

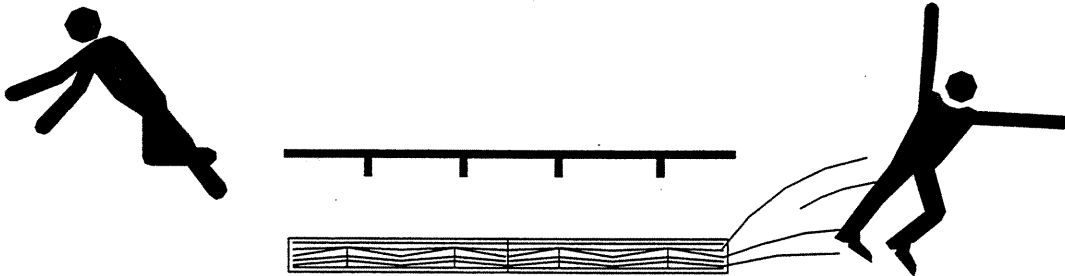
# 42

## KELLY COMMUNIQUE

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JANUARY • FEBRUARY • MARCH 1997 ISSUE

# ! DANGER



## NULL GRAVITY ZONE

To prevent serious injury or loss of lunch:

- Use all available handrails, hand holds or magnetic boots.
- Do not leave the gravity platform, Duh!

818-603C

## ***CAPTAIN'S LOG, STARDATE 50010.1***

As we begin this new year, it is time to introduce our new theme. The purpose of this theme is to let other people know what our club is all about. The theme for 1997 is "We're Family." The theme came about from an incident with a crewmember. This crewmember wanted to resign his/her commission from the Kelly. I asked him/her why and was told, "I haven't attended many activities lately and I haven't contributed much to the ship and I don't want to be a burden on anyone." I let this person know that we could erase his/her name from the roster, but once a person is a member of the Kelly, he/she is always a member of "our family." Family is never a burden, and if they ever need our help, they could call and we would be there. They would always be welcome at any of our activities and are missed when they are not there.

There are those who think the Kelly is just a Star Trek club. If you are one of them, you've missed the ship. The Kelly is a way for people to come together as friends. We use the excitement of Star Trek to attract people to the group, but they're not accepted based upon their knowledge of the show. Our activities are not always centered around Star Trek and when people needed help when they're sick, in moving, fixing a roof, rides, in fixing a car or just support, it's been neat to have "family" to call on. I would hope that if Star Trek was to be removed from the earth tomorrow, we would all still be friends. If you're a person that wants to feel a part of a family, come join with us.

Captain Dennis Hollinger  
U.S.S Kelly NCC-73400

---

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mrbq57c@prodigy.com  
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# ***ASK NUMBER ONE!***

At the beginning of a new year, it is natural for people to take stock of what the past has brought them. It is also common to look forward and plan for the future, making resolutions and goals for the coming year.

I have given it a lot of thought on my behalf; revisiting special occasions and accomplishments. There are also certain things that I want to see happen during the coming year. I have recently been promoted to the rank of Captain and given the command of the U.S.S. Andromeda...a Starfleet Command vessel based in Kentwood, Michigan. I have high hopes for this assignment, and many plans for the building up of the fan club there.

However, it will not happen without the cooperation of everyone included. The same is true of the continued success of the U.S.S. Kelly. It is the crew of the Kelly that will plot her future course and make sure that she arrives safely. So, for this Ask Number One...Number One wants to ask you. Where does the future of the U.S.S. Kelly lie?

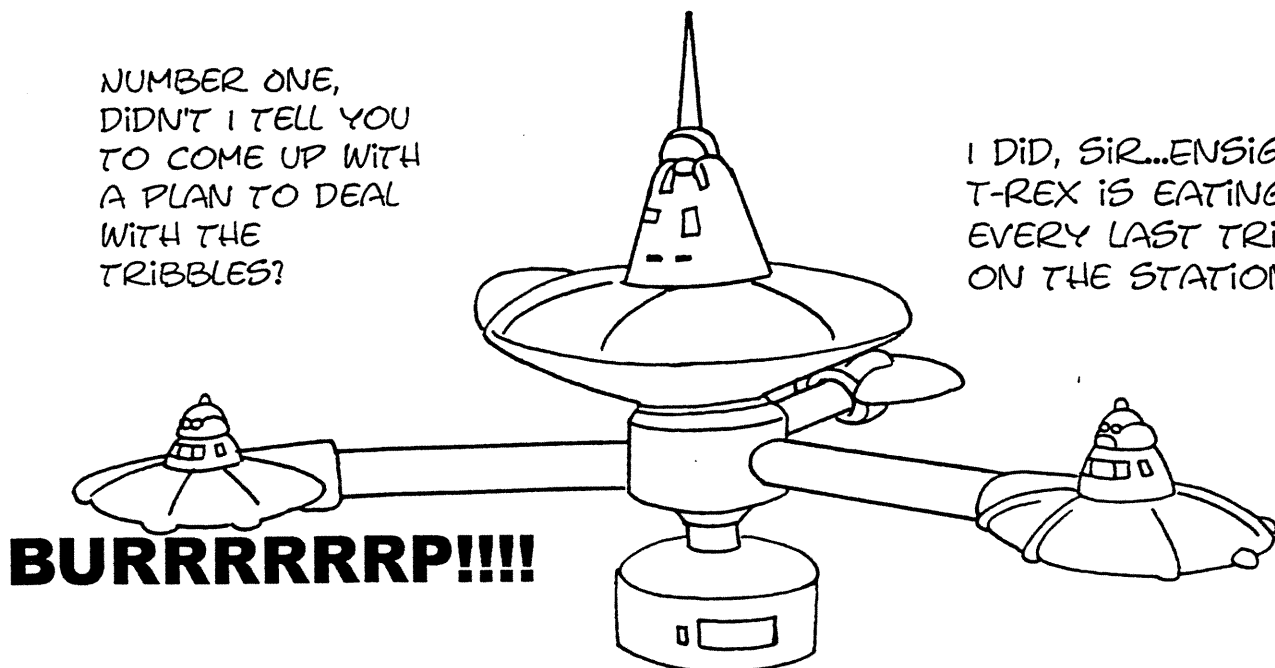
This year's theme has already answered part of that. "We Are Family!" means that whatever is done this year will be accomplished as a family...a true team effort. Only as individuals, planning and working together will the future become what we want it to be. What do you and I see happening during this new year? What are we willing to do to bring success to our fan club? We must decide what kind of activities we will enjoy! We must decide what we want to learn; how we should serve our community, our nation and our fellow man. And we must decide what kind of leaders and examples we will be.

The undiscovered country lies waiting for us to begin exploring and building to our own specifications. What will we do? Who will we be? Why do we strive to build a better future? This time, look deeply into your soul, and don't ***ASK NUMBER ONE!*** ASK YOUR-SELF!

In yet another time travel story...

NUMBER ONE,  
DIDN'T I TELL YOU  
TO COME UP WITH  
A PLAN TO DEAL  
WITH THE  
TRIBBLES?

I DID, SIR...ENSIGN  
T-REX IS EATING  
EVERY LAST TRIBBLE  
ON THE STATION.





Jennifer Lien as  
Kes

## ***THE WAY TO TREAT CONVENTION GUESTS***

Guests who come to our conventions should be treated as though they were ourselves. What I mean here is when a special guest comes to something here in Salt Lake we need to remember that they are people just like us. We need to remember how we felt or how we feel when we see a large group of people descending on us.

Maybe I should word this a little differently. Think of yourself as a child of 2 or 3 years old. Mommy has taken you out to the store the day after Thanksgiving to go shopping for Christmas gifts. The place is a mad house. People are running all over trying to get to the specials before anybody else gets them first. Somehow mommy has dropped your hand and all you can see are a bunch of strange knees coming at you. You can't see mommy and all around you are other people, pushing and shoving, bumping into you and each other all trying to get to whatever it is they are trying to grab, grabbing it before someone else gets it.

This is what a bunch of fans looks like to a star. Some of us are more scary than others. Some are really big, some are really funny looking in whatever costume we happen to be wearing at this particular con. Some smell funny, some just plain are scary to that particular star. When we get into a bunch and gather closely around them it gets a bit scary. Just think of that star as though they were feeling like that little kid and maybe you will know how they feel when the bunch of us descend on them.

THERE CAN BE ONLY ONE!—ah, um,,,,,no—it's, THERE IS ONLY ONE!—yeah that's right. This isn't Highlander, ----IT'S STAR TREK!!! So it's, there is only one of them (the star, that is) and a whole group of us. Sometimes we fans get carried away and pull and poke at the star. This can be pretty scary if a lot of us are grabbing at their clothes, their belongings, or even their body parts. Please remember that they are trying to give us time, but at the same time it is pretty harrowing for them to keep getting pushed and prodded. When a large group is around they need a chance to catch their breath just as much as we do. As a matter of fact more than we do because there is only one of them and the whole bunch of us trying to get their attention one way or another.

We get real excited when they come here and sometimes we forget that they are just like us, (maybe they make more money, have a good job, and are seen by more people, but they are still human, they have two eyes, two legs and so forth, just like us.) So we have to give them a break and not scare them to death with all our excitement. Put yourself in their place, would you want a bunch of strange people trying to crawl all over you? YEEEEEECH!!!!!!BLEECK!!!! and YUCK!!

A word to the wise, treat them with respect and maybe they will pass the word on to their fellow workers and maybe, just maybe, more of them will come to visit us.. They have to feel comfortable or they will tell their friends that they didn't have a good time, & they won't recommend Salt Lake as a good place for others to visit.

## *Quote of the Month*

*Feelings aren't positive or negative,  
they simply exist.*

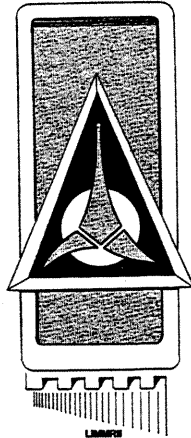
*It's what we do with those feelings  
that becomes good or bad.*

*--Deanna Troi*

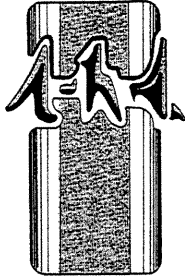
CRESTS OF MAJOR KLINGON LINES



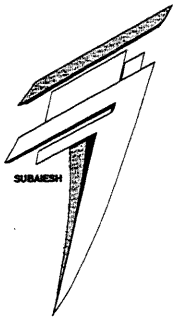
DREXA



LIMPHI



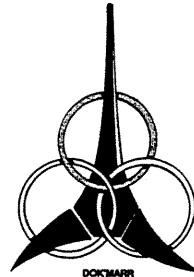
SIMPARI



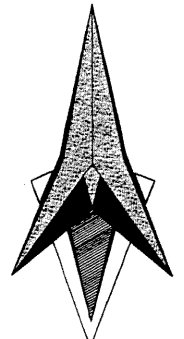
SUBAESH



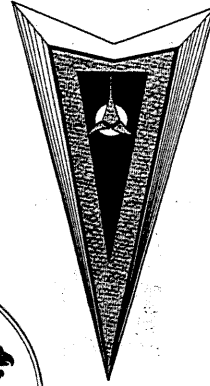
UPLUSSGO



DOKMARR



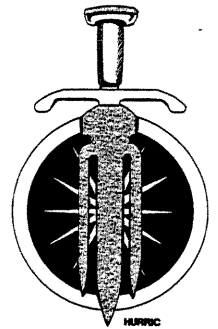
SOLAZARRI



JURISS



PALLARA



HUPPIC

NAVAL (MARINE) RANK INSIGNIA



RECRUIT  
(RECRUIT)  
(EN 2nd CLASS)



ENLISTED 2nd  
CLASS  
(EN 1st CLASS)



ENLISTED 1st  
CLASS  
(LANCE CORPORAL)



PETTY OFFICER  
2nd CLASS



PETTY OFFICER  
1st CLASS  
(SERGEANT)



CHIEF PETTY  
OFFICER  
(SERGANT-MAJOR)



CADET



ENSIGN  
(LT. JG)



LT. JG  
(LT.)



LT.  
(CAPTAIN)



LT. COMMANDER  
(MAJOR)



COMMANDER  
(LT. COL.)



CAPTAIN  
(COL.)



ADMIRAL  
(GENERAL)

(shade is raised brass-on-brass)



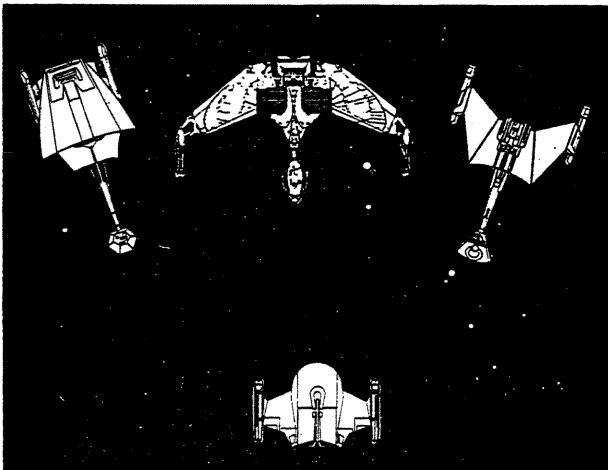
Klingons discover "Highlander: The Video Game"

## KLINGON STARSHIP TACTICS

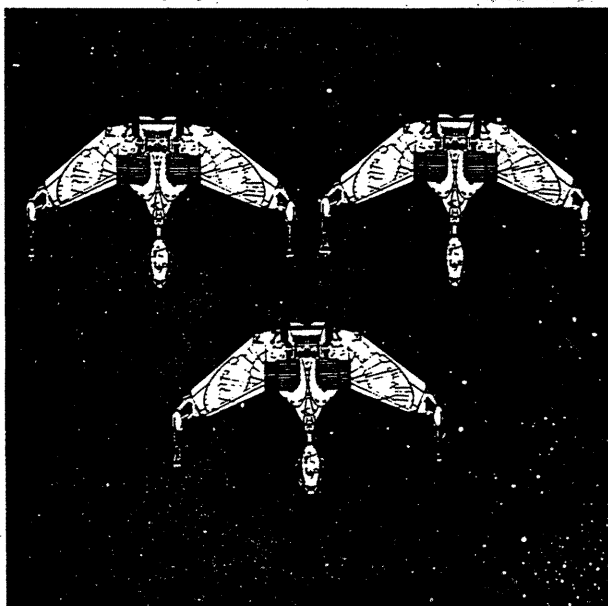
[EDITOR'S NOTE: The following summarizes what is known about Klingon starship tactics. More detail appears in FASA's *The Four Years War* and *Klingon Intelligence Briefing*.]

Star Fleet officers can expect Klingon warships to operate either individually or as a loosely knit group of three ships. Though their ship-to-ship tactics are often subtle and well-conceived, battle coordination among vessels is poor. For example, a mass assault inevitably degenerates into a frontal attack using everything the Klingons can muster.

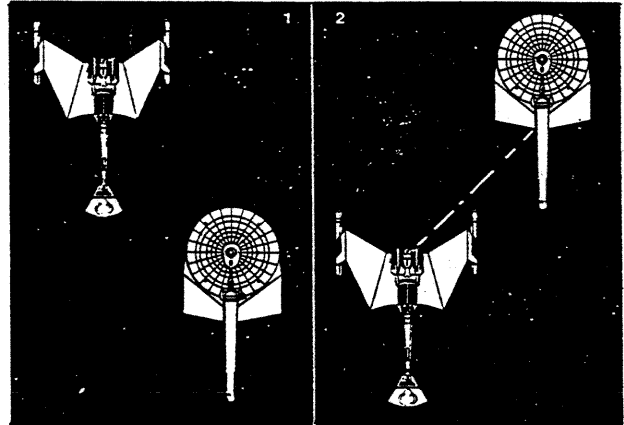
More often than not, Klingon forces preparing to attack a planet or planetary defense system approach along the plane of the planetary system's ecliptic, or 'level' with the other planets, rather than coming in from 'above' or 'below' the intended planet. They use this maneuver because it allows their vessels to take cover in asteroid or cometary belts.



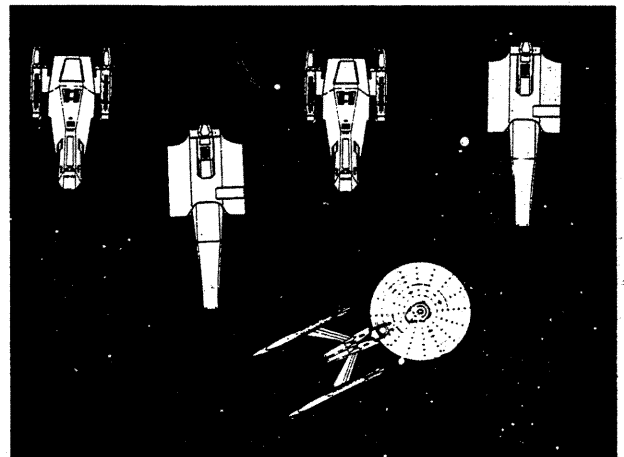
A squadron of three Klingon ships generally employs a V-formation, with the center ship (usually the group's flagship) up to 40,000 kilometers in front of, or behind, the other ships in the formation. When the flagship leads the squadron, the Klingons call the formation *oma'l yuth* ("brave wedge"), and when the flagship trails, they call the formation *hu toj maal* ("open mouth" or "mouth of fear"). On rare occasions, Klingon squadrons line up in a diagonal formation called *juk'y wen'thal* ("ladder of assault").



Klingon warships with forward- and aft-firing systems commonly employ the tactic called *eddakh w'ujalla* ("striking for the spleen"). While battling an enemy ship, the Klingon deliberately leaves his ship open for a flanking attack. As soon as the enemy ship enters the Klingon's rear arc, the Klingon ship opens up with his aft disruptors, taking the enemy commander by surprise. Star Fleet officers are encouraged to study Klingon ship design so that they can recognize Klingon ships with aft-firing weapons.



Admiral zantai-Kaneida has employed a tactic called *v'kari z'mortamas* ("many stings of death") with considerable success. A swarm of gunboats overwhelm the opposing ships' fire control systems and shields, while heavy fire from Klingon cruisers easily penetrates the enemies' defenses.



Though most defensive formations are created as the situation develops, the Klingons sometimes use a defense called *hul fal tora'n* ("glorious exploding star") to gain a single-unit engagement with enemy ships or to mislead the enemy about the destination of a task force. The only thing Star Fleet commanders can do after Klingon ships warp out in different directions is to laboriously track down and neutralize each Klingon ship, one at a time.

Deceit is another favorite Klingon ploy. Klingon commanders have been known to use false ship recognition signals, decoys, and fake distress calls to lure enemy ships into traps.

Captured Klingon vessels reveal surprisingly effective targeting devices. In combat, however, the weaponry lock-on equipment seems to perform erratically, with Klingon ships occasionally hitting each other! This usually occurs after an attack, which may indicate that the equipment tends to overheat or is in need of repair.

# ***THE HISTORY OF THE KELLY***

Ten years ago, Captain Hollinger started the U.S.S. Kelly, NCC-3400 with some friends. The idea was to get together with like-minded people to have some fun. As the ship grew, different crewmembers brought new ideas to the ship for our activities and we started doing things that interested us. For instance, at Easter time we have had some Horta Egg Hunts. We have done masquerade parties at Halloween. Last December 31<sup>st</sup> we had a party with fireworks. Some of our activities have included Stump the Command Staff, baseball games with other ships, paint ball contests against each other as well as other ships. We have made our own rockets and flown them. Kite flies and barbecues have been some of the favorite activities. We have had fun at Lagoon, gone to the zoo to see Dinosaurs Alive where we brought our own dinosaur in Star Fleet uniform (Ensign T-Rex). We have gone to Hansen Planetarium several times for the shows there. These have been really special for us because they usually had something to do with Star Trek.

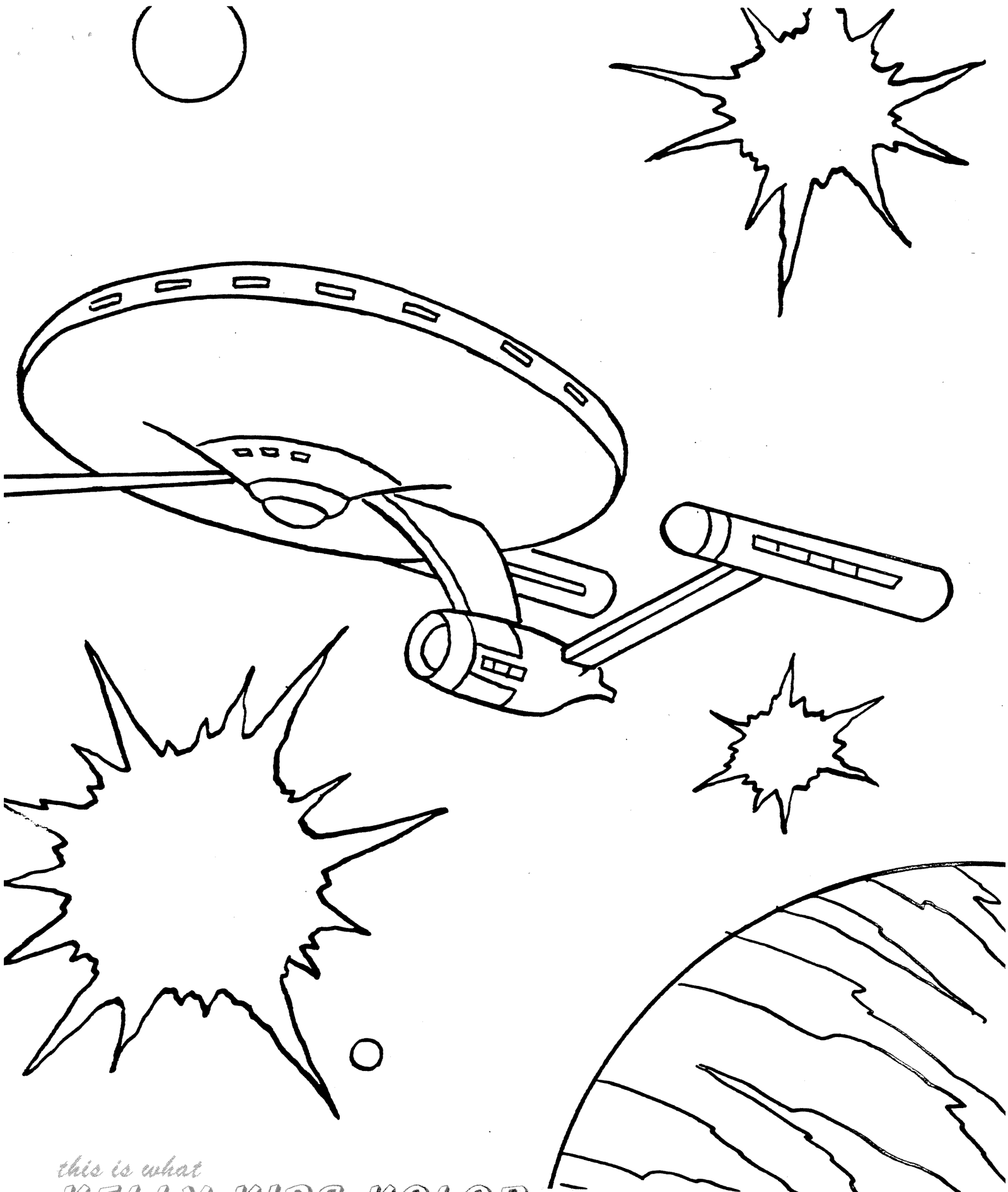
One thing that we worked on for quite a while was a prototype Enterprise D with lights made from fiber optics with the men who figured out how to do it. They had us help them while they were getting the ship ready to show to AMT Ertl. We did help them with the technical aspects like the location of Ten-Forward and how the lights are situated on the nacelles, as well as many other technical things that are on those ships. Now that ship is being sold throughout the world.

The Kelly has a membership of around 70 or 80 people. Of those, about half of that number comes each month to our regular activities. As members, we have to earn ranks four ways. 1. Participation. This one is the easiest because all a crewmember has to do is show up to the activity of the month. 2. Knowledge. This one is pretty hard for some because they have to learn things about Star Trek, about the ships, about our club, and take quizzes and fill out trivia sheets. (Some think this part is a snap, while others grip and gripe.) 3. Service. We get points for doing community service, help with ship service, as well as serving at the various cons and other things being put on that our ship volunteers to help with. 4. Leadership. This one is self explanatory. Lead something, or someone. We keep track of what we do so we earn merit points. These points are in the four categories mentioned above. Our club has various departments. Like the starships, we have a medical department, communications, science, engineering, security, records, tactical, conn, and operations. That way, people can go into the area of the ship that interests them.

I joined the club five years ago and only wanted to go to the conventions. I really didn't know what being a club member involved, so over the years, I have learned. Being involved in the Kelly can be just about anything a person wants. One can go to all the activities or only a few of them. One can become a senior officer or remain a crew being. We have all types of beings aboard our ship (as noted above: T-Rex, our resident dinosaur). We even have members who live in Australia (they correspond with other crew members by mail), as well as other correspondent members throughout the world. My sister, who lives in Oregon, wanted me to move there with her, but I really don't want to go there because all my family, except for her, live here. Of course I am referring to MY KELLY FAMILY. I would just have to start over again and I am not willing to do that. So you're stuck with me!

Lt. Commander Ruth J. Burns  
Chief Records Officer





*this is what*  
**KELLY KIDS KOLOR**



# G. H. T. George Takei Friendship Club (American)

A friendship club for George Takei, based in the USA, in association with the official GHT fan club in England.

When you join the George Takei (American) Friendship Club you will receive:

- Six (6) newsletters per year
- G. H. T.'s list of credits
- Auction items donated by George
- A Certificate suitable for framing
- A chance to purchase Generation Gap, our yearly club fanzine
- A Pen Pal listing of other club members
- And much, much more . . .
- It all depends on YOUR participation!

The cost per year is: \$16.00 per year (USA)      \$18.00 per year Canadian (US dollars)

If you live outside of Canada and of the United States, please contact the GHT in England.

Make check or money order payable to:

**P. E. Lewis**  
**2611 Silverside Road**  
**Wilmington, DE 19810**  
**USA**

I'd like to hear from you. Please include an SASE/IRC when requesting a reply.

YES! I'm interested in joining the George Takei Friendship Club. Enclosed please find \$ \_\_\_\_\_ to cover costs. Make check or money order payable to: P. E. Lewis.

Name \_\_\_\_\_

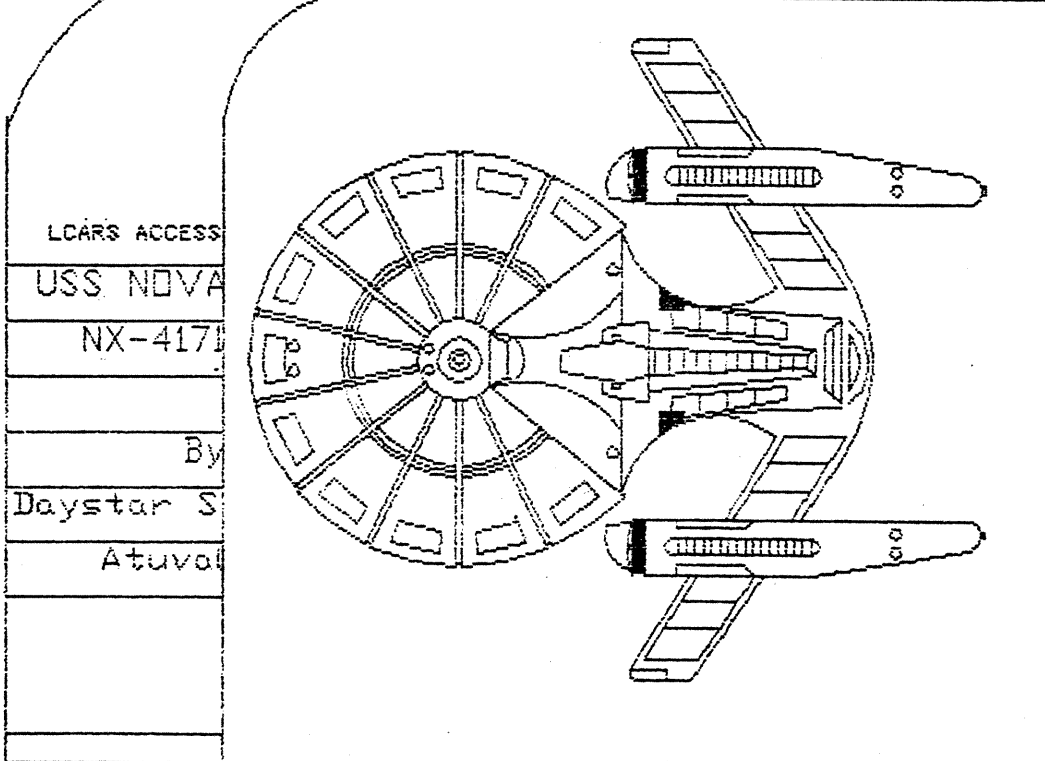
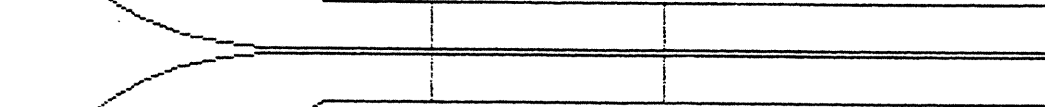
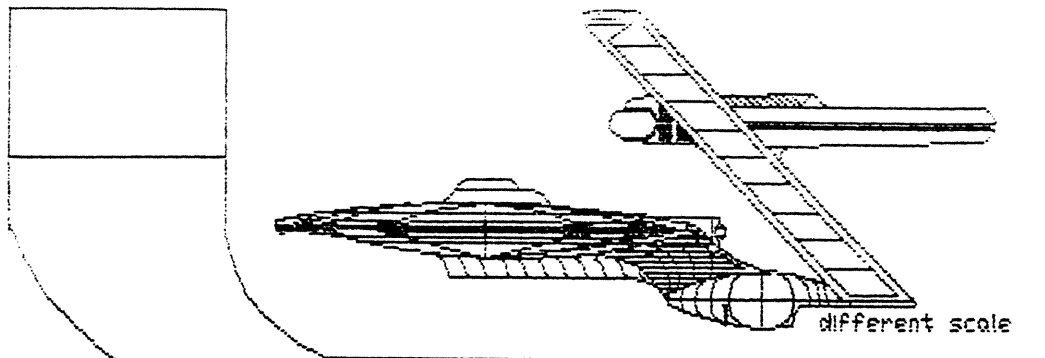
Birthdate: \_\_\_\_\_

Address \_\_\_\_\_

Pen Pal Listing?  Yes     No

Telephone \_\_\_\_\_

Where did you hear about us? \_\_\_\_\_



LCARS ACCESS  
 USS NOVA  
 NX-417  
 By  
 Daystar S  
 Atual

Stats:

Commissioned: 48000.0  
 Decks: 20  
 Crew: 608

Warp Drive stats:

Maximum Cruising Speed: Warp 7.6  
 Emergency Speed: Warp 8.8  
 Maximum High Warp Endurance Time: 50 days

Weapons Stats:

Phaser Type: IX+ Capability: 2.06 MW  
 Photon Torpedo Banks: 5  
 Prototype Weaponry: Plasma Cannon (XX+++)  
 Number of Cannons: 2 Capability: 30-100 GW

Shield Stats:

Shield Type: Metaphasic Field Prototype STSCL0  
 Power Usage: 152 MW(cruise mode) - 283,900 MW(alert mode)  
 Dissipation Rate:  $1.752 \times 10^5$  MW  
 -  $2.5026 \times 10^{10}$  MW

## **WE ARE FAMILY**

### **KELLY: FRIENDS AND FAMILY**

The U.S.S. Kelly was started 10 years ago by Dennis Hollinger because he wanted to get together with people who had interests that were similar to his. He is a Trekker and has been for many years. Most of the crew of the Kelly are die hard Trekkers. We all enjoy the series and the movies. We get together to enjoy the conventions as well as getting together to enjoy each other. Many times we have activities that have absolutely nothing to do with Star Trek, but we go together and have fun. The Kelly Kampout, bowling, flying kites and launching rockets, going to the Hansen Planetarium or to see Patrick Stewart's "Christmas Carol" are only some of those activities.

Some of the things we have done involves helping others in the form of volunteer work. We have helped move members of our club, done yard sales where our members have donated items to the sale. The money from the sales has gone to various activities like the Kampout. When asked, some of our members have given blessings to those going into surgery and for other important things that have happened in their lives.

Some of the activities we have volunteered for include: clean up of Pioneer State Park, helping at the NASA Exhibit in Space Talk at the Utah State Fair. We decorated a Star Trek Christmas Tree at The West Jordan Care Center. We have been involved with Sub For Santa, done a presentation for the Boy Scouts, helped make a quilt for Primary Children's Medical Center, read to the children there, collected money for Batters Disease.

## **CRYPTOGRAMS**

**Decode these cryptograms for 5 knowledge points.**

**No 1**

"QVCZBANPL VF GUR NEG BS FNLVAT. 'AVPR  
QBTTVR' IAGVZ LBI PNA SVAQ N EBPX."

—Commander Will Riker in "Exiles"

**No. 2**

"S VAIDGESL AK GFW OZG USF LWDD QGM LG YG  
LG ZWDD SFV ESCW QGM DGGC XGJOSJV LG LZW  
LJAI."

—Navirra, Etolosan Ambassador in "Exiles"

**No. 3**

"U ELYYF XCJFIGUN CM U ELYFF QBI BUM LOH ION  
IZ UGGOHCNCIH."

—Lt. Worf in "Strike Zone"

**No. 4**

"AOM HYSWF GVWDG RWGGCZJS WB DWZSG CT  
FIGH OBR HVSWF GIB UC BCJO."

—Kreel Ambassador Budian in "Strike Zone"

**No. 5**

"HEQRIH FI YLIMV REQI ERH FEVVIR FI YLIMV  
ASQIR."

—Aneel the Kreel in "Strike Zone"

In cryptograms, you are given sentences in which one set of letters is substituted for another. The words are in their right order, with a space after each. Each cryptogram contains a different code. You can break each code by watching for the frequency of certain letters or the way they are grouped. You know that a single letter is usually A or I, that the word THE occurs very often in our language, as does AND. Try IS, IT, OF and other common words when you find a group of two letters. As a hint, each quote is attributed to a specific Star Trek character from a specific Star Trek episode or novel.

## ***U.S.S. KELLY CREW PROFILE*** ***DINEH TORRES***

Crewmember Dineh Torres, or D'nei n'Tress, of the Science Department, is an abnormal, not-quite middle-aged woman who essentially refuses to grow up. And likes it that way. Abnormal because she takes an avid part in Science Fiction conventions, role-playing games, fantastic art, and other far-from-mundane pastimes. Who wants to be normal, anyway? What's so abnormal about all those things? She won't die of boredom, more likely from overextending her imagination and becoming the world's first overweight astronaut.

Dineh is a graphic artist who works in scientific publication, specializing in new energy research world-wide. She also is a SF/F artist who works in ink and watercolors, aquarelle pencils, acrylics, small sculpture, jewelry and soft sculpture, and shows/sells these things at various SF/F convention art shows. Procrastination is also a time consuming hobby. Dineh is a bibliophile, and has a very widely varied collection covering subjects such as: tentmaking, the history of space exploration, international cooking, Japanese language and paper folding, ancient history, modern dance, multitudes of art books, Christian fiction, SF/F, of course, Anglo-Saxon language, SCA subjects, weapons and warfare, and lots of folklore and mythology, just to name a few. This makes for a mildly catastrophic situation when she has to move. I hope not again, soon.

Her interest in Star Trek goes way back to the very beginning. When it first came out, she was totally entranced, both with the milieu and the people involved (her daughter's name is Nichelle). When Star Trek went off the air, it was a disaster. Nothing else could even compare. But it led her deeper into the world of science fiction, and eventually into attending conventions. The Kelly is the only starship she has ever belonged to, and she thinks it is wonderful. Now, the only thing necessary to more fully enjoy everything is the universal acceptance of 36-hour days, 10-day weeks, which will allow her to indulge in ALL of her many interests. She spends her leisure time being undead. She is the Storyteller (city games master) for the local vampire fan club. Being undead can be lots of work, too. No she is definitely not normal.

Dineh was born and grew up in Montana. She went to Montana State University. She took Anthropology, Art & Theater. Two years later, she got married. Nine years and four kids later, she got smart and got a divorce. She went back to school—BA in Art from Weber State.

Characters she likes are the Bajorans—they are tough, smart, and survivors. Her character would be an ex-resistance fighter who joined Star Fleet to see the galaxy and get a better education in high-tech sciences and xenobiology. (Haven't really formatted a character beyond that, yet.)

name	<b>TORRES, DINEH</b>
rank	<b>ENSIGN</b>
position	<b>SCIENCE</b>
serial no.	<b>SC 473-966</b>
sec. level	<b>2</b>



**Vampires???**  
**We don' believe**  
**in no stinkin'**  
**vampires, man!**

# **Funny vs. grumpy—the positive effects of humor**

"Laugh and be well."  
--Matthew Green, The Spleen

When something undesirable happens, and it's beyond an individual's control, a wide range of responses are possible, from crying or anger to amusement and even laughter. Whatever the choice, it will have a significant effect on the person's sense of well-being.

Humor has been defined as "appealing to the sense of comical, the absurd or the incongruous." The textbook definition is about as funny as the Star Trek character, "Data," a computerized "artificial life form," attempting to tell a joke. When humor works, the corners of the mouth tend to curl up, sometimes followed by an audible chuckle or guffaw. Ways to work humor into everyday life are described below.

## **Psychological and physiological benefits**

To laugh is very human, and some psychologists believe that laughter is a uniquely human characteristic. Laughter produces a number of beneficial effects on the body. Laughing exercises the major body systems including the cardiovascular system. It stimulates the release of endorphins which can brighten a person's mood. It reduces muscle tension, thereby reducing anxiety. Laughter also has a positive effect on the heart rate, breathing, blood flow and self-esteem.

## **Relieving stress with humor**

Humor and laughter can be effective ways to cope with stress. For better or worse, many people learned that to be serious is to be "grown-up," and to some extent, gave up their natural ability to be spontaneous and humorous. Like Data, they need to practice humor in order to add this very useful skill into their behavioral "program." Here are some ways to add humorous relief to daily life:

- ◆ Collect cartoons about work or areas of stress.
- ◆ Watch comedy videos.
- ◆ Watch children or puppies at play.]
- ◆ Make faces or wear a silly hat.
- ◆ Play: Do something you enjoy that has no purpose, such as running barefoot in the grass, watching the sunset or sitting in a rocker and drinking tea.
- ◆ Make different kinds of paper airplanes and fly them.
- ◆ List activities that are fun for you, think about when you last did one of them and make plans to incorporate some of these activities into your busy schedule.
- ◆ Draw funny pictures or sing silly songs.
- ◆ Think about the funniest person or movie you have seen. For a moment, pretend that you are that person or you're in that movie.
- ◆ Look for the humor (the comical or the absurdly incongruous) in unexpected events in-

stead of focusing on negative aspects of the traffic delay or the computer system "crash." Problem-solving becomes easier when you're smiling.

◆ Collect humorous sayings and post them at home and work. For example:

Give me ambiguity or give me something else.

He who laughs last thinks slowest!

"More hay, Trigger?" "No thanks, Roy, I'm stuffed!"

Lottery: A tax on people who are bad at math.

Artificial; Intelligence usually beats real; stupidity.

"Very funny, Scotty. Now beam down my clothes."

Consciousness: That annoying time between naps.

I don't suffer from insanity. I enjoy every minute of it.

People say I'm indecisive...am I? I don't know!

Yeah, sure! But what's the speed of dark?!

I've got a mind like a...like a...what's that thing called?

Sometimes I wish I were born rich instead of handsome.

When there's a will, I want to be in it.

Okay, who put a "stop payment" on my reality check?

All generalizations are false.

Change is inevitable, except from a vending machine.





Wally Girls

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