

## FSQCALL Operating Rules

- A. You must use a *trigger\_callsign* in the message body of every sentence for the other station to see a message. The primary recipient callsign must be the first thing placed in the sentence.
- B. All users should set their Menu/Options/Callsign in *lower case*. The command parser is *case sensitive*, so using upper case or mixed case callsigns leads to confusion. The callsign thus set becomes the station's *trigger\_callsign*, and must not include any forbidden characters (the trigger characters and reserved characters etc).
- C. The *trigger\_callsign* used in commands will only work if it matches the case used by the intended recipient. Some stations may not be following Rule B. Check the callsign in your Heard List.
- D. The *trigger\_callsign* MUST be followed immediately by a specified trigger character, or the command will be ignored. Space is considered the trigger *only* for chat sentences and may not be used before other command triggers.
- E. All stations within a network must have unique callsigns. Calls that are a subset of other calls are forbidden (e.g. z1lee and z1lee/p). Calls such z1lee/1 and z1lee/p are permitted.
- F. You should not give two commands to the same station within the same sentence. Only one will be actioned. This also applies to *allcall* and *cqcq* which are also considered its own callsigns by the receiving station.
- G. You must not include your own callsign, or another callsign more than once, in a relay message (! or ~ command).
- H. You should always wait until the channel is clear before transmitting.
- I. FSQCALL commands will not work unless both originating station and recipient (and any relay) are in FSQCALL mode. If you are not able to abide by the rules and follow the appropriate syntax (if for example you are a beginner), stay out of FSQCALL mode. You don't need FSQCALL mode to chat, but directed messages will not occur unless originating and recipient stations are in FSQCALL mode.

### Calling Frequencies

#### Region 1

80m	3588 kHz USB	(sunset to sunrise)
40m	7044 kHz USB	(sunrise to sunset)
30m	10144 kHz USB	(local day, DX night)

#### Region 2

80m	3594 kHz USB	(sunset to sunrise)
40m	7104 kHz USB	(sunrise to sunset)
30m	10144 kHz USB	(local day, DX night)

#### Region 3

80m	3580 kHz USB	(sunset to sunrise)
40m	7105 kHz USB	(sunrise to sunset)
30m	10149 kHz USB	(local day, DX night)

It is suggested that working frequencies (where needed) be 1 kHz above or below the calling frequencies. Note that all operation is on USB.