



# Regulators Charge!

## Defending the Final Frontier

August 2014

Volume 11 Issue 8

### Crew Meetings & Activities 2014

2014

Sept 20 Regular Meeting/Mirror, Mirror Month at "Flips" Restaurant

Sept 27 Main Event Grapevine (5:00)

Oct 18 Klingon Dinner Thing (Decatur)

Nov 15 Regular Meeting

Jan 3 Christmas/New Years Party

2015

May 15-17 Regional Summit

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.)

### ATTENTION!! SEPTEMBER'S MEETING HAS BEEN MOVED!!!

"FLIPS Patio Grill" is located at 6613 Fossil Bluff Dr. The best way to get there is if you are going to Shady Oaks, off of I35, continue down the access road to Western Center. Turn at the light and head east, crossing over the small bridge. You will go to the next the second left hand turn which should put you at Sandshell Blvd. You will make a U turn here and head back towards I35. The first street on your right is Fossil Bluff turn onto it. Flips is located behind the shopping center on the corner. It has food similar to Shady Oaks but a very different atmosphere. You can eat outside or inside and they do have some game in a large back room. We invaded them last year when the picnic got rained out.

**REMINDER!! OCTOBER'S MEETING IS IN DECATUR FOR THE KLINGON DINNER THING.** You bring a food dish (something like you'd find on a Klingon ship) with enough to share. We will also be passing out awards and promotions at this event.

### From the Ready Room

July was fairly busy. Congrats to LTJG & Mrs Gabbert on their wedding. I'm happy that so many of the crew were able to attend their ceremony; I only wish I had been able to go. Unfortunately, real life (work) and my not-good back prevented me from attending.

I also wish I'd been able to go to the Sci-Fi Factory's private showing of *Guardians of the Galaxy*. I saw the movie later, but the experience of being in a cinema full of fans is not one to be missed -- unless Real Life interferes. (Damn Real Life!)

September, as you all know, is our annual Mirror Month. The story contest is ongoing, and will be judged this year by an outside party: the Third Brigade's S6 (Communications) Officer. I have received several entries, and I'm looking forward to getting more. The due date is the sixth of September, but if you need a little bit more time, just let me know. It's not limited to stories: feel free to write a poem, draw a picture, whatever. The theme is "How I'd Kill The Captain" but we interpret that very loosely. Send it to either the ship's email address ([ussregulator@gmail.com](mailto:ussregulator@gmail.com)) or my email address ([greenlantern.pirate@gmail.com](mailto:greenlantern.pirate@gmail.com)).

The meeting in September is returning to Flip's in Fort Worth. The address is 6613 Fossil Bluff Dr, Fort Worth, TX 76137. Same day & time (1500 hours, Saturday 20 September). Wear your Mirrorverse uniforms if you have 'em, or Mirror-inspired clothing, or whatever. (Yes, clothing is required.) If you bring weapons, make sure they're set to "Nerf."

Also in September, there's an ad-hoc "recon mission" to Main Event in Grapevine. Saturday evening, 5pm (1700 hours) 27 September. Let's call this a stealth mission -- no uniforms. We'll be participating in the activities there; no, I don't know which ones. Doesn't matter, we'll have fun. We want to check the place out for the Summit we'll eventually put on.

October is full of fun stuff, too. Oct 03-05 is Oktoberfest in Southlake. Tracy and I have gone for the last few years -- there's good music and good food. I'm off that Saturday, so I'm hoping to go then. October 18th is the Klingon Dinner Thing. Once again, it will be at the Wesley Center at the Decatur First United Methodist Church. 104 S Miller St, Decatur, TX 76234. We're planning to start the fun at 5pm (1700 hours). Wear your Klingon garb, or Klingon-inspired garb, or Starfleet uniforms, or whatever. (Once again, yes, clothing is required.) This is the anniversary party for the ship, and both the promotions awards and ship awards ceremony. At the September meeting, I will have a form for nominations for the "of the year" ship awards... or you can just email me your suggestions. To see what I'm talking about, look at <http://ussregulator.weebly.com/chapter-awards.html>.

The Alliance Air Show is the weekend of October 25th & 26th. Tracy and I went last year, and had a LOT of fun... but would highly recommend sunscreen, for your face. <http://www.allianceairshow.com/>

That's all for now... keep having fun! (Yup, that's an order!)

With my compliments,  
Brigadier Tank Clark, SFMC  
Commanding Officer, USS Regulator

### XO/Communications

Don't forget your stories for the "Mirror, Mirror" short story contest are due NLT Sept 6 so the CO has plenty of reading time. You can send them earlier but not later. And don't forget we have the Klingon Dinner Thing in October so come up with some good food to share.  
Liz Goulet, R.Admiral, XO/Communications Officer

## BRIDGE REPORT

Hello Crewmates! August has been a very happy and busy month. On the 2nd several of us got to attend not one but two wonderful events. First was the Sci-Fi Factory private screening of Guardians of the Galaxy. It was a great movie and a great time and they raised over \$1400 for charity! After the movie a few of us went to Sci-Fi Factory for a visit and then on to our next special event. LTJG Colin Gabbert's wedding! It was a beautiful ceremony followed by a great reception with a wonderful dinner. I'm sure I speak for the entire crew when I congratulate Colin and Judith on their new future together. All this and the month was only two days old.

We had our normal ships meeting on the 16th and got to welcome our newest member Nicholas Vilarreal. A good time was had by all and much bread was consumed. Plans for the Mirror month meeting were discussed and we are moving the September meeting to Flips. Details will be on the FB page and elsewhere in this newsletter if I know Liz Goulet...

On the 23rd there was a side project I organize. The Disney, Sci-fi, Superhero, Awesome, Happy, Fun Day! This where a group of Disney Princesses, Comic Superheroes, Star Wars Storm troopers and other assorted characters spend the afternoon at Ronald McDonald House entertaining the kids. I haven't involved the ship in this because my personal experience is that when the kids see a Starfleet officer they yawn and go looking for Spiderman. Either way it was a great day. The kids and parents loved it and plans are being made to expand to the

Dallas Ronald McDonald House in the near future. If any of you have kid friendly cosplays and would like to join please contact me. The looks on the children's faces is more reward than you could ever ask for.

Don't forget to get your stories for Mirror month in by Sept 6th and Long Live the Empire!

Live long and prosper,

Lt. Michael Cross

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## MEDICAL ALERT!! MEDICAL ALERT:

Because Laughter is the best medicine, here is a joke instead of a "healthy" informative article.

**My real life job is HR/Payroll and there aren't that many HR jokes around, but this one will give you a good laugh!**

An HR manager was knocked down (tragically) by a bus and was killed. Her soul arrived at the Pearly Gates, where St.Peter welcomed her. "Before you get settled in" he said, "We have a little problem...you see, we've never had a HR manager make it this far before and we're not really sure what to do with you."

"Oh, I see," said the woman, "can't you just let me in?"

"Well, I'd like to," said St Peter, "But I have higher orders. We're instructed to let you have a day in hell and a day in heaven, and then you are to choose where you'd like to go for all eternity."

"Actually, I think I'd prefer heaven", said the woman. "Sorry, we have rules..." at which St. Peter put the HR manager into the downward bound elevator.

As the doors opened in Hell she stepped out onto a beautiful golf

course. In the distance was a country club; around her were many friends, past fellow executives, all smartly dressed, happy, and cheering for her. They ran up and kissed her on both cheeks, and they talked about old times.

They played a perfect round of golf and afterwards went to the country club where she enjoyed a superb steak and lobster dinner. She met

the Devil (who was actually rather nice) and she had a wonderful night telling jokes and dancing.

Before she knew it, it was time to leave. Everyone shook her hand and waved goodbye as she stepped into the elevator. The elevator went back up to heaven where St. Peter was waiting for her. "Now it's time to spend a day in heaven," he said.

So she spent the next 24 hours lounging around on clouds, playing the harp and singing; which was almost as enjoyable as her day in Hell. At the day's end St. Peter returned. "So," he said, "You've spent a day in hell and you've spent a day in heaven". "You must choose between the two."

The woman thought for a second and replied: "Well, heaven is certainly lovely, but I actually had a better time in hell. I choose Hell."

Accordingly, St. Peter took her to the elevator again and she went back down to hell. When the doors of the elevator opened she found herself standing in a desolate wasteland covered in garbage and filth. She saw her friends dressed in rags, picking up rubbish and putting it in old sacks. The Devil approached and put his arm around her.

"I don't understand," stuttered the HR manager, "The other day I was here, and there was a golf course, and a country club. We ate lobster, and we danced and had a wonderful happy time. Now all there is, is just dirty wasteland of garbage and all my friends look miserable."

**The Devil simply looked at her and smiled, "Yesterday we were recruiting you, today you're staff."**

**You got numb-tongue, I can fix that!!**  
Cmdr Tracy Clark

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## BOSUN (Chief in Charge)

The Only Way I Know by Cal Ripken, Jr.

The book was a very interesting read; it was a joy to read. If you want to read about a baseball player and you know nothing about the game. You do not need an understanding of the game. All you need is a willingness to read about one of the best shortstops in the major league. He covers high school and the positions he played. How and when he got drafted into the major league. He discuss the different things he had to deal with in the major league. He holds the record for most consecutive innings played. Also the most consecutive games played without taking a day off. That's one of the reasons you should read this book, also it is a very good read.

Alan Goulet, MGSgt

### ATTENTION: Rules for the contest

Starting at the June meeting, we are starting a Flip Tab challenge to everyone on the ship. There will be two groupings – families and individuals (you can NOT participate in both groups). Each month you attend – bring your flip tabs from you soft drink cans (or beer if you prefer) in a baggie with your name on them. I will count them up and give either the family or individual credit for them. **No name, no credit.**

At the end of June 2015, I will total everyone's count and there will be awards handed out at the July meeting for the family who brought in the most and the individual who brought in the most.

The tabs will be donated to the Ronald McDonald House associated with Cooks Children's Hospital. I hope everyone accepts this challenge – the more the merrier.

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## From the Flight Deck:

**OIC, VMA-333 "Phoenix Squadron"**

Okay, Marines – take a knee and listen up:



No report this month since all the marines seem to be away missions. Meanwhile, carry on smartly.

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## News from Penn. Regulator Away Team

Still manning an away mission in the Northern Territories.

Sincerely

John A. Kraly II

Commander-SFI, PA member of USS Regulator

President & Organizational – West Shore Science Fiction Society

CO-USS Pennsylvania NCC-17120 (Independent Star Trek club)

"In the spirit of BB-38 & SSBN-735"

"The *Achilles*-class starship is a warship developed by the Federation during the Dominion War" – [http://memory-beta.wikia.com/wiki/Achilles\\_class](http://memory-beta.wikia.com/wiki/Achilles_class)

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## From the Deck 15 Horde: Known as the Klingon Krew



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I am a fan of The Original Series, over all of the other permutations of *Star Trek*. This includes novels and comics, as well.

Not too long ago, I finished reading a book series set in the TOS timeframe, called *Star Trek: Vanguard*. Vanguard Station (aka Starbase 47) is a Starfleet space station in the Taurus Reach, with a

mission of exploring the region. It has several starships assigned directly to it, to support their mission, among them the *Daedalus*-class USS *Lovell* (NCC-470), the *Constitution*-class USS *Endeavour* (NCC-1895), and the *Archer*-class USS *Sagittarius* (NCC-1894). Truth be told, it was the cover of one of the books with the *Lovell* on it that attracted me to the series. *Daedalus* ships are ugly, but distinctive.

The book series ended, as they do. However, I was searching [amazon.com](http://amazon.com) for a book recently, and stumbled upon *Star Trek: Seekers #1, Second Nature* by David Mack. I was overjoyed to discover that it focuses on the USS *Sagittarius* and her crew, still assigned to explore the Taurus Reach. The *Archer*-class is pretty nifty ship. It's small, with a crew of fourteen. Only the CO and the XO had their own quarters – the rest of them shared one of two barrack-style rooms. Take a look: [http://memory-beta.wikia.com/wiki/Archer\\_class](http://memory-beta.wikia.com/wiki/Archer_class)

I won't give away any spoilers, except that book 2 of the series is in my Amazon shopping cart as a pre-release ebook. I'm waiting impatiently for it.

However, the *Sagittarius* does encounter a favorite of mine: Captain Kang. You remember Kang from the TOS episode *Day of the Dove*. Well, he has a new ship, and his science officer/executive officer Mara is still with him. It's wonderful to see.

Yeah, that was the point behind all my rambling... There are more stories with Kang, and you should read them.

lupDujHomwlj luteb gharghmeY.

For the Empire!

Klark, son of Konald

## Have Phaser, Will Travel!



Rangers RoundUp

This month, I took a look at the Second Edition of Gamma World, by TSR, inc.

There doesn't seem to be too much of a difference between the first edition of GW and this one, at least at first glance. Most of the changes are things that I would have done as "house rules". For example, in the first edition, all character types use six-sided dice to roll hit points, and they roll a number of dice equal to their constitution score. However, as Pure Strain Humans (PSH) are supposed to be more durable than either mutant animals or mutant humanoids, second edition has PSH's roll eight-sided dice instead.

The mutation tables are a bit different, too. There are still undesirable ones, on both the Mental and on the Physical tables, but there aren't quite as many. Also, there are optional rules allowing players (with gamemaster's permission, of course) to choose all, or most, of their starting mutations. This drastically changes the random feel of the game... that wonderful feeling of "anything can happen!"

One wonderful change filled in a gap left in the original rule set. In first edition, there was a very small list of equipment, with prices listed in gold coins and in "domars" (plastic coins that were used just before the collapse of civilization). The exchange rate of domars and gold was variable, and nowhere in the first edition rules was there a guide to a character's starting wealth or starting equipment. Second edition solves these issues. There is a longer list of equipment, which indicates at what technological level the equipment is available as well as each item's cost in both domars and gold. Furthermore, each character gets a randomly-generated quantity of domars to spend on starting equipment.

The Second Edition box set also came with an adventure and maps. This beginning adventure is entertaining, and for the time, very well crafted. Many of the maps are mostly blank, designed for the game master to fill in. All in all, a great game. I believe that if I ever have a chance to run/play Gamma World, I will use a blend of First and Second edition rules.

Rollin' dice,

With my compliments,

BDR Tank Clark,

Team Leader, 33rd STARFLEET Rangers, "The Paladins"

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## THE LOUNGE

Just a casual report that there have been several crew members who are trying out their new Mirror/Mirror uniforms recently. Some of the uniforms are quite authentic and could be mistaken for members from that alternate universe. Just remember to wear your regular uniform for normal duty hours and your alternate one for the designated party day. Don't want anyone being mistaken for crew members from that universe.

Remember to return your empties to the replicator, and what happens in the lounge stays in the lounge, unless we get a better offer...D

Mark West

Bartender

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## Cadet Counselor

September birthdays are: Randall Weems Sept 10, Crane Billingsley Sept 14. And don't forget about this next month being our Mirror, Mirror month. We get to kill the captain, we get to kill the captain!!

Michelle Goulet, Chief Petty Officer

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## Engineering Department

(continuing from last month on Warp Travel)

### Chung-Feese Metric

Additional work has been published that expands the idea of a warp drive into higher dimensional space-times. In 2000, Chung and Freese published a higher dimensional space-time model that is a modified Friedmann-Robertson-Walker (FRW) metric as shown in equation 5. The idea of a higher dimensional model is that the standard 3+1 subspace exists as a "brane" embedded in this higher dimensional space-time labeled the "bulk". The size and number of extra dimensions are not explored in this paper; rather the discussion will stick to the original form of the published metric.

$$ds^2 = -c^2 dt^2 + \frac{a^2(t)}{e^{2kU}} dX^2 + dU^2$$

The  $dx^2$  term represents the 3+1 space (on the brane), while the  $dU^2$  term represents the bulk with the brane being located at  $U=0$ . The  $a(t)$  term is the scale factor, and  $k$  is a compactification factor for the extra space dimensions. A conventional analogy to help visualize the brane-bulk relationship, consider a 2D sheet that exists in a 3D space. The 2D inhabitants if the "flat-land" subspace have a manifold that is mapped out with the simple metric,  $dx^2+dy^2$ , where this can be viewed as being analogous to the  $dx^2$  term in equation 5. The remainder of the 3D bulk space is mapped by the z-axis, and anything not on the sheet would have a non-zero z-coordinate. This additional  $dz^2$  term is, from the perspective of the 2D inhabitants, the  $dU^2$  term in equation 5. Anything not on the 2D sheet would be labeled as being in the bulk with this simplified analogy.

In order to illustrate the mathematical relationship between a "hyper drive" and a warp drive, the null-like geodesics for the Chung-Freese metric will be considered and compared to the conjectured driving phenomenon in the Alcubierre metric, the boost. The equation for the null-like geodesics for equation 5 is (setting  $c=1$ ):

$$\frac{dX}{dt} = \frac{e^{kU}}{a(t)} \sqrt{1 - \frac{dU^2}{dt^2}}$$

(To be continued)  
Roone Machart, 2Lt  
Chief of Engineering

### Science Department

**August 25, 2014:** NASA's Pluto-bound New Horizons spacecraft has traversed the orbit of Neptune. This is its last major crossing en route to becoming the first probe to make a close encounter with distant Pluto on July 14, 2015.

The sophisticated piano-sized spacecraft, which launched in January 2006, reached Neptune's orbit -- nearly 2.75 billion miles from Earth -- in a record eight years and eight months. New Horizons' milestone matches precisely the 25th anniversary of the historic encounter of NASA's Voyager 2 spacecraft with Neptune on Aug. 25, 1989.

"It's a cosmic coincidence that connects one of NASA's iconic past outer solar system explorers, with our next outer solar system explorer," said Jim Green, director of NASA's Planetary Science Division, NASA Headquarters in Washington. "Exactly 25 years ago at Neptune, Voyager 2 delivered our 'first' look at an unexplored planet. Now it will be New Horizons' turn to reveal the unexplored Pluto and its moons in stunning detail next summer on its way into the vast outer reaches of the solar system."

New Horizons now is about 2.48 billion miles from Neptune -- nearly 27 times the distance between the Earth and our sun -- as it crosses the giant planet's orbit at 10:04 p.m. EDT Monday. Although the spacecraft will be much farther from the planet than Voyager 2's closest approach,

New Horizons' telescopic camera was able to obtain several long-distance "approach" shots of Neptune on July 10.

"NASA's Voyager 1 and 2 explored the entire middle zone of the solar system where the giant planets orbit," said Alan Stern, New Horizons principal investigator at the Southwest Research Institute in Boulder, Colorado. "Now we stand on Voyager's broad shoulders to explore the even more distant and mysterious Pluto system."

Several senior members of the New Horizons science team were young members of Voyager's science team in 1989. Many remember how Voyager 2's approach images of Neptune and its planet-sized moon Triton fueled anticipation of the discoveries to come. They share a similar, growing excitement as New Horizons begins its approach to Pluto.

"The feeling 25 years ago was that this was really cool, because we're going to see Neptune and Triton up-close for the first time," said Ralph McNutt of the Johns Hopkins University Applied Physics Laboratory (APL) in Laurel, Maryland, who leads the New Horizons energetic-particle investigation and served on the Voyager plasma-analysis team. "The same is happening for New Horizons. Even this summer, when we're still a year out and our cameras can only spot Pluto and its largest moon as dots, we know we're in for something incredible ahead."

Voyager's visit to the Neptune system revealed previously unseen features of Neptune itself, such as the Great Dark Spot, a massive storm similar to, but not as long-lived, as Jupiter's Great Red Spot. Voyager also, for the first time, captured clear images of the ice giant's ring system, too faint to be clearly viewed from Earth. "There were surprises at Neptune and there were surprises at Triton," said Ed Stone, Voyager's long-standing project scientist from the California Institute of Technology in Pasadena. "I'm sure that will continue at Pluto."

Many researchers feel the 1989 Neptune flyby -- Voyager's final planetary encounter -- might have offered a preview of what's to come next summer. Scientists suggest that Triton, with its icy surface, bright poles, varied terrain and cryovolcanoes, is a Pluto-like object that Neptune pulled into orbit. Scientists recently restored Voyager's footage of Triton and used it to construct the best global color map of that strange moon yet -- further whetting appetites for a Pluto close-up.

"There is a lot of speculation over whether Pluto will look like Triton, and how well they'll match up," McNutt said. "That's the great thing about first-time encounters like this -- we don't know exactly what we'll see, but we know from decades of experience in first-time exploration of new planets that we will be very surprised."

Similar to Voyager 1 and 2's historic observations, New Horizons also is on a path toward potential discoveries in the Kuiper Belt, which is a disc-shaped region of icy objects past the orbit of Neptune, and other unexplored realms of the outer solar system and beyond.

"No country except the United States has the demonstrated capability to explore so far away," said Stern. "The U.S. has led the exploration of the planets and space to a degree no other nation has, and continues to do so with New Horizons. We're incredibly proud that New Horizons represents the nation again as NASA breaks records with its newest, farthest and very capable planetary exploration spacecraft."

#### Credits:

Production editor: [Dr. Tony Phillips](#) | Credit: [Science@NASA](#)

#### More information:



Voyager 1 and 2 were launched 16 days apart in 1977, and one of the spacecraft visited Jupiter, Saturn, Uranus and Neptune. Voyager 1 now is the most distant human-made object, about 12 billion miles (19 billion kilometers) away from the sun. In 2012, it became the first human-made object to venture into interstellar space. Voyager 2, the longest continuously operated spacecraft, is about 9 billion miles (15 billion kilometers) away from our sun.

New Horizons is the first mission in NASA's New Frontiers program. APL manages the mission for NASA's Science Mission Directorate at NASA Headquarters. APL also built and operates the New Horizons spacecraft.

The Voyager spacecraft were built and continue to be operated by NASA's Jet Propulsion Laboratory in Pasadena, California. The Voyager missions are part of NASA's Heliophysics System Observatory, sponsored by the Heliophysics Division of the Science Mission Directorate.

To view the Neptune images taken by New Horizons and learn more about the mission, visit:

<http://www.nasa.gov/newhorizons>

Lieutenant junior grade Colin Gabbert out

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## SECURITY! SECURITY!!

Latest information shows that security has found a way to connect to the Mirror universe and is planning on bring some of the other ship's crews through for this next month's events! WARNING to all CREW! If anyone is spotted out of uniform for THIS universe they are to be captured and restricted to the Klingon desk for security's protect as well as the rest of us. An investigation is being conducted to locate the person or persons who have managed to achieve this transportation process. It is a matter of UNIVERSAL SECURITY (Similar to National Security) that we find out who accomplished this. Mainly to protect ourselves from individuals worse than the Klingons and to find out how they did it. Starfleet is wanting to talk to anyone who knows how this was accomplished or who accomplished it.

Scott Cornatez, Lt.

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## GAME MASTER REPORT

Hi All,

Well the games are coming out now with the big conventions on the game companies are pulling out all the stops.

1st off there is Ogre a Steve Jackson game. This is a reprint from 1977. The game is for 1 or 2 players. 1 player or the board protects a command post with all kinds of troops. The second person is an Ogre the biggest baddest tank you ever seen. Price for this one is \$2.95.

2nd Marvel Legendary Villains this time you are the villains trying to missions but those pesky good guys keep getting in the way. You can play this with Marvel Legendary Heros to make an Avenger vs X-men or a gang fight between 2 villain groups.

3rd is The Hobbit an Unexpected Journey. It is much like The Lord of the Ring deck building games but it stays with the movie theme.

4th is an expansion for DC deck building games. It is Crisis expansion it adds only 60 game cards and 14 over size hero cards. Can be added to either full size game but I like it for the 1st DC Deck Building Game. It is a full cooperative game you either win or loss as a group. If you like some of the cards better then what comes with the other game you can keep them in when you play head to head except for 9 cards.

Keep up the gaming and if you have any question about something I written about feel free to e-mail me at [connolly10@juno.com](mailto:connolly10@juno.com).

That is all for now.  
Eugene  
Game Master



Meetings for the *USS Regulator* are held every month at 1500hrs at Shady Oaks BBQ at Sand Shell & Hwy 35. Usually on the third Saturday of every month. For information contact CO Col. Tank Clark

at  
[regulator@region3.org](mailto:regulator@region3.org)  
or visit our web site

<http://ussregulator.weebly.com/>

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