

PROJECT: 8609 START: 1315  
Approved For Release 2000/08/08 : CIA-RDP96-00789R000100530007-6  
 DATE: 9 DEC 86 SANCTUARY: NONE Achieved  
 SESSION: 01 TARGET: 1322  
 SOURCE: 021 FINISH: 1415

COORDINATE: <sup>SG1A</sup> 

FRONTLOAD:

" THIS IS A NEW target of some importance. You will be the fourth person to work this target and like the others you should know that it may require multiple sessions. "

\* HEATER NOISES + RAIN NOISES

NOTES:

① NO STATES OF KNOWN INFLUENCES

DRAFT: \_\_\_\_\_  
 TYPING: \_\_\_\_\_  
 PROOF: \_\_\_\_\_

OPS: \_\_\_\_\_

SG1A

→ [REDACTED] ... (PAUSE)

★ FLEETING GLIMPSES OF CROSSED WIRES. BLACKBOARD, LIKE A CONTROL PANEL, SWITCHES

→ DESCRIBE YOUR LOCATION, ~~LOW LIGHTING~~,

★ LOW LIGHTING, VERY CLOSED IN

→ MOVE OUTSIDE, DESCRIBE

★ COLD, LIGHT AIRCRAFT, WINGS, SILVERY COLOR, REFLECTIVE

→ DESCRIBE YOUR LOCATION

★ .... (PAUSE) ... QUIET, STILL, FLOATING, BOUYANT FEELING

SG1A

→ PAUSE FOR A MOMENT - [REDACTED] "RETARGET"

★ STILL HIGH, OUTLINE OF AFRICAN CONTINENT - HOVERING OVER LARGE BODY OF WATER, POSSIBLY MEDITERRANEAN.

→ THE TARGET IS EASILY VISIBLE FROM THE AIR. MOVE NOW TO THE TARGET WHICH I AM INTERESTED [REDACTED] "RETARGET"

SG1A

★ SANDY COLORED BUILDING, BAKED LOOK TO IT. ENGINES NOISE IN BACKGROUND. SANDY DUST. OPEN VEHICLE MOVING

→ TELL ME ABOUT THE BUILDING

★ VERY PLAIN. ALL WHITE. ENTRANCE FROM COURTYARD. STAIRWAY FROM COURTYARD TO UPPER LEVEL. RED/BROWN TILE ON ROOF. MAN CAME OUT ON BALCONY, WHITE TUNIC - RIBBONS ACROSS CHEST

→ PAUSE. THIS IS NOT AREA INTERESTED "RETARGET"

3

★ GLASS, STEEL Building, BLACK,

→ DESCRIBE THE AREA AROUND THE BUILDING

★ ITS RAISED, ANOTHER AREA... (COULDN'T HEAR)... TREES, GRASS, LANDSCAPED, PARK LIKE SETTING.

→ TELL ME MORE ABOUT THE PARK

★ WALKWAYS TO WOODED AREAS, PEOPLE WALKING. FLASH OF COLOR, STRIPES, ROW OF BUILDINGS.

→ THE ROW OF BUILDINGS DESCRIBE

★ MODERN, INSTITUTION FEEL TO IT. PEOPLE BEING TAUGHT.

→ CONTINUE TO DESCRIBE THE BUILDING

★ CLASSROOMS, BLACKBOARD, CHARTS (ROLLED UP). ADULTS. UNDERGROUND, OR DARK AREA, BOXES PILED UP

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→ STAY IN THE UNDERGROUND AREA, DESCRIBE

★ CELLAR, DARK, BLACK WALLS, SIMULATION OF A BOMB SHELTER MILITARY

→ MILITARY DESCRIBE -

★ SOLITARY

→ BOMB SHELTER RAW DATA

★ UNDERGROUND, STOCKPILE OF PROVISIONS, CRUDE SANITARY FACILITIES.

→ THE BOXES DESCRIBE

4

- ★ square (rectangular in shape, stacked, another area. -
- describe the other area
- ★ Long, wide, dark room, like scenery painted, lamp post, park bench, bushes, building in background, smell of cordite
- move to smell of cordite - describe
- ★ strong odor, bright lights, muffled sounds from other room.
- move to the source of these sounds - describe
- ★ sound of weapons being fired - confusing feeling. People frightened, cowering together - same time in another area, very relaxed, jovial.
- In this underground area, continue to move around describe those things of interest to me
- ★ Inflammatory posters on wall, obscene, strange language. They are there to incite emotions.
- describe the messages on the posters
- ★ Anti-American, anti-tyranny, Hate, Revenge -
- continue to move around
- ★ Kitchen/galley area cooking, large steel pots, high stove. Dining hall. Starting to come out
- Please remain in the underground area describe its size.
- ★ Fantasy - Humm - Long, wide - very large areas + small rooms.

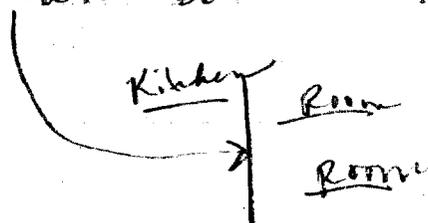
At a distance from the building, I could "see" a park-like setting (perimeter of trees, bushes, landscaped grounds) with a solitary steel/glass structure raised on a mound of ground. Pathways went around the building with some leading to the wooded area. One would have to climb steps to enter the building, which was very modern in appearance. One upper room of the building resembled a classroom (blackboards, charts/scrolls on the wall), had windows the length of the room overlooking the grounds. Young adults (males female) in the room.

Underground at some point (maybe under the bldg.) there was a large room blackened at one end and lighted at the other with what appeared to be scenery.

A second small room adjacent to the first was very poorly lighted, had stacked boxes, black walls and felt like a survival type room.

A third large room was a kitchen area. Although sounds of many voices (relaxed) were coming from an area adjoining this room, I can only describe the kitchen. Large wooden table in the center, two large stoves to the right and large double stainless steel sink to the left.

The corridor between these rooms



was dark but spotlights or bright emphasizing light was directed at "posters" on the walls.

It never when looked upon. Not in English.

There is a strong smell of burning cordite near the large room which diminishes the further you go down the corridor.

