## Conduct Disorder Variable List
(symptoms and diagnoses)

<table>
<thead>
<tr>
<th>Name</th>
<th>Label</th>
<th>Symptom</th>
<th>Diagnosis</th>
</tr>
</thead>
<tbody>
<tr>
<td>J4NCD1</td>
<td>Bullying</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>J4NCD2</td>
<td>Fights more than once per month</td>
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<td></td>
</tr>
<tr>
<td>J4NCD3</td>
<td>Use of weapon</td>
<td></td>
<td>X</td>
</tr>
<tr>
<td>J4NCD4</td>
<td>Has been cruel to people</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>J4NCD5</td>
<td>Has been cruel to animals</td>
<td>X</td>
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</tr>
<tr>
<td>J4NCD6</td>
<td>Stealing with confrontation</td>
<td>X</td>
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<tr>
<td>J4NCD7</td>
<td>Forced sex</td>
<td>X</td>
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<td>J4NCD8</td>
<td>Has started at least 1 fire</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>J4NCD9</td>
<td>Vandalism</td>
<td></td>
<td>X</td>
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<td>J4NCD10</td>
<td>Breaking and entering</td>
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</tr>
<tr>
<td>J4NCD11</td>
<td>Often lies to obtain goods or favors or to avoid obligations</td>
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<td></td>
</tr>
<tr>
<td>J4NCD12</td>
<td>Stealing without confrontation</td>
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<tr>
<td>J4NCD13</td>
<td>Stays out late</td>
<td>X</td>
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</tr>
<tr>
<td>J4NCD14</td>
<td>Run away from home</td>
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<tr>
<td>J4NCD15</td>
<td>Truant before age 13</td>
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<td>J4 CD</td>
<td>Alternative diagnostic variable using a 2+ symptom cutoff</td>
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<td>J4L CD</td>
<td>Conduct disorder</td>
<td></td>
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<tr>
<td>J4L CD</td>
<td>Conduct disorder with duration</td>
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</table>
Introduction

As with other DSM-IV disorders, symptom criteria for CD often specify that the symptom must be displayed “often.” This raises
the issue of how often people at different ages display different CD behaviors (i.e., how often is often). A similar issue exists for ODD.
In 1996, Drs. Angold and Costello published an article addressing this issue for ODD behaviors by proposing frequency cutoffs based
upon the 90th percentile frequencies. This same rule will be applied to the applicable CD symptoms. A manuscript is being prepared by
William Copeland to highlight the application of this rule to YAPA behavioral disorders (e.g., ODD and CD).

<table>
<thead>
<tr>
<th>Symptom (90th percentile cut points)</th>
<th>PAPA</th>
<th>CAPA (all observations)</th>
<th>YAPA (cohaege 19-21)</th>
</tr>
</thead>
<tbody>
<tr>
<td>(papa version)</td>
<td>1.3</td>
<td>1.4  2.0.3</td>
<td>--</td>
</tr>
<tr>
<td>Often bullies, threatens, or intimidates others</td>
<td>3.96</td>
<td>N/A  N/A</td>
<td>.92 .06</td>
</tr>
<tr>
<td>Often initiates physical fights</td>
<td>11.31</td>
<td>N/A  N/A</td>
<td>4.42 4.46</td>
</tr>
<tr>
<td>Often lies to obtain goods or favors or to avoid obligations</td>
<td>10.56</td>
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<td>8.84 5.34</td>
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<tr>
<td>Meeting DSM-IV symptom criterion</td>
<td>5.25</td>
<td>2.64  .76</td>
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<tr>
<td>DSM-IV CD with duration and impairment criteria met</td>
<td>5.25</td>
<td>2.57 .76</td>
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</table>

J4NCD1: Bullying

Conduct Disorder Variable List

Description

Raw Variable(s)

CAPA Interview Section

Glossary Notes

Additional Variables

N, Weighted Prevalence, and Missing Data

Citations

SAS CODE

Conduct Disorder (symptom list)

DESCRIPTION

DSM-IV definition: Often bullies, threatens, or intimidates others. This is in the symptom category of “Aggression to people and animals.”

Informant:

PAPA - Parent only.
CAPA - Parent and child either/or rule.
YAPA - Self-report.

Note:

<table>
<thead>
<tr>
<th></th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available (home)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Available (school)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Available (elsewhere)</td>
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<tr>
<td>90th % Cutoff</td>
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<td>1</td>
<td>1</td>
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</table>

RAW VARIABLE(S)

<table>
<thead>
<tr>
<th>p/cgf7i01 (bullying)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
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<tbody>
<tr>
<td></td>
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<td>1.4</td>
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<tr>
<td></td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
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</tbody>
</table>
### SAMPLE INTERVIEW SECTION

**Definitions and questions**

**BULLYING**

Attempts to force another to do something against his/her will by using threats, violence or intimidation.

Do not include episodes that meet the criteria for stealing involving confrontation.

Differentiate from spiteful and vindictive, which does not include attempts to force someone to do something against their wishes.

- *Have you ever forced someone to do something s/he didn’t want to do by threatening or hurting him/her?*
- *Do you ever pick on anyone?*
  - Who was it?
  - Why did you do it?
  - How often?
  - When was the first time?
- *Did you use a weapon of any sort?*
  - Where have you done that sort of thing?
  - Were the police involved?

**Coding rules**

**BULLYING**

- 2 = Using threats only
- 3 = With actual violence

**Situation**

**HOME**

**SCHOOL**

**ELSEWHERE**

**SOLITARY/ACCOMPANIED**

- 0 = Solitary
- 2 = Often accompanied (25-49% of the time)
- 3 = Accompanied 50% or more of the time

**Ever: Use of weapon**

- 0 = No
- 2 = Yes

**Codes**

- CGF7101
  - Intensity
- CGF7901
  - Frequency
- CGF7902
  - Frequency
- CGF7903
  - Frequency
- CGF7601
  - Solitary
- CGF7001
  - Count
- CGF8801
  - Ever: Intensity
- CGF8901
  - Ever: Frequency
- CGF8601
  - Ever: Count

**CODE FORCED SEXUAL ACTIVITY ON PAGE 197**
(Notes from PAPA Glossary)

CHILD IS TEASED/BULLIED

The child is a particular object of mockery, or physical attacks, or threats from other children. Include bullying by siblings.

0 = Absent

2 = Child reports being a particular and preferred object for bullying or teasing. That is s/he is at least somewhat singled out for this sort of attention.

Do not include children who are subject to some bullying, but not to a greater extent than his/her peers.

The frequency of occurrence in 3 environments is then coded.

(Notes from CAPA Glossary)

BULLYING

Attempts to force another to do something against his/her will by using threats or violence or intimidation; the action must be outside the realm of normal or acceptable behavior.

Sexual assaults are not coded here (but under Forced Sexual Activity). Differentiate from spiteful and vindictive, which does not include attempt to force someone to do something against their wishes.

2 = Using threats only

3 = With actual violence
N, WEIGHTED PREVALENCE, AND MISSING DATA

<table>
<thead>
<tr>
<th></th>
<th>PAPA</th>
<th></th>
<th>CAPA</th>
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<th>YAPA</th>
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</thead>
<tbody>
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<tr>
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<td>1</td>
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<td>8</td>
<td>.32</td>
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<td>13</td>
<td>.92</td>
<td>102</td>
<td>.06</td>
<td>3</td>
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</tbody>
</table>

Missing data notes:
- PAPA: no notes.
- CAPA: no notes.
- YAPA: no notes.

OTHER VARIABLES

J4OCD1: ‘Onset age:Bullies'

SAS CODE

**************SAS Code for PAPA**************;
if pgf7i01 ge 2 then do;
p4ncd1=1;
p4ocd1=(agedays-pgf7o01);
end;
else if pgf7i01 ne . then p4ncd1=0;
label p4ncd1='Bullies';
label p4ocd1='Onset age: Bullies';

j4ncd1=p4ncd1;
j4ocd1=p4ocd1;

label j4ncd1='Bullies';
label j4ocd1='Onset age: Bullies';

**************SAS Code for CAPA**************;
if yapa ne 1 then do;
if pgf7i01 ge 2 then do;
p4ncd1=1;
p4ocd1=(agedays-pgf7o01);
end;
else if pgf7i01 ne . then p4ncd1=0;
label p4ncd1='Bullies';
label p4ocd1='Onset age: Bullies';

if c4ncd1 ge 2 then do;
c4ncd1=1;
c4ocd1=(agedays-cgf7001);
end;
else if c4ncd1 ne . then c4ncd1=0;
label c4ncd1='Bullies';
label c4ocd1='Onset age: Bullies';

if c4ncd1 = 1 or p4ncd1 = 1 then j4ncd1=1;
else if c4ncd1 ne . or p4ncd1 ne . then j4ncd1=0;

j4ocd1=min(c4ocd1,p4ocd1);

label j4ncd1='Bullies';
label j4ocd1='Onset age: Bullies';
end;

**************SAS Code for YAPA***********************;
if yapa = 1 then do;
if cgf7i01 ge 2 then do;
c4ncd1=1;
c4ocd1=(agedays-cgf7001);
end;
else if cgf7i01 ne . then c4ncd1=0;
label c4ncd1='Bullies';
label c4ocd1='Onset age: Bullies';

j4ncd1=c4ncd1;
j4ocd1=c4ocd1;

label j4ncd1='Bullies';
label j4ocd1='Onset age: Bullies';
end;
J4NCD2: Fights often

Conduct Disorder Variable List
Description
Raw Variable(s)
CAPA Interview Section
Glossary Notes
Additional Variables
N, Weighted Prevalence, and Missing Data
Citations
SAS CODE
Conduct Disorder (symptom list)

DESCRIPTION

DSM-IV definition: Often initiates physical fights.

Informant: PAPA- Parent only.
CAPA- Parent and child either/or rule.
YAPA- Self-report.

Note:

<table>
<thead>
<tr>
<th></th>
<th>PAPA 1.3</th>
<th>PAPA 1.4</th>
<th>PAPA 2.0.3</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available (home)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
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<td>Y</td>
<td>Y</td>
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<tr>
<td>Available (elsewhere)</td>
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</tbody>
</table>
SAMPLE INTERVIEW SECTION

Definitions and questions

ASSAULT

Unprovoked, physical aggression, attack upon, or attempt to hurt another without the other’s willful involvement in the contact. Code the worst result in the last 3 months.

If child is the victim of an attack and fights back only to protect him/herself, do not rate here or under Fights.

SHOVING

Unprovoked pushing or shoving of another child or adult.

Has s/he shoved anyone who didn’t want to fight him/her?

Has s/he shoved someone who really wasn’t doing anything?

Did s/he hurt him/her?

How often has s/he done that in the last three months?

Where has s/he done that sort of thing?

How often has s/he done anything like that at home?

How about at daycare/school?

Or elsewhere?

Coding rules

Codes

SHOVING

PGM0001

Intensity

0 = Absent

1 = Shoving did not result in any physical injury to either party.

2 = The victim sustained some physical injury as a result (e.g. bruise or wound).

PGM0001

Onset

/ /
PINCHING
Unprovoked pinching of another child or adult.

Has s/he pinched somebody?
Did s/he hurt him/her?
How often has s/he done that in the last three months?
Where has s/he done that sort of thing?
How often has s/he done anything like that at home?
How about at daycare/school?
Or elsewhere?

What seems to trigger his/her aggression?
Does s/he lash out in this way when s/he is mad?
What about frustrated?
Or tired?
Does s/he act this way when s/he has to change activities?
Or has to change the normal routine?
Does his/her physical aggression seem to come "out of the blue"?
Does anything else trigger this?
Hitting or punching

Unprovoked hitting or punching of another child or adult.

Has s/he hit or punched someone?

Did s/he hurt him/her?
How often has s/he done that in the last three months?
Where has s/he done that sort of thing?
How often has s/he done anything like that at home?
How about at daycare/school?
Or elsewhere?

Coding rules

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<thead>
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<tbody>
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<table>
<thead>
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<th>PGM1703</th>
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<tbody>
<tr>
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<table>
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<th>PINCHING OF OTHER CAREGIVERS</th>
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<tbody>
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<table>
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<table>
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<td>2 = Present</td>
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Hitting

0 = Absent
2 = Hitting did not result in any physical injury to either party
3 = The victim sustained some physical injury as a result (e.g. black eye).

Codes

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<table>
<thead>
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<table>
<thead>
<tr>
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**Definitions and questions**

*Has s/he kicked you?*
*Or your partner?*
*Teachers?*
*Other caregivers?*
*How about his/her sisters or brothers?*
*Or other children?*

**Coding rules**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
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<td>KICKING OF OTHER CAREGIVERS</td>
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<tr>
<td>2 = Present</td>
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</table>

**BITING**

Unprovoked biting of another child or adult.

*Has s/he bitten someone?*

*Did s/he hurt him/her?*
*How often has s/he done that in the last three months?*
*Where has s/he done that sort of thing?*
*How often has s/he done anything like that at home?*
*How about at daycare/school?*
*Or elsewhere?*

**Codes**

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<td>2 = Biting did not result in any physical injury to either party.</td>
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</tr>
<tr>
<td>3 = The victim sustained some physical injury as a result (e.g. bruise or wound).</td>
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**DAYCARE/SCHOOL**

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**ELSEWHERE**

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</thead>
<tbody>
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<td>Elsewhere Frequency</td>
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**CHOKING**
Unprovoked choking of another child or adult.

*Has s/he choked someone?*
Did s/he hurt him/her?
How often has s/he done that in the last three months?
Where has s/he done that sort of thing?
How often has s/he done anything like that at home?
How about at daycare/school?
Or elsewhere?

**What seems to trigger his/her aggression?**
Does s/he lash out in this way when s/he is mad?
What about frustrated?
Or tired?
Does s/he act this way when s/he has to change activities?
Or has to change the normal routine?
Does his/her physical aggression seem to come "out of the blue"?
Does anything else trigger this?

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<tr>
<td>3 = The victim sustained some physical injury as a result (e.g. bruise or wound).</td>
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<td>Frequency</td>
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<td>3 = Fatigue</td>
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<td>4 = Transitions</td>
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<td>5 = Changes in routine</td>
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<td>6 = &quot;Out of the blue&quot;</td>
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<td>7 = Other</td>
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---

**Conduct Problems**
Definitions and questions

VIOLENCE AGAINST PERSONS

FIGHTS

Physical fights in which both (or all) combatants are actively initiating. Otherwise code as Assault.

If subject is a victim of an attack and fights back only to protect him/herself, do not rate here or under Assault.

"Do you get into fights at all?"

"Have you gotten into any fights in the last 3 months?"

Who with?

How often?

Tell me about the last fight you were in. Was it a friendly fight?

Think of the worst fight you were in. Did either (any) of you get hurt? What happened?

Have you been in any fights that someone else broke up? Who? Why?

"Have you ever been in a fight where someone was badly hurt?"

"Have you ever used a weapon?"

Like a knife or stone or anything else?

When did you start fighting?

FIGHTS RESULTING IN SERIOUS INJURY

As the result of a fight, either combatant sustained broken limbs, required hospitalization, or was unconscious for any period.

NOTE WHETHER ANY FURTHER ACTION WAS TAKEN BY THE AUTHORITIES

Coding rules

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<th>Codes</th>
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<td>Frequency</td>
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<tbody>
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<td>FIGHTS RESULTING IN SERIOUS INJURY</td>
<td>CODES</td>
</tr>
<tr>
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<td>Intensity</td>
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<table>
<thead>
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</thead>
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<td>Intensity</td>
</tr>
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<td>002</td>
<td>Frequency</td>
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</table>

Oppositional/Conduct Disorder Section

193
**Definitions and questions**

**ASSAULT**

Attack upon or attempt to hurt another without the other's willful involvement in the contact.

If subject is the victim of an attack and fights back only to protect him/herself, do not rate here or under Fights.

N.B. "EVER" CODED IF ASSAULT HAS NOT OCCURRED IN LAST 3 MONTHS.

"Have you ever hurt or attacked anyone who didn't want to fight you?"

Who did you hurt?

When was that?

How did it happen?

Did you hurt him/her? How much?

Why?

"Have you ever used a weapon of any sort?"

Like a stone or a knife?

Were the police involved?

How often have you done anything like that?

Where have you done that sort of thing?

When was the first time you did anything like that? Tell me about it.

**Coding rules**

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<tr>
<td>3 = The victim sustained some physical injury as a result (e.g., black eye or cuts).</td>
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<td>P01</td>
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<td>SCHOOL</td>
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<td>2 = Often accompanied (25-49% of the time)</td>
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<td>3 = Accompanied 50% or more of the time</td>
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<td>ASSAULTS RESULTING IN SERIOUS INJURY</td>
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</tr>
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</table>

IF ASSAULT EVER HAS OCCURRED, ASK ABOUT CRUELTY (PAGE 195)

OTHERWISE SKIP TO BULLYING (PAGE 196)
GLOSSARY NOTES

(Notes from PAPA Glossary)

FIGHTS

Physical fights in which both (or all) combatants are actively initiating. One child may be provoked into fighting, but both must be actively involved. Otherwise code as Assault. When there is doubt as to whether to code an episode of interpersonal violence as a fight or an assault, code it as a fight.

Do not include horseplay or friendly fights between siblings. However, any other sibling fights with a serious intent are included.

Victims who "fight" back only in order to protect themselves, should not be rated here or under Assault.

Code worst result of fight in last 3 months.

2 = Fights do not result in any physical injury to either party.

3 = Either combatant has sustained some physical injury as a result (e.g. black eye or cuts).

WITH SIBLINGS

WITH PEERS

HOME

DAYCARE/SCHOOL

ELSEWHERE

ASSAULT

An attack upon, or attempt to hurt, another without the other's willful involvement in the contact. If child is the victim of an attack and fights back only to protect him/herself, do not rate here or under Fights. The worst result of an assault in the last three months is noted.
SHOVING

0 = Absent
2 = Shoving did not result in any physical injury to either party.
3 = The victim sustained some physical injury as a result (e.g. bruise or wound).

PINCHING

0 = Absent
2 = Isolated pinching with sufficient force to cause pain to other.
3 = Repeated pinching with sufficient force to hurt other

HITTING

0 = Absent
2 = Hitting did not result in any physical injury to either party.
3 = The victim sustained some physical injury as a result (e.g. black eye).

KICKING

0 = Absent
2 = Kicking did not result in any physical injury to either party.
3 = The victim sustained some physical injury as a result (e.g. bruises or cuts).
BITING

0 = Absent

2 = Biting did not result in any physical injury to either party.

3 = The victim sustained some physical injury as a result (e.g. bruise or bite wound).

CHOKING

0 = Absent

2 = Choking did not result in any physical injury to either party.

3 = The victim sustained some physical injury as a result (e.g. bruise or bite wound).

(Notes from CAPA Glossary)

FIGHTS

Physical fights in which both (or all) combatants are actively initiating. One child may be provoked into fighting, but both must be actively involved. Otherwise code as Assault. When there is doubt as to whether to code an episode of interpersonal violence as a fight or an assault, code it as a fight.

Do not include horseplay or friendly fights between siblings. However, any other sibling fights with a serious intent are included.

Victims who "fight" back only in order to protect themselves, should not be rated here or under Assault.

Code worst result of fight in last 3 months.

2 = Fights do not result in any physical injury to either party.

3 = Either combatant has sustained some physical injury as a result (e.g. black eye or cuts).

WITH SIBLINGS

WITH PEERS
HOME

DAYCARE/SCHOOL

ELSEWHERE

EVER: FIGHTS RESULTING IN SERIOUS INJURY

0 = None

2 = As a result of a fight either combatant sustained broken limbs, required hospitalization, or was unconscious for any period.

EVER: USE OF WEAPON IN A FIGHT

0 = No

2 = Yes

Ever use of a knife, scissors, bat, rock, toy or any other item as a weapon in a fight.

EVER: ASKED TO LEAVE DAYCARE/SCHOOL DUE TO FIGHTING

0 = No

2 = Asked to leave temporarily

3 = Asked to leave permanently

ASSAULT

An attack upon, or attempt to hurt, another without the other's willful involvement in the contact. If child is the victim of an attack and fights back only to protect him/herself, do not rate here or under Fights. The worst result of an assault in the last three months is noted.

SHOVING

0 = Absent

2 = Shoving did not result in any physical injury to either party.
3 = The victim sustained some physical injury as a result (e.g. bruise or wound).

**PINCHING**

0 = Absent

2 = Isolated pinching with sufficient force to cause pain to other.

3 = Repeated pinching with sufficient force to hurt other

**HITTING**

0 = Absent

2 = Hitting did not result in any physical injury to either party.

3 = The victim sustained some physical injury as a result (e.g. black eye).

**KICKING**

0 = Absent

2 = Kicking did not result in any physical injury to either party.

3 = The victim sustained some physical injury as a result (e.g. bruises or cut).

**BITING**

0 = Absent

2 = Biting did not result in any physical injury to either party.

3 = The victim sustained some physical injury as a result (e.g. bruise or bite wound).

**CHOKING**

0 = Absent

2 = Choking did not result in any physical injury to either party.

3 = The victim sustained some physical injury as a result (e.g. bruise or bite wound).

**ASSAULT WITH A WEAPON**

Weapons may include a knife, scissors, bat, rock, toy used as a weapon, or any other item used as a weapon.
ASSAULTS OF PARENTAL FIGURES, TEACHERS, OTHER CAREGIVERS, SIBLINGS, OR PEERS ARE RECORDED.

EVER: ASSAULT RESULTING IN SERIOUS INJURY

0 = None

2 = As a result of a fight either combatant sustained broken limbs, required hospitalization, or was unconscious for any period.

EVER: USE OF WEAPON IN ASSAULT

0 = No

2 = Yes

TYPE OF WEAPON

Code up to 3

1 = Knife
2 = Scissors
3 = Bat
4 = Rock
5 = Toy
6 = Other_______

EVER: ASKED TO LEAVE DAYCARE/SCHOOL DUE TO ASSAULT

O = No

2 = Asked to leave temporarily

3 = Asked to leave permanently
### N, WEIGHTED PREVALENCE, AND MISSING DATA

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Missing data notes:
- PAPA: no notes.
- CAPA: no notes.
- YAPA: no notes.

### OTHER VARIABLES

**J4OCD2**: 'Onset age: Fights more than once per month'

### SAS CODE

```sas
*************SAS Code for PAPA*************;

p4nfight=sum(of pGE5F01 pGE5F02 pGE5F03);

if instrument='PAPA' and version='1.3'
   then p4nassault=sum(of pGE9F01 pGE9F02 pGE9F03);

else if instrument='PAPA' and
       (version='1.4' or substr(version, 1, 3)='2.0')
   then p4nassault=sum(of pgm6f01 pgm6f02 pgm6f03
                        pgm7f01 pgm7f02 pgm7f03
                        pgm8f01 pgm8f02 pgm8f03
                        pgm9f01 pgm9f02 pgm9f03
                        pgn0f01 pgn0f02 pgn0f03
                        pgn1f01 pgn1f02 pgn1f03);

p4nallfight=sum(of p4nfight p4nassault);
```
label p4nfight='Frequency of fights';
label p4nassault='Frequency of assaults';
label p4nallfight='Frequency of fights and assaults';

if instrument='PAPA' and version='1.3' then do;
  if p4nallfight ge 36 then do;
    p4ncd2=1;
    p4ocd2=min((agedays-pge5o01),(agedays-pge9o01));
  end;
  else if p4nallfight ne . or
    (p4nallfight=. and (pGE5i01=0 or pGE9i01=0)) then p4ncd2=0;
end;

else if instrument='PAPA' and
  (version='1.4' or substr(version,1,3)='2.0') then do;
  if p4nassault ge 2 then do;
    p4ncd2=1;
    p4ocd2=min((agedays-pgm6o01),(agedays-pgm7o01),(agedays-pgm8o01),
      (agedays-pmg9o01),(agedays-pgn0o01),(agedays-pgn1o01));
  end;
  else if p4nallfight ne . or
    (p4nallfight=. and (pGE5i01=0 or pGE9i01=0) or
      pgm6i01=0 or pgm6i02=0 or pgm6i03=0 or
      pgm7i01=0 or pgm7i02=0 or pgm7i03=0 or
      pgm8i01=0 or pgm8i02=0 or pgm8i03=0 or
      pmg9i01=0 or pmg9i02=0 or pmg9i03=0 or
      pgn0i01=0 or pgn0i02=0 or pgn0i03=0 or
      pgn1i01=0 or pgn1i02=0 or pgn1i03=0 ) ) then p4ncd2=0;
end;

label p4ncd2='Assaults top 10%';
label p4ocd2='Onset age: assaults top 10%';

j4ncd2=p4ncd2;
j4ocd2=p4ocd2;

label j4ncd2='Assaults top 10%';
label j4ocd2='Onset age: assaults top 10%';

***************SAS Code for CAPA***********************;
if yapa ne 1 then do;
pfight=sum(of pGE5F01 pGE5F02 pGE5F03 pGE9F01 pGE9F02 pGE9F03);

if pfight ge 3 then do;
  if sum(of pGE5F01 pGE5F02 pGE5F03) ge 1 then do;
    p4ncd2=1;
    p4ocd2=min((agedays-pge5o01),(agedays-pge7o01));
  end;
  if sum(of pGE9F01 pGE9F02 pGE9F03) ge 1 then do;
    p4ncd2=1;
  end;
  else if p4nallfight ne . or
    (p4nallfight=. and (pGE5i01=0 or pGE9i01=0)) then p4ncd2=0;
end;

if instru...
p4ocd2=min(p4ocd2,(agedays-pge9o01),(agedays-pgf1o01));
end;
end;

else if pfightf ne . then p4ncd2=0;

label p4ncd2='Fights more than once per month';
label p4ocd2='Onset age: Fights more than once per month';

cfightf=sum(of cGE5F01 cGE5F02 cGE5F03 cGE9F01 cGE9F02 cGE9F03);

if cfightf ge 3 then do;
  if sum(of cGE5F01 cGE5F02 cGE5F03) ge 1 then do;
    c4ncd2=1;
    c4ocd2=min((agedays-cge5o01),(agedays-cge7o01));
  end;
  if sum(of cGE9F01 cGE9F02 cGE9F03) ge 1 then do;
    c4ncd2=1;
    c4ocd2=min(c4ocd2,(agedays-cge9o01),(agedays-cgf1o01));
  end;
end;

else if cfightf ne . then c4ncd2=0;

label c4ncd2='Fights more than once per month';
label c4ocd2='Onset age: Fights more than once per month';

if  c4ncd2 = 1 or  p4ncd2 = 1 then j4ncd2=1;
else if c4ncd2 ne . or  p4ncd2 ne . then j4ncd2=0;

j4ocd2=min(c4ocd2, p4ocd2);

label j4ncd2='Fights more than once per month';
label j4ocd2='Onset age: Fights more than once per month';
end;

***************SAS Code for YAPA*****************************;

if yapa = 1 then do;

cfightf=sum(of cGE5F01 cGE5F02 cGE5F03 cGE9F01 cGE9F02 cGE9F03);

if cfightf ge 1 then do;
  if sum(of cGE5F01 cGE5F02 cGE5F03) ge 1 then do;
    c4ncd2=1;
    c4ocd2=min((agedays-cge5o01),(agedays-cge7o01));
  end;
  if sum(of cGE9F01 cGE9F02 cGE9F03) ge 1 then do;
    c4ncd2=1;
    c4ocd2=min(c4ocd2,(agedays-cge9o01),(agedays-cgf1o01));
  end;
end;
\texttt{else if cfightf ne . then c4ncd2=0;}

\texttt{label c4ncd2='Fights more than once per month';}
\texttt{label c4ocd2='Onset age: Fights more than once per month';}

\texttt{j4ncd2=c4ncd2;}
\texttt{j4ocd2=c4ocd2;}

\texttt{label j4ncd2='Assaults top 10%';}
\texttt{label j4ocd2='Onset age: assaults top 10%';}

\texttt{end;}
J4NCD3: Use of weapon

**Conduct Disorder Variable List**

**Description**
Use of weapon in order to cause serious physical harm to others (e.g., a bat, brick, broken bottle, knife, gun). This is in the symptom category of "Aggression to people and animals."

**Informant:**
- **PAPA**: Parent only.
- **CAPA**: Parent and child either/or rule.
- **YAPA**: Self-report.

**Note:**

<table>
<thead>
<tr>
<th>Available (home)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available (school)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Available (elsewhere)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>90th % Cutoff</td>
<td>1</td>
<td>1</td>
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</table>

**Raw Variable(s)**

<table>
<thead>
<tr>
<th>Variable (Raw)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>p/cge0i01 (use of weapon while stealing)</td>
<td>1.3</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>p/cgd1e01 (ever: shot at another person)</td>
<td>1.4</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>p/cgd1e02 (ever: injured another with a gun)</td>
<td>2.0.3</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>p/cgd5i01 (injured another with a knife)</td>
<td>N</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>p/cge8e01 (ever: use of weapon during a fight)</td>
<td>N</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>----------</td>
<td>----------------------------------------------------------</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>p/cgf2e01</td>
<td>ever: use of weapon during an assault</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>p/cgf6e01</td>
<td>ever: use of weapon for cruelty against another person</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>p/cgf8e01</td>
<td>ever: use of weapon for bullying</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>p/cgh0e01</td>
<td>ever: use of weapon for forced sexual activity</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>pge8v01</td>
<td>ever: use of weapon during a fight</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>pge9f10</td>
<td></td>
<td>Y</td>
<td>N</td>
</tr>
<tr>
<td>pgf2v01</td>
<td>ever: use of weapon during an assault</td>
<td>Y</td>
<td>Y</td>
</tr>
</tbody>
</table>
SAMPLE INTERVIEW SECTION

Definitions and questions

FIGHTS - USE OF WEAPON

Has s/he ever used a weapon in a fight?
Like a knife or stone or anything else?
Or used a toy as a weapon?

Has s/he used a weapon in the last three months?

How often?

What type of weapon has s/he used?
What do you do about it?
What does the daycare/school do about it?

Coding rules

<table>
<thead>
<tr>
<th>USE OF A WEAPON</th>
<th>Codes</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 = Absent</td>
<td>Ever:PGESV01 Intensity</td>
</tr>
<tr>
<td>2 = No injury</td>
<td>Ever:PGESV01 Frequency</td>
</tr>
<tr>
<td>3 = Injury</td>
<td>Ever:PGESV01 Onset</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>USE OF A WEAPON</th>
<th>Codes</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 = Absent</td>
<td>PGE8D01 Intensity</td>
</tr>
<tr>
<td>2 = No injury</td>
<td>PGE8F01 Frequency</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TYPE OF WEAPON</th>
<th>Codes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 = Knife</td>
<td>PGE8X01</td>
</tr>
<tr>
<td>2 = Scissors</td>
<td>PGE8X02</td>
</tr>
<tr>
<td>3 = Bat</td>
<td>PGE8X03</td>
</tr>
<tr>
<td>4 = Rock</td>
<td></td>
</tr>
<tr>
<td>5 = Toy</td>
<td></td>
</tr>
<tr>
<td>6 = Sticks</td>
<td></td>
</tr>
<tr>
<td>7 = Pencil</td>
<td></td>
</tr>
<tr>
<td>8 = Other</td>
<td>Specify</td>
</tr>
</tbody>
</table>

Conduct Problems
### Definitions and Questions

**Has s/he choked you?**
- Or your partner?
- Teachers?
- Other caregivers?
- How about his/her sisters or brothers?
- Or other children?

### Coding Rules

<table>
<thead>
<tr>
<th>Condition</th>
<th>Code</th>
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</thead>
<tbody>
<tr>
<td>Choking of Parental Figures</td>
<td>PGN102</td>
</tr>
<tr>
<td><strong>0</strong> = Absent</td>
<td></td>
</tr>
<tr>
<td><strong>2</strong> = Present</td>
<td></td>
</tr>
<tr>
<td>Choking of Teachers/Daycare</td>
<td>PGN103</td>
</tr>
<tr>
<td><strong>0</strong> = Absent</td>
<td></td>
</tr>
<tr>
<td><strong>2</strong> = Present</td>
<td></td>
</tr>
<tr>
<td>Choking of Other Caregivers</td>
<td>PGN104</td>
</tr>
<tr>
<td><strong>0</strong> = Absent</td>
<td></td>
</tr>
<tr>
<td><strong>2</strong> = Present</td>
<td></td>
</tr>
<tr>
<td>Choking of Siblings</td>
<td>PGN105</td>
</tr>
<tr>
<td><strong>0</strong> = Absent</td>
<td></td>
</tr>
<tr>
<td><strong>2</strong> = Present</td>
<td></td>
</tr>
<tr>
<td>Choking of Peers</td>
<td>PGN106</td>
</tr>
<tr>
<td><strong>0</strong> = Absent</td>
<td></td>
</tr>
<tr>
<td><strong>2</strong> = Present</td>
<td></td>
</tr>
</tbody>
</table>

### Assault with a Weapon

Physical aggression, attack upon, or attempt to hurt another without the other's willful involvement in the contact using a weapon.

**Has s/he ever used a weapon in an assault?**
- Like a knife or stone?
- Or used a toy as a weapon?
- Or anything else?

### Codes

- **PGN102**
- **PGN103**
- **PGN104**
- **PGN105**
- **PGN106**

### Use of Weapon in Assault

**Intensity**
- **0** = Absent
- **2** = No injury
- **3** = Injury

**Frequency**

**Onset**

---

Conduct Problems 44
PATTERNS OF STEALING
continued...

Stealing involving confrontation but without actual violence: The victim is directly confronted and money or goods are demanded, threats may be made directly or implicitly (e.g. by the presence of a weapon), but no actual violence is done.

Stealing involving actual violence to the victim: The victim is directly confronted or set upon in some way and some violent action actually takes place. For instance, the victim might be kicked or punched.

Stealing involving violence resulting in serious injury to the victim: As the result of violence committed during stealing, the victim sustained broken limbs, or required hospitalization, or was unconscious for any period.

Use of weapon: Use of any item that could be used to threaten or intimidate a victim. Include carrying a weapon even if it is concealed and not used.

*Have you ever threatened anyone to make them give you something?*

*Have you ever mugged anyone?*

Did you hurt him/her?
How much?

*Have you ever carried a weapon when you stole anything?*

What?
Did you use it?

IF STEALING IN THE PAST 3 MONTHS, COMPLETE OUTCOME OF STEALING (PAGE 180)

OTHERWISE, SKIP TO BREAKING PROMISES (PAGE 181).

Coding rules

**STEALING INVOLVING CONFRONTATION OF THE VICTIM, BUT WITHOUT ACTUAL VIOLENCE**

0 = Absent
2 = Present

**STEALING INVOLVING ACTUAL VIOLENCE**

2 = No physical injury to the victim
3 = Slight physical injury (e.g. black eye, cuts)

**EVER: STEALING INVOLVING ACTUAL VIOLENCE**

**STEALING INVOLVING VIOLENCE RESULTING IN SERIOUS INJURY**

0 = Absent
2 = Present

**EVER: STEALING INVOLVING VIOLENCE RESULTING IN SERIOUS INJURY**

**USE OF WEAPON**

2 = Carried weapon while stealing
3 = Used weapon to threaten victim

**EVER: USE OF WEAPON**
Definitions and questions

ACCESS TO WEAPONS
Access to, possession of, and carrying of weapons, such as guns, knives, chains, or brass knuckles.

GUNS
*Does anyone in your household keep a gun in the house or car?

*Do you have your own gun?

*Do you have other access to a gun?
Who does it belong to?
What kind of gun?
A handgun?
A rifle or shotgun?
Some other kind?

Do you carry a gun when you go out?
Why?
Where do you go with it?
Have you taken it to school?

How often have you carried a gun in the past 3 months?

DO NOT INCLUDE CARRYING A GUN TO GO HUNTING. IF BB GUN OR PELLET GUN CARRIED AS A WEAPON OR FOR PROTECTION, CODE UNDER OTHER WEAPONS (PAGE 189).

*Have you ever been there when someone else shot at someone?

*Have you ever shot at anybody?
Have you ever shot another person?

IF HAS SHOT AT ANOTHER PERSON, ASK
Did you hit them?
What happened to them?
What happened to you?

Coding rules

ACCESS TO/POSSESSION OF GUN
1 = Family member has gun, but child does not have access
2 = Child has access to gun belonging to family member or friend, but does not have own gun
3 = Child has own gun or guns and may have access to other guns as well

HANDGUN
0 = No
2 = Yes

SHOTGUN OR RIFLE
0 = No
2 = Yes

OTHER GUN (SEMI-AUTOMATIC, MACHINE GUN, ETC.)
0 = No
2 = Yes

CURRENTLY CARRIES A GUN
0 = Has not carried a gun this 3 months
2 = Sometimes has carried a gun
3 = Usually carries a gun

TAKES GUN TO SCHOOL
0 = No
2 = Sometimes
3 = Usually

EVER: ACCOMPlice TO SHOOTING
0 = No
2 = Yes

ACCOMPlice TO SHOOTING
0 = No
2 = Yes

EVER: SHOT AT ANOTHER PERSON
0 = No
2 = Yes

EVER: INJURED ANOTHER WITH A GUN
0 = No
2 = Yes
### Definitions and questions

#### VIOLENCE AGAINST PERSONS

**FIGHTS**

Physical fights in which both (or all) combatants are actively initiating. Otherwise code as Assault.

If subject is a victim of an attack and fights back only to protect him/herself, do not rate here or under Assault.

*Do you get into fights at all?*

*Have you gotten into any fights in the last 3 months?*

Who with?

How often?

Tell me about the last fight you were in.

Was it a friendly fight?

Think of the worst fight you were in.

Did either (any) of you get hurt?

What happened?

Have you been in any fights that someone else broke up? Who? Why?

*Have you ever been in a fight where someone was badly hurt?*

*Have you ever used a weapon?*

Like a knife or stone or anything else?

When did you start fighting?

#### FIGHTS RESULTING IN SERIOUS INJURY

As the result of a fight, either combatant sustained broken limbs, required hospitalization, or was unconscious for any period.

NOTE WHETHER ANY FURTHER ACTION WAS TAKEN BY THE AUTHORITIES

<table>
<thead>
<tr>
<th>Coding rules</th>
<th>Codes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FIGHTS</strong></td>
<td><strong>Codes</strong></td>
</tr>
<tr>
<td>Code worst result of fight in last 3 months.</td>
<td>CG25</td>
</tr>
<tr>
<td>2 = Fights do not result in any physical injury to either party.</td>
<td>E21</td>
</tr>
<tr>
<td>3 = Either combatant has sustained some physical injury as a result (e.g. black eye or cut).</td>
<td>E01</td>
</tr>
<tr>
<td><strong>HOME</strong></td>
<td><strong>Frequency</strong></td>
</tr>
<tr>
<td></td>
<td>P01</td>
</tr>
<tr>
<td><strong>SCHOOL</strong></td>
<td><strong>Frequency</strong></td>
</tr>
<tr>
<td></td>
<td>P02</td>
</tr>
<tr>
<td><strong>ELSEWHERE</strong></td>
<td><strong>Frequency</strong></td>
</tr>
<tr>
<td></td>
<td>P03</td>
</tr>
<tr>
<td><strong>SOLITARY/ACCOMPANIED</strong></td>
<td><strong>Solitary</strong></td>
</tr>
<tr>
<td>0 = Solitary</td>
<td>X01</td>
</tr>
<tr>
<td>2 = Often accompanied (25-49% of the time)</td>
<td></td>
</tr>
<tr>
<td>3 = Accompanied 50% or more of the time</td>
<td></td>
</tr>
<tr>
<td><strong>FIGHTS RESULTING IN SERIOUS INJURY</strong></td>
<td><strong>Frequency</strong></td>
</tr>
<tr>
<td></td>
<td>E01</td>
</tr>
<tr>
<td><strong>EVER: FIGHTS RESULTING IN SERIOUS INJURY</strong></td>
<td><strong>Event: Frequency</strong></td>
</tr>
<tr>
<td></td>
<td>E01</td>
</tr>
<tr>
<td><strong>EVER: USE OF WEAPON</strong></td>
<td><strong>Event: Frequency</strong></td>
</tr>
<tr>
<td></td>
<td>V01</td>
</tr>
<tr>
<td><strong>EVER: EQUIPMENT USED</strong></td>
<td><strong>Event: Frequency</strong></td>
</tr>
<tr>
<td></td>
<td>O01</td>
</tr>
</tbody>
</table>
ASSAULT

Attack upon or attempt to hurt another without the other's willful involvement in the contact.

If subject is the victim of an attack and fights back only to protect him/herself, do not rate here or under Fights.

N.B. "EVER" CODED IF ASSAULT HAS NOT OCCURRED IN LAST 3 MONTHS.

*Have you ever hurt or attacked anyone who didn't want to fight you?

Who did you hurt?

When was that?

How did it happen?

Did you hurt him/her? How much?

Why?

*Have you ever used a weapon of any sort?

Like a stone or a knife?

Were the police involved?

How often have you done anything like that?

Where have you done that sort of thing?

When was the first time you did anything like that? Tell me about it.

IF ASSAULT EVER HAS OCCURRED, ASK ABOUT CRUELTY (PAGE 195)

OTHERWISE SKIP TO BULLYING (PAGE 196)
### CRUELTY TO PEOPLE

An assault involving the deliberate inflicting of pain or fear on the victim beyond the “heat of the moment”. Include beating, cutting, or burning a restrained person, ritualized infliction of pain, and sadistic violence or terrorism.

**CODE ASSAULTS INVOLVING CRUELTY HERE, NOT UNDER ASSAULTS. IF NOT CERTAIN WHICH TO CODE, CODE UNDER ASSAULT.**

<table>
<thead>
<tr>
<th>Codes</th>
<th>Codes</th>
</tr>
</thead>
<tbody>
<tr>
<td>CRUELTY TO PEOPLE</td>
<td>CRUELTY TO PEOPLE</td>
</tr>
<tr>
<td>The worst result of an episode of cruelty is noted.</td>
<td>The worst result of an episode of cruelty is noted.</td>
</tr>
<tr>
<td>2 = Cruelty did not result in any physical injury to either party.</td>
<td>2 = Cruelty did not result in any physical injury to either party.</td>
</tr>
<tr>
<td>3 = The victim sustained some physical injury as a result (e.g. black eye or cut).</td>
<td>3 = The victim sustained some physical injury as a result (e.g. black eye or cut).</td>
</tr>
</tbody>
</table>

#### HOME

<table>
<thead>
<tr>
<th>Situation</th>
<th>Frequency</th>
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</thead>
<tbody>
<tr>
<td>F01</td>
<td>F01</td>
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</table>

#### SCHOOL

<table>
<thead>
<tr>
<th>Frequency</th>
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<tbody>
<tr>
<td>F02</td>
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</tbody>
</table>

#### ELSEWHERE

<table>
<thead>
<tr>
<th>Frequency</th>
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</thead>
<tbody>
<tr>
<td>F03</td>
</tr>
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</table>

#### SOLITARY/ACCOMPANIED

<table>
<thead>
<tr>
<th>Solitary</th>
<th>Onset</th>
</tr>
</thead>
<tbody>
<tr>
<td>X01</td>
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</tbody>
</table>

#### CRUELTY RESULTING IN SERIous INJURY

<table>
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<tr>
<th>Intensity</th>
</tr>
</thead>
<tbody>
<tr>
<td>V01</td>
</tr>
</tbody>
</table>

#### EVER: CRUELTY RESULTING IN SERIOUS INJURY

<table>
<thead>
<tr>
<th>Ever: Intensity</th>
</tr>
</thead>
<tbody>
<tr>
<td>V01</td>
</tr>
</tbody>
</table>

#### EVER: USE OF WEAPON

<table>
<thead>
<tr>
<th>Ever: Intensity</th>
</tr>
</thead>
<tbody>
<tr>
<td>V01</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Ever: Onset</th>
</tr>
</thead>
<tbody>
<tr>
<td>001</td>
</tr>
</tbody>
</table>
BULLYING

Attempts to force another to do something against his/her will by using threats, violence or intimidation.

Do not include episodes that meet the criteria for stealing involving confrontation.

Differentiate from spiteful and vindictive, which does not include attempts to force someone to do something against their wishes.

*Have you ever forced someone to do something s/he didn't want to do by threatening or hurting him/her?*

*Do you ever pick on anyone?*

Who was it?

Why did you do it?

How often?

When was the first time?

*Did you use a weapon of any sort?*

Where have you done that sort of thing?

Were the police involved?

CODE FORCED SEXUAL ACTIVITY ON PAGE 197
FORCED SEXUAL ACTIVITY

*Have you ever made someone have sex with you when s/he didn’t want to?

*Have you kissed or fondled anyone who didn’t want you to?

*Did you use a weapon of any sort?

SEXUAL ACTIVITY FOR GAIN

Engagement in sexual activity in order to obtain money, goods, or drugs.

*Have you ever had sex with someone to get something that you wanted?

How many times?
When did you first do that?

IF DRUG RELATED, ALSO CODE UNDER SUBSTANCE-RELATED CRIME (PAGE 290).

EVER: FORCED SEXUAL ACTIVITY

2 = Using threats only
3 = With actual violence

EVER: USE OF WEAPON FOR FORCED SEXUAL ACTIVITY

0 = No
2 = Yes

EVER: SEXUAL ACTIVITY FOR GAIN

0 = Absent
2 = Present
GLOSSARY NOTES

(Notes from PAPA Glossary)

EVER: USE OF WEAPON IN A FIGHT

0 = No
2 = Yes

Ever use of a knife, scissors, bat, rock, toy or any other item as a weapon in a fight.

ASSAULT WITH A WEAPON

Weapons may include a knife, scissors, bat, rock, toy used as a weapon, or any other item used as a weapon.

(Notes from CAPA Glossary)

EVER: USE OF WEAPON IN A FIGHT

0 = No
2 = Yes

Ever use of a knife, scissors, bat, rock, toy or any other item as a weapon in a fight.

EVER: USE OF WEAPON IN ASSAULT

0 = No
2 = Yes
N, WEIGHTED PREVALENCE, AND MISSING DATA

<table>
<thead>
<tr>
<th></th>
<th>PAPA</th>
<th></th>
<th>CAPA</th>
<th></th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Weighted</td>
<td>N</td>
<td>Weighted</td>
<td>N</td>
<td>Weighted</td>
</tr>
<tr>
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<td>0</td>
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<td>.</td>
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<td>0</td>
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<td>0.04</td>
</tr>
<tr>
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<td>149</td>
<td>2.17</td>
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</table>

Missing data notes:
- PAPA: no notes.
- CAPA: no notes.
- YAPA: no notes.

OTHER VARIABLES

**J4OCD3:** 'Onset age: Use of weapon'

SAS CODE

```
*************SAS Code for PAPAN*************;
   if   instrument='PAPA' and version='1.3'
      then p4nweapon= sum(of pge8v01 pge9f10 pgf2v01);
   else if instrument='PAPA' and
      (version='1.4' or substr(version,1,3)='2.0')
      then p4nweapon= sum(of pge8v01 pgf2v01);
   label p4nweapon='# of weapon use in fight +/- assault';

   if p4nweapon ge 1 then do;
   p4ncd3=1;
   p4ocd3=min((agedays-pgf2o01),(agedays-pge8o01));
   end;
   else if instrument='PAPA' and version='1.3' and
          p4nweapon ne . or
          (p4nweapon=. and (pge8i01=0 or pge9i10=0 or pgf2i01=0))
```
if instrument='PAPA' and 
(version='1.4' or substr(version,1,3)='2.0') and 
p4nweapon ne . or 
(p4nweapon=. and (pge8i01=0 or pgf2i01=0))
then p4ncd3=0;

label p4ncd3='Use of weapon';
label p4ocd3='Onset age: use of weapon';

j4ncd3=p4ncd3;
j4ocd3=p4ocd3;

label j4ncd3='Use of weapon';
label j4ocd3='Onset age: Use of weapon';

***************SAS Code for CAPA***********************;
if yapa ne 1 then do;
if pgc0i01=3 or pgd1e01=2 or pgd1e02=2 or pgd5i01=2 or pge8e01=2
or pgf2e01=2 or pgf6e01=2 or pgf8e01=2 or pgh0e01=2 then do;

if pgc0i01=3 then do;
p4ncd3=1;
p4ocd3=min(p4ocd3,(agedays-pgc1o01));
end;
if pgd1e01=2 then do;
p4ncd3=1;
p4ocd3=p4ocd3;
end;
if pgd1e02=2 then do;
p4ncd3=1;
p4ocd3=p4ocd3;
end;
if pgd5i01=2 then do;
p4ncd3=1;
p4ocd3=p4ocd3;
end;
if pge8e01=2 then do;
p4ncd3=1;
p4ocd3=min(p4ocd3,(agedays-pge8o01));
end;
if pgf2e01=2 then do;
p4ncd3=1;
p4ocd3=min(p4ocd3,(agedays-pgf2o01));
end;
if pgf6e01=2 then do;
p4ncd3=1;
p4ocd3=min(p4ocd3,(agedays-pgf6o01));
end;
if pgf8e01=2 then do;
p4ncd3=1;
p4ocd3=min(p4ocd3,(agedays-pgf8o01));
end;
if pgh0e01=2 then do;
p4ncd3=1;
p4ocd3=min(p4ocd3,(agedays-pgh0o01));
end;

else if pgc0i01 ne . or pgd1e01 ne . or pgd1e02 ne . or
pgd5i01 ne . or pge8e01 ne . or pgf2e01 ne . or
pgf6e01 ne . or pgf8e01 ne . or pgh0e01 ne . then
p4ncd3=0;
label p4ncd3='use of weapon';
label p4ocd3='Onset age:use of weapon';

*** (3) has used a weapon that can cause serious physical harm
to others (eg., a bat, brick, broken bottle, knife, gun) ***;

/*Use of weapon*/
if cgc0i01=3 or cgd1e01=2 or cgd1e02=2 or cgd5i01=2 or cge8e01=2
or cgf2e01=2 or cgf6e01=2 or cgf8e01=2 or cgh0e01=2 then do;

if cgc0i01=3 then do;
c4ncd3=1;
c4ocd3=min(c4ocd3,(agedays-cgc1o01));
end;
if cgd1e01=2 then do;
c4ncd3=1;
c4ocd3=c4ocd3;
end;
if cgd1e02=2 then do;
c4ncd3=1;
c4ocd3=c4ocd3;
end;
if cgd5i01=2 then do;
c4ncd3=1;
c4ocd3=c4ocd3;
end;
if cge8e01=2 then do;
c4ncd3=1;
c4ocd3=min(c4ocd3,(agedays-cge8o01));
end;
if cgf2e01=2 then do;
c4ncd3=1;
c4ocd3=min(c4ocd3,(agedays-cgf2o01));
end;
if cgf6e01=2 then do;
c4ncd3=1;
c4ocd3=min(c4ocd3,(agedays-cgf6o01));
end;
if cgf8e01=2 then do;
c4ncd3=1;
c4ocd3=min(c4ocd3,(agedays-cgf8o01));
end;
if cgh0e01=2 then do;
c4ncd3=1;
c4ocd3=min(c4ocd3,(agedays-cgh0o01));
end;
end;
else if cgc0i01 ne . or cgd1e01 ne . or cgd1e02 ne . or
cgd5i01 ne . or cge8e01 ne . or cgf2e01 ne . or
cgf6e01 ne . or cgf8e01 ne . or cgh0e01 ne . then
p4ncd3=0;
label c4ncd3='use of weapon';
label c4ocd3='Onset age:use of weapon';

if c4ncd3 = 1 or p4ncd3 = 1 then j4ncd3=1;
else if c4ncd3 ne . or p4ncd3 ne . then j4ncd3=0;

j4ocd3=min(c4ocd3,p4ocd3);

label j4ncd3='Use of weapon';
label j4ocd3='Onset age: Use of weapon';
end;

***************SAS Code for YAPA***********************;
if YAPA = 1 then do;

if cgc0i01=3 or cgd1e01=2 or cgd1e02=2 or cgd5i01=2 or cge8e01=2
or cge8e01=2 or cgd6e01=2 or cgh0e01=2 or cgd4e01=2 then do;

if cgc0i01=3 then do;
  c4ncd3=1;
  c4ocd3=min(c4ocd3,(agedays-cgc1o01));
end;
if cgc0e01=2 then do;
  c4ncd3=1;
  c4ocd3=c4ocd3;
end;
if cge8e01=2 then do;
  c4ncd3=1;
  c4ocd3=c4ncd3;
end;
end;

else if cgc0i01 ne . or cgd1e01 ne . or cgd1e02 ne . or
cgd5i01 ne . or cge8e01 ne . or cgd4e01 ne . or
cgf6e01 ne . or cgf8e01 ne . or cgh0e01 ne . or
cgd4e01 ne . then
        c4ncd3=0;
    label c4ncd3='use of weapon';
    label c4ocd3='Onset age:use of weapon';

    j4ncd3=c4ncd3;
    j4ocd3=c4ocd3;

    label j4ncd3='Use of weapon';
    label j4ocd3='Onset age: Use of weapon';

end;
J4NCD4: Has been cruel to people

Conduct Disorder Variable List

Description

Raw Variable(s)

CAPA Interview Section

Glossary Notes

Additional Variables

N, Weighted Prevalence, and Missing Data

Citations

SAS CODE

Conduct Disorder (symptom list)

DESCRIPTION

DSM-IV definition: Physical cruelty to people. This is in the symptom category of “Aggression to people and animals.”

Informant:

PAPA- Parent only.
CAPA- Parent and child either/or rule.
YAPA- Self-report.

Note:

<table>
<thead>
<tr>
<th>Available (home)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available (school)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Available (elsewhere)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>90th % Cutoff</td>
<td>1</td>
<td>1</td>
<td>1</td>
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</table>

RAW VARIABLE(S)

<table>
<thead>
<tr>
<th>p/cgf3fo1 (cruelty to people - home)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
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<tbody>
<tr>
<td>1.3</td>
<td>N</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>1.4</td>
<td>N</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>2.0.3</td>
<td>N</td>
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<td>Y</td>
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<table>
<thead>
<tr>
<th>p/cgf3fo2 (cruelty to people - school)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
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<tbody>
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<td>N</td>
<td>N</td>
</tr>
<tr>
<td>1.4</td>
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<td>Y</td>
</tr>
<tr>
<td>2.0.3</td>
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<td>Y</td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>p/cgf5v01 (cruelty to people - else)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.3</td>
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<td>N</td>
<td>N</td>
</tr>
<tr>
<td>1.4</td>
<td>N</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>2.0.3</td>
<td>N</td>
<td>N</td>
<td>Y</td>
</tr>
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<table>
<thead>
<tr>
<th>pgf3e01 (ever: cruelty to people)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
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<tbody>
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<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>1.4</td>
<td>Y</td>
<td>Y</td>
<td>N</td>
</tr>
<tr>
<td>2.0.3</td>
<td>Y</td>
<td>Y</td>
<td>N</td>
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<table>
<thead>
<tr>
<th>pgf3i01 (cruelty to people)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
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</thead>
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<td>Y</td>
</tr>
<tr>
<td>1.4</td>
<td>Y</td>
<td>Y</td>
<td>N</td>
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<tr>
<td>2.0.3</td>
<td>Y</td>
<td>Y</td>
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</table>
**Cruelty to People**

An assault involving the deliberate inflicting of pain or fear on the victim beyond the "heat of the moment". Include cutting or burning a person, holding a person's head underwater, forcing a child to do something with the purpose of causing physical pain or harm, ritualized infliction of pain, and sadistic violence or terrorization.

The most common thing to consider here is harming a child who is younger or more helpless than the child (e.g., an infant).

Note: To distinguish from normative teasing and poorly modulated play, need to determine that the act was deliberate with the purpose of causing pain or distress.

**Has s/he ever tried to hurt or frighten someone very badly?**

- **Such as a baby?**
- **Like trying to drown someone?**
- **Or burn someone?**
- **Or smother someone?**

**What happened?**
**Where did it happen?**
**How about in the last three months?**

**Coding rules**

<table>
<thead>
<tr>
<th>CRUELTY TO PEOPLE</th>
<th>Codes</th>
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<tbody>
<tr>
<td>0 = Absent</td>
<td></td>
</tr>
<tr>
<td>2 = Cruelty did not result in any physical injury to either party.</td>
<td></td>
</tr>
<tr>
<td>3 = The victim sustained some physical injury as a result (e.g. black eye or cuts).</td>
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**Directed Against Siblings**

<table>
<thead>
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<th>CRUELTY TO PEOPLE</th>
<th>Codes</th>
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<tbody>
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<td>0 = Absent</td>
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<td>2 = Present</td>
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**Directed Against Peer(s)**

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**Directed Against Adult(s)**

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<td>2 = Present</td>
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**Home**

<table>
<thead>
<tr>
<th>CRUELTY TO PEOPLE</th>
<th>Codes</th>
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<td>0 = Absent</td>
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**Daycare/School**

<table>
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<th>Codes</th>
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<tbody>
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<td>0 = Absent</td>
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**Elsewhere**

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<th>CRUELTY TO PEOPLE</th>
<th>Codes</th>
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<td>0 = Absent</td>
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**Cruelty to People**

An assault involving the deliberate infliction of pain or fear on the victim beyond the "heat of the moment". Include cutting or burning a person, holding a person's head underwater, forcing a child to do something with the purpose of causing physical pain or harm, ritualized infliction of pain, and sadistic violence or terrorization.

The most common thing to consider here is harming a child who is younger or more helpless than the child (e.g., an infant).

Note: To distinguish from normative teasing and poorly modulated play, need to determine that the act was deliberate with the purpose of causing pain or distress.

**Has s/he ever tried to hurt or frighten someone very badly?**

- **Such as a baby?**
- **Like trying to drown someone?**
- **Or burn someone?**
- **Or smother someone?**

**What happened?**
**Where did it happen?**
**How about in the last three months?**

**Coding Rules**

**Cruelty to People**

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<th>Codes</th>
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<td>PGF3E01</td>
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<td>Frequency</td>
<td>Frequency</td>
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<td>CRUELTY TO PEOPLE</td>
<td>EVER-PGF3E01</td>
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<tr>
<td>0 = Absent</td>
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</tr>
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**Directed Against Siblings**

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<td>Intensity</td>
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<td>0 = Absent</td>
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**Directed Against Peer(s)**

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**Directed Against Adult(s)**

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**Home**

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<th>Codes</th>
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**Daycare/School**

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<tbody>
<tr>
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<td>PGF3F02</td>
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<td>Daycare/School</td>
<td>Daycare/School</td>
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**Elsewhere**

<table>
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</tr>
</thead>
<tbody>
<tr>
<td>PGF3F03</td>
<td>PGF3F03</td>
</tr>
<tr>
<td>Elsewhere</td>
<td>Elsewhere</td>
</tr>
</tbody>
</table>
**CRUELTY TO PEOPLE**

An assault involving the deliberate inflicting of pain or fear on the victim beyond the "heat of the moment". Include beating, cutting, or burning a restrained person, ritualized infliction of pain, and sadistic violence or terrorism.

**CODE ASSAULTS INVOLVING CRUELTY HERE, NOT UNDER ASSAULTS, IF NOT CERTAIN WHICH TO CODE, CODE UNDER ASSAULT.**

### Coding rules

<table>
<thead>
<tr>
<th>CRUELTY TO PEOPLE</th>
<th>Codes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C0F3</strong>&lt;br&gt;<strong>T01</strong>&lt;br&gt;Intensity&lt;br&gt;The worst result of an episode of cruelty is noted.</td>
<td></td>
</tr>
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<td></td>
</tr>
<tr>
<td><strong>S01</strong>&lt;br&gt;Situation&lt;br&gt;Frequency&lt;br&gt;HOME</td>
<td></td>
</tr>
<tr>
<td><strong>S02</strong>&lt;br&gt;School&lt;br&gt;Frequency</td>
<td></td>
</tr>
<tr>
<td><strong>S03</strong>&lt;br&gt;Elsewhere&lt;br&gt;Frequency</td>
<td></td>
</tr>
<tr>
<td><strong>S04</strong>&lt;br&gt;Solitary/Accompanied&lt;br&gt;Solitary&lt;br&gt;X01</td>
<td></td>
</tr>
<tr>
<td>0 = Solitary</td>
<td></td>
</tr>
<tr>
<td>2 = Often accompanied (25-49% of the time)</td>
<td></td>
</tr>
<tr>
<td>3 = Accompanied 50% or more of the time</td>
<td></td>
</tr>
<tr>
<td><strong>C0S4</strong>&lt;br&gt;<strong>T01</strong>&lt;br&gt;Intensity&lt;br&gt;CRUELTY RESULTING IN SERIOUS INJURY</td>
<td></td>
</tr>
<tr>
<td>0 = None&lt;br&gt;2 = As a result of cruelty other combatant sustained broken limbs, required hospitalization, or was unconscious for any period.</td>
<td></td>
</tr>
<tr>
<td><strong>S05</strong>&lt;br&gt;Ever: CRUELTY RESULTING IN SERIOUS INJURY&lt;br&gt;Ever: Frequency</td>
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</tr>
<tr>
<td><strong>E01</strong>&lt;br&gt;Ever: Onset&lt;br&gt;001</td>
<td></td>
</tr>
<tr>
<td><strong>C0S6</strong>&lt;br&gt;<strong>E01</strong>&lt;br&gt;Ever: Intensity&lt;br&gt;EVER: USE OF WEAPON</td>
<td></td>
</tr>
<tr>
<td>0 = No&lt;br&gt;2 = Yes</td>
<td></td>
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<tr>
<td><strong>E02</strong>&lt;br&gt;Ever: Frequency&lt;br&gt;Ever: Onset&lt;br&gt;001</td>
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</tbody>
</table>
C GLOSSARY NOTES

(Notes from PAPA Glossary)

CRUELTY TO PEOPLE

An assault involving the deliberate inflicting of pain or fear on the victim beyond the "heat of the moment." Include cutting or burning a restrained or helpless person, attempting to drown a person, ritualized infliction of pain, and sadistic violence or terrorization.

The most common thing to consider here is harming a child who is younger or more helpless than the child (e.g., an infant).

The worst result of an episode of cruelty in the last 3 months is noted.

0 = Absent

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DIRECTED AGAINST SIBLING(S)

DIRECTED AGAINST PEER(S)

DIRECTED AGAINST ADULT(S)

(Notes from CAPA Glossary)

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0 = Absent
2 = Cruelty did not result in any physical injury to either party.

3 = The victim sustained some physical injury as a result (e.g. black eye or cuts).

**DIRECTED AGAINST SIBLING(S)**

**DIRECTED AGAINST PEER(S)**

**DIRECTED AGAINST ADULT(S)**

<table>
<thead>
<tr>
<th>N, WEIGHTED PREVALENCE, AND MISSING DATA</th>
</tr>
</thead>
<tbody>
<tr>
<td>PAPA</td>
</tr>
<tr>
<td>Weighted</td>
</tr>
<tr>
<td>---</td>
</tr>
<tr>
<td>Missing (total)</td>
</tr>
<tr>
<td>.C</td>
</tr>
<tr>
<td>.Y</td>
</tr>
<tr>
<td>0</td>
</tr>
<tr>
<td>1</td>
</tr>
</tbody>
</table>

Missing data notes:
- PAPA: no notes.
- CAPA: no notes.
- YAPA: no notes.

**OTHER VARIABLES**

**J4OCD4:** 'Onset age: Has been cruel to people'

**SAS CODE**
***SAS Code for PAPA**************;
if pgf3e01 ge 2 or pgf3i01 ge 2 then do;
p4ncd4=1;
   if instrument='PAPA' and version='1.3'
      then p4ocd4=min((agedays-pgf3o01),(agedays-pgf3o02));
   else if instrument='PAPA' and
      (version='1.4' or substr(version,1,3)='2.0')
      then p4ocd4=(agedays-pgf3o01);
   else if pgf3e01 ne . or pgf3i01 ne . then p4ncd4=0;
label p4ncd4='Has been cruel to people';
label p4ocd4='Onset age: cruelty to people';
j4ncd4=p4ocd4;
j4ocd4=p4ocd4;
   label j4ncd4='Has been cruel to people';
   label j4ocd4='Onset age: Has been cruel to people';

***SAS Code for CAPA**********************;
if YAPA ne 1 then do;
   pcruelf=sum(of pGF3F01 pGF3F02 pGF3F03 pGF5V01);
   if pcruelf ge 1 then do;
      if sum(of pGF3F01 pGF3F02 pGF3F03) ge 1 then do;
         p4ncd4=1;
         p4ocd4=(agedays-pgf3o01);
      end;
      if pGF5V01 ge 1 then do;
         p4ncd4=1;
         p4ocd4=min(p4ocd4,(agedays-pgf5o01));
      end;
   end;
   else if pcruelf ne . then p4ncd4=0;
label p4ncd4='Has been cruel to people';
label p4ocd4='Onset age: Has been cruel to people';
   ccruelf=sum(of cGF3F01 cGF3F02 cGF3F03 cGF5V01);
   if ccruelf ge 1 then do;
      if sum(of cGF3F01 cGF3F02 cGF3F03) ge 1 then do;
         c4ncd4=1;
         c4ocd4=(agedays-cgf3o01);
      end;
      if cGF5V01 ge 1 then do;
         c4ncd4=1;
         c4ocd4=min(c4ocd4,(agedays-cgf5o01));
      end;
   end;
   else if ccruelf ne . then c4ncd4=0;
label c4ncd4='Has been cruel to people';
label c4ocd4='Onset age: Has been cruel to people';
if c4ncd4 = 1 or p4ncd4 = 1 then j4ncd4=1;
else if c4ncd4 ne . or p4ncd4 ne . then j4ncd4=0;
j4ocd4=min(c4ocd4,p4ocd4);
label j4ncd4='Has been cruel to people';
label j4ocd4='Onset age: Has been cruel to people';

end;

***************SAS Code for YAPA***********************;
if YAPA = 1 then do;

ccruelf=sum(of cGF3F01 cGF3F02 cGF3F03 cGF5V01);
if ccruel ge 1 then do;
   if sum(of cGF3F01 cGF3F02 cGF3F03) ge 1 then do;
      c4ncd4=1;
      c4ocd4=(agedays-cgf3o01);
   end;
   if cGF5V01 ge 1 then do;
      c4ncd4=1;
      c4ocd4=min(c4ocd4,(agedays-cgf5o01));
   end;
else if ccruel ne . then c4ncd4=0;

label c4ncd4='Has been cruel to people';
label c4ocd4='Onset age: Has been cruel to people';
j4ncd4=c4ncd4;
j4ocd4=c4ocd4;

label j4ncd4='Has been cruel to people';
label j4ocd4='Onset age: Has been cruel to people';
end;
J4NCD5: Cruelty to animals

Conduct Disorder Variable List
Description
Raw Variable(s)
CAPA Interview Section
Glossary Notes
Additional Variables
N, Weighted Prevalence, and Missing Data
Citations
SAS CODE
Conduct Disorder (symptom list)

DESCRIPTION

DSM-IV definition: Cruelty to animals. This is in the symptom category of “Aggression to people and animals.”

Informant:  PAPA- Parent only.
            CAPA- Parent and child either/or rule.
            YAPA- Self-report.

Note:

<table>
<thead>
<tr>
<th>Available (home)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available (school)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Available (elsewhere)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>90th % Cutoff</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

RAW VARIABLE(S)

<table>
<thead>
<tr>
<th>p/cgh2f01 (cruelty to animals – home)</th>
<th>1.3</th>
<th>PAPA</th>
<th>1.4</th>
<th>2.0.3</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>p/cgh2f02 (cruelty to animals – school)</td>
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<td>N</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>p/cgh2f03 (cruelty to animals – elsewhere)</td>
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<td>N</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>p/cgh3v01 (ever: cruelty to animals)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>p/cgh2i01 (cruelty to animals)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
</tbody>
</table>
SAMPLE INTERVIEW SECTION

Definitions and questions

CRUELTY TO ANIMALS
Deliberate activities involving hurting animals.
Do not include hunting.

N.B. "EVER" CODED IF NO CRUELTY TO ANIMALS IN LAST 3 MONTHS

*Have you ever hurt an animal?
When?
What happened? (Determine way of hurting)
Have you ever killed an animal?
Were the police brought in?
Where did you do it?
Why did you do it?
How often have you done that?
When was the first time?

Coding rules

CRUELTY TO ANIMALS
2 = Definite cruelty not resulting in obvious or permanent injury to the animal.
3 = Acts resulting in obvious or permanent injury.

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED
0 = Solitary
2 = Often accompanied (25-49% of the time)
3 = Accompanied 50% or more of the time

EVER-CRUELTY TO ANIMALS
Enter only if at intensity level "3"
CRUELTY TO ANIMALS

Deliberate activities involving hurting animals.

Do not include hunting or fishing. Do not include insects. Amphibians and reptiles are included, though their larval forms (e.g. tadpoles) are not.

0 = Absent

2 = Definite cruelty not resulting in obvious or permanent injury to the animal.

3 = Acts resulting in obvious or permanent injury.

EVER: CRUELTY TO ANIMALS
Enter only if at intensity level "3"

CRUELTY TO ANIMALS

Deliberate activities involving hurting animals.

Do not include hunting or fishing. Do not include insects. Amphibians and reptiles are included, though their larval forms (e.g. tadpoles) are not.

0 = Absent

2 = Definite cruelty not resulting in obvious or permanent injury to the animal.

3 = Acts resulting in obvious or permanent injury.

EVER: CRUELTY TO ANIMALS
Enter only if at intensity level "3"
## N, WEIGHTED PREVALENCE, AND MISSING DATA

<table>
<thead>
<tr>
<th></th>
<th>PAPA</th>
<th></th>
<th>CAPA</th>
<th></th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Weighted %</td>
<td>N</td>
<td>Weighted %</td>
<td>N</td>
<td>Weighted %</td>
</tr>
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<td>0</td>
<td>.09</td>
<td>8</td>
<td>.33</td>
</tr>
<tr>
<td></td>
<td>.</td>
<td>0</td>
<td>.09</td>
<td>8</td>
<td>.33</td>
</tr>
<tr>
<td>.C</td>
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</tr>
<tr>
<td>.Y</td>
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<td>1.66</td>
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</table>

Missing data notes:
- PAPA: no notes.
- CAPA: no notes.
- YAPA: no notes.

## OTHER VARIABLES

**J4OC5D5**: 'Onset age: Cruelty to animals'

## SAS CODE

```
***************SAS Code for PAPA***************;
if pgh2i01 ge 2 or pgh3v01 ge 2 then do;
p4ncd5=1;
p4ocd5=min((agedays-pgh2o01),(agedays-pgh3o01));
end;
else if pgh3v01 ne . or pgh2i01 ne . then p4ncd5=0;

label p4ncd5='Has been cruel to animals';
label p4ocd5='Onset age: cruelty to animals';

j4ncd5=p4ncd5;
j4ocd5=p4ocd5;

label j4ncd5='Has been cruel to animals';
label j4ocd5='Onset age: Has been cruel to animals';

***************SAS Code for CAPA***************;
if yapa ne 1 then do;
panimaf=sum(of pGH2F01 pGH2F02 pGH2F03 pGH3V01);
```
if panimaf ge 1 then do;
  if sum(of pGH2F01 pGH2F02 pGH2F03) ge 1 then do;
    p4ncd5=1;
    p4ocd5=(agedays-pgh2o01);
  end;
  if pGH3V01 ge 1 then do;
    p4ncd5=1;
    p4ocd5=min(p4ocd5,(agedays-pgh3o01));
  end;
else if panimaf ne . then p4ncd5=0;
label p4ncd5='Has been cruel to animals';
label p4ocd5='Onset age:Has been cruel to animals';

   canimaf=sum(of cGH2F01 cGH2F02 cGH2F03 cGH3V01);
   if canimaf ge 1 then do;
     if sum(of cGH2F01 cGH2F02 cGH2F03) ge 1 then do;
       c4ncd5=1;
       c4ocd5=(agedays-cgh2o01);
     end;
     if cGH3V01 ge 1 then do;
       c4ncd5=1;
       c4ocd5=min(c4ocd5,(agedays-cgh3o01));
    end;
   end;
else if canimaf ne . then c4ncd5=0;
label c4ncd5='Has been cruel to animals';
label c4ocd5='Onset age:Has been cruel to animals';

   if c4ncd5 = 1 or p4ncd5 = 1 then j4ncd5=1;
else if c4ncd5 ne . or p4ncd5 ne . then j4ncd5=0;

   j4ocd5=min(c4ocd5,p4ocd5);
label j4ncd5='Has been cruel to animals';
label j4ocd5='Onset age:Has been cruel to animals';

end;
***************SAS Code for YAPA**************************;

   if yapa = 1 then do;
       canimaf=sum(of cGH2F01 cGH2F02 cGH2F03 cGH3V01);
       if canimaf ge 1 then do;
         if sum(of cGH2F01 cGH2F02 cGH2F03) ge 1 then do;
           c4ncd5=1;
           c4ocd5=(agedays-cgh2o01);
         end;
         if cGH3V01 ge 1 then do;
           c4ncd5=1;
           c4ocd5=min(c4ocd5,(agedays-cgh3o01));
         end;
      end;
else if canimaf ne . then c4ncd5=0;
label c4ncd5='Has been cruel to animals';
label c4ocd5='Onset age:Has been cruel to animals';

j4ncd5=c4ncd5;
j4ocd5=c4ocd5;

label j4ncd5='Has been cruel to animals';
label j4ocd5='Onset age: Has been cruel to animals';

eend;
### DESCRIPTION

DSM-IV definition: Stealing with confrontation. Has stolen while confronting a victim (e.g., mugging, purse snatching, extortion, armed robbery). This is in the symptom category of “Aggression to people and animals.”

PAPA- no variable (developmentally inappropriate for preschoolers)

Informant: CAPA- Parent and child either/or rule.
YAPA- Self-report.

Note:

<table>
<thead>
<tr>
<th></th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available (home)</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Available (school)</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Available (elsewhere)</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>90th % Cutoff</td>
<td>N/A</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

### RAW VARIABLE(S)

<table>
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<tr>
<th>Code</th>
<th>Description</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>p/cgb6i01</td>
<td>(stealing involving confrontation of the victim, but without actual violence)</td>
<td>N</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>p/cgb7v01</td>
<td>(ever: stealing involving actual violence)</td>
<td>N</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>p/cgb9v01</td>
<td>(ever: stealing involving violence resulting in serious injury)</td>
<td>N</td>
<td>N</td>
<td>N</td>
</tr>
</tbody>
</table>
SAMPLE INTERVIEW SECTION

Definitions and questions

PATTERNS OF STEALING
continued...

Stealing involving confrontation but without actual violence: The victim is directly confronted and money or goods are demanded, threats may be made directly or implicitly (e.g. by the presence of a weapon), but no actual violence is done.

Stealing involving actual violence to the victim: The victim is directly confronted or set upon in some way and some violent action actually takes place. For instance, the victim might be kicked or punched.

Stealing involving violence resulting in serious injury to the victim: As the result of violence committed during stealing, the victim sustained broken limbs, or required hospitalization, or was unconscious for any period.

Use of weapon: Use of any item that could be used to threaten or intimidate a victim. Include carrying a weapon even if it is concealed and not used.

"Have you ever threatened anyone to make them give you something?"

"Have you ever mugged anyone?"

Did you hurt him/her?
How much?

"Have you ever carried a weapon when you stole anything?"

What?
Did you use it?

IF STEALING IN THE PAST 3 MONTHS, COMPLETE OUTCOME OF STEALING (PAGE 180)

OTHERWISE, SKIP TO BREAKING PROMISES (PAGE 181).

Coding rules

<table>
<thead>
<tr>
<th>Codes</th>
<th>CGB6301ope</th>
<th>CGB30901ope</th>
<th>CGB41202ope</th>
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<td>Intensity</td>
<td>Event: Frequency</td>
<td>Event: Frequency</td>
</tr>
<tr>
<td>0 = Absent</td>
<td>2 = Present</td>
<td></td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Codes</th>
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<th>CGB30901ope</th>
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</thead>
<tbody>
<tr>
<td>STEALING INVOLVING ACTUAL VIOLENCE</td>
<td>Intensity</td>
<td>Event: Frequency</td>
</tr>
<tr>
<td>2 = No physical injury to the victim</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 = Some physical injury (e.g. black eye, cuts)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Codes</th>
<th>CGB7001ope</th>
</tr>
</thead>
<tbody>
<tr>
<td>EVER: STEALING INVOLVING ACTUAL VIOLENCE</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Codes</th>
<th>CGB80101ope</th>
</tr>
</thead>
<tbody>
<tr>
<td>STEALING INVOLVING VIOLENCE RESULTING IN SERIOUS INJURY</td>
<td>Intensity</td>
</tr>
<tr>
<td>0 = Absent</td>
<td></td>
</tr>
<tr>
<td>2 = Present</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Codes</th>
<th>CGB9001ope</th>
</tr>
</thead>
<tbody>
<tr>
<td>EVER: STEALING INVOLVING VIOLENCE RESULTING IN SERIOUS INJURY</td>
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</table>

<table>
<thead>
<tr>
<th>Codes</th>
<th>CGB0101ope</th>
</tr>
</thead>
<tbody>
<tr>
<td>USE OF WEAPON</td>
<td>Intensity</td>
</tr>
<tr>
<td>2 = Carried weapon while stealing</td>
<td></td>
</tr>
<tr>
<td>3 = Used weapon to threaten victim</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Codes</th>
<th>CGB0101ope</th>
</tr>
</thead>
<tbody>
<tr>
<td>EVER: USE OF WEAPON</td>
<td>Event: Onset</td>
</tr>
<tr>
<td>/</td>
<td>/</td>
</tr>
</tbody>
</table>
(Notes from CAPA Glossary)

STEALING

Stealing refers to taking something belonging to another with the intention of depriving the proper owner of its use. Thus it is differentiated from borrowing, though the distinction may sometimes be blurred.

Do not include items intended eventually for general distribution that will include the child (such as general food from the refrigerator or school erasers).

The concept of directedness here refers to the identity of the victim, not a deliberate intention on the part of the perpetrator to harm that individual specifically. Thus stealing a small sum of money from a parent, without intending harm to that parent, is still regarded as being directed specifically against a particular person or persons.

Stealing at home or from family

    Stealing items not available for general use but not aimed against a particular person or persons.
    Stealing directed specifically against a particular person or persons.

Stealing at school

    Stealing items not available for general use but not aimed against a particular person.
    Stealing directed specifically against a particular person or persons.

If the subject is expelled for stealing from school, code here and in the Incapacities.

Stealing elsewhere

    Stealing items not available for general use but not aimed against a particular person.
    Stealing directed specifically against a particular person or persons.

Items stolen from home or school can be coded, even if the child has not been in the home or school for one month of the primary period. If you have gone back for the home or school section, those time periods (i.e. secondary and/or tertiary) are used when coding the Stealing section.

PATTERNS OF STEALING
Code here the patterns of stealing shown by the subject. More than one may be present. Only rate those items that have actually occurred during the last three months in the main coding even if other forms of stealing have occurred at other times. The Ever codings are made in the usual way, but for Breaking and Entering and Stealing with Confrontation or Actual Violence only.

Stealing alone

Stealing with one other

Stealing in a group (of at least three people, including the subject)

Shoplifting: Stealing, alone or in company, from a shop that is open for business. The act is covert and does not involve confrontation with shop staff or members of the public. Detection may provoke a confrontation, but the intention is to avoid it.

Breaking and entering: Includes breaking into a house or a building to steal.

Breaking into a car: Breaking into a car to steal.

Stealing a motor vehicle or taking and driving away (TDA): Includes child's attempts to steal a motor vehicle; also occasions when child takes and drives a car/motorcycle away, even if s/he does not intend to steal it but rather to use for his/her own purposes in an unauthorized way (e.g. joy rides).

Do not include using parent's/family car, unless the child intended to steal and not return. If the child took the car after being denied permission to use it, code under disobedience.

Stealing involving confrontation but without actual violence: The victim is directly confronted and money or goods are demanded, threats may be made directly or implicitly (e.g. by the presence of a weapon), but no actual violence is done.

Stealing involving actual violence to the victim: The victim is directly confronted or set upon in some way and some violent action actually takes place. For instance, the victim might be kicked or punched.

Use of weapon: A weapon includes any item that could be used to threaten or intimidate a victim. Include carrying a weapon, even if it is not used, or concealed.

OUTCOME OF STEALING

Disciplinary action that has been taken against the child as a result of his/her stealing is coded here; these punishments are "social" in nature. "Official" or legal disciplinary actions are coded in the Delinquency section.

Activities with peers restricted
Activities with adults restricted
Other punishment by family or others
Banned from premises or organization/ Suspended or expelled from school

N, WEIGHTED PREVALENCE, AND MISSING DATA

<table>
<thead>
<tr>
<th></th>
<th>PAPA Weighted</th>
<th>N</th>
<th>CAPA Weighted</th>
<th>N</th>
<th>YAPA Weighted</th>
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Missing data notes:
- PAPA: no variable (developmentally inappropriate for preschoolers)
- CAPA: no notes.
- YAPA: no notes

OTHER VARIABLES

J4OCD6: 'Onset age: Stealing with confrontation

SAS CODE

*** Don't have appropriate variables for either DSM or RDC ***;
*** THEREFORE DO NOT HAVE A CD6 VARIABLE ***;

***************SAS Code for CAPA***************;
if yapa ne 1 then do;
pconfro=sum(of pGB6I01 pGB7V01 pGB9V01);
if pconfro ge 1 then do;
  if pgb6i01 ge 1 then do;
    p4ncd6=1;
p4ocd6=(agedays-);
  end;
  if pgb7v01 ge 1 then do;
    p4ncd6=1;
p4ocd6=min(p4ocd6,(agedays-pgb7o01));
  end;
  if pgb9v01 ge 1 then do;
p4ncd6=1;
p4ocd6=min(p4ocd6,(agedays-pgb9o01));
end;
end;
else if pconfro ne . then p4ncd6 = 0;

label p4ncd6='Stealing with confrontation';
label p4ocd6='Onset age:Stealing with confrontation';

if cconfro ge 1 then do;
   if cgb6i01 ge 1 then do;
      c4ncd6=1;
      c4ocd6=(agedays-);
      end;
   if cgb7v01 ge 1 then do;
      c4ncd6=1;
      c4ocd6=min(c4ocd6,(agedays-cgb7o01));
      end;
   if cgb9v01 ge 1 then do;
      c4ncd6=1;
      c4ocd6=min(c4ocd6,(agedays-cgb9o01));
      end;
   end;
else if cconfro ne . then c4ncd6 = 0;

label c4ncd6='Stealing with confrontation';
label c4ocd6='Onset age:Stealing with confrontation';

if c4ncd6 = 1 or p4ncd6 = 1 then j4ncd6=1;
else if c4ncd6 ne . or p4ncd6 ne . then j4ncd6=0;

j4ocd6=min(c4ocd6,p4ocd6);

label j4ncd6='Stealing with confrontation';
label j4ocd6='Onset age: Stealing with confrontation';

end;

**************SAS Code for YAPA**************;
if YAPA = 1 then do;
cconfro=sum(of cGB6I01 cGB7V01 cGB9V01);
if cconfro ge 1 then do;
   if cgb6i01 ge 1 then do;
      c4ncd6=1;
      c4ocd6=(agedays-);
      end;
   if cgb7v01 ge 1 then do;
      c4ncd6=1;
      c4ocd6=min(c4ocd6,(agedays-cgb7o01));
      end;
   if cgb9v01 ge 1 then do;
      c4ncd6=1;
      c4ocd6=min(c4ocd6,(agedays-cgb9o01));
      end;
   end;
else if cconfro ne . then c4ncd6 = 0;

label c4ncd6='Stealing with confrontation';
label c4ocd6='Onset age:Stealing with confrontation';

j4ncd6=c4ncd6;
j4ocd6=c4ocd6;

label j4ncd6='Stealing with confrontation';
label j4ocd6='Onset age: Stealing with confrontation';

end;
J4NCD7: Forced sexual activity

**Conduct Disorder Variable List**

**Description**

**Raw Variable(s)**

**CAPA Interview Section**

**Glossary Notes**

**Additional Variables**

**N, Weighted Prevalence, and Missing Data**

**Citations**

**SAS CODE**

**Conduct Disorder (symptom list)**

---

**DESCRIPTION**

---

**DSM-IV definition:** Forced sexual activity. This is in the symptom category of “Aggression to people and animals.”

PAPA- no variable (developmentally inappropriate for preschoolers)

Informant: CAPA- Parent and child either/or rule.

YAPA- Self-report.

Note:

<table>
<thead>
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<tr>
<td>Available (elsewhere)</td>
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<tr>
<td>90th % Cutoff</td>
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**RAW VARIABLE(S)**

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<th>YAPA</th>
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<tr>
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<tr>
<td></td>
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<td>Y</td>
<td>Y</td>
</tr>
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</table>
## SAMPLE INTERVIEW SECTION

### Definitions and questions

**FORCED SEXUAL ACTIVITY**

*Have you ever made someone have sex with you when s/he didn’t want to?*

*Have you kissed or fondled anyone who didn’t want you to?*

*Did you use a weapon of any sort?*

**SEXUAL ACTIVITY FOR GAIN**

Engagement in sexual activity in order to obtain money, goods, or drugs.

*Have you ever had sex with someone to get something that you wanted?*

How many times? When did you first do that?

IF DRUG RELATED, ALSO CODE UNDER SUBSTANCE-RELATED CRIME (PAGE 290).

### Coding rules

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**EVER: FORCED SEXUAL ACTIVITY**

2 = Using threats only
3 = With actual violence

**EVER: USE OF WEAPON FOR FORCED SEXUAL ACTIVITY**

0 = No
2 = Yes

**EVER: SEXUAL ACTIVITY FOR GAIN**

0 = Absent
2 = Present
GLOSSARY NOTES

(Notes from CAPA Glossary)

INAPPROPRIATE SEXUAL BEHAVIOR

INAPPROPRIATE SEXUAL TOUCHING

Touching of genital area without the consent of the person being touched.

Must determine that child is initiating behavior against the wishes of the person against whom the behavior is directed in order to distinguish this behavior from mutual curiosity about genitalia.

EVER: INAPPROPRIATE SEXUAL TOUCHING

0 = No
2 = Yes

LAST 3 MONTHS: INAPPROPRIATE SEXUAL TOUCHING

0 = No
2 = Yes

N, WEIGHTED PREVALENCE, AND MISSING DATA

<table>
<thead>
<tr>
<th></th>
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</tbody>
</table>
Missing data notes:

- PAPA: no variable (developmentally inappropriate for preschoolers)
- CAPA: no notes.
- YAPA: no notes

OTHER VARIABLES

J4OCD7: 'Onset age: Forced sexual activity'

SAS CODE

**************SAS Code for PAPA**************;
*** Forced sexual activity ***;
 *** NO EQUIVALENT FOR dsm therefore no papa cd7 ***;

**************SAS Code for CAPA**************;
if yapa ne 1 then do;
if pGF9E01 ge 2 then do;
p4ncd7=1;
p4ocd7=(agedays-pgf9o01);
end;
else if pGF9E01 ne '-' then p4ncd7=0;

label p4ncd7='Forced sex';
label p4ocd7='Onset age:Forced sex';
if cGF9E01 ge 2 then do;
c4ncd7=1;
c4ocd7=(agedays-cgf9o01);
end;
else if cGF9E01 ne '-' then c4ncd7=0;

label c4ncd7='Forced sex';
label c4ocd7='Onset age:Forced sex';
if c4ncd7 = 1 or p4ncd7 = 1 then j4ncd7=1;
else if c4ncd7 ne . or p4ncd7 ne . then j4ncd7=0;

j4ocd7=min(c4ocd7,p4ocd7);
label j4ncd7='Stealing with confrontation';
label j4ocd7='Onset age: Stealing with confrontation';
end;
***************SAS Code for YAPA***************;
if yapa = 1 then do;
    if cgf9e01 ge 2 then do;
        c4ncd7=1;
        c4ocd7=(agedays-cgf9o01);
        end;
    else if cgf9e01 ne ' ' then c4ncd7=0;
    label c4ncd7='Forced sex';
    label c4ocd7='Onset age: Forced sex';
    j4ncd7=c4ncd7;
    j4ocd7=c4ocd7;
    label j4ncd7='Stealing with confrontation';
    label j4ocd7='Onset age: Stealing with confrontation';
    end;
**Conduct Disorder Variable List**

**Description**

**Raw Variable(s)**

**CAPA Interview Section**

**Glossary Notes**

**Additional Variables**

**N, Weighted Prevalence, and Missing Data**

**Citations**

**SAS CODE**

**Conduct Disorder (symptom list)**

---

**DESCRIPTION**

DSM-IV definition: Destruction of property. On at least one occasion has deliberately engaged in fire setting with the intention of causing serious damage. This is in the symptom category of “Destruction of property.”

Informant:
- PAPA- Parent only.
- CAPA- Parent and child either/or rule.
- YAPA- Self-report.

Note:

<table>
<thead>
<tr>
<th>Available (home)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available (school)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Available (elsewhere)</td>
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</tr>
<tr>
<td>90th % Cutoff</td>
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**RAW VARIABLE(S)**

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<tr>
<th>p/cge3f01 (fire setting at home)</th>
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<th>1.3</th>
<th>CAPA</th>
<th>1.4</th>
<th>YAPA</th>
<th>2.0.3</th>
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<tbody>
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<td>p/cge3f02 (fire setting at school)</td>
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<tr>
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<tr>
<td>p/cge4v01 (ever: fire setting)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
</tbody>
</table>
SAMPLE INTERVIEW SECTION

Definitions and questions

FIRESETTING

Setting of unsanctioned fires.

Do not include burning individual matches or pieces of paper.

N.B. "EVER" CODED IF FIRESETTING HAS OCCURRED BUT NOT IN LAST 3 MONTHS

*Do you like playing with fire?

*Or burning things?

*Have you ever started any fires in places where you’re not supposed to?

Why did you do it?

Where did you do it?

When did you do it?

Have you done it in the last 3 months?

Did anyone find out?

What happened?

How often have you done that sort of thing?

Do you start fires with other people or on your own?

How often do you start fires?

When was the first time you started a fire?

Have you ever done any damage with fire?

Coding rules

FIRESETTING

2 = Deliberate setting of unsanctioned fires, but without intent to cause damage.
3 = Deliberate setting of unsanctioned fires with deliberate intent to cause damage.

HOME

SCHOOL

ELSEWHERE

DIRECTEDNESS

0 = No
2 = Yes

Directed against communal property (e.g., public telephones)

Directed against unknown individual’s property.

Directed against known individual’s property.

SOLITARY/ACCOMPANIED

0 = Solitary
2 = Often accompanied (25-49% of the time)
3 = Accompanied 50% or more of the time

EVER/FIRESETTING

Codes

CSE61101
Intensity

CSE61F01
Frequency

CSE61F02
Frequency

CSE61F03
Frequency

CSE61F04
Frequency

CSE61D02
Directed against communal property (e.g., public telephones)

CSE61D03
Directed against unknown individual’s property.

CSE61D04
Directed against known individual’s property.

CSE61A01
Solitary

CSE61A02
Accompanied

CSE64V01
Ever: Frequency

CSE64V02
Ever: Onset
FIRE PLAY AND FIRE SETTING

Playing with matches or lighters and/or setting of unsanctioned fires.

Regarding the setting of unsanctioned fires, children and especially adolescents are often given permission to light bonfires and campfires, but these are not included here. For a coding here a fire must have been set for which permission had been denied, or for which permission would likely have been denied, had it been sought.

EVER: FIRE PLAY AND FIRE SETTING

0 = Absent
1 = Plays with matches or lighters without supervision but has not set a fire
2 = Deliberate setting of unsanctioned fires, but without intent to cause damage.
3 = Deliberate setting of unsanctioned fires with deliberate intent to cause damage.

PLAYING WITH MATCHES/LIGHTER (last three months)

0 = Absent
1 = Plays with matches or lighters without supervision but has not set a fire
2 = Deliberate setting of unsanctioned fires, but without intent to cause damage.
3 = Deliberate setting of unsanctioned fires with deliberate intent to cause damage.

FIRE PLAY AND FIRE SETTING

Playing with matches or lighters and/or setting of unsanctioned fires.

Regarding the setting of unsanctioned fires, children and especially adolescents are often given permission to light bonfires and campfires, but these are not included here. For a coding here a fire...
must have been set for which permission had been denied, or for which permission would likely have been denied, had it been sought.

**EVER: FIRE PLAY AND FIRE SETTING**

0 = Absent  
1 = Plays with matches or lighters without supervision but has not set a fire  
2 = Deliberate setting of unsanctioned fires, but without intent to cause damage.  
3 = Deliberate setting of unsanctioned fires with deliberate intent to cause damage.

**PLAYING WITH MATCHES/LIGHTER (last three months)**

0 = Absent  
1 = Plays with matches or lighters without supervision but has not set a fire  
2 = Deliberate setting of unsanctioned fires, but without intent to cause damage.  
3 = Deliberate setting of unsanctioned fires with deliberate intent to cause damage.
### N, WEIGHTED PREVALENCE, AND MISSING DATA

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Missing data notes:
- PAPA: no notes.
- CAPA: no notes.
- YAPA: no notes.

### OTHER VARIABLES

**J4OC8D8:** 'Onset age: Has started at least 1 fire

### SAS CODE

```
*************SAS Code for PAPA*******************************;
p4nfire=pge4v01;
  label p4nfire='Number of fires set ever';
  if p4nfire ge 1 then do;
    p4ncd8=1;
    p4ocd8=(agedays-pge4o01);
  end;
  else if pge4e01 ne . then p4ncd8 = 0;
  label p4ncd8='DSM:Has started at least 1 fire';
  label p4ocd8='DSM:Onset age: fire setting';

j4ncd8=p4ncd8;
j4ocd8=p4ocd8;

label j4ncd8='Has started at least 1 fire';
label j4ocd8='Onset age:Has started at least 1 fire';
```
*************SAS Code for CAPA**********************;
if yapa ne 1 then do;

pfiref=sum(of pGE3F01 pGE3F02 pGE3F03 pGE4V01);
if pfiref ge 1 then do;
  if sum(of pGE3F01 pGE3F02 pGE3F03) ge 1 then do;
    p4ncd8=1;
    p4ocd8=(agedays-pge3o01);
  end;
  if pge4v01 ge 1 then do;
    p4ncd8=1;
    p4ocd8=min(p4ocd8,(agedays-pge4o01));
  end;
end;
else if pfiref ne . then p4ncd8 = 0;

label p4ncd8='Has started at least 1 fire';
label p4ocd8='Onset age:Has started at least 1 fire';

cfiref=sum(of cGE3F01 cGE3F02 cGE3F03 cGE4V01);
if cfiref ge 1 then do;
  if sum(of cGE3F01 cGE3F02 cGE3F03) ge 1 then do;
    c4ncd8=1;
    c4ocd8=(agedays-cge3o01);
  end;
  if cge4v01 ge 1 then do;
    c4ncd8=1;
    c4ocd8=min(c4ocd8,(agedays-cge4o01));
  end;
end;
else if cfiref ne . then c4ncd8 = 0;

label c4ncd8='Has started at least 1 fire';
label c4ocd8='Onset age:Has started at least 1 fire';

if c4ncd8 = 1 or p4ncd8 = 1 then j4ncd8=1;
else if c4ncd8 ne . or p4ncd8 ne . then j4ncd8=0;

j4ocd8=min(c4ocd8,p4ocd8);

label j4ncd8='Has started at least 1 fire';
label j4ocd8='Onset age:Has started at least 1 fire';

end;

*************SAS Code for YAPA**********************;
if yapa = 1 then do;

cfiref=sum(of cGE3F01 cGE3F02 cGE3F03 cGE4V01);
if cfiref ge 1 then do;
  if sum(of cGE3F01 cGE3F02 cGE3F03) ge 1 then do;
    c4ncd8=1;
    c4ocd8=(agedays-cge3o01);
  end;
  if cge4v01 ge 1 then do;
    c4ncd8=1;
    c4ocd8=min(c4ocd8,(agedays-cge4o01));
  end;
end;

else if cfire ne . then c4ncd8 = 0;

label c4ncd8='Has started at least 1 fire';
label c4ocd8='Onset age:Has started at least 1 fire';

j4ncd8=c4ncd8;
j4ocd8=c4ocd8;

label j4ncd8='Has started at least 1 fire';
label j4ocd8='Onset age:Has started at least 1 fire';

end;
J4NCD9: Vandalism

Conduct Disorder Variable List

Description

Raw Variable(s)

CAPA Interview Section

Glossary Notes

Additional Variables

N, Weighted Prevalence, and Missing Data

Citations

SAS CODE

Conduct Disorder (symptom list)

DESCRIPTION

DSM-IV definition: Vandalism at home, school, or elsewhere. Damaged others property without
fire setting. This is in the symptom category of “Destruction of property.”

Informant:

PAPA- Parent only.
CAPA- Parent and child either/or rule.
YAPA- Self-report.

Note:

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<th>1.4</th>
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<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>p/cge2f02 (vandalism at school)</td>
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<td>N</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
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<tr>
<td>p/cge2f03 (vandalism elsewhere)</td>
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<td>Y</td>
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<tr>
<td>p/cge2i01 (vandalism)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
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<td>Y</td>
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</tbody>
</table>
SAMPLE INTERVIEW SECTION

 Definitions and questions

VANDALISM
Damage to, or destruction of, property without the intention of gain.

*Have you ever written on walls?
Where?
What?

*Have you damaged or broken or smashed up anything?

*What about public telephones?

*What about school books or school property?
When was that?

Did you know the people whose stuff you "smashed"?

How often do you do that sort of thing?

When did you first do something like that?

Coding rules

VANDALISM
2 = Writing graffiti, carving on trees or similar actions that are not actually destructive of the functions of that object.
3 = Other acts involving damage to, or destruction of, property.

HOME

SCHOOL

ELSEWHERE

DIRECTEDNESS
0 = No
2 = Yes
Directed against communal property (e.g. public telephones).

Directed against unknown individual's property.

Directed against known individual's property.

SOLITARY/ACCOMPANIED
0 = Solitary
2 = Often accompanied (25-49% of the time)
3 = Accompanied 50% or more of the time

Codes
CDE2101
Intensity

CDE2102
Directed against communal property (e.g. public telephones).

CDE2103
Directed against unknown individual's property.

CDE2104
Directed against known individual's property.

CDE2101
Solitary

CDE2001
Onset
GLOSSARY NOTES

(Notes from PAPA Glossary)

VANDALISM

Damage to, or destruction of, property without the intention of gain.

0 = Absent

2 = Writing on walls or similar actions that are not actually destructive of the functions of that object.

3 = Other acts involving damage to, or destruction of, property.

DAMAGE TO PROPERTY IN THE HOME

DAMAGE TO PROPERTY OUT OF THE HOME

VANDALISM DIRECTED AT OWN PROPERTY

VANDALISM DIRECTED AT SIBLINGS = PROPERTY

VANDALISM DIRECTED AT PEERS = PROPERTY

VANDALISM DIRECTED AT PARENTS = PROPERTY

VANDALISM DIRECTED AT PROPERTY OF OTHER ADULTS IN THE CHILD=S LIFE (TEACHERS; BABYSITTERS; ETC)

VANDALISM DIRECTED AT PROPERTY OF PEOPLE THE CHILD DOES NOT KNOW

(Notes from CAPA Glossary)
VANDALISM

Damage to, or destruction of, property without the intention of gain.

0 = Absent

2 = Writing on walls or similar actions that are not actually destructive of the functions of that object.

3 = Other acts involving damage to, or destruction of, property.

DAMAGE TO PROPERTY IN THE HOME

DAMAGE TO PROPERTY OUT OF THE HOME

VANDALISM DIRECTED AT OWN PROPERTY

VANDALISM DIRECTED AT SIBLINGS= PROPERTY

VANDALISM DIRECTED AT PEERS= PROPERTY

VANDALISM DIRECTED AT PARENTS= PROPERTY

VANDALISM DIRECTED AT PROPERTY OF OTHER ADULTS IN THE CHILD=’S LIFE (TEACHERS; BABYSITTERS; ETC)

VANDALISM DIRECTED AT PROPERTY OF PEOPLE THE CHILD DOES NOT KNOW
N, WEIGHTED PREVALENCE, AND MISSING DATA

<table>
<thead>
<tr>
<th></th>
<th>PAPA</th>
<th></th>
<th>CAPA</th>
<th></th>
<th>YAPA</th>
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<td>Weighted %</td>
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Missing data notes:
- PAPA: no notes.
- CAPA: no notes.
- YAPA: no notes.

OTHER VARIABLES

**J4OCD9**: 'Onset age: Damaged others property

SAS CODE

```
**************SAS Code for PAPA**********************;
if pge2i01 ge 3 then do;
p4ncd9=1;
p4ocd9=(agedays-pge2o01);
end;
else if pge2i01 ne . then p4ncd9 = 0;

label p4ncd9='DSM:Damage or destruction of others property';
label p4ocd9='DSM:Onset age: Damage or destruction of others property';

j4ncd9=p4ncd9;
j4ocd9=p4ocd9;

label j4ncd9='Damaged others property';
label j4ocd9='Onset age:Damaged others property';

**************SAS Code for CAPA**********************;
if yapa ne 1 then do;
pvandaf=sum(of pGE2F01 pGE2F02 pGE2F03);
```
if pvandaf ge 1 then do;
P4ncd9=1;
P4ocd9=(agedays-pge2o01);
end;
else if pvandaf ne . then p4ncd9 = 0;

label p4ncd9='Damaged others property';
label p4ocd9='Onset age:Damaged others property';

cvandaf=sum(of cGE2F01 cGE2F02 cGE2F03);
if cvandaf ge 1 then do;
c4ncd9=1;
c4ocd9=(agedays-cge2o01);
end;
else if cvandaf ne . then c4ncd9 = 0;

label c4ncd9='Damaged others property';
label c4ocd9='Onset age:Damaged others property';

if c4ncd9 = 1 or p4ncd9 = 1 then j4ncd9=1;
else if c4ncd9 ne . or p4ncd9 ne . then j4ncd9=0;

j4ocd9=min(c4ocd9,p4ocd9);

label j4ncd9='Damaged others property';
label j4ocd9='Onset age:Damaged others property';
end;

***************SAS Code for YAPA***************;
if yapa = 1 then do;
cvandaf=sum(of cGE2F01 cGE2F02 cGE2F03);
if cvandaf ge 1 then do;
c4ncd9=1;
c4ocd9=(agedays-cge2o01);
end;
else if cvandaf ne . then c4ncd9 = 0;

label c4ncd9='Damaged others property';
label c4ocd9='Onset age:Damaged others property';
j4ncd9=c4ncd9;
j4ocd9=c4ocd9;

label j4ncd9='Damaged others property';
label j4ocd9='Onset age:Damaged others property';
end;
J4NCD10: Breaking and entering

Conduct Disorder Variable List

**Description**

Has broken into someone else's house, building, or car. This is in the symptom category of “Deceitfulness or theft.”

PAPA- no variable (developmentally inappropriate for preschoolers).

**Informant:**

- CAPA - Parent and child either/or rule.
- YAPA - Self-report.

**Note:**

<table>
<thead>
<tr>
<th>Available (home)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available (school)</td>
<td>N</td>
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<tr>
<td>Available (elsewhere)</td>
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<td>Y</td>
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<tr>
<td>90th % Cutoff</td>
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**RAW VARIABLE(S)**

<table>
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<tr>
<th>p/cgb1v01 (ever: breaking and entering)</th>
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</table>

<table>
<thead>
<tr>
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<th>PAPA</th>
<th>1.4</th>
<th>CAPA</th>
<th>2.0.3</th>
<th>YAPA</th>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>p/cgb5v01 (ever: stealing a motor vehicle or taking and driving away)</th>
<th>1.3</th>
<th>PAPA</th>
<th>1.4</th>
<th>CAPA</th>
<th>2.0.3</th>
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</tbody>
</table>
SAMPLE INTERVIEW SECTION

**Definitions and questions**

** PATTERNS OF STEALING  
continued...**

**Breaking and entering:** Includes breaking into a house, building, store to steal. Code breaking into a car separately.

**Breaking into a car:** Breaking into a car to steal.

**Stealing a motor vehicle, or taking and driving away:** Includes attempts to steal a motor vehicle; also occasions when child takes and drives away a car/motorcycle, even if she does not intend to steal it but rather to use it for his/her own purposes in an unauthorized way (e.g. joy rides).

*Have you broken into anywhere?*

*What about breaking into a car?*

*Have you ever taken a car or motor-bike?*

What did you do?

Did anyone find out?

What did they do?

<table>
<thead>
<tr>
<th>Coding rules</th>
<th>Codes</th>
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<tr>
<td><strong>BREAKING AND ENTERING</strong></td>
<td>CB2101: Intensity</td>
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<td>0 = Absent</td>
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<tr>
<td>2 = Present</td>
<td>CB1901: Ever: Frequency</td>
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<td><strong>EVER: BREAKING AND ENTERING</strong></td>
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</tr>
<tr>
<td>CB1401: Ever: Onset</td>
<td></td>
</tr>
</tbody>
</table>

| **BREAKING INTO A CAR**      | CB2201: Intensity      |
| 0 = Absent                   |                        |
| 2 = Present                  | CB1901: Ever: Frequency|
| **EVER: BREAKING INTO A CAR**|                        |
| CB1301: Ever: Onset          |                        |

| **STEALING MOTOR VEHICLE OR TAKING AND DRIVING AWAY** | CB2401: Intensity     |
| 0 = Absent |                        |
| 2 = Present| CB1901: Ever: Frequency|
| **EVER: STEALING MOTOR VEHICLE OR TAKING AND DRIVING AWAY** |                        |
| CB1501: Ever: Onset |                        |
GLOSSARY NOTES

(Notes from CAPA Glossary)

PATTERNS OF STEALING
Code here the patterns of stealing shown by the subject. More than one may be present. Only rate those items that have actually occurred during the last three months in the main coding even if other forms of stealing have occurred at other times. The Ever codings are made in the usual way, but for Breaking and Entering and Stealing with Confrontation or Actual Violence only.

Stealing alone

Stealing with one other

Stealing in a group (of at least three people, including the subject)

Shoplifting: Stealing, alone or in company, from a shop that is open for business. The act is covert and does not involve confrontation with shop staff or members of the public. Detection may provoke a confrontation, but the intention is to avoid it.

Breaking and entering: Includes breaking into a house or a building to steal.

Breaking into a car: Breaking into a car to steal.

Stealing a motor vehicle or taking and driving away (TDA): Includes child's attempts to steal a motor vehicle; also occasions when child takes and drives a car/motorcycle away, even if s/he does not intend to steal it but rather to use for his/her own purposes in an unauthorized way (e.g. joy rides).

Do not include using parent's/family car, unless the child intended to steal and not return. If the child took the car after being denied permission to use it, code under disobedience.

N, WEIGHTED PREVALENCE, AND MISSING DATA

<table>
<thead>
<tr>
<th></th>
<th>PAPA Weighted</th>
<th>N</th>
<th>CAPA Weighted</th>
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<th>YAPA Weighted</th>
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<td>N/A</td>
<td>.08</td>
<td>6</td>
<td>.35</td>
<td>12</td>
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<td>.C</td>
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<td>1.07</td>
<td>35</td>
</tr>
</tbody>
</table>
Missing data notes:
- PAPA: no variable (developmentally inappropriate for preschoolers)
- CAPA: no notes.
- YAPA: no notes.

OTHER VARIABLES

**J4OC10**: 'Onset age: Breaking and entering

SAS CODE

***************SAS Code for PAPA***********************;
*** breaking in variable 10-do not have for the PAPA version nor for RDC ***;

***************SAS Code for CAPA***********************;
if yapa ne 1 then do;
pbreakf=sum(of pGB1V01 pGB3V01 pGB5V01);
if pbreekf ge 1 then do;
   if pgb1v01 ge 1 then do;
      p4ncd10=1;
p4ocd10=(agedays-pgb1o01);
   end;
   if pgb3v01 ge 1 then do;
      p4ncd10=1;
p4ocd10=min(p4ocd10,(agedays-pgb3o01));
   end;
   if pgb5v01 ge 1 then do;
      p4ncd10=1;
p4ocd10=min(p4ocd10,(agedays-pgb5o01));
   end;
else if pbreekf ne . then p4ncd10=0;
label p4ocd10='Onset age: Broken in at least once';
label p4ocd10='Onset at least once';
cbreakf=sum(of cGB1V01 cGB3V01 cGB5V01);
if cbreakf ge 1 then do;
   if cgb1v01 ge 1 then do;
      c4ncd10=1;
p4ocd10=(agedays-cgb1o01);
   end;
   if cgb3v01 ge 1 then do;

c4ncd10=1;
c4ocd10=min(c4ocd10,(agedays-cgb3o01));
end;
if cgb5v01 ge 1 then do;
c4ncd10=1;
c4ocd10=min(c4ocd10,(agedays-cgb5o01));
end;
else if cbreakf ne . then c4ncd10=0;
labeled c4ncd10='Broken in at least once';
labeled c4ocd10='Onset age:Broken in at least once';
if c4ncd10 = 1 or p4ncd10 = 1 then j4ncd10=1;
else if c4ncd10 ne . or p4ncd10 ne . then j4ncd10=0;

j4ocd10=min(c4ocd10,p4ocd10);
labeled j4ncd10='Broken in at least once';
labeled j4ocd10='Onset age:Broken in at least once';
end;

***************SAS Code for YAPA***********************;
if yapa = 1 then do;
cbreakf=sum(of cGB1V01 cGB3V01 cGB5V01);
if cbreakf ge 1 then do;
if cgb1v01 ge 1 then do;
c4ncd10=1;
c4ocd10=(agedays-cgb1o01);
end;
if cgb3v01 ge 1 then do;
c4ncd10=1;
c4ocd10=min(c4ocd10,(agedays-cgb3o01));
end;
if cgb5v01 ge 1 then do;
c4ncd10=1;
c4ocd10=min(c4ocd10,(agedays-cgb5o01));
end;
else if cbreakf ne . then c4ncd10=0;
labeled c4ncd10='Broken in at least once';
labeled c4ocd10='Onset age:Broken in at least once';
j4ncd10=c4ncd10;
j4ocd10=c4ocd10;
labeled j4ncd10='Broken in at least once';
labeled j4ocd10='Onset age:Broken in at least once';
end;
J4NCD11: Often lies to obtain goods or favors or to avoid obligations

Conduct Disorder Variable List
Description
Raw Variable(s)
CAPA Interview Section
Glossary Notes
Additional Variables
N, Weighted Prevalence, and Missing Data
Citations
SAS CODE
Conduct Disorder (symptom list)

DESCRIPTION

DSM-IV definition: Often lies to obtain goods or favors or to avoid obligations (i.e., "cons" others) This is in the symptom category of “Deceitfulness or theft.”

Informant: PAPA- Parent only.
CAPA- Parent and child either/or rule.
YAPA- Self-report.

Note:

<table>
<thead>
<tr>
<th>Available (home)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available (school)</td>
<td>Y</td>
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</tr>
<tr>
<td>Available (elsewhere)</td>
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<tr>
<td>90th % Cutoff</td>
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RAW VARIABLE(S)

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<th>YAPA</th>
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<tbody>
<tr>
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<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>p/cgc3f03 (lying at elsewhere)</td>
<td>Y</td>
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<td>Y</td>
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<td>p/cgc4f01 (con-artistry)</td>
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<td>pgj3f01 (blaming at home)</td>
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<td>Y</td>
</tr>
<tr>
<td>pgj3f02 (blaming at school)</td>
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<td>Y</td>
<td>N</td>
</tr>
<tr>
<td>pgj3f03 (blaming at elsewhere)</td>
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<td>Y</td>
<td>N</td>
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</table>
SAMPLE INTERVIEW SECTION

Definitions and questions

DECEPTION

LYING
Distortion of the truth with intent to deceive others.

"Most people tell lies sometimes. What sorts of lies have you told in the last 3 months?"
What about?
Who to?
Why did you do it?
Was it to get out of trouble?
Where do you tell lies?
How often do you tell lies?
When did you start telling lies?

"Do you ever tell lies to get out of things you don’t want to do?"

"What happens when you’re caught doing something wrong?"

"When something goes wrong that’s your fault, do you admit it?"

BLAMING

"Do you lie if you think you can get out of something by blaming someone else?"

"Do your lies get others into trouble? Could they? What do you do?"
What was the result?
How often do you do this? When did you start doing it?

Coding rules

LYING

\[ \text{Intensity} \]
\[ \text{Frequency} \]

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

\[ \text{Solitary} \]

BLAMING

\[ \text{Intensity} \]

\[ \text{Frequency} \]

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

\[ \text{Solitary} \]
CON-ARTISTRY
Lying in order to obtain goods or favors with a monetary value of at least $10.

*Have you ever tried to con anyone to get them to give you something?

*Or to do you a favor?

Or tried to trick them to get money or something else?

What happened?

CHEATING
Attempts to gain increased marks at school or increased success in other settings by unfair means.

*Do you ever cheat?

In tests or exams?

*Or games?

*What about copying homework?

Anywhere else?

What about during the last 3 months?

How often do you cheat?

When did you start cheating?

Have you ever been caught?

What happened?

What did the school do?

What did your parents do?

Coding rules

CON-ARTISTRY
2 = Simple lies
3 = “Scam” involving at least some planning to develop and implement scheme

SOLITARY/ACCOMPANIED
0 = Solitary
2 = Often accompanied (25-49% of the time)
3 = Accompanied 50% or more of the time

CHEATING
2 = Cheating in at least 2 activities at least sometimes not responsive to admonition if caught.
3 = Cheating may occur in many or most activities and is hardly ever responsive to admonition if caught.

HOME

SCHOOL

ELSEWHERE

Codes

GGC4101
Intensity

GGC4F01
Frequency

GGC4001
Onset

GGC4X01
Solitary

GGC5101
Intensity

GGC5F01
Frequency

GGC5F02
Frequency

GGC5F03
Frequency

GGC5001
Onset
LYING

Distortion of the truth with intent to deceive others. *Barefaced* lies are told with little or no effort or ability to conceal the untruth, for example the child has cookie crumbs all over his/her face but denies s/he ate a cookie. Subtle lies involve more elaborate alternatives to distort the truth.

Do not include imaginary friends.

0 = No

2 = Made up stories or fictions which are not told for gain or to escape punishment.

3 = Lies told for gain or to escape punishment, in at least 2 activities that do not result in others getting into trouble.

BAREFACED LIES

Child knows s/he is telling an untruth, but does not have the skill or wish to conceal the untruth with *Asophisticated* lie.

SUBTLE LIES

Child knows s/he is telling an untruth, but is able to conceal it with elaborate and *Asuccessful* lies.

DECEPTION

LYING

Distortion of the truth with intent to deceive others. *Barefaced* lies are told with little or no effort or ability to conceal the untruth, for example the child has cookie crumbs all over his/her face but denies s/he ate a cookie. Subtle lies involve more elaborate alternatives to distort the truth.

Do not include imaginary friends.
0 = No

2 = Made up stories or fictions which are not told for gain or to escape punishment.

3 = Lies told for gain or to escape punishment, in at least 2 activities that do not result in others getting into trouble.

**BAREFACED LIES**

Child knows s/he is telling an untruth, but does not have the skill or wish to conceal the untruth with a sophisticated lie.

**SUBTLE LIES**

Child knows s/he is telling an untruth, but is able to conceal it with elaborate and successful lies.
### N, WEIGHTED PREVALENCE, AND MISSING DATA

<table>
<thead>
<tr>
<th></th>
<th>PAPA</th>
<th></th>
<th>CAPA</th>
<th></th>
<th>YAPA</th>
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Missing data notes:
- PAPA: no notes.
- CAPA: no notes.
- YAPA: no notes.

### OTHER VARIABLES

**J4OCD11**: 'Onset age: Lies often

### SAS CODE

```
***************SAS Code for PAPA***********************;
p4nlies=sum(of pGC3F01 pGC3F02 pGC3F03 pgj3f01 pgj3f02 pgj3f03);
   label p4nlies='Frequency of lies';

*** PAPA version ***;
*** Often lies ***;
   if p4nlies ge 72 then do;
     p4ncd11=1;
     p4ocd11=min((agedays-pgc3o01),(agedays-pgj3o01));
   end;
   else if p4nlies ne . or
     (p4nlies=. and (pGC3i01=0 or pgj3i01=0)) then p4ncd11 = 0;
   label p4ncd11='DSM:Lies top 10%';
```
**SAS Code for CAPA**

```sas
if yapa ne 1 then do;
pliesf=sum(of pGC3F01 pGC3F02 pGC3F03 pGC4F01);
if pliesf ge 12 then do;
   if sum(of pGC3F01 pGC3F02 pGC3F03) ge 1 then do;
      p4ncd11=1;
      p4ocd11=(agedays-pgc3o01);
   end;
   if (not (study='GSMS' and wave=1)) and
      sum(of pgj3f01 pgj3f02 pgj3f03) ge 1 then do;
      p4ncd11=1;
      p4ocd11=min(p4ocd11,(agedays-pgj3o01));
   end;
   if pgc4f01 ge 1 then do;
      p4ncd11=1;
      p4ocd11=min(p4ocd11,(agedays-pgc4o01));
   end;
end;
else if pliesf ne . then p4ncd11 = 0;

label p4ncd11='Lies at least weekly';
label p4ocd11='Onset age: lies at least weekly';
cliesf=sum(of cGC3F01 cGC3F02 cGC3F03 cGC4F01);
if cliesf ge 12 then do;
   if sum(of cGC3F01 cGC3F02 cGC3F03) ge 1 then do;
      c4ncd11=1;
      c4ocd11=(agedays-cgc3o01);
   end;
   if (not (study='GSMS' and wave=1)) and
      sum(of cgj3f01 cgj3f02 cgj3f03) ge 1 then do;
      c4ncd11=1;
      c4ocd11=min(c4ocd11,(agedays-cgj3o01));
   end;
   if cgc4f01 ge 1 then do;
      c4ncd11=1;
      c4ocd11=min(c4ocd11,(agedays-cgc4o01));
   end;
end;
else if cliesf ne . then c4ncd11 = 0;

label c4ncd11='Lies at least weekly';
label c4ocd11='Onset age: lies at least weekly';
if c4ncd11 = 1 or p4ncd11 = 1 then j4ncd11=1;
else if c4ncd11 ne . or  p4ncd11 ne . then j4ncd11=0;

j4ocd11=min(c4ocd11,p4ocd11);

label j4ncd11='Lies at least weekly';
label j4ocd11='Onset age: lies at least weekly';
end;
```

SAS Code for YAPA

```sas
label p4ocd11='DSM: Onset age: lying top 10%';
```
if yapa = 1 then do;

cliesf=sum(of cGC3F01 cGC3F02 cGC3F03 cGC4F01);
if cliesf ge 3 then do;
    if sum(of cGC3F01 cGC3F02 cGC3F03) ge 3 then do;
        c4ncd11=1;
        c4ocd11=(agedays-cgc3o01);
        end;
    if (not (study='GSMS' and wave=1)) and
        sum(of cgj3f01 cgj3f02 cgj3f03) ge 3 then do;
        c4ncd11=1;
        c4ocd11=min(c4ocd11,(agedays-cgj3o01));
        end;
    if cgc4f01 ge 1 then do;
        c4ncd11=1;
        c4ocd11=min(c4ocd11,(agedays-cgc4o01));
        end;
end;
else if cliesf ne . then c4ncd11 = 0;
label c4ncd11='Lies at least monthly';
label c4ocd11='Onset age:lies at least monthly';

j4ncd11=c4ncd11;
j4ocd11=c4ocd11;

label j4ncd11='Lies at least weekly';
label j4ocd11='Onset age:lies at least weekly';
end;
J4NCD12: Stealing without confrontation

Conduct Disorder Variable List
Description
Raw Variable(s)
CAPA Interview Section
Glossary Notes
Additional Variables
N, Weighted Prevalence, and Missing Data
Citations
SAS CODE
Conduct Disorder (symptom list)

DESCRIPTION

DSM-IV definition: Stealing without confrontation. Has stolen items of nontrivial value without confronting a victim (eg., shoplifting, but without breaking and entering: forgery) Stealing without confrontation; including forgery. This is in the symptom category of “Deceitfulness or theft.”

Informant: PAPA- Parent only.
CAPA- Parent and child either/or rule.
YAPA- Self-report.

Note:

<table>
<thead>
<tr>
<th>Available (home)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available (school)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Available (elsewhere)</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
</tbody>
</table>

90th % Cutoff

Forgery split into major and minor forgery after wave 1.

RAW VARIABLE(S)

<table>
<thead>
<tr>
<th>p/cgc6f01 (minor forgery at home)</th>
<th>PAPA</th>
<th>CAPA</th>
<th>YAPA</th>
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<tr>
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<td>p/cga6f01 (stealing at home)</td>
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<td>N</td>
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<tr>
<td>p/cga7f01 (stealing at school)</td>
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<tr>
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SAMPLE INTERVIEW SECTION

Preschool Age Psychiatric Assessment 2.0.3

Definitions and questions

STEALING
Taking something belonging to another without permission and with the intention of depriving the owner of its use on more than one occasion.

Do not include items intended eventually for general distribution that will include the child (such as general food from the refrigerator or school erasers).

NB: Monetary value of the item not significant.

Has s/he ever stolen anything?

Has s/he ever stolen something from a family member?

Did s/he try to hide the thing(s) that s/he stole?

Has s/he ever taken something, such as a toy or candy, from a store without paying?

Has s/he stolen anything in the last 3 months?

What did s/he steal?

Whom did s/he steal it from?

Did s/he steal on his/her own or with someone else?

Did s/he hide what s/he stole?

Why did s/he do it?

How did you find out?

How often has s/he stolen in the last 3 months?

When was the first time s/he stole anything?

Coding rules

<table>
<thead>
<tr>
<th>Coding rules</th>
<th>Codes</th>
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<tr>
<td>STEALING</td>
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<tr>
<td>0 = Absent</td>
<td></td>
</tr>
<tr>
<td>2 = Present</td>
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</tr>
<tr>
<td>3 = Present, with concealment</td>
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</tbody>
</table>

| Ever PGL8E01 Intensity     |       |
| Ever PGL8V01 Frequency     |       |
| Ever PGL8O01 Onset         |       |

| STEALING                   |       |
| 0 = Absent                 |       |
| 2 = Present                |       |
| 3 = Present, with concealment |     |

| HOME                       |       |
| PGL8F01 Home Frequency     |       |

| DAYCARE/SCHOOL             |       |
| PGL8F02 Daycare/School Frequency |   |

| ELSEWHERE                  |       |
| PGL8F05 Elsewhere Frequency |   |
Definitions and questions

MINOR FORGERY

Deliberate non-illegal imitation of documents, letters or signatures for the subject's own ends.

Include getting others to forge documents for the subject's purposes, but do not include illegal acts.

* Have you ever faked sick notes for school?
* Or faked your parent's signature on report cards?
* Or anything like that?

When?
Why?
What was the result?
How often have you done it?
When was the first time?

Coding rules

MINOR FORGERY

0 = No
2 = Behaviors that are neither illegal nor likely to result in police action, such as faking parents' signature on school reports or sick notes.

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HOME

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SCHOOL

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ELSEWHERE

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SOLITARY/ACCOMPANIED

0 = Solitary
2 = Often accompanied (25-49% of the time)
3 = Accompanied 50% or more of the time

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Definitions and questions

STEALING
Taking something belonging to another with the intention of depriving the owner of its use.

Do not include items intended eventually for general distribution that will include the child (such as general food from the refrigerator or school erasers).

*Have you ever stolen anything?
*Have you stolen anything in the last 3 months?
*Have you ever broken into anywhere?
*Have you ever taken a car or motorbike?
How often?
What did you steal?
Who did you steal it from?
Did you steal on your own or with anyone else?
Why did you do it?
How often have you stolen anything in the last 3 months?
When was the first time you stole anything?

*What is the most you have ever stolen at one time?
How much is that worth?

Coding rules

EVER: HIGHEST VALUE OF ITEMS STOLEN IN SINGLE EPISODE
1 = <$5
2 = $5 - $99
3 = $100

STEALING AT HOME OR FROM FAMILY
0 = No
2 = Yes
Stealing items not available for general use but not aimed against a particular person.
Stealing directed specifically against a particular person or persons.

Codes

CGA56E01 Event: Intensity
CGA5W01 Event: Frequency
CGA61E01 Intensity
CGA62E02 Intensity
CGA67Y01 Frequency
CGA6E001 Onset
CGA7E01 Intensity
CGA7E02 Intensity
CGA7E01 Frequency
CGA7E001 Onset
Definitions and questions

STEALING
continued.....

Coding rules

STEALING ELSEWHERE
0 = No
2 = Yes

Stealing items not available for general use but not aimed against a particular person.

Stealing directed specifically against a particular person or persons.

Codes

CGEN01
Intensity

CGM102
Intensity

CGAMF01
Frequency

CGAR001
Event

IF THERE IS EVIDENCE OF STEALING IN THE PAST 3 MONTHS, THEN COMPLETE THIS SECTION

IF EVIDENCE OF STEALING BUT NOT IN PAST 3 MONTHS, COMPLETE EVERY ITEM (PAGE 176 AND 179).

OTHERWISE SKIP TO BREAKING PROMISES (PAGE 181).
STEALING

Taking something belonging to another without permission and with the intention of depriving the owner of its use. Do not include items intended eventually for general distribution that will include the child (such as general food from the refrigerator or school erasers).

Items stolen from home or school can be coded, even if the child has not been in the home or school for one month of the primary period. If you have gone back for the home or school section, those time periods (i.e. secondary and/or tertiary) are used when coding the Stealing section.

EVER: STEALING

0 = No
2 = Yes

STEALING AT HOME OR FROM FAMILY

0 = No
2 = Yes
3 = Yes, with concealment

STEALING AT DAYCARE/SCHOOL

0 = No
2 = Yes
3 = Yes, with concealment

STEALING ELSEWHERE

0 = No
2 = Yes
3 = Yes, with concealment
(Notes from CAPA Glossary)

STEALING

Stealing refers to taking something belonging to another with the intention of depriving the proper owner of its use. Thus it is differentiated from borrowing, though the distinction may sometimes be blurred.

Do not include items intended eventually for general distribution that will include the child (such as general food from the refrigerator or school erasers).

The concept of directedness here refers to the identity of the victim, not a deliberate intention on the part of the perpetrator to harm that individual specifically. Thus stealing a small sum of money from a parent, without intending harm to that parent, is still regarded as being directed specifically against a particular person or persons.

Stealing at home or from family

Stealing items not available for general use but not aimed against a particular person or persons.
Stealing directed specifically against a particular person or persons.

Stealing at school

Stealing items not available for general use but not aimed against a particular person.
Stealing directed specifically against a particular person or persons.

If the subject is expelled for stealing from school, code here and in the Incapacities.

Stealing elsewhere

Stealing items not available for general use but not aimed against a particular person.
Stealing directed specifically against a particular person or persons.

Items stolen from home or school can be coded, even if the child has not been in the home or school for one month of the primary period. If you have gone back for the home or school section, those time periods (i.e. secondary and/or tertiary) are used when coding the Stealing section.

PATTERNS OF STEALING

Code here the patterns of stealing shown by the subject. More than one may be present. Only rate those items that have actually occurred during the last three months in the main coding even if other forms of stealing have occurred at other times. The Ever codings are made in the usual way, but for Breaking and Entering and Stealing with Confrontation or Actual Violence only.
Stealing alone

Stealing with one other

Stealing in a group (of at least three people, including the subject)

Shoplifting: Stealing, alone or in company, from a shop that is open for business. The act is covert and does not involve confrontation with shop staff or members of the public. Detection may provoke a confrontation, but the intention is to avoid it.

Breaking and entering: Includes breaking into a house or a building to steal.

Breaking into a car: Breaking into a car to steal.

Stealing a motor vehicle or taking and driving away (TDA): Includes child's attempts to steal a motor vehicle; also occasions when child takes and drives a car/motorcycle away, even if s/he does not intend to steal it but rather to use for his/her own purposes in an unauthorized way (e.g. joy rides).

Do not include using parent's/family car, unless the child intended to steal and not return. If the child took the car after being denied permission to use it, code under disobedience.

Stealing involving confrontation but without actual violence: The victim is directly confronted and money or goods are demanded, threats may be made directly or implicitly (e.g. by the presence of a weapon), but no actual violence is done.

Stealing involving actual violence to the victim: The victim is directly confronted or set upon in some way and some violent action actually takes place. For instance, the victim might be kicked or punched.

Use of weapon: A weapon includes any item that could be used to threaten or intimidate a victim. Include carrying a weapon, even if it is not used, or concealed.

OUTCOME OF STEALING

Disciplinary action that has been taken against the child as a result of his/her stealing is coded here; these punishments are "social" in nature. "Official" or legal disciplinary actions are coded in the Delinquency section.

Activities with peers restricted
Activities with adults restricted
Other punishment by family or others
Banned from premises or organization/ Suspended or expelled from school
### N, WEIGHTED PREVALENCE, AND MISSING DATA

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<tr>
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<th>PAPA Weighted %</th>
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<th>CAPA Weighted %</th>
<th>N</th>
<th>YAPA Weighted %</th>
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<td>21</td>
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</table>

Missing data notes:
- PAPA: no notes.
- CAPA: no notes.
- YAPA: no notes.

### OTHER VARIABLES

**J4OC12**: 'Onset age: Stealing without confrontation'

### SAS CODE

```
**********************SAS Code for PAPA**********************
p4nsteal=sum(of PG18F01 PG18F02 PG18F03 pg18v01);

    label p4nsteal='Frequency of stealing';

    if p4nsteal ge 1 then do;
        p4ncd12=1;
        p4ocd12=(agedays-pgl8o01);
        end;
    else if p4nsteal ne . or (p4nsteal=. or (pg18i01=0 or pg18e01=0))
        then p4ncd12 = 0;

    label p4ncd12='DSM:Stealing';
    label p4ocd12='DSM:Onset age: stealing';

j4ncd12=p4ncd12;
j4ocd12=p4ocd12;
```
**SAS Code for CAPA**

```sas
label j4ncd12='Stealing without confrontation';
label j4ocd12='Stealing without confrontation';

if yapa ne 1 then do;
if study='GSMS' and wave=1 then do;
   if pGC6I01=3 then pforgef=sum(of pGC6F01 pGC6F02 pGC6F03);
   end;
else do;
   if pGJ5I01=2 then pforgef=sum(of pGJ5F01 pGJ5F02 pGJ5F03);
   end;
label pforgef='Frequency of illegal forgery';
pstealf=sum(of pGA6F01 pGA7F01 pGA8F01 pforgef);
if pstealf gt 1 then do;
   if study='GSMS' and wave=1 and 
      sum(of pGC6F01 pGC6F02 pGC6F03) ge 1 then do;
      p4ncd12=1;
      p4ocd12=(agedays-pgc6o01);
      end;
else if not (study='GSMS' and wave=1) and 
      sum(of pGJ5F01 pGJ5F02 pGJ5F03) ge 1 then do;
      p4ncd12=1;
      p4ocd12=min(p4ocd12,(agedays-pgj5o01));
      end;
   if pGA6F01 ge 1 then do;
      p4ncd12=1;
      p4ocd12=min(p4ocd12,(agedays-pg6o01));
      end;
   if pGA7F01 ge 1 then do;
      p4ncd12=1;
      p4ocd12=min(p4ocd12,(agedays-pg7o01));
      end;
   if pGA8F01 ge 1 then do;
      p4ncd12=1;
      p4ocd12=min(p4ocd12,(agedays-pg8o01));
      end;
   end;
else if pstealf ne . then p4ncd12 = 0;
label p4ncd12='Stealing without confrontation';
label p4ocd12='Stealing without confrontation';

if study='GSMS' and wave=1 then do;
   if cGC6I01=3 then cforgef=sum(of cGC6F01 cGC6F02 cGC6F03);
   end;
else do;
   if cGJ5I01=2 then cforgef=sum(of cGJ5F01 cGJ5F02 cGJ5F03);
   end;
label cforgef='Frequency of illegal forgery';
cstealf=sum(of cGA6F01 cGA7F01 cGA8F01 cforgef);
if cstealf gt 1 then do;
   if study='GSMS' and wave=1 and 
      sum(of cGC6F01 cGC6F02 cGC6F03) ge 1 then do;
      c4ncd12=1;
      c4ocd12=(agedays-cgc6o01);
      end;
```

else if not (study='GSMS' and wave=1) and sum(of cGJ5F01 cGJ5F02 cGJ5F03) ge 1 then do;
c4ncd12=1;
c4ocd12=min(c4ocd12,(agedays-cgj5o01));
end;
if cGA6F01 ge 1 then do;
c4ncd12=1;
c4ocd12=min(c4ocd12,(agedays-cga6o01));
end;
if cGA7F01 ge 1 then do;
c4ncd12=1;
c4ocd12=min(c4ocd12,(agedays-cga7o01));
end;
if cGA8F01 ge 1 then do;
c4ncd12=1;
c4ocd12=min(c4ocd12,(agedays-cga8o01));
end;
end;
else if cstealf ne . then c4ncd12 = 0;

label c4ncd12='Stealing without confrontation';
label c4ocd12='Stealing without confrontation';

if c4ncd12 = 1 or p4ncd12 = 1 then j4ncd12=1;
else if c4ncd12 ne . or p4ncd12 ne . then j4ncd12=0;

j4ocd12=min(c4ocd12,p4ocd12);

label j4ncd12='Stealing without confrontation';
label j4ocd12='Stealing without confrontation';
end;

***************SAS Code for YAPA****************************
if yapa = 1 then do;
cforgef=sum(of cgc6F01 cgc6F02 cgc6F03);
cstealf=sum(of CGA6F01 CGA7F01 CGA8F01 cforgef);
if cstealf gt 1 then do;
   if study='GSMS' and wave=1 and sum(of cGC6F01 cGC6F02 cGC6F03) ge 1 then do;
c4ncd12=1;
c4ocd12=(agedays-cgc6o01);
   end;
else if not (study='GSMS' and wave=1) and sum(of cGJ5F01 cGJ5F02 cGJ5F03) ge 1 then do;
c4ncd12=1;
c4ocd12=min(c4ocd12,(agedays-cgj5o01));
   end;
if cGA6F01 ge 1 then do;
c4ncd12=1;
c4ocd12=min(c4ocd12,(agedays-cga6o01));
end;
if cGA7F01 ge 1 then do;
c4ncd12=1;
c4ocd12=min(c4ocd12,(agedays-cga7o01));
end;
if cGA8F01 ge 1 then do;
c4ncd12=1;
c4ocd12=min(c4ocd12,(agedays-cga8o01));
end;
end;
else if cstealf ne . then c4ncl2 = 0;

    label c4ncl2='Stealing without confrontation';
    label c4ocld2='Stealing without confrontation';

j4ncl2=c4ncl2;
j4ocl2=c4ocld2;

    label j4ncl2='Stealing without confrontation';
    label j4ocl2='Stealing without confrontation';

end;
J4NCD13: Stays out late

Conduct Disorder Variable List
Description
Raw Variable(s)
CAPA Interview Section
Glossary Notes
Additional Variables
N, Weighted Prevalence, and Missing Data
Citations
SAS CODE
Conduct Disorder (symptom list)

DESCRIPTION

DSM-IV definition: Often stays out at night despite parental prohibitions, beginning before age 13 years. This is in the symptom category of “Serious violations of rules.”

PAPA- no variable (developmentally inappropriate for preschoolers)

Informant: CAPA- Parent and child either/or rule.
YAPA- Self-report.

Note:

<table>
<thead>
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<th>Available (home)</th>
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</tr>
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<tr>
<td>Available (school)</td>
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RAW VARIABLE(S)

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<tbody>
<tr>
<td>1.3</td>
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</table>
SAMPLE INTERVIEW SECTION

Definitions and questions

BREAKING CURFEW

Staying out late despite parental prohibitions. Do not include accidental lateness caused by circumstances over which the subject had little or no control.

Do not include breaking curfew imposed by probation/parole, which is coded as probation/parole violation.

*Do you have a curfew?

*How good are you at keeping to it?

*Do you ever get in later than you are supposed to?

What happens then?

When did you start staying out late?

Do you get into trouble over it?

Coding rules

BREAKING CURFEW

0 = No
2 = Yes

Codes

CG51001
Intensity

CG51002
Frequency

CG51003
Onset
GLOSSARY NOTES

(Notes from CAPA Glossary)

BREAKING CURFEW

Staying out late despite parental prohibitions. Do not include accidental lateness caused by circumstances over which the subject had little or no control.

Do not include breaking curfew imposed by probation/parole, which is coded as probation/parole violation.

0 = Absent

2 = Present

N, WEIGHTED PREVALENCE, AND MISSING DATA

<table>
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Missing data notes:
- PAPA: no variable for PAPA.
- CAPA: .L used for wave 1 of CAPA because the breaking curfew question was not administered.
- YAPA: no notes.

OTHER VARIABLES

J4OCD13: 'Onset age: Stays out late’
**SAS CODE**

*************SAS Code for PAPA**************;
  p4ncd13=.;
  p4ocd13=.;
  label p4ncd13='DSM:no variable for often stays out at night b/c developmentally inappropriate for preschoolers';
  label p4ocd13='DSM:no onset variable for often stays out at night b/c developmentally inappropriate for preschoolers';

*************SAS Code for CAPA**************;
  if yapa ne 1 then do;
    if not (study='GSMS' and wave=1) then do;
      if pgj1f01 ge 2 and
         (0 lt ((agedays-pgj1o01)/365.25) lt 13) then do;
        p4ncd13=1;
        p4ocd13=(agedays-pgj1o01);
      end;
      else if pgj1i01 ne . then p4ncd13=0;
    end;
  label p4ncd13='stays out late';
  label p4ocd13='Onset age:stays out late';
  if not (study='GSMS' and wave=1) then do;
    if cgj1f01 ge 2 and
       (0 lt ((agedays-cgj1o01)/365.25) lt 13) then do;
      c4ncd13=1;
      c4ocd13=(agedays-cgj1o01);
    end;
    else if cgj1i01 ne . then c4ncd13=0;
  end;
  label c4ncd13='stays out late';
  label c4ocd13='Onset age:stays out late';
  if c4ncd13 = 1 or p4ncd13 = 1 then j4ncd13=1;
  else if c4ncd13 ne . or p4ncd13 ne . then j4ncd13=0;
  j4ocd13=min(c4ocd13,p4ocd13);
  label j4ncd13='stays out late';
  label j4ocd13='Onset age:stays out late';
  end;

*************SAS Code for YAPA**************;
  if yapa = 1 then do;
    if not (study='GSMS' and wave=1) then do;
      if cgj1f01 ge 2 and
(0 lt ((agedays-cgj1001)/365.25) lt 13) then do;
c4ncd13=1;
c4ocd13=(agedays-cgj1001);
end;
else if cgj1i01 ne . then c4ncd13=0;
end;
label c4ncd13='stays out late';
label c4ocd13='Onset age:stays out late';
j4ncd13 = c4ncd13;
j4ocd13 = c4ocd13;
label j4ncd13='stays out late';
label j4ocd13='Onset age:stays out late';
end;
J4NCD14: Run away from home

Conduct Disorder Variable List

Description

Raw Variable(s)

CAPA Interview Section

Glossary Notes

Additional Variables

N, Weighted Prevalence, and Missing Data

Citations

SAS CODE

Conduct Disorder (symptom list)

DESCRIPTION

DSM-IV definition: Has run away from home overnight at least twice while living in parental or parental surrogate home (or once without returning for a lengthy period). This is in the symptom category of “Serious violations of rules.”

PAPA- no variable (developmentally inappropriate for preschoolers)

Informant: CAPA- Parent and child either/or rule.
YAPA- Self-report.

Note:

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<tr>
<th></th>
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<td>90th % Cutoff</td>
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RAW VARIABLE(S)

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SAMPLE INTERVIEW SECTION

Definitions and questions

RUNNING AWAY FROM HOME

Leaving the home with the deliberate intention of staying away temporarily or permanently.

N.B. "EVER" CODED IF SUBJECT HAS RUN AWAY BUT NOT IN LAST 3 MONTHS.

*Have you ever run away from home?*
When was that?
Have you run away from home in the last 3 months?
How long for?
Why did you run away?
How often have you run away?
What did your parents (caretakers) do?
Did they contact the police?
What happened?
Why did you go back?
What did your family (caretakers) do?
When was the first time you ran away?

Coding rules

RUNNING AWAY FROM HOME

2 = Intending to stay away at time of leaving, but returning or returned before away overnight. Some preparations to allow the subject to have stayed away should have occurred such as packing a bag, taking some treasured possessions, or buying a one way ticket.
3 = As 2, and away at least overnight.

DURATION

Days/hours away

Codes

CGC7501
Intensity

CGC7501
Frequency

CGC7501
Onset

SOLITARY/ACCOMPANIED

0 = Solitary
2 = Often accompanied (25-49% of the time)
3 = Accompanied 50% or more of the time

EVER: RUNNING AWAY FROM HOME OVERNIGHT

ENTER ONLY IF AT INTENSITY LEVEL "3"

DURATION

Longest time away
Days/hours

Codes

CGC8501
Ever: Intensity

CGC8501
Ever: Frequency

CGC8501
Ever: Onset

CGC8501
Ever: Duration
GLOSSARY NOTES

(Notes from CAPA Glossary)

RUNNING AWAY FROM HOME

Leaving the home with the deliberate intention of staying away temporarily or permanently.

0 = Absent

1 = Threatened to run away from home; packed a bag or treasured possessions but did not leave home

2 = Actually left home intending to stay away at time of leaving, but returned before away overnight. Some preparations should have occurred such as packing a bag or taking some treasured possessions.

3 = As 2, and away at least overnight

N, WEIGHTED PREVALENCE, AND MISSING DATA

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Missing data notes:
- PAPA: no variable for the PAPA.
- CAPA: no notes.
- YAPA: no notes.
OTHER VARIABLES

J4OC14: ‘Onset age: Ran away overnight twice or more

SAS CODE

**************SAS Code for PAPA**************;
*** no variable in papa version ***;
**************SAS Code for CAPA**************;
if yapa ne 1 then do;
prunf=sum(of pGC7F01 pGC8V01);
if prunf ge 2 then do;
   if pgc7f01 ge 1 then do;
p4ncd14=1;
p4ocd14=(agedays-pgc7o01);
end;
   if pgc8v01 ge 1 then do;
p4ncd14=1;
p4ocd14=min(p4ocd14,(agedays-pgc8o01));
end;
end;
else if prunf ne . then p4ncd14 = 0;
label p4ncd14='Ran away overnight twice or more';
label p4ocd14='Onset age: Ran away overnight twice or more';

crunf=sum(of cGC7F01 cGC8V01);
if crunf ge 2 then do;
   if cgc7f01 ge 1 then do;
c4ncd14=1;
c4ocd14=(agedays-cgc7o01);
end;
   if cgc8v01 ge 1 then do;
c4ncd14=1;
c4ocd14=min(c4ocd14,(agedays-cgc8o01));
end;
end;
else if crunf ne . then c4ncd14 = 0;
label c4ncd14='Ran away overnight twice or more';
label c4ocd14='Onset age: Ran away overnight twice or more';
if c4ncd14 = 1 or p4ncd14 = 1 then j4ncd14=1;
else if c4ncd14 ne . or p4ncd14 ne . then j4ncd14=0;
j4ocd14=min(c4ocd14,p4ocd14);
label j4ncd14='Ran away overnight twice or more';
label j4ocd14='Onset age: Ran away overnight twice or more';
end;
**************SAS Code for YAPA**************;
if yapa = 1 then do;

crunf=sum(of cGC7F01 cGC8V01);
if crunf ge 2 then do;
    if cgc7f01 ge 1 then do;
        c4ncd14=1;
        c4ocd14=(agedays-cgc7o01);
    end;
    if cgc8v01 ge 1 then do;
        c4ncd14=1;
        c4ocd14=min(c4ocd14,(agedays-cgc8o01));
    end;
else if crunf ne . then c4ncd14 = 0;
label c4ncd14='Ran away overnight twice or more';
label c4ocd14='Onset age: Ran away overnight twice or more';
j4ncd14=c4ncd14;
j4ocd14=c4ocd14;
label j4ncd14='Ran away overnight twice or more';
label j4ocd14='Onset age: Ran away overnight twice or more';
end;}
J4NCD15: Often truant from school

**Conduct Disorder Variable List**

**Description**

**Raw Variable(s)**

**CAPA Interview Section**

**Glossary Notes**

**Additional Variables**

**N, Weighted Prevalence, and Missing Data**

**Citations**

**SAS CODE**

**Conduct Disorder (symptom list)**

---

**DESCRIPTION**

DSM-IV definition: Often truant from school, beginning before age 13 years. This is in the symptom category of “Serious violations of rules.”

PAPA- no variable (developmentally inappropriate for preschoolers)

YAPA-no variable (not appropriate for young adults)

Informant: CAPA- Parent and child either/or rule.

Note:

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<tr>
<th>Available (home)</th>
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<th>YAPA</th>
</tr>
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</tr>
<tr>
<td>Available (elsewhere)</td>
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90th % Cutoff

N/A 1 N/A

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**RAW VARIABLE(S)**

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<td>N</td>
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SAMPLE INTERVIEW SECTION

Definitions and questions

PATTERN OF NON-ATTENDANCE (TRUANCY)

MISSING TIME AT SCHOOL (TRUANCY)

The child fails to reach, or leaves school, without permission of school authorities, and without a normally acceptable excuse (such as illness), for reasons not associated with either separation anxiety or fear of school. The reason may be dislike of school or a wish to take part in other activities, either with or without friends.

Non-attendance because of worry or anxiety may also occur, in which case both are rated as being present.

*Have you ever skipped school?

*Have you ever skipped any classes while in school?

How often?
What about during the last 3 months?
Why was that?

Tell me about the last time.
What did you do?
What were you up to?

Were you on your own or with other children/people?

*Have you ever skipped out of school during the day?

How often?
Why was that?

Have you ever pretended to be sick so that you would not have to go to school?

IF MISSED AT LEAST ONE HALF DAY AND IF NO ACCEPTABLE REASON FOR SCHOOL ABSENCE, AND ABSENCE NOT DUE TO WORRY/ANXIETY, COMPLETE THIS SECTION AND THE LEGAL ACTION SECTION (PAGE 51)

OTHERWISE SKIP TO WORRY/ANXIETY OVER SCHOOL ATTENDANCE (PAGE 52)
WORRY/ANXIETY OVER SCHOOL ATTENDANCE AND SEPARATION

WORRY/ANXIETY OVER SCHOOL ATTENDANCE

"Have you been worried at all about going to school? What happens when you’re worried about school?"

"Do you get anxious or upset on school mornings?"

"Have you ever been unable to go to school because you were worried or upset? What happened? Have you ever pretended to be sick so that you would not have to go to school?"

WORRY/ANXIETY OVER SEPARATION

"Do you worry about being away from your family?"

"Do you worry when your parents go out without you?"

"Or when you’re at school?"

"What about if they go away without you? Such as because of work or on vacation? What do you worry about?"

MISSING TIME AT SCHOOL (WORRY/ANXIETY)

Time missed because of worry/anxiety related to school attendance. Do not include time missed for usually acceptable reasons, such as sickness.

IF THIS ITEM IS POSITIVE, REMEMBER TO CONSIDER EXCESSIVE NEED FOR REASSURANCE (PAGE 63)

IF A) ANY EVIDENCE OF WORRY/ANXIETY OVER SCHOOL ATTENDANCE IN THE SCHOOL PERIOD (PRIMARY, SECONDARY, OR TERTIARY) OR B) MISSED ANY SCHOOL TIME DUE TO WORRY/ANXIETY IN THE SCHOOL PERIOD (PRIMARY, SECONDARY, OR TERTIARY) OR C) WORRY/ANXIETY OVER SEPARATION IN LAST 3 MONTHS, COMPLETE THIS SECTION, LEGAL ACTION SECTION (PAGE 51) AND AUTONOMIC SYMPTOMS SECTION (CONSIDER INSTRUCTIONS TO INTERVIEWER, P. 73 AND P.??)

(ENDORSEMENT OF WORRY/ANXIETY OVER SCHOOL ATTENDANCE QUESTIONS ONLY, ALLOWS YOU TO SKIP THE SEPARATION PART OF THE SECTION, PAGES 57-60. ENDORSEMENT OF SEPARATION QUESTIONS REQUIRES THAT YOU DO THE WHOLE SECTION.)

OTHERWISE SKIP TO WORRIES (PAGE 61).
The child fails to reach, or leaves school, without the permission of the school authorities, and without a normally acceptable excuse (such as illness or other excuse which would be acceptable to a truancy officer), for reasons not associated with either separation anxiety or fear of school. The reason may be dislike of school or a wish to take part in other activities, either with or without friends. Non-attendance because of worry or anxiety may also occur, in which case both are rated as being present.

Code the average number of missed half days during the School Period (period when the subject was enrolled in school for at least 4 weeks).

Three lessons = 1 half day.
Six lessons = 2 half days.
Nine lessons = 3 half days.
These lessons do not have to be consecutive. If various classes are missed, add them and divide by 3 to ascertain number of half days missed.

Do not include time missed because of worries/anxieties about school or separation from major attachment figures. This is recorded under Missing Time at School (Worry/Anxiety).

Include skipping scheduled free periods (such as lunch) as well as classes skipped without leaving the school grounds (e.g. hiding in the bathroom during a scheduled class). Do not include time before school or between classes when there are no class periods; this counts as Rule breaking not Truancy.

If a child has not dropped out (i.e. parents and/or teachers expect the child to be in school), time missed (even if it is extensive) counts as truancy, even if the child is old enough to have dropped out (i.e. over 16 years old).

In cases in which the child skipped school, but not as many as three classes, mark 2 for skipped school, 0 for number of half days, and S the section.

The child remains at home from school for reasons not connected with school-related worries or fears or separation worries or fears. Thus the child may report disliking school, or regard going to school as a waste of time, but s/he is not afraid of going to school or leaving the home.
0 = Does not stay at home.
2 = Stays at home on at least one occasion in the last 3 months.

HAS TO BE TAKEN TO SCHOOL (TRUANCY)

The child's parents or some other adult (such as an education welfare officer) have to take the child to school to ensure arrival, for reasons other than because the child is anxious about leaving home or going to school. Do not include children who are taken to school by other children or their older siblings.

PARENTAL COLLUSION (TRUANCY)

The child is out of school, meeting the criteria for Missing Time at School (Truancy). The parents know the child is not attending school and do not take measures to get the child to school.

If the parents have no knowledge of their child's truancy, this item is coded as structurally missing.

0 = The child has truanted in the last three months and his/her parents have made repeated, consistent attempts to get him/her to attend school (irrespective of whether these attempts were successful).

1 = Sporadic and inconsistent parental attempts to get the child to attend school.

2 = Child truanted in the last three months, without parental attempts to enforce school attendance.

S = Child has not truanted, or parent does not know that child has truanted.

RUNS OUT OF SCHOOL (TRUANCY)

Child either fails to reach school, or leaves school, before the end of the school day, without permission, for reasons other than fear of school or fear of separation from major attachment figures.

3 possible patterns are coded under this heading:

CHILD FAILS TO REACH, OR LEAVES, SCHOOL AND RETURNS HOME (TRUANCY).

CHILD FAILS TO REACH, OR LEAVES, SCHOOL AND GOES OFF ALONE (TRUANCY).

CHILD FAILS TO REACH, OR LEAVES, SCHOOL AND CHILD GOES OFF WITH PEERS (TRUANCY).
### N, WEIGHTED PREVALENCE, AND MISSING DATA

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<tr>
<th></th>
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<th></th>
<th>CAPA</th>
<th></th>
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</table>

Missing data notes:
- PAPA: no variable.
- CAPA: no notes.
- YAPA: no variable.

### OTHER VARIABLES

#### J4OCD15: 'Onset age: Truant at least twice before age 13'

### SAS CODE

```sas
**************SAS Code for PAPA**************;
p4ncd15=.; p4ocd15=.;
  label p4ncd15='DSM:no variable for truant b/c developmentally inappropriate for preschoolers';
  label p4ocd15='DSM:no variable for truant b/c developmentally inappropriate for preschoolers';

**************SAS Code for CAPA**************;
if yapa ne 1 then do;
ptruanf=sum(of pBC6F01 pBD7F01);
if ptruanf ge 3 AND (( 0 < ((agedays-pbc6o01)/365.25) < 13 ) OR ( 0 < ((agedays-pbd7o01)/365.25) < 13 )) then do;
```
if ( 0 < ((agedays-pbc6o01)/365.25) < 13 ) and pbc6f01 ge 1 then do;
p4ncd15=1;
p4ocd15=(agedays-pbc6o01);
end;
if ( 0 < ((agedays-pbd7o01)/365.25) < 13 ) and pbd7f01 ge 1 then do;
p4ncd15=1;
p4ocd15=min(p4ocd15,(agedays-pbd7o01));
end;
else if ptruanf ne . then p4ncd15 = 0;

label p4ncd15='Truant at least twice before age 13';
label p4ocd15='Onset age: Truant at least twice before age 13';

ctruanf=sum(of cBC6F01 cBD7F01);
if ctruanf ge 3 AND
(( 0 < ((agedays-cbc6o01)/365.25) < 13 ) OR
( 0 < ((agedays-cbd7o01)/365.25) < 13 ))
then do;
if ( 0 < ((agedays-cbc6o01)/365.25) < 13 ) and cbc6f01 ge 1 then do;
c4ncd15=1;
c4ocd15=(agedays-cbc6o01);
end;
if ( 0 < ((agedays-cbd7o01)/365.25) < 13 ) and cbd7f01 ge 1 then do;
c4ncd15=1;
c4ocd15=min(c4ocd15,(agedays-cbd7o01));
end;
else if ctruanf ne . then c4ncd15 = 0;

label c4ncd15='Truant at least twice before age 13';
label c4ocd15='Onset age: Truant at least twice before age 13';

if c4ncd15 = 1 or p4ncd15 = 1 then j4ncd15=1;
else if c4ncd15 ne . or p4ncd15 ne . then j4ncd15=0;

j4ocd15=min(c4ocd15,p4ocd15);

label j4ncd15='Truant at least twice before age 13';
label j4ocd15='Onset age: Truant at least twice before age 13';

end;

**************SAS Code for YAPA**********************;
*** no variable in YAPA version ***;

### J4L_CD: Conduct disorder with duration

**Conduct Disorder Variable List**

**Description**

**Symptom Variable(s)**

**Glossary Notes**

**Additional Variables**

N, Weighted Prevalence, and Missing Data

**Citations**

**SAS CODE**
DESCRIPTION

DSM-IV definition:
A repetitive and persistent pattern of behavior in which the basic rights of others or major age-appropriate societal norms or rules are violated, as manifested by the presence of three (or more) of the following criteria in the past 12 months, with at least one criterion present in the past 6 months. The patterns associated with conduct disorder must be present for a duration equal or greater than 182 days.

Changes: The DSM-III-R item list was modified and expanded (by adding two items: "staying out at night" and "intimidating others"). This modification is based on the field-trial results and provides a definition that includes behaviors characteristic of females with a Conduct Disorder. In addition, the items are organized into thematically related groups (aggression to people and animals, destruction of property, deceitfulness or theft, serious violations of rules) to facilitate their use. New subtypes based on age at onset have been provided in DSM-IV to reflect that earlier age at onset has a worse prognosis and is more likely to be associated with aggressive behavior and with adult Antisocial Personality Disorder.

Informant: PAPA- Parent only.
CAPA- Parent and child either/or rule.
YAPA- Self-report.

Note:

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<th>SYMPTOM VARIABLE(S)</th>
</tr>
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<tbody>
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<td><strong>PAPA</strong></td>
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<tr>
<td>j4ncd1 (Bullying)</td>
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<tr>
<td>j4ncd2 (Fights more than once per month)</td>
</tr>
<tr>
<td>j4ncd3 (Use of weapon)</td>
</tr>
<tr>
<td>j4ncd4 (Has been cruel to people)</td>
</tr>
<tr>
<td>j4ncd5 (Has been cruel to animals)</td>
</tr>
<tr>
<td>j4ncd6 (Stealing with confrontation)</td>
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<tr>
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<td>j4ncd14</td>
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<tr>
<td>j4ncd15</td>
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</table>

GLOSSARY NOTES

(Notes from CAPA Glossary)

CONDUCT DISORDER

The items in this section are not necessarily mutually exclusive. Items that are coded under, for instance, Stealing may be simultaneously coded under Delinquency if they led to police involvement.

Purposes of the Section

The section has 5 major functions:

(1) To elucidate a wide range of conduct problem behaviors within 3 settings:

   (a) the school
   (b) the home
   (c) elsewhere.

(2) To assess the subject's use of cigarettes, alcohol and other drugs.

(3) To provide entry to the Hyperactivity/ADD section in the parent interview, since there is considerable behavioral overlap between these disorders and Conduct Disorder.

(4) To provide entry to the sections covering affective symptomatology through the subject's report of his mood and feelings in relation to his conduct.

(5) To provide an entry to the assessment of functional Incapacity
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<tr>
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</table>

Missing data notes:
- PAPA: no notes.
- CAPA: no notes.
- YAPA: no notes.

**OTHER VARIABLES**

**J4NCD** = ‘Number of DSM-IV CD symptoms’

**J4OCD** = ‘Onset age: DSM-IV CD symptoms’

**J4_CD** = ‘DSM-IV CD without duration’

**J4I_CD** = ‘DSM-IV CD with incapacity’

**J4CDONS** = ‘Duration of joint conduct disorder symptoms’

**J4LOCD** = ‘Onset age: CD symptoms with duration’

**J4LDCD** = ‘Onset age: CD diagnosis with duration’

**J4L_ACD** = ‘Adolescent onset of CD age > 10’

**J4L_CCD** = ‘Childhood onset of CD age < 10’

**SAS CODE**

```
***************SAS Code for PAPA***************;
if instrument='PAPA' and version='1.3' then do;
```
array pge1x_array pge1x16 pge1x17 pge1x18 pge1x19
    pge1x20 pge1x21 pge1x22 pge1x23;

do over pge1x_array;
    if pge1x_array=2 then pge1x_flag=1;
end;
array pge9x_array pge9x05 pge9x06 pge9x07 pge9x08
    pge9x09 pge9x10 pge9x11;

do over pge9x_array;
    if pge9x_array=2 then pge9x_flag=1;
end;

if pge9x_flag=1 or (pge1i01=3 and pge1x_flag=1)
    then pancdnew=1;
else if pge9i01 ne . or pge1i01 ne . then pancdnew=0;
end;

else if instrument='PAPA' and (version='1.4' or substr(version,1,3)='2.0') then do;

    *** array pge1x_array pge1x16 pge1x17 pge1x18 pge1x19
    ***    pge1x20 pge1x21 pge1x22 pge1x23;

do over pge1x_array;
    if pge1x_array=2 then pge1x_flag=1;
end;
array pgm6x_array pgm6x01 pgm6x02 pgm6x03
    pgm6x04 pgm6x05 pgm6x06;

do over pgm6x_array;
    if pgm6x_array=2 then pgm6x_flag=1;
end;
array pgm7x_array pgm7x01 pgm7x02 pgm7x03
    pgm7x04 pgm7x05 pgm7x06;

do over pgm7x_array;
    if pgm7x_array=2 then pgm7x_flag=1;
end;
array pgm8x_array pgm8x01 pgm8x02 pgm8x03
    pgm8x04 pgm8x05 pgm8x06;

do over pgm8x_array;
    if pgm8x_array=2 then pgm8x_flag=1;
end;

*** ERR pgm9 is written as pgm9 in all of the ***;
*** ePAPA instruments ***;
*** I don't think the variable is used in any ***;
*** code besides this PAPA CD program ***;

*** old code ***;
*** array pgm9x_array pgm9x01 pgm9x02 pgm9x03
***    pgm9x04 pgm9x05 pgm9x06;

*** do over pgm9x_array;
***    if pgm9x_array=2 then pgm9x_flag=1;
***    end;
array pMG9x_array pMG9x01 pMG9x02 pMG9x03
       pMG9x04 pMG9x05 pMG9x06;
do over pMG9x_array;
   if pMG9x_array=2 then pMG9x_flag=1;
end;

array pgn0x_array pgn0x01 pgn0x02 pgn0x03
       pgn0x04 pgn0x05 pgn0x06;
do over pgn0x_array;
   if pgn0x_array=2 then pgn0x_flag=1;
end;

array pgn1x_array pgn1x01 pgn1x02 pgn1x03
       pgn1x04 pgn1x05 pgn1x06;
do over pgn1x_array;
   if pgn1x_array=2 then pgn1x_flag=1;
end;

*** ERR pgm9 named pmg9 in ePAPA ***;

*** old code ***;
*** if    pgm6x_flag=1 or pgm7x_flag=1 or pgm8x_flag=1 or
***     pgm9x_flag=1 or pgn0x_flag=1 or pgn1x_flag=1
*** then pncdnew=1;
*** else if pgm6i01=0 or pgm7i01=0 or pgm8i01=0 or
***     pgm9i01=0 or pgn0i01=0 or pgn1i01=0
*** then pncdnew=0;
if    pgm6x_flag=1 or pgm7x_flag=1 or pgm8x_flag=1 or
     pMG9x_flag=1 or pgn0x_flag=1 or pgn1x_flag=1
     then pncdnew=1;
else if pgm6i01=0 or pgm7i01=0 or pgm8i01=0 or
     pMG9i01=0 or pgn0i01=0 or pgn1i01=0
     then pncdnew=0;
end;

pncdnew=.

label pncdnew='RDC-PA:often reacts to frustration with aggression towards others';
label pncdnew='RDC-PA:Onset age: often reacts to frustration with aggression towards others';

*** RDC experimental symptom: "is often verbally aggressive-swears ***;
*** or threats of violence towards adults" ***;
p4nswear=sum (of pga4f01 pga4f02 pga4f03);
label p4nswear='frequency of swearing in front of disapproving adults';

if p4nswear ge 1 then do;
   pncdexp1=1;
   pncdexp1=(agedays-pga4o01);
end;
else if p4nswear <1 . or
     (p4nswear=. and (pga4i01=0)) then pncdexp1 = 0;
label pancdexp1='RDC-PA experimental sx: swearing more than once in front of disapproving adults despite admonishment';
label paocdexp1='RDC-PA experimental sx: Onset age: swearing more than once in front of disapproving adults despite admonishment';

*** Count of DSM-IV Conduct disorder symptoms ***;
*** PAPA version ***;
p4ncd=sum(of p4ncd1-p4ncd15);
label p4ncd='DSM: Number of CD symptoms (only 9 out of 15 CD symptoms developmentally appropriate for preschoolers)';

j4ncd = p4ncd;
label j4ncd='DSM: Number of CD symptoms (only 9 out of 15 CD symptoms developmentally appropriate for preschoolers)';

*** 3 or more DSM-IV Conduct disorder symptoms ***;
*** PAPA VERSION ***;
if p4ncd ge 3 then do;
p4_cd=1;
p40cd=min(of p4ocd1-p4ocd15);

*** find 3rd largest onset date to meet initial diagnosis criteria ***;
array p4ocd_array p4ocd1-p4ocd15;
array p4xcd_array p4xcd1-p4xcd15;
if p4ncd ge 3 then do;
do over p4ocd_array;
p4xcd_array=p4ocd_array;
end;
do i=1 to 3;
p4dcd=min(of p4xcd1-p4xcd15);
if i<3 then do over p4xcd_array;
  if p4dcd=p4xcd_array and p4dcd ne . then do;
p4dcd=.;
p4xcd_array=.;
  end;
end;
drop p4xcd1-p4xcd15;
end;
else if p4ncd ne . then p4_cd=0;

j4_cd = p4_cd;
j4ocd = p40cd;
j4dcd = p4dcd;

label p4_cd='DSM: CD diagnosis (3 or more sx)';
label p40cd='DSM: Onset of first CD symptoms';
label p4dcd='DSM: Onset of meeting CD diagnostic criteria';

label j4_cd='DSM: CD diagnosis (3 or more sx)';
label j40cd='DSM: Onset of first CD symptoms';
label j4dcd='DSM: Onset of meeting CD diagnostic criteria';

*** because variables imply presence in last 3 months, ***;
*** p4l_cd is not relevant as it is the same as p4_cd ***;
p4l_cd=p4_cd;
  label p4l_cd='CD with duration criterion, same as p4_cd';

j4l_cd = p4l_cd;
  label j4l_cd='CD with duration criterion, same as p4_cd';

*** old code ***;
*** if p4ncd ge 3 and p_inc=1 then p4i_cd=1;
*** else if p4ncd=0 or p Inc=0 then p4i_cd=0;
*** label p4i_cd='DSM:CD diagnosis with impairment';

***********SAS Code for CAPA*******************;
j4ncd=sum(of j4ncd1-j4ncd15);
j4ocd=min(of j4ocd1-j4ocd15);
  label j4ncd='Number of DSM-IV CD symptoms';
  label j4ocd='Onset age: DSM-IV CD symptom';

*** find the third largest date of onset to match the requirement for first 3 symptoms ***;
array j41cd j4ocd1-j4ocd15;
array j4xcd j4xcd1-j4xcd15;
  if j4ncd ge 3 then do;
    do over j41cd;
      j4xcd=j41cd;
    end;
    do i=1 to 3;
      j4dcd=min(of j4xcd1-j4xcd15);
      if i<3 then do over j4xcd;
        if j4dcd=j4xcd and j4dcd^=. then do;
          j4dcd=.;
          j4xcd=.;
        end;
      end;
    end;
  drop j4xcd1-j4xcd15;
  label j4dcd='Onset age: CD diagnosis';
  if j4ncd ge 3 then j4_cd=1;
  else if j4ncd ne . then j4_cd=0;
  label j4_cd='DSM-IV CD without duration';
  if j4_cd=1 and j_inc=1 then j4i_cd=1;
  else if j4ncd ne . then j4i_cd=0;
  label j4i_cd='DSM-IV CD with incapacity';
  /* Determination of onset date for Conduct disorder*/
  if study='GSMS' and wave=1 then do;
    ccdl=max(of
cGA6001
cGA7001
cGA8001
cGB1001
cGB3001
cGB5001
cGB9001
cGC1001
cGC8001
cGC3001
cGC4001
cGE3001
cBC6001
cBD7001
cGE2001
cGH2001
cGE5001
/*cGE8001*/
cGE9001
cGF1001
cGF3001
cGF5001
cGH3001
/*cgj5o01*/
cgb7001
cgc7001
cge4o01
/*cgf2o01*/
)
);
c4cdons=max(of
ccd1
cgf7001
/*cgj1o01*/
cgf2001
/*cgf6001
cgf8001
*/cgh001*/
)
);
 pcld1=max(of
pGA6001
pGA7001
pGA8001
pGB1001
pGB3001
pGB5001
pGB9001
pGC1001
pGC8001
pGC3001
pGC4001
pGE3001
pBC6001
pBD7001
pGE2001
pGH2001
pGE5001
/*pGE8001*/
pGE9001
pGF1001
pGF3001
pGF5001
pGH3001
/*pgj5o01*/
pgb7001
pgc7001
pge4o01
/*pgf2o01*/
);

p4cdons=max(of
pcdl
pgf7o01
/*pgj1o01*/
pgf2o01
/*pgf6o01
pgf8o01
pgh8o01*/)
);

end;

else do;

ccdl=max(of
ccdl
cgf7o01
/*pgj1o01*/
cgf2o01
/*pgf6o01
pgf8o01
pgh8o01*/)
);

c4cdons=max(of
ccdl
cgf7o01
cgj1o01
cgf2o01

c4cdons=max(of
ccdl
cgf7o01
cgj1o01
\begin{verbatim}

  end;

  p4cdons=max(of pcdl pgf7001 pgj1001 pgf2001 pgf6001 pgf8001 pgh001)

  end;

  label c4cdons='Duration of Child conduct disorder symptoms';
  label p4cdons='Duration of Parent conduct disorder symptoms';

  j4cdons=max(c4cdons,p4cdons);

  label j4cdons='Duration of Joint conduct disorder symptoms';

  /*DSM-IV CD with duration criterion*/
\end{verbatim}
if j4_cd=1 and ((agedays-j4ocd) ge 182) then do;
   j4l_cd=1;
   j4locd=j4ocd;
   j4ldcd=j4dcd;
end;
else if j4_cd ne . then j4l_cd=0;

label j4l_cd='Joint DSM-IV CD with duration';
label j4locd='Onset age: CD symptoms with duration';
label j4ldcd='Onset age: CD diagnosis with duration';

if p4_cd=1 and ((agedays-p4ocd) ge 182) then do;
   p4l_cd=1;
   p4locd=p4ocd;
   p4ldcd=p4dcd;
end;
else if p4_cd ne . then p4l_cd=0;

label p4l_cd='Parent DSM-IIIR CD with duration';
label p4locd='Onset age: CD symptoms with duration';
label p4ldcd='Onset age: CD diagnosis with duration';

if c4_cd=1 and ((agedays-c4ocd) ge 182) then do;
   c4l_cd=1;
   c4locd=c4locd;
   c4ldcd=c4ldcd;
end;
else if c4_cd ne . then c4l_cd=0;

label c4l_cd='Child DSM-IIIR CD with duration';
label c4locd='Onset age: CD symptoms with duration';
label c4ldcd='Onset age: CD diagnosis with duration';

drop j4cdons c4cdons p4cdons;

*** childhood/adolescent onset ***;
if j41_cd=1 and (0 le (j4locd/365.25) lt 10) then do;
   j41_ccd=1;
   j41_acd=0;
end;
else if j41_cd=1 and ( (j4locd/365.25) ge 10) then do;
   j41_ccd=0;
   j41_acd=1;
end;
else if j41_cd ne . then do
   j41_ccd=0;
   j41_acd=0;
end;

label j41_ccd='childhood onset CD age<10';
label j41_acd='adolescent onset CD age>10';

***************SAS Code for YAPA***********************;
c4ncd=sum(of c4ncd1-c4ncd15);
label c4ncd='DSM-IV:Number of CD symptoms (only 13 out of 15 CD symptoms appropriate for young adults)';

j4ncd = c4ncd;
label j4ncd='DSM-IV:Number of CD symptoms (only 13 out of 15 CD symptoms appropriate for young adults)';

*** 3 or more DSM-IV Conduct disorder symptoms ***;
*** YAPA VERSION ***;

if c4ncd ge 3 then do;
c4_cd=1;
c4ocd=min(of c4ocd1-c4ocd15);

*** find 3rd largest onset date to meet initial diagnosis criteria ***;

array c4ocd_array c4ocd1-c4ocd15;
array c4xcd_array c4xcd1-c4xcd15;

if c4ncd ge 3 then do;
do over c4ocd_array;
c4xcd_array=c4ocd_array;
end;
do i=1 to 3;
c4dcd=min(of c4xcd1-c4xcd15);
if i<3 then do over c4xcd_array;
  if c4dcd=c4xcd_array and c4dcd^=. then do;
    c4dcd=.;
    c4xcd_array=.;
  end;
end;
end;
drop c4xcd1-c4xcd15;
end;
else if c4ncd ne . then c4_cd=0;

j4_cd = p4_cd;
j4ocd = p4ocd;
j4dcd = p4dcd;

label c4_cd='DSM-IV:CD diagnosis (3 or more sxs)';
label c4ocd='DSM-IV:Onset of first CD symptoms';
label c4dcd='DSM-IV:Onset of meeting CD diagnostic criteria';
label j4_cd='DSM-IV:CD diagnosis (3 or more sxs)';
label j4ocd='DSM-IV:Onset of first CD symptoms';
label j4dcd='DSM-IV:Onset of meeting CD diagnostic criteria';

if c4ncd ge 2 then j_cd =1;
else if c4ncd ne . then j_cd =0;

label j_cd = ' Alternative diagnostic variable using a 2+ symptom cutoff';

*DSM-IV CD with duration criterion;

if c4_cd=1 and ((agedays-c4ocd) ge 182) then do;
c4l_cd=1;
c4locd=c4ocd;
c4ldcd=c4dcd;
end;
else if c4_cd ne . then c4l_cd=0;
label c41_cd='Joint DSM-IV CD with duration';

j41_cd = c41_cd;
label j41_cd='Joint DSM-IV CD with duration';