

## TECHNOLOGY DEVELOPMENT

		Extended Master-R2b-newrates			FY11 Proposed			FY10 Totals			
		M&S	SWF	Total	M&S	SWF	Total	M&S	SWF	Total	
<b>1.2</b>	<b>General Targetry D&amp;S</b>	0	110	<b>110</b>	0	110	<b>110</b>	0	95	<b>95</b>	
<b>1.4.1</b>	<b>NF RDR Targetry D&amp;S</b>	0	80	<b>80</b>	0	80	<b>80</b>	0	41	<b>41</b>	
<b>1.4.4</b>	<b>NF-RDR Targetry</b>	0	308	<b>308</b>	0	50	<b>50</b>	43	0	<b>43</b>	
<b>2.2</b>	<b>Cooling Channel RF</b>	<b>450</b>	<b>2195</b>	<b>2645</b>	<b>275</b>	<b>1700</b>	<b>2010</b>	<b>210</b>	<b>1475</b>	<b>1685</b>	
2.2.0	Workshops & Travel	15			15			0			
2.2.1	MTA RF Operations	160	341	501	110	250	360	85	234.9	319.9	
2.2.2	Vacuum RF	125	1097	1222	75	800	875	65	650.1	715.1	
2.2.3	High Pressure RF	100	756.3	856.3	75	650	775	60	589.6	649.6	
2.2.4	Atomic Layer Deposition RF	50	0	50	0	0	0	0	0	0	
<b>2.2.xxx</b>	<b>SLAC</b>				??	??	???				
<b>2.3</b>	<b>Magnets</b>	<b>315</b>	<b>1821</b>	<b>2136</b>	<b>265</b>	<b>1695</b>	<b>1940</b>	<b>209</b>	<b>2053</b>	<b>2262</b>	
2.3.0	Workshops & Travel	20			20			0			
2.3.1	High Field Solenoid	100	745.8	845.8	100	746	846	130	902.6	1033	
2.3.2	Helical Cooling Channel Magnets	70	668.8	738.8	70	669	739	70	577	647	
2.3.3	Special Accelerator Magnets	50	252.2	302.2	0	125	125	0	573.7	573.7	
2.3.4	Rapid Cycling Magnets	75	154.6	229.6	75	155	230	9	0	9	
2.3.5	Target Capture Solenoid	0	0	0	0	0	0	0	0	0	
2.3.6	Cost model for magnetic components	0	0	0	0	0	0	0	0	0	
2.3.7	10-15T Solenoids	0	0	0	0	0	0	0	0	0	
<b>2.5</b>	<b>Other R&amp;D</b>	<b>125</b>	<b>0</b>	<b>125</b>	<b>125</b>	<b>10</b>	<b>110</b>	<b>113</b>	<b>0</b>	<b>113</b>	
2.5.0	Workshops & Travel	25			25			0			
2.5.1	Target Development	100	0	100	100	0	100	70	0	70	
2.5.2	MERIT	0	0	0	0	10	10	43	0	43	
		<b>5404</b>			<b>TOTAL</b>			<b>4300</b>			<b>4239</b>

### NOTES: Targetry Sum = 350

We loose some magnet manpower @ FNAL (Zlobin)  
 \$100k from magnet MP goes to Target Development  
 Dropped most of targetry effort at ORNL  
 \$50k for ALD dropped due to FY10 supplemental  
 Try to maintain RF program  
 Try to keep manpower effort @ R2b #s