

P: SPT-1
V: 049
D: 910222
910225
T: 1542-1640
1342-1410
S: 01, 02
M: 01=CRV solo
02=CRV w/ 052

Summary of Information

Session 01:

The target contains musty, old leather and "living burning" smells; woody tastes; the association of "icy smooth"; and hollow empty sounds from within a dark and damp place. It is wet and cool throughout the area. One feature of the target is high, blue and white, has a wavy surface and the term "crystalline" is associated with it. There is a change in height; that is, a dramatic break of some sort between two areas. There are several brightly colored objects which are moving. These give the appearance of streaks or striations against a solid background. It appears as if brightly colored individuals are suspended on a series of frozen waterfalls or some other type of giant ice crystal type feature. These individuals are heavily involved with what they are doing.

There is a flat area with rocks exposed with some sort of running water nearby. There is a long, curved object with one end that appears as a large hook.

There is a small wooden structure. Nearby is a series of planks and a door which closes off a hole or opening into the ground. There are clumps of green, leafy objects which hang down. Seems as if water is dripping off of these green objects, making a very hollow "ker-plunking" sound. There are also a

group of animal bones nearby.

Other objects on the site include: a stack of folded objects which are dark red or brown; a series of horizontal parallel bars, which have the concept of sliding in and out associated with them; bright, flashing yellow objects which are moving/floating around and resemble criss-crosses; a "v" shaped object supported a horizontal bar; and an object which has a rotating part as well as a supporting part to it.

There are individuals walking through some thick, dark green trees. There is the concept that money is used to pay for the movement through the trees.

There is a dark-skinned boy named Michael and a bell on a wooden chest.

Session 02:

Again, there is the concept of criss-crossing or zig-zagging associated with the target. There are areas of mottled colors and dark, oval shapes. There is a cluster of shapes which resemble six red bars underneath a white or tan circle.

There is a series of gray, "v" shaped features which are parallel or adjacent to one another. Their upper edge projects upward. Along one edge of these objects is an area with great depth, as if the ground drops away. Again, there is a large feature with a "hooked" end to it. There is a large transparent sphere or globe associated with this hook shaped feature.

One portion of the target is serene, quiet, austere and

plain. There is the concept that sounds/noises are absorbed; that is, there isn't any echoing; the sounds are muffled. It is dry and dusty in this particular place.

There is an object that resembles a large figurehead of possibly a bird or stylized human. The material is natural but the surfaces have been manipulated.

There are other large, flat areas which have a herring bone design to them. This is associated with a large room or open area.

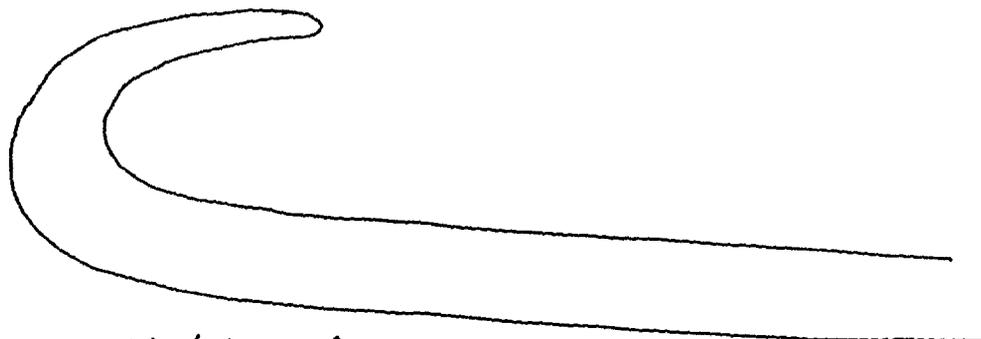
Again, there is a place where two levels are separated by a steep break.

There are brightly colored objects sitting in a row. Something large, thin and flat is being moved and supported by numerous similar looking objects. There is music in the background but it is too muffled to ascertain what it is.

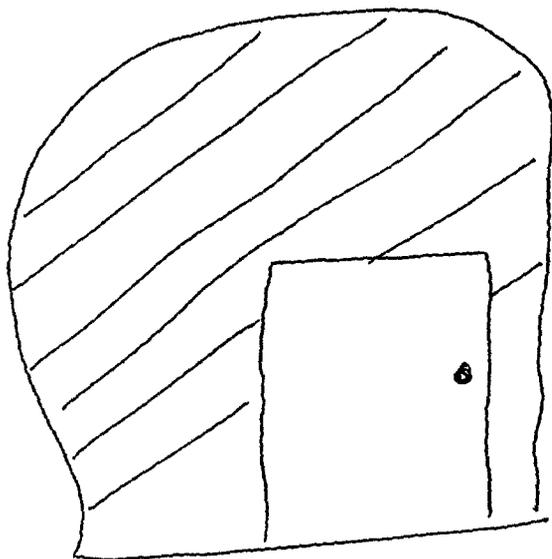
There is a green overhang which hangs over a bench or table. This specific feature is separated by a wall from a larger feature or area.

There is a stack of saw-toothed shaped yellow objects. Again, the concept of out of doors, woods and running water.

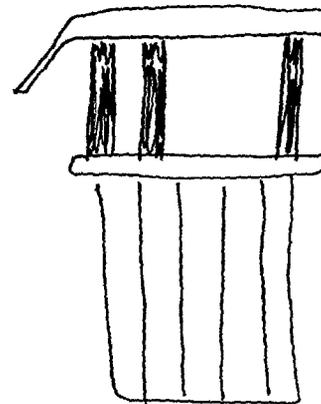
An old man is sitting with a group of kids around him.



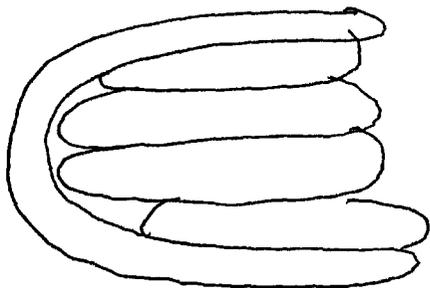
(hooked) - shaped object



*Large hole planked over w/
a door; covers something
under ground*



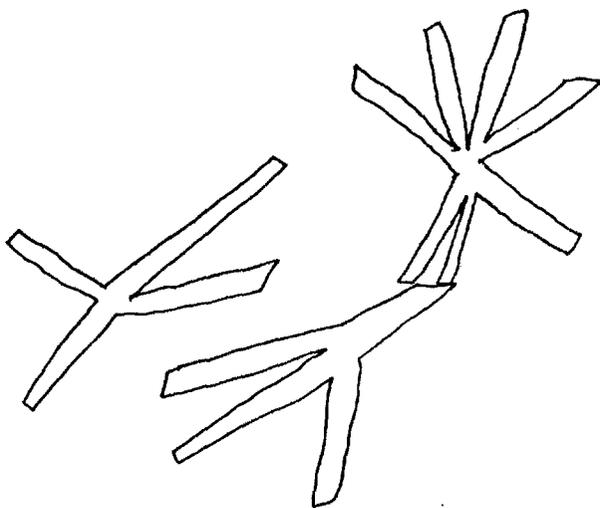
*Small, nearby
wooden structure*



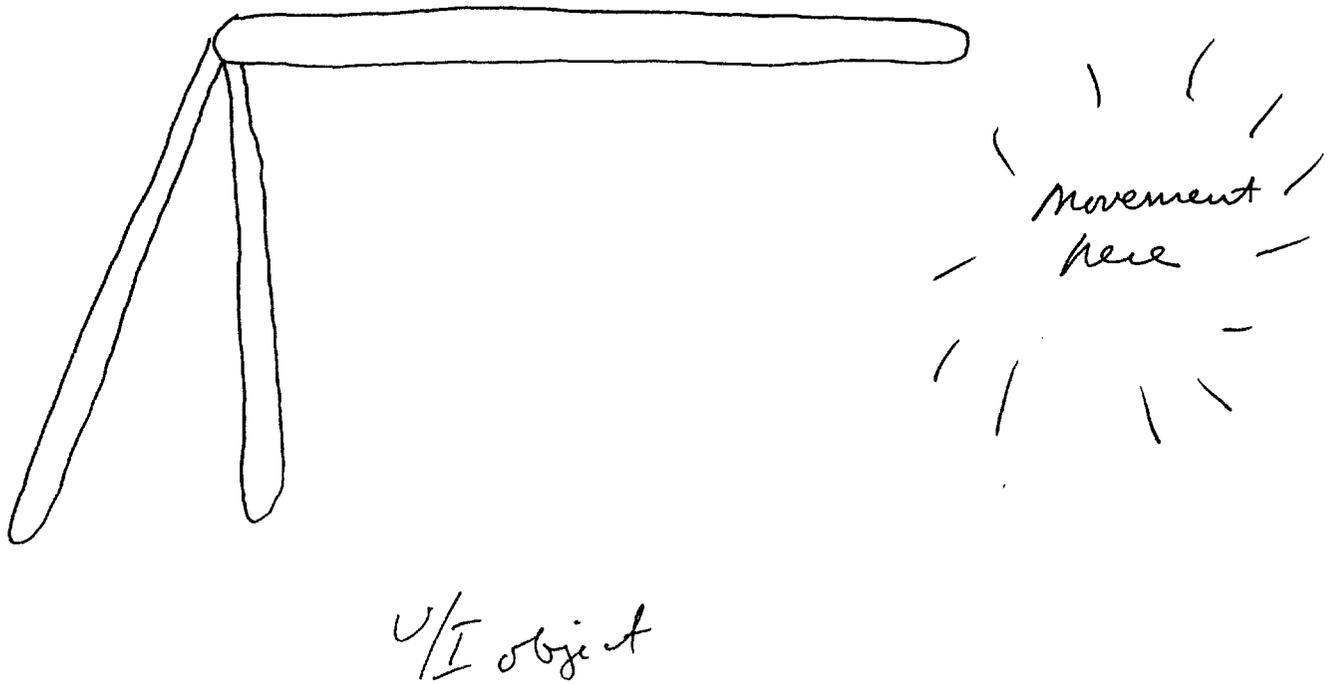
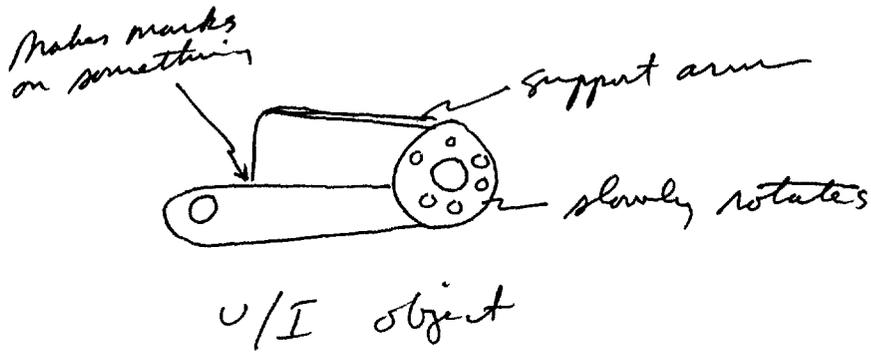
Stack(s) of folded-over objects which are dark red or brown



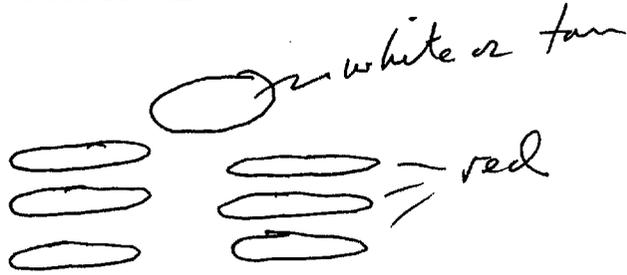
Parallel lines or bars w/ the concept of sliding in/out associated with them.



Bright, yellow criss-crossed flashing objects which ~~are~~ are moving or floating around. Lots of these



Session 02



white or tan

red

VI group of figures

- overhead view -

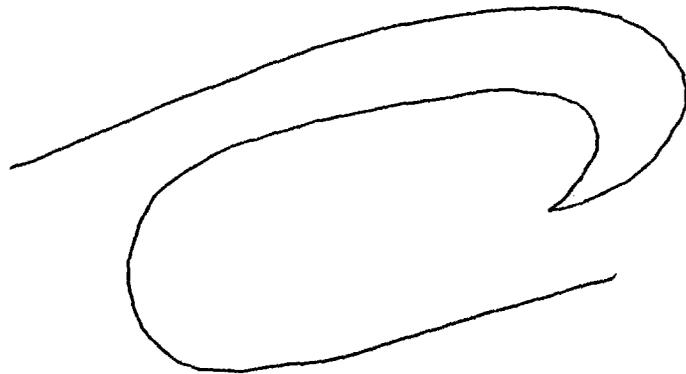


long, angular gray objects; upper surface projects upwards

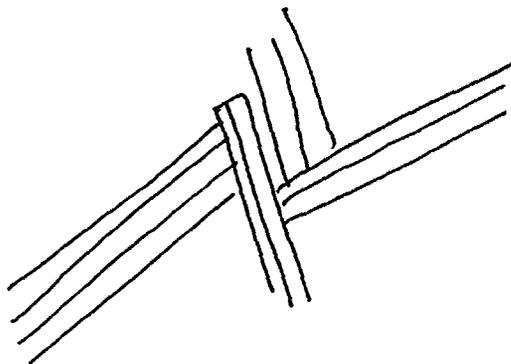
edge between levels

area of same type of depth here

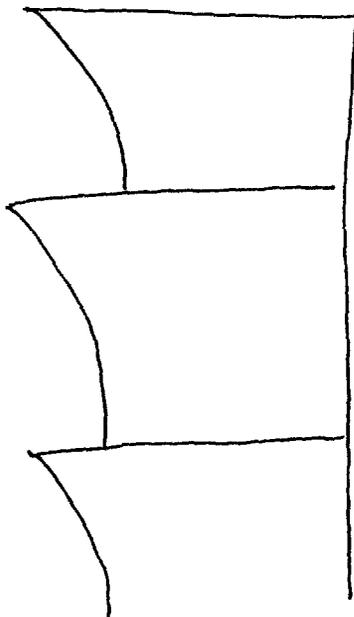
CV



Large, hook-shaped object

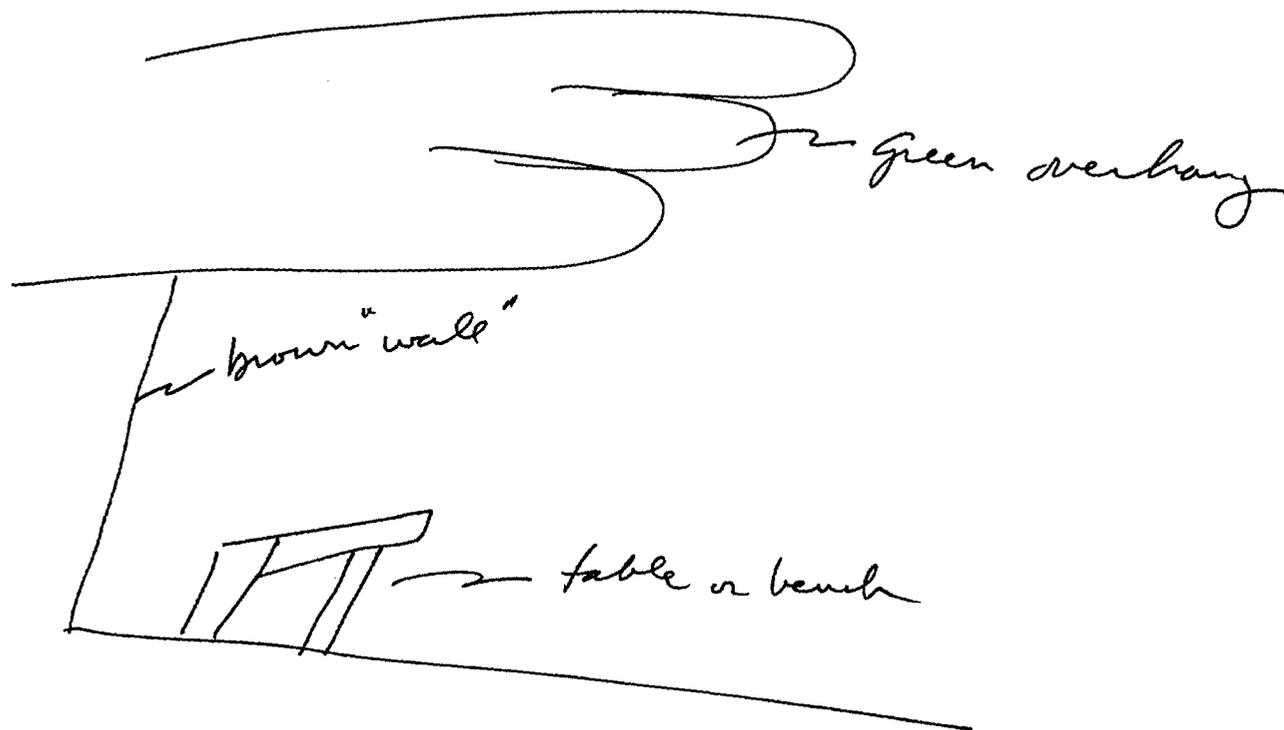


Herring-bone pattern



Stacked, yellow
U/I objects

Figure 02



vi