

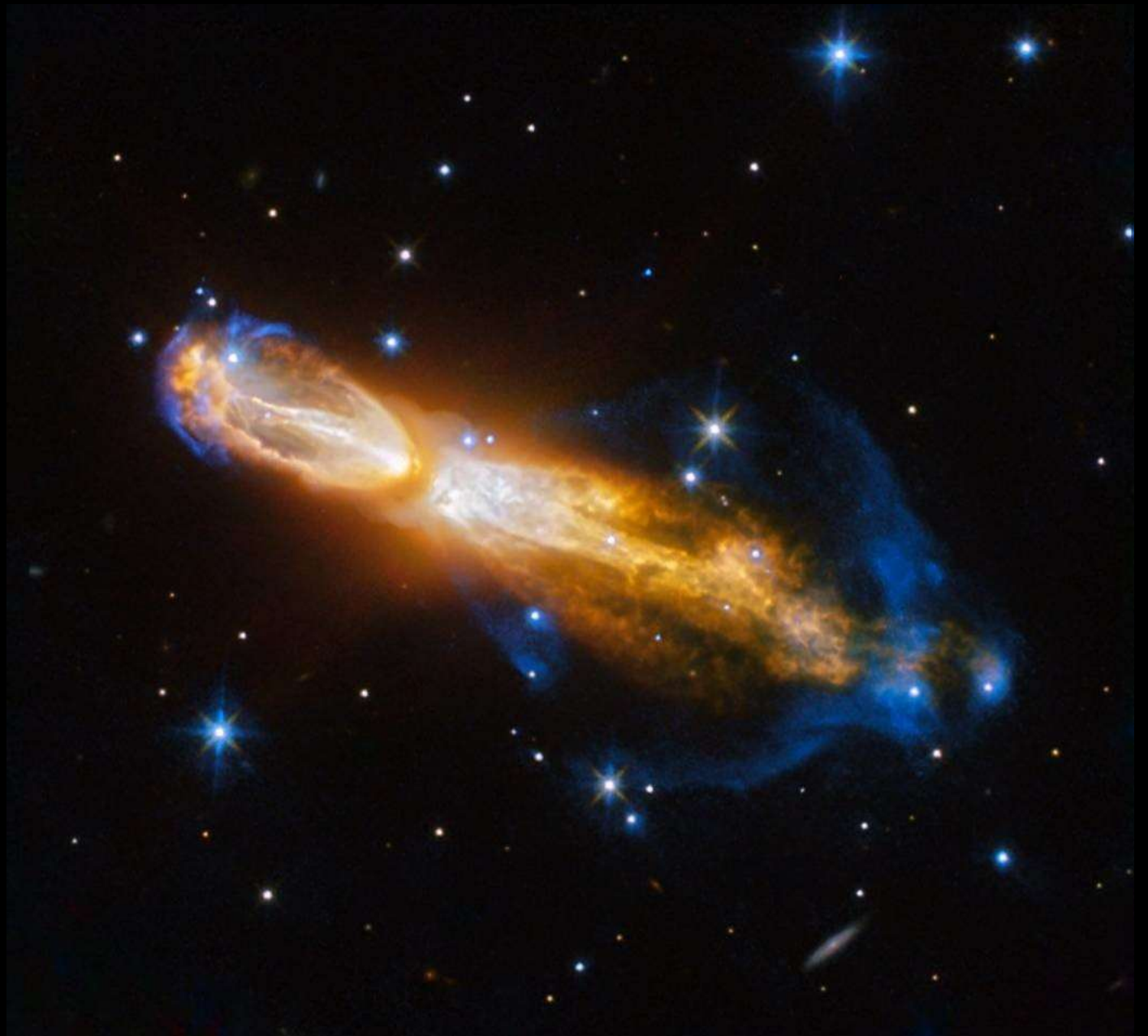
THE WRIGHT STUFF



Vol XXVIII ♦ No 1

The Official Newsletter of the U.S.S. Kitty Hawk ♦ NCC-1659

Jan/Feb 2017



The Center Seat

By John Troan

Thanks to everyone who was able to make it to the anniversary dinner. As always, a fun time was had by all.

The only announcement after dinner was a round of promotions:

- Larry Cox to Lieutenant, j.g.
- Keung Hui to Lieutenant, j.g.
- Diane Ripollone to Lieutenant, j.g.

Congratulations!

As part of adding up the points for everyone's activities from October 2015 and looking ahead a little into 2017, I found that I need to expand the list of point-earning activities to include things we've done over the last fourteen months. Here's an updated list of points-per-event, with more changes (mostly additions) expected over time –

Points	Description
Ship Functions	
1 / mo	STARFLEET membership
1	Attend monthly meeting, dinner, or other <i>Kitty Hawk</i> gathering
3	Host for any of the above
2	Attend anniversary dinner
3 / mo	Major chapter role <ul style="list-style-type: none"> ➤ CO ➤ XO ➤ Second Officer ➤ CFO ➤ Social Media Officer ➤ Others as they're identified and filled

Newsletter	
6	Edit / assemble an issue
2	Department report
2	First non-dept report
1	Second non-dept report
0	Additional articles
Charity	
10	Kitty Hawk Function <ul style="list-style-type: none"> ➤ UNC-TV ➤ First Night
5	Non-KH charity event ... need to work on details on awarding these
Other Activities	
5	Buy a <i>Trek</i> uniform
10	Make a <i>Trek</i> uniform
5	Assist at <i>Kitty Hawk</i> convention appearance
3	Provide programming in conjunction with a <i>Kitty Hawk</i> con appearance

One thing not on this list is the podcast. Anyone participating in the podcast – recording or production – will get 3-5 points. Anyone who has already recorded something for the second podcast will be grandfathered in. However, any contributions for the first podcast won't count as it was done before I started tracking points in October 2015.

The first group recording session for the second podcast was in late January, but we will have at least one more session in February – watch your e-mail for updates. Parts are available for everyone, so please join the fun!

Comp Ops

By John Troan

Since I've been spending a lot of my time – including a lot of Christmas vacation – working on house stuff, my To Do list for the web site keeps getting longer. I'm now at two (or three) *Wright Stuff*s and pics from our last three events. I'm really hoping to get caught up soon.

I'm also hoping to get to a couple of other Comp Ops projects. The first is (relatively) easy: creating the full length podcast from the sequence of [single-act recordings already posted](#). The other is restructuring the web site to better handle all present and future events, plus future additions to the media archives. (There are a couple of things in the works that we're planning to add. More details will be shared once we're further along.)

The public will have opportunities to vote on what the *Juno* mission should photograph during each nearly two-month orbit of Jupiter. The [JunoCam website](#) will have updates as each voting session opens.

The next [SpaceX](#) mission – the tenth! – to the space station is currently scheduled for some time in February. (At this writing, they haven't yet determined exactly when.) Like most missions, the cargo includes supplies, equipment, and experiments for use on the station. The SpaceX modules are designed to safely return to Earth and a lot of cargo will also be sent back, including experiments to be analyzed.

Communications By Elaine Pischke

To those concerned about the future of science funding, research and science education in the United States, you are not alone. The March for Science will take place in Washington, D.C., on April 22, 2017. Satellite marches are also being planned and hopefully there will be one in Raleigh.

"The March for Science is a celebration of our passion for science and a call to support and safeguard the scientific community. Recent policy changes have caused heightened worry among scientists, and the incredible and immediate outpouring of support has made clear that these concerns are also shared by hundreds of thousands of people around the world. Mischaracterization of science as a partisan issue, which has given policymakers permission to reject overwhelming evidence, is a critical and urgent matter. It is time for people who support scientific research and evidence-based policies to take a public stand and be counted."

Anyone interested in participating in this march or related activities can find more information here: <https://www.marchforscience.com/>.

"I don't want students who could make the next major breakthrough in renewable energy sources or space travel to have been taught that anything they don't understand, and that nobody yet understands, is divinely constructed and therefore beyond their intellectual capacity. The day that happens, Americans will just sit in awe of what we don't understand, while we watch the rest of the world boldly go where no mortal has gone before."

— Neil deGrasse Tyson

Engineering Report By Brad McDonald

Hello! Time flies and, I find that it's time again for another report. I'm starting this one with a movie review. I know it's a bit late, as many of you have probably already seen it. After watching *Star Wars VII*, and not being too thrilled, I was skeptical about *Rogue One*. However, I had a change of heart when I saw an interview with George Lucas. Briefly, when asked how he liked *Star Wars VII*, he said he was disappointed. Then he was asked about *Rogue One* and he lit up, saying it was great. If he felt the same way as I did about *VII*, then there may be hope for *Rogue One* after all, especially since Jar-Jar Abrams wasn't directing.

Katy had been after me to see it for some time, so we made an afternoon trip to see it. By this time, there were no crowds and, guess what, it was great! There were lots of tie-ins with the original *Star Wars* movie of 1977, *A New Hope*. I've heard *Rogue One* called Episode 3.9 as it ends right where *A New Hope Begins*. There are really good characters and the special effects were outstanding, but did not become the focus of the whole story. I hope the other independent *Star Wars* stories are as good as this. If you haven't seen it yet, do so.

We still have parts available for the next podcast. Our next recording session will be Sunday, February 26 at my house. Feel free to show up and participate. If you have scripts, bring them and, if you don't, I have a few extra copies on hand. If you can't make it, we will try to schedule a few more recording sessions later, as needed.

Starting in this issue is a print version of our first podcast production of "Command Decision". Following that will be another original series *Star Trek* story, which is very special. Also, John and I have a surprise in store which will premiere later this year. Remember, you heard it here first.

Our annual dinner at Kanki was great. If you were there, you know what I mean; if not, I'm sorry you missed one of the best dinners we've had as a group. We also got to see three of our crew members get a much-deserved promotion!

On a personal note, I just finished preparing for this year's tax returns. I did a total of my medical bills and, hopefully, I'll get a tax deduction for them as it came to about \$6200! That's my cost for copays, deductibles and out of pocket expenses of many items for my recovery. It could have been much worse, but I have Medicare which covered 100% of my surgery and hospital expenses. I just wish my cancer insurance had been a bit better about helping me with what seemed like never ending expenses. If you have cancer insurance, check the policy and be sure you are covered for everything. If you don't have cancer insurance, look into it, it can save you a lot of money in the long run.

That's about all for now. Hope to see you at the next meeting or at one of the recording sessions.

ST: Voyager — “Command Decision” (Podcast)

By Brad McDonald

INTRODUCTION

“And now for something completely different”, as the saying goes; my story contribution this time is not a T.V. script, but one for the radio. Actually, it’s a podcast, but I’m old enough to remember radio programs, so that’s what I identify with.

When the crew of the *Kitty Hawk* was looking for a fun project that we could all participate in, an original *Trek* production was proposed. A video project was just too much to contemplate, mostly due to cost and time needed to make it. In addition, there was a space issue. No, not the final frontier, but where to build sets. Also, there were costumes, make-up, props and so on. The list was virtually endless, not to mention a real restriction on what we could do.

However, an audio-only format would be much easier and restricted only by the availability and cost of the audio effects. Fortunately, John Troan was able to locate nearly everything on-line, free of charge. What they didn’t have, he created himself.

George Lucas had done something similar on radio with the original *Star Wars*, using some of the actors and all the effects they needed. The story was modified somewhat, but it was still quite good and aired with much acclaim.

So now, our only problem was a story. I had a suitable candidate but it would require work. I originally wrote the story as a standard T.V. script with the familiar *Voyager* cast, but had to make a number of changes. First, I had to replace Kes with Seven. Then the proverbial womanizer got serious with Torres. Instead of

doing another rewrite, I simply left the setting before that happened. I had one more task, which was actually a total rewrite, but I wasn’t sure how to go about changing my existing T.V. script into a radio play, so I guessed.

What follows then, is the written version of our original production of “Command Decision”. If the format isn’t correct, I take full responsibility. However, it did serve us well and I think the results are pretty good. I hope you enjoy the printed version. Meanwhile, if you haven’t listened to [our audio production](#), maybe this will encourage you to give it a try. Hope you enjoy at least one of the versions!

CAST

JANEWAY	TINKER
CHAKOTAY	ANARA
TUVOK	ALIEN’S VOICE
PARIS	NARRATOR
TORRES	COMPUTER’S
SEVEN	VOICE
KIM	
NEELIX	

ACT ONE

NARRATOR

(audio effect: bridge noises)
Voyager is moving through space at sublight speed. On the bridge, Janeway is walking around, looking over the shoulders of various crewpersons.

JANEWAY

Captain’s personal log. Things are... just fine, for a change. No one is chasing us, we’re not low on food or energy. The crew has

been given a clean bill of health after ship wide physicals by the Doctor and... I feel good. We even have time for a little R & R.

(beat)

I wonder if Harry was able to talk Tom into spending some time in Hawaii?

NARRATOR

(audio effect: voices & balls hitting)

PARIS and KIM are engaged in a billiards game on the holodeck. The room is filled with patrons and other games are in progress.

KIM

I still don’t see why you want to use our holodeck time, playing a game of pool.

PARIS

Relax, Harry. That’s what the game is all about, relaxing, and it’s billiards, not pool. The setting, the people...

NARRATOR

Paris eyes one of the nearby ladies and smiles.

PARIS

...and the friendship.

NARRATOR

(audio effect: balls hitting)
Kim misses a shot and his exasperation rises.

KIM

Our friendship could also be explored by diving in the Hawaiian waters.

PARIS

True, but here we can also hone the skills necessary for the good of the ship.

KIM

Care to explain that bit of logic?

NARRATOR

Paris lines up his next shot.

PARIS

The fundamentals of geometry for ship's navigation. Then there's the basic physics involved in the motion of the balls and their action with each other...

NARRATOR

(audio effect: balls hitting)
Paris makes the shot easily and looks for the next one.

KIM

That's what I call a real reach. Next time, I get to choose where we spend our holo ration.

NARRATOR

Kim is watching Paris as he lines up the next shot.

KIM

That's a rather difficult shot.

PARIS

Nonsense. It's simple geometry.

NARRATOR

(audio effect: balls hitting)
Paris misses the shot and Kim enjoys the moment.

KIM

You were saying something about "simple" geometry?

NARRATOR

Paris nods towards one of the nearby ladies.

PARIS

I, uh, was...distracted.

NARRATOR

(audio effect: klaxon horn)
Kim is about to respond when the ship's klaxon sounds. The two run for the holodeck arch as soon as it appears.

(audio effect: bridge sounds)

On the bridge everyone is at station, present is Tuvok, Chakotay & Seven. Janeway is walking about when the turbolift opens and Kim and Paris exit.

(audio effect: turbolift doors)

JANEWAY

Sorry to interrupt your holiday gentlemen. What's our E.T.A. to the location of that distress call?

SEVEN

Fifteen minutes, twenty seconds.

NARRATOR

Paris and Kim take their stations and get to work.

JANEWAY

Anything since our initial contact?

CHAKOTAY

No. The frequency is still open, but no response of any kind.

TUVOK

Scans show a small craft, unsophisticated and quite old. It seems to be pacing a nearby asteroid. There is no detectable damage on the exterior hull.

JANEWAY

Chakotay, prepare a rescue party. Seven, the doctor, Torres and yourself. As soon as we're close enough, transport and render assistance. Harry, stand down from red alert, go to yellow.

NARRATOR

(audio effect: footsteps & klaxon stops)
Chakotay jumps up and heads for the turbolift.

CHAKOTAY

Just how small is that ship, Tuvok?

TUVOK

Not an abundance of room, but sufficient space for your team. I read an oxygen-nitrogen atmosphere, space suits will not be necessary.

CHAKOTAY

I'll report as soon as we know something.

NARRATOR

(audio effect: transporters)
The interior of Tinker's ship is very cramped and we see the team arrive and immediately go to work. Each one has a tricorder.

(audio effect: tricorders)
The DOCTOR sees TINKER and begins to treat a minor wound on the older man's head.

TORRES

Engines are old, but functioning well.

SEVEN

Life support, artificial gravity and other systems are nominal.

CHAKOTAY

So, what's the emergency?

NARRATOR

(audio effect: bump)
Chakotay bumps his head on a low bulkhead.

CHAKOTAY

I'm going to have a talk with Tuvok regarding his definition of 'sufficient space'.

TORRES

As far as I can tell, this ship is fine, old but well maintained.

SEVEN

I agree, other than minor adjustments, this vessel does not require our assistance.

NARRATOR

(audio effect: foot steps)
Chakotay takes a few cautious steps towards the doctor, ducking and stepping over a lot of junk.

CHAKOTAY

How's the patient?

DOCTOR

A minor injury, what I would describe as a slight bump on the head. Hardly worth a distress call, even considering his age. I'm not sure what caused the injury, but I'm giving him a mild stimulant. He should be able to answer questions shortly.

NARRATOR

Tinker awakens, but is a bit groggy. He brightens when he spots the team.

TINKER

You came! You answered my call!

DOCTOR

We're here to help you. You had a minor injury but should recover quickly. Please state the nature of your emergency.

NARRATOR

Tinker is still a bit bewildered.

TINKER

Huh? Oh yeah! It's the asteroid nearby. I need your help to move it.

CHAKOTAY

Move it? Why?

TINKER

Because, if you don't, it will destroy my world and all the people living there!

NARRATOR

Voyager has taken Tinker's ship in tow and they are pacing the asteroid.
(audio effect: medical scanners)

In sickbay, Janeway is mildly amused as the Doctor gives a protesting Tinker a complete exam.

TINKER

But I tell you, I feel fine. I got the bump on the head after making contact with your ship. Got so excited; I jumped up and forgot about that transverse bulkhead.

NARRATOR

Janeway barely stifles a laugh.

DOCTOR

Commander Chakotay made a similar discovery. He is currently discussing the matter with Mister Tuvok. It seems there's a mild disagreement over the term 'sufficient space'.

TINKER

I'm more worried about the asteroid and my home world. What about that?

NARRATOR

Janeway becomes more serious and moves closer to Tinker to reassure him.

JANEWAY

Relax, my people are already working on it, Mister...?

TINKER

(energetic)

Tinker!

JANEWAY

Your first name?

NARRATOR

Tinker now forgets the exam and addresses Janeway with pride.

TINKER

First, last, job description and title, all in one.

NARRATOR

Janeway is amused again and is beginning to like the man.

JANEWAY

I like it. Simple and direct to the point. Very well, Tinker. While my people check out the asteroid, can we do anything else for you?

TINKER

(excited)

Yes! Once your doctor gets done poking me, I'd like a tour of your wonderful ship. I've never seen anything like it before.

JANEWAY

Nor will you again. We're a long way from home, just passing through.

NARRATOR

The Doctor finishes and lets Tinker sit up.

DOCTOR

Other than a mild headache and early stages of arthritis, he's fine. I've given him something for both conditions.

TINKER

Is your doctor always like this?

JANEWAY

How so?

TINKER

So overbearing and ...fussy!

DOCTOR

(agitated)

Is that the thanks I get? I help you and you insult me?

TINKER

That wasn't an insult. Now, if I wanted to really insult you...

JANEWAY

(interrupting; amused)

Never mind. How about that tour?

NARRATOR

Tinker bounces off the exam table and with a flourish of his hand, bows.

TINKER

Lead the way, lovely lady!

NARRATOR

(audio effect: footsteps and door opening)

The two exit sickbay, leaving the Doctor exasperated.

DOCTOR

(to self)

I should have let him keep the headache and the arthritis.

NARRATOR

(audio effect: bridge sounds) On the bridge, Tuvok, Kim and Paris are studying a readout at Kim's station.

TUVOK

Display the affected system, Mister Kim.

KIM

Coming up now. The second planet is the one that is threatened. Look at the size of the moon!

TUVOK

Very similar to my home world. Vulcan and its satellite are considered twin planets.

PARIS

Earth and its moon nearly qualify for that distinction as well. How do we handle this?

TUVOK

There are two basic approaches. Either divert the asteroid or destroy it.

PARIS

Destruction seems to be the easiest, at least we won't have to worry about the consequences of a diversion causing other problems elsewhere.

KIM

Maybe not, the asteroid is rather dense and large. We might be forced to use all our remaining torpedoes. Even then, we may not do enough damage.

TUVOK

Diverting it will not be any easier. It has reached a point where more than a two degree variance may be necessary. We may be too late, basic physics may work against us.

KIM

Basic physics, like billiards, right Tom?

NARRATOR

(audio effect: engineering sounds & footsteps)

Janeway and Tinker are taking a leisurely walk through engineering.

TINKER

Incredible. Compared to my poor relic, this ship is light years ahead in technology alone. But what really makes the ship so special, is the people. I get the sensation of a happy crew. Good people and an excellent captain.

You understand, I'm not trying to flatter you into assisting me.

JANEWAY

Don't worry, I can handle the complements and I'll pass them along to the crew. Besides, I know they all want to help you. You've given them an irresistible problem.

NARRATOR

(audio effect: doors open)

The two leave engineering and enter the corridor...

(audio effect: footsteps)

... and continue walking through the corridor.

TINKER

I knew as soon as I detected your ship that you'd be able to help. I'm just relieved that your people are the type who would want to. To be honest, I was surprised to see you at all.

JANEWAY

Why is that?

TINKER

Not much traffic in this sector of space, or hadn't you noticed?

JANEWAY

Now that you mention it... why is that?

TINKER

Not sure, but it is nice. Not a lot of people to bother you.

JANEWAY

It's just hard to get help when you need it, right?

NARRATOR

(audio effect: doors then motion) The two enter the turbo lift.

TINKER
(amused)

How right you are. So how long have you and your crew been traveling?

JANEWAY

About three and a half years and still 60,000 light years from home.

TINKER

(whistles low and gets serious)
Wow! And I thought I was a long way from home.

JANEWAY
(confused)

I thought the world in jeopardy was your home.

TINKER

Adopted home. I came here about twenty years ago. Originally I was going to sell my wares and talents. The local people were delightful. Gave me everything I wanted and treated me like royalty. I decided to stay and helped them with a variety of problems.

JANEWAY

Primitive society?

TINKER

Not really, just a bit behind the times. Simple farmers and tradesmen. Space travel is still a novelty to them, really surprised them when I arrived! After several months of their warmth and kindness, I decided to stay. Got my name shortly thereafter. Sharpen a worn tool, put a door back on its hinges, build an irrigation system and so it goes.

JANEWAY
(smiling)

A man of many talents. No doubt, one of your talents

includes a bit of star gazing and that's how you found the asteroid.

NARRATOR

Tinker smiles and his admiration for Janeway shows.

TINKER

Not only good looks, but smart as well. You're right. Found it last month when I was looking at Other World.

JANEWAY

Other World?

TINKER
(amused)

It's what the locals call their moon. They live on Our World, the moon is Other World.

JANEWAY

Again, simple and to the point.

NARRATOR

(audio effect: doors open, bridge sounds)

The turbolift doors open and they enter the bridge. Tinker is immediately distracted by the technology and wanders off. Janeway goes to Chakotay.

JANEWAY

How is it going, Commander?

CHAKOTAY

Everyone is ready with a report, in the main conference room.

(indicating Tinker)

How's our visitor?

JANEWAY

Doctor gave him a clean bill of health. He's really a very sweet old man. Reminds me of my own

grandfather. Care to entertain him for a while?

NARRATOR

Chakotay nods in agreement and they go to Tinker.

JANEWAY

Tinker? Chakotay will give you a tour of the bridge while I tend to business, okay? Commander, you have the conn.

TINKER

Of course, Captain. I'll be right here when you get back.

NARRATOR

(audio effect: opening doors)
The main conference room; present are Seven, Paris, Kim, Tuvok and Torres as Janeway enters.

JANEWAY
(sitting)

Let's have it people. Can we save the inhabitants of the nearby world?

TUVOK

We have several scenarios. However, one seems most promising. Ensign?

KIM

Basically, we can only move the asteroid a limited amount. No more than a few degrees in either direction. That gives us little to work with.

PARIS

If we move it along the Z axis, up or down, the asteroid comes under the influence of the planet's gravitational pull. Same with a port tack, the asteroid still hits the planet.

JANEWAY

And starboard?

SEVEN

The asteroid comes under the influence of the planet's moon. Since the moon is a substantial size, its gravity does most of the work for us and it should be able to withstand the impact. There will be some fragmentary remains, which will make it to the inhabited planet, but they should burn up in the atmosphere.

TORRES

It will mean using up a lot of power, but we can handle it.

JANEWAY

Other solutions?

TUVOK

Fragmenting the asteroid will be difficult. The large sections could produce the same results, impacting the planet with multiple, major hits.

PARIS

We ran simulations on how the asteroid would behave if we attempted other solutions. The best had a fifty per cent probability of success. Results varied greatly, too many variables.

JANEWAY

What variables?

KIM

Exact composition of the asteroid, gravimetric influences of the moon and so on. Our scans so far have given us a basic knowledge, we're still analyzing data, but we need a real detailed study and soon, otherwise we lose our limited window of opportunity.

JANEWAY

I agree. It looks like we have a solution, but let's check it out, thoroughly. No doubt this idea came from Jupiter's similar function for Earth. Acting like a giant magnet, it absorbed the incoming comets and asteroids, protecting the inner planets. By the way, who's idea was it? Tuvok?

TUVOK

Mister Kim proposed the solution.

JANEWAY

Harry? Very well done.

KIM

Actually, I got the idea from playing billiards with Tom.

JANEWAY

Tom? A game of billiards?

PARIS

You need to ask Harry about that leap in logic.

JANEWAY

Later. I'd like to help these people. It could mean a few hardships for us in the next few months, any objections?

NARRATOR

The quiet room gives Janeway their consent and she is pleased.

JANEWAY

Good. I'd like to make some friends in this area of space. The idea of expending our resources for the good of others is very appealing. Let's get started.

NARRATOR

(audio effect: data padd)
Janeway picks up a data padd and begins to work with it.

JANEWAY

Asteroid survey team, Kim and Tuvok. Moon survey team, Seven and Torres. Mister Paris, I want you and Neelix to visit the inhabited planet and prepare a report on the people. And have Neelix look for an alternative specialty. I don't know about the rest of you, but if we have Talaxian pudding surprise one more time...

NARRATOR

Everyone is amused by the statement.

(audio effect:
turbolift doors)

Chakotay is concluding the tour of the bridge when Janeway appears.

JANEWAY

Good news, Tinker, I think we can help. I have survey teams on the way to investigate the asteroid and moon.

NARRATOR

Tinker approaches Janeway, moved with emotion.

TINKER

Captain, thank you so very much. How can I ever repay you and your crew?

JANEWAY

I'd like to hear some of your tall tales, but first, can you tell me where we could find some fresh produce?

TINKER

I'd be glad to.

END ACT ONE

Upcoming Events

Feb	26	2 p.m. Podcast Recording Session 707 Madison Ave, Cary
Mar	4	4 p.m. Ship Meeting Texas Steakhouse, Morrisville
	10	Articles for Mar/Apr <i>Wright Stuff</i> due
	11	6 p.m. UNC-TV (group dinner at 5p)
Apr	1	4 p.m. Ship Meeting Texas Steakhouse, Morrisville
	TBA	<i>Trek</i> night pot-luck at the CO's
May	6	4 p.m. Ship Meeting Texas Steakhouse, Morrisville

DON'T FORGET TO CHECK YOUR STARFLEET STATUS

THE WRIGHT STUFF
U.S.S. KITTY HAWK
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