

Investigation Report



Investigation Site	STOCKWOOD PARK MUSEUM & DISCOVERY CENTRE, LUTON
Investigation Date	24 th September 2022
Report By	Andrew Fazekas
Team Members	Andy, Ben, Dee, Elaine, Maria, Rachel and Wendy

Background

When Stockwood house was built in 1740 by John Crawley, the grounds were laid out in a fashion befitting one of Bedfordshire's leading landowners. The enclosed walled gardens provided shelter for growing fruit and vegetables for the house. One of the walled gardens now displays a series of gardens illustrating the changing styles of gardening through the ages.

Soon after the outbreak of World War II, the house was converted to a hospital catering for children suffering with hip diseases. The patients were transferred by converted single deck buses from the Bartholomew's Hospital at Swanley in Kent.

It was too dangerous in that area because it was on the edge of the balloon barrage. However, Luton saw enemy activity due to the nearby motor works. Initially there was not any X-ray facility there, but one was added later and housed in the stable block. Before that installation, patients were taken by private car to nearby Luton and Dunstable hospital. The house was then named Alexandra Hospital for Children with Hip Disease. Stockwood House completed its tenure as the successful hospital of children until 1964 when it was pulled down due to its poor condition and financial instabilities.

Head of Collections about Stockwood reports the following Historical information:

We have not come across any records to show any human remains buried on site at Stockwood.

This is from our notes on Romans.

This is about the best of the archaeology for the site, Stockwood Park in Luton.

A Roman road has long been known to run north through the grounds of Stockwood Discovery Centre. The road was excavated where it runs through the grounds of Farley Junior School in 1960 by archaeologist James Dyer. The road had a crushed flint surface and probably dated from about 250 – 350 AD.

It was the site of the Alexandra Hospital during the second world war - but again, we have not heard about any deaths in connection with this.

Elaine Equipment.

H45 Trail Camera

Olympus VN-731PC

Fikyra 16GB Digital recorder.

Dee's equipment:

Notebook, pen, K-II meter, Olympus VN-5500PC digital voice recorder - forgot torch! A few photos taken with iPhone.

Marc Equipment

EQUIPMENT USED: EVP RECORDER / EMF METERS / REMPOD / FLASHING CAT BALLS / PARATEK WORD GENERATOR (DICTIONARY MODE)

Rachel D Equipment

Olympus Recorder and headphones, K2, tigger objects x6 cat balls flashing bear, music box PRI lights.

Andy Equipment

Olympic Stereo and extension Sound recorder, 2 x Olympic night vision camcorders. Night vision Trap camera Pen and pad, Full spectrum camera, EMF Meter, Mel meter, Hexcom ghost box, SP11, SP7 AND ANC speakers Dowsing Rods, Trifield meter. Torch, Hearing Aids,

Ben Equipment

K2 Meter

Weather conditions:

Fairly mild, breezy, clouds and clear sky

Ambient sounds:

(Interior and exterior) - The Centre is under the Luton Airport take-off path, so frequent loud aircraft overhead throughout the investigation; wind in the trees and bushes; occasional shouts and voices from youngsters in the nearby car parks.

Preliminary walkthrough:

It should be noted that Dee has never been to this location before.

Dee noted the following during her walkthrough:

- On the path from the main gate at the point where one could turn left to go to the Mossman Collection building or straight ahead then left into the cafeteria, Dee felt a strong urge to "go downstairs, or down...below". The staff did not know of any basement areas or underground structures. Very puzzling.
- On the short path to the Mossman building, Dee felt very strongly that she was being watched from above in a large tree. She even felt it strongly enough to approach the tree and look up the trunk into the canopy but could not see anything. It actually made her feel very uncomfortable.
- During a very quick walkthrough in the main corridor of the Mossman building, Dee was bombarded with images and impressions of different time periods and found it too overwhelming to stay very long. Did not progress into the exhibition area proper at this point.

Pre-Investigation

Due to the large area that needed to be covered by investigation, it was felt that there should be two teams covering different areas at different times.

Team 1 Investigations

Session 1: (Exterior) Craft Area

Team 1: Dee, Andy F, Wendy, Elaine and Carlina (staff)

Dee, Andy F, Wendy and Elaine all seated at a small table in the courtyard; Carlina remained standing.

On first entering the area, Dee was immediately drawn to the building on the left (opposite the table), believing she heard movement. Andy F asks Dee to place Mark's music box EMF detector outside the end door of the right-hand work shed next to which the team is seated.

20.15 Start of session, which begins with asking questions for EVP

20:18 Wendy felt something touch her back it felt like something, or someone was pulling on her hood

20.18 Dee feels that 'purple' is significant and hears a noise behind her. Keeps hearing 'purple' in her mind.

20.20 Dee marks that a car went past (car park?).

20:20 Wendy heard a noise to her left it was like a tapping or banging other members of the group also heard it and Carlina tried to replicate it without success. Immediately after this noise was heard Wendy thought of the word blacksmith that came into her mind Wendy then had a sensation in her right ear and it became quite sore

20.22 Dee senses a presence to her left that seems to be leaning in and out of the light near the building on the left (the one she felt immediately drawn to on entering the Craft Area). Carlina says she senses unhappiness, depression. Dee again feels this presence stepping out from behind a mental wall - like it is hesitant or confused.

20.24 Dee notes 'brain' (?)

20.25 Dee's notes 'hexcom' (?)

20.27 Dee is experiencing disturbing sensation of something wrong with her head, can't gather thoughts, feels confused and disoriented, like an injury of some kind.

20.28 Dee repeats that she senses an injury of some kind.

20.29 Dee reiterates that this presence is hesitant to communicate.

20.30 Dee gets a very cold shiver down her back.

20:30 Wendy and Dee heard a light possibly female voice behind them they heard it at the same time

20.31 Dee and Wendy both hear a light voice behind them to the left. Then hear two light knocks; Carlina tries to locate the source of the knocking and to replicate it, but is not successful - the closest sound is knocking on the workshop window.

20.34 Dee feels that the letter 'B' is significant.

20.35 Thuds were clearly heard by Wendy and Carlina. Immediately after this noise Wendy had a chill go right through her body

20.35 Dee notes another chill down her spine.

20.38 End of session.

20:30 – 21:05 Team 1 Session 2 Green House area

Dee places Mark's music box EMF detector by the door of the furthest greenhouse.

Dee does not sit for this session but moves quietly trying to reach out with her senses - she detects nothing.

20.36 Wendy put the ghost tube app on her phone that generates words from what is said to be spiritual energy Words Hidden and listened. At that point Dee felt that there was a child around the group

20.38 While other are undertaking EVP Elaine notices a dark shadow standing by the gate watching us.

20.48 Andy had placed a rempod inside a greenhouse this went off. Wendy stood in front of the greenhouse with her torch on and the word generator said female and flashlight then who are you. Wendy sat down and didn't feel or experience anything else in that area.

20:50 Elaine hears what sounds like an old woman cackling.

20.54 Dee notes that Andy F's REM pod, which is placed on a wall near a large water/oil tank, keeps going off - flashing bright red and emitting loud beeps. Dee thinks this sounds like morse code and so sets her digital voice recorder nearby to record the beeping. It is not established whether the wind is setting off the REM pod - but the behaviour of the device is not typical.

21.05 End of session

21:15 Session 3 Team 1 Tram Area

21.15 Start of session

Dee, Andy F and Wendy climb into the old tram, which is covered with a tarpaulin; Elaine and Carlina remain outside. The car is filled with planks of wood and various other materials. Andy F and Wendy enter into the main car, but Dee stands in the doorway next to the curved staircase leading up to the top deck (which is not accessible). Dee places Mark's creepy music box EMF device on the topmost step.

21.15 Wendy used an app called Necraphonic which is a spirit box. Spirits were directly answering questions Wendy then heard a male jolly sounding voice say tickets please.

21.16 Dee feels the tram vibrating through her feet as though it is moving. This feeling is very distinct, and Dee can find no immediate explanation.

21.18 Dee nearly has a heart attack when the music box EMF device starts to play from above on the top step.

21.22 Dee is standing in the doorway and jumps/steps to the left when she sees movement in the corner of her eye on the staircase to her right. Dee becomes very agitated and spooked.

21.26 End of session.

22:20 – 23:00 Session 4 Team 1 Mossman collection

The team spends a few minutes wandering around the first room containing Victorian hearses and various kinds of horse-drawn carriages - as well as an old car and wheelchair.

Having experienced being bombarded with impressions on her walkthrough of the main corridor, Dee was shielding herself somewhat this time in the building. However, the strongest impression she gets on entering the main exhibit is the sound of heavy chains. She cannot pinpoint from where she is hearing the sounds, but they are persistent and clear and Dee rules out the sound of horse tack (as there are many model horses in the room).

22.20 Start of session where the team is seated in the main domed area.

22.26 Dee experiences severe chills down her spine and is still hearing the chains. She feels unsettled.

22.27 Dee sees shadow movement to her left in the distance in the first room - it seems to be coming from somewhere over where the blue car was (near the horse-drawn bus). The instant after Dee mentions the shadow, a REM pod goes off in that area. She is still hearing the chains

22.28 Wendy felt someone blow on the right side of her face. Just before we left Wendy used an SLS app and caught a stock figure which what to appear as stunted legs sitting in the wheelchair.

22:29 Elaine notices someone standing by the horses that are connected to the funeral carriage. Everyone was accounted for.

22:31 Dee hears a device going off behind her to the right and on investigation realises she has found the carriage with the chains on it! Very drawn to it. This carriage produces readings consistently with other members' equipment throughout the session.

22:40 Elaine moves the trap camera to face the carriage that was having a lot of activity.

23:00 Session Ends

23:00 Team 1 Walkthrough of the Stable Area and Outer Courtyard

On entering the courtyard near the stables, Dee is momentarily overwhelmed with a strong sense of activity and busy-ness. 'Traffic' is what comes to her mind instantly.

On walking through the Stable building, Dee is hit with strong impressions of nurses and medical things and cannot shake the images. (Note: later, while leaving the building after the session, Dee notices a sign saying that it was once used as a operating theatre - validation!)

Andy and Wendy are in the stables and Dee and Elaine are in the outer buildings across the yard.

23.19 Rem pod activated

23.24 Team splits into two groups. Dee, Elaine and Carlina investigate the courtyard outside.

Nothing to report, except that the 'faint old-fashioned phone ringing sound and voice' was debunked as being the movement of the security camera above the old arched doorways.

23.33 Andy and Wendy heard a click to their right

23:35 Ghost tube app Words generated Sorry Watching Behind you Nun Haunted. Wendy and Andy then heard whispering and shuffling this was debunked as other group members had entered the area

23.45 Dee, Elaine and Carlina go inside the building. Carlina and Dee see a very fast shadow move several times across the stone floor diagonally from a doorway toward the old lock-up. This could not be debunked.

Team 2 Investigations

Session 1: 20:05 – 20:25 Sculpture Area

Team 2: Ben, Marc, Rachael D, Marie, Mike (Staff member)

Ben took team 2 to the first area of the night to be investigated in the way of the Sculpture Garden and it was quickly decided that the team would conduct a silent vigil in order to tune into the surroundings and pick up whatever they could. There are a number of stone boulders situated within the Sculpture Garden and the team decided to each sit on one with the silent vigil. The only piece of equipment used on the vigil was Ben's K2 EMF meter which was placed next to him on the stone.

20:05 silent vigil begins, as Racheal had her recorder running live listening through headphones, she tells the group she is turning this off, as she goes to do this, she hears a women's voice a moan. she informs the group however at the time Maria had coughed all believes this to be the sound. EVP captured see evp report... Ben ensures all teams safety and protection with a protection prayer

20:12 - Noise pollution from car on nearby road.

20:15 - Marc hears rapid beeping for several seconds

20:16 Ben witnesses a shadow that appears to pass from left to right along the hedge line/bush which at the time is about thirty feet in front of the team. He notes this but does not inform the rest of the team.

20:17 - Marc hears rapid beeping for several seconds.

20:21 Ben witnesses a further shadow to his left by the large tree which is situated around ten feet away. Again, nothing is mentioned by either Ben or the other members present before the first of the night's silent vigils was concluded at 20:25.

Marie Notes - Maria zoned into what can be felt. Horses walking on grass was heard and images of Victorian children running around. Refer to the other members report to see what they may have captured

A quick discussion then took place between the team whilst walking to the next investigation location which was a Tram that is next to the stable block. The Tram to the staff members knowledge has never been investigated by another Paranormal team and being outside has spent many of the last few years under a tarpaulin to protect it from the elements.

20:30 – 20:55 Team 2 Tram Session

For this experiment the team was joined by staff member Mike to observe how the team works and conducts basic paranormal experiments. Ben was more than happy to show and explain what various equipment the team uses and why it is used. The K2 Emf meter together with the Digital Temperature gauge and approximately 7 x motion detector balls were placed strategically around the Tram carriage.

20:30 - Start of experiment and Temperature recorded as 17.1 Degrees

20:33 The Team head to the **Tram** to begin their investigation mike leads the way.

Equipment used : Flashing bear x5 cat balls Olympus recorder and headphones, Power Tek & K2

The team set out their chosen equipment within the tram, Maria starts picking up a female energy and that she was attacked coming off the tram.

Bear begins flashing the team say thank you to spirit.

Temp noted 17.1 degrees

Questions asked

- Are you a lady? (Bear flashes in response)
- Are you the lady that Maria has been picking up on (bear flashes)
- Are you trapped here?
- Is there a positive reason why you are here?
- Are you a Victorian lady?
- Is there more than 1 spirit here?
- Are you connected to the tram?
- Are you connected to our energy's?
- Did you work here?
- Are you a child?
- Are you a driver?
- Can you tell us your name?

Is there an upper level? Mike informs the team no to upper level (maria sensing a man above the tram) Racheal hears a male voice EVP captured male see evp report (**Temp now 16.3 degrees**)

Marc uses his word generator power Tek he sets this to yes and no.

Questions asked

- Is there anyone above us? (YES)
- Is there a man up there? (YES)
- Are you hiding from someone?
- Are you wondering what the team are doing?
- Are you waiting for someone?
- Are you trapped here? (NO)
- Are you looking for someone? (NO)
- Are you connected to the female here, did you hurt her? (NO)
- Were you in love with her, did she love you back? (NO)
- Did that upset you, was you angry about that? (YES)
- Is there more than 1 spirit? Racheal describes a swaying motion is there more than 5 spirits attached
- Is the women still here? (Bear flashes)
- Are you afraid of the man? TEMP 15.8
- Are you comfortable with the lady's here (NO)
- With the men here? (YES)
- Did a lady steel your man?
- Did she look like Racheal or Maria? (YES)
- Do you think we look like working girls?
- Maids? (Bear flashes)
- Did a maid take your man (NO)
- Did he rape you? (YES)
- Do you mind us being here? (NO)

Maria feels the motion of the carriage she tells the team she is feeling this, and asked spirit are you making this happen? (YES) Maria leaves the tram at **20:50** Temp 15.8 the team decide to end investigation **20:55** EVP captured male see evp report.

20:39 - Temperature recorded as 16.3 degrees

20:45 - Temperature recorded as 15.8 degrees

20:48 - Temperature recorded as 15.6 degrees

During the experiment Racheal D and Maria ask various questions and the light up bear is activated several times. Marc also uses his PARATEK spirit box on a YES/NO setting and there are several positive responses to questions before the team conclude the experiment at 20:55

Marie Notes: Trigger objects lit up and it was discovered it was a woman. As the questions were being ask, I started to feel uneasy on my feet as if the tram was moving so I decided to leave the tram for some air.

21:06 – 21:25 Team 2 Craft Courtyard Session

The Team moves onto an outside area known as the Craft Courtyard. Sadly a staff member lost their life in one of the workshops some twenty or so years previously and prior to the experiment taking place this information was only known to Team leaders Andy and Ben so it was always going to be exciting to see what was picked up by the members in attendance, Marc was to use his PARATEK spirit box on Dictionary mode and the experiment was commenced at 21:06 with the initial temperature being recorded at 14 degrees. Whilst this was taking place Racheal D conducted her own EVP session as she is particularly sensitive in this area of investigation.

21:06 The team begin setting equipment, Racheal explains to Ben she is being made to feel to move the REM POD to the walkway. EVP x1 male x1 female see evp report. Ben discusses with the group about someone dying here at this location but not how as he says he knows x2 EVP male see evp report.

The team start of with their introductions, Racheal explains to spirit why they are there and ask spirit to come forward if they would like to communicate with the team, there are many devices which they could use. The team notice the senser light being triggered mike doesn't know why this has been trigged as no one near it?? Racheal asked spirit are you triggering the light? EVP captured male see evp report...

Marc starts up his Power TEK using dictionary mode for this investigation. (Bear flashes)

Questions asked power Tek words in brackets

- *Are you flashing the bear in response to the senser light being triggered? (Ceremony)*
 - *Do you know why we are here? (Milani)*
 - *Is that a name? Mike the teams guide looks up on google.*
 - *(SIX)*
 - *(Sutton)*
 - *(Never)*
 - *(Requirement)*
 - *How did you die here? (Cathleen)*
 - *(Benicio)*
 - *(Barrel)*
 - *(Kenzo)*
 - *(Dominique)*
 - *(Mercy)*
 - *(Operation)*
 - *(Since)*
 - *(White)*
 - *Racheal informs the team she is getting a pain in her head; she asks spirit did you get hit in the head?*
- EVP male captured see evp report.*
- *(Fresh)*
 - *(Themselves)*
 - *Did you work outside?*
 - *Were you laying dead for a long time? (Milani) EVP female see evp report.*
 - *(Cookie)*
 - *(Potato)*
 - *Did you work with vegetables?*

- *Were you cooking them? EVP male see evp report*
- *(recent)*
- *(Country)*

Maria sees something in the distance she sees elementals she tells the team and gets Racheal to sit where she was to see... Racheal can see something but maybe the trees making it look like something, Racheal goes to investigate nothing found and Maria stated it had disappeared.

- *(Identify)*
- *(Roseline)*
- *(Evening)*
- *(Lunar)*
- *(Creative)*

Marc explains to spirit the team are leaving, the team notice the sensor light has stopped being triggered. EVP male see evp report...

The first word out of the PARATEK followed by many more was:

21:11 Ceremony
 21:13 - Temperature recorded as 13.5 degrees
 21:13 - "Requirement" and "Bewicko"
 21:14 - "Barrel" and "Kenzo"
 21:15 - "Demonic" and "Operating" and "White"
 21:16 - Rachel reports head pain
 21:16 - "Fresh" and "Themselves" and "Milena"
THIS IS THE SECOND TIME "MILENA" HAS COME UP.
 21:17 - "Cookie"
 21:18 - "Potato" and "Relent"
 21:19 - "Country" and "Jemma" and "Response"
 21:19 - Temperature recorded as 12.9 degrees
 21:21 - "Identify" and "Cycle" and "Snap"
 21:22 - "Meet" and "Soup" and "Suggestion"
 21:22 - Temperature recorded as 12.5 degrees
 21:23 - "Alessia" and "Scarlet"
 21:24 - "Roselyn" and "Mohamed"
 21:25 - "Evening" and "Luna" and "Creative"

Maria announces to the team that she believes an Elementor is watching us from a nearby tree and the experiment is concluded at 21:25 before the team walk back to the canteen area for the first break of the evening.

22:00 Team 2 makes their way down to the Discovery galleries whilst team 1 make their way to the Mossman collection. Sadly, due to time restraints and the sheer area of the Museum the team spent only a short time in the following three areas and due to the shortness of each experiment they were recorded to be shown on the You tube channel in the not distant future.

22:10 - 22:25 – Team 2 The Shillington Queen room Session

Racheal looks for somewhere to sit and says where am I going to sit? EVP captured male see evp report... as soon as the team get into the room set up equipment it wasn't long before most of the equipment was triggered the bear, the cat balls PRI lights, REM POD, the team thank spirit. This was before questioned asked.

Questions asked

- *Can you tell us your name? EVP male see report*
- *Are you a man? (Bear flashes)*
- *Are you a female a lady?*
- *Do you know what year it is?*

- *Are you a child?*
- *Are you a dog?*
- *Are you an animal?*
- *Are you connected to the coins?*
- *Are you connected to the skeleton?*
- *Are you attracted to our energy Racheal asked (K2 Lights to amber) EVP x2 Male see evp report*
- *Are you attracted to any of the objects here? Racheal starts to experience a pain in her thumb, she asked spirit, did you have a problem with your hand, maria asked did you have you hands cut off? EVP captured male see evp report...*
- *Are you Saxon, Viking, Celetic, Romany?*
- *Maria asks do we look odd to you the way we are dressed. EVP captured male see evp report...*
- *Do you know what year it is? PRI light activated EMF activated amber on top of skeleton, are you after Christ or before? PRI Light activated*

22:17 - K2 Meter flashes orange indicating a moderate-strong signal.

22:18 - Rachel reports a pain in her hand.

22:20 - Rachel and Marc hear a child.

22:22 - Motion Light activates.

There are no team members close enough to cause the activation.

K2 Meter flashes orange indicating a moderate-strong signal.

THIS IS THE SECOND TIME WITHIN FIVE MINUTES THAT THE K2 METER HAS INDICATED AN ORANGE LIGHT.

22:24 - Marc places down a second K2 Meter.

22:25 - Motion Light activates.

There are no team members close enough to cause the activation.

THIS IS THE SECOND TIME WITHIN THREE MINUTES THAT THE MOTION LIGHT HAS ACTIVATED.

22:25 - 22:40 Team Two Five Knolls woman room Session

22:30 - Music Box and Flashing Cat Balls activate.

There are no team members close enough to cause this to happen.

22:32 - "Yes"

Question: Are you a woman?

22:33 - "Yes"

Question: Are you a witch?

22:33 - REM Bear activates.

22:34 - "No"

Question: Are you a bad-tempered women?

22:35 - "Yes"

Question: Are you a young lady?

22:36 - "Yes"

Question: Is there more than one spirit here?

22:37 - "No"

Question: Are you trapped here?

22:38 - "Yes"

Question: Is one of us a re-incarnation?

22:38 - "Yes"

Question: Is it Marc?

(All other team members receive a "No" answer.)

22:39 - "Yes"

Question: Do you move around?

22:39 - "Yes"

Question: Are you looking for someone?

22:40 - "Yes"

Question: Are you a child?

22:40 Team 2 - Blacksmith forge Room

Questions asked

- *Did you do many horses?*
- *Did you make weapons or swords?*
- *Did you like your job?*
- *Did it help to put food on the table? (Loud noise heard behind Ben in the doorway)*
- *Did you make that noise?*
- *Do you like us being here?*
- *It must have been hot working in the forge*
- *Did you like being here?*
- *Were you a very creative person?*
- *Was there more than one of you?*
- *Did you have a cat?*
- *Did you teach your son?*
- *Are you trapped here?*

Racheal tells the team she is aware of a coldness around her legs, others in the team also begin to feel this around their legs. EVP captured male see evp report...

Questioned continued...

- *Is that you? (Cat ball activation)*
- *Are you wondering what we are doing?*
- *Are you with us here in the corridor?*
- *Are you behind Maria? (Cat ball activation)*

The team decide to do a temperature on all to see if this cold sensation is on them or around them.

Marc begins by checking behind Bens legs as he was also feeling this sensation. Feeling as though someone was behind him.

Ben Temp behind legs **19/20 degrees** Behind on the floor **15 degrees**

Racheal Floor temp in front of her **15 degrees** Racheal's thighs **23 degrees**

Maria Floor **15.5 degrees** Legs **21 degrees**

22:45 Cat Balls activate

22:53 End of investigation

The team collect their equipment as this happens EVP is captured male see evp report... Racheal discusses with maria how she loves the caravans, Maria talking of how you can rent them to go on holiday EVP captured male whisper see evp report... As the team head outside the music box Racheal was carrying kept going off as it was in her hands the team discuss what scary movie this tune is from EVP captured male see evp report... as the team continue outside walking to the next investigation spot x7 EVP captured see evp report.

11:32 Ben set up the K2 Meter in the carriage at the top of the carriage steps on the entrance, Racheal's bear on the top of the carriage and the flashing trigger balls on the ground in a line by the wheels. REM POD set up a small distance away.

Ben decides to do a video of this as he started to see activation with the K2 this was unusual as this was activated to amber then red, this has not been seen all evening or on any recent investigations. The flashing bear was also activated as Racheal spoke of spirit enjoying holidays within this carriage, the team thanked spirit for coming forward.

Questions asked

- *Did you enjoy travelling in this carriage? (K2 activation) Amber*
- *Are you a female? K2 (Red)*
- *You must have had fun times are you using our energies to light up the equipment? K2 activation (red)*
- *Do you wonder what we are doing? (K2 activation)*

- *We are here to communicate with you and ask you about your life?*

2:40 22:55 – Team 2 Blacksmiths Forge Session

22:47 - Flashing Cat Ball activates.

22:48 - The team hears a bang in the backroom

22:50 - Flashing Cat Ball activates!

Rachel reports feeling cold.

22:51 Rachel and Ben report feeling cold.

23:00 the team swapped over with team 1 and walked up to the area of the Museum that houses both the Mossman collection and the famous Wenlock Jug that was incidentally stolen from the museum some ten or so years before so but thankfully had been found and returned after an extensive Police investigation.

On the way out of the previous room, Racheal was still recording, she stated that she was experiencing a pain in her head left side EVP captured x2 Racheal experienced the pain again EVP captured see evp report.

22:28 Ben told the team to set up quickly, EVP captured male see evp report. As soon as the team set up their equipment the music box is activated x2 PIR light activated, cat balls also flash. The team thank spirit for this. Racheal tells the group she hears a male spirit voice say hey. EVP Confirmed, another EVP captured that Racheal didn't hear at the time male see evp report.

Racheal said thank you to the spirit, acknowledging she heard a voice, the music box was then activated. Racheal and Maria start off by introducing themselves, music box and cat balls were then activated. We are here to communicate with you, understand who you are what year are you from, and why you are still here?

Questions asked

- *Were you related to a clan? (YES)*
- *Are you a man?*
- *A child? (NO)*
- *A woman? (YES)*
- *Are you a witch? (YES)*
- *Did you do spells?*
- *Did you do bad spells to others? Racheal starts to experience a pain in her head*
- *Did you hurt people? Racheal experiences pain in her head EVP captured female see evp report.*
- *Were you hung as a witch?*
- *Are you causing Racheal to experience pain in her head? (YES)*
- *Are you a witch? (Bear flashes)*
- *Were you a bad-tempered woman? (PIR act)*
- *Racheal asks are you making me feel something (NO)*
- *Is anyone else? (NO) EVP captured male see evp report.*
- *What happened for you to be known as a witch?*
- *Were you just a spiritual woman, did you have a sense/knowning (YES)*
- *Are you a young lady? (YES)*
- *How did you die, was you hung? EVP captured male see evp report.*
- *Were you beaten? EVP captured female see evp report*
- *Did you have your head cut off, die by the hands of raiders?*
- *Did you drown?*
- *Were you burned at the stake? EVP child see evp report.*
- *Did you die at old age (YES)*
- *Is there more than one spirit here? Light up the lights*
- *Are you hear all the time, or do you come and go?*
- *Are you trapped here? (NO) EVP captured see report*
- *Racheal explains to the team she is getting hot, Ben also experiences this, and it explains the heating or more clothes maybe the reason. EVP captured child see evp report.*
- *Is one of us a reincarnation of you? EVP captured male see evp report. (YES)*

- *Maria? Racheal? Ben EVP captured child Marc. (YES)*
- *Do you like to stay here because things are familiar? (NO)*
- *Do you move around here a lot? (YES)*
- *Are you looking for someone? EVP captured female see evp report. (YES)*
- *Are you looking for a loved one? EVP captured male see evp report.*
- *Your child? (YES)*

The team thank spirit and communicate that its time to leave, the music box and cat balls are both activated same time. **22:38** As the team the leave Ben informs the team again that they shall be calling that room the five Knowles women EVP captured female see evp report.

23:05 Team 2 Mossman Collection

23:05 - 23:15 Silent vigil to tune into the surroundings and see where members are drawn too. Ben is not particularly drawn to any areas of interest but goes to an area that he will refer to 'Andy's carriage that Andy had been drawn to when they had completed and earlier recce the month before.

22:05 The team decide to do a silent vigil for 20 minutes. Racheal places the flashing bear in a carriage doorway and sit near by whilst Ben Maria and Marc sit together nearby. Recorder placed near to where Racheal was sitting. K2 activation flashing bear activation x3 Ben tells the team he has just seen a shadow figure, near to a carriage to his left. Racheal too experiences seeing a shadow figure.

Ben explains to the team that they can go and check out the area see where they get drawn too, some time to do their own thing. Ben explains that there are two carriages that they are allowed to sit in. Racheal heads there first, then shortly after Maria and Marc join her. As soon as Racheal places the bear down activation straight away. The bear continued to flash two paws; this had only been activated with 1 paw flash most of the investigation.

Questions asked

- *Do you mind us being here?*
- *What's your name?*
- *Are we in your carriage? (Continuous bear flashing)*
- *Are we disturbing you?*
- *Can you tell us ab out this carriage?*
- *Do you mind us sitting in here? (NO)*
- *Are you a man*
- *Are you a female? (YES)*
- *Name (YES)*
- *If it's, you here with us flash the bear*
- *Are you a Victorian lady (NO)*
- *Are you the keeper, the owner (NO)*
- *Did you have sex in this carriage?*
- *Do you think we have dirty minds for asking that question (NO)*
- *Did you enjoy riding in here? Bear flashing x2*

The team re-join and head to the larger carriages 30-seater Racheal and Ben seem to have been drawn to the same one. All the team set up the equipment.

Equipment used Digital recorder and headphones, K2 x6 cat balls REM POD, flashing bear.

23:09 - Team hears a bang.

23:10 - Ben notices a shadow moving from right to left. This happens twice!

23:11 - Marc lays down a flashing cat ball near the traction engine.

23:14 - Marc, Maria and Ben report feeling a relaxing influence in the room.

They are sat on benches near to the traction engine.

23:15 - Silent vigil ends.

23:20 - 23:30 - Nothing picked up by Ben at this location and he goes to find the rest of the team before being drawn to a carriage known as the CHAR-A-BANC
Marc meets up with Maria and Rachel in one of the horse carriages. REMBEAR is showing a double response at this time.
23:23 - "No"
Question: Are you Georgian?
23:23 - "No"
Question: Are you Victorian?
23:24 - "No"
Question: Did you have sex in here? (Asked by Rachel.)
23:25 - "Yes"
This is a response to Rachel saying "Probably thinking dirty woman."

23:30 and 23:55 FIRE HELMET SECTION

Marc stays near a bench area with several display cabinets, a car and a wheelchair. The rest of the team goes over a large family horse drawn carriage an investigation was commenced at CHAR-A-BANC and the K2 Emf together with motion detector cat balls and the light up bear was used and placed around the carriage. The team had some extremely positive activity in this area with the K2 emf meter quite literally of the scale reaching Red on several occasions.
23:35 - Marc places a flashing cat ball on wheelchair.
23:40 - Marc places a REMPOD on a display cabinet containing fire helmets.
23:41 - K2 Meter flashes red near family horse drawn carriage. This indicates a full deflection and therefore a maximum strength signal.

MOSSMAN COLLECTION CORRIDOR – Andy and Marc

* Marc is paired up with Andy and a member of the museum staff *
00:41 - Reaction from REMPOD on blue carriage.
00:43 - Reaction from REMPOD on blue carriage.
00:44 - Reaction from REMPOD on blue carriage.
00:45 - Marc places a K2 Meter by the wall.
00:47 - The voice of a female is heard through the P-SB7.
00:50 - Reaction from REMPOD on blue carriage.
00:55 - Team switches to a silent vigil.
01:00 - Knocking noise is heard down the corridor.
01:01 - Marc hears a knocking noise hear the blue carriage. There is no reaction from the REMPOD or flashing cat balls.

FIRE HELMET SECTION

01:09 - Andy places an EVP recorder on a display cabinet.
01:10 - Marc moves to cover the area by the wheelchair (he was previously in this position when with Ben's team.)
01:13: Marc notices a possible shadow in the corridor to his right.
01:15 - Andy moves down the corridor with the museum staff member. Communication is attempted.
01:17 - Marc hears a clicking noise coming from the direction of the family horse drawn carriage. he is alone when this happens.
01:18 - Marc decides to check the areas where he heard the clicking noise and saw the shadows. Nothing is found.
01:26 - Andy advises Marc there are cobwebs across the ceiling, therefore possibly debunking any orbs caught on audio-visual equipment.

00:38 – 01:15 Session 6: Clock Tower Reports

Team: Dee, Ben, Wendy, Racheal, Marie and Mike (staff)

The area in the clock tower is filled with undisplayed items ranging from farming implements to old lamps and boxes. There is a lot of dust and cobwebs.

Mike stands at the top of the staircase, Ben and Dee in the first area (shelving and planks of wood etc), with Marie, Wendy and Racheal at the far end in the clock area.

00.40 Dee feels a bit off kilter - perhaps due to uneven floor, or possibly sensing a bit of residual energy coming from the surrounding objects.

00.47 Dee notes that Mike is moving near the stairs.

00.48 Dee gets a sudden fleeting image in her mind's eye of shuffling and dealing playing cards.

Sometime between 00.50 and 01.00, Marie experiences a terrifying shadow envelop her and disrupts the investigation with her screams. Luckily, she is unharmed. Dee and Ben approach the area where Marie, Racheal and Wendy are and call out to 'banish' the shadow to the back room clock area (up a couple of steps). The shadow is forbidden to cross the threshold of the doorway.

01.03 Dee and Ben stay near the doorway to observe and Dee sees a shadow start moving from front to back.

01.05 Dee and Ben hear a tapping at the back of the clock room and both can 'feel' that the atmosphere is very different in this area. Neither of them feel confident enough to enter the room, but continue to observe it from the doorway.

01.07 Both Dee and Ben watch a definite shadow zig-zag very quickly across the floor from the back of the room to the doorway. It startles them so much they both step back from the doorway in surprise, believing it was coming at them!.

Rachel D Report

Maria decides to take up her place in the clock tower area by herself, Racheal sits just a short distance away, the rest of the group sit more to the front of the loft spread out. Lights out all the team tune into the surroundings.

14 minutes into the investigation Racheal experiencing light shadows, questioning to herself that she had seen? X3 EVP captured male, see evp report. 10 seconds later Racheal alerts the team she has seen a ball shadow appear slowly to her right and glide beside her. Racheal asked Maria if she had also seen this, as she was nearer to Racheal however in the clock tower. As Maria informed Racheal she did not see this, EVP captured male see evp report.

Racheal explaining to the team what she had seen, Wendy came to see Racheal they were both communicating about the shadow, saying how it dissipated. EVP captured male see evp report.

Questions asked

- *Did we just see you spirit (Wendy arrives with cat ball, cat ball activation in the shadow area)*
- *Spirit are you still there, are you flashing to confirm to me that I did see you? EVP captured see evp report.*
- *Can you show us again?*
- *Why are you here? Wendy questions about demonic spirits in loft spaces EVP captured see evp report...*

Wendy tells spirit that the team are protected Racheal and Wendy now see x3 shadows, Maria still not aware of any shadows, it appeared to look like someone running back and forth around them. Wendy asked spirit to show yourself again. Wendy now experiencing pain in her ear EVP captured male (old) see evp report. Racheal and Wendy both said the shadows come through like clouds, both now look for moths above the exit light, maybe this was the cause, Racheal informs Wendy the shadows are too big, both now agree the shadows are too big to be moths.

Questions continued...

- *Are you a child?*
- *Is there a child with us?*
- *Touch the bear show us you are with us (Maria lets out a blood curdling scream!!!!)*

Racheal wearing headphones at the time and was deafened by the screen and shocked both call out to Maria as she had stopped screaming and ask what is happening?? Racheal and Wendy call for Bens help unsure of what is happening. Flashing bear is activated. Ben assists Maria making sure she is ok, as she came out of the clock tower and said "fuck that" EVP captured unsure if collective spirit sound or 1 spirit as it sounded unhuman?? Not male or female hard to detect. See evp report...

Maria explains to the group she sees a shadow thin in appearance not dark then it changed to a thick appearance which began to come over her, down her back, she stated this felt threatening to her, she had never experienced

this ever, and appeared quite shocked. Dee then explained to Maria in places like the loft you will experience darker energies EVP captured male see evp report....

Racheal tells the team she never sees shadows EVP captured male see evp report...

Mike the tour guide informs the team they are above the cell area, Shilton coin collection below them. Dee and Ben decide to investigate the clock tower area to see what was or still is lurking around? If the shadow reappears to them?

The other member of the team joins together whilst dee and Ben try and find the source of the shadows.

Questions ask by the girls group

- *Spirit are you still here?*
- *You are not allowed to enter us (Dee and Ben both see shadow figure in clock tower) bear activation*
- *If you are here flash the bear (bear activation)*
- *Are you the same spirit that was with Maria??*
- *Are you a male or female?*
- *Or something else?*
- *Did we see your energy's?*
- *Are you a child? (Bear activation)*
- *Are you scared of the other energies here? EVP captured see evp report...*
- *Are you scared of us; did we scare you?*
- *Can you let us see you again?? Both Racheal and Wendy see shadow clouds around Mike in front of him above his head, not moths*
- *Maria Racheal and Wendy now see the shadows around Mike, floating around him.*
- *Did you used to work here?? EVP male see evp report...*

Mike informs the team that a man called Roger who used to work here and spend time in the loft, passed away last week.

- *Roger are you here? EVP captured male see evp report...*
- *Can you light up the cat ball or the bear to let us know you are with us? EVP male whilst Ben and Dee both see a shadow zig zag around them, see evp report....*

Racheal explains to the team she doesn't feel anything negative, EVP captured male see evp report...

- The girls ask for Roger to show himself, Racheal said spirit are trying to use all our energies to come through EVP captured male see evp report Shadow now seen continuously around mike and the beams behind him. The team talk of protection prayers including mike in this, and to end this session.

Clock tower – Wendy Report

Wendy did not write the times as things really heightened but this is her account

This was without any doubt the most active and interactive area for the group

Ghost tube app Words Johnny-Cynthia -Yes

Rachel started seeing a shadow go back and forwards to her left it changed from a light grey to a black mass

Wendy then joined her and Wendy and Rachel clearly saw a shadow moving around them going back and forwards at this moment Marie started screaming this lasted for what seemed like a long time.

Wendy and Rachel did not move Wendy reports that this was not in her character not to help people and her first Instinct would have been to jump up and help Marie but for whatever reason she felt like she shouldn't go to Marie and Wendy and Rachel called for Ben Dee and Ben went to Marie and told the spirit to stand back. Marie then described to the group that a light cloud like spirit appeared and was going around her it then changed to a very dark black mass and it appeared to be going above her head and she thought it was going to go into her body Dee and Ben then went to that area and experienced seeing the black shadow at this point Wendy Rachel and Marie was sitting together with Mike one of the curators Wendy and Rachel witnessed a shadow

figure very clear going up and down and around where Mike was sitting the shadow figure looked like it was going down and upstairs walking around like it was working Mike remarked this may have been Roger who worked there for many years and past last week the whole group experienced the shadow figures and Wendy observed her body was shaking and she started to cough but that could have been down to the dust in the area the group left the loft and went outside and it took a few minutes for them all to feel calm again. Wendy records that this was the best paranormal experience she has ever had on an investigation and had never seen a shadow figure before but it was very clear and seen by all the group that were present in the loft.

Clock tower – Ben Report

00:40 - Team members Ben, Dee, Wendy, Maria and Racheal D are joined by staff member Mike to investigate the loft and clock tower area of the Discovery Galleries.

Maria volunteers to sit in the clock tower area whilst the rest of the team spread out along the loft from the clock tower to the above the Blacksmith forge. Ben is positioned with Dee nearest to the Blacksmiths forge with Wendy and Racheal D positioned between the forge and the clocktower. Ben records on his voice recorder and other members employ their own equipment and methods of investigation whilst the entire team sat in silence conducting a silent vigil.

00:46 Racheal D announces that she has seen a shadow to her left-hand side

00:51 Racheal D announces that she has seen a further shadow

00:55 - Maria screams and shouts that she feels that a shadow is overshadowing her. Maria is clearly distressed, and Racheal immediately shouts out to Ben who makes his way up the Clock tower area closely followed by Dee.

Ben calls for Maia to come out of the Clock town to safety and towards Racheal who has by this time been joined by Wendy and Ben says in an loud voice, 'You do not have permission spirit to pass this door entrance and you are not to pass or follow Maia or indeed any other person here in attendance tonight'

Ben is joined by Dee at the small door entrance to the clock tower and Maria makes her way to Racheal and Wendy who are further back into the loft area.

01:05 Both Ben and Dee witness a tapping noise coming from the clock tower.

01:07 Both Ben and Dee witness a shadow that appears to Zig Zag across the floor in front of them stopping at the door entrance at which Ben had earlier told it that it could not pass. Both Ben and Dee are totally amazed by this having witnessed nothing like this before and could find no reason to debunk it.

By this point Maria had calmed down and the vigil was ended at 01:15 before the team walked back to the canteen for the end of the evening.

THE CLOCK TOWER - Marie Report

To get to the clock tower the team walk through the rafters over the museum. Trigger objects were placed around, and areas were agreed for the team to position themselves for the vig. Me Maria picked the clock tower itself. Now the lights were turn off team just sat quietly, and it was not long before the best part of the investigation. Rachel was first to see the black shadow. One min it was on the floor then up by the roof. Rachel asked questions and recorded anything that may have answered. Me Maria sitting in the clock tower saw a thin fine black shadow but then a much darker black figure show itself just by my knees (please not i was kneeling) . After a few seconds the black figure slowly move to my left and moving behind me. At this point Me Maria gave out a very loud scream and saying leave me as i felt the shadow wanted to enter my body. Next thing i knew Ben was at the entrance of the clock tower and the lights where on. At this point the light were turned off again Ben and Dee were at the clock tower entrance Rachel Maria and Wendy were where Rachel saw her shadow. The shadow would fly around and disappear and after a time the vial ended.

EVP reports

- **Sculpture garden** - Racheal informs the team she has heard a women moan, this was confirmed evp as she went to turn off her recorder, and when Ben had seen a shadow. Racheal however didn't turn this off as another EVP was captured male **"Racheal next to you"**
- **The Tram** – Maria was sensing people talking to one another EVP male **"I am"**
- **Courtyard- setting up** – EVP male **"who is there"** Racheal feeling urge to move the REMPOD EVP female **"were here"**

Ben telling the team of the death not saying how it happened, but that he was aware EVP Male **"So do I, so do they"**

Racheal started introductions asking spirit did they trigger the senser light? EVP male **"Racheal"** this was pronounced correctly however Racheal hasn't used this pronunciation in a long time.

Power TEK dictionary questioned asked how did you die? Power Tek (Cathleen) EVP male **"Cathleen"**
Racheal experiencing pain in her head, she asked spirit did you get knocked over the head? EVP male **"Carbon"**

Question did you work with vegetables? EVP male **"Cutting it"**

- **Shillington Queen Room-**

Racheal looking for somewhere to sit, EVP male **"Come this way"**

Question Can you tell me your name? EVP male **"Anton"**

Question are you attracted to our energy's? EVP male **"her energy precious"**

Did you have your hands cut off EVP male **"Did come off thanks for asking"**

Racheal experiencing pain in left side of her head, whilst leaving the Shillington room, EVP male **"Henry"**

Racheal experiencing pain in her head again EVP male **"Young that me"**

- **The five Knowles women room-** As the team enter the room Ben says get set up quickly EVP male **"who are you"**

Racheal tells the group she just heard a male say hey, EVP confirmed this as they start.

Question to the witch, did you hurt people? Racheal tells the group she is getting a pain in her head. EVP **"like you"**

Question Where you beaten EVP female **"humming"**

Question where you burned at the stake? EVP child **"apparently"**

Question where you trapped here? Racheal and ben getting hot, EVP male **"No"**

Ben discusses radiators on EVP child murmur.

Question is one of us here a reincarnation of you? EVP male **"Hello darling"**

Question are you a child? EVP male **"No"**

Question are you looking for someone? EVP Female **"Him"**

As the team leave and say we are calling that the five Knowles room EVP female **"Sweet Lui"**

- **Black smith forge room-** Racheal said she is starting to feel a coldness around her legs. EVP male **"There with you"**

Racheal asks Mike how he is feeling? EVP male **"come on"**

Ben tells spirit we have to go, and another team will be coming, EVP male **"No they won't"**

As the team collect equipment EVP Male **"you have something lost"**

Racheal and Maria talk of the caravan and the love for them regarding holidays in gypsy caravan EVP Male whispered **"omicron"**

As the team walk off to their next investigation, they all discuss the music box sound and what scary film it's from? EVP Male **"don't watch shit"**

The team continue to walk X3 EVP Male **"Racheal Racheal Racheal"**

EVP female **"Ello"** EVP Male **"Hiya"**

The team continue to walk EVP Male **"you're an awesome feeling"**

EVP Male **"love to love over there"**

EVP Male **"Racheal"**

- **Mossman Collection-** Racheal looking at the carriages EVP Female **"voices"**

Walk up to the loft EVP Male **"Fuck you Racheal"**

- **The loft room** – Racheal questioning what she had seen? EVP Male **"Hum"**

18minutes in just before Racheal sees the shadow EVP Male **"Stan"**

Maria asked did she see a shadow EVP Male **"No"**

Question are you still there spirit are you flashing for confirmation that I see you? EVP Male **"Yes"**

Wendy speaking to Racheal saying about demonic energies in places like this EVP Male **"Haunts"**

Wendy experiencing pain in her ear EVP Male **"murmur sound"**
Maria swearing After her dark shadow came too close for comfort EVP not male or female almost like a collective of voices? Really unsure however I hear **"Reece" or read us"**
Dee mentioning unfortunately in places like this you get dark energy EVP Male **"I feel"**
Question are you scared of the entity here EVP Male **"cold"**
Question did you work here? EVP Male **"yeah"**
Dee and Ben see the shadow in the clock tower for the first time EVP Male **"shit"**
Racheal says she doesn't feel anything negative EVP Male **"Must be me"**
Racheal says they must be using our energy's EVP Male hum like he was agreeing.

Post Investigation Summary

Marc

1. Was the rapid beeping heard by Marc in the Sculpture garden coming from from REMPODs? Enquiries will be to be made with Team A for confirmation.
2. The readings from the K2 meters in the Coin Room could be worthy of further research and investigation.
3. The activation of the motion light in the Coin Room could be worthy of further research and investigation.
4. The activation of the music box, flashing cat balls and the positive response to the question "Are you a child?" could suggest the presence of a child spirit within the room. This could be worthy of further research and investigation.
5. The full deflection of the K2 meter near the family horse drawn carriage could be worthy of further research and investigation. However it is important to note that there was a PIR motion sensor near the family horse drawn carriage. Was the K2 meter detecting it? Would need research and investigation as could be debunked as a false positive.
6. The female voice coming through on the P-SB7 Spirit Box could be worthy of further research and investigation.
7. The shadows noticed by Ben could be worthy of further research and investigation.
8. The shadow noticed by Marc could be worthy of further research and investigation.
9. The clicking noise heard by Marc could be worthy of further research and investigation.

Rachel D

What a fantastic place to investigate, I really enjoyed this investigation meeting team members I haven't seen for a while and meeting others I didn't know. We had great experiences within the night, the equipment was used well by spirit. What a fabulous collection I loved looking at all the items especially the gypsy caravans. Thanks to mike for being a fabulous tour guide. I would love to revisit especially the loft as this proved to be very interesting indeed. Big thanks again to LPS and on to the next one!!

Elaine

Elaine would like to know if anyone picked up anything regarding the following people as they are related. Pte Thomas John Bunker, 18968, 3rd Battalion Grenadier Guards, was killed in action in France on February 10th, 1916. Using the name John, he was 19 and his home was at 73 Beech Road, Luton. Previously he lived at London Road Lodge, Stockwood, with parents John and Fanny Bunker and family. His father was gamekeeper to Mrs Crawley, of Stockwood House, for nearly a quarter of a century. Pte Bunker was a farm labourer at Stockwood before he enlisted in September 1914.

Ben

Stockwood Museum is fantastic location to visit and to investigate from a Paranormal point of view and Ben hopes to investigate it again over the coming years. In Ben's opinion the location has a paranormal presence and this warrants further investigation in the years to come. A thoroughly enjoyable evening.

Andy

Sadly, I did not pick up much on this investigation and unfortunately the low flying aircraft which impacted on sound recordings and the number of dust particles flying around the building caught on camera only added to the frustration. One carriage in particular seems to have residential energy while another in the dark just looks like it came straight out of a hammer horror movie.

Notes:

The staff of the Museum on the night could have not been more helpful and Luton Paranormal Society would like to take the opportunity to acknowledge and thank them for all they did on the night as nothing was too much trouble.