

#163

Feb/Mar 2011

STARFLEET

COMMUNIQUE

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



**Commander,
STARFLEET**

**The New EC is here!
Collect them All!**



**Chief
Financial
Officer**



**Vice-
Commander,
STARFLEET**



**Chief
of
Operations**



**Chief of
Communications**



**Commandant,
STARFLEET
Academy**



**Chief of
Computer
Operations**

Come to IC 2011!!



The snow is subsiding here in the Northeast, and that means that the 2011 IC in the Pocono Mountains will soon be upon us. We've got some great ideas on making the IC better for you and we're working hard with STARFLEET leadership to implement them.

However, one of the biggest items we have is our programming. Besides the standard opening, general and closing session, your Marine Muster and the annual EC/AB meeting, we've got some other great programming lined up for you!

-Collecting Panel and Swap Meet : Admiral Joe Hoolihan of the USS Matrix wants you to bring your stuff and unleash your inner Ferengi at this panel meant to talk about collectables and trade some goodies! This Region 7 staple is being brought to the IC and we hope you'll want to help trade and participate.

-Friday Night Astronomy: Commander Willie Yee of the USS Abraham Lincoln will be leading an evening scope of the skies over the Poconos with an outdoor Astronomy night.

-Starfleet Academy Panel : Major General Larry French and Admiral Peg Pellerin of STARFLEET Academy will be talking all things SFA during the Academy Open Panel.

-Paranormal Investigation: Fleet Captain Karen Carothers and Commodore Chris Carothers of the USS Richthofen will be hosting a paranormal investigation panel and then taking a ghost hunting walk around the historic inn.

-Sci-Fi Jeopardy: Fleet Captain Dean Rogers of the USS Top Gun will be hosting the convention favorite Sci-Fi Jeopardy.

-Recruiting : Captain Chris Tolbert of the STARFLEET Recruiting Office is going to share some tips on increasing your chapter's membership.

-Make it and Take it Models: Fleet Captains Jim and Mary Ann Pugliese will be bringing some of their model making magic to this special instructional session.

-Studs of Sci-Fi, Horror and Fantasy: Admiral Beryl Washington of the USS Sovereign has something very special for fans of the good looking men of the genres we love the most!

-Meet the Brass: Fleet Admiral Dave Blaser and your newly elected Executive Committee will be hosting an open forum at the IC for questions about the organization.

-Hosting an IC: General Mark Anbinder, STARFLEET IC Liaison, will be taking your questions on hosting an International Conference in your area!

-Sci-Fi Literature: Ensign JG Claire Halber of the USS Sovereign will be discussing the works of Clarke, Asimov and others in this great look at the origins of Sci-Fi.

-CPR Class: Fleet Captain Joe Gallagher will be teaching First Aid/CPR at IC 2011. More details on this to follow!

-Star Trek vs. Star Trek - New vs. Re-Imagined will also be on tap as well.

If you'd like to host a panel, please let us know! We still have space in the schedule and we'd love to have you!

But, the IC would be nothing without the hotel and its facilities, so remember that our hotel, The Inn at Pocono Manor, is a great facility and sits on the National Register of Historic Places. While it's got everything you'd like in an IC hotel, including free Wi-Fi, great meeting facilities, indoor and outdoor pools and a full service spa, it's also got great recreational facilities, like range and clay shooting, archery, golf, tennis, horseback riding and fishing. It's all you'd want in a resort! However, space is filling up in our block and we have especially limited availability on Sunday, so if you're not planning on leaving until Monday, act now by calling the hotel at 800.233.8150 or visit our Web site at <http://www.ic2011.com>.

Conference-only registrations are still only \$25, so act soon to get your registration locked in before prices go up! You may also register online at <http://www.ic2011.com> to see all the ticket packages available.

We're looking forward to seeing you in August!





STARFLEET *Communiqué*

Issue Number 163, Feb/Mar 2011

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cq@sfi.org
...or any written papers to the address above.

Postmaster, please send address corrections to:
Christina Sievers
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CQ #164 deadline: Feb 25, 2011
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NAME: DAVE BLASER
RANK: FLEET ADMIRAL
POSITION: COMMANDER, STARFLEET
SHIP: USS HADFIELD NCC-75006
REGION: 13, ONTARIO (CANADA)
ACHIEVEMENTS: FORMER REGION 13 COORDINATOR; FORMER VICE-COMMANDER, STARFLEET



COMMANDER, STARFLEET

Report from the Commander, STARFLEET

Hello again, STARFLEET! I get to write this article sitting in a somewhat different seat — one that's a bit bigger than my old seat, a bit more worn, but one that I'm hoping I'll be able to fill like some of the very good men and ladies who have come before me.

When my team took office on January 1st, we were told that our first articles in the CQ in our new roles should be ones where we take some time to introduce ourselves, to give you a chance to get to know each of us and help you to become familiar with who is going to be heading things up on the Executive Committee for the next three years.

Well, having been part of the EC for the last two years, and given the election that we went through, many of you already know a fair bit about me. For the benefit of those who don't, here's a bit about who I am.

I've been in STARFLEET twice — first in 1992 through 1994, and second from 1998 through to today, and have done a number of different jobs in my chapter, my region and in STARFLEET as a whole. On the chapters I've been part of, I've been everything from Second Officer up through Commanding Officer, and I'm currently serving as Chief of Communications on the USS Hadfield (named in honour of Canadian Astronaut, Colonel Chris Hadfield) in Region 13.

In Region 13 I've served as both the VRC Communications as well as Regional Coordinator, which means that I've sat on the Admiralty Board and have contributed to making STARFLEET policy. At the Fleet level I've been a Director for STARFLEET Academy, Director of the FRC Communications program, and was most recently a member of the Executive Committee as the Vice-Commander, STARFLEET.

In my day-to-day professional life, I'm the manager of a 20-member team in one of Canada's largest IT Outsourcing and Managed Services companies, supporting a number of different well-known clients — some of our clients are names that you'd immediately recognize in both business as well as home products, both in Canada as well as the United States, and possibly internationally.

My job, as manager of the Wintel Multi-Client Team, is to ensure that our clients get quality services for their Windows server systems and to make sure that their needs are appropriately addressed. My team has one of the lowest turn-over rates in the company, something that I attribute to the way that

we interact together. We talk about what's going on, we all pitch in to help each other, and when things aren't going quite right, we stick together and support one another to make sure that we aren't being unjustly treated by other delivery teams.

What I really enjoy about Star Trek is that it gives us a chance to step out of our busy lives, away from all of our day-to-day troubles, and be entertained by the stories that tell us about who we are as a society. Star Trek has been a social commentary since it first came on the air in 1966, and it tells the story of what our society is struggling with at a particular time in history — it is about each and every one of us, and how we became who we are today.

My favourite characters in Star Trek are Captain Kirk and Scotty, each for two reasons, but maybe not for the reasons that you might think. Captain Kirk was the daring and brash young captain who always thought of his crew and his ship first and himself second. Scotty was, as Kirk put it, a miracle worker. No matter what happened, he always managed to figure out a way to complete whatever challenge that was put in front of him.

Those are the first reasons I like both of those characters, the second is that Kirk and Scotty were portrayed by Canadian actors, and their portrayal of these characters in something that shaped my society. It demonstrated to this Canadian boy that the people of Canada do have something very important to contribute that is unique and can shape the world. I'd like to take a moment now to introduce the team of people whom I'm going to be working with in the CS Department. We will try to provide the best service to you as we possibly can.

Shortly after the election ended, I began looking for a Chief of Staff and I had a number of people apply for the role. Some had been around for a long time and were seasoned members of STARFLEET, and one was a new member who had only been part of STARFLEET for about 4 months. Ultimately, I selected Les Rickard as my Chief of Staff. Being a former CS himself, Les knows his way around HQ and I will benefit from his past experience in the role.

For the rest of my team, I've been lucky enough that all of the previous administration's team members, as well as some who had been part of other departments, have decided to stay on with me, giving me the continued benefit of their knowledge and experience. In no particular order, my team includes:

Linda Kloempken, who will continue to serve as the Member Recognition Director. Linda can be contacted at recognition@sfi.org.

Wade Hoover will be continuing on as STARFLEET's Historian and Inspector General. Wade can be contacted by two different e-mail addresses, historian@sfi.org and ig@sfi.org, respectively.

Mark Anbinder will be staying on as the IC Liaison. Mark will be posting an email announcement soon about the final deadline for 2013 IC Bids. If you're considering putting in a bid, Mark is the guy you want to talk to. You can e-mail Mark at ic@sfi.org.

Larry French will be staying on in his role as STARFLEET's Judge Advocate General. Larry is presently getting up-to-speed on our new Bylaws and Membership Handbook. Larry can be contacted at jag@sfi.org.

Brandt Heatherington will be staying on as Public Relations Director, which has moved from the Communications Department to the CS Department. Much of the focus in 2011 will be in finding ways to help regions and chapters publish their own press releases and get their names out into the media. Brandt can be reached at pr@sfi.org.

Last, but certainly not least, Reed Bates will be staying on as head of the Scholarship Program, which has moved from the Academy to the CS Department. Some of our focus in the coming year is to get the Scholarship Program better advertised and make sure that people know how to apply for those scholarships.

We also need to focus on soliciting donations for the scholarships. Last year STARFLEET awarded \$3,500, and we now need to replenish those funds. Your donations are deeply appreciated and go to helping students pay for their educations, which is increasingly necessary for a successful career!

So, that's a quick run-down on who I am and who will be part of my department over the course of this administration. In my coming articles, I'm going to be giving a bit of focus on the different members of my team and what they do in STARFLEET. I'll also be talking about Star Trek in my articles as well. After all, that's the biggest reason why we're here as members of STARFLEET, isn't it?

Talk to you again in 60 days!



NAME: BRAN STIMPSON
RANK: MAJOR GENERAL
POSITION: VICE COMMANDER, STARFLEET
SHIP: USS TIBURON NCC-74220
REGION: 17, COLORADO (USA)



VICE COMMANDER, STARFLEET

The Second Fiddle Report

Greetings STARFLEET!

As I have read many times before, sitting down to write one these articles is not the easiest thing in the world! This is actually a pretty daunting task. What do I need and want to convey to you, the membership, and how to do it? Well, let's just get straight to it!

First, I want to thank the members that voted in the election. The fact that the majority of you felt Dave and I should lead this organization is very humbling. I can tell you that even though you are aware that you are in an election and that someone has to win, it is still a very humbling experience. Emmett and Alex both deserve recognition for not only stepping forward to lead this organization, but also for running a great campaign and bringing forth some excellent ideas.

NEW GOVERNING DOCUMENTS

In early January, the new member approved Bylaws were released to the membership. You can go to the documents section of <http://www.sfi.org> to download your copy today. If you happen to be a member who joined or renewed since January 1, the new Bylaws are located on your membership CD. The 2011 Membership Handbook (MHB), approved by the Admiralty Board (AB) in late 2010, was also released. Again, this is available for download from <http://www.sfi.org> and on the membership CD in your next membership packet.

As with any documents of this nature, as soon as they are released corrections start to fly. By the time you read this Communiqué, the AB will have already started discussing those corrections. If you spot a typo or correction while reviewing the MHB or the Bylaws, please let me know so we can get those corrected or added to the discussion list. You can e-mail me at vcs@sfi.org.

CHANGES TO THE DEPARTMENT

During the election, we announced some changes to the Vice-Commander's office designed to create a department that concentrates its efforts on the members of STARFLEET, rather than focusing on maintaining the Fleet or keeping STARFLEET's infrastructure running as other departments do.

One major change is moving Membership Processing (MP) from Computer Operations over to the Vice-Commander's office. This move allows two things to happen: 1) it allows

the Computer Operations team to concentrate fully on the STARFLEET website and the member database; 2) it brings the focus of MP to the member rather than to the technology.

Matt Ingles has agreed to remain as the Membership Processing Administrator, and he is dedicated to finding ways to improve and simplify MP processes for the members. The other areas that were moved to the VCS office are Orientation and HR/Personnel. At the time of this writing, the HR/Personnel position has not yet been filled. Several good candidates have stepped forward and we are working on choosing the new HR/Personnel Director.

Jason Schreck is staying on as the Orientation officer and is busily contacting our newest members to welcome them to STARFLEET and help get them settled. Both of these departments are being placed within the Member Services area of the Vice-Commander's office.

Finally, I'd like to announce the appointment of Christina Sievers as the Member Services Administrator. Christina has worked with the Helpdesk for the past three years and understands the importance of quickly resolving issues for the members. Christina has already jumped into her new job and started handling the incoming trouble tickets and returned CQs.

NOT JUST BUSINESS AS USUAL!

Even though there are many departments remaining within the VCS office, this does not mean it is business as usual. PetFleet, the Annual Campaign, the STAR Program and the STARFLEET Marine Corps (SFMC) are working hard to improve their departments for the members of STARFLEET.

As announced during our campaign, Bruce O'Brien has taken the reins as Commandant, STARFLEET Maine Corps. Bruce and his General Staff (GS) have been busy moving into their positions and serving the members of the SFMC. I have already received some compliments about the new GS and how they are listening to the needs of the units in the Corps. More information is available at <http://www.sfmcsfi.org>.

James Cecil and I have been discussing some great plans to expand and promote PetFleet. Keep your eyes and ears open for announcements on that shortly! My dog Dublin (a retired racing Greyhound with the racing name USS Rebuttal)

is a PetFleet member and has been for many years. Is your furry friend or chapter mascot part of the Fleet? If not, why not? Head on over to <http://petfleet.sfi.org> and sign them up today!

Anthony Dowling and his STAR Program staff are busy working to provide programs for members to express their individual interests. Do you work in the medical field or are interested in medicine? Then the STAR Medical program is for you! Contact Joe Gallagher today. Interested in science? Then I know Richard Heim, director of the STAR Science program, would love to speak to you.

There is the STAR Chaplain Services department, which is not focuses on today's religions but also the religions seen in STAR TREK. Russell Ruhland stands ready to discuss them all with you. If the SFMC is not for you but you still like the thrill of the top secret operations of an elite force, then the STAR Special Operations department, more fondly known as SpecOps, might be the place for you. Contact Joseph White for your assignment.

The newest STAR program is the Office of Emergency Preparedness, under the direction of James Jones II. Are you prepared for an emergency? The OEM will help prepare you.

Is there another area that you think the members of STARFLEET would be interested in? Contact Anthony to discuss your ideas. For more information on the STAR Program, including department contact information, head on over to <http://star.sfi.org> and join the fun!

Gary Hollifield and his Annual Campaign team are working on some great programs and competitions for us all across Fleet to get involved in. 2011 brings you another chance to submit a short story and have it ranked by a professional Star Trek author. Peter Davis is this year's judge. Do you have a short story that you would like to submit into the STARFLEET Short Story contest? Then head on over to <http://campaign.sfi.org> to access the STARFLEET fiction archives to register today! You could be the next STARFLEET Short Story contest winner!

Check out the Short Story Contest announcement on page 29 for more details!!

AB Update!

(Report compiled by MGN Bran Stimpson, VCS)

Here's what the Admiralty Board has been up to in the last 60 days:

The Commander, STARFLEET announced on January 6th that thanks to the newly enacted Bylaws, 10 new members from Cuba have been allowed to join STARFLEET.

AB Votes:

Note: Some of the votes being noted below may not have been announced by the Inspector General, STARFLEET, as such, the results should be considered preliminary.

AB10-22: Motion to Adopt the Revised Membership Handbook (MHB)

Region 12 (Jeff Higdon) made the following motion:

"Region Twelve motions to accept the changes to the STARFLEET Membership Handbook (MHB)."

Region 5 (Joe Fuller) seconded the motion.

Result: PASSED Aye: 15 Nay: 0 Abstain: 0 Failed to Vote: 1

AB10-23: Confirmation of Incoming EC

Region 5 (Joe Fuller) made the following motion:

"Region 5 moves that confirming the incoming EC be done via a single vote using the following format:

Joe Sare for Chief of Ops: Yea or Nay
PJ Trotter for Chief of Comm: Yea or Nay
Peg Pellerin for Academy Commandant: Yea or Nay
Chris Carothers for Chief of CompOps: Yea or Nay
Linda Olson for Chief Financial Officer: Yea or Nay"

Region 9 (Guðjón Sigmundsson) seconded the motion.

Result: PASSED Aye: 16 Nay: 0 Abstain: 0 Failed to Vote: 0

CPR Certifications

Compiled by FCPT Joseph Gallagher, STARFLEET Medical

<http://www.medical.sfi.org/>

The following members received their American Heart Association HeartSaver CPR/First Aid/AED certifications during 2010:

Alvin Dozier Jr.	USS Judah
James D McClure	USS Inferno
Donna Parker	USS Hornet
Dennis Reylea	USS Alaric
Harold Stewart Jr	USS DaVinci
Anne Zecca	USS Tiberius
Thomas Pawelczak	USS Niagara
Dal Glenn	USS Peacekeeper
T.J. Arizmendi-Gordon	USS Victory
Sharon Lambert	USS Victory
Chrissy Killian	USS Peacekeeper
Anne Miller	USS Royal Sovereign
Summer Scott	USS Oklahoma
Crista Chappell	USS Cumberland
Steven Chappell	USS Cumberland
Duncan Chappell	USS Cumberland
Connie Pimentel	USS Cumberland
George Pimentel	USS Cumberland
Elizabeth Pimentel	USS Cumberland



They took the time and effort, as well as giving up attending other panels, to take the class during various Region Summits and the IC to get the certification. The class taught the basics of Cardiopulmonary Resuscitation (CPR), First Aid and the use of an Automated External Defibrillator (AED) and provided the student with the necessary skills to assist someone in cardiac arrest.

If you are a STARFLEET Marine, this certification entitles you to be awarded the Medical Proficiency Award (MPA) and wear the appropriate ribbon. You have to send a copy of this card to the Medical Branch Director in order to receive the award. In addition, you will be qualified to receive credit at the SFA College of Medicine as a CPR Field Medic.

Congrats!!

If you or someone in your chapter received first-aid, other medically-related training, or has graduated from an EMT/Paramedic/Nursing program, we'd like to hear about it. Email me at star.medical@sfi.org and I'll see that it gets posted in this column.



NAME: JOE SARE
RANK: BRIGADIER GENERAL
POSITION: CHIEF OF OPERATIONS
SHIP: USS SINCLAIR NCC-74209
REGION: 13, MICHIGAN (USA)



CHIEF OF OPERATIONS, STARFLEET

Operations Report

At the time I'm writing this article, I've only been in office for a week. But what a busy week it has been so far.

As you probably already know, the new by-laws and Membership Handbook have been approved. They're available on <http://www.sfi.org> under the Documents tab. If you're a CO or XO, I suggest you take a moment to familiarize yourself with them. There are some changes from the old documents you should be familiar with.

There have been some issues with chapter Monthly Status Reports (MSRs) in the database that have been coming up lately. If you don't submit your MSR by the 10th for the previous month, please don't try to enter one after the 10th. It's already considered a failure to report and too late to submit one. If you try to submit a MSR after this date it'll be submitted as the next month's report, not the report for the previous month. This will cause all future MSRs to be misdated by a month.

Please double-check that the MSR you're writing is actually for the right month. On the top right you will see (in yellow) the month that you're reporting for. If this date isn't right, please let me and the Chief of Computer Operations (CompOps) know. Don't submit your MSR through the database if the date isn't correct. E-mail it to me at ops@sfi.org (and don't forget to CC your Regional Coordinator) so it can be entered when the issue is corrected.

We have been discovering that the contact information listed in the database isn't accurate for quite a few chapters. If you're a CO or XO, please take a moment to look over the information listed for your chapter to make sure it's still accurate. If it's not, please update your chapter information in the database. This chapter information listed in the database is where we get the information posted on the website, the Vessel Registry, and other various places. New members looking for a chapter to join depend on this information being accurate. If it's not accurate, you might be losing out on potential new members trying to contact you! Also, please take a moment to check your own

personal information in the database. About one quarter of the emails I send out to members from email addresses listed in the database are being bounced back to me. If your email address is different from what is listed in the database, please take a moment to update your information. This is especially important for COs and XOs, but everyone should take a moment to make sure their information is correct.

If you don't know how to look up your personal information in the membership database, please contact CompOps.

Somebody from the Operations Department will be contacting all of the chapters who have issues that threaten their 'deployed' status, such as no CO and/or XO, ineligible CO and/or XO (usually due to missing OTS/OCC), membership below minimum strength, and other similar issues. If your chapter has one of these issues, you'll be hearing from us soon (if you haven't already heard from us). It's our job to ensure all chapters meet the minimum requirements, and for those who don't — we're here to help you.

FLEET Strength

Here is our strength, by the numbers, as of January.

Region	Number of Chapters	Number of Members
1	45	874
2	32	576
3	23	435
4	16	309
5	13	264
6	7	81
7	30	544
8	1	13
9	3	33
10	3	40
11	3	71
12	24	401
13	4	67
14	0	0
15	10	189

16	0	0
17	11	231
18	0	0
19	0	0
20	2	53
99	0	12
Total	227	4193

New Launches:

None

Commissionings:

USS Dakota (R1)
 CAPT Cindy Jenkins
captain@ussdakota.org
 City of Charter: Gastonia, NC

Changes in Command:

Space Station Freedom III (R3)
FCPT Jess Naumann is the new Executive Officer

USS Constellation (R1)
COL Steven Parmley is the new Executive Officer

USS Tejas (R3)
RADM Chyrlon Stroud is the new Executive Officer

USS Ark Angel (R3)
CW02 Matthew Hill is the new Acting Executive Officer

**Check out STARFLEET's
Social Media!**

Twitter: [@sfi_org](https://twitter.com/sfi_org)

Facebook Group:
<http://tingurl.com/SFIFacebook>

Flickr Feed: <http://www.flickr.com/groups/starfleet/>

0708-68-32



NAME: CHRIS CAROTHERS
RANK: COMMODORE
POSITION: CHIEF OF COMPUTER OPERATIONS
OTHER POSITIONS: EXECUTIVE OFFICER
SHIP: USS RICHTHOFEN NCC-73288
REGION: 7, MARYLAND (USA)



CHIEF OF COMPUTER OPERATIONS

Computer Operations Report

So here we are at the beginning of a new year and with that comes the beginning of a new administration here in STARFLEET. We have great mix of new folks on the EC (myself included) as well as experienced people. New blood leads to new ideas which will help move our organization forward! As one of the new officers on the EC, I am really looking forward to seeing what the next three years has in store for us.

I, for one, feel very lucky to have the people I have on my staff here in Computer Operations. I have a great group of people here with a wide range of talents and abilities that can only make this department better. So, you may be asking, what can we expect from the new CompOps department?

Well our biggest project right now is working on the programming and implementation of a brand new SFI database. This database

will be more streamlined, more user-friendly, and have a lot more options of things that can be done there. We have a great wishlist of things we want this new database to do, not the least of which includes being able to vote online which should greatly reduce costs for SFI in mailings! I know that the idea of a new database has been talked about for a while. I find it very exciting to be part of the group that will actually get it implemented!

Another project we are working on now is the streamlining and updating of the main SFI website. Even before I accepted the post of Chief of CompOps, I heard a lot of people talking about how things are hard to find on the website and how things could be so much more user-friendly. Well, folks, that is exactly what we plan to do! The project has actually started with our website now having a sitemap to make it a little easier to find what you're looking for on the site. You can find the link

for the sitemap at the bottom of the page. There will be a lot more things rolling out soon and I think everyone is going to like what they see! Like I said, VERY exciting times for STARFLEET. If you happen to have an idea of something you want to see added to our database or website wishlists or if you find you are having problems with something in the database or online and don't seem to be getting any response, please do not hesitate to email me at compops@sfi.org or call me at 1-888-SFI-TREK Ext 707 and let me know. My door is always open and I always try to make myself very approachable if you happen to see me at a local convention or at the IC.

In closing I want to thank my entire staff for all their hard work so far and also our new CS, Dave Blaser, for giving me this opportunity. Here's to three great years!

1208-31-32



NAME: PATRICIA "PJ" TROTTER
RANK: COMMODORE
POSITION: CHIEF OF COMMUNICATIONS
SHIP: USS MARCO RAMIUS NCC-23103
REGION: 12, Y(USA)



CHIEF OF COMMUNICATIONS, STARFLEET

Communications Report

Hello and welcome to the first CQ issue of the new administration. We have many plans to expanding the Communiqué by adding many new regular articles in future. If you have an idea for a column, us a sample paragraph to cq@sfi.org with the subject "Sample CQ Column". We can't pay you for writing a regular column, but if we publish it in a future issue you will be credited as a feature columnist.

We have several contests starting up and we cannot wait to see all the entries. I will give more details and rules in the next issue and online, but mark these dates on your calendar:

2011 Short Story Contest – All entries must be received by June 1, 2011. See the article on page

29 for all the contest rules, including where and how to submit.

Annual Newsletter Contest –enter your best chapter newsletter. This year we are introducing a new awards category for best picture. All entries will be due to the judges by the end of June. The exact date, as well as the complete list of contest categories, will be announced in CQ #164 and online.

Haiku Contest – Send us your original haiku poem. It must have something to do with STARFLEET, fandom, or any of the Star Trek series or movies. All entries must be received by the editors on or before May 30th, 2011 to cq@sfi.org with the subject "Haiku Contest Entry".

Please make sure to include your name, chapter, and region with each entry. Awards will be presented in each of the following categories: most humorous, best fandom, best from the series, best of the movies, judges' choice, and people's choice. One poem will be crowned "Best of the Best" from all the category winners. Please remember that this is a family publication and is rated "PG", so no explicit verse.

Well, that seems to be all for now. Please remember that this is your Communiqué; you control its content.

Looking forward to the next issue,
 PJ

**NAME: PEG PELLERIN****RANK: ADMIRAL****POSITION: COMMANDANT, STARFLEET ACADEMY****OTHER POSITIONS: DEAN, INST. OF ALIEN STUDIES; DIR, VULCAN ORIENTATION COLLEGE; DIR, VESSEL READINESS PROGRAM; XO****SHIP: USS CONSTITUTION NCC-75020****REGION: 15, MASSACHUSETTS(USA)****ACHIEVEMENTS: FORMER CO, USS EQUINOX; FORMER DIRECTOR, OTS, FORMER DEAN OF INSTITUTE OF LEADERSHIP, SFA****COMMANDANT, STARFLEET ACADEMY**

Academy News

Greetings from the great Halls of Learning, STARFLEET Academy.

One thing happens when there is a change of administration; change in due dates for the Communique. I put out my article for CQ 162 back the beginning of December and the due date for this CQ (163) was only a month later. With that in mind, there isn't much extra news to report. Thanks to Carol Thompson, Coordinator of Academic Services, keeping track of changes and many other things, a list of staff changes and new offerings since October 1st is listed below.

What I will do in this article is to let you know how the cogs and wheels that make up the workforce and more so the family of STARFLEET Academy feel about their time spent within the halls of this place of enrichment, learning and fun!

Several of the staff immediately came forth stating that they enjoy the calm atmosphere we have here within our halls and not a revolving door full of directors and deans coming and going. For the most part the few that have had to leave was due either to real life situations or health issues.

I'm not saying that working at the Academy is always perfect, but we tend to work things out fairly well among ourselves. Some joked around about the yearly pay in raise; the new parking garage and of course casual Friday. One must be patient and have a super sense of humor in order to work here and for the most part we all do. I don't know how many times I've informed my team that I'd be away and the next thing I know someone is trying to figure out how to TP my office or place a whoopee cushion on my seat. We do have a lot of fun together, even if it is via email.

There has been an increase in courses

and many of the courses cover a variety of interests, not just STAR TREK. This has occurred only because you, the members, have suggested and some even have written courses of such interests that turned out to be of greater interests to other members. With the creation of these courses/colleges, new positions have been opened up.

Expansion of the course materials and organization of the courses into the appropriate Institutes and Colleges, has helped increase members interest in a wide range of topics and made it much easier for the members to find the courses they want to take.

There is a more timely and updated information and documents provided to the membership via the SFA website, thanks to our Great and all Powerful OZ...ah, I mean Great Webmaster, Jayden Tyronian as well as our Coordinator of Academic Services, Carol Thompson and the other staffers who have given input and helped with providing the information and documents.

Currently we have 13 Institutes; 2 programs; 89 Colleges containing approximately 1900 courses; 13 Deans; 47 Directors, several directing more than one College as well as assisting other directors; and 15 Assistants who do not direct a college but assisting in more than one college. In total, including one support staff not directing a college, SFA boasts having 62 team players. Pretty cool if you ask me!

"What is an assistant?" Some of you may be asking. Well, before the directors had assistants, directors would step in if another director had to step away from a position or have to go on an extended Leave of Absence.

It was decided that it would be much easier in the long run for each director to have

an assistant. So, directors appointed assistants, making sure they were "tested out" and trained in order to take over if an emergency arose. This not only brought in new blood into the faculty, but also protected the continuity of our Colleges.

The majority if not all of the SFA team have wholeheartedly claimed that being a member of the Academy gives them a feeling of belonging. They, including myself, feel we are making a difference within STARFLEET, not just as a member but an active member. There is a sense of teamwork and family within the Academy staff, which has fostered a more effective and efficient operation of the Academy as shown by the huge increase in the number of courses taken by SFI members and numerous e-mails from the members complementing the Academy on its efficiency, available courses, the FAC program, the helpfulness of the directors and many other reasons.

Opportunities abound at STARFLEET Academy. Do you have an idea of a college or an extension

to a college that you feel may interest other members? Get in touch with us. Who knows, one of these days you, too, may become what have come to call ourselves as a true family.

The basic requirements to become an assistant or director, the requirements are quite simple. You must be at least 18 years old and have taken OTS and OCC. To assume a vacancy if there isn't an assistant to already fill that position; you must pass all of the exams in the College, or if a large college, 75% of the exams. To direct a College of your own creation, first check the College catalogue to make certain your idea is not already being used.

If the concept is not being used elsewhere, submit a College outline, exam and key to the Course Development Contact, Carol Thompson at betazoid@mosquiconet.com. She will determine where your College fits within the Academy structure and introduce you to your Dean, who will lead you through the approval process.

Promotions

Congratulations to the following on a well deserved promotion:

George Ann Wheeler to Commodore

From the desk of Coordinator of Academics: ADM Carol Thompson

Staff Changes & New Offerings

October 1, 2010 through December 31, 2010

Awards Chief – Scott Schaller

Institute of Special Operations Dean – Donald Dobrin

Institute of Law Enforcement & Evidence Dean (New) – Glen Diebold

College of Evidence (new) – Glen Diebold

College of Law Enforcement (new) – Glen Diebold

College of Law Enforcement Assets (new) – Glen Diebold

College of Law Enforcement Resources (new) – Glen Diebold

College of Federation Studies (complete rewrite) – Carol Thompson

College of Sci-Fi Cinema – Artificial Intelligence (new) – Scott Schaller

College of Sci-Fi Cinema – Alien Contact (new) – Scott Schaller

College of Sci-Fi Cinema – Science (new) – George Ann Wheeler

College of Sci-Fi Cinema – Space Travel (new) – Scott Schaller

College of Sci-Fi Cinema – Time Travel (new) – Scott Schaller

College of Sara Jane Adventures (new) – Anne Glover
 College of Economics – Josephine Fisher
 College of Intelligence Operations – TJ Allen
 College of Intelligence in Science Fiction - Franklin Newman III
 College of Cryptography – Franklin Newman III
 Cadet College of Sci-Fi – Shirley Burton

From the Desk of the Chief, Awards Program: CPT Scott Schaller

December Boothby Awards

Well, as you can see I had a slow month for Boothby's for the month of December but also I have some highlights to mention here. TJ Allen made the Garnet - 600 on 12/04/2010, then got the Topaz - 650 on 12/28/2010. Gary (Tiny) Hollifield made the Omega -1000 on 12/15/2010. And Carol Thompson made the Zirconium Star - 1400 on 12/28/2010. I hope everyone had a very nice Christmas and a Happy New Year.

Bronze - 50

Kennedy, David
 Deconing, Dewald
 Pamley, Steven E
 Baxter, Bobbie
 Grate, David

Silver - 100

Grate, David

Gold - 150

Schleigh, Cher

Latinum - 200

Beaulieu, E. Jerry
 Norris, Sharon

Diamond - 250

Davis, Jeffrey

Dilithium - 300

Newman, Franklin

Garnet - 600

Allen, TJ

Topaz - 650

Allen, TJ

Amethyst - 700

Hewitt, Richard

Opal - 800

Schulman, Eric

Rudy - 900

Tipton, Jill

Emerald - 950

Rowlette, Bill

Omega - 1000

Hollifield, Gary Tiny

Zirconium Star - 1400

Thompson, Carol
 Wenclewicz, Adam

FEATURED COLLEGE: COLLEGE OF UNITED KINGDOM

Fleet Captain Jayden Tyronian, Dean/Director
cuk@thunderdownunder.org
 C/o Carol Thompson
 PO Box 135
 Ester, AK 99725



Image by Flags-to-Print.com

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 culture, history and other areas of study.

NOTE: Courses in each School are to be taken in order, i.e. ENG101 must be completed with a 'Pass' grade or higher before requesting ENG102 etc.

Courses

Request an exam from the Course Request page (<http://academy.sfi.org/courses/courserequest.php>)

Course Tuition:

Course Free via email

School of England (SEN)

ENG101 - Flags of England
 ENG102 - Counties of England
 ENG103 - Geography of England

ENG104 - Government of England
 ENG105 - Landmarks of England

School of Ireland (SIR)

IRE101 - Flags of Ireland
 IRE102 - Counties of Ireland
 IRE103 - Geography of Ireland

IRE104 - Government of Ireland
 IRE105 - Landmarks of Ireland

School of Scotland (SSC)

SCO101 - Flags of Scotland
 SCO102 - Counties of Scotland
 SCO103 - Geography of Scotland

SCO104 - Government of Scotland
 SCO105 - Landmarks of Scotland

School of Wales (SWA)

WAL101 - Flags of Wales
 WAL102 - Counties of Wales
 WAL103 - Geography of Wales

WAL104 - Government of Wales
 WAL105 - Landmarks of Wales

Riddle me this

Last Issue's riddle:

An untiring servant it is,
 carrying loads across muddy earth.
 But one thing that cannot be forced,
 is a return to the place of its birth.

NEW Riddle:

Answers its caller without being asked. Responds
 within seconds, and speaks all languages with
 equal ease.

Answer in the next issue.

ANSWER: River

ADM Peg Pellerin, SFA Commandant

academy@sfi.org OR mrspeapod@myfairpoint.net

"Smile-it may change someone else's life."

Jennifer, Lake City, MI

THE NEEDS OF THE MANY...



**DONATE TO THE STARFLEET
 SCHOLARSHIP FUND & HELP
 EDUCATE THE WORLD!**



NAME: LINDA OLSON
RANK: LIEUTENANT GENERAL
POSITION: CHIEF FINANCIAL OFFICER, STARFLEET
SHIP: USS RELENTLESS NCC-81001
REGION: 2, FLORIDA (USA)



CHIEF FINANCIAL OFFICER, STARFLEET

Report from the Chief Financial Officer

Ladies and Gentlemen of STARFLEET,

I realize that you are accustomed to receiving a full financial report from the former CFO, Mike Stein; however, I don't imagine that a large number of you actually read that report in each CQ. After all, finance reports are rather dry and boring unless you happen to be an accountant and numbers are a large part of your life. This is why most corporations publish a full financial report only once a year.

Therefore, I will skip boring details and give you the basic information. If someone wishes more in-depth information, you may email me at cfo@sfi.org and I will gladly give you the answers to any questions that you might have. I am in no way attempting to conceal anything from the membership. I just don't believe many of you are really interested in exactly who each deposit came from or where each check was sent to, as long as the bills are paid and the organization continues to run in the black.

So without further ado, here are the basic numbers for the various accounts held by STARFLEET, The International Star Trek Fan Association, Inc. for the month of December 2010.

The Main Checking Account receives most of the deposits directly from PayPal, and then they are routed to the other various accounts to which they belong. This account opened the month of December with a balance of \$11,138.07. There were 13 deposits for a total of \$4,464.66. There were 27 debits for a total of -\$2520.23. Leaving a closing balance of \$13,082.50

The STARFLEET Scholarship Account opened with a balance of \$4439.19. There were deposits in the amount of \$189.38. There were no debits this month. This leaves a balance of \$4628.57.

The Special Operations Account opened with a balance of \$56.00. There were deposits in the amount of \$104.00. A bank fee of \$16.00 was charged against the account. This leaves the closing balance at \$144.00.

The International Conference account for Even Years opened with a balance of \$1224.75. There was a deposit of \$16.00 (a refund of service charge last month). Debits totaled \$516.00, leaving a balance of \$1033.78.

The International Conference Account for Odd Years opened with a balance of \$1372.98. There was no activity on this account during December, leaving a closing balance of \$1372.98.

The STARFLEET Marine Corps Account opened with a balance of \$1938.19. There were deposits in the amount of \$499.87. Debits totaled \$19.00. This leaves a closing balance of \$2419.04.

The SFMC Scholarship account opened December with a balance of \$3054.20. A deposit of .25 in interest was added. Debit of -\$81.00 was made (due to an incorrect entry from last month), leaving a balance of \$2973.45.

STARFLEET retains 3 Certificates of Deposit. CDB is redeemable for \$16737.41 as of December 31, 2010. CD C is redeemable for \$5145.48 as of December 31, 2010. CD SF Scholarship is redeemable for \$1101.12 as of December 31, 2010.

Again, if anyone wishes more information please feel free to contact me at cfo@sfi.org.

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- Starfleet Marine
- Battlestar Galactica
- Stargate
- Fringe

Personalized

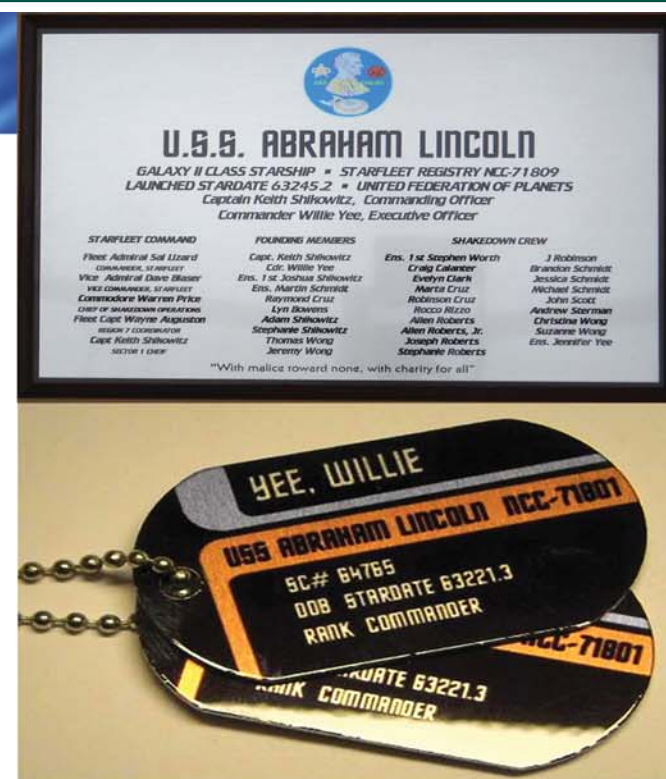
- ship dedication plaques
- display case labels

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- Battlestar Galactica
- Browncoat

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NAME: JANA SANDARG
RANK: CAPTAIN
POSITION: EXECUTIVE OFFICER
SHIP: *USS STAR LEAGUE* NCC-2101-A
REGION: 1, GEORGIA (USA)



0112-10-12

Away Mission to Planet Risa



CADET RUSLAN BOYD RETRIEVES THE DILITHIUM CRYSTALS WITH TONGS.
PHOTO SUPPLIED BY JANA SANDARG.



THE USS STAR LEAGUE CREW WITH A CONTAINER OF DILITHIUM CRYSTALS AND THE "MAP." LEFT TO RIGHT: ANDREA GARCIA, MEGAN KRELL, CINDY KRELL, ANN MARIE BOYD, AND RUSLAN BOYD. PHOTO SUPPLIED BY JANA SANDARG

While the crew of the *USS Star League* was enjoying shore leave on Planet Risa, an emergency on board the orbiting ship called the crew to action.

Engineering reported that a thief had beamed to the planet with the ship's dilithium crystals, leaving minimal power for life support systems. If the crystals were not found and returned within a few hours, the ship's orbit would begin to decay and enter the atmosphere.

There was barely enough power to beam down the map (that the thief inadvertently left behind) and the equipment needed to retrieve the crystals. However, the crew had dispersed to unknown parts of the planet and there was no time to round them up.

The CO and XO had no other choice than to call on the cadets. Ensign Ann Marie Boyd, Department Chief of the Cadet Corps, gave the cadets a tattered map with strange legends. Cadets Megan Krell, Ruslan Boyd, and Andrea Garcia hunted down the crystals and retrieved them just in time to save the ship. It was their first call to action, and they performed admirably.

If other ships in the fleet would like to have the mission details (in case such a mishap should occur aboard their vessel), please contact Admiral Krell, the CO of the *USS Star League*, at krell_c@yahoo.com.

Art Fleet



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TACHYON CYCLE - JAMES C JONES II;
ANGEL CHARACTER AND OUTFIT - JAMES C JONES II



NAME: BOB VOSSELLER
RANK: ADMIRAL
POSITION: COMMANDING OFFICER
OTHER POSITIONS: REGION 7 VICE-REGIONAL COORDINATOR
SHIP: USS CHALLENGER NCC-1676-D
REGION: 7, NEW JERSEY (USA)



Cookies Galore: A Holiday Tradition Returns to the 7th Fleet

"The first time we did this I thought no one would come, a few people would bring a box of Chips Ahoy and that would be that. A one on one event," USS Challenger Communications Chief R. Adm. Laura Victor mused during a quieter moment of the annual Cookie Swap/Holiday Party held on Dec. 4 at the Seaside Heights Community Center in Seaside Heights N.J.

She was recalling the event's history back when she was the XO of the USS Archer which teamed up with the Challenger to provide a holiday showcase of treats in a festive holiday atmosphere. The Cookie Swap was her idea and a nice spin on the traditional holiday season. It proved to be a lot of fun.

This marked the 8th annual Cookie Swap which the Challenger took over hosting entirely after the first year. Members of the 7th Fleet enjoy eating and each year they bring their own creative holiday cookie selections, most of them baked by the participants for some holiday fun.

We quickly learned after the first year that Starfleet officers can not survive on cookies, delicious and plentiful as they were, alone. We need some solid lunch to balance out that sugar intake.

Pizza was easy and delicious and a popular choice. Holiday tunes both traditional and humorous ranging from "The Year Santa Claus Went Crazy" by Weird Al to "Granpa Got Run Over by a Beer Truck".

During the party we got a call from the Commander of Starfleet Sal Lizard who confirmed that he had transferred for the weekend to the USS Challenger making us the flagship of Starfleet in honor of our holiday event. "Tell them all to enjoy themselves, have a great holiday and be good for goodness sake," Sal said.

At the time of his call Sal was on his way to bring Santa Claus to one party in the afternoon and had plans to provide Kris Kringle at



A HERD OF RUDOLPH THE CANDY NOSED REINDEER MADE BY ADMIRAL BOB VOSSELLER ARE SEEN BEING PREPARED FOR TRANSPORT TO THE HOLIDAY PARTY.

dish.

Challenger Kevin Victor received perhaps the most interesting and valuable gift, a 7/Eleven challenge coin. Now who wouldn't want that? If you get challenged at a 7/Eleven you better have it or the Surpees are on you.

Sovereign member Jay "Shadow" Ansky was in such a rush to get to the event that he discovered that he had left his own cookie offering at home and it was too late to head back to collect them.

That was okay as we had more than enough cookies and some of us took some home, mixed of course, with those that others brought. We had White Chocolate and chips, Brownie crackles, chocolate cake cookies, Vanilla Nutmeg spritz, Gingerbread Spice,

another that evening.

We usually get members from several chapters around the region. This year our number was a bit lower than usual but a dozen of us was more than enough to share the spirit of the season and even swap some white elephant gifts that included bobber reindeer antlers for Challenger XO Commodore Jeff Victor, Avenger Annie Slonski getting a copy of Robot Monster, Laura getting a series of classic movies such as Heidi and Challenger Ops Chief Ken Diehl getting a ceramic

Chocolate Spritz, and Operation Annilate cookies (named after the classic ST Episode not for their impact on our stomachs as they were quite good).

I made reindeer cookies which consisted of Oreo mint cookies with vanilla filling. I added pretzel pieces for antlers, icing eyes and frosting held the big red nose candy in place. You could call them Rudolph Cookies. My wife Emily our ship's counselor didn't quite trust my baking ability and thus supervised. She baked checkerboard and spiral cookies for the event.

The center was already decorated for the season. I had attended a Toys For Tots Spaghetti Dinner fundraiser at the same location just days earlier. That event did not feature Santa this year ironically, but it did have an Elvis impersonator. The Seaside Heights Toys For Tots program is something Challenger has supported for many years and we often attend the fundraiser that precedes it.

We left perhaps a tad earlier than we would have as a young family was eager to decorate for a child's birthday party that was to be held the day after. We invited them in from the cold and offered them cookies and beverages. Our sugar intake had already reached its max but our desire for camaraderie remained as we headed out into the cold clutching our bowls or boxes of cookies and said our goodbyes.

We had caught up on a myriad of topics including films at the theater, Sy Fy farces, sci fi series news, holiday plans and the ups and downs of the past 12 months in our lives.

We were all happy to spend some time, share some laughs and enjoy way too much to eat and isn't that what the holiday season is all about?

I hope you all enjoyed the season to its fullest.



CHALLENGER XO & IC2011 CHAIRMAN COMM JEFF VICTOR DONS THIS WHITE ELEPHANT GIFT PRESENT DURING THE COOKIE SWAP.



NAME: ANDREY KUZNETSOV
RANK: ENSIGN
POSITION: DATABASE OPERATIONS
SHIP: *USS GOLDEN GATE* NCC-2582
REGION: 4, CALIFORNIA (USA)

USS GOLDEN GATE NCC-2582

Download a Star Trek Chronometer



In short, I would like to present "Star Trek Chronometer," a clock program that has the ability to display stardate time as well as Earth time in LCARS, TOS and ENT interface themes. You have the ability to switch between mini, small, big and full screen displays. You can use it to convert stardate time to Earth date and back. One of my primary goals in developing this program is to provide Star Trek fans with a real implementation of a Stardate Time System that not only looks, feels, and approximates stardates of DS9 and Voyager era, among others, but can be used in real life applications as a time

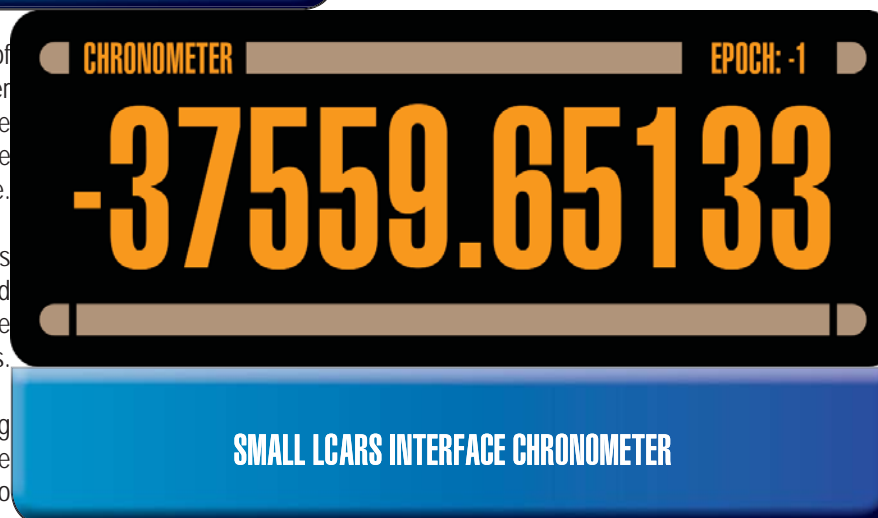
like. This meant that the program should have three different computer interfaces, LCARS, TOS and ENT, to suit any fan's wish of a Starfleet computer interface. After all, why would you want to use a Star Trek program without the cool looking Star Trek computer style interfaces that would make it more real? For the past couple of years, I've been perfecting and expanding my LCARS design abilities through an online community (<http://joserlat.com/forum/>), so this is a perfect chance for me to present my accomplishments and put them to good use for everyone's enjoyment.

I have included a Stardate Time System Technical Specifications Document with the program to help define and help people understand how the Stardate Time System works. You can find the document under the "Stardate Specs" window inside the program.

I am Ensign Andrey Kuznetsov, current member of USS Golden Gate in Region 4. I currently volunteer for Computer Operations helping maintain the STARFLEET database website, and responsible for recently bringing back the Academy website.

During the summer of 2010, having finished C++ classes in my college, I needed to apply my knowledge and continue to develop my skills in that area. It didn't take me long to find a project which crossed my interests.

For some time, I've been interested in standardizing the stardate Time System in Star Trek, making it more convenient and useful. I've done a lot of research into the stardate system, from specific dates to approximate linear systems useful only during specific Star Trek time theme periods. It's impossible to create a uniform linear interpretation of the Stardate Time System because each show and movie is using different conversion rates. As a result, I approached the problem as a scientist, logician, and a technical specifications designer. I asked myself and contributors what would be the best conversion rate, ranges, and etcetera miscellanea. Having designed a Stardate Time System Specification I could only hope to make it into a Graphical User Interface (GUI) worthy of use. I knew I wanted to write a cross-platform program, thus avoiding writing code specific to each OS and making the program available for most common Operating Systems. I finally settled on a Qt Cross-Platform framework by Nokia.

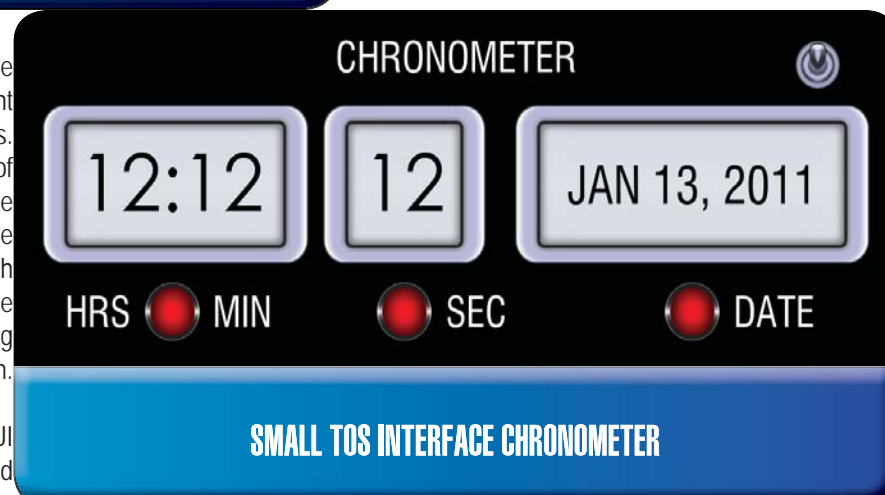


keeping device. To make each interface theme more realistic, I added different kinds of animations and sound effects. The program includes and makes use of canon Star Trek interface theme fonts. The program's settings are highly customizable so that constant use can be tailored to each person's preferred window size, interface theme, and clock type preference using the themed interfaces inside the program.

One of my goals was to make a GUI program that any Star Trek fan would

I have collated a big list of people who have helped me to design and develop ideas for this program throughout the six month period from inception to production, and I thank them. You can find them in the Credits window inside the program.

To download the program, please visit my website <http://chronometer.aeonbase.com/> or find it as "Star Trek Chronometer" on CNET Downloads. Once downloaded, please take a look at the README.txt for instructions or possible problem fixes. (OSX and Linux compatible versions will be released at a later date, as soon as I find a computer with respective OSes to compile my program.)





NAME: DEWALD DE CONING
RANK: LIEUTENANT JUNIOR GRADE
POSITION: DEPUTY CHIEF OF SECURITY
SHIP: *USS DAUNTLESS* NCC-74214
REGION: 8, JOHANNISBURG (SOUTH AFRICA)

0724-76-16

What's the Point?

I walked into a stationary shop recently to download and print some of my STARFLEET material.

The studious young man collecting the pages from the copier gave a double-take at the word "alien" appearing on one of the pages, and then looked at me very incredulously. "Do you study aliens?" he wanted to know.

It was 11:00 on a Monday morning, a queue of about three or four people behind me—not your ideal "lets-have-a-skeptical-discussion-on-the-topic" scenario. The young man's tone of voice suggested to me that the situation would be best served with a short answer. "I read about it," I came back. It was difficult to ignore the suspicious looks I was getting from the frail old lady in the queue behind me.

Not happy to relinquish his grip on my jugular so soon, the chap behind the counter continued: "But can you see them? Do you talk to them?" at which point, admittedly, the questioning itself was starting to attain a certain level of surrealism to me. I had the distinct impression at this point that my counter friend was possibly confusing extraterrestrial life with the supernatural, but I decided it prudent under the circumstances not to visit the issue in depth.

"No, I don't see them, and I don't talk to them. I just read about them. It's an interesting pastime," I said.

This was followed by a moment of silence from my commercial helper, after which he came back at me with an almost stunned expression on his face: "But what's the point in that?"

Grateful to close the transaction, I gathered the paperwork under my arm and headed for the door, with that last question still ringing in my ear: "What's the point in that?"

What's the point? Precisely.

Is there a point? Should there be a point to all of this?

Why do thousands of men and women (and more than a fair amount of children, I suspect) from all walks of life, from all over the world, profess more than just a passing interest in the Star Trek universe? Why do people from an incredibly wide array of backgrounds, cultures, and professions all choose to unite in support of, and in adherence to, principles and values structuring the layout of a futuristic world dreamed up by a playwright/producer almost fifty years ago? Why does a guy in a gray suit, who spends his week counting beans in a corporate corner office, put on a bright Star Trek uniform on the weekend (Vulcan ears or Klingon mask optional) and then go around at his local chapter meeting calling others like himself things like "commander" or "ensign"? Why does something as simple as donating blood take on a special significance when it's done as part of an orchestrated effort by the members of your local chapter?

If you were expecting some enlightened, mystically-illuminated answer to this conundrum: sorry! I have absolutely no idea why all the other thousands of "Trekkers" across the globe have been acting this way for the past forty-or-so years. Too bad, so sad. It would be awfully presumptuous of me to try and speak on behalf of even just one other Star Trek fan out there. In my own humble way, however, I can try and explain the method to my own madness in this regard. If you can, take the time to listen to my argument. Discard what doesn't make sense to you; embrace what does. Given the proper time and place, I would like to offer this explanation to my friend behind the counter one day.

Who knows: I might just make a convert out of him yet!

I came across the whole STARFLEET "thing" only very recently.

While I had always been aware that there had to be Star Trek fan clubs out there, I always assumed it to be an exclusively American phenomenon.

As a child, my dad always scoffed at me for being such a "dreamer." More than one educator told my parents that I frustrated them, as I spent much of my time staring out the classroom window, caught up in some imaginary adventure on a planet far, far away. Even back then, my teachers and most of my peers considered me a bit of an oddity, as I was never satisfied harboring the same mundane interests as other kids my age. Secretly, I took pride in the knowledge of being a nonconformist. I took pride in being the only kid privy to the secret level my imagination was moving on. One day I would be Buck Rogers, saving the planet from evil space invaders; the next day I would be Superman, vanquishing all those stubborn school bullies giving me a hard time.

But that was long before the advent of the Internet, mobile phones, iPods, Facebook, and Google apps. The world had not become the global village it is today back then yet. Superman remained just a comic character, and Buck Rogers remained some guy in a TV series.



Time passes. One eventually grows up/older (delete which is not applicable), life constantly rocking your balance between fantasy and reality. The concept of "fantasy" itself undergoes a paradigm shift as you get older. Your sense of fantasy later turns into something like, "Just imagine what I'd be able to do with that raise," or "I just hope this dull throb I've had in my head for the past two weeks isn't a tumor." Sometimes hardly recognizable as fantasy, and yet, it is the unmistakable vestiges of our innate childhood capacity for fantasy.

The fact is, we all harbor secret fantasies, whether they are on- or off-worldly, whether they are perfectly attainable or so far out there as to forever elude our grasp. Dreams and fantasies are what keep us going. They are some of the primary distinguishing features that set us apart from the baser forms of life on this planet. The ability to dream and fantasize is right up there with the opposable thumb and the need for self-actualization on Maslow's hierarchy.

Gene Roddenberry, just like Asimov ten years before him, had a fantasy, a dream, an idea if you will, about a near perfect futuristic world. Not perfect in the sense that absolutely nothing is wrong, but perfect in the sense that nations and countries across the globe would have moved past all their petty differences, which today seem so insurmountable, and would have reached a point on the developmental scale where "peace" as we understand it today would have already become a given.

The world Roddenberry envisaged already focuses on what is "out

there." They've long passed the petty little grievances leading to wars between neighbors, clans, groups, and nations. In the Trek universe, beings from planets light years apart have learned to coexist in harmony, as opposed to our world, where beings from the same block sometimes find it impossible to coexist.

When I came across the STARFLEET website the first time, I couldn't believe my eyes. For the first time in my life I was reading about a philosophy that "legitimizes" my fantasy world. Because that, after all, is what a fantasy is all about. Fantasy—dreams—always presumes a better situation, if even only better based on the particular dreamer's personal frame of reference.

Star Trek has long since transcended the bounds of a mere creation of science fiction. It's nothing short of a philosophy. And STARFLEET has long since equally transcended the bounds of a mere "fan club" consisting of "weekend warriors" dressing and talking funny. STARFLEET is a worldwide fraternity of adherents of a specific philosophy and lifestyle. Finding this community of people on the net was akin to a sort of "homecoming" for me. For the first time in my life, I had the opportunity to be part of a unique community combining a "better world" philosophy with elements of science fiction, astronomy, and the undiscovered reaches of space—all the elements that gave wings to my childhood imagination. Especially in a time when imagination and the capacity to think out of the box are preciously necessary—and yet so disturbingly lacking—I've been given the opportunity and the privilege to become a part of a community where I don't have to explain the extent of my imagination to those around me.

In STARFLEET, members share an equality you'll be hard-pressed to find anywhere in the real world. Here it's of no importance what you do for a living in real life. Whether you're a doctor, lawyer, cab driver, or postman, it doesn't matter one bit. No special qualifications required. No one to impress. No politics. No nepotism. No bias. The only thing that makes you part of this community and sets you apart at the same time, is your willingness and enthusiasm to participate in the vision all STARFLEET members share of a better future and a better world. STARFLEET members don't judge. We are all adherents of a philosophy that teaches values for a future world.

Which brings me back to the statement I had made earlier on. When you join the Star Trek universe, you don't just join a "fan club," or a chapter thereof. You join a global philosophical network of people pioneering a common, shared vision of an improved future and a better planet. Whether you choose to role play that vision with, or without, Vulcan ears, or a Klingon accent, is up to you and your imagination. But role play it for all it's worth! The uninitiated might ask you, "But what's the point in that?"

Yes, most of us have never had the opportunity to run into an alien, much less speak to one. Most of us alive now will in all probability never set foot on another planet, or even get there faster than light. We will, however, always be one step ahead of the unimaginative masses, for already envisioning, thinking, and dreaming about a better future world. We will always be better off than those who dare not imagine for fear of ridicule. A man should never allow his mind to be shackled.

The farthest journey man could ever undertake is within himself. The greatest epic discoveries and adventures started with a mere thought: "I think, therefore I am."

Gene Roddenberry had a thought nearly fifty years ago. We are carrying on that thought today.

Everything starts with an idea. That is the point.

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NAME: GEORGE LECLAIR
RANK: CREWMAN APPRENTICE
SHIP: *USS COLUMBIA* NCC-2049
REGION: 13, OTTAWA (CANADA)
ACHIEVEMENTS: 3RD PLACE WINNER, 2010 STARFLEET SHORT STORY CONTEST



Arrow of the Emmisary

Despite the tremendous velocities afforded by modern warp engines, the sheer vastness of space and great distances between the stars continued to boggle the minds of even the most skilled scientists and engineers. The fastest Starfleet ships still required a century to traverse the galaxy; beyond the Milky Way's edge lay far greater expanses of emptiness separating countless more galaxies. Imagining the number of stars in the entire universe sent mathematicians scrambling for a good computer.

On the bridge of a starship, plying space in a small region of only one of those countless galaxies, sat a man who possibly explored more of the universe than any other of his species. He watched the stars on the viewscreen as they flashed past the ship remembering a time as a boy when he promised his father he'd be the first to visit every one of them. His father smiled and replied that if anyone could, it would be James Tiberius Kirk.

I haven't seen them all, Kirk thought, but who'd have guessed I'd see this many? The captain drew his attention from the screen and surveyed the bridge of the Enterprise, seeing most of his crew in their familiar places. In the past five years, the Enterprise-A surprised them all and became every bit as much their home as her predecessor had been. Certainly, she'd proven herself just as capable – perhaps even more so – as Kirk's first ship. She is a worthy bearer of the name, thanks in no small part to Mr. Scott's tender care.

Less than a year from now, she and her captain would both retire from the fleet and another chapter in the history of the Enterprise would come to an end.

We've both had good runs, Kirk thought with a grim smile. When they returned to Earth at the end of the week, James T. Kirk would become the first captain in Starfleet history to complete three successful five-year missions and the Enterprise the last of her kind to carry one out. As ship and captain prepared to pass the torch, Kirk knew the success of this mission and those before it stemmed from the reliability

of his ship, a healthy dose of old-fashioned good luck and the finest Starfleet officers ever assembled aboard the same vessel. Kirk was merely the man who bore the honor of commanding them.

It was time, Kirk understood, for another ship and crew to take the reins and create their own legends. History stopped for no one and James T. Kirk was no exception. He'd seen and done things no one else dared to dream. He'd saved more worlds from destruction than he cared to recall. Jim and his crew faced death – literally – managing to emerge victorious; stronger than before. This was the end of an era, but the nice thing about eras was that another always waited in the wings.

Behind him, the port-side turbolift doors swished open, revealing Spock and Doctor McCoy. As usual, Kirk's friends arrived on the bridge in the midst of a heated discussion. In Kirk's experience, the best place to be during one of their debates was on another deck or preferably another ship.

"I didn't say I was wishing for an injury or illness, you green-blooded, pointy-eared Vulcan! I said that at least if there was one I wouldn't be stuck counting vials of blasted medicine!"

"You said, and I quote," Spock countered, "'What I would give for a mysterious outbreak or a broken leg or something.' Really, Doctor McCoy, what else would you have me infer from your statement?"

McCoy sighed and rolled his eyes. "Then you try counting the vials of medicine," he grumbled. "Well, Jim," the doctor said, approaching the arm of Kirk's chair, "I've got sickbay in order. Not much left before we dock."

"Good to hear, Bones," Kirk replied. "It's Shenandoah Park for us after we arrive. You too, Spock," Kirk said, glancing in the direction of the science station.

"Indeed," Spock said flatly, raising an eyebrow. "Shall I

assume that we will endure another of the McCoy family recipes?"

"Damn right, Spock!" the doctor answered. He and Kirk laughed aloud.

"Captain," Commander Uhura called from her post at Communications. "Incoming Priority One transmission from Admiral Bennett at Starfleet Command, sir."

"Uh-oh," Kirk said quietly. Priority One seldom announced tidings of joy. "On screen, Uhura."

Admiral Bennett's grizzled visage appeared on the screen, as usual squinting into the visual sensors. Kirk wondered if he should ask McCoy to check the Vice-Admiral's eyesight but quickly dismissed the thought.

"Admiral!" Kirk said jovially. "What can we do for you today?"

"Captain, I know you and the crew are very close to the end of your mission, but I need to divert the Enterprise for a few days. Maybe for a few weeks. There's a situation developing in the Bajoran sector and we need you to handle it. I'm sending your mission orders and intelligence briefing now, by coded signal. Review the information and get to Bajor as fast as you can."

"Admiral," Kirk replied, "Everyone has been without shore leave for six months. We're looking forward to going home. There must be another ship capable of handling this?"

"Captain Kirk," Bennett said, grinning and shaking his head, "just once it would be nice if you'd accept my orders without question. I am the Chief of Starfleet Operations, you know. There are other ships available, Jim, but I need you and your crew for this one. The situation on Bajor is getting worse by the day and we need the best to handle it. For the next few months at least, that means the Enterprise. Set your course for Bajor, Captain, and God speed. Starfleet, out."

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"You ever wonder if maybe we really are the only ship in the fleet?" McCoy asked as a field of warp-distorted stars replaced the Admiral's image.

"What scares me, Bones," Kirk said, rising from his captain's chair, "is that I know we're not the only ship." He frowned, still staring at the viewscreen. "We seem to be the only one they can rely on when there's a problem. Set course for Bajor and take us to warp eight on the new heading. "Uhura, transfer Starfleet's briefing material to my cabin; I'll review it there. Spock, take the conn."

"Jim..." McCoy began as Kirk strode to the turbolift.

"Not now, Doctor," Kirk replied as he entered the lift.

As it descended from the bridge to Deck Five, Kirk noted the turbolift's worn interior. Like her captain, the

Enterprise showed signs of her age. Subtle, but noticeable were various scratches, dents and chips in the paint that even Mister Scott couldn't completely erase. Already a part of the mothball fleet before Kirk took command, the ship that became the Enterprise-A was nearly as old as the original would have been had Kirk not destroyed her at the Genesis planet. The day of the Constitution-class, once Starfleet's premiere vehicle of exploration, seemed over.

High in orbit above Earth, Kirk knew, a new ship underwent its final stages of construction and fitting out. That ship awaited the decommissioning of Kirk's Enterprise, after which she would become the next to bear the name. The NCC-1701-B, with a new crew, would carry forth the proud tradition begun long before Kirk took over the center seat of his first ship, nearly thirty years ago. It wouldn't be the same, many said, the Enterprise without Captain Kirk in command. "That's okay", he told any who asked how he felt, but was it really?

For years, Starfleet tried unsuccessfully to break up Kirk and his crew. Despite those efforts, how often did Starfleet explain that only Kirk's ship and crew could solve a problem? Too many times it seemed that only the Enterprise could save the day. Now after nearly three decades, old age would accomplish what Starfleet failed to and the crew would go their separate ways. Who then would Starfleet call in an emergency?

Starfleet was changing, and Kirk wasn't comfortable with what it was becoming. The service now trained its captains to grow increasingly reliant on senior officers when circumstances necessitated a difficult decision. Faster communication technology made this possible and Kirk worried how far it would go. When starship captains no longer relied on their instincts, phoning home at any sign of trouble, how could they defend the Federation as Kirk and his crew had for so long?



The Enterprise wouldn't be the same without Captain Kirk in command. Neither would the rest of Starfleet, it seemed. For the first time, Kirk saw the future and worried maybe that wasn't okay.

Entering the briefing room, Kirk saw the faces of people to whom he owed his life at least a dozen

times over. They were the closest to family remaining to him. "We arrive at Bajor shortly," he began, "so I'll keep this quick." He sat in his customary seat around the conference table and activated the central viewer.

"For several years, the Federation has tried unsuccessfully to establish a formal peace treaty with the people of Bajor. For reasons best explained by diplomats, the Bajoran government has resisted every overture and chosen to remain unaligned with anyone. The best we've been able to achieve thus far is a simple treaty of non-aggression. Starfleet has decided that I am to be their next emissary. We are ordered to meet with the Bajoran leaders and present the Federation's proposal for a treaty of peace and mutual cooperation."

"I don't get it," McCoy asked. "Why the sudden sense of urgency and why us?"

"I think I can clarify that, Doctor," Uhura replied. She tapped commands into the computer, loading a political star chart onto the viewer. "Starfleet Intelligence believes that the Cardassian Union is planning an aggressive move against the Bajorans. Their planet is rich in several valuable ores and minerals, including Uridium used in the construction of Cardassian warships. It appears they plan to annex the Bajoran system in the near future. By sharing what we know with the Bajorans, Starfleet hopes they will be convinced

to sign the treaty and allow a Federation presence in their sector."

"I've heard o' these beasties, the Cardassians," Scott said, frowning. "Militaristic expansionists and not the least bit friendly."

"That's the problem," Kirk agreed. "Cardassia has a history of taking by force the things they want and need. Starfleet didn't explicitly say so, but we're also being sent to show the flag and remind the Cardassians that the Federation is watching."

"If Starfleet's data is accurate, it is troubling," Spock said, steepling his fingers before his face. "The Bajorans would have no way to defend themselves. Theirs is among the oldest civilizations in the Alpha Quadrant, nearly as old as Vulcan's; however their technology is significantly less advanced as that of Cardassia. The Bajorans are a peaceful people; artisans, craftsmen, but not warriors by the Cardassian standard. It would represent a tremendous cultural loss to the galaxy if Cardassia were to succeed."

"And that is the other problem, Keptin," Chekov announced. He set the viewer to display the schematics of a Cardassian warship. "Cardassian military technology is only very slightly less advanced than ours. The most powerful of their warships match well against our Miranda-class starships. They are equipped with phaser arrays and torpedo launchers. Their soldiers are known as formidable fighters. By comparison, the Bajorans have no warp-capable starships and limited armaments. It is very unlikely they could defend against an invasion."

"What are the chances they'll attack us?" McCoy asked darkly.

"Very little, Doctor," Chekov replied. "The Cardassians would be foolish to attack a Federation wessel. They cannot afford a conflict with us. Nevertheless," he said, turning his attention to Kirk, "I recommend extreme caution. Just in case they are feeling lucky."

"Message received, Mister Chekov. Scotty? Status of the defensive systems?"

"All systems at peak efficiency or better, sir!" Scotty replied with flourish. No one took more pride in their work than Montgomery Scott and Kirk wondered how the man would stave off boredom while sitting in retirement on Norpin Five with nothing to fix; no miracles to perform.

"Well, I got Sickbay ready, Jim, but I sure as hell hope you don't give us a reason to need it."

"I'll try, Doctor," Kirk replied, though he wasn't certain it would help. He'd never faced them personally but Kirk knew enough about the Cardassians to understand that given the chance

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and believing they held the upper hand, they were very likely to make the first move. It wasn't his ability as a diplomat Starfleet wanted on this assignment at all, Kirk realized as the intercom whistled. It was his skill and experience in combat.

"Bridge, to Captain Kirk. We are approaching the Bajoran system, sir. Bajoran Traffic Control has cleared us for our final approach."

"Slow to impulse," Kirk answered, "and set a course in-system."

"Aye, sir!"

"Man your stations everyone," Kirk said, standing up from the table. "Time to rescue a small corner of the galaxy." With a few laughs, everyone left the briefing room, ready as always for whatever they may face.

The landing party materialized on the surface of Bajor, and instantly Kirk realized the sheer beauty of the planet: The pristine, deep blue sky, the sunlight bathing him in its comforting warmth. Even the air smelled fresh, fragrant with the scent of the lush foliage around him. Earth was a renowned paradise and Kirk imagined this world would give his own a run for its money.

"Nice planet," McCoy observed, seemingly reading Kirk's thoughts.

"Indeed, Doctor," Spock replied. "And home to an impressive civilization. Bajorans achieved interplanetary spaceflight when humans began crossing Earth's oceans. They are deeply spiritual and cultured society who live in peace following the teachings of their gods whom they refer to as the Prophets."

"Thank you, but I did read the briefing material, Spock."

"Gentlemen, shall we?" Kirk prodded. The three men navigated a narrow, cobblestone path leading to steps ascending to the entrance of the Bajoran Chamber of Ministers. Several Bajoran citizens stopped to watch them as they passed, making Kirk notice the contrast of his dark, red uniform against the bright colors of Bajor. At the top of the stairs, two uniformed soldiers wearing the emblem of the Bajoran Militia approached them and saluted.

"Major Rakara Prem, sirs. You must be Captain Kirk, Mr. Spock and Doctor McCoy. If you follow us, we'll take you to the First Minister's office."

"Thank you Major Prem," Kirk replied, instantly realizing his error. "My apologies, Major Rakara," he said with a smile. "This is my first visit to your planet."

"Do not apologize, Captain. I am pleased you are aware of

that particular aspect of our culture. I know the inversion of names is not customary for most humans. Please, follow us. Minister Polus is ready to speak with you."

"I didn't know their names were backwards," McCoy whispered to Spock.

"That detail was included in the briefing, Doctor."

"Thanks a lot, Spock."

As they walked through the great, stone halls of the Chamber of Ministers, Kirk took note of the impressive works of art and antiquities adorning the building. His boots clicked against floors of polished stone more beautiful than any he'd seen. Impressive, he thought.

The Office of the First Minister proved equally impressive. Unfortunately, Kirk's diplomatic skills and his powers of persuasion were less so. After over an hour outlining Starfleet's evidence of the Cardassians' plans and terms of the proposed peace treaty, the First Minister flatly rejected his offer. Despite their efforts, Kirk, Spock and McCoy were unable to convince Polus of the seriousness of the situation. Denying the Cardassians posed a real threat to the security of his world, Polus informed Kirk that the Bajoran people did not wish a sustained, military presence in their system. The meeting ended with Polus thanking them for their time and inviting them to enjoy Bajoran hospitality for a few days.

"Well, that went well," McCoy grumbled as they emerged from the Chamber of Ministers. "I see electing imbeciles isn't limited to Federation politics. How can they allow a man like that to lead their world?"

"Bajoran culture is somewhat different than our own, Doctor McCoy," Spock told him. "A Bajoran's career path is determined by his or her d'jarra – a kind of social caste ranking. Minister Polus' d'jarra likely precludes him from anything but government service and assures the respect of those of lower ranking."

"You mean to tell me that these people are forced into one job or the other? And this planet is supposed to be home to 'deeply cultured' people? Poppycock! Jim, why would the Federation align itself with a culture whose people aren't given freedom of self-determination?"

"Bones, if we wanted Bajor to join the Federation, these... d'jarras," Kirk said, struggling for the word, "would be a

problem. There's nothing in Federation law saying a caste system prevents us from cooperating with them."

"I dunno, Jim. It doesn't seem right."

Providing a welcome end to the conversation, Kirk withdrew his communicator, answering an incoming call.

"Kirk here."

"Keptin, a Cardassian warship is approaching the planet. They don't respond to our hails but requested clearance to orbit Bajor."

"Response from Traffic Control, Chekov?"

"Response is affirmative, sir! The ship has been cleared to enter orbit!"

"Beam us up, Chekov," Kirk ordered. "Put the ship on yellow alert but don't raise shields or power weapons."

"Aye, sir!"

"Energize."

Kirk arrived on the bridge in time to watch the tan, somewhat fish-shaped vessel entering orbit. Velrok-class, Kirk remembered from the Starfleet data files. Perceiving it as ugly, Kirk also recognized the militaristic efficiency of the design. Fitting, given the Cardassians' reputation. "Uhura, put me on."

"Channel open, sir."

"This is Captain James T. Kirk of the Federation starship, Enterprise. May we be of assistance?" Kirk sat down in his chair, watching the image of the ship. Several seconds passed before two beeps signaled a response and the Cardassian commander appeared on the viewscreen.

"I am Gul Loset, commanding the warship Brocak. We require no assistance. We were simply curious about the reason for your visit to Bajor and, in fact, wondered if we

could be of any assistance to you." Loset smiled smugly, arms crossed before his chest and reminded Kirk of the bullies he fought during his high school days. He heard the arrogance in Loset's voice, mixed with something else that warned Jim to be careful.

"We're here on a diplomatic mission," Kirk replied, flashing his own smile. "We thought we might also take in some long-



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awaited shore leave. Bajor's a lovely planet, wouldn't you say, Gul Loset?"

"Ah! A diplomatic mission! Perhaps the Federation will have better luck in securing a treaty this time? I've heard the Bajorans want little to do with your people, Captain. You must enjoy a challenge. We too are on a diplomatic mission. In the meantime, may I come aboard your ship to discuss matters of mutual interest? I trust that would not be too much of an intrusion?"

"Not at all," Kirk said, gesturing broadly with his arms. "As we say on Earth, 'mi casa es su casa.' If you will provide us your coordinates, I'll have my transporter room beam you aboard in ten minutes?"

"Agreed, Captain Kirk. I look forward to meeting you in person. Loset, out." The screen blinked, temporarily replacing Loset's image with the emblem of the Cardassian Union, then switched to a panoramic view of Bajor.

"Reminds me of a Romulan injected with an armful of Klingon brutality," McCoy muttered. He descended the steps to the center of the bridge and stood next to Kirk's chair. "Are you sure it's a good idea bringing those devils aboard, Jim?"

"That guy's giving me a red alert right here," Jim replied, touching his left temple. "But he wants to discuss 'mutual interests' so, let's discuss them. "Uhura," he said, getting up from his chair, "send the coordinates to the transporter room and ask the galley to prepare light food and drink in the officers' lounge. Then meet us there. Mr. Spock, Doctor McCoy, you're with me. Chekov, the bridge is yours. Stand down from yellow alert."

Not long after Gul Loset beamed onto the Enterprise with two of his officers, Kirk realized he truly disliked the Cardassian commander. After a brief tour of the ship, Kirk led the group to the officers' lounge, located at the forward edge of the saucer section. The galley personnel provided everyone with a glass of wine, then quietly retreated into a corner, unseen and unobtrusive.

"A fine ship, Captain Kirk," Loset said, raising his glass in toast. "But please, allow me to get straight to the point. Why are you here?"

"Cultural interest, Gul Loset," Kirk answered dismissively. "If I may also get to the point, you didn't come here just for that."

"No," Loset said, setting his wine glass on a table and rising

from his plush, leather seat. He approached and placed a hand on the antique ship's wheel at the front of the room. "No, I did not come here for that. I come with a message from my government. We have watched with interest as your Federation expanded its borders in all directions and we wish to remind you that the entire galaxy is not yours for the taking. To be plain, we find your interest in Bajor intrusive and perceive that your intention is to establish a strategic base from which to launch an attack against us."

Kirk smiled, setting his own glass of wine down and looked Loset in the eyes.

"If you were watching us so closely, Gul Loset, you would understand that we do not initiate attacks against others. The Federation holds no interest in your territory. To be equally plain, we are concerned by your interest in the Bajorans. You should know, Gul Loset, that the Federation will not stand idle while their freedom is taken from them."

"What makes you think we would allow that to happen? Surely you are not implying that we intend any harm to Bajor?"

"Perish the thought," Kirk replied sarcastically.

"Know this, Captain: If the Cardassian Union were to act in the interests of our society, there is nothing your Federation could do to stop us. We may sit here exchanging pleasantries as much as we desire but that will not change the fact that

Bajor lies significantly closer to Cardassian space than to yours. You have no business here, Captain Kirk. Why not leave and allow our relationship with the Bajorans to develop unimpeded?"

"Brocak to Gul Loset. Come in, please."

"Loset here."

"Sir, the main stage flux chillers are restored to 100% effectiveness. The coolant overpressure has been resolved."

"Thank you. Prepare to receive us. We'll leave orbit immediately. Loset, out." Loset closed the connection and looked at Captain Kirk. "Thank you

for your hospitality, Captain. I trust I have made our position clear." Without another word, Loset strode to the door, his men in tow. Two Starfleet security guards fell into step behind them, escorting them to the transporter room. The lounge doors whispered shut, leaving Kirk, Spock, McCoy and Uhura alone.

"Nice guy," McCoy snorted. "He must teach congeniality courses."

"They don't want us here, that much is certain," Kirk said, looking at the deck. "Perhaps the attack is scheduled to begin sooner than we think."

"That would be a logical assumption, Captain. The peace treaty is more important now than ever."

"But we've tried everything to convince them, Spock!" McCoy snapped, slapping his knee. "That stuffed-shirt, aristocratic First Minister doesn't believe there's any danger!"

"We have not tried everything, Doctor McCoy."

Jim looked up from the floor. "What haven't we tried, Spock?"

"Jim, the Bajorans' spiritual lives are guided by their Kai. She possesses nearly as much influence as the First Minister. Perhaps you should speak with her."

"Great idea, Spock! Uhura, can you contact them and ask for an audience with this Kai? Meanwhile, we need to figure out where the Cardassian forces are being massed."

"That will require time we may not have, Captain," Spock cautioned.

"Unless we narrow the possibilities," Uhura said. Kirk realized she'd sat quietly, deep in thought since the Cardassians left.

"How?" McCoy asked.

"Before they left, Loset took that call from his ship."

"Something about repairs," Kirk said.

"Specifically, they called to tell him that the ship's flux chillers were repaired," Uhura reminded.

"The coolant pressure," Spock finished. "Very good, Commander."

"That's as good a lead as any," Kirk agreed.

"I don't get it!" McCoy said, exasperated. "What's so special about flux chillers?"

"Flux chillers control temperature inside the warp nacelles, Doctor McCoy," Uhura explained. "Like ours, Cardassian chillers circulate trilocamine around the warp coils. Trilocamine is very stable and maintains a constant, regulated pressure throughout the system."

"And yet," Spock added, "the Brocak's main stage chillers



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suffered from coolant overpressure."

"Did Scotty teach an engineering class I wasn't invited to?" McCoy asked wryly.

"What causes trilocamine to become unstable?" Kirk asked.

"Intense ultraviolet radiation, sir. Powerful enough to leech through shields." Uhura replied. She looked at Spock. "Mister Spock, if we can find the source of high-power ultraviolet radiation; that might tell us where his ship has been and where their fleet is hiding."

"Get on it," Kirk ordered. "I'll speak with this Kai as soon as she'll see me."

The Kai's office immediately accepted Kirk's request for an audience. Kai Ulan, a small, stately woman appearing to be in her seventies and clothed in scarlet robes, greeted Kirk warmly and invited him inside the gates of the monastery.

"Please be still, Captain Kirk," Ulan said, and grasped Kirk's left ear. She closed her eyes momentarily, nodded her head and released her grip. She looked up at Kirk, smiling. "Your pagh is strong, Captain Kirk," she said. "But you are not who I expected you to be."

"Who did you expect?" Kirk asked, casually rubbing his ear and wondering what a pagh was.

"Someone else," Ulan said. The tone of her voice told Kirk she would not say anything more.

"Nonetheless, Captain, I am pleased to make your acquaintance. Why do you wish to speak with me?"

"Kai Ulan," Kirk explained, "I am told that as the spiritual leader of Bajor, you hold a great deal of influence. I have come as an emissary of my government with information vital to the security of your world and your people. First Minister Polus refuses to accept what I have told him and I hoped you might assist me in changing his mind."

"Emissary?" Ulan said, smiling broadly. "How interesting! First Minister Polus and I usually see eye to eye on important matters but please, Captain, share with me what you told him."

Kirk explained everything the Federation knew and suspected of the Cardassians, including the details of his informal meeting with Gul Loset. He described his crew's efforts to locate the Cardassian strike force and promised to bring back proof when they found it. Lastly, he explained the treaty proposed by the Federation and how it could ensure Bajor's protection.

"The Federation," Kirk said in conclusion, "is not interested

in taking control of your world, Eminence. We only want to ensure the ongoing prosperity of your remarkable society."

"Are you familiar with the Tears of the Prophets, Captain Kirk? They are integral to our faith and belief system. Nine such 'orbs' appeared in the skies over Bajor during the last ten thousand years. They are gifts from our Gods, the Prophets, and we use them to gain insight and wisdom. Nearly three thousand years ago, the orbs granted such insight to a man named Trakor. He wrote of his experiences and prophesied events that would someday come to pass."

"I'm sorry, Kai, but I'm not sure how this relates to the threat of the Cardassians..."

"Minister Polus is not aware of the knowledge shared with Trakor so many centuries ago. That is why he will not accept your offer or heed your warnings. I am able to understand your message and agree that a threat exists because I know what Trakor learned."

"So you'll help me?"

"No, Captain Kirk, I will not."

"But why?" Kirk asked. "You don't believe the threat is real? Would anyone on this world believe him?"

"Captain, I believe the threat exists and that it is very serious. In fact, I know the seriousness of the Cardassian threat to Bajor. The Prophets, through Trakor, told us this will happen. Be assured, Captain, the threat is not imminent. Many years will pass before Cardassia invades Bajor."

"How can you know this? And if you are certain, why not let us help you prevent it?"

"There is a man, Captain, a Minister in our government, named Ryna. Soon, he will replace Polus as First Minister and will serve Bajor in that capacity for many years. The Cardassians will come shortly after his second term as First Minister. Trakor saw this and prophesied that the Dark Times on Bajor will begin then, when 'the Vipers will come from the east, bringing death and despair to the people.' My loyalty to the Prophets obligates me to allow these events to transpire

as they have been foretold."

"Spock to Captain Kirk."

Kirk flipped open his communicator, frowning. "Kirk here."

"Captain, I believe we have ascertained the location of the Cardassian fleet."



"Prepare to leave orbit and go to maximum warp, Spock. Have the transporter lock on to my signal and stand ready to bring me aboard."

"Very good, Captain."

"I must go, Eminence," Kirk said. "If we find the Cardassian fleet, I can prove the Dark Times will begin much sooner than you think."

"Go, Captain. Follow the path the Prophets have laid for you. When you find your proof, return here and show it to me but know that it will change nothing."

"Thank you, Kai Ulan," Kirk held up his communicator. "Energize."

Aboard the Enterprise and traveling at high warp to the Amleth Nebula, Kirk thought about his meeting with Ulan. A soldier by nature, Kirk believed in what he could see. In all his travels, Kirk met several beings who claimed to be a god – even Kirk's own god – and each time they proved nothing more than a different form of mortal life. Kirk believed in life, not supernatural beings. He asked himself if proving the existence of a Cardassian battle force would change Kai Ulan's mind

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and he didn't like the answer. A funny thing, faith. Those without it seldom understand how it works. Those who have it need no explanation.

"Now approaching the Amleth System, Captain," the helmsman reported.

"Thank you, Lieutenant. Slow to impulse and take us inside the nebula. Chekov, raise shields."

Suspecting high-level ultraviolet radiation caused the Brocak's flux chiller overpressure, Spock and Uhura searched for the strongest nearby source. The Amleth Nebula, spanning an entire system and located less than ten light years from Bajor, emitted levels higher than any they'd seen before. If Loset spent enough time inside the nebula, a coolant overpressure became inevitable.

"Keptin, a warship is approaching us. It is Loset's - the Brocak."

"They're hailing us, Captain," Uhura said. "Audio only."

"Captain Kirk, you have violated Cardassian space! You will leave the nebula immediately and prepare to be boarded!" The transmission, garbled by interference from the nebula, did not disguise Loset's rage.

"We are not aware of the Cardassian claim to this system, Gul Loset," Kirk lied. "We are conducting scientific research." "If you do not follow my instructions - immediately - you will be attacked."

"Keptin! Two more Welrok-class warships are approaching!"

"Red Alert, Mr. Chekov. All hands to battle stations! Uhura, close the channel." The alert klaxons sounded and the bridge lighting switched to deep red. They were going in, outnumbered, and they must succeed. The fate of an entire world hung in the balance.

"Spock, we'll need to find the Cardassian fleet quickly."

"Agreed, however interference from the nebula limits the effectiveness of our sensors, Captain. We will need to pass within two hundred thousand kilometers of the battle force in order to obtain usable readings."

"Calculate the best possible search pattern and give it to Chekov. Helmsman, I want us on that course as fast as we can go. Chekov, be

ready to fire." Kirk thumbed the intercom controls, adjusting to the familiar surge of adrenaline coursing through his veins. "Mister Scott, it's going to get a little bumpy. Hold her together for me."

"Always do, Captain," Scott replied. "Dinna worry about a thing, sir! The old lass'll show those Cardassian beasts just who's boss around here."

With the search pattern laid into the helm, the Enterprise flew past Loset's ship and pressed deeper into the nebula. On the screen, Kirk watched the swirls of bright, charged gases and hoped he wouldn't spend too long there. A matter of time, he knew, before the first volleys of Cardassian weapons fire struck the ship. He didn't wait long. The ship bucked as three Cardassian torpedoes slammed simultaneously into her shields. Chekov fired phasers and torpedoes in response, inflicting damage upon one of the warships, shattering its shields and forcing it to drop back and restore power. Angered, the remaining two ships launched another, more savage attack on the Enterprise. The blast nearly knocked Kirk from his command chair and tossed unlucky crewmen around like dolls.

"Shields weakening, Captain!" Scott's voice cried through the intercom.

"Divert auxiliary power, Scotty!" Kirk ordered. "Chekov! Torpedoes! Target Loset's ship and fire!"

"Now entering the second arc of our search pattern, Captain," Spock reported, his frame hunched over the science station.

"Sir! The Cardassians are hailing us again. Loset is demanding your surrender."

"No reply, Uhura. Helm, keep us on course." The ship rocked violently to starboard as another round of weapons fire struck

her waning shields. Overhead, a conduit ruptured in an explosion of sparks and acrid smoke and Kirk's nose wrinkled at the all-too-familiar smell of ozone in the air. Would the Enterprise last long enough to complete her mission?

"Aft shields are gone, Captain," Spock reported. "Still no sign of the Cardassian fleet."

"Two more warships, sir! Closing fast and arming weapons!"

On the viewer, Enterprise's torpedoes slammed into the hull of one warship. It violently blew apart, eliciting cheers from the bridge crew. Kirk remained silent, knowing they weren't out of the woods yet. The ship rocked violently under more weapons fire. Kirk's status displays warned him of hull damage. The captain barked a steady stream of orders, directing the battle and unwilling to give up.

"Captain," Spock announced. "I'm picking up trace readings of plasma exhaust. Likely caused by Cardassian impulse engines."

"Where?"

"Five hundred thousand kilometers, bearing one-four-six, mark zero-zero-two."

"Helm! Get us there now! Best possible speed. Chekov, lay down a blanket of phaser and torpedo fire. We need to slow them down long enough to get those sensor readings!"

The Enterprise traveled deeper into the nebula. Kirk's crew hung on for dear life as Cardassian weapons found their mark. Damage reports arrived from everywhere on the ship and Scotty warned they would lose main power unless Kirk kept them out of the line of fire. If main power went, the Enterprise would lose warp capability, sealing her fate. At last, they drew close enough for the sensors to reveal a massive

fleet of warships, troop transports and construction vessels, nearly all of whom opened fire when the Enterprise drew in range. Tossed from his command chair, Kirk narrowly avoided slamming his head into the helm console. Brilliantly, Chekov targeted one ship in the center of the fleet and fired everything. The vessel erupted in a massive warp core explosion, severely damaging the others around it.

"We have our sensor data," Spock reported.

"Then let's go! Helm, get us out of here!"



STARFLEET SHORT STORY CONTEST WINNER - 3RD PLACE

"Captain," Spock warned, "Loset's ship and another are moving to intercept us. We will not be able to evade them."

On screen, Loset's warship emerged from a cloud of gas, appearing angrier than ever. Her weapons banks flared, unleashing a relentless barrage of phaser and torpedo fire on the Enterprise's forward shields. Kirk would have to fight his way through and Loset's ship was in better shape than his own.

"Tractor beam!" Kirk yelled. "Lock onto Loset's ship!"

"Got him!" Chekov exclaimed moments later, shaking his fist in the air. "Firing phasers!"

"Captain, our tractor beam is limiting Loset's field of fire but it will not hold him for long." Spock reported.

"It doesn't have to, Spock. Helm, hard to port: two-one-five by one-three-two. Full impulse!"

With the Brocak locked in her tractor beam, the Enterprise veered left, directly into the path of the second Cardassian warship. The Cardassians tried to evade but too late. Brocak slammed into its wingman and scraped across its dorsal. Fires exploded from within the hulls of both ships and the second warship ripped itself apart. Kirk ordered the tractor beam turned off, leaving Loset's ship to drift free. Traveling under momentum, it spun drunkenly through space, out of control.

"Loset's ship is completely disabled, Captain," Spock reported. "The other is destroyed."

"We did it!" Uhura shouted, wiping sweat from her forehead.

"Helm, set a course out of the nebula and proceed at maximum speed. Get us back to Bajor. All decks submit damage and casualty reports." They got what they came for, Kirk knew, and he hoped it wasn't for nothing. Again on Bajor, Kirk entered the monastery and was ushered to Kai Ulan's private chamber. Kirk found the Kai kneeling before an ornately carved box. From within, a soft light emanated, bathing her face in its illumination and highlighting her expression of total serenity. Moments later, she closed the box and rose to greet Kirk. He presented her with the new information, proving the existence of the Cardassian fleet. All they managed was to delay the attack, he explained. The Cardassians would regroup and proceed, sooner or later, with their plans. Unmoved, Kai Ulan insisted the will of the Prophets be respected. She refused to help Kirk convince the First Minister.

"But Bajor will fall to Cardassia," Kirk pleaded. "Why can't you see that?"

"I know, Captain," Ulan answered. "And I do see it. I told you

of Trakor's First Prophecy but I did not share with you his second. Would you like to hear it?"

Kirk gave no reply, frowning slightly while searching for a new argument to present something, anything, that might change her mind. Ulan didn't wait for his answer.

"Trakor's Second Prophecy tells us that 'After inflicting many decades of misery and hardship, the Vipers will be driven from their nest in the sky, ending the Dark Times. Their departure will usher the dawn of the New Age when the Emissary of the Prophets will arrive from the stars and, with his arrow, protect the people and point the way to an era of peace and prosperity.' When you first arrived, Captain Kirk, I suffered a momentary lapse of faith and thought perhaps you were the Emissary Trakor prophesied. I know that you cannot be, but the Prophets shared with me something I believe you must know."

"What is that, Eminence?" Kirk asked. The tiny woman approached him and reached out, removing the Starfleet insignia from his uniform. She held it in her hands for a moment and smiled, presenting it to him.

"The Arrow of the Emissary, Captain Kirk." Ulan said. She placed the insignia pin in Kirk's hand and held it there.

"I... don't understand," Kirk said quietly.

"Captain Kirk, for thousands of years my people have waited for the arrival of the Emissary of the Prophets. For He who will find the Celestial Temple, commune with the Prophets and save Bajor. As Trakor's prophecies come closer to fruition, I know that the Emissary's arrival draws near. My people will suffer terribly at the hands of the Cardassians, Captain Kirk," Ulan said. She took the Starfleet delta once more and showed it to him. "But with the help of yours, we will emerge from the Dark Times stronger than ever."

"The Emissary of the Prophets will be a Starfleet officer?" Kirk asked, incredulously.

"Yes, Captain," Ulan said. She returned Kirk's insignia to him. "I cannot say who He is or what He looks like, but He will be one of your kind. He may not yet be born or He may be alive today. Perhaps even someone you have met already? Only time will tell. You cannot save us today, Captain, but someday, your people will. Now, go. Return to your ship and be happy in the knowledge of the future that is to come."

"Thank you, Eminence," Kirk said, bowing slightly. He called the Enterprise and asked to be beamed aboard, still holding his Starfleet delta and looking at it ponderingly.

"Go in peace, Captain James Tiberius Kirk. May you walk alongside the Prophets."

Kirk dissolved in the shimmering light of the transporter beam

and returned to the Enterprise, overwhelmed by a sense of wonder.

"So that's it?" McCoy asked aloud on the bridge. "We just leave them to be annexed by an aggressive species because their gods say, 'that's okay; it'll all work out in the end?'"

"Essentially, Bones, that's right." Kirk answered. He touched his insignia pin, returned to its place on the left breast of his tunic.

"Well that's crazy!"

"Doctor, I might also remind you," Spock added, "that the Prime Directive expressly prohibits interference with the internal affairs of other worlds. Without a formal treaty in place, the most the Federation will be able to do if Cardassia invades Bajor is file an official protest. Anything more violates the very laws differentiating us from the Cardassians."

"What's the point of having all those laws and a sense of moral obligation if they force us to stand by and do nothing while innocent people suffer?" McCoy grumbled. He left the side of Kirk's chair and took up position at the environmental control station, occupying himself by feigning interest in the panel readouts. Spock spun around in his seat and resumed his duties.

One of his friends agreed with his course of action and the other did not. The universe, Kirk judged, was in balance. Traveling at warp, the Enterprise returned from the fringes of explored space to her home above Earth. Her battle scars, though severe, would be healed. On the bridge, the captain sat and watched the stars as they flashed past. One more star visited, he thought with a smile. Who knew how many more he'd see? There are always possibilities, his friend often said. Perhaps there were many more stars for James T. Kirk to visit before he was finished.

He looked at his crew and again realized that the end of an era approached. Maybe, just maybe, Kirk thought, the years ahead wouldn't be so bad after all. Kai Ulan's faith in the Starfleet of the future was so great she was willing to gamble the fate of her world upon it. Perhaps James Kirk should have a little faith as well? Undoubtedly, the next Enterprise and the Starfleet to come would only marginally resemble his own. The next generation to travel the path Kirk and his crew sacrificed everything to forge would likely cherish different values than his own.

Perhaps it was faith; perhaps it was something else, but as the Enterprise sailed home to whatever destiny awaited her and her crew, Captain James T. Kirk suddenly felt a new sense of assurance. No matter what the future held, Starfleet and the Federation would be in good hands; every bit as capable as the ones Kirk knew. Just not the same. And that really was okay.



NAME: DAVE MASON
RANK: CAPTAIN
POSITION: COMMANDING OFFICER
SHIP: *USS ANGELES* NCC-71840
REGION: 4, CALIFORNIA (USA)



0423-48-17

Jake Sisko Makes a Mean Gelato!

Jake Sisko served us dinner and topped it off with gelato and philosophy for dessert.

Cirroc Lofton, forever known as the idealistic young son of the commander on Star Trek: Deep Space Nine, talked about his life story, his re-connection with his father, his trip to Ethiopia, and his philosophy on empowerment of people. And that was all during a private chat with ten USS Angeles members visiting his Cafe Cirroc on November 20.



CIRROC LOFTON SCOOPS UP OUR DESSERTS. YUM!
PHOTO BY JON LANE.

The evening dinner and talk, punctuated by Lofton's charm, smile, and quick wit, took place after Angeles members saw Harry Potter and the Deathly Hallows: Part I at the IMAX screen at nearby Rave 18+IMAX (formerly The Bridge) at The Promenade at the Howard Hughes Center in Los Angeles.

At Cirroc Lofton's new restaurant in nearby Culver City, we enjoyed tasty croissant sandwiches and gelato that Lofton carefully chose for its genuine Italian flavor—none of these Americanized versions for him! We were impressed with the flavors, everything from strawberry cheesecake to apricot to chocolate hazelnut. We also talked with his fiancée, Sara, who waited on us, and Lofton himself brought us the gelato!

Grandpa Joseph Sisko would be proud.

Along with the dinner, we feasted on stories told by Lofton. He talked to us about how DS9 star Avery Brooks, who played Commander (later Captain) Benjamin Sisko, was just like a father to him when the cameras weren't rolling. For example, Lofton said, there were times when a director would tell him to change his performance in a DS9 scene for the next take. "Avery then said to me quietly, 'Cirroc, come over here. Do the scene exactly the way you did it before. You know better than he does!'" Lofton told us.

So Lofton followed "Dad's" advice, doing the scene the exact same way. "After I finished, the director would say, 'Perfect! That's just what I wanted!' It turned out the director simply wanted to take credit for helping to shape my performance...and Avery knew it. In many ways, he protected me on the set, just as if I were his actual

son."

Brooks also took Lofton to Los Angeles Lakers games. One night when Lofton was about 14, Brooks took him up to the VIP area, and as they walked in, there was the legendary Laker, Magic Johnson. Johnson greeted Brooks by name, and Brooks introduced Lofton, saying: "This is my boy." Johnson gave Lofton a hug and talked to him for a bit. Later, upon returning to their seats, Lofton told Avery's actual son (who had gone with them to the game but didn't go up to the VIP area)

about the experience. Avery's son, who was about the same age as Lofton, wasn't all that impressed, having met Magic Johnson many times before. But for Lofton, the moment was much more significant. Lofton's relationship with his own father was strained, and to hear Brooks introduce Lofton as "my boy" meant more to him than probably Brooks ever realized. Lofton smiled widely at the memory.

Lofton said his relationship with Brooks meant a lot to him, not having a close relationship with his actual father back then. Later, as an adult, Lofton re-connected with his dad after a strange series of coincidences. He had traveled to Ethiopia to visit his mother's family, and his grandmother asked about his father, how he was. Lofton was surprised, knowing his mother had strong negative feelings about his father and assuming his grandmother felt the same way. But she didn't. Later, after landing in Los Angeles, Lofton got into a taxi being driven by an Ethiopian man, and the two started talking about family. When Lofton said that he hadn't seen or spoken to his father in nearly ten years, the driver was horrified.

"You must call your father," Cirroc imitated the driver's accent. "Family is the most important. You MUST call your father!"

Returning home, Lofton decided to make the call that night. It turned out he was just in time. His father had been in an auto accident and was scheduled for surgery the next day. There was only a 50% chance of survival. Lofton's father did survive, though, and Lofton helped him through recovery and rehabilitation. It brought father and son back together...all thanks to a single phone call prompted by his grandmother and an anonymous taxi driver.

The Deep Space Nine star's talk also covered society at large. Lofton explained that making the world a better place means challenging the status quo instead of just accepting everything that government and institutions tell us. Lofton holds some very compelling and engaging world views on politics and spirituality and a number of other subjects.

We didn't get this all this philosophy on an empty stomach, though. Besides giving us a tasty dinner, Lofton talked to our crew about how he got the best gelato for his restaurant, which he runs with the help of his attractive Italian fiancée, Sara. Lofton said he rejected several proposed gelatos as being too close to American ice cream...until he found an elderly Los Angeles man, originally from Italy, who was a master gelato maker. "The key," Lofton told us, "is in the milk. Most American restaurants use gelato recipes with standard American milk. And they taste like gelato-flavored ice cream, not real gelato. True gelato from Italy uses a higher percentage of butterfat in the milk for a creamier consistency. So that's what we use, too, and you can really taste the difference." Lofton served us the Italian dessert, personally scooping and

delivering all ten of our orders to us, and we were sincerely impressed by both the flavor and consistency of the amazing desserts we ate that night.

The Potter magic was a good appetizer for the dinner and feast of words from Cirroc Lofton. Two of our crew had to leave before dinner, but the rest ended up at our own private 10-person Star Trek convention! Thank you, Cirroc!



FROM LEFT TO RIGHT: JANICE WILLCOCKS, JENNIFER COLE, GLORIA AND ESTELA RODRIGUEZ, KAREN HOAGLAND, CANDI ROSALES, CIRROC LOFTON (BEHIND HER), JON LANE, RENEE WIKI, AND DAVE MASON. PHOTO SUPPLIED BY JON LANE

STARFLEET's Happy Holidays!!



A TABLE FULL OF COOKIE TRAYS IS LINED UP FOR THE PARTY GOERS TO SAMPLE FOR THE 8TH ANNUAL COOKIE SWAP HOLIDAY PARTY HOSTED BY THE USS CHALLENGER ON DEC 4.

PHOTO PROVIDED BY BOB VOSSELLER

CMDR GUS JENNINGS, CLINT BRUBAKKEN, AND CMDR ALAN DAWSON ENJOY THE BOUNTIFUL FEAST AT THE USS JENNETTE MADDOX PARTY

PHOTO PROVIDED BY ROLANDO GOMEZ



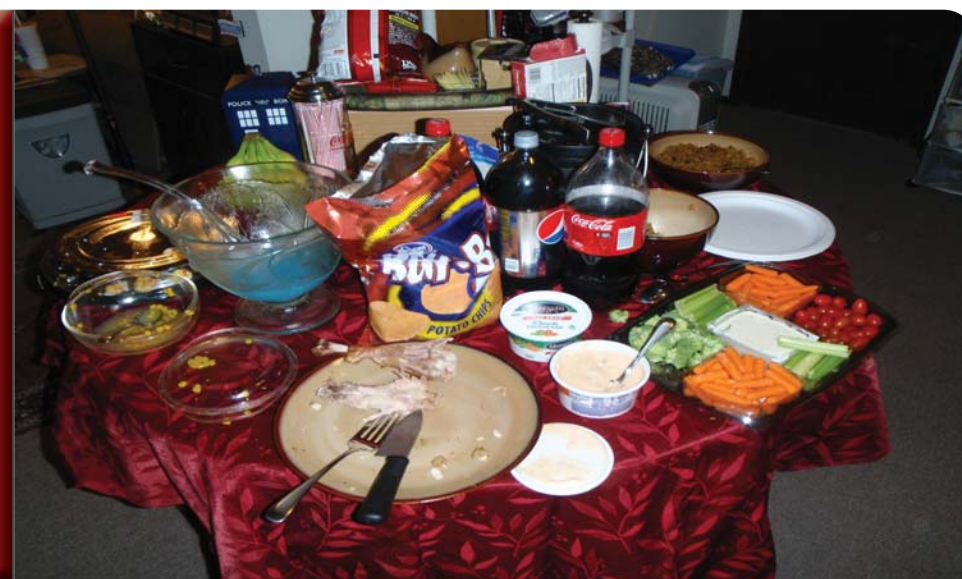
RADM LAURA VICTOR OF THE USS CHALLENGER ORIGINATED THE ANNUAL COOKIE SWAP PARTY 8 YEARS AGO. SHE WAS DELIGHTED TO RECEIVE A BUNCH OF CLASSIC MOVIES AT THE GIFT SWAP.

PHOTO PROVIDED BY BOB VOSSELLER



THE SPREAD FOR THE USS JENNETTE MADDOX HOLIDAY PARTY, INCLUDING ROMULAN ALE.

PHOTO PROVIDED BY ROLANDO GOMEZ



STARFLEET's Happy Holidays!!

BDR ROLANDO GOMEZ HOLDING UP THE CAPTAIN KIRK ACTION FIGURE HE STOLE FROM LARRY FERGUSON IN THE USS JENNETTE MADDOX'S KLINGON GIFT EXCHANGE.

PHOTO PROVIDED BY ROLANDO GOMEZ

BACK ROW: RADM LESLIE RYAN (XO, USS MARATHON), ADM DAVID RYAN (CO, USS MARATHON).

FRONT ROW: DENISE & NORM LIDDELL OF THE USS HAVEN, A STAR TREK CLUB IN ORLANDO, FL.

PHOTO PROVIDED BY DAVE RYAN



THE USS MARATHON MEETS AND EATS. LEFT TO RIGHT: RADM LESLIE RYAN, COL CINDY COOK, AND ADM DAVE RYAN.

PHOTO PROVIDED BY DAVE RYAN



USS CHALLENGER OPS CHIEF KEN DIEHL LOOKS LIKE HE'S READY FOR THE HOLIDAYS DURING THE CHALLENGER'S ANNUAL HOLIDAY PARTY ON DEC 4.

PHOTO PROVIDED BY BOB VOSELLER



NAME: JAMES C JONES II
RANK: COLONEL
SHIP: USS ANGELES NCC-71840
REGION: 4, CALIFORNIA (USA)

0426-48-17

A Hero's Journey: The Creation of Kirk

"A hero is no braver than an ordinary man, but he is brave five minutes longer."

-- Ralph Waldo Emerson

Heroes and legends are the things we dream of at night. We create them to show we can be that much better. The hero forms the backbone of any society and teaches valuable lessons to the next generation.

Each group has its own definition of the hero. However, they all agree on one thing: the hero is a savior. Whether a team player, follower, leader, or lone soul, it's the hero that often delivers us from our misfortunes, misunderstanding, and our misdeeds. In this article, I'll relate the recent Star Trek movie to Joseph Campbell's Modern Myth concept and show Captain James Tiberius Kirk's rise to the new Modern Hero.

There are certain stories one will recognize as a mythic tell. The plotline may be simple or the story just that similar to the "other" story told, but the mythic story sparks a reaction deep in our inner being and soul. We see the plot, we know the ending, we have seen it before...except it is different. The hero follows a path to truth. We walk beside the hero feeling a touch of sympathy, empathy, and anxiety. We relate almost immediately to the hero's suffering, wishing we didn't have to bare witness, but not able to look away. We want the hero to succeed, in fact, we demand it.

In the new Star Trek movie, Kirk was born of fire. The opening scene dazzles us with bright lights, flares, and bridge chatter. In the final moments of many lives, one life is born. A child that was destined to follow a path to redemption survives by the sacrifice of his father. A mortal man that, for those five minutes longer, was himself a hero. The villain Nero (Joseph Campbell's archetype Shadow), a Romulan from the future, begins to exact his revenge on the alternate timeline by firing on the USS Kelvin. Nero's anger is at Spock-prime, but through a twist of fate, the Kelvin is the first to greet Nero's massive ship emerging from a black hole. The outcome is tragic. George Kirk, father to James Tiberius Kirk, sacrifices himself for the ultimate many and the one - child Kirk.

In the mythic tale, the hero's journey almost always begins with a call to duty. And almost always, the hero rejects it.

The bar scene is Kirk's call to duty. Here Kirk tries to seduce Uhura with his witty lines, which turns into a brawl between him and a few Security cadets. The fight ends with a thoroughly beaten Kirk lying on a table and Captain Pike ordering everyone out of the bar. Pike then has a chat with Kirk. Two things happen here. First, Kirk meets his first mentor.

Pike tells him about the heroic act his father committed and asks him to join Starfleet. And second, Kirk refuses the call to duty. Pike gives him the challenge: "Your father was captain of a starship for twelve minutes. He saved 800 lives, including your mothers and yours. I dare you to do better."

Kirk does eventually accept the challenge. As he boards the Shuttle, which is the start of his journey, he tells Pike he'll become an officer in three years, not four. During his time at the academy, Kirk is often tested. One such test is the Kobayashi Maru. A simulation program of a fictional ship in distress. The goal is to rescue it with the minimum loss of life. The outcome is always total loss of life.

This particular simulation troubles Kirk, as he believes the no-win scenario doesn't exist. He solicits the help of a genius programmer, who inserts a code that renders the enemy warbirds useless. This act allows Kirk and his crew to destroy the enemy ships and rescue the Kobayashi Maru. Interestingly, this would be what Joseph



Campbell would call, "Supernatural Aid." The unseen and unknown computer programmer "magically" helps Kirk further into his journey.

Because Kirk defeats the simulator he is brought up on ethics charges by Commander Spock—his future first officer. Spock tells Kirk he cheated. Kirk quips the simulator is a cheat and declares his disbelief in the no-win scenario. The assembly is interrupted by a fleet wide emergency—all cadets are ordered to assigned starships, except Kirk. He is pending review and therefore restricted to the Academy. Through another act of "magic," Kirk is helped by McCoy—side kick and future lifelong friend. McCoy injects Kirk with a vaccine that causes drastic symptoms. As his "attending" physician, McCoy is able to browbeat Kirk aboard the Enterprise, thus Kirk crosses the first threshold. The adventure begins.

Between the time Kirk boards the Enterprise and then later is tossed overboard, many things ensue: the rescue fleet to Vulcan is defeated, Captain Pike puts Spock in charge of the Enterprise,

promotes Kirk to Lieutenant and First Officer, and the planet Vulcan is destroyed. There is a disagreement between Kirk and Spock as to the next course of action, and Kirk is forcibly removed from the Enterprise. This is the moment he is thrust into the "belly of the whale." A marked low point for the future hero.

Through a tribute to Star Wars, Kirk survives his brief ordeal and brush with death only to be rescued by his second mentor and herald to the truth behind Nero's madness: Spock-prime.

Spock-prime reveals the reason behind the destruction of the Kelvin and Vulcan. He also tells Kirk that eventually he and Spock develop a solid and very strong friendship. With this new knowledge, Kirk and Scotty—one more leg in Kirk's eventual support system—figure a way to beam aboard the now fast moving Enterprise.

Interestingly, Kirk's experience with the "belly of the whale" was also his experience with Campbell's "Atonement with the Father," and "apotheosis." Campbell states that "Atonement with the Father" is a confrontation with the ultimate power that holds the key to his life. Spock's alternate serves as that power. The hero must "die" in some way in order to get past this ordeal. By Spock marooning Kirk on the ice planet Delta Vega, he succeeds in "killing" Kirk. With Kirk's meeting of Spock-prime and their mind-melding, Kirk transcends through "apotheosis." Campbell explains that "apotheosis" is the phase the hero goes through. It's the in-between stage in which the hero absorbs information and becomes centered. Spock-prime has given Kirk "divine knowledge."

Kirk is now ready for the ultimate boon: possession of the Enterprise first, and second defeating Nero. Through a little known article in the Fleet manual of Policies and Procedures, Kirk is able to show that Spock is emotionally compromised. Spock relinquishes command of the Enterprise. Kirk as acting first officer becomes Captain Kirk. Our newly emboldened Captain Kirk points the Enterprise back to Nero's ship to rescue Pike and conquer Nero. Eventually, Spock, who accompanied Kirk on board the massive Romulan ship, finds Spock-prime's starship—the object that holds the ultimate power to destroy worlds. Between the two, Nero is outwitted and faces death by black hole. Kirk has won.

Kirk's final stage is the "Return." Campbell describes it as returning home with the ultimate boon and achieving a balance of sorts. Kirk has the Enterprise and is made her Captain. His journey has been fulfilled. He is able to begin a new, different, and exciting one. This is the Kirk that becomes our new modern hero.

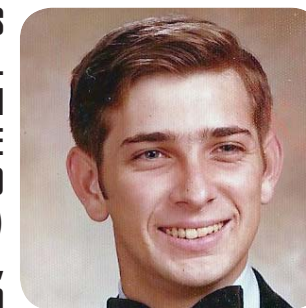
CHAPLAIN CORPS, STARFLEET



NAME: RUSSELL RUHLAND
RANK: COMMODORE
POSITION: CHIEF CHAPLAIN
SHIP: *USS DAVINCI* NCC-74281
REGION: 2, GEORGIA (USA)
ACHIEVEMENTS: CHAPTER OFFICER OF THE YEAR 2003; CHAPTER LEGION OF MERIT 2007



NAME: BRYAN JONES
RANK: COLONEL
POSITION: DEPUTY CHAPLAIN
OTHER POSITIONS: LOGISTICS OFFICER, 2ND BDE
SHIP: *USS TIBERIUS* NCC-58210
REGION: 2, FLORIDA (USA)
ACHIEVEMENTS: MARINE PROFICIENCY AWARD, COMMANDANT'S CAMPAIGN AWARD



The Chaplain's Chat

Although the following account deals with a medical emergency situation, the individual involved has made his sincere spiritual thankfulness to the creator in allowing his life to continue clearly known. Surely, there is a work for him to complete upon this Earth that will impact upon another's life, just as those who assisted him in saving his life had an impact upon him. The individual is Commodore Jeff Kirkland of the USS DaVinci:

"Let me tell you a true story of why I believe in CPR and first aid. On Oct 16, 2010 my mother and I went to the Stone Mountain Highland Games in Georgia. We arrived at the games and checked in with our clan and set up chairs and signed in when everything went wrong. I handed Mother a piece of milk chocolate and picked up a piece of dark chocolate for myself. The next thing I knew I was at Emory Hospital.

I was told that somebody yelled, "Man down!" as a clansman dropped beside me and started CPR, which saved my life and [prevented] damage to my heart and brain. Once at the hospital I went to the cath-lab and then to CCU for the next 24 hours. I was then moved to a lower-grade room till I was stable enough to go through heart surgery. On



Oct. 21 they took me down and did a triple bypass. The next morning they put me in a private room where I started the healing process. On Monday Oct. 25, I was sent home to heal and build up my strength. [It would be] 6 to 8 weeks before I could even think about going back to work.

If it was not for that person who started CPR, I may not have made it or may have had a good chance of having permanent

heart damage. The doctor said that I would have minor to no damage the heart muscle. Many thanks to the stranger who started CPR on me and saved my life."

Jeff never knew who applied the necessary medical assistance to him that saved his life that day at Stone Mountain, Georgia. We all can be grateful that Jeff is still with us, and the last time I saw him he was doing very well and feeling quite healthy. Unbeknown

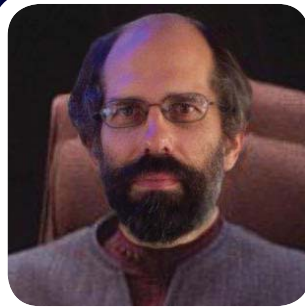
to us, there are strangers which the creator allows to be in the right place at the right time so that we all, just like Jeff, can have another chance in this wonderful life to be cherished, to be positively utilized, and to help others in need.

I realize that this article will be published after we are well into the new year; however, I thought I might share an article that gives a bit of insight on a spiritual approach to New Year's resolutions. Gala Gorman, published author, has written of her method to a spiritual approach to New Year's resolutions. This method provides insight regarding soul searching, challenges, meditation, motivation, and more. You can read the entire article at <http://www.selfgrowth.com/articles/Gorman1.html>, as I was unable to secure permission to reprint the article here.

If you have a question or topic you might like to hear about from a Chaplain Services point of view, please email Russell at: trekchristian@gmail.com, or Bryan at: rustyanchor1962@yahoo.com. Be blessed always!

Russell & Bryan





NAME: JAMES CECIL
RANK: FLEET CAPTAIN
POSITION: PETFLEET COORDINATOR
SHIP: *USS COMMONWEALTH* NCC-74620
REGION: 1, KENTUCKY (USA)



PetFleet Pawprints

Greetings furry friends! Here at PetFleet Headquarters we are looking into selling some promotional items with our PetFleet logo on them to generate funds to help support the Madison County Humane Society in Richmond, Kentucky. I've contacted the Vice-Commander, STARFLEET and the STARFLEET Quartermaster about this idea, and the VCS is looking into pricing for the PetFleet items. I am also working on some staff position job descriptions to post later in the STARFLEET Communiqué and regional newsletters, as well as to the various STARFLEET e-mail lists.

Work has been done on the PetFleet website, specifically the staff list page, to correct some issues that have been reported. I truly thank you

all for bring these issues to our attention. We are in the process of updating the PetFleet roster so that each region is represented and to ensure that each pet's membership is up to date. By now, most participants should have received an e-mail about your PetFleet membership renewal.

There are several ideas that I am considering. One I've mentioned here already, and another one is to maybe have a panel at a regional summit or the IC, or to do a pet show for all the members of STARFLEET to take part in, with the judges being a few members of the EC and AB that may be present at the event.

PetFleet's monthly and long-term goals are to

recruit new membership into PetFleet, to continue with helping pet owners find their missing pets by allowing them to post reports on the PetFleet web site, and to have all PetFleet members listed in the STARFLEET database with their owners. Another option would be for PetFleet to build its own database, borrowing the tools that are current with the STARFLEET database. That way, there would be no need for someone to learn a completely new database management system before being able to fix problems with the PetFleet database or add any new features that may be needed in the future.

The PetFleet website is <http://petfleet.sfi.org/>. Membership for your pet and/or chapter mascot is only one US dollar per year. Stop by and check us out!

Return of the Membership Certificate Design Contest

Several years ago, we ran a contest to allow STARFLEET members to design the following year's Membership Certificate. While we did not have a lot of designs submitted, we did have some. Though we haven't run the contest for a few years, we're bringing it back for the 2012 Membership Certificate.

Yes, we know that 2012 is a long way away, but we will announce the winner at the 2001IC, August 12-14 in Pocono Manor, PA.

Interested graphic designers can get the design requirements and other rules by e-mailing certdesign@sfi.org.

Completed designs will need to be submitted by July 1 2011 to allow for test prints, selection of a winner, and time for any possible modifications to be done prior to the IC announcement.

The winner of the contest will win a one year STARFLEET renewal membership, a \$25.00 gift certificate to the STARFLEET Quartermaster, and a commemorative plaque.



STARFLEET Short Story Contest 2011

Are you an aspiring Star Trek fan fiction author? Do you enjoy writing Star Trek fan fiction and would like to share your work with your friends in STARFLEET? Well, now you can!

Back by popular demand is the Short Story Contest! So many of you had a great time with it in 2009 & 2010 that we decided to make it happen again in 2011 and give all of our budding authors a chance to share their work.

The Guest Judge for the 2011 STARFLEET Short Story Contest will be none other than accomplished novelist, short story author, screenwriter, and comic book writer Peter David.

Mr. David's work includes both comic books and novels, such as Imzadi, and co-creating the New Frontier series. His other novels include film adaptations, media tie-ins, and original works, such as the Apropos of Nothing and Knight Life series. His television work includes series such as Babylon 5 and children's television series such as Ben 10: Alien Force and Space Cases, which Mr. David co-created

The rules of the contest are pretty similar to what they were last year. As a reminder, here are the rules:

1. All submissions must be original works written by the submitting author.
2. The author must be a current member in good standing of STARFLEET, The International Star Trek Fan Association, Inc. and will need to provide his/her name and SCC number upon request for membership validation.
3. Authors may use a pseudonym, however, the entrant must provide his/her true name and SCC number upon request.
4. "Please read", "Untitled", etc. are not acceptable titles or summaries.
5. Submissions can not have been previously published or submitted for publication electronically or via any other medium.
6. Submissions must be 7,500 words or less.
7. Submissions must be received by 12:00am Eastern, June 1, 2010. Items received after 12:00 am Eastern, June 1, 2010 will remain available for reading on the site, but are excluded from judging.
8. Submissions will be reviewed by the Annual Campaign Short Story Contest Staff.
9. Five short stories will be selected by our panel of judges for final rating by our Guest Judge, Peter David.
10. Submissions may be printed in the STARFLEET Communiqué (CQ) and/or online via STARFLEET lists which may be read by children; as such, submissions must be rated PG and must not contain profanity or graphic descriptions of sexual acts - the submission must be deemed acceptable on North American television networks during the 8:00 pm Prime Time slot. While violence can be part of the story, horrendously gory violence may decrease an entrant's likelihood of being selected as a winner.
11. By entering, contestants retain the rights to their submissions, however, they grant STARFLEET permission to reprint their work in the CQ (with minor editorial spelling corrections, as necessary) and in possible fanzine publications.
12. Contestants agree to allow STARFLEET to use portions of their submissions in any promotional materials which may be produced (such as E-Mail or flyers).
13. Winning entrants agree to provide STARFLEET with a photograph of themselves to use when publishing their submission, however, writers can request their image not be used.
14. Only one entry per member. Multiple entries will result in the author being contacted and verifying which single entry they wish to have judged.
15. Submissions found to be in violation of these rules may be removed and the author's account suspended at the discretion of the site administrators and/or moderators. The site administrators reserve the right to modify these rules as needed.



Submissions are going to be accepted at the all-new STARFLEET Fiction Archive, available on the World Wide Web at: <http://fiction.sfi.org/>

Entries are NOT limited solely to the existing characters of Star Trek. If you would like to broaden your entry with your own character base, you are more than welcome to do that.

So, all you budding authors, get your imaginations going, start writing, and don't forget to **submit your entry by midnight Eastern on June 1st, 2011!**



NAME: JEFFREY S TRIZ
RANK: LIEUTENANT COMMANDER
POSITION: COMBAT MEDIC, STARFLEET MARINE CORPS
OTHER POSITIONS: CHIEF OF MEDIA SERVICES, PEACEKEEPER EDITOR
SHIP: USS NIAGARA NCC-75634
REGION: 7, NEW YORK (USA)



0730-43-57

Choking Game is Making a Comeback

It was 4:30 a.m. on that cold March morning as I arrived at our base for my 12-hour shift on the ambulance. My partner and I met in the ambulance bay and started our pre-shift inspection of the rig. As the paramedic, I was in charge of the ambulance and everything that happened with it. I was also responsible for inspecting the medical equipment in the patient compartment. As I went through my routine in the back, something just didn't feel right.

As a seasoned medic, I had developed what we called "The Sense": that feeling down deep in your gut that tells you not to do something or not to go a certain direction. I couldn't put my finger on it, but something just didn't feel right. My long-time partner, Mary, picked up on my uneasiness. Mary and I were a good team. Most of our colleagues said that we had to be married, because we fit so well together – often finishing each other's sentences or handing the other person something before they asked for it. Like every good partner, she knew what I was going to do next and what equipment I would need. This was different, however. Our connection went deeper; almost like a mental connection.

Well, I didn't have to wait long to find out what was wrong, as the town's 911 dispatcher came on the air announcing a call for a child not breathing, possible hanging:

"Medic 48, dispatch. Respond to 1234 North Street for the child not breathing, turning purple. Mother reports possible hanging. Be advised that patrol is also on route as this might be a suicide..... Copy dispatch, Medic 48 on route. Will update you on the situation when I arrive on-scene"

I put the equipment away and we headed off to a paramedic's worst fear – a Child Not Breathing.

Arriving on-scene, we were met by a frantic and distraught mother. She stated she had gone into her daughter's room to wake her up and found her leaned forward with a belt wrapped around her neck. We gathered our gear and headed inside, knowing that there was nothing we were going to be able to do.

The above story is true. While certain details have been changed and others left out, this is an actual call I took while working as a paramedic. The circumstances of the actual cause of this child's death are even more disturbing than the death itself. This call was my introduction to a VERY deadly game that school-age children are playing known as "The Choking Game".

Like many, I had never heard of "The Choking Game". This choking game would be more worrisome to parents of school age children

than the dangers of drugs, alcohol, unprotected sex, smoking and just about anything else their school age children might experiment with, if only the parents knew how prevalent this game actually was. According to an on-going survey being conducted by G.A.S.P. Games Adolescents Shouldn't Play (www.gaspinf.com), " ... more than 85 percent of people under the age of 20 who responded to the survey have heard of the choking game, and 63 percent knew someone who has actually played the game." Meanwhile, of the parents who responded to a separate survey on the game, only 25 percent had even heard of it.

Basically, the game is a process of self-asphyxiation in which the kids choke themselves or each other into unconsciousness. This produces a very brief high or feeling of euphoria when blood flow to the brain resumes. Some reports suggest that the kids are likely to repeat this process over and over again for hours. They use bags, belts, ties or even their own bare hands to cause hypoxia which is a shortage of oxygen. The process also dramatically lowers the blood pressure in the brain because in the choking process, the oxygen-carrying blood supply is reduced. This is a very dangerous form of play wherein the person deprives his or her brain of much needed oxygen. By reducing the blood pressure the brain basically starts an irreversible process of dying. The variation in blood pressure may also cause strokes, seizures, and retinal damage.

The game is usually first tried as a "dare". However, once kids experience the sensation, the attractions to continue are numerous. The "game" can induce a brief sense of euphoria; it's also been reported to enhance erotic feelings. Some kids state that it's amusing to watch others losing consciousness or behaving erratically. Others tell of how cool the prospect of an altered state of consciousness known as a "brownout" is. Brownout refers to a dimming of the vision caused by loss of blood pressure or hypoxia. Still others tell an even more frightening tale of trying to copy-cat elements of the film "Flatliners". Children and teens are turning more and more to this type of high than to drugs or alcohol.

According to the Centers for Disease Control, medical and forensic experts estimate that 250 to 1,000 young people die in the United States each year from some variant of the choking game. Many, like the one I responded to, are reported as suicides.

Studies state that teens describe this game as "A game known as the 'pass-out game,' the 'fainting game,' the 'tingling game,' or the 'something dreaming game.'" The activity is traditional and world-wide, passed down for generations in schoolyards, summer camps and neighborhoods. The following is a list of all the names this game could possibly be called:

The Fainting Game, Airplaning, America Dream Game, Black Out Game, Breath Play, California Choke, California Dreaming, California High, California Knockout, Choke Out, Dream Game, Dreaming Game, Flatline Game, Flat Liner, Flatliner Game, Funky Chicken, Harvey Wallbanger, Hyperventilation Game, Knockout Game, Pass-out Game, Passing Out Game, Natural High, Sleeper Hold, Space Cowboy, Space Monkey, Suffocation Game, Suffocation Roulette, Teen Choking Game, Rising Sun, High Riser, Tingling Game, Trip to Heaven, and a Rocket Ride.

One study quotes a teen who has participated in the game: "It's hard to describe how it feels. It's kinda like, just, like, somewhere not on earth, but you're just dreaming, kind of. But then it only lasts for a few seconds and you wake up ... you don't know where you are or what's going on."

Here are some warning signs to look for:

- Bloodshot eyes
- Marks on the neck
- Complaints of headaches
- Ties, or ropes, string, computer cords that are tied in unusual ways

The information in this article was compiled from multiple sources including, G.A.S.P. (Games Adolescents Shouldn't Play), Deadly Games Children Play, ABC News, CBS News and others. It is presented for information purposes only and does not represent all the information available on the topic. Parents should always consult their primary care physician if they suspect their child is participating in this game.

For more information on this topic, see:

www.gaspinf.com

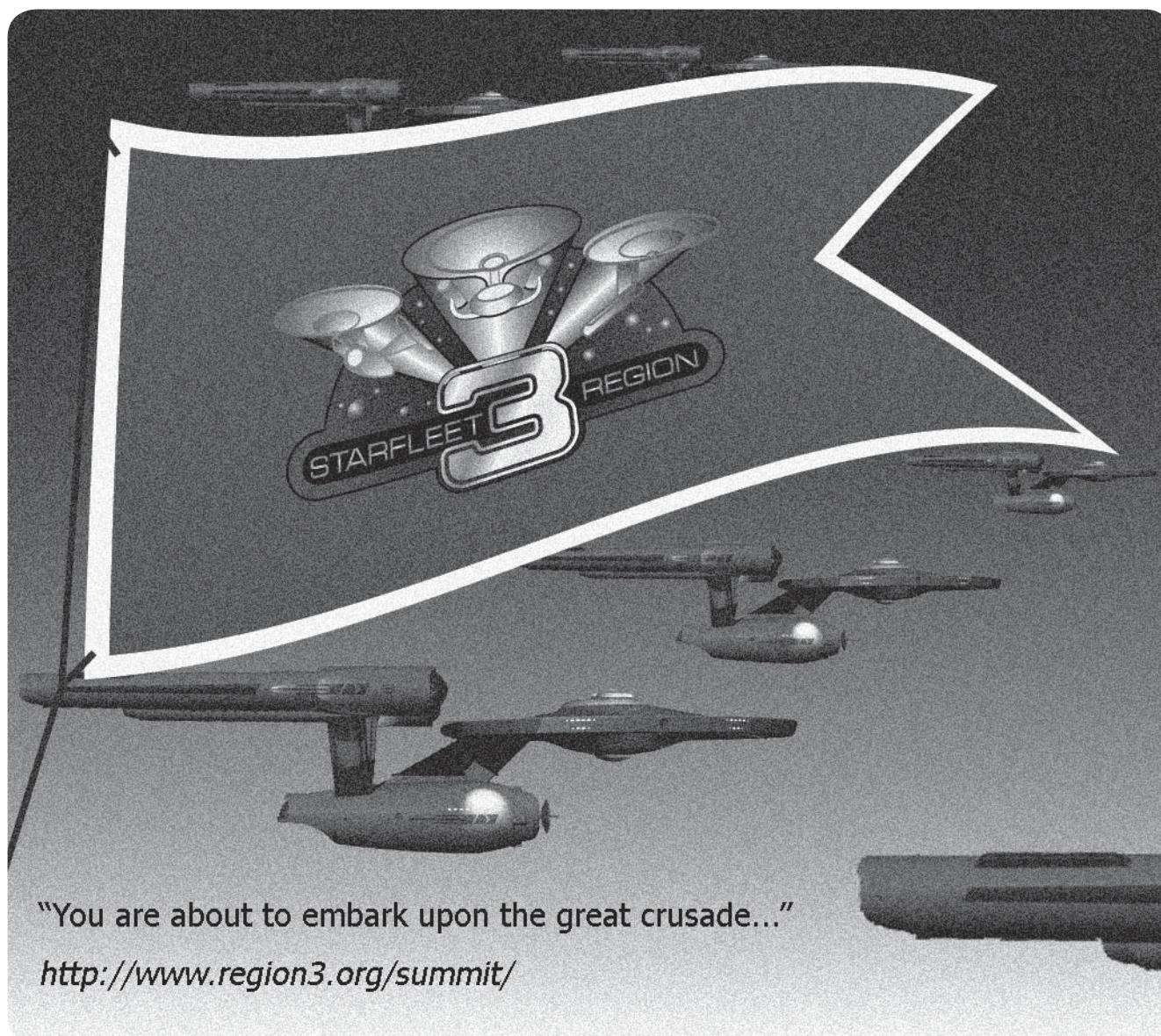
www.cdc.gov/Features/ChokingGame

http://en.wikipedia.org/wiki/Fainting_game

<http://chokinggame.net/>

**CHECK OUT THE NEW STARFLEET MEDICAL DEPARTMENT
WEBSITE AT: [HTTP://MEDICAL.SFL.ORG](http://MEDICAL.SFL.ORG)**

**STARFLEET MEDICAL IS A DIVISION OF THE STAR PROGRAM,
[HTTP://STAR.SFL.ORG](http://STAR.SFL.ORG)**



STARFLEET Region 3 Summit 2011 Lubbock, Texas 10 - 12 June 2011

Deadline to Reserve Your Room: May 1, 2011.

Radisson Hotel Lubbock Downtown
505 Avenue Q
Lubbock TX 79401

When making reservations, do NOT use the website, instead call the number below and be SURE to give them "Starfleet, Region 3" to get our special Summit rates.

Reservations: 1-800-395-7046 US/Canada Toll-free
<http://www.radisson.com/hotels/txlubboc>
Call and give them "STARFLEET, Region 3"
Room Rates for 1-4 people is \$79.00/night

Deadline for reservations (banquets and badges) is June 1, 2011.

A schedule of events, as well as other summit details (panel information, etc.) will be coming soon.

This Month in Space History:

Feb 3, 1966 - Russian probe Luna 9 lands on the Moon

Feb 5, 1971 - Apollo 14 lands on the Moon

Feb 20, 1986 - Mir space station launched

Mar 18, 1965 - Aleksi Leonov makes the first space walk

Mar 29, 1974 - Mariner 10 flies past Mercury

Compiled by COMM Chris Carothers

**AN ARTIST'S RENDITION OF SULU'S
ICONIC SWORD FIGHT IN THE TOS
EPISODE "THE NAKED TIME"**

**SKETCH BY
CMDR JEREMY SKELTON**





NAME: ALEX ROSENZWEIG
 RANK: ADMIRAL
 POSITION: DIRECTOR OF DEPARTMENT OF TECHNICAL SERVICES
 SHIP: *USS AVENGER* NCC-1860
 REGION: 7, NEW JERSEY (USA)



0732-06-81

Australia-Class Battlecruiser

The *Australia*-class first appeared in Star Fleet Battles. While the game doesn't take place strictly in what we know as the *Star Trek* Universe, a number of its classes could be adapted to fit *Trek*'s world, notably the era of the Four Years' War, a conflict with the Klingons in the 2250s.

As the tensions with the Klingons built up in the 2240s and early 2250s, Star Fleet expanded its shipbuilding substantially. A number of classes were fielded that used well-established components and could be constructed easily, with an eye toward bolstering the Fleet for the conflict that many of Star Fleet's planners feared was coming. The *Australia*-class battlecruiser was adapted from the *Constitution* platform, but was reconfigured to improve its tactical performance. Speed and maneuverability were both improved, and a substantially expanded weapons array made the ship a highly effective combatant. However, the higher power utilization curves made it less effective over time, so the class was not an ideal choice for long-range or long-duration missions.

Specifications for the *Australia*-class are as follows:

PHYSICAL DIMENSIONS:

Length Overall: 287.5 meters
 Beam Overall: 127.1 meters
 Draft Overall: 68.8 meters

Primary Hull Length: 127.1 meters
 Primary Hull Beam: 126.1 meters
 Primary Hull Draft: 32.2 meters

Secondary Hull Length: 112.2 meters
 Secondary Hull Beam: 30.1 meters
 Secondary Hull Draft: 30.1 meters

Nacelle Length: 157.3 meters
 Nacelle Beam: 20.1 meters
 Nacelle Draft: 18.5 meters

DISPLACEMENT:

Standard: 185,000 metric tons
 Light: 181,500 metric tons

Full Load: 188,000 metric tons

PROPULSION:

Warp Engines:

Number: 2

Type: PB-32 Mod 3 Circumferential Warp

Drive Units

Impulse Engines:

Number: 2

Type: SBA Subatomic Unified Energy

Impulse Units

Reaction Control System Type: 3CM Chemical
 Combustion Precise Control Package

VELOCITY:

Cruising: Warp 6

Maximum: Warp 9

ACCELERATION (Times in Seconds):

Rest - Onset Critical Momentum: 24.04 sec

Onset Critical Momentum - Warp Engage: 2.76 sec

Warp 1 - Warp 4: 1.98 sec

Warp 4 - Warp 6: .82 sec

Warp 6 - Warp 9: 4.84 sec

NAVIGATION:

System Type: "Medallion" Warp Celestial
 Guidance

COMPUTERS:

System Type: "Daystrom" Duotronic

ARMAMENT:

Phaser Banks:

Type: 447-54 Retractable Single Mount

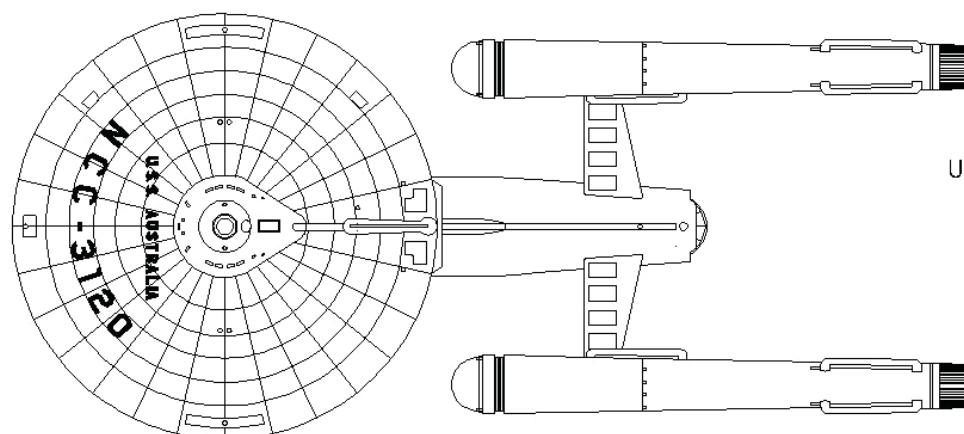
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Emplacements/Bank: 3 Banks of 2, 3 Single

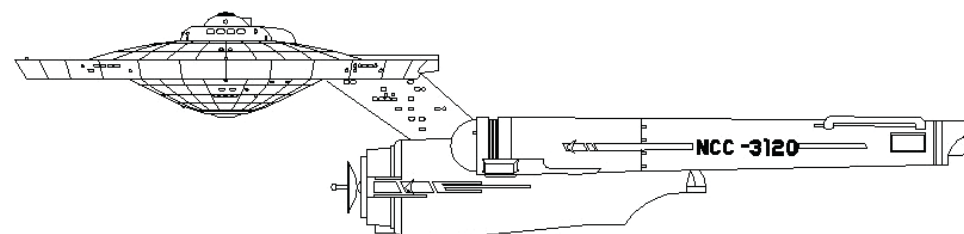
Units

Photon Torpedoes:

Number of Tubes: 4



DORSAL VIEW



PORTSIDE VIEW

USS AUSTRALIA NCC-3120
 AUSTRALIA CLASS

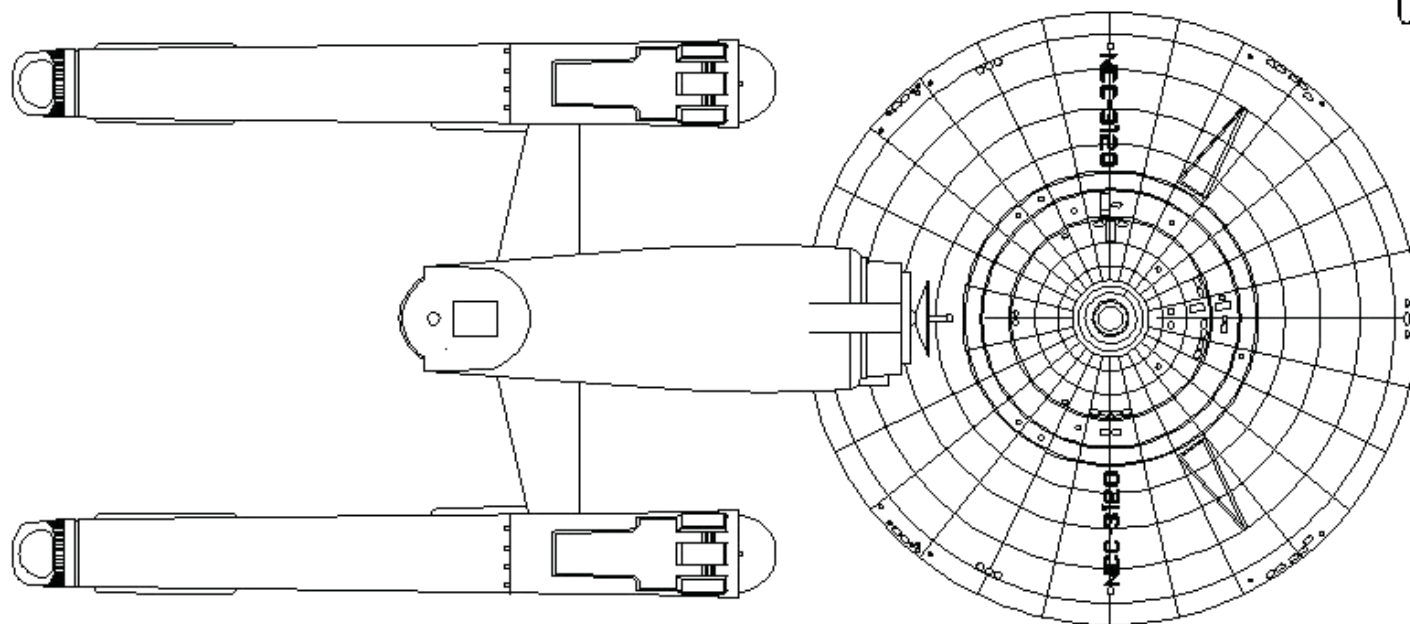
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 meters

DEPARTMENT OF TECHNICAL SERVICES
 STARFLEET INTERNATIONAL STAR TREK FAN CLUB
 (C) 2009

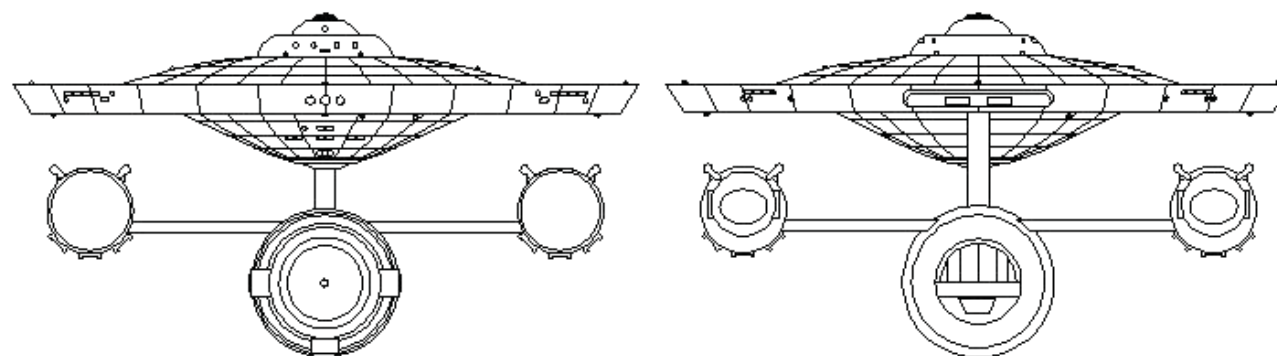
BY: CAROL THOMPSON

USS AUSTRALIA NCC-3120

AUSTRALIA CLASS



VENTRAL VIEW



FORE VIEW

AFT VIEW

0 20 40 60 80
meters

DEPARTMENT OF TECHNICAL SERVICES
STARFLEET INTERNATIONAL STAR TREK FAN CLUB
(C) 2009

BY: CAROL THOMPSON

DEFENSES:

Deflector Systems

Type: R776/A3 Subsurface Hull Grid

Cloaking Device (Y/N): N

Defense Scanning/Computer/Tracking

Systems:

Type(s): "Saber II" Fire Control System
with Tri-Tel

"Lynx" Sensor and Weapon
System

LIFE SUPPORT:

Gravity/Atmosphere/Radiation Systems:

Type(s): Vita-7 Integrated Gravity,
Radiation, and Synthesizing Systems

EMBARKED CRAFT:

Shuttlecraft

Number: 6+

Type(s): Class F/G 7-Person (Typical)

Assault Pods/Fighters

Number: 2

Type(s): SPCR 52C Light Fighter

Known vessels of the *Australia*-class include:

Alamo NCC-3137

Australia NCC-3120

Ayacucho NCC-3131

Bunker Hill NCC-3134

Cinco de Mayo NCC-3138

Cowpens NCC-3139

Dien Bien Phu NCC-3135

Hamilcar Barca NCC-3127

Krasny Barikaddy NCC-3133

Long March NCC-3132

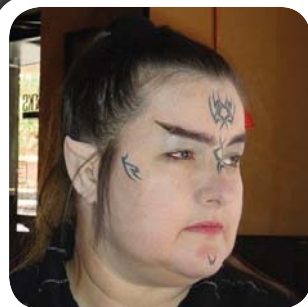
Managua NCC-3136

Masada NCC-3140

Montana NCC-3128

Nathan Bedford Forrest NCC-3125





NAME: HEATHER GRANT
 NAME: JOE GRANT
 SHIP: *USS MAQUIS* NCC-75630, REGION 1
 REGION: 4, ARIZONA (USA)

0434-38-57

A Hike for Our Heroes

Since April 17, 2010, Iraq War Veteran Troy Yocum has been hiking across the United States. From Kentucky to California and back again, Troy is hiking 7,000 miles, banging his drum and sounding the call. His quest? To help military families in need. With Emmie the SuperDog by his side, and sponsored by Soldiers' Angels, Vets-Cars.com, Military Benefit Association (MBA), Transitioning Veteran, and others, Troy made it to the West coast and is currently headed back east through New Mexico, then Texas.

In early December, Troy's hike took him across the state of Arizona where an attempt to break the world record 1-mile Barefoot Hike would be attempted. A Facebook page was set up so that those who volunteered could contact each other and receive updates on the event. Flyers were passed out, at least one person painted information regarding the hike on their car, and the media was contacted as well.

But as the day loomed closer and the registration numbers for the hike were posted on a daily basis, I, and others, became concerned. Out of the over 2000 Arizonans signed up as fans on the DrumHike Facebook page, fewer than 100 had committed to attend the event. For myself, due to health reasons, I signed up as what was called a Shadow Walker. Shadow Walkers were those whom, for whatever reasons, either could not physically attend, or were not able to do the hike barefoot.

The day of the 1-mile Barefoot Hike arrived. While we had planned to get an earlier start, circumstances did not allow that. We did, however arrive in plenty of time to see if any help was needed anywhere, and to take pictures of the event.

It was located in downtown Phoenix, at the Wesley Bolin Memorial Plaza - a park that pays tribute to veterans from WWI through Desert Storm and features the anchor from the USS Arizona, lost at Pearl Harbor. While downtown Phoenix can be a bit difficult to navigate, it is not impossible, and with a bit of help from a map and a call to another attendee, we made it

there.

As we arrived in the parking lot, we noticed a few things: the Hike for Our Heroes travel bus, a color guard, many dogs, and a rather empty parking lot. This did not bode well, but it was still over an hour until the start of the event. Hopefully more would start to come and we would have the numbers we needed to break the world record.

the end of the line.

While there were more people at this time, it still did not look like we had gathered the necessary 2000 to ensure beating the held world record. Still, there seemed to be a rather impressive amount of us hiking around the edge of the park. As we walked along, I took pictures at various intervals. The line of participants soon stretched around two corners of the park.



TROY YOCUM (CENTER) DURING THE ARIZONA HIKE FOR HEROES EVENT

PHOTO PROVIDED BY HEATHER GRANT

The mood was positive, the dogs were well behaved, and snippets of conversations could be heard drifting back to those of us at the rear of the pack. The biggest question on everyone's mind at the moment seemed to be, did we manage to beat the record?

As luck would have it, Troy and a few others had decided walk in the rear, so I ended up overhearing a bit of their conversation. He was walking along with a few other veterans, and they talked a bit about their experiences, their hopes for the future and, the current hike.

It turns out that the 1-mile Barefoot Hike for Heroes was DEFINITELY not as successful as we hoped it would be. Only a little over 200 people had registered as barefoot walkers. Disappointing, but not entirely unexpected. And, elements willing, perhaps a group of people in an upcoming state will pick up the torch and manage to succeed where we in Arizona did not.

We signed in at the registration tables, receiving our commemorative t-shirts, an ankle pedometer, a small wooden replica bat, and our "walker's number". Donning our t-shirts and numbers, we then continued to take photos of the event in progress. Bare feet were starting to crop up all over the place.

To see if a Drumhike fundraising event is scheduled in your area, check out: <http://drumhike.com/location/events/>

10:00am - Start time. The color guard, from a local Air Force base, marched out and proudly presented the American flag while the National Anthem played over loudspeakers. Folks (many with their dogs) then started lining up at the start line, shoes in hand. I stayed to the side and took pictures as the hike began, planning to join in as an attending Shadow Walker at

Like Hike for Our Heroes on Facebook: <http://www.facebook.com/pages/Hike-for-our-Heroes/211015031762>



NAME: JOHN WINSLEY
RANK: COMMODORE
POSITION: COMMANDING OFFICER
SHIP: *USS JAMESTOWN* NCC-1843-D
REGION: 1, VIRGINIA (USA)



0135-34-81

STARFLEET Remembers CAPT Alice Roy

COMM Marilyn Romero, my former XO and present Chief of Communications, informed me on January 24, 2011 that Captain Alice Roy passed away Sunday morning, January 23, 2011. Alice had been battling cancer for the last two years. A member of the USS Jamestown since 1992, during her time on board she was one of the key members who updated the USS Jamestown Handbook when we changed from a Movie Era Starship to a Next Gen Nebula Starship. She was also a key member when the chapter ran the Warp Factor Mini Cons back in the mid 1990s. She was the commanding officer of our seventh shuttle, the Carl Sagan. She was a good friend of my wife and me for almost as long as we have been on board the USS Jamestown. Alice was one of the true fans of the ideals of Star Trek and we will miss her.

STARFLEET Region One awards Alice the Region One Dearest Blood Award for her gallant battle with cancer. Rear Admiral Bea Hart, USS Sunflower and Region

12 Senior Vice Region Coordinator presented the award to the family at the viewing on January 28, 2011.

Below is the Obituary from the Augusta Gazette, Augusta, KS

Alice Roberta Roy, 64, of Augusta, passed away Sunday, Jan. 23, 2011. Visitation 6-8 p.m. Friday at Headley Funeral Chapel, Augusta. Mass 10 a.m. Saturday, Jan. 29, 2011 at St. James Catholic Church, Augusta. Burial will follow at Green Valley Cemetery, near Furley. Alice was a retired Federal Command Librarian for the Strategic and Tactical Air Command. Alice was the daughter of the late Robert and Edwina (Cooper) Roy. She is survived by: sisters, Betty Ann Roy, Mary Frances Sowers (Ray); nephew, Paul Sowers; brother, John Roy (Dana); nieces Laura-Roy Carlson (Dan), Catherine-Roy Tremblay (Jared); and great niece Opal Tremblay.



CAPT ALICE ROY
PHOTO PROVIDED BY JOHN WINSLEY



NAME: DAVID SLADKY
RANK: COLONEL
POSITION: EXECUTIVE OFFICER-IN-CHARGE, 726TH MARINE STRIKE GROUP
SHIP: *USS STORM* NCC-1694
REGION: 7, NEW JERSEY (USA)



0735-49-61

Report from the 726th MSG

Well I hope everyone had an enjoyable holiday by the time you are reading this. I am happy to report that we were able to donate \$100 worth of new, unwrapped toys for the United States Marine Corps Toys for Toys charities. I hope the unit does even better in the New Year, continuing in its excellent service.

Right now I am in the process of forming a paint ball team to get us more active in

the area and promote the Marine ideal that massed firepower is never a bad thing! We serve the Atlantic City area, but welcome all who are interested in going on maneuvers with us. We hope to start operations in March on a local field, and then meet regularly on a Sunday of the month to be announced.

For more updates on this and other projects, feel free to visit our web page at

<http://starfleetmarines.com/USSStorm/smarines.html> or check out the *USS Storm's* Facebook and Yahoo Group.

Other goals for the New Year are to make the Marine muster at Shore Leave and to get our whole unit in regulation uniforms. Semper Fil



NAME: STACEY CRESS
RANK: CAPTAIN
POSITION: COMMANDING OFFICER
SHIP: USS SUSQUEHANNOCK NCC-71833
REGION: 7, PENNSYLVANIA (USA)



0736-38-17

An Extra Special Away Mission

An Away Team from the *USS Susquehannock* headed to Hazy Center in Chantilly, Virginia on a cold January morning to get a glimpse of the *Enterprise*. It was not the *Enterprise* that Kirk, Spock, and the rest of the TOS crew called home, but it was a spacecraft that shares the same name, and we were all looking forward to seeing it.

This *Enterprise* was involved in the beginning of the space flight program. It was involved in many tests that allowed the Space Shuttle Orbiters to complete their missions for the past thirty years. *Enterprise* did not actually go into space, but prepared the way for the other Orbiters. The most notable accomplishment of *Enterprise* proved that the shuttles could fly in the atmosphere and land like an airplane. *Enterprise* also helped the NASA technical support staff to prepare for takeoff before *Columbia* was ready.

Enterprise "stood in" while ground crews learned how to prepare a shuttle for takeoff on the launch pad at the Kennedy Space Center. It also underwent vibration testing to see if a shuttle could stand up to the rigors of a liftoff.

Enterprise is designated OV101, or Orbital Vehicle 101, and rolled off the assembly line September 9th, 1976. It was to originally be named the *Constitution* in honor of the Bicentennial, but *Star Trek* fans flooded Washington with requests to have the name changed. *Star Trek* fans take great pride in knowing the *Enterprise* played a role in making manned space flight possible.

I was awed by the enormous size of the shuttle that dwarfed our crew as can be seen from the picture. It took up a large portion of the space exhibit, and the three engines on the back of it were huge.

Some members of our crew talked with a tour guide who said he was a "*Star Trek* fan from the beginning," and Carl Dietrich shares their experience below:

Some of the best "Sci-Fi Moments" during the Away Mission occurred when Scott Andy and myself visited the "Space Hangar." Andy, as usual,

went as his alter-ego, the Klingon "Kala," complete with *Susquehannock* uniform, cranial ridges and his pet tribble, "Terry" (genetically modified so as to not have an aversion to Klingons!!!).

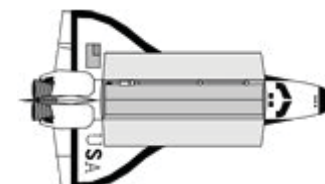
Scott resembled the Tom Baker of "Dr. Who" fame with his coat and scarf. Kala had a fun time as I videotaped him studying "ancient human space travel technology." We three STARFLEET members marveled at original satellites, space pods, rockets, and even the Mars Rover. Kala and "Terry" got their pictures taken with an original Apollo space suit. Scott and I certainly got a chuckle as Kala paraded around the *Enterprise* in all his Klingon power and glory! A museum attendant recognized the *Star Trek* theme and struck up a conversation with us!

There were two particularly special events for us in the Space Hangar. First, we had the experience of seeing firsthand the original star ship *Enterprise*, or at least the "Space Shuttle *Enterprise*!" This shuttle is the centerpiece of the new McDonnell Space Hangar at the museum. Although the *Enterprise* never actually flew in space, its series of approach and landing tests in 1977 proved that the design could fly in the atmosphere and land like a plane. It thus played a crucial role in the development of the Shuttle Program.

Secondly, perhaps the greatest "Sci-Fi Moment" occurred with the discovery of an ornate model of the mother ship from the film *Close Encounters of the Third Kind*. A museum guide, Tom McCarthy, approached us while we looking at this exhibit. Mr. McCarthy explained that the movie producers had quite a sense of humor when creating the model. Using a flashlight, he showed us hidden images of two sharks, a VW bus, a cemetery, and of all things, R2D2 from the *Star Wars* franchise (!) hidden on the hull of the ship! In stark contrast to the model of the ominous looking ship, discovering these things was a humorous surprise!! Another surprise occurred when I asked Mr. McCarthy to pose with the mother ship model for a picture. Exclaiming, "Wait!!!" he proceeded to show us his *Star Trek* wristwatch that played the theme

music from the Original Series!! It turned out that Mr. McCarthy has been a "*Star Trek* fan" since the original series, when he was a pilot for the Air Force in Vietnam. He therefore welcomed the idea of appearing in a *Star Trek* fan publication! We all agreed that it is always a great pleasure to run into fellow "Trekkers" and we will never forget the experience!

Information for this article was gathered from the following websites: http://www.nasa.gov/vision/earth/everydaylife/nasm_enterprise.html
http://www.nasa.gov/multimedia/imagegallery/image_feature_1839.html

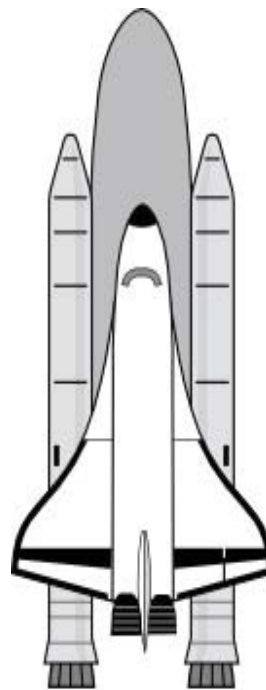


CO-AUTHOR CARL DIETRICH

PHOTO PROVIDED BY STACEY CRESS



**THE USS SUSQUEHANNOCK AWAY MISSION DETAIL, LEFT TO RIGHT:
LCDR JOE CRESS, LT JIM HUTLEY, CMDR DORIS HUTLEY, CHRIS FIELDS, CPT JOHN LEWIS, CADET KYLE,
LTJG TINA MAXWELL, AND LT OLIVER MAXWELL.
PHOTO PROVIDED BY CAPT STACEY L CRESS**



**KALA, THE SUSQUEHANNOCK'S RESIDENT KLINGON (CPT ANDY
WAGNER) AND HIS PET TRIBBLE, TERRY, POSE FOR A SHOT
JUST INSIDE THE UDVAR-HAZY CENTER
PHOTO PROVIDED BY CMDR DORIS HUTLEY**

PHOTOS FROM REGION 20



COL ADRIAN JONES TESTING OUT HIS CAMERA
AT THE 4TH KLINGON BANQUET



FROM LEFT TO RIGHT, FOUR STANDING UP: LT DAZ, COL ADRIAN JONES , LT RICHARD SAMS, CRMN
PATRICK FINN. SEATED: TESSA MCCARTHY, SGM MARIE WILSON, CAPT ANGIE SMITH.

SGM MARIE WILSON TAKING A PHOTO OF LT DAZ WHILE HE TAKES A PHOTO OF HER..
A PICTURE OF A PICTURE.



2010/10/08 19:04

PHOTOS PROVIDED BY
LIEUTENANT DAZ (DARREN PUDE),
CHIEF OF MEDICAL
ISS RASSILON , REGION 20

SGM MARIE WILSON TRYING ON LT RICHARD
SAMS' UNIFORM JACKET



2010/10/09 23:07



NAME: GEORGE FLANIK
RANK: CAPTAIN
SHIP: *USS GANYMEDE* NCC-80107
REGION: 1, VIRGINIA (USA)



Feeling Your Inner Borg

Those of us who've been around awhile begin to take increasing advantage of adaptive, assistive, or reconstructive technology. It's not always the years; sometimes it's just the mileage. The candle that burns twice as bright indeed often lasts only half as long. Regardless of the reason, advances in medical technology make me wonder if that's how the Borg really got started.

You know: a knee here, a hip there, a cornea or two, an artificial heart...and pretty soon you've got something going. Maybe the Borg just went too far. Pretty soon they discovered these improvements didn't come cheap, but heck, why shouldn't everybody have them? They decided that health care should be limitless and that rationing was futile. But then the big question: how to pay for it. Their answer: not taxation, but assimilation—wholesale takeover of civilizations to service them, and oh, by the way, getting them in on the program, too. Fashion gave way to function. Individuality got lost. Individuals were turned into different kinds of ultra-high-tech Swiss Army knives. Imagine a Home Depot store on the Borg homeworld. Instead of plumbing, would they have plumbers on aisle seven of nine? It's quite a thought. A self-sustaining juggernaut, so long as there are new beings to involuntarily sign up.

But now it gets personal. As I write this with my cataract

lens implants, replacement knee, hearing aids, and other stuff I've had installed but prefer not to discuss, I wonder to what extent I could take the high ground in a values argument with the Borg Collective. They'd probably say I'm just not as far down the road as they are. At least I have my individuality to wave in their faces. But they'd just say, "What's the point?" I wonder why they lost creativity and personal achievement. Perhaps that's where I hang my hat. Old-fashioned? Just call me traditional. In an homage to a pop song



from the 80's, here's a parody to end this monologue:

*We wear tight leather and the high heeled boot,
And we don't care if we don't look cute.
The rap we like is the call of the Hive,
At least we don't put up with jive.*

*Our skin is gray and we don't use phones
'Cause most of us are only drones.
Got lots of tools where limbs should be
And eyeballs full of LEDs.*

*Why, oh why must it be this way?
Gotta learn how to read us
Before you can see us.*

*Free your Borg,
The rest will follow.
Surrender now,
Don't be so shallow.*

*Free your Borg,
The rest will follow.
Assimilation's
Hard to swallow.*

DATA HAS ONE... WHAT ABOUT YOU?

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THE INTERNATIONAL STAR TREK PET ASSOCIATION

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IN FLEET.
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TODAY!**

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**CPT BRIAN HAGER, A LONG-TIME
MEMBER OF THE USS CHALLENGER AND
STARFLEET, CUTS THE CAKE WITH HIS
NEW WIFE MICHELLE DURING THEIR
WEDDING CEREMONY IN FALL 2010.**

PHOTO PROVIDED BY BOB VOSELLER



Convention Listings

Creation

Mar 4 - 6, 2011 in Los Angeles, CA
Description: Media convention. Shows frequently feature multiple guests from related shows.
Contact: 217 S. Kenwood Street, Glendale, CA 91202
Phone: 818-409-0960
Email: creatickets@creationent.com
Venue: Los Angeles Marriott at LAX, 5855 West Century Blvd., Los Angeles, CA

Emerald City ComiCon

Mar 4 - 6, 2011 in Seattle, WA
Description: Comic and media event.
Contact: 3333 184th St. SW, Suite G, Lynnwood, WA 98037
Phone: 425-744-2767
Email: info@emeraldcitycomicon.com
Guests: William Shatner, James Marsters, John Noble, Felicia Day, Bruce Boxleitner, Brent Spiner, Jonathan Frakes, Sean Patrick Flannery, and many more!
Venue: Washington State Convention & Trade Center, 800 Convention Place, Seattle, WA 98101-2350

Marscon

Mar 4 - 6, 2011 in Bloomington, MN
Description: Science Fiction literary and media event.
Contact: PO Box 21213, Egan MN 55121
Phone: 651-339-0397
Email: info11d@marscon.org
Guests: Alexis Cruz, Lois McMaster Bujold, Joe Rheault, Megan Rheault, Bjo Trimble, John Trimble, Worm Quartet
Venue: Holiday Inn Select, Three Appletree Square, Bloomington, MN 55425
Phone: 952-854-9000

PlatteCon

Mar 4 - 6, 2011 in Platteville, WI
Description: Gaming and Anime Convention
Contact: 1 University Plaza, Platteville, WI 53818
Email: plattecon.convention.master@gmail.com
Venue: Pioneer Student Center, University of Wisconsin-Platteville, 1 University Plaza, Platteville, WI 53818

SheVaCon

Mar 4 - 6, 2011 in Roanoke, VA
Description: Educational Science Fiction and Fantasy event.
Contact: PO Box 7622 Roanoke, VA 24019-

0622

Email: shevacon@shevacon.org
Guests: Virginia Hey, Matt Busch, Peter Beagle, Spat Oktan, Jim O'Rear, W.C. Burns, Kristy Gilbert, Beck Kramer, Julia Lichty, Brian McCulloch, Shawn Smith, Jessica C. White, David Bartell, Jim Bernheimer, James Chambers, Elaine Corvidae, Paul Dellinger, Tom Doyle, Greg Eatroff, Larry Hodges, Cheralyn Lambeth, Mark Rainey, Bob Sanders, Steve White, Leona Wisoker
Venue: Sheraton Roanoke Hotel & Conference Center, 2801 Hershberger Road, Roanoke, VA 24017, Phone: 540-561-7924

Stellarcon

Mar 4 - 6, 2011 in High Point, NC
Description: Fantasy, science fiction, horror, and comics convention
Contact: Box F-4, Elliott University Center, c/o UNCG, Greensboro, NC 27412
Email: info@stellarcon.org
Guests: Todd McCaffrey, Larry Elmore, Jackie Cassada, Nicky Rea, Bill Mann, Larry Correia, Rich Sigfrit, Theresa Bane, T. Glenn Bane, Davey Beauchamp, Danny Birt, Marcia Colette, Christiana Ellis, Val Griswold-Ford, Tera Fulbright, Laurel Anne Hill, Faith Hunter, Stuart Jaffe, Dan Johnson, Debra Killeen, Cheralyn Lambeth, Kelly Lockhart, Gail Z. Martin, Misty Massey, James Maxey, Michael Pederson, Kalayna Price, Tony Ruggiero, Edmund Schubert, Amy H. Sturgis, Allegra Torres, Alan Welch, Michelle Weston, Allen Wold, Susan Z
Venue: Best Western High Point, 135 South Main St, High Point, NC 27260,
Phone: 336-889-8888
Benefits: Richard Caudell Kidney Fund / Hospice and Palliative Care of Greensboro

Wild Wild West Con Steampunk Convention & Festival

Mar 4 - 6, 2011 in Tucson, AZ
Description: Steampunk convention
Contact: PO Box 13904, Tempe, AZ 85284
Phone: 623-237-3663
Venue: Old Tucson Studios & Hotel Tucson City Center

Ani Ida Con

Mar 11 - 13, 2011 in Boise, ID
Description: Anime event.
Contact: 1621 Helen St, Apt A, Boise, ID 83705
Email: aniidacon@clearwire.net
Guests: Michael Coleman, Tiffany Grant

Venue: Boise Airport Holiday Inn, 3300 Vista, Boise, ID 83705, Phone: 208-343-4900

CoastCon

Mar 11 - 13, 2011 in Biloxi, MS
Description: Sci-fi and Gaming con
Contact: PO Box 1423, Biloxi, MS 39533
Phone: 228-207-0266
Email: registration@coastcon.org
Guests: Gary Graham, Mike Resnick, Jeff Dee, Jack Herman, Jason Fisher
Venue: Gulf Coast Coliseum, 2350 Beach Blvd., Biloxi, MS 39531
Benefits: Mississippi Humane Society

Creation

Mar 11 - 13, 2011 in Nashville, TN
Description: Media convention. Shows frequently feature multiple guests from related shows.
Contact: 217 S. Kenwood Street, Glendale, CA 91202
Phone: 818-409-0960
Email: creatickets@creationent.com
Venue: Gaylord Opryland Resort

Creation

Mar 11 - 13, 2011 in San Francisco, CA
Description: Media convention. Shows frequently feature multiple guests from related shows.
Contact: 217 S. Kenwood Street, Glendale, CA 91202
Phone: 818-409-0960
Email: creatickets@creationent.com
Venue: Hyatt Regency San Francisco Airport

A&G Ohio

Mar 18 - 20, 2011 in Cincinnati, OH
Description: Animation and gaming event.
Contact: 3907 Chickadee Ct., Westerville, OH. 43081
Email: externalchair@aandgohio.com
Guests: Wendee Lee, Scott McNeil, Brentalfloss, Positive Attitude, Shammers
Venue: Holiday Inn Eastgate, 4501 Eastgate Blvd., Cincinnati, OH. 45245, Phone: 513-752-4400

All-Con

Mar 18 - 20, 2011 in Dallas, TX
Contact: 910 S. Crowley Road, Suite 9, PMB 518, Crowley, TX 76036
Phone: 817-819-1353
Email: register@all-con.org
Guests: Orli Shoshan, Anne Lockhart, Neil Kaplan, James O'Barr, MIQ, Kazushi Hinoki,

Keisaku Kimura, Ginny McQueen, Ana Aesthetic, Rocheriu
Venue: Crowne Plaza Hotel, 14315 Midway Road, Addison, Texas 75001, Phone: 972-980-8877

Animation and Gaming Ohio

Mar 18 - 20, 2011 in Cincinnati, OH
Description: Animation, Gaming and Comic Convention
Contact: 904 Greenheart Dr., New Carlisle, OH 45344
Phone: 614-839-1214
Guests: Wendee Lee, Scott McNeil, Brentalfloss, The Amazing BrandO, Positive Attitude, Shammers
Venue: Holiday Inn Eastgate, 4501 Eastgate Blvd., Cincinnati, OH. 45245, Phone: 513-752-4400

FantaSciCon

Mar 18 - 20, 2011 in Chattanooga, TN
Contact: 395 Stancil Rd., Rossville, GA 30741
Email: fantascicon@gmail.com
Venue: Howard Johnson Plaza Hotel, 6700 Ringgold Rd., Chattanooga, TN 37412
Phone: 423-892-8100

Zenkaikon

Mar 18 - 20, 2011 in King of Prussia, PA
Description: Anime and Science Fiction convention
Contact: 421 Evergreen Avenue, Hatboro, PA 19040
Email: pr@zenkaikon.com
Venue: Valley Forge Convention Center, 1160 First Avenue, King of Prussia, PA 19406
Phone: 610-265-1500

AggieCon

Mar 25 - 27, 2011 in College Station, TX
Description: Student-run SciFi, Fantasy, & Horror convention
Contact: c/o Cepheid Variable (958460), PO Box 5688, College Station TX 77844
Phone: 979-268-3068
Email: aggiecondirector@gmail.com
Guests: Catherynne M. Valente, John Joseph Adams, Julia Wertz, John Mørke
Venue: Hilton Hotel and Conference Center College Station, 801 University Drive East, College Station, TX 77840
Phone: 979-693-7500

Convention Listings

MidSouthCon 29

Mar 25 - 27, 2011 in Memphis, TN
Description: Multi-genre convention
Contact: PO Box 17724, Memphis, TN 38187-0724
Email: info@midsouthcon.org
Benefits: Literacy Mid-South

BabelCon

Apr 1 - 3, 2011 in Baton Rouge, LA
Description: Science Fiction, Gaming, and Science event.
Contact: 10811 Rainier Ave., Baton Rouge, LA 70814
Phone: 225-571-5530
Guests: Deborah LeBlanc, Josephine Templeton, Naomi Pitre, Denise Roper, Craig Callais, Dr. Charles Gramlich, M.B. Weston, M.F. Korn, T. Alan Chafin, Randy Richards, Dr. Valerie Mikles, Dr. Eugenia Valentine, Mike Carambat, Bart Kemper, Krista Wofiel, Kalila Smith, Valli Harry, James Harry, Sal Lizard
Venue: The Cook Hotel, 2755 Commercial Drive, Port Allen, LA, 70767

EvilleCon

Apr 1 - 3, 2011 in Evansville, IN
Description: Anime convention.
Contact: No postal contact info available.
Venue: Evansville Airport Marriott, 7101 Highway 41 North, Evansville, IN 47725

Filk Ontario

Apr 1 - 3, 2011 in Mississauga, Ontario
Description: Filk convention
Contact: 98-145 Rice Avenue, Hamilton, ON, L9C 6R3, Canada
Email: info@filkontario.ca
Guests: Wild Mercy, Karen Linsley, Ghost of a Rose
Venue: Delta Hotel Toronto Airport West, 5444 Dixie Road, Mississauga, ON L4W 2L2, Phone: 905-624-1144

Ad Astra

Apr 8 - 10, 2011 in Toronto, Ontario
Description: Literary science fiction and fantasy event.
Contact: PO Box 7276, Station A, Toronto, ON Canada M5W 1X9
Email: registration@ad-astra.org
Guests: Mercedes Lackey
Venue: Toronto Don Valley Hotel & Suites, 1250 Eglinton Avenue East, Toronto, ON
Phone: 416-449-4111

JohnCon

Apr 8 - 10, 2011 in Baltimore, MD
Description: Science fiction and fantasy event
Contact: 3400 N. Charles St., Mattin Center, Suite 210, Baltimore, MD 21218
Phone: 513-213-6537
Email: hopsfa@jhu.edu
Venue: Levering Hall, 3400 N. Charles St., Baltimore, MD 21218
Phone: 410-516-8209

Portmeiricon

Apr 8 - 10, 2011 in Portmeirion, Wales, UK
Contact: Box 228, St. Leonards on Sea, TN38 1EX, UK
Email: prisoner.convention@virgin.net
Guests: Justine Lord
Venue: Portmeirion Hotel
Phone: +44 (0) 1766 770000

CHS Otaku Fest

Apr 9 in Ellicott City, MD
Description: Anime event
Contact: PO Box 2392, Ellicott City, MD 21043
Email: president.chsanime@gmail.com
Venue: Centennial High School, 4300 Centennial Lane, Ellicott City, MD 21042

Creation

Apr 9 - 10, 2011 in Phoenix, AZ
Description: Media convention. Shows frequently feature multiple guests from related shows.
Contact: 217 S. Kenwood Street, Glendale, CA 91202
Phone: 818-409-0960
Email: creatickets@creationent.com
Venue: Sheraton Crescent Hotel, 2620 West Dunlap Avenue, Phoenix, AZ

AmberCon

Apr 14 - 17, 2011 in Detroit, MI
Description: Amber Diceless Roleplaying convention
Contact: PO Box 7294, Ann Arbor, MI 48107-7294
Venue: Embassy Suites Detroit-Livonia, 19525 Victor Parkway, Livonia, MI 48152
Phone: 734-462-6000

Anime Punch

Apr 22 - 24, 2011 in Columbus, OH
Description: Anime event
Contact: No postal contact info available.
Email: Info@animepunch.org
Guests: Richard Torrance, Lawrence Eng,

Stacey Schlanger, Kinko Ito, Lee Makela, Brad Swalle, Patrick Seitz, Kousuke Saito
Venue: Hyatt Regency Columbus, 350 North High Street, Columbus, OH 43215
Phone: 614-463-1234

Doctor Who Special - Act III

Apr 22 - 23, 2011 in Buckinghamshire, England
Description: Doctor Who media event.
Contact: 66 School Lane, WELWYN, Hertfordshire, AL6 9PJ
Phone: +44 (0)1438 718 137
Email: derek@doctorwhoshop.com
Guests: Louise Jameson, Lalla Ward, Wendy Padbury, Charlie Ross
Venue: Latimer Place, Latimer, Chesham, Buckinghamshire, HP5 1UG

EerieCon

Apr 29 - May 1, 2011 in Niagara Falls, NY
Description: Multi-genre gathering
Contact: PO Box 412, Buffalo, NY 14226
Email: eeriecon@juno.com
Guests: Larry Niven, Derwin Mak, Anne Bishop, David Clink, Jennifer Crow, David DeGraff, Lynna Eldritch, Carl Frederick, James Alan Gardner, Mark Garland, Lois Gresh, Marvin Kaye, Greg Lamberson, Mark Leslie, Alex Pantaleev, John Allen Price, David Sakmyster, Darrell Schweitzer, Josepha Sherman, Edo Van Belkom
Venue: Days Inn at the Falls, 443 Main Street, Niagara Falls, NY 14301
Phone: 716-284-8801

Gaslight Gathering

May 6 - 8, 2011 in San Diego, CA
Description: Steampunk & Victorian Convention
Contact: PO Box 15771, San Diego, CA
Guests: Kim Newman, Nick Baumann, Druann Pagliassotti, Christian Lorenz Scheurer, Leslie Klinger, Bret Culpepper, Samantha Henderson, Ramona Szczerba, Chris Garcia, Jody Regan, Martin Kauper
Venue: Town and Country Hotel, 500 Hotel Circle North, San Diego, CA 92108
Phone: 619-291-7131

LepreCon 37

May 6 - 8, 2011 in Tempe, AZ
Description: Annual SF/F Convention with an Emphasis on Art.
Contact: PO Box 26665, Tempe, AZ 85285
Phone: 480-945-6890
Email: lep37@leprecon.org

Guests: John Picacio, Elizabeth Bear, Sarah Monette, Emma Bull, Will Shetterly
Venue: Tempe Mission Palms Hotel, 60 East Fifth Street, Tempe, AZ 85281
Phone: 480-894-1400

OutlantaCon

May 13 - 15, 2011 in Atlanta, GA
Description: GLBT Science Fiction and Gaming Convention
Contact: 2665 Meadow Court, Chamblee, GA 30341
Email: info@outlantacon.org
Guests: Eugie Foster, Melissa Carter
Venue: Holiday Inn Select-Perimeter, 4386 Chamblee-Dunwoody Road, Atlanta, GA 30341
Phone: 770-457-6363
Benefits: Jerusalem House

MCBA SpringCon Comic Book Celebration

May 21 - 22, 2011 in Saint Paul, MN
Contact: PO Box 131475, Saint Paul, Minnesota 55113
Email: MNCBA@aol.com
Venue: Minnesota State Fairgrounds - Grandstand, 1265 Snelling Avenue North, Saint Paul, MN 55108
Phone: 651-288-4400
Benefits: MN Lupus Foundation

Anime Oasis

May 26 - 29, 2011 in Boise, ID
Description: Anime event
Contact: No postal contact info available.
Email: creamyjeremy@animeoasis.org
Guests: Sonny Strait, Michael Coleman
Venue: The Grove Hotel, 245 S. Capitol Blvd, Boise ID 83702
Phone: 208-333-8000

Balticon

May 27 - 30, 2011 in Baltimore, MD
Description: Literary Scifi convention.
Contact: PO Box 686, Baltimore MD 21203-0686
Phone: 410-563-2737
Email: balticoninfo@balticon.org
Guests: Ben Bova, Vincent Di Fate, Bill Sutton, Brenda Sutton, Philippa Ballantine, Steve Geppi, Mark Owings, Paolo Bacigalupi
Venue: Marriott's Hunt Valley Inn, 245 Shawan Rd, Hunt Valley, MD 21202
Phone: 410-785-7000

Listings provided by Fanboy's Convention List, <http://www.fanboyslist.com>



NAME: BRUCE O'BRIEN
RANK: BRIGADIER
POSITION: COMMANDANT, SFMC
OTHER POSITIONS: COMMANDING OFFICER
SHIP: USS SOUTHERN CROSS NCC-63550
REGION: 11, AUSTRALIA/NEW ZEALAND

1142-55-36



Attention on Deck!

FIRST GREETINGS

The New Year has of course brought with it new faces and names to your General Staff and I set out with this first report to assure you that this new GS has already set itself a high standard of expectation and we will be working diligently throughout our tenure of office to ensure we achieve this. Undoubtedly, there will be some changes here and there and while these will mostly be superficial (in terms of personnel responsibility within the GS structure) there will no doubt be others that will help us to establish our own culture as your leaders.

As the Commandant of this great Corps, it will be my intention to ensure that the needs and desires of our Marines can be met wherever possible. To do this, I have surrounded myself with a team of people whom I believe will also be able to efficiently support and evidence this objective. We will be looking to create new initiatives where we can; add further value to your membership wherever possible; provide an open and effective means of communication both up and down the CoC; and present a standard of professional service that as SFMC leaders, will set an example for all others to follow. To achieve this, we will need help, support, (and to have earned), and the trust of each and every member of the Corps -- and I assure you that your input will always be well received, recognized, and used wherever possible.

So often, we all get a lot of lip service when it comes to hearing from others what they are "going to do for us." This is so true in our real lives where we are daily subjected to either misinformation, negativity, mistrust or a host of other stress-creating factors and factions. But here in the SFMC, we should try hard to not be affected by the outside influences of "Real Life" and we should all instead be given the best chance to make the most of our role playing in an environment full of friendship, interest, inter-activity and

as much fun as you can have without being arrested. And so to help keep this framework intact and to further advance the work done by those great people who went before us, this GS has to be as sharp as it can be in everything that it does.

We certainly will be here to listen to you and your ideas and we certainly will want to add value to your membership of the Corps with our own ideas and programs that will be injected over time. Don't be shy in communicating with us because we sure won't be in talking to you....

GS PERSONNEL

Listed below are those people and their contact addresses who make up the SFMC General Staff. Each of these marines will be doing their utmost to be of service to the Corps.

- Deputy Commandant, STARFLEET Marine Forces (DepDant) - General Mark H. Anbinder depdant@sfi-sfmc.org
- Sergeant Major, STARFLEET Marine Corps (SGMC/SFMC) - Master Gunnery Sergeant Jerome Stoddard sgm_sfmc@sfi-sfmc.org
- Commanding Officer Finance Command(COFINCOM) - Major General Patrick McAndrew fincom@sfi-sfmc.org
- Commanding Officer Forces Command (COFORCECOM) - Master Gunnery Sergeant John Kane forcecom@sfi-sfmc.org
- Commanding Officer Information Command (COINCOM) - Major General Sean Niemeyer infocom@sfi-sfmc.org
- Commanding Officer Training & Doctrine Command (COTRACOM) - Lieutenant General Michael McGowan tracom@sfi-sfmc.org

STAFFING

It is highly probable that as we move forward, new posts or replacement postings will become available within some of our Commands. We urge any interested marines to make application – irrespective of the fact that you may feel that you may not be fully qualified for the role. We are always keen to know of those of our members who are interested in volunteering their time and effort to the Corps, and while in some instances your skill and background experience may not be quite suited to one role, it may well be that what you can offer are suited somewhere else.

We survive and grow on the back of our volunteers, and to know who these people are and what skills they can commit is of extreme value. Don't be backward in coming forward!

FUTURE PROGRAMS

Most of our future programs will naturally revolve around existing concepts. We see no need to change many of these as they exist and work well already. But there will be some new initiatives added as a matter of course as we seek to expand further on some of the activities, rewards and programs that have served us so well to date.

We will be looking to open up and to maintain clear, concise and efficient channels of communication at all levels of the Corps. We will do this by setting examples at the senior level, and through the efficient use of the CoC, we will want to assure every marine of an expectation of satisfaction that their voice is heard – that their ideas, concepts and suggestions are considered. Our doors are always open, our ears are always on.

One of the key objectives to be set will be towards the recruitment of new marines – either new to STARFLEET

International or from within existing membership. To achieve this, we will need to ensure that clear, concise and easily understood detailing that is associated with SFMC membership is made available – as well as highlighting (and perhaps expanding further) the benefits of being a member of the Corps.

We know that many wish to wear the dress uniform of the SFMC and we know that many want to get personal interaction with the camaraderie and culture that comes with being a member of the Corps – so what we need to do is to make this easy to achieve; remove any 'obstacles' that may exist; clear away any doubts that anyone may have; and provide evidence that becoming a Marine (Reservist or Active) will bring with it many more additional benefits to membership in STARFLEET International. We KNOW you want to join us – we just need to make sure we can make that happen.

There may be other minor changes – perhaps the introduction of new awards programs or the minor adjustments to existing programs or protocols – but whatever it is, we want you to be assured that will all be considered, careful steps, only ever aimed at either improving service or by adding additional; membership benefit..

As Commandant, I am here to serve the Corps. I will do that to best of my ability and with your assistance. I look forward to some exciting and fun times in the weeks and months ahead and sincerely trust that every Marine will join with me in making this happen.

In Service to the Corps,

Bruce O'Brien, Brigadier
 Commandant, SFMC
dant@sfi-sfmc.org



NAME: MARK ANBINDER
RANK: GENERAL
POSITION: DEPUTY COMMANDANT, SFMC
SHIP: USS ACCORD NCC-1842
REGION: 7, NEW YORK (USA)



0743-24-81

A Ten Year Journey in the Corps

As I sit down to write this column, it's the beginning of a brand new year, a new administration in STARFLEET, and a new leadership for the STARFLEET Marine Corps. In many ways, it's a new chapter in the life of the SFMC, and in my case, a role I'm very excited to take on.

Many of you have met me in person or interacted with me online, and as your new Deputy Commandant, serving under Brigadier O'Brien, I'm looking forward to meeting and working with many more of you. Bruce and I are taking the lead with the Corps in exceptional shape, thanks to the hard work of our predecessors, and I appreciate all of their hard work over the last several years. I have been, and will be, grateful for input and support from both past and present members of the General Staff.

For those less familiar with me, I officially became an SFMC Reservist at

STARFLEET's International Conference in 2000, and switched to Active status upon becoming OIC of the 771st MSG aboard

USS Accord soon after. I've served in the past as DCO FORCECOM and as the SFMC Public Information Officer,

and in two stints as Vice Commander, STARFLEET, I supported the Corps and its leadership from STARFLEET HQ. I've attended quite a few Brigade Musters, mostly of the 1st, 3rd, and 7th BDEs, and several International Musters as well. You'll certainly see me at this year's IM in the Poconos, and while I can't promise to attend every event, I'd love to hear about yours so I can try.

After serving in several chapter and STARFLEET HQ leadership positions, I'm pleased to have the opportunity to focus on serving the Corps for a while, and I absolutely welcome your input and suggestions. If you want to get in touch, I'm always reachable by e-mail at depdant@sfi-sfmc.org or at mha@ussaccord.org, and I'm often on Fleetchat in the #Corps channel. Hope you'll stop in to chat sometime.



Longtime SFMC members Jill and Dennis Rayburn pin SFMC collar insignia on then-BGEN Anbinder at IC 2000.
Photo by Rahadyan Sastrowardoyo.

Report from the Sergeant Major, SFMC

Greetings Marines!

Welcome back to the booth in the back in the corner in the dark of the local NCO club, where that big, slightly gamey, disheveled furry lump gently snoring under the table is all the staff I have had for the past couple of years and it's not who you might think. Sergeant Bear (honorary member of the 503rd MSG) is my German Shepherd/Chow cross. Yep, my only staff is a genuine son of a you-know-what. Like any good staff, he listens well, keeps confidences, and keeps the boss on track of what is really important, like the fact that a certain grumpy old NCO needs to step away from the desk and go for a walk once in a while.

As I write this, I have been SGM SFMC for just over two and a half years, and I would like to thank Brigadier O'Brien for the opportunity to keep serving the Corps, and Lieutenant General Roberts for giving the chance to do so in the first place. There is literally no other job in the SFMC that I would rather have than this one.

Going forward, things will be pretty much the same for me. I intend to stay involved in the SFMCA NCO Academy to help further develop courses of study and refine existing ones there. I will keep reminding you about community service and bringing up accomplishments of enlisted Marines, and maybe even bring up something from history you didn't know in my monthly reports which go out on the Corps list, the SFMC website, and the AOD! Extra. I will continue advising the 'Dant and GS, and bringing up issues you bring to my attention.

I do have a couple of long range projects. One is finding ways that a Marine who is pretty much out on their own can make a meaningful contribution to their unit's community service activities. I am also looking for help and input to possibly develop some enlisted ranks specific material for SFA. After all, whether our uniforms are SFMC blacks or all the colors of Fleet, we are all STARFLEET together.

One important aspect of being an NCO

that is sometimes overlooked is our dual responsibility to both the enlisted Marines below us and the officers above us in the CoC (Chain of Command). In other words, a good NCO takes care of their Marines, regardless of rank. We do this in many ways such as writing awards recommendations, leading by example, praising in public and criticizing in private. A good NCO is the mortar that keeps all the bricks in the wall standing together as one strong whole, instead of a lot of component pieces.

There is a common stereotype of the NCO being about as subtle as a chainsaw, but really that is your last resort. Being a little diplomatic (or as one officer put it to me recently "a sneaky NCO poke") can go a long way, especially when dealing with those above you in the CoC.

Just remember: Nobody is perfect and nobody is completely hopeless either. It is up to you to bring out the best in the Marines around you, and in yourself.

Another important thing to remember is that, at the end of the day, we all do this for fun. Sometimes we get caught up in our duties or projects and lose sight of that. Part of taking care of your Marines is helping them to have a good time. I am confident I can count on you all to do that.

Finally, 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.

Semper Fi!

MMSGT Jerome A. "Hawk" Stoddard
 Sergeant Major of the Starfleet Marines
sgm-sfmc@sfi-sfmc.org

0543-37-47

Report from the CO INFOCOM

0744-47-16

Ah, yet another year dawns on the Data Warfare Center and five days after the New Year's party the Marines are still cleaning things up, especially the confetti. That stuff goes everywhere and is the hardest thing to clean up. Well as you can see I am still here heading INFOCOM; I was asked to stay on and against my better judgment, agreed. So now I am in the process of moving all my stuff back into my office. Even though I have stayed on, a few members of INFOCOM staff have moved to other positions within the Corps: Mr. Hof has resigned as DCOINFOCOM and is now the Research and Development Director for the SFMCA, and Mark Anbinder has gone on to become the next Deputy Commandant. So of course all this shuffling of personnel means that I am in need of a new DCO. By the time this article has gone to print I will have chosen a new one, which of course will give me more material to write about in my next article for the Attention on Deck!

Well even though I am staying on from the last General Staff I probably should at the very least introduce myself. So who is your

COINFOCOM? Well I am Major General Sean "Cerberus" Niemeyer. I have been in STARFLEET going on 15 years now and a member of the STARFLEET Marine Corps for 14 of those years. In that time I have held various positions at all levels within the Corps, but for the past 3 I have been COINFOCOM. So what do I do here in INFOCOM? Well I oversee the Corps websites, mailing lists, official publications, etc... Basically I oversee the department that is responsible for making sure that the information flows within the Corps. Some days I am more successful than others. I do maintain an open door policy so if any member has questions regarding the SFMC, INFOCOM, etc., please do not hesitate to contact me at infocom@sfi-sfmc.org.

So what are my plans for INFOCOM? I guess first and foremost is the continued maintenance and updating of the Corps websites and then after that is the continued publication of the Attention on Deck! Extra. I guess I also need to find a new DCO as well as G3 Officer. As I mentioned above, the DCO position will most likely be filled

before this goes to print. However I am not so sure about the G3 position. Any member interested in the G3 position should contact me, the DepDANT, or the DANT for more information. So after those items the field is wide open. However in the coming months I will have 3 projects that will take top priority.

1) Exploring the feasibility of setting up SFMC forums for those members who like to use forums. However, unlike other implementations, I will be using software to bridge the Corps-I mailing list with the forums so no matter whether or not a member uses the forums or the mailing list everyone will be able to participate. Of course this sort of thing will need some time to set up and some rigorous testing. It may or may not work. I'm hoping that it does so that it opens up yet another avenue for communication.

2) Exploring setting up a mailing list dedicated to Role-playing. This was a suggestion brought to me by a fellow member and I think that if properly done it could be a lot of fun. Sure it will not be for everyone, but

it adds another dimension to the Corps in the way everyone can participate.

3) Moving the SFMC websites and web infrastructure to its own account. Since I can remember the Corps has always relied on donated web space to maintain its Internet presence. While it doesn't cost the Corps money, there are other inherent risks with that type arrangement. Once the GS has settled in, this project will be first on my plate. I am hoping to accomplish this by the end of January, end of February at the latest. When the move is made there shouldn't be any downtime, but as with anything Murphy might come a calling. I will make several announcements prior to the move.

All of this just means that INFOCOM will be quite busy in the near future so look here for future announcements and news.

MGN Sean Niemeyer, COINFOCOM
infocom@sfi-sfmc.org
 twitter: @sfmc_infocom

Report from the CO TRACOM

1244-12-47

Greetings from the SFMC Training & Doctrine Command (TRACOM).

I am Lieutenant General Michael McGowan and it will be my pleasure to serve as the Commanding Officer of this excellent Command for at least the next three years. Having served as the DCOTRACOM for some time, I have a full grasp and understanding of the programs and initiatives that were being developed over the last three years by my predecessor. It will be my intention to continue this work as well as to add as many other fun and exciting projects as we can fit in.

What I would like to do here is to introduce the key elements of the team that will carry out the work started during 2008 through to end last year. Fortunately, we have retained most of the key personnel who were in place during the last twelve months but of course, with a

new administration has come some changes and we have had a bit of a shuffle around to get people into place. Due to the increase in staff numbers and the workload of several key projects through TRACOM and the SFMC Academy, I have re-initiated the principle of the two Deputy Officers in Charge roles that were in place some years back. Thus, we are fortunate to see the return of Brigadier General Scott Anderson in role of DCO-Administration, with Major General Gary "Tiny" Hollifield taking over the DCO-Doctrine role.

Chief Warrant Officer Three Jennifer Hoover has stepped up to take over the running of the Awards, Devices, and Certificates office and the redoubtable Lieutenant Colonel William "Junior" Hof has stepped down from his role as DCOINFOCOM to take command of the TRACOM Research & Development Office -

placing him clearly in the hot seat of what is one of his key interests. And with our TRACOM NCO (John "Kiwi" Kane) now taking command of Forces Command (FORCECOM) we have seen the appointment of Gunnery Sergeant James Maarsingh to the position as TRACOM Sergeant Major, as well as taking charge of the NCO Academy.

At time of writing, we will be looking to make some additions to our directors as some people will move about a little within this command – myself included. As always, we will be endeavouring to bring in new people wherever we can and I would hope that any staff vacancies that do appear can be quickly filled. For the future, TRACOM is looking to do some extensive work in the area of ongoing development of SFMC arms and equipment as well as continuing to revise, improve and

to add material to our great resource manuals. We will be continuing to add new material to our curriculum and the development of new classes will be a never-ending objective.

In closing this very brief initial review, it will simply serve to add that with the knowledge that we increased our student numbers by over 200% in the last three years, we have some obviously clear targets and objectives to set ourselves for the next three. We are certain that regardless, our students and members of the Corps will be the winner for our attempts to achieve this.

LGN Michael McGowan
 Commanding Officer, Training & Doctrine Command, SFMC
 USS Bortas NCC-74211
 Region 12
tracom@sfi-sfmc.org



Report from the CO FORCECOM

0145-41-71

Ladies and Gentlemen,

I am writing to you as the new Commanding Officer of Forces Command to say hi and tell you something about me if you do not know me. I have been in the SFMC since 1997. I am originally from New Zealand and I began on a chapter in the 12th Brigade. In 1998, I came to the United States and attended the IC in Lubbock, Texas on the way to North Carolina. Eventually I transferred to the 1st Brigade and I married my wife who was, at the time, the CO of the USS Hornet. I have filled every billet from member of a unit to the DOIC of a unit. I have been the OIC of a Unit, the Battalion DOIC, and the Battalion OIC. I have been the Brigade Sergeant Major, Brigade DOIC, and Brigade OIC during that time as well. At IC 2003 in Greensboro, North Carolina, I was promoted to Brigadier General and I also was honored to have been chosen to be the Shield of Honor Recipient. In 2004, I made the decision to resign my officer's commission and I became a Gunnery Sergeant. In 2005, I was appointed the 1st Brigade Sergeant Major and in 2007 I was promoted to my current rank of Master Gunnery Sergeant. At IC 2009, I was honored to be chosen to be the Star of Honor Recipient. In 2009 I also had the honor of being appointed the 1st Brigade OIC and was able to help the 1st Brigade grow.

My aim for this department is communication; it will be much better than it was in the previous administration, so if you have any questions please do not be afraid to ask them. I want to encourage you to write to your Brigade OICs as there are some Officers in Charge who have been around a while and have a lot of experience and they might be able to help you. If you do not hear from them within 24 to 48 hours please do not be afraid to email me with your questions.

My other aim is that I will endeavor to reply to all emails sent to me within 24 to 48 hours, and if I cannot then my Deputy Commanding Officer Forces Command, who is Colonel Jari James from the 5th Brigade, will answer any questions. I would like to encourage all marines to participate in the Commandant's

Reading Challenge; the General Staff is working on codifying the rules for the Reading Challenge. I would also like to encourage all marines to participate in the Commandant's Campaign Award: if you donated any toys to Toys for Tots, let your Unit OICs know so that information can be forwarded up to the Commandant. If any Marine has served or are currently serving in their country's military forces and if you have served for more than 180 days, you are eligible for the Legion of Arms award. You just need to send proof of your service to me at forcecom@sfi-sfmc.org.

I also would like to introduce you to my Deputy Commanding Officer, Colonel Jari James. Here is an introduction from her:

Greetings, Marines.

I'm Colonel Jari James, a member of 5BDE and the new Deputy CO of Forces Command. Here's a bit of background for those who have never met me.

I originally joined SFI back in 1994 as a member of the USS Maria Antonio Valsalva NCC-410 - a correy Osler class hospital ship based out of R12 and commanded by Admiral David Miller, MD, but let things lapse after a year or so. I rejoined in December of 2006 and transferred to the USS Thermopylae NCC-74703 restarting my STARFLEET career with the rank of ENS/2LT. Right after that, I discovered the SFMC side of the house and activated my reserve commission. Along with my new billet as DCOFORCECOM, I also hold the position of DOIC 4BN 5BDE and just stepped down as the DOIC of the 503rd MSG - The Spartans.

I've had the opportunity to be involved in things at a unit level, taking on such tasks as the Unit's Reading Challenge Officer and organizing the Marine Unit Readiness Program program for the 503rd resulting in the completion of 10 specialties and making a clean sweep of the Vessel Certification Readiness Program. I've wandered my way through various SFA and SFMCA programs,

keep active in several charity projects, and was honored by being the Shield of Valor & 5BDE Shield of Honor recipient in 2008 and the Cross of Honor & 5BDE Cross of Valor recipient in 2010.

In the non-Trek world, I am a late 50's retired civilian/military health care provider. I retired from the US Army as a Master Sergeant after 21-some years both active and reserve with a tour in the Gulf during Desert Shield/Desert Storm under my web belt. I came from a family history of military service on both sides of the family and both parents during WW II, and was honored to spend 20 years of my life with my late husband Jeff who served as a US Army Airborne Infantryman and member of the Special Operation Command. I first became involved in Trek fandom back in the 60's when TOS first premiered. I've an avid SF&F reader along with military fiction, am willing to give most SF based TV's and movies at least one try, and have been involved in various different fandoms since first discovering Trek.

I am truly honored to have been asked by MSGT Kane to serve as his DCO and look forward to serving the Corp by providing top flight service to the individual marine in the field. I can always be reached by e-mail at dcoforcecom@sfi-sfmc.org. Please feel free to contact me with any suggestions or concerns you may have.

So if you have any questions or comments about FORCECOM, please feel free to email me.

Yours in service to the Corps,
John "Kiwi" Kane
Master Gunnery Sergeant, SFMC
Commanding Officer, Forces Command
STARFLEET Marine Corps
forcecom@sfi-sfmc.org



**COMMANDER**

FADM Dave Blaser
74072-260 Guelph St.
Georgetown, ON L7G4B5
Canada
cs@sfi.org
1-888-SFI-TREK (888-734-8735) Ext: 701

CS Chief of Staff
FADM Les Rickard
cs-cos@sfi.org

Historian
GEN Wade Hoover
historian@sfi.org

International Conference Liaison
GEN Mark H. Anbinder
ic@sfi.org

Inspector General
GEN Wade Hoover
ig@sfi.org

Judge Advocate
MGN Larry French
jag@sfi.org

Member Recognition
ADM Linda Kloempken
recognition@sfi.org or
mr@sfi.org

Director, Scholarship Program
FCPT Reed Bates
scholarships@sfi.org

VICE COMMANDER

MGN Bran Stimpson
1120 Magnolia Street
Denver, CO 80220
vcs@sfi.org
1-888-SFI-TREK (888-734-8735) Ext: 702

VCS Chief of Staff
LGN John Roberts
vcs-cos@sfi.org

Membership Processing Administrator
BDR Matthew Ingles
STARFLEET International
P.O. Box 94288
Lubbock, TX 79493-4288
membership@sfi.org and
mp-vcs@sfi.org
1-888-SFI-TREK (888-734-8735) ext. 2

Member Services Administrator
COMM Christina Sievers
helpdesk.sfi.org

Orientation Director
COMM Jason Schreck
orientation@sfi.org

HR Director
*** vacant ***
personnel@sfi.org
http://hr.sfi.org

Commandant,
STARFLEET Marines Corps
BDR Bruce O'Brien
dant@sfi-sfmc.org
http://www.sfi-sfmc.org

STAR Program Administration
LTJG Anthony Dowling
star@sfi.org
http://star.sfi.org

Pet Fleet Corps Coordinator
FCPT James Cecil
petfleet@sfi.org
http://petfleet.sfi.org

STARFLEET Chaplain's Services
Rev. COMM Russell D. Ruhland
trekchristian@gmail.com

STAR Counselor's Lab
LTC Cynthia Cook
medievalorca@yahoo.com

STARFLEET Medical Corps
COL Joseph Gallagher
stargazer2371@charter.net

STARFLEET Special Operations
CAPT Joseph White
Director@sfo.sfi.org

STAR Lab Sciences
RADM Richard Heim
AlaricRH@charter.net

STAR: Office of Emergency
Preparedness
COL James C Jones II (SFMC)
director@sfoep.org

Annual Campaign Director
MGN Gary Hollifield, Jr.
806 Redwood Drive
Paragould, AR 72450
campaign@sfi.org
http://campaign.sfi.org

Annual Campaign Deputy Director
Tomos Griffiths
deputy-campaign@sfi.org

Annual Campaign Assistant Director
ADM Sherry Anne Newell
5 NW 40th St
Lawton, OK 73505-4911
sherryannnewell@juno.com
and
ADM Helen M. Pawlowski
4837 Germania St.
St. Louis, MO 63116

CHIEF OF OPERATIONS

BGN Joe Sare
2716 Sinclair Avenue
Waterford, Michigan 48328
ops@sfi.org and
shock@sfi.org
1-888-SFI-TREK (888-734-8735) Ext: 703

Vice Chief of Operations
ADM Alex Rosenzweig
ops-vice@sfi.org

Vice Chief of Shakedown Operations
ADM Johnathan Simmons
shoc-vice@sfi.org

Department of Technical
Services
ADM Alex Rosenzweig
shoc-dts@sfi.org

Office of Technical Information
ADM Alex Rosenzweig
shoc-oti@sfi.org

DTS Schematics Artist
CAPT George Flanik
gflanik@riveroflife.com

Advanced Starship Design Bureau
MGN Joost Ueffing
shoc-asdb@sfi.org

Correspondence Chapters
COMM Beau Thacker
ops-correy@sfi.org
http://correy.sfi.org

Recruiting & Retention Officer
CAPT Chris Tolbert
recruiting@sfi.org and
retention@sfi.org

Alumni Outreach Program Director
COL James Jones II
james@mythicallegends.com

Monthly Status Report Officer
CAPT Arthur Vaccarino
Monthly Status Reports (MSRs) by email:
msr-submit@sfi.org

Support Staff Director
COMM Steve Bowers
ops-support@sfi.org

CHIEF OF COMMUNICATIONS

COMM Patricia "PJ" Trotter
303 W. Main St
Tecumseh, OK
74873-4050
comms@sfi.org
1-888-SFI-TREK (888-734-8735) Ext: 704

Vice Chief of Communications
FCPT Karen Mitchell Carothers
comms-vice@sfi.org

Communiqué Editor and Submissions
FCPT Karen Mitchell Carothers
cq@sfi.org

Public Relations Director
ADM Brandt Heatherington
pr@sfi.org

Office of Disabled Accessibility
Director: FCPT Dana Marshall
Asst. Director: COMM Keith Marshall
cq_access@sfi.org

COMMANDANT OF STARFLEET ACADEMY

ADM Peg Pellerin
180 So. Reynolds Rd.
Winslow, ME 04901
1-888-SFI-TREK (888-734-8735) Ext: 705
academy@sfi.org

Academy Vice-Commandant
ADM Marlene Miller
academy-vice@sfi.org

Coordinator, Academic Services
ADM Carol Thompson
academics@acad.sfi.org

Coordinator, Support Services
ADM Gregory S. Staylor
support@acad.sfi.org

Chief, Electronic Services
Webmaster/Support Services Assistant
FCPT Jayden Tyronian
webmaster@acad.sfi.org

Academy Accessibility Program
COMM Ron Novak
sfaleadership@zoominternet.net

CHIEF OF COMPUTER OPERATIONS

COMM Chris Carothers
2762 Yarnall Road
Halethorpe, MD 21227
1-888-SFI-TREK (888-734-8735) Ext: 707
compops@sfi.org

Vice Chief of Computer Operations
ADM Sam Black
compops-vice@sfi.org

Database Operations
ENS Andrey Kuznetsov

SFI-List Moderator
COL Rolando Gomez
FCPT James Cecil
LTJG Gregory Kleiner

SFI.org Webmaster
RADM Laura Victor
webmaster@sfi.org

CHIEF FINANCIAL OFFICER

LGN Linda Olson
9020 N STATE ROAD 53
Madison, FL 32340-3541
cfo@sfi.org
1-888-SFI-TREK (888-734-8735) Ext: 708

Vice Chief Financial Officer
RADM Tammy Willcox
cfo-vice@sfi.org

Quartermaster
VADM Pete Mohnen
quartermaster@sfi.org
http://qm.sfi.org

Fund Raising Officer
CAPT Joseph Horton
fundraising@sfi.org

List revised 02/2011

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



0247-04-20

Visit the STARFLEET Quartermaster!



STARFLEET Flags

New for late 2010, the STARFLEET Flag! Digitally printed in glorious multicolor on a traditional dark blue background, this flag is a full four feet by six feet. It has two grommets for hanging, and is printed on a single-side. It is made of 100D polyester.



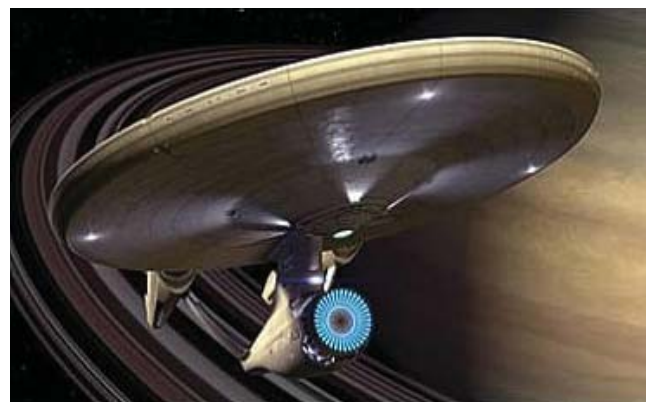
Star Trek collectible cups

You can purchase a complete set of all four of the Star Trek Online cups at a discounted group price, or buy any of the four that you like at an individual price.

These cups were produced by restaurant chain Del Taco in early 2010 as part of a promotion for Star Trek Online. These cups are

no longer available at Del Taco, and appear to be rare to non-existent on auction sites. The cup holds 32 ounces, stands about 8.5 inches tall, and is washable and reusable. There is a game code under a sticker, but it is expired.

These cups were donated to Starfleet by Atari, and sales benefit the STARFLEET Academy Scholarship fund.



Star Trek 3-D posters

Using the latest in digital technology combined with ultra-high-quality lenticular printing, Roddenberry proudly presents three releases in a new collection of original Star Trek images specially designed to jump off the page as you view them!

Features:

True Stereoscopic 3-D
 No Special 3-D Glasses Needed
 Breathtaking Sharpness and Color
 17" x 10" Size Prints Suitable for Wall Display and Framing

Purchase one or two of the posters you like, or buy all three Star Trek 3D Lenticular Posters for a special price!

Included in the set are the original series Enterprise firing phasers, the Abrams movie Enterprise orbiting Saturn, and the NCC-1701E Enterprise. \$6 of the sale price will be automatically donated to the STARFLEET Scholarship General Fund.



STARFLEET Caps

For years we've sold hats, but only in solid navy or black. This is a very new and different style! These hats have arrived, and as you can see, they are really sharp! Please note that these hats have a Velcro fastener in the back, so they are extremely adjustable. The left side of the picture shows the Velcro fastener open.

You can make your purchases and pay online at qm.sfi.org, or you can fill out an order, print out an invoice and make payment via check or money order through the mail.

Payment can be made via PayPal to epayments@sfi.org (please make a comment in the Notes section at paypal.com as to what you are buying), or via the mail with a check, money order or cashier's check, made out to STARFLEET, and mailed to :

Pete Mohney
 3152 Dolly Ridge Drive
 Birmingham AL 35243

Please send any questions to Pete at qm@sfi.org. If you do not have online access, write up what you would like to order and mail your order to the QM, and he will mail back a detailed invoice that will include shipping and any taxes.

For order forms, pictures of all the other items the QM carries, and other information, please see the web page at qm.sfi.org.

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