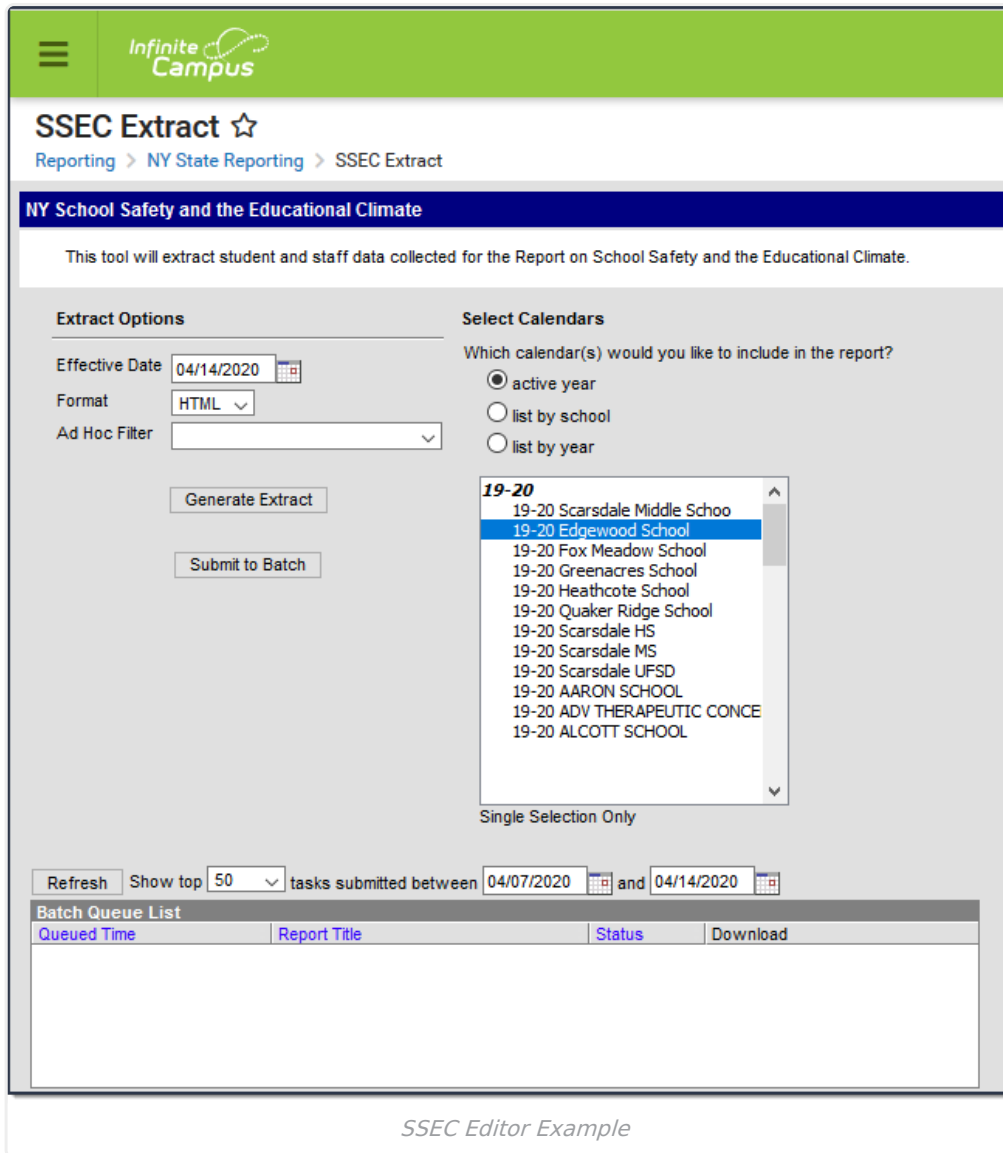# SSEC Extract (New York)

Last Modified on 12/14/2025 8:45 pm CST

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Tool Search: SSEC

The SSEC Summary Extract reports and compiles data regarding violent or disruptive incidents, as well as incidents of discrimination, harassment, bullying, and cyberbullying to comply with New York State reporting requirements and to designate schools that are persistently dangerous.

SSEC Editor Example

Report Logic

Reports a summary of all SSEC Incidents tied to the Calendar selected on the extract editor. Participants involved in multiple SSEC Incidents are separately counted for each Incident. An SSEC Incident is defined as a unique Behavior Incident/Event combination the meets all of the following requirements.

Behavior Incident/Event	Logic
Behavior Incidents	**Status** must be **Complete** **Date of Incident** must be previous to or the same as the **Effective Date** selected on the extract editor **Location** dictionary **Value** must be one of the following: - SchoolProperty - SchoolTransportation - SchoolSponsored - OffProperty - At least one Behavior Event's State Event Code must not be NULL. - If a Behavior Incident occurs off property, only Harassment, Cyberbullying, and Bomb Threat events are reported.
Behavior Event	- Must have at least one Participant whose **Role** = Offender - Must have at least one Participant whose **Role** = Victim ONLY if the **State Event Code** is one of the following: 1, 2.1, 2.2, 4, 7, 10, or 10.2 - The most serious event determines the Category (column) in which the Incident reports - If more than one qualifying Behavior Event is associated with a Behavior Incident, reports from the Behavior Event with lowest **State Event Code** dictionary **Value** (i.e. most serious) - If multiple Behavior Events meet the previous requirement, reports from the Behavior Event with the lowest **eventID**

Part 1 of the SSEC report includes the following columns. Totals report in these columns according to the State Event Code assigned to the Behavior Events.

#	Column	State Event Code
1	Homicide	1
2	Sexual Offenses	2.1 and 2.2
3	Assault	7 and 4
4	Weapons Possession	17.1 and 17.2
5. Material Incidents of Discrimination, Harassment, and Bullying		
5a	All Excluding Cyberbullying	10
5b	Cyberbullying	10.2
6	Bomb Threat	14
7	False Alarm	15
8	Threat of School Violence (Other than Bomb Threat or False Alarm)	21

#	Column	State Event Code
9	Use, Possession, or Sale of Drugs	18
10	Use, Possession, or Sale of Alcohol	19

Report Editor

Field	Description
Effective Date	Data reports as of the Effective Date selected.
Format	The format in which the report generates. Options include HTML, XML, and CSV.
Ad Hoc Filter	Student and Census/Staff Ad Hoc filters are available for narrowing report results.
Select Calendars	The calendar from which data is pulled for the report. Can be set to display only the active year's calendars, or be sorted by school or by year. Only one calendar may be selected.
Generate Extract Submit to Batch	Users have the option of submitting a report request to the batch queue by clicking **Submit to Batch** instead of **Generate Extract**. Clicking **Generate Extract** immediately creates the report. The **Submit to Batch** 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 Example

Report	Calendar	BEDSCode	EffectiveDate
SSEC Summary	21-22 Edgewood School	662001030001	01/26/2022

Part 1: Dignity for All Student Act (DASA) and Violent and Disruptive Incident Reporting (VADIR)		1. Homicide	2. Sexual Offenses	3. Assault	4. Weapons Possession	5. Material Incidents of Discrimination, Harassment, and Bullying		6. Bomb Threat	7. False Alarm	8. Threat of School Violence (Other than Bomb Threat or False Alarm)	9. Use, Possession or Sale of Drugs	10. Use, Possession or Sale of Alcohol
						5a. All Excluding Cyberbullying	5b. Cyberbullying					
Report the total number of incidents.												
Total Number of Incidents	a	0	0	0	0	0	0	0	0	0	0	0
Report if the offense listed in row (a) was related to a bias.												
Total Number of Biased-Related Incidents	b	0	0	0	0	0	0	0	0	0		
Race	c	0	0	0	0	0	0	0	0	0		
Ethnic Group	d	0	0	0	0	0	0	0	0	0		

Report Example

Report Header

Report	Calendar	BEDSCode	EffectiveDate
SSEC Summary	17-18 Campus MS	662001030011	04/03/2018

Report Header Example

Field	Logic	Campus Location
Report	Always reports **SSEC**.	N/A
Calendar	The name of the calendar selected on the extract editor.	System Administration > Calendar > Calendar > Calendar > Name Calendar.name
BEDS Code	The **BEDS Code** of the school tied to the calendar selected on the extract editor. If the BEDS Code is null, this field reports blank.	System Administration > Resources > School > BEDS Code School.BEDSCode
Effective Date	The **Effective Date** entered on the extract editor.	NY State Reporting > SSEC Extracts > Effective Date

Part 1: Dignity for All Student Act (DASA) and Violent and Disruptive Incident Reporting (VADIR)

Row	Name	Logic	Campus Location
		Report the total number of incidents (Row A)	
a	**Total Number of Incidents**	This area reports the total number of incidents. Each incident is counted one time only regardless of the number of offenders or targets/victims involved. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code BehaviorType.stateEventCode

Row	Name	Logic	Campus Location
Report if the offense listed in row (a) was related to a bias (Rows B - N)			
b - n	**Total Number of Biased-Related Incidents** **Race** **Ethnic Group** **National Origin** **Color** **Religion** **Religious Practices** **Disability** **Gender** **Sexual Orientation** **Sex** **Weight** **Other**	This area reports if the offense listed in row **Total Number of Incidents** (a) was related to a bias. An incident may be reported for more than one bias (duplicated count). For example, if an Assault with Physical Injury was related to the Victim/Target's Religion and Gender, it reports in both rows. Bias data requires an event with a Classification of Harassment. *Any* associated state event with harassment data can contribute to the overall incident count.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > Harassment Type BehaviorType.stateEventCode BehaviorHarassment.harassmentType

Harassment Type	Code
Race	01
Ethnic Ethnic Group	02
National Origin	03
Color	04
Religion	05
Religious Practices	06
Disability	07
Gender	08
Sexual Orientation	09
Sex	10
Weight	11
Other	12

See the Report Logic section for information about the State Event Code used for each column.

Row	Name	Logic	Campus Location
		Report the number of incidents in row (a) that were gang/group related (Row O)	
o	**Gang or Group Related**	The number of incidents in the row **Total Number of Incidents** (a) that were gang/group related. To report, the **Gang Related** checkbox on the Event Details must be marked. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > Gang Related BehaviorType.stateEventCode BehaviorEvent.gangRelated
		Report the number of incidents in row (a) that involved a weapon, alcohol, and/or drugs (Rows P - S)	
p	**Total Number of Incidents Not Involving a Weapon**	The number of incidents in the row **Total Number of Incidents** (a) that did NOT involve a weapon. To report, the Behavior Event Weapon on *any* associated state event must be null. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > Behavior Event Weapon BehaviorType.stateEventCode BehaviorWeapon.weaponType

Row	Name	Logic	Campus Location
q	**Total Number of Incidents Involving Weapons**	The number of incidents in the row **Total Number of Incidents** (a) that involved a weapon. To report, the Behavior Event Weapon on *any* associated state event must be null. Rows (q1-q3) may be duplicated counts if an incident involved more than one weapon. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > Behavior Event Weapon BehaviorType.stateEventCode BehaviorWeapon.weaponType
q1	**Number Reported in row q that Involved Firearms**	To report, a Behavior Event Weapon on the Incident must be one of the following: • 12 - Handguns • 13 - Rifles/Shotguns • 14 - Other Firearms See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > Behavior Event Weapon BehaviorType.stateEventCode BehaviorWeapon.weaponType
q2	**Number Reported in row q that Involved Knives**	To report, a Behavior Event Weapon on the Incident must be 2 - Knives. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > Behavior Event Weapon BehaviorType.stateEventCode BehaviorWeapon.weaponType

Row	Name	Logic	Campus Location
q3	**Number Reported in row q that Involved Other Weapons**	To report, a Behavior Event Weapon on the Incident must be one of the following: • 8 - Chemical/Biological Agents • 11 - Other Weapons See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > Behavior Event Weapon BehaviorType.stateEventCode BehaviorWeapon.weaponType
r	**Number of Incidents Involving Alcohol**	To report, at least one Event must be tied to an incident where the State Event Code is 19 - Use, Possession, or Sale of Alcohol. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code BehaviorType.stateEventCode
s	**Number of Incidents Involving Drugs**	To report, at least one Event must be tied to an incident where the State Event Code is 18 - Use, Possession, or Sale of Drugs. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code BehaviorType.stateEventCode
	Report the location where incidents reported in row (a) occurred (Rows T - W)		
t	**On School Property (including on school transportation)**	To report, the Behavior Incident Location must be one of the following: • **School Property** • **School Transportation** See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Location BehaviorType.stateEventCode BehaviorIncident.location

Row	Name	Logic	Campus Location
u	**At School Function Off Grounds**	To report, the Behavior Incident Location must be **School Sponsored**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Location BehaviorType.stateEventCode BehaviorIncident.location
v	**Off School Property (that creates a risk of disruption within the school environment)**	To report, the Behavior Incident Location must be **Off Property**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Location BehaviorType.stateEventCode BehaviorIncident.location
w	**Of the incidents reported in Row (t) above, report the number that occurred on School Transportation**	To report, the Behavior Incident Location must be **School Transportation**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Location BehaviorType.stateEventCode BehaviorIncident.location

Report the number of incidents in row (a) that occurred during the regular school day and after school hours (Rows X and Y)

Row	Name	Logic	Campus Location
x	**During Regular School Hours**	The number of incidents in row (a) that occurred during the regular school day. To report, the Date of Incident must be on a School Day and the Time of Incident must be within the time range from the earliest to latest Period(s) associated with the Day's Period Schedule. The Period does not need to be Instructional. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > • Date of Incident • Time of Incident System Administration > Calendar > Calendar > Days > Day Detail > Schoo Day System Administration > Calendar > Calendar > Periods > Period Info > • Start Time • End Time BehaviorType.stateEventCode BehaviorIncident.location BehaviorIncident.timestamp Day.schoolDay Period.startTime Period.endTime
y	**Before or After Regular School Hours**	The number of incidents in row (a) that occurred after school hours. To report, one of the following requirements must be met. • **Date of Incident** must be on a Day where **School Day** = false OR • **Date of Incident** must be on a Day where **School Day** = true AND **Time of Incident** falls *outside* the time range from the earliest to latest Period(s) associated with the Day's Period Schedule. The Period does *not* need to be Instructional. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > • Date of Incident • Time of Incident System Administration > Calendar > Calendar > Days > Day Detail > Schoo Day System Administration > Calendar > Calendar > Periods > Period Info > • Start Time • End Time BehaviorType.stateEventCode BehaviorIncident.location BehaviorIncident.timestamp Day.schoolDay Period.startTime Period.endTime

Row	Name	Logic	Campus Location
		Report the number of Targets/Victims that were students, staff or other involved in incidents in row (a) (Rows Z - BB)	
z	**Number of Student Targets/Victims**	The number of Targets/Victims that were students. A target/victim is counted more than once if they were a target/victim of more than one incident (duplicated count). To report, the person's role must be **Victim** and their Relationship to School must be **Student**. Reports one record per unique victim per unique incident. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool
aa	**Number of Staff Targets/Victims**	The number of Targets/Victims that were staff. A target/victim is counted more than once if they were a target/victim of more than one incident (duplicated count). To report, the person's role must be **Victim** and their Relationship to School must be **Staff**. Reports one record per unique victim per unique incident. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool

Row	Name	Logic	Campus Location
bb	**Number of "Other" Targets/Victims**	The number of Targets/Victims that were not students or staff. A target/victim is counted more than once if they were a target/victim of more than one incident (duplicated count). To report, the person's role must be **Victim** and their Relationship to School must be **Other**. Reports one record per unique victim per unique incident. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool

Report the number of Offenders that were students, staff o other involved in incidents in row (a) (Rows CC- EE)

Row	Name	Logic	Campus Location
cc	**Number of Student Offenders**	The number of OFFENDERS that were students. An offender is counted more than once if they initiate more than one incident (duplicated count). To report, the person's role must be **Offender** and their Relationship to School must be **Student**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool

Row	Name	Logic	Campus Location
dd	**Number of Staff Offenders**	The number of OFFENDERS that were staff. An offender is counted more than once if they initiate more than one incident (duplicated count). To report, the person's role must be **Offender** and their Relationship to School must be **Staff**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool
ee	**Number of "Other" Offenders**	The number of OFFENDERS that were not students or staff. An offender is counted more than once if they initiate more than one incident (duplicated count). To report, the person's role must be **Offender** and their Relationship to School must be **Other**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool

Report the number of Student Offenders that received the following type of disciplinary action or referral (Rows FF - MM)

Row	Name	Logic	Campus Location
ff	Counseling or Treatment Programs	The number of STUDENT OFFENDERS that received this type of disciplinary action or referral. To report, the student's role must be **Offender** and the State Resolution Code must be **2**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School Behavior Management > Incident Deta Information > Resolution Details > State Code BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorResolution.stateResCode
gg	Teacher Removal (Section 3214)	The number of STUDENT OFFENDERS that received this type of disciplinary action or referral. To report, the student's role must be **Offender** and the State Resolution Code must be **3**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School Behavior Management > Incident Deta Information > Resolution Details > State Code BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorResolution.stateResCode

Row	Name	Logic	Campus Location
hh	In School Suspension	The number of STUDENT OFFENDERS that received this type of disciplinary action or referral. To report, the student's role must be **Offender** and the State Resolution Code must be **4**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School Behavior Management > Incident Detail Information > Resolution Details > State Code BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorResolution.stateResCode
ii	Out-of-School Suspension	The number of STUDENT OFFENDERS that received this type of disciplinary action or referral. To report, the student's role must be **Offender** and the State Resolution Code must be **5**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School Behavior Management > Incident Detail Information > Resolution Details > State Code BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorResolution.stateResCode

Row	Name	Logic	Campus Location
jj	Involuntary Transfer to an Alternative Placement	The number of STUDENT OFFENDERS that received this type of disciplinary action or referral. To report, the student's role must be **Offender** and the State Resolution Code must be **6**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > - Role - Relationship to School Behavior Management > Incident Detail Information > Resolution Details > State Code BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorResolution.stateResCode
kk	Community Service	The number of STUDENT OFFENDERS that received this type of disciplinary action or referral. To report, the student's role must be **Offender** and the State Resolution Code must be **12**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > - Role - Relationship to School Behavior Management > Incident Detail Information > Resolution Details > State Code BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorResolution.stateResCode

Row	Name	Logic	Campus Location
ll	Juvenile Justice Or Criminal Justice System	The number of STUDENT OFFENDERS that received this type of disciplinary action or referral. To report, the student's role must be **Offender** and the State Resolution Code must be **13**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School Behavior Management > Incident Detail Information > Resolution Details > State Code BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorResolution.stateResCode
mm	Law Enforcement	The number of STUDENT OFFENDERS that received this type of disciplinary action or referral. To report, the student's role must be **Offender** and the State Resolution Code must be **14**. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School Behavior Management > Incident Detail Information > Resolution Details > State Code BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorResolution.stateResCode

Report the Unduplicated Number of Student Offenders Involved in Serious Offenses (Categories 1-5) in row (a) (Row NN)

Row	Name	Logic	Campus Location
nn	**Number of Unduplicated Student Offenders for Serious Incidents**	The Unduplicated Number of Student Offenders Involved in Serious Offenses in row (a). (Serious Offenses include Categories 1-5: Homicide, Sexual Offenses, Assault, Weapons Possession, Material Incidents of Discrimination, Harassment, and Bullying) Each individual is only counted once if they initiated numerous incidents in one or more categories. Unknown offenders are counted as separate individuals. See the Report Logic section for information about the State Event Code used for each column.	Behavior Management > Incident Deta Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Deta Information > Event and Participant Detail > Participant(s) Details > - Role - Relationship to School BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool

Part 2: Victims of Violent Criminal Offenses and Unsafe School Transfers

Does not report.

Part 3: Police or Safety Officer in the School

Does not report.

Part 4: School-Related Arrests: Report the total number of school-related arrests

Name	Logic	Campus Location

Name	Logic	Campus Location

School-Related Arrests	Sum of Participants in SSEC Incidents that meet all of the following requirements:
	• *Any* associated **State Event Code** <> NULL
	  ◦ **Role** = 'O'
	  ◦ Relationship to School's dictionary **Value** = student
	• *Any* associated Behavior Resolution where
	  ◦ **State Resolution Code** = 18
	  ◦ Associated **State Event Code** <> NULL
		Student Information > Special Ed > General > Documents > Plans > Education Plan Editor >
		• Date IEP is to be Implemented
		• Projected Date of Next Review
		
		Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code
		Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details >
		• Role
		• Relationship to School
		• Behavior Event Weapon
		
		Plan.locked
		Plan.startDate
		Plan.endDate
		BehaviorType.stateEventCode
		BehaviorRole.role
		BehaviorRole.relationshipToSchool
		BehaviorWeapon.weaponType

Part 5: Weapon Type and Fire-Arms-Related Offenses and Suspensions

Row	Name	Logic	Campus Location

Row	Name	Logic	Campus Location
N/A	**General Ed Students** **Students with Disabilities** **All Students**	Totals appear in these columns based on the following requirements. If the student's Education Plan meets any of the following requirements, the total appears in the **Students with Disabilities** column. If the Education Plan does NOT meet these requirements, the total appears in the **General Ed Students** column. • **locked** = true • **Date IEP is to be Implemented** <= Behavior Incident **Date of Incident** • **Projected Date of Next Review** is one of the following : ○ `NULL` ○ >= Behavior Incident **Date of Incident**	Student Information > Special Ed > General > Documents > Plans > Education Plan Editor > • Date IEP is to be Implemented • Projected Date of Next Review Plan.locked Plan.startDate Plan.endDate

Weapon Type and Fire-Arms-Related Offenses: Enter the number of student offenders involving each of the following weapons at school (Rows A - E)

Row	Name	Logic	Campus Location
a	**Handguns** (General Ed Students)	Sum of Participants in SSEC Incidents that meet the following requirements. • *Any* associated **State Event Code** <> NULL ○ **Role** = 'O' ○ Relationship to School's dictionary **Value** = student ○ **Behavior Event Weapon** = 12 - Handguns • *No* associated **State Event Code** <> NULL ○ **Role** = 'O' ○ Relationship to School's dictionary **Value** = student ○ **Behavior Event Weapon** is one of the following: ▪ 13 - Rifles/Shotguns ▪ 14 - Other Firearms	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School • Behavior Event Weapon BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorWeapon.weaponType

Row	Name	Logic	Campus Location
b	**Rifle or Shotgun**	Sum of Participants in SSEC Incidents that meet the following requirements. • _Any_ associated **State Event Code** <> NULL ◦ **Role** = 'O' ◦ Relationship to School's dictionary **Value** = student ◦ **Behavior Event Weapon** = 13 - Rifles/Shotguns • _No_ associated **State Event Code** <> NULL ◦ **Role** = 'O' ◦ Relationship to School's dictionary **Value** = student ◦ **Behavior Event Weapon** is one of the following: ▪ 12 - Handguns ▪ 14 - Other Firearms	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School • Behavior Event Weapon BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorWeapon.weaponType

Row	Name	Logic	Campus Location
c	**Other (any firearm other than a handgun, rifle or shotgun)**	Sum of Participants in SSEC Incidents that meet the following requirements. • *Any* associated **State Event Code** <> `NULL` ○ **Role** = 'O' ○ Relationship to School's dictionary **Value** = student ○ **Behavior Event Weapon** = 14 - Other Firearms • *No* associated **State Event Code** <> `NULL` ○ **Role** = 'O' ○ Relationship to School's dictionary **Value** = student ○ **Behavior Event Weapon** is one of the following: ■ 12 - Handguns ■ 13 - Rifles/Shotguns	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School • Behavior Event Weapon BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorWeapon.weaponType
d	**Multiple (Use of more than one of the above)**	Sum of Participants in SSEC Incidents that meet the following requirements. • *Any* associated **State Event Code** <> `NULL` ○ **Role** = 'O' ○ Relationship to School's dictionary **Value** = student ○ *At least two* of the following *distinct* **Behavior Event Weapon**: ■ 12 - Handguns ■ 13 - Rifles/Shotguns ■ 14 - Other Firearms	Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code Behavior Management > Incident Detail Information > Event and Participant Detail > Participant(s) Details > • Role • Relationship to School • Behavior Event Weapon BehaviorType.stateEventCode BehaviorRole.role BehaviorRole.relationshipToSchool BehaviorWeapon.weaponType
e	**Total**	Reports the total for each column.	N/A

Row	Name	Logic	Campus Location
	For the students who brought firearms to school reflected in Row (e), report the disciplinary action imposed in rows (f) through (l) below (Rows F - L)		

f	**suspended for one year (180 school days) and were provided instruction (including alternative placement):**	Sum of Participants in SSEC Incidents that meet the following requirements.
		• *Any* associated Behavior Resolution where
		  ○ **State Resolution Code** = 8
		  ○ Associated **State Event Code** <> `NULL`
		• *No* associated Behavior Resolution where
		  ○ **State Resolution Code** = 9
		  ○ Associated **State Event Code** <> `NULL`
			Behavior Management > Incident Detail Information > Event and Participant Detail > Resolution Details > State Code
			Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code
			
			BehaviorResolution.stateResCode
			BehaviorType.stateEventCode

g	**suspended for one year (180 school days) and were not provided instruction (including alternative placement):**	Sum of Participants in SSEC Incidents that meet the following requirements.
		• *Any* associated Behavior Resolution where
		  ○ **State Resolution Code** = 15
		  ○ Associated **State Event Code** <> `NULL`
		• *No* associated Behavior Resolution where
		  ○ **State Resolution Code** = 16
		  ○ Associated **State Event Code** <> `NULL`
			Behavior Management > Incident Detail Information > Event and Participant Detail > Resolution Details > State Code
			Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code
			
			BehaviorResolution.stateResCode
			BehaviorType.stateEventCode

Row	Name	Logic	Campus Location

h	**suspension was modified to LESS THAN ONE YEAR (180 school days) and were provided instruction (including alternative placement):**	Sum of Participants in SSEC Incidents that meet the following requirements.
		• *Any* associated Behavior Resolution where
		  ◦ **State Resolution Code** = 9
		  ◦ Associated **State Event Code** <> `NULL`
			Behavior Management > Incident Detail Information > Event and Participant Detail > Resolution Details > State Code
			Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code
			
			BehaviorResolution.stateResCode
			BehaviorType.stateEventCode

i	**suspension was modified to LESS THAN ONE YEAR (180 school days) and were NOT provided instruction (including alternative placement):**	Sum of Participants in SSEC Incidents that meet the following requirements.
		• *Any* associated Behavior Resolution where
		  ◦ **State Resolution Code** = 16
		  ◦ Associated **State Event Code** <> `NULL`
			Behavior Management > Incident Detail Information > Event and Participant Detail > Resolution Details > State Code
			Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code
			
			BehaviorResolution.stateResCode
			BehaviorType.stateEventCode

j	**received no suspension because the student was removed for other reasons such as death, withdrawal or incarceration:**	Sum of Participants in SSEC Incidents that meet the following requirements.
		• *Any* associated Behavior Resolution where
		  ◦ **State Resolution Code** = 17
		  ◦ Associated **State Event Code** <> `NULL`
			Behavior Management > Incident Detail Information > Event and Participant Detail > Resolution Details > State Code
			Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code
			
			BehaviorResolution.stateResCode
			BehaviorType.stateEventCode

Row	Name	Logic	Campus Location

k	**received a different disciplinary action (this should be rare):**	Sum of Participants in SSEC Incidents that meet the following requirements.
		• *Any* associated Behavior Resolution where
		  ○ **State Resolution Code** = 11
		  ○ Associated **State Event Code** <> `NULL`
			Behavior Management > Incident Detail Information > Event and Participant Detail > Resolution Details > State Code
			Behavior Management > Incident Detail Information > Event and Participant Detail > Event Details > State Code
			
			BehaviorResolution.stateResCode
			BehaviorType.stateEventCode

l	**received no disciplinary action (this should be extremely rare):**	Sum of Participants in SSEC Incidents that meet the following requirements. *No* associated Behavior Resolution where **State Resolution Code** is one of the following: 8, 9, 11, 15, 16, or 17.	Behavior Management > Incident Detail Information > Event and Participant Detail > Resolution Details > State Code BehaviorResolution.stateResCode

Part 6: Superintendent/Charter School Leader Information

Does not report.

Previous Versions

SSEC Extract (New York) [.2207 - .2231]