

Codebook for Religion and Civilization Variables for Use with the PITF Dataset

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In this codebook I list only those variables which are supplemental to the PITF dataset. All other variables are described on the PITF website. The data includes all cases from the Ethnic War, Genocide-Politicide, and Revolutionary War sections of the PITF dataset.

Ctype – Conflict Type

- 1 = Ethnic War
- 2 = Genocide / Politicide
- 3 = Civil War

Overlpeth – Overlaps with and Ethnic War

Since many of the cases in the dataset are coded under more than one category, this variable measures whether a case of genocide/politicide or revolutionary war overlaps with a case of ethnic war.

- 0 = no
- 1 = yes

Overlpgen = Overlaps with a Genocide/Politicide

Since many of the cases in the dataset are coded under more than one category, this variable measures whether a case of revolutionary war overlaps with a case of genocide/politicide.

- 0 = no
- 1 = yes

Rel1min – Minority Religion

This variable measures the religion of the minority or groups in conflict with the state.

- 1 = Catholic
- 2 = Protestant
- 3 = Christian, mixed, other, or undetermined
- 4 = Islam, Sunni
- 5 = Islam, Shii
- 6 = Islam, mixed, other, or undetermined
- 7 = Buddhist
- 8 = Animist
- 9 = other or undetermined
- 10 = Civil War, no majority or minority religion

Rel2maj – Minority Religion

This variable measures the religion of the majority religion in a state. In cases where a demographic effectively minority rules a state, that group is coded as the majority.

- 1 = Catholic
- 2 = Protestant
- 3 = Christian, mixed, other, or undetermined
- 4 = Islam, Sunni
- 5 = Islam, Shii
- 6 = Islam, mixed, other, or undetermined
- 7 = Buddhist
- 8 = Animist
- 9 = other or undetermined
- 10 = Civil War, no majority or minority religion

Relcon -- Religious Conflict

- 0 = none
- 1 = different denominations of the same religion
- 2 = different religions
- 3 = religious revolution (the rebelling group belongs to the same religion as the majority but has a religious ideology or motivation)

Civ1min -- Minority Civilization

This variable operationalizes Samuel Huntington's "Clash of Civilizations" theory by measuring the civilization of the minority or group opposing the state.

0 = Western

1 = Confucian/Sinic

2 = Slavic-Orthodox

3 = Latin American

4 = Hindu

5 = Islamic

6 = Japanese

7 = African

8 = Indigenous (Huntington did not account for indigenous groups such as the Aborigines in Australia or Native Americans. Since this does not fit into his theory well I coded them separately.

9 = Mixed

10 = Civil war

Civ2maj – Majority Civilization

This variable operationalizes Samuel Huntington's "Clash of Civilizations" theory by measuring the civilization of the majority or group in a state. In cases where a demographic effectively minority rules a state, that group is coded as the majority

0 = Western

1 = Confucian/Sinic

2 = Slavic-Orthodox

3 = Latin American

4 = Hindu

5 = Islamic

6 = Japanese

7 = African

8 = Indigenous (Huntington did not account for indigenous groups such as the Aborigines in Australia or Native Americans. Since this does not fit into his theory well I coded them separately.

9 = Mixed

10 = Civil war

Civcon – Civilizational Conflict

0 = no

1 = yes