

# Psychic Phenomena Test Kit

**CLAIRVOYANT ANALYSIS & EXPERIMENT**

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# HOW TO CONDUCT A BASIC CLAIRVOYANT ANALYSIS & EXPERIMENT

## BEFORE YOU START

You will want to select two people for this experiment. The two people will have clear and distinct titles: Person 1: Subject. Person 2: Sender.

You will also want to conduct these experiments in a quiet place away from distractions, and it must also be in a place where both parties in the experiment are very comfortable. The slightest amount of stress can be a variable that can give very bad data to an experiment like this.

You will want the area where this experiment takes place to separate the subject and the sender. The experiment should have a partition. For this you can place an opaque piece of cloth or a presentation board, (which seems to work best) between the subject and sender. This is so that the subject cannot see the sender and will eliminate the sender's body language and micro expressions, leaving only the clairvoyant's ability to be at work.

Of course you will want a set of cards specially designed for psychic evaluations. Zenner cards have been used for almost 80 years with varying degrees of success and failure. Some parapsychologists and paranormal researchers believe that the three wavy lines card is too complicated and a single shape design should be used for consistency in shape value. Also the star and the "+" Plus sign are too closely related to religious symbols that could possibly sway the outcome due to stress through either the subject or the sender's own personal beliefs.

Playing cards are too complicated of a design and can cause the sender and subject interaction to be a chaotic mess.

We recommend the MAPRI PSYCHIC TEST CARDS, which you can get at [www.topmediastudios.com](http://www.topmediastudios.com), [www.tmsgamelabs.com](http://www.tmsgamelabs.com), or [www.thegamecrafter.com](http://www.thegamecrafter.com), among other various online and retail outlets.

Just like the Zenner cards the MAPRI Cards contain 25 cards 5 cards each of a single shape, and when used in the same way as a Zenner deck, could enhance your experiment. However once you decide to conduct an experiment you MUST use the same card design otherwise your data will be inconsistent, and you will have to start from scratch.

Don't forget to thoroughly shuffle the cards and place them FACE DOWN in the center of the SENDER side of the partition.

Remember: The SUBJECT is the person with Clairvoyant skills that are being tested, and the SENDER is the person who is envisioning the card for the clairvoyant to read.

You are known as the OBSERVER. Your job is to record the data, finalize the experiment when it is complete, and compile the data into an archive for later observations.

Setting trials is very important. There are 25 cards in a deck and each has to be read through. Every time you finish the deck that is known as a PASS. There are a number of passes in a trial. It's up to you what size trial you want to do. Remember the more passes you do in a trial the more data you will be collecting.

A minor trial is generally 10 passes, Standard trial is 25 passes, and a Major trial is 100 passes. Keep in mind, even though you can separate out the complete data from every trial you have ever done, it is best to stick with the same size trial through the life of your experimentations.

## STARTING THE EXPERIMENT:

1. The SUBJECT and the SENDER are to sit facing each other with the partition between them. The SUBJECT has a focus card (It's the blank faced card) sitting in front of them. The SENDER has the deck of cards sitting in front of them.
2. The SUBJECT must be given some time to attune themselves to the area, space, focus card (If needed), and with the SENDER. The SENDER must shuffle the cards and must stay in physical contact with the cards the entire trial, without looking at the faces of the card until its time.
3. When the SUBJECT feels prepared the SENDER will be notified by the SUBJECT and the SENDER will turn over the top card in the deck in their hand careful to not show the card to anyone but themselves. The SENDER will stare at this card and fill their mind with nothing but the shape on the card. They will envision the shape being beamed like a laser through the partition and into the head of the SUBJECT.
4. The SENDER will continue this until the SUBJECT says out loud what the shape is that they see in their mind. Once the shape has been called out by the SUBJECT the OBSERVER will notate the shape called out and whether it was right or wrong.
5. Continue this process until all 25 cards are gone through. This is one pass. Have the SENDER reshuffle the cards and start all over again another pass until the Trial is complete. Once the trial is complete reward your participants so that they will feel more inclined to do this again sometime soon!

## UNDERSTANDING YOUR DATA:

You may require a calculator for the following, but do not be frightened, it's not that bad!

Odds of an average person to just guess the correct card is 1:5, 20%, or .20 in Decimal format. So what you need to do is take your data and figure out what percentage your subject is correct.

Number of total passes divided by the number of correctly chosen passes will equal a decimal number that you will then multiply by 100 to get your percentage. To show it a few other ways to help you understand:

[Number of total passes] ÷ [Number of correct passes] = [decimal] then [decimal] x 100 = [percentage]

OR:

Percentage= (T / C) \*100

If the number you come up with is greater than 20% (.20) then you may want to conduct further tests with the subject. If the number is lower than 20% (.20) then there is a possibility that there is no psychic ability there at all.

Please keep in mind that greater percentages may not be anything more than dumb luck that is why recreating the experiment again at a later time with the same people will help clarify the data. Make sure to do everything the exact same way as you did in the original experiment and see if there is a difference in numbers.

If the numbers differ either for the better or for the worse of the data, still hold a third experiment, or as many more as you like. When you have more than one experiment you can average you percentage by:

Take the percentages from ALL of the experiments you have conducted with the same subject, and add them together. Then take that number and divide it by the number of experiments.

(If you have four experiments it would look like this):  $(26 + 24+18+16)= 84$       $84 \div 4 = 21\%$

The average result from all four experiments is 21% which is not really all that high.

## RESULTS AND HOW TO INTERPRET THEM:

You now should know how to conduct a valid unbiased psychic & clairvoyant experiment and analysis. You should also now know how to use math to figure out what percentage rate your subject was correct on their passes in the experiment, and also how to prepare for your experiment to get as correct data as possible.

Now you will need to figure out how to interpret the data. What is a good chance of luck and what is a good chance of psychic ability?

If on your first experiment your subject scored 35% - 80%, you should be very excited to get them back in the lab at a later date to do this all over again. If the numbers were 0% - 20% the subject is at the normal non-psychic level of scoring.

21% - 34% although higher than the average non-psychic "Guess" score, it is also in the range for what we call DUMB LUCK. Sometimes simple blind guessing can result in very high success rates. If your subject falls into this section then you should get them back into the lab at a later date to try again.

81% - 100% is a very interesting section since the higher the numbers the theory states that the more psychic power is potentially in the subject. However when numbers are too high they can also suggest a subject was able to know what was on the card in another way. This is NOT to assume they are cheating, but be very suspicious of any extremely high number.

If the subject is in the 81%-100% section, it would be best to get the subject back into the lab for more tests. The next time make sure there is no way the subject and the sender can communicate, and recreate the last experiment to see what the results are.

PERCENT	SECTION	MEANING
0% - 20%	LOW	Subject is more than likely a non-psychic.
21% - 34%	AVERAGE	Subject could be a lucky guesser or a low level psychic. More testing required!
35% - 80%	GOOD	Subject is more than likely psychic. More testing is required!
80% - 100%	EXTREME	Subject is either a very powerful psychic, or is somehow cheating in this experiment. Retest the subject at a later date and try to cheat proof the experiment as much as possible.

## CONCLUSION:

Remember to have fun, and always record your data with as much perfection as you can. It will also be beneficial never to use the real names of the subjects in the experiments. Use code names and keep a mental list of which name each is.

After you have ran a lot of experiments you can write a paper on what you think your experiments have proven to you and back up your claims with your data, and you should probably have a LOT of data. Other scientists will eat your paper for lunch if you make even one mistake.

Encourage others to get these cards and help others learn about science, and the paranormal.

Thank you for your interest in MAPRI and paranormal science!