

Investigation Report



Investigation Site Wardown House Museum

Investigation Date 22nd October 2022

Report By Andrew Fazekas

Team Members Andy, Dee, Elaine, Marc, Maria, Ben, Jason, Rachel and Wendy

Paranormal Background

Wardown Museum haunting 1955 - Eye witness Account by LPS member Anthony R Roberts

I left school at the age of fifteen and joined a heating and plumbing company called EG.Baker in Park Street Luton. I was put to work with a man called Hugh Upton... now he had been through the first world war and fought on the Somme battlefield. It is important to know this because that generation was different to mine. He would never be bested, and he had a singular attitude to life. He was a proud and a brave man.

But I saw that man rooted to the spot with fear that day in Wardown Museum cellar. To get to the point we were changing a section in the boiler which had cracked. I was in the boiler and Hugh was standing outside by the boiler door. The only other person in the museum at that time was the curator who was upstairs in his office. The museum was closed to the public.

We knew that we three were alone, when we heard footsteps coming towards us, we knew something was wrong as there was the sound of a light tap tap and then we heard a dress swishing as the person walked nearer. There were no l i g h t s in the cellar in 1955 at all. The only lighting came from a 100-watt head lamp on a long lead which was plugged in upstairs which threw out a limited light around the boiler.

As we waited a woman appeared out of the gloom about ten feet from where Hugh was standing. She continued to walk towards us then turned the corner and was gone from my sight as I was in the boiler. But Hugh saw her for longer as I could see his head turn as he watched her until she was no longer to be seen.

Now that would have been something to talk about between us, but no old Hugh was old Hugh, and he was saying nothing. I could not believe it, and after I got over the shock of what I had seen I begged him to talk about it. But he would not. But he stood there in front of the boiler frozen. It took a while for him to move and when he did, he turned to me and said something like "load of rubbish" or words to that effect and that was the last word he ever spoke of the subject.

Now let me try to describe what she looked like. She was tall and wearing a dark possibly blue surge dress. White ruffs at her wrists and a white front or vee down to her waist. I don't know if she was wearing a bonnet or not and her face has faded from my memory as indeed old Hugh's has.... When you get to my age you will know what mean anyway that's about that.

But as a footnote I thought she was a nurse, could be wrong and one more thing. She was not holding a lamp of any sort. That means there was light in the cellar at that time possibly gas. I have just found LPS online and read about the other heating engineers in 1971. This caused me to put pen to paper and get this on record. I have now joined LPS

Best regards Anthony R Roberts (Now Sadly Deceased).

Another ghost known to haunt the museum is the ghost of a former housekeeper once haunted the museum in Wardown Park.

In 1971 two heating engineers were working in the cellar late one night when they heard the sounds of footsteps coming down the stairs behind them. They turned and saw a woman wearing a long dark dress and carrying a large bunch of keys on her belt. The figure said nothing; she just turned around and went back up the stairs. The two workmen found the caretaker having a cup of tea and asked him about the woman, but he said that neither he nor anyone else had been near the cellar. After this the figure was never seen again but the sounds of footsteps were heard on the stairs late at night or early in the morning. Nothing has been seen or heard now for over twenty-five years.

Another report about the museum was kindly provided recently to LPS by Vee Cockburn.

I visited Wardown when I was 14 years old with a school friend after going for a swim at Bath Road. On our approach, I saw a Lady by the window, middle-aged and dressed in a white bonnet, with a corset type dress with white lace in a 'V' shape to her bust. In her left hand was a cloth with which she was wiping the inside of the window. She stopped cleaning but still held the cloth to the glass and was staring at us walking in. When we got into the building, I said to a man at the desk that it was great that they had people dress up in Victorian costume for us visitors. I vaguely remember him laughing at me and replying that there were no such people in the museum. I'm 40 now but remember it so clearly and always wondered if she was the Housekeeper that I now know still makes her presence known there.

Further to the above information LPS is aware that on occasion ghostly window cleaners have been seen outside the building undertaking their chores and there is a lady in white who walks the outer wall in the gardens. Our thanks to everyone who contributed to this report.

LPS have previously investigated the Wardown Museum on 28.09.2007 and 13.09.2014. All reports from these investigations including film and photographs can be accessed on our website.
www.lutonparanormal.com

Weather conditions:

Fairly mild, cloudy with light rain as we entered the building.

Ambient sounds:

Interior investigation - surprisingly little extraneous noise; members' equipment (occasional); lift mechanism (occasional); heating and plumbing noises in various parts of the building, particularly the basement.

Pre-Investigation

Due to the size of members attending the investigation. It had been decided at an earlier meeting that the team would be split into three to allow all three floors to be simultaneously investigated by a different group at the same time. The teams would then rotate throughout the floors and compare results at the conclusion of the investigation.

Dee noted the following on entering the cafe area, which was the designated common area for the evening: Dee saw from the corner of her eye a fleeting image of a shadow figure moving at speed down the short corridor towards the back door.

It should also be noted that throughout the location there were movement activated lights, so paranormal activity has to be ruled out regarding lights switching on and off.

Team 1 were Andy, Dee, Veronica and Emma.

Dee's equipment: Notepad, pen, torch, K-II meter, Olympus VN-5500PC digital voice recorder. A few photos taken with iPhone.

Andy Equipment Two rem pods two infrared camcorders hexcom emf meters trifold meter sound recorder one thermal imaging camera one normal camera one ghost camera notepad and paper

20:55 Basement (Rations Room)

Team: Dee, Andy F, and new members Emma and Vanessa

Before settling in the Rations Room to begin the main EVP session, Dee walks through all accessible areas of the basement. Nothing specific is felt until she enters the room with the rocking horse adjacent to the Rations Room. Dee is immediately drawn to the corner to the left of the Rations Room doorway where there is a closed door and a coat stand. She feels slightly dizzy and feels that the energy shift is emanating from a specific military coat hanging on the stand, which has a 'Home Guard' badge on it. This feeling is very strong, so Dee makes a note that this is significant somehow.

20:55 – 21:26 Start of session. Dee stops trying to take notes, as she feels she needs to focus on tuning in to her surroundings. The other members' notes will be able to fill in.

Dee immediately gets the name "Gerald" or "Gerry" very strongly at the start of the session.

21:05-21:26 Hexcom Experiment

Team discuss electric currents and the Hexcom comes out with Tesla – soil killing -common ball hail Jesus' nick tug henry Jayne nurse describe bible example chills wounded.

Andy takes a temperature which is 19c

21:26 End of session.

Session 2: First Floor

Team: Dee, Andy F, Emma, and Vanessa

The area to be investigated is up the grand staircase to the first floor and to the right. At the top of the stairs Dee tells the team that she has had a fleeting image of a tricorn hat. This is very puzzling until she turns a corner and nearly has a heart attack when she comes face-to-face with an all-too-realistic mannequin of a soldier wearing a red coat and tricorn hat! He was so realistic that she had to gingerly reach out and touch his face just to be sure he wasn't real... (most in LPS know Dee does not like mannequins, dolls, clowns and talking toys...and even the dark!)

21:36 – 21:50: Team 1 First Floor - Hat Area/Bar Area

Dee sits on a small bench in the 'Hat Area' adjacent to Andy, Emma and Vanessa in the 'Bar Area'.

21.36 Start of session.

21:41 Dee finds it very quiet (physically and psychically) but notes she can hear very faint music. She believes this is extraneous - there is possibly someone playing music in a car in the nearby car park.

21:43 Dee's KII meter flickers briefly (this is very rare). Dee starts asking if there is a presence but doesn't finish the question before the KII flickers again.

21:50 Dee can hear the rem pod set down by the other team members on the other side of the room going off frequently and gets the distinct impression that there is a child playing with it.

22:03 -22:26: First Floor - Regiment room dedicated to the Bedfordshire and Hertfordshire regime

Team 1

Dee feels this area is the most active she has been in so far and had seen the outline of a figure standing in front of a display case when Andy shone his torch down the aisle prior to the team investigating the area. On reaching the area, Dee experiences full body chills. For the investigation Dee remains standing with her back to the end of the central display case between the two aisles; Andy F is seated in the right corner with his camera pointing

back down the aisle we entered by; Emma and Vanessa are seated on a bench in the right corner of the space near the other aisle.

22:03 Start of session.

22:04 Dee mentions having the chills again.

22:05 Andy switches on his SB-11 device, which sweeps radio frequencies which spirit beings can allegedly manipulate to speak through.

22:07 Dee feels the need to walk up the aisle near Emma and Vanessa, because she has a feeling someone is standing at the other end. Dee 'tells' the presence that she thinks he (she is sure it is a 'he') should go and talk through the SB-11. At that moment, Andy says, "Try to give us a name" and an extremely faint word/noise is heard, though the team cannot make it out. Dee, Emma and Vanessa, all heard it. Dee tries encouraging the presence to try again.

22:08 Dee sees a tiny flashing blue light jump twice behind the SB-11.

22:09 Dee's right ear begins to buzz, which is a sign to her that someone/something is trying to communicate. Dee continues to call out encouragement. Andy says, "Try and give us a name or touch one of us."

22:10 Dee jumps as something touches her ankle - a very definite poke. Dee asks for it to happen again, which Dee is not particularly happy about. Dee mentions that the buzzing in her ear indicates that this is definitely an actual spirit rather than something residual.

22:11 Andy suggests that Dee stands near the rem pod and asks the presence to touch Dee and tell us "Who you are. What's your rank?" Dee mentions that she is very surprised there is nothing coming through the SB-11, as she is experiencing a 'buzzy ear'. Dee then gets the strong feeling that this person either doesn't want to say anything, or that they do not know how. The presence is near Dee but isn't saying anything. At that moment there is a blip on the SB-11 and Dee says "Ah! He's trying!" (It was a little bit of a male voice intermittent but there).

22:12 Dee reports sudden shivers down her legs. She says there is something around her. Andy asks for the thermal camera, which Dee retrieves from the floor to her left. Dee calls out to the presence to let him know she can sense that he is nearby. Andy then notes something odd while using the FLIR thermal camera: the corridor on his right (the aisle we arrived from) there are heat signatures everywhere, but over near Dee (Emma and Vanessa's side) it's cooler. Dee can feel something near her.

22:13 Dee reverts to trying to encourage the spirit to say something, even if it's just his name or hello...so that the people who can't sense you know you're there - you are not alone. Andy mentions that the temperature by Emma and Vanessa is 18.9 and was 16 near Dee. Dee then calls out to let the presence know that she gives permission for him to hold her hand. Andy watches Dee's hand via the FLIR.

22:14 Andy invites the presence to talk to us through the radio. Dee also says that if the presence stands near the red light (the rem pod) we will be able to see that he's there. As Dee says that, the rem pod 'pips' very slightly as though there is not enough 'signal' to make it go off properly [this can be heard on the recording]. Andy notes that the temperature has now warmed up behind Dee and Dee remarks that this is because the presence has moved.

22:15 Dee says she will go back round (down one aisle and back up the other) because she brought the presence to them earlier. She tells the presence not to be frightened. *[At this point on the recording there is a possible EVP captured, but needs further analysis/corroboration to confirm - either Emma or Vanessa then mentions that "there's another noise out there" or something, so did she hear something at the time the possible EVP was captured?]* Eventually there is another faint noise on the SB-11 and Dee says she is sure he is trying to say something and Dee definitely gets the feeling that this spirit doesn't know how.

22.16 While Andy adjusts the SB-11 to "try and make it easier" for communication, Dee mentions that her ear isn't buzzing anymore.

22.18 Andy mentions that he's just lost one of his hearing aids - the battery's gone... then mentions there is a little cold draught near him.

Andy notes a cold spot behind Dee of two degrees

Dee touched

Andy has a cold shiver behind his back in the corner where a manikin is crouched

PSB 11 – D asked are you a soldier – faint response “yes”

Dee asks just a hello would do again a faint response on the PSB 11 – “yes”

22.19 Andy asks if the spirit's name is Tommy. Just as Dee asks what rank the spirit is, there is a small voice on the SB-11, which Dee remarks sounds like a child. Dee also feels the draught around her right ankle and hand. Andy corroborates that the draught is about as high as Dee's hand. Andy then asks if the presence is a child.

22.20 Dee asks if the volume is turned up on the SB-11. Andy turns it up a bit more and Dee asks the others if they can hear the blips of male voice trying to say something. They say they can hear 'something'.

22.21 The team continues to ask questions. Dee mentions that it's cold around her feet.

22.22 Dee feels someone step right up to her suddenly - right up in her face. She asks the presence to please not do that, it's not nice.

22.23 Dee declares that this is the most active area that she has sensed since the LPS has been here [this evening so far]. She wonders if it's an attachment to an object, but is not convinced that the presence is residual, because it is like something is trying to speak - and touching her is not residual.

22.25 Andy (& Dee) ask the spirit to frighten the next team so that they know he is present!

21.26 End of session.

23:00 – 23:55 Murray Barford Room Team 1

Team: Dee and Andy F (Emma and Vanessa had to leave)

Dee and Andy spend some time wandering the room and getting accustomed to the feel and the sounds (though there are virtually none, apart from the subtle beeping of the security cameras high on the wall). Dee and Andy are seated for the start of the session at the opposite end of the room to the hearth and the harp. Andy has set up a line of detectors across the length of the room from the hearth to about six feet from their seats. Andy has also set up a lot of his equipment to throw everything at this location, including a laser grid.

23.07 Andy hears his name called - Dee does not hear this.

23.20 Start of session - start of Dee's digital recording.

23.23 Introduce us. Andy says we are here to do some ballroom dancing with whoever's here...the Hexcom says MOSTLY then the Mel Meter alarm goes off then stops.

23.24 Andy asks if there is a Mary or a Jane or a Nick or a Henry...? Hexcom says TOGETHER. Dee asks, "What are you doing?" and Andy adds, "Are you dancing?" The alarm goes off immediately.

23.25 Dee asks if someone can go and play the harp, pluck a string. Andy quips, "Are you a happy plucker?" Dee giggles and adds, "Pluckin' hell." They giggle and banter a bit and tell the spirits that they are having a good time too then multiple alarms go off and stop on demand.

23.26 Andy notices that his digital recorder has switched off. Dee's is still running.

23.27 The alarm goes off again when Andy starts mentioning different dances. The Hexcom says "80" at the same time. "1928" pops into Andy's head. Dee asks how many spirits are here and immediately the Hexcom says "a million". Although this is obviously a bit outrageous as an answer, Dee is impressed that the answer to the question is a number. (It should be noted that Dee usually thinks that the words spouted by the Hexcom - and similar devices - are rubbish and cannot be taken too literally but finds the TIMING of the words interesting.)

23.29 Dee notices that the temperature in the room has risen to 21.9C. Dee then notices the light flashing on the melmeter. Andy says it might be battery drain. Then he says his camera just went out of focus for a moment too. These things might be coincidental, but it is unusual for technology to play up at the same time.

23.30 Temperature is now recorded as 22.0C. Dee asks if 'they' are over by the fireplace and the alarm on the melmeter instantly goes off.

23.32 Despite the alarms and Hexcom and seeming responses to questions, Dee remarks that she isn't sensing anything (psychically). Andy agrees.

23.34 Andy says whoever's here to use our energy to try and appear. The alarm goes off instantly and Dee remarks that the timing is impressive. The alarm also stops the instant Dee says, "Could you stop that please."

23.37 After many questions and no responses, Dee asks if this was an old people's home or a nursing home, as she keeps thinking about "old people". The alarm goes off! And stops on demand.

23.40 Dee notes the temperature as 22.2C.

Hexcom investigate – Dee is stooped in her chair and hexcom states Stoop

Hexcom – Amanda – block – grandmother

Temp 22.3

Hexcom experiment notes

Team going up and hexcom comes out with fire and a siren is heard outside

Can you appear? sensor goes off

Can you stop the sensor, and it does

Do you want to dance? Roll

Are you a nurse? Skin

23.43 Andy and Dee are chatting when the Hexcom speaks. It says AMANDA and the alarm goes off. Andy says "Amanda, thank you, you can stop playing with that now." The alarm instantly stops.

23.44 Dee makes the observation that for a large room full of wood, there is not a creak or a pop - it's absolutely silent.

23.46 Dee notes that the temperature has not changed at all for ages. Dee asks for whoever is present to make the temperature go down. Suddenly the temperature display starts to alternate rapidly between 22.2 and 22.3C then finally settles on 22.3C. This is interesting, as it hadn't changed for ages and started to change when asked.

23.47 Andy notes that he has nothing moving - no emf lights, nothing. Dee calls out that she and Andy are getting bored and need someone to liven things up. Things have died down and Dee says again that she isn't sensing anything at all.

23.49 Andy gets "1930s" in his head. Hexcom says DIFFERENT.

23.50 Dee mentions that she is feeling sleepy sitting there and Andy says he feels like that too. This room is peaceful and calm.

23.52 The Hexcom says INTENT. Andy asks: "What is your intent? Do you have a message for your descendants?"

23:53 Hexcom says LOOK. Dee asks: "OK. Where do you want us to look? Are you going to show yourself? Where should we be looking?" Dee doesn't see anything. Andy asks again, "Are you going to show yourself?" Dee says: "Or something..." and at that moment Andy notices his camera has just died. He says that should not have happened. Also, the Melmeter alarm blips briefly. Andy confirms it is battery drain on the camera.

23:55 End of session.

Team 2 were Ben Jason, Rachel W and Wendy

Team 2 Equipment K2 EMF Meter- Rempod – Motion Detector balls,

Equipment used by Jason: Ceyomur CY50 Trail Camera - This is an infrared motion activated camera designed for capturing images of wildlife at night. It is referred to throughout this report as 'IR Camera'.

20:45 – 21:00 Murray Barford Room Team 2

Team 2 made their way into the first area of the night and ironically for the team this area appeared to be the most active in terms of the rest of the evening and for this team, The Murry Barford room is situated at the front of the museum on the ground floor and is open and spacious with limited furniture consisting of a few chairs and an ornamental Harp situated at one end of the room. The radiators are not on.

There are several artefacts on display in the room, mostly connected to music and dance, and motion-detector (MD) balls are placed next to some of these. IR Camera is placed facing the team to trial its use - first time it's been used, and the movement of team members would set it off.

Both Ben and Rachel W placed motion detector balls on various pieces of furniture in the room including a couple of chairs and a head statue, The K2 emf meter was placed on the floor together with a small Rempod which was placed on the floor.

20:43 Wendy felt something touch her left foot at the same time a cat ball to her left went off at the same time a cat ball to her left went off and the cats bowl by a chair opposite

20:46 - Wendy calls out, asking if there are any spirits present wishing to make contact. MD ball starts flashing in the bay window behind Rachel W.

20:50 Ball on chair near window triggers and Ben has an impression of a woman in a long white Victorian dress and bonnet.

20:53 The motion detector by the head statue opposite Wendy activated after Jason asked if any spirits like playing music. The motion detector by the statue activated again this is a direct Response from Jason asking does this room hold happy memories and a further series of questions was then asked by Jason and in response to one of the questions asked by him 'Is this place a place of happy memories' There was an activation on one of the motion detectors balls that had been placed near to the trumpet. MD ball placed next to a bust statue starts flashing. Rachel W thinks she sees a movement in the chandelier, but this could be caused by the MD lights being reflected.

20:56 - Jason: "Is this room full of happy memories for you?" Instantly, a MD ball placed next to a bugle under a painting of a ballet dancer starts flashing

20:58 Ball near bugle triggers

21:00 Rachel W hears chandelier tinkling

21:00 – 21:12 Library Team 2

Once again, the K2 emf meter was placed on the floor together with a couple of motion detector balls placed in various locations with the room. IR Camera is set up covering the first aisle.

21:07 - Ben and Wendy both hear a quiet tap directly after Ben says that he's not picking up anything. This noise could easily be caused by the natural and gradual cooling of the room.

21:12 – 21:30 Smoking room and Rachel and Wendy making their way into the Billiard room. Team 2

21:15 Silent vigil undertaken.

21.10 Billiard room – Rachel W and Wendy (Ben and Jason are in smoking room)

A lot colder in this room and it's much noisier from others walking upstairs

Olivus says friend, missing, lady

21:15 - Rachel W and Wendy sit in the Billiard Room, while Ben and Jason go to the adjacent Smoking Room, leaving the door between the two rooms ajar. Three MD balls are placed around the Smoking Room; on a mantle above the fireplace, on a table and on a cabinet, and a PIR movement sensor is placed on a chair. However, after ten minutes it is agreed that there seems to be no activity in this room, the session is ended, and the team returns to the breakout area.

The lack of activity in the Smoking Room is curious as a discussion with Racheal Dixon later in the evening reveals that she felt this was one of the most active parts of the house. Could it be that whilst Ben and Jason would have a right to be there by Victorian standards, it would not have been appropriate for a woman to be in that room? Would a spirit connected to the house disapprove of her presence there?

21:30 Basement investigation team 2

Team 2 made their way from the Ground floor to the Basement in anticipation that this may be an area that may produce Lights won't turn off due to motion sensors that can't be turned off by staff

21:30 – 21.52 World War 2 Room

The first experiment commenced in an area that was referred to all on the night as being the World War 2 room which effectively a room within the basement that has been set up as an Anderson Shelter / School Room.

Ben decided to play Songs from World War 2 on his mobile phone to enhance the atmosphere however it was extremely difficult with all the lights on.

The temperature in this area was also recorded at a very warm 21.9 Degrees as members sat and tuned into the surroundings to pick up whatever they could.

21:38 - Basement, in what must have been a laundry room as there's a mangle and other laundry paraphernalia here. On the other side of the room is another room dedicated to Wardown's Second World War past. Ben places a device (mobile phone?) in that room, playing music from the 1940's as a trigger.

The ceiling lights are very bright and cannot be turned off. This kills the atmosphere somewhat, although lighting shouldn't have a bearing on paranormal investigation results.

The temperature in the room is 21.9° C

IR Camera is set up in the corridor by the laundry room door, covering the length of the corridor

21:43. the lift came down and opened but no one was there yeah it then went up again at 21:44

Rachel W's emf meter lights up near clothes horse but nothing else is so it's moved a little further from wall in case of interference and there is no more activity (maybe a default setting?)

One of the team was using Do you put on Ghost tube which is an app that can generate words from spirits and the following words came through living room who is she book angry are you a friend

21:47 Rachel W announces to the team that she has felt something stroke her head, but she is alone, and no other member is near her. To put in Context the words that came through Rachel stated that she felt someone touching the top of her Rachel had an open book on her lap and to her right there was a picture with three emojis on it ask him what emotion do you feel today happy sad or angry

21:52 22:15 The Basement Storage area and an area that is extremely close to the Boiler room door!

Team 2

The vigil commenced in this area at 21:56 and was concluded at 21:15

22:02 using the app and the following words kayla angel.

Break – Rachel W feels like walking through cobwebs near the lift on the ground floor

23:06 – 23:30 Luton Life Gallery

23:06 the team made their way up to the 1st floor and an area that was referred to as the Luton life Gallery. Once again motion detector balls were placed in and around the room and the team sat in a circle to tune in.

23:17 - All members hear footsteps but cannot determine the origins of them to the right of Jason indicators are someone is walking through from the children's area. However, while initially thought to be footsteps but the actual cause soon identified as fireworks going off outside in the distance.

Ben sees a shadow in that corner which appears to be behind a glass display case.

23:18 - Jason hears a faint thud behind him and Wendy feels something touch her head.

23:18 - The team hears the sound of horse's hooves. There is an activation on one of the motion detectors balls which by this time have been in situ for well over ten minutes.

Possible explanation: The Luton Life Gallery is above and to the left of the main entrance which is accessed via a covered coach porch. When people walk through there, an audio recording of a horse and carriage is automatically played. It may be this that Ben heard if one of the members of staff had stepped out for a cigarette.

23:22 - Jason calls out, inviting a spirit to touch one of the MD balls. One of the balls begins to flash immediately. Jason asks, "Did you touch the ball because you're curious about them? They're not usually here are they?"

23:26 - Ben sees a shadowy figure in the aisle behind Rachel W, peering around the display cabinet, although he admits that in the darkness (the lights are off) your eyes can play tricks on you.

23:30 – 00:00 Regiment room dedicated to the Bedfordshire and Hertfordshire regiment and situated on the 1st floor. Team 2

23:35 and 00:00 The team conduct a Silent vigil within the Regiment room,

23:35 M90 equipment was activated whilst the team were in there. when do you put the app Alice box on, and the following words came through day Eugene sweets

Rachel W and Wendy have a cold shiver

23:36 - Sound of a chair being scraped across the floor in another room is heard by all team members. Probably is exactly that.

23:37 - Jason experiences a sudden cold shiver. It does feel cold in the room throughout the vigil.

23:41 - EMF meter on the floor flickers momentarily.

There is a mannequin dressed in a nurse's costume and Ben mentions that the hem of its skirt appears to be moving. However, he puts this down to a combination of the dark and paraedolia effect.

23:56 - Team 2 moves to the Luton Life Gallery 2 (next door to Regiment Room). Jason hears a faint knocking sound but again it is thought to be down to fireworks going off somewhere outside.

Team 3 Elaine Marc Racheal D Marie

EQUIPMENT USED - FLASHING CAT BALLS, EVP RECORDER, EMF METERS, PARATEK ITC WORD GENERATOR (YES / NO MODE), MUSIC BOX, TECSUN 360 HACKED RADIO.

H45 Trail Camera, Olympus VN-731PC, Fikyra 16GB Digital recorder

UPPER FLOOR LEVEL

20:50 - Team assembles on the upper floor after searching for one another for several minutes.

20:51 - Activation of REMBEAR and cat balls.

20:52 - REMBEAR flashes.

Question: Are you a maid?

20:53 - Rachael and Marc hear laughter.

20:54 - REMBEAR flashes.

Question: Was you raped?

20:55 - "No."

20:55 Elaine gets the name Sarah Ann

Question: Did you kill him?

20:56 - "No."

Question: Are you afraid of us?

20:56 - Rachael hears marching.

20:56 - "Yes."

Question: Did you look after the soldiers?

20:58 - K2 meter flashes orange indicating a moderate-strong signal.

21:00 - "Yes."

21:00 Marie states she homed in on her third eye. Rachel asked out if there were any spirits that would like come forward some words came through on the Olly, Maria sense a lady and a child and they were watching the team and felt the child lit up the teddy bear.

Question: Do you want us to move to a different room?

21:01 - Drafts are felt on the stairs by the whole team.

21:02 Elaine feels a draught in her left leg.

21:08 – 21:22 Luton Life Gallery

21:08 - REMBEAR flashes.

21:10 - Rachael, Marc and Marie hear a screech. It sounds like that of a crow or cat.

21:12 - REMBEAR flashes.

Questions: Did you have a cat? Did we hear your cat?

21:13 - The team hears a knocking on glass and creaking floorboards.

These are debunked as Marie.

21:16 - Rachael feels a cold prickling sensation on her left leg.

BAR AREA

21:20 - REMBEAR flashes.

21:22 - Marc's digital EMF meter flashes red indicating a strong signal.
The reading is 15.2mG, equivalent to an orange light (moderate-strong) on a K2 meter.

21:28 Elaine picks up the name Albert.

21:30 Elaine gets the words spit and sawdust pub.

21:36 21:55 Murray Barford Room

21:36 - REMBEAR flashes (Right Paw)
The team introduces themselves to encourage spirit interaction.

21:39 - Rachael invites any spirits to sit with the team.

21:42 - REMBEAR flashes (Right Paw)

Question: Do you want Marie to dance?

21:44 - Marie feels a wanting to consume intoxicating liquor.

21:46 - Rachael asks if any of the spirits want to sing.
Marie feels a desire to do the "Hokey-Cokey" and starts singing.

21:50 - Marc and Rachael feel the presence of children in the room.

21:53 - Rachael reports brief head pain in her left temple.

21:54 - Rachael reports a cool breeze.

21:55 - Marc feels drawn to the sewing table.

22:00 – 22:10 LIBRARY / STUDY OFFICE

22:01 - Team notices a mummified cat in a display cabinet.

22:02 - REMBEAR flashes twice. (Right Paw)

22:04 - Marc places a REMPOD by the door to the library / study office door.

22:05 - REMBEAR flashes.

Question: Did you hunt animals?

22:08 - Marc examines the books and display cabinet in the left of the room.
Animals is the prominent theme.

22:10 - Marie gets a feeling that the team are not welcome in the room.

22:10 – 22:30 Billiard Room

22:15 While standing by the window Elaine sees a shadow in the mirror. This was not any of the team as they were all accounted for.

22:18 - Marc feels drawn to the gun display cabinet.
He notes the word "Sowerby."

22:19 - Marc places a flashing cat ball near the gun display cabinet.

22:20 - Marc places a K2 meter near the tennis cabinet.

22:20 While Elaine was meditating, she could see rucksacks with helmets sitting on top

22:21 - Marc feels a connection to the whole room. As if all the objects within mean something to him. He feels a strong sense of calm and welcoming.

22:22 - The team moves to the side room.

22:23 - REMBEAR flashes a double reaction (Whole Left Side.)

Marc's torch loses power by itself despite having new batteries.

He needs to switch it back on.

22:27 - REMBEAR flashes.

Question: Was this room used for drinking and gambling?

22:29 - "Yes."

Question: Are you a woman?

22:45 Elaine was standing by the billiards table and went dizzy

23:00 Basement AIR RAID SHELTER

23:12 - REMBEAR flashes.

23:15 - The team introduces themselves to encourage spirit interaction.

23:15 - Marc suggests using the Tecsun 360 hacked radio in order to provide spirits with another communication method.

23:18 - "Yes."

Question: Did you work here?

23:19 - REMBEAR flashes.

Question: Are there children down here?

23:20 - "Yes."

Question: Do you want to tell us your story?

23:21 - "No."

Question: Are you a man?

23:22 - "Yes."

Question: Are you a child?

23:23 - "No."

Question: Are you a chimney sweeper?

23:24 - "No."

Question: Did your parents work here?

23:24 - "No."

Question: Are you a butler?

23:25 - "No."

Question: Did you drown?

23:26 - "Yes."

Question: Is there more than one spirit in this room?

23:27 - "Yes."

Question: Are you playing with us?

23:28 - "Yes."

Question: Are we annoying you?

23:28 - "Yes."

Question: Do you want us to leave?

23:30 CORRIDOR STORAGE ROOM TWO

23:39 - REMBEAR flashes.

23:40 - Marc feels a hard push on his back! Nobody from the team is near him when this occurs.

23:44 - Marc hears a male voice.

23:45 - The team feels as if the room is dead.

Marc requests for any spirits previously present to return, and that the team is not angry or there to cause alarm.

They are there to understand, listen and help.

REMBEAR flashes.

Team 3 Analysis

INVESTIGATIVE CONCLUSIONS:

1. The moderate-strong signal in the bar area could be worthy of further investigation. Is there a spirit there with connections to the bar?
2. The REMBEAR flashing to the questions: "Did you have a cat?" and "Did we hear your cat?" are interesting. Was the spirit confirming the questions with a positive response?
3. Marc being pushed is curious? Was this a spirit interaction? Were they angry?
4. The music box activation is curious. Was this a spirit interaction or dust?
5. The REMBEAR flashing to Marc and Rachael experiencing pain is curious. Was the spirit acknowledging their pain?
6. The word "Sowerby" could be worthy of further investigation. Is it a name?

Final Investigation

All teams return to the Cafe for the last break of the evening before being given the opportunity to split up into teams/ pairs of their choice and to return to areas they felt the most activity within.

00:36 – 00:49 Billiards Room Marc and Rachael pair up together

00:36 - Rachael and Marc notice a shadow on the door.

00:40 - Music box activates. It's on the opposite side of the room to Marc and Rachael, therefore they could not have influenced it.

00:47 - REMBEAR flashes.

00:48 - Rachael feels pains in her left leg.

REMBEAR flashes (Left Leg.)

00:49 - Marc feels pains in his right leg.

REMBEAR flashes (Right Leg.)

00.29 – 01:10 Lady's Bedroom – Andy, Dee and Rachel Weatherhead

Dee is seated next to the bureau, Rachel by the standing mirror and Andy is seated on a chair near the window.
Rachel W suffers brain fog (maybe tiredness)
Andy Takes a temperature reading OF 20.8

00.29 Dee does not find this a comfortable space and is uneasy, but is not sensing anyone or anything. Nothing to note

00.40 The word Believe comes up on the hexcom

Andy Notes that the temperature as dropped by two degrees in middle of room and Andy can hear the sound of a woman breathing right next to him and wonders if he is sat in her chair. This lasts a few seconds.

00.47 Dee and Rachel leave Andy in the room alone and go to the Bathroom display where Dee had sensed something earlier on the way to the Ladies Bedroom.

00:47 Dee's ears pop and Rachel Asks if anyone is there – Dee hears yes and name Elizabeth

01.03 after more questions Ball goes off which is on the bathroom sink
Balls goes off a second time when Rachel and Dee talk about cobwebs

01.10 Investigation ends in this area

01.15-01:30 Toy room Andy Dee and Rachel Weatherhead passing the other teams on the stairs.

Music box keeps going off at regular intervals
Dee turns it off and on and moves it – it doesn't trigger anymore

01.30 Investigation ends in this area

The Bathroom - Team: Dee and Rachel W

00.50 Start of session

00.51 Dee's right ear pops, which is a sign of energy change/possible presence.

00.52 Rachel asked out if anyone is present with us in the bathroom. Dee hears a female "Yes" which seemed to come from the corner where the toilet is situated.

00.54 Dee hears footsteps in the room.

00.55 Dee hears a ripping sound like tearing sheets or cloth.

00.57 Rachel asks for spirit to give us a name. Dee hears "Elizabeth" in her ear.

01.03 Rachel and Dee talk about the common 'cobwebs across the face' feeling then the cat ball that Rachel had placed on the sink suddenly lights up.

01.05 Dee and Rachel resume talking about cobwebs and the ball goes off again. Dee gets the strong feeling this presence might be that of a servant and that maybe she is trying to clean the sink - maybe the mention of cobwebs makes her react because she needs to clean them away?

01.10 End of session.

Session 6: The Children's Area (First Floor)

Team: Dee and Andy

Dee borrows Mark's creepy music box for an experiment. She places it on the floor where Andy had placed the rem pod earlier in the evening (during the Bar Area session).

01.15 Start of session. The music box activates then stops then activates again.

01.16 The box starts again and stops.

01.17 The box starts again and stops.

Dee becomes suspicious that the music box might be malfunctioning, as it never usually activates... She seeks out Mark, who says the battery was charged and that it had hardly activated during the whole evening. Dee returns to the Children's Area.

01.21 After the box activates and stops a few times, Dee moves it onto the nearby weighing scales. It doesn't activate at all.

01.23 Dee places the box back on the original position on the carpet and it does not activate again.

01.30 End of investigation for this team.

00:27 – 0:50 Murry Barford Room Ben Jason Wendy

Ben, Jason, and Wendy made the decision to return to the Murry Barford room as this had been the location that they had experienced the most activity with the experiment commencing at 00:27 and concluding at 00:51. there was quite a lot of interaction on the ghost tube app the words that came through were Benjamin tunnel father

00:27 - Team 2 returns to the Murry Barford Drawing Room. Various MD balls and K2 EMF meters are placed around the room and the IR Camera is placed at one end by a harp. A REM Pod (which is basically a miniature theremin with led lights) is also placed in the middle of the room although it is initially turned off as it emits a constant high frequency squeal which doesn't seem to be of much use to anyone.

Temperature is 23.5° C

The team all feel that this room was the most active area of the evening and have been looking forward to returning to it. However, there seems to be very little activity throughout this session.

00:45 - The REM Pod, which has been turned back on, begins flashing followed by a continuous beeping.

00:48 Further Rempod activation.

00:50 Wendy Ben and Jason had a woman scream and another of the groups also stated they heard it Wendy Ben and Jason sort it her like it was Maria as this is thought to be a member of another team.

but she said it Wendy recorded on her EVP app in every room but unfortunately nothing was captured

0:55 Staircase Ben Jason Wendy Racheal D Maria Marc

00:55 – Wendy at the bottom. Rachel W and Jason at the top. IR Camera placed on top landing, directed towards the mid landing

The Rempod is placed halfway up the stairs with Ben sat on the middle landing, Wendy at the bottom of the stairs and Jason stood at the top of the stairs.

01:03 Activation on the Rempod twice

01:04 - REM Pod activated once

01:06 - Racheal D, Maria and Marc (Team 3) arrive at the top landing, from elsewhere on the top floor. Team 1, led by Andy also arrives shortly after and then leaves the area immediately to investigate another area.

Jason asks them if they heard a scream or were the person that screamed 15 minutes earlier. All say they didn't scream or hear one.

Wendy activates her Hexcom and there is a further activation on the Rempod followed by the words, TUNNEL, OLIVIA, IS SHE WITH US, BENJAMIN, HELLO, BE CAREFUL, ASYLUM, DARK and KITCHEN.

01:09 there is a double activation on Rachel D's motion detector 'Bear' followed by another two in quick succession timed at 01:10 and 01:11.

Wardown Museum is concluded at 01:30 and all teams returned to the Cafe for a debrief.

01:17 – 01:30 Ladies Room Ben, Jason, Wendy, Rachel D and Maria and Marc

During this session, two words received via a Hexcom device stand out: BENJAMIN and TUNNELS. Firstly

01:17 - All teams relocate to the Ladies Bedroom for the final vigil. IR Camera is placed in the Dressing Room next door. Marc places a K2 meter on the bed.

01:19 - Maria notices a handprint on the window. Racheal D's 'Baby Bear' ghost detector flashes. Dee enters the room and reports five reactions from the music box when she was in the children's room. She asks Marc if the battery is running low. Marc confirms that the music box is charged up.

01:21 - REMBEAR flashes.

01:22 - Maria, calling out to spirits, says "I like your jewellery" in reference to the necklace on display on a dressing table. Racheal D's 'Baby Bear' ghost detector flashes, seemingly in response.

01:23 - REMBEAR flashes.

Question: Can I have your jewellery?

01:24 - Marc hears the music box from the children's room.

01:25 - The teams notice teenage boys smoking outside the museum.

They decide to have some fun and scare them off using the SOS function on their torches.

01:29 - REMBEAR flashes.

The session ends when Racheal D notices a group of youths smoking weed by the house outside - they look up and get the fright of their lives!

Post-investigation conclusion:

There were some surprising results during this investigation, particularly in the Military Area, the Ballroom and the Bathroom. No anomalies were seen in any of Dee's photos. There is one strange moment recorded in the Military Area which Dee needs to seek advice and corroboration on before declaring it a valid EVP, as it might be one of the other team members.

Maria - MUSEUM AREA

I felt nothing except near the balcony area where I sensed a lady on the outside balcony crying and in the distance WW1 soldiers marching to war.

This Murray Barford was a long room and the feeling to me felt happy and joyful. Investigating this room, I had an over-whelming need to dance. In my mind's eye it was summer and women in white dresses dancing with their gentlemen.

Wendy

Wendy Notes that this was a lovely venue with very warm comfortable feeling and as Wendy walked into the Murray Barford room, she felt almost like she had been there before, but not as a visitor in her current time but before in another time.

