

**June 27, 2014**

## **Notice to Mariners: Wallops Rocket Launch**

**What: Antares ORB-2 (1 rocket)**

**When: July 11, 1330-1500 EDT (Scheduled launch day)**  
**July 12, 1300-1430 EDT (Backup day)**  
**July 13, 1245-1415 EDT (Backup day)**  
**July 14, 1215-1345 EDT (Backup day)**  
**July 15, 1200-1330 EDT (Backup day)**  
**July 16, 1130-1300 EDT (Backup day)**  
**July 17, 1100-1230 EDT (Backup day)**

**Communications: “Wallops Plot” on Marine Channel 12.**

**Marine Channel 22 is back up.**

Contact Wallops Plot when traveling in the area.

Mission updates and completion will be noted on the Wallops launch status line at 757-824-2050.

**The Army Corp of Engineers Danger Zone will be in effect for all launch attempts per 33 CFR (Code of Federal Regulations) Part 334. Fines and arrest authority are permissible by U.S. Coast Guard and Virginia Marine Police.** Thank you for your assistance and support.

To receive NASA Mariner Notices by email, contact [keith.a.koehler@nasa.gov](mailto:keith.a.koehler@nasa.gov)

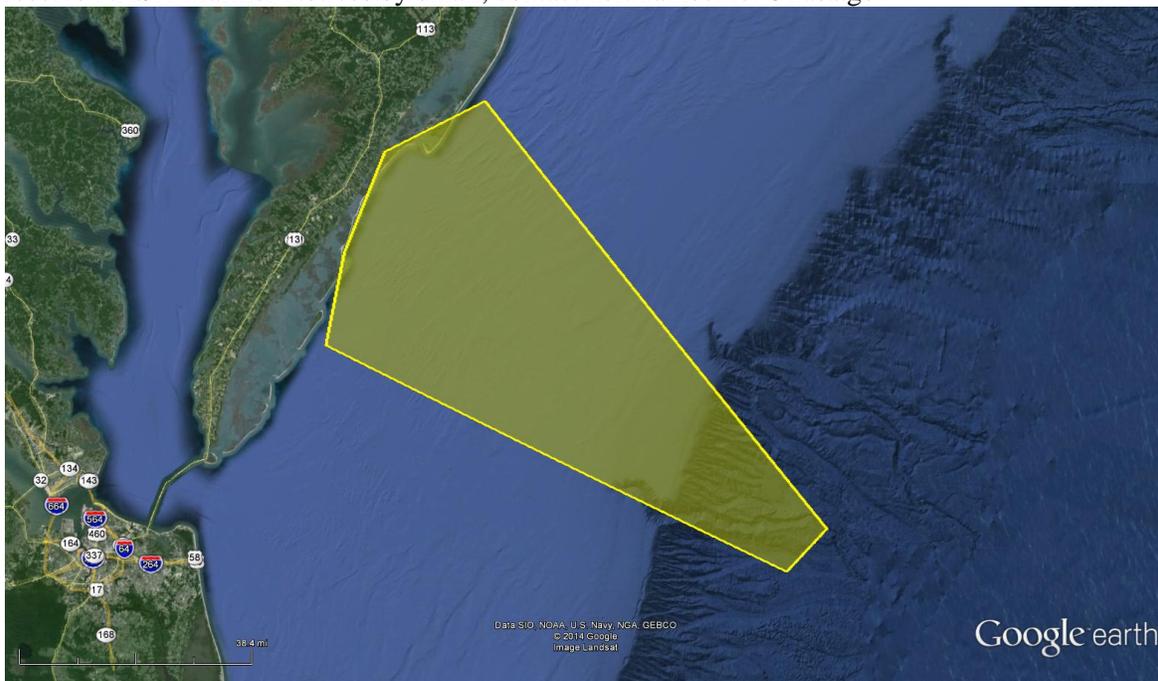


Figure 1. Public Ship Avoidance Area 1

June 27, 2014

Notice to Mariners: Wallops Rocket Launch

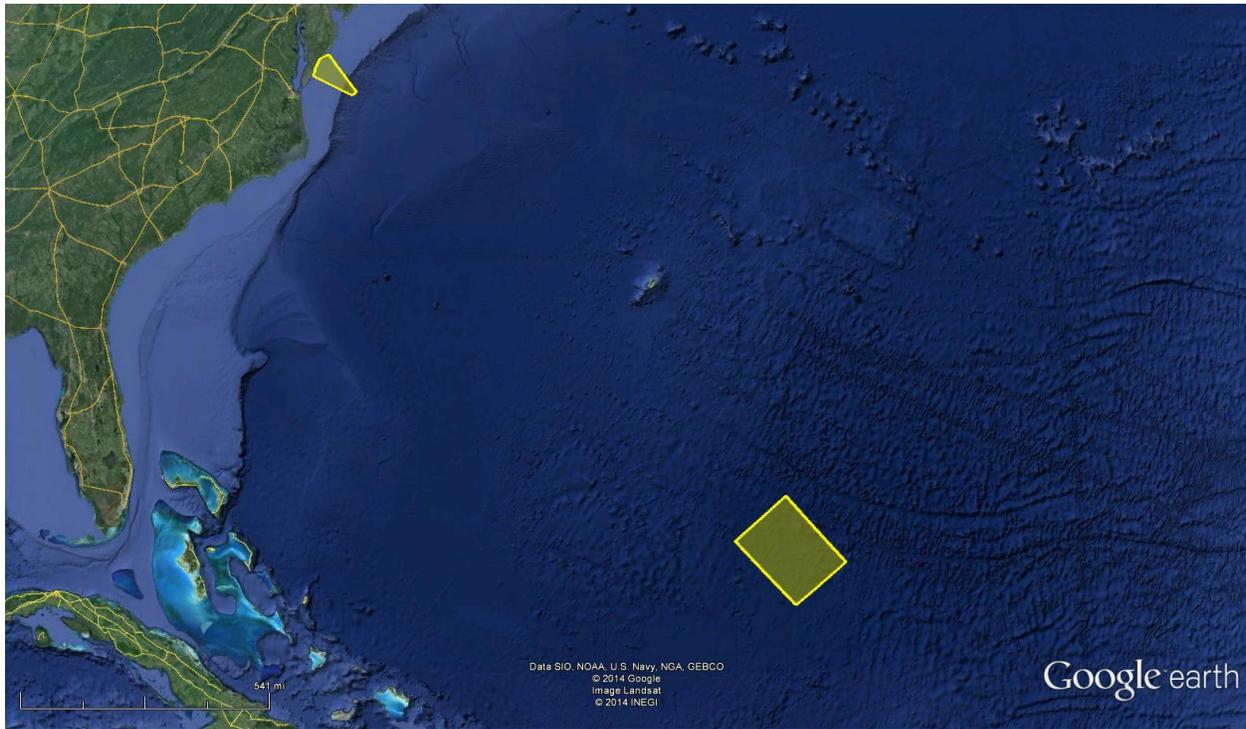


Figure 2. Public Ship Avoidance Area 2

Public Ship Avoidance Area 1													
Dec Deg	Dec Deg		Deg	Dec Min	Deg	Dec Min		Deg	Min	Sec	Deg	Min	Sec
37.84907	-75.51135		37	50.9	-75	30.7		37	50	57	-75	30	41
37.98491	-75.22210		37	59.1	-75	13.3		37	59	6	-75	13	20
37.03028	-74.12517		37	1.8	-74	7.5		37	1	49	-74	7	31
36.91836	-74.2411		36	55.1	-74	14.5		36	55	6	-74	14	28
37.38279	-75.64439		37	23.0	-75	38.7		37	22	58	-75	38	40
37.60461	-75.60928		37	36.3	-75	36.6		37	36	17	-75	36	33

Public Ship Avoidance Area 2													
Dec Deg	Dec Deg		Deg	Dec Min	Deg	Dec Min		Deg	Min	Sec	Deg	Min	Sec
25.942417	-62.51881		25	56.5450	-62	31.1286		25	56	32.70	-62	31	7.72
24.246962	-60.85575		24	14.8177	-60	51.3454		24	14	49.06	-60	51	20.73
25.270277	-59.42723		25	16.2166	-59	25.6374		25	16	13.00	-59	25	38.24
27.029925	-61.07777		27	1.7955	-61	4.6666		27	1	47.73	-61	4	39.99