



News and Events, December 2025 Edition

FROM THE PRESIDENT'S DESK

Welcome to the final TCG newsletter for 2025. November of course was the big month for CW contest fanatics. With the CW running of Sweepstakes to start the month, then the CQ World Wide to finish it off, there was something for everyone. I have really enjoyed reading the post contest stories from everyone following the events.

Some Big Time fun was had this month. Front and center was the VP2MMA operation put forth by AC6ZM, W4CMG, WK9M, and AD7N. This was the first contest DXpedition for some of the team members, and it sounds like they had a pretty marvelous time on the bands! Multi Ops arguably offer the most fun available in contesting, and TCG salutes the VP2MMA team on their excellent effort. If you have never tried operating from outside of North America during a contest, I can't recommend enough to at least try it once. The Caribbean is not really that far away, and the propagation is on a whole different level. Being the only country multiplier on the air can help generate big pileups too. :-)

I know that I am not alone in my desire to read more post-contest stories. The score is rarely (if ever) as interesting as the effort that it took to make it. So please share with your club members... What unusual and interesting things did you observe or learn during the contest? What might you have done or prepared differently in hindsight? There is something to be learned from every contest experience. A big part of the joy in this game is found through sharing our experiences with other contest ops who, you know, "get it." Only a contest operator can truly understand and appreciate the challenges and joys of this pursuit that we share together. Let's continue to spread that joy, and share our challenges and victories. Contesting has a unique appeal. There's nothing else like it.

On a personal note, I would like to personally thank everyone who supported TCG in 2025 with their contest scores, their newsletter contributions, their hard work and their enthusiasm. Special thanks go to the steady team behind the scenes who keep the wheels of TCG turning. These are the people who do the (sometimes) thankless work behind the scenes to provide an environment to share our passion.

K0EJ our treasurer. W4NZ our Most Radio Active Report manager. W4CMG our Newsletter Editor. W0AG our TN QSO Party manager. AC6ZM our Ham Club Online manager. K3IE our QSL manager. My thanks to AD4EB for his perspective and calm guidance. Finally, let's all give a big tip of the hat to WV4P and NR4L. Ron and Trina have brought tremendous enthusiasm, energy, and skill to our club, not to mention mentoring a host of new operators! Thanks to you both.

I am proud and grateful to be a part of TCG. Thank you for keeping Tennessee Radio Active. Here's to 2026!

—Kirk K4RO TCG President

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CONTEST ACTIVITY

Here is a selected list, as of this publication, of those who put up scores on [3830 Scores Summary](#) in July:

[ARRL Sweepstakes Contest, CW](#) 2025

Single Op LP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
W9SN			933	85	24	158,610	TCG
KM9P(KØEJ)			345	78	5.5	53,820	TCG
K4AL		x	317	83	14.8	52,622	TCG
W3TB			303	73		44,238	TCG
K4RO			260	77	3:49	40,040	TCG
WV4AM			253	75	7:14	37,950	TCG
K1GU			187	63	2.5	23,562	TCG
K4DXV			20	19	1.0	760	TCG

Single Op Limited-Ant LP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
KM9P(KØEJ)			345	78	5.5	53,820	TCG
W3TB			303	73		44,238	TCG
WV4AM			253	75	7:14	37,950	TCG
K4DXV			20	19	1.0	760	TCG

Single Op QRP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
K3IE			151	58	3	17,516	TCG

Single Op Limited-Ant QRP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
K3IE			151	58	3	17,516	TCG

SO Unlimited HP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
AD4EB			555	84	7	93,240	TCG
AF4T			472	85	15:50	80,240	TCG
NS4X			457	84	8	76,776	TCG
W4UT			201	84	9	33,768	TCG
AA4DD			113	59	4	13,334	TCG

SO Unlimited Limited-Ant HP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
AF4T			472	85	15:50	80,240	TCG

SO Unlimited LP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
WF7T			778	84	22	130,704	TCG
N9TF			523	79	15:41	82,634	TCG
W4CMG			285	81	8:45	46,170	TCG
WM4Q			104	83	3.5	17,264	TCG
AC6ZM		x	33	28	1:35	1,848	TCG

SO Unlimited Limited-Ant LP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
N9TF			523	79	15:41	82,634	TCG
W4CMG			285	81	8:45	46,170	TCG

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[OK/OM DX Contest, CW](#) 2025

SOAB HP

Call	OpMode	Remote	QSOs	Mults	Op Time	Score	Club
AD4EB			105	43	1.5	31,519	TCG
W4NZ			64	33	1.5	15,972	TCG
W6UB			34	30	2.03	10,200	TCG
W4CMG			8	6	1	408	TCG

SOSB/15 HP

Call	OpMode	Remote	QSOs	Mults	Op Time	Score	Club
KØEJ			85	24	1	12,240	TCG

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[WAE DX Contest, RTTY](#) 2025

M/S HP

Call	OpMode	Remote	QSOs	QTCs	Mults	Op Time	Score	Club
NJ4P		x	1787	2199	967	44	3,854,462	TCG

Single Op HP

Call	OpMode	Remote	QSOs	QTCs	Mults	Op Time	Score	Club
AD4EB	SO2R		500	341	353	9	296,873	TCG
AA4DD			382	497	326	12	286,554	TCG
NS4X			278	297	239	7	137,425	TCG
W4SDX			223	326	203	7.5	111,447	TCG
WN8Y			299	166	222	25	103,230	TCG
K3FH			26	0	56	1.5	1,456	TCG

Single Op LP

Call	OpMode	Remote	QSOs	QTCs	Mults	Op Time	Score	Club
WV4AM			67	0	92	02:51	6,164	TCG
K4DXV			20	0	36	1:15	720	TCG

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[LZ DX Contest](#) 2025 Nov 22

SO CW HP

Call	OpMode	Remote	CW	Qs	Ph	Qs	Mults	Op Time	Score	Club
AD4EB	SO2R		935	0	121	11	351,747	TCG		
K3IE			380	0	87	6	110,055	TCG		
NS4X			104	0	19	2	21,600	TCG		
AA4DD			130	0	13	3	15,007	TCG		
W6UB			100	0	4	5.53	8,890	TCG		

SO CW LP

Call	OpMode	Remote	CW	Qs	Ph	Qs	Mults	Op Time	Score	Club
AC4G			171	0	18	4	29,136	TCG		
W4CMG			82	0	25	02:30	3,575	TCG		
W3TB			39	0	2	1:37	2	TCG		

SO SSB HP

Call	OpMode	Remote	CW	Qs	Ph	Qs	Mults	Op Time	Score	Club
WN8Y			0	15	5	2	962	TCG		

SOSB/10 HP

Call	OpMode	Remote	CW	Qs	Ph	Qs	Mults	Op Time	Score	Club
W4NZ			16	0	8	1	536	TCG		

ARRL Sweepstakes Contest, SSB 2025

Single Op HP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
K9UC			448	77	13	68,992	TCG
W4SDX			419	82	8	68,716	TCG
KØEJ	SO2R		420	78	4.5	65,520	TCG
WN8Y			32	21	2	1,344	TCG
K9QJS			25	18	1.5	900	TCG

Single Op Limited-Ant HP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
W4SDX			419	82	8	68,716	TCG
K9QJS			25	18	1.5	900	TCG

Single Op LP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
AD4EB			301	70	5	42,140	TCG
WA4JA			132	59	4	15,576	TCG
N4MCC			90	47	2	8,460	TCG
AA4CS			28	23	2.25	1,288	TCG

Single Op Limited-Ant LP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
WA4JA			132	59	4	15,576	TCG

SO Unlimited HP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
NR4L		x	1363	85	24	231,710	TCG
NS4X			401	80	8	64,160	TCG

SO Unlimited LP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
WV4AM		x	409	85	10:14	69,530	TCG
N9TF			326	82	13	53,464	TCG

SO Unlimited Limited-Ant LP

Call	OpMode	Remote	QSOs	Sections	Op Time	Score	Club
N9TF			326	82	13	53,464	TCG

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NA Sprint SSB Contest 2025 November

Single Op HP

Call	OpMode	Remote	QSOs	Mults	Op Time	Score	Team
KØEJ			107	44	1.5	4,708	TCG
AD4EB			20	16	0:20	320	TCG

Single Op LP

Call	OpMode	Remote	QSOs	Mults	Op Time	Score	Team
WV4AM			15	12	2	180	TCG

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CQ Worldwide DX Contest, CW 2025

M/S LP

Call	OpMode	Remote	QSOs	Zones	Countries	Op Time	Score	Club
VP2MMA			5382	133	473	48	7,747,710	TCG

SO(A)AB HP

Call	OpMode	Remote	QSOs	Zones	Countries	Op Time	Score	Club
K1GU			1156	127	434	23.6	1,838,958	TCG
K3IE			862	116	392	16	1,229,360	TCG
WV4P		x	567	155	534		1,074,151	TCG
NS4X			855	103	308	14	986,400	TCG
W4NZ			263	69	221	8.25	213,150	TCG
K3FH			210	48	130	5	98,790	TCG
K4DXV			50	19	35	2:45	7,020	TCG

SO(A)AB 2-Bands HP

Call	OpMode	Remote	QSOs	Zones	Countries	Op Time	Score	Club
K4DXV			50	19	35	2:45	7,020	TCG

SO(A)AB LP

Call	OpMode	Remote	QSOs	Zones	Countries	Op Time	Score	Club
KØEJ	SO2R		2243	148	514	41	4,172,586	TCG
WV4AM		x	1011	107	366	21:47	1,337,644	TCG
N9TF			611	89	311	24	676,400	TCG
W3TB			303	59	169	13:25	191,748	TCG
WM4Q			194	85	178	7.4	136,234	TCG
AE4GS			75	26	52	02:10	15,912	TCG

SO(A)AB Youth LP

Call	OpMode	Remote	QSOs	Zones	Countries	Op Time	Score	Club
WV4AM		x	1011	107	366	21:47	1,337,644	TCG

SOAB HP

Call	OpMode	Remote	QSOs	Zones	Countries	Op Time	Score	Club
AC4G			464	95	233	14 1/2	421,808	TCG
W4UT			424	57	199	11.5	314,624	TCG
W6UB			255	52	131	13.9	133,224	TCG
K9QJS			11	10	11	1	609	TCG

SOAB Classic HP

Call	OpMode	Remote	QSOs	Zones	Countries	Op Time	Score	Club
AC4G			464	95	233	14 1/2	421,808	TCG
W6UB			255	52	131	13.9	133,224	TCG
K9QJS			11	10	11	1	609	TCG

SOAB LP

Call	OpMode	Remote	QSOs	Zones	Countries	Op Time	Score	Club
K4KYN			282	53	170	12	168,525	TCG
KQ4E			115	27	67	3	29,798	TCG
W9SN			99	30	59	1	24,297	TCG
KT4RH			89	35	54	6	20,203	TCG

SOAB Classic LP

Call	OpMode	Remote	QSOs	Zones	Countries	Op Time	Score	Club
K4KYN			282	53	170	12	168,525	TCG

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Didn't see your score listed? Next time, make sure to submit your score summary to 3830scores.com, and use the pull-down menu under "Club" to select "Tennessee Contest Group." Of course, it's also important to make sure that the Cabrillo file that you submit to the contest sponsor also contains the following line: CLUB: Tennessee Contest Group. This will ensure that your score will contribute to the TCG club aggregate score.

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TCG at K3LR

You can see Tim's official score report at the following link:

<https://www.3830scores.com/showrumor.php?arg=RvYizV7nJDe07U>

It was another fine trip to the K3LR superstation. Your TCG was again well represented, with TCG members making up a full quarter of the team. We were lucky to arrive a day early and spend another Thanksgiving meal with Tim. Tim's hospitality is always over the top, and we feel very fortunate to be a part of his team. As always, Brad and Jim were magnificent traveling and operating partners.

Trust me when I tell you that operating at K3LR is no walk in the park. People have this vision of endless runs of powerful and easy to copy signals. Reality could not be further from that illusion. There were multiple hours when ONE QSO was made, in the entire hour! Just look at the rate sheet at the link below for verification. Yes, the antenna systems at K3LR are the best of the best. Yes, you can count on being heard when calling in a pileup. When the bands are hot and the QSO interleaving rhythm gets going, it is very exciting stuff. There's nothing like it.

However, just as with any contest, it comes down working the very weakest of signals and working the toughest multiplier battles. That is what wins contests. There were QSOs where Jim and I used all four ears plus all of the concentration that we could muster, just to get a single character at a time. As my old friend KL7RA used to say "those super weak signals will suck your brain right out through your ears into the headphones." It's exhausting to work one ESP strength signal after another. Some of the rare multiplier packet pileups were just insanely unruly, but working all 40 zones was *very* cool!

Meanwhile, you're battling QRM from 10 other transmitters in the same room, including one on the very same band! It can get quite crunchy at times, despite Tim's remarkable engineering efforts. The QRM can really test your mettle. In other words, it's not all huge rates and clear frequencies all the time. Multi-multi contesting is not for the faint of heart. Jim and Brad have what it takes to spend an entire weekend in the tough Multi-Multi environment, and I'm very proud to operate with them.

—Kirk K4RO



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- Terminated Beverage

Switching & Filtering: 8×2 Antenna Genius, Perfo Box BPFs, Quadplexer, SureFire BF-100 BPF

Extras: SDR (RSP-1B) on the mult station, 8-port GB Ethernet switch for device integration

Acknowledgments: Huge thanks to WV4P (Ron) for his assistance with configuration planning, testing, and remote support—while simultaneously chasing mults and achieving 4-band DXCC during the contest. His CW skimmer was an invaluable tool as well. Thanks also to all the TCG and CWOps members who called us.

73, Juan AC6ZM for the VP2MMA Team

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CQ WW DX CW – K0EJ

By Mark K0EJ

First time doing SO(A)...it was different! Quite a rollercoaster for conditions but CQWW participation always makes its own propagation! Didn't work all 40 zones but certainly heard them all!

I dedicated this year's effort to our new grandson (Ellis) and to my wife, Judy. Ellis was planned for delivery on Tuesday before CQWWCW and I expected we would be in Nashville helping out. I was scrambling a bit to figure out a way to at least make an appearance during the greatest contest of the year (my opinion..but widely shared) but was willing to forego if I had to. Well he decided he needed to come early..by about 10 days.. so Judy and I spent that previous week in Nashville helping out so we were home for the big (radio) event. Figured I would be PT as Judy is still one-armed for another 2 weeks..but she just had a few requests to prepare for the weekend and then cut me loose!

Now to figure out how to make it memorable. 5BDXCC, SB/HP?? I guess if you are a contender, you must live under a rock not to catch the on-line buzz about N6MJ/KL9A/E77DX trying to break the world record this year. Maybe I should go for a record of some sort.. My only criteria was that I wanted to do it Assisted..never done it before and wanted to try something different. A brief scroll thru the CQWW records showed that N4UU set the W4 SOAB(A)/LP record last year with 3.35M...pretty high bar..so I looked at Zone 4.. NM5M had just a hair over 3M set back in 2013.. I hadn't done a LP effort in a few years so decided on Game Day to go SOAB/LP(A).

Conditions were a big question between high A/K indices, a somewhat anemic SSN for near the cycle peak but some new sunspots coming into view and a forecast for improving conditions over the weekend including quiet wx at least Friday night.

Needless to say the contest went well. 10/15 closed shortly after sunset Friday and 20M went shortly after that but worked some EU on 160, 80 was fairly quiet, and was able to run (more of a trot) EU on 40. Kept my BIC and used packet for mults as well as S&P for QSO volume while CQing on the 2nd "radio". Saturday morning started pretty well but 20M went mushy shortly after it opened but 15 and then 10 opened well with some good rate (for USA-LP) with a 157Q hour at 1300Z. Had 3 few 100q+ hours Saturday and also 1 on Sunday. I was pretty happy how things were going. Bands generally seemed OK tho nothing like last year. Sometimes that works in your favor as folks use all the other bands vice just camping out on 10M and then pulling the plug when it dies. Something about those "between the peak" years that make for better SOAB scores. I hit 2M just as I hit 2359Z Saturday night. Using the "double + 10%" thumb rule for Day 2 and I figured 4M (and new records) was possible.

No EU sunrise opening on 20M Friday night so I took my usual 1.5 hour nap. I heard a few hits Saturday night but nothing terrific so took my usual 2x1.5 hour naps Saturday evening/early Sunday AM. 20M produced a little more early Sunday morning before turning "mushy" again. Again things started rolling Sunday morning..15 was runnable again and I was smiling but then BAMMM!..the power went out around 1220Z Sunday morning...OH NO! I lost cell service inside the shack so had to go outside to see if I could check the utility website for outage info..I saw that my neighbor's outside lights were out but checked my breaker panel anyway. Reported the outage and then sat waiting...couldn't even make a cup of coffee! Power returned after about 30 minutes..WHEW! but the Flex restart was not great. Did a 2nd restart and reloaded a config profile and then finally was back in business..not sure what I lost in those 30 or-so minutes except for some hair...and I don't have much of that any more.

More of the same as before.. BIC and Qs and Mults. Polar path was better Sunday..3B8/3B9, VU, and even a few choice goodies on 20M thru the "polar mush". I passed the W4 record at around 1600Z so the rest of the day was trying to solidify the margin. 10/15 went soft-ish in the afternoon but 20M started to get "runnable" into EU and then the 10/15 Pacific path got better late afternoon and JAs were starting to come through. Had to walk away from a few pileups as they were wasting valuable time but caught a few choice mults in the last hour.. even a double or 2 but came up a few short on 20M(!?) to make 4BDXCC.

Needless to say..not sure how many of these 40+hour efforts I have left but this one was special! I heard many TCG in the hunt...and waited in-line behind you in at least a few of the piles..

To Ellis and Judy!
De Mark K0EJ

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First time DXpedition: Montserrat

by Cathy W4CMG

In Montserrat as part of VP2MMA (team) & VP2MMG (personal)

The trip to Montserrat was “interesting”, starting in Nashville through Miami to Antigua, then an overnight stay in Antigua followed by a short puddle jumper flight to Montserrat. We had 11 checked bags going into a very small 8-seater plane from Antigua to Montserrat. Many of our “priority bags” that contained equipment made the first trip, but Juan AC6ZM made a trip back to the airport to pick up the remainder of the items at 4:00 that afternoon.

Friday afternoon, I did a practice run as VP2MMG on 15M and made 225 contacts in 2:40 hours. A good start that helped me to get familiar with the equipment. I got “busted” by Ron WV4P for not responding to his “HBD” during my first run of the contest. He told Juan, which led to an impromptu birthday celebration before the start of the contest. What a way to celebrate one’s birthday! New friends and rum cake on a tropical island working intense pileups! AWESOME!

The pace had been steady but not overwhelming – UNTIL the contest began! It was a tough start at the beginning. The previously gentler pileups came full force. Juan introduced me to the finer points of using RIT (and XIT for S&P efforts). What a difference!

My next lesson thanks to Ron WV4P – who was listening in from his QTH and Juan – to not send our station callsign after every “TU”. Sending it intensified the pileups, with each time it was sent.

Juan had broken the team into pairs who worked the same shift, which enabled us to get some periodic sleep breaks and eat amazing food that Juan’s wife Melisa cooked at each shift change. Randy/Cathy and Juan/Ben made great teams that would switch between running and S&P every hour to keep each operator fresh during the shift.

The slow-starting 0800-1300 shift took a turn to insanely busy as we moved from the lower bands to 10M, which was CRAZY. The running on 10M carried through for most of the 1800-0000 shift, though S&P for mults was pretty dead during that time. The treats for me during that shift – worked Jim WA4VGZ and Scott N3FJP.

The overnight shift was very slow in the beginning, there the scary pileups kicked in when 20M opened. The run took a lot of work to be productive, since ops didn’t stop calling during the exchange. It eventually slowed down, and we got VP2MAA into the log during that shift.

The final shift for Randy and I was a continuation of Juan/Ben’s 15M pileups, which slowed down in the last ½ hour. Moved to 10M for 15 minutes, then shifted to 20M. during my literal last 2 minutes, there was an unintelligible pileup – Ben to the rescue!

The Monday evening after-contest VP2MMG run: I had posted that I would be on in the Long Island CW Club groups.io to encourage some of my students to call in – and slowed down my speed periodically. There were a lot of JA stations who called with a warbly signal on 20M, moved to 40M for a bit, then returned to 20M to have better signals from the JA and South American stations. I wrapped up with 400 total VP2MMG QSOs in the log.

Learnings (Positive):

- Better use of RIT, XIT and the ESC key (to cut back the number of callsign transmissions)
- Practice session before the start of the contest to learn the rig
- Setting up and using the Beverage antenna
- Pileups seemed easier (except in the last 2 minutes) but using the tips I received from my teammates (local and remote)
- Narrowing the filters when the pileups got heavy to reduce the number of stations I could hear

Challenges:

- Check your SPAM folder for DX Country documents
- Ops who continued to call even though they had no part of the partial call I sent
- Ops who jumped in before the end of the current exchange
- Ops who send VP2MMA at the beginning of their exchange. I KNOW what my callsign is! In contest mode, I type what I hear – and then discover they're sending my call. WASTED TIME
- Chatting ops during the contest – sorry, you get the required exchange only
- Ops who sent their call again when I had it right the first time. Did I make a mistake? RE-WORK = wasted time
- Staying connected via Bluetooth – wired worked better.

**Would I do it again?
IN A HEARTBEAT!!!**

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MEMBERSHIP RENEWALS & NEW MEMBERS

Just a reminder... The year is coming to a close, and that means that it is time to submit your TCG membership dues for 2026.

Dues for 2026 received from: KO4DDG (Thru 2027), K3FH (which included a generous donation), K9UC, W4CMG, NK4I, K4KYN, K4AMC, W3TB and W0AG, WA4JA (2026-2027 renewal and a generous donation). Thanks for your generous support of TCG and its activities. Thanks for your support of TCG and its activities.

TCG membership is open to all with an interest in contesting. There are no geographical limitations. All you need is a sincere interest in contesting, and the willingness to get on the air and operate with us. If you have someone that you would like to nominate as a new members, please e-mail K0EJ (mark.speck.k0ej@gmail.com) so an invite can be sent out.

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Corporate Casuals – TCG Logo Items

Corporate Casuals now uses what's called a /*sharelink */in which they share the TCG logo with club members through their webstore platform. The link below will take you to their website and prompt you to create an account with them. The page will look like the screenshot below (and will show the logo at the bottom of the screen).



You can add a personal callsign as a personalization ("NAMES" icon in the product) and select the placement location on the purchased item (e.g., polo, bag, hat, etc.). Once the account is created, the logo will automatically upload to the account for use:

<http://www.CorporateCasuals.com/logoShare/tennesseecontestgroup>

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UPCOMING CONTESTS

The following table is a list of the upcoming contests which qualify for the TCG Most Radioactive Award. For more information on the MRA, please refer to K4TCG.ORG under the TCG INFO section. Thanks to Jim AD4EB for this list, and to Ted W4NZ for administering the TCG Most Radioactive Award.

December 5, 2025	ARRL 160-Meter Contest
December 6, 2025	FT Challenge
December 13, 2025	ARRL 10-Meter Contest
December 20, 2025	OK DX RTTY Contest
December 20, 2025	RAC Winter Contest – Dec
December 27, 2025	Stew Perry Topband Challenge-Dec
January 2, 2026	ARRL RTTY Roundup
January 10, 2026	North American QSO Party, CW Jan
January 17, 2026	ARRL January VHF Contest
January 17, 2026	Hungarian DX Contest
January 17, 2026	North American QSO Party, SSB Jan
January 23, 2026	CQ 160-Meter Contest, CW
January 24, 2026	BARTG RTTY Sprint

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Progression of solar cycle 25

Sunspot numbers including predictions:

