



1  
00:00:00,000 --> 00:00:03,635  
What we are doing today is we're

2  
00:00:03,670 --> 00:00:06,332  
actually making our first

3  
00:00:06,367 --> 00:00:08,563  
self-reacting friction stir weld

4  
00:00:08,598 --> 00:00:11,627  
of the ring to the body of the

5  
00:00:11,662 --> 00:00:14,924  
adapter. We're building at

6  
00:00:14,959 --> 00:00:16,611  
Marshall the actual piece of

7  
00:00:16,646 --> 00:00:18,563  
hardware that adapts the Delta IV

8  
00:00:18,598 --> 00:00:21,587  
rocket to the MPCV spacecraft.

9  
00:00:21,622 --> 00:00:23,707  
This is an important milestone

10  
00:00:23,742 --> 00:00:25,812  
because this is the first time

11  
00:00:25,847 --> 00:00:27,099  
we'll be doing a full

12  
00:00:27,134 --> 00:00:28,828  
circumferential weld on our

13  
00:00:28,863 --> 00:00:30,684

multi-purpose crew vehicle

14

00:00:30,719 --> 00:00:33,283

spacecraft adapter 'pathfinder'

15

00:00:33,318 --> 00:00:35,963

hardware. The Pathfinder is being

16

00:00:35,998 --> 00:00:38,027

used to develop the processes and

17

00:00:38,062 --> 00:00:39,396

the techniques that we're going

18

00:00:39,431 --> 00:00:40,347

to use on the actual flight

19

00:00:40,382 --> 00:00:41,507

hardware that will fly on the

20

00:00:41,542 --> 00:00:43,692

EFT-1 test flight. You don't want

21

00:00:43,727 --> 00:00:45,228

to go into building flight

22

00:00:45,263 --> 00:00:47,267

hardware with any questions, so

23

00:00:47,302 --> 00:00:48,467

that's what you do in development.

24

00:00:48,502 --> 00:00:49,915

You're actually answering questions

25

00:00:49,950 --> 00:00:51,859

and providing risk mitigation for

26

00:00:51,894 --> 00:00:53,308

when you actually do get into

27

00:00:53,343 --> 00:00:54,603

production or building the flight

28

00:00:54,638 --> 00:00:56,067

hardware. We've made the vertical

29

00:00:56,102 --> 00:00:59,691

welds on a different tool and those

30

00:00:59,726 --> 00:01:01,123

turned out very well. However, a

31

00:01:01,158 --> 00:01:02,491

circumferential weld is a little

32

00:01:02,526 --> 00:01:03,771

more difficult. For one thing, it

33

00:01:03,806 --> 00:01:05,539

goes the entire circumference, so

34

00:01:05,574 --> 00:01:07,452

it's much longer. Once you start,

35

00:01:07,487 --> 00:01:08,948

you need to complete the whole weld.

36

00:01:08,983 --> 00:01:10,811

We want to make sure, with our

37

00:01:10,846 --> 00:01:12,715

pathfinder, that we've got the

38

00:01:12,750 --> 00:01:15,154

processes in place to do this

39

00:01:15,189 --> 00:01:17,099

successfully on the flight hardware.

40

00:01:17,134 --> 00:01:19,339

We do not compete with private

41

00:01:19,374 --> 00:01:21,211

industry in terms of building

42

00:01:21,246 --> 00:01:23,075

hardware. That's production. The

43

00:01:23,110 --> 00:01:24,355

government doesn't do production,

44

00:01:24,390 --> 00:01:26,299

but we do do the development. If

45

00:01:26,334 --> 00:01:27,835

you build the expertise, you have

46

00:01:27,870 --> 00:01:29,154

the expertise in terms of the

47

00:01:29,189 --> 00:01:30,483

welding engineers, the materials

48

00:01:30,518 --> 00:01:32,435

engineers, the mechanical engineers,

49

00:01:32,470 --> 00:01:35,499

the welders, the technicians and

50

00:01:35,534 --> 00:01:37,275

the hardware people, you build

51

00:01:37,310 --> 00:01:39,355

that type of expertise and you

52

00:01:39,390 --> 00:01:41,068

can actually manage your programs

53

00:01:41,103 --> 00:01:42,403

better because you have the