

**Investigative Report** 

2023-3223

Officer Involved Critical Incident - 807 Alan Page Dr SE, Canton, OH 44707



Investigative Activity: Video Analysis; Video Review; Amped Five Used

Involves: Zachary Fornash (S), Officer Garrett Marino (S), Canton

Police Department (O), BCI (O)

**Activity Date:** 03/21/2024

Activity Location: BCI - 4055 Highlander Parkway, Richfield, OH 44286

**Authoring Agent:** SAS Charles Moran #67

### Narrative:

On March 21, 2024, Ohio Bureau of Criminal Investigation (BCI) Special Agent Supervisor (SAS) Chuck Moran (Moran) began analyzing and reviewing a video file relevant to the investigation. SAS Moran used Amped Five software to analyze and review the video file.

The video file was obtained from the Canton Police Department (CPD). The video file was a body-worn camera (BWC) video recording from a BWC worn by CPD Officer Garrett Marino (Marino) during the officer-involved critical incident that occurred on December 5, 2023, involving Officer Marino and a male subject, Zachary Fornash (Fornash).

# TO THE WAY OUT OF

# Ohio Attorney General's Office Bureau of Criminal Investigation

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# **Video Review Process**

SAS Moran made a copy of the BWC file from the Special Investigation Unit (SIU) shared drive that was in the Reference Item A folder. The BWC video file was labeled:

00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0

SAS Moran created a working copy folder and placed the copied BWC video from the SIU shared drive into the working copy folder.

SAS Moran used the website https://md5file.com/calculator to check the file hashes for the BWC video file in the SIU shared drive and the working copy folder. All of the hashes matched. See the file hash information below for details:

BWC Video	00_0062961462_96_17_c9_20-0062958787_
File Label	0062960362_0062960385_video0
File Hash	MD5: 434ce433c7f290d569b9e97af8f2e374
(from SIU	SHA1: 6c4eab67625a59dbb28cfd8b3254718
shared drive)	268318d32
	SHA256: be9787a9265dd9e2bcda18185451
	985de2e90f03badad93bcb4242f9ee683a5d
	SHA512: dda357932d39133c1a78dbf21a44
	1ab4c16f1050989f42486f7ff8f3d4ef6f08a1
	901684bda67709886afd6b73e85530bacbce
	b53575c5867bea183fc5657f0c

BWC Video	00_0062961462_96_17_c9_20-0062958787_
File Label	0062960362_0062960385_video0
File Hash	MD5: 434ce433c7f290d569b9e97af8f2e374
(from	SHA1: 6c4eab67625a59dbb28cfd8b3254718
working	268318d32
copy)	SHA256: be9787a9265dd9e2bcda18185451
	985de2e90f03badad93bcb4242f9ee683a5d
	SHA512: dda357932d39133c1a78dbf21a44
	1ab4c16f1050989f42486f7ff8f3d4ef6f08a1
	901684bda67709886afd6b73e85530bacbce
	b53575c5867bea183fc5657f0c

SAS Moran used Amped Five software for the analysis and review. SAS Moran created an Amped Five project with the working copy of the BWC video file. SAS Moran



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bookmarked images for demonstrative purposes. The bookmarked images were selected based upon the best available visual and audio cues. SAS Moran also created a derivatives folder for any items that were generated by Amped Five.

The original BWC video file should be viewed and evaluated independently of any derivative(s) from this Amped Five software analysis and review.



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# Additional Factors to Consider When Evaluating Digital Multimedia Evidence (DME)

Based upon SAS Moran's training and experience, the following factors should be considered when evaluating the available video evidence:

- · The speed of this incident is remarkable.
- The speed and complexity of rapidly evolving situation(s) that occur during useof-force encounters are difficult concepts to comprehend by only watching the video.
- Video and audio recording devices record more information about a particular scene or incident than the person(s) involved in the event can process during the critical incident.
- Video and audio recording devices rarely record an event from the same perspective of the officer(s) or subject(s) involved.
- It captures the action but not the perception, decision-making, focus nor intent of the officer(s).
- Video recordings often miss tactile cues or other actions of a subject. · Video and audio recording devices record within the video and sound capabilities available, and they record objectively.
- Video and audio recordings lack the history, perspective and interest of the people involved.
- The movements, positions, angles, obstacles, lighting, and distance from the incident are also factors that need serious consideration.
- · Video recordings are for storage and review.
- Video recordings capture light and create a digital representation of reality (two-dimensional video compared to three-dimensional reality).
- Video and audio recordings are only components of an investigation and should not be the only evidence relied upon.
- All available evidence, statements and other information must be evaluated alongside the video recordings available.



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# **Overhead Map Image for Reference**

Below is a screen capture of an overhead map from Bing.com/maps. This shows the area of the incident scene. This was provided to assist the review with an understanding of the area. See the image below:





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# Review of CPD Officer Garrett Marino's BWC Video File

SAS Moran analyzed and reviewed CPD Officer Garrett Marino's BWC video file using Amped Five software. The following was noted from the Amped Five software "File Info":

File Name	00_0062961462_96_17_c9_20-
riie Name	0062958787_0062960362_0062960385_video0
Width (pixels)	1920
Height (pixels)	1080
Codec	h264
Fps	29.9700
Length (frames)	16500
Duration (time)	00:09:10:550
SAR (Storage Aspect Ratio)	16:9 (1.778)
SAR (Sample Aspect Ratio)	1:1 (1.000)
DAR (Display Aspect Ratio)	16:9 (1.778)
PAR (Pixel Aspect Ratio)	1:1 (1.000)
Color Range	Full
Total Streams	2
Video Streams	1
Audio Streams	1

# Timing Estimates Process and Documentation

As part of this in-depth video review, SAS Moran created a "Timing and Action Summary" spreadsheet documenting many of the significant events noted during the video review. The time elapsed between frames was documented in the below section labeled, "Video Review of Range Selector Video File."

SAS Moran used the spreadsheet to count the frames between the marked image frames to determine approximately how much time elapsed between certain actions and events. SAS Moran used the formula, =COUNTA(COLUMN LETTER BEGINNING ROW NUMBER:SAME COLUMN LETTER END ROW NUMBER) to calculate the number of frames between marked image frames. SAS Moran multiplied the total number of frames in the columns by 0.03333333 (1/30 of a second) to determine the approximate elapsed time between the marked image frames.



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The time was rounded up or down to the nearest hundredth place to make it easier to comprehend. For example, 23 frames multiplied by 0.03333333 equaled 0.766666667 of a second. This number was rounded to 0.77 of a second.

# Range Selector Filter - Amped Five

SAS Moran performed a cursory review of the BWC video file and determined that the pertinent activity occurred from frame 0 to frame 3800. SAS Moran used the "Range Selector" filter to create an .mp4 video file showing the selected frames. This process was documented in more detail in the Amped Five report. The video was exported and saved to a "Amped Five Derivatives" folder.

# Video Review of Range Selector Video File

SAS Moran placed the video file in Amped Five to analyze it and review it. Any bookmarked images selected were labeled with "AF-RS - Marino, frame #" in the title. The video file was labeled:

 $00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731$ 

During the review, SAS Moran noted the following:

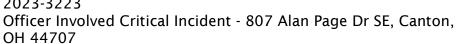
Frames	0-935
Time	Not calculated
Notes	There was no audio heard during these frames.  Officer Marino was in the driver seat of his police cruiser and was driving in the area.

Frames	936
Time	Not calculated
Notes	This was the approximate frame when the audio stream started.  Officer Marino was in the driver seat of his police cruiser and was driving in the area.



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Frames	1308
Time	Not calculated
Notes	Officer Marino continued driving his police cruiser. He radioed, "Just ran into the 807 building." A few frames later, Officer Marino appeared to begin to exit his cruiser but then stopped and began driving his cruiser again.

Frames	1684
Time	Not calculated
Notes	Officer Marino continued driving his police cruiser. He radioed, "Give me
	the air."

Frames	1792
Time	Not calculated
Notes	Officer Marino exited his cruiser and began saying, "Get the fuck on the ground!"

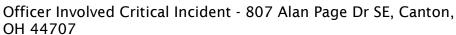
Frames	1931
Time	4.63 seconds elapsed from frame 1792
Notes	Officer Marino was running and he had his pistol in his right hand. He radioed, "Give me the air. He's got a gun."

Frames	2016
Time	2.83 seconds elapsed from frame 1931
Notes	Officer Marino continued running and yelled, "Get on the ground or you're gonna get shot!" Officer Marino had his pistol in his right hand with his right arm extended in front of him.  It was likely that Zachary Fornash was observed on the BWC video near the corner of a building with his back toward Officer Marino.



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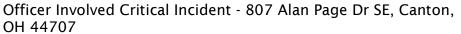
Frames	2079
Time	2.1 seconds elapsed from frame 2016
Notes	Officer Marino continued running and yelled, "Get the fuck on the ground! You're going to get shot!" Officer Marino had his pistol in his right hand with his right arm extended in front of him.  Zachary Fornash was not in the BWC view and moved around the corner of the building.

Frames	2153
Time	2.47 seconds elapsed from frame 2079
Notes	Officer Marino ran around the corner of the building and said, "Get on the ground! Show me your hands!" Officer Marino had his pistol in his right hand with his right arm extended in front of him.  Zachary Fornash was running away from Officer Marino.



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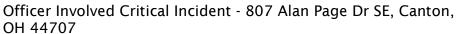
Frames	2198	
Time	1.5 seconds elapsed from frame 2153	
Notes	Officer Marino continued moving toward Zachary Fornash and said, "Show me your hands now! Show me your hands now!" Officer Marino had his pistol extended outward with both hands (shadow on ground). It appeared that Zachary Fornash partially turned to his left to look behind him in the direction of Officer Marino. Zachary Fornash's hands appeared to	
	be near his waist.	
MOTORO	MOTOROLA SOLUTIONS 12/05/2023 22:09:23 BWC2-037617	

Amped Five Project - 2023-3223-bookmark5-5-2198



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Frames	2291
Time	3.1 seconds elapsed from frame 2198
Notes	Officer Marino approached Zachary Fornash and said, "Put your hands on your head!" Officer Marino had his pistol extended outward with both hands (shadow on ground).  Zachary Fornash was now facing Officer Marino. It appeared that his right hand was concealed in his right front jacket pocket and his left hand was near his left waist/jacket pocket.
MOTORO	LA SOLUTIONS 12/05/2023 22:09:26 BWC2-037617

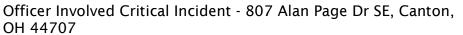


Amped Five Project - 2023-3223-bookmark5-5-2291



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2336
1.5 seconds elapsed from frame 2291
Zachary Fornash turned around to his left and began walking away from
Officer Marino. It appeared that his right hand was concealed in his right
front jacket pocket and his left hand was near his left waist/jacket pocket.
Officer Marino yelled, "Put your fucking hands on your head!"

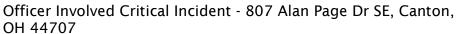


Amped Five Project - 2023-3223-bookmark5-5-2336



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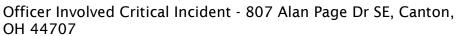
Frames	2518
Time	6.07 seconds elapsed from frame 2336
Notes	Officer Marino yelled, "Put your hands on your head now!" In the previous frames, Officer Marino said this command three times.  Zachary Fornash continued walking away and to the left of Officer Marino.  His right hand was not visible and was on the right side/front of his body near his right waist/pocket. His left hand near his left waist/jacket pocket.
MOTORO.	LA SOLUTIONS 12/05/2023 22:09:34 BWC2-037617

Amped Five Project - 2023-3223-bookmark5-5-2518



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2568
1.67 seconds elapsed from frame 2518
Officer Marino yelled, "Get your hands" Officer Marino held his pistol in
front of him with both hands.
Zachary Fornash turned to his left and his left side was facing Officer
Marino. He continued walking away from and to the left of Officer Marino.
Zachary Fornash also turned his head and was looking in the direction of
Officer Marino. Zachary Fornash's right hand was not visible and was likely
on his right side. His left hand was near his left waist/jacket pocket. His
right foot was on the ground and his left foot was in the air.

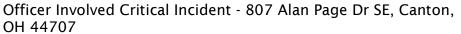


Amped Five Project - 2023-3223-bookmark5-5-2568



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Frames	2571 and 2573
Time	0.17 seconds elapsed from frame 2568
Notes	These frames were approximately when the first gunshot was fired by
	Officer Marino. 2571 was the visual frame and 2573 was the frame when an
	audio spike was visually observed on the waveform.
	Zachary Fornash turned to his left and his left side was facing Officer
	Marino. He continued walking away from and to the left of Officer Marino.
	Zachary Fornash also turned his head and was looking in the direction of
	Officer Marino. Zachary Fornash's right hand was not visible and was likely
	on his right side. His left hand was near his left waist/jacket pocket. His
	right foot was on the ground and his left foot was in the air.
	(Note: The gunshots were primarily noted due to visual cues. It was difficult
	to audibly determine when the gunshots were fired. There seemed to be a
	large amount of echo and reverberation. It is unknown why, but it could be
	due to a variety of reasons including: the sudden and extremely loud
	sounds of gunshots, echo/reverberation from the surrounding environment
	and buildings, the physical size and technological capabilities of the BWC
	microphone, etc.)

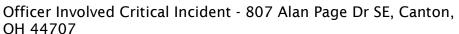


Amped Five Project - 2023-3223-bookmark5-5-2571



**Investigative Report** 

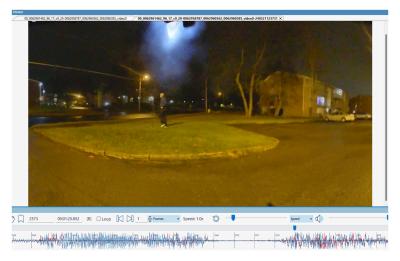
2023-3223







Amped Five Project - 2023-3223-bookmark5-5-2573

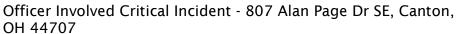


Gunshot 1 - Audio Waveform (snipping tool)



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Frames	2581
Time	0.27 seconds elapsed from frame 2573
Notes	This was the approximate frame of the second gunshot fired by Officer
	Marino.
	Zahcary Fornash continued moving away from and to the left of Officer
	Marino. His left foot was on the ground and his right foot was bent on the
	ground (in stride). He was looking in the direction of Officer Marino.
	Zachary Fornash's right hand was not visible and was likely on his right
	side. His left hand was near his left waist/jacket pocket.
	(Note: The gunshots were primarily noted due to visual cues. It was difficult
	to audibly determine when the gunshots were fired. There seemed to be a
	large amount of echo and reverberation. It is unknown why, but it could be
	due to a variety of reasons including: the sudden and extremely loud
	sounds of gunshots, echo/reverberation from the surrounding environment
	and buildings, the physical size and technological capabilities of the BWC
	microphone, etc.)

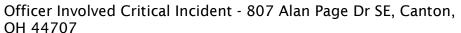


Amped Five Project - 2023-3223-bookmark5-5-2581



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Frames	2589
Time	0.27 seconds elapsed from frame 2581
Notes	This was the approximate frame of the third gunshot fired by Officer Marino. Zachary Fornash began to fall forward and to his right toward the ground. He was bent at the waist and his left arm/hand were extended outward. His right hand was not visible.  (Note: The gunshots were primarily noted due to visual cues. It was difficult to audibly determine when the gunshots were fired. There seemed to be a large amount of echo and reverberation. It is unknown why, but it could be due to a variety of reasons including: the sudden and extremely loud
	sounds of gunshots, echo/reverberation from the surrounding environment and buildings, the physical size and technological capabilities of the BWC microphone, etc.)

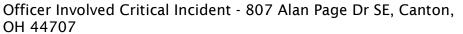


Amped Five Project - 2023-3223-bookmark5-5-2589



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Frames	2596
Time	0.23 seconds elapsed from frame 2589
Notes	This was the approximate frame of the fourth gunshot fired by Officer
	Marino (pistol movement in shadow). Zachary Fornash completed the
	process of falling to the ground and was on his front/right chest. His left
	hand was visible, but his right hand was still not visible.
	(Note: The gunshots were primarily noted due to visual cues. It was difficult
	to audibly determine when the gunshots were fired. There seemed to be a
	large amount of echo and reverberation. It is unknown why, but it could be
	due to a variety of reasons including: the sudden and extremely loud
	sounds of gunshots, echo/reverberation from the surrounding environment
	and buildings, the physical size and technological capabilities of the BWC
	microphone, etc.)

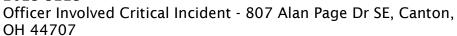


Amped Five Project - 2023-3223-bookmark5-5-2596



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Frames	2652
Time	1.87 seconds elapsed from frame 2596
Notes	Officer Marino moved forward and radioed, "Shots fired! Shots fired! Give me a supervisor."  Zachary Fornash rolled to his right and onto his back. His left hand was observed near his hand. His right hand was not visible and appeared to be concealed in his right front jacket pocket.

Frames	2823
Time	5.7 seconds elapsed from frame 2652
Notes	Officer Marino approached Zachary Fornash and said, "Do not touch the gun! Do not touch the gun!"  Zachary Fornash was laying on the ground on his back. His left hand was extended on the ground above his head. His right hand was not visible and appeared to be concealed in his right front jacket pocket.

Frames	2861
Time	1.27 seconds elapsed from frame 2823
Notes	Zachary Fornash said, "It's a BB gun."

Frames	3171
Time	10.3 seconds elapsed from frame 2861
Notes	Officer Marino radioed, "Get me medics." Officer Marino said, "Get your hand slowly out of your pocket! Do not grab the gun out from there!"

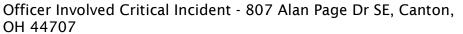
Frames	3318
Time	4.9 seconds elapsed from frame 3171
Notes	Officer Marino yelled, "Slowly out of your pocket! Do not touch the gun!"

Frames	3538
Time	7.3 seconds elapsed from frame 3318
Notes	Officer Marino yelled, "Slowly out of your pocket! Do not bring the gun out with your hand!"



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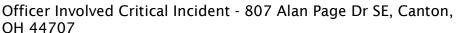


Frames	3752
Time	7.13 seconds elapsed from frame 3538, 7.17 seconds elapsed if including frame 3752
Notes	Officer Marino yelled, "Do not bring the gun out with your hand! Slowly!"



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# Additional Timing Estimates Summary

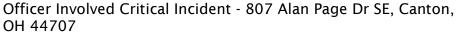
SAS Moran used the "Timing and Action Summary" spreadsheet to calculate several significant activities noted during the video review. They were:

EVENT FRAMES	ACTIVITY DESCRIPTION	FRAMES	FPS	TOTAL TIME	ROUNDED
2198 to 2573	Marino moved toward Fornash and provided verbal commands and Fornash looked behind toward Marino (Fornash in view of BWC) to 1st gunshot fired by Marino.	375	0.03333333	12.49999875	12.5
2291 to 2573	Marino approached Fornash and provided verbal command and Fornash facing Marino to 1st gunshot fired by Marino.	282	0.03333333	9.39999906	9.4
2336 to 2573	Fornash turned around to his left and began walking away from Marino, Fornash's right hand concealed in jacket pocket, to 1st gunshot fired by Marino.	237	0.03333333	7.89999921	7.9
2518 to 2573	Marino provided three verbal commands to Fornash, Fornash continued walking away, right hand not visible, to 1st gunshot fired by Marino.	55	0.03333333	1.83333315	1.83
2568 to 2573	Marino started a verbal command, Fornash turned to his left and in direction of Marino, Fornash's right hand not visible, to 1st gunshot fired by Marino.	5	0.03333333	0.16666665	0.17
2573 to 2596	1st gunshot to 4th gunshot fired by Marino.	23	0.03333333	0.76666659	0.77
2198 to 2596	Total of above activities.	977	0.03333333	32.56666341	32.57



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## Annotate Filter - Amped Five

After reviewing the Range Selector video, SAS Moran decided to use the Annotate filter and track Zachary Fornash's movement from the Range Selector frames 2247 through 2823. SAS Moran created an .mp4 video file showing the selected frames with the Annotate filter applied. This process is further documented in the Amped Five report. The video was exported and saved to a "Amped Five Derivatives" folder.

### References:

Item E - DVD - Amped Five Video Review - Officer Marino's BWC Video

### Containing the following:

- Amped Five Derivatives (folder)
- Working Copy of Video (folder)
- Amped Five Project 2023-3223 (file)
- Amped Five Project Interactive Report 2023-3223 (PDF)
- Amped Five Project Non-Interactive Report 2023-3223 (PDF)
- Gunshot 1 Audio Waveform (file)
- Hash for Video Files Shared Drive and Working Copy md5file (file)
- logo\_five (file)
- Overhead Map (file)
- Timing and Action Summary Spreadsheet (PDF)
- Timing and Action Summary Spreadsheet (MS Excel)

### Attachments:

- 1. Amped Five Project Non-Interactive Report 2023-3223
- 2. Timing and Action Summary Spreadsheet for Amped Five Video Review

# **Amped FIVE Report**

Report Generation: 2024-05-21 17:00:04

2023-3223 Project Name:

Author: SAS Charles Moran #67

Description: Video analysis and review of Canton Police Department Officer Garrett Marino's body-worn

camera video file that recorded the officer-involved critical incident that occurred on

· Software version info: o Build date: 20231018 o Revision: 31095

• Platform:

o Operating System: Microsoft Windows, 64 bit

o CPU Model: 13th Gen Intel(R) Core(TM) i7-13700HX

Project File: Amped Five Project - 2023-3223.afp

### • Input File Details:

- o Filename: Amped Five Derivatives/Range Selector/00 0062961462 96 17 c9 20-0062958787 0062960362 0062960385 video0-240321123731.mp4
  - MD5 Hash Code: 0d6b365f118fd07c00922cb2e3f68745
  - File Size (bytes): 318969149
  - Format: mov,mp4,m4a,3gp,3g2,mj2
  - Codec: h264
  - Width (pixels): 1920
  - Height (pixels): 1080
  - Fps: 29.9700
  - Length (frames): 3801
  - Duration (time): 00:02:06.826
- o Filename: Working Copy of Video/00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0.mp4
  - MD5 Hash Code: 434ce433c7f290d569b9e97af8f2e374
  - File Size (bytes): 416161869
  - Format: mov,mp4,m4a,3gp,3g2,mj2
  - Codec: h264
  - Width (pixels): 1920
  - Height (pixels): 1080
    Fps: 29.9700

  - Length (frames): 16500
  - Duration (time): 00:09:10.550

### • Output File Details:

- Filename: Amped Five Derivatives/Annotate/00 \_0062961462 \_96\_17 \_c9 \_20-0062958787 \_0062960362 \_0062960385 \_video0-240321123731-240521164440.mp4
  - MD5 Hash Code: f2b1f3233c08ac9bd119c4550b1b9832
  - File Size (bytes): 328079485
  - Format: mov,mp4,m4a,3gp,3g2,mj2
  - Codec: h264
  - Width (pixels): 1920
  - Height (pixels): 1080
  - Fps: 29.9700
  - Length (frames): 577
  - Duration (time): 00:00:19.252
- o Filename: Amped Five Derivatives/Range Selector/00 0062961462 96 17 c9 20-0062958787 0062960362 0062960385 video0-240321123731.mp4
  - MD5 Hash Code: 0d6b365f118fd07c00922cb2e3f68745
  - File Size (bytes): 318969149
  - Format: mov,mp4,m4a,3gp,3g2,mj2
  - Codec: h264
  - Width (pixels): 1920
  - Height (pixels): 1080
  - Fps: 29.9700
  - Length (frames): 3801
  - Duration (time): 00:02:06.826

### **Bookmarks:**





No audio stream from frame 0-935 (approximately). Marino driving in cruiser.

AF-RS - Marino, frame 936



Audio stream started (approximately). Marino driving in cruiser.

 $Chain: 00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video \ Loader, \ Position: 936-120062960385\_video0-240321123731, Filter: Video \ Loader, \ Position: 936-120062960385\_video0-240062960385$ 

AF-RS - Marino, frame 1308



Officer Marino continued driving his police cruiser. He radioed, "Just ran into the 807 building."

Chain: 00\_0062961462\_96\_17\_e9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 1308



Officer Marino continued driving his police cruiser. He radioed, "Give me the air."

AF-RS - Marino, frame 1792



Officer Marino continued driving his police cruiser. He radioed, "Give me the air."

AF-RS - Marino, frame 1931





Officer Marino continued running and yelled, "Get on the ground or you're gonna get shot!" Officer Marino had his pistol in his right hand with his right arm extended in front of him. It was likely that Zachary Fornash was observed on the BWC video near the corner of a building with his back toward Officer Marino.

AF-RS - Marino, frame 2079



Officer Marino continued running and yelled, "Get the fuck on the ground! You're going to get shot!" Officer Marino had his pistol in his right hand with his right arm extended in front of him. Zachary Fornash was not in the BWC view and moved around the corner of the building.

AF-RS - Marino, frame 2153



Officer Marino ran around the corner of the building and said, "Get on the ground! Show me your hands!" Officer Marino had his pistol in his right hand with his right arm extended in front of him. Zachary Fornash was running away from Officer Marino.

Chain: 00\_0062961462\_96\_17\_e9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 2153



Officer Marino continued moving toward Zachary Fornash and said, "Show me your hands now! Show me your hands now!" Officer Marino had his pistol extended outward with both hands (shadow on ground). It appeared that Zachary Fornash partially turned to his left to look behind him in the direction of Officer Marino. Zahcary Fornash's hands appeared to be near his waist.

Chain: 00\_0062961462\_96\_17\_e9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 2198

### AF-RS - Marino, frame 2291



Officer Marino approached Zahcary Fornash and said, "Put your hands on your head!" Officer Marino had his pistol extended outward with both hands (shadow on ground). Zachary Fornash was now facing Officer Marino. It appeared that his right hand was concealed in his right front jacket pocket and his left hand was near his left waist/jacket pocket.

 $Chain: 00\_0062961462\_96\_17\_e9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 2291-10062960385\_video0-240321123731, Filter: Video Loader, Position: 2291-10062960385\_video0-24032112371, Filter: Video Loader, Position: 2291-10062960385\_video0-24032112371, Filter: Video Loader, Position: 2291-10062960385\_video0-24032112371, Filter: Video Loader, Position: 2291-10062960385\_video0-240321112371, Filter: Video Loader, Position: 2291-10062960385\_video0-2406296039, Filter: 2291-1006296039, Filter: 2291-1006296039, Filter: 2291-100629600$ 

### AF-RS - Marino, frame 2336



Zachary Fornash turned around to his left and began walking away from Officer Marino. It appeared that his right hand was concealed in his right front jacket pocket and his left hand was near his left waist/jacket pocket. Officer Marino yelled, "Put your fucking hands on your head!"



Officer Marino yelled, "Put your hands on your head now!" In the previous frames, Officer Marino said this command three times. Zachary Fornash continued walking away and to the left of Officer Marino. His right hand was not visible and was on the right side/front of his body near his right waist/pocket. His left hand near his left waist/jacket pocket.

Chain: 00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 2518

### AF-RS - Marino, frame 2568



Officer Marino yelled, "Get your hands..." Officer Marino held his pistol in front of him with both hands. Zachary Fornash turned to his left and his left side was facing Officer Marino. Zachary Fornash also turned his head and was looking in the direction of Officer Marino. Zachary Fornash's right hand was not visible and was likely on his right side. His left hand was near his left waist/jacket pocket. His right foot was on the ground and his left foot was in the air.

Chain: 00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 2568

AF-RS - Marino, frame 2571



These frames were approximately when the first gunshot was fired by Officer Marino. 2571 was the visual frame and the 2573 was the frame when an audio spike was visually observed on the waveform. Zachary Fornash turned to his left and his left side was facing Officer Marino. He continued walking away from and to the left of Officer Marino. Zachary Fornash also turned his head and was looking in the direction of Officer Marino. Zachary Fornash's right hand was not visible and was likely on his right side. His left hand was near his left waist/jacket pocket. His right foot was on the ground and his left foot was in the air.

 $Chain: 00\_0062961462\_96\_17\_e9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 2571\_10062960385\_video0-240321123731, Filter: Video Loader, Position: 2571\_10062960385\_video0-240321123731, Filter: Video Loader, Position: 2571\_10062960385\_video0-240321123731, Filter: Video Loader, Position: 2571\_video0-240321123731, Filter: Video Loader, Position: 2571\_video0-24032112371, Filter: Video Loader, Filter: 2571\_video0-24032112371, Filter: 2571\_video0-24032112371, Filter: 2571\_video0-24032112371, Filter: V$ 



These frames were approximately when the first gunshot was fired by Officer Marino. 2571 was the visual frame and the 2573 was the frame when an audio spike was visually observed on the waveform. Zachary Fornash turned to his left and his left side was facing Officer Marino. He continued walking away from and to the left of Officer Marino. Zachary Fornash also turned his head and was looking in the direction of Officer Marino. Zachary Fornash's right hand was not visible and was likely on his right side. His left hand was near his left waist/jacket pocket. His right foot was on the ground and his left foot was in the air.

Chain: 00\_0062961462\_96\_17\_e9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 2573

### AF-RS - Marino, frame 2581



This was the approximate frame of the second gunshot fired by Officer Marino. Zahcary Fornash continued moving away from and to the left of Officer Marino. His left foot was on the ground and his right foot was bent on the ground (in stride). He was looking in the direction of Officer Marino. Zachary Fornash's right hand was not visible and was likely on his right side. His left hand was near his left waist/jacket pocket.

AF-RS - Marino, frame 2589



This was the approximate frame of the third gunshot fired by Officer Marino. Zachary Fornash began to fall forward and to his right toward the ground. He was bent at the waist and his left arm/hand were extended outward. His right hand was not visible.

Chain: 00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 2589



This was the approximate frame of the fourth gunshot fired by Officer Marino (pistol movement in shadow). Zachary Fornash completed the process of falling to the ground and was on his front/right chest. His left hand was visible, but his right hand was still not visible.

 $Chain: 00\_0062961462\_96\_17\_e9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 2596-17\_e9\_20-0062960385\_video0-240321123731, Filter: Video Loader, Position: 2596-17\_e9\_20-0062960385\_video0-24060385\_$ 

### AF-RS - Marino, frame 2652



Officer Marino moved forward and radioed, "Shots fired!" Zachary Fornash rolled to his right and onto his back. His left hand was observed near his hand. His right hand was not visible and appeared to be concealed in his right front jacket pocket.

AF-RS - Marino, frame 2823



Officer Marino approached Zachary Fornash and said, "Do not touch the gun! Do not touch the gun!" Zachary Fornash was laying on the ground on his back. His left hand was extended on the ground above his head. His right hand was not visible and appeared to be concealed in his right front jacket pocket.



Zachary Fornash said, "It's a BB gun."

 $Chain: 00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter:\ Video\ Loader,\ Position:\ 2861\_100\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter:\ Video\ Loader,\ Position:\ Property of the propert$ 

### AF-RS - Marino, frame 3171



Officer Marino radioed, "Get me medics." Officer Marino said, "Get your hand slowly out of your pocket! Do not grab the gun out from there!" Chain: 00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 3171

AF-RS - Marino, frame 3318



Officer Marino yelled, "Slowly out of your pocket! Do not touch the gun!"

Chain: 00\_0062961462\_96\_17\_e9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 3318



Officer Marino yelled, "Slowly out of your pocket! Do not bring the gun out with your hand!"

 $Chain: 00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731, Filter: Video Loader, Position: 3538-20062960385\_video0-240321123731, Filter: Video Loader, Vid$ 

### **Summary:**

### $\underline{00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0}$

Video Loader: Loads a video from file.

Range Selector: Selects a range of frames in a video. Supports the trimming of the original video stream with no transcoding.

Video Writer: Writes the current video to a file.

### 00 0062961462 96 17 c9 20-0062958787 0062960362 0062960385 video0-240321123731

Video Loader: Loads a video from file.

### 00 0062961462 96 17 c9 20-0062958787 0062960362 0062960385 video0-240321123731 (copy)

Video Loader: Loads a video from file.

Range Selector: Selects a range of frames in a video. Supports the trimming of the original video stream with no transcoding.

Annotate: Draws annotations over the image.

<u>Video Writer</u>: Writes the current video to a file.

### 00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0

### Video Loader

Loads a video from file.

### **Details:**

The Video Loader decodes a standard-format video file into a sequence of frames that can be displayed and processed.

### Parameters:

- File: Working Copy of Video/00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0.mp4
- Video Engine: FFMS with Audio

Video decoder to use.

• Color Range: Full

Uses the color range specified in the video file or force it to full or limited (16-235). Works only with the FFMS Video Engine.

• Chroma Upsampling: Accurate Rounding (Slower)

Selects the chroma upsampling method. Applies only to FFMS-based video engines.

• Audio Stream: 1

Audio Stream selection, useful when multiple streams are available.

• Original File:

Original video file that has been converted from a proprietary DVR format or otherwise imported.

• Concatenate File List:

List of files that were concatenated as part of the conversion process

### **Additional Information:**

• Video Streams: 1

Number of video streams in the video

• Audio Streams: 1

Number of audio streams in the video

• Subtitle Streams: 0

Number of subtitle streams in the video

### Range Selector

Selects a range of frames in a video. Supports the trimming of the original video stream with no transcoding.

### **Details:**

The Range Selector tool outputs a range of frames from the input clip.

### Parameters:

• First Frame: 0

First frame of the selection of interest.

• Last Frame: 3800

Last frame of the selection of interest.

• Step: 1

Outputs only one frame every Step frames.

### **Additional Information:**

This filter has no additional information.

### Video Writer

Writes the current video to a file.

### **Details:**

The Video Writer tool encodes all frames of the current clip to the specified video file format.

### **Parameters:**

- File: Amped Five Derivatives/Range Selector/00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731.mp4 Path of the file to save.
- Container and Video Codec: mp4 H264

Container and codec used to store the media stream(s).

Audio Codec: MP3

Codec used to write the audio stream.

• Frame rate: 29.9700

Frame rate (in frames per second) of the output video. Note that some video formats support only a limited set of frame rates, and the frame rate may influence some properties of the output video (e.g. the GOP size) for some codecs.

• Quality: Default

If a codec with quality control has been selected, the following options can be selected:

Default: Uses a Constant Rate Factor of 18

High: Uses a Constant Rate Factor of 12

Visually Lossless: Uses a Constant Rate Factor of 1

• HW Acceleration: None

Enables encoding acceleration of the on-board Graphic Processing Unit. Acceleration will be tested when the filter is applied.

### Additional Information:

• Video Streams: 1 Number of video streams in the video

• Audio Streams: 1

Number of audio streams in the video

• Subtitle Streams: 0

Number of subtitle streams in the video

### $00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731$

### Video Loader

Loads a video from file.

### **Details:**

The Video Loader decodes a standard-format video file into a sequence of frames that can be displayed and processed.

### **Parameters**

- File: Amped Five Derivatives/Range Selector/00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731.mp4 Path of the video to load.
- Video Engine: FFMS with Audio

Video decoder to use.

• Color Range: Full

Uses the color range specified in the video file or force it to full or limited (16-235). Works only with the FFMS Video Engine.

• Chroma Upsampling: Accurate Rounding (Slower)

Selects the chroma upsampling method. Applies only to FFMS-based video engines.

• Audio Stream: 1

Audio Stream selection, useful when multiple streams are available.

• Original File:

Original video file that has been converted from a proprietary DVR format or otherwise imported.

• Concatenate File List:

List of files that were concatenated as part of the conversion process

### **Additional Information:**

• Video Streams: 1

Number of video streams in the video

• Audio Streams: 1

Number of audio streams in the video

• Subtitle Streams: 0

Number of subtitle streams in the video

### 00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731 (copy)

### Video Loader

Loads a video from file.

### **Details:**

The Video Loader decodes a standard-format video file into a sequence of frames that can be displayed and processed.

### Parameters:

- File: Amped Five Derivatives/Range Selector/00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731.mp4
- Video Engine: FFMS with Audio

Video decoder to use.

• Color Range: Full

Uses the color range specified in the video file or force it to full or limited (16-235). Works only with the FFMS Video Engine.

• Chroma Upsampling: Accurate Rounding (Slower)

Selects the chroma upsampling method. Applies only to FFMS-based video engines.

• Audio Stream: 1

Audio Stream selection, useful when multiple streams are available.

• Original File:

Original video file that has been converted from a proprietary DVR format or otherwise imported.

• Concatenate File List:

List of files that were concatenated as part of the conversion process

### **Additional Information:**

• Video Streams: 1

Number of video streams in the video

• Audio Streams: 1

Number of audio streams in the video

• Subtitle Streams: 0

Number of subtitle streams in the video

### Range Selector

Selects a range of frames in a video. Supports the trimming of the original video stream with no transcoding.

### **Details:**

The Range Selector tool outputs a range of frames from the input clip.

### Parameters:

• First Frame: 2247

First frame of the selection of interest.

• Last Frame: 2823

Last frame of the selection of interest.

• Step: 1

Outputs only one frame every Step frames.

### **Additional Information:**

This filter has no additional information.

### Annotate

Draws annotations over the image.

### **Details:**

Annotate draws annotations over the image: shapes, arrows, lines. It can also add texts, images, as well as hiding and magnifying a selected area.

### **Parameters:**

- Annotation Tool:
  - $\circ$  Magnify (Rectangle, Zoom: 2.0, Interpolation: Bicubic)
    - Colors: Border #FF8000 ●
    - from frame 0 (Source region coordinates: Center: [786, 372], Width: 265px, Height:, 425px, Output region coordinates: Center: [1655, 472], Rotation: 0°, Width: 530px, Height: 849px)
       to frame 576 (Source region coordinates: Center: [737, 746], Width: 332px, Height:, 331px,
    - Output region coordinates: Center: [354, 548], Rotation: 0°, Width: 663px, Height: 662px)

Parameters are dependent on the selected annotation tool. See Usage below for details.

### **Additional Information:**

This filter has no additional information.

### Video Writer

Writes the current video to a file.

### **Details:**

The Video Writer tool encodes all frames of the current clip to the specified video file format.

### Parameters:

• File: Amped Five Derivatives/Annotate/00\_0062961462\_96\_17\_c9\_20-0062958787\_0062960362\_0062960385\_video0-240321123731-240521164440.mp4

Path of the file to save.

• Container and Video Codec: mp4 - H264

Container and codec used to store the media stream(s).

• Audio Codec: MP3

Codec used to write the audio stream.

• Frame rate: 29.9700

Frame rate (in frames per second) of the output video. Note that some video formats support only a limited set of frame rates, and the frame rate may influence some properties of the output video (e.g. the GOP size) for some codecs.

• Quality: Visually Lossless

If a codec with quality control has been selected, the following options can be selected:

Default: Uses a Constant Rate Factor of 18 High: Uses a Constant Rate Factor of 12

Visually Lossless: Uses a Constant Rate Factor of 1

• HW Acceleration: None

Enables encoding acceleration of the on-board Graphic Processing Unit. Acceleration will be tested when the filter is applied.

### **Additional Information:**

• Video Streams: 1

Number of video streams in the video

• Audio Streams: 1

Number of audio streams in the video

• Subtitle Streams: 0

Number of subtitle streams in the video

### BCI Case 2023-3223 **Timing and Action Summary** Canton PD OIS 12/05/2023

### Amped Five Review of CPD Officer Marino's BWC Video

<u>1</u>

FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME	FRAME
1792	1931	2016	2079	2153	2198	2291	2336	2518	2568	2573	2581	2589	2596	2652	2823	2861	3171	3318	3538	3752
									Marino provided a	Approximate frame	Approximate frame									
									partial verbal	of first gunshot	of second gunshot									
								Marino provided a	command.	fired by Marino.	fired by Marino.									
						Marino		verbal command	Fornash turned to	Fornash turned to	Fornash continued									
						approached	Fornash turned	and three similar	his left and his left	his left and his left	moving away from	Approximate frame	Approximate frame							
					Marino moved	Fornash and	around to his left	verbal commands	side was facing	side was facing	and to the left of	of third gunshot	of fourth gunshot							
					toward Fornash	provided a verbal		in the frames prior.	Marino. He	Marino. He	Marino. His left	fired by Marino.	fired by Marino.							
				Marino ran around	and provided	command.	away from Marino.	Fornash continued	continued walking	continued walking	foot was on the	Fornash began to	Fornash							
Marino exited		Marino continued	Marina continued	the corner of the	verbal commands. It appeared that	Fornash was now	It appeared that his right hand was	walking away and to the left of	away from and to the left of Marino.	away from and to the left of Marino.	ground and his right foot was bent	fall forward and to	completed the							
cruiser, began	Marino radioed,	running and provided verbal	Marino continued running and	building and	Fornash partially	facing Officer Marino. It	concealed in his	Marino. His right	Fornash also	Fornash also	on the ground (in	his right toward the	process of falling	Marino radioed	Marino provided	Fornash said, "It's	Marino radioed	Marino provided	Marino provided	Marino provided
running, and	"Give me the air.	command.	provided verbal	provided verbal	turned to his left to	appeared that his	right front jacket	hand was not	turned his head	turned his head	stride). He was	ground. He was	to the ground and	that shots were	verbal commands.		and requested	·		verbal commands.
provided a verbal	He's got a gun."	Fornash near	commands.	commands.	look behind him in	right hand was	pocket and his left	visible and was on	and was looking in	and was looking in	looking in the	bent at the waist	was on his	fired.	Torbut communicati	u 22 ga	medics.	Torbut communici	Voi bat commando	Voi But Communico
command.		corner of building.		Fornash was	the direction of	concealed in his	hand was near his	the right side/front	the direction of	the direction of	direction of	and his left	front/right chest.							
				running away.	Marino. Fornash's	right front jacket	left waist/jacket	of his body near his	Marino. Fornash's	Marino. Fornash's	Marino. Fornash's	arm/hand were extended outward.	His left hand was							
					hands appeared to	pocket and his left	pocket. Marino	right waist/pocket.	right hand was not	right hand was not	right hand was not	His right hand was	visible, but his right hand was still							
					be near his waist.	hand was near his	provided a verbal	His left hand near	visible and was	visible and was	visible and was	not visible.	not visible.							
						left waist/jacket	command.	his left	likely on his right	likely on his right	likely on his right	not noibto.	not noibtoi							
						pocket.		waist/jacket	side. His left hand	side. His left hand	side. His left hand									
								pocket.	was near his left	was near his left	was near his left									
									waist/jacket pocket.	waist/jacket pocket.	waist/jacket pocket.									
									роскет.	роскет.	роскет.									
1792	1931	2016	2079	2153	2198	2291	2336	2518	2568	2573	2581	2589	2596	2652	2823	2861	3171	3318	3538	3752
1793	1931	2016	2079	2154	2198	2291	2337	2518	2569	2574	2582	2590	2596	2653	2824	2862	3171	3319	3539	TOTAL FRAMES
1794	1933	2017	2081	2155	2200	2293	2338	2520	2570	2575	2583	2591	2598	2654	2825	2863	3173	3320	3540	1
1795	1934	2019	2082	2156	2201	2294	2339	2521	2571	2576	2584	2592	2599	2655	2826	2864	3174	3321	3541	0.03333333
1796	1935	2020	2083	2157	2202	2295	2340	2522	2572	2577	2585	2593	2600	2656	2827	2865	3175	3322	3542	TIME
1797	1936	2021	2084	2158	2203	2296	2341	2523	TOTAL FRAMES	2578	2586	2594	2601	2657	2828	2866	3176	3323	3543	0.03333333
1798	1937	2022	2085	2159	2204	2297	2342	2524	5	2579	2587	2595	2602	2658	2829	2867	3177	3324	3544	0.3
1799	1938	2023	2086	2160	2205	2298	2343	2525	0.03333333	2580	2588	TOTAL FRAMES	2603	2659	2830	2868	3178	3325	3545	
1800	1939	2024	2087	2161	2206	2299	2344	2526	TIME ELAPSED TO	TOTAL FRAMES	TOTAL FRAMES	7	2604	2660	2831	2869	3179	3326	3546	
									NEXT FRAME		,									
1801	1940	2025	2088	2162	2207	2300	2345	2527	0.16666665	8	8	0.03333333	2605	2661	2832	2870	3180	3327	3547	
1802	1941	2026	2089	2163	2208	2301	2346	2528	0.17	0.03333333	0.03333333	TIME ELAPSED TO	2606	2662	2833	2871	3181	3328	3548	
										TIME ELAPSED TO	TIME ELAPSED TO	NEXT FRAME								
1803	1942	2027	2090	2164	2209	2302	2347	2529		NEXT FRAME	NEXT FRAME	0.23333331	2607	2663	2834	2872	3182	3329	3549	
1804	1943	2028	2091	2165	2210	2303	2348	2530		0.26666664	0.26666664	0.23	2608	2664	2835	2873	3183	3330	3550	
1805	1944	2029	2092	2166	2211	2304	2349	2531		0.27	0.27	0.20	2609	2665	2836	2874	3184	3331	3551	
1806	1945	2030	2093	2167	2212	2305	2350	2532					2610	2666	2837	2875	3185	3332	3552	
1807	1946	2031	2094	2168	2213	2306	2351	2533	1				2611	2667	2838	2876	3186	3333	3553	
1808	1947	2032	2095	2169	2214	2307	2352	2534					2612	2668	2839	2877	3187	3334	3554	
1809	1948	2033	2096	2170	2215	2308	2353	2535					2613	2669	2840	2878	3188	3335	3555	
1810	1949	2034	2097	2171	2216	2309	2354	2536					2614	2670	2841	2879	3189	3336	3556	
1811	1950	2035	2098	2172	2217	2310	2355	2537					2615	2671	2842	2880	3190	3337	3557	
1812	1951	2036	2099	2173	2218	2311	2356	2538	-				2616	2672	2843	2881	3191	3338	3558	
1813 1814	1952 1953	2037 2038	2100 2101	2174 2175	2219	2312 2313	2357 2358	2539 2540	+				2617 2618	2673 2674	2844 2845	2882 2883	3192 3193	3339 3340	3559 3560	-
1814 1815	1953	2038	2101	21/5	2220 2221	2313	2358	2540 2541	1		1		2618 2619	2674	2845 2846	2883 2884	3193 3194	3340 3341	3560 3561	
1816	1954	2039	2102	2177	2222	2314	2360	2541					2620	2676	2847	2885	3194	3342	3561	
1817	1956	2040	2103	2178	2223	2316	2361	2542	1				2621	2677	2848	2886	3196	3343	3563	
1818	1957	2042	2105	2179	2224	2317	2362	2544					2622	2678	2849	2887	3197	3344	3564	
1819	1958	2043	2106	2180	2225	2318	2363	2545					2623	2679	2850	2888	3198	3345	3565	
1820	1959	2044	2107	2181	2226	2319	2364	2546					2624	2680	2851	2889	3199	3346	3566	
1821	1960	2045	2108	2182	2227	2320	2365	2547					2625	2681	2852	2890	3200	3347	3567	
1822	1961	2046	2109	2183	2228	2321	2366	2548					2626	2682	2853	2891	3201	3348	3568	
1823	1962	2047	2110	2184	2229	2322	2367	2549					2627	2683	2854	2892	3202	3349	3569	
1824	1963	2048	2111	2185	2230	2323	2368	2550					2628	2684	2855	2893	3203	3350	3570	
1825	1964	2049	2112	2186	2231	2324	2369	2551					2629	2685	2856	2894	3204	3351	3571	
1826	1965	2050	2113	2187	2232	2325	2370	2552			1		2630	2686	2857	2895	3205	3352	3572	

### **Timing and Action Summary**

1827	1966	2051	2114	2188	2233	2326	2371	2553	2631	2687	2858	2896	3206	3353	3573	
1828	1967	2052	2115	2189	2234	2327	2372	2554	2632	2688	2859	2897	3207	3354	3574	
1829	1968	2053	2116	2190	2235	2328	2373	2555	2633	2689	2860	2898	3208	3355	3575	
1830	1969	2054	2117	2191	2236	2329	2374	2556	2634	2690	TOTAL FRAMES	2899	3209	3356	3576	+
1831	1970	2055	2117	2192	2237	2330	2375	2557	2635	2691	38	2900	3210	3357	3577	+
1832	1971	2056	2119	2192	2238	2331	2376	2558	2636	2692	0.03333333	2901	3210	3358	3578	+
1832	19/1	2056	2119	2193	2236	2331	23/6	2536	2030	2092		2901	3211	3336	3378	
1833	1972	2057	2120	2194	2239	2332	2377	2559	2637	2693	TIME ELAPSED TO NEXT FRAME	2902	3212	3359	3579	
1834	1973	2058	2121	2195	2240	2333	2378	2560	2638	2694	1.26666654	2903	3213	3360	3580	
1835	1974	2059	2122	2196	2241	2334	2379	2561	2639	2695	1.27	2904	3214	3361	3581	
1836	1975	2060	2123	2197	2242	2335	2380	2562	2640	2696		2905	3215	3362	3582	+
1837	1976	2061	2124	TOTAL FRAMES	2243	TOTAL FRAMES	2381	2563	2641	2697		2906	3216	3363	3583	+
1838	1977	2062	2125	45	2244	45	2382	2564	2642	2698		2907	3217	3364	3584	+
1839	1978	2063	2126	0.03333333	2245	0.03333333	2383	2565	2643	2699		2908	3217	3365	3585	+
1639	1978	2003	2120		2245		2383	2000	2043	2099		2908	3218	3300	3383	+
1840	1979	2064	2127	TIME ELAPSED TO NEXT FRAME	2246	TIME ELAPSED TO NEXT FRAME	2384	2566	2644	2700		2909	3219	3366	3586	
1841	1980	2065	2128	1.49999985	2247	1.49999985	2385	2567	2645	2701		2910	3220	3367	3587	
1842	1981	2066	2129	<u>1.5</u>	2248	1.5	2386	TOTAL FRAMES	2646	2702		2911	3221	3368	3588	
1843	1982	2067	2130		2249		2387	50	2647	2703		2912	3222	3369	3589	1
1844	1983	2068	2131		2250		2388	0.03333333	2648	2704		2913	3223	3370	3590	<b>T</b>
								TIME ELAPSED TO		-						†
1845	1984	2069	2132		2251		2389	NEXT FRAME	2649	2705		2914	3224	3371	3591	
1846	1985	2070	2133		2252		2390	1.6666665	2650	2706		2915	3225	3372	3592	
1847	1986	2071	2134		2253		2391	<u>1.67</u>	2651	2707		2916	3226	3373	3593	
1848	1987	2072	2135		2254		2392		TOTAL FRAMES	2708		2917	3227	3374	3594	
1849	1988	2073	2136		2255		2393		56	2709		2918	3228	3375	3595	
1850	1989	2074	2137		2256		2394		0.03333333	2710		2919	3229	3376	3596	
									TIME ELAPSED TO							
1851	1990	2075	2138		2257		2395		NEXT FRAME	2711		2920	3230	3377	3597	
1852	1991	2076	2139		2258		2396		1.8666648	2712		2921	3231	3378	3598	
1853	1992	2077	2140		2259		2397		<u>1.87</u>	2713		2922	3232	3379	3599	
1854	1993	2078	2141		2260		2398			2714		2923	3233	3380	3600	
1855	1994	TOTAL FRAMES	2142		2261		2399			2715		2924	3234	3381	3601	
1856	1995	63	2143		2262		2400			2716		2925	3235	3382	3602	
1857	1996	0.03333333	2144		2263		2401			2717		2926	3236	3383	3603	
1050	4007	TIME ELAPSED TO	04.45				0.400			0710						
1858	1997	NEXT FRAME	2145		2264		2402			2718		2927	3237	3384	3604	
1859	1998	2.09999979	2146		2265		2403			2719		2928	3238	3385	3605	
1860	1999	2.1	2147		2266		2404			2720		2929	3239	3386	3606	
1861	2000		2148		2267		2405			2721		2930	3240	3387	3607	
1862	2001	1	2149		2268		2406			2722		2931	3241	3388	3608	1
1863	2002		2150		2269		2407			2723		2932	3242	3389	3609	
1864	2003		2151		2270		2408			2724		2933	3243	3390	3610	<u> </u>
1865	2004		2152		2271		2409			2725		2934	3244	3391	3611	
1866	2005		TOTAL FRAMES		2272		2410			2726		2935	3245	3392	3612	
1867	2006		74		2273		2411			2727		2936	3246	3393	3613	
1868	2007		0.03333333		2274		2412			2728		2937	3247	3394	3614	
1869	2008		TIME ELAPSED TO		2275		2413			2729		2938	3248	3395	3615	
			NEXT FRAME													+
1870	2009		2.46666642		2276		2414			2730		2939	3249	3396	3616	+
1871	2010		2.47		2277		2415			2731		2940	3250	3397	3617	
1872	2011				2278		2416			2732		2941	3251	3398	3618	1
1873	2012				2279		2417			2733		2942	3252	3399	3619	1
1874	2013	1			2280		2418			2734		2943	3253	3400	3620	1
1875	2014				2281		2419			2735		2944	3254	3401	3621	
1876	2015				2282		2420			2736		2945	3255	3402	3622	
1877	TOTAL FRAMES				2283		2421			2737		2946	3256	3403	3623	1
1878	85				2284		2422			2738		2947	3257	3404	3624	
1879	0.03333333				2285		2423			2739		2948	3258	3405	3625	
1880	TIME ELAPSED TO				2286		2424			2740		2949	3259	3406	3626	
4004	NEXT FRAME									0744		0050		0.407		+
1881 1882	2.83333305 2.83	-			2287		2425			2741		2950	3260	3407	3627	+
		1	l .	1	2288		2426		1	2742	1 1	2951	3261	3408	3628	1

# **Timing and Action Summary**

1000			0.407		1	07.10	1		2000	0.400	2000
1883		2289	2427			2743		2952	3262	3409	3629
1884		2290	2428			2744		2953	3263	3410	3630
1885		TOTAL FRAMES	2429			2745		2954	3264	3411	3631
1886		93	2430			2746		2955	3265	3412	3632
1887		0.03333333	2431			2747		2956	3266	3413	3633
1888		TIME ELAPSED TO NEXT FRAME	2432			2748		2957	3267	3414	3634
1889		3.09999969	2433			2749		2958	3268	3415	3635
1890		3.1	2434			2750		2959	3269	3416	3636
1891			2435			2751		2960	3270	3417	3637
1892			2436			2752		2961	3271	3418	3638
1893			2437			2753		2962	3272	3419	3639
1894			2438			2754		2963	3273	3420	3640
1895			2439			2755		2964	3274	3421	3641
1896			2440			2756		2965	3275	3422	3642
1897			2441			2757		2966	3276	3423	3643
1898			2442			2758		2967	3277	3424	3644
1899			2443			2759		2968	3278	3425	3645
1900			2444			2760		2969	3279	3426	3646
1901		+	2445			2761		2970	3280	3427	3647
1901		+	2445	1		2762	+	2970	3280	3427	3648
1902		+	2447	-		2763		2971		3428	
		+		1					3282		3649
1904		+	2448	1		2764		2973	3283	3430	3650
1905		1	2449			2765		2974	3284	3431	3651
1906			2450			2766		2975	3285	3432	3652
1907			2451			2767		2976	3286	3433	3653
1908			2452			2768		2977	3287	3434	3654
1909			2453			2769		2978	3288	3435	3655
1910			2454			2770		2979	3289	3436	3656
1911			2455			2771		2980	3290	3437	3657
1912			2456			2772		2981	3291	3438	3658
1913			2457			2773		2982	3292	3439	3659
1914			2458			2774		2983	3293	3440	3660
1915			2459			2775		2984	3294	3441	3661
1916			2460			2776		2985	3295	3442	3662
1917			2461			2777		2986	3296	3443	3663
1918			2462			2778		2987	3297	3444	3664
1919			2463			2779		2988	3298	3445	3665
1920			2464			2780		2989	3299	3446	3666
1921			2465			2781		2990	3300	3447	3667
1922			2466			2782		2991	3301	3448	3668
1923			2467			2783		2992	3302	3449	3669
1924			2468			2784		2993	3303	3450	3670
1925		1	2469			2785		2994	3304	3451	3671
1926		<del>                                     </del>	2470			2786		2995	3305	3452	3672
1927		<del>                                     </del>	2471			2787		2996	3306	3453	3673
1928		†	2472			2788	+	2997	3307	3454	3674
1929		+	2473			2789		2998	3308	3455	3675
1930		+	2474			2790		2998	3309	3456	3676
TOTAL FRAMES		+	24/4 2475	+	1	2790		3000	3310	3456	3677
139		+	2475	-		2791		3000	3310	3457	3678
0.03333333		<del>                                     </del>	2476			2792		3001	3311	3458 3459	3679
TIME ELAPSED TO			2477			2793		3002	3312	3459	3680
NEXT FRAME 4.63333287			2479			2794		3003	3314	3461	3681
4.63		1	2480			2796	+	3005	3315	3462	3682
			2481			2797		3006	3316	3463	3683
		†	2482			2798	+	3007	3317	3464	3684
		+	2483			2799		3007	TOTAL FRAMES	3465	3685
		+	2484			2800		3009	147	3466	3686
		+	2485			2801		3010	0.03333333	3467	3687
		+							TIME ELAPSED TO		
			2486			2802		3011	NEXT FRAME	3468	3688

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### **Timing and Action Summary**

	2487				2803	3012	4.89999951	3469	3689	
	2488				2804	3013	4.9	3470	3690	
	2489				2805	3014		3471	3691	
	2490				2806	3015		3472	3692	
	2491				2807	3016		3473	3693	
	2492				2808	3017		3474	3694	
	2493				2809	3018		3475	3695	
	2494				2810	3019		3476	3696	
	2495				2811	3020		3477	3697	
	2496				2812	3021		3478	3698	
	2497				2813	3022		3479	3699	
	2498				2814	3023		3480	3700	
	2499				2815	3024		3481	3701	
	2500				2816	3025		3482	3702	
	2501 2502				2817 2818	3026 3027		3483 3484	3703 3704	
	2502				2819	3027		3485	3705	
	2503				2819	3028		3485	3705	
	2504				2820	3030	+	3487	3707	
	2506				2822	3031	+	3488	3708	
	2507				TOTAL FRAMES	3032		3489	3709	
	2508				171	3033	1	3490	3710	
	2509				0.03333333	3034		3491	3711	
	2510				TIME ELAPSED TO  NEXT FRAME	3035		3492	3712	
	2511				5.6999943	3036	+	3493	3713	
	2511				5.7	3037		3494	3714	
	2513				<u> </u>	3038		3495	3715	
	2514					3039		3496	3716	
	2515					3040		3497	3717	
	2516					3041		3498	3718	
	2517					3042		3499	3719	
	TOTAL FRAMES					3043		3500	3720	
	182					3044		3501	3721	
	0.03333333					3045		3502	3722	
	TIME ELAPSED TO NEXT FRAME					3046		3503	3723	
	6.06666606					3047		3504	3724	
	6.07					3048		3505	3725	
						3049		3506	3726	
						3050		3507	3727	
						3051		3508	3728	
-						3052		3509	3729	
						3053		3510	3730	
-						3054 3055	+	3511 3512	3731 3732	
						3056	+	3512 3513	3/32 3733	
<u> </u>						3056	+	3513	3734	
						3058		3514	3735	
						3059		3516	3736	
						3060		3517	3737	
						3061		3518	3738	
						3062		3519	3739	
				-		3063		3520	3740	·
			·	·		3064		3521	3741	
						3065		3522	3742	
						3066		3523	3743	
						3067		3524	3744	
						3068		3525	3745	
						3069		3526	3746	
-						3070		3527	3747	
						3071		3528	3748	
						3072		3529	3749	

### BCI Case 2023-3223 **Timing and Action Summary**

			1		1	2072	2520	2750	
						3073	3530	3750	
						3074	3531	3751	
						3075	3532	TOTAL FRAMES	
						3076	3533	214	
						3077	3534	0.03333333	
						3078	3535	TIME ELAPSED TO NEXT FRAME	
						3079	3536	7.13333262	
						3080	3537	7.13	
						3081	TOTAL FRAMES		
						3082	220		
						3083	0.03333333		
						3084	TIME ELAPSED TO		
							NEXT FRAME		
						3085	7.3333326		
						3086	7.3		
						3087			
						3088			
						3089			
						3090			
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						3119			
						3120			
						3121			
						3122			
					1	3123			
						3124			
						3125		+	
	1				1	3125			
						3126			
						3127		+	
								-	
						3129			
	1				1	3130			
1 1		<del>                                     </del>							
						3131			
						3131 3132 3133			

5

### BCI Case 2023-3223 **Timing and Action Summary**

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Canton PD OIS 12/05/2023 Amped Five Review of CPD Officer Marino's BWC Video

198   198													3134		
1													3135		
1															
Marie   Mari															
1															
1															
150   151															
1															
1															
1,535.6   1,53													3153		
1													3154		
													3155		
													3156		
													3157		
													3158		
													3159		
1332   3336													3160		
1332   3336													3161		
September   Sept															
September   Sept															
Section   Sect															
SINIT FRAMES															
Section   Sect															
Sexent Frames															
Signature   Sign															
TOTAL FRAMES															
Company   Comp															
Company   Comp															
TIME ELAPSED TO NEXT FRAME									<u> </u>		+	<del> </del>			
NEXT FRAME   10.333323   10.									+		1	1			
Company   Comp															
Company   Comp									+		1	1			
EVENT FRAMES   ACTIVITY DESCRIPTION   FRAMES   FPS   TOTAL TIME   ROUNDED									+		1	1			
2198 to 2573         Marino moved toward Fornash and provided verbal commands and Fornash looked behind toward Marino (Fornash in view of BWC) to 1st gunshot fired by Marino.         375         0.03333333         12.49999875         12.5           2291 to 2573         Marino approached Fornash and provided verbal command and Fornash facing Marino to 1st gunshot fired by Marino.         282         0.03333333         9.39999906         9.4           2336 to 2573         Fornash turned around to his left and began walking away from Marino, Fornash's right hand concealed in jacket pocket, to 1st gunshot fired by Marino.         237         0.03333333         7.89999921         7.9           2518 to 2573         Marino provided three verbal commands to Fornash, Fornash continued walking away, right hand not visible, to 1st gunshot fired by Marino.         55         0.03333333         1.83333315         1.83           2568 to 2573         Marino started a verbal command, Fornash turned to his left and in direction of Marino, Fornash's right hand not visible, to 1st gunshot fired by Marino.         5         0.03333333         0.1666665         0.17           2573 to 2596         1st gunshot to 4th gunshot fired by Marino.         23         0.03333333         0.76666659         0.77									+		1	1	19.3		
2198 to 2573         Marino moved toward Fornash and provided verbal commands and Fornash looked behind toward Marino (Fornash in view of BWC) to 1st gunshot fired by Marino.         375         0.03333333         12.49999875         12.5           2291 to 2573         Marino approached Fornash and provided verbal command and Fornash facing Marino to 1st gunshot fired by Marino.         282         0.03333333         9.39999906         9.4           2336 to 2573         Fornash turned around to his left and began walking away from Marino, Fornash's right hand concealed in jacket pocket, to 1st gunshot fired by Marino.         237         0.03333333         7.89999921         7.9           2518 to 2573         Marino provided three verbal commands to Fornash, Fornash continued walking away, right hand not visible, to 1st gunshot fired by Marino.         55         0.03333333         1.83333315         1.83           2568 to 2573         Marino started a verbal command, Fornash turned to his left and in direction of Marino, Fornash's right hand not visible, to 1st gunshot fired by Marino.         5         0.03333333         0.1666665         0.17           2573 to 2596         1st gunshot to 4th gunshot fired by Marino.         23         0.03333333         0.76666659         0.77															
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2291 to 2573         Marino approached Fornash and provided verbal command and Fornash facing Marino to 1st gunshot fired by Marino.         282         0.03333333         9.39999906         9.4           233 to 2573         Fornash turned around to his left and began walking away from Marino, Fornash's right hand concealed in jacket pocket, to 1st gunshot fired by Marino.         237         0.03333333         7.89999921         7.9         1.83           2518 to 2573         Marino provided three verbal commands, Fornash turned to his left and in direction of Marino, Fornash's right hand not visible, to 1st gunshot fired by Marino.         55         0.03333333         1.83         1.83           2568 to 2573         Marino started a verbal command, Fornash turned to his left and in direction of Marino, Fornash's right hand not visible, to 1st gunshot fired by Marino.         5         0.03333333         0.16666666         0.17           2573 to 2596         1st gunshot to 4th gunshot fired by Marino.         23         0.03333333         0.76666659         0.77															
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