Subject: Re: Winds of Change Posted by Tikatu on Sat, 28 Jul 2012 01:37:48 GMT View Forum Message <> Reply to Message

From: MagicMaster8 Sent: 6/9/2007 7:43 PM

5pm Friday August 31, San Diego (12pm Saturday: Tracy Island)

Jeff had come to the game room to talk to Scott about the renovations to the round house and had stayed a moment to watch the game.

"It's your turn," Scott said as Gordon contemplated his shot, watching as he lightly tapped the ball, sending it into the pocket. "Nice shot. "Looks like I have to practice more if I want stay ahead of you."

Jeff turned and was about to leave when Kyrano's voice came over the intercom. "I am sorry to disturb you, Mr. Tracy. There is a phone call for you from Mr. McCain. If you wish, I can transfer it to the game room."

"Thank you, Kyrano, but I'll take it in the study."

As Jeff left the room, Gordon shouted, "Say hello to Brandon for me."

In the study, Jeff activated the vidphone, bringing up Brandon's image. "Hello, Mr. McCain," he said. Brandon heard the annoyance in his voice. "Cutting it a little close, aren't you?"

"Yes, I am, Mr. Tracy and I apologize for that," Brandon replied sincerely. "The last few days were hectic. By the end of the day I was exhausted and forgot to call."

"And?"

Brandon's face broke into a wide smile. "Everything's good to go. The renovations are finished and my parents should be coming home on the third. Not only that, Shannon's decided to take her classes online so she can be with them during the day."

"That is good news. Now, I have one more question to ask you. Are you coming back to the island? And, if so, when will you be back?"

Brandon thought a moment. "If things go well, I should be back on the island by the ninth; I'll let you know as soon as I get my parents settled in."

"Make sure you do, Mr. McCain. I don't want to be left hanging like I was before." Jeff replied. Brandon heard the warning tone in his voice and realized that Jeff meant business.

"I won't forget, Mr. Tracy."

"See to it that you don't."