

People Appear Distressed by "Paranormal" Events

The Aster-P Project www.asterpp.org

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People Appear Distressed by "Paranormal" Events

SOURCES: https://www.asterpp.org/study1.php

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DEDICATION

For the Paranormal community, because air quality matters. For the Skeptical community, because not all events are easy to debunk.

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SIGNIFICANCE

As of late 2020, it appears likely that tens of thousands of people annually report being affected by *distressing* events labeled "paranormal." Clearly, from an academic perspective the paranormal does not exist.

This introductory sample of public paranormal reports found remarkable percentages for: distress, ongoing events, mentions of the *word* skepticism, *lack of knowledge* of skeptical methods, and being distressed at *not knowing* what is happening. Therefore these results also served as a catalyst for a draft plan centered around educational outreach and structured skeptical/methodological discussion forums. (Educational self-help, hone this/related research, in-field measurement, *Micro-Environment Testing Apparatus* engineering).

Going forward, chances are minuscule for uncovering any phenomena that is new to science. However the prospect of assuaging thousands of peoples' distress (yearly) is reason to proceed.

This is an open call for feedback on methodology guidelines, for this series and project-wide.

Keywords: Paranormal, Skeptic, Applied

ABSTRACT

Our first look at paranormal claims finds distressed people, likely upwards of ten-thousand yearly.

In *People Appear Distressed by "Paranormal" Events*, the first 100 of 1,003 paranormal reports were analyzed for 30 data points across 11 categories. Sources originated from one popular discussion forum during 34 days in late 2020.

The first 100 reports arrived in 2.94 days. When seasonal factors were considered, an estimate of over 10,000 posts per year could be expected on that *one* forum alone.

Of these reports, 60% indicated distress and 57% requested assistance. For every report, 1.72 people were affected. Primary concerns were unexplained events in peoples' homes and unsettling sleep disturbances. Reports express skepticism at the same rate (27%) as paranormal belief (28%) but agnostic beliefs took the majority at 40%.

Measurable events were described in 26 of 100 reports: having ongoing and observable traits.

Analysis of the first 100 is released to encourage constructive feedback. Next steps include honing the *Paranormal Distress* research methodology for the remaining queue, and constructing an educational outreach resource to help distressed people find answers for *measurable* issues.

INTRODUCTION

Science is the backbone of civilization, the structure that organizes the sum total of all mankind's knowledge. Science is our vehicle for the constant advancement of humanity.

The "paranormal" is a laughingstock for the scientific community.

Yet with due respect to science, reputable polls repeatedly find widespread belief in the paranormal. Have people not gotten the message, or has the message not been effective?

Other contradictions: Paranormal anecdotes commonly self-describe as being skeptical, though even highly distressed claimants seem unaware that poor air quality can cause hallucinations. Paranormal proponents commonly ponder why science shuns the matter, while glossing over all the reasons that paranormal has historically failed to pass scientific scrutiny. To the common listener it appears that the paranormal is not sure where to even *begin* to apply science to their situation. Skeptical proponents routinely wonder why people do not just learn science.

Individuals who straddle the fence between "Believer" (Darkness Radio, 2021) and "Skeptic" (SGU, 2021) can be driven close to mad from these contradictions. Answers seem so close!

Many of the assumptions above come from sources that are difficult to quantify: podcasts for which transcripts are not readily available. However, the Internet's Reddit.com does host a paranormal forum with a constant flow of documented paranormal reports.

These documented reports *can* be quantified, to a reasonable extent, with a few caveats.

The question of whether assisting this demographic is worthwhile, may best be evaluated in context of four key points:

- 1. Are a lot of people bothered by "paranormal" events?
- 2. If so, what bothers people?
- 3. Are claimants open to skepticism?
- 4. Can any "paranormal events" be debunked/measured?

BACKGROUND

A. Are People Bothered?

A national poll in 2019 by YouGov.com found that 45% of Americans expressed belief in ghosts and/or demons. (Ballard, 2019). Of polls that charted general paranormal sentiment, between 2001 and 2018 numbers stayed within a close range: 71%-76%. As far as interaction with the paranormal, in 1996 The Pew Research Center found that 9% of Americans said they had *interacted* with a ghost. (Liu, 2009). By 2015 that number had risen to 18%. (Lipka, 2015).

Historically, the numbers appear to hold steady with fairly sizable percentages for paranormal beliefs. For "ghosts" specifically, some increase can be seen though it is not clear whether this increase is due to power of suggestion, de-stigmatization, or actual increase in activity.

Perhaps most well known among recent polls is Paranormal America 2018, part of The Chapman University Survey of American Fears (Wave 5). It also found that 75% of Americans believe in at least one paranormal topic but charted a larger belief in ghosts. (Chapman University, 2018).

Table 2

Paranormal Belief Polls

	-		
<u>Year</u>	<u>Ghosts</u>	<u>Paranormal</u>	<u>Source</u>
2001	38%	76%	Gallop, Inc., 2001 (Moore, 2005)
2005	32%	73%	Gallop, Inc., 2005 (Moore, 2005)
2011	34%	71%	LiveScience, 2011
2018	58%	76%	Chapman University, 2018
<u>Americ</u>	ans Who B	elieve Their Cu	<u>ırrent House Is Haunted:</u>
2008	13%		Ipsos.com (2008)
2020	13%		FloridaRealtors.org (2020)

B. People Believe, But Are They Distressed?

Fear and/or distress is not mentioned in the surveys above.

A Google Scholar search for "paranormal+fear" returned over 17,700 results through 2020; "paranormal+distress" returned 10,700+ results. This considerable pool of results requires an efficient triage system for relevant material. One immediate standout acknowledged *yes and no*:

"Although 45% of the respondents indicated that a paranormal experience had made them very afraid, this fear appeared to be temporary or mixed with positive feeling because only 9% indicated that their experiences have been scary with no positive value." (Kennedy & Kanthamani, 1995).

B. People Believe, But Are They Distressed? (continued)

Other public research aggregators returned more manageable pools of results. PLOS ONE returned 31 results for "paranormal+fear" and 11 for "paranormal+distress." PubMed returned 15 and 7, respectively. A far greater proportion of these seem to hold opportunity for relevance.

However this discussion may be premature. The primary focus here is *measurable unexplained* events labeled "paranormal." What is clear among browsed papers is a common assumption that the paranormal component is psychologically manufactured or otherwise not "unexplained." Five of the seven results for "paranormal+distress" from PubMed had some variant of the word "psychosis" in the title. The other two articles concerned sleep paralysis and ESP. Many of the works from other aggregators generally center around psychology (beliefs and delusions). Mental disorders are outside the scope of our research here, although these resources will be helpful for creating a plan (of referral) for next steps if/when debunking fails.

Two initial standouts include *Clinical Features of Isolated Sleep Paralysis* (Sharpless & Kliková, 2019) and *Measuring Extraordinary Experiences and Beliefs: A Validation and Reliability Study* (Wahbeh et al, 2019). Also, several pieces of work concerning the paranormal+fear and mental disorders, by James Houran and Rense Lange, are of interest. However access to *The Journal of Nervous and Mental Disease* appears limited at this time.

Many more are also relevant, though not immediately for *quantifying* fear and paranormal. As for the entirety of work on paranormal and fear/distress, we welcome feedback on *quantifying*; and also in mining other relevant material from this fertile pool.

C. What is Bothering People?

An academic dive into literature is mired in psychology. Polls are primarily concerned with belief, not *fear*, though traditionally being "scary" is an inherent trait of the paranormal trope. The Chapman University (2018) study *Paranormal America* listed beliefs in ghosts at 57%, aliens 35%, and bigfoot at 26%. Other *academic* material is not immediately apparent for what exactly is disturbing people in reports of paranormal events. Much publicly available anecdotal evidence has not been documented and/or analyzed.

Similarly, for questions about skepticism and debunking, good research is elusive. Therefore we ask another relevant question: Is fear of the paranormal ("unexplained" experiences) legitimate?

D. Is Fear of the Unknown Legitimate?

In considering whether educational outreach might be worthwhile, we examined whether the fear of the 45% is likely legitimate. Can this fear be ethically ignored by learned bystanders?

The search terms "fear of dark" and "phobia" combined with "legitimate fear" seemed to best fit this question. Both are also considered irrational fears, fairly common, and well known to psychology. PubMed returned 0 and 4 respectively, through 2020. PLOS ONE returned 1 and 8 respectively. None appeared relevant. Google Scholar returned 178 and 18,800+, respectively.

D. Is Fear of the Unknown Legitimate? (continued)

Cambridge University philosopher William Lyons' well-regarded work *Emotion* (1980) supported the idea that fear of the dark is legitimate fear:

Further supporting the idea that fear of the unknown is legitimate, a widely cited 2001 paper published in the American Psychological Association's *Psychological Review* describes phobias in tandem with other real fears. From *Fears*, *phobias*, *and preparedness: toward an evolved module of fear and fear learning:*

"Viewed from the evolutionary perspective, fear is central to mammalian evolution. As a product of natural selection, it is shaped and constrained by evolutionary contingencies. It is a central thesis of this article that this evolutionary history is obvious in the fear and phobias exhibited and readily learned by humans. We are more likely to fear events and situations that provided threats to the survival of our ancestors, such as potentially deadly predators, heights, and wide open spaces, than to fear the most frequently encountered potentially deadly objects in our contemporary environment, such as weapons or motorcycles [e.g., Marks, 1969; Seligman, 1971]. (Ohman & Mineka, 2001).

Much of the academic data concerning the paranormal is imprecise for our area of interest. Much data exists in paranormal enclaves, however it is largely anecdotal and less likely documented. Future studies may uncover more and better data, and better categorization.

For now, academic evidence seems to support widespread belief in the paranormal, most likely "ghosts," upwards of 45% feeling (short term) fear, and that fear of the unknown is legitimate.

This background will be expanded in future works and in our ongoing methodology forums.

METHOD

A. Sample

The focus here is to find out in a general sense if a lot of people are distressed and if so, why.

One popular internet forum was selected, Reddit.com's r/paranormal. Reddit.com is a longstanding popular social media website which operates primarily on the written word. It was ranked #15 in social media platforms worldwide for 2020, with 430 million active users. (Tankovska, 2021a). The site's demographics skew toward college-educated U.S. (49%) males with an average age of 25. (Tankovska, 2021b). As of March 2021 the forum r/paranormal listed 808k subscribers and was ranked #529 site-wide for subscribers. (SubredditStats.com. 2021).

A total of 1,003 reports, filed in under 34 days, were queued as the original study sample. This paper summarizes the results of the first 100 reports. Releasing the first round results allows opportunity for feedback on methodology before analyzing the remaining 90% of the sample queue. The remainder will be completed in Spring 2021. (A directed survey is planned also. See Appendix 6 – Draft Outreach Plan.)

B. Sample Organization and Storage

The source data of 1,003 posts were organized by the original index picture. At a rate of about 12 posts per index pic, there were 77 index pictures. Each index picture has a corresponding folder which houses that pic and the associated individual links / hard copy PDFs. This data is available for download and includes a readme file to explain the organization better. (Table 3).

All study materials are available to view at www.asterpp.org/study1. This includes spreadsheets of raw data tables, organized links to all 100 sources (individual reports), source PDFs, full paper, and all appendices.

C. Data Collection

Each of the 100 posts was documented to PDF. Then each post was systematically documented in a spreadsheet as surveyed against 97 data points across 11 categories. (Table 4).

Disqualified and Not-Applicable Reports

Two of the first 100 posts were disqualified. These posts had been deleted between the time the list was generated and the printing of reports for analysis. Four other posts were not paranormal reports but paranormal discussions. These were not *disqualified*, as they could be documented. But there was no report to analyze. These were designated as "N/A."

For these six posts/reports, the next ones in queue were dropped in, to keep the sample at 100 paranormal reports analyzed.

D. Controls

With respect to the caveats below, effort was put into obtaining unbiased results. Among these:

- Sample size set without regard to content.
- Full queue size 1,003 or just over a month's worth of complete data.
- Have a demonstrable reason for positive marks (many judgment calls unfortunately).
- Not reading too much into results (pitfall with judgments on ambiguous criteria).
- Each post printed-to-PDF and compiled to preserve the sample for independent review.
- Second pass review of entries. (Double-checked these 100 and their results.)
- Appendix 5 shows all survey criteria, from spreadsheets, with links to original sources.

E. Caveats

A number of caveats are acknowledged:

- 1. A study such as this is inherently subjective, even considering the fluidity of anecdotes and the soft sciences in general. This study is not even a directed self-survey, but one in which an analyst must make judgments about anecdotes. Deviations might occur in replication, though blind objectivity is every analyst's goal. (To mitigate this, the sample of 100 was analyzed twice. The remaining queue will have multiple analysts/analysis.)
- 2. Details were often incomplete or ambiguous. (A directed survey is in development.)
- 3. It is unclear how many of these reports were made in good faith.
- 4. The use of AI has been prevalent in mainstream journalism for several years already. (Martin, 2019). Independent and oblivious of this fact, our analyst noticed *repeated* striking similarities in reports, as the sample was analyzed one "data source page" at a time (10-12 reports). While not formally quantified, this did happen several times enough to shine extra scrutiny on the "public comments" category of these reports. In several of these cases the original poster (OP) engaged in commentary, easing the red flag. Some of these cases may be merely the power of suggestion, a reader reminded one of their own experiences. It is not unreasonable to suspect and watch for AI reports. Vigilance and verification may mitigate this risk. For the remaining queue, situations of striking similarity will be noted for consideration.

F. Privacy and Fair Use

Reddit.com and its subsidiary "r/paranormal" are public-facing entities. Even so, efforts were taken in this study to identify reports only by their number in the study queue, not their verbatim title. Also, in the raw data tables (Appendix 5) the titles were removed from each entry. However, diligent researchers who download the actual data files from our website will find the PDF hard copies and links to sources. Links contain post titles. We believe we have taken reasonable precautions for the privacy of individual reports while documenting our sources for review. We believe our study constitutes fair use of source content and reasonably protects the OP's privacy.

RESULTS AND DISCUSSION

The eleven categories of data sets:

- A. People Affected
- B. Report Descriptors
- C. Skepticism
- D. Debunking Efforts
- E. Reported Outcomes
- F. Location of Events
- G. Times of Event and Past/Recent/Ongoing
- H. Frequency of Events
- I. Public Commentary
- J. Measurable (theoretically testable) Reports
- K. Remarkable Reports

A. People Affected

This is the biggest category, with six separate data sets (tables).

1. Frequency of Reports

Are there a lot of reports? Round one's random block of 100 reports were posted within 3.06 days, 11/29/20-12/02/20. This is an average rate of 1.42 per hour, or 12,397 per year. (Table 5).

This sample (round one) and the entire queue of 1,003 were posted 11/29/20-01/02/20 in 33.36 days. That is 10,952 per year, a big decline from the R1 figure. Further lowering any average are holiday stress and traditional winter blues. On top of these, social distancing sees more people isolated at home. These factors point to a high average, even at 10,952.

However this is just one internet forum. Dozens exist. Also, people have experiences and document it elsewhere – or nowhere. It is not clear what fraction of all worldwide reports this sample represents. See section L. *Sample In Context* for more on this.

2. Number of People Affected

Are many people affected? In 100 reports, 172 people were described as affected by the event. That is an average of 1.72 people affected per report.

All but four posts were of one (54%), two (29%), or three (13%) people affected. The remaining four posts had one group of four, two groups of five, and a group of seven. (Table 6).

3. Purpose of Report

Why was a report made? The numbers were split with 57% wanting some kind of assistance (help, advice, explanations) and 43% merely wanting to relay a story about an event. (Table 7).

A. People Affected (continued)

4. Reaction: Fear/Upset/Curious

What was peoples' reaction to the event? Fear is a common trope for the paranormal, but fear came in third behind "upset" and "curious." (Table 8). Broadly, 60% of people were distressed by the reported event, either upset (47%) or fearful (13%). A quarter more (27%) were curious enough to seek explanations on a public forum. Otherwise, 9% were unfazed and 4% were glad the event happened.

Defining what made people fearful or upset is not simple. Besides descriptors (keywords) that list specific disturbances, some survey criteria point to several factors for peoples' anxiety.

Survey parameters for the 13 "fear" reports can be seen in Appendix 2 – "Fear" Reports Isolated.

5. Reason for Reaction (and/or distress)

To describe the *cause* of their reaction, each post earned a keyword or two as seen in Table 9. Most of the keywords were unique for "fear" and "upset." One keyword stands out. In "upset" 11 people described their reaction as caused by "mystery." The runners up, at three reports each, were "frightened" and "nightmare." In "fear" all were different except two were "antagonizing." (Table 10).

This analysis is extremely subjective. Upon analysis and writing the paper, this category stood out as one which needs more care in the remaining sample queue. These descriptions are the root of peoples' distress (fear). For the rest of the queue, this should be more clearly described.

Looking at the keywords and their distribution, the majority of people were either doggedly curious *about something mysterious that happened to them* or they felt threatened. Though the study did not track the number, there were very few (described) where people *encouraged* issues.

6. Interacted or Observed

An interactive event was described in 40% of reports. Another 26% *might* have been interactive. A third, 34% were purely observations. (Table 11). Separately, many people describe feeling actively menaced, but a few interactions were positive. This will be quantified better in Study #2.

B. Report Descriptors

What is bothering people? Each report was given 1-8 descriptors, key words to describe the event. Round one used 87 unique descriptors, a total of 337 times. Descriptors were categorized by paranormal phenomena claimed, observable traits, and other qualifiers as they came up.

The top ten descriptors overall were: Audio (38%), visual (33%), movement (21%), body (15%), dream (15%), sleep paralysis (12%), animal, pets (12%), electrical (12%), shadow (11%), and ghost (10%). All descriptors by frequency are shown in Table 12, and by category in Table 13.

C. Skepticism

Do people express skepticism at all? Yes. Of all explanations given by the report author, agnostic explanations at 40% were the biggest percentage. (Table 14). Skeptical and paranormal explanations each accounted for an almost equal quarter of guesses, 27% and 28% respectively. Eight reports were only an accounting of events without putting forth any guess. Reports offered multiple guesses. A total of 173 explanations were offered (skeptical, agnostic, paranormal) plus the 8 no-guess reports. Non-paranormal explanations accounted for 67% of guesses.

Considering distribution (Table 15), non-paranormal explanations were seen in 51% of reports. Less than the majority of *paranormal reports* actually considered the event "paranormal."

Reports did repeatedly describe an unexpected, unexplained, and unsettling event. That people thought of a paranormal forum as their last resort may indicate a failure of skeptical education, not necessarily closed minds to skepticism.

D. Debunking Efforts

Debunking was attempted in 24 reports, with 6 describing a number of things the author did to try to debunk the event. The rest, 18%, were cursory attempts at debunking. One effort was successful. (Table 16). Especially report #72, some people debunked to their best effort, without success. This possibly illustrates that skeptical knowledge is not reaching these people.

E. Reported Outcomes

In 40% of reports, no outcome is possible because the occurrence is (supposedly) ongoing. Otherwise, the one-off nature of 31% of events prevented the person from finding an explanation. In 16% of reports no answer was described. Other outcomes: paranormal (4%), moved (5%), skeptical (2%), and (2%) resolved on its own. (Table 17).

F. Location of Events

Few reports mentioned geographic location, except a couple that mentioned living near the "Bridgewater Triangle." All but two were at a residence, though this was not a data point. Between indoor/outdoor, overwhelmingly reported events occurred indoors (79%). (Table 18).

G. Times of Event and Past/Recent/Ongoing

More events occurred at night (42%) than day (16%) or both (13%); 29% did not say. (Table 19).

Separately, almost a third (29%) of the reports described a past event. (Table 20). These may be a large part of the people who, in *Purpose of Post*, said they only came to tell a story, not seek assistance. The rest of the two-thirds were split between recent (30%) and ongoing (40%) events.

H. Frequency of Events

More instances of multiple occurrences (59%) were seen than one-time events (41%). (Table 21). Multiple instances are advantageous for measurement and debunking.

I. Public Commentary to the Reports

These reports were posted to Reddit, therefore people commented. This public commentary was also surveyed for many of the same criteria as well as advice given/taken. (Table 22).

Explanations guessed were again split evenly between paranormal and skeptical, with skepticism having a slight edge at 51% over paranormal's 49% of guesses.

Advice was given half of the time in both directions, either paranormal (51%) or skeptical (48%). Advice was considered exactly evenly at 28% in either direction.

Perhaps the biggest takeaway is the amount of similar experiences. Half of the reports (51%) included comments which expressed similar experiences at least once (31%) if not more (20%).

J. Measurable Reports

This is one of the biggest takeaways of the study. Out of 100 reports, 26 indicated conditions that were both observable and repeatable. (Table 23). This is in addition to air quality monitoring.

To be measurable an event must be ongoing and observable in some way.

Recall Table 20 – Past/Present/Ongoing (Section G) gave a parameter for "on-going:" 40%.

Recall Table 12 – Report Descriptors (Section B) gave parameters for observable traits. These are shown isolated in Table 24, *Observable Descriptors*. (Audio, visual, movement, electrical and shadow were most prevalent.) These are more difficult to apply, as some percentages overlap.

In addition to Report Descriptors each measurable report got a unique extra description to clarify what exactly is (reported as) observable. (Table 25). Most measurable reports would benefit from a General Surveillance Plan (GSP) meaning a secure A/V home security system like Ring, Inc.'s program which uploads raw footage to a cloud. Most reports indicate a specific event that occurs.

The 26 measurable reports were also summarized and their survey parameters isolated for viewing, in Appendix 3 – Measurable Reports Examination.

Diving into these reports would be an undertaking in itself, one which would require the input of various experts. Coupled with the informal nature of these particular reports, this discussion is best left for a forum where nuances can be explored and methodology can be determined. It would be of benefit to use a clean sample queue of claimants that could be more tightly controlled. Even better would be participating claimants, to assist with follow-up questions.

K. Remarkable Reports

The last category examined was remarkable reports. (Table 26). There were 25 reports remarkable in some way, independent of measurability. (Not all testable reports are remarkable.)

The scope of the paper is limited to the demographics of paranormal reports. These were not intended to be explored, but noted. These 25 reports are detailed in Appendix 4 – Remarkable Reports Examination. Table 27 is a quick look at why these reports were remarkable.

Table 27

Remarkable Reports Reason and Testability

- <u>P#</u> <u>T</u> <u>Reason post is remarkable</u>
- 9 / May be of interest to ESP studies.
- 11 / Good example of common report, hits many benchmarks.
- 16 Y Skeptic even though appears has a history of un-debunkable events.
- 23 / Good example of common report, sounds like air quality issue.
- 26 / May be of interest to ESP studies.
- 27 / Good example of common report, sounds like air quality issue.
- 28 / Dual hallucination.
- 29 / Seems irrefutable but not provable.
- 32 Y Seems interactive.
- 33 Y Secure environment; Surveillance already in place.
- 38 / So many holes but extremely compelling.
- 39 / Lots going on here. Seems interactive.
- 44 Y Moved objects, to reappear in odd places; Recurring.
- 45 Y OP asks for help with ridiculous claim that happens to be highly measurable.
- 51 / Physical anomalies/coincidences. Time lost.
- 52 Y Not a hint of skepticism.
- 64 Y Interactive ESP with others.
- 65 Y Requests help; in distress.
- 70 M Easy to mistake for paranormal. Obscure natural explanation is likely.
- 71 Y Movement, also interactive. Ongoing. Likely air quality issue.
- 72 / Tried to debunk; Unsuccessful.
- 76 / Video call anomaly.
- 88 Y Movement. Possibly visual. Ongoing.
- 96 / Interactive.
- 100 / Example of common complaint having an obscure natural explanation.

L. Sample in Context

Taken together, the adjusted frequency of reports and number of people affected and distressed, suggest at least 7,500 distressed people a year *from this one internet forum*. It is ranked #15 for social media outlets. National polls suggest wide popularity of paranormal. It is plausible dozens of other SM would show similar results. Podcasts are another popular outlet, which are similarly full of reports. Only English language internet-based outlets have been considered so far, though paranormal is popular worldwide. (Romano, 2020). All of this together suggests there may be at least "tens of thousands of distressed people" worldwide. (Table 28).

OPTIONS FOR ASSISTANCE

A. Outline the problem

People seem bothered by intrusive events they cannot explain. Skeptical resources are abundant. Are people not aware of debunking information, or is it not working for them?

Environmental gadgets are cheap and many, but skeptics say people do not use these items effectively. Regardless, gadgets do not appear to have been used by any people in this study.

Mentions of carbon monoxide or mold were nil. Do people not know that these can cause hallucinations, or that these detectors cost under \$10 a piece at Amazon or Home Depot?

B. Options

The best option may be a combination of education, advertising, and cooperation between "experiencers" and skeptics to figure out tough debunking cases.

- Detailed but easy-to-read debunking information could be made *readily* available to those who experience "paranormal" events, through an inexpensive website.
- Social media advertising is cheap, and can easily reach the masses. (WebFX, 2021).
- Interested arm-chair skeptics could follow up by making sure the information is working.
- Interested professional skeptics could work WITH paranormal investigators (by teaching) instead of against them (by criticizing).
- Methodology forums could parse out stubborn cases and solidify best investigative practices, for paranormal researchers to take into the field if self-debunking fails.
- A popular subject, such an endeavor may be self-sustaining through donations.

Conversely, knowledgeable parties could continue to ignore the situation, as the people will handle these things regardless of help. After all, science's front-facing opinion is dismissive. This quote is displayed on the public's favorite fact checking source, Wikipedia: (Paranormal, 2021).

"The psychologist David Marks wrote that paranormal phenomena can be explained by magical thinking, mental imagery, subjective validation, coincidence, hidden causes, and fraud."

Closer to the first option, something of a long term plan has been drafted to address the conflict. Because it is not directly relevant to the study of paranormal reports, discussion of this plan is seen in Appendix 6 – Draft Outreach Plan.

CONCLUSION

In under 34 days late last year, 1,003 paranormal reports were filed to one outlet. Adjusted, that rate would assume over 10,000 per year, to *just one* internet discussion forum. It is unclear how many of these reports were made in good faith. However this study presumes that science will stipulate to fairly widespread public belief in paranormal topics. We proceeded with that caveat.

In the first 100 reports there were no mentions of UFOs, Bigfoot, or various skeptical prizes for paranormal evidence. Primarily referenced were disturbing unexplained events in peoples' homes.

- Over half (60%) expressed distress.
- Over half (57%) requested assistance with the matter.
- For every report an average of 1.72 people were affected.
- Almost two-thirds (67%) expressed skepticism and agnostic beliefs.
- Closer to half but not quite, 40% described ongoing events.
- Over a quarter (26%) of the reports described measurable (observable/repeatable) events.
- Three-quarters of Americans believe in at least one paranormal topic.

This data being mired in caveats is a primary concern when planning next steps. Ninety-percent of the queue has yet to be analyzed. Some feedback has been generated already. Immediate steps include more feedback, to hone the methodology of this *Recent Paranormal Claims* series.

The plethora of skeptical material on psychological explanations, indeed the skeptical movement itself, speaks to the *scientifically accepted fact* that a large portion of the public truly believes the paranormal stories they swap. From the aggregate of reports studied here, many people appear genuinely distressed by "paranormal" events. Are people not getting the message or is the message ineffective? This will be explored further, in this series and in open discussion.

Air quality is close to the top of skeptical explanations, yet none of the first 100 paranormal reports mentioned this as an explanation. Also, over a quarter of reports offer *measurable* events. Currently, considering claimants' openness to a skeptical approach, a next-stage might look like the draft plan proposed in Appendix 6. An intermediary between these two camps that have become echo chambers, to include educational public outreach and an organized bank of methodology forums, seems a prudent course of action.

Dismissive mockery is not helpful to the likely tens of thousands of people each year who are bothered by things that science says do not exist. At the same time, the onus is on the believers to provide extraordinary evidence for their extraordinary claims.

Next steps include soliciting feedback to hone the methodology of every facet of the draft plan. This includes (the remaining queue of 1,003 reports), the *review-ready* directed survey, and the public-facing website which contains (beginning) debunking tips and organized methodology forums. Further steps include steadily implementing enlightened feedback, for the end goal of lessening the public's paranormal distress via science. Throughout these processes, the endeavor need not condescend.

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Appendix 1

Results Summary and All Tables

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Table 1

APP Study #1 Results Summary

A block of 100 reports posted to one popular paranormal outlet between 11/29/20 and 12/02/20, was surveyed by the Aster-P Project in February 2021, and yielded the following results:

Cocation of Event	Ctrades Ctata						
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Animal, pets 12 Electrical 12 Shadow 11 Ghost 10 Moved object 8 Dream, AFTL 6 Follow 6 Doppelganger 5 Shadow person 5 ESP 5	Dream	15	Past		29	Both	13
Animal, pets 12 Electrical 12 Shadow 11 Ghost 10 Moved object 8 Dream, AFTL 6 Follow 6 Doppelganger 5 Shadow person 5 ESP 5	Sleep paralysis	12	Did not specify		1	Did not specify	29
Shadow11Ghost10All GuessesOutcome of EventMoved object8Paranormal49Paranormal resolve4Dream, AFTL6Skeptical47Skeptical resolve2Follow6Agnostic69Only happened once31Doppelganger5No guess8Ongoing – no resolve40Shadow person5(multiple choices)173Moved5ESP5Resolved on its own2	Animal, pets	12			100		100
Ghost10All GuessesOutcome of EventMoved object8Paranormal49Paranormal resolve4Dream, AFTL6Skeptical47Skeptical resolve2Follow6Agnostic69Only happened once31Doppelganger5No guess8Ongoing – no resolve40Shadow person5(multiple choices)173Moved5ESP5Resolved on its own2	Electrical	12					
Moved object8Paranormal49Paranormal resolve4Dream, AFTL6Skeptical47Skeptical resolve2Follow6Agnostic69Only happened once31Doppelganger5No guess8Ongoing – no resolve40Shadow person5(multiple choices)173Moved5ESP5Resolved on its own2	Shadow	11					
Dream, AFTL6Skeptical47Skeptical resolve2Follow6Agnostic69Only happened once31Doppelganger5No guess8Ongoing – no resolve40Shadow person5(multiple choices)173Moved5ESP5Resolved on its own2	Ghost	10	All Guesses			Outcome of Event	
Dream, AFTL6Skeptical47Skeptical resolve2Follow6Agnostic69Only happened once31Doppelganger5No guess8Ongoing – no resolve40Shadow person5(multiple choices)173Moved5ESP5Resolved on its own2	Moved object	8	Paranormal		49	Paranormal resolve	4
Follow6Agnostic69Only happened once31Doppelganger5No guess8Ongoing – no resolve40Shadow person5(multiple choices)173Moved5ESP5Resolved on its own2	=	6	Skeptical		47	Skeptical resolve	2
Doppelganger5No guess8Ongoing – no resolve40Shadow person5(multiple choices)173Moved5ESP5Resolved on its own2			-			±	
Shadow person 5 (multiple choices) 173 Moved 5 Resolved on its own 2			O				
ESP 5 Resolved on its own 2	11 0 0			s)		0 0	
	-		(<u>F</u>	,	_		
DOOL DIG DOT SDECITY IN	Door	5				Did not specify	<u> </u>
(multiple choices) 219						<u> </u>	

Table 2

Paranormal Belief Polls

<u>Year</u>	Ghosts	<u>Paranormal</u>	<u>Source</u>
2001	38%	76%	Gallop, Inc., 2001 (Moore, 2005)
2005	32%	73%	Gallop, Inc., 2005 (Moore, 2005)
2011	34%	71%	LiveScience, 2011
2018	58%	76%	Chapman University, 2018

Americans Who Believe Their Current House Is Haunted:

2008	13%	 Ipsos.com (2008)
2020	13%	 FloridaRealtors.org (2020)

Sources:

https://news.gallup.com/poll/16915/three-four-americans-believe-paranormal.aspx (Moore, 2005).

https://www.livescience.com/16748-americans-beliefs-paranormal-infographic.html (Moore, 2005).

https://www.chapman.edu/wilkinson/research-centers/babbie-center/survey-american-fears.aspx (Chapman University, 2018).

https://www.ipsos.com/en-us/news-polls/majority-americans-believe-ghosts-57-and-ufos-52 (Ipsos, 2008).

https://www.floridarealtors.org/news-media/news-articles/2020/10/survey-13-owners-think-their-house-haunted (Smith, 2020).

Table 3

Data Source Index Pictures – Documents Organized by Picture Number

	D 4 -	F't	T4		D4-	T':	T4
<u>Pic #</u>	<u>Posts</u> per pic	<u>First</u>	Last	Pic#	Posts per pic	<u>First</u> post	Last
1	<u>per pre</u> 12	<u>post</u> 1	<u>post</u> 12	40	13	<u>5031</u>	<u>post</u> 519
2	12	13	24	41	13	520	532
3	11	25	35	42	14	533	546
4	12	36	33 47	43	13	547	559
5	12	48	59	44	13	560	572
6	12	60	59 71	45	13 14	573	586
7	12	72	83	46	13	587	599
8	12	84	95	47	13	600	612
9	12	96	93 107	48	13	613	625
10	12	108	119	49	13	626	638
11	12	120	131	50	13	639	651
12	12	132	143	51	14	652	665
13	14	144	157	52	13	666	678
14	13	158	170	53	15	679	693
15	13	171	183	54	13	694	706
16	13	184	196	55	13	707	719
17	14	197	210	56	12	720	731
18	13	211	223	57	13	732	744
19	13	224	236	58	15	745	759
20	14	237	250	59	13	760	772
21	14	251	264	60	13	773	785
22	13	265	277	61	13	786	798
23	13	278	290	62	14	799	812
24	14	291	304	63	13	813	825
25	13	305	317	64	13	826	838
26	12	318	329	65	13	839	851
27	14	330	343	66	14	852	865
28	12	344	355	67	14	866	879
29	13	356	368	68	13	880	892
30	14	369	382	69	14	893	906
31	14	383	396	70	14	907	920
32	13	397	409	71	14	921	934
33	14	410	423	72	13	935	947
34	14	424	437	73	14	948	961
35	13	438	450	74	13	962	974
36	14	451	464	75	6	975	980
37	14	465	478	76	14	981	994
38	14	479	492	77	9	995	1003
39	14	493	506	(end)			
					•		

Table 4

Data Points and Variables, and Associated Tables/Categories

<u>DP</u>	<u>Var Name</u>	<u>Var Type</u>	<u>Var Set</u>	<u>T#</u>	Cat#
1	p#	p#	(ID) post number	XL*	-
2	pg#	pg#	(ID) source page index pic	Т3	-
3	date	date	demographics	XL*	-
4	link	link	demographics	XL*	-
5	desc1	word	descriptors	T12	В
6	desc2	word	descriptors	T12	В
7	desc3	word	descriptors	T12	В
8	desc4	word	descriptors	T12	В
9	desc5	word	descriptors	T12	В
10	desc6	word	descriptors	T12	В
11	desc7	word	descriptors	T12	В
12	desc8	word	descriptors	T12	В
13	ppl	number	number of people affected	T6	A
14	help	Y/N	purpose of post	T7	A
15	adv	Y/N	purpose of post	T7	A
16	witt *	Y/N	purpose of post	T7	A
17	story	Y/N	purpose of post	T7	A
18	n/a	Y/N	purpose of post	T7	A
19	int	Y/N	interacted or observed	T11	A
20	obs	Y/N	interacted or observed	T11	A
21	d/k	Y/N	interacted or observed	T11	A
22	n/a	Y/N	interacted or observed	T11	A
23	indr	Y/N	location of event	T18	F
24	outdr	Y/N	location of event	T18	F
25	veh	Y/N	location of event	T18	F
26	?	Y/N	location of event	T18	F
27	all	Y/N	location of event	T18	F
28	n/a	Y/N	location of event	T18	F
29	day	Y/N	time of event	T19	G
30	nt	Y/N	time of event	T19	G
31	all	Y/N	time of event	T19	G
32	d/k	Y/N	time of event	T19	G
33	n/a	Y/N	time of event	T19	G
34	1x	Y/N	frequency of events	T21	Н
35	2x+	Y/N	frequency of events	T21	Н
36	n/a	Y/N	frequency of events	T21	Н
37	past	Y/N	past / recent / ongoing	T20	G
38	rec	Y/N	past / recent / ongoing	T20	G
39	OG	Y/N	past / recent / ongoing	T20	G
40	d/k	Y/N	past / recent / ongoing	T20	G
41	n/a	Y/N	past / recent / ongoing	T20	G

Note. * WITT means "What Is This Thing?"

Table 4 (continued)

Data Points and Variables, and Associated Tables/Categories

DD	77 N	**	W 0	FD.//	G
<u>DP</u>		Var Type	<u>Var Set</u>	<u>T#</u>	Cat#
42	upset	Y/N	reaction	T8	A
43	fear	Y/N	reaction	T8	A
44	cur	Y/N	reaction	T8	A
45 46	glad	Y/N	reaction	T8	A
46	other	Y/N	reaction	T8	A
47	n/a	Y/N	reaction	T8	A
48	why	word	reason for reaction	T9	A
49	ez	Y/N	debunking	T16	D
50	effort	Y/N	debunking	T16	D
51	ss?	Y/N	debunking	T16	D
52	pn / said	Y/N	explanations (said)	T14	C
53	pn / exp	Y/N	explanations (expressed)	T14	C
54	sk / said	Y/N	explanations (said)	T14	C
55	sk / exp	Y/N	explanations (expressed)	T14	C
56	idk / said	Y/N	explanations (said)	T14	C
57	idk / exp	Y/N	explanations (expressed)	T14	C
58	none	Y/N	explanations	T14	C
59	p	(formula)	explanations distributed	T15	C
60	S	(formula)	explanations distributed	T15	C
61	a	(formula)	explanations distributed	T15	C
62	no	(formula)	explanations distributed	T15	C
63	p	(formula)	explanations distributed	T15	C
64	S	(formula)	explanations distributed	T15	C
65	a	(formula)	explanations distributed	T15	C
66	ps-	(formula)	explanations distributed	T15	C
67	p-a	(formula)	explanations distributed	T15	C
68	-sa	(formula)	explanations distributed	T15	C
69	psa	(formula)	explanations distributed	T15	С
70	no	(formula)	explanations distributed	T15	С
71	n/a	Y/N	explanations distributed	T15	С
72	dq	Y/N	explanations distributed	T15	С
_	-	-	csv strings	_	
73	sk / said	Y/N	public comments	T22	I
74	sk / exp	Y/N	public comments	T22	I
75	tone deaf/sk	Y/N	public comments	T22	I
	op consider/sk	Y/N	public comments	T22	I
77	pn / said	Y/N	public comments	T22	Ī
78	pn / exp	Y/N	public comments	T22	I
79	com sim 1x	Y/N	public comments	T22	I
80	com sim 2x+	Y/N	public comments	T22	I
81	pn / adv	Y/N	public comments	T22	I
	op consider / pr	Y/N	public comments	T22	I
υZ	op consider / pr	1/1 N	public confinents	122	1

Table 4 (continued)

Data Points and Variables, and Associated Tables/Categories

<u>DP</u>	Var Name	<u>Var Type</u>	<u>Var Set</u>	<u>T#</u>	Cat#
83	sk	Y/N	outcome of event	T17	E
84	pn	Y/N	outcome of event	T17	E
85	own	Y/N	outcome of event	T17	E
86	1	Y/N	outcome of event	T17	E
87	?	Y/N	outcome of event	T17	E
88	m	Y/N	outcome of event	T17	E
-	OG	(from #39)	outcome of event	T17	E
89	n/a	Y/N	outcome of event	T17	E
-	rep	(from #39)	measurable reports	T23	J
90	obs	Y/N/M	measurable reports	T23	J
91	test	(formula)	measurable reports	T23	J
92	test	Y/N/M	measurable reports	T23	J
93	m	Y/N	measurable reports	T23	J
94	whats obs	word	measurable reports	T25	J
95	rm	Y/N	remarkable reports	T26	K
-	t	(from #93)	remarkable reports	T26	K
96	r/t	(formula)	remarkable reports	T26	K
97	why	word	remarkable reports	T27	K

Category List

- A People Affected
- **B** Report Descriptors
- C Skepticism
- D Debunking Efforts
- E Reported Outcome
- F Location of Events
- G Times of Event and Past/Recent/Ongoing
- H Frequency of Events
- I Public Commentary
- J Measurable (theoretically testable) Reports
- K Remarkable Reports

Tables Not From Data Input (External or Analysis)

- 1 Results Summary
- 2 Paranormal Belief Polls
- 4 (This Table All Variables)
- 5 Frequency of Reports
- 10 Reason For Reaction Distress
- 13 Top Descriptors
- 24 Observable Descriptors
- 28 Sample in Context

Note. XL* means available in the spreadsheet only, to protect subjects' privacy.

Table 5

Frequency of Reports – Entire Sample Queue

			Days	Days		T	T	Posts	Posts	Current
Status Of Study	Post #	Date Of Report	<u>Each</u>	<u>Cum</u>	<u>Hrs</u>	<u>Hrs</u>	<u>Posts</u>	<u>Per Hr</u>	<u>Per Yr</u>	<u>Vs Y1</u>
First of round 1	1	11/29/20 20:34:51	-	-	-	-	-	-	-	
Last of round 1	100	12/02/20 19:14:36	2.94	2.94	24	70.7	100	1.415	12,397	100.0%
+2 for DQ	102	12/02/20 20:24:45	0.05	2.99	24	71.8	102	1.420	12,439	100.3%
+4 for N/A	106	12/02/20 22:07:05	0.07	3.06	24	73.5	106	1.441	12,627	101.9%
Last of round 2	206	12/06/20 11:34:50	3.56	6.62	24	159.0	206	1.296	11,349	91.6%
Last verifiable	1,001	01/02/21 05:14:46	26.74	33.36	24	800.7	1,001	1.250	10,952	88.3%
Last of queue	1,003	n/a	DQ	-	-	-	-	-	-	-

Note. Times are Eastern Standard. In round one, two posts were (DQ) deleted before the study, and four were (N/A) not reports.

Number of People Affected

Table 6

Total and Average								
<u>Parameter</u>							<u>n</u>	
Total "paranormal event" reports							100	
Total number of people described as affected							172	
Average number of people affected per report						1.72		
Distribution								
<u>Variable</u>	<u>n</u>	Total						
People affected	1	2	3	4	5	6	7	
Reports	54	29	13	1	2	0	1	100
_								

Table 7

Purpose of Report

<u>Parameter</u>	<u>n</u>	<u>n</u>	<u>%</u>
Wants to tell a story		43	43%
Wants assistance		57	57%
Wants help	8		
Wants advice	24		
What is this?	25		
Total		100	100%

Table 8

Reaction: Fear/Upset/Curious

<u>Parameter</u>	<u>n</u>	<u>n</u>	<u>%</u>
Distressed		60	60%
Fear	13		
Upset	47		
Not distressed		40	40%
Curious	27		
Unfazed	9		
Glad	4		
Total		100	100%

Table 9

Reason for Reaction			Тс	Total Reactions:			
<u>Fear</u>	<u>n</u>	<u>Upset</u>	<u>n</u>	Curious	<u>n</u>	<u>Unfazed</u>	<u>n</u>
Antagonized	2	Mystery	11	Curious	22	(D/K)	1
3x; still moved	1	Frightened	3	Curious, uneasy	1	(Fun)	1
Activity	1	Nightmare	3	ESP	1	Annoyed	1
Again	1	Body	2	Mystery	1	Apprehensive	1
Chased	1	Bothered	2	No sci exp	1	Curious	1
Entity	1	Broken things	2	Not bothersome	1	Hurt	1
Figure approaching	1	Doppelganger	2	Total	27	Just Weird	1
Getting worse	1	Ran	2		27%	Old baby story	1
Heard voice in car	1	Activity	1			Still friendly	1
Interactive	1	Again	1			Total	9
Intruder	1	Came to tell	1				9%
Moved objects	1	Co-worker fled vid call	1				
Total	13	Coincidence, 2x	1				
	13%	Creeepy	1			Glad	n
		Сгеерууу	1			Comforted	1
		Disturbances	1			Guardian angel	1
		Disturbed	1			Thankful	1
		Interaction	1			Visitation	1
		Intruder	1			Total	4
		Lost cat	1				4%
		Mystery, bodily harm	1				
		Psyched out	1				
		Pulled, aggressive	1				
		Recurring nightmares	1				
		Strange	1				
		Surprise	1				
		Un-record	1				
		Voice	1				
		Total	47				
			47%				
			, 0				

Note. Subsequent rounds of the study will use more care here.

Table 10

Reason f	for Reaction -	- Distress
----------	----------------	------------

Upset Why?	<u>n</u>	Fearful Why?	<u>n</u>
Mystery	11	Antagonized	2
Frightened	3	Heard voice in car	1
Nightmare	3	Chased	1
Body	2	Entity	1
Bothered	2	Intruder	1
Broken things	2	Activity	1
Doppelganger	2	3x; still moved	1
Ran	2	Figure approaching	1
Activity	1	Moved objects	1
Again	1	Getting worse	1
Came to tell	1	Interactive	1
Co-worker fled vid call	1	Again	1
Coincidence, 2x	1		
Creeepy	1		
Creepyyy	1		
Disturbances	1		
Disturbed	1		
Interaction	1		
Intruder	1		
Lost cat	1		
Mystery, bodily harm	1		
Psyched out	1		
Pulled, aggressive	1		
Recurring nightmares	1		
Strange	1		
Surprise	1		
Un-record	1		
Voice	1		

Note. Subsequent rounds of the study will use more care here.

Table 11

Interacted or Observed

<u>Parameter</u>	<u>n</u>	<u>%</u>
Interaction	40	40%
Observation	34	34%
Observation possible interaction	26	26%
Total	100	100%

Table 12

Paranormal	All Descriptors									Named Descripto Total Descriptors		87 337
Chost 10 3.0% Audio 38 11.3% Body 15 4.5% Sleep paralysis 12 3.6% Dream AFTL 6 1.8% Visual 33 9.8% Dream AFTL 6 5 1.5% Movement 21 6.2% Animal, pets 12 3.6% Carbon monoxide * 0 - Shadow person 5 1.5% Shadow 11 3.3% Follow 6 1.8% High frequency 0 - ESP 5 1.5% Shadow 11 3.3% Baby 4 1.2% Low frequency 0 - Great Corbon 11 3.3% Baby 4 1.2% Low frequency 0 - Great Corbon 11 3.3% Baby 4 1.2% Low frequency 0 - Great Corbon 1 3.3% Mold 0 0 - Great Corbon 1 0 0 0 0 0 0 0 0 0	<u>Paranormal</u>	<u>n</u>	<u>%</u>	<u>Observable</u>	<u>n</u>	<u>%</u>	Qualifiers	<u>n</u>	<u>%</u>	<u>Skeptical</u>	<u>n</u>	<u>%</u>
Doppelganger S 1.5% Movement 21 6.2% Animal, pets 12 3.6% Carbon monoxide * 0 - Shadow person 5 1.5% Shadow 11 3.3% Baby 4 1.2% Low frequency 0 ESP 5 1.5% Shadow 11 3.3% Baby 4 1.2% Low frequency 0 Humanoid 4 1.2% Moved object 8 2.4% 13 resp mil SG 3 0.9% Mold 0 - Urbs 4 1.2% Door 5 1.5% Nightmares 3 0.9% Sleep walking * 0 - Visitation 4 1.2% Flash 3 0.9% Smell 2 0.6% Air quality 0 - Astral projection 4 1.2% Flash 3 0.9% Smell 2 0.6% Air quality 0 - Astral projection 4 1.2% Flash 3 0.9% Smell 2 0.6% Air quality 0 - Astral projection 4 1.2% Flash 3 0.9% Smell 2 0.6% Air quality 0 - Astral projection 4 1.2% Flash 3 0.9% Smell 2 0.6% Air quality 0 - Astral projection 4 1.2% Flash 3 0.9% Smell 2 0.6% Total 14 4.15% Cuardian angel 3 0.9% Sleep app 1 0.3% Clear words 1 0.3% Note: Some skeptical descriptors were mirror 3 0.9% Frost 1 0.3% Animal, wild 1 0.3% Note: Some skeptical descriptors were mirror 3 0.9% Hallucination, piont 1 0.3% Earth noise 1 0.3% Earth noise	Ghost	10				11.3%	Body		4.5%	Sleep paralysis		
Shadow person 5	Dream, AFTL	6	1.8%	Visual	33	9.8%	Dream	15	4.5%	Skeptic	2	0.6%
ESP S 1.5% Shadow	Doppelganger	5	1.5%	Movement	21	6.2%	Animal, pets	12	3.6%	Carbon monoxide *	0	-
Humanoid	Shadow person	5	1.5%	Electrical	12		Follow	6	1.8%	High frequency	0	-
Orbs 4 1.2% Door 5 1.5% Nighmares 3 0.9% Sleep walking * 0 − Visitation 4 1.2% Cold 4 1.2% Pre-fear 2 0.6% Air quality 0 − Astral projection 4 1.2% Flash 3 0.9% Smell 2 0.6% Total 1.4 4.15% Guardian angel 3 0.9% Sleep app 1 0.3% Clear words 1 0.3% Note: Some skeptical descriptors were mentioned in comments discussion. Mirror 3 0.9% Elec radio / TV 1 0.3% Animal, wild 1 0.3% Mote: Some skeptical descriptors were mentioned in comments discussion. Poltergeist 3 0.9% Frost 1 0.3% Bird 1 0.3% Mote: Some skeptical descriptors were mentioned in comments discussion. Glitch in matrix 2 0.6% Hallucination, miss 1 0.3% Earth noise 1 0.3%	ESP	5	1.5%	Shadow	11	3.3%		4		Low frequency	0	-
Visitation 4 1.2% Cold 4 1.2% Pre-fear 2 0.6% Air quality 0 - Astral projection 4 1.2% Flash 3 0.9% Smell 2 0.6% Total 14 4.15% Guardian angel 3 0.9% Lock 3 0.9% Clear words 1 0.3% Note: Some skeptical descriptors were mentioned in comments discussion. Mirror 3 0.9% Elec radio / TV 1 0.3% Animal, wild 1 0.3% mentioned in comments discussion. Deja vu 2 0.6% Hallucination, joint 1 0.3% Earth noise 1 0.3% mentioned in comments discussion. Glitch in matrix 2 0.6% Hallucination, mass 1 0.3% Gotya 1 0.3% Places n % Angel 2 0.6% Phone 1 0.3% Luck 1 0.3% Train 2 0.6% Sleep disturbanc	Humanoid	4	1.2%	Moved object	8	2.4%	1st resp mil SG	3	0.9%	Mold	0	-
Astral projection	Orbs	4	1.2%	Door	5	1.5%	Nightmares	3	0.9%	Sleep walking *	0	-
Guardian angel 3 0.9% Lock 3 0.9% Tech 1 0.3% Note: Some skeptical descriptors were Mere words Mirror 3 0.9% Elec radio / TV 1 0.3% Clear words 1 0.3% Note: Some skeptical descriptors were mentioned in comments discussion. Polegosit 3 0.9% Frost 1 0.3% Bird 1 0.3% mentioned in comments discussion. Deja vu 2 0.6% Hallucination, joint 1 0.3% Earth noise 1 0.3% Glitch in matrix 2 0.6% Hallucination, mass 1 0.3% Gotya 1 0.3% Vehicle 3 0.9% Angel 2 0.6% Phone 1 0.3% Lactin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6%	Visitation	4	1.2%	Cold	4	1.2%	Pre-fear	2	0.6%	Air quality	0	-
Ouija 3 0.9% Sleep app fler radio / TV 1 0.3% Animal, wild 1 0.3% mentioned in comments discussion. Mirror 3 0.9% Elec radio / TV 1 0.3% Animal, wild 1 0.3% mentioned in comments discussion. Poltergeist 3 0.9% Frost 1 0.3% Bird 1 0.3% mentioned in comments discussion. Deja vu 2 0.6% Hallucination, joint 1 0.3% Earth noise 1 0.3% Glitch in matrix 2 0.6% Hallucination, mass 1 0.3% Gotya 1 0.3% Places n ½ Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Window 1 0.3% Shower 1	Astral projection	4	1.2%	Flash	3	0.9%	Smell	2	0.6%	Total	14	4.15%
Mirror 3 0.9% Elec radio / TV 1 0.3% Animal, wild 1 0.3% mentioned in comments discussion. Poltergeist 3 0.9% Frost 1 0.3% Bird 1 0.3% Bird 1 0.3% Deja vu 2 0.6% Hallucination, joint 1 0.3% Earth noise 1 0.3% Places n % Glitch in matrix 2 0.6% Hallucination, mass 1 0.3% Cotya 1 0.3% Vehicle 3 0.9% Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Bridge-Water 1 0.3% SLi 2	Guardian angel	3	0.9%	Lock	3	0.9%	Tech	1	0.3%			
Mirror 3 0.9% Elec radio / TV 1 0.3% Animal, wild 1 0.3% mentioned in comments discussion. Poler vu 2 0.6% Hallucination, joint 1 0.3% Earth noise 1 0.3% Glitch in matrix 2 0.6% Hallucination, mass 1 0.3% Gotya 1 0.3% Places n % Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Sleep disturbance 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCT	Ouija	3	0.9%	Sleep app	1	0.3%	Clear words	1	0.3%	<i>Note:</i> Some skeptical	l desc	riptors were
Deja vu 2 0.6% Hallucination, joint of Hallucination, mass 1 0.3% of Gotya 1 0.3% of Dlaces n % Angel 2 0.6% Phone 1 0.3% of Latin 1 0.3% of Vehicle 3 0.9% of No.0% Apparition 2 0.6% of Picture 1 0.3% of Luck 1 0.3% of Train 2 0.6% of No.0% of No.0% of Train 2 0.6% of No.0% of No.0% of Train 2 0.6% of No.0% o		3	0.9%		1	0.3%	Animal, wild	1	0.3%			
Deja vu	Poltergeist	3	0.9%	Frost	1	0.3%	Bird	1	0.3%			
Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Luck 1 0.3% Train 2 0.6% Ghost animal 2 0.6% Sleep disturbance 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Air B&B 1 0.3% Premonition 2 0.6% Window 1 0.3% Time lost 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% Un-record 1 0.3% Total 75 22.26% Face less 1 0.3% Total <td< td=""><td>_</td><td>2</td><td>0.6%</td><td>Hallucination, joint</td><td>1</td><td>0.3%</td><td>Earth noise</td><td>1</td><td>0.3%</td><td></td><td></td><td></td></td<>	_	2	0.6%	Hallucination, joint	1	0.3%	Earth noise	1	0.3%			
Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Luck 1 0.3% Train 2 0.6% Ghost animal 2 0.6% Sleep disturbance 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Air B&B 1 0.3% Premonition 2 0.6% Window 1 0.3% Time lost 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% Un-record 1 0.3% Total 75 22.26% Face less 1 0.3% Total <td< td=""><td>Glitch in matrix</td><td>2</td><td>0.6%</td><td>Hallucination, mass</td><td>1</td><td>0.3%</td><td>Gotya</td><td>1</td><td>0.3%</td><td><u>Places</u></td><td><u>n</u></td><td><u>%</u></td></td<>	Glitch in matrix	2	0.6%	Hallucination, mass	1	0.3%	Gotya	1	0.3%	<u>Places</u>	<u>n</u>	<u>%</u>
Apparition 2 0.6% Picture 1 0.3% Luck 1 0.3% Train 2 0.6% Ghost animal 2 0.6% Sleep disturbance 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Air B&B 1 0.3% Premonition 2 0.6% Window 1 0.3% Time lost 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Total 1 0.3% Total 1 0.3% Sick particles 1 0.3% Sick particles 1	Angel	2	0.6%	Phone	1	0.3%	Latin	1	0.3%	Vehicle		0.9%
Ghost animal 2 0.6% Sleep disturbance 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Air B&B 1 0.3% Premonition 2 0.6% Window 1 0.3% Time lost 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Video call 1 0.3% Total 75 22.26% Facries 1 0.3% Total 152 45.10% 45.10% 45.10% 45.10% 45.10% 45.10% 45.10% 45.10% 45.10% 45.10% 45.10%	Apparition	2	0.6%	Picture	1	0.3%	Luck	1	0.3%	Train	2	0.6%
Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Air B&B 1 0.3% Premonition 2 0.6% Window 1 0.3% Time lost 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Video call 1 0.3% Total 75 22.26% Face less 1 0.3% Total 152 45.10%		2	0.6%	Sleep disturbance	1	0.3%	Salt	1	0.3%	Forest	1	0.3%
SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Un-record 1 0.3% Total 75 22.26% 1	Hat Man		0.6%			0.3%		1	0.3%	Air B&B	1	0.3%
SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Un-record 1 0.3% Total 75 22.26% Face less 1 0.3% Video call 1 0.3% Face less 1 0.3% Total 152 45.10% Genderuwo 1 0.3% Total 152 45.10% 45.1	Premonition	2	0.6%	Window	1	0.3%	Time lost	1	0.3%	Bridge-Water	1	0.3%
Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Un-record 1 0.3% Total 75 22.26% Face less 1 0.3% Video call 1 0.3% Face less 1 0.3% Total 152 45.10% Face less 1 0.3% Total 152 45.10% Face less 1 0.3% Face less <	SLI	2	0.6%	CCTV	1	0.3%	Sleep	1	0.3%		1	0.3%
Dream, prem 1 0.3% Un-record 1 0.3% Total 75 22.26% Face less 1 0.3% Video call 1 0.3% Faeries 1 0.3% Total 152 45.10% Genderuwo 1 0.3% Heditation 1 0.3% Skin writing 1 0.3% Heditation 1 0.3% Spirit 1 0.3% Heditation	Cryptid	1	0.3%	EVP	1	0.3%		1	0.3%		9	2.67%
Faeries 1 0.3% Total 152 45.10% Genderuwo 1 0.3% Image: Control of the contr		1	0.3%	Un-record	1	0.3%	Total	75	22.26%			
Genderuwo 1 0.3% Meditation 1 0.3% Skin writing 1 0.3% Creature 1 0.3% Spirit 1 0.3% Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Face less	1	0.3%	Video call	1	0.3%						
Meditation 1 0.3% Skin writing 1 0.3% Creature 1 0.3% Spirit 1 0.3% Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Faeries	1	0.3%	Total	152	45.10%						
Skin writing 1 0.3% Creature 1 0.3% Spirit 1 0.3% Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Genderuwo	1	0.3%									
Creature 1 0.3% Spirit 1 0.3% Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Meditation	1	0.3%									
Spirit 1 0.3% Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Skin writing	1	0.3%									
Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Creature	1	0.3%									
Stick Man 1 0.3% Tarot 1 0.3%	Spirit	1	0.3%									
Stick Man 1 0.3% Tarot 1 0.3%		1	0.3%									
Tarot 1 0.3%		1										
		1										
	Total	87										

Table 13

Top Descriptors

<u>Variable</u>	<u>n</u>	<u>%</u>	<u>Variable</u>	<u>n</u>	<u>%</u>	<u>Variable</u>	<u>n</u>	<u>%</u>
Audio	38	11.3%	Cold	4	1.2%	Skeptic	2	0.6%
Visual	33	9.8%	Humanoid	4	1.2%	Deja vu	2	0.6%
Movement	21	6.2%	Orbs	4	1.2%	Glitch in matrix	2	0.6%
Body	15	4.5%	Visitation	4	1.2%	Angel	2	0.6%
Dream	15	4.5%	Astral projection	4	1.2%	Apparition	2	0.6%
Sleep paralysis	12	3.6%	Baby	4	1.2%	Ghost animal	2	0.6%
Animal, pets	12	3.6%	Flash	3	0.9%	Hat Man	2	0.6%
Electrical	12	3.6%	Lock	3	0.9%	Premonition	2	0.6%
Shadow	11	3.3%	Guardian angel	3	0.9%	SLI	2	0.6%
Ghost	10	3.0%	Ouija	3	0.9%	Train	2	0.6%
Moved object	8	2.4%	Mirror	3	0.9%	Pre-fear	2	0.6%
Dream, AFTL	6	1.8%	Poltergeist	3	0.9%	Smell	2	0.6%
Follow	6	1.8%	Vehicle	3	0.9%	Total	24	7.1%
Doppelganger	5	1.5%	1st resp mil SG	3	0.9%			
Shadow person	5	1.5%	Nightmares	3	0.9%			
ESP	5	1.5%	Total	51	15.1%			
Door	5	1.5%						
Total	219	65.0%						
All descriptors	337	100%			100%			100%

Table 14

Explanations by Belief System

Belief System Agnostic (don't know)	<u>n</u>	<u>%</u>	<u>n</u> 69	<u>%</u> 40%
Reported "don't know"	58	34%	05	1070
Expressed "don't know"	11	6%		
Skeptical belief			47	27%
Reported skeptical explanation	18	10%		
Expressed skeptical explanation	29	17%		
Paranormal belief			49	28%
Reported paranormal explanation	37	21%		
Expressed paranormal explanation	12	7%		
No explanation given in any direction			8	5%
Total			173	100%

Note: This table shows all explanations indicated in the report. Multiple guesses appear in single reports.

Table 15

Distributed Explanations by Belief System

Belief System	<u>n</u>	<u>%</u>
Skeptical and Agnostic	22	22%
All three P/S/A	16	16%
Skeptical only	4	4%
Agnostic only	17	17%
Paranormal and Skeptical	5	5%
No indicated	8	8%
Paranormal only	14	14%
Paranormal and Agnostic	14	14%
Total	100	100%
Paranormal Excluded	<u>n</u>	<u>%</u>
Skeptical and Agnostic	22	22%
Skeptical only	4	4%
Agnostic only	17	17%
No indicated	8	8%
Total	51	51%

Table 16

Debunking Efforts

Parameter Cursory debunking was attempted Concerted effort to debunk Total	6	% 18% 6% 24%
		,0
Debunking successful	1	4%

Table 17

Outcome of Event

<u>Parameter</u>	<u>n</u>	<u>%</u>
Ongoing	40	40%
Happened only once	31	31%
No answer reported	16	16%
Paranormal answer reported	4	4%
Moved from location	5	5%
Skeptical answer reported	2	2%
Resolved on its own	2	2%
Total	100	100%

Table 18

Location of Events

<u>Parameter</u>	<u>n</u>	<u>%</u>
Indoors	79	79%
Outdoors	9	9%
Both indoor and outdoor	5	5%
Vehicle	5	5%
Did not specify	2	2%
Total	100	100%

Table 19

Time of Event

<u>Parameter</u>	<u>n</u>	<u>%</u>
Night	42	42%
Day	16	16%
Both	13	13%
Did not specify	29	29%
Total	100	100%

Table 20

Past / Recent / On-going

<u>Parameter</u>	<u>n</u>	<u>n</u>	<u>%</u>
Recent and ongoing		70	70%
This is a recent event	30		
This is an ongoing event	40		
Past event		29	29%
Did not specify		1	1%
Total		100	100%

Table 21

Frequency of Events

<u>Parameter</u>	<u>n</u>	<u>%</u>
Happened once	41	41%
Happened more than once	59	59%
Total	100	100%

Table22

	Public	Comments	to	the	Report
--	--------	-----------------	----	-----	--------

Explanations By Belief System	<u>n</u>	<u>%</u>	<u>n</u>	<u>%</u>
Skeptical explanation			48	51%
Comment said skeptical explanation	9	10%		
Comment expressed skeptical explanation	39	41%		
Paranormal explanation			46	49%
Comment said paranormal explanation	40	43%		
Comment expressed paranormal explanation	6	6%		
Total and percent of respective total			94	100%
Advice Given And Taken				
Paranormal advice				
Paranormal advice given			51	51%
Paranormal advice taken			28	28%
Skeptical advice				
Skeptical advice given			48	48%
Skeptical advice taken			28	28%
Similar Experiences				
Expressed having similar experiences – one person			31	31%
Expressed having similar experiences – multiple people			20	20%
Total			51	51%

Table 23

Measurable Reports

<u>Parameter</u>	<u>n</u>	<u>%</u>
Observable	54	54%
Repeatable (on-going)	40	40%
Both observable and repeatable	26	26%
Measurable reports	26	26%

Table24

Observable Descriptors

<u>n</u>	<u>%</u>
38	25.0%
33	21.7%
21	13.8%
12	7.9%
11	7.2%
8	5.3%
5	3.3%
4	2.6%
3	2.0%
3	2.0%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
152	100.0%
337	
	38 33 21 12 11 8 5 4 3 3 1 1 1 1 1 1 1 1 1 1 1 1 1

Table25

What is Measurable

<u>Parameter</u>	<u>n</u>	<u>%</u>
General monitoring	5	19.2%
Moved Objects	3	11.5%
Movement	3	11.5%
Visual	2	7.7%
Audio, doors	1	3.8%
Mass nightmares	1	3.8%
Elec, Visual	1	3.8%
Moved objects, Elec	1	3.8%
CCTV	1	3.8%
Take ur pick	1	3.8%
ESP	1	3.8%
Sleep Dist	1	3.8%
Interactive	1	3.8%
Window Knock	1	3.8%
Movement, Visual, Audio	1	3.8%
Lock	1	3.8%
Mvmt, Audio, Interaction	1	3.8%
Total	26	100.0%

Table26

Remarkable Reports

<u>Parameter</u>	<u>n</u>	<u>%</u>
Remarkable reports	25	25%
Measurable reports	26	26%
Both remarkable and measurable	11	11%

Table27

Remarkable Reports – Reason and Testability (T)

- <u>P#</u> <u>T</u> <u>Reason Post Is Remarkable</u>
- 9 / May be of interest to ESP studies.
- 11 / Good example of common report, hits many benchmarks.
- 16 Y Skeptic even though appears has a history of un-debunkable events.
- 23 / Good example of common report, sounds like air quality issue.
- 26 / May be of interest to ESP studies.
- 27 / Good example of common report, sounds like air quality issue.
- 28 / Dual hallucination.
- 29 / Seems irrefutable but not provable.
- 32 Y Seems interactive.
- 33 Y Secure environment; Surveillance already in place.
- 38 / So many holes but extremely compelling.
- 39 / Lots going on here. Seems interactive.
- 44 Y Moved objects, to reappear in odd places; Recurring.
- 45 Y OP asks for help with ridiculous claim that happens to be highly measurable.
- 51 / Physical anomalies/coincidences. Time lost.
- 52 Y Not a hint of skepticism.
- 64 Y Interactive ESP with others.
- 65 Y Requests help; in distress.
- 70 M Easy to mistake for paranormal. Obscure natural explanation is likely.
- 71 Y Movement, also interactive. Ongoing. Likely air quality issue.
- 72 / Tried to debunk; Unsuccessful.
- 76 / Video call anomaly.
- 88 Y Movement. Possibly visual. Ongoing.
- 96 / Interactive.
- 100 / Example of common complaint having an obscure natural explanation.

Table 28

Sample In Context – Affected and Distressed People

Add yearly rate from people who report nowhere

AFFECTED PEOPLE **Parameter** <u>Value</u> **Balance** Start 0 First round yearly estimate 12,397 12,397 Full queue yearly estimate 10,952 10,952 Further adj down for summertime advantages 8,000 8,000 Yearly reports from the 15th most popular SM site 8,000 = People affected rate 1.72 13,760 Request assistance rate 57% 7,843 Request assistance yearly from the 15th most popular SM site = 7,843 Add yearly rate from the 14 more popular Social Media sites ? Add yearly rate from less popular SM sites ? Add yearly rate from popular podcasts ? Add yearly rate from those who report elsewhere ?

DISTRESSED PEOPLE

?

<u>Parameter</u>	<u>Value</u>	<u>Balance</u>
Start		0
First round yearly estimate	12,397	12,397
Full queue yearly estimate	10,952	10,952
Further adj down for summertime advantages	8,000	8,000
Yearly reports from the 15th most popular SM site	=	8,000
People affected rate	1.72	13,760
People distressed rate	60%	8,256
People distressed yearly from the 15th most popular SM site	=	8,256
Add yearly rate from the 14 more popular Social Media sites	?	
Add yearly rate from less popular SM sites	?	
Add yearly rate from popular podcasts	?	
Add yearly rate from those who report elsewhere	?	
Add yearly rate from people who report nowhere	?	

Note. Considers only English speakers with internet access.

Appendix 1 (continued)

All Tables – Draft Outreach Plan

LIST OF TABLES

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Table A1

Scientific Explanations

<u>Live Science 2015</u> Infrasound

Electromagnetic energy
Power of suggestion

 $Misunder stand\ ambiguous\ events$

Optical illusions False memories Scientific American 2019

Low frequency sound

Mold

Carbon monoxide

The power of suggestion

Drafts

We enjoy being afraid

Popular Science 2020

You want to believe You'd rather not risk it You need a little company

Your brain is unwell

You're getting some bad vibrations You're in the wrong place / wrong time Your mind is playing tricks on itself

Sources: Scientific American (Stierwalt, 2019); Live Science 2015 (Pappas, 2015); Popular Science (Bittle, 2020).

Table A2

Psychological Explanations

<u>Brain Fails</u>	<u>Thinking Fails</u>	Bad Science
1 False Memory	7 Dunning-Kruger Effect	17 Methodological Naturalism
2 Bad Perception	8 Motivated Reasoning	18 Postmodernism
3 Pareidolia	9 Logical Fallacies	19 Occam's Razor
4 Hyperactive Agency Detection	10 Cognitive Biases	20 Pseudoscience
5 Hypnagogia	11 Appeal to Antiquity	21 Denialism
6 Ideomotor Effect	12 Appeal to Nature	22 P-Hacking
	13 Fundamental Attribution Error	23 Placebo Effects
	14 Anomaly Hunting	24 Anecdote
	15 Data Mining	
	16 Coincidence	

Source: The Skeptics' Guide to the Universe, How to Know What's Really Real in a World Increasingly Full of Fake. (Excerpt from Table of Contents.)

Table A3

Proposed Organizational Plan

Website Networking Study #2 Education Methodology Intake Library/S Storefront/L	Education Debunking/P Skeptics post Investigators Scientists fish Academics/stats	Library Anecdotes/C Debunking/P (storefront)	Study #2 Paranormal Skeptical Science Familiarity Experiences	Panels Methodology APP courses APP policy Theoretical Active	Intake Check list Evidence Study #3 Investigate Debunk Methodology Investigate Debunk Methodology
Admin Project chair Paranormal chair Skeptical chair Org chair Oversight	Sustain Gold members APP certificates Sales/equip Sales/swag Promo #1/pixel Promo #2/advice Sales/book	Storefront By library (sensors) (monitoring) (investigators)			

Source: The Aster-P Project

Table A4					
Paranorma	l Public Sources	Skeptical F	Public Sources		
Paranormal A		Skeptical Ass			
	Association Of Paranormal Investigators		e for Skeptical Inquiry CFI Investigations G		
-	www.ghostpi.com/	-	//skepticalinquirer.org/about/ https://cfiig.org/		
Parapsycho	ological Association	James Ran	ndi Educational Foundation		
https://	/www.parapsych.org/	https:/	//web.randi.org/		
	Psychical Research (UK)	_	Council of Skeptical Organisations		
https://	/www.spr.ac.uk/	https:/	//www.ecso.org/		
Mutual UF	O Network	_	Skeptics Society		
https://	/www.mufon.com/	https:/	//www.edinburghskeptics.co.uk/		
Bigfoot Fie	eld Researchers Organization	Australian	Skeptics		
https://	/www.bfro.net/	https:/	//www.skeptics.com.au/		
Paranormal M	<u>ledia</u>	Skeptical Me	<u>edia</u>		
Podcast	Coast to Coast AM	Podcast	The Skeptics' Guide to the Universe		
	https://www.coasttocoastam.com/		https://www.theskepticsguide.org/		
Podcast	Darkness Radio	Podcast	Logically Critical		
	https://www.darknessradio.com/		http://www.LogicallyCritical.net/podcast.xml		
Podcast	Paranormal Podcast	Podcast	You Are Not So Smart		
	https://jimharold.com/		https://youarenotsosmart.com/podcast/		
Podcast	This Paranormal Life	Podcast	Skeptoid		
	https://www.facebook.com/ThisParanormalLifePodcast/		https://skeptoid.com/		
Website	Reddit r/paranormal	Website	Skeptical Inquirer		
	https://www.reddit.com/r/Paranormal		https://skepticalinquirer.org/		
Website	Thrall Paranormal Repository	Website	Live Science		
	https://www.thrall.org/readyref/Paranormal.html		https://www.livescience.com/		
Website	C2C-AM historical repository of guests by topic	Website	Skeptic.com/skepticism-101/		
	https://www.coasttocoastam.com/guests/		https://www.skeptic.com/skepticism-101/		
Magazine	Edge Science Magazine	Magazine	Skeptic Magazine		
	https://www.scientificexploration.org/edgescience		https://www.skeptic.com/magazine/		
Journal	Journal of Parapsychology	Journal	nal International Journal for the Study of Skepticism		
	https://www.parapsych.org/		https://brill.com/view/journals/skep/skep-overview.xml		
Note: This is	not an exhaustive list.	Note: This is	not an exhaustive list.		

Table A6

University Programs Regarding Paranormal

<u>United</u>	States	<u>s</u>	
19	967	Present	University of Virginia
			https://med.virginia.edu/perceptual-studies/
20	800	Present	University of Arizona
			https://lach.arizona.edu/veritas
<u>Internat</u>	tional	<u> </u>	
19	985	Present	University of Edinburgh
			https://koestlerunit.wordpress.com/research-overview/
20	000	Present	Goldsmiths, University of London
			https://www.gold.ac.uk/apru/
(20	017)	Present	Lund University (Sweden)
			https://www.psy.lu.se/en/research-0/research-networks/cercap
19	990s	Present	University of Amsterdam
			http://www.psy.uva.nl/resedu/pn/res/ANOMALOUSCOGNITION/anomal.shtml

Defunct	US	Paranormal	University	De	partments

1972	1980s	Stanford University
1935	1965	Duke University
1979	2007	Princeton University
1990s	2008	Harvard University
2006	2008	University of Arizona (VERITAS)
1968	1978	The University of California, Los Angeles
2002	2010	Cornell University
(1953)	(2008)	Utrecht University

Source: https://www.mentalfloss.com/article/54450/13-university-sanctioned-paranormal-research-projects

Table A7

APP Courses

Infographics and Check Lists

Common Reasons for Paranormal Events Lesser Known Reasons for Paranormal Events Checklist to Debunk Events

APP Courses

app 102 – Introduction to Academics

app 105 – Paranormal Self-Help

app 202 - Bringing Science to the Paranormal

app 203 – What's in the Environment?

app 204 – Quick and Dirty Scientific Investigation

app 205 – Formal Scientific Investigation

app 206 – Yes the Paper is Necessary

Source: The Aster-P Project

Table A8

Forms of Energy, Forms of Matter, Waves, Laws

Energy Potential	Energy Kinetic	States of Matter	About Waves	10 Scientific Laws and Theories
Chemical	Radiant	Solid (earth)	Disturbance	Big Bang Theory
Mechanical	Thermal	Liquid (water)	Medium	Hubble's Law of Cosmic Expansion
Nuclear	Motion	Gas (wind)	Energy	Kepler's Laws of Planetary Motion
Gravitational	Sound	Plasma (fire)	EM Spectrum	Universal Law of Gravitation
	Electrical			Newton's Laws of Motion
				Laws of Thermodynamics
				Archimedes' Buoyancy Principle
				Evolution and Natural Selection
				Theory of General Relativity
				Heisenberg's Uncertainty Principle

Sources:

https://www.eia.gov/energyexplained/what-is-energy/forms-of-energy.php

https://www.physicsclassroom.com/class/waves/Lesson-1/What-is-a-Wave

https://www.sciencehistory.org/learn/science-matters/case-of-rare-earth-elements-science#

https://www.livescience.com/50399-radio-waves.html

https://science.howstuffworks.com/innovation/scientific-experiments/10-scientific-laws-theories.htm

The Electromagnetic Spectrum (Wikipedia)

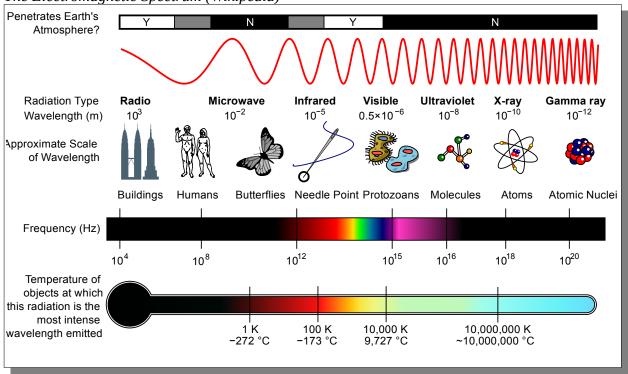


Figure A1

Table A9

Investigator Certification

Objective

Recognize the legitimacy

Difference between science and paranormal

Literature review and peer review

Scientific answers

Check lists

Methodology

Controlling in the field

Visual

Audio

Movement

Environment

Documentation for the next team

Rework methodology and re-measure

Source: The Aster-P Project

Table A10

Proposed Methodology Panels

		theoretical	action	coordinator							
skep	otic	science	chair	coordinator							
		audio	visual	electrical	movement	environment	dreams	TBA	invg	one	
		methodology	methodology	methodology	methodology	methodology	methodology	TBA	· ·		
		1	1	1	1	1	1	1	1	1	
		2	2	2	2	2	2	2	2		
		3	3	3	3	3	3	3	3		

	action	action	action	action	action	action	action	action	action	coordinator
believer	intake	intake	organize	controls	study2	study3	study4	study5	chair	coordinator
	existing	website	data	skeptics	cases1	2 nd look	cases1	cases1	one	
	1	1	1	1	1	1	1	1	1	
	2	2	2	2	2	2	2	2		
	3	3	3	3	3	3	3	3		

	theoretical	action	action						action	coordinator
academic	writing	foundation	data						chair	coordinator
	APP series	feasibility	QC/safeguard						one	
	1	1	1	1	1	1	1	1	1	
	2	2	2	2	2	2	2	2		
	3	3	3	3	3	3	3	3		

		theoretical	action	coordinator							
	gurus	APP policy	APP series	chair	coordinator						
Ī		APP policy	APP-102	APP-105	APP-202	APP-203	APP-204	APP-205	APP-206	one	
		1	1	1	1	1	1	1	1	1	
		2	2	2	2	2	2	2	2		
		3	3	3	3	3	3	3	3		

Table A11

Best Paranormal Claims Review

Steps in Process

Check lists

Intake

Methodology plan

Assignment

Controls / measurement

Documentation

Rework methodology and re-measure

Rework methodology and re-measure

Rework methodology and re-measure

If still fails to debunk, consult third party

Source: The Aster-P Project

Appendix 2

"Fear" Reports Isolated

APPENDIX 2	"Fear" Reports Isolated	55
	l Relevant Tables	
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	-	
Recall Relevan	nt Tables:	
Table 8	Reaction: Fear/Upset/Curious	34
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Table 10	Reason for Reaction – Distress	36
Table 11	Interacted or Observed	36
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Table 13	Descriptors – Top	

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		5	6	7	8	9	10	11	12
	den	nogr	aphics									
								descriptors				
								55				
p#	pg#	date	link	dc	desc1	desc2	desc3	desc4	desc5	desc6	desc7	desc8
			13	55	13	12	11	6	5	4	3	1
				100%	24%	22%	20%	11%	9%	7%	5%	2%
1	p1	###	https:/	Χ	AUDIO	VEHICLE	1	1	1	1	1	1
3	p1	###	https:/	Χ	VISUAL	BRIDGE-WATER	STICK MAN	1	1	1	1	1
7	p1	###	https:/	Χ	DREAM	SLEEP PARALYSIS	BODY	1	1	1	1	1
27	рЗ	###	https:/	Χ	VISUAL	AUDIO	SHADOW	HUMANOID	BODY	SLEEP PARAL	NAM TAHL	1
31	рЗ	###	https:/	Χ	AUDIO	VISUAL	SHADOW PERSON	HUMANOID	MOVED OBJECT	OUIJA	NIGHTMARES	COLD
39	p4	###	https:/	Χ	AUDIO	VISUAL	MOVEMENT	ANIMAL, PETS	SMELL	HUMANOID	1	1
49	р5	###	https:/	Χ	AUDIO	ANIMAL, PETS	MOVEMENT	LOCK	1	1	1	1
58	р5	###	https:/	Χ	GENDERUWO	SLEEP PARALYSIS	HUMANOID	1	1	1	1	1
62	p6	###	https:/	Χ	MOVED OBJECT	1	1	1	1	1	1	1
65	p6	###	https:/	Χ	SLEEP PARALYSIS	AUDIO	BODY	1	1	1	1	1
77	р7	###	https:/	Χ	GHOST	VISUAL	AUDIO	BODY	CREATURE	1	1	1
82	р7	###	https:/	X	AUDIO	FOLLOW	WINDOW	1	1	1	1	1
87	p8	###	https:/	Χ	MOVEMENT	AUDIO	SHADOW PERSON	SLEEP PARALYS	SELECTRICAL	DOOR	OUIJA	1
END	END	END	END	END	END	END	END	END	END	END	END	END

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
	der	mogra	phics	•																								
					ppl		purp	ose of	post		In	teracti	ive / ol	os			wh	ere					when			fre	equen	су
					24			13				1	.3				1	.3					13				13	
p#	pg#	date	link	dc	ppl	help	adv	witt	story	n/a	int	obs	d/k	n/a	indr	outdr	veh	?	all	n/a	day	nt	all	d/k	n/a	1x	2x +	n/a
			13	55	24	1	1	2	9	0	7	0	6	0	11	1	1	0	0	0	0	8	3	2	0	4	9	0
				100%	185%	1%	1%	2%	9%	0%	7%	0%	6%	0%	11%	1%	1%	0%	0%	0%	0%	8%	3%	2%	0%	4%	9%	0%
1	p1	### !	nttps:/	X	1	/	Υ	1	1	/	/	1	Υ	/	1	1	Υ	1	1	1	1	Υ	/	/	/	Υ	1	1
3	p1	### h	nttps:/	X	2	/	1	1	Υ	1	/	1	Υ	1	1	Υ	1	1	1	1	1	Υ	1	1	1	Υ	1	1
7	p1	### h	nttps:/	X	1	/	1	1	Υ	1	/	1	Υ	1	Υ	1	1	1	1	1	1	1	1	Υ	1	1	Υ	1
27	p3		nttps:/	X	2	/	1	Υ	1	/	Υ	1	1	1	Υ	1	1	1	1	1	1	Υ	/	1	/	Υ	1	1
31	p3		nttps:/	X	3	/	/	/	Υ	/	Υ	/	1	/	Υ	1	/	1	/	1	1	/	Υ	/	/	/	Υ	1
39	p4		nttps:/	X	7	/	1	1	Υ	/	Υ	1	1	/	Υ	/	/	1	1	1	/	/	Y	/	/	/	Υ	/
49	p5		nttps:/	X	1	/	/	/	Υ	/	/	/	Y	/	Y	/	/	1	/	/	/	Υ	/	/	/	/	Y	/
58	p5		nttps:/	X	1	/	1	1	Υ	/	Υ	1	1	/	Υ	/	1	1	1	1	/	Υ	/	/	/	Υ	/	/
62	p6		nttps:/	X	1	/	/	Υ	1	/	/	1	Υ	/	Υ	/	1	1	1	1	/	Υ	/	/	/	/	Υ	/
65	p6		nttps:/	X	1	Y	/	1	1	/	Υ	1	1	/	Υ	/	1	1	1	1	/	/	/	Υ	/	/	Υ	/
77	р7		nttps:/	X	2	/	/	1	Υ	/	Υ	1	1	1	Υ	1	/	1	1	1	1	1	Υ	1	1	/	Υ	1
82	р7		nttps:/	X	1	/	/	1	Υ	/	/	1	Υ	1	Υ	1	/	1	1	/	1	Υ	1	1	/	/	Υ	/
87	p8	### h	nttps:/	X	1	1	1	1	Υ	1	Υ	1	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	Υ	1
END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END

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1	2	3	4		37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
	der	nogra	aphics														EZ	effort	suc cess
					pa	ast / re	cent /	ongoir	ng					fe	ear or	upset	d	ebunkir	ng
							13								1	3		4	1
p#	pg#	date	link	dc	past	rec	OG	d/k		upset		cur	-	other		why	ez	effort	ss?
			13	55	7	3	3	0	0	0	13	0	0	0	0		3	1	1
				100%	7%	3%	3%	0%	0%	0%	13%	0%	0%	0%	0%		3%	1%	1%
1	p1		https:/	X	1	Υ	/	/	/	/	Υ	/	1	1	/	HEARD VOICE IN CAR	Υ	/	/
3	p1		https:/	X	Υ	/	/	/	/	/	Υ	/	1	/	/	CHASED	/	/	/
7	p1	###	https:/	X	Υ	/	/	/	/	/	Υ	/	1	/	/	ENTITY	/	1	/
27	p3		https:/	X	1	Υ	1	1	1	/	Υ	1	1	1	/	INTRUDER	/	1	/
31	p3		https:/	X	Υ	1	1	1	1	/	Υ	1	1	1	/	ANTAGONIZED	/	1	/
39	p4	###	https:/	Χ	/	/	Υ	1	/	/	Υ	1	1	1	1	ACTIVITY	Υ	1	1
49	p5		https:/	Χ	Υ	1	1	1	1	/	Υ	1	1	1	1	3X; STILL MOVED	1	Υ	Υ
58	p5		https:/	Χ	Υ	1	1	1	1	/	Υ	1	1	1	1	FIGURE APPROACHING	1	1	1
62	p6		https:/	Χ	1	Υ	1	1	/	/	Υ	1	1	1	1	MOVED OBJECTS	/	1	1
65	p6	###	https:/	Χ	1	1	Υ	1	1	1	Υ	1	1	1	/	GETTING WORSE	1	1	/
77	р7	###	https:/	Χ	Υ	1	1	1	1	1	Υ	1	1	1	/	INTERACTIVE	1	1	/
82	р7	###	https:/	Χ	1	1	Υ	1	1	/	Υ	1	1	1	1	AGAIN	Υ	1	1
87	p8	###	https:/	Χ	Υ	1	1	1	1	1	Υ	1	1	1	1	ANTAGONIZED	1	1	1
END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
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	der	nogra	phics		pa nor		ske	ptic	agno	ostic	no		ormal / sł agnostic	•		P	S	A	PS-	P-A	-SA	PSA	no	n/a	dq C
						C	OP exp	olanat	ions			<	ALL OP (GUESSE	:S>				DIS	STRIBUT	ION				
								20					2	0						13					
					6	5	5	5	7	7	2														
p#	pg#	date	link	dc	Y pn	Y pn	sk?	sk?	idk	idk	no	Р	S	Α	NO	P	S	A	PS-	P-A	-SA	PSA	no	n/a	d/q
			13	55	4	2	2	3	6	1	2	6	5	7	2	2	1	2	1	2	2	1	2	0	0 0
				100%	4%	2%	2%	3%	6%	1%	2%	6%	5%	7%	2%	2%	1%	2%	1%	2%	2%	1%	2%	0%	0% ##
1	p1	### h	nttps:/	X	1	1	1	Υ	1	Υ	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	/	1	/),0
3	p1	### ł	nttps:/	X	Υ	1	1	1	Υ	/	1	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	/	1	/ +#+
7	p1	### ł	nttps:/	X	1	1	Υ	1	Υ	/	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	/	1	/ +#+
27	p3	### h	nttps:/	X	/	/	1	1	/	1	Υ	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	Υ	1	/ +#+
31	p3	### h	nttps:/	X	/	/	1	1	/	1	Υ	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	Υ	1	/ +#+
39	p4	### h	nttps:/	X	Υ	/	Υ	1	Υ	1	1	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	/	1	/ +#+
49	p5	### h	nttps:/	Х	1	1	1	Υ	/	1	1	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	/	1	/ ##
58	p5		nttps:/	X	1	1	1	1	Υ	1	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	/	1	/ +#+
62	p6	### ł	nttps:/	X	/	1	/	1	Υ	1	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	/	/	/ +#+
65	p6		nttps:/	X	/	Υ	/	Υ	/	1	1	TRUE							TRUE				/	1	/ +#+
77	р7		nttps:/	X	Υ	/	/	/	Υ	/	/		FALSE						FALSE				/	/	/ +#+
82	р7		nttps:/	X	Υ	/	1	1	1	1	1								FALSE				1	1	/ +#+
87	p8	### h	nttps:/	X	1	Υ	1	1	1	1	1	TRUE	FALSE	FALSE	FALSE	TRUE			FALSE				1	1	/ ##
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DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP		DP
1	2	3	4		73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88		89
	der	nogra	phics	•	skept	icism	tone deaf	op consi der		ra- mal		similar ries	ad- vice pn	op consi der	ansv	ver, pr	the ev n answ dn't sp	er, on	its ow	n, only	happe	ened
							cc	mmer	nts said	d or ex	press	ed						outc	ome			
					(5			-	7	ļ	5	6					1	.3			
p#	pg#	date	link	dc	said	expr	sk?	sk?	said	expr	1x	2+	adv	adv?	sk	pn	own	1	?	m	OG	n/a
			13	55	1	5	1	2	7	0	3	2	6	3	1	0	0	3	3	3	3	0
				100%	1%	5%	1%	2%	7%	0%	3%	2%	6%	3%	1%	0%	0%	3%	3%	3%	3%	0%
1	p1	### h	nttps:/	X	1	Υ	1	Υ	Υ	1	1	1	1	1	1	1	1	Υ	1	1	1	1
3	p1	### ł	nttps:/	X	1	Υ	1	1	Υ	1	1	Υ	1	1	/	1	1	Υ	1	1	1	/
7	p1	### ł	nttps:/	X	1	1	1	1	1	1	1	1	1	1	/	1	1	1	1	Υ	1	/
27	р3	### t	nttps:/	Х	1	1	1	/	Υ	1	1	Υ	Υ	Υ	/	/	1	Υ	1	/	1	/
31	р3	### t	nttps:/	Х	1	1	1	/	1	1	Υ	1	Υ	1	/	/	1	- 1	1	Υ	1	/
39	p4	### t	nttps:/	Х	1	1	1	/	Υ	1	1	1	1	1	/	/	1	- 1	1	/	Υ	/
49	р5	### h	nttps:/	Х	1	Υ	1	/	1	1	1	1	1	1	Υ	/	1	I	1	/	1	/
58	р5	### h	nttps:/	Х	1	1	1	1	1	1	1	1	1	1	/	/	/	1	Υ	1	1	/
62	p6	### h	nttps:/	Х	1	Υ	1	1	1	1	Υ	1	1	1	/	/	/	1	Υ	1	1	/
65	p6	### h	nttps:/	Х	Υ	1	Υ	1	Υ	1	1	1	Υ	1	/	/	1	I	1	1	Υ	1
77	р7		nttps:/	Х	1	1	1	/	Υ	1	1	1	Υ	1	/	1	1	I	Υ	1	1	1
82	р7	### t	nttps:/	X	1	1	1	1	1	1	1	1	Υ	Υ	1	1	1	I	1	1	Υ	1
87	p8	### h	nttps:/	X	1	Υ	1	Υ	Υ	1	Υ	1	Υ	Υ	1	1	1	- 1	1	Υ	1	1
END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END

DP	DP	DP	DP			DP	DP	DP		DP	DP	DP	DP			DP
1	2	3	4			90	91	92		93	94	95	96			97
	den	nog	raphics	6	Is th					estable in the future? Meaning, is it eatable? What is observable?	Re					t notable in some way? Why? How many of these are TESTABLE / MAYBE / NEITHER?
										testable	RM	R	/T	R/	′M	
						;	2				3		2	1	L	
p#	pg#	date	link	dc	rep	obs	test	test	М	whats obsv	RM	Т	В	М	В	why
			13	55	3	9	3	2	3		3	3	2	3	1	
				100%	3%	9%	3%	2%	3%		3%	3%	2%	3%	1%	
1	p1	##	# https:/	X	1	Υ	Ν	N	1	VOICE	1	1	1	1	1	1
3	p1	##	# https:/	X	/	Υ	Ν	N	1	CREATURE	1	1	1	1	1	1
7	p1	##	# https:/	X	1	М	Ν	N	1	SLEEP DIST	1	1	1	1	1	1
27	p3	##	# https:/	X	1	Υ	Ν	1	1	INTRUDER	Υ	1	1	1	1	NO SKEPTIC, ALL PARANORMAL
31	p3	##	# https:/	X	1	М	Ν	M	Υ	GENERAL MONITORING	1	1	1	Υ	1	1
39	p4	##	# https:/	X	Υ	Υ	Υ	M	Υ	TAKE UR PICK	Υ	Υ	Υ	Υ	Υ	PERFECT
49	p5	##	# https:/	X	1	Υ	Ν	1	1	DEBUNKED	1	1	1	1	1	1
58	p5	##	# https:/	X	1	N	Ν	1	1	ANOMOLY	1	1	1	1	1	1
62	p6	##	# https:/	X	1	Υ	Ν	M	Υ	MOVED OBJECTS	1	1	1	Υ	1	1
65	p6	##	# https:/	X	Υ	Υ	Υ	Υ	1	SLEEP DIST	Υ	Υ	Υ	1	1	ANXIOUS
77	р7	##:	# https:/	X	/	1	Ν	1	1	POSSIBLE ONGOING	1	1	1	1	1	LONG
82	р7	##:	# https:/	X	Υ	Υ	Υ	Υ	1	WINDOW KNOCK	1	Υ	1	1	1	1
87	p8	##	# https:/	X	1	Υ	N	1	1	ENVIRONMENT	1	1	1	1	1	1
END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END

Appendix 3

Measurable Reports Examination

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Appendix 3 - Measurable Reports Summary

#4 Ghost, Movement; Audio; Door Observable: Y Repeatable: Y Remarkable: N

Background: Lifelong tacit observation, family related, sporadic events. Recent activity increasing in scope and frequency.

Biggest claim: Cooler moved across floor.

Skeptical: Predisposition to inkblots. Power of suggestion.

Measurement: GSP

#8 Ghost; Movement; Audio; Moved objects Observable: Y Repeatable: Y Remarkable: N

Background: Several college students in an apartment report missing or moved objects, strange noises.

Biggest claim: Objects reappear.

Skeptical: Someone has an undiscovered or forgotten key.

Measurement: GSP

#13 Doppelganger; Poltergeist; Shadow; Pre-fear; Air B&B; Audio; Dream; Salt

Observable: Y Repeatable: Y Remarkable: Y

Background: Group of friends reports bizarre, aggressively interactive dreams at an Air B&B.

Biggest claim: Bizarre, aggressively interactive dreams. May interest para-psychology (ESP) studies.

Skeptical: Dreams? Really?

Measurement: GSP; Directed study; Send in a sample for "greater than random" uncompromised reports.

#16 Skeptic; Movement; Follow Observable: Y Repeatable: Y Remarkable: Y

Background: Unexpected movement of inanimate object. Debunking efforts fail. History at childhood home, now this home.

Biggest claim: Things move on their own sometimes.

Skeptical: There must be a rational explanation; things don't move on their own.

Appendix 3 - Measurable Reports Summary

#23 Doppelganger; Guardian angel; Visual, Audio; Psychokinesis; SLI; Animals, pets; Follow

Observable: Y Repeatable: Y Remarkable: Y

Background: Couple experiences visual anomalies, ESP, and possible electrical disturbances. History runs 17+ years.

Biggest claim: Psychokinesis

Skeptical: Coincidence, confirmation bias, false memories, subliminal information gathering, not verifiable.

Measurement: Personalized GSP.

#24 Movement Observable: Y Repeatable: Y Remarkable: N

Background: Report of feelings of animal walking on bed, when there is none.

Biggest claim: Movement

Skeptical: Imagination; Misunderstanding natural event

Measurement: GSP

#32 Electrical; Visitation Observable: Y Repeatable: Y Remarkable: Y

Background: OP's best deceased best friend sends messages. Cursory debunking not successful. Repeatable.

Biggest claim: Seems interactive.

Skeptical: Whatever the case, it's not a ghost.

Measurement: GSP; Directed study; Try to communicate.

#33 Ghost; Audio; Movement; CCTV Observable: Y Repeatable: Y Remarkable: Y

Background: Security guard reports activity in locked down building, and interactive voice. Routinely happens on CCTV.

Biggest claim: Secure environment; Routinely happens on CCTV.

Skeptical: Whatever the case, it's not a ghost.

Measurement: NLP

Appendix 3 - Measurable Reports Summary

#44 Moved object; Visual; Audio; Shadow; Faeries; Poltergeist

Observable: Y Repeatable: Y Remarkable: Y

Background: Reports of moved objects, made worse by giving it attention. Ongoing issue.

Biggest claim: Moved objects, to reappear in odd places; Recurring.

Skeptical: Imagination

Measurement: GSP

#45 Visual Observable: Y Repeatable: Y Remarkable: Y

Background: Presumably a teen, sees red glowing eyes in various places. Just curious. Parents won't help.

Biggest claim: OP asks for "help" with ridiculous claim that happens to be highly measurable.

Skeptical: Made-up teenage drama.

Measurement: Witnesses; TMP

#52 Moved object; Electrical; Cold; Audio; Animal, pets Observable: Y Repeatable: Y Remarkable: Y

Background: History of abundant activity. Moved objects. Not a hint of skepticism.

Biggest claim: Moved objects. Skeptical: Imagination

Measurement: GSP

#54 Moved object; Electrical; Body; Movement; Shadow, Visual

Observable: Y Repeatable: Y Remarkable: N

Background: Couple experiences abundant broken things and physical disturbances since moving into new, temp apartment.

Biggest claim: Movement correlated with electrical disturbances

Skeptical: Imagination and coincidence from the move, and the stress of the move.

Appendix 3 - Measurable Reports Summary

#57 Audio; Visual; Cold; Movement; Moved object; Ghost

Observable: Y Repeatable: Y Remarkable: N

Background: Generational family property has history of abundant observable events, possibly interactive.

Biggest claim: Moved objects.

Skeptical: Ramblings of kids, and adults. Folklore as self-fulfilling prophecy.

Measurement: GSP

#64 ESP; Meditation Observable: Y Repeatable: Y Remarkable: Y

Background: Wants advice to debunk episodes of interactive ESP with others.

Biggest claim: Interactive ESP with others.

Skeptical: Coincidence, power of suggestion.

Measurement: Directed study.

#65 Sleep paralysis; Audio; Body Observable: Y Repeatable: Y Remarkable: Y

Background: Advice requested about terrifying sleep paralysis episodes as well as waking activity. All activity increasing lately.

Biggest claim: Requests help; in distress.

Skeptical: Sleep paralysis, power of suggestion.

Measurement: GSP

Moved object; Visual; Baby; Electrical; ESP; Body; Guardian angel

Observable: Y Repeatable: Y Remarkable: N

Background: Lifelong history. Predisposed from baby story. Physical guardian angel experience. Moved objects affecting three.

Biggest claim: Moved objects, ongoing.

Skeptical: Put it to the test.

Appendix 3 - Measurable Reports Summary

Wisual; Electrical; Ouija; Movement; Audio; Apparition; Follow, Ghost; Pre-fear

Observable: Y Repeatable: Y Remarkable: Y

Background: Lifelong history of events. Menacing creatures reported. Affects two. Ongoing.

Biggest claim: Movement, also interactive. Ongoing. Likely air quality issue.

Skeptical: Imaginations of kids. Air quality.

Measurement: GSP

#74 Shadow; Animal, pets; Sleep paralysis; Doppelganger

Observable: Y Repeatable: Y Remarkable: N

Background: Most recent of ongoing experience of interactive shadow disturbances.

Biggest claim: Ongoing interactive shadow disturbances.

Skeptical: Imagination

Measurement: GSP

#75 Poltergeist; Movement; Audio; Visual Observable: Y Repeatable: Y Remarkable: Y

Background: Variety of observable activity at newly rented house.

Biggest claim: Movement

Skeptical: New environment.

Measurement: GSP

#82 Audio; Follow; Window Observable: Y Repeatable: Y Remarkable: N

Background: Long history of activity. Ongoing. Reports recent aggressive window noises.

Biggest claim: Noise at window some nights.

Skeptical: Imagination

Appendix 3 - Measurable Reports Summary

#88 Ghost; Visual; Movement; Follow; Shadow; Door; Body

Observable: Y Repeatable: Y Remarkable: Y

Background: Brother brought home an interactive ghost from work.

Biggest claim: Movement. Possibly visual. Ongoing.

Skeptical: Drugs, possibly?

Measurement: GSP

#89 Shadow; Shadow person; Mirror Observable: Y Repeatable: Y Remarkable: Y

Background: History of paranormal. Recent interactive apparition, since innocently moving two mirrors to oppose each other.

Biggest claim: Visual disturbances.

Skeptical: Day dreaming.

Measurement: GSP

#94 Audio; Lock; Pre-fear Observable: Y Repeatable: Y Remarkable: N

Background: Lock moves on its own 3x after being double checked. Biggest claim: Lock moves on its own 3x after being double checked.

Skeptical: Faulty mechanism.

Measurement: Replace lock.

#99 Body; Angel; Movement; Sleep Observable: Y Repeatable: Y Remarkable: N

Background: Reported movement.

Biggest claim: Moved objects.

Skeptical: Normal bumping into things during day.

Appendix 3 - Measurable Reports Summary

#104 Body; Movement; Audio Observable: Y Repeatable: Y Remarkable: N

Background: History of paranormal. Recent interaction left bruises.

Biggest claim: Unexpected and unexplained grab and subsequent bruising.

Skeptical: Imagination

Measurement: GSP

#106 Visual; Animal, pets Observable: Y Repeatable: Y Remarkable: N

Background: In new apartment, various events plus cats disturbed possibly to the point of harm.

Biggest claim: Animals disturbed, possibly to the point of harm.

Skeptical: Coincidence

Appendix 3 – Raw Data Spreadsheet, Measurable Reports

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		5	6	7	8	9	10	11	12
	demographics											
								descriptors				
p#	pg#	date	link	dc	desc1	desc2	desc3	desc4	desc5	desc6	desc7	desc8
			26	105	26	25	19	13	8	8	4	2
				100%	25%	24%	18%	12%	8%	8%	4%	2%
4	p1	### h	nttps:/	Χ	GHOST	MOVEMENT	AUDIO	DOOR	1	1	1	/
8	p1	### h	nttps:/	Χ	MOVED OBJECT	AUDIO	1	1	1	1	1	/
16	p2	### h	nttps:/	Χ	MOVEMENT	SKEPTIC	FOLLOW	1	1	1	1	/
23	p2	### h	nttps:/	Χ	VISUAL	AUDIO	GUARDIAN ANGEL	SLI	FOLLOW	SHADOW	ANIMAL, PETS	DOPPELGANG
24	p2	### h	nttps:/	Χ	MOVEMENT	GHOST ANIMAL	1	1	1	1	1	/
32	рЗ	### h	nttps:/	Χ	ELECTRICAL	VISITATION	1	1	1	1	1	/
33	рЗ	### h	nttps:/	Χ	GHOST	AUDIO	MOVEMENT	CCTV	1	1	1	/
39	p4	### h	nttps:/	Χ	AUDIO	VISUAL	MOVEMENT	ANIMAL, PETS	SMELL	HUMANOID	1	/
44	p4	### h	nttps:/	Χ	MOVED OBJECT	VISUAL	AUDIO	SHADOW	FAERIES	POLTERGEIST	1	/
45	p4	### h	nttps:/	Χ	VISUAL	1	1	1	1	1	1	/
54	p5	### ł	nttps:/	Х	MOVED OBJECT	ELECTRICAL	BODY	MOVEMENT	SHADOW	VISUAL	1	/
57	p5	### ł	nttps:/	Х	AUDIO	VISUAL	COLD	MOVEMENT	MOVED OBJECT	GHOST	1	/
64	p6	### ł	nttps:/	Х	ESP	MEDITATION	1	1	1	1	1	/
65	p6	### ł	nttps:/	Х	SLEEP PARALYSIS	AUDIO	BODY	1	1	1	1	/
66	p6	### ł	nttps:/	Х	BABY	VISUAL	MOVED OBJECT	ELECTRICAL	ESP	BODY	GUARDIAN AN	/
71	p6	### ł	nttps:/	Х	VISUAL	ELECTRICAL	OUIJA	MOVEMENT	AUDIO	APPARITION	FOLLOW	PRE-FEAR
74	р7	### ł	nttps:/	X	SHADOW	ANIMAL, PETS	SLEEP PARALYSIS	DOPPELGANGE	-/	1	1	/
75	p7	### I	nttps:/	X	POLTERGEIST	MOVEMENT	AUDIO	VISUAL	1	1	1	/
82	p7	### I	nttps:/	X	AUDIO	FOLLOW	WINDOW	1	1	1	1	/
88	p8	### l	nttps:/	X	GHOST	MOVEMENT	VISUAL	FOLLOW	SHADOW	DOOR	BODY	/
89	p8	### l	nttps:/	X	SHADOW	SHADOW PERSON	MIRROR	1	1	1	1	/
94	p8	### ł	nttps:/	Х	AUDIO	LOCK	PRE-FEAR	1	1	1	1	1

Appendix 3 – Raw Data Spreadsheet, Measurable Reports

DP 1	DP 2	DP 3	DP 4		DP 13	DP 14	15	DP 16	DP 17	DP 18	DP 19	DP 20	DP 21	DP 22	DP 23	DP 24	DP 25	DP 26	DP 27	DP 28	DP 29	DP 30	DP 31	DP 32	DP 33	DP 34	DP 35	DP 36
	demographics			mographics																								
					ppl		purp	ose of	post		In	iteracti	ive / ol	os			wh	ere			when				frequency			
								26				2	6				2	:6					26				26	
p#	pg#	date	link	dc	ppl	help	adv	witt	story	n/a	int	obs	d/k	n/a	indr	outdr	veh	?	all	n/a	day	nt	all	d/k	n/a	1x	2x +	n/a
			26	105	52	3	9	5	9	0	13	8	5	0	23	0	0	1	2	0	2	5	6	13	0	0	26	0
				100%	200%	3%	9%	5%	9%	0%	13%	8%	5%	0%	23%	0%	0%	1%	2%	0%	2%	5%	6%	13%	0%	0%	26%	0%
4	p1		https:/	X	3	1	Υ	1	1	1	1	1	Υ	1	Υ	1	1	1	1	1	1	1	/	Υ	1	1	Υ	1
8	p1	###	https:/	X	3	1	Υ	1	1	1	Υ	1	1	1	Υ	1	1	1	1	1	/	1	1	Υ	1	1	Υ	1
16	p2		https:/	Х	1	1	1	1	Υ	1	1	Υ	1	1	Υ	1	1	1	1	1	/	1	/	Υ	1	1	Υ	1
23	p2	###	https:/	X	3	1	1	1	Υ	1	/	1	Υ	1	Υ	1	1	1	1	1	/	1	1	Υ	1	1	Υ	1
24	p2		https:/	Х	1	1	1	Υ	1	1	/	1	Υ	1	Υ	1	1	1	1	1	/	1	1	Υ	1	1	Υ	1
32	p3		https:/	X	2	1	1	1	Υ	1	Υ	1	1	1	Υ	1	1	1	1	1	1	1	1	Υ	1	/	Υ	1
33	рЗ		https:/	X	2	/	Υ	1	1	1	Υ	1	1	1	Υ	1	1	1	1	1	/	1	/	Υ	1	/	Υ	/
39	p4		https:/	X	7	/	/	1	Υ	1	Υ	1	1	1	Υ	1	1	1	1	1	/	1	Υ	/	1	/	Υ	1
44	p4		https:/	X	1	/	Υ	1	1	1	Υ	1	1	1	Υ	1	1	1	1	1	/	1	/	Υ	1	/	Υ	1
45	p4		https:/	X	1	Υ	/	1	1	1	/	Υ	1	1	Υ	1	1	1	1	1	/	Υ	/	1	1	/	Υ	/
54	p5		https:/	X	2	/	Υ	1	1	1	Υ	1	1	1	Υ	1	1	1	1	1	/	1	Υ	1	1	/	Υ	/
57	p5		https:/	X	3	/	/	1	Υ	1	/	Υ	1	1	Υ	1	1	1	1	1	/	1	/	Υ	1	/	Υ	1
64	p6	###	https:/	X	2	1	Υ	1	1	1	Υ	1	1	1	/	1	1	Υ	1	1	1	1	1	Υ	1	1	Υ	1
65	p6		https:/	X	1	Υ	1	1	1	1	Υ	1	1	1	Υ	1	1	1	1	1	1	1	1	Υ	1	1	Υ	1
66	p6		https:/	X	1	1	Υ	1	1	1	Υ	1	1	1	/	1	1	1	Υ	1	1	1	Υ	1	1	1	Υ	1
71	p6	###	https:/	X	2	1	1	Υ	1	1	Υ	1	1	1	Υ	1	1	1	1	1	1	1	Υ	1	1	1	Υ	1
74	р7		https:/	X	1	1	1	Υ	1	1	Υ	1	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	Υ	1
75	р7		https:/	X	1	1	1	1	Υ	1	1	Υ	1	1	Υ	1	1	1	1	1	1	1	1	Υ	1	/	Υ	1
82	р7		https:/	Х	1	1	1	1	Υ	1	1	1	Υ	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	Υ	1
88	p8		https:/	Х	2	/	Υ	1	1	1	1	Υ	1	1	Υ	1	1	1	1	1	1	1	1	Υ	1	1	Υ	1
89	p8		https:/	Х	1	1	Υ	1	1	1	1	Υ	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	Υ	1
94	8 q	###	https:/	X	3	Y	1	1	1	1	1	Υ	1	1	Y	1	1	1	1	1	1	Υ	1	1	1	1	Υ	1

Appendix 3 – Raw Data Spreadsheet, Measurable Reports

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
	der	nogra	aphics									EZ	effort	suc cess					
					pa	ast / re	ecent /	ongoir	ng			d	debunking						
							26				26							9	0
p#	pg#	date	link	dc	past	rec	OG	d/k	n/a	upset	fear	cur	glad	other	n/a	why	ez	effort	ss?
			26	105	0	0	26	0	0	13	3	7	2	1	0		7	2	0
				100%	0%	0%	26%	0%	0%	13%	3%	7%	2%	1%	0%		7%	2%	0%
4	p1		https:/	X	/	/	Υ	1	/	/	/	/	/	Υ	1	STILL FRIENDLY	/	1	/
8	p1		https:/	Х	/	1	Υ	/	/	Υ	/	/	/	/	/	BOTHERED	/	1	/
16	p2		https:/	X	/	/	Υ	/	/	/	/	Υ	/	/	/	CURIOUS	/	Y	/
23	p2		https:/	X	/	/	Υ	/	/	/	/	Y	/	/	/	CURIOUS	/	/	/
24	p2		https:/	X	/	/	Υ	/	/	Y	/	/	/	/	/	FRIGHTENED	/	/	/
32	p3		https:/	X	/	/	Y	/	/	/	,	,	Y	,	1	COMFORTED	/	Y	/
33	p3		https:/	X	/	/	Y	/	,	Υ ,	/	/	,	1	/	BROKEN THINGS	/	1	/
39	p4		https:/	X	/	/	Y	/	,	/	Y	/	,	1	/	ACTIVITY	Y	1	/
44	p4		https:/	X	,	/	Y	/	,	Υ ,	/	/	/	1	1	BOTHERED	Y	1	/
45	p4		https:/	X	,	1	Y	,	,	/	,	Y	,	1	1	CURIOUS ACTIVITY	Υ ,	1	,
54	p5		https:/	X	,	1	Y Y	1	,	Y	,	,	,	,	,	MYSTERY	,	1	,
	p5		https:/	X	,	,	Y	,	,	Y	,	,	,	,	,	INTERACTION	,	1	,
64	р6 р6		https:/ https:/	X	,	,	Y	1	,	T	Υ	,	,	,	,	GETTING WORSE	,	1	,
66	ро p6		https:/	X	,	,	Y	,	,	',	,	,	Υ	,	,	THANKFUL	,	,	,
71	ро p6		https:/	X	,	,	Y	,	,	\	,	Y	,	,	,	NOT BOTHERSOME	,	,	,
74	р0 p7		https:/	X	,	,	Y	,	,	Y	,	,	,	,	,	DOPPELGANGER	Y	,	,
75	р7 р7		https:/	X	,	,	Y	,	,	',	,	Y	,	,	,	CURIOUS	Y	,	,
82	р7 p7		https:/	X	,	,	Y	,	,	,	Υ	,	,	,	1	AGAIN	Y	,	1
88	p8		https:/	X	,	,	Y	,	,	,	,	Ϋ́	,	,	,	CURIOUS	,	,	,
89	p8		https:/	X	,	,	Y	,	,	Y	,	,	,	,	1	MYSTERY	,	,	1
94	p8		https:/	X	/	1	Y	/	/	Y	1	1	1	1	1	COINCIDENCE, 2X	1	1	/

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
_1	2	3	4		52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
	der	nogra	ıphics	;		ra- mal	ske	ptic	agno	ostic	no	parano	ormal / sl agnostic	•		P	S	A	PS-	P-A	-SA	PSA	no	n/a	dq C
						C	OP exp	olanat	ions			<	ALL OP (GUESSE	S>	•		<	DIS	STRIBUT	TON	>			
								47					4	.7						26					
					1	.7	1	2	1	.7	1														
p#	pg#	date	link	dc	Y pn	Y pn	sk?	sk?	idk	idk	no	Р	S	Α	NO	P	S	A	PS-	P-A	-SA	PSA	no	n/a	d/q
			26	105	15	2	6	6	15	2	1	17	12	17	1	5	0	5	3	3	3	6	1	0	0 0
				100%	15%	2%	6%	6%	###	2%	1%	17%	12%	17%	1%	5%	0%	5%	3%	3%	3%	6%	1%	0%	0% ##
4	p1	### I	nttps:/	X	Υ	1	1	1	1	Υ	1	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	1	1	/ ##
8	p1	### I	nttps:/	X	/	/	1	1	Υ	1	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ ##
16	p2	### I	nttps:/	Х	/	1	Υ	1	/	Υ	/	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	1	/ ##
23	p2	### I	nttps:/	Х	Υ	1	1	Υ	/	/	/	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	1	1	/ ##
24	p2		nttps:/	X	Υ	1	1	Υ	Υ	1	/	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	1	/	/ ##
32	p3	### I	nttps:/	X	/	1	Υ	1	Υ	1	/	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	/	/ ##
33	p3		nttps:/	X	Υ	1	1	1	/	1	/	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	1	/	/ ##
39	p4	### I	nttps:/	X	Υ	1	Υ	1	Υ	1	/	TRUE	TRUE		FALSE							TRUE	1	/	/ ##
44	p4		nttps:/	X	Υ	/	Υ	1	Υ	/	/	TRUE	TRUE		FALSE								1	1	/ ##
45	p4		nttps:/	X	/	Υ	/	Υ	/	/	/	TRUE			FALSE								/	/	/ ##
54	p5		nttps:/	X	/	/	/	/	Υ	/	/				FALSE								1	/	/ ##
57	p5		nttps:/	X	Υ	/	/	/	/	/	/				FALSE								/	/	/ ##
64	p6		nttps:/	X	Υ	/	Υ	/	Υ	/	/	TRUE	TRUE		FALSE								1	/	/ ##
65	p6		nttps:/	X	/	Y	/	Υ	/	/	/	TRUE			FALSE								/	/	/ ##
66	p6		nttps:/	X	/	/	/	Y	Y	/	/	FALSE			FALSE								/	/	/ ##
71	p6		nttps:/	X	Y	/	/	/	/	/	/				FALSE									/	/ ##
74	p7		nttps:/	X	/	/	/	/	Y	/	/				FALSE									/	/ ##
75	p7 _		nttps:/	X	Y	/			/	,	\				FALSE										/ ##
82	p7		nttps:/	X	Y	1	/	/	1	1	/				FALSE								1	/	/ ##
88	p8		nttps:/	X	Y	1	/	/	Y	1	/				FALSE								1	/	/ ##
89	p8		nttps:/	X	Y	1	/	Y	Y	1	1	TRUE	TRUE		FALSE								/	/	/ ##
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8	p1	###	https:/	X	1	Υ	1	1	1	1	/	1	1	1	/	/	1	1	1	/	Υ	1
16	p2		https:/	Х	1	1	1	1	1	1	Υ	1	Υ	1	1	/	1	I	1	/	Υ	1
23	p2		https:/	Х	1	1	1	1	1	1	/	1	1	1	1	/	1	I	1	/	Υ	1
24	p2		https:/	X	1	Υ	1	1	Υ	1	/	Υ	Υ	1	/	/	1	1	1	/	Υ	1
32	p3		https:/	X	/	1	1	1	Υ	1	/	1	/	1	/	/	1	I	1	/	Υ	/
33	p3		https:/	X	/	Υ	1	Υ	Υ	1	Υ	/	Υ	1	/	/	1	I	1	/	Υ	/
39	p4		https:/	X	/	/	1	1	Υ	/	/	/	/	/	/	/	/	I	1	/	Υ	/
44	p4		https:/	X	Υ	/	1	Υ	/	/	Υ	/	Υ	Υ	/	/	/	I	1	/	Υ	/
45	p4		https:/	X	Υ	/	1	Υ	Υ	/	Υ	/	Υ	Υ	/	/	/	I	1	/	Υ	/
54	p5		https:/	X	Υ	/	1	1	/	/	/	Υ	Υ	1	/	/	1	I	/	/	Υ	/
57	p5		https:/	X	/	1	1	1	1	/	/	/	/	/	/	/	/	I	/	/	Υ	/
64	p6		https:/	X	/	/	1	1	/	/	/	Υ	Υ	Υ	/	/	/	I	1	/	Υ	/
65	p6		https:/	X	Υ	/	Υ	1	Υ	/	/	/	Υ	1	/	/	1	1	1	/	Υ	/
66	p6		https:/	X	/	1	1	1	Υ	1	/	/	Υ	Υ	/	1	1	I	1	/	Υ	1
71	p6		https:/	X	/	Υ	1	1	Υ	1	/	/	Υ	1	/	1	1	I	1	/	Υ	1
74	p7		https:/	X	/	Υ	М	1	Y	1	Υ	/	Υ	1	/	1	1	1	1	/	Υ	1
75	p7		https:/	X	1	Υ	1	Υ	1	1	Υ	/	Υ	Υ	/	1	1	I	1	/	Υ	1
82	p7		https:/	X	1	1	1	1	1	1	/	/	Υ	Υ	/	1	1	I	1	/	Υ	1
88	p8		https:/	X	1	Υ	1	Υ	Υ	1	/	Υ	Υ	Υ	1	1	1	I	1	1	Υ	1
89	p8		https:/	X	/	Υ	Υ	Υ	Υ	1	/	Υ	Υ	Υ	1	1	1	I	1	1	Υ	1
94	p8	###	https:/	X	1	Υ	1	Υ	1	1	1	1	Υ	Υ	1	1	1	- 1	1	1	Υ	1

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4	p1		nttps:/	X	Y	Υ	Υ	Υ	1	AUDIO, DOORS	1	Υ	1	1	1	1	
8	p1	### h	nttps:/	X	Y	Υ	Υ	Υ	1	MOVED OBJECTS	1	Υ	1	1	1	1	
16	p2	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	MOVEMENT	Υ	Υ	Υ	1	1	OP IS A SKEPTIC	
23	p2		nttps:/	X	Υ	Υ	Υ	Υ	1	ELEC, VISUAL	Υ	Υ	Υ	1	1	DETAILED	
24	p2	### !	nttps:/	X	Υ	Υ	Υ	Υ	1	MOVEMENT	1	Υ	1	1	/	1	
32	рЗ		nttps:/	X	Υ	Υ	Υ	Υ	1	MOVED OBJECTS, ELEC	Υ	Υ	Υ	1	/	IF INTERACTIVE, CAN CONTACT?	
33	рЗ	### ł	nttps:/	X	Υ	Υ	Υ	Υ	1	CCTV	Υ	Υ	Υ	1	/	LOCKED DOWN BLD, MVMT ON CCTV	
39	p4	### ł	nttps:/	X	Υ	Υ	Υ	М	Υ	TAKE UR PICK	Υ	Υ	Υ	Υ	Υ	PERFECT	
44	p4	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	TAKE UR PICK	Υ	Υ	Υ	1	1	SKEPTIC COMM	
45	p4	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	VISUAL	Υ	Υ	Υ	1	1	SIMPLE	
54	p5	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	MOVED OBJECTS	1	Υ	1	1	/	1	
57	p5	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	GENERAL MONITORING	1	Υ	1	1	/	1	
64	p6	### l	nttps:/	X	Υ	Υ	Υ	Υ	1	ESP	Υ	Υ	Υ	1	1	SEEMS POWERFUL	
65	p6	### l	nttps:/	X	Υ	Υ	Υ	Υ	1	SLEEP DIST	Υ	Υ	Υ	1	1	ANXIOUS	
66	p6	### l	nttps:/	X	Υ	Υ	Υ	Υ	1	MOVED OBJECTS	1	Υ	1	1	1	1	
71	p6	### l	nttps:/	X	Υ	Υ	Υ	Υ	1	INTERACTIVE	Υ	Υ	Υ	1	1	INTERACTIVE	
74	р7	### l	nttps:/	X	Υ	Υ	Υ	Υ	1	GENERAL MONITORING	1	Υ	1	1	1	1	
75	p 7	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	GENERAL MONITORING	1	Υ	1	1	1	1	
82	p 7	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	WINDOW KNOCK	1	Υ	1	1	1	1	
88	p8	### !	nttps:/	X	Υ	Υ	Υ	Υ	1	MOVEMENT, VISUAL, AUDIO	Υ	Υ	Υ	1	1	SK COM, IHOP	
89	p8	### !	nttps:/	X	Υ	Υ	Υ	Υ	1	GENERAL MONITORING	1	Υ	1	1	1	GOOD EXAMPLE OF SEVERAL THINGS	
94	p8	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	LOCK	1	Υ	1	1	1	1	

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99	p9	###	https:/	Х	BODY	ANGEL	MOVEMENT	SLEEP	1	1	1	1
104	p9	###	https:/	Х	BODY	MOVEMENT	AUDIO	1	1	1	1	1
106	p9	###	https:/	X	VISUAL	ANIMAL, PETS	1	1	1	1	1	1

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Appendix 4

Remarkable Reports Examination

APPENDIX 4	4 Remarkable Reports Examination	82
	ıll Relevant Tables	
II. Rem	arkable Reports Summary	83 - 89
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Appendix 4 – Remarkable Reports Summary

#9 Dream, prem; Premonition

No. Possibly observable and repeatable but impractical to monitor securely.

Remarkable: May be of interest to ESP studies.

Background: During a workplace break, OP napped and dreamed of snakes that he was chasing in "the yard." Later that afternoon

OP received a text from sister, the first communication between the two in a few days. The text included a video of sister's kids from that afternoon's virtual gym class. The kids were pretending to be snakes, in the yard of OP's childhood home. OP maintains no prior knowledge of a kids' snake game. OP maintains this is one of many such pre-

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cognative events over the last year.

Skeptical: Coincidence, confirmation bias, false memories, subliminal information gathering, not verifiable.

#11 Visual; Audio; Shadow person

Testable: No. Impractical to monitor securely.

Remarkable: Good example of common report, hits many benchmarks.

Background: Example of common complaint of interactive, aggressive creature stalking at 3am. No sleep paralysis.

Skeptical: Coincidence, confirmation bias, false memories, subliminal information gathering, not verifiable

#16 Skeptic, Movement, Follow

Testable: Yes

Testable:

Remarkable: Skeptic even though appears has a history of un-debunkable events.

Background: Unexpected movement of inanimate object. Debunking efforts fail. History at childhood home, now this home.

Skeptical: There must be a rational explanation; things don't move on their own.

Appendix 4 – Remarkable Reports Summary

#23 Doppelganger; Guardian angel; Visual, Audio; Psychokinesis; SLI; Animal, pets; Follow

Testable: No; impractical to monitor securely

Remarkable: Good example of common report, hits many benchmarks

Background: Lots going on here. Taken together there appears (from the context of the report) to be a combination of good

and undetermined forces at work, throughout the lives of one couple married 17 years. Wife appears to have

slight sixth sense and telekenesis, often concerning electronics.

Skeptical: Coincidence, confirmation bias, false memories, subliminal information gathering, not verifiable

#26 SLI, Tech, Electrical, Luck

Testable: No, not without certainty of manipulation.

Remarkable: May be of interest to ESP studies.

Background: Report of breakage of devices, at a greater than random rate. Transference of bad luck from others to himself.

Skeptical: Coincidence, self-fulfilling prophecy.

#27 Visual; Audio; Shadow; Humanoid; Body; Sleep paralysis; Hat man

Testable: No. Start with air quality.

Remarkable: Good example of common report, sounds like air quality issue.

Background: Multiple people in house report hat man wandering around at night, with intent to stare at them.

Skeptical: Air quality issue.

#28 ESP; Glitch in Matrix; Deja vu; Hallucination, joint; Train; Astral projection

Testable: No. Even a dashcam would be questionable.

Remarkable: Dual hallucination.

Background: Couple reports both seeing the same hallucination while driving together.

Skeptical: One-time event. Could have been anything.

Appendix 4 – Remarkable Reports Summary

#29 Dream, AFTL; Astral projection, ESP, Dream

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Testable: No. One-time event.

Remarkable: Seems irrefutable but not provable.

Background: The night OP's brother died unexpectedly, they had a mysterious foreboding dream about the brother.

Skeptical: Coincidence, power of suggestion, confirmation bias.

#32 Electrical, Visitation

Testable: Yes

Remarkable: Seems interactive.

Background: OP's best deceased best friend sends messages. Cursory debunking not successful. Repeatable.

Skeptical: Whatever the case, it's not a ghost.

#33 Ghost; Audio; Movement; CCTV

Testable: Yes

Remarkable: Secure environment; Surveillance already in place.

Background: Security guard reports activity in locked down building, and interactive voice. Routinely happens on CCTV.

Skeptical: Whatever the case, it's not a ghost.

#38 Nightmares; Picture; Water, extra; Gotya; Orbs, Baby

Testable: No

Remarkable: So many holes but extremely compelling.

Background: Long-running activity suspected of interactively trying to cause death, and finally succeeding.

Skeptical: 100% of people who are alive will die. If true, this should be testable. Other things easily explainable otherwise.

Appendix 4 – Remarkable Reports Summary

#39 Audio; Visual; Movement; Animal, pets; Smell; Humanoid

*** * * * ***

Testable: No

Remarkable: Lots going on here. Seems interactive.

Background: A lot of bizarre activity. Multiple people. Long, detailed report about childhood home. No activity in current homes.

Skeptical: All the usual skeptical reasons of paranormal, plus memory is notoriously unreliable.

#44 Moved object; Visual; Audio; Shadow; Faeries; Poltergeist

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Testable:

Yes

Remarkable: Moved objects, to reappear in odd places; Recurring.

Background: Reports of moved objects, made worse by giving it attention. Ongoing issue.

Skeptical: Imagination

#45 Visual

Testable:

Yes

Remarkable: OP asks for help with ridiculous claim that happens to be highly measurable.

Background: Presumably a teen sees red, glowing eyes in various places. Just curious. Parents won't help.

Skeptical: Made-up teenage drama.

#51 Visual; Flash; Body; Sleep paralysis; Time lost; Forest

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Testable:

No. One-time event.

Remarkable:

Physical anomalies/coincidences. Time lost.

Background:

Encounter in a hunting blind. Lost time noticed by others. Physical body problems next day requiring a doctor.

Skeptical:

Coincidence, nothing but natural explanations.

Appendix 4 – Remarkable Reports Summary

#52 Moved object; Electrical; Cold; Audio; Animal, pets

*** * * * ***

Testable: Yes

Remarkable: Not a hint of skepticism.

Background: History of abundant activity. Moved objects. Not a hint of skepticism.

Skeptical: Imagination

#64 ESP; Meditation

Testable:

Yes

Remarkable: Interactive ESP with others.

Background: Wants advice to debunk episodes of interactive ESP with others.

Skeptical: Coincidence, power of suggestion.

#65 Sleep paralysis; Audio; Body

Testable:

Yes

Remarkable: Requests help; in distress.

Background: Advice requested about terrifying sleep paralysis episodes as well as waking activity. All activity increasing lately.

Skeptical: Sleep paralysis, power of suggestion.

#70 1st responder, military, security guard; Phone

Testable: Maybe, if access.

Remarkable: Easy to mistake for paranormal. Obscure natural explanation is likely.

Background: Security guard gets phantom phone call from basement, which was empty upon inspection except phone blinking.

Skeptical: Basement wiring water damage a common problem known to engineers not laymen.

Appendix 4 – Remarkable Reports Summary

Wisual; Electrical; Ouija; Movement; Audio; Apparition; Follow, Ghost; Pre-fear

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Testable: Yes

Remarkable: Movement, also interactive. Ongoing. Likely air quality issue.

Background: Lifelong history of events. Menacing creatures reported. Affects two. Ongoing.

Skeptical: Imaginations of kids. Air quality.

#72 Visual; Frost; Spirit

Testable: No

Remarkable: Tried to debunk; Unsuccessful.

Background: Frost appears on abode's floor during overseas death ritual.

Skeptical: Must be mistaken or there is a natural reason.

#76 Video call; Electrical; Cold

Testable: No. One-time event. Remarkable: Video call anomaly.

Background: Menacing video call entity, observed by only one party. Rattled the co-worker who saw it so they cut the call short.

Skeptical: Video call anomaly.

#88 Ghost; Visual; Movement; Follow; Shadow; Door; Body

Testable: Yes

Remarkable: Movement. Possibly visual. Ongoing.

Background: Brother brought home an interactive ghost from work.

Skeptical: Drugs, possibly?

Appendix 4 – Remarkable Reports Summary

#96 1st responder, military, security guard; Door; Audio

*** * * *** *

Testable: No. Only one report.

Remarkable: Interactive

Background: Security guard hears door slam in locked-down building. No known drafts. Voice answered clearly when prompted.

Skeptical: Normal thing reached tipping point and moved.

#100 Skeptic; Audio

Testable: No. One-time event.

Remarkable: Example of common complaint having an obscure natural explanation.

Background: Report of unexpected audio fading into and out of nearby speakers, including clear words at peak.

Skeptical: Clear radio interference.

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				100%	23%	22%	19%	12%	9%	8%	4%	2%
9	p1	### h	nttps:/	Х	DREAM, PREM	PREMONITION	DREAM	1	1	1	1	1
11	p1	### l	nttps:/	X	VISUAL	AUDIO	SHADOW PERSON	1	1	1	1	1
16	p2	### l	nttps:/	X	MOVEMENT	SKEPTIC	FOLLOW	1	1	1	1	1
23	p2	### l	nttps:/	Х	VISUAL	AUDIO	GUARDIAN ANGEL	SLI	FOLLOW	SHADOW	ANIMAL, PETS	DOPPELGANG
26	р3	### l	nttps:/	X	SLI	TECH	ELECTRICAL	LUCK	1	1	1	1
27	рЗ	### ł	nttps:/	Х	VISUAL	AUDIO	SHADOW	HUMANOID	BODY	SLEEP PARAL	NAM TAH	1
28	рЗ	### ł	nttps:/	Х	ESP	GIM	DEJA VU	HALLUCINATION	ITRAIN	ASTRAL PROJ	1/	1
29	рЗ	### ł	nttps:/	Х	DREAM, AFTL	ASTRAL PROJ	ESP	DREAM	1	1	1	1
32	рЗ	### ł	nttps:/	Х	ELECTRICAL	VISITATION	1	1	1	1	1	1
33	рЗ	### ł	nttps:/	Х	GHOST	AUDIO	MOVEMENT	CCTV	1	1	1	1
38	p4	### ł	nttps:/	Х	NIGHTMARES	PICTURE	WATER, EXTRA	GOTYA	ORBS	BABY	1	1
39	p4	### ł	nttps:/	Х	AUDIO	VISUAL	MOVEMENT	ANIMAL, PETS	SMELL	HUMANOID	1	1
44	p4	### ł	nttps:/	Х	MOVED OBJECT	VISUAL	AUDIO	SHADOW	FAERIES	POLTERGEIST	Γ/	1
45	p4	### h	nttps:/	Χ	VISUAL	1	1	1	1	1	1	1
51	p5	### h	nttps:/	Χ	VISUAL	FLASH	BODY	SLEEP PARALYS	STIME LOST	FOREST	1	1
52	p5	### h	nttps:/	Χ	MOVED OBJECT	ELECTRICAL	COLD	AUDIO	ANIMAL, PETS	1	1	1
64	p6	### h	nttps:/	X	ESP	MEDITATION	1	1	1	1	1	1
65	p6	### l	nttps:/	X	SLEEP PARALYSIS	AUDIO	BODY	1	1	1	1	1
70	p6	### h	nttps:/	X	1ST RESP MIL SG	PHONE	1	1	1	1	1	1
71	p6	### h	nttps:/	X	VISUAL	ELECTRICAL	OUIJA	MOVEMENT	AUDIO	APPARITION	FOLLOW	PRE-FEAR
72	p 7	### h	nttps:/	X	VISUAL	FROST	SPIRIT	1	1	1	1	1
76	p7	### h	nttps:/	Χ	VIDEO CALL	ELECTRICAL	COLD	1	1	1	1	1

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9	p1	### http	os:/	Х	2	1	Υ	/	1	1	1	1	Υ	/	Υ	1	1	1	1	1	1	1	/	Υ	1	1	Υ	1
11	p1	### http	os:/	X	1	1	1	1	Υ	1	1	1	Υ	/	Υ	1	1	1	1	1	1	Υ	/	/	1	Υ	/	1
16	p2	### http	os:/	X	1	1	1	1	Υ	1	1	Υ	1	/	Υ	1	1	1	1	1	1	1	/	Υ	1	1	Υ	1
23	p2	### http	os:/	X	3	/	1	/	Υ	1	1	1	Υ	/	Υ	1	1	1	1	1	1	1	/	Υ	1	1	Υ	1
26	рЗ	### http	os:/	X	1	/	1	Υ	1	1	1	1	Υ	/	Υ	1	1	1	1	1	1	1	/	Υ	1	1	Υ	1
27	рЗ	### http		X	2	1	1	Υ	1	1	Υ	1	1	/	Υ	1	1	1	1	1	1	Υ	/	1	1	Υ	1	1
28	рЗ	### http		X	2	1	1	Υ	1	1	/	1	Υ	/	/	1	Υ	1	1	1	Υ	1	/	1	1	Υ	1	1
29	p3	### http	os:/	X	1	1	1	Υ	1	1	Υ	1	1	1	Υ	1	1	1	1	1	1	Υ	/	/	1	Υ	/	1
32	p3	### http		X	2	1	1	/	Υ	1	Υ	1	1	/	Υ	1	1	1	1	1	1	1	/	Υ	1	1	Υ	1
33	p3	### http		X	2	1	Υ	/	1	1	Υ	1	1	/	Υ	1	1	1	1	1	1	1	/	Υ	1	1	Υ	1
38	p4	### http		X	3	/	1	/	Υ	1	Υ	1	1	/	/	Υ	1	1	1	1	Υ	1	/	/	1	/	Υ	1
39	p4	### http	os:/	X	7	/	1	/	Υ	1	Υ	1	1	/	Y	1	1	1	1	1	1	1	Υ	/	1	/	Υ	1
44	p4	### http		X	1	/	Υ	1	1	1	Υ	1	1	1	Y	1	1	1	1	1	1	1	/	Υ	1	/	Υ	1
45	p4	### http		X	1	Υ	1	1	1	1	1	Υ	1	1	Y	1	1	1	1	1	1	Υ	/	1	1	/	Υ	1
51	p5	### http		X	1	/	1	Υ	1	1	Υ	1	1	1	/	Υ	1	1	1	1	1	1	Υ	1	1	/	Υ	1
52	p5	### http		X	2	/	Υ	1	1	1	/	Υ	1	1	Y	1	1	1	1	1	1	1	Υ	1	1	/	Υ	1
64	p6	### http		X	2	/	Υ	1	1	1	Υ	1	1	1	/	1	1	Υ	1	1	1	1	1	Υ	1	/	Υ	1
65	p6	### http		X	1	Υ	1	1	1	1	Υ	1	1	1	Y	1	1	1	1	1	1	1	/	Υ	1	/	Υ	1
70	p6	### http		X	2	/	1	1	Υ	1	1	1	Υ	1	Y	1	1	1	1	1	1	Υ	/	1	1	Υ	1	/
71	p6	### http		X	2	/	1	Υ	1	1	Υ	1	1	1	Y	1	1	1	1	1	1	1	Υ	1	1	/	Υ	1
72	р7	### http		X	5	/	1	Υ	1	1	1	Υ	1	1	Υ	1	1	1	1	1	Υ	1	1	1	1	Υ	1	1
76	p7	### http	os:/	Χ	2	1	Υ	1	1	1	1	Υ	1	1	Y	1	1	1	1	1	Υ	1	1	1	1	Υ	1	1

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9	p1		https:/	X	1	1	Υ	1	1	/	1	Υ	/	1	1	CURIOUS	Υ	1	1
11	p1		https:/	X	/	1	Υ	1	1	Y	/	1	/	/	/	RAN	Υ	1	/
16	p2		https:/	X	/	/	Υ	/	1	/	/	Υ	/	/	/	CURIOUS	/	Υ	/
23	p2		https:/	X	/	/	Υ	/	/	/	/	Υ	/	/	/	CURIOUS	/	1	/
26	p3		https:/	X	/	/	Υ	1	1	Y	1	1	/	1	/	BROKEN THINGS	/	1	/
27	p3		https:/	X	/	Υ	1	/	/	/	Υ	1	/	/	/	INTRUDER	/	1	/
28	p3		https:/	X	Υ	/	/	1	/	/	1	Υ	/	1	/	CURIOUS	/	1	/
29	p3		https:/	X	/	Y	/	/	/	/	/	Υ	/	/	/	CURIOUS	/	/	/
32	р3		https:/	X	/	/	Υ	/	/	/	/	/	Y	/	/	COMFORTED	/	Y	/
33	рЗ		https:/	X	/	/	Y	/	/	Y	/	/	/	/	/	BROKEN THINGS	/	/	/
38	p4		https:/	X	Y	/	/	/	/	Y	/	/	/	/	/	MYSTERY	/	/	/
39	p4		https:/	X	/	/	Υ	/	/	/	Υ	/	/	/	/	ACTIVITY	Υ	/	/
44	p4		https:/	X	/	/	Υ	1	/	Y	1	1	/	1	/	BOTHERED	Υ	1	/
45	p4		https:/	X	/	/	Υ	1	/	/	1	Υ	/	1	/	CURIOUS	Υ	1	/
51	p5		https:/	X	/	Υ	/	1	/	Y	1	1	/	1	/	MYSTERY, BODILY HARM	/	1	/
52	p5		https:/	X	/	Υ	/	/	1	/	/	1	/	Υ	/	ANNOYED	/	1	/
64	p6		https:/	X	/	/	Υ	/	1	Y	/	1	/	/	/	INTERACTION	/	1	/
65	p6		https:/	X	/	1	Υ	1	1	/	Υ	1	/	1	1	GETTING WORSE	/	1	/
70	p6		https:/	X	Υ	1	1	1	1	Υ	1	1	1	1	1	CREEPYYY	/	1	1
71	p6		https:/	X	/	1	Υ	1	1	/	1	Υ	1	1	1	NOT BOTHERSOME	/	1	1
72	р7		https:/	X	/	Υ	1	1	1	/	1	Υ	1	1	1	NO SCI EXP	/	Υ	1
76	р7	###	https:/	X	1	Υ	1	1	1	Υ	1	1	1	1	1	CO-WORKER FLED VID CALL	Υ	1	/

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9	p1	### h	ttps:/	X	/	1	1	1	/	Υ	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ ##
11	p1	### h	ttps:/	X	1	1	1	1	Υ	/	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ +#+
16	p2	### h	ttps:/	X	1	1	Υ	1	1	Υ	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	1	/ +#+
23	p2	### h	ttps:/	X	Υ	1	1	Υ	1	1	1	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	1	1	/ +#+
26	рЗ	### h	ttps:/	X	/	1	/	1	Υ	1	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ ##
27	рЗ	### h	ttps:/	Х	/	/	1	1	/	1	Υ	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	Υ	/	/ +#+
28	рЗ	### h	ttps:/	Х	/	/	1	1	Υ	1	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	/	/	/ +#+
29	рЗ	### h	ttps:/	Х	/	/	1	1	Υ	1	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	/	/	/ +#+
32	рЗ	### h	ttps:/	Х	/	/	Υ	1	Υ	1	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	/	/	/ +#+
33	рЗ	### h	ttps:/	X	Υ	/	1	1	/	/	1	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	/	/	/ ##
38	p4	### h	ttps:/	X	Υ	/	Υ	1	/	/	1	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	/	/	/ ##
39	p4	### h	ttps:/	X	Υ	/	Υ	1	Υ	/	1	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	/	/	/ ##
44	p4	### h	ttps:/	Х	Υ	/	Υ	1	Υ	1	1	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	/	/	/ +#+
45	p4	### h	ttps:/	Х	/	Υ	1	Υ	/	1	1	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	/	/	/ +#+
51	p5	### h	ttps:/	X	/	1	1	Υ	Υ	1	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	1	/ ##
52	p5	### h	ttps:/	X	Υ	/	1	1	/	/	1	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	/	/	/ ##
64	p6	### h	ttps:/	Х	Υ	/	Υ	1	Υ	1	1	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	/	/	/ +#+
65	p6	### h	ttps:/	Х	/	Υ	1	Υ	/	1	1	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	/	/	/ +#+
70	p6	### h	ttps:/	X	1	1	1	1	1	1	Υ	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	Υ	1	/ ##
71	p6	### h		X	Υ	1	1	1	1	1	1	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	1	1	/ ##
72	р7	### h		X	1	1	Υ	1	Υ	1	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	1	/),1
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9	p1	###	https:/	Х	1	1	1	1	1	1	Υ	1	1	1	1	1	1	1	1	1	Υ	1
11	p1	###	https:/	Х	Υ	1	1	Υ	Υ	1	Υ	1	Υ	1	1	1	1	1	1	1	Υ	1
16	p2	###	https:/	X	1	1	1	1	1	1	Υ	1	Υ	1	1	1	1	- 1	1	/	Υ	1
23	p2	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	1	1	- 1	1	/	Υ	1
26	рЗ	###	https:/	X	1	Υ	1	1	1	Υ	1	Υ	1	1	1	1	1	- 1	1	1	Υ	1
27	рЗ	###	https:/	Х	1	1	1	1	Υ	1	1	Υ	Υ	Υ	/	1	1	Υ	1	/	1	1
28	рЗ	###	https:/	Х	1	1	1	1	Υ	1	Υ	1	Υ	Υ	/	1	1	Υ	1	1	1	1
29	рЗ	###	https:/	Х	1	1	1	1	1	1	1	Υ	Υ	1	/	1	1	Υ	1	1	1	1
32	рЗ	###	https:/	Х	1	1	1	1	Υ	1	1	1	1	1	/	1	1	1	1	1	Υ	1
33	рЗ	###	https:/	Х	1	Υ	1	Υ	Υ	1	Υ	1	Υ	1	/	1	1	1	1	1	Υ	1
38	p4	###	https:/	Х	1	1	1	1	1	1	1	1	1	1	1	Υ	1	1	1	/	1	1
39	p4	###	https:/	Х	1	1	1	1	Υ	1	1	1	1	1	1	1	1	1	1	/	Υ	1
44	p4	###	https:/	X	Υ	1	1	Υ	1	1	Υ	1	Υ	Υ	1	1	1	- 1	1	1	Υ	1
45	p4	###	https:/	Х	Υ	1	1	Υ	Υ	1	Υ	1	Υ	Υ	1	1	1	1	1	1	Υ	1
51	р5	###	https:/	Х	1	1	1	1	1	1	1	1	Υ	1	1	1	1	1	Υ	1	1	1
52	р5	###	https:/	Х	1	Υ	1	Υ	Υ	1	1	Υ	Υ	Υ	1	1	1	1	Υ	1	1	1
64	p6	###	https:/	Х	1	1	1	1	1	1	1	Υ	Υ	Υ	1	1	1	1	1	1	Υ	1
65	p6	###	https:/	X	Υ	1	Υ	1	Υ	1	1	1	Υ	1	1	1	1	1	1	1	Υ	1
70	p6	###	https:/	X	1	Υ	1	1	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1
71	p6	###	https:/	X	1	Υ	1	1	Υ	1	1	1	Υ	1	1	1	1	1	1	1	Υ	1
72	р7	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	1	1	Υ	1	1	1	1
76	р7	###	https:/	Х	1	1	1	1	1	1	Υ	1	Υ	Υ	1	1	1	Υ	1	1	1	1

DP	DP	DP	DP			DP	DP	DP		DP	DP	DP	DP			DP
1	2	3	4			90	91	92		93	94	95	96			97
	den	nogra	phics	1	Is th					estable in the future? Meaning, is it eatable? What is observable?	Re					t notable in some way? Why? How many of these are TESTABLE / MAYBE / NEITHER?
										testable	RM	R	?/T	R/	М	
						1	.1				25	1	11	1	'	
p#	pg#	date	link	dc	rep	obs	test	test	М	whats obsv	RM	Т	В	М	В	why
			25	107	14	18	11	11	7		25	11	11	7	7	
				100%	14%	18%	11%	11%	7%		25%	11%	11%	7%	7%	
9	p1	### h	nttps:/	X	Υ	M	Ν	М	Υ	IMPRACTICAL TO TEST	Υ	1	1	Υ	Υ	MAY BE OF INTEREST TO PARA-PSY
11	p1	### h	nttps:/	X	Υ	M	Ν	М	Υ	FIGURES	Υ	1	1	Υ	Υ	POSS MEDICAL COND, OP COMMENTS
16	p2	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	MOVEMENT	Υ	Υ	Υ	1	1	OP IS A SKEPTIC
23	p2	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	ELEC, VISUAL	Υ	Υ	Υ	1	1	DETAILED
26	рЗ	### h	nttps:/	X	Υ	M	Ν	М	Υ	REPLICATE	Υ	1	1	Υ	Υ	DETAILED
27	рЗ	### h	nttps:/	X	/	Υ	Ν	1	1	INTRUDER	Υ	1	1	1	1	NO SKEPTIC, ALL PARANORMAL
28	рЗ		nttps:/	X	/	M	Ν	1	1	DASHCAM, DREAM	Υ	1	1	1	1	BOLT ST UK UNDERGROUND
29	p3	### t	nttps:/	X	/	/	Ν	1	1	DOCUMENT PRIOR	Υ	1	1	1	1	RUPERT SHELDRAKE; R/VISITATIONDREAMS
32	p3	### t	nttps:/	X	Υ	Υ	Υ	Υ	1	MOVED OBJECTS, ELEC	Υ	Υ	Υ	1	1	IF INTERACTIVE, CAN CONTACT?
33	p3	### ł	nttps:/	X	Υ	Υ	Υ	Υ	1	CCTV	Υ	Υ	Υ	1	1	LOCKED DOWN BLD, MVMT ON CCTV
38	p4	### ł	nttps:/	X	/	M	Ν	М	Υ	GENERAL MONITORING	Υ	1	1	Υ	Υ	GOTYA + REPLICATE
39	p4	### h	nttps:/	Х	Υ	Υ	Υ	М	Υ	TAKE UR PICK	Υ	Υ	Υ	Υ	Υ	PERFECT
44	p4	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	TAKE UR PICK	Υ	Υ	Υ	1	/	SKEPTIC COMM
45	p4	### h	nttps:/	X	Υ	Υ	Υ	Υ	1	VISUAL	Υ	Υ	Υ	1	/	SIMPLE
51	p5	### t	nttps:/	X	/	1	Ν	1	1	SLEEP PARALYSIS	Υ	1	1	1	1	COINCIDENCE, HARM, NO SAY PN
52	p5	### t	nttps:/	X	/	Υ	Ν	Υ	1	GENERAL MONITORING	Υ	1	1	1	1	ACTIVITY
64	p6	### ł	nttps:/	Х	Υ	Υ	Υ	Υ	1	ESP	Υ	Υ	Υ	1	1	SEEMS POWERFUL
65	p6	### h	nttps:/	Х	Υ	Υ	Υ	Υ	1	SLEEP DIST	Υ	Υ	Υ	1	1	ANXIOUS
70	p6	### t	nttps:/	X	/	Υ	Ν	1	1	PHONE RING	Υ	1	1	1	1	NO SAY PN
71	p6	### t	nttps:/	X	Υ	Υ	Υ	Υ	1	INTERACTIVE	Υ	Υ	Υ	1	1	INTERACTIVE
72	p 7	### t	nttps:/	X	/	Υ	Ν	1	1	FROST	Υ	1	1	1	1	TRIED TO DEBUNK
76	р7	### t	nttps:/	X	/	Υ	Ν	М	Υ	VIDEO CALL	Υ	1	1	Υ	Υ	OP IS NOT INTO PN

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		5	6	7	8	9	10	11	12
	den	nogra	aphics	.								
								descriptors	s			
								107				
p#	pg#	date	link	dc	desc1	desc2	desc3	desc4	desc5	desc6	desc7	desc8
			25	107	25	24	20	13	10	9	4	2
				100%	23%	22%	19%	12%	9%	8%	4%	2%
88	p8	###	https:/	Х	GHOST	MOVEMENT	VISUAL	FOLLOW	SHADOW	DOOR	BODY	1
96	р9		https:/	Х	1ST RESP MIL SG	DOOR	AUDIO	1	1	1	1	1
96 100	р9 р9	###	https:/ https:/	X	1ST RESP MIL SG SKEPTIC	DOOR AUDIO	AUDIO /	/ /	/ /	/ /	<i>I I</i>	/ /

Appendix 4 – Raw Data Spreadsheet, Remarkable Reports

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
	der	nogra	aphics	i																								
					ppl		purp	ose of	post		In	teracti	ve / ol	os			wh	ere					when			fro	equend	СУ
					50			25				2	5				2	5					25				25	
p#	pg#	date	link	dc	ppl	help	adv	witt	story	n/a	int	obs	d/k	n/a	indr	outdr	veh	?	all	n/a	day	nt	all	d/k	n/a	1x	2x +	n/a
			25	107	50	2	7	8	8	0	12	7	6	0	21	2	1	1	0	0	4	6	4	11	0	9	16	0
				100%	200%	2%	7%	8%	8%	0%	12%	7%	6%	0%	21%	2%	1%	1%	0%	0%	4%	6%	4%	11%	0%	9%	16%	0%
88	p8	###	https:/	Х	2	1	Υ	1	1	1	1	Υ	1	/	Υ	1	1	1	1	1	1	1	1	Υ	1	1	Υ	1
96	p9	###	https:/	Х	1	1	1	1	Υ	1	Υ	1	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	Υ	1	1
100	p9	###	https:/	X	1	1	1	V	,	1	1	V	1	,	Υ	1	1	,	1	,	,	,	1	V	,		1	1

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
	der	nogra	aphics	.													EZ	effort	suc cess
					pa	ast / re	ecent /	ongoir	ng					f	ear or	upset	de	ebunkir	ng
							25								2	5	1	.1	0
										l									
p#	pg#	date	link	dc	past	rec	OG	d/k	n/a	upset	fear	cur	glad	other	n/a	why	ez	effort	ss?
p#	pg#	date	link 25	dc 107	past 3	rec 8	OG 14	d/k	n/a	upset	fear 3	cur 10	glad 1	other 1	n/a	why	ez 7	effort 4	ss?
p#	pg#	date							n/a 0 0%	•			glad 1 1%	other 1 1%		why	ez 7 7%	effort 4 4%	
p#	pg#			107	3	8	14	0	0	10	3	10	1	1	0	why	7	4	0
		###	25	107 100%	3	8	14 14%	0	0	10	3	10 10%	1	1	0	,	7	4	0
88	p8	###	25 https:/	107 100% X	3	8 8% /	14 14%	0	0	10 10%	3	10 10%	1	1	0	CURIOUS	7 7%	4	0

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
	der	nogra	aphics			ra- mal	ske	ptic	agn	ostic	no		ormal / sł agnostic	•		P	S	A	PS-	P-A	-SA	PSA	no	n/a	dq C
						C	OP exp	olanat	ions			</th <th>ALL OP (</th> <th>SUESSE</th> <th>:S></th> <th></th> <th></th> <th></th> <th>DIS</th> <th>STRIBUT</th> <th>TION</th> <th></th> <th></th> <th></th> <th></th>	ALL OP (SUESSE	:S>				DIS	STRIBUT	TION				
								42					4	2						25					
					1	.1	1	.4	1	.5	2														
p#	pg#	date	link	dc	Y pn	Y pn	sk?	sk?	idk	idk	no	Р	S	Α	NO	P	S	A	PS-	P-A	-SA	PSA	no	n/a	d/q
p#	pg#	date	link 25	dc 107	Y pn	Y pn 2	sk?	sk?	idk 13	idk 2	no 2	P 11	S 14	A 15	NO 2	P	S	A	PS-	P-A	- SA	PSA 3	no 2	n/a	d/q 0 0
p#	pg#	date			Y pn 9 9%	Y pn 2 2%	sk? 7 7%	sk? 7 7%		idk 2 2%		•					S 1 1%		PS- 4 4%	P-A 1 1%			no 2 2%		0 0
p#	pg#			107	9	2	7	sk? 7 7%		2	2	11 11%	14	15 15%	2 2%	3	1 1%	5 5%	4	1 1%	6	3	2 2%	0	0 0
		###	25	107 100%	9	2	7	sk? 7 7% / Y	13 ###	2	2	11 11%	14 14% FALSE	15 15% TRUE	2 2% FALSE	3 3% FALSE	1 1% FALSE	5 5% FALSE	4 4% FALSE	1 1% TRUE	6 6%	3 3% FALSE	2 2% 1	0	0 0
88	p8	###	25 https:/	107 100% X	9	2	7	7 7%	13 ###	2	2	11 11% TRUE	14 14% FALSE TRUE	15 15% TRUE FALSE	2 2% FALSE FALSE	3 3% FALSE FALSE	1 1% FALSE TRUE	5 5% FALSE FALSE	4 4% FALSE	1 1% TRUE FALSE	6 6% FALSE FALSE	3 3% FALSE	2 2% / /	0	0 0 0% ##

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP		DP
1	2	3	4		73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88		89
	der	mogra	aphics	3	skept	ticism	tone deaf	op consi der		ra- mal	com s		ad- vice pn	op consi der	ansv	ver, pr	answ	er, on	its ow	n, only	(skeption / skeption /	ened
							CC	ommer	nts said	d or ex	kpresse	ed						outc	ome			
					1	.1			1	.2	1	7	16					2	5			
p#	pg#	date	link	dc	said	expr	sk?	sk?	said	expr	1x	2+	adv	adv?	sk	pn	own	1	?	m	OG	n/a
p#	pg#	date	link 25	dc 107	said 4	expr 7	sk?	sk?	said	expr	1x	2+ 7	adv 16	adv?	sk	pn 1	own 0	1	?	m	OG 14	n/a
p#	pg#	date			said 4 4%	expr 7 7%	sk? 1 1%	sk? 7 7%	said 11 11%	expr 1 1%		2+ 7 7%			sk 1 1%	pn 1 1%	own 0 0%	1 7 7%	? 2 2%			
p# 88	pg#			107	4	7	1	7	said 11 11% Y	1	10	7	16	8	1	1	0	1 7 7%	2	0	14	0
		###	25	107 100%	4	7	1	7	said 11 11% Y /	1	10	7	16	8	1	1	0	1 7 7% / Y	2	0	14	0
88	p8	###	25 https:/	107 100% X	4	7	1	7	said 11 11% Y /	1	10	7 7% Y	16 16% Y	8	1	1	0	1	2	0	14	0

DP	DP	DP	DP			DP	DP	DP		DP	DP	DP	DP			DP	
1	2	3	4			90	91	92		93	94	95	96			97	
	der	nogr	aphics	5	Is th					estable in the future? Meaning, is it atable? What is observable?	Re					t notable in some way? Why? How many of these are TESTABLE / MAYBE / NEITHER?	
										testable	RM	R	/T	R/	M'		
											25	1	.1	7	7		
						1	11										END
p#	pg#	date	link	dc	rep	obs	test	test	М	whats obsv	RM	Т	В	М	В	why	
			25	107	14	18	11	11	7		25	11	11	7	7		
				100%	14%	18%	11%	11%	7%		25%	11%	11%	7%	7%		
88	p8	###	https:/	Х	Υ	Υ	Υ	Υ	1	MOVEMENT, VISUAL, AUDIO	Υ	Υ	Υ	1	1	SK COM, IHOP	
96	p9	###	https:/	X	/	Υ	Ν	М	Υ	AUDIO	Υ	1	1	Υ	Υ	OP NOT PN	
100	p9	###	https:/	X	/	Υ	Ν	1	1	AUDIO, ONCE	Υ	1	1	1	1	NICE INFO DEBUNKING	
END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	END	

Appendix 5

Raw Data Spreadsheet

APPENDIX 5 Raw Data Spreadsheet		.102
	103 –	

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		5	6	7	8	9	10	11	12
	den	nogra	phics									
								descriptors				
								337				
p#	pg#	date	link	dc	desc1	desc2	desc3	desc4	desc5	desc6	desc7	desc8
			106	337	100	87	65	36	21	16	8	4
				100%	30%	26%	19%	11%	6%	5%	2%	1%
1	p1	### ł	nttps:/	Х	AUDIO	VEHICLE	1	1	1	1	1	1
2	p1	### h	nttps:/	Χ	VISUAL	DOPPELGANGER	VEHICLE	GIM	1	1	1	1
3	p1	### h	nttps:/	Χ	VISUAL	BRIDGE-WATER	STICK MAN	1	1	1	1	1
4	p1	### h	nttps:/	Χ	GHOST	MOVEMENT	AUDIO	DOOR	1	1	1	1
5	p1	### h	nttps:/	Χ	GHOST	AUDIO	MOVEMENT	SPIRIT BOX	1	1	1	1
6	p1	### h	nttps:/	Χ	DREAM	GHOST	DREAM, AFTL	1	1	1	1	1
7	p1	### h	nttps:/	Χ	DREAM	SLEEP PARALYSIS	BODY	1	1	1	1	1
8	p1	### h	nttps:/	Χ	MOVED OBJECT	AUDIO	1	1	1	1	1	1
9	p1	### h	nttps:/	Χ	DREAM, PREM	PREMONITION	DREAM	1	1	1	1	1
10	p1	### h	nttps:/	Χ	MOVEMENT	1	1	1	1	1	1	1
11	p1	### h	nttps:/	Χ	VISUAL	AUDIO	SHADOW PERSON	1	1	1	1	1
12	p1	### h	nttps:/	Χ	MOVEMENT	LOCK	ORBS	1	1	1	1	1
13	p2	### h	nttps:/	Χ	DREAM	PRE-FEAR	AIR BB	AUDIO	SHADOW	DOPPELGANG	POLTERGEIST	SALT
14	p2	### h	nttps:/	Χ	AUDIO	VISUAL	FLASH	1	1	1	1	1
15	p2	### h	nttps:/	Χ	DREAM	PREMONITION	DEJA VU	1	1	1	1	1
16	p2	### h	nttps:/	Χ	MOVEMENT	SKEPTIC	FOLLOW	1	1	1	1	1
17	p2	### h	nttps:/	Х	BABY	FOLLOW	ELECTRICAL	AUDIO	SHADOW	1	1	1
18	p2	### ł	nttps:/	Х	AUDIO	VISUAL	WATER, BODY OF	SLEEP PARALYS	SHADOW	1	1	1
19	p2	### ł	nttps:/	Х	1ST RESP MIL SG	CRYPTID	SHADOW	BIRD	1	1	1	1
20	p2	### ł	nttps:/	Х	DREAM	SHADOW	DREAM, AFTL	VISUAL	HAT MAN	ORBS	1	1
21	p2	### ł	nttps:/	Х	AUDIO	DOOR	ELECTRICAL	1	1	1	1	1
22	p2	### h	nttps:/	X	GHOST	BABY	1	1	1	1	1	1

DP	DP	DP D	Р		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3 4	1		13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
	den	nograph	nics																									
																					ı							
					ppl		purp	ose of	post		In	iteract	ive / ol	os			wh	ere					when			fr	equend	СУ
					.=-																							
					172			104					04					04					104				104	
p#	pg#	date lir			ppl	help	adv	witt		n/a	int	obs	d/k	n/a		outdr	veh	?	all	n/a	day	nt	all	d/k	n/a	1x	2x +	n/a
		10			172	8	24	25	43	4	40	34	26	4	79	9	5	2	5	4	16	42	13	29	4	41	59	4
			100		162%	8%	24%	25%	43%	4%	40%	34%	26%	4%	79%	9%	5%	2%	5%	4%	16%	42%	13%	29%	4%	41%	59%	4%
1	p1	### http			1	/	Y	/	/	,	/	/	Y	/	/	/	Y	1	/	/	/	Y	/	/	/	Y	/	/
2	p1	### http			1	',	1	Υ ,	/ V	,	',	Υ ,	/ /	1	',	/ V	Y	1	,	1	,	/ /	1	Υ ,	1	Y	,	,
3	p1	### http ### http			2	',	/ V	1	Υ ,	,	',	/	Y	1	/ Y	Υ ,	,	1	,	1	,	Υ ,	1	/	1	Y ,	/ Y	,
5	p1 p1	### http			3	',	1	1	Y	,	\ \ \	,	1	,	Y	,	,	1	,	,	,	,	,	T V	,	/ Y	,	,
6	р <u>т</u> р1	### http			1	',	,	,	Y	,	,	,	Y	,	Y	,	,	,	,	,	,	<i>'</i>	,	1	,	Y	,	,
7	p1	### http			1	',	,	,	Y	,	,	,	Y	,	Y	,	,	,	,	,	,	1	,	, ,	,	',	Y	,
8	p1	### http			3	,	Y	,	,	,	, V	,	,	,	Y	,	,	,	,	,	,	,	,	Y	,	,	Y	,
9	p1	### http			2	,	Y	,	,	,	,	,	Υ	,	Y	,	,	,	,	,	,	,	,	Y	,	,	Y	,
10	p1	### http			1	,	1	1	Y	1	,	Y	1	1	Y	1	1	1	1	,	Y	1	1	1	1	Y	1	1
11	p1	### http			1	1	1	1	Υ	1	1	/	Υ	1	Υ	1	1	1	1	1	1	Υ	1	1	1	Υ	1	1
12	р1	### http	s:/ X		1	1	Υ	1	1	1	1	/	Υ	1	Υ	1	1	1	1	1	1	Υ	1	1	1	Υ	1	1
13	p2	### http	s:/ X		5	1	1	1	Υ	1	Υ	/	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	Υ	1	1
14	p2	### http			1	1	1	Υ	1	1	1	Υ	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	Υ	1
15	p2	### http	s:/ X		1	1	Υ	1	1	1	1	Υ	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	Υ	1
16	p2	### http	s:/ X		1	1	1	1	Υ	1	1	Υ	1	1	Υ	1	1	1	1	1	1	1	1	Υ	1	1	Υ	1
17	p2	### http	s:/ X		3	1	1	Υ	1	1	1	/	Υ	1	Υ	1	1	1	1	1	1	1	1	Υ	1	1	Υ	1
18	p2	### http	s:/ X	(2	1	1	1	Υ	1	1	Υ	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	Υ	1
19	p2	### http	s:/ X		2	1	1	1	Υ	1	1	1	Υ	1	1	1	Υ	1	1	1	1	Υ	1	1	1	Υ	1	1
20	p2	### http	s:/ X		1	1	Υ	1	1	1	1	1	Υ	1	Υ	1	1	1	1	1	1	1	1	Υ	1	1	Υ	1
21	p2	### http	s:/ X	(1	Υ	1	1	1	1	1	Υ	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	Υ	1
22	p2	### http	s:/ X	(2	1	1	1	Υ	1	Υ	1	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	Υ	1

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
	der	nogra	aphics		past / recent / ongoing							EZ	effort	suc cess					
					pa	ast / re	ecent /	ongoir	ng					f	ear or	rupset	d	ebunkir	ng
							104								10	04	2	24	1
p#	pg#	date	link	dc	past	rec	OG	d/k	n/a	upset	fear	cur	glad	other	n/a	why	ez	effort	ss?
			106	337	29	30	40	1	4	47	13	27	4	9	4		18	6	1
				100%	29%	30%	40%	1%	4%	47%	13%	27%	4%	9%	4%		18%	6%	1%
1	p1		https:/	Χ	1	Υ	1	1	1	1	Υ	1	1	1	1	HEARD VOICE IN CAR	Υ	1	1
2	p1	### I	https:/	Χ	1	Υ	1	1	1	Υ	1	1	1	1	/	DOPPELGANGER	1	1	1
3	p1		https:/	Χ	Υ	1	1	1	1	/	Υ	1	1	1	/	CHASED	1	1	1
4	p1		https:/	Χ	1	1	Υ	1	1	/	1	1	1	Υ	/	STILL FRIENDLY	1	1	1
5	p1	### I	https:/	Χ	/	Υ	1	1	1	1	1	1	1	Υ	/	(FUN)	1	1	1
6	p1	### I	https:/	Χ	/	Υ	1	1	1	1	1	Υ	1	1	/	CURIOUS	1	1	1
7	p1	### I	https:/	Χ	Υ	1	1	1	1	1	Υ	1	1	1	/	ENTITY	1	1	1
8	p1	### I	https:/	Χ	/	1	Υ	1	1	Υ	1	1	1	1	/	BOTHERED	1	1	1
9	p1	### I	https:/	Χ	1	1	Υ	1	1	1	1	Υ	1	1	/	CURIOUS	Υ	1	1
10	p1	### I	https:/	Χ	1	Υ	1	1	1	Υ	1	1	1	1	/	CAME TO TELL	1	1	1
11	p1	### I	https:/	Χ	1	1	Υ	1	1	Υ	1	/	1	1	/	RAN	Υ	1	1
12	p1	### I	https:/	Χ	1	Υ	1	1	1	Υ	1	1	1	1	/	PSYCHED OUT	1	1	1
13	p2	### I	https:/	Χ	1	Υ	1	1	1	Υ	1	1	1	1	/	NIGHTMARE	1	1	1
14	p2	### I	https:/	Χ	1	Υ	1	1	1	Υ	1	1	1	1	/	RAN	Υ	1	1
15	p2	### I	https:/	Χ	1	1	Υ	1	1	1	1	Υ	1	1	/	CURIOUS	1	1	1
16	p2	### I	https:/	Χ	1	1	Υ	1	1	1	1	Υ	1	1	/	CURIOUS	1	Υ	1
17	p2	### I	https:/	Χ	1	1	Υ	1	1	Υ	1	1	1	1	/	FRIGHTENED	1	1	1
18	p2	### I	https:/	Χ	Υ	1	1	1	1	Υ	1	1	1	1	1	MYSTERY	1	1	1
19	p2	### I	https:/	Χ	Υ	1	1	1	1	Υ	1	1	1	1	1	MYSTERY	1	1	1
20	p2	### I	https:/	Χ	1	1	Υ	1	1	Υ	1	1	1	1	1	NIGHTMARE	1	1	1
21	p2	### I	https:/	Χ	1	1	Υ	1	1	Υ	1	1	1	1	1	MYSTERY	1	1	1
22	p2	### I	https:/	Χ	Υ	1	1	1	1	1	1	1	1	Υ	1	OLD BABY STORY	1	1	1

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		52	53	54	55	56	5/	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
	der	nogra	aphics	•		ra- mal	ske	ptic	agno	ostic	no		ormal / sk agnostic			P	S	A	PS-	P-A	-SA	PSA	no	n/a	dq C
						C	OP exp	olanat	ions			<	ALL OP C	GUESSE	S>	•		<	DIS	STRIBUT	ION	>			
							:	173					17	73						106					
					4	.9	4	.7	6	9	8														
p#	pg#	date	link	dc	Y pn	Y pn	sk?	sk?	idk	idk	no	Р	S	Α	NO	P	S	A	PS-	P-A	-SA	PSA	no	n/a	d/q
			106	337	37	12	18	29	58	11	8	49	47	69	8	14	4	17	5	14	22	16	8	4	2 0
				100%	37%	12%	18%	29%	###	###	8%	49%	47%	69%	8%	14%	4%	17%	5%	14%	22%	16%	8%	4%	2% ##
1	p1	###	https:/	X	1	1	1	Υ	1	Υ	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	1	/),0
2	p1	###	https:/	Х	1	1	1	1	/	Υ	/	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ +#+
3	p1	###	https:/	X	Υ	1	1	1	Υ	1	1	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	1	1	/ +#+
4	p1	###	https:/	X	Υ	/	1	1	/	Υ	/	TRUE	FALSE		FALSE								1	1	/ +#+
5	p1		https:/	X	/	Y	/	Υ	/	Υ	/	TRUE	TRUE		FALSE								/	1	/ +#+
6	p1		https:/	X	Y	/	/	/	/	Υ .	/		FALSE		FALSE								/	/	/ +#+
7	p1		https:/	X	/	/	Y	/	Y	/	/	FALSE			FALSE							FALSE	1	1	/ +#+
8	p1		https:/	X	/	/	/	/	Y	/	/				FALSE								,	,	/ ##
9	p1		https:/	X	/	,	,	/	/	Y	1				FALSE FALSE								1	1	/ +#+
10	p1		https:/ https:/	X	Y ,	1	,	Υ ,	/ /	Υ ,	,				FALSE								,	1	/ !# ;
11 12	p1 p1		https:/	X	\ \ \	1	,	,	T	1	',				FALSE								1	1	/ +#+
13	р <u>т</u> р2		https:/	X	\ \ \	,	,	,	,	,	',				FALSE								,	,	/).0
14	p2		https:/	X	,	,	,	, V	, V	,	,				FALSE								,	,	/ /#
15	p2		https:/	X	Y	,	Y	,	Y	,	,	TRUF	TRUE		FALSE								,	,	/ +#+
16	p2		https:/	X	/	,	Y	,	1	Y	,	FALSE	TRUE		FALSE							FALSE		,	/ +#+
17	p2		https:/	X	1	Υ	1	1	1	Υ	1	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	1	1	/ ##
18	p2	###	https:/	X	1	1	1	Υ	1	1	1	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	1	1	/ +#+
19	p2	###	https:/	Х	1	1	1	Υ	Υ	1	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	1	/ +#+
20	p2	###	https:/	Х	Υ	1	1	1	Υ	1	1	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	1	1	/ +#+
21	p2	###	https:/	X	Υ	1	Υ	1	Υ	1	1	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	1	1	/ +##
22	p2	###	https:/	X	Υ	1	1	1	1	1	1	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	1	1	/ +#+

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP		DP			
1	2	3	4		73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88		89			
	der	nogra	aphics	3	skept	ticism	tone deaf	op consi der	pa nor			similar ries	ad- vice pn	op consi der	ansv	ver, pr	n answ	er, on	its own	n, only	(skeption) happe bing, n/	ened			
							CC	ommer	nts said	d or ex	press	ed						outcome							
					4	18			4	.6	5	1	51					10	01						
p#	pg#	date	link	dc	said	expr	sk?	sk?	said	expr	1x	2+	adv	adv?	sk	pn	own	1	?	m	OG	n/a			
			106	337	9	39	4	28	40	6	31	20	51	28	2	4	2	31	16	5	40	0			
				100%	9%	39%	4%	28%	40%	6%	31%	20%	51%	28%	2%	4%	2%	31%	16%	5%	40%	0%			
1	p1	###	https:/	X	1	Υ	1	Υ	Υ	1	1	1	1	1	1	/	1	Υ	1	1	1	/			
2	p1	###	https:/	X	1	Υ	1	1	Υ	1	1	Υ	Υ	1	1	/	1	Υ	1	/	1	/			
3	p1	###	https:/	X	1	Υ	1	1	Υ	1	1	Υ	1	1	1	/	1	Υ	1	/	1	/			
4	p1	###	https:/	X	1	1	1	1	Υ	1	1	1	Υ	1	1	/	1	- 1	1	/	Υ	/			
5	p1	###	https:/	X	1	Υ	1	Υ	Υ	1	1	1	1	1	1	/	1	Υ	1	/	1	/			
6	p1	###	https:/	X	1	Υ	1	1	Υ	1	1	Υ	Υ	Υ	1	/	1	Υ	1	/	1	/			
7	p1	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	/	1	- 1	1	Υ	1	/			
8	p1	###	https:/	X	1	Υ	1	1	1	1	1	1	1	1	1	/	1	- 1	1	/	Υ	/			
9	p1	###	https:/	X	1	1	1	1	1	1	Υ	1	1	1	1	/	1	- 1	1	/	Υ	/			
10	p1	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	/	1	Υ	1	/	1	/			
11	p1	###	https:/	X	Υ	1	1	Υ	Υ	1	Υ	1	Υ	1	1	/	1	- 1	1	/	Υ	/			
12	p1	###	https:/	X	1	1	1	1	Υ	1	Υ	1	1	1	1	/	1	- 1	Υ	/	1	/			
13	p2	###	https:/	X	1	1	1	1	Υ	1	Υ	1	Υ	1	1	1	1	Υ	1	1	1	1			
14	p2	###	https:/	X	Υ	1	1	Υ	1	1	1	1	1	1	1	1	1	1	Υ	1	1	1			
15	p2	###	https:/	X	1	1	1	1	1	Υ	1	1	Υ	1	1	/	1	- 1	1	/	Υ	/			
16	p2	###	https:/	X	1	1	1	1	1	1	Υ	1	Υ	1	1	1	1	1	1	1	Υ	1			
17	p2	###	https:/	X	1	Υ	1	1	Υ	1	Υ	1	Υ	Υ	1	1	1	1	1	1	Υ	1			
18	p2	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Υ	1	1	1			
19	p2	###	https:/	X	1	Υ	1	Υ	Υ	1	1	Υ	Υ	Υ	1	1	1	Υ	1	1	1	1			
20	p2	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Υ	1			
21	p2	###	https:/	X	1	Υ	1	Υ	1	1	Υ	1	Υ	1	1	1	1	1	1	1	Υ	1			
22	p2	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	Υ	1	- 1	1	1	1	1			

DP	DP	DP [OP			DP	DP	DP		DP	DP	DP	DP			DP				
1	2	3	4			90	91	92		93	94	95	96			97				
	der	nograp	hics	;	Is th					estable in the future? Meaning, is it eatable? What is observable?	Re		narkable – Is this report notable in some way? Why? How many or remarkable reports are TESTABLE / MAYBE / NEITHER?							
					testable								/T	R/	М					
						2	<u>.</u> 6				25	11		7			END			
p#	pg#	date li	nk	dc	rep	obs	test	test	М	whats obsv	RM	Т	В	М	В	why				
		1	06	337	40	54	26	26	26		25	26	11	26	7					
				100%	40%	54%	26%	26%	26%)	25%	26%	11%	26%	7%					
1	p1	### http	os:/	Х	/	Υ	Ν	Ν	1	VOICE	/	/	1	/	1	1				
2	p1	### http	os:/	Х	1	Υ	Ν	N	1	DASHCAM	1	1	1	1	1	1				
3	p1	### htt	os:/	X	1	Υ	Ν	N	1	CREATURE	1	1	1	1	1	1				
4	p1	### http	'	X	Υ	Υ	Υ	Υ	1	AUDIO, DOORS	/	Υ	1	1	1	1				
5	p1	### http		X	/	Υ	N	M	Υ	SPIRIT BOX	/	1	/	Υ	1	1				
6	p1	### http	'	X	/	/	N	N	1	DREAM	/	/	1	/	/	1				
7	p1	### htt		X	/	M	N	N	1	SLEEP DIST	/	/	/	/	/					
8	p1	### http	'	X	Υ	Υ	Υ	Υ	1	MOVED OBJECTS	/	Υ	/	/	/					
9	p1	### htt		X	Y	M	N	M	Υ	IMPRACTICAL TO TEST	Υ	/	1	Υ	Υ	MAY BE OF INTEREST TO PARA-PSY				
10	p1	### http	'	X	/	Υ	N	N	/	MOVEMENT	/	/	/	/	/	/				
11	p1	### http	'	X	Y	M	N	М	Υ	FIGURES	Y	/	/	Υ	Y	POSS MEDICAL COND, OP COMMENTS				
12	p1	### http		X	/	M	N	M	Y	GENERAL MONITORING	/	/	/	Y	/					
13	p2	### http	'	X	/	Υ	N	Υ	/	MASS NIGHTMARES	/	/	/	/	/					
14	p2	### http	'	X	/	Y	N	M	Y	GENERAL MONITORING	/	/	/	Y	/					
15	p2	### http	'	X	Y	/	N	N	1	N/A	/	/	/	/	/					
16	p2	### http	'	X	Y	Y	Y	Y	/	MOVEMENT	Y	Y	Y	/		OP IS A SKEPTIC				
17	p2	### http	'	X	Υ .	M	N	M	Y	GENERAL MONITORING	/	/	/	Y		1				
18	p2	### htt	'	X	/	M	N	M	Y	GENERAL MONITORING	/	/	/	Y	/					
19	p2	### http	'	X	/	M	N	N	1	DASHCAM	/	,	/	/	/					
20	p2	### http	'	X	Y	M	N	M	Y	GENERAL MONITORING	/	/	/	Y	/					
21	p2	### http		X	Υ ,	,	N	M	Y	GENERAL MONITORING	,	,	/	Y	,					
22	p2	### http	os:/	Х	/	1	N	N	1	1	1	1	1	1	1					

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		5	6	7	8	9	10	11	12
	der	nogra	phics									
								descriptors				
								337				
p#	pg#	date	link	dc	desc1	desc2	desc3	desc4	desc5	desc6	desc7	desc8
			106	337	100	87	65	36	21	16	8	4
				100%	30%	26%	19%	11%	6%	5%	2%	1%
23	p2	###	nttps:/	X	VISUAL	AUDIO	GUARDIAN ANGEL	SLI	FOLLOW	SHADOW	ANIMAL, PETS	DOPPELGANG
24	p2	###	nttps:/	Χ	MOVEMENT	GHOST ANIMAL	1	1	1	1	1	1
25	р3	###	nttps:/	Χ	AUDIO	VISUAL	ANIMAL, PETS	MOVEMENT	SHADOW PERSO	:/	1	1
26	р3	###	nttps:/	Χ	SLI	TECH	ELECTRICAL	LUCK	1	1	1	1
27	р3	###	nttps:/	Χ	VISUAL	AUDIO	SHADOW	HUMANOID	BODY	SLEEP PARAL	YHAT MAN	1
28	р3	###	nttps:/	Χ	ESP	GIM	DEJA VU	HALLUCINATION	ITRAIN	ASTRAL PROJ	1	1
29	р3	###	nttps:/	Χ	DREAM, AFTL	ASTRAL PROJ	ESP	DREAM	1	1	1	1
30	р3	###	nttps:/	Χ	VISUAL	HALLUCINATION, M	1FLASH	1	1	1	1	1
31	p3	###	nttps:/	X	AUDIO	VISUAL	SHADOW PERSON	HUMANOID	MOVED OBJECT	OUIJA	NIGHTMARES	COLD
32	p3	###	nttps:/	X	ELECTRICAL	VISITATION	1	1	1	1	1	1
33	p3	###	nttps:/	X	GHOST	AUDIO	MOVEMENT	CCTV	1	1	1	1
34	p3	###	nttps:/	X	DREAM	DREAM, AFTL	1	1	1	1	1	1
35	рЗ	###	nttps:/	Х	DREAM	BODY	ASTRAL PROJ	1	1	1	1	1
36	p4	###	nttps:/	Х	DREAM	DREAM, AFTL	VISITATION	1	1	1	1	1
37	p4	###	nttps:/	Х	DREAM	SLEEP PARALYSIS	NIGHTMARES	1	1	1	1	1
38	p4	###	nttps:/	Х	NIGHTMARES	PICTURE	WATER, EXTRA	GOTYA	ORBS	BABY	1	1
39	p4	###	nttps:/	Х	AUDIO	VISUAL	MOVEMENT	ANIMAL, PETS	SMELL	HUMANOID	1	1
40	p4	###	nttps:/	Х	DREAM	1	1	1	1	1	1	1
41	p4	###	nttps:/	X	GHOST ANIMAL	VISUAL	ANIMAL, WILD	1	1	1	1	1
42	p4	###	nttps:/	X	/	1	1	1	1	1	1	1
43	p4	###	nttps:/	X	/	1	1	1	1	1	1	1
44	p4	###	nttps:/	X	MOVED OBJECT	VISUAL	AUDIO	SHADOW	FAERIES	POLTERGEIST	1	1

DP 1	DP 2	DP 3	DP 4		DP 13	DP 14	DP 15	DP 16	DP 17	DP 18	DP 19	DP 20	DP 21	DP 22	DP 23	DP 24	DP 25	DP 26	DP 27	DP 28	DP 29	DP 30	DP 31	DP 32	DP 33	DP 34	DP 35	DP 36
	der	nogra	phics																									
					ppl		purp	ose of	post		In	iteract	ive / ol	os			wh	ere					when			fre	equen	су
					172			104				10	04				10	04					104				104	
p#	pg#	date	link	dc	ppl	help	adv	witt	story	n/a	int	obs	d/k	n/a	indr	outdr	veh	?	all	n/a	day	nt	all	d/k	n/a	1x	2x +	n/a
			106	337	172	8	24	25	43	4	40	34	26	4	79	9	5	2	5	4	16	42	13	29	4	41	59	4
				100%	162%	8%	24%	25%	43%	4%	40%	34%	26%	4%	79%	9%	5%	2%	5%	4%	16%	42%	13%	29%	4%	41%	59%	4%
23	p2	### h		Х	3	1	1	1	Υ	1	/	1	Υ	1	Υ	1	1	1	1	1	1	1	1	Υ	/	1	Υ	/
24	p2	### h		Х	1	1	1	Υ	1	1	/	1	Υ	1	Υ	1	1	1	1	1	1	1	1	Υ	1	1	Υ	/
25	р3	### h		X	2	/	/	1	Υ	1	Υ	1	1	1	Υ	/	/	1	1	1	1	1	Υ	1	/	/	Υ	/
26	р3	### h		Х	1	/	/	Υ	/	/	/	/	Y	/	Y	/	/	/	/	/	/	/	/	Υ	/	/	Y	/
27	p3	### h		X	2	/	/	Υ	/	/	Y	/	/	/	Y	/	/	/	/	/	/	Y	/	/	/	Y	/	/
28	р3	### h		X	2	/	,	Y		,	/	/	Y	/	/	,	Y	,	,	,	Y	/	/	/	/	Y	,	/
29	p3	### h		X	1	/	,	Y	,	,	Υ ,	/	/	/	Υ ,	/	,	/	,	,	/	Y	/	1	/	Y	1	/
30	p3	### h		X	3	/	,	Y	/	,	/	Y	/	/	/	Y	,	1	1	1	/	Y	/	1	/	Υ ,	/	/
31	p3	### h		X	3	',	/	/	Y	,	Y	/	/	/	Y	,	,	1	,	1	/	/	Y	/	/	,	Y	,
32	p3	### h		X	2	',	/	,	Y	,	Y	1	1	,	Y	,	,	,	,	,	1	1	1	Y	,	,	Y	,
34	р3 р3	### h ### h		X	1	\ \ \	Υ /	,	,	,	Y	,	1	,	Y	,	,	,	,	,	,	,	,	Y	1	,	Y Y	',
35	р3 р3	### h		X	1	,	,	,	Y	,	,	,	<i>'</i>	,	Y	,	,	,	,	,	,	<i>'</i>	,	1	,	/ Y	1	',
36	р3 p4	### h		X	1	' ,	, V	,	,	,	\ \ \	,	,	,	Y	,	,	,	,	,	,	,	,	, V	,	Y	,	,
37	р 4 р4	### h		X	1	,	, V	,	,	,	,	,	, V	,	Y	,	,	,	,	,	, V	,	,	,	,	',	Y	,
38	р 4 р4	### h		X	3	,	,	,	Y	,	Y	,	,	,	· ,	Y	,	,	,	,	· Y	,	,	,	,	,	Y	,
39	p4	### h		X	7	,	,	,	Y	,	Y	,	,	,	Y	,	,	,	,	,	1	,	Y	,	,	,	Y	,
40	p4	### h		X	1	Y	,	1	/	,	/	,	Y	1	Y	,	1	1	1	1	1	Y	1	1	1	/	Υ	/
41	p4	### h		X	2	Υ	1	1	1	1	Υ	1	1	1	Υ	1	1	1	1	1	1	1	1	Υ	1	Υ	1	1
42	p4	### h		Х	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
43	p4	### h		Х	1	1	1	1	1	Υ	1	1	1	Υ	1	1	1	1	1	Υ	1	1	1	1	Υ	1	1	Υ
44	p4	### h	nttps:/	Х	1	1	Υ	1	1	1	Υ	1	1	1	Υ	1	1	1	1	1	1	1	1	Υ	1	1	Υ	1

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
_ 1	2	3	4		37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
	der	nogra	aphics														EZ	effort	suc cess
					pa	ast / re	cent /	ongoir	ng					f	ear o	r upset	d	ebunkir	ng
							104								10	04	2	24	1
p#	pg#	date	link	dc	past	rec	OG	d/k	n/a	upset	fear	cur	glad	other	n/a	why	ez	effort	ss?
			106	337	29	30	40	1	4	47	13	27	4	9	4		18	6	1
				100%	29%	30%	40%	1%	4%	47%	13%	27%	4%	9%	4%		18%	6%	1%
23	p2		https:/	Х	/	/	Υ	/	1	/	/	Υ	/	/	1	CURIOUS	/	1	/
24	p2		https:/	Х	/	/	Υ	/	/	Υ	/	/	/	/	/	FRIGHTENED	/	/	/
25	р3		https:/	X	Y	/	/	/	/	Y	/	/	/	/	/	FRIGHTENED	/	/	/
26	p3		https:/	X	,	/	Y	/	/	Υ .	/	,	/	/		BROKEN THINGS	/		/
27	p3		https:/	X	/	Y	,	/	/	',	Y	/	,	,	,	INTRUDER	/	/	/
28	p3		https:/	X	Y	/	/	/	/	',	,	Y	,	/	/	CURIOUS	/	/	/
29	p3		https:/	X	/	Y	/	,	/	',	,	Y	,	,	1	CURIOUS	/	/	/
30	p3		https:/	X	Y Y	1	1	,	1	',	Y	Y	,	,	,	CURIOUS ANTAGONIZED	,	1	,
31	p3		https:/ https:/	X	Y /	,	Y	,	1	',	Y /	,	Y	,	,	COMFORTED	,	/ Y	,
33	p3 p3		https:/	X	,	,	Υ	,	,	/ Y	,	,	1	,	,	BROKEN THINGS	,	1	',
34	р3 р3		https:/	X	,	,	Y	,	,	Y	,	,	,	,	,	MYSTERY	,	,	',
35	р3 р3		https:/	X	,	Y	1	,	,	',	,	,	,	Y	,	JUST WEIRD	,	,	',
36	р3 p4		https:/	X	Y	,	,	,	,	<i>'</i> ,	,	Y	,	,	,	CURIOUS	,	,	,
37	р 4 р4		https:/	X	,	,	Y	,	,	Y	,	,	,	,	,	NIGHTMARE	,	,	,
38	р4		https:/	X	Y	,	,	,	,	Y	,	,	,	,	,	MYSTERY	,	,	,
39	p4		https:/	X	,	,	Y	,	,	'	Y	,	,	,	,	ACTIVITY	Y	,	,
40	p4		https:/	X	/	1	Υ	1	1	Y	/	1	,	1	1	RECURRING NIGHTMARES	/	1	1
41	p4		https:/	X	Y	1	/	1	1	Y	1	1	1	1	1	INTRUDER	/	1	1
42	p4		https:/	X	1	1	1	1	1	/	1	1	1	1	1	0	1	1	1
43	p4		https:/	Х	1	1	1	1	Υ	1	1	1	1	1	Υ	0	0	0	0
44	p4		https:/	Х	1	1	Υ	1	1	Υ	1	1	1	1	1	BOTHERED	Υ	1	1

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		52	53	54	55	56	5/	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
	der	nogra	phics			ra- mal	ske	ptic	agno	ostic	no		ormal / sl agnostic	•		P	S	A	PS-	P-A	-SA	PSA	no	n/a	dq C
						C	OP exp	olanat	ions			<	ALL OP (GUESSE	:S>	•		<	DIS	STRIBUT	ION	>			
							:	173					17	73						106					
					4	9	4	7	6	9	8														
p#	pg#	date	link	dc	Y pn	Y pn	sk?	sk?	idk	idk	no	Р	S	Α	NO	P	S	A	PS-	P-A	-SA	PSA	no	n/a	d/q
			106	337	37	12	18	29	58	11	8	49	47	69	8	14	4	17	5	14	22	16	8	4	2 0
				100%	37%	12%	18%	29%	###	###	8%	49%	47%	69%	8%	14%	4%	17%	5%	14%	22%	16%	8%	4%	2% ##
23	p2	###	nttps:/	X	Υ	1	1	Υ	1	1	1	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	1	1	/ ##
24	p2	###	nttps:/	X	Υ	/	1	Υ	Υ	1	1	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	1	1	/ ##
25	рЗ	###	nttps:/	X	/	1	1	1	Υ	1	/	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ 0,
26	рЗ		nttps:/	X	/	1	1	1	Υ	1	/	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ ##
27	p3	###	nttps:/	X	/	1	1	1	/	1	Υ	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	Υ	1	/ ##
28	p3	###	nttps:/	X	/	1	1	1	Υ	1	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ ##
29	р3		nttps:/	X	/	1	1	1	Υ	1	/	FALSE							FALSE				/	1	/ ##
30	р3	###	nttps:/	X	/	1	Υ	1	Υ	1	/	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	/	1	/ ##
31	p3		nttps:/	X	/	/	1	1	1	1	Υ								FALSE				Υ	1	/ ##
32	p3		nttps:/	Х	/	/	Υ	/	Υ	1	/								FALSE				1	/	/ ##
33	p3		nttps:/	Х	Υ	/	/	/	/	1	/								FALSE				1	/	/ ##
34	рЗ		nttps:/	Х	Υ	/	/	/	/	1	/								FALSE				/	1	/ ##
35	p3		nttps:/	Х	/	/	/	/	/	1	Υ								FALSE				Υ	/	/ ##
36	p4		nttps:/	Х	Υ	/	/	/	/	Υ	/								FALSE				1	/	/),0
37	p4		nttps:/	Х	Υ	/	/	/	Υ	/	/								FALSE				1	1	/ ##
38	p4		nttps:/	X	Υ	/	Υ	/	/	/	/	TRUE							TRUE				1	1	/ ##
39	p4		nttps:/	Х	Υ	/	Y	/	Υ	/	/	TRUE	TRUE						FALSE			TRUE	/	/	/ ##
40	p4		nttps:/	X	Y	/	/	Υ .	Y	/	/	TRUE	TRUE						FALSE				/	/	/ ##
41	p4		nttps:/	X	Y	/	Y	/	Y	1	1	TRUE	TRUE						FALSE				/	/	/ ##
42	p4		nttps:/	X	/	/	/	/	/	1	1								FALSE				/	/	Y ##
43	p4		nttps:/	X	/	/	/	/	1	1	1								FALSE				/	Y	/ ##
44	p4	###	nttps:/	X	Υ	1	Υ	1	Υ	1	/	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	/	/	/ +#+

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP		DP
1	2	3	4		73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88		89
	der	nogra	aphics	3	skept	ticism	tone deaf	op consi der		ra- mal		similar ries	ad- vice pn	op consi der	ansv	ver, pr	n answ	er, on	its own	n, only	(skeption) happe bing, n/	ened
							CC	ommer	nts said	d or ex	press	ed						outo	ome			
					4	l8			4	6	5	51	51					10	01			
p#	pg#	date	link	dc	said	expr	sk?	sk?	said	expr	1x	2+	adv	adv?	sk	pn	own	1	?	m	OG	n/a
			106	337	9	39	4	28	40	6	31	20	51	28	2	4	2	31	16	5	40	0
				100%	9%	39%	4%	28%	40%	6%	31%	20%	51%	28%	2%	4%	2%	31%	16%	5%	40%	0%
23	p2	###	https:/	Х	1	1	1	1	1	1	1	1	1	1	1	/	/	1	1	1	Υ	/
24	p2	###	https:/	X	1	Υ	1	1	Υ	1	1	Υ	Υ	1	1	/	1	1	1	1	Υ	1
25	p3	###	https:/	X	1	1	1	1	Υ	1	1	1	Υ	Υ	1	/	1	- 1	1	Υ	1	/
26	p3	###	https:/	X	1	Υ	1	1	1	Υ	1	Υ	1	1	1	/	/	- 1	1	/	Υ	/
27	p3	###	https:/	X	1	1	1	1	Υ	1	1	Υ	Υ	Υ	1	/	/	Υ	/	/	1	/
28	рЗ	###	https:/	X	1	1	1	1	Υ	1	Υ	1	Υ	Υ	/	/	1	Υ	1	/	1	/
29	рЗ	###	https:/	X	1	1	1	1	1	1	1	Υ	Υ	1	/	/	1	Υ	1	/	1	/
30	рЗ	###	https:/	X	1	Υ	1	1	1	1	Υ	1	1	1	/	/	1	Υ	1	/	1	/
31	рЗ	###	https:/	X	1	1	1	1	1	1	Υ	1	Υ	1	/	/	1	I	1	Υ	1	/
32	рЗ	###	https:/	X	1	1	1	1	Υ	1	1	1	1	1	/	/	1	I	1	/	Υ	/
33	рЗ	###	https:/	X	1	Υ	1	Υ	Υ	1	Υ	1	Υ	1	1	/	1	I	1	/	Υ	/
34	рЗ	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	/	1	I	1	/	Υ	/
35	p3	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	/	/	Υ	/	/	1	/
36	p4		https:/	X	1	1	1	1	Υ	1	Υ	1	Υ	1	1	1	1	Υ	1	1	1	1
37	p4	###	https:/	X	1	1	1	1	1	1	Υ	1	Υ	1	1	1	1	1	1	1	Υ	1
38	p4		https:/	X	1	1	1	1	1	1	1	1	1	1	1	Υ	1	I	1	1	1	1
39	p4	###	https:/	X	1	1	1	1	Υ	1	1	1	1	1	1	1	1	1	1	1	Υ	1
40	p4	###	https:/	X	1	1	1	1	1	1	Υ	1	1	1	1	1	1	I	1	1	Υ	1
41	p4	###	https:/	X	1	Υ	1	Υ	Υ	1	1	1	Υ	1	1	1	1	1	Υ	1	1	1
42	p4	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
43	p4	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
44	p4	###	https:/	X	Υ	1	1	Υ	1	1	Υ	1	Υ	Υ	1	1	1	- 1	1	1	Υ	1

DP	DP	DP	DP			DP	DP	DP		DP	DP	DP	DP			DP	
1	2	3	4			90	91	92		93	94	95	96			97	
	den	nogra	aphics		Is th					estable in the future? Meaning, is it atable? What is observable?	Re					t notable in some way? Why? How many of these are TESTABLE / MAYBE / NEITHER?	
										testable	RM	R	/T	R/	M		
						2	16				25	1	.1	7			END
p#	pg#	date	link	dc	rep	obs	test	test	М	whats obsv	RM	Т	В	М	В	why	
			106	337	40	54	26	26	26		25	26	11	26	7		
				100%	40%	54%	26%	26%	26%		25%	26%	11%	26%	7%		
23	p2	### I	https:/	X	Υ	Υ	Υ	Υ	1	ELEC, VISUAL	Υ	Υ	Υ	1	1	DETAILED	
24	p2	### I	https:/	Х	Υ	Υ	Υ	Υ	1	MOVEMENT	1	Υ	1	1	1	1	
25	рЗ	### I	https:/	Х	/	1	Ν	M	Υ	(MOVED)	1	1	1	Υ	1	1	
26	рЗ	### I	https:/	Х	Υ	M	Ν	M	Υ	REPLICATE	Υ	1	1	Υ	Υ	DETAILED	
27	рЗ	### I	https:/	Х	/	Υ	Ν	1	1	INTRUDER	Υ	1	1	1	1	NO SKEPTIC, ALL PARANORMAL	
28	р3	### I	https:/	X	/	M	Ν	1	1	DASHCAM, DREAM	Υ	1	1	1	1	BOLT ST UK UNDERGROUND	
29	р3	### I	https:/	X	/	1	Ν	1	1	DOCUMENT PRIOR	Υ	1	1	1	1	RUPERT SHELDRAKE; R/VISITATIONDREAMS	
30	р3	### I	https:/	X	/	Υ	Ν	1	1	FLASH	1	1	1	1	1	1	
31	р3	### I	https:/	X	/	M	Ν	M	Υ	GENERAL MONITORING	1	1	1	Υ	1	1	
32	р3	### I	https:/	X	Υ	Υ	Υ	Υ	1	MOVED OBJECTS, ELEC	Υ	Υ	Υ	1	1	IF INTERACTIVE, CAN CONTACT?	
33	р3	### I	https:/	X	Υ	Υ	Υ	Υ	1	CCTV	Υ	Υ	Υ	1	1	LOCKED DOWN BLD, MVMT ON CCTV	
34	р3	### I	https:/	X	Υ	1	Ν	1	1	DREAM	1	1	1	1	1	1	
35	рЗ	### I	https:/	X	/	1	Ν	1	/	DREAM	1	1	1	1	1	1	
36	p4	### I	https:/	Х	/	1	Ν	1	1	DREAM	1	1	1	1	1	1	
37	p4	### I	https:/	Х	Υ	1	Ν	1	1	DREAM	1	1	1	1	1	1	
38	p4	### I	https:/	Х	/	M	Ν	M	Υ	GENERAL MONITORING	Υ	1	1	Υ	Υ	GOTYA + REPLICATE	
39	p4	### I	https:/	Х	Υ	Υ	Υ	M	Υ	TAKE UR PICK	Υ	Υ	Υ	Υ	Υ	PERFECT	
40	p4	### I	https:/	Х	Υ	1	Ν	1	1	DREAM	1	1	1	1	1	1	
41	p4	### I	https:/	Х	/	1	Ν	1	1	ONCE?	1	1	1	1	1	1	
42	p4	### I	https:/	Х	/	1	/	1	1	N/A	1	1	1	1	1	DELETED POST	
43	p4	### I	https:/	Х	/	1	/	1	1	N/A	1	1	1	1	1	SCIENCE	
44	p4	### I	https:/	Х	Υ	Υ	Υ	Υ	1	TAKE UR PICK	Υ	Υ	Υ	1	1	SKEPTIC COMM	

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		5	6	7	8	9	10	11	12
	den	nogra	aphics									
								descriptors				
								207				
								337				
p#	pg#	date	link	dc	desc1	desc2	desc3	desc4	desc5	desc6	desc7	desc8
			106	337	100	87	65	36	21	16	8	4
				100%	30%	26%	19%	11%	6%	5%	2%	1%
45	p4		https:/		VISUAL		/	/	/	/	1	,
46	p4		https:/		AUDIO		/	/	/	/	1	,
47	p4	###	https:/		SKIN WRITING	BODY	/	/	/	/	1	,
48	p5 -	-		X	/	/	/	/	/	/		,
49	p5 -		https:/		AUDIO		MOVEMENT	LOCK	/	/		
50	p5		https:/		DREAM	BODY	SLEEP PARALYSIS		/	/ ====================================		,
51	p5		https:/		VISUAL		BODY	SLEEP PARALYS		FOREST		,
52	p5		https:/		MOVED OBJECT		COLD	AUDIO	ANIMAL, PETS	1		,
53	p5		https:/		VISUAL		TRAIN	/		/		/
54	p5		https:/		MOVED OBJECT	ELECTRICAL	BODY	MOVEMENT	SHADOW	VISUAL		/
55	p5		https:/		AUDIO	BODY	1	/	/	1		/
56	p5		https:/		VISUAL	MIRROR	/ COLD	/	/	CHOST		
57	p5		https:/		AUDIO	VISUAL SLEEP PARALYSIS	COLD	MOVEMENT	MOVED OBJECT	GHUST		1
58 59	p5		https:/		GENDERUWO VISUAL	VEHICLE	HUMANOID	1	1	1		1
60	p5 p6		https:/ https:/		AUDIO	/ VEHICLE	1	1	1	1		1
61	ро p6		https:/		VISITATION	1	1	1	1	1		,
62	ро p6		https:/		MOVED OBJECT	1	1	1	1	1	1	1
63	ро p6		https:/		SLEEP DISTURBAN	ANIMAL PETS	SLEEP PARALYSIS	MOVEMENT	1	1	1	1
64	р6		https:/		ESP		/	/	1	1	1	1
65	р6		https:/		SLEEP PARALYSIS		BODY	1	1	1	1	/
66	ро p6		https:/		BABY	VISUAL	MOVED OBJECT	ELECTRICAL	ESP	BODY	GUARDIAN AN	1
00	μυ	111111 1	nups./	^	ו טאט	VIOUAL	MOVED OBJECT	LLLCTRICAL	LOI	DODI	SOAINDIAN AIN	

DP 1	DP 2	DP	DP 4		DP 13	DP 14	DP 15	DP 16	DP 17	DP 18	DP 19	DP 20	DP 21	DP 22	DP 23	DP 24	DP 25	DP 26	DP 27	DP 28	DP 29	DP 30	DP 31	DP 32	DP 33	DP 34	DP 35	DP 36
	der	nogra	aphics																									
					ppl		purp	ose of	post		In	iteract	ive / ol	os			wh	ere					when			fre	equen	су
					172			104				10	04				10	04					104				104	
p#	pg#	date	link	dc	ppl	help	adv	witt	story	n/a	int	obs	d/k	n/a	indr	outdr	veh	?	all	n/a	day	nt	all	d/k	n/a	1x	2x +	n/a
			106	337	172	8	24	25	43	4	40	34	26	4	79	9	5	2	5	4	16	42	13	29	4	41	59	4
				100%	162%	8%	24%	25%	43%	4%	40%	34%	26%	4%	79%	9%	5%	2%	5%	4%	16%	42%	13%	29%	4%	41%	59%	4%
45	p4		https:/	Х	1	Υ	1	1	1	1	/	Υ	1	1	Υ	1	1	1	1	1	/	Υ	1	1	/	1	Υ	/
46	p4		https:/	Х	1	1	1	1	Υ	1	/	Υ	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	Υ	/
47	p4	###	https:/	Х	1	/	/	Υ	/	1	Υ	1	1	1	/	/	/	Υ	1	1	/	1	1	Υ	/	/	Υ	/
48	p5	_	_	Х	/	/	/	/	1	/	/	/	1	/	/	/	/	/	/	/	/	/	/	/	/	/	1	/
49	p5		https:/	X	1	/	/	/	Y	/	/	/	Y	/	Y	/	/	/	/	/	/	Υ	/	/	/	/	Y	/
50	p5 -		https:/	X	1	/	,	Y	,	/	Y	/	/	/	Y	/	,	,	,	,	/	Y	/	/	/	Υ ,	/	/
51	p5		https:/	X	1	/	/	Y	,	,	Υ ,	/	/	/	/	Y	,	1	,	,	/	/	Y	1	/	/	Y	/
52	p5		https:/	X	2	/	Y	/	/	/	/	Y	/	/	Υ ,	/	,	1	1	1	/	/	Y	1	/	/	Y	/
53	p5		https:/	X	1	',	/	/	Y	/	/	Y	/	/	/	Y	,	1	,	1	/	Y	/	1	/	Υ ,	/	,
54 55	p5		https:/	X	2	',	Υ ,	/ V	,	,	Y	1	1	,	Y	,	,	,	,	,	,	1	Υ ,	/ /	,	,	Y	,
56	p5 p5		https:/ https:/	X	2	',	,	,	Y	,	, i	,	/ /	,	Y	,	,	,	,	,	/ /	,	,	1	,	\ \ \	Υ ,	',
57	р5 р5		https:/	X	3	' ,	,	,	Y	,	,	Y	1	,	Y	,	,	,	,	,	1	,	,	/ /	,	,	Y	',
58	р5 р5		https:/	X	1	' ,	,	,	Y	,	\ \ \	,	,	,	Y	,	,	,	,	,	,	, V	,	1	,	Y	'	,
59	р5 р5		https:/	X	1	,	,	,	Y	,	,	, V	,	,	;	, Y	,	,	,	,	, ,	,	,	,	,	Y	,	,
60	p6		https:/	X	2	,	,	,	Y	,	,	Y	,	,	Y	,	,	,	,	,	,	,	,	Y	,	,	Y	,
61	p6		https:/	X	1	,	Y	,	,	,	Y	,	,	,	Y	,	,	,	,	,	,	,	,	Y	,	Y	,	,
62	p6		https:/	X	1	,	,	Y	,	,	,	,	Y	,	Y	,	,	,	,	,	,	Y	,	,	,	,	Y	,
63	p6		https:/	X	1	1	Y	1	/	1	/	1	Υ	1	Y	/	1	1	1	1	/	Υ	1	1	/	/	Y	1
64	p6		https:/	X	2	1	Υ	1	1	1	Υ	1	1	1	1	1	1	Υ	1	1	1	1	1	Υ	1	1	Υ	1
65	р6		https:/	Х	1	Υ	1	1	1	1	Υ	1	1	1	Υ	1	1	1	1	1	1	1	1	Υ	1	1	Υ	1
66	p6	###	https:/	X	1	1	Υ	1	1	1	Υ	1	1	1	1	1	1	1	Υ	1	1	1	Υ	1	1	1	Υ	1

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
	der	nogra	aphics														EZ	effort	suc cess
					pa	ast / re	cent /	ongoir	ng					f	ear or	r upset	de	ebunkir	ng
							104								10	04	2	24	1
p#	pg#	date	link	dc	past	rec	OG	d/k	n/a	upset	fear	cur	glad	other	n/a	why	ez	effort	ss?
			106	337	29	30	40	1	4	47	13	27	4	9	4		18	6	1
				100%	29%	30%	40%	1%	4%	47%	13%	27%	4%	9%	4%		18%	6%	1%
45	p4	###	https:/	X	1	1	Υ	1	1	1	/	Υ	/	1	1	CURIOUS	Υ	1	/
46	p4		https:/	Х	Υ	1	1	1	1	/	/	1	/	Υ	1	(D/K)	/	1	/
47	p4	###	https:/	Х	/	1	Υ	1	1	Υ	/	1	/	1	/	BODY	/	1	/
48	p5	-	_	X	1	1	1	1	1	/	1	1	/	1	1	0	/	1	1
49	p5	###	https:/	Х	Υ	1	1	1	/	1	Υ	1	1	1	1	3X; STILL MOVED	/	Υ	Υ
50	p5	###	https:/	Х	1	Υ	1	1	1	1	1	1	1	Υ	1	HURT	1	1	1
51	p5	###	https:/	Х	1	Υ	/	1	1	Υ	1	1	1	1	/	MYSTERY, BODILY HARM	1	1	/
52	p5	###	https:/	Х	1	Υ	1	1	1	1	1	1	1	Υ	1	ANNOYED	1	1	1
53	p5	###	https:/	Х	Υ	1	1	1	1	1	1	Υ	1	1	1	CURIOUS	1	1	1
54	p5	###	https:/	Х	1	1	Υ	1	1	Υ	1	1	1	1	/	ACTIVITY	1	1	/
55	p5	###	https:/	Х	1	1	Υ	1	1	1	1	Υ	1	1	/	CURIOUS	1	1	/
56	р5	###	https:/	Х	Υ	1	/	1	1	Υ	1	1	1	1	/	STRANGE	1	1	/
57	p5	###	https:/	Х	1	1	Υ	1	1	Υ	/	1	/	1	1	MYSTERY	1	1	1
58	p5	###	https:/	Х	Υ	1	1	1	1	1	Υ	1	1	1	1	FIGURE APPROACHING	1	1	1
59	p5	###	https:/	Х	Υ	1	1	1	1	1	1	Υ	1	1	1	CURIOUS	1	1	1
60	p6	###	https:/	Х	Υ	1	1	1	1	Υ	1	1	1	1	1	VOICE	1	1	1
61	p6	###	https:/	Х	Υ	1	1	1	1	1	1	Υ	1	1	1	CURIOUS	1	1	1
62	p6	###	https:/	Х	1	Υ	1	1	1	1	Υ	1	1	1	1	MOVED OBJECTS	1	1	1
63	p6	###	https:/	Х	1	Υ	1	1	1	Υ	1	1	1	1	1	DISTURBANCES	1	1	1
64	p6	###	https:/	Х	1	1	Υ	1	1	Υ	1	1	1	1	1	INTERACTION	1	1	1
65	p6		https:/	Х	1	1	Υ	1	1	1	Υ	1	1	1	1	GETTING WORSE	1	1	1
66	p6	###	https:/	Х	1	1	Υ	1	1	1	1	1	Υ	1	1	THANKFUL	1	1	1

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		52	53	54	55	56	5/	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
	der	nogra	aphics	•		ra- mal	ske	ptic	agno	ostic	no	parano	ormal / sl agnostic	•		P	S	A	PS-	P-A	-SA	PSA	no	n/a	dq C
						C	OP exp	olanat	ions			</th <th>ALL OP (</th> <th>GUESSE</th> <th>S></th> <th></th> <th></th> <th><</th> <th>DIS</th> <th>STRIBUT</th> <th>ION</th> <th> ></th> <th></th> <th></th> <th></th>	ALL OP (GUESSE	S>			<	DIS	STRIBUT	ION	>			
							:	173					17	73						106					
					4	.9	4	7	6	9	8														
p#	pg#	date	link	dc	Y pn	Y pn	sk?	sk?	idk	idk	no	Р	S	Α	NO	P	S	A	PS-	P-A	-SA	PSA	no	n/a	d/q
			106	337	37	12	18	29	58	11	8	49	47	69	8	14	4	17	5	14	22	16	8	4	2 0
				100%	37%	12%	18%	29%	###	###	8%	49%	47%	69%	8%	14%	4%	17%	5%	14%	22%	16%	8%	4%	2% ##
45	p4	###	https:/	X	1	Υ	1	Υ	1	1	1	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	1	1	/ !# #
46	p4	###	https:/	X	1	1	1	1	/	1	Υ	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	Υ	1	/ !# #
47	p4	###	https:/	X	Υ	1	1	Υ	Υ	1	1	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	/	/	/ +#+
48	р5	_	-	X	1	1	1	1	/	1	1	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	/	/	Y),1
49	р5	###	https:/	X	1	1	1	Υ	/	1	1	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	/	/	/ +#+
50	р5	###	https:/	X	/	/	1	Υ	/	Υ	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	1	/ +#+
51	р5	###	https:/	Х	1	1	1	Υ	Υ	1	/	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	/	/	/ ##
52	р5	###	https:/	Х	Υ	1	1	1	/	1	/	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	/	/	/ ##
53	р5	###	https:/	Х	1	1	1	Υ	Υ	1	/	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	/	/	/ ##
54	р5	###	https:/	Х	1	1	1	1	Υ	1	/	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ ##
55	р5	###	https:/	X	1	1	1	1	Υ	1	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	/	/
56	р5	###	https:/	X	1	1	1	Υ	Υ	1	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	/	/
57	р5	###	https:/	Х	Υ	1	1	1	/	1	/	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	/	/	/ ##
58	р5	###	https:/	Х	1	1	1	1	Υ	1	/	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	/	/	/ ##
59	р5	###	https:/	X	1	1	1	Υ	1	1	1	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	1	/	/
60	p6	###	https:/	X	Υ	1	1	Υ	Υ	1	1	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	1	/	/),1
61	p6	###	https:/	X	1	Υ	1	1	1	1	1	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	1	/	/
62	p6	###	https:/	X	1	1	1	1	Υ	1	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	/	/
63	p6		https:/	X	1	Υ	1	Υ	Υ	1	1	TRUE	TRUE		FALSE							TRUE	1	1	/ !#1
64	p6		https:/	Х	Υ	1	Υ	1	Υ	1	1	TRUE	TRUE		FALSE							TRUE	1	/	/
65	p6	###	https:/	Х	1	Υ	1	Υ	1	1	1	TRUE	TRUE		FALSE								1	/	/
66	p6	###	https:/	X	1	1	1	Υ	Υ	1	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	1	/ +#+

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP		DP
1	2	3	4		73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88		89
	der	nogra	aphics	3	skept	ticism	tone deaf	op consi der		ra- mal		similar ries	ad- vice pn	op consi der	ansv	ver, pr	n answ	er, on	its own	n, only	(skeption) happed bing, n/	ened
							CC	ommer	nts sai	d or ex	press	ed						outo	ome			
					4	8			4	6	5	1	51					10	01			
p#	pg#	date	link	dc	said	expr	sk?	sk?	said	expr	1x	2+	adv	adv?	sk	pn	own	1	?	m	OG	n/a
			106	337	9	39	4	28	40	6	31	20	51	28	2	4	2	31	16	5	40	0
				100%	9%	39%	4%	28%	40%	6%	31%	20%	51%	28%	2%	4%	2%	31%	16%	5%	40%	0%
45	p4	###	https:/	X	Υ	1	1	Υ	Υ	/	Υ	1	Υ	Υ	1	/	/	- 1	1	/	Υ	1
46	p4	###	https:/	X	1	1	1	1	1	/	/	1	/	1	/	/	Υ	I	1	/	1	1
47	p4	###	https:/	Х	1	1	1	1	Υ	1	/	1	Υ	Υ	1	/	1	I	1	/	Υ	1
48	р5	_	_	Х	1	1	1	1	1	1	/	1	1	1	1	/	1	I	1	/	1	1
49	p5		https:/	X	1	Υ	1	1	1	/	/	1	/	1	Υ	/	1	I	1	/	1	1
50	р5		https:/	X	Υ	1	1	1	Υ	/	/	Υ	Υ	1	/	/	/	Υ	/	/	1	1
51	p5		https:/	X	/	1	1	1	1	/	/	1	Υ	1	/	/	/	I	Υ	/	1	1
52	p5		https:/	X	/	Υ	1	Υ	Υ	/	/	Υ	Υ	Υ	/	/	/	I	Υ	/	/	/
53	p5		https:/	X	/	Υ	1	Υ	1	/	/	Υ	/	/	/	/	/	Υ	/	/	/	/
54	p5		https:/	X	Υ	1	1	1	1	/	/	Υ	Υ	1	/	/	/	I	1	/	Υ	1
55	p5		https:/	X	/	1	1	1	1	Υ	/	1	Υ	Υ	/	/	/	I	1	/	Υ	1
56	p5		https:/	X	Υ	1	1	Υ	1	/	/	1	/	1	/	/	/	Υ	1	/	1	1
57	p5		https:/	X	1	1	1	1	1	1	/	1	/	1	1	1	1	I	1	1	Υ	1
58	p5		https:/	X	1	1	1	1	1	1	/	1	/	1	1	1	1	I	Υ	1	1	1
59	p5		https:/	X	1	Υ	1	1	1	1	Υ	1	/	1	1	1	1	Υ	1	1	1	1
60	p6		https:/	X	1	1	1	1	1	Υ	/	1	/	1	1	Y	1	I	1	1	1	1
61	p6		https:/	Х	1	1	1	1	1	1	/	Υ	1	1	1	1	1	Υ	1	1	1	1
62	p6		https:/	Х	1	Υ	1	1	1	1	Υ	1	1	1	1	1	1	I	Υ	1	1	1
63	p6		https:/	X	1	1	1	1	Υ	1	1	Υ	Υ	Υ	1	Υ	1	I	1	1	1	1
64	p6	###	https:/	X	1	1	1	1	1	1	1	Υ	Υ	Υ	1	1	1	1	1	1	Υ	1
65	p6		https:/	X	Υ	1	Υ	1	Υ	1	1	1	Υ	1	1	1	1	1	1	1	Υ	1
66	p6	###	https:/	Х	1	1	1	1	Υ	1	1	1	Υ	Υ	1	1	1	- 1	1	1	Υ	1

DP	DP	DP	DP			DP	DP	DP		DP	DP	DP	DP			DP	
1	2	3	4			90	91	92		93	94	95	96			97	
	den	nogra	aphics		Is th					estable in the future? Meaning, is it atable? What is observable?	Re					t notable in some way? Why? How many of these are TESTABLE / MAYBE / NEITHER?	
										testable	RM	R	/T	R/	М		
						2	16				25	1	.1	7	'		END
p#	pg#	date	link	dc	rep	obs	test	test	М	whats obsv	RM	Т	В	М	В	why	
			106	337	40	54	26	26	26		25	26	11	26	7		
				100%	40%	54%	26%	26%	26%		25%	26%	11%	26%	7%		
45	p4		https:/	X	Υ	Υ	Υ	Υ	1	VISUAL	Υ	Υ	Υ	1	1	SIMPLE	
46	p4		https:/	X	/	/	N	1	1	(OLD)	/	/	1	1	/	1	
47	p4	###	https:/	X	Y	M	N	М	Υ	WRITING	/	/	1	Υ	/	1	
48	p5	_	_	Х	/	/	/	0	1	1	/	/	/	/	/		
49	p5		https:/	X	/	Y	N	/	/	DEBUNKED	/	/	/	/	/	1	
50	p5 -		https:/	X	/	/	N	,	/	DREAM	/	/		,			
51	p5		https:/	X	',	/	N	/	1	SLEEP PARALYSIS	Y	,	/	,	,	COINCIDENCE, HARM, NO SAY PN	
52	p5		https:/	X	',	Y	N	Y	1	GENERAL MONITORING	Y	,	/	,	,	ACTIVITY	
53	p5		https:/	X	/	/	N	/	1	TRAIN	/	/	1	,	,		
54	p5		https:/	X	Y	Y	Y	Y	/	MOVED OBJECTS	/	Y	1	/	1		
55	p5		https:/	X	Υ ,	M	N	M	Y	AUDIO "NOT CONSISTENT"	,	1	,	Y	1		
56	p5		https:/	X	/ Y	Y	N Y	/ Y	,	WRITING ON MIRROR, ONCE GENERAL MONITORING	,	/	,	,	,	1	
57	p5		https:/ https:/	X	Y	Y N	Y N	Y /	1	ANOMOLY	,	Υ /	,	,	,	1	
59	p5 p5		https:/	X	',	N	N	,	,	ANOMOLY	,	,	,	,	,		
60	р5 р6		https:/	X	',	Y	N	,	,	VOICES	,	,	,	,	,		
61	р6		https:/	X	\ ',	N	N	,	,	ESP, ONCE	,	,	,	,	,		
62	р6		https:/	X	\ ',	Y	N	M	Υ	MOVED OBJECTS	,	,	,	Y	,		
63	р6		https:/	X	,	N	N	1	1	SLEEP DIST	,	,	,	1	1	1	
64	р6		https:/	X	Y	Y	Υ	Ϋ́	1	ESP	Y	Y	Ϋ́	1	,	SEEMS POWERFUL	
65	p6		https:/	X	Y	Υ	Υ	Υ	1	SLEEP DIST	Υ	Υ	Υ	1	1	ANXIOUS	
66	р6		https:/	X	Υ	Υ	Υ	Υ	1	MOVED OBJECTS	1	Υ	1	1	1	1	

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		5	6	7	8	9	10	11	12
	den	nograp	hics									
								descriptors				
								337				
p#	pg#	date I	ink	dc	desc1	desc2	desc3	desc4	desc5	desc6	desc7	desc8
		1	L06	337	100	87	65	36	21	16	8	4
				100%	30%	26%	19%	11%	6%	5%	2%	1%
67	p6	### htt	ps:/	Χ	AUDIO	1	1	1	1	1	1	1
68	p6	### htt	ps:/	X	/	1	1	1	1	1	1	1
69	p6	### htt	ps:/	X	VISUAL	ORBS	1	1	1	1	1	1
70	p6	### htt	ps:/	Χ	1ST RESP MIL SG	PHONE	1	1	1	1	1	1
71	p6	### htt	ps:/	Χ	VISUAL	ELECTRICAL	OUIJA	MOVEMENT	AUDIO	APPARITION	FOLLOW	PRE-FEAR
72	p7	### htt	ps:/	Χ	VISUAL	FROST	SPIRIT	1	1	1	1	1
73	p7	### htt	ps:/	Χ	AUDIO	ANIMAL, PETS	1	1	1	1	1	1
74	p7	### htt	ps:/	Χ	SHADOW	ANIMAL, PETS	SLEEP PARALYSIS	DOPPELGANGE	F/	1	1	1
75	p7	### htt	ps:/	Χ	POLTERGEIST	MOVEMENT	AUDIO	VISUAL	1	1	1	1
76	p7	### htt	ps:/	Χ	VIDEO CALL	ELECTRICAL	COLD	1	1	1	1	1
77	p 7	### htt	ps:/	Χ	GHOST	VISUAL	AUDIO	BODY	CREATURE	1	1	1
78	p 7	### htt	ps:/	Χ	GHOST	VISUAL	ELECTRICAL	1	1	1	1	1
79	p7	### htt	ps:/	Χ	DREAM	DREAM, AFTL	1	1	1	1	1	1
80	p 7	### htt	ps:/	Χ	VISUAL	ANGEL	GUARDIAN ANGEL	1	1	1	1	1
81	p 7	### htt	ps:/	Χ	MIRROR	1	1	1	1	1	1	1
82	p 7	### htt	ps:/	Χ	AUDIO	FOLLOW	WINDOW	1	1	1	1	1
83	p 7	### htt	ps:/	Χ	ANIMAL, PETS	ANXIETY, ONGOING	1	1	1	1	1	1
84	p8	### htt	ps:/	Χ	GHOST	VISUAL	1	1	1	1	1	1
85	p8	### htt	ps:/	Χ	BODY	1	1	1	1	1	1	1
86	p8	### htt	ps:/	Χ	MOVEMENT	1	1	1	1	1	1	1
87	p8	### htt	ps:/	Χ	MOVEMENT	AUDIO	SHADOW PERSON	SLEEP PARALYS	SELECTRICAL	DOOR	OUIJA	1
88	p8	### htt	ps:/	Χ	GHOST	MOVEMENT	VISUAL	FOLLOW	SHADOW	DOOR	BODY	1

DP 1	DP 2	DP D			DP 13	DP 14	DP 15	DP 16	DP 17	DP 18	DP 19	DP 20	DP 21	DP 22	DP 23	DP 24	DP 25	DP 26	DP 27	DP 28	DP 29	DP 30	DP 31	DP 32	DP 33	DP 34	DP 35	DP 36
	der	nograph	nics																									
					ppl		purp	ose of	post		In	teract	ive / ol	os			wh	ere					when			fr	equend	СУ
					172			104				1	04				10	04					104				104	
p#	pg#	date lir	ηk	dc	ppl	help	adv	witt	story	n/a	int	obs	d/k	n/a	indr	outdr	veh	?	all	n/a	day	nt	all	d/k	n/a	1x	2x +	n/a
		10	06	337	172	8	24	25	43	4	40	34	26	4	79	9	5	2	5	4	16	42	13	29	4	41	59	4
			2	100%	162%	8%	24%	25%	43%	4%	40%	34%	26%	4%	79%	9%	5%	2%	5%	4%	16%	42%	13%	29%	4%	41%	59%	4%
67	p6	### http	s:/	Χ	1	1	Υ	1	1	1	1	1	Υ	1	1	/	/	1	Υ	1	/	/	Υ	/	1	1	Υ	1
68	p6	### http	s:/	Χ	1	1	1	1	1	Υ	1	/	1	Υ	1	1	1	1	1	Υ	/	1	1	/	Υ	1	1	Υ
69	p6	### http	s:/	Χ	2	1	1	Υ	1	1	1	Υ	1	1	1	Υ	1	1	1	1	/	Υ	1	/	1	Υ	1	1
70	p6	### http	s:/	Χ	2	1	1	1	Υ	1	/	/	Υ	1	Υ	1	1	1	1	1	/	Υ	1	1	1	Υ	1	/
71	p6	### http	s:/	Χ	2	1	1	Υ	1	1	Υ	/	1	1	Υ	1	1	1	1	1	/	1	Υ	1	1	1	Υ	/
72	р7	### http		Χ	5	1	1	Υ	1	1	/	Υ	1	1	Υ	1	1	1	1	1	Υ	1	1	1	1	Υ	1	/
73	р7	### http		X	1	/	/	Υ	/	/	/	Υ	1	1	/	/	/	/	Υ	1	/	Υ	1	/	/	Υ	/	/
74	р7	### http		Х	1	/	1	Υ	1	/	Υ	/	1	1	Υ	/	/	1	/	1	/	Υ	1	/	/	/	Υ	/
75	р7	### http		Х	1	/	1	1	Υ	/	/	Υ	1	/	Υ	1	/	1	/	1	/	/	1	Υ	/	/	Υ	/
76	р7	### http		Х	2	/	Υ	/	1	/	/	Υ	1	1	Υ	/	/	1	/	1	Υ	/	1	/	/	Υ	1	/
77	p7	### http		Х	2	/	/	1	Y	/	Υ	/	/	/	Υ	/	/	/	/	/	/	/	Υ	/	/	/	Υ	/
78	р7	### http		X	2	/	/	Υ	/	/	Υ	/	/	/	Υ	/	/	/	/	/	/	/	Y	/	/	/	Υ	/
79	р7	### http		Х	1	/	/	Y	/	/	Y	/	/	/	Y	/	/	/	/	/	/	Υ	/	/	/	/	Υ	/
80	p7	### http		X	2	/	/	/	Y	/	/	Υ	/	/	/	/	Y	/	/	/	/	Y	/	/	/	Y	/	/
81	p7	### http		X	1	/	/	/	Υ	/	/	Y	/	/	Y	/	/	/	/	/	/	/	/	Y	/	Y	/	/
82	p7 _	### http		X	1	/	/	,	Y	,	/	/	Y	/	Y	,	,	,	,	,	/	Y	/	/	/	/	Y	/
83	p7	### http		X	1	/	Y	,	/	,	Y	/	,	/	Y	,	,	,	,	,	/	Y	/	,	,	/	Y	/
84	p8	### http		X	1	/	,	/	Y	,	/	Y	1	1	Y	,	,	/	,	/	Y	,	1	,	/	/	Y	/
85	p8	### http		X	1	/	,	Y	<i>/</i>	,	Y	/	1	1	Y	,	,	/	,	/	Y	/	1	,	/	Y	,	/
86	p8	### http		X	2	/	1	1	Y	/	/	Y	1	1	Y	/	/	/	/	/	,	Y	1	1	/	Y ,	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	/
87	p8	### http		X	1	/	7	1	Y	/	Y	/	1	1	Y	/	,	/	,	1	/	Y	1	7	/	/	Y	/
88	p8	### http)S:/	X	2	/	Υ	/	/	/	/	Υ	/	1	Υ	/	/	/	1	/	/	/	/	Υ	1	/	Υ	/

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
	der	nogra	aphics														EZ	effort	suc cess
					pa	ast / re	cent /	ongoir	ng					f	ear or	rupset	d	ebunkir	ng
							104								10	04	2	24	1
p#	pg#	date	link	dc	past	rec	OG	d/k	n/a	upset	fear	cur	glad	other	n/a	why	ez	effort	ss?
			106	337	29	30	40	1	4	47	13	27	4	9	4		18	6	1
				100%	29%	30%	40%	1%	4%	47%	13%	27%	4%	9%	4%		18%	6%	1%
67	p6		https:/	X	1	Υ	1	1	1	1	1	Υ	1	1	1	CURIOUS	/	1	1
68	p6		https:/	X	1	1	1	1	Υ	/	1	1	1	1	Υ	0	0	0	0
69	p6		https:/	X	/	Υ	1	1	1	/	/	Υ	1	1	/	CURIOUS	/	1	/
70	p6		https:/	Х	Υ	/	/	1	/	Υ	/	1	1	/	/	CREEPYYY	/	/	/
71	p6		https:/	Х	/	/	Υ	1	/	/	/	Υ	1	1	/	NOT BOTHERSOME	/	/	/
72	р7		https:/	Х	/	Υ	/	1	/	/	/	Υ	1	1	/	NO SCI EXP	/	Υ	/
73	р7		https:/	Х	/	Υ	1	/	/	Υ	/	/	1	1	/	DISTURBED	Υ	/	/
74	р7		https:/	Х	/	/	Υ	/	/	Υ	/	/	/	/	/	DOPPELGANGER	Υ	/	/
75	р7		https:/	Х	/	/	Y	/	/	/	/	Υ	/	/	/	CURIOUS	Υ	/	/
76	р7		https:/	Х	/	Y	/	/	/	Υ	/	/	/	/	/	CO-WORKER FLED VID CALL	Y	/	/
77	p7		https:/	X	Y	/	/	/	/	/	Y	/	/	/	/	INTERACTIVE	/	/	/
78	р7		https:/	X	/	/	Y	/	/	Y	/	/	/	/	/	MYSTERY	/	/	/
79	р7		https:/	Х	/	Y	/	/	/	/	/	Υ	/	/	/	CURIOUS	/	/	/
80	p7		https:/	X	Y	/	/	/	/	/	/	/	Y	/	/	GUARDIAN ANGEL	/	/	/
81	p7		https:/	X	/	/	/	Y	/	/	/	/	/	Y	/	CURIOUS	/	/	/
82	р7		https:/	Х	/	/	Υ	/	/	/	Υ	/	/	1	/	AGAIN	Y	/	/
83	р7		https:/	Х	/	/	Y	/	/	/	/	/	/	Y	/	APPREHENSIVE SURPRISE	/	/	/
84	p8		https:/	Х	Y	/	1	1	1	Υ	/	/	/	/	/	/	/	/	
85	p8		https:/	Х	/	Υ	1	1	1	/	/	Υ	1	1	/	CURIOUS	/	1	/
86	p8		https:/	Х	/	Υ	1	1	1	/	/	Υ	1	1	/	CURIOUS, UNEASY ANTAGONIZED	Υ	1	/
87	p8		https:/	X	Υ	1	1	1	1	/	Υ	1	1	1	1	/	1	1	
88	p8	###	https:/	X	1	1	Υ	1	1	1	1	Υ	1	1	1	CURIOUS	1	1	1

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP
1	2	3	4		52	53	54	55	56	5/	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
	der	mogra	aphics			ra- mal	ske	ptic	agno	ostic	no		ormal / sł agnostic			P	S	A	PS-	P-A	-SA	PSA	no	n/a	dq C
						C	OP exp	olanat	ions			<	ALL OP (GUESSE	:S>	•		<	DIS	STRIBUT	ION	>			
							:	173					17	73						106					
					4	9	4	7	6	9	8														
p#	pg#	date	link	dc	Y pn	Y pn	sk?	sk?	idk	idk	no	Р	S	Α	NO	P	S	A	PS-	P-A	-SA	PSA	no	n/a	d/q
			106	337	37	12	18	29	58	11	8	49	47	69	8	14	4	17	5	14	22	16	8	4	2 0
				100%	37%	12%	18%	29%	###	###	8%	49%	47%	69%	8%	14%	4%	17%	5%	14%	22%	16%	8%	4%	2% ##
67	p6	###	https:/	X	/	1	1	1	Υ	1	1	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ ##
68	p6	###	https:/	Χ	/	1	1	1	/	1	/	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	1	Υ	/ +#+
69	p6		https:/	X	/	1	1	1	Υ	1	/	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	1	1	/ +#+
70	p6		https:/	X	/	/	1	1	/	1	Υ								FALSE				Υ	1	/ ##
71	p6		https:/	X	Y	/	/	/	/	/	/								FALSE				/	1	/ +#+
72	p7		https:/	X	/	/	Y	/	Y	/	/	FALSE	TRUE						FALSE				/	/	/),1
73	p7		https:/	X	/	/	/	Y	Y	/	/	FALSE							FALSE			FALSE	1	1	/ +#+
74	p7		https:/	X	/	/	/	/	Y	/	/		FALSE						FALSE				/	1	/ ##
75	p7		https:/	X	Y	,	,	/	/	1	1								FALSE FALSE				1	1	/ ##
76	p7		https:/ https:/	X	\ \ \	1	,	Υ ,	Y	1	,								FALSE				,	,	/ +#+ / +#+
78	р7 р7		https:/	X	1	1	<i>'</i>	,	T	1	',	FALSE	TRUE						FALSE				,	1	/ +#+
79	р7 p7		https:/	X	,	, ,	,	, V	\ \	,	',	TRUF	TRUE						FALSE				,	,	/ +#+
80	p7		https:/	X	Y	,	,	,	· ·	,	,								FALSE				,	,	/ ##
81	p7		https:/	X	,	Y	,	,	,	,	,								FALSE				,	,	/ ##
82	p7		https:/	X	Y	,	,	,	,		,								FALSE						/ +#+
83	p7		https:/	X	/	1	1	Υ	Υ	1	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	1	/ +#+
84	р8	###	https:/	Χ	/	Υ	1	1	1	1	1	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	1	1	/ 1,
85	р8	###	https:/	X	1	1	Υ	1	Υ	1	1	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	1	1	/ +#+
86	р8	###	https:/	X	1	Υ	1	Υ	1	1	1	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	1	1	/ +#+
87	p8	###	https:/	X	1	Υ	1	1	1	1	1	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	1	1	/ +#+
88	p8	###	https:/	Χ	Υ	1	1	1	Υ	1	1	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	1	1	/ +#+

DP	DP	DP	DP		DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP	DP		DP
1	2	3	4		73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88		89
	der	nogra	aphics	3	skept	ticism	tone deaf	op consi der	pa nor			similar ries	ad- vice pn	op consi der	ansv	ver, pr	n answ	er, on	its own	n, only	(skeption) happed bing, n/	ened
							cc	mmer	nts said	d or ex	press	ed						outc	ome			
					4	18			4	.6	5	1	51					10	01			
p#	pg#	date	link	dc	said	expr	sk?	sk?	said	expr	1x	2+	adv	adv?	sk	pn	own	1	?	m	OG	n/a
			106	337	9	39	4	28	40	6	31	20	51	28	2	4	2	31	16	5	40	0
				100%	9%	39%	4%	28%	40%	6%	31%	20%	51%	28%	2%	4%	2%	31%	16%	5%	40%	0%
67	p6	###	https:/	X	1	1	1	1	Υ	1	1	1	Υ	1	1	/	1	1	Υ	1	1	1
68	p6	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	/	/	1	1	/	1	1
69	p6	###	https:/	X	1	1	1	1	1	1	Υ	1	1	1	1	/	/	Υ	/	/	1	1
70	p6	###	https:/	X	1	Υ	1	1	1	1	Υ	1	1	1	1	/	/	Υ	/	/	1	1
71	p6	###	https:/	X	1	Υ	1	1	Υ	1	1	1	Υ	1	1	/	/	- 1	/	/	Υ	1
72	р7	###	https:/	X	1	1	1	1	1	1	1	1	1	1	1	/	/	Υ	/	/	1	1
73	р7	###	https:/	X	1	Υ	Υ	Υ	1	1	1	1	Υ	Υ	1	/	/	- 1	Υ	/	1	1
74	р7	###	https:/	X	1	Υ	М	1	Υ	1	Υ	1	Υ	1	/	/	/	- 1	1	/	Υ	1
75	р7	###	https:/	X	1	Υ	1	Υ	1	1	Υ	1	Υ	Υ	/	/	/	- 1	1	/	Υ	1
76	р7	###	https:/	X	1	1	1	1	1	1	Υ	1	Υ	Υ	1	/	/	Υ	/	/	1	1
77	р7	###	https:/	X	1	1	1	1	Υ	1	1	1	Υ	1	1	/	/	- 1	Υ	/	1	1
78	р7	###	https:/	X	1	Υ	1	Υ	1	1	Υ	1	1	1	/	/	1	- 1	1	/	Υ	1
79	р7	###	https:/	X	1	1	1	1	Υ	1	Υ	1	1	1	1	/	/	- 1	Υ	/	1	1
80	р7	###	https:/	X	1	1	1	1	1	1	Υ	1	1	1	1	/	/	Υ	/	/	1	1
81	р7	###	https:/	X	Υ	1	1	1	1	1	1	1	Υ	Υ	1	/	/	Υ	/	/	1	1
82	р7	###	https:/	X	1	1	1	1	1	1	1	1	Υ	Υ	1	1	1	1	1	1	Υ	1
83	р7	###	https:/	X	1	Υ	1	Υ	1	1	Υ	1	Υ	Υ	1	1	1	1	1	1	Υ	1
84	p8	###	https:/	X	1	1	1	1	Υ	1	1	1	1	1	1	1	1	1	1	Υ	1	1
85	p8	###	https:/	X	1	1	1	1	1	1	Υ	1	Υ	Υ	1	1	1	Υ	1	1	1	1
86	p8	###	https:/	X	1	Υ	1	Υ	1	Υ	1	1	1	1	1	1	1	Υ	1	1	1	1
87	p8	###	https:/	X	1	Υ	1	Υ	Υ	1	Υ	1	Υ	Υ	1	1	1	1	1	Υ	1	1
88	p8	###	https:/	X	1	Υ	1	Υ	Υ	1	1	Υ	Υ	Υ	1	1	1	- 1	1	1	Υ	1

DP	DP	DP	DP			DP	DP	DP		DP	DP	DP	DP			DP	
1	2	3	4			90	91	92		93	94	95	96			97	
	den	nograp	ohics	;	Is th					estable in the future? Meaning, is it eatable? What is observable?	Re					t notable in some way? Why? How many of these are TESTABLE / MAYBE / NEITHER?	
										testable	RM	R	/T	R/	М		
						2	16				25	1	.1	7	'		END
p#	pg#	date	link	dc	rep	obs	test	test	М	whats obsv	RM	Т	В	М	В	why	
			106	337	40	54	26	26	26		25	26	11	26	7		
				100%	40%	54%	26%	26%	26%)	25%	26%	11%	26%	7%		
67	p6	### ht	ttps:/	X	1	Υ	Ν	1	1	AUDIO	1	1	1	1	1	1	
68	p6	### ht	ttps:/	X	1	1	/	1	1	N/A	1	1	1	1	1	1	
69	p6	### ht	ttps:/	X	1	Υ	Ν	1	1	VISUAL OBJECT	1	1	1	1	1	1	
70	p6	### ht		Х	1	Υ	Ν	1	1	PHONE RING	Υ	1	1	1	1	NO SAY PN	
71	p6	### ht		X	Υ	Υ	Υ	Υ	1	INTERACTIVE	Υ	Υ	Υ	1	1	INTERACTIVE	
72	р7	### ht	ttps:/	X	/	Υ	Ν	1	1	FROST	Υ	1	1	1	1	TRIED TO DEBUNK	
73	р7	### ht	ttps:/	X	/	Υ	Ν	М	Υ	AUDIO/VIBRATION	1	1	1	Υ	1	1	
74	р7	### ht	ttps:/	X	Υ	Υ	Υ	Υ	1	GENERAL MONITORING	1	Υ	1	1	1	1	
75	р7	### ht	ttps:/	X	Υ	Υ	Υ	Υ	1	GENERAL MONITORING	1	Υ	1	1	1	1	
76	p 7	### ht	ttps:/	X	1	Υ	Ν	М	Υ	VIDEO CALL	Υ	1	1	Υ	Υ	OP IS NOT INTO PN	
77	p 7	### ht	ttps:/	X	1	1	Ν	1	1	POSSIBLE ONGOING	1	1	1	1	1	LONG	
78	p7	### ht	ttps:/	X	Υ	1	Ν	М	Υ	GENERAL MONITORING	1	1	1	Υ	1	1	
79	р7	### ht	ttps:/	Х	1	N	Ν	1	1	DREAM	1	1	1	1	1	1	
80	р7	### ht	ttps:/	Х	1	1	Ν	1	1	VISUAL, ONCE	1	1	1	1	1	1	
81	p 7	### ht	ttps:/	Х	1	1	Ν	1	1	STARED @MIRROR TOO LONG	1	1	1	1	1	1	
82	p 7	### ht	ttps:/	X	Υ	Υ	Υ	Υ	1	WINDOW KNOCK	1	Υ	1	1	1	1	
83	p 7	### ht	ttps:/	X	Υ	М	Ν	М	Υ	GENERAL MONITORING	1	1	1	Υ	1	1	
84	p8	### ht	ttps:/	Х	1	N	Ν	1	1	OLD	1	1	1	1	1	ONE OF MANY, BUT OLD	
85	p8	### ht	ttps:/	Х	1	N	Ν	1	1	BODY	1	1	1	1	1	1	
86	p8	### ht	ttps:/	Х	1	Υ	Ν	М	Υ	STORAGE ROOM	1	1	1	Υ	1	1	
87	p8	### ht	ttps:/	Х	1	Υ	Ν	1	1	ENVIRONMENT	1	1	1	1	1	1	
88	p8	### ht	ttps:/	Х	Υ	Υ	Υ	Υ	1	MOVEMENT, VISUAL, AUDIO	Υ	Υ	Υ	1	1	SK COM, IHOP	

DP	DP	DP	DP		DP	DP	DP	DP	DP	DF	P [)P	DP
1	2	3	4		5	6	7	8	9	10) 1	.1	12
	den	nogra	aphics	i									
								descriptors					
								337					
p#	pg#	date	link	dc	desc1	desc2	desc3	desc4	desc5	des	c6 de	sc7	desc8
			106	337	100	87	65	36	21	16	5	8	4
				100%	30%	26%	19%	11%	6%	5%	6 2	.%	1%
89	p8	###	https:/		SHADOW	SHADOW PERSON	MIRROR	1	1	1	/	1	
90	p8	###	https:/	X	AUDIO	CLEAR WORDS	SLEEP PARALYS	IS ELEC RADIO/T\	/ /	1	/	1	
91	p8	###	https:/	Х	AUDIO	SLEEP APP	EVP	LATIN	1	1	/	1	
92	p8	###	https:/		VISUAL	1	1	1	1	1	/	1	
93	p8	###	https:/	Х	AUDIO	ANIMAL, PETS	UN-RECORD	EARTH NOISE	1	1	/	1	
94	p8	###	https:/	Х	AUDIO	LOCK	PRE-FEAR	1	1	1	/	1	
95	p9		https:/	X	/	1	1	1	1	1	1	1	
96	p9		https:/	Х	1ST RESP MIL SG	DOOR	AUDIO	1	1	1	/	1	
97	p9	###	https:/	Х	MOVEMENT	ANIMAL, PETS	1	1	1	1	/	1	
98	p9	###	https:/	Х	/	1	1	1	1	1	/	1	
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102	p9	###	https:/	X	SHOWER	1	1	1	1	1	/	1	
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94	p8		https:/	X	1	1	Υ	1	1	Υ	1	1	1	1	/	COINCIDENCE, 2X	/	1	1
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90	p8	### https		<	/	N	N	1	/	UNPLUGGED RADIO, ONCE	1	1	1	1	1	1	
91	p8	### https		<	/	Υ	N	M	Υ	SLEEP APP, SKEPTIC	1	1	1	Υ	1	1	
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101	p9	### https	:/ >	<	1	Υ	Ν	1	1	DOPPELGANGER, ONCE	1	1	1	1	1	1	
102	p9	### https	:/ >	<	1	Ν	Ν	1	1	NO REC SHOWER	1	1	1	1	1	1	
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Appendix 6

Draft Outreach Plan

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INTRODUCTION

APP's Study #1 found that people appear distressed by "paranormal" events:

In under 34 days late last year, 1,003 paranormal reports were filed to one outlet. Adjusted, that rate would assume over 10,000 per year, to *just one* internet discussion forum.

In the first 100 reports there were no mentions of UFOs, Bigfoot, or various skeptical prizes for paranormal evidence. Primarily referenced were disturbing unexplained events in peoples' homes.

- Over half (60%) expressed distress.
- Over half (57%) requested assistance with the matter. For every report an average of 1.72 people were affected.
- Almost two-thirds (67%) expressed skepticism and agnostic beliefs. Closer to half but not quite, 40% described ongoing events. Over a quarter (26%) of the reports described measurable
- (observable *and* repeatable) events.
- Three-quarters of Americans believe in at least one paranormal topic.

What can be done about this?

The obvious answer is to bring science to the fore. Skeptics appear to have explanations. Is there a way to jettison this information over the Dunning-Kruger barrier? (Yes, be friendly.)

Besides *pleasant* educational outreach, there is much to be tested. Air quality and video are low hanging fruit, inexpensive and likely to solve many if not a majority of complaints.

In APP's Study #1, several "remarkable" reports offered puzzles for interested skeptics. People seek answers. Skeptics like to solve puzzles. A neutral meeting place could bring solidarity.

With the advent of technology and plethora of resources already available, some *organizational-planning* could bring comfort – via solutions – to distressed paranormal claimants.

The following draft plan strives to address the issue of disturbing unexplained events in peoples' homes.

LITERATURE REVIEW

A. Scientific Explanations

Wiseman, Watt, Stevens, et al (2003) sums up the accepted scientific opinion on the matter:

"These findings strongly suggest that alleged hauntings may not necessarily represent evidence for 'ghostly' activity, but could be, at least in part, the result of people responding to 'normal' factors in their surroundings."

In general, scientific explanations for the paranormal range from mental to environmental. Note that five items on the following list are empirically measurable. (Table A1).

Table A1

Scientific Explanations

<u>Live Science 2015</u>	Scientific American 2019	Popular Science 2020		
Infrasound	Low frequency sound	You want to believe		
Electromagnetic energy	Mold	You'd rather not risk it		
Power of suggestion	Carbon monoxide	You need a little company		
Misunderstand ambiguous events	The power of suggestion	Your brain is unwell		
Optical illusions	Drafts	You're getting some bad vibrations		
False memories	We enjoy being afraid	You're in the wrong place / wrong time Your mind is playing tricks on itself		

Sources: Scientific American (Stierwalt, 2019); Live Science 2015 (Pappas, 2015); Popular Science (Bittle, 2020).

These explanations are not without criticism. Public comments on the *Popular Science* list:

"None of this explains why our doorbell used to go off even after we took the batteries out of it. Or how a house full of people heard my grandma who had stage 4 terminal lung cancer scream my moms name at the top of her lungs and when we went to check on her she was dead asleep."

--- Bree Xo

"None of these explanations solve the mystery of spiritual phenomena caught by methods used by contemporary "ghost hunting" methods such as: camera captures (various types), EVPs, spirit box communication (admittedly flawed), electrical disruptions, etc. With the most convincing being the simultaneous camera captures on multiple cameras with witnesses. As well as the EVPs. Of which, no one has a satisfactory explanation. Dogmatic insistence, aside."

--- Peaman

B. Psychological Explanations

The Skeptics' Guide to the Universe tome *How to Know What's Really Real in a World Increasingly Full of Fake* may be the most comprehensive look at the topic. (Novella et al, 2018). The over-arching premise is that paranormal amounts to misunderstanding natural things. (Table A2). While all valid, to the public these answers may at times seem difficult to understand and apply.

Table A2

Psychological Explanations

Brain Fails	Thinking Fails	Bad Science
1 False Memory	7 Dunning-Kruger Effect	17 Methodological Naturalism
2 Bad Perception	8 Motivated Reasoning	18 Postmodernism
3 Pareidolia	9 Logical Fallacies	19 Occam's Razor
4 Hyperactive Agency Detection	10 Cognitive Biases	20 Pseudoscience
5 Hypnagogia	11 Appeal to Antiquity	21 Denialism
6 Ideomotor Effect	12 Appeal to Nature	22 P-Hacking
	13 Fundamental Attribution Error	23 Placebo Effects
	14 Anomaly Hunting	24 Anecdote
	15 Data Mining	
	16 Coincidence	

Source: The Skeptics' Guide to the Universe, How to Know What's Really Real in a World Increasingly Full of Fake. (Excerpt from Table of Contents.)

C. Ghost Hunting

A search of Amazon.com for books related to ghost hunting turned up surprisingly few results. To list them here would display a lack of scientific prowess, embodiment of the echo chamber.

Though skeptical analysis of ghost hunting is almost as sparse, a few exceptions exist. Mr. Benjamin Radford, a research fellow at the Committee for Skeptical Inquiry, has penned many informative (and cheeky) works on the shortcomings of ghost hunting techniques. Among them are Scientific Paranormal Investigation (2010a), Ghost Hunting Mistakes (2010b), Investigating Ghosts: The Scientific Search For Spirits (2017a), and Are Ghosts Real? Evidence Has Not Materialized (2017b). This quote from Scientific Paranormal Investigation summarizes the task:

"The cardinal rule is that an investigator must eliminate all the natural explanations before accepting supernatural ones, and must use sound science." (Radford, 2010a)

The Atlantic's 2016 *The Broken Technology of Ghost Hunting* critiques the K-II (EMF) meter. The article surmises that, "For the believer, this is where ghosts live: in static, in glitches and in blurs." (Dickey, 2016). Public anecdotal testimony suggests otherwise, but asserts no *hard* proof.

Joe Nickell's 2012 *The Science of Ghosts: Searching For Spirits* is also packed with good information. But again this does not *directly* help people who are bothered in their homes.

D. Review: Skeptical Inquirer – Ghost Hunting Mistakes

Review of Article: Ghost Hunting Mistakes
By Benjamin Radford, for The Skeptical Inquirer, November 2010.
https://skepticalinquirer.org/2010/11/ghost-hunting-mistakes/

This article was published in 2010, in conjunction with a corresponding book. Have paranormal investigators incorporated this information? The article is not above sarcasm, but is informative.

- 1. Assuming that no specialized knowledge/expertise is needed to <u>effectively</u> investigate ghosts.
 - Investigation
 - Logic
 - Critical thinking
 - Psychology

- Science
- Forensics
- Other areas
- 2. Failing to consider alternative explanations for anomalous or "unexplained" phenomena.
 - Process of elimination.
 - EVPs / Voices.
- 3. Considering subjective feeling and emotions as evidence of ghostly encounters.
- 4. Using improper and unscientific investigation methods.
 - Lights off
 - Sampling errors

Baseline should be dozens, hundreds of data points. GH sample size too small. Statistical averages.

• Unproven tools and equipment

Proven connection to ghosts (em, temp, ion) [BR is working backward].

• Ineffectively using recording devices

Not emf, ion, or other; use reg cam/audio correctly: grid+corners (signal strength). Should find issue immediately not weeks later, so it can be parsed.

- 5. Focusing on the history of a haunted location instead of the specific phenomena reported at it.
- 6. Conducting a stakeout or "lock down."

All failed at yielding evidence: A scientific experiment without evidence.

Better results if left the lights on.

Not controlling the environment but people.

Impossibly large range of phenomena = narrow it down then control.

Conclusion of original article *Ghost Hunting Mistakes:*

"Ultimately, of course, whether ghost hunters choose to use scientific methods and strategies is up to them. ... If ghost hunters don't care about performing scientifically valid investigations ... they can't complain that no one offered a science-based paradigm for paranormal investigation."

E. Miscellaneous Fact Finding

Several other factors *bordering* on relevant to this topic cannot be explored fully in this review.

- 1. The bounds of science, the current scientific rules Best left to a public education portal.

- Gadgets and measurement Methodology panels can uncover best practices.
 Tone deaf criticism of paranormal Better evidence is needed to refute criticism.
 Times science was surprised (not baffled) Underscores the point that science evolves.
- 5. Times science was wrong Underscores the point that science evolves.
- 6. Unknown vs unknowable Times science cracked a long-standing academic mystery.

However one particular article espouses most of the above tenets. Scientific American published *Brilliant Scientists Are Open-Minded about Paranormal Stuff, So Why Not You?* By John Horgan on July 20, 2012. (Horgan, 2012).

Mathematics pioneer Alan Turing's benchmark opinion that telepathy and telekinesis cannot exist in the same paradigm as natural laws:

"As Turing noted, paranormal phenomena such as telepathy and telekinesis "seem to <u>deny all our usual scientific ideas</u> ... The known laws of physics ... would be one of the first to go."

Turing's benchmark mockery of paranormal:

"It is very difficult to rearrange one's ideas so as to fit these new facts in. Once one has accepted them it does not seem a very big step to believe in ghosts and bogies."

Psychical pioneer Psychologist William James' controversial opinion on evidence:

"So when I turn to the rest of the evidence, ghosts and all, I cannot carry with me the <u>irreversibly negative bias</u> of the 'rigorously scientific' mind, with its presumption as to what the true order of nature ought to be. I feel as if, though the evidence be flimsy in spots, it may nevertheless collectively carry heavy weight."

Renowned quantum physicist Freeman Dyson's 2004 benchmark opinion of paranormal:

"Paranormal phenomena are real but lie outside the limits of science."

Nobel Prize winning physicist Brian Josephson's 1991 controversial opinion of telepathy:

"Yes, I think telepathy exists, and I think quantum physics will help us understand its basic properties."

From 1991 through 2020 telepathy had not been proven through quantum physics or any other means. In 2021 skeptical prizes still go unclaimed, while affirmative anecdotes still abound.

DISCUSSION OF LITERATURE

The preceding literature describes current scientific knowledge on the subject. However a few facets of the subject escape the literature. This section can be designated as editorial discussion.

A. Tone Deaf Skepticism

Without calling anyone out, some skeptics approach the paranormal without taking into consideration some key factors.

1. Not Clowning Around

A lot of people, real people, are genuinely disturbed by unwanted events in their homes. APP Study #1 was a way to document that. These people are not frauds. They are actively seeking help with debunking. For learned minds to make fun of them borders on unconscionable.

2. Not Against Natural Laws

It is easy to find outliers in the paranormal community that are way out into left field. Cold Fusion is an easy example. However most paranormal claimants, even researchers, are not attempting to re-write the laws of nature. To the contrary, their cumulative point seems to be that mankind has not conquered these (things) as they have with other areas of natural law. Skeptics say it has been proven otherwise. A paper could be written on dissenting scholarly opinion. Therefore the best solution is *more* science, not "close up and go home."

B. Paranormal Freeze

Without calling anyone out, an abundance of debunking (and science) information is already out there. People seem sincere. One possibility may be cases of "deer-in-the-headlights." Air quality can cause hallucinations, according to science. So why does the paranormal community almost never speak of this? Possibly people do not know *where to begin* with (real) science.

Could it be that all of the millions, arguably billions, of paranormal experiences throughout history, have not been paranormal? Where is the evidence? With the advent of technology there is no reason for the paranormal community to continue to ignore science.

C. Room For Improvement

Both camps could be more effective. Skeptical information either has not been reaching the paranormal community, or it has not been effective. The paranormal community should be able, in this day and age, to either rid itself of or prove that these things exist.

(DRAFT) LONG TERM PLAN

Where does all this information lead, the *Recent Paranormal Claims* Series and the preceding literature review? It should lead to helping people distressed by "paranormal" events.

A. Proposed Organizational Plan

Abundant resources already exist to debunk "paranormal" events and set peoples' minds at ease. What is needed is a coordinated effort to bring these resources to the people who need them.

A free and open website can promote networking, education, and methodology discussions. A targeted media campaign can make interested parties aware of the new resource.

Many other avenues are possible: A directed survey of paranormal reports, a library of anecdotes and field researchers, a certification point for investigators, and means of assistance for debunking stubborn cases. In the unlikely event that any withstand debunking, all the better.

The Methodology Panels and Education Portal should remain the pillars. A Paranormal Chair and a Skeptical Chair could exist as largely honorary designations though they may retain veto power, and light managerial roles *if desired*.

A single knowledgeable system administrator could oversee website maintenance as well as the few executive functions a low-key organization might need. All records should be maintained in a reasonably open manner, including certified financial records if applicable.

The organization could be self-sustaining considering the popularity of the topic; and the organization could be self-correcting through public input and more formally, peer review.

Table A3 presents a practical road map.

B. Networking – Open Repository

Such an organization would not be the first of its kind. However a paranormal/skeptical organization would be unique to both speak to the general population on a basic level *and* incorporate the brightest scientific minds. (Table A4). (Table A5).

Skeptics may be most interested in the Methodology Panels and fact checking the educational materials.

Later, in the unlikely event of cases with chronic debunking failure, these could be documented and put through subsequent rounds (methodology planning, measurement, review) until the issue is resolved. Ultimately finding some cases worth passing along to Academia, would amount to the Holy Grail for such a project. (Table A6).

C. Education Portal

The first priority, aside from integrity, should be to meet head-on the needs of the distressed. Some of the ways education can help ease peoples' distress:

Debunking. Plainly articulated, fact filled debunking resources made available and easy to find. A draft debunking brochure has been drawn up, titled *Is Your House Haunted?* It is a colorful five-page read, including scientific and psychological explanations for paranormal, a gadget chart, and a *how-to* list for debunking. A final version would have best practices from the upcoming Methodology Panels. (Exhibit 1 – Is Your House Haunted?).

Handbook. With collaboration from scientific stalwarts, a practical field guide to debunking.

Library. Organized by category: Paranormal Anecdotes, useful scientific information, field researchers, and relevant contacts.

APP Courses. A methodology panel will finalize the first draft outlines (already written) for the courses. Designed for those interested in a better understanding of the science and academics of the paranormal, these will be formal primers. Presented in a college course format, each 6-8 week primer will offer a review of the accepted knowledge on a particular topic as it intersects with science. Initial courses involve general academics, science, environmental facets, and scientific investigation. Tentative program ideas include a merit system and certification for successful participants. (Table A7).

In addition to the regular categorized Library, APP Courses, and Methodology Panels, this is a good opportunity to bring science to people who may be interested but do not know where to begin. Table A8 and Figure 1 demonstrate a few high quality, easy-to-digest educational sources.

Investigator Certification. Like the APP Courses, this would be a merit-based certification for interested paranormal investigators who want to showcase their scientific chops. (Table A9). Also subject to methodology panels, we hope skeptics will collaborate to set best practices.

D. Methodology Panels

The second pillar of the organization would be its methodology panels. (Table A10). Best practices have not been established for paranormal investigators, not formally or unilaterally.

Much of this work has already been started by the esteemed researchers mentioned throughout.

With respect to the Center for Inquiry, who offers the current Paranormal Prize, they endeavor to investigate paranormal claims that qualify. However, most people who have paranormal events are just people who want a quick DIY answer to make the event stop. This is not worthy of CFI's attention. But there are untold thousands who could benefit from shared knowledge of best practices for debunking.

Long is the list of planned invitees, including top sources for each camp. (Table A4, Table A5). The methodology forums will be public and all interested skeptics/experts are welcome.

D. Methodology Panels (continued)

Among the first panel topics:

- Self-debunking help. What improvements can be made to the draft instructions? Are there better AQ testing / video options than listed?
- If AQ is clean and video exists, what would be the best way to test an environment for anomalies <u>on a budget</u>? (With the goal of providing an explanation for the event.)
- If AQ is clean and video exists, what would be the best way to test an environment for anomalies <u>if price were no object</u>?
- A grid of sensors has been suggested as effective. Custom modular environmental sensors are available through several vendors. What is the best way to engineer this apparatus?
- Shadows are a persistent complaint. What is the best way to measure shadows? (Saying to ignore it or pointing to psychological answers will come *after* measurement.) Light sensitivity meters should be mounted, replicated, and constant. How to improve?

There are many more questions. And there will be dozens more that better qualify as information sharing (education); people will inevitably suggest things that have been tried/considered before.

So far in the methodology panels / forums has been no mention of the paranormal camp. As skeptics are needed to help apply the scientific method, paranormal participants are needed to provide the cases for examination. The dynamic is paranormal distress -> how to help.

See "Best Cases" below for more on how the paranormal camp contributes to the panels.

All are welcome to participate (skeptical or paranormal) though panel members will have their posts/replies/contributions displayed more prominently. Formal panel members will be determined on an informal, voluntary, rotating basis. There is no limit to the number of panel members except what is logistically practical.

E. Micro-Environment Testing APParatus (M. E. T. A.)

Interested mechanical and electrical engineers are invited to help design a practical gadget system to measure qualities of a micro-environment, i.e. someone's house. Ideally this would encompass multiple stable A/V inputs plus a suite of air quality measurements, that would track and keep data, ideally in real time to a cloud server for authenticity. This is a very interesting topic, one which deserves its own white paper. A summary of this is demonstrated in the draft debunking brochure. The array and variety of (inexpensive) components available is impressive.

Cynical readers may point out that APP engineering and selling a testing apparatus (or a field handbook) is a capitalist pursuit. Yes, that may be a byproduct of the true motivation. The point is to make it easy and efficient to test paranormal claims, which should help ease peoples' stress.

F. Best Paranormal Claims Review

The most fun of the website/organization might be the best claims review. Paranormal participants, both individuals and organizations, will be welcome to contribute their best *ongoing* claims for debunking help. Participants must go through self-debunking steps first. Then a skeptical panel can give custom advice and later follow up. A beginning outline of this program has been drafted. (Table A11). In the unlikely even that remote assistance fails, a team of certified investigators could be dispatched to collect more measurements, to verify or dispel. This entire process may take a reasonable length of time as there are many steps to implement.

G. Remainder Sample Queue (APP Study #2)

APP Study #1 was the first round, the first 100 reports in a queue of 1,003. Releasing the first round allows the opportunity for feedback on its methodology. The remaining queue will be processed according to honed guidelines established with insightful feedback. The feedback period on Study #1 will remain open for two months before the analysis proceeds.

H. Directed Survey (APP Study #3)

Eyewitness testimony (anecdotal evidence) is not the optimal test method. However polls can be enlightening if executed properly. A directed survey is planned to expand on the criteria assessed in Studies #1 and #2. Benefits include a wider sample and more comprehensive data. Location, distress, frequency, descriptors, debunking, and other facets can be explored more completely.

As a prelude to methodology discussions on best practices for the directed survey, one detailed resource stands out. The Pew Research Center published a helpful asset called *Questionnaire Design*. (Pew, 2021.) This expansive document details in great length the *hows* and (just as important) *whys* of effective poll design, to best obtain accurate results.

A draft of this directed survey is currently available at the website.

I. Academic Review (APP Study #4)

In looking forward to cover contingencies we may eventually compile a queue of stubborn cases that resist debunking. These cases would arise after passing self-debunking, the *Best Paranormal Claims Review*, and independent verification. If any such cases exist, we expect to compile them for consideration by interested academic publications. It is premature to speculate further.

J. Journal – APP Quarterly

"The difference between science and screwing around is writing it down." This profound statement is attributed to *The Great Adam Savage*, of MythBusters fame. (Savage, 2021). Regular status reports can detail the metrics of APP's progress.

J. Journal – APP Quarterly (continued)

More importantly, paranormal researchers are frequently lambasted by skeptics for shoddy research methods. One component of the problem is "pay-to-play" journals where anyone with the admission fee can have their work published – no questions asked. While open resources are good, a general lack of formal review works against the researcher who wishes to grow.

This is a fertile area for the subject of Paranormal. There are many paranormal experts who assert hypotheses and express a desire to suss out an issue, regardless of the outcome. Likewise there are scientific experts and academics willing to engage in *politely* critiquing paranormal theories. Of course many paranormal researchers will shun the idea of academic criticism. Researchers interested in *constructive* feedback will have a venue through the APP Quarterly.

A process will be determined appropriately for admission requirements, reviews, and publication.

K. Public Outreach

What good is all the information in this draft plan, or the draft plan itself? The mission is to help ease peoples' distress at paranormal events. After a solid framework is in place, for debunking information and methodology forums, outreach can begin toward the public (both camps).

Social media advertising is relatively inexpensive. (WebFX, 2021). The wide appeal of the topic ensures mass exposure. (Harnil, 2018). Invitations to major and minor organizations relevant to these topics, can be issued to both paranormal and skeptical camps.

L. Self-Correcting (Oversight)

The phrase "herding cats" may well apply to this endeavor. Major areas of concern are promoting good science, good faith (ethics), and a *friendly* atmosphere.

There are scores of paranormal topics and a low level of science proficiency among the public. Upon sign-up to the website that serves as APP's public portal, the tenets above are made clear. Moderators will be appointed appropriately. Educational material will be constantly highlighted.

Another major concern is maintaining academic credibility, meaning scientific policies that work within the bounds (review, improve, repeat) of Academia. Public input, peer review, and a ratings system can contribute to the self-correcting nature of the organization.

M. Self-Sufficient

At onset, the organization and website would incur minimal overhead. Studies and management can be handled by *appropriate* volunteers. The paranormal is a popular topic. Social media advertising is inexpensive. Self-sufficiency could be achieved with few donations. A small promotional "Date-Book" campaign is planned to secure television advertising and start the field book. The (META) APParatus engineering will require more fundraising, at the appropriate time.

CONCLUSION

The Aster-P Project is neither the first nor the last to attempt to bridge the gap between science and paranormal. Its entire scheme may be viewed by some as just another "crackpot" endeavor.

However, skeptics approach the paranormal without taking into consideration some key factors. A lot of real people are genuinely disturbed by unwanted events in their homes. These people, for the most part, are not frauds. They also actively seek help with debunking. For learned minds to point and make fun of them borders on unconscionable.

Both camps could be more effective. Skeptical information either has not been reaching the paranormal community, or it has not been effective. The paranormal community should be able, in 2021, to either rid itself of, or prove that these things exist.

The best option to help may be a combination of education, advertising, and cooperation between "experiencers" and skeptics to figure out tough cases. This draft long-term plan provides a starting point and a route for bringing the two camps together.

- Volunteer-Based, Science-Minded, People-Oriented
- Networking Open Repository (website)
- Education Portal (debunking library, handbook, courses, investigator certs)
- Methodology Panels (this/other research, debunking, testing) Micro-Environment Testing Apparatus (META)
- Best Paranormal Claims Review
- Remainder Sample Queue (APP Study #2)
- Directed Survey (APP Study #3)
- Academic Review (APP Study #4)
- Quarterly Journal (with panel of reviewers)
- Outreach Plan
- Self-Correction (through peer review)
- Self-Sufficient (meager needs met via small donations)

The best solution is *more* science, not "close up and go home." Let us work together.

Exhibit 1

Draft Debunking Brochure: Is Your House Haunted

The following is is not a real brochure. It is a draft to spur suggestions.

More to the point, the idea of a brochure is in keeping with the conclusion that people would benefit from scientific assistance with paranormal claims.

It is true that this brochure does not have the best debunking information *yet*. Thoughtful commentary can help shape the final draft into a useful product.

Experts may create far better resources. APP will hold no grudge. The goal is "best practices."

Themes of a debunking brochure should include:

- short, easy-to-understand document
- practical ideas, things that can be done realistically, without much delay
- best ways to monitor the various components of an environment
- how to *succinctly* combat psychological components / misunderstandings

Is Your House Haunted?

Are you **bothered** by something you can't explain? Science says you're imagining it, or misunderstanding the real cause. But you're not trying to have an issue, right? So how can you fix it?

1. Check Your Psyche

There's a **laundry list** of ways that skeptics say you're imagining the issue. Most people don't think they're imagining things. So check the environment too.

2. Check Your Environment

It's relatively cheap and easy to test all the explanations science has:

(NOTE: We DO NOT sell anything, Links are only for your convenience.)

- Low Frequency Sound (free phone apps)
- Mold (\$8 kit at Home Depot)
- Carbon Monoxide (\$20 gadget at Home Depot)
- Drafts (\$15 gadget at Amazon)
- Electromagnetic Energy (\$30 gadget at Amazon)
- ∘ Video/Audio record securely with a \$99 (Ring, Inc.) cam



Check Science's Explanations for Paranormal Events:

We researched gadgets for cost and availability. (We do NOT benefit from these sources!)

	Cheap		Better		Third	
Measure This:	Gadget	Cost	Gadget	Cost	Party	Cost
Scientific Evalenations	Gauget	Cost	Gauget	Cost	Palty	Cost
Scientific Explanations						
Low freq. / Infrasound	r1	free	r2	< \$500		
Electromagnetic energy	r3	< \$30	r4	< \$150		
Mold	r5	< \$10	r6	< \$150		
Carbon monoxide	r7	< \$20	r8	<\$350		
Drafts	r9	< \$30	r10	< \$150		
Home Monitoring System						
Audio	r12, 1x	\$100-\$200	r11, 4x	< \$250	r12, 2x	\$300-\$600
Visual	r12, 1x	(included)	r11, 4x	(included)	r12, 2x	(included)
Motion	r12, 1x	(included)	r11, 4x	(included)	r12, 2x	(included)
Subscription	r13, 1x	<\$11/mo			r13, 1x	<\$11/mo
Other Environmental Stats						
Humidity	r9	(included)	r10	(included)		
Air pressure	r9	(included)	r10	(included)		
Temperature	r9	(included)	r10	(included)		`
Air speed	r14	< \$15	r15	< \$100		
Radon	r16	< \$20	r17	< \$140		
AQI 9-in-1			r8	(included)		

This is a general list from mass market vendors to demonstrate wide availability.

LoFq	r1	$https://play.google.com/store/apps/details?id=com.microcadsystems.serge.infrasound detector \& hl=en_US\≷=US$
LoFq	r2	https://www.amazon.com/gp/product/B00KN1JT6W/ref=ask_ql_qh_dp_hza
EMF	r3	https://www.amazon.com/Cambridge-Labs-Rechargeable-Meter-Electromagnetic/dp/B07JL8HYXL/2009-1000-1000-1000-1000-1000-1000-1000-
EMF	r4	https://www.amazon.com/Advanced-GQ-Multi-Field-Electromagnetic-Radiation/dp/B07JGJ897T/
Mold	r5	https://www.homedepot.com/p/Mold-Armor-Mold-Test-Kit-FG500/100628956
Mold	r6	https://www.amazon.com/Air-Formaldehyde-Detector-Pollution-Particulate/dp/B074FTVHFN/
CO2	r7	https://www.homedepot.com/p/Kidde-Firex-Battery-Operated-Carbon-Monoxide-Detector-21029717/202756110
AQI 9/1	r8	https://www.amazon.com/uHoo-Indoor-Air-Quality-Sensor/dp/B076PV9X99/
Baro	r9	https://www.amazon.com/ThermoPro-Thermometer-Hygrometer-Cold-Resistant-Temperature/dp/B07FXB76J5/2000-1000-1000-1000-1000-1000-1000-1000
Baro	r10	https://www.amazon.com/Digital-Laboratory-Barometer-NIST-Traceable/dp/B019YMK4A0/
HSS	r11	https://www.amazon.com/Hiseeu-Encryptible-Wireless-Waterproof-Recording/dp/B07QM5996S/
Vis/Mot	r12	https://ring.com/products/stick-up-security-camera-plug-in
Ring	r13	B https://ring.com/protect-plans
AS	r14	https://www.amazon.com/EISCO-Eisco-Labs-Small-Anemometer/dp/B01FGCZUCE/
AS	r15	https://www.amazon.com/Logia-Monitoring-Temperature-Humidity-Direction/dp/B085T66LLW/
Radon	r16	https://www.amazon.com/First-Alert-RD1-Radon-Test/dp/B00002N83E/

Not an exhaustive list, just helpful suggestions to get you started customizing a plan for your situation.

Psychological Explanations for Paranormal Events:

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Summary and basic links. Highly recommended to read these sections in:

The Skeptics' Guide to the Universe, How to Know What's Really Real in a World Increasingly Full of Fake.

1 False Memory

https://en.wikipedia.org/wiki/False_memory
There are some very good reasons why memory cannot be trusted.

2 Bad Perception

https://www.scientificamerican.com/article/do-the-eyes-have-it/ There are some very good reasons why eyewitness testimony is unreliable.

3 Pareidolia

https://en.wikipedia.org/wiki/Pareidolia When people see faces in clouds, or guess at an ink-blot test.

4 Hyperactive Agency Detection

https://religions.wiki/index.php/Agent_detection_bias When something random happens and one attributes it to God, or a ghost, instead of (gravity).

5 Hypnagogia

https://en.wikipedia.org/wiki/Hypnagogia That weird state between awake and asleep. The body and mind do unsettling things.

6 Ideomotor Effect

https://en.wikipedia.org/wiki/Ideomotor_phenomenon This is the explanation for Ouija boards and dowsing, among other movement-based events.

7 <u>Dunning-Kruger Effect</u>

https://en.wikipedia.org/wiki/Dunning%E2%80%93Kruger_effect The more ignorant a person is, the smarter they think they are. It has been proven.

8 Motivated Reasoning

https://en.wikipedia.org/wiki/Motivated_reasoning When one makes excuses, or reasons, for a (negative) thing just because they like it.

9 Logical Fallacies

https://thebestschools.org/magazine/15-logical-fallacies-know/ Brain fails, common errors in judgment. Wide, wide subject.

10 Cognitive Biases

https://en.wikipedia.org/wiki/List_of_cognitive_biases All the different ways a brain misunderstands what it senses.

11 Appeal to Antiquity

https://en.wikipedia.org/wiki/Appeal_to_tradition
Because that is the way we always do it, it must be the best way.

12 Appeal to Nature

https://en.wikipedia.org/wiki/Appeal_to_nature
Something is good just because it is natural, with no other evaluation.

Psychological Explanations for Paranormal Events:

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Summary and basic links. Highly recommended to read these sections in:

The Skeptics' Guide to the Universe, How to Know What's Really Real in a World Increasingly Full of Fake.

13 Fundamental Attribution Error

https://en.wikipedia.org/wiki/Fundamental_attribution_error When retelling a story, people make themselves sound closer to their ideals than reality.

14 Anomaly Hunting

https://en.wikipedia.org/wiki/Anomalistics

Anomalies are real, but more things are not anomalies.

15 Data Mining

https://qz.com/1664575/is-data-science-legit/

Valid in business. In science it means using only the data that supports your preconceived view.

16 Coincidence

https://www.psychologytoday.com/us/blog/connecting-coincidence/201607/there-are-no-coincidences The world is a random place.

17 Methodological Naturalism

https://rationalwiki.org/wiki/Methodological_naturalism

Valid some times but not as an excuse to ignore inconvenient facts.

18 Postmodernism

https://areomagazine.com/2018/04/28/skepticism-is-necessary-in-our-post-truth-age-postmodernism-is-not/ In this context: Science is modern, so post-modernism = science is "words about nothing."

19 Occam's Razor

https://www.theatlantic.com/science/archive/2016/08/occams-razor/495332/

A thoughtful article on a dusty tenet.

20 Pseudoscience

https://en.wikipedia.org/wiki/Pseudoscience

Doing science wrong.

21 Denialism

http://ossfoundation.us/projects/environment/global-warming/myths/denialist-vs.-skeptic Those skeptical of established science are not skeptics, they are denialists.

22 P-Hacking

https://en.wikipedia.org/wiki/Data_dredging

One of many ways that "scientific studies" can be manipulated to the researcher's whim.

23 Placebo Effects

https://www.health.harvard.edu/mental-health/the-power-of-the-placebo-effect Positive thinking?

24 Anecdote

https://en.wikipedia.org/wiki/Anecdotal_evidence

There are a lot of reasons why anecdotal evidence is unreliable.

Measurement Tips

Recommended Methods:

- 1. Get an air quality monitor. If you can, spend the \$300 on a 9-in-1. It does everything.
- 2. At least do cheap tests for mold, CO2, and radon; and consider a handheld \$30 AQM.
- **3.** Get a Ring System (or similar), 1-2 cameras (per room) for A/V, storage, and motion.
- **4.** Control the environment. The less variables you have to rule out, the easier the job.
- **5.** Start with these things. If you still have problems, use more gadgets to isolate the issue.
- **6.** Document everything!

Caution About Gadgets:

So many gadgets! If you can't do the jumbo \$300 all-in-one Air Quality Meter, each of the components individually have plenty of cheap options. The downside is you have to check and coordinate *each* of those separately. In cheap options, look for apps to log data.

AQMs measure particulates, gasses, temperature, humidity, and air pressure. Cameras from a Ring-like system measure A/V and are motion activated. Data is logged in cloud.

Do those first. Then: EM and RF radiation, infrasound, wind speed, and light saturation.

Extra Tips:

- If you just want to make the ghost go away, try making a big show of surveillance. (Because ghosts hate attention right? This is not a flippant comment. We are serious.)
- Learn how the instrument works, its thresholds. And, Google to find out *why* to test this.
- A handheld AQI (\$30) is good for other reasons. New furniture and paint have fumes.
- Set up your instruments so if motion clicks the camera on, it will record the displays of the instruments. Not as easy as it sounds, most gadgets' screens go dark if inactive.
- Establish baselines. Lots of readings in lots of places lets you recognize "unusual."
- Once you measure and find something, systematically rule out all possible explanations.

The Aster-P Project endeavors to make this process easier, to help people bothered by paranormal events.

Share your results with us, or get more information, at www.asterpp.org

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