

# Some considerations for remote viewing numbers. In three parts.

## Part 1

In dealing with the problems of numbers as targets for remote viewing, a few preliminary considerations need to be addressed.

- (1) Numbers are not space - position neutral. That is, the number 3 rotated can become an E or a M or even a W.
- (2) The form taken by numbers can lead to easy confusion. That is, the number 9 and the number 6 can be mistaken easily. The same *may* apply to 1 and 7 as well as 2 and 5.
- (3) Numbers do not relate to time in the same way as a physical object does. That is, numbers (being abstractions) do not age or move through time the same way a building or other material object does.
- (4) Numbers are a product of higher mind function and rarely have any emotional component attached to them. Whereas certain forms (i.e. *gestalts*) may serve the purpose of survival (i.e. certain shapes may be perceived as threatening even at the preconscious level), numbers (and particularly individual numbers) may not have these same lower and/or mid-brain locations.
- (5) Assuming #4 above, it is possible to speculate that the *signal source* of any preconscious information concerning abstractions (such as numbers) originates in either (a) a different part of the preconscious or (b) there is a totally different part of the preconscious network that provides these signals. Stated simply, information signals pertaining to numbers (and probably words as well) originate in a different region of the preconscious or in what could be considered a totally different subconscious than that dealing with survival (i.e. concrete) information.
- (6) Assuming 4&5, it is reasonable to conclude that the methods (i.e. structure) for accessing abstract information is fundamentally different from those methods directly related to survival (and therefore lower and mid-brain centers).
- (7) Such methods will have to be divided into different areas such as (a) Detection of signal source. (b) Clarification of signal in terms of elimination of error so that the correct information (assumed to be embedded in the signal) can be separated out and registered at a signal energy level high enough to become conscious. (c) Recognition of correct signal "signature" (emotionless, physical sensation, possibly descriptors, or if

viewer is in a monitored session, micro movements, changes in script, etc.) (d) Examination of the process of preconscious processing as it applies to subliminal detection of numbers and procedures (i.e. adjustment of adaptation level through pre-session "priming") for increasing signal detection.

(8) There is a fundamental difference in the AOL process at work in the areas herein covered. That is, a signal may be distorted (and received as such) without the imaginative, memory or emotional processes being activated. This distorting effect is added to and above the normal signal detection process in that number recognition takes place at a higher brain function level than strict survival-physical signal recognition. Simply put, there is an extra level of the brain such information must travel through and this extra step introduces its own series of unique distortion problems.

(9) Taken together, these points lead to the following conclusions that are meant to apply to the actual structuring of attempts at abstraction viewing.

(a) Session set up will be different and have to take into account the extra "distance" traveled by the desired signal.

(b) In session methods will have to be changed and may require the introduction of in session analysis techniques. Also, in-session technique change may be necessary.

(c) Methods for post-session analysis *may* be necessary. Guidelines for such analysis could lean heavily on methods of patterns recognition (similar to AI) theories. Such methods may be necessary only in the stage of building a data base in signal detection.

## Part 2

(1) Session set up can begin by first determining the methods to be used on the session. Methods can be changed both between session and between individual targets within the session as needed. Once the method to be used is determined, the key element of the set up should be tasking. Tasking should state *both* the intended target and when the target will come into existence. For example, if the target is an existing number, then tasking should take note of this. If the target is to come into existence at a later time, some note of when this is to occur is to be noted.<sup>1</sup> Methods for actually viewing numbers can be as follows:

(a) Construct a simple box matrix using lined paper. This allows for a four part quad matrix. At least two such boxes should be used. Using the Que "target", the viewer should quickly trace any visuals occurring within this matrix. Generally, the actual shapes will take the form of "fragments" which may represent either a portion of the actual number seen in extreme magnification or seemingly meaningless patterns which when

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<sup>1</sup> The question of the number's actual existence on some other level (for example as discrete entity within some higher level matrix) is set aside at this time. The point here is to give one's perception system as clear a signal of the desired information as possible.

traces reveal a form of movement consistent with the actual movements used to write a number.

(b) Take a blank paper and used the entire page to trace out a number.<sup>2</sup> It is possible to used different color pencils and upon changing pencils use the Que "target". The intention of such changes is to be able to distinguish the different pencil stroke that are used to construct a number.

(c) Using the lined paper as in (a), scan each line to sense at what points a mark on the page should be made. By scanning the matrix, it is possible to construct a number. This method is similar to that used in artificial intelligence application in computers.

(2) Once session set up, tasking and method has been determined, adaptation level (AL) adjustment should be performed *before* viewing of the target takes place. The following procedure can be used for AL adjustment.

(a) First, slowly write out the numbers 0-9. This is done in order to feed into the system the actual feel of writing the numbers.

(b) Moving to the matrix or paper, first specify which number is to be viewed. For example, if a three number sequence is to be the target, objective the element to be viewed by labeling the matrix or target with either "1st number" or simply "T1". Once the element to be viewed has specified, use the Que "target" and proceed with recording your impression. This first Que *is not* for the purpose of accessing the target information. The first Que is to be used to further adjust the AL and any number coming through in a completed fashion can be set aside as an AOL. Generally, incomplete lines, random shapes, etc. can be taken as a sign that AL adjustment is processing. Next, move to the second matrix or paper and repeat the process. Here, the impressions recorded on the paper should show a shift to more concrete shapes and position.

(c) Another method of AL adjustment can be done as follows. List past events in which a task performed successfully matches are is similar to that which is to be undertaken in session. Objective these events be listing them in writing and pay particular attention to the *signature* of the signal line (as you remember it). Once in session, see if the signal line you receive in session matches up with previous successful efforts.

## Part 3

Once the viewer has worked through the process of parts one and two, a post-session analysis may be necessary. The need for such a analysis can be understood by

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<sup>2</sup> Techniques 1&2 are both consistent with data collected in subliminael research. Often subliminal signals projected into the left eye (and therefore the right brain) will evoke visuals that are size distorted in that the target will be seen to be much larged that it actually is. See Dixon Preconscious Processing.



reviewing part 1, sections 1&2. That is, given the orientation problem presented by numbers, it may be necessary to review the data to determine which of the possible numbers obtained may in fact be the correct target. Possible methods for this interpretation are as follows:

(1) Review the actual location of the lines within the four quadrant matrix created by the graph paper. In some cases, certain numbers will appear according to their location with the grid and often this location will tell as much about the actual target as the scribble, design, line, etc. obtained in the session. Also, in some cases, there will be a shift between targeting representations (i.e. from the first grid enclosed attempt to the second) in which the form being written/ drawn suddenly shifts in size so that the viewer draws the data both inside and outside the grid). Such shifts should be taken into account with post-session analysis. Such accounting should examine which part of the grid the viewers "line" (data objectified in session) escapes through.

(2) The paper contained the grid should be turned 180 degrees and examined for possible meaningful shapes. There is a point of interest here. In the operations of the human eye, data coming from the outside world has to be "flipped" over in that the information reaching the eye strikes the retina upside down. Flipping the session data over *may* eliminate the distortion caused by this natural step in perception.

(3) Finally, it is possible that even after parts 1-3 are performed, the viewer will still not be able to decide which number a shape represents (ex. is it a 6 or 9?). Here, simple binary exercises can be used. First, the viewer performs a short series of binary exercises (ex. card suit selection *including* a pass option) in order to adjust the adaptation level and then use the same binary process to choose between the two possibilities.

(4) Last, a complete data base should be maintained. This should include at least: (a) Date, time and conditions of trail (b) Specific tasking attempted (c) Method(s) used through out session (d) AL adjustment methods (before and if used, during and after the session). (e) Basic statistical information covering target (f) Record of which (if any) sections of the target are correct more than others and if information is correct when done all in one session or split up in multiple session.

(5) It is possible to cut a small slit in a card and past this card down the session information one line at a time (thus exposing a small section of the data on each line). This is similar to some AI data processing. Here, the idea is that partial information can be completed by the perceptual system.<sup>3</sup>

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<sup>3</sup> See Arnheim, Visual Thinking