

DaVinci Pilot

Newsletter of the U.S.S. DaVinci
Columbus, Georgia

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SEPTEMBER 2002

FROM THE CENTER SEAT

ATTENTION! The following is important information!! For the first time since the founding of the DaVinci, the dates for the general membership meeting and the Night Out will be changing. Beginning in SEPTEMBER, the meeting will change to the FIRST THURSDAY of each month. The location will also change. We will be meeting at the Ronald McDonald House (RMH) which is located on the corner of 19th Street and Hamilton Road. For those of you coming from Phenix City, take the 5th Avenue detour from Veteran's Parkway and you will see the RMH on your left when you get to the end of the detour (19th Street). Those coming down Veteran's Parkway will turn left off 19th and left again at the first light (Hamilton Road). The RMH will be on your left. If you come down Talbotton Road, turn right on Hamilton Road and the RMH will be on your left. For those of you coming down Hamilton Road, the RMH will be on your right when you get to the 19th Street/Talbotton Road interchange. The 7 PM meeting time will remain the same. The Night Out will also change to the THIRD MONDAY instead of the First Monday. This was done so the Night Out and membership meeting would not be in the same week. Although there is no cost to use the meeting room at the Ronald McDonald House, I would like to show the DaVinci's appreciation by donating items off their "Items Needed List". A partial list can be found at the end of the newsletter. Please look the list over and bring one of the items to the meeting. We will present the items to the House Manager following the meeting. If you have any questions, please feel free to call me. Thanks!

Speaking of the Ronald McDonald House, did you catch the photograph in the July 7th newspaper?

It was on the first page of the Local section and showed 6 uniformed crew members donating 53,000 tabs (34 pounds) to Susan Yaksh, the house manager. Following the official presentation of the tabs, Susan gave us a grand tour of the facilities. Everyone was quite impressed. A BIG Bajoran thanks to Connie Heller, Ariana Heller, Gisela Stephens, Rose Hutson, Joe Perry, and Roger Wright for showing up in uniform on an early Saturday morning! Although there were seven of us at the presentation, Joe did not make the group shot because of where he was standing when the photographer took the picture. Oh well, it does not really matter because, after all, Vulcans very rarely smile! After leaving the building, an impromptu decision was made to have the DaVinci's very first "Morning Out!" We drove to Golden Corral to feast on their breakfast buffet. You should have seen the stares we received upon entering the building. I gave out several of my DaVinci business cards to prospective new members. After Roger's fourth trip to the buffet, there was an announcement for a "Code 99" which we all interpreted as Roger's name going on the "Golden Corral Black List" where he joins an illustrious group that probably includes Ariana Heller. .

The clean-up of our Adopt-a-Highway location took place as scheduled. Although it was not as well attended as I had hoped, four hearty souls braved the warm weather and picked up enough trash to fill 4 bags of trash and two bags of recycle material! A BIG Bajoran thanks to Connie Heller (filling in for your Captain who was attending the Starfleet International Conference in San Jose, CA), Roger Wright, Randy Dunn, and Mathew Dunn. Another clean-up will be scheduled soon.

Commodore Freddy Heller

COUNSELOR'S COUCH

Greetings from your new Ship's Counselor! I hope to give ya'll a bit of insight from a listener's point of view. After all, that's what counselors do best - listen! As time goes by I will be bringing you some articles regarding Trek culture/religion on an informative basis but for this 1st article I thought I would give you my viewpoints on the recent International Conference (IC) in San Jose, CA that Freddy and I attended.

One of the most exciting things I find at attending these events is being able to meet new people. I did indeed and made quite a lot of new acquaintances during IC 2002 from all over the country and beyond. There was an attendee from Canada as well as a gentleman from Poland who even joined Starfleet while he was there. How wonderful! The panels I attended were informative and in particular I had a chance to provide some input regarding the Starfleet Cadet Corps for children.

Saturday evening everyone met together for the banquet and charity auction. I must admit that the dinner could have used a bit more salt but the company was great. Towards the last part of the charity auction some of the lovely young ladies present participate in auctioning a dance and one received a bid of \$1000.00 that almost caused her to faint. I don't know what the final results were but the Second Harvest Food Bank is sure to have received a generous final donation from Starfleet this year.

One last comment and I feel an important one is the close family-type relationship that all Starfleet members have with each other. I am most thankful for the experience I had at the 2002 IC.

Until next month, Live Long & Prosper!

LTJG Russell Ruhland

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HELP THE HOOCH TIME!

Believe it or not, the eighth annual Help the Hooch river clean-up is just around the corner. This program is part of Georgia River Cleanup Week – a statewide effort to help improve the quality and cleanliness of Georgia's waterways. This will be the 5th consecutive year that the USS DaVinci will participate. It is also the 5th consecutive year that your Captain will stock up on Twinkies! Naturally, I will need lots volunteers to help pick up trash along the banks of the Riverwalk. Following the clean up, there will be a get together of all the volunteers at Columbus State University. There, you will be able to feast on pop, hotdogs, chips, and Twinkies (!). There will also be free t-shirts for all volunteers and plenty of activities for the kids. Last year was quite memorable in that your Captain had a round with three vicious winged "Cardies" who got the best of him. But, I have recovered and am out for revenge! We had a pretty good turn-out last year and I would love to see that bettered this year. So, if you are willing to lend a hand, please let me know as soon as possible. I need to let the folks at the Keep Columbus Beautiful Commission know the approximate number of volunteers we will have. The Help the Hooch River clean up is scheduled for October 12th from 9:00 AM until noon. Right now, where we will meet is not known; however, I will try to get the Rigdon Park location (the same site we have had for the last couple of years). I will keep you informed. Thanks!

SCI-FI BUZZ

Enterprise has been nominated for Emmy awards in several different categories. They include:

*Outstanding Hairstyling For A Series: "Two Days And Two Nights"

*Outstanding Makeup For A Series (Prosthetic): "Broken Bow" (Pilot)

*Outstanding Sound Editing For A Series: "Broken Bow" (Pilot)

*Outstanding Special Visual Effects For A Series: "Breaking The Ice" and "Broken Bow" (Pilot)

Jonathan Frakes is ready to direct a live-action feature version of "Thunderbirds," an early cult British TV series that used puppets and models in a process dubbed "supermarionation." The project for Universal Pictures is aiming for an early 2003 start.

Frank M. Robinson, author of "Science Fiction of the 20th Century: An Illustrated History", has listed the darkest and bleakest science fiction movies of all times. These are those Robinson says carry a "count your blessings" message. The 10 darkest are: "Metropolis" (1929); "Things to Come" (1936); "La Jetee" (1963); "Fahrenheit 451" (1966); "A Boy and His Dog" (1975); "Logan's Run" (1976); "Blade Runner" (1982); "Brazil" (1985); "Strange Days" (1995); and "The Matrix" (1999). Others on the list include: "Zardoz", "Total Recall", "Soylent Green", "The Omega Man", "RoboCop", "Terminator", "Mad Max", "The Thirteenth Floor", "Le Dernier Combat", "The Fifth Element", "Road Warrior", "Dark City", "City of Lost Children", and "Planet of the Apes" and its sequels.

Say, what about having a "Your Favorite Darkest and Bleakest Sci-Fi Movies" marathon? Boy, if that does not get a good response, nothing will! We can start early Saturday morning and go until the last person leaves! Sounds like it could be a lot of fun. Let me know if you are interested.

The new Enterprise Star Trek figures from Art Asylum are beginning to hit the store shelves. As of this writing, none have been spotted in the Columbus area, but they have been seen in other states, primarily in the East and West. Hopefully, we will be seeing them soon. For those of you who cannot wait, the best place to get them is online at NewForceComics.com. Even with shipping, the price will be competitive with Wal-Mart.

DAVINCI SHIRTS

I have made some preliminary inquiries about ordering new t-shirts and polo shirts for those who have been hounding me for the past several months. I was hoping to get t-shirts with the new logo on them, but because of the extensive artwork that would be necessary and the \$350 fee, we will stick with the same style we have now. The only difference will be on the t-shirt where the current white delta symbol will be black. There will be no changes to the polo. Naturally, the cost has gone up somewhat (after all, it has been nearly 4 years since we last ordered shirts). Tentatively, the cost of the t-shirts will be \$10 for small to XL, \$12 for 2X, and \$14 for 3X. The polo shirts will run \$25 for small to XL, \$27 for 2X, and \$30 for 3X.. Children's sizes should be available. The quality of the polo

shirts will be much better than what we have now. The folks at Unlimited T-Shirts are being quite nice, in that they are not requiring us to order a specified amount, but will work with us on our needs. Two things to remember: the delta symbol on the polo is the color of your section (Red for Command, Blue for Science, and Yellow for Engineering) and most importantly, the shirts must be paid for in advance. If you are interested in getting either the t-shirt or polo shirt or both, please let me know what type, delta symbol color (if you are getting a polo), and size. Both the t-shirt and polo shirt will run large. Please let me know as soon as you can. Thanks!
NOTE: I did not have anyone sign up for a T-Shirt at the meeting. Because of this I am canceling the order for additional shirts. So many of you wanted new shirts and yet did not sign up for any when given the opportunity.

FINANCIALLY SPEAKING

Opening Balance	175.57
Deposit	61.75
Closing Balance	237.32

CPT Connie Heller

WELCOME ABOARD!

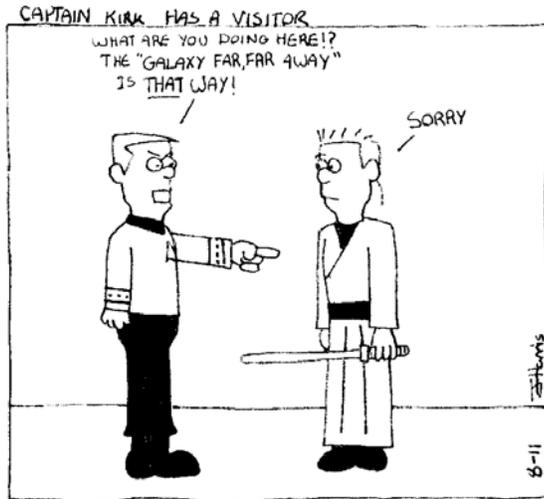
Welcome aboard to the following crew personnel who have recently joined or renewed their membership in the DaVinci (D) or Starfleet (S):

Russell Ruhland (D) (S)
Gisela Stephens (S)
Karen Ferris (D)
George Ferris (D)

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JOSH'S WORLD



(This is an original cartoon by member Josh Harris.)

HAPPY BIRTHDAY!

Many happy returns to the following DaVinci personnel and Star Trek celebrities and events that are celebrating birthdays or anniversaries in August!

Star Trek Premiers (1966)	8 th
Star Trek Animated Series Premiers (1973)	8 th
Roxann Biggs-Dawson (Lt B'Ellana Torres)	11 th
Walter Koenig (ENS Pavel Chekov)	14 th
Bruce Hyde (LT Kevin O'Riley)	14 th
CRMN Karen Pynenburg	19 th
CRMN Kalan Vazquez	22 nd
Rosalind Chao (Keiko O'Brien)	23 rd
CADET Rebecca Dunn	25 th
Enterprise Premiers (2001)	26 th
The Next Generation Premiers (1987)	28 th
ENS Karen Ferris	30 th

NIGHT OUT LOCATIONS

The following is a list of the remaining Night Out locations for the rest of the year:

October	Ryan's
November	Bonanza (Phenix City)
December	Chili's

SPACE: THE GAME

Since the game has just dragged on and on and on, we have cancelled it. We will use the SPACE: The Game as entertainment at some of our meetings.

DaVINCI STAFF ROSTER

Commanding Officer Freddy Heller 562-8735

Executive Officer Joe Perry 327-5888
 Finance Connie Heller 562-8735
 Community Service Tony Fleming 568-6529
 Publications Freddy Heller 562-8735

Science Officer Lech Mazur 596-9542
 Counselor Russell Ruhland 855-4146
 Morale **VACANT**
 Medical **VACANT**

Engineering Officer **VACANT**
 Communications Gisela Stephens 689-4266
 Quartermaster Randy Dunn 291-0150
 Security Roger Wright 687-8052

Cadet Corps Commander **VACANT**

Master Chief Petty Officer **VACANT**

FINALLY...

Many of you do not know when your membership in the DaVinci is due for renewal. This is due primarily to the fact that most of the newsletters now go out via e-mail. If you get your newsletter the old fashioned way, your expiration date is on the address label. Those going via the Internet have no address label so to speak. So, to help those folks out who get the electronic version of the Pilot, here are your expiration dates for the DaVinci and Starfleet:

	<u>DaVinci</u>	<u>Starfleet</u>
Randy Dunn	Sep 02	Feb 03
Karen Ferris	Sep 03	May 03
Rose Hutson	Sep 02	
Scott Jones	Oct 02	
Todd Kes	Sep 02	
Lesh Mazur	Jul 03	
Joe Perry	Jul 03	Nov 02 (S)
Karen Pynenburg	Jul 03	May 03 (S)
Russell Ruhland	Aug 03	Aug 03 (S)
Michael Walker	Mar 03	Mar 03 (S)
Roger Wright	Mar 04	Mar 02 (S)

RM HOUSE NEEDED ITEMS

Although The Ronald McDonald House needs quite a variety of items, the items needed most are listed below. Pick something from the list and bring it with you to the September meeting. Thanks!

Non-Food Items

Trash Bags (XS and XL)
Carpet Cleaner
Spray Air Freshener
Syrofoam Cups (L)
Laundry Detergent
Ziploc Bags
Paper Plates
Light Bulbs

Food Items

Sugar
Bags of Hard Candy
Snack Foods
Non-Dairy Creamer

Miscellaneous Items

Copier Paper
Clasp Envelopes (9x12)
Avery Labels 5160
White-Out Pens
Staplers

NOTE: Right now, they do not need can goods, but always need perishable items such as bread, meats, cheese slices, fresh fruit, and snack foods. Gift certificates to local grocery stores, Sam's Club, Wal-Mart, and K Mart are also welcomed.

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At the Edge of the Federation

For those of you who came in late, the following is a novella written by our very own CRMN Todd Kes. Hope you enjoy reading it.

Part XIII

It took the Engineering crew three hours to get the warp core back on-line, and the impulse engines were only capable of making gross maneuvers, but the Potenton was finally able to go. Several beings on board had even volunteered to help the engineers, once the translator had told them about the key difference between the old controllers and the Federation. Commander Verrin had kept it on board as they cruised along with the Excellon, as the crew quarters were set up for the different species, and changing them would have required several days of work.

"So, how did you get into this situation?" Commander Verrin was talking with the translator creature, trying to find out more. A recorder was running, for the benefit of anyone who wanted to review the conversation.

"Was born into this life, was. Have been doing translating for many years. Know many languages, and learn new ones quickly. The slavers used me to translate between the races on board their ships. Was not able to get much of their language, as they did not talk much around me. But other races were talked around, and listened to other races I did. But still not much of their language known."

"You said other ships. How many other ships?"

"Ved not know. Ved not my name, is name used by slavers. Possibly their word for translator, as others named similarly. But Ved best name to use, as have forgotten real name.

"Ships look the same on end of whip. Not recommended looking around. Slavers also hungry for fresh meat. Not good to look around."

"You mean the 'slavers' would kill one of you and eat you?"

"Not kill me, as was too good with languages. But others, yes, when they feel nice, they kill. Else they cook alive one that disobeyed."

"But each ship has sense of different crew. I count have been on ten ships. One ship no go anywhere, maybe stopped ship, you word is station? That was ship on before this one."

Commander Verrin reeled at the thought. 'Somewhere out there is a base that these slavers operate from. We need to find it and take it out.' "So, how did the other races get captured?"

"Many like you, open world, no guns, slavers come in and take beings. They shove beings into cargo hold, and go away with beings in ship. Or they take ships and smaller ships. Your word, shuttles?"

"What were some of the other ships like? Did they have many on board?"

"This ship, not many. Station, many many. Ship on before that, many. Most were of slaver race, but a few were of other races. Station, lots of slavers, with a few from your race. Very big place, big cargo hold. This ship in the cargo hold, fit it did."

Commander Verrin was thinking quickly now. Although Ved was not capable of giving the exact numbers, there were probably others who could. "Ved, would you be willing to help me talk to others on board?"

"No problem. Is what Ved did before. Ved no do much, but Ved translate. Whenever translator needed, Ved there."

"Good." With that, Commander Verrin began calling in the members of the crew, and discussing with them the different sights that they had seen, and also their histories and their culture. The portable recorder had filled up its memory during one interview, and Commander Verrin had simply gotten another one out. She had figured that there would be a lot of information, and she didn't want to lose any because a recorder ran out of memory.

After ten hours of interviews, Commander Verrin was tired, but she made herself go back over the recorders, searching for anything she had not heard originally, or had missed.

'There is a large base out there, with the other two freighters acting as roving pirates. The crafts that started the station though, are fairly strong, and mount at least two of the larger energy cannon that hurt us so bad the last time. There are several freighters that seem similar in design to the original pirate ships; I'd better give the original pirate ships a designation. Pirate Alpha is simple, and works. The freighters used by the pirates, call them Supply Alphas, and for the converted captured freighters, Traitor Alpha for the one with the small weapons, and Traitor beta for the one with the large weapon. Figure Traitor Charlie for one that has two of the

large weapon. The shuttles that were captured, call those Turncoat Alphas.

'So what we are looking at here is at least two Pirate Alphas, each with three of those large ion weapons, at worst case two Traitor Charlies, unknown Supply Alphas and ten Turncoat Alphas. Thank goodness we found five more in the hold of this ship. They are in mint condition, so we've got a small armada of them. The food supplies on here for the ex-slaves are okay, but we're checking with them to see if they can also eat Federation food. If not, we'll see if we can get a special job running on Sherrizin 12.' Turning back to her computer, Commander Verrin began composing her report to Captain Morgan, and attaching the data from the interviews so he could look over it himself.

The next day, Commander Verrin began her interviews with the human crew, with a request to the engine room to do something about the temperature. The temperature was fluctuating wildly, rising to one hundred and ten degrees Fahrenheit, and dropping to forty degrees Fahrenheit. The engineering team replied that they were working on it, but not to hope for anything. As a result, Commander Verrin was thoroughly uncomfortable during all the interviews, and it was good for her that the recorder was on, as it caught key information that she would have missed.

Thanks to the humans that she had interviewed, she had learned much about the slavers. The main base that was used could fit several ships inside its cargo holds, and enclose them. They were not able to see the outside, but any space station would be easy to spot. There were some defenses there too, but according to all the reports she had received, they were only more ion guns, with nothing resembling any sort of shield or armor? They weren't even using point defense! But that made sense, from the slaver's point of view, as they were designed to deal with weapons they knew about, and armor and point defense weren't much good against ion weapons, but without shields, the station would be getting clobbered with micrometeorites.

But she figured that they would have something for that, and assumed that it would be some sort of low-level shield. That way, she was covering her bets on what might be waiting there.

She laughed out loud at that. Here she was, second in command of a single warship, and already thinking about how to take out a space station!

Turning back to her work, she continued looking over the technology, and attempting to figure out how many of the slavers lived on the station and the Pirate Alphas. Judging from the reports, there were roughly one hundred of the slavers on a Pirate Alpha, and several thousand on a station. There also appeared to be fresh meat on the station, though the people were not sure if that was from other slaves being killed or from a planet that they hunted on. It was not pre-packaged, as the meat was fresh, and often bloody.

Captain Morgan was also going through similar activities, as he was getting reports from the computer team assigned to crack the enemy's computers. They were attempting to use similar sensors and other interfaces as the Potenton did, in an attempt to figure out how the computer stored and retrieved data. They were having a little luck, and were slowly working on the specific component that encrypted everything between the memory core and the input and output devices.

The rest of the crew was feeling better too, as they had rescued half the ships, but more importantly, they had rescued some of the people that had been held captive as well. The entire crew was in good spirits, and even during the three general quarters drills, they kept their confident attitudes going. Captain Morgan was even feeling the mood slightly, even with the reports from engineering about the power of the weapon they had picked up.

For the larger weapon mounted on the Potenton was far more than it seemed. The Potenton had fired it at a slow rate, but that rate it seemed had been dictated by the need to power it up between shots, not the actual cooling and firing time. If more power was provided, the weapon could be fired every three seconds, or even higher if it was allowed to overheat. The weapon also was not a scratch-built one similar to the smaller ones placed on the shuttles. It had been a full-capability weapon, with every part designed for its location, and no scratch-built parts on it.

In short, there was someone out there building these weapons, for some purpose that only they knew.

*****To Be Continued Part XIV Next Month*****