



THE OFFICIAL NEWSLETTER OF THE U.S.S. BRIGHTSTAR

VOLUME TWO

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ISSUE NINE



Yup, It's that kind of holiday you want to hide from but you know you can't Happy April fool's day

U.S.S. DINOPISTAN N.C.C STANVISET COMMAND QUADY

From the First Officer

Here we are again.
Welcome to another edition of the StarLight
newsletter. Boy, it's hard

to believe that it's April and Spring is the season. Yeah!!! That right folks, things will only start to warm up.

Now, I know that there are people who like or love the fall or winter season. Personally, I think they are nuts. I mean, any time you have to put on a jacket or coat just stay warm if you have to go outside. Me, I like it when it is warm outside. And if it is humid, sure I'll complain about it, but I would be enjoying it at the same time.

Well, now that I have gotten that out of my system we can move on to the contents of this newsletter. Along with the usual articles that appear in this newsletter. We have the latest on the Mars rover. This time around N.A.S.A. reports and shows off recorded sounds just in from the Perseverance rover. Also included in the issue, are the answers to last month's Trek quiz. Along with where is the Doctor. Well, I think that about it. I can't think of anything else to put in this article.

So I'll put this puppy to bed and call it a night. So I'll say, see you all next issue.

It's time to put this puppy to bed.

The First Officer

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Thanks to Laura Cynthia Chambers (See Genesis 1:1-2:301-10-2014

Bible Quote



Jesus has Risen

Matthew 28:1-15

1 Now after the Sabbath, as it began to dawn toward the first day of the week, Mary Magdalene and the other Mary came to look at the grave. 2 And behold, a severe earthquake had occurred, for an angel of the Lord descended from heaven and came and rolled away the stone and sat upon it. 3 And his appearance was like lightning, and his clothing as white as snow. 4 The quards shook for fear of him and became like dead men. 5 The angel said to the women, "Do not be afraid; for I know that you are looking for Jesus who has been crucified. 6 He is not here, for He has risen, just as He said. Come, see the place where He was lying. 7 Go quickly and tell His disciples that He has risen from the dead; and behold. He is going ahead of you into Galilee, there you will see Him; behold, I have told you."

8 And they left the tomb quickly with fear and great joy and ran to report it to His disciples, 9 And behold, Jesus met them and greeted them. And they came up and took hold of His feet and worshiped Him. 10 Then Jesus said to them, "Do not be afraid; go and take word to my brethren to leave for Galilee, and there they will see me."

II Now while they were on their way, some of the guard came into the city and reported to the chief priests all that had happened. 12 And when they had assembled with the elder and consulted together, they gave a large sum of money to the soldiers, 13 and said, "You are to say, 'His disciples came by night and stole Him away we were asleep.' 14 And if this should come to the governor's ears, we will win him over and keep you out of trouble." 15 And they took the money and did as they had been instructed; and this story was widely spread among the Jews, and is to this day.



Pinn-Pinn's Recipe Corner

Welcome to another edition of Pinn-Pinn's Recipe Corner. This time around, we have an odd assortment of recipe which she picked out. As I looked over the recipes I realized that there are some here that I might try my hand it. So without further ado here is Pinn

-Pinn's Recipe for the month of April.

Enjoy

Gelatinous Cube Jell-O Shots

9×13 baking pan

5 3-oz boxes Lime Jell-O

1 ½ cups condensed, sweetened milk, divided

2 ½ cups vodka

5 cups boiling water

1 cup cold water

3 cups tiny toy bones or plastic miniature adventurers

Coat your 9×13 baking pan with the Spray of Releasing so you can free your finished gelatinous cubes to eat future dungeon crawlers.

Have your mage combine the vodka, cold water, and sweetened, condensed milk into a noxious potion.

Let your ranger kindle a fire. Use it to boil 5 cups of water.

Mix 1 cup of boiling water with 1 3-oz box of lime Jell-O. Keep mixing until all the powder is dissolved.

Stir in one cup of the cold vodka mix plus a handful of tiny toy bones.

Pour the mix into the greased pan, then put the pan into a cold cave for 20 minutes to solidify.

In 20 minutes, add another layer.

Keep repeating the process until you run out of Jell-O and bones.

Let the pan chill for 2 more hours to finish solidifying.

Have your fighter cut the giant wobbly monster into 2×2-inch square cubes. It's okay if random body parts stick out. That just adds to the realism.

Instruct the entire party to eat a miniaturized gelatinous cube in order to feed off its strength. You'll need it as soon as the thief opens that ominous door.

Show the Ori the true food of the Gods with Cameron Mitchell's Norwegian Gjetost omelet.



Cameron Mitchell's Stargate Omelet

4 egg whites
2 oz Gjetost
cheese, diced
1 avocado,
diced
1 tbsp butter
2 tbsp milk
1/2 tsp kosher
salt
1/4 tsp fresh
ground black
pepper

Explain what an omelet is to some captive Ori. Give up on that and make a nice fire.

Melt the butter over medium heat. No hotter.

Whisk your egg whites, milk, salt, and pepper together.

Once they're nice and frothy, pour them in the skillet.

Leave the skillet alone for 2-3 minutes while you tell your hostages a folksy story about life in Kansas.

Add the sliced cheese and avocado to one half of the omelet. Leave it alone until the egg whites

start to bubble and brown around the edges.

Show them how a real man cooks back on Earth by neatly folding the omelet in half. Let it keep cooking for another 30-60 seconds.

Artfully slide it into a plate intact. Serve with fresh fruit, black coffee, and smug self-righteousness.

One bite and your tastebuds will ascend to a new plane of deliciousness.

This Christmas, turn off the lights, turn on Snow White, and give in to your baser instincts. It's time to say up after midnight and do bad things in the kitchen.

Gizmo's Popcorn Balls



I package refrigerated sugar cookie dough
2 cups flaked, sweetened coconut
12 cups popped popcorn
4 tbsp butter
I cup packed brown sugar
½ cup corn syrup
½ cup sweetened condensed milk
I tsp vanilla extract
½ tsp salt

Shape sugar cookies into 24 triangular Mogwai ears and bake according to package directions.

Spread I cup of coconut flakes on a cookie sheet. Bake at 400F for 3-5 minutes or until toasted.

Melt butter in a saucepan over medium heat. Add corn syrup, brown sugar, sweetened condensed milk, vanilla, and salt.

Bring to a boil, stirring constantly until mix reaches 238F on a candy thermometer or becomes a thick, caramel colored liquid.

Working in batches, spread the popcorn over a greased cookie sheet and pour caramel on top.

Let it cool just enough to handle with your bare hands, then pack into 12 baseball sized balls.

Roll the right side of each ball in toasted coconut. Roll the left side in un-toasted white coconut.

Dip edges of sugar cookies in caramel and press them into the sides to make ears.

Whatever you do, don't eat them after midnight, and don't get them wet.

The Strange, The Weird, and what The #&!#

Bad Ol' Puddy Tat:

Chris Paulson, a farmer in rural British Columbia, Canada, lost two chickens to a hungry owl. When another critter got two more, Paulson was ready. "I tried to scoot him out of there, but he was so focused on his prey," he said. "So I just reached down and picked him up like a house cat does with its kitten." That's right, he "scruffed" a lynx, which had feathers in its mouth, and scolded it. The wild cat, which he estimated was 11 kg (24 lbs.), looked "a bit like [a kid] with its hand in the chocolate chip bag," Paulson said. His wife, musician Rachelle van Zanten, took photos. Their children named the lynx "Tuffnut", and the family put it in a dog kennel so they could take it "a bit further out in the bush" from the farm where his family has lived for over a century. The cat had already killed the two chickens, so they left them with the cat since it looked "skinny." (RC/CBC) ... I don't think the lynx is the only one with "Tuffnuts".

Disney's 'Frozen' Assists Researchers Analyzing 62-Year-Old Mystery Of Dyatlov Pass

The snow in the 2013 film was animated so well that it helped one scientist develop a simulation to study the grim 1959 death of nine Russian hikers.

Researchers looking into one of the theories behind the Dyatlov Pass incident, a 1959 unsolved mystery that saw nine hikers killed during an expedition into Russia's Ural Mountains, drew inspiration from one unlikely source—Disney's 2013 hit film "Frozen."

John Gaume, head of Switzerland's Snow Avalanche Simulation Laboratory, and Alexander Puzrin, an engineer at ETH Zürich, published the results of their findings last week in the paper "Mechanisms of slab avalanche release and impact in the Dyatlov Pass incident in 1959."

Their research supports the prevailing theory that an avalanche was behind the death of the nine experienced hikers, who were found in a grisly, partially dressed state, with some suffer-

and one missing a tongue.

This was the explanation offered by the Russian government after it reopened the case in 2019, but skeptics have long argued that the injuries the hikers sustained were inconsistent with those of an avalanche, which normally cause asphyxiation.

Conspiracy theories — ranging from alien abductions to <u>attacks by a Russian yeti</u> — have surrounded the tragic incident over the years, but Gaume and Puzrin's research suggests that a natural phenomenon is known as a "slab avalanche" may have been responsible.

Slab avalanches occur when chunks of snow sitting atop a weaker snow layer crack apart and slide downwards, often reaching speeds of about 80 miles per hour after 6 seconds. They account for the majority of avalanche-related deaths in North America but are relatively small. The paper suggests that the slabs that fell on the hikers may have been around 16 feet long.

In order to support this theory, Gaume constructed a computer simulation of a slab avalanche that was inspired by the animation of snow in "Frozen." According to National Geographic, Gaume was impressed with the film's depiction of snow and traveled to Hollywood to ask Disney animators about their animation process.

Afterward, Gaume modified Disney's animation code, combined it with data from vehicle crash tests conducted by General Motors, and crafted a model of how a slab avalanche might have descended upon the Dyatlov Pass hikers.

Ultimately, Gaume and Puzrin determined that the irregular topography of the mountain, cuts that the hikers had made into the snow to set up their tent, and strong winds blowing through the region had set off a delayed slab avalanche, resulting in several of the injuries found on the bodies, like the skull trauma.

The missing eyes, tongue, and undressed state of the corpses are currently unexplainable, though National Geographic's report suggests that paradoxical undressing — a phenomenon where people dying of hypothermia will remove their clothes — as well as mountain scavengers might have been responsible.

"... We do not explain nor address other controversial elements surrounding the investigation such as ... the behavior of the hikers after leaving the tent, locations and states of bodies, etc," the study states. "... We believe that this will always remain an intrinsic part of the Dyatlov Pass

Mystery."

COVID-19 Inspires 1,200 New German Words, Like 'Gesichtskondom,' Or 'Face Condom'

Annoyed at someone wearing a mask with their nose exposed? Call them a "Maskentrottel" — or "mask idiot."

The COVID-19 pandemic has inspired a linguistic shift across the globe, introducing many phrases to the English lexicon, from "social distancing" to "super-spreader event."

In German, however, the number of new words inspired by the pandemic exceeds 1,200, according to a list compiled by the Leibniz Institute for the German Language. This is a dramatic increase from the normal 200 or so words that annually enter the German language, according to the institute.

The lengthy list, assembled via careful monitoring of new terms as they appear in articles, is due to German's tendency to combine words together—for instance, "Coronamutationsgebiet," which is a mashup of the words for "corona," "mutation" and "area," and refers to a place where coronavirus variants are quickly spreading.

Other intriguing combinations include the uniquely German "CoronaFußgruß," which translates to "corona foot greeting" and describes the alternative to handshakes that many were forced to adopt during the early stages of the pandemic. "Gesichtskondom," or "face condom," is one of several new words for masks, while "Maskentrottel" refers to a "mask idiot," or someone who fails to wear a face mask properly. "Abstandsbier" directly translates to "distance beer," the now-common way of safely socializing.

Christine Möhrs, who worked on the Leibniz Institute list, told the Guardian that, when viewed together, these words reflected the history of the pandemic.

"Things that do not have a name can cause people to feel fear and insecurity," she said.
"However, if we can talk about things and name them, then we can communicate with each other.
Especially in times of crisis, this is important."

Anatol Stefanowitsch, a linguistics professor at Freie Universität Berlin, told NPR and

The Washington Post that even though many of these words will likely fade away as oddities are borne of a pandemic, the sheer number that had been coined to describe life with COVID-19 was extraordinary.

"I can't think of anything, at least since the Second World War, that would have changed the vocabulary as drastically, and at the same time as quickly, as the corona pandemic," Stefanowitsch told the Post. "I can think of many other examples of a huge cultural shift that changed the German vocabulary. But they didn't happen within a few months."

Star Trek: Brightstar

'Moving On'

19

One hour later....,

"Ok, let's start with Chief Kenny's report." Captain Deora ordered.

"Everything is ready. The shuttlecraft is programmed to take evasive action and or make an attack run when it has been detected or scanned. The holoprojector is onboard and will activate automatically when the shuttlecraft is launched. About the only problem, we ran into was the power supply." Kenny started his report.

"What was wrong with the power supply?" The First Officer asked.

"It was just not enough of it for what we needed to put aboard the shuttle. The problem we found out to be, was the shuttlecraft could not generate enough power for the life unit to send out a strong enough signal to fool their sensors into thinking that there is life aboard the shuttle. So we had to install two additional power units to augment the shuttle's power supply." Chief Kenny said as he stated his report.

"I take it, that solved the problem?" Deora asked Chief Engineer.

"Yes, sir it did. The shuttle and everything aboard her are now working within normal parameters." Kenny said as he finally finished his report.

"Understood Chief, but what about the mag-lock on the shuttlecraft?" Captain Deora asked her Chief Engineer.

"The shuttle has been programmed to release the mag-lock one minute before the electronic barrier goes down," Chief reported.

"Good job Kenny. What about the stuff and junk that is to be ejected along with the shuttle-craft?" She asked Kenny.

"Sir there is enough stuff and junk in the shuttle bay, that there is barely enough room to walk around." The Chief said with a big grin on his face.

"Excellent job Kenny. Excellent."

"Okay, Kathy you're up."

"First off, the course that Tess and I came up with after consulting with Chief Kenny..., " Kathy said as she started with her report, but Ensign Tess piped in.

"When he finally came up for air she means." She said.

The commanding officer and the first officer chuckled a little bit at the comment that Ensign Tess had just said about the Chief of Engineering. For he can, and does, get that way. Especially when he starts to enjoy his work..., a little too much.

"Yes ..., thank you, Ensign, that will take the Brightstar about two and a half weeks to arrive at Sigma lotia II. And that is after being at high warp for two days for Earth. What I mean by high warp, I mean warp nine point five." Kathy said.

"Why for so long Lieutenant Commander Henderson?" Belek asked.

"First off, I'm going on the assumption that the Brightstar is being watched and will most likely be followed in some fashion. And the sooner we get to point alpha the better." Kathy said as she started to explain why the trip would take so long to make.

"Point alpha?" Commander T'sikes asked.

"Captain, I can elaborate better with the monitor. If I may?" She asked.

"Please do Kathy," Deora said as she gave her consent.

Kathy gets up from the conference table and proceeds to walk to the far end of the table where

the wall monitor was located.

"Computer run program 'trick the other" Kathy ordered.

"Running program 'trick the other"

"Right now the Brightstar is here orbiting Vulcan," Kathy said as she pointed to the screen.

"Upon your orders sir, the Brightstar will leave the orbit of Vulcan at warp of nine point five. Now with the research, I did, and after the confirmation from Chief Kenny, Brightstar can maintain that speed for two days. At that time we will reach this point in our course, Point Alpha. We'll drop off the shuttlecraft and the debris. Then we jump back to warp nine point five. Now the Brightstar can only maintain that speed for another six hours."

"Why only for additional six hours?" Captain Deora asked.

"If we maintain the speed of warp nine point five beyond the six hours, we risk damaging the warp drive beyond repair if not the destruction of the Brightstar itself," Kenny said,

"Understood Chief, thank you, Please continue Kathy," Deora asked.

"Yes sir. After six hours the Brightstar will reach this point, Point Beta. It will be here that we will alter our course towards Sigma lotia II at a greatly reduce speed, say warp five no faster than warp six. Now three hours prior to this, the programed shuttlecraft has been underway at warp six. When the program reaches the third hour, it will have reached Point Beta. The shuttle will then flash it's engines and immediately jump to warp nine point five on the heading towards Earth." Kathy said as she finished her report and returned to the conference table.

"Why is the shuttlecraft flashing its engines?" Commander T'sikes asked.

"Well, if someone is following, the flashing of the shuttle craft's engines will temporally blind their sensors, and their line of sight not to mentioned will obscure our warp signature," Kathy said.

"Just one last question Commander Henderson. Actually two questions. When would be the earliest time the Brightstar could go to warp nine again?" Deora asked.

"Not until we reach the orbit of Sigma lotia II. If at all. Like Kathy and I pointed out earlier,

if we should try to go to warp nine or higher we risk the engines themselves if not the ship." Kenny stated.

"Then how soon can we implement this plan?" Captain Deora asked.

"As soon as you give the word sir. The course is already laid in." Tess said with pride.

The captain sat there at the conference table for a moment. And she soon came to a decision.

"Alright, we'll leave the orbit of Vulcan in one hour, Kathy if we're going to have any chance for the element of surprise, we will not contact the Vulcan Space Central when we leave orbit." The captain ordered.

"They will raise an eyebrow or two sir." Kathy reminded her captain.

"With respect to you Belek, name something that doesn't cause them to raise an eyebrow or two?" Deora stated and questioned at the same time.

"Aye, sir." Kathy acknowledged her captain.

"Alright everyone if there is nothing else? Let's get to it." Captain ordered.

"Captain, if I may, I would like to talk to Lieutenant Commander Henderson for a moment. I would like to discuss an idea I have. We might be able to shave off some more time." T'sikes asked his commanding officer.

"By all means, Sikes. We could use all the help and all the shortcuts we can find. If you need to brief me, I'll be in my ready room." Captain Deora said as she was getting up from the conference table.

Commander T'sikes signaled the communications officer to hang back. Once everyone had left the briefing room, including the captain. The first officer asked his question.

"Kathy, are you absolutely sure you can't extend our time at warp nine point five a little longer, while at the same time shorten our travel time to Sigma lotia II?" He asked.

"I can't think of anything sir. This whole plan relies on us tricking the extremists into thinking we're heading towards Earth." Kathy stated.

"Understood Kathy," T'sikes said.

T'sikes walked over to one of the room windows and stares out into space thinking.

"Is there anything else, sir?" She asked the first officer.

But all she got was silence. When T'sikes did not answer, she thought she could leave. Kathy had reached the briefing room doors when Commander T'sikes finally said something.

"One-moment Lieutenant Commander and by the way, you were not dismissed." The first officer stated.

"My apologies Commander. I thought when you didn't say anything ...,

"I know what I did Lieutenant Commander. Besides, you need not apologize for something that is not your doing." He said.

"Aye, sir. Then do I have your permission to resume my duties?" Kathy asked.

"You said in the briefing that once we left Point Alpha the shuttle's programming would take over and leave Point Alpha on a heading towards Earth at warp six?" Sikes questioned Kathy.

"Yes sir, that's correct," Kathy answered.

"How long after we leave Point Alpha does the shuttle itself leave?" he asked.

"Almost immediately sir." She answered.

It was at that moment that she caught on to what the first officer was thinking.

"Of course sir! If we leave at the same speed as the shuttle at the same instance it would obscure our warp signature, if not confused them a bit! Making the extremists think that they're two of the same target going in different directions! They'll think one of them is a fake! Then when the shuttle goes to warp nine point five, the Brightstar can go to warp nine point five as well!" Kathy almost shouted.

"And what would that do to our travel time?" Sikes asked excitedly.

"Well, granted we would be traveling at a slower speed at first, but it would almost cut our travel time in half. And altering our course at Point Alpha instead of Point Beta. That of course would eliminate Point Beta." She said more as an afterthought than anything else.

"Yes, you got it. How long would it take you and Tess to replot the course with those parameters in mind?" T'sikes asked.

"We'll have the course change-ready and laid

in by the time we leave orbit," Kathy said with excitement.

"Dismissed Commander. Let's get to it." With that said, Kathy practically ran out of the briefing room.

A few moments later, the first officer heard the doors of the briefing room close behind him and he found himself once again on the bridge of the Brightstar. As he was heading towards the command deck when Ensign Tess got his attention.

"Sir the Captain would like a word with you in her ready room as soon as possible." She relayed to the first officer.

"Thank you, Tess. Who has the conn?" Commander T'sikes asked.

"I do sir." The person that answered was Ensign Josh Chief Security Officer.

"Carry on Josh. I'll go see what our Captain wants with me." The first officer said as he proceeded to the Captain's ready room.

"Aye, sir," Josh responded.

T'sikes reached the door of the ready room. He reaches out and touched the chime button.

"Enter!" The captain calls out.

The doors to the Captain's ready room opened before the first officer allowing him to enter. Commander T'sikes made his way over to stand in front of the Captain. As he stops in front of the Captain's desk, he hears the doors close.

"Oh, sorry T'sikes. Have a seat. Be with you in a moment. Deora said.

Captain Deora had been doing some correspondent work on her padd, but when she was done she laid the pad down on her desk. Deora then looked at her second in command.

"I just got this report from Doctor D'lan stating that you're far enough along in your treatments that she is scaling back on your medication and recommending that you start and finish your treatment with the ship's counselor." Captain Deora stated.

"Thank you, sir. That's good to hear." T'sikes replied.

"But that is not why I called you in here." Deora started with.

"Why then did you call me in here sir?"

The Commander queried.

"First off, now you know that I don't like listening in on my officers when they are dealing with subordinate officers themselves. But what I just heard on the computer playback; all I can say is well done. Well done indeed number one." Captain Deora complimented her first officer.

This was somewhat embarrassing to Commander T'sikes. Who you could tell by the slight coloration of his cheeks. Considering his opinion, he is just doing his job.

"I'm putting in your file a commendation award. How soon did Kathy say she and Tess would have the course, re-plotted and on the board." Deora quizzed her first officer.

"Kathy stated that she and Tess would have it ready and on the board by the time we're ready to leave the orbit of Vulcan," T'sikes stated.

"That is good number one. Well, you better get out there and relieve Josh. I'll be out there in a few minutes." Deora stated as she went back to work.

"Aye, sir." He said as he got up from the chair that was in front of the captain's desk. He proceeded towards the ready room doors. But before he approaches that point that trips the doors to open, he stops and stands there. The captain took notice of this.

"Sikes, is there something else?"

"Sir ..., you know that I don't do this job for the awards or the accolades that may be involved. I do this job because it's what I know, it's what I have been trained for, but most of all it's what I love doing the most. I guess what I am trying to say is, you honor me and my family's house with this commendation.

"I know T'sikes. That's what makes you such a good First Officer and an asset to this ship. And that's why someday, you'll make a great commanding officer with a ship and crew of your own. And on that day, my friend will be one of the proudest moments in my life."

Captain Deora said as she looks up from her padd and looks at T'sikes. T'sikes took one step forward, the doors of the ready room opened, and then the first officer stepped onto the bridge of the Brightstar as if he belongs there. Which of course, he did.

N.A.S.A. Records Sounds of Mars



This past week (March 15-19, 2021) the Mars rover Perseverance recorded its own sounds as it moved across the Martian surface.

The sounds recorded came from the rover's wheels as it moved ninety-feet in the Jezero crater where the rover made its touchdown earlier in March. The sounds were recorded by one of two onboard microphones.

"A lot of people, when they see the images, don't appreciate that the wheels are metal," Vandi Verma said, senior engineer and rover driver at N.A.S.A.'s Jet Propulsion Laboratory in Southern California. She goes on to say that "When you're driving with these wheels on rocks, it's actually very noisy."

Sixteen minutes was recorded when the Perseverance moved ninety-feet on March 7. The same microphones were used to record the rover descent in the Martian atmosphere on February 18, 2021.

The engineers used the off-the-shelf microphone that was added to the rover. The microphone was added to the rover to take "take along John Q Public" for the ride. From touchdown and throughout the rover's mission, mission members are also looking forward to hearing more sounds come from Mars.

"If I heard these sounds driving my car, I'd pulled over and call for a tow." Said Dave Gruel, lead engineer for Mars 2020's EDL Camera Microphone Subsystem, "But if you take a minute to consider what you're hearing and where it was recorded it makes perfect sense."

Two versions of the same drive were made and released to the general public on March 17. The first version is sixteen minutes of raw unfiltered sounds of the rover's movement across the Jezero crater. The source of the noise comes from the mobility system, the wheels, and suspensions in contact with the surface. One sound that was heard, a high-pitch screeching in nature, could also be heard. The Perseverance engineering team is still evaluating the source of that noise. They think it may be electromagnetic and



that it may come from one of the rover's electronics boxes.

The second version is shorter than the raw version, it is

only ninety-seconds in length. N.A.S.A. sound engineers combine three segments of the raw sixteen-minute version. They did this to edit out or filter out some of the dead spots in the recording.

The EDL microphone was not intended for the normal surface exposer operation of Mars. And it was only limited tested before the launch.

The sounds of the drive across the surface of Mars have become part of a growing audio file that has been recorded and beamed back to Earth from the Perseverance rover. The second set of a microphone is part of the rover's SuperCam instruments that have picked up the sound of the Martian winds and the rapid ticking sound of the laser zapping instrument that is zapping the rocks to find what the rocks are composed of. This information will help the scientists in their search for microscopic ancient life in the Jezero crater.

Additional sounds that were heard came from the use of the SuperCam, which was part of a series of test were scheduled to check things like the stowing of the Perseverance robotic arm, and the use of the various equipment of the Environment Dynamics Analyzer.

The rover is also searching for a suitable airfield for the launching of the Ingenuity copter. This copter is to attempt the first flight on Mars. And a sight has been found for such a flight. But N.A.S.A. has only thirty Martian days or Sol's. This equates out to thirty-one Earth days to perform five test flights.

Along with Ingenuity and the nineteen cameras, and the two sets of microphones, it is hoped that some type of microscopic ancient life can and will be found.

Verma, who drives the rover Perseverance and who also drove the last four rovers on the Martian surface is hoping that the planning of the rover routes will be jammed pack with data which "would be cool." She also said, "The variations between Earth and Mars-we have a feeling for that visually," she goes on and states, "But sounds a whole difference between the Earth and Mars, and experience that environment more closely.

Answer to Last Month's Trek Quiz

Answers: 1) D 2) A 3) B 4) D 5) C 6) D 7) D 8) A 9) C 10) A 11) D 12) C 13) A 14) C 15) B

March - Where was the Doctor?



There is where the Doctor was.



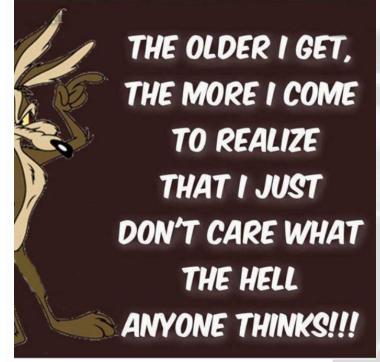
On top of the washing machine.

Check out the next page.

Where is the Doctor this Month?



Find out next month



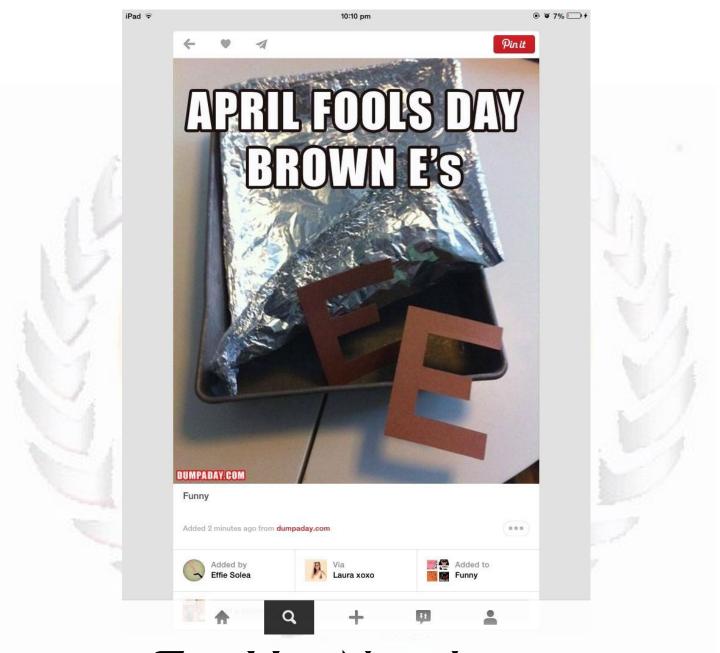








What can I say, welcome to Spring



See You Next Issue
Have some fun until then