



## American Peripheromenal Survey:

### Analyst's Coding Cheat Sheet

Version: 3.1 (Golden Master)

Use: Quick reference for categorizing incoming reports.

#### 1. Primary Typology Codes (class\_code)

*Assign the event to ONE primary category based on the phenomenology.*

Code	Category	Key Indicators (The "Signature")
TYPE_A	The Night Assault	<b>Physiological.</b> Sleep paralysis, inability to move, pressure on chest, sense of presence while in bed. (Old Hag).
TYPE_B	Techno-Mysticism	<b>Digital/Structural.</b> Visuals resembling pixels, buffering, texture pop-in, or "reality breaking." Glitch-in-Matrix.
TYPE_C	Traditional Haunting	<b>Place-Bound.</b> Footsteps, knocking, cold spots, transparent figures. Fits classic ghost story tropes.
TYPE_D	Psi / Crisis	<b>Informational.</b> Telepathy, premonitions, shared dreams, sensing danger at a distance. No physical entity.
TYPE_E	Cryptid / UAP	<b>Biological/Mechanical.</b> Seeing a physical creature (Bigfoot) or craft. Distinct from ghosts.

## 2. Engagement & Field Codes (The "Gatekeeper")

*Use these to interpret the provenance of the data.*

### Engagement Status (engagement\_status)

- **1 = Web / Dead End:** Spontaneous web entry. No follow-up possible.
- **2 = Web / Remote:** Spontaneous web entry. Researcher contacted subject remotely.
- **3 = Field Intercept:** Verified Presence (Researcher or QR Asset). **High Value.**

### Field Observation Codes

- **setting\_type:** RES (Residential), LIM (Liminal), COM (Commercial), NAT (Natural).
- **env\_weather:** OZ (Unnatural Silence/Stillness - "The Oz Factor").
- **obs\_demeanor:** INTENSE ("True Believer"), SKEPTICAL (Reluctant).
- **obs\_delivery:** REHEARSED (Scripted?), FRAGMENTED (Traumatic recall?).

## 3. Phenomenology & Somatic Markers

*New v3.1 Checklist Mapping*

Variable	Description	Folklore Context
<b>phenom_silence</b>	"The Oz Factor"	Precedes high strangeness events (UAP/Fae).
<b>phenom_hum</b>	Mechanical Hum / Vibration	Associated with subterranean or aerial craft.
<b>phenom_time</b>	Missing Time	Abduction scenarios or "Fairy Ring" time dilation.
<b>soma_paralysis</b>	Locked-in Syndrome	Strong indicator of Sleep Paralysis (Type A).
<b>soma_pressure</b>	Weight on chest	The "Old Hag" or "Incubus" motif.
<b>phenom_tech</b>	Battery Drain / Glitch	"Ghost in the Machine" / Magnetic Interference.

## 4. Media Priming Rubric (Context Coding)

*How to flag the "Cultural Lens" of the subject. Default is 0. Mark 1 if specific jargon is present.*

Variable	Priming Type	Trigger Words / Indicators (If found in Narrative)
med_digital	Internet / Fortean	"Glitch," "Matrix," "NPC," "Rendering," "Backrooms," "Liminal Space," "Skinwalker," "High Strangeness."
med_trad	Traditional Paranormal	"Ghost," "Demon," "Spirit," "Haunting," "Orb," "Angel," "Possession," "Psychic."
med_sim	Quantum / Sci-Fi	"Timeline shift," "Mandela Effect," "Simulation," "Parallel Universe," "Quantum jump," "Dimension."
med_scifi	Pop Culture	Explicit mentions of media: <i>"It looked like the alien in [Movie]," "Like a cloaking device," "Like Stranger Things."</i>
med_naive	Naive Subject	<b>Absence of jargon.</b> Uses purely descriptive, non-theoretical language (e.g., "A shape," "A shadow," "A weird light"). <b>High Value.</b>

## ⚡ Researcher Triage Logic (Decision Matrix)

### Scenario 1: The "Ghost" in the Bed

- **Subject says:** "A ghost held me down."
- **Data:** `soma_paralysis=1` (or `phenom_paralysis=YES`), `setting_type=RES`.
- **Decision:** Code as **TYPE\_A** (Night Assault).
- **Reason:** Physiologically, this is Sleep Paralysis. The "Ghost" is the *Interpretation*.

### **Scenario 2: The "Glitch"**

- **Subject says:** "The world lagged."
- **Data:** med\_digital=1, vis\_type=GLITCH (or Narrative uses tech terms).
- **Decision:** Code as **TYPE\_B** (Techno-Mysticism).
- **Reason:** The language used ("lag," "render") is derived from digital culture.

### **Scenario 3: The Shared Fear**

- **Subject says:** "We both saw the light."
- **Data:** witness\_status=WITNESS\_1 (Dyad) or WITNESS\_GROUP.
- **Decision:** Flag for **High Reliability**.
- **Reason:** Shared memorates challenge the "hallucination" hypothesis.

### **Scenario 4: The Naive Tech User**

- **Subject says:** "I saw a weird pixely block."
- **Data:** med\_digital=0 (User is 65+ years old, no internet).
- **Decision:** **CRITICAL DATA POINT**.
- **Reason:** A non-digital native describing a digital anomaly suggests the phenomenology is evolving independently of culture.