

Advanced SRV® Target Directional

Conscious Mind Instructions: Print out this Advanced SRV session template. Fill out this page completely. This page will be page 1 of your session. Put this directional page in front of the rest of your session when you are done. Choose your own target coordinates and enter them in the space provided.

Subspace Mind Instructions: Your perception of this target corresponds only with the explicit contents of the target definition for this session as given to the viewer for closing this session. Perceive the target only as it exists as defined by the closed system of the viewer closing this session.

Target coordinates: 2566 / 3547

Session Number: 1

Experiment Number: N/A

DATA TYPE: 4

PS- OK

NAME: Aziz Brown

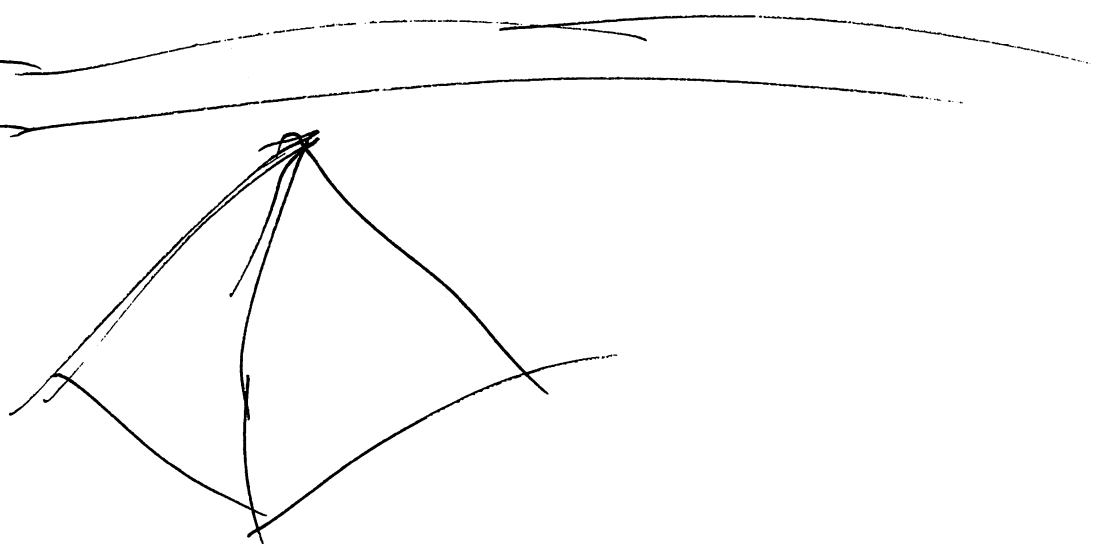
ES- OK

DATE: 9 July 2015

MONITORING
LEVEL: 1

AP-

TIME: 5:00 pm



~~2566~~
~~3547~~

2566
3547 

IL: None

A: Curving up, Curving over, ~~angle~~ angle
Sloping upward
mushy
manmade

B: No-B

2566
3547



IL: None

A: Curving upward, Curving over
Curving downward, Curving under
Curving up, horizontal across

Semi-soft
artificial

B: No-B

2566 
3547

IL: None

A: Curving upwards, Curving over, Curving
downwards, sloping upwards

Hard
movement

B: No-B

D - Pyramids of Egypt

2566
3547

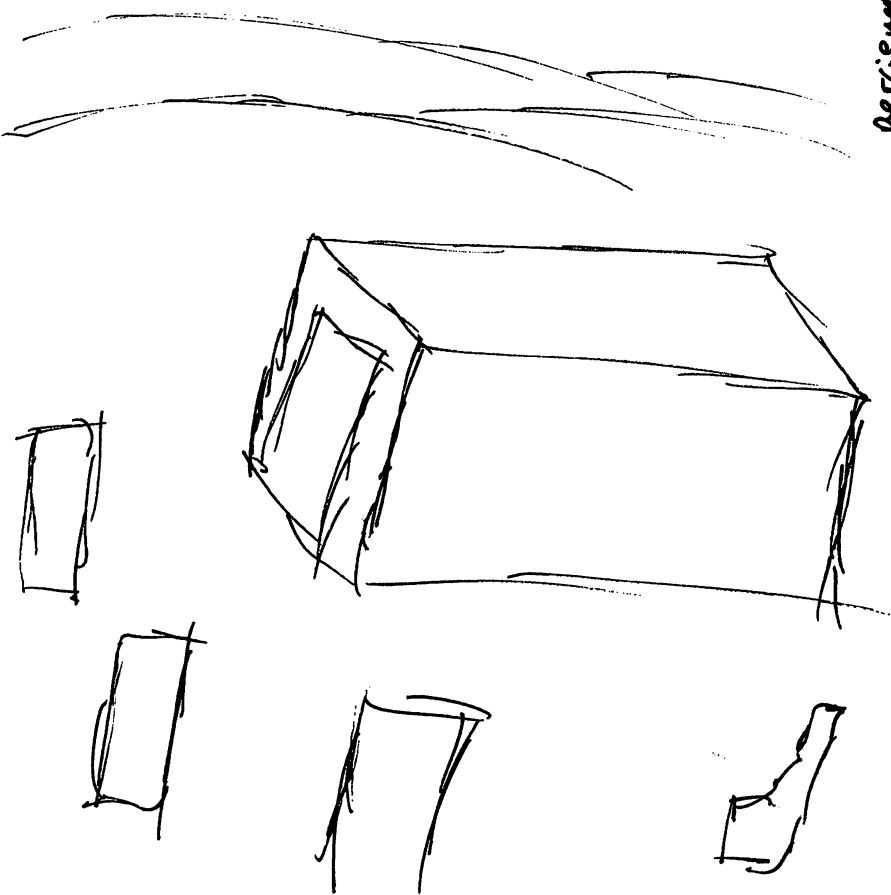


II: Energetics

A: Sloping upward, angle, sloping downward, angle, curving over.

- 1. Semi-soft
- 2. man-made
- 3. Static
- 4. Complex

D:



B: No-B

D-Brick Floor

C: perceived inside

Brown
Light
Hard, Rough Surface
Wall
Subject
Dusty
Ceiling-upper surface
light in front of me
~~water~~ plop sound
Sliding/friction sound
Stones, fitted stones
Smoother on vertical surface
wet
Curved object - small
rectangular structure
- ruins
repeated cylindrical objects
~~Subject~~
Feeling/sense of Subject's
Space between structures

D - Hallway in Egypt Tomb

D - water

D - bowl

D - Ancient Tomb/Temple

D - Ancient Roman Column

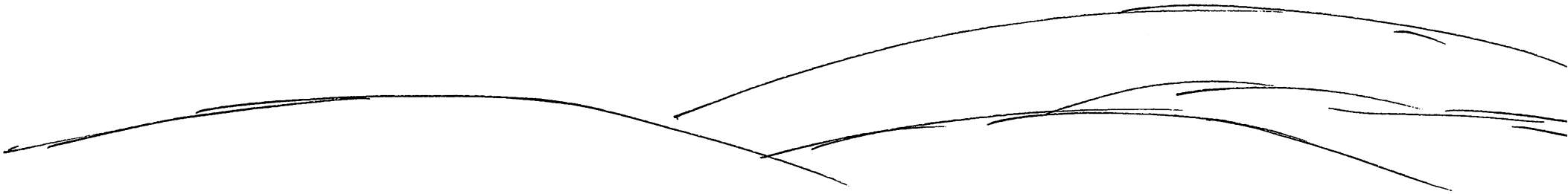
D - Subjects

D - statue of people/Subjects

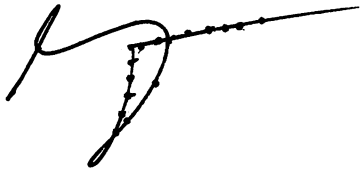
D - courtyard

Flash Sketch

4



2566
3547



II: Structure

A: irregular monst, verticle upward,
angle, horizontal across

- 1. Semi-soft
- 2. energetics
- 3. Static
- 4. Complex

B: Structure

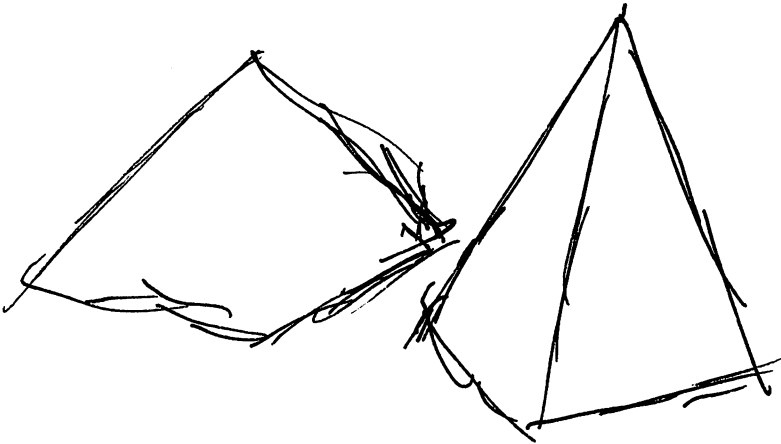
C: hard
red
Colorful-dull

Surface
Space-open

Sunny
warm/hot
{ angled verticle
{ structure

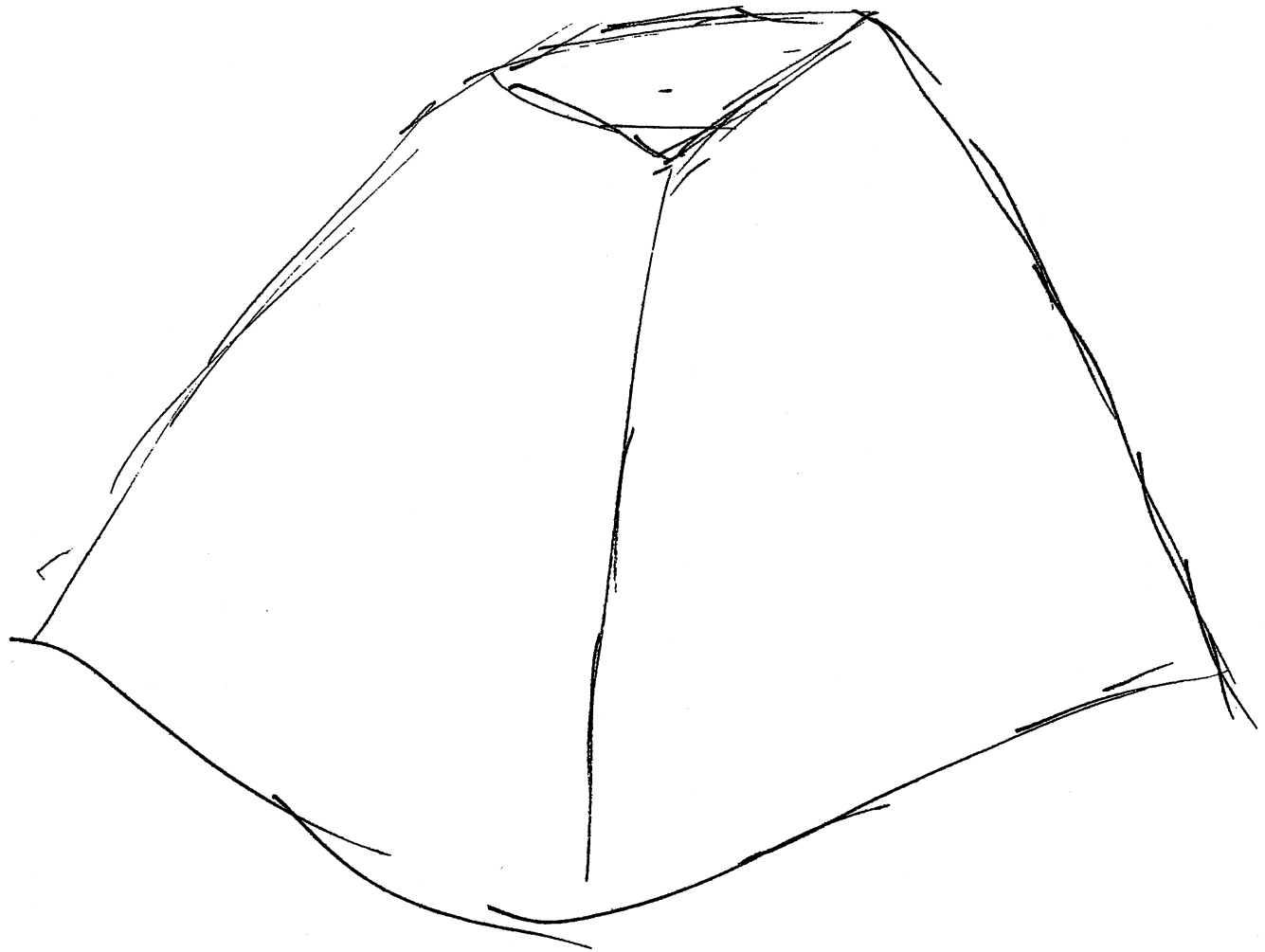
wider than it is tall

D:

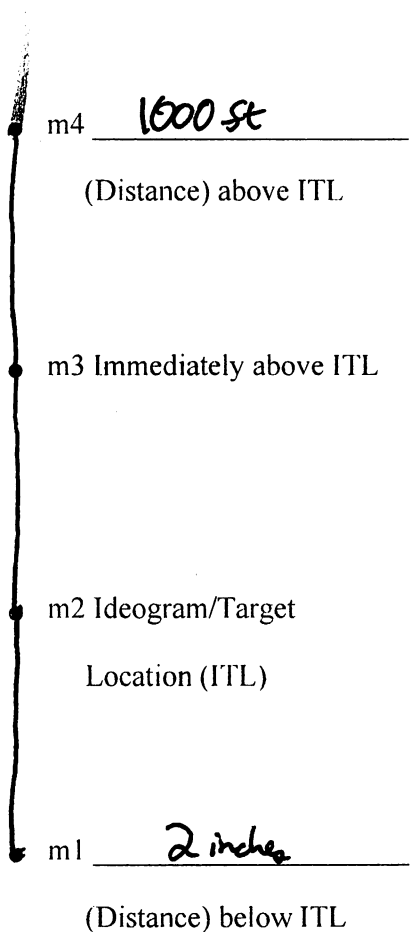


D - Mayan Pyramid

6



E:



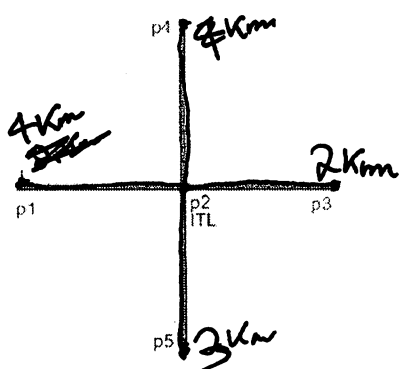
m4: cloudy, ~~Siliaga~~, greenish hills, ~~mistake~~, ~~legend (water)~~ brown, hills (low), barren
 D-Foliage
 D-Israel Tel

m3: Flat, narrow, boxy

m2: Structure, soft ground

m1: Dark, hard, gritty, natural

F:



p1: Emptiness more than p2 D-Great wall of China

p2: Structure

p3: Dry, brown, space, empty, distant structures, level, small structure, smooth large surface

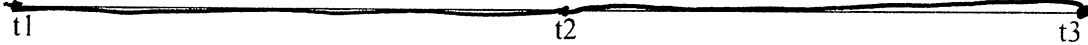
p4: Surface verticle, gritty surface, hilly, not much here

p5: hilly mountain, hills, more empty than p2

I'm in the middle of Nowhere!
 Not much here

8

D- Native American mound city



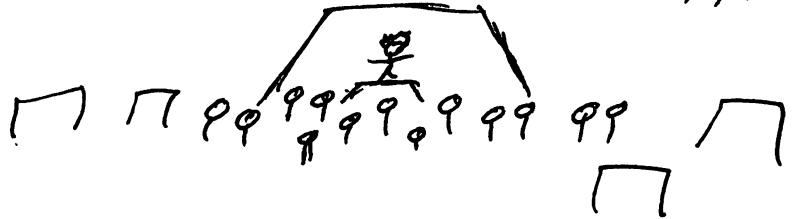
ITL most optimal time to understand target before Target Time

ITL at Target Time

ITL 1 year after Target Time

G:

t1: Subjects, crowds, one subject above the rest in front of structure



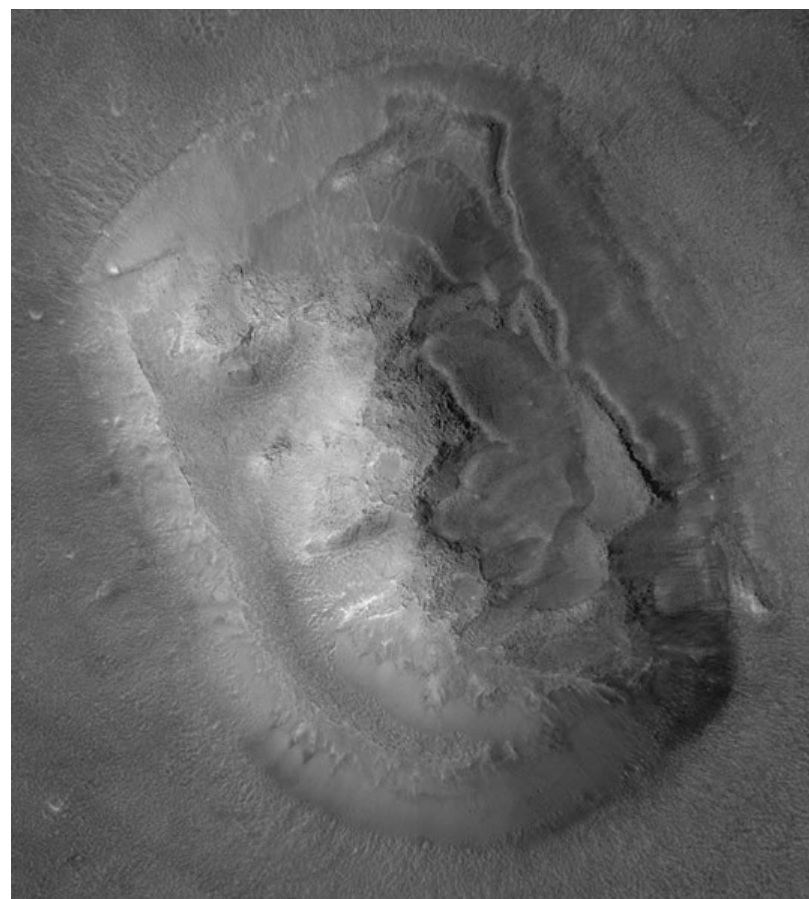
t2: Structure



t3: Same as T2

Mysteries RV Project:

Target #12d: The target is that which is shown in the image below on Mars at the time that the image was taken.



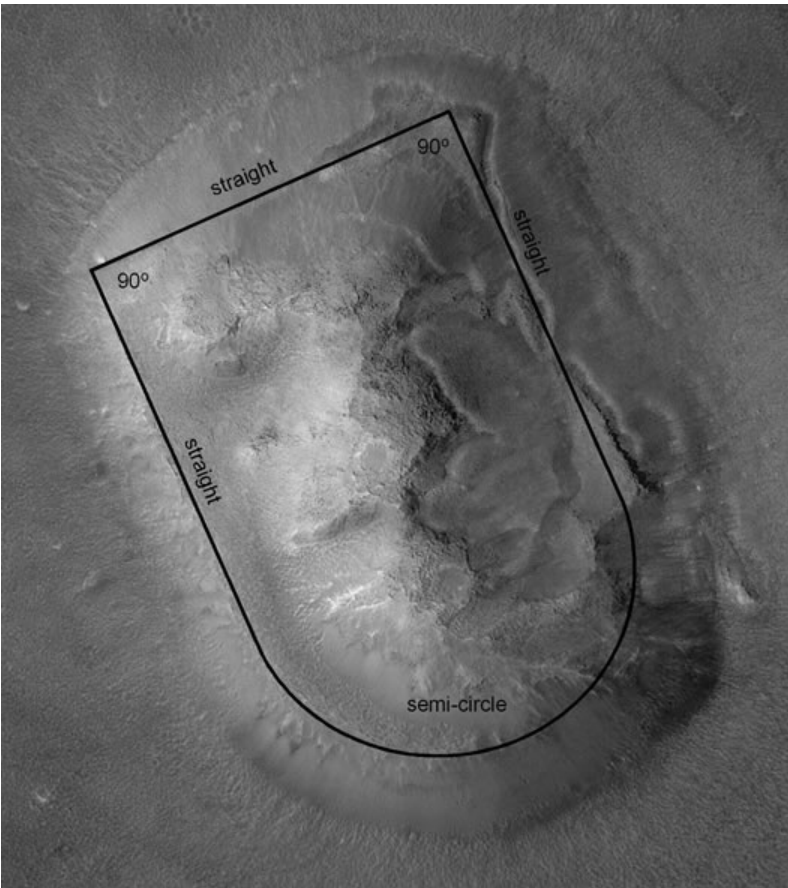


Image credit: [NASA/JPL/Malin Space Science Systems](#). Text and graphics added to second image by Courtney Brown.