

## NASA backscattering (VSF) protocols workshop

Holiday Inn- Town Lake, Austin, TX.    March 9 - 10, 2015

### March 9

- 08:30 - 09:00: Pre-workshop coffee/snacks (not provided by meeting facility)
- 09:00 - 09:15: **Sullivan/Werdell/Slade** - *Welcome and Introductions*
- 09:15 - 09:30: **Jeremy Werdell** - *"NASA perspectives on protocol refinements for ocean color measurements"*
- 09:30 - 10:15: **Jim Sullivan** - *"Backscattering (VSF) protocols: review and revision with emphasis on WET Labs sensors"*
- 10:15 - 10:30: Break
- 10:30 - 11:15: **David Dana** - *"HydroScats and beyond: calibration and data processing for backscattering sensors"*
- 11:15 - 12:00: **Mike Twardowski** - *"Protocols for large angle scattering measurements including polarization"*
- 12:00 - 13:30: Lunch (not provided by meeting facility)
- 13:30 - 14:15: **Wayne Slade** - *"Small angle scattering, laser diffraction particle sizing, and the LISST-VSF"*
- 14:15 - 14:45: **Steve Ackleson** - *"In-situ measurement uncertainties using backscattering sensors"* (given by **Sullivan**)
- 14:45 - 15:00: Break
- 15:00 - 15:30: **David McKee** - *"Effect of deviations from power law PSDs on backscattering signals"*
- 15:30 - 16:00: **Deric Gray/Alan Weidemann** - *"Spectral variability of the VSF measured with the MVSM"*
- 16:00 - 17:00: Group discussions: *Instruments, calibrations, measurements and uncertainties*

### March 10

- 08:30 - 09:00: Pre-workshop coffee/snacks (not provided by meeting facility)
- 09:00 - 09:15: **Sullivan/Werdell/Slade** - *Recap of first day discussions*
- 09:15 - 10:30: Group discussion: *Outline of protocols revision scope*
- 10:30 - 10:45: Break
- 10:45 - 12:00: Continue discussion: *Outline of protocols revision scope*
- 12:00 - 13:30: Lunch (not provided by meeting facility)
- 13:30 - 14:45: Continue discussion: *Outline of protocols revision scope*
- 14:45 - 15:00: Break
- 15:00 - 17:00: **Sullivan/Werdell/Slade** - *Wrap-up, revision writing assignments, timelines for completion*
- 17:00: Adjourn