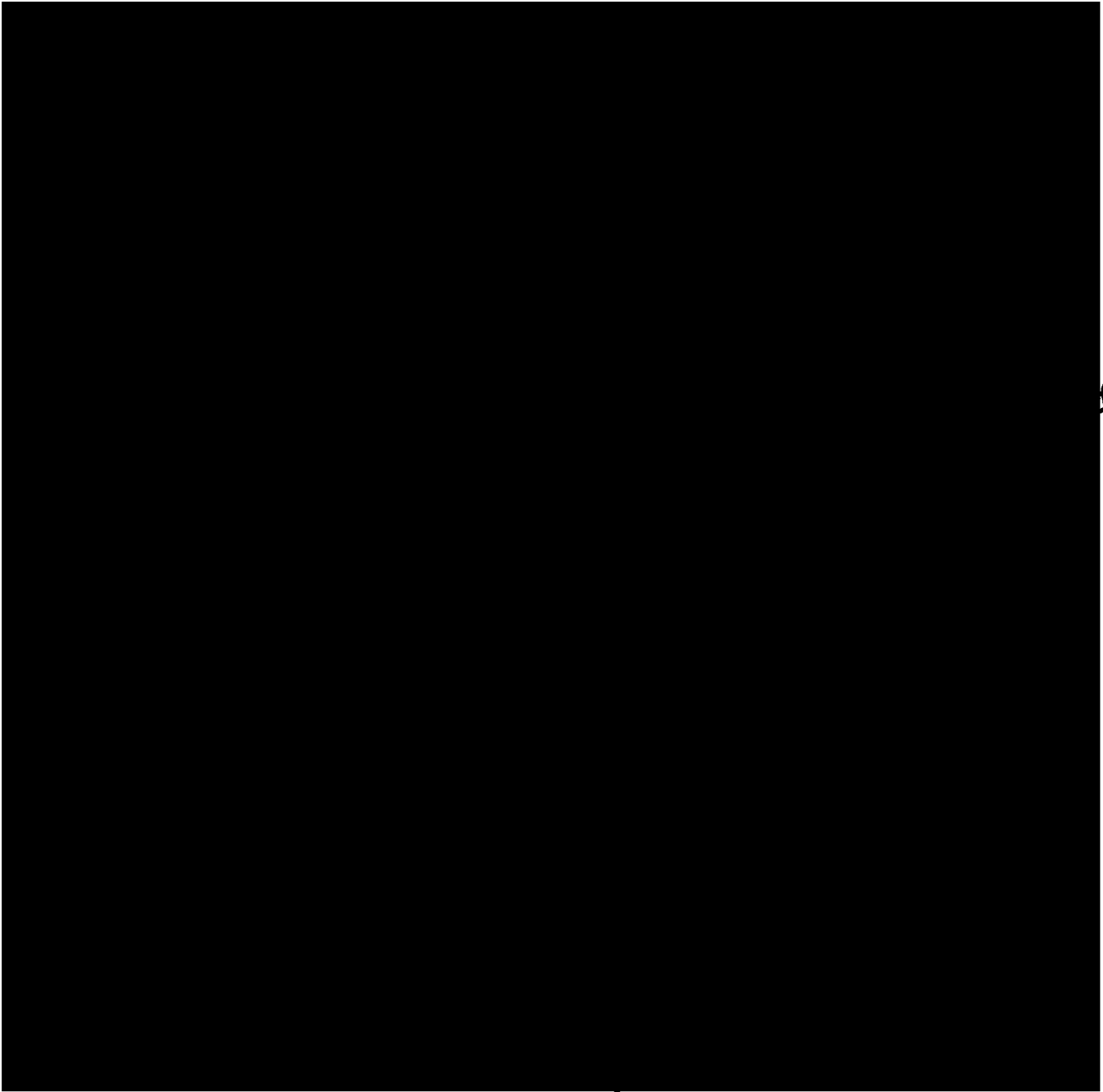


SG1A



"X"

Consist of 3 small Apartment  
Houses joined together but  
separated by small Alley  
between "Tempo" and "Old  
MARINE House" - directly opposite  
pool. Small dispensary and  
snack bar located in  
Old Marine House

"A"

CHANCERY Bldg -

- MAIN central ENTRANCE
- large foyer w/ MARINE Gd Booth
- Stair way go up to second FLOOR -
- Part of Second Floor WAS Separated at top of Stairs by Screen Gate Type door
- Bldg is two stories above ground and semi-buried Basement.
- Ambassador Office Located 2nd Floor - Center with view out windows to playing fields inside of compound.

"B"

Motor Area -

Consist of GAS Pump in Yard Vehicle Sheds on wall side some OFFICES/ class room' style / Dispatchers office - commercial Library in back side (garage)

"C"  
"D"  
"E"  
"F"

Staff Cottages // 3 Bedroom // Single Story Living Room / Dining Combination

"G"

CONSULATE Bldg - // VISA issuance on first floor small interview desks // office suite on second floor // ~~Bar~~ // ~~at~~ // ~~both~~ // old Restaurant (Kitchen) on west side.

"H"

DCM Residence - (NO Basement)

Single Storey Bldg -

with Kitchen and

Servants Quarters

adjacent - Most Rooms

have Glass <sup>exterior</sup> walls.

Entry way has

Roof skylights.

Extensive Gardens

"J"

~~Ambassador~~ Residence  
Ambassadors

- Large 2 story Bldg with  
small glass Penthouse  
on roof - and Basement  
with several storage  
areas and one recreation  
area

- Kitchen Industrial type  
joins Bldg on first  
floor, links the servants  
quarters - which are separate  
but next to Bldg.

- Garage is located first  
of Bldg





DEFENSE INTELLIGENCE AGENCY

UNCLASSIFIED

