

Keynote: Mike Moses

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1. How do you plan to make access to space available to the everyday person (i.e. - not just millionaires)?
2. What work is being done on astronaut evaluation and training to ensure that participants meet a minimum standard for flight?
3. Launcher one is better or different than Pegasus how, other than liquid rocket engines instead of solids?
4. When do you expect to start carrying passengers?
5. Once commercial flights begin, what is your target for the frequency of commercial flights?
6. Do you envision destinations for Virgin orbital flights? Hotels?
7. For paid flight experiments, is Virgin building its own rack or does the company performing the experiment need to build it?
8. What other factors are critical to the success of suborbital flight external to building the actual spacecraft?
9. Has the NASA LSP VCLS program been helpful to Virgin Orbit?
10. Are you considering ops from foreign countries? What countries are in your sights?
11. What is the benefit of launching a rocket from 35,000 ft. instead of launching from the ground?
12. Is SS2 Unity performing much differently than Enterprise? What are the major aerodynamic changes between the two?
13. What has been the most challenging on the program?
14. ON the 80,000-foot flight, is that just for test flights or for commercial missions?
15. Will Unity be able to make the vin Karman line?
16. Have any life support system updates been made to increase crew safety?