

THE WRIGHT STUFF



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THE WRIGHT STUFF

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Publisher J.R. Fisher
Editors Elaine Pischke
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

The crew of the [International Space Station](http://www.nasa.gov) snapped this image of the full Moon on April 30, 2018, as the station orbited off the coast of Newfoundland, Canada. The station orbits 220 miles, or 354 kilometers, above the Earth, completing one trip around the globe every 92 minutes. Cruising along at 17,200 miles, or 27,700 kilometers per hour, the astronauts experience 15 or 16 sunrises and sunsets every day.

<https://www.nasa.gov/image-feature/full-moon-over-newfoundland>

The Center Seat By John Troan

My thanks to all who were able to volunteer at [Artsplosure](#) and the [BalloonFest](#) in May.....

.....and now it's time to start looking ahead to Raleigh Supercon! As I've mentioned (too many times?) already, Supercon is July 27-29. (We'll also have to plan for a few things from the U.S.S. *Charon* out of High Point, who will be helping to staff the space.) If you don't already have your tickets, please check your calendars and buy them soon – there's some expectation that they might sell out during advance sales, especially the Saturday-only tickets. We do have a couple of tables, plus four of us have the Exhibitor badges that will let us in early every day for setup.

I plan to use our July meeting to do our event planning – particularly who will be bringing what and what setup and “teardown” we'll need to do each day. (Most of the space will be kept intact overnight during the con, but the valuable stuff will need to come home each night.)

Sometime after the dust settles from Supercon, I'd like for us to start looking at creating our chapter handbook. Material will be culled from my various “Center Seat” articles, the STARFLEET handbook (with attribution), and other ideas from the crew on what should be included. I expect that this will be an evolving work, even after it's “finished.” If we miss something, we'll simply go back and add it in the next revision. ☺

As mentioned at the May meeting, we now have both of our credit card readers in our possession – Larry Cox and I each have one – and connected to our PayPal account. (On a side note, the updated [web site](#) design includes a link to accept donations, positioned as part of the social media links on every page.)

Esse Quam Videri

Comp Ops Report By John Troan

The very long-promised web site content management system is done! I've got the now-revamped [web site](#) up and running on a test server and will be rolling it out as [this issue is posted](#) to the web site. Moving forward, it'll now be a *lot* easier to make changes across all hundred-plus web pages on the site.

One big addition is a set of links to all of our social media platforms on every web page. The second big addition is a previously-discussed “For Sale” area that we can post (*Trek*) items for sale by members of the crew.

Of all the NASA press releases I've recently gotten, this one stands head and shoulders above the rest – [Take a Virtual Trip to a Strange New World with NASA](#). (This is their title.)

“Are you looking for an exotic destination to visit this summer? Why not take a virtual trip to an Earth-size planet beyond our solar system with NASA's interactive Exoplanet Travel Bureau?”

I looked through the Travel Bureau a little and saw that they even have those traditional travel posters for each destination. Someone (or some ones) had a lot of fun putting that together!

Engineer's Report By Brad McDonald

STAR TREK / STAR WARS

When *Star Trek* premiered, I was fascinated by a number of aspects and over the years of various series and movies, a few things stood out. Some of these are the reason that *Star Trek* and *Star Wars* are so different. Let me illustrate.

Let's start with the most basic of all points. *Star Trek* is about us, not a galaxy far, far away. The characters in *Star Wars* may look, act and talk like us, but they aren't.

Star Trek is an optimistic look at a future that we hope will be. There is something to look forward to, no matter how bad it may be now. I can't really connect to *Star Wars*. It's about ‘somebody else’, not humanity. Yes I know, their universe is a parable for ours or something like that. Still, it's not the same. Mostly, though it's about basic survival of (What are the people of *Star Wars*?) their kind. It's a bit redundant; beat Darth Vader and the Emperor, beat Snoke and Kylo Ren. Destroy the death star, destroy death star II, destroy death planet. And always beat the Sith, and so it goes. Can we get this recording unstuck?

Yes, *Star Trek* has its battles, but they seem to be more... varied. More importantly, the enemies seem to be more three-dimensional. The aliens in *Star Wars* may be a more varied group and in larger numbers, but that is mostly due to the budgetary restrictions of TV productions, and not imagination. When asked why most of the aliens in *Star Trek* were bipedal humanoids, the response was, “Send us an actor who isn't and we'll use them.”

But the *Star Wars* aliens are mostly window dressing, the *Trek* aliens are not. Alien cultures are discussed, compared to and became major story lines in themselves. This was true for the Vulcans and Klingons, but even some of the other aliens were highlighted as well. In *Star Wars* we know more about R2-D2 and C3PO than Chewbacca and his people.

Originally, Spock was intended as an observer of human behavior, but over the many series and movies, we got a really good look at Vulcan culture, history and psychology. But the real eye openers about the Vulcans were the ability to mind meld, adherence to logic and the rejection of ‘foolish human emotions’. It was a major revelation and Spock became the poster child for coolness, sorry Steve McQueen.

Perhaps the most striking of all the Vulcan abilities was the ability to preserve the sum total of a person's knowledge, the Katra, at the time of death. What a wonderful concept! No wonder the Vulcans were so

advanced. Their knowledge and experience dated back centuries and countless lifetimes, not just one!

While we've had a good look at Vulcans, the most detailed aliens are the Klingons. From shadowy, Russian-like antagonists of the 60's, their history, culture and psychology became very well-known over the years of *Trek*. We saw Klingons evolve and change, eventually becoming a Federation ally. In the end, Klingons became understandable and even sympathetic characters, equaling humans.

Another aspect of *Star Trek* that I liked was their 'advanced technology'. The *Enterprise* itself was wonderful and such an imaginative and stylish design, with warp speed, phasers, tractor beams, scanners, shields, screens and much more. Most impressive to me, though, was the transporter. Roddenberry admitted it was created to limit expensive special effects photography that would show shuttlecraft landing and taking off every week. The idea of transporting is very cool. Just beam over, say hello, take care of business, then go home.

Another great technology from *Trek* was the cloaking device. It's referred to in *Star Wars*, but I'm not sure if it's ever used much, if at all. When it first appeared (maybe that's the wrong word), I was really impressed and thought how great that was. *Trek* writers have a lot of imagination!

Perhaps the greatest technology is the ability to time travel. Maybe it's more of a process than a technology, but *Trek's* warp drive makes it all possible. *Star Wars* ships 'jump' from point A to point B so I don't think they can sight see, far less time travel. Anyway, it's great part of the *Trek* universe and has given the fans a number of outstanding stories. (If the *Star Wars* crew had time travel, they could go back in time and eliminate the Sith... no more problems!)

One more bit of *Trek* tech that I thought highly of, the universal translator. The concept was brilliant. Not only did it solve the 'why does everyone speak English' problem, it's a logical progression of technology.

We're almost there now with various electronic translators currently offered. With all the aliens in *Star Wars*, I would think the universal translator would be most useful.

In the overall scheme of things, *Star Trek* seems to have a better variety of problems. The 'morality plays' that made up the bulk of *Star Trek* series, focused on any number of issues stemming from the current events of the times or even dealing with the past. Apart from hostile aliens/entities, there were natural disasters, man-made problems, personal issues, political intrigue and much more. The *Trek* universe deals with the evolving human and alien condition.

Star Wars is all about defeating something: the Trade Alliance, the Empire or the First Order. Yes, they also deal with other issues, but ultimately they are all tied to the issue of defeating the superpowers that be. The incredible *Star Wars* technology is basically smoke and mirrors, to distract us from the 'one trick pony' of the limited scope; Always the Jedi vs. Sith, then Rebels vs. Empire, Resistance vs. First Order and so on. Look at all the super big whatever and all the major battles and explosions. However big the item is, it's just a bigger target for the 'good guys'. How many star destroyers, super star destroyers, death stars, death planets, dreadnoughts, etc., have been blown up? It's redundant and becoming really boring.

Actually, the ongoing debate of *Star Trek* vs. *Star Wars* is an unfair comparison, but maybe not for the reasons you are thinking. I maintain it's an apples and oranges situation simply because *Star Trek* is science fiction and *Star Wars* is fantasy fiction. Writers, producers and others working on *Star Trek* often consulted with NASA, JPL and other authoritative sources for material, to obtain clarifications on certain topics and what was in store for the future. Evidently they did their homework as many things portrayed in *Star Trek* came true over the years. In *Star Wars*, anything goes.

Star Trek tells stories. Sometimes, no shots are fired; sometimes there

are no bad guys, just a good story. It's about drama, generally good story telling, sometimes fun and even funny. But it's about people, not technology, big space and land battles and major special effects.

I'm not anti-*Star Wars*, far from it. I just hope they can get away from the same old thing and get better stories. Hopefully, the Han Solo movie will make the change and give us something really different.

Quartermaster's Report By Larry Cox

Many thanks to all who have made donations to the treasury. Remember that suggested donations are only \$12.00/year. Where else can you get this much fun for only a dollar a month?

Inventory

- 1 Travel mug \$24.00
- Monochrome tee shirt \$17.00:
1 XL black
- Full-color tee shirts \$20.00:
2 L Black
2 L White
1 XL red
2 XL black

If enough people are interested in other types of merchandise, I'd be glad to check on the availability. I think stickers would be fun but there would need to be a serious demand to get an order together for them. Just a thought.

Science Report

By Diane Ripollone

World Environmental Day

The logo for 'BEAT PLASTIC POLLUTION' features the word 'BEAT' in large, bold, orange letters, with 'PLASTIC' and 'POLLUTION' stacked below it in green, bold, sans-serif font.

By the time you read this article “World Environmental Day” might be over; it’s happening on June 5th. But I thought this was an important topic and should be discussed in this newsletter. I know we are always talking about space, and usually I write something about our current space explorations. I think this will be a great change.

So, what is “World Environmental Day?” This year it’s the BEAT PLASTIC POLLUTION day. There is a great video that discusses the cause and what you can do to help; [Beat Plastic Pollution](#). On the website ([World Environmental Day](#)) there is tons of information about plastic pollution and what dangers it is presenting to our environment. Today most plastics are not biodegradable. When the plastic breaks down, it creates microplastics. These are the most difficult to remove from our oceans. Any plastic item made from polystyrene foam can take up to thousands of years to decompose. We have seen in recent months more whales, dolphins and other fish killed by these plastics. Today they can be found in commercial table salt and “90 percent of bottled water and 83 percent of tap water contain plastic particles.” Amazing! As a matter of fact, these microplastic particles are turning up in humans. What does this mean for our future health? They are

not sure. But common sense tells us this can’t be good. There are benefits to using this plastic. It’s cheap, lightweight and easy to make things. But like anything else, we are overusing it and it’s not sustainable. Sometimes a good thing really isn’t a good thing. Just look at these statistics the website cites:

Global Plastic Pollution by the Numbers

- Up to 5 trillion plastic bags used each year
- 13 million tonnes of plastic leak into the ocean each year
- 17 million barrels of oil used on plastic production each year
- 1 million plastic bottles bought every minute
- 100,000 marine animals killed by plastics each year
- 100 years for plastic to degrade in the environment
- 90% of bottled water found to contain plastic particles
- 83% of tap water found to contain plastic particles
- 50% of consumer plastics are single use
- 10% of all human-generated waste is plastic

I don’t know about you, but this really stuck with me. Then I started to think how I could help. First, use the principle “if you can’t reuse it, refuse it”. I know another way for me to help

The logo for 'Beat Plastic Pollution' includes the text 'Beat Plastic Pollution' in blue, the tagline 'If you can't reuse it, refuse it' in red, and the hashtag '#BeatPlasticPollution' in black below it.

is to educate my students, which I intend to do next year. Plus, this shouldn’t be just one day. This should be every day. I’m also going to participate in the data collection with the app, <http://worldenvironmentday.global/en/get-involved/lets-clean>.

Using the The Litterati app, you take pictures of plastic garbage, tag the item and then dispose of it. Something I can easily do. So, join me, take up the cause at the next meeting. Don’t ask for a straw, use reusable coffee cups, use a water bottle, etc. Larry has some nice coffee mugs for sale! Here are some other suggestions:

- Separate waste for recycling
- Avoid single-use goods like cutlery and cups.
- Avoid buying over-packaged products.
- Use fewer single-use plastic bags.
- Ask food delivery companies to exclude plastic cutlery from deliveries.
- Use re-fillable containers for food and drinks.
- Check how recyclable products are before you buy them, and educate friends and family about the plastic crisis.



ST: TOS – “Hades” by Brad McDonald

When I started writing “Hades,” it was going to be a standard, one-hour TV script. To be as authentic as possible, I did a lot of research on various desert-dwelling people. I tried to write a story that was true to the Vulcan mythology and history. There was also an effort on my part to show the diversity of the *Enterprise* by showcasing a few crewmembers that we hadn’t seen before. These crewpersons had special skills that were essential for the success of the mission. To get all of this done, I wound up creating a rather long story. Therefore, I had to make this a two-part story.

It took a long time to put this together, as I had to refer to the research work many times. The story developed slowly, even though I had a detailed outline. I think the problem was that the outline was a bit too detailed.

As before, with a previous long story, there was no real template for a two-part story of the original series. The only two-part story was the combination of the original pilot episode, “The Cage” and the story line added of Spock’s court martial, to become “The Menagerie” parts 1 & 2.

It wasn’t done the same way as the two-part stories in subsequent series. Therefore, I borrowed from *Star Trek*’s sister production, *Mission Impossible*, and used their approach. I did this on a previous story and since I did not hear any complaints, I hope that is okay.

“Hades” was difficult to write and a lot of details and such had to be edited to fit the format, maybe I can include some of those items in a later short story. For now, I hope you enjoy what is here...

PART I - TEASER

FADE IN:

EXT. SPACE – ENTERPRISE

The ship is at warp speed.

INT. SHIP – BRIDGE – WIDE ANGLE

Present are KIRK, SPOCK, UHURA, SULU and CHEKOV with N.D. crew at other stations. Kirk is walking about, checking stations and looking at readouts.

KIRK’S VOICE

Captain’s log, Stardate 7507.3. Enterprise is on the way to Star Base twenty-four for an overdue rest after several missions in uncharted space. I fear my crew is weary from staring at screens and logging information, day in and day out. Everyone is eager to start shore leave.

SULU

I’m ready for a few days of relaxing in an open field and just enjoying nature.

CHEKOV

(joking)

I intend to visit the nearest bar and see if they have vodka. Then I’ll see there’s none left before I leave.

UHURA

Sorry gentlemen, I’m going to find a nice spa and soak in a tub for about six hours.

ON KIRK – CAMERA FOLLOWS ACTION

Kirk is smiling at the comments and moves to Spock’s station.

KIRK

(moving)

Mr. Spock; how’s the survey report coming along?

He stops next to Spock.

TWO SHOT – KIRK AND SPOCK

Spock turns to face Kirk.

SPOCK

I shall complete it within the hour, long before we arrive at Starbase twenty-four.

KIRK

Excellent Mr. Spock, you never disappoint.

WIDE ANGLE

Kirk smiles broadly and turns to Uhura.

KIRK

(continuing)

Lieutenant, inform Command that our report will be delivered ahead of schedule and we will arrive at Starbase twenty-four...

Kirk turns to Chekov.

KIRK

(continuing)

ETA navigator?

CHEKOV

Five hours, thirteen minutes, sir.

KIRK

(to Uhura)

Forward that to Command Uhura; five hours, thirteen minutes.

ON UHURA

UHURA

(smiling)

Gladly, sir. Sending —

She stops abruptly and looks concerned. Then adjusts her earpiece and console.

UHURA

(continuing)

Captain? Incoming. It’s Starfleet Command. Audio only.

ON KIRK

He’s dismayed and annoyed.

KIRK

(to self)

Can’t they wait an hour for our report?

He steps closer to Uhura.

KIRK
(continuing)
I'll take it here, Uhura.
UHURA (O.C.)
Ready, sir.

KIRK
Kirk here!

FITZGERALD'S VOICE
Kirk? Admiral Fitzgerald. I've got a change of orders for you.

Kirk rolls his eyes; he's disappointed and it shows.

KIRK
May I remind the Admiral that we are overdue for leave...?

He leaves the statement unfinished and hopeful.

FITZGERALD'S VOICE
Sorry, Kirk, it's a high priority and you're in the area. All available information and a full mission brief is attached to this transmission.

Kirk looks defeated.

KIRK
(half serious)
I'd like to protest, officially, sir.
(beat)
May I know where we're going?

FITZGERALD'S VOICE
(matter-of-factly)
Absolutely, Captain; you're going to Hades.

Kirk looks surprised.

Off his reaction...

FADE OUT

END OF TEASER

PART I - ACT ONE

FADE IN:

EXT. SPACE – ENTERPRISE

The ship is at warp speed

INT. CONFERENCE ROOM – WIDE ANGLE

Present are Spock, McCoy, Uhura, Sulu, Chekov and SCOTT. Kirk enters at a clip and takes a seat.

KIRK
We have a new assignment. I know everyone is a bit tired, but I'm sure we can handle it.

Kirk looks to Spock and nods.

KIRK
(continuing)
Spock, let's start with some background information.

ON SPOCK

SPOCK
Our assignment is the planet Olin. It is isolated and inhospitable in more ways than one.

SULU (O.C.)
How so, sir?

SPOCK
The planet is similar to Vulcan, very hot and arid. By definition, a desert receives less than ten inches of rain annually, Olin receives less than five.

MCCOY (O.C.)
There goes shore leave.

Spock ignores McCoy's comment.

SPOCK
All resources are limited, but particularly water. Total population of the planet is less than that of a single large city on most planets. And the locals are... unfriendly.

ON MCCOY

MCCOY
(agitated)
So why are we going Jim? What's the attraction?

NEW ANGLE

KIRK
It's simple Doctor, they have something we want.

CHEKOV
Such as?

SPOCK
Dilithium crystals and much more.

SCOTT
How much more?

SPOCK
Virtually everything, Engineer; pergium, zeinite, tritanium, and murinite just to name few.

Scott whistles low in appreciation.

SULU
Why now? Why haven't they developed these resources before?

KIRK
Mostly because they are recent discoveries, but also due to the fact they dislike and distrust outsiders and haven't needed help before now.

UHURA
I wouldn't think they'd have many visitors out here anyway.

ON KIRK

KIRK
True enough, but prior to this they didn't really have a lot to offer to anyone.

(beat)
There's one more thing. Olin is running out of water.

WIDE ANGLE

UHURA
On a desert planet? I can't think of anything worse. Can we help them?

KIRK
(smiling)
That's part of the reason we're here. Although the inhabitants are hard fast xenophobes, someone there contacted the Federation, which is how we know about their discoveries and problems.

MCCOY

Sounds like this mission isn't going to be easy.

SPOCK

Far from it, Doctor. I would say it will require a lot of patience.

CHEKOV

So what exactly is our mission?

AS BEFORE - ON KIRK

KIRK

Establish contact, generate trust and let them know the Federation will help, but only with their direction and cooperation. They need to know we won't use force.

SCOTT (O.C.)

Unlike the Klingons or Romulans, right, sir?

KIRK

Precisely. So far, Olin's new resources are a secret, but that won't last long.

AS BEFORE – WIDE ANGLE

SULU

But out here, in the middle of nowhere, they are vulnerable and could be subject to interference from... anyone.

SPOCK

Which is why the Federation will offer protection in exchange for dealing with us.

MCCOY

This isn't exactly the heart of the galaxy.

CHEKOV

Won't that put a strain on Starfleet resources?

ON KIRK

KIRK

Yes, but it would show other fringe worlds that we can be trusted and it might encourage them to consider joining the Federation as well.

AS BEFORE – WIDE ANGLE

UHURA

There's a lot riding on this. It's not just a routine contact mission.

SPOCK

An astute observation, Lieutenant.

SULU

What's next, sir?

CLOSE ON KIRK

KIRK

We get there as fast as possible and prepare for our contact work.

(beat)

Mr. Scott, I know we're due for an overhaul, but could you manage a bit more speed for us?

SCOTT (O.C.)

Aye, sir. I can manage that.

KIRK

Good. Then I want each of you to put together a presentation of what we can do to help them.

NEW ANGLE

Everyone seems eager to start the process, Kirk is pleased.

MCCOY

Not to rain on your parade, Jim, but what if they don't want anything to do with us?

ON KIRK

KIRK

Then we have a major problem. Command wants this resolved before we get any time off.

EXT. SPACE – ENTERPRISE

The ship is moving at warp speed.

KIRK'S DUTY OFFICE – ANGLE ON DOOR

Kirk is busy when his door chime sounds.

KIRK

Come!

Spock enters with a tricorder in hand.

SPOCK

(moving)

I hope I am not interrupting, but I have the information you requested.

KIRK

Very well, proceed.

Spock takes a seat and becomes immersed in the report.

ON SPOCK

SPOCK

(off tricorder)

Olin is similar to Earth in size, density, atmosphere and more except the heat of course, with a planetary mean temperature of 121 degrees Fahrenheit.

TWO SHOT – KIRK AND SPOCK

Kirk attempts a bit of humor.

KIRK

That's pretty mean all right.

Spock looks surprised and confused.

SPOCK

Sir?

KIRK

A joke Spock... never mind. I'm beginning to understand how Olin got its name. Continue please.

AS BEFORE – ON SPOCK

SPOCK

Olin's government is based on community councils with council chairpersons meeting but once a year to discuss issues on a planet wide basis. This is due to the great distances between the isolated pockets of habitation.

KIRK (O.C.)

Any industry?

SPOCK

Not really; only what is essential and that includes very limited space travel.

KIRK (O.C.)

Due to their xenophobic nature?

SPOCK

Essentially correct. There is also a certain sense of pride of being independent and on their own. Not an unreasonable trait. However, their recent water crisis is responsible for stifling any type of growth, even population.

TWO SHOT – KIRK AND SPOCK

KIRK

What are they doing about it?

SPOCK

Desalinization, reclamation of all types, harvesting asteroids, even drilling... everywhere.

KIRK

Sounds a bit... desperate.

SPOCK

It has been my observation that desperate people do desperate things.

Kirk thinks for a few beats, then:

KIRK

I suppose the massive drilling lead to the ore discoveries.

SPOCK

Again, correct, sir.

KIRK

That's all for now, Spock. Thank you very much.

Spock rises and exits quickly as Kirk watches. After the door closes:

KIRK

(to self)

A mean temperature of 121; Hades indeed.

Off Kirk's comment...

DISSOLVE TO:

EXT. SPACE – ENTERPRISE AND OLIN

Enterprise is in orbit around Olin.

INT. ENTERPRISE – BRIDGE – ON COMMAND SECTION

All senior officers are at stations.

KIRK

Helm; standard orbit.

SULU

Aye, sir, standard orbit.

KIRK

Very well. Uhura, let's knock on the door and see if anyone is home.

NEW ANGLE

SPOCK

Our intended contact is the current Chief of Councils... a Mister Benel.

UHURA

Aye, sir. Hailing frequencies open.

There's a few beats of quiet as Uhura works her console and adjusts her earpiece, then:

UHURA

(continuing)

I have him, sir, on visual.

KIRK

Very well, Uhura, put him through.

ANGLE ON MAIN VIEWER

Kirk stands and uses his best diplomatic manner.

KIRK

(continuing)

Chief of Council Benel. I am Captain James T. Kirk of the starship Enterprise, we represent the United Federation of Planets.

Benel is unimpressed and stoic.

BENEL

State your business, Captain.

KIRK

We are here to discuss the possibility of establishing diplomatic relations and perhaps trade...

BENEL

Unnecessary. We do not wish any outside contact.

Kirk looks disappointed but recovers quickly.

KIRK

Perhaps we could look into a cultural exchange. We could meet with your councils to go over your culture and history. We find independent nature... intriguing.

We can see Benel thinking for a few beats.

BENEL

I will present your proposal to the councils and let you know.

The viewer goes blank and Kirk looks relieved.

WIDE ANGLE

SULU

I thought the mission was over before it began.

SPOCK

Indeed, Captain, we can only hope that they will accept your proposal. If not...

KIRK

We'll cross that bridge when we get to it.

Spock raises an eyebrow.

SPOCK

It would be difficult to cross before getting to it.

The crew is amused.

ON KIRK

KIRK

(smiling)

Point well taken.

(beat)

Now we wait and hope for the best.

Off Kirk's statement...

FADE OUT.

END OF PART I - ACT ONE

Upcoming Events

Jul	7	4 p.m. Ship Meeting Texas Steakhouse, Morrisville
Jul	27-29	Raleigh Supercon Raleigh Convention Center
Aug	4	4 p.m. Ship Meeting Texas Steakhouse, Morrisville
Sep	1	4 p.m. Ship Meeting Texas Steakhouse, Morrisville

DON'T FORGET TO CHECK YOUR STARFLEET STATUS

THE WRIGHT STUFF
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