

(NC) IBE19 Threat 105 Behavior

08/24/2026 11:21 am EDT



All incident information should be entered 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.

Purpose

This check identifies when a 105 behavior code is not entered along with a Possession of Firearm behavior code.

The 105 behavior code should only be used when the threat is made in person and the firearm is displayed, brandished, or discharged. The possession of the firearm is reported as its own behavior event in the incident. This check looked for incidents with the 105 behavior code that did not also have a Possession of Firearm behavior code.

Severity

Warning

What to Review

Review the threat behavior code, possession behavior, and any weapon or firearm attached to the event.

Report Content

Column Name	Description
endYear	School year selected for the report.
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.

Column Name	Description
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.
Threat105_Behavior_flag	Y indicates Threat of Physical Attack with a Firearm (105) is reported without an associated Possession of Firearm (009) behavior.
Weapon Information	Displays Weapon Code, Description, Category associated with the reported data.
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).

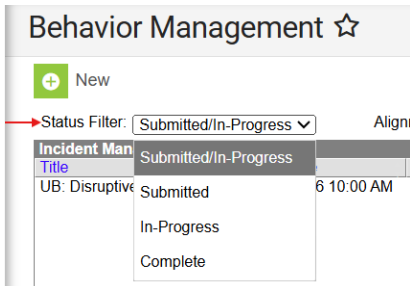
Recommended Action

Use the threat and possession codes that match how the threat occurred and whether a weapon or firearm was

present.

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

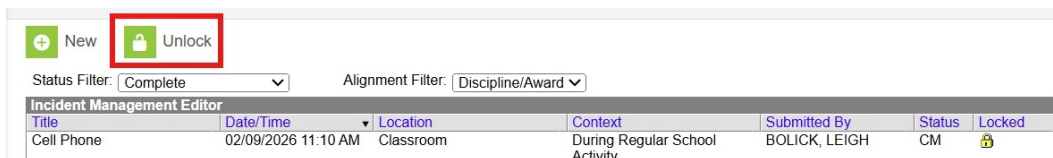
- Ensure the correct Context is selected.
- Select the status needed in the **Status Filter** dropdown to display incidents based on the report reviewing.



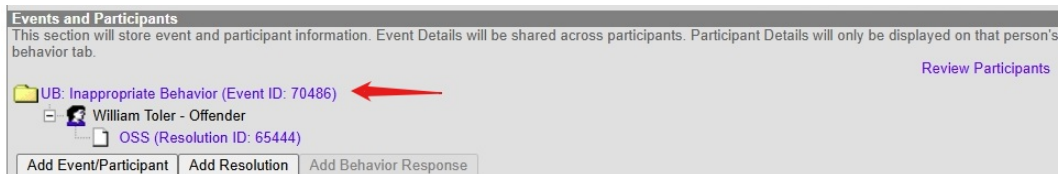
- Use the **Column Titles** to sort the incidents for easier searching. Use the **Date/Time** and **Title** columns to determine which incident to review.
- Select on the incident and confirm the **Incident ID** matches the **Incident_Number** in the report.

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 a Complete to In Progress status until the status is updated to Complete again.



- Locate the **Events and Participants** section and the select the **Event** with the associated participant.



Correction Option: No Correction

- If it is determined all information is **correct**, no further action is needed.



Note: The Event Type must have a Weapon Classification for the Behavior Event Weapon field to be available within the participant details. If there is a Behavior Event Weapon option on an event that is not a weapons-related event, review the Event Type Setup for the event and confirm information is

setup correctly. (*Behavior Office > Settings > Event Type Setup*)

Correction Option: Add Behavior

- Locate the **Event Details** section. If a Possession of Firearm behavior is not listed, select **Add Event/Participant**.
- Select the appropriate **Possession of Firearm** behavior from the Event Type dropdown.
- Select the appropriate **Weapon** from the Behavior Event Weapon dropdown for the corresponding participant.

Event and Participant Details

Event Details

*Event Type
009: RO: Possession of firearm/powerful explosive

Demerits: 0 State Code: 009: RO: Possession of firearm/powerful explosive

- Modified by: Unknown

Participant(s) Details

☒ Shaker Barker (Sex: M Grade: 12 Age: 18 #: 42466) (Uncheck to exclude participant.) ☐ Display on Portal

Role: Demerits Relationship to School
Offender 0

Injury Injury Description Medical Service Provided:
1: No Injury

Details:

*Behavior Event Weapon
01: Handgun

Weapon Description

- Review other information as applicable.
- Click **Save** to update the participant details.
- Change the status to **Complete** and **Save** the incident when changes are complete.

Status Filter:
 Alignment Filter:

Incident Detail Information

This section stores information specific to the incident and will be shared on the behavior tab of each participant. Add Event/Participant and Add Resolution buttons will not be enabled until all required fields are filled.

Incident ID: 60694 Status: Submitted Date: 02/11/2026 10:13 AM
 Submitted By: BOLICK, LEIGH

*Alignment: Title:
 *Date of Incident: 02/11/2026 *Time of Incident: 10:08 AM Damages: \$ 0.00
 Context: 01: During Regular School Activity Context Description:
 *Location: 1: Classroom Location Description: Outside of room 350

Details

Student 1 used his cellphone during class

- Modified by: Green, Marissa 08/09/2026 09:02

Events and Participants

This section will store event and participant information. Event Details will be shared across participants. Participant Details will only be displayed on that person's behavior tab.

Correction Option: Update Behavior

- Locate the **Event Details** section. If the behavior is incorrect, select the appropriate **Event Type** from the dropdown.

Event and Participant Details

Event Details

*Event Type: 

Demerits: 0 State Code: 008: RO: Possession of weapon (not firearm/explsv)

- Modified by: Unknown

- Review other information as applicable.
- Click **Save** to update the participant details.
- Change the status to **Complete** and **Save** the incident when changes are complete.

Save

Delete

New

Status Filter: Submitted/In-Progress
Alignment Filter: Discipline/Award

Incident Detail Information
This section stores information specific to the incident and will be shared on the behavior tab of each participant. Add Event/Participant and Add Resolution buttons will not be enabled until all required fields are filled.

Incident ID: 60694
Status Complete
Submitted Date: 02/11/2026 10:13 AM
Submitted By: BOLICK, LEIGH

*Alignment
Discipline

*Date of Incident
02/11/2026

Context
01: During Regular School Activity

*Location
1: Classroom

Title
Cell phone

*Time of Incident
10:08 AM

Damages
\$ 0.00

Context Description

Location Description
Outside of room 350

Details
Student 1 used his cellphone during class

- Modified by: Green, Marissa 08/09/2026 09:02

Events and Participants
This section will store event and participant information. Event Details will be shared across participants. Participant Details will only be displayed on that person's behavior tab.

UB: Cell phone/personal device use (Event ID: 70475)

John Eckel - Offender

ISS (Resolution ID: 65426)

Add Event/Participant
Add Resolution
Add Behavior Response

[Review Participants](#)