



KELLY COMMUNIQUE

Issue #65

Fall 2002



USS KELLY way

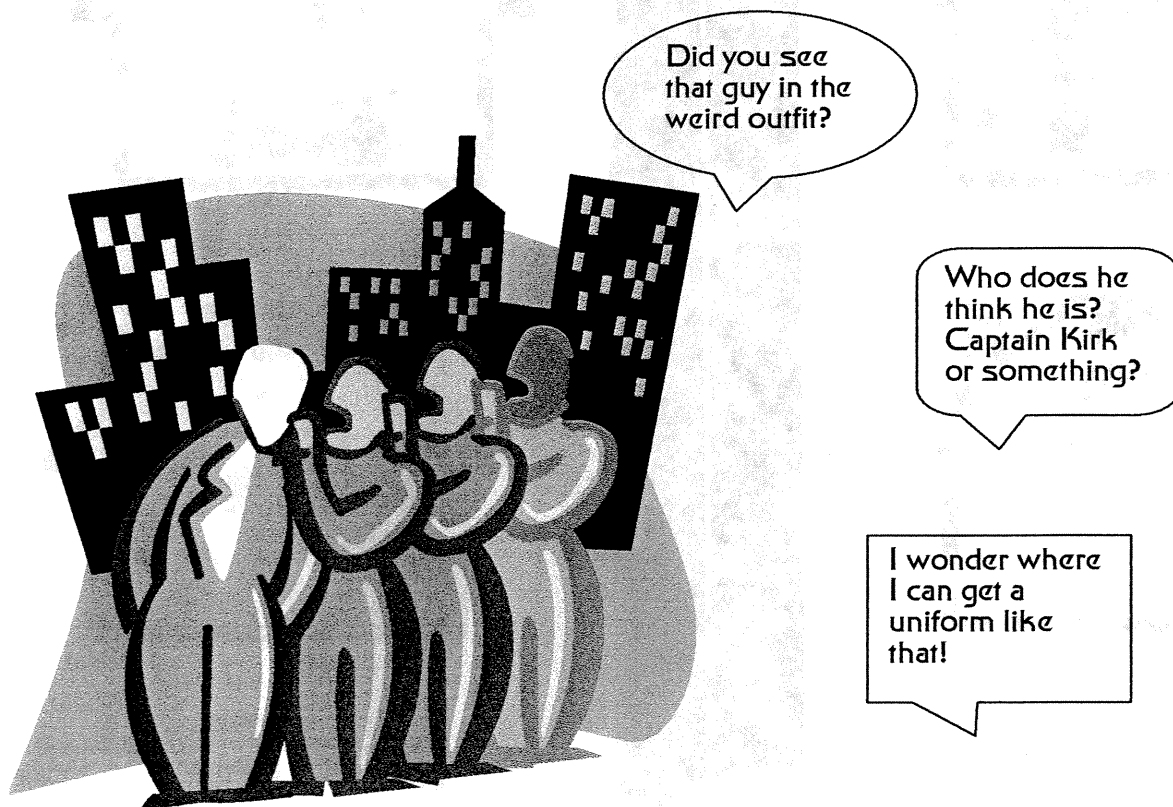


LOG ENTRY

CAPTAIN'S LOG: STARDATE 56010.1

At the time of this recording, our club will have been around for sixteen plus years. What have we seen happen during those years? What changes have been made? What have we done? And more importantly, how have we affected events and the lives that share our universe? I personally cannot imagine what my life would be like if I had never become part of the *Kelly*, but I have no doubts that it would be vastly different than my present life. I've experienced many events—some happy, some sad; many tragic and others uplifting—but all shaping my destiny. I have never thought to do anything “great” in my life, although I have come to the realization that every day we are sowing seeds of potential greatness in the fertile soil of tomorrow. There have been times I have wanted to quit and retreat into myself. I have thought that what I am is unimportant to anyone else, but I was only deluding myself. We effect countless others just in living. Who knows what as simple a thing as a smile can mean to another person? So, live life! Share life with everyone around you. Make friends and be a friend. Above all, have fun! And in so doing, you are planting—or “terraforming” if you will—a beautiful, new world. The *U.S.S. Kelly* has given me a chance to do this. I've explored (five) strange, new worlds brought to me through the miracle of film and television. I've met new life and new civilizations (Star Trek actors and convention goers). And boldly (ahem) gone where no man has gone before. (Down side streets that I never knew existed, in front of strangers and friends who think I am stranger than them and in clothing that makes many people think I am a geek.) But I have grown. Like the Vulcans are fond of admonishing, I have “lived long, and prospered.” What more can you ask from life?

-CAPTAIN RICHARD HENLINE REPORTING-



Did you see that guy in the weird outfit?

Who does he think he is? Captain Kirk or something?

I wonder where I can get a uniform like that!

CAPTAIN HENLINE IS CAUGHT WEARING HIS UNIFORM IN PUBLIC AGAIN!

EXECUTIVE STRESS

By Lt. Cmdr George Bogler, Executive Officer

Are **YOU** livin' the U.S.S. Kelly Way? I recently had one of our recruits ask me what that meant. Evidently we need more of us livin' the Kelly Way as a demonstration of what we are all about, or supposed to be, as a club. There is still time to become publicly recognized for livin' the Kelly Way; but more importantly, we should do it with or without the recognition, and not stop at the end of the promotion on December 31. I guarantee that if you live the Kelly Way our club will be a lot stronger.

At the end of Kelly Way, just hang a right turn and you will see the parking lot for The U.S.S. Kelly Fun Zone (not to be confused with the Fun *Dome*). Find a parking stall and come on in. Admission is free. "Entering the U.S.S. Kelly Fun Zone" will be our Club Theme for 2003. We want your U.S.S. Kelly experience to be fun, otherwise what is the point of anything that we do. More on that next time. For now, it is never too early to start having fun. The fall & early winter season can be very stressful what with holiday preparations, shopping, and parties; not to mention end-of-the-year pressures we may encounter in our personal & professional lives. I hope you make time to come & have fun with the Kelly and that doing so helps you forget your worries for a while, and helps you to deal with them afterward.

Enterprise is now in it's second season. Thanks to all the fans who got behind the show. Please continue to watch & show support. Thanks to Rick Berman & Brannon Braga, and Paramount for making such a great show. I had some doubts about the concept, but I knew as soon as I saw Broken Bow that the show was going to be great.

As always, please feel free to contact me about anything.
Contact Info: 685-6154 (home), 755-4100 (cell), KellyXO@attbi.com

Kelly Way Awards

Don Hallett August 73405

For his representation of the U.S.S. Kelly at
CONduit 12 (CONduit of the Rings)

Stephanie Thalmann August 73404

For on-going commitment to the U.S.S. Kelly
& taking on multiple tasks

PROMOTIONS

Stephanie Thalmann
September 2002
Lt. Commander

Holodeck Adventure: Voyager Part 1

By Lieutenant Jenny Hansen

I was sitting in a shuttle, outside of the ship. Testing it, to find out how well the engines were doing. Just up ahead of the shuttle, I saw some sort of large, red anomaly coming toward my shuttlecraft. "Lt. Hansen to Captain Henline."

"Captain Henline here. What is the problem?"

I could hear him, but there was static on the channel I used. "There is a large, red anomaly in front of me, and it looks like it has flames coming out of it."

I didn't know if the Kelly heard me at all. I tried to get back to the ship, but it was going faster than I could go. The anomaly caught me in its grasp and pulled me backwards, and into the Delta Quadrant. When I woke up, I hoped that the Captain did hear me, and that they beamed me out before anything bad happened. I opened up my eyes, thinking that I would see Dr. Stephanie Thalmann, Captain Henline, Executive Officer George Bogler and Chief Operations Officer Jill Bogler standing around the bed. But I must have been knocked out, and have a concussion, because I didn't know where I was. My eyesight was all messed up. I felt nauseous, dizzy, and I had a really, really bad headache. I must have hit my head really hard on something. I could see people, but there were two of each of them. And I didn't know who they were. I could see a doctor on the right side of me, and three other people down at my feet. I tried to sit up, but my head was hurting so much I just lie back down, and put my hands on my head. I felt a poke in my neck, and my head stopped hurting.

I asked, "Where am I?"

I heard the doctor say, "You are in sickbay."

"Where is Captain Henline and Admiral Hollinger?"

Nobody said anything. Then I heard someone say to me, "I am Captain Janeway. You are on board the U.S.S. Voyager. What is your name?"

I thought for a second. "My name is Lt. Jenny Hansen. I thought I was on the U.S.S. Kelly when I opened my eyes. Who are the other two men?"

One of them said, "I am Commander Chakotay, and this is Lt. Tuvok, Chief Security Officer."

"How long was I out for," I asked the Doctor.

"An hour and a half. I tried a lot of things to try to wake you up, but nothing worked. So we have been waiting here."

I told them, "It's hard to wake me when I have passed out. The medical officers have to do a sternum rub. That is the only way I am able to respond to anything." I looked around the room and then at Captain Janeway.

"Captain, I have to get out of here and back to the Kelly. I'm sure that my ship is looking for me right now."

Captain Janeway looked at me, and so did Commander Chakotay and Lt. Tuvok when the Doctor said, "You are not going anywhere. You have a big bump on your head, so I'm going to watch you for a while. You could pass out on us if you are walking around."

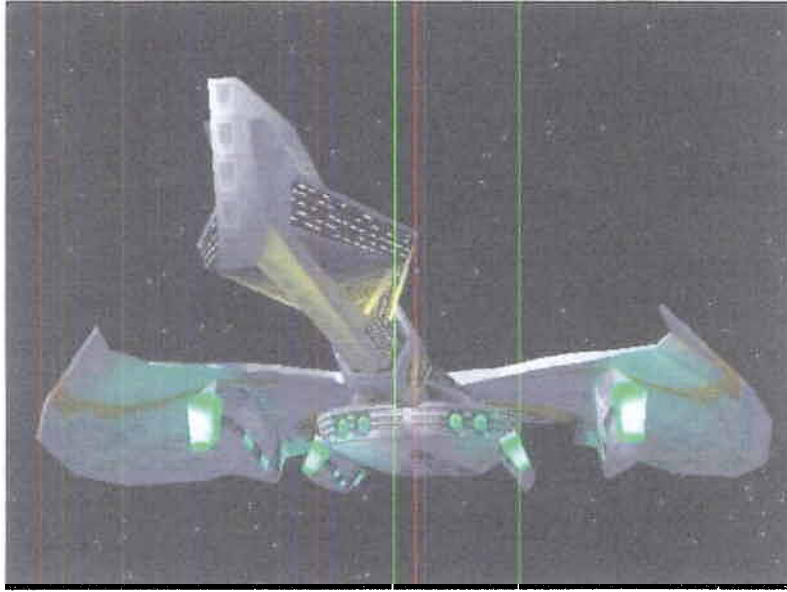
I try to get up. "Doctor, I feel fine. Please let me sit up." The captain walked up to the left side of the bed. "Why don't you just take it easy for a while, and I'll come back later."

Just as they were leaving, someone else came in and said, "Hi! My name is Neelix. What is your name?"

Look for part 2 in the next issue of the Kelly Communiqué!

FEDERATION SHIPS FROM A TO HORATIO

USS ADELPHI	D A E S S U S S V I D X T H A D E M O K L M A N
USS AGAMEMNON	N I T C I B O C D I N J E A S E Y N S T R E P H
USS AJAX	R A N O I E M O A R I E N S O V S A V C K O T H
USS AKAGI	A A L M N A N N N D S S U Q W S E E R T Y U G I
USS ANTARES	O S P A S S T D R D F G H J U K R U S S U S S S
USS ARCHON	U S S S T U U A S S U M N B V C X Z L K J H E S
USS ARCOS	U F R E I L K N O V O R E M S S Y I W O R S I U
USS ARIES	S S U L J E U T M L D K A C K H U U H S S S E F
USS BERLIN	U S U L G R N S I S G E A S U U S Y S P U U V W
USS BOZEMAN	A M A E Z O B A N N Y L S L E J Z Y K L F S S Y
USS BRADBURY	F R T A T E R R O O O O S C E A C U Z E M A N U
USS BRATTAIN	S I S U T I H I Y P K J U S R U R O U D S S S U
USS CAIRO	H O R C O C U T S L U S S K E Y B N R P A S R V
USS CAROLINA	T N S N I T U N E E M S V E R S A E Y S A S G E
USS CHARLESTON	E R S T P U R I M S E A G A S F K U S R G S S U
USS COCHRANE	F U D S S T V N S U S N S U S U S S O Y N R K U
USS CONSTANTINOPLE	S Y N S I S M O M Y S T S U U L S I U A R B S S
USS CONSTELLATION	U O C U S S A N Y N A R M U E F E E D B R H X S
USS CONSTITUTION	C H S S S I J T U R B R L C L J N H B U S Q T C
USS COPERNICUS	S A Y U F R A H R N E A K X L T U S S U U S O N
USS CRAZY HORSE	S U R S E D X U P R E S T N E N S U U R U F P U
USS DEFIANT	B U S L T D S S U S S U S S R S U S S Y U E G E
USS DENVER	U S S R E M H S U S U R P Y P M S M Y H A S A R
USS DRAKE	U U M E S B N K E I E R B R H K U S U E R U U N
USS EAGLE	S S R B T O N E O N T M I O I T N Y V S L C I U
USS ENDEAVOR	S U S H L J K T I E S S U S S Y R A B T E U S U
USS ENTERPRISE	R S S K S U N R M J E E Y S E N D E T U S U S S
USS ENTERPRISE A	U R U F E S S I A E U S S S U E S R N E K S E H
USS ENTERPRISE B	S S S U A L L E T N E U U U D T D M Y U X G N D
USS ENTERPRISE C	S U S S C R A Y U S S E D S S U W V T N E S O B
USS ENTERPRISE D	H U S S U I R A D P O I E U S U S U R R S N D U
USS ENTERPRISE E	N O E S S N X G R F U G H S D B B N U S T N D S
USS ESSEX	I L O B T U S U S S U R E L I K R A T D R A S Y
USS EXCALIBUR	T Q M D B S R T F N M N K U S R B T M T E E S I
USS EXCELSIOR	A M R N P J S W R G T S K T M A P U S S A Y A H
USS EXETER	S R O H L E R A S E V S T H U E R W T G V I D P
USS FARRAGUT	L I R B E S U S R S S U H B E S P I L R K T N Q
USS FEARLESS	E S S U U S R P T O S T U N G I Y T E S S U A K
USS GAGE	C S R S S I M S U N S E O S K B E I N I K J R G
USS GANDHI	A S B S S J S L R G R U Y S M S E P K L U S S S
USS GETTYSBURG	I E Y K A E H U U S S S U E U S R U N E R M U S
USS GODDARD	R G A K U X B L U U S S E N T E Q Y Z Y M R D N
USS GORKON	L O X U C O S S E S T G N T P U M R R L U U K R
USS GRISSOM	I K R A K G L Y U S E E S E M R H R E E T S S N
USS HATHAWAY	B N M L L A U R T T S E S R P U O L Y H S R K S
USS HERMES	U S E R I G U V H R A L E S U R N R K Y N L E A
USS HOOD	D L K T P B E A T S S H D U U M I L P O I I R M
USS HORATIO	U S S R Y A W V J T U S S S C E S Y R M H C U U



R.S.E. Haakron

IMPERIUM CLASS HEAVY BATTLECRUISER (RBCH)

One of the finest vessels of the Romulan fleet is the Imperium-class Heavy Battlecruiser. This vessel features a striking design, with a massive command boom protruding from the center of the vessel and elegant wings, like most Romulan ships. This vessel was introduced by the Romulan navy in the mid-2280's, although few have been encountered as of this writing. It appears this vessel carries only two warp nacelles, but it is possible two more warp cores are embedded in the twin catamaran primary hulls on either side of the warship.

SPECS:

Length: 458 meters

Mass: 750,000 metric tonnes

Crew: 400

Marines: 65

Maximum Impulse: 2,280 kilometers per second

Hull Rating: 2.6

Shield Rating: 45.3

Maneuverability Rating: .29/.15

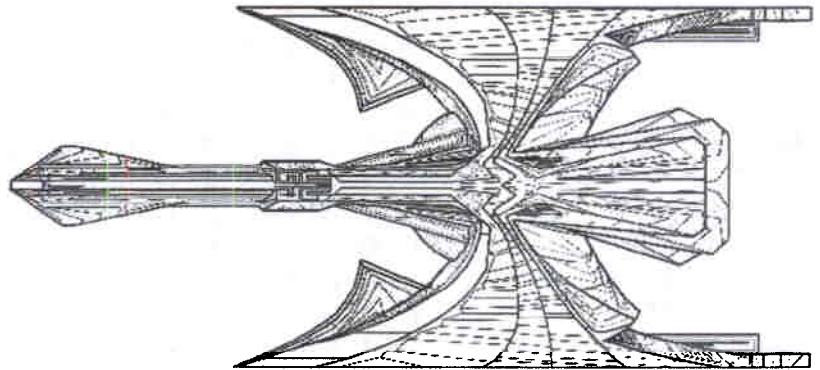
WEAPONS:

Forward: 5 disruptors, 2 medium plasmas

Aft: 4 disruptors, 1 medium plasma

Port/Starboard: 2 disruptors each

Special Weapons: 2 Cohesive Fused Deuterium Irradiation Cannon



Strengths: This powerful Battlecruiser, with its relative mobility and large arsenal, is ideal for dominating a light skirmish.

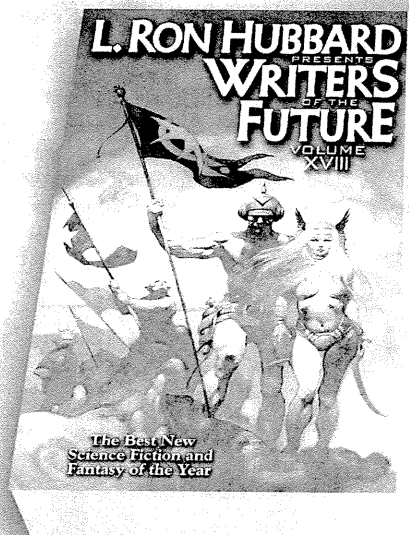
Weaknesses: The Imperium-class Battlecruiser has a little less firepower, and impulse speed, than your conventional Battlecruiser.

Strategy: Attack the Imperium-class Battlecruiser fast and furious, or slow and deliberate, depending on your ship's abilities. As a rule, targeting and destroying the impulse engines will render this ship useless. The Commander of the Battlecruiser will try to outclass the enemy in a flurry of fast movements and hard-hitting weapons fire. Cloaking and running techniques, as always, will serve him well.

Tactical Summary: It is possible this vessel's engineering may be vulnerable to attacks from enemy ships. The single engagement of this vessel in 2291 by two Insurrection-class Destroyers near Kurat II was inconclusive, however, with all vessels sustaining heavy damage and withdrawing.

UNLEASH YOUR IMAGINATION & VOYAGE TO OTHER WORLDS

Embark on voyages to new worlds with seventeen creative and well-written stories by the best new writers of science fiction and fantasy—stories that will keep your attention riveted as you join their believable characters in a myriad of adventures that will make you feel as if you were there.



"The Writers of the Future Contest has a record of nurturing and discovering writers who have gone on to make their mark in the science fiction field. Long may it continue!"
—NEIL GAIMAN

BUY YOUR COPY TODAY
WHEREVER FINE BOOKS ARE SOLD
\$7.99 U.S., \$11.99 CANADA
OR CALL TOLL FREE 1 (877) 8GALAXY
WWW.WRITERSOFTHEFUTURE.COM
WWW.GALAXYPRESS.COM

STORIES SELECTED BY TOP AUTHORS
SUCH AS GREGORY BENFORD, ALGIS BUDRYS, ANNE MCCAFFREY,
LARRY NIVEN, ANDRE NORTON, FREDERIK POHL, JERRY POURNELLE, ORSON SCOTT CARD,
TIM POWERS, ROBERT SILVERBERG AND JACK WILLIAMSON.

WRITERS CONTEST IS THE GATEWAY TO A WRITING FUTURE

HOLLYWOOD, CA—When L. Ron Hubbard founded the Writers of the Future Contest for new and aspiring writers of science fiction and fantasy in 1983, no one knew how successful the contest—and its winners—would become.

Today, the Contest is in its 19th year and has become the largest and most successful merit competition of its kind in the world—with a Hall of Fame judges panel led by Coordinating Judge Algis Budrys and a star roster of bestselling science fiction and fantasy authors that ranges from Anne McCaffrey, Robert Silverberg, Frederick Pohl, Jack Williamson, Orson Scott Card, and Gregory Benford to Larry Niven, Jerry Pournelle, Kevin J. Anderson, Andre Norton, Doug Beason and Tim Powers.

In addition to recognition, the Contest provides several key benefits to help new writers jump-start their careers: winners receive an all-expense paid trip to Hollywood where they participate in a week-long writers workshop with top names in science fiction, with cash prizes totalling nearly \$30,000 a year—and a \$4,000 check going to the Gold Prize winner.

Additionally, the newest harvest of the best new writers of speculative fiction have been spotlighted in *L. Ron Hubbard Presents Writers of the Future, Volume XVIII*, the anthology hailed by *Locus* (the authoritative news magazine of speculative fiction) as “the bestselling science fiction anthology of all time.” This volume

showcases 17 prize-winning stories, along with illustrations by winners of the companion *Illustrators of the Future Contest*.

According to Algis Budrys—who also edits the Contest’s prize-winning annual anthology of winning stories—“a high percentage of today’s major new science fiction writers have gotten their start as Writers of the Future winners or contestants.” Among the careers springboarded by the contest is that of Dean Wesley Smith. Since winning the Writers of the Future Contest, and being published in the very first volume of the anthology, Smith has gone on to sell almost 60 novels and hundreds of short stories. Along the way he was also the editor for three different magazines, and the publisher of Pulphouse Publishing. He has been nominated for every major award in science fiction, fantasy and horror, and has won many, including the World Fantasy Award and Locus Award. Winning the Contest also affected another part of his life—he met his wife, Kristine Katherine Rusch, at the very first Writers of the Future workshop. They both now write full time while living on the Oregon coast.

The history of the L. Ron Hubbard Writers of the Future Contest as a premier gateway to publishing success is commanding—and unrivaled: winners have collectively gone on to publish more than 250 novels—including numerous *New York Times* bestsellers—and over 2,500 short stories in the field of science fiction and fantasy as well as in other major genres.

For more information visit
www.writersofthefuture.com/18.

I-SCI-FI

Live On-Line Sci-Fi Talk Show

Assimilating Your Computer Thursday Nights from:

**6-8 p.m. Pacific 7-9 p.m. Mountain
8-10 p.m. Central 9-11 p.m. Eastern**

Call us Toll Free from anywhere in the U.S.

1-866-532-5160

WWW.I-SCI-FI.COM

Do You?

STAMP PROJECT NEWSLETTER
August 2002

In spite of premature reports of its demise, the Stamp Project is very much alive and flourishing – you long-time supporters keep up your steady stream of stamps, and you many new contributors swell the ranks, as well. Please remember, all of you, that new contributors learn of us almost entirely by word of mouth, so keep talking up the Stamp Project at every opportunity!

The \$200,000+ which the Stamp Project has raised since it was founded almost twenty years ago has bought great value for the money over the years, including:

- Funding of tuberculosis treatment beds in hospitals in Kasganj, India (now 12 TB-beds) and Kathmandu, Nepal (now 10 TB-beds): our funds permit these hospitals to offer in-patient treatment at no-cost or minimal cost to patients who would otherwise be unable to afford the closely supervised initial treatment required to inactivate their disease (and thus protect others – especially children – from contracting TB)
- Major support for the costs of porters, pack animals, and kerosene to power the refrigerated vaccine boxes for mobile immunization teams in Nepal: this extra funding enables these teams (who receive only salaries and vaccines from the financially-strapped Nepali government) to immunize children against 6 major diseases and pregnant women against tetanus in remote mountain villages
- Supplying a range of audiovisual aids (filmstrips and projectors, wallcharts, simple anatomical models) to the Health Education Center at the hospital in Kasganj, India: these aids greatly improve the Center's ability to provide instruction on better health and prevention of disease to hospital visitors and to residents of nearby villages
- Support (supplies and transportation costs) for two "volunteer grandmothers" (one each in Kasganj and Kathmandu): these older women travel to surrounding towns and villages to demonstrate the preparation of oral rehydration solution (ORS) in the home; this is highly effective in preventing infant and child mortality from diarrhea

My contacts in India and Nepal tell me that all these programs are thriving and are contributing significantly to the improvement of the health of the target populations. My contacts usually use the summer months to "brainstorm" ideas for new ways to use the funds provided by the Stamp Project; however, this year tensions are high in both countries (from the assassination of most of the royal family last summer in Nepal, and from the recent escalation of fighting in Kashmir for India), so they have suggested that we continue to fund these successful programs and not start anything new for the time being. As always, I bow to their judgment; if Stamp Project revenues increase significantly this year (as seems likely – you're all sending in so many good stamps!), perhaps we'll be able to add another "ORS grandmother" or two. Of course, if any of you have thoughts on how our funds might be used, do let me know, and I'll discuss it with my contacts there. Another note: although the hospitals in India and Kasganj were headed by foreigners (one American, one Brit) when I first made their acquaintance, those expatriates have now retired, and the heads of the hospitals are now Indian or Nepali, respectively. They are highly qualified and very sensible people who know how best to use their limited resources, and I have full confidence in them all. There is a significant advantage in their being indigenous, since they thus avoid the suspicion of local people and officials that they might have some ulterior motive in being there, and they are not subject to expulsion on such grounds.

I had originally planned to continue my "Get to Know South Asia" series here (perhaps with a brief summary of Indian and Nepali history), but so many of you have written with questions about the conflict in Kashmir that I've decided to do a quick "Streeter summary" of that situation (as always, this will be a "down and dirty" statement of facts – do please research anything that piques your interest on your own, or contact me for more information).

KASHMIR -- South Asia's Hottest Spot

The key to why Kashmir is such a bone of contention between India and Pakistan is its geographic location; check a map, and you'll find that it's situated in the far north of both countries, and that it also borders China, Tibet, and the former Soviet Union. It's in the foothills of the Himalayas, so it's a cool place to retreat from the scorching heat of the Indian and Pakistani plains, and it has therefore become a major tourist attraction for both Asians and Westerners. So there you have it – Kashmir has both strategic and economic importance to whichever country controls it, and to the major world powers.

The history of conflict in this region stems mostly from the creation of the independent states of India and Pakistan from the former British colony of "Greater India" in 1947. After long wrangling between Muslim and Hindu leaders (especially Mohammed Ali Jinnah for the Muslims, and Mohandas "Mahatma" Gandhi for the

Hindus), and brokered by the superb mediation of the British representative charged with achieving Partition (Lord Mountbatten), it was agreed that geographic areas of British India which were inhabited mostly by Muslims would form the new nation of Pakistan, and those inhabited by mostly non-Muslim groups would form India. Conveniently, there were heavy Muslim concentrations to both the east and west of the central portion of the old British colony (these became, respectively, "East Pakistan" and "West Pakistan"). At the time of Partition, the British exercised direct authority over a relatively small portion of the subcontinent; most British authority was exerted through treaties and other arrangements with the local rulers (rajahs, emirs, sultans, etc.), who controlled most of the territory directly. In almost all cases, these rulers were of the same religion as the people they ruled; two exceptions were in central India, where the Muslim Nizam of Hyderabad ruled a Hindu-majority state; and in northern India, where the Hindu Maharaja of Kashmir ruled a population about equally divided between Hindus and Muslims. Under the terms of the Partition Agreement, local rulers were permitted to choose to join their states to either India or Pakistan; most made the expected choice, and the new nation-states of India and Pakistan were created in January 1948. The Nizam of Hyderabad wanted to join Pakistan, but everyone concerned recognized that a Pakistan with three sections (one in central India, surrounded by Hindus and with a mostly-Hindu population, to boot) would never be viable, so the Nizam decided (under heavy pressure from both his own subjects and Lord Mountbatten) to throw in his lot with India. The princely state of Kashmir had been specifically exempted from the Partition Agreement (Muslims had refused to sign the Agreement if Kashmir was included), and the Maharaja was being squeezed by both sides (Hindu India and Muslim Pakistan), as well as by his own multi-cultural subjects. At first, he tried to remain aloof from it all, but soon realized that Kashmir could not survive as an independent nation-state. So then Muslims from the newly-created Pakistan poured over the Kashmir border, hoping to "influence" the Maharaja to throw in his lot with Pakistan; this got India's dander up, and it sent in troops, whose presence was enough to get the Maharaja to declare Kashmir a part of India. There was sporadic fighting in the area (more guerrilla skirmishes than full-out troop confrontations) until 1949. Then the UN stepped in, arranged a cease-fire, and set up a truce line – now the NW third of Kashmir was under Pakistani control, and the rest under Indian control. The Indian portion elected a parliamentary government, abolished the monarchy, and joined the Union of India; however, a "Free Kashmir Movement" made up of Muslims (both Kashmiri Muslims and Pakistani Muslims) refused to accept this, and there was a continuing low-grade series of cease-fire violations for the next several years.

In 1957, India adopted a new constitution which established Kashmir as a part of India, and of course this upset Pakistan. Both countries' attention to Kashmir increased in 1959 and 1962, when China briefly seized portions of NE Kashmir, then withdrew; these incursions led to increased strategic aid to both India and Pakistan from the US, as well as ineffective talks between India and Pakistan re Kashmir in 1963. There was heavy fighting between India and Pakistan again in August 1965, with another cease-fire established in September 1965 and peace talks between the two countries in Tashkent in January 1966. Civil war broke out in Pakistan in 1971, and fighting spread to Kashmir; in 1972, a new Kashmiri truce line was established. There were clashes in the late 1980's and early 1990's between Muslims living in the Indian section of Kashmir and Indian government troops – the rioters (who demanded either independence for Kashmir or unification of Kashmir with Pakistan) were vigorously suppressed. Conflicts have continued, at varying levels of intensity, ever since – it is estimated that at least 60,000 lives have been lost. Because of the guerrilla nature of these clashes, the entire decades-long Kashmiri situation has now been tarred with the brush of "cross-border terrorism" about which the Western nations have been so sensitive since 9/11. That's probably why you're seeing so much more media coverage about Kashmir recently; there are elections scheduled in (Indian) Kashmir in September and October of this year, which Muslims are expected to attempt to disrupt, so expect more coverage then. Whether Osama bin Laden and his bunch have a hand in any of this is anybody's guess.

So there it is. With your continued support, the Stamp Project will keep supporting the same projects that have been making a significant difference in the lives of thousands of Indians and Nepalis for the past several years. Do contact me with comments, questions, suggestions – you may write, or call me at (707) 557-7703 (there is an answering machine).



Linda Streeter, THE STAMP PROJECT, 340 Carter Street #2, Vallejo, CA 94590-3739

PS: In December 1998, I sent each of you an instruction sheet titled *HOW TO SEND STAMPS TO THE STAMP PROJECT*. Many of you have joined us since then; if any of you would like a copy of this sheet, please let me know. It's especially helpful if you serve as the "contact point" for other groups, clubs, and so forth who collect stamps – you could give each one a copy, to help answer any questions they have.

VIRTUAL CONVENTION 2002 (ALMOST LIKE BEING THERE) BY GEORGE BOGLER

Creation Entertainment's "Real Deal" convention was held August 2-4 at the Las Vegas Hilton. Thanks to cutting-edge 21st Century technology, it was possible for the first time to enjoy the convention without having to be there. Virtual Conventions LLC partnered with Creation to put on "Vir Con"—the first virtual convention.

Registration for the convention at Vir Con's website, involved selecting your participation level and your Avatar (the digital character you chose to represent you). Avatars ranged from basic, faceless Ensigns to full Captains that were completely rendered. Among the options were Human/Federation, Klingon, Ferengi, Bajoran & Cardassian. Your Avatar status determined which areas of the convention you had access to. In addition to the public areas—auditorium, dealers' room, Quark's Bar Chatroom—there were other areas that were reserved for those paying a higher admission.

After registering and downloading Vir Con's software (a PADD-like interface/control panel) you became able to participate in the convention. In the Auditorium, you could see the speakers live on stage, as if you were sitting in a real auditorium. The more you paid, the better view you got. Having paid only "general admission: I was toward the back of the room. Due to strains on the system caused by the number of virtual participants, Vir Con's programmers had to create multiple auditoriums, where small groups could watch. The result of this was, from your avatar's perspective, equivalent to being in the front row of a movie theatre. In addition, Private Viewing was available for higher paying attendees. Your avatar is alone in a small room with a large TV screen. In here you are able to post questions for the speakers. Only about 1% of all questions came from Vir Con. The rest were from the live audience. I got access to a private room by mistake & never went back to the general auditorium as the picture quality was much better in private than in the auditorium, even if smaller.

The setting for the Virtual Convention was a Space Station in orbit of Earth, but aside from a few view ports, it was indistinguishable from any generic convention center. The Dealers' Room was a large virtual space your avatar could wander around in. It looked very much like a typical convention center room. Booths were staffed with virtual attendants capable of answering simple questions through the chat screen on your control panel. Company logos were hyperlinks to their websites, where you did your purchasing. Unfortunately, the number of dealers was extremely limited. In addition to the Dealers' Room was a Trading Room. Here you could put your own merchandise up for auction, or buy from a fellow convention-goer. This room was little used, and what was offered did not interest me.

Another public room was the gaming room featuring sample versions of games by Activision. This room was also sparsely attended. I could not get any of the games to work. Maybe no one else could either.

The remaining rooms were essentially Chat Rooms. The Entrance Hall had virtual computer terminals to register for the Con or upgrade your status. Quarks was a bar-themed chat room. The Officers Lounge held private chats with the Stars (This was a restricted room & I did not have access). I met other virtual attendee from all over the planet & made some friends.

Fridays' on-stage lineup featured Lolita Fajo, Max Grodenchik, and Aron Eisenberg doing their Ferengi Family Hour skit. This has become a convention standard for the group and involves a storyline where Rom's ex-wife shows up on DS9. Later on Nichelle Nichols appeared. She answered queries about her novels, "Saturn's Child" and "Saturna's Quest;" mentioning that there is serious interest in making them into a movie or TV movie. Following Nichelle was Tim Russ. In addition to Q&A Tim sang some Voyager parody songs, as well as one of his own serious compositions, and performed a one-man parody sketch based on Voyager. Completing Friday's entertainment was Marina Sirtis. She was as hilariously entertaining as ever—one of my personal favorites to see over & over again at conventions. Marina dropped some info about Nemesis without really giving away any spoilers. Deanna & Will are to be married, she says, and "We are on our way to Betazed for the traditional wedding when the adventure starts, so there's plenty of opportunity to make jokes about nudity. Worf doesn't want to get naked ... and Picard keeps going to the gym!" This is only the beginning of the excitement for Troi. "I get to drive again. It's not *exactly* a crash, but it does need work."

Saturday started off with Kate Mulgrew. She talked about her one-woman show portraying Katherine Hepburn, and confirmed she would be appearing as an Admiral in *Nemesis*. The play and her family, particularly her husband's political career take up most of her time. Kate introduced William Shatner. He spoke about his current projects. It would appear that Shatner has the same effect on computers as Captain Kirk. When visiting Ray Kurzweil, inventor of voice-recognition software, Shatner had to speak into a computer to "educate the software about my voice." When he tried to delete some text, he kept repeating the word "delete," but the computer responded by printing the word "delete" multiple times. "Technology," Shatner warned, "Don't let it get the best of you!" Next up was Leonard Nimoy, who did Q&A with the audience, two of who surprised the veteran convention guest, who you would think has seen it all by now. He was asked a question by several strangely dressed (even for a *Star Trek* convention!) women in cat-like costumes, and drew laughter and applause by asking, "How did you get here, did you take a pill?" Immediately following his session Nimoy was present with a Lifetime Achievement Award by Creation, which was presented by Shatner, along with Nichelle, George Takei, and Walter Koenig. Currently Leonard is focusing on his poetry & photography and has no plans to act or direct.

Sunday morning began with Michael Westmore, followed by a panel from Pocket Books. Neither of these were available from Vir Con. Later on Dominic Keating & Anthony Montgomery took the stage together. Anthony was so excited about doing the convention that HE was taking pictures! The two were quite excited about the costumes worn by con attendees. Upon spying a woman dressed as an Orion slave girl (complete with green body paint), Anthony insisted she come up onstage for a photo op, and spent a few choice moments vamping it up with her. They were asked about what jobs they had held before getting on *Enterprise*. Their careers have covered everything from fast food to mining. When asked how it felt to be cast on *Enterprise* Anthony began singing the *Enterprise* theme song & Dominic joined in. Linda Park was appearing at only her 3rd convention. She hopes Hoshi gets tougher next season, and revealed that the *Enterprise* jumpsuits are very comfortable, until you sit down. Nana Visitor was perhaps the surprise hit of the convention. Woman after woman got up and told Nana how her character, Kira, had inspired them.

As enjoyable as the stars were, my personal highlight of the event has to be the Trivia Challenge. Virtual attendees were given a series of timed trivia questions to answer. Scores were based on the number of correct questions answered in the shortest time. I won the daily contests on Friday and Sunday, took second on Saturday, and tied for second in the finals. My fellow competitors were all very supportive of everyone involved. It was a pleasure to associate with such people, even if only in a virtual environment.

I'm sure that Vir Con will be back. One day it may be commonplace to have virtual conventions alongside, or even in place of traditional conventions. Downside: There were some technical glitches, you have to have some good computer equipment to participate, the "help bots" were morons, and the Dealers' Room needed more dealers. Upside: Admission started at about what you would pay for general admission and the top price was well below going rates for reserved seating, the view was satisfactory—hopefully they will provide full screen streaming in the future, the administrative side was well handled—questions and complaints were answered. Considering this was the first time such a thing was attempted it went very well. Hopefully they will identify all the areas in which they need to improve in time for the next one. Technology should have advance some by them as well, making Vir Con 2 accessible to more people.



SEV WIDE WEB

WWW.SEV.COM.AU

SLANTED FEDORA CONVENTION
IN LAS VEGAS IN SEPTEMBER FROM
THE 6TH TO THE 8TH 2002

Reported by Commander Ruth J. Burns

Thank you, thank you, THANK YOU, Travis Henline for getting our regular activity changed from the 7th to the 14th. That way I was able to get to go to the Con. Molly and Jani planned to go but because of our activity I had decided not to. But when the captain asked me to get our planned day changed so his son could get married, I was able to take advantage of the Con. I am so glad he asked me to change the date.

I had a complete ball at this convention. It was a very special time for me as well as the other participants, stars and fans who were at the convention, because it was a free one. Everyone just donated whatever he or she thought the whole thing was worth. There were so many stars there that I ran out of money for autographs on Saturday. Each autograph cost ten bucks and the pictures were 5, 10, and 15 bucks depending on the type of photo you wanted. Of course if you brought your own photo all you had to pay for was the autograph.

The stars who were there were from each of the crews but Enterprise. Jack Donner (Subcommander Tal), Celeste Yarnall as Yeoman Martha Landon, Walter Koenig (Chekov), Bobby Clark as the Gorn, all of the above were from TOS. Robin Curtis who played Saavic in The Movies, ST: 3 and 4.

Denise Crosby who played Tasha Yar and Sela, Marina Sirtis who played Deanna Troi, and John de Lance who played Q, Will Weaton, Wesley Crusher, from TNG.

Casey Biggs, Dumar; Andy Robinson, Garak; Mary Kay Adams, Grilka; Nicole DeBoer, Esri; Armin Shimmerman, Quark; and his wife Kitty Swink, Luarno; J.G. Hertzler who played Martok; Robert O Reilly, Gowron, all from DS-9.

Kurt and Coyde Weatherall, the Borg twins, Patrick Klipatric who played a Kazon; Ethan Phillips, Neelix; Garrett Wang, Kim; Robert Picardo, the Doctor; Janeways boy friend from the Holonovel that took place in Ireland, (I am not able to read his name on the photo and I forgot it as well), from VOY.

Steven Furst as Vir Coto; Jerry Doyle as Garibaldi, and Mary Kay Adams as N Toth; Steve Austin as the PacMaura Ambassador, who were all from B. - 5.

There were other people there as well, but I did not get autographs from all of them simply because I ran out of money and had to choose those from Star Trek and other shows I liked. I did get an autograph from the guy who played on the TV version of Lost in Space, There was also Alexander Siddig whose autograph I got for other people because I already had his. And Rom was at the show for only a little while because his brother is running for office and he had to go help with the campaign.

Some of the other things that I was able to do were see the different stars on stage. They had all the stars singing and acting like real nuts up on the stage and they all had a real ball while singing off key

I think the person who came the farthest was Lani Topu from Australia who plays on Farscape. There were people I met from Australia, France, England, Canada, I saw some from Japan, but did not meet them. Also people came from all over the U. S., Idaho, Colorado, Texas, Florida, and Missouri, Chicago area, from the East as well as all over the West.

Compared to the last convention I went to in Denver this past spring, I believe that this one was a lot better. Partly because of the fact that it was free and the main reason I liked it better is because I was able to go get autographs without having to wait for hours in line to get them. I doubt

that anyone had to wait more than 20 or 30 minutes for an autograph. Even Alexander Siddig who was only here for an hour to autograph things really had no one waiting very long for an autograph. When I was in Denver I had to wait and missed all but one show that was on stage. In Las Vegas I was able to go and see those people I wanted to see on the stage as well as get all the autographs I wanted.

If any of you want to go to a really fun Convention go to the next one in Las Vegas when they have it in February next year. The cost will be around \$250.00 for the whole thing, but you are supposed to get autographs from all the stars included in this price. I believe that a lot of the people who were there at this one will be back in February. Of course some may not be able to make it, especially the ones from Australia and England, but they plan to have a really big bunch of guests and they will also have a show that most of the stars will be able to act in. They are already learning their parts and I am sure that it will be a great show. The last show I saw done by Slanted Fedora was with Alexander Siddig and Nana Visitor here in SLC. It was a truly wonderful show. I think it was the best part of the Con. I really loved it. I am looking forward to the next one. I hope this convinces you that this next convention would be a good one to save money for it so you can really have fun while you are there.

Thank You,
Seventh Fleet

I thank you for your pennies that helped me win first place in the Mascot Contest at the Ice Cream Social. The pennies weighed over 21 pounds. The Conduit person said, "That is the first time that we ever had that much weight."

So I thank you again, Seventh Fleet, for helping me win in my wizard costume.



Don Hallett

Lieutenant (j.g.) Don Hallett

Time to Move On

By Lt. Cmdr Stephanie Thalmann
(continued from last issue)

Captain Jonathan Archer surveyed his crew. They were fine officers, every one of them. He was proud to serve with them. The incident with Crewman Daniels still bothered him though. Who was telling the truth – Daniels or the Suliban? It was hard to tell.

The Suliban had saved his ship, but then he turned around and tried to kill him. Daniels had, what was admittedly, a pretty outlandish story about being from the Thirty-first Century. C'mon, even the Captain had a hard time swallowing this line. "What do you think of time travel?" Archer asked his bridge crew at large.

Heads turned to look at the Captain, T'Pol with just the slightest lift to her eyebrow noting her displeasure. "Well, sir," began Ensign Travis Mayweather, "on my parents ship we heard some pretty strange tales. My uncle told me once of a friend of his who said he ran into a guy that said he was from the Twenty-ninth Century.

"This guy said he had a device that would make it so he couldn't loose at gambling. So my uncle's friend challenged him to a game of poker ... Boomer style," at this there was a chuckle from a few others on the bridge who spent time on long hauls. "I don't know if that guy was from the future or not, but he sure lost big-time to my uncle's friend."

"Now hold on a darn minute, I ain't never heard of no 'Boomer Poker,' said Commander Charles 'Trip' Tucker, and I've played just about every kind there is."

Travis looked over at the Commander, "Sir, if you've never been on a long haul, then you've never played poker the way we Boomers do. You have to go down to the cargo hold where the gravity is so low you can hardly walk without launching yourself halfway down the ship. You deal five cards to each person, but nobody can hold their cards in their hands. You've got to let them float. Then the dealer flips the top card into the air to see what's wild. After every round the dealer flips a new card and that one becomes wild. It's really tricky, 'cause you can have a great hand and suddenly it's garbage. Isn't that right Provoncha?" He asked of the dark haired crewman who had just entered the bridge.

"Excuse me?" Crewman Provoncha asked.

"You're a Boomer, right? I'm sure you've played poker Boomer-style. It's pretty tricky, huh?"

"Er ... uh ... yes it is, sir... my mother frowned on gambling, so I didn't get to play too often. And whenever I did, growing up, I was half scared out of my wits that she would catch me and skin me alive," he answered. This earned a laugh from the rest of the crew.

Ensign Hoshi Sato said, "I think it would be wonderful if time travel were possible. Think of all the historic events that we could see first hand. Plus if I was ever having a hard time with a new language, I could go back a few days to give myself more time to learn it..."

"Ensign, I don't know if it would be acceptable to do that. There would have to be some kind of limit established that would prevent anyone from changing the timeline," interrupted Lt. Malcolm Reed. "Though I admit that it would be interesting to go forward and take a look at advanced technology."

"You got that right," exclaimed Trip. "I'd love to get my hands on a drive that'll go faster than Warp five. Not that there's anything wrong with Warp five, mind, it would just be fun to go faster than the Vulcans."

"May I point out, Captain, that the Vulcan Science Academy has performed numerous studies on the subject and deemed that time travel is impossible," said T'Pol, standing a little straighter.

"C'mon T'Pol, even you have *got* to find the idea interesting," put in Trip. "Imagine what it would be like to meet that guy Surak you're always talking about."

"You are wasting time with these erroneous assumptions. If you would just ..." began the Subcommander.

"Speaking of time, it's time for us to move on. Travis set us a course for ... someplace new," interrupted Captain Archer. *Ok, he thought, I sure opened a can of worms there. I'll have to think about this some more.* The Captain stood up, turned to T'Pol, and said, "Subcommander, you have the bridge. I'll be in my ready room if you need me," and with that he left the bridge.

The *Kelly* men bought the little dog, George, from the crew of the *Jervis Bay* as their new mascot to join Hawthorn the queenly cat. George was a forlorn little dog when they carried him on deck. The men found him juicy scraps of meat but he preferred "pussar's duff" or custard. George also preferred being below decks with the working men while Hawthorne preferred being on top of the deck.

The *Kelly* with its crew of 239 men was about to leave Hebburn again after the repairs when the German radio in Berlin asked, "And where is your Lord Louis Mountbatten? You musn't imagine we don't know. We do. He is on the Tyne. [river] *But he will never leave it.*" The next day the *Kelly* steamed down the Tyne, a marked ship.

Hitler had already delivered his latest secret weapon, the magnetic mine. This new type of mine was not moored nor could be swept by normal methods. It could be detonated just by a ships' proximity. The counter-measure was to fit electric cables around the hulls of ships to reduce their magnetism but the job was so big that most ships didn't get the cables until after 1940. Along with the mines at the mouth of the Tyne, U-boats were in the area. The *Kelly* picked up speed going down river and two other boats already were sinking from the mines. The *Kelly* went to help a burning tanker in the fog and heard a loud bang, then a second bang, then a third. The crew rushed to close all doors and hatches. Then came a huge explosion on the stern of the ship. The mine had bumped the ship 3 times without exploding and passed right between the propeller shafts hitting one of the propellers until it burst just clear of the stern. The explosion twisted the propellers and damaged the tiller and the bulkhead and the *Kelly* was helpless in the water. There was very little leakage and the ship was towed back down the Tyne and again docked at Hebburn. The dockyard mates were shocked.

It was Christmas in a few days and none of the men had any money to go home. Lady Mountbatten paid every man's fare home. Captain Mountbatten gave them 14 days leave and wished them all a Happy Christmas, 1939. The *Kelly* wasn't ready for sea again until February. Mountbatten commanded the rest of the flotilla from the *Kelvin*.

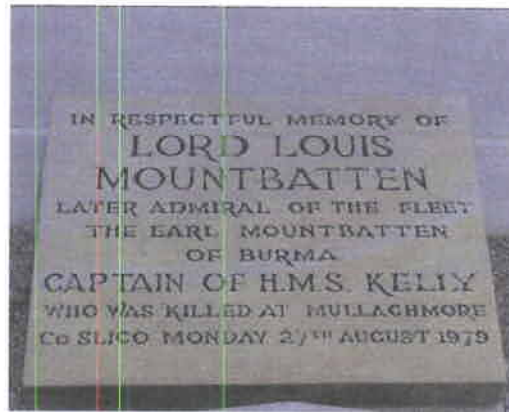
When the *Kelly* left the Tyne again she went back to patrolling Scapa in the northern waters. In the evenings George Formby would play tunes on his ukelele and the men would sing.

One night in dense fog and snow the men commented they hadn't seen the funnels for two days when they felt a crash and wired they had been hit. They had a collision with the *Gurkha* who was escorting a southbound convoy. The two captains saw each other in time to avoid a dangerous collision but the *Gurkha* had torn a long gash thirty feet wide in the *Kelly's* bow. One of the sailors was asleep in his hammock not two feet away from the gash. The man lashed torpedo mats over the hold hoping the snowstorm would screen them from U-boats. They limped back to home waters in the Shetlands and covered the hole with mess tables. At Scapa they had plates welded over the split and went to London for repairs. The *Kelly* docked on the 3rd day of March, 1940. All the men had leave during the repairs.

The King and Queen came to visit their cousin Mountbatten and the two young princesses came several times accompanied by their dogs. The *Kelly's* dog, George, was a good deal fatter. One of the men took George home with him and Mountbatten missed the dog and reported the loss. The next day George was returned to the *Kelly*.

Meanwhile the twilight war was growing darker. Daily the U-boats were murdering men on the high seas, especially the Norwegians who were neutral. Norway was shipping iron ore

Down through its islands to Germany. The Allies worked on a plan to stop this shipping. On April 8th, eight British destroyers began laying a mine field in the approaches...but the German fleet was at sea. The Germans planned a quick conquest of Norway with speed and secrecy from without and treachery from within. On April 9th, Germany delivered an ultimatum to Norway and Denmark. Denmark surrendered but Norway struggled. On April 29th a force of warships and transports sailed from Scapa Flow towards Norway and were bombed on May 1st in the fog on their way across the North Sea. They were 40 miles short of their rendezvous. The tired men saw the sharp bows of a destroyer breaking through the mist to help them. It was the *Kelly*.



LATEST NEWS

14.05.2002: The Prince of Wales plants a tree at the National Memorial Arboretum, Alrewas, Staffs, in honour of his late uncle, Earl Mountbatten of Burma, and the crew of the destroyer *Kelly*, which went down off Crete in May 1941 with the loss of 130 lives.

The Prince of Wales planted a tree in memory of those who served on a Royal Navy destroyer captained by his late uncle, Earl Mountbatten of Burma.

The Prince joined six former crewmen from HMS *Kelly*, which was sunk off Crete during the Second World War, at a dedication ceremony at the National Memorial Arboretum, near Alrewas, Staffordshire

His Royal Highness braved light drizzle and blustery winds as he finished planting the English oak sapling in a section of the arboretum dedicated to Royal Navy personnel.

More than 60 friends and relatives of seamen from HMS *Kelly* were also present at the ceremony.

Former torpedo man George Dewell, speaking before the Prince's arrival, said that the day held mixed emotions for him.

The 81-year-old, from Chelmsford, Essex, said the Prince's uncle, who survived the sinking of the *Kelly* but was murdered by Irish terrorists off County Sligo in 1979, had a remarkable ability to unite his crew.

"He was a great mixer. He didn't cut himself off from the ship's company, he was the only captain she (HMS *Kelly*) ever had and he was a great man."

The *Kelly* went down with the loss of nine officers and 121 ratings when she was sunk by German bombers on May 23, 1941.



Birthdays



October

- 02 Charlene Smith
- 22 LuAnn Holfeltz
- 29 Dawn Anderson
- 31 Bill & Sandi Craig
10th Wedding Anniversary



November

- 02 Sandi Craig
- 08 Dawn Urton
- 09 Dennis Hollinger
- 10 Rhonda Hollinger
- 13 Kristin Cagle
- 29 Galen Anderson



December

- 16 Billy Ray Craig (5)
- 28 Jed Smith
- 28 Jo Brown



The Kelly Communique is a non-profit newsletter published as a means of communication between Star Trek fandom. It does not intend to infringe upon any rights.

"Star Trek", "Star Trek: The Next Generation", "Star Trek: Deep Space Nine", "Star Trek: Voyager", and "Enterprise" are registered trademarks of Paramount Pictures Corp.

All rights are reserved to the original work herein. Copying without permission of the individual author or artist is not permitted.

The Kelly Communique welcomes articles, stories, and art from all crewmembers. Submissions for the Winter 2003 Edition are due: December 1

We reserve the right to edit all submissions to fit our space.

IMPORTANT DATES:

- 02 Oct Avery Brooks' Birthday
- 05-6 Oct LDS Confernece
- 09 Oct Scott Bakula's Birthday
- 11 Oct SOM
- 12 Oct Kelly Auction
- 15 Oct Mark Lenard's Birth Anniversary
- 27 Oct Daylight Savings Time Ends
- 27 Oct Robert Picardo's Birthday
- 31 Oct Halloween
- 05 Nov Armin Shimmerman's Birthday
- 05 Nov Election Day
- 05 Nov TNG Season 5 DVD Set Release
- 05 Nov Babylon 5 Season 1 DVD Set Release
- 08 Nov SOM
- 09 Nov Robert Duncan McNeil's Birthday
- 11 Nov Veterans' Day
- 12 Nov Wallace Shawn's Birthday
- 13 Nov Whoopi Goldberg's Birthday
- 19 Nov Robert Beltran's Birthday
- 19 Nov Terry Farrell's Birthday
- 21 Nov Alexander Siddig's Birthday
- 23 Nov Turkey Bowl
- 24 Nov Dwight Shultz's Birthday
- 24 Nov Denise Crosby's Birthday
- 25 Nov Ricardo Montalban's Birthday
- 28 Nov Thanksgiving
- 03 Dec Brian Bonsall's Birthday (21)
- 03 Dec TNG Season 6 DVD Set Release
- 09 Dec Michael Dorn's Birthday
- 13 Dec Nemesis Premier (Possiblble Promotion)
- 15 Dec Garrett Wang's Birthday
- 20 Dec Nicole DeBoer's Birthday
- 25 Dec Christmas Day
- 28 Dec Nichelle Nichols' Birthday
- 31 Dec New Year's Eve
- 31 Dec TNG Season 7 DVD Release (last of series)