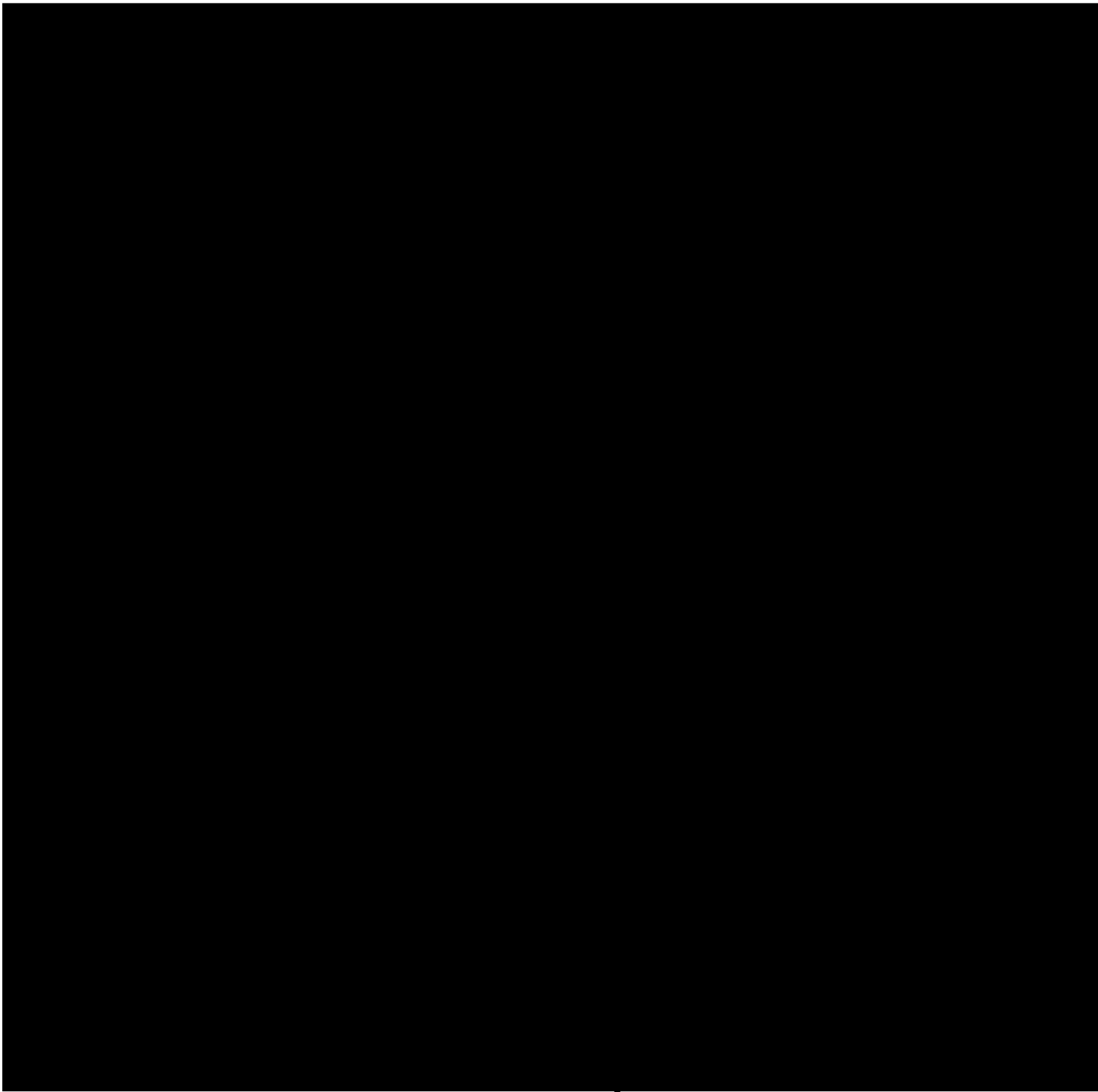


SG1A



"X"

Consist of 3 small Apartment
Houses joined together but
separated by small Alley
between "Tempo" and "Old
MARINE House" - directly opposite
pool. Small dispensary and
snack bar located in
Old Marine House

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"A"

CHANGERY Bldg -

- MAIN central entrance
- large foyer w/ MARINE Gd Booth
- Stairway go up to second floor -
- Part of second floor was separated at top of stairs by screen Gate type door
- Bldg is two stories above ground and semi-buried basement.
- Ambassador office located 2nd floor - center with view out windows to playing fields inside of compound.

"B"

Motor Area -

consist of GAS Pump in yard Vehicle sheds on wall side, some OFFICES/ class room style / dispatchers office - commercial library in back side (garage area)

"C"
"D"
"E"
"F"

Staff Cottages // 3 Bedroom // Single story living room / dining combination

"G"

CONSULTATIVE Bldg - // VISA issuance on first floor small interview desks // office suite on second floor // ~~...~~ // both old Restaurant (Kitchen) on west side.

"H"

DCM Residence - (NO Basement)

Single Storey Bldg -
with Kitchen and
SERVANTS QUARTERS

adjacent - Most Rooms
have Glass ^{exterior} walls.

Entry way has
Roof skylights.

Extensive Gardens

"J"

~~Ambassador~~ Residence
Ambassadors

- Large 2 story Bldg with
small glass Penthouse
on roof - and Basement
with several storage
AREAS and one recreation
area

- Kitchen Industrial type
joins Bldg on first
floor, links the servants
quarters - which are separate
but next to Bldg.

- Garage is located first
of Bldg





DEFENSE INTELLIGENCE AGENCY

UNCLASSIFIED

