Approved For Release 2001/03/01: CIA-RDP96-00789R001300130002-2

SECRET/NOFORN

PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

parts and the state and the st

PROJECT NUMBER: 93 TRNG

SESSION NUMBER: 1

DATE OF SESSION: 880921

DATE OF REPORT: 880921

START: 0905

END: 0955

METHODOLOGY: CRV

VIEWER IDENTIFIER: 032

- 1. (S/NF/SK) MISSION: Access and describe in a stage one sense training target # 1022, Capistrano Caves.
- 2. (S/NF/SK) VIEWER TASKING: Encrypted coordinates 3840/3450.
- 3. (S/NF/SK) COMMENTS: 032's pace lagged again in stage 2 and today it caused AOL drive as evidenced by his sketching. I had 032 dissect his session after feedback was given, his report is attached. Also attached is a daily report he wrote today on stage 3. He has some misconceptions about stage 3, but seems to understand what went wrong today. My response to his reports is also attached.
- 4. EVALUATION: 2.

HANDLE VIA SKEET CHANNELS ONLY SPECIAL ACCESS REQUIRED

SECRET/NOFORN

CLASSIFIED BY: DIA (DT)
DECLASSIFY ON: OADR

Approved For Release 2001/03/07 : CIA-RDP96-00789R001300130002-2

This document is made available through the declassification efforts and research of John Greenewald, Jr., creator of:

The Black Vault



The Black Vault is the largest online Freedom of Information Act (FOIA) document clearinghouse in the world. The research efforts here are responsible for the declassification of hundreds of thousands of pages released by the U.S. Government & Military.

Discover the Truth at: http://www.theblackvault.com

Approved For Release 2001/03/07 : C/A-RDP96-00789R001300339002-2 PI - les 20 Sep 88 0905L A. Ap. Angla Across Gard - mm B. STRUCTURE A. RISING up Rume Across ROCCING Across SS -NAT 3. LAND A. Risina up down. Rolling Approved For Release 2001/03/07 : CIA-RDP96-00789R001300130002-2 227

Z.

MOUNTAIN

Approved For Release 2001/03/07 : CIA-RDP96-00789R0013001300023266

Brown Dark Brown Jellow green

Houds of Glands Slay.

Approved For Release 2001/03/07 : CIA-RDP96-00789R0013001300222

A. Rising up

Benting

Stoping

Boson

A. up -ANAL ADTOSS Hard -MM B. STRUCTURE

Approved For Release 2001/03/07 : CIA-RDP96-00789R00130013000 A. Across up Angle Across Horro-MM B. Structure

Approved For Release 2	001/03/07 : CIA-RDP96-00789	R00130013000 2 2/6C S
346		A. MP - ANOHE ACROSS HARD-MM B. STRUCTURE
	Simulter Thilling souds Netal Souds Clauge	-> AOC Brenk Lihr claying
3450		A. MP-ANGL ALROSS HARD-MM

Approved For Release 2001/03/07 : CIA-RDP96-00789R001300130002-22

3840 3450 Nor

A. ACROSS

(RISING-UP

SLOPING
POWN
RELLUS

SS-NAT

B. LAND

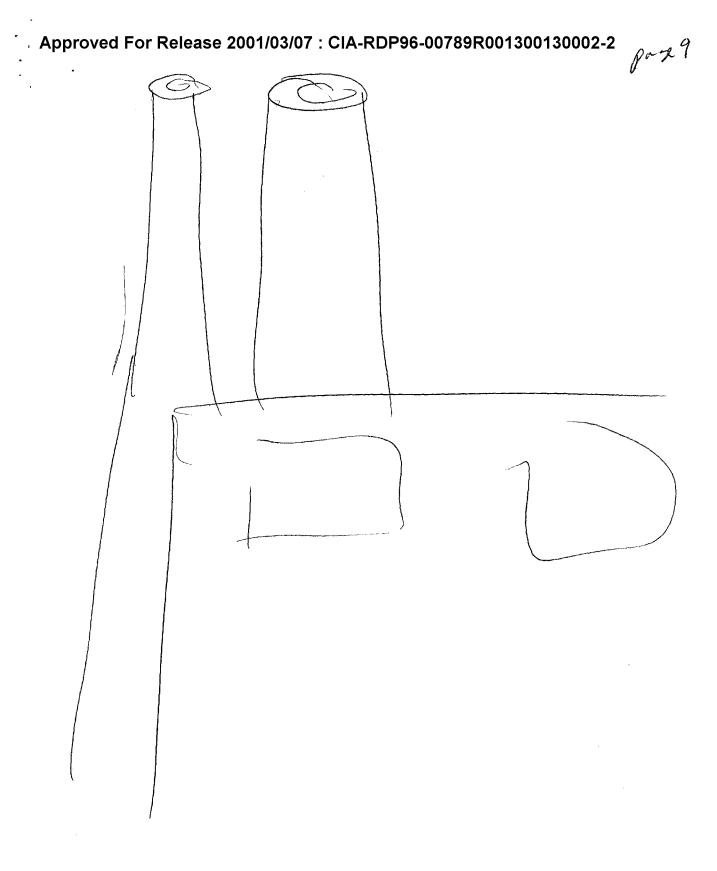
A. ROLLING HARD-MM B-NOB

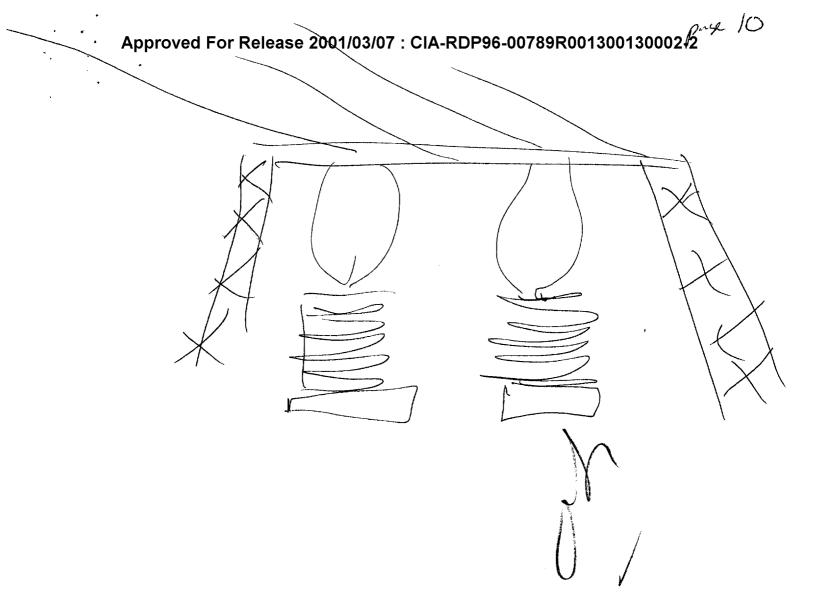
SZ LIVEL L'ONCY POLLING VARPOU TALL Dread out L'OUT PMP

nahe me feel



Approved For Release 2001/03/07 : CIA-RDP96-00789R001300130002-2





Approved For Release 2001/03/07: CIA-RDP96-00789R001300130002-2

INTERIM SUMMARY
SESSION DATED: 21 SEP 88

22 Sty 88

My first ideogram was that of a structure -- which was the predominate aspect of the target (even though it was in the mountains). Usually my first ideogram produces the predominant gestault at the site and I have learned to trust this.

The second ideogram indicated that there was altitude at the site in that it was semisoft and land but it was rising up and rolling etc. The feeling I received was one of height, not just across. I should have begun to understand that something unusual was coming -- but I did not.

The third ideogram indicated very clearly that there was a peak or mountains present. My focus turned back to the structure because I knew that it was the predominant gestault (at least that is what I was drawn to). I received AOL of mountains or foothills with limited vegetation and I declared an AOL break.

The fourth ideogram was a very prominent mountain ideogram which I attempted to squelch because I was certain that the structure was the key issue. It was at this time that I began to run into trouble with vertigo and AOL. I called a confusion break indicating that the ideogram didn't feel right (it felt right I just wanted to squelch it for the structure).

The fifth ideogram returned as the structure (the system giving me what I insisted upon -- and hoping that it could feed me the information some other way).

As I entered into Stage 2 perceptions I began obtaining pure site information natural rock colors and textures — I received a high pitched whining sound and then asked to take the coordinates again.

On this iodeogram the structure returned and the subsequent Stage 2 perceptions supported the feedback data — but some limited AOL began to kick in. I knew that I had some sort of structure and that here was a great deal of height. AOL began to indicate metal and metal sounds, like clanging or dropping metal — which I declared.

The next ideogram was structure again and the subsequent Stage 2 information supported the target even further. I began to have AI of something vibrating — it made me feel as though I was vibrating and I AOLed it as an electric motor.

Approved For Release 2001/03/07 : CIA-RDP96-00789R001300130002-2

Pace in the Stage 2 categories now began to slow — its as if I know that something is wrong with my perceptions or contact so I slow down to try and get closer to the site (thinking that I can combat the AOL — or in some way use the AOL to draw me closer to the site, using my "crutch conduit" again as indicated in Stage 3 Summary #1).

My next ideogram was one not experienced by me before—it was as if the system was trying to steer me away from the structure again to try and give me the gestault of mountains some other way. I perceived the second part of this iodeogram as being hard and rolling with man made aspects and could not decode it as mountains (I had no B!) The subsequent Stage 2 information really supported the missed mountain gestault with perceptions of tall, high, long, airy. Rolling etc. — but I still missed the systems attempt at the gestault. My AI continued to be the vibration and I broke into the sketching of Stage 3.

My Stage 3 sketches had many aspects of the mountains and the structures within them. I drew the pure sketches and then let AOL add to them to turn them into a power plant of some sort -- I guess I told myself that these mountains that I was sketching must be smoke stacks because my main ideogram was structure and not mountain.

Bottomline -- I am still learning to overcome my AOL which will come in time. It fools me less each time -- I learn it's tricks. My pace slowing down is purely a personal problem, as I explained I do it when I am confused and I mistakenly think that it draws me closer to the site. I will make every effort to overcome this.

DM

