

Typings
Completed

31 July 80

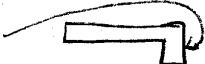
121 OTHER 2ND SESS

Fang
To ops fang

SITE IS A LARGE FENCED IN BUILDING BY OCEAN. AT LEAST TWO OTHER BUILDINGS INSIDE FENCE LINE. ONE RESEMBLES A CUPOLA. IT IS BETWEEN BUILDING AND THE SEA.

ENTERING CUPOLA. I SEE LARGE OBJECT TALLER THAN MAN MOVE AWAY AND FIND A PIANO LIKE OBJECT (SEE SKETCH) LIKE OBJECT TAKEN ON SOME OF THE ATTRIBUTES OF PIANO LIKE OBJECT (POSSIBLY RELATED?). FIND 3 WIERD SHAPED DESKS (SEE SKETCH) (I AM ALSO SEE A LOT OF ANGLER AND CORNERS MAYBE AM NOT INSIDE A ROUND CUPOLA.)

A FEW FEET FROM ONE ONE IS A LONG, THIN, LOW, WHITE, PLASTIC LIKE TABLE. CHAIRS ON BOTH SIDES OF TABLE. TABLE IS TOO THIN TO BE FUNCTIONAL.

RETURNED TO AREA OF INTEREST SEE AN AREA LIKE A BOOKIE JOINT. LONG TABLE (SEE SKETCH) AGAINST WALL. TABLE LOOKS LIKE A TECH WORK SHOP. ON RIGHT LEG OF TABLE  ARE 3 MEN

WHO ARE CONCENTRATING INTENTLY, ARE MOVING AND MANIPULATING THEIR HANDS AND ARE BENT OVER THE TABLE. ON LONG LINE OF TABLE IS AN OBJECT THAT LOOKS LIKE A 12' LONG SUBMARINE SANDWICH. IT IS TUBULAR ENCASED AND IS TO IMPROVE SOMETHING THAT ALREADY EXISTS. IT WILL

2

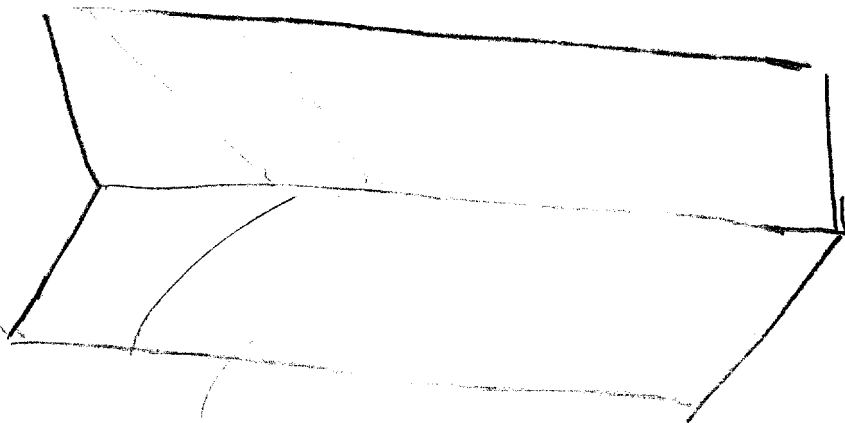
IMPROVE THE CAPABILITY OF
THIS EXISTING SYSTEM.

DURING THE SESSION I GOT
ADLS OF GULF PORT MISSISSIPPI,
NEW ENGLAND SEC COMINT AND
ITALIAN CHEFS.

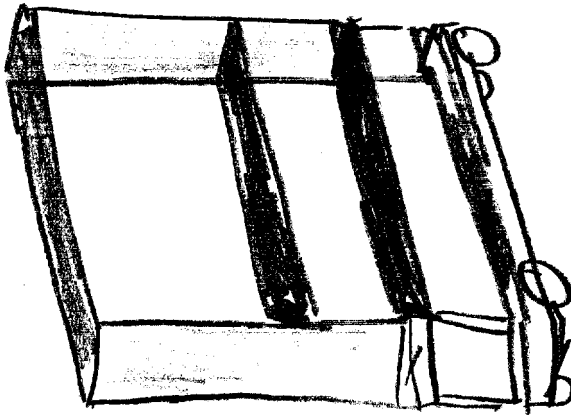
BED
CURTAINS



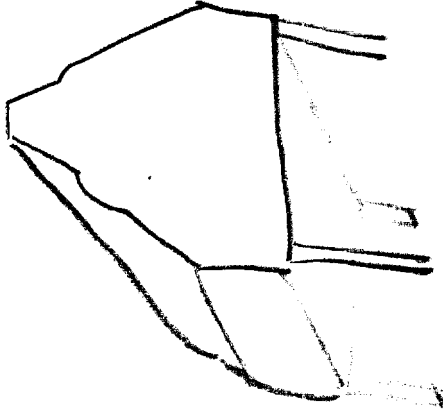
OLD
CONCRETE
PILLIAR
LIKE
PARKING
GRADE



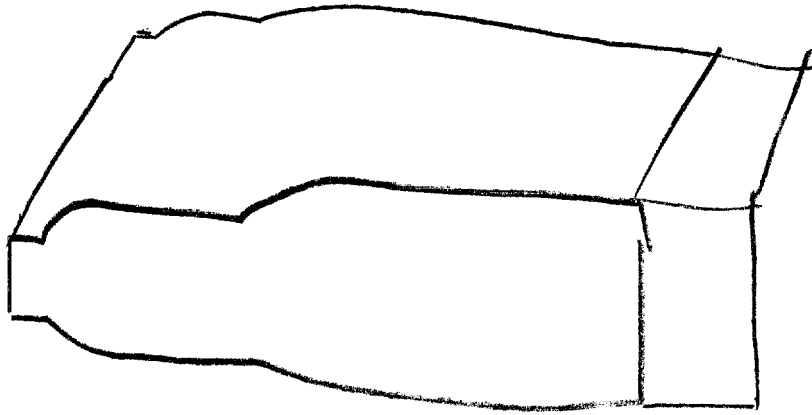
Book
Case
on
Wheels



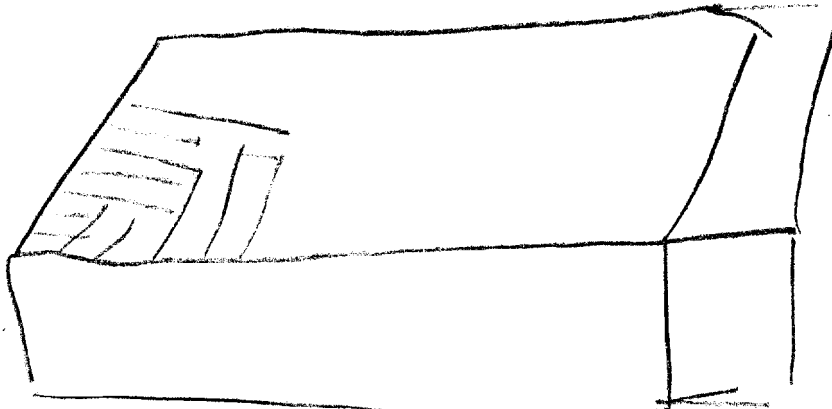
PIANO
LIKE
DEVICE



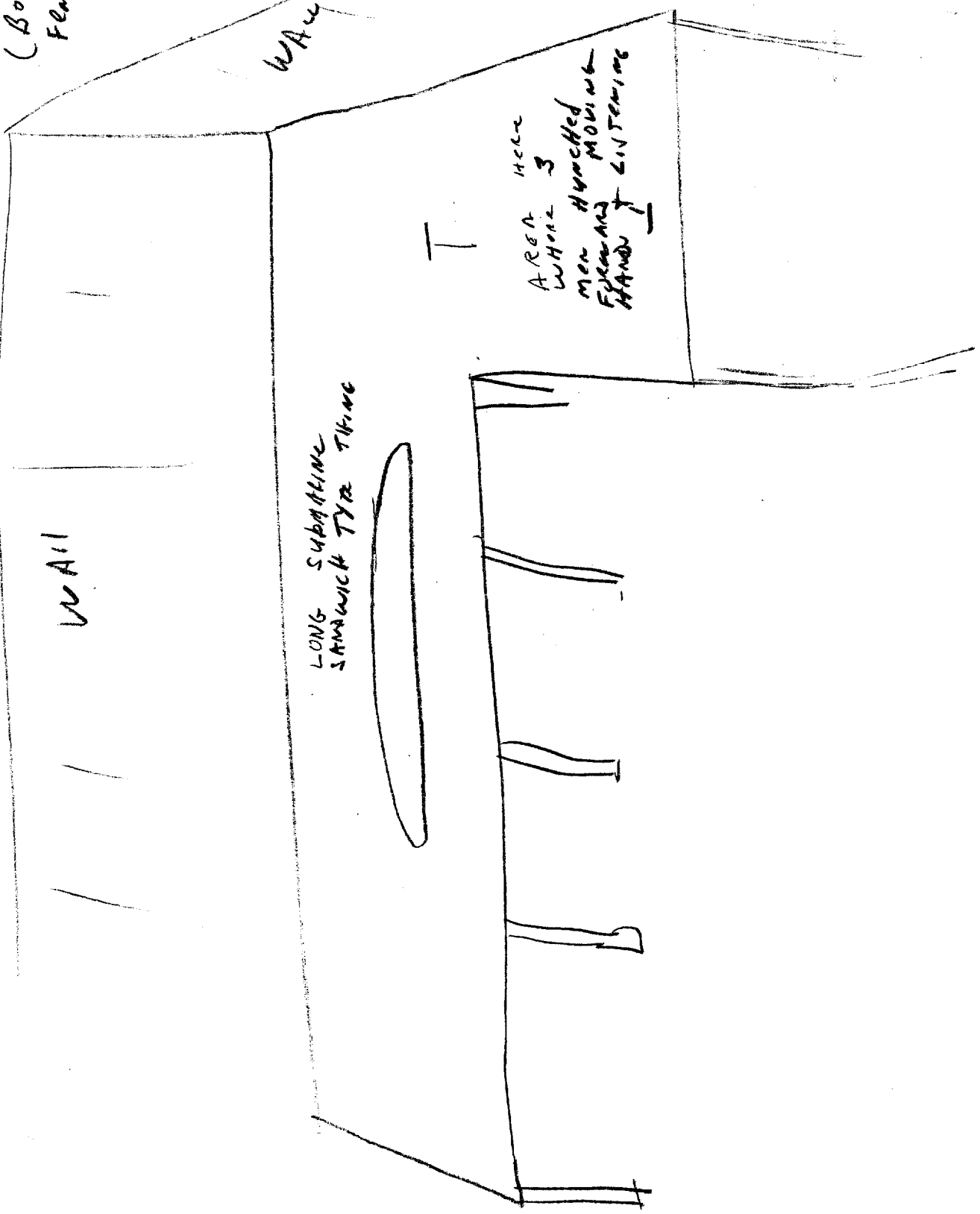
LATEN



TAN
OBJECT
FIRST



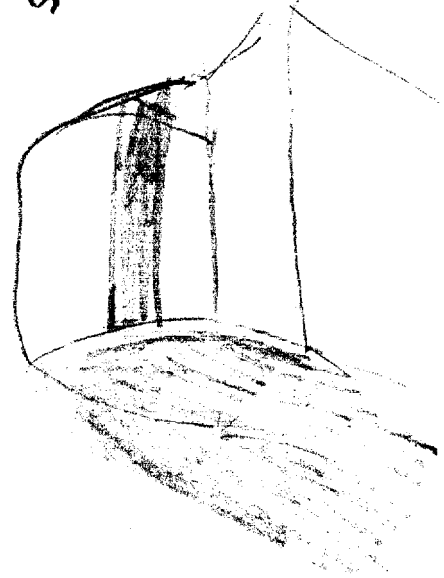
BENCH
LIKE TECH
WORK SHOP
(BOOKIE JOINT
FEELING)



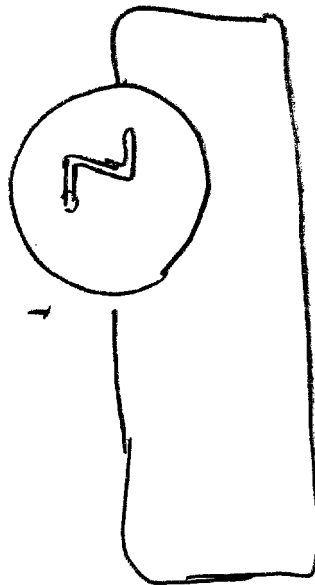
SIDE
DESK



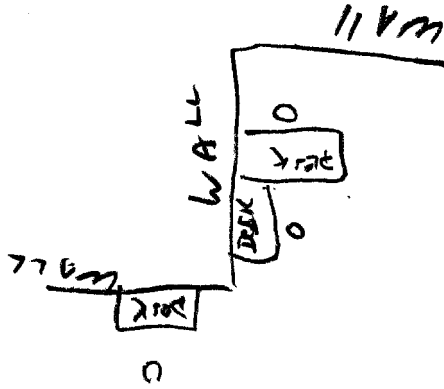
BACK
SIDE
OF
DESK



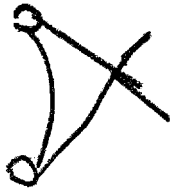
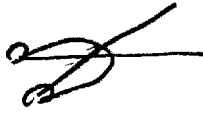
LONG
FLAT
OBJECT
WITH
HANDLE



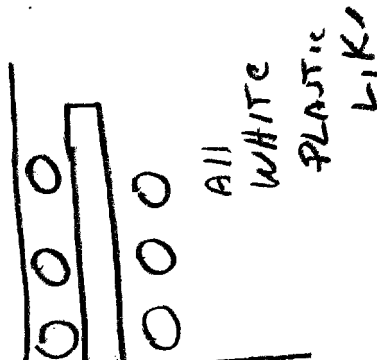
LOCATION
OF
DESKS

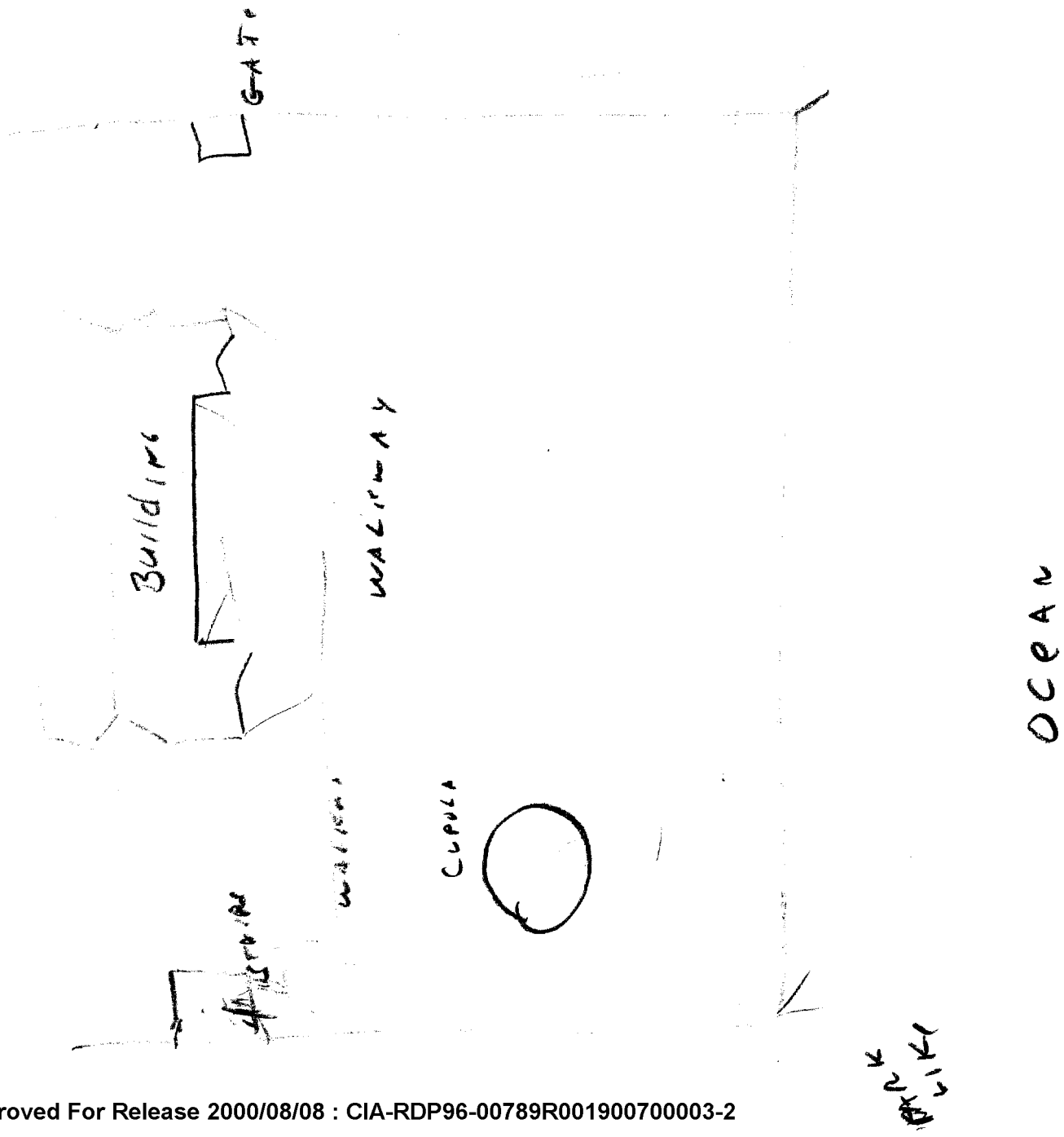


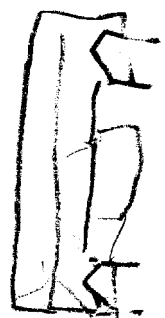
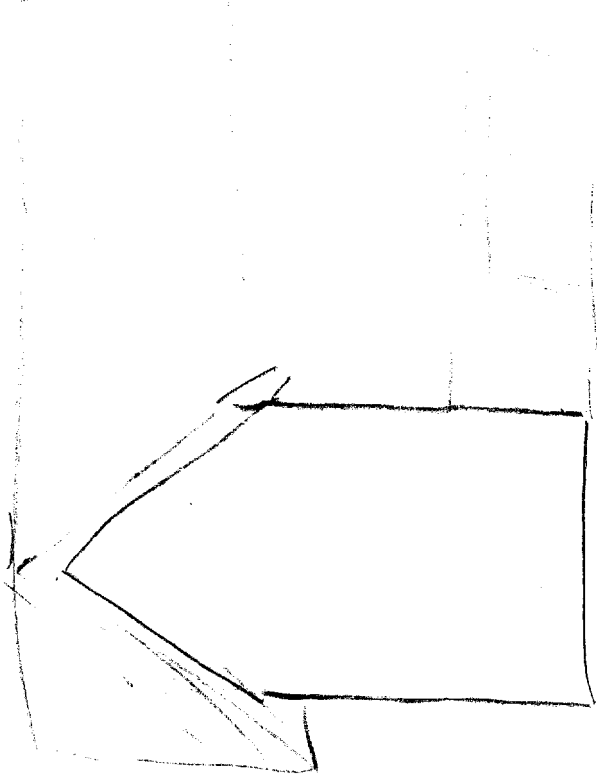
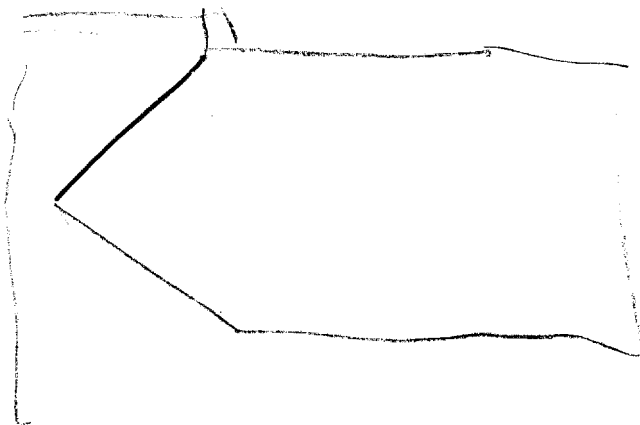
CHAIR
LIKE
FOR
MILKING
STOOL



NARROW
TABLE
WITH
CHAIRS
IN CORNER



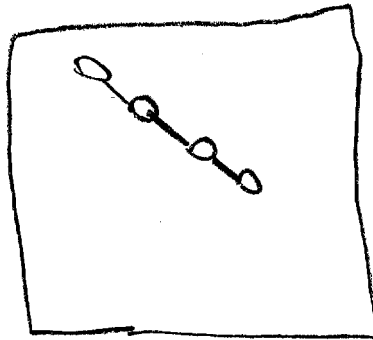




GAMÉ
BOARD
LOOKING
DOWN
AT
PICK

LIGHTS

O ARE



- ① cuppola
- ② BOOKCASE ON wheels
- ③ DESKS, round corners
- ④ PIANO
- ⑤ OTHER object which should not cross PIANO object
- ⑥ Table/ chairs in row
- ⑦ TUBES, Like NEON
- ⑧ GAME board VISUAL
- ⑨ Pillars, bed curtains
- ⑩ Bookcase joint
- ⑪ men looking down at table
- ⑫ Tubular object
- ⑬
- ⑭
- ⑮

