

VOLUME 2 NUMBER 1

FEBRUARY, 1991

# THE WRIGHT STUFF

THE OFFICIAL NEWSLETTER OF THE U.S.S. KITTY HAWK NCC 1659





U.S.S.  
KITTY HAWK  
NCC-1659  
RALEIGH, N. C.

# THE WRIGHT STUFF

VOLUME 2 NO. 1

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# THE WRIGHT STUFF

VOLUME 2

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# A VIEW FROM THE CATBIRD'S SEAT

By J. R. FISHER

As I am writing this article, the ground war in the gulf has just begun. With all that we put our energy into, in our normal lives here in the States, it is hard to comprehend that on that side of the world Armageddon may have begun. Some of our friends, family, and loved ones will be fighting and very possibly dying in what may be one of the most significant battles in the history of the world. Our efforts at peace, ecology, and helping our fellow man must pause to reflect on what is happening there.

It is our fervent hope and prayer that this conflict will be a short one with a minimum of casualties on both sides; but one which will achieve all of the goals of the United Nations resolutions resulting in a long and lasting peace and stability in that region of the world, such that they have never before enjoyed.

No matter what your feeling about this war, the die is cast and it is time to become as one and support our men and women as never before. There should never be another Vietnam. So write to them, praise them, wave the flag, and support them in any way you can. Let up hope that everyone we know will come home, alive and well.

By the time you are reading this, situations in the world may be totally different; so let us, with difficulty, address those issues which you have come to expect in this section.

On March 2, weather permitting, we will clean our section of highway in the morning. That afternoon, from 1:30 to 4:30 P.M., we will assist the people at PBS with their telethon. Uniforms and costumes have been disallowed this year. Finally, at 6 P.M., we will have our meeting at the Fisher residence, followed by a little STAR TREK watching.

We have approximately 47 new people on the Kitty Hawk in various degrees of participation. We are engaged in an ongoing television production that requires the input and participation of many more people than we have thus far

enjoyed. If you have any ideas or wish to lend a hand in the production, please step forward. We recently had a bowling party, actually two, which turned out to be very pleasant. Thanks to our recreation officer for setting these up. If you are interested in further activities of this kind, please contact Larry.

March is going to be a very busy month for most of us. The 1st, 2nd, and 3rd is Fan Out in Baltimore. On the 9th and 10th, we have a Creation Con here in Raleigh, and though we won't be there as a group, we obviously will have a large number of our membership in attendance. The following weekend is a convention in Greensboro, Lepri-Con. Not much is known about this convention. It is the old Stellar Con and is on the campus of UNC-G.

Finally, we get to TRI-CON. On March 22, 23, and 24, the gaming society at N.C. State is holding a convention on the campus in the Winston-Link complex. There will be gaming 24 hours a day, authors, discussions, an art room and auction, S.C.A., and five continuous video rooms. The Kitty Hawk is going to run the Star Trek video room and do recruiting. We are asked to wear Star Trek uniforms as much as possible. If you are interested in working the video room or volunteering for security duty, you can acquire free admission. Please check with me for details. We will be showing classic Trek, animation, the movies, and Next Generation tapes. Tri-Con is putting a lot of effort and planning into this convention and it should be better than those in the past. You can insure this with your support and participation. Use this opportunity to learn more about the operation of a convention. STARFLEET has become a prized commodity at conventions. So, we have an obligation to be a positive force at any convention we attend either as individuals or as a chapter. We have

a chance to enhance our standing in our community and among our peers.

The coming months will be equally busy at times. Each of us has obligations in the real world which will dictate how much time and energy we can spend on our hobby. Please respect the decisions of others as to their degree of participation in Kitty Hawk activities.

You should take note of the cover of this issue. The artwork is by our newest member, Kate Lebherz. She came to my rescue, time wise, by doing this on very short notice. With some possible alterations, this will be the design for the Kitty Hawk patch. We hope you will look at some of Kate's other work as she is quite good and we hope to feature more of her efforts in the future. In a similar vein, we remind you that if you are interested in Star Trek uniforms, Kathy Forvendel is offering quality uniforms at a fair price.

We usually wind up our column with a nice little speech about people having the Wright Stuff. Obviously, this time, there are half-a-million Americans and other nationalities who have the Wright Stuff and are displaying it. It is time we all had THE WRIGHT STUFF. Never has it been more important, nor has our motto been more appropriate.

## ESSE QUAM VIDERI

# FIRST OFFICER'S LOG

By Teresa Tuel

With the arrival of spring, the cons are springing up like wildflowers. There will be several in the area over the next few months. The conventions can be as varied as the guest stars in terms of organization and programming. The larger cons offer more programming and a larger dealers' room; however, as at Octobertrek, you may not be able to get an autograph. A one day con may give you a better chance at obtaining an

autograph, but there may be less programming and crowded dealers' room. So, if your budget/free time is limited, you might want to consider what is important to you in terms of what you want/expect at the convention. From personal experience, the larger the con (especially the ones at Hunt Valley, Maryland), the less likely you are to get an autograph from the guest star. Unfortunately, more and more people

are attending cons, resulting in crowded conditions and very long autograph lines. Also, some stars are limiting the amount of time they will sign autographs. If you attend cons for programming, dealers' room, ten forward, and catching up with old friends, then any con will probably be sufficient. If a certain autograph is needed for your collection, be prepared for missing a guest's talk in order to "campout" in the autograph line.

# MISSION REPORT

By Lynette Crowley

SCI-CON 12 was a bold adventure for a planetside Ensign. The planet's Ruler Premier WILMA would not let me leave at 2100 hours Saturday. No!!! Instead I had to leave at 500 hours Sunday. Well I arrived at 900 hours only to learn that the inhabitants had partied until 400 hours and would not be active until 1000 hours. By the way, the Con was held in Virginia Beach, Va., Nov. 2-4, 1990.

Hey! The Con was enjoyable. The Art Room was full of fascinating things. Some of the art was created from glass, sand, a mixture of both, wood and glass carvings, traditional paint and brush style, and posters. The art work ranged from \$10 to \$7000 minimum bid. At that point, I needed air. There are a lot of wonderful artists out there who have some beautiful and enchanting fantasies.

The dealers' room was mid-sized and not too crowded. Overall, I liked it. I did buy a few items the best of which was the ST:TNG Communique Pin. The EPI-LOG magazine was a disappointment. There were no photos of Dr. Polaski's Vulcan assistant from the Shoizoid Man and Troi's child in The Child episode. No photos of the female Romulan and only three photos of the animated ST, plus Buck Rogers was missing Hawk and Princess Ardala.

They had two video rooms, one with Japanese Animation which was nice. I saw a little of the Legend of Galactic Heroes. The other room showed a variety of shows. I saw a little of Monty Python and the Holy Grail and a Heavy Metal Animation. There was no one there that I wanted to get an autograph from. Maybe next time.

There was some gaming going on, but I didn't feel like coming in on the tail end of things. I saw some gamers building their model towns and cities from the ground up. One of these was in front of the dealers' room. Many battles were won and lost there. Hey!!!! There were a lot of Colonel Ironhorse fans. Yes!! Yes!

The panels were ok. I didn't care for Robinson on New British SF. But Alienating Yourself: Robinson, Wold, Doran and Duffy was great. The WRITERS' TOPICS: Having a tolerance for others, Studying Psychology, The SF Attitude, Open Your Mind, and Writers' Workshop, Imagining Yourself in Someone Else's Skin (the blind, the deaf, the opposite sex, or someone from another country), Doing Something That Makes No Sense and Writing About It (walking on your hands most of the day and eating/talking

this way; write this experience down), Look Like a Cat and Act Like a Bird. Hey----it worked. Premier WILMA has given me a one year subscription to WRITER'S DIGEST.

I search through the stars  
Seeking the unknown worlds  
Restless for contact  
Yet peaceful in the search.  
I am content with my life.

At times I wish for more,  
Perhaps a family  
To call my own,  
A quiet life like others,  
A peaceful existence.

But there is a fire  
Burning deep within me  
To know what lies ahead.  
To go where others have not.  
My strongest desire is the stars.

And I have the family  
Of my secret dreams.  
The souls of my shipmates.  
Friends, family and home  
Was given to me with command.

From The Captain of the Enterprise  
Star Date Circa

## CON BUSINESS

By Kristen Schlicht

Well Trek-A-Rama went off on January 20 in Raleigh. To say it didn't have many glitches would be an understatement. This was one of the most poorly organized one day events I have ever attended. Marina Sirtis was the main (and only) attraction. This was the third time I had seen her and, as usual, she was great. Unfortunately, I didn't get to see her do her presentation, but I did hear her. The crowd was immense to say the least. I worked as crowd control with Kevin, Carey, Larry, and J.R. A very enjoyable experience. Ha.

There was a dealers' room available. I was not impressed. A new item of note: An Electronic Press Kit. A obvious bootleg but pretty cool because there is an interview with Brent Spiner without his make up. Larry bought a copy so I'll make a dub of it (don't tell the FCC).

The crowd got pretty ugly when they found out the admission, what they got for it and that they wouldn't get to see Marina's talk. I would estimate that a third of the people turned away saying rude things. I also heard a rumor that some people were outside the hotel trying to convince others not to go in.

I heard that the organizer made a profit so there will be more of them. I just hope it is better organized. I'm glad I didn't have to pay for it. It wasn't worth the \$10.

## MIX AND MATCH ANSWERS

By Lynette Crowley

1. Q . . . . . John de Lancie
2. Fereni . . . . . Daimon Goss
3. Devinoni Ral . . . . . One Quarter Breed
4. Sovereign Marouk . . . . . The Planet's Ruler
5. Cat . . . . . Patches
6. Roga Danar . . . . . The Hunted
7. Hormi Cluster . . . . . Hideout
8. Setal . . . . . The Defector
9. Leyor . . . . . A Caldonian
10. Mendoza . . . . . Federation Negotiator
11. Barzan Wormhole . . . . . Every 233 Minutes
12. Lwaxana . . . . . Problematic Woman
13. Barzan . . . . . Premier Bhavani
14. Colm Meaney . . . . . O'Brien
15. Daniel Davis . . . . . Moriarty
16. Who is the Great Bird of the Galaxy?  
Gene Roddenberry
17. Dr. Smith          Jonathan Harris    Lost in Space

## DOING THE CON THING AGAIN

By Pat Heinske

STARDATE 9101.20 - We are visiting the "Trek-A-Thon" (what a name... Jeesh!) in Raleigh, N.C. to see Marina Sirtis. Despite the short time allotted for the convention (6 hours), it had what I go to a convention for - a dealers' room, and a great guest star. We went to the Trek-A-Thon in Charlotte the day before, and Marina was a lot of fun both days. I believe she has just edged Denise Crosby out of first place in my book, but it is really close. I am looking forward to doing more cons of this type, and with a little prior planning, I'm sure the Kitty Hawk can put on a fantastic convention.

# LOOKING FOR A *STAR TREK* UNIFORM?

CALL KATHY FORVENDEL  
919-380-9218

# KITTY HAWK CLASS XIV CRUISER

By John M. Troan

Another month, another article. It seems like I just wrote one last week! I think this is because time REALLY flies for students, especially vacation time. Recently, I have been working with Pat, our Chief Engineer, in trying to come up with a Kitty Hawk Class Cruiser for the starship combat simulator. After a few tests were conducted and a few threats made, I finally found something that I'm happy with (it may still change):

## Construction Data:

Model Number . . . . . Mk I  
Date Entering Service . . . . . TBA  
Number Constructed . . . . . 1 so far

## Hull Data:

Superstructure Points . . . . . 49  
Damage Chart . . . . . C  
Size  
Length . . . . . 325m  
Width . . . . . 148m  
Height . . . . . 77m  
Weight . . . . . 251.755mt

## Cargo:

Cargo Units . . . . . 525  
Cargo Capacity . . . . . 26.250mt  
Landing Capability . . . . . None

## Equipment Data:

Control Computer Type . . . . . M-8  
Transporters  
Standard 6-person . . . . . 8  
Emergency 22-person . . . . . 6  
Large Cargo . . . . . 2  
Small Cargo . . . . . 4  
Cloaking Device Type . . . . . FCE  
Power to Energize . . . . . 45

## Other Data:

Crew . . . . . 450  
Passengers . . . . . 80  
Shuttlecraft . . . . . 16

## Engines and Power Data:

Total Power Units Available . . . . . 136  
Movement Point Ratio . . . . . 6/1  
Warp Engine Type . . . . . FIWA-1  
Number . . . . . 2  
Power Units Available . . . . . 48  
Stress Charts . . . . . D/F  
Maximum Safe Cruising Speed . . . . . Warp 12  
Emergency Speed . . . . . Warp 14  
Impulse Engine Type . . . . . FIH-1  
Power Units Available . . . . . 40

## Weapons and Firing Data:

Beam Weapon Type . . . . . FH-11a  
Number . . . . . 3 with 1 bank of 2

Firing Arcs . . . . . 300° Collimator  
Arc p/f/s, 2a

Firing Chart . . . . . Y

Maximum Power . . . . . 14

## Damage Modifiers

+3 . . . . . ( 1-12)

+2 . . . . . (13-20)

+1 . . . . . (21-24)

Missile Weapon Type . . . . . FP-8  
Number . . . . . 3

Firing Arcs . . . . . 2f, 1a

Firing Chart . . . . . T

Power to Arm . . . . . 1

Damage . . . . . 25

## Shields Data:

Deflector Shield Type . . . . . FSS

Shield Point Ratio . . . . . 1/4

Maximum Shield Power . . . . . 20

## Combat Efficiency:

D . . . . . 228.1

WDF . . . . . 155.3

Powerful, isn't she? The CE is 354.2 - about right for a battleship!

Since the last article, I have survived my first semester at State with a 3.273 (I think I can live with it). After receiving my promotion at the Christmas Party, I successfully pursued my OCC certificate. One thing to note about the certificate itself - it's not as pretty as the one from OTS - but it's still worth getting for a down-the-road occasion.

One last note: Pat, you MAY just survive the construction of the Kitty Hawk Class Cruisers.

## FIGURE THIS OUT

By Lynette Crowley

1. Who on ST:TNG graduated from the Daystrom Institute?
2. isns of hte taherf
3. lpielr of voeltoinu
4. mgneae a roti
5. ptacins ailohdy
6. btse fo tboh rlowsd
7. dleday uenamsevr
8. syeteaysrd' tenrersip
9. hjdia
10. What was Lieutenant Lila's position on the Enterprise?

# BOOK REVIEWS

By Martha Lee

## GHOST SHIP (ST:TNG #1) By Diane Carey

Many Trekkers have become fans in great part because of Star Trek: The Next Generation. There have been many novels written based on this newest series. All of these stories are set on the Enterprise with the crew including Captain Picard, Riker, Data and all your Next Generation favorites.

Ghost Ship, by Diane Carey, was the first of the Next Generation series of books. It is good sci fi and stays true to the Next Generation characters. This story line is taken in part from the old "flying Dutchman" stories of lost ships doomed to sail the seas for all time. In this instance, the Enterprise crew encounters a ship or entity manned by the ghost of a ship lost long ago on Earth. And it seems that this entity wants to add the Enterprise crew to its own ghostly crew list.

## GHOST WALKER (STAR TREK #53) By Barbara Hambly

For science fiction fans, Ghost Walker is a great story. The fact that the setting is the Enterprise with her well-known crew is almost incidental.

The story begins as the Enterprise drops off a research team on the planet Midgwins. The people of this planet appear to be a mildly telepathic race but very backwards in technology. After a very short visit and some communication, both orally and telepathically with the Midgwins, the Enterprise leaves.

Almost immediately the Enterprise begins to experience unusual phenomena beginning with such things as a feeling of someone being there when there is no one, things being moved, and building to

broken door locks, etc. It becomes obvious that the Enterprise has picked up an alien intruder. The intruder alert quickly escalates when it appears that the alien may be trying to kill some members of the crew. The investigation takes a strange twist when it appears that the alien intruder may be Captain Kirk himself.

Ghost Walker is indeed a fascinating story with a just right ending. I'm sure all readers will enjoy it.

## BLACK FIRE (STAR TREK #8) By Sonni Cooper

Star Trek novels have been written for many years. An oldie but goodie is Black Fire by Sonni Cooper published nearly 10 years ago. This novel is good sci fi, good fiction and good Star Trek.

Black Fire begins with a bang. Literally. An explosion on the bridge injures all the bridge crew and disables the Enterprise. Captain Kirk is seriously injured and unconscious. Spock postpones surgery to remove shrapnel near his spine in order to take command of the Enterprise as she limps into star base for repairs. Spock and Scotty then leave for an unauthorized investigation of who caused the explosion. They encounter Klingons, Romulans and a new enemy of the Federation, the Tomariians. Eventually Spock and Scott are held captive by the Tomariians. Kirk recovers from his injuries and successfully finds and rescues Spock and Scott.

Spock, instead of being praised for exposing the Tomariians, is sentenced to prison for leading an unauthorized search. Soon Spock escapes from prison, making himself one of the Federation's most wanted. Meanwhile, Kirk and the rest of the Enterprise crew are being kept busy trying to capture a notorious space pirate Black Fire.

The surprise ending of this novel leads the Enterprise back to the Tomariians, a confrontation with Romulans, whom Spock may be associated with and a final resolution that unwinds the many twists to this book's plot.

## THE KOBAYASHI MARU (STAR TREK #47) By Julia Eklar

A recent Star Trek book is the Kobayashi Maru. The title is taken from the movie Star Trek II: The Wrath of Khan. This introduced us to the idea of a test given to all officers in training to see how they would face a no win scenario.

The characters chronicled in The Kobayashi Maru are Kirk, Chekov, Scott, Sulu, and McCoy. All of the stories of how each faced his Kobayashi Maru test are woven together by another story of these five characters trying to survive a shuttle accident. The science fiction is not as heavy as in some books, but the stories are great fiction. This book also has the big plus of giving us some background to some of our favorite Star Trek characters.

## CHI CON V WORLD CON '91 AUGUST 29 - SEPT. 2

Membership: \$110 until 3/31/91  
\$125 until 6/15/91  
\$150 at the door  
Supporting Membership \$30 'til 7/15/91  
Hyatt Regency Chicago, IL rates/day:  
\$70 single/double  
\$90 triple  
\$110 quad

Send check/money order for membership to:  
Chicon V  
Attn: Larry Smith, Registrar  
P.O. Box 21821  
Upper Arlington, OH 43221

# DEPARTMENTAL REPORTS

## COMPUTER SCIENCE

**John M. Troan**

Time for yet another department report. (Don't ya just love 'em?) I have been working with Engineering getting some of the bugs out of the computer that were left from the refit. At this point, the Engineering computer should be up to almost exterminated of bugs, but I'm not guaranteeing anything.

The other major project for the department is the attempt to keep an up-to-date roster of the crew. This is going reasonably well, but the expected additions of new members will make things in the department office a little messy for awhile.

## MEDICAL

**Teresa Tuel**

Sick bay has received a memo from Engineering concerning some overdue work in the shuttle bay. The chief engineer has decided to do "spring cleaning" a little early this year. So, the medical department is offering a few tips to maintain the general welfare of the crew. The warmer temperature in the bay may cause some to wear their lighter weight uniforms, resulting in many a poor soul regretting their lack of judgement. Also, remember not to do a repetitive task (such as waxing floors, washing walls) for more than half an hour. Switch to something different that works a different set of muscles and come back to the original task later. This will help avoid stiff and sore muscles.

## OPERATIONS

**Steve Cox**

I would like to start this off by welcoming all of the new members to the ship! There is a place for everyone onboard the ship, but the key to having fun is jumping in with both feet. Pick a department that you believe would be the most gaiety (Steve has a new toy! A

thesaurus for his computer) and go for it!! Here is a list of the departments.

Command - the Captain.

Operations\Special Services - Ordinance, Navigation, Helm, Shuttlecraft, Quartermaster, Commissary, Custodian, Cruise Director.

Engineering - Warp Drive, Power, Environment, Impulse Drive, Damage Control, Transporter.

Sciences - Computer Science, Sensors, all Natural and Physical Sciences.

Medical - Surgery, Xenomedicine, Nursing, Dental, Proctology.

Communications - Sub/Real-Space, Cryptography, Switchboard.

Security - Combat Tactics, Armory, Goon Squad.

If you would like to be in a Department, call the Department head and he/she will be happy to help you.

Our Cruise Director had planned for bowling!! Contact him for details. Suzanne, our Quartermaster (Merchandise elf), is taking orders for STARFLEET merchandise. Contact her for more information.

The following models will be offered to Kitty Hawk members at a 15% discount by Hobby Masters at Lynnwood Collection Shopping Center on Creedmoor Road as soon as they are available:

25th Anniversary Galileo

25th Enterprise Bridge

25th D7

Chrome 1701, 1701A, 1701D

Sound and Light 1701A

Small 1701, Bird of Prey, D-7

Also available now are the sound tracks to all five movies.

## SCIENCE

**Allen Wiles**

We are really busy in the Science Department! For instance, we ran a Star Trek RPG scenario after February's meeting. The result was a good victory for the Kitty Hawk. The KH recovered the damaged spy transponder [insert technical term here] from the neutral zone and returned it back to Starbase BR-549. The Kitty Hawk sustained damage to its collimeter 910 phaser and left warp engines. The Romulan "opposition" lost one ship and the other was moderately damaged. Not a bad day's work for people who never played before! The only unfortunate incident was that the number of casualties was very highly out of proportion to the damage sustained. [Mostly OPS personnel].

The next one run will be announced later. We expect to run the RPG quicker now because of the fact that more people have some experience.

Our highway clean-up is upon us and we will TRY to do this in March despite our meeting and PBS telethon obligation. This will be conducted Saturday, March 2, sometime during the morning hours. A continental breakfast will be served. ☺

In April, we plan to have an Earth Day activity on Sunday, April 21st. The exact plans are uncertain now, but we do have the date set. The activity will be announced in the future. Any suggestions in this vein are appreciated.

Lastly, but no least, a word to our new Kitty Hawk recruits: There is plenty of leadership opportunity aboard the Kitty Hawk, especially in Science, Engineering, Ops [Big Time], medical, you name it! If you wish to get on the band wagon of dynamic STARFLEET officership [HA! Is this a word?], the first step is to get your OTS and make Ensign [like me]. Afterwards, a good show of initiative can propel you to great leadership heights aboard the KH.



# HOME IS THE HUNTER

By Dana Kramer-Rolls

Puzzle by Suzanne Miller

F	F	A	H	C	H	E	K	O	V	L	O	V	R	P	R	N
A	R	K	I	R	K	K	S	A	M	U	R	A	I	A	E	O
I	I	E	A	A	G	A	L	A	C	T	I	C	N	L	I	G
R	E	T	T	G	N	A	L	C	F	L	U	I	D	A	T	A
Y	S	A	T	N	A	F	O	R	D	L	M	H	M	N	N	R
A	N	N	U	L	U	S	R	S	M	A	R	T	C	Q	E	C
A	T	O	R	S	O	H	R	E	L	T	S	A	C	U	N	D
K	T	Y	R	O	V	I	E	T	E	O	L	E	O	I	O	I
C	S	A	W	A	C	A	M	H	E	L	O	D	Y	N	P	S
I	I	D	N	T	N	B	A	T	T	L	E	F	P	R	P	E
T	X	A	U	I	O	G	R	A	S	S	M	O	T	I	O	N
O	E	S	M	O	G	E	K	A	W	R	I	T	H	I	N	G
X	D	N	M	O	U	A	A	N	H	S	H	E	I	K	E	A
E	L	I	G	A	R	F	N	S	O	Z	A	L	M	N	K	G
D	N	A	L	A	A	C	A	N	A	L	U	L	B	O	O	I
G	M	R	W	O	R	L	D	N	O	M	L	A	L	R	H	N
E	T	T	O	C	S	D	N	A	G	I	R	B	E	I	N	G

ALMOND  
ANNUL  
ATOLL  
BALLET OF DEATH  
BATTLE  
BEING  
BOOMING  
BRIGANDS  
CALL  
CANAL  
CASTLE  
CHAFF  
CHEKOV  
CLANG  
CRAG  
CRAGON  
DATA  
DANA KRAMER-ROLLS  
DISENGAGING  
DRAGNET  
EDGE

EXIST  
EXOTIC  
FAIRY  
FANTASY  
FLUID  
FOOL  
FORD  
FRAGILE  
FRIES  
GALACTIC  
GAME  
GORE  
GORY  
GRASS  
HAUL  
HOME IS THE HUNTER  
IRON  
IVORY  
KATANA  
KIRK  
KNOLL

LAMINAR  
LIAR  
MACAW  
MAGOG  
MALT  
MASK  
MCCOY  
MOTION  
NAGINATA  
NOGURA  
ONEKO  
OPPONENT  
PALANQUIN  
PEG  
POISON  
REMARK  
RICTUS  
SADAYO  
SAMURAI  
SCOTT  
SHEIK

SLASH  
SMART  
SMOG  
SOLID  
SOZAL  
STAR  
STEEL  
SULU  
TALL  
THIMBLE  
TICK  
TIER  
TORSO  
TRAIN  
VOLVO  
WAKE  
WORLD  
WRITHING