4. Accidental Whorl:

An **accidental whorl** consists of a combination of two different types of patterns with the exception of the plain arch, with two or more deltas or a pattern which possesses some of the requirements for two or more different types or a pattern which conforms to none of the definitions.

A. Combination of two different types of patterns with the exception of the plain arch.

B. Two or more deltas. The accidental whorl is the only type of pattern which may possess more than two deltas.

C. Patterns possessing some of the requirements of two or more different types of patterns, with the exception of the plain arch.

D. Patterns conforming to none of the definitions.
E. A combination of a loop and a tented arch formation must have the loop formation appearing over the tented arch. Any loop and tented arch formation not in this position shall have the loop formation as the preferred pattern. The overall impression would then be given the classification of either an ulnar or radial loop.

**Accidental Whorl**

**Loop Formation**

**THIS**

**NOT THIS**
Accidental Whorl

1.

2.

3.

4.

5.

6.
Whorl Symbols

1. Plain Whorl .............................................................. P

2. Central Pocket Loop Whorl ........................................... C

3. Double Loop Whorl .................................................... d

4. Accidental Whorl ....................................................... X

5. For classifying and general searches, “W” is used to indicate all whorl types below the fingerprint block.

6. The type of whorl should be indicated in the upper right corner of the fingerprint block preceding the whorl tracing.

Examples: PI, PM, PO, CI, CM, CO, etc.
Whorl Tracings

1. Trace from left delta to a point opposite the right delta.

2. Trace from the farthest left delta to a point opposite the farthest right delta when there are three or more deltas present.

3. Drop down at ending ridges. Follow the lower fork of a bifurcation.

4. Stop at a point opposite the right delta and count ridges between that point and the delta.

5. If there are three or more ridges inside the right delta, the tracing is an – I – Inner.

6. If there are three or more ridges outside the right delta, the tracing is an – O – Outer.

7. If there are one or two ridges either inside or outside the right delta, or if the tracing stops on the right delta itself, the tracing is an – M – Meeting.

8. It is not necessary to count more than three ridges.

9. Do not count delta or tracing ridge. The tracing ridge is the ridge where the tracing stopped opposite the right delta.
Whorl Tracings
Whorl Tracings

10. Tracing Double Loops:

In tracing double loops or accidentals, the problem of where to stop tracing is sometimes presented.

The rule is, when the tracing passes inside of the right delta, stop at the nearest point to the right delta on the upward trend as in Figure 2.

If no upward trend is present, continue tracing until a point opposite the right delta, or the delta itself, is reached as in Figure 3.

Accidentals often possess three or more deltas. In tracing them, only the extreme deltas are considered. The tracing beginning at the extreme left delta and proceeding toward the extreme right delta, Figure 1.
Tracing Whorls ---- Unprinted Deltas

A whorl – type pattern which has been fully rolled from nail to nail either side, will be given the tracing of the opposite finger and referenced to the two other tracings. If the opposite pattern is not a whorl, the whorl – type pattern will be classified as a meet tracing and referenced to an inner and outer tracing.

If two whorls appear opposite each other and no deltas are visible, both whorls will be classified as meet tracings.

When a whorl – type pattern has only one delta showing, the general contour of the pattern, as well as the delta, must be taken into consideration to classify it properly.