

~~SECRET STIPPLED NOFORN
SPECIAL ACCESS REQUIRED~~

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER:	9027	SESSION NUMBER:	2
DATE OF SESSION:	16 MAY 90	DATE OF REPORT:	18 MAY 90
START:	1351	END:	1435
METHODOLOGY:	CRV	VIEWER IDENTIFIER:	049

1. (S/STD) MISSION: To describe the target structure, identifying the entrances, the personnel who control it (who works/stays there; who comes and goes), its interior, and the contents of "containers in the structure".
2. (S/STD) VIEWER TASKING: Encrypted coordinates and "Target is a structure".
3. (S/STD) COMMENTS: No Physical Inclemencies reported.
4. (S/STD) EVALUATION:
5. (S/STD) SEARCH EVALUATION: N/A

Monitor: 011
Proj Mgr: 018

CLASSIFIED BY: DIA (DT)
DECLASSIFY: OADR

~~SECRET STIPPLED NOFORN
SPECIAL ACCESS REQUIRED
Handle Via SKEET Channels Only~~

P: 9027
S: 02

1) Tunnel leading to "Room w/ Boxes":

- row of plain light bulbs along ceiling of tunnel (two)

2) Room w/ boxes:

- at least one step down into room from tunnel
- [iron?] grate door across doorway; slides vice opens in or out (opening in or out would interfere with sensor [?]. apparatus)
- small wooden "housing box" in corner just right of doorway
 - 36" x 40" tall; 8" on a side
 - firmly attached to corner
 - contains something associated with electrical energy (but doesn't control "sensor apparatus")
- black wooden door and wooden panel in right near corner
 - 1 or 2 steps up to door
 - small room occurs behind black wooden door (door opens into room).

3) 2d room (behind Black Door):

- truncated shape (w/ prepared, brick walls)
- one table has a clutter of items, like tools, on top.
- a second table or shelves along another wall
- dark opening into a 3d room in right rear corner.
- step up into 3d room

4) 3d room:

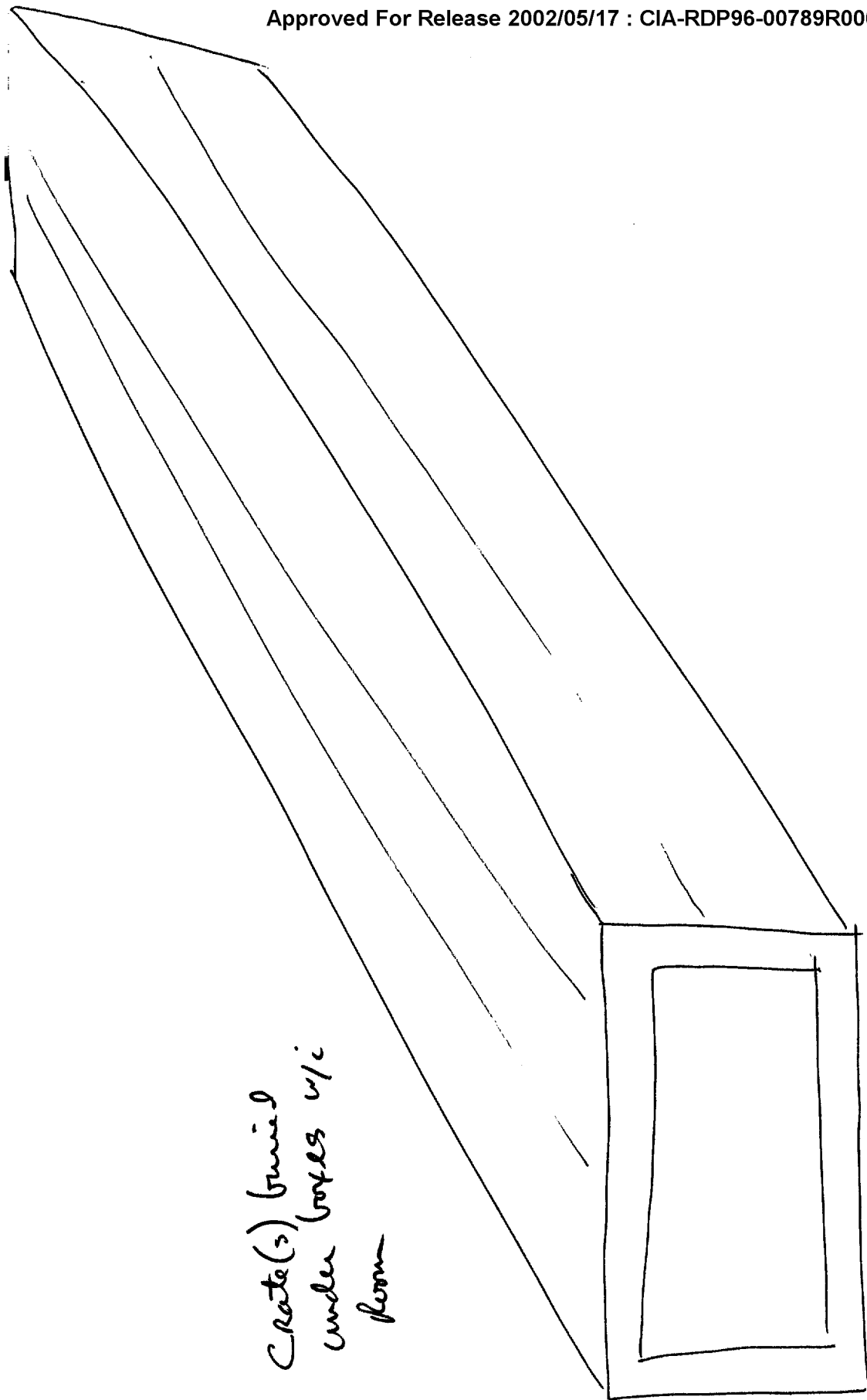
- cut or hollowed out of bedrock or parent rock/soil (walls are undressed rock)
- large rocks along 3 walls
- floor is prepared brick
- humming sound associated with this room
- small opening in left rear corner
- opening leads to staircase

5) Staircase:

- leads up two flights to small landing and wooden door
- dark, open space left of, and behind, stairway.
- large open room behind door; sits above front room (a lot of light w/in room)

c) Panel in "Room w/ Boxes":

- wooden panel covers a shallow cupboard area w/ rocks
- ^{inside} of cupboard is damp, rotten, decayed;
- there is a lot of confusion about what is behind this panel/cupboard.
- feeling that a maze or labyrinth of something occurs behind panel/cupboard.



PI - *fried*
AV - *none*

049
16 May 90
R. M. ...
011
1351

AVC BK
Storja ...

[Room]

Damp
Wet
Musty

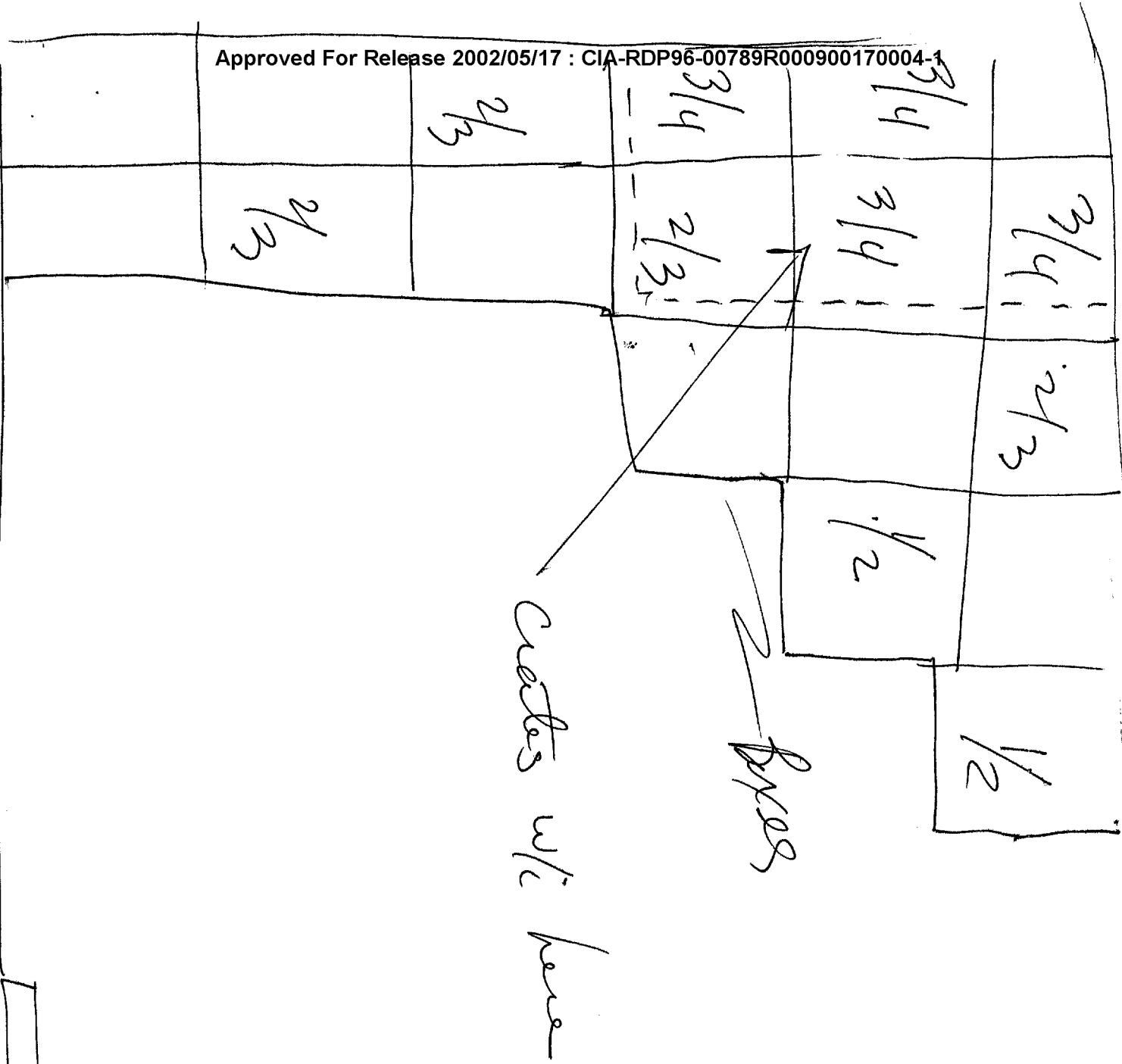
Low

Row of lights
on ceiling of
passageway

Two lights;
just bulbs

At least no step down
into room.

Door quite close;
slides rather than
opens in a arc.
small intercom of
receiving apparatus



Step down
 down
 down

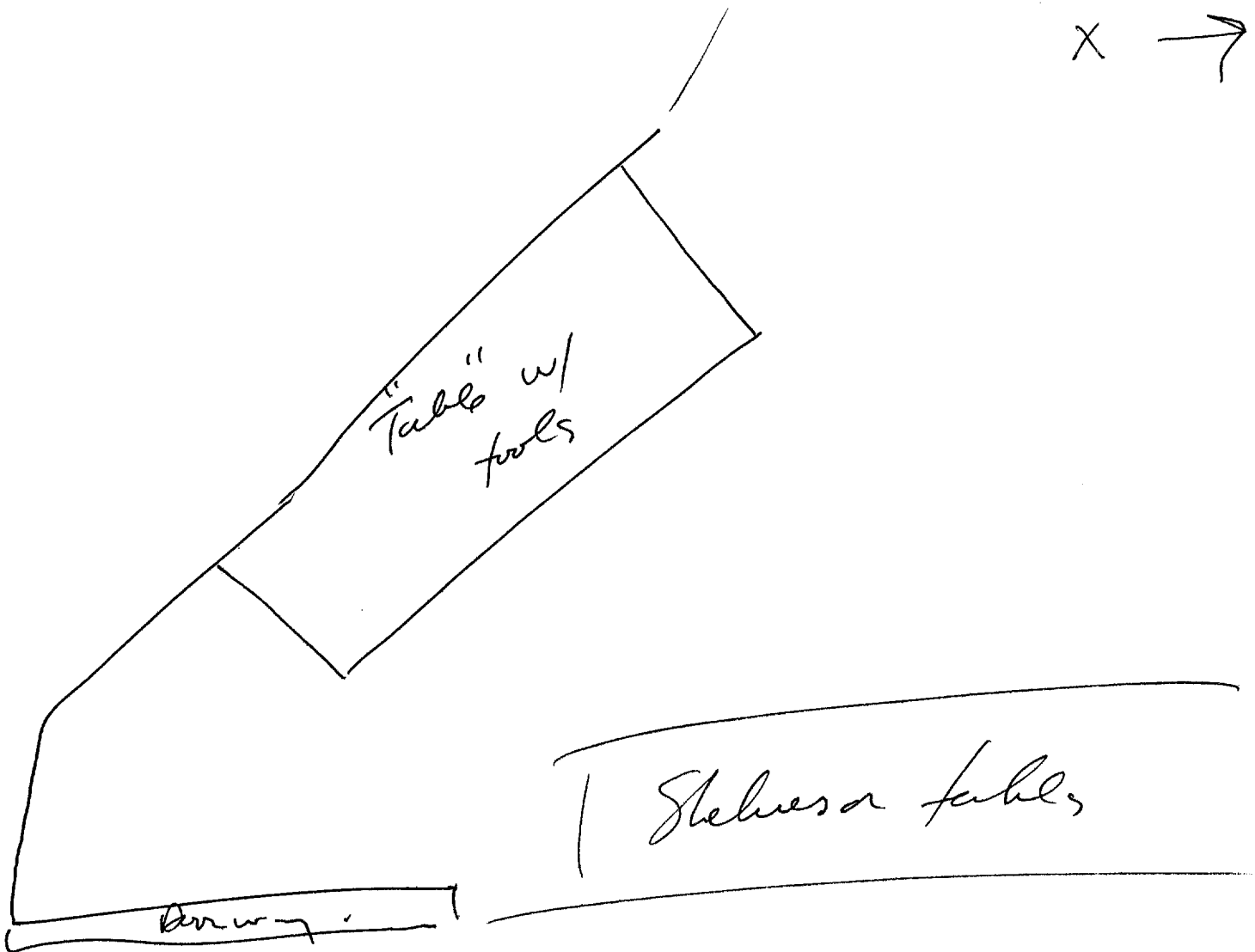
36" x 40" x 8"
 8" x 10" x 8"
 10" x 10" x 8"
 10" x 10" x 8"
 10" x 10" x 8"

(Back of 1/2) Newell's
 will
 Black wood panel
 can
 will step up

[Smaller Room
behind door]

Tables or shelves
Clutter of items on
top of one table
Tools

X →

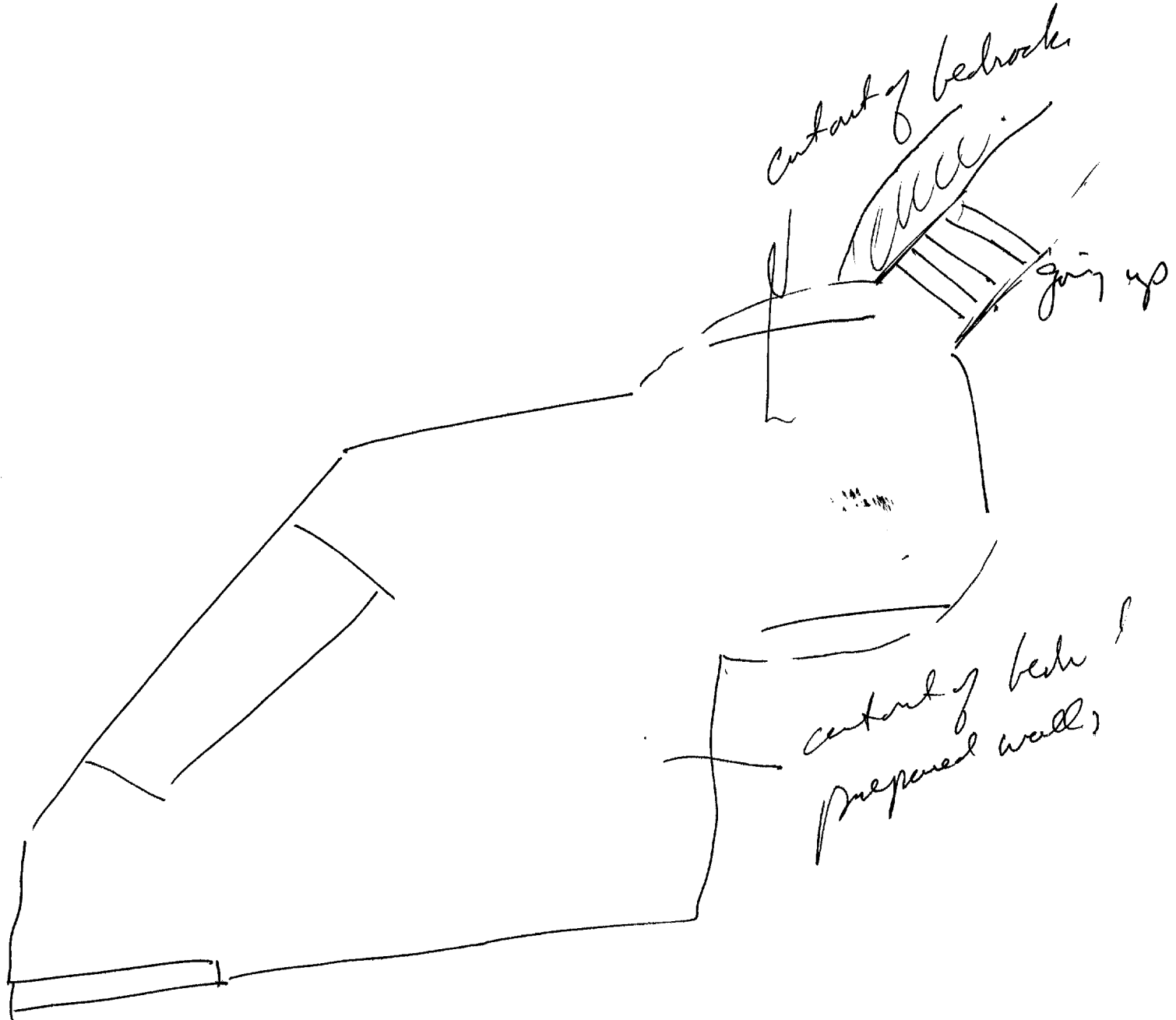


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104/5

Heaving

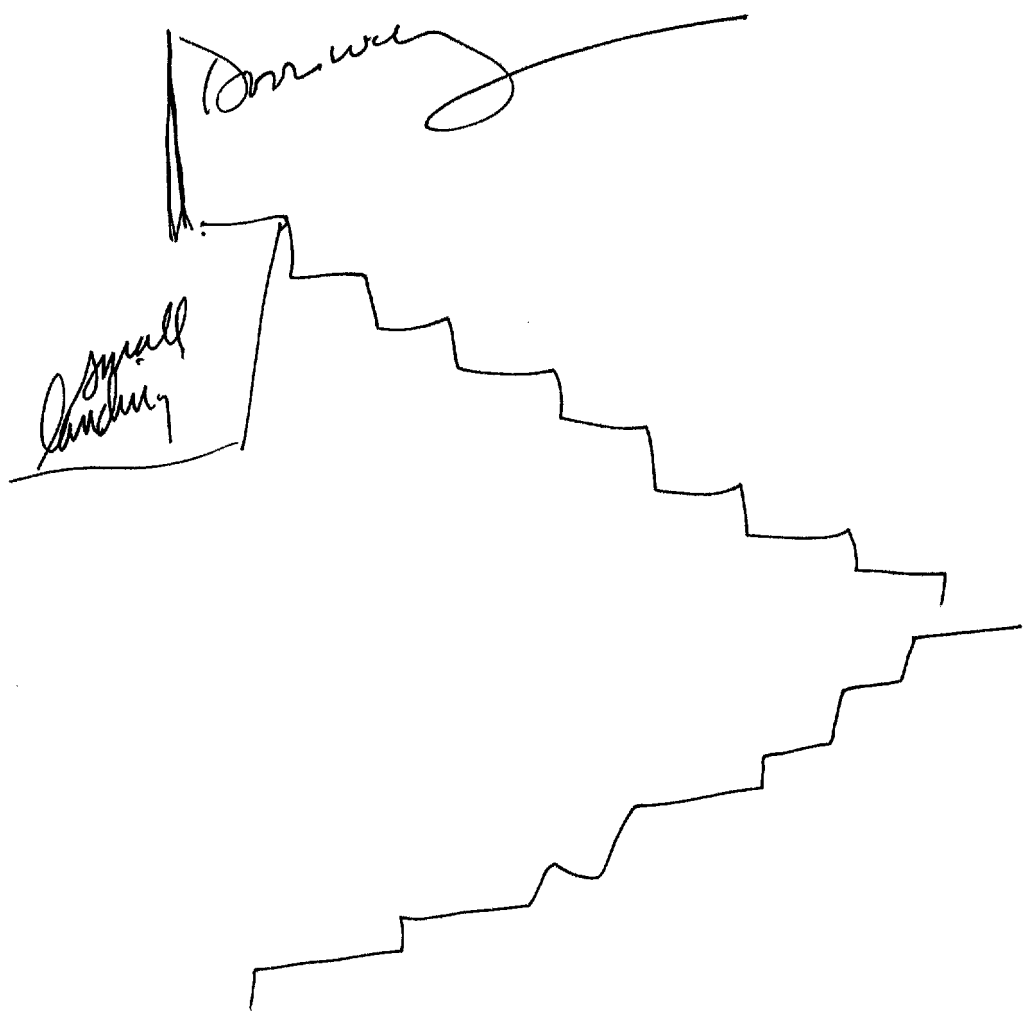
Prepared bed,
with floor
Docks or shelves on
3 sides



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32

D

AI

EI

T

I

AOI

AOI/S

Bright
open

AOI/S
Office
AOI/S
Library
AOI
Beckman

[Panel in "Box" Room]

It's let's a shallow cupboard
w/ rocks

AI
Damp rotter

Decayed

ET 1435

AOC/S
Not there that
print falls to not
be seen about