Armed Conflict Location and Event Dataset (ACLED) Codebook

Version 1-2006

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Important notes:
1) This codebook describes a publicly available beta version of ACLED.
2) This codebook concerns a) data entry in the ACLED web portal and b) understanding the output from the ACLED web database. The data collection process, including information on where and how the data for ACLED events is collected and organized is described in the "Creating a Conflict Manuscript" document by Clionadh Raleigh available on the ACLED website.
3) Coders or persons interested in looking at or accessing ACLED information can logon with name:testuser and password:test.
http://www.prio.no:8080/AcledCoding
4) In order to code in the ACLED portal, the Firefox internet browser is recommended.

1 Introduction and Brief Description

The ACLED dataset codes exact locations, dates, and additional characteristics of individual battle events in states affected with civil war. There is a specific focus on:

- Tracking rebel activity.
- Locating rebel group bases, headquarters, strongholds and presence.
- Distinguishing between territorial transfers of military control from governments to rebel groups and vice versa.

The conflicts coded for in the dataset are in general compatible with the UCDP/PRIO armed conflicts, but the ACLED dataset also records one-sided violence on civilians by both government or rebel actors and conflicts between rebel groups.

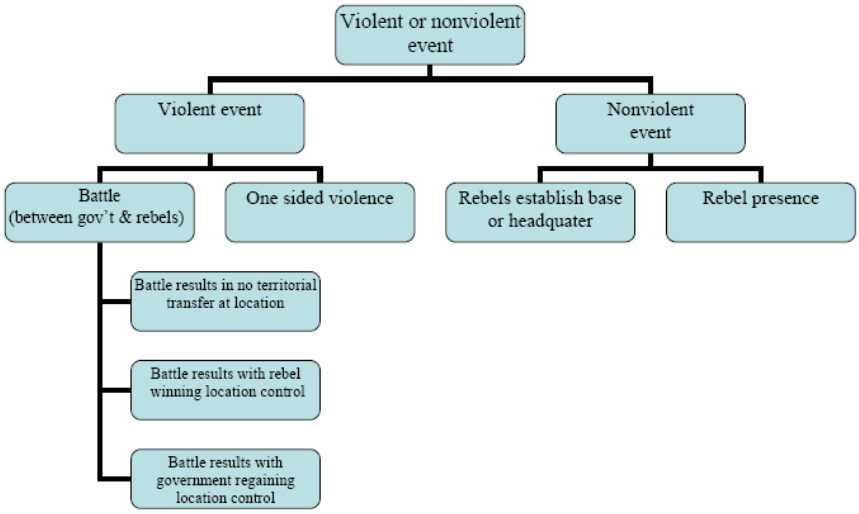
2 Definitions

The ACLED dataset disaggregates UCDP/PRIO Armed Conflict dataset into its constituent events. All ACLED events fall in under conflicts recorded in the UCDP/PRIO dataset. However, since the threshold for inclusion in an events dataset is lower than that for the conflict dataset, ACLED occasionally code information for actors that are not in the UCDP/PRIO dataset, and include information before and after these conflicts are coded as being active in the UCDP/PRIO dataset. Such deviations are recorded in the database and include such instances as rebel-rebel fighting and previously unrecorded smaller rebel groups (see section 2.2.2). The ACLED data differs from the UCDP/PRIO definition of armed conflict in one significant way: Information on zctors is coded independently of the fixed government/rebel dyad combinations they have in the UCDP/PRIO dataset; and each warring party is recorded as an independent actor with changing roles per event.

2.1 Definition of Armed Conflict Events

The fundamental unit of observation in ACLED is an individual *event* within an UCDP/PRIO armed conflict (see section 2.2). ACLED's definition of what constitutes an event, and the types of events recorded is determined by a four stage chain of decisions (see Figure 1).

Figure 1: ACLED Event Decision Chain



The first step is to determine whether the event is violent or non violent. Any battle or killings of civilians are decidedly violent events. Events where rebels set up a base or a headquarter or are recruiting within a particular area are nonviolent.

The second step is to determine what type of violent or nonviolent event took place. This is closely related to the decision made in step one. Under violent episodes, choices include battles or one-sided violence. For nonviolent events, ACLED coders select from base/headquarter establishment or rebel presence.

The rebel presence category records all actions where rebels were present in an area, not engaged in fighting a battle nor setting up bases, and not harming civilians. Such actions include recruitment, rallies, areas partially controlled by rebel groups at night etc.[1]

The third step is to determine who participated in these events. A battle may have taken place between a government military unit and a rebel group(s) or two (or more) rebel groups or factions.

In most cases, two or more actors are clearly involved in the violent event. Battles between rebels and governments or multiple rebel groups are multi-actor actions.

[1] The final event type involves a territorial transfer to the rebels at an unknown date. This event type is solely to balance out rebel-government territorial holdings- see page 18-19 for more information.

In cases of one sided violence, either a rebel group or a government military unit harmed unarmed civilians. One actor is associated with these events. In non-violent cases, a rebel group's presence or the establishment of bases or headquarter is also a one actor event.

The fourth step is to determine the consequences of the events. In violent events such as battles between a rebel group and a government, ACLED recognizes three distinct consequences related to the location in which the action occurs:

1. *Status Quo*- the battle results in no transfer of territory to either party;
2. *Rebel Gain*- the battle results in the transfer of territorial control for that location into rebel hands. By default, all territory is assumed to be under government control until control is transferred to other actors,
3. *Rebel Loss*- the battle results in the government regaining previously lost territory.

In the course of the civil war, areas may change hands multiple times. Depending on the eventual outcome of the war, rebel losses and rebel gains must match. If the rebel gains control of the government, then all rebel acquisitions may stay in rebel hands; however, if the rebel loses to the government, all territory must be returned to government control at recorded points in the data. In other violent events, such as violence against civilians, ACLED coders note "one-sided violence".

2.1.1 Conflict-specific additions

For some countries, additional event types and attributes may be coded. The structure of the ACLED database allows such extensions, even when they are coded only for one conflict or for one country. For example, information on intensity is under coding for the Angolan conflict. Moreover, a future coder may also wish to record the location of famine-afflicted areas. In that case, a separate event type "famine occurrence" can be added to an individual coder profile. In other cases, coders may want to record peacekeeping activities or ceasefire agreements. For each event type, extension events must be associated with a date and location for it to be applicable to ACLED.

Events occur between designated actors – a rebel group, a rebel group faction, or a government[2] – and are coded to occur at a specific point location (name, coordinates,

etc) and on a specific day. Efforts must be taken to ensure that the most specific location and time possible are coded.

2.2 Definition of UCDP/PRIO Armed Conflict

Events within ACLED occur within UCDP/PRIO designated conflicts, and use the same conflict ID number. The UCDP/PRIO dataset only includes conflict in periods where they reach at least 25 battle-related deaths per year and only include that incur a minimum number of battle-related deaths. Since the threshold for inclusion as an ACLED event is lower, ACLED occasionally record events that do not fall within the dates or the set of actors recorded in the UCDP/PRIO dataset.

2.2.1 Armed Conflict

(From the UCDP/PRIO Codebook Version 3-2005 pp.3-4)

The Armed Conflict Data Project at the Department of Peace and Conflict Research at the University of Uppsala is based on the following definition:

UCDP defines conflict as: "a contested incompatibility that concerns government and/or territory where the use of armed force between two parties, of which at least one is the government of a state, results in at least 25 battle-related deaths."

The separate elements of the definition are operationalized as follows:

(1) *Use of armed force:* use of arms in order to promote the parties' general position in the conflict, 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 and per dyad (see 3.3) in an incompatibility.
  (3.1) *Party:* A government of a state or any opposition organization or alliance of organizations. UCDP distinguishes between primary and secondary parties. Primary parties are those that form an incompatibility by stating incompatible positions (see 5). At least one of the primary parties is the government of a state. Secondary parties are states that enter a conflict with troops to actively support one of the primary parties. The secondary party must share the position of the primary party it is supporting in the incompatibility.
  (3.2) *Government:* The party controlling the capital of a state.
  (3.3) *Opposition organization:* Any non-governmental group of people having announced a name for their group and using armed force to influence the outcome of the stated incompatibility (see section 5). The UCDP only deals with formally organized opposition. The focus is on armed conflict involving consciously conducted and planned political campaigns rather than spontaneous violence.
  (3.4) *Dyad*: A dyad consists of two conflicting primary parties. At least one of the primary parties must be the government of a state. In interstate

conflicts, both primary parties are state governments. In intrastate and extrasystemic conflicts, the non-governmental primary party includes one or more opposition organization(s). A conflict can include more than one dyad. If e.g. a government is opposed by three rebel groups over the same incompatibility, the conflict is made up of three dyads. Note that secondary parties (i.e. intervening states supplying troops to one of the primary parties) do not lead to the formation of additional dyads.

(4) *State:* A state is an internationally recognised sovereign government controlling a specific territory *or* an internationally unrecognised government controlling a specified territory whose sovereignty is not disputed by another internationally recognized sovereign government previously controlling the same territory.

(5) *Incompatibility concerning government or territory:* The incompatibility, as stated by the parties, must concern government or territory.

(5.1) *Incompatibility:* The stated general incompatible positions.

(5.2) *Incompatibility concerning government:* Incompatibility concerning type of political system, the replacement of the central government, or the change of its composition.

(5.3) *Incompatibility concerning territory:* Incompatibility concerning the status of a territory, e.g. the change of the state in control of a certain territory (interstate conflict), secession or autonomy (internal conflict).

2.2.2 Differences between ACLED and UCDP/PRIO:

The UCDP/PRIO data cover interstate armed conflict (conflict between two or more states), extrasystemic armed conflict (a conflict between a state and a non-state actor outside the state's territory), internal armed conflict (civil wars), and internationalized internal armed conflict (a conflict between a government of a state and internal opposition groups with intervention from other states). This version of ACLED contains information about extrasystemic armed conflict, internal armed conflict, and internationalized armed conflict.

Importantly, the UCDP/PRIO data notes that an incompatibility must "concern government and/or territory where the use of armed force between two parties, of which at least one is the government of a state", and although each event in ACLED takes place within a larger government-rebel conflict, not every event will include the government as a combatant.

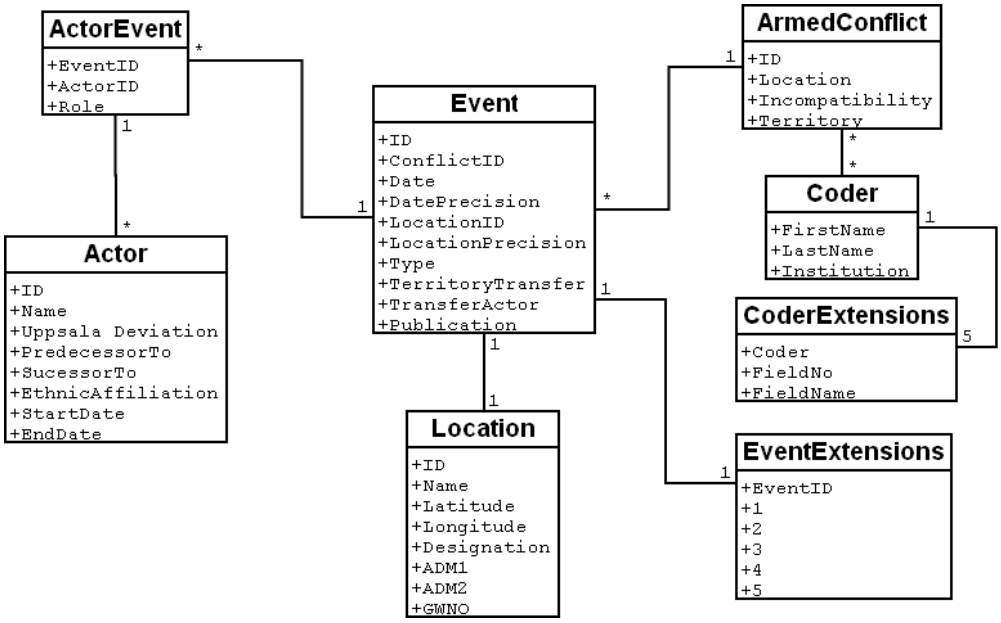
Similarly, while the years that are coded start out on the basis of the active conflict years in the UCDP/PRIO dataset, there will be instances where ACLED events are coded before or after these years because events that are relevant to the conflict occur even if the threshold for inclusion in the UCDP/PRIO dataset is not reached.

UCDP/PRIO code conflicts worldwide and group them into five geographical categories- Europe, Asia, Middle East, Africa and Americas. This beta version of ACLED covers eight countries in central and western Africa. Whereas "location" in UCDP/PRIO (mainly) refers to the country of the governmental party, location in ACLED refers to the specific coordinate location of an event.

3 Data Structure

The ACLED data is stored in a relational database accessible through the ACLED web portal. The main tables are 'ArmedConflict', 'Event', 'Actor' and 'Location'. There are also other support tables in the database which are not mentioned here.

Figure 2: Data Structure



The 'ArmedConflict' table is based on the conflicts coded by Uppsala in accordance with their definition of conflict (see 2.2.1). ACLED is expanding the information space by giving detailed information on the dynamics of conflict, which later can support more fine grained definitions of what constitutes a conflict. The main improvement is that ACLED records the shifting roles and positions of each actor, instead of fixed government/rebel dyads. This is due to the many-to-many relationship between events and actors and the roles assigned to that relation.

The 'Actor' table records start and end dates for actors and how they are interrelated using a successor/predecessor designation.

The 'Event' table (many events per conflict) records the activity, duration, and interactions between actors and have a one to one relationship to a location.

The location table includes georeferenced coordinates and geographical characteristics of each location. ACLED has an internal gazetteer that is derived from a larger gazetteer project available for viewing and downloads at:
http://earth-info.nga.mil/gns/html/index.html

Each location is associated with a feature designation, which indicates the type of location it is. For a complete list of feature designations, visit the website:
http://gnswww.nga.mil/geonames/Desig_Code/Desig_Code_Search.jsp

The two tables 'CoderExtensions' and 'EventExtensions' facilitate adding variables specific to each coder. The first table stores Meta information about the extensions and the second stores the data coded for the events in the basic event table.

Each coder will be stored in the database with name, institution, email, logon, and password. Coders will be able to access only those conflicts directly assigned by ACLED administrators (stored through a relationship not shown in the figure 2).

4 Coding Forms

Individual coders are required to register personal information including name, email and institution, within the ACLED dataset (see Figure 3). Each coder will have access to edit only those conflicts associated with their individual coder profile (see Figure 4).

Figure 3 Login Form

4.1 Armed Conflict Form

After the coder has logged in, the first screen to appear contains the conflicts accessible to that coder (see Figure 4). Conflicts are associated with an UCDP/PRIO conflict ID, the type of incompatibility, the contested territory, and all the actors associated with the conflict. Actors are designated by UCDP/PRIO as either being Side A- (the government of the country and the government allies) or Side B- (all rebels groups and factions, including active international rebel supporters)[3]. The top part of this form is not altered by the coder, but set up by ACLED administrators, who upon coder request can add conflicts.

When first beginning, a coder will find that the area designated "your coded actors" will be empty. Coders have the choice to either code "New Actor" or "Add Coded". To add an actor that is already coded for another conflict- for example a cross border rebel group or a supportive regime in engaged in a separate conflict, click on "Add Coded" which will bring you to a list of your previously coded actors for all conflicts assigned to you. To add a new actor, click on "New Actor" (see figure 5).

Coders will begin all coding by choosing to either add or edit actors or to 'Code Conflict Events' which link to the conflict event coding (see Figure 8).

On top of this form coders can find the "Create Report" functionality. (See Chapter 5)

[3] Note that we do not separate actors into primary and secondary parties, like it is done in the UCDP/PRIO dataset version 4-2006.

Figure 4 Armed Conflict Form

4.2 Actor Forms

All rebel groups, and all their active factions, are actors in ACLED. In addition, different regimes of state government are separate actors. However, not all successive governments are actors. Only those governments which have a substantially different leadership profile from the previous government should be designated as separate actors. ACLED's definition of a regime/government party follows that clearly noted in Uppsala's definition of a 'government party' (see page 6). Hence, separate governments within the same state should be designated as new actors if the change of government was a violent or intensely difficult one. For example, leadership passing from a dictator to a hand picked successor will not constitute a major change in government, but a rebel leader acquiring power is a different regime to the overthrown, previous ruling power. There should not be more than one government actor active at one time.

To initially code an actor for a conflict, one can choose actors from the comprehensive UCDP/PRIO/Gleditsch list. If the actor does not appear in this list, it is

possible to skip choosing an actor and add a new actor according to coder needs. This is then considered an 'Uppsala Deviation' in ACLED.

Figure 5 Adding Actors

From the pull-down menu "Get Uppsala Actor", all actors noted by the UCDP/PRIO dataset to be part of the designated conflict will be available. If an actor is not recorded here, skip this pull down menu and proceed to filling in the name etc of the new actor. Coders will designate the different governments' active in the conflict in this manner. For example, in the Ethiopian conflict with Eritrean guerrillas, the separate governments of Haile Selassie and Mengistu must be added. Once an actor is chosen, the coder can add descriptive information regarding active periods, ethnic affiliation (if any), home territory, whether this actor is the descendant of another actor (e.g., a government that was previously a rebel group).

4.2.1 Predecessor

The predecessor is the actor (name/acronym) this actor was previously known as. For example, the UPDM (Uganda People's Democratic Movement) rebel group in Uganda

was primarily made up of the previous government's military; therefore in the "predecessor " field of the rebel group, the Obete government/military designation is chosen.

4.2.2 Succession Group

The succession group is the actor (if any) this actor evolved into. For example, the Tigray People's Liberation Front of Ethiopia (TPLF) became the Ethiopian People's Democratic Revolutionary Movement (EPDRM) when it allied with other groups to finally topple the Meginstu regime and established a new government in Addis Ababa.

4.2.3 Startdate

This field records the date of the first event in which this actor was involved, unless there is evidence that the group formed well before any events took place. These dates can be general, due to the possibility of a predecessor or early group formations. Dates are recorded as year-month-day, separated by dashes.

4.2.4 Enddate

This field records the last day of activity for the group in question. For governments, it should be the last official day holding office, for rebel groups it should be the last day of recorded activity, regardless of ceasefire or related information. Dates are recorded as year-month-day, separated by dashes.

4.2.5 Ethnic Affiliation

If the actor is associated with one ethnic group more than any other, or if ethnic identity is an important component of group mobilization, note the ethnicity here. For example, the exFAR/interahaweme militias are extremist Hutus, so this should be noted here.

4.2.6 Notes

Coders may record any information of interest regarding this actor in the notes field.

4.2.7 Editing Actors

If coders want to edit the coded actor information or delete an actor (from the database or from the conflict) they can click on the actor name in the conflict form, (See Figure 7) and get the "Edit Actor form". (See Figure 6)

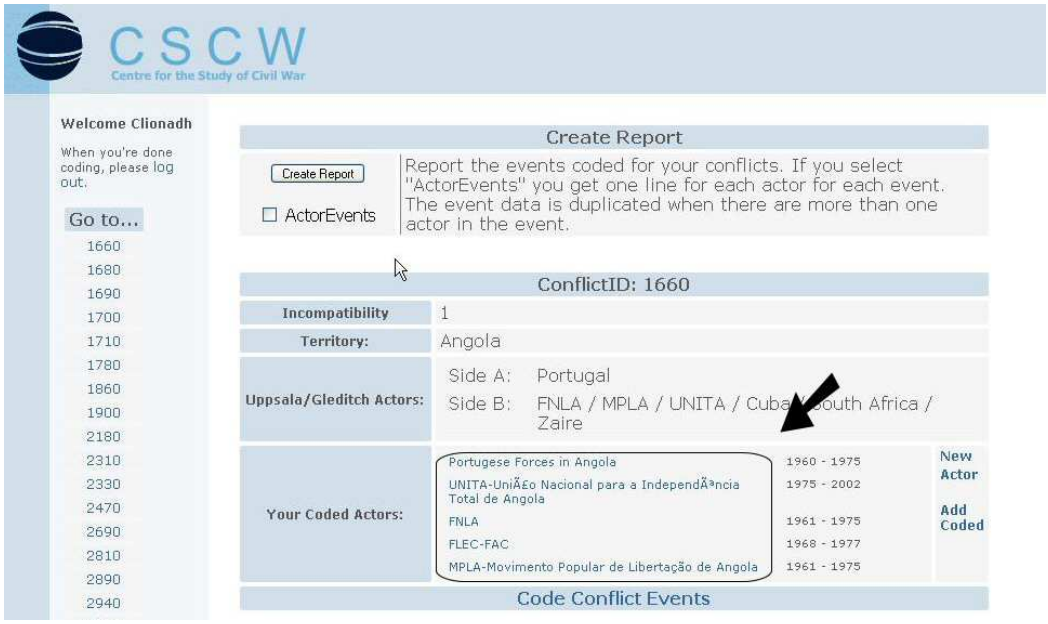
Figure 6 Editing Actors

4.2.7.1 Save Actor/Delete Actor

These buttons allow the coder to save or delete additions or edits to the actor form (see figure 7). All coded actors will appear in the 'your coded actors' field of the conflict form.

Any necessary edits to be made to actor information from this page will return the coder to the 'Armed Conflict' form. Once actors are chosen, the coder can move onto "Code Conflict Events".

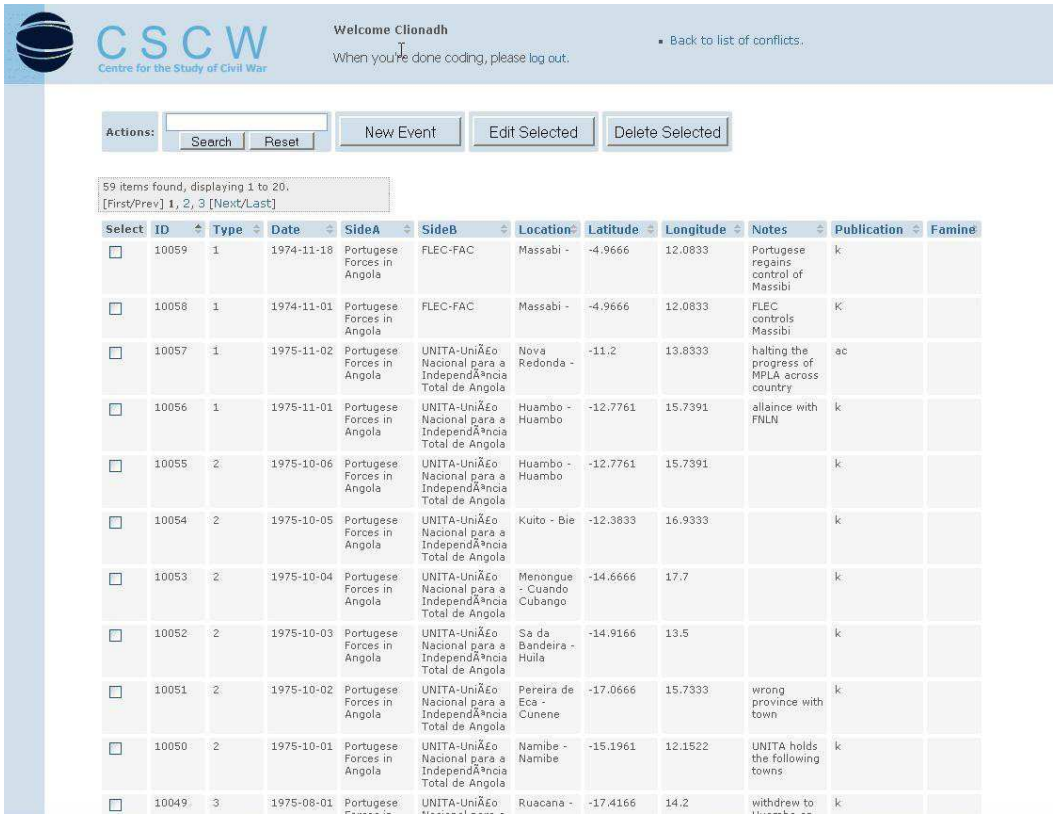
Figure 7 Coded Actors



4.3 Event Forms

From the coded events form coded events can be searched, browsed, sorted, selected and deleted. (see Figure 8). All events for the current conflict will appear on this page. The search action narrows down the list of events. To start with all events for a new search push the reset button underneath the search field.

Figure 8 Coded Events Form



Select	ID	Type	Date	SideA	SideB	Location	Latitude	Longitude	Notes	Publication	Famine
☐	10059	1	1974-11-18	Portugese Forces in Angola	FLEC-FAC	Massabi -	-4.9666	12.0833	Portugese regains control of Massibi	k	
☐	10058	1	1974-11-01	Portugese Forces in Angola	FLEC-FAC	Massabi -	-4.9666	12.0833	FLEC controls Massibi	K	
☐	10057	1	1975-11-02	Portugese Forces in Angola	UNITA-UniÃ£o Nacional para a IndependÃªncia Total de Angola	Nova Redonda -	-11.2	13.8333	halting the progress of MPLA across country	ac	
☐	10056	1	1975-11-01	Portugese Forces in Angola	UNITA-UniÃ£o Nacional para a IndependÃªncia Total de Angola	Huambo - Huambo	-12.7761	15.7391	allaince with FNLN	k	
☐	10055	2	1975-10-06	Portugese Forces in Angola	UNITA-UniÃ£o Nacional para a IndependÃªncia Total de Angola	Huambo - Huambo	-12.7761	15.7391		k	
☐	10054	2	1975-10-05	Portugese Forces in Angola	UNITA-UniÃ£o Nacional para a IndependÃªncia Total de Angola	Kuito - Bie	-12.3833	16.9333		k	
☐	10053	2	1975-10-04	Portugese Forces in Angola	UNITA-UniÃ£o Nacional para a IndependÃªncia Total de Angola	Menongue - Cuando Cubango	-14.6666	17.7		k	
☐	10052	2	1975-10-03	Portugese Forces in Angola	UNITA-UniÃ£o Nacional para a IndependÃªncia Total de Angola	Sa da Bandeira - Huila	-14.9166	13.5		k	
☐	10051	2	1975-10-02	Portugese Forces in Angola	UNITA-UniÃ£o Nacional para a IndependÃªncia Total de Angola	Pereira de Eca - Cunene	-17.0666	15.7333	wrong province with town	k	
☐	10050	2	1975-10-01	Portugese Forces in Angola	UNITA-UniÃ£o Nacional para a IndependÃªncia Total de Angola	Namibe - Namibe	-15.1961	12.1522	UNITA holds the following towns	k	
☐	10049	3	1975-08-01	Portugese	UNITA-UniÃ£o	Ruacana -	-17.4166	14.2	withdrew to	k	

To delete or edit an event, first click the event (s) on the select column, and proceed to edit or delete. To sort the events within this conflict, click on the column headings. To add a new event, a coder selects 'Add New' and is transported to the coding page (see Figure 9).

4.3.1 Adding Actors to Individual Events

To begin coding a conflict event, actors must be selected from the actor column. All actors the coder has added to the conflict will be displayed here, with their active dates also noted. All actors involved in an event should be chosen by checking the box beside

the actor name. At least one actor must be chosen. Actor role is then selected. In keeping with UCDP/PRIO conventions government actors, if involved, should be designated "Side A". In government-rebel events, rebel groups should be designated as "Side B". It is possible that multiple groups can be designated Side A or Side B. If the government or the rebel group is involved in an active alliance with a group that participated in this event, that additional group should be designated a role based on whom they are allied with. As previously noted, in rebel-rebel conflicts, the stronger rebel group should be designated Side A. In episodes of one sided violence, the perpetrator (either government or rebel group) should be designated Side A; civilian population, if included as an actor, should be Side B.

Figure 9 Coding Event Information

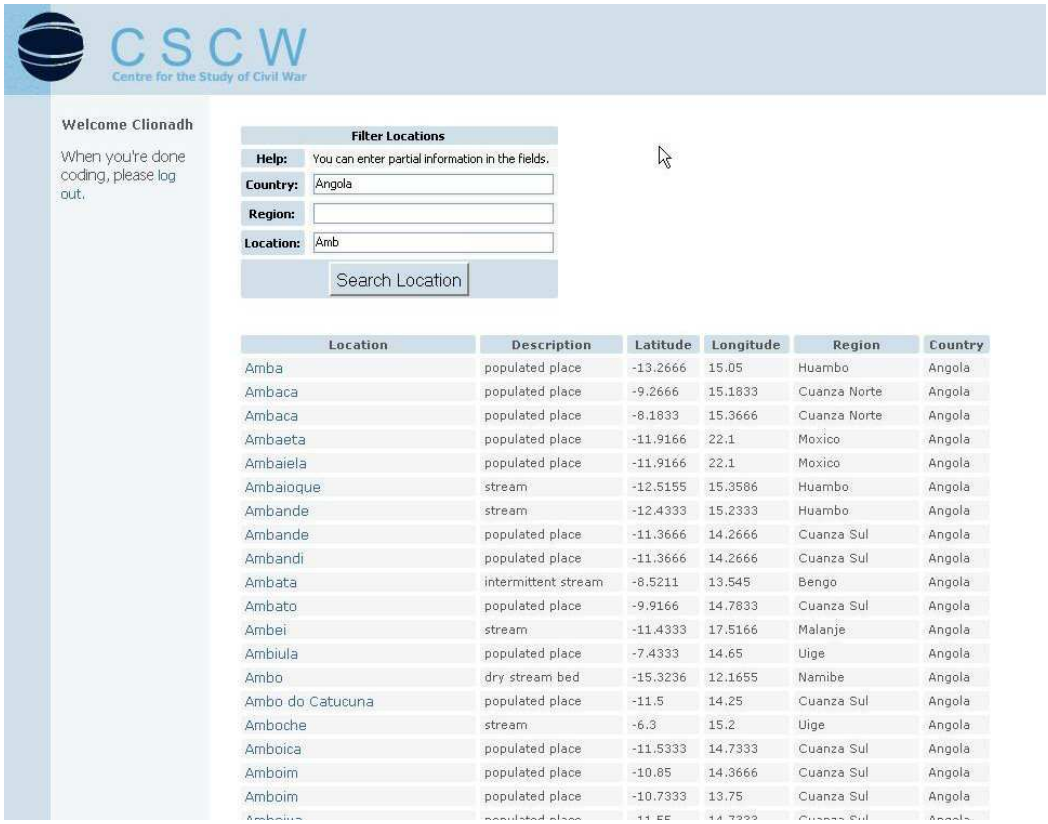
4.3.2 The Location of the Event:

To add a location, the coder must click 'select location' in the location box. All possible locations are already recorded in an ACLED Gazetteer. A new page will appear where the coder can search the ACLED gazetteers according to country, general region or the name of the village, town, or area (see Figure 10). A number of possible matches will

appear in a new window (see Figure 11). The more information is specified before, the smaller the range of options for a location will be.

Figure 10 Finding a Location

Figure 11 Choosing a Location



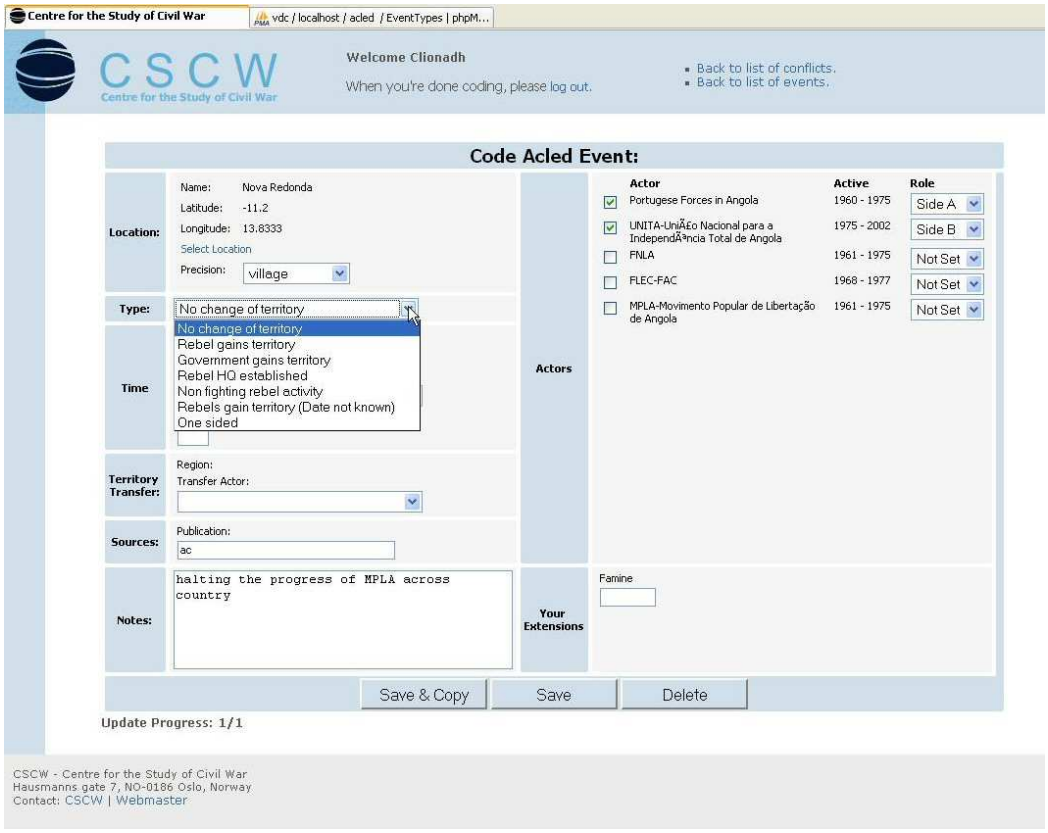
Location	Description	Latitude	Longitude	Region	Country
Amba	populated place	-13.2666	15.05	Huambo	Angola
Ambaca	populated place	-9.2666	15.1833	Cuanza Norte	Angola
Ambaca	populated place	-8.1833	15.3666	Cuanza Norte	Angola
Ambaeta	populated place	-11.9166	22.1	Moxico	Angola
Ambaiela	populated place	-11.9166	22.1	Moxico	Angola
Ambaioque	stream	-12.5155	15.3586	Huambo	Angola
Ambande	stream	-12.4333	15.2333	Huambo	Angola
Ambande	populated place	-11.3666	14.2666	Cuanza Sul	Angola
Ambandi	populated place	-11.3666	14.2666	Cuanza Sul	Angola
Ambata	intermittent stream	-8.5211	13.545	Bengo	Angola
Ambato	populated place	-9.9166	14.7833	Cuanza Sul	Angola
Ambei	stream	-11.4333	17.5166	Malanje	Angola
Ambiula	populated place	-7.4333	14.65	Uige	Angola
Ambo	dry stream bed	-15.3236	12.1655	Namibe	Angola
Ambo do Catucuna	populated place	-11.5	14.25	Cuanza Sul	Angola
Amboche	stream	-6.3	15.2	Uige	Angola
Amboica	populated place	-11.5333	14.7333	Cuanza Sul	Angola
Amboim	populated place	-10.85	14.3666	Cuanza Sul	Angola
Amboim	populated place	-10.7333	13.75	Cuanza Sul	Angola

A location is chosen by clicking on the location name. All associated information, including the coordinates, regions and country will be automatically recorded in the previous event page. Coders will automatically be returned to that page where they will need to designate a 'precision level'. This will be based on the source material. If the source notes a particular area, and coordinates are available for that area, then the highest precision level is chosen. If the source material notes that activity has taken place in a small part of a region, and notes the general area, coders must decide on a town with georeferenced coordinates to represent that area, and must note 'part of region' in the precision level drop down menu. If a larger region is mentioned, the provincial capital is chosen to represent the region and 'region' is chosen for the precision level. With few exceptions, coders should choose the provincial capital to represent the larger regions. Coders can deviate from this choice if there is an indication the activity happened in an area other than the provincial capital.

4.3.3 The Type of Event

Event type is the most critical designation in this larger form. It records the kind of event that occurred between actors.

Figure 12 Selecting an Event Type



As noted in section 2.1, event type is determined by a series of decisions related to action, actor, and consequence where a coder chooses whether the action was violent or nonviolent, which actors (s) were involved in the action, and what was the consequence of the action.

A drop down menu will note the following choices of event activity:

A battle resulting in no change of territory. This event describes a battle in which the literature notes no transfer of territory. By default, all territory belongs to and is controlled by the government. Unless specifically noted, all battles result in no territory transfer. If there is a battle in rebel controlled territory and it does not result in the government regaining the territory, this battle event type should be chosen. Note that although the term 'battle' is used here to describe different kinds of encounters/events involving the parties, e.g. 'the ceasefire is broken', it must necessarily be a *violent* event containing *at least two actors*.

A battle resulting in a transfer of territory to the rebel actor. This event is recorded when the literature notes that the rebel is in control of an area after a battle with the military. It only is for rebel holdings, since by default, all territory is controlled by the state.

A battle resulting in government forces recapturing rebel held territory. Unless the rebel wins the conflict, all territory should, at some point, be returned to the control of the state. Although a battle technically should occur, it is not completely necessary as the main point of this is that territory is returned to control over the governing side. Whether this event is coded at the day of a peace agreement or other dates noted in the literature, all rebel-held territory events must have a matching government regains territory event unless 1) the rebels win or 2) the conflict is still occurring. The date of government regaining territory must be after the date of rebels gaining territory if it is the same territory.

Another event type which is more of an associated footnote is *A territorial transfer to the rebels at an unknown date*. This event is necessary because not every territory transfer to rebels will be found in the literature. At some point, the literature may note that territory was won back by the governing forces but no record of it having been lost is recorded or found. At that point, this territorial transfer event will be noted as having had occurred at a previous date. This date will be somewhat arbitrary and should be noted as such in the notes form. These events must precede government regaining territory (when territorial control by military is restored). This event type is rarely chosen due to the lack of information.

A rebel base or headquarters established. This event is coded when the rebels take over a territory and establish a base or headquarters (with or without a battle). If a headquarters is established, note this in the notes field as headquarters are of more importance than bases.

Rebel activity that is not battle related/ Rebel presence. This event is necessary as the literature will note a lot of instances were rebels were active without military presence to counteract the rebels. However, unlike the event type one-sided violence, rebel presence notes that rebels may be active in a town- hiding, recruiting, organizing etc- without reference to violence between government and rebels, rebels and rebels, or rebels and civilians.

One Sided Violence. This event type records all activity where either rebel or government actors perpetrated violence upon unarmed people/civilians. Violence includes injury or killings, etc. This event designation is different from rebel presence as violence must be recorded in this instance.

4.3.4 The Date of the Event

The event date should be the most exact date possible from the literature source. Year, month and day should be recorded in that order, separated by dashes. If a date is chosen without exact knowledge, note this in the precision drop down menu. Similar to location precision levels, if sources note an actual date 'day' should be chosen from the drop down menu. If sources note a week, choose the first day of the week and note 'week' in precision drop down menu. If sources note an activity took place within a particular month, without reference to the general time of month, coders should choose the mid-point; if early month is noted, choose the beginning of the month, if late month is noted, choose the end of the month. For example- if the literature notes a battle in the beginning of the month, choose the 1st of that month; if middle-15th; if end, choose 30th. Note 'month' on the drop down precision level. It will not be helpful to estimate past month levels.

4.3.5 Territorial Transfer

At some point, the literature may note entire zones or parts of a country as being in rebel hands. To demonstrate this through the use of multiple 'rebel gains location' events can be arduous. Since each country is broken into administrative zones, a coder can note that an entire zone is a territorial transfer to a particular group. If the rebels are in control of many zones (e.g. all those that create the 'western' part of a country), a number of territory transfers can be made on the same day. Even though a number of held positions may be present within the zones, this function of territory transfer gives a map viewer a better impression of rebel holdings.

Transfer Actor. This notes the actor (rebel or government) that has gained or regained entire regional areas.

4.3.6 Publication

Publication notes the name, acronym or letter of the primary information source. One is necessary, but more are fine. The level of detail is not specified since it is also noted in

the text documents of each country's conflicts (see creating manuscripts). If the coder has not created an extensively detailed conflict manuscript, the details on the publication must be sufficiently complete so that a data user can find the reference with ease.

4.3.7 Notes

Any important notes can be included at this point.

4.3.8 Extensions to Event Type

Coders may want to code a type of event not typically recorded for within ACLED. Extensions, such as noting the number of casualties, or recording peacekeeping, foreign armies, or NGO activities, can be recorded by developing a new event type. This will be done on an individual basis and is setup through ACLED administrators. Please email clionadh@prio.no or joachim@prio.no for more information.

5 Conflict Reports

Conflict reports can be downloaded directly from the ACLED dataset by clicking 'create report'. A conflict report will give details for every conflict on your user screen. In ACLED's guest coder version, the conflict report has all available data separated by conflict ID number. Alternatively, an actor-based conflict report can be generated by clicking on the "ActorEvents". An ActorEvent conflict report will present all events by individual actors, hence repeating individual events for both Side A and Side B etc. By default, all reports are in Excel CSV format To use these data in a GIS interface, the excel sheet will need to be converted to a .dbf.

Below are links to websites providing an overview of GIS, information about importing data and map making.

1. http://ltgis.launchpad.onenw.org/technology/gis-data
2. http://www.colorado.edu/geography/gcraft/notes/intro/intro_f.html
3. http://gislounge.com/ll/basics.shtml
4. http://www.gis.com/
5. http://www.gisdevelopment.net/tutorials/
6. http://www.colorado.edu/geography/gcraft/notes/datacon/datacon_f.html
7. http://www.colorado.edu/geography/gcraft/notes/mapproj/mapproj.html
8. http://www.colorado.edu/geography/babs/geog_4103_f06/