

Star Trek

12 and 12

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"New Beginnings" Sussex, N.B.

The following short skit has been designed for entertainment and has no deeper meaning than to help people enjoy their sobriety with a little humour.

The cast are members of various groups from Saint John, N.B. and Sussex N. B.

# Star Trek

12 and 12

Ladies and Gentlemen:

The following sci-fic Play was created to promote information and enjoyment of our wonderful way of living.

It should be noted that this light – comedy does not reflect the A.A. program in whole or in part but often refers to A.A information.

We hope you will enjoy watching our little presentation as much as we enjoy bringing it to you.

## The Players:

Captain Kirk  
Mr. Spock  
Dr. (Bones) McCoy  
Mr. Scott (Scotty)  
O'Hura  
1<sup>st</sup> Drunk  
2<sup>nd</sup> Drunk  
3<sup>rd</sup> Drunk  
Your Director

The play begins on the bridge of the Star-Ship U.S.S. Serenity.

Present are: Captain Kirk, Mr. Spock and Communication Officer O'Hura.

O'Hura ---- Captain, I'm receiving a distress call from a planet called "Misery".

Captain ---- "Misery"? Sounds like a depressing place.

Spock ---- It's a planet inhabited by active alcoholics whose main goal in life is to have no goal in life.

Captain ---- What's the message O'Hura?

O' Hura ---- They are on the verge of a Civil War. Apparently someone returned from the planet "Detox" with several copies of the Grapevine and handed them out to anyone sober enough to read.

Spock ---- Captain; I would advise caution, I'm sure Dr. McCoy would not care to treat a planet full of drunks in the D.T.'s.

Captain ---- Very logical as usual Mr. Spock but let's check with McCoy. After all, this is Star Trek date 2-4 and maybe there's a cure for alcoholism.

Enter Dr. McCoy....

Dr. McCoy ---- What's up Jim?

Captain ---- Bones, have you got a cure for alcoholism in your little black bag?

Dr. McCoy ---- Sure Jim; but I thought if you sobered up they might cancel the show and you definitely wouldn't get all the girls.

Captain ---- It's not for me Dr. You know I'm only a social drinker. It's for the people of "Misery".

Dr. McCoy ---- Well Jim, you have been know to be pretty miserable at times but remember admitting you have the problem is the first step.

Captain ---- Spock, tell Bones I'm serious!

Spock ---- He is serious Dr. but he does get all the girls doesn't he?

Dr. McCoy ---- There's no cure for alcoholism Jim. It can be arrested but not cured.

Spock ---- But Dr. McCoy, it's not logical that we have cured cancer, heart disease and the common cold but no one has come up with a cure for alcoholism.

Dr. McCoy ---- Listen you long-eared Vulcan, as long as the people in power like Jim believe themselves to be social drinkers, there will be no funding for research or no cure.

Captain --- McCoy you may be right. What if we have Scotty beam a couple of these drunks from the planet "Misery" up, would you tackle the problem?

Dr. McCoy ---- Sure, I'll give it a shot. Pardon the pun.

Captain ---- O'Hura, call Scotty to the bridge.

O'Hura ---- (Turning towards the console board)  
Aye, Aye Captain. Mr. Scott, please report to the bridge.

Enter Mr. Scott....

Mr. Scott ---- You wanted me Captain?

Captain ---- I would like you to beam up two or three drunks from the planet  
"Misery".

Mr. Scott ---- Why Captain? I thought I was your drinking buddy.

Captain ---- Don't get upset Scotty, we will continue to drink socially together.

Mr. Scott ---- And can we continue to get socially drunk together?

Spock ---- That would seem logical.

Mr. Scott ---- Captain, are you fussy about which drunks I beam up?

Captain ---- How about it Bones?

Dr. McCoy ---- I would like three in different stages of addiction.

Mr. Scott ---- I'll try Doctor, but no guarantees. I was thinking the Captain might  
prefer some drunken ladies.

Captain ---- Will you guys stop with this girl stuff, you're going to get me  
paranoid.

Spock ---- Captain, paranoia can be a symptom of a drinking problem.

Captain ---- Enough with this helping me. Scotty, beam up the "Miserable  
Drunks".

Mr. Scott ---- Aye Captain, right away.

Scott exits stage....

Spock ---- O'Hura, please inform the planet "Misery" that we will be addressing their problems.

O'Hura ---- Aye, Aye, Mr. Spock. (turns & presses several buttons)

Dr. McCoy ---- Spock, do Vulcans suffer from alcoholism?

Spock ---- My people learned a long time ago that if they wanted to live with logic and reality, then alcohol should be avoided.

Dr. McCoy ---- That's it?! Your people chose not to drink?

Spock ---- That, and the fact that we were visited by two beings of a higher order in what would be your late 20<sup>th</sup> century.

Captain ---- Did they cure Vulcans of alcoholism?

Spock ---- No Captain, they offered my people a 12 step program that was so "logical" it could not be improved upon.

O'Hura ---- Are they still on Vulcan Mr. Spock?

Spock ---- No O'Hura, but we still receive copies of a monthly journal they often read called the "Grapevine".

Captain ---- Who are these beings and why haven't I heard of them?

Spock ---- Their names are Bob and Bill and perhaps you haven't heard of them because you were not ready to accept their message.

Captain ---- Well anyway, if you hear from them again tell them I want to see and talk to them. Perhaps I can help them out.

Spock, O'Hura, Dr. McCoy ---- Yeah, really.

Spock ---- Captain, the message these men gave will live long after you and I or even them.

Captain ---- It was that good?

Spock ---- Captain, it works!

Enter Mr. Scott with 3 drunks from "Misery"....

Mr. Scott ---- Captain, here are the three new drinking buddies you wanted.

Captain ---- Scotty, we'll discuss drinking buddies later.

Mr. Scott ---- Aye Captain.

Dr. McCoy ---- Scotty, how did you make out getting me three in various stages of addiction?

Mr. Scott ---- Well Doctor, I did the best I could but all I can tell you for sure is that one wants to stay drunk, one wants sobriety and the third isn't sure what he wants.

Dr. McCoy ---- I guess that will have to do. Jim, can I talk to them here on the bridge?

Captain ---- I insist on it; it may be helpful for the crew.

O'Hura ---- Or even you Captain!

Captain ---- Now O'Hura don't you start too.

1<sup>st</sup> Drunk - (holding a bottle in one hand)  
What's going on? Someone's cuttin' in on my drinking time.

2<sup>nd</sup> Drunk -- (holding copy of Big Book and Grapevines)  
Quiet please, I'm sure if these people beamed us up to their ship that it must be important.

3<sup>rd</sup> Drunk --- (holding grapevines and a bottle)  
Someone say something please, I'm very confused.

Captain ---- I'm Captain Kirk and we have beamed you aboard to save your planet from blowing itself up.

1<sup>st</sup> Drunk - Too late, the whole planet is already half-bombed.

2<sup>nd</sup> Drunk -- How can we help Captain?

Captain ---- Our Dr. McCoy has a few questions for you...Dr. McCoy...

Dr. McCoy ---- Can you tell me why you drink?

1<sup>st</sup> Drunk - Because I like it.

2<sup>nd</sup> Drunk -- I hate drinking. No wonder I'm so unhappy on this planet.

3<sup>rd</sup> Drunk --- I'm confused. love booze, but I hate what it does to me.

Captain ---- Well Bones?

Dr. McCoy ---- Well what Jim? Have you heard something I haven't?

Spock ---- There doesn't seem to be a logical reason.

Dr. McCoy ---- Do any of you read the Grapevine, Big Book or practice the 12 and 12?

1<sup>st</sup> Drunk - I don't waste drinking time!

2<sup>nd</sup> Drunk -- I've read several Grapevines and I'm half-way through the Big Book and I'm working on my Fourth step now.

3<sup>rd</sup> Drunk --- I'm confused. If these things work then why do I continue to hurt myself?

Captain ---- Well, Bones?

Dr. McCoy ---- You're doing it again Jim. There is no instant cure for alcoholism. If there were don't you these people would have taken it/

1<sup>st</sup> drunk - I wouldn't!

Dr. McCoy ---- There's our answer Jim. If given a cure would everyone take it? I don't think so.

O'Hura ---- Then what can we do for these people Doctor?

Spock ---- Yes, Doctor. How can we help people who are intelligent enough to realize they are destroying themselves but will not stop on their own?

Dr. McCoy ---- Perhaps I should explain alcoholism as it has been explained to me. Alcoholism is a disease that affects a person physically,

emotionally, socially and spiritually, and in order to recover the affected person must have help in all these areas.

You will notice that I have said it is a disease. A disease like no other. It is not a symptom of another disease but a disease all of its own.

Mr. Scott ---- No cure, Doctor?

Dr. McCoy ---- None that I know of Mr. Scott.

Captain ---- Are we unable to help these people Bones?

Dr. McCoy ---- Remember our mandate is to explore strange new worlds Jim.

Mr. Spock ---- And for recovering alcoholics, sobriety can be a strange new world, right Doctor?

Dr. McCoy ---- Right Spock, and like the two men who helped your people maybe all we can do is let people know that when they are ready for help then we will be there.

Captain ---- Scotty, I want you to make duplicates of the Big Book, and other helpful reading material for anyone on the planet "Misery" who shows an interest in sobriety.  
O'Hura, contact Star-Fleet and tell them we will need continuous transport between "Misery" and the planet "Detox".  
Bones, I will grant you permission to visit "Misery" with a medical team to care for the severe cases.  
Spock, I would like .....

O'Hura ---- Excuse me Captain, I have just received word of a large gathering of people on the planet "Misery".

Mr. Scott ---- Do they look violent?

Captain ---- This could be the start of the Civil War we came here to stop.

Spock ---- I don't think so Captain, the crowd is friendly and they have gathered together to listen to our friends Bob and Bill.

Captain, O'Hura, Spock, Dr. McCoy, Mr. Scott ---- THE ADVENTURE BEGINS!!

The End



### Materials Needed

- 5 - Coloured T shirts for crew of U.S.S Serenity  
(any colour other than black or white)
- 2 - simulated light panels  
(one for Spock, one for O'Hura)
- 2 – chairs  
(one for Captain, one for O'Hura)
- 3 – copies of Grapevine
- 1 – copy of Big Book
- 2 – empty bottles to simulate alcohol containers