

Detail Views (IBE)

09/03/2026 11:36 am EDT

(NC) IBD01 Behavior Detail



All incident information should be in compliance with the [Discipline Data Collecting and Reporting Manual](https://www.dpi.nc.gov/data-reports/discipline-alp-and-dropout-data) (<https://www.dpi.nc.gov/data-reports/discipline-alp-and-dropout-data>). Refer to the manual for guidance on proper coding of incident behaviors and resolutions.

Summary

Detail list by participant/offender, weapon, and victim for every event in an incident.

Purpose

There is one row for every participant/offender associated with an event.

If there is more than one victim associated with the same event, there will be a row for each victim for every participant/offender associated.

If the behavior event is a weapon-related behavior there will be a row for every weapon associated for every participant/offender associated.

Severity

Info

What to Review

Review the incident, participant, behavior, action, victim, weapon, duration, and school information needed to understand the reported result.

Report Content

Column Name	Description
endYear	School year selected for the report.

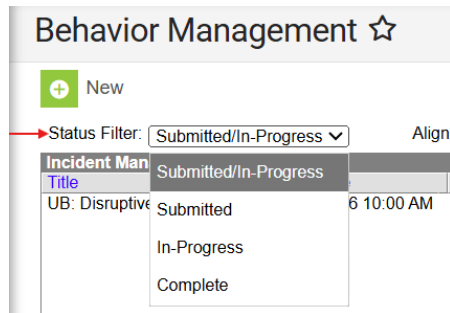
Column Name	Description
PSU/School Information	Displays PSU Code, PSU Name, School Code, School Name associated with the reported data.
Location Information	Displays Location Code, Location Description associated with the reported data.
Incident Information	Displays Incident Number, Date, Time, Status, Title associated with the reported data.
Offender Information	Displays Role, Type, Relationship to School, UID, Name, Grade, Sex, Race/Ethnicity, associated with the reported data.
Reporting Information	Identifies the detail or summarized Level and the State Reporting Category associated with the reported data.
State Behavior Information	Displays state behavior Code and Description assigned to the incident behavior.
Local Behavior Information	Displays local behavior Code and Description assigned to the incident behavior.
Weapon Information	Displays the Weapon Code, Description, Category assigned to the incident behavior.
Total_Weapons_count	Displays the number of distinct weapons associated with the behavior event.
Firearm_Type_count	Displays the number of associated weapons categorized as Firearm (01, 02, 03, 07, 09, 10, 11, 12, 14).
Weapon_Type_count	Displays the number of associated weapons categorized as Weapon (04, 05, 06, 08, 13, 15).
Other_Weapon_Type_count	Displays the number of associated weapons categorized as Other (16).
Victim Information	Displays the victim Role, Type, Relationship to School, UID, Name, Grade, Sex, Race/Ethnicity associated with the reported data.

Recommended Action

Use the detail rows to trace a summary total or edit-check result back to the source incident. Make any needed correction in the NCSIS.

Navigation: Menu > Behavior Office > Behavior Management > Behavior Management

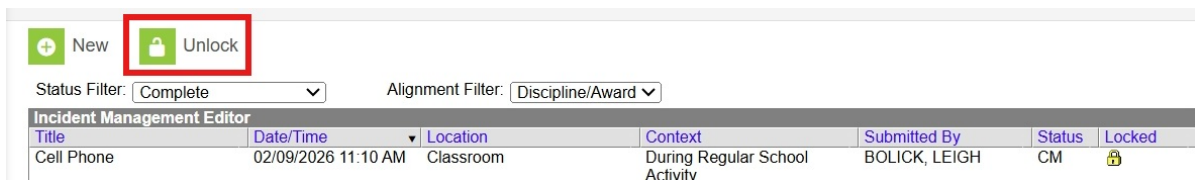
- Ensure the correct Context is selected.
- Select the status needed in the **Status Filter** dropdown to display incidents based on the report reviewing.



- Use the **Column Titles** to sort the incidents for easier searching. Use the **Date/Time** and **Title** columns to select the corresponding incident to review.
- Confirm the **Incident ID** matches the **Incident_Number** before changing information.

Incident Management Editor						
Title	Date/Time	Location	Context	Submitted By	Status	Locked
Cell Phone	02/09/2026 11:10 AM	Classroom	During Regular School Activity	BOLICK, LEIGH	CM	

- If the incident is locked use the **Unlock** button at the top of the detail screen to unlock the incident and edit the information as necessary. (Unlocking incidents is based on tool rights.) This will move the incident from the Complete status to In Progress until marked complete again.



- Edit the **Incident Detail**, **Event and Participant**, or **Resolution** information as necessary.
- Click **Save** after making changes to the incident. Change the status to **Complete** once all incident information is finalized and no later than the end of the school year.

You've completed this section.

Choose where to go next

Behavior Events **Summary** Views

Behavior Events **Edit** Checks