

Frog and Hostel

Part III

The Hostel's Role in the Division of Labor

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The Hostel: Provisioning the Lunar Log Cabin

In writing the Frog and Hostel (F&H) paper [1] for ISDC '91, Peter Kokh had four principal objectives:

1. Define the logical division of functions between the visiting vehicle and shelter, and how these differ with the particular purpose of the hostel and the prospects for its future.
2. Define design constraints on the visiting vehicle. Co-designing this vehicle will be necessary if the potential of the hostel approach is to be realized.
3. Outline logical paths of evolution towards stand alone status for the Hostel.
4. Examine possible architectures, whether for pre-fabrication on Earth or for construction on the Moon using native materials.

This is one of the things that is the most attractive about the F&H method, its pre-planned evolutionary configuration. It meets the need of true habitation of a frontier as it is transformed it to fit the environment. The technical key for this approach, in my opinion, is to keep the expansion and reconfiguration of the system as open as possible. This means designing the structure and geometry of both halves of the system to accept "black boxes" of generic size, shape, and mass, at least as much as possible.

For the moment we'll focus on the Hostel Division of Labor, which could be considered the second half of the first objective.

HOSTEL Division of Labor [See Box at end of this article for items detailed in original paper]

At first, the triple stack SpaceHab Moonbase [2] would house space-intensive functions, such as:

1. "Bedrooms" with Personal Computer Networking.

Certainly, the bedrooms would be merely curtained or portable wall sections of the Hostel, to allow for some small measure of privacy. In a space as small as a Hostel structure, any concessions to privacy may be considered frivolous luxuries. However, even a small allowance of personal space may go a long way into taking care of the psychological needs of the crew during a four-week stay.

Personal terminals would connect in these bunking spaces, linked to the computing hardware in the office and multi-media library areas of the Hostel. Given the ample multi-tasking capabilities and relatively low mass of today's computers, there should be no reason to have separate computing facilities in the Hostel.

2. Lounge/Dining "Ward Room"

As important as privacy may be to the individual crewmembers, the flip side will be the avoidance of loneliness and disconnection. A common meeting area will minimize the impact of this flip side. The Ward Room would be near the available galley, and would consist of comfortable but practical seating around a worktable and a display device for computing and communication. This arrangement would allow for teleconferencing and recreation at the display center, and would be a common area for group meals and discussion.

3. Exercise Room

Since the cislunar transit portions of the mission will be very short, it's unnecessary to have exercise facilities in the Frog, but the much longer stay on the surface lends exercise a much higher importance. A simple stationary bicycle or treadmill and a resistance training system would appropriately be located in the Hostel.

4. Project workstations

A set of dedicated work areas with will be vital for projects during the missions. Each workstation would provide a stable working surface to perform repairs, build experimental apparatus, and study samples of lunar materials. Storage areas would also be included for the sorting and protecting of items in work. These work stations could be a set of enclosed secure cabinets with a fold-down worktable at each location.

5. Panoramic visual access to the outside.

If this is not in the original landing stack, then it will become a priority for subsequent havens planted on the moon. Depending on how the Hostel is oriented on the lunar surface, the windows already built into the SpaceHab modules would serve this purpose. Of course, the dream is to build the Lunar Hilton with expansive windows overlooking the magnificent desolation lunar terrain, but that will be for another time.

6. A robust shield hangar and habitat cover.

This substructure item could be stowed inside the Hostel for later external deployment, in sections easily snapped together during an EVA, once the Hostel is anchored to its site. This would provide an excellent storage shed for equipment and materials that would otherwise clutter and contaminate the habitat, such as rover vehicles, earth moving tools, and geological bulk samples.

If plans for expansion are included, the hostel could be designed for the mounting of additional structures [3], allowing a broader network of structural anchors for a new colony's "downtown district".

** Of course, all of these ideas are coming from the brain of this writer (J. Craig Beasley,) and are by no means the end-all of the provisioning tasks for the Frog-and-Hostel system. As always, I remind readers that comments are

Night Shadows

by Peter Kokh

On the cloudless, airless Moon, the Sun shines with full industrial strength brilliance. And without an atmosphere to scatter light everywhere, any shadows are ink black. Unless there is sunlight bouncing off a nearby rock or ridge, it is of little use trying to peer into them to catch a hint of what lies hidden there.

But the nightspan moonscapes are hardly a total extension of these black lightless pools. When the sun is up, the glare is so bright, that it is difficult to pick out the stars in the black skies. But as the sun sets, the other lights in the heavens come out to play, with a steady intensity never seen on Earth.

On Earth, the stars are not bright enough to cast shadows detectable by the human eye. And when the Moon is up, it's much greater brilliance rules. The Moon does cast shadows on Earth. Indeed, one can read a book by the light of the full Moon.

Nearside Nights on the Moon

Back to the Moon. It's "nearside" is always turned towards Earth and so the Earth is always in the nearside skies - with three and a half times the apparent diameter, covering thirteen times as much sky, and, thanks to clouds, snow and ice, shining, phase for phase, with sixty times the brilliance. On Nearside nights, Earth-cast shadows will be pronounced and you will be able to see the unshadowed moonscapes quite well. The apparent diameter of the Earth being nearly four times as great as that of the Sun, the edges of shadows cast by Earth will be considerably less sharp than those cast by the Moon.

Farside Nights on the Moon

Between Nearside and Farside, there is a 14 degree slice (the limbs) which alternately wobbles into and out of view of Earth. But in Farside proper, Earth is never above the horizon. So when the sun is down there are just unimaginable myriads of stars. The brightest "objects" will be the planet Venus, and Jupiter as a poor second, and Mars when its orbit brings it close to Earth. In the cloudfree, haze-free, airless nightspan skies could Venus cast shadows?

Possibly, but there is something else to consider. In the Farside, the Milky Way band of light circling the heavens, our own galactic disk seen edge on from our inside vantage point, will shine with an "experience of a lifetime" splendor, drawing many tourists from Earth. Will the billions of stars in its clouds and swarms of this horizon to horizon stretching band tend to wash out any shadows cast by Venus? I wouldn't know how to calculate the Milky Way's aggregate apparent magnitude, But it would seem that the Farside moonscapes would be clearly but faintly visible in this symphony of lights, but vastly darker than Earthlit nearside terrain. Nightspans on Nearside and Farside will bear no comparison to one another. <MMM>

Out-vac Nightspan Life on the Moon

by Peter Kokh

As the Sun Slowly Sets

For the previous two weeks, the unlikely pockets of humanity on the Moon will have been beehives of activity, making use of the Sun's heat, its life-giving rays, and its electrical generating potential, to work through the more energy intensive portion of the long list of tasks needed to keep the community going. All the while they will also be exercising the habit of "energy husbandry" to convert excess solar into reserves of potential energy to be tapped during nightspan. Even so, total available on-line power will drop markedly as the Sun finally reaches the west horizon.

Finally, the great solar furnaces and turbines will be shut down and the activities they support will stop. Those industries that depend indirectly on abundant electricity generated by solar arrays must likewise phase down. For whether supplied by standby nukes, fuel cells, spinners, or closed loop hydroelectric systems, the total amount of on-line electrical power will be likely be appreciably reduced for the fortnight to come. Industry after industry will switch gears, taking up now those more labor-intensive tasks strategically postponed during dayspan. The Sun will next rise in 354.367 hrs or 14.7653 days.

For many industries the emphasis will shift to maintenance, repairs, and changeout of equipment. For many workers, it will be rather like switching jobs every two weeks. And perhaps that will be a welcome break in the routine, an anticipated periodic shot in the arm, essential in sustaining personal and communal morale.

Workers who by dayspan crew industries that do not have a proportionate list of postponable energy-light labor-heavy tasks to keep them busy during nightspan, might shift to quite different company co-owned ventures that are task-lopsided the other way. Among those will be some surface activities that require little energy and a minimum of light.

The Sun now set, Lunans, temporary personnel and permanent settlers alike, may have more scheduled leisure time. Some of them may want to spend a portion of that time on the surface. Probably, most will not. Out-vac spaces in and around the settlement that were scenes of moderate to busy activity during dayspan will seem eerily quiet, like our own urban cities and towns in the wee hours before the first rush of morning traffic. To us early birds, the world suddenly appears quiet, especially friendly, all our own. It may be so for those who relish venturing onto the surface after the long sundown (the sun will take 30 times as long to set on the Moon as it does on Earth.)

Sulfur lamps will provide a minimum of lighting, much as standby emergency lighting does in our factories and office buildings during a power outage. Just enough to find your way, not enough to work by.

Nightspan Out-vac Activities

On the Moon, the nightspan is 14.75 days long, 30 times as long as an average terrestrial night. Sunshine is the principal readily tappable local source of energy on the Moon. Its unavailability during nightspan makes the Moon a forbidding place to many people with low pioneer spirit quotients [PSQ]. In every frontier of the past, pioneers found themselves challenged by the unavailability of various things they had taken for granted "back home." Those who survived, did so by turning to their inner resourcefulness; they "found" ways, not just to make do, but to thrive. Lunan pioneers with the right stuff will learn not to fear the night, but to love it and cherish it as an equal movement in life's rhythms.

We will not earn the right to say we have a permanent human presence on the Moon until we have learned how to enjoy and relish what most Earthfolk would fear. We have to take back the lunar nightspan from the dread bogeyman of the energy desert that will test our metal.

It's all about learning to live on the Moon, on the Moon's own terms. On Luna, do as the Lunans do! On Earth we have many examples in Nature of plants and animals who have seasonal changing rhythms: squirrels, birds, bears, the list goes on and on. Their daily rhythms adjust to sometimes drastic changes in the environment.

Out-vac Nightspan Jobs

The various items of equipment needed to convert excess solar energy into potential energy that can be tapped at night will need maintenance from time to time, and nightspan is the ideal time to give these chores full attention. The same goes for mining equipment and any machinery used in processing and manufacturing that is situated out on the surface, exposed to vacuum.

Other Nightspan Out-vac jobs may include surface warehousing, tending observatories and other scientific installations, and jobs involved in transportation and shipping. Field work such as surveying, road construction, and prospecting will largely cease. An exception may be blacklight prospecting, in the earthlight shadows, *if* the use of ultraviolet lamps proves to be useful in detecting certain desirable minerals.

Nightspan Recreation

An all-bases-covered strategy for squirreling away enough sun-derived power to allow the settlement to keep productively busy with energy-light and labor-intensive tasks during nightspan is not our topic, and had been covered elsewhere [MMM #90 p. # NOV '95 pp. 7-8 "OVERNIGHTING: Consumating the Marriage of Moon & Base."] Most pioneers will find ways to keep busy in this fashion in the private and common (middoor) settlement spaces below the regolith blanket that shields them from the cosmic elements. But others, like night-active animal species on Earth, may look forward to a chance to "go out

and play" (or work!) with the Sun safely below the horizon, unafraid to deal with the Moon as it is.

Even if UV "blacklight" lamps prove to be of little or no use in prospecting, amateur rock collectors may find them useful in searching earthlight shadows for "pretty" rocks, especially in locations closer to the limbs where, the Earth hangs lower in the sky and earthlight shadows will be longer. For Farside settlers and persons on tours of duty, it may be considerably more popular, given the total absence of earthlight. This hobby activity would be moderately expensive - spacesuits must be purchased or rented.

Even at night on Nearside, a dazzlingly brilliant Earth always in the sky, there will be shadows. Possibly a game of shadow hide and seek would enjoy some popularity. Others will simply enjoy cruising the earthlit moonscapes, finding in them a beauty absent in the glare of the untempered sun. (The light of the Full Earth will be eighty-some times as bright as the Full Moon we enjoy.) Tourist excursions may take coachloads of pioneers out onto the roads surrounding the settlement for just such enjoyment. There may be a Sunrise/Sunset Chasers Club in which people travel to see the sun rise or set from spectacular locations such as crater rims. There may be motoring clubs for those who enjoy nightspan road rallies. Some may prefer to ride in spacesuits in open-vac rovers or ATVs. IR night vision goggles may be common equipment.

Will pursuit of amateur astronomy take settlement dwellers and others stationed on the Moon out on to the surface? Peering through an eyepiece while wearing a helmet would seem to be discouragingly cumbersome, so it seems more likely that ways will be found to bring star and planet images safely indoors without loss of quality so that they can be studied and observed in shirtsleeve comfort. And for this activity, whether it is dayspan or nightspan will make no big difference as telescopes can be designed to baffle out the Sun's glare, exposing black heavens.

As settlers become more at home ...

For many persons living in sunnier, warmer climes, the idea of outdoor winter sports (here on Earth) seems forbidding, something to watch on TV from the snug safety of comfortably warm indoor lairs. Even for many more hardy northerners, winter sports are for kids and others. But there are a surprising number who have learned to enjoy winter, even look forward to it. Not just the beauty of fresh-fallen snow, but for the thrills of skiing, tobogganing, skating, snowmobiling, etc.

On the Moon, perhaps most settlers will be quite content to find nightspan diversions and recreation safe inside their comfortable regolith-shielded homesteads and middoor spaces. But there will be some who will make a point of venturing out-vac, even during nightspan, and finding ways to enjoy themselves. The challenge alone will beacon them. Perhaps you will be one of these. < MMM >

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Candidate Statements:

David Wetnight # 627 (incumbent vice-president)

"I would like to continue to work for the Moon Society in office of the Vice-President, and to devote my available time and energy to the needs of the society."

Amy McGovern # 647 (incumbent secretary)

"I am a senior postdoctoral research associate at the University of Massachusetts Amherst. My research interests include artificial intelligence, machine learning, with a particular interest in autonomous robotics as related to space exploration. I have been the Moon Society secretary for 2 years and would like to continue to help the Moon Society advance its goals of enabling space exploration and lunar habitats. For more information on my work, please see: <http://www-anw.cs.umass.edu/~amy/>"

Dana Carson # 10 (incumbent director)

"I'm a computer consultant dealing in web based systems. Previously I worked for Westinghouse Aerospace building tools for the embedded systems developers. I've been a space enthusiast since Apollo and have been on the board of the Moon Society since its founding"

Ian Randal Strock # 27 (incumbent director)

"I'm one of the founders of the Artemis Project, and completely involved in it. I've been serving as Director of Publicity and Communications, talking with the media and finding more opportunities to tell the world of our activities. I'm happy to continue serving as a Director of the Moon Society, and appreciate your vote."

Ian Randal Strock is the editor and publisher of Artemis Magazine: Science and Fiction for a Space-Faring Age. Previously, associate editor of Analog and Asimov's science fiction magazines. He is a writer of fiction, non-fiction, puzzles, and opinion whose work has appeared in Analog, The New York Times, Games Magazine, Absolute Magnitude, Mercury, and many others. To support his Artemis Project involvement, he spends his days as a stock trader. Context, in Columbus, Ohio, 3-5 October will be his first science fiction convention as Editor Guest of Honor.

Randall Severy # 125 (incumbent director, chair of board)

"In several leadership roles in Artemis Society International since late 1995, I have worked hard to help build the society into an effective world-wide organization. When the Moon Society was founded, I joined the board of the new organization to continue that effort. I also founded CyberTeams, one of the early program participants in the Artemis Project. To help other program participants get started and develop, I formed the Artemis Project Business Team. If re-elected to the Board, I will continue to devote my time to growing the organization and supporting projects launched by the Moon Society..

John R. Schrock # 1178

"I am running for one of the Moon Society Director positions. I have worked this last year to create our web site's new front page, and helping with our Help Director answering Society e-mail. As a builder, contractor, and salesman in the lumber business, I have strengths in getting material and people in the right place and at the right time. I believe very much in the Space Settlement Initiative, and plan on helping get a full size model of the Artemis Moonbase™ going in the near future."

Artemis Project™ Business Plan & Spin-up Business Opportunities

by Peter Kokh

The "soul & inspiration" of the Artemis Project™ is the conviction that private enterprise can find a way (or combination of ways) to put a permanent manned outpost on the Moon on the back of profitable endeavors. While entertainment revenue sources may have been the original thought, we've always been open to complimentary sources.

----- Online Reading on This Topic -----

- About ASI - MMM #90 www.asi.org/adb/06/09/03/02/090/about-project.html
• Road to Space: Going Back with Entertainment Dollars - MMM #88 www.asi.org/adb/06/09/03/02/088/investment-return.html
• Moonbase Brainstorming Workshop - MMM #91 www.asi.org/adb/06/09/03/02/091/workshop.html
• "As long as we're here...": Secondary Profit Generators for Moon & Mars Bases - www.OregonL5.org/l5sr02d.html

The above Oregon L5 paper is must reading for anyone interested in the for-profit road to Lunar Settlement. Download it and put it in your Library! Let it inspire you to brainstorm additional opportunities.

Below is a new suggestion from Robert P. Moore, 20579 E CR. 160, Altus OK 73621. The beauty of it is that it falls in the category of "spin-up" business plans, things which can be started up here and now, for profits here and now, which will be of great help once we're on the Moon.

Lunar Ark suggestion.

We need an "Ark" situation where human DNA is offered as BACKUP for the race. A marketable condition exists. Do it here and now with intents to locate to the Moon when possible. There are many people that have no biological heirs that would pay to have their DNA preserved against the time when the catastrophic asteroid hits or atomic war, etc. All seeds and species and ecosphere need BACKUP. Moral issue of actual use is bypassed since "use" is to save "all" biosphere ONLY in case of total destruction against a far future time. < RPM >



Higher Res. Edition of Consolidated Lunar Atlas
from Eric Douglass < ejdftd@mindspring.com > July 15, 2003

I have done considerable work with the Consolidated Lunar Atlas, and the Lunar and Planetary Institute site had posted this project at their web site. Well, when I did my original digitalization of this work, I was using a 1.3 megapixel camera....which in its day was pretty hot stuff. But the digital cameras have increased the size of their chips considerable, and so I recently finished re-digitalizing the CLA with a 5 megapixel camera.

The LPI has now replaced my old project with this new one...only now the images are of much higher resolution, and so will stand up to considerably more manipulation with you photography programs. Further, this time I not only imaged the entire photograph (called 'Hi-resolution Tiff, Full Frame), but then imaged just the central section of the image with the camera (called 'Hi-resolution Tiff, Close-up). These files are compressed with a lossless compression scheme (LZW compression) so that the file sizes are around 3 megabytes.

The new images are at the old URL:
<http://cass.jsc.nasa.gov/pub/research/cla/index.shtml>

In addition, the LPI is planning on releasing the entire project on a 2 CD rom set later this year.

Eric Douglas,
American Lunar Society
<http://otterdad.dynip.com/als/>

"A true flags-and-footprints mission"

From Kaido Kert < kaido.kert@it.ee >

I just thought of a fun lunar lander project. Put together a robot that can draw footprints into the sand, given a proper jpg (or better, SVG) file. Then put up a website where people can order _their_ footprints to be reproduced on the moon and order a print, say for a \$100 a print or so.

For limited quantities and \$10,000 a piece, we could first plant all sorts of flags too ;)

A _true_ flags-and-footprints mission, is it not ?
Kert

COMMENT (on the Footprints idea only): Sounds like a great idea, Kert. Homework: (1) brainstorm the apparatus necessary (lowest mass, compact size, minimum power, etc.) as this will determine cost of mission to be recovered with profit from sales. (2) Price structure. - PK

**NASA Notice of Prospective Patent License:
Bigelow Development Aerospace Division, LLC**
[www.spaceref.com/news/viewsr.html?pid=9731]

[Notice (03-079)] SUMMARY: NASA hereby gives notice that Bigelow Development Aerospace Division, LLC, having offices in Las Vegas, Nevada, has applied for an exclusive license to practice the inventions described and claimed in U.S. Patent No. 6,231,010, entitled ``Advanced Structural and Inflatable Hybrid Spacecraft Module,' and U.S. Patent No. 6,547,189, entitled ``Inflatable Vessel and Method.' Each of the above-listed patents is assigned to the United States of America as represented by the Administrator of the National Aeronautics and Space Administration.

Written objections to the prospective grant of a license should be sent to the Johnson Space Center. NASA has not yet made a determination to grant the requested license and may deny the requested license even if no objections are submitted within the comment period.

FOR FURTHER INFORMATION CONTACT: James Cate, Patent Attorney, NASA Johnson Space Center, Mail Stop HA, Houston, TX 77058-8452; telephone (281) 483-1001.

COMMENTS:

Greg Bennett < asi.org > This is really something I don't understand. Why would, and how could, the government grant an exclusive license to build inflatable space station modules?

Arthur P. Smith < apsmith@aps.org > Well, patents aren't anything new - my question would be why does NASA hold any patents? But I guess that's normal procedure for government agencies these days. I have worked at or with various Department of Energy labs over the years and usually any patents developed by lab personnel do get assigned to the lab contractor (since most are contractor-run), or the DOE directly.

Or is the question why a patent on inflatable space station modules was even granted? It does seem obvious; if you can dig up prior descriptions of such a thing you might be able to invalidate it.

Peter Kokh < kokhmmm@aol.com > I haven't seen the patents. Clearly, the basic idea of inflatable habitats or hybrid rigid-inflatable ("structural inflatable" habitats cannot be patented. Only particular designs or means of concretely realizing this general idea would be patentable. It would seem that NASA's own TransHab program and Lowell Wood's (Lawrence Livermore National Labs) prior work and designs provide some precedents. Without seeing the patents, I could not say whether any of my own designs are related. If so, I would be delighted that someone could pick up the idea and run with it, when I could not.

How to Grow Your Chapter or Outpost

by David Heck < david.p.heck@boeing.com >

I'm a member of the St. Louis Chapter and wanted to drop other outposts and would be chapters a few words of encouragement. Our chapter formed almost a year ago with 2 people, then grew to four, and now hovers around 6.

What I wanted to pass along was some of our ideas for recruiting strategies. Before I do, I think you need to consider what your goals are....(get a job, make billions, retire at 25) ..

Do you want to share ideas with others in your area? yak about the moon & space ? gather research ? find out more about what's happening in the scientific community and with aerospace corporate R & D ? Do community education & out-reach ? help push the world closer to the Moon ? Our goal is **All of the above** (whatever, whenever).

We started as just a yak-a-blab session (at 3 to 4 people), turned to a "get-a-charter" machine, then moved back to an idea exchange & educational/outreach organization. Do we have a plan ? Do we know where we're going ? Who's driving the boat ? What is your name ? What is your quest ? What is the average speed of an un-laden swallow on the Moon ?

So *First - get the bodies*, then find out what they want to do and find a way to fit your wants & desires into the mix. In my case, I design fighter aircraft structure for a living. My area of interest is structures design (habitats, vehicles, towers, landers, etc). Others like chemistry and geology. One is a travel agent/web designer Everybody has a different interest area in a different time frame (near future, early colonization, multiple Moon metropolitan areas). Every thing can fit, as long as you can keep the topics organized by scientific field & timeframe. *The key is to get the bodies !!*

Maybe they can be "provisional" members ... maybe they can be student members (I've asked Peter Kokh if student membership can be made free with limited benefits) - again, *get the bodies, figure out the rest later...*

So... how to get the bodies ...

First, colleges & universities have lots of possibilities. (we've got several in the St. Louis area (Univ. of Mo, Washington University, St. Louis Univ.). Our plans for university recruiting include:

- posting flyers at bulletin boards, especially in libraries, astronomy, science & engineering buildings;
- attending meetings of clubs with similar "themes", ie Astronomy, Adventure Gaming, Sci-Fi

For non-university access,

- we've posted a few flyers at public libraries (picked up one member)

- passed out flyers at Sci-Fi conventions (picked up two)
- written articles for the MMM (Dave Dietzler is a frequent contributor) (picked up 2, including myself).
- We've also got a website (it's pretty pathetic ... <http://chapters.moonsociety.org/stlouis/>, and we're working on a new one, but it needs more work - <http://www.gxptravel.com/moonsociety/>)
- We also have a "blab" session at a local "Borders" bookstore that hosts various special interest groups.
- Some of our members have attended a St. Louis Sci-Fi writers meeting as a way to "cross-pollinate."
- We're also planning a meeting at a local Micro-Brewery.

Second - Find a Leader (not a tyrant and not the guy who does ALL the work either). If nobody else wants to, do it yourself (take one for the team).

- Be willing to stand up, write some notes & ideas on the board (even if they're wrong).
- Take notes & send out some meeting notes (if you're working on a project, it's good to keep track).
- Send out an e-mail reminder of when the meetings are (everybody gets busy & forgets sometimes)
- Don't be afraid to ask somebody else to help. If nobody volunteers, *Pick Somebody*.
- Make an AGENDA for the meeting (see if somebody wants to talk about a particular subject the next meeting so everybody can read up on it). If you're really on top of things, send out the agenda BEFORE the meeting (I used to, but I've gotten lazy)

I really feel that "organization" is the key to keeping things from being chaotic, but you need to allow some rambling, babbling, yakking to go on. Nobody likes a tyrant. The meetings should be relaxed, fun, and occasionally get something done. When we sit around at Borders, things tend to "dry up" a little (run out of things to talk about). When we're having a meeting at the library, things tend to follow more of an agenda ... sometimes just follow up ideas from our "yak" sessions at Borders, sometimes to work on *real* projects (like getting ready for a Sci-Fi convention in October.)

I hope this gives you a few ideas. <DH>

NOTE: The above is the slightly abridged text of a letter sent to BYU & Utah Outpost leader Jonathan Goff and copied to the Chapters-Coordinator.

Chapter & Outpost Resources Online

The Moon Society Chapters Coordinator keeps a log (with active links) to resources appropriate for use by Moon Society Chapters and Outposts on the Space Chapters Hub website. This log is online at: www.moonsociety.org/chapters/milwaukee/msmo_output.htm

GREAT BROWSING

LiftPort: The Space Elevator Company

<http://www.liftport.com/>

Space Elevators Article

www.spacedaily.com/news/materials-03w.html

Welcome to Orion's Arm

<http://www.orionsarm.com/intro/welcome.html>

- A collective hard science SF worldbuilding endeavour
- A communal background for SF stories
- A roleplaying setting
- the next evolutionary development of popular SF
- transhumanist projection of where we might be heading
- A bunch of semi-sane sentients having fun together
- a "Space Opera" setting like no other: hard science, spanning the vast sweep of galactic history, from the near future to the far future
- incorporates mythological, archetypal themes

MartianSoil.com

<http://www.martiansoil.com>

by Joost Schuur, jschuur@jschuur.com

Martian Soil consolidates Mars related news items from various sources on the Net into an easily digestible, daily 'blog' format. It is my hope that the site will inform fellow space buffs like myself about the latest scientific developments in its exploration.

Taking the Pulse of Stars & Exo-Planets

<http://www.space.gc.ca/most>

To Mars via Spitzbergen – Move over, Devon Island!

NASA eyes Norway's Svalbard islands for Mars research

www.spacedaily.com/2003/030707150638.v3hitwma.html

52% favor return to Moon, Moonbase

www.chron.com/cs/CDA/ssistory.mpl/space/2001674

Data Storage on the Moon?

<http://eletters.wnn.ziffdavis.com/zd/cts?d=75-38-1-1-273644-1641-1>

The Lunar Settlement Initiative

<http://www.lunarsettlement.org/>



✉ Moonbases: Artemis & Plymouth

Your fine MMM #166, p. 17, says LRS/Milwaukee showed the "Plymouth" film last May. One of our last East TN Space Society activities was that same video, before the members scattered/got busy. An early work, for sure.

I was in Las Vegas in May for my Beirut high school reunion. My wife and I were blown away with the Space Station in IMAX 3-D. And we know from "Apollo 13" and "Crouching Tiger, Hidden Dragon," not to say Harry Potter and the Hobbit versions, what is possible to put on film.

I'm glad I could download the Virtual Internat'l Space Station (p. 14) if I had slightly different hard/software, haven't tried it yet. And I'm interested in the Sims in Space concept, haven't checked how that's moving along. Well, I hope. One of my life goals 20 years ago was, "vacation on the Moon."

Any time now, someone could make hard science-fiction movies showing lives in a Moonbase at 1/6 G, on Mars at 1/3 G, scenes on a space station at micro-G, all that. Don't know if footage on the Vomit Comet costs more than out of Industrial Light and Magic, but for those of us not expecting to live to see live coverage from a moonbase any time soon, it's a very real possibility.

Might we hope someone could make millions out of such a movie (timeless human relationships, Shakespearean story & dialog skills?) and then plow the millions into real heavy lifting vehicles? Movies are not taxes. People wouldn't have to pay. Recreation and space, isn't that part of the Artemis concept?

Lucien Faust <FaustLR@aol.com>

NASA Pluto Mission to Rely on Atlas 5

www.space.com/missionlaunches/atlas5_pluto_030725.html

Humanity's first probe to take an up-close look at Pluto and its moon Charon will be launched in January 2006 on a Lockheed-Martin Atlas 5 rocket, NASA officials say.

Search for Life Could Include Planets, Stars Unlike Our Own

www.spaceref.com/news/viewpr.html?pid=3D12226

"The search for life on other planets could soon extend to solar systems that are very different from our own, according to a new study by an Ohio State University astronomer and his colleagues. In fact, finding a terrestrial planet in such a solar system would offer unique scientific opportunities to test evolution, said Andrew Gould, professor of astronomy here.

HP iPAQ Pocket PCs on 2004 Moon Mission

New PC to Facilitate Wireless Communication in Space
Palo Alto, CA July 15, 2003 -- HP (<http://www.hp.com>) (NYSE:HPQ) plans to launch its HP iPAQ Pocket PCs into outer space onboard TransOrbital's TrailBlazer spacecraft, the first commercial mission to gain approval from U.S. authorities to explore, photograph and land on the Moon.

With an early 2004 launch date approaching, Trans Orbital looked to the newly introduced HP iPAQ Pocket PC h5550's innovative engineering, mobility, simplicity and ease of use to facilitate wireless communication within the satellite. The handheld device will integrate with the TrailBlazer systems on board to enable TransOrbital to effortlessly synchronize and share data while in space, during transit to the Moon and while orbiting the Moon.

During future launches, the HP iPAQ Pocket PCs may be used for wireless communication with cameras that are tethered on the outside of the spacecraft to provide superior video streaming capabilities for display on Earth. Future applications also may include the ability to communicate via e-mail with the Trailblazer lunar orbiter while it is orbiting the Moon and on the Moon's surface.

The first and only private company to be licensed by the U.S. Dept. of State and the National Oceanographic and Atmospheric Administration for Moon travel, TO believes that important and affordable advances in science, medicine, communications and information technology can be achieved by forming strategic global corporate alliances for space exploration.

TransOrbital will use the ISC Dnepr rocket from ISC Kosmotras for the Moon launch. The Dnepr LV is based on the world's most powerful SS-18 ICBM. The light-class launch vehicle is able to deliver 3,500-4,000 kg of payload into low earth orbit. More at www.kosmotras.ru.

TransOrbital, Inc. is a privately owned supplier of lunar delivery services, aerospace design, analysis and launch services. Established in 1998, TO is the first company of its kind authorized by the U.S. government to photograph, explore and land on the lunar surface. The 2004 TrailBlazer spacecraft's primary mission is to return HDTV video and other multimedia content from lunar orbit to market as commercial products, as well as the delivery of both personal and commercial cargo to the Moon. TransOrbital's first Moon mission will provide HDTV (high definition TV) views of equipment left behind from past Apollo and Russian landings. The mission also will deliver a time capsule containing personal cargo from Earth, including personal messages and artifacts. Media collected during the mission, including a "barnstorming" video filmed as the capsule reaches the lunar surface, will provide TransOrbital with an array of content vital to future scientific and exploratory endeavors, as well as educational and entertainment uses. More at www.transorbital.net.

To Mars via Spitzbergen

NASA eyes Norway's arctic islands for Mars research

www.spacedaily.com/2003/030707150638.v3hitwma.html

Move over Devon Island! NASA is eyeing Norway's Svalbard archipelago in the Arctic Ocean as a testing ground for future expeditions to Mars. Agency officials would like to test robotic equipment there and train future Mars astronauts in landscapes that resemble some of those on Mars: "volcanoes, glaciers, warm springs that shoot up from the permafrost and landslides dotting the landscape," according to Hans Amundsen, a geology researcher at the University of Oslo who will lead the US-Norwegian expedition to Svalbard this summer ('03) for field work. A NASA team recently tested an ice robot on the Longyear Glacier.



Facts on Spitzbergen (Svalbard)

- Discovered in the 12th century, an international whaling base during the 17th & 18th centuries. Under Norway's sovereignty since 1920. This northernmost part of the Kingdom of Norway consists of nine main islands. Glaciers and snowfields cover 60% of the total area
- Location: North Atlantic, N of Norway at 78° N, 20° E. 62,049 sq km (24,000 sq mi, smaller than W. Virginia)
- Coastline: 3,587 km. (2,230 mi.) Fjords along W & N coasts. Ice floes often block the entrance to Bellsund (a transit point for coal export) on the west coast and occasionally close parts of the northeastern coast to maritime traffic
- **Arctic Climate:** North Atlantic Current flows along W and N coasts of Spitsbergen, keeping water open and navigable most of the year; cool summers, cold winters.
- **Terrain:** wild, rugged mountains; much of high land ice covered; west coast clear of ice about half the year; highest point: Newtontoppen 1,717 m (5,645 ft.)
- **Resources:** coal, copper, iron ore, phosphate, zinc; fish, wildlife. No arable land, no crops, no trees, few bushes.

Lunar Rocket & Rover Co. *Shadow I* upper stage to carry student payload on Super Loki launch August 6th

Florida Space Authority News Release July 25, 2003
<http://www.floridaspaceauthority.com>

CAPE CANAVERAL - On August 6th, 2003, a small payload from the Rossmoor Elementary School in Los Alamitos, Ca, will launch from Cape Canaveral Air Force Station's launch complex - 47 on a Metro-Rocket System powered by a Super-Loki Solid Rocket Motor into Suborbital Space.

The school payload launch, a cooperative effort between the Florida Space Institute (FSI), the Florida Space Authority (FSA) and the Lunar Rocket & Rover Co., Inc of Los Alamitos, CA, is a milestone in rocket history.

"To our knowledge, this is the first time an elementary school payload will launch as the dedicated payload on a rocket to space," said Robert P. Kleinberger, President & CEO of Lunar Rocket & Rover Co., Inc.

Students from the Rossmoor Elementary School practiced payload processing in teams by packaging simple pieces of paper with their names written on it. Each station had the responsibility of processing its portion of the payload. The last student team packaged the paper into special canisters that were later transported to the Florida Space Institute for payload processing. "The students had the opportunity to see and touch the mock-up of the rocket that will carry their payload into space," said Kleinberger.

This Metro-Rocket System dubbed by the Lunar Rocket & Rover Co., Inc as the Shadow-ID should reach a speed of Mach 4.9 and 370,000 feet (70-miles) apogee altitude after which it will quietly return to the Atlantic Ocean. This altitude is roughly eleven times higher than a Boeing 747 flies.

The launch will officially kick-off the Lunar Rocket & Rover Co. Inc.'s Rocket System Launch Program of the Shadow I rocket system for schools across the United States. "At this time one payload is already in process of being built by Stanford University for a launch on the Shadow IB new composite upper stage for antenna testing. Another team of students at Fredericksburg High School in Fredericksburg, Texas, have also diligently worked since March 2003 and designed a larger upper stage that is now on the drawing board and ready for validation," added Kleinberger.

An 11-foot mock-up of the Shadow IB will be displayed with the Florida Space Institute at the Utah State University Conference on Small Satellites in Logan, Utah from August 11 - 14, 2003.

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Email: robert.kleinberger@lunar-rocket.com

SpaceDev To Design Lunar Dish Observatory Mission
www.spacedev.com/newsite/templates/subpage_article.php?pid=431

Poway, California (July 24, 2003) - SpaceDev (SPDV) has been awarded a contract by Lunar Enterprise of California (LEC) for a first phase project to begin developing a conceptual mission and spacecraft design for a lunar lander program. The unmanned mission would put a small dish antenna near the lunar south pole. From that location it will be in near-constant sunlight for solar power generation, and should be able to perform multi-wavelength astronomy while communicating with ground stations on Earth.

"... This project ... is in keeping with the original goal of SpaceDev to design, build and fly commercial deep space science missions, and should result in our development of additional transformational space technology," said Jim Benson, founder, chairman and CEO of SpaceDev. "This study picks up where we left off from our original 1997 Near Earth Asteroid Prospector (NEAP) mission design, our 1999 Mars MicroMission design for ... JPL, and our 2001 work with Boeing on possible commercial lunar orbiter missions."

SpaceDev will analyze launch opportunities, spacecraft design, trajectory possibilities, potential landing areas, available technologies for a small radio astronomy system, and communications and data handling requirements. ... SpaceDev's approach is to make systems as small, low-cost and as practical as possible while minimizing risks, in order to successfully demonstrate the performance of science on the surface of the Moon.

"Lunar Enterprise Corporation (LEC) has funded this study to be a catalyst to other individuals, companies and countries to join together in a return to the Moon," said Steve Durst, LEC founder/director of. "Many organizations around the world are planning lunar missions. Corporate and national leaders, and leading lunar scientists, will discuss these projects at the International Lunar Conf. 2003 in Hawaii this November. We hope this project will bring all those parties together to discuss cooperation and identification of resources for concerted lunar activities."

About SpaceDev - SpaceDev (SPDV) (www.spacedev.com) creates and sells affordable and innovative space products and solutions to government and commercial enterprises. SpaceDev products and solutions include the design, manufacture, marketing and operation of sophisticated micro- and nano- satellites, hybrid rocket-based orbital Maneuvering and orbital Transfer Vehicles as well as safe sub-orbital and orbital hybrid rocket-based propulsion systems.

Lunar Enterprise Corporation (www.spaceagepub.com) is a wholly owned subsidiary of Space Age Publishing Co. of Hawai'i and Palo Alto, CA. LEC and Space Age support a wide variety of enterprises & activities consistent with near-term, human, permanent operations on the Moon. #

**International Lunar Conference 2003
November 16-22, 2003
Hawai'i Island, Hawaii**

http://www.spaceagepub.com/ilc_2003.html

The ILC2003 from 16-22 November on Hawai'i Island, Hawaii, USA promises to be a major, decisive event regarding the permanent human return to the Moon as early as possible. This will be the most important lunar conference of the 21st century and the first international one in the USA in more than a decade. ILC2003 also will serve, with the agreement of the principals most involved, as the 5th International Lunar Exploration Working Group (ILEWG) Conference.

Space Age Publishing Company would like to thank and acknowledge the surge of lunar-committed individuals that have so far made various and significant contributions to ILC2003 by means of paid Registrations, sponsorships, commitments of registration, abstract submissions and all other inquires of interest.

Conference development and Registrations are steadily progressing, with significant participating confirmations from Apollo Moonwalkers Captain John Young (keynote speaker) and Dr. Harrison Schmitt; and top-level space scientists and officials from USA, China, India, Russia, Europe, Japan and elsewhere.

Please note that the Call for Papers abstract submission deadline has been extended to 31 August, and the Interim Registration rate is currently being offered at the low price of \$495 through 30 September.

The revised ILC2003 Registration/Announcement v. 2.1 brochure will be available and selectively mailed out starting the second week of August.

Please be sure to learn more about ILC2003 by contacting us at the numbers below or on the Internet at:

http://www.spaceagepub.com/ilc_2003.html

Thank you for your time and interest in ILC2003, and we hope to meet with you this November.

Sincerely,
The Editors and Directors of
International Lunar Conference 2003 c/o
Space Age Publishing Company
Hawai'i Island, Hawaii, USA
Ph 808-326-2014 Fax 808-326-1825

Hotel Information:

The Waikoloa Beach Marriott is on the Kohala Coast of Hawaii Island on the beachfront of beautiful Anaehoomalu Bay with stunning views of Mauna Kea.

More Information at:

<http://www.spaceagepub.com/travel.html>

Two dozen new "moons" get names

July 25, 2003 | At the 25th General Assembly of the International Astronomical Union, held from July 13-26 in Sydney, Australia, the Working Group for Planetary System Nomenclature announced the names of two dozen planetary satellites discovered since 2000.

Welcome the following:

11 newly found satellites of Jupiter (total 61)

Six named for conquests of the Greek god Zeus and five for the daughters of Zeus.

Jupiter XXVIII-XXXVIII (28-38)

Autonoe, Thyone, Hermippe, Aitne, Eurydome, Euanthe, Euporie, Orthosie, Sponde, Kale, Pasithee

12 newly found satellites of Saturn (total 30)

Named for Norse, Inuit, or Gallic giants.

Saturn XIX-XXX (19-30)

Ymir, Paaliaq, Tarvos, Ijiraq, Suttung, Kiviug, Mundilfari, Albiorix, Skadi, Erriapo, Siarnaq, Thrym

1 newly found satellite of Uranus (total 21)

Named for a character in William Shakespeare's *The Tempest*.

Uranus XXI (21) Trinculo

Most of these objects are rather small, irregularly shaped chunks of rock and ice under a mile in diameter. For more on Planetary Satellites, go to:

http://skyandtelescope.com/observing/objects/planets/article_827_1.asp

ExoPlanet Baby Boom

from europa-digest@klx.com

"Which stars are most likely to harbor planetary systems? Before the discovery of the first extrasolar planet around a normal star in 1995, astronomers had no way to answer this question. But now, with more than 1,000 Sun-like stars examined for evidence of planets and more than 100 Jupiter-like exoplanets catalogued, the answer is clear. The stars most likely to host planets are those with more "metals," that is, elements heavier than hydrogen and helium.... See:

http://SkyandTelescope.com/news/article_1010_1.asp

Sublight 'Ion Drives'

Science Fiction, or Science Fact?

http://www.esa.int/export/esaSC/SEM3JQXO4HD_exploring_0.html

National Space Society Mourns Loss of Executive Committee Chairman, Chris Pancratz



WASHINGTON, DC — Chris Pancratz, 52, Chairman of the National Space Society (NSS) Executive Committee, died August 2, 2003, at his home in Virginia after a battle with cancer. During his six years on the Board of Directors of the Society, he worked tirelessly in many capacities.

"His dedication to the exploration and development of space never wavered," said NSS Executive Director Brian Chase. "Chris saw the organization through several challenges; his leadership will be missed."

Chris engendered support from the entire NSS family, including its international affiliates. "Chris was a true leader. He is to be admired for his never-failing energy and enthusiasm for the NSS mission," said Tim McEgan, President of the National Space Society of Australia. "The loss of Chris Pancratz robs the NSS of a valuable resource - an individual who combined the qualities of understanding and enthusiastically supporting the exploration of space, plus personal energy and organizational drive," said Hugh Downs, Chairman of the NSS Board of Governors.

In addition to being named the National Space Society Activist of the Year in 2000, he also served as Acting Executive Director, Vice President of Public Affairs, and Director of Strategic Planning. He was a major financial supporter of the Society and a frequent contributor to the organization's award-winning magazine, *Ad Astra*.

Pancratz had a long history of community service with the United States Jaycees Foundation, where he served on the Board of Trustees, and the United Junior Chamber of Commerce. He is survived by his wife and two children.

Mr. Greg Allison was appointed Acting Chairman of the Executive Committee.

The National Space Society is an independent, international, educational, grassroots nonprofit organization dedicated to the creation of a spacefaring civilization. The NSS has more than 22,000 members and 50 chapters around the world. Founded in 1974, NSS is widely acknowledged as the preeminent citizen's voice on space.

NATIONAL SPACE SOCIETY - www.nss.org
600 Pennsylvania Ave., SE | Suite 201
Washington, DC 20003
(202) 543-1900 | (202) 546-4189 (fax)

More on Chris Pancratz

• [From www.nss.org] NSS lost a dedicated leader when Executive Committee Chairman Chris Pancratz passed away on Saturday, August 2, after a battle with cancer. To honor the legacy of his leadership, NSS has renamed the Society's annual space activist award the "Chris Pancratz Activist Award."

The family has asked that, in lieu of flowers, any donations in Chris' name be sent to the National Space Society or the American Cancer Society.

• [From Mark Hopkins, NSS Secretary] A number of people have asked, what is the procedure for sending such donations to NSS? If you wish please send your checks directly to the NSS Office at National Space Society, Suite 201, 600 Pennsylvania Ave. SE, Washington, DC 20003. Do NOT send your checks to various other NSS addresses, including the address used for donations, that are requested for various reasons in our direct mail fundraisers. Include with your check a note that states it is for the Chris Pancratz Memorial Fund. You may also make donations via credit card by calling the Office at (202) 543-1900.

[from various email sources]

- Chris resigned as CEC July 24th, when he got home from the hospital. The doctors had informed him that there was nothing else they could do to stop the cancer. I was told that he was not able to digest any food this past week, spiraled down quickly, and went into a coma on Thursday, July 31.
- Chris' body will be cremated. *Enough money has been quietly collected to pay in full for a portion of his ashes to ride into space aboard the next Celestis mission.*

COSMOS 1: The First Solar Sail

From a recent Planetary Society Newsletter

This fall science fiction will become science fact. On an autumn day later this year, we will launch on its way **Cosmos 1** the first solar sail. This launch will be the culmination of the first international, privately funded space mission in history.

Although this technology has long been foreseen by both scientists and science-fiction authors, no solar sail has ever been built or launched - until now. Under the guidance of The Planetary Society and with funding from Cosmos Studios, veteran space scientists and engineers from the United States and Russia came together to turn this revolutionary technology into reality.

Follow this historic mission at:

<http://www.planetary.org/solarsail/index2.html>

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\$38 NATIONAL SPACE SOC. dues includes *Ad Astra*
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 600 Pennsylvania Ave SE #201, Washington DC 20003

Join **The Moon Society** - dues address on page 9

- **For members residing in the U.S & Canada:**
 Printed **MMM** delivered by postal mail: **\$35**
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- **For members residing in other locations:**
 Printed **MMM** delivered by postal mail: **\$60**
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 **INDEX to # 167 AUGUST 2003** 

- p 1. In FOCUS: Close Encounter of the Red Kind - Mars
- p 3. Frog & Hostel Part III: Hostel's Role, J.C. Beasley
- p 4. Mare Frigoris Base Site Looking Better, P. Kokh
- p 5. Night Shadows, P. Kokh; Nightspan Life Out-vac, PK
- p 8. LUNA CITY YELLOW Pgs: Nightspan Services
- p 9. MOON SOC. JOURNAL: Elections 2003
- p 10. Artemis Project Business Plan, Spin-up Opportunity
- p 11. Mail for MSJ; Bigelow/NASA Patent report
- p 12. Growing Your Chapter or Outpost, D. Heck
- p 13. Great Browsing; MMM Mail
- p 14. HP Pocket PCs on Moon Mission; Spitzbergen/Mars
- p 15. Lunar Rocket & Rover Co. Payload; SpaceDev news
- p 17. Death of Chris Pancratz
- p 18. LRS News; News of NSS/MMM Chapters

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=>for those outside participating chapter areas <=

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Moon Miners' MANIFESTO

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 PO Box 2102, Milwaukee WI 53201-2102.

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