

MAIN BRIDGE



FEBRUARY -
APRIL 2011

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CHIEF'S

Commander Officer.....	FCAPT Gene Adams
First Officer.....	CAPT Elbert Davis
Operations.....	OPEN
Communications.....	OPEN
Science.....	CAPT Barbara Walpole
Medical.....	CMDR Katherine Davis
Engineering.....	CMDR Richard Morris
Security.....	OPEN

DEPUTY'S

Operations.....	OPEN
Communications.....	OPEN
Science.....	OPEN
Medical.....	OPEN
Engineering.....	LTCDR Victor Morris
Security.....	OPEN

FCAPT Gene Adams
captadams1@shcglobal.net ga.1956@yahoo.com

CAPT Elbert Davis
mousetresfe@att.net

Ship Location: Greenwood, Indiana
46142

CAPTAIN LOG

7-5. Units are encouraged to publish a website and establish a mass communication method that will promote ship events and provide a medium for its members to communicate freely amongst themselves. The ship Commander is responsible for ensuring responsible policies and procedures in the administration of the ship's website and other communication media.

This covers two very separate areas. Websites publicize your ship and "mass communication method" refers to either a list serve or message board so all your members can stay in touch and have input on decisions that require fast action. These are covered in more detail in the Commander's Manual, but here is a brief overview if you feel comfortable with these challenges.

WEBSITE

Starfleet Command offers a bare bones website to all ships that do not already have one. The ship's Commander can send a group photo and a ship logo to the Chief of Information Technology, along with all pertinent information concerning the ship, and the CIT will create a page for them. This information can be sent through email digitally, or US Postal mail if digital is not an option.

If you have someone on your ship who is fairly computer literate, or willing to learn, you can appoint him or her as Ship's Webmaster. They can create a free website using geocities, angelfire, or a number of other free web hosting sites. These sites come with free tutorials and templates.

After your Webmaster is proficient, and if you have the budget, you can purchase an ad-free domain with limitless options for around \$5-10 a month. Another fun idea is to create a ship's page on MySpace, or the newly popular TrekSpace. Any member with teenagers can get help with this one.

Article 8-3 of the AFEDS states that the main page of your website needs to include the official SFC banner with a link to the SFC website.

MASS COMMUNICATION

The easiest mass communication to create a yahoo group. The problem is you have to have or create a yahoo email account. Once you create the yahoo group, you can invite all your members and when you send out one email to the group, it goes to all the members. This is great for an open discussion because when anyone replies, everyone gets a copy. This way everyone is on the same page.

Another great communication device is a message board. Message boards are a little more complicated, but they offer added benefits. Postings stay there forever, so members can go back and see what they have missed or forgotten. If you have a large ship, there are levels of security for access and the message board can be made invisible to the general public. Members can be notified through email when new postings are added or files are uploaded. Invisionfree offers a really good free message board. Both services offer calendars for inputting important events, dates, and birthdays, and sending out reminders. Article 8-5 also suggests developing chat rooms and instant messaging for faster communication, but that can get complicated.

Article 9 Local Treasuries

9-1. All units of SFC are empowered to establish and operate their own individual treasuries. All funds collected for said treasuries must be used for the purposes of providing additional membership materials, newsletters, or other expenses directly connected to the operation of the unit.

9-2. The unit Commander or their designated representative will be responsible for the collection of, and disbursement of said funds. Sources of income may include, but are not limited to, additional dues, donations, or funds raised through unit activities.

9-3. Neither SFC nor any unit within SFC will operate on or for a profit basis, and no member of SFC or member of any unit within SFC may accept funds from any treasury within SFC as wages or salary.

FIRST OFFICER

referred to as the First Officer and sometimes referred to as Second Officer under the First Officer. If you only have two members, you really only need a Captain and a First Officer.

RECRUITMENT

There are no tried-and-true recruitment techniques. The best advice is keep on pluggin'. You can contact fan message boards, search through Trek Space and My Space for fans in your area that do not belong to fan clubs and set up a recruiting table at local conventions. These are just a few ideas to help you find like-minded people who may enjoy celebrating their love of Sci-fi together.

One of the greatest recruitment tools is to have fun and let others know how much fun you are having. Plan fun events and invite friends and family. Some examples might be: a picnic, movie night at someone's house, an outing to a museum or planetarium, or a costume party. There are millions of other possibilities. Whatever the event, remember to always have a stack of enlistment papers with you. You can download them from the documents section of the SFC website and print out a bunch of copies.

PROMOTING YOUR SHIP

Promoting your ship is crucial to ship growth. It is hard to recruit if no one knows about you or your ship. If your ship plans any activities that could be related to the community, it is the perfect opportunity to advertise. Most newspapers have an announcement section for upcoming events and they publish them for free. Also, local radio talk shows are always on the look out for human-interest stories. If you can spin your event to sound really important, local newspapers may even do a full-page article in their Lifestyles Section. The important thing is to contact the Trek Space, and Facebook.

Designate one person on the ship as your Chief Archives officer. Of course, you have to make sure they have a digital camera. That person's sole job is to attend every activity and event and take lots of pictures. The photos can be saved at photobucket.com for free and they will be invaluable for promoting the ship, building a website, or making a scrapbook that you can take to conventions.

Join the yahoo groups provided by Starfleet Command and announce all your events and fundraisers. You may get other ships that want to contribute to your efforts. If nothing else, it lets all of Starfleet Command know how active you are.

CHARITIES

The phrase "Think globally and act locally," is good common sense to follow. One individual or small group cannot change the world, but they can make a difference. So, if enough like-minded individuals contribute to society, they can make a big difference. Starfleet Command is filled with small ships that contribute in their own way to a variety of charities. Therefore, their total contribution is substantial.

Charities you wish to help can be determined by two criteria. Ask yourself and your crew two questions. What organizations do we feel strongly about their cause? And, how can we help them? The first question may be obvious if you have a member who either personally or has a family member with autism, cancer, or heart disease. You may also have members who feel strongly about the homeless situation or teen pregnancy. Whatever your group chooses, make sure it is something they feel strongly about or you will not get enough crew support to make a difference and eventually the charity will not benefit from your group due to lack of interest.

The second question usually goes one of two ways. Either you can support an organization through funds, or through volunteers. Funds can come from personal donations or by organizing fundraisers. Volunteering can be done individually, or as a group. When it is done as a group, it is more rewarding. Organizations also seem to appreciate it more.

FUNDRAISERS

When planning a fundraiser, always weigh the initial cost against the potential income. You must also decide if the initial cost will be reimbursed before the "profit" is given to charity. An example would be a bake sale where the crew buy the ingredients and bake goods to be sold. If a cake costs \$3.50 for the ingredients and sells for \$5, the actual profit is only \$1.50. If the club

OPERATIONS

OFFICER

INTRODUCTION

This manual is designed to guide new captains in building and maintaining local ships. It is expressly intended as a guide and nothing more. Every ship, just as every entity, is unique with its own personality, direction, and goals. While there are specific requirements laid out in Starfleet Command's Articles of Federation (AFEDS), most of the contents in this manual are intended as suggestions rather than directives. New captains should read the entire manual and decide for themselves what applies to the type of ship they command or wish to command.

Remember, it is your ship and you answer to everyone on the ship. The buck stops with you, so lead in a manner that will motivate the entire ship. You have to be the biggest cheerleader and never bring personal problems to the meetings.

TYPES OF SHIPS/TYPES OF CAPTAINS

Although Starfleet Command is set up as a paramilitary organization, it is primarily for chain-of-command. While some local groups prefer a military setting, others resist it. Therefore, each captain must determine which type of ship they will build in order to determine what type of captain they will become. Starfleet Command has many ship types, so it is fairly easy to find an existing ship to model after.

MEETINGS

Informal, family ships can hold simple meetings and ask for a consensus and open forum before making decisions that affect the ship while military ships can follow Robert's Rules of Order complete with a bell for the captain and closed voting for all major decisions.

STARFLEET COMMAND RESOURCES

The Starfleet Command website is an excellent resource for all members, but it is a must for all captains. The main page has resources that captains cannot live without. It contains blank SPAR reports, directions for filling out SPARs, AFEDS, and links to various departments that can answer any questions you may have. You should go to www.starfleet-command.com, add it to your favorites or create a link for easy access.

AFEDS: Even though you should know the entire AFEDS, the following are excerpts that pertain directly to captains and should be on your mind as you organize your ship and plan its growth:

6-3. SHIP DESIGNATIONS

All ships will be designated by name and corresponding Naval Construction Contract NCC number as contained in SFC Technical Manual 1. Any variation of ship name or NCC number must be submitted to the Fleet Commander for approval. The Fleet Commander approves outposts and other installations' names.

What this means is, when you start a ship, you get to choose its name and NCC Number, just like the USS Enterprise, NCC-1701. However, because Starfleet Command has been around for a long time, you have to submit your ship's name and NCC Number for a approval so we can check our records and make sure there has never been a ship with the same name or NCC Number. It would get confusing if we tried to maintain 10 ships with the same name.

6-4. PROBATIONARY STATUS

Upon approval by the Fleet Commander, certain units may be granted advanced standing on probationary status. Probationary status lasts for a period of no longer than one year in order to provide time for a crew to reach the minimum membership level for the type unit for which the advanced standing was granted.

Advanced standing will be granted to units that are very active and show an excellent potential for growth. The failure of a unit to meet the conditions of their probationary status will be cause for reassignment to the type unit authorized for the membership on board at the end of the probation period.

COMMUNICATIONS OFFICER

Appointment will be based on the member's experience, participation in Starfleet activities, and demonstrated abilities to fill specific Command or Command Staff Support positions.

I. Commodore, Rear Admiral, Vice Admiral, Admiral, or Fleet Admiral - appointed by SFC or by the admiralty Board only to fill specific position and/or Command vacancies.

10-3. Unit commanders are responsible for promoting the members of their units and will establish the best method of doing so for their unit. The promotion criteria listed in Paragraph 10-2 is the minimum requirements for promotion. Members will not be promoted automatically upon meeting the criteria.

10-4. Members serving as unit Commanders, or in positions of responsibility requiring handling of monetary funds, must be of legal age as prescribed by local law, US codes and international agreements. Any exceptions must have the approval of the Fleet Commander and parental consent.

10-5. Members who bring discredit upon themselves, their unit, or SFC by direct action, inaction, or proven misconduct may be demoted or reduced. The reduction will be accomplished through a properly convened board of inquiry or Courts-Martial IAW Article 11 of this regulation and TM-2.

10-6. Inactivity or failure to participate in unit activities may be grounds for reduction, and may be used as the sole basis for denial of promotion.

10-7. Members can be removed from membership rolls and denied membership privileges for proven violation of this regulation.

10-8. Refer to Article 5-10 for promotion criteria of all CSSO personnel.

SPARS

Procedure for the SPAR I Report

- 1 Fill in Administrative Data (i.e. your name and email, your FO's name and email. Your ship's name and NCC number)
- 2 Fleet Sponsored Activities
 - A. SETI: State participation percentage based on assigned personnel. (i.e. 10 people assigned to your ship. If six people are participating, that would be 60%.
 - B. Pop Tab Challenge: Weigh the tabs and turn them into your local charity drop that accepts pop tabs and forward the weight amount to your Starbase Commander. (If your office or child's local school collects pop tabs that is excellent place to turn them in.)
 - C. Make a Difference Day: What event have you done or are you planning to do for Community Support. Fleet is supporting Make A Difference Day.
- 3 Ship Activities
 - A. Ship activities/Away mission. List and describe by Activity (Meeting) and/or Away mission (Trip/Park) here. List Away Mission Commander and key events. Also list number of members and visitors in attendance.
 - B. Recruiting Activities. List and describe recruiting events and results.
 - C. Community/Charity: List and describe your Community and Charity Events for the month.
- 4 Commander's Comments/Recommendation:
 - A. List your personal thoughts on how you as a Commander felt the month went. Any suggestions or comments for the Deputy Fleet Commander you have. Generally this is your block to comment on your ship that is not covered in the SPAR.
 - B. Sign it.
- 5 Ship Activities and Away Missions (continued)
Use this page for additional space to write.

NOTE: If you have to write in a blank, just leave it blank or write "N/A".

SHIP POSITIONS

Depending on the size of your ship, you can fill all the positions you see in the various Star Trek incarnations. You should probably start from the top down. Choose a Captain, a First Officer, and department heads for Communications, Operations, Medical, Science, and if you have enough members, Marines and Search and Rescue. If you have limited membership, the First Officer can do double duty like Spock in TOS. He was First Officer/Chief Science Officer. In TNG, Data was Chief Operations Officer/ Executive Officer. Executive Officer is sometime

SCIENCE OFFICER

The Main Bridge NewsLetter

U.S.S. INDIANAPOLIS NCC-1945-D
SD: 1009.04 ED: 09-04-2010
Captain's Log
Report By: FCAPT Gene Adams

A Dream Come True

This true story started about three years ago, when we first heard about the Miracle Mile Parade. The south siders brought this event back from the Sixties. It was popular back then on Labor Day. Four years ago a group of people started it again and it has grown bigger each year.

We liked it so much we wanted to be part of the fun. Two years ago our ship tried to organize building a float of a shuttle craft to promote the Startrek Fan Club. It takes a lot of planning, dedication, funds and time to put this dream together.

The first year we proposed this plan to our ship's monthly meeting, some were for it and some said it couldn't be done due to lack of interest. This caused some people to disagree and leave the ship.

The next year, the crew wanted to try again to build the float. More planning but with the recession, we could not get the funding. We talked about gathering some building materials a little at a time. We started with my old trailer frame.

Most of the building materials I bought at first. We drew different plans on the float. Crew members on the ship helped with financing the product and gave their time. Slowly the craft started taking form. I talked to Gary Barclay about building a control panel. He gave me the dimentions and we built a very nice prop to add to the float.

Next, we made two Na-cells and added a gate and a step in the back. Seats and benches will be installed as well. The control panel will have working lights and on the Na-cells will light up also. Startrek music will be played to set the theme. We plan to pass out flyers and made two big posters to promote this year's Starbase Indy Convention. Our goal is to get people interested in StarBase Indy this year and come to the convention. We will also be passing out candy to the crowd. We are down to the final hours. We are in line.

Thanks to all who helped make our dream come true.

Sincerely, The Crew
of U.S.S. INDIANAPOLIS
NCC-1945-D



MEDICAL OFFICER

GREAT CHICKEN DISHES
OVEN-BAKED CHICKEN DISHES

RECIPE 12

Crispy Ranch Chicken



A coating of rice cereal, Parmesan cheese and ranch dressing gives chicken a tasty crunch—and it's a snap to make!

Great
AMERICAN
Recipes

Prep Time 10 mins. Bake Time 20-25 mins.

Crispy Ranch Chicken

Great
AMERICAN
Recipes



INGREDIENTS

SERVES 4

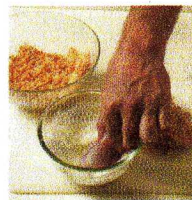
- 2 cups crispy rice cereal
- 1/2 cup grated Parmesan cheese
- 1 envelope (1 oz.) ranch salad dressing mix
- 2 egg whites, beaten
- 8 skinless, boneless chicken thighs (about 5 oz. each)

EASY STEP-BY-STEP

- 1 Preheat oven to 350°F. Spray a large baking sheet with nonstick cooking spray. Combine the rice cereal, Parmesan and ranch salad dressing mix in a large bowl.
- 2 Place beaten egg whites in a medium bowl. Dip each chicken thigh in the egg whites and then in the cereal mixture to coat evenly.
- 3 Arrange the coated chicken on the prepared baking sheet. Bake until golden and juices run clear when chicken is pierced with a knife, 20–25 minutes. Serve hot.



STEP 1



STEP 2

Serving Suggestion

For a complete dinner, serve this easy dish with fresh carrots, sliced cucumbers and buttered corn-on-the-cob.

Nutritional information

Per serving: calories 331, fat 15.4g (sat fat 5.4g), carbs 12g

GREAT IDEAS

- For a different texture and flavor in the coating, substitute crushed corn flakes for the rice cereal in Step 1.
- For a buttery taste, drizzle 1/4 cup melted butter over chicken before baking.



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ENGINEERING OFFICER

ENDGAME

STAR TREK: THE NEXT GENERATION COMPANION
AUTHOR LARRY NEMECEK
TAKES A TRIP DOWN
MEMORY LANE...

So, here we are lighting the candles this issue for the 20th anniversary of the on-air birth of *Star Trek: The Next Generation*. But does anybody care?

I saw yet another online columnist the other day who sure doesn't seem to. Muddying the *Star Trek* legacy, this newbie claimed to be a fan and talked about how the "death" of *Star Trek* still hangs in the balance, depending on the December 2008 J. J. Abrams movie.

His words remind me how latecomers, and younger writers especially, keep equating all *Star Trek* to the Rick Berman Era of *Star Trek*. They are not one and the same! For lack of standardized terms, let's just call them The Gene Era, from 1964-1979—"only" 15 years—and filtered through Dorothy Fontana, Gene Coon, Fred Freiberger... and then Robert Wise and a passel of too many studio "chefs." The Harve Bennett Era followed for nine or so years and five movies, overlapping with Gene's TV revival that launched what soon became the Berman regime. And now, like boosters and alumni watching a new football coach take over, we wait to see how the J. J. Abrams Era fares. But the fact remains: *Star Trek* is not just a survivor—it reinvents itself as the audience needs it.

So, dear online scribe, don't be fooled by the last 10 years or so. There's no mass "franchise fatigue" here—just producer fatigue. Look at the mushrooming level of fan fiction, graphics and films, and you can tell that fans—just as they did in the 1970s—still get passionate about their beloved "human adventure" and refuse to let it die. And why not? Our 21st Century has just dawned with so much promise and so many problems: the format and optimism of Gene's universe is as wanted and needed as ever before—especially as long as cynical times conjure up nothing but cynical storytelling.

Yes, *Star Trek* is hardly dead right now, but it is in flux—and at any number of levels. The all-new Abrams team is in turn working at a studio under all-new management, which itself is operating *Star Trek* under a new, untried deal devised amid the corporate split of the franchise between the "television" and "film" halves of the former Viacom empire. There are not only all-new players at the table, there are all-new tables!



But that's as it's really always been. Gene's own two series, even though obviously linked, are clearly of different eras and makers—a good sign that the new project from Abrams has the chance to both embrace history and have its own look as well. Don't forget that Gene even had *ST:TNG* try to "fix" some groaners from *The Original Series*. For a time the valuable captain Picard did not beam into the heat of risky situations, but that logic gave way (again) to the lead actors' demands for more action; instead of *ST:TOS* plots driven by transporter break-downs, the *ST:TNG* mechanical McGuffin became the Holodeck.



In fact, one fan from Mexico City went a step further with the comparison. "I used to like *TOS* when I was a child, because it was about adventures," she told me, "but when I grew up and discovered *TNG* I found it really interesting both scientifically (I'm a biologist) and from the human-social point of view, because it was a more complex series and treated matters more seriously... To my understanding, it is *TOS* who owes *TNG* its validation as a clever idea for a TV show."

Maybe so. But on the purely personal side, *ST:TNG* will always be special as the *Star Trek* that evolved from my living room to my workroom, and beckoned me to join this wacky profession from the wilds of the Southwest. To me, the *ST:TOS* actors will forever be icons, even as we work with them now; the successor shows and crews were unfolding sagas I witnessed firsthand. Only *ST:TNG* is the one that for me began with a viewing party—"You can tell it's a Roddenberry show, he has a super-alien!" a friend quipped after *Encounter at Farpoint* aired—and ended with a wrap party.

In between, the memories are fleeting but still vivid: Watching Brent Spiner wipe Cheetos powder off his made-up Data fingers off-set, or eyeballing the Ready Room's set dressing details during my first crew interviews there (the crystal ship was by artist S. Anthony Vanetta); hearing that my annual concordance fannines were in demand by the writers; meeting Jeri Taylor's "boys," who now run the biggest shows in Hollywood; being adopted and welcomed by all the famous "well-oiled machine" of *ST:TNG* while I was working on "their" book, and keeping those friendships; and most of all, meeting Gene Roddenberry—sadly only once, a year before his crippling strokes (where was a camera?) Those are the memories that linger longer for me, and make *ST:TNG* special.

For when it comes right down to it, despite all the rational analysis, that's the most powerful link of all. Millions of fans worldwide in their own way will never lose the memory of their personal connection, no matter what "generation" it was that they found *Star Trek*.

So happy Birthday, *ST:TNG*. I don't have to tell you to live long and prosper; you've already made it so. ♣

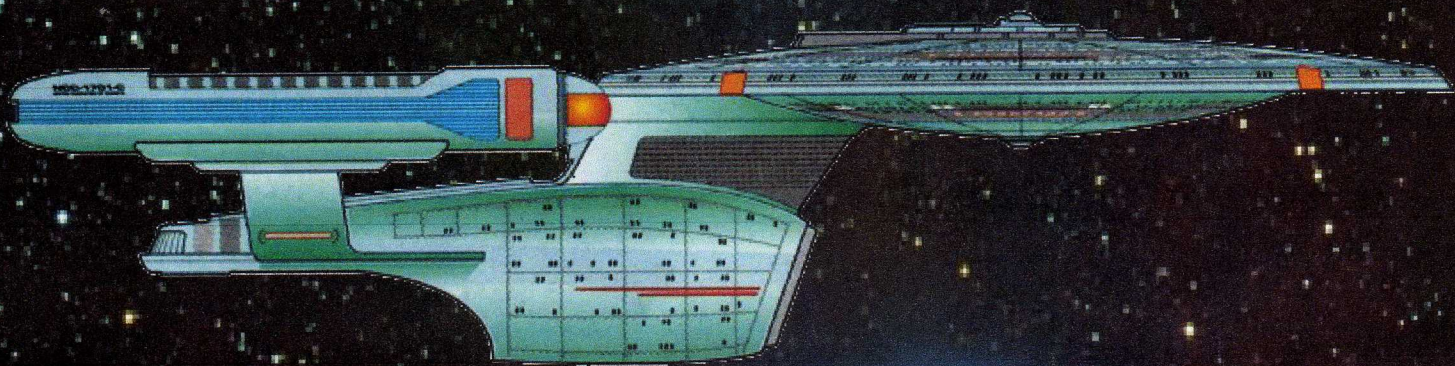
SECURITY OFFICER

The ship build a shuttlecraft float from floor - up and this are the pictures that U.S.S. INDIANAPOLIS are putting in the parade in the year 2010, 2011.

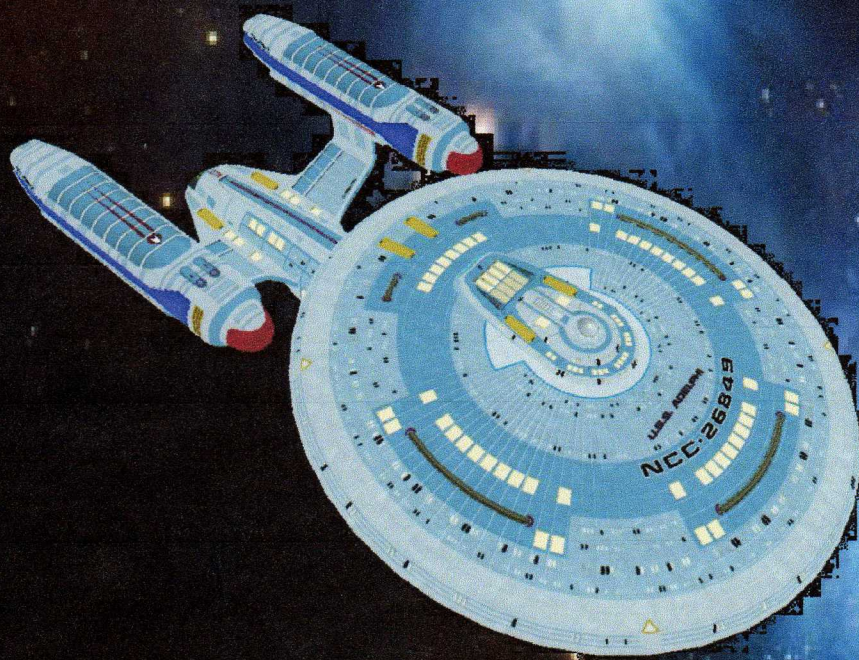


NOTE:

NOTE:



U.S.S. INDIANAPOLIS NCC-1945-D



**The ship that
stands out**