



**FOR IMMEDIATE RELEASE**  
**Monday, July 6, 2020 11:30 a.m., CDT**

**Media Release No. 139**

Sergeant Rodarius Mauldin  
Public Information Officer  
(205) 254-1708 - Office

## **Homicide Investigation Update**

The Birmingham Police Department reports detectives are conducting a homicide investigation. The incident occurred on Friday, July 3, 2020.

**The victim has been identified as Robert Ezell Smith (27), B/M, of Birmingham, Alabama.**

At approximately 1:36 p.m., South Precinct officers responded to 47<sup>th</sup> Street and 9<sup>th</sup> Terrace North on a call of person shot. Upon arrival officers discovered the victim lying on the ground with apparent gunshot wounds. Birmingham Fire and Rescue responded to the scene and the victim was transported to UAB hospital where he was pronounced deceased.

The preliminary investigation suggest an exchange of words occurred between the victim and the suspect prior to the victim being shot. Shortly after, the suspect surrendered by turning himself in. This is an ongoing investigation.

**If there is anyone who has information pertaining to the case, please contact the B.P.D. Homicide Unit @ 205-254-1764 or Crime Stoppers @ 205-254-7777.**

**This is Birmingham's 49<sup>th</sup> homicide investigation of 2020 and 8 justifiable death investigations and 1 non-criminal homicide (accidental shooting). *The Birmingham Police Department adheres to FBI Uniform Crime Reporting guidelines set for all law enforcement agencies across the United States. FBI Uniform Crime Reporting guidelines do not require law enforcement agencies to include justifiable death investigations into the total homicide investigations counts.***

*\*The information is based on a preliminary and ongoing investigation, which continues to evolve as investigators interview witnesses, review physical and electronic records, and analyze forensic evidence. The Department's understanding of the facts and circumstances may change as additional evidence is collected and analyzed\*\**

**###**