



DaVinci Pilot

Newsletter of the U.S.S. DaVinci
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MAY 2003

FROM THE CENTER SEAT

The most important news of the month is that at the May meeting we will be taking nominations for the positions of Captain and First Officer of the USS DaVinci. Yes, believe it or not, it has been 2 years and it is time to see who will be at the helm for the next 2 years. Okay, in case you do not know there are a few qualifications that must be met in order for you to be Captain or First Officer of any Starfleet chapter. First, you must be a member of Starfleet in good standing, that is, your membership must be up to date. Second, you must have taken both Officer's Training School (OTS) and Officer's Command College (OCC). Finally, you must have been a member of the DaVinci for at least the last 6 months. The only requirement for voting in the election is that you must have been a member of the DaVinci for at least 3 months prior to the election. For your benefit, those DaVinci crew personnel who qualify for the positions are:

COMM Freddy Heller
FCPT Joe Perry
CPT Connie Heller
LT Tony Fleming
LT Russell Ruhland
LTJG Mike Walker

The list is impressive. Each would make a fine Captain or First Officer; however, it is up to each of them if they wish to have their name place in nomination. While Mike Walker would love to be Captain of the DaVinci, he is kind of ineligible because he lives in Kansas! In addition, Connie has already made it plain that she will not accept her name being placed into nomination for either Captain or First Officer. It is good to see that the list is nearly twice as long as it was in the last three elections! More of you are taking OTS and OCC

than ever before and this is great news. Hopefully, more of you will decide to take these two Starfleet Academy courses.

The election process will run like this: Once the nomination process has been completed, ballots will be mailed to each qualified member of the DaVinci no later than the Monday following the meeting (May 5th). The ballots will have a self-addressed stamped envelope addressed to Gisela Stephens, the DaVinci's Communications Officer. The ballots must be mailed to Gisela no later than the Monday prior to the June meeting (June 2nd). Each crewmember may only vote once. The ballots will be tabulated and the results announced during the June meeting and published in the July newsletter. If you do not receive a ballot, it is your responsibility to notify Connie or myself so that we can get another one to you.

I cannot stress enough how important the process of election is to you. Remember, the DaVinci is YOUR ship and you are the ones who have a say in who sits in the "Center Seat" for the next 2 years. The process of the election begins with the nominations and if you only attend one meeting this year, this is the one to attend! Several past nominations had to be postponed because of poor attendance at the May meeting. We do not need a quorum, however, we do need a good showing, so please do your best to attend this very important meeting. Thanks.

Commodore Freddy Heller

**THE NEXT MEMBERSHIP MEETING
WILL BE AT 7 PM ON
THURSDAY MAY 1st
AT THE RONALD MCDONALD HOUSE
COME ONE COME ALL!**

CONVENTIONS

Joe Motes is giving us another exciting convention on May 30th to June 1st down in Tampa, FL. This one has some exciting guests, both Trek and non-Trek. From the Trek universe Alexander Siddig and Michael Dorn are the scheduled guests. Bonus guests include Mira Furlan from Babylon 5; Teryl Rothery and Corin Nemec from Stargate SG1; Judson Scott from Wrath of Khan, Astronaut Richard Gordon and Hubble scientist Inge Heyer from NASA; and Arnie Starr, artist extraordinaire. The convention will be held in the Tampa Airport Hilton Westshore and \$79 is the convention room rate. I plan on going and already have my tickets. If you wish to go with me and share my room, let me know. If you want your own room then I would suggest you make reservations right away because you only have until the 30th to guarantee the \$79 rate. Naturally, Joe is have a banquet, panels, video rooms, costume contests, games, and the famous Vulkan hospitality suite which pretty much gives you free meals throughout the weekend! For more information, see the Vulkan web site at: <http://vulkon.com/tampamay/>.

LATE-BREAKING NEWS--I just found out that I have to go out of town the weekend of the convention so I will not be able to attend.

ATTENTION ON BOARD!

A Starfleet Marine unit has been activated on board the USS DaVinci! All crew personnel are encouraged to join. My name is LT Frazier L. Smith, and I have been appointed as Officer in Charge (OIC) of the unit. The Marine unit is the 678th Special Operations Marine Strike Group (MSG). If anyone has a question about the Marines you can contact me at murock44@yahoo.com or you can see me at DaVinci meeting. The Marines will hold a meeting on the same night as the DaVinci. Hope to see you there!

LT Frazier Smith

**THE NEXT DAVINCI NIGHT OUT WILL
BE AT 7 PM ON MONDAY MAY 19th
AT THE OLIVE GARDEN!!!
COME EARLY AND DO NOT BE LATE!!**

COMMUNITY SERVICE

The March of Dimes Walk-A-Thon scheduled for Saturday April 26 is going to have a DaVinci Spirit station this year. A Spirit Station is a rest stop that hands out fruit and water (this will be provided along with a 6 foot table) and encourages the walkers as they pass. Each Spirit Station is to come up with a theme. Even though the walk starts at 10:00 AM, depending on where our station is located, we may have to be at the sight no earlier than 7:45 - 8:00 AM. As the last walker passes, the people manning the station can clean up and head for lunch (a hamburger will be provided). The walk will start at Kinnett Stadium and go by Shaw High School up to Schomburg Road and through the surrounding neighborhoods and is approximately 6 miles long. The police will be at major intersections along the route. The walk will take place rain or shine with the exception of lightening or worse weather.

Hope you can make it either as a walker or manning the station. Let me know if you can help. Thanks.

The next highway cleanup will take place on the 3rd of May at 8:00 AM. As always, we will meet at the McDonalds on Veterans Parkway.

LT Tony Fleming

HAPPY BIRTHDAY!

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

Leonardo DaVinci Dies (1519)	2 nd
Marc Alaimo (Dukat)	5 th
CADET Matthew Dunn	6 th
ENS Ken Baker	10 th
PO2 Lisa Neal	12 th
LT Gisela Stephens	15 th
CADET Vincenzo Fleming	16 th
John Billingsly (Dr. Phlox)	20 th
Joan Collins (Edith Keeler)	23 rd
LT Russell Ruhland	25 th
COMM Freddy Heller	26 th
Harlan Ellison (Scrip Writer)	27 th
Colm Meaney (Chief Miles O'Brien)	30 th
Michael Piller (Executive Producer)	30 th

TREK AND SCI-FI BUZZ

Okay you collectors, do you have a few extra bucks lying around? If so, then this is for you! Check it out: <http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2313535427&category=1!>

William Shatner will make a guest-starring appearance in the season-ending episode of "Enterprise." In an episode to air in May, Shatner will play the role of Jackson Roykirk, a distant relative of his Captain Kirk character. In the episode, Roykirk creates a deep-space probe that is lost in space. Jonathan Archer (Scott Bakula) and his crew discover Roykirk's handiwork on the far edges of explored space, only to watch it disappear into a black hole.

Alice Krige told 'SCI FI Wire' recently that she will reprise her role as the Borg Queen in a 3-D theme park attraction entitled 'Borg Encounter'. "The people who did 'The Terminator' ride for Universal are in the process of completing this ride, and the process is even more sophisticated and intricate and complex now," Krige said in an interview. "So I got to do the Borg Queen in 3-D." Although Krige filmed her scenes alone, she will be joined on screen by Voyager cast members Robert Picardo and Kate Mulgrew.

Viacom and Master Replicas announced today that beginning in 2003 Master Replicas LLC has been awarded the worldwide license to create and market collectible prop replicas for Star Trek. Under the license, Master Replicas will be introducing collectibles spanning all generations of the series and movies, including Star Trek the original series and Star Trek: The Next Generation.

ACCOLADES

Thanks to Karen Ferris who donated another 1000+ tabs for the Ronald McDonald House!

Thanks to Lisa who donated another box of stamps for the Starfleet Stampede program.

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NIGHT OUT LOCATIONS

At the Christmas party, we selected the restaurants for the 2003 DaVinci Night Out. Several locations were chosen that we have never been to before. It looks like a pretty good year! And so, without further ado, here are the 2003 Night Out locations:

June: El Vaquero
July: Texas Steakhouse
August: Primo's Italian Buffet
September: Golden Corral
October: Cheddars
November: Longhorn Steakhouse

FINANCIALLY SPEAKING

Opening Balance	197.99
Deposit	133.00
Postage	42.30
Closing Balance	288.69

CPT Connie Heller

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
Marine OIC	Fraizer Smith	298-5074
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 because most of the newsletters now go out via email. If you get your newsletter the old fashioned way, your expiration date is on the address label. Those going via email have no address label. So, to help those folks out, here are your expiration dates for the DaVinci and Starfleet:

	<u>DaVinci</u>	<u>Starfleet</u>
Karen Ferris	Sep 03	May 03
Rose Hutson	Sep 03	
Fred Kemp	Mar 04	Mar 04
Todd Kes	Sep 03	
Lesh Mazur	Jul 03	Nov 03
Joe Perry	Jul 03	Nov 03
Karen Pynenburg	Jul 03	May 03
Russell Ruhland	Aug 03	Aug 03
Frazier Smith	Feb 04	Mar 03
Michael Walker	Mar 04	Mar 04
Roger Wright	Mar 04	Jan 04

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 each meeting. This is strictly voluntary. Thanks!

<u>Non-Food Items</u>	<u>Miscellaneous Items</u>
Trash Bags (XS and XL)	Copier Paper
Carpet Cleaner	Clasp Envelopes
Spray Air Freshener	Light Bulbs
Styrofoam Cups (L)	Avery Labels 5160
Laundry Detergent	White-Out Pens
Ziploc Bags	Staplers
Paper Plates	
<u>Food Items</u>	
Sugar	
Bags of Hard Candy	
Snack Foods	
Non-Dairy Creamer	

NOTE: Right now, they do not need canned 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.

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 XIX

At 1740 hours, the senior staff met in the shuttle bay, all dressed in casual outfits, and ready to show Starbase 121's personnel who was better at volleyball. Everyone there had their own Federation sports bag, with very little differentiation among them.

The shuttle ride down was relaxed, since officers not in uniform were not required to be formal or adhere to all of Starfleet protocols concerning addressing superiors. Everybody on board was using their first names, and were relaxing. The enlisted personnel on board were enjoying the spectacle, as lieutenants and a commander harassed the captain about not having enough fun on board ship. They made sure to keep their laughter silent, but anyone who looked at their faces could tell that they were enjoying the show.

When the shuttle landed at the Starbase, a small hovertaxi was there to meet the senior personnel. All of them piled on board, and were driven to the gym, which was appreciated since the gym was six miles away from the landing area. Arriving at the gym, everybody went into their appropriate changing rooms to get dressed for the game.

Captain Morgan was among the latter people to leave the room, as he took the time changing into the regular volleyball outfit he wore. A Starfleet shirt, a pair of sweat shorts, and a good pair of shoes were his usual outfit for volleyball, and he wore the same things now. He was getting himself into the mental readiness to play volleyball, so that he would make as few mistakes as possible.

But Susan Verrin came out of her changing area, and asked him a single question. She was behind him when he came out, so it is understandable what happened next.

"Paul, what do you think of my outfit?"

He turned around, and Paul Morgan's concentration evaporated into thin air. The sheer shock caused him to trip over his own feet, and his tongue seemed to be tying itself into knots as he looked at her.

"What's the matter? You act like you've never

seen a string bikini before."

"Um, Susa, Comma-, is that what you're wearing to the volleyball game?" Paul Morgan's mind was racing now, trying to figure out what was going on, while the rest of his body slowly started to put itself back into some sort of order.

"Oh, that's right. I only mentioned that we would have a volleyball game. I never mentioned that it would be a beach volleyball game. You know, the one where everyone wears a swimsuit while they play? I guess it must have slipped my mind." Susan Verrin said this with a smile on her lips, and Paul Morgan realized that she had planned this whole excursion and her outfit just for this effect.

Then her words managed to get past the blood thundering in his ears, and realized that everyone except him would be wearing their swimsuit, and he would stick out like a sore thumb. Solving the problem in the easiest way possible, Paul merely took off his shirt, and tossed it back onto his bag in the changing room, and walked out the door.

Susan Verrin watched him take off his shirt and leave, and had only one thought, 'Nice.'

Everyone was waiting at the volleyball net as Paul and Susan walked up. Judging by the smile on her face, everyone knew that the famous Captain had been completely fooled. The teams from the two commands gathered on opposite sides of the net, and play began.

Within a couple minutes, it was obvious that Paul Morgan had understated his ability in volleyball. The ball never touched the ground near him, and whenever he hit the ball, the opposing team hardly ever had a chance to hit it in time. Calling a timeout, Susan Verrin got Paul over in one corner, and began to talk to him. The others took the opportunity to rest and have a drink.

"Paul, have you ever played volleyball before? Don't give me that nonsense about a couple times, I want to know exactly how good you are."

"I was on the Starfleet Academy team, and was considered one of the better players there. Why?"

"Because this isn't about competition out here. While officially, we may be competing for points, the main goal out here is to have fun. You've probably already noticed that most of us aren't shooting the ball to you, and that Commander Wilson's team isn't hitting the ball to you that much. Also, you are deliberately picking on that poor lieutenant back there. She can barely even see your

shots coming, and you've hit the ball to her nearly every single time. I've looked at her, and she is close to crying.

"You're using the wrong strategy out here captain. The main goal here is not to score points, but to have fun playing. I'm willing to bet you even reviewed their files to see who would be the most dangerous opponents out here."

Paul turned away, all but admitting his actions. Susan continued on, taking advantage of her situation. "Now I know you've always done your best to achieve your goals by using all the information at your disposal, but in this case, the goal is not to beat the other team, it is to have fun. Laugh a little, miss a few, and let everyone have fun. If you can pull that off, while not making it obvious, I think you'll be a much better player. Now let's get back to the game."

Turning back to the others, who were returning from getting their drinks, they resumed their positions, ready for the next volley. This time, Paul was still dominating the court, but it seemed as though he had used up all his energy the first round. But he was also sharing the ball, passing to others instead of immediately slamming the ball back, and keeping everyone on the Starbase team on their toes. Commander Fendrin, the Starbase's doctor, was among the better players, but even she was being forced on the defensive by his strikes. Paul was even telegraphing his moves to a few others, by blinking his eyes twice, he told them that he would hit the ball to them.

The game proceeded smoothly after that, as everyone was enjoying themselves, and finally, the game ended due to a general desire to catch their breath more than anyone winning. Susan Verrin went over to Paul, and began talking to him quietly.

"You're not really out of breath are you, Paul?"

Paul just shot her a look, and briefly smiled, indicating a yes without anyone else hearing.

"I noticed you double blinking at others. That was a good trick, but it became rather obvious to others. Not the blinking, but generally we knew that who ever you looked at for a moment, you would be sending the ball to them. Still, I have to admit, everyone out here did have a lot of fun."

"So now we get changed and go into town for dinner?"

"Not just yet. There is usually another part of beach volleyball that is usually done, and when

everyone gets back up, I'll explain how the teams are chosen."

Paul looked at her funny, and wondered what she meant by that. He had a funny feeling he would soon find out, and it might even be enjoyable.

Several minutes later, everyone had managed to get back on their feet, and Susan Verrin was ready to do the next part of the game.

"All right everyone, it is time to change the teams around a little. To avoid having to deal with lots of picking and choosing, the easiest way would be to simply do guys versus girls."

Several people looked around, and counted that of the eighteen people playing; only six were guys. "Won't that give an unfair advantage to you,? asked one of the men?"

"Don't worry, we'll take it easy on you," returned Susan.

The teams divided up, with the six guys on one side of the net, and the twelve women on the other side. The game began again, and Paul found his skills being pushed to the limit, as he had to cover more area than before, and there was less room to get the ball onto the opposing side. Not only that, but he also had to make it look fair for both sides, and he found himself thrilling each minute the game went on, as nobody seemed to be spotting his activities.

As the teams rotated around their areas, Paul found himself face to face with Susan. She seemed to want to say something to him, and he began to pay more attention to her.

"Paul, while you are doing well, you are letting some of your skill show back through. You have to let us win in a way that we will remember."

"I know. I did notice though, that when we rotate next, I will be directly opposite that lieutenant you pointed out to me before, and you and Deanna Fendrin will be on the front lines as well. I've got an idea."

"What is it?"

"Next time you get the ball, fake as though you are going to pass it to Deanna, but really pass it to the lieutenant. She will then spike it towards me, catching me off guard."

"Why would that work?"

"Because as an experienced player, I would be expecting the attack to come from the best player on your team, not her. So I will be jumping up to intercept Deanna's shot, but will be completely out

of position to intercept the lieutenant's shot."

Susan smiled at the idea. Although it might look set up, it would give the young lieutenant a reason to remember the game favorably. She quickly communicated the basic idea of the plan to Deanna, and Deanna smiled also.

The game went on for a few more minutes, and then the shot happened. The ball was knocked over to Susan, who deflected it. Seeing the deflection, Paul knew the plan, and began jumping to block the normal shot by Deanna. But Deanna didn't go for the ball, and instead Lieutenant Paula Brown hit the ball directly towards Paul. Seeing the hit, Paul began turning as though in surprise, and the ball caught him straight in the face.

He fell back down, surprised at her rather good shot, and everybody stopped the game right there. But Paul began laughing, and soon everyone was joining in the laughing, with most of them thinking that Paula had managed a one in a million shot and had totally surprised him.

Paul accepted the hand that helped him up and dusted himself off, laughing at the shot that had taken him down. His reaction had been so natural, everybody was laughing, and Paula was getting several congratulations for her shot. He went over to her and shook her hand, and everybody began shaking hands from the two teams, to show they were willing to undergo a little humiliation to have fun.

The two teams changed in their respective rooms, and came back out, intent on having a little fun on the town before they returned to the ship or their quarters, depending where they were based. Paul and Susan wound up going together to the party that was going on. They danced a little to the music there, and Paul had several drinks while out there as well.

Unfortunately, Paul wasn't that experienced with alcohol, and he eventually passed out. Susan realized that she had a problem on her hands, and managed to get John Faithen to help her out. They managed to get Paul back to the taxi, and brought him back to the shuttle area. They got on the next shuttle, and took Paul Morgan back to the ship, where they laid him out on his bed, and went to their rooms, as they had drunk a little too much as well.

****To Be Continued in Part XX Next Month****