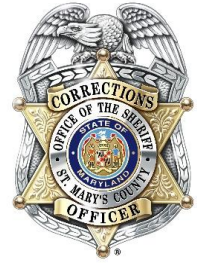




St. Mary's County Sheriff's Office
Steven A. Hall, Sheriff
 23150 Leonard Hall Drive, Leonardtown, MD 20650



Crime & Safety Report: March 30 -April 5

The St. Mary's County Sheriff's Office responded to **1,397 calls for service** during the week of **March 30 – April 5, 2026**, continuing our commitment to protect and serve the community.

Have Information About a Crime?

Community members can share tips anonymously through **Tip411**:

Text:

Text **847411**, start your message with **SMCSO**, add a space, then your tip

Online:

Submit a tip at www.FirstSheriff.com/tips

Mobile App:

Send a tip through the **SMCSO app**, available for free in the Apple App Store and Google Play Store
 Information from the public plays a critical role in solving crimes and keeping our community safe.

St. Mary's County Sheriff's Office Crime and Safety Report Week of March 30 through April 5, 2026

St. Mary's County encompasses approximately 361 square miles of land and is home to more than 114,000 residents. Proudly First in Service, the St. Mary's County Sheriff's Office is committed to safeguarding every mile and every member of our community with professionalism and integrity.

<u>CALLS FOR SERVICE*</u>	<u>ADULT ARRESTS</u>	<u>CRIMINAL CASE REPORTS</u>
1397	32	31 - Assault reports 3 - B&E Motor Vehicle reports 1 - Burglary reports 5 - Fraud reports 1 - Motor Vehicle Theft reports 1 - Robbery reports
*Calls for service include requests for police assistance originating from the public as well as self-initiated events made by deputy sheriffs.	12 - On-view 14 - Warrants 6 - Criminal Summons	
<u>TRAFFIC STOPS</u>	<u>TRAFFIC ACCIDENTS</u>	
236	56	
139 - Citations 4 - DUIs	11 - Injuries 45 - No injuries	

Statistics reflect information available at the time of publication. Figures are preliminary, provided for general informational purposes, and may change as incidents are reviewed, reclassified, or updated. For more information, go to www.FirstSheriff.com and click Citizen Connect in Quick Links.

