

## MID 2.1 escalatory event data project

### Overview

This codebook describes the MID 2.1EE dataset. MID 2.1EE is a single file dataset, which gives minimal information about escalatory events within MIDs between 1816 and 1992.

The MID (militarized interstate dispute) data sets code militarized interactions between state actors at levels of interaction lower than and including war. The MID data and MID coding rules are generally discussed in:

MID Version 3.0: Ghosn, Faten, Glenn Palmer, and Stuart Bremer. 2004. "The MID3 Data Set, 1993–2001: Procedures, Coding Rules, and Description." *Conflict Management and Peace Science* 21:133-154.

MID Version 2.1: Daniel M. Jones, Stuart A. Bremer, and J. David Singer. 1996. "Militarized Disputes, 1816-1992: Rationale Coding Rules and Empirical Patterns". *Conflict Management and Peace Science* 15:163-213.

The data released in MID 3.0, which covers the period 1993-2001, included data on escalatory and deescalatory incidents within MIDs. That is, as states increased and then potentially decreased their level of hostility toward one another, the data recorded such moves. Earlier data collections (in particular, the MID 2.1 data which covered the 1816-1992 period) did not record escalatory and deescalatory incidents. Instead, ***only incidents that escalated hostility levels*** were coded. The MID 2.1EE data set includes these escalatory events.

### Key distinction: Hostility level vs. Action level

The MID data set employs two key conceptual variables relevant to this data set: hostility level, and action level. Hostility levels are coded from 1-5 (no action through war). Action levels range from 0-21 in MID 3.0. [See tables below.] Several different actions fall within each hostility level.

MID 2.1 and MID 3.0 used different numbering schemes for action levels. The MID 2.1EE dataset records the action level in the MID 3.0 form.

### What events are recorded?

Unlike in the MID 3.0 collection, where all incidents are recorded, ***only a subset of escalatory incidents*** are recorded in the MID 2.1EE data set. In particular:

1. The first incident for each participant in a MID within each hostility level is kept; the action level of this incident is also recorded.
2. If 2 incidents are at the same hostility level and on the same date (or if one or both are missing the exact date), then the incident with the higher action code is recorded.
3. Only incidents with a higher level of hostility (threat, display, use, war) than a previous incident are kept. One result of this is that there is typically one incident kept per hostility level. Events with a higher action level but within the same hostility level are not recorded.
4. Each incident that expands the participants involved is recorded (because that incident contains the first action at that level of hostility for some state)

**Exceptions:**

5. In any incident that brings a new state into an incident at that level of hostility, the involvement of all participants are kept (this is an exception to the rule that states are not recorded when they already had that level of hostility).
6. All declarations of war are kept in the data set regardless of whether the declaration was the first or a subsequent hostility level 4 incident.
7. If there is a clash, Action 18, which by definition is directional and reciprocated and requires two directional entries, if one is a new actor/action (hostility level) combination, then both directions of the clash are kept even if there is a higher action on the same day (which would normally be recorded while the lower action-level event is dropped).
8. If there is an occupation (action level 14) on the same day as another action of the same hostility level, the occupation is recorded even if it is not the highest level action.

**Additional coding notes**

1. It is assumed that if a war has been initiated, there is in reality a clash and attendant militarized actions. Therefore, when a clash is recorded as occurring on the same day as the onset of a war, the clash is dropped and only the war is recorded.
2. All clashes are recorded as reciprocated and directional, with both participants coded as the initiator and target. So, a clash between 2 and 200 is recorded as one record of 2 200, and one record as 200 2. This is true whether or not the incident was the first at the hostility level, or was a subsequent event. The exception to this rule is when a clash occurs on the same day as a war initiation (above), when the clash is dropped.
3. As with clashes, all "Begin Interstate War" actions (action 20) are reciprocated and directional, with both participants coded as the initiator and target.
4. Unlike "Begin Interstate War," "Join Interstate War" (action 21) is not necessarily a reciprocated event and therefore only one direction may be recorded.
5. Note that it is possible that the highest action recorded in the MID 2.1EE data set is not the highest action level for the MID. This is because the MID 2.1EE data records only the 1st incident within a hostility level. The MID data may reflect additional actions and incidents that are not listed or reported in the incident data file.

Variables in "MID 2.1EE.csv" file  
One record for each dyad interaction

Variable Number	Variable Name	Variable Description
1	DispNum	Dispute number
2	IncidNum	Incident number
3	StAbb1	Challenger state abbreviation
4	StAbb2	Target state abbreviation
5	ccode1	COW country code for challenger
6	ccode2	COW country code for target
7	StDay	Start day of dispute
8	StMon	Start month of dispute
9	StYear	Start year of dispute
10	MID30ActLvl	MID 3.0 action level
11	MID30HostLvl	MID 3.0 hostility level
12	Version	Version number (2.1E)

Detailed codes for MID30Hostlvl

Hostility Level	Description
1	No militarized action
2	Threat to use force
3	Display of force
4	Use of force
5	War

Detailed codes for MID30ActLvl

Action level	Description [Hostility level]
0	No militarized action [1]
1	Threat to use force [2]
2	Threat to blockade [2]
3	Threat to occupy territory [2]
4	Threat to declare war [2]
5	Threat to use CBR weapons [2]
6	Threat to join war
7	Show of force [3]
8	Alert [3]
9	Nuclear alert [3]
10	Mobilization [3]
11	Fortify border [3]
12	Border violation [3]
13	Blockade [4]
14	Occupation of territory [4]
15	Seizure [4]
16	Attack [4]
17	Clash [4]
18	Declaration of war [4]
19	Use of CBR weapons [4]
20	Begin interstate war [5]
21	Join interstate war [5]
-9	Missing [-9]