Riots Data Codebook

Note: $=string, d=dummy, #=numeric variables

VARIABLES	LABELS AND FREQUENCIES	TYPE	DESCRIPTION
id	ID		For computer program only, no meaning
event_co	Event Code Total: 4052	$	12-digit identifier for each event. First four digits represent year (e.g. 1978=78) and month (e.g. June=06) of riot. The four letters represen the first four letters of the city/town in which the event occurred (e.g. ATLA=Atlanta). The final four digits is a unique number assigned to t event, 0001-5530; not all numbers used since duplicates and non-violent events mistakenly assigned a number were removed from dataset.

Racial Groups Involved in Riot			*Coded 1 for racial group named in news text; all others coded 0. 4052 instances of racial group coding*
black_ne	Black 57.4% (2326)	d	Also Negro/Colored, Afro American, African, Cape Verdeans, Ethiopian, Rhodesian, Jamaican, "Nigger"
white_ca	White 37.6% (1524)	d	Also Caucasian, Irish, Italian, British, Anglo, Yugoslavian, Polish American Cracker, "Yippie"
hispanic	Hispanic/Latino 5.1% (206)	d	Also "Hispanos," Brazilian, Puerto Rican, Chicano, Cuban, Spanish Speaking, Mex-Amer, Portugese, "Latin", "Wetback"
asian	Asian 0.4% (15)	d	Also Filipino, Chinese, Japanese, "Oriental"
native_a	Native American 0.3% (14)	d	Also Indian
arab	Arab	d	Also Palestinian, Pakastani, Iran

0.1% (3)

other__s	Other Racial Group 2.9% (118)	d	1= any race group identified that is not listed in racial group variable
racial_g	Other Racial Group Specified **(See attachment)**	$	Verbatim from news text for *other_s*

Type of Riot			*Each type found in description of event coded 1; all others coded 0.*
type_1	Protest and damage 10.5% (424)	d	Protest resulting in damage to property (ransacking, bombing, burning, etc
type_2	Protest & Violence-No Weapons 8.5% (343)	d	Protest resulting in Interpersonal violence WITHOUT weapons (shoving, kicking punching, etc.)
type_3	Protest & Violence-W/ Weapons 10.6% (431)	d	Protest resulting in interpersonal violence with use of weapons (rocks, bottle, chairs, guns, knives, pipes, bricks, etc.
type_4	Interpersonal Violence-No Weapons 32.9% (1335)	d	Interpersonal without weapons (shoving, punching, kicking, scuffles, etc.)
type_5	Interpersonal Violence-W/Weapons 32.3% (1309)	d	Interpersonal violence with weapons (see above list)
type_6	Property Damage 20% (810)	d	Damage to property: vandalism, flooding, breaking, overturning, (excludes arson and bombing).
type_7	Bombing 21.2% (861)	d	Bombing including Molotov Cocktails, dynamite, firecrackers, grenades, other firebombs
type_8	Arson 13.2% (533)	d	Arson
type_9	Looting 6.5% (264)	d	Looting or Robbery

type_10	Occupation of Property 3.5% (142)	d	Seizure or occupation of buildings or other property
type_11	Accidental Injury/Prop Damage 1% (40)	d	Accidental injuries or property damage
type_12	Other 1% (40)	d	1= any other type of riot not listed in type variables
other_ty	Other Type Identified **(See attachment)**	$	Description from news text for *type_12*

General Information about Riot

Location of event, date event started and ended, duration, number participants, description of event

event_ci	Event City **(See attachment)**	$	960 cities identified as having an event, ranging from 1 to 275 insta
event_st	Event State **(See attachment)**	$	48 states and Washington, D.C., identified as having an event, ranging from 1 to 454 instances.
start_da	Start Date **(See attachment)**	day/mo/yr 00/00/00	Earliest start date is 01/12/1968. Last start date is 12/13/1972.
end_date	End Date	day/mo/yr 00/00/00	End date of event
date_alloc	Assigned start and end date 79 cases had missing data on start and end date, and were assigned dates.		Data was missing on this variable. In rare cases where *sequence* outcomes provided info, dates were estimated based on this info. Otherwise, *start date* filled in with the 15th of the month; *end date* is based on duration of event.
duration	Duration 0.25= 78.6% (3185) 0.5= 5.5% (224) 0.75= 1% (41)	#	Decimal estimate: ranges from .25 (6 hours or less) to 14 days. 3.25= 0% (1) 3.5= 0.2% (10) 4= 1% (40)

	1= 4.5% (182)		4.25= 0% (1)
	1.25= 2.2% (90)		4.5= 0.1% (5)
	1.5= .9% (37)		4.75= 0% (1)
	1.75= 0% (2)		5= 0.5% (19)
	2= 2.2% (90)		6= 0.2% (8)
	2.25= 0.4% (17)		7= 0.1% (5)
	2.5= 0.6% (26)		8= 0% (1)
	2.75= 0% (2)		10= 0.1% (3)
	3= 1.5% (61)		14= 0% (1)

number_p — Number Participants — # — Number reported from news text ranges from 1 to 17,000
(See attachment)

size_est — Size Estimate — #, scale — Number of participants recoded into a numeric scale variable from
1394, 34% — 1=Small group, <15
845, 21% — 2=Medium group, <50
902, 22% — 3=Large group, <200
688, 17% — 4=Mob, <1000
223, 6% — 5=Thousands, 1000+

size_key — Size Key Words — $ — Taken from news text
Note: not listed in codebook

sequence — Sequence — $ — Description of riot event
Note: not listed in codebook

symbols_ — Symbols/Labels/Goals — $ — Taken from news text
Note: not listed in codebook

Criteria for Inclusion in Dataset

criter1 — Property Damage — d
57.1% (2313)

criter2 — Interpersonal Violence w/o Weapons — d — Interpersonal Violence (no weapons--shoving, punching, kicking, etc.)
47.9% (1939)

criter3 — Throwing Objects — d — Projective throwing (rocks, bottles, bricks) at people or property)
29.5% (1197)

criter4	Weapons 24.8% (1004)	d	Weapons use other than bombs, fire, or projectiles. Includes guns, knives clubs, etc
criter5	Injuries 48.2% (1953)	d	
criter6	Bomb Explosion 21.9% (886)	d	Bomb Explosion, including dynamite, Molotov Coctail, grenade, etc.
criter7	Arson 14.8% (601)	d	
criter8	Robbery 7.3% (296)	d	Includes looting
criter9	Seizure of Property 3.6% (145)	d	Seizure of Property by force, barricades
criter10	Forcing Action 1.1% (46)	d	Forcing action under threat of violence, e.g. gun to head
criter11	Disruptive Apparatus 8.4% (340)	d	Use of disruptive apparatus. e.g., smoke bombs, stink bombs, tear gas
criter12	Other Criteria 4.9% (199)	d	1= any other riot criteria not listed in variables
criteroth	Other Criteria Specified **(See attachment)**	$	Description of other criteria

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Repression			*Indicates whether actors involved in event experienced repression, by whom, and how.*
repress	Repression Present? 1: 63.8% (2585) 0: 36.2% (1467)	d	Dummy variable: 1=yes, 0=no

Repression Agents   *Coded 1 if repression agent present, otherwise coded 0.*

r1   Local/City Police   d
                  51.7% (2096)

r2   County Police   d
                  1.5% (61)

r3   Sheriff/Deputies   d
                  4.4% (177)

r4   State Trooper/Highway Patrol   d
                  5.9% (240)

r5   Plain Clothes/Undercover/Off-duty   d
                  1.4% (57)

r6   Outside Police Reinforcements   d
                  2.6% (107)

r7   National Guard   d
                  2.2% (89)

r8   Public Safety Officers   d
                  0.1% (4)

r9   School or University Security   d
                  2.8% (114)

r10   Other Authorities   d
                  26.4% (258)

r11   Police Emergency and Bomb Squads   d
                  0.2% (9)

r12   Riot Police   d
                  3% (122)

r13	FBI 0.3% (11)	d	
r14	Firefighters 1.8% (71)	d	
r15	Citizen Patrol 0.3% (12)	d	
r16	Generic/unspecified LEOs 1.6% (63)	d	
r17	Other Repression Agent 6.1% (247)	d	1= any other riot repression agent not listed in variables
r18	Other Repression Agent Specified **(See attachment)**	$	Description of other repression agent

Repression Method   *Coded 1 to indicate repression method.*

rw1	Tear gas 6.7% (271)	d	
rw2	Pepper fog 0.2% (9)	d	Pepper Fog Machine
rw3	Clubs/nightsticks 4.5% (181)	d	
rw4	Warning gunshots in air 1.2% (50)	d	Guns-shot into the air for warning
rw5	Gunshots in crowd/at person 3.3% (134)	d	Guns-fired at crowd/perpetrator
rw6	Arrests	d	

42.2% (1711)

rw7	Riot Gear 4.9% (199)	d	
rw8	Fire equipment or bomb detectors 1.5% (62)	d	
rw9	Verbal intervention 17.2% (697)	d	Peaceful intervention, verbal
rw10	Mace 1.9% (75)	d	
rw11	Skirmish lines/check points 1.8% (73)	d	
rw12	Other Repression Method 8.5% (343)	d	1= any other riot repression method not listed in variables
rwother	Other Method Specified **(See attachment)**	$	Descripton of other repression method

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Riot Outcomes

injured	Injured Ranges: 0 to 1070/event Mean: 4/all events, 8/events with injuries	#	Injured: 16766 incidents reported 50.9% of events reported 0 injuries
killed	Killed Range: 0 to 42/event Mean: 2/event with deaths	#	Killed: 335 deaths reported 95.7% of events reported 0 deaths
arrested	Arrested Range: 0 to 7000/event Mean: 16/all events, 35/events with arrests	#	Arrested: 64549 arrests reported 54.8% of events reported no arrests

detained	Detained Range: 0 to 1000 Mean: 22/events with detained	#	Detained: 2694 detained reported 97% reported 0 detained
property	Property Damage Code Incidents of property damage: 2381 events 41% reported 0 property damage 1: 17.2 % of all events 2: 21.7% of all events 3: 10.8% of all events 4: 9.1% of all events	#, scale	1=very slight: will take little time or effort to fix or replace; mild consequenc 2=minor: few degrees stronger than #1; increasing consequences 3=extensive: a large monetary cost and workload to repair/replace; unfixable in some cases 4=enormous: total destruction of large areas or expensive item
propert1	Property Damage Description *Note: not listed in codebook*	$	
outcomes	Outcomes *Note: not listed in codebook*	$	Description of fall-out from the event.

Place Targeted in Riot   *Coded 1 if place targeted, otherwise coded 0.*

t1	ROTC Building 1.7% (68)	d
t2	Police Building 1.3% (53)	d
t3	Secondary/Primary School 11% (445)	d
t4	University Building 8.7% (352)	d
t5	Administrative/Government Buildings 3.8% (156)	d
t6	Non Govt Organization Buildings 2.1% (84)	d

t7	Private Homes 5.8% (234)	d	
t8	Businesses 19.1% (773)	d	
t9	Military Base/Armory 0.3% (12)	d	
t10	Other Target Place 8.1% (329)	d	1= any other target not listed in variables
targ_pla	Other Target Place Specified *Note: not listed in codebook*	$	Description of target place

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People/group Targeted in Riot

Coded 1 if people/group targeted, otherwise coded 0.

tp1	Police 21% (851)	d	
tp2	Race Group 25.5% (1035)	d	
tp3	Refuse to Participate 4.5% (182)	d	
tp4	Anti-protestors 0.4% (16)	d	
tp5	Authority Figures 6.8% (274)	d	
tp6	Controversial Leaders/Speakers 1.7% (67)	d	
tp7	Protestors	d	

4.1% (166)

tp8	Wrong Place Wrong Time 5.7% (230)	d	
tp9	Other Target Persons 10.8% (438)	d	1= any other target not listed in variables
targ_per	Other Targets Persons Specified *Note: not listed in codebook*	$	Description of target.

Cause of Riot

presumed	Presumed Origin 51% (2062) of events list presumed origins *Note: not listed in codebook*	$	Past circumstances fueling event
poevent_	POEvent? 1=24% (499) of events listing po 2=73% (1519) of events listing po 3=2.1% (43) of events listing po	d	Was presumed origin of event also a riot event? 1 yes, 2 no, 3 unknown
precipit	Precipitating Code 30.3% (1227) of events with prec inc 1=10.1% (124) of events with prec inc 2=10.4% (128) of events with prec inc 3=6.2% (76) of events with prec inc 4=3% (37) of events with prec inc 5=7.6% (93) of events with prec inc 6=10.5% (129) of events with prec inc 7=10.3% (126) of events with prec inc 8=4.4% (54) of events with prec inc 9=4.1% (50) of events with prec inc 10=33.4% (410) of events with prec inc	d	Precipitating Incident Codes: Immediate cause of event 1 = Police Arrest 2 = Arrival of Police 3 = Controversial/violent Police actio 4 = Leader or group provokes crowd with words or action (non-violent) 5 = Chanting or Shouting (non-violent) escalates to violent act 6 = Controversial act/announcement by authority figure (e.g. court decisior 7 = Verbal Quarrel 8 = Coincidental crowd gathering (e.g. after a game) 9 = Some other incident (e.g. Kent State) 10 = Other precipitating inciden
precipi1	Precipitating Other *Note: not listed in codebook*	$	1= any other precipitating incident not listed in codes

precipev	PrecipEvent? 1= 8.7% (107) of events with prec inc 2=89.3% (1097) of events with prec inc 3=2% (25) of events with prec inc	d	Was the precipitating incident an event? 1 yes, 2 no, 3 unknown
organiza	Organization *Note: not listed in codebook*	$	Organizations identified by news text as being associated with the event.
protest_	Protest Related 1=28.3% (1145) 2=65.5% (2655) 3=6.2% (252)	d	Was event protest related? 1 yes, 2 no, 3 unknown

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Additional Information

Participants in Riot			*Coded 1 if participants, otherwise coded 0.*
p1	College Students 13.1% (529)	d	
p2	Secondary Students 28.3% (1148)	d	
p3	Primary Students 3% (123)	d	
p4	Union Strikers 6.2% (250)	d	
p5	Anti-war Activists 7.1% (288)	d	
p6	Racial Equality Activists 5.4% (217)	d	
p7	Other Activists	d	

5.3% (215)

p8	Charasmatic/Controversial Leaders 0.2% (9)	d	
p9	Anti-activists 1.5% (62)	d	
p10	Parents 1% (40)	d	
p11	Mob/Crowd/Angry Collective 8.3% (337)	d	
p12	Youths 15.6% (632)	d	
p13	Other Participants 13.1% (530)	d	1= any other participant not listed in variables
particip	Other Participants Specified *Note: not listed in codebook*	$	Description of other participant

Specific location where riot occurred

Coded 1 if a riot location, otherwise coded 0.

w1	Secondary or Primary School 32% (1297)	d	
w2	University or College 13.2% (534)	d	
w3	Draft Board 0.6% (26)	d	
w4	ROTC Building 1.6% (66)	d	

w5	Police Station 1.9% (75)	d	
w6	Business 17.7% (717)	d	
w7	Private home of a target 3.1% (127)	d	Private home of controversial individual
w8	Private home-random 3% (122)	d	Private home (apparently random)
w9	Streets 24.6% (996)	d	Streets
w10	Park 2.1% (85)	d	Park
w11	Other Location 16.2% (656)	d	1= any specific location not listed in variables
where_ot	Other Location Specified *Note: not listed in codebook*	$	Description of specified location
qualrepr	Additional Repression Information *Note: not listed in codebook*	$	Description
comments	Comments *Note: not listed in codebook*	$	Used to indicate relationships between events, coding notes, and other miscellaneous information.

Data processing information

coder_in	Coder Initials	$	Coder Initials
date_ent	Date Event Entered	date	Date Entered into Dataset

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