

TR 3 Int-

Purpose: To teach a Student Int Officer to get the answer to a question without startling a target. To teach him not to be startled by suspicion and Accusation.

Position: Student & Coach facing each other.

Commands: No fixed Commands. Use "Start", "Flunk" & "That's it" as in other TR's.

Training Stress: There are two parts to the drill.

(a) The Coach assumes an identity such as Director of a Drug Firm; or Psychiatrist, or FR Man. Coach also picks a question that the student must get answered such as "What is my address", "What is my brothers name", "Have I ever had any connection to FDA". Coach gives the student a couple of minutes to mock up a suitable cover. Then the drill begins with the student being the interviewer who must get the question answered. Flunks are given for being too pushy. Failing to let coach Itsa (a silent int officer Invites Itsa), For making the Coach Suspicious. Coach gets gradually tougher & evasive.

(b) The coach picks an identity. The student picks a question as above. Flunks are given as in Part (a). If the coach guesses which question the student is trying to get answered (coaches don't go looking for the question but if it sticks out like a sore thumb then Flunk it.) Coach is more evasive in this one & flunks are given for creating suspicion. After the student does this well the coach throws in accusitive comments, such "Who are you working for?" "You're a Scientist" "What are you, a Detective?". Flunks are given for failing to handle & for becoming startled.

This drill is passed when the student can do part (b) of this drill flawlessly.

TR 3 INT WITH BULLRATING -

Purpose: To teach a student Int Officer to improvise and maintain cover when confronted with something unexpected.

Position: Student and coach facing each other.

Commands: No fixed commands. Use "Start", "Flunk", and "That's it" as in other TRs.

Stress:

Coach picks an identity. The student mocks up a cover & picks a question he wants answered. The student interviews the coach and must get his question answered.

The coach throws in startling accusations and suspicions and the student must handle and maintain his cover. Coach starts off on a gradient giving the student wins.

Flunks are given for being startled and long comm lags, for failure to give an answer and smooth over the suspicions of the coach.

This is passed when the student can give plausible answers and improvise with ease, so his cover remains intact, and can get an answer to his question.

Reporting.

Set up is done as per TR 3Int (b). Coach is not tough but does give the student many facts. Student departs after terminating the interview. And writes a report on it. Particularly noting whether he got his question answered. The report should include all facts given, but not be overly detailed and include a description of the coach. Flunks are given for, false reports, opinions, evaluation, omitted data, and any other outpoint found in the report not the interview.

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DG Info WW