BLOOD SPATTER CHART

TYPE OF	TYPE OF	SPATTER	SPATTER CAUSED	EXTRA NOTES
PATTERN	SPATTER	SPECIFICS	FROM	
High Velocity Impact Spatter	Misting	Forward Spatter	Gunshot Wound	Can be confused with Expirated Blood
High Velocity Impact Spatter	Misting	Forward Spatter	Explosion	
High Velocity Impact Spatter	Blowback	Back Spatter	Entrance Wound	Blowback can land on shooter
Medium Velocity Impact Spatter	Cast-Off	Overhead and/or On Walls	Beating Bat/Club/Axe/Pipe	Minus the first, each swing creates a new cast-off pattern stain
Medium Velocity Impact Spatter	Cast-Off	Overhead and/or On Walls	Stabbing Knife	Minus the first, each stab creates a new cast-off pattern stain, but not as pronounced as a bludgeon makes
Medium Velocity Impact Spatter	Cast-Off	Horizontal on Walls	Cutting/Slicing Knife	Minus the first, each slash creates a new cast-off pattern
Medium Velocity Impact Spatter	Arterial Spurts	Arched Patterns	Artery Must Be Cut	
Low Velocity Impact Spatter	Misting	Expirated Blood	Blood Breathed Out from Lungs as Mist	Always near face

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BLOOD SPATTER CHART

TYPE OF PATTERN	TYPE OF SPATTER	SPATTER SPECIFICS	SPATTER CAUSED FROM	EXTRA NOTES
Low Velocity Impact Spatter	Passive Drips	90 Degree Circular Stain	Person is Actively Bleeding or Has Enough of Someone Else's Blood on Him/Her to Drip	Blood drips can leave a trail indicating bleeder's movement
Post Impact	Flow Pattern	Not part of original spatter. Gravity pulls on blood after the fact.	Gravity Pulls Blood in "Finger" Streams to Lowest Point	
Miscellaneous	Void Pattern	Blood is Not Where it Should Be	Something Intercepted the Blood Before it Could Strike the Examined Surface	
Altered Stain	Swipe	Feathered in direction of travel	Blood brushed onto clean surface	Blood can be left by bloody hand, clothing or pet fur
Altered Stain	Wipe	Feathered in direction of travel	Blood already on surface is smeared	Seen often in clean up attempts
Altered Stain	Contact Pattern	Bloodstain shape mirrors that of object leaving it	Bloody object leaves blood on surface	Bloody handprints, shoeprints and weapon type all fit in this category

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