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CONAN - An Electronic Code-Text Data-Base for Cross-Cultural Studies

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Recent tests of the relationships between paternal proximity, paternal warmth, and offspring behavior suggest that codes for paternal warmth more than codes for paternal proximity are salient for understanding parent-child relations in comparative research. However, the strong correlation between the proximity and warmth codes raises the possibility that the codes may reflect similar phenomena. To address this possibility, the author examined the warmth and proximity codes and recoded a random subsample drawn from the SCCS. Implications for comparative research are discussed.

The files ST81.DAT, ST82.DAT, STDS81.COD, and STDS82.COD contain the MAPTAB data for the variables in the CONAN data-base described below. The files CONAN.DBF and CONAN.DBT contain the scores and textual information for these variables in a dBASE IV format for IBM compatible PCs.

The data-base CONAN contains coded as well as textual information on 101 cultures drawn from the Standard Cross-Cultural Sample (SCCS) of G.P. Murdock and D.R. White (1969). It allows the user with one key stroke to see for every code value the text underlying the coding decision. Seven domains of culture description are covered by 65 variables.

1. DOMAINS, VARIABLES AND DATA STRUCTURE

The following table lists the seven domains covered by CONAN and the numbers of the variables in the MAPTAB and dBASE codebooks that are related to each domain respectively:

TABLE 1

Domain	dBASE Codebook	MAPTAB Codebook
1. Economy	6 - 16	1716-1726
2. External relations of local groups	19 - 28	1729-1738
3. Political organization	30 - 36	1740-1746
4. Social organization	41 - 46	1751-1756
5. Socialization (of children)	49 - 56	1759-1766
6. Norms and values related to violent conflict	57 - 65	1767-1775
7. Aspects of violent conflict	17, 18, 29, 38 - 40, 47, 48, 66 - 70	1727, 1728, 1739, 1748-1750, 1757, 1758,1776-1780

The last two domains indicate a primary objective of this data-base, that is to test anthropological theories of war (a short sketch of the data-base project will be provided later). Yet as the domain

categories show, the scope for application of this data-base is not limited to topics related to violent conflict. For every domain up to about ten variables are available. Domain 7 (aspects of violent conflict) contains two variables that refer to the weapons used. They are intended as an interface for prehistorical interests. Every culture in CONAN is described by means of 70 variables. The first five variables are of a technical nature. Here the ethnographic sources used are cited, as well as the "pinpointing date" i.e. the date to which the sources refer and the location of the culture. The remaining 65 variables belong to one of the seven domains. All these variables are described below.

1a. USE OF THE dBASE files

Following an edit command or the equivalent the data-base program dBASE will present a picture like this:

VAR_NO	56
VAR_VALUE	22
MODFD_VAL	22
SOURCE_S	a:Felkin, 1885
TEXT_COM	MEMO
CASE_NAME	Fur
SCCS_NO	29
CODER_NAME	ba

The picture represents one of the CONAN records and the lines represent the fields in the record. Most of the field names are self-explanatory. The variable number (VAR_NO) refers to the variable number in the codebook. The values of the variable are repeated in the modified value field (MODFD_VAL) to give the user of CONAN an opportunity to modify the coding without changing the original codes. The decisions of different coders can thus be compared.

The value of the variable in the record printed above has a special meaning. It is an example of a micro-code. Micro-codes are a sort of adaptation to the realities of coding: some sources are rather differentiated with regard to a topic, while others are not. If the source is differentiated the microcode applies, and if not the coarse level code is applied. This avoids problems which occur quite frequently in coding decisions and sustains at the same time differentiated information. In the example variable 56 refers to corporal punishment of boys in later childhood. If the source says, as it did, that misbehavior is physically punished for almost any misbehavior then code 22 applies. If it says that physical punishment occurs, but not to what extent, the code 20 applies.

The original text the coder used for her or his coding decision is contained in the field TEXT_COM. The letters a:, b:, c: ... in the SOURCE_S field reappear in the text itself (contained in the memo field). The numbers that follow the letters indicate the page number in the source from which the text was extracted. The complete bibliographic citations are to be found in variable 5 of the Fur culture. The Fur culture as every other culture in CONAN is covered by 70 variables represented by 70 records that all have the same data structure as the one shown above. The data-base is sorted primarily according to the SCCS number and secondarily according to the variable number.

CONAN can be accessed on IBM-compatible PCs with the data-base management program dBASE IV and later versions (or any other dBASE compatible program). With a 66 MHZ 486 processor and 4 MB RAM, response to search commands aimed at individual records is instant, and the response to commands that process the total data-base is reasonably fast. For much slower and smaller machines it would be advantageous to divide the data-base in three approximately equal parts.

In dBASE format CONAN and its auxiliary files need about 5 MB hard disc space. Apart from the dBASE files, the file set contains two ASCII-files: the codebook and a cultures by codes matrix (CONCODES.ASC, each row starts with the SCCS number of the culture, followed by the values of variables 4 and 6 to 70).

1b. USE of the MAPTAB files

The MAPTAB files contain all 65 nontechnical variables in the CONAN dBASE files and the focus date (as two variables). The data are extracted using MAPTAB in the usual manner, i.e., start MAPTAB, ask for the Standard Sample, and select the number(s) of the variable(s) desired. The micro-codes are retained by means of the "(original data = x)" format. The textual data on specific codes are not accessible via MAPTAB. Note that in MAPTAB you will have at least 85 cases with all data coded as missing.

2. THE SAMPLE

CONAN is a subsample of the Standard Cross-Cultural Sample. The selection of the sub-sample was guided by the following criteria. A primary objective of creating the data-base was to test anthropological theories of war, as noted above. Quite a number of the variables in CONAN were therefore derived from hypotheses by authors of publications about the anthropology of war. Some of these authors had tested their hypotheses cross-culturally. Obvious candidates for inclusion in our sample were therefore those cultures for which, according to these cross-cultural studies, relevant information was available. The selection was also influenced by the availability and quality of the sources on the cultures concerned. Another consideration was to avoid a too unequal regional distribution. Apart from this the available funds limited the sample size to about 100 cultures.

The regional distribution of the sample (in brackets SCCS) is as follows:

Table 2

Subsaharan Africa	15	(28)
Circum-Mediterranean	15	(28)
East Eurasia	22	(34)
Insular Pacific	14	(31)
North America	19	(33)
South & Central America	16	(32)
Total	101	(186)

It should be noted that the SCCS and by implication CONAN does not provide a representative sample of all cultures in the world. In the literature one can still find statements derived from the SCCS such as that: 8 percent of all cultures have matrilineal descent groups. Statements like these refer to the SCCS only, and have no meaning beyond it. There are quite a number of reasons why this is so. Here are two. First it should be noted that the phrase 'all cultures' without a specific time reference is for all practical purposes empirically empty, since it covers all cultures that have ever existed on earth. 'All cultures' has thus if at all to refer to a rather limited time slice. But the time slice of the SCCS is bracketed by the years 1750 BC and AD 1965. Apart from this, the notion 'all cultures' presupposes that we know with some clarity what counts as a culture and what does not. Here we encounter, among other things, the boundary problem, a problem that J.A. Barnes had in mind when he mused over "skin less cultures" (e.g. should all Tuareg groups counted as one culture, or should we count the Hoggar Tuareg as one, and the Ar Tuareg as another culture). These problems were bypassed, when the SCCS was formulated. The aim was rather to create a sample that "exhausts the universe of known and adequately described culture types" (Murdock & White 1969: 337). It is consistent with this aim that the authors of the SCCS have chosen as pinpointing dates the "earliest period for which satisfactory data are available" in order to avoid the "convergent influence on ... the cultures" exerted by contacts with Europeans (op.cit.: 340). In our data-base project we had grounds for avoiding this influence as well.

The advantages of the sampling idea become apparent if the SCCS is used for testing cross-cultural hypotheses (cf. Schweizer 1987), or more generally for investigating cross-culturally relations between variables. Then almost always the problems of representativity just discussed become irrelevant. Incidentally, the existence of several distinct social classes in a culture, a problem surprisingly often thought to be devastating for cross-cultural research, is also for the most part only a coding problem: the variables coded for such a culture should all refer to the same class.

3. AN APPLICATION EXAMPLE

Imagine someone has an interest in the relation between norms and actual behaviour. CONAN contains a number of variables that permit such a study, as for example the variables 40 - Frequency of violent conflict between groups within local communities, and 58 - Attitude towards physical violence against members of local community. We can investigate the relation between these two variables by loading the code value matrix of CONAN contained in the file CONCODES.ASC in a statistical analysis program. The crosstab-command in SPSS will for example produce the following contingency matrix.

Table 3

```
CROSSTABS /TABLES v40 by v58 /OPTIONS 3 4 /STATISTICS 1 6 8.
Crosstabulation:     V40
                   By V58
V58 -->     Count          (Violence)
           Row Pct  rejectedaccepted apprecia  Row
           Col Pct      1.00    2.00     3.00 Total
V40 (Behavior)-----+--------+--------+--------+
             1.00        32       5        1      38
      rare/never       84.2    13.2      2.6    70.4
                       76.2    55.6     33.3
                  +--------+--------+--------+
             2.00         6       2        2      10
      occasional       60.0    20.0     20.0    18.5
                       14.3    22.2     66.7
                  +--------+--------+--------+
             3.00         3       1                4
      often             75.0    25.0              7.4
                        7.1    11.1
                  +--------+--------+--------+
             4.00         1       1                2
      permanent        50.0    50.0              3.7
                        2.4    11.1
                  +--------+--------+--------+
           Column       42         9        3       54
            Total     77.8     16.7      5.6    100.0
```

Missing values are the main reason why the table contains only 54 cases or cultures and not all 101. If we had started our investigation with an hypothesis as to how the two variables are related, this table would have the status of a testing device, but we are using it as an exploratory device. As the table shows, violence within the local group is rather rare in this sample. In 38 or 70% of the 54 cultures this type of violent conflict occurs only rarely or never, and a similar number, i.e. 78% of these cultures also reject this sort of violent conflict. There is, however, no strict relation between norm and behaviour. The somewhat fuzzy scale labels (rare, often, appreciated etc.) reflect the prevailing report form of the ethnographic texts used for coding. This may account for some of the discrepancies between norms and behaviour. If we collapse the values 1 and 2 of variable 40 (rare/never and occasional), 38 or 70% of these cultures reject violence and have at the same time also a low frequency of violence. Thus in most cultures (of the sample) norms and behaviour concerning conflict at a local level coincide; but there are some crass mismatches. There is, for example, one culture where violent conflict is rejected but the actual level of the violence frequency is permanent.

This case raises two questions: is there a coding error, and if not how can we explain the discrepancy? It is quite easy to use CONAN for investigating the first question. dBASE has the means to find the case and the two variables. Reading the ethnographic texts for the two variables reveals no coding errors. Violent conflicts are frequent, and are indeed rejected. It is then easy to read the texts of the other variables of this case, and thus to gain a broader view of this case. The text of variable 64 (revenge-related norms) gives an idea of the reason for the discrepancy.

Violence might well be abhorred in this culture (certain Turkish communities) but there are revenge duties. In this case violence is not only not rejected, but those who have the duty of revenge will lose their honour if they do not comply. They are obliged to be violent. The case thus reveals that the field of violence rejection is compartmentalized in some cultures. We have three more cases which also reject violence but have at the same time a rather high frequency ("often") of violence. CONAN offers a very fast way for investigating whether these cases are of the same kind as the one just discussed. (The example was provided by Marie-Luise Heimann-Koenen).

CONAN can thus be used for a whole array of research questions. It allows one to check cases and variables for coding errors, and it can also be used for developing and applying different coding schemes. Moreover it can be used for pursuing exploratory research questions that arise when we start the investigation without an hypothesis, but also when an hypothesis has failed, and of course it also provides data for testing hypotheses cross-culturally.

4. ON THE HISTORY OF THE DATA-BASE PROJECT

The CONAN data-base was developed as part of a peace research program sponsored by the German Research Council - a scientific funding institution. This program was entitled: "the genesis of violent conflict in third world countries". Within the framework of the program Thomas Schweizer (Cologne) and I devised a project that included the development of CONAN for testing cross-culturally anthropological theories of war, but it also incorporated field research (see Bollig 1992) to explore hitherto neglected or newly recognised causes of war. The project was begun in 1986 and ended nominally in 1992. The first step in developing the data-base was an evaluation of existing anthropological hypotheses about the causes of war. In the second step the variables for testing the hypotheses were designed and then coded. Most of the hypotheses and variables are refined, augmented or otherwise revised versions of existing ones, but some are new. The following researchers participated in coding CONAN.

Table 4
Coders of CONAN

Ruth Ghlen	social organization
Marie-Luise Heiman-Koenen	conflict norms and values
Pertra Isselhorst	
Klaus Krajewski	political organization
Ursula (Wagner) Rodeck	socialization
Sabine Schmidt	external relations
Rafael Wittek	economy
Barbara Zschoch	

As the table shows, most of the coders had also designed the variables for certain domains of conflict causation and all the designers contributed to the set of dependent variables relating to aspects of conflict. Each designer has published an English summary of her or his design work in the Zeitschrift fr Ethnologie vol. 115 (1990). When these papers were written CONAN codes were not yet available. A monograph in English by Sabine Schmidt making use of the CONAN codes appeared in 1993. Sabine Schmidt has also translated the English version of the codebook.

5. MAPTAB CODES AND DEFINITIONS

1714. First two digits of focus date

87	. = missing data (original code = 0)
1	12 = 12
1	15 = 15
1	16 = 16
2	17 = 17
46	18 = 18
48	19 = 19

1715. Second two digits of focus date

1716. Primary source of subsistence

Primary defined as: source of subsistence contributing the major share for
daily food requirements

Coding instructions:
Intensive agriculture is characterized by the use of a plow, and/or fertilizers, and/or irrigation techniques. Extensive agriculture: shifting cultivation or horticulture. Trade: buying or selling goods, not necessarily of own production. Codes 1 and 2: include information on crops grown. Code 3: include information on animals

85	. = missing data
26	1 = intensive agriculture
37	2 = extensive agriculture
9	3 = animal husbandry
11	4 = fishing
9	5 = hunting
8	6 = gathering
0	7 = trade
1	8 = wage labor

1717. Secondary source of subsistence

Coding instructions:
Intensive agriculture is characterized by the use of a plow, and/or fertilizers, and/or irrigation techniques. Extensive agriculture: shifting cultivation or horticulture.

Trade: buying or selling goods, not necessarily of own production.
Codes 1 and 2: include information on crops grown.

Code 3: include information on animals Minor economic activities should be mentioned as well. Document each additional secondary source of subsistence.

86	. = missing data
0	1 = intensive agriculture
9	2 = extensive agriculture
22	3 = animal husbandry
19	4 = fishing
25	5 = hunting
10	6 = gathering
13	7 = trade
2	8 = wage labor

1718. Sharing of food

Sharing of food defined as: Norm requesting sharing of food among group members or actual sharing of food, especially during times of scarcity

Coding instructions:
Information on two aspects of food sharing are sought: (1) The actual behavior in times of scarcity or if this information is lacking as a weaker indicator the existence of norms regulating food sharing, and (2) to which group of persons is the sharing extended.

97	. = missing data
7	1 = sharing of food among nuclear family
14	2 = sharing of food among kin residing in local community
9	3 = sharing of food among kin, not restricted to local community
4	4 = sharing of food among non-kin within local community
21	5 = sharing of food among all members of local community
24	6 = sharing of food among groups within unit of maximal political authority or ethnic group
10	7 = sharing of food among other than mentioned groups

1719. Periodical variation of food scarcity

Food scarcity defined as: Restricted availability of the main food source for a longer period of time

Coding instructions:
Coders should look for information on the variation of food supplies for the local community. Reports of loss of body weight, or use of emergency foods serve as indirect indicators for a change in the availability of food.

Scarcity: measurable decline of one or more main source of food over a continuous period of more than one day. (Reports on famine, bad harvests, low amounts of food)

Periodical: food scarcity occurs at regular intervals and is predictable. Aperiodical: food scarcity occurs but is not predictable, for instance caused by natural disaster. If this is reported to have

happened but once with an otherwise stable supply of food code 4 applies.

Chronic: the local community suffers from a constant state of malnutrition due to food scarcity.

95	. = missing data
26	1 = food supply constant, no scarcity (original code 10)
20	2 = periodical food scarcity (original code 20)
10	3 = aperiodical food scarcity (e.g. as caused by natural disasters), no further information on frequency of occurrence (original code 30)
7	4 = seldom (occurrence uncommon) (original code 31)
6	5 = often (occurrence common) (original code 32)
2	6 = periodical as well as aperiodical food scarcity (original code 40)
1	7 = chronic food scarcity (original code 50)
19	8 = food scarcity occurs, no further information on frequency (original code 60)

1720. Causes of land shortage

Land shortage defined as: Demand exceeds available land

Coding instructions:
Land is needed for agricultural activities, hunting, grazing, as wellas fishing and gathering. Code 2 should be chosen based on either the ethnographer's observation or quote of members of the ethnic group. Other indicators for land shortage are soil erosion, overgrazing, and the extreme fragmentation due to inheritance rules.

104	. = missing data
54	1 = no land shortage
19	2 = population pressure (caused by humans or animals)
8	3 = territorial invasions
1	4 = more than one of the above

1721. Number of rich people (wealthy)

Rich defined as: Individuals or groups of persons owning discernibly more land, cattle or other means of production than the remaining population

Coding instructions:
In case of absence of informations on the distribution of means of production the coder should look for descriptions of people as rich or well-off. If present quantitative data on percentage of rich should be quoted. If a society has 5% or more rich code 3 applies.

88	. = missing data

```
27    1 = absence of rich (original code 10)
41    2 = presence of rich, no information on numbers (original
*     code 20)
27    3 = few rich (original code 21)
 3    4 = many rich (original code 22)
```

1722. Sources of wealth

Rich defined as: Individuals or groups of persons owning discernibly more land, cattle or other means of production than the remaining population

Two principal means to gain wealth are distinguished: through ascription and through acquisition. Wealth can be achieved by skills in hunting, cultivation, breeding, and trading. Inheritance or gifts received constitute a second path to wealth. An example for other means of production (cf. codes 6 and 7) are palms (Fon and Tikopia). If more than one of the above applies, the variable is coded 8, the different sources of wealth are mentioned in a commentary.

```
91    . = missing data
27    0 = absence of rich, variable 1717 coded 1 (original code 88)
 5    1 = presence of rich, no information on sources of wealth
*     (original code 10)
 4    2 = acquired wealth of land (through buying or skill)
*     (original code 11)
 8    3 = inheritance of land (original code 12)
 6    4 = acquired wealth of cattle (through buying or skill)
*     (original code 13)
 1    5 = inheritance of cattle (original code 14)
 7    6 = acquired wealth (means of production other than cattle or
*     land) (original code 15)
 1    7 = inherited wealth (means of production other than cattle
*     or land) (original code 16)
36    8 = more than one of the above (original code 177)
```

1723. Number of poor

Poor defined as: Individuals or groups of persons owning considerably less land, cattle or other means of production than the remaining society members

Coding instructions:
If no information on the actual social distribution of means of productions is given, the coding should follow the ethnographer's description of people or groups as poor. Quantitative information if present should be noted. In order for code 4 to apply the number of poor in a society has to be considerably higher than the number of rich sufficient to code variable 1721 as 4.

```
98    . = missing data
```

```
 32    1 = absence of poor (original code 10)
 41    2 = presence of poor, no information on percentage
       *   (original code 20)
  8    3 = few poor (original code 21)
  7    4 = many poor (original code 22)
```

1724. Number of dispossessed

Dispossessed defined as: Individuals or groups without access to land, cattle or other means of production.

Coding instructions:
Again if no information on the actual social distribution of means of production is given, coding should follow ethnographer's descriptions of people as for instance owning no land etc. Regarding code 4 cf. the coding instructions for variable 1723.

```
 98    . = missing data
 57    1 = no dispossessed (original code 10)
 15    2 = presence of dispossessed, no information on percentage
       *   (original code 20)
 12    3 = few dispossessed (original code 21)
  4    4 = many dispossessed (original code 22)
```

1725. Possibility for peaceful territorial expansion

Coding instructions:
The variable describes the availability of land, its quality and the possibility for peaceful territorial expansion. It should be coded regardless of mode of subsistence, the territory can be used for agriculture, hunting, grazing, fishing or gathering.

```
101    . = missing data
 42    0 = no need for expansion: variable 1716 coded as 1
       *   (original code 88)
 18    1 = peaceful territorial expansion impossible (original
       *   code 10)
 17    2 = peaceful territorial expansion possible, no information
       *   on quality of land (original code 20)
  7    3 = access to land of good quality (original code 21)
  1    4 = access to land of restricted quality (original code 22)
```

1726. Communality of land

Communality defined as: a norm a group of persons larger than the nuclear family is granted land use rights.

Coding instructions:

Coders should note information about the rules of access, either as practiced or as prescribed by a norm, and the group composition of the communal users. If practice and norm deviate, the variable is to be coded according to the norm. Land used individually but returned to the community after the user's death is considered a communal resource.

88	. = missing data
22	1 = land predominantly private property
24	2 = land partially communally used
52	3 = communal land use rights only

1727. Resource acquisition as motive for violent conflict management

Coding instructions:
If violent conflict management occurs, information on motives should be looked for. Text passages including information on type of resources (e.g. cattle) should be noted.

96	. = missing data
7	0 = absence of violent conflict management (original code 88)
31	1 = resource acquisition no motive
52	2 = resource acquisition motive for violent conflict management

1728. Rich, poor, or dispossessed as one party in violent conflicts

Coding instructions:
Are rich, poor, or dispossessed acting as one party in violent conflict management? Code 0 applies if variables 1721, 1723, and 1744 are coded as 1.

128	. = missing data
26	0 = equal distribution of resources (original code 88)
27	1 = rare or never
3	2 = occasional
1	3 = often
1	4 = permanent

1729. Presence of an overarching political unit

Overarching political unit defined as: Supralocal political unit fulfilling administrative functions and claiming rule over more than one ethnic group.

Precolonial state defoined as: Overarching political unit, with a non-European ruling group, and no previous European rulership.

Colonial state defined as: Overarching political unit, European (or descendants thereof) ruling group

Postcolonial state defined as: Overarching political unit, declared independent, Europeans have given up rulership; e.g. USA, Canada or Australia

Ethnic group defined as: Group of persons perceiving themselves as a unit and set themselves apart from other such units. The unity is based on real or supposed common origin, common fate, common language or religion, adherence to common norms and values.

Coding instructions:
Coders should check if the local community forms part of an overarching political unit and which position it has within this unit.

85	. = missing data
13	1 = local community autonomous (original code 10)
2	2 = local community is part of a precolonial state * (original code 20)
6	3 = ethnic group to which the local community belongs is * politically dominant in the precolonial state * (original code 21)
4	4 = ethnic group to which the local community belongs * occupies a politically subordinate position in the * precolonial state (original code 22)
33	5 = local community is part of a colonial state * (original code 30)
3	6 = local community is part of a postcolonial state * (original code 40)
7	7 = ethnic group to which the local community belongs is * politically dominant in the postcolonial state * (original code 41)
33	8 = ethnic group to which the local community belongs * occupies a politically subordinate position in the * postcolonial state (original code 42)

1730. Administrative integration of local community within overarching political unit

Coding instructions:
Note the functions of administration at the local level.

90	. = missing data
14	0 = local community not part of an overarching political unit * (variable 1725 coded as 1) (original code 88)
28	1 = overarching political unit claims administrative * hierarchy without actual execution (original code 10)
18	2 = administration representative absent or only sporadically * present, administrative functions are executed from * outside (original code 20)
3	3 = administration representative present (e.g. military, * civilian administrators, school personnel) * (original code 30)

24 4 = same as above 4, administration representative member of
* the same ethnic group as local community (original
* code 31)
9 5 = same as above 4, administration representative of
* different ethnic affiliation than local community
* (original code 32)

1731. Power participation of local elite within overarching political unit

Elite defined as: Group of persons occupying highly valued and scarce positions

Coding instructions:
First determine the presence of a local elite within ethnic group of local community, this elite position has to be acquired independent of position within overarching political unit.

95 . = missing data
46 0 = local community not part of an overarching political unit
* (variable 1725 coded as 1); ethnic group occupies a
* dominant position within overarching political unit
* (variable 1725 coded as 3 or 7); overarching political
* unit does not execute administrative functions (variable
* 1726 coded as 2) (original code 88)
8 1 = no elite present in ethnic group of which the local
* community is a part
17 2 = local elite does not participate in decisions of
* overarching political unit
20 3 = local elite occupies leading positions within
* overarching political unit, at the local or regional
* level

1732. Presence of wage labor

Wage labor defined as: Labor paid in cash or kind, workers not in command of means of production

97 . = missing data
36 1 = no wage labor
22 2 = wage labor present, migratory labor unimportant
31 3 = wage labor, mainly in the form of migratory labor

1733. Market exchange within local community

Market exchange defined as: Transaction of goods, price is determined according to supply and demand, independent of persons involved

Coding instructions:
Market exchange does not presume the existence of a market place. The goods exchanged should be noted. Exchange within local community sets

this apart from a type of market exchange, where members of local community travel to engage in exchange activities. This is covered by variable 1734.

90	. = missing data
23	1 = no market exchange (original code 10)
10	2 = market exchange within local community present, no further information (original code 20)
27	3 = market exchange within local community present, involving local and regional products (original code 21)
36	4 = market exchange within local community present, involving local, regional, and supra-regional products (original code 22)

1734. Market exchange outside of local community

Market exchange defined as: Transaction of goods, price is determined according to supply and demand, independent of persons involved

87	. = missing data
10	1 = no market exchange outside of local community (original code 10)
5	2 = market exchange outside of local community (at trading posts, market places), no further information (original code 20)
26	3 = market exchange outside of local community, involving local and regional products (original code 21)
58	4 = market exchange outside of local community, involving local, regional, and supra-regional products (original code 22)

1735. Relationship between production for subsistence and production for market exchange

Production defined as: Appropriation and manufacturing of goods

Market exchange defined as: Transaction of goods, price is determined according to supply and demand, independent of persons involved

93	. = missing data
68	1 = production for consumption more important
25	2 = production for consumption and production for market exchange of equal importance

1736. Tribute, taxation, expropriation

Coding instructions:
It should be noted, who is exacting the payments.

108	. = missing data
27	1 = no tribute, taxation, or expropriation (original code 10)

```
  3    2 = payment of tribute, taxation, or expropriation occur
       *   (original code 20)
  3    3 = corve labor (original code 21)
 15    4 = money (original code 22)
  6    5 = mobile goods (original code 23)
 24    6 = more than one of the above (original code 24)
```

1737. Extent of burden caused by tribute payments or taxation

Coding instructions:
This variable should capture the opinion of the tax- or tribute payers regardless of the absolute amount of payments.

```
111    . = missing data
 27    0 = no tribute or taxation (original code 88)
  4    1 = sporadic taxation or request for tribute (original
       *   code 10)
  3    2 = the exactions are reported not to be burdensome
       *   (original code 20)
  2    3 = the exactions are reported to be burdensome (original
       *   code 21)
 19    4 = regular taxation or request for tribute (original
       *   code 30)
  7    5 = the exactions are reported not to be burdensome
       *   (original code 31)
 13    6 = the exactions are reported to be burdensome (original
       *   code 32)
```

1738. Presence of formal education within local community

Formal education defined as: Basic knowledge of reading, writing, arithmetic

```
 96    . = missing data
 50    1 = no formal education (original code 10)
  6    2 = formal education present (original code 20)
 21    3 = small fraction of local community is formally educated
       *   (original code 21)
  5    4 = large part of local community is formally educated
       *   (original code 22)
  8    5 = members of local community have a higher education
       *   (original code 23)
```

1739. Types of violence against overarching political institution

Coding instructions:
Information on violent conflict with overarching political unit are often found in the introductory chapters of the monographs. It is necessary to note date of the occurrences, if possible.

```
105    . = missing data
```

24	0 =	no overarching political unit (variable 1729 coded as 1)
	*	(original code 88)
27	1 =	violent acts absent
12	2 =	acts of violence, in reaction against attacks by
	*	overarching political unit
18	3 =	active resistance, aiming at revolution

1740. Levels of political hierarchy

Unit of maximal political authority defined as: Maximal political unit within the indigenous political system with a formal office or decision-making body which commonly announces group decisions. This function should be exercised at least once a year (cf. Naroll 1964:286).

Level defined as: Organization of a number of political units with a formal office or decisionmaking body commonly announcing group decisions. Counting starts at the level of the local community forming a maximal political unit or at the level of a supralocally organized non-territorial political unit.

Local community defined as: (1) maximal number of persons residing together with face to face contact (max. 500) (2) persons residing together regularly interact (3) local community is focus of social identity

Supralocal non-territorially organized political unit defined as: Political unit (with a formal office or decisionmaking body) whose members reside in different local communities with members of similar units.

Coding instructions:
The unit of maximal political authority is determined regardless of the power entailed and the concomitants of the exercise of power. The counting of the levels of political hierarchy normally starts at the local community as lowest level whereby the local community itself can be the unit of maximal political authority (codes 7 to 11). A supralocal, non-territorially organized unit can also form the lowest level (e.g. members of a political unit reside in different communities, subclans). Here the codes 2 to 6 apply. If both organizational structures are present, the counting is based on the territorially organized units. The same applies if the segmentation is not predominant, i.e only few members of another political unit reside in the local community. The text passages should contain information about the lowest level of political authority as well as all other levels up to the level of maximal political authority. The presence of rules of succession can be used as an indicator of the presence of a formal office of political authority. A big man polity for instance is not regarded as a formal political office. Ethnographies sometimes contain information about the political structure at two different points in time, usually before and after pacification. The variable should be coded for the pre-pacification period, given that the other variables

can be coded for this point in time as well. Variables on conflict management have to be coded for the same time period. Depending on the time chosen for coding, information on the earlier political structure or later changes are to be noted.

85	.	= missing data
17	1	= no political office (original code 10)
1	2	= no political office at the head of local community, but segments of different local communities belong to supralocal non-territorially organized political unit (original code 20)
1	3	= highest political office one level above smallest supralocal non-territorially organized political unit (original code 21)
3	4	= highest political office two levels above smallest supralocal non-territorially organized political unit (original code 22)
0	5	= highest political office three levels above smallest supralocal non-territorially organized political unit (original code 23)
0	6	= highest political office four levels above smallest supralocal non-territorially organized political unit (original code 24)
33	7	= highest political office at the head of local community (=politically autonomous local community) (original code 30)
15	8	= highest political office one level above local community (original code 31)
13	9	= highest political office two levels above local community (original code 32)
10	10	= highest political office three levels above local community (original code 33)
8	11	= highest political office four or more levels above local community (original code 34)

1741. Overarching formal jurisdiction within unit of maximal political authority

Coding instructions:
The variable is coded as 1 if groups individually litigate conflicts. Presence of a formal jurisdiction implies an institution involved in litigating conflicts whose decision cannot be challenged by the groups in conflict.

91	.	= missing data
31	1	= no formal jurisdiction present
6	2	= highest level of formal jurisdiction below the unit of maximal political authority
58	3	= highest level of formal jurisdiction at the level of maximal political authority

1742. Selection of officials at the lowest level of political hierarchy

Selection of officials defined as: Participation of higher level officials in selecting officials at the lowest level of political hierarchy

Coding instructions:
If there is more than one office holder at the lowest level of political hierarchy, the selection procedure for the highest ranking official should be considered for coding.

90	.	= missing data
51	0	= no political office above the level of the local community (variable 1730 coded as 1,2, or 3 (original code 88)
25	1	= selection of officials at the lowest level of political hierarchy independent of higher-ranking officials
11	2	= selection of officials at the lowest level of political hierarchy within local community, but it has to be reconfirmed by higher-ranking officials
9	3	= officials at the lowest level of political hierarchy are determined by higher-ranking officials

1743. Sanctions

Sanctions defined as: Means of coercion in order to enforce decisions by the
officials at the highest level of political hierarchy

Coding instructions:
Sanctions imply the potential to enforce decisions or orders by threats of physical coercion or withdrawal of benefits. Presence of a police force, standing army, or ability to mobilize warriors indicate the presence of such a potential.

88	.	= missing data
17	0	= no formal political office present (variable 1740 coded as 1) (original code 88)
26	1	= no or few means of coercion
17	2	= restricted means of coercion, e.g. only for certain types of decisions
38	3	= coercive means to enforce all decisions

1744. Lower level participation in decision making of the unit of maximal political authority

Coding instructions:
This variables was constructed with the presence of several levels of political hierarchy in mind. Participation of individuals or groups

matters if there exists only one level of political hierarchy (variable 1740 coded as 2 or 7).

```
     91    . = missing data
     17    0 = no formal political office present (variable 1740 coded
           *   as 1) (original code 88)
     24    1 = decision making at the highest level of political
           *   authority independent of lower-ranking levels, groups,
           *   or individuals
     21    2 = decisions at the highest level of political authority
           *   are made after consultation with representatives of
           *   lower-ranking levels, groups, or individuals
     33    3 = lower-ranking individuals or group representatives fully
           *   participate in decision making at the highest level of
           *   political authority, they are members of the decision
           *   making body
```

1745. Religio-political overlap

Religio-political overlap defined as: Participation of religious or ritual specialists in decision making at the level of maximal political authority

Religious specialists defined as: All persons who are attributed supranatural powers or connection with supranatural entities, also by self ascription. These persons neither have to exercise their abilities professionally nor as a means of livelihood.

```
     96    . = missing data
     17    0 = no formal political office present (variable 1740 coded
           *   as 1) (original code 88)
     18    1 = religious specialists have no influence on decision
           *   making at the level of maximal political authority
     19    2 = religious specialists participate in decision making at
           *   the level of maximal political authority
     36    3 = officials at the level of maximal political authority
           *   are at the same time religious specialists
```

1746. Sources of legitimation of power

Coding instructions:
If multiple sources of legitimation exist, e.g. supernatural powers and seniority, code 12 applies. The appropriate codes are to be inserted at the beginning of the text passage.

```
     86    . = missing data
     17    0 = no formal political office present (variable 1740 coded
           *   as 1) (original code 88)
      0    1 = supernatural powers
      0    2 = office holder has been installed by gods
      8    3 = office holder belongs to privileged descent group
```

```
  7    4 = office holder elected by the represented group
  3    5 = office holder elected by subordinate authorities
  0    6 = office holder is formal owner of the group's land
  0    7 = wealth based on possession of mobile property
  6    8 = office inherited
  3    9 = seniority
  1   10 = office holder installed by overarching administration,
  *       e.g. colonial power
  1   11 = other sources of legitimation
 54   12 = multiple sources of legitimation; more than one of the
  *       above (original code 77)
```

1747. Frequency of external warfare: unit of maximal political authority

External warfare defined as: Warfare where at least one party involved is a maximal unit of political authority, which may also consist of specialists acting by permission of the official power holders

```
 95    . = missing data
 17    0 = no formal political office present (variable 1740 coded
 *       as 1) (original code 88)
 13    1 = rare or never
 15    2 = occasional
 27    3 = often
 19    4 = permanent
```

1748. Frequency of internal warfare; i.e. between local communities within unit of maximal political authority

Coding instructions:
The variable measures the warfare frequency between one or more local communities against one or more local communities within the same maximal unit of political authority. This covers also warfare between regional units such as provinces, as long as they belong to the same maximal unit of political authority.

```
 96    . = missing data
 51    0 = no political office above the level of the local
 *       community (variable 1740 coded as 1, 2, or 7)
 *       (original code 88)
 15    1 = rare or never
 11    2 = occasional
 11    3 = often
  2    4 = permanent
```

1749. Frequency of internal warfare involving non-territorially organized groups within unit of maximal political authority

Definition: Violent conflict management between groups within the same maximal unit of political authority recruited not on the basis of common

membership in a local community. Violent conflict management within the local community is excluded.

Coding instructions:
The variable is designed to measure violent conflict management between groups of the same maximal unit of political authority. These groups are not identical with one or more local communities. Group membership can be based on kinship, common descent, common unit of production, class membership or membership in any other corporate group. These groups can either be subgroups of a local community or subgroups of different local communities. More than one such group can be involved in combat. Accordingly the variable measures feuds, raiding, as well as fights for political power within a maximal unit of political authority. All types of violent conflict management at group level within the maximal unit of political authority that are not captured by variable 1748 "Frequency of internal warfare: local communities within unit of maximal political authority" are thus included. Excluded is violent conflict management between fractions within the local community. All types of violent conflict management covered by the sources should be quoted.

96	. = missing data
51	0 = no political office above the level of the local * community (variable 1740 coded as 1, 2, or 7) * (original code 88)
20	1 = rare or never
9	2 = occasional
7	3 = often
3	4 = permanent

1750. Frequency of violent conflict between groups within local communities

114	. = missing data
51	1 = rare or never
12	2 = occasional
7	3 = often
2	4 = permanent

1751. Social stratification

Class defined as: Category of persons having approximately equal access to economic resources, political power and/or status based on descent.

Coding instructions:
The presence of at least two classes serves as an indicator for presence of social stratification. Marginal groups such as the African blacksmiths organized in castes are not counted as separate classes. The same applies for slaves.

90	. = missing data

17 1 = no differences in access to economic resources, political
* power, and/or status
45 2 = differences in access to economic resources, political
* power, and/or status, not resulting in class formation
17 3 = two classes
17 4 = complex stratification into more than two classes

1752. Groom's dependency on relatives for marriage transactions

Coding instructions:
Bride wealth or indirect dowry are examples of marriage transactions. Text passages should indicate, if marriage transactions exist and originate from the groom's side. The groom's dependency on paternal (male) relatives' help has to be determined. If such a help entails a moral obligation to reciprocate or creates a dependent relationship, this should be noted as well as additional information on the amount of marriage transactions and time period involved. In the absence of explicit mentioning of "father's or related individual's help" (code 4) statements about the involvement of parents or the nuclear family suffice. In the absence of explicit mentioning of help of "...additional paternal relatives" (code 5) statements about the involvement of the "family" (extended family, lineage, clan) can be used as an indicator

90 . = missing data
10 1 = no marriage transactions
5 2 = marriage transactions, but not by the groom or his kin
26 3 = groom is able to procure the necessary goods for marriage
* transactions or else can provide alternatives as e.g.,
* bride service
27 4 = groom depends on the help of father or another single
* relative of the father for marriage transaction
15 5 = groom depends on the help of father or a relative of the
* father and additional paternal relatives
13 6 = groom depends on help of non-paternal or not exclusively
* paternal relatives to provide for marriage transaction

1753. Unilineal descent

Coding instructions:
Based on what principle are kin groups formed: group membership rests on the supposition of a common ancestor (male or female), reckoning descent either through the male or female line. Double descent: members of an ethnic group belong to matrilineal and patrilineal kin groups at the same time. In the older literature very often matrilineal or patrilineal descent are the only descent rules mentioned. For this reason coders should look for the above features rather than follow the ethnographer's terminology. There are other kin groups besides matri- and patrilineal descent groups:

1. Bilateral organization: kindred forming around ego but not bound together

by a common ancestor, with an overlap of different egos kindred. These systems are sometimes also called "cognatic".

2. "Cognatic" also denotes another organization: non-unilineal descent groups where both sexes can be used in reckoning descent Deviations from the unilineal principle occur in almost all unilineal systems. Cognatic descent groups are also called ambilineal.

3. Marriage class systems: marriage rules determine the group composition, as found among the Australian aborigines ('section'- system).

90	.	= missing data
22	1	= patrilineal descent, no information on genealogical depth
	*	(original code 1000)
2	2	= patrilineal descent, genealogical depth = 002
	*	(original code 1002)
4	3	= patrilineal descent, genealogical depth = 003
	*	(original code 1003)
6	4	= patrilineal descent, genealogical depth = 004
	*	(original code 1004)
4	5	= patrilineal descent, genealogical depth = 005
	*	(original code 1005)
1	6	= patrilineal descent, genealogical depth = 006
	*	(original code 1006)
1	7	= patrilineal descent, genealogical depth = 008
	*	(original code 1008)
2	8	= patrilineal descent, genealogical depth = 009
	*	(original code 1009)
1	9	= patrilineal descent, genealogical depth = 011
	*	(original code 1011)
1	10	= patrilineal descent, genealogical depth = 015
	*	(original code 1015)
1	11	= patrilineal descent, genealogical depth = 030
	*	(original code 1030)
14	12	= matrilineal descent, no information on genealogical depth
	*	(original code 2000)
1	13	= matrilineal descent, genealogical depth = 002
	*	(original code 2002)
1	14	= matrilineal descent, genealogical depth = 003
	*	(original code 2003)
1	15	= matrilineal descent, genealogical depth = 004
	*	(original code 2004)
2	16	= matrilineal descent, genealogical depth = 006
	*	(original code 2006)
1	17	= matrilineal descent, genealogical depth = 007
	*	(original code 2007)
1	18	= matrilineal descent, genealogical depth = 009
	*	(original code 2009)
1	19	= matrilineal descent, genealogical depth = 011

```
          *   (original code 2011)
      1   20 = double descent, genealogical depth = 002 (original
          *   code 3002)
      2   21 = double descent, genealogical depth = 003 (original
          *   code 3003)
      1   22 = double descent, genealogical depth = 004 (original
          *   code 3004)
      1   23 = double descent, genealogical depth = 005 (original
          *   code 3005)
     24   24 = no unilineal descent (original code 4000)
```

1754. Size of maximal effective kin group

Coding instructions:
The variable presumes the existence of a hierarchy of effective kin groups. Information about the largest such group, not necessarily a unilineal kin group, is sought. Effective kin groups form corporations and make decisions. The variable should be coded as 'absent' if the kin group only engages in decisions regarding warfare.

Corporation defined as:
- The kin group (or its leaders) meet regularly
- Meetings can range from informal to highly ceremonial, but they have to
  be crucial for kin group matters.
- Leaders should be recruited from the kin group; the kin group should at
  least have the right to veto decisions about leadership.
- Kin groups solely defined on the basis of common rules of marriage do not
  fit the above description of corporations.

Decision defined as: The kin group has to be able to reach decisions such as negotiation of in-group conflicts

Size defined as: number of kin group members.

Text passages should contain information on size, corporation, decision making; clear indication of the existence of a kin group; information on the hierarchical structure.

```
     93    . = missing data
     34    1 = absent
     59    2 = present
```

1755. Local distribution of maximal effective kin group

Coding instructions:
The variable measures the degree of dispersion of male members of a maximal effective kin group and the amount of contact with other such groups.

```
 93    . = missing data
 34    0 = does not apply, variable 1754 coded as 1 (original
       *   code 88)
 18    1 = maximal effective kin group forms part of local community
 12    2 = maximal effective kin group congruent with local
       *   community, no subgroups discernible
  3    3 = maximal effective kin group congruent with local
       *   community, with spatially segregated subgroups
       *   (e.g. wards)
  7    4 = maximal effective kin group covers a bounded territory
       *   including a number of local communities, which form
       *   segments of the maximal effective kin group
  2    5 = maximal effective kin group is dispersed among several
       *   local communities, located in the same territory as local
       *   communities inhabited by other effective kin groups
 17    6 = segments of maximal effective kin groups coreside with
       *   segments of other maximal effective kin groups in several
       *   local communities
```

1756. Size of local community

Coding instructions:
Coding should be based on the size of the local community where field research was conducted, otherwise note the average size of local communities. In case of a large variation, record the information.

```
108    .  = missing data
 17    1  = between 10 and 50
 18    2  = between 51 and 100
  6    3  = between 101 and 150
 12    4  = between 151 and 200
  5    5  = between 201 and 250
  3    6  = between 251 and 300
  6    7  = between 301 and 500
  4    8  = between 501 and 1000
  7    9  = greater than 1001
```

1757. Frequency of violent conflict involving at least one maximal effective kin group

```
101    . = missing data
 34    0 = does not apply, variable 1754 coded as 1 (original
       *   code 88)
 12    1 = rare or never
 16    2 = occasional
 18    3 = often
  5    4 = permanent
```

1758. Frequency of violent conflict involving at least one local community

Coding instructions:
Neither ethnic affiliation nor the presence of one overarching political authority are considered in coding this variable. This sets the variable apart from variable 1748.

97	. = missing data
25	1 = rare or never
21	2 = occasional
30	3 = often
13	4 = permanent

1759. Affection during early childhood

Early childhood defined as: This phase starts at age 12 to 18 months (end of infancy) and ends when the child reaches the age of four to five years.

Socializing agents defined as: Persons teaching children cultural values, norms, behavior and specific skills.

Coding instructions:
Examples for affectionate and attentive behavior towards children by the socializing agents are: fondling, comforting, playing games, telling stories, or singing songs.

115	. = missing data
1	1 = children often experience emotional rejection; no further * information about loving affection (original code 10)
6	2 = children receive noticeably more emotional rejection than * loving affection (original code 11)
8	3 = children receive emotional rejection and loving affection * to the same degree (original code 20)
45	4 = children often experience loving affection; no further * information about emotional rejection (original code 30)
11	5 = children receive noticeably more loving affection than * emotional rejection (original code 31)

1760. Frequency of interactions between boys (early childhood) and male adults

Early childhood defined as: This phase starts at age 12 to 18 months (end of infancy) and ends when the child reaches the age of four to five years.

Late childhood defined as: Late childhood follows early childhood and ends at the age of approximately 12 with the onset of puberty.

Coding instructions:

This variable measures the amount of contact regardless of the type of interaction. Additional information on changes of contact from early to late childhood is important as well and should be noted.

107	. = missing data
12	1 = boys have almost no contact with adult males
24	2 = even though boys have contact with adult males, they have more contact with adult females
26	3 = contact with male and female adults is about the same
17	4 = boys have noticeably more contact with male than female adults

1761. Inculcation of children's trust in other persons

Trust defined as: The child's relation with persons in- and outside of the local community is characterized by the expectation, that other persons do not want to harm the child, and that they do not need to fear them.

Socializing agents defined as: Persons teaching children cultural values, norms, behavior and specific skills.

Coding instructions:
Information on inculcation of trust or fear is to be used regardless of age and sex of children.

161	. = missing data
8	1 = inculcation of mistrust and fear in children; the socializing agents scare the children by pretending to harm them, or by instilling of fear by reference to potentially harmful persons, groups, or supernatural beings.
10	2 = Children's mistrust is restricted to a certain group of persons. Instilling of fear by certain persons or warning of potential threat occurs rarely.
7	3 = inculcation of trust in children; the socializing agents never scare children or warn them of distant persons or groups.

1762. Positive reinforcement of children's willingness to share, give, and help (generosity)

Generosity defined as: Sharing of food, giving of presents, support of persons in need of help without expecting remuneration.

Socializing agents defined as: Persons teaching children cultural values, norms, behavior and specific skills.

Coding instructions:
This variable captures the degree to which the generosity of children to share with members of the local community (outside of the child's

household) is fostered. This is determined by the frequency of generous behavior or by the reaction of socializing agents in case of non-generosity of children. A text passage informing about either of the two types of behavior is sufficient support for coding.

If an ethnography describes generosity as a valued type of behavior but does not mention explicit fostering of this behavior the code 2 applies. Neither age nor sex of children are relevant for coding.

155	. = missing data
3	1 = generosity is rarely fostered; the children rarely exhibit willingness to share, give, or help. This behavior rarely causes punishment.
10	2 = generosity is moderately fostered; the children show willingness to share, give, or help. A lack of this behavior causes punishment or admonishment.
18	3 = generosity is strongly fostered; other adults and children frequently request the children to share, give, and help.

1763. Emphasis on honesty

Socializing agents defined as: Persons teaching children cultural values, norms, behavior and specific skills.

Coding instructions:
The text passage should contain a description of the socializing agent's reaction in the case of dishonest behavior (stealing, lying or cheating) by the children. Age and sex of children are not relevant for coding.

139	. = missing data
2	1 = honesty is not furthered. (Dishonesty is generally accepted.)
2	2 = honesty is rarely furthered. (Dishonest behavior is only accepted towards a specific group of persons.)
9	3 = honesty is furthered
34	4 = honesty is explicitly furthered. (Dishonest behavior of children is the cause for punishment and reprimands.)

1764. Reaction of socializing agents towards violent behavior of boys in late childhood

Socializing agents defined as: Persons teaching children cultural values, norms, behavior and specific skills.

Late childhood defined as: Late childhood follows early childhood and ends at the age of approximately 12 with the onset of puberty.

Violence defined as: Behavior intended to either physically harm persons or destroy objects

```
    133    . = missing data
     14    1 = violence of children is generally objected (original
           *   code 10)
      4    2 = violence of children is tolerated (socializing agents
           *   only interfere when there is danger of serious injuries);
           *   no data on restriction of violence to specific group of
           *   persons (original code 20)
     13    3 = violence of children is tolerated only towards specific
           *   group of persons (original code 21)
      3    4 = violence of children is tolerated regardless of group of
           *   persons (original code 22)
     16    5 = violence of children is explicitly encouraged; no data on
           *   restriction to specific group of persons (original
           *   code 30)
      2    6 = violence of children is explicitly encouraged only
           *   towards specific group of persons (original code 31)
      1    7 = violence of children is explicitly encouraged regardless
           *   of group of persons (original code 32)
```

1765. Emphasis on courage of boys in late childhood

Courage defined as: Successful suppression of feelings of fear, pain and cold

Late childhood defined as: Late childhood follows early childhood and ends at the age of approximately 12 with the onset of puberty.

```
    147    . = missing data
      5    1 = courage is not emphasized; children are protected from
           *   harm which may be caused by scary situations, cold, and
           *   physical injuries
     11    2 = courage is mildly emphasized; children are not protected
           *   from potentially dangerous situations; the expression of
           *   fear and pain is tolerated
     23    3 = courage is strongly emphasized; children are expected to
           *   tolerate pain and overcome fear in dangerous situations;
           *   the expression of fear and pain is not tolerated
```

1766. Corporal punishment of boys in late childhood

Late childhood defined as: Late childhood follows early childhood and ends at the age of approximately 12 with the onset of puberty.

```
    107    . = missing data
     32    1 = children are not punished physically, corporal punishment
           *   as a means of education is rejected (original code 10)
     10    2 = children are punished physically; no information on
           *   frequency of occurrence (original code 20)
     27    3 = children are rarely punished physically for only certain
           *   types of misbehavior (original code 21)
     10    4 = children are often punished physically for almost any
```

```
            *   type of misbehavior (original code 22)
```

1767. Ideology of male superiority

Coding instructions:
Information on the beliefs on gender relations are sought. Is the belief of male superiority present in the society? Is there a marked difference in the valuation of male vs. female activities, i.e. are male activities more highly valued? Does the society emphasize the ideal of male toughness?

```
    104     . = missing data
     47     1 = no ideology of male superiority
      8     2 = weakly articulated ideology of male superiority
     27     3 = strongly articulated ideology of male superiority (it is
                *   the basic determinant of gender relations)
```

1768. Attitude towards physical violence against members of local community

Coding instructions:
The variable measures the attitude of adult members of the ethnic group towards physical violence within the local community. Since the variable taps the dimension of norms and values the actual occurrence of violent conflict management is irrelevant. Nevertheless reactions following the use of physical violence, e.g. punishment, can serve as indicators for norms and the evaluations related to the use of physical violence within that ethnic group.

Code 1 applies when the use of physical violence is rejected and possibly leads to negative sanctions. This might be formulated positively as well, e.g. : "Aversion to bloodshed within the society is a principal value".

Code 2 applies when neither positive nor negative sanctions follow the use of physical violence. Code 3 applies when the use of physical violence is highly valued, and the use of it leads to an increase of the actors prestige.

The use of physical force as a means of sanctioning the violation of social rules and regulations is of no concern here. If the information relates only to an entire ethnic group it should be assumed that it applies to the local communities as well.

```
    118     . = missing data
     51     1 = physical violence within local community is rejected
     13     2 = physical violence within local community is tolerated or
                *   accepted
      4     3 = physical violence within local community is appreciated
```

1769. Attitude towards physical violence against members of same

ethnic group, not restricted to local community

Ethnic group defined as: Group of persons perceiving themselves as unit and set themselves apart from other such units. The unity is based on real or supposed common origin, common fate, common language or religion, adherence to common norms and values.

Coding instructions:
The coding instructions for variable 1768 apply, the unit however for which the variable is coded is the whole ethnic group.

124	. = missing data
31	1 = physical violence within ethnic group is rejected
21	2 = physical violence within ethnic group is tolerated or * accepted
10	3 = physical violence within ethnic group is appreciated

1770. Attitude towards physical violence against members of other ethnic groups

Ethnic group defined as: Group of persons perceiving themselves as unit and set themselves apart from other such units. The unity is based on real or supposed common origin, common fate, common language or religion, adherence to common norms and values.

Coding instructions:
For coding instructions see variable 1768, however here the attitude towards use of physical violence against members of other ethnic groups is measured. If the attitude towards the use of force is not the same for all other ethnic groups, the most positive attitude toward physical violence should be used for coding. In addition it should be considered, to how many other ethnic groups this attitude is extended (codes 4, 7; codes 5 and 8).

145	. = missing data
1	0 = no contact with other ethnic groups (original code 88)
5	1 = physical violence outside of ethnic group is rejected * (original code 10)
3	2 = physical violence outside of ethnic group is rejected * because of military inferiority or cowardice (original * code 11)
5	3 = physical violence is tolerated or accepted - * specification of the enemies is absent (original code 20)
1	4 = physical violence is tolerated or accepted - but not * against the majority of other ethnic groups (original * code 21)
5	5 = physical violence is tolerated or accepted against the * majority of other ethnic groups (original code 22)
14	6 = physical violence is appreciated - no further * specification against whom (original code 30)
3	7 = physical violence is appreciated - but not against the

```
          *   majority of other ethnic groups (original code 31)
      4   8 = physical violence is appreciated against the majority of
          *   other ethnic groups (original code 32)
```

1771. Loyalty within ethnic group

Ethnic group defined as: Group of persons perceiving themselves as unit and set themselves apart from other such units. The unity is based on real or supposed common origin, common fate, common language or religion, adherence to common norms and values.

Loyalty defined as: Consciousness of belonging together

Coding instructions:
The variable measures the degree of loyalty within the ethnic group as a whole. If for instance there are strong feelings of loyalty among a small part of the ethnic group and no loyalty within the group as a whole, the code 1 applies. The following can be used as indicators of group loyalty (cf. LeVine & Campbell 1972):

a) Positive self-evaluation as expressed by one or more of these beliefs:
- members of the ethnic group rank themselves higher than members of other ethnic groups
- they consider their way of living the only morally correct, authentic, and human way of living
- they believe themselves to be stronger than members of other ethnic groups

b) Existence of an emblem of the ethnic group
c) Norms for the protection of the ethnic group, e.g.
- punishment of theft within ethnic group
- punishment of murder within ethnic group

d) Trust in members of the ethnic group
- no suspicion of sorcery directed against members of own ethnic group

e) Norms and values supporting group solidarity, e.g.
- change of ethnic group membership is not valued, whereas belonging to one's own ethnic group is regarded highly
- to sacrifice one's life for the ethnic group is highly valued

f) Cooperation within ethnic group at rituals or community labor

The indicators serve to measure the degree of in-group loyalty. Only one sufficiently explicit information on one of the indicators is needed to code the variable.

```
    100    . = missing data
     41    1 = low
```

```
     18    2 = middle
     27    3 = high
```

1772. Hostility towards other ethnic groups

Ethnic group defined as: Group of persons perceiving themselves as unit and set themselves apart from other such units. The unity is based on real or supposed common origin, common fate, common language or religion, adherence to common norms and values.

Hostility defined as: Negative attitudes and emotions, contempt, mistrust

Coding instructions:
The variable captures two dimensions, the degree of hostility and its target groups. For the coding, only attitudes and emotions should be considered, not the actual occurrence of hostilities. The following are indicators of negative feelings against members of other ethnic groups (cf. LeVine & Campbell 1972):

a) Direct expression of hostility
   - members of the ethnic group express their contempt for members of other ethnic groups
b) Child rearing
   - members of other ethnic groups are cited as negative examples
c) Norms requesting the protection of other ethnic groups are lacking
   - theft causing damage to other ethnic groups is approved of
   - murder of members of other ethnic groups is not punished and/or positively sanctioned
d) Mistrust
   - members of other ethnic groups are held responsible for internal problems; e.g. accused of sorcery in case of deaths.
e) Absence of cooperation with members of other ethnic groups.

Only one sufficiently explicit information on one of the indicators is needed to code the variable.

```
    113    . = missing data
      1    0 = no contact with other ethnic groups (original code 88)
      8    1 = no or negligible hostility (original code 10)
      6    2 = weak degree of hostility (original code 20)
     14    3 = moderate degree of hostility (original code 30)
      9    4 = moderate degree of hostility, only directed against some
           *   other ethnic groups (original code 31)
      8    5 = moderate degree of hostility; directed against almost all
           *   other ethnic groups (original code 32)
      2    6 = high degree of hostility (original code 40)
      9    7 = high degree of hostility; only directed against some
           *   other ethnic groups (original code 41)
     16    8 = high degree of hostility; directed against almost all
```

```
            *   other ethnic groups (original code 42)
```

1773. Prestige of warriors

Prestige of warriors defined as: The reputation of warriors within the ethnic group (does not necessarily imply political power)

Coding instructions:
The prestige of warriors in times of war but also in times of peace should be considered.

```
    111     . = missing data
     12     0 = no warriors (original code 88)
      9     1 = low prestige, warriors receive no special recognition
            *   (original code  10)
     13     2 = middle to high prestige; warriors have a good reputation,
            *   no data on other sources of reputation (original code 20)
     12     3 = medium prestige of warriors, other sources of reputation
            *   are valued higher (original code 21)
     15     4 = high prestige of warriors, other equally valued sources
            *   of reputation exist (original code 22)
     14     5 = very high prestige, to gain prestige as a warrior is of
            *   special importance for every man (original code 24)
```

1774. Revenge related norms

Revenge defined as: Emotion requiring retaliation after suffering an injustice

Coding instructions:
The variable captures norms regulating revenge with the intention of killing. The impulse to exercise revenge is suppressed in some ethnic groups (= code 1), favored in some (= code 4), or no norms regulating revenge behavior exist (= code 2).

```
    106     . = missing data
     15     1 = revenge taking is forbidden (original code 10)
     17     2 = taking of revenge is neither forbidden nor prescribed
            *   (original code 20)
     18     3 = taking of revenge is prescribed but compensation by
            *   payment equally valued (original code 21)
     16     4 = taking of revenge is prescribed (original code 30)
     14     5 = taking of revenge is prescribed, retaliation is allowed
            *   only against the culprit (original code 31)
```

1775. Reglementation of intraethnic violence

Reglementation defined as: Norms of the parties in conflict prescribing the place, time, types of weapons used, occasion and ending of a battle.

Coding instructions:

The variable should be coded for the conflict party at the highest level of aggregation.

120	. = missing data
23	0 = no intraethnic violence (variable 1776 coded as 1)
	* (original code 88)
10	1 = no reglementation
25	2 = moderate reglementation
8	3 = highly reglemented or ritualized

1776. Frequency of intraethnic violence

Ethnic group defined as: Group of persons perceiving themselves as unit and set themselves apart from other such units. The unity is based on real or supposed common origin, common fate, common language or religion, adherence to common norms and values.

Coding instructions:
The variable should be coded for the conflict party at the highest level of aggregation.

93	. = missing data
23	1 = rare or never
28	2 = occasional
29	3 = often
13	4 = permanent

1777. Intensity of intraethnic violence

Ethnic group defined as: Group of persons perceiving themselves as unit and set themselves apart from other such units. The unity is based on real or supposed common origin, common fate, common language or religion, adherence to common norms and values.

Coding instructions:
The variable should be coded for the conflict party at the highest level of aggregation.

116	. = missing data
22	0 = no intraethnic violence (variable 1776 coded as 1)
	* (original code 88)
30	1 = low; when violence occurs, only occasional victims
12	2 = moderate; when violence occurs many victims, ca. one half
	* of one of the parties in conflict is killed
6	3 = high; one of the parties in conflict is nearly
	* extinguished

1778. Frequency of interethnic violence/attacking

Ethnic group defined as: Group of persons perceiving themselves as unit and set themselves apart from other such units. The unity is based on

real or supposed common origin, common fate, common language or religion, adherence to common norms and values.

97	. = missing data
4	0 = no contact with other ethnic groups (original code 88)
26	1 = rare or never
20	2 = occasional
24	3 = often
15	4 = permanent

1779. Weapons used in warfare

Projectiles defined as: All weapons that can be thrown or otherwise propelled, e.g. spear, bow and arrow

Shock weapons defined as: All weapons that can be used for striking or hitting the opponent, e.g. lance, ax

Coding instructions:
Text passages enumerating the weapons and describing their frequency should be extracted.

106	. = missing data
18	1 = projectiles
4	2 = shock weapons
58	3 = both

1780. Defensive (protective) weapons used in warfare

Coding instructions:
Any protective clothing used specifically in battle is considered protective armor, as e.g. a leather vest. Text passages which enumerate protective weapons and if possible describe their frequency should be extracted.

126	. = missing data
21	1 = no protective weapons
6	2 = body armor
26	3 = shields
7	4 = both

6. LITERATURE

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