

Typing  
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Fang  
To ops lang

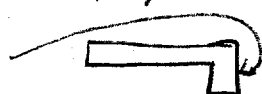
31 July 89

101 OTHER JIA 2ND SESS

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 ANGLES AND CORNERS MAYBE AN NO 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.

RECALLED 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

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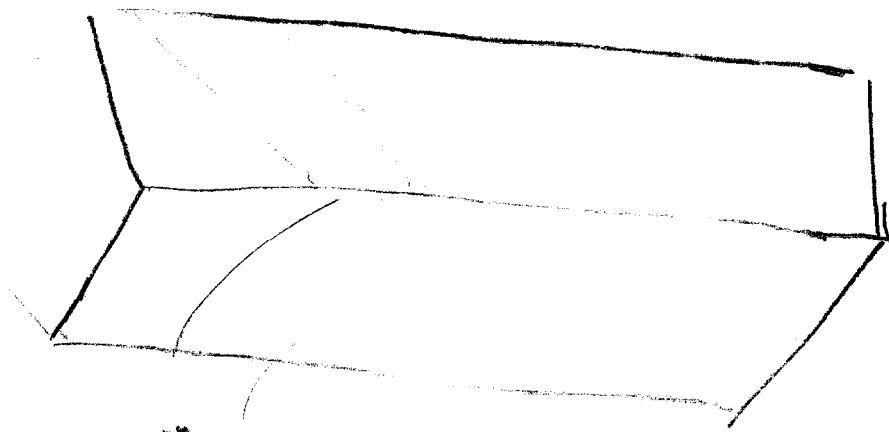
IMPROVE THE CAPABILITY OF  
THIS EXISTING SYSTEM.

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

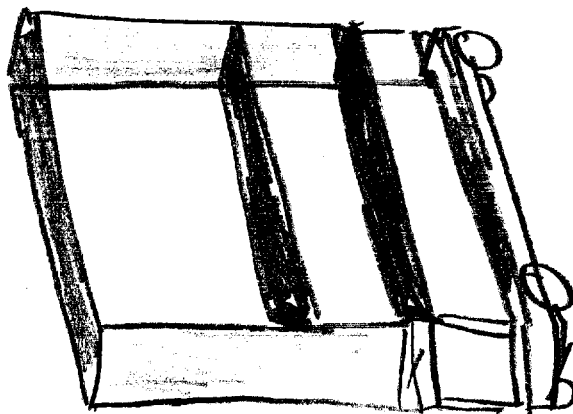
BED  
CURTAINS



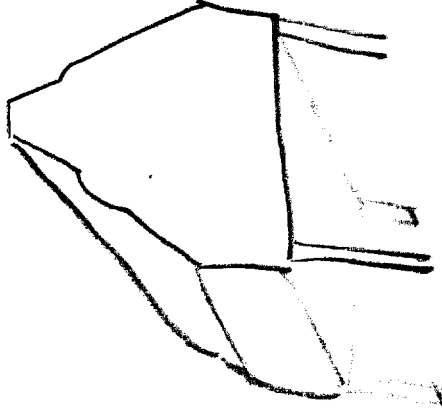
OLD  
CONCRETE  
PILLAR  
LIKE  
PARKING  
GRADE



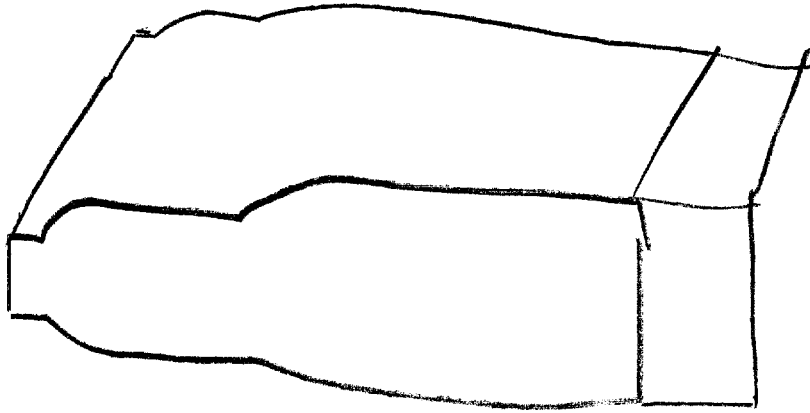
Book  
Cases  
on  
Wheels



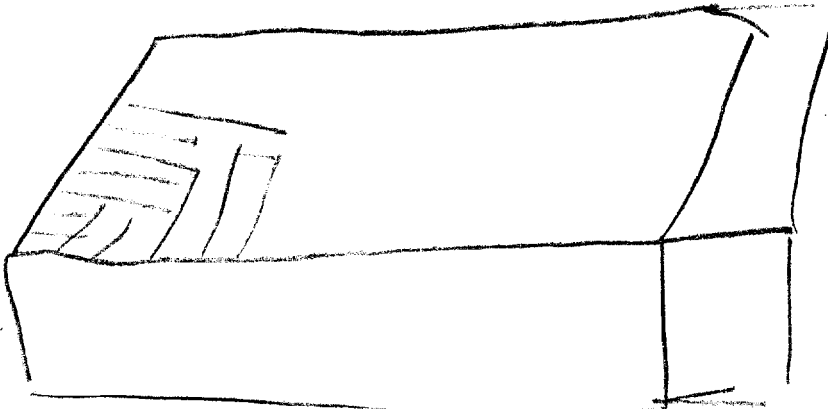
PIANO  
LIKE  
DEVICE



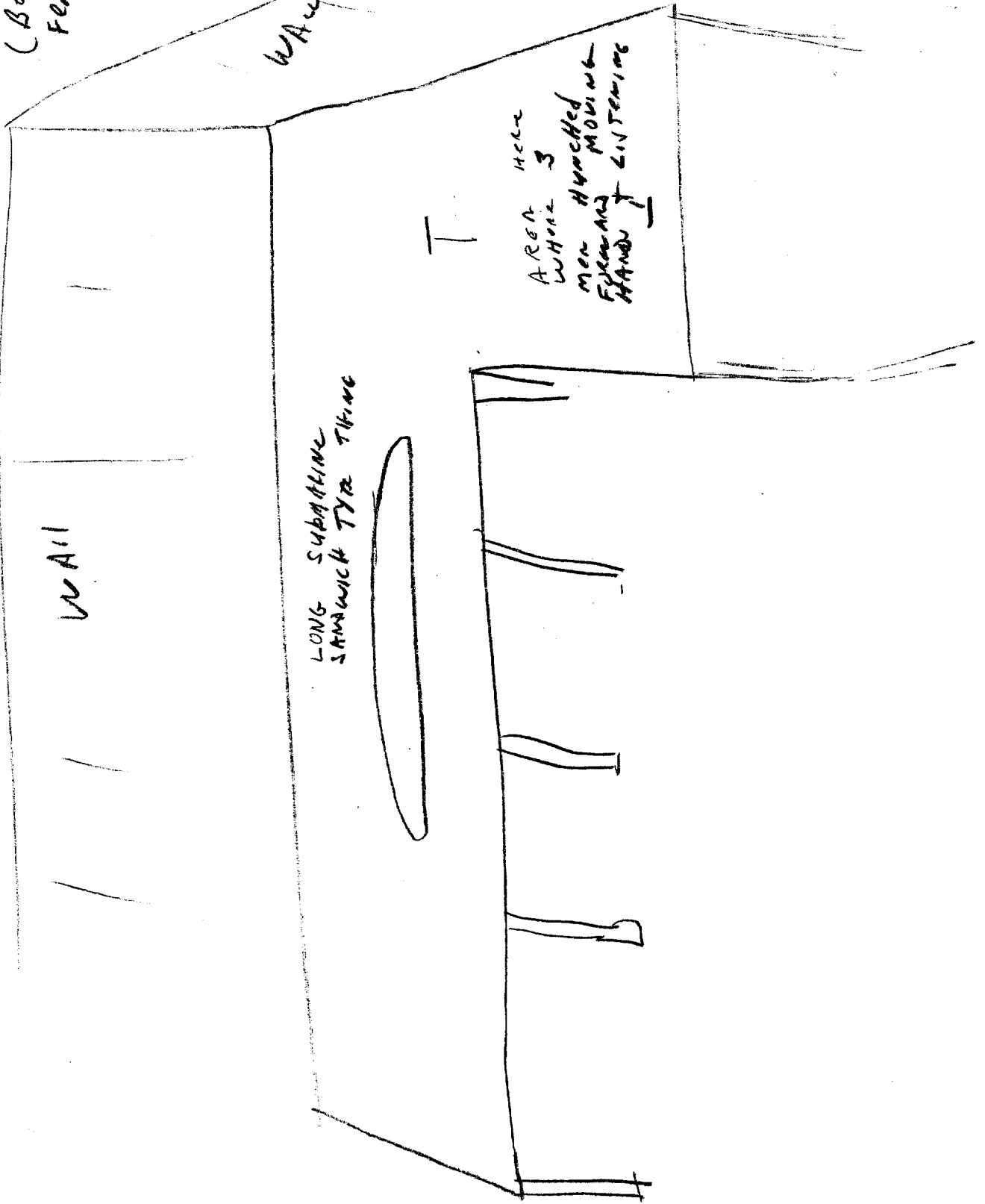
LATEN



TAL  
Object  
FIRST



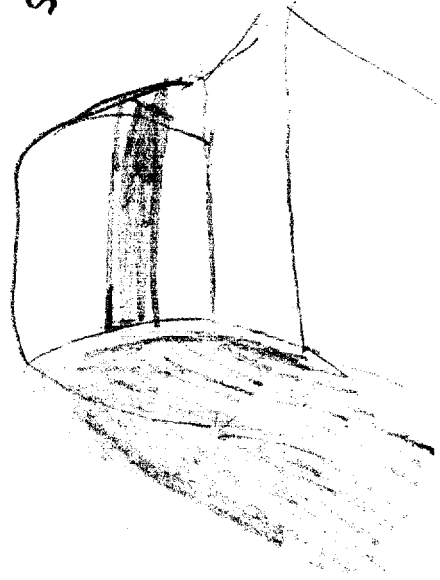
BENCH  
LIKE TECH  
WORK SHOP  
(BOOKIE JOINT  
FEELING)



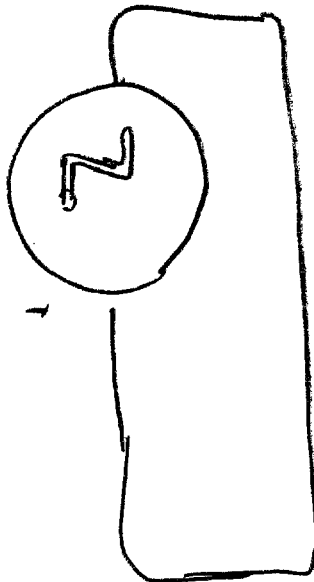
SIDE  
DESK



BACK  
SIDE  
OF  
DESK

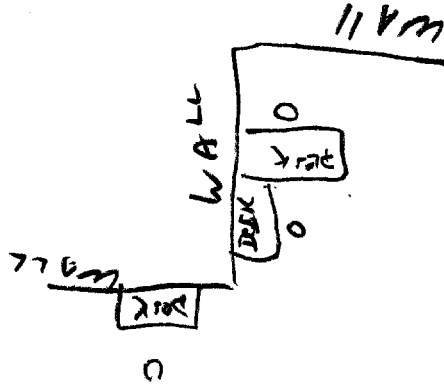


LONG  
FLAT  
OBJECT  
WITH  
HANDLE

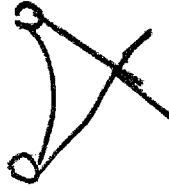
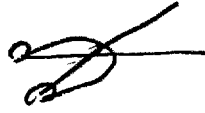




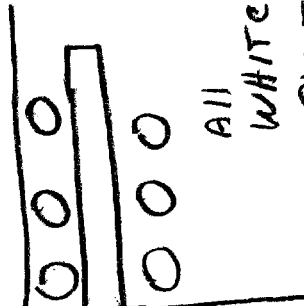
LOCATION  
OF  
DESKS



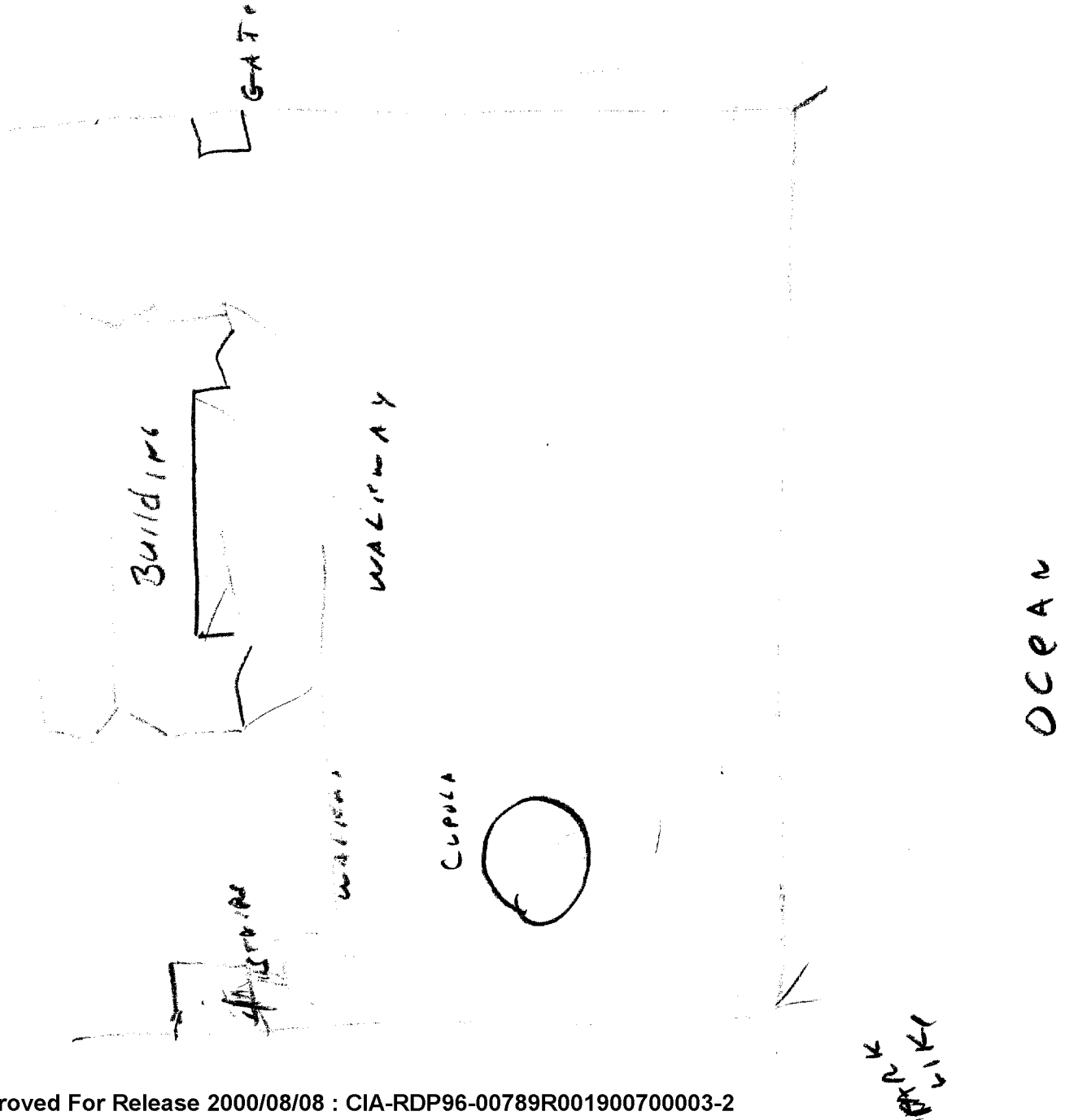
CHAIR  
LIKE  
PORTABLE  
MILKING  
STOOL

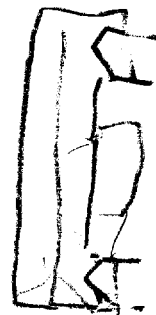
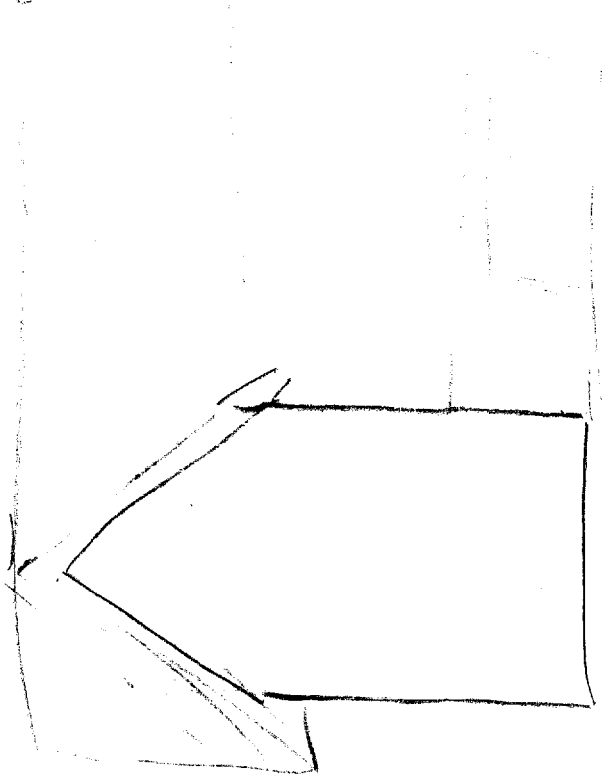
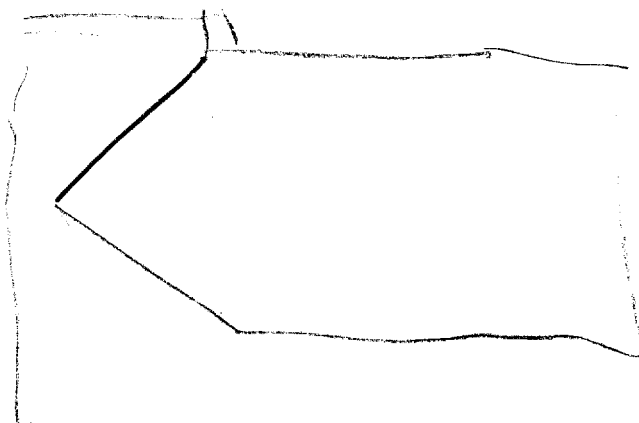


NARROW  
TABLE  
WITH  
CHAIRS  
IN CORNER



ALL  
WHITE  
PLASTIC  
LIKE

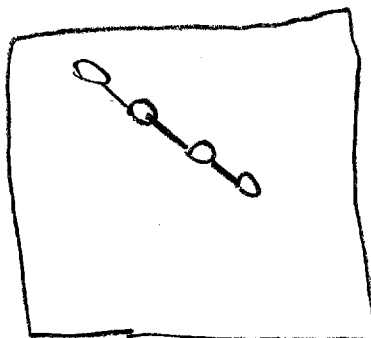




GAMÉ  
BOARD  
LOOKING  
DOWN  
AT  
PECK

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 USUAL
- ⑨ Pillars, bed curtains
- ⑩ Bookie joint
- ⑪ men looking down at table
- ⑫ Tubular object
- ⑬
- ⑭
- ⑮

