

# **Code Quick Centennial**



## **Audio Mp3 Version**

**Compatible with Mac, PC,  
iPods, Blackberries, Cell phones  
iPads, Palm Pals.**

Digitally re-mastered to celebrate 100 years of ham radio licensing in the US!  
Create your own Cds for CD players and even automobiles!

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## **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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Requests to [cq2kcom@yahoo.com](mailto:cq2kcom@yahoo.com)

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

Code Quick Graphics Created with Corel 12



## Why Code Quick Works

If 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!*

*In 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](#)*

## **WHAT IS THE SECRET TO COPYING FAST CODE?**

**T**o 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!

## **HOW CAN YOU BECOME A CODE ACE?**

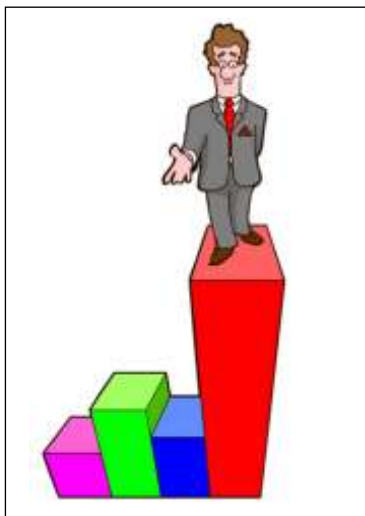
**L**earning code was my personal nightmare. I struggled with it for over ten years before I was finally given a General license "gift." To make a decent QSO in CW was a white-knuckle experience. Hopeless lost, my head would swim and eventually I would just throw the switch and go to bed, leaving my 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](http://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.

I



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. If you want to post them into your iDevice, they are included as a separate download as individual .pdf or animated .gif files.

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. 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!

**J**ust 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

**1 Hour per DAY X Hard Work = Mastery in a MONTH**

**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 the code say its own name.*



## To Stretch Yourself **GOAL # 1**

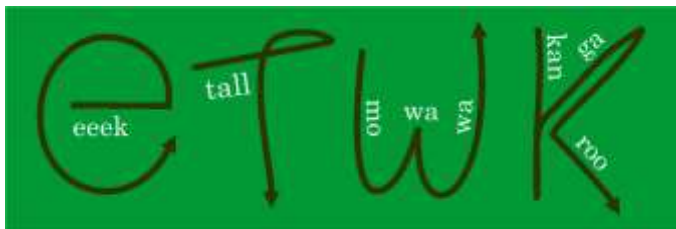
### **RECOGNIZE ALL CHARACTERS AS SOUND ALIKES**

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.

**Be sure you have cut out your sound alike cards and have the ones called for ready for each lesson.**

#### **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

Segment 04 Introduce W

Sound Alike **Mo-WaWa**



## 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

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

Segment 09 Quiz KETW Answers below:

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

## 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 | EWTEK | KWTET |
| KWTWK | TKTKW | TKTET | KTWEW | WTKET | WETTW |
| TKTKW | TTKTW | KEKWT | ETTKW | TETWK | EEWTK |

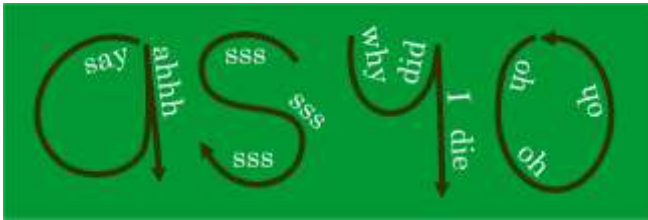
|       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|
| TTKWK | KTWTK | KETWT | KWWET | TWEKT | WKTEW |
|-------|-------|-------|-------|-------|-------|

## 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

Segment 12 Introduce A

Sound alike **Sa' ahhhhh**

## Day 2

Segment 13 Practice all letters up to now.

Can you beat me?



## Day 2

Segment 14 Introduce S

Sound alike **SSS SSS SSS**



## Day 2

Segment 15 Introduce Y

Sound alike **Why did I die?**



## Day 2

Segment 16 Introduce O

Sound alike **Ohh Ohh Ohh**



## Day 2

Segment 17 Practice Quiz YSOA

## Day 2

Segment 18 Quiz over ASYO. Answers below:

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

## Day 2

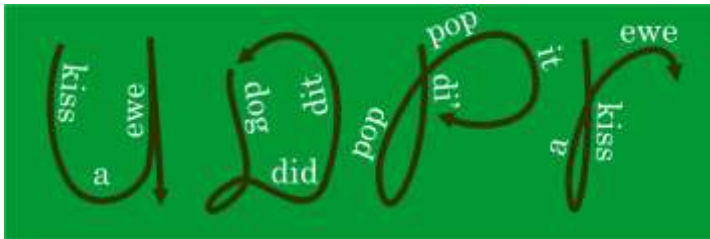
Segment 19 - Day Drill # 2 -Speed Practice.

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

Segment 22 Introduce U

Sound alike **Kiss a Ewe**



### Day 3

Segment 23 Introduce D

Sound alike **Dog did it**





### Day 3

Segment 24 Introduce P

Sound alike **D' pop pop IT?**



### Day 3

Segment 25 Introduce R

Sound alike **Brrrr Rabbit**



### Day 3

Segment 26 Review UDPR

### Day 3

Segment 27 Quiz UDPR and all 12 letters together.

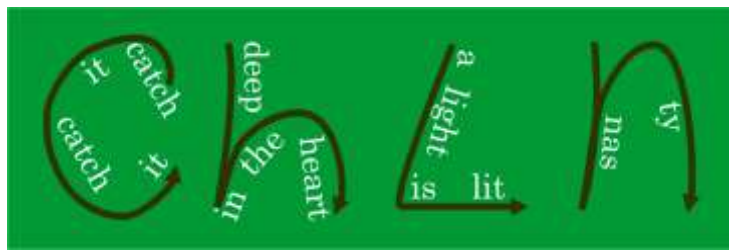
Answers below:

**RUDP PURD UPDR DPRU EDAR  
POWK SUET KWOE RADT YSUP**

### Day 3

Segment 28 Day Drill # 3. Don't try to write. Follow the code with your eyes. Say the sound alike. 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

Segment 30 Introduce C

Sound alike **Catch-it Catch-it**



**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**

Segment 34 Introduce L

Sound alike **A light is lit**



**Day 4**

Segment 35 Practice L

**Day 4**

Segment 36 Introduce N

Sound alike **Nasty**

Quiz Answers: H N C H L N C L



## 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

Segment 38 Day Drill # 4. Don't try to write. Follow the code with your eyes. Say the sound alike. 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 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

Segment 41 Introduce I

Sound alike    **Bit it**



## Day 5

Segment 42 Introduce F

Sound alike    **Did I fail it?**



## Day 5

Segment 43 Introduce Z

Sound alike    **Zah Zah did it**



## Day 5

Segment 44 Introduce B

Sound alike **Band** rat-a tat



## Day 5

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

## Day 5

Segment 46 Quiz FZBN Answers below:

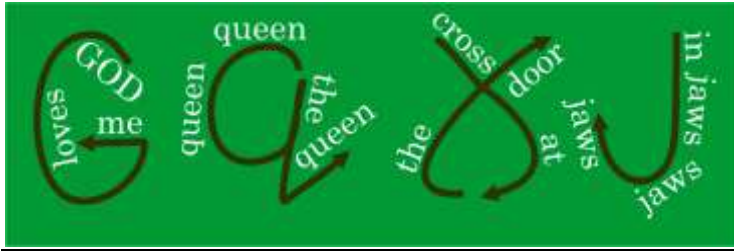
**FIZZ FALL BUZZ BIZ BLAZE WHIZ**  
**IFBZ BZFI ZIFB FZBI ZBFI FBZI**

## Day 5

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

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

## Day 6 You will learn GXQJ



## 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

Segment 50 Introduce G

Sound alike    **God loves me**



### Day 6

Segment 51 Introduce Q

Sound alike    **Queen Queen the Queen**



## Day 6

Segment 52 Practice Q

## Day 6

Segment 53 Introduce X

Sound alike **Cross at the door**



## Day 6

Segment 54 Review GQX

## Day 6

Segment 55 Introduce J

Sound alike **In jaws jaws jaws**



## Day 6

Segment 56 Practice JGXQ

Answers to quiz: **J G Q X Q G J X**



## Day 6

Segment 57 Quiz GQXJ Answers below:

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

## Day 6

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

|       |       |       |       |       |         |
|-------|-------|-------|-------|-------|---------|
| 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

## Day 7

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



### Day 7

Segment 60 Introduce M

Sound alike **Ma Ma**

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



### Day 7

Segment 61 Introduce V

Sound alike **Vee Vee Vee Vah**

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



### Day 7

Segment 62 Introduce the Period

Sound alike **A stop A stop A stop**



### 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

Segment 65 Practice Comma:

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

## 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

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

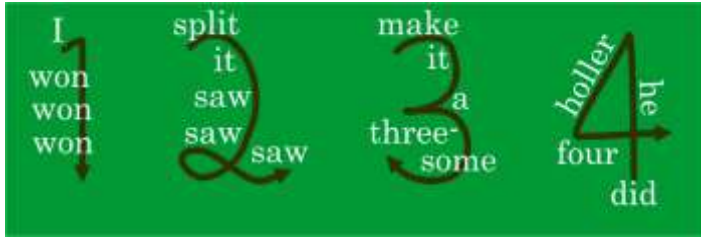
Day Drills 7 – New Letters & Characters M V Period Comma

|        |          |        |        |         |       |
|--------|----------|--------|--------|---------|-------|
| 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**

**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**

Segment 70 Introduce the Numeral 1

Sound alike **I won won won won**



**Day 8**

Segment 71 Introduce the numeral 2

Sound alike **Split it saw saw saw**



## Day 8

Segment 72 Introduce the numeral 3

Sound alike **Make it a three-some**



## 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

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

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**

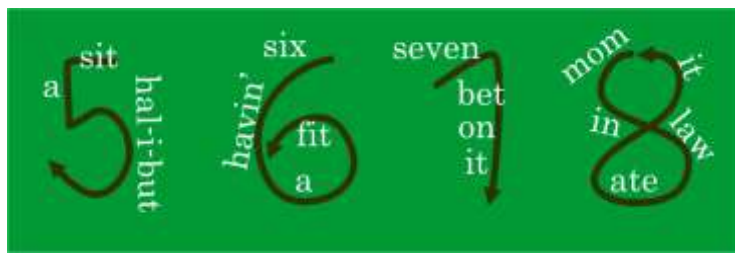
## Day 8

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



## 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

Segment 79 Introduce Numeral 5

Sound alike **Sit a hallibut**

Answers to Quiz: **3 4 3 5 3 5 4**



### Day 9

Segment 80 Introduce Numeral 6

Sound alike **Six havin' a fit**

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



### 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

Segment 82 Introduce Numeral 8

Sound alike Mom-in-law ate it

Quiz Answers: 8 5 6 8 7 7 5 8



## 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**

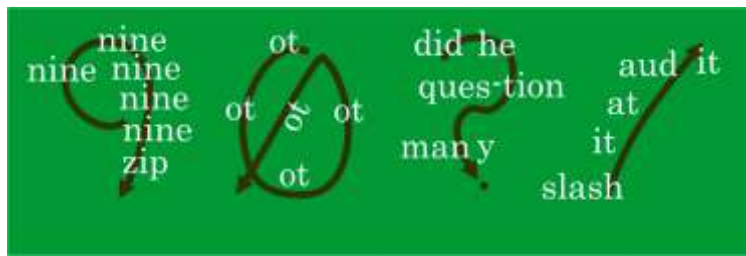
## Day 9

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<br>78C | PART<br>NO. | 35876 | FLIGHTPLAN |





## Day 10 You will learn characters 9 0 ? /

### 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

Segment 87 Introduce Numeral 9

Sound alike **Nine Nine Nine Nine Zip**

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



## Day 10

Segment 88 Introduce Numeral 0

Sound alike **Ot Ot Ot Ot Ot**

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



## Day 10

Segment 89 Introduce Question Mark

Sound alike **Did he question many?**

Answers to Quizzes:

0 9 ? ? 0 9 ?      ? 9 0 9 0 ?



## Day 10

Segment 90 Introduce Slash Mark

Sound alike **Slash it at audit**

Answers: . / ? , ? . / ,



## Day 10

Segment 91 Practice ALL Numbers with ? /

9 0 / ?    ? 0 9 ?    0 / ? 9    / 9 0 ?

9 0 1 5 2    6 3 7 4 8    5 0 4 6 1    8 2 9 3 7

4 9 1 8 6

## **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<br>DOLLARS |
| 10195         | HEMLOCK | STREET        | 8100<br>DOW | 19<br>DEGRE<br>ES | NORTH,          |
| 20<br>DEGREES | WEST    | 2.90<br>LIGHT | YEARS       | 190<br>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**

Segment 94 Final Review 1

## **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**

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 1<sup>st</sup> 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

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 L A ? | 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 Ø 5 |
| 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 O Ø 6 | 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 alike.** 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.*

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Segment 106 Segment 106 has been deleted from the program.

### **Day 13**

Segment 107 More practice with numbers and punctuation

|                  |                  |                  |                  |                  |                  |
|------------------|------------------|------------------|------------------|------------------|------------------|
| <b>1 2 3 4 5</b> | <b>6 7 8 9 Ø</b> | <b>. , ? / ,</b> | <b>9 7 5 3 1</b> | <b>9 7 5 3 1</b> | <b>. 9 8 , 6</b> |
| <b>3 / 2 8 5</b> | <b>6 9 Ø 1 2</b> | <b>8 6 Ø 3 5</b> | <b>3 1 Ø 8 .</b> | <b>7 5 3 5 ?</b> | <b>8 9 4 6 2</b> |

### **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**

#### **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 4000 B) Tempo 2020 C) AEA 144DXE D) Yaesu FT101E

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 WORKING ON 13WPM CODE. SO  
73 AND CUL**

### **Day 15**

#### **Segment 110 Day Drill # 15**

1. What is sending station's call sign?

A) W0LPZ 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**

#### **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**

#### **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 Isooop 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**

#### **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 80 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

#### Segment 114 Day Drill # 19

1. What is called 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 80 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) 500 watts D) 1000 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  
SALES MANAGER AT CAR CO. RIG IS COLLINS AR1E  
RUNS 100 WTS. ANT INVERTED V. LICENSE GENERAL I  
LOVE 80M RAGCHEW. WORK A SKED?**

### 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) 40 Meters B) 15 Meters C) 10 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

### 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 10 meters is dead?  
A) Shuts down B) Moves to 20 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 890/AT B) Ten Tec Icom 447 D) Kenwood 590DX

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**

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**

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) 20 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) N0OPU

### **Day Drill # 23 Solid Copy 10wpm**

**N 0OPU 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**

#### **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**

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 2<sup>ND</sup> CLASS COMMERCIAL LICENSE BUT NO TECH JOB YET AT A TV STATION. IM ONLY 22 YRS OLD.**

### **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**

### **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**

#### **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**

#### **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) 50 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) 20 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**

#### **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 # 30 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**

### Learn Prosigns

Write them as shown for speed writing at the top or just the letters together with a line over as shown below. Do whichever seems easier to you. Sound-alike cards are on page 78.



## **Day 30**

### Segment 126 Learn Prosigns

## **Day 30**

### Segment 127 Practice Prosigns

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| AR | BT | KN | SK | BT | KN | SK | AR | KN | AR | SK | BT | SK | BT | AR |
| KN | SK | KN | AR | BT | AR | SK | KN | BT | KN |    |    |    |    |    |

### **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!

## **Stepper Audio Files**

Practice to help you increase your speed

### **Stepper 1** Introduction to Steppers

### **Stepper 2** at 6 Words Per Minute

A contact between two amateurs is called a QSO. The calling station identifies the called station first then sends “de” which means from and gives his own call. Thus KL7IN is the called station. WD8TKY is the calling station. “Tnx” is an abbreviation for thanks. “FB” means “fine fussiness” and is a CW compliment. “QTH” is the Q sign for location. “Hi” is a chuckle or a belly laugh in CW!

**Test Questions:** Circle the correct answers

1. Calling station: K2PRY, KD6N, W7PSP, WD7TKY
2. Called station: KL7TN, N4RDY, K6LQR, K7TKY
3. How did Alaskan operator finish in dog race? 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, last
4. How many dogs in operator's dog team? 6, 8, 10, 14
5. How long since operator worked Alaska? 2 mo, 6 mo, 1 yr, 3 yrs
6. How long was the dog race? 10 mi, 60 mi, 325 mi, 400 mi
7. Called station's job was: fishing, contractor, oil worker, store operator
8. Calling station's QTH was Phoenix AZ, Bend OR, Reno NV, Juno AK
9. Calling station asked: What fish caught? Age? QTH? Do you fly?
10. What college was ham attending: Yale, Wash State, ID State, Texas

Hard copy for Stepper 2 below:

**KL7TN de WD7TKY Tnx for call Name Tom. Year since worked AK. FB 2<sup>nd</sup> place 400 mile dog race. 10 dogs, WOW. Eat a lot hi. FB on fishing job. How old are you? QTh Bend, OR. Off to Yale next year.**

### **Stepper 3** at 7 Words Per Minute

1. Why was SOS sent? Plane down, lost skier, boat aground, out of water
2. How many fatalities? 0, 1, 6, 28
3. How far is sender from main city? 100 Mi, 6 mi, 200 mi, 60 mi

4. What injury was reported? Broken leg, head wound, broken arm, burn
5. Describe terrain: rocky beach, farmland, rough volcanic, river bottom
6. What had run out? Food, power, water, medicine
7. What was low? Temperature, food, power, water
8. Ask listener to notify: police, search/rescue, US government, relatives
9. Name of caller: Mike Kirk, Rafael Rios, Dave Ponzo, Hugh Drake
10. Describe the weather: hazy, rainy, windy, clear

**SOS SOS SOS de KD5PNZ. Name Hugh Drake Crashed airplane approx 60 miles S. E. Ensenada, Mexico. Plane burned. 3 alive, 1 dead. One with head wound, still bleeding. Pse notify search/rescue. Terrain rough volcanic hills. Visibility hazy. Isolated. Out of water. Power running low. Help**

“Pse” means “please.”

**Stepper 4** at 9 Words Per Minute

1. Thanked caller for: report, advice, phone patch, weather report
2. Station just: grounded ant, put up vertical, worked Guam, received new call
3. Weather problem listed: hurricane, snowed in, tornado, lightning
4. After problem fixed: more bands, tunes 20 mtr, pwr handling, bandwidth
5. Called station's name: Pete, Don, Frank, Julia
6. Type of new antenna to put up? inverted V, vertical, quad, zepp
7. Reason for new antenna: band width, work net, work 20 mtrs, DX
8. Antenna bought from: swap net, friend, ham store, convention
9. Who suggested antenna? Store owner, net friend, magazine, ham in RACES
10. Why running daily QSO? Work DX, prep for contest, increase speed, schedule

**WB8DRV de K5TNX Tnx fer phone patch to Mom. Antenna works better grounded it. Lightning hit it last year and shut me down hi hi. Put in lightning arrestor to fix problem. Better bandwidth now and tunes easier. Will put up a vertical soon for 160 meters. Net in Tenn Valley on that band. Bought new antenna on swap net. Recommended by a ham in Races group. Code speed up since started daily QSOs. Back to you, Don. WB8DRV de K5TNX**

**Stepper 5** at 11 Words Per Minute

1. Signal problem: chirp, frequency drift, spurious signal, distortion
2. Remedy tried: different rig, freq change , lower power, different power source
3. What took place in Japan? earthquake, typhoon, labor strike, election
4. US station weather problem: tornado, earthquake, flood, drought
5. Profession of caller: teacher, mechanic, ship captain, farmer
6. How was equipment replaced? Wasn't, insurance, rented, used saved money
7. Called station had new: ICOM rig, 2 mtr. setup, antenna, jeep
8. How long since band was opened: 2 weeks, 6 months, 1 year, 3 years
9. Caller wan in what town? Seattle WA, Tampa FL, Hanford CT, St.Louis MO
10. Caller asked for: Schedule, Japan tourist info, Map, QSL card

**JA3AZQ de K0PMB FB Tnx fer info re fqy drift. Maybe rig hot at 500 wts. I lower power to 100 wts. See if that better. Did Japan earthquake last mo hit you? Flood on Mississippi River last year hurt my farm. Trying to plant again. Lost tractor cant replace. Afraid new levies wont hold. FB on new ICOM rig. Sounds perfect in St. Louis, MO. Glad band open. First time in year. OK on map of Japan. Pse send. Bk to you, Fuji JA3AZQ de K0PMB**

### **Stepper 6 at 13 Words Per Minute**

1. Thanked ham for: sending diagram, good report, keeping schedule, bike pump
2. Friends for how long? 6 mo., 2 years, 2 weeks, 12 years
3. Where did ham go last night? Movie, riding, ham club, Tee hunt
4. Who was KB6CRD? Club leader, schedule friend, silent key, Races head
5. What happens Saturday? DX contest, field day, 5K race, Tee hunt
6. Caller will try out: new boat, radio controlled plane, car, direction finder
7. Apologized for forgetting: schedule, birthday, diagram, computer program
8. What was offered caller? Old rig, cabin, tickets, speedboat ride
9. Date of appointment: August 17, July 4, May 5, March 7
10. Event caller will take in: radio course, speedboat races, field day, boxing

**WB2PZY de KD6BX Thanks for keeping the schedule. Always good to hear your call. Been doing this for 12 years now. Feel like we have been friends for life hi hi. Went to ham club last night. Led by Jane KB6CRD. Really a knock out. Club having Tee hunt on Saturday. Will try out my new car. Forgot to send you the diagram of keyer I promised. Will put in mail today. Guess Im too busy. I must need a vacation. Appreciate the**

**offer to use your upstate NY cabin. Wife and I plan to come on August 17.  
Hope to take in the speed boat races that week. W2PZY de KD6BX**

**Stepper 7 at 15 Words Per Minute**

1. What was signal report? 548, 559, 559 Plus, 558
2. How was caller traveling? In car, on boat, mobile airborne, in space station
3. What weather was reported? Stiff breeze, calm, rain, sunny
4. What was sighted? Dolphins, large bridge, golf course, moose
5. Where was the storm? On horizon, South of Cuba, near Haiti, off Florida
6. Destination: Miami, Tampa, New York, Haiti
7. What couldn't caller do? Start engine, start pump, raise repeater, get WX report
8. New equipment: autopilot, 2 mtr. Rig, antenna, radar detector
9. Caller asked for: signal report, phone call, notify search/rescue, schedule
10. How long has trip taken so far? 3 weeks, 9 days, 14 hours, 6 days

**W1TNE de KD5PNN OK ur sig is booming in 599 plus. QTH aboard sailboat named Bottoms Up 20 miles south of Key West Island Florida. Breeze at about 20 knots. Lots of dolphin following us. A little worried about the news report of a tropical disturbance off Haiti. Looks like might be coming our way. Will dock in Miami by tomorrow morning unless need harbor sooner. Cant hit 2 mtr repeater there yet. Could you make a land line call for me to my brother in Boston? Have new auto pilot which works great. Traveling from Brownsville, TX. Took us six days so far. Hw copy? W1TNE de KD5PNN**

**Stepper 8 at 17 Words Per Minute**

1. Operator's name: Bud, Brad, Barb, Bill
2. What happens tomorrow? VIP visit, leave on trip, field day, Races drill
3. Operator testing his: new final, slow scan TV, new uplink, antenna
4. Number of bands to be used: one, two, five, six
5. New equipment mentioned: CW rig, repeater, power generator, computer
6. What was QTH? West Virginia, Arkansas, Pennsylvania, Ohio
7. Number of hams participating? Six, eleven, sixteen, twenty-six
8. What weather problem? Snow, tornado, rain, severe cold
9. What band didn't open? 40 Meters, 10 meters, 80 meters, 20 meters
10. What will be fun? Satellite uplink, packet, SSB, increased power



**KH6MYT de KD4TAC Name Bud. Just setting up for field day tomorrow. Need to test antennas. Have new 60 amp diesel power generator. Should solve problem we had last year. Not enough power to keep all rigs on the air at once. Will operate on six bands this time. Hope we win. Location West Virginia hills. Have 16 hams to operate rigs. XYLs came this year to keep us fed and happy. Three are hams. Looks like decent weather tomorrow. Rain today made it muddy to anchor towers. 20 meters opened nicely today but no sign of 10 meter opening yet. New satellite uplink should be fun. Club operates mostly CW. Hw copy? KH6MYT de KD4TAC**

**Stepper 9 at 19 Words Per Minute**

1. Requested ham to: send Farnsworth, send QSL, increase power, give report
2. Caller has been ham for 5 years, 6 months, 2 months, 1 year
3. Why caller became a ham: is a missionary, tired of CB, to get DX, Scout leader
4. Used Code Quick to: teach his wife, get to 13WPM, teach class, refresh old skills
5. XYL's name: Sue, Joan, LuLu, Lorraine
6. Caller's goal: become Extra, WAS in 1 year, DX 100 club, join military
7. Enjoyed on internet: contacts, religious forum, games, gun owners forum
8. XYL's activity: cooking, attending college, studying code, computer graphics
9. Caller's destination next year: Europe, college, trade show, family reunion
10. Caller wished: to be a VE, copy fast code, change jobs, work DX

**W7RBO de KD4NYO QRS QRS Pse send Farnsworth at 13WPM OM. Not good copy. Just learning code and not too good yet. Only been ham for 2 months. Tired of CB so decided to study for exam. Used Code Quick and made 13WPM first month. Just on air for 2 weeks. Will send QSL. Want to work all states CW this year. Name Harvey. Job is fixing appliances. Going to college next year. Want to become computer programmer. Have enjoyed contacts on internet. Member of gun owners forum. XYLs name is Lulu. She is studying code too but so far not much success. Please tell us your secret of fast code. Wish I could send and copy like you do. W7RBO de KD4NYO**

## **Stepper 10 at 21 Words Per Minute**

1. Thanked ham for: call, sending coax, keeping schedule, book
2. What happened last week? Signal faded, lost power, phones dead, no contact
3. Asked ham to look for: weather map, SWL bridge, coax, manual
4. Club location? Fargo AK, Hilo HI, Monterey CA, Boise ID
5. Gift to high school: generator, coax, antenna rotator, old transceiver rig
6. How many hams in school? 19, 14, 4, 32
7. What formula asked for? Half-wave, quarter-wave, capacitance, power
8. Problem putting up antenna: no coax, insurance, no help, bad wind
9. Asked for: loan antenna rotor, help with antenna, call insurance Co., send QSL
10. Caller asked for answer by: radio schedule, phone, FAX, e-mail

**KL7PZZ de KL7RM Tnx fer keeping 40 mtr sked Sam. Missed u last week. Band dead. Did u find manual fer Heath 310 I need? Giving old rig to high sch club in Fargo AK but need book. Teach code to 19 kids there plus 4 hams. School has no funds. Gave us a room. Want to put up ant. Do you know formula fer half wave? I hate to look it up hi hi. We have 500 ft roll of coax in sch storage but no permission to get on roof. Principal blames insurance. Janitor will help on Sat. Want to fly down and help? Fax me answer. KL7PZZ de KL7RM**

## **Stepper 11 at 23 Words Per Minute**

1. Called ham's name: Boyce, Steve, Don, Hank
2. Illness discussed: flu, bronchitis, cold, headache
3. Last year ham's group: saved survivor, located dog, found lost plane, saved a life
4. Communication needed: airport emergency, medical, VIP drivers, search/rescue
5. Help needed for: golf tournament, parade, fire watch, formula race
6. Number of hams on last year's emergency team: 6, 10, 18, 20
7. What ham came to club? K6TNN, WB0CDY, N2MMO, KB0XZ
8. Club worked for: police, civil air patrol, Homeland Security, fire/rescue
9. Emergency communications band: 2 meters, 220, 440, 6 meters
10. Why new emergency procedures: bootleggers, loss of data, safety, stolen gear

**KD7R de W0PM Good evening Hank. Sorry youve had bronchitis. Do u want to help work the golf tournament for medical communications? Fun. Last year we helped with a stroke victim. Saved mans life. Had 20 hams on the team. We work for fire department / rescue. Use 220 repeater from**

**Mt. Victoria. Remember KB0XZ Walt? He came to club meeting Thurs to tell us about new emergency procedures. Prob with bootleggers crashing party. Now have special entry code to access net freq. Bk to you KD7R de W0PM**

## **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 alike. 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 alike and letters. Be sure you connect the letters and the sound alike.

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/wlaw.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 alike. 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

~ 70 ~

- |                     |
|---------------------|
| 1. Date:            |
| 2. Called Station:  |
| 3. Calling Station: |
| 4. Name:            |
| 5. QTH:             |
| 6. RST:             |
| 7. Rig:             |
| 8. Antenna:         |

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.

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 alike and can take code at 13wpm or faster, begin to abbreviate the sound alike 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

|                          |   |
|--------------------------|---|
| <b>3WPM Window:</b>      | The range of speeds that can be copied readily in one set of conventional code.   |
| <b>30 Day Plan:</b>      | A schedule to become code proficient during the 30 day study period.  |
| <b>Advanced:</b>         | Class of Amateur above General but before CW testing ended also requiring 13WPM code.   |
| <b>Check Tests:</b>      | 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.       |
| <b>Code Ace:</b>         | One who has become so proficient at CW that he thinks in the CW language.   |
| <b>Cody:</b>             | A robotic ham built into the Cody program to simulate code transmissions that you might hear on the air.  |
| <b>CW</b>                | Continuous Wave Amateur way to describe Morse code.   |
| <b>CW Oscillator:</b>    | An electronic device which controls the rate and tone of the code being sent through it from a keyer.   |
| <b>Dahs and Dits:</b>    | The sound of the code or a vocal imitation of it.   |
| <b>Day Drills:</b>       | A segment or computer drill to use daily during each of your first 30 days of study.  |
| <b>Extra:</b>            | Highest class of Amateur formerly requiring 20WPM code.   |
| <b>Final Exams:</b>      | Several exams placed in Day 12 to determine if the student is ready to proceed to the next phase of the program.  |
| <b>General:</b>          | Class of Amateur formerly requiring 13WPM code exam.  |
| <b>Hard Copy:</b>        | Any printed version of code which is sent.  |
| <b>Keyer:</b>            | An electronic telegraph key which uses one or two paddles mounted vertically to operate.  |
| <b>Language Center:</b>  | The most powerful part of the brain which handles language.   |
| <b>Letters I Know:</b>   | 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.   |
| <b>Novice:</b>           | Formerly the first level of amateur radio requiring 5WPM code. Now discontinued.  |
| <b>Point of Fluency:</b> | 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. |
| <b>Prosigns:</b>         | 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.





## Would you like to help us?

If you like our program, we would very much appreciate a link to our website [www.cq2k.com](http://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](mailto:cq2kcom@yahoo.com)

## Sound Alikes for Prosigns

These have been left to the end because they are extra characters that you will need only when you get on the air. They are used to end transmissions and control the on-air communications. Learn them when you are ready. They will come to you naturally when you are on the air. Audio segments 126 and 127 are devoted to them.

|           |   |
|-----------|---|
| <b>SK</b> |    |
| <b>KN</b> |    |
| <b>AR</b> |   |
| <b>BT</b> |  |

COLOR IN EACH CHARACTER YOU MASTER WITH A YELLOW FELT PEN.

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 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.