

---

Guide Star for this maneuver: mag 5.2 slot 4

**DOY 019****D43/34: 019/0535-0835**

Begin **MANEUVER PREP** script, v16.0, 1 Apr 10 (using draft script with changes for instrument safing)  
Turn on CBH A ~0800

**D54: 019/0945 - 1545**

- Initiate Ranging

Resume **MANEUVER PREP** script, v16.0, 1 Apr 10 (using draft script with changes for instrument safing) ~ **1000**

- STEP 1: Nominal pass activities

- STEP 2: Nominal. Verify using CAE-A. Verify Cat Bed Heaters-A = "ON"

- STEP 3: Nominal.

LASCO safing – ?? queue flush

CDS TSTOL procedures

SWAN safing

no CELIAS safing

- STEP 4: Nominal. (MDI ISS loop open via TSTOL ~ **1030** UTC)

**MANEUVER PREP** script complete

Begin **SK in RMW** script, v14.0, 27 Sep 07 (No script change since last maneuver)

- STEPS 1, 2: Nominal

- STEPS 3, 4: Verify Only

- STEPS 5, 6: Nominal

- STEP 7: Skip (COBS Hx mon already disabled)

- STEP 8: Nominal

- STEP 9: Nominal. (SK burn wall time is ~**xx** minutes) starts ~**1045** UTC.

- STEPS 10-14: Skip (Additional thruster burns)

Exit **SK in RMW** script

Begin **MM in RMW** script, v17.0, 25 Sep 07 (No script change since last maneuver)

- STEPS 1-7: Skip (Activities already performed in SK in RMW script)

- STEP 8: Nominal Repeat for each axis (3 segments, ~**xx** minutes total wall time) starts ~**xxxx**

- STEP 9: Skip (Reaction Wheel 4 maintenance not performed)

- STEPS 10 to 14: Nominal

**MM in RMW** script complete

Begin **MANEUVER END** script, v16.0, 2 Apr 10 (using draft script with changes for instrument recovery)

- STEP 1, Skip (unless FDF requests new guide star)

- STEP 2, Skip (roll attitude will be adjusted when RSL is enabled)

- STEPS 3 to 4: Nominal (~**xxxx** for RSL)

- STEP 5: Nominal

Close MDI ISS loop via TSTOL (~**xxxx**)

- STEP 6: Instrument recovery

SWAN recovery (2 hours after last thruster firing)

CDS recovery (2 hours after last thruster firing)

LASCO recovery (1 hour after CDS)

**MNVR END** script complete

---

**Script changes since last maneuver:**

None

**Procedure changes since last maneuver:**

None