

Crime Scene Drawing Procedure

1. Create a rough sketch of the scene.
 - The rough sketch does not have to be to scale.
2. Document scene measurements on your rough sketch or in a separate chart.
 - Measurements should be accurate to $\frac{1}{4}$ inch.
 - Document the dimensions of room(s) and large objects as well as the distances between the objects shown.
 - Include all fixed objects within the room: windows, doors, built-in shelves, etc.
 - Use a curved line to show which way a door opens/closes.
3. Establish the scale for your final sketch.
 - Find the longest measurement at the scene, e.g., 11 feet.
 - Divide this measurement by the longest measurement of the sketch paper, e.g., 11 inches.
 - The resulting number is the scale, e.g., 1 inch = 1 foot.
 - Include all fixed objects within the scene: windows, doors, built-in shelves, etc.
 - When using graph paper, assign a specific number of squares to the scale, e.g., For $\frac{1}{4}$ -inch graph paper, 4 squares = 1 inch. Therefore, using the scale above, 4 squares also = 1 foot.
4. Use your ruler and template to redraw the rough sketch to scale.
5. Use letters (A, B, C) to indicate movable objects.
6. Mark evidence with numbers (1, 2, 3) corresponding to the numbered evidence markers used at the scene.
7. Your drawing must include a Legend/Key.
 - Define the Scale. Example: 1 inch = 1 foot
 - » If the drawing is not to scale, you must include that disclaimer.
 - Define any symbols used in the sketch.
 - Show true North with an "N" and arrow at the top of the sketch.
 - » Use your compass to identify true North.

Note:

- » For outdoor crime scenes, the scale is commonly 1 inch = 20 feet.
- » For indoor crime scenes, the scale is commonly $\frac{1}{8}$ -inch = 1 foot or $\frac{1}{4}$ -inch = 1 foot

Murder in the Kitchen

Materials needed:

- Tape measure

1. Your kitchen is the scene of the crime

- Imagine a dead body, blood spatter, a spent cartridge, a bullet in the wall, a full cup of coffee, and an empty cup

2. Use the procedure to make a rough sketch of the scene.

- Measure the room plus counters, doors, windows, etc.
- Measure everything from a fixed point like the faucet to document relative locations.
- Show bloody footprints leaving the scene from the body.
- Number the evidence, e.g., bullet hole as 1, cartridge as 2, etc.
- Add a shape to show the body's location.

3. Use the information in the rough sketch to create a final version to scale.

4. Check your work.

- a. Are any measurements missing that might give an inaccurate picture of the scene?
- b. Did you note the scale on the drawing?
- c. Did you define any symbols you used?
- d. Did you indicate which way is north?

Did You Know?

There are several categories of sketches.

- » Overview — shows a bird's-eye view of the crime scene on the horizontal plane. Documents the floor plan or terrain of the scene.
- » Elevation — shows a straight-ahead view of the crime scene on the vertical plane. Documents evidence on walls and other vertical surfaces.
- » Cross-projection — combines the overview and elevation perspectives to show a floor plan with the walls laid down flat. A cross-projection sketch of a square room will look like a plus sign (+).
- » Perspective — shows the scene in three dimensions from a particular vantage point. Requires more artistic skill than other sketch types, and therefore, is more difficult to create.
- » Schematic — shows a sequence of events such as the trajectory of a bullet through a crime scene location.
- » Detailed — shows the specifics of a small area of the scene which is too detailed to include in the scale of the overall drawing.

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