

# Beat 1



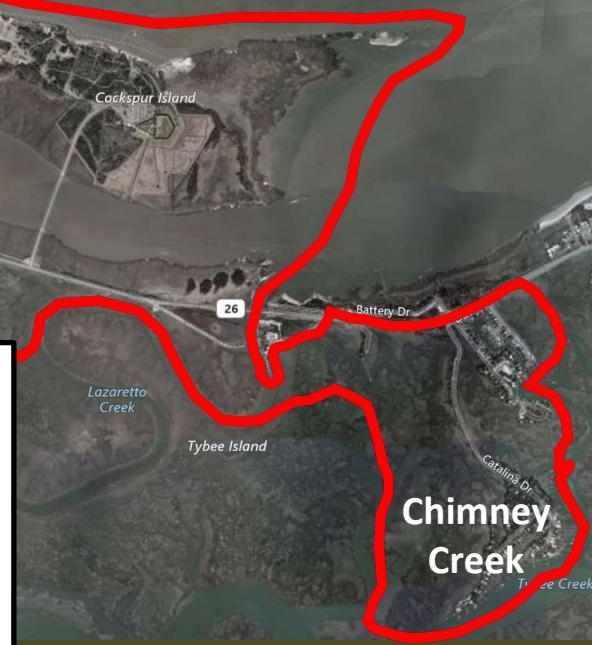
# Beat 2

Part I Incidents  
Last 28 Days

Older incidents slightly smaller



● Robbery	0
● Aggravated Assault	0
● Rape	0
● Burglary	2
● Theft from Auto	2
● Theft from Yard	0
● Theft from Building	1
● Shoplifting	1
● Other Larceny	0
● Auto Theft	0
<b>Total</b>	<b>6</b>



# Beat 3

GARDEN	0
Robbery	0
Aggravated Assault	0
Rape	0
Burglary	1
Theft from Auto	1
Theft from Yard	0
Theft from Building	1
Shoplifting	0
Other Larceny	1
Sudden Snatching	0
Auto Theft	0
<b>Total</b>	<b>4</b>

## Part I Incidents Last 28 Days

Older incidents slightly smaller



# Beat 4

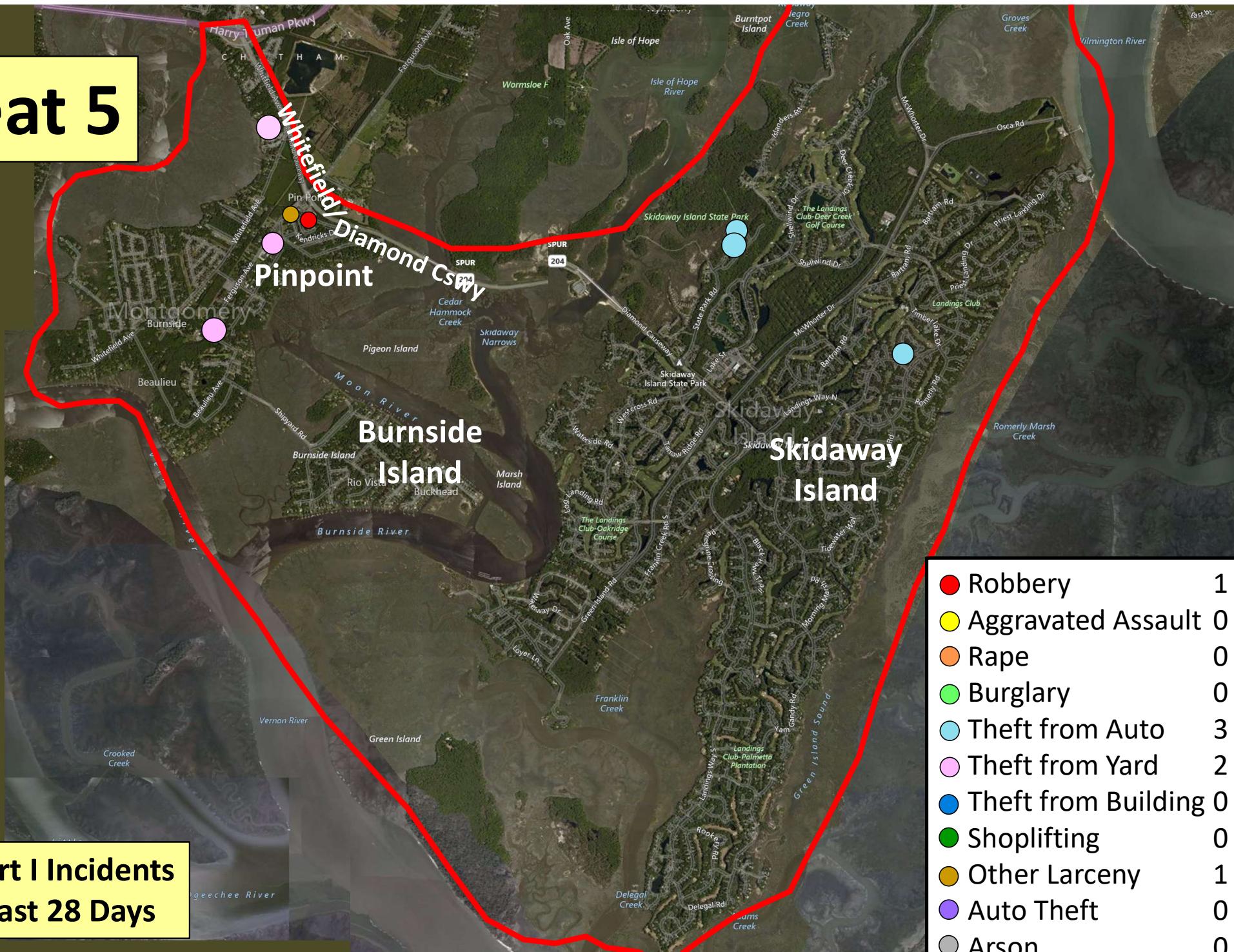
Part I Incidents  
Last 28 Days

Halcyon  
Bluff

● Robbery	1
● Aggravated Assault	1
● Rape	0
● Burglary	2
● Theft from Auto	1
● Theft from Yard	1
● Theft from Building	1
● Shoplifting	2
● Other Larceny	0
● Sudden Snatching	0
● Auto Theft	0
<b>Total</b>	<b>9</b>

Older incidents slightly smaller

# Beat 5

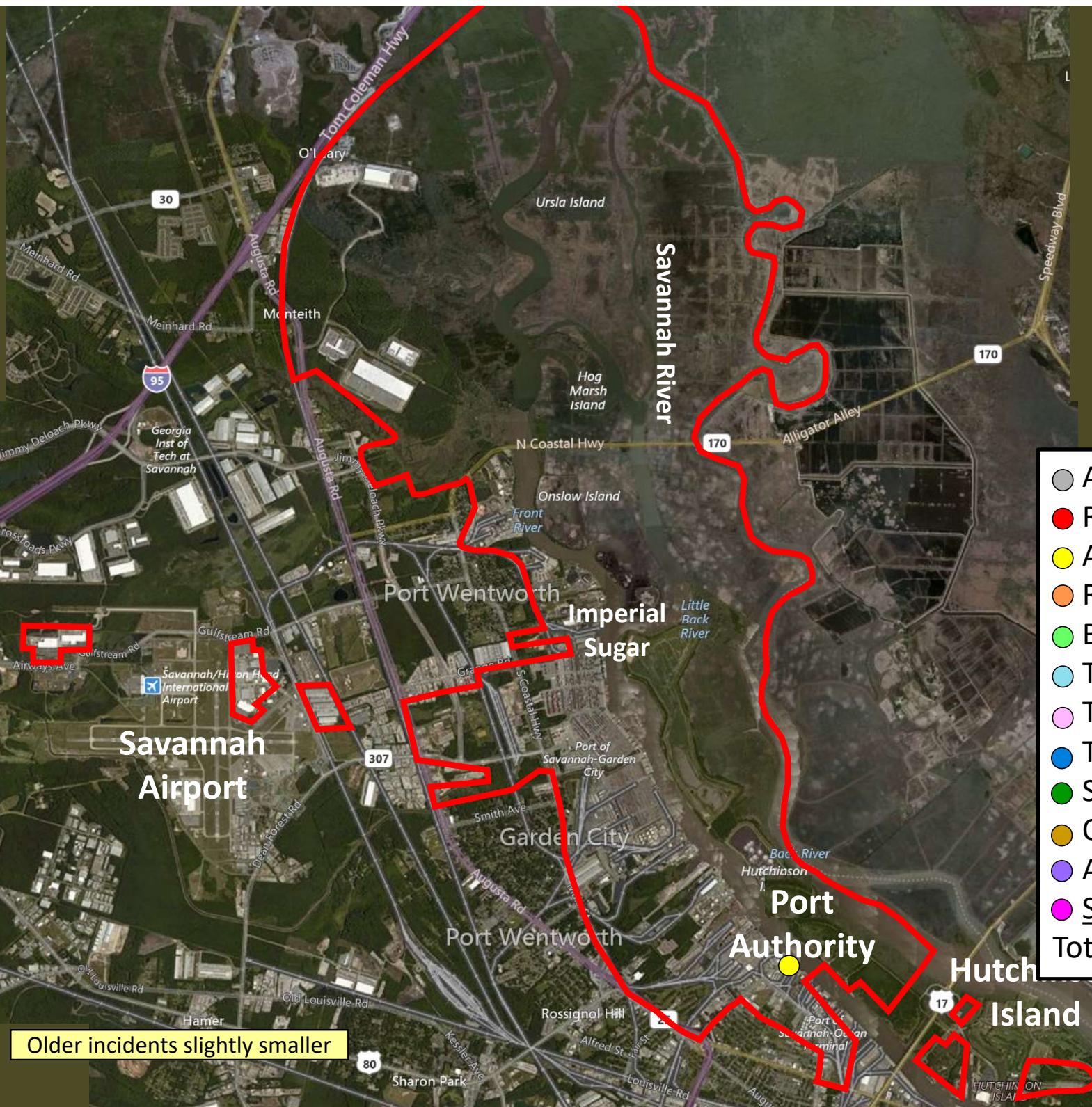


**Part I Incidents  
Last 28 Days**

Older incidents slightly smaller

# Beat 6

Part I Incidents  
Last 28 Days



Arson	0
Robbery	0
Aggravated Assault	1
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	1

# Beat 7

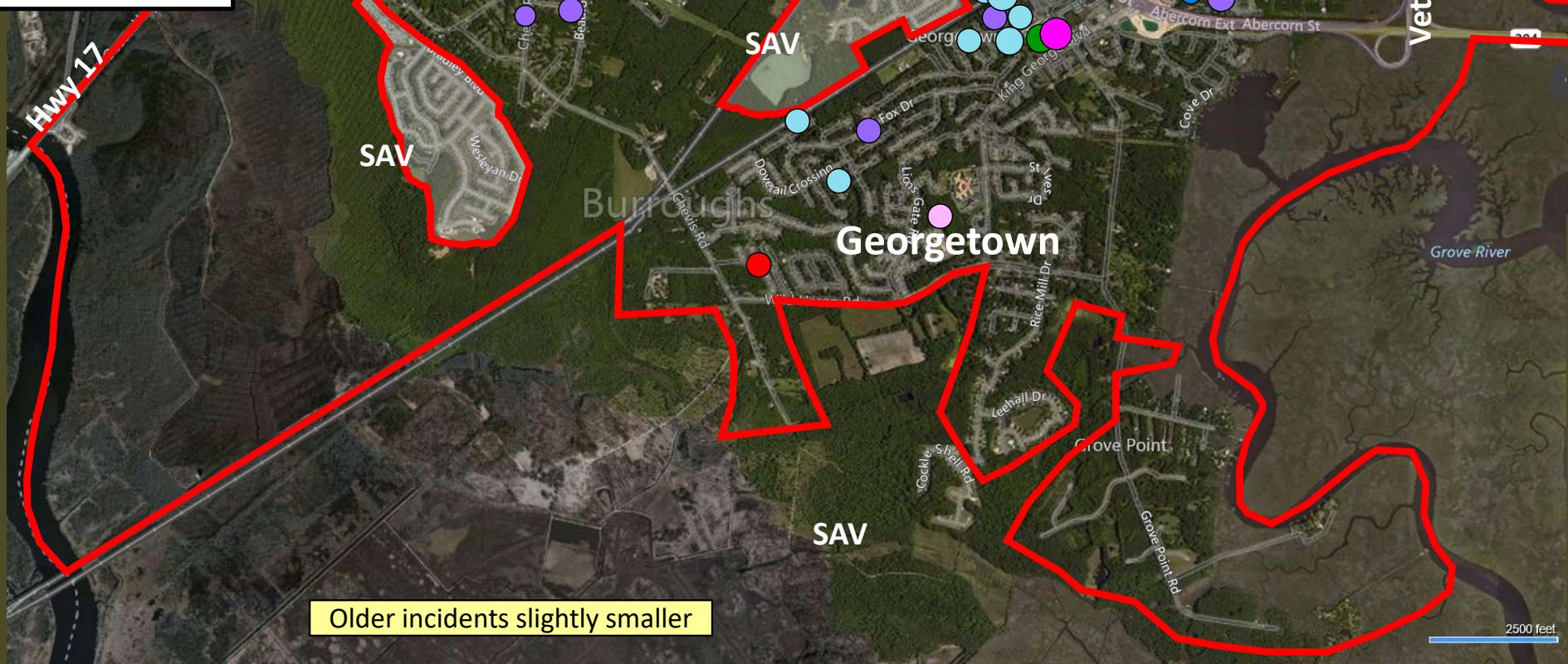
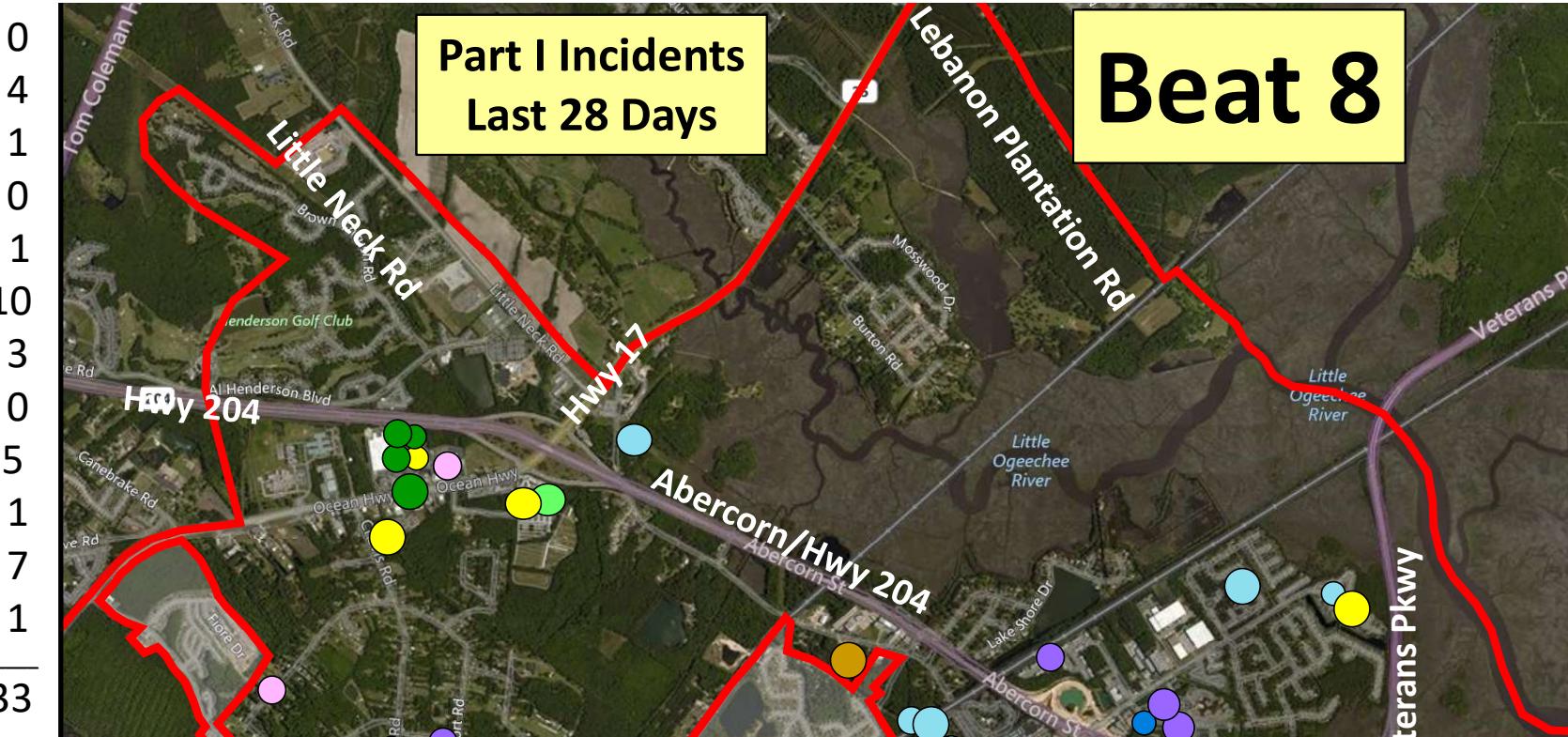
## Part I Incidents Last 28 Days



- Arson
- Aggravated Assault
- Robbery
- Rape
- Burglary
- Theft from Auto
- Theft from Yard
- Theft from Bldg
- Shoplifting
- Other Larceny
- Auto Theft
- Sudden Snatching

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Total 33



# Beat 9

Part I Incidents  
Last 28 Days

● Robbery	1
● Aggravated Assault	2
● Rape	0
● Burglary	2
● Theft from Auto	1
● Theft from Yard	2
● Theft from Building	3
● Shoplifting	0
● Other Larceny	0
● Auto Theft	4
● <u>Sudden Snatching</u>	0
<b>Total</b>	<b>16</b>

