

***Puget Sound Ghost Hunters***  
***Glossary of Common Terms***

| <b>Term</b>                           | <b>Definition</b>   |
|---------------------------------------|---|
| <b>Active or Intelligent haunting</b> | Active Haunting is phenomena caused by an intelligence that can demonstrate interaction with the environment, creating apparitions, moving objects, sights, sounds and feelings.  |
| <b>Anomaly</b>                        | An event or activity that is outside the normal.  |
| <b>Apparition</b>                     | A visual image seen with the naked eye that takes representing a spirit. Apparitions may be solid or transparent.   |
| <b>Channeling</b>                     | A method of communicating with the spirit in which the spirit speaks through the psychic.   |
| <b>Clairaudience</b>                  | A form of psychic ability that allows the psychic to hear transmissions from the spirit world.  |
| <b>Clairsentience</b>                 | A form a psychic ability that allows the psychic to receive transmissions from the spirit world using all senses.   |
| <b>Clairvoyance</b>                   | A form of psychic ability that allows the psychic to see transmissions from the spirit world.   |
| <b>Clearing</b>                       | Clearing, cleansing and banishing all refer to a ritual or set of rituals that are used by some psychics in spirit rescue or removal. Many of these rituals include burning incense, lighting candles, reciting prayers or incantations, etc. |
| <b>Collective apparition</b>          | An apparition seen by more than one person.   |
| <b>Crisis apparition</b>              | An apparition of a person seen within in conjunction with some kind of traumatic event. Crisis apparitions may appear even if the person is still living.   |
| <b>DVP (Direct Voice Phenomena)</b>   | An DVP is a sound or voice that is heard with the naked ear. While clearly audible to the human ear, most DVP's are not able to be recorded using conventional audio recording devices.   |

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| <b>Ectoplasm</b>                        | Physical spirit residue.   |
| <b>EMF Detector</b>                     | An EMF meter measures the electric-magnetic fields in the environment. These fields occur naturally, however fluctuations are also believed to be associated with spirit phenomena. Extreme deviations in EMF may indicate the presence of a spirit. Prolonged exposure to extremely high EMF may also result in psychological and physical reactions that simulate the perception of haunting phenomena in people who have a predisposed sensitivity. |
| <b>EVP (Electronic Voice Phenomena)</b> | An EVP is a sound or voice that is recorded on audio or video recording devices. While not heard at the time of recording EVP's are only heard later at playback.  |
| <b>Ghost</b>                            | A ghost is a generic term for the source of haunting phenomena. Commonly believed to be the spirit of a dead person, the origin or nature of ghosts has yet to be determined.  |
| <b>Infrared camera</b>                  | A camera which uses the infrared light spectrum to allow images to be recorded in little or no light.  |
| <b>Orb</b>                              | An orb is a circular anomaly that appears most commonly in photographs and video but are also sometimes seen with the naked eye. The most common causes attributed to orb activity are dust, lens flare and moisture. Orbs may appear as solid or transparent. Although most orbs are white colors such as red, blue and green orbs have also been recorded.   |
| <b>Ouija Board</b>                      | A Ouija Board is a painted board containing letters, numbers, and or symbols through which spirits may communicate during a séance. Ouija is a specific brand produced by the Parker Brothers Game Company. Similar boards may be found under names such as Pathfinder, Spirit Board, etc.   |
| <b>Paranormal</b>                       | Any activity, event or phenomena that is outside what is normal for that location, time, or person.  |
| <b>Parapsychology</b>                   | The study of paranormal phenomena from a psychological aspect using scientific means.  |

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| <b>Poltergeist</b>       | Poltergeist activity is very specific type of haunting that includes sometimes violent and noisy activity. Poltergeist activity is thought to be associated with females going through extreme hormonal changes such as adolescence, menopause, pregnancy, miscarriage, and/or childbirth. It may be tied to latent psychic abilities. Poltergeist activity is usually short in duration and can stop as suddenly as it starts. Because of its unpredictability, poltergeist activity is difficult to investigate and document. |
| <b>Psychic</b>           | A person who is able to tap into knowledge through clairvoyance, clairsentience or clairaudience.   |
| <b>Residual haunting</b> | Residual haunting is like a recording. It mostly is demonstrated with visual and auditory phenomenon. Because it's like a recording, it cannot interact with witnesses or the environment. And although it can be disconcerting, it poses no threat and may dissipate over time.  |
| <b>Séance</b>            | A method of communicating with spirit in which a group of people, using a Ouija board or other spirit communication device attempt to make contact with the spirit world.   |
| <b>Spirit</b>            | Although commonly interchanged with the word "ghost", spirit specifically relates to a dead person.   |
| <b>Supernatural</b>      | Any activity, event or phenomena that does not adhere to natural law.   |
| <b>Thermal camera</b>    | A cameral that uses a color coding system to differentiate between temperature readings.  |
| <b>Thought Form</b>      | A ghost produced solely by the power of the human mind or the collective unconscious.   |
| <b>White Noise</b>       | A band of frequency at which there are no signals. White noise is often used to enhance EVP recording.  |