

BRIEF OVERVIEW OF SYNCHRONIZED UNIVERSE THEORY

The Synchronized Universe model (SUM) is consistent with the philosophy of David Bohm, that it is possible to build a physical theory at a deeper level of reality than quantum mechanics. It has some similarities to the SED model developed by Haish, Rueda and Puthoff, except that the electromagnetic field in the vacuum (the Zero Point Field) is assumed to come, not from a random ensemble of photons, but from interaction with other electrons elsewhere in the universe, consistent with Mach's Principle. It also assumes that at the very small scales the electrons are massless and travel at the speed of light. This implies that their radiation is strongly peaked in the forward direction, like synchrotron radiation. It also assumes that advanced as well as retarded waves are allowed, in the manner proposed by Wheeler and Feynman in their classic 1945 paper now sometimes called "absorber theory." Thus the entire system of particles becomes highly interactive and becomes synchronized in a collective motion, and they undergo tiny synchronized self-orbits.

Electrons which are synchronized will exert forces on one another. Electrons which are not synchronized will be essentially invisible, and contribute only random impulses which constitute quantum noise in this model. This leads to the prediction of multiple parallel realities. To shift from this one to another one it is only necessary to change the synchronization frequency and phase. The model can also intuitively explain teleportation, bilocation, and many of the siddhi powers attributed to yogis and adepts. It offers a natural explanation for remote viewing and other psychic phenomena, and explains why these forces do not weaken with distance and can propagate across time the way they do. The model makes no claim to be a rigorous theory, and the math is not presented. The theory is intended more as a demonstration that it may be possible to extend current physics to account for paranormal phenomena, and to present some ideas that might be helpful in this process.