

NOTES

Notice that the Derf-class ship shown here has the older style Bridge. Furthermore, the Bridge is shifted forward. This results in the low ceiling on Deck 2 shifted forward of the center point. Also note that older Bridge had 2 ladders. All this results in a slightly different layout for Deck 2.

DECK 2

Even after adjusting the spacing of the top 4 decks, the recess in the center of the Bridge still affects the ceiling of Deck 2. The ceiling in the center of Deck 2 is so low that it can only be used for storage. That area is labeled EL (Environmental Lockers) and contains full spacesuits, partial suits, air-testing kits, etc ... useful if exiting via the hatch.

In at least one episode, a character left the Bridge and a second later a turbo-elevator was available for another character to leave the Bridge. Spare turbo-elevators must be stored somewhere nearby, so one such storage spot is on Deck 2.

The Science Labs can be reconfigured, as needed.

Stairs allow many people to exit the ship quickly. I can't imagine people trying to exit a ship (especially in an emergency situation) by using ladders. We never saw stairs but that does not mean stairs do not exist. The location of the hatch for these stairs coincides with an external marking on the studio model of the U.S.S ENTERPRISE.

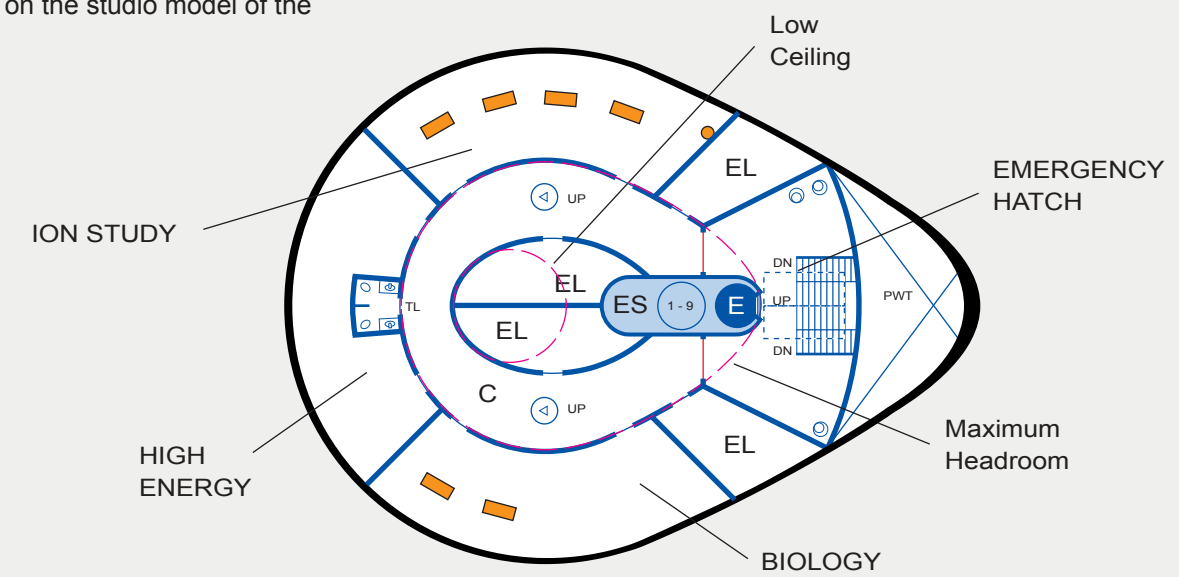
DECK 3

Stairs for the emergency exit on Deck 2 start on Deck 4 and continue up from there past this level. On either side are storage spaces (labeled EL) containing full spacesuits, partial suits, air-testing kits, etc ... useful if exiting via the hatch on Deck 2.

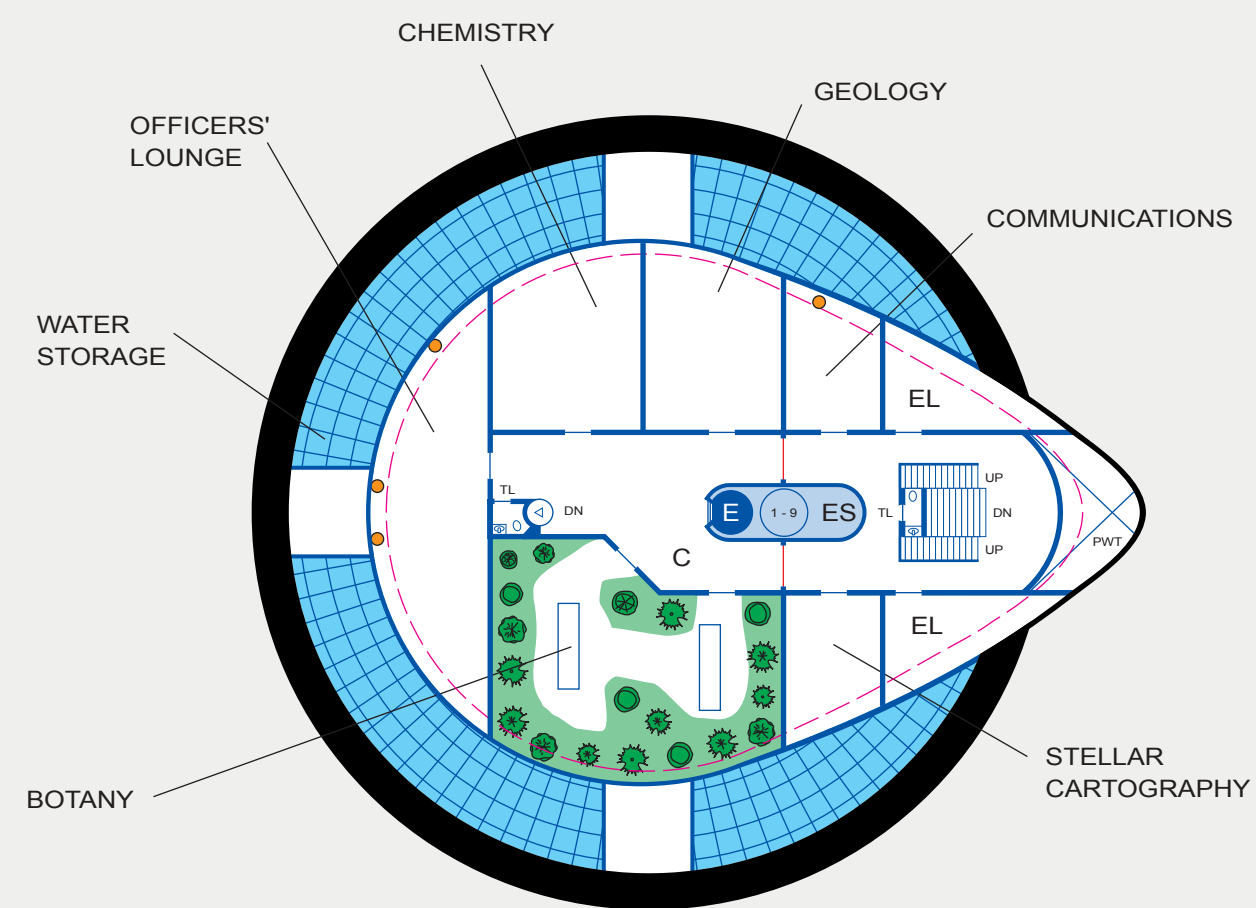
An Officers' Lounge occupies the forward part of this deck.

Some Science Labs will exist regardless of the exact role or class of the ship. They could be reconfigured depending on the mission requirements.

Water storage surrounds this deck.



DECK 2: SCIENCE LABORATORIES



DECK 3: SCIENCE LABORATORIES / LOUNGE