

Problem Type	Priority							Total
	1	2	3	4	5	6	7	
ABV - ABANDON VEH	0	0	0	0	24	0	0	24
AFD - ASSIST FIRE	0	0	13	0	0	0	0	13
ALA - ALARM AUDIBLE	0	0	31	0	0	0	1	32
ALO - ALARM OTHER	0	2	0	0	0	0	0	2
ANM - ANIMAL COMPLAINT	0	0	0	20	0	0	0	20
AOA - ASSIST AGENCY	0	0	14	0	0	0	0	14
ARS - ARSON	0	0	0	0	0	0	0	0
ASL - ASSAULT	0	0	7	0	0	0	0	7
ASP - ASSIST PERSON	0	0	0	62	0	0	0	62
ATL - ATTEMPT LOCATE	0	0	0	0	7	0	0	7
BHI - **BEHAVIORAL HEALTH	0	16	0	0	0	0	0	16
BTH** - BOMB THREAT	0	0	0	0	0	0	0	0
BURG - BURGLARY COLD	0	0	0	6	0	0	0	6
BURGP - BURGLARY IN PROGRESS	0	2	0	0	0	0	0	2
CC - COMMUNITY CONTACT	0	0	55	0	0	0	0	55
CPR** - ASSIST FIRE CPR (AED)	0	0	0	0	0	0	0	0
CRM - CRIM MISCHIEF	0	0	0	10	0	0	0	10
DEATH - DEATH INVESTIGATION	0	0	6	0	0	0	0	6
DIS - DISTURBANCE FIGHT	0	17	0	0	0	0	1	18
DISW - DISTURBANCE WEAPON/LARG	1	0	0	0	0	0	0	1
DOM - DOMESTIC	0	31	0	0	0	0	4	35
DOMW - DOMESTIC WEAPON/LARGE	1	0	0	0	0	0	0	1
DUI - DUUI	0	11	0	0	0	0	3	14
EIV - IMPOUND VEH	0	0	0	16	0	0	0	16
EXP - EXTRA PATROL	0	0	0	0	17	0	0	17
FOL - FOLLOW UP	0	0	0	0	120	0	0	120
FRD - FRAUD COLD	0	0	0	11	0	0	0	11
FWK - FIREWORKS	0	0	0	0	3	0	0	3
HAR - HARASSMENT/THREAT	0	0	0	25	0	0	0	25
HAZ - HAZARD	0	0	14	0	0	0	0	14
HOM - HOMICIDE	0	0	0	0	0	0	0	0
HRI** - HIT / RUN INJURY	0	0	0	0	0	0	0	0
HRN - HIT / RUN NON-INJ	0	0	0	13	0	0	0	13
HRU** - HIT / RUN UNK INJ	0	0	0	0	0	0	0	0
INC - INCOMPLETE 911	0	24	0	0	0	0	1	25
JUV - JUVENILE PROBLEM	0	0	0	0	10	0	0	10
JUVC - JUVENILE CUSTODY DISPUT	0	0	0	2	0	0	0	2
JUVM - JUVENILE MISSING	0	2	0	0	0	0	0	2
JUVR - JUVENILE RUNAWAY	0	0	3	0	0	0	0	3
LTR - LITTERING	0	0	0	0	0	0	0	0
MNC - MENACING COLD	0	0	1	0	0	0	0	1
MNCP - MENACING IN PROGRESS	0	1	0	0	0	0	0	1
MOA - MOTORIST ASSIST	0	0	0	0	15	0	0	15
MSP - MISSING PERSON	0	0	2	0	0	0	0	2
NOI - NOISE COMPLAINT	0	0	0	0	9	0	0	9
ORD - ORDINANCE VIOL	0	0	0	0	7	0	0	7
PRK - PARKING COMPLAINT	0	0	0	0	32	0	0	32
PRM - PREMISE CHECK	0	0	0	3	0	0	0	3
PROP - PROPERTY LST/FND	0	0	0	0	23	0	0	23
PWL - PROWLER	0	1	0	0	0	0	0	1
RBA - ROBBERY ARMED	0	0	0	0	0	0	0	0
RBS - ROBBERY / STRONG ARM	0	1	0	0	0	0	0	1