

Summary of Investigation
Wymering Manor
Saturday 12th August 2006

Core members present	Members Present	Guests present
Sarah Becky Lizzie Annie	Tarnia	Mel Mike Janine Haze Sheila

19.30 Arrived at Manor to begin set-up. Tarnia does the rounds with Janine. Both get similar results in rooms they visit. (Unfortunately Tarnia still has these results). Liz and I were talking at the foot of the stairs and Lizzie glanced up and saw a white misty patch on the stairs but only for an instant and then it was gone.

20.10 Let people have a wander and then introduce ourselves. During the meeting Tarnia says the energy has increased and they are all coming in to watch and listen. It does feel like the room is crowded.

20.30 Go on a tour of the house including attic and cellar. Whilst in the cellar Tarnia gets feeling of being hot at one of the room, EMF meters show nothing, temp taken and it is hotter at her end of room but we think it is just because there is a large group of people in a small space under ground that is causing the humidity. Tarnia senses cheese being made down there. Hazel hears what sounds like a scraping on the floor followed by a clicking.

21.00 Chapel - Tarnia senses that the energy goes diagonally across the room but can't figure out why.

21.15 Janine, Tarnia and Hazel are in the cellar. Tarnia and Janine see a man behind the 3 of them and then hear feet shuffling and metal clinking again.

21.25 Man seen in Admirals Room by Hazel, Janine and Tarnia. Tarnia gets a picture of him on her camera, we all rush back and take photos and get lots of orbs in our photos. Hazel feels cold area in the chapel (kitchen)
Orbs are seen on cameras (see website).

21.45 Outside, Hazel feels like woman is watching out of the window of Room 2. I get a brilliant bright orb outside round the back of the building. Definately not a reflection, lots of other photos were taken to try to re-create the orb, but not possible...orb too high.

21.50 Whilst at the top of the stairs Janine feels a searing pain in the top of her head.

22.00 Everyone is free to look around for an hour. Hazel is sure there is someone in the corner of the landing. No one there.

22.10 Orb seen in fire place by Hazel and Sheila (unclear which room)

22.15 Whilst outside Janine sees a man digging under the tree in the back garden. It turns out later Tarnia sees the same. (they make notes independently of each other)

22.40 Laptop playing DVD plays up, then CCTV plays up then everything goes haywire whilst Liz and Tarnia are out in foyer. Motion sensors on stairs go off. Tarnia goes out by stairs and tries to make them go off, but is unsuccessful.

22.35 Mel gets the munchies...I think we all do!!!!!!

22.50 Tarnia felt like someone was going to touch her and so it made her jump up out of her chair and when she looked round she sensed someone looking over the top of the banister, leaning across the top of her. Janine could see him and could see him move back because Tarnia had made him jump.

Lizzie is sure someone touched her leg and bum.

23.05 Hazel is sure she saw a nun at the window.

23.20 Decide to congregate at the bottom of the stairs. Tarnia says there is a very young girl there called Sara. Possibly from the 1800's. There is also a man with her, a sort of grandfather figure (but she met him in spirit not in the real world) watching out for her. As we watch and take photos, she moves round to the side and she peers at us through the banister, she's a little unsure.

23.20 Motion sensors went off on the stairs on numerous occasions in response to asking the girl to come down the stairs. Everytime the motion sensors go off, Lizzie's flash on her camera won't work.

23.30 Move to the Admirals Room. Not much activity since 3 people witnessed the man in there earlier. Tarnia first of all senses a heavy depressive feeling. Then she senses a jovial fellow, a mad man possibly medieval and possibly called Edward, Ernest or Edwin running around being silly. Becky encourages him. She says she will walk down the centre of the room with her eyes shut so he can trip her up. She does this but nothing happens.

Liz sees the outline of someone and 7 minutes later Tarnia sees the same again. Tarnia senses Edward by the door and so we take photos and I get an orb to the right of Becky sat near the door (on website). Mel and Mike hear a floorboard creak next to where they are sat and in my photo of them I get an orb at that same time.

00.00 Tarnia switches off the light to the stairs. Someone breathes in her ear. She feels like someone is watching them. There is someone in the hallway.

00.15. A sudden drop in temperature. Mel and Mike get some good results from the dowsing rods.

Upon entering the kitchen Mel felt something touch her left leg. Tarnia sensed a goblin character jumping on the sideboards (that's a new one on us!)

00.45 CCTV catches 4 orbs moving across the screen at bottom of staircase. This is the second time these 4 orbs have been seen this evening (previous time unrecorded).

01.00 Lots of orbs on the CCTV (looks like a fireworks display, possibly dust?)

01.15 Set up trigger object in Admirals room.

01.20 Becky sees a pin-prick of light in hallway (she most definitely did!!!!) I joins Becky, Tarnia Mel and Mike upstairs in the room where the little boy has been seen at the window. Tarnia has made contact with the spirit of a young boy possibly called something like Alistair who is not happy about us being there. Becky then proceeds to antagonise Alistair and Tarnia says she's going to leave the room if Becky is going to wind him up because he doesn't like it and tells us he is stood in the doorway. I take a photo and get orbs in the doorway. Becky feels very stifled almost as though she can feel hands round her throat. We decide its best left. Tarnia believes that Alistair was picked on and bullied at school because his father had lots of money. She also believes that his life ended when he was shot by his sergeant during WWII for being a coward. (I think these facts need some more research...Lizzie?)

01.45 Becky organises a group to go over the graveyard. With unusual results and not of the paranormal kind, (That is of course unless you call jumping out on passers-by, ie. 17-18 year old lads which results in being trapped in the graveyard whilst they guard the entrance preventing you from leaving until they see that you are just a group of old biddies, that's what the lads said!!!! and who then begin talking about their own paranormal experiences.....ones that they say make them feel like they have pins and needles in their heads...unless you call that paranormal!!!)

Mel and Mike meanwhile get more excellent results with dowsing rods contacting a young man name Robert who was 22 years old with 2 children who worked and lived in Portsmouth. They tried to encourage more responses with a tap on the table but were unsuccessful. Contact was lost and there was a drop in temperature.

02.25 Check on trigger objects, No movement.

02.30 Table-tipping. Tarnia senses the energy in the room of someone in the year 1091. Bet? Tarnia also connects to Beth or maybe Bertha. The table shudders at one point but it was more of a shudder than a definite movement. Tarnia says it feels like good one side with Sarah and Albert and then bad the other with Bertha and Alistair.

02.32 Motion sensor goes off and CCTV catches bright orb on stairs and Annie begins sleep talking.

02.34 CCTV catches what appears to be a formed mist move past the bottom of the screen next to the camera by the staircase.

02.45 Chris phones me from his stag night.....he's 3 sheets to the wind!!!!!!

02.47 Move into the downstairs room, Room 5 for more table-tipping, people swap over. Room feels cold upon entering. I get a black mist on one of the photos and table is felt to move slightly.

02.50 Lizzie sees flash of light to her light whilst watching CCTV

02.53 Lizzie sees a mouse (giving birth has done nothing for her ability to brave anything in the dark!!)

02.55 Lizzie sees huge orb on screen followed by interference. A strange interference, moving in different directions is seen across the screen. Liz also sees another flash of light.

03.05 Upstairs, on balcony, I take a photo and get an orb and then the mist again (see website) Unsure what it could be. Take a few test photos just to make sure. Nothing on lens. Nothing obstructing view. Nothing in way of flash when photo is taken.

03.30 Start packing equipment away. Time to go home.

SUMMARY

A good night's investigation. Didn't really have a large enough group or SGWA members to cover areas and do vigils and séances etc like we would do normally, so the investigation was more personal.

Reasonably active, lots of info from Tarnia backed up by Janine. Probably our last visit to Wymering Manor and it wasn't disappointing.

Need to do some research re the cheese making and also I'd like to find out about the names Sara, Alistair, Beth and also the year 1091.

Have approached Dave Scanlon about the mist but he's not come across this at the manor before but says we are welcome to go through their data that they have collected over the last few years if we like.

Tarnias Additional notes after she read through the report:

I was sat in the Admiral's Room and I said an opening prayer of protection for the group. We then sat and cleared our minds then each of us wrote down any impressions that we got. We both came up with a gentleman going about his business, working at a desk. The room had pictures and bookshelves and looked very comfortable for a study. The only difference we had was I saw the desk at the end of the room so he would be sitting with his back to the window and Janine saw the desk at the side of the room where the other windows are.

In the little room off of the front door, the one with all the boards set up. I sensed that the room was different; I could see a large bay window where the boards were and another door on the same side as the fireplace. That room felt uncomfortable all evening.

Going on to the 'goblin' creature, this was more like an elemental creature than a goblin but the only way I could describe what he looked like was the little sprite from the Sprite drinks adverts and he liked jumping around on the work surfaces and window sills.

Alistair was the bully at school - he wasn't bullied. He was a nasty character, the sort that would dangle a mouse over a cat's head and pull the legs off of spiders. After a bit of goading by Bex he suddenly changed into an adult and looked ready to pounce on us. Like most typical bullies though, he was a coward. In the war he was ok ordering his men into dangerous situations but he would keep well back out of harm's way. During one battle his Sergeant had enough of seeing good brave men dying and turned on Alistair and shot him.