

James Doohan as Chief Engineer Montgomery Scott in Classic Trek.

James Doohan: March 3, 1920 – July 20, 2005

The *Star Trek* universe lost a bright light recently at the passing of James Doohan, the beloved actor who portrayed engineer “Montgomery Scott” in the original *Star Trek* and seven movies. He was 85.

On July 20, Doohan died in his sleep at his home in Redmond, Washington, at 5:30 a.m. local time with his wife at his side. The cause of death was pneumonia, complicated by Alzheimer’s disease, according to Doohan’s agent and long-time friend, Steve Stevens of Los Angeles.

According to Stevens, the family will fulfill Doohan’s wish to have his remains shot into space on a “Memorial Spaceflight” provided by Space Services Inc. of Houston. Similarly, a portion of Gene Roddenberry’s ashes were sent on such a flight in 1997. The date of the cremation and the spaceflight are not yet known.

Doohan is survived by his wife of 28 years, Wende, and their 5-year-old daughter Sarah, along with six adult children — Larkin, Deirdre, Chris, Montgomery, Eric and Thomas — and numerous grandchildren and great-grandchildren.

In lieu of flowers, donations may be made in Doohan’s memory to his favorite charity, Cowboys for Kids in Arizona (information can be found at www.cowboysforkids.net).

Tributes have poured in from admirers around the world, from Rick Berman to D.C. Fontana. Doohan is remembered as an accomplished actor who treated fans with respect.

Since Doohan’s passing, several cities in Scotland have claimed the right to call themselves Scotty’s future birthplace the way Riverside, Iowa, has declared itself to be the future birthplace of Captain James T. Kirk.

Aberdeen, Linlithgow, Elgin and Edinburgh all claim to have been Montgomery Scott’s town of origin.

Scifi.com confirms that in the original *Star Trek* episode, “Wolf in the Fold,” Scotty describes himself as an “Aberdeen pub crawler,” which led Aberdeen Councillor Pamela MacDonald to propose that the city erect a statue in his honor. “If he came from Aberdeen and there’s a quotation to say that, then we should claim him,” she said.

However, Doohan gave an interview in the 1970s stating that Scotty came from “Elgin, near Aberdeen.”

Meanwhile, Linlithgow has become the first Scottish city to announce formal plans to erect a memorial to Scotty since the fictional engineer’s parents were reportedly from there.

On the other hand, the original series bible says that Scotty was born in Edinburgh.

Perhaps we’ll never get a final answer. ■

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Don’t miss the August club meeting and pool party

The next meeting of the U.S.S. Chesapeake *Star Trek* and Science-Fiction Club will be held on Saturday, August 20, at the Gaithersburg, Maryland, home of the parents of First Officer Abby Lindstrom.

We’ll gather at 4 p.m. for fun in the pool. Then, at 7 p.m., we’ll hold our monthly club meeting, including discussion of the recent

Creation convention in Las Vegas, find out what fellow club members are up to and get the latest news regarding *Star Trek* and other science-fiction TV shows and movies.

Do you need to know how to get to this month’s gathering? Then be sure to check out the insert with this issue of *COMSTAR* for directions. ■

CAPTAIN'S LOG: When Scotty had the power

One of the reasons the original *Star Trek* has been able to “live long and prosper” is that the show has such wonderful characters.

From the start, the *Enterprise* was populated by a crew of interesting, multi-faceted people who were capable of everything from great heroism to great comedy.

As *Trek* fans, we got a big bonus when attending conventions: We saw the people behind the characters, and they proved to be characters in their own right. Seeing Jimmy Doohan up on stage or getting an autograph from him made Chief

Engineer Montgomery Scott that much more real to us.

While sharing the good times has been a pleasure, that makes the bad times even more difficult to bear. Such was the case on July 20, when we lost one of our beloved characters.

I'd seen Doohan at more than a dozen conventions, and it was obvious that the man who brought Scotty to life was facing the final frontier himself. Now, all we have of him are the memories, but they're really terrific ones.

Everyone knew that Scotty was “Mister Fix-It” of the *Enterprise*, but I always got an extra kick when the character was put in an unusual situation for an engineer. We all remember the times he claimed he “dinna have the power,” but I also enjoyed the times he *did* have the power—of command!

As I watched Classic *Trek*, I noticed what most of you did, that Kirk, Spock and McCoy were always going down to the planet. But I was always curious to see who was put in charge of the ship when they left. Often, it was some nondescript crewman, but when Scotty was placed in the center seat, that meant something was going to happen, and it was going to be fun!

Sitting in the captain's chair was a bit of a challenge for Doohan, since he didn't want people to see that he'd lost a finger on his right hand during World War II. But as you can see in the picture above, he found a way to make it work!

The first time that happened was “A Taste of Armageddon,” when Mister Scott had to confront that “popinjay” Ambassador Fox after the captain and his party went missing. “No, Sir! I'll not lower the shields on the words of some mealy mouthed politician,” Scotty said, and I cheered because by standing his ground, the chief engineer was saving the NCC-1701! “No bloody A, B, C or D!”

Then, there was “Friday's Child.” While the Big Three were helping Julie Newmar deliver a baby, Scotty and the *Enterprise* were lured away by a false distress call sent by the Klingons.

Oh, the chief engineer did a thorough search of the area, but once he was convinced the signal was a trick, he was determined to get back to his friends, and not even a Klingon starship (which was represented by a glowing dot on the viewscreen) could stop him because they “didn't have the belly fer” taking on the one man who knew exactly what the *Enterprise* was capable of!

Scotty was also in command of the ship during “A Piece of the Action,” and he not only got to trade barbs with a gangster, but he also delivered the final blow to resistance on the planet by using the *Enterprise* phasers to knock out everyone within a block of the landing party. The reaction on the mobsters' faces was absolutely priceless!

And of course, there was “Bread and Circuses,” when Scotty was more subtle in his intervention. This time, he disrupted the power of a city, enabling the away team to escape without messing with the culture of a 20th Century Roman Empire.

During the animated *Trek*, Mister Scott was left in charge of the bridge during “The Lorelei Signal,” and the most significant thing he did there was surrender command to Uhura, who should have had a shot at the big chair long before that!

In the movies, Scotty never spent time in the center seat. He was either busy fixing the ship (Ever notice how nothing ever went wrong when Mister Scott was in command?) or giving away the formula for transparent aluminum.

Sadly, all that's left to say is that we'll miss you, Jimmy. Thanks for changing the laws of physics in our lives! ■

Captain Randy Hall



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SCIENCE *TREK*: Who'll play the bagpipes for him?

McCoy: What in the name of heaven is this?

Scotty: Heaven's got very little to do with this.—“*The Gamesters of Triskelion*”

I've got a bad feeling about this. The very first *Trek* convention I went to, the guest was the late DeForest Kelley. The second *Trek* convention, there was the recently late James Doohan. I'm thinking very hard about the third con I attended. Then again, Lorenzo was at the same first two. Who was the guest at *your* third con, Lorenzo?

On 20 July 2005 at 1330 GMT, *Trek*dom lost another crew member, James “Montgomery Scott” Doohan. In his honor, this month I wanted to examine Scotty in his role as chief engineer on the starship *Enterprise*.

‘All the world’s best engineers have been Scottish’

The first thought I have (and have had for quite some time) is why the chief engineer of a starship was usually the one operating the transporter. (The real-world reason is well enough known ... go ask Lorenzo, if you don't know.)

Within the world of the show, the reasoning is less clear. If the technology was so new, if it required the skill of a miracle worker, I'd understand, but according to *Trek*, transporter technology is a century old in Kirk's era.

Scotty's an engineer first and foremost, and engineers (I know from personal experience) would rather play with the toys than fill out paperwork. Scotty was always the hands-on type. Besides, what if something happened?

Perhaps it's a trust issue (although he did give way to Mister Kyle later on), but I think for Scotty, if something bad's going to happen, he can fix it. Because, well, the *Enterprise* is his child.

Of the minor characters, Scotty was perhaps the most major. I haven't looked into the other minor characters (Sulu, Chekov and Uhura) the same way.

Read Bjo Trimble's entry on Scotty in her *Star Trek Concordance* and you'll realize just how much we learn about the Scotsman who joined Starfleet at 20 years of age. For instance, what's a little thing like the Prime Directive when you can disclose the future in

the form of transparent aluminum (*Star Trek IV: The Voyage Home*) with those brown eyes a-twinkling?

My personal favorite Scotty episode is “The Galileo Seven.” I know, I know, “you're screaming “It's a Spock episode,” and it is.

Here they are, trapped on this inhospitable planet with an inexperienced and seemingly irrational leader, the crew threatening mutiny. What does Scotty do?

Get the damn shuttle fixed. Sure, he can't stand totally aside, but his focus is on following Spock's orders and getting them off the planet. Perhaps it's not the first time, but Scotty-as-miracle-worker is a major key to this episode for me.

Any discussion of Scotty in *Trek*, I think, is not complete without a look at “Wolf in the Fold,” perhaps the most classic Scotty episode. This one, in a true *Trek* way, showed that engineers are only human (even if Piglet is really a mass murderer). Any question of why engineer-types prefer technology to humanity should be answered by this episode.

Best speed and a safe journey, Mister Scott, beyond the final frontier.

Web Notes:

- <http://tvsothertenpercent.tripod.com/startrek/scotty.html> (Thus saith the Scot);
- <http://www.cnn.com/2005/SHOWBIZ/TV/07/20/obit.doohan.ap/index.html> (Bon Voyage, Mr. Scott); and
- <http://www.cnn.com/2005/SHOWBIZ/TV/07/21/doohan.space.ap/index.html> (Who'll play the bagpipes for him?).

Some last, final words

“I canna change the laws of physics!”

“I've giv'n her all she's got, Captain, an' I canna give her no more!” ■

Second Officer Phil Margolies



Scotty (left) with the rest of the crew of the Galileo 7.

ART CREDITS:
startrek.com 1, 2, 3, 4
Presentation Task Force 5
washingtonpost.com 6
startrekanimated.com 6
Dynamic Graphics
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shore-leave.com
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REFLECTIONS: One to beam up

“This is the road we all have to take—over the Bridge of Sighs into eternity.”—Kierkegaard

The first time I saw James Doohan was at a Creation con in Crystal City, Virginia, back in January of 1988. *Next Generation* had just debuted in September, and he wasn't too happy about the whole thing. He felt *Star Trek* and its fans belonged to the original crew, and he didn't take to the idea of this most sacred and hallowed ground being trounced upon by these upstarts and whipper-snappers.

I informed him of my affinity for the new show, and he wasn't at all pleased. Neither was anyone else in the audience. I narrowly avoided a lynching. It was like old times.

I presented him with a 12-inch record (Ha, records ... remember them?) of my band's latest release, a song called “Beam Me Up, Scotty,” and told him how he and the others of the original series had inspired me. This pleased him. Well, it seemed to please him. It was hard to tell.

He asked if I was a Redskins fan. I looked at him as if he'd asked the world's dumbest question and assured him I was. He told me and the rest of the audience that the Redskins would win Super Bowl XXII and that Doug Williams would be the MVP. This fired up the crowd, but I wondered if he'd have proclaimed the Broncos as Super Bowl champs if the con had been in Denver.

The next time I saw him in the area was at a convention called TrekCon '92 in Rockville, Maryland. He was telling the crowd how great the original series was, but he didn't like the fact that Spock was always telling him how to fix the ship, even though HE was the engineer.

Then he made a grave mistake. I raised my hand, and he called on me. I told him that was NOT true, and even when Spock had an idea to save the ship, he didn't have the know-how to implement it. He looked at me for a moment and said: “Wait a minute, I remember you!”

He then proceeded to leave the stage, mike in hand, and head to where I was sitting. I figured: “Hey, he's old. I can take him.” When he reached me, he said: “Hey, you're ruining all my best jokes!” This wasn't into the microphone, of course. I apologized.

He made me stand up and tell everyone about his Super Bowl prediction four years earlier. I told the audience about his picking the Redskins over the Broncos. “And,

AND?!” he exclaimed. I hesitated for a second and told them his MVP prediction as well.

“Thank you!” he said proudly. Then I told everyone he only picked the Redskins because he was in the area and the crowd was hostile.

“What?!” he replied, with a look of sheer terror. “That's not true!” he yelled and snatched my microphone away. He whispered to me: “Why did you tell them that?” I told him he should never have given me the microphone.

As the years went by, I saw him a number of times at various conventions, and once he saw me, I knew he remembered me. He was very careful not to call on me from then on. These were the days before conventions would set up mikes so everyone could get in line and ask a question.

When I did run into him, he was polite. He even asked me once if I was staying out of trouble. I assured him I had NO idea what he was talking about.

The next time I had a face-to-face with Mister Doohan was in August of '96 at the first FantastiCon in Los Angeles, California. I was standing in the hotel lobby, waiting for my friend Ty to show up. When he finally did, his eyes almost popped out of his head, and his jaw dropped to the floor. I wondered what the heck was wrong with him until I turned around and saw James Doohan standing behind me, smiling.

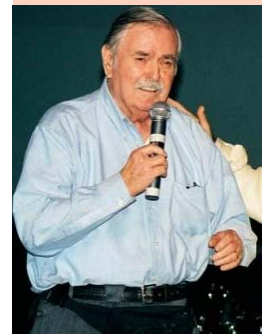
I smiled and said: “How you doin', Mister Doohan!” I quickly thought to myself: “No, you didn't say that.” But he loved it! He just kept repeating it. “How you doin', Doohan! How you doin', Doohan!” I put Ty's eyes back in his sockets, closed his mouth, introduced him to Jimmy Doohan, and we left.

He hadn't remembered me, but it didn't bother me much. A year later, I saw him again, and I noticed a distinct difference in his manner. I also noticed that he'd start on a subject and lose his train of thought rather easily, and he couldn't remember some of the stories he'd told for years.

I told Randy that it looked like the early onset of Alzheimer's. Personal experience had given me a little insight in spotting that sort of thing, that and introductory psychiatric training. It was one of the few times in my life I prayed I was wrong.

Farewell, Scotty. One to beam up. ■

Conn Officer Lorenzo Heard



Jimmy Doohan talks to the fans at one of his last public appearances.

RANTINGS: Who's on first?

Star Trek has been credited—or accused, depending on your point of view—with bringing about the future: cell phones, personal computers, all manner of high-tech gadgets, etc. While *Trek* certainly did have some influence, it's not the sole case of this phenomenon.

A case could be made that Paul Verhoven's 1988 film *Robocop* predicted the practice of outsourcing services: A corporate entity, Omni Consumer Products, took control of the Detroit Police Department. Another *Robocop* prediction that came to pass was the return of the popularity of the TV game show at its basest level: *I'll Buy That, For a Dollar*.

Preceding this were films Charlton Heston made about apocalypses to come: *Planet of the Apes*, *The Omega Man* and *Soylent Green*. After making these films, it's no wonder that Chuckie went a little nuts with the guns.

Science fiction doesn't have a monopoly on being prescient. This is not an exploration of life imitating art so much as an examination of art predicting life.

I recently watched the 1976 film *Network*. For those who have never seen it, it tells the tale of the fictional UBS television network after the anchorman gets fired for low ratings and cracks up.

He announces that within two weeks, he'll be off the air, and since he has nothing else in his life, he's going to kill himself on air in one week so the PR department would have time to market his suicide for big ratings. He's forcibly removed from the anchor desk.

After a good night's sleep, he returns and asks to apologize to the audience for his outburst, then promises he will go quietly. With some trepidation, the president of network news approves.

The anchor goes on the air and says that he just "can't do the job anymore since he just ran out of bullshit" and launches into a tirade about the nature of television and American society. The president permits him to continue, and they're both fired.

However, during the tirade, there was a huge ratings spike. As a result, not only are they not fired, but the news is turned into a program with the anchor as a "mad prophet of the airwaves denouncing the hypocrisies of our times." He accepts.

While most of you will probably dismiss this as just a 30-year-old movie, consider that

this film actually predicted some things that have come to pass.

First is the fact that at the three major television networks, the news departments are under the command and control of the entertainment division and HAVE to show a profit every fiscal year. Up until the 1980s, news divisions were autonomous, independent and immune from corporate control.

Paddy Chayefsky wrote *Network* as a cautionary tale, but the network corporate structures apparently took it as a blueprint. The same kind of thing happened with the film *Bob Roberts*. Some people seized upon the ideas in that film and put them into practice.

Some other things in *Network* hit remarkably close to home of life in the zeroes, such as a conglomerate, the Communications Corporation of America (CCA), owning the UBS Network.

While corporate ownership of media outlets is nothing new, the CCA exercised greater control over the network. That has also come to pass. Viacom owns CBS and UPN, GE owns NBC, Disney owns ABC, Time-Warner owns the WB, CNN, HBO and a dozen other things, and they all exercise considerable control over the networks' day-to-day operations. The only singly owned operation is FOX, and there is very tight corporate control over "content."

Getting back to *Network*, the head of the programming department goes to the corporate hatchet man and says she wants to put the anchor on the air to do the "angry man thing." He says: "We're talking about putting a manifestly irresponsible man on national television." The programming head nods like it's a good thing.

It seems that some "talking heads" out there saw this and got the idea to become broadcasters. I guess they figure that "beats having a real job and working for a living."

The political rhetoric in this country gets incredibly shrill at times, and debate and discussion of real issues gets lost in suspicion and name-calling. It seems that one MUST be on one side or the other in narrowly defined parameters of beliefs. Is it any wonder that apathy is one of the leading problems in the world today, but then again, who cares?

To-morrow, and to-morrow, and to-morrow creeps in this petty pace from day to day—Macbeth ■

Procurement Officer Peter Chewning



COMING EVENTS

AUGUST

August 20..... Time for our yearly pool party! For directions to the location in Gaithersburg, Maryland, check out this month's Insert!

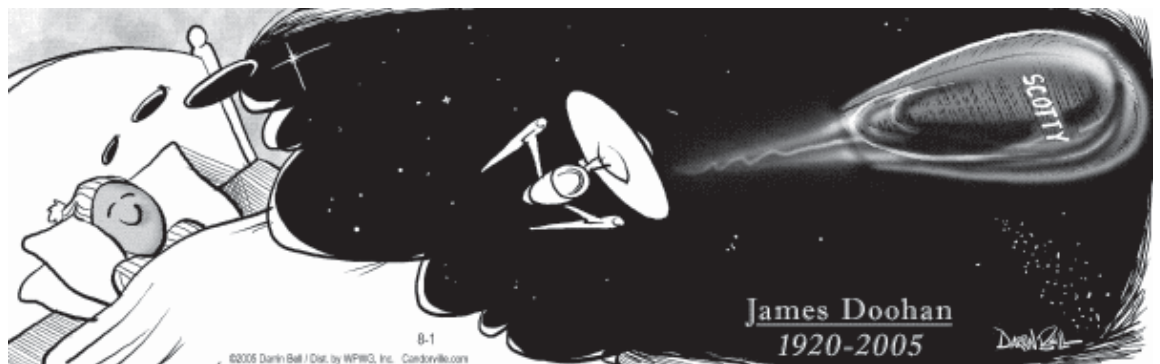
SEPTEMBER

September 17..... It's fall already, so maybe the temperatures will begin to cool down some. We'll gather for our monthly meeting at a location soon to be determined.

OCTOBER

October 22..... Though it's almost Halloween, don't be scared of the next meeting!

BOONDOCKS



HOLODICTATION: Another face in the crowd

It has been a heartfelt month for *Trek* fans since I wrote my last column. As you know, James Doohan—Scotty—died last month. I had the honor of seeing him at a convention in New York a couple of years ago. I was lucky enough to be able to chat with him for a couple of minutes. I'll always remember how he glowed whenever his daughter was near.

Scotty was my favorite character of the original *Enterprise* (sorry, Randy). Whenever Jim Kirk got the *Enterprise* in trouble, Scotty was the one who bailed them out time and time again.

Jimmy also did a lot of the voices on Classic *Trek* and the animated series. He did the voice of M5 in "The Ultimate Computer" and of Trelane's father in "The Squire of Gothos" and several voices in the animated series, including Lieutenant Arex. James Doohan will be missed by his family, his friends and his huge number of fans.

Last month, we also lost two other well-known actors: John Fiedler (Mister Hengist in "Wolf in the Fold" and Piglet in *Winnie the*

Pooh) and Paul Winchell (voice of many of our favorite characters, but most of all Tigger). These events always allow me to go through my personal databanks and recall of those actors that we know by face, but not necessarily by name.

Burt Mustin, John McGiver, J. Pat O'Malley, Jack Elam, Mary Wickes, Madge Blake, and the last two, Hal Smith and Howard Morris. Very few character actors are still working. The only two I recall are William Schallert and Charles Lane.

It's sad that Hollywood has forgotten this ingredient to great shows and movies. They brought charm to a story.

For example, only Stanley Adams could have portrayed Cyrano Jones in "The Trouble with Tribbles," and Harcourt Fenton Mudd could only be played by Roger C. Carmel. These are the details that make an episode both enjoyable and memorable.

Passing on is inevitable, but what's worse is being forgotten.

"Warp factor 5, Mister Scott." ■

Weapons Officer Patrick McBee



Lieutenant Arex, a character that Jimmy Doohan provided the voice for in the animated *Trek*.