

THE WRIGHT STUFF

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

A VIEW FROM THE CATBIRD SEAT

By J.R. Fisher

A happy Halloween to each of you! This is going to be handed out at our Halloween party being held at Diana Waldier's home. Those not attending will get theirs either by mail or by showing up on the 7th of November at the Fisher residence for the monthly meeting.

I know that this is a particularly scary time in our lives, what with the fleet elections and the mundane world elections coinciding; but it is truly important that you vote in both cases. In the case of the fleet, if you have not already sent in your ballot, bring it with you to the meeting on the 7th and you may place it in the large envelope we will have there. A number of people have given me their ballots to send in for them and by sending in bulk we reduce cost and lessen the chance that the U.S. Postal Service will lose some of them. But whatever you choose to do, vote.

As always, I have good and bad things to discuss with you. Some of the good news revolves around the recent Creation Con held here in Raleigh. Carey and his security team did an excellent job at this convention. True, we did not have many of the problems associated with the previous effort, but we did not have as many security people or fans to contend with.

For those of you not there, the convention people were very nice, polite and relaxed. Linda had specific jobs she wanted done and she knew how she wanted them done. Our people performed marvelously. When suggestions were made to improve function and image they were accepted and implemented immediately. This was one of the smoothest run cons of its type I have seen and a great deal of the credit belongs to those of the Kitty Hawk who helped.

To Carey, a thank you for

staying on top of things and coordinating. To Jeff, thanks for the excellent toys that everyone talked about and for standing guard at the door all day. To Larry, the appreciation of everyone there for running the video, game, presentation room. To Elaine, thanks for spending the entire con at the Kitty Hawk table, guarding our treasures, handing out applications, signing people up and answering all those questions. To Pat, for helping everyone to get a break and to keep an eye on all those people and things. By the way, Pat won first place in the costume call, and Teresa won second place. Congratulations to both of you! And last, but certainly not least, thanks to Tara for taking probably the least desirable job of working the Creation table. I understand she enjoyed it immensely. Creation gave us an extra handful of buttons and bumper stickers on her behalf, most of which we sold immediately for our charity. We seem to have established a good working relationship with the Creation people and I hope it continues at their future shows here. They gave us a number of perks: several times they mentioned us (U.S.S. Kitty Hawk) to the audience and they had Nichelle do her autographs at our table. Also, to those who volunteered their time and energy, they gave a discount on all of their merchandise.

All in all, it was a very good show. We handed out several hundred applications and signed up 39 people as prospective members. A "well done" to all.

Now for the not so good news. You voted to go to the fair together on the first Friday night it was open but only five people showed up. We had a good time; too bad you missed

it. You voted to do the extra highway cleanup but only six people turned out that Saturday and we had to go back and do the rest the following Saturday. **Don't** vote for something you aren't going to support!

In a similar vein, you have given good support to the food bank project by bringing a can of food to each function. Please keep up the good work. Also, you have proven yourselves with your donations to the stampede. Please bring them to Teresa so we can send them off in December.

There are a number of events coming up soon, so please check with Debbie or the assigned person for events in which you wish to participate. Also, Diana and Jeff and perhaps a few others have discussed with me some new projects they have been thinking about as money raisers for the Kitty Hawk. If you have any ideas, please come forward or if you just want to donate your time to an existing project, let us know.

Well, I am running out of space and it is getting late so I should wrap this up. Remember, if we want the future to be as good as what we see in the Star Trek shows, we have to make changes in our world today. That is what STARFLEET and the Kitty Hawk in particular is about. One person at a time, one step at a time. Together we can do it.

One last note: you have been very generous with your change to the Duke Children's Hospital jar. We are way ahead of last year. Please continue as it is our chosen charity and the kids are the future. Show everyone we have "The Wright Stuff".

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VOLUME 3

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FIRST OFFICER'S LOG

By Teresa Tuel

It's election time again folks, not only for fandom but also for the real world. Please take a few minutes and vote! The upcoming national election will probably take a bit longer (in the last election, I stood in line for 3 1/2 hours to do my civic duties). Durham is supposed to be getting new voting machines. I hope!

Several of us ventured out into the great outdoors and visited N.C. State Gardens. Afterwards we attended a Greek festival and looked for "goodies" at the flea market. It was agreed that we should return to the gardens in the spring when the tulips are blooming.

We are still collecting stamps.

To date, we have collected 2640 stamps from the members. We are collecting all stamps, U.S., foreign, postage due, pre-sorted, etc.

I hope everyone will be able to join us at the Halloween party or the other activities that are planned.

Happy trails.

CHIEF ENGINEER'S LOG

By Pat Heinske

STARDATE 9208.25 - I noticed that I had accrued quite a bit of personal leave time, so I decided to take some time off and go see a friend of mine from Space Academy who lives in Edmonton, Alberta, Canada. So, I hopped in my two-seater scout shuttle and rendezvoused with the U.S.S. Lancelot, who carried me to meet up with the U.S.S. Astra. From there, it was a short shuttle hop to Edmonton.

I arrived at the spaceport at 2300 hours local time and found my friend, Iveta Krivka. As I said, we met four years ago at Space Academy in Huntsville, Alabama. We were both in the Aerospace Track and we helped each other out during the ten days we were there, and at graduation, she was awarded one of three 'Right Stuff' awards for her performance during the training and missions. After we parted ways, we kept in touch through cards, letters, and phone calls, until this past holiday season, when we decided it was long overdue to see each other again.

During my stay in Edmonton, she introduced me to most of her friends and relatives. and we spent a lot of time in West Edmonton Mall, which is listed in the Guinness Book of Records as the largest shopping mall in the world, and I believe it!! There are over 800 stores, as well as a waterpark, an amusement park with a roller coaster and about a dozen other rides, a skating rink, and a lagoon

with submarine rides, a dolphin tank, and a full-size replica of the Santa Maria. We also went for a ten-mile hike in Elk Island Park (just beautiful!) and a forty-mile (!) bike ride on the bike paths around the city with her friend Alynn. We also went to the Space Sciences Center and saw an IMAX film.

On Monday, we drove to Banff, a resort town in the Rocky Mountains 400 km southwest of Edmonton. There we saw the Banff Springs Hotel, a resort hotel built of stone and masonry that rivals the Biltmore House in Asheville, N.C. Their least expensive room is \$180.00 per night, and their three-floor Presidential Suite goes for a paltry \$3500.00 per night. (Yes, the decimal is in the right place - thirty-five hundred dollars a night!!!) We did some shopping and then went to a club where it was rumored Bryan Adams was going to perform, but we discovered that the rumors were false. (But the beer was still good.)

Before I left, I met up with the crew of the U.S.S. Bonaventure (Canada). As luck would have it, they were having their monthly meeting while I was in town, so Iveta and I stopped in to see them. It was a very... interesting group. Almost as insane as the Kitty Hawk, but not quite. But they've got promise.

So, as my time there came to an end, I said my good-byes to all the wonderful people I met, and the Bonaventure crew was nice enough to ferry me and my shuttle to

rendezvous with the U.S.S. Joshua, who then returned me safely to familiar surroundings where I could catch back up with the Kitty Hawk.

As I record this, Iveta and I are making plans for her to come down here to see me and all of my friends and family, but we don't quite know when yet. You guys better not embarrass me!! ("Who, me???" Yes, you!!) Well, until next time, be good! (Or at least be good at it.)

Addendum: Well, it's finally happened - our two favorite people in the galaxy, Chief Engineers Scotty and Geordie, have come face to face!! And, if the episode wasn't enough, they wrote a novel on the episode!! Way cool, Wayne! Way cool, Garth! And what a nifty trick with the endless loop transporter! (However, 75 years of being in a transport beam might get old after a while. Good thing Scotty didn't have Lieutenant Barclay with him.) Yeah, with my luck, I probably would have cross-circuited the transporter with the food replicator and, after 75 years, appeared as a 6-foot, 150-pound platter of Chicken McNuggets.

So now we have Montgomery Scott in the 24th century. I think it's cool, but what does he think? I think he would probably enjoy the heck out of learning all this new technology. (Someone should mail Jimmy Doohan one of the new Next Generation Technical Manuals!! A.K.A. Mr. Okuda's guide to the Enterprise.)

A SHORT STORY

PART I

By Martha Lee

What had begun as a routine transport mission had developed to a near disaster for the Enterprise. After receiving orders, the Enterprise had proceeded to Marsh II, on the outer limits of the galaxy, to pick up Ambassador Alexie and her entourage. The Ambassador was to be entertained for a few days aboard the Enterprise, then delivered to Star Base Six for formal signing of the treaty between Marsh and the Federation.

Captain James T. Kirk had not looked forward to the assignment. Recent missions had been very stressful, R & R was past due, and Kirk was fighting a bout of Starship Captain blues. He hated the formalities that would be involved in entertaining a politically prominent person such as the Ambassador. Within hours of the pick up, Kirk had changed his mind. Alexie had proven to be a beautiful, young woman. In short order, she had let the Captain know she preferred to have no elaborate ceremonial trappings in her honor but would be pleased to be invited to the Captain's table for dinner with a tour of the ship conducted by the Captain himself for dessert. Kirk had begun to relax almost immediately. He found himself totally captivated by the unique and powerful woman. The one drawback had been Spock.

As first officer, Spock had been invited to attend dinner on the first night. Spock had been on the bridge all day and had not yet met Alexie. Kirk, already deeply impressed with Alexie, was looking forward to introducing her to his shipmates and friends, Dr. Leonard McCoy, Mr. Montgomery Scott, and most especially, Mr. Spock. Everything had gone wrong. Alexie had taken an instant dislike of Spock. Kirk was kept on edge, trying to soften Alexie's sharp tongue and yet not upset her. He told himself he was trying to keep her satisfied, no matter how spiteful she was to Spock, because of her political

position. At last the dinner progressed to an unbearable point. Spock graciously excused himself, saying he was needed on the bridge. McCoy had not been so gracious in his leave taking.

Hours later Kirk had returned to his quarters. He felt like a young school boy experiencing his first crush but filled with hints of better things to come. There was a message on the computer that McCoy wanted to speak to him but he didn't answer. It was late. McCoy was probably asleep.

Early the next morning, Kirk was awakened by insistent chiming at his door. Kirk struggled out of bed as he called, "Come!" As soon as McCoy came in Kirk knew something was up. McCoy was almost too casual to be coming for a visit this early. "What is it, Bones?"

"You showed the Ambassador around last night, didn't you?" McCoy was looking everywhere except at Kirk. "You must have stayed out until very late. Did you have a good time?"

Kirk sighed, "Yes, I did. And it's too early for games. What's this all about, Bones?"

McCoy walked slowly around the room, peering around corners. "I hope I didn't disturb things by visiting you so early. I was afraid you might already have company."

Kirk tensed. "I don't think I like what you are suggesting, Doctor."

McCoy turned to face Kirk, rocking on his heels. "Oh, I wouldn't suggest anything of the kind," he said pleasantly. "It's just you didn't answer my call last night and you did seem quite taken with the Ambassador."

"She's not that kind of lady," Kirk replied tightly.

McCoy stopped rocking and looked at Kirk defiantly. "From the show she put on last night at dinner, I was not aware she was a lady at all!"

Kirk wanted to rail out at McCoy, but thoughts of Spock had

been in the back of his mind all along. He knew, without asking, McCoy was referring to Alexie's behavior toward Spock. He asked instead, "How is Mr. Spock?"

McCoy's answer was cold. "Oh, of course, he denies that her rudeness bothered him at all. And it probably didn't bother him half as much as the fact that you didn't make any effort to stop her or defend him to her."

"Bones, what was I supposed to do? Tell the Marshian Ambassador to shut up?"

"Oh, come on, Jim! For less cause, I've seen you put more important people in their place. She was unbelievably rude for no cause. If Spock hadn't stopped me, I'd have told her off."

Kirk's interest was caught. "What do you mean, if Spock hadn't stopped you? What happened?"

"Nothing much. I was just gathering steam to tell that woman what I thought of her, when Spock kicked me under the table. He must have sensed what was on my mind. Anyway, he left right after that."

Kirk laughed. "Spock kicked you? Ho! I wish I had known what was going on!"

McCoy chuckled himself. "Well, I agree, it wasn't Spock's usual method of operation." McCoy softened. He couldn't stay mad at his friend for any length of time. "Jim, about Spock..."

Kirk stopped his friend. "Enough said, Doctor. I'll apologize to Spock this morning. If you'll get out of here so I can hurry, maybe I can catch him at breakfast."

But Kirk found Alexie at breakfast instead. Afterwards she went to the bridge with him. Spock was waiting for Kirk at the command chair, but he couldn't say anything with Alexie there. He tried to apologize to Spock with a look and a shrug of his shoulders.

The day passed uneventfully. Alexie managed to stay with Kirk most of the day, and he found no opportunity to speak to Spock alone.

Kirk promised himself he would find Spock at dinner and talk with him. But by then it had all started.

It began quickly. After lunch two men reported to sick bay with an unidentified virus, high fever, nausea, and dizziness. By mid afternoon there were twelve men sick. Just before his shift ended McCoy called Kirk to sick bay, requesting he come alone. Alexie had seemed so disappointed that Kirk found himself promising to meet her for dinner. Again Kirk tried to apologize to Spock with a look as he headed toward sick bay.

McCoy met Kirk at the door. "Jim, we've got a problem here. An unknown virus. I'm treating the symptoms with some success, but I haven't been able to identify the cause yet, except to rule out food poisoning. And Jim, it's spreading fast. Since lunch we've had seventeen cases."

"How severe is it, Doctor?"

"Bad enough. High fever, severe nausea, debilitating weakness. We're working on it, but it's likely to be some time before we have it under control."

"All right, bones. Stay on it. I'll let the authorities know what's happening here. Keep me informed." Kirk turned to leave but McCoy stopped him.

"Jim, are things okay between you and Spock?"

Kirk grinned. "Things must not be so bad, if you still have time to worry about that." At McCoy's threatening look, Kirk hurried on. "No, Alexie's been around most of the day. I haven't been able to be alone with him. I'll stop by his quarters tonight after dinner."

"After dinner?"

"Yes. I promised to have dinner with Alexie."

By the end of dinner, Alexie's desire for Kirk was obvious to anyone with eyes. Kirk was both flattered and pleased. It was well into the night before Kirk remembered he had planned to see Spock. Tomorrow, first thing, he promised himself.

McCoy reported to Kirk by intercom early the next morning. "Jim, we've got a real epidemic on our hands. Nearly fifty people have reported in with the virus. At this rate we won't have enough people fit to run the ship by tomorrow. You've

got to get us some help fast."

Kirk hurried up to the bridge. He was surprised to find Spock already there. "Captain, I have contacted Starfleet and informed them of our situation." At Kirk's surprised look, he explained, "Dr. McCoy called me early this morning when he could not locate you." Spock inwardly sighed at Kirk's blush. He did not begrudge Kirk his romance. He did have certain regrets that the lady currently attracting Kirk's attention was not more amiable.

"I was, uh, talking to Alexie until the wee hours of the morning," Kirk began explaining.

"Jim, no one expects you to remain on duty constantly." Spock changed the subject quickly. "Starfleet's earliest help, for various reasons, cannot reach us for sixty nine hours, nor is there a suitable planet or dock for us to reach in any less time."

"In other words, we're on our own for the next three days. Well, Spock, Bones is going to need some help."

"As science officer that is, of course, my duty. I have already entered certain information into the computer."

Kirk smiled. He could always count on Spock. "Spock, about the other night. I think I owe you an apology. The Ambassador was rude and so was I for not speaking up." Was it his imagination, or was Spock embarrassed?

"That is unimportant." Spock brushed the subject aside. "Captain, as soon as this shift is under way, I must return to sick bay for further information."

"Of course, Mr. Spock. Just let me know when you are leaving."

Alexie was on the bridge before the shift was well under way, looking for Kirk. "Jim, I thought we had a date for breakfast. Is there anything wrong?"

"Yes, I'm afraid there is. I'm sorry I missed you this morning. I had planned to come to you shortly." Kirk stood and took her hand. "Look, let's go somewhere else. I have to talk to you about what's happening here."

As Kirk talked, Spock approached. He still looked flushed. "Captain, I am now going to Dr. McCoy."

Kirk nodded. "All right, Spock. Keep me informed. I'll be in the officer's lounge with Alexie for the next half hour."

Spock nodded and started away. Kirk suddenly released Alexie's hand and caught up with Spock. "Spock? Are you all right?"

Spock replied with an upsweped eyebrow. "I am quite functional thank you, Captain. Was there something else?"

Kirk shook his head and went back to Alexie.

Ambassador Alexie took the news quite well. She volunteered her entourage to help in any way needed. By noon the sick list had risen to over seventy people, roughly one fifth of the Enterprise personnel.

Alexie spent most of the day with Kirk again. Kirk found that he was very pleased. Kirk also found that he was doing things to show off for Alexie, but he could not seem to stop himself. He badly wanted to impress Alexie.

Just before dinner, Kirk stopped by sick bay to check on things personally. McCoy looked haggard. "Bones, how are things going?"

"New cases every hour, Jim. The first ones are getting worse, not better. They are weak, too weak to work and getting weaker. Nothing we do seems to stop the progression. If we don't stop it soon, I'm afraid we are going to lose them. Spock and I have worked all day researching this thing and we are no further along than we were this morning."

Just then Kirk caught a glimpse of Spock in the next room, talking to a nurse. "Bones, is Spock all right? He doesn't look right to me."

McCoy was preoccupied. "Uh, Spock? As right as any of us I suppose."

At that moment Spock entered the room. "Doctor, we have had our first casualty. Ensign Bass is dead."

TO BE CONTINUED...

ALLIANCE TREK

Away Team Report

By Elaine Royal

Alliance Trek took place in Winston-Salem on Labor Day weekend. Larry and I were the only Kitty Hawk crew members gullible enough to sign on for the whole weekend. We both took Friday off from work and headed for Winston-Salem. We arrived about 2:30 p.m. and began looking around for signs of the convention. We were told that registration would start at 4:00 p.m. We went back at 5:00 p.m. and found the convention staff having a party, and they told us to return at 6:00 p.m. We went to dinner and returned about 6:45 and were finally allowed to register. Programs, however, were still at the printer. Again we went away and came back a little later, this time to find programs. We eagerly opened them to see what activities were planned for the evening. One event was planned for Friday night - something billed as a Grand Alliance Gathering. However, it was late getting underway. Again, we came back later. The great gathering was nothing more than people standing around drinking beer and talking. After double checking our publicity flyers (yes, this was advertised as a three-day con), we gave up and decided to try again on Saturday. The first thing we did was hit the dealer's room, which was small, and bought some pictures for autographing. We ran

into J.R., Tara, and Carey, who had wisely made the trip to Winston-Salem just for the day. The first guest was late arriving, so we decided to get some food. Finally, we managed to get some autographs and hear some of the guests speak. There was nothing more to do, so we went back to the room and watched a movie. The hotel, by the way, was very nice. We checked in on the dance about time it was supposed to start, but nothing was happening yet. We went back later when things were finally in full swing, about 10:30 p.m. The dance was pretty good, and the Time Warp was played right on schedule. However, shortly thereafter, hotel security came and shut the dance down, rather abruptly. On Sunday, I managed to get the remainder of the autographs I wanted and heard Colm Meaney talk. The only thing left that we wanted to do was hear John DeLancie's talk. However, as that was scheduled for last thing in the afternoon, and we were tired of killing time between guests, we gave up and headed back home.

Overall, this con had some good and some bad about it. On the plus side, the guests were all friendly and accessible. Colm Meaney, John DeLancie, Robin Curtis, Michelle Forbes, Spice Williams and Todd Bryan all gave talks, signed autographs, and posed

for pictures. They also wandered the halls, mingling with the fans. Robin was particularly impressive with her ability to remember everybody's names! The talks were nothing like Shore Leave or Octobertrek, where you're lucky to get a seat at the back of that huge room. Here, in a room set up for hundreds, a couple dozen people sat near the stage and carried on conversations with the guests, some of whom didn't bother to use a microphone.

Unfortunately, there wasn't much else on the plus side. On the negative side was the exorbitant price of \$50.00. Considering that all they had basically were the guests, a dealer's room, a dance, and a costume contest (which was scheduled simultaneously with the dance), it just wasn't worth it. There was nothing to do between the guests' talks and autograph lines. If we had known nothing was happening on Friday night, we could have gone to work Friday and driven down on Saturday morning, saving one night's hotel room. All in all, it was disappointing and rather boring, although I'm still glad I went as it did offer a chance to meet some people I had not met before in a more intimate atmosphere than the larger cons can offer.

OUTPOST COLONY REPORT

By Lynette Crowley

Partial power has been restored on Plymouth Rock. We have communication and life support systems operating at one half power due to continuous micro meteor thunderstorms on the highest level in the last few months.

We retrieved an old space capsule which landed on the planet. In it was an actual communication from a news publication called the

Globe 9109.10. The communication stated that in the movie Star Trek VI: 1) Captain Kirk and Dr. McCoy will be killed, 2) Mr. Spock will get married, 3) Mr. Sulu will become a starship captain, 4) Ensign Chekov will retire and settle on a foreign planet, and 5) Lt. Uhura will join Sulu as part of his crew. We strongly believe that someone is trying to rewrite Starfleet history.

We hope our transmission to Starfleet advising that heavy security be maintained at the Guardian of Forever and on Enterprise 1701-A will be received. U.S.S. Kitty Hawk please retransmit message to Starfleet Command CODE 1.

COMPUTER GAMING

By Robert Yates

Greetings. Well, fall is here again and so our outdoor activities will slowly decrease. But the fall and winter months don't have to be boring! If you have a computer then you have a whole new universe to discover. This article will focus on the fun aspects of your computer. The most fun activity with a computer is playing games and there are a lot of games to choose from. Any type of game can be found and the topic of games varies from Arcade action games to intensive Adventure games. The games that I find are the most interesting are the adventure games. The adventure type game is a combination of strategy and exploration! Usually, most adventure games have a

purpose or goal for the player to accomplish. Most adventure games will take a couple months to finish or longer depending on the amount of time you play each day. Since I like science fiction and fantasy that is usually the type of games I like to play. The price of these games will vary anywhere from ten dollars up to fifty dollars. The more a game cost the more complicated it is to use or learn to use. I find that the mouse or joystick controlled games are the easiest and are sometimes more fun because you don't have to have the manual in front of you to read while you play. Another nice feature that makes these games fun are the sounds that they make. And if you have a sound card like a

SoundBlaster card, the sounds you hear are extremely crisp and clear. One game that I recently bought is called Wolfenstein 3D from Apogee; it is a game based on World War II where you are a prisoner in a German castle and you try to escape from the castle. The sounds in this game are incredible! When you fire your gun it sound like a real gun firing and you can hear doors open in the distance and when you kill a guard he screams or groans. And yes, when you get shot you hear the impact of the bullet hitting your body. This is just a sample of the games out there for you to play with during the cold months ahead. Enjoy and Happy Gaming!

AWAY MISSIONS

By Liz Read

Away Missions - A report concerning a series of missions taking place at Sector 001 from SD 9207.11 thru 9209.26 inclusive...

9207.11: Shore Leave, Hunt Valley, MD

1. Attended lectures by Sarek of Vulcan and Luxanna Troi of Betazed concerning the role of STARFLEET on their cultures.

2. Excellent historical seminar presented by holographic representations of the former commander and first officer of an "aircraft carrier" (a seagoing vessel in use on Earth in the late 20th century) named Enterprise.

3. Reviewed items available through the Quartermaster's Depot. List of recommended items to be added to ship's stores attached.

9208.01-.02 Kittyhawk, N.C. Visited the Kittyhawk Memorial with three fellow crew members. After a lecture on the historical and technical background of flight, we conducted an on-the-spot recreation of those early Wright Brothers experiments on the dunes of the outer banks.

9208.15: Joined other crew members on a geological mission. Recovered a variety of indigenous specimens, which are undergoing analysis in the geology lab.

9209.19: Was a member of the survey team that collected botanical data at the N.C. State Arboretum. A wide variety of species were catalogued but the extreme heat limited the amount of time we were able to spend there. We then proceeded to investigate the food, music, food, dancing, food, clothing, food (you get the picture) of one of Earth's national groups, the Greeks. The pastry booth was the favorite place with all the crew; fortunately, because of the use of 24th century dietary techniques, the authentic food and pastries were delicious and free of calories.

9209.26: Crew members Debbie, Brian, Diana, Jeff, Maria, and Pat Horton met in the CMO's quarters to view an old-style two-dimensional video, documenting events on a sister ship. Recommend that this be investigated - suspect some sort of time-travel may have been used to acquire this video.

This report is concluded.

CMO out.

CO-OP II: THE RETURN

By John P. Miller

SD: 9209.08 - Well, folks, I'm back! In Florida, that is. After all too brief a summer "vacation" in summer school at NCSU, I have returned for my second co-op semester. I've found some interesting information concerning various missions and some trivia bits that I hope you will find interesting. Look for my "Heavy Metal" column elsewhere in the newsletter. It will be a two or three part article covering past and present high performance automobiles used in various capacities by NASA since the 1960's. I look forward to sending you information from an inside point of view for the rest of this year, and I hope you do too. If anyone is interested in contacting me, my current address is:

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PROS AND CONS

By Larry Pischke

On Friday, September 4, Elaine Royal and myself headed for Winston-Salem for Alliance Trek, a well publicized convention with a lot of guests. We shouldn't have bothered.

We arrived at about 2:30 p.m., only to be told that registration was not to open until 4:00. Fine, we thought, we'll just check into our hotel room and relax. The Marque is a beautiful hotel that gave convention-goers a fair rate (\$55 a night as opposed to \$125 for a double room, but there was a \$20 refundable deposit required).

Finally, 4:00 came along, and Elaine and I went down to the convention area. Somebody had apparently made an error, as we interrupted a con staff only party. They informed us that in fact, registration did not open until 6:00.

This got us a little upset, since we both took Friday off to come to this convention, when we needn't have bothered. We went back up to our room, and I checked the convention flyer. Nowhere on the flyer did it mention such a late starting time.

We finally got registered at about 7:30. The rumors of a reduced rate did not materialize; we forked over \$50 a person. This added insult to injury as we found out that the **ONLY** thing going on Friday was what was billed as "The Grand Alliance Gathering", which was nothing more than convention-goers sitting around a room drinking beer from a bar that closed at 10:00. We went to bed.

The next day, we found Cap'n J.R., Tara and Carey wandering around one of the most pitiful

conventions that I had ever seen. All of the guests had shown up (Colm Meaney, John DeLancie, Robin Curtis, Michele Forbes, Todd Bryant, Spice Williams and Robert Blackman), but there was nothing else going on except their talks and autograph sessions. The autographs were easy to get, and almost all of the guests sat and talked to everyone, but this was ridiculous. I couldn't believe we were charged \$50 for this.

Elaine and I eventually went back to the room to get ready for the Saturday night dance (which, incidentally, was scheduled at the same time as the costume contest. Another scheduling coup!). The dance was going surprisingly well, better than at any convention in a while. Better, that is, until it was shut down by the hotel shortly after midnight. We never got an explanation, but Elaine and I suspect the mundane hotel guests (a wedding rehearsal, an actual wedding, and a high school reunion) complained.

Sunday finally rolled around, and Elaine got the last of her needed autographs while I wandered around the dealer's room with no money (remember the \$50 admission?). We couldn't stand the thought of sitting around for another hour with nothing to do while we waited to hear John DeLancie speak, so we left for home. What a waste of a weekend. If fewer guests had been invited and the money spent on other events (and not just the staff's party and their nifty shirts), this could have actually been a fun convention.

house that I live in sits on a six and a half acre lot with a big meadow in the center of the lot with woods surrounding the meadow. Pat Heinske and I played the other night at my house and it was great. So, if you have Laser Tag and are looking for a place to fight then call me or Pat and let's get organized! See you on the field of honor....

THANKS!

On Sunday, October 11 we moved from North Raleigh to Wake Forest with the help of Pat, Donna, and her two sons Pete and Phillip. While transporters might have made the move completely painless, the presence of these folks made it possible and we are both grateful to them for taking a big chunk out of their Sunday. Were it in our power we would grant them all promotions for service above and beyond. Unfortunately all we could offer was pizza, brownies, and many thanks. Our new address is 1305 Cedar Branch Ct., Wake Forest, N.C. 27587, phone 556-7337.

Jeff and Maria Cohn

MARS OBSERVER TO CARRY TRIBUTE TO NASA'S PAINE

By John P. Miller

The memory of space visionary and former NASA Administrator Thomas Paine will be sent into space with the Mars Observer mission next month.

Now scheduled for a September 16 liftoff, a Titan 3 rocket will be used to propel the Mars Observer into low Earth orbit from Cape Canaveral, FL. A Transfer Orbit Stage (TOS) supplied by Orbital Sciences Corp. of Fairfax, VA, will then boost the spacecraft to a trajectory that will take it to Mars in about 11 months.

Painted across one side of the TOS are the words "U.S.S. Thomas O. Paine". Paine died of cancer May 4 in Los Angeles. Also attached to the TOS is a small plaque inscribed with the words: "United States Spaceship Thomas O. Paine, Departed Earth September 1992".

Paine served on Orbital Science's Board of Directors, and also chaired the National Commission on Space, a presidential study group that developed plans for a human return to the moon and expeditions to Mars.

LASER TAG By Robert Yates

I have recently acquired some Laser Tag equipment and I am looking for a fight! I am also offering to host the Laser Tag war at my house in Fuquay-Varina. The

HEAVY METAL

By John P. Miller

Think of NASA's great endeavors. Think of the stunning views of far-off planets, of Shuttle Orbiters drifting off a cloudappled Earth. Think of exotic "X-Planes" zooming over the California desert.

Think of the Little Old Lady From Pasadena.

The rock-and-roll epitome of lead-footed, triple-carbed, four-wheeled speed would feel right at home with NASA. Over the years, specially modified automobiles have done important space and aeronautics research for the agency. We're talking genuine, all-American heavy metal, some of the best and fastest that Detroit had to offer.

Back in 1962, NASA's Flight Research Center (today's Dryden Flight Research Facility) was preparing to test a new type of aerospace vehicle called the M2-F1 "lifting body". The piloted glider lacked wings. Instead, the underbody would create lift, a design that gave the tubby craft its name.

Wind tunnel tests predicted the shape should fly well, but center director Paul Bikle wouldn't let the M2 be hauled aloft by a tow plane until its handling qualities were better understood. He and lifting body pioneer Dale Reed brainstormed an alternative: Why not have a car pull the craft fast enough to get it airborne at low altitude, where it could be checked out with little risk?

Bikle tapped engineer Walt Whiteside, a self-described "fixit, go-get-it-type", to find a suitable high-performance automobile. Whiteside got out his slide rule and figured the speed and horsepower he would need, then called around to see what was available. He ended up choosing a souped-up Pontiac Catalina convertible that was a real hot rod, even for those days when zero-to-60 performance was everything and the concept of good gas mileage was still years in the future.

"General Motors gave us a 421 cubic inch, triple-carburetor engine like those on the Pontiacs running at the Daytona 500, a four-speed

transmission and heavy-duty suspension and cooling systems," Whiteside recalls. "They also agreed to do it with no publicity. We were doing this kind of under the table, without talking to NASA Headquarters."

The center engineers took the "stock" Pontiac to a pair of high performance auto shops, where it was fitted with a rearfacing seat, roll bar and special headers, then tuned for maximum horsepower [about 550 h.p. at sea level]. When the work was complete, Whiteside and NASA pilot Don Mallick did what they would do with any new research vehicle: They took it out on a series of check flights.

"We grabbed our clipboards and strapped on our helmets, then headed toward Boron [California] and Highway 395. Up that way there were plenty of 'measured miles' that we could use to calibrate the speedometer up to its maximum of 120 mph," said Whiteside. "That was also where we knew we'd find the fewest Highway Patrolmen."

After its break-in period, the Pontiac was ready for action. Whiteside remembers "nothing special" about towing the M2-F1 into the air at 114 mph for the first time on April 5, 1963. No jokes, no unnecessary talk. NASA pilot Milt Thompson matter-of-factly called out his altitude, while Whiteside radioed the Pontiac's ground speed. The success of the first flight led to a routine test program; during the next four months, the M2 sailed behind the car on 100-plus flights including a checkout hop for famed Air Force test pilot Chuck Yeager, with a total logged time of about four hours.

The white-and-yellow Catalina remained a familiar sight on the desert lakebed as it towed a variety of other piloted and unpiloted vehicles into the air, chalking up a total of 490 test runs. During the X-15 program, Whiteside often roared up and down the North Lake area in the car to make sure there were no obstacles to a safe landing by the rocket plane. He also acted as "photo chase" for NASA's B-52

mother ship, pacing the aircraft on its takeoff roll while a photographer snapped pictures from the "cockpit" of the Pontiac.

"The first time we took off, I would get up to around 130 mph," says Whiteside. "Then I looked back and the NASA photographer, Gene Childress, was just about plastered against the trunk! We never considered that he might need a safety harness to take the wind strain off him."

[Coming next issue: NASA's later vehicles and their current test automobile, in service since 1969]

Answers to February's Serial Numbers:

1. Capt. Kirk - Commanding Officer
2. Cmdr. Decker - Executive Officer
3. Fleet Capt. Christopher Pike - Cultural Advisor
4. Lt Cmdr. Sulu - Chief Helmsman
5. Lt. Ilia - Navigation Officer
6. Lt Brent - Ordinance Officer
7. Lt. Cmdr. Uhura - Chief of Communications
8. Cmdr. Spock - Science Officer
9. Lt. Noel - Scientist (Chief Psychiatrist)
10. Lt. Cmdr. M'Benga - Doctor (Surgeon)
11. Cmdr. McCoy - Chief Surgeon
12. Lt. Briel - Chief Mess Officer
13. Cmdr. Scott - Chief Engineer
14. Lt. Rand - Transporter Chief
15. Non existing.

Answers to the Name The Uniform Insignia in April's newsletter from left to right:

Fleet Captain
ST:TNG Communicator Pin
Outpost Colony
Commodore
Penal/Rehab Colony
Science Probe/Survey Vessel

TAKE ME OUT TO THE BALL GAME...

By Liz Read

Put one XO and three department heads together and you have a recipe for trouble. Teresa Tuel, Pat Heinske, Debbie Herndon, and Liz Read took shore leave recently at the Durham Athletic Field to watch the Durham Bulls trounce the Frederick Keys, 3-0. It also happened to be Flag Day, so the National Guard was on hand to present the colors and lead us all in the National Anthem. Though it rained beforehand, the game weather was cloudy but dry.

Your CMO distinguished herself right off by trying to get into the park through the players gate. (I didn't know! I've never been before! I never noticed all those guys in gray uniforms with cute buns!) Firmly but kindly redirected to the correct gate, she met Pat Heinske. Soon Teresa and Debbie joined us. Into the park we went. After collecting sodas, dogs, pretzels, and peanuts, we went way up to the top of the general admission bleachers on the first base line to establish our territory. Along the way, Debbie advised us she suffers from vertigo. **DON'T LOOK DOWN.**

The game was very good

(according to the CMO's mother, who watched it on TV, at home). The group on shore leave couldn't tell you because they talked, ate, joked, ate, laughed, ate, went up and down the bleacher steps about a thousand times, ate, - well, you get the picture! We did notice the Bulls get a homerun in the first, and two home runs in the seventh. We also joined in singing the title song during the seventh inning stretch - loudly if not well.

After the game, the XO bailed out (discretion is the better part of valor) but the department heads rendezvoused at the CMO's house for a few hours of "Scattergories" and "Adliners". We decided, when it comes to games or life, it's OK to change the rules, do away with the rules, or ignore the rules! Tiring of that, we went for a paddle boat ride. The Chief Engineer led a rescue mission to retrieve an unused boat adrift in the lake. Successful but exhausted, we abandoned nautical pursuits - and the Chief Engineer.

Debbie and Liz, still going strong, picked up pizza and rented a movie "Into the Sun" with Ann Hall and the drop-dead gorgeous Michael Paré. Air Force flick with cute guys, fighter planes, cute guys, dogfights, cute guys - well, you get the picture. After Arsenio Hall, even the Rec Officer called it quits.

In summary, those of you who missed it missed a really great day. We all had a blast!

DOIN' THE CON THING AGAIN

By Pat Heinske

This column will not be featured this issue due to the fact that I have not been to any conventions since the last one I wrote about. I wanted to go to Alliance Trek with John DeLancie, Colm Meaney, Michelle Forbes, Robin Curtis, Todd Bryant, and Spice Williams, but I had no money left after my trip to Canada (see 'Chief Engineer's Log' - this issue), but from what I hear, I didn't miss much (well, besides the guest stars).

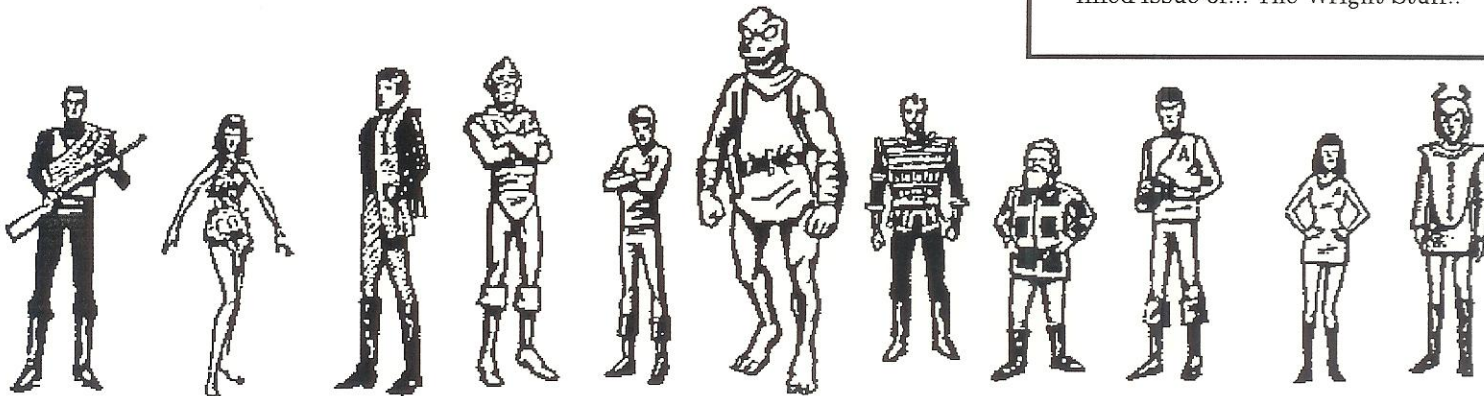
Unfortunately, I did not go to Oktobertrek either. I went to Oktobertrek last year, and had a real blast. And, I surprised the hell out of a few people as well. But, not so, this year.

Those that I spoke to that went evidently enjoyed the con immensely. And it sounds like a lot of people went. I guess they found out I wasn't going (ha, ha). The people that went should have reports on the con, so I won't ramble on any longer - but I do wish to extend my deepest gratitude to Larry Pischke and Jeff Habrych, who chipped in and brought home for me an autographed and matted picture of Bill Campbell, A.K.A. THE ROCKETEER. It will go up in a place of honor, not just 'cause it's a great shot of a really cool dude, but as a reminder of what great friends I have serving with me on the U.S.S. Kitty Hawk. Thanks, guys!!

So...be sure to look for more convention antics in the next fun-filled issue of... The Wright Stuff!!

NAME THE RACES

By Lynette Crowley



DEPARTMENTAL REPORTS

ENGINEERING

By Pat Heinske

9/92: So, here's the poop from Engineering:

Josh Klapper, presently our Chief Shuttlecraft Engineer, is going to be at Georgia Tech, so he is planning on transferring to the U.S.S. Republic in Atlanta. Good luck, Josh!! We'll miss you!!

John Miller, our Chief Weapons Engineer (I think - I'll have to talk to Security and Operations to see whose department that's under) has escaped bodily harm from Hurricane Andrew in Florida. In case any of you forgot, he is our direct connection to NASA, so we are really glad that he's O.K.

Robert Yates, our Chief Electrical Engineer, has a huge backyard, 1/3 heavy woods, 1/3 light woods, and 1/3 open space, that will be GREAT for Laser Tag!! He has graciously offered to host a Laser Tag party and shoot-out, if we can get the people together that have

Laser Tag sets. To my knowledge, that would be Pat Heinske, Robert Yates, Larry Pischke, Tara Weaver, Peter Hansma, and possibly others. If you have a Laser Tag set and are not on the above list, please let me know.

As of October 1st, I will have a new address: 103 Hassel Ct., Garner, N.C. 27529 (however, please note that mail may be received at P.O. Box 124, Garner, N.C. 27529) - My new phone number is 779-7181.

10/92: Not too much going on in the engine room. An "Engineer's night out" has been suggested by Robert Yates, possibly dinner out at Greenshields or someplace, for all the engineering crew (each person pays their own way). Please see Pat or Robert if you are in Engineering and are interested in the idea.

OPERATIONS

By Larry Pischke

Things have been a little hectic of late, although this is due more to personal reasons rather than ship's business (some of you know of what I speak). As far as the Kitty Hawk

is concerned, there has been virtually nothing going on. This is one of the reasons why my report is late: there is nothing to talk about, really. This is actually good in one respect, seeing as how the Operations Department can be easily overwhelmed due to being seriously understaffed. Thank heavens for the summer lull. For those of you that are interested (this means you, Cap'n) the Ops Manual is still being rewritten, albeit at a snail's pace. A masterpiece cannot be rushed.

One final note: we have another name to be added to the Chief of Operations Hall of Fame. Transporter Chief O'Brian, played by Colm Meany, will become Ops Chief of the space station when he is transferred to the new show, Deep Space Nine.

SECURITY REPORT

By Carey Muse

Talked with Captain concerning positions in department. Security will provide six targets, I mean, personnel to Creation Con at the end of October.

MARS MISSION UPDATE

By John P. Miller

Launch of NASA's Mars Observer probe, the first Planetary Observer Class spaceship USS Thomas O. Paine, has had its launch delayed due to efforts to protect the spaceship from Hurricane Andrew. Already atop its Titan III launch vehicle, it was decided to attach a second purge air line to keep contamination away from the craft; however, through an error in judgment by a Martin Marrietta technician, a contaminated hose line was connected to the capsule, spraying paint chips, rust, dust, paper fragments, etc. all over the craft and its delicate instruments. It was necessary to remove the spaceship from the top of its launch vehicle and move it to a clean room in order to decontaminate the instruments. A one to two week delay is expected;

however, mission planners expect to make the October 12 launch deadline. If the launch window closes before we can get the launch off, it will mean a two year wait for the Earth and Mars to come into proper alignment again. After an 11 month voyage to Mars, it will begin mapping the Martian surface for one Martian year (approx. 2 Terran years) in preparation for future Mars missions, including the possibility of a manned Mars landing sometime in the first quarter of the 21st century.

The Mars Observer craft is the first in a line of Planetary Observer Class spacecraft. The project is designed to be modest in scope and relatively cheap, affording the potential to send other Planetary Class craft to other members of the Terran System.

Equipment carried on the Observer will include:

The **Mars Observer Camera** will take digital images in high, medium, and low resolution modes.

A **Gamma-Ray Spectrometer** will measure the abundance

of elements on the Martian surface, including iron, silicon, uranium, and hydrogen - the latter of which could provide clues to the presence of water ice.

The **Thermal Emission Spectrometer** will map minerals and temperatures on the surface, as well as return information on cloud composition.

While a **Laser Altimeter** determines topographic relief, tracking data from the spacecraft's radio will measure the Martian gravity field. The radio also will be used to build up a temperature profile of the atmosphere.

The **Pressure-Modulator Infrared Radiometer** will observe the mixing of dust, ice, water vapor, and other constituents of the atmosphere at different latitudes and longitudes as it changes throughout the Martian seasons.

A **Magnetometer** and **Electron Reflectometer** will measure the magnetic field and determine how it interacts with the solar wind.

WORLDS OF THE CLASSIC STAR TREK SERIES

WORD SEARCH

By Diana Waldier

The names can be found vertically, horizontally, or diagonally and either forwards or backwards, dashes and spaces not included.

ALPHA 177
 ALTAIR VI
 ARDANA
 ARGELIUS TWO
 ARGUS X
 ARRET
 BABEL
 BETA III
 BETA SIX
 BETA XII-A
 CAMUS II
 CAPELLA IV
 CESTUS III
 CETI ALPHA
 CHERON
 COLONY ALPHA FIVE
 DELTA VEGA
 DENEVA
 EARTH
 EDEN
 EKOS
 ELAS
 ELBA II
 EMINIAR VII
 EXALBIA
 EXO III
 GAMMA CANARIS N
 GAMMA HYDRA IV
 GAMMA TRIANGULI VI
 GIDEON
 HOLBERG 917-G
 IOTIA
 JANUS VI
 KELVA
 M-113
 MAKUS III
 MARAK II
 MEMORY ALPHA
 NEURAL
 OMEGA IV
 OMICRON CETI II
 ORGANIA
 PLATONIUS
 PSI 2000
 POLLUX IV
 PYRIS VII
 Q

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C E T I A L P H A V N O E D I G M I O A K I
O T R I S K E L I O N E E L N A I O R L R A
S E N S E I I I V U L C A N R I I O G P Y H
P U N U O D O N I 3 3 R 3 A A K I S A H O O
A T S M O X E D S I U 1 K T H N E H N A A L
C A T A N E U N U E 1 I E T O D N E I 1 R B
E U N C H E R O N M I B E B A E H R A 7 G E
S R N O L T A D A I V R I A T L A M V 7 E R
T U R N E O N E J O R T R O G T A A I E L G
A S E N Y O N A D A E I L E B A B N A V I 9
T I C O L O N Y A L P H A F I V E S L I U 1
I I E A R T H O B A V E N E D E I P L F S T 7
O A S I I I A B L E L A S T O G O L E S T G
N H T S I T O O T O T O A R D A N A P U W P
K P U U M A L E A S N A S O K E K N A L O S
7 L S C A L O S R A T K S Y O I T E C A E I
I A I A N O X E S R O E L I E C K T B T M 2
I Y I I N S B Y U P O L L L U X I V E E N I O
V I R N I X X S E M V O S O J W X T A N O
S O L T A V S O I D E A I I I K X A A T I O
I M O O N U E N V I G O O N I B I L X N A P
R E N E G A D E O O A I T O I N A B I A R A
Y M M R V I 2 9 8 N I M A K U S I I I O V N
P L A T O N I U S O V I O H C Y T A A T I I
E L B A L O I I I I T E C N O R C I M O I L
G A M M A T R I A N G U L I V I N O Q N I C
V I A R D Y H A M M A G O U S U L U M O R I
K I R K K D O N N S I R A N A C A M M A G O
    
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ROMULUS
 SARPEDION
 SCALOS
 SHERMAN'S PLANET
 SPACE STATION K-7
 TALOS IV
 TANTALUS FIVE
 TARSUS IV
 TAURUS II
 THASUS
 TRIACUS
 TRISKELION
 TROYIUS
 TYCHO IV

VULCAN
 YONADA
 892 IV

CLASSIC STAR TREK TELEVISION SERIES CAN YOU MATCH THE WORLD TO THE EPISODE NAME??

By Diana Waldier

_____ ALPHA 177
 _____ ALTAIR VI
 _____ ARDANA
 _____ ARGELIUS TWO
 _____ ARGUS X
 _____ ARRET
 _____ BABEL
 _____ BETA III
 _____ BETA XII-A
 _____ CAMUS II
 _____ CAPELLA IV
 _____ CETI ALPHA V
 _____ CHERON
 _____ COLONY ALPHA FIVE
 _____ COLONY BETA SIX
 _____ DELTA VEGA
 _____ DENEVA
 _____ EARTH
 _____ EDEN
 _____ EKOS
 _____ ELAS
 _____ ELBA II
 _____ EMINAR VII
 _____ EXALBIA
 _____ EXO III
 _____ GAMMA CANARIS N
 _____ GAMMA HYDRA IV
 _____ GAMMA TRIANGULI VI
 _____ GIDEON
 _____ HOLBERG 917-G
 _____ IOTIA
 _____ JANUS VI
 _____ KELVA
 _____ M-113
 _____ MAKUS III
 _____ MARAK II
 _____ MEMORY ALPHA
 _____ NEURAL
 _____ OMEGA IV
 _____ OMICRON CETI II
 _____ ORGANIA
 _____ PLATONIUS
 _____ PSI 2000
 _____ POLLUX IV
 _____ PYRIS VII
 _____ Q
 _____ ROMULUS
 _____ SARPEDION
 _____ SCALOS
 _____ SHERMAN'S PLANET
 _____ SPACE STATION K-7
 _____ STARBASE CESTUS III

_____ TALOS IV
 _____ TANTALUS FIVE
 _____ TARSUS IV
 _____ TAURUS II
 _____ THASUS
 _____ TRIACUS
 _____ TRISKELION
 _____ TROYIUS
 _____ TYCHO IV
 _____ VULCAN
 _____ YONADA
 _____ 892 IV

1. TOMORROW IS YESTERDAY
2. CITY ON THE EDGE OF FOREVER
3. AMOK TIME
4. THE CAGE
5. THE MENAGERIE
6. WHERE NO MAN HAS GONE BEFORE
7. THE ENEMY WITHIN
8. THE MAN TRAP
9. THE NAKED TIME
10. CHARLIE X
11. WHAT ARE LITTLE GIRLS MADE OF?
12. DAGGER OF THE MIND
13. THE CONSCIENCE OF THE KING
14. THE GALILEO SEVEN
15. THE SQUIRE OF GOTHOS
16. ARENA
17. THE RETURN OF THE ARCHONS
18. A TASTE OF ARMEGADDON
19. SPACE SEED
20. THIS SIDE OF PARADISE
21. THE DEVIL IN THE DARK
22. ERRAND OF MERCY
23. OPERATION: ANNIHILATE!
24. CATSPAW
25. METAMORPHOSIS
26. FRIDAY'S CHILD
27. WHO MOURNS FOR ADONAIS?
28. WOLF IN THE FOLD
29. THE APPLE
30. THE DEADLY YEARS
31. THE TROUBLE WITH TRIBBLES
32. BREAD AND CIRCUSES
33. JOURNEY TO BABEL
34. A PRIVATE LITTLE WAR
35. THE GAMESTERS OF TRISKELION
36. OBSESSION
37. A PIECE OF THE ACTION
38. BY ANY OTHER NAME
39. RETURN OF TOMORROW
40. PATTERNS OF FORCE
41. THE OMEGA GLORY
42. ELAAN OF TROYIUS
43. AND THE CHILDREN SHALL LEAD
44. THE DAY OF THE DOVE
45. PLATO'S STEPCHILDREN
46. WINK OF AN EYE
47. LET THAT BE YOUR LAST BATTLEFIELD
48. WHOM GODS DESTROY
49. THE MARK OF GIDEON
50. THE LIGHTS OF ZETAR
51. THE CLOUDMINDERS
52. THE WAY TO EDEN
53. REQUIEM FOR METHUSELAH
54. THE SAVAGE CURTAIN
55. ALL OUR YESTERDAYS
56. TURNABOUT INTRUDER
57. FOR THE WORLD IS HOLLOW AND I HAVE TOUCHED THE SKY
58. THE ENTERPRISE INCIDENT

**NOTE: SOMETIMES THERE IS MORE THAN ONE PLANET PER
 EPISODE AND MORE THAN ONE EPISODE PER
 PLANET
 COMPARISON BASED ON STAR TREK COMPENDIUM**

CALENDAR OF UPCOMING EVENTS

NOV. 7.....Kitty Hawk Meeting

NOV. 14.....Hayride and Party

DEC. 5.....Kitty Hawk Meeting

DEC. 19.....Anniversary and Christmas Party

THE WRIGHT STUFF
U.S.S. KITTY HAWK
P.O. BOX 52112
RALEIGH, N.C. 27612-2112