

Hi there, everyone!

Hope you've all had good holidays...and if you haven't had yours yet...what you planning, a winter cruise? Or maybe being crafty, and waiting until BeeB take off STAR TREK for a while? That way, at least, you don't stand the risk of missing your favourite episode. (And by the time you get this newsletter, STAR TRK will be finished for a while anyway.) But have no fear! It will return! For the benefit of our overseas members, BeeB is British Broadcasting Corporation, affectionately known as "Aunty" when she's been good.

Things are looking up for the club! At the last count, we had 43 members, and our building society account is growing daily. Remember the last newsletter when we reported that we had enough money to hire a church hall? Well, now, I reckon it will run to two loos as well, ladies AND gents! But £40 in three months can't be bad! Keep it up, you're doing well! In case anyone is interested, or suddenly discovers a rich uncle, the STAG account is as follows; Hinckley Permanent Building Society. Star Trek Action Group, account no. P/78967/STA. Actually, the feller behind the counter regards me as a harmless and nutty nuisance. Those postal-orders just drive him crazy, and everytime he writes down the name of the club, he looks at me as though he's ^{wondering} whether to get the hell out or not.

Thankyou for all your generous comments about Beta Niobe. Everyone seemed to enjoy the zine, for which Heather and I breathe a sigh of relief. It was interesting to note that most of you liked the "Children" stories best, and we are now thinking of producing a one-off zine devoted to this type of story. Beta Niobe 2 should be out round about Christmas time. And especially for those of you who haven't bought one yet.... BUY ONE! There are still a few left, and all the proceeds go into our convention funds.

Next newsletter (Let me get over this one first!) we hope to have some news of the convention. We already have many plans, and when Heather and I FINALLY meet in September, we hope to get at least some of those sorted out.

By now (unless I've done my favourite trick of forgetting to add your address) you should have had the flyers concerning DeForest Kelley. This has nothing to do with the convention. We just thought it was time that we British Trekkies honoured him. So PLEASE, send in your contributions...as many as you like! Let's make this a really worthwhile effort. De Kelley, I'm sure you'll agree, deserves all the credit we can give him.

Gotta go! My dear old man sounds like he's coming through the ceiling. (He's decorating, and took all my Trekkie posters down with a vow that they won't be going back again. What shall I do, smile sweetly and put 'em back when he's not looking, or bash him over the head with James T. Kirk? Please mark answers with "Private and confidential.")

Live long and prosper,

Jenny and Heather.

(I mean Heather, of course!)

A Profile on the worst STAR TREK episode ever made. By John Hind.

By far the worst episode in my opinion, is Let That Be Your Last Battlefield. (3rd season, 1968-69. STE Catalogue no. 1269. Reshown 25th May 1973, BBC 1.) My eyes strolled from the screen at least four times during the re-run on BBC 1, and Strekdom wise, that's terrible. Working on a division basis, I found that this episode was as bad as a recently shown Lost In Space episode, from which I removed my eyes from the screen 28 times.

Enough of comparing! Let This Be Your Last Battlefield was written by Lee Cronin, (Pen name of TV Academy award nominee Gene L. Coon) and I've found that many of his pen-name written stories have been worse than his Coon ones... Spectre of the Gun, for instance, (The Last Gunfight for Blish Lovers,) which was not very Trekkie, now was it? And please note, Coon only used his mystery name in the worst ST season... the 3rd.

Now, back to Let That Be; The director of the show was Jud Taylor, teleplay by Oliver Crawford. I suppose some of the failure of the show must fall on them, but I will not comment further. At the start of the show, the log reported that the "Enterprise" was going to decontaminate a bacterial invasion of a stricken planet.. if they didn't all life would eventually die. Sensors picked up a craft which was following an erratic course. It flicked onto the screen.

Chekov;

"I think that may be a Star Fleet Shuttlecraft, Sir!"

Spock;

"That is exactly what it is, Mr Chekov."

Sulu;

"It looks like the one reported stolen from Starbase 4, two weeks ago."

EXCEPT.. it had MCC1701/7 USS Enterprise on the side. Agreed, Star Trek was stuck for time in the third season, but they could have at least kept the front of the craft off the screen. Aboard, was Lokai, from the planet Cheron.

Lokai;

"My name is Lokai, from the planet Cheron!"

Kirk;

"That's in the southern-most part of the galaxy, in an uncharted quarter."

How the heck does Kirk know it's there if it's never been charted and there has never been a record of it's people? Then comes another chappie from Cheron... Bele. This crazy feller has been following Lokai for 50,000 years, non stop, so he could capture him and take him back to Cheron for trial. The two have a couple of fights aboard the Enterprise, and Kirk threatens to blow up the ship. There then follows a boring 4½ minute destruct sequence, including a thirty second countdown which lasted 40 seconds. Bele released his command over the ship 6 seconds before the ship was to blow. Kirk reported a log; "SD 57 30.7. Then Bele came along and fused the destruct panels on the bridge. Kirk then did another log reporting the sabotage, but this was 57 30.6. The star dates were even messed up.

Spock;

"...The people of Cheron must have once been mono-coloured."

Bele;

"You mean like both of you?"

Surely, scientists on Cheron must have found this out if Spock can solve it in a 45 minute show? Bele, living for 50,000 years, could hardly not have known a few vital points about his people's development!

After all these faults, (not to mention the pretty bad make up for the two Chérons, I approach the ending. I think this was a worthwhile ending, and it told a lot. It showed US what could happen if there was a nuclear war on earth. But, as the two Chérons chased each other around the ship and Spock gave his commentary....

"Lokai has just arrived on Deck 5...passing recreation room 3...Bele is chasing Lokai on Deck 3 ...Bele is passing recreation room 3..."

Just when it's looking like a good ending, they have to go and have the same recreation room on two levels. Bele end up on the planet, still chasing each other...

Uhura.

"IT DOESN'T MAKE SENSE!"

YOU SAID IT, KID! IT DOES 'T!

LET THAT BE YOUR LAST BATTLEFIELD. A SUMMARY BY JANET QUARTON.

The Enterprise was on a mission to decontaminate Ariannus, and comes across a crippled shuttlecraft. It is brought aboard, and a man comes from it and collapses. The man is half black, half white. When he comes to in Sickbay he says that his name is Lokai, and he is from the planet Cheron. When Kirk accuses him of stealing the shuttlecraft, he says that he only borrowed it. Kirk tells him that he will be taken to Starbase 4 after they have completed their mission. He tried to find out more about Lokai, who says that he is tired, and refuses to answer more questions.

Kirk and Spock go up to the Bridge to find that the sensors have picked up a scout vessel, which is invisible. Uhura tries to contact it, but fails...and the ship is on a collision course. Kirks warns the crew to brace themselves, but nothing happens, the other ship simply disintegrates. Then a man who looks like Lokai materialises on the Bridge. He says he is Bele, and is after Lokai. He asks Kirk to take them both back to Cheron, where Lokai will stand trial, but Kirk explains that Cheron is not in the Federation, and that no extradition treaty exists, but he will call Starbase 4 for instructions.

Kirk takes Bele to sickbay to see Lokai, and from the way they greet each other, it is obvious they hate each other. Lokai accuses Bele's people of treating his people as slaves. Bele denies this, saying that Lokai's people are now free, and that Lokai has been convicted for treason. He demands that Kirk take them to Cheron, but Kirk still refuses.

Kirk is called ^{to} the bridge. It seems that the ship has gone off course, and is now heading for Cheron. Bele explains that his will now controls the ship, and they are powerless against it. The ~~max~~ security men try to arrest him, but both he and Lokai are surrounded by a force field. Kirk tells them that if the ship is not returned to it's former

course, then he will destroy it. Bele refuses, believing that Kirk is bluffing, but Kirk orders the destruct sequence to be carried out. The countdown of thirty begins. When it reaches five, nothing will prevent the destruct sequence. Only when it reaches 6 does Bele give in, and return the control of the ship to Kirk.

The Enterprise enters orbit around Ariamus and begins the decontamination procedure. In the rec room, Bele tells Kirk that he has been chasing Lokai for a thousand yaers. A message comes through from Starbase 4, saying that they can be taken to ~~xxxxxx~~ the Starbase, where the authorities will decide what is to be done. Bele is furious at this, and believes that Lokai has fooled them once again, and says that Lokai is of an inferior type. Spock tells him that he must be of the same race, but Bele insists that Lokai is a murderer and a savage.

Meanwhile, Lokai is trying to talk the Enterprise crew over to his way of thinking, telling them they can't know what it's like for a race of people to be persecuted. The crew try to explain that this happened on Barth, but that now, all the races live in harmony. This does not convince Lokai, who is blinded by hatred.

The ship leaves Ariamus, and Kirk orders the course to be set for Starbase 4. The Enterprise does not respond, and heads again for Cheron. Bele tells Kirk that he can do nothing, as he has burnt out the destruct circuits. Lokai starts a fight with Bele, and as they come together, their shields touch and flare up. Kirk shouts at them to stop before they destroy the ship. At last, they see reason, and Kirk once more regains control of the Enterprise, but by this time, they are within range of Cheron. Sensors report that all the people are dead, having killed each other in their hatred. Kirk appeals to Bele and Lokai to make up their differences, as they are the last of their people, but Lokai runs off, and Bele chases him through the ship before they beam down to Cheron.

Kirk states that there is nothing they can do. All Lokai and Bele have left is their hate, and so the Enterprise leaves orbit and heads back to Starbase 4.

DESTRUCT SEQUENCE. Supplied by Janet Quarton.

Kirk "Computer, destruct sequence. Are you ready to copy?"

Comp. "Working."

Kirk "Prepare to verify destruct code one. Computer, this is James Kirk of the USS Enterprise, destruct sequence one, code one, one A."

Comp. "Voice and code one, one A. Verified and correct. Sequence one complete."

Spock. "This is Commander Spock, Science Officer. Destruct sequence number two, code one, one A two B."

Comp. "Voice and code verified, and correct. Sequence two complete."

Scott. "This is Lieutenant Commander Scott, Chief Engineering Officer. Destruct sequence number three. Code one B, three."

Comp. "Voice and code verified. Destruct sequence completed and engaged. Awaiting final countdown."

Kirk. "Computer, this is Captain James Kirk of the USS Enterprise. Begin thirty second countdown. Code zero, zero zero, destruct zero."

Comp. "Thirty seconds....."

THE INTER-RELATIONSHIPS OF "ENTERPRISE" CREW MEMBERS. By Jenny Elson

Kirk-Spock.

Kirk feels a strong relationship between himself and Spock. This is not a socialising friendship, but a strictly working one, partly of necessity but mainly because Spock will not allow it to be any other. It is born out of respect for the man himself, his experience, integrity, loyalty and philosophy. Kirk realises that he does not understand Spock as much as he would wish; there are too many secret places within Spock's being, and as much as he tries, he cannot always evaluate the relationship, or even ease it into a warmer friendship. Kirk tends to look to Spock in times of stress and danger, and the inspiration and quiet reassurance given by the Vulcan gives to his lonely decisions of command the final stamp of approval. Thus, in some unspoken, unconscious way, Spock gives him additional strength of will and purpose. Kirk is fully aware of his first officer's loneliness, yet does not know how to alleviate this, and knows it would not be appreciated if he tried. Therefore, the friendship is based upon a logical relationship between the two men, but beneath it all there is genuine warmth and affection.

Kirk-McCoy.

There is a genuine friendship between Kirk and Doctor McCoy, and McCoy is the captain's only true friend aboard the "Enterprise." He can confide in McCoy, who will listen, evaluate, understand, and often advise. Kirk realises that McCoy's cynicism is a cloak to disguise his deep humanity. Kirk respects this, understanding both McCoy's humanity and the way he often expresses it. But Kirk sometimes has difficulty to weigh this humanity between Spock's logic... and being Captain often has to decide against his friend. The relationship has its difficult patches. Both men are obstinate, and McCoy is particularly single-minded at times... often just plain bloody-minded. At these times, tempers do become frayed. McCoy also tends to sulk, but Kirk, by experience, knows exactly how far to push him, and when to make his superior position clear. In many ways, McCoy is as strange and as secret a man as Spock, never given to revealing confidences about his past life. Kirk understands this, and never presses the doctor in any way. This could tend to make the relationship superficial, but somehow, it never does. Their understanding of one another has led to sincere trust and the warmth of a genuine friendship Kirk feels he could not do without.

McCoy-Kirk.

McCoy regards Kirk with an almost fatherly affection... and in his opinion, Kirk does need fathering at times, even though he won't admit it, and probably doesn't even realise the fact. Privately, McCoy is gratified to know that it is to him Kirk will come in times of stress although often under the disguise of something else. McCoy respects Kirk for not trying to pry into his personal life, and perhaps because of this more than anything else, the friendship has become firmly rooted,

with understanding as a basis for it all. The doctor has a strong will, and even stronger beliefs, and he finds that these are all too often questioned and overruled by Spock's logic. This hurts; he does not even try to deny the fact, and at these times, he needs to be alone to re-evaluate his own strongly held beliefs... other people, Kirk included, call this sulking and being obstinate, but this is not so. McCoy knows what it's like to be hurt, and hurt deeply, and he cannot always adjust as easily as Kirk would like him to. This tends to make the relationship uneasy at times, the reason for which, McCoy could^{n't} explain to anyone, even himself.

Spock-Kirk.

To understand this relationship, one must understand Vulcan, and the attitude of a half-breed. Spock's culture is based upon stoicism, logic, peace, harmony and beauty of thought. With this perfect balance of mind and body, Vulcans can enter a good and lasting relationship... a lasting union, which is almost like a courtship. Spock sees through the ideas of a Vulcan, yet is capable of understanding Terrans too. Kirk and he together have all the attributes of a union at its best. They are a partnership, and the Good exists between them. Kirk, Spock knows, is not aware of this. Only Spock, with his Vulcan heritage, can equate exactly what is between them, and it is something so deeply private that Spock will rarely admit to it, even to himself. So it is Spock who keeps the relationship seemingly distant, and suffers the intense loneliness this inevitably brings. On Vulcan, to a Vulcan, he could openly express what he feels, for another Vulcan would understand. But Kirk, a Terran, would not, and therefore Spock must keep to himself the knowledge deep within him; that he is actively and logically in love with James Kirk, captain of the "Enterprise."

There will be more on the relationship between the "Enterprise" crew members in the next newsletter. Remember, particularly in reference to Spock-Kirk, that this is only a personal point of view. If any of you have other ideas, don't keep them to yourself... let's all share your opinions!

*Zine Spot! (Ouch, is that infectious?)

For all McCoy fans! Beat the Great Kelley/McCoy famine! Buy a copy of "Voyages." (And mention STAG while you're doing it, huh?) Available from; Pat Zotti, 18242, Calvert Street, Reseda, California 91335, U.S.A. Price 4 dollars 20 cents, which includes airmail postage. International money order, please!

Had any trouble getting autographs from STAR TREK stars? Had to wait light years for a reply? Sorry, I ain't gonna tell you an easy of doing it, 'cause I don't know one, but Pat Jenkins is interested to know, if any other frustrated autograph hunters could write and let her know. 'Snice to have another shoulder to cry on while you're waiting and getting old and grey.

AND NOW TO CONTINUE OUR SEARCH FOR THE TRUTH! HAVE THE VULCANS
VISITED EARTH?

Some interesting facts unearthed by HEATHER LENNON.

In the twelfth century A.D., in West Suffolk, two small children were found, and the people described them as "fairies", for they had green-tinted skin, spoke a strange language, and ate only simple vegetables. The boy was so distressed that he died, but the girl survived. Eventually, she learned English, and was then able to tell the people that she had come from an underground world, and had found their way to the surface after following a chiming sound. This girl eventually married, and lived to a ripe old age.

In another story from the same area of England, the people also tell of "Fairies," who were slightly taller than humans. They had pale skin, and black hair, and they lived for a far greater length of time than humans. They also possessed a means of entering people's minds with their thoughts, which was the reason why these twelfth century folk were afraid of them.

There is also an old poem, which describes the kidnapping of a man. He was taken "faster than the wind" to a place where the ground and sky were the colour of blood!

Green children? Tall fairies capable of mind probes? A place of reddish hue, and a method of space-travel? All myth has fact as its basis, and from the evidence we have so far put forward, there would seem to be quite a lot to support the theory that Vulcans once visited Earth. ANY OLDHAM writes;

"Definately, we have been visited before, over many centuries. Sparta? Why not Atlantis, or ancient Mexico? The more one digs, the more involved are the possibilities. Every ancient book, including the Bible, is packed with information."

COMPETITION NEWS.

Raffle tickets for "The Touch of Leonard Nimoy" are still on sale. 5p each or five for 20p. Closing date 5th November. (Bonfire night.)

* DESIGN A STAR TREK PENNANT! The winning entry will be made into pennants for sale in aid of STAG funds. Entries should be submitted to Heather Lennon, 5, The Underwood, Eltham, London. Please remember to include your name and address. Please include details of size (not larger than 6" x 8") THE WINNER WILL RECEIVE EITHER A SPOCK POSTER OR A KIRK POSTER. (State choice.) Closing date, 1st November 1973.

* DESIGN STAR TREK NOTEPAPER! The winning entry will be printed into notepaper, and again used for sale in aid of STAG funds. Entries to be submitted to Heather, no later than 1st November, 1973. THE PRIZE WILL BE WORLD OF STAR TREK, BY DAVID GERROLD.

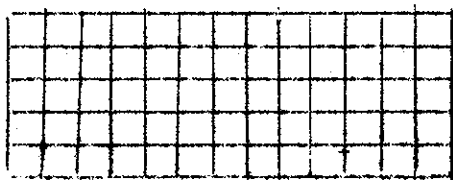
"STAR TREK LIVES!" pens still available, price 10p for two. Sorry, no more badges yet! They haven't arrived from the manufacturers. Which reminds me that I must chase them up!

Anyone short of STAR TREK 4? Price 20p from Jenny Elson. First come, first served. There's only one!

STAR TREK CROSSWORD.

BY Rosemary Chivers.

All answers are DOWWARDS, and each beginning letter of each word spells out the name of a ST episode about a stranded spaceman, and the alien who loved him.



1. On an errand.
2.of Troyius.
3. First Planet.
4. From another planet.
5.women.
6. Glory.
7. Flint's android.
8. Barren planet in Catspaw.
9. Devil in the Dark.
10. Not the same name.
11. Science Officer.
12. Captain Kirk is full of them.
14. Suspect in Wolf in the Fold.

*Answers over page.

HELP! Film clips, prints or Television photo's urgently required of "THE PARADISE SYNDROME". If anyone can asisst, please write to Chris Jones, 222, Manchester Road, Heaton Norris, Stockport, Cheshire.

LPOF...a club for the slightly demented Leonard Nimoy fans. For information contact Ms Becca Oroukin, 128, Ormsby Drive, Irwin, Pa 15642, USA.

SPACE TIME CONTINUUM...a Star Trek Club with a difference. For further information, contact Ms Alice LaVelle, 845, Bryn hawr Avenue, Newton Square, Philadelphia 19073, USA.

JAMES DOOHAN INTERNATIONAL FAN CLUB. Jim is great, his fan-club excellent! Contact Mrs Anna Hreha, 1519, North West Street, Seattle, Washington 98177, USA.

WILLIAM SHATNER APPRECIATION SOCIETY. Mrs Elizabeth Maddox, 323, Exning Road, Newmarket, Suffolk. Dues now £1..25.

Anyone want tapes/Cassettes of "Baffled?" We are NOT selling them yet, just trying to get an idea of how many people are interested. Please contact Jenny Elson.

On sale soon. 8 x*10 b.&w. pics of Leonard Nimoy and Bill Shatner.

Answers to crossword.

- | | |
|-----------|------------|
| 1. Mercy. | 7. Reena. |
| 2. Elaan. | 8. Pyros. |
| 3. Talos. | 9. Horta. |
| 4. Alien. | 10. Other. |
| 5. Hudds. | 11. Spock. |
| 6. Omega. | 12. Ideas. |
13. Scott.

Was Sickbay a Blooper?

By Jenny Elson.

The sickbay, and the medical facilities aboard the "Enterprise" has just got to be one helluva mistake...or a practical joke on the part of the designers. It LOOKS O.K. on the screen, I suppose, but no wonder Dr McCoy and Nurse Chapel flip their lids on the odd occasion. It must be near impossible to work in that place.

Firstly, why so few beds for 430 people?..And people more prone to accidents and strange diseases than the average population! There are four beds in the main ward, presumably for the male crew members, and evidence of a few single rooms too. What happens during an epidemic, or when many of the crew have been injured? Maybe they bed down on the floor!

Whoever designed Sickbay did not have a working knowledge of medical units! O.K., the fine gadgets are in rich abundance, but nothing else seems particularly practical. There is only one small treatment room, where (I hope) nothing but minor injuries can ever be treated. Very often the "Operating Theatre" is not even used, even for major surgery, and there appears to be no facilities for aseptic techniques. We are told that all 430 members of the crew have yearly medicals, that every single woman (ie, not married) and many of the married women too have monthly contraceptive injections...but where? Maybe they all line up on the Bridge, 'cause there's no place in poor, cramped sickbay! Are there no consulting rooms for private discussions? Is that little cupboard the only storage space for drugs? (And would the chief physician REALLY keep the keys to the drug cupboard? Surely, that's a job for the head nurse!

And while on the subject of drugs, there appears to be no double-check procedures before administration, and no record keeping. Maybe the medical staff of the "Enterprise" are so infallible that they have no need of such a time-wasting but vital procedure whilst dealing with potentially dangerous drugs...or maybe McCoy is expert with the old stomach washouts if a mistake does occur. I think I'd need more assurance than a smile from McCoy. Such an offhand method of doling out the pills is downright dangerous, and literally asking for tragedy.

Has anyone noticed how tidy Sickbay always is? The patients lie in their beds like lambs, without even a bedside table or locker in which to store personal possessions. Their sheets are never disturbed,

the patients are never sick on that spotless floor, and they never require a wash, a shave, or a visit to the loo... and if they do require the latter, presuming they are fit enough to get up, there is no indication of a single loo in the entire ship, let alone Sickbay! Maybe they catheterise all admissions on arrival. Poor patients! All they have to do is lay down and look ill (But not be sick on the floor, dear me no) or sit up and look well enough to get the hell out.

Let's study the patient care more closely.... because if I had to be admitted to sickbay, I'd be worried! Already mentioned is the way in which drugs are dangerously stored, checked and administered, and the way the clean, impersonal, oh-so-tidy ward must surely drive the patients round the twist. But the actual treatment of the patient also leaves much to be desired.

Take, for instance, the way unconscious patients are treated. It may look romantic and good to place an unconscious patient flat on his back, but in practise it is potentially lethal. Even in Star Trek century an unconscious patient can be asphyxiated by his own tongue or inhaled vomit, unless correctly intubated, or given a tracheostomy, or placed into the correct left or right lateral position. Never have these vital procedures ever been carried out!

Smaller things irritate too. No effort is made by medical staff to remove tight clothing (Tut tut, might show a female navel!) Often, the patient is placed onto the bed without even having his boots taken off! And most irritating of all, the nurses appear to be merely "machine minders." Oh, they have far greater technical skills than when I did my training, but it's sad to think that their technical skills have ousted the important nurse-patient relationship. Maybe this is a reflection on the way the big American private hospitals are run today... and if so, Up the RMS!

And while we're on the subject of medical staff, isn't it extravagant of Starfleet Command to employ so many for such a small medical unit? What do they do with themselves all day? Maybe a good suggestion would be for them to get up on the administration of drugs and the care of the unconscious patient.

Next... yes, there's more! Surgery! And here, McCoy's techniques are particularly bad. Consider "Spock's Brain" for instance. This was open surgery, yet aseptic techniques were non-existent, and three other people were present, exhaling bacteria into the air, and wearing clothes they had fought, lived and worked in for a whole day!

These are some of McCoy's favourite and most predictable words;

"He's dead, Jim!

Poor guy! NO MOLDER!
