

EXECUTIVE SUMMARY

The Nassau County Sheriff's Office has seen a significant amount of violent crimes, increased drug activity, increased burglaries and larcenies in the last few years at game room establishments within the county borders.

In the last few months, violent crimes of armed robbery been on the rise and use of force such as the brandishing of weapons and shots fired have increased. Burglaries, employee grand theft larceny, and snatch and grab crimes have been increasing at an alarming rate

With the recent banishment of game rooms in Duval County, Nassau County has seen a fast rise of Duval County game room businesses moving their closed game rooms and opening in Nassau County. Social media promotions from these relocating businesses have been inviting these dislocated former Duval County customers to play in Nassau County. These players have been coming in droves. Game room business and profitability have picked up drastically.

In 2015 and 2016 Nassau County had 4 business robberies. In 2017 there were 7, 2018 there were 4, and in 2019 there have been 6 thus far, for a total of 25 ARMED ROBBERIES SINCE 2015.

Of these 25 armed robberies, there were 6 game room armed robberies in Nassau County. (Three of them occurred in 2019). That is 24 percent.

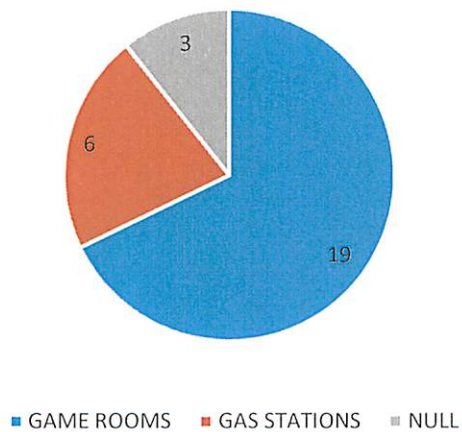
Due to the increase in game room growth, business and an increase in violent armed robbery type crimes, Crime Analyst Angela Conboy was tasked to look at all of the Game room establishment crime and crime within 1000 feet and to compare it to a similar business in the same way. Gas stations were the most comparable business available to pull data from and compare.

28 game rooms were examined. Many had multiple names, and several were new businesses. Nassau County and the Nassau County Sheriff's Office sent employees out to verify business locations since there is no licensing or registration requirement in order to track a new game room business when it sets up shop in Nassau County.

In order to gather the information needed, crime data was pulled using Accurint Crime Analysis and a 1000 foot buffer for both the game room and a nearby gas station. In some cases a rural game rooms was compared to a gas station in town, and several game rooms on the same road were compared to the same gas station due to proximity.

Two game rooms were not analyzed due to fact that they had just recently opened and there was not available data to compare to a gas station nearby. Violent crime, drug activity and property crime prevalence were what was examined.

Comparison Results



What the comparison found was that Nassau County game rooms had more instances of violent crime on average than the gas stations did.

Of the 28 game rooms, had more prevalent violent crimes such as armed robberies, drug crime, assaults, and in some cases sex crime. Property crime was prevalent in many cases but not all. Three comparisons were null and could not be adequately compared, of the 25 comparisons left, 19 showed that the game rooms had more crime and 6 gas stations had more crime than game rooms.