

Starfleet Communiqué

Issue #210

January - March 2022

STAR TREK
THE NEXT GENERATION:
LIEUTENANT WORF



ARTIST:
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SCC - 83022

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Front Cover: Pencil Illustration of Lieutenant Worf,
Star Trek: The Next Generation by Erika Bodden, R2

Back Cover: Artemis Rolling Out to the Launch Pad

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From the Editor's Desk

GEN Dennis Rayburn, *Space Station Nikola Tesla*

Greetings and welcome to CQ 210!

First thing, I want to talk about deadlines. The deadline for submissions for each CQ is the 15th of the month before publication. For example, the deadline for the next CQ, July 2022, will be June 15th. If you can, please give us your submissions by that date. It will be a HUGE help to us. But you don't have to wait until June 15th to send in your submission.

A question I get asked often is what format we prefer. The best formats for submissions for writing are Microsoft Word, Open Office, or PDF. As far as graphics go, we can usually work with whatever format it is in. However, be assured if there is a problem, we'll get with you and get it resolved. Please make sure you have the photographer's permission and anyone in the photo to be published.

As we are entering Spring and, hopefully, are seeing the light at the end of this long nightmare called COVID-19, everyone is starting to get back into the swing of things with club functions, conventions, summits, etc. Please take pictures and send them to us and your articles about them to starfleetcq@gmail.com for publication. Don't forget we also accept original artwork, poems, short stories. If you want to submit it, please do!!

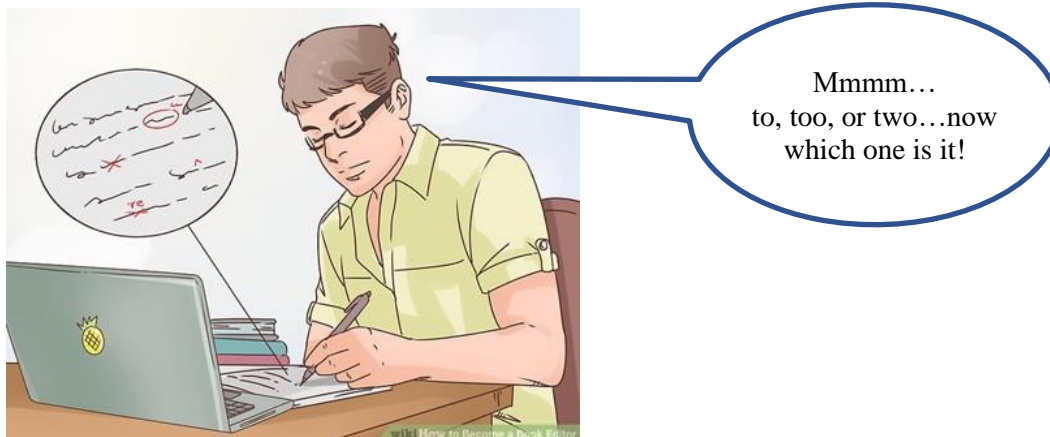
If you send us a submission and don't hear back from me within seven days, please write me at stonecoldq@gmail.com and let me know. Unfortunately, there have been issues between Gmail and sfi.org which have caused some submissions to get sent to the Phantom Zone!

I want to let everyone know that we will be inserting a special section in the October issue concerning the upcoming election for our next Commander, STARFLEET. The section will be open for submissions from each candidate seeking the office. We ask you to limit it to information about yourself, your running mate, and your platform. Be warned, however, that **any negative remarks or any type of attack will be edited out**. Let's keep it clean, folks!!

On that note, we have an article by the STARFLEET Inspector General regarding the upcoming election for the next Commander, STARFLEET. It contains some vital information which anyone thinking about running needs to keep in mind. You can find that article on page 49.

Here's to a great Spring! See everyone this summer!

CQ Editor out!





Editorials



Raktajino Ruminations

by CAPT Brenda Miller, *USS Hephaestus*, R2



What comes to your mind when March rolls around? St Patrick's Day, March 17th. Do you know the history of St Patrick's Day? Here's a quick lesson:

St. Patrick's Day celebrates the Roman Catholic feast day of the patron saint of Ireland. St. Patrick died on March 17, 461. But did you know that he wasn't even Irish?

History: Patrick's birth name was Maewyn. He was born in Roman Britain. He was kidnapped into slavery and brought to Ireland.

He escaped to a monastery in Gaul (France) and converted to Christianity. He went back to Ireland in 432 as a missionary. While Christianity had already taken hold in the country, tradition has it that Patrick confronted the Druids at Tara and abolished their pagan rites, making Christianity more widespread.

Patrick became a bishop and, after his death, was named Ireland's patron saint. Celebrations in Ireland were understated though. When the Irish emigrated to the U.S., they created the bigger celebrations and parades known today.

Eighteenth-century Irish soldiers who fought in the Revolutionary War held the first St. Patrick's Day parades. The celebrations became a way for the Irish to connect with their roots after they moved to America.

Fun Facts:

The shamrock: According to legend St. Patrick used the three-leaf clover (or shamrock) to explain the Trinity.

Corn beef and cabbage: This is an Irish American dish. Irish Americans were so poor they could not afford certain meals. On St. Patrick's Day, the best meal they could afford was beef and cabbage. It became a staple for the holiday.

www.gpb.org/education/origins-of-st-patricks-day

There are numerous blessings, sayings, and bits of wisdom attributed to the Irish. Some are humorous, some a little naughty, some are thought-provoking. Here are just a few. Some are well known, and some aren't.

- ✿ If you're lucky enough to be Irish... You're lucky enough!
- ✿ May you live as long as you want, and never want as long as you live.
- ✿ May you be at the gates of Heaven an hour before the devil knows you're dead!
- ✿ Here's to a long life and a merry one. A quick death and an easy one. A pretty girl and an honest one. A cold pint and another one!
- ✿ May neighbors respect you, trouble neglect you, the angels protect you, and Heaven accept you.
- ✿ May you have the hindsight to know where you've been, the foresight to know where you are going, and the insight to know when you have gone too far.
- ✿ May you live to be 100 years, with one extra year to repent.
- ✿ T'is better to spend money like there's no tomorrow than to spend tonight like there's no money!
- ✿ May the saddest day of your future be no worse than the happiest day of your past.
- ✿ Forgetting a debt doesn't mean it's paid.
- ✿ A good laugh and a long sleep are the two best cures.
- ✿ A little fire that warms is better than a big fire that burns.
- ✿ Do not resent growing old. Many are denied the privilege.
- ✿ If it's drowning you're after, don't torment yourself with shallow water.
- ✿ There's no need to fear the wind if your haystacks are tied down.
- ✿ Don't be breaking your shin on a stool that's not in your way.
- ✿ May the most you wish for be the least you get.
- ✿ Men are like bagpipes – no sound comes from them until they are full.

- ☘ May misfortune follow you the rest of your life,
and never catch up.
- ☘ Always remember that hindsight is the best
insight to foresight.
- ☘ Lie down with dogs, and you'll rise with fleas.
- ☘ May your heart be light and happy, may your
smile be big and wide, and may your pockets
always have a coin or two inside!
- ☘ Never scald your lips with another man's
porridge.
- ☘ May the hinges of our friendship never grow
rusty!
- ☘ Where the tongue slips, it speaks the truth.
- ☘ You'll never plough a field by turning it over
in your mind.
- ☘ May the road rise up to meet you.
May the wind be always at your back.
May the sun shine warm upon your face,
The rains fall soft upon your fields,
And, until we meet again,
May God hold you in the palm of His hand.
- ☘ May you have love that never ends,
Lots of money, and lots of friends.
Health be yours, whatever you do,
And may God send many blessings to you!
- ☘ May peace and plenty bless your world
With a joy that long endures
And may all life's passing seasons
Bring the best to you and yours.
- ☘ Always remember to forget
The things that made you sad.
But never forget to remember
The things that made you glad.
- ☘ If God sends you down a stony path,
May He give you strong shoes.
- ☘ Experience is the comb that life gives a bald man.
- ☘ May your troubles be less, and your blessings be
more, and nothing but happiness come through
your door.
- ☘ Life is like a cup of tea; it's all in how you make
it.
- ☘ May the raindrops fall lightly on your brow.
May the soft winds freshen your spirit.
May the sunshine brighten your heart
May the burdens of the day rest lightly upon you.
And may God enfold you in the mantle of His
love.

- ☘ When we drink, we get drunk.
When we get drunk, we fall asleep.
When we fall asleep, we commit no sin.
When we commit no sin, we go to Heaven.
So, let's all get drunk and go to Heaven!
- ☘ A friend's eye is a good mirror.
- ☘ May you live long, die happy,
And rate a mansion in Heaven.
- ☘ May the Irish hills caress you.
May her lakes and rivers bless you.
May the luck of the Irish enfold you.
May the blessings of Saint Patrick behold you.
- ☘ Do not resent growing old.
Many are denied the privilege.
- ☘ May those who love us love us.
And those that don't love us,
May God turn their hearts.
And if He doesn't turn their hearts,
May he turn their ankles,
So we'll know them by their limping.
- ☘ May the splinters never point the wrong way.
- ☘ Bless you and yours,
As well as the cottage you live in.
May the roof overhead be well thatched,
And those inside be well matched.
- ☘ He who loses money loses much;
He who loses a friend loses more;
And he who loses faith loses all.
- ☘ May the most you wish for
Be the least you get.
- ☘ It is not a secret if it is known by three people.
- ☘ Always remember to forget
The troubles that passed away.
But never forget to remember
The blessings that come each day.
- ☘ T's better to buy a small bouquet
And give to your friend this very day,
Than a bushel of roses, white and red,
To lay on his coffin after he's dead.
- ☘ May God give you:
For every storm, a rainbow,
For every tear, a smile,
And or every care, a promise,
And a blessing in each trial.
For every problem life sends,
A faithful friend to share,
For every sigh, a sweet song,
And an answer for each prayer.



You're never too cool to learn something new.





Ship News



Leaping Through the Guardian of Forever into our Medieval Past

by CMDR Constance Fleming, *USS Continuum*, R2

Each Spring, Santa Rosa County, Florida, holds a wonderful, exciting Renaissance Faire in the city of Milton. This past March, the *USS Continuum* was able to participate in STARFLEET uniform as a part of “Future History.” Members set up their exhibit, which included the Guardian of Forever and a “Tribble Toss” game, drawing in people as they strolled by a table full of tribbles. Attendees – some of whom were dressed up in their Medieval best – had a great time tossing tribbles and having their picture taken coming through the Guardian.



Even the King and Queen of the Pirates joined in the fun at the Faire. Ship’s Captain COMM Jay Gallops amazed and intrigued the crowds with his Borg outfit. And although no one was concerned about being assimilated, many knew “Resistance is Futile.”

From the smallest child to the oldest adult, everyone seemed surprised and delighted to slip into the *Star Trek* universe, if for only a few minutes. *Continuum* members had a great time and happily greeted everyone with the ever-popular “Live Long and Prosper.”



King & Queen of the Pirates journey through the Time Portal



The Continuum Crew, preparing to return to the future, bid the past “Peace and Long Life”



Fun at the Tribble Toss



Tiny tot shared his lunch with his Tribble, and this is what happened.



It’s the BORG!

USS *Heimdal* Sends 14th Student to Space Camp

by ADM Linda Smith, *USS Heimdal*, R1

The past two years since COVID-19 sucked us all into a black hole have been particularly hard on us as Starfleet chapters. Those of us who have our non-profit status and depend on local fundraisers to sustain our adopted charities have been especially hard hit.

Fortunately for the USS *Heimdal*, based in Virginia (R1), we have had a cushion in our treasury that has funded our regular ten charities at Christmas. We have also attracted quite a lot of local attention and support for our Space Camp Program. In the past two pandemic years, we have received several amazing corporate donations specifically to keep our Space Camp Program alive.

The *Heimdal* holds an annual contest in local middle schools with interested students writing essays to enter our Space Camp Essay Contest. Working with special teacher liaisons in all participating schools, we begin our contest in early winter. The *Heimdal*'s Space Camp Committee reads submitted essays in late January, votes on a winning essay, and announces a student winner in early February.

Heimdal began the Space Camp Program in 1999. Since then, we have been able to send 13 students to NASA's Space Camp in Huntsville, AL, for a 5-night, 6-day camping experience at the NASA-sponsored camp of their choice. The camps include Space Academy Camp, Aviation Challenge Academy Camp, and Cyber Academy Camp, which replaced the previous Robotics Academy Camp. This trip costs *Heimdal* \$1,469. In addition to the price of the trip and registration fee, we make sure our winning student has all the associated bells and whistles, such as a mission patch, a flight suit, and \$300 toward travel expenses.

COVID shut down Space Camp trips throughout the summer of 2020, and *Heimdal*'s winning student had to postpone his trip until June of 2021. Fortunately, with COVID numbers dropping, we were able to hold our 2022 Space Camp Contest and chose Gabriel (Gabe) Friedman as our 2022 winner.

Gabe's essay was chosen as the best of those submitted from the eight participating middle schools. Six of the *Heimdal*'s nine Space Camp Committee members voted for Gabe's essay. The essence of his essay was that he had been intrigued by space and space travel for as long as he could remember and seriously hopes to become an astronaut. Even at the age of 13, he has been gearing his subjects and classes in school towards that end. Winning the *Heimdal*'s Space Camp Contest this year and knowing

he will be going to Space Camp have been a dream come true.

Because Gabe never expected to win the Space Camp Contest, he didn't tell his parents he had entered an essay. When he won, his parents faced a dilemma. They had planned a cross-country trip this summer, leaving just after school ended and returning home just before school begins in August. Gabe's parents worked with Space Camp to plan his trip for the summer of 2023, and he is STILL excited, even with the delay.



USS Essex, Out and About at Destination Star Trek, London, England

by FCAPT John Hardy, USS Essex, R20



At the Region 20 recruiting table



FCapt Hardy with Antoinette Kelso-Maguire



Lower Decks bridge shot



A gift from the USS Cuculian



At a wedding vows renewal ceremony

It's Been Two Years, and We Are So Excited!

by COMM James Eubanks, *USS Star League*, R1

After two years, we are once again able to join with the Augusta Richmond County Library for a public event. The *USS Star League* is so looking forward to “Boldly Go: Science Fiction-Science Fact.” This has been an endeavor that has been several months in the making. We have several display cases filled with *Star Trek*, STARFLEET, and *USS Star League* memorabilia on loan by crew members. It is thrilling that we will be able to interact with the public again after such a long time, to let them know who we are and who STARFLEET is. More information and pictures will be published in the July issue of the *Communiqué*.



March 26th

**Come join us for
our celebration**

**Boldly Go: Science fiction–science fact
This event is free and open to the public.**

All ages are welcome!

**Join us for a day of exploration of
the worlds of science fiction – science facts**

Augusta-Richmond County Public Library

823 Telfair St, Augusta, GA 30901

Events:

11:00 -11:30 Meet and Greet

11:30 -12:30 Our guest of honor

**Mr. Mark Davis, currently Senior Vice President
of NNSA Operations and Programs at**

**Savannah River Site and
former Commanding Officer**

USS NORTH CAROLINA

(SSN 777) and the

USS MONTPELIER (SSN 765).

**He will speak on the
similarities of life on a
submarine with life on a starship.**



**12:30 - 1:00 Presentation by the crew
of the U.S.S. Star League
Incredible Women of Science Fiction**

**1:30 - 2 Citizen Science
Presentation by Augusta-Richmond Library**

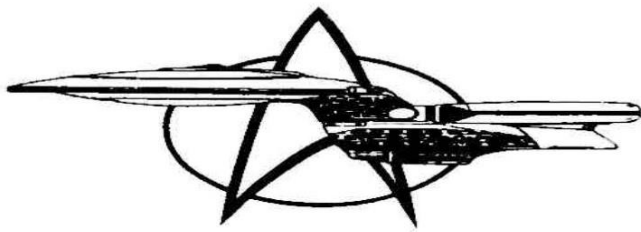
**Tribble toss, free take home activities for kids,
free Star Trek books
And more!**

**Sponsored by the Augusta Richmond County Library
and
the U.S.S. Star League**

The 30-Year Legacy of USS *Alpha Centauri*

by FCAPT Eugene Sanford, *USS Challenger*, R7, Fleet Historian

This past January, on the first day of the new year, the late, great USS *Alpha Centauri* (AC) would have been 30 years old, one of the oldest chapters in Region Seven. So how do I know about all of this? I served as Operations Officer, then Ship's Historian, and later became my own Chief. It all began back in 1994, as I was coming from a convention in Virginia. I contacted CMDR Pete Worrell of the Shuttle Kolinahr; he referred me to a chapter based out of the Washington, DC Metropolitan Area, the USS *Alpha Centauri*. After my conversation with CMDR Worrell, I contacted then-CAPT Shirley Weaver; she told me about the chapter. I was hooked and decided to join the chapter.



I was able to meet my future crew for the first time, starting with then- CMDR David Weaver, Chief Engineer and founder of the AC, along with his three boys: Mark, the oldest; Stephen, the middle child; and Jon, the youngest. We rode in a blue Dodge Caravan and headed to Camp Springs, Maryland, to the home of CAPT Shirley Weaver. I met her and the rest of the crew during a STAR TREK: Deep Space Nine Watch Party. I was then informed about another event that the AC was planning to attend, the opening night premiere of STAR TREK: Generations at the MultiPlex Cinema Theater in Centreville, Virginia. The movie premiered on the night of November 18, 1994. We walked in uniform into the theater to exciting applause and were ready to see the movie. There were many highlights in this movie that we discussed, including the dimly-lit bridge of the Enterprise-D, Picard's emotions, and the death of CAPT James T. Kirk. We had a great time and prepared for the next mission.

Four months later, on April 1, 1995, I enlisted in STARFLEET International. My tenure started in Operations under then-LCDR Billy Ray Boehm, Chief of Operations aboard USS *Alpha Centauri*. I was later offered and accepted the position of Ship's Historian. Ten months later, I took and passed OTS and was promoted to Ensign. After attending a series of meetings and events, I worked my way up to LTJG, then LT. Four years later, I passed OCC and was promoted to LCDR. In addition to working my way up the ranks, I submitted various artwork and articles to two publications: the first was known as Stellar

Charts, a newsletter to which you could submit photographs, artwork, articles, poems, etc.; the second publication was called ComLog, the business side of STARFLEET, which listed meetings and business details in STARFLEET and Region Seven.

I served aboard the USS *Alpha Centauri* for seven years; in this article, we will explore my seven-year TOD and various missions that have cemented the legacy of this award-winning chapter. Let's begin with the first five years.

5th Anniversary Mission Breakfast **Denny's Restaurant-Greenbelt, Maryland, 1997**

The crew of the USS *Alpha Centauri* celebrated their first five years as a chapter by having breakfast at Denny's Restaurant located in Greenway Center Mall in Greenbelt, Maryland. I had just gotten off work from my new job at another Denny's in Clinton, MD, where I lived at the time. After breakfast, we went to the Howard B. Owens Science Center for a simulated mission. I was bleary-eyed from working all night but was able to make it through the rest of the mission.



Howard B. Owens Science Center

Amid hotel reservations and conference registrations, I was able to get a weekend off from work to attend the 1997 Region Seven Conference in Waldorf. I lived only 30 minutes from Waldorf at the time. This was the first of many regional conferences that I attended, and it was also the first time that our chapter, USS *Alpha Centauri*, hosted this major event. The brass from up North came down to our backyard. We'd previously always gone to their backyard. Some of the highlights from this weekend event included lunch at Old Country Buffet, a trivia game hosted by then-LT Dean Rogers, meeting the Commander, STARFLEET (FADM Mike Smith), and having a great time.

**STARFLEET INTERNATIONAL CONFERENCE
- 25TH ANNIVERSARY
MARRIOTT EXECUTIVE PARK HOTEL,
CHARLOTTE, NORTH CAROLINA
(August 6-8, 1999)**

I went solo on this trip, which was a big deal. As a lieutenant aboard the USS Alpha Centauri, I was fortunate to attend this conference—my family is from the Carolinas (North and South). Co-Chairmen Matt Myers and Marlon Ragsdale put on quite a show. Chase Masterson, *STAR TREK: Deep Space Nine*'s Leeta, was the Guest of Honor, along with Angry Red Planet, the personal band of the Commander, STARFLEET, led by FCAPT Kurt Pfeiffer of the USS Cydonia in Region 12. I took the Greyhound from Washington, DC, to Charlotte, NC.



STARFLEET IC 2000

**Sheraton Burlington Hotel and Conference Center,
September 1-3, 2000**

Representing USS Alpha Centauri were LCDR Eugene Sanford, Chief Historian, and CMDR Dean Rogers, Chief of Operations, traveling by Greyhound to the Sheraton Burlington Hotel and Conference Center in Burlington, Vermont.

STARFLEET IC 2001

Marriott Kansas City Airport Hotel, July 27-29, 2001

The last event I attended as the Chief Historian of the USS Alpha Centauri was the 2001 STARFLEET International Conference held at the Marriott Kansas City Airport Hotel. The USS Nomad from Region 12 hosted this event.

After 15 years of service to STARFLEET International's Seventh Fleet, the USS Alpha Centauri was decommissioned. It has now been over 15 years since she was out of service, but her memories will live on through the Office of the Fleet Historian, currently in service.



**College of Humor
Institute of Performing Arts and Entertainment**
by FCAPT Jim Landelius, *USS Archangel*, R12



Many agree that laughter is the best medicine. So if you would like to know more about the men and women who have made us laugh through the decades of the 20th century, I'd like to invite you to the College of Humor in the Institute of Performing Arts and Entertainment. Come follow the life and career of such luminaries as Bob Hope, Lucille Ball, John Cleese, Chevy Chase, Robin Williams, and twenty-three others. All courses are available in online form as well as downloadable exams.

The director of the College, FCAPT Jim Landelius, typically records grades in the Database within twenty-four hours. For those who take the online exam, in addition to the certificate Moodle generates, the College of Humor sends a more personalized certificate of completion with your current rank.

In the month of April, everyone in the United States or Canada who completes one course in the college of humor will have their name entered into a drawing for a pack of *STAR TREK* trading cards (only one entry per person, regardless of the number of courses taken).

FCAPT Jim Landelius
Director, College of Humor

USS Russell Camp III Completes Shakedown Cruise

by COL Antonio De Angelis III, USS Russell Camp III, R1

Greetings to all species.

May the Lord bring peace, truth, love, knowledge, and many blessings to you all. I wanted to write a little bit about the *USS Russell Camp III* crew during our Shakedown cruise. As some of you may have heard, we have recently ended our Shakedown cruise in March. But, most of all, I wanted to publicly show just how thankful I am to have been a part of this ship's crew and her history.

The crew's work ethic has been exemplary, to say the least. From the time of our Shakedown launch in June of 2021 to the day that I am writing this article in March of 2022, our XO, CMDR Maurer, and the rest of the crew of the *Camp* have volunteered some 1,204+ hours in various ways. These included Recruiting (149 hours), Community Service and Education (267+ hrs), crew-related planning and other activities (44+ hrs), assisting the disabled and elderly (134+ hrs), working with other chapters and fan club organizations (45 hrs), the After Dark broadcast (60 hrs), Special Olympics (176 hrs), and last but not least (my personal favorite), Homeless vets (329+ hrs) that benefited 71 veterans who are now receiving benefits and/or are no longer homeless. The crew conducted these missions together as a team. I, however, would like to make some individual honorable mentions.

The *Camp* is privileged to have aboard MID McLean, who is motivated enough to take the initiative to search out donations for charitable causes such as his latest venture, the local soup kitchen. McLean will soon be awarded the Captain's Citizenship Award for his cumulative actions that have made a positive impact upon his chapter, the FLEET, and his community, both local and distant.

I must make an honorable mention of our Second Officer, CMDR Sean Duerr, for the assistance he has provided

CMDR Maurer and his contribution of hours in community services by volunteering his time with church and youth ministries. In addition, CMDR Duerr has assisted CMDR Maurer with many rigorous hours to help keep running smoothly, such operations as the After Dark show, Special Olympics, helping other disabled and elderly, and other contributions.

I should also mention LCDR Fink, our Chief Medical Officer, for her outstanding diligence in her Academy studies. From the start of Shakedown to the time I am writing this article, she has completed approximately 70 courses, many of which were with *Distinction*.

CMDR Maurer should most definitely be mentioned. This XO took charge and showed initiative not only by overseeing the day-to-day operations as any good XO should but also by handling other delicate matters when ambassadorship and diplomacy were on the brink of failure. CMDR Maurer kept his demeanor professional and earned the respect of his crew, peers, and superiors through diplomatic solutions and prayer. CMDR Maurer's day-to-day operations included but were not limited to: conducting training with, planning, and organizing for the Special Olympics; planning, organizing, and transporting the elderly and the disabled; the After Dark broadcast; overseeing the aid provided to homeless and disabled veterans; and overseeing the planning and organizing of SyFy Bartow's 2023 event that includes five different FLEET chapters as well as other fan organizations such as KAG.

A hearty "Job well done" to the crew of the *Camp*. I pray that God will continue to use this chapter to make a positive difference in this world for as long as possible.



Mission Report: Opening of Geek Retreat, Hanley

by Nathan Edwards, *USS Reginald Mitchell*, R20

On Saturday 18th December 2021, our Senior Staff and cadets of the *USS Reginald Mitchell* turned out in force for the opening of Geek Retreat in Stoke-on-Trent's bustling city centre. The store is a one-stop shop for all your tabletop gaming needs, from Dungeons and Dragons to card games like Pokémon



Trading Card Game & Magic the Gathering. There are weekly workshops and classes with their expert staff, free of charge to beginners and experienced players alike—all in welcoming surroundings that offer hot and cold beverages along with a fantastic food menu for those long gaming sessions.

Just inside the store, we erected a condensed version of our convention display. The display is improving with every mission, made all the more eye-catching by all the crew being in matching uniforms. We promoted the club all day, with everyone pitching in and striking up conversations with those who had braved the prospect of Christmas shopping, resulting in some new Likes & Followers for the Facebook page and more potential crew members for the club – fingers crossed.

We were joined in our mission by our friends from Buxton Comic Con, the cosplayers from Stormtrooper in a Teacup, who again showed up in their amazing costumes and posed for selfies all day. So, kudos to those hard-working members of the Empire.

The highlight of the day had to be when the street circus performers turned up and performed a risky aerial manoeuvre. Using special 21st-century anti-gravity boots, their kind leader offered us a full demonstration and jumped clean over our CAPT James Smith, much to the disbelief of the crew and onlookers (see picture right). It makes me very glad to know that we could just use transporters instead, should the situation arise.

In summary, a good time was had by all, and some new friends were made in Rob and all the Geek Retreat staff. Sufficed to say, I will be back again when I have some shore leave, and I would recommend anyone with free time nips in for themselves.



Editor's note:

During the day, CMDR Alan Boughey was interviewed by a *Sentinel* reporter and got his picture in the local paper!

Full article here:

<https://www.stokesentinel.co.uk/news/stoke-on-trent-news/gamers-geeks-find-paradise-city-6372474>

A massive thanks to the whole crew of the *USS Reginald Mitchell* for beaming down to our grand opening. With such an expert crew on our side there is nothing that could have stopped us. The replicators at Geek Retreat will be available for use whenever you are in the system. Live long and prosper, many thanks to you all!

– Geek Retreat owners Rob Mole and Charlie Earlam

Summits & Conventions

USS *Antares* Creates 10-Forward Lounge at RadCon

by VADM Lea Morgan, USS *Antares* CO, R5

The USS *Antares* created a 2-room 10-Forward *Star Trek* lounge at RadCon in Pasco, Washington, over the 3-day Presidents Day weekend. For the past ten years, 10-Forward has been a popular attraction at RadCon.

The *Antares* crew creates new props and new *Star Trek*-themed alcoholic beverages throughout the year to make the annual event bigger and better! This year, the Security table team checking guests' IDs at the entrance was backed up by a new Security officer, LT BJornak, who assisted ENSJG Landan Hicks and LCDR Dave Morgan in ensuring that only legal adults entered 10-Forward!

The first room in 10-Forward is the Holodeck, where guests and crew socialize at lighted 10-Forward tables and enjoy adult beverages as well as snacks and soda pop sold by ENSJG Cierra Schmidt and CRR Kayley Sandbeck. The sales proceeds were donated to the Spokane, Washington, Ronald McDonald House and to local charities—Second Harvest and Toys for Tots.

The 10-Forward bar located in the second room features a futuristic lighted bar, lighted tables, and windows so guests can view passing star systems and galaxies. Beverages served this year were the traditional Romulan Ale and Klingon Bloodwine plus Ferengi First Date, Risa Sunrise, Vulcan Mild Meld, and The Scotty. Bartenders MID Hector Gutierrez, MID Jenn Sandbeck, MID Arlene Henriques, and CRMN Mike Sandbeck served the popular drinks. CMDR Mary Demiter and MID Tina Conkey ensured that all ran smoothly. Recruit Jack Fouts provided transport and much-needed prop setup!

The *Antares* crew is happy to report that no COVID illnesses resulted from the in-person RadCon, and they are already planning how to decorate the video room, aka the Holodeck, for next year's RadCon theme, "Forrest Folke."



Region 3 Summit Returns, Live!

by ADM Lucy F. Franck, R3 VRC and Summit 2022 Chair

It's back!! A live and in-person Region 3 Summit will be held this June 3-5, 2022, at the Holiday Inn & Suites in Beaumont, TX. The Region Staff, the USS *Zavala*, and the USS *Endurance* invite you to attend this "reunion" as we once again gather for a celebration of STARFLEET and Region 3. We'll also be celebrating the fact that we can once again meet friends, both old and new, face-to-face without the technology we have depended on for the last 2+ years. By June, it will have been three years since Summit 2019, so we have a lot to be joyful about! We also open our arms and hearts to anyone outside of R3 who would like to attend.



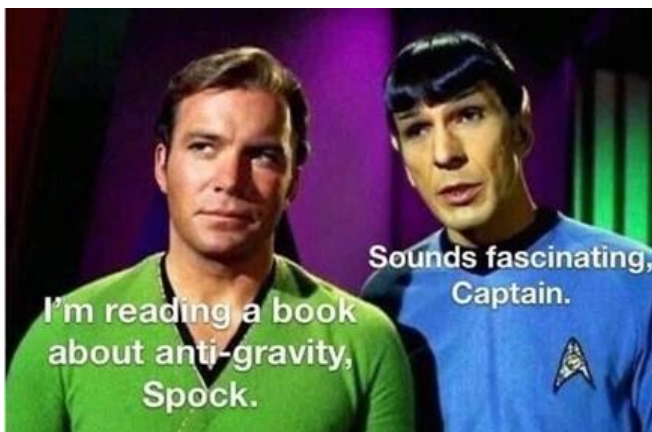
The planning group is putting the schedule together and will include the traditional ceremonies, panels, awards, banquets, Quartermaster table (Region and SFI), auction (silent and live), and some surprises. Auction donations will be appreciated so we can give a nice donation to the Texas Children's Hospital (part of the Children's Miracle Network).

The Summit hotel is ready to receive your room reservations. The hotel address is 3950 I-10 South, Beaumont, TX. You can call the Holiday Inn & Suites at 409-842-5995 and use the group code SFI (that should be easy to remember!). Single King or Double Queen rooms are \$95.00 per night plus applicable taxes. Corporate Suites are \$105, and Executive Suites are \$115 per night (plus those pesky taxes). Only two of each type of suite are available, so act fast if you want one of those.

Registration is now open on the R3 website under the 2022 *Region 3 Summit* tab (or qm.region3.org). Registration through May 1 is \$40. After May 1 and at the door, it will be \$45. Friday night Marine Dress Mess and the Saturday night Admiral's Dinner are \$45 each. Cadet prices are also available for registration and banquets. The deadline for banquet purchases is May 1.

The theme for R3 Summit is "The Federation and the Klingon Empire." Yes, Klingons will be there and do a couple of panel sessions. I hear they've been doing some song practice too.

Come see your friends and comrades! Come defend the Federation! Just come! And bring your chapter banner since the hotel has agreed to let us hang them from designated areas. Contact me at VRC@region3.org if you would like to present a 50-minute panel or just have questions. The hosts are really excited to be able to celebrate in person after all this time. There are lots of things to see and do in and around Beaumont if you want to make it a mini-vacation. Check out the Beaumont/Port Arthur Convention and Visitor's Bureau. We look forward to seeing you all in June!



R1 SUMMIT to Meet in AUGUST

by ADM Ben C. Redding, *Bennu Station*, R1 Summit Chair

Welcome to Alpha Sector Outpost, your destination for Region One events for the weekend of August 19th-21st, 2022, in Gatlinburg, TN

The main theme of the Summit this year is *The Chronicles of the First Fleet*.

We will be looking back at past Summits with items you see or hear, so be on the lookout for all the different things you may find while roaming the area.

The theme of the costume contest is Cartoon Characters. You may choose between two classes here:

- Just come in the costume of exactly what character you are supposed to be.
- Come as the character you are supposed to be but with a *STAR TREK* look about it.

This should be a really fun challenge for everyone. These can be any cartoon characters from any timeframe that there have been cartoons to the present. So, going back to, say, Tom & Jerry, on up to—heck, I don't even know the cartoon names of today—but I bet people with kids around them will know them.

Bennu Station is so excited to be hosting the R1 Summit again, with the help of a few other chapters and individuals that I will name after I have the complete lineup. It is shaping up to be an exciting and enjoyable weekend. There is, of course, plenty to do in this area, so no one can be left with nothing to do.

All funds are collected thru the summit website for registration, banquet, rooms, and items on the summit website <https://bennustation.wixsite.com/r1summit2022>. Also, you can purchase summit items at <https://region-one-summit.myspreadshop.com/all>; at this site, you pay them directly.

Hospitality Suite Hours

DAY	START	END
Friday	4:00 pm	11:00 pm
Saturday	8:00 am	1:30 pm
(and)	8:30 pm	11:00 pm

We have a tentative schedule as follows (times subject to change):

August 19 th		
START	END	EVENT/ACTIVITY
4:00 pm	7:00 pm	Registration
7:00 pm	7:45 pm	Opening Ceremony
8:00 pm	10:00 pm	Registration
8:00 pm	11:00 pm	Gaming & Socializing

August 20 th		
START	END	Panels
8:00 am	8:40 am	Marines, MACO, SFSO
		TBD
		TBD
8:45 am	9:25 am	Marines, MACO, SFSO
		TBD
		TBD
9:30 am	10:30 am	Captain's Call
10:30 am	11:15 am	Captain's Quest
11:15 am	1:30 pm	Lunch
1:30 pm	4:30 pm	General Sessions
6:00 pm	7:00 pm	Banquet
7:00 pm	8:30 pm	Auction
9:00 pm	1:00 am	Costume Contest/Dance
August 21 st		
9:00 am	11:15 am	Closing Ceremony

After Closing Ceremonies, anyone who wants to go together in a group to Anakeesta Smokehouse can meet up. With a group of 20 or more, there is a discount. Contact email lbde-doic@r1.sfi.org for more information. Meet-up place TBD.

Summit Staff / Contacts

Chair

VADM Ben C. Redding, beamup2station@gmail.com. I am available most of the time. I don't, however, watch the list-serves, FB pages, etc., 100% of the time. I would be the go-to for questions for any items not contained in this post.

Co-Chair

COMM Anthony Leopard, bennu.cco@gmail.com

Security

VADM Michael Wilson, viceadmiralwilson@gmail.com

Asst. Security / SFMC, SFSO Schedule

FCAPT Donna Rozelle, ruachandrasfi@gmail.com

Panels

COMM Anthony Leopard, bennu.cco@gmail.com

Color Guard

FCAPT Donna Rozelle, ruachandrasfi@gmail.com

Auction Items

COL Fred C. Parsons III, bennu.rogue@gmail.com

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God Bless,
Ben Redding
followingthesteps.com

Marine News

The General Staff has been busy joining multiple Zoom Musters and enjoying talking to the Marines and getting their input and suggestions. If you wish to have members of the GS join your online meeting, just email us.

FORCECOM has upgraded all the reporting tools and will be going through Google. The last reporting period went well, and we will continue this process till the new DB is completed. Then we will see about uploading the older reports.

If interested in positions in the SFMC, please remember to review the HR listings.

The new STARFLEET Data Protection Policy is in place. If you are a new OIC or DOIC at a unit, battalion, or even brigade level, you must take this course and pass to do your

work. If you have any questions, please reach out to your chain of command. Also, recertification for those who have already taken it must be completed within 30 days of the anniversary of your certification date. Please log into the SFI database to see your dates and also log into the Moodle page to complete your course.

Please remember to use the Moodle website to get the latest courses of the SFMCA: <https://es.sfi.org/>

Our store is still open for your uniform needs. Please visit the SFMC QM website; <sfmcqm.sfi.org>

To be up to date on the latest happenings in the Corps, please join our Facebook page at: <https://www.facebook.com/groups/3275293079/>

IC News

Virtual IC 2022 Update

by LCDR Chris Poole, *USS Nomad*, R13

Every year STARFLEET International hosts a conference for its members to highlight the best of what the organization has to offer and to have a little fun as a group. This year the STARFLEET International Conference will be held virtually and will take place beginning the evening of Friday, August 12th, through Saturday, August 13th, 2022.

The events will kick off Friday evening with a special Marines opening ceremony and continue with some special content created by some of STARFLEET's auxiliary departments, such as Petfleet, STARFLEET Academy, STARFLEET Special Ops, and the STARFLEET Medical Program.

On Saturday at noon EDT, regular IC programming will commence and includes introductions from the CS and RCs, award ceremonies, Final Mission ceremony, an opportunity to meet the CS candidates, and panels featuring special *Star Trek*-related guests. Special guests include scientists and *Star Trek*-related writers and actors. The presentations will be broadcast from a dedicated webpage (<https://sfi-vic.com/>) where members can watch and interact with the live and recorded content from one central place, as well as broadcast on Facebook and YouTube.

In addition to live and recorded video content, this year's Virtual IC will feature a conference space utilizing a

technology called Gather. Gather allows you to create an online virtual community space website (commonly referred to as a Gather Town) where people can log in, create a virtual avatar, and interact with other users by moving their avatar around from room to room. Contained within our Gather Town will be meeting places for games, booths for chapters and vendors, and other interactive content to allow people to meet with one another in a safe virtual environment.

The Gather Town will open Friday evening and remain open until Saturday evening. Leading up to and running throughout the event will be a charity auction with SFI- and sci-fi-related items benefitting STARFLEET International's scholarship program. Members will be able to access and participate in the auction through a dedicated auction hosting website accessible through the Virtual IC's main website.

For more up to date information on the 2022 SFI Virtual IC and to register to attend or volunteer, please visit <https://sfi-vic.com/>

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Thanks!

Chris Poole aka Chrispy Chickensandwich



Science



STARFLEET Sciences / Stellar Cartography

STARFLEET Sciences [Facebook](#) link

Stellar Cartography: [Facebook](#) link

Starfleet Sciences is an informational resource within the old Fleet Resource Center concept which promotes science education and explores the portrayal of science within the Star Trek shows.

- o Starfleet Sciences has a [website](#) that includes a Chief Science Officer Handbook.

- o Starfleet Sciences also has a listserv and Facebook page (see link above).

- o A [Pinterest board](#) of science-related events by Region is available.

- o The Stellar Cartography department is led by BDR Mike Calhoun (sfiastcomply@gmail.com). Stellar Cartography's Guidebook identifies the department's goals: to bring together fans of the universe in all its splendor and beauty; to share knowledge, tips, tricks, expertise, and equipment sources for observing the universe among those who have the interest; and to spread the hobby and gain an understanding of ourselves and our place in this vast universe. Stellar Cartography also has a [Facebook](#) page

Check the Facebook pages often for new posts.



The Flame [NGC2024] and
Horsehead [Barnard 33] Nebulas.



M42 & 43 The Orion and
Running Man Nebulae.

Sometimes We Miss the Coolest News Stories

by LTJG David Lyons, *USS Ronald McNair*, R1

I stumbled upon a report by accident that told about an experiment where scientists were able to transport an atom by about 9 feet. I'm not sure which is more shocking to me, that this happened in 2014, and I'm just now finding it, or the actual feat itself.

Professor Hanson, the brilliant mind behind the experiment, went on record to say that sometime far in the future, the actual beaming of a person or things could be a very real thing. He was able to essentially "beam" this atom with 100% reliability and accuracy using a process called entanglement. Back in the day, Albert Einstein dismissed entanglement, calling it a "spooky action at a distance," but, so far, it's been demonstrated numerous times to be a real phenomenon. It describes how two

particles relate to each other no matter how far apart they are from each other. Of course, Professor Hanson still thinks (at least as of 2014) that anything traveling faster than light is impossible. Well, never say never!

The entire experiment was not intended to replicate Transporters from the *Enterprise*, but to help develop a new network between ultra-fast quantum computers that would operate like the internet but be decades ahead of the current supercomputers we currently have available.

One real-life application of technology using this practice would be for communication. Using a process like this would be 100% secure because there would be no way to intercept the message.

Who knows what is possible in the years to come?

Origins of the Borg

by The Cosmic Commentator (an anonymous crewmember), *USS Reginald Mitchell*, R20

Back in the day, science fiction writer Maurice Hurley came up with the idea for an episode of *The Next Generation* (TNG). The screenplay, *Q Who?*, was part of the ongoing sub-plot involving the entity known as Q. The new characters were cybernetic organisms, sometimes abbreviated as cyborgs. Hurley derived the name Borg from this term.

At the time, the origins of this species were somewhat vague. So much so that the term species or race is quite misleading. Later, the beings were referred to much more accurately as the *collective* or *hive mind*.



The Borg were said to have originated in the Delta Quadrant. Here they had evolved over numerous centuries into lifeforms that were a combination of organic life and cybernetic enhancements.

The Borg: Early concept art

The *collective* had developed its own territory within the Delta Quadrant, and over several millennia they had assimilated many other species into their *hive mind*. This is believed to be centred around a structure known as the Unicomplex at the heart of the Borg territory. This domain or sphere of influence, although vast, did not extend beyond the Delta Quadrant, with its outer edge thought to be defined by the Nekrit Expanse.

Later, via the Northwest Passage, a narrow and turbulent corridor of space, the Borg were able to launch forays which were the precursor to full-scale invasion and consequent species assimilation beyond their finite Delta Quadrant territory.

The apparent vagueness of Hurley's initial back-story has left the way open for numerous other writers to postulate and create a host of ideas and theories about the Borg. Some have found their way into screenplays for a number of follow-up episodes in TNG and subsequent series within the *Star Trek* universe.

Perhaps the cadets who serve upon the *USS Reginald Mitchell* would like to do a little research and come up with a list of all of the episodes in which the Borg appear? Likewise, maybe the senior members could come up with a list of all the episodes in which the Borg are mentioned?

All of these references have helped to develop their back story. Other concepts concerning Borg history have appeared in a few novels, textual and graphic, both canon and non-canon. Even games and films have offered differing scenarios. For instance:

- (1) The Borg were the result of a failed nanotechnology experiment, according to the creators of the graphic novel *Star Trek: The Manga*. In this origin tale, an alien species that faced extinction due to an incurable disease managed to construct a satellite within which they housed a number of test subjects/patients, additional organs and body parts, the DNA of several species, along with cybernetic enhancements. The head medical researcher had brought his family with him, including his daughter. This satellite was then positioned at the edge of a black hole to conduct long-term medical research to find a cure for the disease. The satellite and all of the associated medical equipment were maintained by a swarm of nanomachines (nanobots). Inevitably, over time, this machinery began to deteriorate, as did the satellite itself, along with the nanobots' programming. The nanobots began to infuse themselves into the patients in the form of assimilation, as they mistakenly interpreted the patients as part of the satellite that needed maintenance and repair.



The *USS Enterprise*, under the command of CAPT James T. Kirk, encounters this satellite and manages to retrieve its crew and patients just before the medical facility breaks up and is drawn over the event horizon and into the centre of the black hole. The infected patients—who the nanobots had infused—seem to behave with a hive mind mentality and follow the wishes of the head medical researcher's daughter, with the final image in this graphic novel being that of this woman as the Borg Queen.

- (2) Another possible origin back-story appears in the novel *Lost Souls*, part of the *Star Trek: Destiny* trilogy. As a result of a tremendous explosion—and the destruction of the planet Erigol—the starship *Columbia* is thrown into the Delta Quadrant of the past. Without adding spoilers for this trilogy,

suffice it to say that eventually, circumstances developed that resulted in the craft crashing upon the planet Arehaz. This world had a harsh arctic climate, and most of the human crew who survived the first part of this adventure, *Gods of Night*, died from exposure. In addition, there were a group of Caeliar scientists, many of whom eventually died out. But in a final twist, two of the last humans were forced by this being, known as Sedin, to merge with it and thus became the first Borg.



- (3) A third origin scenario is a combination of thoughts and suggestions contained within the novel *The Return*, written by William Shatner (CAPT James T. Kirk) and Judith and Garfield Reeves-Stevens, and *Starlog 160*, written by Christopher Haviland.

The original members of a race known as “The Preservers,” whom Mr. Spock had speculated existed in the *Original Series* episode “The Paradise Syndrome,” seeded the galaxy with humanoid DNA. Did one of these experiments evolve into a species that developed living machines? Maybe these machines become self-aware (like

Skynet in the *Terminator* saga). Thus the “pre-borg” cybernetic organisms were actually drones created from humanoids that had been assimilated with intelligent machines that existed upon a planet that the V’ger probe had encountered (see *STAR TREK: The Motion Picture*).

In *STAR TREK: The Motion Picture*, CMDR Decker merged with the humanoid drone of V’Ger, and thus, the species evolved. Were the Borg created by these “living machines” in order to fulfill Voyager’s original purpose? Was V’Ger the precursor to the Unicomplex? Was the next stage in this evolution the Borg Queen?

All of these origins, whilst not being mutually exclusive, do, however, create a number of apparent contradictions. I am certain that some writer will finally dig deeply enough and use his or her imagination to come up with a definitive origin back-story. Is there one amongst our gentle readers who fancies the challenge? Maybe even serialise the work in our own chapter newsletter, *The Conduit*? Until then, however, we are left with a metaphoric clothes rail upon which numerous other creative writers can hang their own Borg stories.

So, until next time, when we take a look at *Dr. Who*’s nemesis, the Cybermen. I did try to cry off from this assignment, but the Captain said, “Resistance is futile!” I can’t for the life of me recall where I have heard that phrase before.

Trek Trivia

There have been more than 125
Star Trek-related video games.

Since 1971, more than 125 video games based on or inspired by the Star Trek series have been created, beginning with a text game written in BASIC in 1971, a standup arcade game in 1972, and later early computer and gaming systems like the Commodore 64 and Atari 5200 through to modern PS3 and Xbox 360 consoles.

Many of the titles are quite colorful, like *The Kobayashi Alternative*, *Klingon Honor Guard*, and *Delta Vega: Meltdown on the Ice Planet*. It would probably be hard to collect them all at this point—or to be able to play them, unless one owns all the various video game platforms required—but perhaps someone has.



Awards & Citations



Region 1 2021 Annual Awards

Chapter of the Year*USS Ronald E McNair***Chapter of Excellence (runner-up)***USS Heimdal***CO of the Year***ADM Linda Smith, USS Heimdal***XO of the Year***ADM Willy Smith, USS Heimdal***Archer Award (rookie CO)***CAPT Michael Quigley, USS Belknap***Flag Officer of the Year***RADM Carl Davis, USS Heimdal***Officer of the Year***CAPT Darrell Millner, USS Heimdal***Enlisted Member of the Year***PO3 David Weston Webb, USS Heimdal***Junior Member of the Year***CDT 1C Allen Hatter, USS Heimdal*

CONGRATULATIONS!

Promotions

**Fleet Captain (FCAPT) /
Brigadier (Marine) (BDR)***Charles Carden (FCAPT)**Jennifer Coleman (FCAPT)**Robert Frizzell (FCAPT)**Bob Lucas Van Tuinen (FCAPT)**Joshua Dadd (BDR)**Frank C. Parsons, III (BDR)***Commodore (COMM) /
Brigadier General (Marine) (BGEN)***Gail Lindbloom***Rear Admiral (RADM)***James Eubanks**Shanon Lindbloom***Vice Admiral (VADM)***Karen Higdon*

*You are never too old to set another goal
or to dream a new dream.*

– C.S. Lewis

Orders of Merit

Each Order of Merit has three classes — First, Second, and Third. Generally, an Order of Merit, Third Class recognizes significant achievement at the chapter level; Second Class recognizes significant achievement at the regional level; First Class recognizes the highest level of achievement to STARFLEET.

The following members of STARFLEET have received STARFLEET Orders of Merit:

Order of Axanar

Mediation or Problem Resolution

Lynn Harper, 3rd Class

Order of Babel

Recruiting

Mark Anderson, 3rd Class

Mike Mayeux, 3rd Class

Chris McCullough, 3rd Class

Ted Ricca, 3rd Class

Alexander Visser, 3rd Class

Order of Cochrane

Technology

none

Order of Darmok and Jalad

Outreach

none

Order of Dionysus

Recreational Event Planning

Mark Anderson, 3rd Class

Order of Gaea

Ecology or Preservation

none

Grankite Order of Tactics

Event Planning

Joel Ehl, 3rd Class

Aaron Hall, 3rd Class

Lynn Harper, 3rd Class

Chris Poole, 3rd Class

Adam Reiss, 3rd Class

Order of Herodotus

History / Recordkeeping

none

Order of Prentares

Space Research & Exploration

Dawn Jenkins, 3rd Class

Order of Roddenberry

Star Trek

Lynn Harper, 3rd Class

Order of Samaritan

Volunteerism

Patricia Slinger, 3rd Class

Erin Davies, 3rd Class

Joel Ehl, 3rd Class

Trinity Ehl, 3rd Class

Tamara Fisher, 3rd Class

Aaron Hall, 3rd Class

Sean Hall, 3rd Class

Lynn Harper, 3rd Class

Randy Mitson, 3rd Class

Michaela Phillips, 3rd Class

Chris Poole, 3rd Class

Adam Reiss, 3rd Class

Order of Surak

Scholarship

Arlene Henriques, 3rd Class class

Order of Tarbolde of Canopus

Writing

none



Final Mission

Phillip Bygrave, Crewman
USS Curtana, 10th Fleet

Gerry Knight, Captain
North Star Station, 13th Fleet

William Morton Psy.D., Commander
USS Russell Casse, 17th Fleet

Pam Darnell, Captain
USS Serenity, 1st Fleet

Betty Downing, Commodore
USS Columbus, 1st Fleet

Rosalyn Reed, Fleet Captain
USS Longbow/USS Andromeda, 2nd Fleet

Robert R Planthold, Petty Officer 2nd Class
USS Dark Phoenix, 12th Fleet

Meg Roach, Rear Admiral
USS Appomattox, 1st Fleet

Barbara Owens, Commander
USS Columbus, 1st Fleet

Dennis Gray, Admiral
USS Stormbringer, 4th Fleet

Michael F Walter, Sr., Fleet Captain
USS Asgard, 1st Fleet

NOTABLES

Marvin Lee Aday (known professionally as **Meat Loaf**) – Singer/Actor: *Paradise by the Dashboard Light* (music video, 1977), *Bloodrayne*, *The Rocky Horror Picture Show*, involved in paranormal investigations

Kirk Baily – Actor: *Bumblebee*, Ug in *Salute Your Shorts* on Nickelodeon, *Star Trek Voyager: Elite Force* video game (voice)

Lynda Baron – Actress: multiple roles on *Doctor Who*

Peter Bowles – Actor: *The Sarah Jane Adventures* and *Space 1999*

Laurel Goodwin – Actor: Yeoman J M Colt in *TOS: The Cage* (1st Pilot) last surviving member of the original pilot, according to press reports

Dwayne Hickman – Actor: *Cat Ballou*, *How to Stuff a Wild Bikini*, and *Dobie* in *The Many Loves of Dobie Gillis* and *Hi Honey, I'm Home*

William Hurt – Actor (Oscar winner): General/ Secretary of State Ross in MCU films, John Robinson in *Lost in Space* (film), and Duke Leto Atreides in TV mini-series, *Dune*

William “Bill” Anthony Johnson – Author: Hugo Award winner

Sally Kellerman – Actress: Dr Elizabeth Dehner in *ST: Where No Man Has Gone Before* (2nd pilot); Hot Lips Houlihan, *M*A*S*H* (movie, 1970)

Yvette Mimieux – Actress: Weena in *The Time Machine* (1960's)

Moses Moseley – Actor: *The Walking Dead*

Ivan Reitman – Producer: *Ghostbusters* and *Ghostbusters II*

Andy Remic – Author: SciFi and Fantasy

Peter Robbins – Actor: first voice of Charlie Brown in the Peanuts animated specials

Mitchell Ryan – Actor: Kyle Riker in *ST: TNG*

Bob Saget – Actor/Comedian: *Full House*, *Fuller House*, *America's Funniest Home Videos*

Douglas Trumbull – Special Effects artist: *Blade Runner*, *Star Trek the Motion Picture*, and *2001 A Space Odyssey*

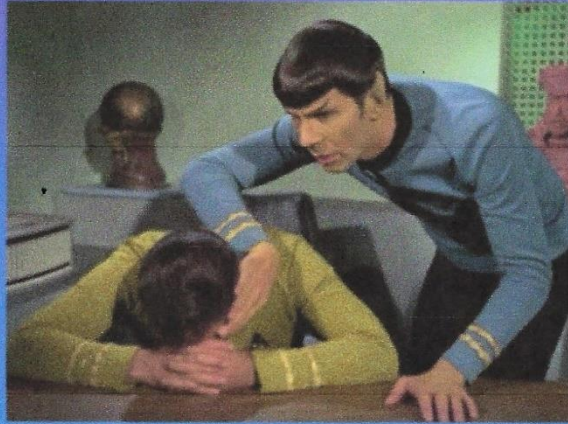
Gaspard Ulliel – Actor: Midnight Man in the upcoming series *Moon Knight*

Betty White – Actress: Long time Trekkie

Tribbles & Stem Bolts

Forget

by CMDR Constance Flemming, *USS Continuum*, R2



Forget...

Let me share the pain of remembering...
The pain of regret for what might have been but could not be.
Share your pain with me and soon it will be gone.

The doctor feels sorry for me...he believes I cannot feel love.
How little he understands me.
But he is not entirely to blame, for behind my stoic mask
Lie emotions even I cannot admit to myself...
Human emotions which must be suppressed, for I have chosen
the
Vulcan way.

But I do feel...

For you, Jim, and yes, even for the doctor, I care.
But I cannot tell you.
Even now, the deed I do will be known only to me.

Perhaps one day you will know.
In the flash of an instant, you will realize that the pain is gone...
And you will know.

But for now, my friend... forget...

Peace.

Constance Fleming

DREADNOUGHT DOMINION – A STAR TREK FAN FILM

by RADM Frank Parker, Jr, USS *Ronald E. McNair*, R1

Just sit right back, and you'll hear a tale. A tale of a fateful trip. That started from the imagination of some fans aboard a grand ship! *DREADNOUGHT DOMINION*.

The show is the brainchild of Frank Parker, Jr, a member of Starfleet International. Frank had participated in the construction of sets that replicated the original Desilu Studios Original Series sets from the '60s. The studio was named at the time Farragut Studios. Frank appeared in various capacities on the production of *Starship Farragut*, which was filmed at the studio.

Fast forward to 2013, Frank put together a cadre of fellow fans, some of whom were also Starfleet International members, such as Gary Davis. Also signing aboard was writer David R. Wrenn whom he met at Central Piedmont Community College. Frank had an idea, a production of his own, aboard a Dreadnought class starship from the Franz Joseph Schnaubelt *Star Fleet Technical Manual* published in 1975. Joined with a very talented cast, he set out to create a new crew and new adventures!

December 2013 saw that dream actualized. Taking a short story that Gary had written in high school, he gave it to David, who turned it into a shooting script. Meeting for a **Farragut Fest**, a gathering at the studios to show fans the set, the intrepid group went before the camera for the first time under the direction of Micheal Bednar, one of the primaries for *Starship Farragut*. Michael took a bunch of newbies and produced a short entitled *Anchors Aweigh*.

In January 2014, the group returned a little more “seasoned,” whereas the “deer in the headlights” looks were a bit diminished as they overcame stage fright shooting *Anchors Aweigh*. Next, they settled into shooting the main feature, *Haunted*, directed by Scotty Whitehurst, who would go on to be featured and help in the production of *Star Trek Continues* in the coming years.

Haunted was released on YouTube in 2015, and *Dreadnought Dominion* was LAUNCHED! However, the excitement would be short-lived when the series lost its creator Frank who decided to step away and pursue other ventures. With the second stronger production released, the first offering had no one to finish it. Frank appointed Gary and David as Executive Producers, and the two dug in and taught themselves editing, sound, scoring, and all that entailed being a fan film showrunner. Together, they took the footage and released *Anchors Aweigh* under their new banner Dominion Media later that same year.



The production experienced a second blow when the [Star Trek Fan Film Guidelines](#) were released, limiting and, in some ways, hobbling production of fan films. The guidelines were viewed as a potential death blow to fan films. However, productions such as *Dreadnought Dominion* refused to allow it to hinder the dream and vowed to push forward. After the “one-two” blow, a near knock-out blow was delivered when they learned that Farragut Studios had been sold to Star Trek Continues. The sets themselves would be unavailable for other fan films to use. Star Trek Continues did say that productions could film there for a fee, but a fee that many, if not all, could not afford.

The lack of a studio DID NOT deter the creative team of Dominion Media. Gary and David teamed up with a new fan film ally, Vance Major Owen, to tell adventures. Vance, at the time, was promoting another studio set in Oklahoma, Starbase Studios, where the production was thinking of shooting the sequel to *Haunted*. However, THAT proved to be ANOTHER roadblock in the journey of *Dreadnought Dominion* when Starbase Studios lost their warehouse location and eventually dissolved.

The next production came to fruition with an idea of Vance's to combine what footage he and his friends could shoot before Starbase Studios had to move with footage of Gary using his employer's office spaces to double as a starbase. Thus, *Chain of Command* was released in 2016! In addition to the Starbase Studios and Gary's office footage, David used his own living room and a Green Screen to appear in the ship's Engine Room. A “talking over viewscreen” production hit YouTube, proving that *Dreadnought Dominion* was NOT going to let *Fan Film Guidelines* NOR the lack of sets deter them from making *Star Trek*.

While the production searched for a venue similar to **Farragut Studios**, they were able to shoot a sequel, of sorts, to *Chain of Command* in the form of *Command and Conquer*, which is the SAME story; yet told in the Mirror Universe, released in 2017!



So far, our adventure does read like an episode of Gilligan's Island where our "cast"-aways find one deterrent after another from being rescued from the island. Dreadnought Dominion's castaway problem was that they couldn't reach a SET to shoot on. THAT all changed in 2018 after Star Trek Continues finished its amazing eleven-episode run. Their production no longer needed the sets, but the rent for the building still needed to be paid, and they needed to find a new owner and operator. That person was Ray Tesi, another visionary of Star Trek Fan Films.

Ray took over the sets and rebranded it Stage 9 Studios and later changed it to its present moniker, Neutral Zone Studios. Gary was brought onboard the new entity and donated the "center seat," the bridge's command chair, as this was one of the few items not included in the sale of the studio. Dreadnought Dominion had the honor and privilege of being the first fan film to shoot on the sets under the new ownership and quickly released *Reality Check* and *Silent Acknowledgement* in 2018.



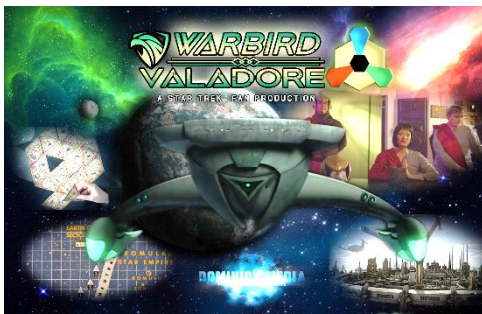
The latter production introduced Gary's wife, Tracey Davis, as a recurring character, a deaf communications officer. Tracey, another Starfleet International member, was born deaf and had appeared in previous productions. Gary wanted to include her more in the productions, and instead of writing lines that would be easier for her to pronounce, he went completely in the other direction. They made her character deaf as well. She used ASL sign language to "say" her lines, with another actress speaking her parts as the Universal Translator with her signing translated to speech. Tracey had the distinction of being the only cast member allowed to wear glasses on set as the Universal Translator displayed spoken words as sign language on her lenses! It was good enough for *Star Trek: The Next Generation* to have a blind pilot with Geordi Laforge, so why not a deaf communications officer!?

With the roadblocks cleared and NO other major blows dealt to Dominion Media, the production was humming along at Warp Factor 9! The production got a regular schedule of releasing two, three, or even FOUR episodes per year: *Technical Difficulties*, *Redemption at Red Medusa*, and *The Heist* in 2019; *A Barrel Full of Quincys* and *We Are Many* in 2020; *The Passenger With Baggage*, *Calm*, *Cool and Collected*, and *The More Things Change* in 2021!

Additionally, Dominion Media spawned a spin-off production, Project Runabout, and also released a pilot aptly named *Pilot* in 2021! This production proved that NOTHING will stop them from making Trek, including building a "Runabout" set in the basement of Gary's home!



Joined by a varied cast of highly motivated individuals for EVERY production, there is NO slowing them down. They have two more Dreadnought Dominion and one Project Runabout production in post-production for release in 2022. Additionally, the same team is launching a SECOND spin-off, Warbird Valadore! *Redemption at Red Medusa* introduced a Romulan villain as a recurring foil character for the ship's captain. Her popularity spawned the idea to give her a production of her own which goes before the camera in November as part of Dominion Media's 2023 lineup.



So, please check out the links below for Dominion Media and watch some productions of *Dreadnought Dominion* and *Project Runabout*. They are FREE to watch. So, give us a THUMBS UP and subscribe if you like them... and comment if you REALLY like them...

<https://www.dominionmedia.us/>

<https://www.facebook.com/dreadnoughtdominion>

Other associated links:

[DREADNOUGHT DOMINION](#), [Frank Parker, Jr.](#),

[Starship Farragut](#), [Star Fleet Technical Manual](#)

[Anchors Aweigh](#), [Gary Davis](#), [David R. Wrenn](#),

[Haunted](#), [Dominion Media](#),

[Star Trek Fan Film Guidelines](#),

[Star Trek Continues](#), [Chain of Command](#),

[Command and Conquer](#), [Neutral Zone Studios](#),

[Reality Check](#), [Silent Acknowledgement](#),

[Project Runabout](#),

Starfleet Members from the following chapters are involved in the productions

USS HORNET - REGION 1

Donna Parker

USS INDIANA - REGION 1

Debbie Daubenspeck

Joan Marie Savage

USS RONALD E MCNAIR - REGION 1

Frank Parker

USS EXETER - REGION 2

Allen Anderson

Gary Davis

Tracey Davis

Eli Irvin

Jeffery Mitchell

Dan Scanlan

John Sims

USS HAVEN - REGION 2

Lauren White

USS KHAI TAM - REGION 2

Thomas Dye

USS LEXINGTON - REGION 15

Drew Sanford

The first duty of every Starfleet officer is to the truth, whether it's historical truth or scientific truth or personal truth. If you can't find it within yourself to stand up and tell the truth, then you don't deserve to wear that uniform.

– Jean-Luc Picard in *TNG: The First Duty*



Interviews



INTERVIEW: Cheralyn Lambeth

by COMM Dean Rogers, *USS Belknap*, R1

Hey everyone, welcome to the Farpoint 2022 edition of THE INTERVIEW. Yes, it is our first convention of the 2022 season, and we got a great one for you. Our first guest on the docket, we have a professional costumer, prop maker, puppet builder, author & ghost hunter. She has worked on such films as *The Hunger Games* & one of my favorites, *The Muppet Christmas Carol*. She's also worked on the TV series *Dinosaurs*.

And by the way, she was the Romulan Commander who made me fly out of my seat – literally – in a *Starship Farragut* episode.

Ladies and gentlemen, we have the wonderful Cheralyn Lambeth! Welcome to THE INTERVIEW, Cheralyn!

Thank you, Dean. I really appreciate you asking me to be part of the show.

Well, it's great. And I can't believe it took all these years, and God knows we have known each other longer than that.

A long time!

So, let's get down to business. This is the first convention for the two of us during the pandemic in 2022. How does it feel to be back?

I am really excited to be back doing conventions again. Farpoint is one of my favorite conventions. It's where I meet up with a lot of old friends that I haven't seen in a long time. Sometimes, I only see them at Farpoint. And, of course, Farpoint didn't happen last year but did the year before. So, it is great to be back.

I hear you. You mentioned moments ago that Farpoint was your favorite convention. Tell us why.

Well, it's one of my favorite conventions, and it's one that I've been coming to for about 20 years now. And I've made a lot of really good friends at Farpoint. It's almost like a family reunion in many ways because I'll come back and see people that I normally don't see any other time except here at the convention.

I can understand about dating yourself because I've been coming here since 1999. The time I started Farpoint, it was in October. And....

Yes, I did too. I came to a few Farpoints in October.

So, tell us about the panel you did on Friday evening. What was it all about? If you have a theme, it's about ghostbusting?

Yes, the panel that I just finished was "Ghostbusting vs. Ghost Hunting: The Science and the Fiction." And as you know, I'm a Ghostbusters cosplayer. I had a team called the **Southern Belle Ghostbusters**, but I'm also an actual paranormal investigator. And I belong to a group called the [Charlotte Area Paranormal Society](#) in Charlotte, North Carolina. And I've written a book called [Haunted Theaters of the Carolinas](#).

And this panel talked about the science of the tools and the ideas that you see in the *Ghostbusters* films. Dan Aykroyd, who was one of the Co-creators of Ghostbusters, is himself interested in the paranormal. His brother Peter, who recently passed away, has written quite a few books on the paranormal. Dan Aykroyd actually based a lot of the equipment ideas you see in *Ghostbusters* movies on actual paranormal theory.

So how does one become an actual ghost hunter? Do they have to go to school, they have to learn some annex courses, how do they do that?

No. So the group I belong to does offer what we call a meet-up every month, and people who are interested in ghost stories [and] parallel investigations come and join us on a public investigation. And it's interesting to know that because of shows like *Ghost Hunters*, *Ghost Adventures*, and some of the other shows out there. It's become a lot more mainstream, a lot more acceptable. And a lot of people are really interested in the phenomenon of the genre, so to speak.

That's great to hear. So, you've been a cosplayer for as long back, as far back as I can remember. What was the very first cosplay you've ever done?

The very first cosplay I ever did was one of the original *Battlestar Galactica* uniforms from the 1978 show. That was one of my favorite shows growing up as a kid, still one of my favorite shows. I still have that costume. And surprisingly, I can still fit into it.

That's amazing. In your humble opinion, how has the world of cosplay evolved, because when we started doing conventions back in the 90s, cosplay wasn't a huge thing as it is now?

It has definitely evolved. I can tell you, as a professional costumer. You just mentioned I've worked on quite a few films, TV shows, and professional productions. When I first started in the industry, I didn't tell people I was what later became known as a cosplayer because they felt that was very odd. "Here is what you do for your job. Why do you want to do it on the side as well?" But of course, Cosplay has definitely become much more popular, much more mainstream. You know, people have written books, there are so many YouTube shows, so many Instagram videos, so many Tik Tok videos. It's a huge thing now, and it's evolved from something you kind of hid, that you did on the side to something that you know, many people are very interested in, even people who don't necessarily go to the conventions.

Indeed, yes, there are many rules or regulations as to being a cosplayer, but what would you recommend to a person who's never been to a convention but will like to cosplay one day?

I will tell them, "Cosplay a character that speaks to you." As you know, when I first started out, I loved *Battlestar Galactica*. That's what prompted me to make the costume that I did. And usually, I will make costumes in genres that speak to me, *Ghostbusters*, obviously. I also love Harry Potter. I've done quite a few things from the Harry Potter universe in the past. Marty McFly from *Back to the Future*. He's one of my favorites.

I always tell people, "Do something that you enjoy doing." If there's a character you really like, if there's a genre you really like, pick a costume from that, and create it. And it doesn't necessarily have to be this huge, elaborate production. You can find things at thrift stores. One of my favorite things to do is find costume pieces at thrift stores and put together costumes from that. And I certainly tell people, you know, "do what speaks to you."



Cheralyn as Marty McFly in 2012

Now, I've read that you attempted to break the Guinness World Record for the largest collection of finger puppets, which, if I read the number correctly, 553?

I currently have 553 finger puppets in my collection. And I applied to break the world record. I just have to submit my final documentation and my witness statements. And then we'll see what Guinness says.

Nice! Well, we wish you all the best with that. I read that you're working on a brand-new book called *Art in the Time of Corona*. Can you tell us about that?

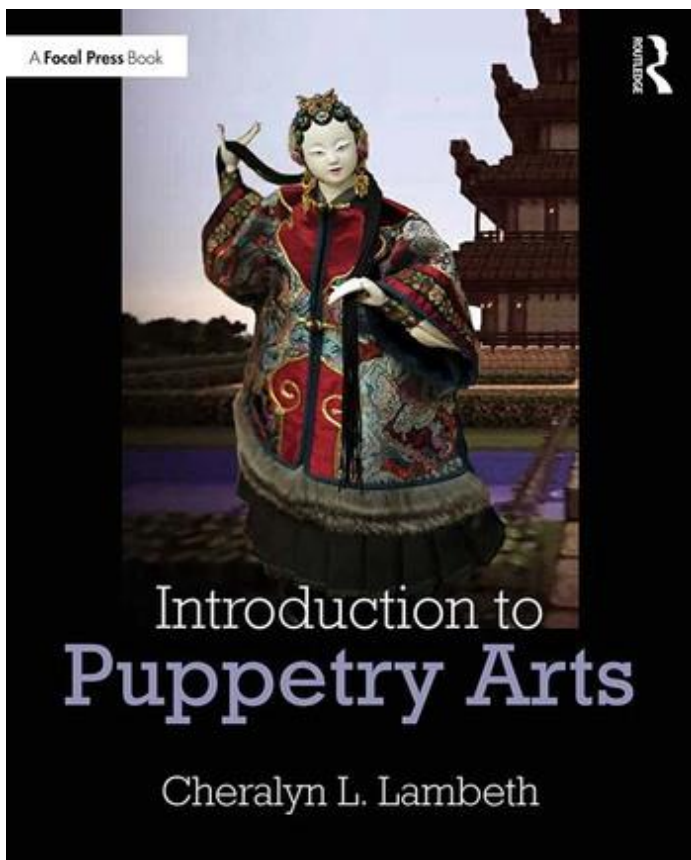
Absolutely. Well, you know, of course, the Corona Pandemic lockdown started back in early 2020. The Getty Art Museum in New York issued a challenge, like, people take three items from your home and recreate one of the classical artworks in our collection. And like many other people, I did that myself. And as I continued doing different artwork, like *this is a lot of fun*. And I have recreated, I should say, an artwork almost every week since the pandemic started.

And it's gone from very simple to very elaborate. I think my favorite is "George Washington Crossing the Delaware," which is, of course, George Washington and all the people in the boat, and it's all me; I recreate all the costumes, I photoshopped myself together, and I recreated that portrait. So, I am currently working on a book about my art recreations, and I'm also getting ready to launch a YouTube show here before too much longer.

Oh, then we'll keep an eye on that. Another book that you worked on is *Introduction to Puppetry Arts* (First Edition), and you actually worked on one of my favorite films, *The Muppet Christmas Carol*, which is always near

and dear to my heart. Tell us, how did you get that sweet gig?

Oh, that was one of the highlights of my career. I so enjoyed working for the Muppets. And you know, like many people my age—our age—I grew up watching *Sesame Street*, watching the Muppets, and they always looked like they were having so much fun. A friend of mine rightfully put it that “Jim Henson and his associates were basically out to enjoy life themselves, and we were just along for the ride,” and I couldn’t agree more. I studied puppets on my own on the side and was lucky to be able to connect with some folks who worked at Muppets and, through all of that, was able to get the job in the Henson workshop in New York.



And not only you got to work in *The Muppet Christmas Carol*, but you also got to work on *Dinosaurs*. Yes, that’s another childhood favorite of mine

That was a lot of fun too. I really enjoyed working on that. It was such a great experience being in the shop, working with other creative people, seeing familiar faces. Dr. Bunsen Honeydew sat at my table for a little while. It was so much fun seeing you create this beautiful Victorian coat, but it was only about, you know, 10 inches big, and it had eight arms because it was made for a spider.

So, we went from talking about puppetry to ghost hunting. And then somewhere in between, you played a Romulan Commander in *Farragut*. What does it feel like to dress in the Romulan Commander’s costume and be on a recreation of that bridge?

That was amazing because they did such an incredible job of recreating the bridge and the effects of the original *Star Trek* series. And of course, the Original Series was a little before my time, but [for] one part of my career, I worked with Paramount on some of their *Star Trek* interactive properties.

I remember being so impressed when I walked into the scene shop once, and there was the entire Enterprise original bridge. And I was just standing there amazed, and one of the scene shops takes it away, it gets better. He walks around, and suddenly, all of the lights just come to life. And it was such an amazing experience. I really enjoyed being part of fairy goods. I always loved the Romulan Commander in the original *Star Trek* because she was [a] strong woman. And she was a great character. And so, I loved recreating the Romulan uniform.

If you have any advice for anyone who has never attended that convention, even during the pandemic, what advice would you give them?

Well, I guess I would say, “take it slow.” For many people, conventions—when they have large crowds—can be a little overwhelming. One of my usual conventions is DragonCon every year in Atlanta, and I loved going to DragonCon this past year because of the pandemic—the numbers were a little lower. And I have to admit; it was kind of refreshing to be able to walk through the hallways [that were] not quite so crowded.

But of course, DragonCon is more and more people every year. It’s a great convention. And so, I tell people, you know, “don’t let yourself get overwhelmed. Just enjoy the convention. Go to panels that you enjoy. Check out the schedule. Make sure to catch up with friends. Make sure to get enough sleep and have to eat and pace yourself. Don’t overdo it.”

Where can people find you if they want to get more information about you?

I have a website Cheralynlambeth.com. I’m on [Facebook](#), [Twitter](#), and [Instagram](#), and I will be launching my YouTube video, *Art in the Time of Corona*, probably within the next couple of months.

INTERVUE: Maisie Richardson-Sellersby COMM Dean Rogers, *USS Belknap*, R1

On this continuing Farpoint 2022 edition of the INTERVUE, our next guest played the dual roles of Amaya Jiwe/Charlie for four seasons on the DC's *Legends of Tomorrow* on the CW, and she just recently made her directorial debut with the short film *Sunday's Child*.

Let's give an amazing welcome to Maisie Richardson-Sellers!

Thank you. It's such a pleasure to be here with you!

You just experienced your very first Farpoint. How did it go? Did you enjoy it?

I had such a lovely time. I will say this one has an especially kind and welcoming group of people. I've had some fantastic conversations. The panels are great, some great questions. And the highlight for me was probably the masquerade ball as well. Some brilliant costumes. Did you guys see that?



No, we went out to dinner.

Well, I loved it. So yeah, it's been a really, really special time here.

Excellent. Is this your first time in the Baltimore area?

Yep. First time ever. It's very exciting.

It's great. Did you get to do anything, go sightseeing?

No, haven't left the hotel. Next time I'm asked to come here, especially just to see the sights I think.

So, you play a dual role in *Legends of Tomorrow*. You played Amaya Jiwe and Charlie, and I'd like to know have you had much of a challenge playing multiple roles in the same series? Did you have to find yourself and discover yourself to take on two radically different characters?

I think that for me as an actor, what I love most about acting is embodying as many different people as possible. So, if anything, I find episodic TV quite challenging because it's the same character for year and year. And yeah, but so [the] fact that they gave me a



chance to completely have a whole new character and yet still be within this sort of family environment that I love was a dream. And so, I would say it was a challenge, I think it was for me, but it was a pure pleasure.

And what was great was being able to recreate all those relationships, the dynamics that I have with the rest of the team, reinvent them all. People that Amaya was best friends with, Charlie hated and stuff like that. And I think that was what was so joyful about it. And that's why as actors, we enjoy playing multiple roles.

Now, I read that you got your first taste of film at the age of five with a *West Side Story*. Yeah, classic. What was it about *West Side Story* that attracted you?

That's such a good question. I mean, obviously, I can't remember that far back, but my mom just that I was obsessed with. I'd asked her to watch it every week, for we never had a TV at home. It would be going to the movies or going to see my grams, and she had an old VCR. And I would just watch it when I was at my grams. I think it was the emotional journey, you know, the singing, just how raw it was. And I think my next obsession was *Moulin Rouge*, which is similar. You can see a little trend here, kind of emotion, love story tragedy. So clearly, I'm drawn to that for some reason.

If you weren't an actress today, what type of passion would you've had pursued?

Well, I have a degree in anthropology and archaeology. And I always thought that I was going to be an anthropological documentary filmmaker, working for the UN traveling the world making documentaries. So that was sort of my, that was my goal. And then, when I was at Oxford, I was doing a lot of theater, as well as studying, and an agent came to see a play I did. I got a call, and they said, "Have you ever wanted to act?" And I said, yes, my parents were actors as I grew up wanting to act. So, I was like, let me just try this out.

It's one of the things I was, like, if I know if I ever try, I'll never, I'll probably always regret it. And I'll never know what happens. And then here we are about seven years later. I'm still trying, but I still have in the back of my mind that dream to go back and get a master's and still live out that other dream.

Well, it's wonderful to hear. Now, you mentioned moments ago that you performed on West End and an agent discovered you. We just got back into enjoying live theater just a few months ago. What is it about live theater excites you?

For me, it's such a visceral experience, the fact that you know you can feel the energy of the audience, you've got tangible instant feedback. Whereas obviously, when you're doing screen work, you're filming everything about ten takes before, you know, sometimes you can do like 50 takes in one scene from all these different angles. So, it's not organic. It's not in the moment. You're trying your hardest to create an organic experience. Whereas when you're in the theater, you're telling a story from start to finish going on that journey. And every night is different depending on the audience, depending on the mood of each of the other characters.

So, it's so much more alive to me. And I also love the fact that you're interacting with the people you're telling a story to straight away. And that's why I like conventions as well because you get to meet the people who [are] being moved or changed or enjoying the stories you're creating, which is so rare for us when you're doing TV and film.

You're right. There are people out there in the world of theater that you would love to tackle one day.

So many. Well, I did this play called *For Colored Girls Who Have Considered Suicide / When the Rainbow Is Enuf*, which is my favorite play I directed at university. And I also was in it playing Lady in Red. But that was an amateur production. I would love to do that full-scale Broadway; I think it's such an important and powerful play. I'd love to perform that same character, Lady in Red, on Broadway.

Excellent. I hope you do one day.

Thank you.

Now, with Bareface Productions as your production company, you just made your directorial debut, *Sunday's Child*. And it was just recently premiered at an Outfest Fusion Film Festival. And I always ask this with first-time directors, what is one lesson that you learned as a first-time director that you will take into your future projects?

Preparation is key. Preparation is everything. Because the more you prepare, the freer you are to live in the moment and throw it all away. When it's "I don't know exactly what I need and exactly how I'm

going to get it," then I'm going to be just trying to chase my tail. And I can lose those beautiful organic moments that happen because you're so busy just scrambling to sort of stay above water.

So, with a short film, and then I went on to direct two episodes of *Legends*, both those times, I just prepared ten times more than I had to, for the one I got there, I didn't even need to refer to my shortlist, my paper because it was all drilled into my brain. And then I could just have fun. I felt confident to let the actors change things and play around and explore and find new moments, which I would have been too scared to do if I wasn't fully prepared.

You've been on both sides of the camera. Do you prefer one over the other, or do you love both equally?

They feed each other. For me, I think the directing feeds my academic brain. I love the fact that it is a lot of problem solving and technical sides of, you know, cinematography and lighting and cameras and all that sort of stuff. Whereas the acting feeds the emotional side of my brain, whereby I get to explore and live experiences that I never would myself. And so, for me, they are kind of symbiotic. And I would be really sad to let go of either of them because the directing is still new. That's the one I'm really excited about at the moment. I'm very hungry to do more. There are so many stories that I want to tell, so many stories that I think we need to hear. And I'm excited to finally, hopefully, be able to do that through my production company.

And along those lines, what are the stories? Because you've mentioned in your Twitter that you are a storyteller and a story maker? What are some stories you would love to see happen one day?

Well, for me, it's all about the diversity of experiences. I feel like, sadly, I think the stuff that really goes mainstream often is quite limited in the representation that we see. I just want to tell as many stories as possible and not necessarily even tell them myself, but enable the telling of stories that are diverse, that are subversive to the stuff that we see that's getting all the financing, stories that are intimate and visceral, stories that are real and gritty, stories that have a message of hope, of survival, of triumph, and stories that really sort of challenge our concept of storytelling itself. And that is what I'm trying to do with the community of creators that I'm building.

And one final question. What would you like to say to the people, fans, and readers listening and reading to

say **“Thank you” for following your career and being part of this journey?**

Thank you. Support is everything. I do it for you guys. I do it because of the feedback and the love that I get. And for me, I don’t take that lightly. You know, I think it’s a real privilege. And it’s something which I see as an opportunity to use my voice to uplift the voice of others and to share the space that I’ve been privileged enough to have. So, I would just say, you know, “keep on keeping on.” Keep on trying, keep on

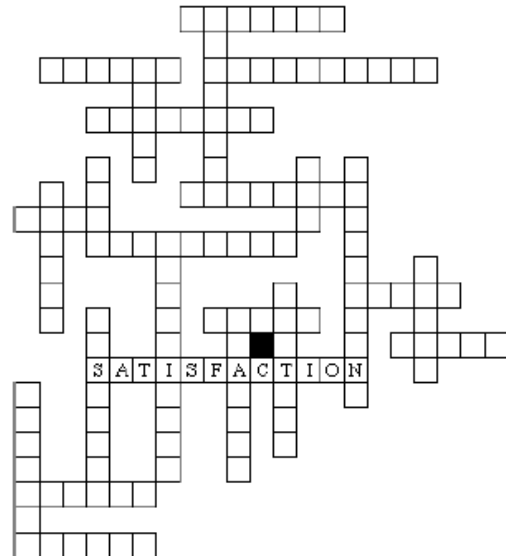
fighting, keep on remembering that the things that make you unique are your superpowers.

Those are the things that you need to nurture. Any kind of creativity that you do have, you know, nurture that as well. We all have a creative bone in our bodies. And I think it’s very therapeutic to explore that. Don’t judge yourself, don’t criticize it. Just let whatever organically comes out come out. And yeah, just stay happy, and I really hope everyone stays healthy.

Puzzles

Positive Terms

G M S A I N E T R A E H E N
A D E L I G H T H C B C N J
R E N T E V I T H R H Y O O
R N C H P Y T E I A G S I L
E E O R O P E G P N E A T L
M V U I H R H P I U M T A Y
I Y R L T T Y N G P S S L L
T O A L G C E R O L A C E L
P J G L F T A S U J I E O E
O N E U R T I F O T S J U F
J E N A I T R V S J U P A I
U O E F I E I I O I H C B V
F H Y V E A M V Y O T I L I
R V E H T I I R R J N A I T
E O C I T A R I O Y E M S I
E J O P L E A S U R E A S S
H N O S M B S A T R A E H O
C L L H T C A F S I T A S P



- | | | |
|---------------|----------------|------------------|
| 1. BLISS | 10. EUPHORIA | 19. JOVIAL |
| 2. BRIGHT | 11. FUN | 20. MERRY |
| 3. CHEERFUL | 12. GAITY | 21. OPTIMISTIC |
| 4. DELIGHT | 13. GLEE | 22. PLEASURE |
| 5. ECSTASY | 14. GRATIFY | 23. POSITIVE |
| 6. ELATION | 15. HAPPY | 24. SATISFACTION |
| 7. ENCOURAGE | 16. HEARTENING | 25. THRILL |
| 8. ENJOY | 17. HOPE | |
| 9. ENTHUSIASM | 18. JOLLY | |

Answer is on page 43.

One day, soon, man will be able to harness incredible energies, energies that could ultimately hurl us to other worlds in ... in some sort of space-ship.

– Edith Keeler, *TOS: City on the Edge of Forever*



Reviews



The Good, the Bad & the Ugly

TOS: The Cage

by COMM MarkAdam Miller, *USS Hephaestus*, R2



I have gone through pretty much all I can with an overview of what *Star Trek* I have watched on a regular basis. I have not done the newer stuff as I have not watched it enough to get a feel for them yet. Once I have watched them more, I will be able to give a better run down on them. Until then, I will look at individual episodes and bring out some things I have seen in them. So, starting at the beginning, let's look at *The Cage*.

Overview: The Cage was the first pilot for *Star Trek*. NBC rejected this pilot because it was "too cerebral" with not enough action. They did, however, commission a second pilot because they felt something there. The story tells of the Enterprise answering a distress call from a missing spaceship. The distress call is a rouse that ends up with the captain kidnapped by the planet's inhabitants (Talosians) to repopulate their dead world. The title comes from the Talosians keeping specimens in cages to find the right beings to repopulate their world.

The Good

This episode is an excellent example of the human condition. We are not designed to live in a controlled environment. We need adventure and challenges to feed our inner drive. When we lose our purpose, we lose our connection to each other. The Talosians thought that Captain Pike would fare well in their provided luxury because of his exhaustion from his battles before coming to Talos. Unfortunately, they mistook his exhaustion for the need to be taken away from challenges. In the episode, Dr. Boyce said it best, "A man either lives life as it happens to him, meets it head-on and licks it, or he... turns his back on it and starts to wither away." This episode shows why *Star Trek* still has a following today.

The Bad

The bad part of this is that NBC Executives did not see what this program was from the start. Their order of a second pilot delayed the process of doing the best for the show. This delay caused some of the episodes to be rushed. As a result, some of the mediocre episodes might have been better. It also might have prevented the recasting of the captain. It might have also prevented *The Cage* from being spliced into the episode *The Menagerie* so that it would fit with the new design. This terrible decision also led to the ugly part of this episode.

The Ugly

The ugly part of this episode comes from what NBC Executives did to stop the forward-thinking of the program. They did not like that a female was Second in Command. So when they asked for a second pilot, two of the conditions were 1. Get rid of the alien, and 2. Get rid of the female 2nd in command. I am sorry Gene could only fight for one and chose the alien. He might have fought for both if he had had the time and money, but he went with the one he knew he could win. If he had fought for both of them, there would not have been a *Star Trek*. We as a nation still have a ways to go, but *Star Trek* is helping to stop these narrow-minded ideas.

Conclusion

The Cage is a favorite episode of mine. We may wonder how *Star Trek* would have been different if this episode had been green-lit. We will never know. NBC was not all bad as they did see that there was something there. NBC did give *Star Trek* three years that fans could use to help them with their dreams. It also is bringing us the new series *Strange New Worlds*. Also, thanks to Lucille Ball for not giving up on this project.

Rating: ★★★★★

A curious species. They have fantasies they hide even from themselves.

– Talosian [describing Humans], *TOS: The Cage*



PetFLEET



LCDR Frances Smith, *USS Neptune*, R2

	December	January	February
New registrations	none	1 (1-dog)	5 (2-dogs, 3-cats)
New pet parents	0	1	2
Total registrations	521	522	527
Total pet parents	234	235	237
Stuffed animals	27	27	27
Cats	233 (12-D, 3-R)*	233 (12-D, 3-R)	236 (12-D, 3-R)
Dogs	198 (6-D, 1-G, 1-R)	199 (6-D, 1-G, 1-R)	201 (6-D, 1-G, 1-R)
Birds	9	9	9
Racoons	2	2	2
Rabbits	6	6	6
Lizards	8	8	8
Guinea pigs	6 (2-D)	6 (2-D)	6 (2-D)
Ferrets	2	2	2
Tarantulas	4	4	4
Snakes	5	5	5
Turtles	4 (1-D)	4 (1-D)	4 (1-D)
Fish	3	3	3
Hedgehog	1	1	1
Horse	2	2	2
Gerbil	2	2	2
Mini horse	2	2	2
Squirrel	1	1	1
Dolphins	2	2	2
Potbellied Pig	1	1	1
PETFLEET Facebook Page members**	410	411	415

*(D-deceased, G-given away, R-retired)

**Members post items of interest, funny photos,
and photos of their own pets.



STARFLEET Canine Corps

Pensacola Unit, on hand for a “Galactic” Announcement

by CMDR Constance Fleming, *USS Continuum*, R2

In conjunction with PensaCon, a local comic con, Pensacola’s airport changes its name to the Pensacola Intergalactic Airport every February. In honor of that event, members of the STARFLEET Canine Corps, aka the Pensacola PUP Patrol (Airport Therapy Dogs), are always in attendance to help celebrate. Handlers and pups don their STARFLEET best not only for the big announcement but also proudly wear them on their duty shifts at the airport during the remainder of the month. So, in addition to their mission of “unstressing passengers,” they are spreading everyone’s love of *STAR TREK* throughout the airport and out into the galaxy.

The group is led by CMDR Connie Fleming of the *USS Continuum* and her two Shetland sheepdogs, Connor and Kira, both members of PETFLEET. Baby Kira, who will

Starfleet Canine Corps



United Federation of Planets

soon be three, learned at an early age how to render the proper greeting of “Live Long & Pawsper” (see photo below).

This is not the group’s first mission. Way back in 2011, the Canine Corps hosted an Obedience Trial for the Five Flags Dog Training Club of Pensacola, Florida. That event was recorded and presented in *STARFLEET Communiqué* #168, Dec11/Jan12 issue.

We are very proud of our Canine Corps, not only for carrying on the tradition of the Corps’ founder, Porthos, but also for the additional community service they do. As members of the Pensacola PUP Patrol (Pups Unstressing People), providing a peaceful distraction to travelers, they also belong to the Five Flags Dog Club’s Caring Canines, visiting nursing & retirement homes, schools, and local events, spreading canine love and goodwill every place they go.

Live Long and Pawsper, STARFLEET Canine Corps!



Ambassador Connor posing with our head Tribble, “Roddenharry” (PCC #188)



Handlers and pups attending the renaming ceremony



Ambassadors Tyler, JJ, and Breeze



Ambassador Kira shows how to “Live Long and Pawsper” (PCC #625)



Fiction



Don't Shoot, I'm an Engineer!

Episode 4: Tribble Trouble

by COMM MarkAdam Miller, USS *Hephaestus*, R2



Personal Log Ensign Marley – Stardate *****.* We have been assigned to routine maintenance on Space McKinley Station. I didn't see M'Ranklin, so I grabbed our work order PADD and started to work. Hopefully, I don't run it to a service robot who wants to kill me (see last month's episode).

On his hands and knees by Transporter Room 3's number two pad, Marley heard a swish while trying to pull out the Heisenberg compensator. A purr, "There you are!" came from his engineering coworker M'Ranklin.

Marley sat up, "What do you mean, 'There you are!' I have been working for thirty minutes. Where were you when they handed out our duty assignments this shift?"

M'Ranklin's whiskers twitched, "Sorry about that. General Rayburn needed copies of our report from the Android situation. Clean-litter box scoopers*. I think they make up forms just to have something to do. Once I finished, I came looking for you, but your comm badge didn't register. So, I..."

"My comm badge didn't register?" Marley tapped his com badge, but nothing happened. He took it off and opened it up. "Tribble Fur, I thought I felt a shock when I pulled the integrator circuit out of the unit. Comm badge must have hit the open feed. So how did you find me?"

M'Ranklin twitched his tail, "Before you interrupted me, I was saying, I went to the Lt. Commander to get a copy of the work order, but he couldn't understand why I needed it. He said, 'Get it from you' then I said, 'I needed to find you.' He said, 'Look for your comm badge.' I told him, 'Your comm badge is not working.' Then he said, 'Well, look at the work order. It should tell you where he is.' I said, 'that's why I need the work order.' Then he said, 'Well, ask your partner who has it.' Around and around. Put two solid pips on someone, and they lose their brains. He finally got it and told me you were in a transporter room and left. Thank goodness you were here in Transporter

Room 3. If you had been in twelve, I would still be looking for you. What is the problem here?"

Marley pulled the PADD off the transporter console, "Pad 2's Heisenberg compensator is not working. I changed it out, but it is still not getting power for some reason. So I am trying to pull it out again to ensure I put it in right. I must not have because it seems stuck."

M'Ranklin looked at the circuit diagram on the work PADD. "Let's try coming in from the center transporter pad. All the power comes from there, so it might be the problem." He touched a few buttons on the transporter console, and the center pad raised. M'Ranklin crawled up onto the platform and started to look.

Marley called, "Careful, there still is a charge going through the transporter to check circuits."

Just then, there was a spark and a yowl from M'Ranklin. His hair stood up all over his body, and his tail was three times its normal size. Standing up, M'Ranklin started licking his paws and grooming his hair down. Marley took his place on the transporter and started looking for the problem. "Tribble fur!"

M'Ranklin looked up from licking his tail, "Now, what's wrong?"

Marley turned around and looked at M'Ranklin, "Tribble fur!"

M'Ranklin hissed, "I understand this is frustrating, but I can't help unless you tell me what the problem is."

Marley shook his head, and then his face lit up, "Sorry, I wasn't saying 'Tribble Fur' out of frustration. I was saying tribble fur is the problem. There is a dead tribble in here, and the fur is blocking power to the Heisenberg compensator. It's also why I now can't get it out of its port." Marley grabbed a bag out of his tool kit and placed the dead tribble in it. He then went to the console, turned the power off to the pad, and grabbed a vacuum to clean up the hair in the circuits. "Well, do we add tribble hunting to our list of things to do, or do we just submit a ticket to have it looked into?"

M'Ranklin tapped his comm badge, "LT M'Ranklin to Ops."

"McKinley Station Ops, go ahead."

"We found a dead tribble in Transporter Room 3. Advise that maintenance needs to go looking for the colony."

"Please Hold, LT." Then, three minutes later, "We are changing your order today. Please head to Auxiliary Operations and scan for tribbles. Confirm, please."

Looking at the work order PADD and seeing it change, "LT M'Ranklin, Confirming a change of orders. LT out."

While M'Ranklin talked to Ops, Marley finished cleaning up the transporter and closed the panels. He then went to the console, powered it up, and started the diagnostics. When M'Ranklin finished with Ops, the diagnostics showed everything in working order, "Transporter is operational. I guess we go to Auxiliary Ops to search for tribbles."

They went up to Auxiliary Ops and logged in to the station's sensor. LT M'Ranklin started typing in the parameters to find the other tribbles. "How small should I go to be sure we only get Tribbles? I really don't want to be hunting rats or other vermin."

Marley took a tricorder and looked up Tribbles. "The entry says that scanner should have a setting for them, but you still might pick up small animals. Also, since transporter beams may not be accurate enough to beam them out of where they are hiding, you can use a tricorder scanner beam, if you are near them, to help the transporter lock onto them."

M'Ranklin found the setting and downloaded the info to his and Marley's tricorders. "Let's go. There are only about nine places."

"Let's split up; that way, we can get it done faster."

M'Ranklin scratched his right ear, "No, we end up in sickbay every time we split up. We also need to set up a cage in one of the transport rooms to beam them into once we find them."

Marley thought a second, "Some of these readings may be Cardassian voles. Many STARFLEET stations have vole problems because of the Cardassian refugees, so we probably need to set up two cages. It is interesting how these pests show up on ships and space stations."

M'Ranklin scratched his ear again, "They come in through mass cargo transports and ship connections when docked together. I am surprised that we don't find more

dead from starvation. What are they eating? Most trash goes in the bio-matter re-sequencers."

They began setting up the cages in Transporter Room 3, where the problem started and there looked to be four targets near there. They set up a third cage if they ran into something they hadn't thought of that might be on the station. They also set up their tricorders to activate the transporter remotely when they found their quarry.

After about four hours of crawling through the space station, they had not found any tribbles. However, they did find five vole colonies and two rat colonies. The tricorders did help because if a vole or rat tried to escape, it wasn't that hard to track and send it to Transporter Room 3.

The last three places were crew quarters, so they hoped they were pets and not something that required them to open the walls to find the pests. They left the crew quarters till last, hoping that the occupants might be home to help them find the vermin. They had worked their way away from Transporter Room 3, so they decided to work through the crew quarters going back. The first was Chief Erin Thompson. When they found her not home, Ops permitted them to enter. Four beagle pups came scampering out the door as soon as the door opened. M'Ranklin caught two of them and put them back inside the room as Marley ran after one. M'Ranklin ran after the other pup that went in the opposite direction. The circular corridor brought them back to each other. Marley picked his puppy up. A moment later, M'Ranklin came around the bend scooping up the other puppy but running into Marley simultaneously.

M'Ranklin hissed, "Why don't you watch where you are going?"

Marley raged back, "Me? I already had caught mine and picked him up when you ran into me. Anyways, we know what the sensor found in this room. So that leaves two more."

They took the puppies back to their room and got them inside without releasing the others. The owner, LT Charlotte Grant, was there in the next room. She explained her cat had a litter of kittens a couple of weeks ago. Marley thought they would never get out of there because M'Ranklin had to pick up the kittens and nuzzle them. However, one of the orange kittens climbed halfway up Marley's leg before he finally picked it up and petted it. The lieutenant said that once they were weaned, they could have one if they wanted. Marley quickly handed the orange kitten to LT Charlotte, "Thank you, LT, but I am afraid my schedule would leave me little time to take care of a kitten."

M'Ranklin's ears twitched as he held a black and white cat that looked like him, "I will think about it. I am not sure how my species would work with Earth cats. I might not miss home as much with a cute pet that looks like me." He laid the kitten down by its mom. Marley and he said their goodbyes and headed toward the last place on their list.

They met ENS Talia McGulliver on the way to her quarters. Marley's cheek turned red at seeing the cute young Ensign and stuttered, "McGulliver need we question ask Ensign to you a?"

M'Ranklin slapped him on the back, "I'm sorry, my companion has had a long day. He meant to say Ensign is that we found a tribble in a transporter room, and a scan of the station shows you have small animals in your room. Do you have tribbles, Ensign?"

Ensign stopped at her door, "Yes, I do, but they are in a cage. I... Trouble! He must have gotten out again. I think I should have named him Houdini."

Marley spoke up, "You're not in trouble, Ensign. We just need to know if all your tribbles are accounted for?"

Talia shook her head, "No, Trouble is the name of one of my tribbles. He seems to get out of the cage somehow."

Marley went green, "I am so sorry."

Talia cocked her head, "Sorry about what?"

M'Ranklin grabbed Marley's shoulders to shut him up, "I am sorry to tell you. Trouble may be the tribble we found in Transporter Room 3. He died when he crawled by a live power coupling. I am so sorry."

Talia pressed the door control and ran into her room. She started to count her tribbles but suddenly sank on her bed, "He is not here. He had dark brown and black fur. All the rest are lighter." She started to cry.

Marley put his arms around her to comfort her. She got up and picked up one of the tribbles and held it to her face. Its cooing brought a smile to her face.

She leaned over and kissed Marley on the cheek, "I will miss Trouble. Do you have the body?"

Just then, a purring sound came from the closet. Talia ran over and opened the closet, and five tribbles were lying on a blue duty uniform on the floor with several candy wrappers. Talia screamed, "Trouble, what are you doing in there? And how did you have babies? That's not possible. He has been spayed and neutered. Oh, No! I have to get these to sickbay before they have babies. Excuse me." She gathered the tribbles up in her uniform and ran out the door."

Marley looked at M'Ranklin, "I don't know whether to be relieved or worried."

M'Ranklin cocked his head, "In what way?"

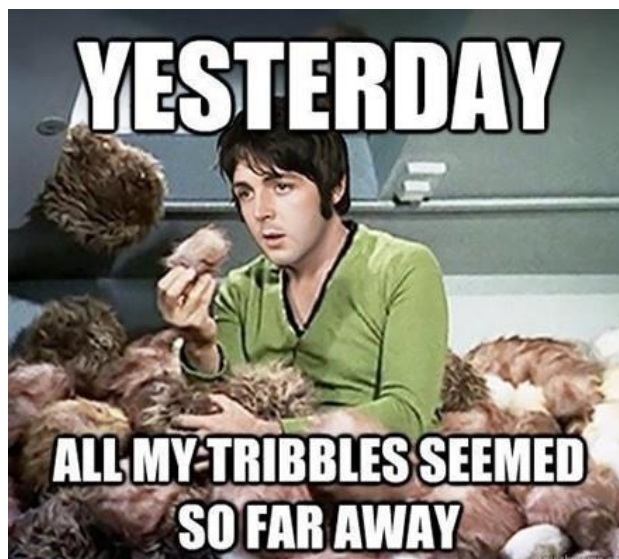
"Relieved that her favorite tribble wasn't killed or worried there may be other tribbles on the loose. A tribble litter is 4 -6, and there were four in the closet and the one we found. So there's still a possibility of a sixth one."



M'Ranklin hissed, "Let's worry about that tomorrow."

* Clean-litter box scoopers – A Caitian expression refers to a person who is not needed. You don't need to scoop a clean litter box.

Marley and M'ranklin will return in *Don't Shoot, I'm An Engineer* in the next CQ.





From the Commander

FADM Steven Parmley, *USS Constellation*



Quartermaster Retires after 20 Years' Service

by GEN Linda Olson, *USS Relentless*, R2

Members of STARFLEET and the SFMC, it is with sadness that I must inform you that I am no longer serving as your Quartermaster. After two decades of handling the “bling” for the membership, I have retired.

I enjoyed my tenure as your Quartermaster and have made many friends through the position. I met many of you in person at the various Summits and International Conferences, where I spent my weekend behind the table displaying the various wares offered to the membership. I have fond memories of loading the stock into the SUV and crossing the country to these events, even crossing the border when we traveled to Niagara Falls.

Much of the time, I never left the hotel due to offering the Quartermaster merchandise at every opportunity, so I don't have a lot of “tourist” type memories of those cities. However, I do, have wonderful memories of the many

smiling faces looking for that special item to carry home to remember the event and celebrate the family that is STARFLEET. I also enjoyed all our conversations at those events and the extra-special stories you all had to tell.

I hope to continue these friendships in other ways. One of those is the IN-PERSON International Conference scheduled for June 2023 in Tallahassee, Florida. The event has been pushed back from 2020 due to the pandemic but is currently on the calendar for June 16, 17, and 18, 2023. Plan now to come be part of the return of the in-person STARFLEET International Conference. The rest of the team and I plan to give you a special weekend to celebrate the Roaring Twenties (1920s) and the Roaring Back of the 2020s. So, let's see you all “get your chassis to Tallahassee in 2023!”

Take care, be safe, and carry on.





Vice Commander

ADM James Herring, *USS Missouri*



We have created a window cling that can be attached almost anywhere, your vehicle, laptop, or fridge. The cost for these will be \$5.00 each (+taxes, shipping & handling). This is something to help raise money for Fleet, so this would be a great gift for your favorite Trekkie (besides yourself). And it's a great way to show your Fleet pride. Maybe also help in recruiting!



There is also a new department coming online under the office of the VCS, that of STARFLEET Tactical. For more information on that, see its section.

STARFLEET DIPLOMATIC CORPS

CAPT Aaron Himes

sfifleetambassador@gmail.com

I am working on pins and shirts for the Diplomatic Corps. Our website is still in limbo, and I am hoping soon to expand our contacts.

STARFLEET INTELLIGENCE

CAPT Lourdes Bond

As of December 2021, Starfleet Intelligence has set up operations and begun reviewing procedures, problems, and proposals brought forward by its membership for STARFLEET International. As of this date, the membership stands at 51 Total Members.

STARFLEET TACTICAL

FCAPT Kevin Plummer

Tactical has continued to look for volunteers to assist in establishing the department and getting things organized. However, even while we are trying to get set up, we

continue to pursue our mission of connecting SFI with the gaming community. As of this report, we have recruited several new members to the organization; and they are forming a shuttle on the Constellation in Region 1. Tactical is dedicated to assisting these new members through the process of getting a chapter of their own.

AB Resolutions

AB21-09

R2 motions that STARFLEET resolves to offer two scholarships to the public, namely the Infinite Diversity in Infinite Combinations (IDIC) scholarship & the Science Technology Engineering & Mathematics (STEM) scholarship.

R3 seconds the motion. Motion Passes

AB21-10

R4 moves to accept the budget, accepting that it is not complete and that the triannual budget forecast should be used.

R3 seconds the proposal. Motion is adopted

AB21-11

R3 makes the motion that the AB endorse any and all steps the Commander STARFLEET has to take to correct the office of the Chief Financial Officer.

R2 seconds the motion. Motion is Adopted

AB 22-01

To appoint COMM Cyndi Finkenbinder the new CFO of SFI.

Motion Passes

A visiting admiral approached Chekov's station on the ENTERPRISE. Thinking he would test the young officer, he asked, "What would you do if the weapons officer suddenly got his head blown off?"

"Nothing, sir."

"Why nothing?"

"Because I'm the weapons officer, sir."



Chief of Operations

ADM Johnathan Simmons, *USS Stormbringer*



STARFLEET Operations – 2021 Year in Review

by ADM Johnathan Simmons, STARFLEET Chief of Operations

Greetings, Fleeters!

2021 was a very active year for STARFLEET Operations. As of this report, there are 5690 total members aboard 236 chapters.

Over 1300 emails were exchanged between STARFLEET Operations and chapter Commanding Officers pertaining to Monthly Status Reports.

Fourteen Chapters were commissioned, and seven chapters were decommissioned.

Over 100 Changes of command were processed.

During 2021, STARFLEET Operations updated all of its published online materials. START, the Support Ship Operations Manual, and the Ops FAQ were all updated and approved by the compliance officer. Changes include the addition of the STARFLEET Data Protection Policy.

Shakedown Operations – 2021 Year in Review

2021 was a stressful year for many, if not all of us. However, STARFLEET and its members rose to the occasion. Many new chapters were launched, and many were commissioned. All of them did what they could to help those that needed it: Toy drives, recycling collections, food drives.

Eleven chapters were commissioned in 2021, with 14 more in shakedown status.

SHOC has also received numerous requests on how to start chapters, ranging from people who have been in FLEET for a long time to new members.

The START Manual, the Vessel Registration Request Form, and the SHOC Support Chapter Manual were reviewed and updated as needed.

SHOC is looking forward to an exciting 2022!!

Ops Report

Failure to Report Status

November 2021: 3 Regions failed; 38 Chapters failed

December 2021: 3 Regions failed; 32 Chapters failed

January 2022: 5 Regions failed; 36 Chapters failed

Ops has been putting chapters on StandBy for not reporting. Reports are due and considered on time between the first and fifth of the month. Reports received between the sixth and the tenth are marked as late, and any report received after the tenth is considered *Failure to Report* or FTR. Three FTRs in a year's time are considered grounds for decommissioning. Ops has begun the process of placing chapters on StandBy and in DryDock for continued Failure to Report.

We have begun placing chapters in Drydock Status due to noncompliance with required SFDPP courses. These chapters have been on Standby Status for over 90 days. Chapters that are in Drydock Status for more than 90 days can be decommissioned.

DTS

The MOM Manual is being updated and renamed the *Support Ship Operations Manual* (SSOM). It is now available in the documents section of the fleet website.

ShOC Report

Commissioned

None

Launched

None

Shakedown Chapters

R1:

USS *Belknap*, NX-2501, Arlington, VA

USS *Russell Camp III*, NX-83021, Winter Haven, FL

USS *Titan*, NX-80102, Wilmington, NC

R2:

USS *Anansi*, NX-22, Gainesville, FL

USS *Liberty*, NX-75012, Bonifay, FL

R5:

USS *H Lamarr*, NX-65537, Pasco, WA

R12:

USS *John Herrington*, NX-61946, Sapulpa, OK

R13:

USS *Septarian*, NX-1834, Kingsley, MI

USS *Volaris*, NX-1754, Belleville, Ontario, Canada

R15:

USS *Charter Oak*, NX-63545, New London, CT

USS *Nathan Hale*, NX-86501, Bloomfield, CT

USS *Saint Michael*, NX-97010, Bristol, RI

USS *Seawolf*, NX-74709, Fall River, MA

USS *Templar*, NX-1035, East Providence, RI
R17:

USS *Lilith*, NX-80113, Colorado Spring, CO
R20:

USS *Reginald Mitchell*, NX-75036, Tunstall, United Kingdom

*Name/Class/NCC changes approved for
starships/stations include:*

None

*Names approved for new vessels (either on shakedown
cruises or preparing for same) include:*

USS *Charter Oak*, NCC-63545, Akira-Class Battlecruiser
(Change from Shuttlecraft Rubins)

USS *Lilith*, NCC-80113, Luna-Class Exploratory Cruiser
USS *West Allis*, NCC-74208, Defiant-Class Escort

Names approved for shuttlecraft include:

None

New classes approved include:

Andraste-Class Light Cruiser Range: 1110-1119
(From the 2021 Ships of the Line Calendar)

Onimaru-Class Exploratory Cruiser Range: 76890-7689X
(From the 2014 Ships of the Line Calendar)

Phenomenon-Class Science Cruiser, Range: 7525X
(From the 2022 Ships of the Line Calendar)

Shangri-La-Class Attack Cruiser Range: 2575-2589
(From the 2022 Ships of the Line Calendar)

Tuskuru-Class Exploratory Cruiser Range: 80700-8070X
(From the 2021 Ships of the Line Calendar)

Volsung-Class Cruiser Range: 28960-28975
(From the 2012, 2019, and 2022 Ships of the Line
Calendars)

*The decommissioning/deactivation (listed as on-hold,
as per standard protocol, pending any decision to
reactivate)*

USS *Robins*, NCC-71838, Galaxy-Class Large Exploratory
Cruiser

*Names now available following chapter withdrawal
from STARFLEET and 6-month waiting period:*

USS *Chimera*

USS *Cougar*

USS *Morrowind*

North Star Station

Puzzle Answers

G M S A I N E T R A E H E N
A D E L I G H T H C B C N J
R E N T E V I T H R H Y O O
R N C H P Y T E I A G S I L
E E O R O P E G P N E A T L
M V U I H R H P L U M T A Y
I Y R L T T Y N G P S S L L
T O A L G C E R O L A C E L
P J G L F T A S U J I E O R
O N E U R T I F O T S J U F
J E N A I T R V S J U P A I
U O E F I E I O I H C B V
F H Y V E A M V Y O T I L I
R V E H T I I R R J N A I T
E O C I T A R I O Y E M S I
E J O P L E A S U R E A S S
H N Q S M B S A T R A E H O
C L L H T C A F S I T A S P

ECSTASY
BRIGHT
ENTHUSIASM
EUPHORIA
PLEASURE
ENCOURAGE
MERRY
SATISFACTION
THRILL
BLISS

**Lieutenant Kyle: "Dr. McCoy, I sleep all day, stay awake all night. I'm hot all the time
and can't stop dancing. And I see rings before my eyes! What's wrong with me?"**

McCoy: "Sounds like Saturn Day Night Fever."



Chief of Educational Services

MGEN TJ Allen, *Space Station Nikola Tesla*



Ladies and gentlemen of STARFLEET, I have been working with SFA and SFMCA to get as many courses as possible into Moodle. A course is listed as being in Moodle if it has a PDF or a Quiz attached to it in Moodle. I am proud to say that, thanks to the SFMCA Review Board, we now have about 85% of SFMCA into Moodle.

There are more things that we are working on to get placed into Moodle. We are also trying to get Manuals put into Moodle. Some manuals are outside of the control of the Academies, and we have to wait for the Command Staff that controls those manuals to approve any changes and get them to us.

Now I have also been looking at other things within the Academies. One thing I would like to mention is if you are having an issue with a course, please contact its Director first; give that person at least a week to answer your email before going up to the next level in the chain.

We strive to serve the staff, students, and Directors in Educational Services. With this in mind, please be polite and considerate with us as we try to give you a good experience here in STARFLEET. Thank you.

A reminder of The Chain of Process for exams:

1. You submit your completed exam.
2. Director has **1** week to respond with a receipt or with a grade. (If submitting an exam outside of QAM, the director has 14 days to respond.)
3. If you have heard nothing, email the director.
4. After **1** week of the follow-up, send the first contact email to the Director and Dean.
5. After **1** week of the follow-up and still no response, send the first two contact emails to the Director, Dean, and SFA Commandant/SFA Academic Coordinator or SFMCA Superintendent (if SFMCA course).
6. After **1** more week of no contact, send all evidence of the contacts to CES and Vice CES. We will follow up and find out what is going on.

SFA NEWS

<i>The STATS</i>			NOTES
# Students	Takes	# of courses	
	courses	taken	
Nov	*	*	
Dec	125	1175	
Jan	125	1025	

*Unavailable

We continue to have many people either taking SFDPP for the first time or taking the recertification course. Please remember a few things:

- If you have not taken any SFDPP exam with SFA before, you must take 101 and 102 first.
- Each year's recertification course will be due on the anniversary date of the last one that you took. Therefore, it is best if you do not take it more than 30 days before you are due, and it should be taken no later than 30 days after the due date. If taken after that date and if you have elevated database access for any reason, you risk losing that access (and possibly the position that requires that access).
- COs and XO's are required to keep their certification current, as well as anyone who has a position that gives elevated database access. If you hold a Regional or Fleet position and are not sure if you are required to take these courses, please check with your RC or your supervisor.

We are steadily working on getting more courses into the automated system (known as QAM, or Quiz Activity Module). We appreciate everyone's patience while we do this, as it does take time, and we certainly want to make sure we do the job right.

Work continues with CompOps to get the grades from the "blackout period" imported into the Database. I cannot give an estimate on when this will be finished, but hopefully soon. At that time, we will also be able to restart the Boothby program; and while it will take a little time, all of the Boothby Awards that have been earned will be awarded retroactively.

From the SFA Commandant's Office

by GEN Jill Rayburn, SFMC, *Space Station Nikola Tesla*

2021 was a good year in the hallowed halls of STARFLEET Academy. Over 925 students took courses in SFA, and those students ended up taking over 15,500 courses during the year. Our staff is thrilled that so many members are taking advantage of what we have to offer, and we hope that everyone is enjoying the courses and finding things that they like among our many colleges.

Since this article is a bit of a “year in review” for SFA, I wanted to thank a few folks:

- The staff of SFA – these volunteers work hard to serve the students, the Academy, and the FLEET. In addition to their regular duties of grading and processing exams, these members work hard to revise and expand their colleges and often times work helping each other in our efforts to put out quality material.

- The SFA HQ staff – this is the group that works day in and day out to solve problems and make sure that everything is running smoothly. From Moodle to the database to the catalog, it is the HQ staff that ensures that both the Directors and students have everything they need.

- The students of SFA – you are why we do this. Without you, we would not be here. You inspire us to work harder and give you more enjoyment in your time in SFA and STARFLEET.

Believe it or not, I have had people tell me that working for SFA is not worthy of kudos or promotions, and I am here to tell you that the staff of SFA is the hardest-working group of people in STARFLEET, and what they do serves the members, chapters, and regions.

We know that most of our students like the automated exams, also known as QAM (quiz activity module). So, in 2021, we focused on getting more of our courses into automated format so that they can be programmed into Moodle. While there are some courses that simply can not be presented in this format, we are getting as many of our courses as possible into this format and then programmed into the Moodle system. We appreciate everyone's patience as this does take time, and it is important to take the time so that we have as few errors as possible (being only humans, we know that errors will still happen, but we try our best to avoid them).

Unfortunately, we are aware of database issues where some grades are being posted improperly. I am working with CompOps to track and fix the issues, but we have not been successful so far. As a student, if you have any incorrect grades posted to your record, please email me at

jazdansfa@gmail.com and report it. I will need to know your name as it appears in the database, your SCC#, the incorrect course(s), date(s), and grade(s). I also need to know if there are any missing grades (not from the blackout period) that might correspond to the incorrect entry. That will help us track what is happening. We are also working on getting the last of the grades from the blackout period imported. We appreciate everyone's patience with both of these issues.

As always, we are looking for members to join the SFA staff. We currently have over 80 staff and faculty, and they range from relatively new STARFLEET members to those who have served for 20+ years. If you have a willingness and desire to serve in this capacity, we would be happy to consider your application. Openings are listed on the Humanoid Resources website (<https://sfi.org/humanoidresources/>), and you can also contact me about joining our staff.

SFMC NEWS

The SFMC Academy is currently reformatting all of our courses to SFA Style. SFMC is implementing the grading scale that SFA uses. It will be in the manuals and exams soon.

Our directors and assistant directors are working very hard to get the manuals and exams updated as quickly as possible. Please continue to bear with us as we make headway.

The following courses have been upgraded to QAM/Moodle

- Personal Development, Officer Development, Leadership Development, NCO, and MECHA have been upgraded to QAM/Moodle
- Infantry, Medical, and Support Services are being rewritten or have been updated and are in review before archiving/Moodle-QAM migration.
- Combat Engineering and Maritime Operations are in the beginning stages of rewrite. We hope to have them up and running by Spring 2022.
- Armor is still slated to begin rewrite – without a Director/Asst Director, it's taking a bit longer to get the course running.

As with all courses and procedures, please follow the chain of command. Students have **10 weeks** to complete an exam. Once submitted, unless the course is already QAM, please allow the director/assistant director time to acknowledge receipt and grade the exam. **If you have not heard anything from the director in 1 week, please contact them via email or the Moodle site.**



Chief of Computer Operations

COMM Tony Knopes, *USS Dejah Thoris*

SSO / SINGLE-SIGN-ON:

This one fell to the back burner because of other priorities, but it is on the feature list for the new Database. We will also purpose the new Database as an identity server to allow for SSO for our sites (including the SFI Forum and the Academy).

DATABASE NUMBERS:

January

Total active memberships: 5,821
Total individual memberships: 2,724
Total in family memberships: 3,019
Number of family memberships: 1,052

CompOps - Handy SFI Web Subdomains

Greetings from the CompOps Team,

We've created the following handy subdomains to help you get around the SFI.org network a bit faster. We will update this list in each issue of CQ whenever there are changes made.

SFI Quick Subdomain Shortcuts

Facebook (Public) - facebook.sfi.org
Facebook (Members Only) - fb.sfi.org
Facebook (Business Only) - fbb.sfi.org

SFI Join - join.sfi.org

SFI Renewal - renew.sfi.org

SFI Chapter Finder - chapters.sfi.org

SFI Database - db.sfi.org

SFI Handbook - handbook.sfi.org

SFI Helpdesk - helpdesk.sfi.org

SFI Humanoid Resources - hr.sfi.org

SFI HR Submit form - hrform.sfi.org

SFI Bylaws - bylaws.sfi.org

SFI Discord - discord.sfi.org

SFI Forums - forums.sfi.org

SFI Scholarships - scholarships.sfi.org

SFI Webmail (for staff) - webmail.sfi.org

SFI Websites

Starfleet Educational Services

- es.sfi.org / academy.sfi.org

SFI International Conference - ic.sfi.org

SFI Medical - medical.sfi.org

SFI Quartermaster - qm.sfi.org

SFI Sciences - sciences.sfi.org

Starfleet Special Ops - sfso.sfi.org

Starfleet Marine Corps - sfmc.sfi.org

Starfleet Marine Corps Academy - sfmca.sfi.org

SFMC Quartermaster - sfmcqm.sfi.org

SFI Region Sites & RC Email Shortcuts

Region 1 - region1.sfi.org - rc1@sfi.org

Region 2 - region2.sfi.org - rc2@sfi.org

Region 3 - region3.sfi.org - rc3@sfi.org

Region 4 - region4.sfi.org - rc4@sfi.org

Region 5 - region5.sfi.org - rc5@sfi.org

Region 6 - region6.sfi.org - rc6@sfi.org

Region 7 - region7.sfi.org - rc7@sfi.org

Region 8 - region8.sfi.org - rc8@sfi.org

Region 9 - region9.sfi.org - rc9@sfi.org

Region 10 - region10.sfi.org - rc10@sfi.org

Region 11 - region11.sfi.org - rc11@sfi.org

Region 12 - region12.sfi.org - rc12@sfi.org

Region 13 - region13.sfi.org - rc13@sfi.org

Region 15 - region15.sfi.org - rc15@sfi.org

Region 17 - region17.sfi.org - rc17@sfi.org

Region 18 - region18.sfi.org - rc18@sfi.org

Region 20 - region20.sfi.org - rc20@sfi.org

If you have any suggestions for a subdomain shortcut, please drop a line at webmaster@sfi.org

Vice Admiral Greg Mortensen

Vice-Chief of CompOps (& Web Services)



From the Surgeon General

CAPT Mark Logan, USS Merlin



Personnel Status

	Additions	Removals	Total
December	4	0	215
January	1	0	216
February	*	*	216

REGIONAL ASSISTANT SURGEON GENERALS (ASG)

The majority of the Regions now have regional Facebook groups, which you are welcome to join.

[R1](#) [R2](#) [R3](#) [R5](#) [R7](#) [R8](#) [R9](#) [R10](#) [R11](#) [R12](#) [R13](#) [R17](#)
[R19](#) [R20](#)

R20 Wellness Group [LINK](#)

STARFLEET Medical Wellness Group (Fleet) [LINK](#)

STARFLEET International Forums (Medical) [LINK](#)

(Requires registration)

HYPOSPRAY WEBZINE

The current issue, [Volume 2 No. 4](#), is on *Star Trek Aliens*. Spanish and French versions can be accessed via the website or SF Medical Facebook page.

Medical Awards

Medical Star Award

Awarded to any member of STARFLEET Medical who is a current or retired medical professional.

None

EMT / Paramedic Star

Awarded to any member of STARFLEET Medical who is a current or retired EMT/Paramedic professional.

Jari James

Nursing Star Award

Awarded to any member of STARFLEET Medical who is a current or retired Nursing professional.

Jari James

David Yee

Ancillary Star

Awarded to any member of STARFLEET Medical who is a current or retired ancillary professional in the Medical, Nursing, or EMT/Paramedic fields.

Jari James

Joseph Gallagher Service Award

Gallagher Service Award – Bronze: Awarded to any member of Starfleet Medical who completes one year of service.

Gregg Barlow
 Ian Brannan
 Scott Demasi
 Hope Eaton
 Justin Foy
 Joy Fullmer
 Chrissy Hart
 Mark McCune
 Jonathan Rhead
 David Roberts
 Wayne Taylor
 Shannon Walter
 Richard Ward
 John Zimmerman

Gallagher Service Award – Silver: Awarded to any member of Starfleet Medical who completes 3 years of service.

Matt Barron
 Vincent Brouillard
 Christopher Higginbotham
 Allison James
 Glenn Smith

Gallagher Service Award – Gold: Awarded to any member of Starfleet Medical who completes 5 years of service.*

TJ Allen
 Julien Fitzgerald
 Hooper
 Mark Logan

*At 5-year intervals thereafter – Bars added to the gold award

Crusher Award for CPR Training

Awarded automatically to any member of STARFLEET Medical who completes certification in CPR from a certified instructor or institution (Red Cross, College, Nursing, Medical School, etc.)

Paul Bennett
 TJ Allen

Chapel Award for First Aid Training

Awarded automatically to any SFMedical member who completes certification in at least basic first aid from a certified instructor / Institution (Red Cross, College, Nursing, Medical School, etc.)

Cole Hughes
Paul Bennett
TJ Allen

*Medical Training Program Certifications***CORE LEVEL 1**

Donna Jarrett
Thaddieus Jeznach
David Yee
Brian Starr
Cole Hughes
Bruce Crews
Jari James
Sharon Richey

CORE LEVEL 2

Donna Jarrett
Thaddieus Jeznach
David Yee
Cole Hughes
Brian Starr
Jari James
Sharon Richey

CORE LEVEL 3

Donna Jarrett
David Yee
Brian Starr
Thaddieus Jeznach

CORE LEVEL 4

Brian Starr
David Yee
Anne-Laure Perrin

CORE LEVEL 5

David Yee

CORE LEVEL 6

David Yee

CORE LEVEL 7

David Yee

CORE LEVEL 8

David Yee
Paul Bennett

CORE LEVEL 9

David Yee

CORE LEVEL 10

David Yee
Amanda Phillips

CORE LEVEL GRADUATE

David Yee
Amanda Phillips

The STARFLEET Medical awards program can be accessed via the STARFLEET Medical [website](#):

STARFLEET Medical Com Badges

We are now able to offer you the opportunity to order the STARFLEET Medical Com Badge. At present, these are limited to one per SFI member due to limited availability.

Prices are shown include postage and are shown in pounds sterling (£):

R20 & R9: £17:00

Rest of the World: £20:00

TO PLACE YOUR ORDER:

If you'd like to be added to the list for the STARFLEET Medical comm badge, click [here](#) and complete the form. You will be asked to state your name and your delivery address. You will then receive an email back with the amount due and how to pay.

Check themoneyconverter.com for the exchange rate

**STARFLEET Medical Challenge**

Lastly, the announcement was made this month about the next STARFLEET Medical challenge: the 2022 Solar System Step challenge. This challenge will consist of a planet/star/moon that will be featured every month, with landmarks on them that people collect step totals to reach. Each month will have 120 miles as a goal to reach, which aims at getting everyone to try to get close to their 10K steps a day. Full details will be announced on the SF Medical page.





From the Inspector General

COMM Stephen Stott, *USS Ronald E McNair*



STARFLEET Election Time

Well, fellow STARFLEET members, we are in another election year for the Commander, STARFLEET and Vice Commander, STARFLEET. Soon the Admiralty Board will be releasing an updated Membership Handbook with revised rules relating to the election. One of those changes will be that the IG assumes duties as the Election Coordinator for the election. Therefore, I want to share a few things with you as your Inspector General and Election Coordinator.

As we prepare for the election, I want to make sure our members are doing what they can to be eligible to vote. All voting members of STARFLEET must have an active membership as of August 31, 2022. It is also essential that all active members have a *working* email address since we will be using an electronic means of voting. So, make sure to include a good working email address when you renew your membership. Also, if you are already a member, make sure your email address is *current* in the STARFLEET database, as this will be the email address the election company will use to send you your voting material.

I am aware that we do have members in FLEET who do not use email. We will look at alternatives to enable their ability to vote. One way to do this is that members may request permission to vote by proxy. Voting by proxy must be approved in advance by the Vice Commander, STARFLEET. Also, we have members in FLEET that join as a family unit. The minimum age for voting is age 16.

STARFLEET members under that age will not be allowed to vote in the general CS election.

Regional Coordinators and chapter Commanding Officers, it is your responsibility to ensure that all your members in FLEET get the information they need in order to make an educated decision in rendering their vote. The two key dates to keep in mind are that the nomination process for prospective candidates begins on June 1, 2022, and actual voting for the candidates begins on September 1, 2022, thru November 15, 2022. When I send out the official announcement of the election cycle, it will include the rest of the key dates.

If you are thinking of running for Commander, STARFLEET, keep in mind that you cannot begin campaigning for the position until June 1, 2022. The Membership Handbook (MHB) lists the criteria for those wishing to be Commander, STARFLEET. I want to point out that the position is not just being the cool Fleet Admiral of a *Star Trek* fan club; you will have key responsibilities as the president of this not-for-profit organization.

More to follow from the office of the IG as our election time gets closer. If you have any questions, you can reach me at my email address, ig@sfi.org.

Live long and prosper.

COMM Stephen Stott, IG, STARFLEET



COMMAND STAFF

Commander, STARFLEET

FADM Steven Parmley, *USS Constellation*
CS@sfi.org

Aide-de-Camp to the CS

LTC Antonio De Angelis, Region 1
Aide-de-Camp-CS@sfi.org

Vice Commander, STARFLEET

ADM James Herring, *USS Missouri*
VCS@sfi.org

SFMC Commandant

MGN Rey Cordero, *USS Liberator*
dant@sfi-sfmc.org

Chief of Operations, STARFLEET

ADM Johnathan Simmons, *USS Stormbringer*
OPS@sfi.org

Vice Chief of Operations

RADM Beau Thacker, *USS Reaper*
OPS-Vice@sfi.org

Chief of ShoC

RADM Steven Bowers, *ISS Katana*
shoc@sfi.org

Chief of Communications, STARFLEET

ADM Jeff Higdon, *USS Black Hawk*
COMMS@sfi.org

Senior Vice Chief of Communications/CQ Editor

GEN Dennis Rayburn, SFMC, *Space Station Nikola Tesla*
cq@sfi.org

Chief of Educational Services, STARFLEET

MGEN TJ Allen, SFMC, *Space Station Nikola Tesla*
CES@sfi.org

Vice Chief of Educational Services

GEN Jill Rayburn, SFMC, *Space Station Nikola Tesla*
CES-Vice@sfi.org

Chief of Computer Operations, STARFLEET

COMM Tony Knopes, *USS Dejah Thoris*
COMPOPS@sfi.org

Vice Chief of Computer Operations

VADM Greg Mortensen, *USS Tydirium*
COMPOPS-Vice@sfi.org

Financial Officer, STARFLEET

COMM Cyndi Finkenbinder, *USS Russell Casse*
CFO@sfi.org

Help Desk, STARFLEET

helpdesk.sfi.org



