

Primitive, crude, cap-like
structures. Dirt floors, dark
smoke, but some filtered
light. Foul smells - rotten
food, sweat, human
excrement. Thickening light
of fog. Animal, mostly
bird sounds. These structures
are empty and the atmosphere
is evidence of recent
habitation (graffiti on
walls, hole in wall -
(Am) someone was inside).
A pervasive feeling of fear
mixed with confused
determination. The other

Structure is also made
crudely made of wood, but
has more conveniences or
amenities than the
others. It is put up as
an office with living
quarters. The people
who were in the older
structure have been
moved out and are housed.

For Bush -



SG1A