

SESSION: 841
 Approved For Release 2000/08/07 : CIA-RDP96-00788R000700160002-7

TARGET: 8125
 TAPE: T822
 INTERVIEWER: 72
 DATE/TIME: 21 1000 DEC 81

SECRET

PAGE 1 OF

TIME

LEATHER
 & RUST W/GRLEY

1000

START SESSION - 0931: HELD / PIPES ST // ST NOISE 58 //

01 LOC TGT // BASEMENT UNDER GRND RM STONE WALLS // DK BLUE COAT

02 who is WITH // Alone

04 DESC. BLDG // GREY - GIANT WOOD DOORS - CT YD // IRON BOLTS // WH. STONE
 FRAME AROUND WINDOWS // 2D FLR GIANT WOOD DOORS //
 ROW OF BLDG / MEDIAN PLANT - COBBLE STONE. //

06 GO TO ST. // NARROW - LIKE ALLEY AWAY FM MAIN RD (NEAR) an
 IMPVISED OR LEATHER FACTORY // OLD SECTION OF TOWN
 MAIN ST STRAIGHT ALLEY CROOKED // ~~the~~ LIGHT INDUS
 V. OLD ALL CORNER

09 ov. HP.
 DEC CITY // ROUND OUTLINE (AGAIN) // OBLONG / OLD & NEW PART //
 VALLEY BORDERING MTS //

main rd // BRIDGE YD. FM E. SE & TURN SE & GO EAST
 THEN GOES N. // LG FREE WAY SEP. //
 Another YD GO. W/SW OLDER ROAD PARR. FREEWAY //
 (NO RD) ONE MOVE TOWN & THEN MTS. // LIKE
 CROSS RD TOWN. //

ST NOIS 14
 HELD 14

BAD LAND MARKS // TRAFFIC CIR W/ PARK in CTR / FAXES CHUR. LG CATH
 & TRAIN STATION // LOT ART FORMS in FRT MODERN
 ACC⁵ OLD ART FM - STONE WORK
 FM TRAIN WHERE IS BLDG WITH // LEFT → 3 BLK / ^{LEFT} AGAIN FOLL ST ~ 6 STS.
 & ON E IS ALLEY // in ALLEY on L. / H₂O NERV by.
 LTL CARS ONLY in [ALLEY] → IF GO ST. OLD MKT p/s.
 ONLY WALK NOT DRIVE // IMPV OF CARTS...

-19- WHAT Disting - DK GREY / NO WINDOW ONLY DOOR // WIND. & DOOR
 FRAMED in WHITE / V. OLD.

20 (THAT'S ALL)

POST DIDN'T HEAR HELD'S.

DESC. BLDG/HSE
APT /

HSE: NO.
LOCA IN CITY

DESC: CITY
LAND MARKS

DRAW:

TWN & ROADS: NET

TWN/city w/ train. church
& HOW TO GET TO HSE

HSE

DATE/TIME 21 1000 DEC 8SESSION 841 RVer 06 IVer 12ANALYST _____ TAPE T822 TARGET 8125

PSI CONCLUSIVE STATES:

1. Physical Relaxation:

a. Was RVer able to physically relax before and/or during "cool down" period? Xb. Did RVer appear physically relaxed before and/or during the session? X

c. When questioned, did RVer report a sense of physical relaxation in conjunction with the session? _____

2. Degree of Arousal:

a. When questioned after the session did the RVer report he was able to achieve a state of "passive concentration" prior to and/or during the session? _____

b. Did RVer appear to be in a state of "passive concentration" prior to and/or during the session? _____

3. Sensory Input:

a. Was there ambient room "noise" (to include all senses) before and/or during the session? Xb. Was RVer disturbed by noise before and/or during the session? Xc. Was RVer able to disregard the "noise" and concentrate on the task at hand? X

4. Increased Awareness of Internal Processes:

a. Did RVer report internally perceived sensory data? -b. Did RVer express his confidence in the internal sensory data he perceived? -c. Did RVer have REM during session? -

5. Hemispheric Specialization:

a. Did RVer exhibit a voice quality change? SOME WHAT Xb. Did RVer's verbiage exhibit right hemispheric behavior? (Lack of sentence structure, gestalts, etc.) ON & OFF X

6. Altered View of World:

a. Did RVer believe the task at hand was possible for him? Xb. Was RVer confident that he could do what was asked of him? X

7. Importance of Task:

a. Was RVer briefed on importance of mission? Xb. Did RVer display positive motivation concerning the task at hand? X

**THIS WILL BE A
REMOTE VIEWING
SESSION FOR 21 DEC
1981. WITH A ~~REF~~
START TIME OF 1000**

**OUR TGT FOR TODAY
IS THE PERSON
WHOSE PHOTO IS IN
THE SEALED ENVE-
LOPE.....**

**CONCENTRATE ON
THE PERSON IN THE
PHOTO LOCATE
THE PERSON IN THE
PHOTO ... DESCRIBE
WHERE HE IS...**

Target Photo in sealed envelope

10:00 Bolshukin location.

J basement impression
underground rooms
white stone
walls white stone

Somewhat Dark Blue Coat moving walking

B who else is with man in photo

J standing alone by himself

B go out of where he is go to street
look at building describe it

J. GRAY GIANT DOORS ^{very} Large wood door
Court yard with road
Heavy IRON Bolts thru the door
white stone frame around windows
wall white w/ windows giant doors
double layer wood slant
old masonry!
cobblestones
O

B Go out main entrance to street
describe where building is on street.

J. Very narrow almost like alley
away from main road
near leather factory (Tanney) ^{Rob}

Very old section of town
Main street straight
allies cross at

light industry whatever
all connected very old.

B. Raise up above ground
look down and see city
describe how it looks

J. Round ^{city} outline with River
only oblong old part & new part
there is a... It's like an a
low valley bordering mountains
\$

B FWD main road into the city

J Narrow Bridge Road
it goes in ~~to~~ from E-SE
Crooked road
crosses bridge at E-SE
turns E- goes E
comes into city goes N
saw large freeway separate
freeway
there another road
from main road
goes W-SW
much older rd
parallel to freeway
road goes north thru one more town
in mountains
cross roads towns
real old cross roads

B. go back to overlooking city
pick out the landmarks
in the city

J like a ... main road,
then turn traffic circle
park in cluster
faces a large cathedral
& train station
Art forms in front of
modern train station
across the street is
old art forms
stone work
from

B from train station where is the
building with man in the photo.

J ~~E~~ left to a third block
left again then follow that street
perhaps a 6 streets then
on the right is the alley
its in alley on left
same water nearby
see little car only
little cars can go in alley
keep going straighter 3 blocks
there is an old market place
market carts,

B. what distinguishes the house with
under

Dark gray
no windows on ground
only door
windows ~~or~~ framed in white
entry to court yard - old
very old.

B That is all I have for you
at this time. Do wish to
add anything?

J. ~~Do you~~ just-a-minute
no that's all I have.

B return to this room.

Post Session

J really beautiful mountains

B what about weather

J colder than Sh. --
Cold wind.

B. Alone in place:

J. Not alone

Dark blue coat
uniform dark blue with rust color
with lot of leather.

B. Drawing
Town with overhead
Train station to building
then building

J. City is real old
modern part is eating around
city. fine cities in one
flat land is rare.

Session