

Proposed Codebook for the Intrastate Rivalry Project based on BCOW
Marie Olson Lounsbury, Phd
East Carolina University

1. EventNo – Unique event #
2. Description – String variable description of event
3. Lines – Number of lines when events require more than one line of coded description
4. Year
5. Month – use 0 when unable to determine
6. Day – use 0 when unable to determine
7. Actor – one actor per action (IGOs are coded as single actor) See actor code list in Appendix
8. Target
9. Location
10. Alone – acting alone or with others (1=alone)
11. Tempo – Describes the start of activities or any changes in the level, tempo, or movement of activities previously begun
 - a. Discrete (1) – act begins and ends on same day – all verbal actions coded as discrete
 - b. Start (2) – act continues beyond one day (the action, not the consequences)
 - c. Increase (3) – an increase in tempo of an action (eg. Expansion of military activity, sending more troops, or fighting in new territory). But whenever you need to code a change in the level of an activity already begun, you must code it as a new action
 - d. Decrease (4) – decrease in the level or tempo of an activity which has extended beyond one day
 - e. Stop (5) – An activity previously identified has stopped
 - f. Refrain from Acting (with verbal acts) (6) – Expressions of a group not to act, or ask another actor to refrain from acting
 - g. Continuing (with verbal acts) (7) – Actions are coded as continuing only when an actor comments on continuing action, requests that action continue, or expresses its intention of continuing action.
12. Escalate – Is action associated with an increase in conflict (i.e., is the action escalatory)? (1=escalatory, 0=de-escalatory, 9=unsure)
13. Reciprocal – Is the action in direct response to previous action by target? (1=yes, 0=no)
14. Previous Action – Was the previous action escalatory? (1=escalatory, 0=de-escalatory, 9=unsure)
15. Action – Is the action a military, diplomatic, economic, verbal, or intended? (1=military, 2=diplomatic, 3=economic, 4=verbal)

For military actions only:

16. IPForce – International Peacekeeping? (1=yes)
17. Assistance – Military Advice or Assistance? (1=yes)
18. Coordination – Military coordination? (1=yes)
19. Alert – A change in the readiness of standing or reserve forces (1=yes)
20. Mobilization (1=yes)
21. Evacuation, military or civilian (1=yes)

22. Show of Force – maneuvers (1=yes)
23. Seizure – Seizing of personnel, including arresting rebels, or material. (1=yes)
24. Attack – Any military action which is clearly initiated by the actor either by troop movement or bombing (1=yes)
25. Clash – Military conflict when it is unclear which side initiated hostilities. If fighting continues beyond one day, should be coded as start of Continuous Military Combat (1=yes)
26. Continuous Military Combat – Any military conflict between government or militia forces and armed opposition lasting longer than one day (1=yes)
27. Terrorist Activity – Nontraditional form of violence, including bombings, kidnapping, assassination (1=bombing, 2=kidnapping/hostage taking, 3=assassination)
28. POWs – Prisoners taken (1=yes)
29. Hrights – Commit inhumane actions or atrocities (1=yes)
30. Military victory (partial) – Actor defeats some of the target's forces (1=yes)
31. Total victory – Actor's actions result in full surrender (1=yes)
32. Withdrawal – Actor withdraws all or part of its forces from the conflict area (1=yes)
33. Surrender – Actor's military forces surrender (1=yes)
34. Change in Military Assistance – (1=yes)
35. Change in force level – any substantial increase or decrease in weaponry or material related to conflict (1=yes)
36. Change in combat force level – A significant increase or decrease in the strength of a force engaged in combat (1=yes)
37. Intervention – Foreign military intervention by external actor (state or nonstate) (1=yes)
38. Sanctuary – Does actor provide a safe haven for rebels? (1=yes)
39. Evict – Does the actor attempt to drive out a population of people? (1=yes)
40. Armed Opposition – Does the target form an armed opposition group? (1=yes)
41. Disarm – Does the target begin to disarm? (1=yes)
42. Refdis – Does the target refuse to disarm? (1=yes)

For diplomatic actions only:

43. Official Consult – consultation or talks between actor and target other than to negotiate an agreement (1=yes)
44. Unofficial consult – not recognized by the government (if an ally of the govt) or by the rebels (if on behalf of them)
45. Negotiate – talks to negotiate conflict between government and rebels (1=yes)
46. Mediation – third party facilitated talks between government and rebels (1=yes)
47. Break off talks or negotiations – one of the parties leaves or walks out. Code for that party only. (1=yes)
48. Agreement – any formal agreement reached by actor and target (1=yes)
49. Ceasefire – an agreement to establish ceasefire (1=yes)
50. Partial agreement – an agreement reached that deals with some of the conflict issues, but leaves others for future discussions (1=yes)
51. Full agreement – an agreement reached that addresses all of the conflict issues (1=yes)
52. Alliance – actor aligns or agrees to collaborate with another party (usually in the case of a two rebel groups or two governments agreeing to deal collectively with insurgents) (1=yes)
53. Investigate – an action undertaken by an IO or neutral actors to investigate facts (1=yes)
54. Neutrality – an actor declares neutrality in relation to conflict (1=yes)

55. International Event – Attend an international of major political significance (1=yes)
56. Break diplomatic agreement – Any action by the actor which abrogates a diplomatic agreement between the actor and the target.
57. Diplomatic Assistance – One actor represents the interests of another, as at a peace conference, or provides other types of diplomatic assistance in dealing with third parties. (1=yes)
58. Grant amnesty – Does the state provide amnesty for rebels? (1=yes)
59. Conduct Plebiscite – Supervise or arrange a plebiscite (elections) within the nation (1=yes)
60. Declare war – A nation or rebel group issues a formal declaration (1=yes)
61. Establish demilitarized zone (1=yes)
62. Provides Autonomy – Does Government provide autonomy provisions for opposition group? (1=yes)
63. Declare independence – Does rebel group declare independence? (1=yes)
64. Grant independence – Does the state grant a request for independence? (1=yes)
65. Integrate – Any action by which two actors integrate armed forces (1=yes)
66. Domestic Political Action (with verbal acts) – code only when referred to in a verbal (information) act. It is used to describe comments, intents, and requests directed at domestic political action
67. Political – Is a political opposition group created? (1=yes)
68. Name change – Rebel group name change (1=yes)

For economic and resource actions only:

69. Consultation – Actions involving talks over issues of resources (1=yes)
70. Resource agreement – An agreement made providing resource (arms, financial, etc.) assistance (1=yes)
71. Economic grant – Actually providing resources or aid to government or group (1=yes)
72. Provide humanitarian relief – (1=yes)
73. Change in economic assistance (1=yes)
74. Pay ransom (1=yes)

For verbal actions only (divided into three categories: comment on action, intend action, request action):

75. Time of Occurrence (1=past, 2=future)
76. Source of Comment (1=official, 2=unofficial, 3=unclear or disputed affiliation)
77. Actor's evaluation – Render a judgment regarding whether the comment indicates approval or disapproval of the action, or if the comment is neutral/unclear, and code 'deny' if actor says that the action did not occur (1=approve, 2=neutral, 3=disapprove, 4=deny) (Note: coding prediction of success is an approving comment; a prediction of failure is a disapproving comment)
78. Intended action – For statements made by an actor indicating that it will or will not undertake a future action, what are the conditions for the intended action? (1=unconditional, 2=conditional (on target action), 3=conditional (on target Inaction), 4=conditional (on other))
79. Time specified – For intended and requested actions, does the actor specify a time frame (1=yes)
80. Action specified – For intended and requested actions, does the actor specify the action intended (1=yes)

81. Allow for action – If an actor indicates it will not obstruct another actor’s ability to do something
82. Refuse or reject action – If an actor refuses to start, stop, increase, decrease, or refrain from a certain action, it is coded as this intended action, except that Refrain from Acting (6) is the tempo code (as opposed to a discrete code)
83. Disallow action – When an actor indicates that it will not allow another actor to take certain action. If, for example, a government will not allow human rights inspectors into the country, we would code the Govt as the intending actor, but with Refrain from Acting (6) as the tempo code.
84. Request action – Does actor request action of the target? (1=yes)
85. Conditions for requested action – If requested action is coded, was the request unconditional or conditional? (1=unconditional, 2=conditional on action by requester, 3=conditional on Inaction by requester, 4=conditional on other
86. Martial law declared (1=yes)

Appendix

Actor and Target Code List

- 1 - Government or Government Representative
- 2 – State military
- 3 – Paramilitary aligned with Government
- 4 – MIM
- 5 – MNLF
- 6 – MILF
- 7 – Abu Sayyaf
- 8 – undistinguishable rebel group
- 9 – Christians
- 10 – Muslims
- 11 – Christian Ilaga
- 12 – Christian self defense groups
- 13 – all Filipinos