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# The use of unburned propellant powder for shooting-distance determination. Part I: Infrared luminescence



### Rolf Hofer\*, Stefan Graf, Stephan Christen

Forensic Science Institute Zurich, Switzerland

#### ARTICLE INFO

#### ABSTRACT

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Keywords: Shooting-distance determination Propellant powder Infrared luminescence Unburned propellant powder particles in gunshot residue (GSR) were detected at near infrared by optical excitation in the visible wavelength range. A series of ammunition (different brands and different manufacturers) was analyzed concerning the luminescence of their propellant.

Shooting target samples with different shooting distances were produced on standard textile tissue and analyzed with this optical infrared inspection. The number of luminescent GSR particles per area was measured and curves with particle density vs. shooting distance were drawn.

The method was applied on three ammunition types with different particle morphology shot with a pistol and one ammunition type shot with a revolver. The shooting series performed with the revolver showed a large particle density variation within the samples of identical shooting distances. In this case, the ratio of the amount of particles within the area around the bullet hole and within a ring with a defined distance from the bullet hole was calculated. These data resulted in measures with much lower standard deviations, which is a prove that the distribution pattern depends on the shooting distance and not on the amount of GSR particles.

It has been shown, that imaging of target tissue with the aid of infrared luminescence is an easy, fast, reproducible and non-destructive method for shooting-distance determination.

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#### 1. Introduction

Shooting-distance determination is a standard question in forensic cases of shooting accidents, suicides or homicides for case reconstruction purposes. In most short to very short gun-to-target distance cases, wound-ballistics can answer to this question due to tissue damage/deformation caused by the shooting gas pressure. This gas pressure drops with increasing gun-to-target distance; thus, at higher distances (bigger than a few centimeters, depending on the firearm), its energy is too low to influence tissue morphology [1,2].

Gunshot residue (GSR) produces a concentric pattern of particles around the bullet-hole. It is evident, that the distribution of these particles depends on the ammunition, the gun (especially the length of its barrel), the propellant powder particle size and shape, the shooting distance, etc [2,3]. Thus, for shooting distance

E-mail address: rolf.hofer@for-zh.ch (R. Hofer).

http://dx.doi.org/10.1016/j.forsciint.2017.01.019 0379-0738/© 2017 Elsevier B.V. All rights reserved. reference sample preparation in case work, it is essential to use the same type and brand of gun, identical ammunition as well as the same tissue as involved in the shooting incident. If the incriminated arm is unknown and/or there is no information on the used ammunition (e.g. no cartridge found on the crime scene), the examiner must determine the morphology of unburned propellant particles on the target tissue and use ammunition with the same type of gunshot powder to perform adequate reference material for gun-to-target distance estimation.

The Rhodizonate Test – a very common shooting distance determination method for "traditional" lead-containing ammunition – provides pictures showing the pattern of lead (from gun shoots) [4]. Leadless ammunition does not leave heavy metal particles such as lead, barium, antimony that could be used to visualize this pattern. In these cases, methods such as the (modified) Griess Test [2,5]. or the Chlorindazon Test [6] are applied for the visualization of nitrite or copper and zinc gunshot residues. For both Rhodizonate and Griess Test very different upper gun-to-target distance detection limits are reported [1,7]:

Kneubuehl [1]: 1–3 m Botello [7]: 12–48 in. (31–122 cm)

<sup>\*</sup> Corresponding author at: Forensic Science Institute Zurich, Forensic Chemistry, P.O. Box 8021, Zurich, Switzerland.

No literature could be found for shooting distance determination with the Chlorindazon method. Tests in our institute resulted in upper shooting distance limits of about 50–80 cm.

The distance determination limit depends strongly on the ammunition and on the gun [7]. But, the more intense the detection – chemical reaction or directly optical – the higher the distance, where GSR traces can be detected, and as a consequence, the higher the upper gun-to-target distance detection limit.

Some of the propellant particles only burn partially during the shooting process [8], especially with short barrel guns. These particles will be described as "non-burned" in this article.

Non-burned propellant particles are visible by the naked eye or by slight magnification (Fig. 2). Detection of these particles were studied by IR-absorption: Infrared photography for the detection of absorbing GSR on dark or black textiles is described by Sellier [9] and on tissue with different colored design by Bailey [10]. Chaklos and Davis reported the use of infrared photography for dark, patterned and blood-soaked clothing [11]. Lake et al. used a Video Spectral Comparator (VSC 2000) for the visualization and documentation of GSR patterns on dark colored and/or blood stained fabrics [12].

The gunshot powder particles consist of the propellant product nitrocellulose and additives. Some of these additives (e.g. stabilizer) are luminescent in visible to near infrared wavelength.

In this study, we introduce a nondestructive, optical method to quantify the propellant powder particles on target tissues. The

#### Table 1

Morphology and optical reaction of 51 different non-shot lead-containing ammunition types/brands.

Ammunition			Morphology	Luminescence	
Caliber	Gun	Manufacturer		Yes/no	Comments
.22 LR	HG. RE. RG	Elev	RF	Yes	
.22 LR	HG, RE, RG	REM	RG	No	
.22 LR	HG. RE. RG	RWS	KFR	Yes	
9 mm Luger	HG	CBC	RF	Yes	
9 mm Luger	HG	CBC	KFR	Yes	
9 mm Luger	HG	China	RG	Yes	Strong luminescence
9 mm Luger	HG	China	REG	Yes	strong runnescence
9 mm Luger	HG	DAG	KFR	Yes	
9 mm Luger	HG	Federal	RF	Yes	
9 mm Luger	HG	Federal	RG	Yes	
9 mm Luger	HG	Federal	RF	Yes	
9 mm Luger	HG	Federal	KGF	Yes/no	2/3 yes: 1/3 no
9 mm Luger	HG	Fiorchi	BI	Yes/no	2/3 yes; 1/3 no
9 mm Luger	HC	Fiocchi	R	Ves/no	2/3 yes: 1/3 no
9 mm Luger	HG	Fiocchi	BI	Yes	2/5 yes, 1/5 no
9 mm Luger	HC	Fiocchi	BL	Ves	
9 mm Luger	HG	Fiocchi	BI	Ves	Weak luminescence
9 mm Luger	HG	Fiocchi	BI	No	weak fullinescence
9 mm Luger	HC	Fiocchi	BI	Vec	
9 mm Luger	HC	Fiocchi	BI	No	
9 mm Luger	HC	CECO	ST	Vec	Weak luminescence
9 mm Luger	HC	CECO	BI	No	weak fulfillescence
9 mm Luger	HC	CECO	BI	Vec	
9 mm Luger	HC	CECO	BI	No	
9 mm Luger	HC	CECO	ST	Vec	
9 mm Luger	HC	CECO	ST	Vec	
0 mm Lugor		MEN	VED	Vos	
9 mm Luger	HC	DDII	BI	Vec	Weak luminescence
9 mm Luger	HC	FFU R_D	DL RE	Vec	weak fullillescence
9 mm Luger	HC	Samson	KER	Vec	
9 mm Luger	HC	Samson	KIK	Vec	
9 mm Luger	HC	S&BD	BI	Vec	Strong luminescence
9 mm Luger	HG	S&BP	KCF	Ves	strong runniescence
9 mm Luger	HC	S&BD	KCE	Vec	
9 mm Luger	HC	Thun	RGL	Vec	
9 mm Luger	HG	Thun	KFR	Ves	
38 SPI	RF	CBC	K	Yes	
38 SPI	RF	CFCO	BI	No	
38 SPI	RF	R_P	RC	Ves	
38 SPI	RF	S&BP	R	Ves	ca 90% lumi particles
38 SDI	RE	10/_10/	KER	Vec	ca. 50% fumi. particles
357 MAG	RF	S&BP	KFR	Ves	
40 S&W	HC	S&BP	KFR	Ves	
45 AUTO	HG	S&BP	RFC	Ves	
762 × 39 mm	RG	China	ST	Ves	Weak luminescence
7.62 × 39 mm	RG	Lapua	ST	Ves	Weak luminescence
$7.02 \times 39$ mm	RC-	S&BD	KER	Ves	weak fullinescence
208 WIN	RC	CBC	CT CT	No	
308 W/IN	RG	S&BP	ST	No	
SC 12/70	SC	Rottweil	BI	Ves	Strong luminescence
SG 12/70	SG	S&BP	BL	Yes	Strong luminescence

HG: handgun/pistol; RF: flattened balls; BL: flakes; RE: revolver; RG: convex flattened balls; R: tubes; RG: rifled gun; KFR: flattened grains; ST: rods; SG: shotgun; RFG: flattened balls with hole; K: spherical/balls; KGE: grains, crashed.

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