Crew Meetings & Activities 2018
July 14 away mission to Bowling Museum in Arlington
(wear Sea Tiger shirts and meet at 1100 hrs)
July 28 regular mtg
Aug 25 regular mtg
Sept 22 regular mtg
Oct 27 regular mtg
Nov?
Dec?

All above meeting are subject to change. Normally we meet at Shady Oaks BBQ at 3:00 p.m. on the dates above (unless otherwise mentioned.)

COMMAND DIVISION (GOLD)

The Gold Division was really busy this month. Hopefully we’ll have more to report next month.
Joy Flynt, R. Admiral

CO REPORT

Region 3 Summit/Third Brigade Muster
Irving, TX

Region 3 had a wonderful Summit this year. It was held in Irving, TX, only an hour and 20 minutes away at normal warp speeds. This was a pleasant change from other years that
took us much farther.

The **Sea Tiger** sent two shuttles, with a total of five crew: Commodore Tank Clark, Commander Tracy Clark, Rear Admiral Elizabeth Goulet, and Master Chief Petty Officers Alan and Michelle Goulet.

Friday evening was, as usual, the Marine Muster. A good time was had by all -- songs were sung, tales were told, and a bit of grog was imbibed. I made an effort to draw several 'hacks,' thereby ensuring I would become the Goat (also known as Mr. Vice or Mr. Ensign) at next year's Mess.

Following a glorious repast, Commander Clark and I changed into mufti and repaired to Room 338, where a significant quantity was consumed.

Room 338, where a significant quantity of alcohol was consumed.

In an attempt to encourage donations to the Summit Charity, Commander Clark created a TNG Skant for me, and we established "Vote Jars:" "Yes" to make me wear it to the Saturday night dinner, "No" to prevent it. The jars were placed at the registration table, and later moved into the auction room. Unfortunately, good taste was overwhelmed by a desire to see such a distasteful thing.

During opening ceremonies, the USS **Sea Tiger** was honored: our ship received the Apogee Award for Creative Media, for our outstanding web site.

Following Opening Ceremonies, Saturday's activities included a mystery lunch, the Third Brigade Muster, and a few panels. Commander Clark and I presented a panel on uniforms, which was well attended. It was based on the USS Sea Tiger Uniform Manual. (If you haven't looked at it yet, please take the opportunity.) The panel was well-received, and we had fun putting it on.

Regarding the fund-raising effort of my skant:

Voting went from Friday night through Saturday evening.
No: $5.50
Yes: $70.50 and a pretzel. (It is unsure what the thought behind the pretzel was.)

The highlight of Saturday's activities was the Admiral's Dinner, to which, as voted by the Region, I wore my new skant. It proved popular to the Region and the Region's guests.

(Before dinner, the shuttlecraft carrying the Goulet's returned to the ship, whilst shuttlecraft Caesar remained.)

After dinner was the Live Auction. All combined, the region raised over $4,000.00 for the charity (totals including the skant vote, the silent and live auctions, the pizza/mystery lunch, and the votes for the 'best Holodeck
episode’, plus outright donations.)

Sunday morning started with the Congress of Commanding Officers meeting, followed by Closing Ceremonies. Many people then went to the Grapevine Mills Mall and the Dead Dog party, but Commander Clark and I boarded our shuttle around 1300 hours to return to Sea Tiger, happy and excited.

Respectfully,
Commodore Tank Clark
Captain, USS Sea Tiger NCC-2009

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**XO REPORT/Communications Report**

Report on Summit 2018 in Irving, TX
Five members of the USS Sea Tiger attended this year’s Summit. It started out on Friday night, June 22 with the Marine Mess. Since I didn’t attend, you’ll have to wait and hear about that from our CO Tank Clark. He and his lovely wife Tracy attended in dress uniform.

Saturday morning found those in attendance having a free breakfast before attending Opening Ceremonies. It appeared that we had about 50+ people in attendance this year. Ironically, though we started late (nothing unusual there), we finished up 45 minutes ahead of time. So, they started setting up for the next event and those of us not involved with that, sort of milled around. The next big thing was a luncheon mystery event. A free will donation was made for the pizza and dessert provided. Here too, that had allowed from 11-2 for the event and we finished up by 1.
We didn’t stay for the Admiral’s Banquet or closing ceremonies on Sunday. We headed home about 3 in the afternoon. Getting there was easier then we thought and it was even easier getting back on the freeway heading home.

As a whole, we all seemed have a good time. I liked the luncheon mystery. It was well thought out and had you guessing at every new clue. The USS Diamondback crew did a wonderful job and I would like to thank them for hosting this.

The CO attended the Admiral’s Banquet and Closing Ceremonies and I’ll let him tell you about that in his report.

Respectfully,
R. Admiral Liz Goulet
First Officer, USS Sea Tiger, NCC-2009
Articles for next month need to be in by July 6.

SCIENCE DIVISION (BLUE)
Ship’s Services

Once upon a time in the real world, I went to nursing school. Two and a half semesters taught me that I wasn’t really cut out to be a nurse; in fact it made it definite. But I discovered that I really did enjoy learning the medical arts. Other than biology and anatomy, learning about first aid was fun. (Yes; biology and anatomy are fun) and knowing that, I thought I would impart a little first aid knowledge to you.

Over the course of the next few months I will share with you some basic first aid skills. The following skill sets involve injuries that could happen to anyone, anywhere and anytime. From learning the steps of CPR to treating a broken limb, you don’t need a lot of memorization or knowing the difference between a fibula and tibia to perform such basic skills.

With all of these skills, the most basic tenet to remember is to keep a victim alive until you can get to medical treatment. As you learn these skills, think of yourself as performing “super-triage” in assessing an injury, applying life-preserving measures as necessary, and keeping a victim safe and comfortable until better-suited medical personnel can use the extra time you’ve given them to save life and limb.

The second skill in basic first aid is How to properly treat a cut.

Closing the wound is just one consideration when treating cuts or lacerations. Here are some steps to follow if you find yourself treating someone who’s bleeding.

Step one is to clean the wound. Most hospitals use an antiseptic microbicide for cleaning cuts and lacerations. ER’s will irrigate the wounds with sterile saline solutions. However; clean plain water will serve your purposes by washing debris and dirt from a cut. It is best if the water is under some pressure, squeeze a bottle of water to make it jet spray or gush.
Step two is to control the bleeding. Apply direct pressure to the wound. Press a bandage to the wound and replace bandage if it soaks through. Elevate the injury if possible to reduce blood flow. Apply pressure to arterial points to slow bleeding. Apply a tourniquet only as a last resort to limb injuries. If there is a head injury, do not apply pressure; keep applying new bandages until bleeding stops.

Step three is to seek immediate medical help if the cut is moderate to serious. Even with your water wash and bandaging, antibiotics will probably be necessary to stave off infection and stitches or staples might be necessary.

Look for next month’s article where we learn how to properly treat an animal bite.

Commander Tracy “Gleek” Clark, SFMD
Blue Division Leader & Chief Medical Officer, USS Sea Tiger, NCC-2009

Birthdays for next month:
July Birthdays: Michelle Goulet Jul 11

Movies Upcoming
Mission Impossible VI Jul 27
Nutcracker and the Four Realms Nov 2
Fantastic Beasts the Curse of Grindelwald Nov 16

Science
The Sweet Smell of Life Support
When NASA astronaut Kjell Lindgren blasted off from Kazakhstan in July of 2015 for his first expedition aboard the International Space Station, he had some lofty expectations:

“I was eager to see Earth from space,” he said.

“And I couldn’t wait to float in microgravity,” he recalls.

And…he confessed…”I kind of expected the International Space Station to smell like a locker room.”

After all, what would you expect? It’s an airtight spaceship continuously occupied 24/7, 365 days a year by as many as half a dozen hardworking (and exercising) astronauts.

Lindgren was in for surprise, however. “The air in the space station actually smelled great. The filters in the life support system do a great job cleaning the air. There were no issues at all.”

First contact with the space station’s clean air reminded Lindgren, a flight surgeon, of the impressive technology underlying the station’s life support system.

“On the International Space Station we’re testing technologies that will allow us to live comfortably during long journeys into the solar system. Our life support systems provide a properly pressurized atmosphere with the right amount of oxygen; it scrubs carbon dioxide from the air; keeps the
temperature in a comfortable range; and provides fresh water, light, and everything we need for good hygiene.”

Hence the sweet smell of the air.

He said, “While I was on the International Space Station, I felt a lot like a bridge builder, helping to pave humanity’s path to Mars.” As mission planners look toward the red planet, “we are definitely evolving from the lessons learned on ISS,” said Molly Anderson, a Principal Technologist at NASA. “We want to increase the level of recycling wastes beyond what we do on the station now. Our ISS water system can recycle about 93% of the wastewater back to clean water. The leftover fluid is referred to as ‘brine’, and we are flying a demonstration technology on station soon that will recover most of that water too.”

“On the station, if all the systems are working, we can recycle a little less than 50% of the carbon dioxide back into oxygen. We’re trying to get that number much higher, to at least 75% and even up near 100%,” she continued.

While the space station still relies on cargo vessels to bring fresh supplies and equipment improved life support systems can help reduce those needs, leaving more room for science and science equipment going to the station. Plus, Earth won’t be able to help on missions that leave Earth's orbit.

“Hundreds of millions of miles from Earth, no one will be able to bring us fresh water or replace malfunctioning systems.” Lindgren said. “We will be on our own – just us and the life support system.”

That’s why it is crucial for life support development to proceed aboard the station – an excellent testbed for future deep space flight.

(Article from www.nasa.gov/station)

ENGINEERING DIVISION (RED)

Red Division
Nothing to report at this time. All engines are doing fine and red division is humming along.
Byron Flynt, Brig. General
BOSUN (Chief in Charge)
The finals off the flip top contest were the following people:
Single Individual was Cynthia Couch with 222
The family group was as follows: Liz & Alan Goulet 3052
Opt. Club 2485
Tank & Tracy 2257
We as a club collected a sum total of 8016
This is the fourth year we have run the contest for collecting flip tops and this is the third best year we have had collecting. We missed having the second best year by less than 400 flip tops. I hope next year will be even better than this year was for us.

Special Note: Please put your name and what group you want your flip tops to be counted for on your bag with the tops. If you do not put your name on it, you won’t get credit- I will.

Alan Goulet, MCPO

Military Intelligence Group:

Intelligence Center
Greetings, Marines!

This month, we’ll briefly look at Geopolitical Intelligence. This is the area of Intel in which I spent the most amount of time, and of which I’m most personally familiar. Oddly enough, this means that this will be the shortest brief.

Our Table of Organization for the 333rd Military Intelligence Group has Geopolitical Intelligence assigned to 5th Platoon.

This brief is UNCLASSIFIED, from an open source. (My Underpowered Brain.) Wikipedia does not have a page on Geopolitical Intelligence

Geopolitical Intelligence
In brief, Geopolitical Intelligence is the gathering of information on what is going on, and what is expected to occur, within a geopolitical area.

Geopolitics is the analysis of the geographic influences on power relationships in international relations. The US Navy used the term “Geopolitical Intelligence” to cover this, as well as the gathering and analysis of information regarding the political, financial, and technological situations within a nation, or a group of nations in the same area. For example, when Libya and Chad were at war in the 1980’s, we (the US Navy) spent some time following the developments in that war. Neither country were a direct threat to the United States (although Libyan terrorists abounded), but in gaining and analyzing information on the war – not just the military side of it, but the effects it was having on the two countries populations.
Bringing this into the Star Trek world, the Federation would be studying the behaviors of the various allied and non-allied species, their political situations (did the Ferengi Grand Nagus appoint a new deputy in a ministry dealing with export of machines to press latinum); the geographical changes (The Andorians are terraforming – well, Andoria-forming – a planet at the edge of their space, near a Vulcan science outpost; a Klingon moon just exploded); and other things of that may be of interest (the Tholians have actually retreated from an area of space – something almost unprecedented! Why?)

Other things that would fall into Geopolitical Intel include: Where did “Species X" come from, who are they, and what do they want/lack/need? (The Whale Probe from Star Trek V: The Voyage Home, for example.)

Any questions, or if you just want to chat about stuff, feel free to email me (greenlantern.pirate@gmail.com), call me (940.255.9445), text me, or find me on Facebook, or whatever.

Brigadier General Tank Clark, SFMC, SFMD (BFHD, LMAO)
Officer-in-Charge, 333rd Military Intelligence Group, “The Yellowjackets”
“We Know Better”
Greenlantern.pirate@gmail.com

Have Phaser, Will Travel!

There's been not much official going on regarding the STARFLEET Military Assault Command Operations. I have lodged some official grumbles regarding my dissatisfaction, and I'd like to update you all about it.

Ever since the changeover from SFSO to M.A.C.O., the Director (T.J. Allen) has been telling the various teams to be patient, to wait, and that updated information will come out.

This situation has gone on for much too long, in my humble opinion, and in this month’s MACO report, I expressed my severe disappointment.

In the report, I said:

_The Thirty-Third STARFLEET Military Assault Command Operations Gamma Team, “The Paladins”, remain concerned and to some degree worried about the status and future of the STARFLEET Military Assault Command Operations. There is a severe, and hitherto unprecedented, lack of communication from higher echelons regarding the redesigned manuals, rank insignia, rank titles, awards, and uniforms of the former SFSO. In the past, the Director or the Deputy Directors were able to tell us what was going on, but now the only way we learn any new information is by curiosity about tabs in the STARFLEET Database. The only thing we are told -- and we are told this often and repeatedly -- is to be patient and that eventually we may eventually be told something._

The Monthly Roar
This is insufficient. Knowledge is power and having been denied knowledge means we have no say in this organization.

If the Vice-Commander, STARFLEET, actually WANTS to shut Military Assault Command Operations down -- not unlike how he shut the Chaplin's Corps down -- this would be a good way to do it.

There is nothing our unit can do to solve this issue. I would suggest the Director reveal something -- ANYTHING -- to the members of STARFLEET Military Assault Command Operations. Even a "these are the ideas we're looking at and have submitted for approval" would be a step in the right direction. For that matter, I find it INSULTING that the only way we hear about the new rank titles is by finding a tab on the Database. I also am somewhat surprised after the SFSO pushed for so long and so hard to force the adoption of navy-style Fleet ranks within the SFSO, that the STARFLEET Military Assault Command Operations would -- without discussing it with anyone -- switch to army-style ranks.

Within a few minutes of submitting this, I was contacted directly by the Director, who decided to finally share some info with me:

The rank insignias was sent to me and the SFMC for how it would look. I approved and sent to the VCS and he went to SFMC so we can try to get some to wear. SFMC went through a vote of four different proposals. They were then sent to the GS and we are still waiting to hear back from them. I do know that what was proposed was changed. And I need to wait just like you to find out more. The manuals are supposed to be worked on by each section. Right now Jonathan and I have been working on the training and I have been working with Marcus about the awards. We are cutting back on the number of awards that was put in before Paul left.

Paul did tell me before he left that we are not allowed to use anything he produced.

This makes it harder as we have to start from the ground up.

I will ask to have the ranks published in the Tavern of what each rank name will be but it is also that if you want to use your Marine rank you can or if you want to use the Fleet rank you can. This is what was handed to me from the VCS.

I then asked why we wouldn't just use canon, screen-shown rank insignia. TJ’s response: One of the downsides of using cannon on the ranks is the pips were used by Paul on the MACO triangles and he claims it as his IP. The Enlisted ranks per the VCS is the IP of CBS. I wanted something close to the Enterprise version of the Fleet ranks but again Enlisted was not shown.

The rank names were talked about and then they showed up on the DB before I made the final agreement. But it was no problem as the original MACO on the Enterprise used army ranks.

One thing mentioned to me was MACO pulls the best of SFMC, Army, and Fleet. And this came from the VCS.

The patch design is what bugged me the most as I submitted to the VCS and he told me only if Marketing approves, and she told me I need an artist release form signed by the person that created it. So, anyway, we finally got some info. Not as much info as we’d like. We’ll discuss some RPGs next month.
Sum non Satis?
Commodore Tank Clark, SFMD
Team Leader, 33rd STARFLEET Rangers (“The Paladins”)
“Have Phaser, Will Travel”

Movies Reports
Solo: A Star Wars Story

It is like a galactic steampunk Oliver Twist. Corelia is an industrial plant in a planet form. Hans is an orphan living under ground with a girl he cares for, but when he tries to escape with her – he has to leave her behind. He decides to join the Empire to become a pilot; and this is where he gets his name Solo from. He meets bandits, pirates and the woman he loved stabs him in the back by siding with the Empire. The Empire has a creature known as “the Beast” aka Chewbacca! He is 190 years old and is the best co-pilot you can want. But all in all the Robots steal the show. Next to Lando’s closets, don’t trust him in Sabacc, the card game he loses the Millennium Falcon in.

To L3, we salute you.

Michelle Goulet

Meetings for the USS Sea Tiger are held every month at 1500hrs at Shady Oaks BBQ at Sand Shell & Hwy 35. Usually on the fourth Saturday of every month. For information contact CO Commodore Tank Clark at seatiger@region3.org or visit our web site http://ussseatiger.weebly.com/

Monthly Roar! Newsletter is a monthly publication produced to inform members of upcoming events with the ship, with the region, and with the fleet. As well as things of interest everyone might like to know about. Information in this publication is obtained through emails and internet sites. The USS Sea Tiger is a non-profit organization affiliated with STARFLEET. Although we are Star Trek based, this club does enjoy and encourage anything that is SciFi related such as Battlestar Galatica, Stargate, Star Wars, X-Men, Superman, etc. This is an ‘on line’ publication for all those who have email. If requested a printed copy can be sent to you at your home address.