

~~SECRET STIPPLED NOFORN
SPECIAL ACCESS REQUIRED~~

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER:	9027	SESSION NUMBER:	2
DATE OF SESSION:	16 MAY 90	DATE OF REPORT:	18 MAY 90
START:	1351	END:	1435
METHODOLOGY:	CRV	VIEWER IDENTIFIER:	049

1. (S/STD) MISSION: To describe the target structure, identifying the entrances, the personnel who control it (who works/stays there; who comes and goes), its interior, and the contents of "containers in the structure".
2. (S/STD) VIEWER TASKING: Encrypted coordinates and "Target is a structure".
3. (S/STD) COMMENTS: No Physical Inclemencies reported.
4. (S/STD) EVALUATION:
5. (S/STD) SEARCH EVALUATION: N/A

Monitor: 011
Proj Mgr: 018

CLASSIFIED BY: DIA (DT)
DECLASSIFY: OADR

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SPECIAL ACCESS REQUIRED
Handle Via SKEET Channels only~~

P: 9027
S: 02

- 1) Tunnel leading to "Room w/ Boxes":
 - row of plain light bulbs along ceiling of tunnel (two)

- 2) Room w/ boxes:
 - at least one step down into room from tunnel
 - [iron?] grate door across doorway; slides vice opens in or out (opening in or out would interfere with sensor [?]. apparatus)
 - small wooden "housing box" in corner just right of doorway
 - 36" x 40" tall; 8" on a side
 - firmly attached to corner
 - contains something associated with electrical energy (but doesn't control "sensor apparatus")
 - black wooden door and wooden panel in right near corner
 - 1 or 2 steps up to door
 - small room occurs behind black wooden door (door opens into room).

3) 2d room (behind Black Door):

- truncated shape (w/ prepared, brick walls)
- one table has a clutter of items, like tools, on top.
- a second table or shelves along another wall
- dark opening into a 3d room in right rear corner.
- step up into 3d room

4) 3d room:

- cut or hollowed out of bedrock or parent rock/soil (walls are undressed rock)
- large rocks along 3 walls
- floor is prepared brick
- humming sound associated with this room
- small opening in left rear corner
- opening leads to staircase

5) Staircase:

- leads up two flights to small landing and wooden door
- dark, open space left of, and behind, stairway.
- large open room behind door; sits above
further room (abot of light w/in room)

c) Panel in "Room w/ Boxes":

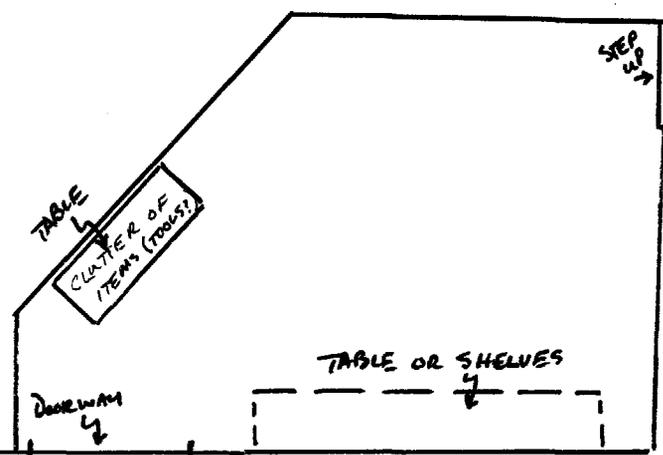
- wooden panel covers a shallow cupboard area w/ rocks
- ^{inside} of cupboard is damp, rotten, decayed;
- there is a lot of confusion about what is behind this panel/cupboard.
- feeling that a maze or labyrinth of something occurs behind panel/cupboard.

TABC

BEDROCK OR PARENT SOIL



Room is cut out of parent rock/soil



WOODEN CRATES BURIED BY BOXES

STACKED BOXES

Room w/ Boxes

PANEL
 CABINET w/ SHELVES

UNKNOWN (CONFUSING)

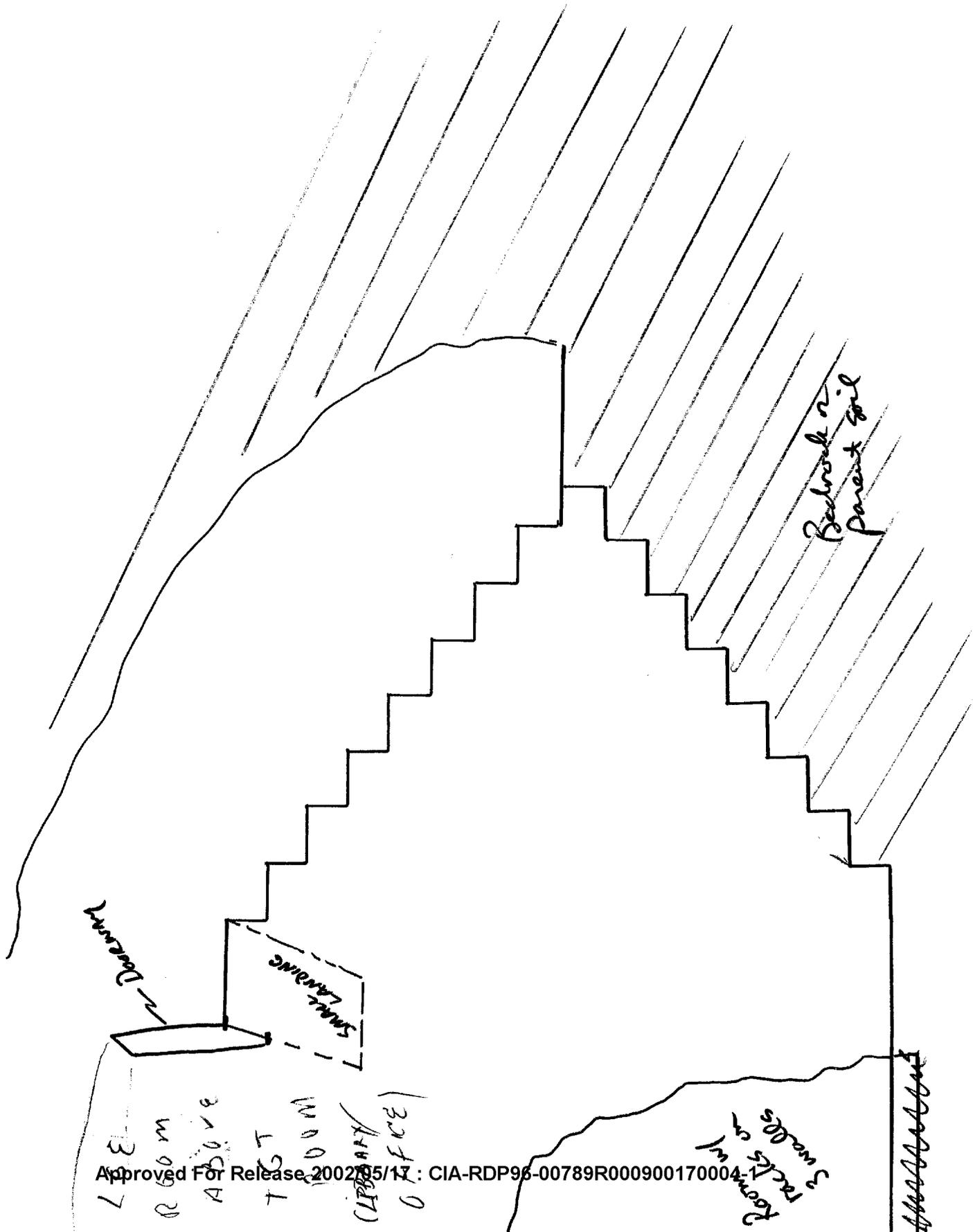
TABLE

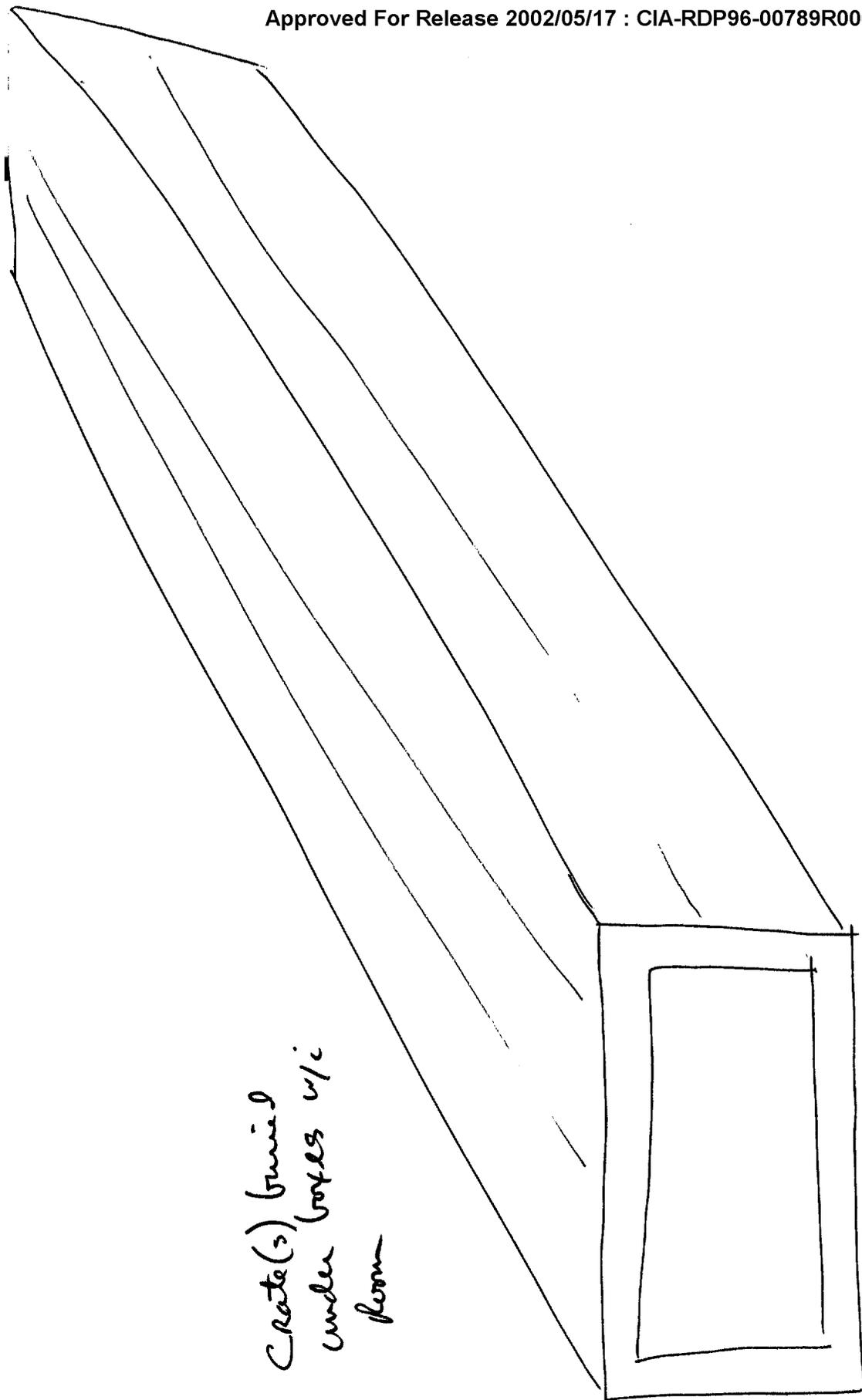
9027
 9005
 049
 S.O.C.

ONE STEP DOWN

wooden "box" attached to corner

GRATE-TYPE DOOR
 PASSAGEWAY





Crate(s) buried
under boxes w/i
room

PI - Fried
AV - none

049
16 May 90
R. Meade
011
1351

AVC BK
Stinger Missile

[Room]

Damp
Wet
Musty

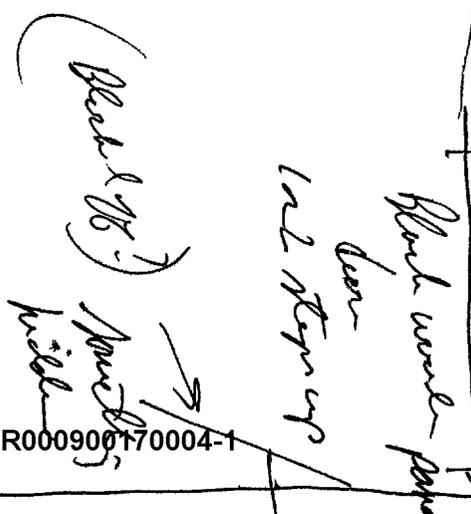
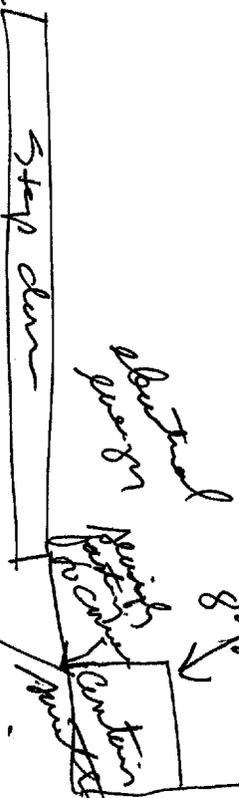
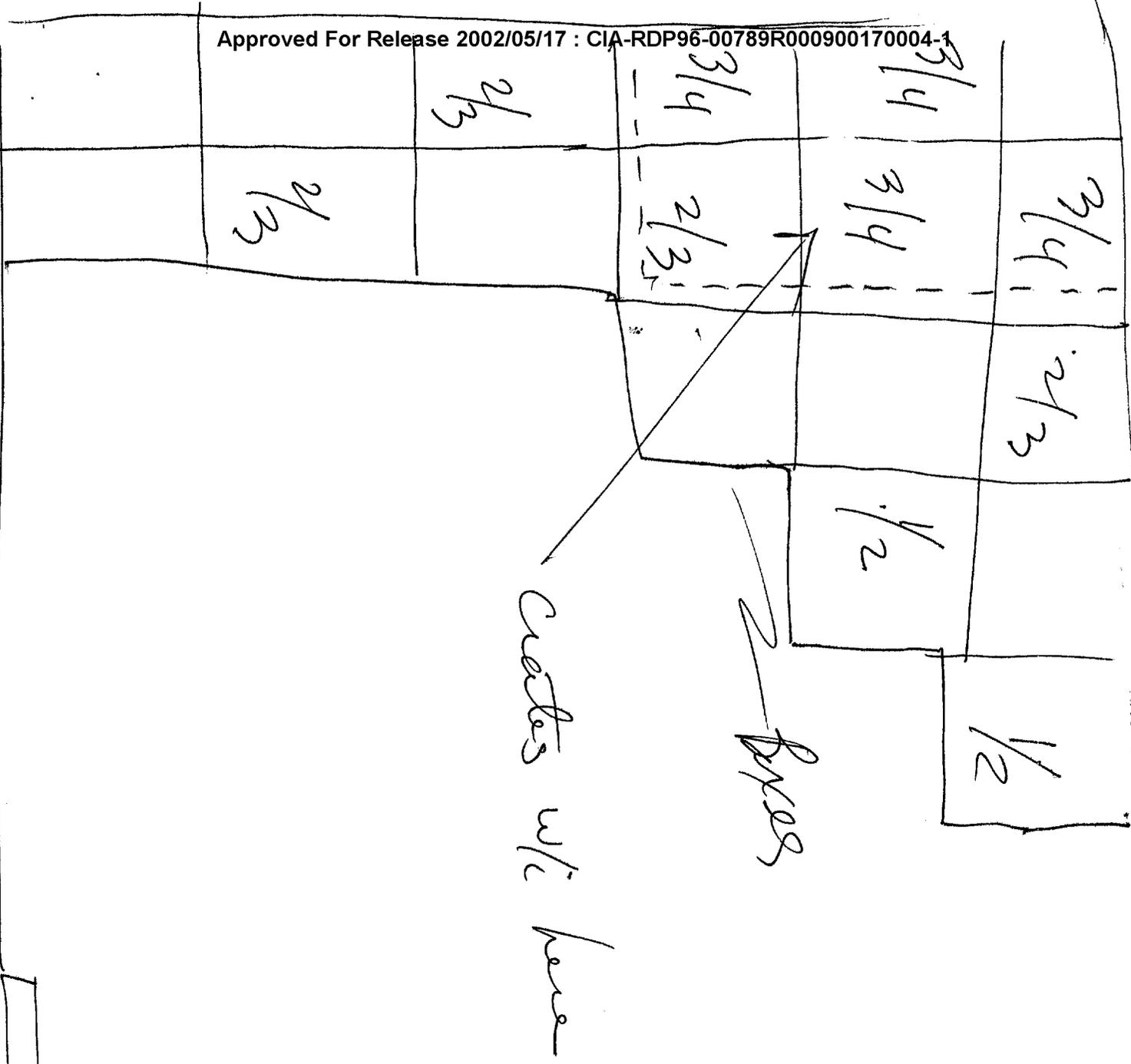
Low

Row of lights
on ceiling of
passageway

Two lights;
just bulbs

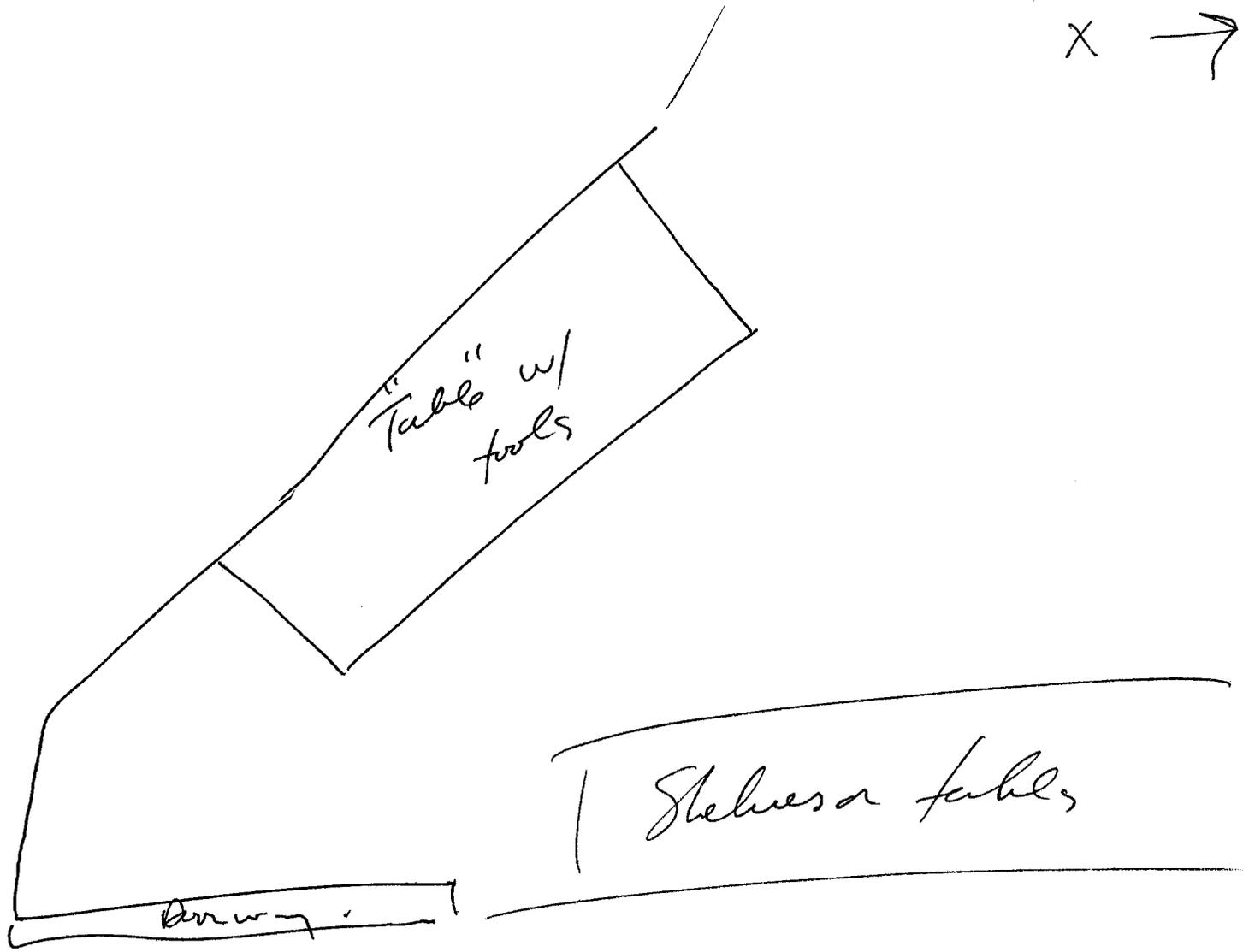
At least no step down
into room.

Trin quite down;
slides rather than
opens in a art.
walled interior of
skinning apparatus



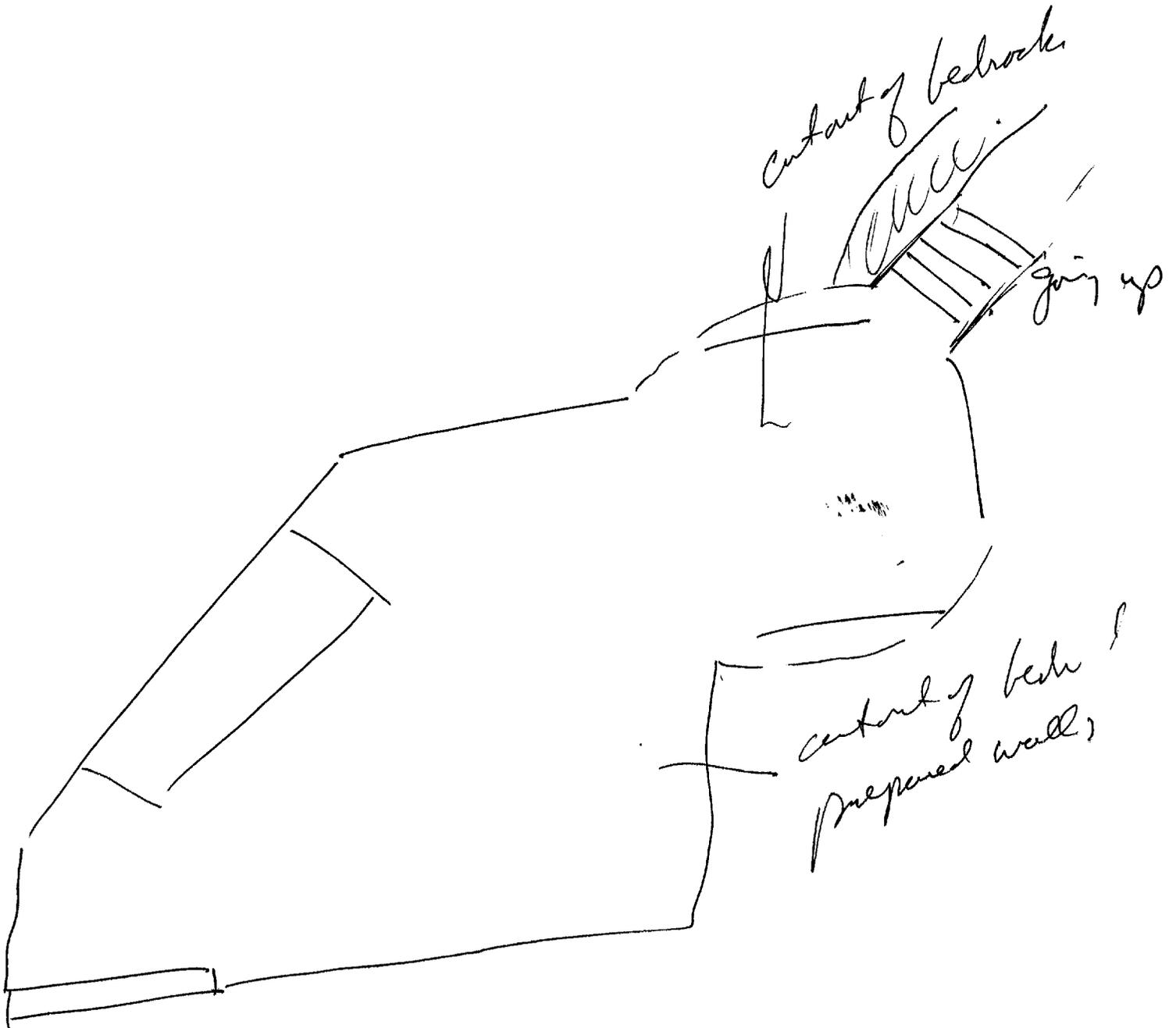
[Smaller Room
behind door]

Tables or shelves
Clutter of items on
top of one table
Tools



Heaving

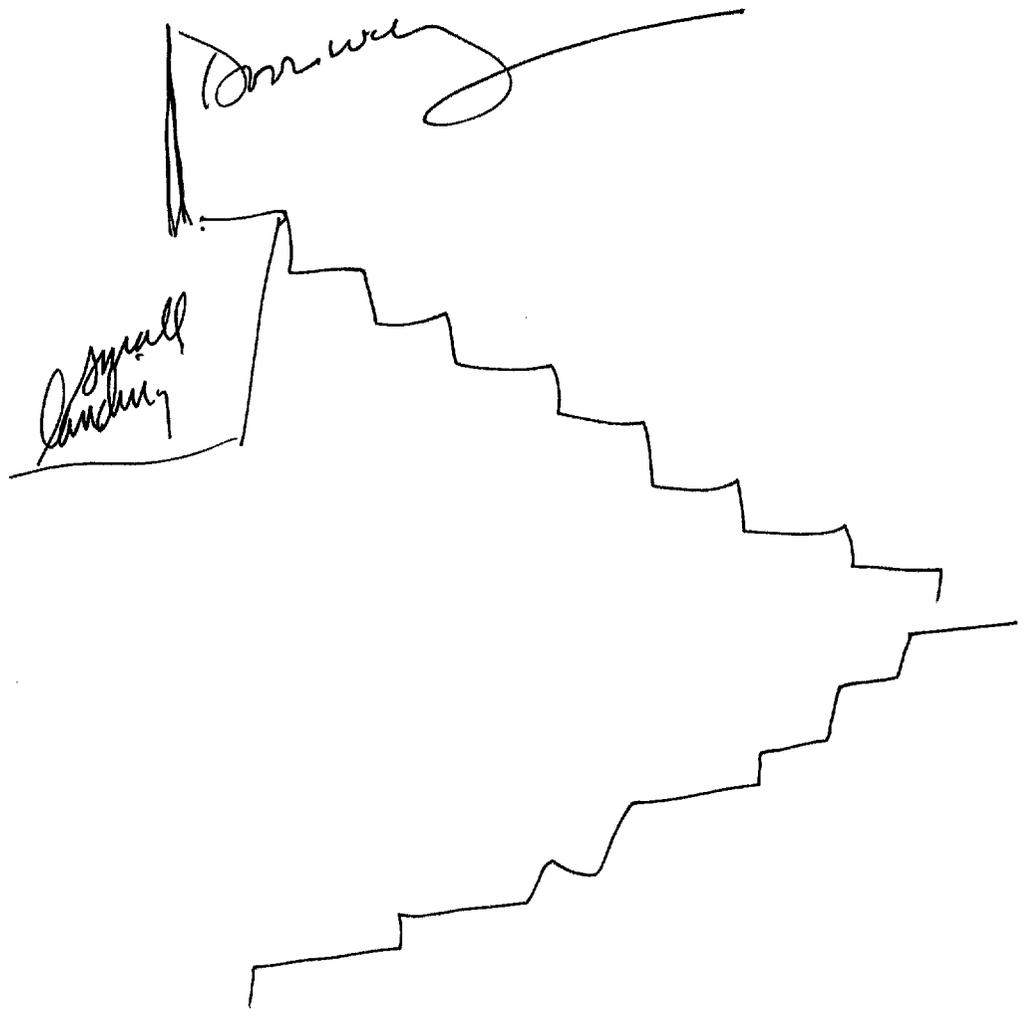
Prepared bed
with floor
Docks or shelves on
3 sides



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32 D

AOC/IS

Bright
open

AOC/IS
Office
AOC/IS
Library
AOC
Bedroom

[Panel in "Box" Room]

It's like a shallow cupboard
w/ rocks

AI
Damp rotter

Decayed

ET 1435

ACC/S
Not there that
print falls do not
know about