

# December Annual Holiday Party



### Upcoming Meetings



**Business Meetings are now  
Virtual (See Forums)**

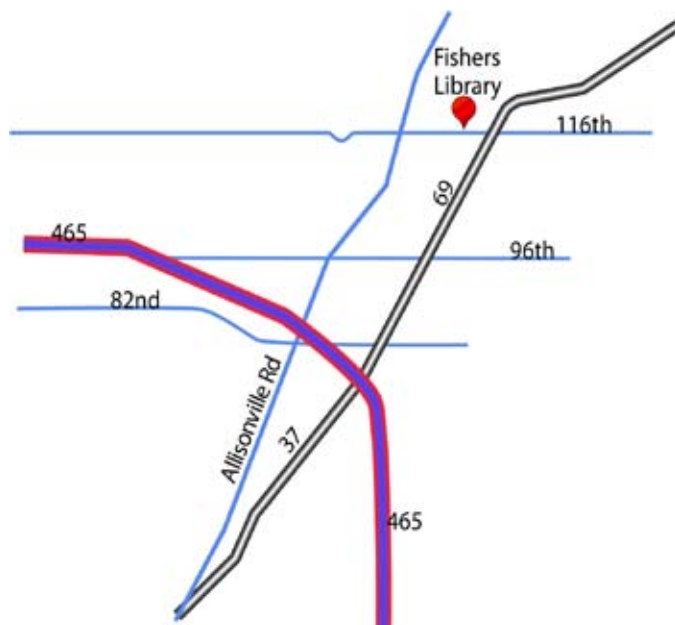
**Main Meeting  
Wednesday, December 3<sup>rd</sup>**

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### ApplePickers Main Meeting

We usually meet the first Wednesday of each month, 6:30-7:00 p.m. social time, main meeting 7:00-8:45 p.m. at the [Fishers Library](#), 5 Municipal Dr. just north of 116th St. in Fishers. Visitors are always welcome to come and join us. Please check our [website calendar](#) for meeting dates.



### ApplePickers Business Meeting

The business meeting is held via the ApplePickers "Virtual Business Meeting" forum topic. Any member is welcome to post in that topic stating their opinions on what the club should be doing.

### Mac ProSIG

Each month, Apple Representative Greg Willmore hosts the Mac Programmer's SIG. You should email Greg at [willmore@apple.com](mailto:willmore@apple.com) for specific information. Location varies.

### Final Cut Pro User Group

The INDYFCPUG meets the fourth Thursday of each month from 7:00-9:30 p.m. Since the location may vary, please be sure to check their [website](#).

## ApplePickers Officers

President	Bob van Lier	<a href="mailto:president@applepickers.org">president@applepickers.org</a>
Vice President	Jim Borse	<a href="mailto:vp@applepickers.org">vp@applepickers.org</a>
Public Relations	Gareth Souders	<a href="mailto:pr@applepickers.org">pr@applepickers.org</a>
Past President	Bob Carpenter	<a href="mailto:bobc@applepickers.org">bobc@applepickers.org</a>
Secretary	Nancy Dwyer	<a href="mailto:secretary@applepickers.org">secretary@applepickers.org</a>
Treasurer	Ron Beechler	<a href="mailto:ronb@applepickers.org">ronb@applepickers.org</a>

## Newsletter Production

Editor this month	Bob van Lier	<a href="mailto:bobv@applepickers.org">bobv@applepickers.org</a>
Editor next month	Randy Marcy	<a href="mailto:randy@applepickers.org">randy@applepickers.org</a>
The Review Guru	Irv Haas	<a href="mailto:irv@applepickers.org">irv@applepickers.org</a>

## About the ApplePickers

ApplePickers is a not-for-profit educational organization. We are made up of volunteers who donate their time for the community advancement of computing. We are in the business of giving away information. All are welcome to join and we encourage you to get involved. Contact anyone mentioned above or write to: ApplePickers, P.O.Box 20136, Indianapolis, IN., 46220

Remember that ApplePickers is here to help you. This help comes from our many members who give of their time and talents to the group. Please help us to help you by giving something in return.

Opinions expressed herein are those of the authors and may not be construed as the official views of the ApplePickers MUG.

## Newsletter Information

We welcome members' contributions to the newsletter. Submission deadline is the 20th of the month. Please send articles to the editor for that month. Randy is the editor next month. ApplePickers accepts a member's classified ad free of charge once every 6 months. Business ads are also accepted. Email [pr@applepickers.org](mailto:pr@applepickers.org) for more information, or visit our website: [www.applepickers.org](http://www.applepickers.org)

Advertisement rates are as follows:  
Business card size - 3" x 2.5" \$60 per 6 months  
Quarter page size - 3.75" x 5" \$100 per 6 months

All advertisement requests must be approved by the board prior to inclusion in the newsletter. Full color or grayscale ads have the same price. We request that your ad be "camera ready" art. 300dpi is preferred. Email ads to either newsletter editor.

## ApplePickers Message Boards

Come and join us at the ApplePickers' new Message Boards! Ask questions, read other ApplePickers member's postings. See gossip and news and special announcements. The ApplePickers Message Boards are a valuable and useful member benefit! Free subscriptions for ApplePickers members. To join point your browser of choice to [www.applepickers.org](http://www.applepickers.org), and click on the Forum tab on the top of the website. If you need an account or lost your password, please E-mail Bob van Lier at [bobv@applepickers.org](mailto:bobv@applepickers.org).

## Club Benefit

As a benefit to our members, we offer the ability to have your own @applepickers.org e-mail address. If you are interested in setting up an ApplePickers email address for yourself, please send an e-mail request to [Bob van Lier](mailto:Bob van Lier) and give us the address you wish to have and whether you just want a forwarding account or a regular e-mail account.



# REVIEW: Apple iPad Air 2

By Irv Haas  
The Review Guru

Since Apple introduced the iPad nearly 4-1/2 years ago their signature tablet's size and weight have remained substantially the same. That is until last year with the introduction of the iPad Air. This tablet is lighter in weight with an improved processor.

So what does 2014 bring to the table? Apple has now introduced the **iPad Air 2** available in even more configurations than before with even better specs.

Besides the standard Space Gray with black bezel and the Silver with white bezel, Apple has added the Gold model with a white bezel. Although the screen size is identical to last year's iPad, it has reduced both the weight and the depth.

Check out this chart to compare the Air 2 with its previous version, the iPad Air and the previous models:

	Weight	Width	Height	Depth
<b>iPad Air 2</b>	.96 lbs.	6.6"	9.4"	0.24
<b>iPad Air</b>	1.05 lbs	6.6"	9.4"	0.29"
<b>iPad 4</b>	1.44 lbs	7.3"	9.5"	0.37
<b>iPad mini</b>	0.68 lbs.	5.3"	7.9"	0.28"

## New Processor

The iPad Air picks up some speed improvements thanks to its Apple A8X chip with 64-bit architecture. Apple claims this speed makes everything more responsive without sacrificing its 10 hours of battery life. With its amazing 3 billion transistors, the A8X chip delivers speed and graphics that rivals many PCs.

In fact its CPU performance is up to 12X faster than its previous model. The new chip is 40% faster than last year's A7 chip making games more fluid and responsive.

## iOS 8

Apple has made its newest operating system, iOS 8 now standard on the iPhone, included on the iPad Air 2.

There are updates for apps like *Messages* and *Photos*. For example, every photo you take will now be available on your iPhone, iPad, Mac and iPod touch. Searching for photos has been made even easier.

With iOS8 your content is available across all your Apple devices enabling you to work more efficiently without a battery drain. When I entered my password for the first time on my Air 2, I also received cross-device messages warning me that a new device was being added.



## M8 Coprocessor

One of the unique features of the Air is its M8 coprocessor. This feature measures motion from your Air 2 by pulling data from the accelerometer, gyroscope and compass.

This coprocessor gives you a better involvement with your games.

I did not have any active games to test this feature so I was unable to evaluate it.

## Cameras

Although the cameras in the new iPad Air 2 are similar to last year's iPad Air, Apple has added a new

8MP sensor that captures images in 3264 x 2448 resolution and 1080p video. So when you view your images on a larger screen, they will look sharper and clearer.

The A8X chip inclusion has added improved face-detection technology providing better focus.

According to Apple, shooting with this new tablet is “like looking through the viewfinder of a high-end SLR camera.” I’m just not sure how you can measure that!

### Retina Display

Apple has kept its Retina display on the Air, but has improved it even further.

Its 9.7” display offers images that are highly detailed and with razor sharp text, according to Apple.

The new Retina display is made up of 3 layers combined into one making for an even brighter display with better contrast. In addition this new display also features an antireflective coating making it easier to view indoors or out.

### Touch ID

Apple has added the iPhone’s Touch ID technology to the iPad Air 2. Unlocking your iPad Air 2 is more convenient and secure than ever. Just place your finger on the home button and it automatically unlocks. You still have the 4-digit or more unlock code included as well.

### SIM Cards

With the iPad Air 2 (and the iPad mini 3), Apple has provided its own nano SIM card for those using the tablet with cellular carriers. This will enable users to switch to different carriers without switching SIM cards. This is accomplished by going to *Set Up Cellular Data* section in *Settings*.

This Apple SIM card carrier support is only for AT&T, Sprint and T-Mobile. Verizon customers need a separate card for their units.

### Pricing

With the iPad Air 2 there are more configurations than ever. You now can select Wi-Fi or 4G cellular models from AT&T, Verizon, T-Mobile or Sprint. You also have a color choice between the Slate Gray, Silver or Gold models. Prices range from \$499 to \$829 depending on the configuration.

For the iPad Air 2, Apple has discontinued the 32GB model and replaced it with the 64GB. This is a hidden cost savings for customers. They would be purchasing the 64GB model at the same price as last year’s 32GB model.

	16GB	64GB	128GB
Wi-Fi	\$499	\$599	\$699
Wi-Fi + Cellular	\$629	\$729	\$829

### Evaluation

The iPad Air, like similar models still sets the standard for tablets. Its improvements like the lighter weight or faster processor are admirable, but not major reasons for buying this version just for upgrading.

Similarly, the speed of the Air 2 is welcome, but is not dramatic. I found pages on *Safari* to open in as little as 3 seconds, very similar to the iPad Air. But how important is speed to open up a new page to most consumers? To accurately judge speed improvements I would need to do an A/B comparison on memory intensive video games between the Air and the Air 2.

From my perspective, the reduced weight is the most appreciated improvement. For games, you can easily hold it in your hand without fatigue setting in!

### What’s Included

- 1) Apple iPad with Retina display
- 2) Lightning connector to USB
- 3) AC charger
- 4) Quick Instruction Guide

[Continued on Page 12](#)

# REVIEW: DayMap

by Becky Kenyon van Lier

Remember the calendar that was posted on the refrigerator when you were a kid? All the family's upcoming events were written on them, and that was how you knew that your brother's basketball practice conflicted with your Scout meeting, and that you'd have to get your friend Karen's mom to take you home afterwards.

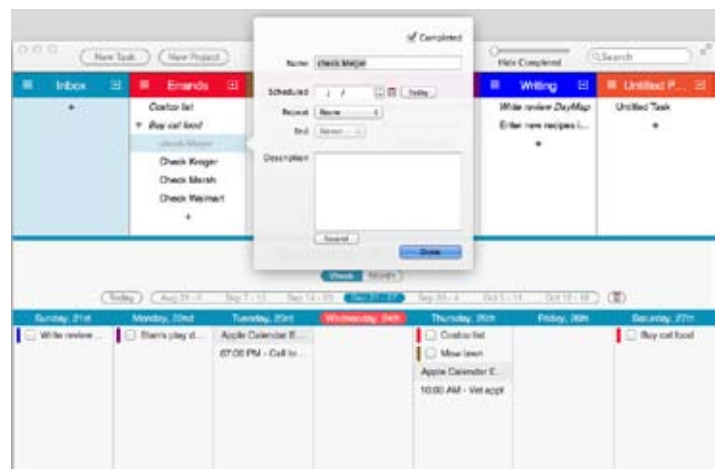
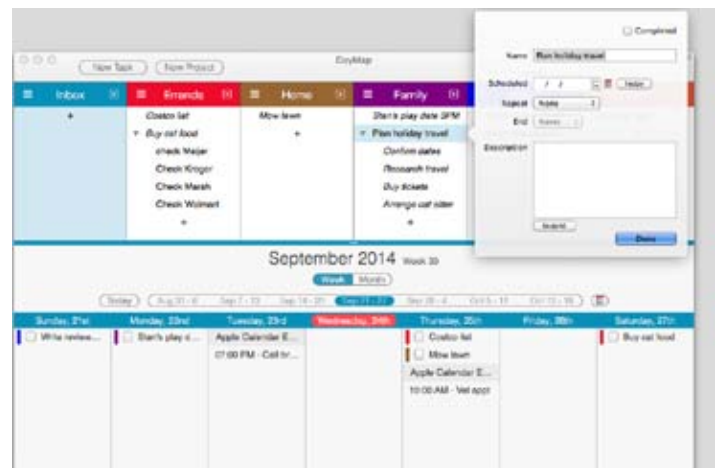
Then you grew up and went to work. For many, planning became 3x5 file cards or a book the size of a guinea pig that kept all your contacts, calendars, lists, and notes. Later, you started using planning software with a lot of features and complex functions. Very powerful, but also very complicated.

Now there's DayMap, the electronic equivalent of the calendar on the fridge. This inexpensive application lets you set up and organize your events and appointments and present it as a calendar. You can even print it off and post it on the fridge if you like. However, you may not have to do that, because the newest version (1.10.0 for the Mac) lets you sync your calendar with your iPhone. Sweet!

DayMap keeps everything simple – installation is quick and the interface is clean. Once installed, DayMap lets you set up projects to organize your life, home, hobbies, or work. Each project has a user-definable color code so you can easily find which tasks belong where. Setting them up is as simple as clicking the New Project button or on the Untitled Project column on the far right of the display.

To create something within a project, simply click a + icon in the Inbox or specific project and type the details into the dialog box. If you give your task a date, then it will appear in both the Project view and the Calendar view on your screen. Undated tasks (to-do items that you'll get done eventually, for example) are displayed in the Project view only.

For multi-item tasks, you can create subtasks (although not in the free DayMap Lite version). DayMap lets you move or rearrange tasks in whatever way makes sense to you. Then, when the task is completed, simply open the task and click the "completed" checkbox. You can even change how long completed items will be displayed.



Note: Click images to see larger online versions

DayMap has added a number of features for synchronizing information through iCloud. If you use Apple's Calendar, you can set a System Preference to allow DayMap to display Apple Calendar events. There's also a new app for the iPhone (for iOS 7.0 and later) that lets you sync your DayMap data.



DayMap works on the principle that simple is better, and this product certainly lives up to its principles. That said, no product is perfect – each of us works differently, so have different requirements. Personally I would be happier if DayMap let me set a time

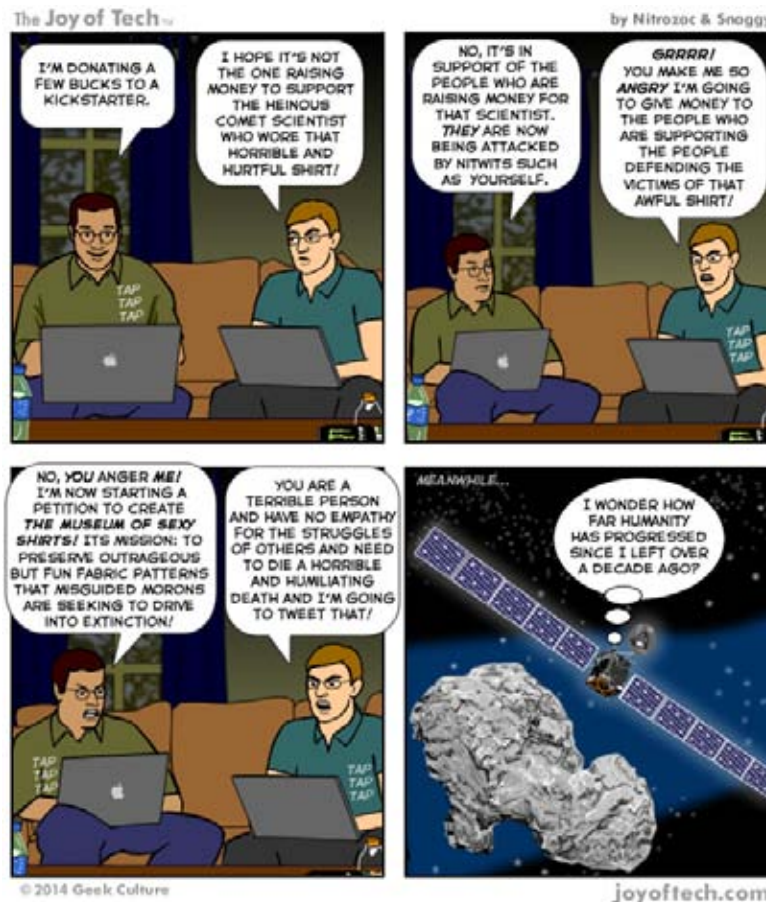
as well as a date for events, but that's a small quibble in an otherwise great little product.

If you want to try out the product, the free DayMap Lite is a great way to start. You don't get subtasks or Apple Calendar syncing, but you can learn to use the product and get started. If you upgrade to the full DayMap, it will import all your DayMap Lite data when you install.

There are three DayMap applications available in the App Store:

- ✓ DayMap Version 1.10.0 released July 2014 – requires OS X 10.8 or later, 64-bit processor - \$14.99
- ✓ DayMap Lite 1.10.0 – also requires OS X 10.8 or later and a 64-bit processor – Free
- ✓ DayMap for iOS version 1.5.2 – updated May 2014, requires iOS 7.0 or later - \$0.99

The iOS version claims to be compatible with all iOS devices, including iPhone, iPod Touch, and iPad. However, there is also a statement on the website that they are working on an iPad version.



# Microsoft Office Comes to the iPhone, and It's Free

by [Julio Ojeda-Zapata](#)

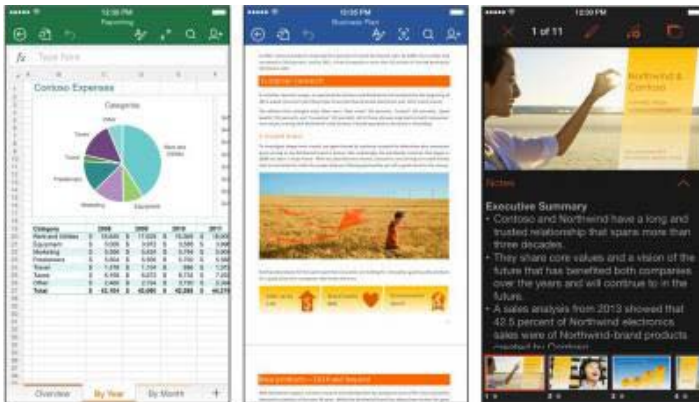
Microsoft raised eyebrows earlier this year when it released a full iPad version of its flagship Office productivity suite without providing comparable touch-friendly software for its own Windows platform (see "[Office for iPad: A Deep Look](#)," 3 April 2014).

That trend continues in what has clearly become aggressively a cross-platform age for the once Windows-centric software company. Last week, Microsoft made a slew of [Office-related announcements involving the iPhone, iPad, and Android](#), all while continuing to treat Windows as a bit of an afterthought (at least publicly).

Most surprising, many Office features are now available for free. This isn't Steve Ballmer's Microsoft anymore.

## Office for iPhone

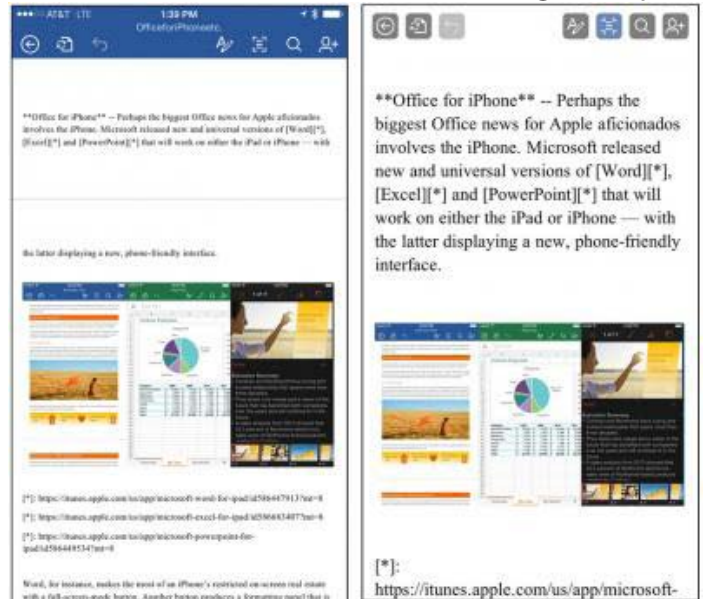
Perhaps the biggest Office news for Apple aficionados involves the iPhone. Microsoft released new and universal versions of [Word](#), [Excel](#), and [PowerPoint](#) that work on either the iPad or iPhone, with the latter tweaked for the iPhone's smaller screen.



Word, for instance, makes the most of the iPhone's limited screen real estate by revealing the formatting pane with the tap of a button. It slides up from the bottom and can be dismissed with another tap.

That formatting pane is nicely designed to save

space. The traditional Insert, Layout, Review, and View menus, which are in a toolbar along the top on



the iPad, live in a tidy popover on the iPhone. There are lots of controls in that formatting pane, but they're a cinch to find with a quick scrolling motion.

Word users now have two viewing choices: the default view and one Microsoft calls an "easy-to-read layout" or "reflow view."

These new, standalone versions of Word, Excel, and PowerPoint for the iPhone replace a single Office Mobile app that iPhone users could use to open and



edit Office files. Office Mobile had a limited feature set, didn't have many fans, and won't be missed.

Relatively minor feature upgrades apply to both iPhone and iPad. The Office apps have more-customizable charts, for instance (but only for paying premium users). PowerPoint also tweaks animations, theming, zooming, and background formatting.

Microsoft did not announce updates to its OneNote apps for [iPhone](#) and [iPad](#), but late last month it pushed out an update with iOS 8 support and optimized viewing on the iPhone 6 and iPhone 6 Plus. Those OneNote updates also added iCloud Drive support and improved security, including compatibility with Touch ID.

### Editing for Free

Microsoft's Office apps for iOS were previously of limited use to those without an Office 365 subscription because they could only open and display Office files — editing and saving wasn't an option.

Now it is... up to a point. Microsoft has made core editing features in Word, Excel, and PowerPoint free for all users while keeping advanced, business-centric features as premium offerings for Office 365 users.

The new Office apps are now akin to certain iOS games that are technically free to play, but include in-app add-ons for those wanting the full experience. Want to level up? Pay up.

Average Office users might not feel much pressure to upgrade, though, since Microsoft has been generous in what can be done at the free level. I'm writing this article in Word on my iPhone 6 Plus without paying a dime (but I can't sync my work with Word for the Mac for free).

Figuring out what's possible in the free apps is a bit tricky, and some of the differences are silly. Only premium users can switch orientations in an existing Word document or create a document in portrait mode. Seriously? Macworld has [a detailed rundown of free-versus-paid features](#). It would be nice to be able to purchase desired features à la carte, rather than having to pony up for Office 365 for just one or two paid features.

Microsoft's move to make its Office apps essentially free is not much of a stretch when you consider it had already done so with robust browser-based versions of Word, Excel, and PowerPoint, along with OneNote.

### Dropbox

Microsoft has expanded saving options, too — including added support for Dropbox. This comes courtesy of a new Dropbox-Microsoft alliance (see [“Dropbox Is Coming to Office,”](#) 4 November 2014). As a result, when I fired up the Office apps on my iPhone and logged into my Microsoft account, I was also prompted to connect to my Dropbox account. Naturally, you can still save documents to Microsoft OneDrive.

Dropbox and Microsoft are working to make their offerings more compatible. Other [announced features](#) include the option to edit Office files from within the Dropbox app, Dropbox integration with the Office Web apps, and the sharing of Dropbox links from Office, but these features did not appear to be fully active as of this writing.



### Hello, Android

Microsoft had promised an Android version of Office, and that has now come to pass. Sort of.

The company has launched a preview program for early adopters who want to kick the tires on beta versions of Word, Excel, and PowerPoint for Android. You must register, but using the apps costs nothing. As of this writing, [the preview is by invitation only](#).



The Android apps look extremely similar to the iPad versions, and are important for those individuals or companies who use a mix of mobile devices and want Office consistency across multiple platforms. Android users previously had only limited Office-like apps from third-party sources. Some such apps are nice, but for many companies only Microsoft's official Office suite will do.

### Poor Windows Users

Those on Windows PCs continue to suffer as they see iOS and Android enjoy the latest in Office goodness. I'm in that group, since I regularly rely on a Microsoft Surface tablet, and I dislike using the traditional versions of Office apps on a touchscreen.

Microsoft has said that touch-optimized Office apps for Windows will be released alongside the Windows 10 operating system, which is slated to ship late

next year. No other details were forthcoming, but the company did post a screenshot of the upcoming PowerPoint.



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## FunBITS: The Internet Arcade Brings Back Classic Games

By *Josh Centers*

As I mentioned in "[FunBITS: Goat Simulator Keeps Gaming Weird](#)," (6 October 2014), gaming has transformed from a harmless way to pass the time into serious business. When I was a kid, I never would have imagined that gaming would morph into a [springboard for a police state](#) or into a [harassment campaign against women](#). The future turned out to be stranger than science fiction.

Recent events in the gaming world have left a bad taste in my mouth. Wouldn't it be nice to go back to a simpler time, to the games you remember from yesteryear? Thanks to a new project from the Internet Archive, you can do just that without leaving your Web browser.

The [Internet Arcade](#), operated by [Jason Scott](#), is a new branch of the [Internet Archive](#) that brings a growing library of classic arcade titles to your Web browser. It's able to do this thanks to the magic of [JSMESS](#), a JavaScript-based emulator that includes an adaptation of [MAME](#) (Multiple Arcade Machine

Emulator). MAME has been a popular project for years, enabling enterprising makers to [build their own multi-game arcade cabinets](#).

The Internet Arcade offers a slew of historic arcade games that you can play for free in your browser. However, all of these games (some licensed, like Star Trek and Return of the Jedi) are still presumably under copyright. I reached out to Scott to ask how the legal side of things is being handled, but I never heard back.

Enough talk — let's play some of these games! I can't get the games to run in Safari, but they load up fine in Chrome. For optimal performance, Scott recommends Firefox.

To play a game, click its title graphic on [the Internet Arcade's main page](#), and then click the Run link or game image on the right side of the game's page. The game itself loads on the next page. Press the Space bar to load the game.



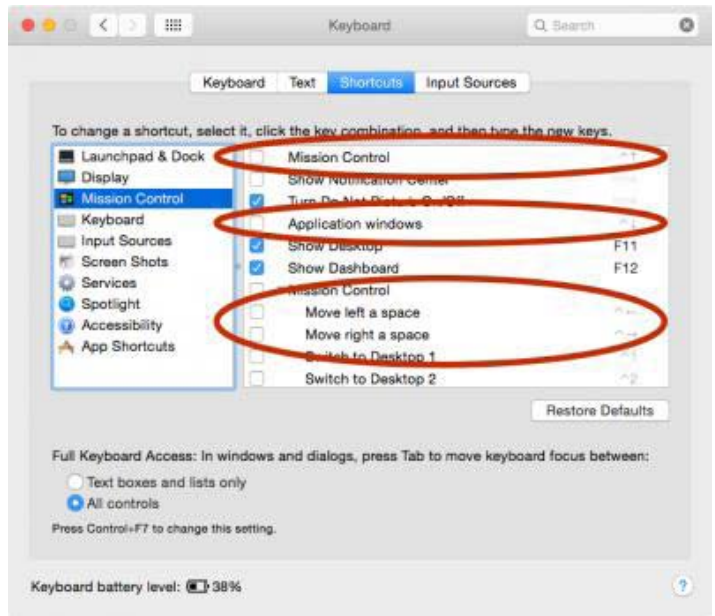
The game goes through a boot sequence, which can be somewhat lengthy (these machines weren't meant to be rebooted frequently). After that, you might be a bit confused, since it isn't obvious how to start the game. You must first insert virtual coins, either by clicking Insert Coin on the left or pressing 5 on the keyboard. Then you have to start the game by either clicking Player 1 on the left or pressing 1 on the keyboard. You can control the game with either



the keyboard or a USB gamepad. I tried an Xbox 360 controller, and it worked fine in Chrome, though I had to reload the page after plugging the controller in. I couldn't get the controller to work in Firefox.

For older, simple one-button games, your primary controls are the arrow keys and the left Control key. However, this can present a problem on the Mac, since those same key combinations invoke Mission Control. To save your sanity, disable or change those keyboard shortcuts in System Preferences > Keyboard > Shortcuts > Mission Control.

More complex games require a bit of trial and error, and some turn out to be unplayable with a keyboard. If you try to play Street Fighter II with a keyboard, you're going to have a bad time.



So now that you have an idea of how to get the games going, which should you play? The Internet Arcade is organized roughly alphabetically, but it can be tough to browse. It would be nice to have a simple text list as well. The closest you can get is [this search](#) — you can add a game name to the search to look for it explicitly. Here are some suggestions to get you started.

- [Crazy Kong](#): A lesser-known spinoff of Donkey Kong.
- [Frogger](#): Guide a frog across an obstacle course. If you're a [Seinfeld fan](#), you should recognize this one.
- [Galaga](#): My all-time favorite space shooter.
- [Gauntlet](#): A classic fantasy hack-n-slash.



- [Marble Madness](#): In this aptly named game, you guide a marble through a timed obstacle course.

*Continued on Page 12*

# GiftShopper Free released for iOS – Manage your Gift Lists Intuitively

by InfoManager

If you plan on setting out to do some serious Thanksgiving and Christmas shopping, there will be plenty of stores to greet you with deals galore. With a clean user interface, the app makes it really easy to manage your gift giving needs. GiftShopper requires no instructions for use – all operations are intuitive and trouble-free. GiftShopper will keep all your gift ideas and spendings clear, organized and instantly comprehensible. The app tracks your purchases and ensures that you stay within your gift giving budget, and guarantees that you will never forget a person or a gift again.

You can easily manage your gift lists in four simple steps. When first starting the application, you get a straightforward instruction to enter your gift budget. The app automatically retrieves your home currency from your device's settings, so you don't ever have to bother with it. Once your budget is set, another hint will instruct you to add the persons you want to buy gifts to. The UI to enter the recipients is very lean and easy to use: you can type in a name, or select a person from the iPhone's Contacts.

After adding the recipients, composing the gift list is also very simple: just add the gift's description, price and a photo – none of these are mandatory, though. When assigning photos to a gift you can take a photo or load an image from your Photos Library.

Mark items as purchased by simply tapping on the circle icon. If all items are marked as purchased, the app will automatically mark the given person with a visible checkmark. This way you can instantly see whether you've bought all the planned gifts for ev-

erybody. No one would ever be left behind again... and their gifts are accurately assigned!

The main UI contains all the information you need to track your gift or souvenir spending. You can instantly see how many gifts you've purchased, and how much money you've spent by person and in total. The progress bar on the top shows how much you've spent from the planned budget, and it turns red if you've exceeded it.

A nice feature is that you can share your gift lists via email. The email includes your gifting database as a nicely formatted html, in plain text and csv – the latter format can be edited in your preferred spreadsheet application. Additionally, the app's data can be shared across multiple devices via email. The attachment will be automatically recognized, opened and imported by the app on the target device. We also provided "Passcode Lock" for additional privacy, in case, you are planning for a surprise gift for your loved one, who shared similar device.

Device Requirements:

- iPhone, iPad, and iPod touch
- Requires iOS 7.0 or later
- 4.7 MB

Pricing and Availability: GiftShopper Free 2.2 is the ad supported version of GiftShopper, and available worldwide exclusively through the App Store in the Finance category. GiftShopper 2.2 is \$1.99 USD (or equivalent amount in other currencies).

Category: Finance category, shopping,

- ➔ [GiftShopper Free 2.2](#)
- ➔ [GiftShopper Screenshot](#)





**FunBits (Cont'd)**

- [Street Fighter II](#): While it wasn't the first fighting game, or even the first in the Street Fighter series, Street Fighter II set the standard for how fighting games work and popularized the genre. But you do need a gamepad, as I mentioned.

I've always respected the Internet Archive. Attempting to archive and store every page on the Internet is an insane task, but they've been doing it since 1996. Extending that mission with the Internet Arcade is a brilliant move, and barring any copyright battles, I'm eager to see how it evolves. [↪](#)

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**iPad Air 2 (cont'd)**

**Conclusion**

Do you need to upgrade to the new iPad? If you own an iPad Air and are generally pleased with its operation and display, there is probably little reason to upgrade. To spend \$499 at a minimum is a steep price to pay for a modest upgrade.

However, if you are a first-time tablet buyer or own an iPad 4 or earlier model, the Air 2 is a terrific model to consider. Sure, you can spend less on one of Apple's competitors, but you would not have a tablet with all of these features. [↪](#)

Membership has its benefits. An ApplePickers membership offers the following benefits, plus many more:

- The ability to view and post on our message boards.
- The ability to have your own email address - \_\_\_@applepickers.org
- The ability to place a free ad every 6 months.
- The ability to participate in all club raffles and auctions

**Application for Membership**

Name \_\_\_\_\_  
 Additional Family Members \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_ State \_\_\_\_ Zip \_\_\_\_\_  
 Email (Required) \_\_\_\_\_  
 \_\_\_\_\_ New Member (Single/Family \$25)  
 \_\_\_\_\_ Renewal  
 I prefer to receive my newsletter:  
 \_\_\_\_\_ Via email notice (download from our website)  
 \_\_\_\_\_ As an email attachment  
 Mail your application along with a check for \$25 made payable to ApplePickers to:  
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 Indianapolis, IN 46220