**Título/*Title*:** "Psychokinesis and telepathy with animals and human"
**Instituição/*Institution*:** Institut de Psychophysique Franceis, Nantes - France
**Duração/*Duration:*** 2000/12 - 2003/04
**Investigador/*Researcher*:** Prof. René Peoc'h
**Abstract:**

**A – Telepathy**

We have made some experiments between two rabbits sisters living in the same cage for 6 months. During the experiments, they are separated in two different cages at 23 kilometres of distance from each other.
Both rabbits are connected to a plethysmograph to record blood flux variations. When one rabbit is affraid by a bell noise, we study if the second rabbit sister is also affraid in less than 5 seconds at 23 kilometres. The two plethysmographs are connected together by phone and internet. We compare the two plethysmograms with rabbits control living not together in the same cage and having not the same mother. The difference is statistically significant $P < 0.01$ % .
With male rabbits the results are not significant because males don't like each other the presence of other male.
This kind of experiment can be reproduced easely by other laboratories.

**B - Psychokinesis with animals and human**

1 - Psychokinesis with men sleeping :

We study the impact of 12 men sleeping near a robot to observe if there is a difference in the path of the robot compare with the usual path when the robot is alone in the room. The robot alone moves always at random in all the directions.
We do 360 trials durind two hours. The results are very significant.
The sleepers change the path of the robot. the movements in straight lines are very different of the control trials without sleepers, $P < 0.001$ .
The sleepers try to stopp the robot to decrease the noise produced when it moves. This noise disturbe the sleep.
The sleepers have an unconscious and great action on the random number generator of the robot.

2 - Psychokinesis with animals : Chicks' distant psychokinesis (23 kilometres)

Heighty groups of 7 chicks were used to test their ability to influence the

trajectory of a robot bearing a candle as the unique source of light in the room. The robot is driven via phone line, by a random generator located 23 kilometres away.
When chicks are present, the robot moves preferentially into their direction (66.25 % out of 80 trial). This is significantly different from the non specific displacement of the machine in the absence of chicks and observer ( $p < 0.00001$).
The random generator being the source of movements, this result suggests that chicks are able to influence it over a long distance.

**Título/*Title*:** «Investigation of Telepathy in Animals and Humans"
**Instituição/*Institution***: Centre for the Seven Experiments Project, London - UK
**Duração/*Duration:*** 2001/01 - 2003/03
**Investigadores/*Researchers*:** Prof. Rupert Sheldrake, Dr. Pamela Smart, Dr. Aimee Morgana, Dr. Katy Barber
**Abstract:**
Many people claim to have known who was calling before they picked up the telephone, or to have thought about someone for no apparent reason, who then called. We carried out a series of experiments to test whether or not people really could tell who was telephoning. Each participant had 4 potential callers, and when the telephone rang had to guess who was calling before the other person spoke. By chance the success rate would have been 25%. In a total of 571 trials, involving 63 participants, the overall success rate was 40%, with 95% confidence limits from 36% to 45%. This effect was hugely significant statistically ($p = 4 \times 10^{-16}$). We obtained similar positive effects when the calls were made at randomly chosen times, and when the calls were made at fixed times known to the subject in advance.
In further series of tests, participants were filmed on time-coded videotape throughout the experimental period. When the telephone began ringing, the participants said to the camera whom they thought the caller was, and in many cases also said how confident they felt in their guesses. The videotapes were evaluated "blind" by a third party. The callers were usually several miles away, and in some cases thousands of miles away. As before, by guessing at random there was a 25% chance of success. We