

Projector Project for EVOs

by

Ken Shoulders ©2011

Abstract

A relatively small project is described here that uses a simple construction technology to both make and launch high-velocity EVOs. No direct work has been done toward the end of making an EVO projector but enough data has been incidentally acquired on adjacent projects suggesting a direct project would be feasible. These charge clusters, having virtually no externally expressed charge, travel through material to great distances. They are selectively triggered to explosively dishevel at any point along their flight path for the production of both EMP (electromagnetic impulse) and physical damage. One project organization for carrying out the necessary work is briefly described below.

Test of a Bubble Chamber: One of the small, commercial cloud chambers using dry ice and costing about \$250.00 will be tested to see if EVOs fired from both outside and inside of the chamber will form tracks. If there is any indication of tracks, a thin window will be installed to see what the sensitivity is to the window material type and thickness. What would be most desirable is for any tracks detected to show the 3D effects of specially placed fields and obstacles. If the small cloud chamber proves successful in EVO path depiction, it is likely that a larger one will be purchased and used.

Penetration Measurements: A potentially sensitive detector is the MCP (micro channel plate) operating under moderately good vacuum. This is what showed “speckles” or scattered EVOs in earlier work done by Shoulders and published on the web. The detector sensitivity should be carried to a high level by using the 2 stage version of the MCP. One of these is likely to be available as a result of EVO workers having previously built a laboratory pinhole camera. If the penetration is as great as the Podkletnov work implies, then penetration capability is to be measured by putting a massive quantity of material like copper between the source and the detector. It will be possible to measure an attenuation factor for a wide variety of materials. Penetration measurement at a distance will be possible by aiming at the MCP and getting an output indication while being sure the EVO is still moving beyond the MCP.

EVO Generation: Penetrating EVOs have been generated at pressures of from vacuum to several atmospheres of pressure using various gases but no attempt has been made to determine the optimum conditions. Work on this part of the program will optimize the EVO source for high efficiency and best penetration of material.

Tracking of EVOs: It is necessary for one EVO to track another in order to perform an explosive triggering function at a specific location in space. Using the commercial apparatus called “White Lightning”, this tracking function has been seen on the inside surface of the glass envelope. The distance measured was only about 1 foot because that was the total length of the apparatus. In this present program, the distance will be extended to 50 feet for indoor tests and several miles for outdoor tests.

Pileup Collisions: When one EVO is launched and then another is quickly launched at a higher velocity, a pileup type of collision occurs. The increasing energy of collision is expected to cause a variety of effects in a progressive fashion, such as, first, gentle repulsion or reflection, then growth, followed by explosion and finally transparency. A low resolution graph illustrating these effects is shown in Fig. 1 below. It is one aim of this program to increase the resolution of data for this graph. The range of greatest use is the explosive mode as a trigger that can be controlled from afar by adjusting the timing and velocity of the second shot. When combined with effective tracking, this becomes a controllable trigger for double EVO explosive position along the EVO track.

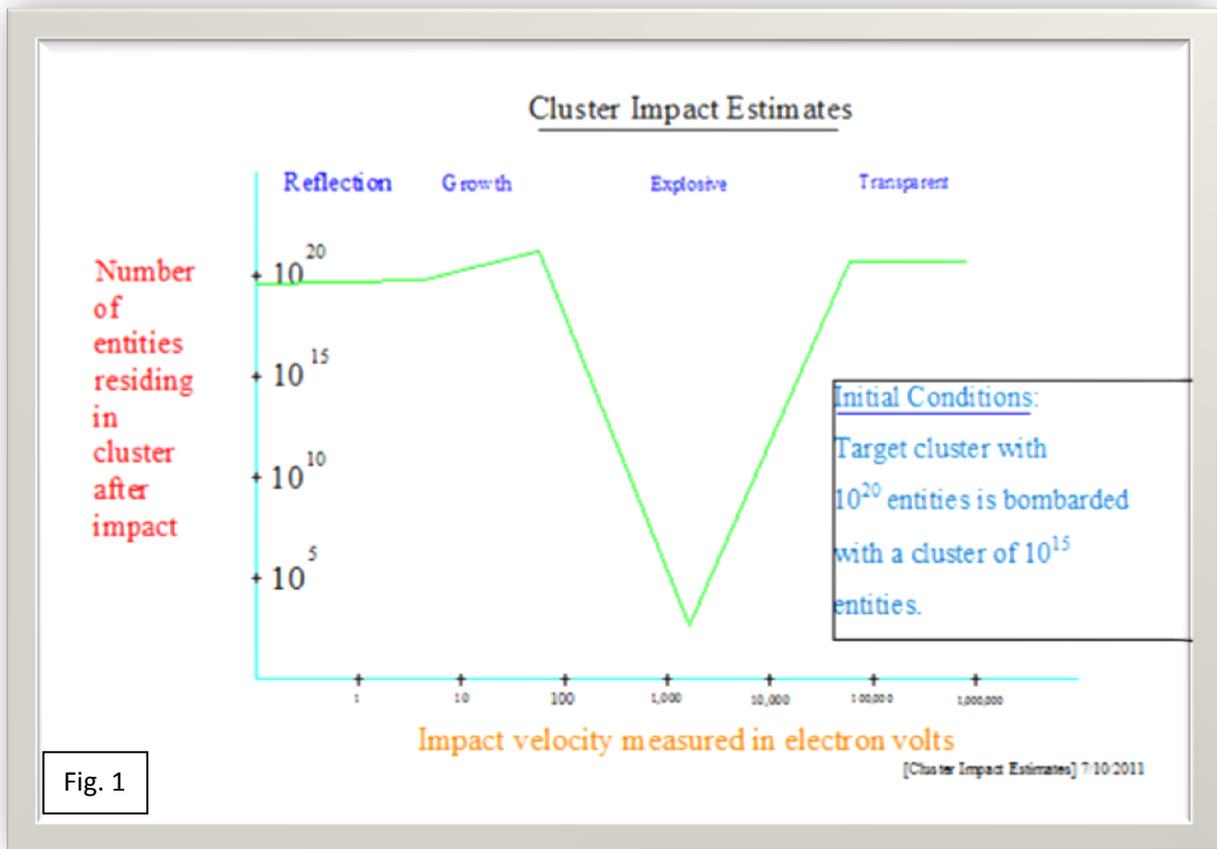


Fig. 1

Radiation from EVO: When an EVO explodes, it is desirable to detect the explosion from the control position and use the data thus acquired for tracking the EVO position. This sensing can be done with a small, conventional microwave receiver similar to the ones used in conjunction with mm wave radar. Both spectral and amplitude data is needed in order to optimize the receiver and antenna.

External Field Control of EVO: Since an EVO has a charge to mass ratio similar to an electron, it moves under the influence of the earth magnetic field as well as any other local fields. Spiral paths have been seen in both laboratory EVO motion and what is assumed to be ball lightning motion under atmospheric conditions. This is an indication of motion expected in a magnetic field. A laser's ability to ionize air also represents an external control method. As a means of getting ahead of any work on EVO projectile countermeasures, it would be nice to know what these fields are capable of doing to a propagating EVO.

Expectation at Successful Conclusion of Work: With the successful completion of all phases of the EVO projector work briefly outlined above, some results are shown in Fig. 2 below. This outline is divided into two phases with the first showing expected results for small EVOs and the other being for large ones.

Specifications for EVO Projectors

Phase 1 Projectors (until availability of self-powered EVO generators and large EVOs)

Physical Properties of launcher and EVOs

Size of unit: Handheld with battery power on belt

Battery life duration for continuous firing: 1 hour

EVO diameter: 20 micrometers

EVO Firing Rate: 500 per second

Tactical Specifications

EVO Range: Essentially unlimited

Radius of electronic device destruction upon EVO dishevelment: 2 centimeters

Aiming method: Optical plus tracer-like technique

Phase 2 Projectors

Physical Properties of launcher and EVOs

Size of unit: Handheld

Duration of continuous firing: Unlimited using internal EVO power supply

EVO diameter: 1 millimeter

EVO Firing Rate: 1000 per second

Tactical Specifications

EVO Range: Essentially unlimited

Radius of electronic device destruction upon EVO dishevelment: 2 meters

Aiming method: Optical plus tracer-like technique