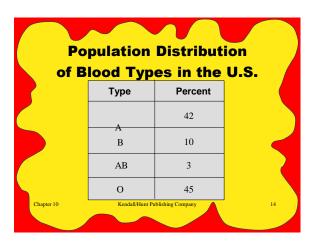
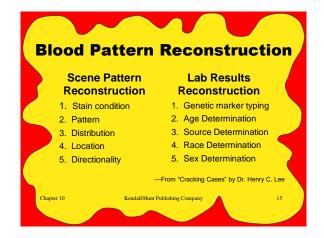
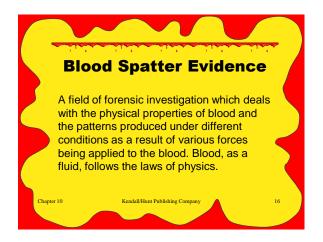
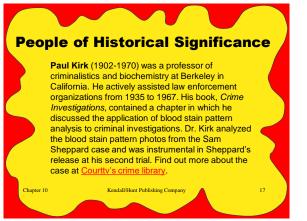


Blood Groups						
	Туре	Antigen	Antibody	Can Give Blood To	Can Get Blood From	
	A	A	В	A, AB	O, A	
	В	В	A	B, AB	O, B	
	AB	A and B	Neither A nor B	AB	A, B, O,	
	0	Neither A nor B	A and B	A, B, O, AB	0	









Blood Droplet Characteristics

- A blood droplet will remain spherical in space until it collides with a surface
- Once a blood droplet impacts a surface, a bloodstain is formed.
- A droplet falling from the same height, hitting the same surface at the same angle, will produce a stain with the same basic shape.
- How will the shape change as the height is increased or decreased?

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Blood Droplet Volume

- A droplet contains approximately 0.05 cc of fluid
- Is not the same for all blood droplets, but is generally from 0.03 cc to 0.15 cc
- <u>Is directly dependent upon the surface or orifice from which it originates</u>
- The impact area is called the target.

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Conditions Affecting Shape of Blood Droplet

- · Size of the droplet
- Angle of impact
- Velocity at which the blood droplet left its origin
- Height
- Texture of the target surface
 - On <u>clean glass or plastic</u>—droplet will have <u>smooth outside edges</u>
 - On a <u>rough surface</u>—will produce <u>scalloping</u> on the <u>edges</u>

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Questions Answered by Blood Spatter Interpretation

- The distance between the target surface and the origin of blood
- The point(s) of origin of the blood
- · Movement and direction of a person or an object
- The number of blows, shots, etc. causing the bloodshed and/or the dispersal of blood.
- Type and direction of impact that produced the bloodshed
- The position of the victim and/or object during bloodshed
- · Movement of the victim and/or object after bloodshed

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Bloodstain Terminology

- Angle of impact—angle at which blood strikes a target surface.
- Bloodstain transfer—when a bloody object comes into contact with a surface and leaves a patterned blood image on the surface
- Backspatter—blood that is directed back toward the source of energy
- <u>Cast-off—blood that is thrown from an object in</u> motion

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Bloodstain Terminology

- Contact stain—bloodstains caused by contact between a wet blood-bearing surface and a second surface which may or may not have blood on it
 - Transfer—an image is recognizable and may be identifiable with a particular object
 - Swipe—wet blood is transferred to a surface which did not have blood on it
 - Wipe—a non-blood bearing object moves through a wet bloodstain, altering the appearance of the original stain

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Bloodstain Terminology Directionality—relates to the direction a drop of

- <u>Directionality</u>—relates to the direction a drop of blood traveled in space from its point of origin
- Terminal velocity—the greatest speed to which a free falling drop of blood can accelerate in air. It is dependent upon the acceleration of gravity and the friction of the air against the blood—approximately 25.1 feet/second.
 - High velocity—greater than 25 feet per second, usually 100 feet per second; gives a fine mist appearance
 - Medium velocity—5 to 25 feet per second
 - Low velocity—5 feet per second or less

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