

Beat 1

Part I Incidents Last 28 Days

● Robbery	0
● Aggravated Assault	0
● Rape	0
● Burglary	1
● Theft from Auto	0
● Theft from Yard	0
● Theft from Building	1
● Shoplifting	0
● Other Larceny	2
● Auto Theft	2
● Snatching/PickPkt	0
Total	7

Older incidents slightly smaller

Beat 2

Part I Incidents Last 28 Days

Older incidents slightly smaller



The map displays the geographical area of Beat 2, which includes Talahi Island, Wilmington Island, and parts of the surrounding region. A red outline delineates the beat's boundary. Various streets and landmarks are labeled, including E Highway 80, Johnny Mercer Blvd, Bull River, and Fort Pulaski National Monument. Incident locations are marked with colored dots: a yellow dot for Aggravated Assault, an orange dot for Rape, a green dot for Burglary, a light blue dot for Theft from Auto, a pink dot for Theft from Yard, a blue dot for Theft from Building, a dark green dot for Shoplifting, a brown dot for Other Larceny, a purple dot for Auto Theft, and a magenta dot for Snatching/PickPkt. A scale bar indicates 2500 feet.

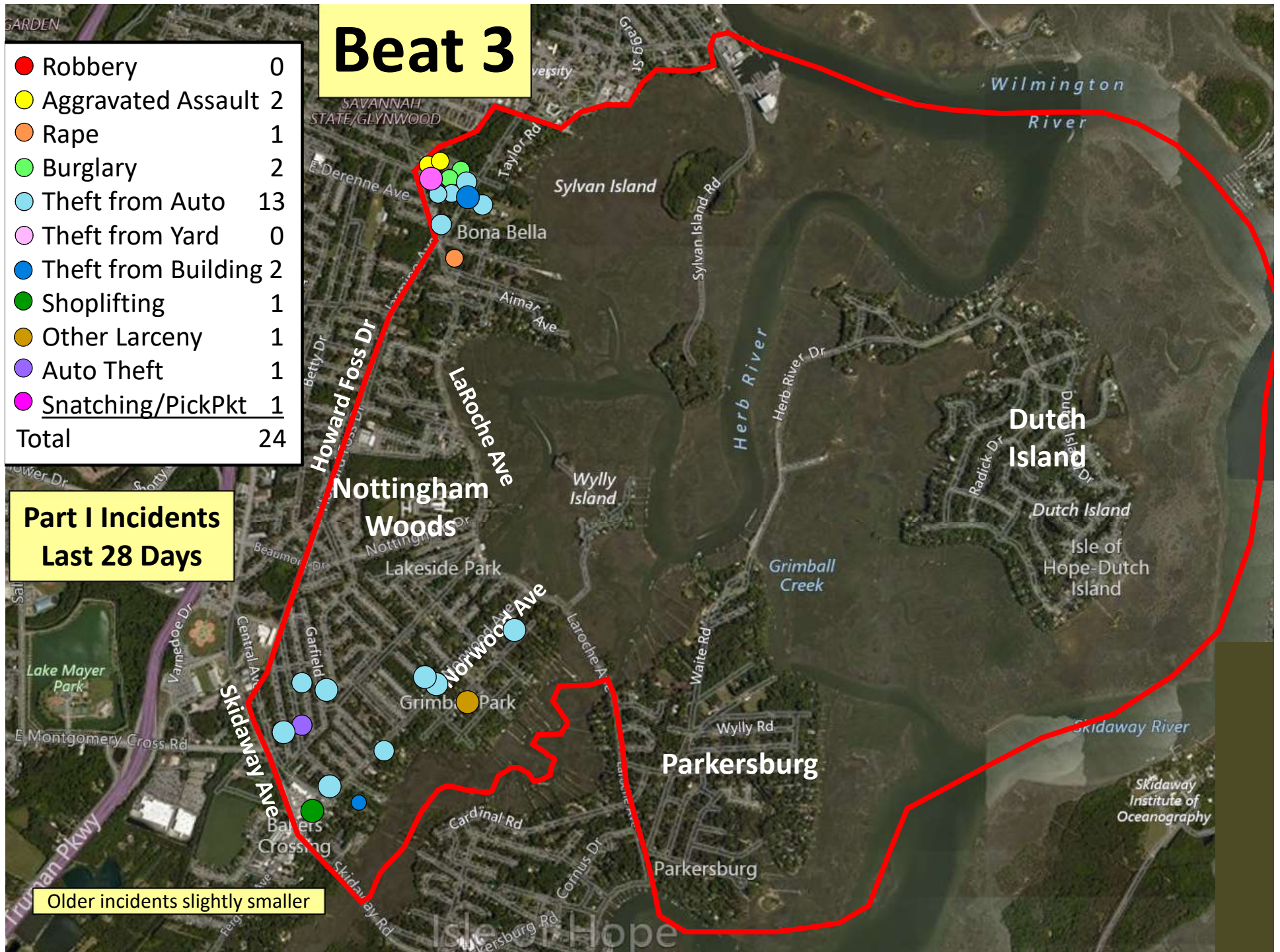
Robbery	0
Aggravated Assault	1
Rape	1
Burglary	1
Theft from Auto	0
Theft from Yard	1
Theft from Building	0
Shoplifting	1
Other Larceny	4
Auto Theft	0
Snatching/PickPkt	0
Total	9

Beat 3

● Robbery	0
● Aggravated Assault	2
● Rape	1
● Burglary	2
● Theft from Auto	13
● Theft from Yard	0
● Theft from Building	2
● Shoplifting	1
● Other Larceny	1
● Auto Theft	1
● Snatching/PickPkt	1
Total	24

Part I Incidents Last 28 Days

Older incidents slightly smaller

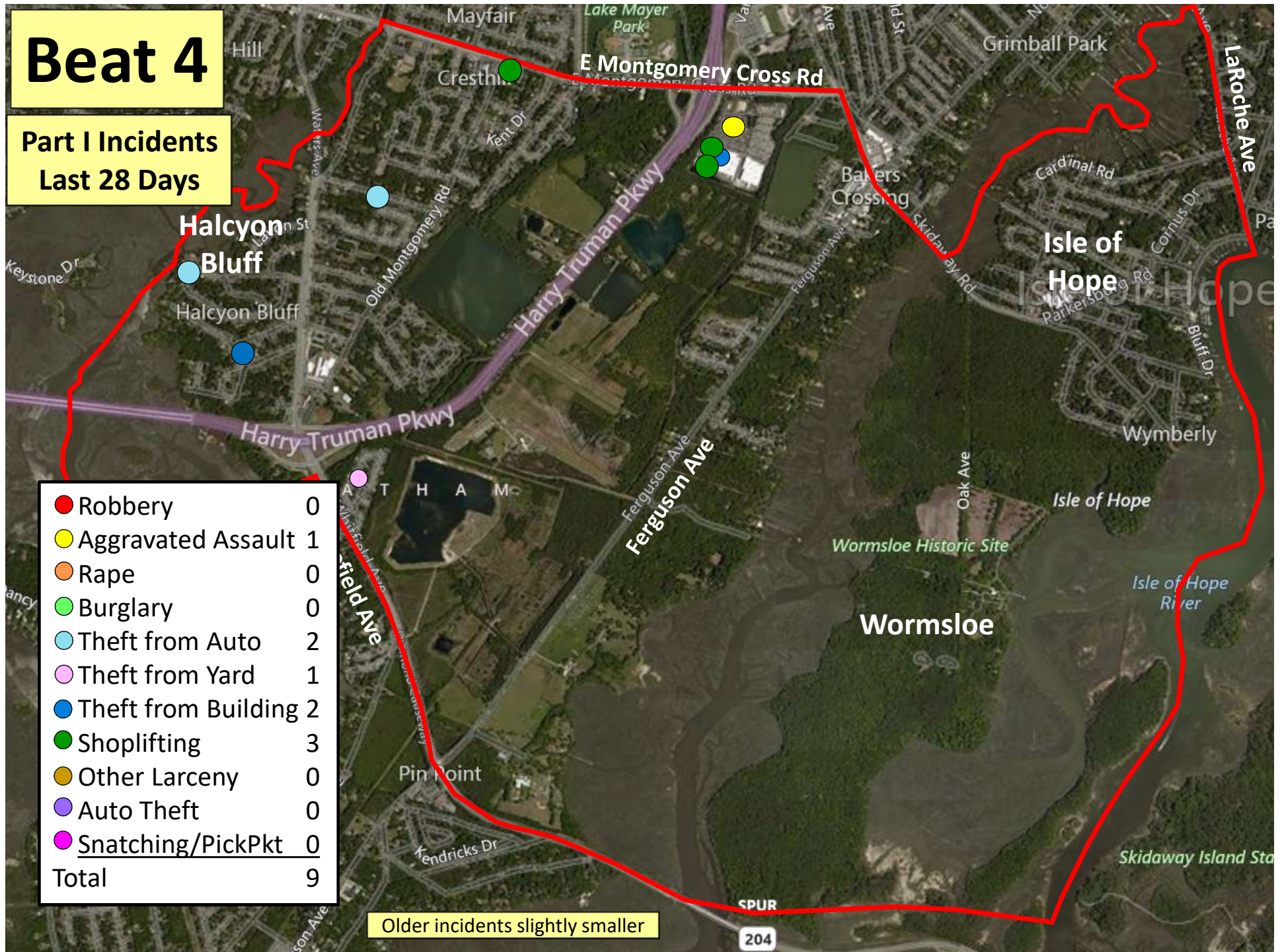


Beat 4

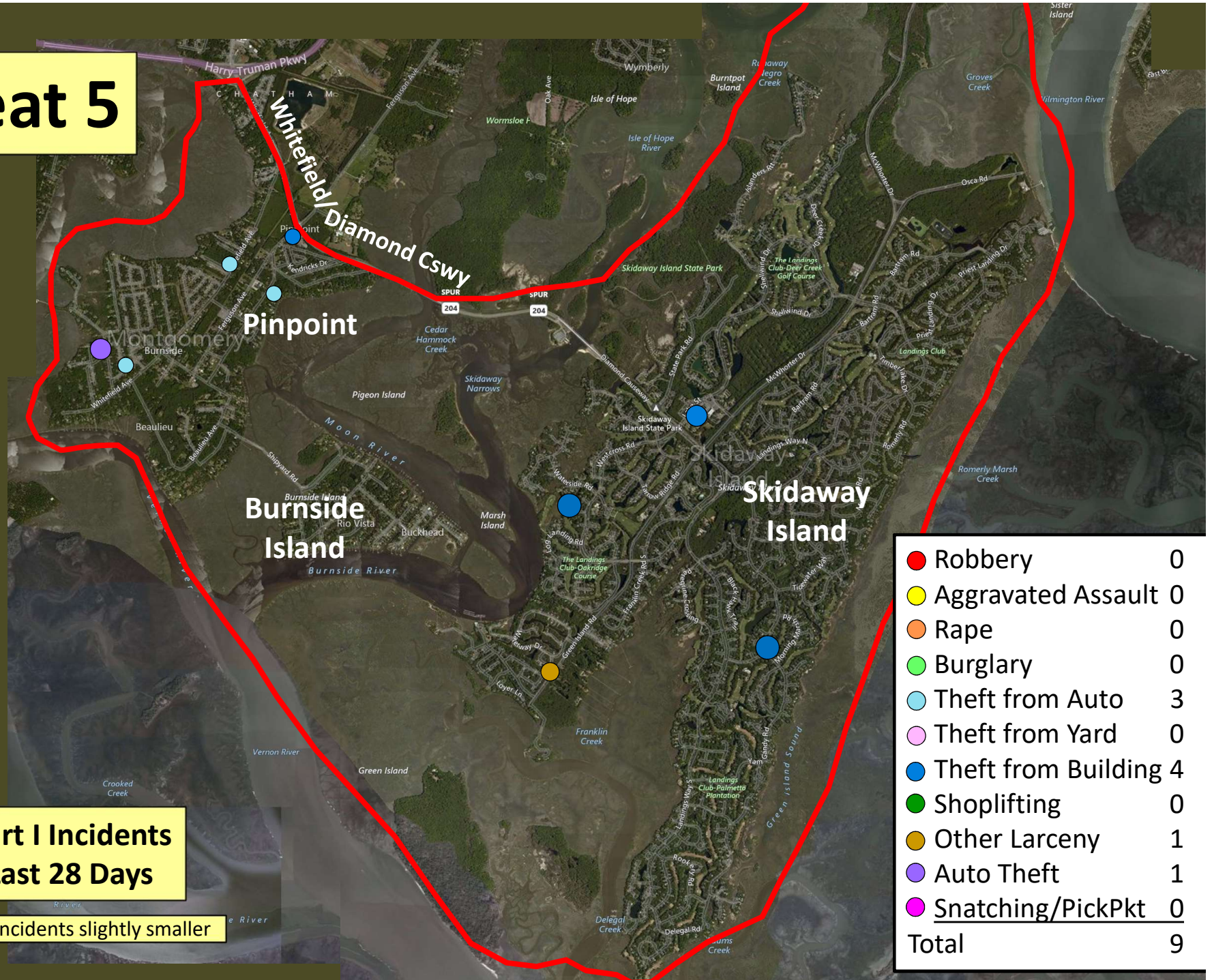
Part I Incidents Last 28 Days

● Robbery	0
● Aggravated Assault	1
● Rape	0
● Burglary	0
● Theft from Auto	2
● Theft from Yard	1
● Theft from Building	2
● Shoplifting	3
● Other Larceny	0
● Auto Theft	0
● Snatching/PickPkt	0
Total	9

Older incidents slightly smaller



Beat 5



**Part I Incidents
Last 28 Days**

Older incidents slightly smaller

● Robbery	0
● Aggravated Assault	0
● Rape	0
● Burglary	0
● Theft from Auto	3
● Theft from Yard	0
● Theft from Building	4
● Shoplifting	0
● Other Larceny	1
● Auto Theft	1
● Snatching/PickPkt	0
Total	9

Beat 6

Part I Incidents
Last 28 Days

● Robbery	0
● Aggravated Assault	0
● Rape	0
● Burglary	0
● Theft from Auto	1
● Theft from Yard	0
● Theft from Building	0
● Shoplifting	0
● Other Larceny	0
● Auto Theft	0
● Snatching/PickPkt	0
Total	1

Older incidents slightly smaller

● Robbery	0
● Aggravated Assault	1
● Rape	1
● Burglary	3
● Theft from Auto	13
● Theft from Yard	1
● Theft from Bldg	1
● Shoplifting	7
● Other Larceny	5
● Auto Theft	2
● Snatching/PickPkt	0
Total	34

Part I Incidents Last 28 Days

Beat 8



Beat 9

Part I Incidents Last 28 Days

Note: The
Enclave
subdivision
is now in
Beat 7

● Arson	1
● Robbery	2
● Aggravated Assault	8
● Rape	0
● Burglary	6
● Theft from Auto	6
● Theft from Yard	0
● Theft from Building	0
● Shoplifting	0
● Other Larceny	2
● Auto Theft	5
● Snatching/PickPkt	1
Total	30

