



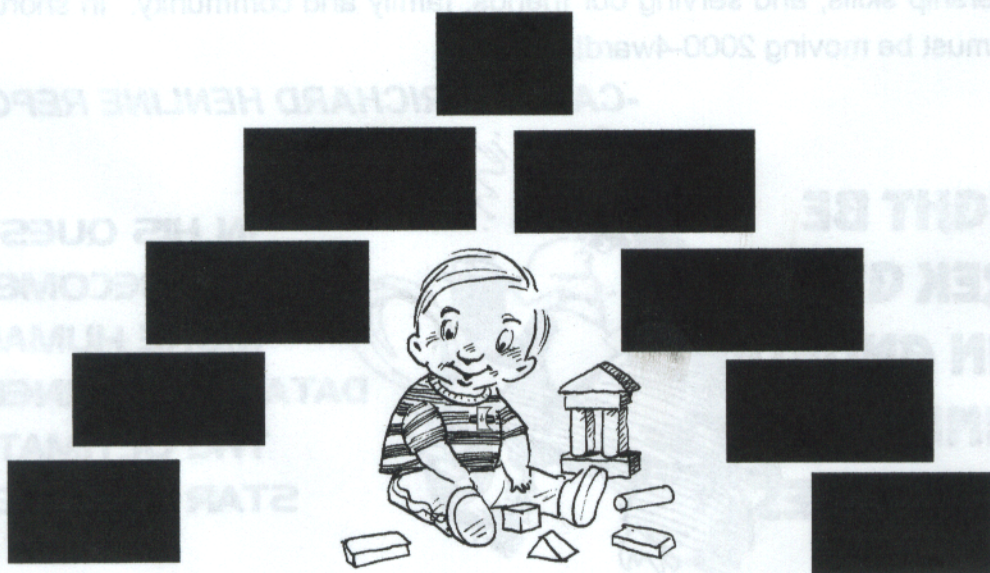
KELLY COMMUNIQUE

Issue #70

Winter 2004

2004

Building The Future Now



LOG ENTRY

CAPTAIN'S LOG: STARDATE 57010.1

A new year is beginning and many changes are coming up. We will soon be expanding our Seventh Fleet family again as a new runabout joins us. Some of crew will be assigned to the new ship and we will miss the close association we have had with them. This is part of life, however, and everyone will find it a learning and growing experience. Our new theme for this year will be 2000-4ward. Our goal is to move forward in many different areas. We still need to determine which areas we want to concentrate on, so we are moving forward, not just letting things happen to us. I would like all members of the crew to be thinking about and planning what they would like to see happen, making concrete goals and figuring out how to fulfill them. This needs to be a concerted effort or it will not be effective. I want to challenge every member of the crew to become more involved in our activities this year. I want everyone to bring a friend, family member or acquaintance into the club. We need people to step up to positions of leadership and responsibility. The *USS KELLY* has a tradition of leading the way in the Star Trek universe and fandom in general. Let's keep it up! Let's get moving 2000-4ward! One of the first things we will be doing this year is the Seventh Fleet Banquet. This is going to be a fun-filled event, with special guest speaker and lots of hoopla. We need to be sure that every crewmember is in attendance at the banquet. Plan to make this the most successful Seventh Fleet Banquet we've ever had. We also have the opportunity later this year to start putting together our own Convention. With some help from an established convention promoter, we can start a new tradition which will keep fan-friendly conventions in the Utah area for many years. And we will be the ones putting it together so that it will be the way we want our convention to be. There are other big things coming up and we need to be prepared. We can do this by actively participating, planning and setting goals, gaining knowledge and leadership skills, and serving our friends, family and community. In short, if we are to be prepared, we must be moving 2000-4ward!

-CAPTAIN RICHARD HENLINE REPORTING-

**YOU MIGHT BE
A STAR TREK GEEK...
IF YOU'RE AN ANDROID
WHO THINKS HE'S
SHERLOCK HOLMES**



**IN HIS QUEST
TO BECOME
MORE HUMAN
DATA HAS TURNED INTO
THE ULTIMATE
STAR TREK GEEK**

EXECUTIVE STRESS

By Lt. Cmdr George Bogler, Executive Officer

This time around I want to stress some protocol. In particular I want to remind everyone that the Kelly is a "pay-as-you-go" club. This means that we do not charge dues. We have our big annual Auction/BBQ and the on-going recycling project to raise funds. Many of our activities are free to our members because we use club funds. However, when we have an activity that requires members to pay an admission or participation fee they are expected to pay if they want to participate. Sometimes this requires having the money in advance. We try to give more than adequate notice when this happens; but there are always some who procrastinate and then want to pay after the deadline. This usually means the club or club officer has to loan the money to avoid losing a group rate or risk not having enough slots for everyone to participate, etc. This is not how the club is supposed to work. Please do not assume the club or any club officer will be your banker.

A second stress point is the Kelly Fun Zone. I hope you had fun with it this past year. I certainly enjoyed giving stuff away at every activity. A complete list of winners follows below.

Finally I want to stress how much the Kelly will miss Cmdr Ruth Burns. She has done more than most people realize for the club over the years. No doubt we will stumble as we try to pick up the pieces. Good Luck with your own ship!

Throughout this issue you will find answers to the question "You might be a Star Trek Geek if....". I have tried to keep submissions from the same person together and to give the person credit in the same space. This was not always possible, but a big Thank You to everyone who contributed.

--Editor

U.S.S. KELLY FUN ZONE WINNERS

Sandi Craig	Jan	Scott Cagle	May	Mike McCreight	Sep
Ruth Burns	Jan	Richard Henline	May	Tara Hatch	Sep
Pat Conrady	Feb	Fred Provoncha	Jun	No Drawing	Oct
Mike McCreight	Feb	Dave Thalmann	Jun	Ruth Burns	Nov
Unknown	Mar	Ticket # 111665*	Jul	Amber Hollinger	Nov
Unknown	Mar	Ticket # 111670*	Jul	Fred Provoncha	Nov
Patti Stone	Apr	Richard Henline	Aug	Don Heller	Nov
Jill Bogler	Apr	Amber Hollinger	Aug	No Drawing	Dec

**These tickets were drawn, but no one has claimed the prizes.*

Visual effects pioneer Howard A. Anderson, Jr who worked with Gene Roddenberry in the early days of Star Trek to create the transporter "beam" and other effects is being recognized with a prestigious industry honor. He will receive the American Society of Cinematographers (ASC) Presidents Award, presented annually for extraordinary contributions to advancing the art of filmmaking.

Anderson's credits include visual effects for hundreds of TV & films, with two Oscar nominations.

Anderson and his brother Darrell began working with Roddenberry in 1964 to create star fields and invent a photographic technique to enhance the illusion of people being "beamed" on and off the Starship Enterprise as well as other effects including matte paintings of alien worlds.



WWW.SCOTTYSSTAR.COM



**Help get James Doohan
his own star on the
Hollywood Walk Of Fame**

James "Scotty" Doohan is the only regular cast member from TOS that does not have his own star on the Hollywood Walk Of Fame. These do not come for free & Jimmy does not want to pay to "pat himself on the back". Therefore his son Chris has organized a campaign to raise the \$15,000.00 cost. Contributions of any amount are being accepted, thanks to the suggestion of Lt. Cmdr George Bogler. The first 30 donations of \$500.00 or more will get to be Jimmy's guests at the ceremony. All donors of \$100.00 or more will be entered into a drawing of 3 autographed director's chairs.

The Kelly is collecting donations to this project until January 31, 2004. You may also donate directly. Send a check or money order to: James Doohan's Hollywood Star/2060 E. Ave. Los Arboles, suite D-163/Thousand Oaks, CA 91362-1376 or use Pay Pal from the project website www.scottysstar.com.

Building The

2004 

Future Now

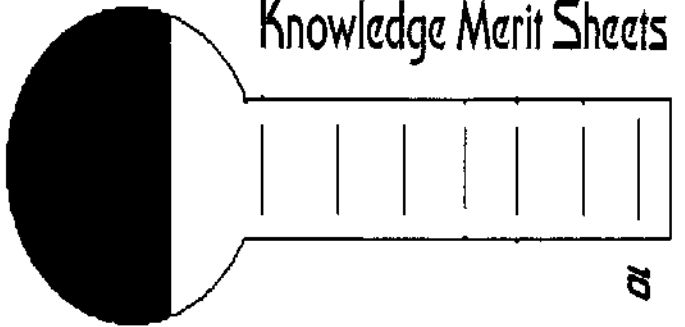
"Two-Thousand Forward" is our club theme for 2004. Every year we have a theme--something that is supposed to focus us on something important. Last year it was "fun". I think we proved that even with smaller, simpler activities (for the most part) we could still have fun. That was important. If we had failed to have fun in 2003 we might not have had a club in 2004. Now however, we face a new challenge. The Kelly will shortly be launching a runabout (club in training). This will siphon off a significant portion of our active members. If we want the Kelly herself to have a future we MUST start building that future NOW to make it happen.

*As you all should know, our club is built on four principles: Knowledge, Participation, Service, and Leadership. It is on these we must still focus. **KNOWLEDGE:** Few of us are expanding our Star Trek knowledge. If we are Star Trek fans we should know some stuff about the genre. If we are members of a Star Trek fan club everyone else expects us to be experts. This is not difficult. The knowledge obtained from watching episodes & movies over & over as well as our Merit Sheets easily sets us up as trivia gods to the masses. Lets all do 10 knowledge merit sheets this year (or the functional equivalent for those who have already completed all or most). **PARTICIPATION:** This is the single most important principle of the club. If we are not attending the activities, associating with fellow trekkers, "walking the walk" what is the point? We hold 10 activities each year. We require you to attend 8 of those to be "active". Lets be 100% active. Make it a specific goal to attend the Slanted Fedora convention (tentatively set for fall). We were one of only 3 cities on last year's tour to exceed the promoters' expectations. **SERVICE:** This means service to each other as well as to the community. Help one another learn trivia, give rides to activities, etc. The Kelly will have at least one group service project in 2004. Plan to be there. In addition you can give blood, recycle, volunteer in the community, or do "random acts of kindness". Give back. **LEADERSHIP:** Let's each suggest an activity and plan it if it gets scheduled (this can carry on into 2005). Let's each bring at least 1 new person to at least 1 activity during the year (remember the Fleet Banquet is not open to outsiders--everything else is).

*These goals are challenging, if only by forcing us to overcome inertia--give us a "kick in our complacency", but well within our capabilities. If they seem daunting, try breaking them down into chunks--1 merit sheet a month is easily accomplished. Do not be afraid to ask for help. Lastly, and very importantly, don't forget to have fun! Watch for the "thermometer charts" at our activities to track our progress. You might want to make your own.

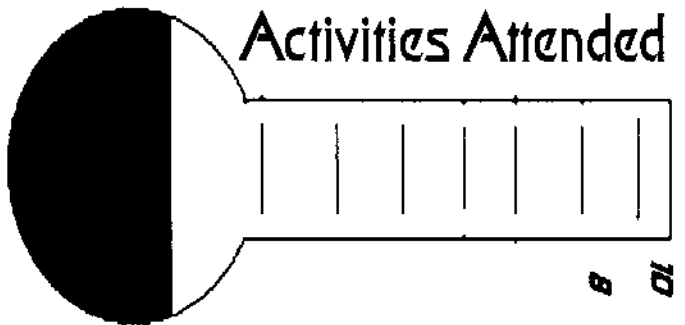
You might be a Star Trek Geek If....you meet these goals (but you'll be proud of the title)!

Knowledge Merit Sheets



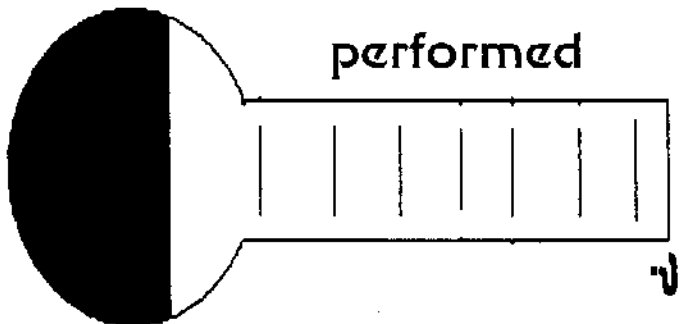
A form for Knowledge Merit Sheets. It features a large black semi-circle on the left and a vertical column of ten horizontal lines on the right for writing. The number '10' is printed at the bottom right of the column.

Activities Attended



A form for Activities Attended. It features a large black semi-circle on the left and a vertical column of ten horizontal lines on the right for writing. The number '10' is printed at the bottom right of the column.

Service Projects & Acts of Kindness performed



A form for Service Projects & Acts of Kindness performed. It features a large black semi-circle on the left and a vertical column of ten horizontal lines on the right for writing. The number '10' is printed at the bottom right of the column.

I proposed an activity.

I have not
proposed an activity.

I attended the 2004
Slanted Fedora
Convention

I did not attend the
2004 Slanted
Fedora Convention

2004

You might be a Trek Geek if you name your two feline pets
Jadzia and Ezri Catz.

You might be a Trek Red Neck if you explain your red neck
by claiming your character is Karrema.

You might be a Star Trek Geek if someone asks you for
change and you ask if they want slips, strips, or bars.

You might be a Star Trek Geek if you can come up with
multiple answers to this question!

George Bogler

Simularor Mission: Captain Ruth J. Burns, Main Log Entry

Crew of the U.S.S. Odyssey:

Captain: Ruth J. Burns
XO/Communications: Tara Hatch
Engineer/Ops: Carl Stark



Helm: Don Hallett
Tactical: Jed Smith
Medical: Charlene Smith

Our mission aboard the U.S.S. Odyssey was to work together with the U.S.S. Voyager on a mission to remove a newly discovered race whose world was being destroyed by asteroids. They had sent out a probe ship with all the possible information they could think of so that their world would not die without someone knowing that they had been there. They had not known whether anyone was "out there", but they hoped that someday someone would find this story of their world.

One of our Federation ships found the probe, interpreted the story and sent out a rescue. Many Federation ships followed the trail of the probe back to their solar system. What they found was a planet that had been bombarded by asteroids four times as their planet went around their sun. The next time was nearing and would probably kill off what was left of the people on that world. What had caused this devastation was a rogue black hole that had entered their solar system, as it passed the asteroid belt it's gravely well brought all the asteroids along with it. Consequently, the rogue black hole had caused all these problems to this planet. It was also pulling matter from the sun into it as well, which was causing the sun to build up to going nova. By the time the Federation got there they found that the planet was nearing the asteroid belt again and would go through another bombardment very soon.

The Odyssey and the Voyager were sent in to save as many beings as possible in the time we had left. What the Odyssey's job involved was transporting the people from the planet to the other ships. We were not big enough to have them aboard our ship. Our transporter was used to get them further away from the devastation as fast as we could.

When we had to go through the asteroids to get near enough to the planet to do our job, we immediately got into trouble, however our tactile officer Jed Smith was able to destroy most of the asteroids that came near us, however, we were damaged quite extensively, even though he is quite a marksman. Then our engineer, Carl Stark, had the very difficult job of repairing what damage was done by the asteroid hits. Of course he is a "miracle worker" and did the job in time to help us with our intended rescue. When we reached the planet we tried to contact the inhabitants, our translation devices were also out and it took Engineer Stark and Communications officer Hatch some very detailed work to get them back in working order. When we were able to communicate with them. We found that the inhabitants of the underground bunkers were the "elite" of the planet. They wanted to be rescued at once, but I told them we still had to get our transporters on line and ready to send them on to the other ship. At that time I cut communications with them and had Ensign Charlene Smith send a probe to the planet to see if there were any life forms on the planet. The "elite" had informed us that there was no one alive above ground. However our probe found that there were many still alive, and we transported them first since they were in the gravest danger. I decided that those underground could wait until we transported the people who were above ground first. This did not please the "elite" people, however, and it caused quite a fight in the shuttle bays of the other ships when they found the "so called unworthy" aboard before them.

It was then that the sun decided to go "nova" and caught all of us in a deadly blow out. Our ship, along with the Voyager was damaged. We had no warp capabilities and Engineer Stark went to work again. The Voyager was extremely damaged--practically nothing was working. We were still able to move at sub light speed however, & Engineer Stark worked quickly to repair the most necessary things to get us out of danger. Consequently, we were able to get Voyager in our tractor beams and pulled them out of the area safely before the sun exploded.



During the whole rescue mission First Officer Tara Hatch was also doing extra duty with communications. She had to run back and forth to keep things going. While we were trying to communicate with the people on the planet she was working on the universal translator so that we could understand each other. Both she and Engineer Stark have been given commendations for the extra work they were required to do during this rescue mission. As a matter of fact the crew performed exceptionally well during these very dangerous circumstances. I wish to thank them for a job well done!!

Captain Ruth J. Burns, signing off.

You Might Be A Star Trek Geek If:

IF YOU GET WET IN YOUR RED SHIRT AND IT FADES ON YOUR NECK! OR YOU COULD BE SOMEONE WHO SWEATS A LOT AND YOUR RED SHIRT TURNS YOUR NECK RED FROM ALL THAT SWEAT RUNNING DOWN YOUR FACE AND UNDERNEATH THE COLLAR OF YOUR RED SHIRT.

IF YOU ARE A TRIGGER HAPPY TACTICAL OFFICER AND SHOOT AT ANY SIGN THAT THE SHIP PASSES BY.

IF ALL YOU HAVE A BUMPER STICKER ON YOUR VEHICLE THAT SAYS..AT WARP NINE....THEY ALL LOOK GREEN TO ME!

Ruth Burns



Your fly swatter has a stun setting.
You slap your chest every time you start a conversation.
You avoid wearing red shirts at all costs.
You say "Energize" every time you stand on a round manhole cover.
Your pat response to anything of interest is to lift one eyebrow and say "Fascinating".
Your boss tells you to take off those silly pointed ears, but you can't because they're surgical implants.
You join the U.S. Navy just so you can serve on the Enterprise.
You send weekly love letters to the actress who played the Green Skinned Orion Slave Girl.
You went to San Francisco to try to bump into Kirk and crew while they were in the 20th Century looking for a whale.
Your college thesis was a Comparison of the Illustrious Careers of T.J. Hooker and Captain Kirk.
You fly into a homicidal rage anytime people say "Star Trek? Isn't that the one with Luke Skywalker?"
You join NASA, hijack a shuttle, and head for the coordinates you calculated for the planet Vulcan.
You say "Make it so" in casual conversation.
You're indignant because the periodic table doesn't include dilithium and tritanium.
You have the ability to use "variable phase inverter" in a sentence without excessive thought first.
The Star Trek theme becomes background music for your dreams.
Your major quote sources for a thesis are Shakespeare, the Bible, and "The Omega Glory."
You keep forgetting that present-day elevators don't have voice interface.
You have actual serious thoughts about buying that \$300 model of the Enterprise from the Franklin Mint.
You lecture a science professor on how transporters work.
You play fizzbin and understand it.
The "Outrageous Okona" seems like a fine piece of writing and dramatic stylistics.
You pay rapt attention during those endless special effects sequences in "Star Trek: The Motion Picture".
You have more than three original episode outlines buried in your drawers.
You walk into a local bar expecting to see Whoopi Goldberg wearing a big hat.
You're going over the alphabet with a kid, and when you reach "Q" you clench your fists.
You see your doctor leave the office, and you shudder thinking that he might disappear.
You think that your entire life is a holographic Romulan trap.
You walk into the barber shop and expect to see a blue man who tells bad jokes cutting someone's hair.
Instead of reaching for your cellular phone, you tap your chest.
You often crash into doors expecting them to open.
You get rid of your TV and build a big room with yellow gridlines.

Scott Armstrong



Station Log: DS 13 aka U.S.S. Magellan Stardate: 57102.5 Admiral George Bogler, Commanding

On the above Stardate I accepted (training) promotion to Admiral and assumed command of the mobile space station DS-13 aka U.S.S. Magellan. The station was put into transport mode and warped to Centris III where we were to serve as an ore processing and cargo distribution hub and to assist in local-area space defense.

A number of robot cargo ships had preceded us to the area. Our first task was to locate them while simultaneously switching from travel mode to stationary mode. While we were engaged in these operations a group of Orion Pirates appeared and managed to board the station. Our lack of familiarity with the systems and abilities of Magellan prevented us from stopping the boarding party before it reached the bridge. The Pirates stormed the main hatch and two others that had been declared off limits. The Bridge Officers were quickly stunned and captured. Fortunately I had taken the precaution of hiding the station's destruct code sheet on my person and it was overlooked when they searched us.

We managed to escape capture, recover our weapons, and re-group in the briefing room connected to the Bridge by a flight of stairs. I sent the Doctor up the stairs, unarmed, to treat any Orion wounded and negotiate with the Pirates. I have put him in for a posthumous citation for bravery. Diplomacy having failed, we resorted to direct action—somehow we would have to storm the Bridge and re-take it. My Strategic Operations Officer, Lt. Cmdr Bob Allen, coordinated this. Plan "A" was to simply re-take the bridge. Plan "B" was submitted by Cmdrs Stephanie Thalmann and Jill Bogler. The environmental control station was nearest to the main hatch. Jill and Stephanie would attempt to reach that station under cover fire and flood the deck with anesthazine gas.

Plan "C" was a bit riskier. Assigned to Magellan is the U.S.S. Ranger, a defiant-class starship; refitted to operate under remote guidance, save for 6 crewmen aboard. In Command was Station Captain Pam Carson; this in addition to her DS 13 duties. Ranger was tasked to patrol duty and had been ordered back to the station at high impulse at the time of the Bridge Crew's capture. If we could not re-take the Bridge in time, Ranger would crash into the station.

After several doomed failures to re-take the Bridge via the main hatch, the Simulator Proctor finally allowed 4 people to use the "off-limits" hatches the Pirates had used. With this 3-prong attack we were finally able to make progress. Up to this point I had been frustrated, wanting to participate in the battle, but having merely to direct it instead. Finally however few of my crew was left to stop me from getting involved. The Proctor wanted someone to attack through the "control room" hatch. I un-holstered my phaser & crept forward before the remaining three of my officers could intervene. Just inside the door was a downed Orion--dead or stunned I neither knew nor cared. I relieved him of his weapon and headed for cover at the edge of the left wing of duty stations. Slowly I worked my way to the top row. There was no resistance. Everyone on the Bridge was down, but I made sure none of the Pirates I passed would have a weapon should they regain consciousness. Upon reaching the top row & proceeding toward my Command Chair I saw my three officers from the briefing room at the main hatch. Convincing them it was reasonably safe to enter, they did so and we secured the bridge. Security was summoned to haul the Orions to the brig, and we were able to stop the Ranger from damaging the station. Unfortunately she was soon after destroyed with all hands fighting Pirate vessels.

Just as we were getting things back to normal the Pirate Leader hailed us and conceded defeat. He refused to surrender and locked his ship's controls into a kamikaze run on Magellan. Although he commanded one tough ship, it was no match for the firepower of a space station.

At this point the simulation ended. The Proctor gave us our debriefing. We had acquitted ourselves well, but only achieved half of our objectives. We stopped the Pirate threat but failed to retrieve & transship the cargo. It was however ascertained that some of our equipment was malfunctioning, probably due to sunspots of all things!

My congratulations to the entire crew; who performed well. However special mention should go to the following:

Captain Pam Carson
Commander Jill Bogler and
Commander Stephanie Thalmann
Lt. Commander Bob Allen

Ensign Fred Provoncha
Doctor Chris McCauliffe
Crewmen 1-6: U.S.S. Ranger

For handling both the Ranger and Station responsibilities.
For devising a creative re-capture plan and volunteering
despite great danger to carry it out.
For coordinating and leading an eventual re-taking of the
bridge without suffering casualties.
For skillful work with malfunctioning probes.
Killed in the line of duty
Killed in the line of duty



You might be a Star Trek Geek/Red Neck if.....You answer your cell phone by flipping it open and saying, "Kirk here."
-- Fred Provoncha

Simulator Mission Debriefing



Krista McCauliff Space Education Center
Date: October 25, 2003
CO: Lt. Tibodin Jay (Capt)

Mission: Voyager
Stardate: 57102.5

Note: Recommend commendations for Lt. Justin Roueviere (XO) of the USS Retributor and guest crewmember, Tiffany Knowell (Conn, Com) for outstanding service to the mission.

Our mission began as an investigation of a strange, unmanned vessel. Within the craft were contained several clues to the inhabitants of an unknown race. Among these artifacts were numerous seed containers, star chart coordinates and most importantly, a video record of the inhabitants and the apparent destruction of their world.

After a mid-mission briefing, we were immediately sent to a remote world with as many Federation ships as could be deployed in such a short time. After reaching our goal, we soon discover that other flotillas had been sent as well...namely the Klingons, the Romulans, and the Ferengi. We had also discovered that a group of "Timers" had arrived as well. We had all arrived just in time to witness the final hours of the planet in question. A rogue black hole had made its way into the solar system, leaving a wake of asteroids in the path of the inhabitant's planet. One final pass and the planet would be destroyed.

We immediately sent out requests to the ambassadors of the other flotillas in hopes that they would be willing to help with the planet-wide evacuation. At first, these requests were all refused. Upon arrival of standard orbit a search for life signs was conducted. We discovered two groupings of individuals, one topside and one down below. After making contact with the underground population, who kindly informed us that they had paid for the privilege of being saved first, we began to evacuate both groups at the same time. We soon discovered that these groups did not get along with each other. After many attempts to pacify both groups, the order was given to stun all of them and sort it out later. Unfortunately, they had a natural resistance to the stun setting on the phasers.

I should also mention that the Ferengi were quite a bit more aggressive then usual during this time. While they are normally simply interested in mere profit, they apparently thought that a profit could be made on our craft. We eventually discovered one of the two agents responsible for stealing components from our bridge. The other was locked on a deck with little or no life support and kept there until the mission was over.

Following the near complete evacuation of both sets of inhabitants and an interesting ride through the newly created asteroid belt, we "high tailed it" out of there. We, along with the remaining members of our fleet, barely escaped from the decaying planet. It must be noted at this time that several of our ships did not make the journey safely and their presence will be missed. The "Timers" also did not make the trip back from the edge of the event horizon, besides many warnings for them to leave.

At this point, the discovery was made that our life support systems were too strained to support the new arrivals. To no avail, we tried once again to stun the battling factions of new refugees. At long last, our Political Advisor, Trill Ambassador Nona, convinced the Romulan captain to take our "guests" on to their vessel. As an act of good faith, a message was sent to Starbase 12, informing the Commanding Officer there that the Romulans were on their way and should be treated with the utmost respect and honor (but to be on their guard, just in case).

Overall, the mission was a great learning experience and I am excited to engage in the next mission simulation.

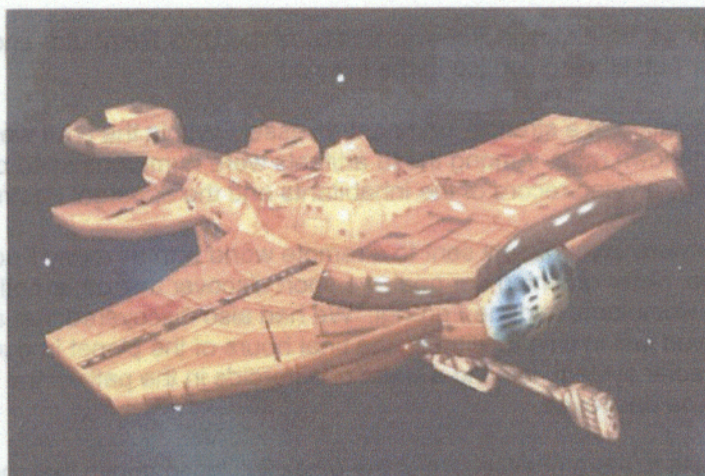
You Might Be A Star Trek Geek If:

Wah Ming Chang, an Oscar-winning animator passed away Dec 22 at age 86. Chang's first contribution to *Star Trek* came when he designed the heads of the Talosians. Later he lent his talents to co-creating the false Balok, the Salt Vampire, & the Gorn.

But perhaps his most profound contributions to the show were props - the flip-open Communicators and Dr. McCoy's medical tricorder.

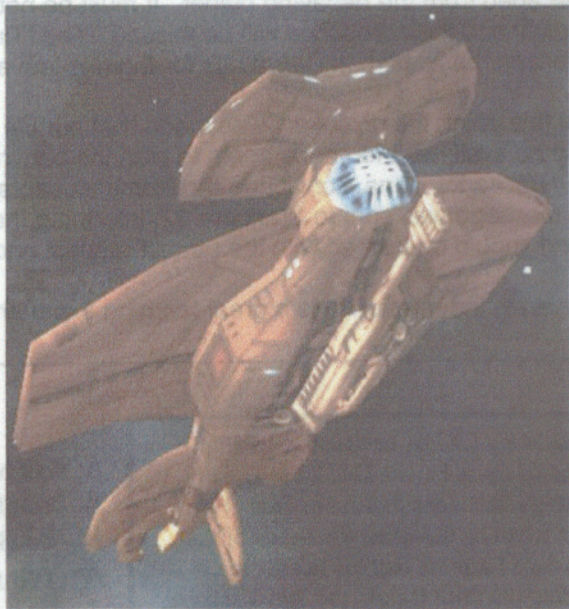
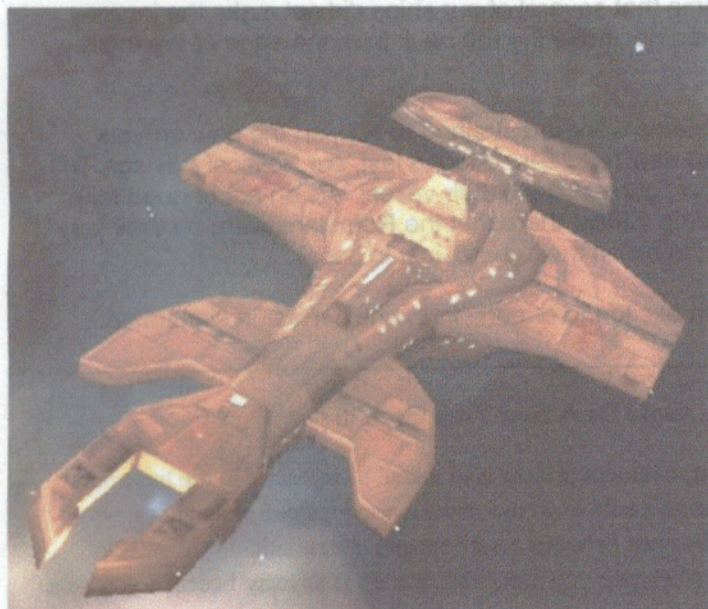
- ♣ Your next home improvement project is to install a Holo-suite in the basement.
- ♣ You feel that wearing a tribble would make a good fashion statement
- ♣ You know the difference between a bat'leth and a mek'leth
- ♣ You get nervous whenever you wear red (but do it anyway because you're a UTE fan).
- ♣ You know what really happened at Roswell in 1947.
- ♣ You consistently use the phrases, "Engage" or "Make it so" more than once a week.
- ♣ You've ever cried because your child opened the packaging on your "toy".
- ♣ You know how to correctly perform the "Picard Maneuver".

KULINOR-CLASS ASSAULT SHIP

**Kulinor-Class Assault Ship**

The Kulinor is a relatively new addition to the Cardassian navy, construction began in 2360 shortly before the armistice was signed between the Cardassian and Federation governments.

The Kulinor Class was used throughout the Dominion War as a planetary assault ship. A massive pulse phaser canon is mounted on the ventral surface of the Kulinor, which is used to bring down planetary shield systems prior to planetary landings. The ship is also armed with eight spiral-spiral wave disrupter cannons and four torpedo tubes.



CARDASSIAN UNION

By Admiral Dennis Hollinger

STAMP PROJECT NEWSLETTER

August 2003

It's monsoon season now in India and Nepal, so it's time for another "annual report" on the Stamp Project. (The monsoon is a three-month period during which 90% of the total annual rainfall arrives – that means steady, heavy rain for anywhere from 10 to 24 hours every day. The arrival of the rains is preceded by a month of dry, blazing heat, during which time not much farming can be done; in the last month of the monsoon, farmers begin plowing the fields in preparation for the next crop. So there's a period of about three months every year when the farmers with no access to irrigation pumps can't do much, and the heavy rain pretty much discourages travel off the main roads, as well. At the hospital in Kasganj, India, the patient census usually rises at this time as hard-working farm families finally have time to seek treatment of chronic conditions; in Nepal, the teams that travel to remote villages to provide immunizations are grounded, and focus their efforts on training and support of clinics in the cities and larger towns. And our contacts in India and Nepal also use this time to send me reports on their work and suggestions for future projects for the Stamp Project to support.

The Stamp Project began over 30 years ago, and has grown from a small heap of stamps on one corner of my kitchen table to a "monster" that now occupies an entire corner of my living room; last year we raised more than \$30,000 from the sale of the used stamps you send me. The four types of activities we support now include:

- Funding of tuberculosis treatment beds in hospitals in Kasganj, India (now 12 TB-beds) and Kathmandu, Nepal (now 10 TB-beds): our funds permit these hospitals to offer in-patient treatment at no cost or minimal cost to patients who would otherwise be unable to afford the closely supervised initial treatment required to inactivate their disease (and thus protect others – especially children – from contracting TB); we plan to increase this support to 15 beds in Kasganj and 12 in Kathmandu for the coming year
- Major support for the costs of porters, pack animals, and kerosene to power the refrigerated vaccine boxes for mobile immunization teams in Nepal: this extra funding enables these teams (who receive only salaries and vaccines from the financially-strapped Nepali government) to immunize children against 6 major diseases and pregnant women against tetanus in remote mountain villages
- Supplying a range of audiovisual aids (filmstrips and projectors, wallcharts, simple anatomical models) to the Health Education Center at the hospital in Kasganj, India: these aids greatly improve the Center's ability to provide instruction on better health and prevention of disease to hospital visitors and to residents of nearby villages
- Support (supplies and transportation costs) for two "volunteer grandmothers" (one each in Kasganj and Kathmandu): these older women travel to surrounding towns and villages to demonstrate the preparation of oral rehydration solution (ORS) in the home; this is highly effective in preventing infant and child mortality from diarrhea; we plan to increase this support to include two additional "grandmothers" at each site

My contacts in India and Nepal tell me that all these programs are making significant impacts on the health of the target populations, and ask us to continue to support these activities, and to expand them, as noted above. Although the hospitals in India and Kasganj were headed by foreigners (one American, one Brit) when I first made their acquaintance, those expatriates have now retired, and the heads of the hospitals are now Indian or Nepali, respectively. They are highly qualified and very sensible people who know how best to use their limited resources, and I have full confidence in them all. (There is a significant advantage in their being indigenous, since they thus avoid the suspicion of local people and officials that they might have some ulterior motive in being there, and they are not subject to expulsion on such grounds.)

In this newsletter, I'm going to tell you about Nepal – while India gets occasional coverage in the US media, Nepal very seldom does; it's important to understand how these two nations are alike, and how they differ.

NEPAL -- The Hidden Kingdom

Physically, Nepal is a small nation (about the same size as the states of Iowa or Arkansas), located just north of central India. Its southern border consists of Himalayan foothills (about as high as the Sierras in California); then there is a narrow, fertile valley running east-west, which contains most of Nepal's towns and population; and its northern border rises again into the Himalayas, and contains 8 of the 10 highest mountain peaks in the world (including Mount Everest). Nepal's population of 23 million is about the same as that of Afghanistan, North Korea, or Iraq (which are also nations with small habitable areas). Nepal is the world's only officially Hindu nation; the population is about 75% Hindu and 16% Buddhist (these are mostly due to large numbers of refugees from Tibet), with smaller numbers of Muslims, Christians and Sikhs. Although Nepal was never really "conquered" by the British as part of their Indian empire, British diplomats (called "residents") lived in the capital, Kathmandu, and exercised considerable "leverage" from there from 1816 to 1923, when Britain recognized Nepal's independence. From 1846 to 1951, the Rana family (who were indigenous Nepalis) served as premiers of Nepal; in 1951, the indigenous Shah family (which had unified the country in 1768, and has served as the royal family ever since) took over all power, and proclaimed a constitutional monarchy without political parties. The monarchy made good strides toward developing this "backward" agricultural society, and managed to get along with both India and China despite rising tensions between these two huge neighbors. Tourism, timber products and a nascent mining industry earn foreign exchange, as do the overseas remittances by Gurkhas (members of one tribe in Nepal, who serve all over Asia as police and security forces). As Nepal's isolation from the rest of the world decreased, civil unrest at the monarchy's power grew, until in 1990 political parties were allowed to be formed, and multiparty elections were held. These resulted in a succession of short-lived coalition governments until the Congress Party formed a majority government in 2000. Since 1996, indigenous Maoist extremists have conducted anti-government and anti-monarchy terrorist campaigns; since about 2000, Indian right-wing Hindu extremists have also begun operating in Nepal, hoping to "purify" this "Hindu stronghold" by expelling all non-Hindus from Nepal. The Nepali monarchy has continued to try to keep things on an even keel, though hampered by endemic poverty and widespread official corruption, as well as by laws forbidding "proselytization" of Hindus by those of other faiths. On June 1, 2001, the heir apparent to the royal family assassinated his father, the king, as well as eight other members of the royal family, then killed himself; the king's brother then assumed the kingship. This new king lacks the stature and popularity of his predecessor; he is seen as a "hard-liner" who is less committed to democracy and to the constitutional guarantees of freedom of religion. The Maoist and right-wing Hindu extremists have intensified their anti-government attacks in the past few years, and the economically important tourist trade has suffered, as a result.

Fortunately, our contacts in Nepal are all Nepalis (rather than foreigners); most are Christians, but they are careful not to do anything that might be construed as "proselytizing" the people they serve (who are predominantly Hindu). So far, they have escaped notice by those who want to eradicate non-Hindus, and their major concerns are the difficulties in getting supplies for their programs and in traveling to remote areas to conduct immunization clinics.

So the Stamp Project will continue to support our four main activities, with increases in the TB-treatment beds and "volunteer grandmother" programs as noted above.

Some of you have written to ask whether you should "bother" to collect "ordinary" US stamps -- yes, yes, please do! When you send stamps to me, I sort them into "foreign," "special US" and "ordinary US" piles. The "foreign" and "special US" stamps are bought individually by our jobber; the "ordinary US" stamps are bought by the gram, so that every stamp that adds to the total weight is important. (Remember, the jobber sells these stamps to collectors all over the world, so that stamps that seem "ordinary" to us may not seem so to them.) Keep spreading the word about the Stamp Project, and keep those stamps coming. Please ask for a copy of the "How to Send Stamps" sheet if you need one, and remember to ask me if someone wills you an old stamp collection that you don't want. And do contact me with your comments, questions, suggestions -- you may write, or call me at (707) 557-7703 (there is an answering machine).

Linda Streeter, THE STAMP PROJECT, 340 Carter Street #2, Vallejo, CA 94590-3739

*The Stamp Project continues to live well and prosper -
I hope the 5 feels the same!*



Incoming Transmissions

Lt. Commander Akiela Xal, Acting Communications Chief
(aka Stephanie Thalmann)



Thought that I'd try something a little different this issue. Since every Starfleet officer may at some point in his or her career be called upon to man the Communications station I figured that it was high time that we began with some simple decoding skills.

Let's start with some simple displacement codes. For example the command "*Make it so.*" Would look like "Nblf ju tp." With a displacement of one degree. A two degree displacement would look like "Ocmg kv uq." And so on... These are rather simple and even the Kazon would probably be able to break these in relatively short order.

Let's try a few longer statements with varying displacements. (Wherever there is a skipped line, the code will change.)

"Ncz'n v wzvpoapg gvyt viy rz gjqz czm." (To get you started on this one, V = A)

"Mu te dej ijqdt qbedu"

"Qeb RPP Hbiiv, x cxjfv lc qobhhbop."

Ok, now that we've had some practice with simple displacement codes, let's try a few easy substitution codes. In codes such as these, one letter is exchanged for another, but not necessarily in sequential order. For example, the letter Q in the coded message may represent the letter A once decoded, but it does not necessarily follow that R will represent the letter B. Let's give it a try with these famous Star Trek quotes (and who said them), and see how we do... To make these a little easier, every other new quote will be a different substitution..

"Cp fay hqlk q hqb Q'ee zcdw fay alw!" – tqnab scbq lwbfr

"C't q majkab lak q gbcjseqbwb!" – Mb. Ewalqbm TjJaf

"Upwntfqqx yxpfcnhl, egpop'y hv fttvkhenhl bvo efyep." Wo. Xgqod

"Qe. Wfd fop pnegpo erv gkhwopw spfoy vqwpw egfh N fu vo fmvke egp yfup flp fy us lopfe-lofhwwfklgepo." -- Mfzvofh fonnepo ev Zfwjnf Wfd

Hope you had fun, and we'll see you decoding those messages soon.

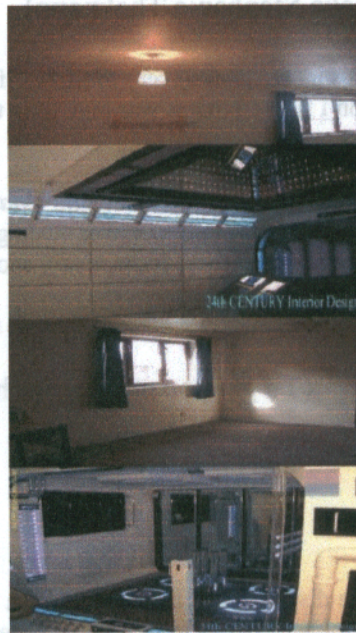
You Might Be A Star Trek Geek If:

1. You can describe in detail how the transporter system works.
2. You spent more time in school reading Star Trek novels than your textbooks
3. You routinely use the phrase "I'm a doctor, not a ..."
4. You can answer any trivia question your friends throw at you.
5. You own more than one uniform.
6. You have spoken to anyone in Klingon... ever.
7. You spend more time watching Star Trek than any other TV show.
8. You can recite any scene from any movie or episode by heart.
9. You know the registry numbers of more than five starships.
10. You have corrected anyone's pronunciation of the word d-a-t-a.
11. You have ever worked at a Star Trek movie promotion.
12. You know who said, "I am not a merry man."
13. You know that Klingons always had ridges.
14. Temporal mechanics gives you a headache!

SHORE QUARTERS

Contributed by Brent Nielson

Tony Alleyne of London, England transformed his ordinary condo into a Star Trek living environment, and then started his own business doing the same type of thing for others. The condo now boasts console panels, voice activated lighting, and a life-sized transporter chamber. The project took nine years to complete and cost undisclosed thousands of dollars and man-hours; but brought Tony out of a deep depression. Now it is for sale to the highest bidder on E-Bay and Alleyne is swamped with requests to remodel homes all over the U.S.

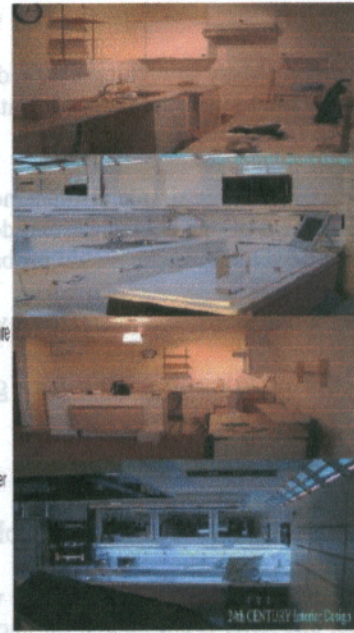


<<Before

<<After

<<The BRIG area before

<<The BRIG area after



<<The BRIG area before

<<The BRIG area after

<<Before

<<After

For the complete story and

more pictures go to:

<http://www.techtv.com/news/culture/story/0,24195,3445335,00.html>

(this news story originally appeared on Tech TV and their website)

INTERIOR (before & after)

www.24thcid.com

NEW DOCKING BAY

Contributed by Richard Henline & George Bogler

The Smithsonian Institution has opened a new state-of-the-art museum to house the prototype Space Shuttle ENTERPRISE. The Steven F. Udvar-Hazy Center (under the auspices of the National Air & Space Museum) was constructed adjacent to Dulles Intl Airport in the Washington DC area. In addition to the Enterprise it will house an SR 71 "Blackbird" spy plane, a de Havilland "Chipmunk" acrobatic plane, Mercury capsules, and The Enola Gay, as well as other planes, space equipment, and parts for these.

<http://www.nasm.si.edu/udvarhazy/>



The Space Shuttle ENTERPRISE enters it's hanger at the museum



STARGAZING

(Fallen Stars)

Actress Kellie Waymire, fondly remembered as Ensign Elizabeth Cutler from the first season of Enterprise, passed away Nov 13 at her home. The cause of death is listed as natural causes, with no further explanation. Kellie also appeared in the VOY episode "Muse" as Layna/Seven of Nine.

Waymire had been performing in the play "Kate Crackernuts," playing one of the leads, Anne. The cast and crew of the show dedicated the production to her.

Waymire held a Bachelor of Fine Arts from Southern Methodist University and a Masters of Fine Arts from University of California--San Diego. She had several film, TV, and theatre credits.

Kellie talked fondly of her experiences working on Star Trek and held the cast and crew in high regard. "Everybody was so warm and inviting, I really felt like I was part of the cast," she said in a 2002 interview with STARTREK.COM, from whom much of this material was taken.

In his Nov. 19 chat on STARTREK.COM, Enterprise star Scott Bakula said, "The entire cast, crew, and staff of Enterprise was deeply saddened... She was a beautiful, talented, and gifted young lady. She had a beautiful spirit and we all deeply miss her. We've lost a shining star in the Enterprise family." She truly will be missed



Two distinguished Trek alums - actor Kay E. Kuter and writer Margaret Armen have both passed away.

Kuter, remembered for his long-running role as "Newt Kiley" on Green Acres and Petticoat Junction, is known to Trek fans as "The Sirah" in DS9's "The Storyteller" and a "Cytherian" in TNG's "The Nth Degree." Kuter died November 12 of pulmonary complications. He was 78.

Kuter was the son of motion picture art director Leo "K" Kuter and silent screen actress Evelyn Edler. Over the course of five decades, Kuter appeared in hundreds of TV shows, plays, movies. He was also a director for the stage, voiced the Hershey's Kisses commercials and penned a biography about his father entitled "Picture Perfect World."

Margaret Armen wrote two TOS episodes, "The Gamemasters of Triskelion," and "The Paradise Syndrome" and provided the teleplay for another, "The Cloud Minders." She also penned "The Lorelai Signal" and "The Ambergris Element" for TAS. She died November 10 of heart failure. She was 82.

Armen was one of the first successful female television writers. In addition to her work on Trek, she penned episodes of such series as "The Big Valley" and "The Rifleman." Born in Washington D.C., Armen was the daughter of a naval officer and traveled extensively as a child. She graduated from UCLA and began her writing career with Dick Powell's Zane Grey Theater. She later scripted such shows as Barnaby Jones and Land of the Lost. Armen was also a noted writer of Western novels.



Madlyn Rhue — who played Lt. Maria McGivers, the Enterprise historian who fell in love with Khan in the Original Series episode "Space Seed" — is being remembered for her long career as a television character actress and her battle with multiple sclerosis.

Rhue died Dec 16 at the age of 68 after a bout with pneumonia at the Motion Picture and Television Fund hospital in Woodland Hills, where she had been receiving full-time care since 1998, according to the Los Angeles Times. She had a recurring role as a librarian on "Murder She Wrote" during her latter years.

Birthdays & Personal Events



January

- 04 Kimber Brasher
- 08 Crystal Smith
- 10 Mike Nation
- 22 Nada Linnarz



February

- 01 Mike Read
- 03 Dennis & Rhonda Hollinger Wedding Anniversary
- 08 Kathy Park
- 20 Ashley Burton



March

- 04 Justin Rouviere
- 06 Matt Keener
- 09 Christy Thorsen
- 09 U.S.S. Ticonderoga Christening Anniversary (8)
- 18 Bill Craig
- 18 Scott Cagle
- 21 Ted Wentz
- 22 Julian Ramos (5)
- 29 George & Jill Bogler Wedding Anniversary



Congratulations To Bill Craig On His Engagement To Be Married

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The Kelly Communique welcomes articles, stories, and art from all crewmembers. Submissions for the *SPring* 2004 Edition (#71) are due: March 1 to a member of the Command Staff

We reserve the right to edit all submissions to fit our space

IMPORTANT DATES:

- 01 Jan New Years Day
- 06 Jan Aron Eisenberg's Birthday
- 07 Jan Mark Allen Shepherd's Birthday
- 10 Jan Fleet Banquet (Official Activity)
- 12 Jan Kirstie Alley's Birthday
- 20 Jan DeForest Kelley's Birth Anniversary (84)
- 27 Jan James Cromwell's Birthday
- 02 Feb Groundhog Day
- 02 Feb Brent Spiner's Birthday
- 08 Feb Ethan Phillips' Birthday
- 12 Feb Abraham Lincoln's Birthday
- 14 Feb Valentines' Day
- 14 Feb Andew Robinson's Birthday
- 14 Feb Dinosaur Activity with Ticonderoga & Alioth
- 16 Feb LeVar Burton's Birthday
- 17 Feb Michelle Forbes Birthday
- 22 Feb Jeri Ryan's Birthday
- 23 Feb Majel Barrett Roddenberry's Birthday
- 26 Feb Chase Masterson's Birthday
- 29 Feb Sadie Hawkins Day (Leap Day)
- 03 Mar James Doohan's Birthday (84)
- 05 Mar Jolene Blalock's Birthday
- 17 Mar St. Patrick's Day
- 18 Mar J.G. Herzler's Birthday
- 19 Mar Connor Trineer's Birthday
- 20 Mar Spring Begins
- 20 Mar John DeLancie's Birthday
- 22 Mar William Shatner's Birthday
- 26 Mar Leonard Nimoy's Birthday
- 26-28 Mar Grand Slam (Creation) Convention
- 29 Mar Marina Sirtis' Birthday

Starfest

April 16-18 Denver CO

**I-Sci-Fi every Thursday 7-9 pm
with Capn T-Rex Rouviere
www.i-sci-fi.com**