

SECRET/NOFORN - HANDLE VIA SKEET CHANNELS ONLY

Viewer 099 Session Report

Date: 22 Sep 88

Time: 1300 - 1410

Summary: Perceptions throughout the session of an upright (at times inclined or prone) object which is metallic, tall, cylindrically curved, somewhat hollow but dense, heavy, and smooth (AOIs - missile, tank round). There is an integral 'base' portion, part of which seems to extend outward from the object (AOIs - rocket motor, base of a column).

At some time shortly after this object becomes 'erect', people (who seem to be engineer/scientist/technician types) are discussing something having to do with an area near the top portion of the object. ~~There is a problem which invokes the concept of 'dead metal'; i.e., the object is rendered useless because of a design or engineering flaw (like an inconspicuous 'bump' on a tank round or engine piston) associated with the outside (top) surface. This flaw seems to have been detected during a test in which very bright light reflects off the surface of the object.~~

The irregularity cannot be corrected, which causes a great amount of angst--almost grief--amongst those associated with its creation.

SECRET/NOFORN - SKEET CHANNELS ONLY

CLASSIFIED BY: DIA-DT

DECLASSIFY : OADR

099

22 SEPT 88

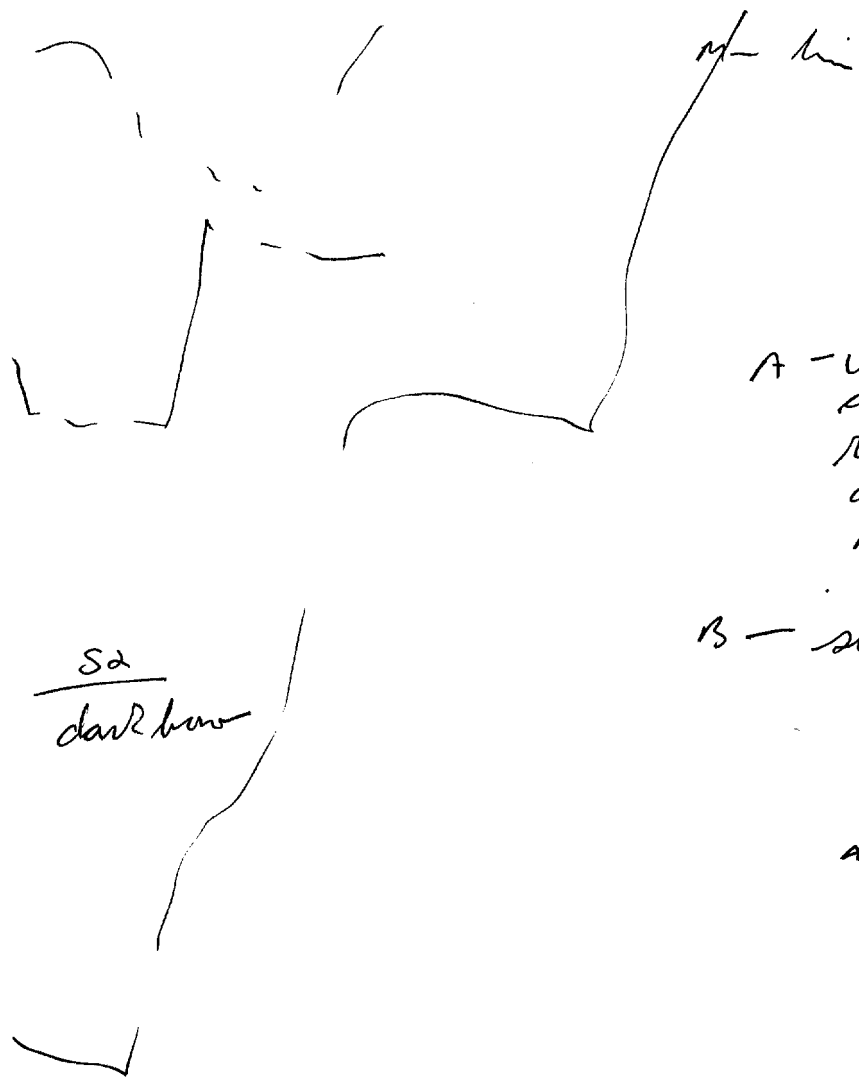
1300

AV - smooth  
industrial employe  
PI - none

879176  
206371

879176  
206371

879176  
206371



mf - hair

A - vert dr  
arm  
right up  
arm dr  
hand

B - shoulders

AOI - oily texture

S2  
metallic  
smooth  
high

A - vert up  
arm  
right up  
hand

B - m/h

curved  
arm

879176

206371



$\frac{S_2}{}$   
 lump  
 . surf  
 flat  
 open  
 with  
 brown

A - acorn  
using  
hand

B - land

acc - rocky

879176

206371



A - down  
going down  
slowly

surf  
TM - land

AE - stray

879 176

206 371



n - rising up  
vertical  
hard

B - steel

S<sub>2</sub>



high  
hard  
bloody

smat

curved

curved

metallic

solid

big

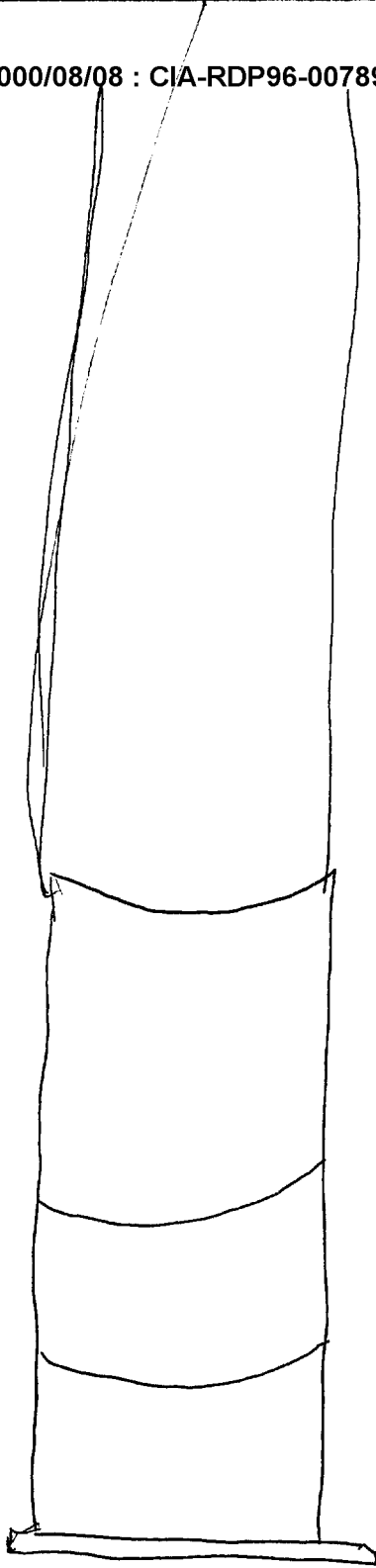
dense

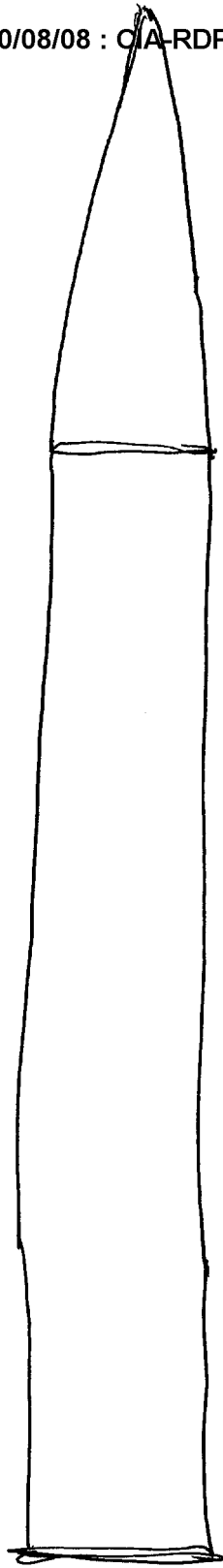
AI - substituted

40L - pillar









AOL - Team  
rocket

S<sub>2</sub>      D      AI      O<sub>2</sub>      T      +      no c      or c

fixed

fine  
immobility

solid  
|

hard

wide

base

different

4 1/2 - like the "base" is constructed differently - or made of different material than the rest - high portion.

AOL - solid wide material - hollow  
tors

AZ - very substituted - I can't bond there



S<sub>2</sub> D A= CI T E n c A/S

[OBJECT L]

S4 1/2 - almost like the "L" is laying down when  
it's "new", none.

[NEW (TIME)]

~~ADD~~

[NEWLY COMPLETED]

long  
arm

people

tendency

AOL - people perform digital checks on manual



S<sub>2</sub> D A2 62 T I see A/S

[00366 L]

[NEW]

purple

talky

inside

echos

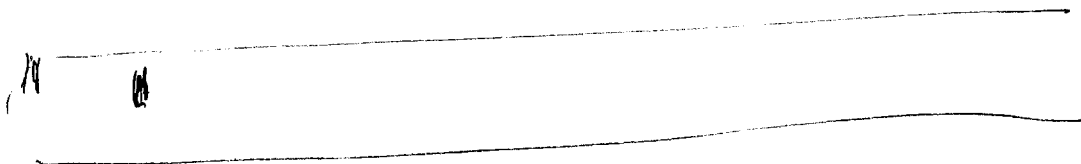
lighted

light

bright  
whd

night

thy  
objct



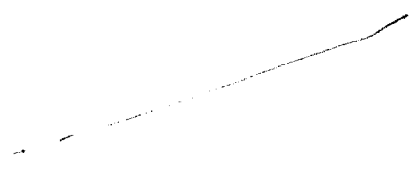
A/S  
P/R

S<sub>2</sub>



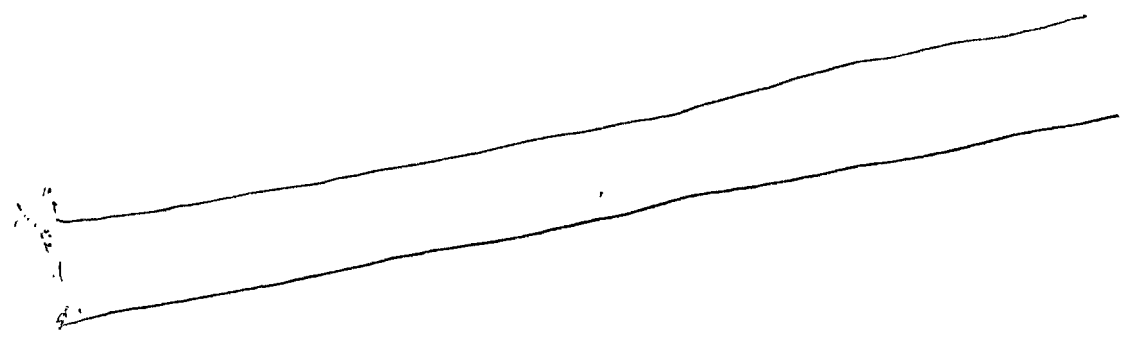
talking  
discussion

tilted  
inclined



very heavy

"dead metal"



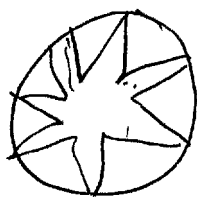
rough

no-  
tension

4 1/2 - of car's disenter. weather people are in and out.

hollow but dense

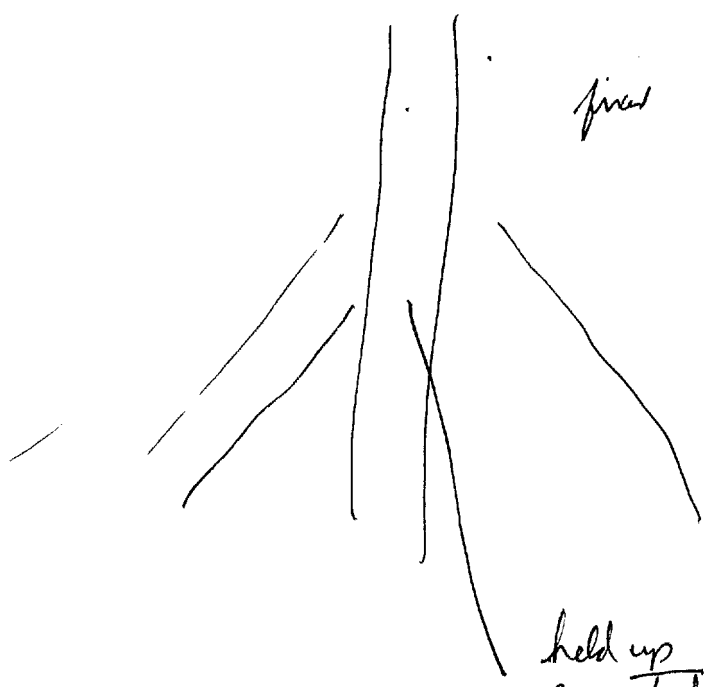
right



reminds me  
of end of  
a DE weapon

1330

[L present]



fixed

held up  
supported

4 1/2 people look up to the

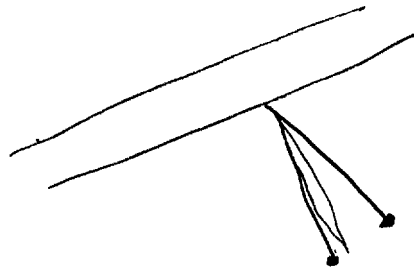
right



101 - showed like a big bullet

S<sub>2</sub> S AL CI T I sure Af

by stick  
stand at



was

S4/i - object was rain into position, not necessary built for  
low up

high

overlook

shiny  
glass

solid

small

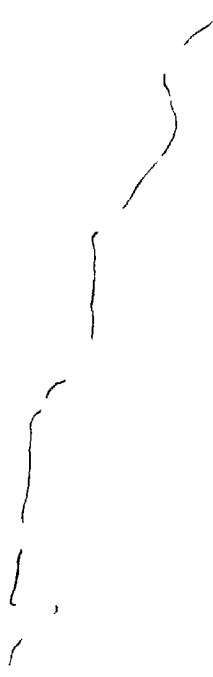


Summary: Object L is a thing which is tall, metallic, dense, altho  
part may be hollow, heavy upright and relatively fixed in position.

[Problem]:

879176

206371



1 - down center, incl  
anyht, down  
hor

2 - str

faulty  
fault

ALL  
design fault/plan

light

white  
brk

shy

reflect

4 1/2 - then they must meet rigid specs, part was off, bump

4 1/2 - like smelly is wrong with the final product

irregular  
surface  
"humb"

light

|                                |  |                                 |                                |
|--------------------------------|--|---------------------------------|--------------------------------|
| light<br>obscure<br>emancipate | lyric<br>abstract<br>emancipate                | light<br>subtle<br>emancipate   | light<br>topical<br>emancipate |
| top →                          | top  |                                 |                                |
| top<br>part                    | white<br>hard<br>high or<br>reflect<br>glimmer | reflects<br>brighter<br>intense | text<br>robust                 |

AOI - like solar tower  
at Sandia

AI - intense light at the  
hurt my eyes

4 1/2 - like a laser is used to check for  
design specs / irregularities  
must be flawless



4''<sub>2</sub> - a part, plan near the top; like a melt. test. Technology (it's microscopy) show an interference pattern in the metal rendering the object defective

Surface.

S<sub>2</sub>

S<sub>2</sub>      0      12      12      5      2      10      15

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4''<sub>2</sub> - AE - disjunct, make me want to cry if I was a designer/owner/engineer.

4''<sub>3</sub> - flaw cannot be correct. 1  
    ↑  
    in finished product

"like" - a bump on a tank head; not apparent until test in the gun - like a hot spot in an engine cylinder.

1410

dense

SG1A

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