

*Handwritten:* 22/1/88

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PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

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PROJECT NUMBER: S3 TRNG	SESSION NUMBER: 1
DATE OF SESSION: 880920	DATE OF REPORT: 880921
START: 1445	END: 1530
METHODOLOGY: CRV	VIEWER IDENTIFIER: 032

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1. (S/NF/SK) MISSION: Access and describe in a stage one sense training target # 188, Ground zero, Aug 1945.
2. (S/NF/SK) VIEWER TASKING: Encrypted coordinates 3412/3216.
3. (S/NF/SK) COMMENTS: Solid stage 3 session, excellent sketches. 032's pace is lagging a little in stage 2, this needs to be corrected before it starts to cause problems (AOL). This target was chosen in hopes that 032 would pick up on the concept of nuclear energy. This did not occur as he avoided the exact moment of the event and simply described the site afterward. This behaviour on this site has occurred with trainees before. A nuclear explosion is a big AI and it is not surprising that unconsciously they avoid it.
4. EVALUATION: *1.*

*Handwritten:* 3

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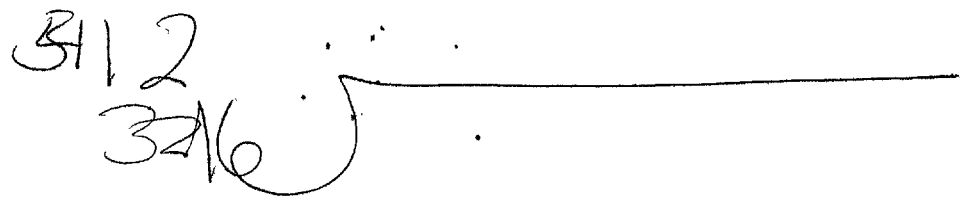


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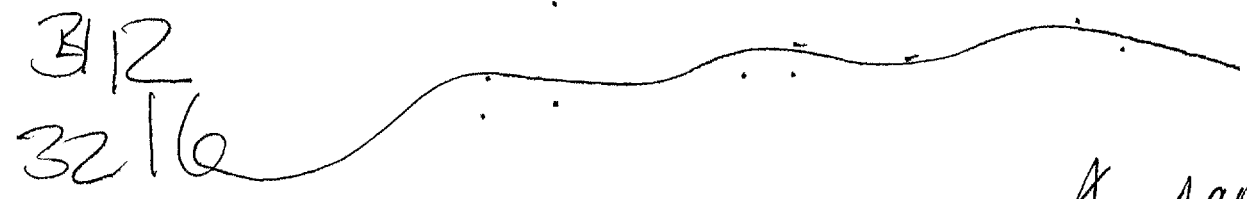
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PI - Yes

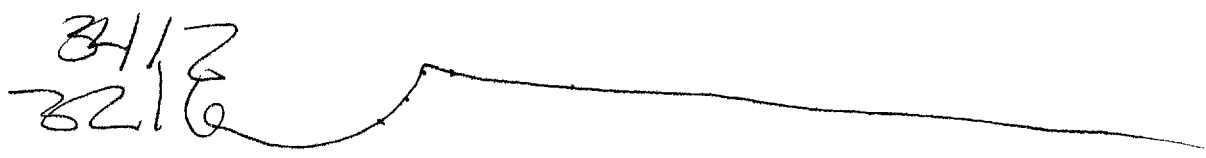
037  
20 SEP 88  
1445L



A. ACROSS - UP  
 ANGLE ACROSS  
 HARD MOUNTAIN  
 B. STRUCTURE

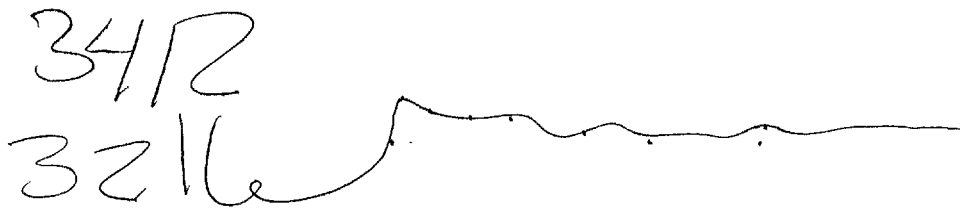


A. ACROSS -  
 ROLLING -  
 RISING  
 UP  
 GRADUAL  
 S - WAT  
 B. LAND.



A. UP -  
 ANGLE  
 ACROSS  
 HARD  
 MOUNTAIN  
 B. STRUCTURE

File 2



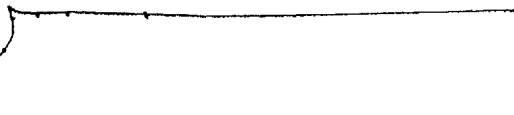
A. up -  
slope  
down  
Rolling  
~~hard~~ -WAT

B. no BS

Conf. Break.  
hard ± WAT  
structure or  
land

Page 3

34/2  
32/1

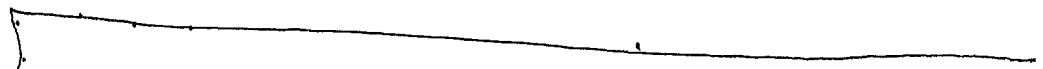


- A. ACROSS up  
ANGLE ACROSS  
6400 - MM
- B. STRUCTURE

SZ  
 Gray  
 Blue  
 White  
 green  
 Red  
 Amber  
 Bumpy  
 lines  
 Coarse  
 Smudgy

Page 4

34 12  
32 16



A. up -  
Angle across  
HAND - MM

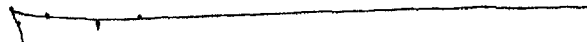
B. Structure

82  
Graf  
lines  
curves

AOL Break  
wooden structures

34 12

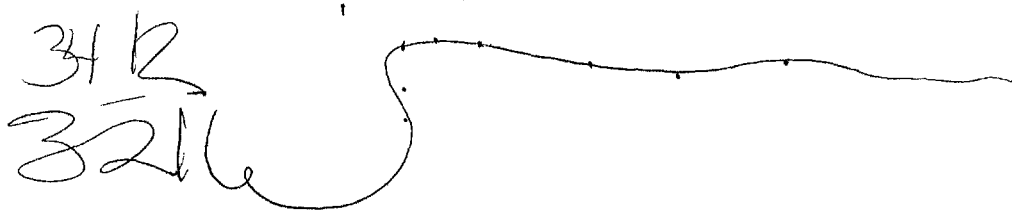
32 16



A. across  
up - ANGLE  
across  
HAND - MM -  
Conf. Break  
MM or NAT.

McS

312  
3216



A. ACROSS  
UP - change  
ACROSS -  
/

Conf. Break  
Ideogram  
structure of  
something else.

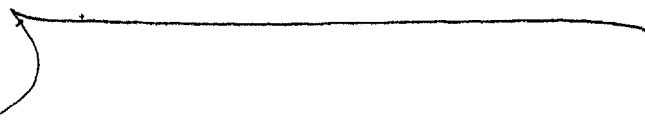
31/2  
3216

A. up - across  
Angle across  
LORD MM  
B. structure

SZ  
white  
Blue  
dark red  
Black  
lines  
rough  
grainy  
Bumpy



3/12  
32K



Dr. ACROSS-UP  
DUBL ACROSS  
- Hard - mm  
3. structure

82  
Smooth  
Rough  
Polished  
Reflective 54  
Clapping  
Jangling  
Richety sound  
Voices

AOL, Bunk  
Voices.

PDe 8

3/12  
216

A. up -  
Angle across  
Hard ma.  
B. Structure

S2  
Voices.  
wind sound.  
cooling  
Light  
fairs  
flat  
compressed S4  
narrow  
open  
Dense

ATI Brunk  
V100V160

3112  
3216



- A. up - across
- angle across
- AND - NY
- B. structure

SZ  
 Gold  
 Silver  
 Gray  
 Red.  
 Tan  
 Air  
 Brown.  
 his  
 Rough  
 Polished  
 glint  
 wals.  
 Clapnet  
 Clashing  
 Clapping  
 Honours  
 Resting  
 Smother  
 small

SZ  
moderate  
cooling

AOL Break  
temp. dropping

3/12  
3216

- A. up-angle  
ACROSS  
Kord-NN
- B. Structure

SZ  
high  
high  
lines  
flat  
open

AOL Break  
I'm getting  
some kind of  
Battle scene.

Page 11

3412  
3216 J

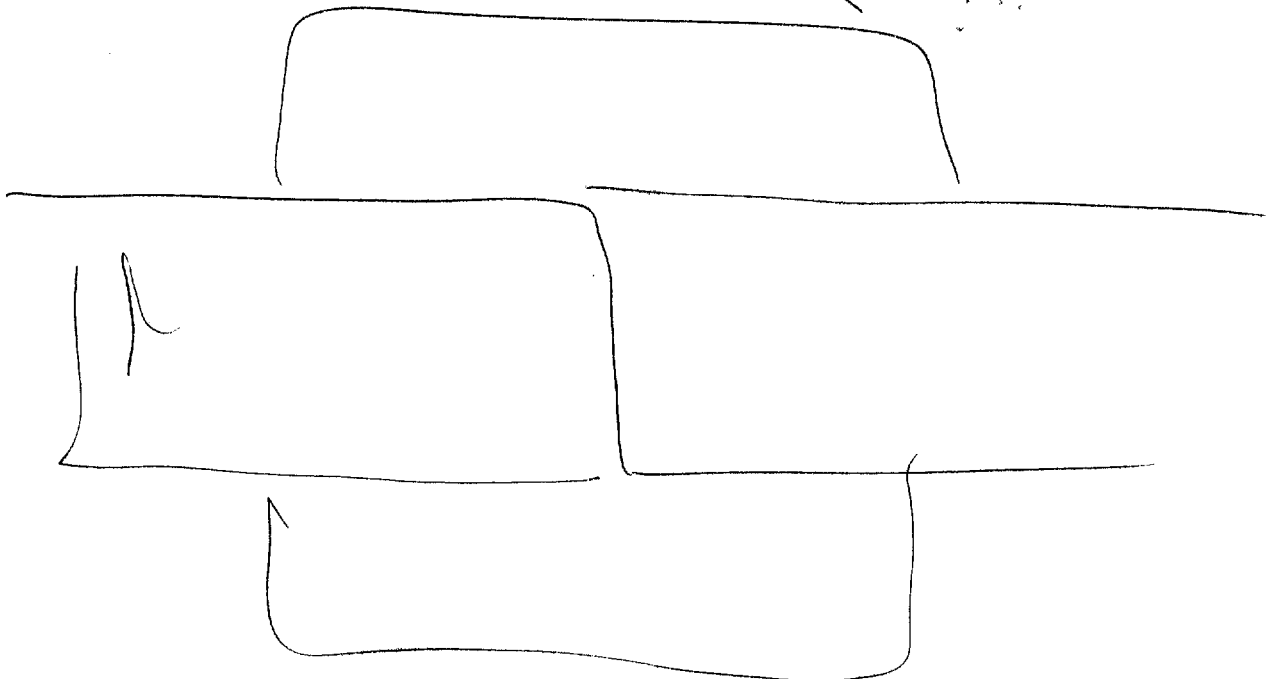
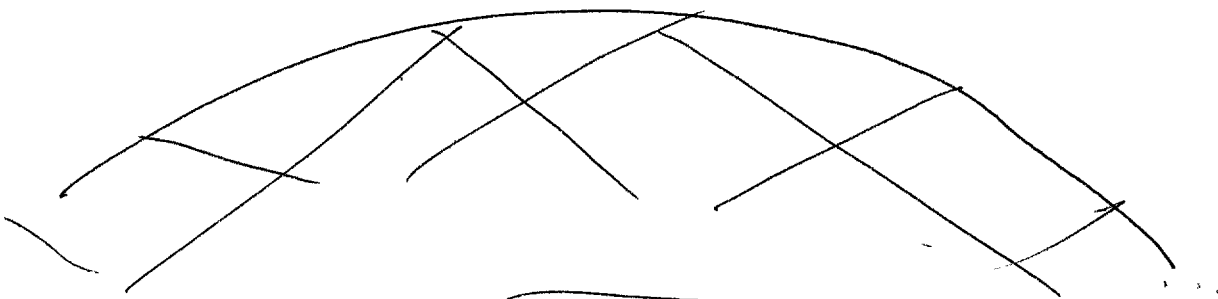
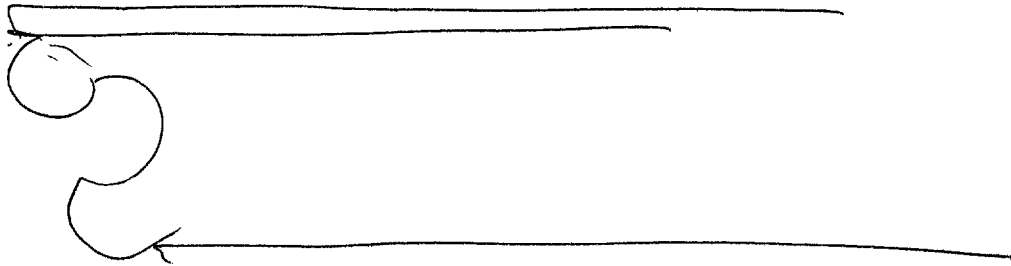
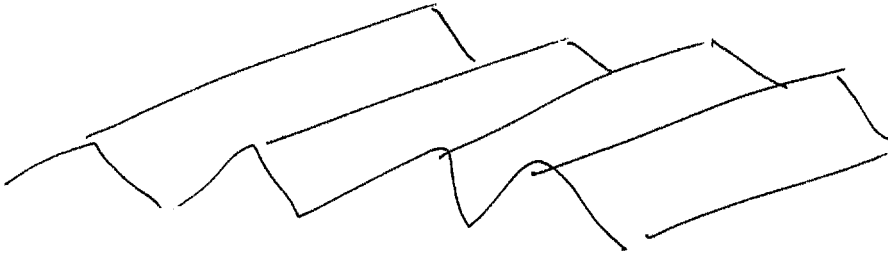
A. up - angle  
ACROSS  
Hard - may  
B. Structure

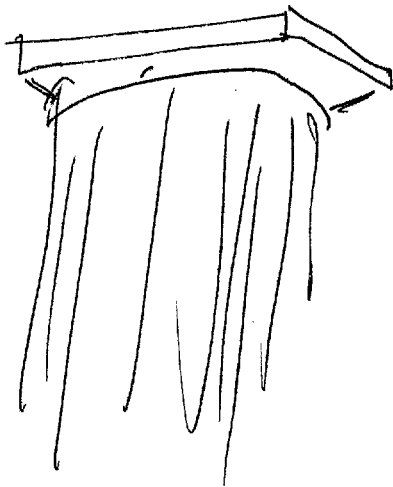
SZ

rough  
smooth  
grainy  
Bumpy  
molluscate  
voiced  
missing  
hall  
thick  
wide  
narrow  
open

AI Bunk  
Jortigo

12





CPYRGHT

