

SPACE / MULTI WORLD PROPERTY RIGHTS, 2012-2015: When, Where, How? Steve Durst, International Lunar Observatory Association (ILOA), 65-1230 Mamalahoa Hwy D20, Kamuela HI 96743, USA, [info@iloa.org](mailto:info@iloa.org), 808-885-3474

Physical presence at extra-terrestrial bodies is likely the single most important factor in property rights realization ("Possession is 9/10ths ..."). When, Where and How physical presence / property rights determination likely will occur can be anticipated: In 2012, on Mars, USA Rover Opportunity from 1 January, and USA Lander / Rover Curiosity NET 6 August; in 2013, on Moon, PRC Lander / Rover Chang'e-3 near Equator; in 2014, on Moon, GLXP Independent, Private Landers / Rovers near Equator, at South Pole, and India-Russia Chandrayaan-2; in 2015, on Moon, ILOA Lander Observatory at South Pole / Mons Malapert, and GLXP Independent, Private Landers / Rovers.

The justification, basis, and principle on which Space / MWPR are claimed is primary to the realization and success of the appropriating individual. Claims of Moon and / or Mars acreage and of individual asteroids will be strongest, most effective, enduring, productive and successful when based on the most fundamental and dominant American, Western, and Universal secular principles of Liberty / Freedom and Equality / Justice. The first of the 'truths self-evident' in the USA Declaration of Independence, as well as founding principles of the UN Charter, liberty and equality together safeguard the imperatives of individual freedom and common heritage so necessary for the strongest realization of MWPR -- on Moon, Mars, asteroid or beyond.

When the ILO-X Precursor aboard the Moon Express 1 lander touches down on the Moon in 2014, the initials 'SD' on one of the lander legs will serve as initial enabling claim to ownership of 1 acre of the lunar surface, supported by the strongest Libertarian / Egalitarian principled justification for my 1-acre claim, or for any other 1-acre claimed by any of Earth's 7+ billion individuals.