



NATIONAL INSTITUTE OF JUSTICE

Data Resources Program

Pathological Gambling in Arrestee Populations in Des Moines, Iowa, and Las Vegas, Nevada, 2000–2001

Richard McCorkle

ICPSR 3499

User Guide



Inter university Consortium for Political and Social Research

Pathological Gambling in Arrestee Populations in
Des Moines, Iowa, and Las Vegas, Nevada, 2000-2001

(ICPSR 3499)

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BIBLIOGRAPHIC CITATION

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To provide funding agencies with essential information about use of archival resources and to facilitate the exchange of information about ICPSR participants' research activities, users of ICPSR data are requested to send to ICPSR bibliographic citations for each completed manuscript or thesis abstract. Please indicate in a cover letter which data were used.

DATA DISCLAIMER

The original collector of the data, ICPSR, and the relevant funding agency bear no responsibility for uses of this collection or for interpretations or inferences based upon such uses.

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SUMMARY

This study sought to examine the extent, nature, and consequences of pathological gambling disorders in arrestee populations. Five research questions were addressed: (1) What is the prevalence of pathological gambling in arrestee populations? (2) What is the profile of the pathological gambler arrested for felony and misdemeanor offenses? (3) How does the nature and level of criminal activity among pathological gamblers compare to that of non-pathological gamblers? (4) What proportion of the crime committed by offenders with pathological gambling disorders is linked to their gambling activities (either to fund gambling or pay off gambling debts)? and (5) How does substance abuse interact with pathological gambling to affect the nature and extent of criminal activity? The data for this research were collected in conjunction with the National Institute of Justice's Arrestee Drug Abuse Monitoring (ADAM) programs. Arrestees in Las Vegas, Nevada, and Des Moines, Iowa, who had completed the ADAM interview and provided a urine specimen were asked if they would be willing to answer an additional set of questions concerning their gambling behavior. Data from the ADAM interview and drug screening were merged with data collected using the gambling addendum, producing the dataset for this study. Variables from the ADAM instruments were comprised of demographic data on each arrestee, calendar of admissions to drug treatment-related programs, data on dependence and abuse, drug market and use data, and urine test results. The gambling addendum was used to collect data on five topics: (1) past-year gambling activity, (2) the use of alcohol and illegal drugs prior to and during gambling, (3) substance abuse and/or self-reported gambling problems, (4) past-year criminal activity (property, drug, and violent offending), and (5) motivations for criminal activity (gambling or non-gambling related).

GENERAL STUDY OVERVIEW

STUDY IDENTIFICATION

Pathological Gambling in Arrestee Populations in Des Moines, Iowa, and Las Vegas, Nevada, 2000-2001

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Award No. 99-IJ-CX-K011

PURPOSE OF THE STUDY

The spread of legalized gambling in the United States over the past decade has sparked considerable concern, debate, and research. Much of the interest has focused on the increased incidence of compulsive or pathological gambling in those areas that offer legalized gambling, and increased social ills, such as crime. Concern about the spread of legalized gambling has provided renewed interest in and funding for research on the extent, nature, and consequences of pathological gambling. However, most of what is known about pathological gambling is derived from studies of treatment populations or the general public. With few exceptions, research has not examined the disorder in populations where it is arguably more prevalent and severe, namely in the criminal populations. In fact, very little research has been conducted to determine the prevalence and consequences of pathological gambling in jail or arrestee populations. This study sought to examine the extent, nature, and consequences of pathological gambling disorders in arrestee populations. Five research questions were addressed: (1) What is the prevalence of pathological gambling in arrestee populations? (2) What is the profile of the pathological gambler arrested for felony and misdemeanor offenses? (3) How does the nature and level of criminal activity among pathological gamblers compare to that of non-pathological gamblers? (4) What proportion of the crime committed by offenders with pathological gambling disorders is linked to their gambling activities (either to fund gambling or pay off gambling debts)? and (5) How does substance abuse interact with pathological gambling to affect the nature and extent of criminal activity?

METHODS

STUDY DESIGN

The data for this research were collected in conjunction with the National Institute of Justice's Arrestee Drug Abuse Monitoring (ADAM) programs. At the time of this study's release, the ADAM program was operational in approximately 35 cities nationwide, providing national and local profiles of drug use within arrestee populations and the monitoring of drug use patterns. An extension and refinement of the previous Drug Use Forecasting (DUF) program (see DRUG USE FORECASTING IN 24 CITIES IN THE UNITED STATES, 1987-1997 [ICPSR 9477]), the ADAM program (see ARRESTEE DRUG ABUSE MONITORING (ADAM) PROGRAM IN THE UNITED STATES, 1999 [ICPSR 2994], 2000 [ICPSR 3270], and 2001 [ICPSR 3688]) is the United States government's primary source of information on drug use among arrestees, and is one of the primary research tools on drug use, crime, and other social indicators. Quarterly interviews with arrestees selected using probability-based (for males) and convenience sampling (for females) were conducted in jails and detention facilities at each ADAM site. Urine samples were also collected and tested for a core panel of drugs that included cocaine, methamphetamine, marijuana, and opiates. Because the drug screen could not detect drugs beyond 72 hours after use, only arrestees who had been incarcerated 48 hours or less were eligible for participation. The ADAM interview provided demographic and descriptive data including race, age, marital status, source of income, screens for substance abuse and dependency, treatment history, arrest and incarceration experiences, and participation in local drug markets. At the conclusion of the interview, respondents were asked to provide a urine specimen. For this study, arrestees in Las Vegas, Nevada, and Des Moines, Iowa, who had completed the ADAM interview and provided a urine specimen were asked if they would be willing to answer an additional set of questions concerning their gambling behavior. The gambling addendum was administered as part of the ADAM data collection in Las Vegas and Des Moines for six consecutive quarters beginning in the fourth quarter of 1999. In the first quarter of 2000, the ADAM program adopted a new instrument with major revisions, additions, and deletions of items. The revised ADAM instrument retained specific demographic and offense-related items, allowing limited use of the interviews completed prior to its implementation. While data were collected on the gambling behaviors of male and female arrestees since the fourth quarter of 1999, only those who were interviewed using the revised instrument, which starting being administered in the first quarter 2000, are represented in this data collection, which is comprised of responses from approximately 1,900 arrestees. At the core of the 144-item gambling addendum was a modified version of the National Opinion Research Center (NORC), Diagnostic and Statistical Manual (DSM) Screen for Gambling Problems, commonly referred to as

NODS. This gambling screen was composed of 17 items that assessed lifetime problem gambling and a corresponding set of 17 items assessing past-year gambling problems. The gambling addendum, however, included only past-year NODS items. The decision to exclude lifetime items was based on time and budgetary concerns. Data from the ADAM interviews and drug screening were merged with data collected using the gambling addendum, producing the dataset for this study.

SOURCES OF INFORMATION

As part of the ADAM data collection, a double-sided facesheet was used to collect information from administrative records on all adult arrestees selected for an interview. The ADAM adult interview instrument was used to record information from voluntary, anonymous, and confidential interviews with all male and female adult arrestees in the sample available for an interview within 48 hours of the time of arrest. Urine tests were used to detect the presence of several drugs in specimens provided by the interviewee at the conclusion of the interview. The gambling addendum, administered via a survey, was given to arrestees in the sample who had completed the ADAM interview, provided a urine specimen, and were willing to answer additional questions concerning their gambling behavior.

SAMPLE

The gambling addendum was administered to all arrestees in Las Vegas, Nevada, and Des Moines, Iowa, who had completed the ADAM interview and provided a urine specimen and were willing to answer additional questions concerning their gambling behavior. Please see ARRESTEE DRUG ABUSE MONITORING (ADAM) PROGRAM IN THE UNITED STATES, 1999 [ICPSR 2994], 2000 [ICPSR 3270], and 2001 [ICPSR 3688] for the sampling frame used to collect the ADAM data.

RESPONSE RATES

During the data collection period (fourth quarter 1999 through first quarter 2001), initial contact was made with 3,332 arrestees from the two sites who had completed an ADAM interview and provided a urine specimens. Approximately 2,300 male and female arrestees received this gambling addendum. Revisions were made to the instrument and researchers began to use the new instrument in the first quarter of 2000, when it was given to approximately 1,900 arrestees.

DATE(S) OF DATA COLLECTION

1999-2001

SUMMARY OF CONTENTS

DESCRIPTION OF VARIABLES

Demographic variables taken from the ADAM data collection include respondent's age, gender, race, ethnicity, residency, education, employment, health insurance coverage, marital status, and telephone access. Other variables include the three most serious arrest charges; language of instrument used; number of hours since arrest; inpatient and outpatient substance abuse treatment; inpatient mental health treatment; arrests and incarcerations; heavy alcohol use; use of marijuana, crack/rock cocaine, powder cocaine, heroin, methamphetamine, and other drug (ever and previous 12 months); age of first use of the above six drugs and heavy alcohol use; drug dependency in the previous 12 months; characteristics of drug transactions in past 30 days; use of marijuana, crack/rock cocaine, powder cocaine, heroin, and methamphetamine in past 30 days and in past seven days; heavy alcohol use in past 30 days; and secondary drug use of 15 other drugs in the past 48 hours. Urine test results were provided for 11 drugs -- marijuana, cocaine, opiates, phencyclidine (PCP), benzodiazepines (Valium), propoxyphene (Darvon), methadone, methaqualone, barbiturates, amphetamines, and methamphetamine. The gambling addendum was used to collect data on five topics: (1) past-year gambling activity (including bingo, lottery, powerball, video poker, casino table games, keno, and horse or dog race tracks), (2) use of alcohol and illegal drugs prior to and during gambling, (3) substance abuse and/or gambling problems, (4) past-year criminal activity (property, drug, and violent offending), and (5) motivations for criminal activity and behaviors (both gambling and non-gambling related).

PRESENCE OF COMMON SCALES

None.

UNIT OF OBSERVATION

Individuals.

EXTENT OF PROCESSING

Missing data codes were standardized by the principal investigator and ICPSR. ICPSR checked for undocumented codes, produced a codebook, generated SAS and SPSS data definition statements, converted the hardcopy documentation to a PDF file, and reformatted the data and documentation.

EXTENT OF COLLECTION

This data collection contains one data file with a PDF user guide, a codebook and data collection instruments in a separate PDF file, and SAS and SPSS data definition statements.

DATA COLLECTION NOTES

(1) Users are strongly encouraged to obtain copies of the "Methodology Guide for ADAM" and the "Analytic Guide for ADAM" from the ADAM Web site: <http://www.adam-nij.net/index.asp>. (2) This data collection does not contain data that were collected prior to the first quarter 2000. Users should refer to the final report for discussion of the data and results from the data collected prior to the first quarter 2000. (3) The user guide, codebook, and data collection instruments are provided by ICPSR as Portable Document Format (PDF) files. The PDF file format was developed by Adobe Systems Incorporated and can be accessed using PDF reader software, such as the Adobe Acrobat Reader. Information on how to obtain a copy of the Acrobat Reader is provided on the ICPSR Web site.

FILE SPECIFICATIONS

PART NUMBER: 1
FILE STRUCTURE: rectangular
CASE COUNT: 1,908
VARIABLE COUNT: 665
RECORD LENGTH: 6,874
RECORDS PER CASE: 1

RESTRICTIONS

The data are restricted from general dissemination. Users interested in obtaining these data must complete a Transfer Agreement Form and specify the reasons for the request. A copy of the Transfer Agreement Form can be requested by calling 800-999-0960 or 734-647-5000. The 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.

RELATED PUBLICATION

McCorkle, Richard. "Pathological Gambling in Arrestee Populations" (Final Report). NCJ 196677. Washington, DC: United States Department of Justice. National Institute of Justice, August 2002.

FINAL REPORTS AND OTHER PUBLICATIONS

The National Criminal Justice Reference Service (NCJRS) was established in 1972 by the National Institute of Justice (NIJ), of the U.S. Department of Justice, to provide research findings to criminal justice professionals and researchers. NCJRS operates specialized clearinghouses that are staffed by information specialists who supply a range of reference, referral, and distribution services. Final reports and other publications describing research conducted on a variety of criminal justice topics are available. Publications can be obtained from NCJRS at NIJ/NCJRS, Box 6000, Rockville, MD, 20849-6000, 800-851-3420 or 301-519-5500. TTY Service for the Hearing Impaired is 877-712-9279 (toll-free) or 301-947-8374 (local). The URL for the NCJRS homepage is:

<http://www.ncjrs.org>

DATA RESOURCES PROGRAM ON THE INTERNET

The National Institute of Justice Data Resources Program (DRP) makes datasets from NIJ-funded research and evaluation projects available to the research community and sponsors research and training activities devoted to secondary data analysis. Datasets are archived by the National Archive of Criminal Justice Data (NACJD) at the Inter-university Consortium for Political and Social Research (ICPSR) at the University of Michigan.

The NACJD maintains a World Wide Web site with instructions for transferring files and sending messages. Criminal justice data funded by the Department of Justice are available via the Internet at this site at no charge to the user. NACJD may be contacted at NACJD/ICPSR, P.O. Box 1248, Ann Arbor, MI, 48106-1248, 800-999-0960 or 734-647-5000. The URL for the NACJD homepage is:

<http://www.icpsr.umich.edu/NACJD>

DATA COMPLETENESS REPORT

This report corresponds to the data file: DA3499

Table 2: Distribution of Variables by Percentage of Missing Values*

Variable Name and Label (Total cases=1908)	Percent of Cases with Missing Values	
	MD-Skip	MD-Total

26.3% (175 of 665 variables) have 0% Missing Values		
6.9% (46 of 665 variables) have > 0% - 1% Missing Values		
1.2% (8 of 665 variables) have > 1% - 3% Missing Values		
2.4% (16 of 665 variables) have > 3% - 5% Missing Values		
0.3% (2 of 665 variables) have > 5% - 10% Missing Values		
PHONES NUMBER OF TELEPHONES IN RESIDENCE (D10)	8.8%	9.3%
WARRANT1 1ST OFFENSE RESULT OF WARRANT (AR101E)	9.2%	9.5%
0.2% (1 of 665 variables) have > 10% - 20% Missing Values		
INTROLD INTERVIEWER INITIALS		16.2%
3.0% (20 of 665 variables) have > 20% - 40% Missing Values		
DRNK12MO 5/+ DRINKS SAME DAY IN PAST 12 MOS (S3)	20.6%	20.8%
AGEDRNK AGE 1ST TIME FIVE/+ DRINKS SAME DAY (S2)	20.6%	22.0%
MARJ12MO USED MARIJUANA IN PAST 12 MONTHS (S6)	22.0%	22.2%
AGEMARJ AGE FIRST TIME USED MARIJUANA (S5)	22.0%	22.7%
DRUG12MO USED SOME DRUG IN THE PAST 12 MTHS	18.1%	37.2%
OUT_MO_T # MTHS LAST YR OUTPATIENT TX (ALL CAL R)	38.3%	38.7%
MH_TM_T AVG # DAYS/MTH LAST YR MH TX (ALL CAL R)	38.3%	38.7%
MH_MO_T # MTHS LAST YR IN MH TX (ALL CAL R)	38.3%	38.7%
OUT_TM_T X:Y LAST YR OUTPATIENT TX (ALL CAL R)	38.3%	38.8%
IN_MO_T # MTHS LAST YR INPATIENT (ALL CAL R)	38.3%	39.0%
IN_TM_T AVG # DAYS/MTH LST YR INPATNT (ALL CAL R)	38.3%	39.2%
D_DEP_AB AT RISK FOR DRUG EDPENDENCY OR ABUSE	38.4%	39.3%
JL_MO_T # MTHS LAST YR INCARCERATED (ALL CAL R)	38.3%	39.5%
MOSTABLE # MTHS ARRESTEE IN HOUSE/APT PAST YEAR	38.3%	39.6%
=====		

Table 2 (continued)

Variable Name and Label	Percent of Cases with Missing Values	
	MD-Skip	MD-Total
MOINSTIT # MONTHS IN HOSPITAL TX OR JAIL PAST YR	38.3%	39.6%
MOHOMLSS # MONTHS HOMELESS/TRANSIENT IN PAST YEA	38.3%	39.6%
STABLE PROPORTION OF YEAR IN HOUSE OR APARTMEN	38.3%	39.9%
INSTITUT PROPORTION YEAR IN HOSP TX OR JAIL	38.3%	39.9%
HOMELESS PROPORTION OF YEAR HOMELESS OR TRANSIEN	38.3%	39.9%
ANYDRUG # MTHS USED SOME DRUG IN PAST 12 MTHS	38.4%	40.0%
59.7% (397 of 665 variables) have > 40% - 100% Missing Values		
TM_JL_T AVG # DAYS/MTH LAST YR INCAR(ALL CAL R)	38.3%	40.0%
INJECT INJECT DRUGS IN PAST 12 MONTHS (DA8)	38.4%	40.8%
A_DEP_AB AT RISK FOR ALCOHOL DEPENDENCY OR ABUSE	39.3%	42.1%
TIMEDRUG DRG-LAST TIME ANY OF THESE HAPPEN (DA7B)	45.2%	46.8%
INTERVER INTERVIEWER NUMBER		47.1%
TOTLARST TIMES ARRESTD & BOOKD PRIOR TO MO 1(C15)	47.2%	48.7%
JL_MONTH # MTHS LAST YR INCARCERATED(EVER Q LTD)	49.8%	51.0%
TM_JAIL AVG # DAYS/MTH LAST YR INCAR(EVER Q LTD)	49.8%	51.5%
TOTLJAIL TOTAL DAYS IN JAIL PRIOR TO MONTH 1(C28)	49.8%	51.6%
DAY_DRNK # DAYS 5/+ DRINKS PAST 30 DAYS (MU35B)	51.1%	51.6%
VIDEMONY VIDEO POKER MONEY	51.5%	51.6%
VIDMONLS VIDEO POKER MONEY LOST	51.5%	51.6%
VID1WON VIDEO POKER LARGEST WON	51.6%	52.0%
VIDTTLST VIDEO POKER TOTAL LOST	51.6%	52.0%
MTH_MARJ # MTHS LAST YEAR USED MARIJUANA	53.4%	54.0%
MJ1_MNTH MTHS LAST YR USED MARIJUANA ON 1-7 DAYS	53.4%	54.0%
MJ2_MNTH MTHS LAST YR USED MARIJUANA ON 8-12 DAY	53.4%	54.0%
MJ3_MNTH MTHS LAST YR USED MARIJUANA 13-30 DAYS	53.4%	54.0%
TIMEDRNK ALC-LAST TIME ANY OF THESE HAPPEN (DA7A)	50.9%	54.1%
MOS_MARJ X:Y OF LAST YEAR USED MARIJUANA	53.4%	54.6%
MJ1MONTH X:Y OF MTHS USED MARIJUANA ON 1-7 DAYS	53.4%	54.7%
MJ2MONTH X:Y OF MTHS USED MARIJUANA ON 8-12 DAYS	53.4%	54.7%
MJ3MONTH X:Y OF MTHS USED MARIJUANA ON 13-30 DAY	53.4%	54.7%
MA_LEVEL AVG # DAYS/MTH USED MARIJUANA IN PAST Y	53.5%	54.7%
ADAMCOD2 2ND ADAM CHARGE CODE (AR102C)	57.0%	57.2%
SEVERE2 2ND OFFENSE SEVERITY LEVEL (AR102D)	57.0%	57.4%
METH12MO USED METH IN PAST 12 MONTHS (S18)	58.3%	58.3%
AGEMETH AGE FIRST USED METHAMPHETAMINE (S17)	58.3%	58.4%
AGECOKE AGE FIRST USED POWDER COCAINE (S11)	58.6%	58.6%
COKE12MO USED POWDER COCAINE IN PAST 12 MOS (S12)	58.6%	58.6%
MTH_DRNK # MTHS LAST YR HAD FIVE OR MORE DRINKS	58.8%	59.4%
DK1_MNTH MTHS LAST YR HAD 5/+ DRINKS ON 1-7 DAYS	58.8%	59.4%
DK2_MNTH MTHS LAST YR HAD 5/+ DRINKS ON 8-12 DAY	58.8%	59.4%

Table 2 (continued)

Variable Name and Label	Percent of Cases with Missing Values	
	MD-Skip	MD-Total
DK3_MNTH MTHS LAST YR HAD 5+ DRINKS ON 13-30 DAY	58.8%	59.4%
MOS_DRNK X:Y LAST YEAR HAD FIVE OR MORE DRINKS	58.8%	60.3%
DK1MONTH X:Y OF MTHS HAD 5/+ DRINKS ON 1-7 DAYS	58.8%	60.3%
DK2MONTH X:Y MTHS HAD 5+ DRINKS ON 8-12 DAYS	58.8%	60.3%
DK3MONTH X:Y OF MTHS HAD 5+ DRINKS ON 13-30 DAYS	58.8%	60.3%
WARRANT2 2ND OFFENSE RESULT OF WARRANT (AR102E)	60.8%	61.1%
PATHALCB ALCOHOL BEFORE	60.8%	61.1%
PATHDRGB DRUGS BEFORE	60.8%	61.1%
PATHDRGW DRUGS WHILE	60.8%	61.1%
PATHDRPB DRUG PROBLEM	60.8%	61.1%
PATHGBPB GAMBLING PROBLEM	60.8%	61.1%
PATHHELP SELF-HELP	60.8%	61.1%
PATHALCW ALCOHOL WHILE	60.8%	61.1%
PATHALPB ALCOHOL PROBLEM	60.8%	61.1%
VIOL12MT TIMES PAST YR HURT/THREATEN PERSON	60.8%	61.1%
HURT HURT/THREATENED SOMEONE IN PAST 12 MOS		61.1%
PATHGBAN GAMBLERS ANONYMOUS	60.8%	61.2%
PATHCRIM COMMITTED SERIOUS CRIME	60.8%	61.2%
PATHBANK BANKRUPTCY	60.8%	61.2%
HOSP12MT DAYS IN HOSPITAL PAST 12 MO	60.8%	61.2%
THFT12MT TIMES STEAL WITHOUT HURTING SOMEONE	60.8%	61.3%
THEFT STOLEN WITHOUT FORCE IN PAST 12 MONTHS		61.3%
JAIL12MT DAYS IN JAIL PAST 12 MO	60.8%	61.3%
HOWUSEMA HOW USED MARIJUANA LAST TIME USED (MA34)	60.2%	61.5%
PATHBORR BORROW MONEY	60.8%	61.5%
NOCASHMA GOT MJ W/O CASH IN PAST 30 DAYS (MA3)	61.3%	61.6%
CASHMARJ GOT MJ BY CASH IN PAST 30 DAYS (MA2)	61.3%	61.8%
USEWK_MA # DAYS USED MARIJUANA PAST 7 DAYS (MA31)	60.2%	61.8%
SELLDRUG TIMES IN PAST YEAR DID YOU SELL DRUGS	60.8%	61.9%
PUSHER DID YOU SELL DRUGS IN PAST YEAR		61.9%
USEMO_MA # DAYS USED MARIJUANA PAST 30 DAYS (MA32)	60.2%	62.0%
INSTYP TYPE OF INSURANCE COVERAGE (D7B)	61.8%	63.6%
SLOTMONY SLOTS MONEY	64.0%	64.3%
SLTMONLS SLOTS MONEY LOST	64.0%	64.3%
SLT1WON SLOTS LARGEST WON	64.0%	64.6%
SLTTTTLS SLOTS TOTAL LOST	64.0%	64.8%
CRCK12MO USED CRACK/ROCK COCAINE PAST 12 MOS (S9)	67.2%	67.2%
AGECRACK AGE FIRST USED CRACK OR ROCK COCAINE (S8)	67.2%	67.4%
HOWGETMA HOW GET MARIJUANA W/OUT CASH (MA23)	69.1%	69.5%
NCPT4UMA % NON-CASH MARIJUANA PERSONAL USE (MA26)	69.1%	69.7%
NCTYPMA TYPE OF NON-CASH MARIJUANA UNIT (MA25B)	69.1%	69.8%
NCWK_MA TIMES MJ IN PAST WEEK W/OUT CASH (MA28)	69.1%	69.8%

Table 2 (continued)

Variable Name and Label	Percent of Cases with Missing Values	
	MD-Skip	MD-Total
NCDAY_MA TIMES MJ SAME DAY W/OUT CASH (MA27)	69.1%	69.9%
NCMO_MA TIMES MJ IN PAST MONTH W/OUT CASH (MA29)	69.1%	70.4%
NCCONTMA CONTACTED PERSON FOR MJ W/OUT CASH (MA24)	69.4%	71.1%
VIDMORMN VIDEO POKER GET MORE	71.9%	72.5%
TABLMONY TABLE GAMES MONEY	74.4%	74.7%
TBL1WON TABLE GAMES LARGEST WON	74.5%	74.8%
TBLMONLS TABLE GAMES MONEY LOST	74.5%	74.8%
TBLTTLST TABLE GAMES TOTAL LOST	74.4%	74.9%
MTH_METH # MTHS LAST YEAR USED METHAMPHETAMINES	74.0%	75.2%
ME1_MNTH MTHS LAST YEAR USED METH ON 1-7 DAYS	74.0%	75.2%
ME2_MNTH MTHS LAST YEAR USED METH ON 8-12 DAYS	74.0%	75.2%
ME3_MNTH MTHS LAST YEAR USED METH ON 13-30 DAYS	74.0%	75.2%
OTHR12MO OTHER DRUG USED IN PAST 12 MONTHS (S21)	72.9%	75.7%
MOS_METH X:Y OF LAST YEAR USED METHAMPHETAMINES	72.9%	75.7%
ME1MONTH X:Y OF MTHS USED METH ON 1-7 DAYS	72.9%	75.7%
ME2MONTH X:Y OF MTHS USED METH ON 8-12 DAYS	72.9%	75.7%
ME3MONTH X:Y OF MTHS USED METH ON 13-30 DAYS	72.9%	75.7%
ME_LEVEL AVG # DAYS/MTH USED METH IN PAST YEAR	72.9%	75.7%
SCHOOL LAST COMPLETED YEAR OF SCHOOL (D5B)	75.8%	76.5%
AGEOTHER AGE FIRST USED OTHER DRUG (S20B)	72.9%	77.4%
PAYCSHMA CASH OR COMBINATION W/CASH FOR MJ (MA4)	78.4%	78.9%
BUYNOTMA TIME DID NOT BUY MJ PAST 30 DAYS (MA19)	78.4%	78.9%
DIRECTMA LAST TIME BOUGHT MJ DIRECTLY (MA6)	78.4%	79.0%
DOLLR_MA DOLLAR AMOUNT PAID FOR MARIJUANA (MA12)	78.4%	79.0%
UN_TYPMA TYPE OF MARIJUANA UNITS (MA13B)	78.4%	79.0%
PCNT4UMA AMT MARIJUANA BOUGHT FOR SELF USE (MA14)	78.4%	79.0%
DAY1_MA TIMES BOUGHT MJ ON SAME DAY (MA15)	78.4%	79.1%
DAY7_MA TIMES BOUGHT MJ IN PAST 7 DAYS (MA16)	78.4%	79.1%
DAY30_MA TIMES BOUGHT MJ IN PAST 30 DAYS (MA17)	78.4%	79.2%
ADAMCOD3 3RD ADAM CHARGE CODE (AR103C)	79.0%	79.4%
SEVERE3 3RD OFFENSE SEVERITY LEVEL (AR103D)	79.0%	79.4%
NOPERSMA # PERSONS BOT MJ FROM PAST 30 DAYS (MA18)	78.4%	79.4%
SLTMORMN SLOTS GET MORE	79.3%	79.9%
PATHDRAG DRUG PROBLEM AGE	79.9%	80.3%
NOCASHME GOT METH W/OUT CASH IN PAST 30 DAYS (ME3)	80.5%	80.7%
CASHMETH GOT METH BY CASH IN PAST 30 DAYS (ME2)	80.5%	80.8%
IN_NIGHT # NIGHTS INPATIENT TX PRIOR TO MO1 (T17)	80.4%	81.0%
USEMO_ME # DAYS USED METH IN PAST 30 DAYS (ME32)	79.5%	81.1%
IN_MONTH # MTHS LAST YR INPATIENT (EVER Q LTD)	80.4%	81.1%
WARRANT3 3RD OFFENSE RESULT OF WARRANT (AR103E)	81.0%	81.2%
USEWK_ME # DAYS USED METH IN PAST 7 DAYS (ME31)	79.5%	81.2%
IN_TIME AVG DAYS/MTH LST YR INPATNT (EVER Q LTD)	80.4%	81.3%

Table 2 (continued)

Variable Name and Label	Percent of Cases with Missing Values	
	MD-Skip	MD-Total
HOWUSEME HOW USED METH IN PAST MONTH (ME34)	79.5%	81.6%
CONCTMA CONTACTD PERSN FROM WHOM YOU BOT MJ (MA9)	80.9%	81.8%
SOURCEMA SOURCE FROM WHOM YOU BOUGHT MJ (MA8)	80.9%	81.9%
PLACE_MA PLACE IN WHICH YOU BOUGHT MJ (MA10)	80.9%	82.1%
HOOD_MA BOUGHT MARIJUANA IN NEIGHBORHOOD (MA11)	80.9%	82.2%
LOTTMONY LOTTERY MONEY	82.5%	82.7%
LOTMONLS LOTTERY MONEY LOST	82.6%	82.8%
LOT1WON LOTTERY LARGEST WON	82.7%	82.9%
MTH_CRCK # MTHS LAST YEAR USED CRACK COCAINE	82.6%	83.1%
CC1_MNTH MTHS LAST YR USED CRACK ON 1-7 DAYS	82.6%	83.1%
CC2_MNTH MTHS LAST YEAR USED CRACK ON 8-12 DAYS	82.6%	83.1%
CC3_MNTH MTHS LAST YEAR USED CRACK ON 13-30 DAYS	82.6%	83.1%
LOTTTLST LOTTERY TOTAL LOST	82.6%	83.1%
PULLMONY PULL TAB MONEY	83.0%	83.1%
PUL1WON PULL TAB LARGEST WON	83.1%	83.2%
MOS_CRCK X:Y OF LAST YEAR USED CRACK/ROCK COCAIN	82.6%	83.3%
CC1MONTH X:Y OF MTHS USED CRACK ON 1-7 DAYS	82.6%	83.3%
CC2MONTH X:Y OF MTHS USED CRACK ON 8-12 DAYS	82.6%	83.3%
CC3MONTH X:Y OF MTHS USED CRACK ON 13-30 DAYS	82.6%	83.3%
CC_LEVEL AVG # DAYS/MTH USED CRACK IN PAST YEAR	83.1%	83.3%
PULMONLS PULL TAB MONEY LOST	83.3%	83.3%
PULTTLST PULL TAB TOTAL LOST	83.0%	83.4%
PATHALAG ALCOHOL PROBLEM AGE	84.6%	84.9%
KNOMONY KENO MONEY	84.8%	85.1%
KNO1WON KENO LARGEST WON	84.8%	85.1%
KNOMONLS KENO MONEY LOST	84.8%	85.2%
SBKMONY SPORTS BOOK MONEY	85.1%	85.2%
SBKMONLS SPORTS BOOK MONEY LOST	85.1%	85.3%
LOTMORMN LOTTERY GET MORE	84.9%	85.4%
KNOTTTLST KENO TOTAL LOST	84.8%	85.4%
SBK1WON SPORTS BOOK LARGEST WON	85.1%	85.4%
OUTMONTH # MTHS LAST YR OUTPATIENT TX (EVER Q LTD)	85.1%	85.5%
SBKTTTLST SPORTS BOOK TOTAL LOST	85.1%	85.5%
CASHCRCK GOT CRACK BY CASH IN PAST 30 DAYS (CC2)	85.3%	85.6%
OUT_TIME X:Y LAST YR OUTPATIENT TX (EVER Q LTD)	85.1%	85.6%
NOCASHCC GOT CRACK W/O CASH IN PAST 30 DAYS (CC3)	85.3%	85.6%
ETHNCITY ETHNIC BACKGROUND (D2B)	83.8%	85.7%
OUT_NITE # TIMES OUTPATIENT PGM PRIOR TO MO1 (T31)	85.1%	85.8%
PATHCRAG CRIME AGE	85.5%	85.8%
HOWGETME HOW GET METH WITHOUT PAYING CASH (ME23)	85.6%	85.9%
NCWK_ME TIMES GOT METH PAST WEEK W/O CASH (ME28)	85.6%	86.0%
NCPT4UME % NON-CASH METH FOR PERSONAL USE (ME26)	85.6%	86.1%

Table 2 (continued)

Variable Name and Label	Percent of Cases with Missing Values	
	MD-Skip	MD-Total
HOWUSECC HOW USED CRACK LAST TIME USED (CC34)	84.6%	86.2%
NCTYPME TYPE NON-CASH METH UNIT (ME25B)	85.6%	86.2%
NCMO_ME TIMES GOT METH PAST MTH W/O CASH (ME29)	85.6%	86.2%
USEMO_CC # DAYS USED CRACK IN PAST 30 DAYS (CC32)	84.6%	86.2%
NCDAY_ME TIMES GOT METH SAME DAY W/O CASH (ME27)	85.6%	86.3%
USEWK_CC # DAYS USED CRACK IN PAST 7 DAYS (CC31)	84.6%	86.4%
NCCONTME HOW CONTACTED FOR METH W/OUT CASH (ME24)	86.4%	87.2%
BINGMONY BINGO MONEY	87.4%	87.6%
BNG1WON BINGO LARGEST WON	87.4%	87.6%
PATHGBAG GAMBLING PROBLEM AGE	87.3%	87.6%
BNGTTLST BINGO TOTAL LOST	87.5%	87.7%
BNGMONLS BINGO MONEY LOST	87.5%	87.7%
MTH_COKE # MTHS LAST YEAR USED POWDER COCAINE	87.2%	88.2%
PC1_MNTH MTHS LAST YEAR USED COKE ON 1-7 DAYS	87.2%	88.2%
PC2_MNTH MTHS LAST YEAR USED COKE ON 8-12 DAYS	87.2%	88.2%
PC3_MNTH MTHS LAST YEAR USED COKE ON 13-30 DAYS	87.2%	88.2%
AGEHERN AGE FIRST USED HEROIN (S14)	88.2%	88.3%
HERN12MO USED HEROIN IN PAST 12 MONTHS (S15)	88.2%	88.3%
PAYCSHME CASH OR COMBO W/CASH FOR METH (ME4)	88.0%	88.3%
DAY7_ME TIMES BOUGHT METH IN PAST 7 DAYS (ME16)	88.0%	88.3%
DIRECTME LAST TIME BOUGHT METH DIRECTLY (ME6)	88.0%	88.4%
DOLLR_ME DOLLAR AMOUNT PAID FOR METH (ME12)	88.0%	88.4%
PCNT4UME AMOUNT METHAMPHETAMINE FOR SELF (ME14)	88.0%	88.4%
DAY1_ME TIMES BOUGHT METH ON SAME DAY (ME15)	88.0%	88.4%
BUYNOTME TIME NOT BUY METH IN PAST 30 DAYS (ME19)	88.0%	88.4%
PAYCSHCC CASH OR COMBINATN W/CASH FOR CRACK(CC4)	88.2%	88.5%
PCNT4UCC AMT CRACK BOUGHT FOR SELF USE (CC14)	88.2%	88.5%
DAY30_CC TIMES BOUGHT CRACK IN PAST 30 DAYS (CC17)	88.2%	88.5%
BUYNOTCC TIME NOT BUY CRACK IN PAST 30 DAYS (CC19)	88.2%	88.5%
DAY30_ME TIMES BOUGHT METH IN PAST 30 DAYS (ME17)	88.0%	88.5%
DIRECTCC LAST TIME BOUGHT CRACK DIRECTLY (CC6)	88.2%	88.5%
DOLLR_CC DOLLAR AMOUNT PAID FOR CRACK (CC12)	88.2%	88.5%
DAY7_CC TIMES BOUGHT CRACK IN PAST 7 DAYS (CC16)	88.2%	88.5%
UN_TYPME TYPE OF METHAMPHETAMINE UNITS (ME13B)	88.0%	88.5%
UN_TYPCC TYPE OF CRACK COCAINE UNITS (CC13B)	88.2%	88.6%
DAY1_CC TIMES BOUGHT CRACK ON SAME DAY (CC15)	88.2%	88.6%
NOPERSME # PERSONS BOT METH PAST 30 DAYS (ME18)	88.0%	88.6%
MOS_COKE X:Y OF LAST YEAR USED POWDER COCAINE	87.2%	88.6%
PC1MONTH X:Y OF MTHS USED COKE ON 1-7 DAY	87.2%	88.6%
PC2MONTH X:Y OF MTHS USED COKE ON 8-12 DA	87.2%	88.6%
PC3MONTH X:Y OF MTHS USED COKE ON 13-30 DAYS	87.2%	88.6%
PC_LEVEL AVG # DAYS/MTH USED COKE IN PAST YEAR	87.9%	88.6%

Table 2 (continued)

Variable Name and Label	Percent of Cases with Missing Values	
	MD-Skip	MD-Total
NOPERSCC # PERSONS BOT CRACK FRM PST 30 DAY(CC18)	88.2%	88.8%
TBLMORMN TABLE GAMES GET MORE	88.5%	89.3%
VIOLHRT2 TIMES DID YOU HURT SOMEONE BADLY	89.0%	89.3%
VIOLMNY2 TIMES HURT/THREATEN SOMEONE TO GET MONE	89.0%	89.3%
VIOLGAM2 TIMES HURT/THREATEN SOMEONE B/C GAMBLIN	89.0%	89.3%
VIOLFAM2 TIMES DID YOU HURT FAMILY MEMBERS	89.0%	89.4%
VIOLWEP2 TIMES YOU HURT/THREATEN W/ WEAPON	89.0%	89.4%
SOURCECC SOURCE YOU BOT CRACK/ROCK COCAINE (CC8)	89.3%	89.7%
STEAL TIMES STEAL W/OUT HURTING SOMEONE		89.8%
CONTCCTCC CONTCCTD PERSN FRM WHM YOU BOT CRACK(CC9)	89.3%	89.8%
PVTMONY PRIVATE GAMES MONEY	89.7%	89.8%
PULMORMN PULL TAB GET MORE	89.7%	89.9%
PLACE_CC PLACE YOU BOUGHT CRACK COCAINE (CC10)	89.3%	89.9%
PVTMONLS PRIVATE GAMES MONEY LOST	89.8%	89.9%
HOOD_CC BOT CRACK/ROCK COCAINE IN NGHBRHD(CC11)	89.3%	90.0%
PVTTLST PRIVATE GAMES TOTAL LOST	89.8%	90.0%
PVT1WON PRIVATE GAMES LARGEST WON	89.8%	90.0%
SOURCEME SOURCE YOU BOUGHT METHAMPHETAMINE (ME8)	89.8%	90.5%
CONTCCTME CONTACTED PERSON WHOM YOU BOT METH(ME9)	89.8%	90.6%
KNOMORMN KENO GET MORE	90.1%	90.6%
PLACE_ME PLACE IN WHICH YOU BOUGHT METH (ME10)	89.8%	90.7%
HOOD_ME BOUGHT METH IN NEIGHBORHOOD (ME11)	89.8%	90.8%
SELLDRGM TIMES SELL DRUGS IN PAST YR TO GET MONE	90.2%	90.9%
PUSHGAMB SELL DRUGS TO GET MONEY FOR GAMBLING		90.9%
WHYNOTMA WHY NOT BUY MJ IN PAST 30 DAYS (MA20)	90.7%	91.2%
BUYOTHMA BUY INSTEAD OF MJ PAST 30 DAYS(MA21)	90.7%	91.3%
PRECINCT SITE PRECINCT NUMBER (AR3)		91.8%
BNGMORMN BINGO GET MORE	91.7%	91.9%
HOWGETCC HOW DID YOU GET CRACK W/OUT CASH (CC23)	91.6%	92.0%
NCPT4UCC % NON-CASH CRACK FOR PERSONAL USE (CC26)	91.6%	92.0%
NOWCITZN NOW U.S. CITIZEN (D4C)	91.6%	92.1%
CASHCOKE POWDER COCAINE BY CASH PAST 30 DAYS(PC2)	91.9%	92.1%
NOCASHPC POWDER COCAINE W/O CASH PAST 30 DAY(PC3)	91.9%	92.1%
NCDAY_CC TIMES GOT CRACK SAME DAY W/UT CASH(CC27)	91.6%	92.1%
NCTYPCC TYPE OF NON-CASH CRACK UNIT (CC25B)	91.6%	92.1%
NCWK_CC TIMES CRACK PAST WEEK W/OUT CASH (CC28)	91.6%	92.1%
SBKMORMN SPORTS BOOK GET MORE	91.4%	92.1%
NCMO_CC TIMES CRACK IN PAST MONTH W/O CASH(CC29)	91.6%	92.2%
NCCONTCC HOW CONTACT FOR CRACK W/OUT CASH(CC24)	91.7%	92.6%
THFTTHOM2 HOW MANY TIMES DID YOU BREAK INTO HOMES	92.3%	92.8%
HOWUSEPC HOW USED COKE IN PAST MONTH (PC34)	91.2%	92.9%
THFTPER2 HOW MANY TIMES DID YOU STEAL FROM PEOP	92.3%	92.9%

Table 2 (continued)

Variable Name and Label	Percent of Cases with Missing Values	
	MD-Skip	MD-Total
USEMO_PC # DAYS USED COKE IN PAST 30 DAYS (PC32)	91.2%	92.9%
USEWK_PC # DAYS USED COKE IN PAST 7 DAYS (PC31)	91.2%	93.0%
THFTSTO2 HOW MANY TIMES DID YOU STEAL FROM STORE	92.3%	93.0%
MH_TIME AVG # DAYS/MTH LAST YR MH TX (EVER Q LTD)	92.8%	93.2%
MH_MONTH # MTHS LAST YR IN MH TX (EVER Q LTD)	92.8%	93.2%
THFTAUT2 HOW MANY TIMES DID YOU STEAL CARS	92.5%	93.2%
HOSPNITE TIMES ADMIT MH PGM PRIOR TO MO 1 (T45)	92.8%	93.2%
WHYNOTME WHY NOT BUY METH IN PAST 30 DAYS (ME20)	93.9%	94.3%
BUYOTHME BUY SOMETHING INSTEAD OF METH (ME21)	93.9%	94.4%
FAMXHURT TIMES HURT FAMILY MEMBERS		95.0%
WHYNOTCC WHY NOT BUY CRACK IN PAST 30 DAYS (CC20)	94.8%	95.1%
MULTHURT TIMES HURT SOMEONE BADLY		95.1%
BUYOTHCC BUY INSTEAD OF CRACK PAST 30 DAYS (CC21)	94.8%	95.1%
PAYCSHPC CASH/COMBO W/CASH FOR POWDR COCAINE (PC4)	95.0%	95.2%
DIRECTPC LAST TIME BOT PWDR COCAINE DIRECTLY (PC6)	95.0%	95.2%
DOLLR_PC DOLLAR AMT PAID FOR POWDER COCAINE (PC12)	95.0%	95.2%
UN_TYPPC TYPE OF POWDER COCAINE UNITS (PC13B)	94.9%	95.2%
PCNT4UPC AMT POWDER COCAINE BOT FOR SELF (PC14)	95.0%	95.2%
DAY1_PC TIMES BOT POWDER COCAINE SAME DAY (PC15)	95.0%	95.2%
DAY7_PC TIMES BOUGHT COKE IN PAST 7 DAYS (PC16)	95.0%	95.2%
BUYNOTPC TIME NOT BUY COKE IN PAST 30 DAYS (PC19)	95.0%	95.2%
HOWGETPC HOW GET POWDER COCAINE W/OUT CASH (PC23)	95.0%	95.2%
NCTYPPC TYPE NON-CASH POWDER COCAINE UNIT (PC25B)	95.0%	95.2%
NCPT4UPC % NON-CASH COKE FOR PERSONAL USE (PC26)	95.0%	95.2%
DAY30_PC TIMES BOUGHT COKE IN PAST 30 DAYS (PC17)	95.0%	95.3%
NCDAY_PC TIMES GOT COKE SAME DAY W/O CASH (PC27)	95.0%	95.3%
NCWK_PC TIMES GOT COKE PAST WEEK W/O CASH (PC28)	94.9%	95.3%
NOPERSPC # PERSONS BOT COKE IN PAST 30 DAYS (PC18)	95.0%	95.3%
OUT12MOS TIMES ADMIT OUTPATIENT PAST 12 MO (T30)	94.9%	95.4%
NCMO_PC TIMES GOT COKE PAST MTH W/O CASH (PC29)	94.9%	95.4%
NCCONTPC HOW CONTACT PRSN FOR COKE W/O CASH (PC24)	95.0%	95.5%
ROB MULT TIMES DID YOU STEAL FROM PEOPLE		95.7%
IN12MOS TIMES ADMIT INPATIENT TX PAST 12 MO (T16)	95.0%	95.8%
HDTMONY TRACK MONEY		95.8%
HDT1WON TRACK LARGEST WON	95.8%	95.8%
VIOLHURT WAS THIS PERSON HURT BADLY	95.5%	95.8%
MTH_HER # MTHS LAST YEAR USED HEROIN	94.8%	95.9%
HE1_MNTH MTHS LAST YEAR USED HEROIN ON 1-7 DAYS	94.8%	95.9%
HE2_MNTH MTHS LAST YEAR USED HEROIN ON 8-12 DAYS	94.8%	95.9%
HE3_MNTH MTHS LAST YEAR USED HEROIN ON 13-30 DAY	94.8%	95.9%
HDTMONLS TRACK MONEY LOST	95.8%	95.9%
HDTTTLST TRACK TOTAL LOST	95.8%	95.9%

Table 2 (continued)

Variable Name and Label	Percent of Cases with Missing Values	
	MD-Skip	MD-Total
MOS_HER X:Y OF LAST YEAR USED HEROIN	94.8%	95.9%
HE1MONTH X:Y OF MTHS USED HEROIN ON 1-7 DAYS	94.8%	95.9%
HE2MONTH X:Y OF MTHS USED HEROIN ON 8-12 DAYS	94.8%	95.9%
HE3MONTH X:Y OF MTHS USED HEROIN ON 13-30 DAYS	94.8%	95.9%
HE_LEVEL AVG # DAYS/MTH USED HEROIN IN PAST YEAR	95.8%	95.9%
VIOLFAML WAS THIS PERSON A FAMILY MEMBER	95.6%	95.9%
VIOLWEAP HURT/THREATEN PERSON WITH A WEAPON	95.6%	95.9%
VIOLMONY HURT/THREATEN PERSON TO GET MONEY	95.6%	95.9%
SOURCEPC SOURCE YOU BOUGHT POWDER COCAINE (PC8)	95.5%	96.0%
CONTCPC CONTACTD PERSN FRM WHM YOU BOT COKE (PC9)	95.5%	96.0%
PLACE_PC PLACE YOU BOUGHT POWDER COCAINE (PC10)	95.5%	96.0%
HOOD_PC BOT POWDER COCAINE IN NEIGHBORHOOD (PC11)	95.5%	96.0%
STORE MULT TIMES DID YOU STEAL FROM STORES		96.0%
STORGAMB # TIMES STEAL FROM STORES TO GET MONEY	95.4%	96.4%
PERSGAMB # TIMES STEAL FROM PEOPLE TO GET MONEY	95.3%	96.4%
VIOLGMBL HURT/THREATEN PERSON B/C GAMBLING	96.0%	96.4%
PATHBKGM BANKRUPTCY FROM GAMBLING	96.2%	96.5%
IMSTATUS CURRENT IMMIGRATION STATUS (D4D)	95.9%	96.6%
CASHHERN HEROIN BY CASH IN PAST 30 DAYS (HE2)	96.4%	96.6%
NOCASHHE HEROIN W/OUT CASH IN PAST 30 DAYS (HE3)	96.4%	96.6%
GUNXHURT TIMES HURT/THREATEN WITH A WEAPON		96.9%
DEALERMA MJ-GAVE CASH TO ONE WORKING W/DEALR (MA7)	96.1%	97.0%
USEWK_HE # DAYS USED HEROIN IN PAST 7 DAYS (HE31)	95.2%	97.0%
USEMO_HE # DAYS USED HEROIN IN PAST 30 DAYS (HE32)	95.2%	97.0%
HOWUSEHE HOW USED HEROIN IN PAST MONTH (HE34)	95.2%	97.0%
THFTAUTO DID YOU STEAL A CAR	92.5%	97.1%
THFTHOME DID YOU BURGLARIZE A HOME	96.9%	97.1%
THFTSTOR DID YOU STEAL FROM A STORE	96.9%	97.1%
THFTPERS DID YOU STEAL FROM A PERSON	96.9%	97.1%
THFTGAMB STEAL TO GET GAMBLING MONEY/PAY OFF DEB	96.9%	97.1%
PVTMORMN PRIVATE GAMES GET MORE	97.0%	97.2%
VIDAMTMO VIDEO POKER AMT MORE	96.9%	97.2%
VIOLGMY2 TIMES HURT SOMEONE FOR MONEY TO PAY OFF	97.0%	97.3%
MYXHURT MULT TIMES HURT/THREATEN TO GET MONEY		97.3%
INSTEDMA WHAT BUY INSTEAD OF MJ PST 30 DYS (MA22)	96.8%	97.4%
PAYCSHHE CASH OR COMBO WITH CASH FOR HEROIN (HE4)	97.2%	97.4%
DOLLR_HE DOLLAR AMOUNT PAID FOR HEROIN (HE12)	97.2%	97.4%
UN_TYPHE TYPE OF HEROIN UNITS (HE13B)	97.2%	97.4%
PCNT4UHE AMOUNT HEROIN BOUGHT FOR SELF USE (HE14)	97.2%	97.4%
DAY1_HE TIMES BOUGHT HERION ON SAME DAY (HE15)	97.2%	97.4%
BUYNOTHE TIME NOT BUY HEROIN PAST 30 DAYS (HE19)	97.2%	97.4%
NOPERSHE # PERSONS BOT HEROIN PAST 30 DAYS (HE18)	97.2%	97.4%

Table 2 (continued)

Variable Name and Label	Percent of Cases with Missing Values	
	MD-Skip	MD-Total
DIRECTHE LAST TIME BOUGHT HEROIN DIRECTLY (HE6)	97.2%	97.5%
DAY7_HE TIMES BOUGHT HEROIN IN PAST 7 DAYS (HE16)	97.2%	97.5%
DAY30_HE TIMES BOUGHT HEROIN PAST 30 DAYS (HE17)	97.2%	97.5%
DEALERME METH-CASH TO ONE WORKING W/DEALER (ME7)	96.9%	97.6%
SOURCEHE SOURCE FROM WHOM YOU BOUGHT HEROIN (HE8)	97.5%	97.7%
CONTCHE CONTACTD PERSON WHOM YOU BOT HEROIN (HE9)	97.5%	97.7%
HDTMORMN TRACK GET MORE	97.7%	97.7%
ASIAN ASIAN HERITAGE (D3B)	94.9%	97.9%
PLACE_HE PLACE IN WHICH YOU BOUGHT HEROIN (HE10)	97.5%	97.9%
HOOD_HE BOUGHT HEROIN IN NEIGHBORHOOD (HE11)	97.5%	97.9%
OTH1WON OTHER LARGEST WON	97.6%	97.9%
OTHMONY OTHER MONEY	97.6%	98.0%
OTHMONLS OTHER MONEY LOST	97.6%	98.0%
OTHTTLST OTHER TOTAL LOST	97.6%	98.1%
HOWGETHE HOW GET HEROIN WITHOUT PAYING CASH (HE23)	98.0%	98.2%
NCTYPHE TYPE OF NON-CASH HEROIN UNIT (HE25B)	98.0%	98.2%
NCPT4UHE % NON-CASH HEROIN FOR PERSONAL USE (HE26)	98.0%	98.2%
NCDAY_HE TIMES HEROIN SAME DAY WITHOUT CASH (HE27)	98.0%	98.2%
NCCONTHE CONTACT PERSON FOR HEROIN W/O CASH (HE24)	98.0%	98.2%
NCWK_HE TIMES HEROIN PAST WEEK W/OUT CASH (HE28)	98.0%	98.2%
NCMO_HE TIMES HEROIN PAST MONTH W/O CASH (HE29)	98.0%	98.3%
SLTAMTMO SLOTS AMT MORE	97.9%	98.3%
DEALERCC CRACK-GAVE CASH TO ONE WORK W/DEALR (CC7)	97.7%	98.3%
HOSP_12 TIMES ADMIT MH PGM IN PAST 12 MO (T44)	98.0%	98.5%
WHYNOTPC WHY NOT BUY COKE IN PAST 30 DAYS (PC20)	98.3%	98.5%
BUYOTHPC BUY INSTEAD OF COKE PAST 30 DAYS (PC21)	98.3%	98.5%
ELSCSHME WHAT BESIDES CASH FOR METH (ME5)	98.2%	98.5%
TBLAMTMO TABLE GAMES AMT MORE	98.2%	98.6%
INSTEDCC WHAT INSTEAD OF CRACK PAST 30 DAYS (CC22)	98.3%	98.6%
AUTOGAMB # CARS STEAL TO GET GAMBLING MONEY	98.1%	98.7%
MULTCAR MULT TIMES DID YOU STEAL CARS		98.7%
BURG MULT TIMES BORKE INTO HOMES		98.7%
HOMEGAMB # HOMES BREAK INTO TO GET GAMBLING MONE	98.3%	98.8%
INSTEDME WHAT INSTEAD OF METH PAST 30 DAYS (ME22)	98.4%	99.0%
OTHMORMN OTHER GET MORE	98.6%	99.0%
ELSCSHCC WHAT BESIDES CASH FOR CRACK (CC5)	98.7%	99.0%
GBROB MULT TIME STEAL FROM PEOPLE B/C GAMBLIN		99.1%
DEALERPC COKE-CASH TO ONE WORKING W/DEALER (PC7)	98.8%	99.3%
GM2XHURT MULT TIMES THREATEN B/C OF GAMBLING		99.3%
ELSCSHMA WHAT BESIDES CASH FOR MARIJUANA (MA5)	98.8%	99.4%
VIOLGBMY HURT/THREATEN TO GET GAMBLING MONEY	99.1%	99.4%
KNOAMTMO KENO AMT MORE		99.4%

Table 2 (continued)

Variable Name and Label	Percent of Cases with Missing Values	
	MD-Skip	MD-Total
GBSTORE MULT TIMES STEAL FROM STORES		99.4%
INSTEDPC WHAT INSTEAD OF COKE PAST 30 DAYS (PC22)	99.2%	99.5%
WHYNOTHE WHY NOT BUY HEROIN PAST 30 DAYS (HE20)	99.4%	99.5%
BUYOTHHE BUY INSTEAD OF HEROIN PAST 30 DAYS(HE21)	99.4%	99.5%
MOS_OTHR X:Y OF LAST YEAR USED ANY OTHER DRUG	99.4%	99.5%
MTH_OTHR # MTHS LAST YEAR USED ANY OTHER DRUG	99.4%	99.5%
OTH1_MTH MTHS LAST YEAR USED OTH DRUG ON 1-7 DAY	99.4%	99.5%
OTH1MNTH X:Y OF LAST YR USED OTH DRUG ON 1-7 DAY	99.4%	99.5%
OTH2_MTH MTHS LAST YR USED OTH DRUG ON 8-12 DAYS	99.4%	99.5%
OTH2MNTH X:Y OF LAST YR USED OTH DRG ON 8-12 DAY	99.4%	99.5%
OTH3_MTH MTHS LAST YR USED OTH DRUG ON 13-30 DAY	99.4%	99.5%
OTH3MNTH X:Y OF LST YR USED OTH DRG ON 13-30 DAY	99.4%	99.5%
SBKAMTMO SPORTS BOOK AMT MORE	99.2%	99.5%
PVTAMTMO PRIVATE GAMES AMT MORE	99.3%	99.5%
LOTAMTMO LOTTERY AMT MORE	99.4%	99.6%
DEALERHE HEROIN-CASH TO ONE WORKING W/DEALER(HE7)	99.4%	99.6%
PULAMTMO PULL TAB AMT MORE	99.5%	99.6%
GM1XHURT MULT TIMES HURT/THREATEN TO GET MONEY		99.6%
GBXBURG MULT # HOMES BROKEN INTO		99.6%
ELSCSHPC WHAT BESIDE CASH FOR POWDER COCAINE(PC5)	99.4%	99.7%
ELSCSHHE WHAT BESIDES CASH FOR HEROIN (HE5)	99.5%	99.7%
BNGAMTMO BINGO AMT MORE	99.6%	99.7%
HDTAMTMO TRACK AMT MORE	99.8%	99.8%
OTHAMTMO OTHER AMT MORE	99.6%	99.8%
INSTEDHE WHAT INSTEAD OF HEROIN PAST 30 DAY(HE22)	99.7%	99.9%
GBXCAR # CARS DID YOU STEAL		99.9%
REAS_NO REASON INTERVIEW CONCLUDED (IN2B)	100.0%	100.0%
REAS_END REASON INTERVIEW NOT COMPLETED (IN7B)	100.0%	100.0%

*Variables individually listed only if greater than 5% missing values.