

Group Astro Dynamics

STAR-ASTROLOGY.ORG

Group Title: NASA Astronauts

Group Type: Hunting Group

A Hunting Party is a group designed to focus on a common goal. All the energy of the group will be focused on this goal, with many meetings, discussions, plans and, eventually, action leading to the "hunt". Individuals are expected to show skills that are related to this hunt, and status in the group is gained through the performance of extraordinary acts in order to gain the group's objectives, or by displaying superiority in the relevant skills. Victory is shared by all, not just the Hunting Party but also members of the larger community who look to the hunters for associated status, or a share of the spoils. Defeat, where the goal is not achieved, is a loss for the larger group and all those connected to the larger group. The most obvious example of a Hunting Party is, of course, the sports team. A team will focus on the common goal of winning the trophy. Status in the team based on the skill of the members. Victory, although it may be achieved through the superior skills of only one member, will be shared by all, including the team's fans. Business sales teams, and mountain climbing groups that want to conquer a mountain - these are also examples of Hunting Parties.

Charts Included in Search:

1. **Aldrin Edwin (Buzz) - Columbia**; 20 Jan 1930, EST +5:00, 14:17, 40N48 074W12 Glen Ridge, NJ
2. **Armstrong Neil - Columbia**; 5 Aug 1930, CST +6:00, 12:10, 40N33 084W24 St Marys, OH
3. **Bean Alan**; 15 Mar 1932, CST +6:00, 15:10, 35N27 100W16 Wheeler, TX
4. **Brand Vance**; 9 May 1931, MST +7:00, 2:20, 40N10 105W06 Longmont, CO
5. **Carpenter Scott - Mercury Atlas 7**; 1 May 1925, MST +7:00, 6:45, 40N01 105W17 Boulder, Colo
6. **Carr Gerald - Skylab 3**; 22 Aug 1932, MST +7:00, 9:30, 39N44 104W59 Denver, CO
7. **Cernan Eugene - Apollo 17**; 14 Mar 1934, CST +6:00, 2:33, 41N52 087W39 Chicago, IL

8. **Chaffee Roger - Apollo 1**; 15 Feb 1935, EST +5:00, 3:00, 47N14 093W31 Grand Rapids, MN
 9. **Conrad Charles - Gemini 5 & Apollo 12**; 2 Jun 1930, EST +5:00, 16:16, 39N57 075W10 Philadelphia, PA
 10. **Cooper Leroy Gordon - Faith 7**; 6 Mar 1927, CST +6:00, 17:00, 35N20 096W55 Shawnee, Ok
 11. **Crippen Robert**; 11 Sep 1937, CST +6:00, 14:45, 30N05 094W06 Beaumont, TX
 12. **Duke Charles - Apollo 16**; 3 Oct 1935, EST +5:00, 2:54, 35N13 080W51 Charlotte, NC
 13. **Eisele Don - Apollo 7**; 23 Jun 1930, EST +5:00, 14:52, 39N58 083W00 Columbus, OH
 14. **Engle Joe**; 26 Aug 1932, CST +6:00, 6:30, 38N55 097W13 Abilene, KS
 15. **Evans Harold**; 10 Nov 1933, MST +7:00, 4:30, 36N43 086W35 St Francis, KS
 16. **Glenn John - Mercury Atlas 6**; 18 Jul 1921, EST +5:00, 16:00, 40N02 081W35 Cambridge, OH
 17. **Gordon Richard - Gemini XI, Apollo X**; 5 Oct 1929, PST +8:00, 12:45, 47N36 122W20 Seattle, WA
 18. **Grissom Virgil (Gus) - Apollo 1**; 3 Apr 1926, CST +6:00, 18:00, 38N22 086W28 Mitchell, Ind
 19. **Lind Don**; 18 May 1930, MST +7:00, 23:28, 40N37 111W54 Midvale, UT
 20. **Lousma Jack Robert**; 29 Feb 1936, EST +5:00, 8:38, 42N58 085W40 Grand Rapids, Mich
 21. **Lovell James - Apollo 8 & 13**; 25 Mar 1928, EST +5:00, 2:10, 41N30 081W42 Cleveland, OH
 22. **Mattingly Thomas**; 17 Mar 1936, CDT +5:00, 18:22, 41N52 087W39 Chicago, IL
 23. **McDivitt James**; 10 Jun 1929, CDT +5:00, 14:16, 41N52 087W39 Chicago, IL
 24. **Mitchell Edgar**; 17 Sep 1930, CST +6:00, 4:30, 34N49 102W24 Hereford, TX
 25. **Ride Sally - Challenger**; 26 May 1951, PDT +7:00, 8:11, 34N04 118W15 Los Angeles, CA
 26. **Roosa Stuart**; 16 Aug 1933, MST +7:00, 23:00, 37N17 107W53 Durango, CO
 27. **Schirra Walter - Gemini VI**; 12 Mar 1923, EST +5:00, 16:55, 40N53 074W03 Hackensack, NJ
 28. **Schweickart Russel**; 25 Oct 1935, EST +5:00, 19:02, 40N13 074W01 Neptune, NJ
 29. **Scott David - Gemini 8, Apollo 9 & 15**; 6 Jun 1932, CST +6:00, 4:04, 29N27 098W27 Fort Sam Houston Tex
 30. **Slayton Donald**; 1 Mar 1924, CST +6:00, 5:40, 43N56 090W49 Sparta, WI
 31. **Swigert John Leonard**; 30 Aug 1931, MST +7:00, 6:19, 39N44 104W59 Denver, CO
 32. **White Edward - Apollo 1**; 14 Nov 1930, CST +6:00, 18:20, 29N27 098W27 Fort Sam Houston Tex
 33. **Worden Alfred**; 7 Feb 1932, EST +5:00, 12:30, 42N15 084W24 Jackson, MI
 34. **Young John**; 24 Sep 1930, PST +8:00, 10:10, 37N47 122W26 San Francisco, CA
- Total Charts: 34

Introduction

Probably the single most important ingredient in the success of the human race is our ability to work in groups. This ability is part of our evolution for, by forming family groups we managed to evolve and become the dominate species on this small planet. So deeply embedded in our chromosomes is this group-forming reflex that it has become the unconsciously-assumed base of human life. However, we are not a herding animal. We prefer not to relinquish our individuality when we socialise, and because of this need to feel personally unique and different from others, while pursuing with them common goals, understanding and feeling comfortable within our groupings is paramount. In sum, we form groups of individuals who cooperate together. We form tribes.

Within a tribe there will be sub-groups, each group serving some purpose in the individual survival of all members of the tribe, for what is good for all the individuals will be good for the tribe. Although human cultures are these days more sophisticated, and most of us consider ourselves to be civilised in ways inconceivable to our cave-dwelling ancestors, those early instincts are still with us and are reflected in both our deep need to function in groups, and in the very nature of the groups that we form. Working astrologically with groups, therefore, requires firstly an understanding of the nature of the group under consideration, and secondly, a sensitivity of judgement about whether the resulting astrology reflects the inherent (unconscious) intent, and supports the activity, of that group.

Each person will bring their birth-chart to the group, and each birth-chart consists of planets, luminaries, angles and midpoints. A single birth-chart can have up to 100 points that it can contribute to the group. So, in a group of, say, six people, there will be about 600 points in all. From that potent mix of midpoints and planets, patterns will form and solidify, like crystals in a super-saturated solution. When a pattern is formed it becomes a dominant theme in the group. If the group activity is consonant with this pattern, then all is well. However, if the group objectives are not supported by such a pattern, then the group will develop internal conflicts, which will probably result in the group's dissolution. Thus the potential of a group to fulfil its purpose is governed by the astrological patterns formed by that group. If the pattern supports the type of group formed, then all will be well. If, however, the pattern is contrary to the group's purposes, the group will be ostensibly one type of group, but internally driven to try to function as a quite different type of group. A Family, for example, trying to perform as a Tribal Elder Group; or a sports team (Hunting Group) turning into a Play/Peer Group.

So groups are very risky business, yet we are born into them, live in them, work in them and socialise in them. If they go wrong, they can cause us major personal problems, bring us anger and frustration, and cause job or career loss. And, in the final analysis, a wrongly-functioning group can even cause wars. Conversely, a well-functioning group can smooth and enrich the lives of all the individuals served by it.

The following report is an analysis of the particular patterns that are within the group being investigated.

Introducing Your Group

Sign Emphasis

Sign Scores for all midpoints:

Gemini 385; Cancer 331; Leo 309; Taurus 290; Pisces 265; Aries 263; Virgo 251; Aquarius 237; Libra 222; Scorpio 210; Sagittarius 167; Capricorn 164

Strongest Sign

Gemini: The sign brought to prominence by the zodiac position of all the combined planets and midpoints in this Hunting Party is Gemini.

The nature of this group is to look for information about a forthcoming hunt - from anywhere or from anyone. At meetings they are likely to come up with more possible game plans than they need, and their greatest challenge is usually coming to a common agreement on a particular approach to their hunt. However, their great skill is their ability to think on their feet - to be quick-witted, and able to pick up on small scraps of information by simply keeping their eyes open, and using that information to help make spontaneous decisions in the field. As a sporting team, they would therefore need to have a loose game plan, which allows the play of their intuition, reflexes, agility and instincts to resolve immediate problems as they come up. The same skills are there, whatever kind of Hunting Party it is: the ability to read the subtle flow of information, and make effective intuitive leaps. The downfall of any Gemini Hunting Party may be simply be too much information, for there is a tendency for members of the group to move quickly from one topic to the next, or move from one game plan to the next without thoroughly analysing a particular situation. Thus this Hunting Party is best suited to situations where they can function on reflex action, and should leave the steady, methodical, analytical plod of a chess championship to other groups.

House Emphasis

House Scores for all midpoints:

9th 237; 8th 226; 10th 223; 12th 202; 11th 191; 2nd 182; 1st 174; 3rd 171; 5th 167; 4th 162; 7th 160; 6th 149

Strongest House

9th House: The House brought to prominence by the diurnal position of all the combined planets and midpoints in this Hunting Party is the 9th House.

This Hunting Party can think big. If they are a sporting team they should think about the Olympics, or world records, or other global arenas. Whether or not they ever enter these arenas, in reaching for them they will go far beyond their personal boundaries. As a Hunting Party their greatest gift, the competitive edge that they have over other teams or groups, is that they have faith in their ability. They have a collectively dream, and there is no reason why they cannot achieve that dream. The dream could be anything - winning a coveted trophy, a particularly stunning personal performance by one of its members, or the successful climb of a particularly hazardous mountain. If you are a member of this Hunting Party, it will probably ask you at some stage to take a leap of faith, to push yourself further than you think you can, and to your surprise you will probably land on your feet. This is a highly successful Hunting Party provided they nurture their dream, and their faith in their power to achieve it. Another

place for this house emphasis is when the group is a research team, racing against time or funding, to grasp a particular piece of knowledge, or solve a prestigious problem, before the money runs out or another group beats them. Once again faith is the key because, whether this is a group of researchers or sports people, they will see flickers of the future, have something of a visionary sense of things to come, and if they can follow their intuition and take the required leaps of faith, they will travel, as a group, further than any of them as individuals have ever gone before.

Each Person's Role in the Group

Each person in the group, via their birth-chart will contribute a planet or point. Or, we can think of it as each group will form a connection to the individuals within the group via a particular planet or point in each person's birth-chart. By being aware of what the group is asking from, and possibly also provoking in the individual, then that person's role in the group can be more completely understood. Thus the group asks the person to show a particular side of their personality; a particular part of their chart, if this is comfortable for that person, then all is well, but if it is not, then the result will be stress and tension - for that person and for the group.

Role Pattern 1

Number of Charts: 27; Number of Hits: 46

Pattern Harmonic: 9th; Vacant Points: 0

When the group is combined by the 9th harmonic, they are about "being" rather than "doing". If this is a family, then there will be a strongly idealistic approach to life. This will probably take the form of believing that the right things will flow at the right time, that one should be receptive and accepting of this, and that it is via this pathway that joy will be found. In any other group, this harmonic will indicate that, as a group, they are receptive rather than proactive and, although outsiders may think of this group as perhaps too idealistic, the members have the potential to find a deeply peaceful centredness and joy. We would expect that these groups, spiritually or idealistically based, would pray or meditate together, and indeed, group meditation would be the ideal use of this very gentle, blissful harmonic. In summary, whatever the intended attitude or actions of the group, this harmonic pattern will stimulate within the members a willingness to accept their lot, to go with the flow, and find joy and bliss within their spiritual ideals. This is a passive, spiritually receptive pattern, and is not suited to a group with focused worldly goals.

Pluto is contributed by:

- 24. **Mitchell Edgar** at 20°Cn38' (Orb 1°05')
- 34. **Young John** at 20°Cn43' (Orb 0°59')
- 29. **Scott David - Gemini 8, Apollo 9 & 15** at 20°Cn44' (Orb 0°59')
- 32. **White Edward - Apollo 1** at 20°Cn46' (Orb 0°57')
- 31. **Swigert John Leonard** at 21°Cn34' (Orb 0°08')
- 7. **Cernan Eugene - Apollo 17** at 22°Cn37' (Orb 0°53')
- 6. **Carr Gerald - Skylab 3** at 22°Cn41' (Orb 0°57')
- 14. **Engle Joe** at 22°Cn46' (Orb 1°02')

The Pluto-person is the member of the Hunting Party that will never give up. Obsessed with the dream of victory, they will pursue the aims of the Hunting Party long after other members are ready to quit. The person therefore holds a great deal of power or commands a lot of respect in the group, who admire their determination, and their willingness to go to any lengths to achieve the Hunting group's aims. The downside of this single-mindedness, however, is that they will be less tolerant and lack social skills in dealing with other members. Nevertheless, the gift they bring, of drive and courage centred on victory, will more than compensate for their lack of social skills. The shadow for the Pluto-person is that they may be the one who brings tragedy to the group, in the form of personal crises in their own life. Or perhaps they generate factions within the team, pitting one sub-group against another - which in a Hunting Party, already by nature quite competitive, could prove to be quite destructive. The Pluto-person needs to maintain a constructive focus, and then the whole team can benefit from their input.

Mercury is contributed by:

- 13. **Eisele Don - Apollo 7** at 10°Ge42' (Orb 1°01')
- 2. **Armstrong Neil - Columbia** at 02°Vi41' (Orb 0°57')

The Mercury-person brings to the group new plans, and ideas on how to achieve their goal. Although the group may find them at times a little tiresome, or sometimes even a little scattered, they can offer an acuity in thinking and dexterity of manual skill that will benefit the whole group. This is the thinker, the talker, the planner and the ideas person; the one that brings to the group's awareness the importance of a game-plan, and the need to maintain communication while "hunting". Quick on their feet, or in their mind, they will be quite gifted and the group can gain by at least listening to their ideas.

Ascendant is contributed by:

- 34. **Young John** at 20°Sc47' (Orb 0°55')
- 5. **Carpenter Scott - Mercury Atlas 7** at 11°Ge28' (Orb 0°15')
- 28. **Schweickart Russel** at 11°Ge37' (Orb 0°06')
- 18. **Grissom Virgil (Gus) - Apollo 1** at 12°Li13' (Orb 0°29')

The Ascendant-person is the instigator in the Hunting Party, the one who shouts that now is the moment for action. This is the "doer" of the group, and they will not want to wait around for plans or procedures. They seem to have a heightened sense of their environment with regard to the hunt, and will react when they sense the time is right. If the Hunting Party has a public profile, then this person is also likely to be the figure-head or the mascot, the public face of the team - not as the leader, or the spokesperson, but rather as the symbol. This is a valuable member, and their impulses should be allowed expression, as they can activate that burst of energy that catalyses the winning moment. They can rightfully take great pride in such victories, both for themselves and for the group. And in return, they will strongly define themselves by the role that they play in the group.

Neptune is contributed by:

- 19. **Lind Don** at 00°Vi48' (Orb 0°55')
- 9. **Conrad Charles - Gemini 5 & Apollo 12** at 00°Vi54' (Orb 0°49')
- 13. **Eisele Don - Apollo 7** at 01°Vi15' (Orb 0°27')

2. **Armstrong Neil - Columbia** at 02°Vi31' (Orb 0°47')

17. **Gordon Richard - Gemini XI, Apollo X** at 02°Vi34' (Orb 0°50')

The Neptune-person is the omen-reader, the prophet, the one who is superstitious, and therefore will feel more optimistic about the success of the "hunt" if the right colours are worn, or the song is sung, and so on. They may be inconsistent in their punctuality, and they may be unreliable in their abilities, performing brilliantly one day and disastrously the next. And their failures are probably seen by the rest of the group as self-induced. For the Neptune-person is their own worst enemy, injuring themselves, or disregarding the rules of the sport, or taking too many risks with their health or their body, or insufficiently practicing whatever skill they need for the "hunt". However it is the Hunting Party itself that provokes this energy in the person, for they unconsciously allow this person to "wear" the potential failures of the other members. If, therefore, this person can be encouraged, or assisted to be a little more practical in their preparation, then the group may be surprised by some magical moments in the hunt that can lead to sudden great successes. And the rest of the group can look to their own possible weaknesses.

Venus is contributed by:

16. **Glenn John - Mercury Atlas 6** at 10°Ge51' (Orb 0°52')

7. **Cernan Eugene - Apollo 17** at 12°Aq49' (Orb 1°05')

The Venus-person can take on the role of adviser - the person who can give meaning to cycles, rhythms and patterns for the rest of the Hunting Party. For them, the important thing is the relationships between the team members, and this person can help the team gain greater rapport and connectedness while "hunting", which will certainly improve their chances of success. They can also contribute the skill or knowledge of the artisan, and work on the equipment that the group uses, be this sporting gear, or knowledge of software packages, or sources of information, depending on what the group hunts. They will be able to oil the group's wheels for working in harmony, by creating a balanced environment. This, for Venus, means general happiness - right through to the physical pleasures of love, or just the joy of good food and wine.

Midheaven is contributed by:

34. **Young John** at 00°Vi51' (Orb 0°52')

6. **Carr Gerald - Skylab 3** at 21°Cn32' (Orb 0°11')

25. **Ride Sally - Challenger** at 22°Pi14' (Orb 0°30')

33. **Worden Alfred** at 12°Aq16' (Orb 0°32')

3. **Bean Alan** at 02°Ta41' (Orb 0°57')

The Midheaven-person of the group can be the standard bearer, leading the group to some goal or some form of success. This person has an awareness, or specialised skill, which they are sharing with the other members, and which will contribute importantly to the group's chances of a successful hunt. This person may have the highest profile in the Hunting Party, but will not necessarily be an active member of the group. They will contribute their knowledge, or they may even be the spokesperson, or the mascot, but whatever the expression of their Midheaven, there is usually some gap between themselves and the other members of the Hunting Party.

North Node is contributed by:

- 13. **Eisele Don - Apollo 7** at 01°Ta04' (Orb 0°39')
- 18. **Grissom Virgil (Gus) - Apollo 1** at 21°Cn29' (Orb 0°14')
- 21. **Lovell James - Apollo 8 & 13** at 11°Ge50' (Orb 0°06')
- 29. **Scott David - Gemini 8, Apollo 9 & 15** at 22°Pi04' (Orb 0°20')
- 9. **Conrad Charles - Gemini 5 & Apollo 12** at 02°Ta07' (Orb 0°23')
- 30. **Slayton Donald** at 02°Vi10' (Orb 0°26')
- 19. **Lind Don** at 02°Ta31' (Orb 0°47')

The Node-person in a Hunting Party will contribute to the success of the hunt by forming alliances, gaining sponsorships, finding out the best way to achieve something, and putting the group in touch with similar groups from whom they can learn. They also carry the dream for the group, the hope, the goal. In this capacity, they may be the guardian of something that is important for the group - the history of the sport, or of the trophy or cup, the flag or the colours; or, on a more spiritual level, perhaps the ethics and principles of the club of the group. They hold the group's philosophies and, in some way, symbolise the whole group. Their presence thus ensures the continued life of the group, by their own existence or by the contact that they make..

The Sun is contributed by:

- 27. **Schirra Walter - Gemini VI** at 21°Pi18' (Orb 0°25')
- 9. **Conrad Charles - Gemini 5 & Apollo 12** at 11°Ge34' (Orb 0°08')
- 32. **White Edward - Apollo 1** at 21°Sc54' (Orb 0°10')
- 17. **Gordon Richard - Gemini XI, Apollo X** at 12°Li07' (Orb 0°23')

The Sun-person carries the vitality, life and spirit for the group. They may be the head of the Hunting Party, or the person always at the centre of the action. This person should be the natural representative or leader of the group. If they are young and without power, they would be the best mascot, or if they have the communication skills, let them be the group's spokesperson. For under their leadership, or with the use of their image, the group has spirit, energy and power. They provide a feeling of wholeness to the group, from which can successfully achieve their goals. The Sun-person also holds the spirit of the group and will defend, protect and guard it, while the group returns to them a sense of personal wholeness. In this group they can be a star.

The Moon is contributed by:

- 8. **Chaffee Roger - Apollo 1** at 21°Cn48' (Orb 0°04')
- 2. **Armstrong Neil - Columbia** at 01°Cp49' (Orb 0°05')
- 20. **Lousma Jack Robert** at 11°Ge58' (Orb 0°14')
- 19. **Lind Don** at 12°Aq06' (Orb 0°22')

The Moon-person offers the Hunting Party adaptability and instincts. This is the person who can "hunt" by their wits, and will sometimes upset the others because, after carefully working out plans as a team, the Moon-person will suddenly do something different just because they "felt it was right". The group will need to balance their misgivings by giving the Moon-person the benefit of the doubt, in order to discover that they can usually trust this person's instincts. They may also be the youngest, or the only woman, or the moodiest, swinging up and down on emotional highs and lows. If the group learns to trust them, and they can feel supported in the group, yet aware that they need to work with the team, rather than just follow on their emotional whims, then the Hunting Party can reap the benefit of their insights,

intuitive leaps and skill in "reading the play".

Saturn is contributed by:

26. **Roosa Stuart** at 12°Aq11' (Orb 0°27')

The Saturn-person is the planner, the one who will not be rushed, the one who insists on knowing what everyone is meant to be doing, and wants to make sure that things are done at the correct time. They will be the most reliable member of the group, provided things go to plan, but in the heat of the hunt they may have difficulties keeping up. Therefore, they should be left at home to plan or coordinate, rather than actually going into the fray. In this position they can be the central standing stone of the group, for Saturn is concrete and gives form, so this person, with their well-thought out procedures and plans, can contribute to real success for the Hunting Party. If a Hunting group has a member who gives their Saturn, and if the group uses them in the "correct position" in the team - that of the planner and strategist, then the group will have success and a long life.

Jupiter is contributed by:

12. **Duke Charles - Apollo 16** at 22°Sc24' (Orb 0°40')

6. **Carr Gerald - Skylab 3** at 02°Vi27' (Orb 0°44')

8. **Chaffee Roger - Apollo 1** at 22°Sc29' (Orb 0°45')

The Jupiter-person will push this group to their limit. Their big plans, wild ideas, raw enthusiasm and optimism will motivate and encourage all the members of the Hunting Party to try their hardest, and reach for the stars. Because they set their sights so high, they could also lead the group to failure and depression but, as long as someone adds to this mix some careful planning, then this person can drive the group to success. The other side of Jupiter is wisdom, and so this person can be the guru and teacher of the group - the older member who knows what to do, the one that has been victorious in the past and is now sharing that knowledge with the rest of the group. Whatever the expression, this Hunting Party is blessed to have a Jupiter-person, whether their gift is enthusiasm or knowledge.

Uranus is contributed by:

20. **Lousma Jack Robert** at 02°Ta35' (Orb 0°51')

The Uranus-person is more concerned with the concept of the group, rather than the hunt itself. They "father" the group and, in that role, they move the group forward to some personal concept of perfection, which will be measured by a lofty intellectual or material standard. They will see the sacredness and the glory of the "hunt", which they will use to inspire the group, ignite the group with a passionate flame. This is like the Olympian spirit, in which people compete but at the same time feel that they are part of a living ritual, or sacred moment. The mundane being lifted to partake of the sacred. So the Uranus-person may push the others even beyond their own believed limits. The group may see the Uranus-person as as detached and in some way separate from the rest of them, yet they do carry the gift of inspiration which, if allowed to act upon the team, can mean the difference between winning or losing.

There are 7 group members who fit into this pattern only with other points or wider orbs.

These people do not fit into the main pattern. This means that they are either slightly

to the side of the group - just one step outside of the group, or they are very much inside the group, as a unique individual whose contribution to the group, which is likely to be significant, will be described by the planet, point or midpoint that they contribute.

1. Aldrin Edwin (Buzz) - Columbia contributes Neptune at 03°Vi02' (Orb 1°18')

The Neptune-person is the omen-reader, the prophet, the one who is superstitious, and therefore will feel more optimistic about the success of the "hunt" if the right colours are worn, or the song is sung, and so on. They may be inconsistent in their punctuality, and they may be unreliable in their abilities, performing brilliantly one day and disastrously the next. And their failures are probably seen by the rest of the group as self-induced. For the Neptune-person is their own worst enemy, injuring themselves, or disregarding the rules of the sport, or taking too many risks with their health or their body, or insufficiently practicing whatever skill they need for the "hunt". However it is the Hunting Party itself that provokes this energy in the person, for they unconsciously allow this person to "wear" the potential failures of the other members. If, therefore, this person can be encouraged, or assisted to be a little more practical in their preparation, then the group may be surprised by some magical moments in the hunt that can lead to sudden great successes. And the rest of the group can look to their own possible weaknesses.

4. Brand Vance contributes Neptune at 03°Vi00' (Orb 1°16')

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10. Cooper Leroy Gordon - Faith 7 contributes The Moon at 29°Ar55' (Orb 1°48')

The Moon-person offers the Hunting Party adaptability and instincts. This is the person who can "hunt" by their wits, and will sometimes upset the others because, after carefully working out plans as a team, the Moon-person will suddenly do something different just because they "felt it was right". The group will need to balance their misgivings by giving the Moon-person the benefit of the doubt, in order to discover that they can usually trust this person's instincts. They may also be the youngest, or the only woman, or the moodiest, swinging up and down on emotional highs and lows. If the group learns to trust them, and they can feel supported in the group, yet aware that they need to work with the team, rather than just follow on their emotional whims, then the Hunting Party can reap the benefit of their insights, intuitive leaps and skill in "reading the play".

11. Crippen Robert contributes Pluto at 29°Cn36' (Orb 7°52')

The Pluto-person is the member of the Hunting Party that will never give up. Obsessed with the dream of victory, they will pursue the aims of the Hunting Party long after other members are ready to quit. The person therefore holds a great deal of power or commands a lot of respect in the group, who admire their determination, and their willingness to go to any lengths to achieve the Hunting group's aims. The downside of this single-mindedness, however, is that they will be less tolerant and lack social skills in dealing with other members. Nevertheless, the gift they bring, of drive and courage centred on victory, will more than compensate for their lack of social skills. The shadow for the Pluto-person is that they may be the one who brings tragedy to the group, in the form of personal crises in their own life. Or perhaps they generate factions within the team, pitting one sub-group against another - which in a Hunting Party, already by nature quite competitive, could prove to be quite destructive. The Pluto-person needs to maintain a constructive focus, and then the whole team can benefit from their input.

15. Evans Harold contributes Jupiter at 12°Li56' (Orb 1°12')

The Jupiter-person will push this group to their limit. Their big plans, wild ideas, raw enthusiasm and optimism will motivate and encourage all the members of the Hunting Party to try their hardest, and reach for the stars. Because they set their sights so high, they could also lead the group to failure and depression but, as long as someone adds to this mix some careful planning, then this person can drive the group to success. The other side of Jupiter is wisdom, and so this person can be the guru and teacher of the group - the older member who knows what to do, the one that has been victorious in the past and is now sharing that knowledge with the rest of the group. Whatever the expression, this Hunting Party is blessed to have a Jupiter-person, whether their gift is enthusiasm or knowledge.

22. Mattingly Thomas contributes Uranus at 03°Ta21' (Orb 1°37')

The Uranus-person is more concerned with the concept of the group, rather than the hunt itself. They "father" the group and, in that role, they move the group forward to some personal concept of perfection, which will be measured by a lofty intellectual or material standard. They will see the sacredness and the glory of the "hunt", which they will use to inspire the group, ignite the group with a passionate flame. This is like the Olympian spirit, in which people compete but at the same time feel that they are part of a living ritual, or sacred moment. The mundane being lifted to partake of the sacred. So the Uranus-person may push the others even beyond their own believed limits. The group may see the Uranus-person as as detached and in some way separate from the rest of them, yet they do carry the gift of inspiration which, if allowed to act upon the team, can mean the difference between winning or losing.

23. McDivitt James contributes Neptune at 28°Le51' (Orb 2°52')

The Neptune-person is the omen-reader, the prophet, the one who is superstitious, and therefore will feel more optimistic about the success of the "hunt" if the right colours are worn, or the song is sung, and so on. They may be inconsistent in their punctuality, and they may be unreliable in their abilities, performing brilliantly one day and disastrously the next. And their failures are probably seen by the rest of the group as self-induced. For the Neptune-person is their own worst enemy, injuring themselves, or disregarding the rules of the sport, or taking too many risks with their health or their body, or insufficiently practicing whatever skill they need for the "hunt". However it is the Hunting Party itself that provokes this energy in the person, for they unconsciously allow this person to "wear" the potential failures of the other

members. If, therefore, this person can be encouraged, or assisted to be a little more practical in their preparation, then the group may be surprised by some magical moments in the hunt that can lead to sudden great successes. And the rest of the group can look to their own possible weaknesses.

How Your Group Works

The Midpoint search shows what energy the group is working with. This is the theme of the group, what is created when these people come together. Success, laughter, tears, intellect, possessiveness - what will come out of the mixture of these people? And does this help the group's conscious purpose, or is it contradictory to the collective intention? In other words, the question that is answered by the midpoint pattern is: will the group be successful or fail? The ideal is compatibility between the midpoint pattern and the group's desires.

Group Pattern 1

Number of Charts: 19; Number of Hits: 20

Pattern Harmonic: 5th; Vacant Points: 2

The web of this group is the 5th harmonic, which is the union of ideas with the world of form. Thus any group combined with this harmonic is creative, not necessarily only in the Arts, but also in their ability to bring ideas into manifested form. If this is a family, then there is time for this family to perfect skills and nurture creativity; therefore, we would expect the members of this family who are part of this pattern to show some form of "artistry" in their approach to life. In any other group this harmonic can indicate that there is some special skill which brings the group together, some skill which they can use as is, or that they come together to perfect.

Pattern Point Combination: Mars and Pluto

Ruthless and determined, this Hunting Party will stop at nothing to achieve its goal. Capable of immense production of energy to push through any barriers, this group will - and should - reach for very high achievements. If this is a sporting team then, because of their willingness to put in the effort, they can achieve their dreams. The difficulty for this group is that the obsession and the drive, and the ability, to be successful can be so overpowering that they can become brutalised by it, and, while they may stop short at actual cruelty, they will be definitely uncaring about others outside of the group. In a worst-case scenario, this could be a Hunting Party which hunts individuals from a minority group, with the intent of inflicting physical pain. If you are a member of this Hunting Party, it is very important that the group maintains a sense of justice and fairness to all, as it vigorously undertakes its challenges. With this attitude, and as long as the challenge is huge - the mountain very high, the physical ordeal immense - then this Hunting Party can achieve its ambition without falling into a brutal or cruel attitude to others.

Pluto is contributed by:

23. **McDivitt James** at 17°Cn09' (Orb 1°48')

19. **Lind Don** at 17°Cn53' (Orb 1°04')

- 9. **Conrad Charles - Gemini 5 & Apollo 12** at 18°Cn11' (Orb 0°46')
- 1. **Aldrin Edwin (Buzz) - Columbia** at 18°Cn18' (Orb 0°39')
- 13. **Eisele Don - Apollo 7** at 18°Cn40' (Orb 0°17')
- 4. **Brand Vance** at 18°Cn57' (Orb 0°00')
- 17. **Gordon Richard - Gemini XI, Apollo X** at 19°Cn34' (Orb 0°36')
- 2. **Armstrong Neil - Columbia** at 19°Cn47' (Orb 0°49')
- 3. **Bean Alan** at 20°Cn01' (Orb 1°03')
- 33. **Worden Alfred** at 20°Cn31' (Orb 1°33')
- 24. **Mitchell Edgar** at 20°Cn38' (Orb 1°40')
- 34. **Young John** at 20°Cn43' (Orb 1°45')
- 29. **Scott David - Gemini 8, Apollo 9 & 15** at 20°Cn44' (Orb 1°46')
- 32. **White Edward - Apollo 1** at 20°Cn46' (Orb 1°48')

The Mars/Pluto Midpoint is contributed by:

- 6. **Carr Gerald - Skylab 3** at 17°Cn12' (Orb 1°45')
- 14. **Engle Joe** at 18°Cn29' (Orb 0°28')
- 34. **Young John** at 18°Cn33' (Orb 0°24')

Mars is contributed by:

- 12. **Duke Charles - Apollo 16** at 11°Sg34' (Orb 1°23')
- 27. **Schirra Walter - Gemini VI** at 06°Ta16' (Orb 0°41')
- 16. **Glenn John - Mercury Atlas 6** at 19°Cn52' (Orb 0°53')

There are 15 group members who fit into this pattern only with other points or wider orbs.

These people do not fit into the main pattern. This means that they are either slightly to the side of the group - just one step outside of the group, or they are very much inside the group, as a unique individual whose contribution to the group, which is likely to be significant, will be described by the planet, point or midpoint that they contribute.

5. Carpenter Scott - Mercury Atlas 7 contributes Moon/Mars Midpoint at 20° Cn02' (Orb 1°04')

This person carries the energy of the hard working woman. They may not necessarily be a woman, but there will be a lot of demand on them to nurture others as they strive for their own personal achievements. They may also be seen by the group as the one who causes the most quarrels, but nonetheless they may be instrumental in giving the other members a stronger sense of purpose in their own lives.

7. Cernan Eugene - Apollo 17 contributes Saturn/Pluto Midpoint at 07°Ta42' (Orb 0°44')

This member of the group may be someone who has suffered greatly at the hands of violence or cruelty, or may themselves be a perpetrator. Somewhere between these two violent extremities, the individual will have a tremendous self-discipline, and a determination to work towards a particular goal. They may have undergone great hardship in achieving past goals, or they may become very violent and uncaring in the pursuit of future goals with the group. This person needs a job, a long hard job, and if they can be given such a task, then both the group and themselves will benefit. If this is not possible, then it may be best for this member to leave the group, for both their

own and the group's sake - as it is the group itself that is provoking, if unconsciously, the anger, and at times the melancholy, in this individual.

8. Chaffee Roger - Apollo 1 contributes North Node/Mars Midpoint at 12°Sg24' (Orb 0°33')

This person is attracted to the group because they are seeking a relationship with one of its members. Alternatively, the group attracts them because the group wants some physical skill or ability that they possess. Either way the person's connection to the group is based on physical attraction, which can manifest in any way, from a lust for someone to a sporting group attracting a top athlete.

10. Cooper Leroy Gordon - Faith 7 contributes Ascendant/Mars Midpoint at 17° Cn33' (Orb 1°24')

This person contributes a fighting spirit, the desire to win, or raw enthusiasm for the project. If the group cannot use this energy, then it will manifest in arguments, disputes and conflicts. This person needs a job to do, and needs to be allowed to enthuse with the group about its activities.

11. Crippen Robert contributes Moon/Mars Midpoint at 12°Sg57' (Orb 0°00')

This person carries the energy of the hard working woman. They may not necessarily be a woman, but there will be a a lot of demand on them to nurture others as they strive for their own personal achievements. They may also be seen by the group as the one who causes the most quarrels, but nonetheless they may be instrumental in giving the other members a stronger sense of purpose in their own lives.

15. Evans Harold contributes Mercury/Mars Midpoint at 13°Sg53' (Orb 0°55')

This person may be seen by the group as rash or argumentative, but what they carry for the group is the power of ideas. They motivate the group to action by words, sometimes words of criticism and anger, and sometimes words of support and encouragement.

18. Grissom Virgil (Gus) - Apollo 1 contributes Moon/Pluto Midpoint at 01°Li12' (Orb 0°14')

This person carries extreme emotions for the group. These may be the more intense but normal-range emotions associated with, for example, death and birth, or the abnormal-range emotions of obsession or fanaticism. This person either brings these emotions to the group through events in their own life, or in some ongoing way reminds the group that only serious things are really worth worrying about.

20. Lousma Jack Robert contributes North Node/Mars Midpoint at 23°Aq18' (Orb 1°39')

This person is attracted to the group because they are seeking a relationship with one of its members. Alternatively, the group attracts them because the group wants some physical skill or ability that they possess. Either way the person's connection to the group is based on physical attraction, which can manifest in any way, from a lust for someone to a sporting group attracting a top athlete.

21. Lovell James - Apollo 8 & 13 contributes Saturn/Pluto Midpoint at 02°Li03' (Orb 1°05')

This member of the group may be someone who has suffered greatly at the hands of violence or cruelty, or may themselves be a perpetrator. Somewhere between these

two violent extremities, the individual will have a tremendous self-discipline, and a determination to work towards a particular goal. They may have undergone great hardship in achieving past goals, or they may become very violent and uncaring in the pursuit of future goals with the group. This person needs a job, a long hard job, and if they can be given such a task, then both the group and themselves will benefit. If this is not possible, then it may be best for this member to leave the group, for both their own and the group's sake - as it is the group itself that is provoking, if unconsciously, the anger, and at times the melancholy, in this individual.

22. Mattingly Thomas contributes Jupiter/Mars Midpoint at 21°Aq12' (Orb 3°45')

This person contributes optimism and the ability to make decisions. They will have a love of the project, will be enthusiastic, and will motivate all the other members. At times this person may be a little too hasty for the rest of the group, but what they are contributing is positive support, and either an expansive vision towards the project or an expansive generosity towards all the other members of the group.

25. Ride Sally - Challenger contributes Jupiter/Mars Midpoint at 05°Ta21' (Orb 1°36')

This person contributes optimism and the ability to make decisions. They will have a love of the project, will be enthusiastic, and will motivate all the other members. At times this person may be a little too hasty for the rest of the group, but what they are contributing is positive support, and either an expansive vision towards the project or an expansive generosity towards all the other members of the group.

26. Roosa Stuart contributes Neptune/Mars Midpoint at 01°Li47' (Orb 0°49')

This person's role in the group may be difficult. They may be weak, ill, or in some way a victim, and because of this some people may be irritated or agitated by them. They may also be the person who takes on a task, but then fails to complete it, leaving the group to deal with the confusion or the difficulties that result. In contrast, they may also be the member who adds a spiritual component to the group's activities. All the same, this member has difficulties in achieving established tasks, and may need help from the rest of the group.

28. Schweickart Russel contributes Midheaven/Pluto Midpoint at 07°Ta26' (Orb 0°28')

This person will bring ambition to the group. They have a vision of their own future and their role in the world, and they are prepared to share this with the group, if it wishes, or not if it doesn't. Some in the group may consider them foolhardy, or even ruthless, in the pursuit of their ambition. Others, however, will consider them determined and gifted. A strongly focused individual, who can transform the whole status of the group, negatively or positively, by the pursuit of their own ambitions.

30. Slayton Donald contributes Venus/Mars Midpoint at 23°Aq38' (Orb 1°19')

This person adds to the group's vitality and liveliness. They may be seen as very sexual, or perhaps they are pregnant, or maybe they are just passionate about a particular subject. But their role is to keep the group aware of passion, sex, love and the pulse of life itself.

31. Swigert John Leonard contributes Uranus/Mars Midpoint at 18°Cn33' (Orb 0°24')

This person contributes a touch of chaos. Their suggestions will always be about how

to do something differently, and they may be quite inconsistent in their commitment to the group. However, if there's a job to be done, and it needs to be done fast, this individual will come into their own. Quick tempered and at times agitated, this person stops the group from being too conservative or bogged down.

This pattern has a Vacant Point at 00°Li58'

This pattern has a Vacant Point at 24°Aq58'

This group is only partially formed as there are quite a few vacant points. These points are like reserved places for new incoming individuals. As these individuals arrive the pattern will become stronger and manifest more noticeably in the group. An incoming individual can, however, bring in another, different, pattern. Although less formed than this current one, this new pattern may suddenly, because of the new member's birth-chart, take the stronger focus. If this is the case, then the addition of this one person can result in the sudden changing of the basic nature of the group. All groups will have quite a few patterns that are future possibilities. This current pattern is the one that is most developed at the moment. It may mature, or it may be that another pattern will take the lead. Patterns change as members move in and out of the group.

Conclusion

The patterns in this report are the most complete or the ones which contain the most members of the group. If you require further detail or have additional questions, please refer these to me via email to: Charlotte Tricia Hanson - chatrison@aim.com

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