



DaVinci Pilot

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

Volume 7 Number 6

DECEMBER 2001

FROM THE CENTER SEAT

Both our Halloween party and Thanksgiving get together were big hits! On Halloween we had 10 crewmen show up to help pass out candy for the trick-or-treaters and cookies and hot apple cider for the adults. Three were in uniform, four were in other costumes, one wore a DaVinci t-shirt, and the remain two came in regular clothing. We had a blast handing out the goodies and quite a few remembered us from last year. The parents were quite appreciative that we thought of them and found the cookies and cider to their liking. A BIG Bajoran thanks to all who attended.

If you thought Halloween was a success, our annual Thanksgiving celebration was even better! We had nearly 20 crew personnel and guests attend the get together at my house! As usual, I had to rearrange my great room to accommodate everyone and at times it felt a bit cramped, but no one seemed to mind. Our resident chef, Connie "Neelix" Heller, did a great job cooking the bird. Other delights included Rose's sweet potato casserole, Tony's mashed potatoes (lumpy to perfection), Gisela's deviled eggs (which the Captain had to sample before he would let his crew indulge), Roger Stephens' macaroni and cheese, Lech's various breads, and Russell's potato salad. Roger, Gisela, and Josh (from the USS Shadow Hawk) brought dessert. After everyone had their fill of food, we suggested and then drew restaurant names for the 2002 Night Out locations. Naturally, due to its popularity among the male members of the DaVinci and Shadow Hawk, Hooters was placed in the hat. Unfortunately and to the utter disappointment of those assembled, Hooters was not selected as a Night Out location for next year. The list is pretty good. There are several places we have never been

to and several others we have not been to in quite a while! See for yourself!

January	Sonny's Barbeque
February	Captain Tom's
March	Al's Schnitzel House
April	Country's Barbeque
May	Steak n' Shake
June	China Moon
July	NONE (4 th of July party)
August	Olive Garden (if it is finished)
September	Golden Corral
October	Speak Easy Pub
November	Ryan's
December	Bonanza (Phenix City)

I would like to extend a BIG BIG Bajoran thanks to all those who attended. A special thanks to Tony Fleming who provided us with enough folding chairs to accommodate most of the attendees. Next up is our Christmas celebration! Read on.

Commodore Freddy Heller

**NO MEMBERSHIP MEETING IN
DECEMBER! COME TO THE
CHRISTMAS GET TOGETHER ON 15
DECEMBER AT 2:00 PM AT THE
REESE ROAD SENIOR CENTER.
COME ONE COME ALL!**

**THE NEXT NIGHT OUT WILL BE
AT 7:00 PM ON DECEMBER 3rd
AT GOLDEN CORRAL
PLEASE COME AND JOIN US!**

CHRISTMAS CELEBRATION

Well, it is time for our annual Christmas celebration and get together! This year's event will take place at the Reese Road Senior Center on Saturday December 15th at 2 PM.. This year we will hold our get together in conjunction with our sister ship, the USS Shadow Hawk! Although they will be supplying the Turkey, I am sure "Neelix", will inspect the bird before allowing DaVinci personnel to eat. After all, it will be Klingons doing the cooking and you know as well as I do that they like their food – ah – slightly rare. The remaining side dishes will come from those who attend. In addition, we will have the usual swapping of useless gifts! So, start searching you attic, closets, garage, storage shed, barn, or what ever, for that one item you are too embarrassed to toss out, have in a garage sale, or donate to Goodwill! Wrap it up, bring it to the festivities, and prepare for a howling good time! It will even make a Vulcan howl with laughter! Gifts are strictly voluntary. You need not bring a gift to attend!!

If you would like to attend, please notify me or our Communications Officer, Lt Gisela Stevens (689-4266) and let her know what you plan on bringing. Please come because it is a great time to celebrate the holiday season with other members of the DaVinci and Shadow Hawk. Last year's event had to be cancelled because of the lack of interest. Please let this not happen again! Come for the fun. Come for the celebration. Come for the camaraderie!

Remember, there will be NO general membership meeting in December.

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WELCOME ABOARD!

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

Mitch Colson (D)
Vickie Harris (D)
Josh Harris (D)
Frank Harris (D)

TREK BUZZ

For those of you who might not have heard, Voyager won the following Emmy Awards that were announced in September and not part of the November 4th telecast: Music Composition for a Series (Dramatic Underscore): Star Trek Voyager "Endgame" and Outstanding Special Visual Effects for a Series: Star Trek Voyager "Endgame"

On his Weblog site, Wil Wheaton announced that he will have a small part in the next movie. Check it out: <http://www.wilwheaton.net/greymatter/archives/00000152.php>.

In a recent survey, baby boomers 35-55 were asked what their favorite television show was. The response was over-whelming! Star Trek – 37 percent; The Twilight Zone – 30 percent; and Laugh-In – 21 percent.

HAPPY BIRTHDAY!

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

Brian Bonsall (Alexander Rozhenko)	3 rd
ENS Tony Fleming	3 rd
Star Trek VI Premiers (1991)	6 th
Star Trek: The Motion Picture Premiers (1979)	7 th
Michael Dorn (LTCMDR Worf)	9 th
John Colicos (Kor)	11 th
Teri Garr (Roberta Lincoln)	11 th
VADM Kelly Hilliard	12 th
Garrett Wang (ENS Harry Kim)	15 th
Nicole deBoer (Ezri Dax)	20 th
Rick Berman (Executive Producer)	25 th
ENS Jean Walker	28 th
Nichelle Nichols (LT Uruhra)	28 th
CRMN Todd Kes	29 th
ENS Randy Dunn	31 st

FINANCIALLY SPEAKING

Opening Balance	317.70
Halloween candy	20.17
Deposit	75.00
Repay Heller (Turkey, postage--partial)	202.85
Closing Balance	169.68

CMDR Connie Heller

SPACE RETURNS

Yes, we will begin playing SPACE—The Game again. For those members unfamiliar with it, it is a take-off on BINGO, with a Trek twist. S is for Ships, P for Personnel, A for Aliens, C for Captains, and E for Equipment.

We had a preliminary game at the October meeting, and those members in attendance took their cards home. (According to my memory, they are Roger, Lisa, Margaret, Lech, Randy, Gisela, and Tony. If any of you do NOT have a card, let me know.)

Before we can begin, I need to get SPACE cards to all members. I will email those I can and mail to others.

Full details and rules in next month's newsletter.

CMDR Connie Heller

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DaVINCI STAFF ROSTER

Commanding Officer Freddy Heller 562-TREK

Executive Officer Joe Perry 327-5888
Finance Connie Heller 562-8735
Community Service **VACANT**
Publications Freddy Heller 562-8735

Science Officer **VACANT**
Counselor **VACANT**
Morale **VACANT**
Medical **VACANT**

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

Cadet Corps Commander **VACANT**

Master Chief Petty Officer **VACANT**

FINALLY...

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

Steve Brown	May 02 (D)
Emma Certo	Jan 02 (D); Mar 02 (S)
Randy Dunn	Sep 02 (D); Feb 02 (S)
Zach Farley	Sep 01 (D); EXP (S)
Karen Ferris	Sep 02 (D); May 02 (S)
Rose Hudson	Sep 02 (D)
Todd Kes	Sep 02 (D)
Doug Liverett	Sep 02 (D)
Lesh Mazur	Jul 02 (D)
Joe Perry	Jul 02 (D); Nov 01 (S)
Russell Ruhland	Aug 02 (D); Aug 02 (S)
Michael Walker	Mar 02 (D); Mar 02 (S)

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 Kess. Hope you enjoy and are enjoying it.

Part IV

The next week, the two sets of drills mixed together. The tactical sections would perform scanner sweeps, and look for unknown vessels. When a simulated ship was detected, the tactical teams would engage it, with Captain Morgan letting Commander Verrin take a few combats, and Captain Morgan a few himself. That way, both of them got a chance to exercise their tactical skills, and the tactical teams learned to trust their judgment.

If damage was scored by a false target, the damage control teams would have to repair the item, and the faster they got the shields restored, and weapons back on-line, the better chances the ship would have of fighting off the enemy vessel.

The final day of drills was a mass attack, with boarding pods being simulated by the enemy, and boarding attacks conducted. Ensign Mallory was heading the defenders, and was able to handle all of the attackers, even though she had been outnumbered by ten to one. Her key ability to win had been the fact that the OPFOR had been coming in from different areas, and were uncoordinated in their attacks.

At the end of that day, Captain Morgan addressed the crew. "Attention all personnel. I am very proud of all of you. You have managed to get this ship's response time to an attack to shorter than what Starfleet deems acceptable for responding to an unprovoked attack. You also held off a force that would have overwhelmed any other Starfleet vessel, and managed to deliver large amounts of casualties at the same time.

"We will be arriving at our destination, Starbase 121 in two weeks. There will be no more drills during that time, because all of you did such a good job. At least, none called by me. There we will put in, get fresh supplies, and get an overall view of what the sector is like. We will be there for four days, so there will be time for shore leave.

"Enjoy your time off, but remember that we are here to protect people, and it is they who we are ultimately protecting." Finished with his speech,

Captain Morgan closed the circuit, and settled comfortably in his chair. The stars were still heading past his ship on the view screen, and Captain Morgan watched them go by, enjoying the view that he cherished so much.

Two weeks later, the Excellon arrived at Starbase 121. The Starbase was actually a supply depot and communications center on the planet's surface, with a medium sized repair center and construction center there as well. It could repair starships, and build small craft, like shuttles and small warp-capable ships, but large replacement work would tax its abilities, and actually building a ship there was all but impossible.

The planet was a class 'M', which meant that it was Earth-like in its conditions. That made maintenance of the Starbase easier, as the personnel didn't have to wear bulky environmental gear to fix components, and buildings didn't have to have extensive protective systems. A flat area served as a spaceport for craft that landed there, and walking to and from buildings was very easy.

The town that had grown up around the Starbase was a farming and mining town, with its more dangerous areas near the spaceport, as sneaking a ride onto a passing ship was easier than one would expect. Trips on civilian craft were fairly dangerous, and anyone who wanted to sign on was accepted, no questions asked. The Starbase security personnel thus had a fairly easy time. If they knew someone in the town was suspected of a crime, they merely put up notices for that person, and within a few weeks, that person would be gone.

When the Excellon arrived, and began sending down its shuttles with crew members, there was a different stir there. Captain Morgan had asked the base commander for a list of general rules of conduct appropriate locally and a list of off-limits areas for the crew. He had also asked for a current situation report (SITREP) of the sector, and the base commander had requested that he come down to discuss it.

When the Captain arrived on-planet, he told Commander Verrin to take care of the parts and supplies that were needed while he met with the base commander. Heading towards the room, Captain Morgan saw several areas that were in need of repair on the base, and sighed mentally. "They are Starfleet officers, and they can't get their people to repair a simple panel?"

Finally arriving in the room, Captain Morgan saw the base commander lounging back in his chair, with his uniform top lying in a chair, and just wearing the undershirt. "That explains a lot." "Commander Wilson, you wanted to see me?"

"Yes Captain. We've been getting lots of complaints about cargo not being delivered to the outlying colonies, but we've been sending the shuttles and ships on schedule. Also, those shuttles and starships have not returned from their missions either so I have been figuring that several colonies are trying to get their own shuttles and ships for their own purposes.

"According to Starfleet regulations, planets require a minimum amount of people living there to be allowed a shuttle. A higher amount of population is necessary for that planet to be allowed a ship. Only a couple of the systems out here have enough population to be allowed a shuttle, yet twenty shuttles and eight ships have gone missing. If those colonies don't return those vessels, supplies to other colonies will suffer as a result.

"Essentially I would like your help to go to those colonies, and search them for the missing shuttles and spaceships. If they return them, fine. If not, do whatever you feel is necessary.

"Here's an updated map of the various colonies out here, and one manned sensor platform. I'll let you set your route, and hope to hear from you in a month. In the meantime, feel free to take advantage of the nearby town. I'm sure that there will be no problems that will involve your people."

"Thank you commander. I'm sure that we will be able to handle this problem easily. Good to see you."

"And you captain. One question, do you have an antimatter production facility out here?"

"Captain, we're not that capable. What we mainly do here for fuel purposes is use shuttles with small drones to mine the hydrogen from the sun and a local gas giant for processing into deuterium to refuel the freighters and shuttles. We might be able to build an anti-matter production facility, but for the safety of this base I'd recommend that it be built in orbit, and any antimatter produced there be stored in long-duration pods, also in orbit. It'd also take six months to build the base, even if we stopped production of shuttles here. And that figure is just to build a small antimatter station. It might keep a ship like yours fueled, but that'd be it."

"Ah well. I was hoping to be able to refuel here as well, in case our mission gets too long. After all, if we left, more ships and shuttles might get stolen. If you don't mind Commander, I'll be heading back to my ship."

"One thing Captain. Since none of the regular flights have managed to make it, would you be willing to carry a few components to the various colonies? As far as anything else is concerned, it will not be a problem Captain. I'll be here anytime you need anything, or my staff will be able to help."

"Normally I'd complain about turning my ship into a freighter, but I will carry a few of the components you request."

"It shouldn't be a problem captain. The total size of all the components for the colonies is two cargo pallets worth. I took all of the components they requested, and organized according to the most important on each list."

"Then it won't be a problem. This problem should be taken care of in a few months, if that long. By your leave Commander?"

"Glad to have you here Captain. If there's anything else you need, feel free to ask."

Captain Morgan left the room, his mind spinning. 'What would the scattered colonies want with the shuttles and cargo ships? If the shuttles weren't returned, they wouldn't get any equipment that they needed beyond that of simply stripping the shuttle. What is going on?'

Ensign Baker was overseeing the cargo transfer from a storage warehouse on one side of the base into the shuttle, when she noticed something odd. The civilian crew that was there seemed sort of nervous. Walking over to one of them, she asked about the local shipping runs, curious about different astronomical phenomena.

"Ma'am, I don't know much about astronomical stuff, but what I do know is that several ships around here have disappeared. It doesn't seem like the colonies are doing it, as they are real happy to see our ship pop in. It might be some sort of astronomical phenomenon that's localized to our area. If you can find out what it is and how to avoid it, there are several crews around here who would appreciate it."

Ensign Baker thanked him and walked away. 'A totally new astronomical phenomenon. I could be the first to discover it!'

The rest of the shuttle crew didn't know why she wore a grin the entire ride back to the ship.

Captain Morgan got back to the ship, where he saw that the shuttle bay was organized confusion, as cargo pallets were transferred, and people moving around in a purpose. He edged around the side, not getting in the way of his crew as they kept loading more goods on board the ship. He saw the two cargo pallets on one side, and walked over towards them. 'I wonder what sort of cargo the colonies have been requesting.' He looked at one of the containers in the pallet, and gasped in shock. 'Water purification system, radiation filters, oxygen generators, hypergrowth seed stock? These are components that are vital a colony's survival and they are not getting through? Something is seriously wrong here.'

He headed back to his quarters, and called the commander's office. "Commander Wilson, I was wondering if you could give me any data on the shuttle and ship flights that have disappeared."

"Not a problem. I can send you a copy of all our shipping records for the past three months if you wish, with flags showing which ones ;disappeared if you wish. It would include cargo manifests, crew records, location and time of departure, and location and times of destinations for them."

"That'd be great. If we can find a common factor to all of them, this problem should be wrapped up in no time."

"I'll get the file together and sent to you right now Captain. Is there anything else?"

"Not much. How about activities for recreational purposes, such as a friendly competition between our people?"

"Be glad to Captain. I'll have some of my staff put together a list of various activities and games that we can do, and we'll send the list to you. Be fun to get some new people to play against."

"Should be fun Commander. Thank you for the information."

"Glad to help Captain. Starbase 121 out."

To Be Continued Part V Next Month