



DaVinci Pilot

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

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FROM THE CENTER SEAT

If you were not at the "Goodbye Summer...Hello Fall" cookout you missed another fun-filled time. The impromptu cook out was well attended and the food and camaraderie were both great! As usual, the burgers and dogs were cooked to perfection (well, actually there were a few that shall we say were extra crispy)! The Captain's Table was out with all the goodies for sale and \$42.00 was raised for the DaVinci's coffers. Thanks to all who came!

The DaVinci will hold a garage sale to benefit Caring for Babies with AIDS, one of our charities. The sale will be on the 25th of October beginning at 7:00 AM. Please go through your stuff and see what you are willing to donate to the cause. The Hellers have an attic full of goodies and will donate a portion of what we sell to the charity. Please! Make sure you drop any items off at my house no later than the Friday before the sale. If you wish to lend a hand on Saturday morning, it would be most appreciated.

Our annual Halloween get-together is swiftly approaching! As always we will be setting up a table with candy for the kids and hot cider and cookies for the adults. Our sub-division looks forward to this every year. I was going to buy full-sized candy bars this year but due to a generous donation of candy by the DaVinci Marine contingent, I only have to get a few more items and we will be all set. Oh, I am planning a surprise for those who drop by – a tub full of apples for bobbing! I sure hope it goes over well. Do not forget to wear your uniform, DaVinci shirt, or other costume if you plan on dropping by. The festivities will begin at approximately 6:00 PM. Please come!

COMM Freddy Heller

EXECUTIVELY SPEAKING

The following is taken from an article I came across while surfing the internet. Warp Drive, When? This or any other term for faster-than-light travel is at the level of speculation, with some facets edging into the realm of science. We are at the point where we know what we do know and know what we don't, but do not know for sure if faster-than-light travel is possible.

The bad news is that the bulk of scientific knowledge to date concludes that faster-than-light travel is impossible. One of the issues invoked by any faster-than-light transport is time paradoxes and as if this "warp drive" issue wasn't tough enough, it is possible to construct elaborate scenarios where faster-than-light travel results in time travel. Time travel has been considered far more impossible than faster-than-light travel (this article must have been written by a Vulcan).

Ever since the sound barrier was broken people have been asking, "Why can't we break the light speed barrier too; what's the big difference?" The sound barrier was broken by an object that was made of matter, not sound. The atoms and molecules that make up matter are connected by electromagnetic fields; the same stuff that light is made of. In the case of the light speed barrier, the thing that's trying to break the barrier is made up of the same stuff as the barrier itself. How can an object travel faster than that which links its atoms?

Warp drive, when? I don't know, but I do know that as long as man can picture this in scientific fantasy, then it can become a reality somehow, someday. After all, films about landing on the moon were being made 50 years before it actually happened. Live long & prosper!

Commander Russell Ruhland

OPERATIONS REPORT

As promised, a little something about cd technology, this information comes from the website <http://www.howstuffworks.com>. I highly recommend it if you have any questions about how something works (it is not limited to computer or electronic items).

Compact Discs are made from a polycarbonate acrylic plastic. In a commercial cd, small troughs are pressed into the plastic from a master, a thin even layer of reflective material (usually aluminum) is added, and then some additional acrylic is added to bring it to the correct thickness. A label is added as the last step. When reading a commercial cd, the read laser shines on the reflective material from the bottom of the disc. The pickup unit is positioned so that the reflected light hits it unless it encounters one of the troughs (now seen as bumps). The bump will cause the light to bounce too soon, missing the pickup unit. Manufacture of the cd is a complex process, and was not reasonable for an end-user application. In order for end-users to be able to create or 'burn' their own cd's, a simpler process was devised. CD-R's consist of a photo-sensitive dye sandwiched between two plastic layers. During the burn process, exposed dye turns a dark color, unexposed dye is transparent.

When reading from the cd, the dark dye prevents the light from reflecting to the pick up unit. Since the dye is sensitive to light, you MUST not expose the bottom of a burned CD-R to light. This will cause any unexposed dye to turn dark, rendering the CD unusable. It will change the contents of the CD. Since there is no way to change the dye back to transparent, the burn operation is not reversible. In the computer industry this is known as a write-once medium. People were asking for the ability to re-use their CD medium.

A third process was created for this need. In a CD-RW disc the photo-sensitive dye is replaced with a "phase-change" compound. These compounds have the interesting property of having different phases (liquid or solid) at the same temperature depending on other factors. The compound used in CD-RW discs is transparent when in solid form and opaque in liquid form. The interesting property is after heating it up to the melting point, if you rapidly cool it below its crystallization point, it remains a liquid. To re-

solidify it you must heat it up to its crystallization point and keep it at this temperature for a period of time. For a CD-RW the melting point is about 600 degrees centigrade and its crystallization point is about 200 degrees centigrade.

I misspoke at the cleanup, there is no danger for CD-RW discs, but for CD-R discs, you MUST NOT expose the dye to sunlight. Never hold the disc with the underside face up, this will ruin the disc.

On the 25th of October the Coca-Cola Space Science Center will be showing three episodes of the original Star Trek series as part of its Sci-Fi Saturday. This was originally scheduled for the 18th of October but was rescheduled because of conflicts with the presentation by some of the Tuskegee Airman. It has not been determined which episodes were going to be shown but two that were mentioned as probable were "City On The Edge Of Forever" and "Space Seed".

FCPT Joe Perry

HELP THE HOOCH

We had a great turn-out for the Help-the-Hooch river clean-up! Although the wet weather from the night before and a shorter than expected route resulted in an early end to the clean-up, 15 crew personnel showed up to lend a hand! We tried to clean-up the banks along the Chattahoochee but due to the rain, it was quite slick. Not wanting an injured crewman, we decided to forgo the river's edge for the less slippery River Walk. Of course, this was not decided until Travis took a spill right on his bottom! We managed to fill about four bags before calling it a day. Nothing really unusual was found this year.

Since we finished earlier than expected, we decided on having an impromptu DaVinci Morning Out and drove over to Golden Corral to feast on their breakfast buffet. All were quite hungry and certainly ate their money's worth.

Following the buffet, most of the assembled journeyed to Columbus State to participate in the Help-the-Hooch volunteer get together. Due to the weather, there were not as many folks as there have been in years past. There were the usual hotdogs, chips, drinks, and of course Twinkies! The new tee shirts are very nice and for the first year they had children's sizes.

CONVENTIONS

Joe Motes and Vulkon are having a great show on November 14-16 in Orlando, FL. The great guest list includes William Shatner (Cpt Kirk), John Billingsly (Dr. Phlox), Jeffrey Combs (Weyoun on DS9, Shran on Enterprise); Julie Caitlin Brown (Na'Toth on Babylon 5); Chase Masterson (Leeta on DS9); Lolita Fatjo (Production Assistant); Astronaut Walt Cunningham; Bobby Clark (Gorn on TOS); and Artist Arnie Starr. Admission includes an autograph from Shatner and two autographs from Billingsly and Combs! The convention will be at the Orlando North Hilton in Altamonte Springs. Along with the guests, there will be a buffet dinner with the stars and a hospitality suite for all who attend. In other words, you can practically eat for free all weekend! This will be an exciting convention as Joe always puts on a great show! Gold tickets are going fast so go to the Vulkon web site for all the information.

HAPPY BIRTHDAY!

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

ENS George Pimentel	1 st
CRMN Malik Coles	1 st
Armin Shimerman (Quark)	5 th
Eric Menyuk (The Traveler)	5 th
CRMN Karen Baker	5 th
Alfre Woodard (Lily)	8 th
Robert Duncan McNeill (LT Tom Paris)	9 th
CADET Maxwell Walker	11 th
Wallace Shawn (Grand Nagus Zek)	12 th
Max Grodenchik (Rom)	12 th
Whoopi Goldberg (Guinan)	13 th
Star Trek Generations Premiers (1994)	18 th
Terry Ferrell (LTCMDR Jadzia Dax)	19 th
Robert Beltran (CMDR Chakotay)	19 th
Alexander Siddig (Dr. Julian Bashir)	21 st
CRMN JoAnne Vazquez	22 nd
Star Trek: First Contact Premiers (1996)	22 nd
Dwight Schultz (LT Barclay)	24 th
Denise Crosby (LT Natasha Yar)	24 th
Ricardo Montalban (Khan Noonian Singh)	25 th
Jeffrey Hunter (CPT Pike)	25 th
Star Trek IV Premiers (1986)	26 th

PASSAGES

Production was shut down on the set of Enterprise when the cast and crew learned that one of their First Assistant Directors, Jerry Fleck, passed away 14 September. Fleck was 55. Cause of death is unknown, but he reportedly died in his sleep.

Fleck had been with the Star Trek franchise for 11 years, starting with the sixth season of Star Trek: The Next Generation. After serving as first assistant director on the last two years of that show, he moved over to Star Trek: Voyager and spent all seven years there, before coming on board to Enterprise. He was also first assistant director on the movies "Star Trek: First Contact" and "Star Trek: Insurrection."



Julie Parrish, 62, passed away on 1 October from complications from ovarian cancer at Tarzana, CA Community Hospital. Ms. Parrish appeared as "Miss Piper" in the original series episode, "The Menagerie." I was fortunate to meet Ms. Parrish at the Grand Slam convention in Pasadena. She was very nice to her fans and could not believe the fuss we all made at meeting her.



WELCOME ABOARD!

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

Rose Hutson (D)
Jackie McConnell (D)
Billy McConnell (D)
Jeri Herrington (D)

TREK AND SCI FI BUZZ

And here is why William Shatner should never sing- <http://www.scrabo.com/shatner.rm>

Oh, and if you think that is bad check out Leonard Nimoy a few years back: <http://homepage.mac.com/evanbaumgardner/iMovieTheater6.html>

Of course, Leonard Nimoy and William Shatner are well known for their roles as Spock and Capt. Kirk on Star Trek, but few know that they are also passionate photographers. The two talented actors recently donated their personal photographs to the not-for-profit web site TakeGreatPictures.com. The site features photograph excerpts from Nimoy's book "Shekhina: Photographs by Leonard Nimoy" and Shatner's photos of friends and behind-the-scenes of a film set.

A federal appeals court recently rejected Chase Masterson's lawsuit against dating service Matchmaker.com, ruling that a fake Internet profile posted with the star's comely image was not the company's fault. The 9th U.S. Circuit Court of Appeals said the personal profile information published on Matchmaker's service is solely up to the user's discretion and the company is immune from the lawsuit. Masterson sued Matchmaker after learning that an online profile using her photos had been created in 1999. The profile included her home address, phone number and other embarrassing text. She began receiving lewd and threatening telephone calls. Matchmaker took the phony profile down, but only several days after the initial request from Chase's representatives.

**THE NEXT DAVINCI NIGHT OUT WILL
BE AT LONGHORN STEAKHOUSE
ON MONDAY NOVEMBER 17th AT 7:00 PM
PLEASE COME AND JOIN US!**

ATTENTION ON BOARD!

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

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 remaining 2003 Night Out locations:

December: No Night Out

ACCOLADES

Thanks to Lisa Neal for another load of stamps for the Starfleet Stampede.

A BIG Bajoran thanks to Roger Wright who donated coupons, stamps, and several thousand tabs!

Thanks also to Tony Fleming for his donation of coupons, stamps, and tabs.

Thanks to Frazier Smith for donating lots of candy for our annual Halloween get together.

Congratulations to Russell Ruhland for passing with honors the Starfleet Academy College of Trade and Commerce, Advanced Level. Beware traders, there's a Ferengi "Sub-DaiMon" in your midst!

FINANCIALLY SPEAKING

Opening Balance	439.98
Party	9.64
Deposit	70.00
Closing Balance	500.34

CPT Connie Heller

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>
Josh Ainsworth	Jul 04	Mar 04
Karen Baker	Jul 04	
Karen Ferris	Sep 04	
Tony Fleming	May 04	Jun 04
Rose Hutson	Sep 04	
Fred Kemp	Mar 04	Mar 04
Todd Kes	Sep 04	
Lesh Mazur	Jul 04	Nov 03
Joe Perry	Jul 04	Nov 03
George Pimentel	Jul 04	Jun 04
Karen Pynenburg	Jul 04	May 04
Russell Ruhland	Aug 04	Aug 04
Frazier Smith	Feb 04	Apl 04
Joanne Vazquez	Nov 03	May 04
Michael Walker	Mar 04	Mar 04
Patty Williams	Jul 04	
Roger Wright	Mar 04	Jan 04

DaVINCI STAFF ROSTER

Commanding Officer	Freddy Heller	562-8735
Executive Officer	Russell Ruhland	855-4146
Operations Officer	Joe Perry.....	327-5888
Finance	Connie Heller	562-8735
Community Service	Tony Fleming	568-6529
Publications	Freddy Heller	562-8735
Morale	VACANT	
Science Officer	Lech Mazur	596-9542
Counselor	Russell Ruhland	855-4146
Computer	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 Frazier Smith 298-5047

Cadet Corps Commander VACANT

Master Chief Petty Officer VACANT

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!

Non-Food Items

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

Miscellaneous Items

Copier Paper
Clasp Envelopes
Light Bulbs
Avery Labels 5160
White-Out Pens
Staplers

Food Items

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 XXV

Commander Wilson looked over the results of Captain Morgan's expedition so far. He had managed to recover two of the freighters stolen, and ten of the shuttles captured as well. Even better, one of the alien ships had been captured, with two of their shuttles taken as well. With the small shipyard and medium repair yard present at the base, his crews were finishing the repairs to the remaining damaged shuttles, and the energy absorption mesh would be ready to go soon after.

In fact, it could even be possible to start equipping the various shuttles he possessed with one of three types of weapons. By simply copying the alien designs, he could start installing ion weapons on each shuttle, while changing the mount slightly would allow him to install laser weaponry. The final option was a missile launch system, with four missiles mounted near the hull, and a small turret to aim and fire them with. He decided to get a couple engineers started on various designs, as his calculations were strictly off-hand, and not the results of a proper design team.

He also called up the results of the Potenton repairs, and was happy at the results. The life-support systems had been refitted to Federation standard, while the computer core had started yielding up its secrets. Although there was no mention of where the ship had returned to its hideout, there were a few records of the aliens bragging about recent battles, and the linguistics section was already working on them. With Ved's help, they estimated only a couple more weeks would be needed for the full translation, but a rough version would be available in about five days.

While that was being done, he noticed a transfer alert on his messages. It seemed that Captain Morgan had requested some reinforcements out here, and they would be arriving in about a month. Unfortunately, there weren't any ships to assign them to. Captain Morgan himself would only have positions open for around forty people, while there were over one hundred people coming in. They would effectively need their own ship to travel in, and he began looking over the records for any ships that they could use to travel in.

He saw one notation, and started laughing. Calling up the message program, he began composing the letter to the supply personnel at the base, recommending that they use a single ship to transport the necessary personnel to Starbase 121, instead of having multiple modules do the job. By sending them on a starship, their skills would be kept sharp, and there would be very little idle time for them to lose their devotion to Starfleet.

That was what he wrote in the message. To himself though, he was chuckling, as he was trying to imagine the reaction of Captain Morgan when they arrived. He knew that official requisitions never worked, so sometimes it was best to use someone else's desires to accomplish goals.

The next couple of weeks passed mildly for the Excellon and her crew. They went to the different colonies, picked up and dropped off supplies, and generally tried to reassure the colonists that they were looking out for the remaining raiders. Several of the colony administrators began wanting a few more shuttles of their own, as since the raiders had died down, it obviously meant they had moved on somewhere else. Captain Morgan had to be very diplomatic with them, telling them that he could not give them armed shuttles due to Federation laws, and unarmed shuttles could not be handed out either, because of their low population sizes.

Even more fun was trying to convince the administrators that the pirates could still be around, as with the number of colonies in this region, combined with the fact that the base was still out there somewhere, there was sure to be a return of pirates soon. The area was obviously a close group of easy pickings, and no pirate would give up on a prize raiding ground such as this.

Tetarin V had been doing some wonderful work since they had last visited, and the new sensor array was ready to be installed. The bulky components for the Excellon to use were brought up in orbit, while the other prototype satellites and their plans were loaded into the Amemnon. The Excellon stayed there a couple days to install one of the sensor systems, to make sure it worked properly then left, as Captain Morgan intended to have the remaining sensors installed on their journey. Arriving at the next two colonies, Vizder 7 and Borak 1, they unloaded the first sets of scanners, allowing the colonies to extend their detection range by twenty-five percent. These colonies received the scanners as they were the most isolated, and they would be able to further extend the sensor network in their direction.

Returning by a different route, the Excellon passed by Pidora 2, and enjoyed a bit of relaxation in the hot springs there, while the shuttles loaded the silicates that had been boiled to the surface by the springs. The silicates were crucial to both computer systems and surfaces that could not tolerate carbon-based lubricants.

Finally arriving at Starbase 121, Captain Morgan received notice that his new recruits were arriving in a-

"Training ship! Why are they sending important personnel out in a training ship? That's the sort of

vessel you use for cadets at the Academy, not for seasoned officers. Unless they want me to use that ship to turn them back into proper Starfleet officers and crew, then that ship will be almost useless out here.

"But it still does have decent sensors, so I could use it as a recon craft, and possibly equip it with a few missiles and laser systems so it has a chance to sting a freighter before it is forced to retreat. Hopefully, it will do enough to slow down a pursuer, or at least drive them off. It will definitely give the people on board a training lesson, that's for sure. Not to mention live-fire exercises are the second best training for a fight. The best way is a fight, but I'd prefer not to expose them to a lot of combat in a mere training ship."

Looking over the various training ships available, Captain Morgan began making plans on how to use each type, as Starfleet Command hadn't specified which type of ship was being sent. For the ships that had better science instruments, he would have them looking for distortions in nebulae. For ships with higher speeds, they would be fast scouts. For ships with higher small craft capacity, he would use them to scan planets rapidly. He kept on in the night, working over the designs and plans for them as well.

Commander Wilson was working as well, attempting to figure out where he now stood. He had been loyal to Starfleet, and had been transferred out here about six months before Captain Morgan had arrived. He had been ordered out here to curb the amount of barter and unofficial trade the colonies were doing, and had anticipated a successful campaign against the inefficiencies involved. As time had gone by, he had managed to get the obvious bartering and exchanges down by ninety percent.

However, as the months had gone by, he had become confused. His requests for supplies had always been quick and responsive in and around Earth space, but out here, the typical response had been, "we'll send it on the next freighter". Since the freighters only came around once every month, he usually wound up waiting for whatever he needed. Even more so when the part was rare, and he would have to wait several months for the freighter with the proper part to arrive. As a result, he had started to order extra parts that were above and beyond what was needed. At first, he had tried to

rationalize his disobeying Starfleet orders by saying that the parts were merely in case he needed them in an emergency.

Over time though, he had realized that he was doing exactly what Starfleet Command had sent him to stop. He was stockpiling supplies, supplies that could have been put to use elsewhere. Looking over at the other trade figures, he realized that the Administrators of the colonies had also started up their barter again, and he had no way to effectively stop them, as he was doing the same thing.

So he had decided to do what he could. His base had several shuttles, and he wanted to reduce supplies being stored needlessly. So what he had done was start to loan out the shuttles to the colonies, unofficially, in order for them to get whatever they needed directly from each other, instead of trying to hide the goods on the freighters. This way, there was no need for them to actually perform any illegal activities, apart from the barter itself, and since the shuttles had still belonged to the Starbase, the colonies had not been violating any laws concerning excess spacecraft.

But the shuttles started disappearing. Since they were being used so often for barter shipments, he had figured that a few colonies were keeping them so engage in a higher scale of barter, even of actual trade with each other. However, that theory had been under attack when the colonies had started complaining that the shuttles had not been arriving. He had been forced to try to use the shuttles remaining to cover for each other, but with each shuttle that went missing, his job became harder and harder. Eventually, he was all but lying in his reports, showing that the missing shuttles were undergoing overhauls, when everyone at his Starbase knew that the shuttles were nowhere to be seen. If Starfleet Command had sent an investigator then, he knew it would be a simple matter to count the number of shuttles listed in overhaul, and look at the empty boat bays, and know that something was wrong. Each day he had been worried that someone was going to do the math, and have him arrested and sent to a penal colony for his actions.

As the months went by, Commander Wilson had grown more and more relaxed in his position, and even decided to test Starfleet Supply. He knew that he was going to get into trouble for the supplies and shuttles, and he had started to not care any more. He ordered a few things that could be explained

easily, even though they were fairly massive. Also, he began adding in smaller items, explaining that the large transport could fit them into the space left over. In that way he had ordered a hydrogen processing plant, the antimatter plant, and several other large items to his location, not to mention the other parts that were needed for routine operations. It seemed that Starfleet Supply had cared even less about his situation than he did, and that mood had started to infect the rest of the base, causing small discipline problems, lack of work being done, and similar problems.

Then Captain Morgan had arrived. At first, he had feared that Captain Morgan had arrived, in an obvious warship, to arrest him and bring him to trial. As a result, he had projected the outward appearance of a rule-obeying Starfleet officer, while inside dreading what would happen if he had come aboard and asked to see the shuttles. Fortunately, he had been an actor in Starfleet Academy, and had been able to project the image properly.

There had been no request though, and Captain Morgan had actually tried to go out and look for the shuttles. Getting curious, Commander Wilson had pulled Morgan's record, and several of his senior staff as well. Seeing not a well-groomed Starfleet crew, but a group of what would be termed misfits, he almost shouted in relief. It was obvious from the records that this crew was not here because of him, but because of themselves. Their Captain was the only exception to the group, but he had been put in command of the ship not because he subscribed to the Starfleet belief of everyone getting along, but because he believed the universe was dangerous.

Even more amazing, was that Captain Morgan seemed to relax when at the Starbase. Most Captains seemed determined to exert their control whenever possible, to remind others that they were in charge of a ship that went places, and those assigned to stationary locations like a Starbase were the has-beens, people who were on their way out of Starfleet, or were considered useless in a 'true' command position. It was true that most Starbase personnel were assigned there were merely waiting for their term of enlistment to finish, but that did not mean all of his people were there to goof off until they left.

Then again, Captain Morgan's record was a good indicator of why he would feel that way. He was one of the people who was considered on his way

out of Starfleet, or was considered useless. He had been passed over for prestigious posts because he had believed that there were dangers out there, and the Federation had needed warships to survive. Others had not believed that, and had managed to derail the usual promotion schedule for him. But his own stubbornness in doing his job, in spite of the obstacles put in his path, had been enough to keep him steadily advancing, although the promotions were grudgingly awarded. Finally, someone had thought up the way to get rid of him. The answer had been to give him what he wanted, and send him where both Starfleet and he wanted to go, to the Frontier.

So now he, a rule-breaker, and Captain Morgan, a tradition-breaker, were out here trying to defend over two dozen colonies from a race that seemed determined to conquer everyone in their path. Even worse, judging by the tone of the messages from Starfleet Headquarters, was that they were on their own. Starfleet believed in peaceful coexistence with other races, but here was a race that only believed in coexistence when it was them in control, and everyone else as slaves. From everything seen, they were the only chance Starfleet had of surviving the next few years.

Even though he was confined to a Starbase, Commander Wilson could still do a few things to help Captain Morgan. In fact, when the 'training ship' arrived in a few more weeks, Morgan should get a very nice surprise. He idly smiled as he tried to imagine Captain Morgan's most likely response. Turning back to his terminal, he began wading through the day's paperwork, getting items needed ordered, and approving the various modifications that people were asking for. He even toyed with the idea of ordering a few missile cells, and the vertical launch bays for them. Together, he could create a space-based missile platform that could be used to defend the Starbase if the aliens tried to attack. But that was sheer paranoia, as the aliens would be more likely to hit a colony that was closer if they started their raids again.

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

**THE NEXT GENERAL MEMBERSHIP
MEETING WILL BE ON NOVEMBER 6th
AT 7:00 PM AT THE
RONALD MCDONALD HOUSE**

THE USS DAVINCI IN PHOTOS

I thought y'all would enjoy a look down memory lane. Each month I will show a series of pictures from our very beginning up until the present time. Many of you will remember these faces. To others they will be complete strangers. But, they made what the USS DaVinci is today. Enjoy! Reminisce.



The crew of the DaVinci enjoys it first Night Out at Hunan's (06 November 1995)



Dan Palmer and Rita Johnson at Hunan's

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Martha McCart shows off her ears at Hunan's



Dan Palmer cuts into his "Good-Bye" cake at Hunan's



Connie Heller looks over her two boys – Travis Heller and Malik Coles at Hunan's