There are 21 types of crime which falls under three main areas of crime: murder, robbery and conning. Sum up the total times an offender committed a particular type of crime based on the main areas to get its score. For example,

ScoreMurder = #Type 3 + #Type 5 + #Type 10 + #Type 13 + #Type 16 + #Type 17 + #Type 21.

Where # means the no. of times a crime of Type *X* is committed.

**Table 1: Types of Crime**

|  |  |  |
| --- | --- | --- |
| **Murder** | **Robbery** | **Conning** |
| |  | | --- | | 3, 5, 10, 13, 16, 17, 21 | | |  | | --- | | 2, 4, 7, 9, 15, 19, 20 | | |  | | --- | | 1, 6, 8, 11, 12, 14, 18 | |

The degree of criminality must be mapped from each crime area based on the score calculated earlier. For example,

ScoreMurder x 2 = 11, therefore, the degree of criminality is Misdemeanors.

**Table 2: Degree of Criminality vs Types of Crime**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Types of Crime** | | | |
|  |  | **Murder** | **Robbery** | **Conning** |
| **Degree of criminality** | **Juvenile** | 0-9 | 0-7 | 0-14 |
| **Misdemeanors** | 10-13 | 8-9 | 15-18 |
| **Felonies** | 14-20 | 10-14 | 19-25 |
| **Dangerous** | 21-27 | 15-19 | 26-33 |
| **Psychopath** | 28 and more | 20 and more | 34 and more |