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COORDINATE REMOTE VIEWING  
(Theory and Dynamics)

Coordinate Remote Viewing (CRV), is a psychic technique which permits a "viewer" to transcend time and space to "view" or "perceive" people, places or objects -- without the "viewer" being physically present.

The phenomena of Remote Viewing has existed for many decades with equally as many variations and techniques. Ingo Swann pioneered the development of the technique referred to as Coordinate Remote Viewing (CRV) in the 1960's. While little has been done by Swann to record the technique to paper -- over the years the methodology has been formally taught and the process improved upon.

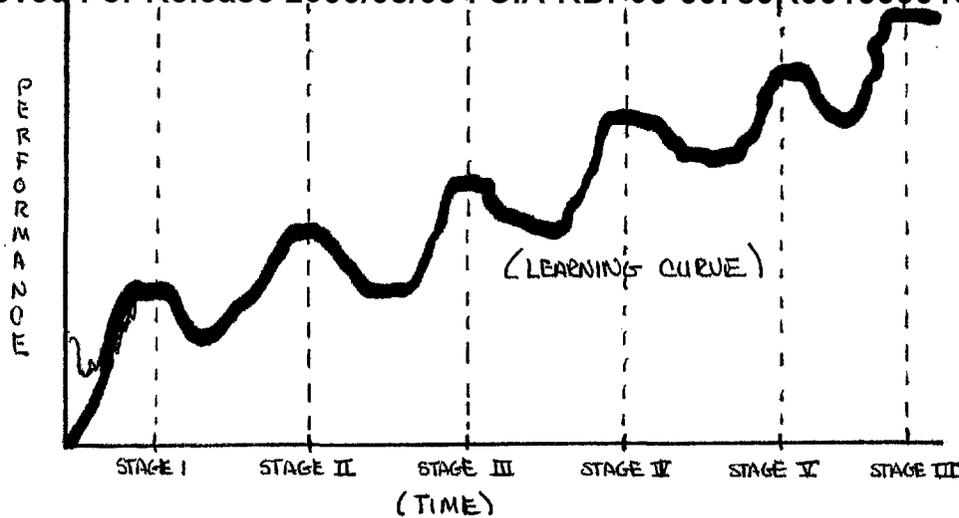
Project "SUN STREAK" (a SAP under DIA) has refined the process of teaching CRV to the degree that individuals possessing no known "natural psychic abilities" can be taught to remote view with extreme accuracy in a relatively short period of time. The training program for CRV takes approximately 6 months to complete, depending on the individual being trained. The training program is divided into 6 stages with each stage increasing the scope and ability of the viewer. The stages must be completed in sequence and there are no time limits in the training progression -- movement to the next stage of training is entirely dependant upon successful completion of the preceding stage.

Stages I is divided into 2 phases of training or focus. Phase 1 is designed to develop the viewers ability to discriminate aspects of terrain, such as; mountains, water, desert etc. Phase 2 trains the viewer to work with encrypted coordinates which are keyed to a specific geographical location - and to view this site or target.

In stage II of training the viewer is taught the interpretation of sensory impressions (color, smell, temperature) etc. Stage III deals with recognition of dimension at the site. Stage IV training introduces the viewer to abstract concepts. Stages V and VI are considered advanced stages of training where the viewer will experience a bit more flexibility in the training program.

During the CRV training process (as with all training) it has been found that the learning curve of viewers will establish a "normal wave pattern", that is increasing rapidly -- peaking, and tapering off until it encounters the next training stage (see Illustration #1). This "normal wave" presents no problem as long as the viewer and monitor are aware that the tendency exists -- otherwise there is the opportunity for a decrease in the retention curve due to frustration.

misses 1st time effect



*and in  
Structure  
"content be  
clarified"*

CRV is taught as a dynamic team process. Each session is conducted using a monitor and a viewer. The job of the monitor is to act as "co-pilot" to the viewer -- keeping him on track, on site and in perspective. The function of the viewer as part of this team is to enter an altered state and remote view the given target.

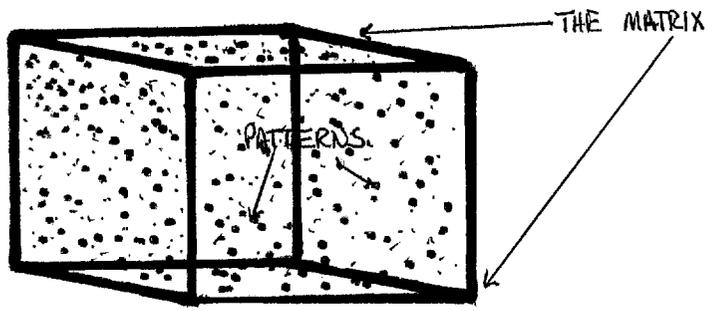
*↑  
wildly altered*

The basic theory of how CRV works is very logical and is easily comprehended -- even by a "non - psychic". While many theory questions remain unanswered, the fact is ... "the stuff works". A summary of the CRV theory would follow these lines:

Somewhere, perhaps in the unconscious mind, there exists what we will label "the Matrix". The Matrix knows no boundaries and has no limitations -- it contains all information about all things. It could be thought of as omnipotent or you could think of it as a data base etc.

The Matrix has within it "Patterns" -- think of these as points within a 3 dimensional box (See Illustration #2).

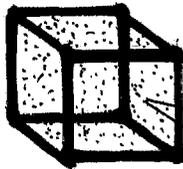
(ILLUSTRATION #2)



The "Patterns" within the Matrix each poses and radiate their own energy. This energy is emitted in the form of a signal or "signal line" which is peculiar to that specific pattern.

This "pattern" has other names by which it is known -- it can be referred to as a "Thought Ball" or as a "Gestalt". A Gestalt can be described as "The Pattern" and all of it's associated patterns (See Illustration #3).

(THE MATRIX)



- MOVEMENT
- SMELL
- COLOR
- EMOTION
- TEXTURE
- DIMENSION
- TEMPERATURE
- NUMBERS

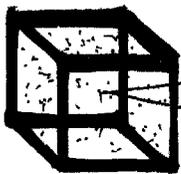
ASSOCIATED PATTERNS

(GESTALT OR THOUGHT BALL)

(ILLUSTRATION #3)

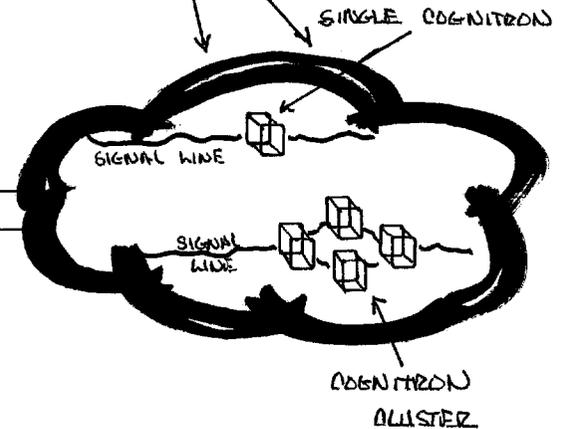
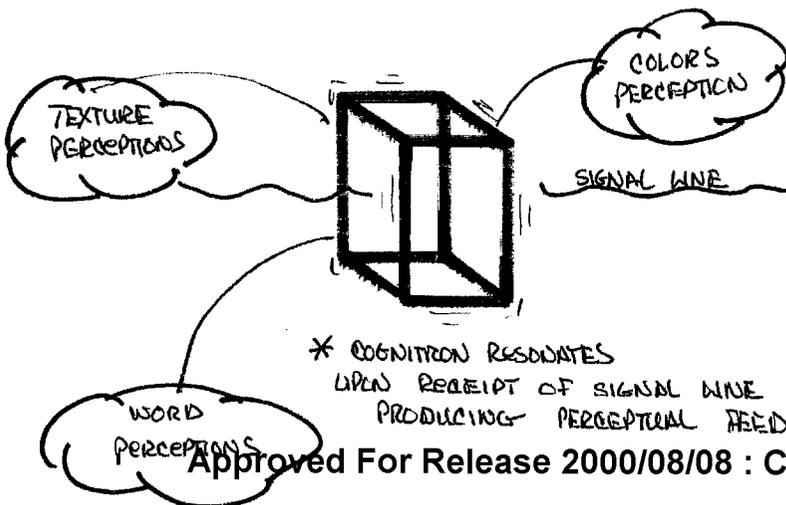
"Cognitrons" are a pattern product, created by the interaction between neurons and synapses -- after either a physical or emotional event. Cognitrons exist in the unconscious mind and can exist as separate patterns or as clusters of related patterns (See Illustration #4).

(THE MATRIX)



(GESTALT)

(UNCONSCIOUS MIND)



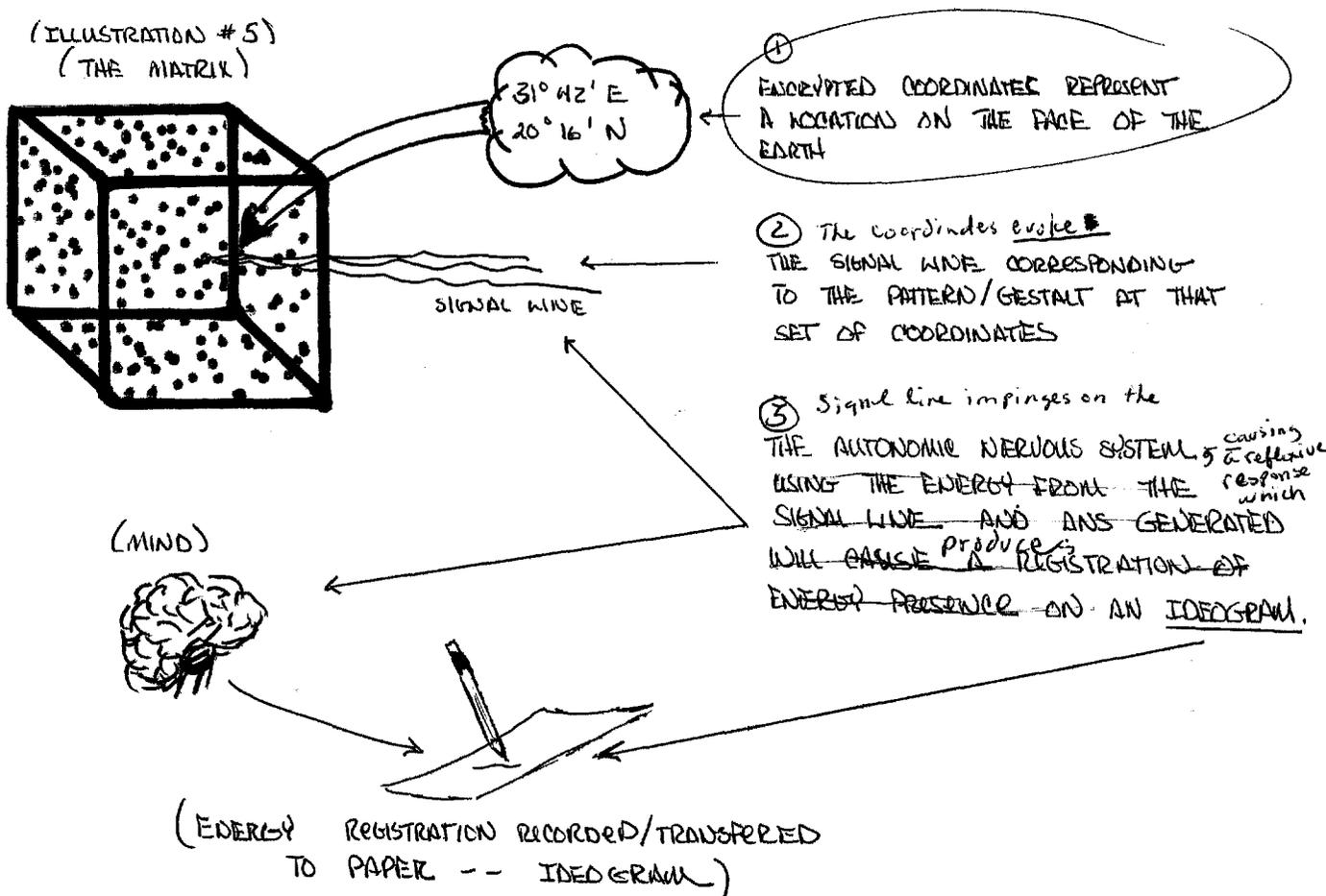
\* COGNITRON RESONATES UPON RECEIPT OF SIGNAL WIRE PRODUCING PERCEPTUAL FEEDBACK

A practical explanation of training theory and how Cognitrons apply to learning could be accomplished using the example of an athlete. An athlete practices to reach a training objective -- this objective could be skill related, like a wrestling move. The move is rehearsed time and time again until it is done correctly or until significant improvement is made. Once improvement is made training is ended (on a positive note) to allow for the formulation of Cognitrons in the athletes memory. These Cognitrons will enable the athlete to accomplish the task spontaneously the next time the move is attempted -- the same is true of psychic training.

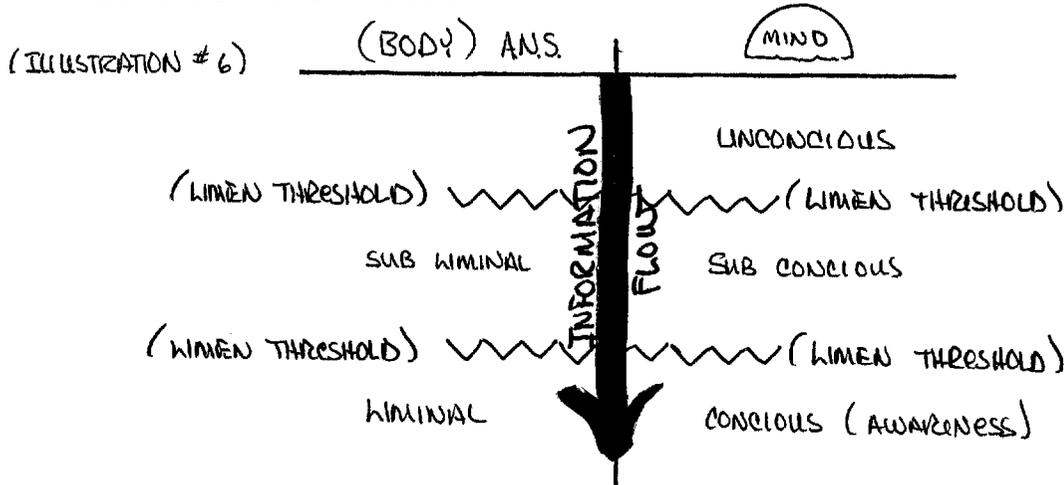
Clarification of this growing list of terms and definitions can be accomplished by walking through the process to this point.

The monitor will read the viewer a set of encrypted coordinates e.g., 31° 42' E and 20° 16' N. In very basic terms -- the viewer's Autonomic Nervous System will respond to energy produced by the "Gestalt" or "Pattern", and this response will manifest it's self on the Ideogram. It is this registration on the Ideogram that indicates that the viewer is receiving the signal line of the Gestalt. The viewer will begin receiving impressions or perceptions of the target area (site) keyed to the specific issues he is concerned with e.g., structure, terrain, emotions etc., (See Illustration #5).

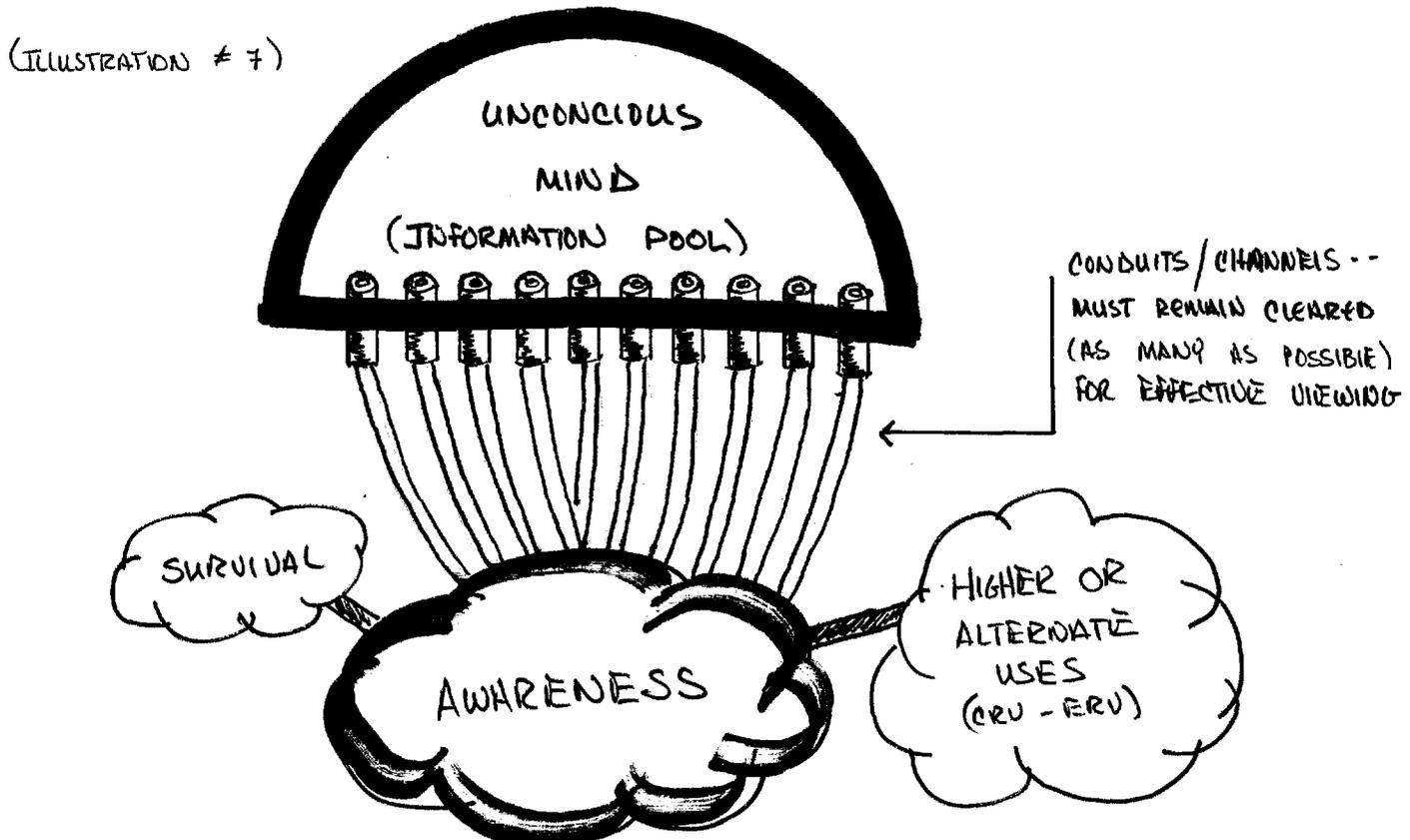
need to mention "overtraining" + how this is avoided



When speaking of "the Matrix" or of "Gestalts" and the related "Patterns", we are dealing with information which exists in energy form in the unconscious mind. The purpose of CRV training is to enable the viewer to extract the information from the unconscious and bring it into to conscious mind where it can be used for whatever intended purpose. All information and perceptions drawn from the unconscious must be processed through the "limen" thresholds or the conscious mind will not be able to receive it (See Illustration #6).



This transfer or passage of information is accomplished through the use of "conduits" or "channels" which permit various types of sensory information to pass through (See Illustration #7).



There are a number of inhibitors called "physical inclemencies", which shut down a viewers ability to pass information from the unconscious to the conscious or awareness. Each viewer has only a specific number of channels or conduits available in which to pass information thru the limen thresholds separating the levels of consciousness. If inordinate numbers of these channels are clogged with other functions e.g., survival (movement), sickness, fatigue, hunger etc., then the viewers ability to pass information will be greatly impaired. In order for a viewer to be effective the greatest number of these channels possible must be made available -- viewing when sick, hungry etc. is not recommended.

What has been discussed here is theory -- much cannot be explained, measured or quantified to the standards demanded by the scientific community. While analytical data may not be in abundance to support this theory, session reports and historical and experimental data exist to substantiate the fact that CRV is a reality.

DM

~~revised to [unclear]~~