

Analyst Notes

Called to BW. at 071430 Nov 80  
7165

Project: 8035  
Session: DC-3  
051400 Nov 80  
RV: #27.5  
IV: #66

+02 Impression multi-windowed bldg -  
fairly large - some kind of shutters  
4 floors  
across street

\* Move above  
Small shack        to side  
general residences  
+3 big lake to SW  
edge of city

r small "r" shape siloed

\*+6 Focus solely on target of interest,  
describe activity at present time  
nothing thru streets bldgs. no activity

\*\*+8 Have him move inside building with  
multi-windows

+9 Impression shutters are drop screens  
behind bldg isn't complete - like con-  
struction.

Everything is bare, like stripped  
no people

\*\* Ok, let's put him down on the ground  
from which he can observe the

Building, and start our time march

+12

corner intersection

3 cylinder round thing on roof  
white squares down side  
black " " front

\* +14

8 Nov 1600 hours 1980

like wall turned to powder - people  
wearing white - walking in  
groups of two - moving quickly

Silver grid work inside

8 groups people, two people to group

stop, bend over, straight up

\* +19

Is this activity inside or outside?

11 Nov 1600 hours 1980

Sandwork is all that's left  
indiv. illumination of cubes  
people in kldog now

some people talking/sleeping/reclining  
in cubes.

\* +26

OK, let's move on to the next time slot  
14 Nov 1600 hours 1980

motion - difference in attitude.

no people  
cubes are black

+27 Impression of A/C on left rear

~~+~~ +30 Have him turn around 180°, face away from building, observe activity in that direction as we move back thru time.

large white road glass bubble on left, mtns in background  
lot of crosses on ground

wing or something large bird's

11 November, 1600 hrs.

different in a way  
road, diff. small one parallel  
but oriented slightly different  
glass bubble is to R, rear 80° to R.

8 Nov 1600 hrs.

+36

iridescent blue wall splattered w/ white  
white moving

present time

row of very lge bldgs but cant  
blocks w/ openings edge of step  
curved roofs  
green asphalt

far distance x or crosses on  
ground - have shadows - more  
three dimensional

~~+~~ +39 OK, That's it