



Stand Your Ground Data Dictionary

Outcome of Case

Position	Variable	Variable Label	Units/Responses	Code/Remarks
1	id	Confidential case identifier	Numeric Range: 1 - 237	<i>missing: 0</i>
2	outcome	Outcome of case	Character	- 2 granted immunity, 1 plea - all acquitted - 1 acquitted, 1 plea - all dismissed - all granted immunity - all guilty - all not charged - all pending - all plea <i>missing: 0</i>
3	outcome5	Outcome of case, grouped: 5 levels	Character	- all guilty - all plea - all acquitted - all dismissed/notcharged - all granted immunity <i>missing: 8 including all with different outcomes. And all pending</i>
4	outcome2	Outcome of case	Numeric Range: 0-1	1 = all convictions defined as 'guilty' or 'plea' 0 = 0 convictions <i>missing: 8 as for outcome5</i>

Defendant(s)/Suspect(s)/Accused

Position	Variable	Variable Label	Units/Responses	Code/Remarks
5	age_suspect	Average age of suspect(s)	Numeric Range: 14-81	<i>missing: 2</i>
6	gender_suspect	Gender of suspect(s)	Character	- All female - All male <i>missing: 0</i>
7	rs	Race of suspect	Numeric Range: 0 - 1	1 = Any Non White 0 = All White <i>missing: 0</i>





Victim(s)

Position	Variable	Variable Label	Units/Responses	Code/Remarks
8	age_victim	Average age of victim	Numeric, years Range: 9-79	<i>missing: 17</i>
9	gv	Gender of victim(s)	Character	- Both Genders Involved (<i>full sample only</i>) - Female - Male <i>missing: 8</i> <i>* In the analytic sample, "if a case included victims of both genders, then gender of victim was coded as missing"</i>
10	rv	Race of victim(s)	Numeric Range: 0 - 1	1 = Any Non White 0 = All White <i>missing: 10</i>
11	rc	Racial Concordance	Numeric Range: 0 - 3	0 = White victim/White suspect 1 = Non White victim/White suspect 2 = White victim/Non White suspect 3 = Non White victim/Non White suspect <i>missing: 10</i>

Case

Position	Variable	Variable Label	Units/Responses	Code/Remarks
12	number_deaths	Number of deaths	Character	- One or more - Zero <i>missing: 0</i>
13	status_victim	Status of the victim(s)	Character	Death = death of any victim Injury = any victim injured, if no victim deaths Unharmed = all unharmed <i>missing: 10</i>
14	status_acc	Status of the accused	Character	Injured = injury of any accused Unharmed = all unharmed Unknown = all unknown <i>missing: 0</i>
15	initiator	Initiator	Character	Defendant = any defendant was the initiator Victim = any victim was the initiator Unknown = unclear <i>missing: 0</i>
16	weapon_accused	Weapon used by suspect	Character	Weapon used - weapon used by any suspect Unarmed - no weapon used <i>missing: 2</i>
17	defend_on_prop	Was the defendant on their property?	Numeric Range: 0 - 1	1=Yes for any defendant 0=No for all defendants <i>missing: 39</i>





Crime - continued.

Position	Variable	Variable Label	Units/Responses	Code/Remarks
18	defendant_pursue	Did the defendant pursue the victim	Character	- yes, at least 1 defendant pursued at least 1 victim - no defendants pursued any victim - unclear for all defendants <i>missing: 0</i>
19	could_defendant_retreat	Could the defendant retreat	Character	- yes, at least 1 defendant could retreat - no defendants could retreat - unclear for all defendants <i>missing: 0</i>
20	physical_evidence	Was there physical evidence	Character	- yes, - no - unclear <i>missing: 0</i>
21	weapon_victim	Weapon used by victim	Character	- Weapon used = weapon used by at least 1 victim - Unarmed = all victims were unarmed <i>missing: 23</i>
22	witness	Were there any witnesses	Character	- yes - no - unknown <i>missing: 0</i>
23	investigating_agency	Investigating agency	Numeric Range: 0 - 1	0 = County Sheriff, State Level, or Multiple Level Agencies 1 = Police Department <i>missing: 34</i>

