

SESSION INFORMATION

- A. TARGET DATA:  
Task/Target No. : 94-250-0  
Session No. : 01
- B. PERSONNEL DATA:  
Source No. : 049  
Monitor's No. : NA  
Beacon/Sender No. : NA
- C. SESSION DATA:  
Date Task Received : 13 July 94  
Session Date : 14 July 94  
Start Time : 1040  
Stop Time : 1155  
Method Used : CRV/ERV  
Distractions (PIs) : Upset stomach; promotion fiasco  
Pre-session Hunches (AVs) : Dripping water; human-like figure  
on a platform  
Date Summary Returned : 14 July 94
- D. EVALUATION DATA:  
Viewer's Estimate :  
Evaluator's Estimate :
- E. SESSION SUMMARY:

**VIEWER'S NOTE:** I had the overall sense of overlapping scenes resulting in a confusing collage of images and objects. It's as if the beacon was being inundated with drastically differing aspects of their surroundings.

There is a large block-shaped structure with several sections of differing heights (see sketch). The background is dark and reminiscent of either a thick stand of trees or a densely covered slope. This structure has a lot of windows.

There is a large flat surface that appears paved but it does not feel necessarily like a road or parking lot. It also has a sense of being "up in the air" or "suspended" above ground.

There are pieces of bent, convoluted metal bars reminiscent of the barrier posts within parking areas that have been run into by vehicles. Other metal bars nearby are painted yellow, reminiscent of a gate or other restrictive access device.

A large, dark bird is sitting to the right of either the scene or the beacon person themselves; it is not afraid of humans and its presence causes a chuckle or two. <sup>target</sup>

There is a large, open grassy area reminiscent of a park setting. There is some sort of festivity nearby reminiscent of an

annual picnic or cookout for an office or other group of associated people; it is a small group. There is a section of cyclone-like fencing nearby. It is only partial, like a half fence of the outfield or a back stop to a ball diamond. These are three of the aforementioned scenes (from the viewer's note) which feel as if they overlap onto the specific target.

**OTHER PERCEPTIONS INCLUDE:**

Smoke or dust appears to bellow upwards in the distance; however, the depth perception is hard to get a handle on. It also resembles the smoke trail from a model rocket or the contrail of a jet.

There is an object with a lattice-like surface. However, the small squares are separated by raised ridges (like a waffle with sharp ridges).

The music from a radio within the vicinity of the beacon has been left on and is too loud.

There are several sections of a reflecting angled surface reminiscent of glass.

There are shapes reminiscent of the interior hull of unfinished boats(?).

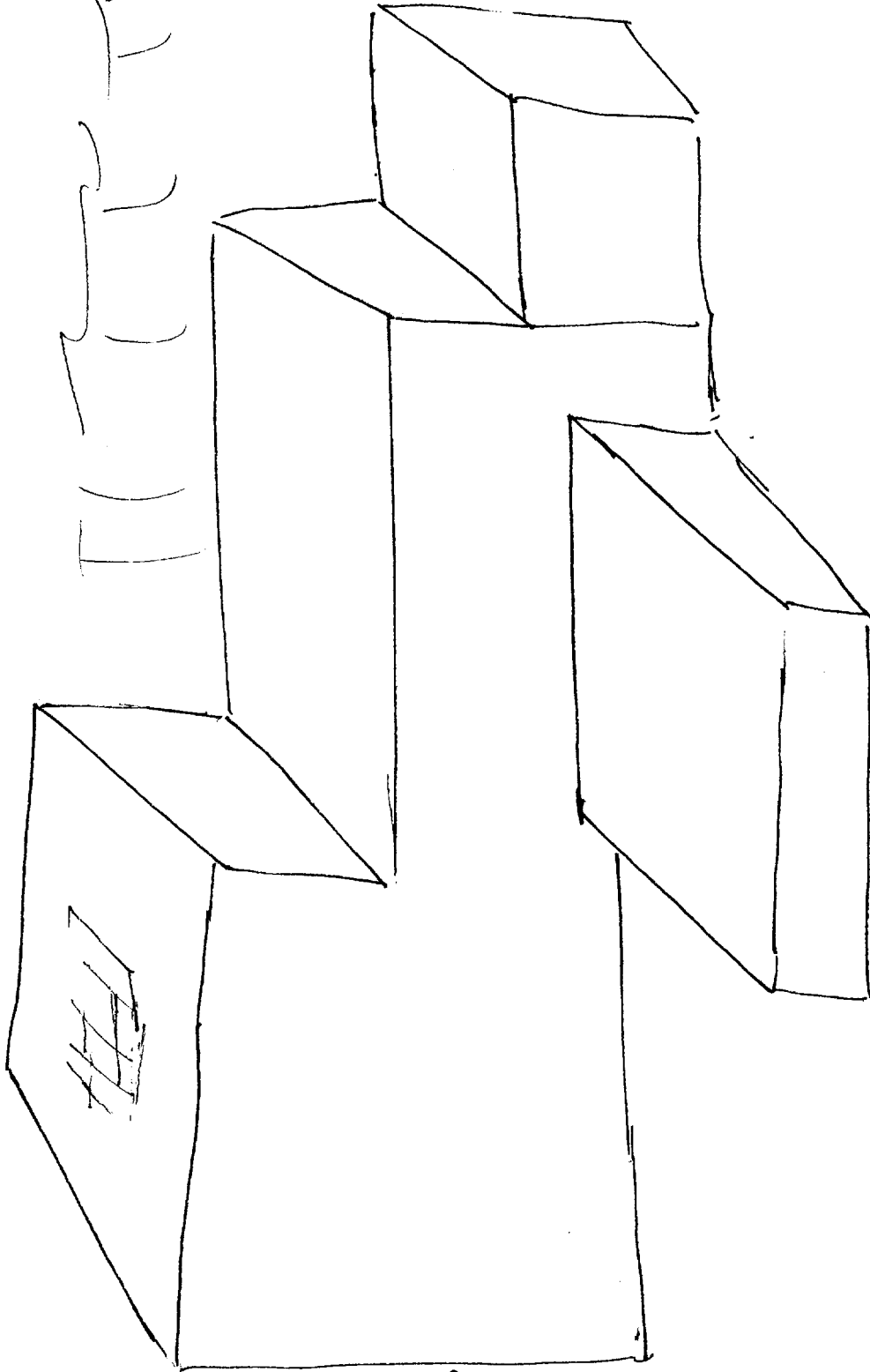
There is a sense of moderately high cliffs overlooking water (like a river) nearby.

There is an association with transportation here; i.e. maybe shipping/receiving of material.

There is bubble-shaped glass which appears to come out of the ground with no associative indicators. Feels enigmatic.

(e)

Dark here in back ground;  
Maybe trees or a vegetated  
slope.



lots of windows

CS turbine  
↑

(a)



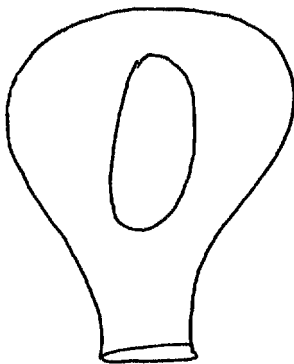
A/V sketch (Advanced Visual image prior to start of session).  
\* see pre-session hunches

(b)



u/I curved surface(s)

(c)



u/I object which is close to beacon.

(d)

