



**Division of Criminal
Justice Services**

NYS NIBRS Data Element and File Structure Specifications

New York State Incident-Based Reporting (IBR) Reference Documents

This reference provides data capture specifications for the seventy-three NYS NIBRS data elements and nine transmission data elements, and files structure specifications for each of these data elements in their respective data transmission segment.

It is intended for use by law enforcement agencies participating in the NYS NIBRS program as well as vendors who build and support Records Management System (RMS) software.

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New York State Division of Criminal Justice Services
Office of Criminal Justice Records
New York State Crime Reporting Program

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Summary of Updates March 2024

Page 16 DE# 11 BIAS CRIME TYPE
*Changed 28 = *Anti-Mormon* to 28 = *Anti-Church of Jesus Christ*

Summary of Updates February 2024

Page 38 DE#20 JUSTIFIABLE HOMICIDE CIRCUMSTANCE
*Updated NOTE Justifiable Homicide definition and EXAMPLE #1

Summary of Updates May 2023

Page 14 DE#9 LOCATION CODE OF INCIDENT
*Added the Link to the CTV Code listing on DCJS website

Pages 18 - 19 DE#69 CARGO THEFT TYPE
*Added a note explaining the purpose of the data element
*Revised the definition to include the current FBI explanation and example
*Added 26F-Identity Theft and 26G-Hacking/Computer Invasion

Page 23 DE#12 OFFENSE NUMBER
*Revised the note to include DCJS suggestion

Page 39 DE#21 OFFENDER USED COMPUTER/HANDHELD DEVICE
*Added HANDHELD DEVICE to the Data Element literal.

Page 40 DE#70 CRIMINAL ACTIVITY/GANG INFORMATION TYPE
*Removed None/Unknown from the list of valid CRIMINAL ACTIVITY TYPE. None/Unknown can only be used for GANG INFORMATION TYPE.

Page 68 DE#35 OFFENDER RACE
*Added the FBI race definitions

Page 78 DE#43 VICTIM RACE
*Added the FBI race definitions

Page 82 DE#47 VICTIM/OFFENDER RELATIONSHIP
*Changed Babysittee to Baby/Child in care of Babysitter
*Removed *Use when reporting Justifiable Homicide from Victim Was Offender*

Page 105 DE#63 ARRESTEE RACE
*Added the FBI race definitions

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NYS NIBRS Data Element and File Structure Specifications

This document provides code detail for each of the seventy-three Capture Data Elements including each data element, its data format and coding structure. It also includes the nine Transmission Data Elements which describe and structure data transmission between NYS NIBRS contributors and DCJS. The file structure section provides the layout of segments and data elements that make up an IBR submission file.

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Administrative Segment *Data Elements #1 - #11, #69.*

DE #1 ORI NUMBER

DE #2 INCIDENT/COMPLAINT NUMBER

DE #3 INCIDENT OCCURRENCE DATE

DE #4 INCIDENT OCCURRENCE TIME

DE #5 INCIDENT REPORT DATE

DE #6 INCIDENT TIME REPORTED

DE #7 INCIDENT CASE STATUS

DE #8 INCIDENT EXCEPTIONAL CLEARANCE DATE

DE #9 LOCATION CODE OF INCIDENT

DE #10 STATION/DIVISION/PRECINCT IDENTIFIER

DE #11 BIAS CRIME TYPE

DE #69 CARGO THEFT INDICATOR

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DATA ELEMENT #1**ORI NUMBER**

DATA FORMAT: 9 characters, alphanumeric

CODING STRUCTURE: Enter the 9-character NCIC Originating Agency Identifier (ORI) Number which has been assigned to each agency.

NOTE:

Agency software should automatically add the ORI NUMBER to each incident record.

DATA ELEMENT #2**INCIDENT/COMPLAINT NUMBER****DATA FORMAT:**

12 characters, alphanumeric

CODING STRUCTURE:

Enter the agency-defined number (up to 12 characters) which uniquely identifies each reported incident. The Incident/Complaint Number is a unique identifier within your agency and should not be reused for another incident.

DATA ELEMENT #3 **INCIDENT OCCURRENCE DATE**

DATA FORMAT: 8 characters, numeric

CODING STRUCTURE: This is the Year, Month, and Day when the incident occurred or the beginning of the time in which it started (when appropriate).

YYYYMMDD = Year-Month-Day

88888888 = Not Reported

99999999 = Unknown

EXAMPLE 1:

If a robbery occurred at 9:30 p.m. on July 2, 2025, the entry would be *20250702*.

EXAMPLE 2:

If a burglary occurred sometime between 11:15 a.m. on June 24, 2025, and 4:30 p.m. on June 26, 2025, when the victim reported the incident to police, then the entry for Data Element #3 would be *20250624* and the entry for Data Element #4 would be *1115*. *202506241115* would define the start date and time for this incident.

Data Element #5-INCIDENT REPORT DATE would be *20250626* and Data Element #6-INCIDENT TIME REPORTED would be *1630*. *202506261630* would define the end date and time for this incident.

EXAMPLE 3:

A homicide victim is discovered and reported to police at 6:00 a.m. on January 17, 2025. Since no other information about the time of death will be available until the autopsy is completed, the entry for INCIDENT OCCURRENCE DATE should be *99999999* and Data Element #5-INCIDENT REPORT DATE should be *20250117*. Once a more specific time of death is determined, the entry for this data element should be updated to reflect the medical examiner's determination of the date when the murder occurred.

DATA ELEMENT #4	INCIDENT OCCURRENCE TIME
DATA FORMAT:	4 characters, numeric
CODING STRUCTURE:	Military time when the incident started. 7777 = Not Applicable 8888 = Not Reported 9999 = Unknown

NOTE:

Midnight is *0000*. There is no *2400*.

EXAMPLE 1:

If a robbery occurred at 9:30 p.m. on July 2, 2025, the entry would be *2130*.

EXAMPLE 2:

A homicide victim is discovered and reported to police at 6:00 a.m. on January 17, 2025. Since no other information about the time of death will be available until the autopsy is completed the entry for this data element should be *9999*, but *0600* should be entered in Data Element #6-INCIDENT TIME REPORTED. Once a more specific time of death is determined, the entry for this data element should be updated to capture the time at which the medical examiner determines the murder to have occurred.

DATA ELEMENT #5**INCIDENT REPORT DATE****DATA FORMAT:**

8 characters, numeric

CODING STRUCTURE:

Enter the date the incident was reported to police. In most cases this will be the same as the INCIDENT OCCURRENCE DATE (Data Element #3). If the incident occurred over several days, then INCIDENT REPORT DATE will serve as a delimiter for the end of the incident.

YYYYMMDD = Year-Month-Day**EXAMPLE 1:**

A robbery takes place on a street corner at 10:45 p.m. on July 25, 2025. The victim phones police and they arrive on the scene and complete an incident report at 11:00 p.m. The entry for Data Element #3-INCIDENT OCCURRENCE DATE would be 20250725 and Data Element #4-INCIDENT OCCURRENCE TIME would be 2245, while Data Element #5-INCIDENT REPORT DATE would be 20250725 and Data Element #6-INCIDENT TIME REPORTED would be 2300.

EXAMPLE 2:

If a burglary occurred sometime between 11:15 a.m. on June 24, 2025, and 4:30 p.m. on June 26, 2025, when the victim reported the incident to police, then the entry for Data Element #3-INCIDENT OCCURRENCE DATE would be 20250624 and for Data Element #4-INCIDENT OCCURRENCE TIME would be 1115. Data Element #5-INCIDENT REPORT DATE would be 20250626 and Data Element #6-INCIDENT TIME REPORTED would be 1630, and together would define the end date and time for this incident.

DATA ELEMENT #6 INCIDENT TIME REPORTED

DATA FORMAT: 4 characters, numeric

CODING STRUCTURE: Military time when the incident was reported.
7777 = Not Applicable
8888 = Not Reported
9999 = Unknown

NOTE:

Midnight is *0000*, there is no *2400*.

EXAMPLE 1:

A robbery takes place on a street corner at 10:45 p.m. on July 25, 2025. The victim phones the police, and they arrive on the scene and complete an incident report at 11:00 p.m. The entry for Data Element #3- INCIDENT OCCURRENCE DATE would be *20250725*, Data Element #4-INCIDENT OCCURRENCE TIME would be *2245*, while Data Element #5-INCIDENT REPORT DATE would be *20250725* and Data Element #6- INCIDENT TIME REPORTED would be *2300*.

EXAMPLE 2:

A robbery occurred at 8:45 a.m. on July 4, 2025 and was immediately reported to the police. Data Element #6- INCIDENT TIME REPORTED would be *0845*.

DATA ELEMENT #7 INCIDENT CASE STATUS

DATA FORMAT: 2 characters, alphanumeric

CODING STRUCTURE:

NYSIBR CLEARANCE (ARREST)

01 = Cleared by Arrest--Adult - An offense is "cleared by arrest" when at least one person is arrested; charged with the commission of an offense; and turned over to the Court for prosecution (whether following arrest, court summons, or police notice). In incidents, which involve multiple arrests, **this code is used if at least one of those arrested is 18 years of age or older.**

02 = Cleared by Arrest--Juvenile - Same as above. Additionally, although no physical arrest is made, a clearance by arrest can be claimed when the offender is under 18 years of age and is cited to appear in juvenile court or before other juvenile authorities. In incidents, which involve multiple arrests, **this code is used when all arrestees are under 18 years of age.**

NYSIBR CLEARANCE (EXCEPTIONAL MEANS)

To clear an offense by exceptional means, the following four conditions must be met:

- (1) the investigation must have clearly and definitively established the identity of at least one offender
- (2) sufficient probable cause must have been developed to support the arrest, charging, and prosecution of the offender
- (3) the exact location of the offender must be known so that an arrest could be made
- (4) there must be a reason outside the control of law enforcement which prevents the arrest (i.e., codes 10 through 14 below)

10 = Death of Offender - Applicable when the suspect has committed suicide, is the victim of a double murder (two persons kill each other), has made a "deathbed confession," is killed by the police/citizen or died due to other causes.

11 = Prosecution Declined - For other than lack of probable cause. For example, the case is cleared by the confession of an offender already in the custody of the arresting agency or currently serving a sentence in jail or prison. Another example is when the offender is being prosecuted in another jurisdiction by local, state, or federal authorities for either different offenses or the offense in question, and the other jurisdiction will not release him/her.

12 = Extradition Denied - Used when the authorities of another state or country refuse to remand the suspect to the custody of the jurisdiction that wishes to prosecute him/her for the offense in question.

13 = Victim Refuses to Cooperate - Applies when the victim of an offense fails to cooperate in the prosecution of the suspect.

14 = No Court Referral (Juvenile Only) - Used when a juvenile suspect is either orally reprimanded or has written notice sent to his/her parents or legal guardian in instances involving minor offenses, and no referral is made to juvenile court.

OTHER CASE STATUSES

20 = Warrant Issued - Applies when an arrest warrant has been issued for a suspect, but has not yet been served, and the final disposition of the case depends on the suspect being arrested.

21 = Investigation Pending - Appropriate when the final disposition of the case depends on the completion of some aspect of an investigation that is currently being pursued.

22 = Closed - Applicable when a case is deemed permanently inactive for reasons of unsolvability, elapsed time since occurrence, etc.

88 = Not Reported - Applicable when information regarding the disposition of the case is not reported.

99 = Unknown - Applies when information regarding the disposition of the case is not available.

EXAMPLE 1:

A 30-year-old suspect commits a burglary and is subsequently arrested. The proper code would be *01 (Cleared by Arrest-Adult)*.

EXAMPLE 2:

A homicide investigation is cleared when the person wanted for the murder is discovered dead on July 14, 2025. The entry for Data Element #7 would be *10 (Death of Offender)*.

EXAMPLE 3:

The incident involved two offenders: one of whom could not be extradited and the second was still at large. An incident record was transmitted to DCJS with Data Element #7-INCIDENT CASE STATUS coded as *12 (Extradition Denied)*. The second offender involved is arrested a year later. Since for NIBRS purposes an Arrest Clearance is superior to an Exceptional Clearance, Data Element #7-INCIDENT CASE STATUS must be updated to show a new status of *01 (Cleared by Arrest-Adult)* or *02 (Cleared by Arrest-Juvenile)* depending on the age of the Arrestee recorded in Data Element #61-ARRESTEE AGE. The updated incident record sent to DCJS must also contain an Arrestee Segment for this Arrestee as well as all appropriate Arrest Charge Segments.

DATA ELEMENT #8 **INCIDENT EXCEPTIONAL CLEARANCE DATE**

DATA FORMAT: 8 characters, numeric

CODING STRUCTURE: Enter the date the incident was cleared by exceptional means.

YYYYMMDD - Year-Month-Day

77777777 = Not Applicable

NOTE:

If there is a subsequent arrest update that changes Data Element #7-INCIDENT CASE STATUS from exceptional clearance to an arrest clearance, then Data Element #8-INCIDENT EXCEPTIONAL CLEARANCE DATE must also be updated to 77777777 (*Not Applicable*).

EXAMPLE 1:

A homicide investigation is cleared when the person wanted for the murder is discovered dead on July 14, 2025. The entry for Data Element #7-INCIDENT CASE STATUS would be 10 (*Death of Offender*) and the INCIDENT EXCEPTIONAL CLEARANCE DATE would be 20250714.

EXAMPLE 2:

The incident was cleared on the "books" of the reporting agency on May 27, 2025. It was entered into the local and/or state computer on June 6, 2025. The date 20250527 should be entered into Data Element #8, as that was the date of the exceptional clearance.

DATA ELEMENT #9**LOCATION CODE OF INCIDENT****DATA FORMAT:**

4 characters, alphanumeric

CODING STRUCTURE:

Use CTV (city, town, and village) codes from the CTV Location Code listing on the DCJS website for the location where the incident occurred:
https://www.criminaljustice.ny.gov/crimnet/ojsa/crimereporting/ibr_ref.htm.

Agencies may further delineate location by using Data Element #10-
STATION/DIVISION/PRECINCT IDENTIFIER.

EXAMPLE:

The incident occurred within the Village of Ravena in Albany County. The proper LOCATION CODE from the DCJS CTV coding table is *0123*.

DATA ELEMENT #10**STATION/DIVISION/PRECINCT IDENTIFIER**

DATA FORMAT: 6 characters, alphanumeric

CODING STRUCTURE: Optional use of up to 6 characters of an alpha or numeric identifier to specify the station, division, or precinct where the incident occurred.

If no identifier is entered, default to Not Applicable.

777777 = Not Applicable

EXAMPLE:

The incident took place in the 2nd precinct of the Buffalo Police Department. Enter *000002* for this data element.

DATA ELEMENT #11

BIAS CRIME TYPE

DATA FORMAT:

2 characters, alphanumeric

CODING STRUCTURE:

Enter up to 5 codes per incident. If no bias crime type is not selected for an occurrence the value reported should be 77 – No Bias/Not Applicable.

RACIAL BIAS

- 11 = Anti-White**
- 12 = Anti-Black/African American**
- 13 = Anti-American Indian/Alaskan Native**
- 14 = Anti-Asian**
- 15 = Anti-Multiple Races (Group)**
- 16 = Anti-Native Hawaiian/Pacific Islander**

RELIGIOUS BIAS

- 20 = Anti-Religious Practice (Generally)**
- 21 = Anti-Jewish**
- 22 = Anti-Roman Catholic**
- 23 = Anti-Protestant**
- 24 = Anti-Islamic (Muslim)**
- 26 = Anti-Multiple Religions (Group)**
- 27 = Anti-Atheism/Agnosticism**
- 28 = Anti-Church of Jesus Christ**
- 29 = Anti-Other Religion**
- 30 = Anti-Jehovah's Witness**
- 81 = Anti-Eastern Orthodox (Russian/Greek/Other)**
- 82 = Anti-Other Christian**
- 83 = Anti-Buddhist**
- 84 = Anti-Hindu**
- 85 = Anti-Sikh**

ETHNICITY/NATIONAL ORIGIN/ANCESTRY BIAS

- 31 = Anti-Hispanic/Latino**
- 32 = Anti-Arab**
- 34 = Anti-Other Ethnicity/National Origin/Ancestry**
- 35 = Anti-Not Hispanic/Latino**
- 39 = Anti-Other Origin**

SEXUAL BIAS

- 41 = Anti-Gay**
- 42 = Anti-Lesbian**
- 43 = Anti-Lesbian/Gay/Bisexual/Transgender (Mixed Group)**
- 44 = Anti-Heterosexual**
- 45 = Anti-Bisexual**

OTHER

04 = Anti-Age (60 years old or more)

51 = Anti-Physical Disability

52 = Anti-Mental Disability

61 = Anti-Male

62 = Anti-Female

71 = Anti-Transgender

72 = Anti-Gender Non-Conforming

77 = No Bias/Not Applicable

88 = Not Reported by Agency

99 = Motivation of Perpetrator(s) Unknown

DEFINITION: A bias crime is an offense, which after investigation by law enforcement, is or appears to be motivated primarily by the offender's bias against race, religion, disability, sexual orientation, ethnicity, national origin, ancestry, gender, or gender-identity; also known as a Hate Crime.

Bias Crime Type is used to indicate whether an offense was motivated by the offender's bias and, if so, what type of bias.

DATA ELEMENT #69 CARGO THEFT INDICATOR

DATA FORMAT: 1 character, alpha

CODING STRUCTURE: **Y = Yes**
 N = No

NOTE:

This data element indicates whether the incident involved a Cargo Theft rather than that whether a specific offense is a cargo theft. This differs from the NIBRS program which specifies whether an offense is Cargo Theft-Related. If an incident includes one of the offenses listed below, and it is Cargo Theft-Related, an agency should enter Y (Yes) in the Data Element #69-CARGO THEFT INDICATOR.

If an incident does not contain any of the offenses listed below, or if it contains an offense listed below which is not cargo-theft related, then N (No) must be entered in Data Element #69-CARGO THEFT INDICATOR.

DEFINITION: The national UCR program defines Cargo Theft as the criminal taking of any cargo including, but not limited to, goods, chattels, money, or baggage that constitutes, in whole or in part, a commercial shipment of freight moving in commerce, from any pipeline system, railroad car, motor truck, or other vehicle, or from any tank or storage facility, station house, platform, or depot, or from any vessel or wharf, or from any aircraft, air terminal, airport, aircraft terminal or air freight station, warehouse, freight distribution facility, or freight consolidation facility. For purposes of this definition, cargo shall be deemed as moving in commerce at all points between the point of origin and the final destination, regardless of any temporary stop while awaiting transshipment or otherwise.

Two key phrases in the classification of cargo theft are “commercial shipment” and “in the supply chain.” For LEAs to classify an incident as a cargo theft, the items must be part of a commercial shipment and must be in the supply chain (i.e., moving in commerce).

LEAs should consider thefts of goods being delivered to a business from United Parcel Service (UPS), Federal Express (FedEx), the U.S. Postal Service, etc., etc., to be cargo until the items arrive at the business, or final distribution point. Once the business receives the items (i.e., personnel at the company sign for the goods), the goods are no longer considered cargo because they are outside of the supply chain. Therefore, LEAs should not consider deliveries from UPS, FedEx, or other businesses (e.g., flowers, pizza, electronics, appliances, etc.) to individuals to be cargo because they are outside of the supply chain.

Cargo Theft-related offenses include:

- 120 = Robbery**
- 210 = Extortion/Blackmail**
- 220 = Burglary/Breaking & Entering**
- 240 = Motor Vehicle Theft**
- 270 = Embezzlement**
- 510 = Bribery**
- 23D = Theft from Building**
- 23F = Theft from Motor Vehicle**
- 23H = All Other Larceny**

26A = False Pretense/Swindle/Confidence Game
26B = Credit Card/Automated Teller Machine Fraud
26C = Impersonation
26E = Wire Fraud
26F = Identity Theft
26G = Hacking/Computer Invasion

Offense Segment *Data Elements #12 - #21, #70.*

DE #12 OFFENSE NUMBER

DE #13 INCIDENT/COMPLAINT OFFENSE CODE

DE #14 INCIDENT LARCENY TYPE

DE #15 INCIDENT LOCATION TYPE

DE # 16 WEAPON/FORCE

DE #17 NUMBER OF PREMISES ENTERED (BURGLARY)

DE #18 METHOD OF ENTRY (BURGLARY)

DE #19 ASSAULT/HOMICIDE CIRCUMSTANCES (ALLEGED)

DE #20 JUSTIFIABLE HOMICIDE CIRCUMSTANCE

DE #21 OFFENDER USED COMPUTER/HANDHELD DEVICE

DE #70 CRIMINAL ACTIVITY/GANG INFORMATION TYPE

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DATA ELEMENT # 12 OFFENSE NUMBER

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: Each offense is to be assigned a unique number from 01 to 75.

An agency's records management system should assign an Offense Number for each submitted Offense Segment. The OFFENSE NUMBER is used to link offenses to victims in Data Element #39-VICTIM/OFFENSE LINK. A separate Offense Segment (Data Elements #12 through #21) must be completed for **each offense** involved in an incident.

NOTE:

It is NOT necessary that offense segments be numbered consecutively; they have a unique and valid number in the range of 01 to 75. Although your RMS may allow up to 75 offense segments, the IBR file structure allows only 10 reported offenses. DCJS recommends using number 01 to 10 for the offenses sent to in the monthly IBR extract files so end users know which offenses were sent to DCJS.

EXAMPLE:

If an incident involved both a homicide and a burglary, an Offense Segment would be submitted for each offense. The first Offense Segment for the homicide would have *01* entered in Data Element #12 as it will be the first Offense Segment for this incident and the Offense Segment for the burglary would have *02* entered in Data Element #12 as it will be the second offense reported for the incident.

DATA ELEMENT # 13 INCIDENT/COMPLAINT OFFENSE CODE

DATA FORMAT: 22 characters, alphanumeric

CODING STRUCTURE: **Law Title - (3 characters, alphanumeric)**
 Article and Section - (9 characters, alphanumeric)
 Subsection - (6 characters, alphanumeric)
 Statutory - Class (1 character, alphanumeric)
 Category - (1 character, alphanumeric)
 Degree - (1 character, numeric)
 Attempt Indicator - (1 character, alpha)

The attempt indicator is either A (Attempted) or C (Completed)

NOTE:

The first 21 characters of Data Element #13-INCIDENT/COMPLAINT OFFENSE CODE must be an **EXACT MATCH with the DCJS Coded Law File**. The 22nd character is the attempt indicator and would be either A for attempted or C for completed. DCJS will convert valid NYS law citations contained in Data Element #13-INCIDENT/COMPLAINT OFFENSE CODE to Offense IBR Codes as defined by NIBRS.

PL 35.30 JUSTIFICATION - USE OF PHYSICAL FORCE IN MAKING AN ARREST must be used as the INCIDENT/COMPLAINT OFFENSE CODE when reporting a Justifiable Homicide and would be entered as "PL35.30**bbbbbbbbbbbbbbbb**" in Data Element #13-INCIDENT/COMPLAINT OFFENSE CODE. This law is classified in the DCJS Coded Law file as IBR Offense Code *09C (Justifiable Homicide)*.

EXAMPLE:

If an incident involved two offenses, Aggravated Sexual Abuse 1st and Operating a Motor Vehicle with a BAC of .08 of 1% - 1st Offense, there would be two Offense Segments submitted.

The first Offense Segment would have *01* entered in Data Element #12-OFFENSE NUMBER and Attempted Aggravated Sexual Abuse 1st Degree would be entered as "PL130.70**bbbb01bbbbBF1A**" in Data Element #13-INCIDENT/COMPLAINT OFFENSE CODE. This law is classified in the DCJS Coded Law file as IBR Offense Code *11C (Sexual Assault with an Object)*.

The second Offense Segment would have *02* entered in Data Element #12-OFFENSE NUMBER and OPER MOTOR VEH W/ .08 OF 1% OR MORE ALCOHOL IN BLOOD-1ST OFF would be entered as "VTL1192**bbbb02bbbbUM0C**" in Data Element #13-INCIDENT/COMPLAINT OFFENSE CODE. This law is classified in the DCJS Coded Law file as IBR Offense Code *90D (Driving Under the Influence)*.

DATA ELEMENT # 14 INCIDENT LARCENY TYPE

DATA FORMAT: 2 characters, alphanumeric

CODING STRUCTURE: This offense specific coding is necessary to delineate the type of larceny which cannot be determined using the NYS Penal Law. If DE #13-INCIDENT/COMPLAINT OFFENSE is not classified as 23A, 23B, 23C, 23D, 23E, 23F, 23G, or 23H, then the related DE#14-INCIDENT LARCENY TYPE must = 77.

01 = Pocket-Picking - The theft of articles from another person's physical possession by stealth where the victim usually does not become immediately aware of the theft.

02 = Purse-Snatching - The grabbing or snatching of a purse, handbag, etc., from the physical possession of another person. [If more force was used than necessary to wrench the purse from the grasp of the person, then a Robbery should be reported rather than a Purse-Snatching.]

03 = Shoplifting - The theft, by someone other than an employee of the victim, of goods or merchandise exposed for sale.

04 = Theft from Building - A theft from within a building which is either open to the public or where the offender has legal access.

05 = Theft from Coin-Operated Machine or Device - A theft from a machine or device which is operated or activated using coins.

06 = Theft from Motor Vehicle (except Theft of Motor Vehicle Parts or Accessories) - The theft of articles from a motor vehicle, whether locked or unlocked.

07 = Theft of Motor Vehicle Parts/Accessories -The theft of any part or accessory affixed to the interior or exterior of a motor vehicle in a manner which would make the item an attachment of the vehicle, or necessary for its operation.

08 = Theft from Mailbox - The theft of the contents of a mailbox, whether a public mailbox or a private mailbox.

09 = All Other Larceny Offenses - All thefts, excluding Motor Vehicle Theft, which do not fit in any of the specific subcategories of Larceny/Theft listed above.

10 = Motor Vehicle Theft

77 = Not Applicable - the offense is NOT 23A, 23B, 23C, 23D, 23E, 23F, 23G, or 23H.

88 = Not Reported

99 = Unknown

DEFINITION: Larceny is the unlawful taking, carrying, leading, or riding away of property from the possession, or constructive possession, of another person.

EXAMPLE 1:

A visiting tourist is jostled in the subway and has his wallet removed from his pants pocket. Code as *01 (Pocket-Picking)*.

EXAMPLE 2:

New motor vehicle license plates are stolen from the victim's mailbox. Code as *08 (Theft from Mailbox)*.

DATA ELEMENT # 15 **INCIDENT LOCATION TYPE**

DATA FORMAT: 2 characters, alphanumeric

CODING STRUCTURE: Enter only one location for each offense. Select the most specific location code possible.

RESIDENTIAL STRUCTURES

01 = Single Family Home - A private residential building designed for occupancy by a single-family unit, which is not physically attached to any other dwelling unit, includes large, manufactured homes that are non-mobile.

02 = Multiple Dwelling - A private residence which is one of two or more dwelling units contained within a single structure; includes apartment, duplex, condominium, housing project and townhouse.

03 = Residential Facility - A building used primarily for long term congregate living, may or may not include individual cooking facilities and toilets; includes nursing homes, rooming houses, and dormitories.

04 = Other Residential - A structure used for individual, family, or congregate housing on a temporary or mobile basis including mobile trailers, truck campers, motor homes and houseboats used for residential purposes, **EXCLUDES 18 (Hotel/Motel)**.

05 = Garage/Shed - A structure designed for storage of automobiles or other personal property adjacent or attached to a dwelling; includes barns and other outbuildings on residential property.

54 = Shelter (Mission/Homeless) - Establishments that provide temporary housing for homeless individuals and/or families; venues set up as temporary shelters, i.e., a shelter set up in a church or school during a storm.

PUBLIC ACCESS BUILDINGS

06 = Transit Facility - A building or structure used primarily to shelter air/bus/train/subway passengers in transit; includes stations, terminals, token booths, ticket counters, platforms and waiting areas.

07 = Government Office - A building or structure which primarily houses offices of a local, state or the federal government; includes public library, post office, courthouse, but **EXCLUDES 08 (School)**.

08 = School - A building or structure used to provide primary and secondary education; includes preschool through grade 12, both public and private.

09 = College - A building or structure used to provide post-secondary education or training; includes trade and technical schools, junior colleges, and universities.

10 = Church - A building or structure used primarily as a place of religious worship; includes Synagogue, Temple, Cathedral, and Mosque.

11 = Hospital - A building or structure used for medical treatment and care; includes clinics and psychiatric centers.

12 = Jail/Prison - A building or structure used as a correctional or detention facility; includes lock-up, penitentiary, and work camp.

13 = Parking Garage - A building or structure designed primarily for the parking or storage of motor vehicles; includes private, public, and commercial parking facilities.

14 = Other Public Access Building - A public access building location that cannot be assigned to any of the enumerated public access building locations.

57 = Community Center - Public locations where members of a community gather for group activities, social activities, public information, and other purposes; they may sometimes be open for the whole community or for a specialized group within the greater community; Christian community center; Islamic community center; Jewish Community Center; youth clubs, etc.

63 = Daycare Facility - facilities that provide short-term supervision, recreation, and/or meals for adults or children during the daytime or at night, respite care facilities for seniors or for physically or mentally challenged individuals.

COMMERCIAL SERVICE LOCATIONS

15 = Auto Shop - A service business primarily engaged in the repair of vehicles; includes body and fender, muffler, brake, and transmission shops.

16 = Financial Institution - A service business processing financial transactions; includes commercial banks, savings and loan associations, credit unions, finance companies and check cashing services.

17 = Barber/Beauty Shop - A service business engaged primarily in the cutting and styling of hair.

18 = Hotel/Motel - A service establishment primarily engaged in the rental of sleeping accommodations on a short-term basis.

19 = Dry Cleaners/Laundry - A service establishment offering laundering and/or dry cleaning and pressing of clothing and other articles.

20 = Professional Office - A business office engaged primarily in providing legal, dental, accountancy, engineering, architectural or similar services.

21 = Doctor's Office - A business office engaged primarily in providing medical services.

22 = Other Business Office - A business office, other than those above, dealing with the creation and/or distribution of goods and services, may or may not deal directly with the public, for example, brokerage house, travel agency, real estate, or insurance offices.

23 = Amusement Center - A service establishment primarily engaged in providing recreation or entertainment; includes bowling alley, pool hall, movie theater and video or pinball arcade.

24 = Rental Storage Facility - A service establishment primarily engaged in the rental of secure, relatively small storage spaces of various sizes to the public, **EXCLUDE** large, leased locations under the control of a single firm or individual e.g., warehouse/shipping terminal.

25 = Other Commercial Service Location - A commercial service location that cannot be assigned to any of the enumerated commercial service locations, for example, photo finishing.

61 = ATM Separate from Bank - Machines that provide the ability to make deposits and/or withdrawals using a bank card; ATM machines located in a mall or store.

COMMERCIAL RETAIL LOCATIONS

26 = Bar - A retail location serving alcoholic beverages by the drink, may also serve limited menu food and provide entertainment; includes tavern, saloon, nightclub.

27 = Buy/Sell/Trade Shop - A retail establishment primarily engaged in sale and purchase of used personal property including coin and stamp dealers, precious metals dealers, pawn shops, secondhand stores and "flea markets".

28 = Restaurant - A retail location which serves fully prepared food for consumption on the premises, and which may or may not sell food to take out; includes cafeteria, diner, fast food location, **INCLUDES** restaurants and coffee shops inside hotels, hospitals, department stores, etc.

29 = Gas Station - A retail location selling primarily gasoline, which may or may not also sell other automotive products and may or may not also perform auto repairs.

30 = Auto Sales Lot - A retail location primarily engaged in selling either new or used motor vehicles, may or may not include service facilities.

31 = Jewelry Store - A retail location selling primarily jewelry, includes watch sellers.

32 = Clothing Store - A retail location selling primarily personal apparel; includes furriers, shoe, and lingerie stores.

33 = Drug Store - A retail store **containing a pharmacy** where prescription drugs can be obtained, which usually sells a variety of non-prescription medications and hygiene products as well, **EXCLUDES** drug stores that are inside supermarkets, thrift, and department stores.

34 = Liquor Store - A retail store selling primarily beer, wine, spirits, and other alcoholic beverages.

35 = Shopping Mall - A grouping of retail stores in one or more buildings having common ownership, shared maintenance and surrounded by or adjacent to a common parking facility for the use of customers; includes all common areas but not the parking lots or the stores themselves.

36 = Sporting Goods - A retail location selling primarily sporting or recreational equipment, may or may not include sports-oriented apparel and service and repair facilities; includes gun shop, boat, bait, and tackle stores.

37 = Grocery/Supermarket - A retail store selling a wide variety of fresh and processed food items; includes food markets, corner grocery stores, but **EXCLUDE** specialized food outlets such as delicatessen, bakery, and ice cream parlor.

38 = Variety/Convenience Store - A retail store selling a relatively **restricted selection** of basic, popular food and non-food items, usually open extended hours, may or may not sell gasoline; includes bodega, delicatessen. Examples include Seven-Eleven, Cumberland Farms.

39 = Department/Discount Store - Establishments that are considered department stores and that sell a wide range of goods: Target, Walmart, etc. Does not include 35 (*Shopping Mall*).

40 = Other Retail Store - A commercial retail location that cannot be assigned to any of the enumerated commercial locations, for example, butcher shop, hardware store, appliance store, furniture store, etc.

41 = Factory/Mill/Plant - A business location engaged in the manufacture of goods or the performance of services, separate from the locations at which these are made available to the public.

42 = Other Building - An indoor location that cannot be assigned to the residential, public access, or commercial location categories.

OUTSIDE

43 = Yard - An outside location adjacent to residential property; includes private walks and driveways.

44 = Construction Site - An outside location that is under active development; residential building not yet occupied; commercial structure not yet in business.

45 = Lake/Waterway - A body of water; includes stream, creek, pond, river, reservoir, canal, marsh, bay, swamp, and ocean.

46 = Field/Woods - An outside location that is primarily open fields or wooded areas.

47 = Street - An outside location used primarily for pedestrian or vehicular traffic; includes public sidewalk, highway, road, and alley.

48 = Parking Lot - An outside location used primarily to store motor vehicles; includes private, public, and commercial places but **EXCLUDE** street parking.

49 = Park/Playground - An outside location developed for recreational or ornamental use, including school yards, playing fields and golf courses.

50 = Cemetery - An outside location used primarily for the burial of human remains, may or may not include erected memorials or mausoleums.

51 = Public Transit Vehicle - An outside location, (usually "street") in which an incident occurs aboard a bus, taxi, or subway train.

52 = Other Outside Location - An outside location that cannot be assigned to any of the enumerated outside locations.

53 = Rest Area - Designated areas, usually along a highway, where motorists can stop.

62 = Camp/Campground - Area used for setting up camps, including tent and recreational vehicle campsites.

OTHER

56 = Tribal Lands - Native American reservations, communities, and/or trust lands.

58 = Cyberspace - A virtual or internet-based network of two or more computers in separate locations which communicate either through wireless or wire connections.

59 = Abandoned/Condemned Structure - Buildings or structures which are completed but have been abandoned by the owner and are no longer being used. Does not include vacant rental property.

60 = Arena/Stadium/Fairgrounds/Coliseum - Open-air or enclosed amphitheater-type arenas designed and used for the presentation of sporting events, concerts, assemblies, etc.

64 = Dock/Wharf/Freight Terminal/Modal Terminal - separate facility with platforms at which trucks, ships, or trains load or unload cargo. Does not include cargo bays attached to a department store or shopping mall. These should be classified as *39 (Department/Discount Store)* or *35 (Shopping Mall)*, respectively.

65 = Farm Facility - Facilities designed for agricultural production or devoted to raising and breeding of animals, areas of water dedicated to aquaculture, and/or all buildings or storage structures located there, grain bins. Classify a house on a farm as *01 (Single Family Home)*.

66 = Gambling Facility/Casino/Racetrack - Indoor or outdoor facilities used to legally bet on the uncertain outcome of games of chance, contests, and/or races.

67 = Military Installation - Location specifically designed and used for military operations.

88 = NOT REPORTED - The location of the incident was not reported.

99 = UNKNOWN - The location of the incident cannot be determined.

EXAMPLE:

An assault started in a *26 (Bar)*, continued into an adjoining *48 (Parking Lot)* and ended in the *47 (Street)*. Because the bar was the location where the offense originated and best describes the circumstances of the crime, *26 (Bar)* should be entered.

DATA ELEMENT # 16 WEAPON/FORCE INVOLVED

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: Enter up to 3 per offense

- 01 = Firearm** (type unspecified or not stated)
- 02 = Revolver/Derringer/Single-Shot Pistol**
- 03 = Semiautomatic Handgun** (fires a bullet with each pull of the trigger)
- 04 = Fully Automatic Handgun/Submachine Gun** (fires more than one bullet for each pull of the trigger, includes those weapons with a selectable rate of fire between semi and fully automatic)
- 05 = Single Shot/Pump Action/Bolt Action Rifle**
- 06 = Semiautomatic Rifle** (fires a bullet with each pull of the trigger)
- 07 = Fully Automatic Rifle/Machine Gun** (fires more than one bullet for each pull of the trigger, includes those weapons with a selectable rate of fire between semi and fully automatic)
- 08 = Shotgun** (includes sawed-off shotguns)
- 09 = Imitation Firearm** (includes toy gun and starter pistol)
- 10 = Simulated Firearm** (e.g., hand in pocket)
- 11 = Knife/Cutting Instrument** (knife, razor, hatchet, axe, scissors, broken bottle, ice pick, etc.)
- 12 = Blunt Object** (baseball bat, butt of handgun, club, brick, jack handle, tire iron, bottle, etc.)
- 13 = Motor Vehicle/Vessel** (when used as a weapon)
- 14 = Personal Weapons** (e.g., hands, feet, arms, teeth, etc.)
- 15 = Poison** (includes gas)
- 16 = Explosives**
- 17 = Fire/Incendiary Device**
- 18 = Drug/Narcotics/Sleeping Pills**
- 19 = Other Weapon** (BB-gun, pellet gun, Taser, pepper spray, stun gun, etc.)
- 85 = Asphyxiation**

- 77 = None/Not Applicable**
- 99 = Unknown**

EXAMPLE 1:

Three offenders rob a bank. One was armed with a revolver, the second had a sawed-off shotgun and the third had a machine gun. The entries for this data element should be: *02 (Revolver/Derringer/Single-Shot Pistol)*; *08 (Shotgun)*; and *07 (Fully Automatic Rifle/Machine Gun)*.

EXAMPLE 2:

A perpetrator effects a robbery by approaching his victim from the rear and using his hand inside a jacket to simulate a gun placed against the victim's back. Code as *10 (Simulated Firearm)*.

DATA ELEMENT # 17**NUMBER OF PREMISES ENTERED (BURGLARY)****DATA FORMAT:**

2 characters, numeric

Use only when offense is burglary of a hotel or rental storage facility. Use only when the "Hotel Rule" is applicable. The total number (up to 99) of individual rooms, units, suites, storage compartments, etc., entered is to be reported in this Data Element.

CODING STRUCTURE:**01 - 99** (*Enter the number of premises entered*)**00 = Not Applicable****NOTE:**

In the Summary Reporting System, the Hotel Rule states:

"If a number of dwelling units under a single manager are burglarized and the offenses are most likely to be reported to the police by the manager rather than the individual tenants, the burglary should be scored as one offense."

In NIBRS, the Hotel Rule has been expanded to include rental storage facilities such as Mini-Storage and Self-Storage buildings.

EXAMPLE:

A local motel is burglarized and total of 28 rooms were entered during the incident. Enter 28 in Data Element #17.

DATA ELEMENT # 18 METHOD OF ENTRY (BURGLARY)

DATA FORMAT: 1 character, alpha

Use *F* or *N* only when DE#13-INCIDENT/COMPLAINT OFFENSE = 220
(Burglary/Breaking and Entering)

CODING STRUCTURE: **F = Force**
 N = No Force
 X = Not Applicable

A **forced entry** is where force of any degree, a mechanical contrivance of any kind (including a passkey or skeleton key), or concealment, was used to unlawfully enter a building or other structure.

An **unforced entry** is one where the unlawful entry was achieved without force through an unlocked door or window.

If both forced and unforced entries were involved in the crime, the entry should be reported as *F*.

EXAMPLE 1:

Investigation of a burglary complaint disclosed that the offenders entered the building through an unlocked street door and then forced a locked door to an office and stole a typewriter. Since one door was forced, *F* should be entered.

EXAMPLE 2:

Some teenagers entered an unlocked garage and stole a bicycle and some power tools. The entry should be *N* since the garage door was unlocked and no force was used to enter.

EXAMPLE 3:

DE#13-INCIDENT/COMPLAINT OFFENSE is NOT 220 Burglary/Breaking and Entering. Code as *X*.

DATA ELEMENT # 19 ASSAULT/HOMICIDE CIRCUMSTANCE (ALLEGED)

DATA FORMAT: 2 characters, alphanumeric

CODING STRUCTURE: For each offense segment containing a 09A-Murder/Non-Negligent Manslaughter, or 13A-Aggravated Assault enter two codes.

- 01 = Argument**
- 02 = Assault on Law Enforcement Officer(s)**
- 03 = Dispute Among Drug Dealers**
- 04 = Drug Buyer-Dealer Dispute**
- 05 = Robbery/Theft from Drug Dealer**
- 06 = Dispute Between Drug Dealer and Witness/Complainant**
- 07 = Other Drug-Related**
- 08 = Gangland**
- 09 = Juvenile Gang**
- 10 = Domestic Violence**
- 11 = Mercy Killing**
- 12 = Other Felony Involved**
- 20 = Other Circumstances**
- 21 = Unknown Circumstances**

For each offense segment containing 09B-Negligent Manslaughter enter one code (30, 31, 32, 33,34, or 40) in the first occurrence.
Second occurrence must = 77-Not Applicable

- 30 = Child Playing with Weapon**
- 31 = Gun Cleaning Accident**
- 32 = Hunting Accident**
- 33 = Other Negligent Weapon Handling**
- 34 = Negligent Vehicular Killings**
- 40 = Other Negligent Killings**

77 = Not Applicable

NOTE:

The coding of drug-related circumstances has been enhanced to include five categories instead of one as in the Federal Guidelines.

EXAMPLE 1:

Two rival juvenile gangs fight over a disputed drug territory and one gang member is killed. Possible entries are 01 (*Argument*), 03 (*Dispute Among Drug Dealers*), and 09 (*Juvenile Gang*). While all three would apply, there is a limit of two entries. Therefore, the most descriptive codes (as determined by the reporting agency) should be used. In this case, the reporting agency entered 03 and 09.

EXAMPLE 2:

There were no Homicides or Aggravated Assault offenses involved in the incident. Code both occurrences as 77 (*Not Applicable*).

DATA ELEMENT # 20 JUSTIFIABLE HOMICIDE CIRCUMSTANCE

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: Enter only one code per Justifiable Homicide offense.

CRIMINAL KILLED BY POLICE OFFICER

- 01 = Criminal Attacked Police Officer and That Officer Killed Criminal**
- 02 = Criminal Attacked Police Officer and Criminal Killed by Another Police Officer**
- 03 = Criminal Attacked Civilian**
- 04 = Criminal Attempted Flight from Crime**
- 05 = Criminal Killed in Commission of Crime**
- 06 = Criminal Resisted Arrest**
- 09 = Unable to Determine/Not Enough Information**

CRIMINAL KILLED BY PRIVATE CITIZEN

- 13 = Criminal Attacked Civilian**
- 14 = Criminal Attempted Flight from Crime**
- 15 = Criminal Killed in Commission of Crime**
- 16 = Criminal Resisted Arrest**
- 17 = Criminal Attacked Police Officer and Criminal Killed by Civilian Aiding Police**
- 19 = Unable to Determine/Not Enough Information**

77 = Not Applicable

NOTE:

Enter *Not Applicable* (77) if DE#13-INCIDENT/COMPLAINT OFFENSE is not 09C-Justifiable Homicide.

If a Justifiable Homicide occurs, it is to be reported as an Offense Segment with the article and section of the penal law used for Justifiable Homicides "PL§35.30" entered in Data Element #13. This Offense Segment is classified by DCJS as 09C (*Justifiable Homicide*) for reporting to NIBRS.

Justifiable Homicide, by definition, always occurs in conjunction with a serious criminal offense (i.e., a felony or high misdemeanor). Agencies must report the crime that was being committed when the Justifiable Homicide took place as a **separate incident**. The definition of an incident requires all offenders to act in concert. Certainly, the criminal killed justifiably did not act in concert with the police officer or civilian who killed him; likewise, the police officer or civilian who killed the criminal did not act in concert with the criminal in committing the offense that resulted in the Justifiable Homicide. Therefore, Justifiable Homicide cases involve at least two incidents rather than one. If the "justified" killer committed another offense in connection with the Justifiable Homicide (e.g., illegal possession of the gun he/she used), the LEA should report a third incident.

EXAMPLE 1:

A law enforcement officer observes a gas station robbery in progress. The perpetrator attempts to leave the gas station after taking money from the station attendant at gun point. The officer confronts the perpetrator and orders him to drop the gun. Shots are exchanged resulting in serious injury to the officer and fatal injury to the perpetrator. There are three incidents: an incident (1) for the robbery, a LEOKA incident (2) for the assault on the law enforcement officer, and an incident (3) reporting the justifiable homicide of the assailant/robber. The Victim Types (Data Element #40) in incident 1 would be *Business* (B) for the gas station and *Individual* (I) for the station attendant. The Victim Type (Data Element #40) in incident 2 would be *Law Enforcement Officer* (L). In the third incident the Victim Type would be I (*Individual*) for the robber (who is the victim of the

Justifiable Homicide offense). In Data Element #39-VICTIM/OFFENSE LINK the gas station would be linked to the robbery Offense Segment, as would the station attendant and the police officer. The robber would be linked to the Justifiable Homicide Offense Segment. In this incident, both the robber would appear as the victim and the police officer would appear as the offender. Although it may be distasteful to put a police officer in an Offender Segment, the fact that the segment is associated with a Justifiable Homicide distinguishes the officer's involvement. For any incident involving a Justifiable Homicide offense, a victim segment must be submitted for the person killed and an offender segment must be submitted for the person who committed the Justifiable Homicide. The Offense Segment for the Justifiable Homicide would have Data Element #20 be *Criminal Attacked Police Officer and That Officer Killed Criminal (01)*.

EXAMPLE 2:

In resisting arrest, a fugitive pulled a gun and fired two times in the direction of two police officers who were attempting to take him into custody. Neither officer was hit but both drew their weapons and returned the fire, killing the fugitive. The possible entries are: *Criminal Attacked Police Officer and That Officer Killed Criminal (01)*; *Criminal Attacked Police Officer, Criminal Killed by Another Police Officer (02)*; and *Criminal Resisted Arrest (06)*. Since only one code can be entered, the most descriptive code (as determined by the reporting agency) should be used. In this example, the reporting agency entered *Criminal Attacked Police Officer and That Officer Killed Criminal (01)*.

DATA ELEMENT # 21 OFFENDER USED COMPUTER/HANDHELD DEVICE

DATA FORMAT: 1 character, alphanumeric

CODING STRUCTURE: Enter one code per Offense Segment.

- 0 = Computer/Handheld Device Not Used to Commit Offense**
- 1 = Offender Used Computer/Handheld Device to Commit Offense**
- 8 = Not Reported**

EXAMPLE 1:

A hacker used his personal computer and an internet connection to gain access to a rival company's computer and to steal proprietary data. This incident should be coded as *1 (Offender Used Computer/Handheld Device to Commit Offense)*.

EXAMPLE 2:

A private residence was burglarized, and a personal computer was stolen along with other items. The incident should be coded as *0 (Computer/Handheld Device Not Used to Commit Offense)*, as the computer was stolen property.

DATA ELEMENT # 70 CRIMINAL ACTIVITY/GANG INFORMATION TYPE

DATA FORMAT: 1 character, alpha

CODING STRUCTURE: Enter 3 codes per Offense Segment.

VALID DATA VALUES FOR CRIMINAL ACTIVITY TYPE

(Report three occurrences per specified offense. Occurrence 2 & Occurrence 3 may = X.)

- A = Simple/Gross Neglect** (unintentionally, intentionally, or knowingly fail to provide food, water, shelter, veterinary care, hoarding, etc.) *only 720-Animal Cruelty*
- B = Buying/Receiving**
- C = Cultivating/Manufacturing/Publishing** (i.e., production of any type)
- D = Distribution/Selling**
- E = Exploiting Children**
- F = Organized Abuse** (dog fighting and cock fighting) *only 720-Animal Cruelty*
- I = Intentional Abuse/Torture** (torment/mutilate/maim/poison/abandon) *only 720-Animal Cruelty*
- O = Operating/Promoting/Assisting**
- P = Possessing/Concealing**
- S = Animal Sexual Abuse** (Bestiality) *only 720-Animal Cruelty*
- T = Transporting/Transmitting/Importing**
- U = Using/Consuming**
- X = Not Applicable***

VALID DATA VALUES FOR GANG INFORMATION TYPE

(Report 3 occurrences per specified offense. Occurrence 2 may = X. Occurrence 3 must = X.)

- J = Juvenile Gang** (membership is predominantly under 18 years of age)
- G = Other Gang** (membership is predominantly 18 years of age or older)
- N = None/Unknown**
- X = Not Applicable***

***If an IBR offense does not require a Criminal Activity or Gang Information code, use X (Not Applicable) in all 3 occurrences of Data Element #70 Criminal Activity/Gang Information. If an offense requires a Criminal Activity Code, X may be used in Occurrences 2 & 3 of Data Element #70 Criminal Activity/Gang Information. If an offense requires a Gang Information Type, X maybe used in Occurrence 2 of Data Element #70 Criminal Activity/Gang Information and must be used in Occurrence 3 of Data Element #70 Criminal Activity/Gang Information.**

DEFINITION: Criminal Activity/Gang Information Type indicates type of criminal activity or gang information (if any) of offenders for certain offenses.

CRIMINAL ACTIVITY TYPE

Law enforcement agencies should use this data element to describe the criminal activity related to the following offenses:

- 250 = Counterfeiting/Forgery**
- 280 = Stolen Property Offenses**
- 35A = Drug/Narcotic Violations**
- 35B = Drug Equipment Violations**
- 370 = Pornography/Obscene Material**
- 39C = Gambling Equipment Violations**
- 520 = Weapon Law Violations**
- 720 = Animal Cruelty**

LEA's can enter up to three distinct types of criminal activity for each specified offense in an incident. Criminal Activity Type (occurrence 2) & Criminal Activity Type (occurrence 3) may = X.

EXAMPLE 1:

The offenders published and sold pornographic photographs of children. Because up to three types of activity can be entered, the agency should enter *C (Cultivating/Manufacturing/Publishing)* in Criminal Activity Type (occurrence 1), *D (Distributing/Selling)* in Criminal Activity Type (occurrence 2), and *E (Exploiting Children)* in Criminal Activity Type (occurrence 3).

EXAMPLE 2:

The offenders were arrested for possessing illegal drugs. Up to three distinct types of activity can be entered. *P (Possessing/Concealing)* should be entered, however, if no other Criminal Activity types apply, then Criminal Activity Type (occurrence 2) and Criminal Activity Type (occurrence 3) should be entered as X (*Not Applicable*).

GANG INFORMATION TYPE

Law enforcement agencies should use this data element to describe the type, or lack of presence, of an offender's gang activity for incidents involving the following offenses:

- 09A = Murder and Non-Negligent Manslaughter**
- 09B = Negligent Manslaughter**
- 100 = Kidnapping/Abduction**
- 120 = Robbery**
- 11A = Rape**
- 11B = Sodomy**
- 11C = Sexual Assault with An Object**
- 11D = Fondling**
- 13A = Aggravated Assault**
- 13B = Simple Assault**
- 13C = Intimidation**

LEA's can enter up to distinct two types of gang information for each specified offense in an incident. Gang Information Type (occurrence 2) may be = *N* or *X*. Gang Information (occurrence 3) must = *X*

For NIBRS reporting purposes, a gang is an ongoing organization, association, or group of three or more persons who have a common interest and/or activity characterized by the commission of or involvement in a pattern of criminal or delinquent conduct. If an agency establishes gang involvement with any of the offenses above, the agency should use the predominant age of the associated gang's membership (and not the offender's age) to determine whether *J (Juvenile Gang)* or *G (Other Gang)* should be entered.

Juvenile Gang refers to a group of persons who go about together or act in concert, especially for antisocial or criminal purposes; typically, adolescent members have common identifying signs and symbols, such as hand signals and distinctive colors; they are also known as street gangs.

Other Gang refers to persons associated with the world of criminal gangs and organized crime commonly related to widespread criminal activities coordinated and controlled through a central syndicate and who rely on their unlawful activities for income; they traditionally extort money from businesses by intimidation, violence, or other illegal methods.

EXAMPLE 3:

Two females, aged 19, were riding bicycles through a neighborhood. Three males approached them and forced them to stop. They exchanged words and one of the males attacked the bicyclists. Each of the three attackers, one, aged 16, and the other two, aged 17, had identical tattoos on their upper right arm. This marking was commonly associated with a local gang. The agency should enter Gang Information Type (occurrence 1) with a data value of *J (Juvenile Gang)*. Gang Information Type (occurrence 2) and Gang Information Type (occurrence 3) must = *X (Not Applicable)*

Property Segment *Data Elements #22 - #31.*

DE #22 PROPERTY INVOLVEMENT

DE #23 PROPERTY TYPE

DE #24 PROPERTY VALUE

DE #25 PROPERTY RECOVERY DATE

DE #26 NUMBER OF MOTOR VEHICLES STOLEN

DE #27 NUMBER OF MOTOR VEHICLES RECOVERED

DE #28 SOURCE OF DRUG DATA

DE #29 DRUG TYPE (SUSPECTED)

DE #30 DRUG QUANTITY (ESTIMATED)

DE #31 DRUG MEASUREMENT UNIT

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DATA ELEMENT # 22 PROPERTY INVOLVEMENT

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: Enter one per Property Segment.

01 = None/Not Applicable

02 = Burned (includes damage caused in fighting the fire) *only 200-Arson*

03 = Counterfeited/Forged

04 = Destroyed/Damaged/Vandalized

05 = Recovered (to impound property which was previously reported stolen)

06 = Seized (to impound property which was not previously reported stolen)

07 = Stolen/etc. (includes bribed, defrauded, embezzled, extorted, ransomed, robbed, etc.)

88 = Not Reported

99 = Unknown

NOTE:

A separate Property Segment must be submitted for each method of loss described under PROPERTY INVOLVEMENT.

EXAMPLE 1:

In an arson incident, the entries might be *01 (None/Not Applicable)* for an attempt where no property was burned; *02 (Burned)* for property burned; or *99 (Unknown)* if it is unknown whether property burned.

EXAMPLE 2:

In a burglary incident, the entries might be *01 (None/Not Applicable)* for an attempted burglary or if the structure was entered but no property was taken; *07 (Stolen/Etc.)* when property was taken; *05 (Recovered)* if stolen property was recovered; *99 (Unknown)* when it is not known whether property was taken.

EXAMPLE 3:

If the same incident involved both an arson and a burglary, then the codes listed in Examples 1 and 2 above could be applicable and a separate Property Segment would be completed for each type of property involvement.

EXAMPLE 4:

The incident involved an Attempted Burglary where no property was stolen. Data Element #22-PROPERTY INVOLVEMENT should be coded as *01 (None/Not Applicable)*.

DATA ELEMENT # 23 **PROPERTY TYPE**

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: Enter up to 10 PROPERTY TYPE descriptions for each Property Segment (i.e., each type of loss/etc.) If more than 10, enter 9 most valuable specifically codable types of property and *49 (Other Property)* as the 10th property type.

EXCHANGE MEDIUMS

01 = Money - United States or other currency, including both bills and coins etc., counterfeited currency

02 = Credit/Debit Cards - Cards and/or account number associated with the cards that function like a check and through which payments or credit for purchases or services are made electronically to the bank accounts of participating establishments directly from the cardholders' accounts; automated teller machine (ATM) cards, electronic benefit transfer (EBT) cards. **NOTE: This does not include gift cards; LEAs should classify these as 49 (Other Property).**

03 = Negotiable Instruments - Any document, other than currency, which is payable without restriction, e.g., endorsed check, endorsed money order, endorsed travelers' checks; "bearer" checks and bonds, lotto tickets, tokens, railroad tickets, food stamps, etc.

DOCUMENTS

04 = Non-Negotiable Instruments - Documents requiring further action to become negotiable, e.g., unendorsed checks, unendorsed money orders, stocks, and bonds, etc.

05 = Documents (Personal/Business) - Includes affidavits, applications, certificates, credit card statements, savings account books, titles, deposit slips, pawn shop slips, patents, blueprints, bids, proposals, personal files, and U.S. Mail.

Excludes passports, ID cards, driver's licenses, Social Security Cards, alien registration cards, voter registration cards, etc.

65 = Identity Documents - formal documents and their numbers that provide proof pertaining to a specific individual's identity: passports, visas, driver's licenses, Social Security cards, alien registration cards, voter registration cards, etc.

VALUABLES

06 = Jewelry/Precious Metals - Bracelets, necklaces, rings, watches, charms, pins, etc. and gold, silver, platinum, etc.

07 = Art Objects/Antiques/Other Precious Items - Any group of objects whose value is due to their collectability and rarity and not simply to their use or currency value such as coin collections, stamp collections, paintings, tapestries, etc.

PERSONAL EFFECTS

08 = Clothing/Furs - Any wearing apparel for human use including accessories such as belts, shoes, scarves, ties; eyewear/glasses, hearing aids, etc. EXCLUDE 06 (*Jewelry/Precious Metals*).

09 = Purses/Handbags/Wallets - Bags or pouches used for carrying articles such as money, credit/debit cards, keys, photographs, and other miscellaneous items; briefcases, fanny packs, and backpacks when used as a purse/wallet.

HOUSEHOLD ITEMS

10 = Household Items - Objects designed primarily for use in a residence, including household furniture and appliances, draperies, carpets, beds, chairs, desks, sofas, tables, refrigerators, stoves, washers, dryers, air conditioning and heating equipment, silverware, flatware, dishes, kitchen appliances, cookware, generators, sewing machines, etc.

EQUIPMENT

11 = Drug/Narcotic Equipment - Devices, chemicals or materials used in preparing and/or using drugs and narcotics such as syringes, hypodermic needles, etc.

12 = Gambling Equipment - Includes all gambling paraphernalia such as roulette wheels, craps tables, flash paper, etc.

13 = Computer Hardware/Software - Electrical components making up a computer system, written programs/procedures/rules/associated documentation pertaining to the operation of a computer system stored in ready/write memory; computers, printers, storage media, video games, software packages, video consoles such as Wii®, PlayStation®, and Xbox®.

14 = Office Equipment - Objects designed primarily for use in an office including desks, filing cabinets, safes, and other office furniture; typewriters, photocopiers, adding machines, calculators, cash registers, sample cases, pocket calculators and other business machines.

15 = Stereo Equipment/TV/Radio (NOT from a Vehicle) - Items used to transmit audible signals and visual images of moving and stationary objects: high fidelity and stereo equipment, CD players, MP3 Players, cable boxes, etc. **Note:** This does not include radios/stereos installed in vehicles, which should be classified as 23 (*Vehicle Parts/Accessories*).

16 = Recordings (Audio/Visual) - Phonograph records or blank or recorded tapes or discs upon which the user records sound and/or visual images; compact discs (CDs), digital video discs (DVDs), cassettes, VHS tapes, etc.

17 = Sports Equipment (EXCLUDE bicycles and firearms) - Objects designed for use in sports activities: skis, golf clubs, tennis racquets, football, basketball backboard and hoop, etc.

18 = Photographic/Optical Equipment - Includes still and movie cameras and lenses, film projectors, slide projectors, screens, films, etc., as well as binoculars, telescopes, microscopes, etc.

19 = Farm Equipment - Includes tractors, combines, etc.

20 = Heavy Construction/Industrial Equipment - Includes cranes, bulldozers, steamrollers, oil-drilling rigs, manufacturing machinery, etc.

21 = Building Supplies for Construction - Items for use in residential or commercial construction

such as doors, windows, plumbing fixtures and pipes, ceiling tile, flooring materials, etc.

22 = Tools - Any item designed for use as a tool in manufacturing, industry, home repair, professional repair, maintenance, building trades, etc. Includes hand tools, and power tools such as hammers, screwdrivers, wrenches, pliers, drills, snow blowers, etc., EXCLUDE motorized vehicles.

53 = Artistic Supplies/Accessories - Items or equipment used to create or maintain paintings, sculptures, crafts, etc., frames, oil paints, clay.

54 = Camping/Hunting/Fishing Equipment or Supplies - Items, tools, or objects used for recreational camping, hunting, or fishing: tents, camp stoves, fishing poles, sleeping bags, etc.

55 = Chemicals - Substances with distinct molecular compositions that are produced by or used in chemical processes, herbicides, paint thinner, insecticides, industrial or household products, solvents, fertilizers, lime, mineral oil, antifreeze, etc.

NOTE: Chemicals used in conjunction with illegal drug activity should be classified as 26 (*Drugs/Narcotics*) or 11 (*Drug/Narcotic Equipment*), as appropriate.

59 = Firearm Accessories - items used in conjunction with a firearm to improve ease of use or maintenance; gun belts, cases, cleaning tools/equipment, targets, aftermarket stocks, laser sights, rifle spotting/handgun scopes.

67 = Law Enforcement Equipment - anything specifically used by law enforcement personnel during the performance of their official duties: vests, uniforms, badges, handcuffs, flashlights, nightsticks, etc.; canines (K-9s), horses, etc.

DO NOT INCLUDE: 39 (*Firearms*) or mobile property e.g., 31 (*Automobiles*), 36 (*Watercraft*), 38 (*Other Motor Vehicles, etc.*)

68 = Lawn/Yard/Garden Equipment - Equipment used for maintaining and decorating lawns and yards: mowers, line trimmers, tools, tillers, etc. Does not include plants, trees, fountains, birdbaths, etc.

69 = Logging Equipment - Equipment used specifically by logging industry personnel during the performance of their duties: choker cables, blinders, blocks, etc.

70 = Medical/Medical Lab Equipment - Equipment used specifically in the medical field; X-ray machines, testing equipment, MRI (magnetic resonance imaging) machines, ultrasound machines, wheelchairs, stethoscopes, etc.

72 = Musical Instruments - Instruments relating to or capable of producing music: percussion, brass, woodwind, and string instruments, etc.; or related equipment guitar strings, picks, drumsticks, etc.

75 = Portable Electronic Communication Devices - Electronic devices used to communicate audible or visual messages; cell phones, pagers, personal digital assistants (PDAs), BlackBerrys®, Gameboy®, iPads®, iPods®, Kindles®, Nooks®, etc.

24 = Miscellaneous Equipment - Any equipment not in the above Equipment Categories.

CONSUMABLE ITEMS

25 = Alcohol - Alcoholic Beverages, e.g., beer, wine, liquor, etc.

26 = Drugs/Narcotics - Includes all medical prescriptions and non-prescription drugs as well as illicit drugs.

27 = Consumable Goods - Expendable items used for nutrition, enjoyment, or hygiene: food, nonalcoholic beverages, grooming products, cigarettes, firewood, pet food, animal feed, paper products, utilities--gas, water, electric, cable service, etc.

ANIMALS

28 = Livestock - Domesticated animals raised for home use or profit: cattle, chickens, hogs, horses, sheep, bees, household pets such as dogs and cats if commercially raised for profit, animals raised and/or used for illegal gambling, e.g., dogs, roosters, etc., but not household pets such as dogs and cats.

29 = Household Pets - Domesticated animals kept as pets in personal residence: cats, dogs, fish, snakes, hamsters, etc.

VEHICLES

30 = Aircraft - Vehicles used for air transportation: airplanes, dirigibles, gliders, etc.

31 = Automobiles - Any passenger vehicles designed for operation on ordinary roads, and typically having four wheels and a motor with the primary purpose of transporting people other than public transportation: sedans, coupes, station wagons, convertibles, minivans, sport-utility vehicles, limousines, taxicabs, and other similar motor vehicles.

32 = Bicycles - Bicycle, tricycle, or unicycle or similar non-motorized wheeled vehicle.

33 = Buses - Motor vehicles specifically designed, but not necessarily used, to transport groups of people on a commercial basis: trolleys, school/coach/tourist/double-decker buses, commercial vans, etc.

34 = Trucks - Motor vehicles which are specifically designed, but not necessarily used, to transport cargo on a commercial basis.

36 = Watercraft - Vehicles used for water transportation: motorboats, sailboats, houseboats, canoes, jet skis, etc.

37 = Recreational Vehicles - Motor vehicles which are specifically designed, but not necessarily used, to transport people and provide temporary lodging for recreational purposes.

38 = Other Motor Vehicles - Any other motor vehicles: motorcycle, motor scooter, trail bike, moped, snowmobile, golf cart, motorized wheelchair, all-terrain vehicle, go-cart, Segway, riding lawn mower, etc.

VEHICLE PARTS/ACCESSORIES

23 = Vehicle Parts/Accessories - Any object attached to the interior or exterior of a vehicle including: operating parts: batteries, engines, transmissions, heaters, license plates, etc., interior parts: bucket seats, steering wheels. decorative parts such as hubcaps, hood ornaments, side view mirrors, manufacturers emblems, accessories such as vehicle radios, antennas tape decks, CD/DVD players, automotive global positioning system (GPS) navigation systems, etc.

35 = Trailers - Cargo carriers designed to be pulled by a motor vehicle: truck trailers, semi-trailers, utility trailers, farm trailers, etc.

52 = Aircraft Parts/Accessories - Parts or accessories of an aircraft, whether inside or outside of a vehicle.

79 = Watercraft Equipment/Parts/Accessories - Watercraft equipment or accessories that are used for the crafts' maintenance or operation: buoys, life preservers, paddles, sails. Should not include accessories for water sports.

WEAPONS

39 = Firearms - Weapons that fire a shot by force of an explosion, i.e., handguns, rifles, shotguns, automatic firearms, homemade guns, flare guns, etc.,

DO NOT INCLUDE "BB", pellet, or gas-powered guns.

40 = Other Weapons - Other commonly known weapons such as "BB", pellet, or gas-powered guns, slingshots, knives, martial arts stars, brass knuckles, blackjack, etc.

57 = Explosives - Devices that explode or cause an explosion: bombs, dynamite, Molotov cocktails, fireworks, ammunition, etc.

STRUCTURES

41 = Structures-Single Occupancy Dwellings - Houses, town houses, duplexes, mobile homes, or other private dwellings which are occupied by a single person, family, house mates, or other groups.

42 = Structures-Other Dwellings - Any other residential dwelling not meeting the definition of "Single Occupancy Dwellings", e.g., apartments, tenements, flats, boarding houses, dormitories, as well as temporary living quarters such as hotels, motels, inns, etc.

43 = Structures-Other Commercial/Business - Buildings designated for or occupied by enterprises engaged in the buying or selling of commodities or services, commercial trade, or forms of gainful activity that have the objective of supplying commodities: stores, office buildings, restaurants, etc.

44 = Structures-Other Industrial/Manufacturing - Buildings designated for or occupied by enterprises engaged in the production or distribution of goods, refined and unrefined, for use by industry: factories, plants, assembly lines, etc.

45 = Structures-Public/Community - Buildings used by a group of people for social/cultural/group/recreational activities, common interests, classes, etc.: colleges, hospitals, jails, libraries, meeting halls, passenger terminals, religious buildings, schools, sports arenas, etc.

46 = Structures-Storage - Buildings used for storing goods, belongings, merchandise, etc.: barns, garages, storehouses, RR boxcars, warehouses, sheds, etc.

47 = Structures-Other - Any other structures not fitting the other "Structures" descriptions, e.g., out buildings, monuments, buildings under construction, etc.

OTHER

48 = Merchandise - Items/goods which are held for sale in a wholesale or retail store.

49 = Other Property - All property which cannot be assigned to any of the preceding property type categories. Include gift cards

50 = Pending Inventory - Property description unknown until an inventory is conducted.

51 = Special Categories - Special category to be used by the National UCR Program to compile statistics on certain designated types of property, e.g., "CB" radios, which are the object of theft fads.

56 = Crops - Cultivated plants or agricultural produce grown for commercial, human or livestock consumption, and use that is usually sold in bulk: grains, fruits, vegetables, tobacco, cotton. Does not include crops that yield illegal substances. Crops used in conjunction with illegal drug activity should be classified as 26 (*Drugs/Narcotics*) or 11 (*Drug/Narcotic Equipment*), as appropriate.

64 = Fuel - Products used to produce energy: coal, gasoline, diesel, biodiesel, natural gas, oil

66 = Identity (Intangible) - sets of characteristics or behavioral or personal traits by which an entity or person is recognized or known; damaged reputation, disclosed confidential information, etc.

71 = Metals (Non-Precious) - Base metals or alloys possessing luster, malleability, ductility and conductivity of electricity and heat; ferrous and non-ferrous metals such as iron, steel, tin, aluminum, copper, brass, copper wire, copper pipe, etc.

77 = NOT APPLICABLE

88 = NOT REPORTED

99 = UNKNOWN

EXAMPLE 1:

The following property was stolen as the result of a burglary: (1) a \$10,000 stamp collection; (2) 7 pieces of jewelry worth \$5,000; (3) an \$1,800 personal computer; (4) clothes worth \$1,500; (5) silverware worth \$800; (6) a \$650 TV; (7) a \$450 VCR; (8) a \$400 microwave oven; (9) \$350 in cash; (10) a \$250 typewriter; (11) a \$150 shotgun; (12) a \$100 bicycle; (13) two credit cards (no value); and (14) ten blank personal checks (no value).

Item (1), the stamp collection, was the most expensive property; and would be coded *07 (Art Objects/Antiques/Other Precious Items)*. Items (2) through (10) become the remaining eight most valuable properties as follows: the jewelry should be entered as code *06*; the silverware and the microwave oven as code *10*; the personal computer as code *13*; the clothes as code *08*; the TV and VCR as code *15*; the cash as code *01*; the typewriter as code *14*; and the shotgun as code *39*. Items (12) through (14) should be combined and entered as code *49 (Other Property)*.

EXAMPLE 2:

If a house is destroyed by arson and the homeowners are away on an overseas trip making it impossible to determine the property loss until they return, enter *50 (Pending Inventory)*. An updated Property Segment with entries describing the type(s) of burned property should be submitted when the results of the inventory are subsequently learned.

EXAMPLE 3:

The incident involved an Attempted Burglary with no property stolen. Code as *77 (Not Applicable)*.

DATA ELEMENT # 24 **PROPERTY VALUE**

DATA FORMAT: 9 characters, numeric

CODING STRUCTURE: Enter total dollar value loss in whole dollars for all victims in the incident for each of the up to 10 PROPERTY TYPES listed in Data Element #23.

777777777 = Not Applicable
999999999 = Unknown

NOTE:

Since 777777777 and 999999999 are used as residual codes if the actual value of the property type equals these numbers subtract one and report the value (e.g., 777777776 or 999999998).

Up to ten (10) PROPERTY VALUES can be entered to match the up to ten PROPERTY TYPES which are associated with each Property Segment (i.e., each type of property loss/etc.) in the incident.

If more than ten PROPERTY TYPES are involved, the values of the nine (9) most valuable PROPERTY TYPES are to be entered; then, the total value of the remaining properties which were coded as 49 (*Other Property*) are to be entered.

If drugs or narcotics were seized (Data Element #22-PROPERTY INVOLVEMENT = 06) in a drug case, show corresponding seized drug value as 777777777, 999999999, or known value; the source and estimated type and quantity of the Drugs/Narcotics are to be reported in data Elements #28 through #31.

However, when an occurrence of Data Element #23-PROPERTY TYPE shows Drugs or Narcotics are involved in other types of property involvement (e.g., they were stolen through burglary, robbery, theft, etc., or destroyed by arson) their value is to be entered into this data element and Data Elements #28 through #31 are to be coded as Not Applicable.

If the incident did not involve 10 property types, fill the remaining occurrences of this field with 777777777 (*Not Applicable*).

If the incident did not involve any property involvement, then the first occurrence of both PROPERTY TYPE and PROPERTY VALUE must be coded as 777777777 (*Not Applicable*).

EXAMPLE 1:

In Example 1 for Data Element #23-PROPERTY TYPE, the values for each specifically coded property should be entered as follows: 000010000 for the \$10,000 stamp collection coded as 07; 000005000 for code 06 (the jewelry); 000001200 for code 10 (the silverware and the microwave); 000001800 for code 13 (the personal computer); 000001500 for code 08 (the clothes); 000001100 for code 15 (the TV and VCR); 000000350 for code 01 (the cash); 000000250 for code 14 (the typewriter); 000000150 for code 40 (the shotgun); 000000100 for code 49 (the bicycle worth "\$100 and the two credit cards and ten blank checks with no value affixed).

EXAMPLE 2:

In Example 2 for Data Element #23-PROPERTY TYPE, since a determination of the property loss must await an inventory, 999999999 (*Unknown*) should be entered into the first occurrence of Data Element # 24 and the remaining 9 occurrences should be coded as 777777777 (*Not Applicable*). An updated Property Segment

with appropriate property values should be submitted after the results of the inventory are known.

EXAMPLE 3:

Two victims had their bicycles stolen at the same time and place, one was worth \$300 and the other \$150. The first occurrence of Data Element #23-PROPERTY TYPE should be coded as 32 = *Bicycles* and their total value 000000450 (\$300 + \$150 = \$450) should be entered into the first occurrence Data Element #24-PROPERTY VALUE. All remaining occurrences of PROPERTY VALUE should be coded as 777777777 (*Not Applicable*).

DATA ELEMENT # 25**PROPERTY RECOVERY DATE****DATA FORMAT:**

8 characters, numeric

CODING STRUCTURE:

Date of recovery for each type of property listed in Data Element #23 on the Property Segment where Data Element #22-PROPERTY INVOLVEMENT is coded as *05 (Recovered)*.

Up to ten (10) dates of recovery can be entered to match each of the up to ten property types which are associated with the Recovered Property Segment for the incident.

If there is more than one date of recovery for the same PROPERTY TYPE, enter the earliest date.

If the PROPERTY RECOVERY DATE is unknown, enter the date of the report.
YYYYMMDD = Year-Month-Day

77777777 = Not Applicable

EXAMPLE:

On March 28, 2025, a residence was burglarized. Two bicycles were stolen. The first bicycle was recovered on July 1, 2025. On July 24, 2025, the remaining bicycle was recovered. The first occurrence of Data Element #23-PROPERTY TYPE should be *32 (Bicycles)*, and the first occurrence of Data Element #25 should be *20250701* since that is the earliest date of recovery for this property type. All remaining occurrences of Data Element #25-PROPERTY RECOVERY DATE should be coded as *77777777 (Not Applicable)*.

DATA ELEMENT # 26 NUMBER OF MOTOR VEHICLES STOLEN

DATA FORMAT: 3 characters, numeric

CODING STRUCTURE: **000 - 500 = Actual Number of Stolen Vehicles**
 501 = more than 500 Stolen Vehicles
 777 = Not Applicable
 999 = Unknown

NOTE:

This data element can contain a valid number ONLY if in a Property Segment where Data Element #22-PROPERTY INVOLVEMENT = 07 (*Stolen/etc.*).

EXAMPLE:

A car-carrier truck loaded with 6 new vehicles awaiting delivery is stolen. The NUMBER OF MOTOR VEHICLES STOLEN in this incident would be 007 (the truck and six new cars) if the one vehicle per incident reporting practice was not used.

DATA ELEMENT # 27 NUMBER OF MOTOR VEHICLES RECOVERED

DATA FORMAT: 3 characters, numeric

CODING STRUCTURE: **000 - 500 = Actual Number of Vehicles Recovered**
 501 = more than 500 Recovered Vehicles
 777 = Not Applicable
 999 = Unknown

NOTE:

This data element can contain a valid number ONLY if in a Property Segment where Data Element #22-PROPERTY INVOLVEMENT = 05 (*Recovered*).

EXAMPLE:

Using the example given for Data Element #26, the car-carrier truck is subsequently recovered but the six new cars are still missing. The entry for this data element should be 001 because only the truck was recovered.

DATA ELEMENT # 28 **SOURCE OF DRUG DATA**

DATA FORMAT: 1 character, alphanumeric

CODING STRUCTURE: This data element describes whether the information in Data Elements #29 - #31 is based on an estimate or on the results of laboratory analysis.

- 1 = Estimate**
- 2 = Laboratory Analysis**
- 7 = Not Applicable**
- 9 = Unknown**

NOTE:

Use ONLY to identify source of Drugs/Narcotics seized in a drug case where there is a Property Segment where Data Element #22-PROPERTY INVOLVEMENT = 06 (*Seized*). Otherwise, Data Element #28-SOURCE OF DRUG DATA should = 7 (*Not Applicable*).

EXAMPLE 1:

A police officer arrests a suspect who is selling a white powdery substance believed to be cocaine. If Data Elements #29 - #31 are to be completed using the officer's estimate of the type and quantity of the drug, then Data Element #28 should = 1 (*Estimate*).

EXAMPLE 2:

A police officer arrests a suspect who is selling a white powdery substance believed to be cocaine. The evidence seized is sent to the Department's crime laboratory for analysis. If Data Elements #29 - #31 are to be completed using the known laboratory results, then Data Element #28-SOURCE OF DRUG DATA should = 2 (*Laboratory Analysis*).

EXAMPLE 3:

The incident did NOT involve a drug seizure; Data Element #28-SOURCE OF DRUG DATA should = 7 (*Not Applicable*).

DATA ELEMENT # 29 **DRUG TYPE (SUSPECTED)**

DATA FORMAT: 2 characters, alphanumeric

CODING STRUCTURE: Enter up to 3 distinct types. None/Not Applicable may be entered more than once.

00 = NONE/NOT APPLICABLE

OPIATES AND SYNTHETIC NARCOTICS

- 01 = Heroin**
- 02 = Morphine**
- 03 = Codeine**
- 04 = Opium**
- 05 = Methadone**
- 06 = Synthetic Narcotics including Demerol, Dihydromorphinone (Dilaudid) and Hydrocodone (Percodan)**
- 09 = Other Opium Derivatives or Synthetic Narcotics**

COCAINE

- 10 = Cocaine Hydrochloride**
- 11 = Crack**
- 19 = Other Coca Derivatives**

HALLUCINOGENS

- 21 = PCP (Angel Dust)**
- 22 = LSD (Acid)**
- 29 = Other Hallucinogens including DMT, Psilocybin, Peyote, Mescaline, MDMA, BMDA (White Acid) and MDA**

STIMULANTS

- 31 = Amphetamine**
- 32 = Methamphetamine**
- 33 = Crystal Methamphetamine (ice)**
- 39 = Other Stimulants including Adipex, Fastin, Ionamin or Phentermine Derivatives, Benzedrine, Didrex, Methylphenidate, Ritalin, Phenmetrazine, Preludin and Tenuate**

DEPRESSANTS AND TRANQUILIZERS

- 41 = Barbiturates (Phenobarbital, Pentobarbital, etc.)**
- 42 = Tranquilizers including Librium (Chlordiazepoxide) and Valium (Diazepam)**
- 49 = Other Depressants or Tranquilizers including Glutethimide, Doriden, Methaqualone, Quaalude, Pentazocine and Talwin**

CANNABIS

51 = Marijuana

52 = Hashish

59 = Other Cannabis Derivatives including Hash Oil and THC

OTHER DRUGS

61 = Glue or Aerosol Vapors (Aromatic Hydrocarbons)

62 = Antidepressants (Elavil, Triavil, Tofranil, etc.)

63 = Darvon (Propoxyphene)

69 = Other Drugs

97 = Over 3 Drug Types - Enter the codes for two most important (as determined by the reporting agency considering the quantity, value and deadliness of the drugs/narcotics) and 97 for the third occurrence of this data element.

99 = UNKNOWN TYPE

NOTE:

Use ONLY to identify type of drugs/narcotics seized, where there is a property segment where Data Element #22-PROPERTY INVOLVEMENT = 06. If Data Element #22-PROPERTY INVOLVEMENT does not = 06, Data Element #28-DRUG TYPE (SUSPECTED) must = 00 (*Not Applicable*).

If more than three DRUG TYPES are involved, the two most important (as determined by the reporting agency considering the quantity, value, and deadliness of the drugs/narcotics) are to be reported in Data Element #29-DRUG TYPE (SUSPECTED) occurrences 1 and 2 and the remaining drugs/narcotics are to be entered as 97 (*Over 3 Drug Types*) in Data Element #29-DRUG TYPE (SUSPECTED) occurrence 3.

EXAMPLE:

In a drug case, the following drugs were seized: 1.5 kilograms of Crack; 2.125 pounds of Marijuana; 2.0 liquid ounces of Morphine; and 500 Valium capsules. The Crack was entered as 11 in the first occurrence of this data element and the Morphine as 02 in the second occurrence. The Marijuana and Valium were coded as a single 97 (*Over 3 Drug Types*) in the third occurrence of this data element because more than three types of drugs were seized.

DATA ELEMENT # 30 DRUG QUANTITY (ESTIMATED)

DATA FORMAT: 12 characters, numeric
9-digit whole number portion and a 3-digit fractional portion will be transmitted separately for this 12-character data element.

CODING STRUCTURE: **Up to three entries to correspond to quantity of the drug types entered in each occurrence of Data Element #29.**

Whole # Fraction
777777777777 = Not Applicable
888888888888 = Not Reported
999999999999 = Unknown

NOTE:

If more than three DRUG TYPES are involved, do NOT enter a quantity estimate in the third occurrence of Data Element #30-DRUG QUANTITY (ESTIMATED). Data Element #30-DRUG QUANTITY (ESTIMATED) (occurrence 3) should = 777777777777 (*Not Applicable*).

ONLY use this data element to identify the quantity of Drugs/Narcotics seized in a drug case when Data Element #22-PROPERTY INVOLVEMENT = 06. Otherwise code all occurrences as 777777777777.

EXAMPLE:

In the example given for Data Element #29-DRUG TYPE (SUSPECTED) the first occurrence of Data Element #30-DRUG QUANTITY (ESTIMATED) *1.5 kilograms* should = 00000001500 for the Crack, the second occurrence of Data Element #30-DRUG QUANTITY (ESTIMATED) *2.0 milliliters* should = 0000002000 for the Morphine and the third occurrence of Data Element #30-DRUG QUANTITY (ESTIMATED) *Not Applicable* should = 777777777777 for the Over 3 Drug Types.

DATA ELEMENT # 31 DRUG MEASUREMENT UNIT

DATA FORMAT: 2 characters, alpha

CODING STRUCTURE: Up to 3 entries (occurrences) can be made to match the Drug Types entered in Data Element #29 and the Drug Quantity entered in Data Element #30.

If the third occurrence of Data Element #29 = 97 (*Over 3 Drug Types*), enter *NA (Not Applicable)* for the third occurrence of Data Element #31.

WEIGHT

GM = Gram

KG = Kilogram

OZ = Ounce

LB = Pound

CAPACITY

ML = Milliliter

LT = Liter

FL = Fluid Ounce

GL = Gallon

UNIT

DU = Dosage Units (capsules, pills, tablets, etc.)

NP = Number of Plants

XX = Unknown

NA = Not Applicable

NOTE:

ONLY enter the DRUG MEASUREMENT UNIT for Drugs/Narcotics seized in a drug case where Data Element #22-PROPERTY INVOLVEMENT is 06 (*Seized*). Otherwise code all occurrences of this data element as *NA (Not Applicable)*.

EXAMPLE:

In the example given for Data Element #29-DRUG TYPE (SUSPECTED), the first occurrence of Data Element #31-DRUG MEASUREMENT UNIT should be *KG (Kilogram)* to correspond to the quantity for the Crack, the second occurrence should be *ML (milliliter)* to correspond to the quantity for the Morphine and the third occurrence should be *NA (Not Applicable)*, since combined drug types (the Marijuana and Valium) cannot have a quantity entered.

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Offender Segment *Data Elements #32 - #37.*

DE #32 OFFENDER NUMBER

DE #33 OFFENDER AGE

DE #34 OFFENDER SEX

DE #35 OFFENDER RACE

DE #36 OFFENDER ETHNIC ORIGIN

DE #37 OFFENDER CONDITION

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DATA ELEMENT # 32 OFFENDER NUMBER

DATA FORMAT: 3 characters, numeric

CODING STRUCTURE: Each offender is assigned a unique number from 001 to 099.

A separate "Offender Segment" containing Data Elements #32, #33, #34, #35, #36, #37 is to be submitted for each numbered offender.

If the number of offenders is unknown, enter 999 in this data element and enter the codes for *Unknown* for Data Elements #33 - #37.

NOTE:

Agency software should automatically assign and count the number of offender segments entered. Alternatively, agency forms can have pre-numbered lines for each offender. This variable is used to link victim and offenders in Data Element #46 VICTIM/OFFENDER LINK to establish VICTIM/OFFENDER RELATIONSHIP in Data Element #47.

EXAMPLE 1:

A corpse with five bullet holes was found in an abandoned warehouse. There were no witnesses to the crime and no suspects. A single Offender Segment should be submitted where Data Element #32 should = 999 (*Unknown*), Data Element #33 OFFENDER AGE should = 9999 (*Unknown*), Data Element #34 OFFENDER SEX should = U (*Unknown*), Data Element #35 OFFENDER RACE should = U (*Unknown*), Data Element #36 OFFENDER ETHNIC ORIGIN should = U (*Unknown*), and Data Element #37 OFFENDER CONTIDION should = 99 (*Unknown*).

EXAMPLE 2:

Two offenders were seen fleeing the scene of a burglary, but because they were wearing ski masks, their age, sex, race, ethnic origin, and condition could not be determined. Two Offender Segments should be submitted--one with Offender Number 01 entered and the other with Offender Number 02.

For the remaining offender information in each of these Offender segments, Data Element #33 OFFENDER AGE should = 9999 (*Unknown*), Data Element #34 OFFENDER SEX should = U (*Unknown*), Data Element #35 OFFENDER RACE should = U (*Unknown*), Data Element #36 OFFENDER ETHNIC ORIGIN should = U (*Unknown*), and Data Element #37 OFFENDER CONTIDION should = 99 (*Unknown*).

DATA ELEMENT # 33

OFFENDER AGE

DATA FORMAT: 4 characters, numeric

CODING STRUCTURE: Enter an exact age, an age range, or unknown.

0001 - 0098 = exact age in years

0099 = Over 98 years old

9999 = Unknown

OR supply an age range as 4-digit code,
e.g., **1921** would be the age range 19 to 21.

EXAMPLE 1:

If the victim or a witness reported the offender's age as between 25 and 30 years old, Data Element #33-OFFENDER AGE should be entered as *2530 (25 to 30)*.

EXAMPLE 2:

The offender was 31 years old; enter *0031* for Data Element #33-OFFENDER AGE.

DATA ELEMENT # 34 OFFENDER SEX

DATA FORMAT: 1 character, alpha

CODING STRUCTURE: **M = Male**
 F = Female
 U = Unknown
 R = Not Reported

EXAMPLE:

The witness caught only a fleeting glance of the offender and was unable to identify the offender's sex. Data Element #34 OFFENDER SEX should = *U (Unknown)*.

DATA ELEMENT # 35	OFFENDER RACE
DATA FORMAT:	1 character, alpha
CODING STRUCTURE:	W = White B = Black/African American I = American Indian/Alaskan Native A = Asian P = Native Hawaiian/Pacific Islander R = Not Reported U = Unknown

The definitions of the racial designations are:

White—A person having origins in any of the original peoples of Europe, the Middle East, or North Africa.

Black or African American—A person having origins in any of the black racial groups of Africa.

American Indian or Alaska Native—A person having origins in any of the original peoples of North and South America (including Central America) and who maintains tribal affiliation or community attachment.

Asian—A person having origins in any of the original peoples of the Far East, Southeast Asia, the Indian subcontinent including, for example, Cambodia, China, India, Japan, Korea, Malaysia, Pakistan, the Philippine Islands, Thailand, and Vietnam.

Native Hawaiian or Other Pacific Islander—A person having origins in any of the original peoples of Hawaii, Guam, Samoa, or other Pacific Islands, e.g., individuals who are Carolinian, Fijian, Kosraean, Melanesian, Micronesian, Northern Mariana Islander, Palauan, Papua New Guinean, Ponapean (Pohnpelan), Polynesian, Solomon Islander, Tahitian, Tarawa Islander, Tokelauan, Tongan, Trukese (Chuukese), and Yapese.

Note: The term “Native Hawaiian” does not include individuals who are native to the state of Hawaii simply by virtue of being born there.

EXAMPLE:

The witness indicated the offender was Chinese. Data Element #35 OFFENDER RACE should = A (*Asian*).

DATA ELEMENT # 36 OFFENDER ETHNIC ORIGIN

DATA FORMAT: 1 character, alpha

CODING STRUCTURE: **H = Hispanic/Latino**
 N = Not Hispanic/Latino
 R = Not Reported
 U = Unknown

The ethnic designation of Hispanic or Latino includes persons of Mexican, Puerto Rican, Cuban, Central or South American, or other Spanish culture or origin, regardless of race.

EXAMPLE 1:

A witness reported the offender as Afro Cuban. Data Element #36 OFFENDER ETHNIC ORIGIN should = *H (Hispanic/Latino)*.

EXAMPLE 2:

A witness reported the offender as African American. Data Element #36 OFFENDER ETHNIC ORIGIN should = *N (Not Hispanic/Latino)*.

DATA ELEMENT # 37 **OFFENDER CONDITION**

DATA FORMAT: 2 characters, alphanumeric

CODING STRUCTURE: Enter one code for each offender

01 = Appears to be Impaired with Drugs - the victim, complainant, or witness states, (or the reporting officer observes) that the offender appeared to be impaired with drugs.

02 = Appears to be Impaired with Alcohol - the victim, complainant, or witness states, (or the reporting officer observes) that the offender appeared to be impaired with alcohol.

03 = Appears to be Mentally Disordered - the victim, complainant, or witness states, (or the reporting officer observes) that the offender appeared to be mentally disordered.

04 = Appears to be Injured or Ill - the victim, complainant, or witness states, (or the reporting officer observes) that the offender appeared to be ill or injured.

05 = Apparently Normal - the victim, complainant, or witness states, (or the reporting officer observes) that the offender was apparently normal.

88 = Not Reported - the condition of the offender was not reported.

99 = Unknown - the condition of the offender is unknown.

DEFINITION: This data element indicates the alleged condition of each offender involved in the incident. Use the most descriptive code if more than one applies.

EXAMPLE 1:

Witnesses to an assault reported that the victim and offender were in a bar drinking beer when an argument broke out and the offender, who appeared drunk, attacked the victim with a knife. Data Element #37 OFFENDER CONDITION should be entered as *02 (Appeared to Be Impaired with Alcohol)*.

EXAMPLE 2:

A rape victim indicated her attacker had been freebasing cocaine just prior to the incident. Data Element #37 OFFENDER CONDITION should be entered as *01 (Appeared to Be Impaired with Drugs)*.

EXAMPLE 3:

A medical supply warehouse was burglarized, and large quantities of Methadone, Morphine, Benzedrine, and Valium were stolen. Two offenders were seen fleeing the scene. Data Element #37 OFFENDER CONDITION should be entered as *99 (Unknown)* for each offender because although drugs were the object of the crime, there was no indication that the offenders were impaired by drugs during the incident.

Victim Segment *Data Elements #38 - #50, #71 - #73.*

DE #38 VICTIM NUMBER

DE #39 VICTIM/OFFENSE LINK

DE #40 VICTIM TYPE

DE #41 VICTIM AGE

DE #42 VICTIM SEX

DE #43 VICTIM RACE

DE #44 VICTIM ETHNIC ORIGIN

DE #45 VICTIM RESIDENCE STATUS

DE #46 VICTIM/OFFENDER LINK

DE #47 VICTIM/OFFENDER RELATIONSHIP

DE #48 LEVEL OF INJURY

DE #49 INJURY TYPE

DE #50 VICTIM MEDICAL TREATMENT

DE #71 OFFICER ACTIVITY/CIRCUMSTANCE TYPE (LEOKA)

DE #72 OFFICER ASSIGNMENT TYPE (LEOKA)

DE #73 OFFICER ORI/JURISDICTION (LEOKA)

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DATA ELEMENT # 38**VICTIM NUMBER****DATA FORMAT:** 3 characters, numeric**CODING STRUCTURE:** **Each victim is assigned a unique number from 001 to 999.**
A separate Victim Segment containing Data Elements #38 through #50 is to be submitted for each numbered victim.**NOTE:**

Agency records management system should automatically assign and count the number of victim screens entered. Alternatively, agency forms can have pre-numbered lines for each victim.

EXAMPLE:

A gang of youths walked through a cemetery, approached the night watchman and assaulted him with a baseball bat. They then ran through the cemetery and turned over several gravestones, breaking them. In this example, there were two victims in the incident. One Victim Segment numbered *001* should be submitted for the night watchman with Data Element #40-VICTIM TYPE coded as *I (Individual)* and a second Victim Segment numbered *002* should be submitted for the damage to the cemetery with Data Element #40-VICTIM TYPE coded as *B (Business)*.

DATA ELEMENT # 39**VICTIM/OFFENSE LINK****DATA FORMAT:** 2 characters, numeric**CODING STRUCTURE:** Enter the OFFENSE NUMBER (Data Element #12) to link each victim (up to 10 victims per incident) of an offense (up to 10 offenses per victim) that were perpetrated against the victim.**77 = Not Applicable** (used to fill multiple occurrences of this Data Element when less than 10 offenses are present for the victim).**NOTE:**

Each victim must be linked to at least one offense.

EXAMPLE 1:

Two victims, Victim 001, and Victim 002 were robbed. Victim 001 was also raped. Two Offense Segments are reported, one for robbery and one for rape. Two Victim Segments are also reported (one for each victim in the incident).

The first offense entered in the RMS (Robbery) would enter 01, the value from Data Element #12-OFFENSE NUMBER (Occurrence 1) in Data Element #39-VICTIM OFFENSE LINK (Occurrence 1). This value will be the same for both Victim 001 and Victim 002 because both were robbed.

The second offense entered in the RMS (Rape) would enter 02, the value #12-OFFENSE NUMBER (Occurrence 2) = 02 in the Victim segment of Victim 002.

For the Victim Segment of Victim 001, the value #12-OFFENSE NUMBER (Occurrence 2), 77(*Not Applicable*) would be entered in Data Element #39-VICTIM OFFENSE LINK (Occurrence 2).

EXAMPLE 2:

The incident involved the burglary of an auto parts store. One Offense Segment numbered 01 was present and contained the INCIDENT/COMPLAINT OFFENSE CODE (Data Element #13) for burglary. There was one Victim Segment present with Data Element #40-VICTIM TYPE is *B (Business)*. In Data Element #39-VICTIM/OFFENSE LINK (Occurrence 1) = 01 to link the business victim to the burglary offense. The remaining nine occurrences of Data Element #39 would be coded as 77 (*Not Applicable*).

DATA ELEMENT # 40**VICTIM TYPE****DATA FORMAT:**

1 character, alpha

CODING STRUCTURE:

Enter only one code per victim

A = Firefighter**I = Individual****L = Law Enforcement Officer (LEOKA)****B = Business****F = Financial Institution****G = Government****R = Religious Organization****S = Society/Public****O = Other****U = Unknown****NOTE:**

Individual, Law Enforcement Officer, and Firefighter are Individual (Person) Victim Types.

EXAMPLE 1:

During a bank robbery, the offender pointed a gun at a teller and demanded and received money. The offender also pistol-whipped a customer who stood in his way as he made his getaway from the bank. There are three victims in this incident: the bank [*F (Financial Institution)*], the teller [*I (Individual)*] and the pistol-whipped customer [*I (Individual)*]. Three Victim Segments should be included with the relevant VICTIM TYPE code entered for each Victim.

EXAMPLE 2:

A suspect is arrested for selling drugs to an undercover officer. The VICTIM TYPE for this incident would be S (*Society/Public*).

EXAMPLE 3:

An off-duty law enforcement officer observes a gas station robbery in progress. After telling a bystander to call the police, the officer approaches the scene. The perpetrator attempts to leave the gas station after taking money from the station attendant at gun point. The officer confronts the perpetrator and orders him to drop the gun. Shots are exchanged resulting in serious injury to the officer and fatal injury to the perpetrator. There are four VICTIM TYPES: gas station [*B (Business)*], station attendant [*I (Individual)*], the officer [*L (Law Enforcement Officer)*], and the perpetrator [*I (Individual)*] for reporting the Justifiable Homicide part of the incident.

DATA ELEMENT # 41**VICTIM AGE****DATA FORMAT:** 4 characters, alphanumeric**CODING STRUCTURE:** Enter an exact age, age range, Not Applicable, or Unknown.**00NN = under 24 hours (neonate)****00NB = 1 to 6 days (newborn)****00BB = 7 to 364 days (baby)****0001-0098 = exact age in years****0099 = Over 98 years old****7777 = Not Applicable****9999 = Unknown**

OR supply **age range** in form ____ to ____ as 4-digit code,
e.g., 1921 would be age range 19 to 21.

EXAMPLE 1:

If the victim was a person 18 years old, enter *0018*.

EXAMPLE 2:

If the victim was between 25 and 30, enter *2530*.

EXAMPLE 3:

If the victim was a Financial Institution, enter *7777 (Not Applicable)*.

DATA ELEMENT # 42

VICTIM SEX

DATA FORMAT: 1 character, alpha

CODING STRUCTURE: M = Male
F = Female
R = Not Reported
U = Unknown
X = Not Applicable

EXAMPLE 1:

If the victim was a male, enter *M*.

EXAMPLE 2:

If the victim was a Financial Institution, enter *X*.

DATA ELEMENT # 43**VICTIM RACE****DATA FORMAT:** 1 character, alpha**CODING STRUCTURE:**
W = White
B = Black/African American
I = American Indian/Alaskan Native
A = Asian
P = Native Hawaiian/Pacific Islander
R = Not Reported
U = Unknown
X = Not Applicable

The definitions of the racial designations are:

White—A person having origins in any of the original peoples of Europe, the Middle East, or North Africa.

Black or African American - A person having origins in any of the black racial groups of Africa.

American Indian or Alaska Native - A person having origins in any of the original peoples of North and South America (including Central America) and who maintains tribal affiliation or community attachment.

Asian - A person having origins in any of the original peoples of the Far East, Southeast Asia, the Indian subcontinent including, for example, Cambodia, China, India, Japan, Korea, Malaysia, Pakistan, the Philippine Islands, Thailand, and Vietnam.

Native Hawaiian or Other Pacific Islander - A person having origins in any of the original peoples of Hawaii, Guam, Samoa, or other Pacific Islands, e.g., individuals who are Carolinian, Fijian, Kosraean, Melanesian, Micronesian, Northern Mariana Islander, Palauan, Papua New Guinean, Ponapean (Pohnpelan), Polynesian, Solomon Islander, Tahitian, Tarawa Islander, Tokelauan, Tongan, Trukese (Chuukese), and Yapese.

NOTE:

The term "Native Hawaiian" does not include individuals who are native to the state of Hawaii simply by virtue of being born there.

EXAMPLE 1:

If the victim was Indian (from India and not American Indian), enter *A (Asian)*.

EXAMPLE 2:

If the victim was a Financial Institution, enter *X (Not Applicable)*.

DATA ELEMENT # 44 VICTIM ETHNIC ORIGIN

DATA FORMAT: 1 character, alpha

CODING STRUCTURE: **H = Hispanic/Latino**
 N = Not Hispanic/Latino
 R = Not Reported
 U = Unknown
 X = Not Applicable

The ethnic designation of Hispanic or Latino includes persons of Mexican, Puerto Rican, Cuban, Central or South American, or other Spanish culture or origin, regardless of race.

EXAMPLE 1:

If the victim was Mexican, enter *H (Hispanic/Latino)*.

EXAMPLE 2:

If the victim was a Financial Institution, enter *X (Not Applicable)*.

DATA ELEMENT # 45 VICTIM RESIDENCE STATUS

DATA FORMAT: 2 characters, alphanumeric

CODING STRUCTURE:

- 01 = Resident** - the victim is a permanent, legal resident of the county/city where the incident took place.
- 02 = Commuter** - the victim is a commuter, living outside the county/city where the incident took place but entering on a regular basis to work.
- 03 = Tourist** - the victim lives outside the county/city where the incident took place and was visiting for vacation or other recreational purpose at the time the incident occurred.
- 04 = Military** - the victim is a member of the armed forces and lives in the county/city in connection with a military assignment.
- 05 = Student** - the victim attends school within the county/city and either lives outside the area or has a temporary domicile in the jurisdiction only because of school attendance.
- 06 = Temporary Resident/Foreign National** - the victim is a foreign national (include both legal and illegal aliens) who has a temporary or seasonal domicile in the jurisdiction where the incident took place.
- 07 = Other Status** - the victim's residence status, as described in the report, is different from any of those described above e.g., an out of state trucker robbed at a rest area.
- 08 = Homeless** - the victim has no permanent address.
- 77 = Not Applicable** - the victim is not an individual.
- 88 = Not Reported** - the victim's residence status is not listed in the incident report.
- 99 = Unknown** - there is not enough information to determine the victim's residence status.

EXAMPLE 1:

If the victim was robbed in White Plains, NY, where he resides, enter *01 (Resident)*.

EXAMPLE 2:

If the victim was a business, then enter *77 (Not Applicable)*.

EXAMPLE 3:

If the victim was a Mexican national, enter *06 (Temporary Resident/Foreign National)*.

DATA ELEMENT # 46 **VICTIM/OFFENDER LINK**

DATA FORMAT: 3 characters, numeric

CODING STRUCTURE: Enter the OFFENDER NUMBER (Data Element #32) of up to 10 offenders for whom victim-to-offender relationships are going to be reported in Data Element #47.

777 = Not Applicable

999 = Unknown

NOTE:

Data Element #46-VICTIM/OFFENDER LINK is ONLY logically used to link person victims (Data Element #40-VICTIM TYPE is *I (Individual)*, *A (Firefighter)*, or *L (Law Enforcement Officer)*) to offenders who victimized them.

If the Victim Segment is for a non-person victim type, then all 10 occurrences of Data Element #46-VICTIM/OFFENDER LINK must = 777 (*Not Applicable*).

777 (*Not Applicable*) is also used to fill multiple occurrences of Data Element #46-VICTI/OFFENDER LINK when fewer than 10 offenders are involved in the victimization of an individual victim.

EXAMPLE 1:

If Victim 001's relationship to Offender 004 is to be reported, enter 004 in the first occurrence of Data Element #46-VICTIM/OFFENDER LINK in the Victim Segment for the first victim and code all remaining occurrences as 777 (*Not Applicable*).

EXAMPLE 2:

If the victim was only being linked to two offenders, numbered 001 and 005 respectively in Data Element #32-OFFENDER NUMBER, then the first occurrence of Data Element #46-VICTIM/OFFENDER LINK would have 001 entered, the second occurrence would have 005 entered and the remaining eight occurrences would be filled with 777 (*Not Applicable*).

DATA ELEMENT # 47 **VICTIM/OFFENDER RELATIONSHIP**

DATA FORMAT: 2 characters, alphanumeric

CODING STRUCTURE: Enter up to 10 occurrences of VICTIM/OFFENDER RELATIONSHIP to match the offenders identified in the corresponding occurrence of Data Element #46-VICTIM/OFFENDER LINK. Victim was _____.

WITHIN FAMILY

- 01 = Spouse:** Legally married
- 02 = Former Intimate Partner:** Former partner; boyfriend/girlfriend, fiancé, or same sex partner.
- 03 = Parent:** Legal guardian through blood or adoption
- 04 = Sibling:** Any person who shares at least one of the same parents
- 05 = Child:** Child-in-common, child-in-household, or child-in-family
- 06 = Grandparent:** Parent of child's legal guardian
- 07 = Grandchild:** Child of the offender's child
- 08 = In-Law:** Relative through marriage (limited to father, mother, sister, brother)
- 09 = Stepparent:** The husband or wife of victim's parent from a subsequent marriage
- 10 = Stepchild:** The child of a spouse from a previous marriage
- 11 = Stepsibling:** Son or daughter of a stepparent
- 12 = Other Family:** Other family members including aunt, uncle, niece, nephew
- 22 = Current Boyfriend/Girlfriend:** Current heterosexual couple
- 23 = Child of Intimate Partner:** Child of one of the intimate partners
- 27 = Current Same-Sex Relationship:** Current same-sex couple
- 29 = Ex-Spouse:** Legally separated husband or wife

OUTSIDE FAMILY BUT KNOWN TO VICTIM

- 20 = Acquaintance:** A known associate
- 21 = Baby/Child in care of babysitter:** under the supervision of a non-familial babysitter/caretaker
- 24 = Employee:** Victim works for or with (co-worker) offender
- 25 = Employer:** Offender works for or is employed by victim
- 26 = Friend:** Person who the offender knows well and regards positively
- 28 = Neighbor:** Person who lives in proximity of the offender including next door, same street, apartment complex, or neighborhood
- 30 = Otherwise Known:** All other relationships not identified by other categories

NOT KNOWN TO VICTIM

- 40 = Relationship Unknown:** Identity of offender is unknown by the victim and cannot be determined by investigation
- 41 = Stranger:** Identity of offender is known to the victim, but there is no relationship between the victim and offender

OTHER

70 = Victim Was Offender

77 = Not Applicable: Relationship is not required because victim is not an individual (person)

88 = Not Reported: Relationship was not reported by either the victim or the law enforcement officer completing the incident report

EXAMPLE 1:

An employee assaulted his employer with his fists. The Offender Segment corresponding to the employee was identified in the third occurrence of Data Element #46-VICTIM/OFFENDER LINK, thus the third occurrence of Data Element #47-VICTIM/OFFENDER RELATIONSHIP should = 25 (*Employer*).

EXAMPLE 2:

Two offenders rob a male and a female couple. Neither victim knew the offenders. Both the Victim Segment for the male victim and the Victim Segment for the female victim should two occurrences corresponding to each offender where Data Element #47-VICTIM/OFFENDER RELATIONSHIP = 41 (*Stranger*).

EXAMPLE 3:

The victim was a Financial Institution not an individual. Enter 77 (*Not Applicable*).

DATA ELEMENT # 48 LEVEL OF INJURY

DATA FORMAT: 1 character, alphanumeric

CODING STRUCTURE:

1 = Dead-the victim was killed by a perpetrator.

2 = Appeared to Be Seriously Injured-the victim suffered an injury requiring more than simple first aid for treatment.

3 = Appeared to Be Physically Injured, But Not Seriously-the victim suffered a physical injury of some kind, but there was no indication that the injury was serious. The injury required only first aid treatment or did not require any immediate treatment at all.

4 = Not Injured - the report indicates that the victim did not appear to be physically injured in the incident.

7 = Not Applicable - the incident did not have an individual as a victim.

8 = Not Reported - the level of injury to the victim is not stated on the incident report.

9 = Unknown - the level of injury to the victim cannot be determined or is not known.

EXAMPLE 1:

The offender assaulted the victim with a tire iron, breaking the victim's arm and opening a cut about three inches long and one inch deep on his back. The entry should = *2 (Appeared to Be Seriously Injured)* since the treatment necessary was more than simple first aid.

EXAMPLE 2:

The victim, a respected religious figure, is blackmailed regarding his sexual activities. As he suffered no physical injury, the entry should = *4 (Not Injured)*.

DATA ELEMENT # 49 **INJURY TYPE**

DATA FORMAT: 2 characters, alphanumeric

CODING STRUCTURE: Enter up to 5 types for each victim. The INJURY TYPE should be entered for dead victims to describe the apparent cause of death.

00 = None - No apparent physical injury to the victim because of the crime is observed by the officers or reported by the victim or witness.

01 = Apparent Broken Bones - An injury to the victim involving the possible fracture, tearing or dislocation of the skeletal system including bones, cartilage, and tendons.

02 = Possible Internal Injury - An injury to the victim possibly affecting the internal organs of the body (brain, heart, lungs, stomach, kidney, liver, etc.), usually associated with penetrating wounds in stabs, shootings and/or blunt trauma. Also, includes injury to the victim of sexual assault from oral, vaginal, or anal contact.

03 = Severe Laceration - An injury to the victim which results from the use of a cutting instrument to cut, stab, or slash the body.

04 = Loss of Teeth - An injury that results in the breakage or loss of one or more teeth from the victim's mouth.

05 = Unconsciousness - The victim was found unconscious or is reported to have lost consciousness as the result of the injury. Includes loss of consciousness from suffocation, blow(s) to the head or neck, bleeding, or shock.

06 = Other Major Injury - Any physical injury to the victim other than those defined above, for example scalds, electrical shocks, burns or chemical contamination.

07 = Apparent Minor Injury - An injury to the victim characterized as superficial, including scratches and minor cuts, bruises, discolorations, bumps and/or swelling.

77 = Not Applicable - The victim is not an individual or this occurrence is not used because there were less than 5 injury types applicable for this victim.

88 = Not Reported - The type of injury to the victim is not stated in the incident report.

99 = Unknown - The type of injury to the victim cannot be determined or is not known.

EXAMPLE 1:

The offender assaulted the victim with a tire iron, breaking the victim's arm and opening a cut about three inches long and one inch deep on his back. The first occurrence of Data Element #49- INJURY TYPE should = *01 (Apparent Broken Bones)*, the second occurrence of Data Element #49- INJURY TYPE should = *03 (Severe Laceration)*, and the remaining three occurrences should = *77 (Not Applicable)*.

EXAMPLE 2:

The victim, a respected religious figure, is blackmailed regarding his sexual activities. Since he suffered no physical injury, the first occurrence should be *00 (None)* and the remaining four occurrences of Data Element #49 should be *77 (Not Applicable)*.

EXAMPLE 3:

This Victim Segment has Data Element #40-VICTIM TYPE of G (Government). All occurrences of Data Element #49-INJURY TYPE should = 77 (Not Applicable) since the victim is not a person.

DATA ELEMENT # 50 VICTIM MEDICAL TREATMENT

DATA FORMAT: 1 character, alphanumeric

CODING STRUCTURE:

1 = Hospitalized - the victim was transported to a hospital for examination and treatment and was formally admitted for an overnight stay.

2 = Treated and Released - the victim was transported to a hospital or other authorized treatment center and was examined and given any emergency treatment needed but was not admitted for continued treatment.

3 = Refused Treatment - the victim was offered treatment but declined to be transported to a hospital or once there refused to be examined or treated, either because the victim did not wish treatment or because he or she preferred to consult a private doctor.

4 = Not Treated - the report states that no attempt was made to offer medical treatment to the victim.

5 = Treated at Scene

7 = Not Applicable - the victim is not an individual, law enforcement officer or firefighter.

8 = Not Indicated in Report - the report does not contain any information indicating whether the victim was offered any medical assistance.

9 = Unknown - the report lists medical treatment as unknown.

NOTE:

This data element should be completed for dead victims as well as injured victims.

EXAMPLE 1:

The offender assaulted the victim with a tire iron, breaking the victim's arm and opening a cut about three inches long and one inch deep on his back. The victim was taken to the Emergency Room of a local hospital to have his arm set and the cut closed by stitches but was not hospitalized overnight. The proper code would = 2 (*Treated and Released*).

EXAMPLE 2:

The victim, a respected religious figure, is blackmailed regarding his sexual activities. Since he suffered no physical injury, the entry should = 4 (*Not Treated*).

EXAMPLE 3:

The victim is Society/Public; the entry should = 7 (*Not Applicable*).

DATA ELEMENT # 71 OFFICER ACTIVITY/CIRCUMSTANCE TYPE (LEOKA)

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: Enter once per victim segment.

01 = Responding to Disturbance Call (family quarrel, person w/firearm, etc.)

02 = Burglaries in Progress or Pursuing Burglary Suspects

03 = Robberies in Progress or Pursuing Robbery Suspects

04 = Attempting Other Arrests

05 = Civil Disorder (Riot, Mass Disobedience)

06 = Handling, Transporting, Custody of Prisoners

07 = Investigating Suspicious Persons or Circumstances

08 = Ambush, No Warning

09 = Handling Persons with Mental Illness

10 = Traffic Pursuits and Stops

11 = All Other

77 = Not Applicable (VICTIM TYPE does not = Law Enforcement Officer)

NOTE:

This data element is used to indicate the type of activity in which the law enforcement officer was engaged at the time the officer was killed or assaulted in the line of duty.

DATA ELEMENT # 72 **OFFICER ASSIGNMENT TYPE (LEOKA)**

DATA FORMAT: 1 character, alpha

CODING STRUCTURE: Enter once per victim segment.

For Uniformed Law Enforcement Officers

F = Two-Officer Vehicle

G = One-Officer Vehicle (Alone)

H = One-Officer Vehicle (Assisted)

For Non-Uniformed Officers

I = Detective or Special Assignment (Alone)

J = Detective or Special Assignment (Assisted)

For Law Enforcement Officers Serving in other Capacities (Foot Patrol, Off Duty, etc.)

K = Other (Alone)

L = Other (Assisted)

VICTIM TYPE does not = Law Enforcement Officer

X = Not Applicable

NOTE:

This data element is used to report the Assignment Type of the officer at the time the officer was killed or assaulted in the line of duty.

The term "Assisted" refers only to law enforcement assistance.

DATA ELEMENT # 73 OFFICER ORI/JURISDICTION (LEOKA)

DATA FORMAT: 9 characters, alphanumeric

CODING STRUCTURE: Enter once per victim segment.

Valid ORI (nine-character alpha/numeric) – Valid NCIC Originating Agency Identifier. Alpha characters must be capitalized.

777777777 = Not Applicable (VICTIM TYPE does not = Law Enforcement Officer)

NOTE:

This data element is used to identify the law enforcement agency that the killed or assaulted officer was working for at the time of the incident. When reporting a LEOKA victim, enter the same ORI entered in DE #1 ORI NUMBER.

Arrestee Segment *Data Elements #51 - #65.*

DE #51 ARRESTEE NUMBER

DE #52 AGENCY ARREST NUMBER

DE #53 CJTN NUMBER (FORMERLY OBTS NUMBER)

DE #54 NYSID NUMBER

DE #55 ARREST DATE

DE #56 ARREST TYPE

DE #57 ARREST STATUS

DE #58 JUVENILE RELEASE STATUS

DE #59 MULTIPLE CLEARANCE INDICATOR

DE #60 ARRESTEE WEAPON

DE #61 ARRESTEE AGE

DE #62 ARRESTEE SEX

DE #63 ARRESTEE RACE

DE #64 ARRESTEE ETHNIC ORIGIN

DE #65 ARRESTEE RESIDENCE STATUS

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DATA ELEMENT # 51 ARRESTEE NUMBER

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: **Each arrestee is to be assigned a unique number from 01 to 99.**

NOTE:

A separate "Arrestee Segment" containing Data Elements #51 through #65 is to be submitted for each numbered arrestee.

If there is no Arrestee, do NOT submit this segment. Agency software should automatically assign and count the number of arrestees entered. Alternatively, agency forms can have renumbered lines for each arrestee.

EXAMPLE:

If two persons were arrested in connection with a reported incident, two Arrestee Segments should be submitted--one for Arrestee Number *01* and the other for Arrestee Number *02*.

DATA ELEMENT # 52 AGENCY ARREST NUMBER

DATA FORMAT: 12 characters, alphanumeric

CODING STRUCTURE: Use the unique case transaction number which the agency has assigned to the arrest. It may be the INCIDENT NUMBER of the previously reported incident or a separate arrest transaction number.

EXAMPLE:

If the AGENCY ARREST NUMBER is less than 12 characters long it should be left-justified with blank right fill, e.g., 90123X**bbbbbb**.

DATA ELEMENT # 53 **CJTN NUMBER** *Formerly the OBTS NUMBER*

DATA FORMAT: 9 characters, alphanumeric

CODING STRUCTURE: Arrestee's CJTN must default to 777777777 = Not Applicable

NOTE:

To comply with the National Incident Based Reporting System (NIBRS), the NYS Crime Reporting Program no longer accepts CJTN number as part of a NYS IBR submission

DATA ELEMENT # 54 NYSID NUMBER

DATA FORMAT: 8 characters, alphanumeric

CODING STRUCTURE: Arrestee's NYSID Number must default to 9999999J = Unknown

NOTE:

To comply with the National Incident Based Reporting System (NIBRS), the NYS Crime Reporting Program no longer accepts NYSID number as part of a NYS IBR submission.

DATA ELEMENT # 55 ARREST DATE

DATA FORMAT: 8 characters, numeric

CODING STRUCTURE: **YYYYMMDD = Year-Month-Day**

EXAMPLE:

If the subject was arrested on July 23, 2027, the entry would = 20270723.

DATA ELEMENT # 56**ARREST TYPE****DATA FORMAT:** 2 characters, numeric**CODING STRUCTURE:** If more than one ARREST TYPE applies in an incident, code the one that best summarizes the reason for arrest. As a rule, the arrest type should be what initiated the arrest.

01 = Complaint - An arrest resulting from investigation of a criminal incident based upon a complaint.

02 = Crime in Progress - An arrest resulting from a criminal incident discovered or encountered by the officer and for which there is no previous criminal complaint.

04 = Court Summons - An arrest resulting from an offender responding to a court summons and being taken into custody and booked.

05 = Order of Protection - An arrest made pursuant to violation of an order of protection.

06 = Other - Any other type of arrest not specified above.

EXAMPLE 1:

A woman phones in a complaint of a prowler in her back yard. The arriving officer finds her husband (from whom she is separated and being divorced) hiding behind the garage. When the identity of the prowler becomes known to the complainant, she produces an order of protection that specifies her husband is to vacate and absent himself from the premises and requests that he be arrested. The entry would = *01 (Complaint)*, even though there was an order of protection, as the complaint initiated the incident.

EXAMPLE 2:

An officer observes a motor vehicle being operated in an erratic and unsafe manner and after testing, arrests the driver for Driving While Intoxicated (DWI). At booking, the officer discovers that the arrestee has outstanding bench warrants for previous parking violations. The entry would = *02 (Crime in Progress)* as the DWI offense initiated the arrest.

DATA ELEMENT # 57 ARREST STATUS

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: Enter the type of release from physical custody for an arrestee.

01 = Held - The arrestee is not released.

02 = Appearance Ticket - The arrestee is given a location, date, and time to return for processing and then released (includes summons).

03 = ROR - After booking the arrestee was released on recognizance.

04 = Cash Bail - Following arraignment and after posting bail the arrestee was released.

05 = Bail Bond - Following arraignment a bail bondsman posts a surety for the arrestee's appearance and the arrestee is released.

06 = Police Bail - Following booking, but prior to arraignment, the arrestee is released after posting bail based on an authorized bail schedule.

07 = Released to Third Party - After booking, but prior to arraignment, the arrestee is released in the custody of another person (e.g., parent, guardian, spouse, sibling, child, or doctor).

88 = Not Reported - Not on the arrest report.

99 = Unknown - The release status is not known.

EXAMPLE 1:

Based on a criminal complaint, signed by a neighbor, the subject was served with a summons to appear in court. The entry would = *02 (Appearance Ticket)*, since the summons orders the subject to appear in court on a set date.

EXAMPLE 2:

Based on investigation, the victim testified before a grand jury resulting in the issuance of an indictment warrant, the subject was then arrested, arraigned and released on cash bail. The entry would = *04 (Cash Bail)*.

DATA ELEMENT # 58 JUVENILE RELEASE STATUS

DATA FORMAT: 1 character, alphanumeric

CODING STRUCTURE:

H = Handled Within Department (e.g., released to parents, released with warning, etc.)

R = Referred to Criminal Court, Juvenile/Family Court, or Probation Intake

D = Diverted to Counseling/Treatment Program

X = Not Applicable (arrestee is 18 years old or older)

NOTE:

ONLY for arrestees less than 18 years old.

EXAMPLE 1:

The arrestee, age 13, who was taken into custody for vandalizing a school, was released to his parents with a warning. The entry would = *H (Handled Within Department)*.

EXAMPLE 2:

The arrestee, age 15, who was arrested for murder, was turned over to the Adult Court to be tried as an adult. The entry would = *R (Referred to Criminal Court, Juvenile/Family Court, or Probation Intake)*.

EXAMPLE 3:

The arrestee was 32 years old. The entry would = *X (Not Applicable)*.

DATA ELEMENT # 59**MULTIPLE CLEARANCE INDICATOR****DATA FORMAT:** 1 character, alphanumeric**CODING STRUCTURE:** This data element is to be used to indicate whether the apprehension of the arrestee resulted in the clearance of more than one previously reported incident within the jurisdiction served by the reporting agency. If so, then it is important to indicate that there was only one arrestee responsible for multiple clearances. This is done by entering *M (Multiple)* into all but one of the Arrestee Segments involved and by entering *C (Count Arrestee)* into the remaining Arrestee Segment. If the arrest did not result in multiple clearances, enter *N (Not Applicable)*.**N = Not Applicable****C = Count Arrestee****M = Multiple** (Multiple clearance indicator set to prevent over counting arrestees)**EXAMPLE 1:**

After the subject's apprehension for robbery, it was learned that the subject was also responsible for five additional robberies within the jurisdiction. One Arrestee Segment was keyed into the local computer, along with the Incident Numbers of the six incidents. The local computer then generated six Arrestee Segments which were duplicates except for their Incident Numbers. For five of the Arrestee Segments the Multiple Clearance Indicator = *M (Multiple)* and for one Arrestee Segment the Multiple Clearance Indicator = *C (Count Arrestee)*.

EXAMPLE 2:

Two suspects were arrested for burglary. During processing, Arrestee #1 admitted to burglarizing two other residences. The department then cleared those two burglaries based on the suspect's confession. However, Arrestee #2 denied involvement in any additional burglaries. The Arrestee Segment for this data element for Arrestee #1 would = *C (Count Arrestee)* for the current incident and = *M (Multiple)* for Data Element #59 in the Arrestee Segments for the two other incidents which were cleared. The Arrestee Segment for Arrestee #2 would = *N (Not Applicable)* in Data Element #59 as this subject's arrest did not clear any additional incidents.

DATA ELEMENT # 60 ARRESTEE WEAPONS

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: Enter up to two codes to indicate whether the arrestee was armed with any type of weapon, even if not used in resisting arrest, or if the arrestee used any type of weapon when apprehended.

- 01 = Firearm** (type unspecified or not stated)
- 02 = Revolver/Derringer/Single-Shot Pistol**
- 03 = Semiautomatic Handgun** (fires a bullet with each pull of the trigger)
- 04 = Fully Automatic Handgun/Submachine Gun** (fires more than one bullet for each pull of the trigger, includes those weapons with a selectable rate of fire between semi and fully automatic)
- 05 = Single Shot/Pump Action/Bolt Action Rifle**
- 06 = Semiautomatic Rifle** (fires a bullet with each pull of the trigger)
- 07 = Fully Automatic Rifle/Machine Gun** (fires more than one bullet for each pull of the trigger; includes those weapons with a selectable rate of fire between semi and fully automatic)
- 08 = Shotgun** (includes sawed-off shotguns)
- 09 = Imitation Firearm** (includes toy gun and starter pistol)
- 10 = Simulated Firearm** (e.g., hand in pocket)
- 11 = Knife/Cutting Instrument** (e.g., ax, ice pick, sword, screwdriver, switchblade, etc.)
- 12 = Blunt Object** (e.g., club, hammer, etc.)
- 13 = Motor Vehicle** (when used as a weapon)
- 14 = Personal Weapons** (e.g., hands, feet, teeth, etc.)
- 15 = Poison** (includes gas)
- 16 = Explosives**
- 17 = Fire/Incendiary Device**
- 18 = Drug/Narcotics/Sleeping Pills**
- 19 = Other Weapon** (includes BB-gun, pellet gun, stun gun, dart gun, crossbows, etc.)
- 77 = None/Not Applicable**

EXAMPLE 1:

When the subject was arrested, he had in his possession a .357 Magnum handgun and a penknife. The first occurrence should = *02 (Revolver/Derringer/Single-Shot Pistol)*. Because a small pocketknife is not generally considered to be a "weapon", it does not qualify for reporting. The remaining occurrence should = *77 (Not Applicable)* since the arrestee had only one weapon.

EXAMPLE 2:

The subject resisted arrest using a liquor bottle and a chair as weapons before being subdued. The first occurrence of Data Element #60-ARRESTEE WEAPONS should = *11 (Knife/Cutting Instrument)* for the liquor bottle and the second occurrence should = *12 (Blunt Object)* for the chair.

DATA ELEMENT # 61 ARRESTEE AGE

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: Enter an exact age
 01 - 98 (Exact age in years)
 99 = Over 98 years old

EXAMPLE 1:

The arrestee states he is 19 years old. The entry = 19.

EXAMPLE 2:

The arrestee refused to give his date of birth but appeared to be 35 to 40 years old. The reporting agency must enter an exact age even if it is an estimate e.g., Arrestee Age = 37. The record should be updated when the exact age becomes known.

DATA ELEMENT # 62 ARRESTEE SEX

DATA FORMAT: 1 character, alpha

CODING STRUCTURE: **M = Male**
 F = Female

EXAMPLE:

If the arrestee was a female, the entry would = *F*.

DATA ELEMENT # 63	ARRESTEE RACE
DATA FORMAT:	1 character, alpha
CODING STRUCTURE:	W = White B = Black/African American I = American Indian/Alaskan Native A = Asian P = Native Hawaiian/Pacific Islander R = Not Reported U = Unknown

The definitions of the racial designations are:

White—A person having origins in any of the original peoples of Europe, the Middle East, or North Africa.

Black or African American—A person having origins in any of the black racial groups of Africa.

American Indian or Alaska Native—A person having origins in any of the original peoples of North and South America (including Central America) and who maintains tribal affiliation or community attachment.

Asian—A person having origins in any of the original peoples of the Far East, Southeast Asia, the Indian subcontinent including, for example, Cambodia, China, India, Japan, Korea, Malaysia, Pakistan, the Philippine Islands, Thailand, and Vietnam.

Native Hawaiian or Other Pacific Islander—A person having origins in any of the original peoples of Hawaii, Guam, Samoa, or other Pacific Islands, e.g., individuals who are Carolinian, Fijian, Kosraean, Melanesian, Micronesian, Northern Mariana Islander, Palauan, Papua New Guinean, Ponapean (Pohnpelan), Polynesian, Solomon Islander, Tahitian, Tarawa Islander, Tokelauan, Tongan, Trukese (Chuukese), and Yapese.

Note: The term “Native Hawaiian” does not include individuals who are native to the state of Hawaii simply by virtue of being born there.

EXAMPLE:

If the arrestee was white, the entry should = *W*.

DATA ELEMENT # 64 ARRESTEE ETHNIC ORIGIN

DATA FORMAT: 1 character, alpha

CODING STRUCTURE: **H = Hispanic/Latino**
 N = Not Hispanic/Latino
 R = Not Reported
 U = Unknown

The ethnic designation of Hispanic or Latino includes persons of Mexican, Puerto Rican, Cuban, Central or South American, or other Spanish culture or origin, regardless of race.

EXAMPLE:

If the arrestee was Hispanic or Latino, the entry should = *H*.

DATA ELEMENT # 65 ARRESTEE RESIDENCE STATUS

DATA FORMAT: 1 character, alphanumeric

CODING STRUCTURE:

R = Resident - the arrestee maintains a permanent legal residence in the town, city, or community where the incident occurred.

N = Nonresident - the arrestee is not a resident of the locality where the incident occurred but maintains a permanent legal residence within the United States.

F = Foreign Nonresident - the arrestee is not a resident of the locality where the incident occurred and maintains a permanent legal residence **outside** the United States.

U = Unknown - the residence status of the arrestee is unknown.

NOTE:

State and county law enforcement agencies should base their determinations of residency on the town, city, or community where the crime occurred rather than their broader geographical jurisdictions.

For New York City, the 5 boroughs of New York City are used to define residency in the City. Therefore, if the crime occurred in one borough and the arrestee resides in another borough, the arrestee should be coded as a Resident.

EXAMPLE 1:

The crime occurred in White Plains, NY and the arrestee maintained his legal residence in that city. The entry would = *R (Resident)*.

EXAMPLE 2:

The crime occurred in Manhattan, but the arrestee had a legal residence in Brooklyn. The entry would = *R (Resident)*.

EXAMPLE 3:

The crime occurred in Nassau County, but the arrestee lived in Queens. The entry would = *N (Nonresident)*.

EXAMPLE 4:

A Mexican national is arrested for heading the local drug cartel. The entry would = *F (Foreign Nonresident)*.

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Arrest Charge Segment *Data Elements #66 - #68.*

DE #66 ARRESTEE/CHARGE LINK

DE #67 ARREST CHARGE

DE #68 ARREST LARCENY TYPE

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DATA ELEMENT # 66 ARRESTEE/CHARGE LINK

DATA FORMAT: 2 characters, numeric

CODING STRUCTURE: Use the ARRESTEE NUMBER (Data Element #51) to link each arrestee to the Arrest Charge Segments that pertain to him or her.

NOTE:

If there is no arrestee, do NOT submit this segment. If an Arrestee Segment is submitted there must be at least one Arrest Charge Segment submitted for each arrestee.

EXAMPLE:

If an incident had 2 arrestees, numbered *01* and *02* respectively and Arrestee *01* had 3 arrest charges while Arrestee *02* had only 1, then 3 Arrest Charge Segments would be submitted for Arrestee *01* in which Data Element #66 should = *01* entered to link these charges to this arrestee. Arrestee *02* would have only one Arrest Charge Segment submitted with *02* entered in Data Element #66.

DATA ELEMENT # 67**ARREST CHARGE****DATA FORMAT:** 22 characters, alphanumeric**CODING STRUCTURE:** Law Title - (3 characters, alphanumeric)
Article and Section - (9 characters, alphanumeric)
Subsection - (6 characters, alphanumeric)
Statutory - Class (1 character, alphanumeric)
Category - (1 character, alphanumeric)
Degree - (1 character, numeric)
Attempt Indicator - (1 character, alpha)
*The attempt indicator is either A (Attempted) or C (Completed)***NOTE:**

The first 21 characters of Data Element #67-ARREST CHARGE must be an **EXACT MATCH with the DCJS Coded Law File**. The 22nd character is the attempt indicator and would be either A for attempted or C for completed.

EXAMPLE:

If an arrestee was charged with two ARREST CHARGES, Aggravated Sexual Abuse 1st and Operating a Motor Vehicle with a BAC of .08 of 1% - 1st Offense, there would be two Arrest Charge Segments submitted.

The first ARREST CHARGE SEGMENT for the Attempted Aggravated Sexual Abuse 1st Degree would have "PL130.700010000BF1A" entered in Data Element #67-ARREST CHARGE, This law is classified in the DCJS Coded Law File as IBR Offense Code 11C (*Sexual Assault with an Object*).

The second ARREST CHARGE SEGMENT for OPER MOTOR VEH W/ .08 OF 1% OR MORE ALCOHOL IN BLOOD-1ST OFF would have "VTL1192000020000UM0C" entered in Data Element #67-ARREST CHARGE. This law is classified in the DCJS Coded Law file as IBR Offense Code 90D (*Driving Under the Influence*).

DATA ELEMENT # 68 ARREST LARCENY TYPE

DATA FORMAT: 2 characters, alphanumeric

CODING STRUCTURE: This offense specific coding is necessary to delineate the type of larceny which cannot be determined using the NYS Penal Law.

01 = Pocket-Picking - The theft of articles from another person's physical possession by stealth where the victim usually does not become immediately aware of the theft.

02 = Purse-Snatching - The grabbing or snatching of a purse, handbag, etc., from the physical possession of another person. **[NOTE:** If more force was used than necessary to wrench the purse from the grasp of the person, then a Robbery occurred rather than a Purse-Snatching.]

03 = Shoplifting - The theft, by someone other than an employee of the victim, of goods or merchandise exposed for sale.

04 = Theft from Building - A theft from within a building which is either open to the public or where the offender has legal access.

05 = Theft from Coin-Operated Machine/Device - A theft from a machine or device which is operated or activated using coins.

06 = Theft from Motor Vehicle (except Theft of Motor Vehicle Parts/Accessories) - The theft of articles from a motor vehicle, whether locked or unlocked.

07 = Theft of Motor Vehicle Parts/Accessories - The theft of any part or accessory affixed to the interior or exterior of a motor vehicle in a manner which would make the item an attachment of the vehicle, or necessary for its operation.

08 = Theft from Mailbox - The theft of the contents of a mailbox, whether a public mailbox or a private mailbox.

09 = All Other Larceny Offenses - All thefts, excluding Motor Vehicle Theft, which do not fit in any of the specific subcategories of Larceny/Theft listed above.

10 = Motor Vehicle Theft

77 = Not Applicable - the offense is not a larceny.

88 = Not Reported

99 = Unknown

DEFINITION: A larceny is defined as the unlawful taking, carrying, leading, or riding away of property from the possession, or constructive possession, of another person.

EXAMPLE 1:

The arrestee is charged with jostling a visiting tourist in the subway and stealing his wallet from his pants pocket. The entry would = *01 (Pocket-Picking)*.

EXAMPLE 2:

The arrestee is charged with stealing new motor vehicle license plates from the victim's mailbox. The entry would = *08 (Theft from Mailbox)*.

Transmission Data Elements

There are nine data elements that appear in the transmission record that are not substantive descriptors of the criminal incident. They are used to describe and structure the data transmission between the local contributors and DCJS.

SEGMENT TYPE

SEGMENT ACTION

FILE CREATION DATE

IBR MONTH

IBR YEAR

TIME WINDOW TYPE

CLEARANCE INDICATOR

RECORD COUNT

HASH TOTAL

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DATA ELEMENT: **SEGMENT TYPE**
DATABASE NAME: **SEGTYPE**
DATA FORMAT: 1 character, alphanumeric

CODING STRUCTURE:

- 0 = Header Segment**
- 1 = Administrative Segment**
- 2 = Offense Segment**
- 3 = Property Segment**
- 4 = Offender Segment**
- 5 = Victim Segment**
- 6 = Arrestee Segment**
- 7 = Arrest Charge Segment**
- 8 = Time Window Segment**
- 9 = Trailer Segment**

NOTE:

SEGMENT TYPE codes are used to identify the type of segment being transmitted, to determine if the proper segment submission sequence has been followed for a particular "type" of incident submission (e.g., an initial submission for an "active" incident) and to compute the HASH COUNT used on the Trailer Segment to verify that DCJS has accurately read a local agency file submission.

DATA ELEMENT: **SEGMENT ACTION**

DATABASE NAME: **SEGACT**

DATA FORMAT: 1 character, alpha

CODING STRUCTURE:

H = Header

I = Initial "Active" Incident Submission

R = Replace "Active" Incident Submission

A = Add Arrestee Segment for "Active" Incident

D = Delete Segment

W = Initial "Inactive" Incident Submission (Time Window Submission)

U = Update to "Inactive" Incident Submission (Time Window Update)

T = Trailer

NOTE:

SEGMENT ACTION is used to inform DCJS processing programs of the desired action to be taken for a particular segment submission.

DATA ELEMENT: **FILE CREATION DATE**

DATABASE NAME: CREATEDATE

DATA FORMAT: 8 characters, numeric

CODING STRUCTURE: YYYYMMDD

The date the NYSIBR file submission was created by the contributor agency.

DATA ELEMENT: IBR MONTH
DATABASE NAME: IBRMONTH
DATA FORMAT: 2 characters, numeric
CODING STRUCTURE: 01 - 12

This data element identifies the monthly data submission expected by DCJS for sequential processing for that agency.

EXAMPLE:

The March submission *03* must be sent to DCJS and processed before the April *04* submission can be processed.

DATA ELEMENT: **IBR YEAR**

DATABASE NAME: IBRYEAR

DATA FORMAT: 4 characters, numeric

CODING STRUCTURE: The year in which the IBR MONTH falls.

DATA ELEMENT: TIME WINDOW TYPE
DATABASE NAME: TWTYPE
DATA FORMAT: 1 character, alphanumeric

CODING STRUCTURE:

- 1 = Exceptional Clearance Only**
- 2 = Recovered Property Only**
- 3 = Arrest Only**
- 4 = Exceptional Clearance with Recovered Property**
- 5 = Arrest with Recovered Property**

NOTE:

This data element appears in the Time Window Segment and is used to simplify the edits for the Time Window Segment.

DATA ELEMENT: CLEARANCE INDICATOR

DATABASE NAME: CLIND

DATA FORMAT: 1 character, alphanumeric

CODING STRUCTURE:

Y = Yes (incident cleared by this arrest)

N = No (incident not cleared by this arrest)

7 = Not Applicable

NOTE:

This data element appears in the Time Window Segment and applies ONLY to 3 (*Arrest Only*), or 5 (*Arrest with Recovered Property*) types of Inactive IBR data submissions. The CLEARANCE INDICATOR is used to inform the FBI whether this arrest submission cleared the original incident (CLEARANCE INDICATOR (Y) or is an additional arrest for an already cleared incident CLEARANCE INDICATOR (N).

If the Inactive incident is typed as 1 (*Exceptional Clearance Only*), 4 (*Exceptional Clearance with Recovered Property*), or 2 (*Recovered Property Only*), then CLEARANCE INDICATOR must equal 7 (*Not Applicable*).

If it is unknown whether this arrest clears an incident, code the CLEARANCE INDICATOR as Y (*Yes*).

DATA ELEMENT: RECORD COUNT

DATABASE NAME: RECNT

DATA FORMAT: 6 characters, numeric

CODING STRUCTURE: RECORD COUNT is a count of the number of segments transmitted in an agency's monthly data submission. The Header and Trailer Segments cannot be counted as part of the RECORD COUNT. RECORD COUNT counts the Detail Records (Segment Levels 1 - 8) of a monthly data submission.

The RECORD COUNT, first calculated by the contributing agency for transmission, is re-calculated by DCJS software. Any difference between the two totals indicates a data transmission problem and results in DCJS rejection of the file submission.

DATA ELEMENT: HASH TOTAL

DATABASE NAME: HASH

DATA FORMAT: 8 characters, numeric

CODING STRUCTURE: To calculate the HASH TOTAL add the SEGMENT TYPE values (i.e., 1 for an Administrative Segment, 2 for an Offense Segment... 8 for a Time Window Segment) for all segments EXCEPT the HEADER SEGMENT and the TRAILER SEGMENT contained on an agency's monthly data submission, taking the first 8 digits of the sum.

The HASH TOTAL, first calculated by the contributing agency for transmission, is re-calculated by the DCJS software. Any difference between the two totals indicates a data transmission problem and results in DCJS rejection of the file submission.

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NYS NIBRS File Structure

This section provides detailed information on the layout of a NYS NIBRS file. The following tables provide the structure for each of the 8 segments that are descriptors of the criminal incident (Administrative, Offense, Property, Offender, Victim, Arrestee, Arrest Charge, and Time Window) as well as the Header and Trailer Segments which are descriptors of the NYS IBR Submission File. Each table contains the data element type (data capture or transmission) and data element number (if it is one of the 73 data capture elements), the file position of the data element, the data length, the data attribute (ATTR) indicating if it is alpha, numeric, or alphanumeric, and the data element description.

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Header Segment

There is one and only one Header Segment in a NYS NIBRS Submission File. The Header Segment contains data elements that indicate for which ORI, Month, and Year and the file is being submitted.

LEVEL 0 - HEADER SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Transmission Data Element		1	1	AN	Segment Type Valid Code: 0
Transmission Data Element		2	1	A	Segment Action Valid Code: H
Transmission Data Element		3-4	2	N	IBR Month
Transmission Data Element		5-8	4	N	IBR Year
Transmission Data Element		9-16	8	N	File Creation Date
Capture Data Element	1	17-25	9	AN	ORI Number
N/A		26-300	275	AN	Filler (blanks)

Administrative Segment

The must be one and only one Administrative Segment per incident in a NYS NIBRS Submission file.

LEVEL 1 – ADMINISTRATIVE SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Transmission Data Element		1	1	AN	Segment Type Valid Code: 1
Transmission Data Element		2	1	A	Segment Action Valid Codes: I, R, D, W, U
Transmission Data Element		3-4	2	N	IBR Month
Transmission Data Element		5-8	4	N	IBR Year
Capture Data Element	1	9-17	9	AN	ORI Number
Capture Data Element	2	18-29	12	AN	Incident/Complaint Number
Capture Data Element	3	30-37	8	N	Incident Occurrence Date
Capture Data Element	4	38-41	4	N	Incident Occurrence Time
Capture Data Element	5	42-49	8	N	Incident Report Date
Capture Data Element	6	50-53	4	N	Incident Time Reported
Capture Data Element	7	54-55	2	AN	Incident Case Status
Capture Data Element	8	56-63	8	N	Incident Exceptional Clearance Date
Capture Data Element	9	64-67	4	AN	Location Code of Incident
Capture Data Element	10	68-73	6	AN	Station/Division/Precinct Identifier
Note: Data Element #11 occurs five (5) times.					
Capture Data Element	11	74-75	2	AN	Bias Crime Type (Occurrence 1)
Capture Data Element	11	76-77	2	AN	Bias Crime Type (Occurrence 2)
Capture Data Element	11	78-79	2	AN	Bias Crime Type (Occurrence 3)
Capture Data Element	11	80-81	2	AN	Bias Crime Type (Occurrence 4)
Capture Data Element	11	82-83	2	AN	Bias Crime Type (Occurrence 5)
Capture Data Element	69	84	1	A	Cargo Theft Indicator
N/A		85-300	216	AN	Filler (blanks)

Offense Segment

Each incident in a NYS NIBRS Submission file must contain at least one offense segment and can contain up to 10 depending on the number of offenses that occurred in the incident.

LEVEL 2 - OFFENSE SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Transmission Data Element		1	1	AN	Segment Type Valid Code: 2
Transmission Data Element		2	1	A	Segment Action Valid Codes: I, R
Transmission Data Element		3-4	2	N	IBR Month
Transmission Data Element		5-8	4	N	IBR Year
Capture Data Element	1	9-17	9	AN	ORI Number
Capture Data Element	2	18-29	12	AN	Incident/Complaint Number
Capture Data Element	12	30-31	2	N	Offense Number
Capture Data Element	13	32-53	22	AN	Incident/Complaint Offense Code
Capture Data Element	14	54-55	2	AN	Incident Larceny Type
Capture Data Element	15	56-57	2	AN	Incident Location Type
NOTE: Data Element #16 occurs three (3) times.					
Capture Data Element	16	58-59	2	N	Weapon/Force (Occurrence 1)
Capture Data Element	16	60-61	2	N	Weapon/Force (Occurrence 2)
Capture Data Element	16	62-63	2	N	Weapon/Force (Occurrence 3)
Capture Data Element	17	64-65	2	N	Number of Premises Entered (Burglary)
Capture Data Element	18	66	1	A	Method of Entry (Burglary)
NOTE: Data Element #19 occurs two (2) times.					
Capture Data Element	19	67-68	2	AN	Assault/Homicide Circumstances (Occurrence 1)
Capture Data Element	19	69-70	2	AN	Assault/Homicide Circumstances (Occurrence 2)

LEVEL 2 - OFFENSE SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Capture Data Element	20	71-72	2	AN	Justifiable Homicide Circumstance
Capture Data Element	21	73	1	AN	Offender Used Computer
NOTE: Data Element #70 occurs three (3) times.					
Capture Data Element	70	74	1	A	Criminal Activity/Gang Information Type (Occurrence 1)
Capture Data Element	70	75	1	A	Criminal Activity/Gang Information Type (Occurrence 2)
Capture Data Element	70	76	1	A	Criminal Activity/Gang Information Type (Occurrence 3)
N/A		77-300	224	AN	Filler (blanks)

Property Segment

A Property Segment is required if there is property involved in the criminal incident. There can be from 0 to 7 Property Segments per incident depending on the number of distinct property involvements reported.

LEVEL 3 - PROPERTY SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Transmission Data Element		1	1	AN	Segment Type Valid Code: 3
Transmission Data Element		2	1	A	Segment Action Valid Codes: I, R, W, U
Transmission Data Element		3-4	2	N	IBR Month
Transmission Data Element		5-8	4	N	IBR Year
Capture Data Element	1	9-17	9	AN	ORI Number
Capture Data Element	2	18-29	12	AN	Incident/Complaint Number
Capture Data Element	22	30-31	2	N	Property Involvement
NOTE: Data Element #23, #24, #25 are a GROUP occurring 10 times.					
Capture Data Element	23	32-33	2	N	Property Type (Occurrence 1)
Capture Data Element	24	34-42	9	N	Property Value (Occurrence 1)
Capture Data Element	25	43-50	8	N	Property Recovery Date (Occurrence 1)
Capture Data Element	23	51-52	2	N	Property Type (Occurrence 2)
Capture Data Element	24	53-61	9	N	Property Value (Occurrence 2)
Capture Data Element	25	62-69	8	N	Property Recovery Date (Occurrence 2)
Capture Data Element	23	70-71	2	N	Property Type (Occurrence 3)
Capture Data Element	24	72-80	9	N	Property Value (Occurrence 3)
Capture Data Element	25	81-88	8	N	Property Recovery Date (Occurrence 3)
Capture Data Element	23	89-90	2	N	Property Type (Occurrence 4)
Capture Data Element	24	91-99	9	N	Property Value (Occurrence 4)
Capture Data Element	25	100-107	8	N	Property Recovery Date (Occurrence 4)
Capture Data Element	23	108-109	2	N	Property Type (Occurrence 5)
Capture Data Element	24	110-118	9	N	Property Value (Occurrence 5)
Capture Data Element	25	119-126	8	N	Property Recovery Date (Occurrence 5)
Capture Data Element	23	127-128	2	N	Property Type (Occurrence 6)
Capture Data Element	24	129-137	9	N	Property Value (Occurrence 6)

LEVEL 3 - PROPERTY SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Capture Data Element	25	138-145	8	N	Property Recovery Date (Occurrence 6)
Capture Data Element	23	146-147	2	N	Property Type (Occurrence 7)
Capture Data Element	24	148-156	9	N	Property Value (Occurrence 7)
Capture Data Element	25	157-164	8	N	Property Recovery Date (Occurrence 7)
Capture Data Element	23	165-166	2	N	Property Type (Occurrence 8)
Capture Data Element	24	167-175	9	N	Property Value (Occurrence 8)
Capture Data Element	25	176-183	8	N	Property Recovery Date (Occurrence 8)
Capture Data Element	23	184-185	2	N	Property Type (Occurrence 9)
Capture Data Element	24	186-194	9	N	Property Value (Occurrence 9)
Capture Data Element	25	195-202	8	N	Property Recovery Date (Occurrence 9)
Capture Data Element	23	203-204	2	N	Property Type (Occurrence 10)
Capture Data Element	24	205-213	9	N	Property Value (Occurrence 10)
Capture Data Element	25	214-221	8	N	Property Recovery Date (Occurrence 10)
Capture Data Element	26	222-224	3	N	Number of Motor Vehicles Stolen
Capture Data Element	27	225-227	3	N	Number of Motor Vehicles Recovered
Capture Data Element	28	228	1	AN	Source of Drug Data
NOTE: Data Elements #29, #30, #31 are a Group occurring 3 times.					
Capture Data Element	29	229-230	2	AN	Drug Type (Suspected) (Occurrence 1)
Capture Data Element	30	231-239	9	N	Drug Quantity (Estimated)-Whole (Occurrence 1)
Capture Data Element	30	240-242	3	N	Drug Quantity (Estimated)-Fraction (Occurrence 1)
Capture Data Element	31	243-244	2	A	Drug Measurement Unit (Occurrence 1)
Capture Data Element	29	245-246	2	AN	Drug Type (Suspected) (Occurrence 2)
Capture Data Element	30	247-255	9	N	Drug Quantity (Estimated)-Whole (Occurrence 2)
Capture Data Element	30	256-258	3	N	Drug Quantity (Estimated)-Fraction (Occurrence 2)
Capture Data Element	31	259-260	2	A	Drug Measurement Unit (Occurrence 2)
Capture Data Element	29	261-262	2	AN	Drug Type (Suspected) (Occurrence 3)
Capture Data Element	30	263-271	9	N	Drug Quality (Estimated)-Whole (Occurrence 3)

LEVEL 3 - PROPERTY SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Capture Data Element	30	272-274	3	N	Drug Quantity (Estimated)-Fraction (Occurrence 3)
Capture Data Element	31	275-276	2	A	Drug Measurement Unit (Occurrence 3)
N/A		277-300	24	AN	Filler (blanks)

Offender Segment

Each incident must contain at least one offender segment and can contain up to 99 depending on the number of offenders in the incident.

LEVEL 4 - OFFENDER SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Transmission Data Element		1	1	AN	Segment Type Valid Code: 4
Transmission Data Element		2	1	A	Segment Action Valid Codes: I, R
Transmission Data Element		3-4	2	N	IBR Month
Transmission Data Element		5-8	4	N	IBR Year
Capture Data Element	1	9-17	9	AN	ORI Number
Capture Data Element	2	18-29	12	AN	Incident/Complaint Number
Capture Data Element	32	30-32	3	N	Offender Number
Capture Data Element	33	33-36	4	N	Offender Age
Capture Data Element	34	37	1	A	Offender Sex
Capture Data Element	35	38	1	A	Offender Race
Capture Data Element	36	39	1	A	Offender Ethnic Origin
Capture Data Element	37	40-41	2	AN	Offender Condition
N/A		42-300	259	AN	Filler (blanks)

Victim Segment

Each incident must contain at least one victim segment and can contain up to 999 segments depending on the number of victims in the incident

LEVEL 5 - VICTIM SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Transmission Data Element		1	1	AN	Segment Type Valid Code: 5
Transmission Data Element		2	1	A	Segment Action Valid Codes: I, R
Transmission Data Element		3-4	2	N	IBR Month
Transmission Data Element		5-8	4	N	IBR Year
Capture Data Element	1	9-17	9	AN	ORI Number
Capture Data Element	2	18-29	12	AN	Incident/Complaint Number
Capture Data Element	38	30-32	3	N	Victim Number
NOTE: Data Element #39 occurs 10 times.					
Capture Data Element	39	33-34	2	N	Victim/Offense Link (Occurrence 1)
Capture Data Element	39	35-36	2	N	Victim/Offense Link (Occurrence 2)
Capture Data Element	39	37-38	2	N	Victim/Offense Link (Occurrence 3)
Capture Data Element	39	39-40	2	N	Victim/Offense Link (Occurrence 4)
Capture Data Element	39	41-42	2	N	Victim/Offense Link (Occurrence 5)
Capture Data Element	39	43-44	2	N	Victim/Offense Link (Occurrence 6)
Capture Data Element	39	45-46	2	N	Victim/Offense Link (Occurrence 7)
Capture Data Element	39	47-48	2	N	Victim/Offense Link (Occurrence 8)
Capture Data Element	39	49-50	2	N	Victim/Offense Link (Occurrence 9)
Capture Data Element	39	51-52	2	N	Victim/Offense Link (Occurrence 10)
Capture Data Element	40	53	1	A	Victim Type
Capture Data Element	41	54-57	4	AN	Victim Age
Capture Data Element	42	58	1	A	Victim Sex
Capture Data Element	43	59	1	A	Victim Race
Capture Data Element	44	60	1	A	Victim Ethnic Origin
Capture Data Element	45	61-62	2	AN	Victim Residence Status
NOTE: Data Elements #46 and #47 are a GROUP occurring 10 times.					

LEVEL 5 - VICTIM SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Capture Data Element	46	63-65	3	N	Victim/Offender Link (Occurrence 1)
Capture Data Element	47	66-67	2	AN	Victim/Offender Relationship (Occurrence 1)
Capture Data Element	46	68-70	3	N	Victim/Offender Link (Occurrence 2)
Capture Data Element	47	71-72	2	AN	Victim/Offender Relationship (Occurrence 2)
Capture Data Element	46	73-75	3	N	Victim/Offender Link (Occurrence 3)
Capture Data Element	47	76-77	2	AN	Victim/Offender Relationship (Occurrence 3)
Capture Data Element	46	78-80	3	N	Victim/Offender Link (Occurrence 4)
Capture Data Element	47	81-82	2	AN	Victim/Offender Relationship (Occurrence 4)
Capture Data Element	46	83-85	3	N	Victim/Offender Link (Occurrence 5)
Capture Data Element	47	86-87	2	AN	Victim/Offender Relationship (Occurrence 5)
Capture Data Element	46	88-90	3	N	Victim/Offender Link (Occurrence 6)
Capture Data Element	47	91-92	2	AN	Victim/Offender Relationship (Occurrence 6)
Capture Data Element	46	93-95	3	N	Victim/Offender Link (Occurrence 7)
Capture Data Element	47	96-97	2	AN	Victim/Offender Relationship (Occurrence 7)
Capture Data Element	46	98-100	3	N	Victim/Offender Link (Occurrence 8)
Capture Data Element	47	101-102	2	AN	Victim/Offender Relationship (Occurrence 8)
Capture Data Element	46	103-105	3	N	Victim/Offender Link (Occurrence 9)
Capture Data Element	47	106-107	2	AN	Victim/Offender Relationship (Occurrence 9)
Capture Data Element	46	108-110	3	N	Victim/Offender Link (Occurrence 10)
Capture Data Element	47	111-112	2	AN	Victim/Offender Relationship (Occurrence 10)
Capture Data Element	48	113	1	AN	Level of Injury
NOTE: Data Element #49 occurs 5 times.					
Capture Data Element	49	114-115	2	AN	Type of Injury (Occurrence 1)
Capture Data Element	49	116-117	2	AN	Type of Injury (Occurrence 2)

LEVEL 5 - VICTIM SEGMENT

DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Capture Data Element	49	118-119	2	AN	Type of Injury (Occurrence 3)
Capture Data Element	49	120-121	2	AN	Type of Injury (Occurrence 4)
Capture Data Element	49	122-123	2	AN	Type of Injury (Occurrence 5)
Capture Data Element	50	124	1	AN	Victim Medical Treatment
Capture Data Element	71	125-126	2	N	Type of Officer Activity/Circumstance (LEOKA)
Capture Data Element	72	127	1	A	Type of Officer Assignment Type (LEOKA)
Capture Data Element	73	128-136	9	AN	Officer-ORI/Jurisdiction (LEOKA)
N/A		137-300	164	AN	Filler (blanks)

Arrestee Segment

An Arrestee Segment is required if an incident was cleared by an arrest. Each incident can contain from 0 to 99 Arrestee Segments depending on the number of arrestees in an incident.

LEVEL 6 - ARRESTEE SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
NOTE: At least one Arrest Charge Segment must be submitted for each Arrestee Segment.					
Transmission Data Element		1	1	AN	Segment Type Valid Code: 6
Transmission Data Element		2	1	A	Segment Action Valid Code: I, A, R, W, U
Transmission Data Element		3-4	2	N	IBR Month
Transmission Data Element		5-8	4	N	IBR Year
Capture Data Element	1	9-17	9	AN	ORI Number
Capture Data Element	2	18-29	12	AN	Incident/Complaint Number
Capture Data Element	51	30-31	2	N	Arrestee Number
Capture Data Element	52	32-43	12	AN	Agency Arrest Number
Capture Data Element	53	44-52	9	AN	CJTN Number (formerly OBTS #)
Capture Data Element	54	53-60	8	AN	NYSID Number
Capture Data Element	55	61-68	8	N	Arrest Date
Capture Data Element	56	69-70	2	N	Arrest Type
Capture Data Element	57	71-72	2	N	Arrestee Status
Capture Data Element	58	73	1	AN	Juvenile Release Status
Capture Data Element	59	74	1	AN	Multiple Clearance Indicator
NOTE: Data Element #60 occurs 2 times.					
Capture Data Element	60	75-76	2	N	Arrestee Weapons (Occurrence 1)
Capture Data Element	60	77-78	2	N	Arrestee Weapons (Occurrence 2)
Capture Data Element	61	79-80	2	N	Arrestee Age
Capture Data Element	62	81	1	A	Arrestee Sex
Capture Data Element	63	82	1	A	Arrestee Race
Capture Data Element	64	83	1	A	Arrestee Ethnic Origin
Capture Data Element	65	84	1	AN	Arrestee Residence Status
N/A		85-300	216	AN	Filler (blanks)

Arrest Charge Segment

Each Arrestee Segment in an incident must have at least one corresponding Arrest Charge Segment and can contain up to 16 depending on the number of charges the arrestee faced.

LEVEL 7 - ARREST CHARGE SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
NOTE: An Arrest Charge Segment may not be sent independently of an Arrestee Segment.					
Transmission Data Element		1	1	AN	Segment Type Valid Code: 7
Transmission Data Element		2	1	A	Segment Action Valid Code: I, A, R, W, U
Transmission Data Element		3-4	2	N	IBR Month
Transmission Data Element		5-8	4	N	IBR Year
Capture Data Element	1	9-17	9	AN	ORI Number
Capture Data Element	2	18-29	12	AN	Incident/Complaint Number
Capture Data Element	66	30-31	2	N	Arrestee/Charge Link
Capture Data Element	67	32-53	22	AN	Arrest Charge
Capture Data Element	68	54-55	2	AN	Arrest Larceny Type
N/A		56-300	245	AN	Filler (blanks)

Time Window Segment

The Time Window Segment acts as an “administrative” segment for an INACTIVE incident for which only limited information about exceptional clearances, property recoveries, and arrests must be submitted to DCJS. There must be a separate Time Window Segment for each INACTIVE incident submitted.

LEVEL 8 - TIME WINDOW SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Transmission Data Element		1	1	AN	Segment Type Valid Code: 8
Transmission Data Element		2	1	A	Segment Action Valid Code: W, U, D
Transmission Data Element		3-4	2	N	IBR Month
Transmission Data Element		5-8	4	N	IBR Year
Capture Data Element	1	9-17	9	AN	ORI Number
Capture Data Element	2	18-29	12	AN	Incident/Complaint Number
Transmission Data Element		30	1	AN	Time Window Type
Transmission Data Element		31	1	AN	Clearance Indicator
NOTE: Data Elements #13 and #14 are a group item occurring 10 times. If the incident involved has less than ten offenses leave the remainder of the occurrences in the TIME WINDOW SEGMENT blank. This is the only instance where blanks will be accepted as values for Data Elements in the NYSIBR Data Transmission Record.					
Capture Data Element	13	32-53	22	AN	Incident/Complaint Offense Code (Occurrence 1)
Capture Data Element	14	54-55	2	AN	Incident Larceny Type (Occurrence 1)
Capture Data Element	13	56-77	22	AN	Incident/Complaint Offense Code (Occurrence 2)
Capture Data Element	14	78-79	2	AN	Incident Larceny Type (Occurrence 2)
Capture Data Element	13	80-101	22	AN	Incident/Complaint Offense Code (Occurrence 3)
Capture Data Element	14	102-103	2	AN	Incident Larceny Type (Occurrence 3)
Capture Data Element	13	104-125	22	AN	Incident/Complaint Offense Code (Occurrence 4)
Capture Data Element	14	126-127	2	AN	Incident Larceny Type (Occurrence 4)
Capture Data Element	13	128-149	22	AN	Incident/Complaint Offense Code (Occurrence 5)
Capture Data Element	14	150-151	2	AN	Incident Larceny Type (Occurrence 5)

LEVEL 8 - TIME WINDOW SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Capture Data Element	13	152-173	22	AN	Incident/Complaint Offense Code (Occurrence 6)
Capture Data Element	14	174-175	2	AN	Incident Larceny Type (Occurrence 6)
Capture Data Element	13	176-197	22	AN	Incident/Complaint Offense Code (Occurrence 7)
Capture Data Element	14	198-199	2	AN	Incident Larceny Type (Occurrence 7)
Capture Data Element	13	200-221	22	AN	Incident/Complaint Offense Code (Occurrence 8)
Capture Data Element	14	222-223	2	AN	Incident Larceny Type (Occurrence 8)
Capture Data Element	13	224-245	22	AN	Incident/Complaint Offense Code (Occurrence 9)
Capture Data Element	14	246-247	2	AN	Incident Larceny Type (Occurrence 9)
Capture Data Element	13	248-269	22	AN	Incident/Complaint Offense Code (Occurrence 10)
Capture Data Element	14	270-271	2	AN	Incident Larceny Type (Occurrence 10)
N/A		272-300	29	AN	Filler (blanks)

Trailer Segment

There must be only 1 Trailer Segment in each IBR submission file. The Trailer Segment identifies the end of an agency's monthly NYS IBR data submission and contains a Record Count and Hash Total used to ensure that NYS NIBRS had read all the segments transmitted by the agency for a month.

LEVEL 9 - TRAILER SEGMENT					
DATA ELEMENT TYPE	DATA ELEMENT #	FILE POSITION	DATA LENGTH	ATTR	DESCRIPTION
Transmission Data Element		1	1	AN	Segment Type Valid Code: 9
Transmission Data Element		2	1	A	Segment Action Valid Code: T
Transmission Data Element		3-4	2	N	IBR Month
Transmission Data Element		5-8	4	N	IBR Year
Capture Data Element	1	9-17	9	AN	ORI Number
Transmission Data Element		18-23	6	N	Record Count
Transmission Data Element		24-31	8	N	Hash Total
N/A		32-300	269	AN	Filler (blanks)