

Investigation Report		
Investigation Site	Sharnbrook Theatre, Sharnbrook, Bedfordshire	
Investigation Date	Saturday, 11 th October 2025	
Report By	Luton Paranormal Society	
Team Members	Andy, Ben, Dee, Jane, Jason, Jim, Lorraine, Racheal D, Rachel W, Robin	

Historical Background

None provided for this investigation (see previous reports for any historical background information, if available).

Pre-Investigation Notes

Before the investigation, Jason set up his motion activated trail camera to cover the left hand (stage right) side of the uppermost three rows, where one of the seats is said to have been affected by paranormal activity. However, on this investigation the camera was not activated. All auditorium seats were checked and confirmed to be in the upright position prior to the investigation.

The Investigation

Session 1: The Main Auditorium

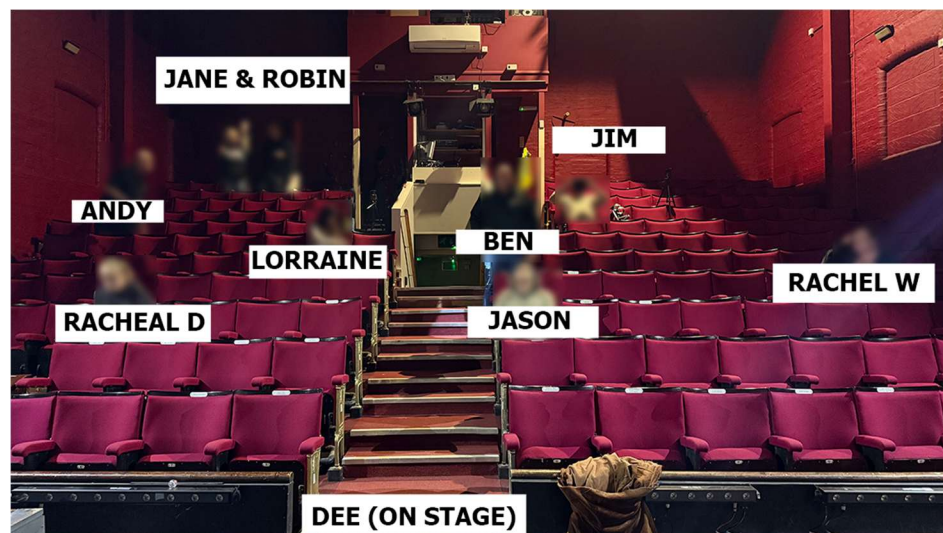
Time: 20:35 – 21:37

Team: Andy, Ben, Dee, Jane, Jason, Jim, Lorraine, Racheal D, Rachel W, Robin

Equipment Used: Cat (motion) balls; audio recorders; video cameras; photography cameras; EMF box; EMF bear; KII meters; Spirit Bell; Rem Pods; Plasma Ball; trigger objects; all mobile phones are either switched off or on 'Airplane Mode' to stop interference with other equipment;

Ambient Sounds: Intermittent faint extraneous vehicles/passersby; equipment clicks, beeps and tones; and shifting of the team members; heating noise.

Team positions:



The following account is comprised of members' written notes and transcripts from members' recordings.

20:35 Start of session

A small box containing a bell is placed on the low wall in front of the first row on the right-hand side of the auditorium (stage left side). This device, constructed by Jim, is triggered if anyone or thing moves in front of it, causing the bell to sound.

A large rectangular box had been left on the stage, to Dee's left and a number of devices are placed on top of it. One of these is a Rempod, and its built-in alarm activated continuously, practically from the start of the vigil. Ben then moves the Rempod from the box and places it on the floor on the other side of Dee. The constant Rempod activation ceases in this position.

Silent Vigil

20:36 Racheal's bear activates.

Ben's Rem Pod is going mental on a box placed next to Dee, who is seated in a chair centre stage.

Jane notes that the box was silent prior to everyone settling down.

Ben moves the Rem Pod to the left side of the stage where it de-activates.

20:40 Dee and Jim hear voices/murmuring, like people talking in a bar or on the other side of a wall. Ben sees a black sphere; the size of a golf ball move up from Dee's left on the stage.

20:44 Dee feels uncomfortable but believes it could be psychological.

20:47 Ben's Rem Pod activates.

Dee gets the name Peter.

20:50 Ben sees movement on the second row of the theatre seats (right side as looking at the stage), which to him looks like a head moving.

Racheal D feels a cold breeze; Jane, Robin and Jim also feel a breeze but are sitting further up the rows.

Jane feels like someone is next to her.

Jim feels shivers through his spine.

20:52 Ben sees the shadow again in the same place (again looks like head movement). Dee comments that from her position on stage, she can see that there is nothing visible in that particular seat (or indeed nearby).

20:57 Dee thinks she hears the sound of a female mumbling/humming. To her, it seems to come from the side of the auditorium where Jim, Ben, Rachel W and Jason are sitting.

20:58 Ben mentions that the plasma ball [on stage] is behaving a bit strangely. It appears that the arcs are going to the top of the ball, as opposed to reaching out in all directions.

21:00 Dee starts to feel a presence. Everything she is seeing is like a mist, or smoke effect.

21:01 Jim sees what he believes to be a small black shadow, like a black ball, move from left to right in the row of seats between Ben and Jason. Jason is sitting two rows down from Ben.

- 21:02** Dee and a couple of others hear what sounds like a door from the back of the main entrance into the main theatre. Jim feels it getting colder again.
- 21:03** Dee feels a draught coming down the stairs and onto the stage where she is sitting. She feels that someone is definitely in the room with the team.
- 21:04** Racheal's Spirit Bell rings twice. This provides an indication that something is close to it to set it off, but nothing obvious had been.
- 21:07** Silent vigil ends.

Spirit Talker App/EVP Experiment

- 21:08** Racheal D switches on her Spirit Talker [ST] app. This is an app through which spirits are allegedly able to generate words and phrases. The team asks questions.
All comments made by the app are in CAPITALS

ST: STAY AND TALK
IT'S MEANT TO BE

- 21:09** Racheal D's Spirit Bell rings with no visible cause.

ST: UNITY
BE EXTREMELY QUIET

- 21:10 RACHEAL D:** Who is captured in Jane's picture? [Jane had taken a photo minutes earlier, which seems to show a shadowy anomaly in one of the seats near her and Robin]

ST: THIRTEEN

ANDY: Are there 13 spirits here?

ST: SUSAN

JASON: Who is Susan?

- 21:11 DEE:** Why are you holding back?

ST: 200 YEARS AGO

- 21:12 RACHEAL D:** Can you touch one of us? Show yourself as a shadow, a cool breeze or touch one of us?

ANDY: Do you still come here?

ST: CAN YOU FEEL US

- 21:13** The team requests 'whoever may be present' to interact with the various devices.

- 21:14 ST:** I AM CAIN

The team introduce themselves.

ST: YOU CAME BACK

The team mentions that they come back every year.

21:15 ANDY: Are there any female spirits here in the dressing room?

ST: VIOLATE

21:16 ANDY: Are you connected with the river?

ST: 1000 YEARS AGO
HEY

21:17 Ben sees movement to what is Dee's left.
Dee is feeling a definite presence, but it is somebody who is a bit reticent about coming forward.

21:18 Ben feels that it is something that is not aware that we are there and they are going about their normal business.

DEE: I am aware that you're here but you need to come forward.

RACHEAL D: Is there somebody on the stage with Dee?

ST: YOU ARE ENOUGH

DEE: Do you have a message for anybody?

ST: POTENTIAL

21:19 Dee feels that the spirit she is sensing is conflicted and unsure as to whether it wants to communicate with us or not.

DEE: We don't mean you any harm.

Racheal D mentions that her phone screen has turned very bright, which is something it doesn't normally do.

DEE: We're not here to do anything –

The Spirit Talker says at the same time: WHAT ARE THE LIGHTS

The team asks for the spirit to interact again with Racheal D's phone screen.

21:20 The Spirit Talker says ANARCHY at the same time as Dee mentions getting 'conflict' again.

BEN: Same type of words – anarchy and conflict.

DEE: Yes. I'm definitely getting that, but I'm struggling with the context.

21:21 Racheal D feels another cold breeze, this one right in front of her.

ST: PEOPLE ARE COMING
THEY'RE ALL GOOD

21:22 The team continues to ask questions, and Dee is still trying to understand the meaning of the 'conflict'.

21:24 Racheal D's spirit bell rings.

ST: SUSAN
GRANDMA

DEE: I've just heard the word 'pain'.

21:25 ST: ASHES

21:26 Ben keeps catching glimpses of a shadow – second seat in on the left block of seating (as looking at the stage) in front of him – which is what Jim reported seeing in the previous session.

ST: I SEE THE LIGHTS

21:27 ST: DO YOU THINK I'M REAL?
FAMILY

21:28 ST: KNIFE (NIGHT?)
CAT

Dee asks Racheal D how the Spirit Talker app works and Racheal says it uses a word bank. Dee wonders if it forms sentences by compiling different words or if the sentences/phrases are pre-programmed into the app. Racheal doesn't know (neither does anyone else present).

21:29 A rumbling sound is heard – like beating drums, or a door banging (or banging on a door). Ben comments that the plasma ball is behaving like somebody's touching it. This is captured on several digital audio recorders.

ST: I AM BELLATRIX (?)

21:30 Ben explains that the plasma ball only behaves this way when someone is touching it. The light in the ball gets weaker despite Dee witnessing Ben installing new batteries into it prior to the investigation commencing.

21:31 The team talks and encourages the presence to interact with other devices.

ST: SHIELD
[INDISTINCT WORD]

21:35 DEE: Are you Peter? If you're Peter can you come a bit closer?
[To team] I'm hearing the name Edward or Ed Wood now...

21:36 DEE: Somebody's a bit sad...like a stressful feeling.
Jim hears a thud. This is captured on his and Lorraine's audio recorders.

21:37 End of session

Session 2: The Dressing Room

Time: 22:17 – 22:29

Team: Andy, Ben, Dee, Jane, Jason, Jim, Lorraine, Racheal D, Rachel W, Robin

Equipment Used: Cat (motion) balls; audio recorders; video cameras; photography cameras; EMF box; KII meters; motion sensor robot; all mobile phones are either switched off or on 'Airplane Mode' to stop interference with other equipment;

Ambient Sounds: Intermittent faint extraneous vehicles/passersby; equipment clicks, beeps and tones; and shifting of the team members; faint sound of the river outside.

Team positions: The team spread out around the dressing room.

The following account is comprised of members' written notes and transcripts from members' recordings.

22:17 Start of session

Silent Vigil

22:16 Racheal D is scrying (staring into a mirror) and feels a tingling sensation from the back of her head (like static).

22:18 Cat ball activates at the end of the room.
Knocking is heard [this is captured on Lorraine's audio device].

22:19 The knocking is heard again.

22:21 Dee feels tingling between her shoulder blades.

22:22 A louder knock is heard. [This is captured on Lorraine's audio device.]
A cat ball activates at the same time.

22:23 Cat ball activates again.

22:24 Another knock is heard. It is discussed that this could be a pipe or a settling noise that is common with old buildings.

Dee sees a dark figure in the corner of the room behind Ben. Jason also sees this.

Nobody seems to be sensing/picking anything up during the vigil.

The team decides to split into two: one group conducts a scrying exercise, while the other group returns to the Main Auditorium.

22:28 Cat ball activates again.

22:29 End of session.

Session 3:

The Dressing Room

Time: 22:36 – 23:00

Team: Andy, Ben, Racheal D, Rachel W, Robin

Equipment Used: Cat (motion) balls; audio recorders; video cameras; photography cameras; EMF box; KII meters; motion sensor robot; all mobile phones are either switched off or on 'Airplane Mode' to stop interference with other equipment;

Ambient Sounds: Intermittent faint extraneous vehicles/passersby; equipment clicks, beeps and tones; and shifting of the team members; faint sound of the river outside.

Team positions: The team spread out around the dressing room.

The following account is comprised of members' written notes and transcripts from members' recordings.

22:36 Start of session.

The team carries out a scrying experiment – this is where one stares into a reflective surface (in this case a dressing room mirror) and to enter a trance-like state in order to receive messages, visions, impressions.

23:00 The team ends the scrying session to return to the Main Auditorium.

The Main Auditorium

Time: 22:36 – 01:53

Team: Dee, Jane, Jason, Jim, Lorraine

Equipment Used: Cat (motion) balls; audio recorders; video cameras; photography cameras; EMF box; KII meters; laser grid; light touch sensor; spirit box; all mobile phones are either switched off or on 'Airplane Mode' to stop interference with other equipment;

Ambient Sounds: Intermittent faint extraneous vehicles/passersby; equipment clicks, beeps and tones; and shifting of the team members.

Team positions: Jim is seated on a chair on the stage wearing headphones connected to his homemade spirit box. Lorraine is seated in the first or second row on the right (stage left) close to the aisle. Jane is seated higher/further back from Lorraine. Dee is seated in aisle seat K11 (third row from the back on the left (stage right)). Jason is seated at the end of Rowe H on the left (stage right).

The following account is comprised of members' written notes and transcripts from members' recordings. [NOTE: While reviewing post-investigation, there are intermittent bursts of what sounds like interference throughout Dee's digital recording, which is not usual.]

22:36 Start of session

Calling Out/EVP Session

Jim sits on the stage and listens to his home-made spirit box while the rest of the team sit in the theatre stalls.

22:38 Dee asks any spirit present to activate any of the devices next to Jim.

*[** strange interference on Dee's digital recording **]*

Dee hears 'tired' in her mind.

Jim's audio device (placed on the box next to him on the stage) potentially picks up a male voice: "Are you there".

22:39 *[** strange interference on Dee's digital recording **]*

Dee asks Spirit to try and communicate with us.

A loud knock/bang is heard that is believed to have come from the door to the dressing room behind where Jim is sat. Jim did not hear it!

Jason speaks to the other team in the dressing room, who were scrying. No one in the other team was anywhere near the door and were, in fact, down the far end of the dressing room.

It is believed that the doors may be on some form of electronic timer (fire safety?) so this may have explained the noise. [However, later in the investigation, Jane states that the door was completely shut.]

22:46 Dee and Jason hear a quiet knock or movement to Dee's right, who is sitting towards the rear of the left stalls. It seemed to be over in the rear area of the right stalls and sounded like a slight movement of one of the seats.

22:49 Lorraine and Jane hear a continuous high-pitched noise. This was confirmed later to be a Rem Pod activating in the dressing room.

22:50 Dee thinks she sees someone sitting about three seats along from her to the left.

Jason then explains that there is a seat further back that "has a reputation" attached to it, which is why his camera is pointing in that direction.

Dee mentions that she is getting chills all though her body.

22:51 *[** strange interference on Dee's digital recording **]*

22:52 A loud bang is heard; it sounded like the seat in front of Dee flipped forward (and the suddenness of it made Dee jump up). It should be noted that Dee is perched on the upright seat of K11, as sitting down properly is too uncomfortable for her bad hip. This also means that her knees and feet are physically nowhere near the seat in front (J11).

Jason gets up to check seat J11. Jason finds that the seat has moved forward on its hinge by a few centimetres, maybe five. Jason pushes the seat back and places a cat ball and another device that lights up when moved on top of the seat. He sits in H12 and, half turned in his seat to keep watch on J11 (there is no I row). Dee leans over and physically flips the seat – which is not easy, by the way – and there is absolutely no question that this was the sound that was heard.

22:53 Jim comes off of his spirit box. Nothing of note has been heard. Jim had his eyes shut so didn't see seat J11 move. What is identified is that Jim heard the banging noise made by the seat up in the stalls but did not hear the door behind him bang earlier despite being closer to it.

*[** strange interference on Dee's digital recording **]*

22:54 Dee, though very shaken up, calls out asking if it was Spirit who moved the seat. Ben, Robin, Racheal D and Rachel W emerge from the Dressing Room and join the group in the auditorium.

Jane and Andy leave the auditorium.

22:56 An unclear whisper is picked up twice on Jim's audio device while Dee and Jason are talking about the shadows caused by the light in the room. This whisper is followed by what sounds like a female voice saying "Be gone" or "Be calm" followed by a chuckle with the whispering voice then repeating itself twice again.

22:57 While the team is chatting, the seat in front of Dee flips again. This causes Dee to feel extremely nervous and uneasy. She wants to move but Jim asks her to stay where she is.

22:58 Jason and Robin place objects upon the upright seat that has been flipping to see if it flips forward again.

22:59 Jim feels that someone is standing behind him.

Ben asks how Jim is feeling. Jim feels he is being pushed into the chair by his shoulders but does not feel uncomfortable with it. Dee states that this is a common feeling for mediums (Jim is not a medium or believes he has any sensitivities.)

*[** strange buzzing/interference on Dee's digital recording **]*

23:03 Dee calls out to Spirit, apologising for being frightened, especially as we had all been asking for interaction.

23:04 Ben sees a shadow on the stage to Jim's left approximately 6 feet from him. Jim states that he heard a click in his left ear just before Ben mentions this and confirms it was not the thermostats that could be heard [in vigil 1]. This is captured on Jim's audio recording. Unfortunately, the shadow was on the periphery of Jane's laser grid. Jim does not see the shadow that Ben saw.

23:06 Dee sees a white light flicker behind Jim. Ben also believes he saw this.

At the same time, Robin captures lots of little white dots around Dee on his full-spectrum digital camera.

23:07 Ben sees the purple lights of the laser grid flicker to Jim's left, followed by Dee seeing a shadow to Jim's right.

23:08 Robin asks Dee to confirm if she is alone up at the back and she mentions that Jason is in the row in front of her to observe seat J11.

Just then Dee and Jason are shocked by a frantic scrabbling sound, followed by a bang as seat J11 in front of Dee flips again. The cat ball and other device are triggered by this movement and both lit up. The room was otherwise in darkness. Dee is very shaken up.

[DEE CLIP 1 – The shuffling/flipping of the seat is captured on Dee's recording**]**

- 23:09** At this point Dee and Jason examine the seat and identify that the seat is not loose and will not flip forward unless force is used on it. No explanation is given as to why this happened on three separate occasions. Jason tests the seat to see if it has a loose hinge that might account for it moving forwards by a few centimetres. However, the seat is found to be quite heavily weighted and even a slight movement could only be effected by intentional force.
- 23:13** Dee becomes extremely uncomfortable sitting behind this chair and moves closer to the stage. Racheal D sits in the seat that Dee was sitting on.
- 23:14** Jane and Andy join the team in the theatre.
- 23:15** Dee settles in a seat further down closer to the stage. She is unnerved and says it's awful when she gets frightened because we have asked for the interaction. However, despite this, she does thank Spirit, but says if it happens again she will need to leave the auditorium.
- [** more strange buzzing/interference on Dee's digital recording **]*
- 23:17** Jim thought he heard a loud crashing noise coming from the bar area; however, nothing is captured on his audio device [nor on Dee's].
- 23:19** *[** more strange buzzing/interference on Dee's digital recording **]*
Dee feels a tingling between her shoulder blades again.
- 23:20** The team chats for a bit about the banging noise at the door at the back of the stage earlier. Jane is adamant that she was looking in that direction at the time and it was shut.
- 23:22** Jim states that he feels that he is pinned in the chair and if he wanted to stand up he couldn't. He feels being pushed down by the shoulders and chest but remains comfortable with the feeling.
- Dee still feels a light touch between her shoulder blades, giving a feeling that someone may be comforting her, saying sorry for upsetting her.
- 23:23** *[**louder burst of buzzing/interference on Dee's digital recording **]*
- Ben sees another potential shadow to Jim's left as he noticed a change in the light reflecting on the wall.
- 23:24** Dee feels like a weight is pushing her forward.
Racheal D mentions a musky smell like an old man.
- 23:27** Jane and Racheal D hear a whispering on Jane's right. It may be a trickle of water that is heard.
- Jim states that whatever was with us didn't want to play anymore. His audio device picks up on a male voice saying "No". Could possibly be someone else in the room.
- 23:30** Jim states he no longer feels heavy and that the weight on him has lifted. Rachel W states that just as Jim said that she saw a black ball move across the stage towards the seats in the aisle, heading towards Ben.
- 23:32** Racheal D feels someone touch her hair.

Dee states she is being pulled towards a corridor but can't say which one. She feels that there is someone with a very oppressive, sad energy, not connected to the theatre. The area, rather than this specific building.

23:34 Dee hears the words, 'lost' and 'not found'. Someone maybe lost nearby and hasn't been found. Dee believes this to be a female.
Andy wonders if this female drowned in the river [Dee does not think so].

23:35 Jim asks if Dee gets a name. Dee says this is a really oppressive, heavy energy...really sad. Dee then gets the name 'Monica'. This seems to resonate with a couple of members in the room.

23:36 Dee does not believe this energy is linked to the energy who moved the chairs. Dee's legs are tingling, and the spirit is telling Dee about the sensations the spirit is feeling. Definitely not connected to this building specifically; somebody that's come in. Stress, distress and worry that she hasn't been found.

[NOTE: Dee continues to relay what she is being told/what she is feeling psychically for the rest of this session, but much of this has been removed from this report for privacy reasons.]

23:38 Racheal D's bear activates in response to what Dee is saying.

Dee continues to relay information she is getting from the spirit.

Racheal D's EMF bear activates to this.

23:43 Jason comments that in a previous investigation at the theatre, someone came into contact with a female spirit in the foyer, where the female spirit was trying to contact Ben.

23:48 Dee is seeing the colour purple.
Racheal D feels something going up her back.

Dee continues to relay information...

23:49 *[** more strange buzzing/interference on Dee's digital recording **]*

The team chats a bit and ask Dee questions.

23:54 Racheal D's EMF bear flashes again

23:55 Dee believes there is a foreign connection.

The bear flashes again.

23:56 Dee is finding the spirit to be overwhelming/draining. Jim asks if the spirit is willing to talk later. Dee believes she is willing to talk if she has the energy.

23:57 **The team takes a break**, and Jim and Lorraine leave the investigation.

End of Dee's recording.

Jim leaves his audio recording device with the team to record the rest of the investigation.

Session 4: Main Auditorium (Continuation of the previous session)

Planchette experiment

00:40 The team (minus Jim and Lorraine) return to the auditorium to pick up on where they left off prior to the break.

Racheal D's bear activates.

00:44 The team commences a planchette moving exercise. The labels, 'Yes', 'No', 'Hello' and 'Goodbye' are put on a table on the stage. Users rest one finger each lightly on the planchette and ask questions in the hope that any spirits present will move the planchette to a relevant response.

Racheal D leads the experiment with Dee and Robin also resting their fingers on the planchette.

00:48 Racheal D asks the spirit if they mind them using the board to communicate. The planchette moves back and forth, not going to any particular answer.

The members are amazed that the planchette is moving despite them hardly touching it.

00:49 Racheal D asks if the spirit is a female. The planchette moves to the middle of the board before going to 'No'.

00:50 Racheal asks if it will move to Yes if it is a male; the planchette doesn't indicate a conclusive response.

00:51 Dee asks if the spirit is connected with the theatre – no response
Robin asks if the spirit is connected with the mill – no response
Racheal D asks if the spirit is connected to somebody here – no response
Dee asks if the spirit is the lady we were talking to earlier – no response

00:52 Jason asks if the spirit moved the seat earlier – no response.

Racheal D's EMF bear starts flashing.

Racheal D asks if the spirit knows it has moved on. The planchette moves to 'No'.

00:53 Dee asks if the spirit has a message for somebody here – no response.
Racheal D asks if the spirit needs our help. The planchette moves to 'No.'

00:54 Dee asks if the spirit wants to talk to us – no response
Robin asks if the spirit is happy that we are here – no response

Dee removes her finger from the planchette, as she doesn't feel comfortable doing this.

Racheal D asks Spirit if the theatre is somewhere he/she likes to stay – no response

00:55 Jason wonders if it's the spirit of somebody who didn't know how to read. Racheal D thinks it could be possible, which is why the planchette is behaving erratically, or not responding at all.

Further questions are asked with no responses.

00:56 The planchette is spun around a few times to 'reset' it.
Further questions are asked but no clear responses are given.

00:59 Dee, who is no longer involved with the planchette experiment, begins to pick up the spirit 'Monica' from earlier and starts to relay information. [Details omitted]

Racheal D asks if any other members want to use the planchette.

01:00 The sound of a seat flipping down and up again is heard somewhere in the auditorium – or it could have been a door banging somewhere outside of the auditorium. Robin mentions that he felt it vibrate. The sound is caught on Dee's recorder, and Jim's audio device, which is still running from the previous session.

01:01 Dee is still picking up information from 'Monica' and relaying it to Ben in the background while the rest of the team temporarily stops the planchette experiment and tries to locate (and recreate) the sound of the seat/door just heard.

01:02 The planchette experiment is resumed.
Racheal D tries giving instruction to spirit on how to use the planchette to communicate.
Jane joins the circle touching the planchette.

01:04 The planchette keeps pointing to 'Goodbye', so Jane asks if the spirit wants the team to leave. The planchette goes to 'no'.

01:05 Racheal D says to Spirit that if they want us to go, to point to 'Yes'. No response.

01:06 Jane asks the Spirit to move the planchette off the table completely if it wants the team to stop.

01:07 Rachel W joins the circle with the planchette and comments that it's not as light as she thought – it takes some pushing to move it.

Racheal D explains that the hole on the planchette is for a pen for automatic writing. They discuss the planchette.

01:08 Racheal D mentions that this is the first time she has used a planchette for investigation and is excited to develop it as an investigation tool.

01:09 Planchette experiment ends.

[NOTE: Dee is still relaying information from 'Monica' separately while the planchette experiment is continuing. This is obviously somewhat distracting and not an ideal situation while investigating.]

01:10 Dee is sure that 'Monica' has apparently never communicated with anyone before which is why Dee is finding it difficult to pick up what she is saying.

01:13 Jason picks up a smell, which he describes as 'perfumed soap'.

01:31 The team splits up the team split up with Dee, Ben, Jason and Rachel W staying in the auditorium and Robin, Andy, Jane and Racheal D going to the basement.

Dee continues to communicate with 'Monica' and relay various details [omitted for privacy] to the team members.

01:52 Dee comments that this investigation has not gone the way she expected before arriving at Sharnbrook Theatre!

01:53 End of session.

Session 5: Main Reception

Time: 02:38 – 01:53

Team: Ben, Dee, Jason

Equipment Used: Dee's iPhone 16 Pro Max (as voice recorder); KII meters.

Ambient Sounds: Occasional other team members elsewhere in the building; members shuffling.

22:36 Start of session

Dee continues to connect with 'Monica' and convey various details [omitted from this report] to the team.

02:54 End of session and of investigation.

Post Investigation

Jim's Notes:

For Jim, Sharnbrook theatre remains his top location to investigate. During the break between vigils 1 and 2, he informed Dee that while he was on the journey up to Sharnbrook, the closer he got, the more feeling he had of an overwhelming sadness.

A number of audio and EVP's were captured by Jim for further review and analysis.

1. At 21:31 some of the team hear a rumbling sound in the main theatre. On the recording this is at 22 seconds.
2. At 21:35 Jim hears a thud in the main theatre. This is very quiet but heard at 34 seconds on the recording.
3. At 22:18 knocking heard in the dressing room. At 3 seconds on the recording.
4. At 22:22 loud knock heard in the dressing room. At 4 seconds on the recording.
5. At 22:38 a males voice is heard to whisper. At 7 seconds on recording
6. At 22:39 the sound of the door at the back of the stage rattling. At 5 seconds on recording (but may be a timed lock)

7. At 22:56 whispering at 13, 18 and 24 seconds on recording. Female voice (may be Dee?) at 41 seconds followed by more whispering at 52 seconds, 1 minute 02 seconds and 1 minute 10 seconds.
8. At 23:08 a click heard by Jim before Ben sees a shadow on the stage. Click heard at 5 seconds on the recording.
9. At 23:27 a male voice is heard. 12 seconds into the audio and sounds similar to the voice at 22:38.

Feedback

Due to one team using the planchette and Dee picking up on the lady called 'Monica' it is difficult to hear what Dee is saying missing some of the context of what she is picking up, when two experiments are happening at one time.

Racheal D's Notes

Two EVPs were captured during the investigation. When Jim was sitting on the stage and let out a painful sigh there is another breath before his. Then, as Jane said about Jim being in pain, a female voice is captured saying 'macho very man' but I think Spirit played with words and may have wanted us to realise she was saying 'very macho man' – though I can't say for certain.

Feedback

Great place to investigate, look forward to trying out the scrying again, remember to take coloured lights, also I would like to try the planchette again 😊 Great team to investigate with. My only negative about that investigation is I found some members to be doing too much talking, which was causing problems with recordings and other people trying to listen out for paranormal sounds. Going forward please keep talking to a minimum when the investigation is in full swing.

Dee's Notes

I submitted the audio clip (DEE_CLIP-1) of seat J11 flipping (23:08) as the 'scrabbling' sound preceding it can be heard really clearly.

After the investigation, Ben, Andy and myself walked from the theatre car park over to the bridge over the river. Andy has always been drawn to the bridge and not in a positive way. On the approach, I saw the dark shape of a figure lean out from behind the bush/tree that was on the left at the foot of the bridge. It was man height and very clear to me.

This investigation did not go the way I had anticipated (having been to several investigations here previously). The seat flipping in front of me in the auditorium was terrifying. Also, the connection with 'Monica' [not her real name, by the way] was a surprise to me and her persistence to communicate with me (through me) was unprecedented.

I am sorry to other members that in my eagerness to help 'Monica', I was genuinely 'zoned out' for a lot of the investigation and neglected to notice that my relaying of information resulted in me (and some others) talking a lot during the planchette experiment. I will try to be mindful of that in future, as it went against investigation protocol – and I should have known better, being a seasoned investigator!

*** END ***