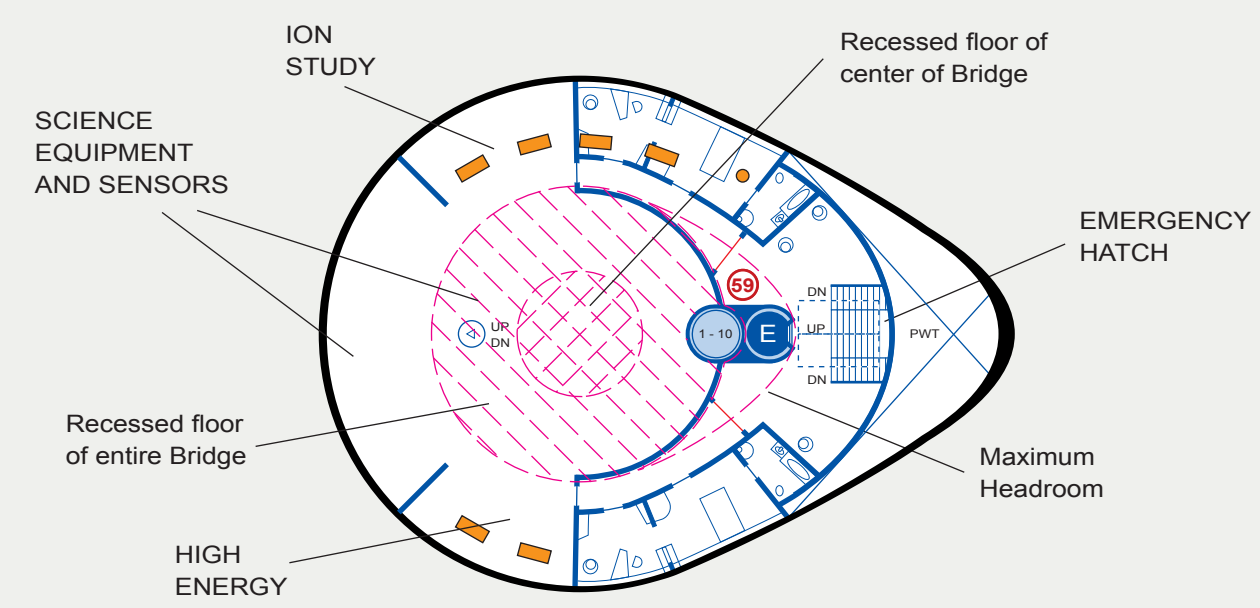
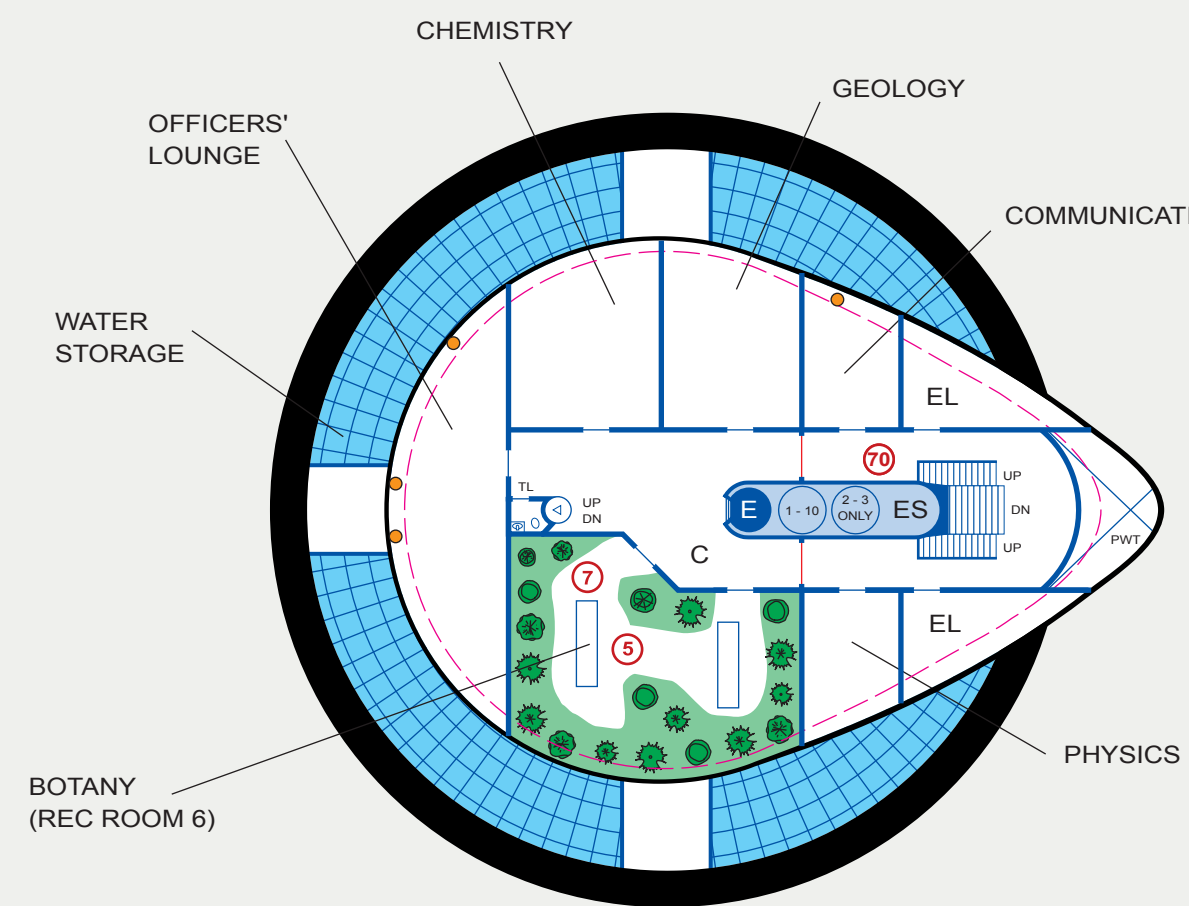


DECK 2: SCIENCE LABORATORIES



DECK 2: V.I.P. QUARTERS



DECK 3: SCIENCE LABORATORIES / LOUNGE

NOTES

DECK 2
I adjusted the spacing of the top 4 decks for a better fit, but the Bridge (and the recessed floor of the Bridge) still affects Deck 2 too much.

TMoST says this deck has Science Labs. This may be what was located here initially. However, according to dialogue from THE ENTERPRISE INCIDENT, the V.I.P. rooms are located on this deck. After 3 years in space, changes can be expected.

Except for the one round window on the starboard rear, the other "windows" are actually sensors and ports for the scientific equipment operated by the Science Labs on Deck 3. This window pattern matches the windows visible on the studio model.

Ensuring that all the windows on the 11-foot model aligned with rooms and their functions influenced the spacing, location, and thickness of the decks and walls.

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.

As above, ensuring that all the markings on the model aligned with rooms and their functions influenced the spacing, location, and thickness of the decks and walls.

DECK 3
Stairs leading to the emergency exit on Deck 2 start on Deck 4 and continue up from there past this level.

An Officers' Lounge was never mentioned or seen but the existence of such a lounge is reasonable.

Yeoman Janice Rand invites Charlie X to join her in Recreation Room 6 on Deck 3. This Botany Lab could be considered "recreational." If not, then she was probably referring to the Officer's Lounge.

Bele started chasing Lokai on this deck. Spock tracked their movements using his viewer on the Bridge.

The remaining rooms are Science Labs as mentioned in TMoST.

These configurations for Deck 2 and Deck 3 do not appear on any of the other blueprint sets. They are drawn as shown here so as to satisfy the 3 criteria which drove this project. Those criteria do not govern the other blueprint sets.

Therefore, I chose to raise the bump behind the Bridge on the other blueprint sets. Raising it deletes:
1. A second turbo-elevator shaft serving only Deck 2 and Deck 3.
2. A Bridge recessed so much that the ceiling in the middle of Deck 2 is too low to be useful.