



Bits & Pieces – Issue No. 163

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Breaking!

“Seven of the weirdest museums in the world you can visit” from *Euronews Travel*.”

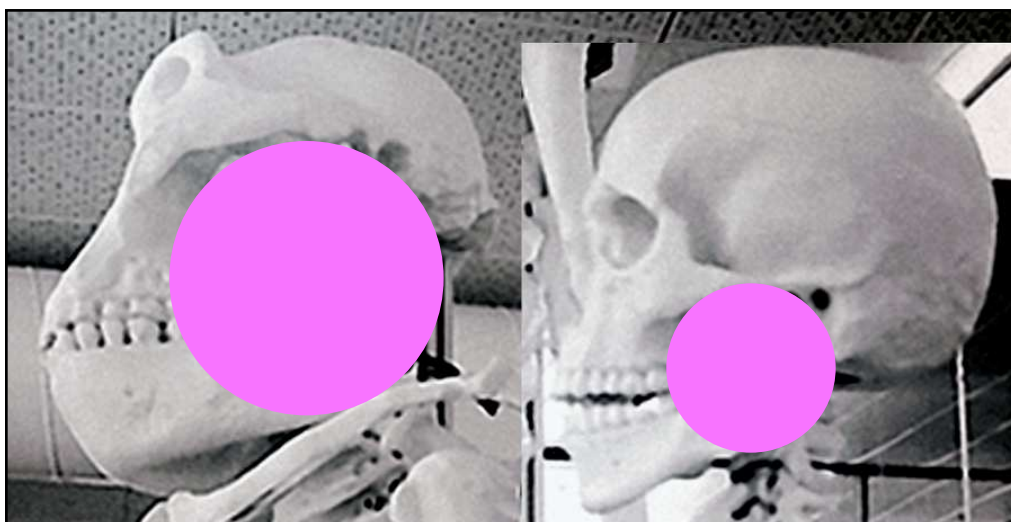
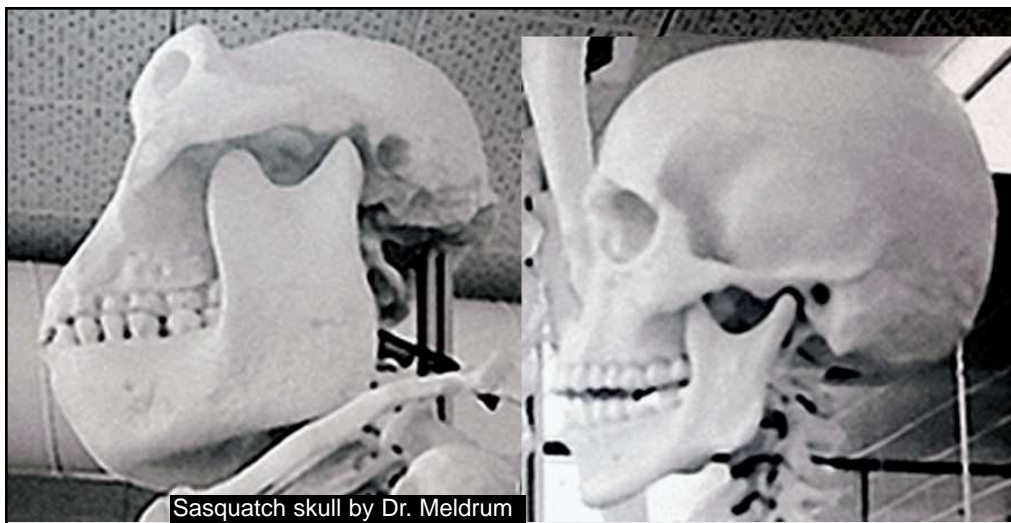
Listed #1 ~ International Cryptozoology Museum ~ Thompson’s Point, Portland, Maine.

<https://www.euronews.com/travel/amp/2021/05/04/seven-of-the-weirdest-museums-in-the-world-you-can-visit>

International Cryptozoology Museum:
Maine, USA

What better place to start our list than with cryptozoology—the search for and study of animals whose existence is disputed. This bizarre, one-of-a-kind museum has exhibits on all manner of strange and folkloric creatures, from Bigfoot and the Abominable Snowman to the coelacanth and P. T. Barnum’s Feejee Mermaid. The collection boasts a range of life-size models, supposed hair samples and footprint casts, plus a range of artefacts and memorabilia that kids will love exploring.

Get lost in legend at cryptozoologymuseum.com



These illustrations show the relative size of the cheeks needed to accommodate the lower jaw of a sasquatch and a human. To see the part played by your cheeks, pinch them (horizontally) and try and open your mouth; it’s impossible. This is just common sense. Your cheeks, which are made of tissue and skin, expand and contract. The larger your jaw, and the wider your mouth needs to open, then the more tissue and skin is required. My illustrations with the pink circles indicate that the sasquatch needs roughly 62% more cheek surface than a human.

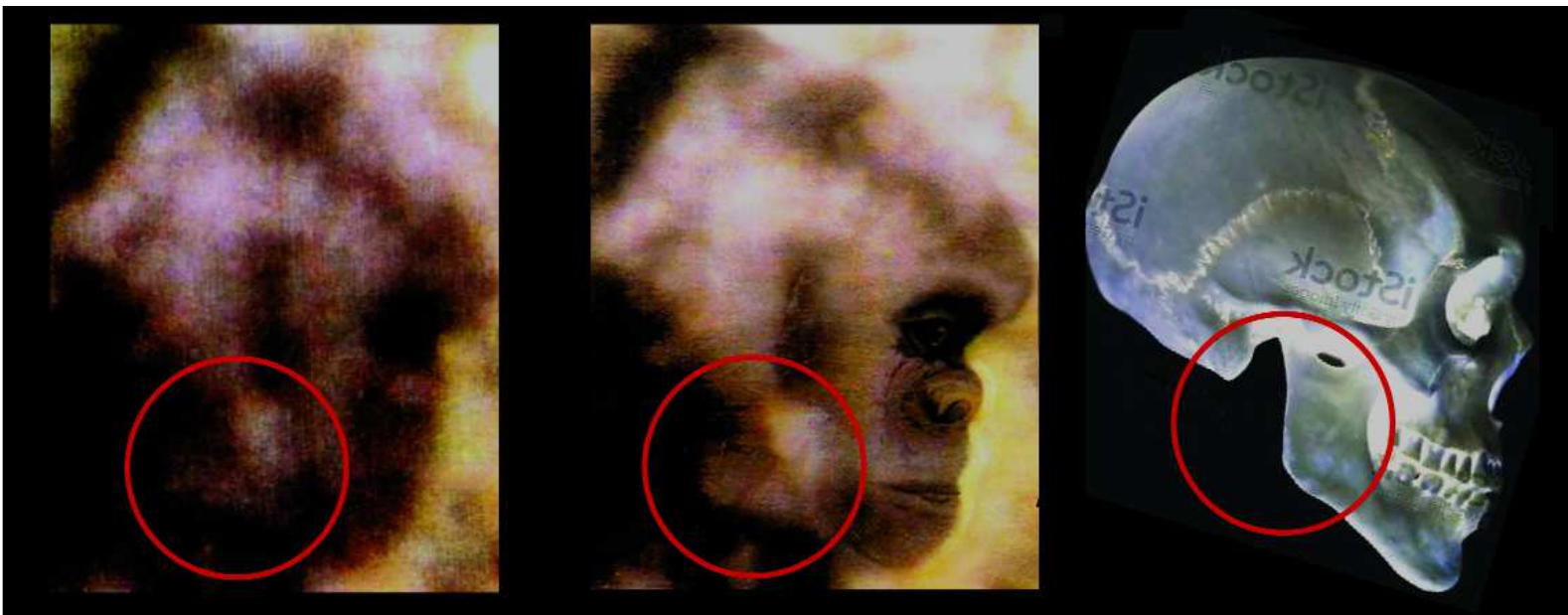
We believe that the sasquatch has a very large head and consequently a very large mouth, which is made even larger by sticking-out, giving it a bit of a “muzzle.” Naturally, it needs a big mouth to facilitate eating a lot of food.

We also need to consider that the

mouth in most animals is also a weapon. Although the sasquatch probably does not have many competitors, it likely has some, particularly bears. There are accounts of sasquatch/bear conflicts. Would a sasquatch use its mouth to inflict injury? I think it would.

Generally all animals consume food as quickly as they can. A large mouth that opens very widely increases the rate of food intake.

The main reason for fast food consumption is that other animals will steal it. Small animals can rush in and take parts of a kill. Even bears have a problem here. Please note that I really don’t see the lower sasquatch jaw being as large as Dr. Meldrum indicates. Nevertheless, it would be large and the mouth would open very widely.



Seen here are (Left) head in frame 339 of the P/G film; (Center) enhancement by Yvon Leclerc; (Right) a human skull. The circled areas are those that seem to result in a bulging cheek seen in film images. It contains the hinge that controls the lower jaw. It is reasonable that the size of the lower jaw and the extent to which it opens dictates the amount of tissue and skin needed to cover the jaw.

On the direct right is a human skull with the jaws fully open. We can speculate as to how much tissue

and skin is needed to cover the relative area—that’s why we have large cheeks.

On the far right is my sasquatch head sculpture and a human head sculpture. The sasquatch head size is based on the P/G film. The human head is based on a Styrofoam form that is anatomically correct. The sasquatch head is about 62%



larger than the human head. As a result, the sasquatch jaws would be that much larger and would likely open to a greater degree than a human jaw. It is reasonable to conclude that the sasquatch’s large cheeks are needed to accommodate its size.

I did not include puffy cheeks in my

sculpture. It was intended to be a generic male sasquatch, and by this time we had generally concluded that the big cheek seen in the film frames was something else, which we really could not explain. Often, in the world of science, if you can’t explain something, then you ignore it (as we have found with the sasquatch itself). —00—



The type of camera Patterson used.

The detailed specifics as to the P/G film are as follows:

- FULL FILM REEL IS 100 FEET
- BIG FOOT SEGMENT IS 23.85 FEET
- FRAME COUNT OF BIGFOOT SEGMENT IS 954
- TOTAL RUNNING TIME FOR THE BIGFOOT SEGMENT IS 59.5 SECONDS

—THE AVERAGE FRAMES PER SECOND FOR THE BIGFOOT SEGMENT IS (954/59.5) 16.03
NOTE: For the FPS to be exactly 16, then the running time had to be 59.625 seconds

The camera had the following FPS settings: 16, 24, 32, 48, and 64. The manufacturer states that actual filming would be plus or minus 10% of these figures. This means that the top end of each setting was 17.6, 26.4, 35.2, 52.8, and 70.4

Roger Patterson did not remember the setting at the time the bigfoot was filmed and it is possible that with all the movement and so forth, the setting could have fluctuated.

With all of these variances, the average filming speed of 16 FPS is unreliable. I believe this is what prompted Dr. D. W. Grieve to state the following:

If the film was taken at 24 fps, Sasquatch walked with a gait pattern very similar in most respects to a man walking at high speed.(...)

The possibility of fakery is ruled out if the speed of the film was 16 or 18 fps.

(*Know the Sasquatch*, page 89)

NOTE: In the movie industry 24 FPS is the standard, so I don’t know why Dr. Grieve states “a man walking at high speed.”

To firmly establish that the images of the subject in the film were at 16 to 18 FPS is a very tall order. This work was first undertaken by Dr. Grover Krantz, who concluded that the film was taken at 18 FPS. Igor Burtsev also established 16 to 18 FPS under an entirely different process.

Dr. Krantz, however, used figures that we now know were not correct. Why he did not confirm some things with a known mathematical formula or with engineering professionals is totally beyond me. Bill Munns exposed this and I have provided what I believe are correct figures in other papers. I think we must be careful with information Dr. Krantz provided. What Igor Burtsev provided as to 16 to 18 FPS is reliable, but it would not meet scientific acceptance.

The only thing science will accept is uncomplicated, indisputable evidence. In this case it would be the ORIGINAL film with some kind of physical evidence that it was taken at 16 to 18 FPS.

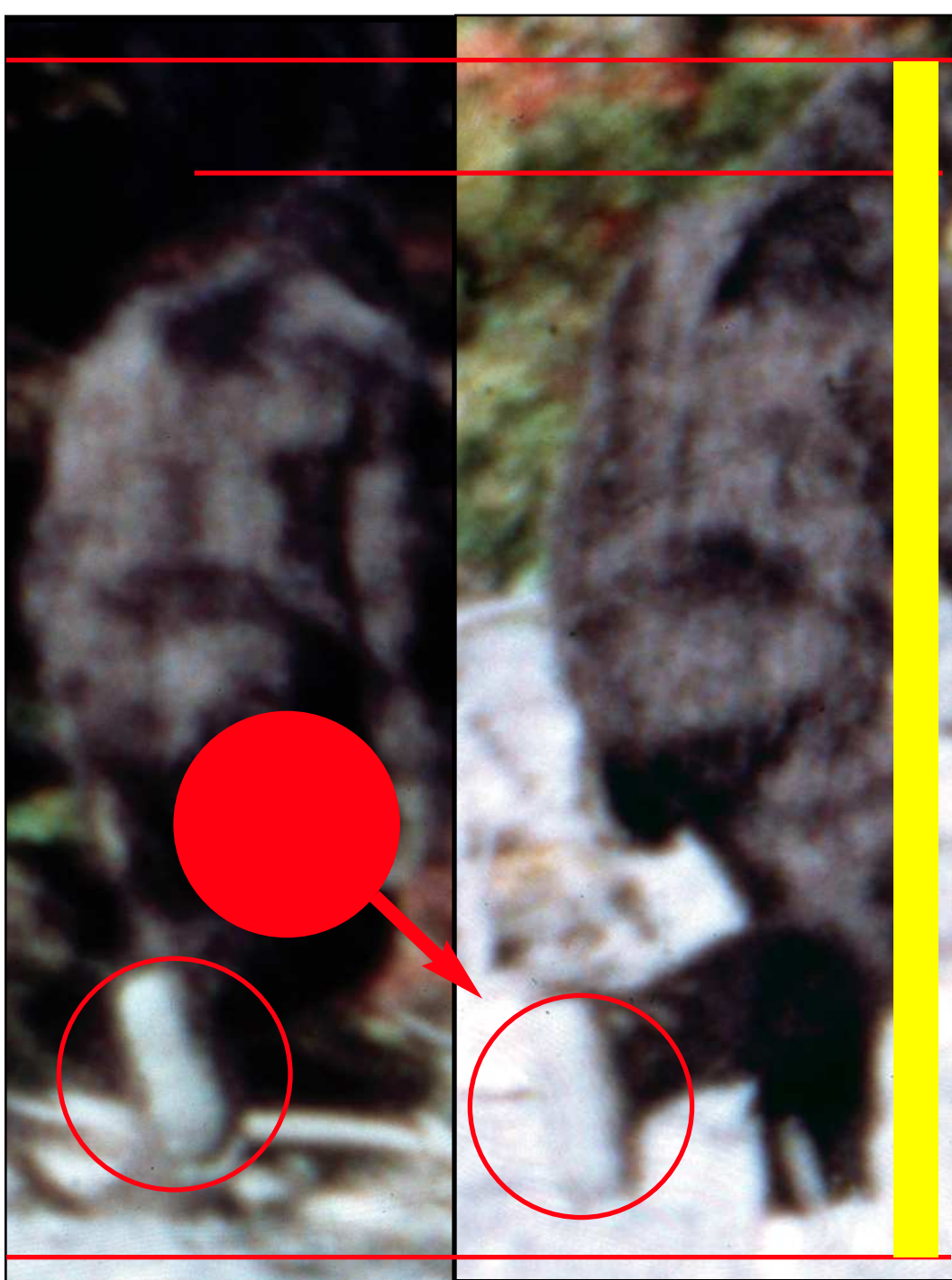
Why have I capitalized the word "ORIGINAL?" I believe one can change the FPS on film copies, so only the original film can provide the FPS at which the film was taken. Dr. Grieve was provided with a film copy given to him by René Dahinden. As I understand, a first generation copy was made by Roger Patterson and given to John Green and René Dahinden, and they in turn made copies from that.

I really don't think that Roger Patterson knew that filming his bigfoot at 16 to 18 FPS would rule-out a man in a costume. If he did, then he would have made sure of the correct setting.

Nevertheless, we do know from the math that at least 50% of the film is at 16 FPS. The other 50% is lower or higher than this figure, so you can conclude that most of the film is likely under 18 FPS.

This is a very complex subject, so I am likely going beyond my knowledge base in stating some things. Nevertheless, I believe my math is correct and it does not seem to match other information.

As time goes on, new information comes to light and there are new and improved computer processes. This must be taken into consideration in evaluating the work of others. One may have been right "at the time."



In any situation, your actual feet are larger than your footprints, unless your feet go into the ground up to the full extent of the back or your heel. Looking at my own heel, this would be about 1.5 inches, which is a considerable distance. At about 190 pounds, the ground would have to be very soft for my feet to sink in 1.5 inches.

We do have a photo of the actual foot of the P/G film subject, which is shown in Frame 61 (left, above). In this illustration, I reduced the length of the foot by 4% (red circle) to put it within the body plane and then registered it to the same foot in a different film frame (frame 323, right). I let the height of the body increase as applicable to match the foot. Using the

average walking height of 87.5 inches, the foot came out as 16.6 inches. It is likely that the walking height in this frame is less than the average because the head is looking down. If I make it 85 inches, then the foot comes out at 16.12 inches.

Keep in mind that we are looking at the right foot, for which the cast came out at 15 inches. Obviously this foot went in deeper than the left foot (cast size 14.5 inches).

I know I have discussed the footprints and casts at length in previous papers, and even stated that the casts should be about 16 inches. Now I have more thoroughly analyzed the actual right foot and the indication is that both feet were about 16 inches long.

We are now in the 20th year since the Bentonville, Ohio, hand cast arrived on the scene. The full story is provided in *Bigfoot Encounters in Ohio* (2006), but I am reminded of it every time I look at my finger tips.

We are told that an unusual hand print was found in a wooded area after strange sounds were heard at night and a “big man” was seen at a distance by two women in a trailer. The police were called and they investigated, but nothing was found. One of the women’s brothers came to the scene the next day and found a rough footprint, about 17 inches long, and a hand print nearby. Whatever made the prints jumped up a little embankment, bracing himself with his left hand. His thumb went on a tree branch, so did not impress into the ground.

The brother made a plaster cast of the hand print and Joedy Cook, an Ohio big-foot researcher, was asked to come to have a look. The brother gifted the cast to Joedy and the latter took close-up photographs which revealed dermal ridges, or fingerprints. He sent the photos to me and I sent them to Jimmy Chilcutt, a fingerprint expert, in Texas. Jimmy thereupon asked for the actual cast and this was arranged.

Chilcutt prepared a formal report stating beyond a doubt that the hand that made the impression was that of an adult gorilla. The fingerprints did not match what we believe are sasquatch dermal ridges. It was also noted, however, that the fingerrints were somewhat concave, which was an indication that the animal was near death or actually dead. I know that as one gets older and presses his/her finger tips, they go flat and take longer and longer to return to normal. A check was made with Bone Clones that has gorilla hand replicas, and the Ohio hand cast dermal ridges did not match the hand they had. Obviously a different subject.

I sent everything to Yvon Leclerc in Quebec, who created the poster seen here. I had the actual cast sent to me in British Columbia, and thought about including it in my upcoming sasquatch exhibit. I naturally contacted other researchers, including scientists, who generally stated that the incident had to be a hoax. This being the case, why did not the hoaxer include the thumb in the print he made?



I concluded that a hand print could have been made from a stuffed gorilla hand. Things like that were available in the 1950s. For some reason the hand was not properly pressed into the soil, so the thumb was excluded.

Then again, a cast might have been made at a zoo after the death of a gorilla for identification or other purposes. In this case the thumbprint may not have been necessary. Perhaps the cast was eventually discarded or stolen, finding its way to the lady’s brother. It was covered in soil, but that could have been faked.

Some years later, I met Jimmy Chilcutt at a conference in Texas. We went for a walk and I asked him what he truly thought of everything. He stopped, looked me in the eyes and said, “Chris, I don’t know, I simply don’t know.”

Joedy is seen in the following photo with the hand cast. You can see that it is really quite large. I had it for a consid-

erable time and was quite impressed with it—a true curiosity.

