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INSCOM

GRILL FLAME

PROGRAM

SESSION REPORT

NOT RELEASABLE TO FOREIGN NATIONALS

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4-058-81

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SUMMARY ANALYSIS

REMOTE VIEWING (RV) SESSION DCC-91

1. (S/NOFORN) This report documents a remote viewing session conducted in compliance with a request for information.

2. (S/NOFORN) The remote viewer's impressions of the target are provided as raw intelligence data, and as such, have not been subjected to any intermediate analysis, evaluation or collation. Interpretation and use of the information provided is the responsibility of the requestor.

3. (S/NOFORN) The protocol used for this session is detailed in the document Grill Flame Protocol, AMSAA Applied Remote Viewing Protocol (S), undated.

4. (S/NOFORN) Following is a transcript of the viewer's impressions during the remote viewing session. At TAB A are drawings made by the remote viewer reference his impressions of the target site. At TAB B is target cuing information provided the remote viewer.

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TRANSCRIPT

REMOTE VIEWING SESSION DCC-91

TIME

#14:   This will be a remote viewing session for 16 July 1981;
        mission time is 1100 hours.

SG1A   All right #46, the time is now 1100 hours. I'd like you
        to expand your awareness and focus on the building in the
        photo that you were shown prior to the session. The
        building number od ██████████ Once we are at that
        building let me know.

PAUSE

#46:   I've...I've gotta start this thing with the...with a, with
        the, with the clean slates I have here. I...I've gotta
        get rid of...some overlay from the cooling period. There's
        ...some...a quick repeated impressions I gotta get rid of.
        There was something unfavorable there coming from the
        building...and the...had something to do with between floors.
        It was like a...like an implosion of a, some technical
        equipment, very, very...there was no fire, just smoke...
        electronic type, smelly type implosion. It had something
        to do with...with a room, something, a one-nine and there
        was a space and then there was a three. I don't know
        (mumble).

#14:   Okay #46, now that you are at building ██████████   SG1A

#46:   Say again?

SG1A   #14:   ██████

SG1A   #46:   Room ██████████

SG1A   #14:   No, building ██████

#46:   All right.

SG1A   #14:   Okay. I would like you now to move into the building and
                go to ██████████, ██████████ and describe the room as you
                enter.

PAUSE

+04   #46:   I can't get rid of the...impression of...consoles and
                toggle switches and...little yellow and red lights....
                let me se......Damn it!..... Something about a desk, a
                supervisor, about three guys and...these...sitting on...
                reen cushioned chairs, like...they're not like, but they're
                not...telephone operators or something. I still can't get
                rid of the console idea.

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+08   #46:   There's one window in the...in the rear wall...I don't know. Something about...like a dark black blanket there...High, I don't know...high security input (mumble) electronic gear... controlled...like a control plan or something. There's about five people on those swivel chairs. Go ahead.

#14:   How would you describe the activity taking place within this room?

+11   #46:   ...Again this, I may be wrestling with overlay...but, it I could...it's electronic, it's a controlled activity...it... guidance or monitoring or both...or programming for monitoring and guidance. Physically, I see all the consoles on the left and I see a drop ceiling with fluorescent lights, and then window, windows shaded, and then the supervisory desk on the right. And...the floors are dark or black swirling green tiles. Seems to be a somewhat small room for that type of activity. The...again...the...the idea of...of the electronic consoles is still there. I can't get rid of that.

<center>PAUSE</center>

+14   Now, the ...right side of the room is unfolding into a center desk and two smaller desks catty-corner to the wall. Then, there are.....then there are files and containers...right side of the room. Windows are.....the windows are steel frame. Not for security. It's just the way they're made......as opposed to wood frame........Again, impression of electronics, of computers, of stuff, this stuff, nature of programming. There's a......that impression has come back again. There were cryptos, I don't know.

+16   The...the commander is military. Technicians look civilian. Commander looks....Air Force......I don't have anything else unless you want something.

#14:   Okay. I'd like you to once again maintain your focus, and 'I'm going to try to explain this question as best I can. What we need to do is determine the function or mission of this room. For example, attempt to label, put a label on this room. To give you an example, just as this building here, the forward room is the admin, there is a control room, there is a viewing room, a bathroom, and a rest area, a lounge. If you had to put a label of sorts on ▮▮▮▮▮ how SG1A best would ylu label it?

#46:   Oh, it's labeled operation something room, but it's not that at all. It's...it's a...I think it's officially labeled something operations/tech or something, but it's to mask the real function of the room. The room is set up like a... what I would consider an old crypto room. But, I don't think the purpose is crypto. It has the...the function or...the functions are...almost like a gaming room on guidance and

monitoring, I guess, of sophisticated of...vehicles probably
...base vehicles or something like that. Although it has
.....it is not...now directly plugged into a...guidance
function now. .... That's all I can tell you.

#14:   All right #46. I have no further questions at this time.
         I would like you to focus your awareness once again on
         this room...focus on this room, come back.

#46:   Okay. What I've drawn here on sketch number one, labeled   SG1A
         number one, I've entitled overview of ███████ and...I
         think it's pretty self-explanatory. As....you walk into
         the door the consoles that I saw were on the left-hand
         side with a presence of three to five what appeared to be
         civilian technicians on duty at any given time. On the far
         wall there were two windows, and there was, as I explained,
         something about security in there, shadowing the light or
         having, anyway having it, barring the access from sight from
         the outside. That was the principla, that was the jist of
         that thing here. Then, and to the right, the first thing
         I spotted was a desk, which appeared to be a supervisors
         desk, which also appeared to be chaired by a military
         commander, and...eventually, later on, in the session I saw
         two additional desks catty-corner in the right portions of
         the room, the front and back, and then...an impression of
         security containers and file cabinets behind those desks and
         around the walls. And, I saw several, anywhere from seven
         .....about seven. Let's just leave it that. Okay? Anything
         you want to comment or add to that?

#14:   No. Very good. We'll end the session right here.

#46:   All right.
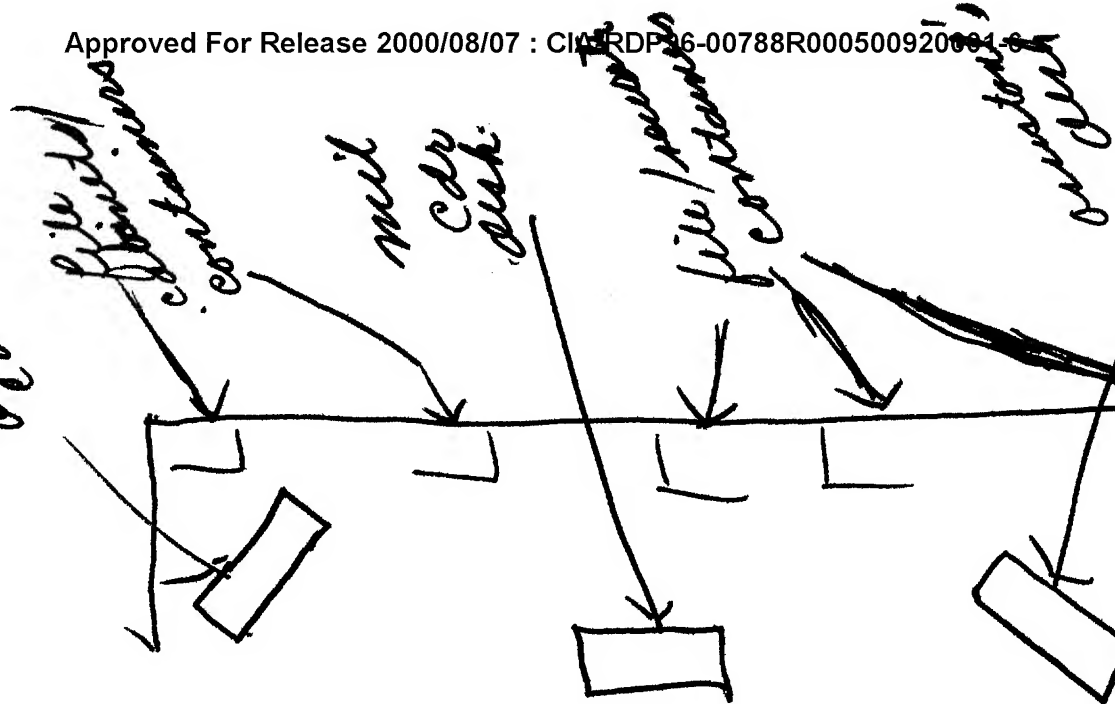
TAB

TAB

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TARGET CUING INFORMATION

REMOTE VIEWING (RV) SESSION DCC-91

SG1A   1. (S/NOFORN) Prior to this session the remote viewer was shown the attached photograph of building ███████████

SG1A   2. (S/NOFORN) During the session the remote viewer was asked to describe room ██████████████████████ and determine the rooms function.

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