Armed Conflict Location and Event Data Project (ACLED) Codebook

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This codebook concerns a) data entry for ACLED and b) understanding the output from the ACLED database.

Further information on sources of data is available at

http://www.acleddata.com/research-and-publications/working-papers/

Further information on the specifics of armed agents is available at

http://www.acleddata.com/visuals/trends/

1   Introduction and Brief Description

The ACLED project codes reported information on the exact location, date, and other characteristics of politically violent events in unstable and warring states. ACLED focuses on tracking a range of violent and non-violent actions by political agents, including governments, rebels, militias, communal groups, political parties, rioters, protesters and civilians. Data contain specific information on the date, location, group names, interaction type, event type, reported fatalities and contextual notes.

ACLED differs from typical conflict event data by concentrating on the following events, which are human coded:

- Tracking rebel, militia and government activity over time and space;

- Recording violent acts between and across non-state groups, including political and communal militias;

- Recording attacks on civilians by all politically violent agents;

- Distinguishing between territorial transfers of military control from governments to non-state agents and vice versa;

- Locating rebel, militia and government bases, headquarters, strongholds and presence;

- Collecting information on rioting and protesting; and

- Non-violent events that are crucial junctures in periods of political violence (e.g. rallies, recruitment drives, peace talks, high-level arrests)

ACLED Version 5 data cover all countries on the African continent from 1997-2014. Weekly, real-time data is available for African states at acleddata.com; monthly data for South and South East Asian states is available monthly as of 2015. Earlier versions of the ACLED dataset cover political violence in African states in earlier years (Versions 4 through 2). Version 1 of the dataset contains data for additional countries including Haiti, Laos, Cambodia, Nepal, Myanmar are available from 1997-early 2010. Previous data are Afghanistan and Pakistan from 2006-2009 and Lebanon from 2006-2012. Updated South and South East Asia data, bridging between 2011-2015, will be published as it is completed. This codebook details data in Version 5 of

the dataset; earlier codebooks are available for Versions 1- 4 of the dataset on the ACLED website.

ACLED data are available to the public in three forms: an Microsoft Excel sheet (or csv) containing data on all coded events which occur in states or continents[1]; a shapefile for the entire African continent based on the Excel file; and as files for particular event aggregations, included "Civil war" (events associated with government and rebel battles and all rebel activity), or "Violence against civilians". Data for distinct groups is often filtered for use and available at crisis.acleddata.com

2   Definitions of ACLED events

ACLED collects and codes reported information on developing world political violence, with a focus on civil and communal conflicts, violence against civilians, remote violence, rioting and protesting. ACLED covers violent activity that occurs both within and outside the context of a civil war, particularly violence against civilians, militia interactions, communal conflict and rioting. It aims to capture the modes, frequency and intensity of political violence and opposition as it occurs in context across developing states.

All actors have an official name[2], a political purpose and use violence or protest for political means. For inclusions, organizations must be cohesive and are not assembled for single events, with the exception of riots and protests. Further, the events of organizations must be connected to each other as a means to achieve a larger political purpose. This necessary and sufficient definition of actors allows us to establish campaigns and trajectories of movements.

2.1   Politically Violent Actors

ACLED recognizes a range of actors including governments, rebels, militias, ethnic groups, active political organizations, and civilians. In ACLED, politically violent actors include rebels, militias, and organized political groups who interact over issues

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[1] Excel files contain data disaggregated in the named state's territory, including foreign groups active in a state's territory.

[2] Barring the 'unidentified' category

of political authority (i.e. territorial control, government control, access to resources, etc).

Governments are defined as internationally recognized regimes in assumed control of a state. Government actors are defined by ACLED as a series of separate regimes rather than a uniform body (e.g. Congo/Zaire (1965-1997), Democratic Republic of Congo (1997-2001), and Democratic Republic of Congo (2001-) as opposed to Congo/Zaire (1962-present)). As the strength, capacity and policies of governments can vary widely from one regime to the next, ACLED designates governments by their leading regimes. This enables researchers to capture the differences in government involvement and reaction to violence. As militaries are a direct arm of the government, these actors are noted as "Military Forces of State, 20xx-20xx". Mutinies of militaries are coded as "Mutiny of Military Forces of State, 20xx-20xx".

Rebel groups are defined as political organizations whose goal is to counter an established national governing regime by violent acts. Rebel groups have a stated political agenda for national power (either through regime replacement or separatism), are acknowledged beyond the ranks of immediate members, and use violence as their primary means to pursue political goals. Rebel groups often have predecessors and successors due to diverging goals within their membership. ACLED tracks these evolutions.

Political militias are a more diverse set of violent actors, who are often created for a specific purpose or during a specific time period (i.e. Janjaweed) and for the furtherance of a political purpose by violence. These organizations are not seeking the removal of a national power, but are typically supported, armed by, or allied with a political elite and act towards a goal defined by these elites or larger political movements. Militias operate in conjunction, or in alliance, with a recognized government, governor, military leader, rebel organization or opposition group. Whereas opposition parties will often have a militia arm, groups such as the Sudanese Janjaweed or Serbian Tigers work as supplements to government power. These groups are not subsumed within the category of government or opposition, but are noted as an armed, distinct, yet associated, wing. Militias are recorded by their stated name.

In some cases, an 'unidentified armed group' perpetrates political violence. The default assumption in ACLED is that such groups can be considered militias and their activity coded under 'unidentified armed group'.[3] Within the 'unidentified armed group' designation, it is also possible to specify a country of origin if it is known, such as 'unidentified armed group (Sudan).'

ACLED includes a broad category of "identity militias" where armed and violent groups organize around a collective, common feature including community, ethnicity, region, religion or, in exceptional cases, livelihood. An armed grouping claiming to operate on behalf of a larger identity community may be associated with that community, but not represent it (i.e. Luo Ethnic Militia in Kenya). Identity militias may have a noted role in the community, such as the long-term policing units common among Somali clans. Events involving 'identity militias' is referred to as 'communal violence' as these violent groups often act locally, in the pursuance of local goals, resources, power, and retribution. ACLED coders distinguish between active identity militias involved in communal violence, identity militias involved in an act with another violent group type, or these groups attacking civilians of a distinct identity (e.g. Pokot Ethnic Group in Kenya). .

Protesters, rioters and civilians are actors whose inclusion deviates from the 'organization' rules. Rioters and protesters involve spontaneous, atomic acts of organization that may, or may not, continue beyond a discrete event. Rioters are individuals who participate in either violent demonstrations or spontaneous acts of disorganised violence. The individuals who engage in violent demonstrations or spontaneous acts of disorganised violence are noted by a general category of Rioters (Country), and if a group is affiliated or leading an event (e.g. ZANU-PF political party), the associated group is named in the ally category. Rioters are by definition violent, and may engage in a wide variety of violence, including in the form of property destruction, engaging with other armed groups (security forces, private security firms, etc.) or in violence against unarmed individuals. Protesters are individuals who participate in non-violent demonstrations. The individuals who engage in demonstrations are noted by a general category of Protesters (Country), and if a group is affiliated or leading an event (e.g. MDC

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[3] Often such activity is designed to be 'unidentified', since most of 'unidentified' activity is violence against civilians for a political purpose.

political party), the associated group is named in the ally category. Although protesters are by definition non-violent themselves, they may be the targets of violence by other groups (security institutions; private security firms; or other armed actors). Rioters, protesters and civilians are general categories and are noted as "Rioters (Country)" or "Protesters (Country X)".

Civilians, in whatever number or association, are victims of violent acts within ACLED. They are noted as "Civilians (Country X)"

Small categories of 'other' actors include hired mercenaries, private security firms and their employees, UN or external forces. They are noted by their name and actions.

In choosing to categorize actors in this way, ACLED does not allow for 'insurgents' or 'terrorists' as types of agents. Many non-state violent organizations may use insurgency tactics or commit acts against civilians with intended high fatality levels as part of their violent repertoire. Instead, ACLED considers the goal and organization are the basis for classification. Certain types of violent agents may appear to fall outside of this categorization, but ACLED has designed these classifications to flexibly fit the universe of agents operating in conflict. For example, militant religious organizations can have various goals, including overtaking the state (e.g. Taliban); influencing political processes and supporting regional political elites; and engaging in communal contests over access to religious sites etc.

2.2 Conflict Events

Political violence is understood as the use of force by a group with a political purpose or motivation. ACLED defines political violence through its constituent events, the intent of which is to produce a comprehensive overview of all forms of political conflict within and across states. A politically violent event is a single altercation where often force is used by one or more groups for a political end, although some instances - including protests and non-violent activity - are included in the dataset to capture the potential pre-cursors or critical junctures of a conflict.

The fundamental unit of observation in ACLED is the *event*. Events occur between designated actors – e.g. a named rebel group, a militia or a government.[4] They occur at a specific named location (identified by name and geographic coordinates) and on a specific day. Coders work to ensure that the most specific location and time possible are recorded. ACLED currently codes for nine types of events, both violent and non-violent, that may occur during a period of political violence. Table 1 displays the nine ACLED events.

Table 1: ACLED Event Types

Event Type	Event Description
Battle-No change of territory	A battle between two violent armed groups where control of the contested location does not change. This is the correct event type if the government controls an area, fights with rebels and wins; if rebels control a location and maintain control after fighting with government forces; or if two militia groups are fighting. These battles are the most common activity and take place across a range of actors, including rebels, militias, and government forces, communal groups.
Battle-Non-state actor overtakes territory	A battle where non-state actors win control of location. If, after fighting with another force, a non-state group acquires control, or if two non-state groups fight and the group that did not begin with control acquires it, this is the correct code. There are few cases where opposition groups other than rebels acquire territory.
Battle-Government regains territory	A battle in which the government regains control of a location. This event type is used solely for government re-acquisition of control. A small number of events of this type include militias operating on behalf of the government to regain territory outside of areas of a

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[4] With the sole exception of 'unidentitfed armed groups' and generic categories including rioters, protesters, and civilians

	government's direct control (for example, proxy militias in Somalia which hold territory independently but are allied with the Federal Government).
Headquarters or base established	A non-state group establishes a base or headquarters. This event is non-violent, and coded when a permanent or semi-permanent base is established. There are few if any cases where opposition groups other than rebels acquire territory. These events are coded as one-sided events without a second actor involved.
Non-violent activity by a conflict actor	This event records activity by rebel groups/militia/governments that does not involve active fighting but is within the context of the war/dispute. For example: recruitment drives, incursions or rallies qualify for inclusion. It also records the location and date of peace talks and arrests of high-ranking officials. The inclusion of such events is limited, as its purpose is to capture pivotal events within campaigns of political violence. The notes column contains information on the specifics of the event.
Riots/Protests	A protest describes a non-violent, group public demonstration, often against a government institution. Rioting is a violent form of demonstration. These can be coded as one-sided events. All rioters and protesters are noted by generic terms (e.g. Protester (Country)), but if representing a group, the name of that group is recorded in the 'ally' column.
Violence against civilians	Violence against civilians occurs when any armed/violent group attacks civilians. By definition, civilians are unarmed and not engaged in political violence, Rebels, governments, militias, rioters can all commit violence against civilians.
Non-violent transfer	This event describes situations in which rebels or

of territory	governments acquire control of a location without engaging in a violent act.
Remote violence	Remote violence refers to events in which the tool for engaging in conflict did not require the physical presence of the perpetrator. Remote violence notes that the main characteristic of an event is that a spatially removed group determines the time, place and victims of the attack. These include bombings, IED attacks, mortar and missile attacks, etc. Remote violence can be waged on both armed agents (e.g. an active rebel group; a military garrison) and civilians (e.g. a roadside bombing).

2.2.1 Battle definition

ACLED defines a battle as "a violent interaction between two politically organized armed groups at a particular time and location." Typically these interactions occur between government militaries/militias and rebel groups/factions within the context of a civil war. However, these interactions also include militia violence, rebel on rebel violence and military on military violence. There is no causality minimum necessary for inclusion.

The specific elements of that definition are as follows:

(1) A violent interaction is the use of armed force, including guns or military hardware, machetes, knives or any tool to inflict harm upon the opposing side.

(2) Organized armed groups are a cohesive collection organized around an agenda, identity, or political purpose, using weapons to inflict harm. These groups frequently have a designated name and stated agenda.

Battle events are coded in one of three ways depending on the result.

(1) No transfer of territory

ACLED assumes that the government is in control and holds all territory under its internationally recognized mandate. When rebels and governments engage in battle

and there is no report of rebels winning control or governments losing control, the event is coded as battle with no transfer of territory. Areas under rebel control at night, but not during the day, are assumed to be tacitly under government control. This action is also the default battle setting for a militia group's interaction with other violent actors since these groups are not considered the main authority in towns or larger localities. Note that although the term 'battle' is used here to describe various kinds of encounters between the parties, e.g. 'the ceasefire is broken', battles must be *violent* events involving *at least two armed actors*.

(2) Non-state actor overtakes territory

This involves battles in which non-state actors have won control and/ or subdued government forces. Actors have won territory in which they can now act with impunity. They are regarded as having a monopoly of force within that territory.

Although rebels and government forces may fight many times in a location after the rebels gain control of it, only the initial territorial acquisition --or when rebels regain territory after losing it-- uses this event code. For continuous battles between rebels and a government after the rebels acquire the territory, the event type 'battle-no transfer of territory' is used.

This code can also be used to note the transfer of control from one rebel group to another by violence. Rebel-on-rebel violence uses this and the previous code ('battle-no transfer of territory').

(3) Government regains territory

This event is coded if, after a non-state group has held an area, further battles between the government and the non-state group result in the government regaining control. This code is only used for re-establishment of government control and not for rebel-on-rebel violence.

In the course of a civil war, control over locations may change hands many times.

2.2.2 Headquarters or base established

Non-state and state actors often establish bases and headquarters during their active periods. ACLED records the date, location, and actor involved in base or HQ establishment.

Actors can have many active bases simultaneously. These bases may be either inside or outside the country/countries in which the agents operate. In the notes field, coders specify whether the position is the main headquarter or a regional base (or forest base, mountain base, border base, etc.).

2.2.3   Non-violent activity by a conflict actor

This category is designed to capture events that are important within a state's political history, and may be triggers of future events, but are not directly violent. It includes arrests of key political figures, rallies, peace talks, etc. This category is necessary in instances where armed agents are active without military engagement with another force. Non-violent actions include recruitment, looting, destruction of property, etc.

2.2.4   Riots/Protests

Riots/Protests is a combined category that includes two discrete types of events:

The first type of event includes demonstrations against a (typically) political entity, such as a government institution, although this may also include some demonstrations against businesses or other private institutions. Such an event may involve either protesters or rioters, depending on whether it is violent. The event is coded as involving protesters, when the event is non-violent; and as involving rioters if the demonstrators employ violence.

If the event involves violence against peaceful demonstrators, it is coded as "Violence against Civilians", although the victims will still be coded as Protesters, to distinguish it from wider patterns of violence against civilians not engaged in demonstrations. If the event involves violence by rioters against civilians (for example, a political official, or a representative of a business), then it is also coded as "Violence against Civilians".

The second type of event captured in this category is spontaneous acts of violence by disorganised groups, which may target property, or businesses, or may involve clashes with other disorganised groups or security institutions (e.g. inter-communal actions that are spontaneous and disorganized are examples of this action). Rioters can only

perpetrate such an event, as protesters are by definition, non-violent. In the event that rioters target civilians, the event is coded as "Violence against civilians".

2.2.5   Violence against civilians

"Violence against civilians" is defined as deliberate violent acts perpetrated by an organized political group such as a rebel, militia or government force against unarmed non-combatants. These conflict events harm or kill civilians, and are the sole act in which civilians are an actor. There is no minimum number of victims needed to qualify as an ACLED event.

Although the victims can be combatants in a different context, during acts of violence against civilians, they are UNARMED and NOT ABLE to defend themselves or engage in violence. "Violence against civilians" also includes inflicting significant harm (e.g. bombing, shooting, torture, rape, mutilation etc) or accosting victims (e.g. kidnapping and disappearances). It does not include incidents in which people are not physically harmed (e.g. looting or burning, destruction of sacred spaces, and forced displacement.) These events are covered in ACLED by the event 'non-violent activity by a conflict actor'.

2.2.6   Non-violent transfer of territory

This code applies when a group transfers or acquires control of a location without violence. Rebels establishing control of a location without any resistance is an example of this event.

2.2.7   Remote violence

Remote violence notes that the main characteristic of the event is that one group is spatially removed, yet determines the time, place and victims of the attack. Remote violence therefore refers to events in which the tool for engaging in conflict did not require the physical presense of the perpetrator. These include bombings, IED attacks, drone activity, mortar and missile attacks, etc. Remote violence can be waged on both armed agents (e.g. an active rebel group; a military garrison) or on civilians (e.g. a roadside bombing).

In either case, the following codes apply:

1. "Remote Violence" is the event type

2. Note the name of the perpetrating actor (if provided) in the Actor 1 column. If no name is given, record "Unidentified Armed Group (Country)" in this area. Give the interaction code typically used for the violent agent you have recorded in Actor 1 column.

3. For Actor 2, record the name or actor category that the report claims are the victims. This can be military, rebels, militias, communal agents, civilians, rioters, protesters, etc. Use the correct interaction term for the second actor, as standard.

2.3 *Important Notes Regarding Event Type Codes*

One or more events can occur in the same location on the same day. If two similar events between the same actors in the same locations are reported, they may be noted as a single event. If another event type occurs, it is coded separately. For example: (1) a rebel group may fight with a government in a town and win control. The government may then engage in acts of violence against civilians outside of the battle with rebels. In this case, two events have occurred; (2) in a large city on the same day, there may be a riot and violence against civilians committed by an armed group.

In most cases, an event requires at two actors, noted in columns "Actor 1" and "Actor 2". However, event types "Headquarters or base established" "Non-violent activity by a conflict actor", "Riots/Protests" and "Non-violent-transfer of territory" can be single actor events. More than two actors can also be coded, as the additional groups (besides the main agents noted in "Actor 1" and "Actor 2" columns can be coded in the "Ally Actor" columns for both main agents.

When civilians are one of the two actors in an interaction, the event is coded as "Violence against civilians." If civilians engage in organized violence, they are not operating as unarmed civilians. If a group is clearly organized but unidentified or unnamed, it is classified as an 'unidentified armed group'.

3 Event Geography

There are five different types of location information recorded in each ACLED event: (1) the name of the specific location of an event, as noted by the report; (2) the geographic coordinates of that specific location; (3) the name of the first, second and third level administrative zones that the specific location is found in according to GIS based assignments and updated administrative codes; (4) the state in which the event occurred; and (5) a spatial precision code.

The most specific location for an event is sought for each ACLED code, and several sources may be used to triangulate better location information.

3.1 Location Information

Coordinates for locations are generally found using NGA Geonames and other locational gazetteers, including Google maps. Coders can use a range of additional sources including online gazetteers such as www.geonames.org and www.fallingrain.com. The fallingrain website collects coordinates of villages, towns, cities, and airports alphabetically by country. It also notes alternate spellings and names.

Administrative units (1, 2 and 3 where available) are from the GADM shapefile and available from www.gadm.org. The state, the first administration unit, the second and the third are incorporated into each country sheet, having been standardized from the GADM file. Some countries do not provide administration information below the first or second level. Version 5 of the dataset used GADM version 2, updated in 2012. In select cases, updated UN shapefiles for countries (e.g. South Sudan, Kenya etc) are used to correct administration names and location placement. These are available from humanitarianresponse.info.

All ACLED data is checked in GIS and associated with additional location information before public release.

3.2 Spatial precision codes

If the source notes a particular town, and coordinates are available for that town, the highest precision level (1) is recorded. If activity occurs in the direct outskirts of a

town or city, this same precision code is employed. If the source material notes that activity took place in a small part of a region, and notes a general area, a town with georeferenced coordinates to represent that area is chosen and the geoprecision code will note '2' for 'part of region'. If a larger region is mentioned, a provincial capital is chosen to represent the region and noted with precision level '3'. With few exceptions, the provincial capital should be selected to represent the larger regions. Deviation from this rule occurs if there is evidence that the activity happened in another area. No ACLED event is associated with the 'state' as the smallest location unit available, and the town level of geo-referencing is the default setting for geo-precision.

4   Event Time

Four forms of temporal information are found in each ACLED code: (1) the day of each event; (2) the month; (3) the year and (4) the temporal precision. Source material note a specific day, month and year and these dates are a necessary component of each ACLED event. ACLED events are atomic in that events are coded by day. Hence, if a military campaign in an area starts on March 1st, 1999 and lasts until March 5th, 1999 with violent activity reported on each day, this is coded as five different events in ACLED with a different date for each entry. This allows ACLED to capture the exact number of active days. In contrast, events which source material note occurred in the space of three months are only coded for the days in which reported activity took place (not as 90+ days). This avoids over counting event occurrence.

4.1   Time precision

If sources include an actual date, '1' is chosen as the precision level. If sources note a week, '2' is noted in the precision field and the first date of that week is used as the reference date. If sources note only that an activity took place within a particular month, without reference to the particular date, the month mid-point is chosen unless the beginning or end of month is noted (in which case, the first and last date are used, respectively) and '3' as the precision level. ACLED does not include events with less temporal information.

5   Interactions and Interaction Codes

Interaction codes are design to relay two critical aspects of actors and their dynamics: they contain information about the type of group in the singular codes ("Inter 1" or "Inter 2"), and about the interaction between types of groups in the duel interaction codes "Interaction". Group type is based on the goals and organization forms, and offers a useful distinction between government agents. Variations include state forces, such military and police; rebels, who seek the replacement of the central government, or the establishment of a new state; political militias are armed agents supported by political elites of various types, seeking to influence political processes but not change the government (e.g. elections, predation and protection rackets); and communal militias, which are groups engaged in local political competition, often traditionally based contests between ethnic, community or local religious groups.

In choosing to categorize actors in this way, ACLED does not use 'insurgents' or 'terrorists' as types of agents. Many non-state violent organizations may use insurgency tactics or commit acts against civilians with intended high fatality levels as part of their violent repertoire. Instead, ACLED considers the goal and organization are the basis for classification. Certain types of violent agents may appear to fall outside of this categorization, but ACLED has designed these classifications to fit the universe of agents operating in conflict. For example, militant religious organizations can have various goals, including overtaking the state (e.g. Taliban); influencing political processes and supporting regional political elites; and engaging in communal contests over access to religious sites etc. The interaction code should be based on the group's larger goal, its spatial dimension and relationships to communities.

Interaction codes note the 'types' of actors who interact, without reference to the type of event or the individual actor name. Single actor type codes are recorded in "Inter1" column, with the compounded number recorded in the Interaction column (e.g. an non-violent rebel event will have a "2" in the "Inter 1" column and a "20" in the "Interaction" column. Only the main actor for Actor1 and Actor2 are the basis for the interaction codes.

All actors fall into 1 of 8 categories:

Government or mutinous force = 1

Rebel force =2

Political militia= 3

Ethnic militia = 4

Rioters= 5

Protesters = 6

Civilians = 7

Outside/external force (e.g. UN) =8

These single numbers represent the actors noted in "Actor 1" and "Actor 2" columns, and are placed in "Inter 1" and "Inter 2" respectively. "Inter 1" and "Inter 2" are the basis of the "Interactions" column. Interaction numbers are always the smallest possible number (for example, 37 instead of 73), regardless of the order of "Actor 1" and "Actor 2". For single actor events, the empty second actor category is coded as "0".

Interaction codes include:

10- SOLE MILITARY ACTION

11- MILITARY VERSUS MILITARY

12- MILITARY VERSUS REBELS

13- MILITARY VERSUS POLITICAL MILITIA

14- MILITARY VERSUS COMMUNAL MILITIA

15- MILITARY VERSUS RIOTERS

16- MILITARY VERSUS PROTESTERS

17- MILITARY VERSUS CIVILIANS

18- MILITARY VERSUS OTHER

20- SOLE REBEL ACTION (e.g. base establishment)

22- REBELS VERSUS REBELS

23- REBELS VERSUS POLITICAL MILIITA

24- REBELS VERSUS COMMUNAL MILITIA

25- REBELS VERSUS RIOTERS

26- REBELS VERSUS PROTESTERS

27- REBELS VERSUS CIVILIANS

28- REBELS VERSUS OTHERS

30- SOLE POLITICAL MILITIA ACTION

33- POLITICAL MILITIA VERSUS POLITICAL MILITIA

34- POLITICAL MILITIA VERSUS COMMUNAL MILITIA

35- POLITICAL MILITIA VERSUS RIOTERS

36- POLITICAL MILITIA VERSUS PROTESTERS

37- POLITICAL MILITIA VERSUS CIVILIANS

38- POLITICAL MILITIA VERSUS OTHERS

40- SOLE COMMUNAL MILITIA ACTION

44- COMMUNAL MILITIA VERSUS COMMUNAL MILITIA

45- COMMUNAL MILITIA VERSUS RIOTERS

46- COMMUNAL MILITIA VERSUS PROTESTERS

47- COMMUNAL MILITIA VERSUS CIVILIANS

48- COMMUNAL MILITIA VERSUS OTHER

50- SOLE RIOTER ACTION

55- RIOTERS VERSUS RIOTERS

56- RIOTERS VERSUS PROTESTERS

57- RIOTERS VERSUS CIVILIANS

58- RIOTERS VERSUS OTHERS

60- SOLE PROTESTER ACTION

66- PROTESTERS VERSUS PROTESTERS

67- PROTESTERS VERSUS CIVILIANS

68- PROTESTERS VERSUS OTHER

78- OTHER ACTOR VERSUS CIVILIANS

80- SOLE OTHER ACTION

Further notes on interactions

(a) Civilians cannot attacks other civilians or engage in violence

(b) An ethnic militia is associated with a direct ethnic community and no other identifier. For example, the Turkana, Pokot, or many Somali militias are described as armed units for ethnic group contest and protection. These are referred to as 'communal' in the interaction column.

(c) Local and ethnically bounded groups are considered distinct from militia groups that operate as armed and violent wings of government, opposition groups, the forces of political elites or a religious organization. These political militia groups may be associated with defined ethnic, regional or other identity communities, but they also operate outside of ethnic homelands and for goals other than the promotion of ethnic interests. The Mungiki of Kenya, War Veterans Group in Zimbabwe, Boko Haram of Nigeria, and Mayi-Mayi of DR-Congo are examples of these groups.

6 Notes

The notes column records any additional important details. Notes are often cut from source material to supplement the ACLED coded information.

7 Fatalities

ACLED only codes estimated casualties when reported by source materials. It cannot verify the numbers reported from sources and does not use fatalities as the basis for event inclusion. Very often, no fatality information is available for events from sources and such reported fatality totals are often erroneous, as the numbers tend to be biased upward.

If reported in a source or several sources, the number (or estimated number if several sources report various totals) is found in the fatalities column. If source reports differ or a vague estimate is provided, the lowest number of fatalities is reported. However, if reports mention several, many, or plural 'civilians' and 'unknown' and no other reference, '10' is recorded as the total. If a report mentions dozens, this is recorded as '12'. If a report mentions hundreds, this is recorded as '100'. If a note mentions 'massacres', a default number of 100 fatalities is recorded.

If summarized fatalities are reported, but events occur across several days or in multiple locations simultaneously, the total number is divided and that fraction is recorded for each day of the event (if over 1). If an odd number, the proportion of fatalities is divided by assigning the first day the additional fatality and distributed as evenly as possible.

No information for number of harmed people is recorded in any other space besides the notes column, if available.

8   Sources for Information

ACLED sources material in three ways: (1) information from local, regional, national and continental media is reviewed daily; (2) NGO reports are used to supplement media reporting in hard to access cases; (3) Africa-focused news reports and analyses are integrated to supplement daily media reporting. The result is the most comprehensive and wide-reaching source material presently used in disaggregated conflict event coding. Every ACLED event is composed from at least one source. The name, acronym, and/or website are noted in the source column. The publication details are sufficient that a data user can find the original source with ease.

If more than two sources are used, the most thorough report is cited or both are noted in the source column.

9   Relationships to Other Datasets

The conflicts coded in ACLED are generally compatible with other conflict data collections. ACLED information may be joined with many, if not all, other conflict datasets by country, year, actor or specific locality. Please see Raleigh, Linke & Dowd

2012 for a review of compared event data. ACLED data can be associated with the PRIO grid by downloading that association file under "Data" on the ACLED website.

ACLED contains information about extra-systemic armed conflict, internal armed conflict, and internationalized armed conflict. Generally, ACLED disaggregates civil wars into their constituent events. However, the threshold for inclusion as an ACLED event is lower than most 'civil war' datasets. As a result, ACLED records some events that are not recorded in other datasets.

Column Name	Content
GWNO	A numeric code for each individual country
EVENT_ID_CNTY	An individual identifier by number and country acronym
EVENT_ID_NO_CNTY	An individual numeric identifier
EVENT_DATE	The day, month and year on which an event took place
YEAR	The year in which an event took place
TIME_PRECISION	A numeric code indicating the level of certainty of the date coded for the event
EVENT_TYPE	The type of conflict event
ACTOR1	The named actor involved in the event
ALLY_ACTOR_1	The named actor allied with or identifying ACTOR1
INTER1	A numeric code indicating the type of ACTOR1
ACTOR2	The named actor involved in the event
ALLY_ACTOR_2	The named actor allied with or identifying ACTOR2
INTER2	A numeric code indicating the type of ACTOR2
INTERACTION	A numeric code indicating the interaction between types of ACTOR1 and ACTOR2
COUNTRY	The country in which the event took place
ADMIN1	The largest sub-national administrative region in which the event took place
ADMIN2	The second largest sub-national administrative region in which the event took place
ADMIN3	The third largest sub-national administrative region in which the event took place
LOCATION	The location in which the event took place
LATITUDE	The latitude of the location

LONGITUDE	The longitude of the location
GEO_PRECIS	A numeric code indicating the level of certainty of the location coded for the event
SOURCE	The source of the event report
NOTES	A short description of the event
FATALITIES	The number of reported fatalities which occurred during the event