

Problem Type	Priority							Total
	1	2	3	4	5	6	7	
ABV - ABANDON VEH	0	0	0	0	22	0	0	22
AFD - ASSIST FIRE	0	1	6	0	0	0	0	7
ALA - ALARM AUDIBLE	0	0	30	0	0	0	0	30
ALO - ALARM OTHER	0	5	0	0	0	0	0	5
ANM - ANIMAL COMPLAINT	0	0	0	13	0	0	0	13
AOA - ASSIST AGENCY	0	0	13	0	0	0	0	13
ARS - ARSON	0	0	0	0	0	0	0	0
ASL - ASSAULT	0	0	6	0	0	0	0	6
ASP - ASSIST PERSON	0	0	0	62	0	0	1	63
ATL - ATTEMPT LOCATE	0	0	0	0	7	0	0	7
BHI - **BEHAVIORAL HEALTH	0	14	0	0	0	0	0	14
BTH** - BOMB THREAT	0	0	0	0	0	0	0	0
BURG - BURGLARY COLD	0	0	0	1	0	0	0	1
BURGP - BURGLARY IN PROGRESS	0	3	0	0	0	0	0	3
CC - COMMUNITY CONTACT	0	0	49	0	0	0	0	49
CPR** - ASSIST FIRE CPR (AED)	2	0	0	0	0	0	0	2
CRM - CRIM MISCHIEF	0	0	0	18	0	0	0	18
DEATH - DEATH INVESTIGATION	0	0	1	0	0	0	0	1
DIS - DISTURBANCE FIGHT	0	11	0	0	0	0	0	11
DISW - DISTURBANCE WEAPON/LARG	0	0	0	0	0	0	0	0
DOM - DOMESTIC	0	31	0	0	0	0	0	31
DOMW - DOMESTIC WEAPON/LARGE	0	0	0	0	0	0	0	0
DUI - DUUI	0	15	0	0	0	0	3	18
EIV - IMPOUND VEH	0	0	0	10	0	0	0	10
EXP - EXTRA PATROL	0	0	0	0	4	0	0	4
FOL - FOLLOW UP	0	0	0	0	120	0	1	121
FRD - FRAUD COLD	0	0	0	14	0	0	0	14
FWK - FIREWORKS	0	0	0	0	1	0	0	1
HAR - HARASSMENT/THREAT	0	0	0	17	0	0	0	17
HAZ - HAZARD	0	0	18	0	0	0	0	18
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	5	0	0	0	5
HRU** - HIT / RUN UNK INJ	0	0	0	0	0	0	0	0
INC - INCOMPLETE 911	0	25	0	0	0	0	0	25
JUV - JUVENILE PROBLEM	0	0	0	0	7	0	0	7
JUVC - JUVENILE CUSTODY DISPUT	0	0	0	4	0	0	0	4