



50MHz Squares Award

The purpose of this award is to encourage activity on the 6m band and recognise various levels of achievement.

The award may be claimed by any licensed radio amateur who can produce evidence of having contacted amateur radio stations in the required number of Locator Squares. Only those countries formally authorising operation within the 50MHz band will qualify.

There are 8 levels of achievement:

- | | |
|----------------------------|----------------------------|
| 25 Locator Squares | 125 Locator Squares |
| 50 Locator Squares | 150 Locator Squares |
| 75 Locator Squares | 175 Locator Squares |
| 100 Locator Squares | 200 Locator Squares |

Confirmation of two-way contacts is required either by QSL cards or LoTW.

To apply for the award, please list claimed contacts in the VHF UHF spreadsheet which have confirmed status on LoTW or for which you hold relevant QSL cards (which can be submitted by post or scanned image) and sign the declaration below. Send this application form and the spreadsheet:

by email to awards@rsgb.org.uk or by post to: Bobby Wadey MI0RYL, RSGB Awards Manager, 44 Boyd Avenue, Kircubbin, Co Down, Northern Ireland, BT22 2SW

I am applying for the Award and DECLARE that:

- All the contacts were made by me on or after 1st June 1987 from the same DXCC country and in accordance with the terms of my radio transmitting licence.
- Award applications will not be accepted for mixed categories. The categories available are: Fixed stations, Temporary or Portable stations
- For QSLs - that none of the cards have been amended in any way since receipt.
- For LoTW - all claimed contacts have confirmed status.
- I have enclosed sufficient postage for return of QSL cards (if applicable).
- I accept that the decision of the RSGB Board shall be final in all cases of dispute.

Signed (Electronic signature acceptable)

Name Callsign
(as you wish it to appear on the certificate)

Address
.....
.....

Postcode

Please note - payment is via the RSGB Shop by debit/credit card only