

- c. Flight characteristics (wobbling, fluttering, etc.)
- d. Periodicity of sightings
- e. Time duration
- f. Curiosity or inquisitiveness
- g. Avoidance
- h. Hostility

#### *Associated Effects*

- a. Electro-magnetic (compass, radio, ignition systems, etc.)
- b. Radiation (burns, induced radioactivity, etc.)
- c. Ground disturbance (dust stirred-up, leaves moved, standing wave peaks on surface of water, etc.)
- d. Sound (none, hissing, humming, roaring, thunderclaps, etc.)
- e. Vibration (weak, strong, slow, fast)
- f. Smell (ozone or other odor)
- g. Flame (how much, where, when, color)
- h. Smoke or cloud (amount, color, persistence)
- i. Debris (type, amount, color, persistence)
- j. Inhibition of voluntary motion by observers
- k. Sighting of "creatures" or "beings"

#### *After Effects*

- a. Burned areas or animals
- b. Depressed or flattened areas
- c. Dead or missing animals
- d. Mentally disturbed people
- e. Missing items