

**AMIGO PARANORMAL
CASE FILE AP-001
THE OLDE PARK HOTEL**

Location: Ballinger, Texas

Investigation Date: July 24, 2026

Classification: Active Investigation

Prepared By: Amigo Paranormal

Executive Summary

On the evening of **July 24, 2026**, the Amigo Paranormal team conducted an overnight paranormal investigation at the historic Olde Park Hotel in Ballinger, Texas. The objective of the investigation was to document reported paranormal phenomena through the use of environmental monitoring equipment, audio recording devices, static surveillance systems, and controlled communication experiments.

Throughout the investigation, investigators documented several notable occurrences, including repeated activation of a Dead Bell trigger device, apparent responses received during Spirit Box sessions in the Parlor Room, multiple orb-like anomalies captured on stationary surveillance cameras, EMF fluctuations observed during a trigger-object experiment in the Doll Room, and repeated EMF responses during an interactive Texas Hold'em communication experiment conducted in the Poker Room.

Although none of these observations independently confirm paranormal activity, several events demonstrated timing and consistency that warrant additional investigation under controlled conditions.

Mission Objectives

- Document reported paranormal activity.
 - Collect objective audio, visual, and environmental evidence.
 - Conduct controlled communication experiments.
 - Evaluate reported paranormal claims associated with the property.
 - Identify and eliminate conventional explanations whenever possible.
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Equipment Utilized

Environmental Monitoring

- EMF Meter
- Dead Bell Trigger Device

Audio Equipment

- Spirit Box
- Digital Audio Recorders

Video Equipment

- Static Surveillance Cameras
- Handheld Video Cameras

Trigger Objects

- Haunted Dolls
- Vintage Music Box
- Standard Deck of Playing Cards

Investigation Areas

- Parlor Room
- Doll Room
- Poker Room
- Hallways
- Staircases
- Common Areas

Evidence Log

Event 001**Dead Bell Activation**

Location: Investigation Area

Observation

During communication attempts, the Dead Bell activated without any investigator making physical contact with the device. The activation was witnessed by multiple investigators and documented in the investigation log.

Possible Conventional Explanations

- Mechanical sensitivity
- Floor vibration
- Air movement
- Equipment malfunction

Evidence Classification**Unexplained Equipment Activation**

Event 002**Spirit Box Communication**

Location: Parlor Room

Observation

Investigators conducted multiple Spirit Box communication sessions within the Parlor Room.

Several responses appeared to occur immediately following investigator questions, with some responses being interpreted as contextually relevant to the conversation taking place. Because Spirit Boxes continuously scan radio frequencies, all responses remain subject to additional review to evaluate possible radio contamination or coincidental broadcasts.

Recommendation

Review synchronized audio recordings alongside investigator questions to determine timing, context, and repeatability.

Evidence Classification**Potential Intelligent Communication**

Event 003**Surveillance Camera Anomalies****Observation**

Multiple orb-like anomalies were observed on stationary surveillance cameras positioned throughout the hotel.

The anomalies varied in size, brightness, and movement patterns.

All footage has been preserved for detailed frame-by-frame analysis to determine whether the observations can be attributed to environmental factors such as airborne dust, insects, moisture, lens contamination, or infrared light reflection.

Evidence Classification

Visual Anomaly – Pending Analysis

Event 004

Doll Room Trigger Object Experiment

Location: Doll Room

Equipment

- Haunted Dolls
- EMF Meter
- Nearby Music Box

Observation

Investigators placed an EMF meter adjacent to a collection of reportedly haunted dolls located within the hotel's Doll Room.

A vintage music box located nearby was then activated while investigators monitored the EMF meter for changes in electromagnetic activity.

During the experiment, investigators observed several distinct EMF spikes occurring while the music box was playing. The fluctuations appeared to correspond with the timing of the music and communication attempts being conducted in the room.

No investigator physically interacted with either the EMF meter or the dolls during the observed responses.

Assessment

The timing of the EMF fluctuations was considered significant enough to document for future comparison. While environmental electromagnetic interference cannot be ruled out, the observed responses warrant additional controlled testing to determine whether similar results can be reproduced.

Analyst Confidence

Moderate

Evidence Classification

Instrument Response – Repeatability Recommended

Event 005

Interactive Communication Experiment – Texas Hold'em

Location: Poker Room

Equipment

- EMF Meter
- Standard Deck of Playing Cards

Objective

To determine whether an interactive activity would generate observable instrument responses beyond those documented during traditional question-and-answer communication sessions.

Observation

Investigators conducted an experimental communication session by inviting a presumed unseen participant to participate in a simulated game of Texas Hold'em. Rather than limiting communication to standard investigative questions, investigators incorporated poker terminology into the session using prompts such as:

- "Would you like to stay?"
- "Do you want to hold?"
- "Should we raise the ante?"

Throughout the game, an EMF meter was monitored for possible responses.

During one hand, investigators interpreted the outcome as a victory for the presumed unseen participant. Immediately following the conclusion of the hand, the EMF meter registered a noticeable spike.

As the game continued, investigators observed additional EMF spikes following game decisions and verbal prompts. Similar responses were documented after subsequent hands in which investigators interpreted the presumed participant as losing.

The apparent responses occurring during both winning and losing outcomes made this one of the most unique experiments conducted during the investigation.

Assessment

Unlike traditional communication sessions, this experiment introduced an interactive social activity intended to encourage engagement through gameplay.

Although EMF fluctuations alone cannot establish paranormal communication, the apparent timing between game events, verbal prompts, and repeated instrument responses made this experiment particularly noteworthy.

Future investigations should attempt to replicate the experiment using multiple calibrated EMF meters, continuous environmental monitoring, synchronized video recording, and blind observers to evaluate whether similar response patterns occur under controlled conditions.

Analyst Confidence

Moderate

Evidence Classification

Potential Interactive Instrument Response – Repeatability Recommended

Investigator Notes

Several noteworthy observations were documented throughout the investigation. The strongest apparent instrument responses occurred during interactive experiments rather than passive observation. Both the Doll Room trigger-object experiment and the Poker Room Texas Hold'em experiment produced repeated EMF fluctuations that investigators considered significant enough to warrant additional investigation.

One particularly memorable moment occurred during the Poker Room experiment when investigators interpreted a hand as being won by the presumed unseen participant. A noticeable EMF spike immediately followed the outcome. Similar responses were later

documented following losing hands, suggesting that the apparent responses were not limited to a single type of game result.

While these observations remain unexplained, they represent compelling avenues for future controlled experiments designed to evaluate consistency and repeatability.

Evidence Summary

Evidence	Confidence	Status
Dead Bell Activation	Moderate	Unexplained
Spirit Box Responses	Moderate	Pending Audio Review
Surveillance Orb Anomalies	Low–Moderate	Pending Video Analysis
Doll Room EMF Responses	Moderate	Repeatability Recommended
Texas Hold'em Communication Experiment	Moderate	Repeatability Recommended

Overall Assessment

The July 24, 2026 investigation of the Olde Park Hotel yielded multiple noteworthy observations across environmental, audio, and visual investigative methods.

No single event documented during the investigation independently confirms paranormal activity. However, the convergence of repeated instrument responses, apparent Spirit Box communication, visual anomalies captured on surveillance footage, and multiple interactive experiments provides sufficient justification for continued investigation of the property.

Future operations should prioritize replication of the Doll Room trigger-object experiment and the Poker Room Texas Hold'em communication session while incorporating additional environmental controls, synchronized recording systems, and independent verification procedures.