

#156

Dec, 2009/
Jan, 2010

STARFLEET ONLINE COMMUNIQUE

THE OFFICIAL PUBLICATION OF STARFLEET THE INTERNATIONAL STAR TREK FAN ASSOCIATION, INC.



STAR TREK ONLINE

The Long-Awaited
Multi-Player Online Game
Finally Arrives

(with a special offering just
for STARFLEET members)

USS Exeter Gets Commissioned By Admiral Janeway!



STARFLEET *Communiqué*

Issue Number 156, Dec., 2009/Jan., 2010

A newsletter publication provided for members of
STARFLEET, The International *Star Trek* Fan Association, Inc.

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The submission deadline for CQ #157 will have passed by the time this issue gets into members' hands. The deadline for submissions for CQ #158 will be March 15.

1503-07-17



NAME: SAL LIZARD
RANK: FLEET ADMIRAL
POSITION: COMMANDER, STARFLEET
SHIP: USS HOOD NCC-1707
REGION: 15, NEW HAMPSHIRE (USA)



COMMANDER, STARFLEET

Report from the Commander

2010 begins my last year in office and, as the year dawns, I find myself considering the joys (and pains) I've experienced as the CS so far.

Although the election season is far away and campaigning won't begin for some months, they will pass fairly quickly. I would like to encourage anyone who is qualified and feels that they can work for this organization to consider availing themselves for a staff position on either the regional or international level. STARFLEET is a dynamic and ever-evolving organization, and it needs sincere people who want to serve the interests of the many and are willing to set aside their own interests to do so.

Don't get me wrong, the work, when done correctly, is often time consuming and frustrating. And although you may not always feel the appreciation for your efforts, you most certainly will hear the cries if your work isn't done well and in a timely manner. But the rewards of knowing that you did your best to help some four thousand members (that you will probably never meet) can be just as great. They have certainly been for me.

But don't apply for any job if you don't have the time or the enthusiasm to complete it. On the other hand, don't limit yourself by thinking that you can't make a contribution at the higher levels if that is what you want to do. When I joined STARFLEET, I never expected to serve on the Executive Committee, and yet I have...twice. I certainly never thought that I would someday become the STARFLEET Commander, and yet I did. This organization truly reminds us that almost anything is possible, if we have the desire and enthusiasm to make it so.

As the STARFLEET Commander, I have received invitations to many chapter and regional events, including parties, launchings, and anniversaries. I have been invited to the Kennedy Space Center to observe the Memorial Space Flight launches, and to several weddings. And, because of the new Star Trek movie earlier this year, I have been interviewed for and participated in several radio programs, like several others in Fleet. And, of course, I've enjoyed visiting with as many as I could at the International Conferences.

During my first two years, I have made certain judgment errors and

have alienated some that, in the past, I've called "friend." Hopefully, I have grown and learned from my mistakes and will be able to be more productive during this final year. I am hopeful that the Bylaws Committee and the Admiralty Board will continue to work towards the evolution of our governing documents to accommodate our changing environment and our organizational needs, and that everything will be ready for the membership vote later this year. It's hard work and I appreciate the efforts of all (both those on the committee and those contributing their input through the committee) for their efforts of behalf of STARFLEET.

And finally, as I understand it, I am beginning my last year after having crossed a threshold in one important area of STARFLEET: in December, we reached the 4,000 membership mark! And for that, I am truly grateful to you all for your efforts at recruiting and retention. We are truly an organization of "doers." There is no success in STARFLEET if people don't work together to serve the "needs of the many."

Thanks.

0303-88-18



NAME: JOHN HALLIDAY
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OTHER ALIAS: COMMODORE SORAK
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CHIEF OF COMPUTER OPERATIONS, STARFLEET

Computer Operations Report

Greetings from Comp Ops.

By the time your read this, it will be long past the holiday season. But as I write this, the holidays are all around us. Christmas is just a few days away, and due to the fact that I started a new job in late October, I finally have the means to buy some nifty gifts for my family and friends. I have a lot to be thankful for these days—recent adversity has given me the opportunity to study the contrast between what we have and what we want. I find that the simple things in life are more important than what we sometimes think are the 'big' things.

I have procured some new web hosting space to host our .Net applications and to hold parts of the Online Member System as it is converted. I thought it was a good idea to do this because I have completed three .Net modules that are ready for full production use. I look forward to getting these modules

implemented on the new server and to start getting feedback from users. In February, look for some new functionality that will assist us in providing special features for our members who also play the new *Star Trek* Online game. We are coordinating our efforts with those of the Atari staff.

The drive crash I had a couple months ago has finally receded into memory. A fringe benefit from the experience is that I now have two separate terabyte drives to use for backups. Somehow, I think it'll be a long time before I have that kind of trouble again.

We had a bit of delay on some of the mailed-in member applications back in October/November, but we seem to be back on track. I apologize for any delays in getting your membership packets. The new and renewed membership applications that are submitted through our online page seem to be getting

done a lot faster, with a typical turnaround of about 2-3 weeks. We're trying to get the mail-in process working better.

That's all I have for now folks. I hope to have a lot more to report in the next issue. Please keep in mind that if you ever need any help, contact the Computer Operations worker who can best assist you:

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ACHIEVEMENTS: FORMER REGION 13 COORDINATOR



VICE COMMANDER, STARFLEET

The Second Banana Report

There are times out there when we have expectations of our friends and co-workers that we feel are reasonable—and probably are reasonable for the most part—but when those expectations aren't met, we feel let down.

Unfortunately, that's something that happens from time to time. Sometimes there are things which, as important as we feel something is, can take precedence and have a higher impact that needs to be addressed right away—your health, family, critical matters at work, and issues happening at home that can have a close and personal impact that have to be dealt with without haste.

Recently, an acquaintance of mine experienced a situation where they felt that their expectations weren't met and felt let down in the situation. Some of it was justifiable, they had a very good reason for feeling let down—they worked really long and hard on a number of issues, put their heart and soul into making sure that things were dealt with appropriately, quickly, and with a great deal of professionalism.

When it came time for his salary review to be done, he got a decent review from his employer, but not adequate compensation. He felt very let down, and was very upset.

He could have gone off and shouted about it to whomever would listen to him, but instead he took it with dignity. That's not to say that he didn't address the issue with his manager, but he voiced his issues privately, instead of grandstanding and making enough noise to make everyone turn and watch what he was doing.

I think that there's something to be learned from that situation. Because of how he dealt with the situation, I have found even more respect for him for how, and he has become someone that I have and will continue to give a good reference for when I'm speaking to other management in the company that we both work for, but I know also that because he treated the company and other employees with respect and didn't go off making a scene, his manager is making an even stronger effort to make sure that this member is better recognized by the company in the future.

Now, on to the business of STARFLEET.

In my last article, I spoke about the bylaw requirements committee and the efforts being made. Since that last article was written, the AB has been gracious enough to allow us an additional 60 days to prepare our requirements

document, which has allowed the committee to finalize the requirements for regions and for Regional Coordinators (also known as the Board of Directors.)

There was, at one point, discussion within the committee about having hard-fixed levels at which regions would be required to split as to try and equalize representation at the Board level. However, the committee has decided to not move forward with that, and instead provide guidelines when we get around to the time when we re-write the membership handbook itself.

As it stands now, the committee is voting upon the requirements for the regions and RCs, and when that is finished, we will have a few small matters to complete, and our requirements document will be finalized in preparation to be sent to the corporate attorneys. I think that we're starting to see the proverbial light at the end of the tunnel.

Short Story Contest

In other news, «Yes, Virginia, there will be a short story contest this year.» We had a good turnout last year for the short story contest, and we absolutely are planning on doing it again!

Hopefully, by the time you're reading this article, we'll have secured our Guest Judge (no, I'm not going to tell you who I'm trying to arrange just yet; I don't want to spoil the surprise), and we will have announced the contest on the various E-Mail lists.

We are looking at doing things a little differently this year, possibly having a Reader's Choice award by making the stories available for STARFLEET members to read and to rate themselves prior to the judging and rating by our Guest Judge, but that has yet to be completely decided.

Our requirements for the short story contest will be the same as last year, up to 7,500 words and not previously printed in another publication, along with the other requirements that we had put in place, but we'll officially announce that when we're all ready to go with it.

AB Discussions

In my last article, I'd noted that the AB was discussing a timeline resolution for financial reporting requests that come from the CFO. The motion on this was withdrawn, as it was agreed to allow them 30 days to produce financial information unless an immediate

requirement comes from a government agency.

As was discussed in the last edition, the AB is continuing to discuss some Membership Handbook amendments that have been put before them. These are different than the ones that I'd mentioned in the last update. The latest ones are specifically dealing with:

- An amendment to Section 02:06 of the handbook which would allow Regional Coordinators to promote members who are active in STARFLEET but who choose to not be assigned to a chapter—right now, in order for an active member to get a promotion, they have to be assigned to a chapter. This amendment will allow those members who are active but unassigned to be recognized by their Regional Coordinators for their efforts for their region and to STARFLEET.

- In order to prepare everyone in STARFLEET for the upcoming separation of our Bylaws from the Membership Handbook, an amendment is before the AB to have the Constitution (currently Section 7 of the handbook) taken out and made into a separate publication. Many people don't necessarily understand that the two are actually separate documents because the Constitution is noted as being a specific section of our Handbook. This will help members to understand that the Handbook is intended to be our «how-to» guide while we have a separate document specifically for our rules (the «bylaws»).

I will be presenting only one further Handbook amendment once a few more issues are addressed and taken care of by the AB.

Motions Voted Upon

The full text and record of all votes can be found on the STARFLEET Historian's AB Resolutions web page at:

<http://historian.sfi.org/AB/>

- **AB Motion AB09-18** has been withdrawn to be reworded and re-submitted in the future.
- **AB09-20: MHB Amendment #1: ShOC Proposal**

Region 13 (Joseph Sare) made the following motion:

“To accept the attachment, as submitted by Dave Blaser, and have the appropriate sections in the MHB

updated as outlined in the attachment.”

Region 9 (Guðjón Sigmundsson) seconded the motion.

Result: **Passed:** Aye: 15, Nay: 0, Abstain: 0

NOTE: The amendment proposed was to amend and clarify text in Sections 04:09 through 04:11 regarding Shakedown Chapters and regarding commissioning requirements for chapters. The revisions are being prepared for the membership handbook and will be released once the update to the document is completed.

- **AB09-21: Bylaws Committee Deadline Extension**

Region 1 (Ruth Lane) made the following motion:

“I motion that the Bylaw committee be allowed another 60 days to continue their work.”

Region 2 (Jack Eaton) seconded the motion.

Result: **Passed:** Aye: 14, Nay: 0, Abstain: 1

- **AB09-22: Motion to appoint JAG**

Region 9 (Guðjón Sigmundsson) made the following motion:

“I move that we ask Johnathan Simmons to take over the position as soon as possible.”

Region 11 (Gary Amor) seconded the motion.

Result: Withdrawn in order to take applications for the position.

- **AB09-22a: Indefinite postponement of AB09-22**

Region 12 (Jeff Higdon) made the following motion:

“I motion that AB09-22, the motion to ask Jonathan Simmons to take over the position of JAG, be postponed indefinitely.”

Region 10 (Paul Reid) seconded the motion.

Result: Withdrawn in order to take applications for the position.

Talk to you again in 60 days.





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 DESIGNER OF THE AWARD-WINNING USSANGELES.COM WEBSITE; CO-CHAIRMAN OF THE 2005 REGION 4 CONFERENCE



CHIEF OF COMMUNICATIONS, STARFLEET

Hey, Jon, Why Is the *Communiqué* So Darned Late?

Y'know, I still get asked this question by at least one member every issue or two. Mostly it stems from that confounded cover date. You know the one. For example, this issue is cover dated for December, 2009/January, 2010. And unless you downloaded this issue from our SFI.org website, you're probably reading it in February.

So what exactly does our cover date mean, then...and why IS the *Communiqué* so darned late?

Well, first of all, the CQ isn't late.

We're supposed to have six issues published per year, which comes out to one issue every two months or so. The first issue I published as Comm Chief (#148, cover dated August/September, 2008) reached most members back in October of 2008. The next eight issues have each been released no later than two months after the previous issue.

Don't believe me? The previous issue (#155, cover dated October/November, 2009) reached most members in December, 2009. That means, in 14 months, we published eight issues of CQ...and that means no more than two months between issues for over a year and counting!

So why does the CQ *seem* to be so late?

Well, it's that darned cover date! When you see December/January on the cover and you don't read the issue until mid-to-late February, it just sorta feels like you're reading old news. And in many ways, you are. I'll go into this in more detail shortly, but the CQ isn't a place to get the hottest, late-breaking news on all things *Star Trek* and STARFLEET. While we do keep members apprised of important things happening in the organization, the fastest way to relay that information is through our online Announcement List and SFI-L Business Discussion List. So while our newsletter does carry some "news," CQ is more of a place where members can see what their fellow members are up to, read some interesting things about *Star Trek* and science fiction, and be updated about issues that face our organization.

Remember: we're not a daily newspaper. We don't have a staff of paid reporters and editors. Instead we have a couple of dedicated-but-overworked, unpaid volunteers. And on our bi-monthly schedule, we do the best that we can. So what exactly do we do that takes us two months to put out an issue? Glad you asked!

The Making of a *Communiqué*

When folks write me "Why is the CQ so late?" e-mails, I usually write them back with an explanation of what goes into each issue of the CQ...and how long each step takes. After reading about the

"schedule," most members seem to understand much better why things are the way they are.

So I'd like to share the "life of an issue of CQ" with all of you... especially since at least one of you reading this will most likely be doing this job in the not-too-distant future.

First, let's forget about the cover date for a moment. Instead, let's just assume that we're working on CQ #1701, and we've just released the previous issue (assume the previous issue #1700



was uploaded to the SFI.org member database on July 1). So the clock is now ticking! We have two months to get another CQ released, and it better be posted online by September 1 or we're gonna hear about it from the members!

July 1

Okay, so we've just uploaded the latest issue (#1700) to the website, and we've also just uploaded the print-ready files to our printing company in Oklahoma. It'll still be about 3-4 weeks until the latest issue reaches most members' mailboxes, but I'll go into that later. Suffice it to say that we're no longer worrying about #1700...it's all about #1701 now, and we've got two months and counting to get that issue ready.

So let's look at all the great written and photographic content we have that needs to go into #1701. Wait-a-sec! Did I start this clock on July 1? Silly me! I meant to start it on...

June 1

Yep, work on #1701 starts while we're still putting together the

previous issue! Y'see, we need content written and submitted by the members of STARFLEET. We don't have a staff of paid writers, so we need you guys to send in articles about what your chapters and regions are up to, reviews of *Trek* novels and comics, editorials, drawings, photos...if members don't supply our content, then CQ is empty.

So part of my job is to remind people before the submission deadline arrives for the next issue. I usually establish that deadline about two weeks before I start working on the next issue. Why two weeks early? Well, I almost always get "stragglers" (people who write to me saying, "I know the deadline just passed, but can I still send you something if it's before the end of this week?"). I usually tell the stragglers "okay" because I've built in that two-week time cushion. **PLEASE NOTE: this is NOT an invitation for you all to start slipping on your deadlines! If I tell you the submission deadline is June 15, that means I can still hold you to it and delay your submission till the following issue. Although I allow for that cushion, I don't always utilize it... especially if the next issue is crowded. On time submissions always get precedence over late ones.**

So on June 1, I send out an e-mail reminder to all the Fleet lists (and to our Regional Relay Officers) that submissions to the next CQ are due in two weeks. So by June 15—and certainly by July 1—I will (hopefully) have an e-mailbox full of content to use for the next issue.

July 1

Okay, back to July 1. The clock is ticking, but I will admit to giving myself about a week to decompress from finishing the previous issue. I'm also spending time during this week monitoring progress with the printers and making sure things are ready for labeling and mailing. If I'm really conscientious, this is the time I'll write up my CQ Communications Report (essentially what you're reading right now, which I'm writing just after Thanksgiving, if you're curious). So this first week is a little slow and "relaxing." Yeah, relaxing...I chuckled as I wrote that.

July 8

Procrastination time is over. The last stragglers are in, and by this point, I've also nagged the other seven Executive Committee members to get me their reports for CQ. All the content is sitting in a special e-mail folder on my hard-drive, and I start sorting through it all. Everything needs to be proof read. I refuse to let stuff into CQ without a thorough editing for spelling, grammar, punctuation, and clarity. You might find the occasional typo in CQ—and a few are inevitable—but trust me: you would NOT want to read most of the stuff I get before we proofread it.

Proofreading takes about three weeks. I do a lot of this myself, since I'm so compulsive about proper English. I also have a few



trusted proofreaders who help me out, including Gary Hollifield, Jr. and Alex Rosenzweig, both of whom I trust to do a solid job. But we're all volunteers with lives beyond STARFLEET, and there's usually 40-45 pages filled with content in each CQ. So I usually estimate 3 weeks for getting all the written submissions edited. It also takes me a few hours to optimize photo submissions for print. CQ prints dark (because newsprint paper acts like a sponge with ink), so if I didn't spend time lightening the photos that are sent in, most of them would end of looking like the inside of a cave.

Some people have asked why I don't use more proofreaders to try to shave off a week or two from the proofreading stage. The fact is that I do have a second tier of "go to" members if Gary and Alex aren't available, but both of them usually finish what I give them within a week to 10 days. It's actually ye ol' Commodore Jon who takes longer (as I do the bulk of proofing myself). I just don't like having too many people involved in the proofing stage. You risk a "only as strong as your weakest link" scenario, where even one person missing their deadline can force a last-minute switch to someone else if the first person can't deliver. I had a couple of early issues with more proof readers, and a couple of them dropped the ball. Things got delayed as they would promise and then miss deadline, and I had to shift content to other proofreaders at the last second. I decided then that a smaller, more reliable team actually worked better and produced fewer sleepless nights for me.

July 29

Okay, now it's time to call up Captain Prasith Kim-Aun and bring him out of stasis. Prasith (pronounced "press it") is a dentist up in Washington State with a wife and an adorable 3-year-old daughter. He's very active on his chapter, the *USS Thermopylae*, and in some other groups. As such, I'm grateful for the time and effort he manages to throw into CQ each issue. But not wanting to wear him out, I give him a month off between issues, since I'll need him for almost a solid, uninterrupted month when the next issue hits.

Prasith and I both use a program called InDesign (from Adobe) to lay out the CQ. Once all the content is proof read and color-optimized and properly organized (all photos are labeled and grouped with their proper captions and articles on our FTP site), it's time to start laying those items out onto the 48 pages we fill each issue.

I usually tackle the cover and some of the more challenging page spreads. But Prasith works on the lion's share of the initial page layouts. The "first pass" usually takes about two weeks. During this time, we throw everything into loose page layouts to get an idea for how many pages we REALLY have. Are we going to be short and need a little filler? Or are we long? How long? Do I have to hold anyone's submissions until the next issue? Can we squeeze some shorter articles together to get two onto one page or three articles onto two pages? It's not until we see everything laid out on pages that we can figure out how and what to shuffle around.

Oh, and remember that now is the time to remind the membership that submissions are due for CQ #1702 in two weeks. Gotta send out that e-mail on August 1.

August 12

As we approach the deadline, Prasith and I start playing with that "first pass" layout—shifting articles, adding or removing photos and artwork, etc. This is usually another two weeks or so as we call and e-mail each other almost nightly. We refine page layouts, tweaking things so they line up better, determine page order, and we give things a final proofreading pass. When we're finally finished, Prasith types up the Table of Contents and then creates two versions of the CQ. The online version gets internal hyperlinks added to it so readers can navigate from the Table of Contents to any article and back again just by clicking. It also features a slightly different cover with "Online" added to the title banner.

The print version, on the other hand, is saved out as 48 separate PDF files to be uploaded to the printing company. During these last two weeks, I need to contact them and let them know to reserve press time for us. By this point, I'm pretty confident in the delivery date (week of August 26), and I prepare the paperwork for the printers.

August 26

Whew! Made it. The online CQ is optimized and exported as a PDF by Prasith and sent to the Chief of Computer Operations and to Webmaster X to post online. That usually takes a few days at most. And then Prasith also uploads to the FTP server the 48 pages of print-ready PDF files so I can triple-check them and upload them to the printing company.

The printers ask for up to ten business days (two weeks) to print an issue and have it ready. Usually, like Mr. Scott, they tell me two weeks and do it in one week or less. But it doesn't stop there. I know I told you the deadline was September 1 for the new issue, and we made it—with the online edition. But the print edition takes the game into overtime. It always does. The previous issue (#1700) was available online on July 1, but most members wouldn't receive it in the mail until late July. Well, the same will now be true of CQ #1701. It goes online on or before September 1, but don't expect it in your mailbox for a few more weeks. Let's take a look at what happens in Oklahoma...

September 9

We've given our printers two weeks to print CQ #1701, but it was probably ready sooner. However, three thousand copies are pretty heavy, and PJ Trotter and her team of labelers in Oklahoma have to make some time to drive their van over to the printers and pick up several hundred pounds of printed CQs. But let's assume they do it during this week of September 9.

How long does it take to stick labels to a couple of thousand newsletters? Let's give that another week, at the end of which, the CQs need to be taken over to the post office and mailed.

September 16

Enter: the US Postal Service. This is where things move completely out of our control. STARFLEET has a "periodical" mailing permit that gets us a great rate on postage. But this means that CQ is not delivered via first class mail. Now, I've seen my CQ reach me two days after PJ Trotter and her team mail it, and I've seen it take over two weeks.

So the issue that was posted online on or before September 1 is not reaching most members until sometime around September 20 to September 30. And international members deal with their own delays when overseas delivery comes into play.

Sometime during this period after mailing, PJ counts up the leftover CQs, and I generate a certain number of CQ lottery winners who will each receive a box of 100 CQs to use for recruiting. Of course, by this point, I'm also hard at work proofreading the articles and color-adjusting the photos for the next issue of CQ.

And the endless cycle continues.

Do I Want a Pat on the Back?

Hell, yeah! Me, Prasith, Gary, Alex—we're all working issue after issue after issue to bring the members of STARFLEET what I believe is one of the best regularly-published *Star Trek* fan-produced newsletters anywhere. It's certainly one of the strongest *Communiqués* we've ever had.

And considering that we're all working this gig *gratis* because we all love STARFLEET, I do (with a noticeable lack of humility) think we kick butt on CQ. And yeah, I know many members don't bother reading it...or at best, they skim it over. But other members say they read it cover to cover. And a bunch of chapters

have told me that the recent CQs have been helping them recruit new members, and for me, that's what it's all about. Once, 26 years ago, I was the new member, reading (or was it skimming?) my copy of CQ every other month or so. Now I'm in the cockpit. So maybe one of today's new members will be the Chief of Communications sometime in the future, and maybe it'll be this version of CQ that first inspired him or her... just as Chief of Communications William "Buck" Krause inspired me two decades ago. (To the left, that's the cover of one of Buck's *Communiqués* from way back in 1986. Buck is the one holding the phaser.)

And What About That Darned Cover Date?

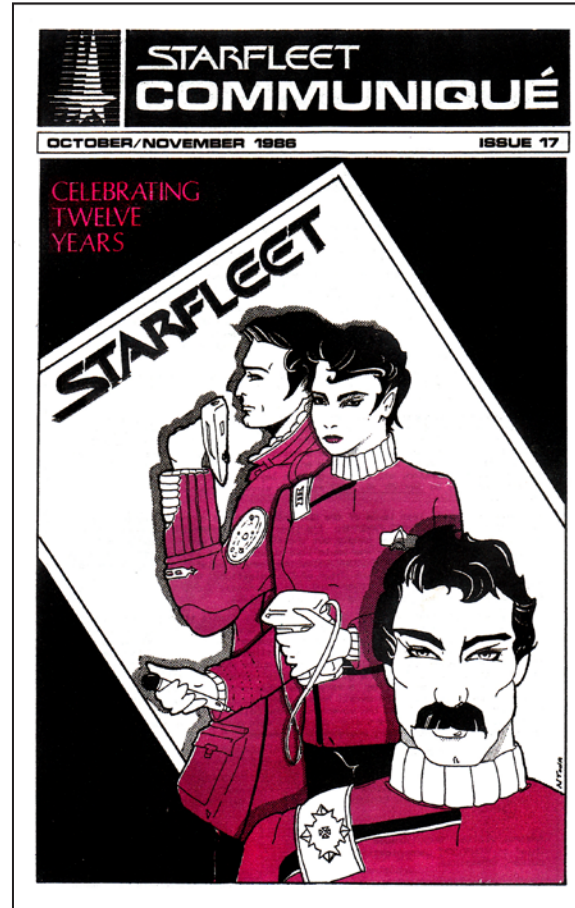
In the words of Han Solo, Lando Calrissian, and anyone else who ever flew the Millennium Falcon: "It's not my fault." I am, of course, referring to the cover date. We're kind stuck with it. Why? The reason is our postal permit that gets us the attractive

periodical rate. They require a cover date for each issue. They use it to determine when our annual Postal Statement should be published. What's a Postal Statement? Take a look at page 44 of issue #155. Whatever issue each year that gets published after October 1 (which is our October/November issue) must include a Postal Statement. Without a cover date, that Postal Statement would not be traceable by the Post Office.

So why does the date on each issue cover two months (like October/November)? Because we're bi-monthly, and those are the two months of your annual six-issue subscription that are covered by that particular issue.

Now, when I first took over CQ in 2008, the online version was getting posted during the month AFTER the two-month cover date. The August/September issue was posted in October; the October/November issue in December...and so on. But I'm happy to report that the last three issues have been posted online DURING the second month of the cover date. Last issue (#155, October/November) went online on November 23. And as far as I'm concerned, that's on time...even though the mailed printed version didn't reach most members till close to Christmas.

So the cover date doesn't really mean all that much. The important thing is that each issue of CQ is being published on schedule, only two months after the previous issue. We've had it that way now for nine consecutive issues. And with luck and hard work, it'll be that way for the next six issues published under my watch and (hopefully) long after that, too.



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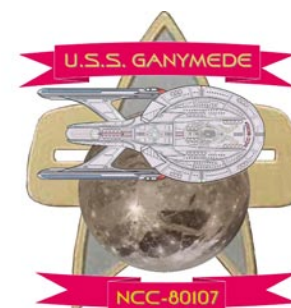
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917175-E29501



NAME: GEORGE FLANIK
RANK: CAPTAIN
POSITION: COMMANDING OFFICER
SHIP: USS GANYMEDE NCC-80107
REGION: 1, VIRGINIA (USA)
ACHIEVEMENTS: OTS WITH HONORS; 2007 DISTINGUISHED SERVICE COMMENDATION FROM USS HEIMDAL



0108-07-801

Ask “Deep Trek” - # 008

As this is being written, Deep Trek is in Sickbay for a number of weeks. The outlook is good for his recovery. Prior to this, Captain Flanik shared a family dinner out with Deep Trek. While our wives chatted, the subject of his great collection of tools and mechanical know-how came up. Deep Trek relates:

“Just about everything in my adult life had some experience or knowledge that I carried forward into motion picture set and props work.

“My work on building props was more for Disney than *Star Trek*. At Disney, I built horse drawn wagons, boats, treasure chests, and anything that the property master thought was better built than bought. Actually, most of what I built couldn't be bought, which is why we built them.

“My experience with military weapons made me useful at Warner Brothers and Universal. At the request of one of my bosses, I broke down and put back together an M-2 Browning machine gun. I had already done it so much in the service (three tours in Vietnam) that I could to this day do it blindfolded, so I got the job.

“For just about every job I did (for the motion picture studios and afterward), I came away with some new skills and often a special tool or two. Generally, you can't find them anymore, so besides being unique, they remind me of the big variety of jobs I've had.”

This column was written on Veterans' Day. As we honor that solemn occasion, Deep Trek relates...

“I need to talk a little about what I do for my fellow veterans. I am very involved with the Vietnam Veterans Association as well

as group sessions with my brothers that only physically survived combat. I also help them with research, names, dates, and places for combat veterans who need these things documented. I sometimes end up at the archives in Maryland to get these documents. This work takes so much of my time that, as much as I would love to be part of STARFLEET, I'm already fully committed. Again, if there is anything I can tell you about my favorite show, just ask.”

Today I'm shopping at the STARFLEET Quartermaster's store for get-well and Christmas gifts for Deep Trek. The new polo shirts and lenticular 3-D posters became available just at the right time.

Stay tuned for next month's column and more memories of an authentic TOS veteran.

NAME: STEVE RODRIGUEZ
RANK: LIEUTENANT JUNIOR GRADE
POSITION: ENGINEER
SHIP: USS ABRAHAM LINCOLN NCC-71809
REGION: 1, NEW YORK (USA)

USS ABRAHAM LINCOLN NCC-71809



0108-09-718

Special Sweepstakes – Win a Dog Tag!

In order to introduce their new Personalized Starfleet dog tags, Galron Manufacturing www.galronmfg.com, a maker of science fiction memorabilia, is having a sweepstakes in which they are giving away numerous sets of dog tags. The number of winners will be determined by the number of entries, so don't be shy: tell your STARFLEET friends, and enter to win!

In order to enter, simply send Galron an email at:

info@galronmfg.com

...with the subject “sweepstakes”

Include: your name, address, email, and telephone number. Also include the five lines of information necessary for the dog tags: the name which will be on the dog tags, ship/chapter name and NCC number, the STARFLEET SCC#, date of birth (YYMM.DD format), and rank.

Entries via email will be accepted from February 15, 2010 thru March 15, 2010. Winners will be drawn April 1st, 2010. One entry per STARFLEET member will be accepted regardless of whether the entry is of



U.S. residency or not. There will be no charges for shipping.

Galron, launched in 2004, has endeavored to create high-quality, personalized science fiction item. Some of Galrons products include Custom *Star Trek* Ship Dedication Plaques, personalized STARFLEET Dog Tags, personalized *Battlestar Galactica* Dog Tags, the Twelve-Colony Zodiac Necklaces, and many other genre sci-fi pins and patches.

I am the President of Galron, and I've been involved in fandom since April of 1996. Originally a *Star Trek* fan myself, I am a current STARFLEET member. Although I am a member of the *USS Abraham Lincoln*, my chapter has no affiliation with Galron. However, XO Willie Yee of the *Abraham Lincoln* did convince me to introduce the Personalized STARFLEET dog tags. One of the unique things about Galron is, if we are able to use your idea for a product, we give you the item for free, provided you work with us in creating the initial item. Galron looks forward to providing the highest quality items for fans by the fans for years to come.

Best regards.





NAME: MICHAEL STEIN
RANK: COMMODORE
POSITION: CHIEF FINANCIAL OFFICER, STARFLEET
OTHER POSITIONS: EXECUTIVE OFFICER
SHIP: USS JUSTICE NCC-556
REGION: 7, NEW JERSEY (USA)



CHIEF FINANCIAL OFFICER, STARFLEET

You Should All Read This!

Please forgive the “pushiness” of the headline above, but I know that the CFO’s report is not the first thing most people rush to check out in CQ. However, there is a pretty significant issue that needs to be clearly communicated to all members of STARFLEET, and it regards STARFLEET’s status as a Non-Profit Organization.

Some members mistakenly believe that, since STARFLEET Chapters are a part of STARFLEET, that they share in our Non-Profit status. That’s a big negative and no way, folks.

The funny thing about rumors is that it’s hard to pin down exactly where and when they start, but before you know it, the damage is done. This is what happened back in the 1990s after STARFLEET incorporated as a Non-Profit Organization. Someone said that Chapters were now Non-Profits, too, then someone else passed on that piece of misinformation, and eventually we had a rumor being assumed to be fact within many Chapters of STARFLEET.

The truth is that STARFLEET’s Non-Profit “umbrella” does NOT extend to our Chapters. And that’s why this announcement is important enough for me to title this article the way I did.

Over the years, a small handful of STARFLEET Chapters have taken the initiative separately from STARFLEET and have gotten themselves incorporated as Non-Profit Organizations...known as 501(C)3 or 501(C)7 corporations. And it’s fine for them to claim the status separately from STARFLEET. These Chapters understood that simply being part of STARFLEET wasn’t enough to get them Non-Profit Organization perks, so they spent the time, effort, and money to get the classification themselves.

But some other Chapters over the years mistakenly claimed to be Non-Profit simply because STARFLEET was Non-Profit, and that bit of misrepresentation almost caused us some major trouble with the IRS. In fact, because such a claim would be considered to be tax fraud, it could have potentially cost STARFLEET our Non-Profit status and resulted in as much as a six-figure financial penalty.

And that’s why I’ve written this article with such an urgent title. The EC needs to make certain that all members and Chapters are informed that our STARFLEET Non-Profit status does NOT form an “umbrella” for our Chapters. This is something which we have verified with accountants and CPAs, with lawyers, and with the IRS itself. There is no automatic Non-Profit “umbrella” for Chapters.

Now, some members may have heard about the Non-Profit Group Exemption that was recently implemented for the Regions...and that STARFLEET HQ had been considering offering this option to the Chapters, as well. For those who weren’t aware, last summer the various active Regions of STARFLEET were able to come under our Non-Profit “umbrella”—in fact, they had to do it in order to keep our entire organization compliant with new US tax code requirements. So now Regional Summits and Conferences and Fund Raising can take advantage of special offers usually reserved for Non-Profit Organizations because each Region is now considered a Non-Profit.

So why not offer the same coverage option to Chapters? Well, we almost did. But then we researched it more thoroughly—and there are significant differences between the statuses of Regions and Chapters. First of all, Regions cannot exist independently from STARFLEET. Each Region is run by one of our Board of Directors, and each must submit regular financial statements to STARFLEET HQ.

A Region cannot simply leave STARFLEET. The Chapters in a Region can leave, but the Region itself would continue as a part of STARFLEET (only with fewer or no Chapters...in this hypothetical scenario where a number of Chapters in Region decide to leave).

Chapters, on the other hand, are independent entities. Despite needing to meet certain requirements of member size, Academy training for the CO and XO, and monthly status reporting in order to keep an active STARFLEET charter, a Chapter can leave STARFLEET at any time and still remain its own group. Not so for Regions. They are subdivisions of the larger organization.

In January, the Executive Committee had a one-hour conference call with an attorney who specializes in Non-Profit corporations about the ramifications for the organization and for Chapters if we instituted a Non-Profit “umbrella” program for Chapters as well as for Regions.

There were three significant concerns that the EC had after this conversation. The first was that extending the non-profit “umbrella” to Chapters would increase the liability “link”

between Chapters and STARFLEET HQ. And to minimize the potential risk to STARFLEET, the attorney recommended that HQ extend greater control over Chapters, such as requiring that all Chapters participating in the “umbrella” program create Chapter by-laws that would need to include certain provisions. This seemed to go against the philosophy of Chapter autonomy that STARFLEET was built on. And contrary to what some members might believe, it is not the intention of the EC to take over control of Chapters.

The second concern was the added responsibility for collecting the annual paperwork from each participating Chapter, and the increased possibility that something might be done wrong—perhaps not now, but maybe in the future. STARFLEET will already need to file annual 990 Forms for HQ plus about 15 to 20 Regions. If dozens or hundreds of chapters also joined the Group Exemption, the paperwork requirements would become massive.

Finally, in order to sign up for STARFLEET’s Group Exemption, a Chapter would have to get an Entity Identification Number (EIN) that would put the Chapter into the IRS database as a taxable entity. As long as the Chapter remained part of STARFLEET’s Non-Profit “umbrella,” the Chapter would be exempt from paying income taxes. But if at some point in the future, the Chapter left STARFLEET’s “umbrella” or left STARFLEET itself, then the Chapter might wind up on the IRS “radar” and could find themselves having to pay taxes in the future. (Most Chapters stay off the radar and never bother to file annual income tax returns.)

So while we had initially intended to offer Chapters access to the STARFLEET Non-Profit “umbrella” (and some Chapters even started the process), the more we researched it, the messier seemed to get. A future administration might find a way to make it work, but for now, and after much discussion, the Executive Committee has decided not to offer the Non-Profit “umbrella” of Group Exemption to Chapters at this time.

Chapters are still welcome to file their own applications for Non-Profit status separately from STARFLEET. The process involves paying

\$300-\$750 for the application, waiting 9 to 18 months for IRS approval, and then submitting an annual 990EZ, 990N, and/or 990T form with your annual financial records. The IRS can help any Chapter complete that process, and as I said, a few Chapters actually have.

But for the rest of STARFLEET’s Chapters, I am sorry to say that just because the parent organization is Non-Profit, it does

Some members mistakenly believe that, since STARFLEET Chapters are a part of STARFLEET, that they share in our Non-Profit status. That’s a big negative and no way, folks.

STARFLEET’s Non-Profit “umbrella” does NOT extend to our Chapters.

Some Chapters over the years mistakenly claimed to be Non-Profit simply because STARFLEET was Non-Profit, and that bit of misrepresentation almost caused us some major trouble with the IRS.



not mean the Chapters are, and so those Chapters who are not independently Non-Profit Organizations cannot claim that status.

And now you know.

And finally, attached to this report are the financial statements—this time for the period ending November 30, 2009... along with the year-to-date totals.

The three largest expenses on the Statement of Activities are the STARFLEET IC Expenses, Communiqué Expenses, followed by Quartermaster Supplies. Once again, more detailed financial statements are available online for all members to view at the STARFLEET Finance home page. Please sign in using your SCC# and password to access the members only sections.

Should any Chapter CO/XO have questions about the current reports or the opportunity to become part of the STARFLEET Non-Profit “umbrella,” please feel free to contact me at CFO@sfi.org. Either I or my Vice-Chief will be to happy answer your questions.

STARFLEET International Statement of Activities July 2009 - June 2010

Operating Revenues:	Jul-09	Aug-09	Sep-09	Oct-09	Nov-09	Year To Date
Membership Dues	\$ 4,148	\$ 3,323	\$ 3,404	\$ 2,070	\$ 3,914	\$ 16,859
Scholarship Funds	520	196	34	133	269	1,151
Quartermaster Sales	1,380	3,527	502	556	526	6,491
STARFLEET Int'l Conference	2,010	3,113	1,247	70	-	6,440
Other Income	91	2,553	50	-	39	2,732
Total operating revenues	8,148	12,712	5,237	2,829	4,748	33,674
Operating expenses:						
Communique' Expenses	1,842	2,113	2,716	594	1,190	8,455
Membership Package	1,118	45	326	190	53	1,731
Quartermaster Supplies	1,112	1,190	950	910	180	4,342
STARFLEET IC Expenses	(76)	9,841	-	2	-	9,766
Scholarship Awards	-	-	1,000	-	-	1,000
Bank Charges & Fees	232	203	245	161	199	1,041
Election Expense	-	-	-	-	-	-
Equipment & Software	-	1,474	-	-	42	1,516
Accounting Fees	-	-	-	3,500	-	3,500
Legal Fees	561	1,056	281	-	-	1,898
Insurance Bond	-	853	-	-	-	853
Insurance Liability	-	-	1,731	-	-	1,731
Licenses & Permits	925	-	-	61	36	1,022
Supplies	101	711	182	42	-	1,036
Transition Expenses	-	-	-	-	-	-
General Office Expenses	1,819	4,297	2,438	3,765	277	12,597
Total operating expenses	5,814	17,486	7,430	5,460	1,701	37,891
(Loss) / Income	\$ 2,334	\$ (4,775)	\$ (2,193)	\$ (2,631)	\$ 3,048	\$ (4,217)

STARFLEET International Statement of Financial Position November 30, 2009

ASSETS	Total
CURRENT ASSETS	
Bank Accounts	
CD General Fund A Risk Free	\$ 5,114
CD General Fund B	16,654
CD SF Scholarship Fund B	1,094
IC 2009	1,151
International Conference Odd	635
International Conference Even	2,948
Main Bank Account	12,047
Petty Cash SF QM	2
Petty Cash SFMC QM	46
SF Scholarship Fund A	6,613
SFMC Marines	1,672
SFMC Scholarship Fund	2,870
Spec Ops 6351	(5)
Total Bank Accounts & Petty Cash	\$ 50,841
Other Current Assets	
Deposits	-
Prepaid Other	-
Total Current Assets	50,841
Total Assets	\$ 50,841
LIABILITIES AND EQUITY	
CURRENT LIABILITIES	
Accounts Payable	\$ -
Accrued expenses	-
Sales Tax Payable	210
Total current liabilities	\$ 210
Equity	
Opening Bal Equity	1,000
Unrestrict (retained earnings)	53,848
Net Income	(4,217)
Total Equity	50,631
Total Liabilities And Equity	\$ 50,841

0410-19-17



NAME: JERRY TIEN
RANK: REAR ADMIRAL
POSITION: CHIEF OF OPERATIONS
OTHER POSITIONS: COMMANDING OFFICER
SHIP: USS EAGLE NCC-1719
REGION: 4, CALIFORNIA (USA)



CHIEF OF OPERATIONS, STARFLEET

Operations Report

Happy New Year! I hope everyone had a great holiday season. From the Monthly Status Reports, I am amazed by the generosity of folks who not only celebrated the holidays for themselves but donated to the less fortunate ones as well. Big thanks to all those members who helped out.

As we wrap up the last quarter of 2009, I am very excited to announce the commissioning of the following chapters:

USS Abraham Lincoln (R7)
CAPT Keith Shikowitz
starbase63@aol.com
Pomona, NY
Meeting chapter

USS Virginia (R1)
CAPT Erinn Boyd
ekfurgot@yahoo.com
Waynesboro, VA
Meeting chapter

USS Wessex (R4)

CAPT David Jamison
david4051@hotmail.com
Temecula, CA
Correspondence chapter

As is the case with most newly-commissioned chapters, they are all looking to grow. Please help them by spreading the word.

One of the keys to chapter success is accessibility to potential members. This means we should always strive to provide the most accurate data in the Vessel Registry. Think of the VR as a store directory. If you were running a business, you'd certainly want to maximize the chance of customers finding your store, right? To this end, I urge all members, particularly chapter COs, to look at your respective chapter info. Make sure the contact address, e-mail, and charter cities are correct. This is especially important after a change of command. If the information listed in the VR and on www.sfi.org in the "About Us" section is incorrect, please request changes via STARFLEET's Member Database Chapter Change Request. If you can't

access the STARFLEET DB, the other option is sending the change requests/corrections to fleet Ops at ops@sfi.org.

Also, recruiting relies heavily on advertising. Whether it be community bulletin boards, newspaper, or others, it's important to get the word out about your chapter. For example, *USS Chronos*, a chapter based in the UK, has taken the step of advertising in *SciFi Now* magazine. Of course, not every chapter has the budget to advertise in magazines, but don't overlook less expensive opportunities to promote your chapters. Many community publications offer free ads to non-profit organizations. Also, try to create some flyers and business cards for your chapter. Distribute them freely when you participate in community events. They can be very effective in bringing in new members.

We all want to see our chapters grow, but from time to time things may not go our way. I can certainly understand during these tough economic times, it may be difficult to keep a chapter running, let alone to plan lots of

recruiting events. While you can decommission a chapter, I want to encourage folks to consider less drastic options first. For example, changing your chapter from meeting to correspondence may open doors to more distant members. Another possibility is to consider merging with nearby chapters. These options can help retain members who may otherwise lose interest and let their memberships expire.

If you gave this matter serious thought and decided that decommission is still the best course of action for your chapter, please contact fleet Operations <ops@sfi.org> and your RC so we can provide some "outplacement" assistance to your remaining members. This has another benefit should you decide to reactivate the chapter. The Department of Technical Services (DTS) typically reserves existing chapter names for up to 6 months before reallocating them to other chapters. So it's best to let us know your plans to keep your options open.

That's it for now. Keep up the good work, folks. Let's make 2010 the best year in STARFLEET!





NAME: PEG PELLERIN
RANK: ADMIRAL
POSITION: COMMANDANT, STARFLEET ACADEMY
OTHER POSITIONS: EXECUTIVE OFFICER
SHIP: *SS IAN FLEMING* SFR-1501
REGION: 15, MASSACHUSETTS (USA)
ACHIEVEMENTS: FORMER CO OF *USS EQUINOX*; FORMER OTS DIRECTOR; FORMER DEAN OF THE INSTITUTE OF LEADERSHIP



COMMANDANT, STARFLEET ACADEMY

Academy News

Greetings from the great Halls of Learning, STARFLEET Academy.

As you will note in the reports from my Coordinator of Academics, we have some staff and curriculum changes. What can I say? STARFLEET Academy is a continuous working machine. To paraphrase one of my administrator's comments: STARFLEET Academy's directors are making an extreme effort to enrich the Academy. I don't think we'll ever run out of something for everyone's interest. If we do, please let us know.

From the Desk of Coordinator of Academics: ADM Carol Thompson

There have been a few Staff changes since the last issue of CQ.

College of Xeno Studies to VAdm Richard Hewitt
 caphewitt@cox.net
 Ferengi Orientation College to Lee Vitasek
 The_Ferengi@gmail.com
 Dean of Institute of Alien Studies to Peg Pellerin
 mrspeapod@myfairpoint.net

There are more staff changes forthcoming as replacement directors test out in their new Colleges.

As mentioned in the past, our directors are busy, busy, busy making additions to their curricula:

New Colleges are the Ferengi Orientation College (see

You will notice that I have featured three colleges; two are new and one has been around for a while, but I feel it needs another introduction for some of old timers who haven't taken it and for all the newbies in STARFLEET. I'm talking about Officer's Command College.

Along with more courses comes more ways for members to gain more Boothby Awards. See below for a listing of award recipients for the months of October and November. Outstanding!

above for contact information), the College of the United Kingdom (Fleet Captain Jayden Tyronian/Fleet Captain Ros Haywood, Director cuk@thunderdownunder.org) College of Humour. (Fleet Captain Ros Haywood, Director ros77uk@yahoo.co.uk)

A number of other new Colleges are pending.

New courses have been added to the Colleges of Mathematics, Intelligence Operations, SpecOps Training, SpecOps in the Movies, Geneology, Treknology and Engineering.

Also on the table is the new Institute of Special Operations, scheduled to go live on January 1st. Staff changes as a result of this new Institute will be announced in the next CQ.



OFFICER'S COMMAND COLLEGE
Admiral Marlene Miller, Director
marlene1@zoominternet.net
461 Harmony Lane
Campbell, Ohio 44405-1212

This isn't your Parents' OCC!

The Officer's Command College has evolved over the years since it was first introduced at STARFLEET Academy in 1989 – 1990.

If you aspire to be a chapter Commanding Officer or an Executive Officer, or if you want to climb the Fleet ladder to high-level positions within the organization, or even if you just want to know the ins and outs of what makes STARFLEET tick -- the «new» OCC is for YOU!

Through study of the recommended STARFLEET resources (which are searchable and easily downloaded from the OCC webpage), you'll learn the steps necessary to elect a Regional Coordinator; you'll be given the opportunity to brainstorm problem-solving methods aboard your chapter; you'll discover Recruiting and Retention methods; you'll learn how you can become

a part of STARFLEET Academy; you'll learn the truth about «The 30-mile Rule,» and much, much more!

If you completed OCC more than 5 years ago... take the challenge and apply for the «new» OCC. Once you've passed, you'll be given «Recertification» credit in your STARFLEET Academy database records. This Recertification counts towards Boothby awards and gives you some much-deserved bragging rights!

No, it's not a «cake» course... it takes a bit of dedication and study to pass with a score of 70% or better, but once you've made the grade, you'll have accomplished something to be proud of!

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I'll leave the light on for you!



COLLEGE of UNITED KINGDOM
FCPT Jayden Tyronian/FCPT Ros Haywood, Directors
C/O PO Box 135, Ester, AK 99725 (USA)
cuk@thunderdownunder.org

The College of United Kingdom will provide students with an opportunity to learn more about the various countries that make up the United Kingdom, including their cultures, histories, and other areas of study.



COLLEGE OF HUMOUR
FCPT Ros Haywood, Director
ros77uk@yahoo.co.uk
63 Ivel Court
Yeovil Somerset BA21 4HY United Kingdom

The College of Humour is not just a collection of jokes. Courses introduce the student to the various forms of comedy that exist and cover their application in both real life and the Star Trek universes. The only prerequisites are that you know how to smile and can have fun along the way!

From the Desk of the Awards Director: BDR Scott Anderson, Sr.

Well, October has been one of the slower months in the SFA Awards program...19 for the month. We are on par from last year's Awards from this same time period, and it is one of the slowest months we have had since April of this year. To date, we have issued 738 Boothby's with 200 so far this year alone (this is way above last year's totals of 137 issued at this time last year. Gary Hollifield earned 2 Boothby's this month, and we have a new hot shot, David Giles, who started out with a triple Boothby

(this makes him the 3rd person to earn 3 Boothby's in a month).

November has been a slow month in SFA Awards...only 13 issues to date, but this is a tad better than previous years. In 2007, we only issued 6 for November, and in 2008, we had 11—so there is still some growth happening. Gary Hollifield earned 2 Boothby Awards for the month, so I guess Eric Schulman is retired for now, ha ha.

October Boothby's

Emerald 950
Wayne Smith

Latinum 200
Jari James
Brian Pickett

Sapphire 850
Larry French, Sr.
Carol Thompson

Gold 150
David Giles***

Amethyst 700
Gary Hollifield, Jr.**

Silver 100
Jeffrey Davis
David Giles***

Topaz 650
Gary Hollifield, Jr.**

Bronze 50
Melanie Camurati
Patrick Devine
David Giles***
Brian Miller
Mony Morgan
Ashley Walker

Amber 550
Eric Johansson

Dilithium 300
Jeremy Skelton

Diamond 250
Betty Leverage

November Boothby's

Ruby 900
Wayne Killough, Jr.

Dilithium 300
George Parker
Gold 150
Mykah Byers

Opal 800
Gary Hollifield, Jr. **

Pearl 750
Gary Hollifield, Jr. **

Amethyst 700
Thomas Pawelczak

Garnet 600
Donald Dobrin

Trilithium 500
Douglas Mayo
Greg Staylor

Silver 100
Wallace Cady
Tim Johns

Bronze 50
Christopher Barry
Michael Tolleson

** Double Boothby Awards issued for the month

Riddle me this...

Last issue's riddle:

A box beneath a tree,
 Inside some tasty meat.
 Kept for a month or more,
 It still tastes just as sweet.

Answer: Walnut.

New Riddle:

A carpenter left some wood,
 Would not take it back.
 I saw some dust where he left it,
 But couldn't find his stack.

Answer in next issue.

Adm. Peg Pellerin
SFA Commandant

academy@sfi.org OR mrspeapod@myfairpoint.net

*"Have pride in how far you have come. Have faith in how far you can go.
 (Motto at Winslow High School where I am employed.)"*





NAME: WARREN PRICE
 RANK: REAR ADMIRAL
 POSITION: CHIEF SHAKEDOWN OPERATIONS, STARFLEET
 OTHER POSITIONS: COMMANDING OFFICER
 SHIP: *USS PROVIDENCE* NCC-71796
 REGION: 1, TENNESSEE (USA)



CHIEF OF SHAKEDOWN OPERATIONS, STARFLEET

Shakedown Operations Report

Greetings, STARFLEET.

When this CQ hits the membership, you'll have already had the Christmas holiday. My hope for is that everyone had a great holiday. Same goes for the New Year. I will go on and wish you all a safe and prosperous New Year.

Shakedown Operations has continued to be busy launching chapters in the last few months. Here is the list of launchings since the last *Communiqué*.

I am happy to announce the following launched Chapters-in-Training:

Welcome the *USS Indomitable*, Region 5 to STARFLEET. This is a Correspondence chapter based out of Kingston, Washington. For info on joining this ship, please contact Commander Patrick Devine at mahoninwa@yahoo.com

Welcome the *USS Logos*, Region 5 to STARFLEET. This is a Meeting chapter based out of Boise, Idaho. For info on joining this ship, please contact CMDR Julie M. Prescott at kungfuquaker@msn.com

Welcome the *USS Chinook*, Region 5 to STARFLEET. This is a Meeting chapter based out of Renton, Washington. For info on joining this ship, please contact Richard Smith at rich1701a@comcast.net

Welcome the *USS Jaresh-Inyo*, Region 12 to STARFLEET. This is a Correspondence chapter based out of Paragould, Arkansas. For info on joining this ship, please contact BGN Gary Hollifield, Jr. at startrek.gary@gmail.com

Welcome the *USS Iwo Jima*, Region 7 to STARFLEET. This is a Meeting chapter based out of the Bronx, New York. For info on joining this ship, please contact Brigadier Jonathan Slavin at co@ussiwojima.net

Welcome the *USS Empress*, Region 13 to STARFLEET. This is a Meeting chapter based out of Mussey Township, Michigan. For info on joining this ship, please contact Vice Admiral Richard Smith at rich1701a@comcast.net

Welcome the *USS Roadrunner*, Region 17 to STARFLEET. This is a Meeting chapter based out

of Rio Rancho, New Mexico. For info on joining this ship, please contact Laurie McFarland at laurie.mcfarland@hotmail.com

Shakedown News

Please remember that you have a source available to you if you want to start a new Chapter. It is called the START2007 Manual. It can be downloaded from STARFLEET's website in the documents section.

A ShOC Update to the Membership Handbook has been submitted for approval to the Bylaw Requirements Committee. An addition/update to the ShOC portion of the Membership Handbook has been submitted so it can be considered for inclusion into the Handbook. The addition will include filing a VRR electronically via email as the main change.

A new ShOC program, Accelerated Shakedown Program (ASP), is actually a resurrection of an old program which was shut down a few years ago because, at the time, it just wasn't working out. Part of the problem was that there wasn't a good idea for how to apply it objectively. A prepared proposal document was presented to the volunteer committee to make sure the bases has been covered. This document is finished and has been presented to the EC/AB for a review. It was approved and is now located online in the ShOC documents page.

The ASP allows for a shortened Shakedown Cruise in cases where groups already have in place elements of their organization, elements that a group starting from scratch would otherwise develop during the period of their shakedown. A listing of such elements has been developed by ShOC. If a prospective STARFLEET chapter feels that they may be eligible for the ASP, they should contact the Chief of Shakedown Operations and make their request.

Department of Technical Services

Ideas are now under consideration for expansions of two offices within DTS. For ASDB, Joost and I will be discussing expanding the Bureau to create a true design think-tank. It has functioned in such a manner in the past, and it may be time to reopen it up to offer

interested members an opportunity to play in this arena. For OTI, I have been considering creating a team of "subject matter expert" consultants, folks with a particular interest in and knowledge of areas of the *Star Trek* Universe, who could be consulted when queries are received that are outside my own particular specialties, and/or to supplement OTI's current resources. Both of these expansions would be aimed at offering more members an opportunity to participate in the various aspects of DTS.

Advanced Starship Design Bureau

MGEN Joost Ueffing is being brought on board for a new project in conjunction of the Office of Schematic Art: upgrading the design of the *Tesla*-class station from a rough sketch on a logo to a fully-realized station design.

Office of Technical Information

OTI responded to questions regarding the specifications of the *Constitution*-class heavy cruiser and whether any canonical information exists on the STARFLEET Marines.

Schematic Artist

ADM Carol Thompson has continued to churn out new schematics! Following the *Saladin*-class, *Cochise*-subclass destroyer drawings, she turned her attention to the *Amerind*-class scout, which was a logical step since it has a very similar space frame to the *Cochise*-subclass destroyer. The *Amerind* is now finished, as well. Wanting to take a break from ships, ADM Thompson decided to work on the *Tesla*-class space station, which for many years has really only been portrayed in a rough sketch on the chapter's insignia. Carol contacted the *Tesla*'s leadership, which has fully endorsed allowing her to work on fleshing out the station. Since this is also a design project, we have invited ASDB Chairman Joost Ueffing to also join in the fun. The first drawing has been completed and is under review. More to come on this!

Feel free to contact me, my door...er, email is always open.





IC 2010

It's Closer Than You Think!



The 2010 STARFLEET International Conference is only a few months away! If you haven't registered yet, this is a great time!

The IC will be held at the Western Hills Guest Ranch at Sequoyah State Park near Wagoner, Oklahoma from July 30 to August 1. We'll be operating free shuttles between the site and Tulsa International Airport—just let us know what flight you're on!

There's so much to do in the area that it's hard to know where to start. There's horseback riding, a nature center, an 18-hole golf course, tennis courts, swimming, a marina with boat rentals available to take out on the 19,900 acre lake surrounding the resort, stargazing through clear rural Oklahoma skies—and that's just on the grounds of the resort! Within a half-hour drive there's casinos, shopping, Native American cultural centers, and much more.



This IC is a great value, too. Right now, registration is just \$25 a person. And dinner won't break the bank

either, with the Saturday Night Banquet at \$35, the Marine Mess at \$22, and a hamburger and hot dog luncheon on Saturday afternoon for only \$10 a person!

And If You're Driving...

I know a lot of you will be driving, so I thought I would give you a list of places in Oklahoma to stop and see on your way to IC2010 or on your way home.

- See the Blue Whale in Catoosa.
- Visit the Action Figure Museum in Pauls Valley.
- Take a picture of the World's Largest Peanut in Durant.
- Eat at a McDonald's while Interstate 44 traffic speeds beneath you.
- See a replica of the crater in Boise City when it was bombed during World War II...by the US Army Air Corps. Oops!
- Look at the World's Largest Dick Tracy mural in Pawnee and ask yourself, "Why?"
- Go to a cemetery in Okemah and see the tombstone that has an expired parking meter. Bring a flower.
- Drive to Heavener and see a rune stone that may have been left by a Viking. Or maybe not.
- Only 20 miles away in Muskogee, you can see a World War II submarine. Yes, really.
- In Tulsa, you can visit the Center of the Universe. You always knew it would be in some unexpected place.
- And you can go to Broken Bow and await the arrival of Klingons. But we recommend this one for after the IC, because you might have to wait a while. You'll wanna pack some sandwiches.

Not all of these are a reasonable drive from the Western Hills Guest Ranch near Wagoner. Some are decidedly unreasonable! But if you get tired of a 19,900 acre lake, boat rentals, tennis, golf, horseback riding, stargazing, and swimming after the IC, it's nice to know you have options!

Tell your boss that you'll need to be off from July 30th to August 1st, plus a day or two on each end for travel. You should tell him that you've already called (800) 368-1486 to reserve your hotel room or cottage. He'll want to know.

See you in Oklahoma!

Rooms in the hotel start at \$70 a night for double occupancy, and there are cottages available that are just a short walk from the lodge from \$70 to \$110 a night. Some cottages are available with a kitchenette, and all are pet-friendly, have air conditioning, satellite TV, phones, and bathrooms.

There is free wireless Internet available inside the lodge, which includes both the meeting space and the rooms.

Many of the rooms blocked for the IC have already been reserved! Make sure to get your reservation in, because this resort is always full in the summer, and the closest alternative lodging is about five miles away. Just call (800) 368-1486 and tell them you're attending the STARFLEET International Conference! Resort policy is that the first night's lodging must be prepaid at the time of booking—either by



credit card or by a mailed check or money order. Deposits are fully refundable if cancellation is made at least five days in advance.

This won't be like any IC you've been to before, and that's exactly what we're aiming for. Instead of giving you a view of an airport or a mall, you'll get a view of a gorgeous

lake in the heart of Oklahoma's Green Country. We've got everything lined up—the last ingredient for this is you! Just go to www.ic2010.org to register!

If you have any questions, feel free to contact me at:

chair@ic2010.org

VADM Greg Trotter
Chairman, IC 2010
USS Marko Ramius NCC-23103
R12, Arkansas
(USA)



NAME: JON CORDING
RANK: COMMANDER
POSITION: COMMANDING OFFICER
SHIP: USS CHRONOS NCC-4744399
REGION: 9/20, ENGLAND (UK)

0914-99-47443

USS CHRONOS NCC-4744399



Boldly Giving Blood in the UK

Please allow me to introduce myself, I am Commander Jon Cording, CO of the *USS Chronos*...currently in Region 9, soon to be in the newly reactivated Region 20.

Recently I donated blood, and I did so in my STARFLEET uniform. Whilst there, the national blood donations service sent a photographer along who took a few pictures, which you can see printed here.

I told the staff there about STARFLEET, and that my aim was to get these pictures into the *Communiqué*, to encourage as many STARFLEET personnel around the world to give blood as is possible.

Win/Win: STARFLEET gets publicity and the blood donation services get blood.



The *Chronos* is a *Wells-class* correspondence chapter, based in Region 9 for its shakedown cruise, and when it is commissioned, it will be in Region 20 as the CO (me) lives in London.

I joined STARFLEET in August, 2008, and because STARFLEET does try to gently push us into acts of charity and volunteering I started giving blood. After the first donation session, earlier this year, I had the idea of donating at my next session in a STARFLEET uniform, so I contacted my (then) CO for approval, which he gave, and I contacted the National Health Service (NHS) and asked if they would photograph me. They agreed, and I gave blood in uniform on 23rd October.

The staff at the blood donation sessions are always very helpful,

very appreciative, and very friendly, and listened with good humour when I told them I had been recently appointed CO of a ship, and wished me well on my journey aboard *USS Chronos*.

I hope that this will encourage more STARFLEET members worldwide to give blood. The blood donation services would see more volunteers, STARFLEET gets more publicity, and lives literally are saved.



I am the Team Leader of a STARFLEET Special Ops team, and I have tasked others in my team to do the same thing. I am a Team Leader and Commanding Officer that prefers to lead by example.

I look forward to sending further submissions to the CQ in the future.

(All photos supplied by Jon Cording.)





0215-71-13

NAME: ERIC L. WATTS
RANK: CAPTAIN
POSITION: COMMANDING OFFICER
SHIP: USS REPUBLIC NCC-1371
REGION: 2, ATLANTA (USA)



USS Exeter Commissioned By “Admiral Janeway” At Dragon*Con

The *USS Republic* NCC-1371 of Atlanta, Georgia, under the command of Captain Eric L. Watts, launched its most recent shuttle, the *USS Exeter* NCC-1706 of Jacksonville, Florida, in June of 2008. Under the command of then-Commander John R. Sims, the Exeter held its first organizational meeting that same month and, for the next 15 months, continued to hold meetings, attend conventions, go on various STARFLEET-related “away missions,” and recruit new members in and around the Jacksonville area with the assistance and under the guidance of the Republic’s Captain Watts.

After more than a year in shakedown and after having completed all the requirements for commissioning, the Exeter was approved for charter in August of 2009, just a couple of weeks before the annual Dragon*Con convention in Atlanta. In addition to serving as the Republic’s commanding officer, Captain Watts is also Dragon*Con’s longtime Director of *Star Trek* Programming and executive producer of the highly acclaimed TrekTrak. With iconic *Star Trek* legends William Shatner, Leonard Nimoy, Patrick Stewart, and Kate Mulgrew scheduled to appear, this year’s Dragon*Con was the ideal time and place for the Exeter’s commissioning ceremony. Captain Watts’ challenge was to get one of these *Star Trek* celebrities to agree to participate in such a ceremony. He believed that Mulgrew would be the guest most likely to agree and so requested that Commander Sims and his crew be present and accounted for at the Q&A hour Mulgrew was scheduled for on Sunday afternoon, September 6.

Captain Watts reports, “As TrekTrak director, I usually have the opportunity to briefly speak with my guests backstage before introducing them to the audience. On Sunday afternoon, just before her Q&A hour, I asked Ms. Mulgrew if she would be willing to participate in a brief ceremony as Admiral Janeway at the end of her upcoming panel. She asked me for details, and I explained that she would be commissioning the newest chapter of STARFLEET by reading a brief statement that I had prepared. I handed it to her and she read over it. She then looked at me and said, ‘So, this is kind of a big deal?’ I replied, ‘Yes, ma’am, they’ve been working for this for over a year, and yeah, it’s a big deal.’ She smiled and said, ‘I’d be happy to do it.’”

Watts then introduced Mulgrew to the audience, whom she impressed and entertained for the next 55 minutes. Five minutes before her panel was due to end, Watts, who had since changed into his STARFLEET uniform, went onstage and said, “Excuse me, Admiral Janeway, but I believe we have a bit of business to attend to.” Mulgrew replied, “Yes, we do.” Captain Watts then called all members of the *USS Exeter* to the stage. Commander Sims included the following report in his MSR for September:

Sunday—this is the day that the Exeter is to be commissioned. Muscles tighten, throat...dry. Okay, you can do this. Eric Watts was kind enough to save



ON BEHALF OF STARFLEET, *STAR TREK: VOYAGER* ACTRESS KATE MULGREW, SPEAKING AS ADMIRAL KATHERINE JANEWAY, COMMISSIONS THE *USS EXETER* NCC-1706 AT DRAGON*CON IN ATLANTA, GEORGIA ON SUNDAY, SEPTEMBER 6, 2009. PHOTO COURTESY OF CONNIE BELL, WWW.TOTALLYKATE.COM.

two reserved seats for my yeoman and me in the front row for the Kate Mulgrew Q&A. When we arrived at the main ballroom, we told the staffer who we were and were quickly escorted to the very front and center row. Wow! Too cool! I was wearing my handmade gold-green first-season variant wraparound, and my yeoman wore a blue science uniform. After Ms.

back then (the '80s), but I knew that if I worked hard and brought together a good group of people that maybe, just maybe, this could happen. Well, it has, and I thank my yeoman, Hyo Soon Yoo, [Executive Officer] Janice Neu, [her husband] Ed Neu, their two little ones, and the rest of the crew of the Exeter, for which without your help, this would have not

Mulgrew completed her set, Eric came onstage and called my yeoman, Hyo Soon Yoo, and myself up to the stage. We clamored up there as fast as we could and stood next to this wonderful actress. As I looked into the audience, I realized that there must be several hundred people out there! Yikes. Ms. Mulgrew, in character as Admiral Katherine Janeway, read our orders of commissioning, gave us our shingle (official certificate of commissioning) and an autographed bottle of very good champagne to christen our vessel. With Captain Watts at her side, she also announced my promotion in rank to Captain.

Now, this is something of a big deal to me. I have wanted to achieve this rank since my days with the old USS Excalibur. I was not ready for command

succeeded. Not to mention the unbelievable help from the best Captain in STARFLEET... USS Republic Commanding Officer Captain Eric L. Watts. The funny thing is that, on the drive home back to Jacksonville, my yeoman had to drive, seeing as I was all misty-eyed after achieving this goal. Once again, thanks go out to Eric Watts, Janice Neu, and my adorable yeoman, Lt. Hyo Soon Yoo.

The commander and crew of the USS Exeter would like to again thank Captain Eric L. Watts for his help, guidance, and inspiration. Without him, we would have not achieved our goal, and we are forever in his gratitude.

Following the presentation, the Dragon*Con audience applauded and cheered enthusiastically for the newest chapter of STARFLEET.

TrekTrak Director, Captain Watts, would like to thank Kate Mulgrew for participating in this important and solemn event; the Dragon*Con tech ops staff for projecting the Exeter’s chapter logo onto the overhead film screens during the ceremony; Region 2 Regional Coordinator Rear Admiral Jack Eaton for expediting the Exeter’s commissioning VRR paperwork to STARFLEET; and STARFLEET Chief of Operations Vice Admiral Jerry Tien for expediting the Exeter’s certificate of charter and getting the documents to Watts in time for the ceremony.

The command and crew of the *USS Republic* is extremely proud to have launched the *USS Exeter* and wishes Captain John R. Sims and his crew success, safe travels, and a prosperous journey.



COMMANDER JOHN R. SIMS AND LT. HYO SOON YOO (BOTH ON THE LEFT) WERE PRESENTED WITH THE *EXETER*’S OFFICIAL COMMISSIONING CERTIFICATE AND A BOTTLE OF CHAMPAGNE AUTOGRAPHED BY KATE MULGREW (CENTER). SIMS WAS ALSO PROMOTED TO CAPTAIN. THE CEREMONY WAS ARRANGED BY TREKTRAK DIRECTOR AND *USS REPUBLIC* CO CAPTAIN ERIC L. WATTS (RIGHT). PHOTO SUPPLIED BY ERIC WATTS.





NAME: DENNIS RAYBURN
RANK: MAJOR GENERAL
POSITION: VICE-CHIEF OF COMMUNICATIONS, STARFLEET
OTHER POSITIONS: COMMANDING OFFICER
SHIP: *SS NIKOLA TESLA* SFR-005
REGION: 1, KENTUCKY (USA)



VICE-CHIEF OF COMMUNICATIONS

Star Trek Online Is Here – With Something Special Just for STARFLEET

In 2004, it began as a rumor. Then, as more news came out, it began to take shape in the form of a proposed new video game, which was originally being created by Perpetual Entertainment. Then, just as suddenly as it was started, Perpetual announced in early 2008 that they were ceasing production on it and laid off the game's production team. A few months later, Cryptic Studios purchased the license to that game, hired many of the original production team, and began to develop the game all over again. Finally, at the Las Vegas Creation *Star Trek* Convention in the summer of 2008, Leonard Nimoy appeared on stage and announced a new Massively Multiplayer Online Role Playing Game, or MMORPG for short, called *Star Trek Online*.

Following the convention, more and more news came out about what this new game would be like from its official webpage and many other sources. Finally, in October of 2009, the closed beta testing of the game began. On January 12, 2010, the open beta testing

and we really enjoyed it." Ivan told me. "But we were setting *Star Trek Online* firmly in the future of the TOS, TNG, Voyager, DS9 *Trek*. We've been able to add some elements from the movie (such as the destruction of Romulus/Remus)." They have also added the voices of two major *Star Trek* actors with the inclusions of Leonard Nimoy, whose voice will introduce the game, and Zachary Quinto, who will voice the Emergency Medical Hologram that will assist players.

A major concern for a lot of *Trek* fans was whether this game would be true to *Star Trek* or would it take major liberties with the genre. Ivan assured me that the latter was definitely not the case. "We employ a lot of pretty hardcore *Star Trek* fans. We've got a full library of material that people can check out any time they like: all the series, the movies, books, comics. You'll find *Star Trek* lore EVERYWHERE throughout the game." He went on to say that CBS/Paramount had been great all of the time during development, allowing the team to be creative but staying true to *Star Trek*.

Cryptic Studios and Atari have great expectations for the game upon release. While they can't provide us with exact number projections, they expect STO to populate and grow alongside the "triple AAA" MMO's, due to the amazing *Star Trek* universe, an strong developer, and a progressive gameplay model. They also promise that, just as in other MMO's, there will be updates and additional new content, including new stories, quadrants,

species, ships, equipment, and in-game mechanics. For more on what the game is like, check out my wife Jill's article in this edition of the CQ.

The effort to promote this new game has been a very aggressive one. One of the most popular promotions so far has been the "Tweet in Klingon" application www.tweetinklingon.com where users can type in their tweet and have it translated and posted to Twitter in Klingon, along with a link where others can go and have it translated.

Another thing that Cryptic and Atari have done is



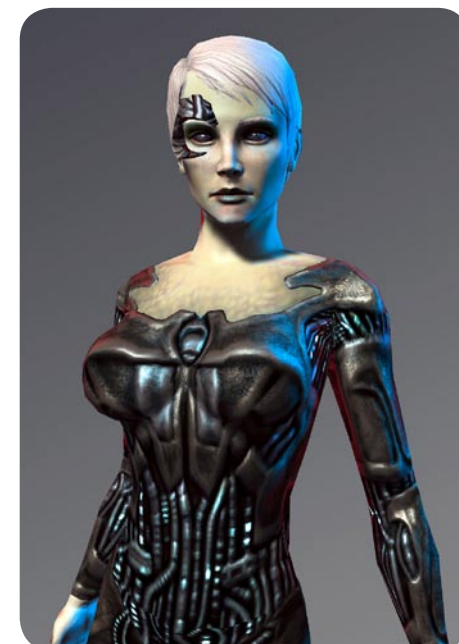
reach out to STARFLEET. Initially, they approached Jon Lane to simply place an ad or two into the *Communiqué*. "We did our homework," said Peter Banks of Atari, "And learned that that STARFLEET was one of the largest *Star Trek* fan clubs out there. We saw that you had a long and solid history, and that you were well-respected among fans. It made perfect sense for us to reach out to you." But their opinion of STARFLEET quickly evolved beyond their early expectations. "At the time, we just thought we'd do some advertising on your site—but after our first conversation, we realized that there was something much more special here."

And what was it about STARFLEET that made Atari and Cryptic that a second look? "Honestly, it was the initial rapport we had with you all," Banks told me. "From the 'get-go' we were impressed by your passion, knowledge and willingness to help. We really got a sense of what the *Star Trek* fan community is all about, and quite frankly, it was contagious. That said, we were really excited to be able to work with you in building out our relationship and putting together some special interviews and promotions for your community members."

While Atari and Cryptic were still interested in placing ads in the CQ, things rapidly progressed passed that, and within a couple of weeks, there were a series of weekly conference calls involving a half dozen Atari and Cryptic folks on their end coordinating with Jon Lane, CompOps Chief John Halliday, PR Director Brandt Heathrington, and myself on STARFLEET's end. We discussed their plans for marketing the game to the general public, offered suggestions, and consulted on things like supplying "seed" phrases for their "Tweet

in Klingon" campaign and recommending which alien species might be best for their "Trek Me" online promotion.

In exchange for our help, Cryptic supplied an exclusive behind-the-scenes interview for the October/November issue of CQ with their Executive Producer Craig Zinkievich. They are also offering STARFLEET members a special item within the game itself. For our members who purchase the game (any version of it—standard, deluxe, whatever), they will be able to get a unique code from the STARFLEET member database that, when entered into the game anytime after February 2, 2010, will give their avatar a special Original Series (TOS) tunic to wear (see image on next page)...an alternative to the standard 25th century jumpsuit that all other players will be wearing.



When it launches, STO will be the end result of the work and efforts of a team consisting of approximately 55 programmers, designers, and artists who have been hard at work building this next chapter in the *Star Trek* saga from the ground up. Some would question whether the game could be truly ready, taking into account that it is launching only two years after Cryptic acquired the license. But Ivan Sulic credits their experience in other MMO's as a major plus in developing STO: "Honestly, STO was one of our fastest titles. We've done this three times now (*City of Heroes*, *City of Villains*, and *Champions Online*), and we have a much better idea of how to approach things. From a technical side, we did a lot of unique features that make *Star Trek* unlike any other game we've done, and that's been a real challenge to get working right."

Since the release of J. J. Abrams' *Star Trek* movie last summer, there have been a lot of questions about where the game would be in the timeline and what, if any, effect would the new film have on the game. "We knew that Abrams was doing his own take a while ago,



This special offer is free to all active STARFLEET members (see details at the end of this article for how to access your unique member code). It was Atari and Cryptic's way of saying "thank you" to STARFLEET for our help and also tying themselves into our 35-year-old fan organization. So it's a win-win for both sides. With luck, people playing the game will see avatars wearing the retro-tunics and ask, "Hey, where did you get that uniform?" And our members playing the game will say, "Just join STARFLEET at www.sfi.org and you can get the tunic for free after you join!" It could be an significant recruiting opportunity, and for now, STARFLEET is the only *Trek* fan club being offered this special promotion.

STARFLEET has had an impact with Atari and Cryptic in another interesting way, as well. Two individuals involved with *Star Trek* Online have since joined STARFLEET! One of them was Craig Zinkievich, Executive Producer for STO, who signed up after giving us an exclusive interview in CQ #155. The other was Sid Dinsay, a member of the public relations team, who joined STARFLEET barely five minutes into his first conference call with Jon Lane, John Halliday, and Brandt Heatherington. "I just finished filling out your online application," he said as the call was getting stared. "How soon do I get something?" Jon Lane was speechless (a rarity for Jon) until he was finally able to say, "Well, gee, welcome to STARFLEET, Sid! I'll ask member processing to expedite the sending out of your membership packet as soon as we're done with this call!"

In an interview I had with Sid a few weeks later, he had this to say about his interest in all things *Star Trek*: "I've been a lifelong *Star Trek* fan—or at least since I was nine years old and saw 'The Wrath of

I also asked Sid what made him decide so quickly to join STARFLEET: "I've never been more eager and excited to work on a project than I've been on *Star Trek* Online. As a *Star Trek* fan, it's exciting to

2010—I plan to become even more involved in STARFLEET via our local chapter. STARFLEET is a great community to be involved with, especially in helping to further the tenets set forth by Gene



Khan' in a movie theater in the Philippines. When I came back to the U.S. after living four years abroad, I discovered The Original Series like most of us did: on late-night TV on WPIX in New York. Repeated viewings were the norm, and it took almost a decade for me to attend my first convention, where I saw William Shatner and Patrick Stewart for the first time. It was awesome!"

be involved in rolling out the newest chapter in this saga, and I am most happy about being able to work with like-minded fans, such as the members of STARFLEET, to help get the word out.

"Joining STARFLEET was a no-brainer. Although I'm very busy right now—working on the public relations team helping to bring STO to its launch in February,

Roddenberry—that of cooperation and peace among all."

Craig Zinkievich is also very excited about being a member of STARFLEET and can't wait to show our members and the world of STO. Craig is in the San Francisco area and has not chosen a chapter yet. Sid Dinsay has joined the *USS Avenger*.

How to get your special STARFLEET TOS Tunic in *Star Trek Online*

- 1) Buy any version of the game. (Sorry, there's no special discount for STARFLEET members.)
- 2) Go to the STARFLEET member database by first going to www.sfi.org and then clicking "Login to Database" or else going directly to www.db.sfi.org. Once there, log in with your STARFLEET Username and Password, which were supplied with your membership packet. If you don't have them (or lost them), contact the STARFLEET Member Helpdesk by going to the "Contact Us" link at the top of any page of www.sfi.org.
- 3) Once logged into the database, there will be a button to take members to a special page where each member will get his or her own secret Promotional Key Code. EACH KEY CODE IS UNIQUE, AND THERE IS ONLY ONE CODE PER MEMBER. So if you give your Key Code to someone else to use, you won't be able to get another one. We only have enough codes to give one to each member of STARFLEET.
- 4) In order to activate your game, you will need to register online at www.startrekonline.com/user/register
- 5) Log into your account and enter your Promotional Key Code when you activate your game. This will unlock the special TOS tunic for your Avatar.
- 6) Once in the game, you can select the tunic from your uniform options during character creation. It serves as an additional "uniform piece" and something you can turn on and off and also pick the color for. Be aware that your avatar can have more than one special item. Some retailers have their own promotions where exclusive items can be unlocked. Having a TOS tunic does not replace nor eliminate these other exclusive items.
- 7) Enjoy playing, and if someone asks you where you got the cool uniform, remember to send them to www.sfi.org to join STARFLEET. They have to first join and get their membership processed (to get access to the database) before they can get the special TOS tunic.



NAME: JILL RAYBURN
RANK: GENERAL
POSITION: EXECUTIVE OFFICER
OTHER POSITIONS: OIC, 163RD MSG; DEAN OF SCIENCE FICTION STUDIES, STARFLEET ACADEMY
SHIP: *SS NIKOLA TESLA* SFR-005
REGION: 1, KENTUCKY (USA)

SS NIKOLA TESLA SFR-005



Preview of *Star Trek Online*

We've been hearing about something for months, even years. Rumors were everywhere, especially when the project changed developers. Similar projects floundered or even died, while for a long time, not much was known about the progress of this project. Now, however, we have a firm date when we will be making our initial purchase, and we have more details being revealed as the finishing touches are being put on the project. What project you say? *STAR TREK ONLINE*!

Other CQ articles have talked about certain aspects of the development of the game, but over the last couple of months, I have had what I consider to be a wonderful experience. I was lucky enough to be one of the people who received an invitation to participate in the closed beta testing. It's been fun, but it's also been different, seeing the game with bugs



and glitches, and seeing how the game has evolved during the process. Beta testers are the guinea pigs for the game developers as they test all the aspects of the game, and we see both big and little problems, ranging from graphic issues where you see through bulkheads, to movement issues where your character gets stuck somewhere, to typos in non-player character dialogue. We are asked to report it all, so that the development team can get things fixed and ready for whatever comes with the next stage. At the end of the day, even if we didn't find a bug or problem during that session, we still know we helped, as the developers analyze all the data to find all the things we didn't, and see how everything is coming together.

This is still very much a work-in-progress, even as I write this. Typically, there are two times a week when the servers





are up for “play test” sessions, and often I have seen changes both large and small from one session to the next. The developers have stressed to everyone that the game we are seeing now will in some aspects be very different from the final product we will be buying on February 2nd. I can tell you that, as a *World of Warcraft* player, we have a saying: “You never know for sure until the patch drops.” And the same can be said here. Many things can and will change before the open beta test session begins, and I’m sure the same can be said between the end of that testing phase and the final release.

When I started looking at this game, one question that was important to me was how difficult the game would be to learn. *World of Warcraft* is really the only game even remotely like this that I have played for any length of time, and I knew that the two were very different in terms of mechanics. Can the average *Star Trek* fan who has little to no computer gaming experience pick up this game? I think the answer is yes. There will certainly be a learning curve, but there is in-game help available, and from what I have seen of the character creation and early missions, they are designed to allow players to learn as they go. Of course, the more experience you have with computer games, the easier it will be, but I don’t think that it will be truly difficult for most novice gamers.

From what I have seen to this point, I think that Cryptic Studios has been able to balance this game to where both gamers and fans will find enjoyment. Fans know that both away team missions and space encounters are important to *Trek*, and you will find them both in this game. In fact, many of the “missions” that a player is given to complete for advancement have both planetary and ship-based components. For those familiar with other games such as *World of Warcraft*, this would be compared to quest chains.



To start your adventures, you create your Starfleet officer avatar, or character. Currently, there are a number of playable races, including human, Andorian, Bajoran, and Vulcan, and you can even create an “unknown” race. Each race has certain racial abilities common to all characters. For example, humans

automatically have leadership and teamwork skills, while Vulcans have logic and physical strength. The player gets to choose some of their basic traits, so that combined with the racial abilities they already have, they have four traits or abilities for their character. Some of these include acute senses, natural immunities, peak health, and stubbornness. If you create your own race, you choose all four abilities yourself, and I believe that will be popular for some players. You



have control over your overall image, such as skin, hair, face, and even uniform.

At the beginning, you are given your ship, and I have to admit to not being an expert on designs, so I am not exactly sure which class it is. However, as you play, you have the opportunity to earn credits you can use to change your ship design. This includes the basic hull and nacelle configuration, colors, and even text and logos that appear. I also found an option for selecting your bridge style. However, I have apparently not unlocked that feature yet, nor have I had an opportunity to actually see the bridge. I do not know if that is something you earn as you progress through the game, or if simply certain missions have action there.

While you are playing

“command staff,” you command a crew that includes three basic types of officers: tactical, engineering, and science, and they all have important parts to play in helping you complete missions. Also, when you create your character, you select certain base talents that represent one of those types, which serves to remind us that all commanders have a basic background in a field other than command. This is similar to other games where you select a role, such as “tank,” “damage dealer,” or “healer,” but in this game there is a bit more of a blending of the three roles. For example, all party members will be expected to be able to do some hand-to-hand and armed combat. When engaging in space combat, your abilities and that of your



advance in grade, and ultimately, in rank. If a player does not spend his skill points, he will not be promoted no matter how many missions he has completed. Missions can also earn things such as items, ship upgrades, and even additional crewmembers for your vessel.

The graphics are wonderful. I especially like the “dogfighting” graphics, when you are fighting enemies in space. You have complete control of your ship, and must be attentive to all three dimensions as you move and fight. Between the controls and the graphics, there is a wonderful sense that you are truly in space. Also, the ship and station interiors are very nice. Some seem to be a bit unfinished in areas, but that is to be expected still at this stage. I have only had a few encounters thus far on planet surfaces, but those are nice also.

Leonard Nimoy and Zachary Quinto are both involved in this project, which is wonderful. Nimoy will be reprising the role of Spock and doing the introduction to the game, giving players some background into what has been happening inside and outside the Federation in the years leading up to the timeframe of the game. Also, his voice will be heard during important in-game events and scenes. Quinto will be voicing the Emergency Medical Hologram, and will lead players through some of the initial tutorial as they learn the basics of the game. To have these fine actors involved in this project shows the commitment that Atari and Cryptic have made to not only the project but the whole *Star Trek* universe and the fans.

All in all, I think this is will be a game that both gamers and fans will enjoy. With both new and existing locations and races, there will be much here for both longtime fans and those new to the *Star Trek* Universe to explore and experience. Much attention has been paid to the details of what has come before, as well as giving us a new future in which to play.





NAME: JONATHAN LANE

RANK: COMMODORE

POSITION: CHIEF OF COMMUNICATIONS, STARFLEET

SHIP: *USS ANGELES* NCC-71840

REGION: 4, CALIFORNIA (USA)

ACHIEVEMENTS: SFI FLAG OFFICER OF THE YEAR 2008; FORMER SPECIAL PROJECTS COORDINATOR, REGION 7; DESIGNER OF THE AWARD-WINNING USSANGELES.COM WEBSITE; CO-CHAIRMAN OF THE 2005 REGION 4 CONFERENCE



CHIEF OF COMMUNICATIONS, STARFLEET

The *Star Trek Online* “Summit”

If you've already read Dennis Rayburn's article elsewhere in this issue about *Star Trek Online*, you know that Atari and Cryptic Studios hold STARFLEET in high regard. Just how high, though, became apparent on January 7-8 when STARFLEET was invited

the time or money to get up to San Jose for the January gathering, and so I offered Jerry Tien, our Chief of Operations, who lives in the Bay Area and could just drive there. They were happy to have Jerry, but they also offered to cover my travel expenses (plane,

was the only organized *Star Trek* fan club in attendance, and that, to me, is pretty darn awesome! We've been trying hard over the last few years to build up the perception of STARFLEET as a leader of *Trek* fandom. And now, at least as far as *Star Trek Online* is concerned, we have arrived!

Speaking of arriving, Atari scheduled a number of us to all arrive on flights to the airport around the same time. So Sid Dinsay and Emily Titelman from DKC drove Anthony, Bill, and myself in a pair of rented cars, first to lunch and then to a very nice hotel near Cryptic's offices. It was at lunch that I learned that Bill is an active member of the *USS Haise* (their Chief of Communications, as a matter of fact), so we'd have three Fleeters at the summit. By dinnertime, we were joined by STARFLEET's Ops Chief Jerry Tien, Brian Alvarez of MMO Junkies, and Shaun Brodie from Cryptic at a local Buca di Beppo for an embarrassingly huge amount of Italian food.

These lunch and dinner table conversations were fascinating. On the one hand, we were all geeks and nerds, and we had the kind of conversations that fans tend to have: Did the latest *Trek* movie suck or rule? What would the next movie be about? Was *Star Trek IV* a good *Star Trek* movie or just “fun for the whole family” without much serious *Star Trek* in it? What is the true significance of the number 47? On the other hand, we were, each of us, very cognizant of *Star Trek* as a business. Yes, we were fans, but we were discussing the business goals of *Star Trek Online*, and the challenges of reaching



BILL WILLIAMS OF THE *USS Haise* (AND TREKWEB.COM) PLAYS THE LATEST BETA TEST VERSION OF *STAR TREK ONLINE* AT CRYPTIC STUDIOS. PHOTO BY JON LANE.

out to fans who might not be familiar with MMORGs.

What kinds of challenges? Well, for example, most *Trek* fans aren't necessarily gamers. We don't spend copious amounts of time playing *World of Warcraft*, *Champions*, or any of a number of different MMORGs. Instead, we're used to the *Trek* CD-ROM games that have come out in the past 15 years—*Birth of the Federation*, *Klingon Honor Guard*, *Star Trek: Legacy*, etc. where you buy the game, play it for a few weeks, and you're done. With MMORGs, though, you pay for the game itself at the store, and then you subscribe monthly (for a fee) to get access to online play and game updates



THE GANG ARRIVES AT CRYPTIC STUDIOS ON FRIDAY MORNING. PICTURED FROM LEFT TO RIGHT STANDING: JEREMY RANDALL AND CHRIS FISHER OF STOKED, ANTHONY PASCALE OF TREKMOVIE.COM, SID DINSAY OF DKC, BILL WILLIAMS OF TREKWEB.COM AND STARFLEET, AND JON LANE AND JERRY TIEN OF STARFLEET. SEATED: BRIAN ALVAREZ FROM MMO JUNKIES. PHOTO BY EMILY TITELMAN.

to attend a special “summit” in Northern California to help launch the new *Star Trek Online*.

The “summit” was partly a press junket and partly a strategic brainstorming gathering at the offices of Cryptic Studios near San Jose, CA. Members of Atari's PR/Marketing team from DKC in New York City organized the event and were going to fly out for it. The PR/Marketing team felt that the *Star Trek Online* message was strong to gamers, but they also wanted to focus on appealing to *Star Trek* fans, many of whom might never have played a Massively Multi-Player Online Role-Playing Game (or MMORG).

I was contacted by Sid Dinsay of DKC in December (who himself had joined STARFLEET back in October when he first found about us) and asked if I wanted to attend the event. I wasn't certain that I'd have

hotel, meals) if I wanted to attend. Never one to say no to people spending money on me, I agreed and flew up on the morning of Thursday, January 7 for the 2-day event.

Also in attendance were certain key representatives of *Star Trek* fandom, including:

- **Anthony Pascale** of *TrekMoive.com* (who, like me, was also flown up from Los Angeles)
- **Bill Williams** of *TrekWeb.com* (who is also a member of the *USS Haise* and was flown out from Mississippi)
- **Brian Alvarez** of *MMOjunkies.tv* (who was flown out from Chicago)
- **Chris Fisher** and **Jeremy Randall** of Jupiter Broadcasting, makers of the STOked videos (flown down from Seattle)

You might have noticed that STARFLEET



CHIEF OPERATING OFFICER OF CRYPTIC STUDIOS JACK EMMERT AND HIS FINE RIDE. PHOTO BY A DROOLING JON LANE.



DON'T YOU WISH YOU HAD AN OFFICE LIKE THIS? EXECUTIVE PRODUCER CRAIG ZINKIEVICH SPENDS ONLY A SMALL PART OF HIS DAYS HERE AND THE REST OF HIS TIME RUNNING ALL OVER CRYPTIC STUDIOS PUTTING OUT ONE FIRE AFTER ANOTHER. PHOTO BY JON LANE.

and expansions. While gamers are used to this concept, it's a very different (and more expensive) scenario than what most fans are used to. So how do Atari and Cryptic get the message out to fans and explain that it's not a rip-off but actually an established and accepted business practice? That's just one example of a challenge with Star Trek fans who aren't gamers that we discussed. With our minds set on "excited", we arrived

at Cryptic Studios at 11:00 a.m. on Friday, joined by Chris and Brian of STOked, who arrived that morning. The day's activities began with a tour of the first floor of Cryptic Studios' two-story offices. Founded in 2000, over 250 people currently work at Cryptic, with 58 of them assigned specifically to *Star Trek Online*. Ivan Sulic, Marketing Communications Manager of Cryptic, led the tour. In room after room,

we saw desks and cubicles covered with *Star Trek* and sci-fi toys, props, action figures, and posters. One Gamemaster had about two dozen tribbles on her desk! Their sound designer, Mike Henry, had a full-size skeleton wearing a baseball cap sitting in a chair in his office. On the walls in the hallways were concept sketches and schedules of milestones with things like Star Clusters, Borg Hub, Deep Space Nine, and Klingon Play each listed with due dates next to them. (Don't you wish you worked in an office like that???) In another room, a projector beamed a huge screen display onto the ceiling showing the status of all the servers, how many players were online, etc. with clocks below showing the times in cities around the world. This "control center" is manned 24-7 to keep the game constantly running without downtime.

Following the tour, Craig Zinkievich, the executive producer (see the interview with Craig in CQ #155) spent an hour or so doing Q&A with the group of us...some of whom were dedicated gamers, and others (like me) were relatively clueless. Then we broke for lunch and socialized, as some other STO team members joined us (probably for the free Mexican food). We even got a brief visit from Jack Emmert, Cryptic's COO (who showed some of us car buffs the Plymouth Prowler he bought after Atari acquired Cryptic at the end of 2008).

Finishing lunch, the development group stayed to tell us some behind-the-scenes

stories. Many of them are hard-core fans who will sit in conference rooms for hours and argue about small details and then run to look something up on the Internet or pop in a DVD to make certain a specific detail is correct. Yes, they are THAT committed to this project.

Of course, not everyone is a *Trekkie* or *Trekker*. Some of the younger team members and staff from other countries came to the project without ever having seen a *Star Trek* episode before. One of the managers told an amusing story about a young 3D illustrator who was asked to create the Guardian of Forever for one of the many in-game missions. He was all ready to add blinking lights and switches and all sorts of funky science fiction elements to the Guardian to "spice it up." The content manager said, "No, make it look just like THIS!" showing the photo reference from "City of the Edge of Forever".

The artist scratched his head. "You mean, you actually want me to make a time machine look like an old Styrofoam donut... and a pretty fake-looking one at that?"

"Exactly!" was the reply. Two days later, this poor artist, unenlightened yet by *Star Trek*, nervously unveiled what he thought was the most un-science-fiction-looking time machine he could ever imagine. He had worked meticulously to get the Guardian and surrounding area exactly like the episode, but he was almost embarrassed to show such a bland-looking 3-D environment.

The assembled game designers all gasped...and then applauded. He had nailed it perfectly. It was the Guardian of



CRAIG ZINKIEVICH, EXECUTIVE PRODUCER OF *STAR TREK ONLINE*, DOES A QUESTION AND ANSWER SESSION WITH THE GROUP, MOST OF WHOM ARE VIDEO TAPING AND/OR RECORDING HIS EVERY WORD. PHOTO BY JON LANE.



THE CREATORS OF *STAR TREK ONLINE* ARE SO DEDICATED TO THE PROJECT THAT THEY'VE WORKED THEMSELVES TO THE BONE TO MAKE THIS THE BEST ONLINE GAME EVER! PHOTO BY JON LANE.



SKETCHES LIKE THIS ONE (PINNED TO A BULLETIN BOARD) LINE THE WALLS OF THE HALLWAYS AND PEOPLE'S OFFICES THROUGHOUT THE CRYPTIC STUDIOS COMPOUND. PHOTO BY JON LANE.

Forever down to the smallest detail! The artist scratched his head again...but if this was what they wanted, he wasn't going to argue.

Now, months later, that artist and many others like him have been properly "assimilated" into *Trek* lore. He has now seen dozens, perhaps hundreds of episodes. The whole team is now totally into all the series, whether they were a fan before joining the team or just a relative newbie. This office lives, eats, breathes, and (when possible) sleeps *Star Trek*.

After a bunch of fun stories like that one, we were each put at a computer to play hands-on with the game. Some of us dove right in. Others, like Jerry and me, hung back at first and watched others to get a feel for things. But we finally took our turn, getting into the driver's seat for an hour or so to pilot a starship and rescue some Federation hostages from the Borg on a planetary surface.

I have to say, it's a very impressive game. I can reasonably predict that experienced gamers will dive right in and love it from the get-go. For the "clueless" like me, I think there needs to be a 2 or 3 hour learning curve. Fortunately, the game begins with five successive "tutorial" missions. They are real missions, but they start easy enough for a lay person to catch their breath and

slowly get the hang of it. Nevertheless, I did end up chatting later with the STOKed guys about creating a series of short video tutorials—essentially "STO for Dummies"—to help those like me get the hang of this game. Once we do learn it, there promises to be endless hours of fun and entertainment to satisfy any *Star Trek* fan. The graphics, sounds, music, aliens, environments, ships, weapons, terminology—everything is 100% *Star Trek*. This isn't a MMORG trying to be forced into the mold of a *Star Trek* game. It's pure *Star Trek*—as much as an episode, movie, or novel would be—come to life in a three-dimensional immersive game. I look forward to experiencing more of the *Star Trek* universe they've created.

As we all played on separate computers, each organization (*Trek* Web, STOKed, STARFLEET, etc.) was brought in to chat one-on-one with Craig Zinkievich in his office... about whatever we wanted. While some of the others used their sessions for interviewing, I realized that STARFLEET had already

conducted that part thanks to Dennis Rayburn's prior interview. So instead, Jerry and I talked about our concerns regarding *Trek* fans coming into this game with little or no prior experience with MMORGs. What would be the best way to "hold their hands" through the early game missions while at the same time not "insulting" the more experienced gamers? How best to get the word out to fans that simply purchasing the game is only the beginning, and that there is also a monthly subscription fee. We discussed certain usability issues that Jerry and I had run into, and even offered to send some local non-gamer STARFLEET members to Cryptic for user observations. (Often, software producers need to observe "clueless" users in order to determine what is confusing—since those elements of the interface aren't typically confusing to the designers and programmers who built the software. To them, everything makes perfect sense!)

Cryptic was very open to many of our ideas (except, perhaps, for my suggestion of adding a Microsoft Office on-screen "paperclip" in the shape of a Starfleet delta shield that would say things like, "I see you've wandered away from the battle—do you need some extra help?"...although I personally thought that was brilliant!). Indeed, the whole purpose of the day was to link up with people who understood the fans and also the business of *Star Trek*. The people on the Cryptic team are fans themselves, but they're also gamers, so that skews their perspective slightly. And in order for the game to truly live long and prosper, *Star Trek Online* needs to attract both the gamers AND the non-gaming fans. This game has the potential to truly be the biggest MMORG ever—possibly competing with the likes of the powerhouse *World of Warcraft*. And yet, if they take even a few missteps, they could lose the casual *Trek* fan who doesn't truly understand the game and its possibilities and benefits. There's a very small window during which the game can either generate positive buzz amongst us non-gaming fans or else get an early stigma of "don't bother—it's not worth the money."

It's for this reason, among others, that I am writing the "*Star Trek Online* for Dummies" article that appears on the following page. Word needs to spread about this game in as positive a way as possible. I've now seen and met the people creating this game, and they really are fans like us. They are following canon meticulously and even expanding



SOUND DESIGNER MIKE HENRY SITS AT HIS CONTROLS ALL DAY LONG. IF YOU HEAR SOMETHING, ANYTHING IN THE GAME--VOICE-OVERS, BACKGROUND MUSIC, PHASERS FIRING, OR EVEN JUST SOMETHING THAT GOES BUMP IN THE NIGHT ON A SCARY PLANET--CHANCES ARE THAT MIKE HAD SOMETHING TO DO WITH IT. PHOTO BY JON LANE.

canon here and there in some, shall we say, fascinating ways.

We finished at Cryptic around 5:00 p.m., truly stoked (pun intended) and wanting nothing more than to discuss the game even more amongst ourselves. Fortunately, we were joined for dinner at a local Chinese restaurant by Dan (forgot his last name), one of the mission developers for the game. This is the guy who fought to have an actual transporter room environment created rather than just having characters beam directly from one place to another. "How can we not have a transporter???" he imitated his yelling from a meeting with the executives. He's a continuity nut and doing his best (like most of the team) to make this 100% *Star Trek*.

After eating ridiculous amounts of Chinese food, we returned to the hotel lounge to do what fans do best: talk even more. Once



JUST SOME OF THE 58 PEOPLE WHO DEDICATE THEIR EVERY WAKING MOMENT TO *STAR TREK ONLINE*. PHOTO BY JON LANE.



there, we discovered that Brian Alvarez of MMO Junkies (who had to skip dinner to go for a job interview close-by) had just been offered a position at a game development company in San Jose (not at Cryptic). His long-distance girlfriend, Yssenia, lives in the Silicon Valley, and she drove him to the interview. With a job offer now taking him from Chicago to San Jose where Yssenia lives, Brian proposed to her that night, and she accepted! So good going, Brian!

During our after-dinner discussions, Anthony, Chris, Jeremy, Jerry, and I discussed ways to strategically align our three websites. After all, we're all getting Internet traffic and can help funnel it to each other in a "power triangle" of major Web destinations for *Trek* fans. The seeds have been planted on some potentially significant online partnerships for STARFLEET, so look for more news on that as things develop.

In the meantime, read my brief "*Star Trek Online* for Dummies" article below and decide if the game is right for you. I hope lots of STARFLEET members do decide to check it out. It's really an amazing achievement in the history of the *Star Trek* franchise.

ONE LAST PHOTO FOR THE DAY. PICTURED STANDING LEFT TO RIGHT: BILL WILLIAMS (TREKWEB.COM & STARFLEET), BRIAN ALVAREZ (MMO JUNKIES), CRAIG ZINKIEVICH (CRYPTIC), JEREMY RANDALL AND CHRIS FISHER (STOKED). SITTING: ANTHONY PASCALE (TREKMOVIE.COM), SHAUN BRODIE (CRYPTIC), AND JERRY TIEN AND JON LANE (STARFLEET). PHOTO BY SID DINSAY OF DKC.



Star Trek Online for Dummies

I admit it. I'm a dummy. I haven't played much (if any) with MMORGs (Massively Multi-Player Online Role-Playing Games). In fact, I'm told they're not even called MMORGs so much as MMOs. Go figure.

So if you're anything like me, you're probably wondering: should I buy this game? Will it be too hard? Can I afford the time? The money? How much does it cost, anyway? What's all this about a monthly subscription?

Okay, let's start with a little background on MMOs...

The business model for MMOs is not the same as for the computer games you buy, install, play for a few weeks, finish, and then erase from your hard drive to make room for other things.

The best analogy for a MMO is getting Cable TV. First, you need to pay for installation. Once the cable box and wire are installed into your house, you then pay a monthly fee for Cable television access. Programs are transmitted into your house, and you pay to see them. In the case of MMOs, the initial game can cost between \$35 and \$50 (or more) and then have a monthly subscription of between \$10 and \$15. This is true for big MMOs like *World of Warcraft* down to children's social networking websites like Disney's *Club sPenguin*.

Star Trek Online will work the same way. The game you buy in February (which will have a one-month subscription included in the price) is not the game you will own in October or the following February, or even three years from now. New content and missions are constantly being created and downloaded to your computer. And unless you're playing 100-plus hours per month (and God help you if you are), chances are you will never catch up with the new content. And if you do, then just take a month off, for heaven's sake! There will be new missions when you come back.

In short, MMOs never end. That's how you get your money's worth. Your character just keeps growing (in strength, in experience, in rank). And in this game, your starship gets bigger and better, too. And if you're feeling that your character is becoming too powerful and the challenge is beginning to wane, then just create a new character.

Another thing non-gamers get a little confused with is the concept that the game never ends. Say what??? Well, do the *Star Trek* novels ever end? Seems there's always another story to tell about the various Starfleet crews, Klingons, Romulans, Borg, etc. And that's the way of this game. In fact, don't think of it as a game. Think of it as dozens—eventually hundreds—of different *Star Trek* novels, and each one continues the larger story arc of *Star Trek* while still being a self-contained story.

And what kinds of stories can actually be told in a game, you ask? After all, aren't I just flying around shooting other ships and then beaming down to shoot at Borg and Klingons and Gorn and stuff? Well, yes, there is a good amount of shooting (the Federation is at war in 2409, after all), but there are also some diplomatic missions, and patrol missions, and exploration missions. And the settings are taken from throughout the rich history of *Star Trek*. You'll visit Vulcan, Sherman's Planet and Space Station K-7, Quark's Bar on Deep Space Nine, Risa, Earth Space Dock, P'Jem, and even the Guardian of Forever.

In one mission (a mission is like an episode of *Star Trek*), a Klingon kidnaps the daughter of Tom and B'Elanna Paris and takes her back through time. Your mission is to travel through the Guardian of Forever to rescue her. But apparently, she has been kidnapped in order to use her Klingon/Human DNA to cure the genetic augment virus that made the Klingons lose their bumpy heads in the fourth season of *Star Trek: Enterprise*. And there's other *Star Trek* "gems" scattered throughout, including an explanation of what happened to lead up to the super-nova that destroyed Romulus in the late 24th century.

In short, you'll be experiencing *Star Trek* canon game after game, mission after mission, hour after hour, the same way you do when you read a new novel or watch a new episode. And all of this is approved by Paramount and CBS Licensing. But because it's dedicated fans like you and me who are developing these adventures, they are exactly what WE would want to see.

Finally, the big question: is it too complicated to play? At first, yes. I didn't learn chess in 15 minutes either. If the game were simple, there would be no challenge at all. But I will admit that, initially, it felt a little overwhelming to me. Fortunately, the game starts the player off with a very simple mission that

allows you to get used to the controls a bit. The next mission is just a little more challenging, letting you become familiar with a few more controls. And so on through about 5 or 6 missions that eventually deposit you in a place where you can go literally almost anywhere in the Alpha Quadrant that you want to. Want to just hang out on Risa and relax? Go for it. Or maybe you'll check out a mission to a distant starbase only to discover a murder mystery.

But give yourself 2 or 3 hours at least to get a feel for the controls. Yes, you'll find yourself frustrated at times. But hang in there, because something will suddenly click inside your head and you'll think, "Of course!" and things will get ten times easier. Then you'll get frustrated again followed by another "Eureka!" moment, and so on. Eventually, you'll even start noticing how Klingon Birds-of-Prey attack you with a different strategy than Cardassians or Tholians. Indeed, Klingon Birds-of-Prey even attack differently from Klingon *Vor'cha* class warships!

Along the way, I'm certain there will be *Star Trek Online* video tutorials on YouTube. You'll be stuck on some planet's surface or in some nebula or asteroid field with no idea what to do. But other players will have already solved it and will be happy to help you. You'll be able to talk to other players during the game, make friends, and even join up for missions. In fact, the game will let "weaker" players temporarily "power up" to join stronger players on more advanced missions. This will allow weaker players to watch and participate, learning from more experienced players, without being blown up in the first two seconds on a hostile planet.

Basically, the guys writing the game have thought of nearly everything. And what they haven't thought of yet, they will... maybe even with your help. The developers I spoke with are expecting lots of feedback, and much of it they know will be complaints from people wanting this or that. And whenever possible, they will try to add "this or that" to make people happy.

So don't be afraid to make your voice heard once you start playing, because someone is listening, and they are all committed to giving both gamers and *Star Trek* fans alike the best online experience in the galaxy.





NAME: JAMES C. JONES II
 RANK: SECOND LIEUTENANT
 POSITION: OIC OF THE 32ND MARINE STRIKE GROUP AND TRACOM R&D STAFF ILLUSTRATOR
 SHIP: USS ANGELES NCC-71840
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0423-40-718

Star Trek: The Modern Myth

Some time ago, I attended a session, sponsored by a local church, called The Spirit of *Star Trek*. During this session, one of the speakers likened *Star Trek* as the modern myth. Let that sink in for a few seconds—



the modern myth. He went on to say that *Star Trek* is probably the only franchise in the history of the world that has no boundaries or divisible lines. It is the ultimate humanist. *Trek* exists "...By which truth and morality is sought through human investigation." Each generation of *Trek* dealt with the human struggle of the time. As humans inched our way through the stream of time, we changed. Our morals changed with new knowledge of the self, and information fueled the fire for further discovering of the self.

This is where *Trek* finds its stride and runs for the long haul. Its recent orgiastic leap has taken humans across a field of dreams in which anything is possible and all things have a solution. *Trek* has become our vehicle for telling the story of humankind. With our marbles intact and our wits tethered to the ball of sanity, we spin a yarn of truths, half-truths, and never-truths. *Trek* is the modern myth.

A myth, by definition, is typically an ancient story dealing with supernatural beings, ancestors, heroes, and the gods. It purports to explain natural occurrences and cultural practices, both ethically and morally. The story of Prometheus is about humankind acquiring fire and the emergence of sacrifices. It's about the differences between mortals and immortals and our willingness to defy the gods, even in the face of imminent discomfort or death.

The second pilot episode of *Star Trek* from 1966, "Where No Man Has Gone Before," places our hero Kirk against a new god Mitchell. Mitchell believes he has reached god status and sees humans as instruments and creatures to be used for his pleasure, comfort, and amusement. With the help of another god, Kirk survives his ordeal and **conquers** Mitchell.

In "The Enemy Within," Kirk, the mortal, has his good and evil parts separated. Apart, neither Kirk is able to perform either morally or competently. The dichotomy of the human spirit is exposed and analyzed, revealing that mortal man must have within him the seeds of destructive and aggressive tendencies and the moral and ethical gatekeeper to keep it in check. Mortals are not like gods and therefore must behave **in a manner** acceptable to society.

In, "Dagger of the Mind", Kirk, still our mortal man, must withstand the evils of another mortal man, who aspires to be a god. Doctor Adams' thirst for power and control nearly drains Kirk's strength of will. In the end, Adams becomes a victim of his own folly of mind control, thus telling us that mortal man may not become a god through acts of



deception and manipulation. We must attain godhood by other means.

TOS was born out of the Cold War era. World War II and the Korean War were still fresh in our minds and the Vietnam War was just getting into full swing. As a country, we were changing our morals and re-evaluating what it was to be an American. TOS, consciously or unconsciously, was telling us that mistrust, unregulated power, misguided control, and unbridled lust would, could, and should lead to our destruction.



Collectively, we, as a group of humans, sat in front of a television and watched a show that, like some other shows before it, tried to put into perspective the meaning of our moral values. We watched and absorbed the interplay between man and would-be gods, between good, evil, and a mixture of both; we sat, watched, and enjoyed this show. It exposed our soft underbelly and let us look into the Emperor's mirror where we became beholden to our spirits. We witnessed the nakedness of our souls and questioned who we were, are, and shall be. This show became our *Odyssey*... and our *Troy* and our *Gomorrah*. It reflected us. This show was known as *Star Trek*.



STARFLEET HAD LOTS OF FUN ON HALLOWEEN...



THE *USS THUNDERCHILD* DIDN'T HOST A HALLOWEEN PARTY, BUT THEY DID VOLUNTEER AT THE CITY WIDE SAFE HALLOWEEN CARNIVAL IN RAPID CITY, SD. THIS EVENT IS HELD EVERY YEAR, AND THIS YEAR THERE WERE APPROXIMATELY 12,000-14,000 PEOPLE ATTENDING. THE *USS THUNDERCHILD* HAS BEEN ACTIVELY PARTICIPATING IN THIS EVENT FOR THE PAST SIX YEARS. PICTURED ARE CO FAPT. EUGENE SCHNITGER AND XO CMDR. BRET THOMPSON SCHNITGER (AS A KLINGON). COMMANDER THOMPSON IS ON THE BOARD OF THE CITY WIDE SAFE HALLOWEEN CARNIVAL. BOTH PHOTOS BY MCPD VIRGINIA THOMPSON.



THERE WERE SPOOKY GOINGS ON AT THE SEASIDE HEIGHTS COMMUNITY CENTER IN SEASIDE HEIGHTS, NJ ON HALLOWEEN NIGHT. A GROUP OF BOILS AND GHOULS FROM THE *USS CHALLENGER* INVADDED THE CENTER FOR A HALLOWEEN PARTY THAT LASTED FROM 6 P.M. ON HALLOWEEN TO 12:30 A.M. NOV. 1. FEATURED ARE JUST A FEW PHOTOS FROM THE EVENT WHICH INCLUDED ADMIRAL BOB VOSSSELLER AS A "SWINE FLU SLAYER," PATRICK BARNES IN HIS UNIQUE COSTUME, AND WITCHES JULIE VICTOR AND JENNIFER BATTERSHILL COMPLETE WITH BROOMS. PHOTOS SUPPLIED BY BOB VOSSSELLER.



STARFLEET CFO, COMMODORE MIKE STEIN (CENTER), WENT TO THE STATE SCARE FACTORY'S HAUNTED ATTRACTION WITH JENNIFER BATTERSHILL AND HER HUSBAND RYAN (NOT PICTURED) FROM THE *USS CHALLENGER*. MIKE WORE HIS *STAR TREK* UNIFORM AND BROUGHT SOME ANNOYING *TREK* PROPS WITH HIM. PRIOR TO MIKE'S GOING IN, THEIR STAFF ANNOUNCED OVER THEIR LOUDSPEAKER SYSTEM FOR ALL TO HEAR, "WILL THE *STAR TREK* OFFICER PLEASE SET HIS PHASER TO STUN BEFORE ENTERING?" THE FUNNY THING IS, IT WASN'T HIS PHASER THEY HAD TO WORRY ABOUT AS MUCH AS HIS TRICORDER, WHICH HE HAD ON MOST OF THE TIME, AND IT MADE A CONSTANT, ANNOYING SOUND. PHOTO SUPPLIED BY MIKE STEIN.



STARGATE ATLANTA, *IKAV NEMESIS* (LAWRENCEVILLE, GA), AND THE *USS REPUBLIC* (ATLANTA, GA) COMBINE THEIR ANNUAL HALLOWEEN PARTIES INTO A SINGLE SCI-FI SPOOKTACULAR! KNEELING: *REPUBLIC* CO CAPT ERIC L. WATTS AND MIKE ANTOL (SGA). STANDING: PARTY HOST JACK MOORE (SGA), WILEY DELOACH (SGA), ENS2 MARK A. OZANICK, THERESA PARKER (NEMESIS), *USS ATLANTA* CO ADM MIKE HENIGAN, ADM KELLY HILLIARD (*USS ATLANTA*), KEN ARROMDEE (SGA). PHOTO SUPPLIED BY ERIC WATTS.



...AND ALSO ON CHRISTMAS



CAPTAIN SHAWN GREGORY, CMO OF THE *USS PRIDE OF BALTIMORE*, DISCUSSES MEDICINE WITH ITS FOUNDING FATHER, HIPPOCRATES. PHOTO SUPPLIED BY SHAWN GREGORY.



COMMODORE JON LANE IS ATTACKED BY A VERY SMALL G.I. JOE NINJA WHO IS ACTUALLY HIS WIFE'S GODSON GABRIEL (FIVE-YEARS-OLD). AN INTERESTING WAY TO BREAK IN JON'S NEW 2009 STARFLEET UNIFORM. PHOTO BY WENDY LANE.

JULIANNA MCCANN, JUST UNDER 10 MONTHS OLD IN THIS PHOTO, IS A CADET ON BOARD THE *USS O'BANNON* IN REGION 15. IN THIS PHOTO, SHE'S ASKING FLEET ADMIRAL SANTA CLAUS FOR A PROMOTION . . . AND ALSO FOR SOMETHING ELSE:

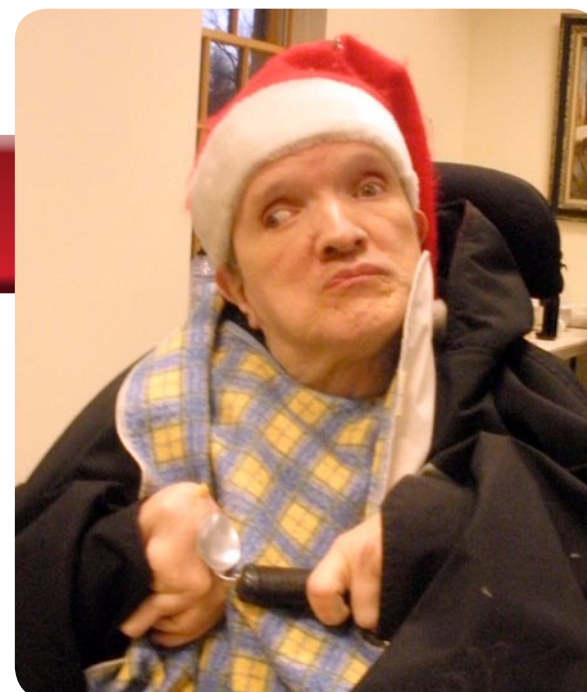
T'WAS THE SHIFT BEFORE CHRISTMAS UPON THE *O'BANNON*,
NOT A TRIBBLE NOR TARG WAS STIRRING.
THE CADET SILENTLY ASKING THE CS:
"I ASK NOT MUCH,
JUST THIS MUCH PEACE IN THE UNIVERSE,
AND TO ALL A GOOD NIGHT."

PHOTO AND POEM BY VCS CHIEF OF STAFF/O'BANNON CO/
JULIANNA'S DAD RADM BOB MCCANN.



LESLIE AND DAVE RYAN OF THE *USS MARATHON* JOINED MEMBERS OF SEVERAL DIFFERENT LOCAL CLUBS TO HELP OUT WITH THE ORLANDO, FLORIDA TOYS FOR TOTS DONATION DRIVE IN DECEMBER. VARIOUS GENRES OF SCI-FI FANDOM WERE REPRESENTED, FROM *STAR TREK* AND *STAR WARS* AND *STARGATE* TO ANIME AND *THE MATRIX*. EVEN THE SUPERHEROES FROM DC UNIVERSAL AND MARVEL IN ORLANDO MADE AN APPEARANCE, ALONG WITH SANTA CLAUS AND HIS ELVES. (OF COURSE, THIS FLORIDA SANTA IS NOT OUR FLEET ADMIRAL. SANTA SAL LIVES MUCH CLOSER TO THE NORTH POLE.) PHOTO SUPPLIED BY DAVE RYAN.

USS ACCORD CREW MEMBER PETER GREEN IN HIS OFFICIAL STARFLEET VEHICLE, SPORTING A SANTA HAT AT *ACCORD'S* ANNUAL HOLIDAY PARTY. PHOTO BY MARK H. ANBINDER.



STARFLEET SHORT STORY CONTEST WINNER - 2ND PLACE



NAME: JANE C. PETROVICH
RANK: CREWMAN
SHIP: *SS BOUNTY* SFR-1301
REGION: 13, ONTARIO (CANADA)
ACHIEVEMENTS: STARFLEET SHORT STORY CONTEST WINNER - 2ND PLACE

Second Chance



"Izuna. There is something that I must tell you, now that you are old enough to hear it," my mother said, her voice somber, her hair quiescent on her shoulders. Her long, graceful hands reached for mine, gripping strongly. "Do you ever wonder why we go every year to the Clinic?"

"No, not really." *I always hated it, but I never wondered.* "Well, I thought... I thought it was because I was—" I couldn't say it "—like this." I pulled away from her, and my pale pinky-tan hands swept awkwardly down my body.

I didn't wonder because I knew. I was *different* from the others. There were the obvious differences, of course, like the richly blue-green colour of Mother's skin. My thick limbs and sturdy body contrasted against the other children's tall and lithe forms. It didn't matter to Mother, she just pointed out how we were all unique; people could be many shapes and many shades, from deep blue or green to bright scarlet and gold, shaded or dappled, and even a few very rare pigmentless individuals that were even more colorless than I.

Sometimes my stubby arms were useful because I was also stronger than the other children. Like the time I lifted a fallen sior tree limb off Tenra and we became best friends. And no matter how different we looked, she was my mother. She had given me life; I knew that instinctively. Her large dark eyes gazed down into mine when I was hurt or tired, and she calmed me and surrounded me with her love.

What I hadn't realized for a long time was how very different I was. I grew up, happy and cosseted, only gradually noticing that beyond our individual uniqueness, most people did have *something* in common. But not me. There wasn't anyone remotely like me, anywhere. I kept hoping that I would grow tall and flexible like the others, that I would wake up one day and be a glowing scarlet. Sometimes I hated my tiny brown eyes, my round face and my straight, lifeless brown hair. But that didn't last long. Mother

would stroke my despised hair, seeming to know what was bothering me. Her luxuriantly mobile tresses would curl around my fingers and tickle me until I laughed and laughed...

And then there was the 'Clinic'. Once a year, for as long as I could remember, we would travel, Mother and I, to the capital, a long journey by sea and air. The doctors examined me, scanned, probed, put me through all manner of cognitive and physical tests. I wasn't sick; I was just...different. Mother would be there, patient and quiet, and I tried to be just like her, to do my best on all the tests, to not flinch or cry when the needles sucked up my blood or bits of my tissues. I don't know if the doctors found what they were looking for. They never said. We just came home again, and Mother was unusually quiet for days. And I...had the nightmares.

I think they started when I was about five cycles. At first, I would see a chilling black emptiness, sprinkled with tiny lights like stars, but they never wavered or sparkled, just shone steadily on, like watchers in the dark. Later, I saw great silver shapes floating in the blackness, with bright pinpricks and flashes of light, and I knew somehow they were hollow shells filled with teeming life. I woke up screaming.

As I grew older, the dreams were even stranger. Huge, bright suns in strange colours shone down on weirdly shaped vegetation. Cities like I had never seen in any book spawned towers and domes and bridges. Lately, I even saw people, dressed in bright solid colours, like our skin tones, red and yellow and blue, but the colours were in their clothes. And the most terrible part of all? They looked just like me.

"We have to go back to the Clinic. It is time." Mother looked at me with such pain in her beautiful eyes that I was alarmed.

"But it hasn't been a year, yet," I argued. "All of my class is making applications for our apprenticeships."

"I should have told you sooner. I know you've

been making plans, but right now you must return to the Clinic." She clasped her hands, her gauzy sleeves trembling as if she was shaking beneath.

"I *can't* go now, or I'll miss the selection process." I wanted to apprentice with Planetary Services. I yearned for new sights and new experiences, to explore the ocean depths and the highest mountains, maybe even the solar system. My nightmares and dreams crowded in around me. I wanted to know if those places existed.

"Perhaps someday you can pursue your goal..."

Someday? Some....day? What does she mean? I felt my dream fragmenting, spinning away on a vortex of uncertainty.

"Am I sick? Why do I have to go back?" I demanded, feeling the stirrings of fear.

"The doctors will answer your questions," she answered firmly.

"Why?" I burst out. "They never have before! No! I want to know now! Why can't I apprentice like my friends?" Anger was eclipsing my fear and every doubt that I had ever had about my separateness came back to torment me.

"Izuna, I love you, and I don't want to lose you."

"Well, you will," I said with the cruelty of youth. She flinched and then looked up at me steadily. "The truth is that I can't keep you here. I never could. That was the arrangement. Until your maturity, I was to be your mother. Then, you go back."

I had asked for the truth, but I had never suspected the enormity of this betrayal. My anger evaporated.

"Was to be my mother..." I said faintly.

She looked suddenly old to me. Smaller, somehow. Beaten.

"Mother?" She didn't answer.

* * * * *

So I found myself back in the capital, alone for the first time in my life. The doctors and scientists swarmed around me. I never realized how Mother's quiet presence had kept them at bay. Now...they owned me. At first I fell into the old routine of passive compliance. Then I thought of my friends. Even now they were dispersing, some to the careers their parents had chosen for them before they were born, some to follow in their family tradition. A lucky few to follow their own ambitions. I roused myself to question, to protest.

"What are you trying to find?"

The tall green-gold doctor paused and looked at me as though one of his instruments had spoken to him spontaneously. He bent to his control panel again, ignoring me.

His dismissal infuriated me, and an uncharacteristic anger flared up. "Wait," I commanded, getting off the bio-bed, trailing sensors and leads. "I want to know."

He looked stricken and stood there fluttering his hands as if to herd me back. "You'll invalidate my readings," he protested weakly.

I almost laughed through my fury. "But I'm not a collection of readings, I'm a person. And I want some answers." I ripped off the leads, the pain of lost skin only fueling my anger. When he came towards me, I darted behind one of the instrument tables and sent it crashing to the floor, leaving an impossible mess of broken glass and spilled fluids.

I circled the room, looking for a way out. Not the main doors; they might be guarded. I decided on an inconspicuous doorway that led, I thought, to some prep rooms, and tried the door. It was unlocked, and I dashed through into a long narrow room, colliding with several technicians. More crashes behind me. And shouts. I didn't look back. Racing out the other side of the room, I dodged through two



STARFLEET SHORT STORY CONTEST WINNER - 2ND PLACE

more rooms before I came to a passageway in the back of the building. No fancy carpets and hangings here to lull the patients, just plain, functional floors and unadorned walls. It was deserted, and I paused, trying to catch my breath.

Only then did I realize what I had done. Scared the doctor, destroyed equipment, run like a criminal. *What was next?* I had no idea. I was alone. My mother was not my mother, but I didn't belong here either. *Where do I belong?*

An alarm sounded nearby. Well, there was no going back. I continued down the passageway, ducking into doorways when I heard someone coming, and wondering where I had learned to be so devious. Maybe it was in me all along. The last obstacle was the door to the outside. If I went through, it was irrevocable. I almost turned around. Maybe I could explain. *No, I won't go back.*

I pressed the door control, almost surprised that it still worked, and stepped out into the golden afternoon sunlight...and into a circle of drawn weapons held by Planetary Service ground troopers.

* * * * *

Of course, they'd been watching me all along. They marched me back inside to another lab, where the senior scientist, Doctor Kindara, waited. I remembered him from the earliest visits, and he had never been unkind. Now he looked very stern. I was too angry to care.

"I still want answers," I said defiantly.

"And you will get them," he surprised me by saying. "But this latest...escapade...complicates matters." He gestured towards the two troopers stationed by the doors.

And I had hoped to become one of them. Not much chance, now.

"Come with me. There is something that I want you to see." He led the way out, and when the troopers made to follow, he impatiently motioned them to stay. "She is not going to escape, now." When they didn't stop, he looked at me with exasperation. "Are you?"

I sullenly shook my head, and mumbled "No," the seriousness of my predicament beginning to dawn on me. *At least not until I see what you have to show me.*

* * * * *

It was incomprehensible. I stared at the pitted,

scarred surface of a long elliptical shape. I looked at Kindara, looking for some sign of humor and found none. "You're saying you found me in that? In space." I tried to sound skeptical, adult, but my voice came out high and scared.

"Not...exactly." Kindara looked keenly at me



as if trying to judge even then how much to tell me.

"Then what?"

Kindara beckoned to another scientist, one who looked vaguely familiar. He came forward, holding a tall glass cylinder, half full of a powdery white substance, flecked with bits of color.

"And what's that?"

"That, Izuna, was what we found inside."

"I thought you said that you found *me* in that thing."

"In a manner of speaking."

There was a roaring sound in my ears. "Then speak!"

The scientist holding the cylinder launched into an enthusiastic explanation, punctuating

his words with little shakes of the cylinder. Crystals slid over each other, glittering; a few larger fragments surfaced, dust billowed up. It made me queasy.

"An asteroid miner discovered what she thought was a probe, too small to be a spacecraft, and salvaged it, hoping to sell

"—and we obtained permission to culture the genetic material."

I swayed and a hand gripped my arm. A face swam into view, one of the older doctors. "I think that's enough for now, doctors," she said crisply.

"No." I struggled in her grasp and waved feebly at the cylinder. "That was me?" My voice came out in a whisper.

"Your substance, yes." Doctor Kindara's voice came from a long distance away.

* * * * *

I must have lost consciousness then, because when I woke up, it was like all the old examinations I had endured, surrounded by doctors and technicians. I thought inconsequentially of a painting my mother had put in my room when I was little so that it would be the first thing I saw when I woke up—a great, green-gold sun smiling down at me with dancing yellow flowers below. Then, abruptly, it all flooded back. That wasn't my sun and *she* wasn't my mother.

* * * * *

"So who am I? *What* am I?" Kindara and a few of the 'core' team were seated around the table in one of the smaller conference rooms, the chairs as always slightly too high off the ground for me.

"That is what we wished to find out, Izuna," replied Kindara. "It was the subject of great debate, whether we should attempt to find out what the genetic material encoded."

Yes, I could see the fascination, could see it even now in his large, liquid eyes. Except, of course, he was talking about me.

"We were fairly certain that it was one principal organism, animal in nature, fairly high on the evolutionary scale, but we could not know for certain whether there would be intelligence."

It would have been well within their powers to clone an unknown organism. Bio-engineering was one of the most advanced sciences on Mareth after all, although they didn't usually tinker with people. The risks were too great. "So you decided to play Creator."

Beyond a reproving glance, he ignored my challenge and went on. "Some feared that it could be dangerous, that we might produce a monster, that new diseases could be engendered. We had to agree to strict safeguards and monitoring. When it became



STARFLEET SHORT STORY CONTEST WINNER - 2ND PLACE

obvious that you were developing into a sentient being, it was decided to continue the experiment.”

My mind shied away from just how they had ‘continued the experiment’ and seized on something else he had said. “And if I had proved... dangerous?”

Kindara stared levelly at me, as if daring me to be adult. “Termination, of course. It was the only way to silence the opposition. I am... glad...that it never came to that.”

Except for today, of course, it almost did come to that. Neither of us said it, but both of us were thinking it.

I suppose, in his own detached way, he had been fond of me. It wasn’t enough, though. All the examinations, the watching. I had been under a death sentence all my life, rescinded every year when I passed all those damned tests. Not dangerous. Allowed to live. And *she* must have known it. My mother. My... keeper.

“So, where did I come from? Why was I... freeze-dried and sent here?”

“Ah. That, my dear, is Part Two.” He leaned forward, his eyes alight with scientific fervor. “From the material in the probe, we believe we have isolated the chemical components that encode memory. The essence, if you will, of your past experiences.” He produced a vial filled with a viscous, dark fluid, dark as my mother’s eyes. “This, Izuna, could hold the key to your memories. We could find out where you came from, who you were.”

While he chattered on about oligopeptides and assimilation matrices, my mind whirled. All my questions...finally answered.

Then *she* walked in, shaking off two technicians like raindrops. “You don’t have to do it, Izuna. You can come home.”

My mother. I got to my feet.

“Home? Where *is* that?” My resentment crystallized. “Apparently, my home is a long way from here. What right, what *right*,” I shrieked, “did you have to create me and make me believe that I was one of you?”

“We gave you life, Izuna. Remember that,” my mother said. “We don’t know why your essential materials were put in that canister but we are fairly certain that it was not a method of transportation.”

“You lied to me.” Even to my own ears, I sounded like a petulant child.

“Yes. We did. It was decided to let you grow up as normally as possible. Until you began to question. That is why I...” She stopped.

“Why you what? No more lies.”

Doctor Kindara answered for her. “Your mother is the world’s foremost molecular geneticist. She volunteered, fought for, the privilege to raise you herself. The challenges were enormous, integrating you into our biosphere. We nearly lost you many times. Her work developing a suite of symbiotic microorganisms that allowed you to survive and grow was brilliant.” He would have gone on in that vein, but my mother held up a hand.

“But I never expected to love you so much.”

The simple statement took my breath away. I tried to marshal my anger again. “I was an experiment.”

“It didn’t matter to me what you were. You know that.”

“I can’t go back, Mother. Not to what I was.”

“I know. But you *are* my daughter.”

* * * * *

I took the memories in the end, of course. To have the knowledge there, in that little vial, and not use it? Impossible. I had hoped for adventures, travel to the far reaches of the planet and beyond. And this would be an adventure, too, albeit of the mind. Doctor

Kindara had explained the risks but I suspect he didn’t really know what to expect.

It wasn’t so much pain as a vast kaleidoscope, an explosion of unbelievable images. An itching inside my skull. For days I couldn’t even talk, all my lifetime experience clashing with the new universe that opened up. Eventually the images resolved themselves. Faces, faces like mine. One with upswept brows and elegant ears, confusingly like an amalgam of my own features and the Marethans. A heavenly aroma wafting up from a cup that I handed to a man with compelling hazel eyes and a grateful smile. A short, competent woman in a bright red tunic, dark luxuriant hair coiled as elaborately as my mother’s. How I admired her, wanted to be like her. A warm, drawing voice, a suggestion of mint. Acrid stench of burnt electronics; fear and exhilaration on the edge of the galaxy.

So now I know. I am...or was...Yeoman Leslie Thompson. I served aboard the great silver ship, the *Enterprise*. And I’m going back. One day. As near as I can tell, the Marethans are very close to developing an FTL drive. My unorthodox arrival spurred research in that direction. I sometimes wonder if I have violated the Prime Directive by my very existence. That and the few artifacts in the Mark II torpedo casing that held my mortal remains.

The doctors were delighted at the culmination of their long efforts. At first, they hung on my every utterance, recording and analyzing. Then as my old memories reached a precarious

accommodation with my new self, I realized my responsibility to edit my words. They know about me, but is their culture mature enough to find out about the Federation and all its diverse members? Is it my duty to warn them about the more ominous races and entities we have encountered? Do I tell them about warp drive? Still, the Marethan’s medical sciences are still much more advanced than their space technology. I think they...we have much to offer the Federation.

There are still huge gaps in my memory. I expect there always will be, but new memories still surface as one association triggers another. I hope to remember one day how I, or rather, my components, came to be adrift in space. One of my most persistent memories is of a dark young man in a bright red shirt, looking at me with an expression of fierce concentration. Every time I see his face, I feel a stab of fear. Did he kill me? Somehow I don’t think so. Did he die with me? I hope not. I know I must have been killed somehow. Captain Kirk wouldn’t have consigned me to space otherwise.

I think often about my old shipmates. What would the Captain say about me cheating death? Would Mr. Spock be fascinated by my story? Will Lieutenant Uhura ever know how much I learned from her? I love to imagine Dr. McCoy sitting down and having a good old medical dialogue with Mother. Who would have the last word?

I hope they are still out there, somewhere, still searching for new life and new civilizations. Because I’ve found mine.





NAME: JEFF DAVIS
RANK: FLEET CAPTAIN
POSITION: COMMANDING OFFICER
SHIP: USS INDIANA NCC-79158
REGION: 1, INDIANA (USA)

0129-58-791



Project Top Gun 2010 Is on Its Way to the Stars!

Greetings, Fleeters!

Some time ago, I informed you all about a community service program that the *USS Indiana* began in 2008: Project Top Gun. This program worked with Civil Air Patrol's Louisville Composites Squadron to send cadets to summer camps for aviation and space. I am proud to say that the program is coming along nicely. The basic concept of the program is to send two cadets to aviation



LOUISVILLE COMPOSITE SQUADRON, CIVIL AIR PATROL, TOP GUN 2008 WINNER KIENAN MCCUSKER (FRONT) SHOWS OFF HIS CERTIFICATE. BACK ROW FROM LEFT TO RIGHT: LIEUTENANT MICHAEL KENT, JEFF DAVIS, AND MR. MCCUSKER (KIENAN'S FATHER). PHOTO SUPPLIED BY JEFF DAVIS.

camp per summer for two consecutive years. They were selected in competitions that involved writing an essay, and the top essays would then be interviewed in person by officers from the Squadron and the *Indiana*. The two selected individuals would then attend the camp and, afterwards, they would write "After Action Reports" to be handed in to the *USS Indiana* afterward. As long as they handed in the After Action Report, they were then automatically entered in the competition for the third year.

In 2008 and 2009, under the direction of my Executive Officer, Fleet Captain Walter Ewing, we held competitions among the interested CAP cadets to send two cadets to an Aviation Camp put on by the Kentucky Aviation Museum in Lexington, Kentucky. In 2008, our lucky—and very impressive—winners were Kylie Smith and Kienan McCusker. Due to a snafu, Kienan McCusker did not actually attend, as it was discovered at the last minute that he was already flight-trained, and everything in the camp would be remedial for him. OOPS! We were unable to find an alternate who had the dates available, so Kylie attended. Her after action report was as follows:

Aviation Camp was an incredible experience for me. I learned so many new things, and I had so many new experiences. I got

to do things from practicing on simulators, to reading maps, to building models, and to actually getting to fly in an airplane (Cessna 172). I absolutely enjoyed my experience at Aviation Camp. I even won the navigation award. I believe that Aviation Camp really did a lot for me; I learned many new skills such as how to read an aeronautical map and how to use a simulator. It was my first time ever on a flight simulator, I absolutely loved it. Also while at Aviation Camp, I was able to promote the Civil Air Patrol, which is a great thing because it provides an opportunity for my peers who, like me, have an interest in aviation to be able to continue their education in Aerospace all year long. I think that every person interested in Aerospace should attend Aviation Camp because it is an amazing learning experience for material that is not covered in schools. I mean, how many students really learn how to read an Aeronautical Map in school or get to make different models of planes and test them outside to see how the structure affects them? Not very many. So I greatly support Aviation Camp and recommend it. I greatly enjoyed my time at Aviation Camp and would gladly return anytime.

We were, obviously very proud to hear that Kylie had won the Navigation Award, especially since the first time we had met, she had been a very quiet girl and very unsure of herself. That has changed, immensely.

A similar competition was held again for the summer of 2009, resulting in two new winners: David Ward and Kyle Smith. No, Kyle and Kylie are not related. We had to do a double-take on that one too. But both attended and have filed After Action Reports. First, from David Ward:

Captain's log, star date 9/21/09. A couple months ago, I won a competition for a two-day aviation camp at The Aviation Museum of Kentucky. The camp largely complemented the things I've been taught in C.A.P. The first day, a large majority of us went on an orientation flight in a Cessna 182. Although I had done this three times before, this time I was in the pilot's seat. I was very appreciative of the opportunity to fly because I can only fly a certain number of times in C.A.P. It was probably the most amusing flight I have taken because one of the passengers requested we fly over his house, which had hundreds of lamas in the yard. The classes, and the people who taught them, were all very informative and friendly. We also had competitions with simulators. All in all, it was a fun and exciting two days that gave me more insight into being a pilot.

Don't you just love it when they get in character? "Captain's log, star date 9/21/09." I'm thinking recruiting opportunity! And next, from Kyle Smith:

Dear International Star Fleet Fan Association,

This is my after action report on my visit to the

aviation camp in Lexington. I had lots of fun there and learned a lot about aviation. A lot of what we did included learning about the flight controls and parts of a plane. We also did fun stuff like flight simulator, and we even got to fly a plane!

On day one, I was assigned to the "Nighthawk" group. What surprised me was that one of my friends was there too! The first thing we did was the flight simulator and learned the controls of the plane, like the altimeter, and how they control the plane during flight. After that, I went to aerodynamics class and learn the parts of a plane like the wings, flaps and fuselage. After learning about aerodynamics we got to practice what we learned by having a glider competition. We built gliders to see what made them work and then flew them in a competition. My glider flew the longest and I won!

In the next class I learned about weather and what kind of conditions to fly in. After lunch I went to fly a plane. Two other kids and I flew from Lexington to Georgetown to Mt. Sterling and back. That was just the first day!

On the second day, I went to aerodynamics and learned some about the history of aviation and went outside to look at some old fighter planes and some helicopters. I saw an F-14 tomcat, AH-1 cobra and an F-4 Phantom. In the next class, we planned a flight on a map. I also learned about the features of an aviation map. In the next class, we did flight simulator. We flew the same way as we did in the real flight, which I thought was very cool. After that, one of Lexington's airport fire trucks came to the museum and we were given a tour by one of the firemen. The best part was when they showed us how the



KYLIE SMITH, PROUD CADET.. FROM LEFT TO RIGHT IN FRONT: FLEET CAPTAIN WALTER EWING (EXECUTIVE OFFICER, FOUNDER OF PROJECT TOP GUN, DIRECTOR OF TOP GUN 2008 AND 2009), CADET KYLIE SMITH (LOUISVILLE COMPOSITE SQUADRON, CIVIL AIR PATROL, TOP GUN 2008 WINNER), FLEET CAPTAIN JEFF DAVIS (COMMANDING OFFICER, DIRECTOR OF TOP GUN 2010), AND LIEUTENANT MICHAEL KENT, TACTICAL OFFICER. PHOTO SUPPLIED BY JEFF DAVIS.



foam sprayer worked and they sprayed a kid.

I would just like to say "thank you" for such a wonderful experience.

Kyle winning the glider competition was cream for us on the *Indiana*. Two years in a row, one of our cadets had won some kind of award or competition at Aviation Camp. It seems we must be doing something right in our process. And it is always nice to hear them say "thank you."

So, with two generally successful years and four superb candidates under our belts, I took over the reins to direct Top Gun 2010. This is the last of our three-year cycle and the intended icing on the cake: sending one lucky cadet to Space Camp in Huntsville, Alabama. The really great part is that the scholarship we are paying includes meals, room, and everything except transportation to Space Camp and back. But that was also a hitch. Given the current economy, even that may cost a little more than a financially strapped set of parents can swing. This is why we have begun the process so early, to give them plenty of time to plan ahead and get good rates.

The process starts with our first four winners, who, because they turned in their After Action Reports, are allowed to bypass

Phase One: the Exam. Fifty questions, multiple choice, all about the history of the U.S. Space program. I made up and administered the test on three successive weeks in September, allowing as many cadets to take it as wished to. It was apparently harder than I thought. The top score was a 52%! OUCH! But a word of warning to all you STARFLEET cadets out there, now that the exam is over for the C.A.P. cadets, I have turned the test over to STARFLEET Academy. In the near future, it will be available for STARFLEET cadets to take in a new school at the Cadet Academy! So here's your chance to see if you're smarter than a C.A.P. cadet.

We took the three top winners from that exam: Alex Hinckley, William Lassell, and Michael Karas, and have put them together with our four previous winners to form our "Mercury Seven," the *USS Indiana*'s first set of seven Space Camp candidates.

So, is it "Too infinity, and beyond" for our Mercury Seven? Not for all of them. Did I mention that there was a Phase Two: the Essay? All seven have to write an essay on why they would like to go to Space Camp. These will be turned in by November 30, 2009. From this, the *Indiana*'s crew will select three for Phase Three: the Interview, sometime in December. Yes, my favorite part, where C.A.P. and *USS Indiana* officers get to grill the "lucky" three to see who we think should go to Space Camp. Pass the barbecue sauce!

But one lucky cadet will emerge, sauce soaked and beleaguered, but a victor, and on his/her way to Space Camp in the summer of 2010. Hoo-rah!

Obviously, this is a big thing, especially for a little chapter like *Indiana*. The project was the idea of my XO, Fleet Captain Walter Ewing. Walter, along with my tactical officer, Lieutenant Michael Kent, and myself have done most of the legwork, and a lot of the financing. In 2008, we received financial assistance from Dennis Rayburn and the *Nikola Tesla* in Radcliff, Kentucky. In 2009, my communications officer, Captain Derek Sauls, contributed to the cause as well. All of these individuals need a big round of applause for their efforts and contributions. It is clear from the reports above that they have the gratitude of the cadets.

And, we must not forget the wonderful help and opportunity to serve that has been allowed us by Lt. Colonel Robert McGreal and his staff at the Louisville Composite Wing of the Civil Air Patrol. Without their support in making the time and effort to help us do this, the entire project would never have left the ground.

So, onward and upward. Phase Two proceeds, and Phase Three is waiting in the wings. By New Years, we should have our winner, and I will have another update for you. So keep watching in the future CQs.

INTERNATIONAL CONFERENCE 2011



Love, Poconos Style... an IC 2011 Interlude



Well, Valentine's Day is upon us, so I bring you greetings from the Honeymoon Capital of the World! That's right, the Pocono Mountains are the Honeymoon Capital of the World, surpassing Niagara Falls; Gatlinburg, TN (the Honeymoon Capital of the South); and even Paris...with over 200,000 couples each year choosing to begin their life together in the "Land of Love!" While the Poconos became famous for its heart-shaped and champagne glass tubs, its 2,400 square miles of pristine lakes, mountain peaks, and amazing waterfalls have made the Poconos the choice of guests for generations and the choice of STARFLEET for IC 2011.

There's also so much to do in the area that IC 2011 is a great opportunity to turn your trip into a full-fledged vacation. Our hotel is only 1.5 hours from both New York City and Philadelphia, and both destinations are rich with live sporting events, interesting museums, great historical sites, professional entertainment, and fine cuisine! There's something for everyone in the Big Apple or the City of Brotherly Love! But Philly and NYC will be another column, as this article is about activities in the heart of the Poconos.

For those of you who may choose to stay closer to the Poconos, there's a whole lot to do. Right onsite at the hotel are great choices of entertainment, including the Laurel Spa with 20 treatment rooms dedicated to pampering your every indulgence. Treatments include massage, hot stone, manicures and pedicures, steam rooms, and more. For the more outdoorsy type, the Rod and Gun Club at Pocono Manor is the home of many activities, such as 5-stand, sporting clays, fishing, archery, mountain biking, sledding, and a BB gun range. Pocono Manor also has hosted all-star

golf, LPGA and PGA Senior events, and has two 18-hole championship courses, a driving range, putting greens, and the Greg Wall Golf School.

For those wanting to venture off-campus, the Mount Airy Casino is only a short drive away and has over 2500 of the hottest slots and electronic table games like poker, roulette and blackjack. There's even entertainment in Gypsies Lounge, which has hosted personalities such as Chubby Checker, Richard Simmons, Pam Tillis, and even our favorite "lightbulb," James Darren, who starred as Vic Fontaine on *Star Trek: Deep Space Nine*.

Race fans can experience Pocono Raceway, home to two NASCAR Sprint Series Cup Races. "The Tricky Triangle," as it is called, features the longest straightaway and pit road in professional racing. It's also home to the Bertil Roos Racing School and the Stock Car Racing Experience. Tours are available for free when racing is not in session, so be sure to get your racing fix and stop by the Triangle!

For the wet and wild kid in all of us, Camelbeach Water Park could be your destination! With its Triple Venom Speed Slides, the Vortex and Spin Cycle Bowl Rides, Tube Slides, Raft Slides, Kids Play Coves, and the Flow Rider (a virtual surfing experience), there's enough water for the whole Fleet!

Also, don't forget about STARFLEET's first IC Paintball Tournament, to be held at Skirmish USA on the first day of IC. More details will be available as we get closer to the event, but the planned package includes transportation to

and from the fields, paintgun, goggles, camo and ammo, facemask, CO2/N2, field judges, and all-day play on one of Skirmish's fifty award-winning fields. Join the competition to frag your friends, bag your enemies, get the bragging rights you so richly deserve, and see why Skirmish been rated the number one facility in the USA!

For the shopaholic in you, the Crossings Premium Outlets have it all! Find impressive savings at retailers such as Ann Taylor, Banana Republic, BCBG Max Azaria, Burberry, Calvin Kline, Coach, Nike, Polo, Movado, Tommy Hilfiger and more.

For more information on any of these fun ideas, as well as on programming, activities and other information, please visit our Web site at ic2011.com. There's also information there should you decide you'd like to host a panel or present a programming idea. We're always looking for new things to add to the schedule, so let us know if you've got something to share.

Also, please remember that registration is still only \$20.00, so don't hesitate to send in your registration today. You can register online with PayPal via our Web site or find a mail-in registration form there as well.

As always, if you have any questions, please don't hesitate to contact me at chair@ic2011.com.

FCPT Jeffrey R. Victor
Chairman, IC 2011
USS Challenger NCC-1676-D
Region 7, New Jersey (USA)



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NAME: JOSEPH A. SARE
RANK: BRIGADIER
POSITION: REGIONAL COORDINATOR
OTHER POSITIONS:
SHIP: *USS BOUNTY* SFR-1301
REGION: 13, ONTARIO (CANADA)



1332-01-13

Region 13's Clothing Drive and DVD Release Party

Several members of Region 13 gathered at a local Blockbuster just before the DVD release of the *Star Trek* movie on Monday night for a pre-release party. We were asked by Blockbuster management to be there to collect articles of clothing that customers brought in as donations to the Salvation Army. It also gave

us a great opportunity to speak to other *Star Trek* fans about STARFLEET and to encourage them to join.

Blockbuster and local FM radio station 89X hosted a *Star Trek* trivia challenge with some very nice prizes, such as comic books, posters, and copies of the movie if you actually knew the answer to the very tricky (and very detail-oriented) questions. They also played the new movie in the store. Of course, most of us spent the time chit-chatting about *Star Trek*, STARFLEET, and collected clothing donations.

Blockbuster really did a great job with their press releases and marketing campaign, which were on all of the major TV stations, radio stations, and

in most of the newspapers in the area. If you lived in the area you, would've had the opportunity to see some familiar faces on the 11:00 news, as one of our local TV stations (the Fox 2 News) was there with a crew.

It also afforded us the unique opportunity to talk with people who are *Star Trek* fans about STARFLEET. There have been very few *Star Trek* conventions or other events in the state of Michigan since Creation decided to pull out of the state about ten years ago, so this was a rare opportunity for our part of the region.

We collected 6 large bags of clothes brought in by the customers and members of Region 13.

Blockbuster really surprised and impressed all of us, as we didn't know they were going to give us some pretty neat stuff—*Enterprise* replicas, *Enterprise* keychains, comic books, posters, free movie rental cards, and all kinds of other things—for running the clothing drive. Plus a few of our volunteers won the new movie on DVD in the trivia challenge.

I want to take a moment to thank everybody who volunteered their time at the Blockbuster *Star Trek* DVD release party:



LCDR FRANK NEWMAN (*USS EMPRESS*) ANSWERS A TREK TRIVIA CHALLENGE QUESTION ASKED BY RACHEL OF RADIO STATION 89X. PHOTO BY JOE SARE.

FCapt. Dwayne Sklar, *USS Empress*
Lt. Cmdr. Richard Dean, *SS Bounty*
Lt. Cmdr. Frank Newman, *USS Empress*
Ens. Brian Roskamp, *SS Bounty*
CWO4. Lisa McDonald, *SS Bounty*
CPO. Michael Sexton, *SS Bounty*
Mr. Roskamp, *SS Bounty* (Civilian Advisor)
Claire Tomlinson, *USS Empress*

Definitely one of the most enjoyable PR events I've participated in during my time in R13.



BOTTOM ROW (LEFT TO RIGHT): LCDR RICHARD DEAN (*SS BOUNTY*), CPO MICHAEL SEXTON (*SS BOUNTY*), AND LCDR FRANK NEWMAN (*USS EMPRESS*). TOP ROW (LEFT TO RIGHT): CWO LISA McDONALD (*SS BOUNTY*), ENS BRIAN ROSKAMP (*SS BOUNTY*), AND BDR JOSEPH SARE (*SS BOUNTY/R13RC*). PHOTO SUPPLIED BY JOE SARE.

STAR TREK DVD RELEASE PARTY ON THE *USS REPUBLIC*

MEMBERS OF THE *USS REPUBLIC* NCC-1371 (ATLANTA, GA) ATTENDED THE *STAR TREK* DVD MIDNIGHT LAUNCH PARTY HOSTED BY THE MOVIE STOP VIDEO STORE IN DULUTH, GEORGIA, ON MONDAY EVENING, NOVEMBER 16. MEMBERS AND CUSTOMERS WON VARIOUS DOOR PRIZES IN A RAFFLE DRAWING, CUSTOMERS WERE OFFERED FREE GIFTS UPON ENLISTING IN STARFLEET, AND *REPUBLIC* MEMBERS RECEIVED A 10% DISCOUNT ON THEIR PURCHASE OF THE *STAR TREK* DVD BEGINNING AT 12:00 MIDNIGHT. LEFT TO RIGHT: ENS2 SUE LIN LANGE, ENS3 DANIEL WOLFGANG, ENS3 TODD DISSINGER, *REPUBLIC* CO CAPT ERIC L. WATTS, ENS3 JOHN STUMP, ENS BARRY BYNUM, ENS KEN CRIBBS. PHOTO SUPPLIED BY ERIC WATTS.



NAME: CATHERINE "BRIGHTYEZ" PIERCE
 RANK: LIEUTENANT COMMANDER
 POSITION: COMMUNICATIONS OFFICER
 OTHER POSITIONS: EXECUTIVE OFFICER
 SHIP: *USS CHINOOK* NCC-71204
 REGION: 5, WASHINGTON (USA)



0533-04-712

Greetings from the *USS Chinook*!

On Stardate 10909.05, the *USS Chinook* launched our shuttlecraft! We had six official members to start, however, two more joined our crew by our launch party on stardate 10909.19.

The motto of our shuttle is "Against All Odds, We Return."

The *USS Chinook* crew now consists of:

- Commander Jereme Pierce
- Lieutenant Commander Catherine Pierce
- Lieutenant CP Dalen
- OIC Karl Clark
- DOIC Staci Moren
- Crewman Robert Moren
- Private Gary Lewis
- Crewman Alexis Easterbrook-Lewis
- Private Devon Woodley

Currently, many members wear more than one hat:

- Commander J. Pierce is working on all Pre-Launch Sequencing.
- Lieutenant Commander C. Pierce is our Communications Officer.
- Lieutenant Dalen is our Ship's Counselor.
- Crewman R. Moren is our Navigational Crewman

Overall we are a fun bunch of misfits that find common ground both with *Star Trek* and health hurdles we have had to overcome. We have been participating in the Overseas Coupon Program and are currently working to get involved with Cystic Fibrosis Research, Inc. in addition to other charities.

The *USS Thermopylae* has graciously agreed to be our mothership, and we are extremely honored to have such a fine example to look up to.



THE LAUNCH PARTY FOR THE *USS CHINOOK* ON STARDATE 10909.19.
 FROM LEFT TO RIGHT: CMDR JEREME PIERCE (CO), OIC 1ST LT KARL CLARK, PRIVATE GARY LEWIS, DOIC PRIVATE STACI MOREN, NAVIGATOR CREWMAN ROBERT MOREN, REGION 5 RC FLEET CAPTAIN CATHEY FULLER, COLONEL/CAPTAIN JOE FULLER OF THE *THERMOPYLAE* (OUR MOTHERSHIP), KELLY SATRUM (POTENTIAL RECRUIT AND FRIEND), LT CP DALEN (SO), AND LTCMDR CATHERINE PIERCE (XO).

STAR TREK DVD RELEASE PARTIES ON THE *USS ANGELES* AND *USS THUNDERCHILD*



A DVD RELEASE PARTY FOR THE NEW *STAR TREK* MOVIE WAS HELD IN LOS ANGELES AT THE HOLLYWOOD AND HIGHLAND ENTERTAINMENT COMPLEX, WHERE THE TRAVELING *STAR TREK* EXHIBITION WAS LOCATED DURING THE MONTHS OF NOVEMBER AND DECEMBER. EUGENE "ROD" RODDENBERRY, SON OF *STAR TREK*'S CREATOR GENE RODDENBERRY, SITS IN THE *ENTERPRISE-E* CAPTAIN'S CHAIR NEXT TO *USS ANGELES* MEMBER ELIZABETH CRITCH, WITH A WAX FIGURE OF CAPTAIN PICARD STANDING BEHIND THEM. PHOTO BY KELLY CRITCH.

THE *USS THUNDERCHILD* GOOFS AROUND WITH A LIGHT SABER AT THE ELLSWORTH AIR FORCE BASE EXCHANGE (SOUTH DAKOTA) RELEASE PROMOTION FOR THE *STAR TREK* DVD. THE KLINGON SHERIFF IS XO BRET THOMPSON AND THE BORG IS CO EUGENE SCHNITGER. PHOTO SUPPLIED BY EUGENE SCHNITGER.





NAME: FRANK PARKER
RANK: FLEET CAPTAIN
POSITION: COMMUNICATIONS OFFICER
SHIP: USS RONALD E. MCNAIR NCC-61809
REGION: 1, SOUTH CAROLINA (USA)

0134-909-618



Eric McNair Celebrates the 15th Anniversary of the Chapter Named After His Late Brother

On 14 November, 2009, the *USS Ronald E. McNair* along with members from the *USS Star League* and *USS Hornet*—and with guest of honor Eric McNair, brother of Ronald E. McNair, and Eric's wife Dawn—celebrated 15 years of service to STARFLEET and STARFLEET Region One. The dinner was held at the New Orleans Riverfront restaurant in West Columbia, South Carolina.

The *USS Ronald E. McNair* was organized as a shuttlecraft (new startup chapter) within STARFLEET, the International Star Trek Fan Association, Inc. in June of 1993 (Stardate 9306). The *McNair* was launched from the *USS Olympus*, at that time stationed in Sumter, South Carolina, and assumed its own station in Columbia, South Carolina. Led by

Ray Seay and Cookie Williams, the new shuttlecraft grew to the required membership for a full-size starship (ten active STARFLEET members) and was commissioned as NCC-61809 on 5 November, 1994 (Stardate 9411.05). The *McNair* is part of Region 1 within STARFLEET, along with other ships in South Carolina and neighboring states.

The chapter is named in honor of NASA astronaut and South Carolina native Ronald E. McNair, who was born October 21, 1950, in Lake City, South Carolina. After graduating from



ERIC MCNAIR (LEFT) ACCEPTS A HONORARY MEMBERSHIP ON THE USS RONALD E. MCNAIR FOR LIFE FROM FLEET CAPTAIN PAM MICHAUD (CO, LEFT) AND FLEET CAPTAIN STEPHEN STOTT (XO, CENTER). PHOTO BY FRANK PARKER.

into visiting and supplying the disabled vets at the Dorn VA Hospital in Columbia, SC with socks, toiletries, DVDs, DVD player, music CDs and books. We also assist with the packing of the gift bags for the veterans there as well.

One of the traditions that has grown over the last few years is the Frankie's Fun Park miniature golf tournament. We challenge members of SC and NC STARFLEET chapters, along with Maquis and KAG groups. It is a day of fun and frolic with good friends tied together by the love of *Star Trek*.

We were honored with the presence of Ronald's brother Eric McNair, who was extremely impressed and expressed his appreciation to the *McNair* for honoring his brother's

North Carolina A&T State College, he received his Ph.D. in physics from MIT. In 1984, he served as mission specialist on the space shuttle mission STS-41B. Ronald E. McNair was the second African American in space. On the morning of January 28, 1986, McNair and six crewmembers tragically died in the *Challenger* (STS-51L) space shuttle explosion.

Since commissioning, *USS Ronald E. McNair* members have supported charitable organizations and science education in the Columbia, SC area. In recent years, away missions have been held at the Columbia Science Museum, helping to promote an exhibit about space travel and alien connections. We have participated in walksforbreastcancer, OCP (Overseas Coupon Project), Stampede, Box Tops for Education, and Toys for Tots. In the past four years, *McNair* members have donated their time and energy



USS RONALD E. MCNAIR 15TH ANNIVERSARY CAKE. PHOTO BY FRANK PARKER.



THE LANDING PARTY PARTIES. FROM LEFT TO RIGHT: PAM MICHAUD, CHRISSE AND JAMES WILSON, FRANK AND DONNA PARKER, STEPHEN STOTT, JEFFRIED APODACA, DAWN AND ERIC MCNAIR, BARBARA LARISCY, CAT HENRY, MANDY SZITAR, CINDY KRELL AND CINDY'S NIECE LYNN. PHOTO SUPPLIED BY PAM MICHAUD.

legacy. Eric also stated that, because of groups like ours, Ronald's dreams have manifested beyond what he might have been able to continue in this world.



NAME: DAVID T'SROH HORST
 RANK: COMMODORE
 POSITION: EXECUTIVE OFFICER
 SHIP: *USS PIONEER* NCC-5280-D
 REGION: 17, COLORADO (USA)

1735-80-52



USS Pioneer 14th Anniversary and Mile Hi Convention

Most months are busy ones aboard the *USS Pioneer*, and October (2009) was packed with the addition of a couple of big events: Mile Hi Con and our 14th Anniversary Party!

Mile Hi Con (milehicon.org) is the area's largest literary Sci-Fi convention, and this year's guest of honor was Barbara Hambly and toastmaster was Brandon Sanderson. Ms. Hambly has written over 44 books, including one of Rear Admiral Debby Horst's favorite *Star Trek* novels: "Ishmael". So it was a major 'squee' moment to get to chat with her about the book and get it signed and personalized. Mr. Sanderson, for fans of Robert



**AUTHOR BARBARA HAMBLY WITH RIKER BEAR AT MILE HI CON.
 PHOTO SUPPLIED BY DAVID HORST.**

Jordan's "Wheel of Time" series, was the author selected to complete the series after Jordan's death. Listening to him talk about reading the series growing up, his reverence for the material, and being an uber fan, he is sure to treat it with the respect it deserves.

The Denver area has a great group of local authors in Jeanne Stein, Mario Acevedo, Christie Golden, Carrie Vaughn, Alan and Rebecca Lickiss, and David Boop...to name drop just a very small sample. At the 2007 World Science Fiction Convention, Debby got the bright idea to carry a big blue sketch book for autographs, since there were so many authors and artists, and we either didn't have their books or did but not with us. We have some great impromptu sketches by Bob Eggelton, Howard Taylor, and Rick Sternbach, in addition to all the authors. We were surprised to find out author Paolo Bacigalupi was also from Colorado. His book, "The Windup Girl" is getting great reviews, and he has won and been nominated for Hugo awards

set in the same world. We had met him at Worldcon in Montreal, while you all were at IC, but hadn't had a chance to get a copy of the book.

The con is a great mix of author readings, panels on Sci-Fi, and other fun events. As a group, we run several of the events. On Friday and Saturday nights, we run poker games. Friday night we did a series of "sit and go" games where you find a table of 8 and just play out your table for a prize. This year we were super-lucky to have six signed copies of "Wicked Game" by Jerry Smith-Ready donated by her at the last minute. You could say we 'made our hand on the river.' On Saturday, we had a traditional single elimination tournament and started about 30 players with a couple of sit and go tables for those that weren't so lucky on the river early on. One of the real cool things for me was seeing one of the book winners in one of the comfy chairs already reading the book that they had won.

On Saturday afternoon, we run an 'Alien Crafts' panel, mostly for the younger fans, but we get a good mix at this one. It is a combination of a couple of panels we have run for years at other cons. The 'Utopia Planitia Shipyards' is another panel where we bring a mix of supplies that are mostly recyclables like fruit cup bowls, paper towel rolls, etc. and the 'builders' create ships, moon bases, creatures, and whatever their imagination dreams up. The 'Genetic Labs' panel has all manner of craft supplies, as well as HAKO paper models that we have cut out at episode/movie nights throughout the year. This year, the kids' track theme was Superhero Island, so we had superhero HAKOs of Superman, Wonder Woman, Iron Man, Spider Man, as well as Godzilla and the Grey Alien. It is three hours of creative fun.

Our Engineering team for the past four of five years has entered a robot in the Critter Crunch, a Robot Wars style contest. The first couple years were, shall we say, a 'learning



**ED DOUGHERTY, GARY HUDSON OF TEAM FLUFFY AT MILE HI CON.
 PHOTO SUPPLIED BY DAVID HORST.**

experience.' Our Borg Tribble, affectionately named by the crowd as 'Fluffy,' was originally intended to compete in the two-pound class, but some last minute assimilation put her over by a pound or two, and she had to compete in the 20-pound class. It didn't go well, but she became the crowd favorite, and 'Fluffy' was easier to pronounce than her Borg designation... much easier, trust me. Team Fluffy has been slowly climbing the ranks, and with some rather strategic assimilations and

the driving team actually practicing <grin>, has grown to be quite the contender. At this year's Critter Crunch, Team Fluffy finished a very solid 2nd, and if not for an incident of premature acceleration, may very well have been crowned King. Or would that be Queen? Next year!

This year's Anniversary Party theme was Adventure/"Night at the Museum 2" and the food theme was "Pub." Fish and Chips, Bangers and Mash, and a diverse array of side dishes filled the menu and stomachs at our all-day get-together. The *USS Pioneer* commissioned October 31, 1995, and for our 14th anniversary, the party date aligned to be on Halloween! We didn't have our karaoke guy, since he was busy, but we had several energetic games of *Star Trek* CCG and Munchkin Bites. Our anniversary party is also where we present our Annual Awards. The Final Frontier Awards go to those that travel out of state for *Pioneer* or sci-fi related



**RIKER BEAR (SPIDER BEAR) AND LEMAY (DARTH VADER).
 PHOTO SUPPLIED BY DAVID HORST.**





**COSTUME CONTEST AT THE USS PIONEER 14TH ANNIVERSARY PARTY.
PHOTO SUPPLIED BY DAVID HORST.**

events; Benjamin Sisko Administrative for everyone who works conventions; Deanna Troi Empathic Service for charity event coordination; Reginald Barclay Subspace Communication Award for work on and writing for our newsletter and website; Sarek of Vulcan Diplomatic Achievement Awards for working with other groups in and out of STARFLEET on events or projects; Talaxian Star is for enthusiasm and morale achievements; Delta Flyer is our 'Event Of the Year' award; Captain Janeway Original Thinking is for an idea brought to fruition that was of benefit to the ship; and Recruit, Cadet, and Member of the Year round out the awards for the year.

Congratulations to all our award winners, and in several categories we have the majority of the crew receiving them. A brief list of the higher level awards: Talaxian Star went to Audi Jack, Duane Jonland, Nikki Hudson, Ed Dougherty, and Debby Horst. Delta Flyer to Jennifer Jordan for setting up the *Star*

Trek Symphony Concert (she also received the Diplomatic award for same). Original Thinking went to David Horst for integrating the Google Calendar into our website. Recruit of the Year was Mikki Pirelo. Cadet of the Year was a tie between Nikki Hudson and Colin Harrod. And Crewmember of the Year went to David Horst.

We had some fun and creative costumes. Our contest winner was David Reinecke and Jennifer Jordan as Indiana Jones and the rock that almost crushed him. Akin to last year's Evil League of Evil applications, we did Smithsonian applications. As part of the costume contest, each member who wanted to came up and talked about who/what they were and why they should be included in the Smithsonian Institution. Everyone who participated got a button made by me.

As we sail on into our 15th year, I want to thank all of the *USS Pioneer* crew, past and present, for all their hard work and enthusiasm over the years and for many more. *Qapla'!*

QUARTERMASTER, STARFLEET



NAME: PETE MOHNEY
RANK: ADMIRAL
POSITION: QUARTERMASTER, STARFLEET
OTHER POSITIONS: NAVIGATION OFFICER
SHIP: USS HEPHAESTUS NCC-2004
REGION: 2, ALABAMA (USA)

0207-04-20

STARFLEET Quartermaster Featured Items at qm.sfi.org

The STARFLEET Quartermaster is pleased to offer members more than forty different items, including uniform accessories, an assortment of cool small electronics, shirts in different styles and colors, rank pins from ensign to admiral, and more things to come! To see it all, go to <http://qm.sfi.org>. You can also download the latest order form and full-color catalog of items, and vote on what items YOU want to see in coming months.

STARFLEET Polo Shirts!

A new supply of STARFLEET logo embroidered polo shirts recently arrived. They are navy blue, and come in sizes from Small to 3XL.

Star Trek Movie Promo T-Shirts!

We received a very limited number of T-shirt promotional items from the *Star Trek* movie, featuring a stylized image of Kirk or Spock, in sizes from small to large. These are only \$10—get yours now, because when they're gone, they won't be back!



STARFLEET Datebooks for 2009 and 2010 Now in Stock!

Specially-made datebooks, with a custom STARFLEET calendar for 2010, are now



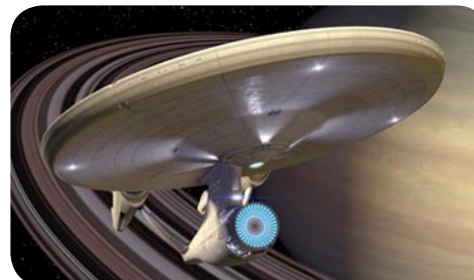
available. If you bought a datebook previously, you can also buy a calendar refill.

STARFLEET Embossed Padfolios!

We just recently restocked the very popular padfolio, a zippered notepad folio perfect for all sorts of meetings, classes, and trips. With



storage compartments for cards, CDs, writing implements, and a spare notepad, this will cover all your writing needs.



Three-Dimensional Star Trek Posters!

Roddenberry.com recently presented us with a large number of three-dimensional lenticular posters, printed on a heavy plastic card stock, of the *Enterprise* from the original series, from the latest movie, and the 1701-E. You have to see the posters to get the full effect, but you can see a simulation on the QM website of the great depth of the 3-D images. Available as a set of three or individually. **NOTE: for every poster sold, Rod Roddenberry will donate \$2 to the STARFLEET Scholarship Fund.**

For more information, e-mail qm@sfi.org. If you need an order form and do not have internet access, send a SASE to:

Pete Mohney
STARFLEET Quartermaster
3152 Dolly Ridge Drive
Birmingham, AL 35243





NAME: JOHN ROBERTS
RANK: MAJOR GENERAL
POSITION: COMMANDANT, SFMC
OTHER POSITIONS: COMMANDING OFFICER
SHIP: USS ANASAZI NCC-62001
REGION: 17, NEW MEXICO (USA)

1737-01-620

Attention on Deck!

STATE of the SFMC

Greetings Marines. I hope this message finds you and your families all doing well.

BANK ACCOUNT INFORMATION

I will be letting our new COFINCOM, Linda Olson, report on the bank account balances so that I avoid stepping on her toes and getting in the vault. They have guns and I don't usually carry one in the HQ Building.

SFMC SCHOLARSHIP PROGRAM

Our scholarship account total stands at \$2,869.84. If you would like to donate, please contact me and I can tell you how to go about doing so. Let's get busy with donations and see if we can get the amount in the account to \$3000 by the end of 2009!

TOYS FOR TOTS and Help to the Less Fortunate

It's the time of year when our thoughts turn to our families and gathering for the holidays. I would like to take a moment and encourage everyone to also remember those who may be less fortunate than ourselves. If you can, organize a drive to collect toys to be donated to the Toys for Tots program in your area to help kids have a better Christmas season. Even if you can't organize a drive, consider making a

donation yourself; it doesn't have to be large, even a single toy can make a difference.

If you'd like to try helping families on a larger scale, consider a canned food drive for your local food bank or making a donation yourself. Every little bit helps and you'd be surprised what food banks can do with small cash donations as well. If you are more ambitious, you can try seeing if your unit or chapter can adopt a family where you can provide them with everything they need for a holiday meal as well as Christmas gifts for the whole family.

No matter what you do, please keep those less fortunate and the men and women of the military in your thoughts and prayers this season. A little positive energy can do wonders.

COMMANDANT'S CAMPAIGN AWARD

Please remember the Commandant's Campaign this year. To qualify, you must participate (simply donating money will not qualify) in one of the following activities (or your nation's equivalent program):

Collecting Toys for Tots;
 Raising money/participating in events designed to raise money for Special Olympics; and,
 Collecting/raising money and other donations for hurricane relief efforts.

You must also make sure your unit OIC reports your involvement and what you did in his bi-monthly report to COFORCECOM. If the activity is not reported, you cannot be awarded the Commandant's Campaign award for this year.

NEW QUARTERMASTER ITEMS

As Linda Olson recently announced, we now have a new item in the SFMC QM store just in time for the holidays. Go check it out and buy one for your favorite Marine. These card sets make excellent stocking stuffers and will provide hours of fun for those stuck on guard duty for long hours at a time—You know who you are!

We can't order more new items for the QM Store until we can get sales going on what we have in stock in now...we need to get our liquid funds back up to place orders. Order now!

SFMC Spreadshirt Store: We now have a Spreadshirt Store with all kinds of SFMC and SFMCA clothing (over 80 items at last count). Buy yours now and support the SFMC. You can get a link to the Spreadshirt Store at the SFMC Shops tab of the SFMC website.

What do YOU want from the SFMC?

The members of the General Staff have

received very little feedback about what you, the members, would like to see from the SFMC General Staff.

If you have ideas you think we should take a look at, please let us know. You can reach the members of the General Staff as follows:

SFMC Commandant:

dant@sfi-sfmc.org

SFMC Deputy Commandant:

depdant@sfi-sfmc.org

Sergeant Major, SFMC:

sgm-sfmc@sfi-sfmc.org

Commanding Officer, Forces Command:

forcecom@sfi-sfmc.org

Commanding Officer Training and Doctrine Command:

tracom@sfi-sfmc.org

Commanding Officer, Information Command:

infocom@sfi-sfmc.org

Commanding Officer, Finance Command:

fincom@sfi-sfmc.org

Remember, we are here to serve you and your needs. We can't do that without your input. Help us make the SFMC even better.

Until my next report, I remain in Service to the Corps.

CO INFOCOM, SFMC

Report from the CO INFOCOM

Begin transmission...

Greetings Marines,

Now, as I mentioned in my last report, my brother was critically ill. Luckily the doctors have worked their medical magic and he has pulled through. He needs some more surgery early next year to correct some issues that are a result of the infection that he had, but other than that, he has pulled through. I would like to thank all those that sent their well wishes, cards, and prayers. Now, onto my regularly scheduled report...

Well summer has come and gone, the leaves have changed color, and there is chill in the air. That means that fall is here and soon it will be winter. Here at the Data Warfare

Center, the marines are getting ready for all the fun and goodies that this time of year normally brings. Of course this means that INFOCOM will be relatively busy with trying to get some projects ready to start at the beginning of next year.

New SFMC Site

It had been my goal to have a new SFMC website ready by the end of the year, but due to the family emergency that occurred in September and October I am running behind. Therefore I'm going to have to push the new site's release to early first quarter of 2010. This will give me enough time to get the site ready and properly tested.

The SFMC and Twitter

Currently the SFMC has a Twitter account,

which announces all the news that is posted to the SFMC website. Usually, this was done by Dave Lowe manually typing the posts in. Well he has taken the initiative and set up Twitter Feed so that anything posted to the SFMC site will automatically be posted to the SFMC Twitter Timeline, thus ensuring that the posts to the timeline are timely.

Staffing

Yet again this period there was a staffing change in INFOCOM. However in this case it was an individual leaving a position. Dave Lowe was appointed as the 2nd BDE's OIC so he decided to resign from the DCOINFOCOM position. He will be sorely missed as a DCO, but he has agreed to stay on INFOCOM staff as Special Projects Director. As my DCO, we had started several projects and he would

like to carry those through to fruition.

Need help with your group's website?

If there is any Unit, Battalion, or Brigade that needs help in setting up a website or fixing one, please feel free to contact me and I'll be more than happy to see what I can do to help. Be sure to have an idea as to some of the site basics (what information is to be on the site, what you want the site to do for you, etc.) as it will help me help you.

End Transmission...

Major General Sean Niemeyer
Commanding Officer, INFOCOM
mail: infocom@sfi-sfmc.org
twitter: @sfmc_infocom
USS Asimov NCC-1647-A
Region 7, Pennsylvania (USA)

0737-47-16



Report from the CO FINCOM

Ladies and Gentlemen of the Corps:

Greetings from the Vault. I would like to remind everyone that the holiday season is soon upon us. And here at the Quartermaster headquarters, we are busy getting things ready for a festive shopping season. We have several items that will make wonderful Christmas gifts for the Marine in your life, whether they be a friend, family member, or yourself. We have the brand new embossed SFMC card cases complete with two decks of cards, a pad, and a pencil for the marine who likes to stay busy. Enjoy a lively card game with friends or a quiet game of solitaire in your free time.

We also have the embossed padfolios that were introduced at the International Muster in Greensboro. These are handy for keeping your notes and papers organized in a stylish way. Of course, we also have the patches (regular and the new subdued), flash drives, challenge coins, pens (these are a steal as they are the best writing pen I have come across in a long time), and much more. Just drop by the store (qm.sfi-sfmc.org) and check out the items we offer. The majority of our items would make wonderful stocking stuffers for that special marine this holiday. You

can conveniently shop using your credit card thru paypal and have the merchandise sent directly to your door. You can also drop me a note with a personal check or money order if you prefer (dragonladye@wildblue.net).

I am sorry to say that we have sold out of the frosted glasses and only have a very few of the Anniversary Challenge Coins remaining. We have received the new shipment of the Brass Coins that are very nice and would make a great addition to anyone's Coin Collection. We are also running low on the Collar Brass Sets with only about 2 dozen sets remaining at this time. I am not certain that we will be reordering before the holidays. However, I'm looking forward to being busy this holiday season.

Also remember to check out the Spreadshirt.com website for the SFMC wearable merchandise.

Now for the business end of things. We started the month of October with a balance of \$1,376.38 in our regular account.

There were two deposits for a total of \$134.80. There were no withdrawals this month.

This leaves a closing balance of \$1,511.18

Currently Petty Cash stands at \$57.31.

The Scholarship account began the month with a balance of \$2869.84.

We earned interest in the amount of \$0.24.

Ending balance for the month on the scholarship account \$2869.84

Ladies and Gentlemen, we need to find a worthy Marine who can benefit from the scholarship money. Please check out the requirements to apply for this scholarship (www.sfi-sfmc.org). Many Marines have worked hard to raise this money and we should not let it go unused. If you are a member of the real life military or the dependent of such and trying to go to school, we can help. Check out the website and apply today.

Until next time.

LGN Linda Olson
CO Finance Command, SFMC
Dragonladye@wildblue.net

Report from the Sergeant Major, SFMC

State of the NCO Corps November 11, 2009

Greetings Marines!

Once again, from the booth in the back, in the corner, in the dark of the local NCO club, it's time to offer you a few words from Top.

After spending a month on sick call, I'm getting back into the swing of things project-wise. As usual, I'll encourage all of you to take the courses offered by the NCO Academy, and don't just stop there. TRACOM is always working on new content, no matter what your MOS is, and a little cross training never hurt anyone.

As I write this, it's Veterans Day here in the US and good wishes fly about the Internet for those who have served their country. We're coming up on the holiday season, and Marines are busying themselves with helping the USMC's annual Toys for Tots campaign.

While all of this is wonderful, I think we need to take it a step further. Let's all find ways to make a difference, however small, year round, both for current and past members of the military and for those in need in our communities. Clip coupons for OCP, sign up for charity walks, or find a local volunteer cause you can devote a little of your time to. Now matter how strapped you are for time or money, a little creative thought and digging might lead to actions on your part that could help someone else out. By the Book, SFMC NCOs should lead the way in their chapter's charity efforts. Even if you find a way to help just one person in need,

you're making a difference.

One of the easiest ways to make a difference is just to give someone a pat on the back when they've earned it. That's why I encourage all Marines to let me know about the good things being done by enlisted members in their area, so that I can pass them along here. A lot of times, you'll hear about Marines from the 5th BDE in this space because the 5th has been letting me know what's been going on there. I am confident they're not the only ones doing good things, but, at the risk of destroying a cherished myth of the Corps, the SGM isn't all knowing and all seeing.

So, rather than singling out a particular enlisted member, this month I'd like to give a special shout out to ALL enlisted members of the SFMC. Each and every one of you has made the choice to remain enlisted in an organization where becoming an officer is more the norm. Each and every one of you finds your own way to contribute to the Corps, and whether we've had personal contact or not, I'm proud of the lot of you.

Now, speaking of personal contact ...

I'll remind you of the official NCO mailing list. It's open to all SFI members, Fleet or Marine, with an interest in enlisted affairs. If there's no discussion going on, feel free to start one. <http://lists.sfi-sfmc.org/listinfo.cgi/nco-l-sfi-sfmc.org>

And, please feel free to contact the SFMC General Staff with any questions or concerns you have. The email addresses are ALL on the SFMC web page, and their

doors are always open. Your questions and input are always welcome and needed.

Now it's time for Top's Pet Peeve for this month. Members of my own brigade have noticed that I have been a bit silent about one of my known peeves, and have asked me about it. So, here it is:

Please ...don't call me "sir." There ARE times when it's appropriate to address an NCO that way, and I'll leave those as an exercise for the reader. But, as a certain Major can attest, when I'm in casual conversation with three other NCOs isn't one of them. It really goes towards preserving traditions, something all NCOs should be concerned with.

Finally, I'll remind you about the SFMC Scholarship Fund. Thanks to the efforts of a lot of good people, there's money waiting for someone to claim it in order to help out with their education. Check out the criteria listed on the SFMC website (it's found in the TRACOM section). Even if you aren't personally interested or qualified, you may know someone who is. Avoid that June 1 rush ... apply today!

Semper Fi!

Master Gunnery Sergeant Jerome A. "Hawk" Stoddard
Sergeant Major, SFMC
sgm-sfmc@sfi-sfmc.org
NCOIC
USS Thermopylae NCC-74703
Region 5, Washington (USA)

1738-01-820

0538-03-747





0539-03-747

NAME: PRIGAL
RANK: PRIVATE
SHIP: *USS THERMOPYLAE* NCC-74703
REGION: 5, WASHINGTON (USA)
ACHIEVEMENTS: CLASSIFIED

Ask Prigal: A Monthly Question & Answer Session from the Enlisted Point of View

Dear Prigal,

If you were a tree, what kind of tree would you be?

Signed

Caring Counselor

Dear Caring,

Look counselor, I'm sure you're just trying to do your job, and asking questions like that is part of the job, but if you want to get a handle on my psyche, let me save you some trouble.

According to the various Marine and Fleet specialists who've testified at my various trials, I'm a more or less well adjusted sociopath, with carefully controlled violent tendencies. I just don't look at things the way gnormal h folks do.

The Corps is able to take advantage of my little quirks and channel them into a more or less socially acceptable avenue. After all, by 24th century standards, most of us groundpounders are a little crazy.

But to answer your original question, I'm not sure. Is there a kind of tree that rolls a "flash-bang" grenade under the beds of people who ask it dumb questions?

Prigal

Dear Prigal,

Word is that you recently got a little excited by the news that an SFMC R&D unit has been activated in your brigade. Is this a good thing?

Lab Rat

Dear Rat,

Well, that depends on your definition of "good," I guess. To some folks, having a representative of Eight Ball Command out in the open where they can get at them is a pretty good thing.

Look, I know that we Marines need new technology, and generally the SFMC R&D department comes through for us. As a good example, there's the now-standard Force Recon tricorder, which once they got the bugs worked out of it, went from being a sometimes cranky piece of gear issued only to Spec Ops teams to a valuable tool

for every grunt out there. Another good example would be the Infinity Modulator weapon, which gave us a counter to those darn adaptive shields the Borg use.

However, on the other side of the coin, there are those bright ideas that made it through R&D and into the field without anybody asking "Why?" As a case in point, the Corps has in its inventory a 40mm rocket with an anti-matter warhead. It's rarely released for use in the field, and there's a good reason for that. You see, the lethal blast radius for this weapon is four kilometers. The effective range of the weapon is given as maybe 12 kilometers. Anybody begin to see the problem here? You see, the 40mm missile is a direct fire weapon. In other words, it flies in a straight line to its target. On a planetary surface, you don't normally have a 12-kilometer line of sight, unless the terrain is very flat. Generally, 4 kilometers is pretty darn far from the target. So, you're either IN the blast radius, or hoping you can find a deep hole fast enough to keep the shock wave from getting you. Granted, the ability to put the hurt on a small starship with its shields up is nice, but it takes the Marines to be crazy enough to keep the weapon in their inventory and even THINK about using it.

Eight Ball Command (Fleet R&D) is famous for coming up with a bright idea that works in the lab, or in computer sims, and then "field testing" it with mixed results. Back in the Cardassian War, I was in on the test of a new "improved" version of our weapon mount grenade launcher. The problem was it worked fine, until you dropped it in the mud a couple of times...say, like when you were diving for cover after taking fire from a Cardassian heavy weapon emplacement. The boys from Eight Ball Command didn't seem to understand that the middle of a firefight was not the time to carefully disassemble and clean the silly thing so it would work right. All those prototypes were somehow lost when a thermite grenade went off in the shed they were being stored in. I'll simply note that my whole platoon swore I was drinking with them at the time.

Now, to be clear, I have nothing personal against anybody from R&D, and after I calmed down a bit, I figure it is a good thing that we have a unit coming out into the field with the rest of us. Maybe we'll get some good things out of it. I understand Gunny is currently working with them on developing a way to mount a bayonet onto

the standard M116A2 phaser rifle. I'd swap them almost anything they care to name for one.

Prigal

Dear Prigal,

My re-enlistment date is coming up quickly and I was thinking of getting out of the Infantry and re-upping for a new MOS. If you had to do it all over again, what MOS would you recommend?

Sign me,
Tired of foxholes

Dear Tired,

What are you thinking? The Infantry IS the Marines! Every other branch, from the Airedales to Spec Ops to those big 10 meter murder machines Gunny is so fond of, exist for one only thing: to help the Infantry kick tails and take names. There's an old saying that you can blast a target down to mud and rubble, but you don't own that real estate until you send a kid with a rifle in to take possession of it. That's why every Marine is, at least in theory, a Combat Rifleman first and foremost.

I'm a datawarrior, and, if I may say so, pretty darn good at it. But I'm proudest of being a "Mud Marine" through and through. I know for a fact Gunny, in spite of his love for his oversized suit of armor, feels the same way, and if you ask a lot of other Marines, you'll get the same answer.

But, I will admit that not everyone is suited for life as an Infantryman. There's no shame in that. One old artillery sergeant I know said, "I can swim further than I can fly, and walk further than I can swim, but as a cannon cocker, I get to ride everywhere." In other words, pick something that appeals to you, and request training for it and an eventual transfer and change of MOS. There's a lot of opportunities in the Corps.

But just remember: at the end of the day, it all comes down to that kid with a rifle out there on the sharp end.

Prigal

Dear Prigal,

I have a pretty complicated situation going on that I need your advice with. I was recently on Risa for a little R&R. I met a

terrific woman and we spent our entire two weeks together. I love this woman! When I got back to base, I was not able to find her again. I tried the various Starfleet addresses that she gave me, planetary contact numbers, nothing worked. You might want to say, "Well, it was Risa after all," but here is the clincher. I am a platoon sergeant for an Aerospace maintenance platoon. A couple weeks ago we got a new contingent of rookie pilots in. Guess who was amongst the greenhorns? Yep, it was her. My jaw must have hit the flight deck when she was introduced to the platoon.

So, what do I do? I still love this woman. Help, Prigal, help!

Passionately Frustrated

Dear Passionate,

Gunny would tell you that I'm probably the last person to ask for romantic advice; my track record is a bit spotty in that area. But they say every good Marine loves a challenge, so I'll give it my best shot.

The best advice I can think of is to get emergency leave on some pretext or another. A friendly medic or chaplain might be able to help. If that doesn't work, for a small consideration, I could probably get an ailing great-aunt inserted into your records that you could be suddenly called away to care for. Go back to Risa for a while and have the time of your life with every attractive female you can. I realize that this may be a bit difficult on a platoon sergeant's pay, but I'll bet I could work some sort of easy terms out on a loan for you. Contact me via a secure channel.

Indulge yourself in every way you can. I know it may be rough in your current mental state, but I'm sure a marine NCO can force himself to have a great time somehow. Then see how you feel about her when you get back to your post.

If it's still a problem, well, then it becomes a problem for your whole unit. Romance and Marines in the same unit is a bad combination. One little detail that you left out is whether she feels the same way. If she doesn't, then your unit has a bigger problem.

Fortunately, I may have a solution, especially since you were kind enough to include a holophoto of her with your message. If all else fails, I think she might

end up making a short tour of duty out here at Edgar Station.

No need to thank me. I am always happy to help.

Prigal

Dear Prigal,

What could cause the replicator to only produce foods that are totally inedible by my species? I am a Tellurite and whenever I program the replicator to produce any of the delightful delicacies of my home world all I get is gack, something called corned beef, or some sort of slime worms. What gives? Has someone hacked the replicator?

Gastronomically Challenged, but loosing weight.

Dear Challenged,

Bearing in mind that although submissions in this column are confidential, and I never use anybody's real name, I do track submissions back to their sender. I think I've found the root of your problem.

I'm sure if you make a real effort to finally pay off that big bet you lost to a certain Marine enlisted man over that holodeck Rugby championship game (2005 All Blacks vs 2233 Centauris), your problems would vanish as quickly as they arose. Replicators are very sensitive machines, and it seems they can detect a deadbeat with a surprising degree of accuracy, and respond appropriately. I'd suggest the problem may only get worse, as other sophisticated mechanisms in your area may also be able to detect deadbeats, and the thought of a bunch of cargo-handling servos doing the Ka Mate haka should worry anyone:

GO AB!!!!

Prigal

Got a question only Prigal can answer? Send it to:

pvtprigalsfmc@hotmail.com

Note that neither this newsletter nor his superiors will be held responsible for any consequences from following PVT Prigal's advice. It's all on your head. (Gunny made me put that last bit in.)





0240-71-746



NAME: RUSSELL RUHLAND
RANK: COMMODORE
POSITION: CHIEF CHAPLAIN
OTHER POSITIONS: EXECUTIVE OFFICER
SHIP: *USS DAVINCI* NCC-74671
REGION: 2, GEORGIA (USA)
ACHIEVEMENTS: CHAPTER OFFICER OF THE YEAR 2003; CHAPTER LEGION OF MERIT 2007

The Chaplain's Chat

Hello fellow trekkies and sci-fi fans everywhere. Welcome to another addition of The Chaplain's Chat. As mentioned before, I am so enthusiastic about the responses that you have given from articles past. Your continued interest in these sessions has been an encouragement to me as your Chief Chaplain in going where this department has never been able to go before.

I recently participated in a group activity that occurs on a weekly basis. There was a change in the sequence of events that occurred regularly at this activity, and it was initially taken a bit on the rough side, but the individuals in attendance seemed to take things in stride as they proceeded along. Webster's dictionary describes change as: "To cause to turn from one state to another." It doesn't matter where we are in life's direction for us; we will tend to see some type of change eventually. After all, we have been changing since the first day of our existence in one fashion or another. Personalities change, attitudes change, looks change. In reality, change is unavoidable.

Now, you might be thinking to yourself, "Where is Russell going with all of this?" Well, I'm glad you asked that question. In all the years that I have been privileged to be a member of the STARFLEET Fan Association, I have seen many changes come and go. As we are fully aware, some changes to the good and some changes maybe not so good. But with all the many changes that take place on a regular basis within this organization, one thing remains perfectly clear. Like the Energizer bunny, we "*keep on going, and going, and going....*" The strength of our members and, more especially, the members that hold key positions within the Fleet, remains constant and does not fade with the times or like some type of fad or fashion that comes and goes at the blink of an eye.

Another question that comes to mind with some is, "What can I do to help?" The many positions that are held by members of STARFLEET take a considerable amount of their personal time and quite often are overlooked by the common member who is really not familiar with all the precious time and talent that is contributed by these position-holders. Most noteworthy and of highest regard is our own Commander of STARFLEET, Sal Lizard. Having read his reports in every issue of the *Communiqué* and from personal conversation on one or two rare occasions, it's easy to see where the work that our Fleet Admiral performs, as well as his staff and every volunteer in all positions, might be taken for granted. To answer the question, the best possible thing we all can do to help is to positively support our staff at all levels and, you know,

a prayer or two (or three, or four) certainly wouldn't hurt. Whatever the format of support you choose, I'm sure it will be received with much thanks and many blessings. There's a lot of unused talent out there in the STARFLEET universe, and it's just simply a matter of telling yourself, "Maybe I can help to make a positive change or contribution



of my abilities!" Want to know more? Contact or email any of the staff members within an area you are interested in, and they will respond as soon as possible. By the way, Chaplain Services can always use your talents as well. I can be contacted at: trekchristian@gmail.com.

Question: *Can you tell me anything about the origins of religion (generally speaking), or perhaps what is considered the oldest religion in the world?*

Answer: Let me answer that question in this fashion. Religion goes back at least as far as human civilizations. Nobody has really been able to establish what the first religion was. The Egyptians predate the Jews, the Mesopotamians predate them. The Chinese predate them...etc, etc, etc. The word "religion" comes from "religare," which is to bind, or have union with, etc. Humans throughout history have been seeking this union. "Yoga," in Sanskrit, means union. This longing for a connection to a higher power, or to worship someone or something, is innate in most all human beings.

Religions with a creation story often claim to be the oldest, since those claims began with that creation and with a god or gods of that type religion.

Others say that animism would be the oldest type of religion. This is a primitive type of religion, which sprang up independently in many areas of the world, but in most countries has mainly been replaced by more formal religion. In animism, spirits are considered to inhabit familiar objects in the landscape. One example is Australian aboriginal belief, which is said to go back at least 6,000 years or more.

The Egyptian religion has been considered the oldest, with origins dating back beyond 3,000 BCE.

There are even older claims yet. Hinduism is considered to be more than 50,000 years old in its beginnings. Archaeologists have discovered what they claim to be remains of the world's earliest religious worship site in the remote Ngamiland region of Botswana, dating back some 70,000 years ago. Scholars have held that man's first rituals were carried out in Europe over 40,000 years ago and other claims show to have proof of modern humans performing advanced rituals in Africa 70,000 years ago.

So, it seems that this becomes one of the many controversial questions of the age. We may never know for sure.

Send your questions to trekchristian@gmail.com. Always remember, names will never be published in order to protect the rights and morals of the asker. Until next issue, Warp 10!

Russell



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 REGION: 4, CALIFORNIA (USA)

0442-40-718



Away Mission: The Hills of Vulcan

Nikki clinched Mr. Bunny tightly in her arms. We were going on an away mission and this morning, in particular, seemed different. It was different. My little girl and I were headed for the famed rocks of Vulcan, and that made this day special. The plan was to meet up with a handful of the *USS Angeles* crew at the steps of California State University Northridge's (CSUN) Library...another Trek shrine (the filming location for STARFLEET Academy in the recent movie).

Our morning started late. I had to pack some extra clothes for Nikki – just in case – and some food. The problem was that any item I picked from the refrigerator wasn't deemed worthy of sacred shrine material. I decided we would head to the store first and gas up the car second. I had never been to Vasquez Rocks, and the idea of being stranded with an empty gas tank and a hungry baby was not my first choice of an exciting day.



prepared for a standard California emergency. Yet somehow I still felt under-prepared.

We gathered up our store-bought loot and headed for the gas station for petrol. Getting gas and washing the windows clean, I felt ready for our trip. I would have aired up the tires, but the previous day someone slammed into the air and water pump dispenser. The thing was a tangled mass of busted up concrete and torn pipes. I talked myself into believing the

tires still had enough air and tread to last through a trip to hell and back.

I checked the back seat and found Nikki and Mr. Bunny happy. She was "reading" a book and sipping water from her sippy cup. "Ready, little girl?" She answered "Nooooo." I smiled, turned around and pointed the car forward. We were on our way.



The night before, I Google-mapped Vasquez and printed out the directions. Seemed straightforward and was on several freeways I traveled before. With a few phone numbers, map in hand, and baby under one arm with a stuffed pink bunny rabbit under the other, we headed to the car. I strapped Nikki in her car seat with Mr. Bunny and drove to the store. We picked up some healthy vegetable snack packs to share and plenty of water to pass around. I also tossed in two packs of beef jerky – I was hungry because I skipped breakfast. I carry a full emergency preparedness first-aid pack along with 4 gallons of water and a week's supply of rations for two adults in the trunk. With a portable stove, fuel, blankets, baby stroller, rope, tools, and two beach chairs, our family is



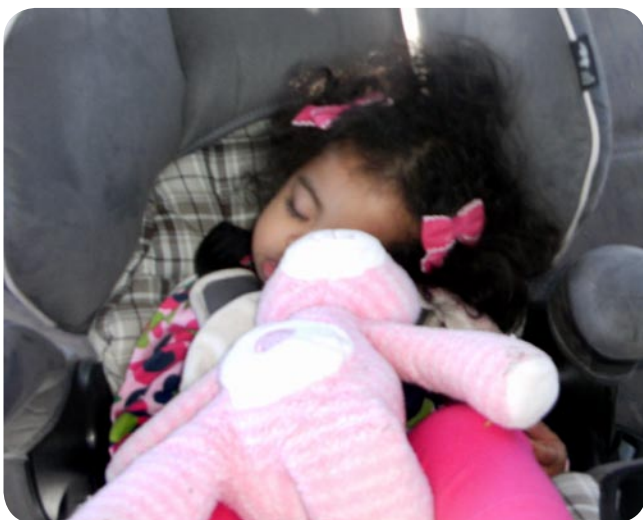
The trip to CSUN was quick and easy. The 405 freeway was moving along at a nice clip. I broke the speed limit several times but didn't feel so bad. Everyone else was doing it, too. CSUN was





perhaps five minutes from the Nordhoff exit. We rounded the corner into CSUN proper, and I dialed Jennifer (Angeles CO Jennifer Cole). She couldn't make it. There was a *Star Trek: Hidden Frontier* shoot that day. In fact, most of the usual away team couldn't make it for the same reason. With others having unexpected things happening, it was going to be a pretty lonely mission. After telling Jennifer that the away team looked to be one Marine and a Cadet, she laughed and told us to take care.

"Well Nikki, it's you and me," I said. She replied with, "Nooooo," and hugged Bunny. I consulted the Google map and headed back toward the 405 freeway. We took it north and drove a few more miles before taking the 5 freeway. I was in the wrong lane just before the 14 came up. I tapped the brakes and squeezed into the proper lane. Some 20 miles later, we took the exit to Agua Dulce Canyon Road and made our way to destiny.



Nikki woke up in time to see dust clouds kicked up from the tires. I slowly drove the car across the dirt road down to the main parking area. The iconic image jetted out to my right and I thought, "Oh my God, there it is...and it looks wonderful." The top slanted half stabbed at the sky and looked majestic. This trip was worth it. The car peaked over the top of the road, and we headed down into a wide, cleared parking area. About a dozen cars lined up against one side on the cliff. I found a spot and parked. I had all the necessary supplies in one of those beach backpacks. I decided that next time I would do this the right way and get a decent backpack. The one in the trunk was much too overkill. I pulled Nikki from her car seat, and we headed toward the rock. Unfortunately, we were not the only ones on a pilgrimage. The climbing side was dotted with people. So much for a good photo shot. With Nikki in my arms, we started our climb. I made the careful ascent to perhaps three levels of steps and let the little girl experience mountaineering. She hadn't gotten her climbing legs yet, so she spent most of the time in my arms. I found a spot, and we had lunch. We both chewed apple

wedges while I snapped a few pictures of the climb. Toddlers, small rocks, and small sticks make for a disastrous time. I yanked several small rocks out of her mouth during our lunch and hoped I wouldn't find one later in her diaper. Note to self: babies love small objects – you have been warned.

Finishing lunch, "we" decided to take the back trail behind Vasquez. Simply wonderful. I let Nikki walk by herself for a few minutes and watched her discover the terrain. Then I noticed some nearby road apples and decided exploration time was over in this area. I picked her up, and we moved to a "safer" location. I snapped a few photos. After that we headed to the car and composed ourselves for the drive home. We finished off a

few more apple wedges. I grabbed a handful of jerky and started the car. I snapped a few more pictures on the way out and pointed the car forward. Two things I decided: Vasquez Rocks is going to be a regularly-visited spot, either by away mission or just a family outing. This would be done at least once a month. There are entirely too many things to see and do in such a beautiful and majestic area. The second thing is to purchase a Backpack Baby Carrier. Little girl needs to learn about nature. What a wonderful way for both of us to be taught.

(All photos supplied by James C. Jones II)



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 RANK: LIEUTENANT
 SHIP: *USS MARATHON NX-3105*
 REGION: 2, FLORIDA (USA)



0244-05-31

Inside and Outside STARFLEET – Friends Gather for a Klingon Feast

In central Florida, there are many *Star Trek* fan clubs. Some are chapters of STARFLEET, others are not. But members down here often belong to more than one club.



THE CREW OF THE *IKV HUP HOCH* AT THE KLINGON FEAST.
 PHOTO BY DEBRA WOLBERG.

In my case, I'm a member of the STARFLEET chapter *USS Marathon* with the rank of Ensign. I am also an officer on board the *IKV WidowMaker* for going on 5 years now. And if that weren't enough, I've been an officer for the past 10 years on board the independent *USS Haven* in Orlando, Florida... currently with a rank of Lieutenant Commander. That club does a lot of work with children's groups like Give Kids the World and Make a Wish.

Many chapters down here join each other in participating at events. The *USS Haven* and *IKV WidowMaker*, for example, march together in the annual Christmas Parade, where I've seen some STARFLEET people, too.

Recently, I attended the 11th Annual Klingon Feast in Daytona Beach, Florida, sponsored by the *IKV WidowMaker* and *IKV Hup Hoch* on stardate 2009.09.25-27. Both clubs are chapters of KLAU, the Klingon Legion of Assault Warriors. This was

only the second Feast that I've attended. Both Klingons and Federation are invited to come and enjoy themselves for three days of partying and fun. This year, fellow STARFLEET members Dave and Leslie Ryan of the *USS Marathon* were also there.

On Friday, which is the first day, everyone who attends changes into swimsuits for the water games on Daytona Beach during the morning, and then in the afternoon, we all either eat out or some eat in their hotel rooms. At night, most attendees go to the hotel bar where we eat and drink and tell some stories until late into the night.

Among the Saturday events are panels on weapons, make-up, costuming, and creating Klingon personas for role playing (a panel called "We Are Our Stories"). Later on, there's a blood

wine judging for the best brew and an arm wrestling contest.

We also have to get the dinner room set up for the Feast, which starts at 8:00 p.m. Prior to starting our meal, there is an announcing of the Kaptains, then the the Klingon Anthem, and finally KLAU Fleet Ceremonies. During dinner, awards are presented for the arm wrestling champion, the finest Klingon Warrior, and a couple of others. After a group photo of Feast attendees at 9:00 p.m., a live band called Sci-Fried plays late into the night.

This is an annual event, and I hope other STARFLEET members will think about attending next year. If you want to find out more about the Klingon Feast, please contact me at debrawolberg1701@gmail.com for more information.



THE CREW OF THE *USS HAVEN* AT THE KLINGON FEAST.
 PHOTO BY DEBRA WOLBERG.



THE CREW OF THE *USS ARCHER* AT THE KLINGON FEAST. PHOTO BY DEBRA WOLBERG.





0145-09-618



NAME: PAMELA MICHAUD
RANK: FLEET CAPTAIN
POSITION: COMMANDING OFFICER
OTHER POSITIONS: REGION 1 AWARDS DIRECTOR
SHIP: *USS RONALD E MCNAIR* NCC-61809
REGION: 1, SOUTH CAROLINA (USA)

REGION 1

Region 1 Non-Annual Awards

The following STARFLEET Region 1 chapters and members have been awarded the following Region One non-annual awards.

Dearest Blood – Posthumously given to a Region 1 member who died while in service to STARFLEET:

Cmdr Holly Andreani - *USS Arizona*
Cmdr Thomas Rayburn - *SS Nikola Tesla*
Captain Marcy Grosswiller - *USS Lagrange*
Commodore Carl R. Lewis Jr. - *USS Dominator*
Captain Michael Holden - *USS Star League*

Good Conduct Decoration – presented to Region 1 members for their years of service to STARFLEET Region 1:

5+ years
LCDR Jane Laswell - *USS Jamestown*

15+ years
Colonel Michael Romero - *USS Jamestown*
Fleet Captain Linda Leonardy - *USS Endeavor*

Let Me Help – For helping a charity, cause, and/or community event:

Admiral Sherry Anne Newell - *USS Renegade*
(Stamps for Stampede, coupons for OCP, Campbell's Labels for Education, Box Tops for Education, soda can pop tops for RMH and for preparing hot meals for 250 hungry and needy people and gathering donations for fall humane society garage sale.)

Dawn Jenkins - *USS Jurassic*
(Participation in Heart Walk 2009.)

Annette Wood - *USS Jurassic*
(Coupons for OCP and participation in Heart Walk 2009.)

Tracie Stehno - *USS Jurassic*
(Coupons for OCP and participation in Heart Walk 2009.)

Nancy Hall - *USS Jurassic*
(Coupons for OCP)

Sharon Russell - *USS Jurassic*
(Collecting and donation of 40 Campbell's Labels for Education and 28 box tops for Education.)

Dot Silman - *USS Jurassic*
(Knitting or crocheting afghans for the Jurassic afghan project.)

Star Cross – For the saving of a life or lives:

Commander Alan Provo - *USS Appomattox*
(Use of the Heimlich Maneuver to save a life.)

Final Frontier Award – Support of the Space Program and/or promoting science fact:

Dawn Jenkins
(Keeping the members of the Jurassic up to date and informed about news from NASA and the space program. Continuing development of curriculum for Mars Mission that she and Nancy Hall are incorporating into the Explorer Post 633 activity.)

Sol III – For promoting environmental awareness and/or being involved in environmental issues"

USS Kitty Hawk
(Recycling of aluminum.)

USS Renegade
(Members recycling plastics cans, glass and paper.)

Admiral Sherry Anne Newell
(Recycling aluminum - she uses the funds from this for food for the poor.)

Distinguished Service Award – For consistent service, far above and beyond the call of duty, that positively benefits or affects STARFLEET Region One in a major way:

Commander Rhett Coates - *USS Endeavor*
Commander Kathy VanArsdale - *USS Endeavor*
Commander Bryant Harris - *USS Endeavor*

Unit Commendation – For excellent performance of an act(s) of duty or service:

USS Lagrange
(Participation in the Barberton, Ohio Labor Day parade. They came in second place, "Most Unusual" category.)

USS Kitty Hawk
(Summer food drive that culminated in the delivering of 60+ lbs. of food, and check in the amount of \$50.00 to the Food Bank of Central and Eastern North Carolina, and the collecting of shoes, coats and personal items for young people at a local school.)

USS Appomattox
(For nine continuous years of helping out at the MDA Carnival.)

Phoenix Award – The Phoenix Award is to honor those who have faced adverse situations:

Joann Nickerson - *USS Ronald E. McNair*
Ben Redding - *Bennu Station*
James Delantona - *USS Hornet*
Gary Hollifield - *USS Star Runner*

Garth Order of Tactics – To honor those who have served honorably in the Armed Forces in an active combat arena:

Derek Sauls - *USS Indiana*
Rodney Davis - *USS Indiana*
Walter Ewing - *USS Indiana*
Victor Mitchell - *USS Indiana*
Michael Kent - *USS Indiana*

Enterprise "E" Award – To the victor of a formally-declared recreational competition:

USS Ronald E. McNair

Meritorious Service Award – To note avid participation and/or performance of duty by young STARFLEET Region One members (up to age 18):

Katherine Hooper - *USS Constellation*
Devon Schulman - *USS Hornet*



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