

Problem Type	Priority							Total
	1	2	3	4	5	6	7	
ABV - ABANDON VEH	0	0	0	0	21	0	0	21
AFD - ASSIST FIRE	0	0	6	0	0	0	0	6
ALA - ALARM AUDIBLE	0	0	35	0	0	0	0	35
ALO - ALARM OTHER	0	1	0	0	0	0	0	1
ANM - ANIMAL COMPLAINT	0	0	0	19	0	0	0	19
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	13	0	0	0	0	13
ASP - ASSIST PERSON	0	0	0	43	0	0	0	43
ATL - ATTEMPT LOCATE	0	0	0	0	8	0	0	8
BHI - **BEHAVIORAL HEALTH	0	22	1	0	0	0	0	23
BTH** - BOMB THREAT	0	0	0	0	0	0	0	0
BURG - BURGLARY COLD	0	0	0	3	0	0	0	3
BURGP - BURGLARY IN PROGRESS	0	4	0	0	0	0	0	4
CC - COMMUNITY CONTACT	0	0	35	0	0	0	0	35
CPR** - ASSIST FIRE CPR (AED)	4	0	0	0	0	0	0	4
CRM - CRIM MISCHIEF	0	0	0	12	0	0	0	12
DEATH - DEATH INVESTIGATION	0	0	0	0	0	0	0	0
DIS - DISTURBANCE FIGHT	0	16	0	0	0	0	0	16
DISW - DISTURBANCE WEAPON/LARG	2	0	0	0	0	0	0	2
DOM - DOMESTIC	0	22	0	0	0	0	2	24
DOMW - DOMESTIC WEAPON/LARGE	0	0	0	0	0	0	0	0
DUI - DUII	0	8	0	0	0	0	0	8
EIV - IMPOUND VEH	0	0	0	16	0	0	0	16
EXP - EXTRA PATROL	0	0	0	0	13	0	0	13
FOL - FOLLOW UP	0	0	0	0	110	0	0	110
FRD - FRAUD COLD	0	0	0	15	0	0	0	15
FWK - FIREWORKS	0	0	0	0	0	0	0	0
HAR - HARASSMENT/THREAT	0	0	0	23	0	0	0	23
HAZ - HAZARD	0	0	16	1	0	0	0	17
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	9	0	0	0	9
HRU** - HIT / RUN UNK INJ	0	0	0	0	0	0	0	0
INC - INCOMPLETE 911	0	23	0	0	0	0	0	23
JUV - JUVENILE PROBLEM	0	0	0	0	10	0	0	10
JUVC - JUVENILE CUSTODY DISPUT	0	0	0	4	0	0	0	4
JUVM - JUVENILE MISSING	0	2	0	0	0	0	0	2
JUVR - JUVENILE RUNAWAY	0	0	6	0	0	0	0	6
LTR - LITTERING	0	0	0	0	0	0	0	0
MNC - MENACING COLD	0	0	0	0	0	0	0	0
MNCP - MENACING IN PROGRESS	0	1	0	0	0	0	0	1
MOA - MOTORIST ASSIST	0	0	0	0	14	0	0	14
MSP - MISSING PERSON	0	0	2	0	0	0	0	2
NOI - NOISE COMPLAINT	0	0	0	0	18	0	0	18