



Aeries Weapon Type Options and Definitions

Code Set Name	Coded Value	Name	Definition
Weapon Category	10	Handgun	A firearm that can be used with one hand.
Weapon Category	20	Shotgun or Rifle	A firearm with a rifled bore, designed to be fired from the shoulder or a smoothbore gun that fires shot over short ranges.
Weapon Category	30	Other Firearm	As defined in 18 USC 921, including any weapon (including a starter gun) which will or is designed to or may readily be converted to expel a projectile by the action of any explosive; the frame or receiver of handguns and rifles/shotguns; any firearm muffler or firearm silencer; any destructive device, which includes (a) any explosive, incendiary, or poison gas (1) bomb, (2) grenade, (3) rocket having a propellant charge of more than four ounces, (4) missile having an explosive or incendiary charge of more than one-quarter ounce, (5) mine, or (6) similar device; (b) any weapon which will, or which may be readily converted to, expel a projectile by the action of an explosive or other propellant, and which has any barrel with a bore of more than one-half inch in diameter; (c) any combination or parts either designed or intended for use in converting any device into any destructive device, and from which a destructive device may be readily assembled.
Weapon Category	40	Other Weapon	Includes BB guns, pellet guns, stun guns, imitation or simulated guns, cap guns, paint ball guns, antique firearms or replicas of antique firearms, gun clips, ammunition, Class-C common fireworks, and any other weapon not included in codes 10 – 30.
Weapon Category	50	Mulitple Weapons with Firearm	More than one weapon, one or more of which fell into one of the firearm weapon categories, was used by a single student during an Offense.