

# Discipline Incidents (Georiga v3.6.1)

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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	<p>Reports a behavior incident when the incident's Status is marked and saved as "Complete".</p> <ul style="list-style-type: none"> <li>Incident must have at least one event with a behavior that is mapped to an Ed-Fi Code <b>AND</b> has at least one reportable student associated to it.</li> <li>Local event behavior codes must be mapped to a State Event Code in Behavior &gt; Admin &gt; Event Types. The State Event Code must be mapped to an Ed-Fi Code in Resource Preferences.</li> <li>Do not send if the student is in a calendar marked as Exclude.</li> <li>Do not send if the student is in a School marked as Exclude.</li> <li>Do not send if the student's Enrollment is marked as State Exclude.</li> </ul>
Post/Delete/Put	A Post/Delete will occur if the natural key is changed. A Put will occur otherwise.
	<p>When the following information on the Incident is changed:</p> <ul style="list-style-type: none"> <li>Incident ID (New Incident)</li> <li>Date of Incident</li> <li>Context</li> <li>Location</li> </ul>
	<p>When the following information on the Event is changed:</p> <ul style="list-style-type: none"> <li>Event ID (New Event)</li> <li>Event Type</li> <li>Student Participant(s)</li> </ul>
	<p>When the following information on Enrollment is changed:</p> <ul style="list-style-type: none"> <li>State Exclude</li> </ul>
Delete/Post	<p>When the Incident's status is changed.</p> <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 the associated student enrollment is deleted.
Delete	When all Student Discipline Incident Associations are deleted that are associated with this Discipline Incident record.

## 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 Descriptors	Behavior Event Type
Incident Location Descriptors	Behavior Incident Location
Weapon Descriptors	Behavior Weapon Weapon Type
Reporter Description Descriptors	Behavior Event Referring Party

## 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
id	The unique identifier of the resource.		M	
<b>incidentIdentifier</b>	A 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.	Reports the Incident ID.	M	Behavior > Behavior Management > Incident ID

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	
schoolReference	The identifier assigned to a school.	StateCode+DistrictCode+SchoolCode EX: 35001002 <ul style="list-style-type: none"> <li>• 35 = State Code</li> <li>• 001 = District Code</li> <li>• 002 = School Code</li> </ul>	M		
staffReference	A reference to the related Staff Resource.	Do not report, this is optional	O		
behaviors	An unordered collection of disciplineIncidentBehaviors. Describes behavior by category and provides a detailed description.	See array section.	O		
caseNumber	The case number assigned to the incident by law enforcement or other organization.	Do not report, this is optional	O		
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.	Reports value Damages.	O	Behavior>Behavior Management> Incident Detail Information > Damages	
incidentDate	The month, day, and year on which the incident occurred.	Reports the Date of Incident.	M	Behavior > Behavior Management > Date of Incident	E
incidentDescription	The description for an incident.	Report as NULL/blank all records.	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.	Report the Ed-Fi code mapped to the selection in the <b>Location</b> field on the Incident.	M	Behavior Management > Location	E
incidentTime	An indication of the time of day the incident took place.	Report the Time of Incident.	O	Behavior Management > Time of Incident	
reportedToLaw Enforcement	Indicator of whether the incident was reported to law enforcement.	Report "true" if Police Reported is checked or else "false".	O	Behavior> Behavior Management>Event and Participant Details> Police Reported	E
reporterDescription Descriptor	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.	Do not report, this is optional.	O		
reporterName	Identifies the reporter of the incident by name.	Do not report, this is optional.	O		t

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.	See array section for field details.	O		
DrugRelatedIndicator	An indicator of whether or not the incident was drug related.	Look at all events for the offender of record on this incident: <ul style="list-style-type: none"> <li>• <b>Report True</b> <ul style="list-style-type: none"> <li>◦ If Event Type selected is Drugs related</li> </ul> </li> <li>• Else <b>report False</b></li> </ul>	M	Behavior management > Incident Management Editor > Events and Participants > Event and Participant Details > Participant(s) Details > *Drug Type	
AlcoholRelatedIndicator	An indicator of whether or not the incident was alcohol related.	Look at all events for the offender of record on this incident: <ul style="list-style-type: none"> <li>• <b>Report True</b> <ul style="list-style-type: none"> <li>◦ If Event Type selected is Alcohol related</li> </ul> </li> <li>• Else <b>report False</b></li> </ul>	M	Behavior management > Incident Management Editor > Events and Participants > Event and Participant Details > Participant(s) Details > *Alcohol Type	
GangRelatedIndicator	An indicator of whether or not the incident was gang related.	<ul style="list-style-type: none"> <li>• If Gang Related is checked, report 'True'.</li> <li>• Else report 'False'</li> </ul>	M	Behavior>Behavior Management> Event Details>Gang Related	
HateCrimeRelatedIndicator	An indicator of whether or not the incident was a hate crime.	<ul style="list-style-type: none"> <li>• If Hate Crime is checked, report 'True'.</li> <li>• Else report 'False'</li> </ul>	M	Behavior>Behavior Management> Event Details>Hate Crime	
SeriousBodilyInjuryIndicator	An indicator of whether or not there were injuries related to the incident.	<ul style="list-style-type: none"> <li>• Report 'True' if Injury = 4</li> <li>• else report 'False'</li> </ul>	M	Behavior>Behavior Management>Participant Details> Injury	E
etag	A unique system-generated value that identifies the version of the resource.		O		
incidentTimingDescriptor	Type of discipline incident timing.	Reports the Ed-Fi Code mapped to the value selected for <b>Context</b> .	M	Behavior Management > Context	E

## Arrays

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## Behaviors

Data Element Label	Business Requirements	Business Rules	M, C, or O	Data Source GUI Path	Database Field
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Data Element Label	Business Requirements	Business Rules	M,C, or O	Data Source GUI Path	Database Field
behaviorDescriptor	The ID of the Behavior Descriptor.	<ol style="list-style-type: none"> <li>Report all behavior events that are associated with the incident.               <ol style="list-style-type: none"> <li>Report the Ed-Fi Code value from the mapping provided for the event code selected on the event.</li> </ol> </li> <li>If a code is not mapped, do not report.</li> </ol>	M	Behavior > Behavior Management > Event Type	behaviorType.code behaviorType.name
behaviorDetailedDescription	Specifies a more granular level of detail of a behavior involved in the incident	<ol style="list-style-type: none"> <li>Report the Details entered on the Incident when the option in Resource Preferences is set to Yes               <ol style="list-style-type: none"> <li>Ed-Fi accepts 1024 characters in this field, truncate remaining information from Campus if there are more characters</li> </ol> </li> <li>Do not report if the Resource Preference is set to No</li> <li>If the Resource Preference option is changed, a resync needs to be done to add/remove data from this field.</li> </ol>	O	Behavior> Behavior Management> Incident Detail Information	behaviorincident.description

## Type/Descriptors

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### incidentLocationDescriptor

Code Value	Description	Namespace	Short Description
Loc1	On school grounds/campus	uri://gadoe.org/IncidentLocationDescriptor	On school grounds/campus
Loc2	On-campus (not during school-sponsored activity)	uri://gadoe.org/IncidentLocationDescriptor	On-campus (not during school-sponsored activity)

Code Value	Description	Namespace	Short Description
Loc3	On school-sponsored transportation (during school-sponsored activity)	uri://gadoe.org/IncidentLocationDescriptor	On school-sponsored transportation (during school-sponsored activity)
Loc4	Off-campus (during school-sponsored activity)	uri://gadoe.org/IncidentLocationDescriptor	Off-campus (during school-sponsored activity)
Loc5	Off-campus (not during school-sponsored activity)	uri://gadoe.org/IncidentLocationDescriptor	Off-campus (not during school-sponsored activity)

### behaviorDescriptor

Code Value	Description	Namespace	Short Description
30	OTHER - Attendance Related	uri://gadoe.org/BehaviorDescriptor	OTHER - Attendance Related
31	OTHER - Dress Code Violations	uri://gadoe.org/BehaviorDescriptor	OTHER - Dress Code Violations
32	Academic Dishonesty	uri://gadoe.org/BehaviorDescriptor	Academic Dishonesty
33	OTHER - Student Incivility	uri://gadoe.org/BehaviorDescriptor	OTHER - Student Incivility
34	OTHER - Possession of Unapproved Items	uri://gadoe.org/BehaviorDescriptor	OTHER - Possession of Unapproved Items
35	Gang Related	uri://gadoe.org/BehaviorDescriptor	Gang Related
36	Repeated Offences	uri://gadoe.org/BehaviorDescriptor	Repeated Offences
29	Bullying	uri://gadoe.org/BehaviorDescriptor	Bullying
40	Other Non-Disciplinary Incident	uri://gadoe.org/BehaviorDescriptor	Other Non-Disciplinary Incident
28	Other Firearms	uri://gadoe.org/BehaviorDescriptor	Other Firearms
25	Weapons-Handgun	uri://gadoe.org/BehaviorDescriptor	Weapons-Handgun
26	Weapons-Rifle	uri://gadoe.org/BehaviorDescriptor	Weapons-Rifle
1	Alcohol	uri://gadoe.org/BehaviorDescriptor	Alcohol
2	Arson	uri://gadoe.org/BehaviorDescriptor	Arson
3	Battery	uri://gadoe.org/BehaviorDescriptor	Battery
4	Burglary	uri://gadoe.org/BehaviorDescriptor	Burglary
5	Computer Trespass	uri://gadoe.org/BehaviorDescriptor	Computer Trespass
6	Disorderly Conduct	uri://gadoe.org/BehaviorDescriptor	Disorderly Conduct
7	Drugs-Except Alcohol	uri://gadoe.org/BehaviorDescriptor	Drugs-Except Alcohol
8	Fighting	uri://gadoe.org/BehaviorDescriptor	Fighting
9	Homicide	uri://gadoe.org/BehaviorDescriptor	Homicide
10	Kidnapping	uri://gadoe.org/BehaviorDescriptor	Kidnapping
11	Larceny/Theft	uri://gadoe.org/BehaviorDescriptor	Larceny/Theft
12	Motor Vehicle Theft	uri://gadoe.org/BehaviorDescriptor	Motor Vehicle Theft
13	Robbery	uri://gadoe.org/BehaviorDescriptor	Robbery
14	Sexual Battery	uri://gadoe.org/BehaviorDescriptor	Sexual Battery
15	Sexual Harassment	uri://gadoe.org/BehaviorDescriptor	Sexual Harassment
16	Sex Offenses	uri://gadoe.org/BehaviorDescriptor	Sex Offenses
17	Threat/Intimidation	uri://gadoe.org/BehaviorDescriptor	Threat/Intimidation
18	Tobacco	uri://gadoe.org/BehaviorDescriptor	Tobacco

Code Value	Description	Namespace	Short Description
19	Trespassing	uri://gadoe.org/BehaviorDescriptor	Trespassing
20	Vandalism	uri://gadoe.org/BehaviorDescriptor	Vandalism
22	Weapons/Knife	uri://gadoe.org/BehaviorDescriptor	Weapons/Knife
23	Weapons/Other	uri://gadoe.org/BehaviorDescriptor	Weapons/Other
24	Other Discipline Incident	uri://gadoe.org/BehaviorDescriptor	Other Discipline Incident
27	Serious Bodily Injury	uri://gadoe.org/BehaviorDescriptor	Serious Bodily Injury
42	Electronic Smoking Device	uri://gadoe.org/BehaviorDescriptor	Electronic Smoking Device
44	Violence against a teacher	uri://gadoe.org/BehaviorDescriptor	Violence against a teacher

### incidentTimingDescriptor

Code Value	Description	Namespace	Short Description
Time1	Incident happened during school hours	uri://gadoe.org/IncidentTimingDescriptor	Incident happened during school hours
Time2	Incident happened Outside school hours	uri://gadoe.org/IncidentTimingDescriptor	Incident happened Outside school hours