

~~SECRET~~/NOFORN

PROJECT SUN STREAK

21 Mar 88

WARNING NOTICE: SENSITIVE INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER: 8801 SESSION NUMBER: 2
DATE OF SESSION: 14 Mar 88 DATE OF REPORT: 21 Mar 88
START: 1350 END: 1458
METHODOLOGY: CRV VIEWER IDENTIFIER: 018

1. (S/NF/SK) MISSION: Describe the contents, if any, of the structure at coordinate 113096/532189. Also describe use/intended use of structure contents.
2. (S/NF/SK) VIEWER TASKING: Access and describe the target, inside and out, located at the above coordinate.
3. (S/NF/SK) COMMENTS: The viewer seemed to have a great deal of difficulty with analytical overlay during this session. Unable to correlate any useful data with previous sessions.

HANDLE VIA SKEET CHANNELS ONLY
SPECIAL ACCESS REQUIRED

~~SECRET~~/NOFORN

CLASSIFIED BY: DIA (DT)
DECLASSIFY BY: OADR

memorandum

DATE: 15 March, 1988

REPLY TO
ATTN OF: DT-SSUBJECT: SESSION SUMMARY (C/SS)
SG1J

TO: DT-S [REDACTED]

1. (S-SS) Statistics: Viewer: 018
 Session date: 14 MAR 88
 Start time: 1350
 End time: 1458
 Mode of operation: CRV

2. (S-SS) Cueing:

- a. 6-digit encrypted coordinates.
- b. Provide a general description of the site.
- c. Provide a time line which indicates any significant events on it.

3. (S-SS) Results:

a. There was an immediate overpowering impression of a very sickly sweet smell (while still in stage I) which seemed to be somehow related to the general area. The overall appearance of the area was one of a high place, looking out over a wide valley and across to what appeared like low, green rolling hills on the other side.

b. The site has a structure which appears to be built of very solid masonry or solid stone. Each part of the structure in which I found myself had arches and/or columns.

1) From the front, the structure seemed to be a large squarish building with a rounded area of columns in front.

2) A location within the structure appeared to be a long outside porch or portico-type walkway along one side of the building (see drawing, page 9). It was lined with archways, overlooking the wide valley. The archways were

also built overhead along the walkway, but did not appear to block the sun from overhead. The condition of the walls was very run-down, with peeling plaster and many bare spots.

3) There seemed to be people located within covered areas, open on the sides, and supported by arching columns. The place was very light and airy, with all light coming from the open walls on the sides of the covered area. This entire area gave the impression of having many hyperbolic-paraboloid shapes (explanation: those multiple-curved surface shapes which are found in large rooms which have many columns supporting the ceiling, each column being part of 4 archways which meet the arches of other columns in the room).

c. The people at the site fit into three categories:

1) A first type of people inside the structure seemed to be mostly or all male. There was a very "show of masculinity" feel about the people in this place, but everyone seemed to be unhurriedly just passing time, with no feelings of worries or concern. These people seemed to be somewhat intelligent, and somehow in control. There were several impressions of uniform-colored clothes and guns to some of these people. These people seemed to be in the majority there.

2) Another type of people inside the structure gave the very definite impression of wearing white robes and funny-looking white hats (AOL: like sailors' "dixie cups"). These people were only seen walking from one place to another, but usually very briskly.

3) Another type of person was repeatedly perceived as being very near the structure, but not in it. This type person could best be described as a "goatherd", with all its accompanying impressions.

d. A stage 6 time-line was drawn (see page 13), going from present time (0), to a point identified only as "10" (no explanation provided as to time increments). There were three significant events perceived:

1) The first (approximate location: 0.5) had a

feeling of becoming aware of something pleasant and hopeful.

2) The second (approximate location: 4) had a very sudden feeling of "easy freedom" (AOL: like suddenly taking off tight shoes, becoming well after a long sickness, or sinuses suddenly clearing up.)

3) The third (approximate location: 7-8) was a slow rise with a fairly sudden dropoff or letdown. There was an accompanying feeling that the third event might not be directly related to the other two.

14 MAR 68
FT. MEADS
1350 HRS.
MEZ

P.I. NONE (COLD)
A.V. NONE

11 30 96
53 21 84

A: RISE
CIRCLING
SOFT
B: _____

SQ: U.I. SWEET SMOEL.

11 30 96
53 21 84

A: ACROSS
RISIN
SWEET
B: _____

S2: STRONG SWEET SMOEL

AOL RPK
L1105 COTTON CANDY

2

11 30 96

53 21 82

A: ADDRESS
RISAL
SWEETH
B: LAND

CONF TALK
SOMEHOW THE "SWEETH"
FOOL SEEMS TIED TO
THE "SWEETH" SMOKE

11 30 96

53 21 82

A: ADDRESS
RISAL
LAND
SWEETH
B: LAND

S2: TAN
BROWN
LEADON
BLACK
HIND FOOT
"SCRAPS" FOOTING

THE TALK
BROWN
LEADON
SURFACE

11 30 96
53 21 82

MISS BARK

11 30 96
53 21 80

W: HURRY
TMD
FLAT
B: LAND

S2: COLD
WINDY FEEL
PEOPLE SOUNDS

ALL BARK
VARIOUS METERS
OF PEOPLE IN
WHITE CLOTHES
(LIKE ROBOTS) WITH
FUNNY WHITE HATS
SALONS
(LOOK LIKE DIXIE CUPS)

11 30 96
57 21 82

W: HANDS
HAND
NOUGHT

D: STRUCTURE

SZ: SANDY FOOL
UNKNOWN TEXTURE

HAND
"SCRAPY" FOOLING

FLAT
COOL
SPARKLY

BIG
SQUARE
SOLID

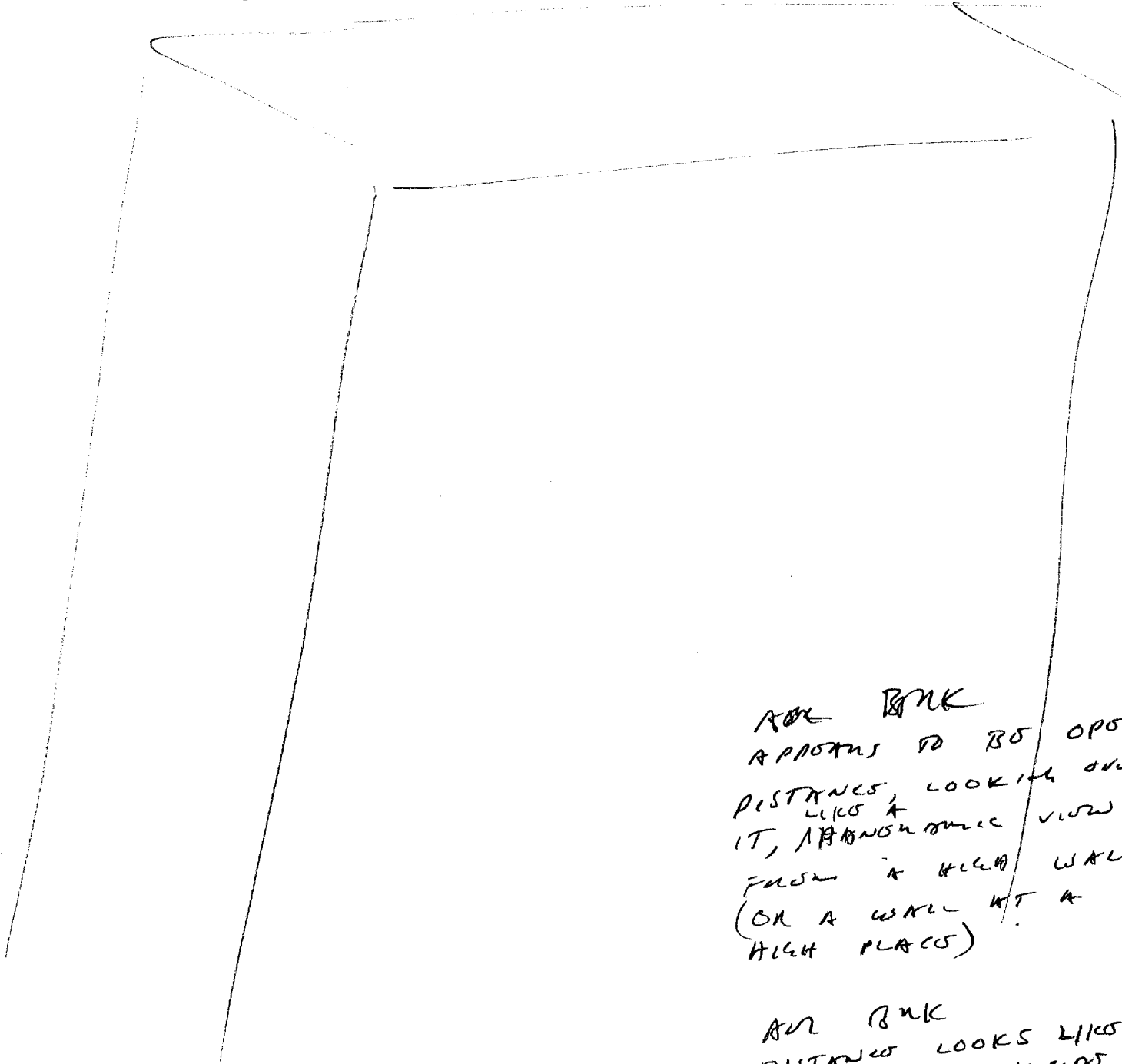
FOOL RUK
FOOLS LIKE I'M
LOOKING
AT A BLOCK, LOOKING
AT ~~THE~~ THE
SIDE OF MASSIVE STONE
STEPS.

5

SIT.

SK:

OPSW



ADJ BUNK
 APPROX TO 75 OPS
 DISTANCE, LOOKING OUT
 IT, APPEARS LIKE A
 FROM A HIGH WALL
 (OR A WALL AT A
 HIGH PLACE)

ADJ BUNK
 DISTANCE LOOKS LIKE
 ITALIAN COUNTRY SIDE.

②

S4: DESCRIBED THE STRUCTURES:

S2 D A1 E1 T 1 AN A/S,
(SITE)
(STRUCTURES)

TAN

AN ONE
COLUMNS
AN ONE
ACROPOLIS.

S2 D M E1 V 1 AN A/S
(STRUCTURES)

HAND
TAN
WIDY
OLD

TAN
WIDY
LINES

ONE ONE
SHAPE OF THE
WHITE HOUSE

ONE ONE
HOUSE FROM
MOL'S SESSION
2 WKS AGO

2

S4 1/2 Impression of ~~ALL~~ SQUARE STRUCTURES
WITH A ~~POSSIBLY~~ POSSIBLY ROUNDED SECTION
IN FRONT WHICH SEEMS TO HAVE COLUMNS.

S4: DESCRIBES THE INSIDE OF THE STRUCTURE.

S2 O A I E T I R A / S
(INSIDE)

DRY / LIGHT

COOL

S4 1/2 Impression of LARGE STRUCTURE, BUT
I CAN ONLY FIND SMALL, CRAMPED ROOMS
INSIDE. Impression of LOOKING OUT INTO
STONE WALLS.

ALBARK
HOTEL

S2 D M O T I R A / S
(INSIDE)

DRY

COOL

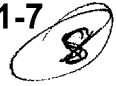
WINDY

BURNT SMELL

PEOPLE NOISES

ANIMAL NOISES (FAINT)

ALL THE
GATE SOUNDS.



SZ D M or F I too also

(PEOPLE)

LENS
COST
TIGHTNESS
MASCULINITY

THU
SLOWDOWN

CONF RUK
LENSON WINKHAM

ALL RUK
IMPRO OF SOMEONE
WORKING LENSON
WINKHAM ON PLATE
CLOTH ON THEIR
HEAD,

AND DNA
ARABS.

SL 0 107 02 (people) 1 1000 rls.

leason
DAN
UNUSUAL DAN

STRUCTURE
HOLE



ANCHORED WALKWAY

S 4 1/2 VIEW OF AN OUTSIDE WALKWAY
ATTRIBUTED TO STRUCTURE. WALKWAY HOLE ANCHORS,
DOWN IT, POZZING WHITISH PAINT. BETWEEN THE
ANCHORS, YOU CAN SEE OFF INTO THE DISTANCE.
AGAIN, IMPRESSION THAT STRUCTURE IS ON A
HILLTOP PLACE.

FROM SED
BO PONCOURDIS -

SL D M O T , RZ Rk,
(SITE)

TML
TMU
SEQUENCE

ALL MK
LIKE A TOWN.

SL D M O T , RZ Rk,
(SITE)
(STRUCTURE)

DARK
TML
SMTH
ROUND PART ON TOP

ALL MK
U/L NOISE LIKE
A HIGH-PITCHED
"SCREAM" FROM THE
STRUCTURE, ITSELF.

S2 D M or T, non nls.
(PEOPLE)

SOFT CLOTHES
LOOSE "

IN RUC
NOBOS
WHITE

S2 D M or T, non nls
(PEOPLE)
(ACTIVITY)

DINE
LOOSE DINE
BICYCLE

BUILDING
WORKING

S4/L: IMPRESSIONS OF PEOPLE WORKING, BUT
CONSTANT IMPRESSION OFF TO SIDE OF AN
(AOL: GORTHOND) SOUNDS OF SHEEP OR SOME
KIND OF ANIMALS NOISES. DEEP BELL SOUNDS.

(12)

S2 0 107 11 5 1 1000 10/5
(ACTIVITY)

LOW SOUNDS

THE MUK
LIKE DOWNT
DOWN BACK -
NOT LIKE FINALE

TALKING

METAL ON MOTOR SOUNDS.

SOFT VOICES
CALM #

QUIET "

UNARMED
IN CONTROL
WRITING
SPECIAL
INTELLIGENT
UNARMED
CALM
WRITING
PASSING TIME
UNARMED
UN WORRIED

S4 1/2 IMPRESSIONS OF MAN IN A UNARMED
CORRIDOR OPEN PLACE (WHO ARE IDLE.)

THE CORRIDOR.
LIKE A HOLE SOUND PUNCH SO LONG
UP

13

ADL ONE
HYPOBOLIC
PUNAROLID
AIRPORT.

S6: LOCATE SIGNIFICANT EVENT ON TIMELINE



① FEELING OF AWKWARDNESS OF SMILE. PLEASANT.

② SUDDON FEELING OF EASY FREEDOM =
LIKE FEELING GOOD AFTER A LONG TIME SICK,
OR LIKE SINUSIS FINALLY CLEARING UP.

③ SLOW BUILD AND SUDDON LETDOWN.

S 4 1/2: VAGUE FEELING THAT 3RD EVENT IS NOT
DIRECTLY RELATED TO 1ST TWO.

S. 10:10 AND 1458 HRS.