RV analysis - theory and good practice by Pat McDonald 2010

SUMMARY

Analysts are perhaps the most useful yet elusive breed of people who can be of help in remote viewing projects. They have responsibility, project to project, in filtering useful information from masses of seemingly random session data. They also have personal responsibilities in helping, improving and sustaining both taskers and viewers.

This work is intended as a guide to analyzing session data produced by remote viewers. It has been written for use by those familiar with the jargon of the subject. If you are not familiar with this jargon, some useful glossaries are available at;

Introductory:-

http://firedocs.com/remoteviewing/answers/docs/rv-faq2.cfm#a%20psychic

In depth CRV circa 1984:-

http://firedocs.com/remoteviewing/answers/crvmanual/crvmanual-11.html#A

PSI Inc late 1990s/current:-
http://firedocs.com/remoteviewing/answers/docs/term-man.html#basic

DEDICATION

This work is dedicated to those who seek truth, in all truth's glories and ugliness

ACKNOWLEDGEMENTS

Many people have been involved in the discovery and research of RV, far too many to name here. All have played a part in placing ground work years and decades before I even became aware of the subject. While far too numerous to name, I must acknowledge that these ideas are not truly "mine". But I would appear to be the first to place them on record. I make no claims for their usage. They are in the public domain, as far as I care.

BASIC REQUIREMENTS TO ANALYZE RV SESSIONS

1) The idea that RV may, sometimes at least, work. If you have the prejudice that RV is impossible, then it is impossible. It may be that applying analysis methods may bring about the revelation that RV does work, but there won't be much motivation to find out that you were wrong.

If you would prefer the "official" proof that free response anomalous cognition - Remote Viewing - does produce useful information more often than chance would dictate, you should find the official links at;-

http://www.lfr.org/LFR/csl/media/ciaairreport.html

2) A good grasp of arithmetic. Being able to add up, subtract, divide and multiply. More mathematical knowledge like algebra and calculus are welcome but not necessary.

3) A patient and persevering disposition. It is very easy to lose motivation during analysis. You have to have determination to finish an analysis.

4) The ability to record keep. Being a good typist to begin with helps a lot.

5) The ability to be objective as you can be. This is more of a relative attitude than an absolute, as we all have highs and lows. If you want to keep doing analyses for the same people, maintaining the relationship can be difficult while being objective.

6) Somebody else's RV session information on a PC, and access to a PC. Analyzing your own material is not recommended, for reason 5 above.

7) Tact or diplomacy. A little bit goes a long way; but if you have neither, expect hostility to your analyses.

THE PURPOSES OF ANALYZING RV MATERIAL

Most important to appreciate that analysis is NOT about tearing down an RV session, or oneupmanship, or points scoring, or the opposites of massaging someone's ego or being a "yes" person.

The purposes of analysis are;

1) To try to extract the maximum amount of useful information from a session or sessions;

2) To give both viewer and tasker some idea of the relative values and depths of accuracy of a viewer or given target. This gives the viewer some insight into how they're operating; it gives some insight to the tasker about the relative value of their choice of targets and cue methods.

These may seem to be the same thing, but point 1 takes into account the end user of the useful information - in commercial RV, the person or organization that pays for the project. Point 2 is really about sustaining and developing effective RV target/viewer/analyst teams. Whether these teams are professionally paid or informally organized for fun, fair analysis and communications make for more effective teamwork on future projects.

TYPES OF RV ANALYSIS – HISTORICAL EVOLUTION

In the original Puthoff and Targ scientific release ("A Perceptual Channel across Kilometer Distances") the use of blind judges is detailed. An independent evaluation on each session is performed by someone who did not know what the target was. Five possible targets are given to the judge, one of which is correct. The judge has to rate each picture in rank order, so a five is the best match, one is the worst match. This gives an idea of how often a viewer is on target. But it does not help evolve new information about a target.

Another method, apparently in long use by the Hawaiian Remote Viewers Guild, is to perform cross analysis of multiple viewers outputs on the same target. Lists of matches are drawn up, and gives a consensual overview of common points between different viewers.

http://www.dojopsi.info/forum/index.php?topic=1596.0

A third method, in commercial usage by Problems, Solutions and Innovations Inc, is to gradually produce a viewer profile of accuracy. This requires hundreds of different sessions to be compared to a known target, and seeing what types of information a viewer does, or does not, provide. Within the PSI glossary, available at;

http://firedocs.com/remoteviewing/answers/docs/term-man.html#analysis

... PSI also mention use of cross comparisons, and cite an example where a valid cross comparison point was not provided to the client because the analyst thought it could not possibly be correct. Actually, it was correct. For this reason, in that document, PSI advocate NOT using consensual cross comparisons but instead to use viewer profiling instead. As PSI are the only organization that do this, and as I have no real hard information on it, I cannot comment further than the above given link.

It would appear to be in PSI's commercial interest to take this position. If it's an invalid method then they would be logical to keep away from it. It does appear illogical to me, however, to refuse to also use objective consensual matching just because subjective consensual matching is flawed in the example they state. That doesn't mean that ONLY objective consensual matching provides a true and complete analysis.

The fourth general method, widely used in RV training, is for someone to subjectively score each piece of information in a viewers session, on a scale of 1-4 where 1 is not valid and 4 is a definite match with the target and cue.

There may well be other methods of data set comparison, in today's high tech world of information processing. Certainly, better analysis techniques will become available, in the public domain... IF researchers have the guts to have a go and evolve them!

BLIND OBJECTIVE CONSENSUAL MATCHING

For unbiased results, it would appear best that analysis be done without knowing what the target is. This would appear to be impossible if the person doing the analysis knows what the target is. It prevents objectivity... but there is a way around this IF more than one viewer has produced a session on the same target

That method, which is valid whether or not the analyst is blind, is to compare all concept values between all sessions, and to note the similarities. Then, produce a list of the similarities and their number of repeats between viewers. Ideally, a computer program could do this; unfortunately, such a program would require a built in thesaurus of similar words words and concepts. Unless such software appears, then we're down to working by hand. Even when such software appears, it will have plenty of teething problems, as new software tends to.

The OTHER method, which is the one in regular use by RV analysts, is to break down each session into a list of conceptual statements about the target, and give a numeric value of 1-4 for each. The snag here is that the analyst must be aware of the target in order to give a subjective opinion.

Their is another twist to the subjective 1-4 approach. It may be that the viewer produces a contextual idea that doesn't seem to match the target, and so produces a low score of 0 or 1. Later, this conceptual description turns out to be accurate. Who gets the blame? The analyst. This might not be so much of a problem if the analyst generally produces very good product.

The fact of the matter is, though, that RV information is, concept by concept, generally not conclusive; what is desired is as much clarity, accuracy, and detail as can be provided. One thing that analysis can do is to give some idea of one particular viewer's strengths and weaknesses, as it can help to highlight blind spots as well as points of accuracy.

A more immediately useful analysis' product is to rate a viewer's total output - give an idea of how much accurate data is contained within a given session. When a viewer has obtained a large number of analyses, that viewer can have an idea of what their strengths and weaknesses are. However, it can also lead to a viewer trying to improve their performance by simply writing as much data as they can spontaneously generate.

ENOUGH! HOW DO I DO THIS STUFF?

First: Type up each session into a text document. Entirely. Where there is an ideogram or drawing, make a note in your text record. Microsoft always bundle the application "Notepad" for simple text entry into the Programs/Accessories area of just about all releases of Windows. Notepad also works in DOS, and it lacks just about everything you find as standard in a word processor.

Try to be as accurate as possible in noting every word, and to be courteous note every repeat. One common viewer error/oversight is not to repeat the co-ordinate in order to get a fresh contact with the target. Also, CRV theory is that in certain situations repeating a given piece of conceptual data will evoke fresh ideas about that data. Repeats mean different things to different people with different methods; it is possible for a viewer to think of a repeat as a mistake, and shouldn't be noted in a session. Repeats from the same viewer are subjective, and I think, no big deal for analysts. Treating everyone as a person though, with respect, is massively important.

Second: If you have multiple sessions, do an objective comparison of each word contained in in each session with each other session. The method I use, after I've read each one several times so as to give insights into possible matches, is;

1) Load all text documents with Notepad so that all are visible.

2) Open a further document window to note that comparisons. Give it a name like "comparisons" and save it as you update it.

3) Put the cursor top left in each document. Open a "Find/Replace" box with each one EXCEPT for the smallest.

4) In turn, copy and paste each concept or statement from the smallest session into the "Find/Replace" box of the other sessions, and see if there is a match.

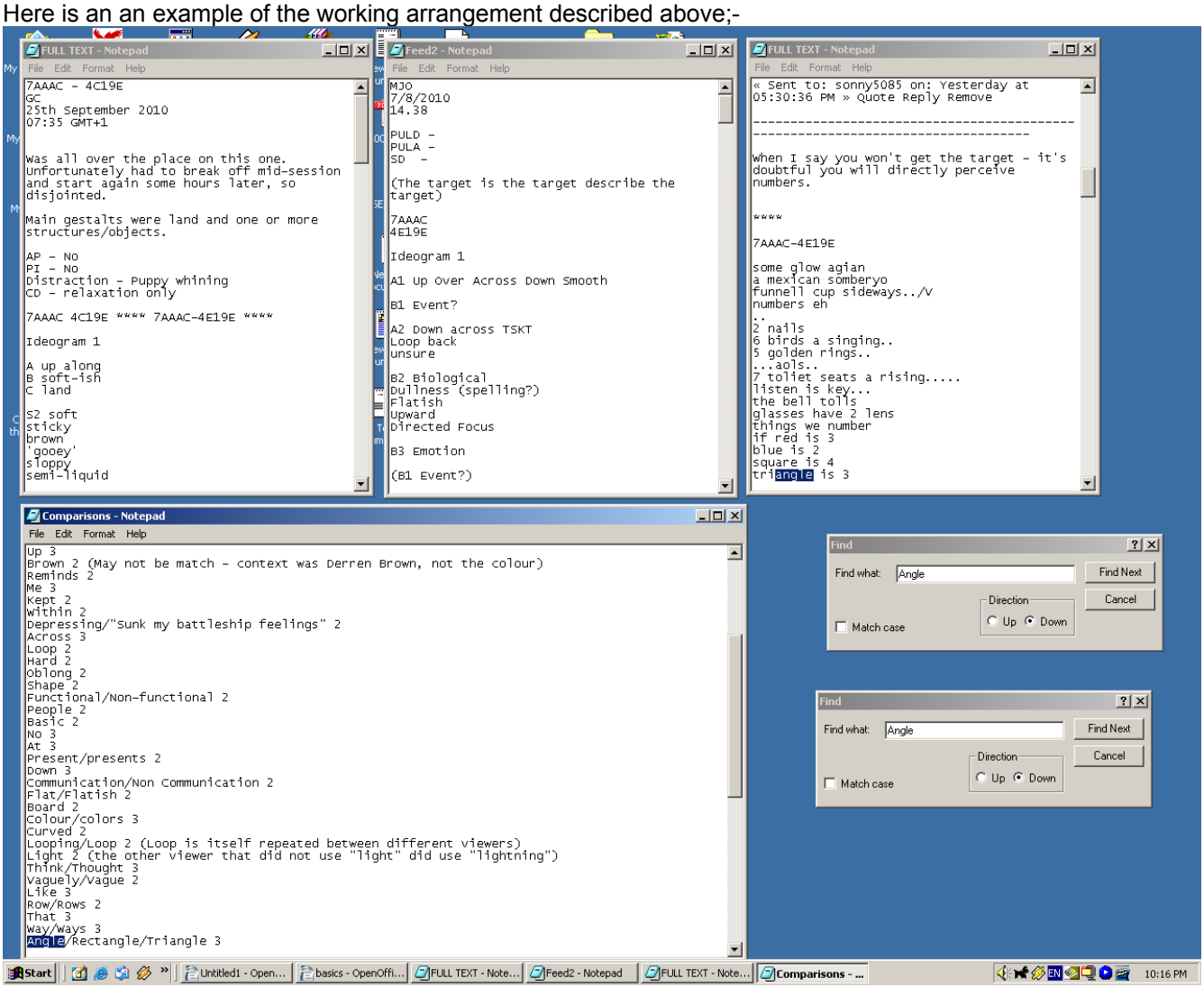
Practice, good spelling, and common sense help a lot here. If the shortest session contains say the word "combustible", then just looking for "combust" would give the matches. Sometimes, both a concept and it's opposite turn up; this often indicates elements of both concepts within the target. Also, be aware that different words can have a similar meaning but different meaning, like "ice", "cold", or "freezing". Note such similarities. English is very redundant in synonyms - there are many words with a similar meanings but different spellings and vice versa. This is why reading each session a few times before creating an analysins helps highlight the similar concepts when you start matching them..

5) If a match is found, then record it in the comparisons text file and save the comparisons file. Then reposition the cursor to the beginning of the session were the match was found, and continue searching for the same match across other files.

When you have come to the end of the shortest file, close it. Save the comparisons again. Start comparing with the next smallest text file - because the smaller the files you are cutting and pasting words from, the quicker you will finish an objective cross analysis,

When you need to take a break, make a careful note of your progress and position in the comparison file, save the comparison file, and take the break. Do not edit or resave the original files you are comparing from - you might be putting in words that you will try comparing later!

Here is an an example of the working arrangement described above;-



When you have finished, do not insert or delete anything in the comparison file. If you have made a mistake, fair enough. But anyone who compares the original sessions to the comparison will be able to find out if you're "cooking the books". So it's kind of pointless to delete any entries just because you don't like or agree with them.

It is to be hoped that a computer program capable of having multiple sessions input, and with a built in thesaurus of meanings, will become available in the future to avoid all that hand searching.

WHAT TO EXPECT

There are usually very few - sometimes only one, rarely zero - words or concepts that will be found across all viewers. Theoretically, the more viewers, the less the probability of this happening. Although I haven't analyzed any projects with more than 6 viewers using these techniques, and that idea remains untested for now. Another idea that remains untested is seeing if session data written in different languages produces matches of concepts, or whether the language the target was cued with makes a difference to viewer sessions.

If you don't see any matches between all or "all minus one", then it's possible that at least one viewer failed to access the target. Viewers can be extremely upset by this; they should not be. Remote Viewer #001, Joseph McMoneagle, rates 60/40 as the likely overall RV success to failure rate, which includes basic target acquisition. Target setters may be extremely upset by a lack of an overall consensual. However, I suggest that upset is used constructively to try to find if and why a particular viewer failed to access a particular target.

Each and every target set is really an individual experiment. Typically, complete failures in matching a session to a session are results of many factors, rather than an individual fault. Don't throw out the baby with the bathwater – even with blown sessions, blown protocols, unverifiable or fantasy targets, lessons can be learned for everyone concerned with an RV target. In my opinion, only for a commercial target performed on a commercial basis does it represent a “disaster”.

Both PSI and Joe McMoneagle are firm that sometimes, the consensus is simply wrong, and the individual maverick viewer who disagreed with the consensus is correct. In my experience though, that does not happen as often as the consensus being correct in expressing the core of the target. Because I've done just a few projects, I simply haven't encountered it EXCEPT in a target concerned with a future event.

The ex-Fort Meade viewers have experience vastly greater than mine in RV matters. But neither of them has, to my knowledge, given any figures or proportion for how often the consensus does not give a match with the target, or whether the type of target (event, place, person, object, concept, past, present or future) gives what proportion of accurate consensus. Certainly HRVG use the method with a reportedly consistent accuracy rate.

Usually, that top layer of cream will represent a sum total of information that should match the target and cue. If it doesn't show any kind of relationship (and future targets are notoriously hard to accurately remote view) then it could be an indicator of a major problem with the target and cue. It can also indicate that the viewers involved have no experience or temporary affinity with that particular target, for whatever reasons. Assigning “blame” or “fault” to an individual is pointless. Each RV project offers many insights, not just to the methods of RV, but to the people trying to use those methods to generate RV data.

In many (perhaps most) cases, the other matches between viewers often also give some important core data about the target and cue. Remember, the fine details about the target will still be buried within the viewer sessions. As PSI put it, "In effect, when consensus reporting is used, it negates the use of the viewers, completely.". Personally, I would say that IF ONLY consensus reporting is used, it negates the use of the viewers to a major extent. But, how to give a subjective rating to a viewer, to try to find out how much of their data might be accurate about the target?

SUBJECTIVE ANALYSIS - NON-BLIND SCORING TO DETERMINE MINIMUM PROBABLE ACCURACY

I use a slightly different scoring method to the one explained above. Actually there are any number of scoring methods, but mine has a certain humility to it.

Some people insist that a session MUST conform to the cue in order to score. In my limited experience, sometimes a viewer will stick to the cue, sometimes they will not. In my opinion, just because a viewer provides data outside of a cue directive does not mean the viewer is always "wrong" in doing so. It can be that the cue itself is trying to point to an exact circumstance or detail that is fantasy. I note an entry as "off cue", but in itself that doesn't mean the viewer is wrong.

First, each word or concept is checked to make sure it was a note of viewer data, and not a note involving methodology. Such are rated as 0 B and excluded from the analysis. Example - "Move 50 feet above the target and describe". This is not the same as a true objective analysis, as some viewers produce session data that doesn't have a form or structure. Some view that as "not RV". Personally I just look on it as free response - but I think it is unfair to include within a "subjective analysis" features which a viewer does not expect to be analyzed. It could be argued that they could also be left out of an objective consensual analysis as detailed above. The snag with that is, in doing so the analysis does not remain really remain objective. A dilemma as yet to be resolved.

Second, for the valid information that the viewer was trying to record, if it shows some relevance to the target, it is given a score of 1-4, with 4 being a close match, 1 being a vague match.

Third, items too vague or unverified are given a score of 0 V. They may be "known" to be false, or simply too vague to mean much. Typically, 0 V (unverified or clearly incorrect results) will be 20%, often much more as a proportion of the session if many details about the target are unknown. On operational, non-practice targets, this is exactly the information that is being sought. The problem is, it's mixed up with a whole lot of other data. The good news is, once a particular concept or idea is labelled, it's easy to see what might is unverified and what is known. That helps a LOT with the viewer. It also helps isolate the unverified to see if they can be verified later.

A repeat from a viewer of something they've already recorded is ignored. They've already said it, therefore, no need to include in further analysis. Some viewers record a lot of repeats in session data as part of their RV method, some don't. There is no need to penalize one set or the other.

The ratio of verified (positive numbers) to unverified (0 V) gives you a contact factor. In terms of information theory, a Signal to Noise Ratio (SNR). A lot of people think high SNR is vital to information transfer; this is not always the case. For example, in the cases of FM radio transmission, or encoded checksum error corrected serial communications. Such systems can be "noisy" but still effective. In the case of RV, it really gives an idea of how much data is CLEARLY relevant to the target, and how much is NOT CLEARLY relevant to the target. Because, one of the amazing things about RV is that it can produce data that was unknown at the times the target was set and the viewing sessions compiled.

These SNRs are generally very high, and don't mean that much in analyzing any given project. It is my understanding they can give a very good idea as to how effective or ineffective the target and cue was - in other words, low values across many viewers on the same target may mean a vague or inadequate cue, rather like the lack of an overall objective consensus. However, these are ideas that might be worth exploring rather than facts.

There is another important factor though - the VOLUME of data. If a viewer has given a session rated as 95% SNR, but only given 20 pieces of information, obviously they aren't producing as many possible pieces of new information, in comparison to someone with an SNR of 60% who produces 300 different pieces of information. Especially if even a few pieces of their unverified data is later verified as accurate.

Whether or not a viewer's output is significantly better than chance can only be verified by testing. PSI's OCP effort looks solid. Over time though, a viewer who had enough sessions analyzed could produce a database profile as good as a PSI OCP certificate. Where PSI really score is in having a standardized database of targets. Whether or not they use the same database across everybody that is OCP certificated is unknown to me. Likewise, editing and evolution of their databases are unknown to me, and PSI are entitled to privacy with a method for which they have solely worked.

The above point becomes more important when you consider the quality of data produced. The best sessions have few or no scores of 1 or 2, and lots and lots of 3 and 4s. Here's what I would call a creditable result, high proportion of high quality matches;

SNR = (48-8)/48 = 40/48 = 83.33%

0V:++++++++

1: ++
2: +++++
3: ++++++++++
4: ++++++++++++++++++++++

Here's a below average result (this is actually one of mine. It's typical of early RV efforts! Good gestalt, no fluff, some iffy matches but not much produced at all);

SNR = (5-1)/5 = 4/5 = 80%

0V:+

1: ++
2: +
3:
4: +

What I would an outstanding RV result? In my opinion (and I haven't observed such a result);

SNR = (99-30)/99 = (69/99) = 69.70% (rounded up)

0V:++++++++++++++++++++++++++++++
1:
2:
3: ++
4:
++

Apart from the shape of the hits - which is a visual way of representing a viewer's accuracy - there is a further mathematical process which can be carried out. That is to assign a value of 5% for 0V results, 10% for 1, 35% for 2, 65% for 3, and 95% for a 4, then sum the decimal probabilities into an overall verified minimum accuracy.

Why a small amount for unverifiable or wrong, and why only 95% for a close match? It's to cater for human failure on the part of the analyst. Sometimes an unverified will later be verified - also, sometimes, a close match will actually turn out to be a miss.

Adding those figures up, and comparing them to volume of session data, gives a fair estimate of a sessions MINIMUM accuracy, plus or minus 17.5% (to account for when a match isn't quite right - a 4 that should be a 3, a 1 that should be a 2 etc).

I believe that figure - a minimum of accuracy for any particular session - would be of value to a client when given the viewing session, and the fair estimate of a minimum accurate percentage, for them to judge for themselves whether or not a session has been worth paying or asking for. If the unverified data session data was supplied, they could also judge for themselves the unverified information and have an estimate of a minimum amount of it being correct.

Is it as good an indicator of accuracy as a reliable and long term record of a viewer, as produced by Problems, Solutions, and Innovations? Probably not for any individual session or project, and probably not as a long term indicator of RV ability. But, together with an objective consensual analysis - which cannot be faked if the session data is available - it does go some way to helping extract data from any given session towards a project.

IDEOGRAM ANALYSIS

I've said almost nothing of ideogram and drawing analysis. For some ideas on basic ideogram analysis, more of use to the CRV'ers than analysts, check the manual at;-

http://firedocs.com/remoteviewing/

All I can really offer in the way of further comment is that a subjective analysis can also be done on each ideogram and drawing, and then a minimum estimate of accuracy established for that particular session. Some viewers consistently produce better sketches. They are, generally speaking, the ones who spend time and effort to enhance their record keeping skills in the area of drawing. And very often, the best drawers and sketchers are the ones who get contracts as professional remote viewers.

Does that mean that only those who can draw or sketch effectively can be the most effective viewers? I doubt it. But those who cannot effectively communicate by whatever method at all will have to work harder at becoming better remote viewers. By effort I don't mean exertion over one session. By effort, I mean more practice and experience at producing session data. Self consciousness is probably a big problem here - a lot of people are embarrassed over what they think of as inferior drawing skills. And I'm one of them.

Such doubts are almost certainly pointless. It strikes me that, most CRV training programs are about just getting people to let go their conscious doubts about their doodle abilities. Even for people like me who have grip problems with a pen or pencil.

CONCLUSION

Over time, using these methods, profiles of both viewers and taskers could be built. Both for their own awareness and self improvement, and others being able to see their relative merits. Viewers and analysts can build their own databases using their methods, although it remains to be seen whether or not these methods are superior, inferior, or comparable to PSI Inc methods.

The reason I say "Probably not" is because PSI Inc use intensive programs of practice target setting, and comparing session data to this dedicated target set. The end product is a viewer who is Operational Certified, the process is called the Operational Certification Program and was covered in depth in an earlier issue of 8 Martinis. In order for a non PSI viewer to be able to justly claim competence to the same degree, they also have to perform viewings on hundreds of verified targets, and have the results analyzed, and have all the relevant records available for scrutiny. As an outsider to PSI, this is speculation on my part. It could be the methods I'm describing compare very favorably with PSI's reported analysis techniques. Or not. Long term testing will tell.

The relationships between analysts and other parts of an RV effort are best viewed as delicate, as they can be explosive. Often, the viewer will pick up on a habit of a viewer, and be able to offer opinions on it. Whether or not the viewer pays attention to them is up to the viewer. Certainly, experience in this relationship generally builds into both viewing habits and analysis insights.

However, in my opinion, an analyst that judges a colleague as a person is usually not judging for the benefit of the viewer. The analyst is there to appraise the session data and to give an objective opinion on a project. This opinion may well impact on a target and especially cue choices. Analysts should not generally judge the human beings that produce sessions, and not the people who set up the targets, but they are free to give an opinion, backed up by analysis, of both sessions and target/cue choices. This opinion would be to some degree informed, if rarely 100% correct.

I say "generally" and "usually" because viewers often have problems maintaining or adjusting psychological boundaries over many viewing sessions. Picking up on a downward spiral from a viewer, to try to get them to adjust and maintain a critical thinking role outside of RV too, is in the best interests of the viewer.

Having said that, performing objective consensual analysis with just Notepad is very time consuming and labor intensive, and may make analysts unstable as well. :)

FINALLY

DO NOT ANALYSE YOUR OWN SESSIONS
DO KEEP ALL YOUR DATA
ONLY SHARE DATA IF YOU ARE HAPPY NO HARM WILL RESULT TO OTHERS
DO SHOW RESPECT EVEN WHEN NONE IS RETURNED
DO ALWAYS CHECK YOUR OBJECTIVITY
DO BE ESPECIALLY GRACIOUS WHEN YOU ARE AT LEAST PARTLY IN THE WRONG
DO BE REALISTIC ABOUT DEADLINES AND FEEDBACK TIME
DO LET PEOPLE KNOW WHEN YOUR ANALYSIS WILL BE LATER THAN EXPECTED
DO KEEP YOUR SENSE OF FUN

EXAMPLE PROJECT

All viewers were given the target tag 7D110 – 9F0BB and the general type of target, a man made object. Viewers were invited to freely respond because of likelihood target choice would generate non-man made concepts. The cue and photograph were stored in an offline computer folder labelled Target 7DD110-9F0BB.

Cue for target 7D110- 9F0BB

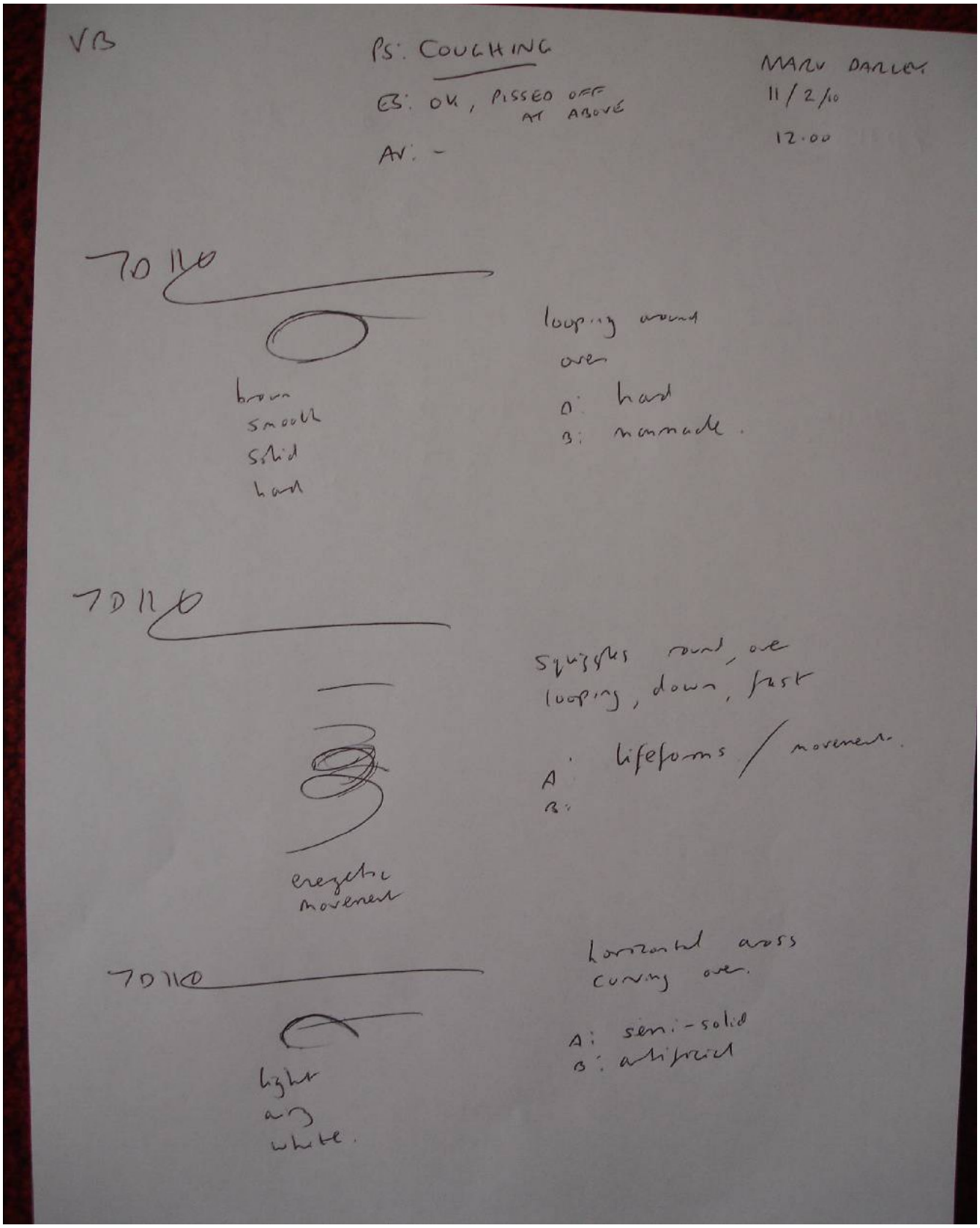
Describe the plane shown in the accompanying picture labelled TU-16 only at the time the plane was originally photographed. Detail the plane's markings enough for a positive identification of the nationality of the markings. Name the purpose of the plane's mission at the time the original photograph was taken. Name the nationality of the flight crew on board the plane who are performing the mission at the time the plane was originally photographed. Do not perceive the plane other than at the time the original photograph was taken. Do not perceive the crew other than at the time the original photograph was taken. If different members of the crew have different nationalities, then name the largest common nationality of the crew at the time the plane was originally photographed.

Objective conceptual matches across all sessions

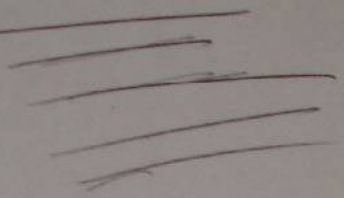
All 3 Viewers match: Move (and variants), Mesh/Gridded/Criss-cross, Cacaphony/Noise

2 Viewers match: Brown, White, Black, Silver, Smooth, Round, Large, Hard, Loop (and variant), Over, Progress/(ion), Still (One verbal and one possible visual ideogram), Lifeform, Lifeforms/Soldiers, Curved/Curving, Rising/Levitate, Hollow/Not Solid, Wind, Door/Doors, Naval/Maratime, Symphony/Music, Construction/Reconstruction, Area, Out, Power/Authority, Many, Work/Working *
*(Although one repeat appeared in summary analysis, which would likely be rejected by a formal parapsychologist insisting on session data only. However the summary was submitted and included with the session data prior to disclosure of feedback of target content so is within the double blind protocol, at least as far as keeping the feedback target data off line until all 3 sessions were presented).

Session data – Viewer Marv Darley



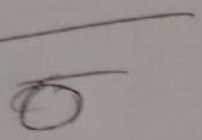
7D11a



across, fast

A: movement
A.

7D11a



looping arc, oval

A: hand
A. manual

(52)

whistling

TOHO

S: tinkling
thud

T: smooth
rippled
uneven soft

C: black
grey
yellow
silver

B: bright

T: mid

gridded
vertical
light

Dims: round
upwards
bulky
vertical
curved
upwards
rising
vertical
solid
big

Arr: aircraft

S: clean
neutral

T: grilly
bitter

Arr: torpedo

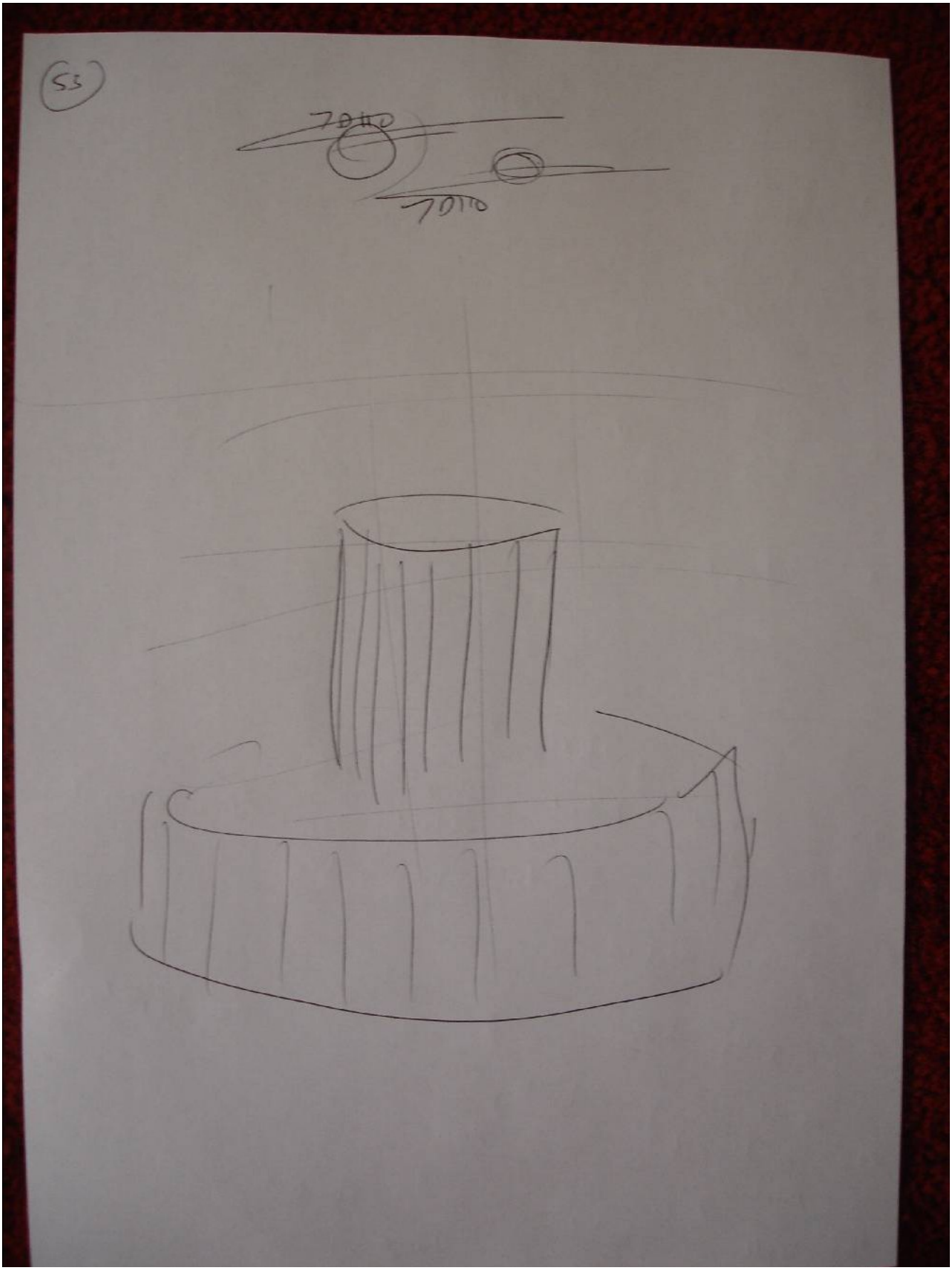
Cool air
windbreak
machinery

bulky

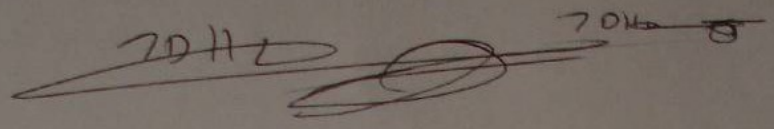
TOHO

shrubbery

large scale
solid
large



(54)



S D T IT TOL TOL/S

dripping

trickling

inserting through.

cloud

grey

white

started heavy

square

rising

movement along vertical plane

clang of metal

artificial light

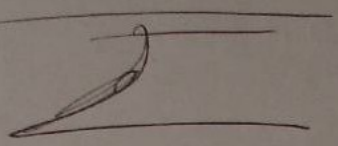
indoor.

machinery up/down

TOL: lift/lifting machines.

grey.

(54)



S D A E T IT ADL ADL/S

heavy
pushing

effort

heavy
swing
doors

ADL/S NAME

grey
taupe

round
large

Conveyer
belt

construction

white
bright

electrical.
lighting

large
cage

jagged
curtain

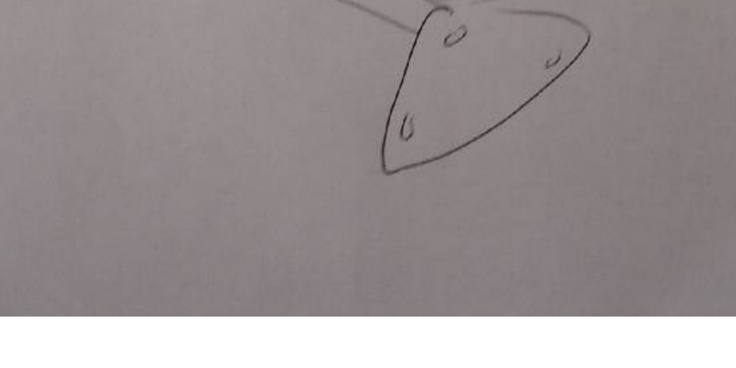
(54) MOVE TO VIEW OF TARGET FROM 15 FEET EAST AND DESCRIBE 7016

S D M O T IT AOL AOL/S

orange
rusty
flipping
chugging upward
vertical
straight
rising
lifting

Cavities in floor

AOL: CAR ASSEMBLY



(54) MOVE TO CENTRE OF TARGET + DESCRIBE

TOUCH

S O M E T IT AOL AOL/S

smooth

rolling roller

movement

wide open area

orange

spinning

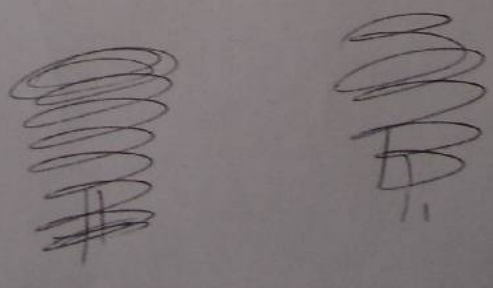
Ani: CONSTRUCTION PLANT

hot to touch

rolled up coil of wire

progress

industrial area.

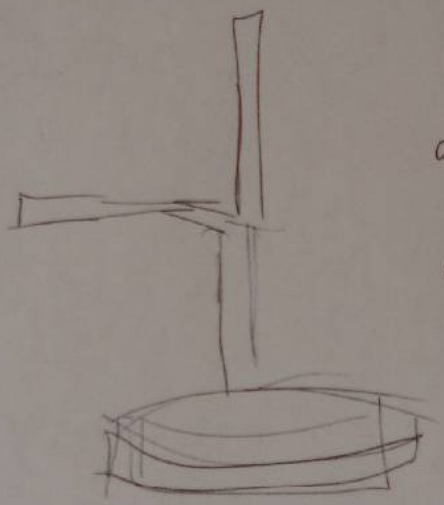


(54) MOVE TO ASPECT OF TASKER OF GREATEST INTEREST TO TASKER + OBSERVE TO/IO/S

S D A E T IT A A/S

angle

'chopping'



aspect rises upwards, to roof

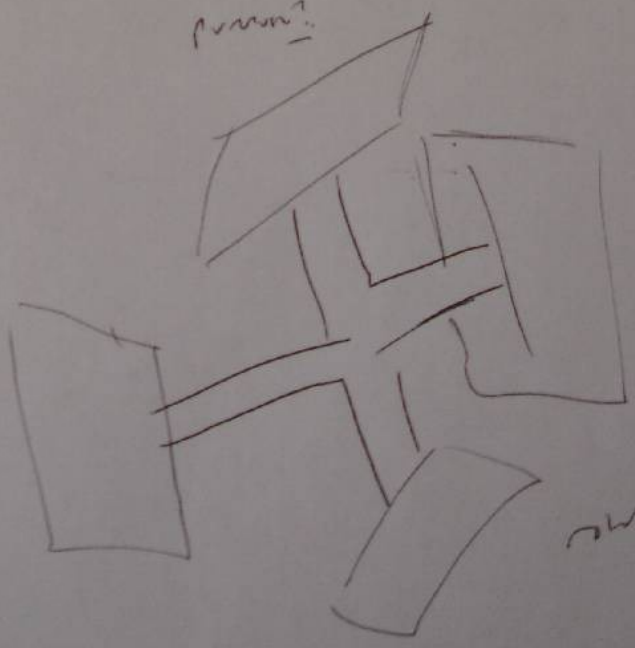
aspect turns around grinds

via

metal supports

metal plates

pumm?

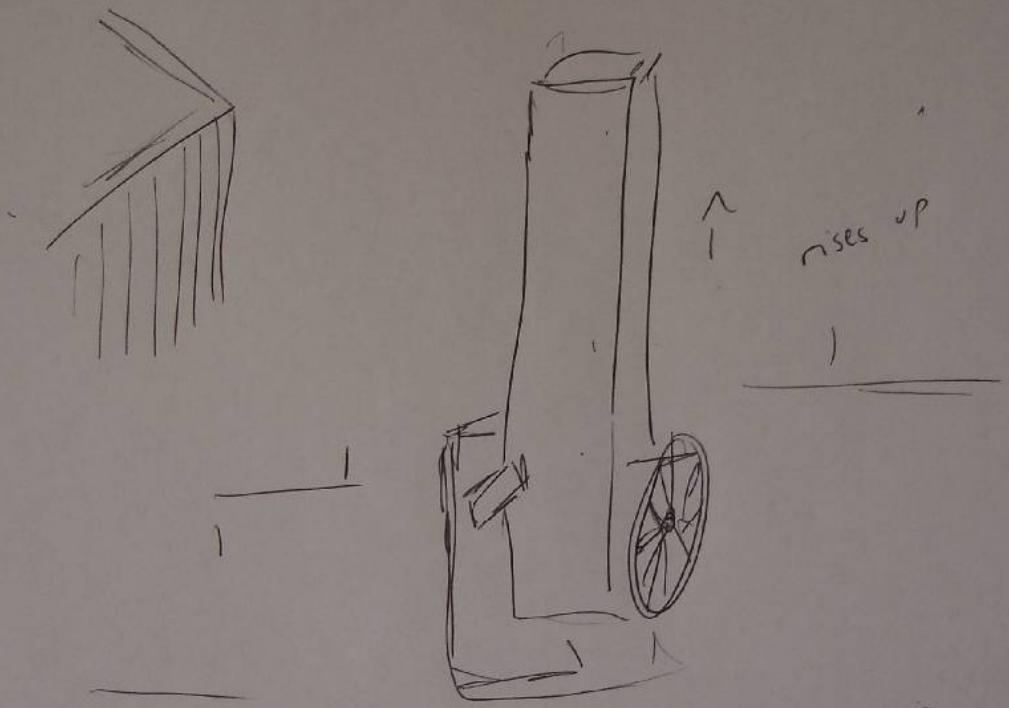


slides

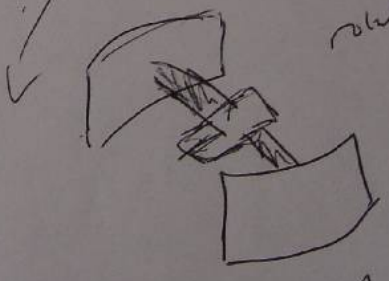
S3

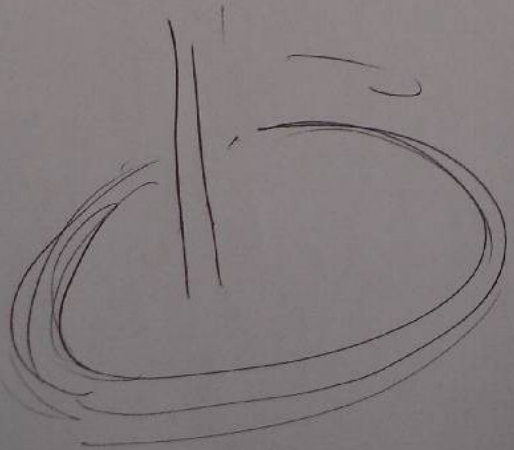
MOVE TO TARGET + SKETCH

ZOOM



ZOOM





Session ended

SUMMARY for TARGET 7D110 11/2/10

Whistling, tinkling, THUD
Smooth, ruffled...furry fabric or covering
Black, grey, yellow, silver
Clean, neutral smell
Gritty, bitter
Cool air
'windbreak'
Machinery of some type
Large scale, solid, almost bordering on structural, set in place
Movement along a vertical plane, machinery moving up and down
Insertion through
Artificial light
Indoors...feel like a hangar or warehouse possibly
Clang of metal
Heavy swinging doors
Pushing, effort
Conveyor belt-type action
Electrical...lighting
Large cage
Cavities in floor reminiscent of gaps where mechanics work under cars
Noisy, flipping, chugging
Roller
Movement, revolution
Wide open area
Rolled up coil of wire
Industrial area, progress
Spinning
Hot to touch
Metal supports
Metal rotation

SUMMARY:

Felt very much like a mechanical work area or some kind of heavy industrial machinery. Focus remained on a multi-faceted piece of equipment the characteristics of which are best gleaned from the descriptions given above.

Subjective marking for Marv Darley's session data

PS Coughing:

ES: OK, PISSED OFF AT ABOVE - *Noted. Viewer is not feeling 100%*

Coordinate *(This viewer generally only writes the first part of a 10 character coordinate)*

Ideogram 1 *+2 I Singular object, but very complex*

Brown *+3 Probable cue match with aesthetic impact of Soviet Military.*

Smooth *+4 Match with plane external photograph.*

Solid *+2 Not accurate in terms of cue. Perhaps feedback of positive RV functioning. Match with aesthetic impact of a Russian buillt large supersonic jet.*

Hard *+4 Positive feel, accurate description of touch, tactile.*

Looping around *+2 Vague, but vertical element given.*

Over *+4 Correct in terms of relative position of the aircraft.*

Hard *(Repeat)*

Manmade *0 B Given as part of the task.*

Coord *(repeat)*

Ideogram 2 *+2 I Singular with multiple aspects.*

Squiggles *+2 Aesthetic impact of aircraft markings at least.*

round *+3 aerodynamic value.*

Ore *0 B (over?) Cannot read, probably repeat, not totally irrelevent to a metal target.*

looping *(repeat)*

down *0 V Contradiction to Over, too vague,*

lifeforms *+4 Multicrew aircraft.*

energetic movement *+4 Fast aircraft in comparison to 707.*

coord (*repeat*)

ideogram 3 *+3 I long fuselage, wings.*

horizontal *+4 Match with orientation.*

curving *+2 Match with appearance*

light *+4 Match with appearance, artificial light within as well.*

airy *+3 Match with aesthetic impact and overall impression.*

white *+3 Match with target image.*

semi-solid *+3 Match with nature of target.*

artificial *0 B Match with tasking (artificial) but other species do build things.*

Coord *(Repeat)*

Ideogram 4 *+1 I Multiple aspects*

across fast *+3*

movement *(repeat)*

Coord *(repeat)*

Ideogram 5 *+1 I Stylized cannon?*

looping over (*repeat)*

movement *(repeat)*

hard *(repeat)*

Manmade (*repeat)*

coord (*repeat)*

ideogram 6 *(repeat)*

whistling *+4 Certainty with externals and with internal sounds.*

tinkling *+3 Repetitive radio pulses, when brought within human hearing, do have harmonics.*

thud *0 V Unverifiable, but highly probable internal doors could be thudded shut in line with Party policy. Helps the Commissar do his job.*

smooth *(repeat)*

ruffled *0 V Too vague, some parts where, possibly headgear of crew?*

uneven soft *0 V Contradictions here, but see above.*

black *+2 Black and white image.*

grey *+2 As above.*

yellow *+1 Not correct as to target or cue, but the sun would have been over the horizon if the stated time, date and likely Mediterranean location of the photograph are accurate. Z or Zulu Time refers to Greenwich Mean Time. The snag is, perhaps the 02H indicator is correct and I honestly could not say if the photograph was captured with infra red techniques at night time.*

silver *+4 Correct color.*

bright *+3 Correct as to plane description but see 2 above.*

mud *0 V Has nothing to do with target, but remember brown colour of Russian uniforms.*

gridded *+2 Correct as to internal structure.*

vertical *+2 Vague but correct in terms of airplane definition.*

DIMS *(dimensions?) 0 B*

round (*repeat)*

upwards *+2 See vertical 3 above.*

bulky *+4 Correct in technical and aesthetic terms*.

vertical (*repeat*)

curved *(Repeat: Too close to curving)*

upwards *(repeat)*

rising *(repeat as upwards).*

vertical (*repeat*)

solid (*repeat*)

large *+4*

big (*repeat as large)*

AOL: Aircraft *+3 Not Absolutely accurate. Some might say incorrectly called as to nature of target, but was a part of the target, and not the whole of the cue.*

Clean *+1 Aesthetic visual impact.*

Neutral *+2 Aesthetic apparent Visual impact.*

gritty +2 *Perhaps Sandy might have been closer to Syrian.*

bitter *+4 Understandable. Syria has no oil at all and precious little natural gas.*

AOL: Torpedo *+4 pods do appear to be torpedoes. Incorrectly identified some might say but actually torpedoes are not a part of the target - just some things that look similar, and the viewer has called correctly called torpedoes as Analytical OverLay. What is even better is that the "torpedo like objects" play a major role in the type of mission the plane was engaged on.*

Cool air *+4 Tends to be at 40,000 feet.*

'windbreak' - *+1 That's one way of describing it but the viewer has already decided it isn't an aeroplane. Well, the cue isn't just guess it's an aeroplane, so some details emerge.*

machinery *+4*

Coords (*repeat*)

Ideogram 7 *(repeat but singular)*

large scale (*repeat*)

solid *(repeat)*

large (*repeat*)

Sturdy *(Stretched? Can't read) 0 B*

Coords (*repeat*)

Ideogram 8 (*repeat*)

Ideogram 9 *+1 I Cogwheel or gear. Or Flying Saucer. Mechanical similarity though.*

Coord (*repeat*)

Ideogram 10 (*repeat*)

dropping (*repeat*)

tinkling (*repeat*)

inserting *0 V Too vague, flying through air maybe.*

through *0 V See above.*

thud (*repeat*)

gray (*repeat*)

white (*repeat*)

stacked *0 B (standard?) Cannot read*

heavy *+4 Correct.*

square *0 V Contradiction with rounded and curved. Red Square, Moscow, maybe. Revolution Square Damascus?*

rising (*repeat*)

movement (*repeat*)

along *0 V see inserting through.*

vertical (*repeat*)

plane (*Repeat, correct, but will you believe it????? :))*

clang of metal *+2 Largely metal target. Also being a bit more emphatic with the thud.*

artificial (*repeat*)

light (*repeat*)

machinery (repeat)

indoors *0 V Doesn't mean much with this sort of target, too vague.*

up/down *(repeats of upwards and down)*

grey (*repeat)*

AOL: lift/lifting machinery *+4 Is absolutely correct, in that it the viewer has got an association but it's not a lift or elevator as they are called in the US. This particular viewer is British.*

Coord (*repeat*)

Ideogram 11 *0 I Vague outline of a jet intake?*

heavy (*repeat*)

pushing *+3 Correct in terms of a supersonic jet.*

effort +2 Correct in terms of a supersonic jet weighing tons that has a maximum thrust of about 28,000 lbs.

heavy (*repeat*)

swing *+2 Correct in terms of 'doors' below.*

doors *+2 Note multiple.*

AOL: Naval *+4 Was almost certainly photographed over water. USN is visible in the original photograph. But, technically it's not a boat or nautical so is labelled right as AOL.*

grey (*repeat*)

taupe *+1 as grey really. I could be wrong.*

round (*repeat*)

conveyor belt *+2 Unverifiable, unlikely, fair description of mission - producing huge amounts of radio technical data.*

large (*repeat*)

white (*repeat*)

bright (*repeat*)

construction *0 B Manmades always are. Given as part of the task.*

electrical *+4 Very important aspect.*

lighting (*Pretty much repeat)*

jagged *+2 Given in relation to peaks and troughs of radio activity. Not strong.*

cruciform (?) *0 V Not quite correct in terms of plane shape. Usually correct in terms of direction finding antennae. Could be correct in terms of jet turbine shapes also. Unverified but likely.*

large cage *+4 Correct in terms of either Syria or the USSR of the 1960s. Or internals of a sealed metal box with windows.*

Ideogram 12 *0 I Cross shape, could be plane, could be internal. Unverified but likely multiple, repeat of cruciform but drawn as well.*

MOVE TO VIEW OF TARGET FROM 15 FOOT EAST AND DESCRIBE *0 B*

Coord (*repeat*)

Ideogram 13 (*repeat*)

Orange (?) *+2 Aesthetic impact of jet. "East" would probably have been back towards the plane's point of origin.*

noisy *+4 Military aircraft do not have sound proofing.*

flapping *+1 Aesthetic impact of flying, also control surfaces do flap - rudder, tail, ailerons.*

chugging *+1 Aesthetic impact of very large jet. Not very maneuverable.*

upwards (*repeat*)

verticular (*repeat*)

straight *0 V Contradiction of curved.*

rising (*repeat*)

lifing (*repeat*)

cavities in roof *+2 Only in as much that it has windows. Could be reference to windows or top turret.*

AOL: Car Assembly *+4 AoI correctly identified.*

Yellow strips *0 V unverifiable.*

Ideogram 14 *0 I Fascinating. Could be pen graph hard copy of radio input. Unverifiable.*

MOVE TO CENTRE OF TARGET AND DESCRIBE *0 B*

Coord (*repeat*)

Ideogram 15 (*repeat*)

smooth (*repeat*)

rolling *0 V Too vague, but it comes together nicely.*

roller *+2 Try turbine but you are getting there.*

movement (*repeat*)

rotation *+3 Much closer to turbine.*

Ideogram 16 *+4 I winding drum? Would appear to be nearside jet engine, which is the central feature of the target photograph.*

Wide open area *+4 Consistent with jet intake.*

orange (*repeat, but you are getting warm)*

spinning *+4 Rotation is very fast, your close.*

AOL: Construction Plant *+4 AOL correctly rejected.*

Hot to touch *+3 Mind you, most things that spin are, from friction.*

Rolled up *+3 Paper or magnetic tape was almost certainly used in the SRS-3 pods. Not possible to verify directly but is in line with technology of the period.*

coil of wire *+1 Electrical aesthetic impact again, but perhaps showing a little vagueness.*

Industrial area *+4 Strong aesthetic impact with Soviet Union and nature of the mission.*

Progress *+2 As above/*

Ideograms 17 *+2 I*

Ideogram 18 *Similar +2 I appear to be metal coils. Could be multiple hammers and sickles.*

Move to aspect of target of greatest interest to target and describe *0 B*

angled *+1 Correct with orientation of planes wings. Vague.*

'chopping' *+2 Perhaps non-digital sampling would be a better description, but viewer has used quote marks to show vagueness.*

Ideogram 19 *0 I Grindstone? Windmill?*

Aspect rises upwards to roof (*repeat*)

Aspect turns around (*repeat*)

Grinds *+4 Fair description of mission. Technically complex, boring and repetitive.*

Metal supports (*repeat, shown visually)*

Metal rotation *(repeat)*

Person *(?) Cant read. 0 B*

Ideogram 20 *+1 I Could be part of a vodka still.*

Ideogram 21 *+3 I Crude representation of a simple direction finding radar antenna.*

MOVE TO TARGET AND SKETCH *0 B*

Coords (*repeat*)

Ideogram 22 - *0 I Edge of a building. I cannot see a connection with the target or cue.*

Rises up *(Repeat)*

Ideogram 23 *+2 I could be stylized cannon aesthetic, industrial but not that close*

Ideogram 24 *+2 I Again, could be rotating antennae, but this time showing different configuration. Multiple aerials.*

Ideogram 25 *+4 I Partial stylized hammer and sickle?*

SESSION ENDED. 1880 *0 B*

Whistling, tinkling, THUD
Smooth, ruffled...furry fabric or covering
Black, grey, yellow, silver
Clean, neutral (*all repeats)*

smell - Cannot seem to encounter in session data *0 B*
Gritty, bitter
Cool air (*Repeats)*
'windbreak'

Machinery of some type (*repeats)*

Large scale, solid, almost bordering on structural,
rev (*repeats*)
set in place *0 V Miss as far as the summary is concerned? I mean, even the cannons you drew had wheels on!*

Movement along a vertical plane, machinery moving up and down (*repeats*)

Insertion through
Artificial light
Indoors...feel like a (*repeats*)

hangar or warehouse possibly *0 V no previous mention of warehouse or hangar. Latter obvious plane reference but off cue.*

Clang of metal
Heavy swinging doors (*repeats*)
Pushing, effort (*repeats*)
Conveyor belt-type action *(largely repeats. Has been processed, started off as aesthetic impact but has had the word "action" added.)*
Electrical...lighting *(Repeats, was almost certainly internally lit.)*
Large cage (*repeats*)
Cavities in floor – (*repeat) Session data reads as cavities in the roof. However, accurate either way .*
reminiscent of gaps where mechanics work under cars - *0 V Seems to be AOL inclusion*
Noisy, flipping, chugging (*I read it as flapping, otherwise repeats)*
Roller - *You started out with Roller and went up to rapid spinning... (repeat)*
Movement, (*repeat*)
revolution *+4 Hang on, where did the revolution come from? Not in session data?*
Wide open area *+3 (Revolution Square? Notorious public execution area in Damascus? Never governor.)*
Rolled up coil of wire - *(repeat, could be barbed wire or iron curtain but not explicitly stated as such)*
Industrial area, progress *(repeat)*
Spinning (*repeat*)
Hot to touch (*repeat*)
Metal supports (*repeat*)
Metal rotation (*repeat*)
SUMMARY:
Felt very much like a mechanical work area or some kind of heavy industrial machinery. Focus remained on a multi-faceted piece of equipment the characteristics of which are best gleaned from the descriptions given above. (*repeats*)

Ideograms Minimum Subjective accuracy = 4 4 5 2
= ((4*.1)+ (4*.35) + (5*.65)+(2*/95)/15 = .4 + 1.4 + 3.25 + 1.9
= 6.95/15

13 concepts rated as 0 B and ignored

Of 89 remaining data items;-

0 V ++++++++++++++++	***16 *0.05 = 0.8***
+1 ++++++++	***8 *0.1 = 0.8***
+2 ++++++++++++++++++++++	***23 *0.35 = 8.05***
+3 +++++++++++++	***14 *0.65 = 9.1***
+4 ++++++++++++++++++++++++++	***28 *0.95 = 26.6***
	=45.35

Basic Signal/Noise ratio (positive divided by total including unverifiable) = 73/89 = 82.02%
Subjective Computed minimum probable accuracy = 45.35/89 = 50.96% +/- 17.5% of 89 conceptual descriptions and at least 52.86% of 15 ideogram content. A minimum of at least 45 data terms and 6 ideograms are accurate to some degree.

Session data – Viewer Glyn

YD110-9FOBB Pair

glyn
6/Feb/2010
14:15

YD110-9FOBB

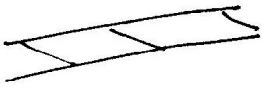
A: across broken.

YD110-9FOBB

A: loop across back across
B: hand
C: lf + str

S2

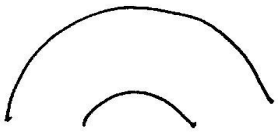
hand
flat
whole
long
segmented
cold
open
noise: like wind
gusty
lifeform
male
movement
progression SH



AOA like a path

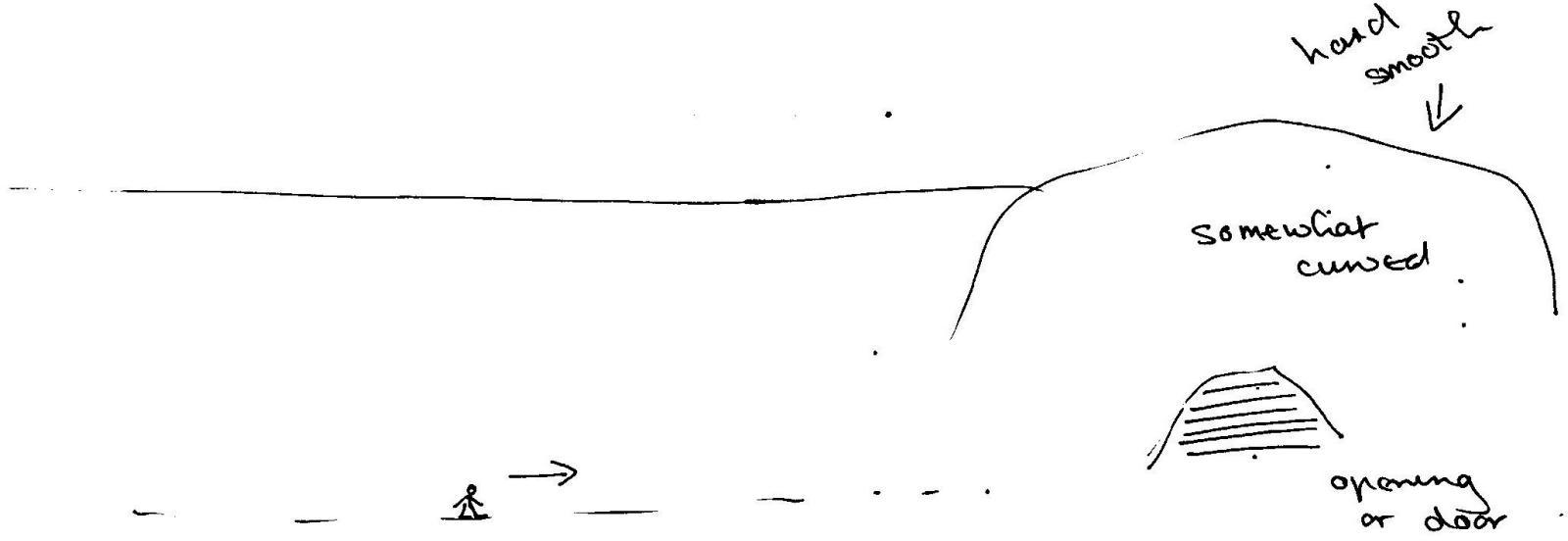
S2½ the man with brown shoes walking along a concrete path touches a structure

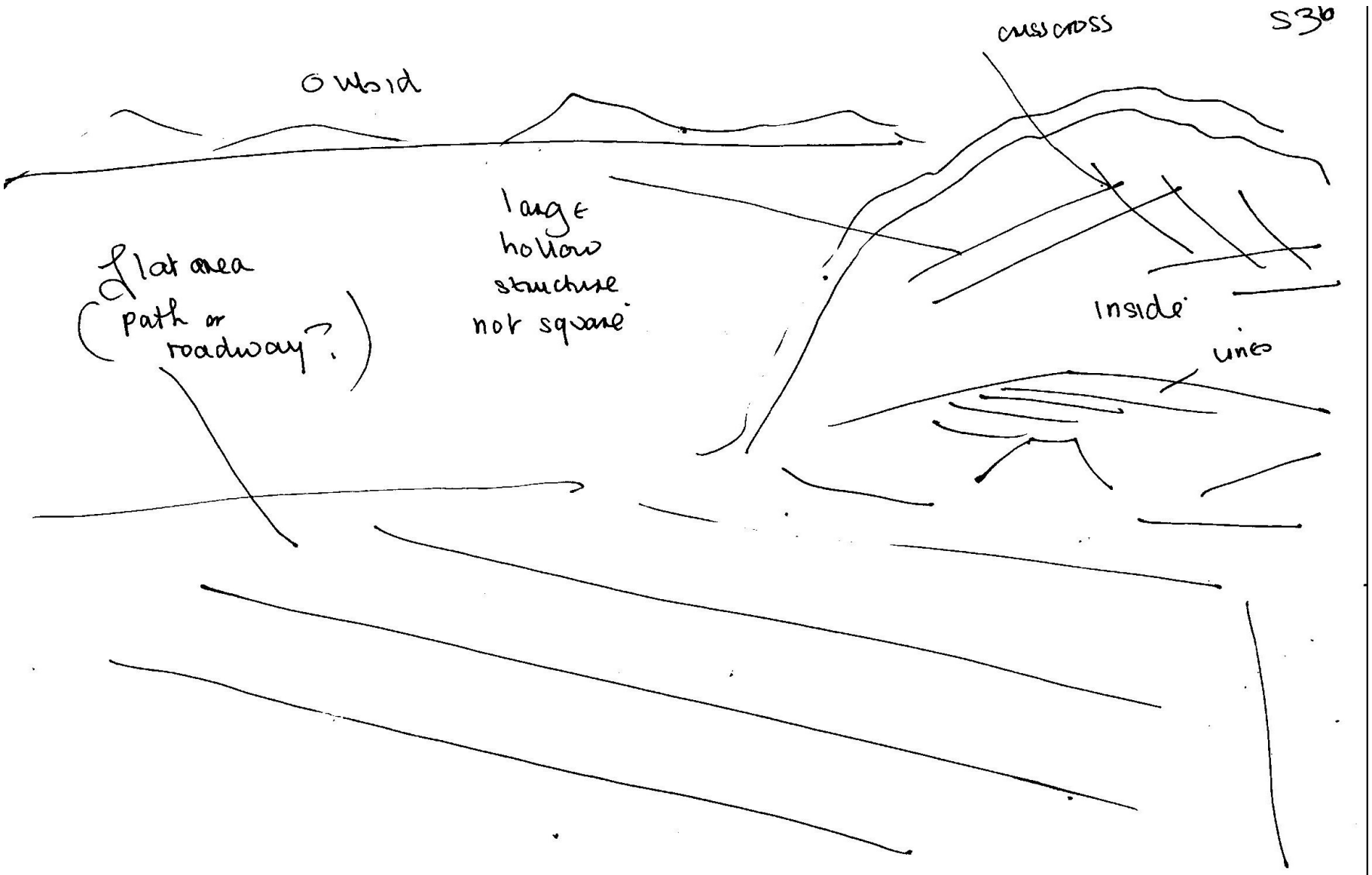
curved
domed

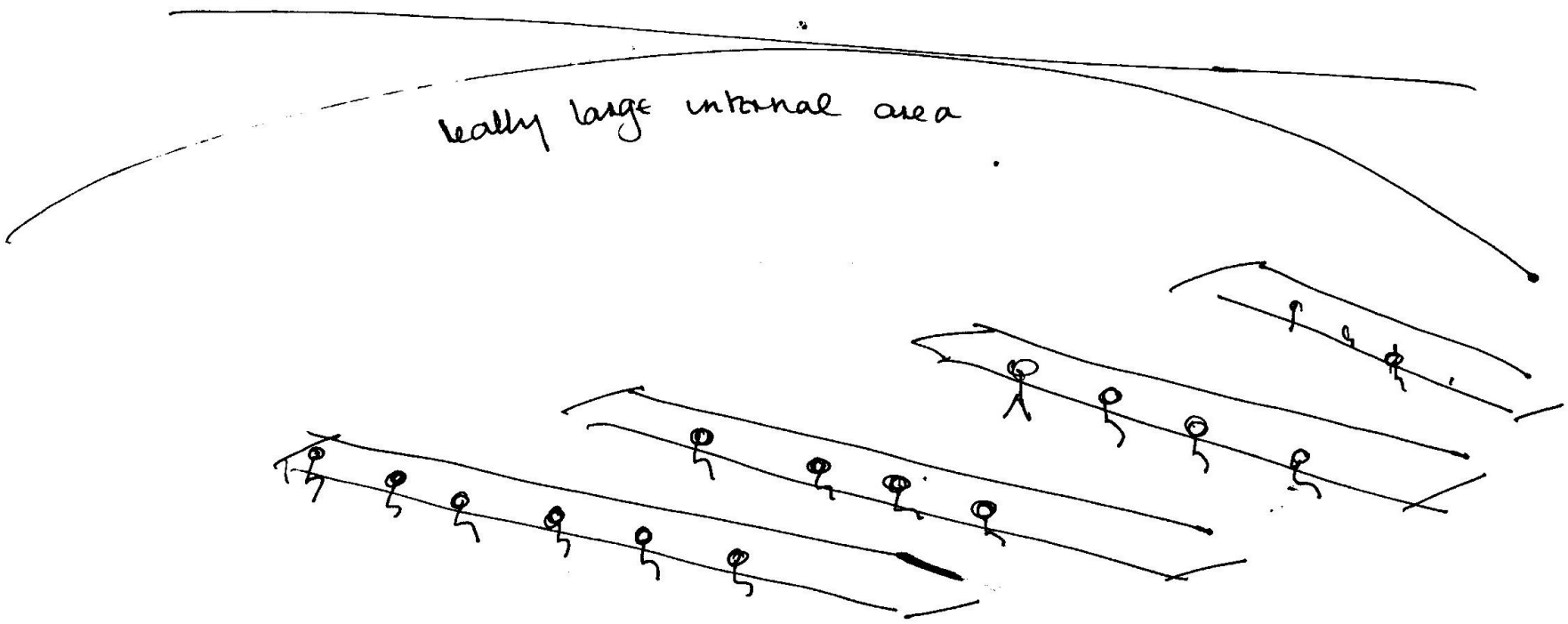


AOA reminds me of igloo shape.

white
Ai sinister


hard smooth
somewhat curved
opening or door


criss cross
Void
large hollow structure not square
flat area (path or roadway?)
inside
lines



large area
many people
impression of rows of benches or hive of industrial activity
thunk made
clanging
crashing

not sport?
connection towards something.

SH

S2 Ai Ei Tan Ontan AOL

← imposing
alone
nervous

man

doorway

authority

tall
open

entrance

concrete?
stone

building

noise

activity

music?

echoing sound

blue
white

noise
people
make
like a production line
like ax factory
working
rows t rows
secrecy

we dont know full story.
working to produce
working to find out

Subjective marking for Glyn's session data

Coord

Ideogram 1 +1 *I Simple angle*

A: Across *+3 Correct Orientation*

Broken *0 V Unverifiable. Is the possibility that radio/radar monitoring gear was not operational at time of photo.*

Coord *(Repeat)*

Ideogram 2 *+2 I Roll of film or roll somehow connected with recording intercepted radio, perhaps?*

Loop *+2 Vertical element*

across (*Repeat*)

Back *0 V Too vague*

Across *(Repeat)*

B: Hard *+4 Supersonic jet liner*

C: 1 f + str *(?) 0 B*

Flat *+2 At least part of aesthetic impact - level flight.*

Hard (*Repeat*)

White *+3 Part of target image, visual appearance of target.*

Long *+4 Large Aircraft, also*

Segmented *+4 Part of Structural perception.*

AOL like a path +1 Part of the internal layout seen from a human perception. Correctly called as AOL.

Cold *+3 Extreme at target but not all the target was cold. Any infra red detectors would have likely been very cold but I could not honestly say if any were on board or not.!*

Open *+3 Again, more in line with the environment of the target, rather than the target itself*.

Noise: Like wind *+4 For sure.*

Guilty *0 V I am trying to be non judgemental but others would regard the target as having this nature.*

lifeform *+2 Multiple rather than singular but was a large target and at least one crew person was likely alone.*

male *+4 True in many ways. Viewer is female which may be relevant to impression gained.*

movement *+4 Target is moving.*

progression *+2 Similar to others aesthetic impact in multiple respects.*

Like man with brown shoes walking along a concrete path towards a structure *+3 I Can't be completely sure but likely at least one is visible.*

Ideogram 3 *+2 I*

Curved *+4 Correct in many respects.*

Domed *+4 Correct, multiple.*

AOL Reminds me of igloo shape *+4 Correctly marked as AOL, but similar respect reported, also Arctic connection.*

White *(Repeat)*

AI Sinister *+4 Correct, but I hope not too threatening. The target is fairly old in respect of technology.*

Ideogram 4 *+4 I Target had doors.*

Hard (*Repeat*)

Smooth *+4 Correct as to external view.*

Somewhat *+2 With Curved one below modifies the original curved, because parts of it are flat. Usual at least in some respects to a Manmade.*

Curved (*Repeat)*

Opening or door (*repeats*)

Ideogram 5 *+3 I Internal view of the target, lacks detail but is at least fair match.*

Large Hollow structure *+4*

Not square *+4 Correct, if repetitive.*

Criss Cross *+3 Latticework, is correct in terms of aircraft construction, more so in terms of radio intercept gear.*

Inside *+3*

Lines *+3*

Ideogram 6 +3 I *Again lacks detail. It is important to understand the mission may be being described with this image rather than the inside of the aircraft.*

Really large internal Area *+4 Relative to other aircraft.*

Large area (*repeats)*

Many people *+4 Expressed visually but also stated.*

Impression or rows of benches *+4 Same as for ideogram 6.*

or hive of industry *+4 Also ties in with nature of flight and nationality.*

Think male *0 B Probably repeat of male, not so sure now.*

Clanging *+4 Highly probable*

Crashing *0 V Could be sound, could be perceived nature of aircraft.*

AOL Sport? Connection towards something *+2 Is element of that but is Cold War "Cowboys and Cossacks".*

Imposing *+4 Correct in many respects*

Alone *+1 arguable. Apparently true in respect of the cue to view only and describe the target aircraft. Also probability that some crew positions were solo (such as the tail gunner, perhaps the Political Officer).*

Nervous *+4 Undoubtedly.*

Man (*Repeat*)

Authority *+4 True in respect of military arrangements, also true in other cue respects.*

Doorway (*repeat*)

Concrete? *+3 Correctly identified with probable national character, also question marked as "out of focus".*

Stone *0 V Could be argued similar to above but is different. Perhaps the type is known as a stone in Russian...*

Tall *+3 Seems probable of at least one crewmember. Also plane is large. Also height inference.*

Open (*Repeat*)

Noise (*Repeat*)

Music? *+4 Harmonic element, you get a bit extra for the question mark.*

echoing sound *+4 Echoes very much part of target in respect to mission as well as aesthetic impact.*

Blue *0 V Probable blue skies at this time. However may be inconsistent time shown on display. Unverifiable but highly likely.*

White (*Repeat*)

Entrance (*repeat*)

Building (*repeat*)

Activity +4 *Multiple*

Noise (*repeat*)

People (*Repeat of Ideogram 6 idea)*

Male (*Repeat*)

Like a production line *+3 Modified but aesthetic impact strong.*

Like a factory *+4 More true than the above, in that many productive elements are combined in a vehicle to produce material.*

working *+4 "Workers of the... oh, you've heard it.*

rows + rows (*repeat of Ideogram 6)*

secrecy *+4 Correct*

Ideogram 7 *+3 I*

Working to produce (*Repeats*)

Working to find out *+4 Match with exploration and scientific measurement of mission type.*

(Text onwards was not included by the viewer, but there is at least one more line indicated)

7 Ideograms Computed Minimum Subjective accuracy = 1 2 3 1 = 3.15/7 = 45%

2 0B and ignored from subjective analysis

Of 53 remaining data items;-

0 V ++++++	***6 *0.05 = 0.3***
+1 ++	***2 *0.1 = 0.2***
+2 ++++++	***6 *0.35 = 2.1***
+3 ++++++++++	***11 *0.65 = 7.15***
+4 ++++++++++++++++++++++++++	***28 *0.95 = 26.6***
	= 36.35

Basic Signal/Noise ratio (positive divided by total including unverifiable) = 48/53 = 90.57%

Subjective Computed minimum probable accuracy = 36.45/53 = 68.59% +/- 17.5% of 53 data lines and at least 45% of 7 ideogram content. A minimum of at least 36 data terms and 3 ideograms are accurate to some degree.

Session data – Viewer Sonny (text file submitted)

7D110-9F0BB
I had done this or speculated on some of it..
and went into tunnells...and more tunnells..
then into a maze...then into a claustophobic trap...
Then..I broke free...and pondered the experience for 2 weeks..
...
I obviously went on a trip..beyond the target...and not within
target structure protocols..(im sure now)....so off target stuff..is just off target..
But none the less the memory of the residue of that bad trip..is an aol all to itself..
I like to forget everything when I rescan a target...
I agree sometimes that can be determental to the building of good data...
Mabe it will re present itself in a more usable or understandable way..is my hope..
So here we go..
monday am 1/18/2010
12:08
7D110-9f9BB
re-scan..
history
reconstruction..
military battles
placements of elephants over here..
the toy soldijers represent this battallion..
they seem to move..like an real game of rpg..
l..design your amry..
now a stray thought of a cup of silver petals..
as i seek out the holy grail..
in a quest...
fingers are glowing with black gloves of powers..
seems like a movie maratime matinnee...
wher is my popcorn..
hitch hikers guide to the galazy...mixed with monty python...
with dirty towel slapping..
....
gadgets..
in my hand like round coo coo clock with bird beak ray guns..
...
levitate in my bee suit now...
..
seems to all meld and mesh in a symphony ...that only the director can
bring to a crescendo...
..
puzlle to the pices...the cowardly lion...shows us his tears...because he cares..
the sucicide bomber shows us his guts in an ugly explosion because he hates...
we see the cacomphony of comglomerates...show greed...preach greed...
an iron hand stabs the ground...
to make it grow
...
walls are built...to trap us..
an angel sits there in judgement..
k?
what movie is this..?
trap the monster...
so we can control him...
..

making decisions for the many....k
it must be a docu drama about rush limbaugh...in war of the worlds...
rush has take tom cruise place...
i see an egg crate
i see an egg crate like a cushion chair..
.....
..
delvy truck dlevry itemes...gotta get out here
the oppurtunity will present itself..patience....wait..
end..
its still a nightmare...
its still a ngithmare...because iam totally non sensical...!!!
end..end..k

Subjective marking for Sonny's session data

7D110-9F0BB
I had done this or speculated on some of it..
and went into tunnells...and more tunnells..
then into a maze...then into a claustophobic trap...
Then..I broke free...and pondered the experience for 2 weeks..
...
I obviously went on a trip..beyond the target...and not within
target structure protocols..(im sure now)....so off target stuff..is just off target..
But none the less the memory of the residue of that bad trip..is an aol all to itself..
I like to forget everything when I rescan a target...
I agree sometimes that can be determental to the building of good data...
Mabe it will re present itself in a more usable or understandable way..is my hope..
So here we go.. *0 B*

monday am 1/18/2010
12:08

7D110-9f9BB (*coordinate*)

re-scan.. *+2 Coincidental perhaps, but is a large feature of the target's nature*
3+6

history *+1 Correct, past event.*

reconstruction.. *0 V Unverifiable, possible target match.*

military battles *+2 Aesthetic impact match with nature of the target.*

placements of elephants over here.. *0 V Possible match with large nature of the target. +4 For use of the word over.*

the toy soldijers represent this battallion.. *+1 Again, match with aesthetic impact*

they seem to move..like an real game of rpg.. *0 V off cue, but +4 for moving*

l..design your amry.. *0 V off cue.*

now a stray thought of a cup of silver petals.. *+4 Match with radio antennae aesthetic impact. Vague.*

as i seek out the holy grail.. *+1 Exploratory/research nature of mission.*

in a quest... *+1 As above*

fingers are glowing with black gloves of powers.. *+2 Mixed but multiple – dictatorships, aircrew clothes.*
seems like a movie maratime matinnee... *+2 Highly likely was a maritime encounter.*

wher is my popcorn.. *0 B Something the viewer has to bring with them!*

hitch hikers guide to the galazy...mixed with monty python... *+1 Full title is "Monty Python's Flying Circus".*

with dirty towel slapping.. *0 V Unverifiable. Could be aesthetic impact of Cold War "Cowboys Vs Cossacks".*
....
gadgets.. *+3 Vague but inline with target nature.*

in my hand like round coo coo clock with bird beak ray guns.. *+4 Multiple and subtle connection here. First with archaic nature of target; second with beak location; third with "ray guns".*
...
levitate in my bee suit now... *+2 Aerial nature of target.*
..
seems to all meld and mesh in a symphony ... *+4 Accurate in terms of match of multiple frequency scanning and intercept.*

that only the director can bring to a crescendo... *+3 Monolithic dictatorship.*

puzlle to the pices... *0 B Viewer musing*

the cowardly lion...shows us his tears...because he cares..the sucicide bomber shows us his guts in an ugly explosion because he hates... *+4, cue match with Syrian markings.*

we see the cacomphony of comglomerates...show greed...preach greed... *0 V Inverse of Socialist/Communist expressed values, but perhaps match with viewer perception of target within reality. Certainly a match for Dialectical Materialism. Also, match with allies collaborating on a false flag mission. However, is expressed very vaguely. Would match with musical orchestras or business financial affairs, neither of which are target relevant..*

an iron hand stabs the ground...to make it grow *+2 Match with imperialistic turf wars aesthetic impact. Also "Iron Hand" is one name for American search and destroy anti radar missions of this period, and the viewer was on active service with the US Armed Forces when such a term was in use,. The general activity of Suppression of Enemy Air Defences – SEAD, pronounced “seed” – is also a match.*
...

walls are built...to trap us.. *+4 Inline with restricted travel dictatorships aesthetic impact.*

an angel sits there in judgement.. *+2 Match with cue reference to mission, allegorical match with flying nature of mission.*

k? *0 B Viewer confusion*

what movie is this..? *0 B Viewer confusion.*

trap the monster... *+4 Match with cue to describe mission.*

so we can control him... *+4 Match with cue to describe nationality characteristic of Syrian or Soviet.*

..
making decisions for the many....*+4 As above*

it must be a docu drama about rush limbaugh... *+1 Didn't Charles Lindberg fly over the Atlantic?*

in war of the worlds... *+2 Aesthetic impact, First world vs second world, Cold War*

rush has take tom cruise place... *+2 Tom Cruise famous for Top Gun of course.*

i see an egg crate *0 V I have no idea what this means. Cultural problem. Egg box or carton?*

i see an egg crate like a cushion chair..*0 V Possible reference to internal flight chairs. Unverifiable anyway.*
.....
..
delvy truck dlevry itemes... *+1 In nature with large transportation nature of target. Vague.*

gotta get out here *+3 Maybe viewer movement description, but does match primary intention of target crew to avoid US fighters.*

the oppurtunity will present itself..patience....wait.. *+4 As above, but patience is a factor of the target's mission.*

end..

its still a nightmare... *0 V Pretty harmless one that happened a long time ago.*
its still a ngithmare... (*repeat)*

because iam totally non sensical...!!! *0 B I would say you did very well overall.*

end..end..k

Repeats 1 < Not even a coordinate repeat.
Ideograms 0
6 0 B items – ignored for subjective analysis of terms.

39 lines left

0 V	***+++++++++***	***09 * 5% = 0.45***
+1	***+++++++***	***7 * 10% = 0.7***
+2	***+++++++++***	***09 * 35% = 3.15***
+3	***+++***	***3 * 65% = 1.95***
+4	***++++++++++***	***11 * 95% = 10.45***
		= 16.7

SNR = 30/39 = 76.92%

Subjective Minimum Probable Calculated accuracy = 16.7 / 39 = 42.82% +/- 17.5% of 39 data lines. A minimum of at least 16 terms of data are accurate to a degree.

Target description;

The cropped image shows a spyplane - a Russian Tu-16 MR, photographed over the Mediterranean, likely on an electronics gathering mission. The year date is obscured, but judging from the lack of missiles on the accompanying A7 Corsair, it is from 1968. Probable NATO designation for that plane is type "Badger D" - could be "K" or "L". The plane is flying under Syrian colors. At that time, the President of the Republic of Syria was Hafez Al Assad. The current incumbent, Bashir Al Assad, was training as an eye surgeon in London when the heir apparent died in a car crash. "Assad" is Arabic for "Lion".

Some of the functions of the planes external instruments can be established. The rows of dark dots on the front top of the fuselage are almost certainly for capturing radio communications bounced off the ionosphere. The duck bill on the chin houses a search radar. The front and rear mounted bulges are for capturing radar emissions from the ground. The large dark areas just in front of the tail gunner are probably very early infra-red detectors to spot trailing aircraft and incoming missiles.

The semi-transparent turrets on the top and bottom of the aircraft originally mounted cannons, but their purpose on this aircraft is unknown to me. Possibly they housed swiveling infra red sensors or radio antennae, for giving an exact bearing on a monitored transmission. The pods mounted on the wings are also known to have contained electronic intelligence gathering systems, probably recording raw data onto inbuilt paper rolls.

The pods themselves may either be for intelligence gathering, in receiving and or recording mission data – or, they could be for Electronic Counter Measures, so called jammers to interfere with communications systems. Personally I would say it is doubtful they were jammers, as a clandestine mission does not usually advertise itself. But I cannot exclude the possibility.

The Cold War missions of this particular model of aircraft were used to give intelligence to the Soviet Union on current NATO and other nations radio and radar systems. In war time, they would have been used to pin point war fleets to enable them to be targeted by stand off long range missiles. Their highest priority targets would likely have been US aircraft carriers and radar/radio stations such as RAF Akrotiri on Cyprus.

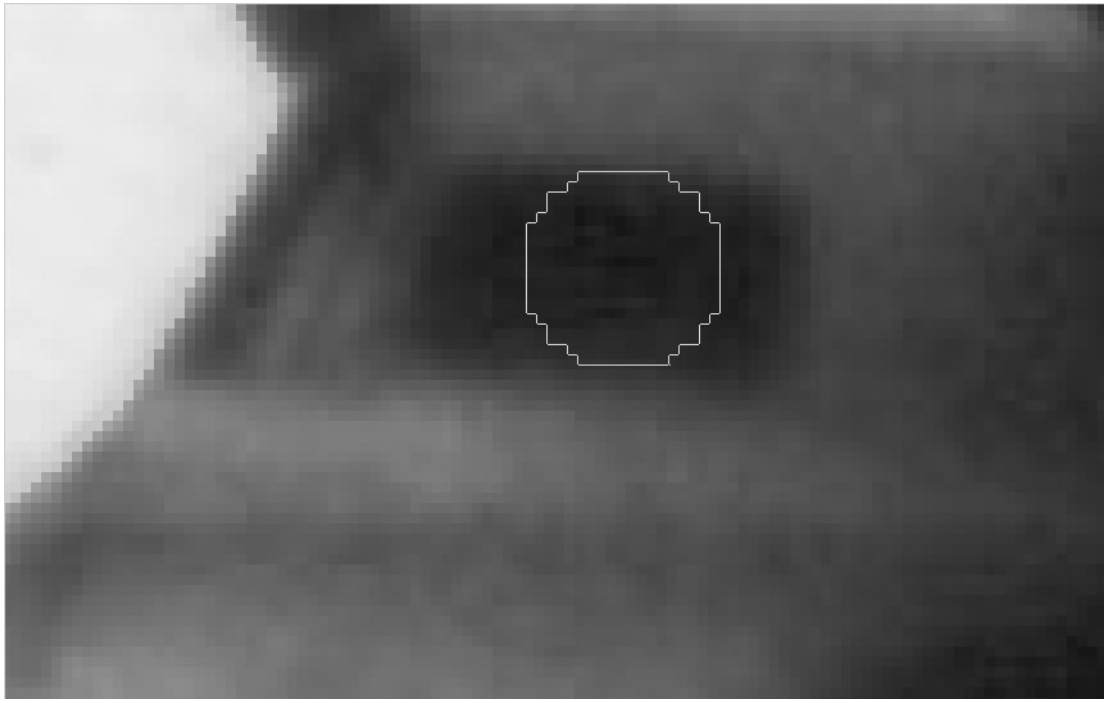
Although it is conjectural and can only possibly be verified by the Russians, the monitoring personnel on bound were unlikely to have been anything other than GRU, Russian Military Intelligence. Quite likely these included on board linguists fluent in NATO standard English.

Standard TU-16s consist of just 3 pressurized, heated, habitable areas - the tail gunner section, the navigator section, and the flight deck. As I understand it, at least the tail gunner was usually sealed away from the other portions.

The original target photograph was located on an aircraft insignia website produced solely by enthusiasts. Apparently it was given to one of the participating pilots as a reject from the classification process due to the date being obscured. The pilot then informally donated it to an enthusiast after retirement from active service. As a US government product, it cannot be copyrighted.

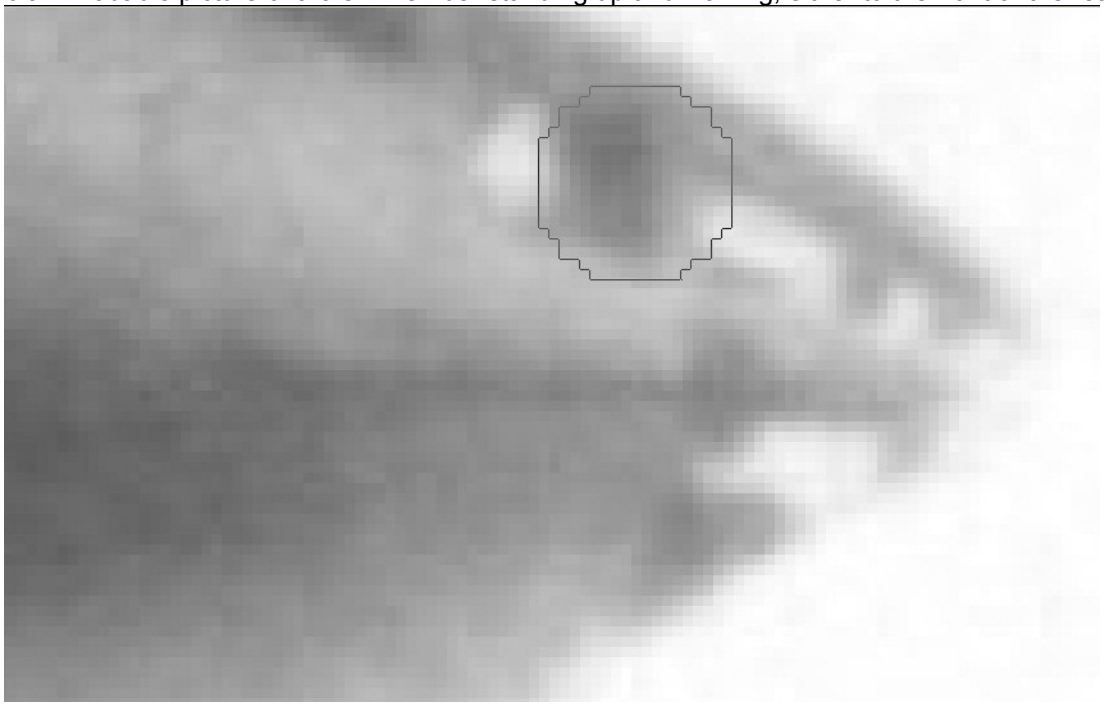
Some magnified attachments are;

Tail - some obscuration of the tail section, possibly showing a crewman keeping an eye on the Amerikanskis.



Flightdeck - no visible crew.

Front Cupola - Probable picture of a crew member standing up and walking, either to the front or the rear.



END