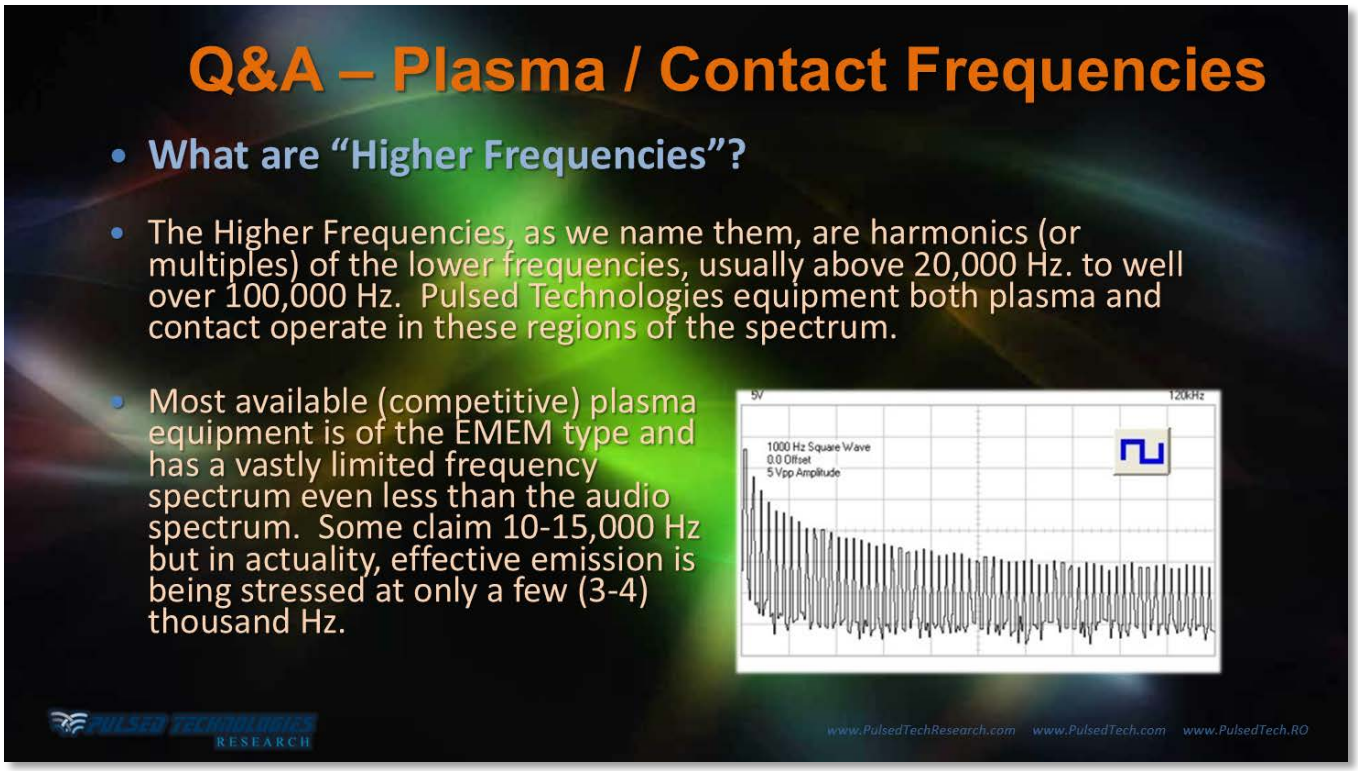
# What are "Higher Frequencies"?




For many years, "Rife-type" devices have typically been largely limited to the audio frequency ranges (and many still are). The audio range is roughly 20 Hz-20,000 Hz although most people's actual hearing typically doesn't extend to either extreme, especially as we age. Audio sound cards attempt to optimize within typical hearing range. Unfortunately, the mechanisms that we are dealing with have little to do with audio itself and more with resonance and energy transfer. (More on that elsewhere.) We are trying to match frequency, or more specifically, "wavelength" with an object of appropriate size match so that it will absorb that energy.

We aren't really talking about sound but rather the interval of the energy bursts! These lower frequencies have been utilized for years because of the availability of inexpensive common device components made to address these concepts. It has been known for decades that the actual MORs (Mortal Oscillatory Rate) of most of the pathogens being targeted are much higher in frequency and shorter in wavelength.

It is for this reason, the more primitive devices have used only square waves, as that waveform generates harmonics, or multiples, that spread its power and reach into those higher regions. Unfortunately the effective power level drops off dramatically with each successive harmonic (multiple) to the point that even if the precise frequency is "hit", it may not be enough to affect the target.

Meticulous biological testing has clearly demonstrated the effective benefits of using the frequency range which is at or nearer the actual MOR. As part of our early preliminary work, Pulsed Technologies recalculated many of the publically available protocols and has rewritten them into the more effective higher ranges. Much of the commonly available equipment does not have effective capabilities in these higher ranges.