

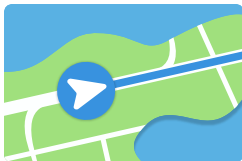


WELCOME TO THE SPACE DYNAMICS LABORATORY

North Logan, UT

VISITOR CENTER/CHECK IN

621 East Grand Avenue
North Logan, Utah 84341
(435) 713-3400



Click map for directions.

ELECTRONICS

Personal Electronic Devices (PEDs) may be restricted in certain areas. Please consult your point of contact (POC) for specific restrictions. If restrictions are in place, PEDs must be stored securely in your vehicle or in the lockers provided in the lobby areas.

Bluetooth medical devices must be approved by the sponsor of the space you are entering. Please work with your POC for approval prior to visiting SDL.

PARKING

Please use the parking spaces labeled "Visitor Parking" at SDL buildings. Parking passes are not required for these spaces. You will need a parking pass from the visitor center for any parking spot not marked as "Visitor Parking."

WI-FI NETWORK: SDLVISITORS

Logan area information including, lodging and restaurants: www.explorelogan.com

VISIT REQUESTS

Unclassified visitors must arrange a visit through their SDL POC. Classified visitors must submit a visit request and include an SDL POC and phone number. **QUESTIONS:** Call SDL Security at (435) 713-3026.

OPTION 1

Send a visit request (VR) via DISS with the following information:

- DISS SMO Code 05924
- Technical POC name & phone number
- Access level needed
- Visit dates

OPTION 2

Send a VR by CLASSIFIED email at visit.requests@sd.ctr.nro.ic.gov with the following information:

- Full name
- SSN
- Visit dates
- Purpose
- Technical POC name & phone number
- Access level needed
- Contact information of the security officer sending the VR

OPTION 3

VRs can be sent via UNCLASSIFIED fax to (435) 713-3927 or via UNCLASSIFIED email, using password-protected documents, to SDLVisitRequest@sd.usu.edu. Include the following information:

- Visit location: Albuquerque, Huntsville, Logan, or Stafford
- Full name
- SSN
- Visit dates
- Purpose
- Technical POC name & phone number
- Access level needed
- Contact information of the security officer sending the VR