

# Sirius RV

<http://groups.yahoo.com/group/SiriusRV/>

## MBQH - 735 I

None of the viewers had any other data than the random number (above). All the viewers had a timescale of two weeks to produce data.

Enclosed within this file are the remote viewing sessions of SiriusRV a small group of remote viewers who meet online to discuss and explore the art of remote viewing.

The Remote viewer session is:

Daz

Also enclosed is the feedback document and extra images of the target.

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## Target Reference Number: MBQH-7351

### Feedback Disclosure:

Target: this practice target is a picture capture taken from a video taken by a friend of mine in 1992 of a set enigmatic mystery glyphs located on an archway of the Egyptian temple of Abydos, the oldest, and most revered temple from the earliest dynastic period of Egyptian culture. More specifically, the hieroglyphic images are ones that have caused a surprising amount of controversy amongst people for the last 15 years because of how much the photorealistic the glyphs appear to be of modern military transportation equipment, with one of the glyphs being called the helicopter glyph.

The target designation is the picture of the enigmatic glyphs in question, with the target cue of "the original meaning of these glyphs", with three arrows pointing to the particular glyphs that have been brought most into question and caused the greatest controversy amongst researchers, epigraphers and Egyptologists.

While people contend many different things about the glyphs, the fact is the glyphs really exist, the target picture is genuine and not touched up. Some of the glyphs so exactly match modern day transport technology that different experts will swear this means the glyphs have to have been somehow faked, it is a known fact that the glyphs are part of the original ancient temple hieroglyphics high up on an arch in the temple of Abydos, and can be subject table since some Egyptologists agree the glyphs are undecipherable. Some more radical hypotheses include the idea that somehow at some point in the our future a contingent of our own civilization and military will go back in time with this technology, and it will be recorded back in our history on the temple of Abydos for us to see today. Now that's a mind bender!

Picture immediately below was the enveloped Target MBQH-7351 captured from video I have. The photograph following the individual session feedback below is an additional photograph I thought would be helpful after reading everyone's sessions.

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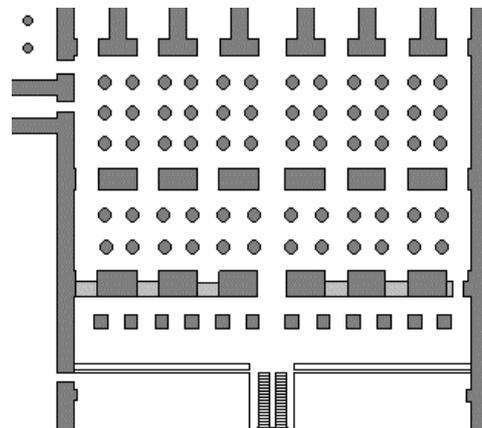
<http://groups.yahoo.com/group/SiriusRV/>



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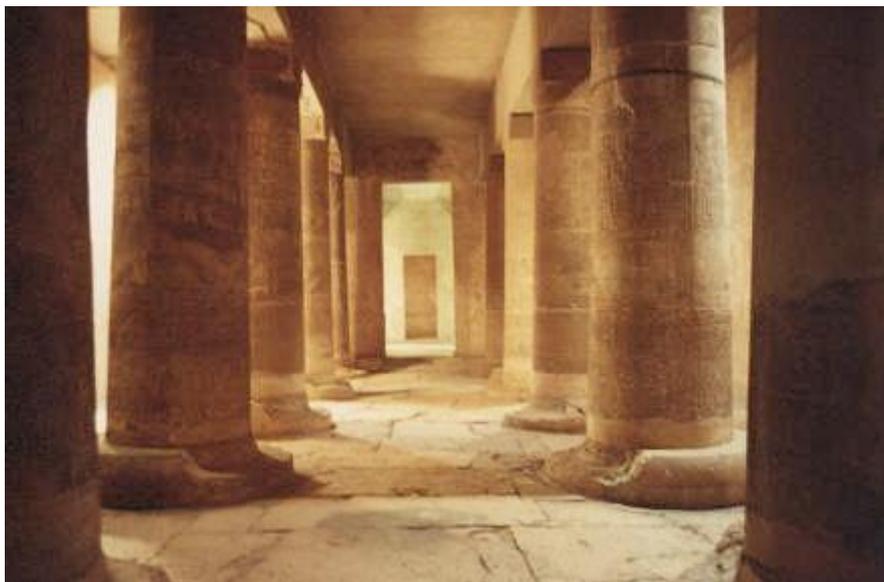
<http://groups.yahoo.com/group/SiriusRV/>

EXTRA feedback imagery from the internet:



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Stage 1

Genix  
14.9.2004  
9.18pm

MBQH  
7351

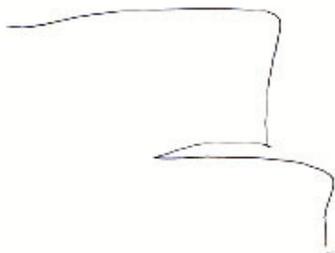


A: across  
B: Land.

Beams

ax-B  
Desolate

MBQH  
7351

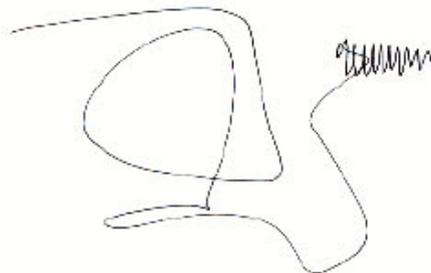


A: across, down  
across, across,  
down

B: Structured.

As-B  
Noise from  
out

MBQH  
7351



A: across, down,  
across, cur up,  
cur down, across, across  
down, up-up  
up-down - repeating.

B: lifeline in  
Structure:

As-B  
mixed  
confused:  
As-B  
Building

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Stage: 1

Gene.

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A: across  
down, across  
down.

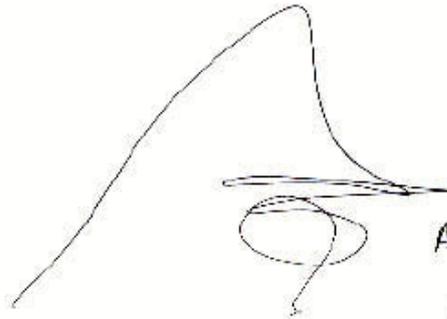
B. Mammale  
Structure.

Beams

As B  
Stopped  
upward

As B.  
upward

MBQH  
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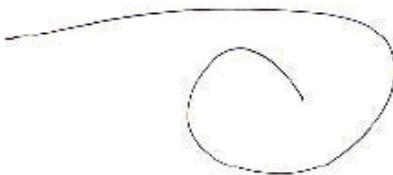


A: up. down,  
across, across, across  
across, curv down  
down.

B. mixed.

As B  
mixed  
impression.

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A. acc. curv down  
curv up.

B. Motion.

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Stage: 2

Acax

A: Whosshing, wub like, knocking, Solid.

T1. Warm, butting, busy, smooth regular

T2 - Warm

V  
Color - white yellow, grays, blue.  
bugee early brown

Lum - Bright white

Con - Very high

T3. Melatic, luster, butty, pungent.

Q. Fresh, oily?

E. Whizzing, butting, Spuzzling, fudged

D. 4 - long, lines flat.

V = Bunchy, Some tall - many

D - a few not many - seen!

MDSV: - long lines, Hunkel & Lenny

AI - feel ok. feel kind of Nostalgic?

PREMS

APL-B

Baren.

APL-B

Expense.

APL-B

MARS.

APL-B

Enjain.

APL-B

near.

APL-B

Sand.

APL-B

open.

APL-B

pyramids

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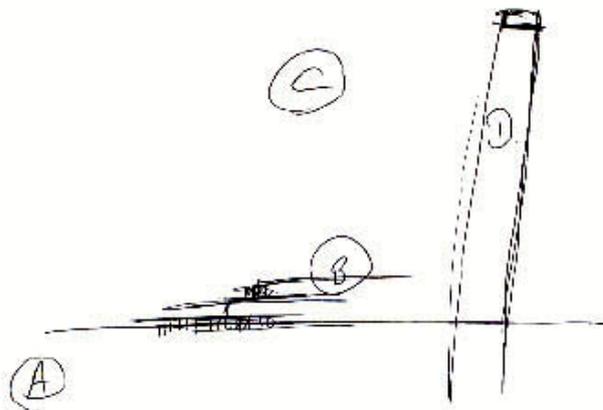
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Stage: 3

Gen

MBDA  
7351



(A) Long, flat, regular.

(B) Regular, Shaped.

(C) Open wide, exposure

(D) Ho-A Start, protruding.

ApL-B  
Surface.

ApL-B  
orifices!

ApL-B  
manue  
structure.

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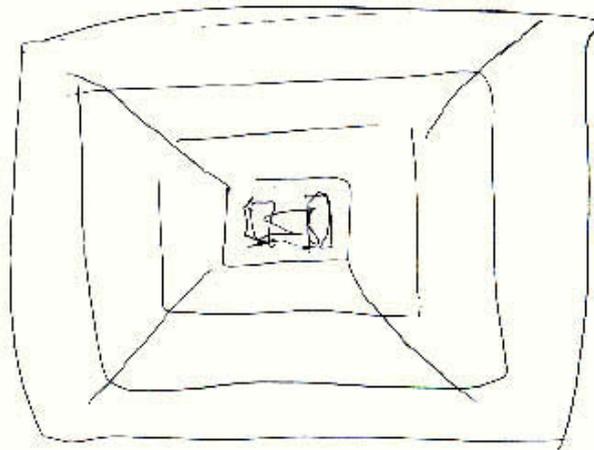
Stage: 3

Area

BREATHS

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move 20ft above + sketch



ADL-15  
repaired

- TAKING A BREAK HERE! 9:54pm

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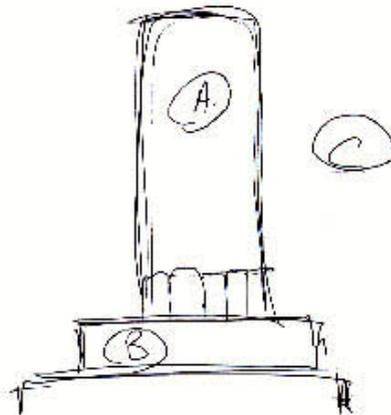
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Stage 3

Send

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Movt to centre of target + sketch  
main elements



- Ⓐ. Solid, dented, contained, tall, angled.
- Ⓑ. Base. Hard, Old, Solid.
- Ⓒ. Spiral Curcular, round choppy, vibrant - energy building!

Apr 15  
MAY 15

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Stage 4

genx.

S2 D AI EI T I AOL Aol-s

---

H2O  
Sail

Angled

Walls  
Surface

Dry  
cont.  
bobby  
Saur

Tarte.

Sail

Liner

Surface floor.

Stare.

for B  
Amphistre

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Stage 4

Genes

S2 D AI EI T I AOL ADS

---

Time

Angled  
Section

Walls  
Surfaces used  
powerful  
intriguing  
constructs.

No Lifelines.

AI. A strong feeling of age + part - 1 Cost  
picking lifelines at the target.  
I find this unusual?

@ Logit Centre

Hand  
Slab

Surface  
fibre

reading  
long

explore.

Horizon.

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Stage 4

Genex

S2 D AI EI T I KDC ADS

---

Set done target

Tau  
riding  
Central

slump  
Imposing  
Dominate  
Reasons

Down!

AI. Strong feeling of desolation - emptiness - feels  
not earthlike or feels off planet with the  
desolation - loneliness.

@ budget Centre - ground level - describe.

flat  
Horizontals  
reading  
both  
vertical

Surface  
intended  
to move.

escalator!

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Stage 4

Area

S2 D AI EI I I A2 A2S

DESCRIBE THE MAIN MARKET SEGMENTS

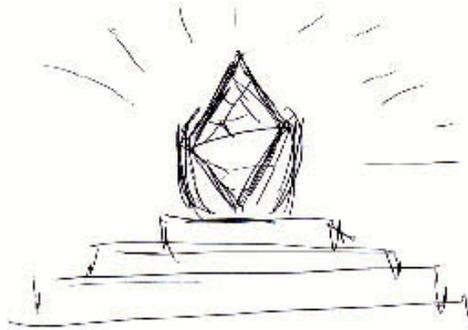
long  
tail

customers  
demand

used  
~~that~~ past  
purposeful  
intent  
obscure

gone  
in the past

Sketch the market @ the time of use



A2-B  
A2-B2S

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Stage 4

Genes

S2 D AI EI T I AOL AOL-S

---

Review of entire data:

10603 - probab

MBQ11

FS1

sand

constructed

or  
Rooms.

people

working  
working  
everyday life.

park  
now gone.

Catastrophe!

Pompeii.

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Stage 4

Area

S2 D A1 E1 + + A2 A2-5

---

probe idea 6

Cold

powerful

Whispering

sand  
energy  
vortex  
natural  
bit of air

large  
open  
expansive

space  
air  
freedom

A2 - feels natural like the movement of the wind  
is important here!

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## Summary

This target feels Strange. My ideas mention teleports, but I can't pick up any. The target feels desolate in open surroundings.

Movement of Wind was a factor at the target.

The target does feel like it has Constructed elements which have a Stepped or raised area.

At points a Central linear object/Structure was important to the target - not unlike a meeting place - central Square.

But again - feels old, past, desolate - reward.

Feels offworld in its desolation but also connected with lifeforms in the past that used the target in and around everyday life.

10.00pm finish -