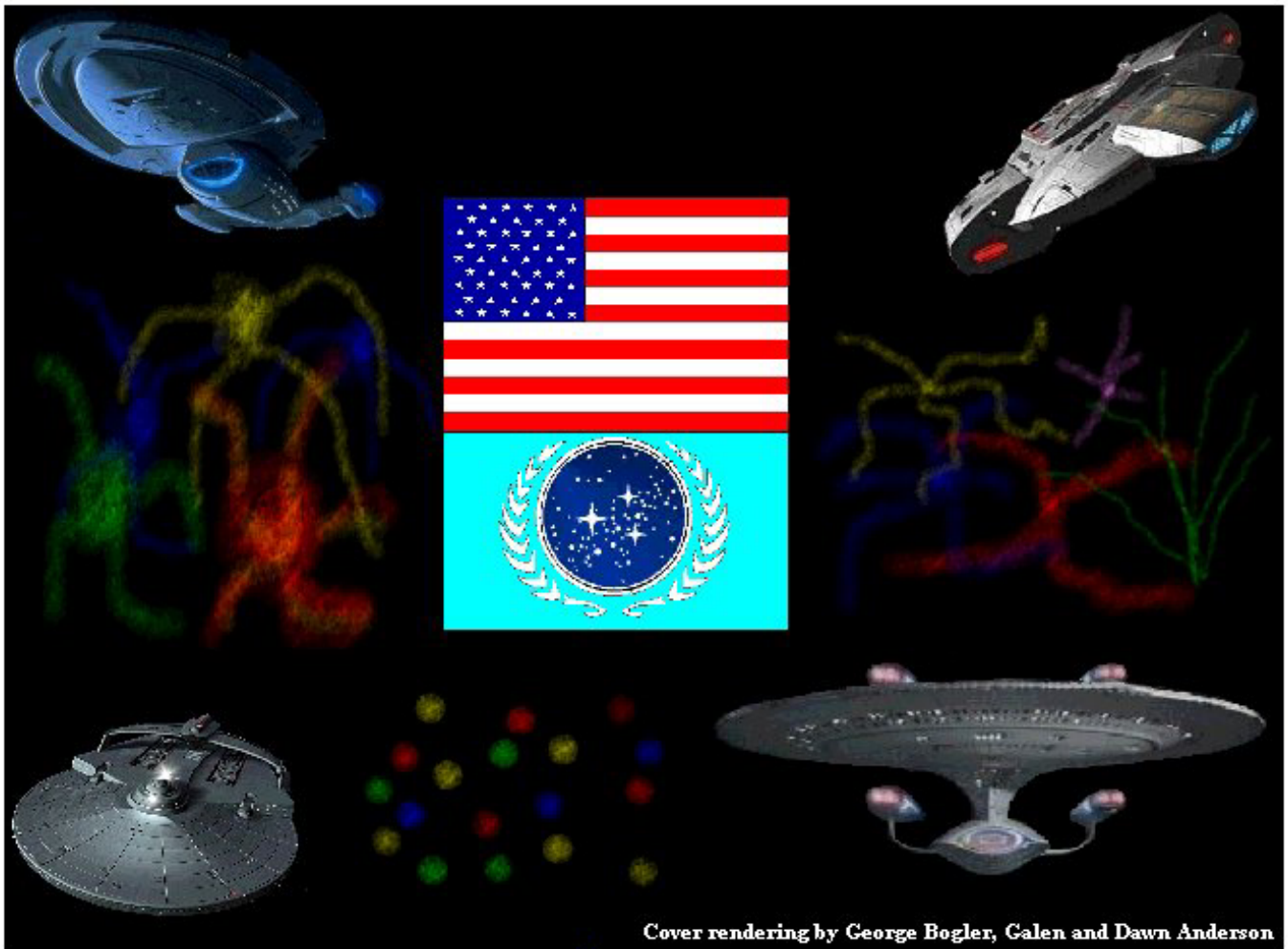


KELLY COMMUNIQUE

Issue # 48
Summer 1998



Cover rendering by George Bogler, Galen and Dawn Anderson

*The 7th Fleet . . .
Leading the way
for the next generation*

Captain's Log, stardate 51070.1 Acting Captain Bogler reporting

Well, the time has come for another Communiqué. The past few months have seen some new orders given and some promotions earned, as well as some of our members returning from long distances. We have had several fun activities from STAR FEST in March and the Pirate Treasure Hunt / introduction to LARP in April. Also, at CONduit in May we were able to meet D C Fontana, and confess our addictions to fandom to other clubs. This last June saw the Kelly go to STAR TREK: THE EXPERIENCE at the Las Vegas Hilton. This log will mainly be about that EXPERIENCE. (For a more comprehensive report, see the article by Lt. Commander Carol Martin-Mahoney and other articles in Communiqué number 46.)

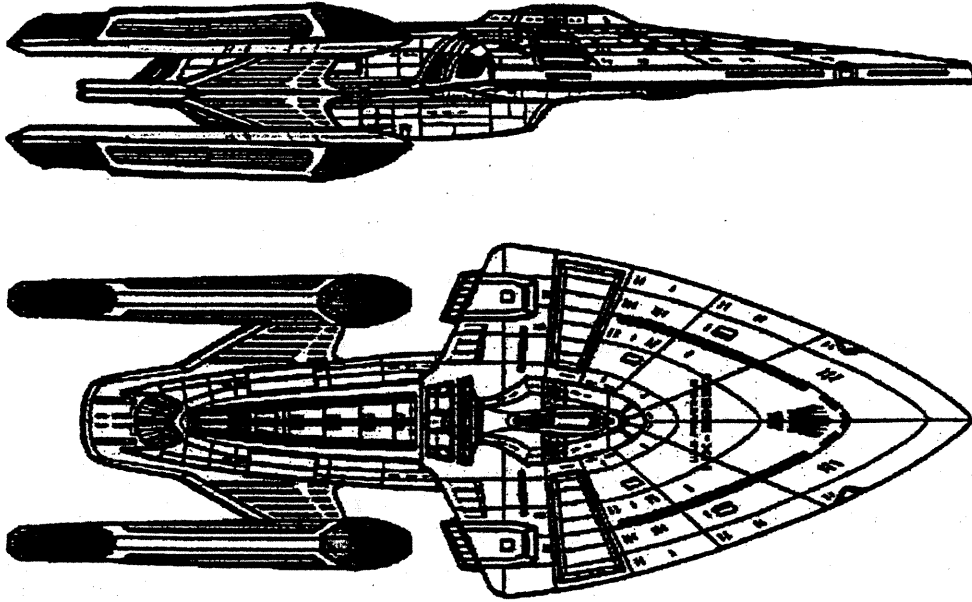
Although this started out as a Kelly activity, we opened it up to all clubs who were interested in coming to join us. Although the majority of us were from the Seventh Fleet, we had representatives from Rebels Associated and a Klingon group in Logan. We all met on a Saturday morning at the entrance to the EXPERIENCE, then purchased tickets together. We wanted to go in uniform, and I am proud to say that every single member of the Kelly who attended and owned a uniform, wore it. (I was hoping members of the other clubs would have chosen to do so as well, but that is their choice.) We looked very sharp!

At the EXPERIENCE, while you are in line, there is a museum you can go through. On one side is a chronological timeline that includes the beginnings of the space program, the launching of the Phoenix, Captain James T. Kirk's birth, the destruction of the U.S.S. Enterprise-D, etc. On the other side are display cases with artifacts, including Gary Seven's *servo*, Zephram Cochrane's music *OCD*, and the *Saltah'na clock* that Captain Sisko made. There were also great models of ships from the Apollo missions to the Phoenix, to the Enterprise-E. We were also introduced to artifacts from different cultures including Klingon *bat'leths* and *pain sticks*, Vulcan clothing and musical instruments, to the staff of the Grand Nagus and Ferengi attire. There were even a few Ferengi and Klingons wandering around making you feel right at home. It was so fascinating that a few people went back and purchased another ticket just to repeat the experience.

When we were getting ready to go to our shuttlecraft, we were asked the number of people in our group. There were twenty-four of us going in at once (it was great to see the dumbfounded look on the guy's face), but we were able to all go in a single group. I can't say a whole lot of what I saw during the EXPERIENCE (and believe me, it was an *experience*) due to security restrictions, but I do wish to share with you one thing. At one point, somebody asked who was in charge, and twenty-three people pointed fingers at Admiral Hollinger. I'm sure that made him feel right at home, but it did unfortunately confuse the people running the show for a minute.

After the EXPERIENCE was over, we exited onto Deep Space Nine's *Promenade* through their airlock. At this point there were several shops, including Garak's Clothiers and the Admiral's Collection. Also, Quark's Bar and Grill and Moogie's Trading Post. There was no way to reach the upper level of the *Promenade*, but I was told it will be opening up this fall. It was worth the \$14.95 we paid. I encourage everybody who can to experience it for themselves.





U.S.S. PROMETHEUS NX-59650

THE PROMETHEUS PROJECT, ORIGINALLY STARTED IN 2344, WAS ONE OF THE MOST DEBATED, CONTROVERSIAL, AND TROUBLESOME PROJECTS EVER TAKEN UP BY STARFLEET.

THE SHIP WAS FIRST PROPOSED AT THE END OF THE WAR WITH THE KLINGONS, IN PARTICULAR, THE LOSS OF THE ENTERPRISE-C TO THE ROMULANS WHILE IT WAS DEFENDING THE KLINGONS AT MARENDRA III. THE DESIGN BRIEF WAS FOR A "TACTICAL RECON" VESSEL CAPABLE OF SUSTAINING AN EXTREMELY HIGH WARP FACTOR FOR EXTENDED PERIODS OF TIME. OVER 100 DIFFERENT DESIGNS WERE SUBMITTED.

HOWEVER, AS THE FINAL DESIGN WAS CHOSEN, THE PROJECT WAS SHELVED BY STARFLEET POINTING OUT THE END OF THE WAR MEANT THAT THE VESSEL WAS NO LONGER NEEDED. IN PROTEST, 10 OFFICERS THREATENED TO RESIGN FROM THEIR POSTS. MANY OF THESE OFFICERS LATER WERE ASSIGNED TO INTREPID PROJECT. THEIR INFLUENCE IN THE INTREPID PROJECT IS APPARENT.

THE PROJECT REMAINED SUSPENDED UNTIL 2353, WHEN STARFLEET MADE A GENERAL CLEAN UP OF ALL "UNUSED" STARSHIP DESIGNS. HOWEVER, THERE WAS NOW A PROBLEM. THE NEBULA CLASS PROJECT HAD ALREADY BEEN ASSIGNED THE NAME USS PROMETHEUS FOR USE ON ONE OF THEIR SHIPS. REQUESTS BY THE NEW PROMETHEUS TEAM TO THE NEBULA TEAM WERE MET WITH VARIOUS PRANKS, INCLUDING HAVING THE COMPUTER REPLICATE TAPIOCA PUDDING WHENEVER ONE OF THE PROMETHEUS TEAM MEMBERS REQUESTED AN ITEM FROM A REPLICATOR.

THE PROJECT, NOW RENAMED TO NOMAD CLASS AFTER WHAT WAS GOING TO BE THE SECOND VESSEL PRODUCED (LATER RENAMED TO USS ARLINGTON), CONTINUED UNDER MULTIPLE REDESIGNS AND RELASHES. THE BEST THINKERS AND DESIGNERS FROM THE ASOB WERE PULLED FROM THEIR PROJECTS TO WORK ON THE NOMAD PROJECT. THIS ANGERED MANY IN STARFLEET COMMAND. THEY AGAIN SUSPENDED THE PROJECT, CITING THAT NO WARSHIPS WERE NEEDED - A LIE BECAUSE THE END OF THE RECENT CARDASSIAN WARS HAD LEFT STARFLEET DEPLETED. THE THREE KEELS THAT HAD BEEN ASSEMBLED FOR USS NOMAD/PROMETHEUS, USS ARLINGTON, AND USS KENSINGTON, WERE BROKEN UP INTO PIECES AND SHIPPED TO VARIOUS OUTPOSTS.

IN 2385, STARFLEET AGAIN REOPENED THE NOMAD PROJECT AS PART OF THE REACTION TO THE DISCOVERY OF THE BORG. HOWEVER, WHEN THE KEELS WERE BROUGHT BACK TO BE ASSEMBLED, THERE WAS A MINOR PROBLEM. SOMETHING (OR ONE) HAD SEVERELY DAMAGED ALL COMPONENTS OF ALL THREE SHIPS. A BRILLIANT DESIGNER WAS ABLE TO COME UP WITH A HASTY REDESIGN TO USE THE EXISTING PARTS - ALLOW THE SHIP TO SPLIT INTO THREE SECTIONS: LOWER, UPPER, AND SAUCER SECTIONS.

THE REDESIGN WAS QUICKLY APPROVED, AS IT WOULD NOT REQUIRE ANY OUTSIDE PARTS OR SUPPLIES. HE INTEGRATED A UNIQUE WEAPON POWERING SYSTEM, AND CALLED THE SPLITTING ABILITY "MULTI-VECTOR ASSAULT MODE". IT HAS BEEN RUMORED THAT HE DID NOT THINK THAT HIS IDEAS WOULD WORK.

CONSTRUCTION CONTINUED IN SECRET UP TO 2373, WHEN THE NEBULA CLASS USS PROMETHEUS WAS DESTROYED. THE NOMAD CLASS DESIGNERS SUCCESSFULLY PETITIONED STARFLEET COMMAND TO RENAME THE PROJECT TO PROMETHEUS CLASS...AGAIN.

THE SHIP LAUNCHED IN EARLY 2374, BUT ON ITS MAIDEN VOYAGE, IT WAS HIJACKED BY ROMULANS, BUT QUICKLY BROUGHT BACK UNDER STARFLEET CONTROL BY THE BRILLIANT WORK OF TWO EMH PROGRAMS.

WARP PROPULSION IN KELLY-CLASS STARSHIPS

By LT. George Bogler, Chief Engineer

I have found that many do not understand the basics of the dual warp core power & propulsion systems of the Kelly-Class starships beyond allowing a separated saucer section to have warp drive. Although a distinct advantage, that is only one of many abilities unique to these vessels.

To understand these abilities it is necessary to understand the background of warp theory. Warp, as we should all know, is a measurement of faster-than-light (ftl) speed. The power for warp speed in the Star Trek universe comes from the *controlled* annihilation of matter & anti-matter--specifically deuterium & anti-deuterium, a form of hydrogen. In addition to powering the warp engines, reaction provides primary power to all ships systems. Additional power comes from "conventional" fusion reactors or batteries. Thus with two warp cores, the Kelly-class ships have more power available than single warp core ships.

Warp speed is achieved when sufficient power is sent to the warp coils, located in the nacelles, to energize them. This causes them to generate a sub-space or warp field much like powering an electromagnet produces a magnetic field. The power and shape of the warp field determines speed & direction. Warp coils are energized in pairs; one of each pair in each nacelle, to create the proper warp field. If coil alignment is off, the differing warp fields will tear the ship apart. So what about those ships we have seen with one nacelle or three ("*Future Enterprise*"), or like Picard's *Stargazer*, four? The Star Trek: The Next Generation Technical Manual states only that, "...In 2269 experiments...concluded that two nacelles was the optimum for power generation and vehicle control." (Section 5.3). This leaves us to assume that these other configurations are the result of outdated, experimental, or future technology. It is also obvious that the use of more than two nacelles increases the complexity of the intermix equations. (It should also be noted that until the *Prometheus*, we had not seen a ship in the Trek Canon that utilized multiple warp cores, yet the Kelly-Class has a documented history of over ten years.)

Warp fields are measured in Cochranes, or more accurately, Millicochranes. One Cochrane (1000 millicochranes) is the threshold for warp one. Normally the Kelly operates her primary core for power & propulsion needs, supplementing with reactors. The secondary core (located in the Saucer Section) is kept running at up to 900 millicochranes, with the output shunted into the EPS system instead of to the nacelles (I refer you to the diagram of this process in the Tech Manual, Section 5). This keeps the second core warmed up for when more eps power is required or to engage the saucer's warp drive during separated operations. Operating two independently generated warp fields is extremely complicated and dangerous; so although theoretically possible, it has never been attempted. During separated mode operation the saucer section does not engage warp drive until outside of the primary core's warp field.

Operating in joined mode during battle conditions, the saucer core output is used to power the phase cloaking device (allowing the *Kelly* to fire while cloaked), with any extra output recharging weapons-- including the phaser cannon, shields, etc. The primary core is devoted to propulsion, shields & weaponry. Power can be channeled from either core, or any of the reactors, as needed, to any system. By the use of almost all of the primary core's output for propulsion, the Kelly class has an advantage in acceleration and maneuvering over the Galaxy-class; even though the Kelly-class ships are slightly bigger and heavier.

During separated mode operations each section can run at warp speeds and cloak, but not fire while cloaked. Acceleration & maneuverability in the "battle section" are somewhat more sluggish than that of a Galaxy-class due to the more gravid (pregnant-looking) shape of the secondary hull, and higher mass. Naturally there is no comparison data for the saucer at warp speeds.

For more detailed explanations of warp power & propulsion, the Tech Manual has a good overview without going into overwhelming technical jargon. For more details on the Kelly-class contact myself, Admiral Hollinger, or Captain Rouviere.

My Day at Conduit

By Michael Read

When I first walked into the Airport Hilton I had no idea what to expect, since this was my first time at Conduit so I had no idea what to expect. When I arrived there I was a little disappointed. I thought the place would at least be decorated. But we found where we were to check-in, and we got our badges and our book of events. Then we walked up to the room passing the animate' room. When we found the room we tried the door, but found it was locked. So we went to the dealer's room and I entered and went looking at the comic/card table. As I turned around, my mother was gone I went looking in the dealer's room for her and didn't find her. So then I went back to the room where we were meeting. There were a couple of people there, but not her, so I went back to the dealer's room, where I found her apparently they would not allow her to bring her purse into the dealer's room so she had taken it back out to the car.

Then we looked around the dealer's room, they had some pretty interesting things there. They had a table with drawings, several tables with weapons, and one table of Star Trek T-shirts and collector plates. The table of Star Trek items caught our eye. We bought a couple of figures and cards from the first series of Star Trek: The Next Generation. I also bought a Picard and Romulan action figures of Playmates series one. Then we went to the Seventh Fleet room where we visited for a little while. Then I helped set up a table down by the pool for the silent auction and trading. There I saw a Guinan figure and I went and told my mother about it and we went back down to the pool and bought it. Then it was time for the auction at the pool. We had winning bids on the Defiant, a Borg figure and some other fun things.

We then spent some time in the room then I decided to go to the animate' room and watched NEO Genesis which I don't recommend unless you like reading sub titles. Then we went to get some food that was provided by Conduit. Then I went and watched Armatig 3 which I highly recommend after which I spent some more time in the Seventh Fleet's room. Then we left for home and thus ends my experience at Conduit.

Star Trek: The Experience

Lt. Dawn Harvey reporting

Wow. What an experience. I could go on and on, but I'm sure most of you have heard of the phenomenon and have either gone, will go, or want to go. I will most likely return to experience more of it soon.

What I really want to focus on, though is not *The Experience*, but the experience. Confusing? Allow me to expound: life is full of them (experiences, I mean) and it's up to us as to how we deal with them. I know you have all heard that attitude makes all the difference and blah blah blah. Well, ATTITUDE *is the key*. More than you think.

The Journey of a Decade, the Adventure of a Lifetime. Let History Never forget the name Kelly. We are Family. Leading the Way to the Next Generation. We are cool. Know why? Because our attitude allows us to grow within the family of the Kelly, we are more than friends, more than acquaintances, and more than crew mates. We are the Kelly.

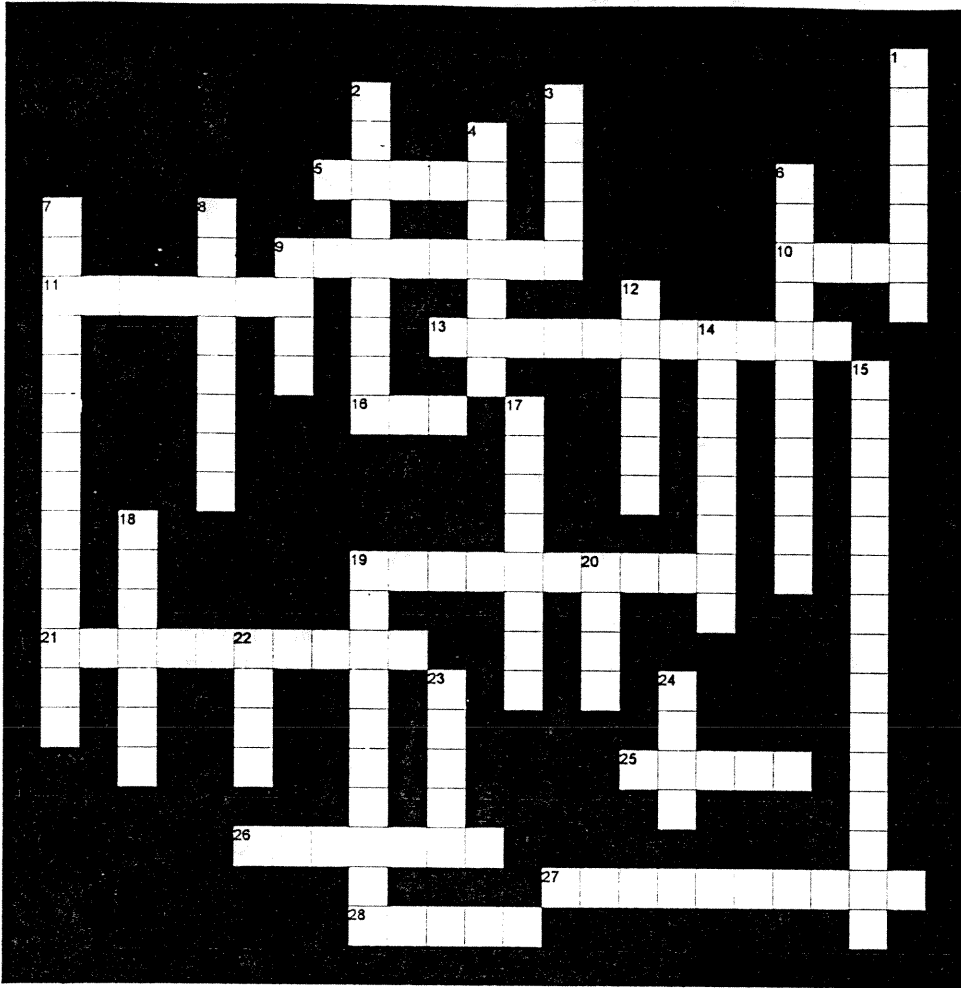
Let me give an example: in January I was involved in a nearly devastating auto accident. I was quickly loosing ground on what and who was important to me. Members of the Kelly gave me daily support with phone calls and upbeat messages. When others in the crew have been down, hurt, or in a crisis, each and every one of us is there to pull a piece of the heavy load called life. When we work together we succeed not only as individuals but as a team. A family.

Let's look back a few years:

- The Journey of a Decade, The Adventure of a Lifetime (1995). As many decades as we put into our lives (just one or two for some, more for others), we ought to be making each day an adventure. But isn't each day just that? Whether we are off fighting the enemy or enjoying a quiet moment to ourselves, each day offers a variety of obstacles to overcome. **How** we overcome them is where the attitude comes in. Will we accept the challenge head on and tackle it, or will we allow the monster to beat us down? Allowing friends and family to help or try it alone?
- Let History Never Forget the Name Kelly (1996). To be completely honest, even if history does forget the name Kelly, I won't. I can't. I don't want to. The Kelly is a band of people to which I owe my life. They've kept me afloat and given me more wonderful memories than perhaps my real family. So let them forget. I dare you to even try. The Kelly is more than a club or a cult; it's a movement. And it's a part of you. None of us will ever forget: the people, the fun, the smiles, and especially the name Kelly.
- We are Family (1997). I wasn't even around for the year of the family, and I still felt included, missed, and wanted. What's the point of having friends if you can't depend on them? Where's the purpose in hanging out if you're not smiling, laughing or even crying? Why do we even bother to love one another if we don't expect to lean on each other during hard times? If you're missing this point, read this article again.
- Leading the Way to the Next Generation (1998). Welcome to tomorrow. We are currently living in the future. Do you believe it? You'd better. Or you're about to get swept away by what's not only coming but here already. We live our lives as examples to the future. How we act, how we treat each other, and how we respond to daily challenges is how we teach the upcoming generation how to live. We lead the way. We are not only the teachers, but the future in itself.

Is this not the truth? Is it not how we choose to live and react and respond and love? We are cool. And as small as the Kelly family has become, we have picked up new friends with the organization of the 7th Fleet. This local phenomenon is not simply local, but personal. I am there for you, and I know you are there for me. Luckily, we are there for the team. And win or lose, we stand behind the team members and continue in our quest.

The quest and journey of life. So *this* is the experience. Life. There's no getting around it. We must take each moment and accept it as Life: The Experience. Just take a look around to see who's riding with you.








The Seventh Fleet





This Crossword puzzle is all about the Kelly and the Seventh Fleet. If you are able to come up with the correct answers by August 15, 1998 you will receive three merit points in the knowledge category. (Submit with your PMP request form to your senior officer.)

DOWN

ACROSS

1. 
2. Admiral of the 7th Fleet
3. NCC 73400
4. Captain of # 3 Down
6. NCC 74656
7. 
8. 
9. The color of Science
12. The color of Engineering
14. Captain of # 19 Across

15. The best Fleet in Utah!
17. 
18. 
19. NCC 1896
20. Location of the 7th Fleet
22. "STAR _____"
23. "We do not _____ alone."
25. The "_____ Bird"

5. "We do not stand _____"
9. Captain of # 19 Down
10. 
11. 
13. 
16. The color of Tactical
19. NCC 74214
21. Dept. Of Data & Harry Kim
25. The "_____ Bird" of the Galaxy.
26. 
27. The ultimate STAR TREK #
28. Captain of # 6 down

Meet the Tactical/Conn and Security Departments

Chief of Tactical and Conn

Lt. Christy Thorsen

I was born here in Salt Lake City in March and have lived here all my life. I have three brothers Don, Lynn, and Mickel, I also have one sister Melanie. I graduated from Utah Career College with a degree in Office Systems Management. I am currently employed by a recovery services company. I first became a Star Trek Fan when my Grandparents introduced me to science-fiction. I then started watching Star Trek in syndication and reading all the Star Trek books I could get my hands on. After college I worked for Marriott where I meet Jill Hiatt now Bogler. We became friends and she introduced me to the U.S.S. Kelly. I joined the Kelly a year ago and have been working towards achieving my rank and on making new friends. My favorite character in ST:TOS is Spock, ST:TNG is Deanna Troi, DS9 is Kira and on Voyager is Janeway.

My character is Lt. T'pree

T'pree was born on Vulcan her father is Vulcan and her mother is Betazoid. I was raised on Vulcan in the Vulcan way. I attended the Vulcan Science Academy where I received a degree in Biology and Astrophysics. After graduating I made the decision to join Starfleet and went to the Academy, where I distinguished myself in Navigation and Tactical. I was then posted to the U.S.S. Kelly NCC-73400 as my first assignment, in the Tactical department, where I have served for the last year. My department head Lt. Jill Bogler requested I be her assistant where she trained me in command duties and three months later she was promoted to Executive Officer of the U.S.S. Kelly, she since has reached Lt. Cmdr.

Crewman 1st Class

Mellanie Ramos

Mellanie was born in Salt Lake City. She started watching science fiction shows at age 4. When Star Trek came along I thought it was a great adventure. I watched Star Trek from the beginning until now. I also read the early books as often as I could get them. At age 8 I began reading Isaac Asimov and Arthur C. Clark stories, and science fiction and science stories. I have introduced Michael to Star Trek. My favorite characters in each series is ST:TOS Spock, ST:TNG is Deanna Troi and Data, DS9 is Kira, and Voyager is Tuvok and Chakotay. I like strong characters!

Crewman 1st Class

Michael Read

I was born in February in West Valley City, I just finished my sophomore year at High School. I have loved Star Trek since I was young and my favorite episodes in each series is ST:TOS- "Shore Leave", ST:TNG- "Where Silence Has Lease" DS9- "Profit and Lace", Voyager- "Caretaker". I collecting I am mostly interested in the toy's and cards. I am commonly called "Mike Son of Mell" and hope to advance in rank. I also enjoy doing plays with the Wasatch Theater Company and have recently been in "The Courtiers" and "Little Red Ridding Hood and the Vegetarian". My favorite characters in the series are ST:TOS is pock and McCoy, ST:TNG is Picard, Data and Guinan, and in Voyager they are Janeway and Seven of Nine.

Lieutenant j.g.

Jenny Hansen

I was born in July in West Valley City. I watched Star Trek in syndication. My favorite charaters are ST:TOS is McCoy, ST:TNG is Riker and Wesley Crusher, DS9 is Dr. Bashir, and Voyager is Chakotay. I am looking for work at this time.

Crewman 1st Class

Don Hallett

I was born in August in Salt Lake City. I have two brothers and two sisters they are Kim, Kelly, Connie, and Colleen. I have lived in Kearns all my life. I watched the Star Trek episodes when I was a kid and that's how I got interested in Star Trek. My favorite characters in the series are ST:TNG is Picard, DS9 is Kira, and Voyager is Tuvok.

Crewman 2nd Class

Chris Clayton

Born in August.

Crewmen 1st class

The Curtis Family

The Curtis have moved to Missouri but are still with us in spirit.

Lieutenant j.g.

Stephen Harmon

Born in July.

Lieutenant j.g.

Kimber Hoag

I was born in January in Mantica California. My family then moved to West Valley City Utah were I lived most of my growing up years. I am currently attend the Community College and I am in the process of getting a divorce. I am the mother of Orion Rex Hoag who just turned one year old. My favorite charters in the series are ST:TOS is McCoy, ST:TNG is Dr. Beverly Crusher and K'Ehlyr, DS9 is Jadzia Dax and Kira Nerys, and Voyager is Seven of Nine and Chakotay

Crewman 2nd Class

Mary Lou Page

Born in July.

Ensign

Rob Robley

Born in August.



STAR TREK IX: *Insurrection*

RELEASE DATE: December 18, 1998.

CAST:

Patrick Stewart.....Captain Jean-Luc Picard
Jonathan Frakes.....Cmdr. William Riker
Brent Spiner.....LtCmdr. Data
Levar Burton.....LtCmdr. Geordi LaForge
Michael Dorn.....LtCmdr. Worf
Gates McFadden.....Dr. Beverly Crusher
Marina Sirtis.....Counselor Deanna Troi
F. Murray Abraham....Captain Ru'afu
Donna Murphy.....Anij
Anthony Zerbe.....Admiral Doherty
Armin Shimmerman....Quark
Max Grodenchik.....Bak'u Security Officer

CREW:

Director.....Jonathan Frakes
Producers.....Rick Berman
.....Michael Piller
.....Peter Lauritson
.....Patrick Stewart

Writers.....Michael Piller
.....Rick Berman
Prod. Design.....Herman Zimmerman
Music.....Jerry Goldsmith

Guest Stars:

There are three major guest roles and four minor ones. The three main ones are: Anij (Picard's romantic interest), Ru'afu (villain) and Admiral Doherty (secondary villain).

Aliens:

There are two major alien races: The peaceful Ba'ku, and the Son'a who are best described as "humanoid but their faces are freaky-looking - stretched like rubber bands about to snap. They look like victims of too many facelifts"

Plot:

This is the ninth film in the series, and the third featuring the cast of "Star Trek: The Next Generation". On an idyllic world in an unstable region of space called 'The Briar Patch', a society of primitive aliens known as the Ba'ku go about their daily lives - unaware they are being watched by a cloaked team of Starfleet officers and Son'a aliens. Suddenly Data becomes unstable and begins firing weapons. Picard and the rest of the crew onboard the Enterprise are contacted by Admiral Dougherty and the Son'a leader, Ru'afu who tell them the team has been taken hostage by the Ba'ku. Picard has 12 hours to find and stop Data. Picard and Worf are forced down when Data attacks them in a scout ship while they are heading down to the planet in a shuttle. On the surface, Picard discovers an even greater mystery as it is revealed why Data malfunctioned. Buried under the beauty and treachery lies a secret about this world, and why people are willing to destroy both the planet's inhabitants and the Enterprise to keep this secret hidden.

GOSSIP:

For those who felt that Troi and Crusher didn't get enough exposure in the previous two films, both get more in this than either Worf or Geordi. The Riker/Troi romance is confirmed, and various other crewmembers will look younger and have certain things happen to them. There are also references to 'Worf's Bride', 'Ketracel White' (Jem'Hadar drug), 'DS9', and the weakening of the Federation by 'The Borg' and 'The Dominion'.

CARING FOR BABIES



WITH AIDS

May 30, 1998

Dennis & Rhonda Hollinger
8782 S. 220 East
Sandy, UT 84070

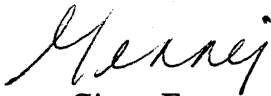
Dear Dennis & Rhonda:

On behalf of the children and families served by Caring for Babies with AIDS, please accept our sincere appreciation for your gift of \$54.20. We are grateful that you have chosen to support CBA and because of your donation we will continue providing the highest quality of care.

As the incidence of HIV increases, the demand for CBA's vital services increases proportionately. Your donation will allow us to continue to meet the challenges ahead as we endeavor to create a different reality for those impacted by this disease.

Caring For Babies with AIDS has been blessed with the support of people like you who share our depth of feeling for these children. On behalf of everyone at Caring For Babies with AIDS, thank you for helping us help the babies.

Sincerely,



Ginny Foat
Executive Director

P.S. For purposes of income tax, we are obliged to acknowledge that you did not receive any goods or services in exchange for your donation.

ANNOUNCEMENTS

Babylon 5

Wednesday, July 1 -- Prepare for an Encore Run of the Entire Fifth Season starting at 6pm. The remaining new season 5 episodes are being held until the fall for air.

StarCon in August -- tickets are \$34.00 by mail and \$39.00 at the door.

qep'a'veghDich -- Conf. Of Klingon Language Institute -- July 22-26 Bannockburn, PA The fifth annual conference for more info check their web site: <http://www.kli.org>

Fantasticon Aug. 7-9 Los Angeles CA more info. E-mail Joanotes@aol.com Internet: <http://www.scifinetwork.com/startrak/>

Battlestar Galactic (20 Yehran Reunion) Sept 4-6 Universal City CA memberships \$80.00 til Aug 1st. \$100.00 at door, if available. For info see website at: <http://www.wcos.com/cerebus>.

Weekend at Promenade Two -- Oct. 3-4 -- San Diego, CA Alexander Siddig, Andy Robinson, Rene Auberjonois and Armin Shimerman. E-mail 103202.3163@compuserve.com

Voice of the Resistance -- A Celebration for BS Fans -- Oct. 16-18 LA CA <http://members.aol.com/vorcon1>

Sci Fi Celebration -- Nov. 21-23 -- Boise, ID E-mail: Sfedora2@aol.com

NO MORE CON RIPOFFS From the Seska's Scandal Sheet

Creation continues to pull tricks at the Grand Slam, for example, one member reported that a ticket for priority seats and autographs for all FOUR captains was advertised as costing \$250. Later, Creation just happened to tag on an additional \$50 for each captain's autograph.

They also said they would not invite Martha to their conventions because she wasn't a "big enough" celebrity.

They aren't the only game in town, more and more fan run cons are being held, and more fan clubs are hosting events like breakfasts, luncheons and weekends to bring our favorite Trek celebrities closer to their fans.

I hope you noticed that all the above CONS are NOT Creation's. These also came from Seska's Scandal Sheet which I am sharing with you.

New books—Trek Navigator: The Ultimate Guide to the Entire Trek Saga.

Joy Of Trek: How To Enhance Your Relationship With a Star Trek Fan. It's author Sam Ramer is being sued by Paramount for publishing the book. Apparently Paramount feels Ramer took information for the book verbatim from the series and owes Paramount a lot of explaining and a chunk of the profits. Those Paramount Farang's are at it again

New babies in the Trek Family: In case you haven't heard yet—Emma Rose Dawson was born on Jan. 16, 1998 at 7:52 a.m. She was 17.5 inches, weighed 5 lbs. 15 oz., and was delivered by C-section. And Carter Jay McNeill was born on Jan. 21, 1998.

TOP TEN SIGNS YOUR NEIGHBORS ARE OBSESSED WITH

'STAR TREK'

BY J. C. GIBSON

10. Their car has more Trekkie bumper stickers than paint.
9. Keep trying to "mind-meld" with your parakeet.
8. Refuse to lend you their hedge trimmer on grounds that it would violate the Prime Directive.
7. Keep trying to "Beam" stray cats from their microwave to yours.
6. Keep threatening to fire photon torpedoes at your house, even though they know they can't penetrate your shields.
5. Their garage door opens sideways and makes that cool "Vsoop" sound.
4. Keep coming over to borrow a cup of dilithium crystals.
3. Run out of their house with hamsters taped to themselves screaming, "Tribbles! Tribbles Everywhere!"
2. Continue to watch the show even though they have a love life.

And the number one sign your neighbor is obsessed with "Star Trek":

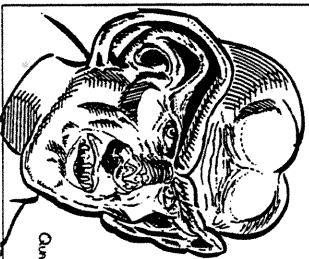
1. Talk...Like...William...Shatner!

QUARK FANS!



FERRENGI Rules of Acquisition

- ◆ 001 The Ragus
 - ◆ 003 The Ragus, Part 2
 - ◆ 006 The Ragus
 - ◆ 007 In the Hands of the Prophets
 - ◆ 009 The Storyteller
 - ◆ 010 Prophet Hotline
 - ◆ 016 Melora
 - ◆ 018 Heart of Stone
 - ◆ 021 Rules of Acquisition
 - ◆ 022 Rules of Acquisition
 - ◆ 031 The Siege
 - ◆ 033 Rules of Acquisition
 - ◆ 034 Destiny
 - ◆ 035 Destiny
 - ◆ 047 Rivals
 - ◆ 048 Rules of Acquisition
 - ◆ 051 Armageddon Game
 - ◆ 059 Rules of Acquisition
 - ◆ 062 Rules of Acquisition
 - ◆ 075 Civil Defense
 - ◆ 076 The Homecoming
 - ◆ 102 The Jem Hadar
 - ◆ 103 Rules of Acquisition
 - ◆ 109 Rivals
 - ◆ 111 Past Tense, Part I
 - ◆ 122 Playing God
 - ◆ 139 Necessary Evil
 - ◆ 193 Whispers
 - ◆ 214 Maqus, Part I
 - ◆ 217 Past Tense, Part I
 - ◆ 285 The Collaborator
- Once you have their money, never give it back.
 Never spend more for an acquisition than you have to.
 Never allow family to stand in the way of opportunity.
 Always keep your ears open.
 Opportunity plus instinct equals profit.
 Greed is eternal.
 A deal is a deal.
 A Ferengi without profit is no Ferengi at all.
 Never place friendship above profit.
 A wise man can hear profit in the wind.
 Never make fun of a Ferengi's mother.
 It never hurts to suck up to the boss.
 Peace is good for business.
 War is good for business.
 Never trust a man who wears a better suit than yours.
 The bigger the smile, the sharper the knife.
 Good customers are as rare as latinum treasure them.
 Free advice is seldom cheap.
 The riskier the road, the greater the profit.
 Home is where the heart is but the stars are made of latinum.
 Every once in a while declare peace. It confuses the hell out of your enemies.
 Nature decays, but latinum lasts forever.
 Sleep can interfere with...
 Dignity and an empty sack is worth the sack.
 Treat people in your debt like family: exploit them.
 Never sleep with the boss's sister.
 Lives serve, brothers inherit.
 It's always good business to know about new customers before they walk in the door.
 Never begin a business transaction on an empty stomach.
 You can't free a fish from water.
 No good deed ever goes unpunished.



Quinn

THE
FAN
CLUB

This list is provided courtesy of:

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4 newsletters, autographed photo, gifts

BIRTHDAYS

JULY

- 1 -Jenny Hansen
- 1 -Mary Lou Page
- 6 -Jani *Fleet
- 17 -Donna Yates
- 21 - Mark Mahoney
- 30 - Jeremy Rouviere

AUGUST

- 3 - Laura Owen
- 8 -Dineh Torres
- 10 - Aaron Bogue
- 13 -Carol Martin-Mahoney
- 22 - Carol Paton
- 24 - Don Hallet

SEPTEMBER

- 10 - James Yates
- 26 - Richard Henline



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