

SESSION: 841
Approved For Release 2000/08/07 : CIA-RDP96-00788R000700160002-7

TARGET: 8125
TAPE: T822

SECRET PAGE 1 OF

TIME

INTERVIEWER: 72
DATE/TIME: 21 1000 DEC 81

LEATHER & RUST W/GRLEY

1000 START SESSION - 0931: HELO / PIPES ST // ST NOISE 58 //

01/01 LOC TGT // BASEMENT UNDER GRND RM. STONE WALLS // DK BLUE COAT

02 WHOIS WITH // ALONE

04 DESK. BLDG // GREY. GIANT WOOD DOORS. CT YD // IRON BOLTS // WHI. STONE
FRAME AROUND WINDOWS // 2D FLY GIANT WOOD DOORS //
ROW OF BLDG / MEDIAN PLANT. COBBLE STONE. //

06 GO TO ST. // NARROW LIKE ALLEY AWAY FM MAIN RD (NEAR AN
IMPV) OF LEATHER FACTORY // OLD SECTION OF TOWN
MAIN ST STRAIGHT ALLEY CROOKED // ~~THE~~ LIGHT INDUS
V. OLD ALL CORNER

09 OV. HP. DEC CITY // ROUND OUTLINE (AGAIN) // OBLONG / OLD & NEW //
VALLEY BORDERING MTS //

main rd // BRIDGE YD. FM E. SE & TURN SE & GO EAST
THEN GOES N. // LG FREE WAY SEP. //
ANOTHER YD GO. W/SW OLDER ROAD PARR. FREEWAY //
(NO RD) ONE MOVE TOWN & THEN MTS. // LIKE
CROSS RD TOWN. //

ST NOISE 14
HELD 14
BAD LAND MARKS // TRAFFIC CIR W/PARK IN CTR / FAXES CHUR. LG CATH
& TRAIN STATION // LOT ART FORMS IN FRT. MODERN
ACC^S OLD ART FM - STONE WORK

FM TRAIN WHERE IS BLDG W/ ^{TR} // LEFT → 3 BLK / ^{LEFT} AGAIN FOLL ST ~ 6 STS.
& ON R IS ALLEY // IN ALLEY ON L. / H2O NERV BY.
LTL CARS ONLY IN [ALLEY] → IF GO ST. OLD MKT PLS.
ONLY WALK NOT DRIVE // IMPV OF CARTS...

- 19 - WHAT DISTING - DK GREY / NO WINDOW ONLY DOOR // WIND. & DOOR
FRAMED IN WHITE / V. OLD.

20 (THAT'S ALL)

POST DIDN'T HEAR HELO'S.

DESC. BLDG/HSE
APT/

HSE: NO.
LOCA IN CITY

DESC: CITY
LAND MARKS

DRAW:

TWN & ROADS: NET

TWN/city w/ TRIN. CHURCH
& HOW TO GET TO HSE

HSE

SESSION 841 RVer 06 IVer 72

ANALYST _____ TAPE T822 TARGET 8125

| PSI CONCLUSIVE STATES: | YES | NO |
|--|-----|----|
| 1. Physical Relaxation: | | |
| a. Was RVer able to physically relax before and/or during "cool down" period? | X | |
| b. Did RVer appear physically relaxed before and/or during the session? | X | |
| c. When questioned, did RVer report a sense of physical relaxation in conjunction with the session? | | |
| 2. Degree of Arousal: | | |
| a. When questioned after the session did the RVer report he was able to achieve a state of "passive concentration" prior to and/or during the session? | | |
| b. Did RVer appear to be in a state of "passive concentration" prior to and/or during the session? | | |
| 3. Sensory Input: | | |
| a. Was there ambient room "noise" (to include all senses) before and/or during the session? | X | |
| b. Was RVer disturbed by noise before and/or during the session? | X | |
| c. Was RVer able to disregard the "noise" and concentrate on the task at hand? | X | |
| 4. Increased Awareness of Internal Processes: | | |
| a. Did RVer report internally perceived sensory data? | | - |
| b. Did RVer express his confidence in the internal sensory data he perceived? | | - |
| c. Did RVer have REM during session? | | - |
| 5. Hemispheric Specialization: | | |
| a. Did RVer exhibit a voice quality change? <u>SOME WHAT</u> | X | |
| b. Did RVer's verbage exhibit right hemispheric behavior? (Lack of sentence structure, gestalts, etc.) <u>ON & OFF</u> | X | |
| 6. Altered View of World: | | |
| a. Did RVer believe the task at hand was possible for him? | X | |
| b. Was RVer confident that he could do what was asked of him? | X | |
| 7. Importance of Task: | | |
| a. Was RVer briefed on importance of mission? | X | |
| b. Did RVer display positive motivation concerning the task at hand? | X | |

**THIS WILL BE A
REMOTE VIEWING
SESSION FOR 21 DEC
1981. WITH A ~~TIME~~
START TIME OF 1000**

**OUR TGT FOR TODAY
IS THE PERSON
WHOSE PHOTO IS IN
THE SEALED ENVE-
LOPE.....**

**CONCENTRATE ON
THE PERSON IN THE
PHOTO LOCATE
THE PERSON IN THE
PHOTO ... DESCRIBE
WHERE HE IS...**

Target Photo in sealed envelope

10:00 Bolshukin location.

J basement impression
underground rooms
white stone
walls white stone

Somebody Dark Blue Coat moving walking

B who else is with man in photo

J standing alone by himself

B go out of where he is go to street
look at building describe it

J. GRAY GIANT Doors ^{very} Large wood door
Court yard with road
Heavy IRON Bolts thru studs
white stone frame around windows
wall white w/ windows giant doors
double layer wood slat
old masonry!
cobblestones
o

B Go out main entrance to street
describe where building is on street.

J. Very narrow almost like alley
away from main road
near leather factory (Tanney) ^{Rob}

light industry whatever
all connected very old.

B. Raise up above ground
look down and see city
describe how it looks

J. Round ^{city} outline with River
only oblong old part & new part
there is a... It's like an a
low valley bordering mountains
#

B FWD main road into the city

J Narrow Bridge Road
it goes in ~~to~~ from E-SE
Crocket road
crosses bridge at E-SE
turns E- goes E
comes into city goes N
saw large freeway separate
freeway
there another road
from main road
goes W-SW
much older rd
parallel to freeway
road goes north thru one more town
in mountains
cross roads towns
real old cross roads

B. go back to overlooking city
pick out the landmarks
in the city

J like a ... main road,
then town traffic circle
parks in cluster
faces a large cathedral
& train station
ART forms in front of
modern train station
across the street is
old art forms
stone work
from

B from train station where is the
building with man in the photo.

J ~~E~~ left to a third block
left again then follow that street
perhaps a 6 streets then
on the right is the alley
its in alley on left
some water nearby
see little cars only
little cars can go in alley
keep going straight 3 blocks
there is an old market place
market carts,

Dark gray
no windows on ground
only door
windows or framed in white
entry to court yard - old
very old.

B That is all I have for you
at this time. Do wish to
add anything?

J. ~~Do you~~ just-a-minute
no that's all I have.

B return to this room

Post session

J really beautiful mountains

B what about weather

J colder than Sh. --
Cold wind.

B. Alone in place:

J. Not alone

Dark blue coat
uniform dark blue with most color
with lots of leather.

B. Drawing
Town with overhead
Train station to building
then building

J. City is real old
modern part is eating around
city. fine cities in one
flat land is rare.

session