# Property Crime 2020 Nevada

Crimes against property include the following: burglary, motor vehicle theft, larceny and arson. Victims are always counted individually though there could be multiple victims / offenders per crime.

#### **PROPERTY CRIME**

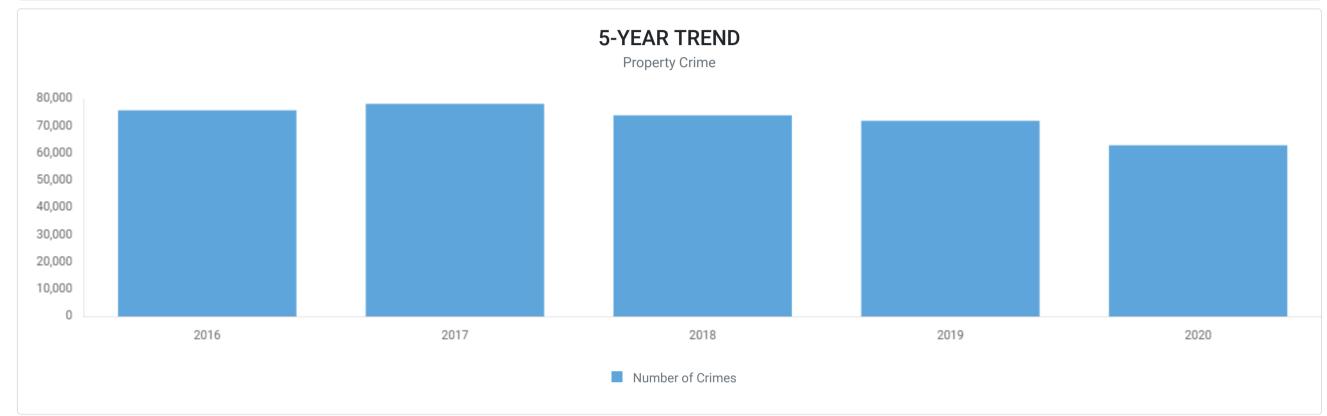
The offender's intent is to obtain money, property or some other benefit and is composed of four offenses – Burglary, Motor Vehicle Theft, Larceny and Arson. One offense is counted for each distinct incident except motor vehicle theft, where one offense is counted for each vehicle stolen.

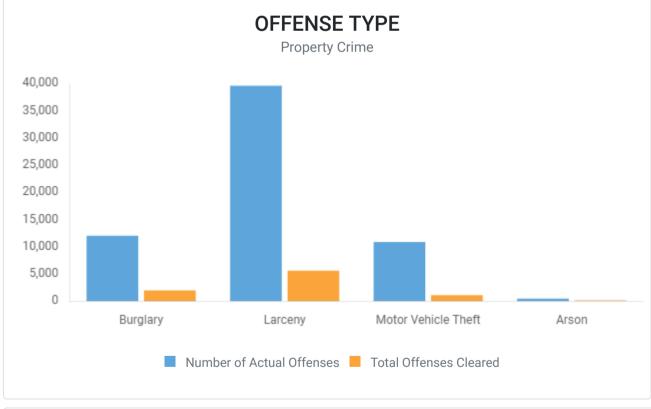
Cases: 62,959

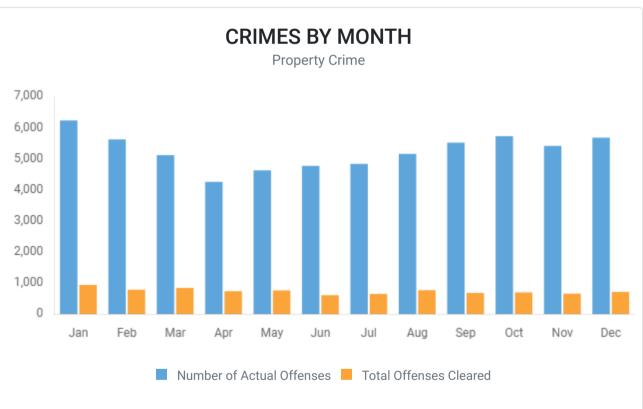
Clearance: 14.03%

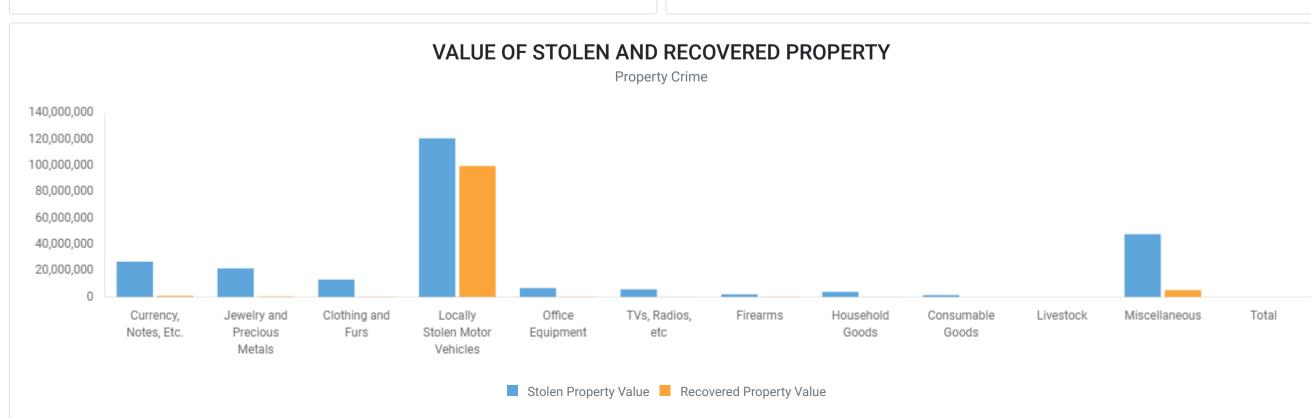


Compared to 2019





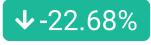




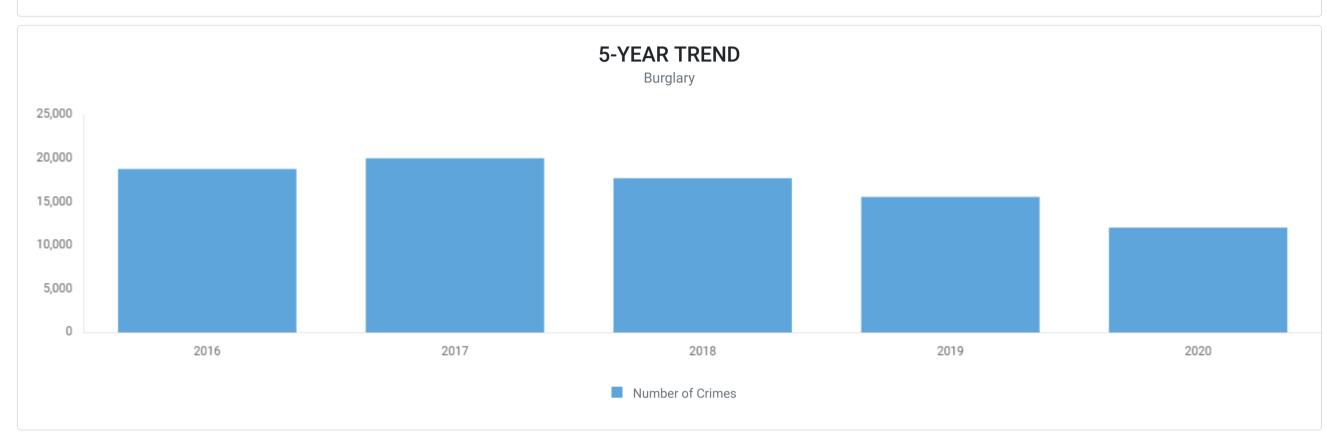
#### **BURGLARY**

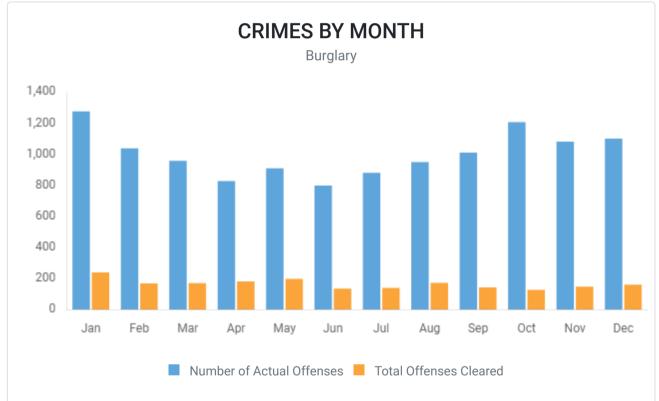
The unlawful entry into a building or other structure with the intent to commit a felony or a theft.

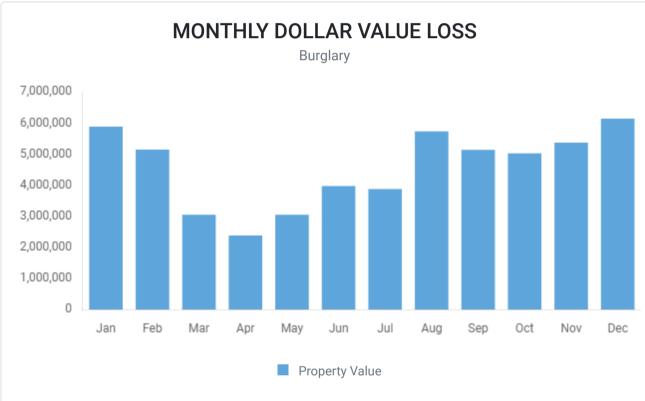
**Cases**: 12,035 **Clearance**: 16.44%

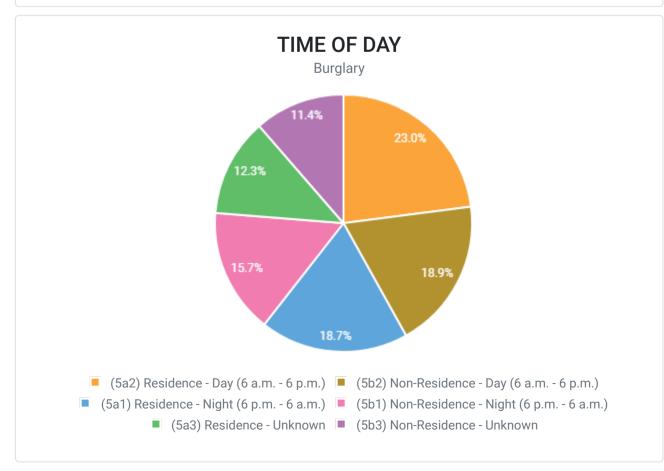


Compared to 2019

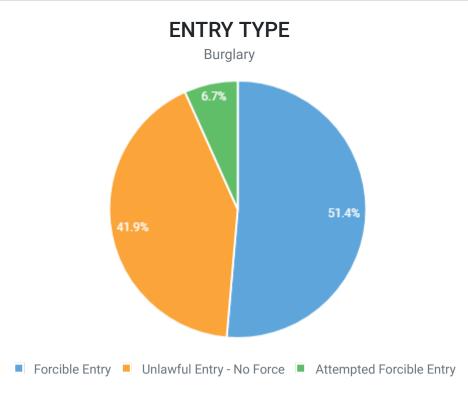


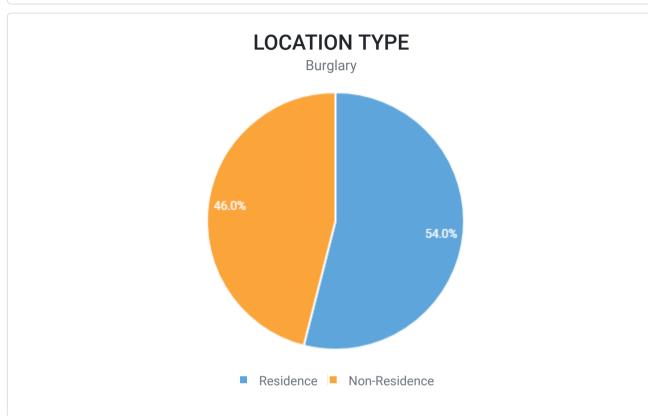


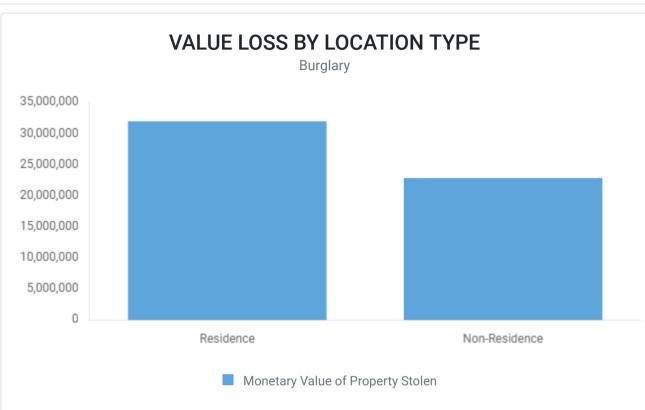










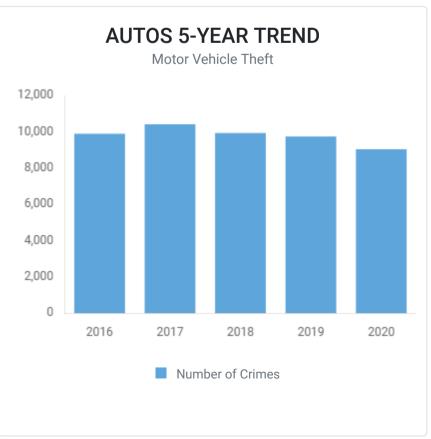


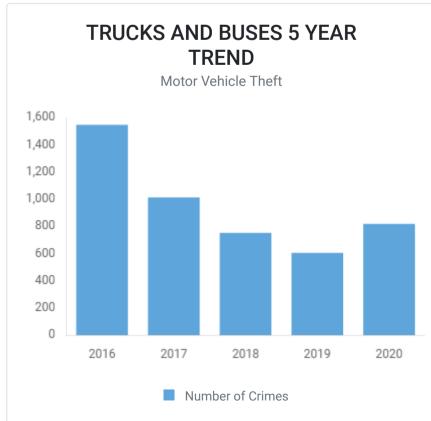
## MOTOR VEHICLE THEFT

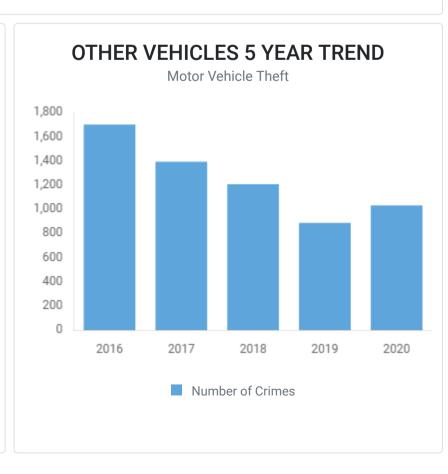
The theft of a motor vehicle (defined as a self-propelled vehicle that runs on land).

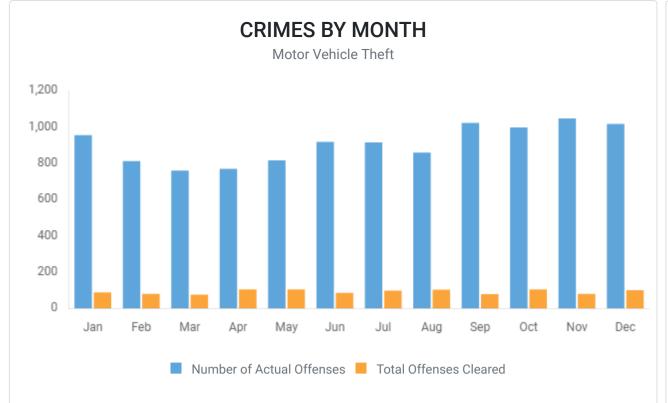
**Cases**: 10,895 **Clearance**: 10.09%

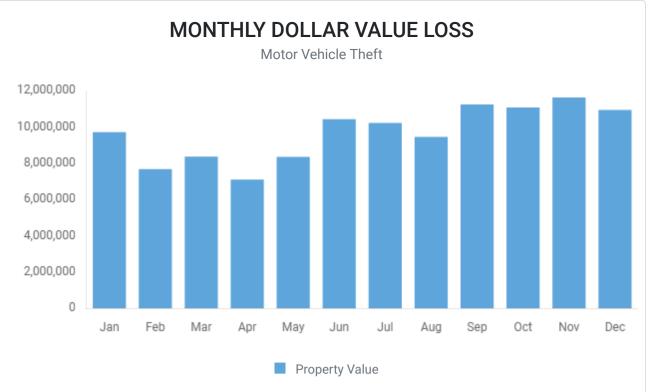
**↓-3.07%**Compared to 2019









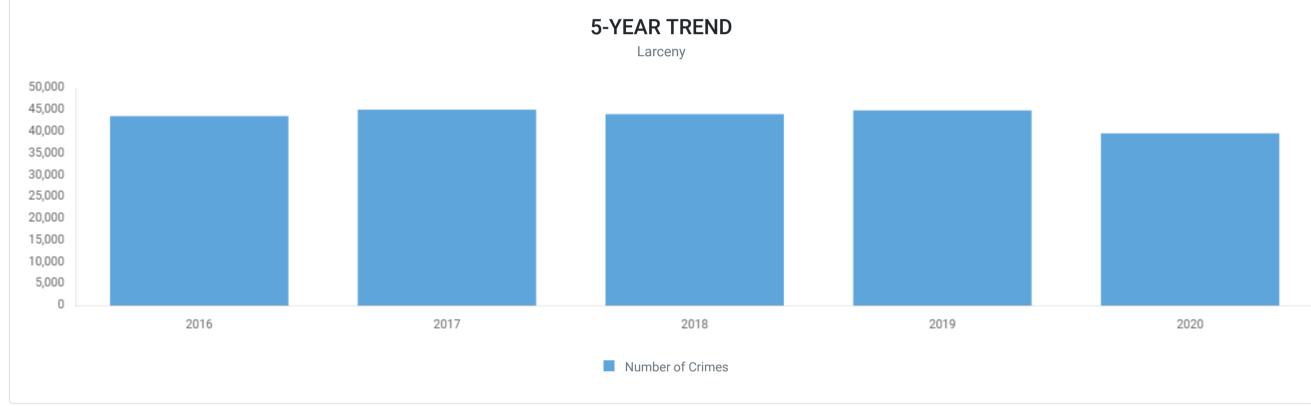


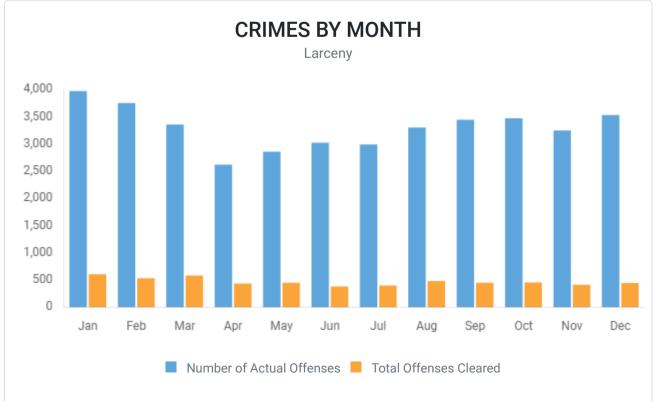
## **LARCENY**

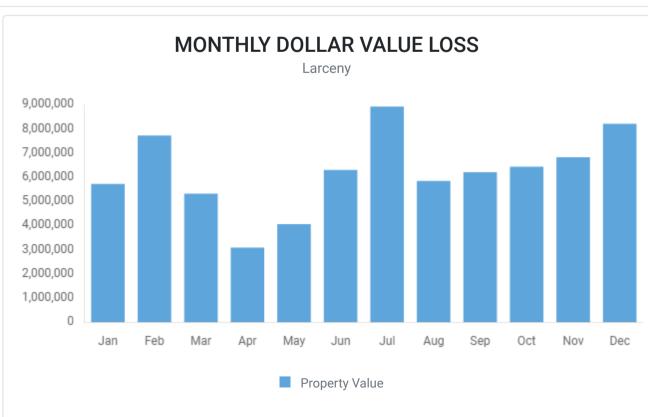
The unlawful taking, carrying, leading or riding away of property from the possession or constructive possession of another person.

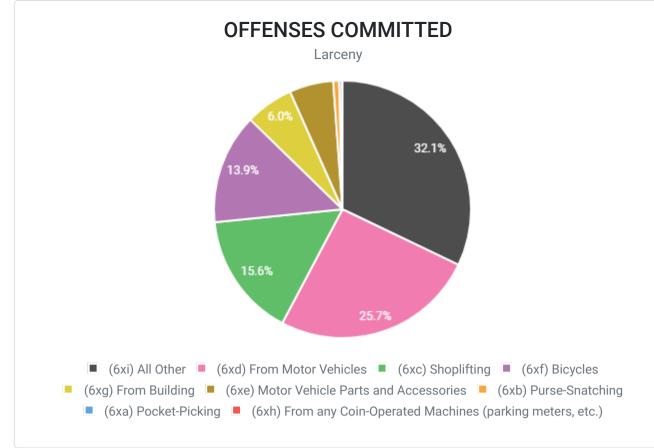
**Cases**: 39,598 **Clearance**: 14.18%

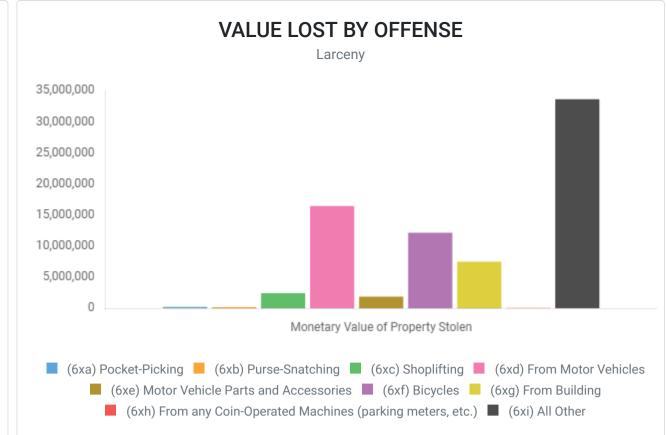












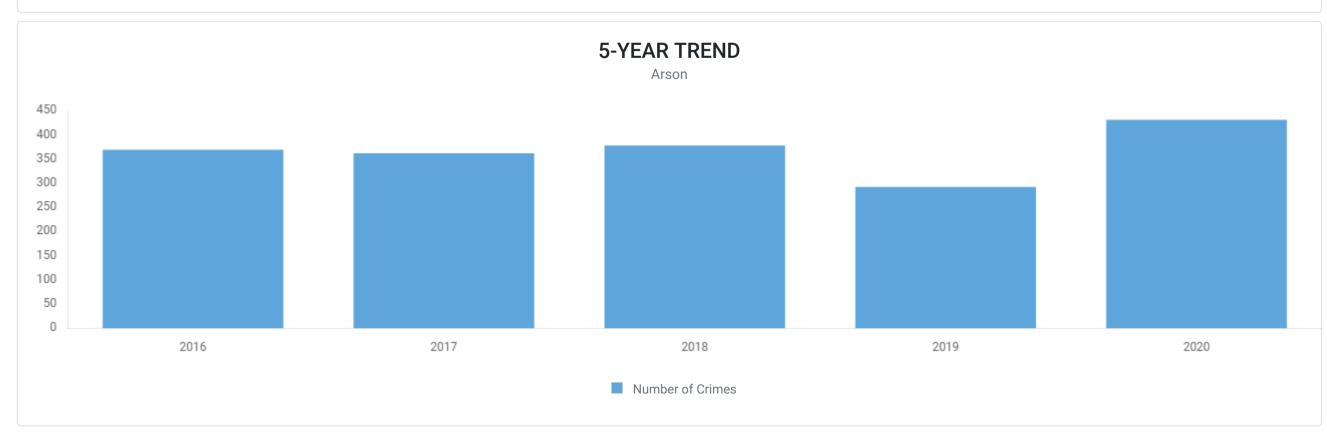


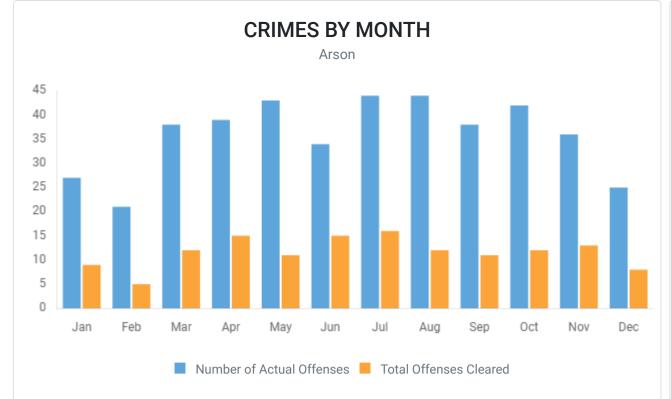
### **ARSON**

To unlawfully and intentionally damage or attempt to damage any real or personal property by fire or incendiary device.

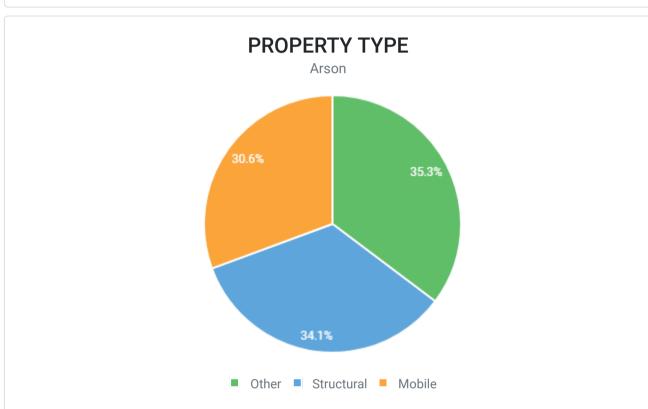
**Cases**: 431 **Clearance**: 32.25%

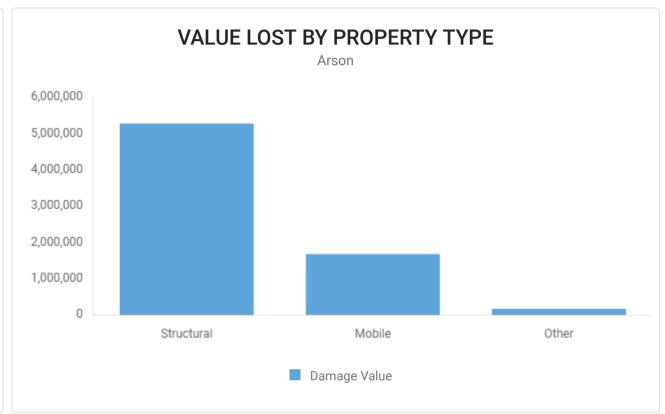
↑ 47.60% Compared to 2019











## ARRESTS FOR PROPERTY CRIME

This section will breakdown Arrestee data for all four Property crimes: Burglary, Larceny, Motor-vehicle Theft and Arson.

**Cases**: 7,963

**↓**-24.96%

