

MAP-DOWSING

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Whilst discussing the matter of map-dowsing we must first consider what a map is. This is very important because the map is a focus only, but it is vital to us in this age, because we are all very map minded. We all travel from one point to another, we seldom pass a day without consulting maps and looking at maps and discussing maps. It is, in fact, difficult for us to describe how to get anywhere without producing a map or drawing one on the table cloth or something. I sometimes wonder if we could not do without words; we use mental pictures, often conjured up by words but we are invariably brought back to the maps to which we are attached. So it is not surprising that map-drawing has come very much to the fore in recent years, and is used extensively by many dowsters.

Some of you are going to try map-dowsing for the first time and often the first time you try it is marvellous, it really works; but afterwards this is not always the case. With later attempts you have experience, and this can be a dangerous thing. We have lost our innocence when we have experience, which means that we have lost our bearings. When we come across a map we are struck by similar things and this is fatal because one thinks, "Ah! Now I know the way", but remember that everyone is different, and this is the feature of the dowser and particularly the map-dowser. Each one is different; the maps, the circumstances and the dowsters. It is also just as well to remember that the people for whom you are doing the dowsing are all different too.

We have conventional maps and you are all familiar with those; the easiest are the plain ones, the large scale Ordnance Survey maps. Coloured ones and those which show contour and so forth are too complicated for us, as are the atlas road maps which have everything in all colours. We want a nice clean map which has not been used, or passed from hand to hand, and one that does not have little gaps in it where it has been folded. Little gaps let things in and out. Old maps are certainly very interesting but be careful how you use them for these maps are simply full of vibrations or emanations of people's thoughts and hands, wishes and personalities. These are impressed on everything they touch. Think what happens to a map before you ever get it, or rather, do NOT think of it, because this is what you should try to forget. In dowsing, most of it is not concentration, but an endeavour to get rid of the clutter which gets in our way.

Working on the ground you have to look out for overhead wires and things of that sort, which will interfere with what you are doing. Our main training is to cut out everything in which we are not interested so that we shall be wide open and free to pick

up what is important. I am not going to work on any old map, which people produce out of their pockets and mark out with various things. People are very bad about marking maps in the same way that they mark books in the margin. Sometimes they put little messages about someone having fallen down at this point. They think that they are helping you by writing a lot of messages all over the map. Everything that has been suggested to you before you begin to dowse is a menace!

I will tell you how to get rid of these various distractions. Take a new sheet of tracing paper, the same size as the map you are going to use. Fasten this securely with sticky tape or drawing pins, or heavy paper weights and trace in a few salient features or land marks. In some cases it is better to put in whole outlines, as you must take care not to get lost on your own map. Now you are free of the surface and with your pendulum can go underground to find whatever it is you are seeking. Use a pencil in the left hand as a pointer and let it alone. The pendulum will give you outlines and directions, codes and quantities and depths, but if you keep stopping it to mark the map it is very laborious and not too accurate. If you can develop the left hand pencil pointer, it will put in the markings for you. This is particularly useful if you are seeking underground water, contours or particular areas or patterns.

I have found that using tracing paper is a good method for dating. By putting the date in which you are interested on the corner of the paper or just going back fifty or a hundred years at a time, you can ignore the present outlines of buildings etc., and pick up what was there before. Then use the various dated papers as transparencies to compare the lines, which often fit together in a most illuminating and utterly reasonable way, giving you the history of the site. This can often be checked with the known and conventionally recorded history of the place.

Generally dowsers are called upon to help people in difficulties, and to provide a solution of some problem; but at times they are invited to look for trouble. As you know, perhaps better than most people, that you will usually find what you are looking for, especially if you carry a sample of it yourself, this is the time where it is best to pause and consider; before rushing in.

It is well-known that people who ask for advice, seldom take it, so that unless you are prepared to shoulder the trouble you find, and go on to a satisfactory solution or antidote, it is better to leave well-enough alone, because no good comes of frightening people unnecessarily. However, again the map comes in very well, because you can work over the map and plan a campaign or construct a sort of scale model to try out various ways of remedying the trouble; have a sort of dress rehearsal in fact. All this can be done quietly and discreetly, without disturbing

anyone, and it is surprising how much really useful information can be found and used later if necessary.

Just recently I was on a job and the map I had was an architect's plan which had been prepared for the modernisation of the house and some alterations. It was in a village which was very built up so that everything touched everything else. The walls of the garden were not clearly demarcated so that it was impossible to know if this was your garden or the next one. When I worked over the map I still did not know, so I did away with all the walls of the garden and I assumed that the whole area immediately behind was the garden belonging to the house, which seemed simpler to me. Immediately I got three underground streams coming in, one from one side of the garden and two coming down from the other side of the garden. I drew them in on the map and they came in quite clearly, so I depthed them and analysed them and I thought I knew just what to expect when I got there.

When I arrived we went out of the back door round a little corner and into the yard, a small paved area like a passage running off sideways. I had picked up my streams certainly, one was in that area but the other two were not; not on the property at all. Now this shows you what you can do if you have an idea in your head before you begin. Other people can put the ideas into your head or you can make a mistake by assuming that the lines of the buildings are all going to go down straight. Immediately I realised what was happening; I had to start again from scratch, forgetting about the map. This was a nuisance for me because I depend on the map and I expect all the rest to fall into place when I arrive; this of course does not always happen. In this case I was absolutely out because there were two streams coming my way certainly and they were on the property. Anyway I picked them out alright and they were in this narrow confine. When I compared what I had with what I got on my map, this was one of the cases when I thought "I wish I could get that copy back again" since it obviously was wrong.

Now this brings me to something which I think is very important, what we do with maps on which we have worked and which go out of our hands. You see if they are passed on to someone else it could be the same thing as signing a blank cheque. If they are signed, or if you have finished with them, it is not money you are going to lose, it may be your reputation, it has gone out of your hands and may be passing through all sorts of other hands and some of those may be able to make use of you, perhaps, or even injure you. So it is better to mark the tracing paper and leave as little personal trace as possible on the map itself; just enough to assist you or to explain to other people what you are going to do. So aim at the minimum, for the more trace that is left on a map the more dangerous it is.

When one is very inexperienced, one lacks self confidence and there is a quite natural inclination to ask others to help. As long as you do that you are going to remain unsure of yourself, and perhaps be rather a nuisance to other people, instead of the real help all dowsers should be. So do not ask other people to check your maps. Be willing to take your own responsibility—the good with the bad. This is the way to gain the real experience which makes professionals, and it is the only way to gain respect.

Sometimes several people get together to work on a map, and there is something very peculiar about this; people seem to insert something of themselves into the map and this is apt to come up on other copies of the map which are being worked on simultaneously. This does not always happen and it depends on how sympathetic you are towards the others. Mostly we work alone so that we do not have to worry about this kind of thing. When a group of people do work on a job at the same time it is an enormous help and encouragement, everybody gains. This is because each one has something special to contribute, but we are also in great danger of stepping on each other's toes. Now, as most dowsers are thoroughly outdoor people and feel crowded by their neighbours, when I criticise this business of being very careful about maps, I mean that we should have a very strong code of ethics on this point and when we find we don't agree with somebody else, it is like making a mistake oneself. Perhaps our disagreement is our own fault, but the main point is that when you have made a mistake, or a disappointment, you have a marvellous opportunity to learn something. Mistakes often happen on account of prejudice.

Dowsers can be very young children who only know what they have been told, but they can find things, for they know instinctively in which direction to go, and they also know to whom to appeal when they are in trouble. This is the thing that we lose as we grow up and we are having to learn it all over again. Certainly a thing in which a little child can lead us is dowsing. When you are talking to children about this, you will find that there is no need to explain it for they turn round and explain it to you, and in much better terms than you can manage, because to them it is real. Only children are very self sufficient, they may not have friends and they go out by themselves but they are not alone. It is the children in large families who are always tagging around after somebody and saying "What can I Do?" This is because as a result of being crowded they have quickly lost the self sufficiency which guides them and which steers them away from danger. Crowds are terrible things. All of us are subject to the panic which passes so quickly from one to another for the simple reason that we crowd each other.

A lot of nonsense is talked about these things but it is quite true

that we operate within a shield, which is our aura, and when our aura is touched by other people's auras it is a danger and sometimes damaging. In crowds, because we work outwards, they are very inhibiting to us and very confusing. So we have to use what is an ancient accomplishment of British peoples and that is the art of how to be alone in a crowd. I think that in recent years we have rather lost this ability, and it is a pity because there are times when you simply must be alone and in dowsing you are alone, and particularly in map-dowsing. There you are amongst a lot of people and the map is in front of you. Now the part which matters in this is free, detached from the crowd, so long as you keep your eyes down on the map nothing round you is going to interfere with you. This is really very interesting because there can actually be people running round the room doing all sorts of things, but as long as you keep your attention on the map it is going to isolate you. The whole of dowsing is an isolation of certain things and of the things that matter.

We use maps for all kinds of dowsing, mostly perhaps for water but that is the basic kind of dowsing. I am going to put up one suggestion and I would like anyone who does not agree with me on this to say so, because we could find out something valuable from that. When I am finding underground streams on a map I am not bothered by depth bands. I get the exact line of the stream. There is no question of being on a depth band instead of the stream which is always a danger on the ground, it often goes under buildings and you have to dodge round corners and pick it up again. On a map you go straight through and you are on the line, there is no question about that. This comes with practice, as I do know that some people pick up everything on a map or on the ground, quite indiscriminately. To me this is a terrifying way to begin, because you can 'throw out the baby with the bath water'. You get rid of the very thing you want and are left with a lot of clutter.

Map dowsing does away with all that. Recently I have had people tell me that on a very large map you can get parallel lines perhaps eight or ten miles apart. I should very much like to know what goes on for I have not encountered this sort of thing at all myself; I rely entirely on getting the line itself without interference. Obviously they do have some meaning. There is something very important there; it might be a guide or something symbolic or just a limit of an influence. This is what I should like to know.

One of the French dowsers had a theory that the earth was divided like a chequerboard. When you were on those lines you were in certain influences and when you stepped off them they ceased. This always reminds me of the game we played when we were children walking along a paved street; where we would not

step on the cracks between the stones but leaped from stone to stone; it was untidy to walk on the junctions of the stones. I may be wrong about this because the association of ideas can also be dangerous for dowzers. There are some things I really cannot do because a similarity of that sort strikes me as being funny, and dowsing is not funny; we do have a lot of fun with it, but the subject itself is a serious one.

In a plan of a house, which is also to us a map, an architect's plan, when this is available, is very useful, the only thing is that it is sometimes the plan of not one house but perhaps hundreds all going to be made the same. This is not very much help for some of the houses are left-handed and some right. The only thing you can do about that is to turn the page over and work on the other side. Anything that we use as focus is, to us, a map. If you have the architect's plan of a house it still needs something else with it; to have a focus or connection with the inhabitants of the house, with their vibrations and personalities. If you are working on a particular house you must have something which connects you with the people who own or live in that house. Now this is very interesting but there are dangers in this. I did find, quite accidentally, when I was dowsing in a slightly light hearted way over a sketch map of a flat, something which was rather peculiar. It struck us as being very funny the way things were omitted and the things that were added. When we went over it we began to pick up something which was moving. We found that it was members of the family moving from room to room. This was shocking, because it is something that one really ought not to do, it is like going round peeping into people's windows; but it is useful sometimes if you wish to visit friends and have a long way to go to see them, it is possible to find out if they are going to be at home. Up to that point it is fair. This is quite a legitimate use but further than that one must observe ethics and no one has any business in getting into other people's houses and moving round with them. This does apply to other things besides houses.

Another aspect of this map-dowsing which is a good beginning, and which often startles people with its results, is to follow somebody travelling. I would rather have a sample, but it is possible to concentrate in your mind and get results. The sample enables one to tune in to a person and remain tuned in. If I wish to tune in to a person I do it with the pendulum. This is easier to demonstrate than to write about but it is perhaps sufficient to say that one has to get the exactly right length of string on the pendulum for the person concerned and hold it at that. This is done by trial and error. Now if you work on the map and the person is anywhere on that map you should be able to find him, but if he is not, or if you have the wrong tuning,

you can get anything. So if you are following a person in a train or a car, you must have the person in mind and not the car. The reason for this is that cars are not individual, they are mass produced. A little while ago our car had its damaged wings repaired and they were a different colour from the body which was good, because we could easily spot it in the car park. It had become individualised. Later it was painted and has now lost its individuality. So it is obviously fatal to just think of a car and say "I wonder where that car is now?" If you do this you will pick up any car of that type regardless of who is in it. It is perfectly possible to pick up a person coming towards you if you really concentrate and it does not matter if they are in a car, train or on a horse. This is very interesting because as we know in dowsing we are separated from time, this is the whole point of it. The things to which we adhere rigidly all the time, do not matter a scrap when we are dowsing, we are free; but you have to be careful not to be too free. When you are following somebody on a map, you can find the point from which the journey started; you can also find out, if you want to, exactly what time they left home.

Sometimes you do run into difficulties because something may have happened just as they were leaving the house, they may have gone back which will throw you out. This is because you will pick them up going in the wrong direction. Or you may pick them up in some place where they have stopped and you keep coming back to them because they are still there, or they are moving round in a small area as if they were lost. The only thing to do when you get that sort of thing is to put it down and go and read a newspaper or something of the sort and come back in a while and try again. Usually that works, there may have been a time lag. Perhaps the person has been several hours on the way, but you have skipped through all that to the point where they eventually come out of the tangle, and they are not with you on time. I have done this myself and they have been miles away and always long after the time they should be; but you are behind and are just picking them up by going back, they are much nearer to you than you think, so you must just let the pendulum lead you on down. As soon as they are near to you, you should be able to judge how long it will be before they will appear. Everybody who has tried this is always delighted to find how very easy it is. I think in the case of the parents wondering when on earth the children are going to come home it probably works as well as anything. With your own family you can focus very easily, without having samples you can tune in to them, visualise them and recall them.

Now if you are going to set out to do exercises and help the police to find criminals or lost people, or something like that, this

is different altogether. This is because you do not know the people and you must not go by what you read in the newspapers, the photographs which are printed are not very useful, and of course a newspaper is page after page printed on both sides. I have tried this with a fairly thick paper and you can pick up from both sides without any difficulty. So that is not a very good or safe way to do it. You want to separate what you want, and the way to do this is to have a sample.

A sample can be almost anything, which is a focus in the same way as a map, and this we need. Many people think that a sample must be a personal thing, it must belong to the individual, but if you do not know the individual then that does not have the same significance. If you know the name and have no other sample, whatsoever, you can write out the name in block capitals and use that. This works awfully well; it is, in fact, better than a muddled sample, such as a piece of clothing which somebody else has brought along in their pocket after having handed it round to several people. A very well known dowser in the West Country told us about this at one time. He had been asked to find a lost boy. They gave him the boy's cap and he picked up something which was going round in circles. It was not the boy he was picking up at all but the dog which was rushing about everywhere and which had recently had the cap in its mouth. So beware of samples which are given you such as a pillow slip, or handkerchief, you would do better with their name written down, or even some information that you can find out about them; but you must be impersonal about this. Their age, their height, their calling, something like that. Write it down as a sort of exercise, as if it were a shopping list, but always put it on a clean sheet of paper and not on the back of something else. You place this on the top left hand corner of the map and forget about it; it has then become your focus, and works extremely well. This is particularly useful in the cases where dowsters really come into their own, and that is where everybody else has tried all they know and failed and appealed to the dowser as the last resource, because everything that is known and practised in the ordinary way does not fit in. They are asking you to do something outside of known factors.

So there you are, possibly without any equipment or any clue or anything at all, but you must get to work. Here is really the test of a dowser and it is very exhilarating to have to do something suddenly which is of great usefulness when we have nothing at all with which to do it. It is awfully nice to have our own special equipment, but it is bad for us to depend too much on it. We should be able to work without tools, for anything will do. You can contrive a pendulum out of almost anything and sometimes these contrived pendulums are very dear to dowsters; they should

not part with them for anything. The reason that people cut hazel and willow rods out of hedges is because they are convenient; we use whalebone rods because we carry them about with us, but you can literally use anything for either a pendulum, or rod, or better still learn to use your hands.

A lot of dowzers do use their hands for certain things; this develops in a very interesting way. Often before starting to map-dowse people run their hands over the map to get the feel of it. It is a fact that you do feel something in your hands and if you concentrate on your hands you can get to a point where they will do almost everything. What is rather interesting about this is that your hands seem to work independently of each other; they are working together for an end, but sometimes one gets one thing which is not the same as the other. It is like playing a violin; in order to produce a melody one hand is working on something quite different from the other. Perhaps playing the violin is a helpful training to the dowser. I used to play the violin, and I think that perhaps this is why I prefer to use the pendulum. My right hand knows what it is doing, the left hand gets a bit out of control sometimes because it is doing something else. This is very helpful because it will bring in things that you don't know about yet. You have your technique of using the pendulum; everyone has his own to such a degree that we are inclined to lay down laws "you do this and you do that", like I do!

Our training or higher education is a very necessary discipline, what you get with the other hand which is free is very bewildering. This is the one with which you pick up new things that you don't understand, things that you cannot even imagine. For a long time you cannot really use that, it just comes in an emergency and it will give you directions because you can scan with it and pick up your directions well.

I have watched other people start to use a map on a table in a strange house perhaps; the host will put a map down on a table and the dowser comes up and starts talking about something else, glances at the map and turns it round on the table, or even shifts the table. I do this, particularly in the case of maps which people have drawn, because I expect the North always to be at the top of the map. Once I went in rather a hurry to a job and there was no map, but the man had sent me a post card, so I took this and put it in the centre of a large sheet of paper to represent his house, in order to find out where the water came. This worked beautifully except that I was upside down! When I got to the house what I thought was the backdoor was the front. This was simply because I had decided that the house faced North and I was wrong. This did not matter and I soon sorted it out.

There is one thing that I find very difficult, and I do not know

if others do. If you have a 'bump of locality' this is invaluable, but I do not, I am hopelessly lost and confused in a strange city and cannot find my way, but when you transfer from the map on which you have been living for a little while, to the spot itself when you go there, the change over from the map to the earth world is very difficult. It takes you a long time to orientate; to get in the right direction and pick up your angles. The hardest part of dowsing is changing from one level to another; changing one particular atmosphere in which you like to work and coming into a more material atmosphere where you are at the mercy of other people. This is always hard and it is where we make mistakes. The dowsing is not wrong, it is always correct; in our interpretation of what we are finding and in our handling of the changeover of the environment we make mistakes. We jump to conclusions, we go too quickly or too slowly, and that is where mistakes come up.

Some map-dowsers do much more work on maps than on the ground, I think perhaps, for the above reasons. I maintain that they should have somebody to help them on the ground, somebody if they feel like this, who is perhaps more practical than they are, somebody who works well on the ground. This is rather a good combination, because you do get over the difficulty of changing from one medium to another. We know from experience that husband and wife teams work out very well. One takes on when the other gets tired; this is a tremendous insurance because you are going to pick up anything that is missing all round where there are two of you doing it. A lot of people doing the same thing is not a good idea, because you simply get in each other's way.

I know, that for me, the best time of day to do any dowsing is at sunrise. Literally I have only done that once and I am rather ashamed to admit this, but it was wonderful; there was no interruption, everything came out perfectly, you could almost *see* what you were following for everything was in line and in balance and there was no interference of any sort. The reason for this must be that at dawn we are fasting and have not yet returned fully to our earth life, but work in direct and natural contact with the Source of the Power which is using us. After breakfast, we get all mixed up with each other and are apt to think that we are using the Power.