



# DaVinci Pilot

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

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## FROM THE CENTER SEAT

Who would have imagined that 35 years ago this month, a rather simple television show would in itself nearly revolutionize the science fiction world and change forever the meaning of the word “fan.” It was 35 years ago in September that the phenomenon known as Star Trek made its debut on NBC television. I will be the first to admit that I did not begin watching Star Trek until it went into syndication. Oh, I watched an episode here and there, but I was a teenager and had better things to do at night. Now, I cannot imagine a world without Star Trek. How different would your life be if Star Trek never existed? What would your world be if “Live Long and Prosper”, “Beam Me Up Scotty”, “He’s Dead Jim” never were spoken? How different would it be? Mine would be vastly different. I would not have met the woman who became my whole world had it not been for Star Trek. I would not have the family I always dreamed of had it not been for Gene Roddenberry’s brainchild. Thanks, Gene. Thanks for Kirk and Spock and Scotty. Thanks for Sulu, Chekov and Uhura. Thanks for McCoy. Thanks for a vision of a better future. And, finally, thanks for Travis and thanks for Connie without whom there would be no Ariana Nerys.

The DaVinci’s bi-yearly pool party and pizza feast was a smashing success. A dozen crew personnel descended on the house of our illustrious Executive Officer, Joe Perry for an afternoon of frolicking merriment. Except for the near intentional drowning of Connie by Travis and Matthew, the afternoon went by without a hitch (I did calmly explain to Travis and Matthew that we are not a Klingon ship but a Federation starship and that advancement through the ranks is not

accomplished through assassination). Hopefully we can make this a yearly August event. A BIG Bajoran thanks to “Number One” for the use of his pool.

Hey, do not forget to mark your calendars for the 13<sup>th</sup> of October at 9 AM! That is the day that the DaVinci will participate in the annual Help the Hooch” river clean-up. Following the clean-up there will be a get together at Columbus State for free hotdogs, chips, and pop. There will also be activities for the kids such as rides, face painting, crafts, and a water dunking station. It will be a fun time for all. Come if you can.

Well, Halloween will soon be upon us and as usual the DaVinci will be serving candy for the kids and cookies and warm cider for the adults. This will be the 3rd year we have been doling out the goodies and each year those who stop by remember us from the previous year! So, make sure to come by to lend a hand. Uniforms are preferred but DaVinci shirts are fine if you do not have a uniform.

Commodore Freddy Heller

**THE NEXT MEMBERSHIP MEETING  
WILL BE AT 7:00 PM ON  
OCTOBER 18<sup>th</sup>  
AT THE CAPTAIN’S HOUSE.  
COME ONE COME ALL!**

**THE NEXT NIGHT OUT WILL BE  
AT 7:00 PM ON OCTOBER 1<sup>st</sup>  
AT FAZOLI’S  
Y’ALL COME!!**

## SCI-FI BUZZ

Paramount is finally doing something good for Trek fans. Soon to be released will be the DVD of Star Trek: The Motion Picture. The set will include two disks. The first will have a group commentary by Wise, special photographic effects director Douglas Trumbull, special photographic effects supervisor John Dykstra, music composer Jerry Goldsmith, and actor Stephen Collins; a text commentary by Michael Okuda, co-author of The Star Trek Encyclopedia. The second disk will include three new, retrospective documentaries with cast and crew interviews; the original teaser and theatrical trailer; a new Director's Edition trailer; eight TV commercials from the original theatrical release; five additional scenes (from the 1979 theatrical version) plus trims and outtakes; 11 deleted scenes (from the 1983 TV version); storyboard archive; and new Star Trek series Enterprise promo spot.

TNN welcomes Star Trek: The Next Generation on October 1<sup>st</sup> to its lineup with a 5-day, 77-episode marathon of episodes. The weeklong big bang marathon will also include the premiere of America's Love Affaire with Star Trek, an original documentary and the first in a series of TNN documentaries on pop culture. Viewers can now vote for the 77 best TNG episodes, season by season, at the TNN website. TNN is also set to telecast Deep Space Nine in the fall of 2004, followed in late 2006 by Voyager.

LeVar Burton recently donated a kidney to his mother, Erma. Mrs. Burton who is in her 70's has been suffering from diabetes since the early 1980's. She has been on a donor list, but the odds of her receiving a donor kidney in time were not good. After determining that the 44 year-old actor was a good match, doctors performed the 6 hour transplant surgery in late May at Sutter Memorial Hospital in Sacramento, California.

Hurray!! Seems our friends at the Sci-Fi Channel have now signed on to pick up Season 6 of Stargate: SG-1 to begin in 2002. The current Season 5 that just started airing on Showtime was to be the last. Season 4 is about to begin airing in Syndication in a few weeks. Go to the MGM SG-1 web site for more information: <http://www.stargate-sg1.com/home/index.html>.

## HAPPY BIRTHDAY!

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

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

## ANDROMEDA'S MESSAGE?

"We say atoms are bound by weak attractors. Why not admit the truth: the Universe is held together by love." MICHIO VON KERR, Wayist physicist.

This was the quotation at the beginning of Andromeda the week of the terrorist bombings. However, the episode shown, The Banks of the Lethe, was NOT the one advertised the week before and scheduled in the television guide.

I do not believe that this was a scheduler's error, but was a deliberate substitution. In this episode, a lone Nietzschean with an Arabic name, friend to Dylan and Sara, assists them in the rescue attempt. He condemns the rebelling Nietzscheans as "traitors."

My belief is that this is a lesson on two levels. One is for those of us in shock and pain from the unbelievable images of the week. Remember that these acts were done by individuals, and do not condemn all people who share that particular heritage for the crime of others. The other lesson is for those who perpetrated the crime. Think of the Nietzscheans in Andromeda. They betrayed the Commonwealth and ended up as scattered, warring tribes, far from ruling the galaxy as had been their intent.

Just my two strips of Latinum's worth.

CMDR 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)  
David Strong (D)  
Randy Dunn (D)  
Deniece Dunn (D)  
Matthew Dunn (D)  
Rebecca Dunn (D)  
Christopher Dunn (D)  
Karen Ferris (D)  
George Ferris (D)

## PASSAGES

John Chambers, Oscar winning makeup pioneer, who did everything from put the pointy ears on Mister Spock to turn actors in simians for the original Planet of the Apes, died in Los Angeles of diabetes complications. He was 78.

Award-winning SF author Poul Anderson, the prolific author of more than 100 books, died July 31 of prostate cancer at his home in Orinda, CA according to his publisher, Tor Books. He was 74. With a career spanning more than 50 years, Anderson was considered one of the best writers in the Sci-Fi genre, having authored hundreds of short stories and dozens of novels. More than 100 of his novels and short-story collections have been published.

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## FINANCIALLY SPEAKING

Opening Balance	310.70
Pool Party Pizza	36.00
Deposit	43.50
Closing Balance	318.20

CMDR Connie Heller

## TREK HUMOR

Question: How many members of the U.S.S. Enterprise does it take to change a light bulb?

Answer: Scotty will report to Captain Kirk that the light bulb in the Engineering Section is burnt out, to which Kirk will send Bones to pronounce the bulb dead. Scotty, after checking around, notices that they have no more new light bulbs, and complains that he can't see in the dark to tend to his engines. Kirk must make an emergency stop at the next uncharted planet, Alpha Regula IV, to procure a light bulb from the natives. Kirk, Spock, Bones, Sulu, and 3 red shirt security officers beam down. The natives promptly kill the 3 security officers, and the rest of the landing party is captured. Meanwhile, back in orbit, Scotty notices a Klingon ship approaching and must warp out of orbit to escape detection. Bones cures the native king who is suffering from the flu, and as a reward the landing party is set free and given all of the light bulbs they can carry. Scotty cripples the Klingon ship and warps back to the planet just in time to beam up Kirk et. al. The new bulb is inserted, and the Enterprise continues with its 5 year mission.

## FINALLY

Please look at the Staff Roster which follows. Notice anything strange? Yes, there are way too many VACANT postings. The only requirements for taking over a position are being in Starfleet and having the willingness to make the position something you can be proud of. If you are interested in any of the positions, please see or call either me or Joe Perry.

# DaVINCI STAFF ROSTER

<b>Commanding Officer</b>	Freddy Heller	562-TREK
<b>Executive Officer</b>	Joe Perry	327-5888
Finance	Connie Heller	562-8735
Community Service	<b>VACANT</b>	
Publications	Freddy Heller	562-8735
<b>Science Officer</b>	<b>VACANT</b>	
Counselor	<b>VACANT</b>	
Morale	<b>VACANT</b>	
Medical	<b>VACANT</b>	
<b>Engineering Officer</b>	<b>VACANT</b>	
Communications	Gisela Stephens	689-4266
Quartermaster	Randy Dunn	291-0150
Security	Roger Wright	687-8052
<b>Cadet Corps Commander</b>	<b>VACANT</b>	
<b>Master Chief Petty Officer</b>	<b>VACANT</b>	

## AT the Edge of the Federation Part II

The next morning, she got together with the department heads, and handed the officers their assignments from the captain. Each officer was to keep track of how long it took for their section to set their assigned area to General Quarters readiness, and to give those reports to the Captain as their section finished. This would allow the captain to see exactly where each section needed help, and to schedule additional drills in the section or sections that were lacking.

The Captain had scheduled the General Quarters drill for that afternoon for fourteen hundred, and the various departments spread the word among their enlisted personnel, so that they would be ready for the drill.

Engineering crews began hiding various components around the ship in various areas, effectively getting the necessary tools to where they would most likely be needed.

But Captain Morgan wasn't idle during this time either. He was walking around the ship, inspecting various compartments with a casual air. He had helped with the design of the ship, and had a good idea of where

most of the hiding spaces were on the ship. He began taking notes of what equipment was where, and modifying his exercises accordingly.

At fourteen hundred hours, the drill began. "General Quarters, general quarters. All hands man your battle stations."

Everywhere, crew members stopped their current activities, and began heading towards their respective stations, and setting the systems in their areas to general quarters. As the minutes counted by, Captain

Morgan had the numbers read out loud, along with each section as it reported battle readiness.

After all sections had reported battle readiness, Captain Morgan began performing the first set of drills, intending to simulate battle damage. He began with a set of simulated overloads on the forward shield

generators, to simulate damage to the shields, and then began performing a series of breaches in the hull on an outer deck, corresponding to various hits on the ship itself.

But the impacts had also been designed to make the various crewmembers run around a little more than usual, due to several episodes of pre-staging critical parts near one generator, and needing those parts for another generator instead. Also, if a repair crew took too long repairing one section, he would simulate another hit in the area, and the crew currently repairing the section would be treated as casualties, requiring additional personnel and equipment to assist in repairing the original damaged area and getting the injured crew to a medical station.

He would also simulate additional damage in the area, reflecting the fact that if the armor was breached in that area, further damage could be done directly to the ship's interior, increasing the load on the area's damage control teams.

After one hour, Captain stopped the drill, and looked at his numbers. "Crew, this is the Captain speaking. First, I would like to congratulate section three for being the first section to be completely at general quarters after the drill had begun. Second, I appreciate the effort all of you put into the repairs, as I am sure some of you put more into them than others. Finally, I would like to point out, that today's drill was done without any of the environmental effects that would also occur given

the damage inflicted. Tomorrow's drill will include the environmental effects. That is all."

After closing down the intercom Captain Morgan turned back to his XO and smiled saying, "I wonder if as much equipment will be pre-staged tomorrow."

With that, Captain Morgan went to his cabin, to begin looking over the records from the day's drill, and modifying his plans for the morrow.

Commander Verrin looked over the bridge crew, and saw that a few of them were looking at each other with grins. Looking at one of the grinning crew, she said, "What damage control section are you in?"

"Section three Sir," said the crew member with a big grin.

She turned back to the main viewer, and began thinking, 'He's getting the crew to compete among themselves for being the best. That's not normal procedure, and I hope he knows what he is doing.'

The next day was more of the same, with shield generators being hit, and armor being penetrated. However, this time the computer was also keeping track of which crew members were in the spaces affected by the

hits, and would tell the person if they were in a chamber when it was exposed to vacuum, and how badly injured they were.

Also, if a section was hit by fire, the standard lighting would be disengaged, and the emergency lighting engaged, forcing the crew to perform their duties in a different light. Other hits on power nexii would simulate a hit to the gravity generators, and the crews would be forced to repair the areas in zero-g environments. Magnetic boots helped the crew from floating off, for those that thought of it in time, but having tools float off was a constant reminder of their situation.

That day, section six was first in setting their section for general quarters, and the faces that had been grinning the day before were replaced by new ones.

Commander Verrin thought, 'This competition seems to be working. Each section is trying harder to be ready first, in exchange for the captain's favor. Even though there is no real reward being offered, they are trying to succeed. The crew is actually putting forth the effort. I never thought it would work.'

The next three days were more drills, and each time a different section was able to finish before the

others at getting their areas to general quarters. Each day of the drills, the rate of damage increased, requiring the crews to do their jobs faster than before, so that they would be ready for the next volley. By varying where the impacts occurred, the hull patching crews and repair crews could not pre-stage equipment effectively, resulting in the crews making sure that their gear was in the proper locations when they reported to their section.

At the end of the five days of drills, the Captain again addressed the crew, "Members of the crew. You've done well in the past five days. You've cut in half the amount of time needed to get to General Quarters

from what you were at previously. Of the ten sections, Section two had the shortest time in getting to general quarters. You have done a good job. I'm sure that you've also learned what items are needed for various tasks, and are now capable of achieving them in various conditions. Also, I'm sure you've noticed that the tactical and security sections have been performing standard operations the entire time.

"Over the next week, the drills will swap. The tactical and security sections can look forward to various types of combat scenarios, against a variety of potential opponents. The rest of you should take the time to relax, as I am planning a special activity the week after. That is all."

Captain Morgan looked around at the bridge crew, watching as the appropriate duty crew returned to their stations on the bridge. They were looking at each other with some relief in their faces, as though they were relieved at the drills being over.

"Captain Morgan", said Commander Morgan, "the crew could use a break before the next set of drills."

"Commander, all of the drills done this week were at a specific time, with plenty of warning. I doubt that a real vessel would arrange their schedule with us before they attacked.

"But you are correct. I could use a mild break as well. After all, I only have eight potential scenarios designed. I plan on using these next two days to come up with some new ones."

Commander Verrin looked at the captain's back as he left the bridge. 'Only eight? How many does he plan on doing?'

\*\*\*To Be Continued Part III Next Month\*\*\*