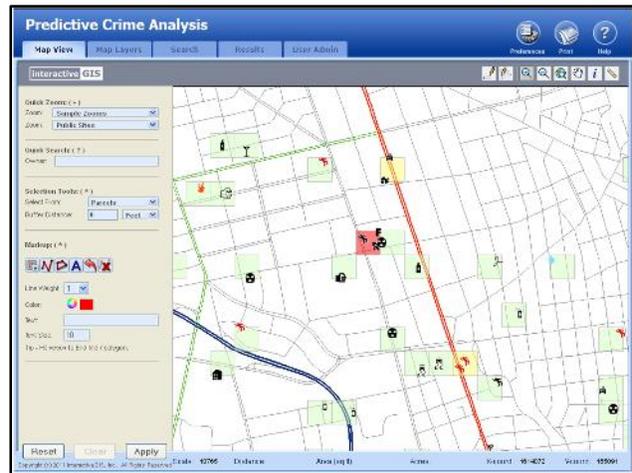






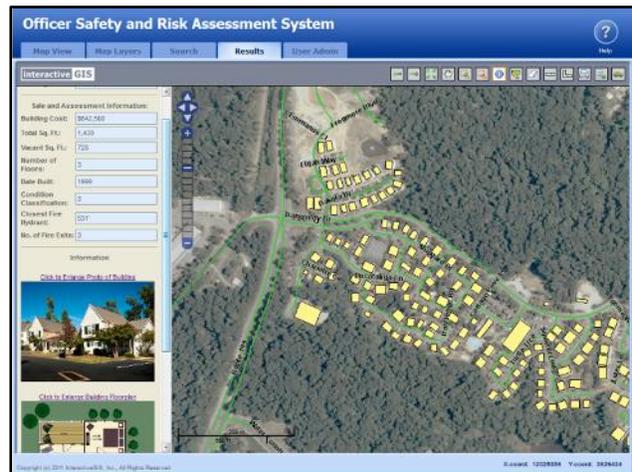
# Law Enforcement and Public Safety

**Real-Time Predictive Crime Analysis**  
Because G3 can manage real-time data for who is in custody and who is on release, G3 can provide law enforcement with optimized data sets to run on existing ATAC systems or on our own risk management platform. G3 reduces false positives by eliminating data from consideration based on crimes committed by people in custody and the status of other known associates and manage all the data in our own web-based open-source InteractiveGIS system.



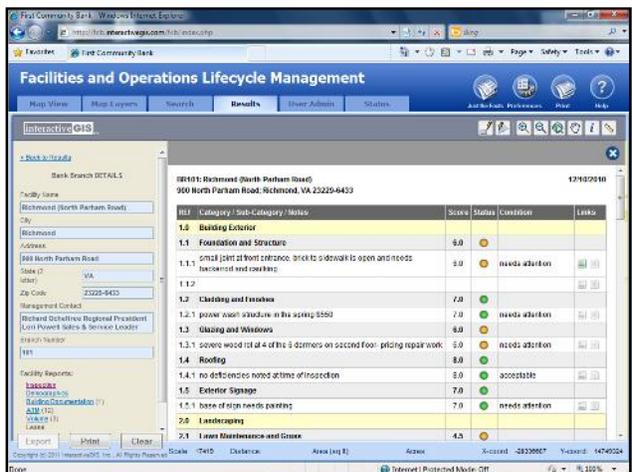
Real-Time Predictive Crime Analysis Module

**Officer Safety and Risk Assessment**  
An analysis of attacks on police officers showed that many officers are attacked by people who have been convicted of prior crimes but are not always directly linked to the call that the officer is responding to. To enhance officer safety when performing basic tasks like serving a summons to more involved tasks like executing a felony warrant, it is important to know who is in the immediate vicinity of where the call is and what potential risk they might pose to officers. By using address info and arrest and parole info, G3 can provide risk assessment off any location. It is worth 10 extra seconds during a 3 – 6 minute response time in order to better ensure officer safety via MDTs.



Officer Safety and Risk Assessment Module

**Facilities and Operations Lifecycle**  
One of the final pieces critical to the long term success of law enforcement is the management of law enforcement assets on the basis of the lifecycle of that asset. While a new facility may be designed to last 50 years or more, all facilities will require annual maintenance, periodic major Capital Expenditure (CapX) expenditures and reserve fund planning. G3 has developed a comprehensive system to track and manage defects and overall conditions. This facilities solution can easily be modified to provide an end-to-end Jail Management Solution (JMS).



Facilities and Operations Lifecycle Management