

TICONDEROGA TRANSMISSIONS



VOL. 17 - SUMMER 2004

USS TICONDEROGA CONTACT INFORMATION

STARFLEET COMMANDS SEVENTH FLEET

CinC: Admiral Dennis Hollinger
 Email: Admiral@Seventhfleet.org *NEW*
 Website: <http://www.SeventhFleet.org>

U.S.S. TICONDEROGA, NCC-74676

Address: 616 W. 100 N., Layton, UT, 84041
 Email: Info@USSTiconderoga.org
 Website: <http://www.USSTiconderoga.org>

COMMANDING OFFICER:

Captain Carl Stark
 Email: Captain@USSTiconderoga.org
 Phone: 801-497-9046

EXECUTIVE OFFICER:

Lt. (j.g.) Erica Abner
 Email: XO@USSTiconderoga.org

SECOND OFFICER:

Lt. Jef Sullivan
 Email: Angosian@sisna.com

STRATEGIC OPERATIONS OFFICER:

Lt. Cmdr. Bob Allen
 Email: StrategicOps@USSTiconderoga.org *NEW*

COMMUNICATIONS CHIEF:

Lt. (j.g.) Erica Abner
 Email: Newsletter@USSTiconderoga.org

CONN (FLIGHT CONTROL) CHIEF:

Lt. Dave Stock
 Email: ConnChief@sisna.com

ENGINEERING CHIEF:

Position Currently Open
 Email: TBA

MEDICAL CHIEF:

Lt. Karrie Buck
 Email: FJBuck@att.net

OPERATIONS CHIEF:

Lt. (j.g.) Tim Madden
 Email: OpsChief@USSTiconderoga.org

SCIENCE CHIEF:

Lt. (j.g.) Tonya Wright
 Email: ScienceChief@USSTiconderoga.org

SECURITY CHIEF:

Lt. Frank Buck
 Email: FJBuck@att.net

TACTICAL CHIEF:

Lt. (j.g.) Dave Wright
 Email: iamsol8@msn.com

SHIP'S COUNSELOR:

Lt. (j.g.) Brad Jacobs
 Email: TBA

ISSUE CREDITS:

TICONDEROGA TRANSMISSIONS
 ISSUE 17 - SUMMER 2004

EDITOR: Lt. (j.g.) Erica Abner

CONTRIBUTORS: Erica Abner,
 Frank Buck, Joseph Buck, Karrie Buck,
 Ray Graham, Kevin Hancock, Brad
 Jacobs, Tim Madden & Carl Stark.

The Ticonderoga Transmissions is a non-profit newsletter published as a means of communication between Star Trek fandom. It does not intend to infringe upon any rights. "Star Trek", "Star Trek: The Next Generation", "Star Trek: Deep Space Nine", "Star Trek: Voyager" and "Star Trek: Enterprise" are registered trademarks of Paramount Pictures Corp. All rights are reserved to original work herein. No copying without the permission of the individual author/artist.

DUE DATE FOR NEXT ISSUE:

September 1st, 2004

LOG ENTRIES

Captain's Log- Stardate: 57061.6

Welcome to Summer 2004. And what a summer it is. We've already had a ton of exciting events so far. I want to thank everyone who came out to Vernal last month for our annual campout. We had a ton of fun with our fellow star trek fans from the USS Kelly, USS Pioneer and USS Retributor. Members of the Pioneer traveled seven hours to join us for the excitement as we attended the grand opening of the new Dinosaur Museum. We don't get to hang out with our friends from Colorado as much as we would like.

As Star Trek fans, we are always looking forward to the future. However we should take a moment to look back at where we have come from. This issue contains a tribute to our heritage. The USS Dominion was the fan club serving Star Trek fans in the Ogden/Layton area years before the Runabout USS Euphrates launched. The USS Kelly is the mothership of the USS Euphrates and sponsored our Chapter-in-Training status until we graduated as the USS Ticonderoga. Both clubs built a foundation that has helped support and build up the USS Ticonderoga. Even now the legend of the Dominion and the strength of the Kelly help the members of the USS Ticonderoga enjoy Star Trek fun. Listed in this newsletter are several memories of the Kelly and Dominion for you to enjoy. There are several former Dominion members on the Ticonderoga and we see Kelly members at a lot of Seventh Fleet activities. If you ask them for stories, they can tell you of their favorite moments on the Kelly and Dominion. **Each Ticonderoga crewmember that gathers a story from a Dominion or Kelly member and submits it with a duty report can use it in place of one Selected ADVOT. One Selected ADVOT per club and each report must contain at least five interesting tidbits from the story. Leadership points will also be awarded for the Kelly reports because of distance issues.**

One additional note, the Slanted Fedora convention has been moved to October 22-24, 2004. The USS Ticonderoga will have a room party at this convention. Additional details can be found online at http://www.sfedora.com/salt_lake_city.html

Executive Officer's Log-

Greetings Crew! I hope you are all enjoying your summer so far.

To date, we've been camping, swimming, attended an air show, cleaned up the highway as well as a special movie ADVOT. We've even begun planning for the Seventh Fleet Olympics. The rest of the summer is shaping up to be just as busy, with a trip to Las Vegas to celebrate with Dave and Tonya. They are reaffirming their marriage vows. We also have the Ticonderoga auction, Seventh Fleet Olympics, Slanted Fedora convention, reception for myself and the Captain, a new cadet Hancock due later this summer, not to mention all the spontaneous parties that happen when it's "summer-time and the living is good", and all that is just on the ship!

Next time you see them, remember to congratulate crewmembers Danielle (formerly Andrews) and Kevin Hancock – they tied the knot in April.

As you can see, we have a lot going on the rest of the summer, so I hope you all remember to take some time to kick back and relax amidst all your running around, and don't forget the sunscreen! =)

Editor's Log-

Greetings all, and thank you for patiently waiting for this edition of the Ticonderoga Transmissions to be released.

This issue is all about our predecessors, the USS Dominion and the USS Kelly, without whom the Ticonderoga would not exist. Thanks to all who contributed to this issue, as the newsletter couldn't take shape without you.

Without further ado, here are the Dabo numbers. You have one month to claim your prize.

CO 882-011 CE ME 101-723 SY 903-847

QUOTE OF THE MONTH

"Understanding has made friends of many different people." Picard- Code of Honor, Stardate: 41235.25

DATABANKS: LT. [J.G.] MADDEP'S ENTERPRISE REVIEWS

About these reviews:

After the premiere of "The Xindi", I read through some of the online reviews. There were quite a few that were positive, glowing tributes. The negative ones did not touch on the things that I thought were not good about that episode. So I decided to write up my opinion, and publish it on my web site. These are only my opinion, so the reader does not have to agree with it.

The format for now will be the grade, the overall impression, the things I did not like, and the things I did (I like to end on a good note if possible). I will be grading them on the standard A, B, C, D, F scale.

A would mean I could find little if anything to whine about.

B would be a few things bad, but most was good.

C is about 50/50.

D is mostly bad.

F means there was nothing good at all.

The BAD:

These are the things I did not like

The GOOD:

The things I did like about this.

In Issue 15 (Winter 2003) we the season three reviews covering The Xindi to Similitude. In this edition we continue with the rest of season three from Carpenter Street to Zero Hour.

Carpenter Street

Grade: A-

Overall: A good episode. It does little to advance the main season story arc, but it did have some humor and a creepy villain. I'm disappointed by Daniels insistence that the whole human-Xindi conflict never happened. This screams a 'Dallas' style "it was all a dream". It's more of an alternate timeline, I know, but the effect is the same. So where was he in "Twilight"? However, we do know from "Yesterday's Enterprise" and the appearance of Sela later that one timeline can affect others.

Daniels' other statement that the effects of the changes have not reached his time are puzzling. In "City on the Edge of Forever", the ship, StarFleet, and the Federation vanished the second McCoy jumped through the portal. In "First Contact", the when Borg sphere opened the time hole, the Earth changed into a Borg world. I don't understand why it doesn't work the same for Daniels.

The name time tags has the potential to have some fun with. They reminded me of price tags. Attention, shoppers, we have a blue light special in the 21st century.

Again, for the record, no log entry.

The BAD:

Reptilian Xindi: They were better here, but I tend to think it was due to the low profile they needed to keep.

The GOOD:

Loomis: Here's a villain. As T'Pol stated, he is all the worst qualities in humanity. The comments about ray-guns and lizard men was an amusing touch, but the real treat was that the guy was creepy and slimy.

T'Pol: She showed some Vulcan qualities this time. A Vulcan neck pinch, some superior strength. And she had the presence of mind to shoot Loomis rather than struggle with him (after resetting the phaser to stun).

Chosen Realm

Grade: B+

Overall: The episode was very good. The plot was similar to TOS's "Let That Be Your Last Battlefield", but I did not like the implied theory that religion is the basis for fanatics and hatred. Fanatics exist in more than just religion. The depiction of suicide bombers was a nice try at a topical concept, but it could have been better. I would have liked it better if the theme had about where hatred and intolerance leads and killing in the name of a deity is wrong.

The reason for the split between D'Jammat's people and the 'heretics' is over the number of days the Makers created the spheres. I was hoping when D'Jammat deleted the data that it was a religion vs. science dispute. I might accept that this was the initial cause of a fight, but there must have been more history than that. The point seems very trivial. Something that always comes to mind when I hear about religious fanatics is L. Sprague DeCamp's *Lest*

Darkness Fall. The main character describes the rule of the Goths in 4th century Italy as enforcing tolerance on a people whose idea of religious freedom is to kill anyone who disagrees with their beliefs. Starfleet need to review computer security on starships. Why was D'Jamat able to read Archer's logs? Doesn't the computer system have an UNDELETE, or some sort of disaster recovery system? How did D'Jamat delete all the data so easily?

The first part of the episode shows the Triannon ship watching as the shuttlepod goes back to the ship. Later D'Jamat downgrades the punishment of the crew's transgressions because they rescued his crew. I had initially thought the distress call was a trick to get onboard, but I could have been wrong.

The BAD:

Triannon Fleet: After the battle between the Triannon fleet and the Enterprise, the fleet leaves. I am puzzled why there was not request to hand over D'Jamat and his followers. They just destroyed a couple of ships and killed who knows how many people. Now they are left in the hands of unknown aliens, who are proceeding to the homeworld. This does not make sense to me.

The GOOD:

D'Jamat: One of the better villains to come along. He is different from Loomis in that Loomis knows what he is doing is wrong. D'Jamat believes he is doing everything because he is right. He portrays himself as a caring, compassionate being who is pushed into doing things he does not want to do because others cannot see his 'truth'. He seems broken up by this fact. His hatred and intolerance of the 'heretics' was displayed during the battle with the Triannon ships. By this time I was rooting for Archer to show him up.

Logs: Archer does keep logs. D'Jamat tries to convince Archer that the both of them are similar because Archer shoved a guy in an airlock. Archer seemed distressed over this, and I believed he regrets the action now.

Action: The action sequence in the last part of the show was good without being overdone.

Proving Ground

Grade: A+

Overall: When I first heard a few months ago that Jeffery Combs was returning as Shran, I had high expectations for the episode. It soared way above them. Not only did he do an excellent job, but also everyone stepped up.

There were possible nitpicks. Shran could have disabled or destroyed the Enterprise at the end, but that would have been a risk. He might have been somewhat relieved to have been tricked.

I'm still amazed that the data was lost so easily. Reed seems to have a thing for alien women.

The BAD:

Not a thing.

The GOOD:

Beginning: This small recap of everything that will be referred to in this episode, plus the addition the Andorian ship, was a good idea. It would not make sense as a log entry. We get an idea they have been searching for the Enterprise for some time, but there is nothing specific.

Antennae: This was great. Kudos for the extra effort to tie the movement in with the characters mood.

Shran: Here we have a reoccurring character given more complexity and depth. He is constantly reevaluating the pink skins. He shows up to 'help', but he obviously doesn't expect Archer to blindly buy that story. The sniping with T'Pol and the digs at Vulcans in general were right on character. The conversation he has with the general shows he does wish humans and Andorians can be allies, and he is having a moral dilemma with the mission. The shocked look at the end of the show as he realized humans can employ duplicity as well as Andorians was wonderful. I could see writing a series of novels about Andorians around this guy.

Talas: This character was just introduced, but she also seems to have a dilemma with deceiving the humans. She reminds me of Susie Plakston, but there were some differences. Another character with some depth. She opens the question of who sent the weapon scans to the Enterprise. Without this, we could assume it was Shran.

Archer: Archer was put in a difficult position of not trusting the Andorians, but not wanting to insult them. He anticipates the sabotage of the sensors. Nice to see him get the upper hand while letting Shran think he had won.

Trip: His humor is showing through as he pokes fun at T'Pol for visiting engineering.

Camera Shots: The shot of the back of Archers head with antennae was great. It adds a touch of fun without making the whole thing a joke.

Log Entry: My wife and son were surprised as I let out a whoop at the words "Captain's starlog...".

Stratagem

Grade: A-

Overall: Another excellent episode. There was one thing I did not like, which I will get to in a moment. The review on Trek Nation said this was a Star Trek: Mission Impossible. I've never watched more than a few of episodes of that show, but with what I have seen I would agree. An elaborate deception is done by the entire cast. The deception falls apart later in the show, only to be replaced by one that fools the audience. The end smells of 'it never happened', but this might play into later episodes.

This is also a holodeck simulation sans holodeck. This works well as everyone in the cast is needed to support the fantasy. I'm starting to see a trend of good shows. "Proving Ground" was still better, but I am biased in that I have liked Jeffery Combs in all the roles he has done.

The BAD:

Flashback: This is getting a little overused. A linear story progression would have done just as well. I don't care how good a job the actors do, you can't convince me the ship was destroyed and the crew is dead.

The GOOD:

Archer: He shows intelligence and the same duplicity the Andorians found out about. Scott Bakula does an excellent job of showing the disgust and rage as Degra describes his feelings about the prototype. After the first deception fails, Archer does something totally unexpected; another deception. The goal of the second was simple, confirm the location of the weapon. This justifies the journey there.

Degra: This was well played. I initially thought he was a little gullible in believing Archers' tale, but that might be if your short-term memory is wiped. The character is given a good background and motivation. His shock at having been tricked again was very good.

Insectoids: These guys are given a evil reputation without really showing up. The fact that Degra accepts they did what Archer says does a lot to reinforce it.

Episode References: Gralik's tampering with the kemocite and a few other things were nice touches.

Harbringer

Grade: D

Overall: Wow. It's amazing how fast something can go downhill. The show starts with a recap of past events. This has worked well with other episodes where it ties into the story. Here, I could not see much of anything that would be part of the three plots. If you do the recap, have *some* elements of the story build on that. The main plot, finding a pod in a conglomerate of anomalies, is given very little time. More time is made for the T'Pol/Trip/Cole triangle, and the macho man face down between Reed and Hayes.

There is not much on the alien. He stuck me as a Suliban, but I guess not?

The BAD:

T'Pol: Repeat after me: "I am a Vulcan". She doesn't act like one. I'm trying to figure out what she is. She seems to go from one character to a different one in each episode. In this one she is a teenager who finds her boyfriend has been talking to another girl.

Trip: Not to bad, but I've come to expect better from Trinneer. The adolescent approach to T'Pol was disappointing, as was the exchange with Reed in the mess hall.

Hayes: Oh so close with Hayes. If there had just been some motivation for him. Say, during the fight with Reed, describing how his father took the family to a favorite camping spot, and how he wants everyone on the ship to be at the best they can be so he can do the same for his son.

The GOOD:

Cole: This was much better than Hayes. She comes off as an intelligent adult woman. She response honestly to T'Pol interrogation about Trip. They have much in common, and she finds him cute. It was easy to see why she was getting neuropressure treatments from him.

Doctor's Orders

Grade: B

Overall: The good thing about having a bad episode the week before is that your expectations are not high for the next one. In these cases it is nice to be pleasantly surprised. I was expecting something similar to Voyager's One, which it is, but much better. John Billingsley turns in a great performance as usual.

One little nitpick. When Archer is put under, his hands are folded across his chest. Other scenes of him show his hands by his side.

The BAD:

T'Pol: I realize this was a figment of a degrading mind, but I hate the simpering, I-can't-do-it female character. Give me a Jadzia Dax, Kira, or Vash, not this. The T'Pol Phlox imagines doesn't eat, handle, or take any action. Why? If he can imagine her, why can't he imagine her with a phase pistol, eating, or doing something.

Math: The disturbance is expanding, and they are still nearly a quarter of a lightyear from the edge, and need 10 weeks to make it. Think about this logically. A light year is the distance light travels in one earth solar year, or approximately 52 weeks. One quarter of 52 is 13. They are traveling at impulse because Trip does not want to risk warp. Impulse is less than lightspeed. It stands to reason that it would be 13 or more weeks. On the other hand, Phlox may have lost his ability to multiply and divide.

The GOOD:

P'hlox: As already stated, the performance was excellent. Structuring the story around another letter to Dr. Lucas in 'Dear Doctor', is good storytelling, as long as it is not used to often. Here you get a glimpse into how Phlox sees his crewmates. I get the definite impression he has something of an inferiority complex, considering how most of them showed up in his imagination yelling that he has screwed up, is screwing up, or will screw up. He seems to have the highest regard for T'Pol, considering she was the one he imagined still awake, and she pushed him on. And even at his most panicked, Billingsley gives the doctor a dry sense of humor. The naked scene played up in the promos was short, and much better done than all the scenes done by T'Pol. I am reminded of Dilbert telecommuting, were he decided clothing is pointless while working at home.

Hatchery

Grade: B-

Overall: After a small replay of pieces past, the episode starts out with a beautiful shot of the ship floating above a planet. They've detected a shipwreck. It rapidly turns into Alien, to the point where I wondered where Ripley was. One of the eggs, instead of launching a facehugger, spits at him. Maternal instincts take over.

I wonder why the good doctor brushed the Insectoid Xindi spitball off without much of an examination. It makes the story go, but isn't good practice.

The missing piece is the lack of a trademark Trek message. I was left hanging.

The BAD:

T'Pol: Still wishy-washy. Captain, don't you think you might just be taking this egg sitting a little far? Archer tells her to go to her room. Pouts about how everyone else has all the fun, and calls on boyfriend to save the day. Looks good in a Starfleet uniform, though.

Reed: He still has a chip on his shoulder for Hayes. We were told last season he comes from a long line of military men. I would think he has dealt with the Marine mind before. He berates Hayes for playing video games when it did give him a method for stopping the Xindi ship. He maintains the smug attitude after Hayes admits he was wrong.

The GOOD:

Trip: Trinneer gives a good performance. He agonizes over whether Archer is obsessed, and then again when he does something about it. He does spend a lot of time wavering over what to do. After most of the senior officers are locked up, he finally has no choice. He is not happy with the action even after the resolution.

Archer: He gives enough believable stories about how we need to prove we are not the enemy that you question what his real motives are. The story about Grandpa was a good tie in to the original (and when was the Eugenics Wars last brought up?)

Azati Prime

Grade: B+

Overall: A good episode, with a few flaws. I loved the visuals of the Xindi pod over the water, and the battle between the *Enterprise* and the Xindi ships had some great shots. *Enterprise-J* was a good homage to the other series.

One nitpick is after destroying the outpost, you should assume the Xindi are going to wonder why it doesn't respond and come looking. I would have thought Archer would move the ship, but that didn't happen. It was a big tactical mistake, and it could have been added while still having the climatic battle scene. They also did not learn anything from the pod, so there was nothing to take advantage of during the battle.

Mayweather did have a valid point: Archer is the most valuable member of the crew, he should not be the one in the pod. He is also not qualified to pilot it.

The BAD:

Selling the story: Archer did not do a good job of convincing the Xindi about the medallion and the future. It's a hard sell anyway, since he was caught driving a bomb to it. It didn't have the emotional force Kirk would have done, or the calm reasoned approach of Picard. Degra bought it all the same.

T'Pol: I have to agree with Trip. What is wrong with her? She is in command, and needs to be seen, not hide in her quarters. She had the look of a lost puppy at the end.

The GOOD:

Trip: Trip have some good lines, and adds some humor. He also goes after T'Pol when Archer leaves to take command and lead, instead of hide.

Mayweather: He can talk! Plus he gets some good lines, and he worked well with Trip.

Archer: Despite some bad decisions, he gives a good speech before leaving the ship. The agony over what he has had to do to get here was well acted.

Visuals: These were first rate. The scene of the Xindi pod over the water was breathtaking, and of the battle.

Damage

Grade: C

Overall: Over the last few weeks of reruns, I checked out a copy of David Gerrolds' "The World of Star Trek". In it, he says the best Trek shows put one of the main characters in the position of making a hard choice. This was one of those. The episode also brings to mind Deep Space 9's 'In the Pale Moonlight', which was one of my favorites. Unfortunately, it falls short of that show. There is no Garak to do what Archer doesn't want to.

I'm not quite sure why the Xindi council takes Degra's word on Archer, sight unseen. Not one of the other species wanted to talk to Archer, and try and verify the story. On the other hand, we get to see who's behind the door: a sphere builder. Some of the council is suspecting they are being manipulated, and they don't like it. For that reason I didn't lump this into one of the categories below. The builders high handed approach was grating - "Don't bother me with questions, and don't call unless all of you are here". That would explain why the other council members might let him go, but I would think they might talk to him first, and get both sides of the story.

The short hiatus gave me a bias toward this episode. We are left with the ship losing a battle, and the captain is in enemy hands. I speculated about how this might be resolved. The favorite was the old 'cavalry over the hill' scenario, with Shran and the Andorians as the rescuers. Shran could have filled the role of Garak for Archer.

The aliens who lose the warp coil reminded me of Cardassians (of course, it was Casey Biggs). The rope shoulders were missing, but they were close. It would have been another interesting tie-in if they were, and we could see them pre-DS9. The hints given in the last season of TNG was that they were peaceful at one time.

The BAD:

Phlox: Usually his performances are good, but I have to question why he let the second in command go after learning of her drug problem. I would have thought that fit the definition of medically unfit for duty. He could have done this without compromising his doctor-patient ethics.

T'Pol: So T'Pol is a drug addict. Jolene Blalock did a good job with it. I did pick up on the irony of a over-emotional, withdrawal crazed Vulcan lecturing Archer on what humans are here for. That must have pushed him to decide to steal the warp coil. Trip would have done better in the role of conscience.

The GOOD:

Enterprise: The scenes of the damage to the ship were good. I would have liked to see more than fallen struts, and I do wonder why the cargo containers were still neatly stacked when T'Pol got to the bay.

Reptilian: Wow, they made it to the other side of the category. The suppressed anger when he was told to turn over Archer, and he was not to transport him, was good. That had to be hard to do with all the makeup on. They still don't strike me as very bright.

The Forgotten

Grade: A-

Overall: Very good episode. Degra is still far more trusting than I think he should be, but I think I may see why. He seems to have his own agenda with the Reptilians, based on his callus destruction of their ship. This episode also brought out some of the repressed feelings on the part of at least one crewmember.

I'm not impressed by the plasma leak scene. It didn't really touch on the two main stories, and indeed served only to give Dominic Keating a few shots in the show.

Missing again is the starlog entries, and in their place is the minute recap.

The BAD:

MACO: Or lack thereof, and lack of security while the Xindi were on board was surprising. Granted, Archer is trying to build trust in them, but prudence dictates you keep an eye out.

The GOOD:

Trip: Every time Trip has a charged emotional scene, or story, Conner Trinneer delivers an outstanding performance, and this time he got a large part of a story. The dream scene with Taylor was played well by both actors. I loved Trip's excuse that the ship would come apart if he fell asleep. Again, the irony of T'Pol confronting him about his suppressed grief and anger was not lost on me. His hostility to Degra was a little strained, but still good.

Degra: He made it onto this side, but just barely. He seems to have a some guilt over the first weapon, but there does seem to be something else going on. I am kind of hoping that some dark secret will be revealed at the end of the season.

Sloth Xindi: It is good to see that not everyone is taking Archer's word at face value. I wondered how the Reptilian ship stumbled onto the meeting, and suspected he might have revealed it, but I guess not.

E²

Grade: B-

Overall: In a remake of DS9 "*The Children of Time*", Archer and crew get to see their future or past (temporal physics give me a headache). It is fun to speculate about who you might end up with given enough time. Hoshi's comment to Reed about there will be some bachelors is a good line delivered well.

There are some things missing from this that make it fall short of the DS9 episode. The ship is stuck a hundred years in the past. Why not go to Earth and warn the planet about the Xindi weapon? Or sit back and observe the Xindi, and share all the information with your future ancestors. The line about tampering with the timeline is dumb. You fire on the ship to try and prevent it from going through the corridor, which risks killing someone's grandparent. This doesn't fit in.

Missing again is the starlog entries, and in their place is the minute recap.

The BAD:

Arboreal Xindi: He doesn't want to bring Archer before the Council, because he may destroy it? This guy must believe humans are the ultimate monsters if it only takes one to do something like that.

Lorien: He was kind of a confusing character. Decisive one moment, hesitant the next. I could never get a sense of the character, so I didn't care much for him. Captain of the ship, but defers to his mother.

The GOOD:

Mother T'Pol: I liked her. In control, but not overbearing. Her talk with her younger self was a great scene, ending with "Get used to it".

Sloth Xindi: He's still riding the fence. The time travel story is a big one to swallow, but I think some of what Archer is saying rings true to this guy.

The Council

Grade: B

Overall: This episode was full of information. The other-dimensional aliens have been helping the Xindi for a long time. The Xindi revere them as the Guardians. The humanoids and arboreals are ready to believe Archer, and the reptilians and insectoids still want to go with the plan to launch the weapon. Not convinced one way or the other, and needing a lot of time to decide is the aquatics.

The side story is a mission to one of the spheres. The mechanical arm as a defensive weapon was a little strange. It seems a clunky device for the purpose, although that might not be the main function for it. I can understand why automated guns would not be desirable, as a stray blast may damage sensitive equipment.

Missing again is the starlog entries, and in their place is the minute recap.

The BAD:

The Guardians: They have a their own version of the council set in a limbo-like place that looks the same as the place the Prophets of DS9 always brought Sisko to. They all remind me superficially of Borg Queen. They can see future outcomes, and they are manipulating 'current' events to get the outcome they want. What is missing is the motivation for all the work they are doing. They want to move in on Xindi space, but why? Aside from escaping the boring white dimension they are in, what other reason do they have?

Reed: This was Dominic Keatings chance to show emotions. I don't know why, but he doesn't impress me the way Trinneer does. The remark about the acceptable causality rate being 20% was interesting.

The GOOD:

Degra: This character didn't impress me when he was introduced. He gradually gained dimension, but what really changed my opinion is the interaction between him and Trip Tucker. I was sad when he was killed. The disappointing part is that nothing was ever shown as to why he seemed to dislike the reptilians so much..

Archer: He did a passable presentation. Kirk would have put more passion in it, but that might have been counterproductive. I did like the comment about going to the principal office. It shows that he has some confidence in his ability to pull this off.

Sato: She finally has a job to do, and it is the one Archer pulled her away from Brazil for. I do wonder what the padd was showing. Did it do some translation, or did she do that in her head?

Countdown

Grade: A-

Overall: A nice action episode that unfortunately brought out a hole in the story arc. It does allow characters who have been silent for a while to act up some.

Not missing is a starlog entry. It is more of a status report than a recap, but at least they have not forgotten it.

The BAD:

Vortex: Enterprise spends months in the expanse, and yet the Xindi are no more than ten hours away from Earth the entire time. This is a plot device to heighten the tension, but was it necessary?

Dolim: This is a standard cookie cutter villain. He launches the weapon without a way to arm it, and steals a hated alien to help him. He is not very bright, and not very threatening. He is obviously reacting to events, and doesn't have a plan. Nor does he think ahead to his next steps.

Guardians: As bad as Dolim is, they are even worse. Given that they can see probable futures, how come they did not directly intervene earlier? Instead, as things go bad, they panic. If the weapon fails, so what? Where is the urgency? Why not convince the loyal Xindi to launch an assault on Earth?

The GOOD:

Hayes: We really didn't get much out of this character, but what I did see, I liked. He has a mission, he is focused on it. Reed being threatened by him doesn't distract him from that.

Reed: He is getting better, or at least he does contrite well. He is finally coming around to see what Hayes is about, only to have the guy die on him.

Sato: Linda Park was much better. She finally gets to break away from translating, and into cryptography. I was left wondering why the reptiles needed her. They have had far more experience with the aquatics, I would think there would be a bunch of other choices.

T'Pol: Here's hoping she will be in a Starfleet uniform next season.

Transporter: In a nod to the original and the next generation, there is a malfunction in the transporter. This lets the rescue team get stranded. It would have been better if they mixed it up with the Xindi, and kicked them around a bit. That would have complicated the transport, though. The apparent outcome that he will be killed is mitigated by the fact he is shot while in transport. I wondered as this happened if he would show the effects.

Zero Hour

Grade: A-

Overall: Another nice action episode that blew it in the end. Why do writers so often focus on the Nazis? Star Trek is not the only show to do this. Is this the only historical time anyone is aware of?

One annoyance with the temporal cold war theme. Daniels has revealed the future to Archer. This makes the Federation a pre-destined event, rather than a mutually discovered concept. This cheapens the whole idea.

More starlog entries.

The BAD:

Starfleet: Compounding the unnecessary plot device of a vortex moving the weapon to Earth, where the heck is Starfleet? The impression I get is that Enterprise NX-01 is it. There are no other ships aside from a few orbital platforms. So to save the homeworld, the story depends on alien ships coming to the rescue.

Dolim: Still not bright.

The GOOD:

Shran: I was taken by surprise when the Andorians showed up. Jeffery Combs acting is impressive, and I am a sucker for the cavalry over the hill scenario. However, this goes with the point above. What is he doing at Earth? How did he manage to arrive at the same time as the Xindi? The only thing I can conceive of is that his ship has

been hanging around just outside the Sol system, waiting for this event. This seems likely, given his comment to Archer about owing him now.

Phlox: He gets on the bridge, and contributes to the mission in a very direct and important way.

Sato: She does a good job with struggling with the effects of her captivity. I was a little disappointed that when the reptiles started shooting, she hid. I was hoping she would explode at her treatment, and shoot back. Now I think she has to again question whether she belongs on the ship.

T'Pol: The dark green she turned as they attacked the sphere was excellent. She also showed great command ability.

Archer: The fight between him and Dolim was good. He is losing badly, and has the presence of mind to use an explosive to win. The goal is to prevent Dolim from reversing what he has done, not showing what a great fighter he is. The expression on his face as he shows Dolim the detonator is great.



ENTERPRISE RENEWED FOR A FOURTH SEASON

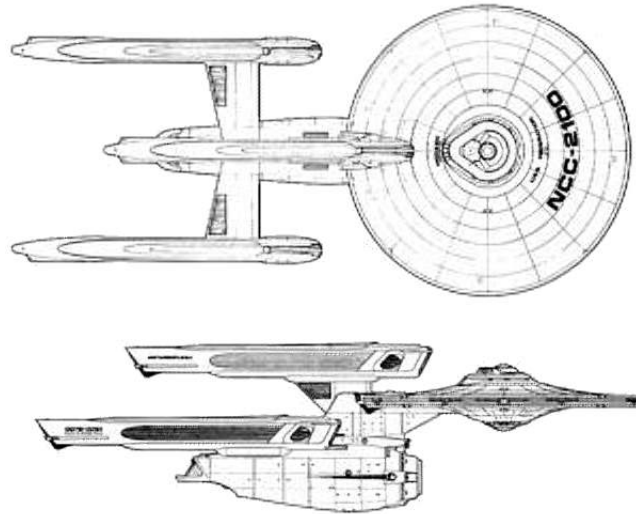
Thanks to the many Ticonderoga crewmembers that wrote to UPN, donated in the Ticonderoga's name for the Enterprise Project thank you letter, called in on behalf of the show. Starting this fall, Enterprise will be shown on Friday nights when we can hold actual viewing parties. Looking forward to it. More can still be done for future seasons of Enterprise at <http://www.EnterpriseProject.org>

WARP SPEED RACER



Crewman Joe Buck entered a Star Trek themed car in the Cub Scout Pinewood Derby.

DATABANKS: USS DOMINION TRIBUTE



USS Dominion NCC-2115 - Federation Class Dreadnaught

Memories of the U.S.S. Dominion

By Lt.(j.g.) Brad Jacobs

The memories of being a part of my first Star Trek club are positive, and I look back with fondness to those days long passed away.

Actually, my first experience with the U.S.S. Dominion, N.C.C. 2115, was not at a monthly meeting or somewhere that the club members were trying to recruit, (such as a convention or movie premier), but a phone call to Debbie Jackson, the captain of the club, to get more information about this club of hers.

She was, as I remember, very informative, upbeat, and talking about the club and what they did as a group. She then invited me to the latest scheduled event, which was being held at her home that particular month.

I was so impressed by that initial conversation that I made it a point to show up at the game day, not just to meet these people, but to enjoy the event as well, which I did.

When I showed up at Debbie's house, everyone there welcomed me into the fold. The warm welcome to me was not fake. I felt that it was genuine.

The game day was a great experience to get to know the others in the club that had been a part of it for sometime.

Some of the group were downstairs enjoying themselves, others were gathered around a table, playing UNO, and I decided to join the game. In fact, I won more than once, and Hawk, the security chief, commented the phrase "beginner's luck", as I was not only new to the club, but to the version of UNO that was being played. Hawk wasn't sore over it, he was just giving me a hard time.

Later, as I was introduced to the others, we talked about the club, what they had done, different aspects of Star Trek, and so forth.

In the downstairs living room, everyone gathered to play the old FASA ST RPG. The timeline was from the classic Trek that dealt with the Doomsday Machine. RPG was somewhat new to me, but I got thru the session without a scratch.

I still remember that particular day as if it were yesterday.

There are also fond memories of getting ready for the Denver conventions, and caravanning to Denver and back, and the fact that a small Star Trek club can have a large impact on the environment, cleaning up a stretch of highway, and the list goes on.

Now there are more stories to tell about my experiences with the U.S.S Dominion and I could go on, but there is one more thing I would like to mention, and that is if it was not for the club, my willingness to be part of it, and a television show called Star Trek, I would never have met my wife, Mayloni. I did indeed propose to her at one of the monthly meetings, in front of all the club members present. We have been together now for 12 years and have three cadets in the growing ranks. The U.S.S. Dominion will always live in my memories, from the game days, to the movie premiers, and so on.



The USS Dominion promoting Star Trek VI: The Undiscovered Country

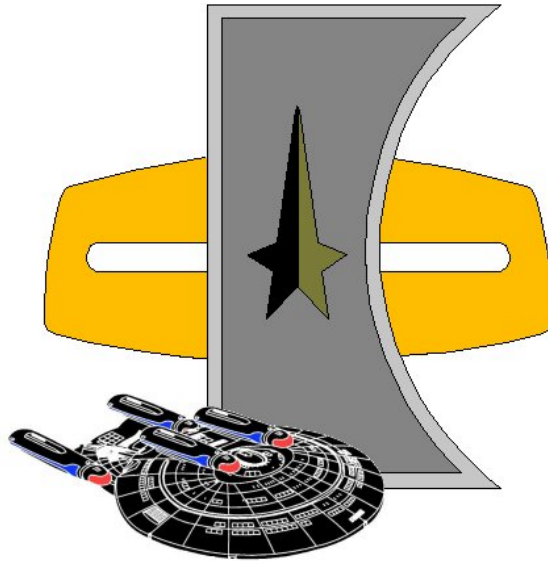
My memories of the U.S.S. Dominion are some of the reasons I am here today aboard the Ticonderoga. I first joined when we were just a shuttle named Tiberius. I think I came in on her second meeting, where I met for the first time Bob Allen and Kim Karas and others. Later I met Brad and Mayloni, this was before they were married. And of course I also met Nicki Handley. I loved our trips to the Denver con together; our bowling games, (Ouch) ask Brad about that, he has the photo LOL. One of my fondest memories was our softball match between the U.S.S. Dominion and the U.S.S. Kelly. I not only played, but I put it together on our side and also coached the team. Maybe it was the little Capt Kirk inside me but I didn't like to lose. We practiced and practiced but my team was not up to speed, so like Capt Kirk I changed the conditions and put my two ball playing brothers on our team and just as I had hoped we cleaned house...we were like a family and when it ended I had an empty hole I could not fill. While on the Dominion I was lucky enough to have met Carl Stark, who was serving on the Kelly at the time. Little did I know ten years later we would cross paths again, and become a part of another family and fill that empty hole (Thanks Carl, for remembering who I was and welcoming me and my family into the Ticonderoga Family)

I also was lucky enough to find old friends and reacquaint myself with them. Thanks Brad and Mayloni.....May the wind be at our backs

Crewman Kevin J Hancock



Kelly/Dominion Softball Game and Pie Eating Contest

DATABANKS: USS KELLY TRIBUTE

The symbol of the USS Kelly, NCC-73400

A First Memory of the USS Kelly

Lt.(j.g.) Erica Abner

My first memory of the USS Kelly is from February or March of 1999. The event was 'Pareses Squares'. It was the Kelly's version of 'Hollywood Squares'. The CO and XO of each of the ships in the fleet, along with Admiral Dennis Hollinger, were the 'stars', and members of the fleet were the contestants. Captain Juan Valdez was given a weekend pass to host the event, and Eva Peron was reanimated to play hostess. The questions asked were all (of course) Star Trek trivia, and prizes were awarded to the winners.

I can honestly say that I have rarely laughed so often and so long as I did that night. My sides ached for hours afterward. In recent memory, nearly all the times that I have suffered that after-effect have been from various other Seventh Fleet events.

I'm glad to have had the opportunity to get to know the members of the Kelly much better than I did on that night, because the memories of events with them get better every year.



The Kelly meets Star Trek actors at various Salt Lake Conventions

I Remember the USS Kelly

Lt. Karrie Buck

What do I remember about the USS Kelly? I met the USS Kelly on my birthday. My husband surprised me with movie tickets to the premier of Star Trek First Contact, November 19th, 1991. I was so excited! I had been a big Star Trek fan since running home after school in order to be in time to watch the adventures of Kirk and Spock. No one in my family really knew of my secret Trekism. I had never been to a convention, hung Spock posters on my wall, or put on pointy ears. But I never missed watching the travels of The Next Generation, loved Quark's battles on the DS9 Promenade, and Voyager's Captain Kate. Frank knew I had a major crush on Captain Picard (and knew I would drop him the second the Captain told me to 'come aboard'!) So here we were, on my birthday, standing in line to get into the theater. I'm staring at the posters, and glance up into the eyes of none other than 'Number One'! Boy, was he big! And really here! After my knees steadied, I realized this was not Jonathan Frakes – but a look-alike guy dressed up in costume, walking right by me into the theater. How exciting! How fun! What's up with this? After we got into the theater I was assaulted by more look-alikes. There was Worf, Deanna Troi, and other Federation members! As I walked through the line I was given a trivia sheet to fill out, and directed to a table with flyers and registration forms for a Star Trek fan club. This is so great! These people were laughing, cracking jokes, talking trivia, and having a fun time with each other. These were my kind of people! I answered the trivia (I still have the sheet after all this time!), participated in the clapping and yelling during the movie, and said thanks for the great time to the group as we left. I made sure that my fan club application got filled out and turned in. I went home that night so excited to become a part of this group – the USS Kelly! I want in on this party! So... I waited. And waited. And waited for the phone call or letter that never came. I was so disappointed. The party was going on without me.

Almost a year later Frank and I got our first computer hooked up to the Internet, quite a new thing for us. The very first thing I did online was to do a search on Star Trek Fan Clubs in Utah. The listing began with the USS Ticonderoga, and the website looked really great. It wasn't the USS Kelly, but did have meetings close to where I was living. I sent an inquiry e-mail and was immediately replied to by Captain Stark inviting me to the next meeting. The rest is history. I'm a proud member of the Ticonderoga, but I'll never forget that initial thrill and excitement of meeting my future friends on the USS Kelly.

Remembering the Kelly

Lt. Frank Buck

The first time I can remember hearing about the Kelly was when Karrie and I went to see First Contact opening night in Bountiful. We were quite surprised and pleased to see a bunch of people there dressed up in ST uniforms. I had heard of ST fan clubs but never actually met someone who was involved with one. The one person I remember the most was a big guy decked out in a TNG uniform, (Rex) virtually blocking my path (which was not hard for him to do). Unfortunately trivia was not my thing, but that didn't stop Rex from having a good conversation with me. We talked about the local star trek fandom, the 7th Fleet and of course his ship the U.S.S. Retributor, and that they were here for recruitment purposes and to support the movie.

The only thing I remember filling out was an application for a ship called the U.S.S. Kelly. Just before the movie started a few of them came in to the theater and gave away some posters. Karrie and I decided that we would like to get involved with something like that. Quite awhile later we got a computer hooked up to the Internet. One of the first things we did with that computer was look up ST fan clubs. The name that came up was the U.S.S. Ticonderoga. After talking about it, it was decided that Karrie would check out the Ticonderoga's monthly meeting. She came back, showed me a poster they gave her and told me how much fun she had. They talked about what was going on with the U.S.S. Kelly and told her about an upcoming activity was to go to Logan (I had to look on a map to find out where Logan was) to meet with yet another ship, U.S.S. Rendezvous. When to day came we loaded up the suburban and went to Logan. When we arrived, there was a ton of people already there, we knew no one and no one knew us. The first person I remember meeting there was Marla, she handed me a plate and said (EAT), so I did.

It was this activity that I was able to meet more of the Kelly members. I was impressed at how tight this ST family was, then I got to meet the father of this family, the Admiral. This was my introduction to the 7th Fleet.

Now for my memories of the Kelly. Because I see the 7th Fleet as such a tight family, it is very hard to separate my memories as just Kelly memories, with the exceptions of my 6-month stand as an exchange crewmember with the Kelly. That was the best 6 months I've had with the 7th Fleet. The Kelly had shown me a completely different angle to look at the same picture. I also remember going to the Kelly Auction I think in Aug. of 2001. I remember when the Kelly did the Olympics, it was very well put together, it was a beautiful day and I had a great time, and also going to the Kelly's room parties at Conduit.

Memories of the Kelly and the Dominion

Captain Carl Stark

The USS Kelly was the first Star Trek fan club that I had the opportunity to join. My first meeting was on the 25th Anniversary of Star Trek in September of 1991. I had heard about the USS Kelly from previous conventions for Star Trek and Conduit. I remember this skinny little guy with captain's pips on named Dennis. I quickly discovered that this was more than just a group of Star Trek fans, it was a family of friends who cared about each other. I remember getting the call from Executive Officer Richard Henline asking if I would be willing to fill the Chief of Security position while I was working graveyards at the Red Lion Hotel. I remember traveling down with the Kelly to the USS Alioth Halloween party where we also mingled with members of the USS Dominion and USS Farhion. I remember meeting Rex Rouviere for the first time at a gaming convention; he was trying to track me down after he had joined the Tactical Department on the Kelly. Together the two of us raced through the ranks showing other crewmembers that it was simple, easy and fun to gain rank. I remember attending my first convention (George Takei in 1992) with the USS Kelly where we had saved spaces at the front of the entrance line for club members and invited the USS Dominion to with us there. I remember paintball with the USS Rendezvous. The long practices, the painful welts. I remember traveling to my first out of state convention to StarCon in Denver. I remember a string of Denver trips that continued to this year as well. I remember Kelly Kampouts. I still cringe when I see the Kelly Movie. I remember Lagoon Days with the all of the Star Trek groups in Utah, which was put together by members of the Dominion. I remember working with Janet Donovan of the USS Dominion to put together the Dominion/Kelly Trivia Challenge. It was a little shocking to see the Kelly Team walking in shouting the battle cry of A.M.O.G.D.U.

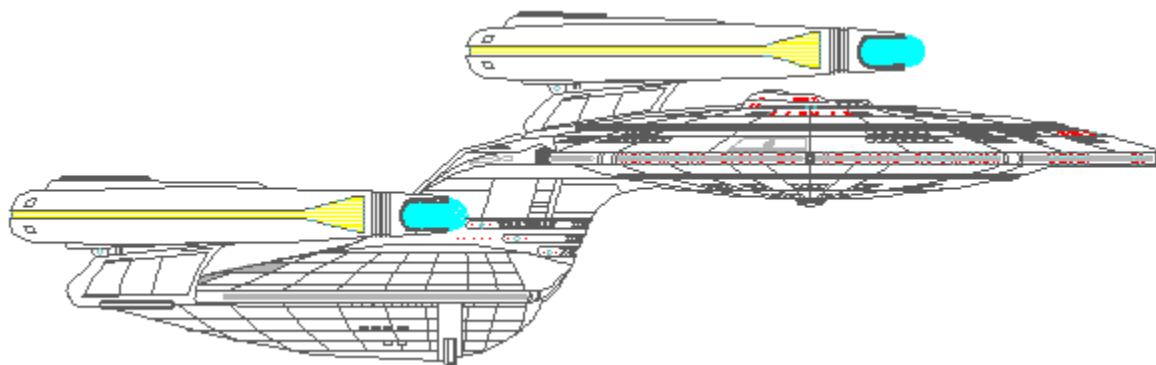
I thank the command and crew of the USS Kelly who taught me the value of our Star Trek family. Going up through the ranks from Crewman to Commander helped teach me how to be a Captain for the long run. I also thank the USS Dominion for showing Star Trek fans in the Ogden/Layton area the value of a Star Trek family and laying down the groundwork. Looking forward to many new adventures.



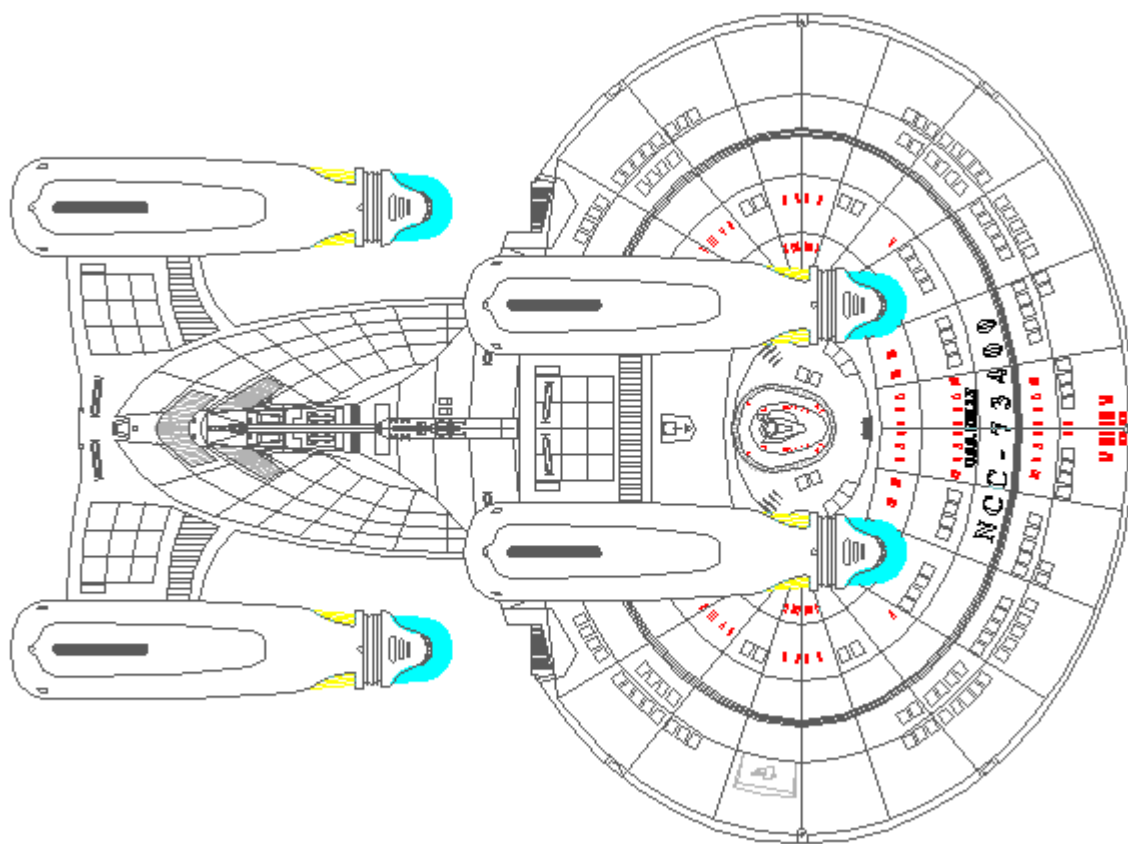
ABOVE: Team Kelly and Team Dominion at the Trivia Challenge.
BELOW: The Kelly Shuttle, Rex and Dennis, Carl's ST comic presentation.



DRAFTING ROOM NUMBER FIVE: KELLY CLASS SUPER DREADNOUGHT



SIDE VIEW



TOP VIEW

USS KELLY NCC-73400
 USS JENNIFER NCC-73401
 USS TRISHA LYNN NCC-73402
 USS AMY NCC-73403
 USS STEPHANIE NCC-73404

USS ANNA LEE NCC-73405
 USS VANESSA NCC-73406
 USS CATHERINE NCC-73407
 USS ESERALDA NCC-73408

DRAFTING ROOM NUMBER FIVE: KELLY CLASS SUPER DREADNOUGHT

DIMENSIONS

Overall Length: 642.5 m
Overall Width: 474.6 m
Overall Height : 195.3 m

Saucer Length: 386.4 m
Saucer Width: 474.6 m
Saucer Height: 107.8 m

Stardrive Length: 396.8 m
Stardrive Width: 308.0 m
Stardrive Height: 127.6 m

DISPLACEMENT

Standard: 6,400,000 mt

SHIP'S COMPLIMENT

Officers: 230
Crew (including Marines): 1,350
Maximum Capacity: 5,000
Emergency Evacuation: 20,000

PERFORMANCE

Cruising Speed: Warp 5
Maximum Speed: Warp 9.6
Emergency Speed: Warp 9.92

DURATION

Standard Patrol: 3 years

TRANSPORTERS

(6) 6 Person Quantum Resolution
(8) Cargo Molecular Resolution
(9) 20-Person Emergency/Marine
Deployment (300 in 4 minutes)
Range: 40,000 km

PROPULSION

(4) 6TH Phase Dilithium Controlled
Matter/Antimatter Ultra Warp
Drive (Tetryon Flux Inhibitor)
(2) YPS 8060 Fusion Impulse Drive
(Saucer Section)
(1) YPS 8063 Fusion Impulse Drive
(Stardrive Section)
Impulse Drive is capable of .89c

WEAPONS

(12) Type XII Phasers,
Electro Plasma System
(2) 200 LiCu 518 Emitter Collimater
Ring, 5.1 Megawatts
Range: 300,000 km
Firing Endurance: 55 Minutes
Recharge Time: .05 seconds
(8) Photon Torpedo Launchers
4 forward, 2 aft, 1 starboard, 1 port
Standard Inventory: 2,000
Range: 3,500,000km
Simultaneous Launch: 10 per tube

DEFENSES

EM Polarized Deflector Shields
Metaphasic Shielding
(2) Phase Cloaking Generators
Black Anodized Diburnium-Osmium
Plating with Pressurized Dualwall
Internal Construction.

COMPUTER

(4) Multitronic IV, LCARS System

As hostilities increased with the Romulans, the Cardassians, and then the Borg, Starfleet came to the conclusion it needed a starship whose primary mission objective would be defense. Its intended field of operation would place them in the thickest of combat. It would have to be built to take more punishment than the average starship. It would incorporate the newest and most powerful weapons available to the Federation. This was the philosophy behind the design of the *KELLY class starships*. It is expected that the *KELLY class starships* will carry on this same tradition of strength and endurance. As construction continued, these vessels became known to the Military Division as the "*Beautiful Ladies*" and therefore christened as such.

The most striking feature of the *KELLY class starships* is the additional warp nacelles on the saucer section. These are powered by an independent warp core. Although this only moderately increases the ship's maximum velocity, the true benefits from this design demonstrate themselves in other uses. In the docked configuration, the second core doubles the ship's available power for use in offensive or defensive maneuvers. In separated flight mode, this allows both sections (saucer and stardrive) to be fully warp capable. Where the saucer section is essentially an escape pod on other ship classes, the *KELLY class* uses the saucer to increase firepower and tactical options. All four nacelles incorporate Tetryon Flux Inhibitors to prevent subspace damage at higher warp velocities.

AWAY TEAM REPORTS

Lt.(j.g.) Erica Abner

2004 Starfest – Denver, CO

We finally got on the road, nearly 2 hours after we had planned. There were some unforeseeable problems that kept us from leaving on time. To begin with, there were 2 cars in our little caravan. In the lead car (the Captain's yacht), were Aurora Abner, Carl Stark, Ray X. Graham, and myself. In the second car were Dave and Tonya Wright, Jesse Gilbert, Dave Stock and L'ursa and B'etor, the Boston terrier pups.

We met up with the Rouvieres somewhere along the highway in Wyoming, not too long before we took the exit to Ft. Collins, Colorado. When Brady Jugler and Karrie Buck met up with us on the east side of Ft. Collins, we doubled the size of our caravan, and <mostly> together, we all traveled the final stretch to the Marriott Tech Center, which is where the convention is held. One last glitch occurred within the final 20 minutes of travel – Brady's vehicle developed a serious oil leak, which necessitated Brady and Karrie taking a short detour, in order to purchase a case of oil.

After checking in and unloading, we met up with Ray Meyer and Tim Madden, both of whom had flown in, Tim from Utah, and Ray from Massachusetts. We spent the rest of the evening getting to know the layout of the con, inspecting the dealer's room, and going to different panels. Aurora and I attended some costuming panels, and got her signed up to participate in the Hogwart's panels, which would be taking place over the following two days.

That evening, the majority of the Utah contingent joined the local clubs for dinner at a nearby Village Inn, which is something that has become a tradition.

The second day – Saturday – Aurora and I once again attended a few costuming panels, waiting for the big deal – Aurora was going to be sorted into a Hogwarts School of Witchcraft and Wizardry house. She was excited to be sorted into Gryffindor – the same house as Hermione Granger, Ron Weasley, and, of course, Harry Potter. I myself was sorted into Ravenclaw. Jesse Gilbert, wearing his 'Stargate SG1' costume, was sorted into Hufflepuff, and Tonya Wright, dressed as Queen Arachnia from 'ST: Voyager', was sorted into –where else? – Slytherin. David Duvan – who declined to be sorted – was dressed as Dr. Chaotica, also from 'Voyager'. Karrie Buck designed and put together Tonya and Dave's costumes, and they were fabulous.

After the sorting ceremony, Aurora was interviewed on Rex's internet show, I-Sci-Fi, and was almost as happy about that as about being sorted into Gryffindor.

Aurora, Carl, Dave Stock, Tim, Ray Meyer, and I all went to dinner at a restaurant across from the hotel, and then returned to the con in time for the costume contest. Some of the other Seventh Fleet attendees joined us in the audience, cheering on Tonya and Dave, wearing Karrie's creations. During the costume contest, Aurora, thinking I had a shake, helped herself to some of what was actually a strawberry daiquiri. She decided that it was too sour and didn't want anymore. She slept very well that night. ;)

Sunday was the final day of the convention. Aurora and I went to the final Hogwart's panels – 'Care of Magical Creatures', where we made a silk flower fairy, and 'Charms', where we made a charm bracelet.

After the con ended, the remainder of the Seventh Fleet contingent caravanned to another nearby restaurant, some barbeque place, where we all had dinner and talked about the convention. Upon returning to the hotel, a good number of us decided to spend the rest of the evening relaxing in the hotel swimming pool. It's another item that is becoming tradition.

We returned to our hotel rooms for a good night's sleep before our long drive back home.

The following morning, 14 of us packed up, checked out, had breakfast in the hotel's restaurant with a couple members of the U.S.S. Pioneer, and then headed home.

What I liked about the con:

The 'Harry Potter' themed panels for kids were my favorite. There were a few other panels that were oriented more for kids, but the Hogwarts panels were the best. I enjoyed the costuming panels – discovered a book that I would like to acquire at some point in time, but \$75.00 for a costuming book is not an expense I could justify right now.

There were a lot of great costumes again this year, and some that were not so great – at least up close. The best, in my (ahem) totally unbiased opinion, were Queen Arachnia and Dr. Chaotica, however.

The 'pictures with the stars' was a good idea, as well.

What I didn't like about the con:

First and foremost, the cost for the autographs was ridiculous. A large number of the people that I met generally budget about a hundred dollars for autographs, and that would get them about five autographs. This year, they were lucky to get two for that price.

Because of these seriously jacked-up prices, there were many times when I saw stars, sitting behind their autograph tables, reading the paper or playing handheld video games because there were no people in the lines to get their autographs. There was an incident I heard about at the con – one of the stars was not taking autograph tickets, and being yelled at by the people who run the con, in front of fans. These two items, taken together, do not reflect well upon the convention.

The only other thing that I didn't like about the con was that the panels rooms were clear across the hotel from each other, making it difficult (especially with a 4-year-old in tow) to get from a panel in one room to a panel in the other room.

Another problem was that the main panel room opened right into the dealer's room, so the noise from the dealer's room made it difficult to hear the panelists speaking, even with the help of a microphone. A second problem in the panel room is that when there was autograph-signing going on in the hall outside, as the people got their autographs, they were sent through the main panel room, to exit out via the main doors to the dealer's room, so there was a steady stream of people wandering through the room, talking about the autographs they'd just gotten, which added even more to the noise level.

All in all, it was a pretty good con, and I look forward to going next year.

Seventh Fleet Campout – Vernal, UT

This year, the fleet campout took place the weekend before Memorial Day weekend, so it was not as hectic. Our timing this year was very lucky. We wound up being in Vernal on the weekend that a new dinosaur museum opened. We were able to see all the new exhibits, plus the original dinosaur sculptures from the old museum. The kids were able to make their own fossils, get their faces painted, and obtain a 'dinosaur-hunting license'. It had the names of several dinosaurs, with a limit to the number of each that you were allowed to 'hunt'.

We stayed at a KOA again, which was a good thing, because people that didn't want to stay in a tent, or didn't have access to an RV or tent were able to rent cabins and stay at the campground with everyone else. When we checked in, the people at the desk were ready for us – they even knew when Karrie Buck and I checked in that we were with the Star Trek group. It was odd that they knew this, because neither of us were wearing anything that would have given us away as Trek fans, but as we were the only large group there that weekend, it shouldn't have been a huge surprise.

We were pleasantly surprised that a large contingent of the USS Pioneer traveled all the way from Denver to join us in the campout for a good portion of the weekend.

While the 'grown-ups' spent a few hours in the evenings talking, the kids were able to play at a nice playground at the campground, or playing miniature golf.

On the last day, after everyone had packed up their tents and checked out, we took the short drive from downtown Vernal to Dinosaur National Monument, where the Seventh Fleet and the USS Pioneer enjoyed a short talk about the quarry, and spent a little more time enjoying each other's company.

As a last fling, Aurora and Steven had their photos taken on the back of a diplodocus, then everyone went their separate ways, heading home after a fun and relaxing weekend with friends.



Crewmembers of the USS Kelly, USS Pioneer, USS Retributor and USS Ticonderoga at the new Dinosaur Museum in Vernal, Utah.

NOW HEAR THIS

Crew Birthdays:

Crewman Austin Dewitt- June 21
 Crewman Alexander Stock- July 11
 Crewman Joseph Buck- July 22
 CPO Doug Pratt- July 24
 Ensign Suzi Dameron- July 27
 Crewman Isaac Sullivan- August 4
 Lt. Frank Buck- August 4
 Lt. Jef Sullivan- August 19
 Captain Carl Stark- August 21

Actor Birthdays:

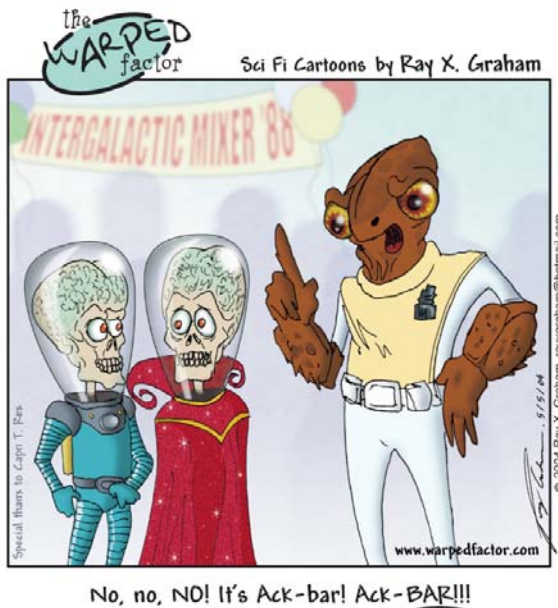
Rene Auberjonois (Odo)- June 1
 Anthony Montgomery (Travis Mayweather)- June 2
 Tim Russ (Tuvok)- June 22
 Dominic Keating (Malcolm Reed)- July 1
 Linda Park (Hoshi Sato)- July 9
 Patrick Stewart (Jean Luc Picard)- July 13
 Nana Visitor (Kira Nerys)- July 26
 Wil Wheaton (Wesley Crusher)- July 29
 Cirroc Lofton (Jake Sisko)- August 7
 Jonathan Frakes (Will Riker)- August 19
 Jennifer Lein (Kes)- August 24
 Gates McFadden (Beverly Crusher)- August 28

New Crewmembers:

Adam Hancock- Security Department
 Haylee Hancock- Medical Department

Crewmember of the Month Winners:

March 2004: Crewman Ray X Graham & Kimbra Sullivan
 April 2004: Lt. (j.g.) Tonya Wright
 May 2004: Ensign Ray Meyer



(Editor's Note: Due to the unexpected size of this tribute issue, the group stories will be published in the next issue. If any of you have any questions as to the subject, or would like to contribute, please feel free to contact me. EA)

END FILE: TICONDEROGA TRANSMISSIONS