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.

B. The ***trigger_callsign*** must be all lower case, and include no forbidden characters (the trigger characters etc).

C. The ***trigger_callsign*** MUST be followed immediately by a specified trigger character, or the command will be ignored. Space is considered a trigger.

D. All stations within a network must have unique callsigns. Calls that are a subset of other calls are forbidden (e.g. zl1ee and zl1ee/p). Calls such zl1ee/1 and zl1ee/p are permitted.

E. You should not give two commands to the same station within the same sentence. Only the first will be actioned. This also applies to ***allcall*** and ***cqcqcq*** which are also considered its own callsigns by the receiving station.

F. You must not include your own callsign, or another callsign more than once, in a relay message (! or ~ command).

G. You should always wait until the channel is clear before transmitting.

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 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.