



DaVinci Pilot

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

Volume 8 Number 12

JUNE 2003

FROM THE CENTER SEAT

Soon after getting this newsletter you will know the results of the DaVinci elections. The results will be announced at the June meeting. The winners will officially take office in July. Gisela, our election coordinator, and I recently discussed how this delicate matter will be accomplished. We came to the conclusion that to avoid any potential embarrassment, the winner will be announced but not the vote tally. If those who were nominated wish to see the results, Gisela will have the tally sheet available for their inspection. According to Gisela we had nearly a 100 percent ballot return rate! That is great news and far better than past elections. Thanks for your participation.

The hastily scheduled clean-up of our Adopt-A-Highway was a great success. The section was quite messy as the city decided to mow the area a few days before our pick-up. Naturally, this made a messy situation even worse! We ended up picking up enough trash to fill six trash bags. In addition, I brought home a large bag filled with cans, bottles, and plastic for the recycle bin. A BIG Bajoran thanks to Russell, Lech, Randy, Rusty, and our hard working Community Service Officer Tony and his daughter, Mariaelena for lending a hand.

Next month will be our annual Fourth of July cookout! It will take place at 2:00 PM on Saturday, July 5th at our house. Naturally, the DaVinci will supply the burgers and hotdogs. Although our resident chef, Connie, will be out of town prior to the festivities, I am happy to announce that she will be back in time to flip the burgers! The rest of the goodies will come from those attending. A sign-up sheet will be at the June meeting.

Commodore Freddy Heller

COMMUNITY SERVICE

On April 26, the March of Dimes held the annual Walk-a-Thon at Kinnett Stadium in Columbus. The storm the night before had gone way to a beautiful morning. After arriving we helped to set up around the stadium including stocking some small wading pools with bottled water and ice. Then we set out for the "Spirit Station" at Blackmon Road Middle School.

There we joined forces with others and helped to prepare snacks of sliced oranges, Cheez-It snack crackers, and lots of water. After setting up we had a chance to take a few pictures and talk to other workers about our club. The walkers began to arrive at the station about an hour later and enjoyed a brief break in their trek by partaking in some welcomed refreshments. After the last walkers came through we quickly cleaned up the area and headed home.

Even though we could have had a better turnout, everyone had a good time. We did have a total of 4 people show up; two workers and two walkers. My thanks go out to Freddy, Connie and Ariana for coming to participate.

LT Tony Fleming

**THE NEXT MEMBERSHIP MEETING
WILL BE AT 7 PM ON
THURSDAY JUNE 5th
AT THE RONALD MCDONALD HOUSE
COME ONE COME ALL!**

**THE NEXT DAVINCI NIGHT OUT WILL
BE AT 7 PM ON MONDAY JUNE 16th
AT EL VAQUERO
PLEASE COME AND JOIN US!**

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

TREK AND SCI-FI BUZZ

If you are a Scarlett Pomers (Naomi Wildman) fan and want her autograph, here is your chance to get one for free! Just email her talent agency at DMGtalent@aol.com and give them your name and address and tell them you are requesting a autograph of Scarlett. It may take a couple weeks but you should get one in the mail.

On Paramount Home Entertainment's release of the first and second seasons of 'Star Trek: Deep Space Nine' the studio has hidden some additional interview footage that you can discover. Insert the disk that contains the special features. When the disk's Main Menu comes up, use the directional keys on your remote control to highlight the Deep Space Nine space station on the screen. You can highlight different sections of the station, and by pressing the 'Enter' key, each of these sections will take you to different interview snippets with many cast members as they talk about their characters in the series. Don't forget to also click on the 'More' button on the screen, which will take you to the second screen of 'Special Features'. There you can do the same thing over again to reveal more (five for Season One) of these 'Section 31 Hidden Files'.

Gene Roddenberry's Questor, an android who first appeared in the 1974 telemovie "The Questor Tapes", may be back on television in the near future. Herbert Wright, a producer from The Next Generation, who worked with Roddenberry in the 1970s, has obtained the rights to bring back Questor. Wright told StarTrek.com that he plans to reconceptualize the show yet stay faithful to Roddenberry's original pilot script, written by the

Star Trek creator and Star Trek original series producer Gene L. Coon. No distribution deal has been reached yet, though production could begin as early as fall 2003. Meanwhile, Wright is seeking fans and collectors with rare Questor materials such as unproduced scripts or story outlines that might have been purchased from a convention dealer. Wright believes there are as many as 14 episodic scripts that were printed and circulated and asks fans to write to questor@roddenberry.com if they possess such material.

HAPPY BIRTHDAY!

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

Star Trek III Premiers (1984)	1 st
Rene Auberjonois (Odo)	1 st
Anthony Montgomery (ENS Travis Mayweather)	2 nd
Sally Kellerman (Dr. Elizabeth Dehner)	2 nd
Star Trek II Premiers (1982)	4 th
Deep Space Nine Ends (1999) [Sigh]	6 th
Star Trek V Premiers (1989)	9 th
CADET Ivy Walker	10 th
DeForest Kelley (Dr McCoy) Dies (1999)	11 th
Malcolm McDowell (Dr. Soran)	13 th
Robin Curtis (Savik)	15 th
Mariette Hartley (Zarabeth)	21 st
ENS George Ferris	21 st
Tim Russ (LT Tuvok)	22 nd
ENS Margaret McGillicuddy	24 th
CRMN Rusty Touchton	25 th
Alice Krige (Borg Queen)	28 th
Jeri Taylor (Executive Producer)	30 th

ACCOLADES

Thanks to Joe Perry who donated several hundred tabs for the Ronald McDonald House!

Russell is at it again! The following is a list of the Starfleet Academy courses he has taken since the March Region 2 Summit. College of Temporal Physics - Agent's Survival Course (honors); Bachelor of Science in Temporal Physics; and College of Mythological Studies - Bajoran Mythology (honors). Not only that, but Russell has been recommended by the director of Starfleet Academy, Adml Helen Pawlowski, for the prestigious Red Square award. A BIG Bajoran congratulation to Russell!

HALLMARK ORNAMENTS

Here is a sneak-peak at the new Star Trek 2003 Hallmark ornaments. I might just have to buy several T'Pol figures. Let me see; one for the tree, one for the collection; one for my office; one for my night stand; one for.....(grin).



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:

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

FINANCIALLY SPEAKING

Opening Balance	288.69
Deposit	35.00
Closing Balance	323.69

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	Josh Ainsworth	989-0853
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	Apl 04
Joanne Vazquez	Nov 03	May 04
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 XX

The next morning, Paul Morgan woke up to a horrible sound coming from beside his bed. Wincing in pain, he saw that the loud sound was coming from his bedside alarm, which had been turned to low. Stumbling to his bathroom, he managed to get himself cleaned up in time for morning assembly on board the ship. He was his usual crisp self, and only those enlisted and officers who had seen him the night before knew that the Captain had gotten falling down drunk.

After assembly, Paul Morgan stopped by the sickbay, and asked for some aspirin for his headache. Jenna Armstrong, the ship's doctor, had been told all about his activities the night before, and had already prepared a good headache remedy for him. The ingredients were not listed, but it was green and bubbled faintly. Captain Morgan looked at it suspiciously, but the headache between his ears told him to drink. It tasted no better than it had smelled, and Captain Morgan said so.

"Well Captain, at least now you're not thinking about the headache anymore."

"If that's the only reason your brew here works, well, I suppose it is worth it." Captain Morgan angled his head slightly, as his headache did seem to be wearing off. But the taste in his mouth was beginning to take his attention, and Captain Morgan got an extra flask of water for himself, to help himself try to get rid of the flavor before lunch.

The rest of the day passed easily, and the crew went down again for a night on the town. Susan tried to get Paul to go back down again, and managed to merely get herself involved in some paperwork that needed doing. But Paul did go down to the surface, and Susan made sure that he had a good time.

This time, Paul stayed away from the alcohol, but the non-alcoholic drinks were many and varied, and Paul enjoyed the different flavors. Susan though, enjoyed alcoholic drinks, and was all but falling over Paul when he decided that she had had enough, and returned both of them to the ship. He also knew that she would have a big headache the next

morning, and sent a message to Lieutenant Armstrong to have her headache remedy ready for Susan Verrin.

The next day, the Excellon left orbit, and the Amemnon went with her. The command staff currently on board the Amemnon was very careful to give orders quietly while she was on board, as one look from her had left a helmsman gulping in fear. But things proceeded smoothly, and the Excellon and the Amemnon proceeded for another tour of the colonies.

Captain Morgan had felt the routine begin to creep into the crew, as they were not getting sufficient action, so he developed several drills to entertain the tactical staff, and had one officer figure out some way to keep the crew entertained between planets. The trip was made in the usual routine, but with several games being done onboard to keep the crew out of boredom and mischief. Several scavenger hunts were held, and some of weirdest items on the list that nobody expected to find outside of a museum turned up onboard. Authentic home-made rugs, a cook book, an old Earth wild west outfit, and a hand-written note dating from before the Excellon left port were among some of the various items that were actually found on board the ship.

Commander Verrin had a similar problem, but with the large open space provided by the cargo module, she could hold games in there, with very few worries about getting in people's way. There had been several instances of zero-g handball, where the two teams would float in mid-air and try to get their ball past the other side. The problem with this is that if a player threw a ball too hard, the player would start rotating from the force of the throw. The game was a good balance between force, and strategy, as players would deliberately offer one option, in order to have the other side tumbling helplessly after a few more volleys. But everyone was having fun, and there were no hard feelings going on.

However, as they approached the region where the slaver base could be, all the crews began to tense up. They knew that the slavers were somewhere in there, and one of their ships could pop out at any time. The Excellon could not actually go in there yet, as the Amemnon had to continue its trip, and if the Excellon abandoned its post, the slavers might

attack the Amemnon with all of their fellow crewmembers on it.

But they encountered nothing again, and Captain Morgan almost wished that something would happen, as the waiting was getting on his nerves. 'Then again, I can't just call them up and schedule a meeting, can I?'

He reviewed the movie list that the 'volunteered' morale officer had put together, and laughed. All of the movies in the list were various space movies that were considered 'cheesy' at the time they were played. It was as though the morale officer was deliberately exaggerating their situation, and providing a way for the crew to laugh at the predicament.

The entire trip was getting on his nerves, as he figured that the slavers must be annoyed at not having any more slaves to grab. If the culture was devoted to victory in battle, then there was probably a power struggle going on right now. While that sort of struggle could benefit him, by giving him more time to look for the base, it also meant that the one that won the struggle would immediately try to enhance his or her reputation by going on a major slaving spree. This spree could cover many planets, using the remaining transport to carry slaves back, along with whatever ship had originally begun attacking the freighters. He was afraid that something like this might happen, and he knew that there was a good chance that he would not be able to stop it.

But the tour of the colonies was going well. The crew was behaving themselves, the planets were producing their goods at standard rates, and everything seemed to be proceeding smoothly. While proceeding near the sphere where the base had to be, Captain Morgan had an idea. 'What would happen if we had the Excellon so close to the Amemnon that the two warp fields were extremely hard to tell apart? From a long distance, it should show as a single field, and might lure in anyone who is expecting a single freighter.'

At the next colony, Captain Morgan called a meeting of the senior staff, and outlined his plan to them. There were several thoughtful faces, and the discussion was spirited.

"Captain, what happens if we take too long doing this, and we are late for our next colony?"

"We can simply set up a route that will keep us on time, or only mildly late."

"Can the sensors on the Excellon keep from crashing into the Amemnon's rear?"

"Yes they can. We can even reset the smaller radar in the nose to act as a Doppler system and ranging system in one. If the Doppler reads as closing, the duty officer will be notified, and if we get too close or too far, we can adjust course."

"What about coordinating the two warp fields?"

"We can use a subspace communications system between the two ships, to allow the two engineering departments to coordinate. That will allow one ship to avoid messing up the other's warp field too badly."

With most of the main problems solved, the rest of the officers agreed with the idea, as it would allow them to engage some of the slavers that had been attacking the colonies. Who knew, they might get the last freighter back, or even one of the ships that had attacked the freighters to begin with. But they knew that who or whatever had done this was dangerous, so their eagerness was tempered by the fact that they could be in a fight for their lives.

A new travel route was drawn up, and the Excellon began edging in behind the Amemnon. The helm position was doubled up, giving a redundancy that was important. Since both ships were traveling less than a tenth of a light-second apart while they are traveling at warp two, any deviation was important to notice. The range and Doppler reading were relayed to both ships' bridges, and to their engineering sections, allowing everyone involved to know exactly how far they were apart, and whether they were closing or separating.

Still though, everyone was keeping a careful eye on the sensors themselves, because if the sensors went bad, the two ships could close on each other without anyone noticing. Captain Morgan set the ship to condition Yellow, which was one level below General Quarters, to make sure the ship was ready for anything. Under condition Yellow, everyone near the outer hull was in vacuum gear, with only the helmet plate up. By having everyone in vacuum gear with the helmet on, all that was required was to simply slam the faceplate mask down and the person could then survive in a vacuum for up to two hours. The galley was busy making sandwiches for everyone, so meal preparation and clean-up were minimized, and meals could be eaten at the person's job location. This way, only one person was needed to run down

to the galley, pick up a bunch of sandwiches, and return with everyone's lunch.

The various departments were taking the opportunity to get extra training in for their people, and making sure that everyone could still function with vacuum suits on. When a vacuum suit was on, vision was slightly distorted around the edges of vision due to the faceplate, and touch feedback was ruined by the gloves. Not only that, but everyone had to be careful moving in the halls, as the suits were on average two inches thick, with the extra oxygen tanks and carbon dioxide scrubbing units mounted on the back. Fortunately, the units were small, so they only stuck out four inches from the suit. Still with everyone being bulkier than before, it was necessary for everyone to take care when moving around to avoid bumping someone or something.

But everyone was ready for battle, and the Excellon was ready in case anyone wanted to pick a fight. So the ships prowled through space, waiting for anyone to come too close. With the Amemnon in front, the warp signature looked like hers, for the Excellon in the rear was hiding her warp signature well. If anyone wanted to pick a fight with a freighter, they would be in trouble.

The Excellon waited, as the route passed deeper into the sphere, with all its passive sensors looking for anything out of the ordinary. Suddenly a call came from the Amemnon, "Excellon this is Amemnon, we've got to drop out of warp! There's a storm up ahead!"

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

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