

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 inside (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.

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DECLASSIFY : OADR

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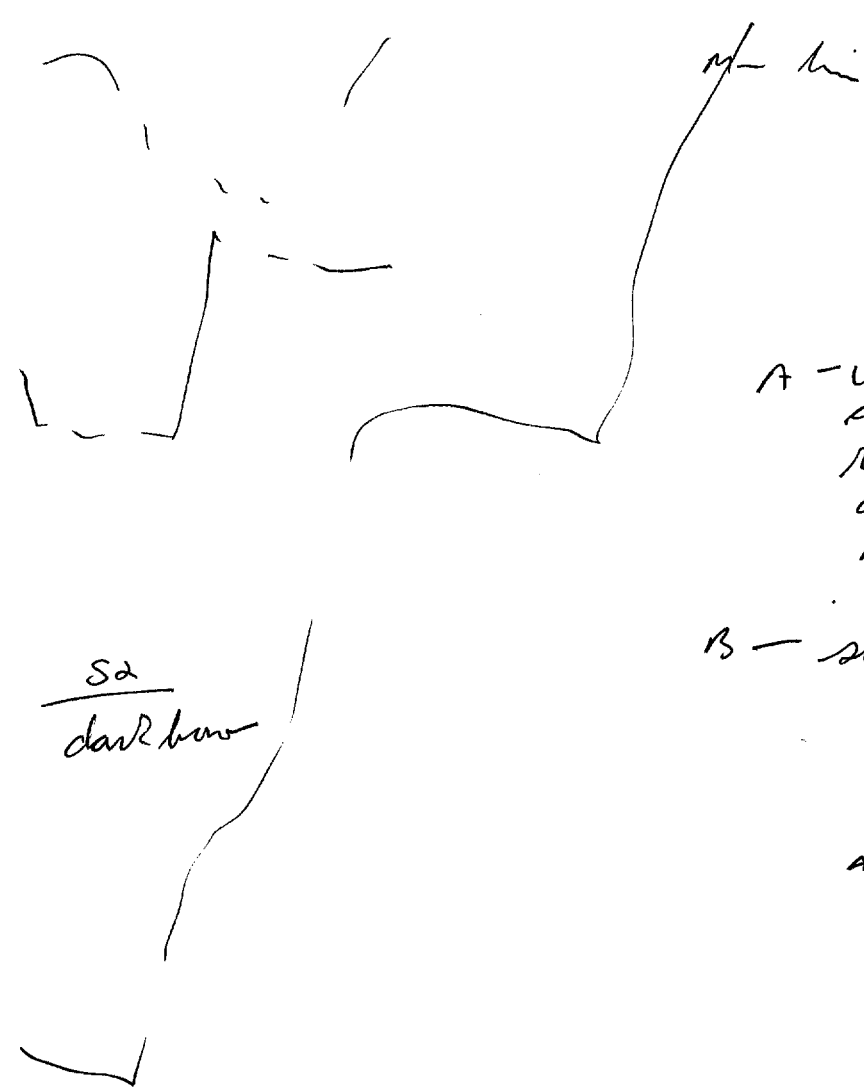
099  
22 SEPT 88  
1300

Av - something like an  
industrial complex  
PI - none

879176  
206371

879176  
206371

879176  
206371



A - vert ch  
am  
regis up slant  
am ch  
hard

B - structures

AOL - oily texture

S2

metall.  
smooth  
high

A - vert up  
any axis  
vertic up  
hard

B - m/m

curved  
around

879176

206371



S<sub>2</sub>  
 lumpy  
 - surf  
 flat  
 open  
 with  
 brown

A - acorn  
 . . .  
 had

B - land

acc - w/ky

879176

206371



A - down  
 gain down  
 slow

out  
 TM - land

AE - stray

879 176

206 371



n - rising up  
vertical  
hard

B - steel

S<sub>2</sub>



high  
hard  
bloody

smoke

curved

curved

metallic

solid

big

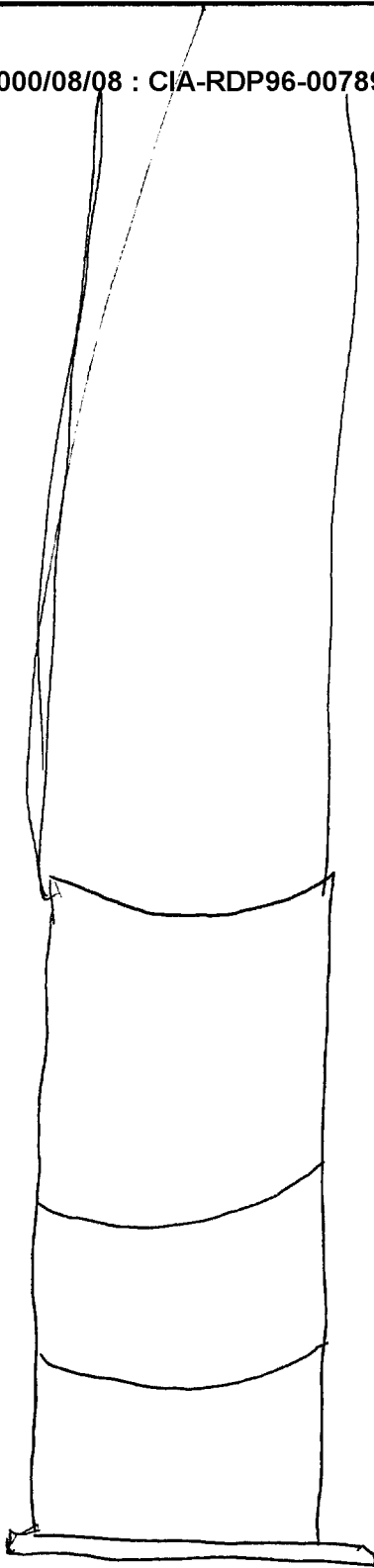
dense

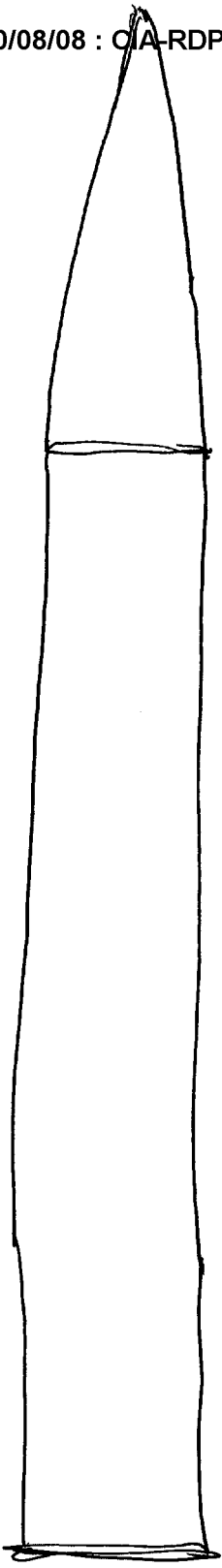
AE - substantial

AO - pillar









AOL - Tom  
rocket



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

fixed

firm  
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.

40L - solid with motor - hollow  
tors

AE - very substituted - I can't bond this

S<sub>2</sub> S<sub>4</sub> D A= CI T E m c A/S

[OBJECT L]

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

[NEW (TIME)]

~~ADD~~

[NEW: COMPLETE]

long  
arm

people  
tender

AOL - people perform digital work on demand



S<sub>2</sub> D A Z U T I see A/S

[003ccr L]

[NEW]

people

Talking

inside

echoes

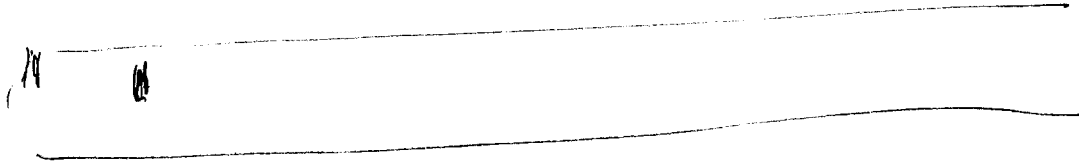
lighted

lighter

night

thy  
object

bright  
white



ALL  
PIPE

S<sub>2</sub>

A/S

talking  
discussion

tilted  
inclined

very heavy

"dead metal"

rough

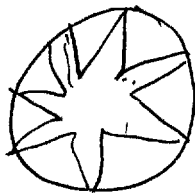
no-  
tension

4 1/2 - of car's discenter with people as in and or out.

S.

right

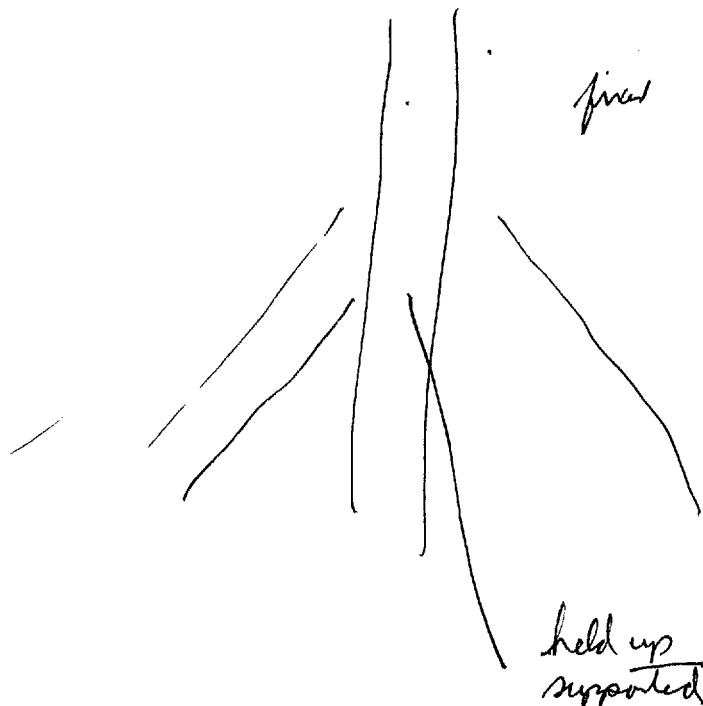
hollar but dance



reminds me  
of end of  
a DE wegm

1330

[L present]



fines

held up  
supported

4 1/2 people look up to the

right

101 - showed her a big bullet

S<sub>2</sub>

S

AL

CI

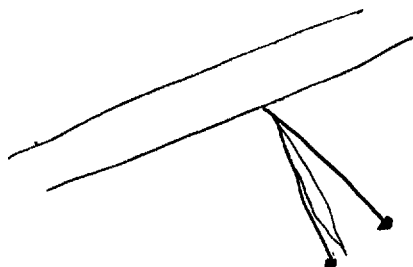
T

I

sum

af

by itself  
stand out



was

S4/i - object was seen into position, not necessarily built for  
low up

high

overlook

shiny  
glass

solid

small

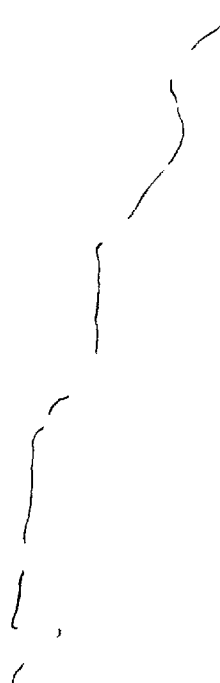


Summary: Object L is a thing which is tall, metallic, dense, altho  
part may be hollow, seen upright and relatively fixed in position.

[Problem]:

879176

200371



o - down with, under  
anymt, down  
here

o - then

faulty  
fault

no -  
design fault / flaw

light

white  
birds

sky

reflector

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 obscure emanate	lyric <del>abundant</del> emancipate	light subtle emancipate	lyric topical emancipate
top →	top	reflects brighter intense	test volunteer
top part	white hard high up reflects glinty		

A01 - like solar tower  
at Sandia

A1 - intense light at the  
burn my eyes

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

4'' - a part, plan near the top; like a melt. test. Teckery,  
(it's microscopy) show an interference pattern in the  
metal rendering the object defective"

Surface.

S<sub>c</sub>

S <sub>1</sub>	0	12	2	7	2	10	15
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4 1/2 - AI - disjunct, make me watch the way  
if I was a designer/sci./engineer.

4'' - 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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