

Shielding From The Inevitable: by Ken Shoulders © 2006

I can imagine nothing so inevitable as the use of electric, EVO type projectile guns, as described by the author in *Electric Gun Effects*. These are closely tied to the development of EVO based energy sources and there is nothing more ubiquitous than EVOs in future energy and propulsion systems. The author, in a poster paper entitled *EVOs and Hutchison Effect*, published the beginnings of this trace and made the data available on the web for download at: <http://www.svn.net/krscfs/>. The basic statement made is that by the time exotic electrical energy generation capability is developed, so will electric guns be available. However, anyone contemplating being in this new form of gun business would also be well advised to go into the shielding business very quickly.

The broadest statement made in the above mentioned notes is that EVOs are the basis for energy production and transformation in all forms of Cold Fusion, Plasma Focus machines, The Hutchison Effect, Adamenko nuclear transmutation work as well as direct EVO energy production and nuclear transmutation. This statement has largely gone unheeded but is likely to come to the forefront with the advent of commercial development of any of these energy sources. Because, along with that development comes the availability of EVO projectile guns, as they are virtually the same device. If anything differentiates the two, it is that the guns are easier to make and distribute. The ubiquitous use of these electric guns demands effective shielding of an entirely new type that is hardly describable at this point but still worth the attempt being made here.

Consideration will be given in this note to developing a defensive shielding technique against bombardment by electrical projectiles or EVOs. A quick reference was made to the shielding method to be discussed here in an earlier paper by the author entitled *EVO Life Cycle*. This note will continue those imagined requirements and limitations in more detail as seen from the present perspective but still having only an indistinct view of the problem and potential solutions. The solution proposed utilizes a basically invisible, static array of condensed electrons acting as a shield capable of becoming quickly excited to a very high level of agitation by an entering EVO projectile that is in turn excited by the shield. This highly agitated state is then supposed to eradicate the projectile in some still unspecified way.

It should be clear to the reader that this proposed method is both problematical in its solution and complicated to implement. It is yet another example of how easy it is to destroy order and how hard it is to either create or maintain it—especially biological order under attack by a very energetic projectile. Still, having surmounted this formidable hurdle, humans can move on into other regions of increased energy and activity with a new degree of immunity. This shield is the *Skin of Skins* allowing us to slice through entirely new realms of adversity.

Ordinary material used as a shield is not self-activating enough to do anything but slightly hasten the ultimate decomposition of an EVO projectile. Under this condition, some setting of the projector can always be found to penetrate ordinary shielding and do great harm to the enclosed object. Using an artificial substance, in the form of a condensed electron array, provides an active energy level of up to 10^{17} watts/cm² to resist incoming attack. How this high energy density is released is a major problem to consider. In principal, all energy released is directed away from the shielded object in a successful design.

In undertaking such a design it is instructive to note the similarity to conventional electromagnetic shielding where an interacting wave to be shielded excites electron motion within the shield, which in turn, generates a countering field directed away from the arriving one. When one thinks about this process in detail, it appears to be somewhat magical but apropos to the present requirements. We need a particle shield that is equivalent to the electromagnetic shield in action whereby a countering action within the shield repulses the projectile forward motion. As a digression, there is often an allusion made to the action of the vector potential \vec{A} acting as a longitudinal wave that does not excite lattice electrons and hence not subject to shielding. There is scant evidence in measurement of this effect but it is worth pondering the equivalence to projectile manipulation, as EVOs are capable of some manipulations within the realm of the effects of potentials in field free regions that cannot be produced otherwise, as discussed in *Permittivity Transitions*.

Unfortunately, the energy density limitations of conventional material do not allow effective repulsion to such an object as an EVO projectile. A new shielding material having much higher energy density is called for that acts as an active and controllable propellant in an outward direction instead of the passive action of normal matter. Once again, we find the propulsion aspect of EVO technology to be the key to success in shielding as well as energy generation.

As stated in the earlier writing, *EVO Life Cycle*, there is a lower velocity cutoff below which the shielding action is ineffective due to the inability of the projectile to excite the shield. As far as it is known, a high velocity EVO penetration is necessary to excite the array of condensed electrons. There will probably be found a matched excitation rate for maximum engagement between the EVO projectile and the shields in a corresponding fashion to load-generator matching in most electrical systems.

Velocities either above or below this maximum coupling point would not optimally excite the shielding array for maximum projectile rejection. Anyone exploring this effect should look for indications of nonlinearity and hope to optimize it for maximum rejection. Likewise, unidirectional sensitivity is needed to induce projectile rejection along the reverse path it entered. As an indicator, a minimal form of this directional action is often seen in EVO boring examples through material although such observations are easily set aside by thoughts of inertia being responsible. I do not agree with this naïve interpretation as many examples of extremely sudden turns can be seen in *Propulsion by Zero Point Quantum Pressure* that defy normal inertial rules. A form of highly sensitive directional propulsion is needed to explain what is seen. That is the propulsive force needed here to repulse intruding projectiles and it stems from the very EVO technology causing the trouble in the first place. This is the area in which to look for salvation.

In another previous writing by the author, *The Good The Bad And The Ugly*, it was bemoaned that it was difficult to grasp a collection of condensed electrons or find a handle to affix to. That is still a problem remaining unsolved that must eventually be overcome before a shield can be carried along with us. Many problems arise in the area of who or what does the shield belong to or associate with. It would be sad to see the shield join the projectile in an attack against who or what it was supposed to be shielding.

As nearly anyone can plainly see, this is really new stuff that has a long way to go before it can be used. Still, any advances along the lines indicated will not only provide the inevitable shielding needed but will also open innumerable doors to better things. It is a big step to take but one that is required if we intend to sustain our form.