

Beat 1

Part I Incidents Last 28 Days

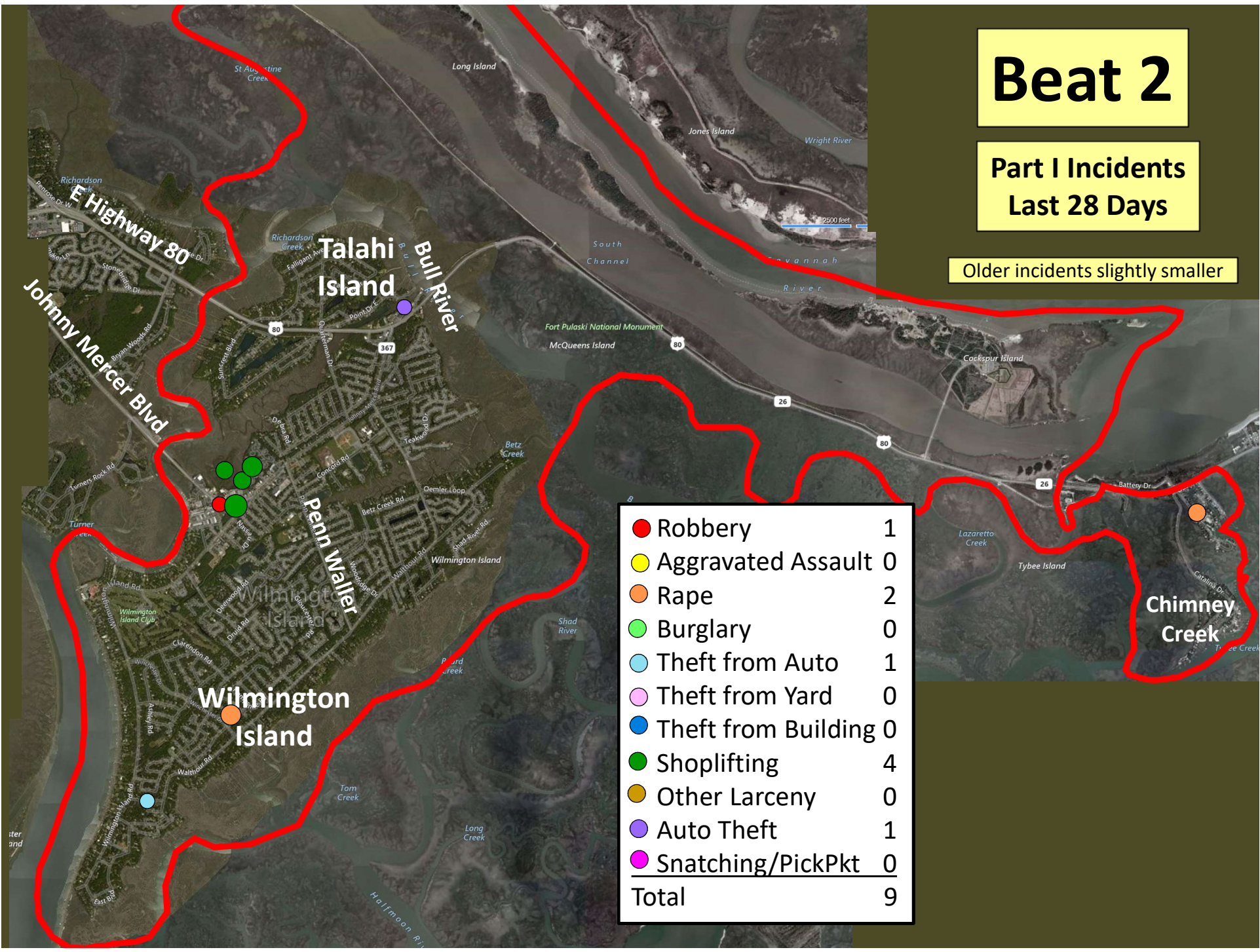
| | |
|----------------------------|----------|
| ● Robbery | 1 |
| ● Aggravated Assault | 2 |
| ● Rape | 0 |
| ● Burglary | 0 |
| ● Theft from Auto | 1 |
| ● Theft from Yard | 0 |
| ● Theft from Building | 0 |
| ● Shoplifting | 2 |
| ● Other Larceny | 0 |
| ● Auto Theft | 1 |
| ● <u>Snatching/PickPkt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

Older incidents slightly smaller

Beat 2

Part I Incidents
Last 28 Days

Older incidents slightly smaller



The map shows Beat 2, which includes Talahi Island, Penn Waller, and Wilmington Island. A red outline defines the beat's boundary. Various streets and waterways are labeled. Incident locations are marked with colored circles: a red circle (Robbery) near the center, a yellow circle (Aggravated Assault) near the bottom center, an orange circle (Rape) near the bottom right, a green circle (Burglary) near the center, a light blue circle (Theft from Auto) near the bottom left, a purple circle (Auto Theft) near the top center, and a pink circle (Snatching/PickPkt) near the bottom center. A legend table is located in the bottom right corner of the map area.

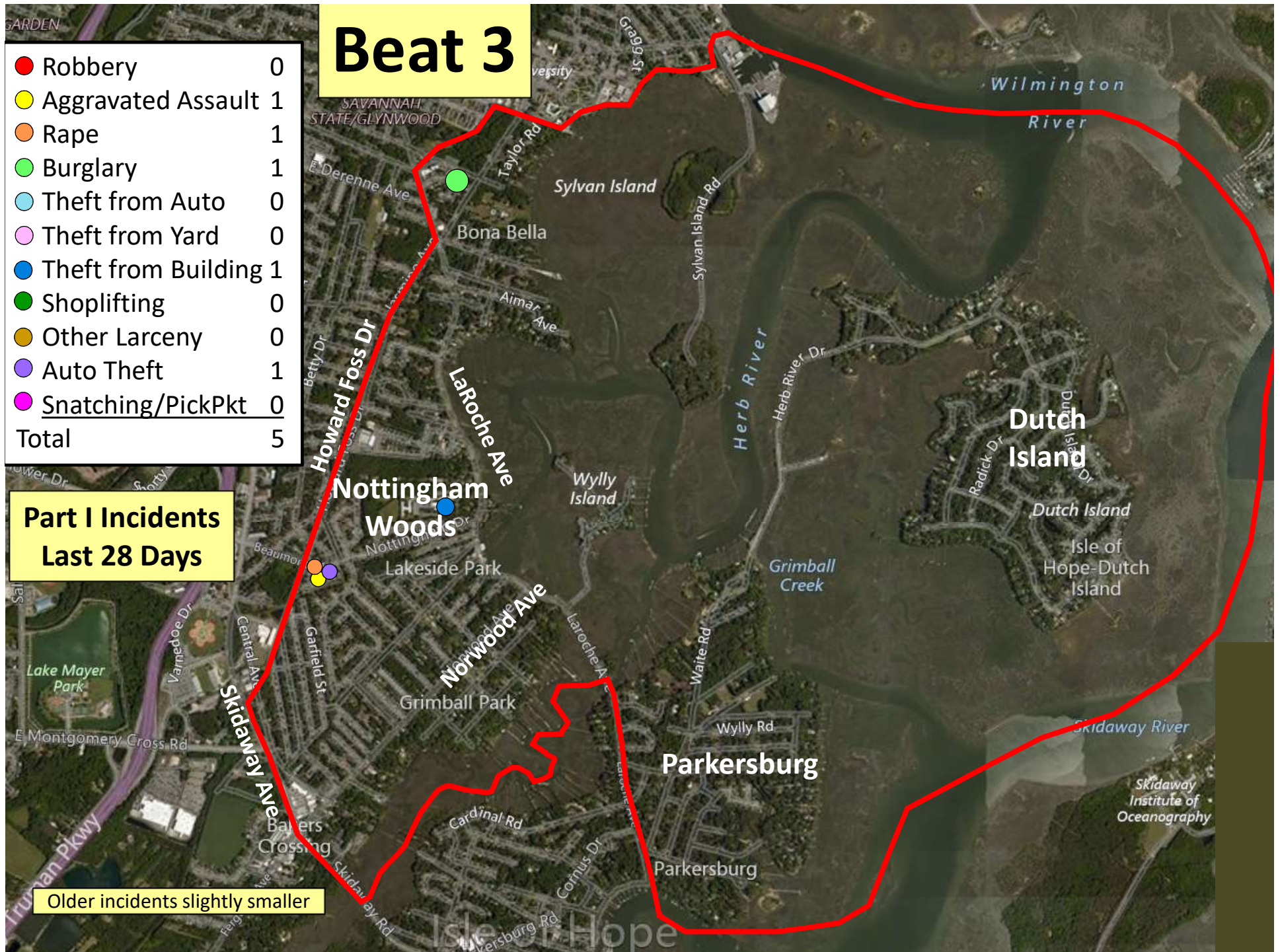
| | |
|---------------------|---|
| Robbery | 1 |
| Aggravated Assault | 0 |
| Rape | 2 |
| Burglary | 0 |
| Theft from Auto | 1 |
| Theft from Yard | 0 |
| Theft from Building | 0 |
| Shoplifting | 4 |
| Other Larceny | 0 |
| Auto Theft | 1 |
| Snatching/PickPkt | 0 |
| Total | 9 |

Beat 3

| | |
|-----------------------|---|
| ● Robbery | 0 |
| ● Aggravated Assault | 1 |
| ● Rape | 1 |
| ● Burglary | 1 |
| ● Theft from Auto | 0 |
| ● Theft from Yard | 0 |
| ● Theft from Building | 1 |
| ● Shoplifting | 0 |
| ● Other Larceny | 0 |
| ● Auto Theft | 1 |
| ● Snatching/PickPkt | 0 |
| Total | 5 |

Part I Incidents Last 28 Days

Older incidents slightly smaller

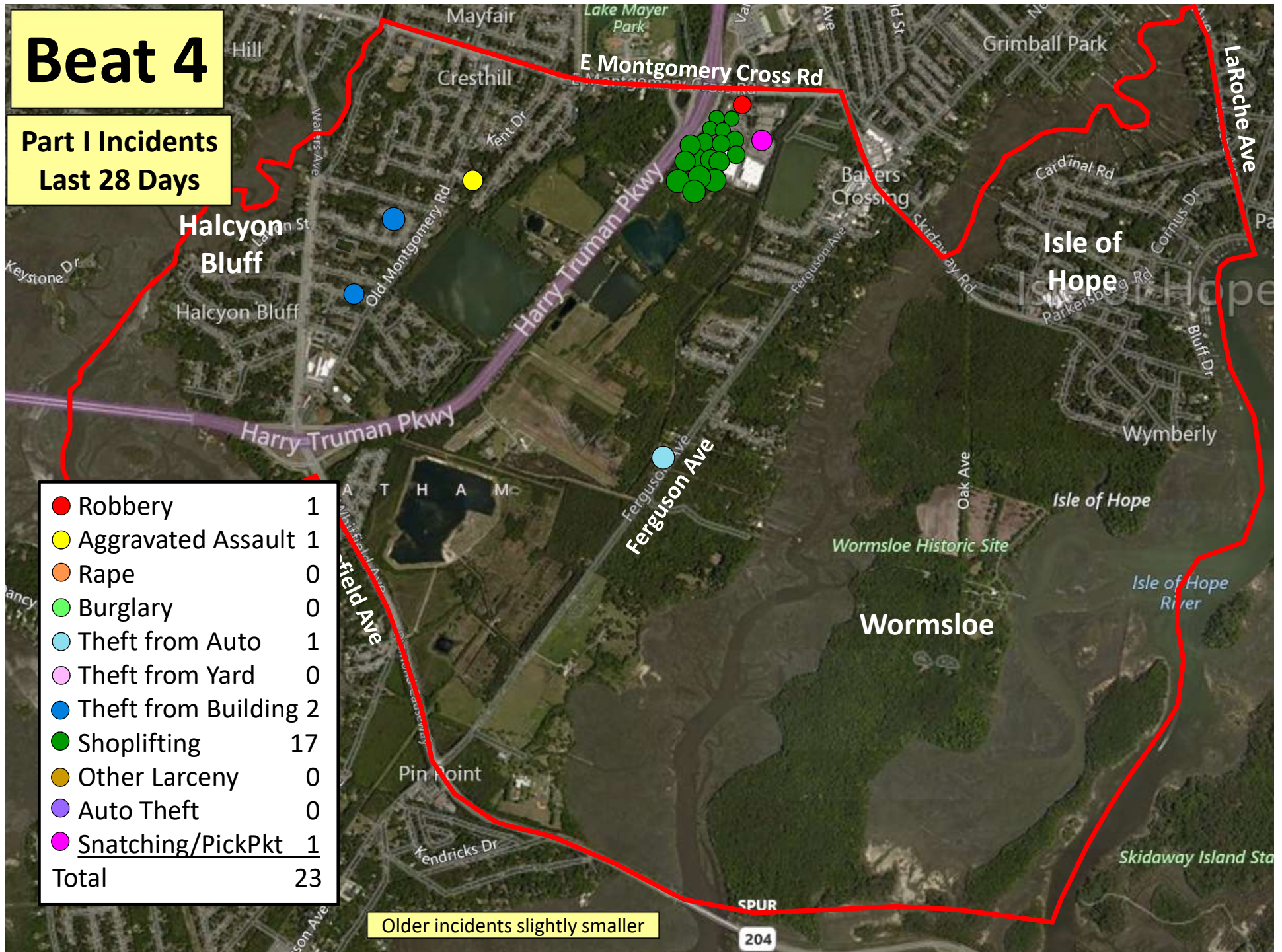


Beat 4

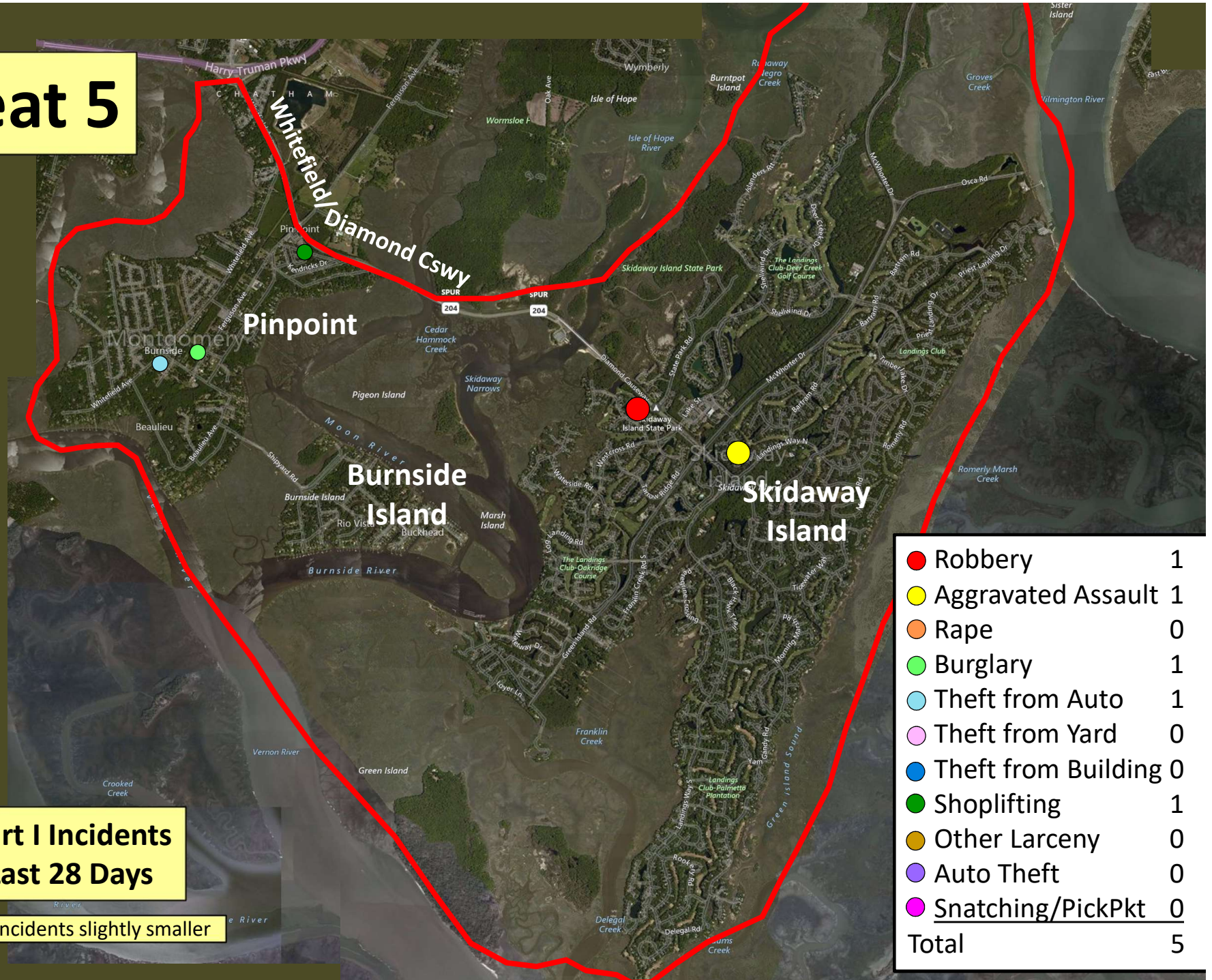
Part I Incidents
Last 28 Days

| | |
|-----------------------|----|
| ● Robbery | 1 |
| ● Aggravated Assault | 1 |
| ● Rape | 0 |
| ● Burglary | 0 |
| ● Theft from Auto | 1 |
| ● Theft from Yard | 0 |
| ● Theft from Building | 2 |
| ● Shoplifting | 17 |
| ● Other Larceny | 0 |
| ● Auto Theft | 0 |
| ● Snatching/PickPkt | 1 |
| Total | 23 |

Older incidents slightly smaller



Beat 5



Part I Incidents
Last 28 Days

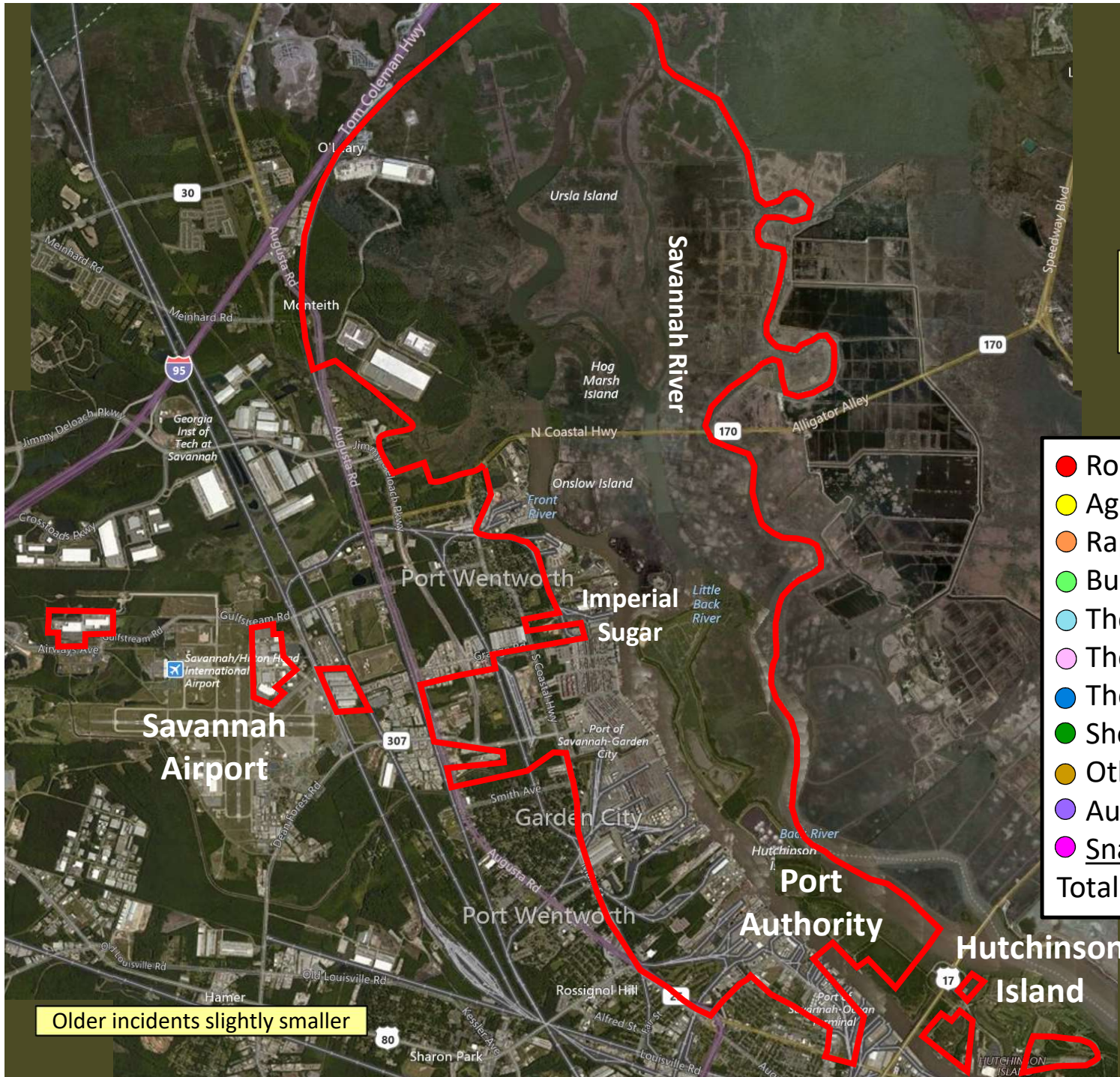
Older incidents slightly smaller

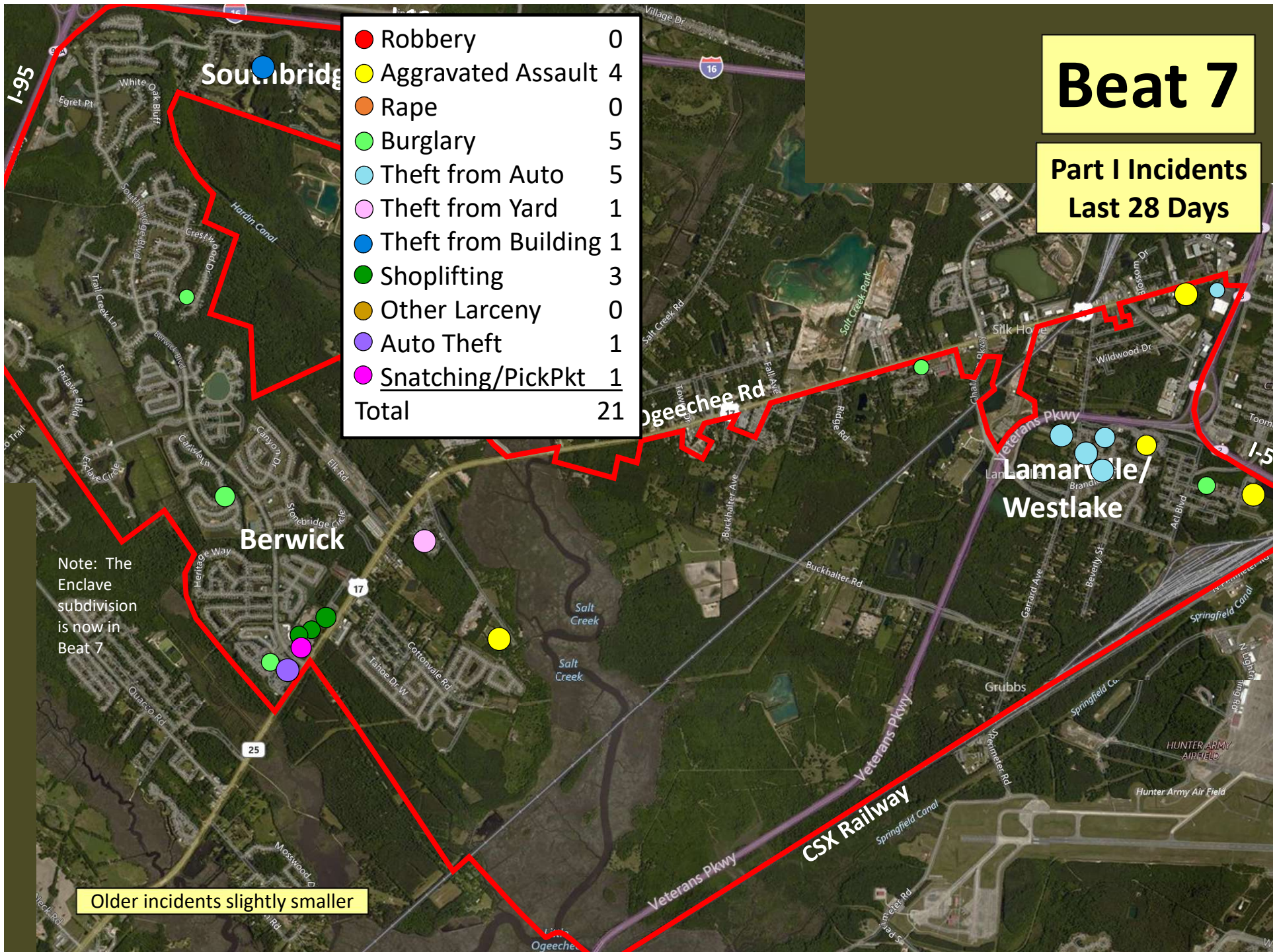
Beat 6

Part I Incidents
Last 28 Days

| | |
|-----------------------|---|
| ● 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 |
| ● Snatching/PickPkt | 0 |
| Total | 0 |

Older incidents slightly smaller

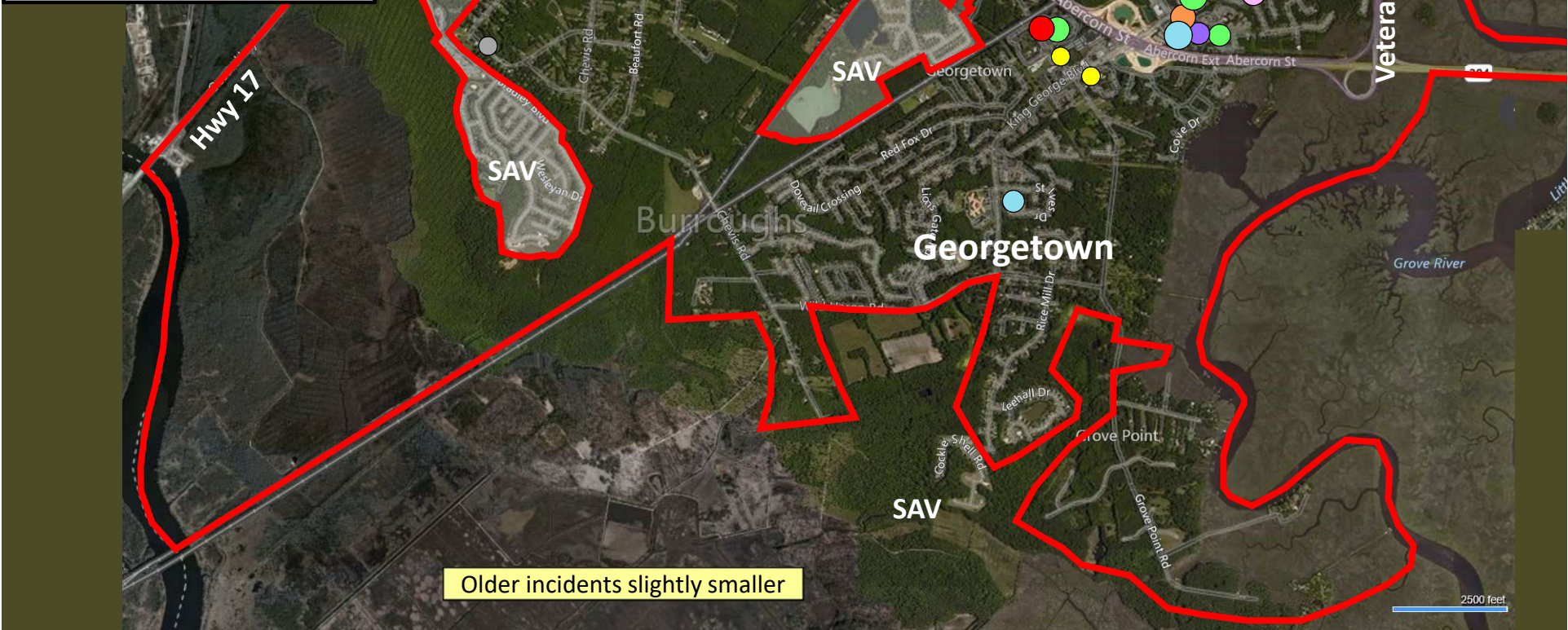




Part I Incidents
Last 28 Days

Beat 8

| | |
|--------------------|----|
| Arson | 1 |
| Robbery | 1 |
| Aggravated Assault | 2 |
| Rape | 1 |
| Burglary | 4 |
| Theft from Auto | 4 |
| Theft from Yard | 2 |
| Theft from Bldg | 2 |
| Shoplifting | 19 |
| Other Larceny | 0 |
| Auto Theft | 2 |
| Total | 38 |



Older incidents slightly smaller

Beat 9

Part I Incidents Last 28 Days

Note: The
Enclave
subdivision
is now in
Beat 7

| | |
|-----------------------|----|
| ● Robbery | 0 |
| ● Aggravated Assault | 1 |
| ● Rape | 0 |
| ● Burglary | 4 |
| ● Theft from Auto | 13 |
| ● Theft from Yard | 2 |
| ● Theft from Building | 1 |
| ● Shoplifting | 0 |
| ● Other Larceny | 2 |
| ● Auto Theft | 0 |
| ● Snatching/PickPkt | 0 |
| Total | 25 |

