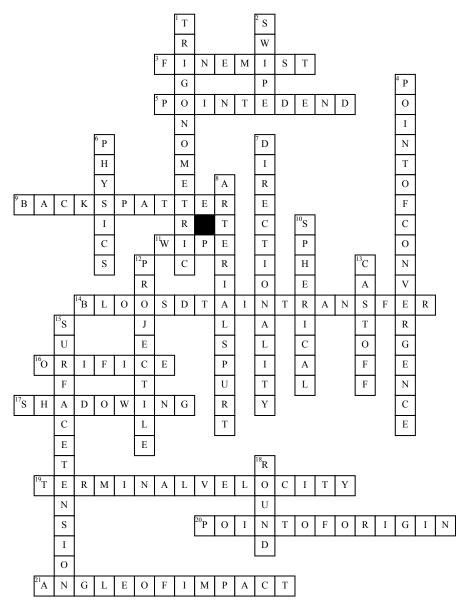
Name:	Date:	Period:
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## **Blood Spatter Analysis**



## Across

- **3.** Appearance of high velocity blood spray.
- **5.** Part of bloodstain that faces the direction of travel
- **9.** Results when blood is directed back towards the source.
- **11.** When a dry object moves through a wet bloodstain.
- **14.** Recognizable pattern left when bloody object contacts a surface.
- **16.** Blood volume is dependent on the size of the \_\_\_\_ from which it originates.
- **17.** Area devoid of spatter because an object has been moved

- **19.** Dependent on acceleration of gravity and friction of air against blood drop.
- **20.** Point in three dimensional space that lies directly above the P. of C.
- **21.** Angle at which blood strikes a target

## **Down**

- **1.** These functions are used to determine A.O.I.
- **2.** Wet blood is transferred to a clean surface.
- **4.** Common point on a two dimensional plane over which several bloodstains can be retraced.
- **6.** As a rule, blood follows these laws

- 7. Relates to the direction that a drop travels through space.
- **8.** Occurs when blood is projected from wound under pressure due to muscle contraction.
- **10.** Shape of blood droplets until they collide
- 12. Blood behaves like this in motion
- **13.** Blood that is thrown from an object.
- **15.** The shape of a blood droplet is the result of this force that binds molecules together
- **18.** Shape of blood drops falling straight down