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**A PROTOTYPE ANALYSIS SYSTEM FOR SPECIAL REMOTE  
VIEWING TASKS (U)**

Prepared by: Wanda L. W. Luke  
Thane J. Frivold  
Edwin C. May  
Virginia V. Trask

SG1J

Prepared for:

██████████  
Contracting Officer's Technical Representative  
SRI Project 1291

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**ABSTRACT (U)**

(S/NF) We have developed a prototype analysis system for remote viewings conducted against targets of intelligence interest. The system uses individual viewers' performance histories in conjunction with current data to prioritize a set of possible intelligence interpretations of the site.

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## I INTRODUCTION (U)

(U) Since 1973, when the investigations of the human information-accessing capability called remote viewing (RV) first began at SRI International,<sup>1\*</sup> evaluating the quality of the information obtained has been a continuing challenge. In order to develop valid evaluation procedures, two basic questions must be addressed:

- (1) What is the definition of the target?
- (2) What is the definition of the RV response?

(S/NF) If the RV task is research-oriented, the targets are known, and therefore can be precisely defined. In intelligence-oriented tasks, however, the targets are generally unknown and their definitions are problematical. In both domain tasks, RV responses tend to consist of sketches and written phrases. A concise definition of this type of "natural language" is one of the unsolved problems in computer science, and there has been little progress to date. Thus, a complete definition of an RV response is also problematical.

(S/NF) An intelligence-oriented RV task poses further problems. High-quality RV does not always provide useful intelligence. For example, the RV may provide additional support for information that has been verified from other sources, but provide no new information. In some cases, however, an overall low-quality RV may provide key elements that positively influence an analyst's interpretation.

(S/NF) Another characteristic of current laboratory analysis techniques is that they do not provide an a priori assessment of the RV quality. While this is not a problem in the laboratory, intelligence applications require such evaluation. An RV analyst cannot provide intelligence usefulness ratings from the RV alone; rather, the analyst must provide a priori probabilities that individual RV-response elements (or concepts) are present at the target site. It remains the responsibility of an intelligence analyst to determine whether such data are ultimately useful.

(S/NF) Analysis of laboratory RV has been a major part of the ongoing Cognitive Sciences Program.<sup>2-7</sup> For FY 1989, we focused on the development of a prototype analysis system that would provide the needed a priori assessments for intelligence tasking.†

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\* (U) References are at the end of this report.

† (U) This report constitutes the deliverable for Statement of Work item 6.0.3.

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## II METHOD OF APPROACH (U)

(S/NF) The analysis of remote viewing (RV) data in an operational environment differs considerably from laboratory analysis. Most often, analysts have incomplete, or no information about the target site and are required to provide a priori assessments of data gathered from RV sessions. In this section we outline a prototype analysis system for operational RV that uses concepts from fuzzy set theory, historical archival data, and "templates" of typical operational targets. In addition, we apply this prototype system to an existing target pool as an illustration of the power of the technique.

### A. (U) Fuzzy Set Formalism

(S/NF) A more complete description of the full fuzzy set formalism can be found in our literature.<sup>6,7</sup> For the purpose of this report, we have summarized that formalism in general terms that are not specific to either laboratory experiments or intelligence tasking.

#### 1. (U) Construction of Target and Response Fuzzy Sets

(U) A formal definition of a target and its associated RV response (i.e., the data obtained from an RV session) is necessary to any analysis system. To use the fuzzy set method, a universal set of elements is constructed on which target and response descriptions are based. These elements should contain descriptive aspects of the target material and incorporate items that typify responses from the intended viewers. This universal set should also be extendible (i.e., allow for additional items that may arise in the responses).

(U) In general, the task of an RV analyst is to assign a membership value ( $\mu$ ) between 0 and 1 to each element in the universal set. The numerical value for each element in a response is assigned by the degree to which the analyst is convinced that the given element is present in that response. Membership values for target elements are assigned on the basis of the degree to which the elements contribute to the target description.

(S/NF) In the laboratory, the targets are known, so that defining a universal set of elements is comparatively straightforward.<sup>6,7</sup> In intelligence tasks, however, defining a single universal set of elements that is appropriate for all operations is difficult. Because the usual intelligence task is so highly mission-dependent, defining a single universal set of elements that is individualized to that mission becomes easier.

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(S/NF) The intelligence analyst, as opposed to an RV analyst, should construct such a list for each mission. While there may be considerable similarities between element lists for different missions, undoubtedly the lists will require specialization. In Section II-C below, we show the construction of one element list and how it can be applied to a set of 65 simulated operational targets.

## 2. (U) Analysis of Complete Responses

(S/NF) Once an appropriate universal set of elements has been created, and fuzzy sets that define the target and the response have been specified, the comparison between them is straightforward. We have defined *accuracy* as the percent of the target material that is described correctly by a response. Likewise, we have defined *reliability* (of the viewer) as the percent of the response that is correct.<sup>6</sup> Although in the laboratory it is required to provide a posteriori probability estimates of the target-response match, in an operational setting, this may be less important. All that is usually necessary is to describe the accuracies and reliabilities for complete responses, and for individual target elements of interest. These quantities for the  $j$ th sessions are

$$r_j = \frac{\sum_{k=1}^n W_k (R_j \cap T_j)_k}{\sum_{k=1}^n W_k R_{j,k}}, \quad (1)$$

and

$$a_j = \frac{\sum_{k=1}^n W_k (R_j \cap T_j)_k}{\sum_{k=1}^n W_k T_{j,k}}, \quad (2)$$

where the sum over  $k$  is called the sigma count in fuzzy set terminology, and is defined as the sum of the membership values ( $\mu$ ) for the elements of the response, the target, or their intersection, and  $n$  is the number of possible elements as defined by the element list. A fuzzy intersection is defined as the minimum of the intersecting fuzzy set membership values. In this version of the definitions, we have allowed for the possibility of weighting the membership values,  $W_k$ , to provide mission-defined relevances.

(U) For the above calculation to be meaningful, the  $\mu$ s for the targets must be similar in kind to the  $\mu$ s for the responses. For most mission-dependent specifications, this is generally not the case. The target  $\mu$ s represent the degree to which a particular element is characteristic of the target, and the response  $\mu$ s represent the degree to which the analyst is convinced that the given element is represented in the response.

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(U) Until RV abilities can encompass the recognition of elements as well as their degree of target characterization, we are required to modify the target fuzzy set. An analyst must decide upon a threshold above which an element is considered to be completely characteristic of the target site. In fuzzy set theory, this is called an  $\alpha$ -cut: a technique to apply a threshold to the  $\mu$  values such that if the original value exceeds it, reassign the value to 1, otherwise set it to 0. In this way, the analyst's subjectivity can be encoded in the response fuzzy set, and Equations 1 and 2 remain valid.

### 3. (U) Analysis of an Individual Element

(U) Equations 1 and 2 can be simplified to provide accuracies and reliabilities on an individual element basis instead of upon a complete response. For example, let  $N$  be the number of sessions against different targets that exist in a current archive for a specified viewer. Let  $\epsilon$  be an element in question (e.g., airport). Then the probability that element  $\epsilon$  is in the target, given that the viewer said it was, is given by

$$R(\epsilon) = \frac{N_c}{N_r}, \quad (3)$$

where  $N_c$  is the number of times that the individual was correct, and  $N_r$  is the number of times that element  $\epsilon$  was mentioned in the response.  $R(\epsilon)$  is also the reliability of the viewer for that specified element.

(U) To compute what chance guessing would be, we must know the occurrence rate of element  $\epsilon$  in the  $N$  sessions. Let  $N_0$  be the actual number of times element  $\epsilon$  was contained in the  $N$  targets. Then the chance-guessing probability is given by

$$R_0(\epsilon) = \frac{N_0}{N}.$$

$R_0(\epsilon)$  can also be considered as the guessing reliability (i.e., the reliability that would be observed if the viewer guessed  $\epsilon$  during every session). The more  $R(\epsilon) > R_0(\epsilon)$ , the more reliable the individual is for the specified element.

(U) The probability that the viewer said element  $\epsilon$ , given that it was in the target, is given by

$$A(\epsilon) = \frac{N_c}{N_0}.$$

$A(\epsilon)$  is also the accuracy of the viewer for that specified element.

(U) As a numerical example, suppose a single viewer participated in  $N = 25$  sessions. Let  $\epsilon =$  "airport." Further suppose that  $N_0 = 5$  of the targets actually contained an airport.

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Then,  $R_0(\text{airport}) = 0.20$  is the chance probability (i.e., guessing airport during every session would only be 20 percent reliable). Assume that the viewer mentioned airport  $N_r = 6$  times and was correct  $N_c = 4$  times. Then this viewer's reliability for airports is computed as  $R(\text{airport}) = 0.67 > R_0(\text{airport}) = 0.20$ . The viewer's accuracy for airports is computed as  $A(\text{airport}) = N_c/N_0 = 0.80$ . Thus in this example, we can conclude that this viewer is reasonably accomplished at remote viewing an airport.

### B. (U) Prototype Analysis System

(S/NF) We assume that an intelligence analyst has constructed a mission-dependent universal set of elements. We further assume that there are a number of competing interpretations of the target site in question.

#### 1. (U) Target Templates

(S/NF) The first step in our prototype analysis system is to define templates (i.e., general descriptions of classes of target types) of all competing target interpretations from the universal set of elements. For example, a class of target types could be a generic biological warfare (BW) facility. Exactly what the templates should represent is entirely dependent upon what kind of information is sought. Both the underlying universal set of elements and the templates must be constructed to be rich enough to allow for the encoding of all the information of intelligence interest. That is, if neither the set of elements nor the templates can meaningfully represent information about, say biological warfare (BW) development sites, then it will be impossible to consider asking, "Does development of BW agents take place at the site?" Furthermore, a certain amount of atomization is necessary because such division into small units provides the potential for interactions within the universal set of elements. If the profile of a BW facility consisted of a single element, the template would be useless unless the response directly stated that particular element; rather, the profile should be constructed from groups of elements (e.g., biological, offensive, weapon, decontamination).

(S/NF) There are two different ways to generate target templates. The most straightforward technique is also likely to be the most unreliable, because it relies on the analyst's judgment of a single target type. With this method, the analyst, who is familiar with the intelligence problem at hand, simply generates membership values for elements from the universal set of elements based upon his or her general knowledge. Given the time and resources, the best way to generate template membership values is to encode known targets that are closely related (e.g., a number of known BW sites). Each template  $\mu$  is the average value across targets, and thus is more reliable. If it is known that some targets are more

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“characteristic” of the target type than others, then a weighted average should be computed. In symbols,

$$\mu_j^T = \frac{\sum_{k=1}^v \omega_k \mu_{j,k}}{\sum_{k=1}^v \omega_k}, \quad (4)$$

where the sums are over the available targets that constitute the template,  $\omega_k$  are the target weights, and the  $\mu_{j,k}$  are the assigned membership values for target  $k$ .

## 2. (U) Archival Database

(S/NF) A critical feature of an analysis system for intelligence RV data is that along with the current RV data to be evaluated, the individual viewer's *past* performance on an element-by-element basis must also be included. For example, if a viewer has been relatively unsuccessful at recognizing BW facilities, then a BW reference in the current data should not contribute much in the overall analysis.

(S/NF) As ground truth becomes available for each session, a performance database should be updated for each viewer to reflect the new information. This database should be a fuzzy set whose membership values for each element are the reliabilities computed from Equation 3.

## 3. (U) Optimized Probability List

(S/NF) The goal of any intelligence RV analysis system is to provide an a priori prioritized and weighted list of target possibilities that results from a single remote viewing that is sensitive to the performance history of the viewer. Assuming that a template exists for each of the possible intelligence interpretations, an analyst should adhere to the following protocol:

- (1) Analyze the RV data by assigning a membership value ( $\mu$ ) for each element in the universal set of elements. Each  $\mu$  represents the degree to which the analyst is convinced that the particular element is included in the response. For example, suppose that the viewer said, “I perceive a BW facility.” Then  $\mu(BW \text{ facility}) = 1$ . Alternatively, suppose the viewer said, “I perceive glassware and smell organic chemicals.” In this case,  $\mu(BW \text{ facility})$  might be assigned 0.6.
- (2) Construct a crisp set,  $R_c$ , as an  $\alpha$ -cut of the original response set. By adopting a threshold of 0.5, for example, then the resulting crisp set contains only those elements that the analyst deems most likely as being present in the response.
- (3) Construct an effective response set,  $R_e$ , as  $R_e = R_c \cup R_a(\epsilon)$ , where  $R_a(\epsilon)$  is the reliability set drawn from the archival database. For example, suppose the original

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assignment from the raw RV data was  $\mu(BW \text{ facility}) = 0.6$ . Then after the  $\alpha$ -cut with a threshold set at 0.5,  $\mu(BW \text{ facility}) = 1.0$ . Suppose, however, that the viewer has been performing well on BW facilities and the archival database shows that  $R_a(BW \text{ facility}) = 0.8$ . Thus,  $R_e(BW \text{ facility}) = 0.8$ .

- (4) Using this effective response set, compute an accuracy and reliability in accordance with Equations 1 and 2. Then compute a figure-of-merit,  $M_j$ , for the  $j$ th competing interpretations as

$$M_j = a_j \times r_j .$$

Of course, the accuracies and reliabilities use the effective response set from step 3 above.

- (5) Order the  $M$ s from largest to smallest value. Since the figures-of-merit range in value from 0 to 1, they can be interpreted as *relative* probability values for each of the alternative target possibilities.

By following such a protocol, an analyst can produce a list of target alternatives that is sensitive to the current remote viewing yet takes into consideration to the individual viewer's archival record.

#### C. (U) Partial Application of Analysis System to Existing Target Pool

(U) We have used an existing target pool (developed under a separate program) as a test bed for the analysis system described above.

##### 1. (U) Criteria for Inclusion in the Target Pool

(S/NF) Targets in this pool have the following characteristics:

- Each target is within an hour and a half automobile drive of SRI International.
- Each target simulates an operational site of intelligence interest.
- Each target fits generally within one of five functional categories: Production, Recreation, Scientific, Storage, and Transportation.
- Each target meets a consensus agreement of experienced RV monitors and analysts about inclusion in the pool.

(U) The pool consists of 65 targets. Initially, they were divided into 13 groups of five targets each, where each group contained one target from each of five functional categories. By carefully organizing the targets in this way, the maximum possible functional difference of the targets within each group was ensured. Table 1 shows a numerical listing of these targets.

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Table 1

## (U) Numerical Listing of Targets

1. Transformer Station	23. Space Capsule	45. Pump Station
2. Ballpark	24. Coastal Battery	46. Ice Plant
3. Satellite Dish	25. Bay Area Rapid Transit	47. Caves/Cliffs
4. Weapons Storage	26. Salt Refinery	48. Bevatron
5. Naval Fleet	27. Candlestick Park	49. Barn
6. Gravel Quarry	28. Solar Observatory	50. Golden Gate Bridge
7. Swimming Pool	29. Food Terminal	51. Modern Windmills
8. Observatory	30. Pedestrian Overpass	52. Baylands Nature Preserve
9. Prison	31. Electrical Plant	53. Gas Plant
10. Shipping and Receiving	32. White Plaza	54. Auto Wreckers
11. Greenhouse	33. Space Shuttle	55. Fishing Fleet
12. Picnic Area	34. Coastal Battery	56. Radio Towers
13. Satellite Dishes	35. Train Terminal	57. Vineyard
14. Paint Warehouse	36. Sawmill	58. Pharmaceutical Laboratory
15. Naval Air Station	37. Pond	59. Toxic Waste Storage
16. Sugar Refinery	38. Wind Tunnel	60. Airport
17. Playground	39. Grain Terminal	61. Car Wash
18. Aquarium	40. Submarine	62. Old Windmill
19. Drum Yard	41. Cogeneration Plant	63. Nuclear Accelerator
20. Aircraft	42. Park	64. Reservoir
21. Sewage Treatment Plant	43. Linear Accelerator	65. Train Station
22. Hoover Tower	44. Dump	

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## 2. (U) Fuzzy Set Element List

(S/NF) In FY 1989, we developed a prototype analysis system for analyzing targets and responses in operational remote viewings. A list of elements, based on target function (i.e., the mission specification), are arranged in levels from relatively abstract (information poor) to the relatively complex (information rich). Levels of elements are advantageous in that each can be weighted separately in the analysis.

(U) This universal set of elements (included as Appendix A) represents primary elements in the existing target pool of 65 targets. The set was derived exclusively from this known target pool. In an actual RV session, however, a viewer does not have access to the element list, and thus is not constrained to respond within its confines. An accurate RV analysis must include any additional data that may be provided in the response; therefore, additional space has been provided on the analysis sheets (see Appendix A) to include elements that are part of the response but not initially included as part of the universal set.

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(S/NF) The target-dependent elements emphasize the site's function, and use terms that are potentially universal across targets. We identified six element levels ranging from relatively information rich to relatively information poor: affiliation, function, attributes, modifiers, objects, and general/abstract. Because operational RV presupposes a certain level of ability on the part of the viewer, there are relatively few general/abstract elements included in our prototype analysis system. A description of some of the elements shown in Appendix A and a guide to their use are presented in Appendix B.

### 3. (U) Target Similarities

(U) In order to generate a demonstration target-type template using Equation 4, we first organized the 65 targets into clusters of similar types.

(U) We begin by defining the similarity between target  $j$  and target  $k$  ( $S_{j,k}$ ) to be a normalized fuzzy set intersection between the two target sets;

$$S_{j,k} = \frac{\left( \sum_{i=1}^N W_i (T_j \cap T_k)_i \right)^2}{\left( \sum_{i=1}^N W_i T_{j,i} \right) \times \left( \sum_{i=1}^N W_i T_{k,i} \right)}. \quad (5)$$

By inspection, we see that  $S_{j,k}$  is also the figure-of-merit between target  $j$  and target  $k$ .

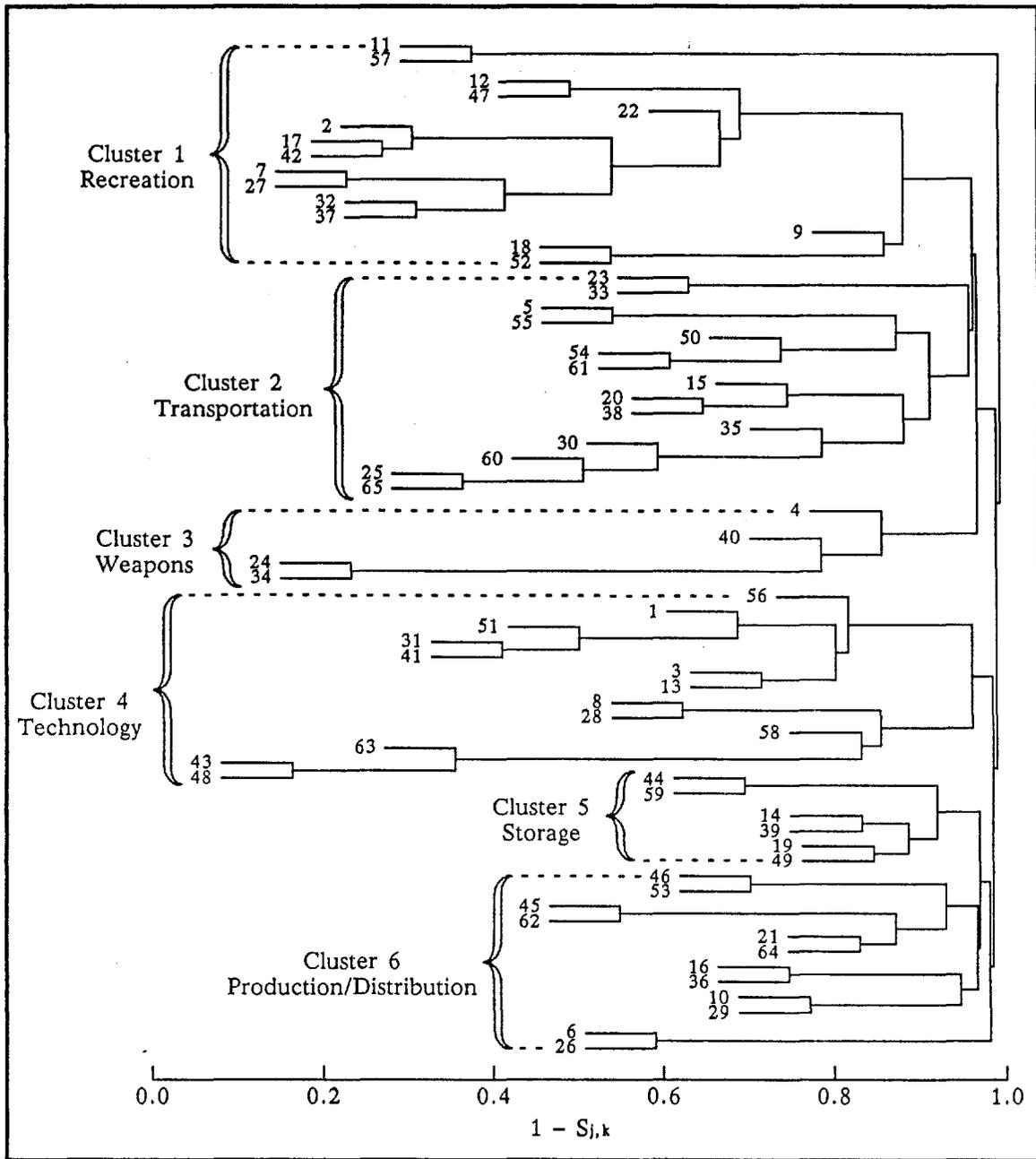
(U) For  $N$  targets there are  $N(N-1)/2$  unique values (2080 for  $N=65$ ) of  $S_{j,k}$ . The value  $j$  and  $k$  that correspond to the largest value of  $S_{j,k}$  represent the two targets that are most functionally similar. Suppose another target  $m$  is chosen and  $S_{m,j}$  and  $S_{m,k}$  are computed. If both of these values are larger than  $S_{m,p}$  (for all  $p$  not equal to  $j$  or  $k$ ) then target  $m$  is assessed to be most similar to the pair  $j,k$ . The process of grouping targets based on these similarities is called *cluster analysis*.

(U) Figure 1 shows the six clusters found from the cluster analysis of the 65 targets.\* The numbers shown refer to the targets listed in Table 1, and the clusters are in close agreement with the original five categories used to select the targets. The point, however, is that a numerical algorithm is capable of dividing a set of targets into functional categories.

\* (U) In order to make the graphic output more meaningful, we used  $1 - S_{j,k}$  in the analysis.

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Figure 1. (S/NF) Cluster Diagram for Simulated Operational Targets

(U) We used the technology cluster (i.e., number 4 in Figure 1) to apply Equation 4 to construct a technology target template. Table 2 shows the targets in this cluster, where the horizontal lines indicate the subclustering within the technology group shown in Figure 1.

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Table 2  
(U) Technology Cluster

Target	Name
56.	Radio Towers
1.	Transformer Station
51.	Modern Windmills
31.	Electrical Plant
41.	Cogeneration Plant
3.	Satellite Dish
13.	Satellite Dishes
8.	Observatory
28.	Solar Observatory
58.	Pharmaceutical Laboratory
63.	Nuclear Accelerator
43.	Linear Accelerator
48.	Bevatron

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(U) Table 3 shows those elements that met or exceeded average membership values of 0.4 using Equation 4.

Table 3

(U) Principal Elements Contained in the Technology Template

Levels	Number	Name
Affiliation	1	Commercial/Private
Function	14	Research/Experimentation
Attribute	24	Energy
Modifier	47	Electricity/Radio
Objects	88 99 120	High Technology Electronics Restricted Access Wires/Cables
Abstract	122 130 131 137 149	Activity—Passive Ambiance—Indoor Ambiance—Manmade Ambiance—Outdoor Size—Medium

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(U) As a self-consistency check, we included the technology template in the total target pool and recalculated the clusters. As expected, the technology template was included within the subgroup of targets 3 and 13, and well within the technology cluster as a whole.

**D. (U) General Conclusions**

(S/NF) The goal of this effort was to develop an analysis system that would prove effective in providing a priori assessments of intelligence remote viewing tasks. If the proper mission-dependent universal set of elements can be identified, then, using a viewer-dependent reliability archive, data from a single remote viewing can be used to prioritize a set of alternative target templates so as to chose the most likely one for the mission.

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**Appendix A**

**UNIVERSAL SET OF ELEMENTS FOR ANALYSIS OF FUNCTION (U)**

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# REMOTE PERCEPTION EVALUATION FORM

Experiment: \_\_\_\_\_  
Trial: \_\_\_\_\_  
Response: \_\_\_\_\_  
Coder ID: \_\_\_\_\_  
Viewer ID: \_\_\_\_\_  
Target: \_\_\_\_\_  
Date: \_\_\_\_\_

## Affiliation

- |   |                                       |                                     |
|---|---------------------------------------|-------------------------------------|
| <input type="checkbox"/> 1 Commercial/Private | <input type="checkbox"/> 2 Government | <input type="checkbox"/> 3 Military |
|---|---------------------------------------|-------------------------------------|

## Function

- |  |  |  |
|--|--|--|
| <input type="checkbox"/> 4 Agriculture           | <input type="checkbox"/> 9 Preservation          | <input type="checkbox"/> 14 Research/Experimentation |
| <input type="checkbox"/> 5 Cleaning/Purification | <input type="checkbox"/> 10 Production           | <input type="checkbox"/> 15 Storage                  |
| <input type="checkbox"/> 6 Distribution          | <input type="checkbox"/> 11 Reception            | <input type="checkbox"/> 16 Transmission             |
| <input type="checkbox"/> 7 Education             | <input type="checkbox"/> 12 Recreation/Aesthetic | <input type="checkbox"/> 17 Transportation           |
| <input type="checkbox"/> 8 Extraction            | <input type="checkbox"/> 13 Refining             |  |

## Attributes

- |  |  |   |
|--|--|---|
| <input type="checkbox"/> 18 Animals    | <input type="checkbox"/> 25 Food                 | <input type="checkbox"/> 32 Plants            |
| <input type="checkbox"/> 19 Astronomy  | <input type="checkbox"/> 26 Historical           | <input type="checkbox"/> 33 Space Exploration |
| <input type="checkbox"/> 20 Biology    | <input type="checkbox"/> 27 Merchandise/Products | <input type="checkbox"/> 34 Vehicles          |
| <input type="checkbox"/> 21 Chemistry  | <input type="checkbox"/> 28 Minerals             | <input type="checkbox"/> 35 Waste             |
| <input type="checkbox"/> 22 Containers | <input type="checkbox"/> 29 Nature/Natural       | <input type="checkbox"/> 36 Water/Ice         |
| <input type="checkbox"/> 23 Ecology    | <input type="checkbox"/> 30 People               | <input type="checkbox"/> 37 Weapons           |
| <input type="checkbox"/> 24 Energy     | <input type="checkbox"/> 31 Physics              |   |

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# REMOTE PERCEPTION EVALUATION FORM

Experiment: \_\_\_\_\_  
Trial: \_\_\_\_\_  
Response: \_\_\_\_\_  
Coder ID: \_\_\_\_\_  
Viewer ID: \_\_\_\_\_  
Target: \_\_\_\_\_  
Date: \_\_\_\_\_

## Modifiers

- |                          |                           |                          |                    |                          |                      |
|--------------------------|---------------------------|--------------------------|--------------------|--------------------------|----------------------|
| <input type="checkbox"/> | 38 Aircraft (Fixed-wing)  | <input type="checkbox"/> | 50 Grain           | <input type="checkbox"/> | 62 Salt /Sugar       |
| <input type="checkbox"/> | 39 Aircraft (Rotary-wing) | <input type="checkbox"/> | 51 Guns            | <input type="checkbox"/> | 63 Ships/Boats       |
| <input type="checkbox"/> | 40 Ammunition             | <input type="checkbox"/> | 52 Livestock       | <input type="checkbox"/> | 64 Space Vehicles    |
| <input type="checkbox"/> | 41 Automobiles            | <input type="checkbox"/> | 53 Marine Life     | <input type="checkbox"/> | 65 Spectators        |
| <input type="checkbox"/> | 42 Barrels/Drums          | <input type="checkbox"/> | 54 Meat            | <input type="checkbox"/> | 66 Symbiotic         |
| <input type="checkbox"/> | 43 Bombs                  | <input type="checkbox"/> | 55 Nuclear         | <input type="checkbox"/> | 67 Torpedos          |
| <input type="checkbox"/> | 44 Boxes                  | <input type="checkbox"/> | 56 Paint           | <input type="checkbox"/> | 68 Toxic             |
| <input type="checkbox"/> | 45 Children               | <input type="checkbox"/> | 57 Participant     | <input type="checkbox"/> | 69 Trains            |
| <input type="checkbox"/> | 46 Convicts               | <input type="checkbox"/> | 58 Particle        | <input type="checkbox"/> | 70 Trucks            |
| <input type="checkbox"/> | 47 Electricity/Radio      | <input type="checkbox"/> | 59 Pharmaceuticals | <input type="checkbox"/> | 71 Vegetables/Fruits |
| <input type="checkbox"/> | 49 Explosives             | <input type="checkbox"/> | 60 Radioactive     | <input type="checkbox"/> | 72 Waste (Liquid)    |
| <input type="checkbox"/> | 48 Flammable              | <input type="checkbox"/> | 61 Rocks           | <input type="checkbox"/> | 73 Waste (Solid)     |

# REMOTE PERCEPTION EVALUATION FORM

Experiment: \_\_\_\_\_  
Trial: \_\_\_\_\_  
Response: \_\_\_\_\_  
Coder ID: \_\_\_\_\_  
Viewer ID: \_\_\_\_\_  
Target: \_\_\_\_\_  
Date: \_\_\_\_\_

## Objects—Specific: I

- |                          |                          |                          |                                |                          |                                |
|--------------------------|--------------------------|--------------------------|--------------------------------|--------------------------|--------------------------------|
| <input type="checkbox"/> | 74 Accelerator           | <input type="checkbox"/> | 82 Fans/Propellers             | <input type="checkbox"/> | 90 Island                      |
| <input type="checkbox"/> | 75 Alarm                 | <input type="checkbox"/> | 83 Fence/Wall/Barrier          | <input type="checkbox"/> | 91 Magnets                     |
| <input type="checkbox"/> | 76 Bridge (auto or foot) | <input type="checkbox"/> | 84 Forklift                    | <input type="checkbox"/> | 92 Monument                    |
| <input type="checkbox"/> | 77 Catwalk               | <input type="checkbox"/> | 85 Fountain                    | <input type="checkbox"/> | 93 Pier/Jetty/Loading Dock     |
| <input type="checkbox"/> | 78 Conveyer Belt         | <input type="checkbox"/> | 86 Guard (security personnel)  | <input type="checkbox"/> | 94 Pipes/Valves/Gauges         |
| <input type="checkbox"/> | 79 Coastline             | <input type="checkbox"/> | 87 Heat Generation             | <input type="checkbox"/> | 95 Port/Harbor                 |
| <input type="checkbox"/> | 80 Crane                 | <input type="checkbox"/> | 88 High-Technology Electronics | <input type="checkbox"/> | 96 Raised Land—Cliff           |
| <input type="checkbox"/> | 81 Dam                   | <input type="checkbox"/> | 89 Hydraulics                  | <input type="checkbox"/> | 97 Raised Land—Hills/Mountains |

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# REMOTE PERCEPTION EVALUATION FORM

Experiment: \_\_\_\_\_  
Trial: \_\_\_\_\_  
Response: \_\_\_\_\_  
Coder ID: \_\_\_\_\_  
Viewer ID: \_\_\_\_\_  
Target: \_\_\_\_\_  
Date: \_\_\_\_\_

## Objects—Specific: II

- |   |  |  |
|---|--|--|
| <input type="checkbox"/> 98 Raised Land—Single Peak   | <input type="checkbox"/> 106 Tank/Silo/Cylinder      | <input type="checkbox"/> 114 Vegetation—Natural  |
| <input type="checkbox"/> 99 Restricted Access         | <input type="checkbox"/> 107 Telescope               | <input type="checkbox"/> 115 Voltage Transformer |
| <input type="checkbox"/> 100 Satellite Dish           | <input type="checkbox"/> 108 Tower                   | <input type="checkbox"/> 116 Water—Bounded       |
| <input type="checkbox"/> 101 Shielding                | <input type="checkbox"/> 109 Tunnel/Cave/Underground | <input type="checkbox"/> 117 Water—Canal         |
| <input type="checkbox"/> 102 Smoke Stack              | <input type="checkbox"/> 110 Turbine                 | <input type="checkbox"/> 118 Water—Large Expanse |
| <input type="checkbox"/> 103 Buildings—Group          | <input type="checkbox"/> 111 Vacuum                  | <input type="checkbox"/> 119 Water—River         |
| <input type="checkbox"/> 104 Building—Isolated/Single | <input type="checkbox"/> 112 Vegetation—Agricultural | <input type="checkbox"/> 120 Wires/Cables        |
| <input type="checkbox"/> 105 Buildings—Void of        | <input type="checkbox"/> 113 Vegetation—Manicured    |  |

# REMOTE PERCEPTION EVALUATION FORM

Experiment: \_\_\_\_\_  
Trial: \_\_\_\_\_  
Response: \_\_\_\_\_  
Coder ID: \_\_\_\_\_  
Viewer ID: \_\_\_\_\_  
Target: \_\_\_\_\_  
Date: \_\_\_\_\_

## General/Abstract Items

- |  |  |   |
|--|--|---|
| <input type="checkbox"/> 121 Activity—Active                     | <input type="checkbox"/> 133 Ambience—Noisy          | <input type="checkbox"/> 145 Personnel—Many             |
| <input type="checkbox"/> 122 Activity—Passive                    | <input type="checkbox"/> 134 Ambience—Odoriferous    | <input type="checkbox"/> 146 Personnel—None             |
| <input type="checkbox"/> 123 Activity—Flowing (water, air, etc.) | <input type="checkbox"/> 135 Ambience—Open/Expansive | <input type="checkbox"/> 147 Single Predominant Feature |
| <input type="checkbox"/> 124 Activity—Other                      | <input type="checkbox"/> 136 Ambience—Ordered        | <input type="checkbox"/> 148 Size—Large (Univ. Campus)  |
| <input type="checkbox"/> 125 Ambience—Abandoned                  | <input type="checkbox"/> 137 Ambience—Outdoor        | <input type="checkbox"/> 149 Size—Medium (building)     |
| <input type="checkbox"/> 126 Ambience—Claustrophobic             | <input type="checkbox"/> 138 Ambience—Serene         | <input type="checkbox"/> 150 Size—Small (human)         |
| <input type="checkbox"/> 127 Ambience—Congested                  | <input type="checkbox"/> 139 Cloudy/Misty/Foggy      | <input type="checkbox"/> 151 Dull—Colorless             |
| <input type="checkbox"/> 128 Ambience—Dangerous                  | <input type="checkbox"/> 140 Colorful                |   |
| <input type="checkbox"/> 129 Ambience—Disordered                 | <input type="checkbox"/> 141 Modern                  |   |
| <input type="checkbox"/> 130 Ambience—Indoor                     | <input type="checkbox"/> 142 Odd/Surprising          |   |
| <input type="checkbox"/> 131 Ambience—Manmade                    | <input type="checkbox"/> 143 Old                     |   |
| <input type="checkbox"/> 132 Ambience—Natural                    | <input type="checkbox"/> 144 Personnel—Few           |   |

# REMOTE PERCEPTION EVALUATION FORM

Experiment: \_\_\_\_\_  
Trial: \_\_\_\_\_  
Response: \_\_\_\_\_  
Coder ID: \_\_\_\_\_  
Viewer ID: \_\_\_\_\_  
Target: \_\_\_\_\_  
Date: \_\_\_\_\_

## Additional Response Items

### Function

- 152 \_\_\_\_\_
- 153 \_\_\_\_\_
- 154 \_\_\_\_\_
- 155 \_\_\_\_\_
- 156 \_\_\_\_\_

### Attributes

- 157 \_\_\_\_\_
- 158 \_\_\_\_\_
- 159 \_\_\_\_\_
- 161 \_\_\_\_\_
- 160 \_\_\_\_\_
- 162 \_\_\_\_\_
- 163 \_\_\_\_\_

### Modifiers

- 164 \_\_\_\_\_
- 165 \_\_\_\_\_
- 166 \_\_\_\_\_
- 167 \_\_\_\_\_
- 168 \_\_\_\_\_
- 169 \_\_\_\_\_
- 170 \_\_\_\_\_
- 171 \_\_\_\_\_
- 173 \_\_\_\_\_
- 172 \_\_\_\_\_
- 174 \_\_\_\_\_
- 175 \_\_\_\_\_
- 176 \_\_\_\_\_

### Objects/Abstract

- 177 \_\_\_\_\_
- 178 \_\_\_\_\_
- 179 \_\_\_\_\_
- 180 \_\_\_\_\_
- 181 \_\_\_\_\_
- 182 \_\_\_\_\_
- 183 \_\_\_\_\_
- 185 \_\_\_\_\_
- 184 \_\_\_\_\_
- 186 \_\_\_\_\_
- 187 \_\_\_\_\_
- 188 \_\_\_\_\_
- 189 \_\_\_\_\_

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**Appendix B**

**ANALYSTS' GUIDE TO THE UNIVERSAL SET OF ELEMENTS FOR  
FUNCTION (U)**

**(This Appendix is completely UNCLASSIFIED)**

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## AN ANALYST'S GUIDE TO THE UNIVERSAL SET OF ELEMENTS (U)

### A. (U) Introduction

(U) This appendix is intended to assist an analyst in using the universal set of elements shown in Appendix A. We developed six levels of elements ranging from relatively abstract (information poor) to the relatively complex (information rich).

### B. (U) Element Levels and Their Use

(U) The task of the analyst is to assign a membership value between 0 and 1 to each individual element. For targets, a numerical value will be assigned on the basis of the presence or absence of each element in terms of functional importance. For responses, the numerical value will be assigned on the basis of the degree to which the analyst is convinced that the element is contained in the response.

(U) All subsequent commentary is referenced by the element numbers in Appendix A. Although each level may contain a number of elements, only those individual elements that may need explanation are listed below.

#### 1. (U) Element Level—Affiliation

(U) "Affiliation" represents an advanced level of remote viewing functioning. Although we infrequently observe this advanced functioning, the data are valuable, and, therefore, are included. Elements in this level can be assigned membership values by asking the question, "Who owns the target?" There are only three "affiliation" elements:

- (1) Commercial/Private.
- (2) Government: Federal, state, or local governmental ownership (e.g., municipal utilities), but excluding military.
- (3) Military: military ownership as separate from the above governmental ownership (e.g., a Navy submarine).

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## 2. (U) Element Level—Function

(U) “Function” also represents an advanced level of remote viewing functioning, and it may represent the most important information with regard to overall function. Elements are assigned membership values by asking the question, “What is(are) the primary function(s) of the target?” There are 14 “function” elements, and a few require further explanation:

- (6) Distribution: the primary function is to receive and to transmit something (e.g., an electrical transformer station).
- (8) Extraction: as in the extraction of minerals from the ground.
- (11) Reception: the primary function is only to receive (e.g., a satellite tracking station).
- (13) Refining: the primary function is to refine a raw material into an intermediate or finished product (e.g., a saw mill).
- (16) Transmission: the primary function is only to transmit (e.g., a radio tower).

## 3. (U) Element Level—Attributes

(U) “Attributes” can be thought of as clarification for the “function” level. Elements are assigned membership values by asking a question similar to, “If the function of the target is production, then what is being produced?” There are 20 “attribute” elements, and the following require further explanation:

- (18) Animals: animals only.
- (20) Biology: the study of living things in general.
- (21) Chemistry: also includes chemicals.
- (23) Ecology: symbiotic systems in nature, as in ecological zones (e.g., the Bay Lands Nature Preserve).
- (24) Energy: energy in a broad sense that also includes radio waves.
- (29) Nature/Natural: general natural objects (e.g., plants and animals).
- (32) Plants: plants only.
- (33) Space exploration: general, includes all experimentation done in space.

Elements 18 and 32 are given a membership value if the target/response is specifically oriented to one item. Otherwise element 29 should be assigned a value.

## 4. (U) Element Level—Modifiers

(U) “Modifiers” can be thought of as a clarification of the “attributes” level. Elements are assigned membership values by asking a question similar to, “If the function of the target is production, and vehicles are being produced, then what kind of vehicles are they?” There are 36 “modifiers” elements, and only element 66 requires further explanation:

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- (66) Symbiotic: symbiotic relationships not subsumed under natural or ecology (e.g., a cogeneration plant).

5. (U) Element Level—Objects

(U) "Objects" contains specific elements not necessarily related to function. Elements are assigned membership values on the basis of the presence or absence of each object in terms of functional importance. There are 47 "objects" elements, and the following require further explanation:

- (77) Catwalk: elevated walkway.
- (79) Coastline: used only as coastline of an ocean.
- (88) High-Technology Electronics: silicon-based technology.
- (95) Port/Harbor: port should be marked as in port of departure (e.g., airport, train station, seaport).
- (116) Water-Bounded: only completely bounded bodies of water (e.g., pool or pond).
- (117) Water-Canal: manmade.
- (118) Water-Large Expanse: the San Francisco Bay should be marked as a large expanse.
- (119) Water-River: also includes stream.

6. (U) Element Level—General/Abstract Items

(U) This level contains the most abstract elements. There are 31 elements, and the following require further explanation:

- (121) Activity-Active: predominant visually active (e.g., an accelerator is very active electromagnetically, but would be considered passive, because there is little visual activity); potential activity is considered as passive.
- (122) Activity-Passive: predominant visually passive (e.g., a ballpark is passive most of the time).
- (123) Activity-Flowing (Water, Air, etc.): can be natural (e.g. creek) or manmade.
- (128) Ambience-Dangerous: perceived and/or physically dangerous.
- (140) Colorful: to be used only if especially characteristic.
- (141) Modern: to be used only if especially characteristic.
- (142) Odd/Surprising: to be used only if especially characteristic.
- (143) Old: to be used only if especially characteristic.
- (144) Personnel-Few: 1 to 10 employees mostly full-time.
- (145) Personnel-Many: 10 to 1000 employees mostly full-time.
- (146) Personnel-None: no full-time employees, but occasional human attention is allowed.
- (148) Size-Large (University Campus): represents a "campus" size area.
- (149) Size-Medium (Building): size of typical single buildings.
- (150) Size-Small (Human): typically, the size of a human (i.e., 6 feet)
- (151) Dull: to be used only if especially characteristic of the color.

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