

# Nebraska Ed-Fi Data v3.1 - Discipline Incidents

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This event entity represents an occurrence of an infraction ranging from a minor behavioral problem that disrupts the orderly functioning of a school or classroom (such as tardiness) to a criminal act that results in the involvement of a law enforcement official (such as robbery). A single event (e.g., a fight) is one incident regardless of how many perpetrators or victims are involved. Discipline incidents are events classified as warranting discipline action.

## Object Triggering Logic

This table describes logic for triggering syncing of this object.

Action	Trigger
Post	Reports a behavior incident when the incident's Status is marked and saved as "Complete". <ul style="list-style-type: none"> <li>Incident must have at least 1 behavior event associated that is mapped to a State Event code and Role with an Ed-Fi Code value.</li> <li>Posting can occur if a new event is added after Incident is marked as "Complete".</li> <li>Do not send if the student is in a calendar marked as Exclude.</li> <li>Do not send if the student's enrollment is in a school marked as Exclude.</li> <li>Do not send if the student's enrollment is marked as No Show or State Exclude.</li> <li>Do not send if the student is in a calendar marked as Summer School.</li> </ul>
Delete/Post	When data that is not part of the Natural Key is changed. <ul style="list-style-type: none"> <li>If the Date of Incident is changed and saved.</li> <li>If the Event Type is changed and saved.</li> </ul>
Delete/Post	When the Incident's status is changed. <ul style="list-style-type: none"> <li>Delete when the status is changed from Completed to In Progress.</li> <li>Post when the status is changed from In Progress to Completed.</li> </ul>
Delete	When an incident is deleted.
Delete	When all Events AND Resolutions that are mapped to a state code are removed from the incident either via the UI or the Delete tool.
Delete	When the behavior event State Mapped code is changed to NULL or Not State Reported and there are no other state mapped codes on incident for that student.

## School Exclude, Calendar Exclude, Resource Toggle and Resync Logic

This table describes the School Exclude, Calendar Exclude, Resource Toggle and Resync logic of this object.

Action	Trigger
None	If a resource is toggled to 'OFF' after data has sent, all sent data will remain in the ODS but no new data will send.
Resync	If a record is in the Ed-Fi Identity Mapping table and not in the ODS, it will be deleted from the Ed-Fi Identity Mapping table.
Resync	If a record is in the ODS and it does not have a matching record in Campus or the Ed-Fi Identity Mapping table, it will be deleted from the ODS.
Resync	If a mapping is changed in Resource Preferences, a resync will need to be done to reflect the changes.

## Natural Key Changes, Cascading Updates, and Deletes Logic

This table describes the Natural Key Changes/Cascading Updates and Deletes logic of this object.

Action	Trigger
Post/Delete	Natural Key changes: <ul style="list-style-type: none"> <li>If the School Number/Ed-Fi School Number changes, a delete/post will occur with the cascading deletes from the School ID Change triggers. If an Ed-Fi ID changes, this will happen with the cascading deletes from the Ed-Fi ID Change trigger.</li> </ul>
Delete/Post	If the Incident is deleted all dependent resources will delete.
Dependent Resources	Student Discipline Incident Associations, Discipline Action

## Scope Year Logic

This table describes scope year logic of this object.

Logic
Discipline records will only send to the school year they are aligned to.
Data will only send for the years that have valid configuration.

## Resource Preferences

Data Element Label	Mapping Needed
Behavior Event Type	Behavior Descriptor - Only show events that overlap the configured year with the ability to view/map inactive events. Show both events that do not overlap and events that are archived.

## Identity Mapping Object Key

campusObjectType	Object Key Data Source
BehaviorIncident	incidentID

## Event Queue Detail

This table describes the Event Queue Detail of this object.

Campus Table	Ed-Fi Action	Fields
behaviorIncident	Post/Put/Delete	The primary table for sending data for this resource.
behaviorEvent	Put	Referring Party

## Object Data Elements

Data Element Labels in bold are part of the Natural Key and are required data elements for Data to send to Ed-Fi.

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database Field
id	The unique identifier of the resource.		M		

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database Field
<b>incidentIdentifier</b>	Locally assigned unique identifier (within the school or school district) to identify each specific incident or occurrence. The same identifier should be used to document the entire incident even if it included multiple offenses and multiple offenders.	1. Reports the Incident ID.	M	Behavior > Behavior Management > Incident ID	Behavior Incident.incide
<b>schoolReference</b>	A reference to the related School resource.	1. Reports the fields that are part of the Natural Key for the Schools resource.	M		
staffReference	A reference to the related Staff resource.	1. This is optional, does not report.	O	Behavior > Behavior Management > Submitted by	behaviorincident.referra
behaviors	An unordered collection of disciplineIncidentBehaviors. This event entity represents an occurrence of an infraction ranging from a minor behavioral problem that disrupts the orderly functioning of a school or classroom (such as tardiness) to a criminal act that results in the involvement of a law enforcement official (such as robbery). A single event (e.g., a fight) is one incident regardless of how many perpetrators or victims are involved. Discipline incidents are events classified as warranting discipline action.	1. This is optional, does not report.	O		
caseNumber	The case number assigned to the incident by law enforcement or other organization.	1. This is optional, does not report.	O		

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database Field
incidentCost	The value of any quantifiable monetary loss directly resulting from the incident. Examples include the value of repairs necessitated by vandalism of a school facility, the value of personnel resources used for repairs or consumed by the incident.	1. This is optional, does not report.	O		
incidentDate	The month, day, and year on which the incident occurred.	1. Reports the Date of Incident.	M	Behavior > Behavior Management > Date of Incident	Behavior Incident.times
incidentDescription	The description for an incident.	1. This is optional, does not report.	O		
incidentLocationDescriptor	Identifies where the incident occurred and whether or not it occurred on campus, for example: On campus Administrative offices area Cafeteria area Classroom Hallway or stairs.	1. This is optional, does not report.	O		
incidentTime	An indication of the time of day the incident took place.	1. This is optional, does not report.	O		
reportedToLawEnforcement	Indicator of whether the incident was reported to law enforcement.	1. This is optional, does not report.	O		
reporterDescriptionDescriptor	Information on the type of individual who reported the incident. When known and/or if useful, use a more specific option code (e.g., ""Counselor"" rather than ""Professional Staff""); for example:Student Parent/guardian Law enforcement officer Nonschool personnel Representative of visiting school.	1. This is optional, does not report.	O		
reporterName	Identifies the reporter of the incident by name.	1. This is optional, does not report.	O		

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database Field
weapons	An unordered collection of disciplineIncidentWeapons. This event entity represents an occurrence of an infraction ranging from a minor behavioral problem that disrupts the orderly functioning of a school or classroom (such as tardiness) to a criminal act that results in the involvement of a law enforcement official (such as robbery). A single event (e.g., a fight) is one incident regardless of how many perpetrators or victims are involved. Discipline incidents are events classified as warranting discipline action.	1. This is optional, does not report.	O		
Homicide Indicator	Indicates if this discipline incident involved homicide., The state is listing this as Optional but required for CRDC reporting. 1. Report T if checkbox 'Homicide Indicator' = T; else, report F.		O		
Shooting Indicator	Indicates if the discipline incident involved a shooting., The state is listing this as Optional but required for CRDC reporting. 1. Report T if checkbox 'Shooting Indicator' = T; else, report F.		O		
etag	A unique system-generated value that identifies the version of the resource.		O		