

UCDP Non-State Conflict Codebook

Version 2.1-2009

Uppsala Conflict Data Program
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This version compiled and updated by Ralph Sundberg (2009)

Replacing the earlier version by Joakim Kreutz & Kristine Eck (2005)

When using the data, cite 'UCDP Non-State conflict Dataset', available at http://www.pcr.uu.se/research/UCDP/data_and_publications/datasets.htm, and (when appropriate) this codebook. Always include the Version number in analyses using the dataset.

Introduction

This document describes the Non-State Conflict Dataset, a project within the Uppsala Conflict Data Program (UCDP) at the Department of Peace and Conflict Research, Uppsala University. The UCDP Non-State conflict project is developed with support from the Human Security Research Group, Simon Fraser University, in Vancouver, Canada.

In the development of the definition of non-state conflict, the input from Kristine Eck, Peter Wallensteen, Margareta Sollenberg, Lotta Harbom, Ralph Sundberg, Stina Högladh, and Johan Brosché, have been instrumental. The UCDP non-state conflict project is also grateful for additional advice and feedback from Andrew Mack, Zoe Nielsen, Ole Magnus Thiesen, and others.

Case-specific information about the cases of non-state conflict is available at www.ucdp.uu.se/database. Questions regarding the definitions and the content of the dataset can be directed to Ralph.Sundberg@pcr.uu.se

Definition of Non-State conflict

A non-state conflict is defined by the Uppsala Conflict Data Program (UCDP) as the use of armed force between two organized armed groups, neither of which is the government of a state, which results in at least 25 battle-related deaths in a year.

The separate elements of the definition are operationalized as follows:

- (1) *Use of armed force*: the use of arms, resulting in deaths.
 - (1.1) *Arms*: any material means, e.g. manufactured weapons but also sticks, stones, fire, water, etc.
- (2) *25 deaths*: a minimum of 25 battle-related deaths per year
 - (2.1) *battle-related deaths*: deaths directly related to combat between the warring parties
- (3) *Organized groups*: consists of either
 - (3.1) formally organized groups: any non-governmental group of people having announced a name for their group and using armed force against another similarly formally organized group, *or*
 - (3.2) organized groups: any group without an announced name, but who uses armed force against another similarly organized group, where the violent activity meets at least one of the following requirements:
 - (3.2.a.) there is a clear pattern of incidents that are connected, *or*
 - (3.2.b.) there is evidence that the violent activity was planned in advance
- (4) *State*: a state is
 - (4.1) an internationally recognized sovereign government controlling a specified territory, *or*
 - (4.2) an internationally unrecognized government controlling a specified territory whose sovereignty is not disputed by another internationally recognized sovereign government previously controlling the same territory.
- (5) *Government*: the party controlling the capital of the state

Variables in the Non-State conflict Dataset

Conflict ID. This variable makes it possible to follow the conflict activity between two parties over several years, regardless of possibly changes in name of the actors. Thus, each dyadic relationship in the dataset is given a unique ID.

Org. This variable indicates the organizational level of the warring sides. Conflicts between two formally organized actors are coded 1, while a conflict between organized actors are coded 0.

Side A. The party that constitute Side A in the conflict. For each conflict the parties are listed in alphabetical order, using the latest known names of the parties involved.

Side B. The party that constitute Side B in the conflict. For each conflict the parties are listed in alphabetical order, using the latest known names of the parties involved.

Startdate. The first time the conflict reaches 25 battle-related deaths in one calendar year.

Startprec. The Startdate is coded as precisely as possible. For certain conflicts we can pinpoint the start of the conflict down to a single event, taking place on a specific day. For other conflicts, this is not possible, due to lack of precise information. The Startprec (start precision) is coded to highlight the level of certainty for the date set in the Startdate variable.

1. Day, month and year are precisely coded; we have good information on the event.
2. Day is assigned; month and year are precisely coded. The assigned date can either be one of several events that can be classified as the first; it can be the last day in a period when several fatalities have been reported jointly or it can be an event that different sources claim occurred on different dates.
3. Day is unknown; month and year are precisely coded. The day is known to be in a given month, but we are missing information on an exact date. Day is then set to the first day of the month.
4. Month is assigned; year is coded precisely. Day is set as the first day of the assigned month.
5. Day and month are unknown, year is coded precisely. Day and month are set as the 1 January of the coded year.

Year. The year of observation.

Yearly Best, Low and High fatality estimates.

The general rule for UCDP's estimation of fatalities is moderation. All incidents are ideally verified by two independent sources, and all estimates reported are grounded in UCDP's expertise of each particular country. Due to the varying certainty of fatality reports, the project provides three estimates concerning battle-related deaths for each year.

- (a) **Best estimate.** The best estimate is constructed by aggregating the best estimates for each individual event. If reports provide conflicting estimates, an examination is made

as to what source is most reliable. If no such distinction can be made, UCDP employs the lower figure given.

- (b) **Low estimate.** The low estimate is constructed by aggregating the low estimates for each individual event. If different reports provide different estimates and a higher estimate is considered more reliable, the low estimate is also reported if deemed reasonable.
- (c) **High estimate.** The high estimate is constructed by aggregating the high estimates for each individual event. If different reports provide different estimates and a lower estimate is considered more or equally reliable, the high estimate is also reported if deemed reasonable. If there is uncertainty about exactly which party was involved in a given incident, it may also be included in the high estimate.

Location. The geographical location of the activity in the non-state conflict. Location is a string variable, listing all countries in which the conflict is active in the order of the number of fatalities as defined by the best estimate for the year.

GWNOloc. This field contains the country code(s) for the state(s) listed in the Location variable. Thus, it lists the country codes for the primary party/parties in the conflict. GWNOloc is a string variable, where the numbers are separated by a comma (',').

Region. Region of location.

- 1 Europe
- 2 Middle East
- 3 Asia
- 4 Africa
- 5 Americas

Version. The version number is a combination of a number and a year. The number is increased when the structure of the dataset is significantly changed. The year refers to when the dataset is updated with new observations. If there are changes in the data between yearly updates, a letter is used behind the year. This codebook corresponds to version 2.1 of the UCDP non-state conflict dataset. We recommend that whenever this dataset is used, the version number should be cited.