

STARFLEET COMMUNIQUE

THIRD QUARTER

AUGUST, 1984



STARFLEET COMMUNIQUE

Third Quarter August, 1984

CONTENTS

A LETTER FROM THE FLEET PRESIDENT.....	3
E.C.I., Inc.	4
LEONARD NIMOY FAN CLUB.....	6
CONVENTION NEWS.....	7
BOOK REVIEWS.....	9
UNIFORM CONSTRUCTION.....	15
LETTERS.....	28

Contents Copyright© 1983 by STARFLEET. No portion of this publication may be reproduced in any form whatsoever without permission in writing from the publisher, except for brief passages in connection with a review.

Photographs, titles, and calligraphic fonts related to Star Trek are a Copyright © 1983 of Paramount Pictures Corporation. STARFLEET recognizes Paramount Pictures and its licensees as having' ole authority to create profit from the Star Trek trademark. and the STARFLEET copyright in no way intends to infringe upon the copy-rights held by Paramount. This publication, therefore, is of non-profit nature, and contributions, both monetary and literary, are welcome and appreciated. Any contributions made to the COMMUNIOUE become the property of the club and will not be returned without prior arrangement.

Staff

Editor

Steven L. Smith

Proofreader

Fran Booth

Editor's Corner

To start this issue off, a warm welcome and thanks to all Starfleet members who have stuck with us and helped us with your support. Without you, this club would not be what it is. I know things may seem a little mixed up right now, but give us time, things are picking up!

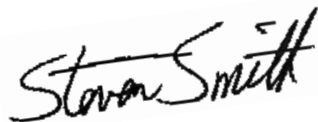
For those of you that have managed to receive Communique's in the past, you'll notice the quality of this one isn't quite as Eric's was. Mainly we are trying to keep our cost down, yet produce a newsletter with some class and lots of news. The business where this newsletter is printed only charges 2½¢ a copy once you run over a 1000 copies.

As things pick up in our club, we may be able to use different styles of paper; hopefully like the high gloss paper used in the old Communique's.

Remember, this newsletter is everyone's newsletter. If you have any idea for our club, or would like to write an article to be printed here, please write. Send all comments or suggestions to:

THE CHIEF OF COMMUNICATIONS
Admiral Steven L. Smith
P.O. Box 843
NEWTON, IA 50208

One last note: You'll notice that the return address on the envelope is the Vice President's, Cindy S. Fieser of Starfleet. Main reason being if any Communique's can't be delivered at a certain address, the newsletter will be forwarded back to Cindy as she is in charge of membership.

A handwritten signature in black ink that reads "Steven Smith". The signature is stylized with a large, sweeping "S" and a small "H" at the end.

S.L. Smith, Admiral
STARFLEET

TO: ALL FRIENDS AND FANS OF STARFLEET,

I wish to address the problems recently created by an ex-member who once held several high positions with Starfleet.

I will begin by quoting President Stillwell from a letter he recently wrote... "We have always encouraged members to participate in a variety of organizations, and we have always been please to support new clubs created to promote Star Trek and Star Trek fandom.

Reliable STARFLEET sources, however have supplied evidence that indicates beyond a shadow of a doubt that the very nature of TREK INTERNATIONAL goes beyond simple admiration for Star Trek and advocates, at least on the part of Mr. Anthony L. Wynn, the "undermining" of STARFLEET. Even the TREK INTERNATIONAL format (a direct infringement of the STARFLEET copyright) encourages STARFLEET chapters to "succeed" from STARFLEET to join TREK INTERANTIONAL."

I would like to note that only the state of Texas can succeed from the United States, no other state has this privilege, and like those other states Chapters cannot succeed from the STARFLEET organization. The entire issue is absurd.

I feel a lot of people fail to remember why most of us joined STARFLEET and other STAR TREK clubs or organizations. That reason is to promote and perpetuate the ideals of Star Trek, and (for some of us) to at least attempt to live a little of our lives in that way. Is this so difficult to remember! If so, then those who find it difficult, should consider something other than Star Trek fandom, because we don't need you. Life today is so full of every day problems without people that creating more for us.

Let us support our Executive Committee and fine ways to solve our small organizational problems, not create more for them (mostly by unfounded rumors). In closing, I would like to invite comments or replies to what I Have just stated. You may write to the address on the

space below:

THE PRESIDENT
Fran Booth
P.O. BOX 63129
Wetmore, TX 78163

MAY WE ALL LIVE LONG AND PROSPER

Entertainment Concepts, Inc.
P.O. Box 509
Cornelius, N.C. 28031

Need to plan an activity to make your chapter meetings more interesting? Then join ENTERTAINMENT CONCEPTS, INC. ECI, Inc. is a role playing adventure game that's played through the mail.

Just send \$6.00 to the address above and your on the way to an adventure that will keep your whole crew on the edge of their seats! When writing, please state what ship you currently have and the class of the vessel, Heavy Cruiser, Tug, etc. Each move after that cost \$4.00 and well worth the money! Here's an example:

You are the Captain of a Starship, of the United Federation of Planets. As you look thru your cabin's viewport, the stars that were so distant to your ancestors now slip past you like streetlamps on a brisk summer's stroll. Over the past months lines of worry have etched themselves into your face as you lost sleep in fighting the problems of diplomacy, tactics, and emergency that now seem like everyday affairs. Even now you rush out upon a mission to mollify a neutral planet enraged against the Federation by Klingon lies. As you start to drift off to sleep, your last thoughts are, "When will I get some REAL rest!!"

Sleep has no sooner begun to reach out it's welcoming arms than you are almost dumped on the cabin floor by

Klingon sneak attack!', you think as you rush to the bridge to assume personal command! The watch Officers have no time for a verbal update as you look down at your screen to let the readings speak for themselves. Eyes widening, you slam down on your RECORD button:

"Captain's Log, Emergency Watch, 0218 Ship's Time: Confirm Watch CO'S RED Alert. Three Klingon Cruisers on approach courses. Scanners confirm active defensive systems. Posttulate attempt to prevent our diplomatic mission. Estimate first contact for 0232. Sublight emergency log will be ejected at 0230."

You turn back to look over the tactical matrix on the Main View Screen, battle plans already whirling thru your mind...orders barking unbidden from your lips. You've seen this you don't know how many times already, and you just hope the odds will be with you yet another time, this time..."

This is STAR TREK. Your soul can whisk away to take over the body of a Starship Captain. You'll experience adventures so real you'll have to look at your family twice to make sure they're not wearing Federations uniforms!

This is where you'll struggle against both the fabric of space and the steel of your Starship. This is where you'll find more Klingons and Romulans than you really wanted to! The mysteries are all here...and so is the excitement!

For the active STARFLEET members who play this game, reports will be sent in on your performance during certain episodes. Reports of how ships are doing will be placed in future Communique issues.

SPOTLIGHT ON LEONARD NIMOY FAN CLUB

Bringing together fans of Leonard Nimoy and giving information on his work, past and present. Newsletter four times yearly; each approx. 40 pages long. Each member will receive a photograph of Leonard Nimoy. The club also publishes an annual 'Special Edition' to coincide with Leonard Nimoy's birthday, March 26th.

Dues: U.K. 3.50, Europe 6.00, USA \$11.00, Australia & Japan 9.50 (Airmail and bank charges included in price) Please make cheques payable to: SPOTLIGHT ON LEONARD NIMOY FAN CLUB and send to:

Mrs. Wendy Downes
96B Broadway
Bexleyheath
Kent DA6 7DE England

Please send SASE for details.

SPOTLIGHT ON LEONARD NIMOY FAN CLUB MERCHANDISE

1984 LEONARD NIMOY CALENDER. Black and white Photograph. Price: U.K. 1.50, Europe 2.00, USA \$4.00, Australia & Japan 3.00.

CLUB T-SHIRT. White with black logo on top left front. Logo: 'Spotlight on Leonard Nimoy' and a picture of Leonard beneath. Sizes: S, M, L, and EX L.

Prices: UK 3.50, Europe 4.50, Australia & Japan 4.50, USA \$8.00.

ZINES: 'CONTRAST 1' Short stories about characters played by Leonard Nimoy.

'CONTRAST 2' All Spock stories.

'UNAWARE' A sequel to Baffled.

'THE RECKONING' A sequel to Baffled.

Prices for all zines: UK 2.00, Europe 3.00, Australia & Japan 3.00, USA \$8.00. All prices included postage & packing (Overseas orders are printed Airmail rate and including exchange rate on dollar cheques). Cheques should be made payable to 'Spotlight on Leonard Nimoy Pan Club' and sent to same address as above.

SPOTLIGHT ON LEONARD NIMOY FAN CLUB
SPECIAL EDITION

The club is publishing a 'Special Edition' to coincide with Leonard Nimoy's birthday March 26th, 198b. This will include articles, reviews and transcripts, plus other items, artwork and printed photographs, many of which will be from recent film projects and personal appearances.

Prices are: UK 7.50, Europe 8.00, USA \$17.00, Australia & Japan 10.50. Make cheques payable to: 'Spotlight on Leonard Nimoy Fan Club' and send to same address as listed on last page.

THE FOURTH LEONARD NIMOY CONVENTION

November 16 - 18, 1984. Victoria Hotel, Nottingham. Over thirty of Leonard Nimoy's films, spanning his career, plus auction, Sales room etc. For details, please send SASE to:

Carol Davies
77 The Ridings, Ealing
London W5 3DP, England



COMING, MAY 3, 4, 5, 1985. Alit-Ego's is the new Convention of Science Fiction, Science Fact & Fantasy, Literature & Media. Serving the Greater Rocky Mountain, and Western States Region.

GUEST of HONOR: Anne McCaffrey.
The Acclaimed Author of "The Ship Who Sang", and "The Dragonriders of Pern" Series.

GUEST: Real and Muff Musgrave, The noted Fantasy Artiest Team.

Other events will include; Science Fiction and Fantasy Films. Writers Panels, Fan Panels, Gaming, Filk Singing,

Old Time Radio, Dealers Room, Model Contest, Art Show,
and a Gala Costume Contest! Plus much more to come!
To be held at:

THE SHERATON DENVER TECH CENTER
4900 DENVER TECH PARKWAY
DENVER, COLO. 80237

ALTI-EGO'S is a production of: SWORD AND SHIELD, A Non-
Profit Corporation.

DEAR SCIENCE EICTON FAN:

This letter is to introduce you to the Houston Area
Science Ficton Council. The Council is made up of conven-
tion owners and convention committee representatives.
The goal of the group is to promote better cooperation
among conventions, to help coordinate dates, and to act
as an information center for fans.

Periodically, you will receive flyers and newsletters
on upcoming conventions. We are all striving to bring
you better organized, well run, good Science Eicton
conventions in Houston. We appreciate your support, and
any comments you direct toward us.

Wishing you good conventions,
The Houston Area Science Eicton Council.

CON'S

LeperCon	March 17-18, 1984
DreamCon	May 11-13, 1984
HoustonCon, Inc.	June 7-10, 1984
ComixFair	July 27-29, 1984
MiniCon	October 27-28, 1984
ConTex	February 15-17, 1984

For further information, please contact the Houston
Area Science Eicton Council at:

11333 Chimney Rock
Houston, TX. 77035

FLEET AWARDS

As you know, there is a recruiting drive going on with STARFLEET. This section will be used to give the results of the drive. Below is how things stood as of June 30th.

INDIVIDUAL: John Supravnovich - 22 Recruits. 1st place.
 Jason Genser - 13 Recruits. 2nd. "
 Linda Neighbors - 8 Recruits. 3rd. "

SHIP: U.S.S. SOL - 9 " " 1st. "
 U.S.S. JAMESTOWN - 6 " " 2nd. "

REGION: Region 14 - 32 " " 1st. "
 Region 01 - 26 " " 2nd. "
 Region 07 - 19 " " 3rd. "

BOOK REVIEW

This column has some very enjoyable and well written book reviews. What makes some of the comments even more interesting in the reviews is that Carl is the pastor of a church in Bowling Green, Ohio. Special thanks go to Carl Brumbaugh, Commodore, Starfleet Region 14, Chief Communications.

Three new Star Trek novels have appeared on the bookshelves of your local bookstores over the last several months. Somehow it has befallen me to review these literary works and report to you, the fans, my impression of their worth as truly being Star Trek as we know it.

I'm quite sure that if my own Trek masterpiece, "Into Orion", ever gets finished and published, some budding critic will have a great time raking me over the proverbial coals as well. But that's the way life is or so I'm told. So "Prepare to leave orbit, Mr. Sulu; warp

factor 5. Mr. Chekov, arm photon torpedoes and all phasers lock onto targets and prepare to fire at my command "

The first of the new novels published was "The Wounded Sky" by Diane Duane. This could have been a fine Trek story but it got lost somewhere. Two bright spots in "The Wounded Sky" were: (1) the chase by the Klingons in which Mr. Sulu puts the Enterprise through some truly amazing maneuvers and (2) the very fact that the whole cast of characters and the plot itself is introduced within the first 50 pages or so.

Now maybe it was just me but I found I had to read "The Wounded Sky" through twice before I was sure I understood the whole thing. It was a bit difficult to read through all the scientific jargon Diane Duane used. It made "The Wounded Sky" read just a little like something Sondra Marshak and Myrna Culbreath would write.

"The Wounded Sky" is about an alien spider who invents what is called an Intergalactic Inversion Drive which enables the Enterprise to travel hundreds of thousands of light years in only "a twinkling of an eye". Thus making traveling to other galaxies a real possibility. As the Enterprise is testing the new drive system, some strange events occur. The crew begins to experience some strange psychic phenomenae which draws them closer to one another. But most importantly, the drive causes a rip in the fabric of the universe and another universe, one in which no Entropy exists, enters our universe and begins to literally swallow up our universe.

So the mission is now clear. The Enterprise must travel to the place where the rip has occurred and attempt to repair the damage done by the Inversion Drive. As they enter the new universe they run smack dab into an alien entity which turns out to be none other than God – or at least the God of this new universe who for some unknown reason hasn't the intelligence to figure out that He is God. You all following this so far? Good.

Being a pastor myself, I found no difficulty in God being there – in fact He should be. But what is objectional, and not because I am a minister, is what we're

expected to believe our heroes are to accomplish in just a couple of hours. I know they're good, but I don't believe they're that good.

In the short time allotted to them they must...(1) Make this God aware of his own existence, (2) by making him first aware of their existence, (3) instill in this God the knowledge of his own omnipotence, (4) give God a set of rules by which He can now create His own worlds and Life-forms, (5) set entropy in motion in the new universe so that creation can begin, and (6) weave together the rip in the universe so that it can never again enter our universe. Seems easy to me. They accomplished this feat in a matter of a couple of hours. Now this slow poke God will take something like six days to create the heavens and the earth. He should have just left it up to the crew of the Enterprise to do it.

Another problem with the "Wounded Sky" had to deal with the fact that we have no idea as to when in the 23rd century this takes place because no one in this story ever records anything on any log. So is this before or after V'ger? We don't know. If Kirk didn't record anything on this journey, I'm sure Star Fleet will be thrilled. With that sort of ineptitude Kirk should have decided to stay and be God's advisor.

What it boils down to in my opinion is that "The Wounded Sky" could have been a credible story, but that credibility was ruined when we are forced to believe that our heroes could accomplish anything their hearts desire including achieving near Godhood for themselves. "The Wounded Sky" attempted to go beyond the reality of what frail humanity, alien or otherwise, can accomplish and by doing so it failed as a good Trek story - in my opinion, of course.



The second novelization was "The Trellisane Confrontation" by David Dvorkin. "The Trellisane Confrontation" was a delight to read. David Dvorkin wasted no time in introducing all the main characters and the main plot, as well as several sub plots, within the first 48 pages.

"The Trellisane Confrontation" is about two planets who are at war with each other - one group, the Trellisaniens, live on land and are a strange group of humanoid that fears being conquered but will not fight. They also have a slave population bred for servile purposes only and for meat. The other group are the Sealons from the planet Sealon who are aggressors and live primarily in the sea.

After picking up a group of prisoners at a Federation outpost who were attempting to take a Federation vessel into the Romulan Neutral Zone to force the Federation into a war with the Romulans, the Enterprise is summoned to Trefolg to investigate the war. Especially since Kirk finds out that the Klingons may be involved in the war.

Upon arrival Kirk, Spock and McCoy must not only deal with the war which the Klingons have had a hand in by aiding the Sealons, but also the apparant cowardice and prejudices of the Trellisaniens. Finding no help from the upper class of the Trellisaniens Kirk et al turn to the slave class for help. Seeing their opportunity to escape bondage they fearfully endeavor to help our heroes.

In the meantime, the prisoners on board the Enterprise escape and take over the ship and proceed to the Romulan Neutral Zone to finish their task. Kirk is captured by the Klingons and the Klingons, who want no war with the Romulans, take Kirk on board their ship and go after the Enterprise. When they arrive, they find the Enterprise captured and in tow by the Romulans. Kirk manages to get himself beamed aboard the Enterprise and retakes his ship and then comes to an agreement with both the Romulans and the Klingons.

Back on Trefolg, Spock as managed to escape his Klingon captors and enter into a mind-meld with the leader of the Sealons. Between Spock and McCoy they force the Trellisaniens to come to an agreement with the Sealons and their slave class of humans.

"The Trellisane Confrontation" gets an 8 from me. It is typically Trek in nature and the story keeps you in suspense. It's fast paced and fairly easy to read, which

is a good trait in any literature in my book.



The third in the trilogy of books in the offering is entitled "Corona" by Greg Bear. I found this to be a typical Trek story. In fact it is probably too typical in my estimation.

"Corona" is the story of a sentient force of protostars - Corona by name - who or what has taken control of a stranded family of Vulcan scientists sent there by the Federation. Corona is forcing them to construct an array of machinery that will cause the universe, as we know it, to cease to exist, leaving Corona as the only life form to run things. Sound familiar? Corona feels that it is the only true life form. Sounding more familiar? ie. V'ger and Nomad?

Of course, before the complete takeover, however, the Vulcan female and mother, T'Prylla, blood relative of Spock (big family that boy's got), gets off an emergency message or distress signal that finally reaches Federation Space some ten years later.

Of course, the only Starship in the vicinity to investigate is the USS Enterprise (so what else is new? It's always the only ship in the vicinity). So the Enterprise embarks for the Black Box Nebula in an effort to rescue the stranded Vulcans, their children, and 30 other Federation scientists who are in cryogenic sleep.

Naturally there are a couple of sub-plots thrown in so that our attention won't drift off too far. Unfortunately, they too sound awful familiar. First, the Federation has installed a new computer monitoring system on board the Enterprise for testing. There is a command monitor and a medical monitor with the brain patterns of six Star Fleet Captains and six Star Fleet medical officers imprinted in the circuitry. These monitors can override any and all orders given by Kirk or McCoy if they disagree with their analysis. Shades of the M-5 Computer! Come on Greg, let's be original.

Secondly there's a nosey female reporter from the Fe-

deration News Service on board to do a story on how well the Enterprise, especially Kirk and McCoy, hold up under these new computer monitors, This bugs Kirk a bit. Not only that but she has strong prejudices against alien life forms, especially Spock for some reason. Sounds a little like Kathleen Sky's Novel "Vulcan". However in the end much of the prejudice is gone due to the fact of a mind link between her and Spock and Corona. She is literally helps save the universe as well as our beloved heroes.

One other problem with this book is that it takes us nearly 150 pages out of 192 pages in it to get the complete cast of characters identified and the full plot outlined. Only the last few-pages deal directly in the solving of the problem. The sub-plots are dealt with more than the main plot of the story.

"Corona" is easy and fast paced which helps make up for the deficiencies that are so evident. One does not have to wade through mountains of scientific jargon that the average fan doesn't understand anyway. That alone makes reading "Corona" enjoyable. The only real problem, I feel, was a lack of originality by Greg Bear. The book read like a compilation of other Star Trek novels and television shows. Keep it up though, Greg. I'm pulling for you.

In closing, I hope I haven't dissuaded anyone from reading any of these books. They are as a whole not all that bad. Remember this review is my opinion alone and not that of STARFLEET. To you experienced and budding authors out there - let's keep those books coming. For as long as there are people who love Star Trek enough to write about it, it will never die. Live Long and Prosper.



PEN - PAL SERVICE

Interested in corresponding with other Star Trek Fans, The International Friendship Society can help. This information comes to us by:

Capt. Jackie Morris
2812 Grandview
Alton, Illinois 62002

If you like, you can send Jackie a SASE for more information. Or contact the society itself by writing: .

INTERNATIONAL FRIENDSHIP SOCIETY A
P.O. BOX 100, CENTRAL,
SEOUL, KOREA

All the information you need to know is on the membership application form from the Society. There is a fee involved but it will all be explained when you receive an application.



Fleet Captain Stephen C. Thomas wrote recently with a great idea. If you the members like this idea, please feel free to help.

If each member of STARFLEET would donate just \$2.00 to Fleet Headquarters, that would give the Fleet almost \$3,000.00 which would help us get going. As you may or may not know, Eric did not send one cent to our new President after she was elected into Office. As stated before, we're not forcing you to donate, but if you feel you'd like to, fine. Special recognition will be awarded to the ones that do.

While we're on the subject of Fleet Captain S.C. Thomas, he has come up with suggestions for the ultimate Star-Fleet uniform. The following article will explain how to create your own Starfleet uniform.

The most asked question about the instructions for making the uniform that appeared in Capt. Thomas's newsletter the "Stardate" was: "Where did you get the infor-

mation???" The answer to that is "From an actual uniform from the movie". The "Virginia Association for Star Trek" better known as "VAST". They have a uniform on loan from Paramount to use for publicity in the Washington D.C. area. "VAST" president Jan Cox, has brought the uniform to area conventions where STARFLEET members got to make a close inspection of it. Admiral Vittorini received the sewing instructions from Jan. Very soon, Jan will have exact patterns of the uniform for Fleet members.

To get as much information on the uniform as possible, we suggest getting the uniform packet from the U.S.S. KESTRAL. The packet costs \$2.50 and the address is:

U.S.S. KESTRAL-UNIFORMS
4020 West 40th Ave.
Vancouver, B.C.
Canada
V6N 3C1

COLOR DESIGNATIONS:

White - Command
Blue Grey - Sciences
Gold - Operations
Sea Green - Medical

Scarlet - Midshipmen

POSSIBLE COLORS:

Grey - Security

These colors represent the department that the officer serves. On the duty uniform, the colors are indicated by the shirt, shoulder strap, decoration armband, and piping on the uniform pants.

UNIFORM ASSESSORIES:

STARFLEET INSIGNIA - This insignia is available through "Lincoln Enterprises" operated by Majel Roddenberry. PIPS AND SQUEEKS: These "dots and dashes" on the arm-band can be made by using lieutenants bars from the Army or Air Force. They have to be filed to shape and that can be done very easily. The dots are either earrings or "clutch Pins" (The pins used for keeping service decorations in place). The clutch pins can be purchased at a good hobby craft shop or from the Armed Services themselves. The part you use is the "pin" part. Get these

if you can as you won't have to do anything to them other than file the grooves across the head. (You must also file grooves length-wise on the bars as well).

JACKET CLOSURES-(SNAPS): The uniform jacket used "Silk covered snaps" which are very hard to find. (Check the racks good, as some times they've been hanging there for years). Take note: the silk coverings doesn't hold up to repeated opening and closing, thus you may find the black uncovered snaps acceptable...then again, they may be the only you'll find.

CHAIN TRIM: Again, if you go to a good hobby-craft shop, you will find aluminum chain that's perfect for the chain trim on the jacket. It's very inexpensive and you can buy it by the yards. You have to use pliers (use cloth to cover the teeth of the pliers so they won't mar the chain) to press the links of the chain so that it'll lay flat on the trim.

TWIST LATCH: If there is a "Tandy Leathercraft" shop in your area, you can get a twist-latch for your uniform. It has to be cut to size (you'll need metal snips to cut off the excess) and then you'll have to "de-brass" it. Perhaps a cheaper way to get one is to check out garage sales and find old purses with the appropriate latch.

RANK PINS: These pins are available at cons but they're not accurate. You can very easily make your own pins using aluminum. You can use the provided in this issue as a guide. The tools you'll need are: A drill, 1/8th inch drill bit, a set of hobby files and pliers. If you need pointers on working with metal talk with a high school shop teacher. He/she may even be willing to make them for you!

BELT BUCKLE: Again, this item will have to be made. You'll need a 2 3/4 inch brass ring and 1/16th inch brass plate to make the buckle. You can draw the Star-fleet design on the brass plate and cut it out yourself if you have an electric jigsaw. After all the components are made (you'll also need an 1/8th inch diameter brass rod about 4 inches in length) take the components to someone who works with brass so that they can solder

the buckle together.

STRAP RETAINING BUTTON: A 1 1/4 inch button is used to fasten the strap at the back. The button is decorated with a little "doo dad" to give it dimension. It looks like a half-dome with 1/8th inch holes drilled into it. It sets in the center of the button and is almost as large.

BELT: The uniform belt is 2 inches wide with 1/2 inch topstitching. Ideally, it should be leather but naugahyde is a good and inexpensive replacement.

MATERIAL: Wool gabardine was used for the "Trek" uniform jackets. The material was found in studio material stores and had been there for 90 years! You can get it today but at \$40. a yard! However, the following is acceptable.

SURALINE: This is a very good alternative to wool gabardine. It is also a gabardine and costs about \$4 a yard. For your jacket, you can choose between WINE or CRANBERRY in color. The actual jacket color is WINE but it looks flat when not exposed to intense or studio lighting. That's why CRANBERRY might be preferred. It is the bright red as seen in the movie, however you would be sacrificing accuracy for aesthetics. The suraline can be obtained in all the colors needed for the jacket. For colors not available, WHITE suraline can be dyed. It may take repeated treatments as the material is synthetic, but it can work. Here are the jacket colors needed: WINE - JACKET, BLACK - TRIM AND FRONT BELT LOOPS, WHITE - JACKET FACING (Captain rank and up), TAN - JACKET FACING (Ensign to Commander rank)

PONTE: The uniform pants are made of this material. It is also about \$4. a yard and the color is black.

QUIANA: The uniform shirt is made of this material and costs about \$7. a yard. It's material usually used for lingerie. It'll be hard to find this material in the various colors needed and I'm told it doesn't dye very well. You may have to special order it or use a similar material such as nylon jersey. Don't forget to get

enough to use for the strap, armband and pants (piping).

LINING: Standard Black jacket lining is used.

PATTERNS: Patterns can be used as a base for constructing the uniform. Look through the various pattern books at your local fabric shop for the pattern that best works for you. The problem, if any, is adapting a pattern that best fits to the proper design. The jacket is really just a glorified double-breasted jacket and I'm told that making the necessary changes is not that hard. If someone else is sewing the jacket for you, make sure that the person has plenty of pictures to look at for reference and make sure that you are fitted for the jacket before finish work is done. Make sure that you're satisfied with the work being done. The shirt is a simple turtleneck shirt and the pants are flared design. The KESTRAL states the patterns they have found are satisfactory for men and women.

NOTE: THERE MAY BE A SEAMTRESSES IN YOUR AREA WHO MAY BE ABLE TO CONSTRUCT YOUR UNIFORM FOR YOU. MAKE SURE TO TAKE LOTS OF PICTURES!

DUTY SHIRT: The collar and cuffs of the shirt are line-quilted with "fiberfill". The ribs are 1/2 inch wide. The collar length is anywhere from 1 inch to 1 1/2 inches and cuff length is 2 inches. On the back of the shirt from the collar down is a "velcro" closure, 12 inches long.

UNIFORM PANTS: The pants are just like regular flared pants except that the waist is elastic and the zipper is found on the right leg crease! The zipper is hidden ' and is mid-thigh length (usually about 15 inches) starting from the waist. Pant length should be longer than usual so that the leg will "blouse" above the boot. Cuff the end of the leg so that it will stay in place while wearing.

The piping on the side of the pants is duty color and 5/8ths of an inch wide. The piping is sewn on the center of a 2 inch wide strip of the ponte and it is sewn on the pants. NOTE: IF YOUR DEPARTMENT IS "COM AND", THE PIPING STRIPE SHOULD BE THE SAME COLOR OF THE DUTY JACKET (WINE). Don't forget that these pants have poc-

kets! You decide if you want one or two!

UNIFORM JACKET: The front is trimmed in BLACK suralin 7/16ths in width. The inside edge of the jacket flap is also trimmed. The front trim and flap inside trim from the apex of the neck along the right side of the jacket (see illustration) is lined with sections of aluminum chain. The chain is sewn on the trim between the silk covered snaps. The snaps are spaced 1-1/2 inches apart starting from the apex of the neck. The chain and snaps end at the belt line.

The end of the jacket sleeves are "Line-quilted". The spacing is 3/4 inches ending at a length of 3 inches. On the left sleeve is the decoration armband. It is placed 3 inches above the sleeve. The department color part is 1 1/2 inches wide. It is edged with 1/4 inch wide trim that is half BLACK and half GOLD, making the overall width 2 inches. The armband can be sewn on permanently or made to "tack" on so that it can be removed and altered if desired (change department colors). See illustrations for proper placing of rank pins and the "pips and squeeks". Note that each rank pin is set on a "pad" that is jacket color. If you use snaps on the pad, you can easily remove the pad for dry cleaning rather than bother with those frustrating clutch pins. The pad basically conforms to and is a little larger than the rank pin.

The shoulder strap is 1 1/2 inches wide and is attached to the jacket at the shoulder seam and "arrowhead" (where the button is). It is lined with 1/8th inch gold trim. At the end of the strap is the twist-latch closure which is 1 inch wide. Length is determined by the size of the wearer, but is basically 13 1/2 inches long.

There are 1/2 inch shoulder pads that you can buy or make for the jacket; Also, use 1/2 inch twill tape in the lapel and neck.

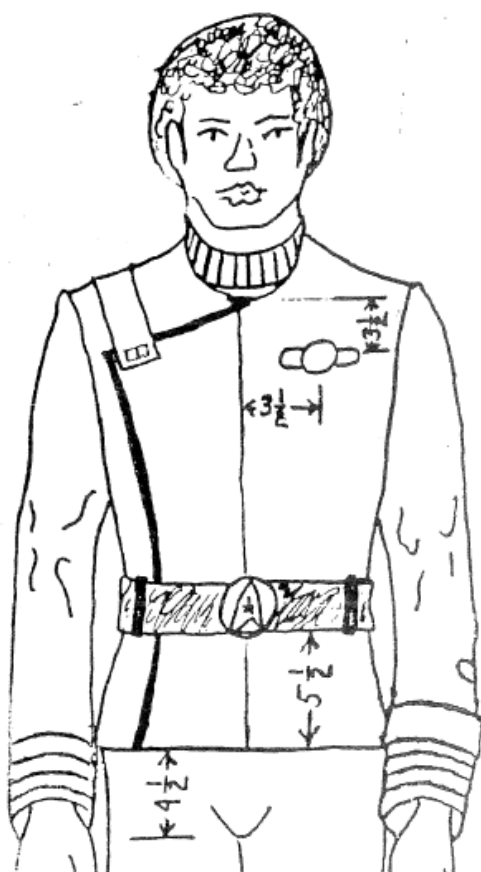
The piping on the back is BLACK Suraline Cord 3/8ths in diameter sewn into the back side seams. Topstitch 1/4 inch from these seams on both sides.

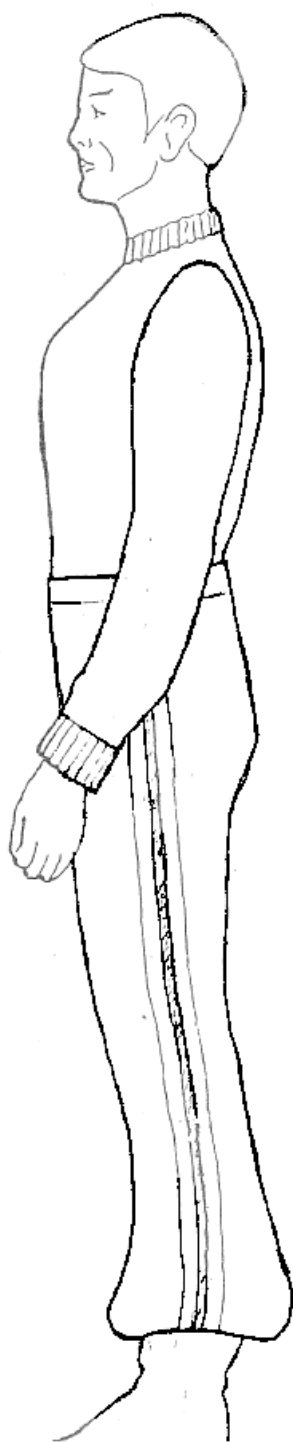
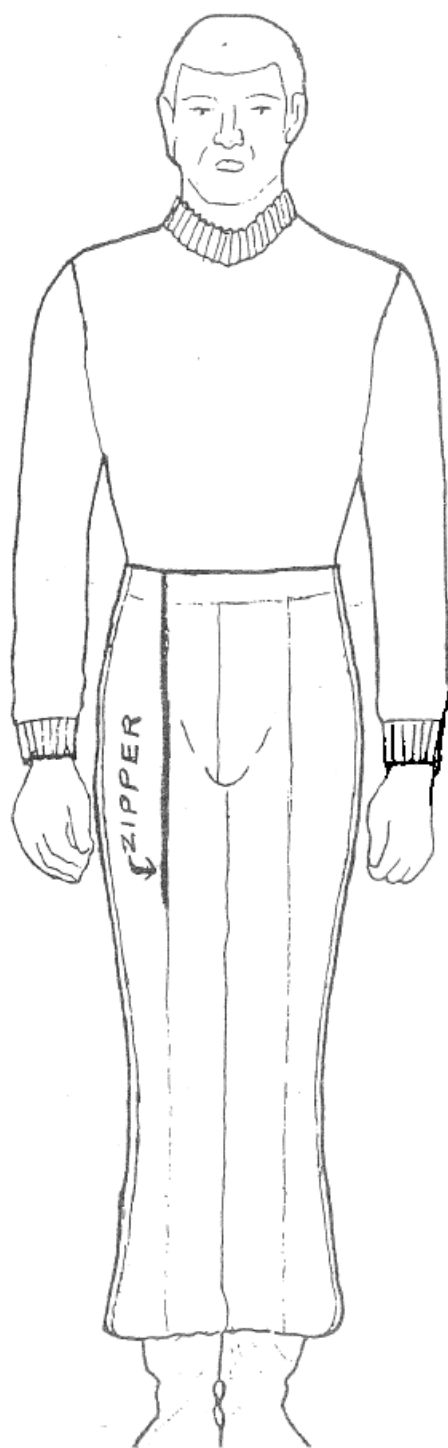
The front jacket belt loops are BLACK Suraline 5/8ths of an inch wide and 2 1/4 inches long. The back loop is jacket color and line quilted.

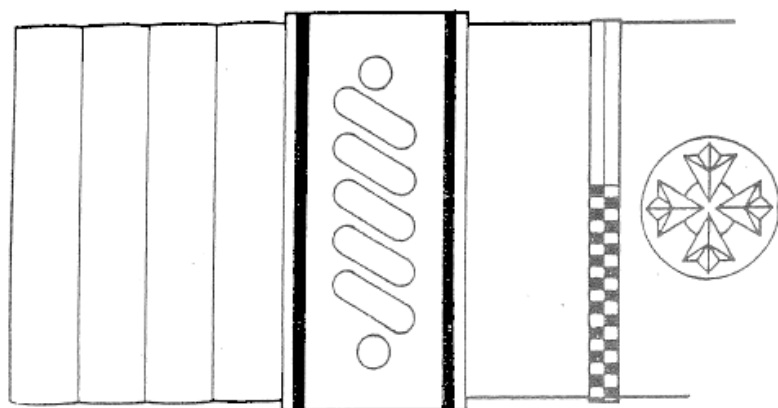
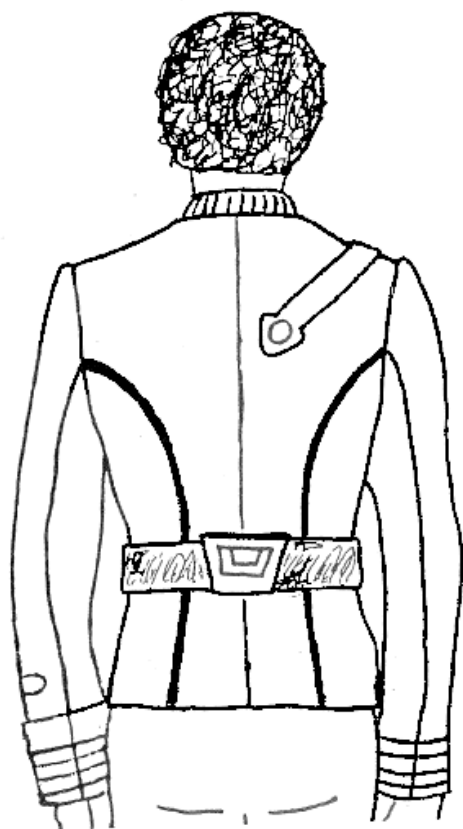
ADDITIONAL NOTES: The pants can be "flare" or "wide leg" depending on the wearer.

On the front or inner flap of the jacket, there is a snap on the opposite corner of the flap to help the jacket "hang right when word. If you need help or have any other questions on the uniform, contact Stephen Thomas at:

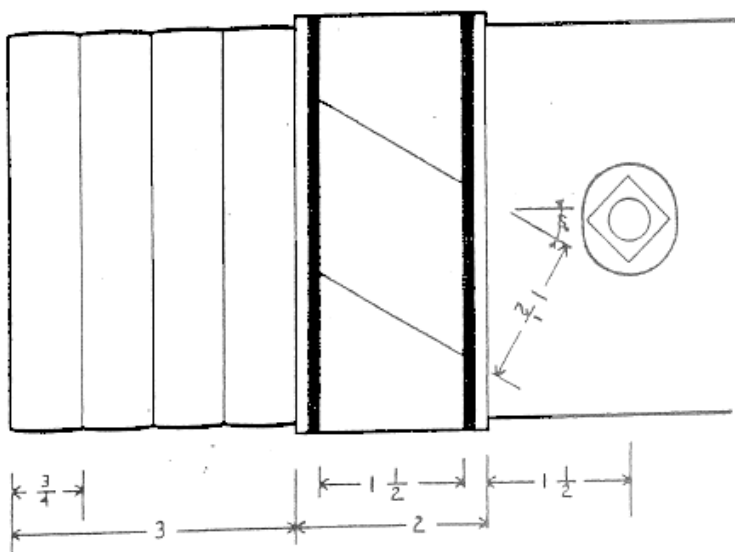
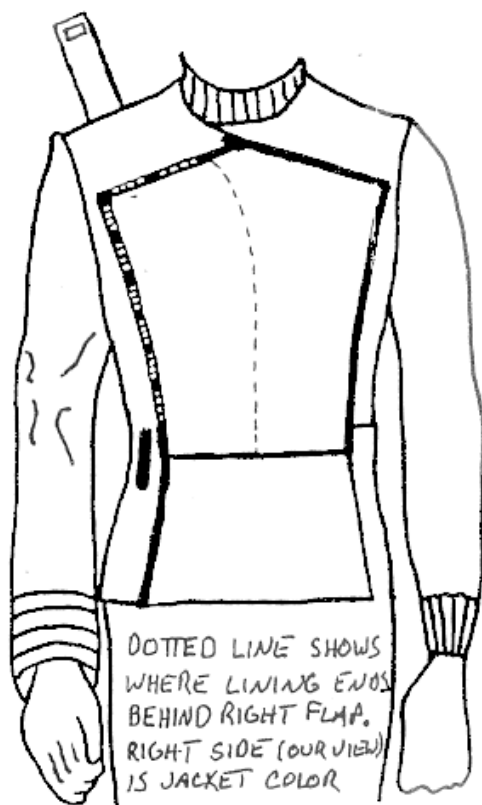
3415 Hardee Ct
Hampton, VA 23666



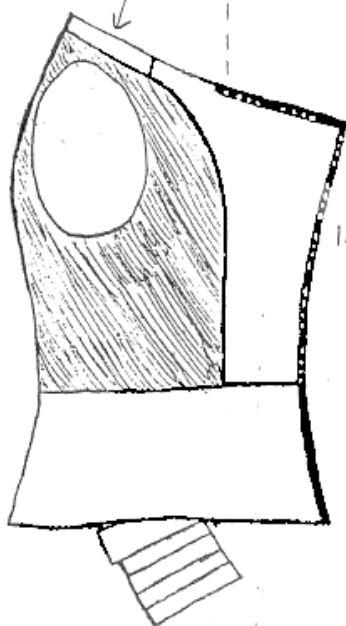






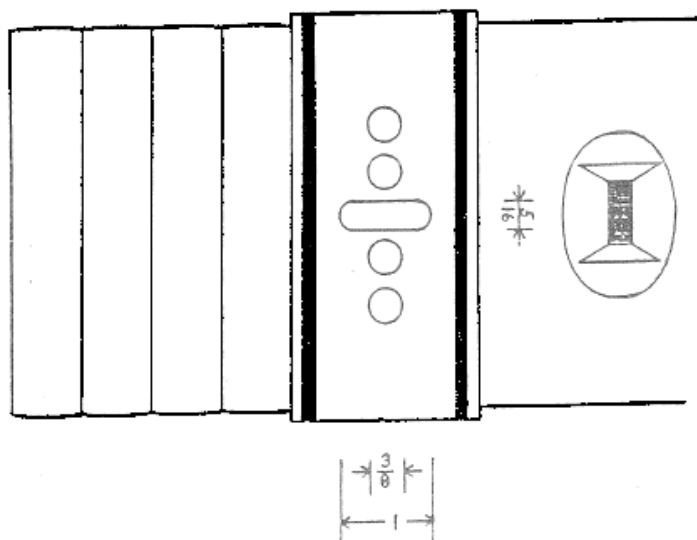


THIS PART IS
JACKET COLOR, CENTER
(NECK) SEAM

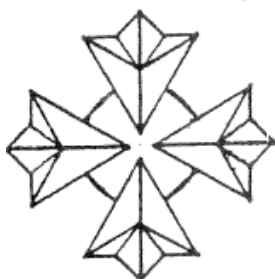


SHADED AREA
INDICATES
LINING

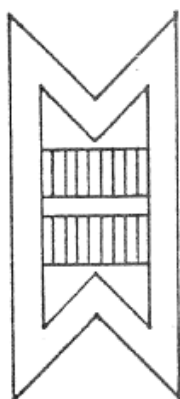
VIEW OF INTERIOR LEFT SIDE OF
JACKET



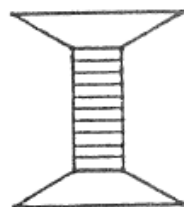
RANK PINS



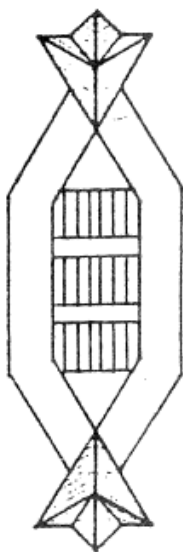
ADMIRAL



COMMANDER



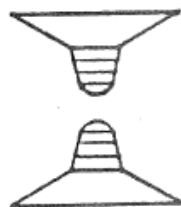
LIEUTENANT
COMMANDER



CAPTAIN



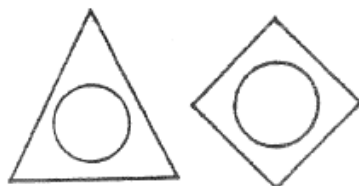
COMMODORE (?)



LIEUTENANT



ENSIGN (?)



MIDSHIPMEN

NOTE: All pins shown on preceding page are correct except; for "Ensign" and "Commodore." Ensign may have been used in "Trek II." The Commodore design was just a creative guess by Stephen Thomas. All pins are drawn actual size.

LETTERS

The "Letter to the Editor" is a very interesting letter. It has a nice political viewpoint.

I have just received Starfleet's notice of receipt and handbook supplement.

The reason why I sent my money to you people is that Trekkers have a reputation for getting things done. I have been a devout Star Trek fan since NBC first televised "The Man Trap" in September 1966. I still remember watching one particular Star Trek in the spring of 1968 when, at the end of the final credits, an announcer broke the news that Star Trek would be renewed for a third season, And I do recall reading one issue of Cinefantastique that featured a story on Paramount's decision to make a second Star Trek movie in spite of the relative failure of Star Trek to generate \$300 million in the U.S. - Canada market. Above all, I recall when in 1976 then-President Gerald Ford announced that the name of the space shuttle-prototype would be the "Enterprise."

If the Trekkers didn't exist, none of the above events would have occurred.

There are some people, however, who don't like Trekkers very much. One group of such people are the film critics, particularly Neal Gabler, the current co-host of Sneak Previews, David Denby, who writes for New York magazine, Rex Reed, Gene Shalit, Dennis Cunningham, the arts editor for New York's WCBS-TV, and Stewart Klein,

film critic for New York's WNEW-TV. John Simon, perhaps the most truculent of all film critics, currently writes for National Review; he has not written a review of Star Trek III out of contempt I think. Another group of such people include prominent politicians, including William Proxmire, Bill Green, and Walter Mondale.

Walter Mondale worries me immensely. First off, as a Senator from Minnesota in 1972, he led a campaign to delete initial funding for the space shuttle program. His delegation was beaten 61-21. As Vice-President under Jimmy Carter in 1979 he once told a Wall Street Journal reporter that the most probable film that Jerry Brown would go to see would be Star Trek-The Motion Picture. Jerry Brown (or Edmund G. Brown, Jr.) then governor of California, was seeking to become the the Democratic Presidential candidate for 1980. As you can see Mr. Mondale had much contempt for both Star Trek and Jerry Brown (in case you want to read this historical tidbit, this news item appeared on the fifth column of the first page of The Wall Street Journal during December 1979 - I'm not certain of the exact date though I think it was either the 14th, the 20th, or the 21st of that month.)

What worries me about Mr. Mondale campaign for the Presidency is that he is concealing his disdain for both science fiction and the space program by attacking Ronald Reagan's "Strategic Defense Initiative" (a.k.a. "Star Wars") plan for deploying lasers in Earth orbit. If you have read Mr. Mondale speeches his most vitriolic comments seem to have been reserved for that particular plan, such that he labels Star Wars as a mere "fairy tale" (you can check the speech that he delivered to students at Case Western Reserve University on April 24, 1984 as a case in point.) I'd hate to see his comments regarding Star Trek.

If you wish take the position of the Devil's advocate, you might for instance say that Mr. Mondale's position

one of it's kind in the world and that no other country was sending men in space. You might argue that the Russians were not sending men to the moon then and that they were no longer conducting any further testing of their Salyut space lab because of the Soyuz 11 tragedy in which three cosmonauts died after being asphyxiated as a result of a faulty valve in the descent module. You might also argue that the Soviets were concentrating on relatively less-expensive unmanned planetary probes instead of on manned projects.

However, as events have turned out it was the U.S., and not the U.S.S.R., that yielded it's greatest successes from it's unmanned probes during the 1970's, while the U.S.S.R. resumed it's Salyut program with much more success. The U.S.S.R. has sent up crew who have lived aboard the Salyut labs for periods of 63 days (1975), 96 days (1977-78), 185 days (1980), 211 days (1982), and it has most recently sent up a three-man crew who have been in orbit since February 8th of this year. The U.S.S.R. has launched other Soyuz vehicles into space to rendezvous with their Salyut labs and to live aboard those labs for prolonged periods of time. The Soviet Union's greatest space-related exploits may yet to occur. According to various publications, the U.S.S.R. is working on several grand scale space projects, including two space shuttles, a rocket that is more powerful than the old Saturn V, and a large scale space station. I'm glad that Mr. Mondale failed to delete funding for the space shuttle in 1972.

The rest of this letter will be continued in the next issue of the Communique which will be out in November. We hope it will be out before voting time. As you can tell from this letter, Mr. Mondale doesn't care much for the space program...

This newsletter, the "Communique", is now the official Newsletter for STARFLEET. Accept no substitutes! The article above does not intend to direct anyones vote, just to state facts.

STARFLEET COMMUNIQUE

STARFLEET is registered with the IRS as a non-profit organization under Section 501(c)(7), and is a member of the NATIONAL ASSOCIATION OF FAN CLUBS.

Printed in the U.S.A.

STARFLEET

P.O. Box 1470
San Antonio, TX 78295-1470

FORWARDING & RETURN POSTAGE GUARANTEED

BULK RATE
U.S. POSTAGE
BULK
NEWTON, IOWA
PERMIT NO 589