

THE WRIGHT STUFF



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THE WRIGHT STUFF

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Publisher J.R. Fisher
Editor John Troan



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IMAGES - Title Banner

Wright Flyer from NASA/Ames PAO photo archive; *U.S.S. Kitty Hawk* (USN CV-63) from navicp.navy.mil; *Constitution* class cruiser from gwu.edu/~rljones/khawk.

IMAGE - Featured Front Page

Partial image (top) and full 360-degree panorama (bottom) taken by the *Curiosity* rover shortly after landing on Mars. Images from NASA/JPL.



A View From the Catbird Seat By J.R. Fisher



Greetings! I am on an extended tour of duty in the beautiful R&R haven known as "little

Washington". My 92 year-old mother had hip replacement surgery on July 30th and is now in a rehab center. I am staying with her until such time as she can return to her home.

I anticipate being back to the ship by September.

Probably a good thing that we take off the month of August in this case. However, it seems that other events have moved into our vacation month. Shore Leave is now the first weekend in August as is the I. C. I know that some of you attended these and hope you will write reports for the *Wright Stuff*.

You should have heard about our other members, Libby and Brad. They are both recovering at this time. Jane's uncle, who has been ill for some time passed on the third of this month and we attended services while in Washington.

I hope everyone will get rested and be ready for another full year come September. Looking forward to seeing you all again.

FLASH!! Congratulations to Graeme Pischke on winning the Patrick Stewart Scholarship for the Performing Arts! Go Graeme!!

Esse Quam Videri

J.O.urnal By Babs Freeman



Yes folks, I have decided due to my long time in the U.S. military to take a Star Fleet Marine Corps commission. I know that our organization's rank is fictional but I just can't align myself to a Navy rank. There are a couple of jokes I can add now.

For instance, for those of us who served in support of the U.S. Marines, we joke that U.S.M.C. stands for Uncle Sam's Misguided Children.

Then there's the joke that asks, "What's the difference between the Marines and the Boy Scouts? And the answer is that the Boy Scouts have adult supervision."

And finally, what sound does poop make when it hits a fan? Maarreeeeeeennnnnnne.

And so, I will be a humble member of Star Fleet's Miss-Creants. But I will not get into bar fights with Klingons over quadro-triticali wheat, I will not sing marching cadences, nor will I be doing a bazillion push-ups in this lifetime. But alas, like the sailor I have been and true to most Marines I've met, I will continue to swear when I stub my freakin' toe.

In closing, I hope to see y'all in September and by the way, I didn't see any of you at Brier Creek Theater for the *Next Gen*. show but I did see a whole lot of fans (one in uniform). We should've been there recruiting!

Science Report By Spring Brooks

Facedeals checks you in with facial-recognition cameras

A new app is being tested in Nashville, Tenn., that can check in people on Facebook and send them offers using facial-recognition cameras.

Called Facedeals, the new service uses cameras installed at businesses' front doors to read people's faces as they enter. If the people who come in are users of the app, they will be checked in, and based on their "like" history, they would receive a customized offer.

To use the app, people first have to sign up. The app will then work with users to verify pictures of them to get a better reading of their face.

Once that process is done, you can just go about your day and you'll be checked in any time you go to participating businesses, according to Redpepper, the company behind the service.

"Personalized deals can now be delivered to your Smartphone from all participating locations—you have to do is show your face," the company said [online](#).

The cameras are little blue boxes designed in a style that looks very much like Facebook's. They need Wi-Fi and require a 110-volt wall outlet.

Facedeals is currently limited to Nashville, but Redpepper said it will be expanding to other cities worldwide in the future.

Whether the service actually takes off is hard to determine because even though users have to sign up to participate in the program, many people likely won't appreciate that there will be cameras scattered around their city actively scanning their faces.

Away Team Report - U.S.S. Intrepid

By T. Keung Hui

Celebrating the Space Shuttle *Enterprise* in New York City

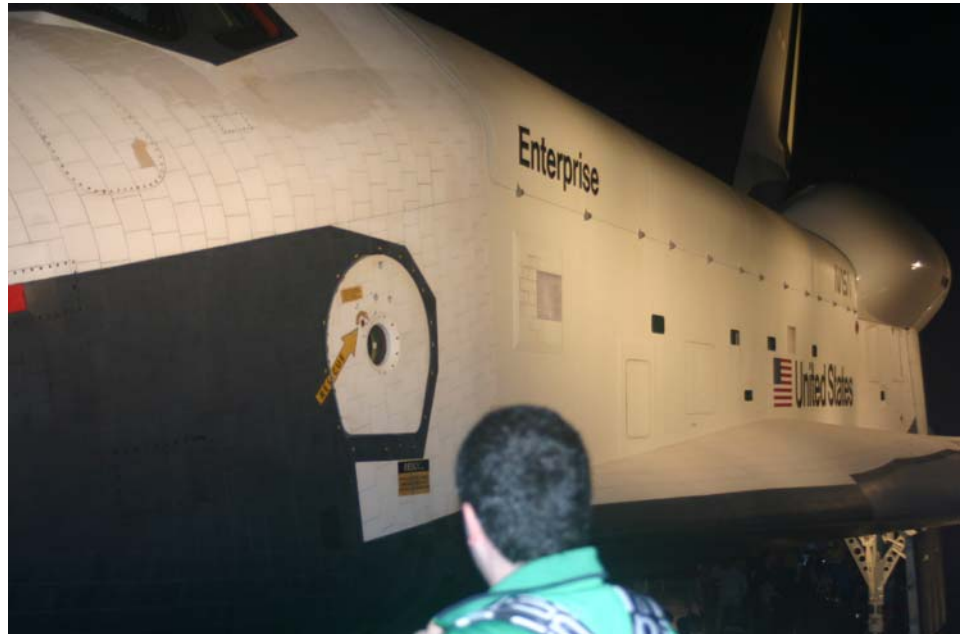
Thousands of visitors flocked to the Intrepid Sea, Air & Space Museum in New York City in July to welcome the arrival of the Space Shuttle *Enterprise*.

NASA participated in SpaceFest, which ran from July 18-22, with exhibits about the future of the U.S. space program. Current and former NASA astronauts wowed visitors with their space shuttle stories. The weekend included an evening showing of the 2009 version of *Star Trek* on the flight deck. But the star of SpaceFest was the *Enterprise*, drawing a line that stretched the length of the flight deck.

The *Enterprise* is currently housed on the flight deck of the U.S.S. *Intrepid*, an Essex-class aircraft carrier from World War II that's now a floating museum on Manhattan's West Side. [Despite the grumblings of one jaded newspaper columnist](#), many New Yorkers were happy that the city was chosen to house *Enterprise*. The *Intrepid* has launched [Project Enterprise](#) to raise money to build a permanent structure for the prototype orbiter that may eventually be located on the pier or across the street from the carrier.

For at least the next few years, the *Enterprise* will stay in a climate-controlled canopy on the rear of the flight deck with the shuttle's nose facing the Hudson River. Visitors to the Space Shuttle Pavilion can walk all around the *Enterprise*, which is almost close enough to touch. An elevated platform by the shuttle's nose is a favorite place for visitors to get up-close shots of the *Enterprise*.

There's plenty to do in the Space Shuttle Pavilion aside from viewing the *Enterprise*. Leonard



Nimoy briefs those who aren't familiar with the history of the space program by narrating a seven-minute film. The walls are adorned with panels about the role of the *Enterprise* in testing the concept of the space shuttle and about the history of the shuttle program. One wall shows a picture of the cast of *Star Trek* at the 1976 rollout ceremony for *Enterprise*. It explains how *Star Trek* fans persuaded NASA to change the shuttle's name from *Constitution* to *Enterprise*.

One of the highlights of SpaceFest was the roster of nine astronauts who spoke with visitors and signed autographs.

U.S. Navy Capt. [Lee Morin](#) was part of the big astronaut class of 1996 as NASA added enough crews to help with the construction and operation of the International Space Station. He was a mission specialist on STS-110 in April 2002 when the Space Shuttle *Atlantis* flew to the International Space Station. Morin helped mount the S0 Truss segment that forms the space station's backbone. The mission also marked the first time

the station's robotic arm was used to maneuver spacewalkers around the ISS.

Morin performed two spacewalks totaling 14 hours and 9 minutes. Morin joked that he and fellow astronaut Jerry Ross were the "Silver Team" for being the first all-grandfather EVA team.

"At no time on my mission did I feel fear," Morin said. "My wife, who is here, could say it's because I'm stupid. But you fall back on your training."

Morin said he was so busy on the mission that he spent little time looking at the Earth. He said Ross had to remind him to stop and look out the window and take a mental picture because that's all he'd have in 10 years. It's a surrealistic sight he won't ever forget.

"I felt like I had fallen into a Salvador Dali painting," Morin said.

[Charles Camarda](#) was also a member of the NASA astronaut class of 1996. He was a mission specialist on Return to Flight mission STS-114, the first following the Space Shuttle Columbia disaster. During the two-week mission from July 26 to Aug. 9,

2005, the Space Shuttle *Discovery* docked with the International Space Station and the crew tested and evaluated new procedures for flight safety and shuttle inspection and repair techniques. Camarda said the crew was lucky that the buzzard that struck the external fuel tank as they were taking off didn't cause serious damage.

Camarda said the intense training helped him prepare for the flight.

"It was like being on an intense ride at Disney Land," he said.

[Garrett Reisman](#) spent more than 107 days in space, most of them on the International Space Station. He just wishes he had stayed five more days. He was a flight engineer on the ISS for 95 days in 2008. The problem, he jokes, is he didn't stay on long enough in the space station to get a coveted 100 days in space patch. Reisman said it was as fun on the 95th day as it was on the first day.

"If you ever dreamed you could fly, you can do it every day," Reisman said. "It's like you're Superman."

Reisman went to space on STS-123 in March 2008 when the Space Shuttle *Endeavour* took him up for a long-duration mission on the International Space Station. He returned on *Discovery* in June 2008

when it wrapped up STS-124. He'd go up again in Atlantis on STS-132 in May 2010.

Reisman is a character. He was interviewed from space on *The Colbert Report* in 2008. During that stint on the space station, Reisman launched the first ceremonial first pitch thrown from space in old Yankee Stadium's history. A few months later, he'd throw out the first pitch in a more conventional way at the Stadium. He'd show his love for the Bronx Bombers again in 2010 when he was photographed with a Yankees logo on his left sleeve as he did a spacewalk.

Reisman retired from NASA in 2011 to become a senior engineer at [SpaceX](#), a leader in the budding commercial spaceflight industry. He said that "we're at the cusp of the golden age of spaceflight." Reisman hinted of a big announcement that he couldn't go into detail yet. On Aug. 6, NASA announced that it will pay \$1.1 billion to SpaceX and two other private firms to build small rocketships to take astronauts to the International Space Station.

Reisman said "it's just not right" relying on the Russians to shuttle American astronauts to the space station. Rather than paying the Russians \$63 million per seat,

Reisman said NASA should use taxpayer dollars on American firms like SpaceX that will charge \$20 million per seat. He said he envisions the day when anyone who wants to fly in space can do so as the price drops to \$500,000 and lower for members of the public. He said space tourists just need to know how to put on a spacesuit and stay out of the way of the flight crew.

"We're going to get more cost efficient," Reisman said.

During the question and answer time, Reisman was asked if astronauts actually eat the freeze-dried ice cream sold at gift shops. He was glad to say that it wasn't on the menu on his missions. The "[astronaut ice cream](#)" was only used on Apollo 7.

"It tastes like Styrofoam," Reisman answered. "It's awful. But we make a fortune selling it in the gift shops so don't tell anyone."

On doing spacewalks: "You feel one with the universe," Reisman said. "We tell the guys inside that the view is as good as it is outside. But that's not true. We don't want them to feel too bad."

SpaceFest is long gone but there's still plenty to see at the *Intrepid*, including obviously the *Enterprise*. The flight deck houses nearly two dozen aircraft, including those being restored. The hangar deck and lower decks include exhibits about the proud history of "The Fighting I," which survived kamikaze hits during World War II, served as a NASA recovery vehicle and launched air strikes into North Vietnam. As part of the museum experience, visitors can also tour the inside of a Concorde jet and board the *U.S.S. Growler*, a decommissioned missile submarine.

Go to <http://www.intrepidmuseum.org> for more information about visiting the Intrepid. It's well worth the trip.



NASA Lands Car-Size Rover Beside Martian Mountain

By NASA/JPL

NASA's most advanced Mars rover *Curiosity* has landed on the Red Planet. The one-ton rover, hanging by ropes from a rocket backpack, touched down onto Mars Sunday to end a 36-week flight and begin a two-year investigation.

The *Mars Science Laboratory (MSL)* spacecraft that carried *Curiosity* succeeded in every step of the most complex landing ever attempted on Mars, including the final severing of the bridle cords and flyaway maneuver of the rocket backpack.

"Today, the wheels of *Curiosity* have begun to blaze the trail for human footprints on Mars. *Curiosity*, the most sophisticated rover ever built, is now on the surface of the Red Planet, where it will seek to answer age-old questions about whether life ever existed on Mars -- or if the planet can sustain life in the future," said NASA Administrator Charles Bolden. "This is an amazing achievement, made possible by a team of scientists and engineers from around the world and led by the extraordinary men and women of NASA and our Jet Propulsion Laboratory. President Obama has laid out a bold vision for sending humans to Mars in the mid-2030's, and today's landing marks a significant step toward achieving this goal."

Curiosity landed at 10:32 p.m. Aug. 5, PDT, (1:32 a.m. EDT Aug. 6) near the foot of a mountain three miles tall and 96

miles in diameter inside Gale Crater. During a nearly two-year prime mission, the rover will investigate whether the region ever offered conditions favorable for microbial life.

"The Seven Minutes of Terror has turned into the Seven Minutes of Triumph," said NASA Associate Administrator for Science John Grunsfeld. "My immense joy in the success of this mission is matched only by overwhelming pride I feel for the women and men of the mission's team."

Curiosity returned its first view of Mars, a wide-angle scene of rocky ground near the front of the rover. More images are anticipated in the next several days as the mission blends observations of the landing site with activities to configure the rover for work and check the performance of its instruments and mechanisms.

"Our *Curiosity* is talking to us from the surface of Mars," said MSL Project Manager Peter Theisinger of NASA's Jet Propulsion Laboratory in Pasadena, Calif. "The landing takes us past the most hazardous moments for this project, and begins a new and exciting mission to pursue its scientific objectives."

Confirmation of *Curiosity's* successful landing came in communications relayed by NASA's *Mars Odyssey* orbiter and received by the Canberra, Australia, antenna station of NASA's Deep Space Network.

Curiosity carries 10 science instruments with a total mass 15 times as large as the science payloads on the Mars rovers *Spirit* and *Opportunity*. Some of the tools are the first of their kind on Mars, such as a laser-firing instrument for checking elemental composition of rocks from a distance. The rover will use a drill and scoop at the end of its robotic arm to gather soil and powdered samples of rock interiors, then sieve and parcel out these samples into analytical laboratory instruments inside the rover.

To handle this science toolkit, *Curiosity* is twice as long and five times as heavy as *Spirit* or *Opportunity*. The Gale Crater landing site places the rover within driving distance of layers of the crater's interior mountain. Observations from orbit have identified clay and sulfate minerals in the lower layers, indicating a wet history.

The mission is managed by JPL for NASA's Science Mission Directorate in Washington. The rover was designed, developed and assembled at JPL. JPL is a division of the California Institute of Technology in Pasadena.

For more information on the mission, visit: <http://www.nasa.gov/mars> and <http://marsprogram.jpl.nasa.gov/msl>.

Follow the mission on Facebook and Twitter at: <http://www.facebook.com/marscuriosity> and <http://www.twitter.com/marscuriosity>.

NASA's Curiosity Beams Back a Color 360 of Gale Crater

By NASA/JPL

[This is the NASA-JPL press release that goes with this month's cover images.]

The first images from *Curiosity's* color Mast Camera, or Mastcam, have been received by scientists at NASA's Jet Propulsion Laboratory in Pasadena, Calif. The 130 low-resolution thumbnails, which were received Thursday morning, provide scientists and engineers of NASA's newest Mars rover their first color, horizon-to-horizon glimpse of Gale Crater.

"After a year in cold storage, where it endured the rigors of launch, the deep space cruise to Mars and everything that went on during landing, it is great to see our camera is working as planned," said Mike Malin, principal investigator of the Mastcam instrument from Malin Space Science Systems in San Diego. "As engaging as this color panorama is, it is important to note this is only one-eighth the potential resolution of images from this camera."

The *Curiosity* team also continued to downlink high-resolution black-and-white images from its Navigation Camera, or Navcam. These individual images have been stitched together to provide a high-resolution Navcam panorama, including a glimpse of the rover's deck. Evident on some portions of the deck are some small Martian pebbles.

"The latest Navcam images show us that the rocket engines on our descent stage kicked up some material from the surface of Mars, several pieces which ended up on our rover's deck," said Mike Watkins, mission manager for *Curiosity* from JPL. "These small

pebbles we currently see are up to about 1 centimeter (0.4 inch) in size and should pose no problems for mission operations. It will be interesting to see how long our hitchhikers stick around."

Curiosity's color panorama of Gale Crater is online at: <http://1.usa.gov/P7VsUw>. Additional images from *Curiosity* are available at: <http://1.usa.gov/MfiyDO>.

Mission engineers devoted part of their third Martian day, or "Sol 3," to checking the status of four of *Curiosity's* science instruments after their long trip. The rover's Alpha Particle X-ray Spectrometer, Chemistry and Mineralogy analyzer, Sample Analysis at Mars, and Dynamic of Albedo Neutrons instruments were each energized and went through a preliminary checkout. The team also performed a check on the rover's second flight computer.

Even before landing, the mission's science team began the process of creating a geological map of about 150 square miles (about 390 square kilometers) within Gale Crater that includes the landing area.

"It is important to understand the geological context around *Curiosity*," said Dawn Sumner of the University of California, Davis, a member of the *Curiosity* science team. "We want to choose a route to Mount Sharp that makes good progress toward the destination while allowing important science observations along the way."

The mapping project divided the area into 151 quadrangles of about one square mile (about 2.6 square kilometers) each. *Curiosity* landed in the quadrangle called Yellowknife. Yellowknife is the city in northern Canada that was the

starting point for many of the great geological expeditions to map the oldest rocks in North America.

Curiosity carries 10 science instruments with a total mass 15 times as large as the science payloads on NASA's Mars rovers *Spirit* and *Opportunity*. Some of the tools, such as a laser-firing instrument for checking rocks' elemental composition from a distance, are the first of their kind on Mars. *Curiosity* will use a drill and scoop, which are located at the end of its robotic arm, to gather soil and powdered samples of rock interiors, then sieve and parcel out these samples into the rover's analytical laboratory instruments.

To handle this science toolkit, *Curiosity* is twice as long and five times as heavy as *Spirit* or *Opportunity*. The Gale Crater landing site places the rover within driving distance of layers of the crater's interior mountain. Observations from orbit have identified clay and sulfate minerals in the lower layers, indicating a wet history.

The *Mars Science Laboratory/Curiosity* mission is managed by NASA's Jet Propulsion Laboratory in Pasadena, Calif., a division of the California Institute of Technology in Pasadena.

For more about NASA's *Curiosity* mission, visit: <http://www.jpl.nasa.gov/msl>, <http://www.nasa.gov/mars> and <http://marsprogram.jpl.nasa.gov/msl>.

Follow the mission on Facebook and Twitter at: <http://www.facebook.com/marscuriosity> and <http://www.twitter.com/marscuriosity>.

NASA Curiosity Team Pinpoints Site for First Drive

By NASA/JPL

[The full version of this story with accompanying images is at: http://www.jpl.nasa.gov/news/news.cfm?release=2012-246&cid=release_2012-246.]

The scientists and engineers of NASA's *Curiosity* rover mission have selected the first driving destination for their one-ton, six-wheeled mobile Mars laboratory. The target area, named Glenelg, is a natural intersection of three kinds of terrain. The choice was described by Curiosity Project Scientist John Grotzinger of the California Institute of Technology during a media teleconference on Aug. 17.

"With such a great landing spot in Gale Crater, we literally had every degree of the compass to choose from for our first drive," Grotzinger said. "We had a bunch of strong contenders. It is the kind of dilemma planetary scientists dream of, but you can only go one place for the first drilling for a rock sample on Mars. That first drilling will be a huge moment in the history of Mars exploration."

The trek to Glenelg will send the rover 1,300 feet (400 meters) east-southeast of its landing site. One of the three types of terrain intersecting at Glenelg is layered bedrock, which is attractive as the first drilling target.

"We're about ready to load our new destination into our GPS and head out onto the open road," Grotzinger said. "Our challenge is there is no GPS on Mars, so we have a roomful of rover-driver engineers providing our turn-by-turn navigation for us."

Prior to the rover's trip to Glenelg, the team in charge of *Curiosity's* Chemistry and Camera instrument, or ChemCam, is planning to give their



mast-mounted, rock-zapping laser and telescope combination a thorough checkout. On Saturday night, Aug. 18, ChemCam is expected to "zap" its first rock in the name of planetary science. It will be the first time such a powerful laser has been used on the surface of another world.

"Rock N165 looks like your typical Mars rock, about three inches wide. It's about 10 feet away," said Roger Wiens, principal investigator of the ChemCam instrument from the Los Alamos National Laboratory in New Mexico. "We are going to hit it with 14 millijoules of energy 30 times in 10 seconds. It is not only going to be an excellent test of our system, it should be pretty cool too."

Mission engineers are devoting more time to planning the first roll of *Curiosity*. In the coming days, the rover will exercise each of its four steerable (front and back) wheels, turning each of them side-to-side before ending up with each wheel pointing straight ahead. On a later day, the rover will drive forward about one rover-length (10 feet, or 3 meters), turn 90 degrees, and then kick into reverse for about 7 feet (2 meters).

"There will be a lot of important firsts that will be taking place for

Curiosity over the next few weeks, but the first motion of its wheels, the first time our roving laboratory on Mars does some actual roving, that will be something special," said Michael Watkins, mission manager for *Curiosity* from the Jet Propulsion Laboratory in Pasadena, Calif.

The *Mars Science Laboratory* spacecraft delivered *Curiosity* to its target area on Mars at 10:31:45 p.m. PDT on Aug. 5 (1:31:45 a.m. EDT on Aug. 6), which included the 13.8 minutes needed for confirmation of the touchdown to be radioed to Earth at the speed of light.

The audio and visuals of the teleconference are archived and available for viewing at: <http://www.ustream.tv/nasajpl>.

The mission is managed by JPL for NASA's Science Mission Directorate in Washington. The rover was designed, developed and assembled at JPL, a division of Caltech. ChemCam was provided by Los Alamos National Laboratory. France provided ChemCam's laser and telescope.

For more information about NASA's *Curiosity* mission, visit: <http://www.nasa.gov/msl>.

Deep Space Nine - *Ghosts*

By Brad McDonald

ACT THREE

FADE IN:

EXT. DEEP SPACE NINE
(OPTICAL)

INT. DEEP SPACE NINE - OPS -
WIDE ANGLE

The remaining senior officers are on duty. Worf is busy at his station when he calls to Sisko.

WORF
(working)

That signal was broadcasting at full strength. If there are any Cardassians within range...

Worf leaves the statement unfinished. Sisko weighs the possibilities, then speaks.

SISKO

Maybe we'd better head them off at the pass.

BASHIR

Call them before they call us?

SISKO

And maybe head off a diplomatic incident in the process, Doctor.

Bashir nods in understanding and exits Ops. Sisko steps closer to Worf.

TWO SHOT - WORF AND SISKO

SISKO

Worf? Open a channel to Cardassia. I want to speak to someone in the government.

WORF
(working)

Very well. You really believe they will listen to you?

SISKO

It couldn't hurt, and it might help. Who knows, this may be a means to open the door for peace.

WORF

(working, sarcastic)

I could get odds on that with Quark.

SISKO

You'd loose. I've been reading Starfleet intelligence reports dealing with Cardassia's current situation. Since the disaster at the wormhole and our offensive, their military has been under a lot of pressure to reestablish the civilian influence at home.

(beat)

The civilian government proponents are pressing for change. The Guls are wrangling for position and power within the military.

Worf pauses a moment to address Sisko directly. He turns to face Sisko.

WORF

Or it could be a wonderful opportunity. Suppose one of the Guls could gain a quick victory against their old nemesis, the Federation. Wouldn't that give him an edge over the others?

Sisko smiles at the suggestion. Worf resumes his work.

SISKO

I'm going to have you review your classes, Worf. I must have missed something, but we still need to improve your political science.

(beat)

If one of the Guls tries to make something out of this, he makes two serious mistakes. First, he leaves his house vulnerable to attack and possible takeover. Second, while he is gone, he gets left out of the decision making process. Any chances of scoring points against us would be negated by actions taken at the home front.

(beat, quietly)

They'll listen. They have to.

INT. BAJOR - CAVERN - ON ODO
- CAMERA FOLLOWS ACTION

Odo is looking for Kira but having little luck.

ODO

(moving)

Miles? Do you know where Kira went?

O'BRIEN

(working)

Not really. Last time I saw her, she was busy at the main computer.

He moves on and stops one of the workers, who made the original discovery.

ODO

Excuse me. Do you know where the Major went?

WORKER #1

No Sir. But I did see her leave the cave right after the Bajoran military arrived.

Odo moves to the cavern entrance and exits.

EXT. BAJOR - AFTERNOON -
CAVERN ENTRANCE - ON ODO

Odo looks around the immediate area and when he can't find her, he taps his comm badge.

ODO

Odo to Kira. What is your current location?

KIRA (V.O.)
(o.c.; curt)

I'm near the other side of the village. What is it you want?

Odo is surprised by Kira's shortness, but continues.

ODO

I have a message for you from General Norlan. Since you are one of the few surviving members of the camp's liberation team, he wants you to say a few words at the dedication ceremonies.

It is obvious from the brief pause and her attitude, that Kira is not thrilled by the idea.

KIRA (V.O.)
(o.c.)

Is he kidding? I've got to get a speech ready by tonight?

ODO

Relax, Because of this recent discovery, they're postponing the dedication until tomorrow night.

(beat)

You've got a whole day. I'll help you if you want.

When Kira fails to answer, Odo becomes concerned. Perhaps his friend is having a more difficult time with this, than anyone knows.

ODO

Kira. Are you all right? What are you doing?

EXT. BAJOR - AFTERNOON -
GALLITEP VILLAGE - ON KIRA

She is standing near the small village of Gallitep.

KIRA

(annoyed)

I have a personal errand to take care of. I'll be back in few hours. You take over at the cavern. Kira out!

Kira taps the comm badge then, looking at it, she takes it off and drops it to the ground. A villager approaches and Kira speaks to her at once.

KIRA

Would it be possible for me to borrow a transport for a few hours. I have to get to the Capitol. There is somebody there that I have to see.

INT. DEEP SPACE NINE -
SISKO'S OFFICE

Sisko is occupied at his duty desk when Worf enters.

WORF

Captain, I've got Par Turnek. He is the current civilian governor. I just wanted to let you know he is not in the best of moods.

(beat)

Good thing you're not a betting man.

Worf then exits the office, leaving Sisko to deal with Turnek. Sisko activates his personal viewer.

TWO SHOT - SISKO AND
TURNER'S IMAGE ON VIEWER
(OPTICAL)

Immediately, Turnek's image becomes visible, he is not happy. Sisko tries to head off a confrontation by projecting an optimistic attitude.

SISKO

(smiling)

Turnek! It is nice to meet you sir. I was hoping you might be able to help us with a small mystery.

Turnek is skeptical and surprised by the greeting.

TURNER

What mystery would that be?

SISKO

The Bajorans have discovered a secret cave near Gallitep. For some reason, an automatic beacon was activated. I hope it hasn't caused your government any undue worry or bother.

TURNER

It is the reason I was sending a 'representative' to your location. The signal is a unique one. It's a signal of extreme emergency. I must admit we were puzzled as to why a signal of that type would be coming from Bajor...

Sisko decides to keep up the cordial direction of the conversation.

SISKO

Well, since you now know the true nature of the signal, I may have saved you an unnecessary trip.

TURNER

Perhaps, but I need to investigate the matter further, just to satisfy my own curiosity.

Sisko decides to press Turnek a little further.

SISKO

With all you have going on at home, do you have time to bother with such trivial matters?

Sisko has hit the mark. Rather than try to argue the point, Turnek makes an excuse.

TURNER

Perhaps I should contact my associates for further instructions.

(beat)

I will call you later.

The image fades and Sisko sits back in his seat. Maybe he's headed off a diplomatic mess after all.

ON SISKO

WORF (V.O.)

Captain? I've got Odo waiting on another channel.

Sisko picks up interest. Maybe his problems are solved.

SISKO

Put him through, Worf.

ODO (V.O.)

Captain? I've got another mystery on my hands. Kira has left the cavern on a "personal" mission.

SISKO

Where did she go?

ODO (V.O.)

Unknown. All she would tell me was she'd be back in a few hours.

SISKO

Very well, Odo. I'll look into it from here. How is it going down there?

INT. BAJOR - CAVERN - ON ODO

Odo is standing near the main computer and looks around the cavern. Other people are visible in the B.G.

ODO

The Bajoran military has started moving all of the weapons and munitions. The Provisional government has sent an official to catalog and document all of the other items. O'Brien finished several hours ago and has gone to visit his family.

(beat)

We should have everything wrapped up shortly. Postponing the ceremonies was

wise, there would have been too many dangers.

SISKO (V.O.)

Undoubtedly. Find anything of interest?

ODO

A lot of artifacts from the occupation, but the main computer is the real find.

SISKO (V.O.)

What did you find in there?

ODO

Actually, Kira was doing most of the work on it. I do know that it holds just about every record the Cardassians had.

INT. DEEP SPACE NINE - SISKO'S OFFICE - ON SISKO

SISKO

Speaking of the Cardassians, we may get a visit from one of their diplomatic representatives. The signal has alerted them to our discovery. I think I've convinced them to let us handle it.

ODO (V.O.)

Aren't you forgetting our dear friend, Mister Murphy?

Sisko smiles at the thought and continues.

SISKO

The last of Murphy's laws states that Murphy was an optimist, right?

(beat)

No, I haven't forgot. Let me worry about the Cardassians, you finish your work and get back up here. We still have other work to do.

INT. BAJOR - CAVERN - WIDE ANGLE

ODO

Can't get along without me, is that it?

SISKO (V.O.)

Something like that. Sisko out.

Odo surveys the cavern again, then heads over to the main computer and sits down. As one of the Bajorans walks by, he asks him a question.

ODO

You were working nearby Major Kira before she left, did she say anything to you?

WORKER #2

I was close by, but she didn't say anything to me. She muttered something about someone not getting away with something. That's about it.

Odo contemplates what he's heard, then begins to work.

ODO

(to self, quietly)

Now I wonder what set Kira off?

INT. DEEP SPACE NINE - QUARK'S BAR

Bashir is having a quiet drink by himself when Quark shows up.

QUARK

Where is everybody? I thought that the Gallitop dedication had been postponed?

BASHIR

It was, but O'Brien decided to give himself a leave and Kira and Odo are still going through everything they found.

Quark picks up interest at the mention of "things found".

QUARK

Anything of interest?

Bashir is not really in a talkative mood and just hints at the findings.

BASHIR

Cardassian equipment,
supplies, computers,
arms...

Now Quark is really interested. He tries to pump the doctor for more information.

QUARK

Well, what would they do with all of that? Sell it to the highest bidder?

BASHIR

I'm not sure Quark. Why don't you ask Sisko. He should know.

Bashir finishes his drink and excuses himself. Quark watches as he leaves, then heads off with a smile on his face.

SISKO'S OFFICE

Sisko is just about to leave when Quark meets him at the door. Sisko is not really interested in what Quark has to say and attempts to give him the brush off.

QUARK

Captain! Just the man I wanted to see! I'd like to bid on the items your people found today.

SISKO

Quark, I don't have time for you right now. Besides, the Bajorans have claimed everything as part of Camp Gallitep, they may become part of the permanent displays.

Quark contemplates Sisko's words, then another idea pops into his head. He brightens visibly.

QUARK

What a waste. Maybe you could put a good word in for me with the Bajorans.

SISKO

You must be joking. Why don't you ask the Bajorans, I have work to do!

Sisko pushes past Quark and heads into Ops. Quark then exits, preoccupied by other ideas.

OPS - WIDE ANGLE

Sisko walks to Worf's work station and stands silently.

WORF

What did Quark want?

SISKO

He wanted to buy the contents of the cavern. I told him to take it up with the Bajorans.

WORF

I've been thinking about that. He may have to take it up with the Cardassians.

Sisko looks surprised and questions his friend.

TWO SHOT - SISKO AND WORF

SISKO

Care to explain that?

WORF

I've been reviewing the Bajoran/Cardassian Peace terms. According to this, the Cardassians have the right to reclaim certain items left behind. Care to guess as to whether or not they'll want the computers which list all of the death orders, executions and the persons responsible?

(beat)

Once they learn what's been found, I'll bet they send a "delegation" to get it back. It could become a major point of contention.

Sisko doesn't like what he's hearing, his face reflects his concern.

SISKO

I suppose you're right. Question is, what can we do about it? The Bajorans are sure to want to keep the items, as important as they

are to their history. I better warn the Bajorans, they might want to --

Sisko is interrupted by the sound of an incoming signal. Worf tends to it immediately.

WORF
(working)

It's Turnek. You want to take it here?

Sisko shrugs, then nods an affirmative.

SISKO

Main viewer, Commander.

ANGLE ON MAIN VIEWER (OPTICAL)

The viewer focuses on the image of Turnek. He is stern and smug.

TURNEK

Sisko! It seems that my government is very interested in recovering certain items from Bajor. A suitable intermediary should be at your station in a few hours.

OPS - TWO SHOT - SISKO AND WORF

The viewer goes blank leaving Worf and Sisko staring at each other.

SISKO

I'll just bet mister Murphy is hiding on this station somewhere.

The two know that major trouble is on the way and their faces reflect this concern.

Off their reactions...

FADE OUT.

END OF ACT THREE

Puzzle - TOS Anagrams

From U.S.S. Kitty Hawk Puzzle Book

Within each anagram is a *Star Trek: The Original Series* episode title. All letters must be used and spaces don't count.

Example: DES PEACES is SPACE SEED

1. DEATH THE EVIL KINDR
2. MOMA HOP SISTER
3. IT BLEW OUT THE BRLH TRIBES
4. ENTICED OF EVERY OTHER FOG
5. MOKA MITE
6. WE THINE MY THINE
7. DATE MIKE THEN
8. MODEN HAG RED GIFT
9. LISA LOVE THE GENE
10. HE QUIT THOOSE FROGS
11. TAP WACS
12. MARY ON THE NABEY
13. WHY GOD RESTS MOOD
14. TIP THE ICE CAN OF OAE
15. HIS VAGRANT EUE CAT
16. THE DIM ROUND CELS
17. HER REAL QUIET MFM HOUSE
18. YO BET HER MAN ANY
19. A VILE WART TILE PART

Upcoming Events

Sep	1	4 p.m. Ship Meeting, Triangle Factory Outlet
Oct	6	4 p.m. Ship Meeting, Triangle Factory Outlet
	28	12-4 p.m. Kanki's Annual Sushi Freak, North Raleigh Kanki <i>Benefiting the Pretty in Pink Foundation</i>

DON'T FORGET TO CHECK YOUR STARFLEET STATUS

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