



NOTES

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 Environmental Lockers (EL) and contains full spacesuits, partial suits, air-testing kits, etc ... useful if exiting via the top 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.

For missions of a military nature, this deck could contain a Briefing Room, the Captain's Ready Room, and other stations to help support whatever military duties are assigned.

DECK 2 (continued)

For exploration missions, this deck could be reconfigured with Science Labs, as needed. The Science Labs can be reconfigured, as needed.

At the bottom are three other possible, alternate configurations.

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.

SHIP DATA

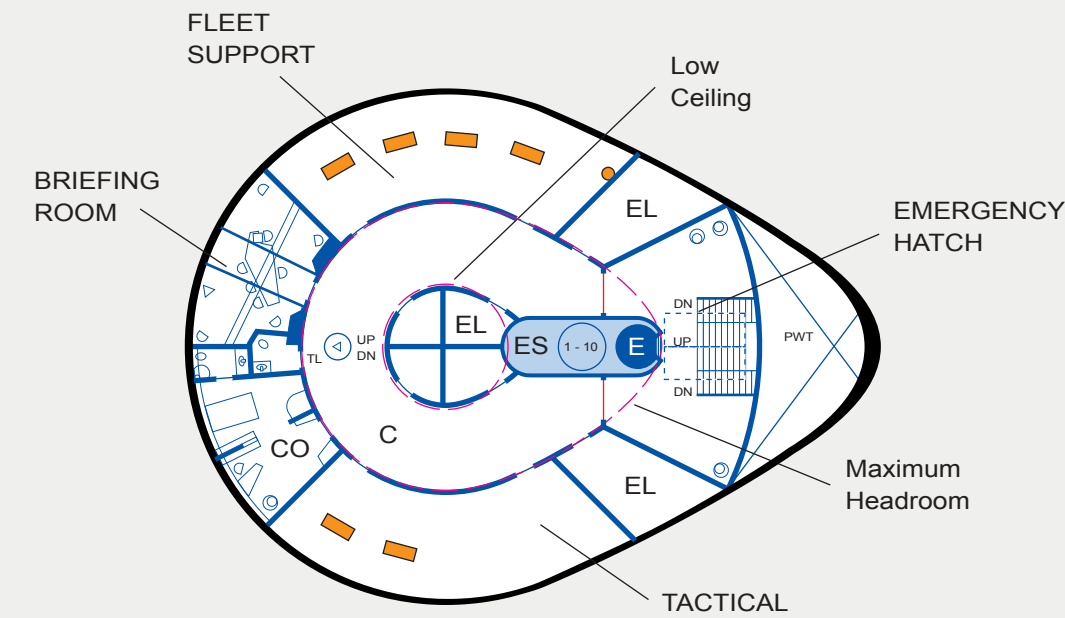
LENGTH: 237 m
 WIDTH: 127 m
 HEIGHT: 53 m

TRANSPORTERS
 6-person: 4
 22-person: 2
 cargo: 2

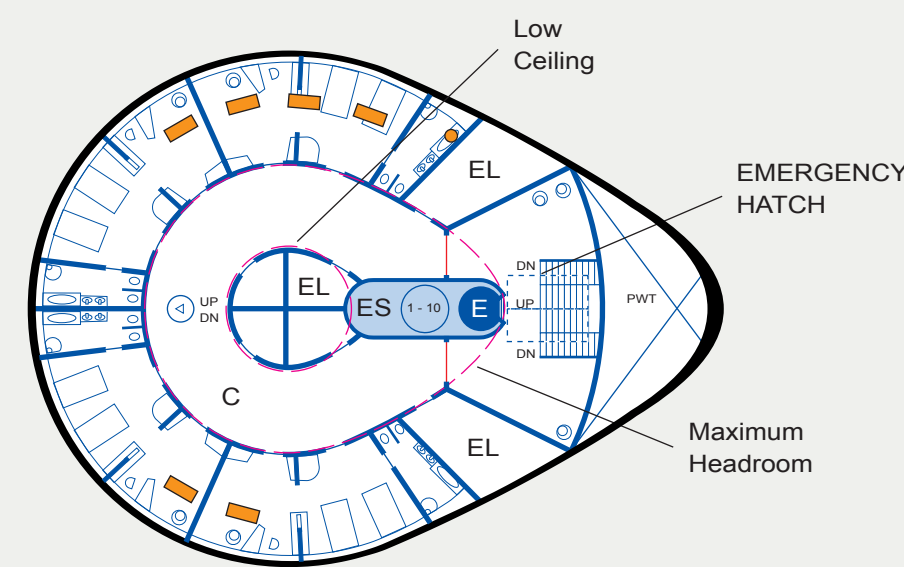
SHUTTLECRAFT: 8

PHASERS
 banks of 2: 4

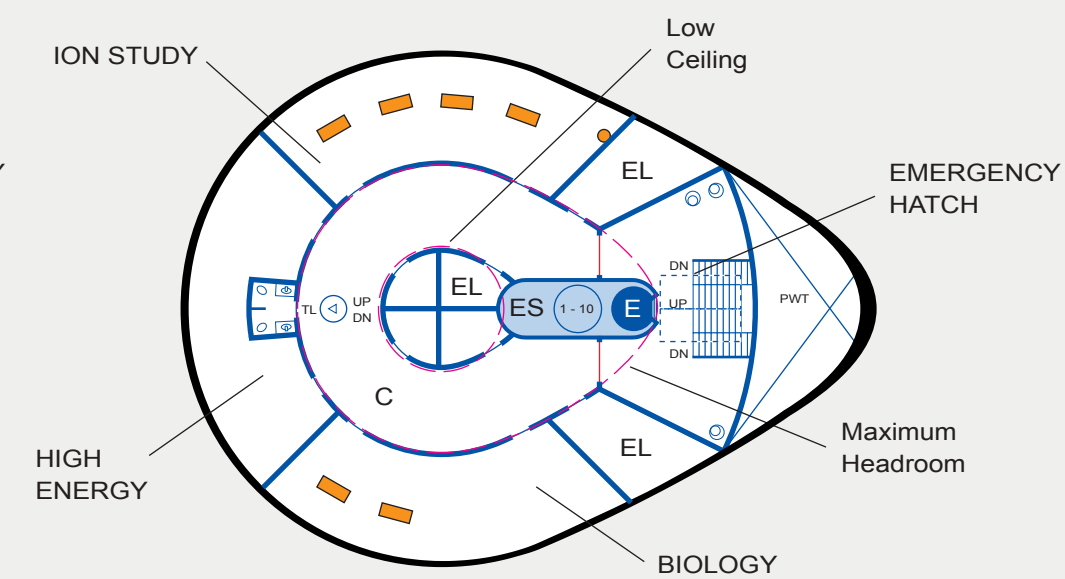
TORPEDO TUBES: 2



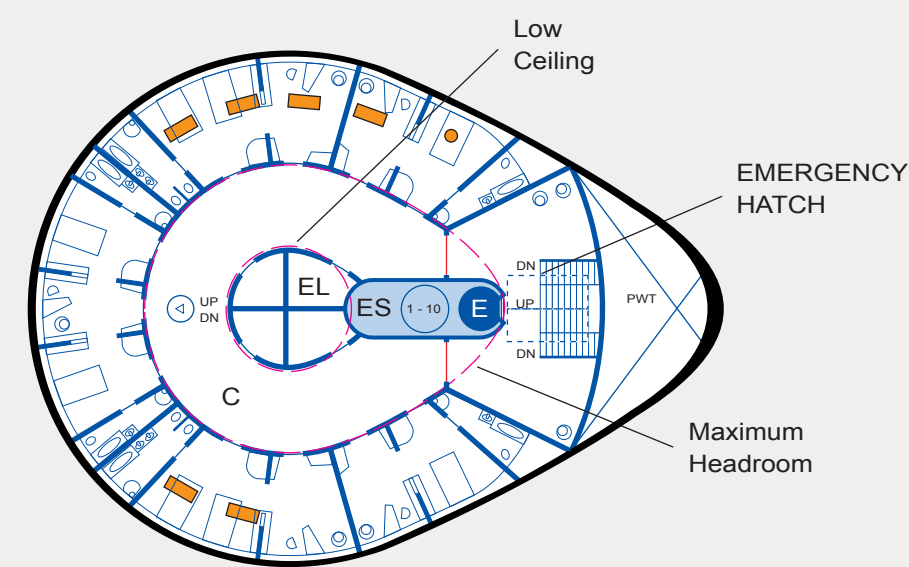
DECK 2: BRIEFING ROOM / READY ROOM



DECK 2: V.I.P. QUARTERS



DECK 2: SCIENCE LABORATORIES



DECK 2: V.I.P. QUARTERS

