**Chinese ARDF rules ( Short distance )**

**80m & 2m relay game**

1. Each relay team contains 3 competitors.
2. Find out the transmitters setting for each group by referees.
3. **Unnecessary** to find the transmitter by order.
4. Every competitor have 3 punch chance, only the first 3 transmitters will be calculated to be effective.
5. Competitors in one team should decide the start order by themselves. When arrived at preparation area, the first and second legs and the third need to divided in different place. Only adjacent competitors can exchange message.
6. Only the first competitor in a team can see the transmitters sequence they needed to find and the time for them.
7. Only counted once if one effective transmitter is also found by other competitors in a team.

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| Mode 3.5-3.6MHz(A1A) ; 144-146MHz(A2A) |
| Electromagnetic Polarization Mode : Vertical |
| Number | Call sign | Code(10 to 12WPM) | Transmitting time | Frequency |
| MO | MO | - - - - - | Continue | 3.600MHz145.800MHz |
| 0 | 0 | - - - - - | 3.500MHz145.000MHz |
| 1 | MOE | - - - - - • | 3.510MHz144.100MHz |
| 2 | MOI | - - - - - • • | 3.520MHz144.200MHz |
| 3 | MOS | - - - - - • • • | 3.530MHz144.300MHz |
| 4 | MOH | - - - - - • • • • | 3.540MHz144.400MHz |
| 5 | MO5 | - - - - - • • • • • | 3.550MHz144.500MHz |
| 6 | 6 | - • • • • | 3.560MHz144.600MHz |
| 7 | 7 | - - • • • | 3.570MHz144.700MHz |
| 8 | 8 | - - - • • | 3.580MHz144.800MHz |
| 9 | 9 | - - - - • | 3.590MHz144.900MHz |