

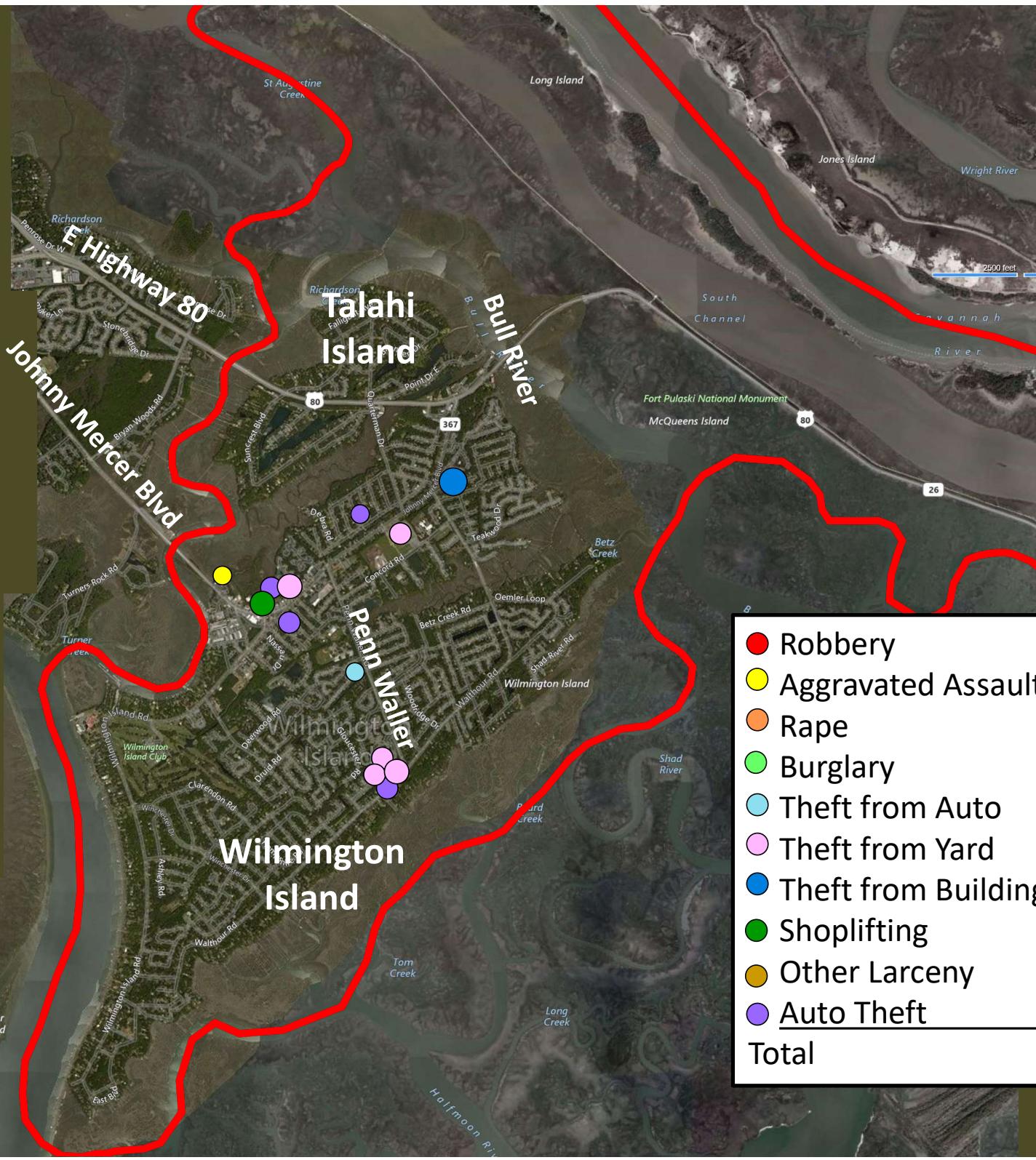
Beat 1



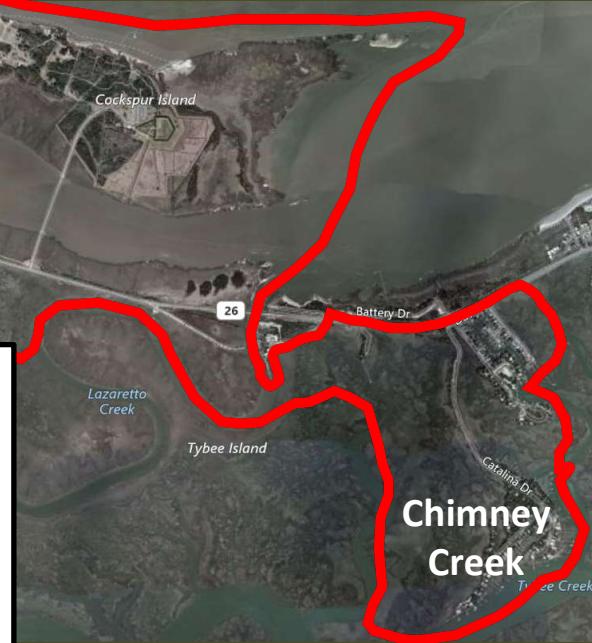
Beat 2

Part I Incidents
Last 28 Days

Older incidents slightly smaller



● Robbery	0
● Aggravated Assault	1
● Rape	0
● Burglary	0
● Theft from Auto	1
● Theft from Yard	5
● Theft from Building	1
● Shoplifting	1
● Other Larceny	0
● Auto Theft	4
Total	13



GARDEN

Beat 3

Robbery	0
Aggravated Assault	0
Rape	0
Burglary	0
Theft from Auto	0
Theft from Yard	0
Theft from Building	1
Shoplifting	1
Other Larceny	0
Sudden Snatching	0
Auto Theft	0
Total	2

**Part I Incidents
Last 28 Days**



Beat 4

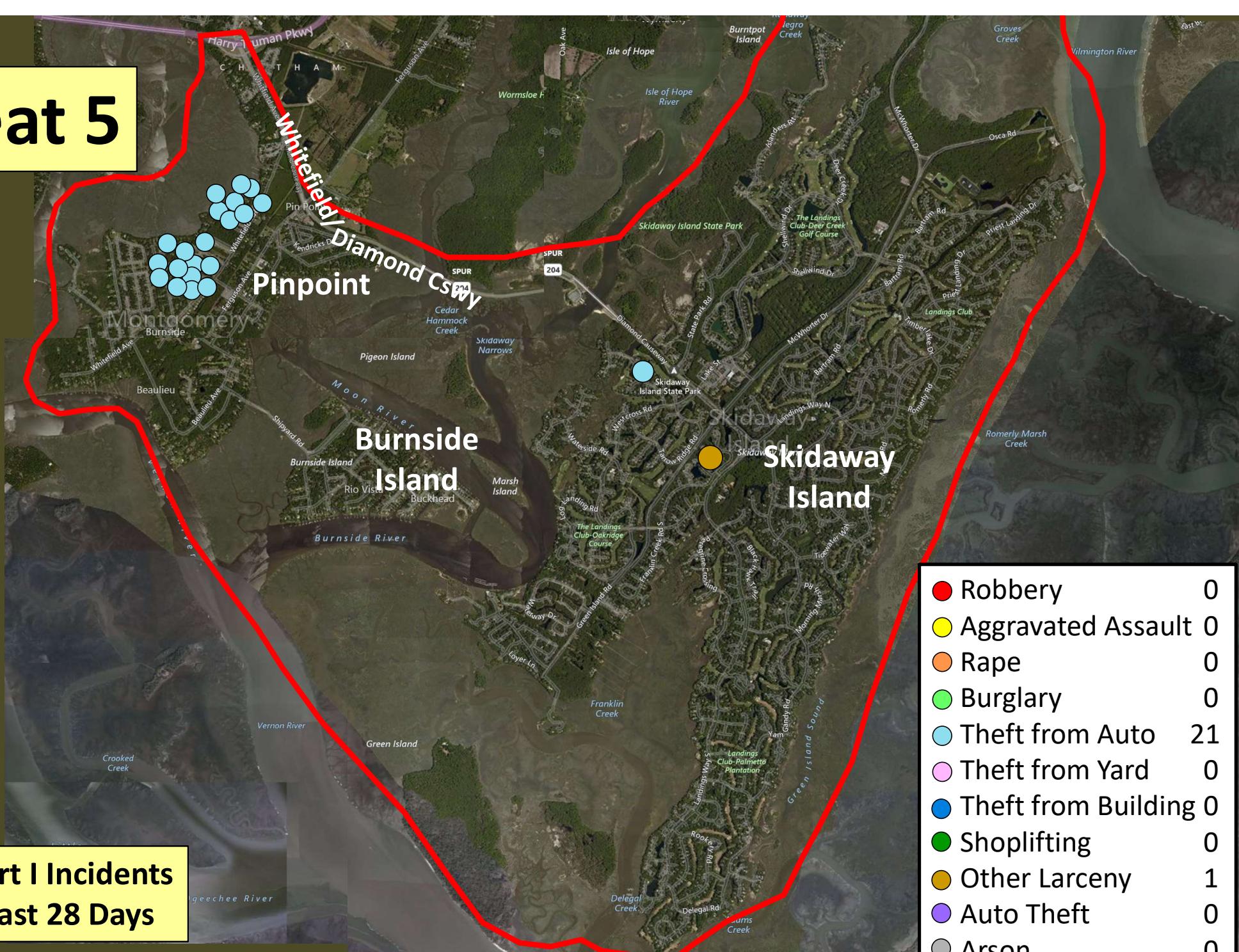
Part I Incidents
Last 28 Days

Halcyon
Bluff

● Robbery	0
● Aggravated Assault	0
● Rape	0
● Burglary	1
● Theft from Auto	7
● Theft from Yard	0
● Theft from Building	1
● Shoplifting	2
● Other Larceny	0
● Sudden Snatching	0
● Auto Theft	0
Total	11

Older incidents slightly smaller

Beat 5

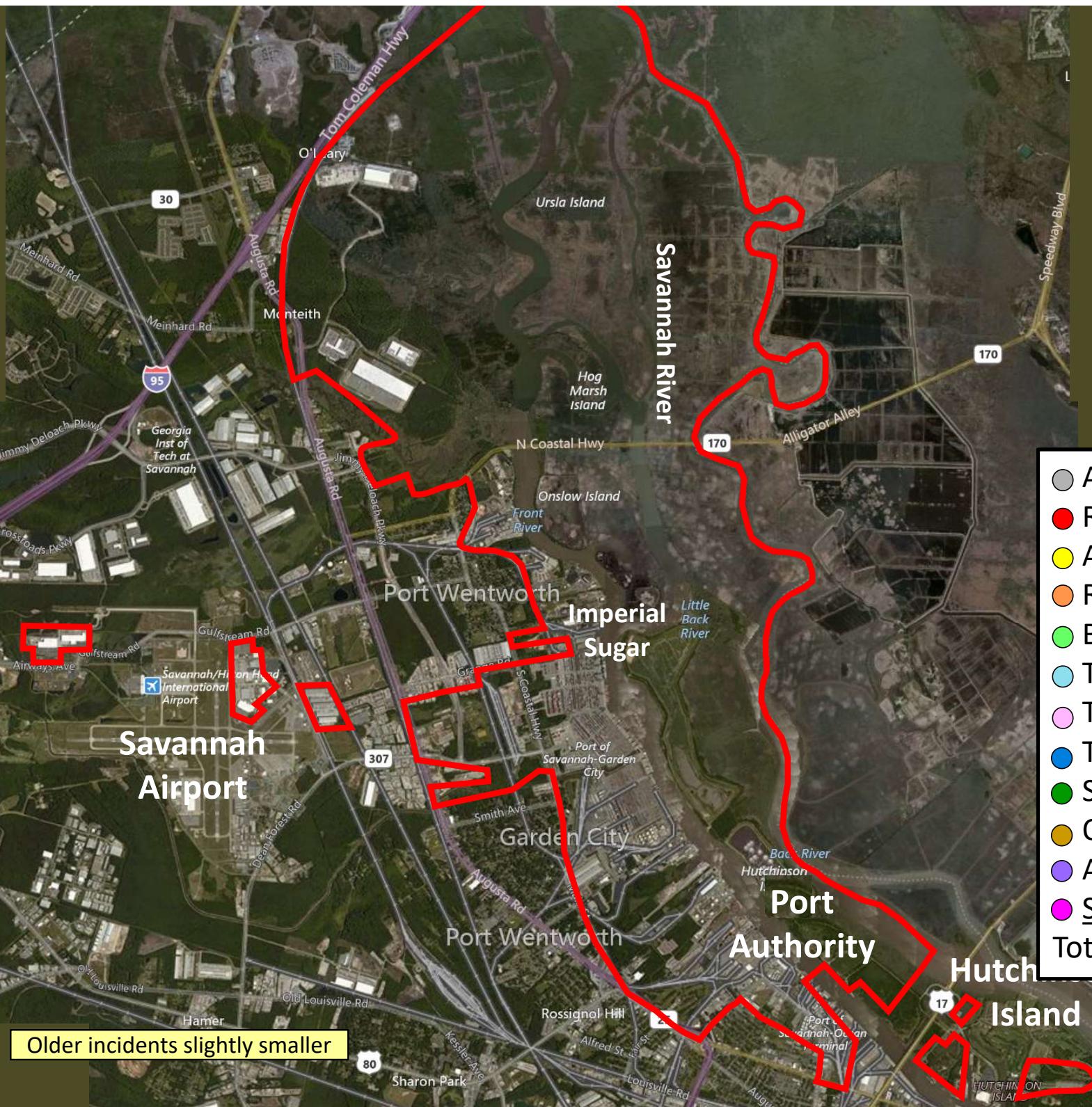


Part I Incidents
Last 28 Days

Older incidents slightly smaller

Beat 6

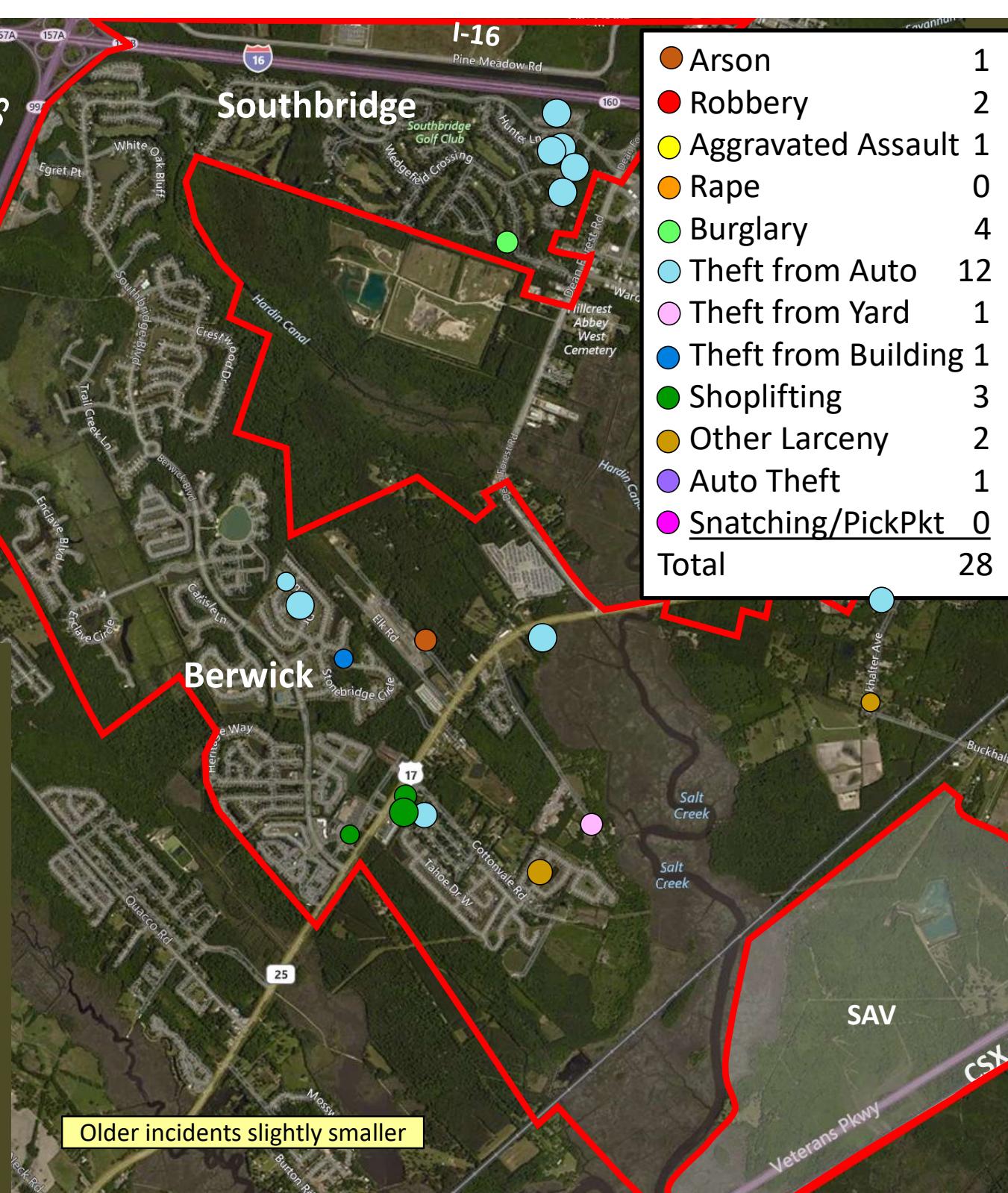
Part I Incidents
Last 28 Days



Arson	0
Robbery	0
Aggravated Assault	0
Rape	0
Burglary	0
Theft from Auto	0
Theft from Yard	0
Theft from Building	0
Shoplifting	0
Other Larceny	0
Auto Theft	0
<u>Snatching/PickPkt</u>	0
Total	0

Beat 7

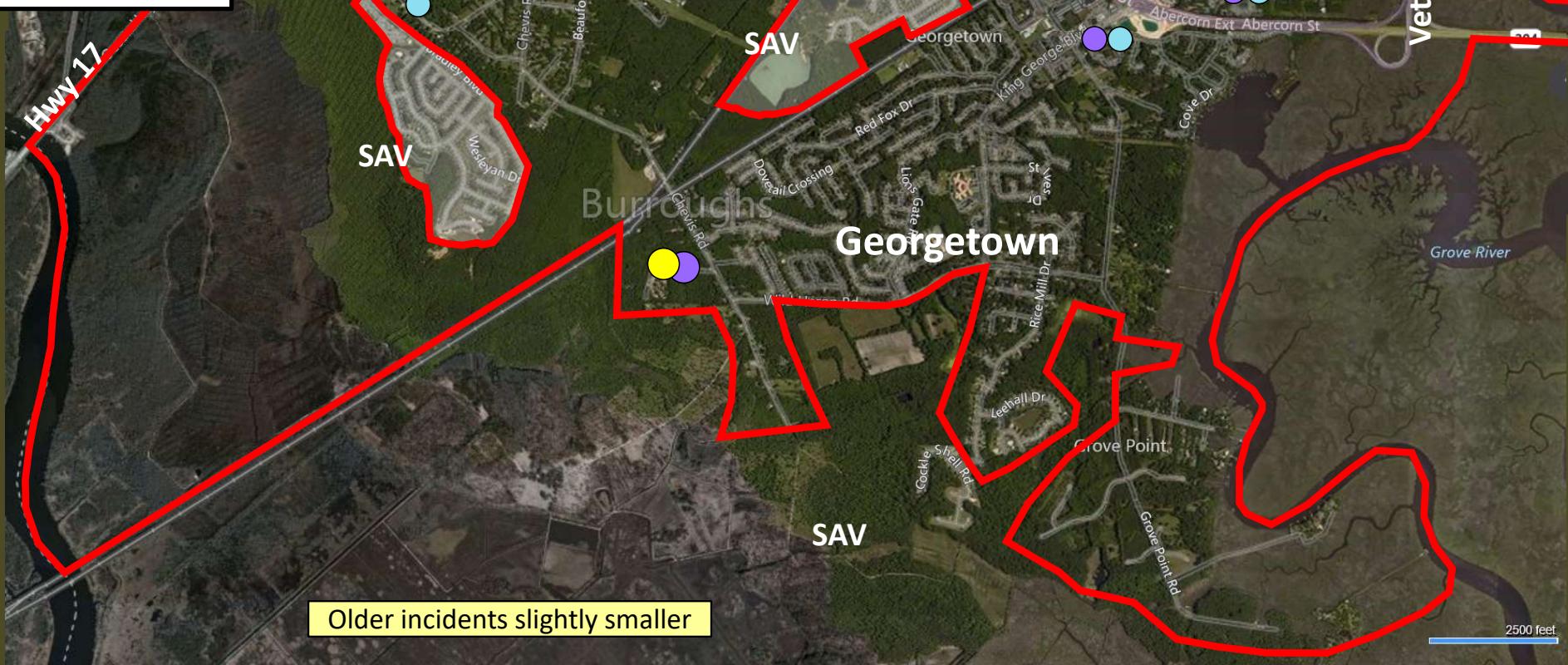
Part I Incidents
Last 28 Days



- Arson
- Aggravated Assau
- Robbery
- Rape
- Burglary
- Theft from Auto
- Theft from Yard
- Theft from Bldg
- Shoplifting
- Other Larceny
- Auto Theft
- Sudden Snatchin

Part I Incidents Last 28 Days

Beat 8



Beat 9

Part I Incidents
Last 28 Days



Older incidents slightly smaller