

E X A M P L E

~~SECRET//NOFORN//SKEET CHANNELS ONLY~~

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PROJECT SUN STREAK (U)

Session Procedures Report

FORMAT

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

Control Number: 'OTHER G'	Nickname:
Date of Session: 10 SEP 86	Target Country:
References:	Session Number: 2 (CRV)
Date of Report: 10 SEP 86	Mission Status:
Technique Utilized: CRV	Source Identifier: RV-003

1. (S/NF/SK) TASKING: No change; see session #1.
2. (S/NF/SK) SESSION: Began with S.G. Matrix and a copy of the tasking diagram depicting the target. Source was instructed to "touch location #2 and to ~~locate~~ perceive the 1st floor." Source seemed to experience little difficulty with this task. Similarly, source described his perceptions of the 6th floor.
3. (S/NF/SK) SUMMARY: Location #2 (1st floor); rectangular structure with several levels. Structure is a neutral color, older (ca. '40's or '50's) whose purpose has changed over the years. Structure is surrounded by open area, probably grassy. Access to it is strictly restricted. Inside are corridors and large rooms. Inside at least one room are objects, resembling functioning type furniture, i.e., lab-type tables or desks. Some sort of highly complicated/technical type activity is conducted here, possibly involving

'OTHER G' Session #2 R1-003

intricate parts. A sense of requirement for small hand tools and considerable manual dexterity is present. There is also present ~~the~~ the idea of "finding out what something does" — the idea of assembling something and then sitting back and scrutinizing what occurs. Further, a sense of a sort of "reverse engineering" ^{is present} where the original function or means of operation isn't known; someone works with an item; takes it apart, puts it back together and determines what makes it tick.

Location #2, 6TH Floor: A part of the activity on the sixth floor?, involves a person at a desk who is highly engrossed in dealing with voluminous amounts of intricate data.

4. (~~SECRET~~) Feedback: None.