



DaVinci Pilot

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

Volume 7 Number 12

JUNE 2002

FROM THE CENTER SEAT

It is hard to believe, but our annual 4th of July picnic is just around the corner! It will be held on Saturday, July 6th and will begin at 2:00 PM. It will end when the last person leaves. Naturally, if you plan on attending please let LT Gisela Stevens know what you plan on bringing. As usual, this will be a covered dish affair with the DaVinci picking up the tab for the dogs and burgers! Last year was a blast and I would like to see this year's succeed as well. As an early reminder, there will be no Night Out in July.

It is time for another mini-marathon! We have done your favorite science-fiction movies, your favorite Original Series episodes, and your favorite Next Generation episodes! Also, do not forget the movie marathon we did several years ago. Since I do not have all the Deep Space Nine and Voyager episodes on tape, we cannot do your favorite episodes from those shows. So, the next mini-marathon will be your worst Original Series episodes! That is right! Your least favorites! The ones you would not show to your worst enemy! Okay, here is what you must do. List in order your top ten least favorite episodes and send them to me. When it comes time, the judges (myself and Connie) will determine which of the episodes the DaVinci chose as their least favorites. The top five or maybe three will be shown at the mini-marathon.

At the June meeting it was suggested that we have the mini-marathon during the 4th of July party. I think that is a great idea. So, sometime late afternoon we will show the winning episodes. This means that I will have to have your list no later than Tuesday the 3rd of July! Later in this issue of the Pilot, will be listed all the episodes of the Original Series. I cannot expect you to remember them all!

Our Adopt-a-Highway clean up was a great success! Five DaVinci personnel spent about two hours picking up trash on a very warm Saturday morning. We picked up enough trash to fill 5 bags plus another bag full of cans and bottles that I brought home to be recycled. Nothing unusual was found this time around. A BIG Bajoran thanks to all who participated! For those who were there, if you did not get your SPACE game pieces, make sure to let me know. The next clean up will be sometime in August.

The magic number has finally been reached! We have collected 50,000 tabs with the help of a lot of good people. I hope to make arrangements with the Ronald McDonald house for a presentation. What I need from the ship are volunteers with uniforms that would like to be part of the presentation. Naturally, I will contact the Ledger-Enquirer and local television stations to get as much coverage as possible.

Three years ago on the 6th of June Deep Space Nine ended its 7-year run. The best Trek series that ever was, or will be, ended. Sigh...

COMM Freddy Heller

**THE NEXT MEMBERSHIP MEETING
WILL BE AT 7 PM ON 20 JUNE
AT THE CAPTAIN'S HOUSE
COME ONE COME ALL!**

**THE NEXT NIGHT OUT WILL BE AT
7:00 PM ON 3 JUNE
AT CHINA MOON (WAL-MART)
PLEASE COME AND JOIN US!**

SCIENCE STATION

In last month's article it was suggested that the development of science was a result of the natural human tendency to observe and to question the objects and actions of nature. From this form of observational thinking, the early philosophers (truth seekers or wisdom seekers) developed methodical ways to observe, catalog and to make inductions and deductions about the action or the physical object of nature. As a result of this process, certain laws and theories were developed to explain why things are as they are or act as they are. Scientific theory became a process of explaining a natural phenomenon in a generally accepted way. Scientific law became a description of an accepted principle of nature that does not change, such as the law of gravity or the laws of thermodynamics.

The Greeks from roughly 600 B.C. were largely responsible for contributing to the modern development of western science as we know it. That period of Greek history was profoundly awesome because never before had so many hundreds of individuals dedicated their lives to the development of rational thought and inquiry. Socrates, as an example, developed a question and answer method of teaching through which one achieved self knowledge. His presumption basically was that even the most intelligent and enlightened people were ignorant. It was through thoughtful questioning of people from all stratas of society and levels of knowledge that one could then achieve knowledge. This process was conceived to be an endless life long process. One has to admire this wonderful sense of humility. This in some ways presumes that even the lowliest of the lowly has something to contribute to the growth of society and that the most educated brilliant minds still have much to learn from their peers above or below themselves.

Two forms of reasoning were developed by the Greeks, namely as mentioned earlier, the forms of inductive and deductive reasoning. The great Mathematician, Euclid, contributed to the development of deductive reasoning. This form of reasoning arranged known facts or principles into a logical step wise fashion by which propositions could be deduced by direct reasoning. Certain axioms (things that are known to be true) would be developed to explain why some things are as they

are in its most simplistic way. The opposite way of reasoning, inductive reasoning, contributed by Aristotle, placed much emphasis on the observation of natural phenomenon. Through direct observation one could use reason to develop larger principles or laws behind specific observations. This method of reasoning served to develop the modern process of the scientific experiment which we will get into in future articles.

Eratosthenes. the Greek, scientific writer, astronomer and poet lived in the Egyptian city of Alexandria, located near the mouth of the Nile River. He lived from 275 to 194 B.C. In 255 B.C. He became the third librarian of the great library of Alexandria, founded by Alexander the Great in 322 B.C. The library was for hundreds of years the world's greatest repository of ancient knowledge until it was destroyed by fire by invading forces. The library was considered the worlds first research center and dealt with the fields of mathematics, astronomy, philosophy medicine, literature and vast amounts of historical information. The library's huge collection of knowledge and history of the ancient world was destroyed by that tragic fire. Historians and academicians are to this day still mourning the loss of some 40,000 books or scrolls of knowledge. During his tenure as librarian at Alexandria, Eratosthenes quite accurately measured the circumference of the earth within 1 percent accuracy of modern measurements. He did this by measuring and comparing the noon shadow at midsummer between Syene (modern Aswan, Egypt) on the Nile and Alexandria. By knowing the distance between Syene and Alexandria and measuring shadow length of a stadium or stadia, he gave the length of the circumference of the earth as 250,000 stadia or the equivalent of 25,000 miles. He used a complex system of mathematical calculations and the by then established methods of inductive and deductive reasoning as mentioned earlier to make those extraordinary calculations. Eratosthenes also developed the concept of the leap year, he reasoned that there were 365 days in a year. He deduced that the world was a sphere and that by traveling west one could eventually reach India. His methods of research and calculation contributed much to the scientific process. It is extraordinary I think that one could measure the circumference of the earth with out the use of satellites, calculators, slide rules or computers.

The Greeks essentially developed an institution and a culture whose primary focus was the development of the mind in ways that would contribute to the development and improvement of life for all humankind. I would like to end this article by quoting the great woman philosopher-mathematician by the name of Hypatia (375 to 415 A.D.). In her words, "Reserve your right to think, for even to think wrongly is better to not think at all."

ENS Lech Mazur

CONVENTIONAL WISDOM

By the time you read this, the convention in Atlanta will nearly be under way! Although the guest list has gone through some major changes, it still appears that it will be another feather in Joe Mote's cap. Unfortunately, James Doohan will not be able to attend in person, but he will be there via the telephone to take questions from the audience. Bruce Boxleitner was offered a role and he too will not be able to attend. In his place, however, will be Jerry Doyle and Tracy Scoggins! Two more late additions are J.G. Hertzler (Martok) and James Horan (various guest appearances on Trek). Add to that guest list the many panels, the Khitomer Conference, and a host of other events and this Vulkan shapes up to be a great one! Sure hope you are going.

Another upcoming convention that I will be attending is the Vulkan in Orlando in November. The main guest will be Avery Brooks!! Also scheduled to appear are Bruce Boxleitner and Jerry Doyle. More guests will be added as the convention nears. If you are interested in going check out the Vulkan web site at Vulkan.com

FINANCIALLY SPEAKING

Opening Balance	197.90
American Cancer Society donation	25.00
Postage	10.30
Dues	12.50
Aluminum Cans	39.60
Closing Balance	214.70

CPT 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):

Tony Fleming (D) (S)
Ken Baker (D)

HAPPY BIRTHDAY!

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

Star Trek III Premiers (1984)	1 st
Rene Auberjonois (Odo)	1 st
Sally Kellerman (Dr. Elizabeth Dehner)	2 nd
Star Trek II Premiers (1982)	4 th
Jeri Taylor (Executive Producer)	6 th
Deep Space Nine Ends (1999)	6 th
Star Trek V Premiers (1989)	9 th
CADET Ivy Walker	10 th
DeForest Kelley (Dr McCoy) Dies	11 th
Malcolm McDowell (Dr. Soran)	13 th
CRMN Scott Jones	17 th
Mariette Hartley (Zarabeth)	21 st
ENS George Ferris	21 st
Tim Russ (LT Tuvok)	22 nd
ENS Margaret McGillicuddy	24 th

ACCOLADES TO:

Russell Ruhland who recently completed Officers Command College (OCC) and is now eligible to run for Captain! Also Russell has volunteered to take over the position of ship's counselor! Hey! Who better for counselor than an ordained minister?

Tony Fleming who has volunteered to take the position of Community Services Officer!

Lisa Neal who donated several hundred cancelled stamps for the Starfleet Stampede program!

Karen Ferris who donated 650 tabs for the Ronald McDonald House!

**THE NEXT MEMBERSHIP MEETING
WILL BE AT 7 PM ON 20 JUNE
AT THE CAPTAIN'S HOUSE
COME ONE COME ALL!**

NIGHT OUT LOCATIONS

The following is a list of the remaining Night Out locations for the rest of the year:

August	Golden Corral
September	Speak Easy Pub
October	Ryan's
November	Bonanza (Phenix City)
December	Chili's

SPACE THE GAME

First, please let me know if you do not have a SPACE card and I will get one to you. Now, the two game pieces for June are:



USS Grissom (Ships) and Jadzia Dax (Personnel).

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
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. Those going via the Internet have no address label so to speak. So, to help those folks out who get the electronic version of the Pilot, here are your expiration dates for the DaVinci (D) and Starfleet (S):

Steve Brown	May 02 (D)
Randy Dunn	Sep 02 (D); Feb 02 (S)
Karen Ferris	Sep 02 (D); May 02 (S)
Rose Hudson	Sep 02 (D)
Todd Kes	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 03 (D); Mar 03 (S)
Roger Wright	Mar 04 (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 Kes. Hope you enjoy reading it.

Part X

Captain Morgan walked out of the bridge into the passageway, his mind full of questions. 'Why would someone remove the environmental systems from a life pod? Who would whip someone resulting in such bad injuries?' But no answers presented themselves, and he had to content himself with knowing that the boarding commander would have a few answers.

He arrived in the boat bay, but got to one side as he heard, "Medical emergency! Clear the way!" The ship's doctor was coming through with three gurneys, and one person was barely visible through all the hardware being used. The boarding commander had already gotten the life pod removed from the shuttle, and an engineering team was going over it, to find out everything they could.

From where he was standing, Captain Morgan could see that it was a one-person life-pod, and that no maintenance had been done on it. In fact,

several components had been removed from it, and those were critical components as well. The team leader was standing nearby though, and Captain Morgan went over to talk to him.

"Lieutenant, can you give me a brief summary?"

"Yes Captain. Off-hand, I'd say this life pod has been without maintenance for several weeks, almost the same amount of time since the Amemnon went missing. This is a one-person life pod, so I am wondering why they crammed three people in it. All three of them were wearing remnants of their uniforms, and I'd say those remnants were worn by them even as they were whipped. All three people had bruises, and there was blood on several parts of their uniforms as well. I'd have to get a lab to confirm, but I think it was their blood. They also appeared malnourished, and when one of my members offered them some survival rations, they ate them like crazy."

"These people were in a bad place Captain. I don't know who did this to them, but I'd like to meet them one day."

"Very well then. Where's the remaining person from the life pod?"

"He's on the gurney over there being questioned by Chief Barrow. He's telling us whatever we want to know, and we've had a recorder running the entire time. We'll go over it later to get the complete story, but he seems to be saying that whoever was doing this wore suits the entire time, to hide their identities."

"Thank you."

"Yes sir." The team leader went back to his men, and continued the set-up. He would detail his men to watch the current crewman talking, and station his men to watch sickbay as well, in case these three people were faking. Of course, if they were faking, they were doing a good job, but a security leader doesn't trust anyone easily.

"Bridge, any news from the other teams?"

"Captain, team two has reached the first of the shuttles, and reports that it seems to be remote operated. They have found no sign of any pilot, and the cargo hold is empty. She's setting the shuttle up so it will be in a stable orbit, in case we want to salvage it. After that, she will proceed to each shuttle, and set them up in close orbits, to prevent them from crashing into the colony."

"Good thinking. How are the other teams?"

"Team one is two minutes out from the colony, and team four is one minute from the Amemnon. Team two is three minutes from finishing up the orbit, and then they'll move on to the next shuttle."

"Very well then."

The minutes now seemed to drag by, as Captain Morgan waited to hear the results from the two teams heading into unknown areas. He listened to the reports from each team, trying to find out anything that would help. He listened to team four as they reached the Amemnon, and began moving through the ship to certify it cleared. He listened as team one reached the colony, and began heading towards the buildings to clear them out as well.

"In here, in here! We're Federation!"

Captain Morgan heard the communications, and was startled as the communication was from the Amemnon! He listened further, and found out that the people speaking were from the colony, and had apparently been brought up there by the shuttles. But the other shuttles had also been coming from the planet? Were there people aboard them as well?

The team exploring the colony had similar luck, finding all the colony personnel crowded into a warehouse, and the people there were overjoyed to see the Federation troops. As the troops explored further, they found what appeared to be large explosion sites on the colony, and the colonists reported that those locations had been where the raiders had self-destructed their suits.

When all the teams had reported in, and the reports put together, the basic sequence had been like this; the Amemnon had come into orbit, and had broadcast the old transponder codes. The colony had been concerned, but had not notified Starbase 121 because the Amemnon was a Federation ship. When the Amemnon had gotten close enough, it used its weapons to cripple the communications array first, then the power plant. Without power, the colonists were helpless when the raiders arrived.

The raiders killed the colony administrator, and herded everyone into the warehouse, killing everyone who was too slow. They had then sent the shuttles down, transferring people up twenty at a time to the freighter, where they were shoved in the back. The final group of people who were being ferried up when the Excillon arrived was not on board the Amemnon though. They had been jettisoned out the back of the shuttles to reduce their mass in the space combat that had occurred. The

shuttles had been over twenty thousand feet from ground when that had occurred.

The report from the survivor from the life pod wasn't that much better. He had been an engineer on the Amemnon, so was not mixed up with whoever had been on sensor duty. He hadn't been asleep when the attack had occurred, and everybody who had been on duty was dead. The raiders had caused the Amemnon to drop out of warp somehow, and had crippled her electronics, then boarded the ship. Anyone who had resisted was killed, and the intruders dealt harshly with anyone who didn't do as they gestured. They seemed to have a form of translator with them, and made their demands known through that. He had been part of the twelve remaining people who had been near an escape pod during the Amemnon's attack, and he and the two others had been chosen to get into the escape pod, as the other nine would keep the raiders away from them for as long as they could. His last sight of the nine had been the raiders butchering them in an attempt to get to the life pod he was in.

The engineering team reported that several of the control components and all of the environmental components of the life pod had been removed. Apparently, whoever did this didn't want anyone getting away even with a useless life pod to warn anyone of what was going on. A further report of the weapons used had also been done, and the basic idea of the weapons was ridiculously simple.

The weapons created a "sphere" of charged particles, and fired the "sphere" at the target. The charged particles would overload electrical connections, resulting in massive confusion on board as computer sections were lost. Since they were charged particles, the Excellon's shields would stop them, but shuttles and ships were helpless against them. Already the engineering team was working on modifications to the shield generators, to make them far more resistant to the attacks. It was little more than a system to use a "thicker" shield, to stop a charged particle penetration in one small area, instead of lots of particles over a large area. The shield could be controlled from the bridge, allowing the engineering officer to select the type of shields as the Captain demanded. But more research into the weapons was needed, and the Chief Engineer requested that they leave one of their shuttles behind in exchange for one of the armed shuttles used by the raiders.

The shuttles had used a small weapon, and the turrets on the Amemnon were little more than a collection of five of those weapons set up to fire in the same direction. The Chief Engineer commented that it seemed fairly easy to build a larger weapon, and wondered why they hadn't done so. The general technology style of some of the components was radically different from normal federation components. These parts seemed to be designed for function, instead of a pleasing form like most Federation components. Also, several of the parts that were lying around seemed to have blood on them, as though they had been used to hit a crewmember when the holder felt like it.

In the meantime, one of the officers asked what they should do about the Amemnon. Should they leave it here, destroy it, or return it to Starbase 121? The debate on that was short. Since the local area needed the shipping, the Amemnon would be returned to Starbase 121, where it would be refitted to Federation standards. The technology on board would be studied at the Starbase, and the ship would be returned to cargo duty.

Unfortunately, the Amemnon was not currently capable of warp travel. Since nobody wanted to let the Amemnon proceed along at sub-light to the Starbase, it was decided to dismantle the ship, and store it in the second cargo pod of the module freighter. The five shuttles were the final concern, and the colony administrator was afraid of letting go of all their firepower.

"But surely Captain, you aren't planning on leaving us defenseless against whoever did this? We need those shuttles to protect ourselves in case their friends come here again."

"I appreciate your concern Mr. Androsa, but none of those shuttles will be able to fly for several weeks, given the amount of damage they have received. In short, it will take three to four months for both yours and our facilities working together to repair those shuttles for service. And I have to move on to the next colony. If whoever did this struck at your colony, they might also be striking at other colonies as well."

There was a general sense of shock that went around the table as the meaning of his statement sunk in. The Amemnon had been captured by another vessel, and that other vessel was somewhere out there. Even more worrisome, was that the other three ships that had disappeared might have also

been converted like the Amemnon, meaning that there could be around four other vessels roaming out there.

"But Mr. Androsa, your colony size says that you are allowed to have a warp-capable shuttle here, is that correct?"

"Well, um, yes, but what are you going to do?"

"Simple. We have four warp-capable shuttles on board, and a good team of engineers. Cheng (short for Chief Engineer), how long would it take you to attach one of these ion weapons to one of our shuttles and rig it so it can be fired from the cockpit?"

"A couple of hours sir, if I start now. But sir, won't that cut our shuttle amount?"

"I want you to do it. And it won't cut down on our complement, because one of those shuttles out there is the same type that we normally carry. The armed shuttle out there will take the place of ours, and your repair crews are going to be busy for a few weeks.

"Administrator, does that make you a little happier?"

"Well, yes. But what about when we have to use that shuttle for regular trips and supply runs? We'll be defenseless while it's gone then."

"No. I am using the module freighter with us to do all the cargo runs, and am escorting it myself. Your shuttle will be used strictly for local work. All inter-system traffic will be handled by us. We are also going to have an engineering team on the module freighter carrying the Amemnon. They will be responsible for getting its warp system ready for operation. Once we're done fixing it, the Amemnon will take over cargo shipments between planets."

"Um, very well then, thank you."

The meeting was concluded shortly after that, and the Chief engineer went down to begin breaking the news to his teams. He had already picked out the enlisted team to refit the shuttle, and was working on the other two teams as he left.

Since merely refitting the shuttle didn't require a lot of work, he pulled in a petty officer and four enlisted to get the job done quickly. The warp realignment could be done during the trip back to Starbase 121, so the same team could be used for that also. The remaining job of repairing the shuttle would take a while, and he selected a chief, three petty officers, and ten enlisted to get to work on it.

In a couple of hours, the job of refitting the Excellon's shuttle was done, and the replacement crew from the colony arrived to take possession of it. In the meantime, a second shuttle was returning with one of the crippled shuttles, and the engineering team assembled looked at the deep gashes in its sides and whistled. The team that was assigned to look after the Amemnon also took the opportunity to have the other four shuttles moved into the same cargo hold as the Amemnon, in case they had any free time. The module on the rear of the Amemnon was attached to the rear of the current module chain, and the two ships turned to head back to Starbase 121.

The repairs to the shuttle took a long time, and many of the parts had to be literally rebuilt from supplies on board. One of the enlisted working on the shuttle had managed to snag the assignment of figuring out how the interface worked between the computer, and the targeting system for the energy weapon. Another team managed to get to the life-support system, and was working on it, trying to find the normal operating environment of whoever had controlled the shuttle.

When they Excellon and the module freighter finally reached Starbase 121, the Amemnon was fully patched, and ready to conduct warp tests. The armed shuttle on the Excellon was put on board the Amemnon, and another shuttle from the Excellon was sent to the Amemnon to make up its full complement. Another armed shuttle was transferred to the Excellon, and supplies to replace what was used and other repair parts were transferred from the Starbase. The shuttle transfer resulted in the Amemnon having one armed and one unarmed shuttle, and the Excellon having two unarmed and two armed but damaged shuttles. The remaining damaged armed shuttle was carefully flown to the Starbase, to be fully analyzed by the experts there.

The module freighter's captain that had accompanied the Excellon said that it was time for them to head on to the next system, and that the Starbase shouldn't worry about the missing load. In the meantime, the cargo module holding the Amemnon had been left behind, and the Amemnon was about to undergo warp testing.

The module freighter was brought to the edge of the system under its on power, and readied its warp core for action. The engineering crew from the

Starbase brought the warp core on line, and did a one and a half second jump. The warp core performed properly and everybody was satisfied that they had taken an important step to reclaiming this area for the Federation.

To Be Continued Part XI Next Month

ORIGINAL SERIES LIST

Okay, here is a list of all the Original Series episodes to help you with your favorites. Even if you cannot make it to the mini-marathon, cast your vote anyway! Select your top 10 and mail (email or snail mail) it to the DaVinci address so it arrives by the deadline or call me to fill me in.

The Cage
The Man Trap
Charlie X
Where No Man Has Gone Before
The Naked Time
The Enemy Within
Mudd's Women
What Are Little Girls Made Of?
Miri
Dagger of the Mind
The Corbomite Maneuver
The Menagerie
The Conscience of the King
Balance of Terror
Shore Leave
The Galileo Seven
The Squire of Gothos
Arena
Tomorrow is Yesterday
Court-Martial
The Return of the Archons
Space Seed
A Taste of Armageddon
This Side of Paradise
The Devil in the Dark
Errand of Mercy
The Alternative Factor
The City on the Edge of Forever
Operation—Annihilate!
Amok Time
Who Mourns for Adonais?
The Changeling
Mirror, Mirror

The Apple
The Doomsday Machine
Catspaw
I, Mudd
Metamorphosis
Journey to Babel
Friday's Child
The Deadly Years
Obsession
Wolf in the Fold
The Trouble with Tribbles
The Gamesters of Triskelion
A Piece of the Action
The Immunity Syndrome
A Private Little War
Return to Tomorrow
Patterns of Force
By Any Other Name
The Omega Glory
The Ultimate Computer
Bread and Circuses
Assignment: Earth
Spock's Brain
The Enterprise Incident
The Paradise Syndrome
And the Children Shall Lead
Is There in Truth No Beauty
Specter of the Gun
Day of the Dove
For the World is Hollow and I Have Touched the
Sky
The Tholian Web
Plato's Stepchildren
Wink of an Eye
The Empath
Elaan of Troyius
Whom Gods Destroy
Let That Be Your Last Battlefield
The Mark of Gideon
That Which Survives
The Lights of Zetar
Requiem for Methuselah
The Way to Eden
The Cloud-Minders
The Savage Curtain
All Our Yesterdays
Turnabout Intruder