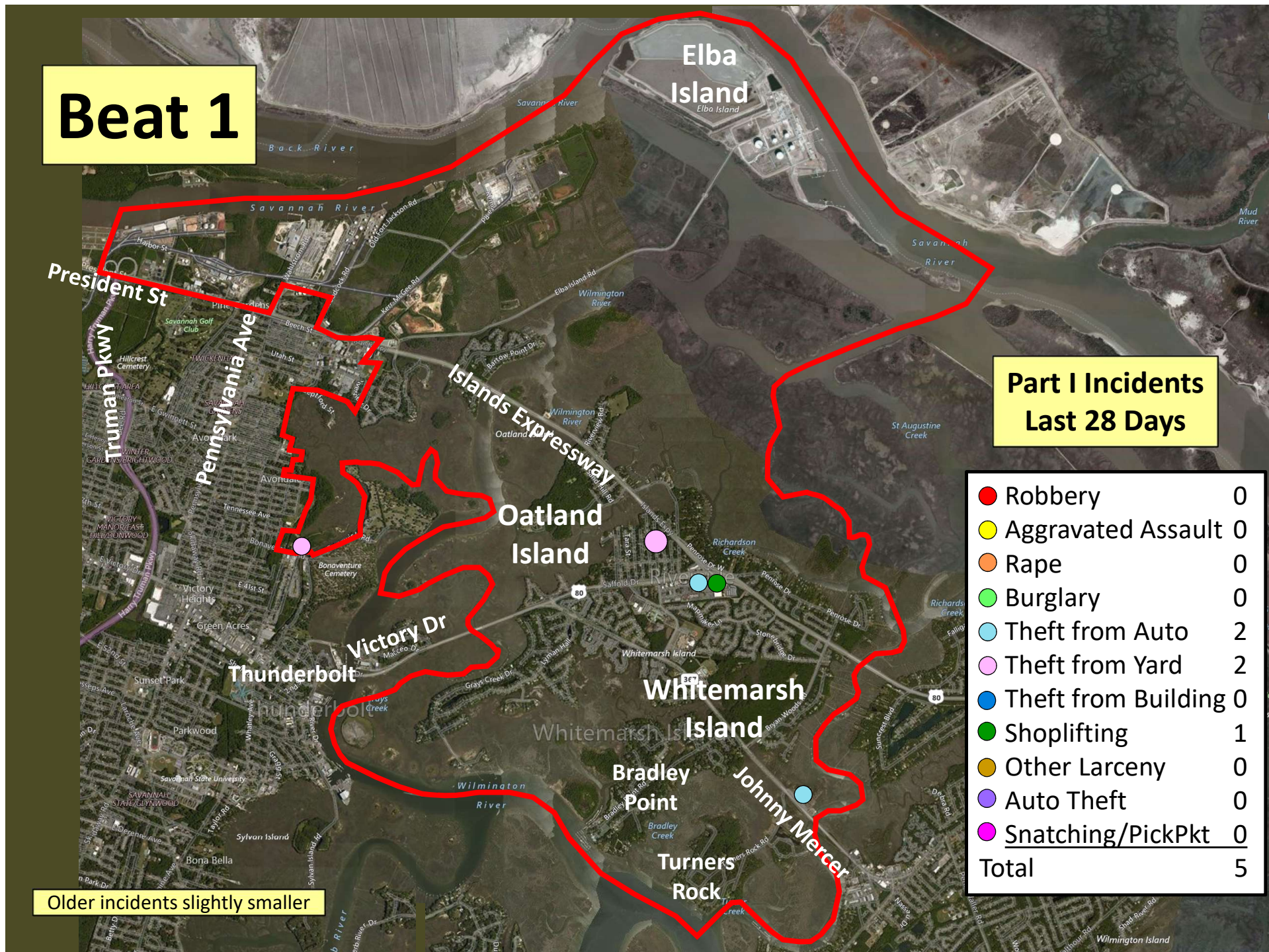


Beat 1

Part I Incidents Last 28 Days

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

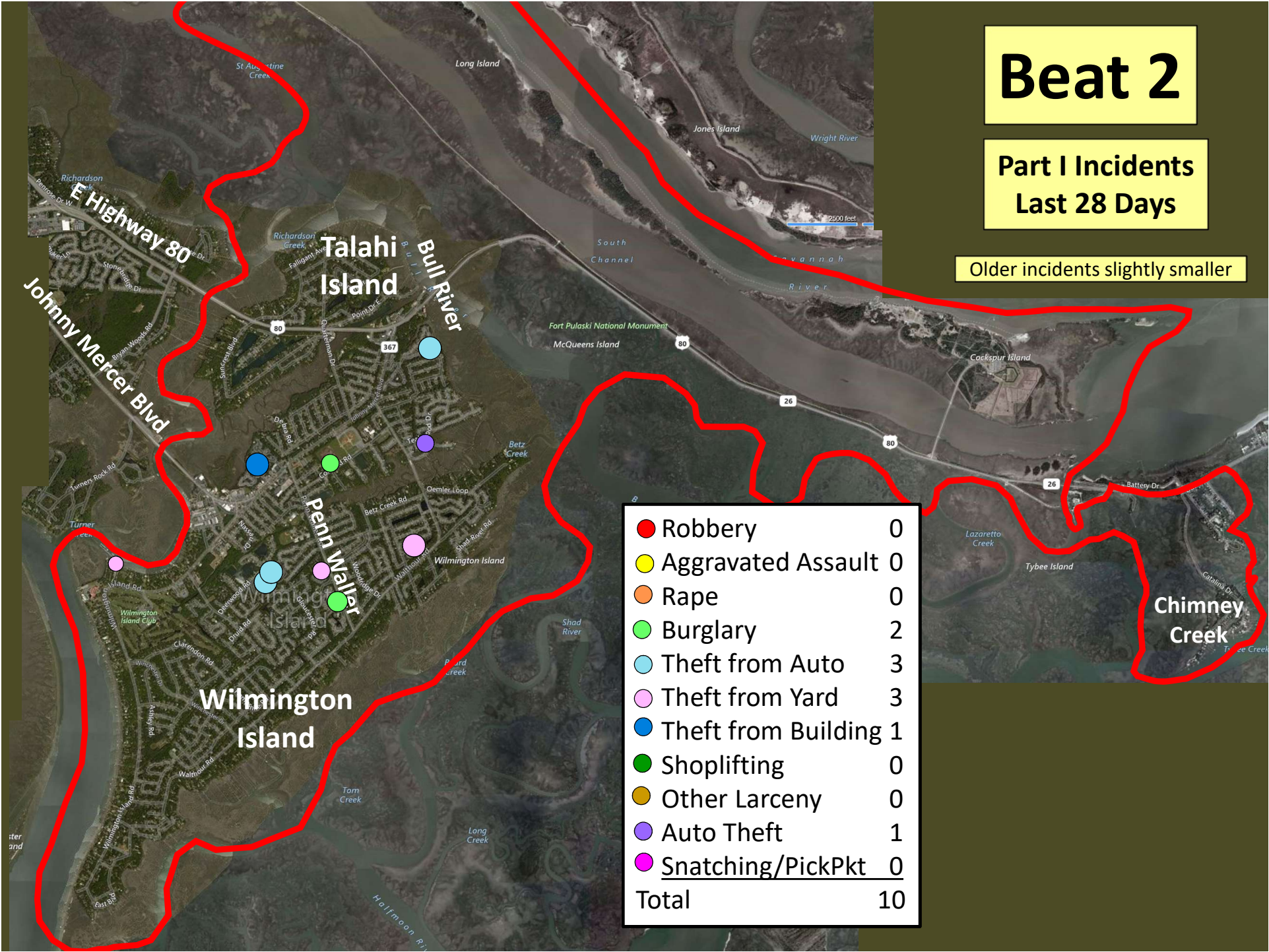
Older incidents slightly smaller



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 marks the beat's boundary. Various streets and water bodies are labeled. Incident locations are marked with colored circles: Robbery (red), Aggravated Assault (yellow), Rape (orange), Burglary (green), Theft from Auto (light blue), Theft from Yard (pink), Theft from Building (dark blue), Shoplifting (dark green), Other Larceny (gold), Auto Theft (purple), and Snatching/PickPkt (magenta). The legend table is as follows:

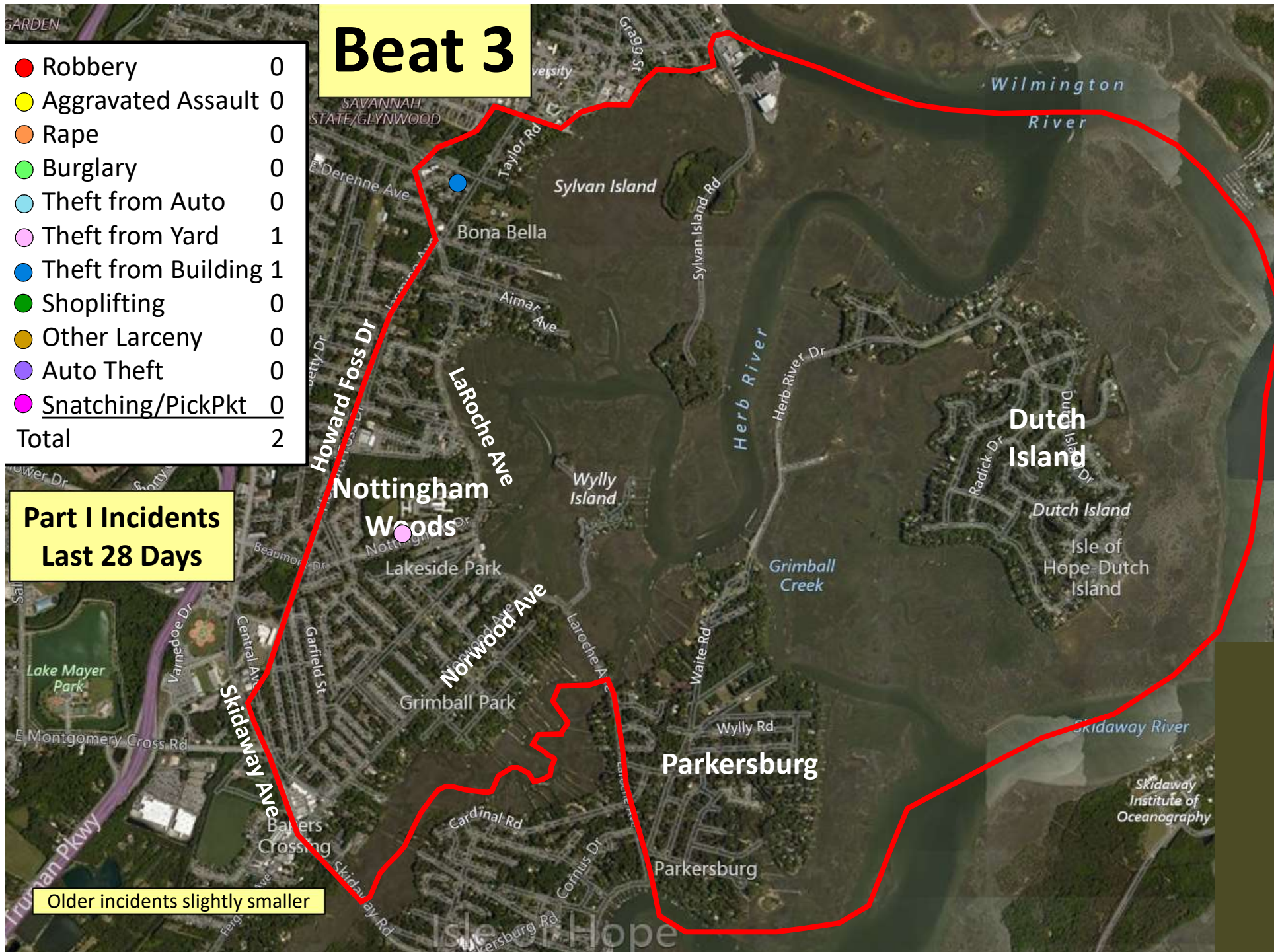
Robbery	0
Aggravated Assault	0
Rape	0
Burglary	2
Theft from Auto	3
Theft from Yard	3
Theft from Building	1
Shoplifting	0
Other Larceny	0
Auto Theft	1
Snatching/PickPkt	0
Total	10

Beat 3

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

Part I Incidents Last 28 Days

Older incidents slightly smaller

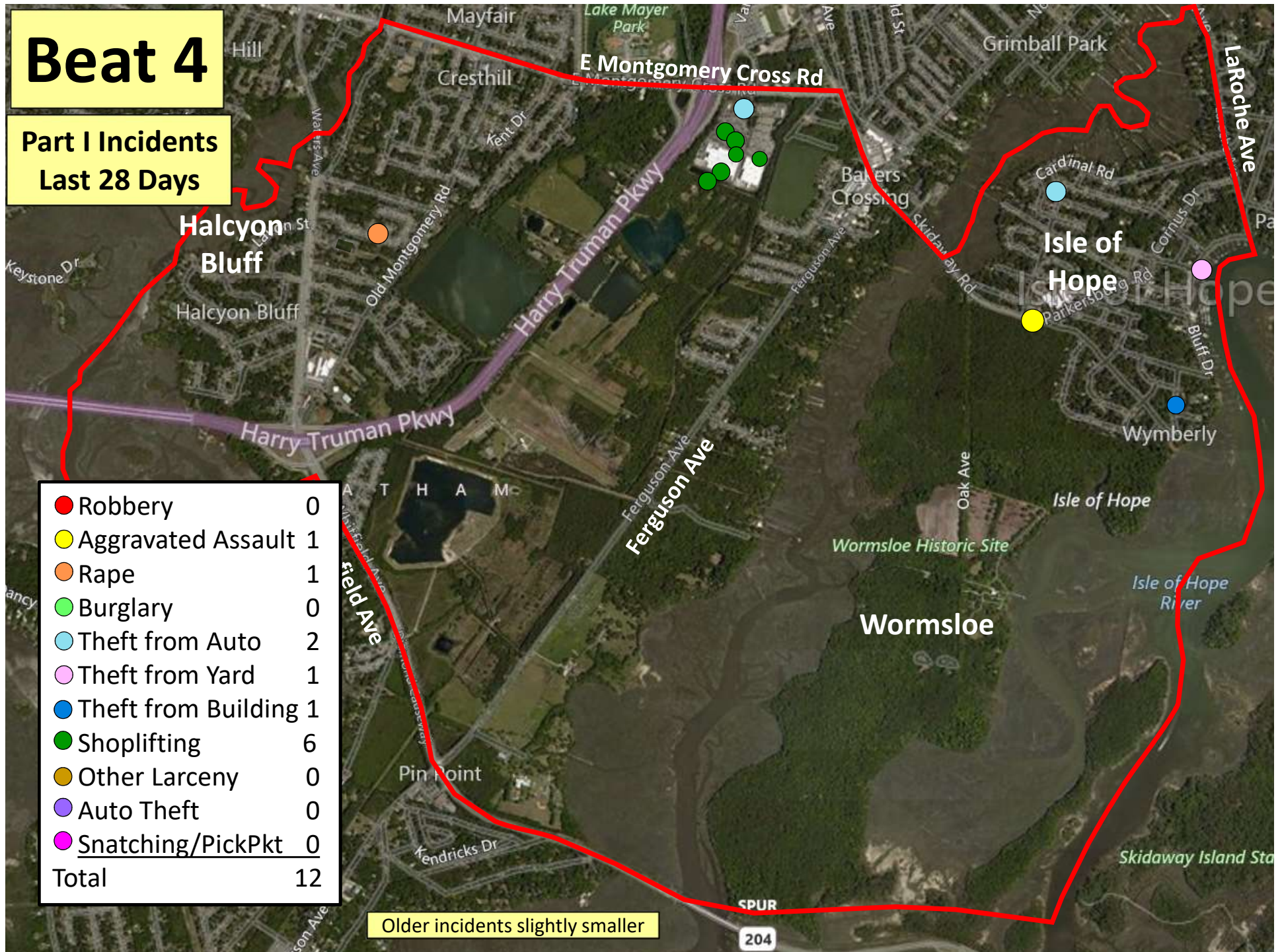


Beat 4

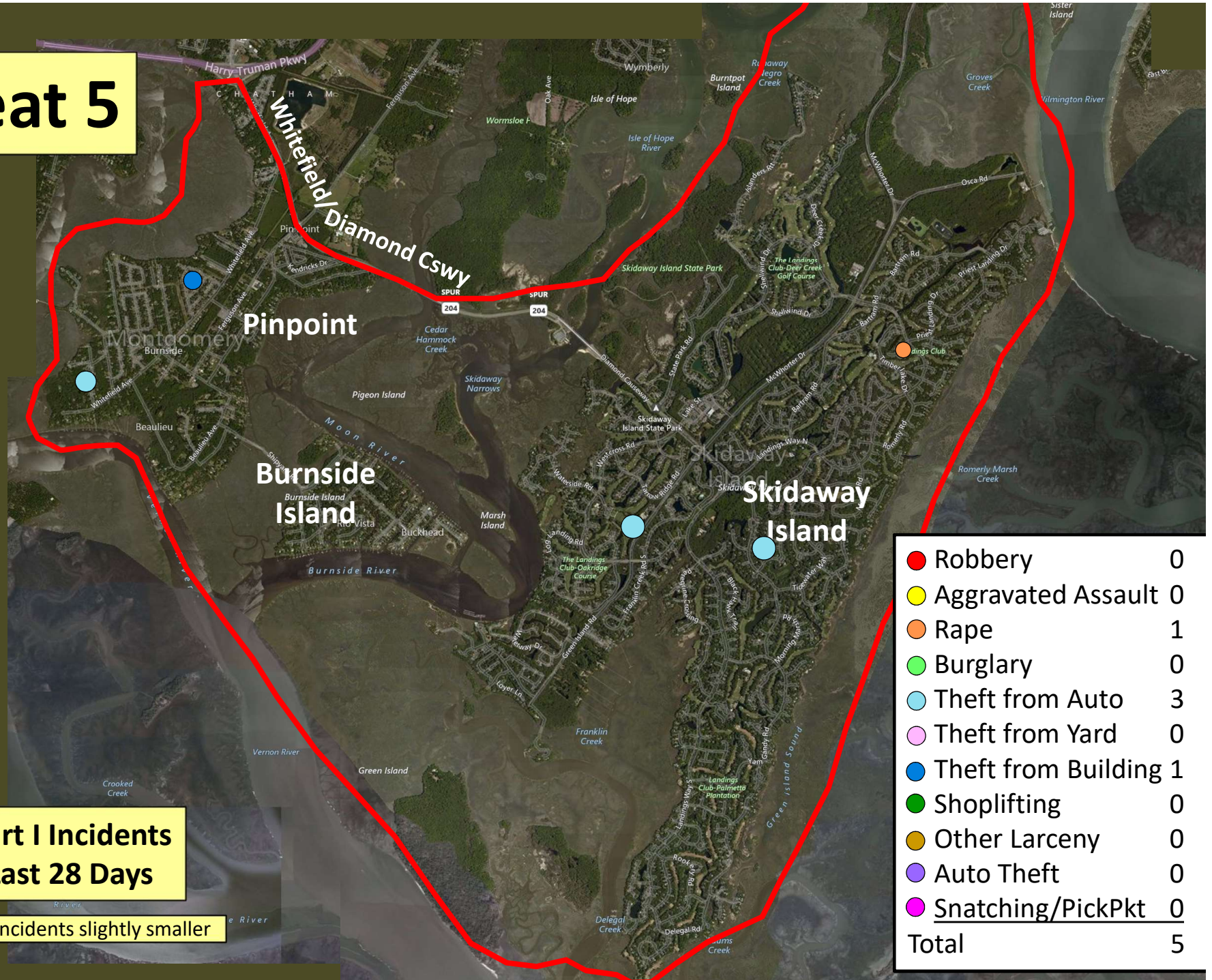
Part I Incidents
Last 28 Days

● Robbery	0
● Aggravated Assault	1
● Rape	1
● Burglary	0
● Theft from Auto	2
● Theft from Yard	1
● Theft from Building	1
● Shoplifting	6
● Other Larceny	0
● Auto Theft	0
● Snatching/PickPkt	0
Total	12

Older incidents slightly smaller



Beat 5



● Robbery	0
● Aggravated Assault	0
● Rape	1
● Burglary	0
● Theft from Auto	3
● Theft from Yard	0
● Theft from Building	1
● Shoplifting	0
● Other Larceny	0
● Auto Theft	0
● Snatching/PickPkt	0
Total	5

**Part I Incidents
Last 28 Days**

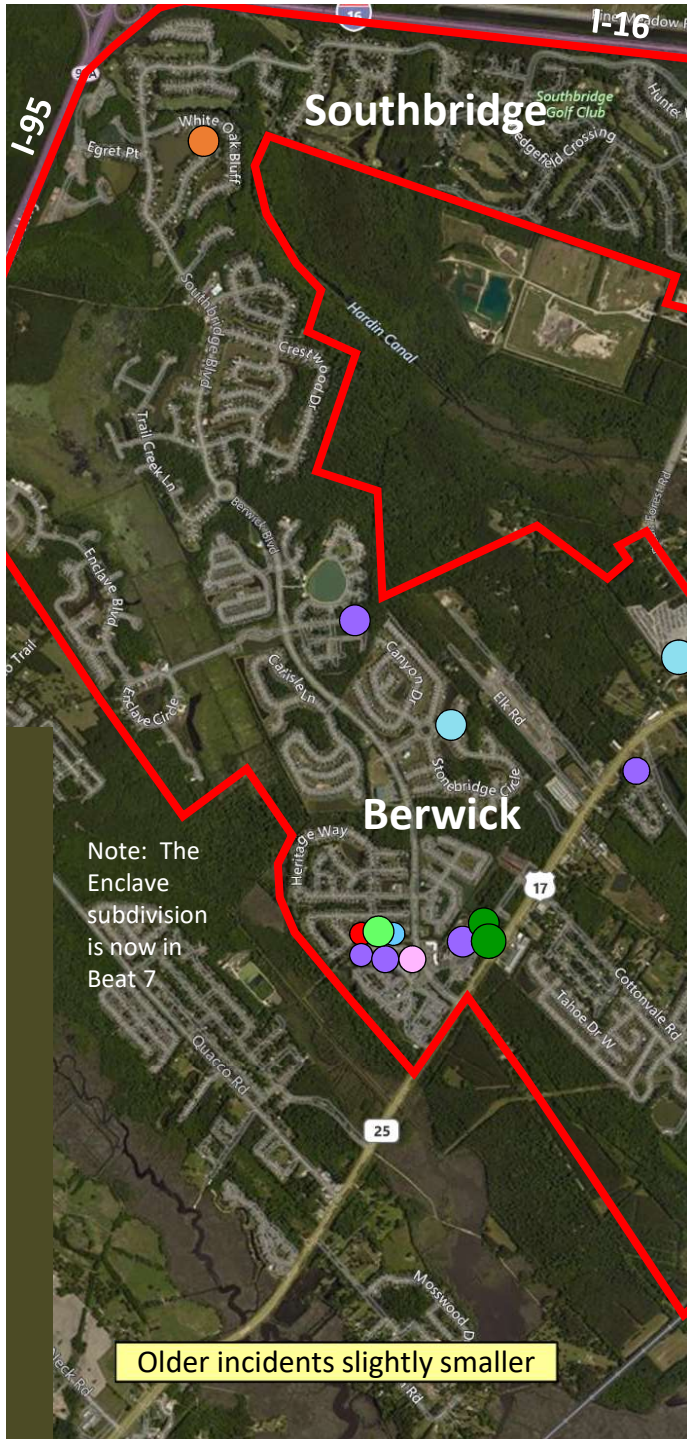
Older incidents slightly smaller

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	1
Total	1

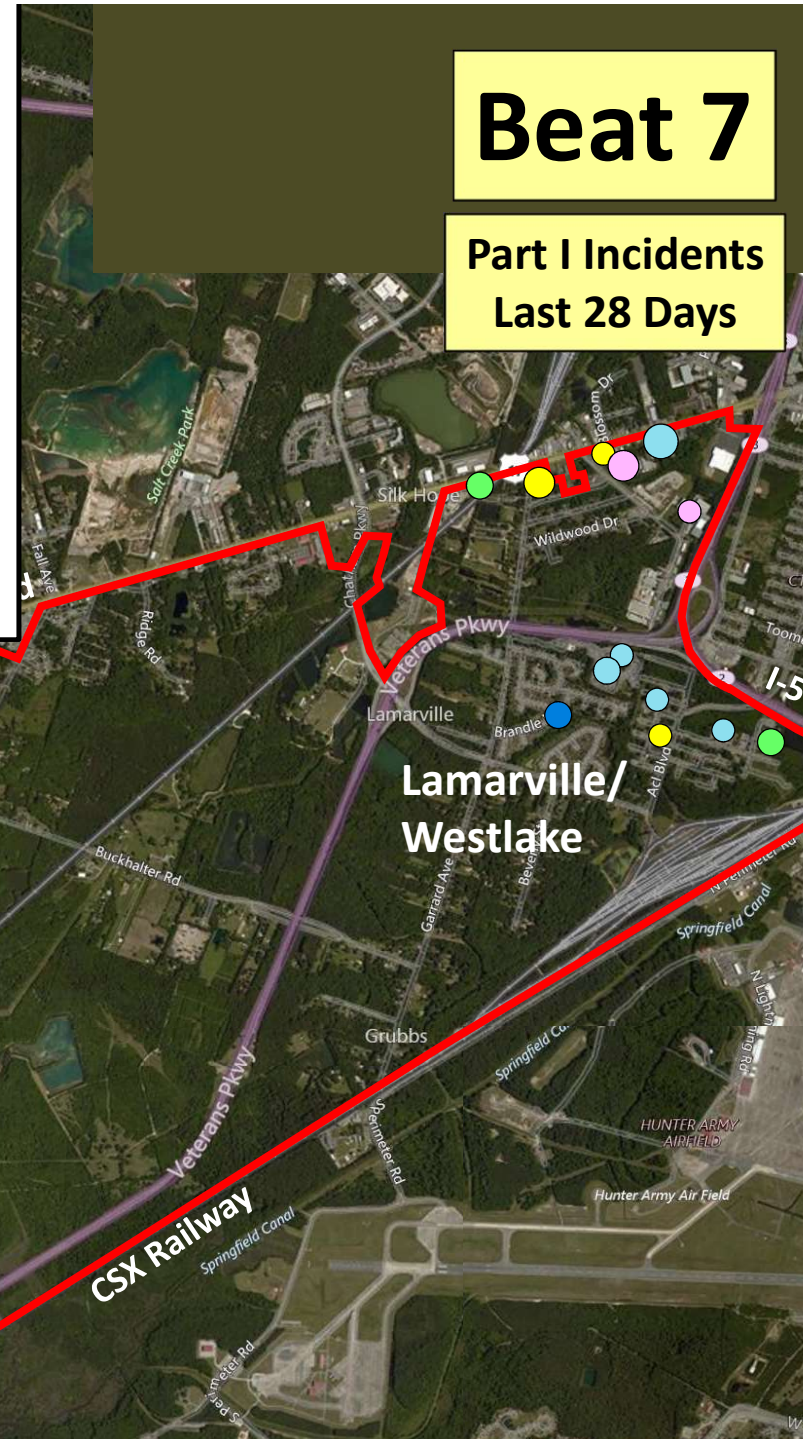
Older incidents slightly smaller



● Robbery	1
● Aggravated Assault	3
● Rape	1
● Burglary	3
● Theft from Auto	8
● Theft from Yard	3
● Theft from Building	1
● Shoplifting	2
● Other Larceny	0
● Auto Theft	5
● Snatching/PickPkt	0
Total	27

Beat 7

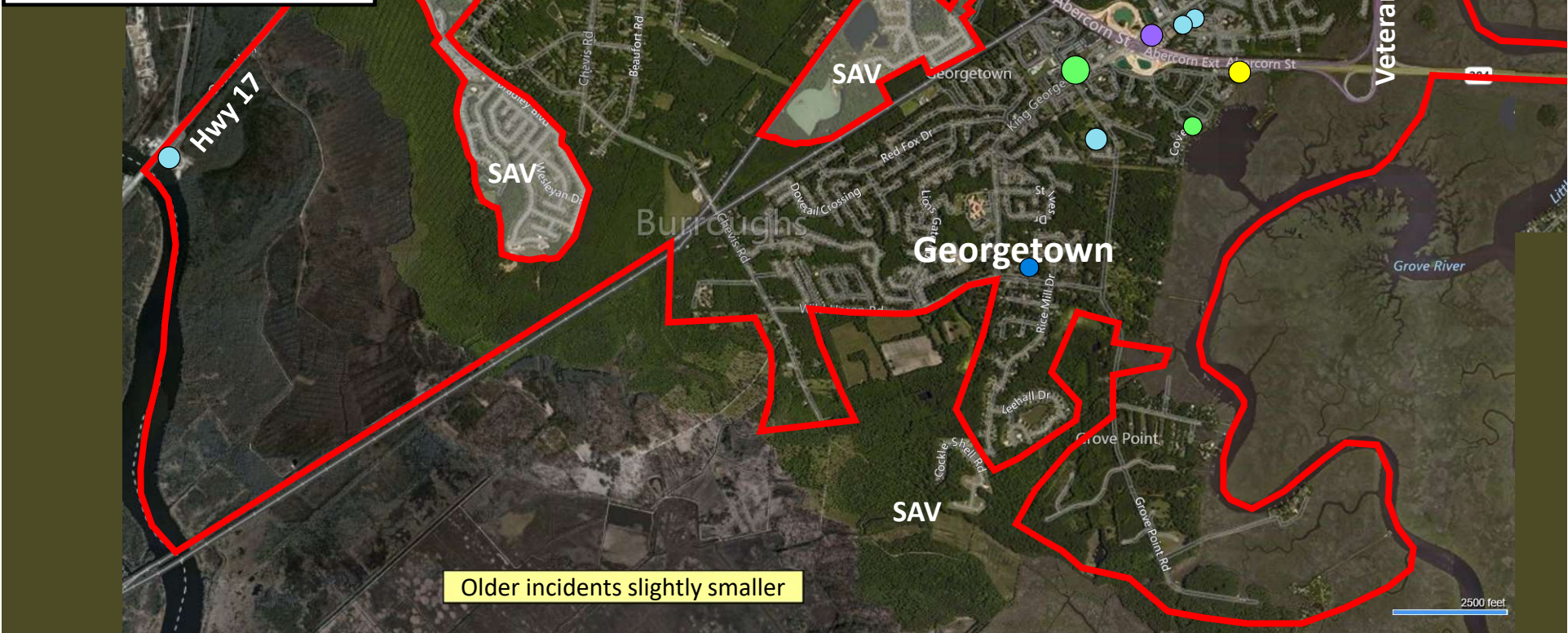
Part I Incidents
Last 28 Days



Part I Incidents
Last 28 Days

Beat 8

● Robbery	1
● Aggravated Assault	1
● Rape	1
● Burglary	4
● Theft from Auto	9
● Theft from Yard	1
● Theft from Bldg	1
● Shoplifting	9
● Other Larceny	0
● Auto Theft	2
● Snatching/PickPkt	1
Total	30



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	1
● Theft from Auto	2
● Theft from Yard	1
● Theft from Building	4
● Shoplifting	0
● Other Larceny	0
● Auto Theft	2
● Snatching/PickPkt	0
Total	11

