Subject: UtÃ¸ya Analysis
Posted by Tufa on Thu, 28 Jul 2011 13:02:00 GMT
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All Fake
This is easy. You put some policemen on the island, that check so there is no one there. You then fly in with a helicopter at some moment. You air the TV you have seen, that should be prepared in advance, likely at another location.

The police must fence off the island, and also roads close to the island, at a psychological point in time.

This is completely consistent with available evidence. No reporter have taken pictures of the island, empty shells, shot-holes in buildings, blood, debris, personal belongings, the tents, ..., ...

Subject: Re: UtÃ¸ya Analysis
Posted by Tufa on Thu, 28 Jul 2011 13:18:33 GMT
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The Political Summer-camp was Real
No problem. Dress up an actor, that is an experienced hunter, so he looks like the villain-sim. Supply much ammunition. He now set foot on the shore.

You have in advance prepared with a few actor-youths, who have access to bags with pig-blood.

Now, start shooting! Use live ammunition! Every one will start running like hell. One of the actor-youths pass in front, shots are fired, you hear the bullets screaming though the air, the boy falls and make a hole in a bag of pig blood (with a pen-kife), again a shot is fired, the victim-actor rise again and you can see that he has been hit, he run all over the island screaming "HE IS SHOOTING DON'T KILL ME HEEEEELP!".

Transport the "survivors" with boats. Also load and transport "the dead" and make sure the "survivors" see the body-bags. Attach a completely hysterical woman (this is serious and difficult acting) to one of the body bags...

This do not correspond with available photos. Imagine the helicopter pictures, in high resolution, where witnesses can identify themselves, when the attacker-sim-actor is approaching, he start shooting, all children is running. Wow! What a picture!

Subject: Re: UtÃ¸ya Analysis
Posted by Tufa on Thu, 28 Jul 2011 13:23:36 GMT
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Real Thing with Real Killings by a Gun-man

Mass-murders are extremely uncommon. They are only common on the TV. I find the following (Sweden):
http://sv.wikipedia.org/wiki/Lista_%C3%B6ver_brott_i_Sverige

* Anders LindbÃ¤ck Arsenik i nattvardsvinet dÃ¶dade tre Ã¤ldre personer 1865.
(Thee killed, poison)
* Massmordet ombord pÃ¥ Ã¥ngaren Prins Carl Mord pÃ¥ fem personer Ã¥r 1900.
(Five killed and eight injured)
* Lasermannen 11 personer skjutna varav 1 dog under 10 attentat, StockholmsomrÃ¥det 1991 - 1992.
(Eleven shot on different occasions resulting in one killed)
* Mattias Flink - Natten den 11 juni 1994 skÃ¶t den 24-Ã¥rige fÃ¤nriken Mattias Flink ihjÃ¤l sju personer i centrala Falun.
(Seven killed)
* Malexandermorden Mord pÃ¥ tvÃ¥ poliser 1999
(Two killed)
* Arbogamorden Morden pÃ¥ tvÃ¥ barn i Arboga som intrÃ¤ffade i mars 2008.
(Two killed)
To qualify as a mass-murder (in Sweden, source sv.wikipedia.org) you have to kill more than three people on a single occasion. This is unusual to a degree that crime statistics find only two occasions during last 146 years (in Sweden, by wiki).

It is difficult to shoot. It is not as on television. It is difficult to hit somebody. It take skills, and a lot of practice. Most hunting is shooting on non-moving targets, by waking slowly towards the animal. Even if the animals are driven towards the shooter, shooting of moose take place when the moose have stopped, and usually from an elevated position. Can a skilled hunter please help here?

... and usually using a scope!

Girls on a summer camp can run appallingly fast in a forest, and will run out of effective shooting distance within four seconds maximum. This don't allow for much shooting. If someone spot the gunman in a forest, in the distance, it is likely that the entire area can be emptied, with all people running well out of effective shooting distance, and not a single one killed. You can't hit running people if there are not extremely close to you, within a handful of meters.

If a gunman/hostage taker opens a car door, and point a big gun into your face, the odds are as follows (source FBI??): If you run away, there is about a 50% chance that he don't shoot. If he shoots, there is a 50% chance that he don't hit you. If he do hit you, there is a 50% chance that you die. (If you enter the car you will most certainly die.) (This is for a talking-distance start, where the gunman is in your face.)

It is possible to kill at large distances, some 4km if a rifle is used and possibly 500m if a pistol is used (a machine gun bullet killed by accident from 5-6 km), but it don't work like that if you intend to aim for your target. If you can fool people to come forward and show themselves, you would likely have a good chance to kill about two of them. You can't hit the rest even if you have an unobstructed view; they will have time to run too far away. You must figure out where a singe one is running, aim at a point ahead of him, and squeeze the trigger gently, and accurately timed, when the target run through your aim-point. (How much ammo did this Rambo stuff in the back-pack initially? ^_^)

We see that The Loone Assassin will be tempted to shoot at random into, or towards a crowd, or towards people, more or less at random. This is, of course, lethal. But the estimated Injury to Kill ratio should be rather high. People also refuse to die properly when shot. Some injured are expected to go screaming. The amount of screaming, that can be produced before death, will likely be told by at least some witnesses. Some will remember that something did hit them, but will not associate this with a gun wound. Some witnesses will likely tell when they have found a wound on a friend, that himself did not recognise this as being serious.

Young people do not see their cell phones as being strange or difficult to operate. If shot at, and hunted through a forest in full panic, they will switch the phone to silent, and they will call the emergency centre. All such phone calls are taped, and the timing accuracy is within one second. If someone see the gun-man, a long intelligible and detailed voice account is to be expected, and there should also be simultaneous calls to allow tracking of the gunman over the island. You should basically have 200+ simultaneous calls, all on tape. Yes, they do have this capacity at the emergency centre!

It is expected:

Long, detailed, and authentic accounts from the shooting on the island, by taped SOS-calls.
A massive amount of injured people, especially when compared to the number of deaths.
An even higher amount of missed shots, each with a picture of a hole in a tree; the bullet drilled out. Bullet holes all over the place.
A Loone-Nutter, with a profile matching an experienced hunter or competition shooter; possibly experienced shooting on moving targets.

Note that the Loone Gunman-theory have several advantages when compared to a scenario with several criminals; as if they are several, you can also track communication between the participants, and it often gets very complicated.

[Addition]
No, this don't make sense. If you DO manufacture explosives, and INTEND to kill as many on the summer camp as possible, simply series-produce the test-bomb, and attach some means so it can work as a trap or a mine. Put these out in the forest in advance; this will take an hour or so, and then simply shoot in the air to scare people into running. Let the explosives do most of the nasty job.

This scenario can be ruled out based upon available evidence. If the shot-holes existed, pictures would have been provided to the press.

Subject: Re: UtÃ¸ya Analysis
Posted by Tufa on Fri, 29 Jul 2011 03:49:12 GMT
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Include pictures of tents on UtÃ¸ya

File Attachments

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2) Tents_Sat_0437_1.jpg, downloaded 2742 times
3) Tents_Sat_0437_2.jpg, downloaded 2684 times
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