Student Behavior and Administrative Response Collection (SBAR) (Virginia)
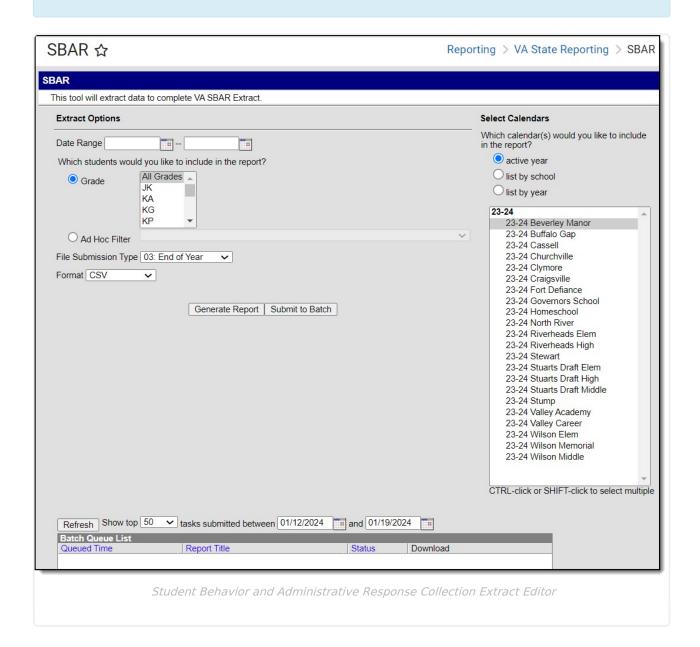
Last Modified on 05/03/2024 10:28 am CDT

Report Logic | Extract Editor | Report Layout

Tool Search: SBAR

The Student Behavior and Administrative Response Collection (SBAR) reports information regarding student behavior incidents.

See the Virginia Behavior documentation for additional information on Virginia-specific behavior setup.

Student Behavior and Administrative Response Collection Extract Editor

Read - Access and generate the Student Behavior and Administrative Response Collection (SBAR).
Write - N/A
Add - N/A
Delete - N/A

For more information about Tool Rights and how they function, see the Tool Rights article.

Report Logic

One record reports per student per incident. Only Offenders report.

Records are inclusive of the date range, meaning records created on the End Date selected in the extract editor are included in the report.

Reports events where the Date of Incident is on or within report generation date range. State Coded event must have an associated state coded resolution to report any records in the file.
Note: There must be a state coded event and state coded resolution in order to report. However, a record is reported when the resolution mapped to the state resolution is NONE.

Data does NOT report when:

- the Incident occurred in a Calendar marked as State Exclude.
- the Incident occurred while the student Enrollment record is marked as State Exclude or No Show.
- the Incident occurred while the student's Enrollment is in a Grade Level marked as Exclude from State Reporting.
- the Behavior Events/Referrals does not have a state coded Resolution.

Extract Editor

Field	Description
Date Range	The timeframe when data is pulled for the report.
Grade	Allows you to limit the results to only the selected grade(s).
Ad Hoc Filter	Allows you to limit the results to only the students included in the filter.
File Submission Type	The type of report. Options include: 03: End of Year, 09: Pre-submission, or 17: Preliminary.
File Format	The format in which the report generates. Options include: CSV, Tab Delimited, or HTML.
Calendar Selector	The calendar(s) from which data is pulled. This defaults to the Calendar selected in the Campus tool bar. At least one calendar is required in order to report.

Field	Description
Generate Report or **Submit to Batch Queue**	Users have the option of submitting a Student Course report request to the batch queue by clicking **Submit to Batch** instead of Generate Extract. This process allows larger reports to generate in the background, without disrupting the use of Campus. For more information about submitting a report to the batch queue, see the Batch Queue article.

Report Layout

A Record | B Record - Event Record | Trailer Record

A Record

Header

Element Name	Description
Sender ID	Reports the 3-digit Division Number of division submitting the file. This includes leading zeroes.
Create Date	Reports the current date in mm/dd/yyyy format.
Create Time	Reports the current time in hh:mm:ss format.
Email	Reports the sender's email address.
Data Type	Reports as SBAR.

Fixed Length

Element Name	Description	Location
Record Type	Reports A. *Alphanumeric, 1 character*	N/A
File Submission Type	Reports the code selected in the File Submission Type. Options are 03, 09, or 17. *Numeric, 2 digits*	Pulls from the extract editor.
Beginning School Year	Reports the beginning school year. *Alphanumeric, 4 characters, YYYY*	Pulls from the extract editor.

Element Name	Description	Location
Division Number	Reports the District State Number. This includes leading zeroes. *Numeric, 3 digits*	District Information > State District Number District.stateDistrictNumber

B Record - Event Record

#	Element Name	Description	Location
B1	**Record Type**	Reports as B.	N/A
B2	**Local Event ID**	The event identification number. *Numeric, 11 digits*	Behavior Management > Incident Detail > Incident ID BehaviorEvent.incidentID
B3	**Event Division**	The code associated with the incident location OR the State District Number. Reports the code before the colon (:) from the Incident Location dropdown. When blank, the State District Number reports. *Numeric, 3 digits** **When less than three digits, leading zeroes are added.*	Behavior Management > Incident Detail > Localized Incident Location BehaviorIncident.localizedLocation OR District Information > State District Number District.stateDistrictNumber

#	Element Name	Description	Location
B4	Event School	The code associated with the incident location OR the State School Number. Reports the code after the colon (:) from the Incident Location dropdown. When blank, the State School Number reports. *Numeric, 4 digits** **When less than four digits, leading zeroes are added.*	Behavior Management > Incident Detail > Localized Incident Location BehaviorIncident.localizedLocation OR District Information > State School Number District.stateDistrictNumber
B5	Date of Event	The date of the incident. *Date Field, 10 characters MM/DD/YYYY*	Behavior Management > Incident Detail > Date of Incident BehaviorIncident.timestamp
B6	Time of Event	The time code associated with the incident. *Alphanumeric, 1 character*	Behavior Management > Incident Detail > Time of Incident BehaviorIncident.context
B7	Location of Event	The code associated with the incident location. When the code is NOT 1-7 or blank, reports blank. *Numeric, 1 digit*	Behavior Management > Incident Detail > Incident Location BehaviorIncident.location

#	Element Name	Description	Location
B8	**Firearms Confiscated**	The number of firearms confiscated during the incident. This field only reports when the Event Type State Code is PD1, PD11, PD12, or PD15. Otherwise, reports blank. This counts each Weapon Type with codes 01 and 02. When multiple Events are tied to the incident, counts from the lowest Event ID first. *Numeric, 2 digits*	Sums from Behavior Management > Incident Information > Event > Participant Details > Weapon Type BehaviorWeapon.Type
B9	**Weapons Confiscated**	The number of weapons confiscated during the incident. This field only reports when the Event Type State Code is BESO15, BESO16, BSC26, BSC27, PD2, or PD6. Otherwise, reports blank. This counts each Weapon Type with codes 03-18. When multiple Events are tied to the incident, counts from the lowest Event ID first. *Numeric, 2 digits*	Sums from Behavior Management > Incident Information > Event > Participant Details > Weapon Type BehaviorWeapon.Type

#	Element Name	Description	Location
B10	**Firearms Code**	The code that describes the weapon used in the Event. Valid codes include: • 1: Handgun/Pistol • 2: Rifle/Shotgun • 3: More than one firearm type; Handgun, Pistol, Rifle, Shotgun • 4: Other Firearm (Any State code 03-12) • 5: Non-firearm weapons (reports only when Behavior Code is PD6) Cannot be blank when the Behavior Code is PD1, PD6, PD11, PD12, or PD15. Cannot be blank when Firearms Confiscated reports greater than 0 (zero). When multiple Events are tied to the incident, counts from the lowest Event ID first. *Numeric, 1 digit*	Behavior Management > Event and Participation Details > Weapon Type BehaviorWeapon.Type

#	Element Name	Description	Location
B11	**Law Enforcement Flag**	Indicates Law Enforcement was notified. Reports as Y when the Event State Code starts with PD or BESO14 (when the victim is a staff member), BESO17, or BSC21, even when the Law Enforcement Notified checkbox is not marked on the Event. All other state Events report Y when the Law Enforcement checkbox is marked. Reports N when not marked. When multiple Events are tied to the incident, looks from the lowest Event ID first. *Alphanumeric, 1 character (Y or N)*	Behavior Management > Events and Participants Detail > Law Enforcement Notified BehaviorEvent.policeReport

#	Element Name	Description	Location
B12	**Notified of Charges Filed Flag**	Indicates charges have been filed for the behavior event. Y reports when the Event State Code is BESO18, regardless of the status of the Charges Filed field. Otherwise reports as N. When multiple Events are tied to the incident, looks from the lowest Event ID first. *Alphanumeric, 1 character (Y or N)*	Behavior Management > Events and Participants Detail > State Code Behavior Management > Resolution Details > Charges Filed BehaviorEvent.stateCode BehaviorResolution.chargesFiled

#	Element Name	Description	Location
B13	**Notified of Conviction Flag**	Indicates a conviction has been made related to the behavior event. This field reports as N when the Behavior Code field is NOT BESO18. When the Behavior Code is BESO18 AND the Notified of Conviction checkbox is marked, this field reports as Y. When the Behavior Code is BESO18 AND the Notified of Conviction checkbox is NOT marked, this field reports as N. When multiple Events are tied to the incident, looks from the lowest Event ID first. *Alphanumeric, 1 character (Y or N)*	Behavior Management > Resolution Details > Notified of Conviction BehaviorResolution.notifiedOfConviction
B14	**CAHO Flag**	Indicates a Court Appointed Hearing Officer was assigned to this event by the Virginia Supreme Court. This only reports when the student has an IEP. *Alphanumeric, 1 character (Y or N)*	Behavior Referral > Participant Details > Court Appointed Hearing Officer BehaviorDetail.hearingOfficer

#	Element Name	Description	Location
B15	**State Testing ID**	The state identification number of the student, assigned by EIMS. Reports the student state ID number of the student with the role or offender associated with the behavior event (Behavior Management > Participant(s) Details > Role). When no offender or the student does not have a student state ID number, 9999999999 reports. *Numeric, 10 digits*	Demographics > Student State ID Person.stateID

#	Element Name	Description	Location
B16	**Behavior Code 1**	The identification number of the primary event.

When there are multiple Events tied to the incident, the B16-B19 elements report the first four entered (Primary first, then event ID order with the lowest ID first).

Reports as blank when no events have Primary selected.

Numeric, 6 digits | Behavior Management > Incident > Event > Participant > Offense Type > Primary

BehaviorRole.violationlevel1 |
| **B17** | **Behavior Code 2** | The identification number of the second lowest event ID.

When there are multiple Events tied to the incident, the B16-B19 elements report the first four entered (Primary first, then event ID order with the lowest ID first).

Reports as blank when no events have Primary selected.

Numeric, 6 digits | Behavior Management > Incident > Event > Participant > Offense Type > Primary

BehaviorRole.violationlevel1 |

#	Element Name	Description	Location
B18	**Behavior Code 3**	The identification number of the third lowest event ID. When there are multiple Events tied to the incident, the B16-B19 elements report the first four entered (Primary first, then event ID order with the lowest ID first). Reports as blank when no events have Primary selected. *Numeric, 6 digits*	Behavior Management > Incident > Event > Participant > Offense Type > Primary BehaviorRole.violationlevel1
B19	**Behavior Code 4**	The identification number of the fourth lowest event ID. When there are multiple Events tied to the incident, the B16-B19 elements report the first four entered (Primary first, then event ID order with the lowest ID first). Reports as blank when no events have Primary selected. *Numeric, 6 digits*	Behavior Management > Incident > Event > Participant > Offense Type > Primary BehaviorRole.violationlevel1

#	Element Name	Description	Location
B20	**Unknown Offender Code**	Reports a code when the offender is unknown. Reports 1: School aged person, when the role of the person is the Offender and Relationship to School is 21: Unknown School aged person. Reports 2: Person beyond school age, when the role of the person is the Offender and Relationship to School is 22: Unknown person beyond school age. Reports 3: Other/Unknown, when the role of the person is the Offender and Relationship to School is 16: Unknown Person or 17: Other or 18: Non-student. Reports blank for all others. *Numeric, 1 digit*	Not dynamically stored Behavior Management > Participant(s) Details > Role AND Relationship to School BehaviorRole.role BehaviorRole.relationshipToSchool

#	Element Name	Description	Location
B21	**Enrolled Division**	The state-assigned division number Reports blank when the Unknown Offender Code reports. Otherwise, the Serving Division-School number before the dash reports. When the student is not enrolled on the Incident Date, this reports from the most recent enrollment. When the student was never enrolled, the District ID of the school where the incident record was created reports. *Numeric, 3 digits** **When less than three digits, leading zeroes are added.*	Enrollments > State Reporting Fields > Serving Division-School Enrollment.servingDivisionSchool AND District Information > State District Number District.number AND Behavior Management > Incident Information > Participation Details > Relationship to School BehaviorRole.relationshipToSchool

#	Element Name	Description	Location
B22	**Enrolled School**	The state-assigned division number Reports blank when the Unknown Offender Code reports. Otherwise, the Serving Division-School number after the dash reports. When the student is not enrolled on the Incident Date, this reports from the most recent enrollment. When the student was never enrolled, the District ID of the school where the incident record was created reports. *Numeric, 4 digits** **When less than four digits, leading zeroes are added.*	Enrollments > State Reporting Fields > Serving Division-School Enrollment.servingDivisionSchool AND School Information > State School Number School.number AND Behavior Management > Incident Information > Participation Details > Relationship to School BehaviorRole.relationshipToSchool

#	Element Name	Description	Location
B23	**Behavioral Intervention Code 1**	One of three codes that addresses the student behavior(s) of this specific Incident Behavior Code 11 always reports in Behavioral Intervention Code 1. When multiple Events are tied to the incident, looks from the lowest Event ID first. Only one code reports when there are duplicate Behavior Intervention codes. *Numeric, 2 digits*	Behavior Management > Resolution Details > Behavioral Intervention BehaviorResolution.interventionCode

#	Element Name	Description	Location
B24	**Behavioral Intervention Code 2**	One of three codes that addresses the student behavior(s) of this specific Incident. Behavior Code 11 always reports in Behavioral Intervention Code 1. Reports blank when the state resolution code is EX2. When multiple Events are tied to the incident, looks from the lowest Event ID first. Only one code reports when there are duplicate Behavior Intervention codes. *Numeric, 2 digits*	Behavior Management > Resolution Details > Behavioral Intervention BehaviorResolution.interventionCode

#	Element Name	Description	Location
B25	**Behavioral Intervention Code 3**	One of three codes that addresses the student behavior(s) of this specific Incident. Behavior Code 11 always reports in Behavioral Intervention Code 1. Reports blank when the state resolution code is EX2. When multiple Events are tied to the incident, looks from the lowest Event ID first. Only one code reports when there are duplicate Behavior Intervention codes. *Numeric, 2 digits*	Behavior Management > Resolution Details > Behavioral Intervention BehaviorResolution.interventionCode

#	Element Name	Description	Location
B26	**Instructional Support Code**	One of up to three Instructional Support Codes that address the support provided to a student. This field reports when the Disciplinary Sanction Code is STS1, LTS1, or EX1. When multiple Instructional Support Codes are selected, only one record reports. This field reports blank when the Disciplinary Sanction Code is STS2, LTS2, or EX2. When multiple Events are tied to the incident, looks from the lowest Event ID first. *Numeric, 1 digit*	Behavior Management > Resolution Detail > Instructional Support BehaviorResolution.instructionalSupport

#	Element Name	Description	Location
B27	**Instructional Support Code 2**	One of up to three Instructional Support Codes that address the support provided to a student. This field reports when the Disciplinary Sanction Code is STS1, LTS1, or EX1. When multiple Instructional Support Codes are selected, only one record reports. This field reports blank when the Disciplinary Sanction Code is STS2, LTS2, or EX2. When multiple Events are tied to the incident, looks from the lowest Event ID first. *Numeric, 1 digit*	Behavior Management > Resolution Detail > Instructional Support BehaviorResolution.instructionalSupport

#	Element Name	Description	Location
B28	**Instructional Support Code 3**	One of up to three Instructional Support Codes that address the support provided to a student. This field reports when the Disciplinary Sanction Code is STS1, LTS1, or EX1. When multiple Instructional Support Codes are selected, only one record reports. This field reports blank when the Disciplinary Sanction Code is STS2, LTS2, or EX2. When multiple Events are tied to the incident, looks from the lowest Event ID first. *Numeric, 1 digit*	Behavior Management > Resolution Detail > Instructional Support BehaviorResolution.instructionalSupport

#	Element Name	Description	Location
B29	**Detention (DS)**	The number of hours the student spent in detention. Reports when the State Resolution Code is DS. Reports first from the Hours Sanctioned Override when populated. When blank, this field is calculated from Resolution Start Time to Resolution End Time. Only whole numbers report. Rounds down to the nearest whole number with a max of 364. Reports as 0 (zero) when the State Resolution Code is NOT DS. When multiple events exist for the DS State Resolution Code, all hours for all events are summed. *Numeric, 3 digits*	Behavior Management > Resolution Details > Hours Sanctioned Override BehaviorResolution.hoursSanctionedOverride Calculated, Behavior Management > Resolution Details > Resolution Start Date minus Resolution End Date behaviorDetail.resolutionStartDate minus behaviorDetail.resolutionEndDate

#	Element Name	Description	Location
B30	**School Based Community Service (SBCS)**	The number of hours the student spent in school based community service. Reports when the State Resolution Code is SBSC. Reports first from the Hours Sanctioned Override when populated. When blank, this field is calculated from Resolution Start Time to Resolution End Time. Only whole numbers report. Rounds down to the nearest whole number with a max of 364. Reports as 0 (zero) when the State Resolution Code is NOT SBSC. When multiple events exist for the SBSC State Resolution Code, all hours for all events are summed. *Numeric, 3 digits*	Behavior Management > Resolution Details > Hours Sanctioned Override BehaviorResolution.hoursSanctionedOverride --- Calculated, Behavior Management > Resolution Details > Resolution Start Date minus Resolution End Date behaviorDetail.resolutionStartDate minus behaviorDetail.resolutionEndDate

#	Element Name	Description	Location
B31	**Loss of Privileges (LOP)**	The number of hours the student spent in loss of privileges.

Reports when the State Resolution Code is LOP.

Only whole numbers report. Rounds down to the nearest whole number with a max of 364. Reports as 0 (zero) when the State Resolution Code is NOT LOP.

When multiple events exist for the LOP State Resolution Code, all hours for all events are summed.

Numeric, 3 digits | Behavior Management > Resolution Details > Duration in School Days

BehaviorResolution.duration |

#	Element Name	Description	Location
B32	**Suspension of Bus Privileges (SBP)**	The number of hours the student spent in suspension of bus privileges. Reports when the State Resolution Code is SBP. Only whole numbers report. Rounds down to the nearest whole number with a max of 364. Reports as 0 (zero) when the State Resolution Code is NOT SBP. When multiple events exist for the SBP State Resolution Code, all hours for all events are summed. *Numeric, 3 digits*	Behavior Management > Resolution Details > Duration in School Days BehaviorResolution.duration

#	Element Name	Description	Location
B33	**Class Removal (CR)**	The number of hours the student spent in class removal. Reports when the State Resolution Code is CR. This elements reports Partial Days to the nearest hundredth place. Partial Days report a value between 0 and 0.49. Reports as 0 (zero) when the State Resolution Code is NOT CR. When multiple events exist for the CR State Resolution Code, the lowest Event ID reports first. *Numeric, 6 digits (XXXX.XX)*	Behavior Management > Resolution Details > Duration in School Days BehaviorResolution.duration

#	Element Name	Description	Location
B34	**In School Suspension (ISS)**	The number of hours the student spent in school suspension. Reports when the State Resolution Code is ISS. This elements reports Partial Days to the nearest hundredth place. Maximum of 364. Partial Days report a value between 0 and 0.49. Reports as 0 (zero) when the State Resolution Code is NOT ISS. When multiple events exist for the State Resolution Code, all hours for all events are summed. *Numeric, 6 digits (XXXX.XX)*	Behavior Management > Resolution Details > Duration in School Days BehaviorResolution.duration

#	Element Name	Description	Location
B35	**OSS by Sch Admin (STS)**	The number of hours the student spent in out of school suspension. Resolution Type must be STS and Resolution Assigned by must be School Admin to report. This elements reports Partial Days to the nearest hundredth place. Maximum of 364. Partial Days report a value between 0 and 0.49. Reports as 0 (zero) when the State Resolution Code is NOT STS. When multiple events exist for the STS State Resolution Code, all hours for all events are summed. The Instructional Support code is required when value is greater than 0. *Numeric*	Behavior Management > Resolution Details > Duration in School Days BehaviorResolution.duration Behavior Referral > Behavior Resolution > Assigned By: School Administration behaviorDetail.resolution.assignedBy

#	Element Name	Description	Location
B36	OSS by Div Admin (LTS)	The number of hours the student spent in out of school suspension. Resolution Type must be LTS and Resolution Assigned by must be Division Admin to report. This elements reports Partial Days to the nearest hundredth place. Maximum of 364. Partial Days report a value between 0 and 0.49. Reports as 0 (zero) when the State Resolution Code is NOT LTS. When multiple events exist for the LTS State Resolution Code, all hours for all events are summed. The Instructional Support code is required when value is greater than 0. *Numeric*	Behavior Management > Resolution Details > Duration in School Days BehaviorResolution.duration Behavior Referral > Behavior Resolution > Assigned By: District Administration behaviorDetail.resolution.assignedBy

#	Element Name	Description	Location
B37	**OSS by Sch Board**	The number of hours the student spent in out of school suspension. Resolution Type must be LTS OR EX and Resolution Assigned by must be School Board to report. This elements reports Partial Days to the nearest hundredth place. Maximum of 364. Partial Days report a value between 0 and 0.49. Reports as 0 (zero) when the State Resolution Code is NOT LTS or EX. When multiple events exist for the LTS or EX State Resolution Code, all hours for all events are summed. The Instructional Support code is required when value is greater than 0. *Numeric*	Behavior Management > Resolution Details > Duration in School Days BehaviorResolution.duration Behavior Referral > Behavior Resolution > Assigned By: School Board behaviorDetail.resolution.assignedBy

#	Element Name	Description	Location
B38	**Alt Placement By Sch Admin (ALT)**	The number of hours the student spent in an alternate placement. This field always reports as null. *Numeric*	Behavior Management > Resolution Details > Duration in School Days BehaviorResolution.duration Behavior Referral > Behavior Resolution > Assigned By: School Administration behaviorDetail.resolution.assignedBy

#	Element Name	Description	Location
B39	**Alt Placement by Div Admin (ALT)**	The number of hours the student spent in an alternate placement. Resolution Type must be ALT and Resolution Assigned by must be Division Admin to report. This elements reports Partial Days to the nearest hundredth place. Maximum of 364. Partial Days report a value between 0 and 0.49. Reports as 0 (zero) when the State Resolution Code is NOT ALT. When multiple events exist for the ALT State Resolution Code, all hours for all events are summed. The Instructional Support code is required when value is greater than 0. *Numeric*	Behavior Management > Resolution Details > Duration in School Days BehaviorResolution.duration Behavior Referral > Behavior Resolution > Assigned By: Division Admin behaviorDetail.resolution.assignedBy

#	Element Name	Description	Location
B40	**ALT Placement by Sch Board (ALT)**	The number of hours the student spent in an alternate placement. Resolution Type must be ALT and Resolution Assigned by must be School Board to report. This elements reports Partial Days to the nearest hundredth place. Maximum of 364. Partial Days report a value between 0 and 0.49. Reports as 0 (zero) when the State Resolution Code is NOT ALT. When multiple events exist for the ALT State Resolution Code, all hours for all events are summed. The Instructional Support code is required when value is greater than 0. *Numeric*	Behavior Management > Resolution Details > Duration in School Days BehaviorResolution.duration Behavior Referral > Behavior Resolution > Assigned By: School Board behaviorDetail.resolution.assignedBy Behavior Management > Incident Information > Resolution > Alt Placement Educational Agency BehaviorResolution.alternatePlacementAE
B41	**Alt Placement Educational Agency**	The agency for alternate education placement for the student. *Alphanumeric, 3 characters*	Behavior Management > Incident Information > Resolution > Alt Placement Educational Agency BehaviorResolution.alternatePlacementAE

#	Element Name	Description	Location
B42	**Alt Placement School**	The agency for alternate placement for the student. *Alphanumeric, 4 characters*	Behavior Management > Incident Information > Resolution > Alternate Placement School BehaviorResolution.alternatePlacementSchool
B43	**Aggravating Circumstances Flag**	Indicates the behavior event has an aggravated circumstance. Reports as Y when the Days Sanctioned STS, LTS, EX, or ALT is greater than 45 and student is in state grade 04-12. Reports as Y when Days Sanctioned STS, LTS, EX, or ALT is greater than 3 and student is in state grade PK-03. Otherwise reports 0 (zero). *Alphanumeric, Y or N*	Behavior Management > Incident Information > Resolution Details > State Code: STS1, STS2, LTS1, LTS2, EX1, EX2, or ALT BehaviorResolution.resolutionCode Behavior Management > Resolution Details > Duration in School Days BehaviorResolution.duration

#	Element Name	Description	Location
B44	**Student Victims**	The number of student victims associated with the incident. This is a count of students with a Role of Victim AND a Relationship to School of 1, 2, 3, or 4 AND the Participant Detail is associated with a state coded event. *Numeric, 4 digits*	Behavior Management > Participant(s) Detail > Role: Victim AND Relationship to School: 1, 2, 3, or 4 BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorEvent.numOfStuVictims
B45	**Staff Victims**	The number of staff victims associated with the incident. This is a count of staff with a Role of Victim AND a Relationship to School of 5, 6, 7, 8, 9, 10, or 11 AND the Participant Detail is associated with a state coded event. *Numeric, 4 digits*	Behavior Management > Participant(s) Detail > Role: Victim AND Relationship to School: 5, 6, 7, 8, 9, 10, or 11 BehaviorRole.role BehaviorRole.relationshipToSchool

#	Element Name	Description	Location
B46	**Other Adult Victims**	The number of other adult victims associated with the incident. This is a count of people with a Role of Victim AND a Relationship to School of 12, 13, 14, or 15 AND the Participant Detail is associated with a state coded event. *Numeric, 4 digits*	Behavior Management > Participant(s) Detail > Role: Victim AND Relationship to School: 12, 13, 14, or 15 BehaviorRole.role BehaviorRole.relationshipToSchool
B47	**Other/Unknown Victims**	The number of other victims associated with the incident. This is a count of people with a Role of Victim AND a Relationship to School of 16, 17, 18, 21, or 22 AND the Participant Detail is associated with a state coded event. *Numeric, 4 digits*	Behavior Management > Participant(s) Detail > Role: Victim AND Relationship to School: 16, 17, 18, 21, or 22 BehaviorRole.role BehaviorRole.relationshipToSchool

#	Element Name	Description	Location
B48	**Indeterminate Victim Flag**	Indicates the event has an unknown number of victims. When there are multiple Events tied to the incident, all events are considered. When any event has the Indeterminate Victim checkbox marked, this reports as Y. *Alphanumeric, 1 character (Y or N)*	Behavior Referral > Event Details > Indeterminate Victim
B49	**Filler 1**	N/A	N/A
B50	**Filler 2**	N/A	N/A
B51	**Filler 3**	N/A	N/A
B52	**Filler 4**	N/A	N/A

Trailer Record

Element Name	Description
Record Count	Counts the number of A and B records in the report. Numeric, 3 digits