

Tasking targets.

So you are now a remote viewer. You've been doing it for a while, you have the 'I am a god' badge and you've been exploring all kinds of targets from all kinds of angles. Now you have to start thinking about how to setup targets for yourself or others and BANG it hits you – no one has ever discussed this, what works and how to get the best form the remote viewer.

Well that's where I guess this writing comes-in.

Over the last thirteen years and through much experimentation, I feel that one of the MOST important components of the remote viewing process is an accurate and solid tasking of a target.

Why?

Well first we still don't know how Rv works, or the mechanism that allows us to access anything with the mind. What we do have is theories – and some of the best involve non locality, quantum and holographic theories. In basic terms – these say that everything in the universe is connected and interacts/influences each other.

With this in mind and from experiences and examples over the years – it's clear to me and others that everyone involved in an RV project, including the target tasker, the analysts, and the remote viewers are all connected and that each can and does impact the project and its data.

With this in mind we, over the years have evolved a target tasking which seems to produce good RV data. This is a concise method that accurately presents the target to the viewers subconscious to follow, it records the taskers intent and need and because it's all presented and written down it presents a solid definition of what 'is' and what is 'not' the target for use when evaluating the viewers data.

So how do we do this?

Our target taskings have three main parts and an optional part (sketch or photograph).

These parts are:

1. Identifier
2. Outline
3. The Cue
4. Image/Photograph (*optional*)

1. **An identifier.** Everyone knows this – it's a random number assigned to the target for the remote viewer to focus upon and also its useful as an identifier for the project – if it needs to be discussed. Most people just use the date of the tasking.
August 3rd 2010 becomes: 0308 - 2010

We try not to use letters as this can get the mind thinking too much if the letters start to look like words or acronyms. I.e: UFO1 – 2010

We don't want the mind to get busy – so best to not use letters.

2. **The Outline.** This component has three parts to its make-up.

[a] Simply and exactly what is the target/is to be viewed

[b] The time and place of the target to be viewed

[c] Overview or Gestalt of What the target is (*event, location, life, subject, structure, etc*)

So an outline would look like this;

[John F Kennedy assassination](#) | [Dealy Plaza, Dallas, Texas November 22 1963 12:20 onwards](#) | [event](#)

Obviously you don't need to color code your outline – this is just to show the A,B,C components 😊. The outline sets the WHAT and WHERE part of the target.

3. **The cue.** This is very important as it sets the parameters of what the tasker wants the remote viewer to focus upon at the target. Essentially it records their intent on paper and sets the parameters of what the remote viewing data is assessed against for accuracy. If we didn't use cues detailing this then for the example above anything and everything that happen on that day could essentially be part of the target, from the people to the shooting, to the arrest of Oswald and so on.

The cue should always be as brief and concise as possible as theory denotes that this recorded intent from the tasker – MAY drive and guide the remote viewing session.

An example cue for this target could be:

Cue.

The remote viewer is to go to the optimum time and position to describe and sketch any activity from the location known as 'the grassy knoll' – only – and in full detail.

Another could be:

Cue.

The remote viewer is to go to the optimum time and position to describe and sketch any activity from the location known as 'the school book depository – (fourth floor window) – only – and in full detail.

As you can see – this records exactly what information the tasker wants to receive, it's also becomes a yard stick to measure the accuracy of the data against, and if theory is right it also helps record and focus the taskers intent which may be a driving force behind how Rv works.

When creating cues its best to only have one objective/task for the remote viewer per tasking. Any more than this and I've seen the viewer in session become confused and in trying to (unknowingly) answer all the tasker needs, just present less accurate data. So keep the task simple and direct. If you want more info – you can always re-task the remote viewer later.

4. **Optional image.** You can also add an image to the tasking. But this is just for aesthetic reasons really – but it all helps. See below for an example target tasking.

2907 - 2010

JFK assassination | Dallas, Texas, November 22, 1963, 12.30 onwards | Event



Cue:

The remote viewer is to move to the optimum position/location and to describe and sketch any activity at the location known as 'the grassy knoll' in full detail - ONLY.

There are many things you can change and add to the cue – I for example always like to use 'optimum' just in case this component is the map the viewer subconsciously uses to get data – therefore if i say optimum then their sub or whatever it is that gets the data – does actually use the optimum route/place or position.

I.e.: Optimum location, optimum position, etc, etc

I also always use 'ONLY' at the end of my cues - as if reminding the subconscious that although the target may be more interesting and much larger – this is the 'ONLY' data that I require as a tasker.

Most of this targeting terminology and ideas comes from the work of TRV and Ed Dames. One thing they are very good at is creating exact target taskings to get the best data from the remote viewers.

Well that's about it really – this seems to work very well in our use over the years. It makes it absolutely clear what the target is, its boundaries and exactly what the tasker wanted to know, and acts as the measure to gauge accuracy.

Hope this helps...

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