





PRINCIPLES OF SEASTAT

- 1. Accurate and Timely Information
- Know what is happening.
- 2. Effective Tactics
 - Have a plan.
- **3. Rapid Deployment** Do it quickly.
- 4. Relentless Follow-up and Assessment

If it works, do more. If not, do something else.

CRIME REDUCTION STRATEGIES

Focus on:

- -Problem Locations
- -Prolific Offenders
- -Repeat and Vulnerable Victims
- -Community Engagement
- -Partnerships











CITYWIDE CRIME

SECTOR

BEAT

▼ (AII)

May

PRECINCT

▼ (AII)



TIME FRAME

Jan

Feb

SeaStat Crime Dashboard

CRIME GROUP

(Multiple values)

CRIME CATEGORY

NEIGHBORHOOD

Crime counts are based on the primary offense within a single incident, and <u>do not</u> represent the number of victims, or associated offenses within an incident. Crime data is dynamic and will change based on reporting and investigative updates.

CRIME SUBCATEGORY CRIME DESCRIPTION



SELECT A MAP

PRECINCT

		Precinct: A	II MCPP: A Last Update: 11/		Category: All Reports in Transcrip	otion: 68		
CRIME GROUP	CRIME CATEGORY	YTD 2017	YTD 2016	YTD Amt. Change	YTD % Change	5YR AVG	RANGE MIN	RANGE MAX
PERSON	HOMICIDE	24	17	7	41%	20	17	23
	SEX OFFENSE	752	753	-1	0%	641	570	712
	ROBBERY	1,394	1,415	-21	-1%	1,410	1,353	1,467
	AGGRAVATED ASSAULT	1,607	1,430	177	12%	1,246	1,101	1,391
	AGGRAVATED ASSAULT-DV	651	555	96	17%	565	505	625
	Total	4,428	4,170	258	6%	3,882	3,668	4,096
PROPERTY	ARSON	128	95	33	35%	75	62	89
	BURGLARY-RESIDENTIAL	4,458	4,678	-220	-5%	4,681	4,369	4,993
	BURGLARY-COMMERCIAL	2,374	2,120	254	12%	1,814	1,613	2,015
	LARCENY-THEFT	11,202	11,199	3	0%	11,210	10,889	11,531
	CAR PROWL	12,529	13,204	-675	-5%	12,195	10,475	13,916
	MOTOR VEHICLE THEFT	3,255	3,694	-439	-12%	3,842	3,087	4,598
	Total	33,946	34,990	-1,044	-3%	33,818	30,915	36,722
Grand Total		38,374	39,160	-786	-2%	37,701	34,665	40,736
VIEW Line Gra	Legend • Legend					2017	2016	
- 6 4K 3.599	3,517 3,681	3,458		3,397	3,843	3,865 3,551		3,759
зк	3,392	3,456	3,563	3,407	3,522	3,513 3,451	3,7293,728	2,676
E 2K								

Jun

Jul

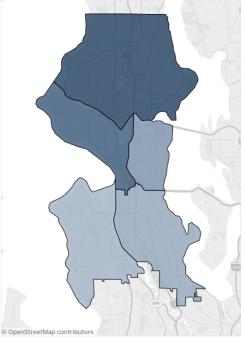
Aug

Sep

Oct

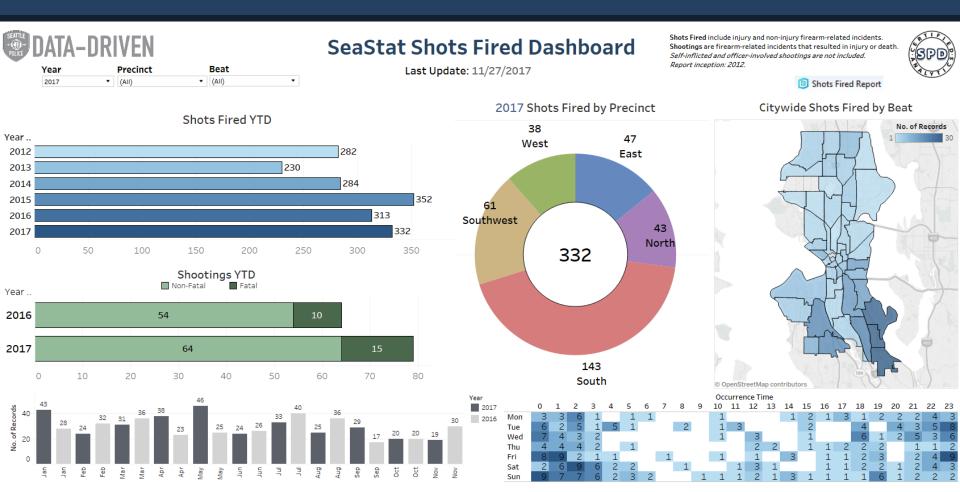
Nov

Crime by PRECINCT Map



Mar

CITYWIDE SHOTS FIRED



CITYWIDE CAD EVENTS



SeaStat CAD Dashboard

		EIGHBORHOOD	WATCH (All)	MIR CATEO	GORY M	IR SUBCATEGORY	MIR DESC (AII)	PRIORITY (Multiple val •	UNIT TYPE (All) T		ONVIEW/DISPATCHED (AII) T	MAP SELECTION MCPP
(All)	(All)	All)	(All)	(All)		an) ·	(All)	(ividiciple val 1	(All)	(Multiple val •	(All)	WCFF
SEASTAT CRIME	Pre	cinct: All Secto	r: All Beat	Last Update: 11/		egory: All Onview	v/Dispatch	ed: All			Call Volume by	МСРР
MIR_CATEGORY=	2017	2016		YTD Amt. Change	YTD %	Change 5 YF	AVG	RANGE MIN	RANGE MA	x		
Person	23,381	23,91	5	-534	-2	2% 24	267	24,037	24,498			
Property	52,256	54,69	1	-2,435	-4	1% 54	594	51,275	57,912			
Society	100,058	99,87	7	181	0	% 90	774	84,715	96,833			
Suspicious Circ	38,948	40,18	9	-1,241	-3	3% 40	573	38,462	42,685			4
Miscellaneous	78,804	65,59	6	13,208	20	0% 75	996	55,562	96,429			
Traffic	69,299	69,82	7	-528	-1	.% 64	052	60,133	67,971		M. J. J.	7
Administrative	19,878	19,41	4	464	2	% 18	136	16,742	19,530		R	
Grand Total	382,624	373,50	9	9,115	2	% 368	,392	350,777	386,006			2
Onview v	vs. Dispatched		. L VOLUME TRE ! Il Volume Trend L				•	2017 2	0016			
YoY Difference: 12%		AII VOLIME	40K 33,771 30K 32,803		511 _{33,572} 33,062 32,69	37,817 36,877 36,895 36,007	38,684 37, 36,393 _{35,}		35,041 31,733 30,275	32,353		
		YoY Difference: -2%	10K 0K Januar	ry February Ma	arch April	May June	July Aug	gust September Octo	ober November Dece		etMap contributors	599

CITYWIDE RESPONSE TIME

SeaStat Response Time Dashboard PRIORITY INITIAL TYPE CATEGORY INITIAL TYPE SUBCATEGORY INITIAL TYPE DESC Precinct: All Sector: All Beat: All MCPP: All Priority: 1 Time Frame: YTD Last Updated: 11/28/2017 5:04:14 AM **2017 Mean** 2017 Median 2017 Mode 2016 2016 2016 8.84 6.19 4.32 3.89 2017 Minimum 2017 Maximum 0.00 2016 347.18 2016 1,648.37 MEDIAN RESPONSE TIME Monthly View 2017 6.48 6.34 6.34 6.34 6.19 Median 2017 First Unit RT Median 2016 First Unit RT

June

July

August

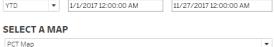
September

October

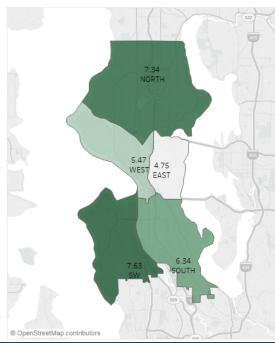
November

Response time is calculated by dispatched, fielded calls. It is the time taken from the original time queued until the first unit arrives on the scene. This includes dispatch delay and travel time.

TIME FRAME CUSTOM START DATE CUSTOM END DATE



Median Response Time PCT Map (Priority: 1 Time Frame: YTD)



February

January