

Discipline Extract (Massachusetts)

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Classic View: MA State Reporting > Extracts > Discipline Extract

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The Discipline Extract collects Resolution assigned to Offenders in behavior Offenses.

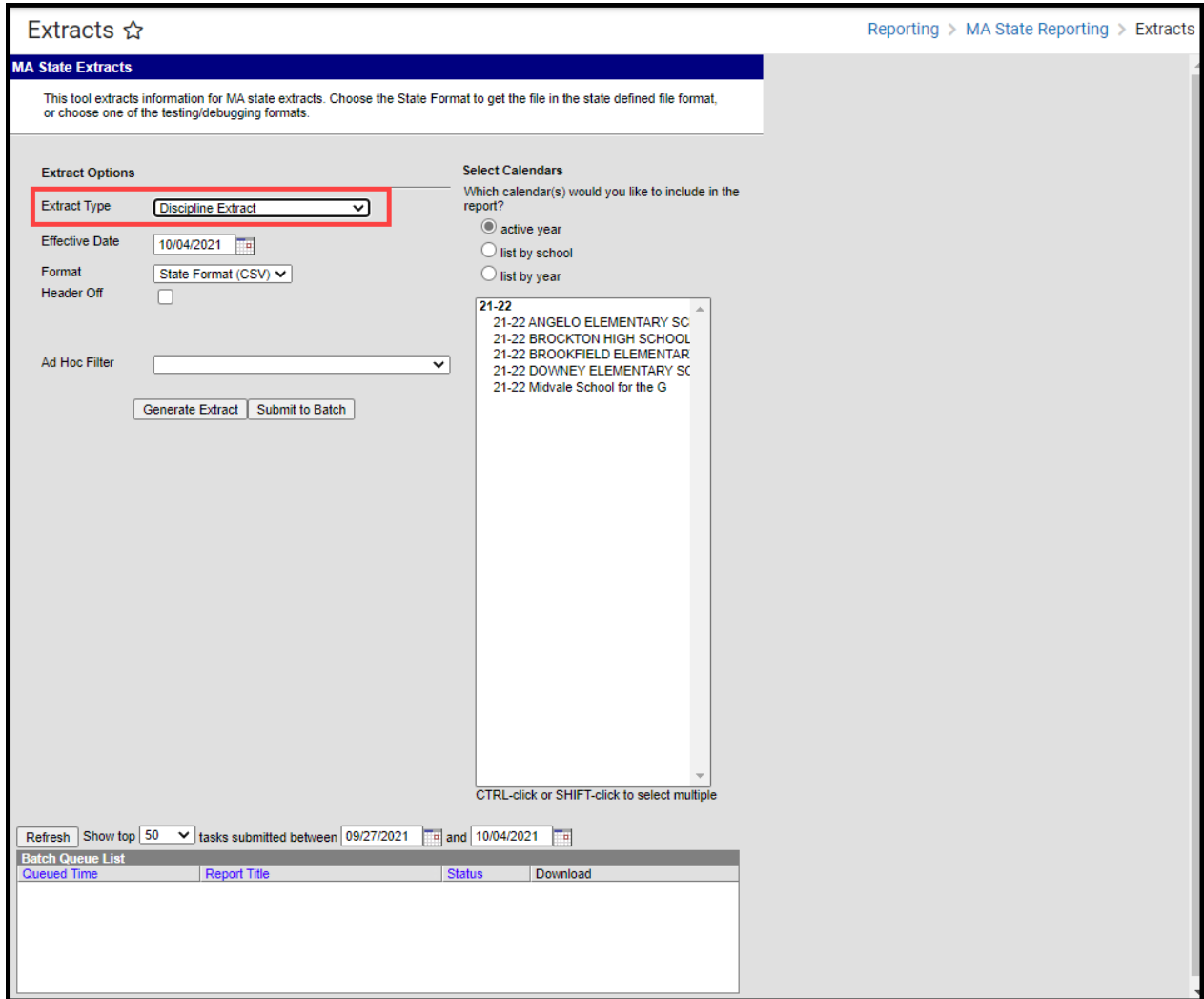


Image 1: Discipline Extract Editor

Report Logic

A record will report for each student with a Role = 'Offender' and a Relationship to school with a dictionary value of 'student' on the Behavior Event that also meets the following criteria:

- A Participant has a Primary enrollment on the 'Date of Incident' in order to report a record.
- A Behavior Resolution is connected to the student offender with:

- The Resolution Start Date is between the 1st instructional day of the Incident calendar and the Effective Date, AND a resolution is mapped to a proper state code (Behavior > Admin > Resolution Type > State Resolution Code (Mapping))

OR

- The student offender has a Behavior Event mapped to state event code

One record will report per resolution with a valid State Resolution Code mapped.

Generating the Extract

1. Select *Discipline Extract* as the **Extract Type**.
2. Enter an **Effective Date** in *mmddyyyy* format or by clicking the calendar icon and selecting a date. This field will auto-populate to the current date.
3. Select the **Format** in which the report should generate. Select *State Format (CSV)* for submission to the state or *HTML* format for data review and verification.
4. Mark the **Header Off** checkbox if the header row should not be included in the extract.
5. Select an **Ad hoc Filter** to limit report results.
6. Click **Generate Extract** to view the report in the selected format or **Submit to Batch** to schedule when the report will generate.

Users have the option of submitting a Discipline 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.

Discipline Report Records:11																								
OFF ID	OFF DATE	SASID	FN	LN	DOB	PST	DAT	BI OFF	SD	RD	ERD	DM	AEINC	AE	NAE	ARREST	APPEAL	AEX	SOT1	SOT2	SOT3	SOT4	SOT5	
596906	09/05/2018		JAIR			2	2		09/05/2018	09/17/2018		9		10		N			MA19	0011	500	500	500	
596906	09/05/2018		ELIJAH			2	1		09/18/2018	06/14/2019		169				N			MA19	0011	500	500	500	
596906	09/05/2018		ZION GARVY			2	2		09/05/2018	09/17/2018		9				N			MA19	0011	500	500	500	
596906	09/05/2018		RYAN			2	1		09/18/2018	06/14/2019		169				N			MA19	0011	500	500	500	
598121	09/14/2018		CARLOS			2	6		09/14/2018	09/17/2018		2				N			MA19		500	500	500	500
598228	09/18/2018		TIAGO			2	1		09/19/2018	10/30/2018		29				N			3210	500	500	500	500	
598228	09/18/2018		TIAGO			2	1		10/31/2018	12/19/2018		31				N			3210	500	500	500	500	
598907	09/21/2018		HAILEY			2	2		09/21/2018	09/21/2018		1				N			MA02	500	500	500	500	
599116	09/21/2018		AMARI			2	1		09/27/2018	09/27/2018		1				N			3120	500	500	500	500	
599228	09/20/2018		NICOLAS			2	2		09/20/2018	10/03/2018		10				N			1660	500	500	500	500	
599342	09/24/2018		GEISLANNE			2	2		09/24/2018	10/05/2018		10				N			1300	500	500	500	500	

Image 2: Example of the Report in HTML Format

Extract Layout

Element Name	Description	Location
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Element Name	Description	Location
OFF ID	The Incident Number. <i>Numeric, 6 digits</i>	BehaviorEvent.incidentID Behavior > Behavior Management > Incident > Incident ID
OFF DATE	The date the incident occurred. <i>Date field, 10 character (MM/DD/YYYY)</i>	BehaviorEvent.timestamp Behavior > Behavior Management > Incident > Date of Incident
SASID	The state-assigned identification number of the student. <i>Numeric, 10 digits</i>	Person.stateID Census > People > Demographics > Person Identifiers > State ID
FN	The participant's first name. <i>Alphanumeric, 50 characters</i>	Identity.firstName Census > People > Demographics > First Name
LN	The participant's last name. Logic reports the student's last name. Only hyphens, periods or apostrophes will report for the last name. <i>Alphanumeric, 50 characters</i>	Identity.lastName Census > People > Demographics > Last Name
DOB	The participant's date of birth. <i>Date field, 10 characters (MM/DD/YYYY)</i>	Identity.birthDate Census > People > Demographics > Date of Birth

Element Name	Description	Location
PST	<p>Indicates if the participant is involved in special education according to the Primary enrollment active on the Date of Incident.</p> <ul style="list-style-type: none"> • Reports as 2 if the participant has a locked IEP with an abbreviation = IEP • If the student associated with the Resolution has a non-null value in the Special Ed Setting field, a value of 2 is reported • Otherwise, reports as 1. <p>The enrollment viewed is the enrollment that was active on the Date of Incident, with priority given to the Primary enrollment.</p> <p><i>Numeric, 1 digit</i></p>	<p>Calculated, not dynamically stored</p> <p>Student Information > Special Ed > Documents; Student Information > General > Enrollments > Special Ed Fields > Special Ed Setting</p>
DAT	<p>Reports the Disciplinary action taken (Behavior Resolution) code.</p> <p>Logic reports the code with the highest calculated DM value, when the resolution is mapped to a state code of 1-5. If more than one resolution is mapped to a state code of 1-5 qualifies as the highest DM value, reports the highest mapped state code.</p> <p>If the resolution is mapped to a state code of 6, reports as 6.</p> <p><i>Numeric, 1 digit</i></p>	<p>BehaviorResolution.code</p> <p>Behavior > Behavior Management > Incident > Resolution</p>
BI OFF	<p>This field reports blank.</p>	<p>N/A</p>
SD	<p>The Start Date of the disciplinary action.</p> <p>Report 1 record per resolution with a State Resolution Code Mapping 1-6.</p> <p><i>Date field, 10 characters (MM/DD/YYYY)</i></p>	<p>BehaviorRevolution. discAssignDate</p> <p>Behavior > Behavior Management > Incident > Resolution > Resolution Date</p>

Element Name	Description	Location
RD	<p>The date the participant returned to school.</p> <p>Reporting logic is as follows:</p> <ul style="list-style-type: none"> Report the date in Behavior Management > Incident Management Editor > Events and Participants > Resolution Details > Resolution End Date. <p><i>Date field, 10 characters (MM/DD/YYYY)</i></p>	<p>BehaviorResolution. endDate</p> <p>Behavior Management > Incident Management Editor > Events and Participants > Resolution Details > Resolution End Date</p>
ERD	Reports as blank.	N/A
DM	<p>This field reports number of school days missed based on the calculations below</p> <ul style="list-style-type: none"> When RD (Resolution End Date) Not = Null, report the number of instructional days (instruction = Checked) between the SD and RD (Resolution End Date) when Resolution Type is NOT 3089 When RD (Resolution End Date) = Null and Return Date <> Null, report the number of instructional days between the SD and the Return Date when Resolution Type is NOT 3089 When RD (Resolution End Date) and Return Date = Null, AND the enrollment End Date <> Null, report the number of instructional days between the SD and Enrollment End Date when Resolution Type is NOT 3089 When Return Date, RD (Resolution End Date) and AND Enrollment End Date = Null, report the number of instructional days between the SD and the Effective Date when Resolution Type is NOT 3089 1-6. <ol style="list-style-type: none"> The enrollment viewed is the enrollment that was active on the Date of incident, with priority given to the Primary enrollment. Note: If no end date or return 	<p>BehaviorResolution. discAssignDate</p> <p>Student Information > General > Behavior Tab > Behavior Resolution > Resolution Date</p>

Element Name	Description	Location
	<p>date provided, the value will continue to change depending on effective date entered.</p> <ul style="list-style-type: none"> When (RD) Resolution End Date = NULL, day count between either the Resolution Start Date (SD) and the Enrollment End Date, OR the Resolution Start Date (SD) and Return Date, whichever field has an earlier date. Counts all unique removed instructional days for the reported resolution assigned to the student on the event with Resolution State Code that is NOT mapped to 3089 <p><i>Numeric, 3 digits</i></p>	
AEINC	This field reports blank.	N/A
AE	<p>Report the Education Services provided.</p> <ul style="list-style-type: none"> Report the Ed Services Provided Code. <ol style="list-style-type: none"> If the Ed Services Provided Code is null, report the default value from the attribute If the default value from the attribute is null, report AEO 	<p>BehaviorResolution.serviceProvided</p> <p>B\Student Information > General > Behavior Tab > Behavior Resolution > Ed Services Provided Code</p>
ARREST	<p>Indicates a school-related arrest referring to an arrest of a student for any activity conducted on school grounds, or during off-campus activities (including while taking school transportation), or due to a referral by any school official. All school-related arrests are considered referrals to law enforcement.</p> <ul style="list-style-type: none"> When the resolution code is "3089" or if the Arrest checkbox is checked, report "Y" Else, report "N" <p><i>Alphanumeric, 1 character (Y or N)</i></p>	<p>dbo.BehaviorResoltuion. stateResCode dbo.CampusAttribute WHERE object = 'BehaviorResolution' AND element = 'lawEnforcement'</p> <p>Behavior > Behavior Management > Add/Edit Resolution > Resolution Details > Arrest</p>

Element Name	Description	Location
LAWENFREF	<ol style="list-style-type: none"> 1. If event has both resolution codes of MA61 and MA62, report 03 2. If event only has resolution code of MA61, report 01 3. If event only has resolution code of MA62, report 02 4. Else, report 00 <p><i>Alphanumeric, 2 characters</i></p>	<p>BehaviorResolution.code</p> <p>Student Information > General > Behavior Tab > Behavior Resolution > Behavior Resolution</p>
APPEAL	Reports a null value.	N/A
AEX	Reports a null value.	N/A
SOT1	<p>Reports the first valid Offense ID (Event Type Code).</p> <p>From across all Behavior Events associated with this Incident, logic reports the Standard Code for the State Event Mapped Code of the first valid Event Type Code. This Code reports from the lowest Event ID that has a state valid code.</p> <ul style="list-style-type: none"> • If the student has a Behavior Event associated with an Event Type with State Event Mapping Code = 3700, report the 4-digit Standard Code selected for Weapon Type. <p>For Standard Code 9000 (old code of 18):</p> <ul style="list-style-type: none"> • When a Behavior Resolution mapped to 1 through 7 is NOT connected to the Behavior Event mapped to standard code 9000, this Behavior Event must not be considered to report. • When SOT1 = 9000, SOT2 - SOT5 reports 500 <p>Standard Code 9000 may only be reported in SOT1. SOT1 cannot report the same value as any other SOT field.</p> <p>Field reports the same value reported in OT1 of the Offense Report.</p> <p><i>Alphanumeric, 3 characters</i></p>	<p>BehaviorEvent.code1</p> <p>Behavior > Behavior Management > Incident > Event > State Code</p>

Element Name	Description	Location
SOT2	<p>Reports the 2nd valid Offense ID.</p> <p>From across all Behavior Events associated with this Incident, logic reports the Standard Code for the State Event Mapped Code of the second valid Event Type Code. This Code should report from the 2nd lowest Event ID that has a valid Standard state code.</p> <ul style="list-style-type: none"> • If the student has a Behavior Event associated with an Event Type with State Event Mapping Code = 3700, report the 4-digit Standard Code selected for Weapon Type. • If Standard Code = 9000 for SOT2, report 500. • SOT2 cannot report the same value as any other SOT field unless they report as 500. <p>When there is no second valid standard state code, report 500.</p> <p>Field reports the same value reported in OT2 of the Offense Report.</p> <p><i>Alphanumeric, 3 characters</i></p>	<p>BehaviorEvent.code2</p> <p>Behavior > Behavior Management > Incident > Event > State Code</p>

Element Name	Description	Location
SOT3	<p>Reports the 3rd valid Offense ID.</p> <p>From across all Behavior Events associated with this Incident, logic reports the Standard Code for the State Event Mapped Code of the third valid Event Type Code. This Code should report from the third lowest Event ID that has a valid Standard state code.</p> <ul style="list-style-type: none"> • If the student has a Behavior Event associated with an Event Type with State Event Mapping Code = 3700, report the 4-digit Standard Code selected for Weapon Type • If Standard Code = 9000 for SOT3, report 500. • SOT3 cannot report the same value as any other SOT field unless they report as 500. <p>When there is no third valid standard state code, report 500.</p> <p>Field reports the same value reported in OT3 of the Offense Report.</p> <p><i>Alphanumeric, 3 characters</i></p>	<p>BehaviorEvent.code3</p> <p>Behavior > Behavior Management > Incident > Event > State Code</p>

Element Name	Description	Location
SOT4	<p>Reports the 4th valid Offense ID.</p> <p>From across all Behavior Events associated with this Incident, logic reports the State Event Mapped Code of the fourth valid Event Type Code. This Code should report from the 4th lowest Event ID that has a state valid code.</p> <ul style="list-style-type: none"> • If the student has a Behavior Event associated with an Event Type with State Event Mapping Code = 3700, report the 4-digit Standard Code selected for Weapon Type. • If Standard Code = 9000 for SOT4, report 500. • SOT4 cannot report the same value as any other SOT field unless they report as 500. <p>When there is no fourth valid standard state code, report 500.</p> <p>Field reports the same value reported in OT4 of the Offense Report.</p> <p><i>Alphanumeric, 3 characters</i></p>	<p>BehaviorEvent.code4</p> <p>Behavior > Behavior Management > Incident > Event > State Code</p>

Element Name	Description	Location
SOT5	<p>Reports the 5th valid Offense ID.</p> <p>From across all Behavior Events associated with this Incident, logic reports the Standard Code for the State Event Mapped Code of the fifth valid Event Type Code. This Code should report from the fifth lowest Event ID that has a valid Standard state code.</p> <ul style="list-style-type: none"> • If the student has a Behavior Event associated with an Event Type with State Event Mapping Code = 3700, report the 4-digit Standard Code selected for Weapon Type. • If Standard Code = 9000 for SOT5, report 500. • SOT5 cannot report the same value as any other SOT field unless they report as 500. <p>When there is no fifth valid standard state code, report 500.</p> <p>Field reports the same value reported in OT5 of the Offense Report.</p> <p><i>Alphanumeric, 3 characters</i></p>	<p>BehaviorEvent.code5</p> <p>Behavior > Behavior Management > Incident > Event > State Code</p>

Previous Versions

[Discipline Extract \(Massachusetts\) \[.2144 - .2235\]](#)