

## Job Descriptions

The Victoria Center Light Pollution Abatement Group (LPAG) is seeking member volunteers for the following activities:

SQM Data Gathering: Members needed to collect Sky Quality Meter (SQM) readings across the Greater Victoria area. The data will be used to create a sky quality contour map of the metro region. Please contact Sid Sidhu at [sid\\_sidhu@shaw.ca](mailto:sid_sidhu@shaw.ca) if you are interested in participating.

DSP/USP Identification: Members needed to participate in group discussions to help identify and evaluate possible locations for a local area Deep Sky Preserve (DSP) or Urban Star Park (USP). Selected location will be nominated to the RASC for official designation and public use. Please contact Lauri Roche at [roche.lauri@gmail.com](mailto:roche.lauri@gmail.com) if you are interested in participating.

Members needed to attend evening workshop to identify “worst offender” light pollution sources in Victoria area. Survey discussion will take place at two high elevation locations in metro area and discuss possible approaches to mitigating these problem sources. Please contact Mark Bohlman at [mbohlman@shaw.ca](mailto:mbohlman@shaw.ca) if you are interested in participating.

Researcher: Member to act as a researcher for the Light Pollution Abatement Group’s REWARD initiative. Responsibilities include keeping abreast of local and national advances in light pollution abatement and sharing these efforts with the LPAG and Victoria Center members. Please contact Mark Bohlman at [mbohlman@shaw.ca](mailto:mbohlman@shaw.ca) if you are interested in participating.

Coordinator: Member to act as the administrative coordinator for the LPAG’s REWARD initiative. Responsibilities include providing administrative and communications support to the LPAG team that recognizes and rewards the efforts of local area businesses and organizations to reduce artificial sky glow. Please contact Mark Bohlman at [mbohlman@shaw.ca](mailto:mbohlman@shaw.ca) if you are interested in participating.