

THE WRIGHT STUFF



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The Official Newsletter of the U.S.S. Kitty Hawk ♦ NCC-1659

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The Center Seat by John Troan

My thanks to all who were able to join us at Raleigh Grande for the opening weekend of *Star Trek Beyond*. By the time we get this issue out, we'll probably have also had our August shift at UNC-TV. A little farther down the calendar, we have Crystal Coast Con on October 22. More details on this will be announced soon. I expect there will be another UNC-TV mini-Festival sometime in December, too.

Looking at the biggest item of STARFLEET news, the election cycle has started for determining the next Commander, STARFLEET (CS). Nominations have already been finalized and there is now a field of five candidates on the ballot.

I have accepted an offer from Reed Bates to be the STARFLEET Chief of Communications if her team wins the election. (I would still continue on as the *Kitty Hawk* CO and manning Comp Ops.) We've already talked about several things for Comms, including a strong desire to bring back the printed *Communique*.

At the just-held STARFLEET International Conference (IC), there was a Q&A session with all the candidates. It was recorded and is available on-line at <https://soundcloud.com/user-808819441/ic-2016-meet-the-candidates-panel>.

All active STARFLEET members (as of Aug 1?) will receive a packet with a ballot and election materials from all five candidates sometime in September. A professional hired to conduct the election will receive all the ballots (by Nov 15) and the winning team will be notified within a few days. The 'FLEET-wide announcement is made in the year's final *Communique*' issue, but I think word will be sent out through the STARFLEET mailing lists, too. Jan 1 is the first day of the next CS term, lasting until the end of 2019.

Please be sure to cast your vote!

Comp Ops by John Troan

The big news out of Comp Ops is that I've started editing the final act of our first podcast! As of this writing, I'm about half done and I have a respectable chance of having it complete before Labor Day weekend.

As I post this issue to our web site, I'll also post the pics from our *Star Trek Beyond* weekend and our August UNC-TV shift. If it's done, I'll post the pod cast at the same time.

If you ever wanted to fly the *Enterprise*, you can now do it. The [StarTrek.com store](#) has just started carrying [a drone in the shape of the U.S.S. Enterprise](#) from the first six *Trek* movies.

NASA has released [a new game called Mars Rover](#) to commemorate *Curiosity's* four (Earth) years on the Martian surface. It's available for desktop (via a web browser), Android, and iPhone/iPad.

Also added on-line is [a new NASA Portal](#) to access all NASA-funded research. Among all the links the portal has is one to [NASA's Data Portal](#) that contains the datasets, etc., from NASA's research. I wonder just how much space all that data is using now – and how much more will be used as research continues.

There are also weekly video highlights being posted on-line, to both [the Johnson Space Center web site](#) and a [JSC-specific area within archive.org](#).

In late July, [NASA ordered its promised second manned SpaceX flight](#). This is in addition to the two flights ordered from Boeing. No dates have been announced for any of the flights yet, but the orders let both companies put processes in motion that take many months to complete – including building the capsules themselves.

At Boeing's pad at Kennedy Space Center – Complex-41 – [the crew access arm has just been installed](#). This structure provides the "bridge" between the main launch tower and the eventual CST-100 Starliner. At the end of the arm is the standard White Room, which is the

place astronauts step from in climbing into the capsule.

Coming up in early September is the launch of [OSIRIS-REx](#). This mission is planned to visit near-Earth asteroid Benu, then take a sample of up to seventy ounces for return to Earth in 2023.

Communications Report by Elaine Pischke

Breaking news! We are all getting older. As that happens, some of us begin to wonder what we will do if our memory should fail us. A group of students from Cornell has developed an app for smart phones that can help people with Alzheimer's or dementia to retrieve memories. The phone is pre-loaded with photos and information about people, events and places important to that person. When someone in that person's life is approaching, the phone brings up photos and information about that person. The app, called "Remember Me!" can also remind someone to take medication, or make a phone call.

For those not quite in need of "Remember Me!" yet, but who resort to writing 'to do' lists or just trying to remember what needs to be done or picked up at the store, but find that we 'keep forgetting' to pick up dog food... several studies suggest that, instead of writing yourself a note, draw a picture. The process of drawing is more complex than simply writing the words, so our brains are more likely to store the information in memory. So...

My grocery list:



Become a Cadet at the StarFleet Academy Experience

T. Keung Hui

[Editor's note: More pictures are posted on the [Kitty Hawk's web site.](#)]

Aspiring Starfleet officers can get a taste of what this imaginary future is like at the *Star Trek: The Starfleet Academy Experience* in New York City.

The *Starfleet Academy Experience* is an immersive 12,000-square-foot "Trek Tech" experience being offered through Oct. 31 at the *Intrepid* Sea, Air and Space Museum. The *Intrepid*, a World War II aircraft carrier, is the first venue in the United States to host the *Starfleet Academy Experience* as part of *Star Trek's* 50th anniversary celebration. The program lets Starfleet Academy recruits participate in an interactive journey with Leap Motion, projection mapping, holograms and other *Star Trek* technologies. Cadets get special training in communications, medicine, engineering, navigation, science, tactical and command before being assigned a specialty.

Here's a review of my recent visit to the *Starfleet Academy Experience*.



Upon entering, your view is dominated by a large replica of the *USS Enterprise (NCC-1701)*. The music from the original series plays as flashing lights simulate the *Enterprise* flying at warp speed. Images from the original series are also flashed on the *Enterprise*. Now that you're pumped up, you're ready for the orientation talk from the holographic instructor.

The tent is organized into different stations. Each station includes information about different *Star Trek* technologies, including the "past" state of that tech in the 21st Century. You'll also find screens with information on topics such as alien species and a Hall of Fame for *Star Trek* characters. The information, written in English and Spanish, is displayed on panels designed to mimic PADD screens. Each station also contains an impressive array of props, including costumes and equipment such as phasers, tricorders and medkits. Each station also has an interactive component. At each station, you take a recruitment quiz that helps determine your recommended specialty.

I started off at the Communications station, where the on-screen Klingon 101 instructor teaches cadets what are supposed to be basic words. You then pronounce the expressions into a microphone to get graded. I didn't encounter a single person who repeated any of the expressions correctly. Whether we were all bad linguists or the microphones couldn't hear us clearly may depend on your point of view. After all, try pronouncing "Heghlu'meh QaQ jajvam" for "today is a good day to die."

At the Medical station, you get to emulate your favorite chief medical officer. Cadets pick up a medical tricorder to try to diagnose the condition of an ailing Klingon. Whether I committed medical malpractice is debatable. Like the other stations, the quiz asks different multiple-choice questions to assess your temperament. For instance, you're asked what you would do if, while on an away mission, you



encountered a species suffering a life-threatening disease.

Fans of Mr. Spock can play a science officer at the Science station. This was actually a bit of a letdown since the interactive activity only had you recommend which of three planets to land on before your damaged starship ran out of time. Anyone with basic science knowledge would know where to go, especially if they know the planet classifications used in *Star Trek*. Some of the multiple-choice questions were interesting, such as what you would do if the botany sample you were studying doubled in size every hour.

The Engineering station was one of my favorites. What draws everyone's attention are the transporter pads that make for great photo opportunities. You step onto a pad, which digitally simulates your dematerialization as you're transported. Engineering also includes a small station where you can call up different ships from throughout the *Star Trek* franchise. You use hand motions to rotate the ships to see different views.

The Navigation station has you take the helm of a starship that has sustained damage from an encounter with an ion storm. Your mission is to plot a course to *Deep Space 9* as you navigate around enemy ships, minefields and more ion storms. The simulation said I successfully made it

to *DS9*, but I'm pretty sure that the course I laid in meant the ship was going to need to be scuttled upon arrival.

The Tactical station is where you can work out your aggression. The "Phaser Training" activity involves using a *Next Generation* Type 2 hand phaser to shoot at targets on screen. You can expect long lines as you test your marksmanship and shooting judgment. The quiz asks touchy questions such as what you would do if you suspected a crewmember was a traitor.

The final station, Command, is arguably the center piece of the experience. You walk into a room that's a replica of the bridge of the *USS Enterprise* (NCC 1701-D). At various stations you can test your character and leadership skills on the *Kobayashi Maru* scenario. By the end, you'll feel just like Lt. Saavik did in the beginning of *The Wrath of Khan*. While I'd like to believe there's no such thing as a no-win scenario, I couldn't emulate James T. Kirk and reprogram the test after my multiple mission failures. You can't leave without trying out all the bridge stations, including getting the obligatory picture of yourself sitting in the captain's chair.



Upon completion, I was invited to join Starfleet Academy in the Tactical field. This was despite the fact that my phaser marksmanship was about as bad as Worf's in *Next Generation*. On second thought, that might mean I actually am ready to become a red shirt.

Overall, the *Starfleet Academy Experience* is geared a lot toward more casual fans of *Star Trek*. But there's enough for Trekkers that I'd recommend giving it a try.

In addition to playing a Starfleet cadet, for a separate admission fee you can see the *Shuttlecraft Galileo* from the original television series. Fortunately for *Star Trek* fans, the life-size prop of the Galileo was not thrown out after the series was cancelled. Instead it has been lovingly restored and loaned to the *Intrepid* through Dec. 4. It's on display in the Space Shuttle Pavilion on the carrier's flight deck. The main star of the Pavilion, though, is the Space Shuttle *Enterprise*. Both are well worth seeing in person.

Here's a warning if you go; the *Intrepid's* gift shops are stocked with all manner of *Star Trek* memorabilia. But the prices are way above what you can find elsewhere. A replica of a Type 2 phaser from the original series was being sold for \$80. I had purchased the same item online from Amazon for \$28.

For more information on *Star Trek: The Starfleet Academy Experience*, the *Galileo* and other *Star Trek* programming at the *Intrepid*, go to <http://www.intrepidmuseum.org/Startrek.aspx>.



Engineering Report By Brad McDonald

First, on a personal note, I'm making real progress with my physical rehab and I can see positive results. Hopefully, I'll be back to normal (was I ever normal?) in another month or so. I also received an A+ from my G.P. and she said all my numbers look great, even for a 45 year old! Finally, good news!

Oh yes, the reason I was so happy, apart from surviving cancer, was that my house took a double hit. During last month's record setting rainfall in Cary, my roof sprung a leak and my A/C unit went out! On top of that, I received my county tax bill which showed a newly assessed rate which, of course, went up. So combined with many medical expenses, this year has been a real pain the asteroid belt! I am so ready for 2017!

More details about the new *Trek* series have leaked out. A video preview was posted online which shows the launching of the new starship, *Discovery*. That is also the series name, clever, huh? Guess they never heard of *Enterprise*; so much for boldly going anywhere. Instead of individual, stand alone, hour shows or TV movies, it will consist of continual story threads which will last many hours.

Their take on the situation is, it was only done once before on the afore-mentioned *Enterprise*, with the story about the Xindii. Yeah, and that was

the number one reason cited by fans as to why they stopped watching the 'never ending story' of *Enterprise* vs. Xindii. Also, the opening season of *Voyager* had a similar problem with the Kazon. For a ship in a hurry to get home, *Voyager* took a lot of time to get out of Kazon space! It came close to derailing a series that was supposed to be encountering many new worlds and beings during the voyage home. (Another clever ship name, *Voyager*, on a voyage home.)

So I guess they're ignoring '*Trek* history' and going where *Trek* has gone before and met with less than, pardon the use of the phrase, stellar results. I hope I'm wrong, but I don't understand why they would do that.

On a more positive note, it has been announced that the series will take place in the standard *Trek* universe and not the Jar-Jar Abrams universe! It will take place in the time frame between the events in *Enterprise* and the original series. Also, the central character, a woman, will not be a ship's captain. My personal opinion is she will be a special ambassador who will be charged with expanding the Federation alliance through treaties. Anyway, all we need now is a list of actors who will be in it.

More news, of a different type, real space exploration; the much talked about Mars mission is in trouble. According

to the article I read, they have to scale back to a more manageable moon trip due to cost overruns, over reaching on technology and scheduling problems. A mix of real and fiction is the story on the restoration of the original *Star Trek* model. It's done and now on display at the Air and Space Museum. A short video is available on line and worth the 6 minutes. Makes me want to go back for another visit! The results are fantastic and hard to believe that the ship model was originally built in 1965.

Two items, concerning the current *Star Trek* production, begins with the latest release. The *Kitty Hawk* recruiting table was busy during the first weekend. No, I didn't see it, but I heard a number of favorable comments. More importantly, we talked to a lot of people who expressed an interest in *StarFleet* and *Kitty Hawk*. I hope that translates into new members as well.

One last item of interest, the N.C. Symphony will present "A *Star Trek* Spectacular" hosted by Jonathan Frakes, Friday January 20, 2017 at 8:00 and Saturday January 21 at 3:00 and 8:00. Should be interesting and fun; who knows, maybe we can set up a recruiting table there as well.

That's all for now; I have more to share but will save it for the next meeting.

ST:TOS - In Service of the Queen

By Brad McDonald

PART ONE - ACT THREE

FADE IN:

EXT. SPACE – U.S.S.
ENTERPRISE AND H.M.S.
ENTERPRIZE

The two ships are motionless
with the anomaly in B.G.

INT. ENTERPRISE – BRIDGE –
TWO SHOT – KIRK AND
MCCOY

McCoy is standing near Kirk as
he reviews a tricorder.

MCCOY

Can you believe their
history?

KIRK

Quite amazing. I wonder
why they never
encountered Klingons?

ON SPOCK

Spock is busy at his station and
responds without looking up.

SPOCK

Easy to account for in
several ways. The
Klingons may have not
developed technically,
they were defeated by a
hostile race or their
home was subjected to
a world-wide calamity.

AS BEFORE – TWO SHOT -
KIRK AND MCCOY

KIRK

All quite possible.

McCoy attempts to needle ON MCCOY
Spock.

MCCOY

What about that victory
over what they call
Vulcanis, your home
world?

ON SPOCK

Spock leaves his station and
moves to Kirk and McCoy.

SPOCK

(moving)

I suspect that 'their
Vulcan' lacked the
visionary leadership of
Surak. While not a
military leader per se, he
unified the warring
factions on Vulcan.
Without his leadership,
individual factions could
be easily defeated.

THREE SHOT – KIRK, MCCOY
AND KIRK

KIRK

Again, very possible.
Any other observations
about our 'friends'?

McCoy gets serious and
reflective.

MCCOY

Well, outside their
arrogance and
intolerance, I'd say they
are crippled by their
empire building.

SPOCK

Interesting observation
doctor, care to explain?

He becomes introspective and
serious.

MCCOY

Well, they're so
interested in conquering
that they fail to
understand or
appreciate others. In the
Federation, we treat all
those we meet with
respect and as an equal.

(beat)

What makes the
Federation strong is we
have the best of
everything because they
want to share and be
part of something
bigger. We're stronger
but our strength comes
from our differences, not
force.

AS BEFORE – THREE SHOT –
KIRK, MCCOY AND SPOCK

KIRK

Not bad Bones, I
couldn't have said it
better.

SPOCK

You do have your
moments doctor.

McCoy seems pleased with
himself and smiles broadly.

KIRK

We're all agreed. The
other Enterprise is not
up to our standards.

(beat)
So how do we get rid of them? Ideas, Mr. Spock?

SPOCK
I believe all we need to do is convince them to return. After all, they do seem uncomfortable being here.

(beat)
And, if we are to destroy the anomaly we will need all the help we can get. The sooner we neutralize it the better, and Star Fleet is not currently in a position to render assistance.

KIRK
Agreed. So we have a dilemma. If we get rid of them, we may not have enough power to defeat the Romulan plan. What do we need, specifically?

SPOCK
To determine specifics, we should launch a probe. Do I have your permission?

KIRK
By all means, let's try it.

CAMERA FOLLOWS ACTION

Spock returns to his station.

SPOCK
(moving)
Mr. Chekov, tie your station into the probe's readings. Mr. Sulu, viewer on the anomaly's center and track the probe...

(beat)
On my mark...
(beat)
Now!

BRIDGE – CLOSE ON
COMMAND SECTION

There's an audible indication of the launch.

CHEKOV
Probe launched, data being received.

SULU
Probe on course, sir.

ON VIEWSCREEN

There is weapons fire and an explosion inside the anomaly.

BRIDGE – WIDE ANGLE

Kirk tenses and moves back to his chair.

KIRK
What just happened?

Spock is looking at his viewer.

SPOCK
Probe has been destroyed captain.

SULU
Weapons fire from the other Enterprise. I detected fire power about half of ours.
(beat)

They have old style laser cannons.

MCCOY
(agitated)
Jim, are they trying to provoke us or what?

Kirk sits hard in the command chair, exasperated.

KIRK
I'd like to work with them but they don't make it easy.

(to Uhura)
Open a channel, lieutenant.

Kirk motions Spock to step back and he complies, somewhat surprised.

UHURA
Yes, sir. Channel open!

NEW ANGLE ON MAIN VIEWER WITH KIRK

Captain Kyle is visible with Riley II close by.

Kyle II is confused and defensive.

KYLE II
What's the meaning of your attack?

KIRK
(calmly)
That wasn't an attack. We were simply sending a probe to gather data on the anomaly.

RILEY II
You were trying to collapse it so we couldn't go back through!

Kirk senses a weak point and smiles.

KIRK
I thought you didn't believe our theory commander. Captain Kyle, I'd like to work with

you, but you're trying my patience.

Kyle II seems hesitant.

KIRK
(continuing)

If I were attempting an attack, wouldn't I protect my own ship? Do you detect any shields?

Kyle II turns to the side and speaks to someone O.C., then turns back towards Kirk.

KYLE II
You are right, this time. Continue your work, we will not interfere. Kyle out!

Kyle II's image is replaced by the anomaly.

NEW ANGLE

Kirk stands and walks over to the railing.

KIRK
(moving)
Sorry, Spock. I didn't want him to see one of their 'conquered people'.

SPOCK
Indeed; why?

TWO SHOT – KIRK AND SPOCK

KIRK
They have no alien races serving aboard. Also, their history includes a prolonged and very difficult fight with Vulcan. I didn't want your presence to

become another... issue. No offense.

SPOCK
None taken, captain, and certainly understandable, given your reasons.

(beat)
Shall I try again?

Kirk relaxes, smiles and shrugs, then:

KIRK
If at first you don't succeed... Mr. Sulu, once more please.

We hear the sound of the probe launching.

SULU (O.C.)
Probe launched and on course, sir.

CHEKOV (O.C.)
Readings coming in now, captain.

ON SPOCK
He hovers over the science console viewer.

SPOCK
Fascinating. The anomaly is an incredible achievement and quite dangerous.

KIRK (O.S.)
How so?

SPOCK
Before I lost telemetry, the probe emerged in Romulan space.

NEW ANGLE – THREE SHOT – KIRK SPOCK AND MCCOY

Kirk and McCoy exchange looks of dread.

MCCOY
Our worse fears Jim.

SPOCK
That's not all. The probe also revealed many other... 'doors'.

KIRK
Which is how our friends got here, right?

SPOCK
Correct, but what is more important, even more doors are opening.

KIRK
The Romulans have created a Pandora's Box.

SPOCK
And with every minute, Federation space is becoming more vulnerable. Ironically, so is Romulan space.

Kirk turns back towards McCoy, deep in thought.

KIRK
This situation goes way beyond just getting that other ship out of here. We could be at the doorway of a mass invasion from multiple points.

MCCOY

As Scotty would say, the haggis is in the fire for sure.

KIRK

Were you waiting for an invitation, Mr. Spock?

KIRK

Not if we feed it anti-matter.

ON KIRK

Kirk is tense and McCoy isn't helping.

KIRK
(frustrated)

I know Bones, believe me I'm trying to come up with... something.

Kirk stares at the main viewer.

KIRK'S P.O.V.

The anomaly fills the viewer, vast and menacing.

Off that view...

FADE OUT.

END OF PART ONE - ACT
THREE

PART ONE - ACT FOUR

FADE IN:

ACTION IS CONTINUOUS
FROM ACT THREE

EXT. SPACE – U.S.S.
ENTERPRISE AND H.M.S.
ENTERPRISE AND ANOMALY

The two ships are motionless with the anomaly in B.G.

INT. ENTERPRISE – BRIDGE –
WIDE ANGLE

SPOCK

I believe I may have a solution of sorts, captain.

Kirk needles Spock a little.

ON SPOCK

SPOCK

No, sir, just waiting for Dr. McCoy to conclude his observations.

(beat)

I believe the reason the other doors are opening is due to the instability of the anomaly. This is the result of the fluctuation of the power levels required to keep the anomaly functioning.

KIRK (O.S.)

Does that help us?

SPOCK

When the first probe was destroyed, it revealed a weakness. The anomaly absorbed the energy. Evidently it uses local sources to supplement its basic source.

THREE SHOT – KIRK, SPOCK
AND MCCOY

MCCOY

So?

SPOCK

So, we provide it with all the power it needs.

MCCOY

(confused)

How the devil does that help us? Won't it just get bigger?

We see the light go off in Kirk's face.

SPOCK

Precisely, captain.

BRIDGE - WIDE ANGLE

The crew is encouraged by the solution.

SULU

All we have to do is use some anti-matter from the engines!

CHEKOV

But how much is enough?

SPOCK

That is the difficult part.

MCCOY
(sarcastic)

Uh oh, here he goes again.

SPOCK

I believe it will take most of our reserves.

MCCOY

No warp drive? Won't it take... forever to get home?

KIRK

Not to worry doctor, Star Fleet has help on the way.

(to Uhura)

How long before the cavalry comes over the hill, lieutenant?

UHURA

At last report sixteen hours maximum, sir.

ON SULU

He's deeply concerned.

SULU

That's a long time to sit on the Romulan frontier, especially if they're looking for a confrontation. It may be made more difficult if they find out we were the ones responsible for destroying the anomaly.

ON KIRK

KIRK

Tactical evaluation appreciated helmsman. You have summed up our situation quite well and it's not very encouraging.

Kirk is in thought for a few beats, then:

KIRK

(continuing)

What about our friends? How do we take care of them?

SPOCK (O.S.)

I will leave that up to you sir.

Kirk looks surprised, then amused.

KIRK

Spock? Are you passing the buck?

NEW ANGLE

McCoy is also amused and teases Spock.

MCCOY

You can neutralize that energy... thing, but can't deal with the Queen's own?

SPOCK

(indignant)

Doctor, I simply cannot do everything.

MCCOY

Well, at least I've lived long enough to hear that!

The bridge crew is amused; Kirk admonishes McCoy.

KIRK

Remember, Bones, you defended him while we were on the other ship.

Spock reacts visibly to the statement.

SPOCK

Why, thank you, Doctor.

McCoy throws his hands up in exasperation.

MCCOY

Great, now he'll be insufferable.

AS BEFORE – ON KIRK

KIRK

(smiling)

Okay, Spock, I'll handle it. Start your calculations and preparations. Work with Scotty. See how much energy will be left for us. I warn you though, you're going to have a fight with our chief engineer.

ON SPOCK

SPOCK

At least I will not be battling the Romulans... or Dr. McCoy.

(beat)

One final word captain. If the other Enterprise does go back through the anomaly, there is no guarantee they will emerge in their own universe. The longer they wait, the more the odds will be against them as other doors continue to appear.

WIDE ANGLE

The entire bridge crew reacts to the statement.

CUT TO:

EXT. SPACE – THE TWO STARSHIPS AND ANOMALY

Both ships remain motionless.

INT. U.S.S. ENTERPRISE BRIDGE – ANGLE ON VIEWER

Kirk is in conference with Kyle II and Riley II.

KIRK

... so you see Captain Kyle, time is of the essence. We must close the anomaly and you need to return as soon as possible. Every minute you wait, decreases your chance of returning successfully.

KYLE II

And how do we know your data and theories are correct?

KIRK

My science officer has gone over the figures several times and we've run multiple computer simulations.

KYLE II

Perhaps if we could consult with your science officer...

Kirk looks trapped and improvises.

KIRK

Well... he's rather busy right now, but we will be glad to transmit all our findings for review, if you wish.

INT. H.M.S. ENTERPRIZE – BRIDGE – TWO SHOT – RILEY II AND KYLE II

KYLE II

Very well, transmit the data and we'll study it. Captain Kyle out.

Kyle II turns to Riley II.

KYLE II

(continuing)

Well, Number One, bit of a sticky wicket, eh?

RILEY II

He's hiding something. I'd stake my life on it. They're trying to get rid of us for some purpose other than the one they claim.

KYLE II

Dash it all! Prepare the Royal Marines, then power up the energy-matter devices.

Riley II makes a snort of disgust.

RILEY II

Must we, sir? I truly despise those... bloody contraptions.

KYLE II

Many of our people do, but they have allowed us to surprise a great number of our enemies.

He pauses for a few beats then gets quiet.

KYLE II

(continuing)

I think we should surprise these people as well. Order a full complement of weapons and equipment. Then tell the marines that they'll have their hands full. These blaggards seem to be a bit sharper than most colonials, right?

RILEY II

Yes, sir.

EXT. SPACE – CLOSE ON U.S.S. ENTERPRISE ENGINES

The glow is fading from the engine nacelles.

INT. ENGINEERING – CLOSE ON CONTROL PANEL

Spock and Scott are working at the console with many N.D. engineers in the B.G.

SCOTT

I dinna kin... I mean I don't like the idea of draining the engines so close to Romulan space.

SPOCK

Mr. Sulu had the same objection. However, would you rather have every Romulan ship appear unannounced in Federation space?

SCOTT

Well, since you put it that way.

SPOCK

I do, Engineer. How much longer?

Scott checks the console for a few beats, then:

SCOTT

I'd say just about twenty minutes.

SPOCK

Very well Mr. Scott, I'll leave you to complete your work. I shall report to the captain.

Spock turns and exits quickly, leaving Scott staring at the main control board.

CLOSE ON SCOTT

He's despondent and exasperated.

SCOTT

(to self)

My poor wee bairns...

BRIDGE – ANGLE ON KIRK AND UHURA

UHURA

Captain, I'm picking up a group of signals.

Kirk tenses and turns to Uhura.

KIRK

Locally?

UHURA

(nodding at viewer)

No, sir; from the anomaly.

Kirk rises and moves to Uhura's station.

KIRK

(moving)

Can you make them out?

Uhura is busy working the communications board.

UHURA

(working)

It's as if someone 'uncorked a bottle'. I'm getting all sorts of gibberish.

Kirk is now standing by Uhura, concerned.

KIRK

Can you isolate any of them?

ON UHURA

She makes a few adjustments to the board and her earpiece, concentrating.

UHURA

(working)

I can sort out two.

(beat)

First one is definitely Romulan. The second is for our friends. Commander of Her

Majesty's Royal Fleet requests an immediate communication from HMS Enterprize.

AS BEFORE – ANGLE ON KIRK AND UHURA

Kirk thinks for a few beats, then:

KIRK

Stay on the Romulan signal and get it decoded as soon as you can.

Uhura smiles knowingly.

UHURA

Already on it, sir.

NEW ANGLE

Kirk returns the smile and is about to return to the command chair when Spock exits from the turbolift.

SPOCK

Mr. Scott and I are nearly ready to deal with the anomaly.

KIRK

Good timing. Uhura just picked up Romulan signals and a call to our friends too.

UHURA

Sir, Romulan signals increasing in strength and numbers.

SPOCK

(to Kirk)

As I suspected, we may have additional visitors, Captain.

Kirk rushes to the command chair.

KIRK
(moving)

Yellow alert Mr. Sulu! Precautionary; shields and screens.

NEW ANGLE – ON COMMAND SECTION

Sulu activates controls, lighting changes to reflect condition.

SULU

Shields and screens, aye sir.

CHEKOV

Reminder from Mr. Scott, sir. Maneuvering limited to sublight only.

KIRK

Duly noted ensign. Let's hope --

SULU

(interrupting)

Romulan ship emerging from anomaly, sir!

KIRK

Red alert! Charge phasers and stand by photon torpedoes!

Klaxon sounds, lighting is changed to note new condition. Sulu's weapon's console hood rises.

SULU

Aye, sir! Phasers and torpedoes.

FADE OUT

END OF PART ONE - ACT FOUR

Upcoming Events

Sept	3	4 p.m. Ship Meeting Texas Steakhouse, Morrisville
	8	50th Anniversary of <i>Star Trek</i>
Oct	1	4 p.m. Ship Meeting Texas Steakhouse, Morrisville
	22	Crystal Coast Con MacDaddy's, Cape Carteret
Nov	5	4 p.m. Ship Meeting Texas Steakhouse, Morrisville
	15	Ballots due for STARFLEET Election

DON'T FORGET TO CHECK YOUR STARFLEET STATUS

THE WRIGHT STUFF
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