

Base

Event Id: 96/A01

Date: 01-Nov-96

Time Sighting Started: 1950

Time Sighting Ended: 2000

Duration of Sighting: 00:10:00

NEAREST TOWNE: Pickering

Nearest Date: 21-Aug-97

BRIEF NARRATIVE: Rotating. Beams pointing downwards, hovering then moved south at walking pace.

Light

Daylight:

Dusk:

Dawn:

Darkness:

OBJECT SHAPES SEEN:

OBJECT LIGHTS SEEN:

OBJECT SOUNDS HEARD:

SURFACE EFFECTS CAUSED:

CORRELATED:

BASE FORM

Event ID	Date:	Time Sig	Time Sig	Duration	NEAREST TOWN:	Day	Dust	Day	Day	OB	OB	OB	SUI	CC
96/A01	01-Nov-96	1950	2000	00:10:00	Pickering									
96/A02	07-Nov-97	0515		00:20:00	Shotts									
96/A03	06-Nov-96	2100		00:20:00	Mill Hill									
96/A04	07-Nov-96	0015	0135	00:35:00	Lark Hill									
96/A05	05-Nov-96	1830			Whelan Green									
96/A06	01-Nov-96	0400	0430	00:03:00	Willowdale									
96/A07	05-Nov-96			00:40:00	Bewers									
96/A08	09-Nov-96	1945		00:02:00	Headington									
96/A09	08-Nov-97	2345		00:00:10	Stoke-on-Trent									
96/A10	10-Nov-96	1650	1705	00:20:00	Swindon									
96/A11	09-Nov-96	1800		00:00:02	Edinburgh									
96/A12	07-Nov-96	1950		00:05:00	Glenrothes									
96/A13	09-Nov-97	2330		00:15:00	Dalry									
96/A14	12-Nov-97	0207		00:00:30	Wirral									
96/A15	12-Nov-96	2330			Hull									
96/A16	12-Nov-96	2200			Peterborough									
96/A17	13-Nov-96	2125		00:15:00	Tockwith									
96/A18	15-Nov-96	0915			Gatwick									
96/A19	14-Nov-96	1830		02:00:00	Norwich									
96/A20	14-Nov-97	0800			Haverford West									
96/A21	14-Nov-96	1818			Amersham									
96/A22	14-Nov-96	1930			Chorley Wood									
96/A23	15-Nov-96	0500			Dunstable									
96/A24	15-Nov-96	2345	0005	00:20:00	Irvine									
96/A25	18-Nov-96	0230			Edinburgh									
96/A26	14-Nov-96	1137		00:10:00	Stoke Newington									
96/A27	24-Nov-96	0200	0400	02:00:00	Tadworth									
96/A28	28-Oct-96	1900			Sandon (Herts)									
97/001	13-Jan-97	1915			King's Lynn									
97/002	20-Jan-97	0655		00:03:00	Chorley									
97/003	16-Jan-97	0845			Pitcorrhie									
97/004	20-Jan-97	0800	0815	00:15:00	Kidderminster									
97/005	20-Jan-97	0700	0705	00:05:00	Rochdale									
97/006	13-Jan-97	2100		01:00:00	Brockton									
97/007	13-Jan-97	1935	1950	00:15:00	Peacehaven									
97/008	13-Jan-97	1740		00:00:30	Oxford									
97/009	13-Jan-97	2230		00:05:00	Lowestoft									
97/010	20-Jan-97	0100	0330	02:30:00	Woodford Green									
97/011	14-Jan-97	2000	2200	02:00:00	Acaster Malbis									
97/012	20-Jan-97	0650		00:00:20	Plymouth									
97/013	20-Jan-97	1901	1904	00:03:00	Inverary									
97/014	20-Jan-97	1915	1935	00:20:00	Bradford									
97/015	20-Jan-97	0700			Henley on Arden									

BASE DATASHEET

UAP1-DTG & LOCATION

Event Number	Number	Unique identifier for each sighting
Date	Date/Time	DTG Zulu Time
Time Sighting Started	Date/Time	Time of first contact with sighting
Time Sighting Ended	Date/Time	Time of last contact with sighting
Duration of Sighting(mins)	Number	Use decimal fractions if necessary eg. 15sec=0.25
Geographical Location (1) Lat/Long	Text	LAT/LONG WITHIN UKADGE
Geographical Location (2) GEOREF	Text	Grid Ref
Geographical Location (3) OS Ref	Text	Ordnance Survey Location Reference
NEAREST TOWN	Text	
Input Date	Date/Time	This should be set automatically
Daylight	Yes/No	
Dusk	Yes/No	
Dawn	Yes/No	
Darkness	Yes/No	
OBJECT SHAPES SEEN	Yes/No	
OBJECT LIGHTS SEEN	Yes/No	
OBJECT SOUNDS HEARD	Yes/No	
SURFACE EFFECTS CAUSED	Yes/No	
CORRELATED	Yes/No	CORRELATION TO OTHER SAME DAY SIGHTING
BRIEF NARRATIVE	Text	

UAP2-PROXIMITY LOG

Event Number	Counter	Same count as all other tables in UAP database
Nearest Town	Text	Nearest Main Town
Distance to Town	Number	kilometres
Nearest Airport/RAF Stn	Text	Name
Distance to Airfield(km)	Number	if within 50km
Nearest Airway	Text	eg RED ONE
Distance to Airway(km)	Number	in km
National Grid Line Distance	Number	if within 25km
Lighthouse/Beacon Range	Number	if within 25km of visual flashing beacon
Smoke Stack Presence	Yes/No	if within 25km
Steam Source Presence	Yes/No	if within 25km
Lit Low Flying Obstacle	Yes/No	if within 25km, eg Radio Mast
UK Strategic Site	Text	Name
Distance to Strategic Site(km)	Text	km
Building Gantry	Yes/No	New/existing high structure lit or unli
Power Station	Text	Name if within 25km
Waterfall	Text	Name if within 25km
Major Landmark	Text	eg TOR, Cathedral Tower.
Ley Line	Text	Distance if within 25 km
Earth Fault Line	Text	Distance if within 25km
Air Display	Text	Name if within 50km
Laser Display	Yes/No	Name if within 25km
Distance to Laser Display(km)	Number	km
Military Range Air Force	Text	Name if within 50km
Military Range Army	Text	Name if within 50km
Approx Distance to Range(km)	Number	km
Lake	Text	
Distance to Lake(km)	Number	If within 25km
Sea	Yes/No	
Distance to Sea(km)	Number	If within 25km
Motorway	Text	Name if within 15km
Electrified Rail	Yes/No	if within 5km

UAP3-OBSERVER DESCRIPTION

EVENT NUMBER	Counter	COMMON TO ALL UAP DATABASE
HOW MANY WITNESSES?	Number	
WITNESS NAME(1)	Text	
WITNESS NAME(2)	Text	
WITNESS NAME(3)	Text	
WITNESS NAME(4)	Text	
WITNESS ADDRESS	Text	
CONTACT PHONE NO	Number	
REPORTED TO	Text	NAME/ORGANISATION
WITNESS PHONE NUMBER	Number	
WITNESS AGE <15 YEARS	Yes/No	
WITNESS AGE <25 YEARS	Yes/No	
WITNESS AGE <50 YEARS	Yes/No	
WITNESS AGE >50 YEARS	Yes/No	
WITNESS AGE >70 YEARS	Yes/No	
MILITARY STYLE TRAINING	Yes/No	e.g. incl. cadet/Air Trng Corps/Police
ARMY SERVICE	Yes/No	past or present
NAVY SERVICE	Yes/No	past or present
AIR FORCE SERVICE	Yes/No	past or present
FOREIGN AIRFORCE	Yes/No	e.g. Foreign Airforce
GROUND CREW	Yes/No	e.g. Civil or Military Aviation
AIRCREW	Yes/No	MIL OR CIVIL TRAINING
ATC(VISUAL WITNESS)	Yes/No	e.g. In Tower or off duty
ATC(RADAR WITNESS)	Yes/No	e.g. Radar Op or Supervisor in ATC
ATC(CONFIRM BOTH)	Yes/No	e.g. Visual & radar sighting
AIRPORT WORKER	Yes/No	
TECHNICALLY TRAINED	Yes/No	Science or Engineering
PROFESSIONAL OCCUPATI	Yes/No	
CML POLICE	Yes/No	
MILITARY POLICE	Yes/No	
RNIJ	Yes/No	
COASTGUARD	Yes/No	
CUSTOMS OFFICER	Yes/No	
SHIPS CREW	Yes/No	
FIRE SERVICE	Yes/No	
AMBULANCE SERVICE	Yes/No	
AA/RAC	Yes/No	
UFOLOGIST	Yes/No	
OTHER BACKGROUND	Text	E.G RELEVANT WITNESS INTERESTS/HOBBIES

UAP4-OBJECT PHYSICAL DESCRIPTION

EVENT COUNTER	Counter	Common with other tables
Object(s) were seen	Yes/No	Describable in shape, size or pattern etc
Object(s) seen clearly	Yes/No	
Object(s) Blurred	Yes/No	
If several, all the same	Yes/No	
Object shape can be seen	Yes/No	
Length Estimate	Number	In Metres
Diameter Estimate	Number	If applicable (m)
Length/Thickness/Diameter ratio	Number	If applicable - estimate
Viewed continuously	Yes/No	
Seen intermittently	Yes/No	
More than one object?	Yes/No	
How many Objects?	Number	
Spacing of Objects Constant	Yes/No	If more than one
Spacing of Objects Varies	Yes/No	
Spacing Formed a Geometric Pattern	Yes/No	Yes if recognisable in layout
Pattern is Triangular	Yes/No	
Pattern is Square	Yes/No	
Pattern is Oblong or Rect	Yes/No	
Pattern is Circular	Yes/No	
Pattern is a Diamond	Yes/No	
Pattern is Concentric Rings	Yes/No	
Patterns are Oval/Egg-Shape	Yes/No	
Object has long Dimension	Yes/No	
Object Oriented Horizontal	Yes/No	
Object Oriented Vertical	Yes/No	
Object Tapers at one end	Yes/No	
Object Blunt at front end	Yes/No	
Object Sharp at front end	Yes/No	
Object moves it's direction irreversibly	Yes/No	i.e. does not seem to have a front/rear
Object is parallel-sided	Yes/No	
Object Varies in Length	Yes/No	
Object has a Tail	Yes/No	
Object Tail Length Varies	Yes/No	
Object Shape Spherical	Yes/No	
Shape is Cylindrical	Yes/No	
Shape is Round	Yes/No	
Shape is Cigar-Shape	Yes/No	
Shape is Variable	Yes/No	
Shape is Diamond	Yes/No	
Shape is Saucer	Yes/No	
Shape is Tadpole	Yes/No	
Shape is Oblong	Yes/No	
Shape is Square	Yes/No	
Shape is 'egg shaped'	Yes/No	
Object has Protuberances	Yes/No	
How many?	Number	
Appear as 'Legs'	Yes/No	

/CONTINUED

Number of domes	Number	
Domes are on Top	Yes/No	
Domes are Underneath	Yes/No	
Object has 'Port Holes'	Yes/No	
Number of Port Holes	Yes/No	
Portholes are round-shaped	Yes/No	
Portholes are Square in Shape	Yes/No	
Portholes are Regularly Spaced	Yes/No	
Portholes are Irregularly Spaced	Yes/No	
Portholes are lit-up	Yes/No	
Object has Hatches	Yes/No	
Location of Hatches	Text	
Object has Surface Markings	Yes/No	
Describe Surface markings	Text	
Object has Engines	Yes/No	
Object Structure Changes/Varies	Yes/No	
Object Glows at front end	Yes/No	
Object Glows all Over	Yes/No	
Object has 'Bumps'	Text	
All Objects the same?	Yes/No	

UAP5-OBJECT MOTION

<u>EVENT COUNTER</u>	Counter	COMMON TO ALL UAP DATABASE
OBJECT STATIONARY	Yes/No	NOT THE SAME AS 'HOVERING'
OBJECT MOVING	Yes/No	
OBJECT MOTION VARIES	Yes/No	ie. MIXED MOTION, STOPS AND STARTS
HOVERING	Yes/No	
HOVERING NEAR GROUND	Yes/No	
ROTATING	Yes/No	
GYRATING	Yes/No	
MOVING SLOWLY	Yes/No	
MOVING STEADILY	Yes/No	
MOVED RAPIDLY	Yes/No	
MOVING RANDOMLY	Yes/No	
MOVING TOWARDS OBSERVER	Yes/No	WHEN FIRST SEEN
ACCELERATING TOWARDS	Yes/No	WHEN FIRST SEEN
MOVING AWAY FROM OBSERVER	Yes/No	WHEN FIRST SEEN
ACCELERATING AWAY	Yes/No	WHEN FIRST SEEN
WITHDREW FROM OBSERVER	Yes/No	WHEN APPROACHED
FOLLOWED BY OBSERVER	Yes/No	
FOLLOWED THE OBSERVER	Yes/No	
OBSERVER FOLLOWED OBJECT	Yes/No	
FOLLOWED IN VEHICLE	Yes/No	
PASSED OVER THE OBSERVER	Yes/No	
ASCENDED SLOWLY	Yes/No	
ASCENDED RAPIDLY	Yes/No	

/CONTINUED

DESCENDED SLOWLY	Yes/No	
DESCENDED RAPIDLY	Yes/No	
TURNED BY 'BANKING'/TILT	Yes/No	
ROTATED AS IT WENT	Yes/No	
ROTATED CLOCKWISE	Yes/No	
ROTATED ANTI-CLOCKWISE	Yes/No	
MOVED UPWARDS FROM G	Yes/No	
FIRST APPEARED AT GROU	Yes/No	
FIRST APPEARED/SEEN IN	Yes/No	
MOVED FROM CLOUD TO C	Yes/No	
MOVED FROM EARTH TO C	Yes/No	
MOVED FROM CLOUD TO E	Yes/No	
EMERGED FROM CLOUD	Yes/No	
MOTION BOBBING	Yes/No	
MOTION CREEPING	Yes/No	
MOTION SPIRALLING	Yes/No	
MOTION SWAYING	Yes/No	
MOTION FLOATING	Yes/No	
CLIMBED AFTER FLYING LE	Yes/No	
DIVED AFTER FLYING LEVE	Yes/No	
ALWAYS WAS FLYING LEVE	Yes/No	
TURNED SLOWLY IN AZIMU	Yes/No	
TURNED RAPIDLY IN AZIMU	Yes/No	
CHANGED DIRECTION INST	Yes/No	IN EITHER PLANE

EXECUTED A CURVING DES	Yes/No	
REPEATEDLY MANEUVRE	Yes/No	
MADE RANDOM MANEUOVI	Yes/No	
MADE AVOIDING ACTIONS	Yes/No	OBJECT APPEARED TO AVOID OBSTACLE
OBJECTS CONVERGED	Yes/No	
CONVERGED RAPIDLY	Yes/No	
CONVERGED SLOWLY	Yes/No	
OBJECTS MERGED	Yes/No	
OBJECTS DIVERGED	Yes/No	
DIVERGED RAPIDLY	Yes/No	
DIVERGED SLOWLY	Yes/No	
OBJECT PATHS CROSSED	Yes/No	
COULD MOVE SIDEWAYS	Yes/No	
MOTION SYMETRICAL	Yes/No	
MOTION ERRATIC	Yes/No	

UAP6-TECHNICAL EFFECTS

EVENT NUMBER	Counter	Common to all UAP database
ON TERRAIN	Yes/No	
MARKS ON GROUND	Text	DESCRIPTION OF MARKS SEEN
EFFECT ON ATMOSPHERE	Yes/No	
EFFECT ON CROPS	Yes/No	
EVENT CAUSED MIST/HAZE	Yes/No	
EVENT CAUSED TEMPORAL	Yes/No	
EVENT CAUSED SMOKE	Yes/No	
EVENT CAUSED CONTRAIL	Yes/No	
ON EQUIPMENT	Yes/No	
CAUSED CAR TO STOP	Yes/No	
AFFECTED CAR LIGHTS	Yes/No	
AFFECTED AIRCRAFT	Yes/No	
TEMPERATURE ROSE	Yes/No	
TEMPERATURE FELL	Yes/No	
AFFECTED ELECTRONICS/	Yes/No	
AFFECTED BOAT EQUIP	Yes/No	
DISTURBED FOLIAGE	Yes/No	
UPROOTED FOLIAGE	Yes/No	
FLATTENED FOLIAGE	Yes/No	
AFFECT ON OBSERVER(S)	Yes/No	
IMMEDIATE EFFECTS	Yes/No	
CAUSED TINGLING	Yes/No	
CAUSED BURNING	Yes/No	
CAUSED FRIGHT	Yes/No	
CAUSED INJURY	Yes/No	
EFFECT ON SKIN	Yes/No	
CAUSED SHAKING	Yes/No	
CAUSED EYE EFFECTS	Yes/No	
CAUSED BREATHING EFFE	Yes/No	
KNOCKED OVER	Yes/No	
FELT BODY HEAT RISE	Yes/No	
FELT BODY TEMP FALL	Yes/No	
FELT WIND PRESSURE	Yes/No	
FELT HAIR BRISTLE	Yes/No	
FELT NAUSEA	Yes/No	
OTHER EFFECT	Text	
AFTER EFFECTS	Text	
EFFECT ON ANIMALS	Yes/No	
ANIMAL SOUND ALERT	Yes/No	eg. BARKING, MOOING.
ANIMAL HAIR BRISTLES	Yes/No	
ANIMAL COWERING	Yes/No	
ANIMAL WIMPERING	Yes/No	
ANIMAL INJURED	Yes/No	
HERD AFFECTED	Yes/No	eg. COWS RUN ABOUT.

UAP7-METEOROLOGICAL CONDITIONS

EVENT NUMBER	Counter	COMMON KEY TO ALL UAP DATABASE
WEATHER CYCLONIC(low)	Yes/No	
WEATHER ANTI-CYCLONIC	Yes/No	
COL	Yes/No	
WINDSPEED	Number	
WIND DIRECTION	Number	
WIND TURBULENT	Yes/No	eg. GUSTING
DRY SURFACE	Yes/No	IF NOT, ASSUMED WET OR LYING SNOW
VISIBILITY CLEAR	Yes/No	
MISTY	Yes/No	
FOGGY	Yes/No	
SEA FOG	Yes/No	SEA FOG CAN BE MOVING
RAINING	Yes/No	
SNOWING	Yes/No	
DRY SURFACES	Yes/No	
ICY SURFACES	Yes/No	
SLEETING	Yes/No	
SUNSPOT PERIOD	Yes/No	
AURORA PERIOD	Yes/No	
CLOUD COVER(%)	Number	
CLOUDS WHITE	Yes/No	
ELECT STORM NEAR	Yes/No	WITHIN 50KM
CLOUDS OVERCAST	Yes/No	
CLOUDS SILVER	Yes/No	
CLOUDS BLACK	Yes/No	
CLOUDS GREY	Yes/No	
CLOUDS BROKEN	Yes/No	
SKY BLUE	Yes/No	
CONTRAIL CONDITIONS	Yes/No	
CONTRAILS SEEN	Yes/No	
CLOUD HEIGHT	Number	
CLOUD AMOUNT	Number	OCTAS
CLOUD ILLUMINATED	Yes/No	BY SUN/REFLECTION
CLOUD TYPE	Text	CUMULUS etc.
RAINBOW	Yes/No	
TEMPERATURE DEG	Number	
TEMPERATURE INVERSION	Yes/No	YES IF CORRECT CONDITIONS

UAP7-OBSERVER LOCATION

<u>EVENT NUMBER</u>	Counter	COMMON KEY TO ALL UAP DATABASE
OBSERVER ON FOOT	Yes/No	
OBSERVER IS PASSENGER	Yes/No	
IN CAR	Yes/No	
CAR MOVING	Yes/No	
CAR DRIVER	Yes/No	
IN AIRCRAFT	Yes/No	
AS CREW	Yes/No	
SHIP AT SEA	Yes/No	
BOAT ON LAKE	Yes/No	
OBSERVER IN BUILDING	Yes/No	
ON TOP BUILDING	Yes/No	
CYCLING	Yes/No	
WALKING	Yes/No	
RIDING	Yes/No	
CLIMBING	Yes/No	
HILL WALKING	Yes/No	
GLIDING	Yes/No	
SWIMMING	Yes/No	
OBSERVER BELOW OBJECT	Yes/No	
OBSERVER ABOVE OBJECT	Yes/No	
OBSERVER LEVEL WITH OBJECT	Yes/No	
OBSERVER ALTITUDE	Number	IF IN/ON HILLS OR MOUNTAINS
AIRCRAFT ALTITUDE	Number	IF CREW OR AIRCRAFT PASSENGER

UAP7-VIEWING BACKGROUND

<u>EVENT NUMBER</u>	Counter	COMMON KEY FOR UAP DATABASE
LOCATION RURAL	Yes/No	
LOCATION WOODED	Yes/No	
CONIFEROUS	Yes/No	
DECIDUOUS	Yes/No	
MIXED TREES & BUSHES	Yes/No	
FIELDS-GRASSLAND	Yes/No	
FIELDS MIXED	Yes/No	
PLOUGHED	Yes/No	
FIELDS-CROPPED	Yes/No	
CROP COLOUR	Text	
SURFACE SWAMPY	Yes/No	
OVER FRESH WATER	Yes/No	
OVER SALT WATER	Yes/No	
OVER SMOOTH WATER	Yes/No	
OVER RIVER	Yes/No	
OVER LAKE	Yes/No	
LOCATION 0-URBAN	Yes/No	
LOCATION CITY/TOWN	Yes/No	
DARK BACKGROUND	Yes/No	
CONTRASTING BACKGROUND	Yes/No	CONTRASTING BACKGROUND WITH OBJECT COLOUR
FLAT TERRAIN	Yes/No	
OVER HILLS	Yes/No	
OVER MOUNTAINS	Yes/No	
IN A VALLEY	Yes/No	
OVER TREES	Yes/No	

UAP8-OPTICAL & RADIATION

<u>EVENT NUMBER</u>	Counter	COMMON IDENTIFIER THROUGHOUT DATABASE
NAKED EYE	Yes/No	
WEARS GLASSES	Yes/No	
SEEN THROUGH GLASS	Yes/No	
FLAT GLASS	Yes/No	
CURVED GLASS	Yes/No	
SANDWICHED GLASS	Yes/No	
BINOCULARS	Yes/No	
BINOCULAR MAGNIFICATION	Number	
TELESCOPE	Yes/No	
ZOOM DEVICE	Yes/No	
DAYLIGHT VIDEO	Yes/No	
LLTV (VIDEO CAMERA)	Yes/No	
LLTV(LUX SPEC)	Yes/No	
VIDEO CAMERA TYPE	Text	
STILL CAMERA	Yes/No	
CAMERA TYPE	Text	
AUTO FOCUS	Yes/No	
ACOUSTIC SENSOR	Yes/No	TAPE RECORDER OR VIDEO AUDIO
RADIATION SENSORS	Yes/No	ONE OR MORE RADIATION SENSORS USED
INFRA-RED SENSOR	Yes/No	IR EQUIPMENT USED DURING SIGHTING
IRST	Yes/No	IMAGING IR RECORDING MADE
IR HOT SPOT SENSOR	Yes/No	HOT SPOT DETECTION MADE
RF RADIATION SENSOR	Yes/No	RF RADIATION SENSOR PRESENT
RF REFLECTED FROM OBJ	Yes/No	ACTIVE RADAR DETECTION
RF RECEIVED FROM OBJ	Yes/No	OBJECT SELF RF RADIATION DETECTED
ELECTROSTATIC FIELD	Yes/No	ES FIELD MEASURED
NUCLEAR RADIATION	Yes/No	NUCLEAR RADIATION MEASURED
NUCLEAR DESCRIPTION	Text	TYPE OF RADIATION, MEASURED AT TIME OR LATER
MAGNETIC SENSOR	Yes/No	
COMPASS AFFECTED	Yes/No	MAGNETIC COMPASS DISTURBED
LIGHTMETER	Yes/No	EFFECT IF USED BY PHOTOGRAPHER

UAP9-OBSERVER GEOMETRY

<u>EVENT COUNTER</u>	Counter	COMMON TO ALL UAP DATABASE
OBJECT AZIMUTH BEARING	Number	COMPASS BEARING FROM OBSERVER
TOTAL AZ ANGLE MOVED	Number	eg. OBSERVED THROUGH 60 DEGREES OF AZ
CARDINAL DIRECTION	Text	eg. WSW, NE, etc.
FIRST ELEVATION ANGLE	Number	eg. HORIZON EQUALS ZERO DEGREES
FINAL ELEVATION ANGLE	Number	CAN BE THE SAME AS FIRST ANGLE IF OBJECT STATIONARY OR LEVEL
TOTAL ELEV ANGLE MOVED	Number	eg. 90 DEGREES IF MOVED TO OVERHEAD
SUN SHINING	Yes/No	
SUN YELLOW	Yes/No	
SUN RED	Yes/No	
SUN REFLECTED	Yes/No	
SUN ELEVATION ANGLE	Number	
SUN BEHIND OBSERVER	Yes/No	
SUN BEHIND OBJECT	Yes/No	
OBSERVER BELOW OBJ	Yes/No	
OBSERVER LEVEL TO OBJ	Yes/No	
OBSERVER ABOVE OBJECT	Yes/No	
ROSEST RANGE TO OBJ	Number	IN KILOMETRES/FRACTION OF KM, ESTIMATED
CLOSEST MINS	Number	eg. 15 SEC EQUALS 0.25

UAPI0-FINAL DESCRIPTION

EVENT COUNTER	Counter	
DISSAPEARED SLOWLY	Yes/No	
DISSAPEARED SUDDENLY	Yes/No	
FADED	Yes/No	
EXPLODED	Yes/No	
LANDED	Yes/No	
TOOK-OFF	Yes/No	
VANISHED	Yes/No	
VANISHED NO SOUND	Yes/No	
ACCELERATED AWAY	Yes/No	
LAST VELOCITY HIGH	Yes/No	
LAST VELOCITY LOW	Yes/No	
LAST VELOCITY STEADY	Yes/No	
FINAL COMPASS AZIMUTH	Number	
FINAL CARDINAL	Text	
FINAL ELEVATION ANGLE	Number	
ALWAYS LOOKED THE SAM	Yes/No	
CHANGED APPEARANCE A	Yes/No	
CHANGED SHAPE	Yes/No	
FINAL SHAPE	Text	
CHANGED COLOUR	Yes/No	
FINAL COLOUR	Text	
CHANGED GEOMETRY	Text	OF OBJECTS IF MORE THAN ONE
LIGHTS WENT OFF	Yes/No	
LIGHTS FADED	Yes/No	
MORE LIGHTS CAME ON	Yes/No	
DESCRIBE LIGHTS	Text	
SOUND AT END	Text	

UAP6-AUDIO EFFECTS CLOSE

Event ID: PERIOD HEARD:

<input type="checkbox"/> SOUND WAS RECORDED:	<input type="checkbox"/> SOUND STARTED LATER:	<input type="checkbox"/> SOUND LEVEL VARIED:
<input checked="" type="checkbox"/> LOUD SOUND AT START:	<input type="checkbox"/> DECREASED - FADED OUT:	<input type="checkbox"/> SOUND AFFECTED BY WIND:
<input type="checkbox"/> QUIET SOUND ALWAYS:	<input checked="" type="checkbox"/> STOPPED SUDDENLY:	<input type="checkbox"/> SOUND CARRIED AT NIGHT:
<input type="checkbox"/> INCREASED FROM START:	<input type="checkbox"/> DOPPLER EFFECT HEARD:	<input type="checkbox"/> HEARD ONLY WHEN RECEDING:
<input checked="" type="checkbox"/> HIGH PITCHED:	<input type="checkbox"/> SOUND AT CONSTANT LEVEL:	<input type="checkbox"/> ELECTRICAL DISCHARGE:
<input type="checkbox"/> LOW PITCHED:	<input type="checkbox"/> EXPLOSION:	<input type="checkbox"/> HUMMING:
<input type="checkbox"/> PITCH VARIED:	<input type="checkbox"/> POPPING:	<input checked="" type="checkbox"/> WHINING:
<input type="checkbox"/> REGULARLY MODULATED:	<input type="checkbox"/> CRACKLING:	<input type="checkbox"/> RUSHING:
<input type="checkbox"/> SWISHING:	<input type="checkbox"/> SHRILL:	<input type="checkbox"/> PULSE-PULSE:
<input type="checkbox"/> WHOOSH:	<input type="checkbox"/> WHISTLING:	<input type="checkbox"/> SOUND LIKE RICHOCHET:
<input type="checkbox"/> THUD:	<input type="checkbox"/> HISSING:	
<input type="checkbox"/> SHOCKWAVE:	<input type="checkbox"/> BEEPING:	
	<input type="checkbox"/> BUZZING:	
	<input type="checkbox"/> ROARING:	
	<input type="checkbox"/> GROWLING:	
	<input type="checkbox"/> PULSING:	

SOUNDED LIKE?:

OTHER SOUND:

UAP13-IMAGERY AUDIO (IMAGE & AUDIO RECORDING)

EVENT COUNTER	Counter	COMMON KEY TO ALL UAP DATABASE
CAMERA USED	Yes/No	
STILL IMAGERY	Yes/No	
NO OF SHOTS	Number	
OBSERVER SKETCH	Yes/No	
JARIC DIAGRAM	Yes/No	
JARIC REPORT	Number	
VIDEO RECORDING	Yes/No	
VIDEO DURATION	Number	MINUTES
AUDIO RECORDING	Yes/No	
RECORDING DURATION	Number	
MAP OF AREA DRAWN	Yes/No	BY OBSERVER AT THE TIME OF REPORTING
ARTIFACTS IDENTIFIED	Yes/No	

Lights

CLOSE

Event ID: 06/A01 NUMBER OF LIGHTS: 4 PERIOD LIGHTS SEEN: 00:04:05 LIGHTS SEEN:

ALL SEEN AT START: BLINDING: HOW MANY BEAMS?: LIGHTS CHANGING FORM:
 SEEN THROUGHOUT: FLASHING: VARIABLE BRIGHTNESS: BEAM SCANNING:
 DIM: STEADY: WIDE ANGLED: BEAM SECTORING:
 BRIGHT: SHARP BEAM: BEAM ROTATING:
 MERGING: VARIABLE BEAM WIDTH: TRANSLUCENT OBJECT:
 PULSATING: DID BEAM ILLUMINATE GROUND/OBJECTS: TRANSPARENT OBJECT:
 IRREGULAR PATTERN: REFLECTED LIGHTS ON WATER: HALO PRESENT:
 CORONA DISCHARGE:
 LUMINOUS TAIL:

COLOUR OF TAIL:
 OBJECT BODY COLOUR AT START:
 FINAL CLOUR SEEN:

Event ID: 06/A03 NUMBER OF LIGHTS: 2 PERIOD LIGHTS SEEN: LIGHTS SEEN:

CHANGE RED TO WHITE: CHANGED YELLOW TO RED:
 CHANGED VIOLET TO WHITE: CHANGED BLUE/GREEN TO VIOLET:
 CHANGED YELLOW TO WHITE: CHANGED PURPLE TO VIOLET:
 CHANGED YELLOW TO BLUE: CHANGED MORE THAN ONCE:

ALL SEEN AT START: BLINDING: HOW MANY BEAMS?: 0 LIGHTS CHANGING FORM:
 SEEN THROUGHOUT: FLASHING: VARIABLE BRIGHTNESS: BEAM SCANNING:
 DIM: STEADY: WIDE ANGLED: BEAM SECTORING:
 BRIGHT: SHARP BEAM: BEAM ROTATING:
 MERGING: VARIABLE BEAM WIDTH: TRANSLUCENT OBJECT:
 PULSATING: DID BEAM ILLUMINATE GROUND/OBJECTS: TRANSPARENT OBJECT:
 IRREGULAR PATTERN: REFLECTED LIGHTS ON WATER: HALO PRESENT:
 CORONA DISCHARGE:
 LUMINOUS TAIL:

COLOUR OF TAIL:
 OBJECT BODY COLOUR AT START:
 FINAL CLOUR SEEN:

UAP12-EVENT CATEGORISATION LOG

EVENT NUMBER	Counter	COMMON KEY THROUGHOUT DATABASE
MULTI-ASPECT VIEWING	Yes/No	
MULTI-SENSOR VIEWING	Yes/No	
ARTIFACTS PRESENT	Yes/No	
SURFACE EFFECTS	Yes/No	
EXPERIMENTAL FLYING	Yes/No	
UNMANNED AIRCRAFT	Yes/No	eg. DRONE, TARGET, RECCE DRONE ETC
MET BALLOON	Yes/No	
TETHERED BALLOON	Yes/No	
HOT AIR BALLOON	Yes/No	
HELICOPTER	Yes/No	
AIRSHIP	Yes/No	
GLIDER	Yes/No	
HANG GLIDER	Yes/No	
SATELLITE IN ORBIT	Yes/No	
SATELLITE GLOW	Yes/No	
METEORITE RE-ENTRY	Yes/No	
SATELLITE RE-ENTRY	Yes/No	
FLIGHT REFUELLING	Yes/No	
MILITARY FLYING	Yes/No	
CIVIL FLYING	Yes/No	
BIRDS	Yes/No	
RNLI/COASTGUARD FLARE	Yes/No	
SHIPS/RNLI SEARCHLIGHT	Yes/No	
AIRCRAFT FLARE	Yes/No	
AIRCRAFT SEARCHLIGHT	Yes/No	
HELICOPTER SEARCHLIGHT	Yes/No	
HEADLIGHT(VEHICLE)	Yes/No	
LANDING LIGHT(AIRCRAFT)	Yes/No	
GROUND BASED SEARCHLIGHT	Yes/No	
LASER DISPLAY	Yes/No	
LIGHTHOUSE/BEACON	Yes/No	
CONTRAIL	Yes/No	
SONIC BOOM	Yes/No	
OPTICAL MIRAGE	Yes/No	
INDUSTRIAL LIGHTING	Yes/No	
TOWN/CITY LIGHTS	Yes/No	
ADVERTISING LIGHTS	Yes/No	
MOTORWAY LIGHT/SOUND	Yes/No	
MILITARY EXERCISE	Yes/No	
BATTLE AREA/RANGE	Yes/No	
PARACHUTES	Yes/No	
JET AIRCRAFT GASES	Yes/No	EG SHOCK DIAMONDS IN REHEAT
WAKE VORTICE	Yes/No	
VERTICAL VORTICE	Yes/No	
LINKED VORTICES/TWISTER	Yes/No	
SUNSET/RISE EFFECT	Yes/No	
PROJECTED SHADOWS	Yes/No	

/CONTINUED

PROJECTED LIGHTS	Yes/No	
CLOUD FORMATION	Yes/No	
PUBLICITY STUNT	Yes/No	
PSYCHOLOGICAL	Yes/No	
PARAPSYCHOLOGICAL	Yes/No	
OCCULT RELATED	Yes/No	
DRUG RELATED	Yes/No	
ALCOHOL RELATED	Yes/No	
ATMOSPHERIC EFFECT	Yes/No	
REFLECTION	Yes/No	
BEAD BALL LIGHTNING	Yes/No	
BALL LIGHTNING	Yes/No	
VAPOUR VORTICE	Yes/No	
ICE CRYSTALS	Yes/No	
HALO	Yes/No	
CORONA	Yes/No	
ST ELMO'S FIRE	Yes/No	
MIGRATING BIRDS	Yes/No	
SINGLE LARGE BIRDS	Yes/No	
MOCK SUN	Yes/No	
MOCK MOON	Yes/No	
UNKNOWN PLASMA	Yes/No	
ASTRONOMICAL EFFECT	Yes/No	
COMET	Yes/No	
METEORITE	Yes/No	
SMALL PLANET	Yes/No	
MAJOR PLANET	Yes/No	
STAR	Yes/No	
SUN RAY HALATION	Yes/No	
EARTHUGHT	Yes/No	
TRIBOLUMINESCENCE	Yes/No	
SUNSET FLASH	Yes/No	
AURORA	Yes/No	
PARASENENIC	Yes/No	
PARHALIAN	Yes/No	
UNIDENTIFIED	Yes/No	
IONOSPHERIC EFFECT	Yes/No	
LOCATION RELATED	Yes/No	
STRATEGIC LOCATION RELATED	Yes/No	
FAULT LINE RELATED	Yes/No	
UAP	Yes/No	

INITIAL ANALYSIS REQUIREMENTS

1. An initial examination of the raw reports suggested that a certain amount of manual and machine manipulation would be required before entry into the database. This was partially done in language 'Perl'. Once adequate data became available it would be possible to make an analysis which contained at least the following, with plots as required:
 - a. Number of events in timescale of weeks, months, years as histograms.
 - b. Events plotted against geographical locations (may have to use expanded maps or postcodes, as required if clusters fall on top of each other).
 - c. Events plotted against time of day (i.e. day, night, dusk, darkness).
 - d. Events plotted against proximity to:
 - Airports
 - Power Stations
 - HV Power lines (including Rail)
 - e. Tabulate all events with sound.
 - f. Tabulate/plot all events with same shape reported (i.e. triangle, oblong, sphere or cigar/oval),
 - g. Identify all events where item seen:
 - Was first stationary
 - Was first low then climbed
 - Was seen on radar
 - Was seen both on radar and visually
 - h. All events with a tail.
 - j. All events with a smell.
 - k. All events reported by aircrew/coastguards/police as witnesses.
 - l. All events with more than one witness.

- m. All events where 'portholes' or 'beams of light' are reported.
- n. All events near ley lines.
- p. Combinational events for:
 - Stationary with 'portholes'
 - Triangular plus white lights only
 - Blue lights plus any shapes.
 - Mist present or given off, plus coloured lights.
- q. Sighting on same day but different sources.
- r. Motion – events where time seen, sector passed through, together with either range or altitude are given. (needed for approximate velocity check).
- s. Number of sightings for given duration.
- t. List any sightings seen with:
 - Terrain disturbance
 - Animal reaction
 - Human injury or after-effects
- u. List all events where witness name appears more than once.
- v. Co-locate sightings against geological rock formations.
- w. Plot against civil air lanes and RAF low flying routes.

AIR MINISTRY,
WHITEHALL,
S.W.1.

PRIME MINISTER

The various reports about unidentified flying objects, described by the Press as "flying saucers", were the subject of a full Intelligence study in 1951. The conclusions reached (based upon William of Occam's Razor) were that all the incidents reported could be explained by one or other of the following causes:-

- (a) Known astronomical or meteorological phenomena
- (b) Mistaken identification of conventional aircraft, balloons, birds, etc.
- (c) Optical illusions and psychological delusions
- (d) Deliberate hoaxes.

2. The Americans, who carried out a similar investigation in 1948/9, reached a similar conclusion.

3. Nothing has happened since 1951 to make the Air Staff change their opinion, and, to judge from recent Press statements, the same is true in America.

4. I am sending a copy of this to Lord Cherwell.

9th August, 1952.

S.L.B.

Put by

MC

