

# **BLOOD SPATTER TERMINOLOGY**

(Developed by the International Association of Bloodstain Pattern Analysts)

**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 towards the source of energy or force that caused the spatter.

**Bloodstain** -- Evidence that liquid blood has come into contact with a surface.

**Bubble Rings** -- Rings in blood that result when blood containing air bubbles dries and retains the bubble's circular configuration as a dried outline.

**Cast-Off Pattern** -- A bloodstain pattern created when blood is released or thrown from a blood-bearing object in motion.

**Directionality** -- The directionality of a bloodstain or pattern which indicates the direction the blood was traveling when it impacted the target surface. Directionality of a blood drop's flight can usually be established 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 which represents 0 degrees.

**Direction of Flight** -- The trajectory of a blood drop which can be established by its angle of impact and directionality angle.

**Draw-Back Effect** -- Blood in the barrel of a firearm that has been drawn backward into the muzzle.

**Drip Pattern** -- A bloodstain pattern which results from blood dripping into blood.

**Expired Blood** -- Blood that is blown out of the nose, mouth, or a wound as a result of air pressure and/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 which travels in the same direction as the source of energy or force which caused the spatter.

**High Velocity Impact Spatter (HVIS)** -- A bloodstain pattern caused by a high velocity impact /force to a blood source such as that produced by gunshot or high speed machinery.

**Impact Pattern** -- Bloodstain pattern created when blood receives a blow or force resulting in the random dispersion of smaller drips of blood.

**Impact Site** -- That point where force encounters a source of blood.

**Low Velocity Impact Spatter (LVIS)** -- A bloodstain pattern that is caused by a low velocity impact/force to a blood source.

**Medium Velocity Impact Spatter (MVIS)** -- A bloodstain pattern caused by a medium velocity impact/force to a blood source. A beating typically causes this type of spatter.

**Misting** -- Blood which has been reduced to a fine spray, as a result of the energy or force applied to it.

**Parent Drop** -- A drop of blood from which a wave, cast-off, or satellite spatter.

**Passive Drop (Bleeding)** -- Bloodstain drop(s) created or formed by the force of gravity acting along.

**Perimeter Stain** -- A bloodstain that consists of only its outer periphery, the central area having been removed by wiping or flaking after liquid blood has partially or completely dried.

**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) of 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 that is produced by blood released under pressure as opposed to an impact, such as arterial spurting.

**Ricochet** -- The deflection of blood after impact with a target surface that results in straining of a second target surface.

**Satellite Spatter** -- Small droplets of blood that are distributed around a drop or pool of blood as a result of the blood impacting the target surface.

**Spatter** -- That blood which has been dispersed as a result of force applied to a source of blood. Patterns produced are often characteristic of the nature of the forces which created them.

**Spine** -- The pointed or elongated stains which radiate away from the central area of a bloodstain.

**Swipe Pattern** -- The transfer of blood from a moving source onto an unstained surface. Direction of travel may be determined by the feathered edge.

**Target** -- A surface upon which blood has been deposited.

**Transfer/Contact Pattern** -- A bloodstain pattern created when a wet, bloody surface comes in contact with a second surface. A recognizable image of all or portion of the original surface may be observed in the pattern.

**Void** -- An absence of strains in an otherwise continuous bloodstain pattern.

**Wave Cast-Off** -- A small blood drop that originates from a parent drop of blood due to the wave-like action of the liquid in conjunction with striking a surface.

**Wipe Pattern** -- A bloodstain pattern created when an object moves through an existing stain, removing and/or altering its appearance.