

PROJECT 9100.7

018
24 Jan 91 ✓

22 JAN 91

TASK:

- * Describe area activities.
- * Describe the purpose of the area depicted in the target photograph.
- * Provide sketches of the area.

TARGET DESIGNATOR: PT91007

NOTE: Sealed target photograph is designated as above.

NOT IN
FIRST BPT. of
23 JAN 91
W 91007
DFS-1024-SL

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WORKING PAPER

Project: 91007
Date: 910124
Time: 1011-1117
Viewer: 018
Session: 01
Monitor: R

SUMMARY OF INFORMATION:

- TASKING: a. "Describe activities at the target site."
b. "Describe the purpose of the target site."
c. "Provide a sketch of the target."

RESULTS:

1. **ACTIVITIES AT THE TARGET SITE:** There are two dark-skinned males sitting in a back room at the target structure, playing a board game while they anxiously await something to happen. However, they have a sense of dread about it. The dread stems from the fact that they are in a situation they do not completely trust. They do not know whether the wall separating them from the rest of the structure will hold up, and believe that if it does not, they will be killed. They are very aware of the objects in the adjacent room (see item 3, below).

2. **PURPOSE OF THE SITE:** The site appears to be a shallowly buried missile launch facility (see item 3, below).

3. **INFORMATION CONCERNING THE ENCLOSED SKETCHES:**

Sketch 1: SIDE VIEW OF STRUCTURE: The site appears to be a 1-story cinderblock structure with a sloping front. The structure is approximately 12' high, and 60-65' front-to-back. Width of structure not determined. The top of the structure is at ground level, and may be covered with a shallow bit of earth, making it blend in with the surrounding terrain. The ground in front of the structure is very hard, and slopes down to the structure, to look like a natural indentation in the earth. Objects inside are sloped upward toward the front of the structure (see Sketch 3, below).

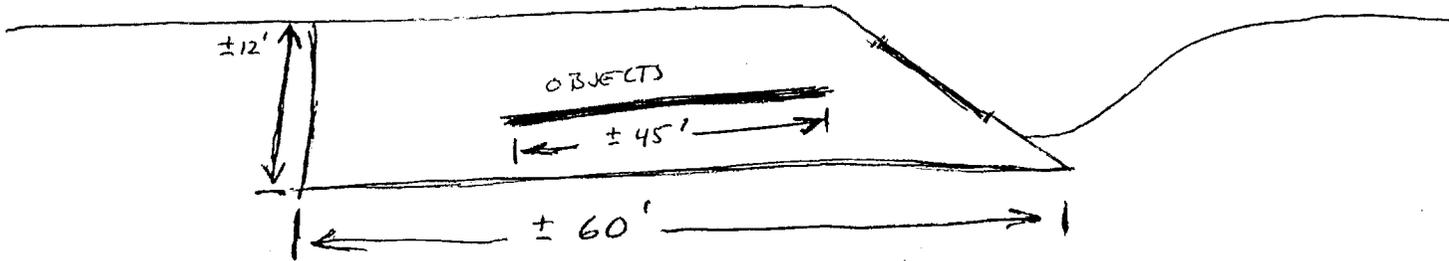
Sketch 2: FRONT VIEW OF STRUCTURE: The front of the structure is of cinderblock, with a "door" or "opening" fixed into it. This "opening" is permanent (will not open), but extremely thin. It appears to be of thin, hard plastic which has been painted with sand-textured paint. This "opening" is translucent enough to provide a soft light to the inside of the structure.

Sketch 3: TOP VIEW OF INSIDE OF STRUCTURE: A floorplan shows a large room with eight long, cylindrical, pointed, green objects lined up on the right side of the structure. These objects are pointed toward the front of the structure. They appear to have been placed here during or immediately after the construction of the structure. They are designed to move

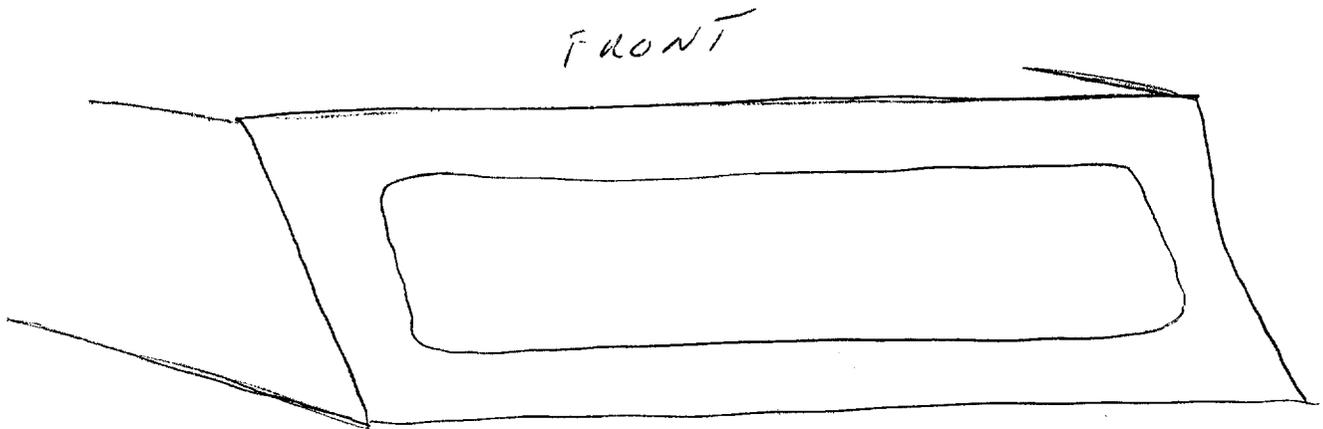
forward under their own power, and will not be replaced once they do. This structure is of cheap, simple, practical construction, and if for one-time use, only. There is a "control" room to the left rear of the structure. This room has a very thick, reinforced front wall, but the side wall is thin (impression of only one cinderblock thickness), and has a door in it, leading out to the larger room. There is a "console" inside this room which appears much like a large video game machine. When the long objects depart, they will break through the plastic front "opening". They will be sent off in order from the furthest to the nearest the control room. The men inside the control room are skeptical that the thin wall will hold, once the last object is sent on its way. There is a feeling that they may be as expendable as the building.

Sketch 4: FRONT END OF THE LONG OBJECT: The front ends of the long objects are pointed and made of rather thick metal. The exterior surface of the metal is smooth, but the interior surface is "grooved" in a criss-cross pattern. The metal acts as a shell for a dense, solid inner material which is an orange flaked dark brown in color. This material appears to be very compressed "goo". It is sticky and rubbery in texture. It gives me the impression of a high explosive warhead on a missile.

SIDE

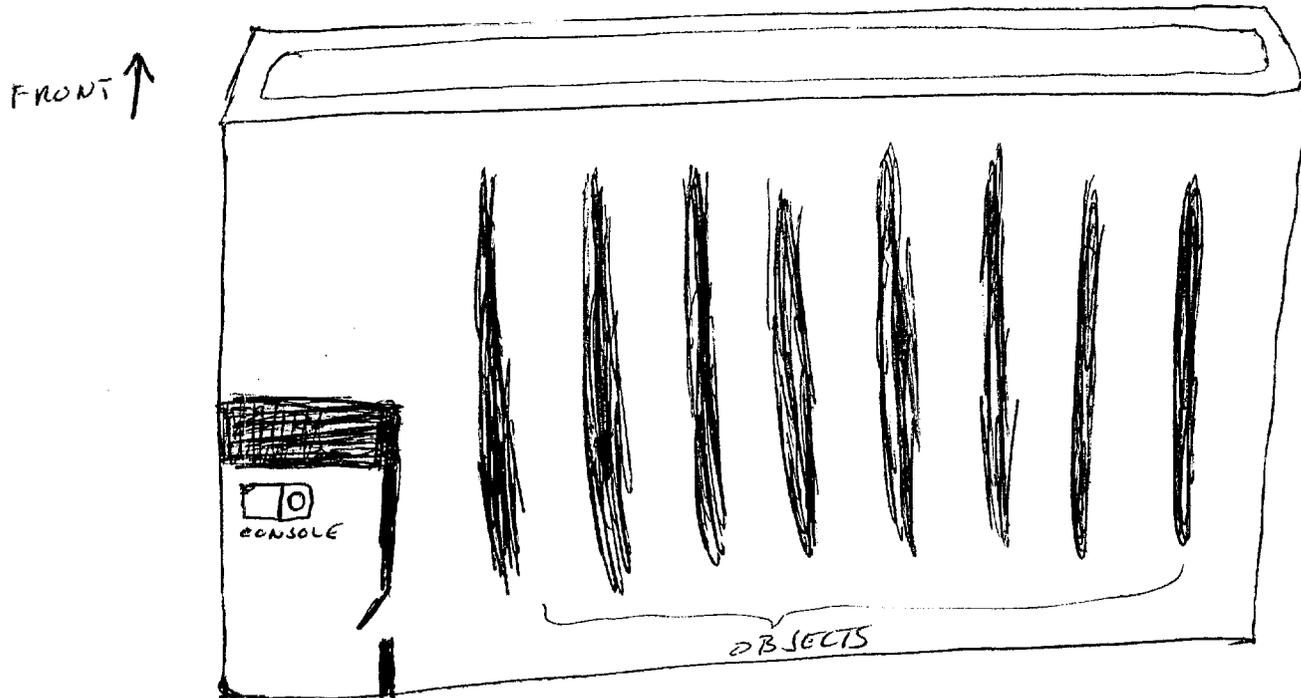


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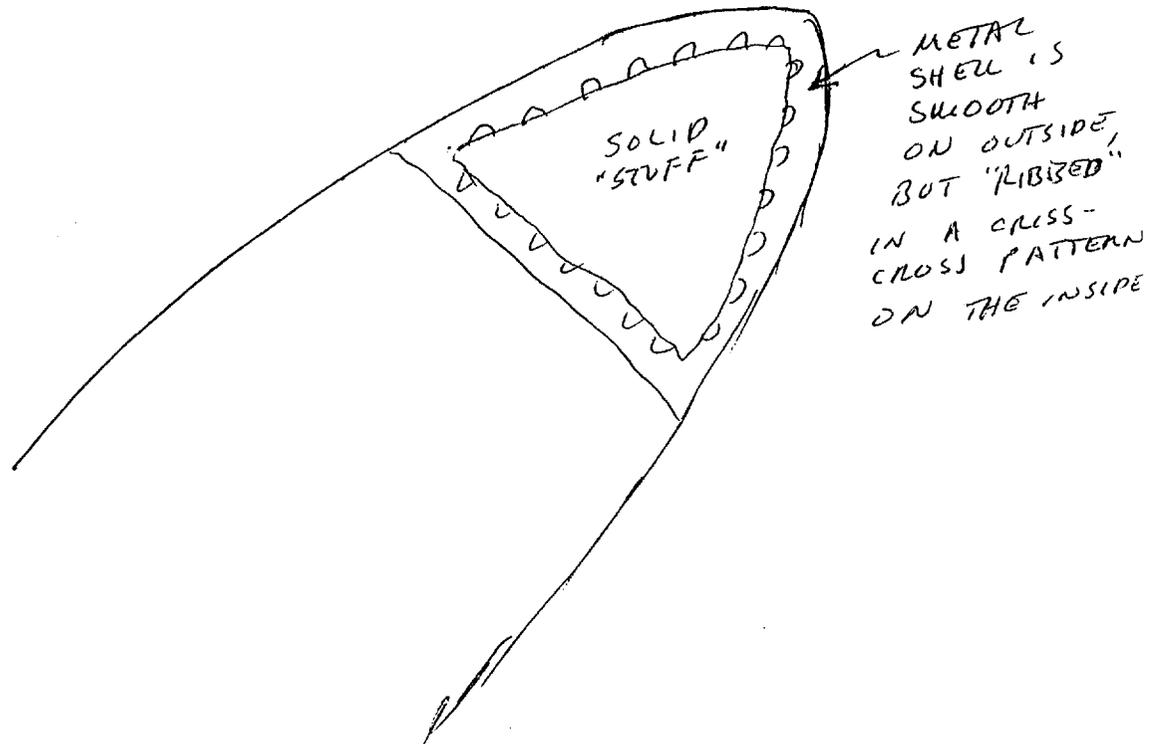


Sketch 2: FRONT VIEW OF STRUCTURE: The front of the structure is of cinderblock, with a "door" or "opening" fixed into it. This "opening" is permanent (will not open), but extremely thin. It appears to be of thin, hard plastic which has been painted with sand-textured paint. This "opening" is translucent enough to provide a soft light to the inside of the structure.

INSIDE (FROM TOP)



Sketch 3: TOP VIEW OF INSIDE OF STRUCTURE: A floorplan shows a large room with eight long, cylindrical, pointed, green objects lined up on the right side of the structure. These objects are pointed toward the front of the structure. They appear to have been placed here during or immediately after the construction of the structure. They are designed to move forward under their own power, and will not be replaced once they do. This structure is of cheap, simple, practical construction, and is for one-time use, only. There is a "control" room to the left rear of the structure. This room has a very thick, reinforced front wall, but the side wall is thin (impression of only one cinderblock thickness), and has a door in it, leading out to the larger room. There is a "console" inside this room which appears much like a large video game machine. When the long objects depart, they will break through the plastic front "opening". They will be sent off in order from the furthest to the nearest the control room. The men inside the control room are skeptical that the thin wall will hold, once the last object is sent on its way. There is a feeling that they may be as expendable as the building.



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27 JAN 91
1011
FT. MONROE
ROLAND

P.I. NONS
A.V. IRAQ.

PT 91007

A: Acmsy
820000

UP-As
RNLW
B

B:

CONFUSION MK
FOES LIKE
WATER

FOR MK
THINKING, THAT IS
YOU'LL NOT BE WATER.

72

PT 91002

A: ACROSS
FOOT
UP
HAND
NOUET
B: LAND

A: ACROSS
DOWN
DOWN
UP
DOWN

B: STRUCTURE

A: ACROSS
WAY
FOOT
DOWN
B: WATER

FOR AMK
KEY PORTION IS
STRUCTURE

3

~~PT 91007~~

A: ALMOST
SMOOTH

B: LAND

A: ALMOST
SMOOTH
DOWN
MIDWAY
LAND

B: SMOOTHER

S2;
LIGHT TAN
LEADY

BLOCKY

SPOTS

SHMP SPOTS

ROUGH

A: ALMOST
SMOOTH
ROUGH

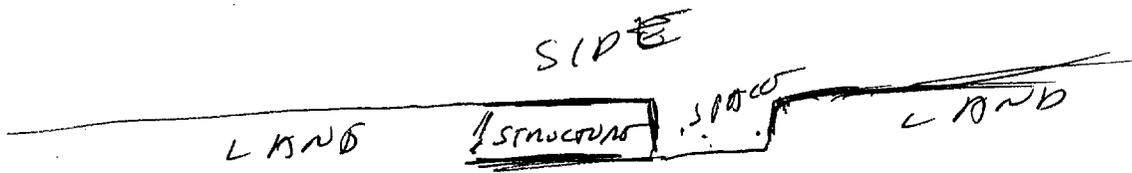
B: LAND

VIEW OF LAND

AN AIR
UNION GROUND

(4)

S2/2 IMPRESSION THAT ONE SIDE
OF STRUCTURE IS EVEN W/
THE SURROUNDING LAND
ADJ SK!

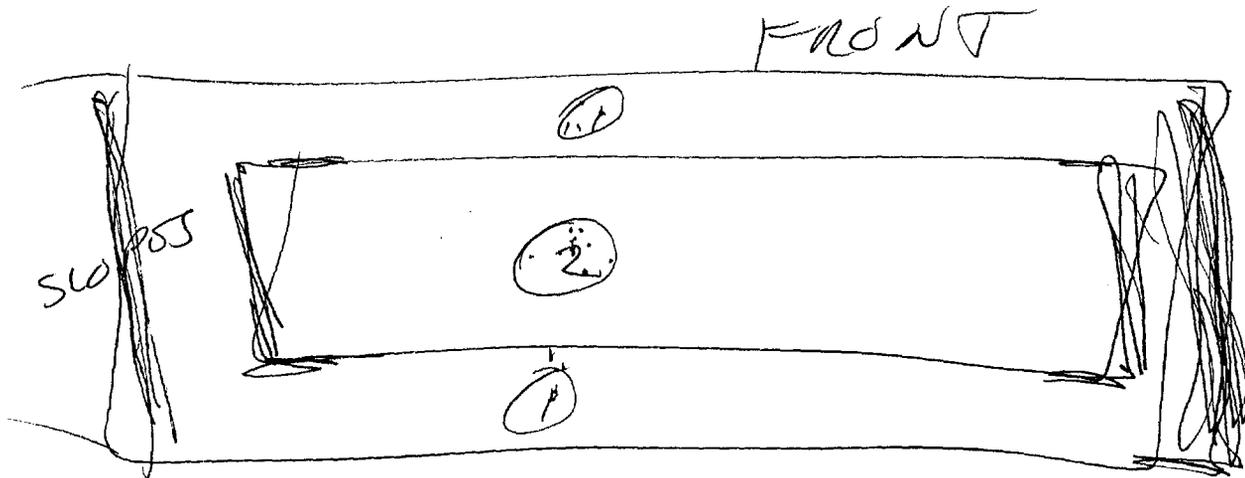


S2
SPACE

S2:

SLOPING
W/DO
FLAT
LOW

5



①

Wmap
 lead
 TAN
 rough
 cement
 COOL
 FEEL

②

Wmap
 lead
 TAN
 rough
 COOL
 PATENT FEEL

6

② SHARP
CUTTING
RASPBERRY

① FOOLS LIKE CUPON BLOCK.

② HUNTS
FOOLS LIKE TORTURED PAIN

SIPB.

③ WARD
BATTLE
STIFF
PARKER
ROULET

FOR PINK
LOOKING NATURAL
CANADA DUNO?



ACR BRK

SUPPOSE VISUAL OF
ANOTHER ONE OF THESE
STRUCTURES IMBEDDED
IN THE SIDE OF A
MOUNTAIN, NE OF
THIS ONE, ~~AT~~ VERY
DISTANT. (± 1 or 2 HUNDRED
MILES)

8

SZ D M D T, m als,
(ACTIVITY)

STILL

AT BANK
V/I FEELING
NOT A GOOD
FEELING

(ACTIVITY)

AT ONE
SAME

als.
VISUAL OF
1-2 PEOPLE SITTING
IN LOWER PART
OF STRUCTURE, w/
SAME V/I FEELING.



S2 0 ~~AI~~ 07 J 1 A2 0/5,
(ACTIVATED)

DROPPED
EXCITEMENT
BUSYNESS
WAITING
QUIET
NOT KNOWING
NOT DISTURBED
UPSET

CHECKOUT / CROSS COUNTRY WORK,

BIDDING TIME.

PROTECTED.

2 NEARBY

~~WATER~~

MACOS
PORK SKIN
UNIFORMS

BONDON

AWARENESS OF OBJECTS.
BEHIND THEM.
OUTSIDE ROOM.

(PD)

SL 0 on OT, Au sh.
(objects)

A: milk
HUGS!

(objects)

~~round~~ round

LEAD

~~LOW~~ LOW

CYLINDRICAL

heavy

5 1/2

FRONT PART IS VERY SOLID +
STRONG, ~~HEAVY~~
MIDDLE IS FLIMSY, + CAN
BE DENTED BY HAND PRESSURE.
BACK IS STRONG + HARD,

HORIZONTAL

(11)

S2 D M T, AIL als,

als.
mission-

MULTIPLE

EVENT

LINKED UP

SIDE BY SIDE

TILTOD

SLOPING

POINTING ONE WAY,

als,

VISUAL!

CONSOLE

74

A/S,
"MISSILES" ~~LOSS~~ ^{BUSINESS} THROUGH IT.

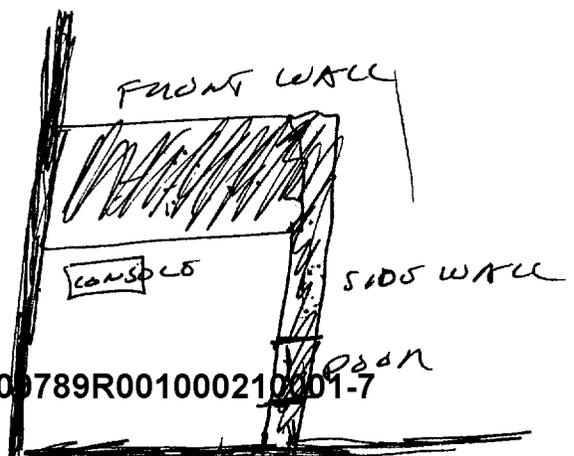
STRUCTURE

SIMPLE
LOW-TECH
CHEAP
PRACTICAL
BAND

(E7)

WORRIED ABOUT PERSONAL SAFETY,
AWARENESS OF CHEAP CONSTRUCTION,

VISUAL:
TOP VIEW
OF
ROOM:
WHERE
POPPERS
ARE:



(12)

SS!

MAK: CONSOLE
PRIOR OPERATIONS?

SMALL
SINGLE PERSON
SINGLE CONSOLE
BLUE

LOOKS LIKE A
VIDEO GAME.

SCREEN

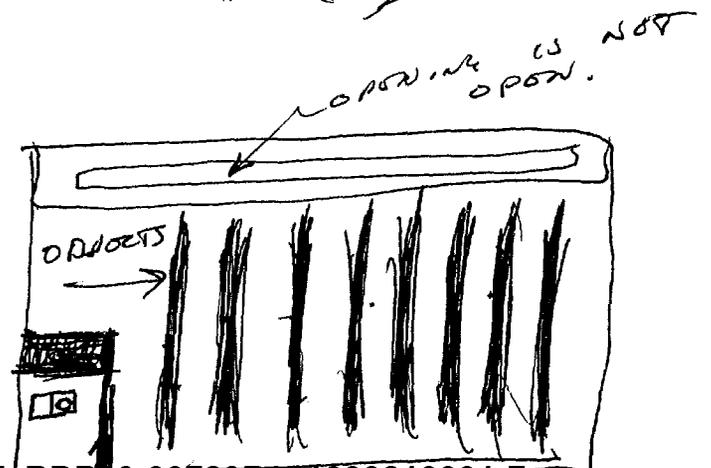
LIGHTS UP

VARIOUS LIGHTS,

TURNED SIDEWAYS
TO THE STRUCTURE
& (MISSES)

ALL SKETCH:

TOP
VIEW
CONSOLE →



(3)

52 0 M 0 T, 1R2 ALS,
(OPENING)

TAN

TAN

S4 1/2 "OPENING" DOESN'T OPEN -
DOESN'T MOVE.

VERY THIN

~~TRANSPARENT~~

TRANSPARENT

S4 1/2 MUST SOFT ILLUMINATION TO
THINKS INSIDE.

PLASTIC FEEL

TAN
S4 1/2
TAN "PLASTIC" w/ TAN PAINT ON OUTSIDE

15

S4 1/2 ORDER OF FIRING "MISSILES"
IS FURTHEST FROM CONTROL ROOM
FIRST, NEXT, LAST.

E7:

WONPON^{1/2} NEVER BEEN FIRED BEFORE.

S4 1/2 OBJECT CAN BE MOVED,
BUT WON'T BS. - AND BASTARD
TO ~~THE~~ MOVE THEMSELVES.

K(1).
BOWLE FIRED.

S4 1/2 THE FOLLING OF THE 100W
INSIDE AND BECAUSE THEY HAVE DONE
THIS BEFORE, BUT NEVER IN THIS
SETTING.

16

NO VERTICAL MOVEMENT - LOW COUPLER

A/S, FUELING THAT THESE WOULD PUT
IT ON AS THE STRUCTURE WAS BUILT -
WOULDN'T BE REPLACED AFTER TRYING GUNS.
ONE-TIME EFFORT.

[OBJECT SIZE?]

± 45' LONG

SMOOTH

± 3' DIAMETER

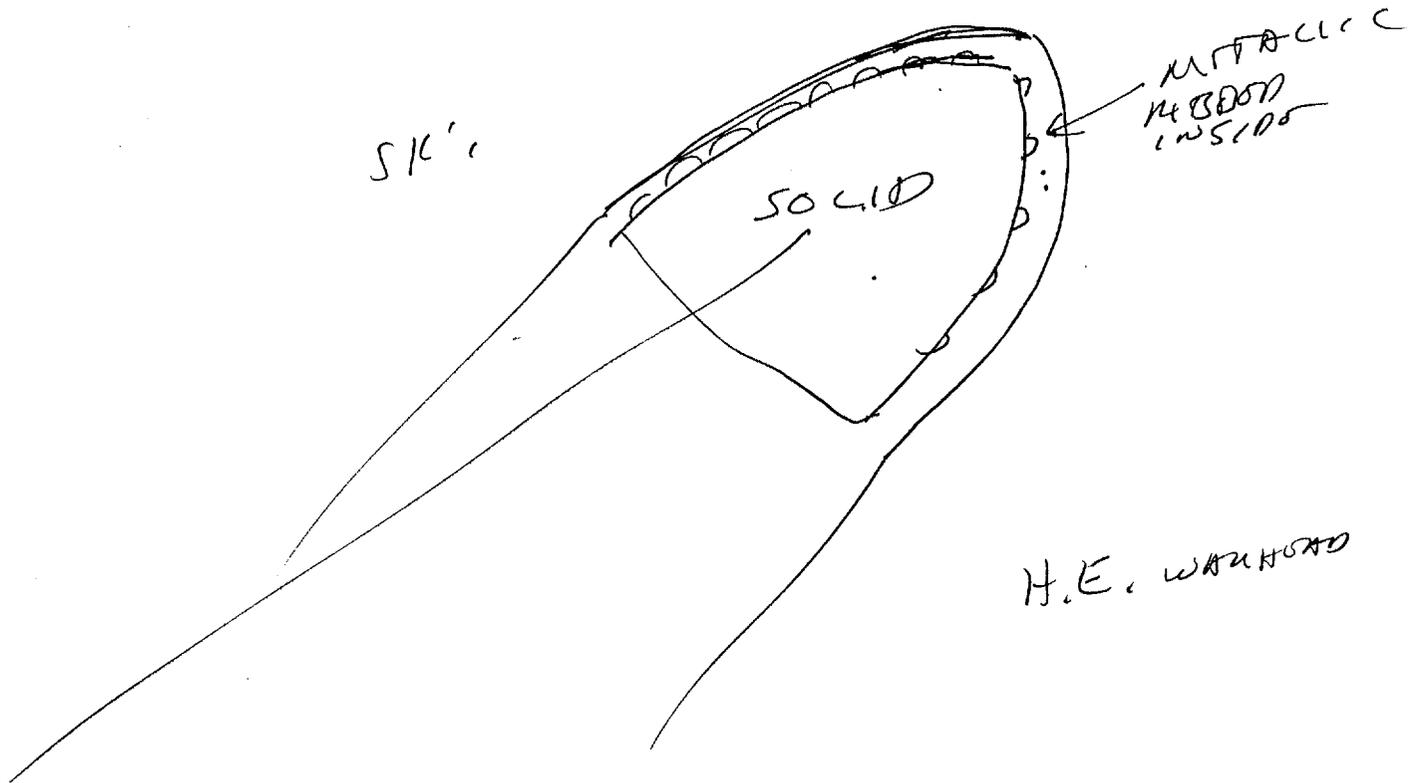
[FRONT PART?]

POINTY
SOLID

(17)

~~#2~~ D m 87 J 1 ACU als,
[FRONT: PART]

SOLID
SOLID ON SOLID



SOLID
COMPRESSED

GOOY
STICKY
RUBBONY

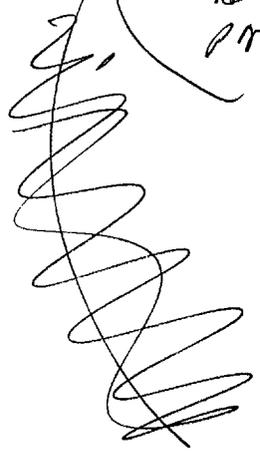
ORANGE SPICKS

ALS,
BITS OF ORANGES
PEEL.

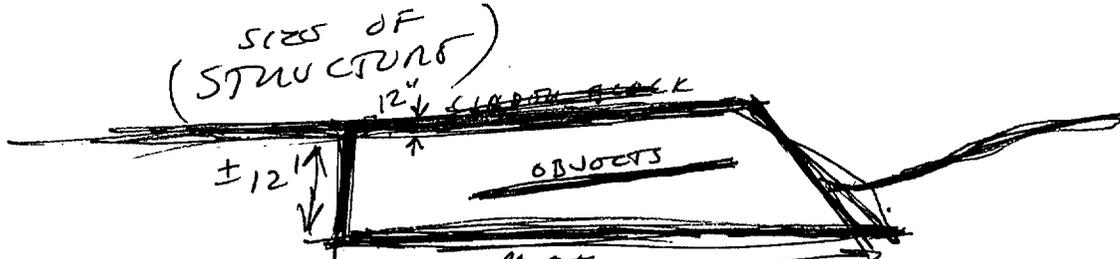
18

NOV 1944
AJAX + HOMER
MISSILES.

THE
SOLID FUEL IN
THESE MISSILES USES
DRAGS PER AS
PART OF ITS WORKUP.



DOMIC
BROWN
PACKED
STICKY
NUBBY
SOLID.



S4 1/2 TOP OF STRUCTURE IS ~~INDISTINCT~~
CAN'T BE DISTINGUISHED FROM
SURROUNDING GROUND.

[PURPOSE?] AS TO FIRE MISSILES.

S4 1/2 SPACE IN FRONT OF
STRUCTURE LOOKS NATURAL,
LIKE A PIT IN THE GROUND.

S4 1/2 LOOKING AROUND - NO DISTINGUISHING
FEATURES - JUST ROUGH, UN~~DER~~
GROUND. - BARRON, ROCKY

ROCKY FMR DISTANT MOUNTAINS
TO ~~EAST~~ EAST, NE, ~~WEST~~

SESSION END

1117