

THIS SESSION WAS CONDUCTED COMPLETELY ON THE COMPUTER.
IDEOGRAMS WERE DONE MENTALLY AND DO NOT APPEAR

SG1J

██████████
Ft. Meade
18 April 86
0751 hrs
no monitor

PI: sleepy
AV: none

Site designated in envelope "██████████ problem 3" should be
perceivable: A: across

rising
hard
smooth

B: -

SG1J

Site should be perceivable

A: across
hard
down
angle
manmade

B: structure

Site should be perceivable

A: hard
solid
manmade
B: Structure

S2: black
brown
dark colors
rounded
solid
big
massive
hard

Importance of site should be perceivable:

A: rounded
hard
solid
B: structure

miss break

site

A:

miss break

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site A: solid
 A:cross
 rising
 down
 massive
 solid
 natural

B: -

AOL break
huge rock

site A: solid
 natural
 rounded
B: land

S2: rough texture
 dark color
 smooth

BREAK
interruption

RESUME: 0813

Site designated in envelope "LYN Problem #3" should be perceivable

A: flat
 hard
 Across
B: land

S2: barren
 bare
 cold
 warm
 cold breeze feel
 open
 dark
 open
 wide
 rolling

Aol break
sand dunes

Site should be perceivable

A: rough
 scratchy (S2)
 soft
B: vegetation

S2: green
off green
grey
violet

Aol break: "belly
plants" (desert
plants)

Interim summary: place seems to be rolling sandy area with
sparse vegetation, like semi-desert area.

break

importance of site should be visible
a across
rounded
manmade
b structure

s2 dark
quiet
rooster sound
red

aol break: red
turbin on man's head

importance of site should be visible
a rising
hard
b -

inside of structure should be visible
a vertical
manmade
b structure

inside of structure should be visible

S2 D AI EI T I AOL A/S

red
black
grey
dark

tall
empty

quiet

square
tall

AI break: spooky place. distress grief

aol break:
bedroom,
Qaddafi's HQ;

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importance of inside of structure should be perceivable
S2 D AI EI T I AOL A/S

black
hard
solid
firm

square

aol break: box
on desk

aol break: key
in box

aol break:
paper on desk

AI break: "OOPS! (strong feeling that I just
discovered something really important lying
out, exposed.)

answer to request in envelope should be visible
S2 D AI EI T I AOL A/S

flat
small
hard

aol break: book

aol break:
paper

quiet

empty

answer to request should be visible
S2 D AI EI T I AOL A/S

brown
warm brown
swirled colors

aol break: old
style book
with swirled
colored covers
and black
triangle
protectors on
corners of
cover: like a

importance of site to requestor should be perceivable
S2 D AI EI T I AOL A/S

black
brown
red

 huge
 square
 flat
 level
rough texture
smooth surface
red

 square
metallic feel
hollow feel
hiss sound
fan sound

aol break: a
piece of
electronic
equipment

importance of site to requestor should be visible
S2 D AI EI T I AOL A/S

bumpy feel
smooth
rough
red
painted surface feel
metallic "thump" sound
 square
 big
 bulky
 heavy

AI break: "Be careful. Better not move it, or
it could get messed up."

aol break: old
style computer
equipment.

red

careful watching
mindfulness of it
keep aware, if only marginally
keep it in sight
check on it now and then
 "thing"

purpose of object should be perceivable

S2 D AI EI T I AOL A/S

red

big
square
rectangular
large

AI break: this is bigger than I thought

purpose of object should be perceivable

S2 D AI EI T I AOL A/S

square
bumpy feel
smooth bumps feel
cool
metallic feel
waist high
long

aol break: men
in white
coats. (lab
technicians?)

purpose of object should be perceivable

S2 D AI EI T I AOL A/S

object

accounting
counting

aol break:
visual of a
circular
radiation
counter readout

aol break:
visual of
worker at a
white counter

purpose of object should be perceivable

S2 D AI EI T I AOL A/S

object

heavy

massive

ai break: don't mess with this thing

purpose of object should be perceivable
S2 D AI EI T I AOL A/S

object

open around it
standing alone
connected on one end
jutting out
anchored
built-in

feel intelligent
secure feeling
hopes & dreams
family warmth
security
worker

purpose of object should be perceivable
S2 D AI EI T I AOL A/S

object

red
off-red
creamy red color

counter

aol break:
countdown
machine

monitor
indicator
warning
cause
controller

Interim summary: Object at site is in a room with person who seems to be there to work it and watch over it. Its purpose seems to be a controller/indicator for some other thing. Object seems red, large, connected on one end to something else, and surrounded by clear space. It seems to have some sort of "counting" mechanism which is used as an indicator and warning device.

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Summary: Site area is sparse, nondescript land. Building contains two areas of interest:

One area of the site seems to be a room inside the structure. Place is quiet w/noone there. Room would seem to be a bedroom, or area for living. There is a "something" which repeatedly attracts my attention. It is evidently located at a desk or work area, and may have been left in a book or box, or somehow only partly showing. There is no EI in the room: evidently noone there. AI is repeatedly that of surprise that of having come across something which shouldn't be there (same feeling all us old burn-baggers get when they find a secret document lying out). Whatever this thing is, it seems very important.

Second area of the site seems to be a clean, bright "laboratory-type" area. Room has a large "machine-like" mechanism which is of particular interest in it. There is a person who seems to be there to work it and watch over it. Its purpose seems to be a controller/indicator for some other thing. Object seems red, large, connected on one end to something else, and surrounded by clear space. It seems to have some sort of "counting" mechanism which is used as an indicator and warning device. "Indicator" seemed to give impression of being a radiation counter of the remote type used for cloud chambers.

SITE END: 0957