## **An International Lunar Research Park**



Moonbase Alpha from the TV Series Space 1999 suggests the scale of an ILRP The ILRP is the Moon Society's Newest Project

Convinced that isolated national space agency science bases may be a dead end, and noting how the International Space Station is resistant to budget vagaries of any one nation, we have been developed this alternative concept.

In an International Lunar Research Park, the spaceport, site preparation and initial roads, power generation systems, power storage systems, warehousing and perhaps much more would be provided by a consortium of contractors.

The various national space agencies could then bring up their science stations, *plug in the waiting system*, *and start doing what they came to do*.

The ILRP would focus on **development of lunar building materials** so that the complex could expand with a growing reliance on local resources.

The ILRP would be open to corporations and enterprises, to national and international space agencies, to universities, even, perhaps, to tourism.

The ILRP would bypass the isolated "moon base" and be poised through ongoing expansion to morph into the first civilian industrial settlement.

This concept has been under intensive development by the Moon Society's St. Louis "think tank" associated with the Moon Society St. Louis chapter and with individuals with Boeing-St. Louis, local universities, and more.

Dave Heck of Boeing St. Louis is very familiar with the world's largest International Research Park in Sheffield, UK, and will give a presentation Friday 5 pm in the Space Business Track, on how an ILRP could follow this precedent, and with an initial team drawn from industry and academia, begin as a "virtual" organization, doing what we wanted the University of Luna Project to do.

Phase II would be a real ILRP somewhere here on Earth. In fact it would function as the consummate Lunar Analog Research Complex.

Phase III would be the establishment of a first ILRP on the Moon!

www.moonsociety.org/ilrp/