



Special Countdown Issue

10 Days to Launch!

SORCE Mission Activity –

The SORCE launch remains set for January 25 from Kennedy Space Center (KSC), with the launch scheduled for 3:10 p.m. Eastern Time, 1:10 p.m. Mountain Time.

Over the past several weeks, the various flight simulation tests demonstrated that the SORCE spacecraft was ready to be physically attached to the Pegasus rocket. This mate occurred on January 5.



SORCE is ready in the cradle. The Pegasus is seen in the background.



Mating begins as they bring SORCE to the Pegasus.



The cradle for manipulating SORCE is placed over the spacecraft for the mating process.



The SORCE – Pegasus mate in progress. The two units are bolted together.



Removing the cradle after completing the mating process.

Flight Sim Test 4 is the next step and will be completed just prior to closing the clamshell or fairing around the SORCE payload. This is scheduled to occur this week, and it will be the last opportunity to see or handle SORCE.

At LASP in Boulder, the Mission Operations team has just completed its final rehearsal for instrument commissioning with the instrument scientists and engineers. The activity plans for launch and the activation sequence for the first 30 days following launch are set. Orbital and LASP personnel also conducted their final launch rehearsal last week, which focused on the first 36 hours of spacecraft operations after launch.

For supplemental information, check out the SORCE web page – <http://lasp.colorado.edu/sorce>. For those who do not have access to the web for the latest launch information, a special SORCE phone line has been activated. By calling (303) 735-3132 you can hear a recorded message regarding the status of the SORCE launch and any breaking news.

Tentative Dates for Upcoming Events:

- 1/15/03 Fairing Installation Begins
- 1/20/03 Launch Rehearsal (KSC)
- 1/21/03 Flight Readiness Review (KSC)
- 1/22/03 SORCE/Pegasus Transported to Hot Pad
- 1/24/03 Launch Readiness Reviews (GSFC/KSC)
- 1/25/03 SORCE Launch (KSC)

