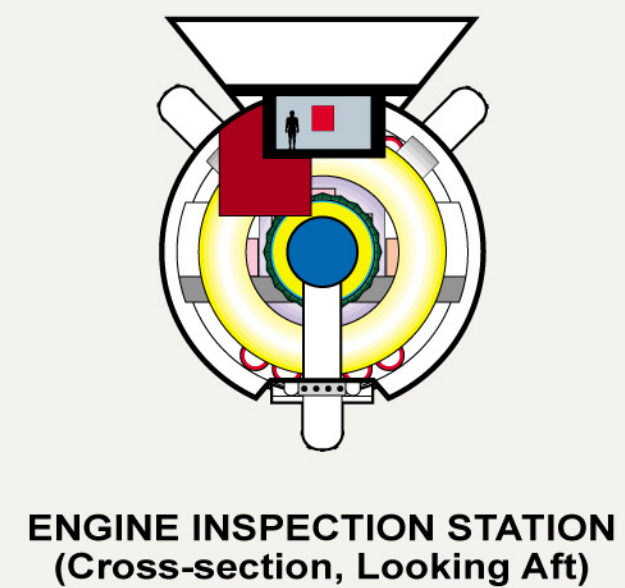
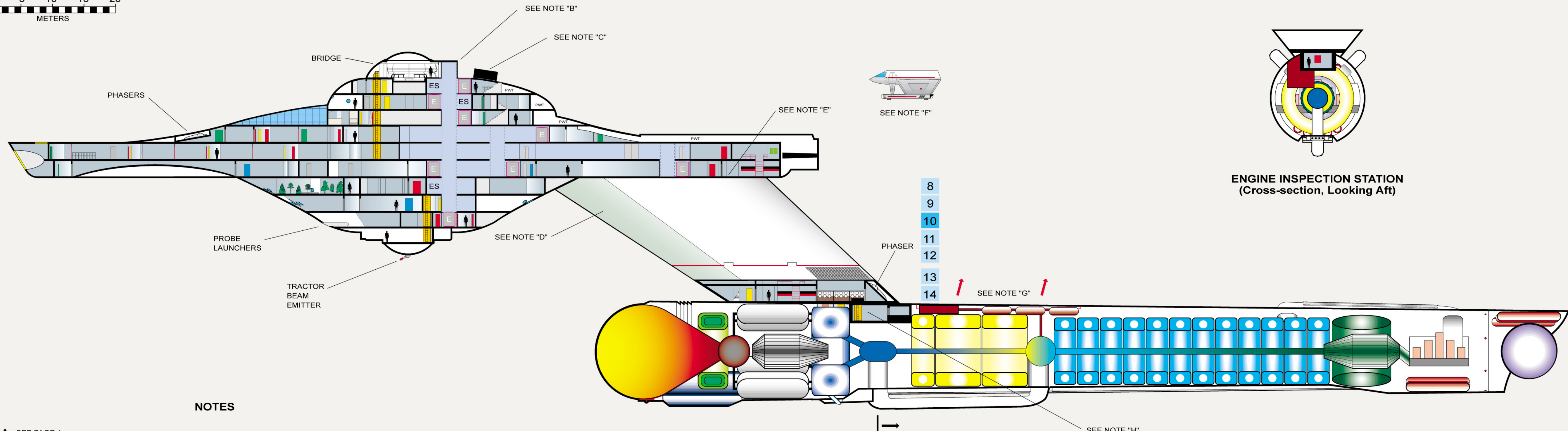


- 1
- 2
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- 11



ENGINE INSPECTION STATION
(Cross-section, Looking Aft)

GENERAL NOTES

NOTES

- A** SEE PAGE 1
These 3 pale gold-coloured recessed rings are part of the Tractor Beam system. See Page 17 for more information.
- B**
The height of the bump behind the Bridge has been increased to allow a turbo-elevator to fit. See Page 8 for more information.
- C**
This is the "Emergency Crew Escape" hatch, to be used after the Primary Hull has detached from the Warp Engine and made an emergency landing.
- D**
The details of this pylon are shown on Page 18.
- E**
The undercut on the Primary Hull affects Deck 7. However, the undercut between the two pylons was flattened. Therefore the floor in Warp Engineering is flat. This is shown on Deck 7 and discussed on Page 12. It is also shown and discussed on Page 5.
- F**
The Shuttlecraft used here measure 28 feet (8.5 meters) in length, as suggested by the size of the interior set. The studio prop was 21 feet (6.4 meters) which was about 3/4 of the intended size. In one episode of STAR TREK, Captain Kirk mentioned the Shuttlecraft is 24 feet (7.3 meters) long.

Special thanks to Dana E. Lubich for permission to display the Cargo Shuttle design which Dana developed 30 years ago.
- G**
The Matter-Antimatter Reaction Chamber is heavily shielded and recessed within the Warp Engine nacelle.
- H**
Antimatter is created / stored in the engine nacelle. In an emergency, the red-outlined panel swings open and the antimatter is ejected up and to the rear.
- I** SEE PAGE 18
The location of the "Separation Plane" was determined by the location of Warp Engineering.

CUTAWAY SYMBOLS

	STRAIGHT WALL		DOORS
	CURVED WALL		ISOLATION DOORS
	CUTAWAY ALONG WALL		PRIVACY SCREENS
	INNER FACE OF HULL		RECTANGULAR LADDER ALCOVE
	CUTAWAY THROUGH DECK		ROUND LADDER ALCOVE
	CUTAWAY ACROSS WALL		STAIRS
	CUTAWAY THROUGH DOOR		RAILING
	TREE, SHRUB		JEFFERIES TUBE

Are the wide steps in Engineering considered to be "stairs"? Are the steps on the Bridge considered to be "stairs"? Perhaps stairs do not appear in any episodes, but that does not mean they do not exist in Starfleet ships. Therefore:

1. After engine nacelle disconnection and an emergency landing, stairs on Decks 4, 3, and 2 lead up to the hatch, thus allowing the crew to leave the ship quickly.
2. Each of the Recreation Rooms on Deck 7 have balconies on Deck 6. Those balconies have stairs that lead down to their respective Recreation Rooms.
3. The Cargo Operations area on Deck 7 has wide stairs as well as cargo lifts.
4. Stairs connect the two levels of the Deflector Equipment at the front of the hull.
5. Stairs in both pylons allow access from Deck 7 down to Warp Engineering.

Aside from these stairs, the rectangular ladders (within rectangular alcoves) and the triangular ladders (within circular alcoves) supplement the turbo-elevator system. If that system fails, or in some other emergency, ladders alone would not be very efficient; it is easier to carry something up stairs than up a ladder.

There are external features that do not need to be marked: hatches for the Phasers, hatches for the Photon Torpedo Launchers, and the Primary Hull / Warp Engine disconnection line, to name a few. These drawings attempt to make sense of the markings that ARE visible on the studio model of the ENTERPRISE, all of which is then extrapolated onto the Scout and the Destroyer.

More notes relevant to each deck appear on the following pages.

Contradictions and errors exist within the episodes. I am sure 100% continuity is not possible.

I hope these pages provide you with some pleasure, information, and ideas for contemplation / consideration.

If I missed something, please let me know.