



ICPSR 13701

Project on Human Development in Chicago Neighborhoods (PHDCN): Fear and Guns, Wave 3, 2000-2002

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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. As noted above, ICPSR recoded all character variables to numeric. ICPSR simply assigned the character values to a number and used the text of the character variable as a value label. ICPSR did not alter the text from the character variable; therefore, the value labels may contain spelling errors or unusual characters (e.g., *). ICPSR standardized the numbering of the responses across all files in the study to facilitate comparison across files. The following character variables were recoded

to numeric variables for this data collection:
FG13A owner, concealed gun, last time carried (other)

5. Users should note that the values for variables SUBID3 and BASISID3 have been reassigned from the original variables SUBID and BASISID 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.
6. 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.
7. The following abbreviations are used in the codebook and setup files:
FEAR = Fear and Guns
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 = 596) | Percent of Cases with Missing Values |
|---|---|
| 10.9% (5 of 46 variables) | have 0% Missing Values |
| 10.9% (5 of 46 variables) | have 0% - 1% Missing Values |
| 4.3% (2 of 46 variables) | have 1% - 3% Missing Values |
| 4.3% (2 of 46 variables) | have 3% - 5% Missing Values |
| 0.0% (0 of 46 variables) | have 5% - 10% Missing Values |
| 0.0% (0 of 46 variables) | have 10% - 20% Missing Values |
| 2.2% (1 of 46 variables) | have 20% - 40% Missing Values |
| FG8 | fear prevent you from doing things/going places? 27.2% |
| 28.3% (13 of 46 variables) | have 40% - 99% Missing Values |
| FG4 | fear violnce in other area of house/apartment building? 59.2% |
| FG7 | fear violence at work? 91.6% |
| FG17 | know where gun kept in home? 88.4% |
| FG18 | how easy to get at gun in home? 88.6% |
| FG21A | family member 1 shot with gun 64.8% |
| FG21B | family member 2 shot with gun 96.1% |
| FG22A | family member shot inside home? 65.9% |
| FG22B | family member shot in other home? 66.3% |
| FG22C | family member shot at school? 66.1% |
| FG22D | family member shot in neighborhood? 66.3% |
| FG22E | family member shot outside neighborhood? 66.3% |
| FG23 | shot family member(s) see MD after shot? 65.9% |
| FG24 | when family member shot? 64.8% |
| 39.1% (18 of 46 variables) | have 100% missing values |
| FG11 | last time carried concealed gun 99.3% |
| FG12 | concealed gun loaded, last time carried? 99.3% |

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

| Variable Name and Label (Total Cases = 596) | | Percent of Cases with Missing Values |
|---|---|---|
| FG13 | owner, concealed gun, last time carried | 99.3% |
| FG13A | owner, concealed gun, last time carried (other) | 99.8% |
| FG21C | family member 3 shot with gun | 99.3% |
| FG21D | family member 4 shot with gun | 100.0% |
| FG21E | family member 5 shot with gun | 100.0% |
| FG21F | family member 6 shot with gun | 100.0% |
| FG21G | family member 7 shot with gun | 100.0% |
| FG21H | family member 8 shot with gun | 100.0% |
| FG21I | family member 9 shot with gun | 100.0% |
| FG21J | family member 10 shot with gun | 100.0% |
| FG21K | family member 11 shot with gun | 100.0% |
| FG21L | family member 12 shot with gun | 100.0% |
| FG21M | family member 13 shot with gun | 100.0% |
| FG21N | family member 14 shot with gun | 100.0% |
| FG21O | family member 15 shot with gun | 100.0% |
| FG21P | family member 16 shot with gun | 100.0% |

Codebook for ICPSR 13701

Project on Human Development in Chicago Neighborhoods (PHDCN): Fear and Guns, Wave 3, 2000-2002

Dataset0002: Cohort 9

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

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

| SUBID3 | ICPSR Wave 3 subject ID |
|--------|-------------------------|
|--------|-------------------------|

Start: 1
End: 7
Width: 7
Type: numeric (ISO)
Interval: discrete

| Valid | Min | Max | Mean | Stdev |
|-------|------------|------------|------------|---------|
| 596 | 3000003.00 | 3006203.00 | 3003228.82 | 1861.34 |

| WAVE | wave # |
|------|--------|
|------|--------|

Start: 8
End: 10
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 % | - |
| 3 | - | 596 | 100.0 % | 100.0% |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 596 | 3.00 | 3.00 | 3.00 | 0.00 |

| COHORT | cohort |
|--------|--------|
|--------|--------|

Start: 11
End: 13
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 % | - |
| 9 | - | 596 | 100.0 % | 100.0% |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|--------|-------------------------|
| COHORT | cohort (<i>cont.</i>) |
|--------|-------------------------|

| <i>Valid</i> | <i>Min</i> | <i>Max</i> | <i>Mean</i> | <i>Stdev</i> |
|--------------|------------|------------|-------------|--------------|
| 596 | 9.00 | 9.00 | 9.00 | 0.00 |

| | |
|-----|--------------------------------|
| FG1 | fear violence in neighborhood? |
|-----|--------------------------------|

Start: 14
 End: 16
 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 | 1 | 0.2 % | - |
| -94 (M) | -94:no money | 0 | 0.0 % | - |
| -93 (M) | -93:uncodeable | 0 | 0.0 % | - |
| 1 | 1:very afraid | 47 | 7.9 % | 7.9% |
| 2 | 2:little afraid | 256 | 43.0 % | 43.0% |
| 3 | 3:not afraid | 292 | 49.0 % | 49.1% |

| <i>Valid</i> | <i>Min</i> | <i>Max</i> | <i>Mean</i> | <i>Stdev</i> |
|--------------|------------|------------|-------------|--------------|
| 595 | 1.00 | 3.00 | 2.41 | 0.63 |

| | |
|-----|------------------------|
| FG2 | fear violence in home? |
|-----|------------------------|

Start: 17
 End: 19
 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 % | - |
| 1 | 1:very afraid | 22 | 3.7 % | 3.7% |
| 2 | 2:little afraid | 76 | 12.8 % | 12.8% |
| 3 | 3:not afraid | 498 | 83.6 % | 83.6% |

| <i>Valid</i> | <i>Min</i> | <i>Max</i> | <i>Mean</i> | <i>Stdev</i> |
|--------------|------------|------------|-------------|--------------|
| 596 | 1.00 | 3.00 | 2.80 | 0.48 |

Variable **Variable Description**

FG3 **fear violence in front of house/building?**

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 % | - |
| 1 | 1:very afraid | 50 | 8.4 % | 8.4% |
| 2 | 2:little afraid | 141 | 23.7 % | 23.7% |
| 3 | 3:not afraid | 405 | 68.0 % | 68.0% |
| <i>Valid</i> | | | | |
| <i>Min</i> | | | | |
| <i>Max</i> | | | | |
| <i>Mean</i> | | | | |
| <i>Stdev</i> | | | | |
| 596 | 1.00 | 3.00 | 2.60 | 0.64 |

FG4 **fear violence in other area of house/apartment building?**

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 % | - |
| 1 | 1:very afraid | 20 | 3.4 % | 8.2% |
| 2 | 2:little afraid | 64 | 10.7 % | 26.3% |
| 3 | 3:not afraid | 159 | 26.7 % | 65.4% |
| . (M) | - | 353 | 59.2 % | - |
| <i>Valid</i> | | | | |
| <i>Min</i> | | | | |
| <i>Max</i> | | | | |
| <i>Mean</i> | | | | |
| <i>Stdev</i> | | | | |
| 243 | 1.00 | 3.00 | 2.57 | 0.64 |

FG5 **fear violence at school?**

Start: 26
End: 28
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 % | - |

Variable **Variable Description**

FG5 **fear violence at school? (cont.)**

| <i>Value</i> | <i>Label</i> | <i>Frequency</i> | <i>%</i> | <i>Valid %</i> |
|--------------|------------------------|------------------|-------------|----------------|
| -95 (M) | -95:doesn't understand | 0 | 0.0 % | - |
| -94 (M) | -94:no money | 0 | 0.0 % | - |
| -93 (M) | -93:uncodeable | 0 | 0.0 % | - |
| 1 | 1:very afraid | 42 | 7.0 % | 7.1% |
| 2 | 2:little afraid | 214 | 35.9 % | 36.0% |
| 3 | 3:not afraid | 339 | 56.9 % | 57.0% |
| . (M) | - | 1 | 0.2 % | - |
| <i>Valid</i> | <i>Min</i> | <i>Max</i> | <i>Mean</i> | <i>Stdev</i> |
| 595 | 1.00 | 3.00 | 2.50 | 0.63 |

FG6 **fear violence on way to/from school?**

Start: 29
 End: 31
 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 % | - |
| 1 | 1:very afraid | 61 | 10.2 % | 10.3% |
| 2 | 2:little afraid | 198 | 33.2 % | 33.3% |
| 3 | 3:not afraid | 336 | 56.4 % | 56.5% |
| . (M) | - | 1 | 0.2 % | - |
| <i>Valid</i> | <i>Min</i> | <i>Max</i> | <i>Mean</i> | <i>Stdev</i> |
| 595 | 1.00 | 3.00 | 2.46 | 0.67 |

FG7 **fear violence at work?**

Start: 32
 End: 34
 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 % | - |

Variable **Variable Description**

FG7 **fear violence at work? (cont.)**

| Value | Label | Frequency | % | Valid % |
|---------|-----------------|-----------|--------|---------|
| -93 (M) | -93:uncodeable | 0 | 0.0 % | - |
| 1 | 1:very afraid | 1 | 0.2 % | 2.0% |
| 2 | 2:little afraid | 11 | 1.8 % | 22.0% |
| 3 | 3:not afraid | 38 | 6.4 % | 76.0% |
| . (M) | - | 546 | 91.6 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 50 | 1.00 | 3.00 | 2.74 | 0.49 |

FG8 **fear prevent you from doing things/going places?**

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 | 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 | 361 | 60.6 % | 83.2% |
| 1 | 1:yes | 73 | 12.2 % | 16.8% |
| . (M) | - | 162 | 27.2 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 434 | 0.00 | 1.00 | 0.17 | 0.37 |

FG9 **ever handled gun w/out adult supervision?**

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 | 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 | 569 | 95.5 % | 95.6% |
| 1 | 1:yes | 26 | 4.4 % | 4.4% |

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| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-----|---|
| FG9 | ever handled gun w/out adult supervision? (cont.) |
|-----|---|

| Value | Label | Frequency | % | Valid % |
|---------------------------|------------|------------|-------------|--------------|
| . (M) | - | 1 | 0.2 % | - |
| Summary Statistics | | | | |
| <i>Valid</i> | <i>Min</i> | <i>Max</i> | <i>Mean</i> | <i>Stdev</i> |
| 595 | 0.00 | 1.00 | 0.04 | 0.20 |

| | |
|------|--------------------------------------|
| FG10 | ever carried concealed gun anywhere? |
|------|--------------------------------------|

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:no | 590 | 99.0 % | 99.2% |
| 1 | 1:yes | 5 | 0.8 % | 0.8% |
| . (M) | - | 1 | 0.2 % | - |
| Summary Statistics | | | | |
| <i>Valid</i> | <i>Min</i> | <i>Max</i> | <i>Mean</i> | <i>Stdev</i> |
| 595 | 0.00 | 1.00 | 0.01 | 0.09 |

| | |
|------|---------------------------------|
| FG11 | last time carried concealed 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 % | - |
| -94 (M) | -94:no money | 0 | 0.0 % | - |
| -93 (M) | -93:uncodeable | 0 | 0.0 % | - |
| 1 | 1:in last week | 2 | 0.3 % | 50.0% |
| 2 | 2:in last month | 0 | 0.0 % | 0.0% |
| 3 | 3:in last year | 1 | 0.2 % | 25.0% |
| 4 | 4:more than 1 year ago | 1 | 0.2 % | 25.0% |
| . (M) | - | 592 | 99.3 % | - |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|------|--|
| FG11 | last time carried concealed gun (<i>cont.</i>) |
|------|--|

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 4 | 1.00 | 4.00 | 2.25 | 1.50 |

| | |
|------|--|
| FG12 | concealed gun loaded, last time carried? |
|------|--|

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:no | 1 | 0.2 % | 25.0% |
| 1 | 1:yes | 3 | 0.5 % | 75.0% |
| . (M) | - | 592 | 99.3 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 4 | 0.00 | 1.00 | 0.75 | 0.50 |

| | |
|------|---|
| FG13 | owner, concealed gun, last time carried |
|------|---|

Start: 50
End: 52
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 % | - |
| 1 | 1:mother | 0 | 0.0 % | 0.0% |
| 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 | 2 | 0.3 % | 50.0% |
| 8 | 8:cousin | 0 | 0.0 % | 0.0% |
| 9 | 9:aunt/uncle | 1 | 0.2 % | 25.0% |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| FG13 | owner, concealed gun, last time carried (cont.) |
|------|---|
|------|---|

| Value | Label | Frequency | % | Valid % |
|-------|-----------------------|-----------|--------|---------|
| 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:friend | 0 | 0.0 % | 0.0% |
| 15 | 15:SP/YA partner | 0 | 0.0 % | 0.0% |
| 16 | 16:SP/YA | 0 | 0.0 % | 0.0% |
| 17 | 17:other | 1 | 0.2 % | 25.0% |
| . (M) | - | 592 | 99.3 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|-------|-------|-------|
| 4 | 7.00 | 17.00 | 10.00 | 4.76 |

| FG13A | owner, concealed gun, last time carried (other) |
|-------|---|
|-------|---|

Start: 53
 End: 55
 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 % | - |
| -90 | -90:blanked | 1 | 0.2 % | 100.0% |
| . (M) | - | 595 | 99.8 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|--------|--------|--------|-------|
| 1 | -90.00 | -90.00 | -90.00 | 0.00 |

| FG16 | anyone keep gun in home? |
|------|--------------------------|
|------|--------------------------|

Start: 56
 End: 58
 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 | 12 | 2.0 % | - |
| -96 (M) | -96:refused | 0 | 0.0 % | - |
| -95 (M) | -95:doesn't understand | 0 | 0.0 % | - |
| -94 (M) | -94:no money | 0 | 0.0 % | - |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|------|----------------------------------|
| FG16 | anyone keep gun in home? (cont.) |
|------|----------------------------------|

| Value | Label | Frequency | % | Valid % |
|---------|----------------|-----------|--------|---------|
| -93 (M) | -93:uncodeable | 0 | 0.0 % | - |
| 0 | 0:no | 515 | 86.4 % | 88.3% |
| 1 | 1:yes | 68 | 11.4 % | 11.7% |
| . (M) | - | 1 | 0.2 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 583 | 0.00 | 1.00 | 0.12 | 0.32 |

| | |
|------|------------------------------|
| FG17 | know where gun kept in home? |
|------|------------------------------|

Start: 59
 End: 61
 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 | 36 | 6.0 % | 52.2% |
| 1 | 1:yes | 33 | 5.5 % | 47.8% |
| . (M) | - | 527 | 88.4 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 69 | 0.00 | 1.00 | 0.48 | 0.50 |

| | |
|------|---------------------------------|
| FG18 | how easy to get at gun in home? |
|------|---------------------------------|

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 | 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 % | - |
| 1 | 1:very easy | 5 | 0.8 % | 7.4% |
| 2 | 2:pretty easy | 9 | 1.5 % | 13.2% |
| 3 | 3:pretty hard | 14 | 2.3 % | 20.6% |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|------|---|
| FG18 | how easy to get at gun in home? (cont.) |
|------|---|

| Value | Label | Frequency | % | Valid % |
|-------|--------------|-----------|--------|---------|
| 4 | 4:very hard | 12 | 2.0 % | 17.6% |
| 5 | 5:impossible | 28 | 4.7 % | 41.2% |
| . (M) | - | 527 | 88.4 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 68 | 1.00 | 5.00 | 3.72 | 1.33 |

| | |
|------|--------------------------------------|
| FG20 | anyone in family ever shot with gun? |
|------|--------------------------------------|

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 | 8 | 1.3 % | - |
| -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:no | 377 | 63.3 % | 64.2% |
| 1 | 1:yes | 210 | 35.2 % | 35.8% |
| . (M) | - | 1 | 0.2 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 587 | 0.00 | 1.00 | 0.36 | 0.48 |

| | |
|-------|-------------------------------|
| FG21A | family member 1 shot with gun |
|-------|-------------------------------|

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 | 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 % | - |
| 1 | 1:mother | 2 | 0.3 % | 1.0% |
| 2 | 2:father | 29 | 4.9 % | 13.8% |
| 3 | 3:stepmother | 0 | 0.0 % | 0.0% |
| 4 | 4:stepfather | 2 | 0.3 % | 1.0% |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|---------------------------------------|
| FG21A | family member 1 shot with gun (cont.) |
|-------|---------------------------------------|

| Value | Label | Frequency | % | Valid % |
|-------|-----------------------|-----------|--------|---------|
| 5 | 5:mom's partner | 0 | 0.0 % | 0.0% |
| 6 | 6:dad's partner | 0 | 0.0 % | 0.0% |
| 7 | 7:sibling | 18 | 3.0 % | 8.6% |
| 8 | 8:cousin | 72 | 12.1 % | 34.3% |
| 9 | 9:aunt/uncle | 73 | 12.2 % | 34.8% |
| 10 | 10:granddad/mom | 5 | 0.8 % | 2.4% |
| 11 | 11:great granddad/mom | 2 | 0.3 % | 1.0% |
| 12 | 12:great aunt/uncle | 1 | 0.2 % | 0.5% |
| 13 | 13:niece/nephew | 0 | 0.0 % | 0.0% |
| 14 | 14:friend | 0 | 0.0 % | 0.0% |
| 15 | 15:SP/YA partner | 0 | 0.0 % | 0.0% |
| 16 | 16:SP/YA | 1 | 0.2 % | 0.5% |
| 17 | 17:other | 5 | 0.8 % | 2.4% |
| . (M) | - | 385 | 64.6 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|-------|------|-------|
| 210 | 1.00 | 17.00 | 7.68 | 2.91 |

| | |
|-------|-------------------------------|
| FG21B | family member 2 shot with gun |
|-------|-------------------------------|

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 | 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | 0.0% |
| 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 | 3 | 0.5 % | 13.0% |
| 8 | 8:cousin | 5 | 0.8 % | 21.7% |

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| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|--|
| FG21B | family member 2 shot with gun (<i>cont.</i>) |
|-------|--|

| Value | Label | Frequency | % | Valid % |
|-------|-----------------------|-----------|--------|---------|
| 9 | 9:aunt/uncle | 15 | 2.5 % | 65.2% |
| 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:friend | 0 | 0.0 % | 0.0% |
| 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) | - | 573 | 96.1 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 23 | 7.00 | 9.00 | 8.52 | 0.73 |

| | |
|-------|-------------------------------|
| FG21C | family member 3 shot with gun |
|-------|-------------------------------|

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 % | - |
| 1 | 1:mother | 0 | 0.0 % | 0.0% |
| 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 % | 25.0% |
| 9 | 9:aunt/uncle | 2 | 0.3 % | 50.0% |
| 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% |

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| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|--|
| FG21C | family member 3 shot with gun (<i>cont.</i>) |
|-------|--|

| Value | Label | Frequency | % | Valid % |
|-------|------------------|-----------|--------|---------|
| 13 | 13:niece/nephew | 0 | 0.0 % | 0.0% |
| 14 | 14:friend | 0 | 0.0 % | 0.0% |
| 15 | 15:SP/YA partner | 0 | 0.0 % | 0.0% |
| 16 | 16:SP/YA | 0 | 0.0 % | 0.0% |
| 17 | 17:other | 1 | 0.2 % | 25.0% |
| . (M) | - | 592 | 99.3 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|-------|-------|-------|
| 4 | 8.00 | 17.00 | 10.75 | 4.19 |

| | |
|-------|-------------------------------|
| FG21D | family member 4 shot with gun |
|-------|-------------------------------|

Start: 77
 End: 79
 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |

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| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|--|
| FG21D | family member 4 shot with gun (<i>cont.</i>) |
|-------|--|

| Value | Label | Frequency | % | Valid % |
|-------|----------|-----------|---------|---------|
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| | |
|-------|-------------------------------|
| FG21E | family member 5 shot with gun |
|-------|-------------------------------|

Start: 80
 End: 82
 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| | |
|-------|-------------------------------|
| FG21F | family member 6 shot with gun |
|-------|-------------------------------|

Start: 83
 End: 85
 Width: 3

| Value | Label | Frequency | % | Valid % |
|---------|------------------------|-----------|-------|---------|
| -99 (M) | -99:interviewer missed | 0 | 0.0 % | - |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

FG21F family member 6 shot with gun (*cont.*)

Type: numeric (ISO)
Interval: discrete
Missing: -99 thru -93

| Value | Label | Frequency | % | Valid % |
|---------|------------------------|-----------|---------|---------|
| -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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

FG21G family member 7 shot with gun

Start: 86
End: 88
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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |

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| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|--|
| FG21G | family member 7 shot with gun (<i>cont.</i>) |
|-------|--|

| <i>Value</i> | <i>Label</i> | <i>Frequency</i> | <i>%</i> | <i>Valid %</i> |
|--------------|-----------------------|------------------|----------|----------------|
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| | |
|-------|-------------------------------|
| FG21H | family member 8 shot with gun |
|-------|-------------------------------|

Start: 89
 End: 91
 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |

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| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|--|
| FG21H | family member 8 shot with gun (<i>cont.</i>) |
|-------|--|

| <i>Value</i> | <i>Label</i> | <i>Frequency</i> | <i>%</i> | <i>Valid %</i> |
|--------------|-----------------------|------------------|----------|----------------|
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| | |
|-------|-------------------------------|
| FG21I | family member 9 shot with gun |
|-------|-------------------------------|

Start: 92
 End: 94
 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|---------------------------------------|
| FG21I | family member 9 shot with gun (cont.) |
|-------|---------------------------------------|

| Value | Label | Frequency | % | Valid % |
|-------|------------------|-----------|---------|---------|
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| | |
|-------|--------------------------------|
| FG21J | family member 10 shot with gun |
|-------|--------------------------------|

Start: 95
 End: 97
 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

- ICPSR 13701 -

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|--------------------------------|
| FG21K | family member 11 shot with gun |
|-------|--------------------------------|

Start: 98
 End: 100
 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| | |
|-------|--------------------------------|
| FG21L | family member 12 shot with gun |
|-------|--------------------------------|

Start: 101
 End: 103
 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 % | - |

- ICPSR 13701 -

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|---|
| FG21L | family member 12 shot with gun <i>(cont.)</i> |
|-------|---|

| <i>Value</i> | <i>Label</i> | <i>Frequency</i> | <i>%</i> | <i>Valid %</i> |
|--------------|-----------------------|------------------|----------|----------------|
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| | |
|-------|--------------------------------|
| FG21M | family member 13 shot with gun |
|-------|--------------------------------|

Start: 104
 End: 106
 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|--|
| FG21M | family member 13 shot with gun (cont.) |
|-------|--|

| Value | Label | Frequency | % | Valid % |
|-------|-----------------------|-----------|---------|---------|
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| | |
|-------|--------------------------------|
| FG21N | family member 14 shot with gun |
|-------|--------------------------------|

Start: 107
 End: 109
 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| FG21N | family member 14 shot with gun (cont.) |
|-------|--|
|-------|--|

| Value | Label | Frequency | % | Valid % |
|-------|------------------|-----------|---------|---------|
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| FG21O | family member 15 shot with gun |
|-------|--------------------------------|
|-------|--------------------------------|

Start: 110
 End: 112
 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| FG21P | family member 16 shot with gun |
|-------|--------------------------------|
|-------|--------------------------------|

Start: 113
 End: 115
 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 % | - |
| 1 | 1:mother | 0 | 0.0 % | NaN |
| 2 | 2:father | 0 | 0.0 % | NaN |
| 3 | 3:stepmother | 0 | 0.0 % | NaN |
| 4 | 4:stepfather | 0 | 0.0 % | NaN |
| 5 | 5:mom's partner | 0 | 0.0 % | NaN |
| 6 | 6:dad's partner | 0 | 0.0 % | NaN |
| 7 | 7:sibling | 0 | 0.0 % | NaN |
| 8 | 8:cousin | 0 | 0.0 % | NaN |
| 9 | 9:aunt/uncle | 0 | 0.0 % | NaN |
| 10 | 10:granddad/mom | 0 | 0.0 % | NaN |
| 11 | 11:great granddad/mom | 0 | 0.0 % | NaN |
| 12 | 12:great aunt/uncle | 0 | 0.0 % | NaN |
| 13 | 13:niece/nephew | 0 | 0.0 % | NaN |
| 14 | 14:friend | 0 | 0.0 % | NaN |
| 15 | 15:SP/YA partner | 0 | 0.0 % | NaN |
| 16 | 16:SP/YA | 0 | 0.0 % | NaN |
| 17 | 17:other | 0 | 0.0 % | NaN |
| . (M) | - | 596 | 100.0 % | - |

| FG22A | family member shot inside home? |
|-------|---------------------------------|
|-------|---------------------------------|

Start: 116
 End: 118
 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 | 8 | 1.3 % | - |
| -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 % | - |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| | |
|-------|---|
| FG22A | family member shot inside home? (cont.) |
|-------|---|

| Value | Label | Frequency | % | Valid % |
|-------|-------|-----------|--------|---------|
| 0 | 0:no | 200 | 33.6 % | 98.5% |
| 1 | 1:yes | 3 | 0.5 % | 1.5% |
| . (M) | - | 385 | 64.6 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 203 | 0.00 | 1.00 | 0.01 | 0.12 |

| | |
|-------|-----------------------------------|
| FG22B | family member shot in other home? |
|-------|-----------------------------------|

Start: 119
 End: 121
 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 | 10 | 1.7 % | - |
| -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 | 183 | 30.7 % | 91.0% |
| 1 | 1:yes | 18 | 3.0 % | 9.0% |
| . (M) | - | 385 | 64.6 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 201 | 0.00 | 1.00 | 0.09 | 0.29 |

| | |
|-------|-------------------------------|
| FG22C | family member shot at school? |
|-------|-------------------------------|

Start: 122
 End: 124
 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 | 9 | 1.5 % | - |
| -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 | 201 | 33.7 % | 99.5% |
| 1 | 1:yes | 1 | 0.2 % | 0.5% |
| . (M) | - | 385 | 64.6 % | - |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

| FG22C | family member shot at school? (cont.) |
|-------|---------------------------------------|
|-------|---------------------------------------|

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 202 | 0.00 | 1.00 | 0.00 | 0.07 |

| FG22D | family member shot in neighborhood? |
|-------|-------------------------------------|
|-------|-------------------------------------|

Start: 125
End: 127
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 | 10 | 1.7 % | - |
| -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 | 155 | 26.0 % | 77.1% |
| 1 | 1:yes | 46 | 7.7 % | 22.9% |
| . (M) | - | 385 | 64.6 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 201 | 0.00 | 1.00 | 0.23 | 0.42 |

| FG22E | family member shot outside neighborhood? |
|-------|--|
|-------|--|

Start: 128
End: 130
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 | 10 | 1.7 % | - |
| -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 | 53 | 8.9 % | 26.4% |
| 1 | 1:yes | 148 | 24.8 % | 73.6% |
| . (M) | - | 385 | 64.6 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 201 | 0.00 | 1.00 | 0.74 | 0.44 |

Variable **Variable Description**

FG23 shot family member(s) see MD after shot?

Start: 131
End: 133
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 | 8 | 1.3 % | - |
| -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:no | 25 | 4.2 % | 12.3% |
| 1 | 1:yes | 178 | 29.9 % | 87.7% |
| . (M) | - | 385 | 64.6 % | - |

| <i>Valid</i> | <i>Min</i> | <i>Max</i> | <i>Mean</i> | <i>Stdev</i> |
|--------------|------------|------------|-------------|--------------|
| 203 | 0.00 | 1.00 | 0.88 | 0.33 |

FG24 when family member shot?

Start: 134
End: 136
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 | 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 % | - |
| 1 | 1:in last month | 6 | 1.0 % | 2.9% |
| 2 | 2:in last year | 30 | 5.0 % | 14.3% |
| 3 | 3:more than 1 year ago | 174 | 29.2 % | 82.9% |
| . (M) | - | 385 | 64.6 % | - |

| <i>Valid</i> | <i>Min</i> | <i>Max</i> | <i>Mean</i> | <i>Stdev</i> |
|--------------|------------|------------|-------------|--------------|
| 210 | 1.00 | 3.00 | 2.80 | 0.47 |

FG25 how easy for teens in neighborhood to get gun?

Start: 137
End: 139
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 | 22 | 3.7 % | - |
| -96 (M) | -96:refused | 0 | 0.0 % | - |

| Variable | Variable Description |
|----------|----------------------|
|----------|----------------------|

FG25 how easy for teens in neighborhood to get gun? (cont.)

| Value | Label | Frequency | % | Valid % |
|---------|------------------------|-----------|--------|---------|
| -95 (M) | -95:doesn't understand | 0 | 0.0 % | - |
| -94 (M) | -94:no money | 0 | 0.0 % | - |
| -93 (M) | -93:uncodeable | 0 | 0.0 % | - |
| 1 | 1:very easy | 59 | 9.9 % | 10.4% |
| 2 | 2:pretty easy | 152 | 25.5 % | 26.7% |
| 3 | 3:pretty hard | 129 | 21.6 % | 22.6% |
| 4 | 4:very hard | 130 | 21.8 % | 22.8% |
| 5 | 5:impossible | 100 | 16.8 % | 17.5% |
| . (M) | - | 4 | 0.7 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 570 | 1.00 | 5.00 | 3.11 | 1.27 |

FG26 how easy for you to get gun?

Start: 140
 End: 142
 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 | 2.3 % | - |
| -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 % | - |
| 1 | 1:very easy | 22 | 3.7 % | 3.8% |
| 2 | 2:pretty easy | 63 | 10.6 % | 10.9% |
| 3 | 3:pretty hard | 69 | 11.6 % | 12.0% |
| 4 | 4:very hard | 133 | 22.3 % | 23.1% |
| 5 | 5:impossible | 290 | 48.7 % | 50.3% |
| . (M) | - | 5 | 0.8 % | - |

| Valid | Min | Max | Mean | Stdev |
|-------|------|------|------|-------|
| 577 | 1.00 | 5.00 | 4.05 | 1.18 |