BLOOD SPATTER ANALYSIS

* This type of investigation is used to

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

It is a form of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ evidence

* All of these forces act on blood to create the forms found when analyzing blood spatter:

\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_& \_\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ blood mixture is attracted to similar blood mixtures and sticks together, not separates, as it falls
* Causes droplet to ­­­­­­­­­­­­­­­\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_: attractive forces of two different objects
* starts as \_\_\_\_\_\_\_\_\_\_\_\_\_ because of adhesion
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: the elastic like property of the surface of the liquid that makes it tend to contract, caused by the forces of attraction between the molecules of the liquid.
* If any of the blood does overcome cohesion, it separates from the main droplet and forms secondary droplets called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* If these secondary droplets are still attached, they are called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* If blood is dropped onto a smooth surface:
* Such as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* The edge is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* If blood is dropped on a porous surface:
* Such as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* The edge may \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Blood Spatters are classified by using 6 patterns:

1. Passive Fall:
2. Arterial spurts or gushes:
3. Splashes:
4. Smears:
5. Trails:
6. Pools:

Types of wound based on spatter patterns:

1. High Velocity Impact:
2. Medium Velocity Impact:
3. Low Velocity Impact:

* Directionality of Blood:
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ keeps blood moving in the direction it was traveling.
* As droplet moves away from source, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* + - Tail points \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
    - \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ may appear in front of moving droplet of blood
* Angle of Impact:
* Definition:
* How to calculate AOI:
* Lines of Convergence:
* Must have at least \_\_\_\_\_\_\_\_ drops of blood spatter
* Found by:
* Point of Origin