

SECRET/NOFORN

PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER:	0166 (Tng)	SESSION NUMBER:	1
DATE OF SESSION:	09 APR 90	DATE OF REPORT:	10 APR 90
START:	1130	END:	1212
METHODOLOGY:	CRV	VIEWER IDENTIFIER:	052

SG1A

SG1A

1. (S/SK) MISSION: To describe the target sites [REDACTED] in Stage 3 terminology, with special attention to recording of ADLs.

2. (S/SK) VIEWER TASKING: Frontloading of "You will have a standard target for this session, but the object of the session is to declare as many ADL's, AI's, and otherwise edited-out thoughts as possible. The prevention of editing is the entire goal of this session." and encrypted coordinates for the target.

3. (S/SK) COMMENTS: No Physical Inclemencies. Stage 3 training is finished, and 052 is now waiting for Stage 4 training to begin, providing the opportunity to practice "non-scheduled" things. From the beginning of Stage 1 training, 052 has had a lot of problems with "editing" (a type of ADL which decides that some perception is ADL, or otherwise non-important, so discards it without reporting). This session was designed specifically to stress the need for the prevention of editing. Pre- and post-session discussion centered around the need to overcome editing.

4. (S/SK) EVALUATION: 3

5. (S/SK) SEARCH EVALUATION: N/A

MONITOR: 018

HANDLE VIA SKEET CHANNELS ONLY

SECRET/NOFORN

CLASSIFIED BY: DIA (DT)
DECLASSIFY: OADR

D52

PI: none

9 April 90

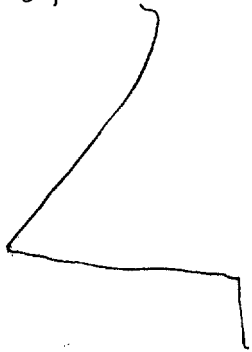
AV: none

Ft. Meade

1130

018

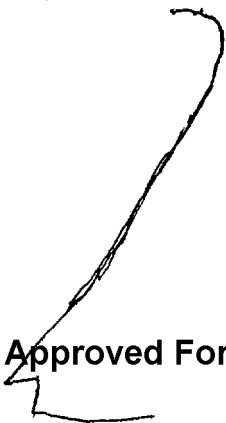
21 22



A. Angle hard

B. Structure

21 22



A. over, down
smooth

B. —

o A. Angle
hard

o B. structure

AOL BK

I guess I'm
still missing
something
it's almost the
same ideogram

21 22

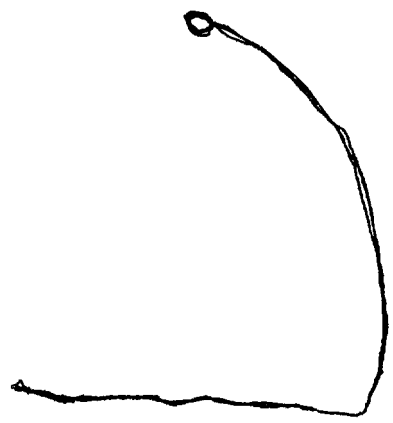


A. flat even
hard
C.B. Land

A. Down
Smooth
B. —

AOC BK
—————
Missing Water

21 22



A. Wavy across
Soft.
U B. Water

A. Up over, Loop
Smooth

v B. energetics

(A. Angle
hard

v B. structure

52

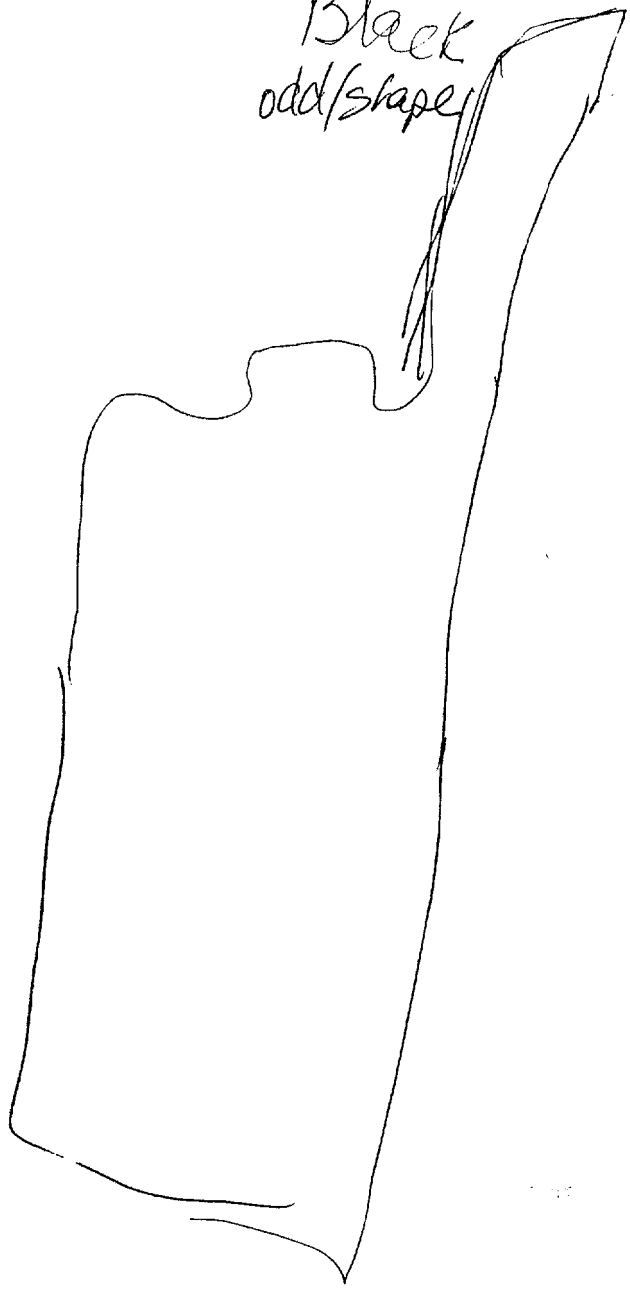
ADL BK

~~ADL~~ I am analyzing
the structure on
water as a ship.

g
/

S2

Blue
Black
odd/shapey



~~0~~
AI BK
frustration -
cant draw it

green

Blue
people noises

POC BK
Crowd cheering

angles
diagonal

green

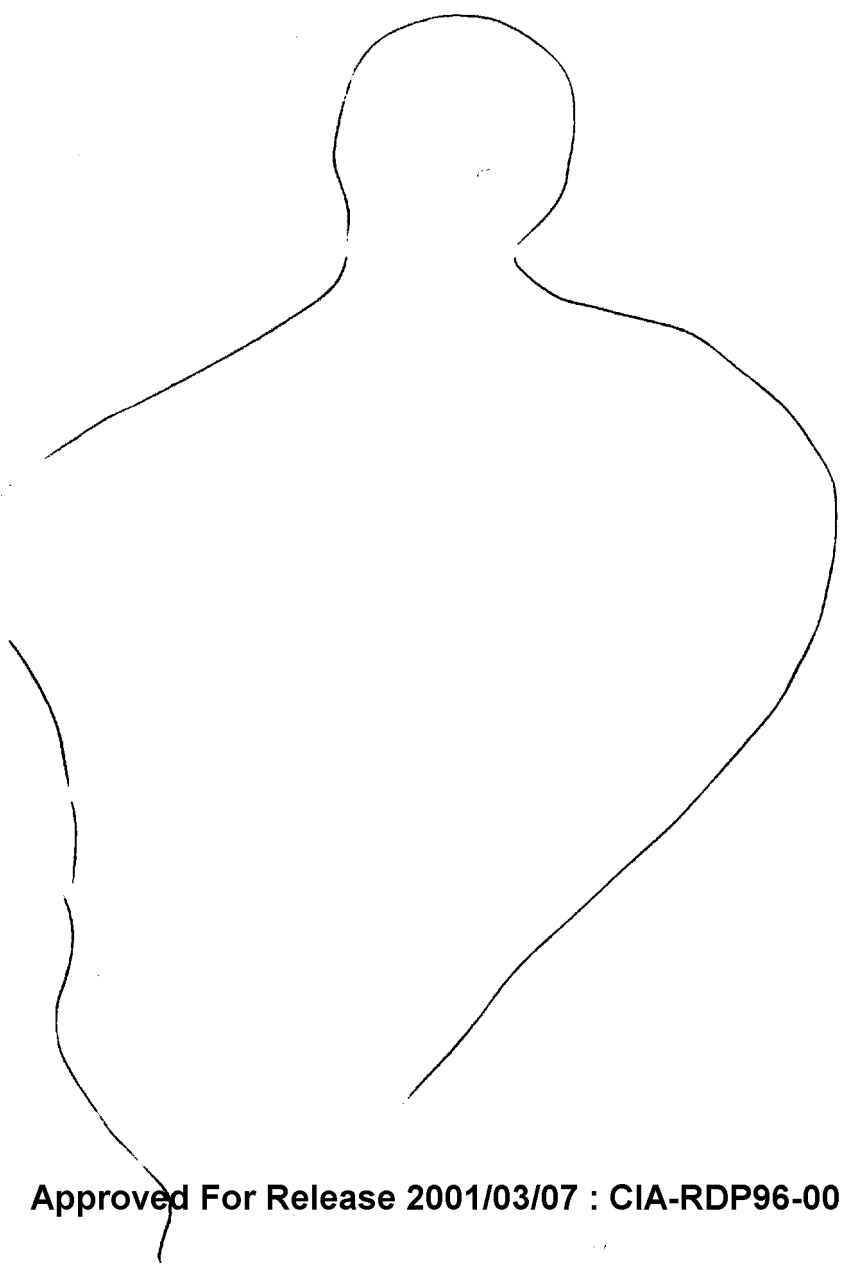
Bright

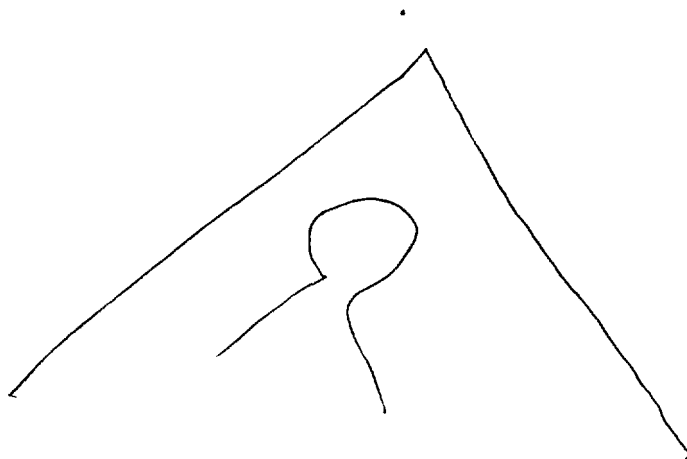
shiny

Bright

narrow

52
green 0



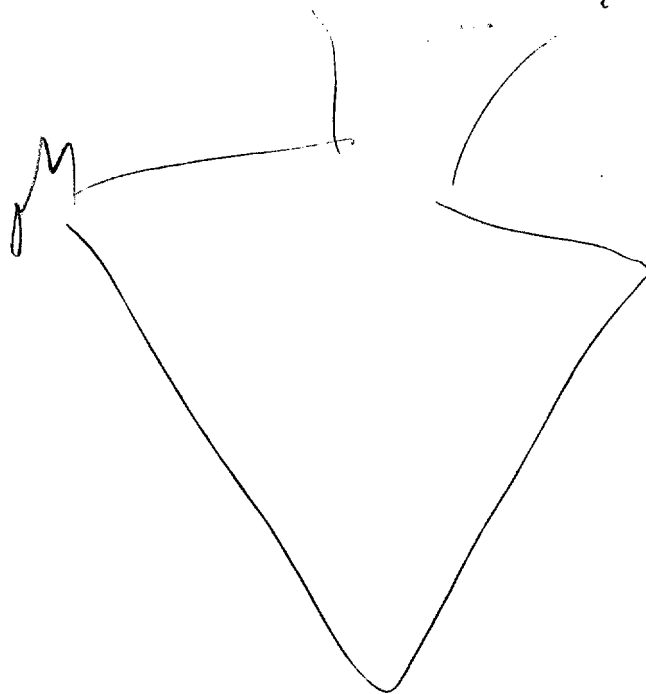


*glossy
shiny*

triangle

Blue

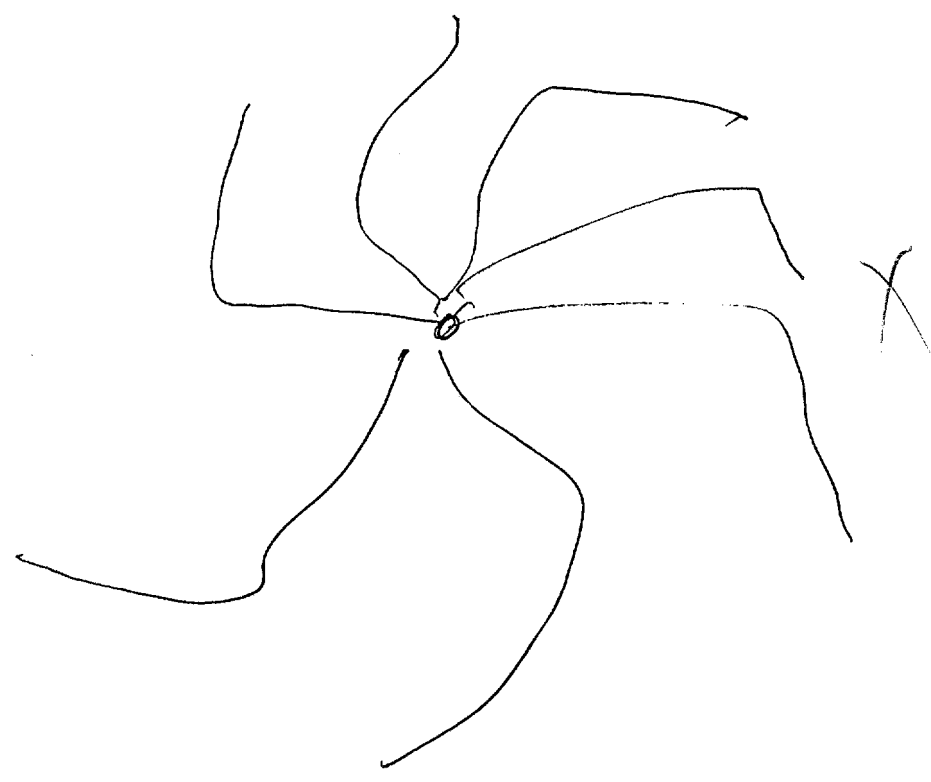
AOL BK
Arrow
pointing down



green shapes
big
roundish

page 10

ADL BK
spider



Big
round thing

Copy Bk

Can it be
dark + bright
at the same time

Side 1/2/2

SG1A

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