

Generic Validation Tables

USERS

[Agencies \(AGENCY\)](#)

Allows you to set up different agencies used throughout the system. You select an agency when you add a case, an incident, or an agency person. You use Agencies to set up the Pay To in the Chart of Accounts. Many reports can be pulled by selecting an Agency. You can secure case notes by agency and determine if a user from this agency must go directly to the locator screen.

[Division within an agency \(DIVISION\)](#)

Allows you to group Quest users by division or department. You may have many divisions within an Agency. For example, an Agency called Juvenile Probation may have divisions called Administration, Case Management, Intake, Supervision, etc. Divisions are used in the List Case Loads screen and many reports can be pulled by agency, division, unit.

[Unit within a division \(UNIT\)](#)

Allows you to group Quest users by unit within a division or department. You may have many units within your divisions. For our example of an Agency called Juvenile Probation with divisions called Administration, Case Management, Intake, Supervision. Within the division Supervision, you may have units such as Drug Court, Placements, Teen Court, Formal, etc.

[Person type \(PERSONTYPE\)](#)

Allows you to specify what type of person this Quest user is. This is used in many template functions. It also sets up what role they will have if they are assigned to a case and if they receive Quest messages. It also sets up whether they receive text messages from the “court check in” process.

[Security groups \(GROUPID\)](#)

Allows you to set up different security groups so users can be placed into the appropriate security group to have authority to the different areas of Quest.

PERSON

Citizenship (CITIZENSHIP) – these are self explanatory
Ethnicity (ETHNICITY)
Eye color (EYECOLOR)
Generation (GENERATION)

Hair color (HAIRCOLOR)
Language (LANGUAGE)
Marital status (MARITALSTATUS)
Person status (PERSONSTATUS)
Race (RACE)
Religion (RELIGION)
Sex (SEX)

[Address Type](#) (ADDRESSTYPE)

This allows you to create different types of addresses for a person, home, work, placement, etc. The addresses have a sort order, so mail goes to their home before their work for example. You can make an address “protected” so it will print the word “protected” instead of the address on documents. You can copy address to other family members who live together.

Address Attribute Type – Sets up Longitude and Latitude for address mapping. **DO NOT CHANGE!!**

[County](#) (COUNTY)

Allows you to add your state’s counties. These counties can be set as the default for addresses.

[State](#) (STATE)

Allows you to add states and countries. These are used in the addresses and can be set as the default when you add an address.

[Contact Number Type](#) (NUMBERTYPE)

Allows you to add contact numbers for a person such as cell, home, email, etc.

[Relative Type](#) (RELATIVETYPE)

Allows you to add options for the different types of relatives. The relatives can be coded to appear on the court docket and can also be coded as specific detention visitor types. Relatives can appear in a specific sort order.

[Custody Status](#) (CUSTODYSTATUS)

Allows you to add options for the different types of custody. The custody status can make the relative with that custody appear on the docket. There are template functions that will allow the type of custody to be removed from lists, such as a custody status of “parental rights terminated.”

[Alias Type](#) (ALIASTYPE)

Allows you to store multiple names for a person. If a woman gets married, you can add a Formerly Known As. If you want the alias to appear in captions you can mark it to do so if you use the appropriate FF Names function.

[Physical identifier type](#) (PHYSICALIDTYPE)

Allows you to add options for the different types of physical identifiers you wish to track.

[Person attribute type](#) (ATTRIBUTETYPE)

Allows you to add certain attributes about a person that you wish to track. Attributes can be pulled by a report, plus they can be configured to show on different screens in Quest.

[Identifier type for OtherIDs](#) (IDTYPE)

Allows you to add options for the other numbers that may be associated with a person, such as Drivers License number or DOC number or the number used for this person in another computer system.

[Status for OtherIDs](#) (OTHERIDSTATUS)

Allows you to add options for the status of the other ID numbers that may be associated with a person. For example, if you've added the driver's license number, you may want to select the status of that license.

[Last grade attended in school](#) (LASTGRADE)

Allows you to control the options available for the last grade attended for the school section.

[School](#) (SCHOOL)

Allows you to add the names of the various schools that are available in your area.

[School corporation](#) (SCHOOLCORP)

Allows you to add the names of school corporations so the different schools can be identified by their school corporation.

[School status](#) (SCHOOLSTATUS)

Allows you add different status options for schools.

[Employment status](#) (EMPLOYSTATUS)

Allows you to control the options available for the status of a person's employment. It also determines if that option means "employed" or not.

[Financial information type](#) (FINANCIALTYPE)

Allows you to add Income, Asset, and Expense accounts to the Financial section of the Person Detail screen.

[Medical code](#) (MEDICALCODE)

Allows you to add options for the Medical Alerts section.

[Medical Treatment Type](#) (TREATMENTTYPE)

Allows you to add options for the Medical Treatment section. Medical Treatments can be simply notes or they can have details added to them.

[Medical treatment detail type](#) (DETAILTYPE)

Allows you to add details to Medical Treatment types. It provides a nice check list if a person was doing a general physical for example. Blood pressure, temperature, etc.

[Substance report type](#) (REPORTTYPE)

Allows you to add the different types of drug testing your county uses. Urinalysis, Breathalyzers, Blood test, etc.

[Substance type](#) (SUBSTANCETYPE)

Allows you to add the different types of substances your county tests for.

[Entry type for identity notes](#) (ENTRYTYPE)

Allows you to add the different types of identity notes your county can add to the person detail screen.

[Notebook type](#) (NOTETYPE)

Allows you to add the different types of notebooks your county can add to the person detail screen.

CASES

[Case Type](#) (CASETYPE)

Allows you to define the different case types that will be used by your county. You can program it to automatically generate a case number when this type of case is added. You can assign the case types different colors, group similar case types together, assign default courts and roles. In addition, you can program it to skip certain areas of the Case Detail screen that aren't needed for this type of case.

[Recommendation regarding filing of case](#) (RECOMMENDATION)

This table provides the options for how the probation department is recommending the case be handled. This table can be programmed so that it also updates the State's Decision selection when selected. This section is used for many statistical reports.

[State decision regarding filing of case](#) (STATEDECISION)

This table provides the options for how the state decided the case should be handled. This table can be programmed so that it also updates the case status selection when selected. It can also automatically add the case number.

Names Associated with the Case

[Role in case](#) (PERSONROLE)

Allows you to add party types to the case that appear in the Names associated with the case. This is normally Petitioner, Respondent, Child, Defendant, etc. It also allows you to set the sort order the names should appear on the case detail screen and the court docket.

Names currently assigned to the case

[Assigned Role](#) (ASSIGNEDROLE)

Allows you to add the different role that people assigned to the case can have, such a Probation Officer, Guardian ad litem, Attorney, etc. Also allows you to program certain roles to appear on the docket and the CCS.

Case Attributes

[Case Attribute Type](#) (ATTRIBUTETYPEC)

Allows you to add options for gathering statistics about the case. Similar attributes can be grouped together, the attribute can be highlighted on certain screens, and if can be programmed that this is an add only. Once added it can't be removed.

Case Status

[Case Status](#) (CASESTATUS)

Allows you to add options for important dates that should be tracked as the case makes it way through the court process. Many reports use the case status options and their dates to report statistics.

[Case Status Reason](#) (STATUSREASON)

Allows you to add options for specific reasons for a case status. For example, if a case status is wardship terminated, you could add reasons to indicate why the case was closed, for example, Successfully completed probation.

Deadlines

[Deadline Types](#) (DEADLINETYPE)

Allows you to define the different deadline types that will be used by your county.

Warrants

[Inactive reason for warrants](#) (INACTIVEREASON)

Allows you to define the different reasons that a warrant would be inactive.

[Warrant type](#) (WARRANTTYPE)

Allows you to define the different types of warrants used by your county.

Incidents

[Incident attribute type](#) (ATTRIBUTETYPEI)

Allows you to define the different attribute types for incidents. Statistics can be pulled for attributes. In Indiana this can be used to determine the location the incident occurred for JDAI reports.

[Incident type](#) (INCIDENTTYPE)

Allows you to define the different types of incidents that take place in your county. You can configure to automatically go to the Incident Statutes screen and require an Incident ID number or a case number.

[Role in incident](#) (OFFICERROLE)

Allows you to define the role of the officer or complaining party in an incident.

Filed Statutes

[Sort level for statutes](#) (SORTLEVEL)

Allows you to sort statutes by a level. For example, the numerous felony drug statutes can be given the same sort level. It also lets you group the levels for the Business Intelligence Software.

[Statute severity](#) (SEVERITY)

Allows you identify the severity of a statute, such as Felony, Misdemeanor, Civil, Status, etc.

[Statute severity class](#) (SEVERITYCLASS)

Allows you to add different classes of severity, there could be Class A Misdemeanor, Class B Felony, etc. or Level 1, Level 2, etc.

[Statute severity subclass](#) (SUBCLASS)

Allows you to sort the statute classes even further. However, this is not being used by anyone at the moment.

[Statute classification](#) (SCCLASSIFICATION)

Allows you to define the different types of classifications your statutes could fall under, such as gang related offense, crime against the elderly, etc.

[Plea](#) (PLEA)

Allows you to define the different types of pleas a person can enter. You can program if this type of plea counts as guilty or not.

[Statute disposition](#) (SDISPOSITION)

Allows you to define the different types of dispositions for the filed statutes, such as Adjudicated, Dismissed, etc.

[Conspiracy/attempt designator](#) (CONSPIREATTEMPT)

Allows you to define the difference charge enhancements, such as attempted, conspiracy to commit, etc.

[Item type for a statute](#) (ITEMTYPE)

Allows you to define the different types of amounts for a statute, such as unexcused absences for truancy days, or miles per hour for speeding limits.

[Units of measure](#) (UNITOFMEASURE)

Allows you to define different units of measure such as days, weeks, ounces, grams, etc. These can be used with incident statutes and filed statutes.

Events

[Event attribute type](#) (EATTRIBUTETYPE)

Allows you to set up attributes for court and/or non-court events. The attribute is a statistic that can be shown on reports. The attribute can be highlighted, limited to a specific court, or limited to a specific event type.

[Event disposition](#) (EVENTDISP)

Allows you to add options for how an event was disposed, for example was it rescheduled, cancelled, held, etc.

[Event type](#) (EVENTTYPE)

Allows you to set up different types of appointments. You can specify that a court is required, and even default to a specific court. You can set a sort order, skip disposed statutes, and even add a scheduled time in case you neglect to add the time.

Requirements

[Requirement alert finding](#) (ALERTFINDING)

Allows you to add options so you can close a requirement alert.

[Requirement alert type](#) (ALERTTYPE)

Allows you to create different types of Requirement Alerts. This can be used for financial holds, for electronic monitoring equipment, or for any other type of requirement.

[Requirement attribute type](#) (ATTRIBUTETYPER)

Allows you to define the different attributes you can assign to requirements. Attributes can be used for statistics. For example, if you have a child on system generated random drug testing and anyone with that requirement with an attribute of blue gets randomly selected every 3 weeks for a drug test.

[Requirement component term unit of measure](#) (TERMUNIT)

Allows you to define the different types of units of measurement for the requirement component terms, such as days, years, life, etc.

[Requirement component type](#) (COMPONENTTYPE)

Allows you to define the different types of requirement components, such as sentenced, executed, jail credit, suspended, probation, etc.

[Requirement phase status](#) (REQPHASESTATUS)

Allows you to define the different status options for the requirement phases. The status can be coded to indicate if they are considered still open and if they are considered successful.

[Requirement phase type of hours completed](#) (REQTYPEOFHOURS)

Allows you to define the different types of hours for the requirement phases. You can identify how many hours of substance abuse treatment the person had in phase 1 for example.

[Requirement sanctions](#) (REQSANCTION)

Allows you to define the different types of sanctions and incentives used by your program.

[Requirement sanction reasons](#) (REQSANCTIONRSN)

Allows you to define the different types of reasons behind the different sanctions and incentives used by your program.

[Requirement status](#) (REQUIRESTATUS)

Allows you to define different status options for your requirements. The options can mean the requirement is closed or open, successful or not. Can be for specific requirement types/codes

and allows you to specify what the phase status and treatment status should initially be set to if this requirement status is used.

[Requirement treatment](#) (REQTREATMENT)

Allows you to define the different types of treatments used by your program.

[Requirement treatment progress](#) (REQTREATMENTPRG)

Allows you to define the different types of treatment progress steps used by your program.

[Requirement treatment status](#) (REQTREATMENTSTA)

Allows you to define the different types of treatment status options used by your program. The status will determine if the treatment is still considered open or closed and if the status is considered successfully completed.

[Service provider for requirements](#) (PROVIDER)

Allows you to add the names of the different service providers in your area. Specific requirements can have a list of providers that differs from other types of requirements. Such as financial providers may be different than Anger Management providers.

[Transaction types](#) (TRANSACTIONTYPE)

This is for G&W use only.

[Transaction payment types](#) (PAYMENTMETHOD)

Allows you to define the different types of payment methods you will accept, such as cash, check, credit card, etc.

[Receipt jsp forms for requirement types and codes](#) (RECEIPTREQ)

This is for G&W use only.

[Account Grouping](#) (AccountGrouping)

These entries are used in the chart of accounts to separate the accounts into specific groups, so the Clerk can see their accounts and Probation can see their accounts without mixing the two.

Codefendants

[Link type for codefendants file](#) (LINKTYPE)

Allows you to define the different types of companion cases you may have in your county. This is a great way to link two cases together, so you can quickly jump back and forth between the two.

Folder Locations

[Folder type](#) (FOLDERTYPE)

Allows you to define the different types of files or folders used in your county, such as Legal File, Probation File, Social File, Clerk's File, etc. The system then allows you to track the location of those files.

Documents/Docket Entries

[Docket Codes](#) (DOCKETCODES)

Allows you to add the different types of docket codes your county may need. Docket codes can be programmed to go in the order book or to show the file stamped date. You can attach documents to the docket code. You can search the system for specific docket codes. You cannot send notice for docket codes through print pending notices nor can you use any of the template functions to update the system. This is best used to record actions, such as Mailed Petition via Certified Mail or Sent Warrant to Sheriff's office, but it can be used for anything.

[Service disposition \(notice\)](#) (SERVICEDISP)

Allows you to add the different options for how notice of a document was served or not, for example, served, sent successfully, failed to successfully serve, etc.

[Service type \(notice\)](#) (SERVICETYPE)

Allows you to add the different ways you send notice of a document, for example Email, US Mail, Served in open court, etc.

COURT

[Holidays](#) (HOLIDAYS)

Allows you to add holidays or days that the court is closed. The daily collection report will look for these dates and skip them as business days for collection purposes. You can also use this for notes you want displayed on specific dates. The daily and monthly calendar will display those notes.

[Schedule type](#) (SCHEDULETYPE)

If your court has a schedule that can be set up as reoccurring every 4 weeks, you can set up a color-coded schedule that will show on the monthly calendar.

[UserIDs that can be scheduled](#) (SCHEDULINGIDS)

This table allows you to set up equipment and rooms that can be scheduled. You set up each piece of equipment and each room, such as projector and Basement Training Room, as a person

in Quest with a UserID. You can then schedule appointments indicating that training will be held in the basement training room and you will be using the projector.

SUPERVISION

Assessments

[Assessment Level for each assessment type](#) (ASSESSLEVEL)

Allows you to add different levels for the different types of assessments. If you're doing a Detention Release Assessment, the levels may be Detail, Release with Conditions, Release.

[Assessment Override Reason](#) (OVERRIDEREASON)

Allows you to establish standard reasons for overriding the scored level of an assessment.

[Assessment Reason](#) (ASSESSREASON)

Allows you to provide options for why you are doing an assessment.

[Assessment Type](#) (ASSESSTYPE)

Allows you to set up the names of different types of assessments as well as program if this assessment type should appear on the case plan screen.

[Domain sections for each assessment type](#) (DOMAINSECTION)

Allows you to set up different domains or sections for each assessment so you can see how they score in the different areas.

Case Plans

[Case plan codes \(for default entries\)](#) (PLANCODE)

Allows you to define standard options for the different levels of a case plan. For example, Level 1 may represent the area of need, such as substance abuse, Level 2 may represent their goal, such as remain drug/alcohol free, and level 3 may represent steps they must take to reach their goal, such as attend AA meetings.

[Case plan levels](#) (PLANLEVEL)

Allows you to name the different levels of a case plan, such as Level 1: Need, Level 2: Goals, Level 3: Action Steps.

[Case plan status](#) (PLANSTATUS)

Allows you to add the different options for the status of each level of the case plan.

Contacts

[Contact Person](#) (CONTACTPERSON)

Allows you to add the different types of people with whom you have contact.

[Contact Type](#) (CONTACTTYPE)

Allows you to add the different types of people with whom you have contact, as well as program if this type of contact is considered an “in person” or a “face to face” contact.

Supervision Levels

[Supervision level](#) (SUPERVISIONLVL)

Allows you to define the different levels of supervision in your county, such as High, Medium, Low. This also allows you to program how many days between contacts, if those contacts must be “in person” contacts, and how often a person is on this level before changing levels.

DETENTION

[Bed assignments within a location](#) (ASSIGNEDBED)

Allows you to define the options for a specific bed or room number which can be assigned to a person being detained. This bed location appears on the detention list.

[Classification Within Facility](#) (CLASSIFICATION)

Allows you to add options for special classifications, such as Suicide Watch. The classification can be displayed in red on different screens if necessary. There can be one classification per person.

[Location code for facilities](#) (LOCATIONCODE)

Allows you to specify the different locations within a facility or the different facilities used by your county. These locations can be considered “secure” or “non-secure.” You can specify the capacity of each location.

[Privilege level within facility](#) (PRIVILEGELEVEL)

Allows you to create options for the different privilege levels available in your facility, such as Lockdown, Activity Restriction, etc. There can be one level per person.

[Reason a person is being held](#) (REASONCODE)

Allows you to add different reasons why a person would be held rather than released, such as court order, waiting placement, etc.

[Release reason from a facility](#) (RELEASEREASON)

Allows you to add the different reasons why a person would be released, such as Court Order or DOC transport.

[Stay attribute type](#) (ATTRIBUTETYPES)

Allows you to add all possible options for warnings, health issues, behavioral issues, psychological issues, PREA results, etc. about a person being detained. You can have multiple attributes on one person.

[Visit Type](#) (VISITTYPE)

Allows you to add the different types of visits a person detained may have, such as a personal visit, phone call, etc.

[Visitor type](#) (VISITORTYPE)

Allows you to define the different types of visitors a person may have while detained, such as relatives, clergy, attorney, etc.

[Detention incident investigation finding](#) (INVESTFINDING)

Allows you to add the different findings you may find after an investigation, such as Unsubstantiated, Confirmed, etc.

[Detention incident retaliation end reason](#) (RETALIATIONEND)

Allows you to add reasons for why the incident retaliation would end, such as Unfounded, Released, Beyond 90 days, etc.

[Detention incident role](#) (DINCIDENTROLE)

Allows you to identify the different roles involved in a detention incident, such as Aggressor, Victim, Witness, etc.

[Detention incident supervisor determination](#) (SUPERDETERMINE)

Allows you to add the different determinations a supervisor reviewing the detention incident may have, such as Unsubstantiated, Unfounded, Founded, etc.

[Detention incident type](#) (DINCIDENTTYPE)

Allows you to add different types of detention incidents that you wish to track, determining if these incidents types are PREA, Assault or Fights.

[Log book names](#) (LOGBOOK)

Allows you to add names for the different log books kept in your county, such as A Unit, Medical, Security, etc.

MISCELLANEOUS

[Message status](#) (MESSAGESTATUS)

Allows you to create options for the status of a message. You can set up a status that means 'do not automatically delete' that can be set up in the DeleteOldMessages Report so any message with this status wouldn't get automatically deleted.

[Local options for users to select](#) (LOCALOPTIONS)

Allows you to add links to commonly used internet sites or areas in Quest so users can quickly find them.

[Reports/Jobs that can be scheduled to run](#) (REPORTS)

Provides the full list of reports available.

[Wizards for users to select](#) (WIZARDS)

Provides a list of the wizards set up in your system.

[Names to use when approving a document](#) (APPROVALNAMES)

Allows you to override the person's name if they are authorized to approve forms. For example, if you have Magistrates who are a Special Judge on a case. If your templates are coded to print the judicial officer's name and title, which comes from their person type, this will override that. This seems unnecessary if your templates simply allow you to select the title.

SYSTEM

[Attribute Groups](#) (ATTRIBUTEGROUPS)

Allows you to set grouping titles for any of the attributes

[Authority items \(not requirements\)](#) (AUTHORITY) - This sets up every item in Authority. **DO NOT CHANGE!!**

[Classification Policies](#) (POLICY)

Allows you to establish different policies which you can then use to establish [Policy Rules](#), such as SHOCAP.

[Policy criteria - *** DO NOT CHANGE ***](#) (POLICYCRITERIA)

This is for G&W use only.

[Frequency](#) (FREQUENCY)

This table sets up the frequency options used in the system, such as how frequently a scheduled report should run, how often a reoccurring fee should be assessed, etc.

[Label definitions](#) - If you want to print labels, contact G&W.

[Label format files](#)

[Label printers](#)

[Rules to apply](#) (RULES)

Provides a list of all the available rules.

[Table definition](#) (TABLES)

Provides a list of all table definitions, which should be the same as this list but arranged in alphabetical order.

[Template functions](#) (EXECUTEFUNCTION)

Provides a list of all template functions.