CLUB LOG
WHAT IS IT AND WHAT CAN IT DO FOR ME?

Club Log is an online database with a suite of powerful tools supporting active DX'ers that will help you analyze your log and compare your log to others. Using Club Log is free but, they will gladly accept donations. It is not a requirement to belong to Club Log to be a member of the Florida Contest Group (FCG).

It's important to note, Club Log is NOT intended to be a contesting tool.

Once you registered on Club Log and uploaded your log, you will be able to:

- Generate personal reports, showing which DXCC entities you worked and/or confirmed, when you first worked them, which ones you still need, and which are the most likely to QSL (Clog Log reports are both comprehensive and flexible).

- See how you stand relative to your peers in various **league table** and **challenges** (again, the reports are very flexible – for example with a few clicks you can generate a specific league table listing how many DXCC entities or CQ zones have been worked by various African hams on 20m CW in the past year almost as easily as a global league table covering all bands, all modes and all years since 1975).

- Analyze your log for possible/likely **errors** in the DXCC allocations (Club Log's painstakingly-researched DXCC database is a tremendously useful resource supporting the DX community).

- **Predict** the bands and times on which you are most likely to work almost any DX station, based on actual QSOs in the logs uploaded to Club Log, and draw great circle maps.

- Set up a **personal DX Cluster feed** that filters out the DXCCs you have already worked, leaving just the ones you still need.

One feature in Club Log is called "League Tables". The League Tables are nothing more than 7 different Leader Boards. They are:

1. DXCC Leagues
2. Satellite Leagues
3. Zone Leagues
4. Club Leagues
5. CDXC Challenges
6. Super Leagues
7. Unique Leagues

When more FCG members upload their logs to Club Log, FCG may rise in the League Table rank, so help FCG by uploading your contest and daily operating logs.

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Other features/benefits of using Club Log are:

1. Log backup and recovery should you lose your hard drive.
2. OQRS.
3. Download your log from LoTW.
4. Analyze your activity to produce a bar graph by year.

For Club Log to include your totals in some of the League Tables you must first declare what club you are associated with **AND** be approved by that amateur radio club. The Florida Contest Group's administer for Club Log is Randy Hatt, AA8R. (aa8r@aol.com).   As FCG's administer for Club Log, Randy is the go-to person for approving active FCG members to be included in the Club Log's FCG League Table.

By design, Cub Log's League Tables only list callsigns that are active, meaning a user must have uploaded at least one QSO within a 12-month period.

There are several ways to get your QSO's into Club Log.

1. You can upload a QSO to Club Log one at time.
2. You can upload a log adi file to Club Log.
3. You can download an adi file out of LoTW.

To be include in FCG's League table you must be an active member of the Florida Contest Group. (You will be considered "inactive" member if your FCG dues are in arrears.) Life members, teenagers, or out-of-state members are always considered to be "active" members of the FCG.

Follow the links below to learn how to join Club Log and how to configure Club Log to your liking.

New user

- **How to register as a Club Log member**
- **Other personal settings**
- **How to add your call to Club Log**
- **How to add previous calls**
- **How to upload logs**
- **How to Download LoTW logs**
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Randy Hatt, AA8R

September 14, 2021

REV. Sept 15, 2021

How to register as a Club Log member

To get started, go to WWW.CLUBLOG.ORG

Then, on the following screen, click the "Register new account" button.

NOTE: <u>New</u> users do not enter a callsign and password until the next step).

Login To Club Log

Welcome to Club Log, a free web-based tool for producing DXCC league tables, expedition tools, log search services and most-wanted lists for ham radio. Please login using the form below. You will need to enable cookies in your browser to use Club Log.

Login Form	
Email or callsign:	
Password:	
	Login Register new account

If you have registered a Club Log account but cannot remember your password, please click here to reset your password.

On this next screen, fill in your information and click the "Sign Up Now" button.

Sign Up Now

Registering is a simple process. Your account is based on your email address, so you'll need to validate that you are who you say you are, by inputing a code that is emailed to you when you submit this form. Once that's done, you can carry on and add your call sign(s) and upload your logs.

Do you already have an account?

You don't need to sign up again to add more callsigns. You can add more callsigns to your existing account from the Settings page.

If you have lost your password, you can request a reset.

If you have changed your email address, go to the Settings page to update Club Log or ask the helpdesk if you are locked out. Don't register another account!

Sign Up To Club Log	
Your Full Name:	
Your Email Address:	
Choose a password: *Minimum 8 characters, with a least one number*	
Confirm your password:	
Enter the third number from this sequence: 5 9 **6** 3 7 2 8 7	(This helps prevent automated abuse)
Make sure your email address is correct - you will receive a message you need to complete the registration	Sign Up Now Reset the form

Next, you should see the following screen. You will have to go to your email and look for an email from Club Log containing an "Activation Key". Enter the key in the "Activation Key" text box and click on the "Activate Club Log Account" button.

Thanks for registering. You should shortly receive an email with a short **3 character key**.
You can either paste the key into the box below, or use the link in email to activate your account.

Activation Key: [   ]

Activate Club Log Account

If you don't receive the key, double-check your spam filter in case it's snagged!

Finally, you should see the following screen. You are now a registered user of Club Log.

Account Activation

Success!

Thanks, your key is correct and your account has been activated.

Next Steps

Please start by adding at least one callsign, and perhaps join any clubs of which you are a member.

Click here to get started

Note: if English is not your first language, you will be given an opportunity to enable or disable Google Translations shortly.

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Other personal settings

This screen contains options for managing your personal information and usage options, such as your user information, password, callsigns, access log, and live stream options.

To access this screen within Club Log, go to WWW.CLUBLOG.ORG and log in.

Then, click the "Settings" tab at the top of the screen, which then displays the "Main Account Settings" screen as shown below.

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How to add your call to Club Log

To add your call to FCG's Club League, you first need to add your current primary call to Club Log and link it to FCG.

To access this screen within Club Log, go to WWW.CLUBLOG.ORG and log in.

Then, click the "Settings" tab at the top of the screen, which will display the Main Account Settings screen.

On the Main Account Settings screen, click the "Callsigns" button, which should bring you to the screen shown below.

Enter your callsign in the "Add Callsign" textbox and click the "Add Callsign" button.
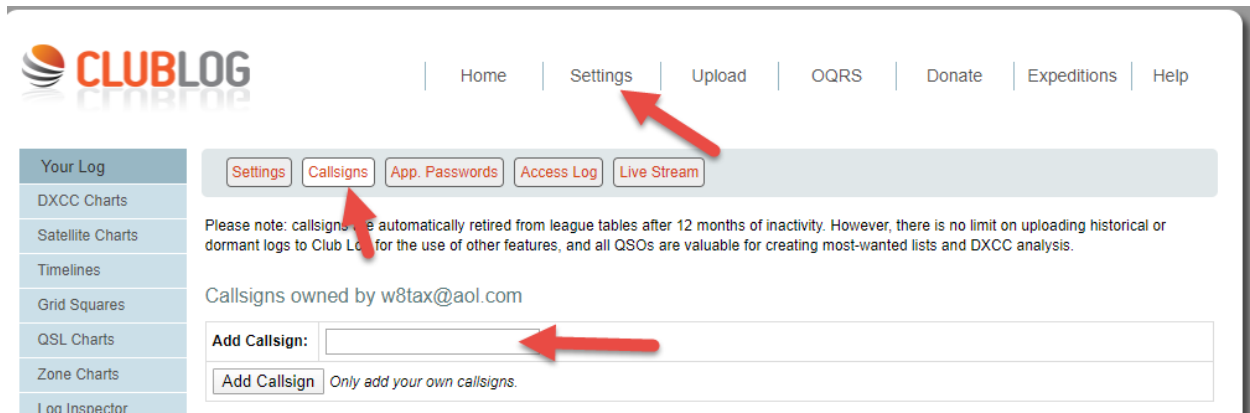
After you have successfully added your callsign make sure that the "Yes" button is ticked under "show in leagues".

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How to add previous calls

To access this screen within Club Log, go to WWW.CLUBLOG.ORG and log in.

Then, click the "Settings" tab at the top of the screen, which will display the Main Account Settings screen.

On the Main Account Settings screen, click the "Callsigns" button, which should bring you to the screen shown below.

Enter your callsign in the "Add Callsign" textbox and click the "Add Callsign" button.

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How to upload Logs

To access this screen within Club Log, go to WWW.CLUBLOG.ORG **and log in.**

Then, click the "Upload" tab at the top of the screen, which will bring you to the screen shown below.

Select the appropriate callsign in the "Select a callsign" drop down list.

Click the "Select File" button, find your adi file, then click the "Begin Upload" button.

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Downloading new QSLs from LoTW

If you have been using LoTW for a while (which is fairly likely due to its widespread adoption) then you will want to import your LoTW QSLs (matches) to Club Log from time to time. Club Log ensures this activity is efficient by knowing the last date that you imported your QSLs, and only looking for new QSLs since that date. You can override this behavior if you have a good reason to do so (but this should not normally be necessary).

Here's an example of downloading your new QSLs. Simply choose the callsign you want to update, and enter your LoTW web site login details. These are not stored by Club Log, but you may find that password management features in your web browser will helpfully store or auto-complete your password to save you time (this is not a Club Log feature but a facility offered by your web browser).

Download LoTW Matches

Callsign:	G7VJR
Last download for G7VJR from LoTW was **2017-01-23 11:33:42**	
Your ARRL LoTW username:	g7vjr
Your ARRL LoTW password:	••••••••••••
Download latest matches	☑ If unchecked, all matches will be refreshed. This is much slower.

When you click the: "Sync LoTW with Club Log" button (not depicted above) your latest QSLs will be downloaded and sent to the Club Log upload queue for processing. A few minutes later your latest QSLs will appear in Club Log. Where a QSO has been awarded as part of a DXCC application in the past, you'll also see it appears as a blue 'V' in your DXCC charts:

Entity	ADIF	Pfx	160	80	40	30	20	17	15	12	10	6	4	2
AFGHANISTAN	3	YA	○	V	C	V	C	W	V	○	○	○	○	○
AGALEGA & ST BRANDON ISLANDS	4	3B7	○	V	V	V	V	V	V	V	V	○	○	○
ALAND ISLANDS	5	OH0	V	V	V	V	C	○	V	V	C	W	○	○
ALASKA	6	KL7	V	○	○	V	V	V	V	C	C	○	○	○
ALBANIA	7	ZA	○	V	V	W	C	V	W	V	○	○	○	○
ALGERIA	400	7X	○	W	V	○	C	W	W	W	W	○	○	○

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How to declare what clubs to belong to

To access this screen within Club Log, go to WWW.CLUBLOG.ORG and log in.

Then, click the "Settings" tab at the top of the screen, which will display the Main Account Settings screen.

On the Main Account Settings screen, click the "Clubs" button, which should bring you to the screen shown below.

Select FCG (Florida Contest Group), or whichever club you want to link to, from the dropdown list, and click "Join Club" button.

After you select FCG as your club, the FCG's Club Log administrator will get an email to either "Approve" or "Decline" the new request. Once the FCG administrator approves the request Club Log will update their database that night and you should see your call included in the Club Log Leagues tables. If you don't see your call included in FCG Leagues tables go to Trouble Shooting to make sure you have configured your account correctly.

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Trouble Shooting

Solution home / FAQs / General Q&A

Why doesn't my callsign appear in the leagues and log search tools?

Modified on: Sun, 18 Jul, 2021 at 11:34 AM

🖨 Print

By design, Club Log's league tables only list callsigns that:

- Are active i.e. they have made, logged and uploaded at least one QSO within the past 12 months;
- Have not been marked as "hidden" by their owners (see below);
- Meet the report selection criteria (e.g. if you select a CW-only report, calls that have not logged any CW QSOs will obviously not be listed);
- Do not have an unusually low matching rate (less than 15% of QSOs matching).

To find out why one or more of your callsigns is not appearing, check your settings:

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1. Log in to Club Log and click the **Settings** menu option at the top of most screens.
2. Click the **Callsigns** button.
3. Check the *Show in leagues?* column.

Note: **a callsign is *automatically* set to "No - inactive" if no QSOs have been logged and uploaded during the past 12 months.** The 12 month filter is built into Club Log and cannot be disabled in order to avoid the league tables becoming cluttered with inactive callsigns. Club Log and the leagues are intended for active amateurs.

Note: Lots of people misunderstand how this works. You must have logged a QSO dated in the last 12 months before you can change the "show in league" option to 'yes'. Also, you have to make this change yourself - it's not automatic!

So, if you want your call or calls to appear in the leagues:

- Do not declare you call or calls "hidden";
- Log at least one new QSO per year under each call;
- Upload your logs containing QSOs made within the past year; *and*
- Choose the relevant reporting options in the league tables

Where to find additional help

Club log has a wealth of help including a staff of volunteers to answer questions.

Follow this link: https://clublog.freshdesk.com/support/home

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