



# KELLY COMMUNIQUE

Issue #59

Spring 2001



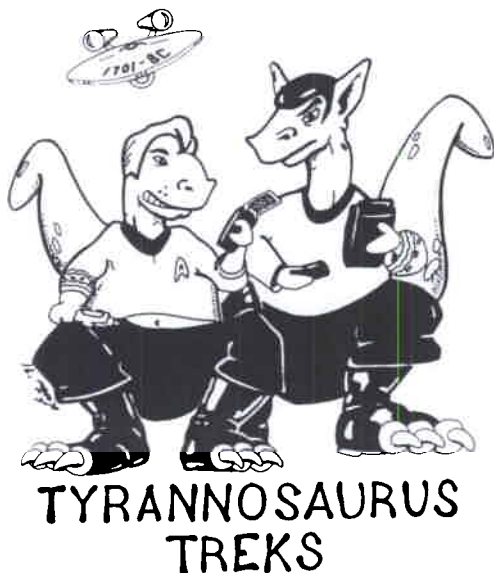
## ---LOG ENTRY---

### **CAPTAIN'S LOG: STARDATE 54004.1**

I am thinking today about the end of an era. When the Kelly was first launched, we were eagerly anticipating the premiere of Star Trek IV: The Voyage Home. We were attending the 20<sup>th</sup> Anniversary Convention and there were a lot of new exciting things happening in the Star Trek Universe. Then, in September of 1987, Star Trek: The Next Generation made its debut on television, followed by seven seasons of that top-rated series and then seven seasons of Deep Space Nine and Voyager. Now we are at the brink of the end of many years of continuous Star Trek experience. There are only a few more episodes until Voyager's Finale. The future of Trek is uncertain to say the least. We only know that for awhile, there will be no new Trek to keep us enthralled like there has been for the last fifteen years. For me, that is a scary thought. It is up to us, the true Trekkers, to keep Star Trek alive during its upcoming hiatus. Don't stop watching! Don't stop talking about it! Don't stop studying it! And above all, don't let the dream die! We all have many things going on in our lives...many varied interests and projects to keep us busy. But please take the time to keep up with our common interest in Star Trek. Don't let thirty-five years be all there is to it. Let's get back to the bare necessities and keep right on through the 23<sup>rd</sup> and the 24<sup>th</sup> centuries and beyond. It cannot end as long as it still lives in the hearts of those that **"boldly go where no one has gone before!"**

As far as the finale of Voyager is concerned, the predictions of many of the crew, as to how it will end, appear throughout this Communique. I would like to add my prediction as well. I believe that Voyager will get back to earth in the final episode...but she will not make it without a tremendous struggle and sacrifice. I think that as DS9 had closure on several issues, Voyager will do likewise. Not everyone aboard Voyager will make it back to earth. In order for her ship to survive and get back home, I believe that Captain Janeway will sacrifice herself, either giving her life or remaining in the Delta Quadrant so that her crew can make it. Likewise, I think that Seven of Nine will stay at Janeway's side. Chakotay will finish guiding the ship back home. Tuvok, Neelix and Harry Kim will be among the survivors, as well as Tom Paris and B'Lana Torres. I think it is entirely possible that their baby will be born during the heat of the struggle that will see them back home. With his holo-emitter technology, the doctor will probably teach at Starfleet Academy or become chief of Starfleet Medical. As with the DS9 finale, Voyager's final episode will probably flash back to many important incidences during her momentous journey home. And as with the finale's of the other Star Trek series, I will no doubt shed a silent tear... for I shall surely miss those sometimes funny, sometimes tragically human, honorable Voyager crewmen who have become my friends. May they live long, and prosper!

**--Captain Richard Henline recording--**



**The New Star Trek Series  
Goes Back In Time.  
Way Back!**

## EXECUTIVE STRESS

By Lt. Cmdr George Bogler, Executive Officer

Greetings, fellow crewmembers. As I write to you this time, I want to stress a couple of things. First recruitment. This club cannot grow (in any sense of the word) unless we get new members. Not only do our numbers, and therefore resources, increase from new members; but these recruits bring with them a special vitality and enthusiasm that spark the rest of us. In the last little while we have had several new members come into the club--some of them recruited by people who are very new to the club themselves. Let us welcome them all, and look for recruiting opportunities ourselves. I was in a store a few weeks ago & was wearing a hat with a TOS Engineering insignia pin. Another customer noticed it and we got into a conversation about Star Trek. I gave the individual information about the Kelly, and my Kelly business card. It is as easy as that. Just relay information, without pressure. We may never hear from this person, but we made ourselves known.

As a side note, as a result of our website, we are in contact with someone in Belgium who wants to join the Kelly (as a correspondence member).

The second thing I want to stress is individual progress. Spring is upon us and as we do other kinds of spring cleaning, let's examine our status in the Kelly and make a renewed effort to achieve our next rank advancement or just do some Merit Sheets for the purpose of learning more about Star Trek.

As always, please feel free to contact me about anything.

Contact Info: 685-6154 (home), 755-4100 (cell), KellyXO@USWestmail.net



"ARE WE HAVING OUR YOUNG AGAIN!?"

**QUARTERMASTER'S**

## CORNER

### U.S.S. Kelly Items Available:

U.S.S. Kelly T-Shirts: \$10.00

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U.S.S. Kelly Comm Badges: \$15.00

(Command Insignia Only)

Name Badges: \$8.00 & up

(based on amount of information)

Business Cards: \$2.00 per sheet of 10

Individual or General Club Format

U.S.S. Kelly Antenna Balls: \$1.00

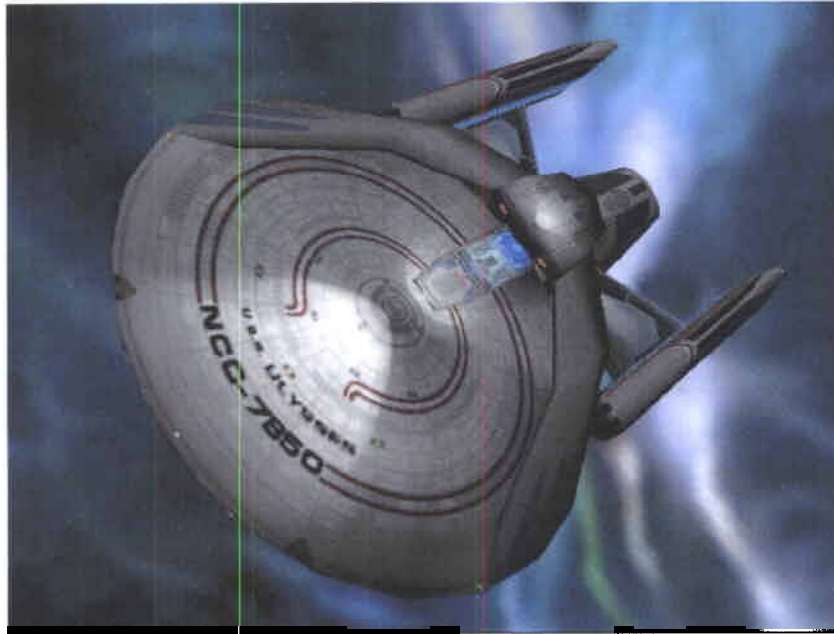
For your car, T.V., Etc.

To order merchandise contact: George

Bogler Chief\_Engineer73400@yahoo.com

# ULYSSES CLASS

## DREADNOUGHT



*U.S.S. Ulysses NCC-7850*

The Ulysses-class Dreadnought is actually not a very large step up in weaponry from the Battlecruiser class. It has the same number of torpedo tubes as the Excelsior-class and only a bit more shield power. Her only lauded addition is the 360° QCB which was mounted instead of additional torpedo tubes to cut costs. The Ulysses-class Dreadnought also has only one real shortcoming: its slower speed compared to the smaller ships in the fleet. This is due to some more cost cutting by the Federation Council. The Ulysses-class is based upon the older Belknap Strike Cruiser class. They both have the same basic design, same lower mounted warp nacelles, same saucer design, almost the same engineering hull design, and the same basic weapons systems, but that's where the similarities end. The Ulysses is approximately twice as heavy as the Strike Cruisers, has newer warp engines and weapons systems, an extra torpedo pod, the nacelle pylons are not slanted upwards, and the connecting pylon that connects the saucer to the secondary hull is a totally different design. But these two classes do have similar top warp speeds and hull armor, as well as similar core computer systems. While the cost of the refitting a fully constructed Belknap-class Strike Cruiser is high, there have been many which refits have been performed on due to the slightly lower cost of the refit compared to building a Ulysses-class Dreadnought from the ground up. These refitted ships are 50 meters shorter, 15 meters thinner, and are 6,000 metric tons lighter; but, since each class (Belknap and Ulysses) uses the same impulse engine design, the speed of these upgraded ships is significantly slower than a Cruiser.

#### SPECS:

BVP: 800  
 Length: 549 meters  
 Mass: 850,000 metric tonnes  
 Crew: 925  
 Marines: 80  
 Maximum Impulse: 2,460 kilometers per second  
 Hull Rating: 6.0  
 Shield Rating: 126.0  
 Maneuverability Rating: .25/.09

#### WEAPONS:

Fore: 5 Phasers, 4 Photons, Quantum Carrier Beam  
 Aft: 4 Phasers, 2 Photons  
 Port/Starboard: 3 Phasers each

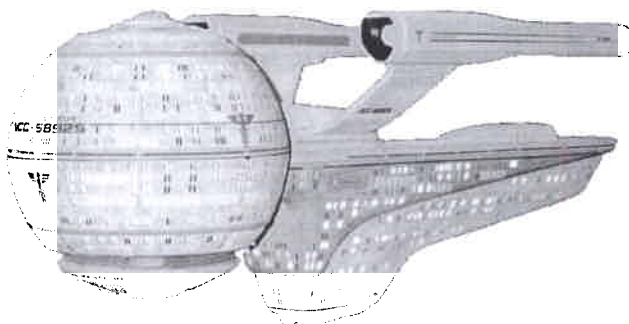
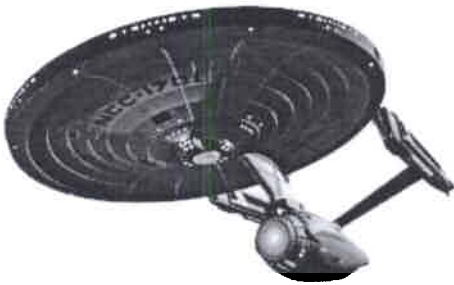
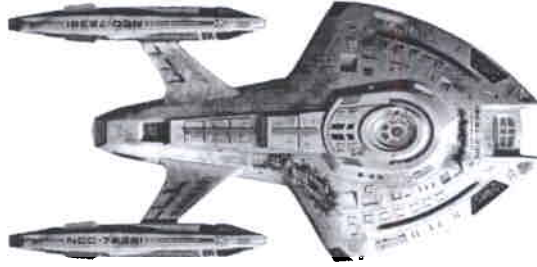
Written By Nightmare

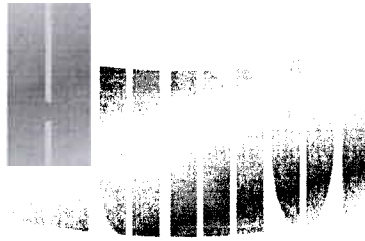
Submitted By Adm. Dennis R. Hollinger



# Starship Matching

Match the starship with its captain

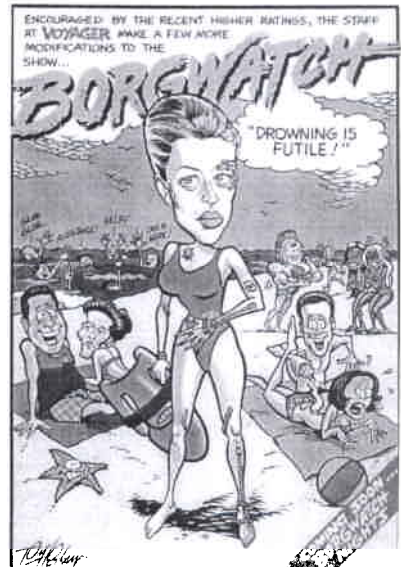




Ensign Johnson suddenly comes to the alarming realization that he is the only red-shirt in the landing party.



### THE NEXT NEXT GENERATION?



## WASTE DISPOSAL SYSTEMS & PROCEDURES

By

**George Bogler, Chief Engineer**

Two of the most important concerns in space are how to carry enough supplies and how to get rid of your garbage. Technology provides a single answer to both questions. Transporter/replicator technology is the key that enables starships to embark on multi-year missions without making scheduled ports of call.

The average person produces apx 52 liters (13.5 gallons) of wastewater and sewage per day in addition to miscellaneous quantities of solid matter disposed of in professional and personal activities. All of this could easily be dumped into space. However, as early as the 20th century recycling was an important part of conserving natural resources; and it remains so today. All waste matter is recycled aboard starships and space stations.

Liquid waste is mechanically filtered to remove as many impurities as possible before subjecting wastewater to electrolysis. After this stage the remaining water is sterilized and returned to the fresh water storage tanks. The various sludges recovered from waste water treatment and all solid waste are scanned for classification then subjected to mechanical recycling or other treatments then stored as raw materials (elements), hazardous materials, or basic organic matter for use by replicators. Hazardous material (apx 5% of total volume) undergoes replication to convert it to harmless carbon particles.

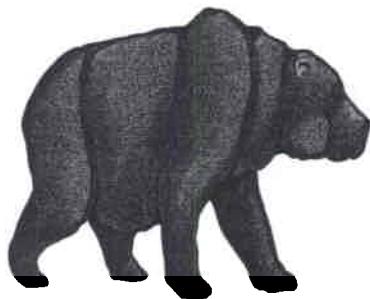
Use of replicators to process waste is highly energy intensive, and thus is reserved for those materials which cannot be recycled in other ways. Separating the constituent materials, and reusing them can recycle approximately 82% of solid matter. Waste food, etc. from replicators is easily reconverted to base organics. Any waste that cannot be recycled is stored until it can be disposed of in an ecologically friendly manner. In extreme circumstances waste can be disposed of through the following means, ranked by preference: Dumping into a star, dumping into the atmosphere of a gas giant, dumping onto a molten surface, storage on an inert asteroid or moon, beaming into space at maximum dispersion.

It is not unheard of for the Captain of a vessel to eject garbage in order to fool an enemy into thinking the vessel damaged or destroyed, however scanners on Starfleet ships can usually detect such a ruse by analyzing the mass and/or volume of material ejected.

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## Bear Award Winners

The Bear Award is given for "Getting Back to the Bear Necessities" (i.e. the basics) during 2001.



**January: Galen Anderson (Trek Trivia)**

**February: Pat Conrady (Stamp Project)**

**March: Matt Keener (Recruitment)**

For more details on the Bear Awards and how these people qualified see the club website: <http://www.geocities.com/area51/corridor/4725>



STAR TREK:  
STRANGE NEW WORLDS IV

Star Trek Department, Pocket Books  
1230 Sixth Avenue  
New York, NY 10020

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*Stephanie*  
Dear Writer,

Thank you for sending the enclosed manuscript. I gave every story that came into the contest careful consideration. I'm sorry that your story didn't fit into this year's anthology, but I hope you will submit another story to Star Trek: Strange New Worlds #5.

The new contest will open early in 2001. Information about the new contest can be found on the Star Trek boards on AOL, under the topic Star Trek Writing: Strange New Writers, or in copies of Star Trek: Strange New Worlds #1, #2 & 3, all of which are available now. Of course, the best way to discover what I am looking for in stories is to order copies of Star Trek: Strange New Worlds 1, 2 & 3, or buy a copy of volume four in May. A side note: In volume #3 I have included a number of hints that might help you get into Star Trek: Strange New Worlds #5.

Again, thank you for giving me a chance to read your story and good luck with your writing. I hope to see a story or two from you next year.

Sincerely,

  
Dean Wesley Smith  
Editor

Star Trek: Strange New Worlds

PS.... for your information, I liked your writing and this story enough on first read to put it aside and give it a second look. Please do try me with a new story or two next year.





## ROMULAN SUBCOMMANDER T'RUL

### MARTHA HACKETT

Most of us think of Martha Hackett as the villainous Seska, but she's actually played roles in all three modern Star Trek series. She auditioned for Dax when they were casting for the pilot of Deep Space Nine, but didn't get it. They also called her in for a role in the finale of TNG, which she got. She played a Terrellian, but pretty much of that story line was ultimately cut. Then a few months after that they called her in for the role of T'Rul on Deep Space Nine. She did a few episodes of that, then the director called her in because they were setting up the first season of Voyager.

She was hired as Seska in a recurring role, but the character was very unclear and open-ended in the beginning. Also there was no guarantee for the number of episodes and they didn't know very much about Seska. The only thing they were sure of was she was a member of the Marquis. In her first few appearances, Seska was a very strong-minded Bajoran who had close relationships with Chakotay and B'Elanna, and that she was more inclined to break the rules than any of the other characters. Martha liked that and assumed Seska would represent the more unhappy members of the Marquis.

Martha was just as surprised as anyone else to discover that Seska was not only a spy, but a Cardassian. Fortunately, she hadn't done anything with the character that made this sudden revelation seem out of place. Far from being disappointed that her character was a villain, Martha embraced Seska's point of view, which she says is perfectly logical.

If you haven't seen her (shame on You!) Then look for her in: Parallax, Phage, Emanations, Prime Factors, State Of Flux, Maneuvers, Alliances, Life Signs, Investigations, Basics I & II, Worst Case Scenario, and Shattered

Here is the address of her fan club if you'd be interested in getting involved in a very good fan club. Also what she looks like without make up and as Seska as a Bajoran.



MARTHA HACKETT FAN CLUB  
c/o Donna J. Abate  
P.O. Box 4628  
Oceanside, CA 92052  
southpawdj@aol.com

## My Fondest Star Trek Memory

By Fred Provoncha, Assistant Chief of Communications

I have been a fan of Star Trek almost my whole life. When I was about 3 years old I remember watching reruns of the Original Series on TV with my dad and I remember playing 'Star Trek' where I pretended to be Captain Kirk going around the Enterprise fixing it up after a recent Klingon attack. Over the years my interest in Star Trek has never waned, and I have welcomed every new movie and TV series that has come out.

Though I have many fond memories of Star Trek, one particular one stands out in my mind. When I was in college at the University of Vermont, I affiliated myself with a Science Fiction club on campus. We were into all kinds of science fiction and fantasy, but interest in Star Trek was particularly strong. I had a lot of friends in that club. Every day reruns of ST:TNG would be on at 7pm and we would often gather together in the student lounge in our dorm building to watch them. Once a week we would also gather there to watch the weekly new episode on ST:TNG at 8pm. As I recall the 5th season was particularly good, and we always had a good-sized crowd. That year Star Trek 6: The Undiscovered Country came out. We all decided to go as a group to see it on Opening Night. I took a poll to see how many were going, then a couple of friends and I went down to the movie theatre in the afternoon and stood in a very long line for an hour or so to get the tickets. It was pretty cold out, and it was snowing. Finally we got the tickets. The first three showings were sold out so we had to settle for the 9pm showing. We all went down there as a group about an hour before it started so we could get good seats. But by the time we got there a long line had already formed, and we wound up getting not very good seats. The place was packed. A lot of people were dressed up as their favorite Star Trek characters. I saw quite a few Starfleet uniforms. The movie itself was awesome. I thought the plot was very good and suspenseful. When Capt. Sulu showed up in command of the Excelsior, everyone in the whole place cheered. Everyone cheered again when Michael Dorn showed up playing the role of Worf's grandfather. The battle scenes were great. At one point the Enterprise and the Excelsior tag-teamed against a Klingon warship. The whole audience cheered when the Klingon ship blew up.

That experience was special to me because I think my friendships in the Science Fiction Club grew stronger as a result. I became even more excited about Trek than I already was and made me more committed to the show. Star Trek 6 remains one of my favorite Star Trek movies, along with Star Trek 2 and First Contact. Star Trek will always have a special place in my life.



# YOUR NEW STAR TREK PERSONA

Submitted by Christy Thorsen & Dawn Woods  
Original author unknown

*You've been waiting to adopt a new Star Trek persona, but didn't know where to start. We thought we would help you with a little game.*

Use your first name to put together a new Star Trek name. Use the **THIRD** letter of your first name for the first half of your new name and the **FIRST** letter of your first name for the second half of your new name. For example: Bob would be Lumek.

Use your middle initial to determine what type of person you are:

Use the **2<sup>nd</sup>** letter of your Last Name to determine your Star Trek species:

## 3<sup>rd</sup> Letter

## 1<sup>st</sup> Letter

## Middle Initial

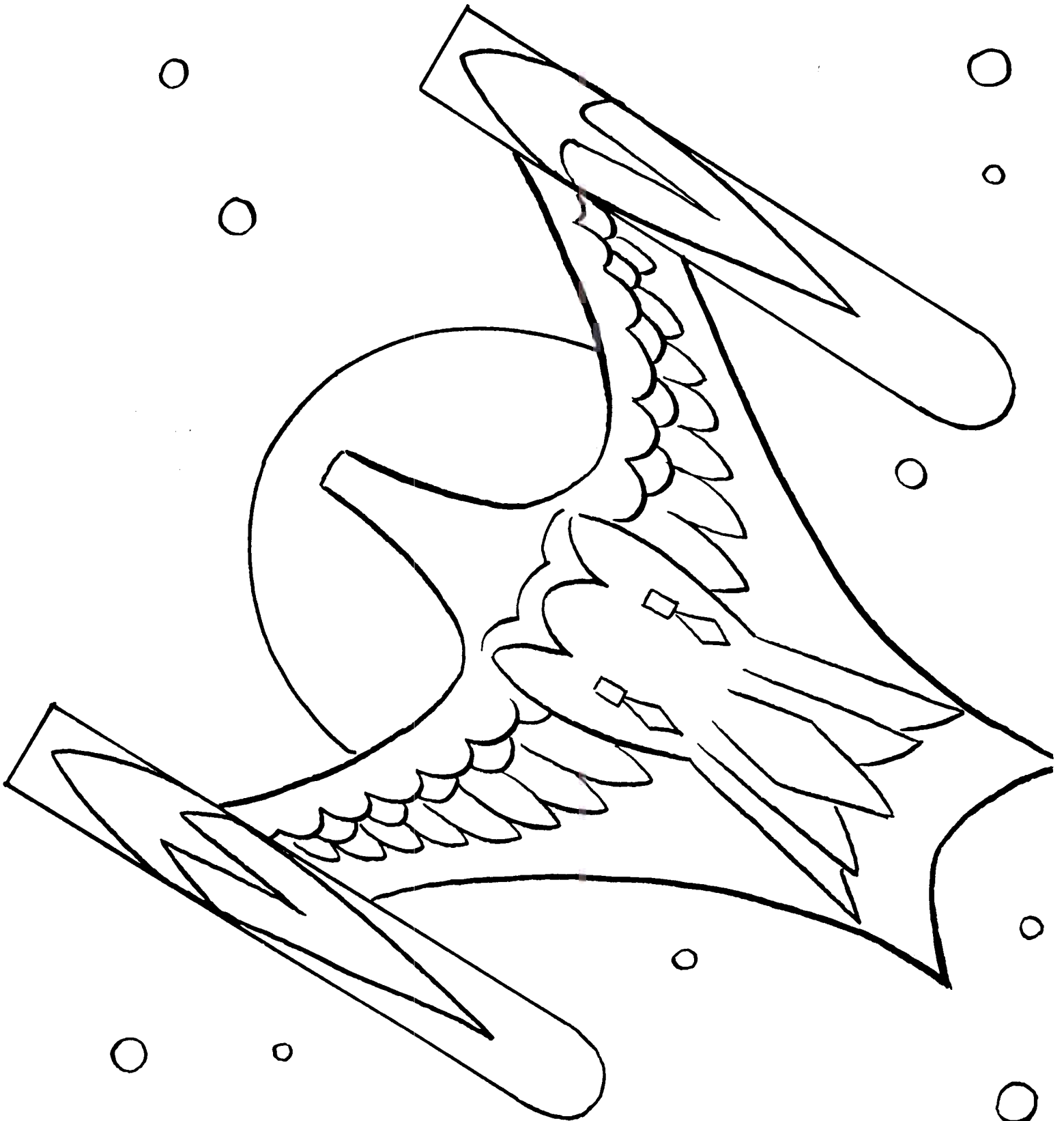
## 2<sup>nd</sup> Letter of Last Name

A = stum  
B = lum  
C = but  
D = god  
E = crud  
F = grom  
G = flud  
H = chup  
I = chok  
J = pood  
K = flum  
L = boob  
M = bub  
N = zop  
O = goom  
P = dool  
Q = alom  
R = bon  
S = snod  
T = flur  
U = dor  
V = squol  
W = op  
X = skub  
Y = dun  
Z = zub

A = adido  
B = ek  
C = akee  
D = ik  
E = irka  
F = ark  
G = irfy  
H = erk  
I = irko  
J = ilo  
K = iker  
L = ily  
M = ender  
N = inger  
O = alo  
P = alaah  
Q = arda  
R = ick  
S = ish  
T = evis  
U = eeble  
V = iady  
W = itty  
X = eery  
Y = iml  
Z = iba

A = mean  
B = ugly  
C = hairy  
D = silent  
E = lone  
F = one-eared  
G = scaly  
H = loopy  
I = smelly  
J = monkey-faced  
K = yellow-bellied  
L = mean & ugly  
M = illogical  
N = balding  
O = dimwitted  
P = lizard-lipped  
Q = toad-eyed  
R = slothful  
S = telepathic  
T = pizza-faced  
U = gerbil-loving  
V = knock-kneed  
W = biting  
X = one-eyed  
Y = spineless  
Z = chinless

A = Borg  
B = Klingon  
C = Vulcan  
D = Ferengi  
E = Bajoran  
F = Cardassian  
G = Romulan  
H = Betazoid  
I = Talaxian  
J = Half Vulcan/Half Human  
K = Half Human/Half Klingon  
L = Shapeshifter  
M = Hologram  
N = Chipmunk  
O = Tribble  
P = Kazon  
Q = Q  
R = Trill  
S = Gorn  
T = Andorian  
U = Vidiian  
V = Ocamp  
W = Orion Slave Girl  
X = Tellarite  
Y = Bleen  
Z = Aardvark



A Romulan hawk ship means trouble!



# Star Fleet Missions

Most Noble Klingon Warrior,

You have honored the Empire with your glorious finish in the Star Fleet Mission game! The Klingon Armada International sends congratulations and will toast your honor at our celebration on the Day of Honor at the end of this month.

I, Commander Azelbur vestai Martok, First officer of the *IKV Kuhlun* will sing songs of the many battles and victories we encountered. Our brothers and sisters in Stovorkor will be saluted as we drink bloodwine. It was an honor to have served with you. Dark Horse picked a winner when he selected you to succeed him. You may not have won the game but you won the hearts & respect of many for being a noble player. It was a pleasure to watch you! --Julia Langhorn



Grandest Klingon Lady,

You honor me with your fine words. I am extremely honored to receive such praise. I have played exactly as I live each day, with honor and to serve the empire. It gladdens my heart that you find my service worthy of song and celebration.

I have strived to deserve the sacrifice and faith that you, Dark Horse and the others placed in me. I am sorry that I could not overcome the top foe, but I did all that I was able to and he informed me himself that I was his biggest fear. It is only right that he should fear me.

I am T'Rex, captain of the *Retributor*, son of Jo'seph and smasher of empires! Merely my presence makes the strongest man doubt. I move and my neighbors tremble. I fight and foes fall at my feet. The bile of my enemies coats my boots as I march on to find another. My friends stand fast in the knowledge that they do not stand alone! I have come to lead them to victory! Together, we cause Federations to tremble and alliances to quake. We are victorious and around us lay only the lifeless shells of our former foes. Today is a good day to die, their day to die....

Thank you my friend, and your parmaggy Warlord Kel for your belief in me. Together we vanquished our enemies and crushed our foes. This battle is won and now I must move on to my next. I am certain that we will meet again in Stovorkor!

It was my supreme honor to serve with you and I hope to be able to do so again some day. Until then, may you remember me well and have fond memories of our battles together. If you need of anything you have but to call and I will be there. --Rex Rouviere

## HOW WILL VOYAGER END?

Read what the crew of the U.S.S. Kelly predicts:

They will make it as far as the Beta Quadrant before getting stranded somehow. A (series of) Voyager movie(s) will eventually tell how they make it home. George Bogler

"Freeze program," said Barclay. He surveyed the holdeck. "I have a lot of memories, Voyager," he said with a catch in his throat.

He looked at Captain Janeway & Commander Chakotay. He chuckled at Neelix in his chef outfit. He smiled at B'Elanna & Harry Kim. Barclay walked over to Tom Paris and put his hand on Tom's shoulder. "You, my friend, I will miss the most. I wish I could take this program to my new assignment, but it's just too complex."

Lt. Reginald Barclay took one last look around the bridge of Voyager. "Computer," he said, "End program." The bridge faded away to be replaced by the familiar black & yellow grid. Barclay turned and exited the holodeck for the last time. Stephanie Thalmann

Seven says, "Nuts to you," as she rejoins the collective. Voyager crashes & burns. Mike Read

They make it home in the series finale, but several crewmembers, including Chakotay, die. Galen Anderson

A spatial anomaly brings them home in the last scene of the series finale. No one dies. Dawn Anderson

They make it to Earth, only to have some sort of anomaly through them back almost to where they started from in the Delta Quadrant. Anonymous

**CHECK BACK NEXT ISSUE TO SEE WHO CAME THE CLOSEST & WHAT THEY WON AS A RESULT!**

**Ray Walston**  
**Dec 2, 1914-Jan 1, 2001**

Actor. (b. Nov. 22, 1917, New Orleans.) Seasoned character actor active in theater, films, and television. Walston debuted on the stage in Houston in 1938, and gained major stardom in New York beginning in the mid 1940s, in such plays as "Summer and Smoke" and "The Rat Race," and the musicals "Me and Juliet" and "House of Flowers." He won a Tony Award playing Mr. Applegate, the Devil, in the musical hit "Damn Yankees" (1956), and recreated the part onscreen in 1958; that same year he played seabee Luthur Billis in the movie version of another Broadway smash, South Pacific (1958), which he'd performed on stage in the road company and in London. (He returned to musicals one more time, in 1969's large-scale production of Paint Your Wagon as Mad Jack Duncan.) Billy Wilder gave him one of his best film roles, as a trysting insurance executive in The Apartment (1960), and when a heart attack felled Peter Sellers during filming of Kiss Me, Stupid (1964), Wilder called on Walston to replace him as the desperate songwriter; it was his only starring role in a long film career. He had debuted onscreen in Kiss Them for Me (1957), and went on to appear in Convicts Four (1962), Who's Minding the Store? Wives and Lovers (both 1963), Caprice (1967), The Sting (1973), Silver Streak (1976), Popeye (1980, as Poopdeck Pappy), and Fast Times at Ridgemont High (1982, as the punctilious schoolteacher). He's also appeared in his fair share of junk, including The Happy Hooker Goes to Washington (1977), Private School (1983), Galaxy of Terror (1981), Blood Salvage (1990), and Ski Patrol (1990), a streak that was broken by his casting as Candy in Of Mice and Men (1992). Walston starred in TV's "My Favorite Martian" (1963-66) and was featured in "Stop Susan Williams," a part of the "Cliffhangers" series (1979), and "Fast Times" (1986), recreating his screen role from Fast Times at Ridgemont High. Most recently he appeared in the recurring role of a judge on the critically acclaimed series "Picket Fences" (1992- ). Copyright ©1994 Leonard Maltin,

**WALSTON QUOTES:**

"I never should have done "My Favorite Martian" (1963). I didn't work in TV or film for three years after. Everyone thought of me as a Martian. Do you know what it's like to go to Madrid, Spain, on vacation and have a guy yell out, 'Hey, Martin!' and put antennas behind his head? When that happens, you know your career is dead." -- "USA TODAY," 1995

"I thought, 'What am I doing here? I'm running around with two pieces of wire coming out of my head. I must be crazy.'" -- recalling his thoughts after four episodes of "My Favorite Martian" (1963).

"I have 30 seconds to tell you I have been waiting 60 years to get on this stage." -- his 1995 Emmy acceptance speech

**Star Trek Appearances as "Boothby":**

TNG: The First Duty

VOY: The Fight

VOY: In The Flesh





10 Jim Beeler  
03 Fox County  
07 State Park  
08 Rex Fowler

Ray Walker

# Birthdays

## APRIL

- 03 Marie Hollinger
- 04 Rex Rouviere
- 07 Steve Ford
- 08 Pat Conrady
- 10 Jill Bogler
- 18 Russ Hallett
- 19 Vicki Rouviere
- 25 Ruth Burns
- 29 Fred Provoncha

## MAY

- 01 Mike McCreight
- 10 Jason Hansen
- 24 George Bogler
- 24 Sam Hollinger (2)
- 30 Dawn Woods
- 31 Bart Holfeltz

## JUNE

- 21 Mellanie Ramos



**The Kelly Communique welcomes articles, stories, and art from all crewmembers. Submissions for the Summer 2001 Issue of the Communique are due June 1**

**NO EXCEPTIONS**

## IMPORTANT DATES:

- |           |  |
|-----------|--|
| Apr 01    | Start of Daylight Saving Time                    |
| Apr 01    | Grace Lee Whitney's Birthday                     |
| Apr 07    | Engineering Horta Egg Hunt                       |
| Apr 15    | Easter   |
| Apr 20    | George Takei's Birthday                          |
| Apr 20-22 | Star Fest (Denver)                               |
| Apr 21    | Ancestors Eve Activity                           |
| Apr 22    | Ancestors Eve                                    |
| Apr 29    | Kate Mulrew's Birthday                           |
| May 01    | Marc Alimo's Birthday                            |
| May 05    | Simulator Mission                                |
| May 13    | Mothers' Day                                     |
| May 19    | Armed Forces Day                                 |
| May 18-20 | CONduit (Official Activity)                      |
| May 22    | Voyager Retrospective UPN                        |
| May 23    | Voyager Series Finale                            |
| May 23    | Voyager Finale Party-- 7 Starb                   |
| May 26    | Dennis & Rhonda Hollinger<br>Wedding Anniversary |
| May 27    | Dawn & Robert Woods<br>Wedding Annervsary        |
| May 28    | Memorial Day                                     |
| May 30    | Colm Meaney's Birthday                           |
| Jun 01    | Communique Articles Due                          |
| Jun 01    | Rene Auberjonois' Birthday                       |
| Jun 14    | Flag Day   |
| Jun 17    | Fathers' Day                                     |
| Jun 21    | Summer Begins                                    |
| Jun 22    | Tim Russ' Birthday                               |
| Jun 23    | Seventh Fleet Olympics                           |