

PIMS Incident Offender Infraction Weapon Template

Last Modified on 10/22/2022 10:35 am CDT

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Classic View: PA State Reporting > PIMS Extracts > Incident Offender Infraction Weapon

Template

Search Terms: PIMS Extracts

The PIMS Incident Offender Infraction Weapon Template reports a record for each behavior event that has a state event code of 54: Possession of Weapon.

See the PIMS Reporting article for additional PIMS Reporting Information.

Report Logic

Only those behavior events with a state event code of Possession of Weapon are included in the results when the event date is between the entered report generation dates.

State Event Codes

The State Event Code of 54: Possession of Weapon was added in the Campus.1945 Release Pack (November 2019). At that time, the following State Event Codes were made inactive, but are still included in this report. However, events with these codes all report as 54.

- 39: Possession of a Handgun
- 40: Possession of a Rifle/Shotgun
- 41: Possession of Other Firearm
- 42: Possession of a Knife
- 43: Possession of Cutting Instrument
- 44: Possession of Explosive (Bomb, Missile, etc.)
- 45: Possession of BB/Pellet Gun
- 46: Possession of Other Weapon

Generate the Incident Offender Infraction Weapon Template

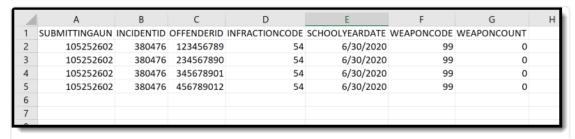
- 1. Select **Incident Offender Infraction Weapon Template** from the **Extract Type** from the dropdown list.
- 2. Enter the **Effective Date** of the extract in *mmddyy* format or use the calendar icon to select a date
- 3. Enter the **Prior Reporting Date** of the extract in *mmddyy* format or use the calendar icon to select a date.
- 4. Select the **Format** of the extract.



- 5. If desired, select an **Ad hoc Filter** to return only those students included in that filter.
- 6. Select the appropriate Calendar(s) from which to include data on the extract.
- 7. Click the **Generate Extract** button or the **Submit to Batch** button, if available. The extract displays in the selected format.

SUBMITTINGA	UN INCIDENTID	OFFENDERID	INFRACTIONCODE	SCHOOLYEARDATE	WEAPONCODE	WEAPONCOUN
105252602	380476	123456789	54	2020-06-30	99	0
105252602	380476	234567890	54	2020-06-30	99	0
105252602	380476	345678901	54	2020-06-30	99	0
105252602	380476	456789012	54	2020-06-30	99	0

Incident Offender Infraction Weapon Template - HTML Format



Incident Offender Infraction Weapon Template - State Format

Report Layout

Element	Description	Type, Format and Length	Campus Database	Campus Interface
Submitting AUN	State District Number	Numeric, 9 digits	District.district Number	System Administration > Resources > District Information > State District Number
Incident ID	Reports the identification number assigned to the behavior event.	Numeric, 30 digits	BehaviorEvent. eventID	Student Information > General > Behavior > Behavior Event > Event ID



Element	Description	Type, Format and Length	Campus Database	Campus Interface
Offender ID	Reports the student's State ID Number. If the State ID is not populated, the Local Student Number reports.	Numeric, 20 digits	Person.stateID	Census > People > Demographics > Person Identifiers > State ID, Student ID
Infraction Code	Reports the infraction code of the offender. A value of 54 reports.	Alphanumeric, 2 digits	BehaviorEvent.name	Behavior > Behavior Management > Events and Participants > Event Details > Event Type
School Year Date	Reports the end date of the school year.	Date field, 10 characters 20XX-06-30	Calendar.endDate	System Administration > Calendar > Calendar > Calendar Info > End Date
Weapon Code	Reports the code associated with the weapon used in the behavior event. If more than one weapon was recorded for the event, multiple records for the same event report.	Numeric, 2 digits	BehaviorWeapon.weaponType	Behavior > Behavior Management > Events and Participants > Weapon



Element	Description	Type, Format and Length	Campus Database	Campus Interface
Weapon Count	If weapons are involved, reports the total number of weapons for the offender and incident. This field does NOT report if the Infraction Code is not populated.	Numeric, 4 digits	BehaviorRole. weaponCount	Behavior > Behavior Management > Events and Participants > Weapon