

ICPSR 13626

**Project on Human Development in  
Chicago Neighborhoods (PHDCN):  
Gun Ownership, Wave 2, 1997-2000**

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Codebook for Cohort 9

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## ICPSR PROCESSING NOTES

1. The Murray Research Center conducted the initial data and documentation processing for this collection, including the initial confidentiality review. ICPSR performed the following additional checks:
  - verified that respondent confidentiality was protected
  - checked for undocumented codes for categorical variables and out-of-range values for continuous variables
  - noted inconsistencies in missing value designations.
  
2. ICPSR altered the data files from the Murray Research Center in the following ways:
  - reordered the variables so that the administrative variables (e.g., ID, wave number, cohort number, and dates) were at the beginning of each file and that the order of the other variables followed the data collection instrument
  - reformatted date and time variables to make them compatible across statistical packages
  - standardized abbreviations in variable and value labels and fixed misspellings in order to facilitate metadata searching
  - recoded character variables to numeric variables and standardized response codes across cohorts.
  
3. The Murray Research Center converted the original data collection instruments to Portable Document Format (PDF). ICPSR enhanced this PDF document by making all of the text searchable. The document is distributed as the questionnaire file for this study. Additionally, ICPSR created the following PDF documentation:
  - Data Completeness Reports summarizing the amount of missing data in each file
  - codebooks listing the metadata for each variable, as well as frequencies, summary statistics, and, in some cases, original question text
  - processing notes and appendices documenting additional information, as necessary.
  
4. Users should note that the values for variable SUBID2 have been reassigned from the original variable SUBID in order to protect respondent privacy. Users interested in obtaining these data must complete a Data Transfer Agreement Form and specify the reasons for the request. A copy of the Data Transfer Agreement Form can be requested by calling 800-999-0960. The Data Transfer Agreement Form is also available as a Portable Document Format (PDF) file from the NACJD Web site at <http://www.icpsr.umich.edu/NACJD/Private/private.pdf>. Completed forms should be returned to: Director, National Archive of Criminal Justice Data,

Inter-university Consortium for Political and Social Research, Institute for Social Research, P.O. Box 1248, University of Michigan, Ann Arbor, MI 48106-1248, or by fax: 734-647-8200.

5. Users should note that the codebook frequencies provided by ICPSR are from the public use files and that this version of the codebook documents both the public and restricted use data.
6. The following abbreviations are used in the codebook and setup files:
  - GUN = Gun Ownership
  - PC = Primary Caregiver
  - SUB = Subject

## Data Completeness Report

Notes: (1) Variables are individually listed only if they have greater than 5% missing data. These variables are listed under the appropriate percentage category in the order in which they appear in the data file. (2) The Data Completeness Report only captures information about system missing or other values that are declared missing. Codes that have a label implying that they are missing but that are not declared missing values are not reflected in this report. Data users should consult the codebook for more specific information about missing values. (3) Some variables that have 100% missing data may have been blanked by ICPSR to protect respondent confidentiality. Data users should consult the codebook for more specific information about blanked variables. (4) Data do not contain skip patterns or skip patterns are not reflected in the data as coded.

**Table 1: Distribution of Variables by Percentage of Missing Values--Cohort 9**

Variable Name and Label (Total Cases = 653 )	Percent of Cases with Missing Values
16.7% ( 4 of 24 variables)	have 0% Missing Values
4.2% ( 1 of 24 variables)	have 0% - 1% Missing Values
0.0% ( 0 of 24 variables)	have 1% - 3% Missing Values
8.3% ( 2 of 24 variables)	have 3% - 5% Missing Values
4.2% ( 1 of 24 variables)	have 5% - 10% Missing Values
GU16	how easy for teens in neighborhood to get gun? 6.4%
0.0% ( 0 of 24 variables)	have 10% - 20% Missing Values
0.0% ( 0 of 24 variables)	have 20% - 40% Missing Values
45.8% ( 11 of 24 variables)	have 40% - 99% Missing Values
GU8	know where gun kept in home? 91.6%
GU9	how easy to get at gun in home? 91.6%
GU12A	family member 1 shot with gun 75.5%
GU12B	family member 2 shot with gun 97.5%
GU13G	family member shot inside home? 79.6%
GU13H	family member shot in other home? 80.6%
GU13I	family member shot at school? 80.7%
GU13J	family member shot in neighborhood? 80.6%
GU13K	family member shot outside neighborhood? 79.6%
GU14	shot family member(s) see MD after shot? 78.9%
GU15	when family member shot? 77.8%
20.8% ( 5 of 24 variables)	have 100% missing values
GU2	last time carried concealed gun 99.7%
GU3	concealed gun loaded, last time carried? 99.7%
GU4	owner, concealed gun, last time carried 99.7%
GU12C	family member 3 shot with gun 99.5%

**Table 1: Distribution of Variables by Percentage of Missing Values--Cohort 9**

<b>Variable Name and Label (Total Cases = 653 )</b>	<b>Percent of Cases with Missing Values</b>
GU12D family member 4 shot with gun	99.8%

## Codebook for ICPSR 13626

### Project on Human Development in Chicago Neighborhoods (PHDCN): Gun Ownership, Wave 2, 1997-2000

#### Dataset0001: Cohort 9

Variable	Variable Description
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Please Note: The "(M)" to the right of the value indicates the code has been designated as a missing value.

SUBID2	ICPSR Wave 2 subject ID
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Start: 1  
End: 7  
Width: 7  
Type: numeric (ISO)  
Interval: discrete

<i>Valid</i>	<i>Min</i>	<i>Max</i>	<i>Mean</i>	<i>Stdev</i>
653	2000004.00	2006210.00	2003178.01	1846.80

WAVE	wave #
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Start: 8  
End: 10  
Width: 3  
Type: numeric (ISO)  
Interval: discrete  
Missing: -99 thru -93

<i>Value</i>	<i>Label</i>	<i>Frequency</i>	<i>%</i>	<i>Valid %</i>
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
2	-	653	100.0 %	100.0%

<i>Valid</i>	<i>Min</i>	<i>Max</i>	<i>Mean</i>	<i>Stdev</i>
653	2.00	2.00	2.00	0.00

COHORT	cohort
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Start: 11  
End: 13  
Width: 3  
Type: numeric (ISO)  
Interval: discrete  
Missing: -99 thru -93

<i>Value</i>	<i>Label</i>	<i>Frequency</i>	<i>%</i>	<i>Valid %</i>
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
9	-	653	100.0 %	100.0%

Variable	Variable Description
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COHORT	cohort (cont.)
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Valid	Min	Max	Mean	Stdev
653	9.00	9.00	9.00	0.00

GU1	ever carried concealed gun anywhere?
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Start: 14  
 End: 16  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	651	99.7 %	99.7%
1	1:yes	2	0.3 %	0.3%

Valid	Min	Max	Mean	Stdev
653	0.00	1.00	0.00	0.06

GU2	last time carried concealed gun
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Start: 17  
 End: 19  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:not understand	0	0.0 %	0.0%
1	1:in last week	0	0.0 %	0.0%
2	2:in last month	0	0.0 %	0.0%
3	3:in last year	0	0.0 %	0.0%
4	4:more than 1 year ago	2	0.3 %	100.0%
. (M)	-	651	99.7 %	-

Valid	Min	Max	Mean	Stdev
2	4.00	4.00	4.00	0.00



Variable	Variable Description
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GU3	concealed gun loaded, last time carried?
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Start: 20  
 End: 22  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

<i>Value</i>	<i>Label</i>	<i>Frequency</i>	<i>%</i>	<i>Valid %</i>
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	2	0.3 %	100.0%
1	1:yes	0	0.0 %	0.0%
. (M)	-	651	99.7 %	-

  

<i>Valid</i>	<i>Min</i>	<i>Max</i>	<i>Mean</i>	<i>Stdev</i>
2	0.00	0.00	0.00	0.00

GU4	owner, concealed gun, last time carried
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Start: 23  
 End: 25  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

<i>Value</i>	<i>Label</i>	<i>Frequency</i>	<i>%</i>	<i>Valid %</i>
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:not understand	0	0.0 %	0.0%
1	1:mother	0	0.0 %	0.0%
2	2:father	1	0.2 %	50.0%
3	3:stepmother	0	0.0 %	0.0%
4	4:stepfather	0	0.0 %	0.0%
5	5:mom's partner	0	0.0 %	0.0%
6	6:dad's partner	0	0.0 %	0.0%
7	7:sibling	0	0.0 %	0.0%
8	8:cousin	0	0.0 %	0.0%
9	9:aunt/uncle	0	0.0 %	0.0%
10	10:granddad/mom	0	0.0 %	0.0%
11	11:great granddad/mom	0	0.0 %	0.0%
12	12:great aunt/uncle	0	0.0 %	0.0%

Variable	Variable Description
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GU4	owner, concealed gun, last time carried (cont.)
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Value	Label	Frequency	%	Valid %
13	13:niece/nephew	0	0.0 %	0.0%
14	14:friend	1	0.2 %	50.0%
15	15:SP/YA partner	0	0.0 %	0.0%
16	16:SP/YA	0	0.0 %	0.0%
17	17:other	0	0.0 %	0.0%
. (M)	-	651	99.7 %	-

Valid	Min	Max	Mean	Stdev
2	2.00	14.00	8.00	8.49

GU7	anyone keep gun in home?
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Start: 26  
 End: 28  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	24	3.7 %	-
-96 (M)	-96:refused	4	0.6 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	570	87.3 %	91.2%
1	1:yes	55	8.4 %	8.8%

Valid	Min	Max	Mean	Stdev
625	0.00	1.00	0.09	0.28

GU8	know where gun kept in home?
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Start: 29  
 End: 31  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	39	6.0 %	70.9%
1	1:yes	16	2.5 %	29.1%

Variable	Variable Description
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GU8	know where gun kept in home? (cont.)
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Value	Label	Frequency	%	Valid %
. (M)	-	598	91.6 %	-

  

Valid	Min	Max	Mean	Stdev
55	0.00	1.00	0.29	0.46

GU9	how easy to get at gun in home?
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Start: 32  
 End: 34  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	1	0.2 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:not understand	0	0.0 %	0.0%
1	1:very easy	2	0.3 %	3.6%
2	2:pretty easy	4	0.6 %	7.3%
3	3:pretty hard	6	0.9 %	10.9%
4	4:very hard	10	1.5 %	18.2%
5	5:impossible	33	5.1 %	60.0%
. (M)	-	597	91.4 %	-

  

Valid	Min	Max	Mean	Stdev
55	1.00	5.00	4.24	1.14

GU11	anyone in family ever shot with gun?
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Start: 35  
 End: 37  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	27	4.1 %	-
-96 (M)	-96:refused	1	0.2 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	463	70.9 %	74.3%
1	1:yes	160	24.5 %	25.7%

Variable	Variable Description
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GU11	anyone in family ever shot with gun? (cont.)
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Value	Label	Frequency	%	Valid %
. (M)	-	2	0.3 %	-

  

Valid	Min	Max	Mean	Stdev
623	0.00	1.00	0.26	0.44

GU12A	family member 1 shot with gun
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Start: 38  
 End: 40  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	2	0.3 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:not understand	0	0.0 %	0.0%
1	1:mother	2	0.3 %	1.2%
2	2:father	18	2.8 %	11.2%
3	3:stepmother	0	0.0 %	0.0%
4	4:stepfather	0	0.0 %	0.0%
5	5:mom's partner	0	0.0 %	0.0%
6	6:dad's partner	1	0.2 %	0.6%
7	7:sibling	13	2.0 %	8.1%
8	8:cousin	49	7.5 %	30.6%
9	9:aunt/uncle	63	9.6 %	39.4%
10	10:granddad/mom	4	0.6 %	2.5%
11	11:great granddad/mom	1	0.2 %	0.6%
12	12:great aunt/uncle	2	0.3 %	1.2%
13	13:niece/nephew	0	0.0 %	0.0%
14	14:SP's partner	0	0.0 %	0.0%
15	15:SP	2	0.3 %	1.2%
16	16:other	5	0.8 %	3.1%
. (M)	-	491	75.2 %	-

  

Valid	Min	Max	Mean	Stdev
160	1.00	16.00	7.99	2.86

Variable	Variable Description
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GU12B family member 2 shot with gun

Start: 41  
End: 43  
Width: 3  
Type: numeric (ISO)  
Interval: discrete  
Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:not understand	0	0.0 %	0.0%
1	1:mother	1	0.2 %	6.2%
2	2:father	1	0.2 %	6.2%
3	3:stepmother	0	0.0 %	0.0%
4	4:stepfather	0	0.0 %	0.0%
5	5:mom's partner	0	0.0 %	0.0%
6	6:dad's partner	0	0.0 %	0.0%
7	7:sibling	1	0.2 %	6.2%
8	8:cousin	8	1.2 %	50.0%
9	9:aunt/uncle	5	0.8 %	31.2%
10	10:granddad/mom	0	0.0 %	0.0%
11	11:great granddad/mom	0	0.0 %	0.0%
12	12:great aunt/uncle	0	0.0 %	0.0%
13	13:niece/nephew	0	0.0 %	0.0%
14	14:SP's partner	0	0.0 %	0.0%
15	15:SP	0	0.0 %	0.0%
16	16:other	0	0.0 %	0.0%
. (M)	-	637	97.5 %	-

Valid	Min	Max	Mean	Stdev
16	1.00	9.00	7.44	2.39

GU12C family member 3 shot with gun

Start: 44  
End: 46  
Width: 3  
Type: numeric (ISO)  
Interval: discrete  
Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-

Variable	Variable Description
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GU12C	family member 3 shot with gun (cont.)
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Value	Label	Frequency	%	Valid %
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:not understand	0	0.0 %	0.0%
1	1:mother	0	0.0 %	0.0%
2	2:father	1	0.2 %	33.3%
3	3:stepmother	0	0.0 %	0.0%
4	4:stepfather	0	0.0 %	0.0%
5	5:mom's partner	0	0.0 %	0.0%
6	6:dad's partner	0	0.0 %	0.0%
7	7:sibling	0	0.0 %	0.0%
8	8:cousin	2	0.3 %	66.7%
9	9:aunt/uncle	0	0.0 %	0.0%
10	10:granddad/mom	0	0.0 %	0.0%
11	11:great granddad/mom	0	0.0 %	0.0%
12	12:great aunt/uncle	0	0.0 %	0.0%
13	13:niece/nephew	0	0.0 %	0.0%
14	14:SP's partner	0	0.0 %	0.0%
15	15:SP	0	0.0 %	0.0%
16	16:other	0	0.0 %	0.0%
. (M)	-	650	99.5 %	-

  

Valid	Min	Max	Mean	Stdev
3	2.00	8.00	6.00	3.46

GU12D	family member 4 shot with gun
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Start: 47  
 End: 49  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:not understand	0	0.0 %	0.0%
1	1:mother	0	0.0 %	0.0%

Variable	Variable Description
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GU12D	family member 4 shot with gun (cont.)
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Value	Label	Frequency	%	Valid %
2	2:father	0	0.0 %	0.0%
3	3:stepmother	0	0.0 %	0.0%
4	4:stepfather	0	0.0 %	0.0%
5	5:mom's partner	0	0.0 %	0.0%
6	6:dad's partner	0	0.0 %	0.0%
7	7:sibling	0	0.0 %	0.0%
8	8:cousin	1	0.2 %	100.0%
9	9:aunt/uncle	0	0.0 %	0.0%
10	10:granddad/mom	0	0.0 %	0.0%
11	11:great granddad/mom	0	0.0 %	0.0%
12	12:great aunt/uncle	0	0.0 %	0.0%
13	13:niece/nephew	0	0.0 %	0.0%
14	14:SP's partner	0	0.0 %	0.0%
15	15:SP	0	0.0 %	0.0%
16	16:other	0	0.0 %	0.0%
. (M)	-	652	99.8 %	-

Valid	Min	Max	Mean	Stdev
1	8.00	8.00	8.00	0.00

GU13G	family member shot inside home?
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Start: 50  
 End: 52  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	1	0.2 %	-
-98 (M)	-98:doesn't know	16	2.5 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	3	0.5 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	123	18.8 %	92.5%
1	1:yes	10	1.5 %	7.5%
. (M)	-	500	76.6 %	-

Valid	Min	Max	Mean	Stdev
133	0.00	1.00	0.08	0.26

**Variable** **Variable Description**

**GU13H** family member shot in other home?

Start: 53  
 End: 55  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

<i>Value</i>	<i>Label</i>	<i>Frequency</i>	<i>%</i>	<i>Valid %</i>
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	16	2.5 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	112	17.2 %	88.2%
1	1:yes	15	2.3 %	11.8%
. (M)	-	510	78.1 %	-

  

<i>Valid</i>	<i>Min</i>	<i>Max</i>	<i>Mean</i>	<i>Stdev</i>
127	0.00	1.00	0.12	0.32

**GU13I** family member shot at school?

Start: 56  
 End: 58  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

<i>Value</i>	<i>Label</i>	<i>Frequency</i>	<i>%</i>	<i>Valid %</i>
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	14	2.1 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	122	18.7 %	96.8%
1	1:yes	4	0.6 %	3.2%
. (M)	-	513	78.6 %	-

  

<i>Valid</i>	<i>Min</i>	<i>Max</i>	<i>Mean</i>	<i>Stdev</i>
126	0.00	1.00	0.03	0.18

**GU13J** family member shot in neighborhood?

Start: 59  
 End: 61  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

<i>Value</i>	<i>Label</i>	<i>Frequency</i>	<i>%</i>	<i>Valid %</i>
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	15	2.3 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-



Variable	Variable Description
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GU13J	family member shot in neighborhood? (cont.)
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Value	Label	Frequency	%	Valid %
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	102	15.6 %	80.3%
1	1:yes	25	3.8 %	19.7%
. (M)	-	511	78.3 %	-

Valid	Min	Max	Mean	Stdev
127	0.00	1.00	0.20	0.40

GU13K	family member shot outside neighborhood?
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Start: 62  
 End: 64  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	14	2.1 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	32	4.9 %	24.1%
1	1:yes	101	15.5 %	75.9%
. (M)	-	506	77.5 %	-

Valid	Min	Max	Mean	Stdev
133	0.00	1.00	0.76	0.43

GU14	shot family member(s) see MD after shot?
------	------------------------------------------

Start: 65  
 End: 67  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	24	3.7 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	21	3.2 %	15.2%
1	1:yes	117	17.9 %	84.8%

Variable	Variable Description
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GU14	shot family member(s) see MD after shot? (cont.)
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Value	Label	Frequency	%	Valid %
. (M)	-	491	75.2 %	-

  

Valid	Min	Max	Mean	Stdev
138	0.00	1.00	0.85	0.36

GU15	when family member shot?
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Start: 68  
 End: 70  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	18	2.8 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:not understand	0	0.0 %	0.0%
1	1:in last month	14	2.1 %	9.7%
2	2:in last year	24	3.7 %	16.6%
3	3:more than 1 year ago	107	16.4 %	73.8%
. (M)	-	490	75.0 %	-

  

Valid	Min	Max	Mean	Stdev
145	1.00	3.00	2.64	0.65

GU16	how easy for teens in neighborhood to get gun?
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Start: 71  
 End: 73  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	40	6.1 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	2	0.3 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:not understand	0	0.0 %	0.0%
1	1:very easy	75	11.5 %	12.3%
2	2:pretty easy	108	16.5 %	17.7%
3	3:pretty hard	121	18.5 %	19.8%

Variable	Variable Description
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GU16	how easy for teens in neighborhood to get gun? (cont.)
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Value	Label	Frequency	%	Valid %
4	4:very hard	123	18.8 %	20.1%
5	5:impossible	184	28.2 %	30.1%
<b>Valid</b>				
	<i>Min</i>	<i>Max</i>	<i>Mean</i>	<i>Stdev</i>
611	1.00	5.00	3.38	1.39

GU17	ever handled gun w/out adult supervision?
------	-------------------------------------------

Start: 74  
 End: 76  
 Width: 3  
 Type: numeric (ISO)  
 Interval: discrete  
 Missing: -99 thru -93

Value	Label	Frequency	%	Valid %
-99 (M)	-99:interviewer missed	0	0.0 %	-
-98 (M)	-98:doesn't know	0	0.0 %	-
-96 (M)	-96:refused	0	0.0 %	-
-95 (M)	-95:doesn't understand	0	0.0 %	-
-94 (M)	-94:no money	0	0.0 %	-
-93 (M)	-93:uncodeable	0	0.0 %	-
0	0:no	639	97.9 %	98.2%
1	1:yes	12	1.8 %	1.8%
. (M)	-	2	0.3 %	-
<b>Valid</b>				
	<i>Min</i>	<i>Max</i>	<i>Mean</i>	<i>Stdev</i>
651	0.00	1.00	0.02	0.13