

16 Jan 86

Notes

8601/1a

860

101

052

~~1304~~

16 Jan 86

1304

1430

Eval ~~1304~~ 2

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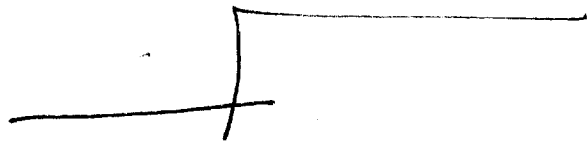
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Bill

Monitor: Fred
FT Meade, MD
16 1304 JAN 86

PI little class
AV POW Camp

155455
171455



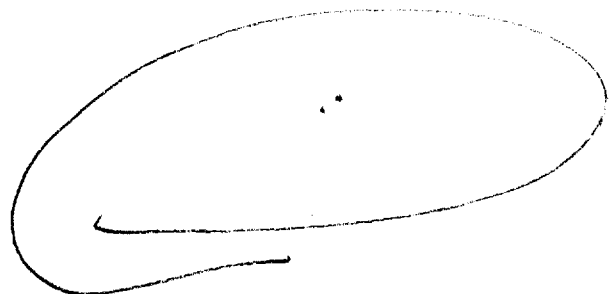
A across
flat
hard

S2 smooth B

A up down
ang
across

B structure

155455
171455



A cylinder
hard

B ———

A across
plus
B water

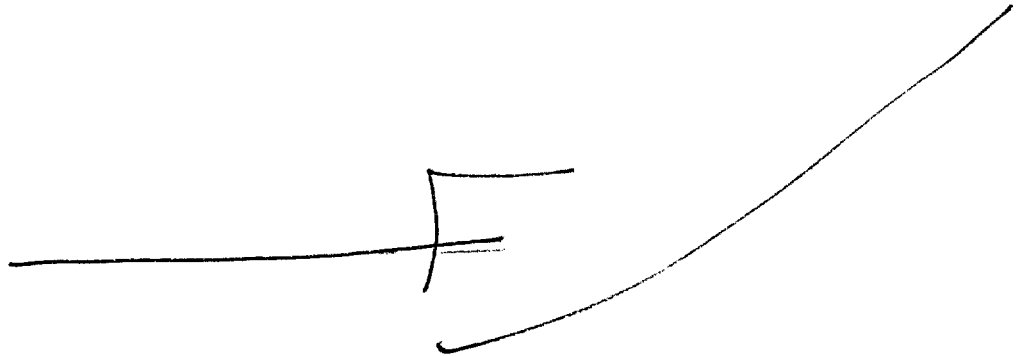
155455
171455



a across
curry up
curry down
across
hard

B —————

155455
171455



A across
hard
cold

B —

A up/across
hard

a structure

A sloping up
hard

B land

SJ
Brown
gray
smooth

AOL Break
spitted

AOL Break
clean
clean

rough
arrow
green
rutted
clean
clean smell
unpl

AOL Break
unpl
smell

hunny smell
white
gray
sh. luck sand
wid
dramat
up
slumpy up
sunny
cold

AI Break
make me feel
uncomfortable.
Not quite right

52

heavy
high
hard
large
granular

AT Break
I'm impressed.
but a little
solemn, awed.

high
wide
enclaved
smooth

AT Break
windows

structured 5-4
Built 5-4
triangular

Break

plum
plimentary
plunging
soft
quiet
clear

~~AT Break~~

AT Break
Cancelled

large
lofty
stealthy
Total

wide
around
open
slomping up

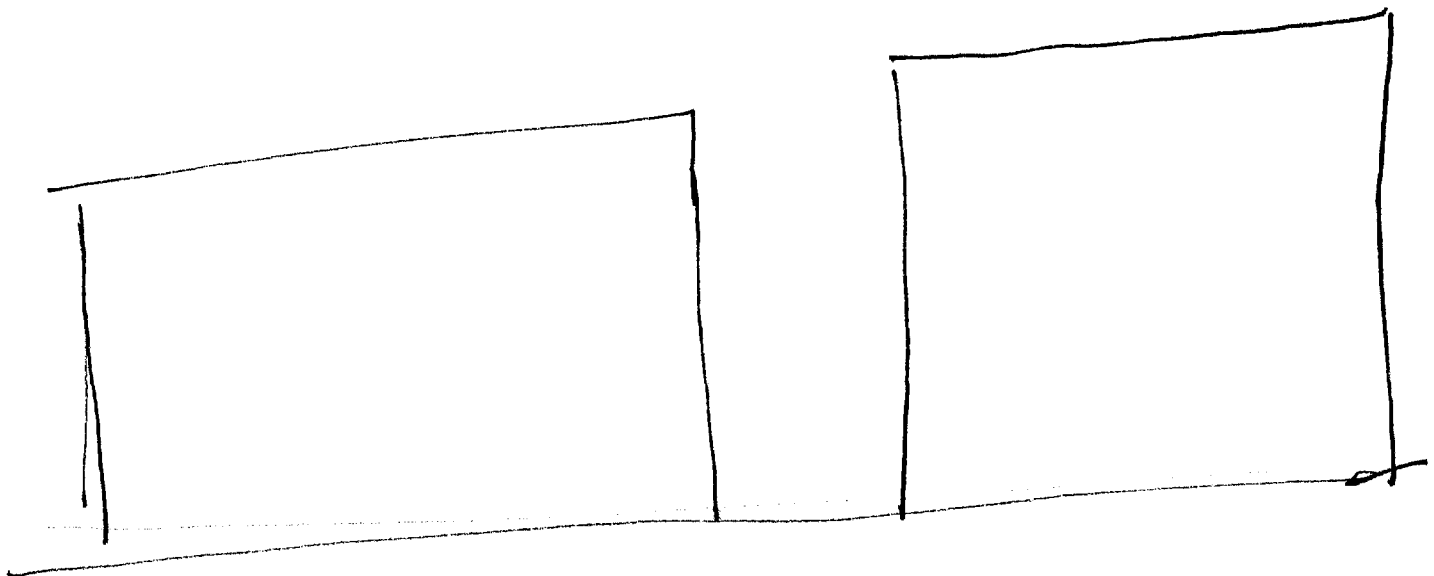
heavy
high
large

granite

high
inclined
wide

smooth

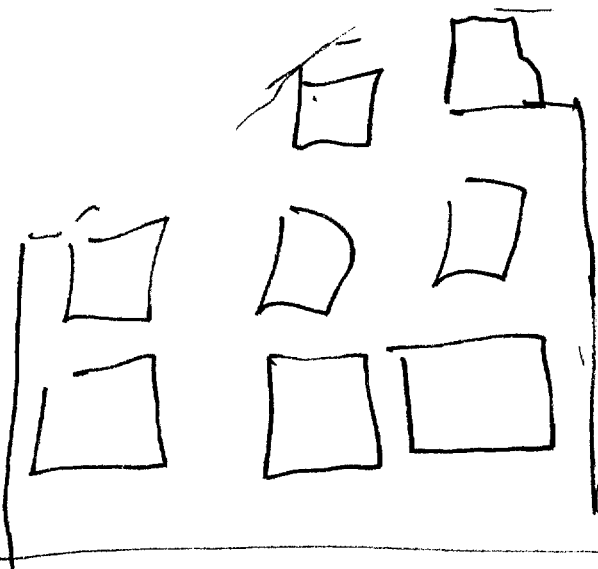
SK



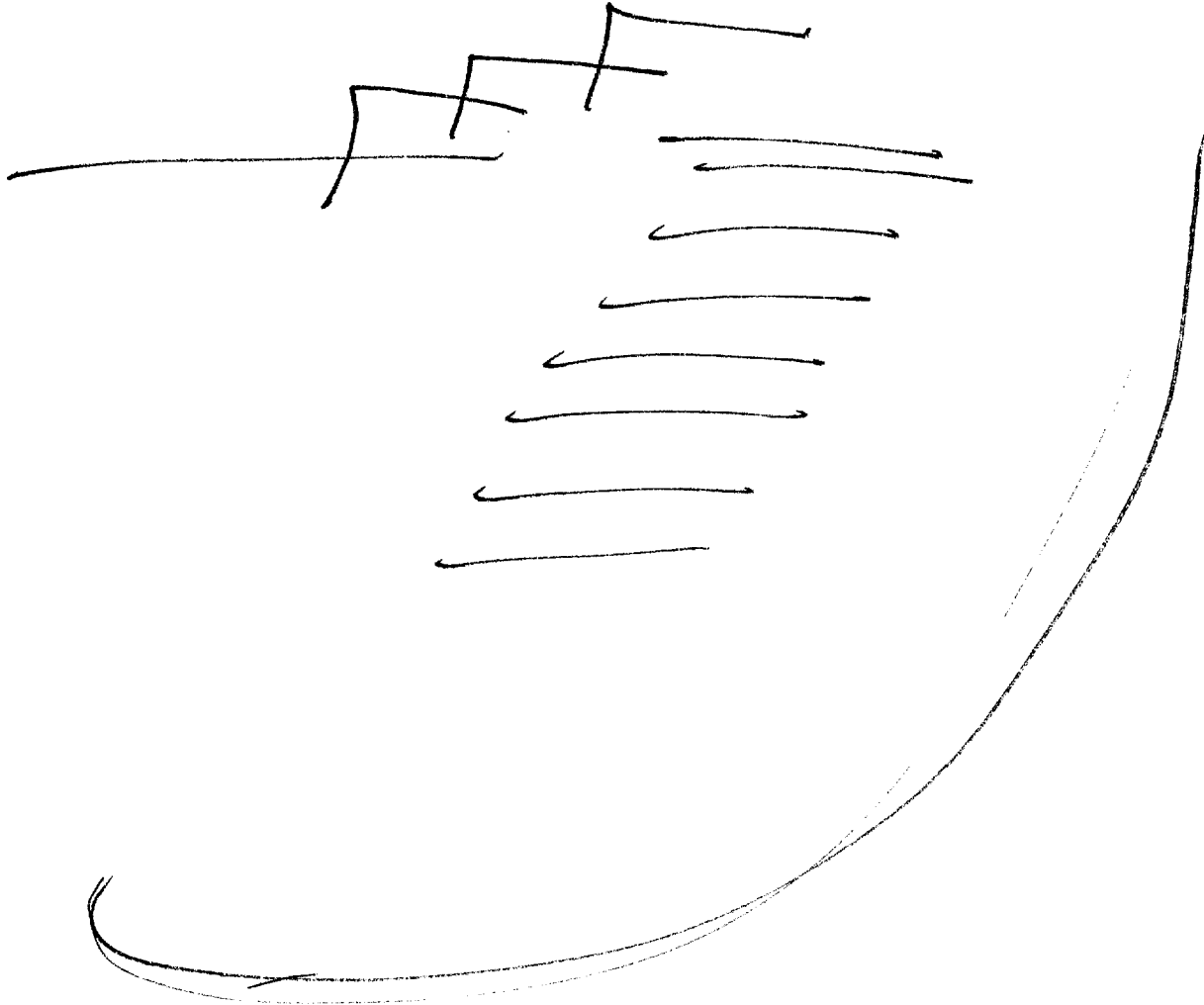
AOL SK

AOL
SK

AOL
Berlin 1945



155 4 55
171 455



A across
flat
hard
non-mud

B structure

A up / down
up / across
up / down
hard
slits

B structure

A down
 ACROSS
 RUNNING ALONG
 HARD
 MAN MADE
 B structure

A curving around
 hand
 man made
 B structure

S 2
 white
 gray
 bayish
 loom
 rough
 textured
 pulled
 used S-4
 enameled S-4
 CLOSED S-4
 HEAVY
 TIERED
 STRUCTURED S-4

DI Break
 omniscious
 feeling
 waiting for
 the other shoe to drop

BLACK

Curly
Heavy
THICK
congealed
LASTING

HEAVY

HEAVY

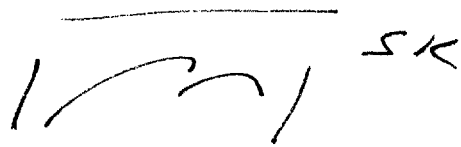
LASTING

AI BREAK
FEEL ATTRACTED,
FEEL AFRAID

BUILDING

COMPOUND

FACING



#.

MIRAGE

LONG
NARROW
LOW

OPEN
ENCLOSED

DESIGNED
PURPOSE

people

AI Break

Don't
fully sit
feel uncomfortable
very a game.

Adrenaline is

52

Adl AKS

QUIET
SOMBER
WAITING
EXPECTING
LOOKING
HOPING
RESTIVE

COMMON BOND
LINKED

TENACIOUS

BLUE

SIMILARITY

COOL

DUNGH
LIKE
QUALITY

SET UP

TOWERS
PITS



ELECTRO MAGNETIC



EAR MARKED
CONTROLLED

SHADOWY

Closed

Closed

SEPTIC

AI Break
& feel lines

INTERLOCKING

(V cell 4)

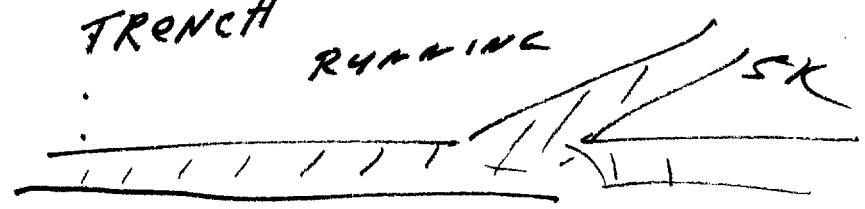
TRAYMA

VERY Low

VERY Low

TRENCH

RUNNING



collected
HURRIED

measured

FROST

AOL Peak
FRONT

AI Break
This is a very
strong plan

AOL Best
Blue people

PI
Turning in
should

52

ACL

13, 14

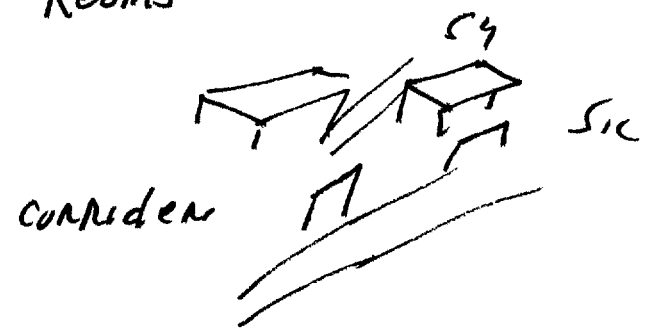
BUILDING

MULTI-STORIED
LARGE
OPEN

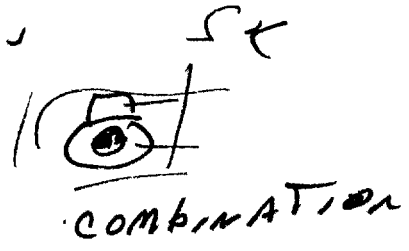
RE-ORIENTED
PURPOSE
SCIENTIFIC FEELING

SENSE
OF
ENERGY

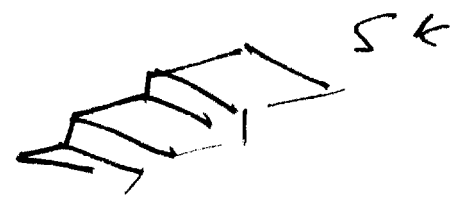
ROOMS



LOCKS



ATTIC STAIRS



OPEN

ASCENDING

CROSSED

52

D

AT

FT

T

AO L

14
ALS

CONTROLLED
HAVEN
WAITING
FORMULATING
STRANGER LIGHT

AO L Break
underground
facility

TINTED

EQUIPMENT
STORAGE

MAZE
LIKE

1 Heavy

heavy

TRUNCATED

BREAK

AOL

15

SHADOWY

PRIOR EMANATIONS

FIGHT

IMMATERIAL

TRANSLUCENT

LARGE

OMINIOUS

COOL

ENCLOSED

FLICKERING

DUCKY

DARK

DEER

e

AOL 3RE014
 dead

There are two different types of structures at the site. One may best be described as a building; interconnected, interrelated and perhaps with a series type quality.

The second type of structure is lower, also probably in a series of some sort and reminds me of a trench

Site has a very closed feeling, a dungeonlike quality. People are quiet, somber waiting. This is not your fun type place.

Her Trauma is a tangle thing. Mice and shadows are terms that seem to apply. To me, Site has a surrealistic quality. Like a tortured painting of Dante's inferno

ENDS

1430 HR

CLOSED

OBJECTS
EMANATIONS ?

WALLS
CEILING
TUNNELS
LINES
LABYRINTH

CLOSED
ATTRIBUTES
EMANATIONS ?
DARK
FOR BODINE

CLOSED
ATTRIBUTES ?
EMANATIONS .

TIME
PURPOSE
COLLECTED
CONTROLLED
LOCKED
LEFT
LINKED

CLOSED

18

SUBJECTS

?

EMANATIONS

AT Bank
depressed

CLOSED

SUBJECTS

?

EMANATIONS

Death

closed

TOPICS

EMANATIONS?

divided

SEGREGATED

STOP

CENSOR