**Chapter 10: Bloodstain Terminology**

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| Angle of impact | The acute angle formed between the direction of a blood drop and the plane of the surface it strikes |
| Arterial spurting (or gushing) pattern | Bloodstain pattern(s) resulting from blood exiting the body under pressure from a breached artery |
| Back spatter | Blood directed back toward the source of energy or force that caused the spatter |
| Blood spatter analysis | A field of forensic science that deals with the physical properties of blood and the patterns produced under different conditions as a result of various forces applied to the source of blood |
| Bloodstain | Evidence that liquid blood has come into contact with a surface |
| Cast-off pattern | A bloodstain pattern created when blood is released or thrown from a moving blood-bearing object |
| Contact stain | Blood deposited from direct contact between two surfaces, at least one of which is bloody |
| Direction of flight | The trajectory of a blood drop, which can be established by its angle of impact and directionality angle |
| Directionality | The directionality of a bloodstain or pattern that indicates the direction the blood was traveling when it hit the target surface; investigators can usually establish directionality of a blood drop’s flight from the geometric shape of its bloodstain |
| Directionality angle | The angle between the long axis of a bloodstain and a predetermined line on the plane of the target surface that represents 0 degrees |
| Draw-back effect | Blood in the barrel of a firearm that has been drawn backward into the muzzle |
| Drip pattern | A bloodstain pattern that results from blood dripping into blood |
| Expirated blood | Blood that is blown out of the nose, mouth, or a wound as a result of air pressure or air flow, which is the propelling force |
| Flight path | The path of the blood drop as it moves through space, from the impact site to the target |
| Flow pattern | A change in the shape and direction of a bloodstain due to the influence of gravity or movement of the object |
| Forward spatter | Blood that travels in the same direction as the source of energy or force that caused the spatter |
| High-velocity impact spatter (HVIS) | A bloodstain pattern caused by a high-speed impact or force to a blood source such as that produced by gunshot; velocity may be 100 ft/sec, generally forming drops <1mm |
| Impact pattern | Bloodstain pattern created when blood receives a blow or force resulting in the random dispersion of smaller drips of blood |
| Impact site | The point where force meets a blood source |
| Low-velocity impact spatter (LVIS) | A bloodstain pattern caused by a low-speed impact or force to a blood source; velocity may be up to about 5 ft/sec with drop size of 4-6mm |
| Medium-velocity impact spatter (MVIS) | A bloodstain pattern caused by a medium-speed impact or force to a blood source; a beating or stabbing typically causes this type of spatter, and velocity may be about 25 ft/sec with a stain generally of 1-4mm |
| Misting | Blood that has been reduced to a fine spray as a result of the energy or force applied to it |
| Parent drop | A drop of blood that casts off a wave or satellite spatter |
| Passive drop (bleeding) | Bloodstain drop(s) created or formed by the force of gravity acting alone |
| Point (area) of convergence | The common point (area), on a two-dimensional surface, over which the directionality of several blood drops can be retraced |
| Point (area) or origin | The common point (area) in a three-dimensional space to which the trajectories of several blood drops can be retraced |
| Projected blood pattern | A bloodstain pattern produced by blood released under pressure, as opposed to an impact, such as arterial spurting |
| Satellite spatter | Small droplets of blood distributed around a drop or pool of blood as a result of the blood hitting the target surface |
| Spatter | Blood that has been dispersed as a result of force applied to its source; a spatter pattern will vary depending on the force that created it |
| Spine | The pointed or elongated stains that radiate from the central area of a bloodstream |
| Swipe pattern | The transfer of blood from a moving source onto an unstained surface; the direction of travel may be determined by the feathered edge |
| Target | The surface on which blood has been deposited |
| Transfer or contact pattern | A bloodstain pattern created when a wet, bloody surface comes in contact with a second surface; a recognizable image of all or a portion of the original surface may be observed in the pattern |
| Void | An absence of stains in an otherwise continuous bloodstain pattern, like a reverse shadow |
| Wipe pattern | A bloodstain pattern created when an object moves through an existing stain, removing it or changing its appearance |