

KELLY

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COMMUNIQUE



Marie Hollinger

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KELLY KID ART

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CAPTAIN'S LOG

Captain's Log, stardate 52100.1...

It has been quite some time since I've recorded a captain's log. My life has gone through many changes, as I'm sure that each of your lives have changed. Change is the universal constant, and for the most part, it is generally beneficial... however difficult it may seem at the time. Our ship and club has undergone many changes as well. We should look at this as an opportunity rather than a detriment. We have just passed the 32nd anniversary of the beginning of Star Trek as well as our own 12th anniversary on the Kelly. Over the years, the world around us has changed in so many ways. Some changes have greatly benefited us while others have challenged us, forcing us to adapt and learn to grow with the ever expanding universe we live in. When Gene Roddenberry died a few years ago, we lost something very special. Gene was a visionary. He could see where the changes of our time would lead us in the future. He envisioned a brighter and better future than most of his contemporaries could imagine. His idea of mankind working together in harmony to build a better life for ourselves, regardless of race, gender or religious conviction is beginning to unfold. Fantastic, unthinkable equipment and tools came from his fertile imagination, which are now being introduced to the world... things like the medical bio-bed, to the newly announced "universal translator" and even a top secret electromagnetic bubble around experimental aircraft which, like the "warp propulsion" of Starships, allows far greater speeds. These are just a few of the things that are happening right now, and who is to say what the future may have in store? The key is to have people who aren't afraid to dream of a better future and who are willing to make major changes in order to see that future fulfilled. Each of us stand in a position to help with this. Gene has touched many of us with his visions and ideals, and it is through us and other free thinkers that his dream will go on. I recently heard about John Glenn who is well advanced in years, being the first man to orbit the earth. Now he is going back into space on a shuttle mission to test the effects of space on old age. Here is another visionary working to make things better for the future. Let us join in with other men and women of vision, changing with the times, but continually keeping our minds, eyes and hearts focused on the not-so-impossible dream!!! It is great to be back, and I look forward to working beside all of you for many years to come. Captain Richard Henline reporting...



BIRTHDAYS

October

4-Oct Charlene Smith

27-Oct Julianna Curtis

November

9-Nov Dennis Hollinger

10-Nov Rhonda Hollinger

13-Nov Kristen Cagle

29-Nov Galen Anderson

December

8-Dec Martha Sadler

13-Dec Amy Graham

18-Dec Janelle Curtis

28-Dec Jed Smith

29-Dec Lynn Cagle



ASK NUMBER ONE

By Lt. Commander Jill Bogler, Executive Officer

Well, it's been a long, long time since this column was in the *Communiqué*. We've decided to revive it, so... what to choose for a subject?

Maybe you've heard about the new changes to the rank advancement requirements. Let me put your mind at ease... not much has changed at all. The main differences are that we've changed the way we do training sheets, and that we're now going to call them "Merit Sheets".

For example, instead of doing training sheets 1 – 5 to fulfil the requirement for Ensign, you would now need to do 5 merit sheets of your choice. One of these will be a required one, but you may choose the other four from any category.

We've also added more categories. That means we'll have Participation, Leadership, and Service merit sheets as well as several categories of Knowledge. You will be able to choose from puzzles, songs and ships as well as general science and the trivia you've been used to in the past.

For those who have already done some of the original training sheets, don't worry, they still count. In fact, we're still going to use them under different titles. There is even a chart for converting the old system into the new one.

We are also going to give each person a "checklist" of items they need for their next rank advancement. The senior officers each have a master set of these sheets they can copy off for you, but please remember that you will only receive the sheet you need for the rank you are working on.

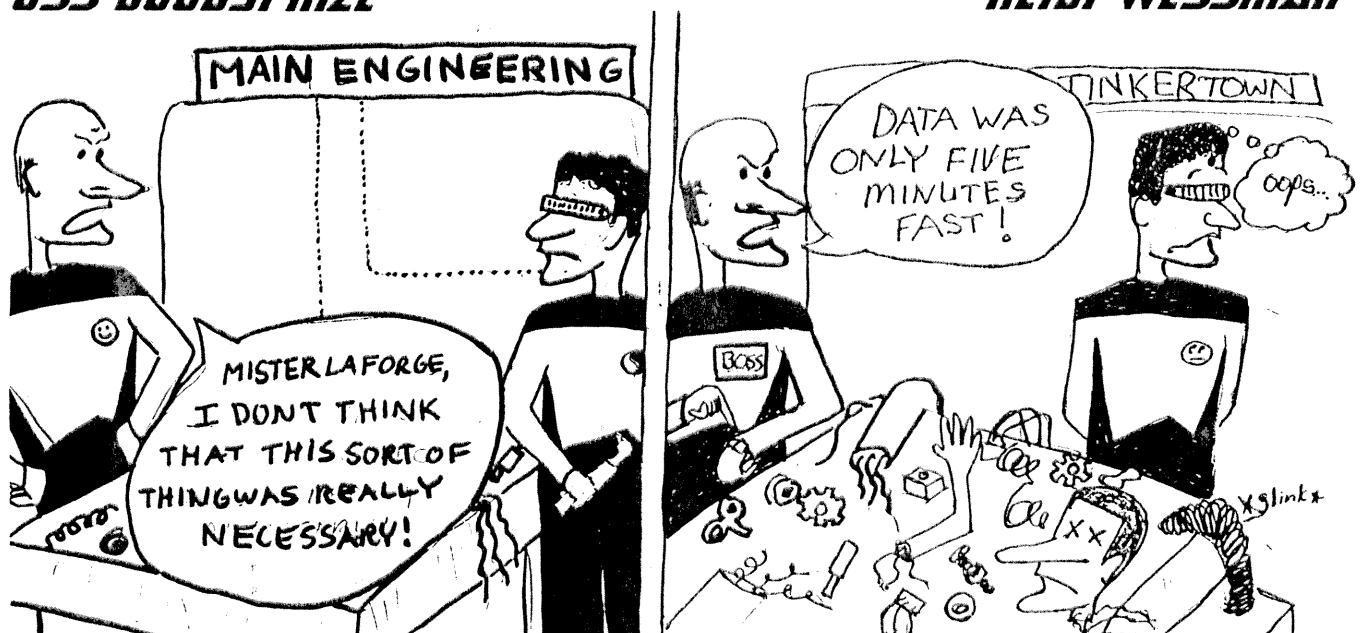
We will roll out this program during the October activity. If you have any more questions on this or any other subject, don't forget to...

ASK NUMBER ONE.

Note: You are always welcome to contact me at: Agiani_nol@yahoo.com

USS BOOBYPRIZE

HEIDI WESSMAN



CREW PROFILES



1. DON L. HALLETT

I was born at the Holy Cross Hospital in Salt Lake City, UT on 8-24-68. I grew up in Kearns, and I have lived here all my life. I have two brothers and two sisters, their names are Kim, Kelly, Connie and Colleen. My parents are Ray and Donnell Hallett. I got interested in Star Trek because most of my family watched the episodes and then I became very interested in them. I have been a fan since "The Next Generation" came out. But before I did like a little of the Classic Star Trek. My favorite movie is "Generations". What I like most about Star Trek is "The Next Generation, Deep Space Nine, and Voyager's costumes, special effects, and acting. What I like least about Star Trek is the Classic Star Trek costumes, special effects and acting, and Star Trek Five the movie. The race I would choose to be is a half Vulcan and Bajoran. I would be logical and caring. I'm really like that. I say things that sound good, but it is not and then I have to apologize. My character works in Conn aboard the starship U.S.S. Kelly. He has short pointed ears, the Vulcan eyebrows, a Bajoran nose and wears the Bajoran earring. At times a small goatee, maybe. Once in a while he puts his hand up with the Vulcan salute and says, "Live long and prosper".

The following things interest me the most; Movies, Next Generation, Deep Space Nine and Voyager, Conventions, Gaming and Trivia. My favorite episode is in the Next Generation called "Time Squared". My favorite character is Captain Picard. The Star Trek merchandise I prefer are the uniforms, autographs from the stars and the models. Abilities or Talents that I have and would share with the group are drawing and craft work.



2. CONNIE R. HALLETT

I am a shy, single parent, I don't like to be pushed around and I get my feelings hurt easily, but I am trying to fit in. I like singing, cooking, and have a Barbie doll collection. Since I was ten years old I have been a fan of Star Trek. I have liked the Next Generation since it first aired. The race I would like to be is a Vulcan. The conventions interest me and my favorite character is Deanna Troy. The merchandise I prefer are t-shirts. They have two uses. Wearing them and the pictures on them.



3. RUSSELL HALLETT

I am the son of Connie Hallett and the nephew of Don Hallett. I am in the Science Department with my mom. So far, I am shy like my mom, and I haven't really made any decisions about what I want to do in the club, or what I like in Star Trek. I'm just following my mom for now.

Deep Space Nine Ends Voyage Star Trek: Deep Space Nine (Monday, August 24, 1998 11:58 AM) has reached the final frontier: season seven. Paramount has announced that the crew of the syndicated series is heading into its last season on board the broken down space station.

"Like Star Trek: The Next Generation, we had always intended to tell the story of Star Trek: Deep Space Nine in the span of seven years," says creator-exec producer Rick Berman. "As we embark on the seventh and final season, we look forward to the challenge of concluding this important chapter in Star Trek history."

The show, which debuted in January of 1993, is still one of the top-ranked syndicated drama series. With its demise, only the lost souls aboard Star Trek: Voyager will carry on the Trek legacy.

The season premiere will find Commander Sisko facing his future, and will also introduce the first new character in the series' history. Actress Nicole de Boer joins Star Fleet as Ensign Ezri Dax, the new host of the 300-year-old symbiont who previously

resided in the body of Jadzia Dax, played for six seasons by Terry Farrell.

**Deep Space Nine"
Deep-Sixed**

by Joel Ryan
August 24, 1998, 12:15 p.m. PT

Set your phasers on stunned.

Star Trek: Deep Space Nine, the second spin-off series to carry on the sci-fi tradition founded by Kirk, Spock, et al., will end its run next spring, producers have announced.

"Like Star Trek: The Next Generation, we had always intended to tell the story of Star Trek: Deep Space Nine in the span of seven years," creator and executive producer Rick Berman said in a statement.

The Emmy-winning Deep Space Nine, starring Avery Brooks as Captain Benjamin Sisko, premiered in January 1993, making the upcoming 1998-99 TV year its seventh--and last.

The new season launches the week of September 28.

Through its run, Deep Space Nine was a consistent, if not spectacular, top-ranked drama in the first-run syndication market.

The workhorse middle child of the latter-day Trek franchise, it was never as

widely acclaimed as its older sibling (Next Generation), nor as widely hyped as its younger one (UPN's Voyager).

But after a rough first season (during which it tried to distinguish itself as the cranky Trek), the show settled into comfortable run--winning awards (including two prestigious Hugo Awards for outstanding writing on a sci-fi series) and loyal viewers. The impending loss of Deep Space Nine cannot be good news to those loyal viewers. In contrast to 1994 when the powers-that-be eased the pain of Next Generation's forced retirement by introducing Voyager months later, there is no immediate promise of a new Trek series. (And for Deep Space Nine regulars, there's also no note of that ultimate golden parachute: their own movie franchise.) This leaves the aforementioned Voyager as the soon-to-be-only new Trek show on TV.

If there's some good Trek news to be passed on here, it's this: The family's ninth big-screen outing, Star Trek: Insurrection, is due to be released in just 79 days--on November 11.

Star Trek: Deep Space Nine Episode Guide

Season One

Episode 1 :Emissary, Part I
Episode 2:Emissary, Part II
Episode 3:Past Prologue
Episode 4:A Man Alone
Episode 5: Babel
Episode 6:Captive Pursuit
Episode 7:Q-Less
Episode 8:Dax
Episode 9:The Passenger
Episode 10: Move Along Home
Episode 11:The Nagus
Episode 12: Vortex
Episode 13: Battle Lines
Episode 14: The Storyteller
Episode 15: Progress
Episode 16: If Wishes Were Horses
Episode 17: The Forsaken
Episode 18: Dramatis Personae
Episode 19: Duet
Episode 20: In The Hands Of The Prophets

Season Two

Episode 21: The Homecoming
Episode 22: The Circle
Episode 23: The Siege
Episode 24: Invasive Procedures
Episode 25: Cardassians
Episode 26: Melora
Episode 27: Rules Of Aquisition
Episode 28: Necessary Evil
Episode 29: Second Sight
Episode 30: Sanctuary
Episode 31: Rivals
Episode 32: The Alternate
Episode 33: Armageddon Game
Episode 34: Whispers
Episode 35: Paradise
Episode 36: Shadowplay
Episode 37: Playing God
Episode 38: Profit And Loss
Episode 39: Blood Oath
Episode 40: The Marquis, Part I
Episode 41: The Marquis, Part II
Episode 42: The Wire
Episode 43: Crossover
Episode 44: The Collaborator
Episode 45: Tribunal
Episode 46: The Jem'Hadar

Season Three

Episode 47: The Search, Part I
Episode 48: The Search, Part II
Episode 49: The House Of Quark
Episode 50: Equilibrium
Episode 51: Second Skin
Episode 52: The Abandoned
Episode 53: Civil Defense
Episode 54: Meridian
Episode 55: Defiant
Episode 56: Fascination
Episode 57: Past Tense, Part I
Episode 58: Past Tense, Part II
Episode 59: Life Support
Episode 60: Heart Of Stone
Episode 61: Destiny
Episode 62: Profet Motive
Episode 63: Visionary
Episode 64: Distant Voices
Episode 65: Through The Looking Glass
Episode 66: Improbable Cause
Episode 67: The Die Is Cast
Episode 68: Explorers
Episode 69: Family Business
Episode 70: Shakaar
Episode 71: Facets
Episode 72: The Adversary

Season Four

Episode 73: The Way Of The Warrior, Part I
Episode 74: The Way Of The Warrior, Part II
Episode 75: The Visitor
Episode 76: Hippocratic Oath
Episode 77: Indiscretion
Episode 78: Rejoined
Episode 79: Little Green Men
Episode 80: Starship Down
Episode 81: The Sword Of Kahless
Episode 82: Our Man Bashir
Episode 83: Homefront
Episode 84: Paradise Lost
Episode 85: Crossfire
Episode 86: Return To Grace
Episode 87: The Sons Of Mogh
Episode 88: The Bar Association
Episode 89: Accession
Episode 90: Rules Of Engagement
Episode 91: Hard Time
Episode 92: Shattered Mirror

Episode 93: The Muse
Episode 94: For The Cause
Episode 95: To The Death
Episode 96: The Quickening
Episode 97: Body Parts
Episode 98: Broken Link

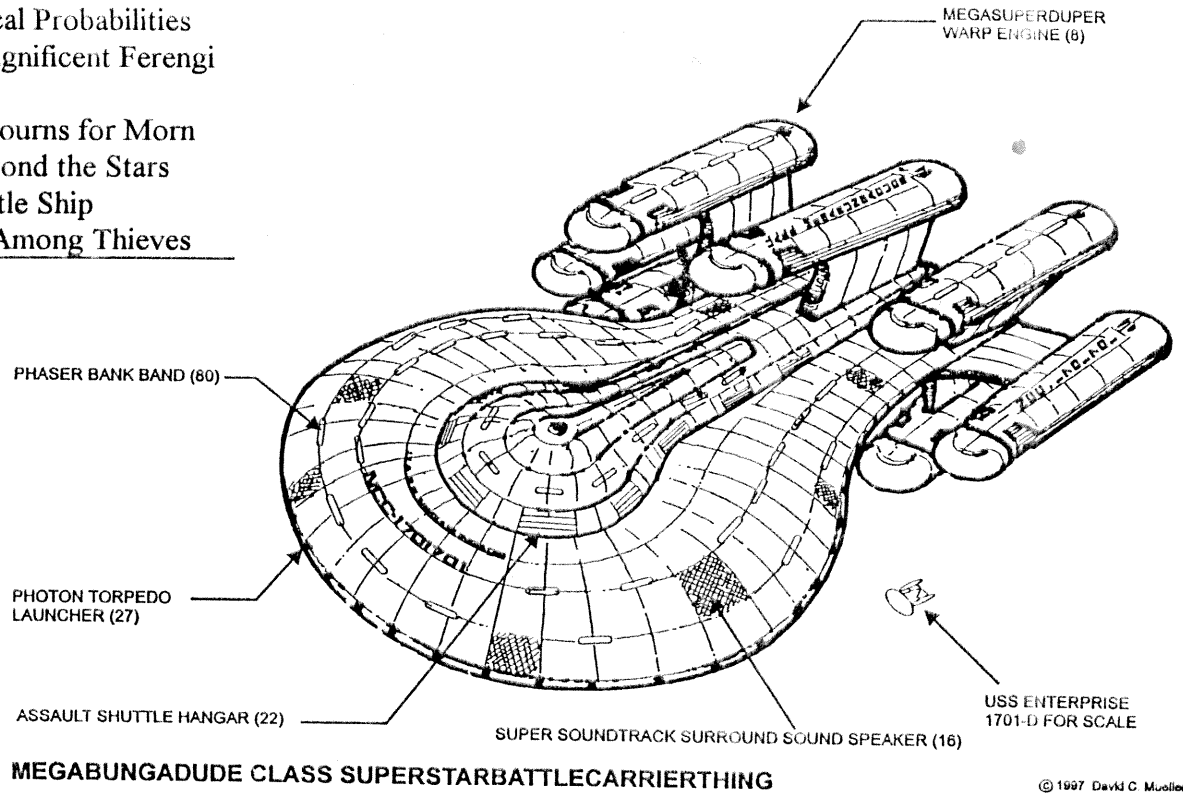
Season Five

Episode 99: Apocalypse Rising
Episode 100: The Ship
Episode 101: Looking For Par'Mach In All The Wrong Places
Episode 102: ...Nor The Battle To The Strong
Episode 103: The Assignment
Episode 104: Trials and Tribble-ations
Episode 105: Let He Who is Without Sin
Episode 106: Things Past
Episode 107: The Ascent
Episode 108: Rapture
Episode 109: The Darkness and the Light
Episode 110: The Begotten
Episode 111: For The Uniform
Episode 112: In Purgatory's Shadow
Episode 113: By Inferno's Light
Episode 114: Doctor Bashir, I Presume
Episode 115: A Simple Investigation
Episode 116: Business As Usual
Episode 117: Ties of Blood and Water
Episode 118: Of Love and Profit
Episode 119: Soldiers of the Empire
Episode 120: Children of Time
Episode 121: In a Blaze of Glory
Episode 122: Empok Nor
Episode 123: In the Cards
Episode 124: A Call to Arms

Season Six

Episode 125: A Time to Stand
Episode 126: Rocks and Shoals
Episode 127: Sons and Daughters
Episode 128: Behind the Lines
Episode 129: Favor the Bold
Episode 130: The Sacrifice of Angels
Episode 131: You are Cordially Invited..

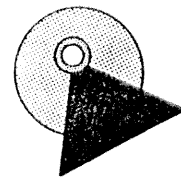
Episode 132: Resurrection
 Episode 133: Statistical Probabilities
 Episode 134: The Magnificent Ferengi
 Episode 135: Waltz
 Episode 136: Who Mourns for Morn
 Episode 137: Far Beyond the Stars
 Episode 138: One Little Ship
 Episode 139: Honor Among Thieves



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Sonnet from the Vulcan: Omicron Ceti Three by Shirley Meech

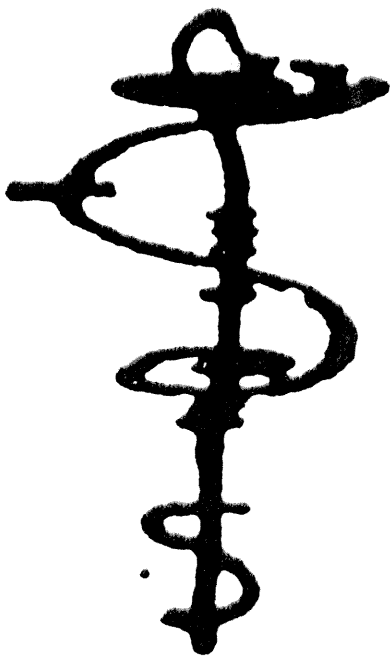
I thought the memory of you was gone-
 I thought it buried underneath the years.
 But now it rises, bright as Vulcan dawn,
 And I remember you, and Earth, and tears.



Your tears were falling like the rains of Earth;
 You were the storms and roses of Earth's spring.
 You could not know that, almost from my birth
 The rites of Vulcan bound me to T'pring.

I could not break those ties; I had no choice-
 Returned to space, left you and Earth behind.
 But still I heard the echo of you voice,
 Found rain and wind and and roses in my mind.

You told me that you loved me, and you cried.
 I said I had no feelings. And I lied.



TREK TECH

As the Engineering Department's contribution to the *Communiqués* I have decided to focus on bringing the technology of Star Trek in general and the Kelly in particular, to you—our readers and crew; in "layman's terms". Last time the subject was Warp Power & Propulsion. This time it is Transporter Technology. If you want to know something about how some technology works in Star Trek or on the ship, please contact me. Lt. George Bogler, Chief Engineer (chief_engineer73400@yahoo.com).

TRANSPORTER TECHNOLOGY FOR THE NON-ENGINEER

By Lt. George Bogler

Transporters work by dissolving the sub-atomic bonds of the transport subject, converting the subject into an energy stream, then re-establishing the bonds in a new location according to a stored pattern of the subject. Living matter is transported at the "quantum" level, while everything else is transported at the "molecular" level. Quantum transport requires more energy and pattern storage. You may recall from the episode "Our Man Bashir," that when the transport of the runabout crew malfunctioned & most of DS9's systems went down that the physical patterns were stored in holosuite memory, but it required the total storage capacity of the station to hold their quantum patterns.

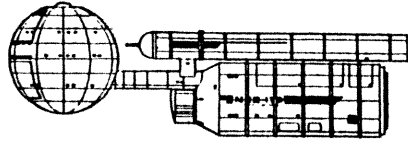
Transport or "beaming" is accomplished as follows. Transporter "targeting scanners" calculate relative range and speed between target and destination, as well as verifying a suitable environment at the location. Transporter self-diagnostic routines are also performed at this stage. Next, the "molecular imaging scanners" create and store a resolution pattern of the subject (transporter trace). Each pad uses 4 scanners—3 of which must agree to permit beaming.

Actual beaming begins as the "annular confinement beam (ACB) forms a protective field around the subject. Within the ACB the "phase inducers" or "phase transition coils" accomplish the physical materialization/de-materialization of the subject. The matter stream is then routed to the "Pattern Buffer" for temporary storage. The buffer assembly includes special processors to adjust the pattern according to data previously gathered by the targeting scanners. The pattern is then sent to "emitters" on the hull, which transmit it to the destination. The emitter assemblies also contain long-range inducers & coils for beaming from a remote location such as a planetary surface. When beaming up, the pattern buffer is used to hold the subject for up to 7 minutes to permit biofilter & weapons scans or to allow for security or other personnel to meet the subject (subjects have no sense of time passage while in transport). The buffer also allows for site-to-site (internal) transport and as a safety in case of problems with the transport process.

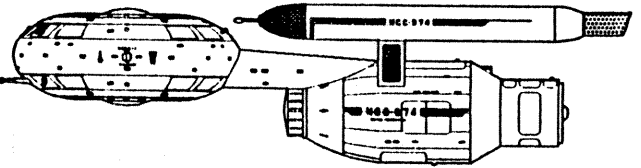
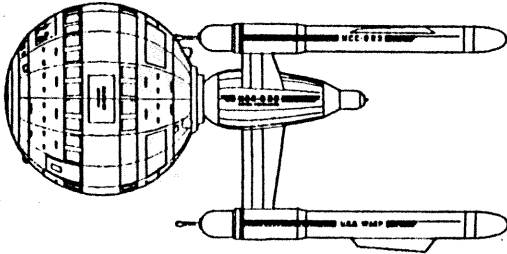
Galaxy Class Starships have six personnel and four cargo transporters (cargo transporters can be adjusted from molecular to quantum resolution) with a range of 40,000 km. They also have six emergency evacuation transporters (beam out only) with a range of 15,000 km. Under emergency conditions a Galaxy Class Starship can evacuate 1850 persons per hour and beam up 1000 per hour.

The Kelly Class Starship contains 2 additional cargo transporters and 3 additional emergency transporters. These emergency transporters are designed for troop deployment as well as evacuation and can process 300 transports every 4 minutes.

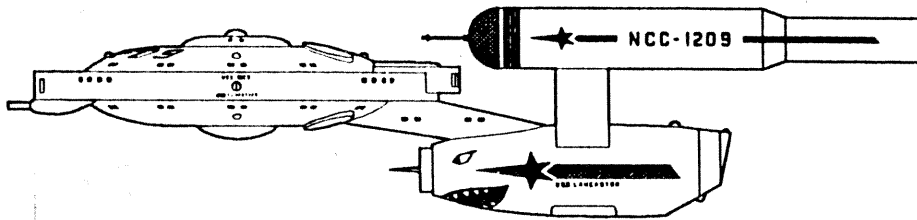
DAEDALUS CLASS • 2158



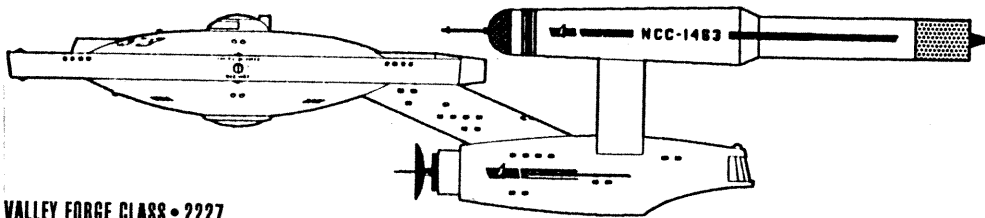
WASP CLASS • 2174



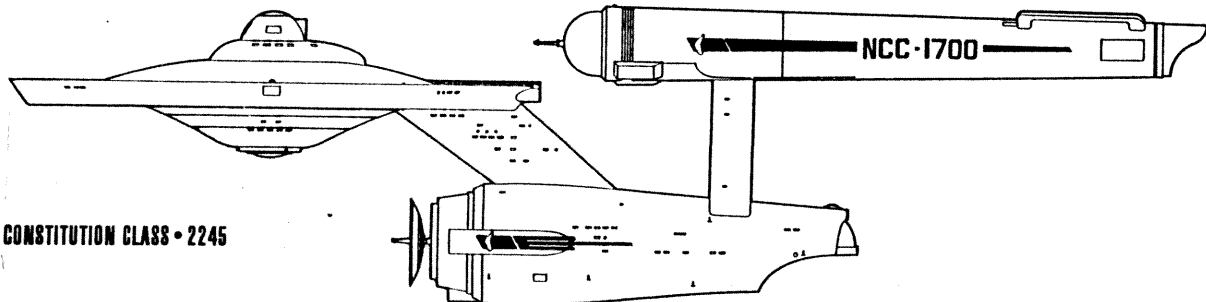
MOSKVA CLASS • 2179



LANCASTER CLASS • 2205



VALLEY FORGE CLASS • 2227



CONSTITUTION CLASS • 2245



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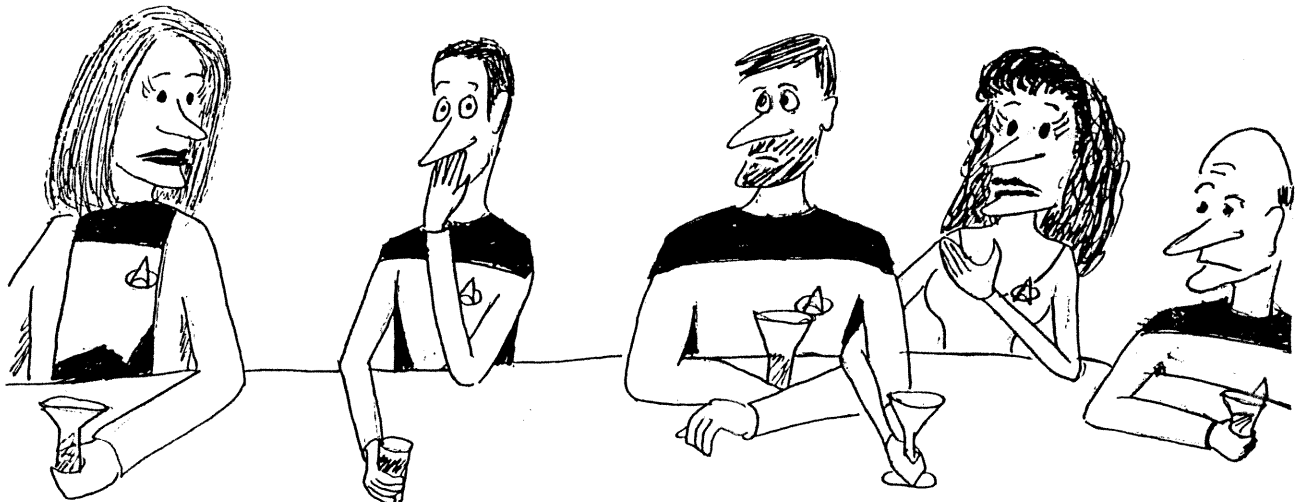
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DATA LEARNS (AT THE WRONG TIME)
 HOW TO BURP.



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