do you think you are prepared for a final 5 or 6 WPM Exam? You have studied hard and expect to pass. Blind faith is not enough, but you have devoted hours to your study. Quickly you will double that to 13WPM to finish in a blaze of glory.

Day 12 You will take final exams over 1st half of the course

Segment 101 Review Punctuation Answers to Quiz**: / , . ? , . ? /**

Day 12

Segment 102 Final Drill - Straight copy below:

Give your study of code an extra 6 or 8 min per day.   Zoom to 5, 14 or even 20WPM. Forget about failing, you know Code Quick. Soon you will get a call like this, K9FJX/AE

Day 12

Code Quick by Computer – Final Message There are 8 important messages here so use this Keyme until you have copied the code and read them all.

Type "Keyme L72"

TIP:

If you want to return to any computer lesson for more practice on any character that you find difficult, just type in the character you want using these examples:

KEYME A   KEYME F   KEYME SLASH   KEYME ?

Day 12

Segment 103 Day Drill 12 – Over all characters

9 2 3 7 R	P U 1 V Z	E A C X ?	G F 5 D L	, M Y K N
W B J 4 /	8 S T Q I	H O 6 Z .	Ø P LA?	3 N S Z W
Y 1 C I /	T 6 R Q 9	H , G E 8	J F B D .	4 X M Ø5
U 2 V 7 K	9 3 7 R P	1 Z A C X	D 9 L , M	K W / 8 S
Q H OØ6	L ? 3 N S	1 I / 6 Q		

Day 12

Segment 104 Final Exam 1

F Q C J	Z 4 9 H	? T N K	1 6 R A	W / 2 E
Y I Ø M	, G 5 O	8 P U .	X D S 3	V B 7 L
D . V J	4 S N Y			

Day 12

Segment 105 – Final Exam 2

V Z Q 4	E 6 Y T	? J R ,	2 W N /	Y C M I
B N 6 G	A 5 G O	8 P Z U	. X S 3	F H Ø J
B 7 L V	D . 9 W			

A word about alternative sound alikes. If you find you have some of our sound-alikes that just don't stick after a couple of weeks of work, check the alternatives found in the back of the book. You may discover some that will work better for you. Click here.

Evaluate your Morse code ability through the ARRL Code Proficiency program. Copy one of W1AW's qualifying runs (see W1AW schedule) and submit one minute of solid copy (legible), along

with your \$10 fee for a certificate, to W1AW Qualifying Run, 225 Main Street, Newington, CT USA 06111.

Your submission will be checked directly against the official W1AW text, and if you pass, you'll get your initial Code Proficiency certificate. From then on, endorsement stickers, for a small charge, are issued for speeds up to 40 WPM. The W1AW Code Proficiency Program is open to both hams and non-hams alike!

NOW THAT YOU'VE GOT THE MORSE CODE CHARACTERS AS SOUND ALIKES…YOU ARE PREPARED FOR YOUR

GOAL # 2

TO INCREASE SPEED IN STEPS TO 13+ WPM

Congratulations for completion of phase 1 of your 30 day success formula. Keep up the great work!

*A*lways repeat the sound-alikes out loud or as the code speeds up, in your head until you reach 17 – 18 WPM. We have found that abbreviated forms of the sound-alikes are helpful once you know all the characters. For instance, instead of "Band rat-i-tat for the letter B just say "Band." Your mind will fill in the difference. From 17WPM the sound-alikes will keep working behind the scenes and you'll not think about them. This looks like a lot of work but remember to take it one day at a time.

Keep Going

YOUR BREAKTHROUGH IS JUST AROUND THE CORNER!

What a thrill it is to experience Morse code the way early railroaders or World War II communications officers did! Imagine being aboard the Titanic and sending the SOS heard around the world! Knowing the code puts you into a unique cadre that included the pioneers of radio and communication! Ham radio would never have flourished without Morse code CW wireless. It is still a great mode of operation, offering a way to get through when all else fails. It is also important, to our national defense, if civil disorder or national emergencies happen in the upcoming years. We are dedicated to never letting it die!

If you know stories about how Morse code saved the day, please let us know!

*During these 30 days you have undoubtedly discovered some things about yourself and your personal learning style. Sometimes we set goals that are not met because of unexpected events in our life. At other times, discouragement sets in and we feel overwhelmed. By now you are into a good rhythm. If your goal is still higher than your present target speed, pour on the work! Since we all learn differently, we need to tailor our leaning to fit our individual style and available time. **Never say "never" and NEVER QUIT**! Over 50,000 have experienced the thrill of a massive breakthrough. If it hasn't happened to you yet, it will soon! Let us know when you pass so we can celebrate with you. If you are brave, send us a picture that we can post on our website.*

Day 13

Segment 106 Introduction to Second Section

Day 13

Segment 107 More practice with numbers and punctuation

1 2 3 4 5	6 7 8 9 Ø	. , ? / ,	9 7 5 3 1	9 7 5 3 1	. 9 8 , 6
3 / 2 8 5	6 9 Ø 1 2	8 6 Ø 3 5	3 1 Ø 8 .	7 5 3 5 ?	8 9 4 6 2

Day 13

Code Quick by Computer – Practice with straight copy. Use grading tool. Multiple lessons in these drills. Work at a speed that will allow you to score 90% after a few attempts.

Type "Keyme L73"

Day 13

Segment 108 Day Drill # 13 (Solid Copy following Test Questions)

1. What was sending station call sign?
   A) WB6ECT B) WB3VCE C)W2BRT D) K7PCE

2. What was sending station's name?
   A) Rob B) Mandy C)Tommy D) Larry

3. What signal report was given?
   A) 458 B) 489 C) 599 D) 598

4. What is sending station's QTH?
   A) Long Island B) Memphis C) Cold Point D) Fresno Valley

5. What is the weather like?
   A) Raining B) Foggy C) Snowing D) Hot

6. What is sender's rig?
   A) Yaesu 99Ø B) Kenwood TS85ØS C) Heath 64Ø D) Home Brew

7. What antenna is being used?
   A) Quad B) Yagi C) Cushcraft D) Gap

8. What is license level?
   A) Novice B) Extra C) Tech Plus D) General

9. What is sender's favorite band?
   A) 1Ø Meters B) 8Ø Meters C) 4Ø Meters D) 15 Meters

10 What is called station's call sign?
   A) K3BCT B) WB6CRP C) KB3VCE D) WB9RCE

Day Drill # 13 Solid Copy

KB3VCE DE WB6ECT OK, NAME TOMMY. RST 489 QTH IS FRESNO VALLEY, CA. WX
IS RAIN. BAD WX MEANS NO TOURISTS. RIG HR IS KENWOOD TS850S, ANT A
CUSHCRAFT R5. LICENSE IS NOVICE. I LIKE 15m. 73s

Day 14

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L74"

Day 14

Segment 109 Day Drill # 14

1. What is sending station's call sign?
   A) KB7GRT B) KP7TJ C) WAØSTJ D) VE7PRJ

2. What was sending station's name.
   A) Suzzy B) Izzy C) Sandy D) Gabby

3. What signal report was given?
   A) 599 B) 468 C) 548 D) 479

4. What is sending station's QTH?

A) Blythe B) Watertowne C) Summerville D) Morgantown

5. What is sending station's job?
   A) Professor B) Computer Operator C) Publisher D) Policeman

6. What is the weather like?
   A) Hot B) Cool C) Dry D) Freezing

7. What is sending station's rig
   A) Swan 4ØØ B) Tempo 2Ø2Ø C) AEA 144DXE D) Yaesu FT1Ø1E

8. How did sender find antenna?
   A) 73 Magazine B) Another ham C) QST Magazine D) Swap Net

9. What is license level?
    A) Tech Plus B) Extra C) Novice D) General

10 What is sending station working on?
    A) New Antenna B) New License C) New job D) New tower

Day Drill # 14 Solid Copy

KB4RTN DE WA0STJ NAME IS SUZZY. UR 479. QTH WATERTOWNE. JOB
PROFESSOR. WX COOL/WET RIG YAESU FT101E, ANT A QUAGI, SAW IN 73 MAG.
LICENSE IS NOVICE WORK ING ON 13WPM CODE. SO 73 AND CUL

Day 15

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L75"

Day 15

Segment 110 Day Drill # 15

1. What is sending station's call sign?
   A) WØLPZ B) N9CGY C) K7PPG D) KB2TSE

2. What was sending station's name?
   A) Corky B) Miles C) Doris D) Michael

3. What signal report was given?
   A) 479 B) 468 C) 599 D) 568

4. What is sending station's QTH?
   A) Santa Fe B) North Conway C) Boston D) Plainfield

5. What is operator's job?
   A) Banker B) Physicist C) UPS Driver D) Court Reporter

6. What is the weather like?
   A) Sunny/Hot B) Cool/Dry C) Cold/Icing D) Windy/Hot

7. What net did the sender work?
   A) RACES B) Old Timers C) Missionary D) Swap

8. What state was the sender from?
   A) Arizona B) Nebraska C) Kansas D) New Jersey

9. What is license level?
   A) Novice B) Extra C) Tech Plus D) General

10 What is sending station's antenna?
   A) Quad B) Dipole C) Yagi D) Cushcraft AG4

Day Drill # 15 Solid Copy

KB3VWK DE KB2TSE RRR NAME HR MILES. RST 599 QTH IS PLAINFIELD, NJ. PSE
SEND QSL CARD. WX SUNNY/HOT JOB BANKER NEW TEN TEC ARGOSY, ANT
YAGI. TICKET TECH PLUS WORK OLDTIMERS CW NET

Day 16

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L76"

Day 16

Segment 111 Day Drill # 16

1. What is sending station's call sign?
   A) KB3YIC B) KL1MV C) KB9KWG D) W6PLK

2. What was sending station's name?
   A) Nancy B) Craig C) Butch D) Forest

3. What signal report was given?
   A) 438 B) 446 C) 529 D) 469

4. What is called station's call?
   A) WA8RTY/AA B) WA8RTY/AE C) WA8RTY/AG
   D) WA8RTY/AT

5. What is sending station operator's job?
   A) Doctor B) Waiter C) Flight Instructor D) Medical Tech

6. What is the weather like?
   A) Downpour B) Humid C) Sunny D) Showers

7. What was the condition of the 1Ø meter band?
   A) Hot B) Dead C) Fading D) Unpredictable

8. What problem did the caller have?
   A) Needs to renew license B) Bad mike C) Extra code   D) Lightning

9. What state does sender live in?
   A) Pennsylvania B) Ohio C) West Virginia D) Oregon

10 What is sending station's antenna?
   A) Challenger DX B) Cushcraft YL22A C) HomeBrew Yagi
   D) Dipole

Day Drill # 16 Solid Copy

WA8RTY/AA DE KB3YIC OK OM, NAME IS FOREST UR 539. QTH PHILLY, PA. WX
SHOWERS JOB IS   WAITER LICENSE IS ADVANCED, CANT SEEM TO MAKE 20
WPM. FAVORITE BAND 10 MTRS, TODAY ITS DEAD. NEW CHALLENGER DX ANT

Day 17

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L77"

Day 17

Segment 112 Day Drill # 17

1. What is sending station's call sign?
    A) WC4NGH B) W1PCB C) KB8CWT D) WB6LQZ

2. What was calling station's name?
    A) Tiffany B) Tyson C) Tally D) Tex

3. What was sender glad about?
    A) Got new ticket B) Had day off C) New rig
    D) Likes band condition

4. What signal report was given?
    A) 579 B) 469 C) 529 D) 588

5. What was sending station operator's job?
    A) Truck driver B) Bar tender C) Golf instructor D) Crane Operator

6. What is the weather like?
    A) Thunderstorms/Hail B) Hot/Dry C) Cold/Windy D) Snow/Icy

7. What mode of ham operation did the sending operator like?
    A) Packet B) Moon Bounce C) Amateur TV D) QRP Low Power

8. What sport did operator engage in?
    A) Ice hockey B) Softball C) Golf D) Bowling

9. What was sending station's QTH?
    A) New York City B) Cleveland C) West Falls D) Highland

10 What is sending station's antenna?
    A) Gap Voyager B) MJF 1798 C) AEA Isoloop D) Inverted V

Day Drill # 17 Solid Copy

KB5VQE DE KB8CWT NAME IS TEX. UR RST 588. QTH CLEVELAND, OH. WX
THUNDERSTORMS/HAIL. JOB IS TRUCK DRIVER, GLAD I HAVE DAY OFF THE SWAN
600 RIG WITH AEA ISOLOOP ANT. LIKE TO OP 15MTRS QRP, 5 WATTS PLAY GOLF
TOO

Day 18

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L78"

Day 18

Segment 113 Day Drill # 18

1. What is sending station's call sign?
   A) KP2LPM B) NA4ZWY C) WD6AEI D) N2RWB

2. What was sending station's name?
   A) Nixon B) Norman C) Norma D) Nadine

3. What did sending station ask called station to do?
   A) Send QSL B) Repeat name C) Slow down D) QSY up the band

4. What is sending operator's job?
   A) Retired B) Plumber C) Carpenter D) Veterinarian

5. Where did sending station operator live?
   A) In a small town B) Aboard ship C) On an island
    D) In an apartment

6. What antenna did caller use?
   A) Quaggi B) Zepp longwire C) Homebrew quad D) Folded dipole

7. What did the sender like about the 8Ø meter band?
   A) Almost no QRM B) Low noise level C) Dependability D) Rag chew

8. How old was the sender?
   A) 14 B) 27 C) 82 D) 61

9. What state did sender live in?
   A) Utah B) California C) Delaware D) Florida

10 What is sending station's receiver?
   A) Hammarlund B) Radio Shack C) Hallicrafters D) Kenwood

Day Drill # 18 Solid Copy

WB9MVC DE NA4ZWY NAME NIXON AGE 82 HI LIVE ON SMALL ISLAND S. KEY
WEST, FL. IM RETIRED ELECTRICIAN RIG HR HOME BREW/W HALLICRAFTER RCVR
ANT ZEPP LONGWIRE. I LIKE DEPENDABILITY OF 80M. PSE QSY10 KCY UP ON NXT
TRA.

Day 19

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L79"

Day 19

Segment 114 Day Drill # 19

1. What is <u>called</u> station's call sign?
     A) WA8RTY B) K7CWT C) WB3YEX D) KC9OIZ

2. What was sending station operator's name?
     A) Jana V) Jerry C) Phil D) Josh

3. What did sending station ask called station to do?
     A) Work a schedule B) Join club C) Send each letter twice
     D) Check power

4. What is sending operator's job?
     A) Out of work B) Musician C) Sales manager D) Car salesman

5. What was sending station operator's QTH?
     A) Highland Park B) Billings C) Augusta D) Ft. Lauderdale

6. What antenna did caller use?
     A) Inverted V B) Ground plane C) 3 Element Yagi D) Mobil whip

7. What did sender like about the 8Ø meter band?
     A) Almost no QRM B) Low noise level C) Dependability
     D) Rag chew

8. What license did the sender have?
     A) General B) Advanced C) Novice D) Tech Plus

9. What was unusual about the WX today?
     A) Flood B) Got to 95 degrees C) Large hailstones D) Tornado

10 How much power was sending station pulling?
     A) 5 watts B) 1KW C) 5Ø watts D) 1ØØ watts

Day Drill # 19 Solid Copy

WA8RTY DE K7CWT NAME HR IS JOSH. UR 539 IN BILLINGS, MT. WX IUNNY/HOT,
GOT TO 95. JOB IS SALESMANAGER AT CAR CO. RIG IS COLLINS AR1E RUNS 100
WTS. ANT INVERTED V. LICENSE GENERAL I LOVE 80M RAGCHEW. WORK A SKED?

Day 20

Code Quick by Computer – Practice with straight copy. Use grading tool. Multiple lessons in these drills. Work at a speed that will allow you to score 90% after a few attempts.

Type "Keyme L80"

Day 20

Segment 115 Day Drill # 20

1. What is sending station's call sign?
   A) KA2URE B) N4BBZ C) WD3LMJ D) KB7AQK

2. What was sending station's name?
   A) Richard B) Jose C) Harry D) Joseph

3. What did sending station ask called station to do?
   A) Slow down B) Allow break-in C) Repeat name D) Change bands

4. What is sending operator's job?
   A) Pastor B) Miner C) School teacher D) Shoe salesman

5. What was sending operator's QTH?
   A) New Mill B) Milltowne C) New Haven D) Newington

6. What antenna did caller use?
   A) 2 Element Yagi B) Diamond DC42 C) Ground plane
   D) Folded Dipole

7. What is sender's favorite band?
   A) 4Ø Meters B) 15 Meters C) 1Ø Meters D) 6 Meters

8. What license did sender have?
   A) Extra B) Technician Plus C) Advanced D) General

9. What rig was sender using?
   A) club rig B) ARRL Station C) Surplus Conversion
   D) MARS Station

10 What was special about this particular QSO?
   A) With his son B) Used 2 bands C) Only station on band D) QRP

Day Drill # 20 Solid Copy

WA7SWA DE N4BBZ UR ONLY STATION ON BAND THIS EVE. NAME HARRY FROM NEW MILL, WA. RST 589 IM COMMUNITY CHURCH PASTOR RIG HR IS SURPLUS,

ANT GROUND PLANE. LICE NS E A TECH PLUS BEST BAND IS 10M CW, PSE SLOW DOWN I CANT GO FAST

Day 21

Code Quick by Computer – Practice with straight copy. Use grading tool. Multiple lessons in these drills. Work at a speed that will allow you to score 90% after a few attempts.

Type "Keyme L81"

Day 21

Segment 116 Day Drill # 21

1. What is receiving station's call sign?
   A) KC8SWN B) N4BBZ C) AB2Z D) KL7SWA

2. What was sending station's name?
   A) Morris B) Bic C) Finley D) Margaret

3. What does sending station do if 1Ø meters is dead?
   A) Shuts down B) Moves to 2Ø M C) works 2 meters D) Increases power

4. What school is sender attending?
   A) Law school B) flight school C) A & B are correct D) None of the above

5. What was sending station operator's QTH?
   A) Minneapolis B) Dallas C) Farmington D) Birmingham

6. What did sender recommend that calling station check?
   A) Frequency drift B) Chirp C) Splatter D) Band condition

7. What was sender's rig?
   A) Yaesu 89Ø/AT B) Ten Tec Icom 447 D) Kenwood 59ØDX

8. What license did sender have?
   A) Extra B) Novice C) Advanced D) Commercial

9. What might happen next month?
   A) buy a car B) Solo an airplane C) Sky dive D) Go to HAMCON

10 What was WX for sender?
   A) Rain/Sleet B) Wind/Dust C) Hail/Ice D) Sunny/Hot

Day Drill # 21 Solid Copy 9wpm

KL7SWA DE KB4AXZ NAME MARGARET.   CHECK UR SIG ITS CHIRPY. LIVE IN BIRMINGHAM, AL. WHERE ITS SUNNY/HOT I ATTEND LAW SCHOOL AND FLIGHT SCHOOL. SOLO NEXT MO RIG YAESU FT890 /AT, LICENSE ADVANCED I LIKE 10 MTRS BEST BUT WORK 20 IF 10 DEAD

Day 22

Code Quick by Computer – Practice with straight copy. Use grading tool. Multiple lessons in these drills. Work at a speed that will allow you to score 90% after a few attempts.

Type "Keyme L82"

Day 22

Segment 117 Day Drill # 22

1. What is sending station's call sign?
   A) KC8OMB B) WB5VET C) AP1MQ D) KL6PYC

2. What was sending station's name?
   A) Vickie B) Van C) Vick D) Valerie

3. What signal report was given?
   A) 588 B) 599 C) 549 D) 489

4. What is sending operator's job?
   A) Sail maker B) Restaurant owner C) Accountant D) Grocer

5. What was sending station operator's QTH?
   A) Bowling Green B) Annapolis C) Marietta D) Lincoln Valley

6. What antenna did caller use?
   A) Multi-band dipole B) Sleuth 446 C) Hy Gain TH7DX D) Yagi

7. What is sender's favorite band?
   A) 3Ø meters B) 1Ø meters C) 8Ø meters D) 2 meters

8. What license did the sender have?
   A) Extra B) Technician Plus C) Advanced D) General

9. What does sender want to buy?
   A) Wedding ring B) New house C) Boston Terrier dog D) Boat

10 What special event warning is out?
   A) Hurricane watch B) Tornado watch C) Flood watch D) Meteor shower

Day Drill # 22 Solid Copy 10wpm

WC8EP DE AP1MQ NAME IS VAN. RST 588. QTH HR LINCOLN VALLEY, KS TORNADO
WARNING TONIGHT. HOPE NO CROP LOSS. JOB IS FARMING COOP ACCOUNTANT
RIG AN ICOM IC229H, ANT HYGAIN TH7DX. TICKET IS EXTRA. BUY A NEW BOAT
SOON. I LIKE 30MTRS

Day 23

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L83"

Day 23

Segment 118 Day Drill # 23

1. What is sending station's call sign?
    A) KDØACB B) W2RY C) KL4MVM D) KB7AQK

2. What was sending station's name?
    A) Xavier B) Richard C) Phil D) Donald

3. What signal report was given?
    A) 578 B) 499 C) 548 D) 589

4. Why was sender sorry?
    A) Can't copy B) Can't move FQY C) Can't QSL D) Can't increase power

5. What was sending station operator's QTH?
    A) Vancouver B) Boise C) Gig Harbor D) Salt Lake City

6. How high is sender's antenna?
    A) 9Ø feet B) 25 feet C) 45 feet D) 6Ø feet

7. What is sender's favorite band?
    A) 6 meters B) 15 meters C) 2Ø meters D) 2 meters

8. Why did sender believe he would pass his license exam?
    A) He's lucky B) Passed class test C) Studied hard D) Knows theory

9. What weather does sender report?
    A) Rain turning to snow B) Hail C) Blizzard D) Rain/Wind

10 What is the called station's call sign?
    A) KC7RPP B) N4PQU C) W6TJP D) NØOPU

Day Drill # 23 Solid Copy 10wpm

N ØOPU DE KB7AQK NAME XAVIER. UR 589 GIG HARBOR, WA. WX NASTY RAIN/
WIND. SORRY, CANT CHANGE FQY. RIG IS XYSTAL CONTROLLED H321B. ANT IS A
G5RV AT 45 FT. 6 MTRS IS MY FAVORITE BAND TAKE GEN EXAM ON THURS. JUST
PASSED 13WPM AT CODE CLASS

Day 24

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L84"

Day 24

Segment 119 Day Drill # 24

1. What is sending station's call sign?
    A) KC3BXZ B) KV1PC C) AP4D D) KB7CDQ

2. What was sending station's name?
    A) Jackson B) Frank C) Flo D) Renaldo

3. What is sender's job?
    A) Cattleman B) Toy manufacturer C) Welder D) Lawyer

4. What does sender want to buy?
    A) Vacation home B) New antenna C) Computer D) Power amplifier

5. What was sending station operator's state?
    A) Nevada B) Maryland C) Colorado D) Montana

6. What is sender's rig?
    A) Marauder 964 B) ICOM IC756 C) Drake TR4C D) Collins 1KW

7. When does sender work 8Ø meters?
    A) Monday B) Friday C) Weekends D) Thursday

8. Why did sender believe he would not pass his license exam?
    A) Extra theory D) Can't learn code C) Hard of hearing D) Unlucky

9. What weather does sender report?
    A) Blustery B) chilly C) Humid D) Sand storm

10 What job does sender want?
    A) Pilot B) Judge C) stock broker D) Athletic team owner

Day Drill # 24 Solid Copy 10wpm

WA7PCJ DE KB7CDQ GD DAY NAME FRANK. QTH TAHOE , NV. WX VERY
BLUSTERY WIND. JOB IS LAWYER FOR CASINO   WISH I WAS A JUDGE.   RIG
DRAKE TR4C,   IM ADVANCED CLASS. EXTRA THEORY TOO TOUGH.   BE ON 80
MTR SWAP NET ON THURS TO BUY 1KW AMP. WORK U AFTER?

Day 25

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L85"

Day 25

Segment 120 Day Drill # 25

1. What is sending station's call sign?
    A) KB5LWC B WB1FQJ C) AB5MW D) KCØHRV

2. What was sending station's name?
    A) Deborah B) Harv C) Rich D) Phyllis

3. What is sender's job?
    A) Swimming instructor B) Lake operator C) Office Mgr D) Taxi driver

4. What job does sender want?
    A) Fishing guide B) TV station tech C) Lawyer D) Fireman

5. What was sending station operator's QTH?
    A) Tulsa B) Kansas City C) Little Rock D) Durango

6. What is sender's rig?
    A) Tempo 2Ø2Ø B) Yaesu 1Ø1C C) Drake 4A D) Ten Tec Skyraider

7. How is antenna pointed?
    A) North/South B) East/West C) NE/SW D) Southeast/Northwest

8. What was sender's age?
    A) 19 B) 22 C) 51 D) 49

9. What weather does sender report?

A) Sunny/Bright B) Cooling C) Cold/Nasty D) Warming

10. How was rig modified?
    A) For digital readout B) Notch filter C) 2 VFO's D) Blanker added

Day Drill # 25 Solid Copy 11wpm

WB1FQJ DE KB5LWC NAME IS RICH. HOME IS LITTLE ROCK, AR. WX HR IS
SUNNY/BRIGHT. JOB TAXI DRIVER RIG TEMPO 2020 USES 2 VFOS DIPOLE
POINTED EAST/WEST. HAVE 2ND CLASS COMMERCIAL LICENSE BUT NO TECH
JOB YET AT A TV STATION. IM ONLY 22 YRS OLD.

Day 26

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L86"

Day 26

Segment 121 Day Drill # 26

1. What is receiving station's call sign?
    A) AJØBX B) NØECA C) KBØVWK D) AFØHR

2. What was sending station's name?
    A) Ben B) Greg C) David D) Goeff

3. What is sender's job?
    A) Boat mechanic B) Marine biologist C) College teacher D) Cook

4. What band does the sending operator work mostly?
    A) 4Ø meters B) 2 meters C) 6 meters D) 18 meters

5. What was sending station operator's QTH?
    A) Phoenix B) Texarkana C) Austin D) Walla Walla

6. What is sender's antenna?
    A) Mica 5B B) Ground plane C) Skywalker 4A D) Flagpole

7. What is unusual about the weather?
    A) Northerly wind B) Dry/Unbearable C) Cool/Wet D) Tropical storm

8. What goal does sender want to reach by Christmas?
    A) Extra B) General C) IBM Certificate D) Flight mechanic certificate

9. What license does sender hold?
   A) Novice B) Tech Plus C) Tech D) None- he's not the control op

10 What was unusual about the sender's QTH?
   A) In jail B) A mobile home C) Lives in an RV D) Gated community

Day Drill # 26 Solid Copy 12wpm

KBØVWK DE KB7TSE GREG WX IS COOL/WET, UNUSUAL FOR PHOENIX, AZ. JOB IS
COOK   LIVE IN A GATED PARK AND ANTENNAS NOT ALLOWED SO FEED A
FLAGPOLE HI HI. LICENSE IS TECH PLUS BUT WANT TO BE EXTRA BY XMAS. I AM
NOW MOSTLY ON 2M

Day 27

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L87"

Day 27

Segment 122 Day Drill # 27

1. What is sending station's call sign?
   A) WB6TMS B) KL2PZ C) GL4AM D) AJ5CP

2. What was sending station operator's name?
   A) Henry B) Holly C) Hank D) Harv

3. What is sender's job?
   A) News reporter B) Bush pilot C) Commercial fisherman D) Oil driller

4. Why does sender like 4Ø meters best?
   A) Always open B) Friends there C) Good low power D) CW hot

5. What was sending station operator's QTH?
   A) Nome B) Calgary C) Anchorage D) Vancouver

6. Why does sender use old obsolete rig?
   A) Was his father's B) Enjoys antiques C) New rig stolen D) No Money

7. What is unusual about sending ham's activities in amateur radio?
   A) He is blind B) Works moon bounce C) He's a VE D) Local ARRL rep

8. What temperature is sender experiencing?
   A) 3Ø below zero B) 6Ø degrees below C) 3Ø F D) Hot/sunny

9. What antenna does sender use?
   A) Mosley 33M B) G5RV Jr. C) Cushcraft Multi 4   D) MFJ 1798

10 What does sender teach?
   A) Flying B) Novice Prep C) Fly fishing D) History of area

Day Drill # 27 Solid Copy 13wpm

WC8REY DE KP2PZ THEY CALL ME HARV HR IN ANCHORAGE, AK.   THE WX IS
BLIZZARD,   30 BELOW Ø. JOB BUSH PILOT RIG OLD JOHNSON 1B, STILL WORKS
HI MY NEW RIG WAS STOLEN. ANT MFJ 1798. IM A VE AND TEACH NOVICE CLASS I
LIKE 40 METERS, ITS ALWAYS OPEN.

Day 28

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L88"

Day 28

Segment 123 Day Drill # 28

1. What is receiving station's call sign?
   A) KB1FUE B) W6MDP C) KE4LUC D) AM4AZ

2. What was the signal report given?
   A) 579 B) 559 C) 468 D) 529

3. What was sender's job?
   A) Harbor Master B) Astronomer C) Security guard D) Barber

4. What mode of operation does sender like best?
   A) Phone B) CW at night C) Satellites D) Packet

5. What was sending station operator's state?
   A) Maine B) Georgia C) Vermont D) West Virginia

6. What weather does sender report?
   A) rain B) Fog) C) Mist D) Haze

7. What question did sender ask receiving station?
   A) Work schedule? B) Work contests? C) QSL? D) How learned code?

8. When did sender get new rig?
   A) Just got it B) Christmas present C) Birthday D) Just traded for it

9. What does sender like especially about his new rig?
   A) Computer interface B) More memories C) Digital tuning
   D) More power

10 How long did it take sender to get his Extra license?
   A) 1Ø years B) 3Ø days C) 2 years D) 6 months

Day Drill # 28 Solid Copy 14wpm

KB1FUE DE KA1MQE NAME BOB   RST 529 IN S. MAINE. BAD FOG ON BAY. JOB
HARBOR MASTER. NEW RIG FOR XMAS YR AGO. REALLY LIKE DIGITAL TUNER
ANT IS A RHOMBIC. TOOK 6 MONTHS TO GET EXTRA. LOVE TO CHASE
SATELLITES. DO CONTESTS?

Day 29

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L89"

Day 29

Segment 124 Day Drill # 29

1. What is sending station's call sign?
   A) NA2WXW B) W8RQP C) WB3DDP D) WA3BDF

2. What was the signal report given?
   A) 576 B) 489 C) 468 D) 559

3. What is sender's job?
   A) Bicycle repair B) Air traffic control C) Customs D) Dog trainer

4. What is sender's ham radio goal?
   A) Become Extra B) Become VE C) Work all states D) Club teacher

5. What was sending station operator's QTH?

A) Mountainside B) Northampton C) Georgetown D) St. Louis

6. What weather does sender report?
    A) Clear/Sunny B) Fog C) Snow D) Hurricane warning

7. What problem was reported concerning the band?
    A) Fluttering signals B) Fading C) Too much QRM
    D) Foreign AM Stations

8. How high is sender's antenna?
    A) 75 ft. B) 5Ø ft. C) Just above roof D) 35 ft.

9. What is unusual about sender's rig?
    A) An antique B) Converted military C) Mobil D) Made in Sweden

10 When did sender get his General license?
    A) 2Ø years ago B) Last month C) Last October D) In high school

Day Drill # 29 Solid Copy 14wpm

WB7ACE DE WA3BDL NAME Q.Z. RST 489 BAND FADING, WONT HOLD. QTG
MOUNTAINSIDE , DE. WX CLOUDY/SHOWERS. WORK FOR CUSTOMS RIG
SWEDISH OSPEC 94. ANT QUAD 75FT. GOT MY GEN IN OCT. TRY TO GET ALL
STATES NEED IDAHO PSE QSL

Day 30

Code Quick by Computer – Practice with straight copy. Use grading tool.
Multiple lessons in these drills. Work at a speed that will allow you to
score 90% after a few attempts.

Type "Keyme L90"

Day 30

Segment 125 Day Drill # 30

1. What is receiving station's call sign?
    A) WB9RVC B) AB5DC C) N2TH D) KB2YIC

2. What problem did sender have receiving other station's signal?
    A) Flutter B) QRM C) Chirp D) Frequency stability

3. What is ugliest month for weather where sender lives?
    A) December B) January C) February D) March

4. How does sender get to work?

A) Subway B) Walks C) Carpool D) Rides train

5. How old was sending operator?
    A) 29 B) 37 C) 46 D) 74

6. What surprised the sender?
    A) Stock market B) The election C) FCC rulings D) Exam changes

7. What problem was reported concerning the sender's rig?
    A) Needs new final B) Runs hot C) Fixed frequency D) Hard to tune

8. What is sender's license level?
    A) Tech Plus B) General C) Advanced D) Extra

9. What is unusual about sender's rig?
    A) Modified CB B) Made in Israel C) Ship to shore D) Was his father's

10 What kind of beam did the sender use?
    A) Parallel feed line B) Delta match C) Gamma match D) 3 Element Yagi

Day Drill # 29 Solid Copy 16wpm

N2TH DE KB2YIC NAME DOBSON AGE 46. UR 469, U HAVE FLUTTER. J ANUARY
UGLIEST. JOB BROKER. CANT BELIEVE HOW HI STOCK MARKET IS. RIDE THE
TRAIN TO NY DAILY RIG MODIFIED COBRA CB FIXED FREQ PROB. I AM ADV

TIME TO GET ON THE AIR!

Now that you have succeeded with Code Quick you need to move on to the next
step in your amateur experience. If you haven't gotten on the air yet, let me
assure you that you are ready and that you will find those already there will be
delighted to have you join them. Set a goal to be on the air during the next month
some time. Find a friend with a rig and a telegraphy setup if you don't have your
own and jump in. If you want to buy a rig, don't run out and spend a thousand or
more dollars! You need to get your feet wet on an old time rig that you can pick
up from a ham at your local club or on a swap net on the air for a hundred
dollars or so. When you have been around awhile you will know better what
kind of operation and rig suits you. Just like the hams of years ago, you will have
the time of your life!

Send us an e-mail and let us know the experience you are having. We love to get
that kind of feedback!

STRATEGIES THAT MAKE LEARNING MORSE CODE FUN AND PERMANENT

Some of the routines and sound-alikes we ask you to practice in program as well as the strategies below may seem to be juvenile or even repulsive. In this assortment, you find some approaches that work especially well for you. Each activity is selected because it makes the code stick! The stronger the emotional response we create, the easier it will be for you to remember. Do yourself a favor and complete each strategy as closely as possible. You will be far ahead if you do,

1. Time yourself through the part of the alphabet you know, saying the letter and the sound alike for each card. Shuffle them up and go again, trying to improve your speed each time.

2. Tap out the rhythm of the code on the card 10 or more times while you are looking at the picture. Limit yourself to one card at a time.

3. Teach someone else the sound alikes. Teachers learn best.

4. Chain the letters you know using your sound alike pictures and your imagination to create stories. For instance chain the "A" and the "W." Pretend the frog is the father of the baby. No one is bringing water because the dad is the frog. Add the "T" to your story. The gunfighter shot at the frog but hit the mouse from the letter "E." Keep going until your story contains all the letters you know. Go back over the story, practicing the sound alikes and letters. Be sure you connect the letters and the sound alikes.

5. Make a recording of your voice repeating each sound alike and its letter Play this recording over and over until it sticks easily in your mind. This is especially helpful just before you go to sleep.

6. Use Cody. Key send me the alphabet. Or key me random letters. Write only characters you know.

7.   Take advantage of all available practice. Your local area may offer Morse code practice through a 2 Meter Repeater, which you can copy with a scanner. If you have a rig or shortwave receiver, you'll benefit from any CW you hear. Just listen and copy as many characters as you possibly can. Once again, practice will pay off. The more you listen, the more you'll be able to copy and understand. After a while, you'll be copying more characters than you are missing. While driving down the road, I would translate road signs to Morse code in my head - the faster the better. Take of the ARRL practice at http://www.arrl.org/w1aw.html.

8.   Clap the rhythm of each letter as you think of the sound alike for each. Be sure you are not picturing the dots and dashes, just think sound-alikes.

9.   If you have a a keyer or buzzer, sound the code repeating sound-alikes. Maintain your target speed.

10. Write out by spelling each new sound alike 5 times. Write the D like this: "D = **dog did it**."

11. Rather than copy the code, repeat lessons with your eyes on the hard copy. As the code is keyed, focus your eyes on the hard copy, one letter at a time. Try also keying your keyer right with it. Now try it with eyes shut.

12. Form your whole body into the letter you are trying to learn. This takes imagination but will provide some good exercise as you repeat the sound-alikes for each letter in sequence. As we explain in the CDs, bug muscles connect with the learning and help you remember. After you learn to ride a bike, you can wait for years to try it again and you will still know how because it is done with muscle memory.

13. Fill two glasses to varying heights and set them about an inch apart. Tap the rhythm for each letter with a pencil that is held between the two glasses. This simulates the old system used on the telegraph of clicks and clacks. Railroad telegraph sounded much

like this before the vacuum tube was invented! The low tone on the right is the long and the higher pitch is the short. Listen for proper spacing. Send the alphabet while saying the sound-alikes. Don't try to have another person read this as code, but this uses your large muscles and mimics iambic keyers.

14. Read a newspaper, one letter at a time in sound alikes. Keep the pace as fast as you can. Try to hear the code in your mind's eye as you go. If you don't know a letter, circle it and keep the pace. Next as some reads the newspaper one letter at a time, key the code and repeat the sound alike out loud.

15. Read car licenses and street signs in soun-alikes as you travel.

16. Go for a walk. Take the cards of letters that are giving you trouble. Try to set up a pattern of steps that match the rhythm of the code character and say the sound alike with each group of steps.

17. Practice writing your whole alphabet. Use as many shortcuts as you can and try to make characters with one stroke. You should be able to handwrite all characters in about 15 seconds. Keep practicing. Time yourself to see improvement. Later, add numbers and punctuation.

18. Set the computer program for 2.5WPM. exercises that are intentionally slower than you can handle but force yourself to listen at first one character behind, then two and then three. Don't write until the next letter is being sent. Expect to be pretty frustrated at first! That's natural.

19.   Set the code speed for 7.5WPM. Begin by counting every fifth character and copy it. Make dashes for characters you didn't copy. If you can do that, go through again, copying every fourth character, then every third until you can get them all. Each time, go through and fill in the missing characters to see if you can figure out what was sent. This exercise will let you practice skipping characters without having brain fry. This skill is important because on the air you will want to skip any letter you don't instantly

recognize. Better to miss one than to miss six. You can fill in missing characters from the context at the end.

20. Computer "Keyme key words." contains a collection of commonly used radio words. It is a good idea to get very familiar with these since they will often appear in CW communications.

21. Have someone read you the newspaper one letter at a time. Do this at the same speed you can receive code. Your job is to wait until you hear a whole word and then write it. Next copy some code and practice this same skill. You will hold it in your mind "box" until you hear a whole word and then quickly print or write it down.

22. In your computer program try practicing all the letters and numbers by keying: "keyme all characters" or "keyme the punctuation" or "keyme the numbers" or "keyme the numbers backwards" or "keyme the punctuation" or "keyme the alphabet" or "keyme the alphabet backwards" Some of these have multiple random answers. Try setting your speed at double the speed you can copy comfortably and then just listen for the characters, saying sound-alikes all the while.

23. In your computer program type "keyme key words" Practice this lesson until you can hear each of these terms readily as their sound as a whole work will soon make music to your ear. You see, almost every QSO on the air will contain most if not all of these words as the person on the other end describes himself.

24. Make a log list like the one below on your paper. When you are operating on the air, you must keep a log. It will contain much of the information shown here.

In this drill, open Cody and type or cut and paste these inputs:

CQ CQ DE W6TJP. He will answer.

1. Date:
2. Called Station:
3. Calling Station:
4. Name:
5. QTH:
6. RST:
7. Rig:
8. Antenna:
9. Job:
10. License:
11. Other info:

Enter what he tells you on your log.
Next Send: Name is *your name*.
Next send: Your QTH
Next send: What is your QTH?
Next send: Your RST is 599
Next send: What is my signal report?
Next send: My antenna is dipole
Next send: My job is electrician
Next send: What is your job?
Next send: My rig is a Johnson Viking.
Next send: Tell me about your rig.
Next send: My license is tech class.
Next send: What is your license level?
Next send: I am seventy years old.
Next send: How old are you?
Next send: Do you QSL?
Next send: Anything you would like! Have some fun!

25. Practice holding code "in a box." As you run a program at 15WPM or higher, close your eyes and picture each letter that comes along. See the letters build up in your imaginary box until you can picture the whole word. At first don't write anything. Later you will write the whole word when you get it. If you miss a word, go right on, just don't become flustered.

26.   You will find when your code speed approaches 18WPM that you will no longer consciously think sound-alikes. There is not time. Just let your subconscious brain take over. The code letter will pop into your mind. This is the point of fluency, when you begin to think in your new language without translating it from something familiar. When this happens, you are about to make the biggest code breakthrough of your life.

27.   Listen to known code with your eyes shut and try to get what is being said without any writing of the code. Don't worry about missing some, just let it roll.

28.   Use dice, playing cards and /or dominoes. Roll the dice and speak the numbers that come up in sound-alikes. You may play any dice or domino game the same way for a little more fun. Keep this up until you can say each sound-alike without hesitation. Remove the face cards from the deck, shuffle then use the ten as a zero. See how fast you can go through the deck saying the sound alike for each number. Note any hesitations. Go through a telephone book. Say each phone number in sound-alikes. Circle any characters that are not instantly remembered and return to your computer for more practice on these.

29.   A positive attitude is your most powerful ally. If you keep believing in yourself, nothing can stop you. Our minds are probably the greatest creation of a loving God. You can do almost anything you decide to. Set dates, set goals, check your progress, give yourself rewards. Everything will fall into place. Remember, getting on the air will be your greatest reward!

30.   Set the code speed for 3-5WPM faster than your target speed. Print out a hard copy. The first times through, don't copy, just look at the hard copy while the code is playing and think the sound-alikes for each letter. After you are thoroughly familiar with what is sent, take a pen and copy this same file as it is sent. This exercised helped the author to get over 20wpm.

31.   After you know all of your sound alikes and can take code at 13wpm or faster, begin to abbreviate the sound alikes in your mind. It is not necessary to repeat the whole sound alike to get the meaning from the code symbol. For instance, shorten "Band rat I tat" to "Band." "Did I fail it?" becomes "Fail?" "Cross at the door" becomes "Cross" etc. This short cut speeds the time needed to decipher each character. Your subconscious mind fills in the difference.

ALTERNATE CHARACTER SOUND ALIKES

Use these only as a last resort, after spending at least two weeks with the ones we teach in the program. These alternatives might stick better or help in other ways, but they may also cause confusing and loss of speed. (Most of these have been submitted by users.)

A	APPLE	`A LIE	
B	BEES IN A TREE	BEES STIN'IN ME	
C	CANDY WRAPPER	CAN BE CATCH ME	
D	DUMB DOE DOE	DUNK IN IT	
E	EAT	EAST	
F	CAN HE FIX IT	FIT A CORSET	
G	GRAB GRANNY	GROUND HOG DAY	
H	HALLELUJAH	HEAT'IN IT UP	HEAVEN FORBID
I	INK IT	EYE LID	ICE IT
J	JUMP DOWN DOWN DOWN	GO JOG JOG JOG	
K	KIKAPOO	KISS A FOOL	KICK A MULE
L	TO "L" WIT IT	I LOVE MY KID	
M	MOO MOO	MOLE HOLE	
N	NUKE IT	NANNY	NARLY
O	HO HO HO	OW OW OW	
P	I PICKETED	I PICKLED IT	
Q	U Q-T-PIE	PAY DAY toDAY	
	QUIT QUIT I QUIT	QUEEK DRAW MC GRAW	
R	RED ROBIN	REPAIR IT	
S	SICK OF IT	SPLIT A LIP	
T	TAR	TROLL	TRAP
U	UPPER ROOM	UGH A BOO	

V	VILLIANOUS KING	VICTORY DO
W	WE WIPE OUT	A WASH OUT
X	X IS A CROSS	X-RAY THE BOSS
Y	YELL AT YA BRIDE	YIKES DA JIGS UP
Z	CLOSE YOUR ZIPPER	ZILLIONS DO IT
5	SIP A LITTLE NIP	KNIT A LITTLE MIT
Ø	OWE OWE OWE OWE OWE	

TIP:
If you want to return to any computer lesson for more practice on any character that you find difficult, just type in the character you want using these examples:

KEYME A
KEYME F
KEYME SLASH
KEYME ?
KEYME PERIOD

DEFINITIONS

3WPM Window: The range of speeds that can be copied readily in one set of conventional code.

30 Day Plan: A schedule to become code proficient during the 30 day study period.

Advanced: Class of Amateur above General but before CW testing ended also requiring 13WPM code.

Check Tests: Tests in each day lesson. Score at or near 100% before moving to the next level. Most check tests have ten items so you can number your paper in advance of the lesson. Computer versions have multiple tests, so try as many times as you need to.

Code Ace: One who has become so proficient at CW that he thinks in the CW language.

Cody: A robotic ham built into the Cody program to simulate code transmissions that you might hear on the air.

CW Continuous Wave Amateur way to describe Morse code.

CW Oscillator: An electronic device which controls the rate and tone of the code being sent through it from a keyer.

Dahs and Dits: The sound of the code or a vocal imitation of it.

Day Drills: A segment or computer drill to use daily during each of your first 30 days of study.

Extra: Highest class of Amateur formerly requiring 20WPM code.

Final Exams: Several exams placed in Day 12 to determine if the student is ready to proceed to the next phase of the program.

General: Class of Amateur formerly requiring 13WPM code exam.

Hard Copy: Any printed version of code which is sent.

Keyer: An electronic telegraph key which uses one or two paddles mounted vertically to operate.

Language Center: The most powerful part of the brain which handles language.

Letters I Know: A complete listing of characters taught in Code Quick are shown on the back of the book. Color in the characters as you are certain that you master them.

Novice: Formerly the first level of amateur radio requiring 5WPM code. Now discontinued.

Point of Fluency: As your code speed increases you will reach a point where you will not translate the code into sound-alikes. This point is a new breakthrough that will signal a new level of proficiency. Don't quit until you reach this point. Usually about 15-20WPM.

Prosigns: A number of letter combinations in code used to send a specific abbreviated procedural message.

Q Signals: Abbreviations beginning with "Q" which convey a message used in CW operation. A complete listing may be found at http://www.ac6v.com/Qsignals.htm. Many are included in the computer program.

QSO: A radio transmission exchange between two amateurs. Part of QSO will be used in each license test from a VE.

Random Drill: Code is sent as random four or five character groups. This is the most difficult kind of code to copy. Practice helps you maintain concentration on each character since you cannot fill in missed letters from the context.

Sound-alikes: The Code Quick English equivalent of a Morse code character.

Speed Writing: A way to write letters with the fewest strokes. Makes copying code much faster.

Stepper: The second half of this course designed to step your speed up to about 15WPM in 30 days.

Straight Key: A telegraph key which requires downward pressure to operate. Not required for this course.

Strategies: Exercises which allow you to practice in various ways. You should practice all of them at least once and then continue to work with the ones which seem to help you most.

Target Speed: The code speed at which you can now copy about 90% correctly.

Tech: Abbreviation for Technician class.

Technician: Beginning class

Tone: Code Quick in these lessons is sent at 900CPS. Best on the air code is 800-1000CPS.

Voice Overs: After a code character is sounded, the sound-alike is immediately echoed.

Software Guide

After you install and initialize your new software, follow these directions for easy and painless operation.

Open your software then click on the opening page, click "Start Code Quick Audio Segments."
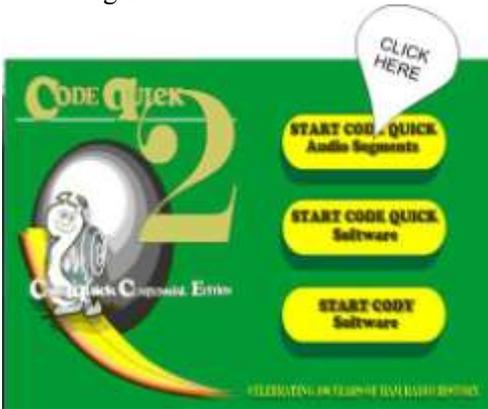

The files in cqAudio.Zip should have been placed in a CQ Audio Files folder on your desktop. Click to open
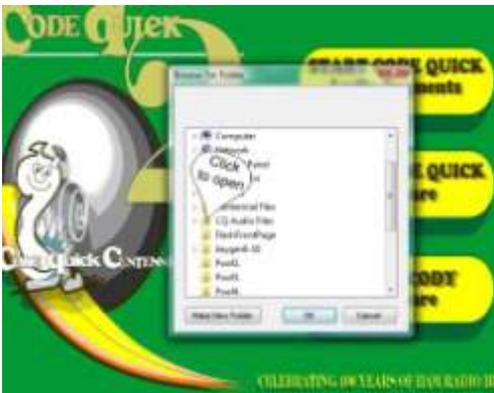
Since there are 5 Audio CDs in this folder, when you click it will look like this:

When you click it, the Audio Segments file will open like this: Open the needed file following your e-book.
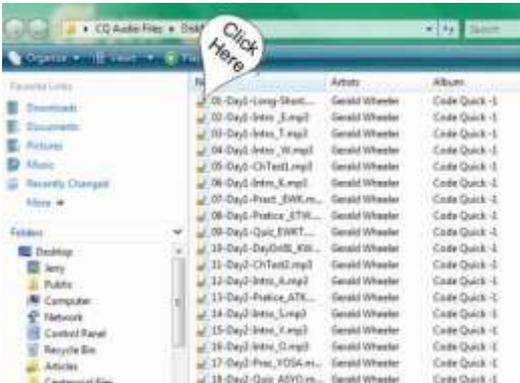
Files will play in your media player. In this case it is Windows Media Player. Yours may look differently.

When advised to open your Code Quick Software, click the "Start Code Quick Software" button shown here.
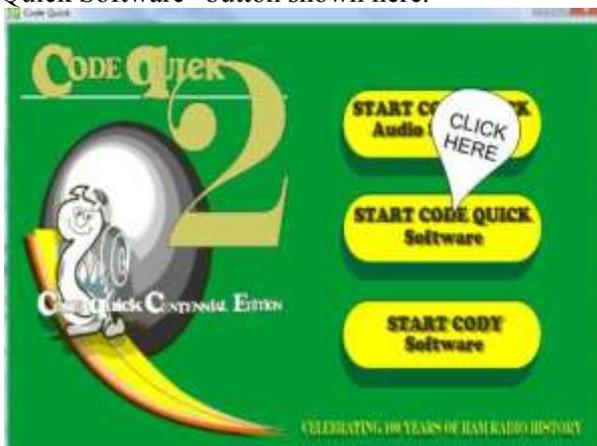
As directed in your book, type into the white bar at the bottom of this screen.
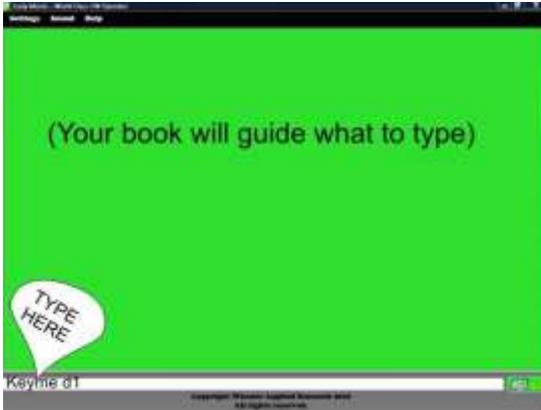
Next click Enter or Go. When the code sounds, you can type it directly into the white line or write it down and type it in later.

As soon as you click, sound-alike cards used in this lesson pop onto the screen. If you click them now, you will get an audio reminder of the sound-alikes and the sound of the code for that card. Only one of the cards will animate on each page.
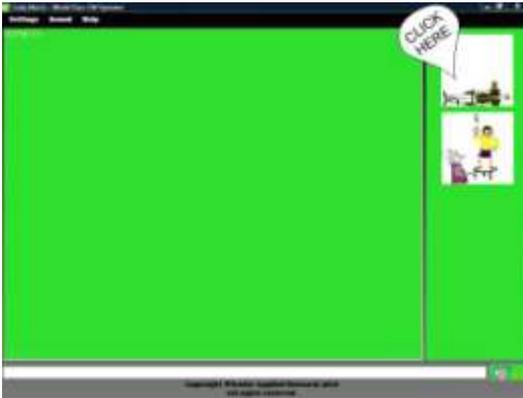
A number of code characters will play. Type in the white line what you think was sent. Note the dashes that represent the number of characters sent. You can write down or enter by typing as the code sounds. Note that along the bottom, it will tell you how many characters to enter.
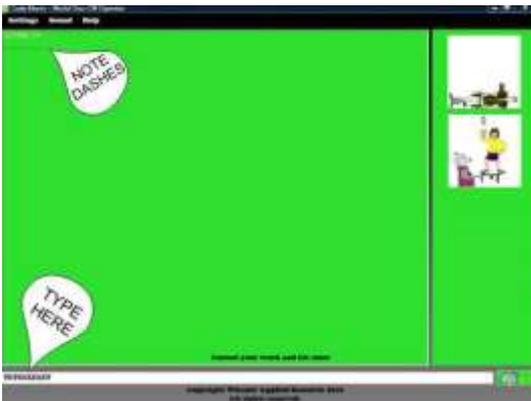
When you have typed the characters, hit Enter or Go again. The program scores your effort, issues a score and praises you for getting 90% or better. Pay attention to your misses, they show you where to spend more time. Keep working till you score 90% on this lesson.
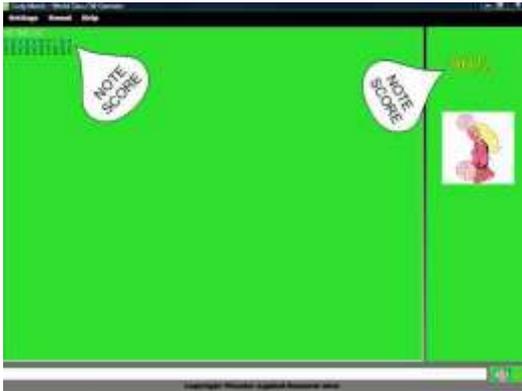
When you know all your characters, you are ready to begin communicating with Cody Morris. Open on the start page by typing "Start Cody Software."


Click "Settings" and set your working code speed. 5WPM recommended. Type any short message in the white bar. Best only one thought at a time. Cody gets confused with compound messages!

The code will sound for what you wrote and for what Cody sends back if you don't de-select "Play Your Morse_ in the setting tab. Your input and Cody's answer will print at the top of this page.

Continue with your conversation. Cody will be able to remember much of what you tell him such as your name, your call, your QTH or your rig, etc. However, when you turn the program off and start over, he will have forgotten all, so just tell him again if you want to. If you don't tell him your name he will call you, "Un-Named User!"
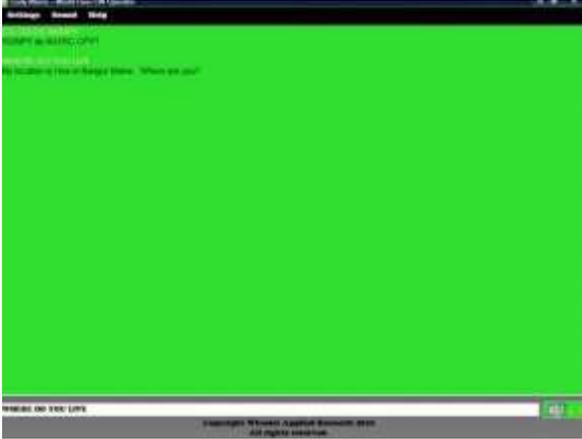
Have fun. If you like our program, we would very much appreciate a link to our website www.cq2k.com on any website you may operate. Let us know and we will gladly cross link to you.

If you have questions which we have not answered, please let us know at cq2kcom@yahoo.com.

A	H	O	V	1	6
B	I	P	W	2	7
C	J	Q	X	3	8
D	K	R	Y	4	9
E	L	S	Z	5	0
F	M	T	.	,	?
G	N	U	/	^	

As you master each letter or character, color in this scorecard.