

DATA FILE:

DTS POLICY - VESSEL NAMES, CLASSES, AND REGISTRIES

GENERAL:

The simplest method of choosing a vessel (either ship or station) for one's chapter is to select from one of the over 4,200 fictionally-established—and pre-approved—vessels currently available. All of these have been established in fiction from either the TV series, films, novels, comics, or the many blueprints and tech manuals published over the years. All ships on that list already have assigned registries, and choosing among them provides almost immediate approval. There are many fewer established stations, so a separate list is not maintained for them, but details can be secured by contacting the Department of Technical Services or Office of Technical Information.

[It should be noted that new vessels may be added to this pre-approved list, when new publications are released. There are several basic criteria for addition of new vessels to the list:

- 1] The source material is in hardcopy/printed form.
- 2] At least 500 copies of that material have been created and distributed.
- 3] Vessels referenced in that material include identification of name, class, and registry.
- 3A] In cases where the registries conflict with numbers already established previously, the new vessels may be renumbered to allow inclusion.

If any STARFLEET member knows of source material meeting the above criteria that is not included in the material on-file with DTS, submissions of that material are welcomed and encouraged.]

However, while selecting one of the many pre-established hulls is the fastest and easiest way of reserving a vessel for a chapter, it is not the only way. A chapter may wish to choose its own name, and this is entirely permissible.

NAMES:

One important question that any developing chapter faces is, "What should we use for our ship's/station's name?" With this in mind, DTS offers the following helpful hints...

In general, naming protocols for chapters are very liberal. With a very few exceptions, almost anything is an option. Names can reflect members' interests, establish a flavor and/or theme for the group, or make a statement about what the group hopes to achieve.

DTS does recommend, wherever possible, the use of fictionally-established hulls, but this is not a requirement, and names can be applied to ships quite freely. The main thing we keep track of in that respect is to make sure a name is not already either in use or reserved by another STARFLEET group.

There are, however, a few categories of names that are not permitted for chapter names. These include the following:

- Names which are obscene, profane, or scatological.
- Names of the cast, production crew, or main characters/series regulars of any of the Trek productions. (e.g., no *USS Gene Roddenberry*, *USS Leonard Nimoy*, *USS Benjamin Sisko*, etc.).
- Names of the centerpiece ships of the various Trek shows (e.g., no *USS Enterprise*, *USS Rio Grande*, *USS Defiant*, *USS Voyager*, and Station Deep Space Nine). These, along with the cast, characters, and crew, are considered something for all of fandom, and shouldn't be allotted to only one chapter.

(Note that at this time, the names of the centerpiece vessels of the various novel series are not so restricted.)

- Names of individual STARFLEET members (e.g., no *USS Sal Lizard*, *USS Alex Rosenzweig*, *USS Scott Akers*, etc.)

Outside of these categories, please feel free to have some fun in choosing the name for your group.

REGISTRIES:

As noted above, the vessels listed on the pre-approved lists all have registries already assigned to them. These registries have been drawn from the original source material and are considered to be “locked” to those vessels. E.g., if registry NCC-1700 is assigned to the *U.S.S. Constitution*, it is not considered available to any other ship. As Star Trek has shown that registries are not recycled, other vessels using the name *Constitution* may use different registries, but NCC-1700 will always be considered the registry of the *U.S.S. Constitution*.

Some chapters may wish to choose vessels of a known class of vessel, but which are not included in the pre-established lists. In such cases, registries are assigned based on the class desired. Classes are generally assigned blocks of registries, and chapters wishing to create new vessels may either choose registries from unused numbers within that block or adding new numbers at the end, where possible. (In some cases, an entire registry block may be filled, in which case DTS will work with the chapter to establish a new range for future use.)

(In certain cases, a chapter may seek to introduce an entirely new class of vessel for STARFLEET use (see “Classes” below). In this case, a new block of registries is established, typically chosen so as not to overlap with existing blocks of numbers, so there is room for other chapters to also use that design.)

If a chapter wishes to change its vessel class, but retain its name, there are several options with regard to its registry:

- 1] The group may retain its current registry, with no changes. In this case, we imagine that the fictional vessel has been refit to a new configuration.
- 2] The group may change its registry to one consistent with the new class. In this case, we imagine that the crew have transferred to an entirely new vessel. (This option is most recommended, as it most closely reflects what would happen in the fictional Trek Universe.)

Added 2008:

- 3] In the case of a chapter **ten years old** or more, we offer one additional option. It may add a letter suffix to the end of its existing registry. This is not recommended, but is provided as an option for chapters of long-standing.

CLASSES:

Currently, the master lists maintained by OTI contain over 270 starship classes and 27 station classes. (This doesn't even count subclasses or variants within an overall class!) Choosing one of these classes for a chapter's vessel is as simple as asking for it. The wide variety of available options provides possibilities for almost any group's tastes.

That said, there are cases when a group may seek to use a vessel design not already included on the lists, either one of their own design or one they've seen elsewhere. In such cases, design proposals are invited. ASDB enters the picture at this point, as the first step in a design approval is review by ASDB, which makes a recommendation to DTS Administration for approval, denial, or return to the group for further design refinement.

Details of the design process may be found in the pamphlet “So You Want to Design a Starship...?” available from DTS Administration or ASDB. However, the following is a summary of the key elements to keep in mind:

- 1] The motif of our organization is the Federation StarFleet. Vessel designs should be consistent with that concept.
- 2] A new design shouldn't simply duplicate what already exists. If an existing ship can do what's being proposed, there's no reason to build a new one. Thus, a new design should bring something new to the table that other classes don't already do.

- 3] Keep the StarFleet charter in mind. While StarFleet vessels are often well-armed, their primary mission is one of peace. Additionally, starships are expensive! Even if one wants to design a vessel for combat operations, make sure the design can be doing something other than sitting in a spacedock in between conflicts.

CONCLUSION:

This policy is designed to achieve three overall ends:

- 1] Stability, so that all groups are afforded the same set of rules, applied fairly and in the same fashion from group to group.
- 2] Consistency with fictional portrayals of StarFleet in the Star Trek Universe.
- 3] Flexibility, so that different ideas can be brought to the table and assessed for potential application when not inconsistent with the first two ends.

Feedback on this policy is welcome, and can be directed to DTS Administration at shoc-dts@sfi.org or 980 Linwood Place, North Brunswick, NJ 08902-2267

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