ICPSR | INTER-UNIVERSITY CONSORTIUM FOR POLITICAL AND SOCIAL RESEARCH

Oregon Youth Study Wave 1, 1984-1985

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ICPSR Codebook for Target Interview Public Data

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ICPSR PROCESSING NOTES FOR #37939
Oregon Youth Study Wave 1, 1984-1985
DS 4: Target Interview Public Data

1. **Confidentiality/Disclosure Risk:** In order to protect respondent anonymity and prevent disclosure risk, ICPSR recoded the following variables in the data: **C811B7A, C811B7B, C811B7C, C811B8A, C811B8B, C811B8C, C811B9A, C811B9B, C811B9C, C811B10A, C811B10B, C811B10C, C811B11A, C811B11B, C811B11C, C811B12A, C811B12B,** and **C811B12C.** Confidential information was replaced with "MASKED BY ICPSR".

2. **Undocumented Codes:** Some variables have undocumented values. No additional information was provided.

3. **Additional Information:** For additional information on the Oregon Youth Study, please visit the [Oregon Youth Study](#) website.

ICPSR 37939

Oregon Youth Study Wave 1, 1984-1985

Variable Description and Frequencies

Note: Frequencies displayed for the variables are not weighted. They are purely descriptive and may not be representative of the study population. Please review any sampling or weighting information available with the study.

Summary statistics (minimum, maximum, arithmetic mean, median, mode, and standard deviation) may not be available for every variable in the codebook. Conversely, a listing of frequencies in table format may not be present for every variable in the codebook either. However, all variables in the dataset are present and display sufficient information about each variable. These decisions are made intentionally and are at the discretion of the archive producing this codebook.

Target Interview Public Data

FAMILY: FAMILY

Value	Label	Unweighted Frequency	%
E101	-	1	0.5 %
E102	-	1	0.5 %
E103	-	1	0.5 %
E104	-	1	0.5 %
E105	-	1	0.5 %
E106	-	1	0.5 %
E107	-	1	0.5 %
E108	-	1	0.5 %
E109	-	1	0.5 %
E110	-	1	0.5 %
E111	-	1	0.5 %
E112	-	1	0.5 %
E113	-	1	0.5 %
E114	-	1	0.5 %
E115	-	1	0.5 %
E116	-	1	0.5 %
E117	-	1	0.5 %
E118	-	1	0.5 %
E119	-	1	0.5 %
E120	-	1	0.5 %
E121	-	1	0.5 %
E122	-	1	0.5 %
E123	-	1	0.5 %
E124	-	1	0.5 %
E125	-	1	0.5 %
E126	-	1	0.5 %
E127	-	1	0.5 %
E128	-	1	0.5 %
E129	-	1	0.5 %
E130	-	1	0.5 %
E131	-	1	0.5 %
E132	-	1	0.5 %
E133	-	1	0.5 %
E134	-	1	0.5 %
E135	-	1	0.5 %

Value	Label	Unweighted Frequency	%
E136	-	1	0.5 %
E137	-	1	0.5 %
E138	-	1	0.5 %
E139	-	1	0.5 %
E140	-	1	0.5 %
E141	-	1	0.5 %
E142	-	1	0.5 %
E143	-	1	0.5 %
E144	-	1	0.5 %
E145	-	1	0.5 %
E146	-	1	0.5 %
E147	-	1	0.5 %
E149	-	1	0.5 %
E150	-	1	0.5 %
E151	-	1	0.5 %
	Total	**206**	**100%**

Please note that only the first 50 response categories are displayed in the PDF codebook. To view all response categories, please analyze the data file in the statistical package of your choice (SAS, SPSS, Stata, R).

Based upon 206 valid cases out of 206 total cases.

Location: 1-4 (width: 4; decimal: 0)
Variable Type: character

RESP: RESP

Value	Label	Unweighted Frequency	%
1	-	206	100.0 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Mean: 1.00
- Median: 1.00
- Mode: 1.00
- Minimum: 1.00
- Maximum: 1.00
- Standard Deviation: 0.00

Location: 5-5 (width: 1; decimal: 0)
Variable Type: numeric

PHASE: PHASE

Value	Label	Unweighted Frequency	%
A	-	206	100.0 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

Location: 6-6 (width: 1; decimal: 0)
Variable Type: character

MONTH: MONTH

Value	Label	Unweighted Frequency	%
1	-	8	3.9 %
2	-	36	17.5 %
3	-	47	22.8 %
4	-	46	22.3 %
5	-	34	16.5 %
6	-	22	10.7 %
7	-	1	0.5 %
11	-	4	1.9 %
12	-	8	3.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Mean: 4.15
- Median: 4.00
- Mode: 3.00
- Minimum: 1.00
- Maximum: 12.00
- Standard Deviation: 2.31

Location: 7-8 (width: 2; decimal: 0)
Variable Type: numeric

DAY: DAY

Value	Label	Unweighted Frequency	%
1	-	5	2.4 %
2	-	7	3.4 %
3	-	7	3.4 %
4	-	8	3.9 %
5	-	3	1.5 %
6	-	8	3.9 %
7	-	7	3.4 %
8	-	10	4.9 %

Value	Label	Unweighted Frequency	%
9	-	5	2.4 %
10	-	6	2.9 %
11	-	4	1.9 %
12	-	10	4.9 %
13	-	8	3.9 %
14	-	9	4.4 %
15	-	8	3.9 %
16	-	8	3.9 %
17	-	6	2.9 %
18	-	9	4.4 %
19	-	12	5.8 %
20	-	6	2.9 %
21	-	7	3.4 %
22	-	7	3.4 %
23	-	5	2.4 %
24	-	6	2.9 %
25	-	5	2.4 %
26	-	10	4.9 %
27	-	2	1.0 %
28	-	7	3.4 %
29	-	6	2.9 %
30	-	3	1.5 %
31	-	2	1.0 %
Total		**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Mean: 15.26
- Median: 15.00
- Mode: 19.00
- Minimum: 1.00
- Maximum: 31.00
- Standard Deviation: 8.24

Location: 9-10 (width: 2; decimal: 0)
Variable Type: numeric

YEAR: YEAR

Value	Label	Unweighted Frequency	%
84	-	114	55.3 %
85	-	92	44.7 %
Total		**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Mean: 84.45
- Median: 84.00
- Mode: 84.00
- Minimum: 84.00
- Maximum: 85.00
- Standard Deviation: 0.50

Location: 11-12 (width: 2; decimal: 0)
Variable Type: numeric

INTERV: INTERV

Value	Label	Unweighted Frequency	%
	-	2	1.0 %
41	-	14	6.8 %
45	-	1	0.5 %
51	-	31	15.0 %
52	-	44	21.4 %
53	-	21	10.2 %
54	-	28	13.6 %
55	-	7	3.4 %
59	-	13	6.3 %
60	-	6	2.9 %
61	-	12	5.8 %
62	-	10	4.9 %
66	-	17	8.3 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

Location: 13-14 (width: 2; decimal: 0)
Variable Type: character

C811A2: Nights a week child does homework

Value	Label	Unweighted Frequency	%
1	0 nights	55	26.7 %
2	1-2 nights	69	33.5 %
3	3-4 nights	51	24.8 %
4	5-6 nights	26	12.6 %
5	7 nights	5	2.4 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 15-15 (width: 1; decimal: 0)
Variable Type: numeric

C811A3: Hours per day spent watching T.V.

Value	Label	Unweighted Frequency	%
1	0 hours per day	2	1.0 %
2	Less than 1 hr day	10	4.9 %
3	1-2 hrs. a day	40	19.4 %
4	2.5-4 hrs.a day	81	39.3 %
5	More than 4 hr day	71	34.5 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 16-16 (width: 1; decimal: 0)
Variable Type: numeric

C811A6: Did you take a bath or shower yesterday

Value	Label	Unweighted Frequency	%
1	Yes	103	50.0 %
2	No	102	49.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 17-17 (width: 1; decimal: 0)
Variable Type: numeric

C811B1: How do you get along with Mom,Stepmom

Value	Label	Unweighted Frequency	%
1	Very well	110	53.4 %
2	Quite well	56	27.2 %

Value	Label	Unweighted Frequency	%
3	Okay	28	13.6 %
4	Not too well	3	1.5 %
5	Not at all	0	0.0 %
	Missing Data		
.	-	9	4.4 %
	Total	**206**	**100%**

Based upon 197 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 18-18 (width: 1; decimal: 0)
Variable Type: numeric

C811B2: How do you get along with Dad,Stepdad

Value	Label	Unweighted Frequency	%
1	Very well	67	32.5 %
2	Quite well	56	27.2 %
3	Okay	23	11.2 %
4	Not too well	2	1.0 %
5	Not at all	5	2.4 %
6	-	2	1.0 %
	Missing Data		
.	-	51	24.8 %
	Total	**206**	**100%**

Based upon 155 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 19-19 (width: 1; decimal: 0)
Variable Type: numeric

C811B3: Do you have any brothers and sisters

Value	Label	Unweighted Frequency	%
1	Yes	182	88.3 %
2	No	21	10.2 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 20-20 (width: 1; decimal: 0)
Variable Type: numeric

C811B3A: SIBLING CODE

Value	Label	Unweighted Frequency	%
4	OLDER MALE	49	23.8 %
5	OLDER FEMALE	43	20.9 %
6	YOUNGER MALE	42	20.4 %
7	YOUNGER FEMALE	48	23.3 %
	Missing Data		
.	-	24	11.7 %
	Total	**206**	**100%**

Based upon 182 valid cases out of 206 total cases.

- Minimum: 4.00
- Maximum: 7.00

Location: 21-21 (width: 1; decimal: 0)
Variable Type: numeric

C811B3B: HOW DO YOU GET ALONG W/THIS SIB

Value	Label	Unweighted Frequency	%
1	VERY WELL	36	17.5 %
2	QUITE WELL	37	18.0 %
3	OKAY	66	32.0 %
4	NOT TOO WELL	36	17.5 %
5	NOT AT ALL	6	2.9 %
	Missing Data		
.	-	25	12.1 %
	Total	**206**	**100%**

Based upon 181 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 22-22 (width: 1; decimal: 0)
Variable Type: numeric

C811B3C: HOW IS SIB RELATED TO TARGET CHILD

Value	Label	Unweighted Frequency	%
1	NATURAL	124	60.2 %
2	STEP	7	3.4 %
3	HALF	40	19.4 %
4	ADOPTIVE	2	1.0 %
5	OTHER	2	1.0 %
	Missing Data		
.	-	31	15.0 %
	Total	**206**	**100%**

Based upon 175 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 23-23 (width: 1; decimal: 0)
Variable Type: numeric

C811B4A: SIBLING CODE

Value	Label	Unweighted Frequency	%
4	OLDER MALE	21	10.2 %
5	OLDER FEMALE	23	11.2 %
6	YOUNGER MALE	22	10.7 %
7	YOUNGER FEMALE	26	12.6 %
	Missing Data		
.	-	114	55.3 %
	Total	**206**	**100%**

Based upon 92 valid cases out of 206 total cases.

- Minimum: 4.00
- Maximum: 7.00

Location: 24-24 (width: 1; decimal: 0)
Variable Type: numeric

C811B4B: HOW DO YOU GET ALONG W/THIS SIB

Value	Label	Unweighted Frequency	%
1	VERY WELL	22	10.7 %
2	QUITE WELL	22	10.7 %
3	OKAY	35	17.0 %
4	NOT TOO WELL	8	3.9 %
5	NOT AT ALL	5	2.4 %

Value	Label	Unweighted Frequency	%
	Missing Data		
.	-	114	55.3 %
	Total	**206**	**100%**

Based upon 92 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 25-25 (width: 1; decimal: 0)
Variable Type: numeric

C811B4C: HOW IS SIB RELATED TO TARGET CHILD

Value	Label	Unweighted Frequency	%
1	NATURAL	51	24.8 %
2	STEP	6	2.9 %
3	HALF	27	13.1 %
4	ADOPTIVE	2	1.0 %
5	OTHER	2	1.0 %
	Missing Data		
.	-	118	57.3 %
	Total	**206**	**100%**

Based upon 88 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 26-26 (width: 1; decimal: 0)
Variable Type: numeric

C811B5A: SIBLING CODE

Value	Label	Unweighted Frequency	%
4	OLDER MALE	13	6.3 %
5	OLDER FEMALE	9	4.4 %
6	YOUNGER MALE	6	2.9 %
7	YOUNGER FEMALE	18	8.7 %
	Missing Data		
.	-	160	77.7 %
	Total	**206**	**100%**

Based upon 46 valid cases out of 206 total cases.

- Minimum: 4.00
- Maximum: 7.00

Location: 27-27 (width: 1; decimal: 0)
Variable Type: numeric

C811B5B: HOW DO YOU GET ALONG W/THIS SIB

Value	Label	Unweighted Frequency	%
1	VERY WELL	15	7.3 %
2	QUITE WELL	12	5.8 %
3	OKAY	13	6.3 %
4	NOT TOO WELL	4	1.9 %
5	NOT AT ALL	2	1.0 %
	Missing Data		
.	-	160	77.7 %
	Total	**206**	**100%**

Based upon 46 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 28-28 (width: 1; decimal: 0)
Variable Type: numeric

C811B5C: HOW IS SIB RELATED TO TARGET CHILD

Value	Label	Unweighted Frequency	%
1	NATURAL	29	14.1 %
2	STEP	3	1.5 %
3	HALF	11	5.3 %
4	ADOPTIVE	2	1.0 %
5	OTHER	0	0.0 %
	Missing Data		
.	-	161	78.2 %
	Total	**206**	**100%**

Based upon 45 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 29-29 (width: 1; decimal: 0)
Variable Type: numeric

C811B6A: SIBLING CODE

Value	Label	Unweighted Frequency	%
4	OLDER MALE	5	2.4 %
5	OLDER FEMALE	5	2.4 %
6	YOUNGER MALE	7	3.4 %
7	YOUNGER FEMALE	2	1.0 %
	Missing Data		
.	-	187	90.8 %
	Total	**206**	**100%**

Based upon 19 valid cases out of 206 total cases.

- Minimum: 4.00
- Maximum: 7.00

Location: 30-30 (width: 1; decimal: 0)
Variable Type: numeric

C811B6B: HOW DO YOU GET ALONG W/THIS SIB

Value	Label	Unweighted Frequency	%
1	VERY WELL	9	4.4 %
2	QUITE WELL	4	1.9 %
3	OKAY	3	1.5 %
4	NOT TOO WELL	2	1.0 %
5	NOT AT ALL	1	0.5 %
	Missing Data		
.	-	187	90.8 %
	Total	**206**	**100%**

Based upon 19 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 31-31 (width: 1; decimal: 0)
Variable Type: numeric

C811B6C: HOW IS SIB RELATED TO TARGET CHILD

Value	Label	Unweighted Frequency	%
1	NATURAL	14	6.8 %
2	STEP	3	1.5 %
3	HALF	2	1.0 %
4	ADOPTIVE	0	0.0 %
5	OTHER	0	0.0 %

Value	Label	Unweighted Frequency	%
	Missing Data		
.	-	187	90.8 %
	Total	**206**	**100%**

Based upon 19 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 32-32 (width: 1; decimal: 0)
Variable Type: numeric

C811B7A: SIBLING CODE [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 33-33 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B7B: HOW DO YOU GET ALONG W/THIS SIB [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 34-34 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B7C: HOW IS SIB RELATED TO TARGET CHILD [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 35-35 (width: 1; decimal: 0)

Variable Type: numeric
(Range of) Missing Values: 1

C811B8A: SIBLING CODE [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 36-36 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B8B: HOW DO YOU GET ALONG W/THIS SIB [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 37-37 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B8C: HOW IS SIB RELATED TO TARGET CHILD [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 38-38 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B9A: SIBLING CODE [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 39-39 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B9B: HOW DO YOU GET ALONG W/THIS SIB [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 40-40 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B9C: HOW IS SIB RELATED TO TARGET CHILD [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 41-41 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B10A: SIBLING CODE [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 42-42 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B10B: HOW DO YOU GET ALONG W/THIS SIB [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %

Value	Label	Unweighted Frequency	%
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 43-43 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B10C: HOW IS SIB RELATED TO TARGET CHILD [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 44-44 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B11A: SIBLING CODE [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 45-45 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B11B: HOW DO YOU GET ALONG W/THIS SIB [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 46-46 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B11C: HOW IS SIB RELATED TO TARGET CHILD [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 47-47 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B12A: SIBLING CODE [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 48-48 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B12B: HOW DO YOU GET ALONG W/THIS SIB [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 49-49 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811B12C: HOW IS SIB RELATED TO TARGET CHILD [MASKED BY ICPSR]

Value	Label	Unweighted Frequency	%
	Missing Data		
1	MASKED BY ICPSR	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 50-50 (width: 1; decimal: 0)
Variable Type: numeric
(Range of) Missing Values: 1

C811C1: How often do you talk about problems

Value	Label	Unweighted Frequency	%
1	Never	15	7.3 %
2	Hardly ever	57	27.7 %
3	Sometimes	70	34.0 %
4	Mostly	58	28.2 %
5	Always	6	2.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 51-51 (width: 1; decimal: 0)
Variable Type: numeric

C811C2A: First choice of who you talk with

Value	Label	Unweighted Frequency	%
1	Mother	119	57.8 %
2	Father	21	10.2 %
3	Mother & Father	28	13.6 %
4	Brother,sister	7	3.4 %
5	All siblings	2	1.0 %
6	All family	2	1.0 %
7	Friend	12	5.8 %
8	Relative	2	1.0 %
9	Teacher	4	1.9 %
10	Other	4	1.9 %
11	-	1	0.5 %
	Missing Data		
.	-	4	1.9 %
	Total	**206**	**100%**

Based upon 202 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 11.00

Location: 52-53 (width: 2; decimal: 0)
Variable Type: numeric

C811C2B: Second choice of who you talk with

Value	Label	Unweighted Frequency	%
0	-	1	0.5 %
1	Mother	7	3.4 %
2	Father	31	15.0 %
3	Mother & Father	3	1.5 %
4	Brother,sister	10	4.9 %
5	All siblings	0	0.0 %
6	All family	0	0.0 %
7	Friend	12	5.8 %
8	Relative	6	2.9 %
9	Teacher	5	2.4 %
10	Other	5	2.4 %
98	-	2	1.0 %
	Missing Data		
.	-	124	60.2 %
	Total	**206**	**100%**

Based upon 82 valid cases out of 206 total cases.

- Minimum: 0.00
- Maximum: 98.00

Location: 54-55 (width: 2; decimal: 0)
Variable Type: numeric

C811C2C: Third choice of who you talk with

Value	Label	Unweighted Frequency	%
1	Mother	2	1.0 %
2	Father	2	1.0 %
3	Mother & Father	0	0.0 %
4	Brother,sister	1	0.5 %
5	All siblings	0	0.0 %
6	All family	0	0.0 %
7	Friend	6	2.9 %
8	Relative	1	0.5 %
9	Teacher	1	0.5 %
10	Other	5	2.4 %
98	-	2	1.0 %
	Missing Data		
.	-	186	90.3 %
	Total	**206**	**100%**

Based upon 20 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 98.00

Location: 56-57 (width: 2; decimal: 0)
Variable Type: numeric

C811C3A: Who gets upset when issues in family

Value	Label	Unweighted Frequency	%
1	Mom	83	40.3 %
2	Dad	56	27.2 %
3	Mom & Dad	8	3.9 %
4	Target child	18	8.7 %
5	Other kids	25	12.1 %
6	All children	2	1.0 %
7	Everyone	0	0.0 %
8	No one	11	5.3 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 8.00

Location: 58-58 (width: 1; decimal: 0)
Variable Type: numeric

C811C3B: Who gets upset when issues in family

Value	Label	Unweighted Frequency	%
1	Mom	3	1.5 %
2	Dad	8	3.9 %
3	Mom & Dad	1	0.5 %
4	Target child	1	0.5 %
5	Other kids	3	1.5 %
6	All children	1	0.5 %
7	Everyone	1	0.5 %
8	No one	0	0.0 %
9	-	1	0.5 %
	Missing Data		
.	-	187	90.8 %
	Total	**206**	**100%**

Based upon 19 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 9.00

Location: 59-59 (width: 1; decimal: 0)
Variable Type: numeric

C811C4: How often do you disagree with Mom

Value	Label	Unweighted Frequency	%
1	Once or less a year	20	9.7 %
2	Once a month	36	17.5 %
3	Once a week	65	31.6 %
4	Once a day	58	28.2 %
5	More than 1x a day	19	9.2 %
6	-	2	1.0 %
	Missing Data		
.	-	6	2.9 %
	Total	**206**	**100%**

Based upon 200 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 60-60 (width: 1; decimal: 0)
Variable Type: numeric

C811C5: How often do you disagree with Dad

Value	Label	Unweighted Frequency	%
1	Once or less a year	19	9.2 %
2	Once a month	32	15.5 %
3	Once a week	57	27.7 %
4	Once a day	23	11.2 %
5	More than 1x a day	19	9.2 %
6	-	8	3.9 %
	Missing Data		
.	-	48	23.3 %
	Total	**206**	**100%**

Based upon 158 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 61-61 (width: 1; decimal: 0)

C811C6A: Who works to settle family disagreements

Value	Label	Unweighted Frequency	%
1	Mom	84	40.8 %
2	Dad	63	30.6 %
3	Mom & Dad	29	14.1 %
4	Target child	5	2.4 %
5	Other kids	4	1.9 %
6	All children	1	0.5 %
7	Everyone	17	8.3 %
8	No one	3	1.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 8.00

Location: 62-62 (width: 1; decimal: 0)
Variable Type: numeric

C811C6B: Who works to settle family disagreements

Value	Label	Unweighted Frequency	%
1	Very well	3	1.5 %
2	Quite well	5	2.4 %
3	Okay	0	0.0 %
4	Not too well	9	4.4 %
5	Not at all	1	0.5 %
6	-	1	0.5 %
7	-	2	1.0 %
9	-	2	1.0 %
	Missing Data		
.	-	183	88.8 %
	Total	**206**	**100%**

Based upon 23 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 9.00

Location: 63-63 (width: 1; decimal: 0)
Variable Type: numeric

C811C7: How often agree with Moms solutions

Value	Label	Unweighted Frequency	%
1	Never	2	1.0 %
2	Hardly ever	11	5.3 %
3	Sometimes	54	26.2 %
4	Mostly	99	48.1 %
5	Always	30	14.6 %
6	-	2	1.0 %
	Missing Data		
.	-	8	3.9 %
	Total	**206**	**100%**

Based upon 198 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 6.00

Location: 64-64 (width: 1; decimal: 0)
Variable Type: numeric

C811C8: How often agree with Dads solutions

Value	Label	Unweighted Frequency	%
1	Never	1	0.5 %
2	Hardly ever	9	4.4 %
3	Sometimes	40	19.4 %
4	Mostly	72	35.0 %
5	Always	28	13.6 %
6	-	9	4.4 %
	Missing Data		
.	-	47	22.8 %
	Total	**206**	**100%**

Based upon 159 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 6.00

Location: 65-65 (width: 1; decimal: 0)
Variable Type: numeric

C811C9: Easy to change parents mind,new info

Value	Label	Unweighted Frequency	%
1	Very hard	27	13.1 %

Value	Label	Unweighted Frequency	%
2	Hard	70	34.0 %
3	Moderate	68	33.0 %
4	Easy	30	14.6 %
5	Very easy	10	4.9 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 66-66 (width: 1; decimal: 0)
Variable Type: numeric

C811C10: Easy to change parents mind,nagging

Value	Label	Unweighted Frequency	%
1	Very hard	72	35.0 %
2	Hard	75	36.4 %
3	Moderate	24	11.7 %
4	Easy	28	13.6 %
5	Very easy	6	2.9 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 67-67 (width: 1; decimal: 0)
Variable Type: numeric

C811C11: How often avoid troublesome topics

Value	Label	Unweighted Frequency	%
1	Never	18	8.7 %
2	Hardly ever	69	33.5 %
3	Sometimes	79	38.3 %
4	Mostly	23	11.2 %
5	Always	15	7.3 %

Value	Label	Unweighted Frequency	%
9	-	1	0.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 9.00

Location: 68-68 (width: 1; decimal: 0)
Variable Type: numeric

C811C12: How satisfied with familys problem solve

Value	Label	Unweighted Frequency	%
1	Not at all	3	1.5 %
2	Unsatisfied	5	2.4 %
3	Neutral	61	29.6 %
4	Satisfied	92	44.7 %
5	Very satisfied	44	21.4 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 69-69 (width: 1; decimal: 0)
Variable Type: numeric

C811C13: How often discussion side-tracked

Value	Label	Unweighted Frequency	%
1	Never	13	6.3 %
2	Hardly ever	63	30.6 %
3	Sometimes	86	41.7 %
4	Mostly	33	16.0 %
5	Always	10	4.9 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 70-70 (width: 1; decimal: 0)
Variable Type: numeric

C811C14: Avoid discussing problem,doesnt help

Value	Label	Unweighted Frequency	%
1	Yes	86	41.7 %
2	No	120	58.3 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 71-71 (width: 1; decimal: 0)
Variable Type: numeric

C811C15: How often choose,plan fun activity

Value	Label	Unweighted Frequency	%
1	Never	6	2.9 %
2	Hardly ever	33	16.0 %
3	Sometimes	86	41.7 %
4	Mostly	67	32.5 %
5	Always	14	6.8 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 72-72 (width: 1; decimal: 0)
Variable Type: numeric

C811D1: Say please or thank you

Value	Label	Unweighted Frequency	%
1	Never true	4	1.9 %
2	Hardly ever true	7	3.4 %
3	Sometimes true	38	18.4 %
4	True mostly	86	41.7 %

Value	Label	Unweighted Frequency	%
5	Always true	71	34.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 73-73 (width: 1; decimal: 0)
Variable Type: numeric

C811D2: Talk back to adults

Value	Label	Unweighted Frequency	%
1	Never true	41	19.9 %
2	Hardly ever true	79	38.3 %
3	Sometimes true	65	31.6 %
4	True mostly	15	7.3 %
5	Always true	6	2.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 74-74 (width: 1; decimal: 0)
Variable Type: numeric

C811D3: Give compliments

Value	Label	Unweighted Frequency	%
1	Never true	6	2.9 %
2	Hardly ever true	15	7.3 %
3	Sometimes true	59	28.6 %
4	True mostly	82	39.8 %
5	Always true	44	21.4 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 75-75 (width: 1; decimal: 0)
Variable Type: numeric

C811D4: Scream or yell at others

Value	Label	Unweighted Frequency	%
1	Never true	29	14.1 %
2	Hardly ever true	84	40.8 %
3	Sometimes true	65	31.6 %
4	True mostly	20	9.7 %
5	Always true	8	3.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 5.00

Location: 76-76 (width: 1; decimal: 0)
Variable Type: numeric

C811D5: Swear

Value	Label	Unweighted Frequency	%
1	Never true	113	54.9 %
2	Hardly ever true	51	24.8 %
3	Sometimes true	25	12.1 %
4	True mostly	11	5.3 %
5	Always true	6	2.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 5.00

Location: 77-77 (width: 1; decimal: 0)
Variable Type: numeric

C811D6: Hit or threaten to hit other kids

Value	Label	Unweighted Frequency	%
1	Never true	56	27.2 %
2	Hardly ever true	67	32.5 %
3	Sometimes true	60	29.1 %
4	True mostly	15	7.3 %
5	Always true	8	3.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 78-78 (width: 1; decimal: 0)
Variable Type: numeric

C811D7: Stop physical fights

Value	Label	Unweighted Frequency	%
1	Never true	27	13.1 %
2	Hardly ever true	29	14.1 %
3	Sometimes true	68	33.0 %
4	True mostly	49	23.8 %
5	Always true	32	15.5 %
6	-	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 79-79 (width: 1; decimal: 0)
Variable Type: numeric

C811D8: Lose your temper

Value	Label	Unweighted Frequency	%
1	Never true	9	4.4 %
2	Hardly ever true	49	23.8 %
3	Sometimes true	85	41.3 %
4	True mostly	40	19.4 %
5	Always true	23	11.2 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 80-80 (width: 1; decimal: 0)
Variable Type: numeric

C811D9: Tease

Value	Label	Unweighted Frequency	%
1	Never true	31	15.0 %
2	Hardly ever true	73	35.4 %
3	Sometimes true	74	35.9 %
4	True mostly	20	9.7 %
5	Always true	8	3.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 5.00

Location: 81-81 (width: 1; decimal: 0)
Variable Type: numeric

C811D10: Disobey adults

Value	Label	Unweighted Frequency	%
1	Never true	33	16.0 %
2	Hardly ever true	89	43.2 %
3	Sometimes true	65	31.6 %
4	True mostly	16	7.8 %
5	Always true	3	1.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 5.00

Location: 82-82 (width: 1; decimal: 0)
Variable Type: numeric

C811D11: Hit brothers or sisters

Value	Label	Unweighted Frequency	%
1	Never true	37	18.0 %
2	Hardly ever true	44	21.4 %
3	Sometimes true	56	27.2 %
4	True mostly	35	17.0 %
5	Always true	16	7.8 %
	Missing Data		
.	-	18	8.7 %
	Total	**206**	**100%**

Based upon 188 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 83-83 (width: 1; decimal: 0)
Variable Type: numeric

C811D12: Be loud or noisy in a public place

Value	Label	Unweighted Frequency	%
1	Never true	82	39.8 %
2	Hardly ever true	79	38.3 %
3	Sometimes true	33	16.0 %
4	True mostly	8	3.9 %
5	Always true	4	1.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 84-84 (width: 1; decimal: 0)
Variable Type: numeric

C811E1: Promise and then forget to do

Value	Label	Unweighted Frequency	%
1	Never true	22	10.7 %
2	Hardly ever true	64	31.1 %
3	Sometimes true	78	37.9 %
4	True mostly	31	15.0 %
5	Always true	11	5.3 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 85-85 (width: 1; decimal: 0)
Variable Type: numeric

C811E2: Avoid paying by sneaking into movie,bus

Value	Label	Unweighted Frequency	%
1	Never true	186	90.3 %

Value	Label	Unweighted Frequency	%
2	Hardly ever true	14	6.8 %
3	Sometimes true	3	1.5 %
4	True mostly	2	1.0 %
5	Always true	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 86-86 (width: 1; decimal: 0)
Variable Type: numeric

C811E3: Get into situations and have to lie,fib

Value	Label	Unweighted Frequency	%
1	Never true	45	21.8 %
2	Hardly ever true	82	39.8 %
3	Sometimes true	59	28.6 %
4	True mostly	16	7.8 %
5	Always true	3	1.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 87-87 (width: 1; decimal: 0)
Variable Type: numeric

C811E4: Make excuses to get out of trouble

Value	Label	Unweighted Frequency	%
1	Never true	42	20.4 %
2	Hardly ever true	81	39.3 %
3	Sometimes true	63	30.6 %
4	True mostly	15	7.3 %
5	Always true	4	1.9 %
	Missing Data		
.	-	1	0.5 %

Value	Label	Unweighted Frequency	%
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 88-88 (width: 1; decimal: 0)
Variable Type: numeric

C811E5: Do what you say or promise to do

Value	Label	Unweighted Frequency	%
1	Never true	0	0.0 %
2	Hardly ever true	7	3.4 %
3	Sometimes true	65	31.6 %
4	True mostly	87	42.2 %
5	Always true	47	22.8 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 5.00

Location: 89-89 (width: 1; decimal: 0)
Variable Type: numeric

C811E6: Lie to parents to keep their trust

Value	Label	Unweighted Frequency	%
1	Never true	88	42.7 %
2	Hardly ever true	75	36.4 %
3	Sometimes true	31	15.0 %
4	True mostly	9	4.4 %
5	Always true	3	1.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 90-90 (width: 1; decimal: 0)
Variable Type: numeric

C811E7: Bend the rules of game to win

Value	Label	Unweighted Frequency	%
1	Never true	117	56.8 %
2	Hardly ever true	51	24.8 %
3	Sometimes true	24	11.7 %
4	True mostly	10	4.9 %
5	Always true	4	1.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 91-91 (width: 1; decimal: 0)
Variable Type: numeric

C811E8: Swim,jog,bike ride with friends

Value	Label	Unweighted Frequency	%
1	Never true	5	2.4 %
2	Hardly ever true	22	10.7 %
3	Sometimes true	56	27.2 %
4	True mostly	50	24.3 %
5	Always true	73	35.4 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 92-92 (width: 1; decimal: 0)
Variable Type: numeric

C811E9: Cheated on school tests

Value	Label	Unweighted Frequency	%
1	Never true	169	82.0 %
2	Hardly ever true	27	13.1 %
3	Sometimes true	5	2.4 %
4	True mostly	1	0.5 %
5	Always true	4	1.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 93-93 (width: 1; decimal: 0)
Variable Type: numeric

C811E10: Sometimes fib to get what you want

Value	Label	Unweighted Frequency	%
1	Never true	102	49.5 %
2	Hardly ever true	68	33.0 %
3	Sometimes true	31	15.0 %
4	True mostly	4	1.9 %
5	Always true	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 94-94 (width: 1; decimal: 0)
Variable Type: numeric

C811E11: Make nasty phone calls

Value	Label	Unweighted Frequency	%
1	Never true	182	88.3 %
2	Hardly ever true	18	8.7 %
3	Sometimes true	3	1.5 %
4	True mostly	0	0.0 %
5	Always true	3	1.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 95-95 (width: 1; decimal: 0)
Variable Type: numeric

C811E12: Out without adults for long times

Value	Label	Unweighted Frequency	%
1	Never true	46	22.3 %
2	Hardly ever true	47	22.8 %
3	Sometimes true	53	25.7 %

Value	Label	Unweighted Frequency	%
4	True mostly	32	15.5 %
5	Always true	28	13.6 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 5.00

Location: 96-96 (width: 1; decimal: 0)
Variable Type: numeric

C811E13: Usually a member on a sports team

Value	Label	Unweighted Frequency	%
1	Never true	28	13.6 %
2	Hardly ever true	31	15.0 %
3	Sometimes true	46	22.3 %
4	True mostly	46	22.3 %
5	Always true	55	26.7 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 5.00

Location: 97-97 (width: 1; decimal: 0)
Variable Type: numeric

C811E14: Skipped classes without an excuse

Value	Label	Unweighted Frequency	%
1	Never true	173	84.0 %
2	Hardly ever true	24	11.7 %
3	Sometimes true	9	4.4 %
4	True mostly	0	0.0 %
5	Always true	0	0.0 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 3.00

Location: 98-98 (width: 1; decimal: 0)
Variable Type: numeric

C811E15: Run away from home

Value	Label	Unweighted Frequency	%
1	Never true	189	91.7 %
2	Hardly ever true	12	5.8 %
3	Sometimes true	4	1.9 %
4	True mostly	0	0.0 %
5	Always true	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 99-99 (width: 1; decimal: 0)
Variable Type: numeric

C811E16: Take things from sibs without permission

Value	Label	Unweighted Frequency	%
1	Never true	65	31.6 %
2	Hardly ever true	61	29.6 %
3	Sometimes true	46	22.3 %
4	True mostly	10	4.9 %
5	Always true	5	2.4 %
	Missing Data		
.	-	19	9.2 %
	Total	**206**	**100%**

Based upon 187 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 100-100 (width: 1; decimal: 0)
Variable Type: numeric

C811E17: Stole things worth $5 or less

Value	Label	Unweighted Frequency	%
1	Never true	173	84.0 %
2	Hardly ever true	26	12.6 %
3	Sometimes true	5	2.4 %
4	True mostly	0	0.0 %
5	Always true	2	1.0 %

Value	Label	Unweighted Frequency	%
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 101-101 (width: 1; decimal: 0)
Variable Type: numeric

C811E18: Break into building to steal or look

Value	Label	Unweighted Frequency	%
1	Never true	194	94.2 %
2	Hardly ever true	5	2.4 %
3	Sometimes true	4	1.9 %
4	True mostly	2	1.0 %
5	Always true	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 102-102 (width: 1; decimal: 0)
Variable Type: numeric

C811E19: Take things from the store

Value	Label	Unweighted Frequency	%
1	Never true	186	90.3 %
2	Hardly ever true	16	7.8 %
3	Sometimes true	2	1.0 %
4	True mostly	1	0.5 %
5	Always true	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 103-103 (width: 1; decimal: 0)
Variable Type: numeric

C811E20: Borrow money from Moms purse,no ask

Value	Label	Unweighted Frequency	%
1	Never true	178	86.4 %
2	Hardly ever true	16	7.8 %
3	Sometimes true	4	1.9 %
4	True mostly	2	1.0 %
5	Always true	2	1.0 %
6	-	1	0.5 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 104-104 (width: 1; decimal: 0)
Variable Type: numeric

C811E21: Not return mistakes in cashiers change

Value	Label	Unweighted Frequency	%
1	Never true	119	57.8 %
2	Hardly ever true	48	23.3 %
3	Sometimes true	23	11.2 %
4	True mostly	5	2.4 %
5	Always true	8	3.9 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 105-105 (width: 1; decimal: 0)
Variable Type: numeric

C811E22: Not give back change from store trip

Value	Label	Unweighted Frequency	%
1	Never true	106	51.5 %
2	Hardly ever true	44	21.4 %
3	Sometimes true	35	17.0 %

Value	Label	Unweighted Frequency	%
4	True mostly	12	5.8 %
5	Always true	9	4.4 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 106-106 (width: 1; decimal: 0)
Variable Type: numeric

C811E23: Accused of stealing by non-family people

Value	Label	Unweighted Frequency	%
1	Never true	77	37.4 %
2	Hardly ever true	57	27.7 %
3	Sometimes true	54	26.2 %
4	True mostly	12	5.8 %
5	Always true	6	2.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 107-107 (width: 1; decimal: 0)
Variable Type: numeric

C811E24: Need to borrow at school,no permission

Value	Label	Unweighted Frequency	%
1	Never true	152	73.8 %
2	Hardly ever true	37	18.0 %
3	Sometimes true	14	6.8 %
4	True mostly	2	1.0 %
5	Always true	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 108-108 (width: 1; decimal: 0)
Variable Type: numeric

C811E25: Ruined own things in last 6 months

Value	Label	Unweighted Frequency	%
1	Yes	46	22.3 %
2	No	160	77.7 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 109-109 (width: 1; decimal: 0)
Variable Type: numeric

C811E26: If yes, how much was it worth

Value	Label	Unweighted Frequency	%
0	-	9	4.4 %
1	-	19	9.2 %
2	-	15	7.3 %
3	-	8	3.9 %
4	-	2	1.0 %
6	-	10	4.9 %
	Missing Data		
.	-	143	69.4 %
	Total	**206**	**100%**

Based upon 63 valid cases out of 206 total cases.

- Mean: 2.24
- Median: 2.00
- Mode: 1.00
- Minimum: 0.00
- Maximum: 6.00
- Standard Deviation: 1.92

Location: 110-110 (width: 1; decimal: 0)
Variable Type: numeric

C811E27: Spray painted walls,etc. in last 6 month

Value	Label	Unweighted Frequency	%
1	Yes	7	3.4 %
2	No	199	96.6 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 111-111 (width: 1; decimal: 0)
Variable Type: numeric

C811E28: Write on walls at home,school in 6 month

Value	Label	Unweighted Frequency	%
1	Yes	10	4.9 %
2	No	196	95.1 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 112-112 (width: 1; decimal: 0)
Variable Type: numeric

C811E29: Thrown objects at cars,people in 6 month

Value	Label	Unweighted Frequency	%
1	Yes	24	11.7 %
2	No	181	87.9 %
3	-	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 113-113 (width: 1; decimal: 0)
Variable Type: numeric

C811F1: Time parents expect you home from school

Value	Label	Unweighted Frequency	%
1	Clear	195	94.7 %
2	Unclear	11	5.3 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00

- Maximum: 2.00

Location: 114-114 (width: 1; decimal: 0)
Variable Type: numeric

C811F2A: Time expected home on weekend night

Value	Label	Unweighted Frequency	%
1	Clear	187	90.8 %
2	Unclear	18	8.7 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 115-115 (width: 1; decimal: 0)
Variable Type: numeric

C811F2B: How often someone know if 1 hour late

Value	Label	Unweighted Frequency	%
1	Never	5	2.4 %
2	Hardly ever	12	5.8 %
3	Sometimes	37	18.0 %
4	Mostly	58	28.2 %
5	Always	88	42.7 %
	Missing Data		
.	-	6	2.9 %
	Total	**206**	**100%**

Based upon 200 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 116-116 (width: 1; decimal: 0)
Variable Type: numeric

C811F3A: Are there kids parents dont let play

Value	Label	Unweighted Frequency	%
1	Yes	100	48.5 %
2	No	104	50.5 %
5	-	1	0.5 %

Value	Label	Unweighted Frequency	%
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 117-117 (width: 1; decimal: 0)
Variable Type: numeric

C811F3C: How often parents know if you played

Value	Label	Unweighted Frequency	%
1	Never	7	3.4 %
2	Hardly ever	17	8.3 %
3	Sometimes	19	9.2 %
4	Mostly	26	12.6 %
5	Always	30	14.6 %
6	-	2	1.0 %
	Missing Data		
.	-	105	51.0 %
	Total	**206**	**100%**

Based upon 101 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 118-118 (width: 1; decimal: 0)
Variable Type: numeric

C811F4: How often tell parents when youll return

Value	Label	Unweighted Frequency	%
1	Never	7	3.4 %
2	Hardly ever	14	6.8 %
3	Sometimes	30	14.6 %
4	Mostly	65	31.6 %
5	Always	88	42.7 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 119-119 (width: 1; decimal: 0)
Variable Type: numeric

C811F5: How often leave a note for absent parent

Value	Label	Unweighted Frequency	%
1	Never	19	9.2 %
2	Hardly ever	13	6.3 %
3	Sometimes	25	12.1 %
4	Mostly	50	24.3 %
5	Always	75	36.4 %
6	-	1	0.5 %
	Missing Data		
.	-	23	11.2 %
	Total	**206**	**100%**

Based upon 183 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 120-120 (width: 1; decimal: 0)
Variable Type: numeric

C811F6: How often check in after school

Value	Label	Unweighted Frequency	%
1	Never	2	1.0 %
2	Hardly ever	5	2.4 %
3	Sometimes	21	10.2 %
4	Mostly	39	18.9 %
5	Always	136	66.0 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 121-121 (width: 1; decimal: 0)
Variable Type: numeric

C811F7: How often someone home after school,1 hr

Value	Label	Unweighted Frequency	%
1	Never	11	5.3 %
2	Hardly ever	10	4.9 %
3	Sometimes	27	13.1 %
4	Mostly	53	25.7 %
5	Always	105	51.0 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 122-122 (width: 1; decimal: 0)
Variable Type: numeric

C811F8: How often know how to get absent parents

Value	Label	Unweighted Frequency	%
1	Never	16	7.8 %
2	Hardly ever	39	18.9 %
3	Sometimes	32	15.5 %
4	Mostly	58	28.2 %
5	Always	59	28.6 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 123-123 (width: 1; decimal: 0)
Variable Type: numeric

C811F9: How often discuss plans for coming day

Value	Label	Unweighted Frequency	%
1	Never	17	8.3 %
2	Hardly ever	35	17.0 %
3	Some days	68	33.0 %
4	Most days	53	25.7 %
5	Almost every day	33	16.0 %

Value	Label	Unweighted Frequency	%
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 124-124 (width: 1; decimal: 0)
Variable Type: numeric

C811G1: Easier to talk after drinking alcohol

Value	Label	Unweighted Frequency	%
1	True	61	29.6 %
2	False	144	69.9 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 125-125 (width: 1; decimal: 0)
Variable Type: numeric

C811G2: Alcohol makes people happier with selves

Value	Label	Unweighted Frequency	%
1	True	47	22.8 %
2	False	159	77.2 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 126-126 (width: 1; decimal: 0)
Variable Type: numeric

C811G3: People act foolish after a few drinks

Value	Label	Unweighted Frequency	%
1	True	182	88.3 %
2	False	24	11.7 %

Value	Label	Unweighted Frequency	%
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 127-127 (width: 1; decimal: 0)
Variable Type: numeric

C811G4: Alcohol make future seem brighter,better

Value	Label	Unweighted Frequency	%
1	True	21	10.2 %
2	False	184	89.3 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 128-128 (width: 1; decimal: 0)
Variable Type: numeric

C811G5: Alcohol makes people worry less

Value	Label	Unweighted Frequency	%
1	True	86	41.7 %
2	False	119	57.8 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 129-129 (width: 1; decimal: 0)
Variable Type: numeric

C811G6: Alcohol makes people less shy

Value	Label	Unweighted Frequency	%
1	True	100	48.5 %
2	False	105	51.0 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 130-130 (width: 1; decimal: 0)
Variable Type: numeric

C811G7: Alcohol gets rid of aches and pains

Value	Label	Unweighted Frequency	%
1	True	39	18.9 %
2	False	166	80.6 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 131-131 (width: 1; decimal: 0)
Variable Type: numeric

C811G8: Alcohol can ruin a persons life

Value	Label	Unweighted Frequency	%
1	True	197	95.6 %
2	False	9	4.4 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 132-132 (width: 1; decimal: 0)
Variable Type: numeric

C811G9: Alcohol makes people smarter

Value	Label	Unweighted Frequency	%
1	True	6	2.9 %
2	False	200	97.1 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 133-133 (width: 1; decimal: 0)
Variable Type: numeric

C811G10: Alcohol lets people be in any mood

Value	Label	Unweighted Frequency	%
1	True	85	41.3 %
2	False	120	58.3 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 134-134 (width: 1; decimal: 0)
Variable Type: numeric

C811G11: People feel less alone when drinking

Value	Label	Unweighted Frequency	%
1	True	74	35.9 %
2	False	132	64.1 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 135-135 (width: 1; decimal: 0)
Variable Type: numeric

C811G12: Drinking gets in the way of schoool work

Value	Label	Unweighted Frequency	%
1	True	178	86.4 %
2	False	25	12.1 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 136-136 (width: 1; decimal: 0)
Variable Type: numeric

C811G13: Alcohol makes hard to relate to friends

Value	Label	Unweighted Frequency	%
1	True	177	85.9 %
2	False	27	13.1 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 137-137 (width: 1; decimal: 0)
Variable Type: numeric

C811H1: Have you ever tried cigarettes,snoose

Value	Label	Unweighted Frequency	%
1	Yes	54	26.2 %
2	No	152	73.8 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 138-138 (width: 1; decimal: 0)
Variable Type: numeric

C811H1A: Did your parents know

Value	Label	Unweighted Frequency	%
1	Yes	34	16.5 %
2	No	18	8.7 %
	Missing Data		
.	-	154	74.8 %
	Total	**206**	**100%**

Based upon 52 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 139-139 (width: 1; decimal: 0)
Variable Type: numeric

C811H1B: Would they have cared if they knew

Value	Label	Unweighted Frequency	%
1	Yes	15	7.3 %
2	No	2	1.0 %
	Missing Data		
.	-	189	91.7 %
	Total	**206**	**100%**

Based upon 17 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 140-140 (width: 1; decimal: 0)
Variable Type: numeric

C811H1C: Exact number of times used in last year

Value	Label	Unweighted Frequency	%
0	-	17	8.3 %
1	-	16	7.8 %
2	-	5	2.4 %
3	-	2	1.0 %
4	-	1	0.5 %
5	-	2	1.0 %
6	-	1	0.5 %
15	-	1	0.5 %
20	-	1	0.5 %
24	-	1	0.5 %

Value	Label	Unweighted Frequency	%
144	-	1	0.5 %
365	-	1	0.5 %
999	-	1	0.5 %
	Missing Data		
.	-	156	75.7 %
	Total	**206**	**100%**

Based upon 50 valid cases out of 206 total cases.

- Mean: 32.38
- Median: 1.00
- Mode: 0.00
- Minimum: 0.00
- Maximum: 999.00
- Standard Deviation: 149.89

Location: 141-143 (width: 3; decimal: 0)
Variable Type: numeric

C811H1D: Frequency of use

Value	Label	Unweighted Frequency	%
1	Once or twice	37	18.0 %
2	Once every 2-3 mths	4	1.9 %
3	Once a month	4	1.9 %
4	Once every 2-3 wks	1	0.5 %
5	Once a week	1	0.5 %
6	2-3x a week	1	0.5 %
7	Once a day	0	0.0 %
8	2-3x a day	2	1.0 %
	Missing Data		
.	-	156	75.7 %
	Total	**206**	**100%**

Based upon 50 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 8.00

Location: 144-144 (width: 1; decimal: 0)
Variable Type: numeric

C811H1E: Last month,year used tobacco

Value	Label	Unweighted Frequency	%
79	-	1	0.5 %

Value	Label	Unweighted Frequency	%
81	-	1	0.5 %
82	-	2	1.0 %
83	-	1	0.5 %
84	-	1	0.5 %
185	-	1	0.5 %
385	-	1	0.5 %
484	-	1	0.5 %
485	-	1	0.5 %
585	-	3	1.5 %
679	-	1	0.5 %
683	-	1	0.5 %
684	-	1	0.5 %
781	-	1	0.5 %
782	-	1	0.5 %
783	-	1	0.5 %
784	-	2	1.0 %
881	-	1	0.5 %
883	-	1	0.5 %
884	-	3	1.5 %
984	-	2	1.0 %
1083	-	1	0.5 %
1284	-	2	1.0 %
7910	-	1	0.5 %
8207	-	2	1.0 %
8208	-	1	0.5 %
8302	-	1	0.5 %
8305	-	2	1.0 %
8306	-	1	0.5 %
8307	-	1	0.5 %
8308	-	1	0.5 %
8310	-	1	0.5 %
8312	-	1	0.5 %
8401	-	2	1.0 %
8402	-	1	0.5 %
8403	-	3	1.5 %
8405	-	1	0.5 %
8406	-	1	0.5 %
Missing Data			
.	-	155	75.2 %

Value	Label	Unweighted Frequency	%
	Total	**206**	**100%**

Based upon 51 valid cases out of 206 total cases.

- Mean: 3646.88
- Median: 884.00
- Minimum: 79.00
- Maximum: 8406.00
- Standard Deviation: 3794.11

Location: 145-148 (width: 4; decimal: 0)
Variable Type: numeric

C811H1F1: Used cigarettes

Value	Label	Unweighted Frequency	%
1	YES	5	2.4 %
2	NO	0	0.0 %
	Missing Data		
.	-	201	97.6 %
	Total	**206**	**100%**

Based upon 5 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 149-149 (width: 1; decimal: 0)
Variable Type: numeric

C811H1F2: Used cigar,pipe

Value	Label	Unweighted Frequency	%
1	YES	0	0.0 %
2	NO	0	0.0 %
	Missing Data		
.	-	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 150-150 (width: 1; decimal: 0)
Variable Type: numeric

C811H1F3: Used Chewing tobacco

Value	Label	Unweighted Frequency	%
1	YES	11	5.3 %
2	NO	0	0.0 %
	Missing Data		
.	-	195	94.7 %
	Total	**206**	**100%**

Based upon 11 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 151-151 (width: 1; decimal: 0)
Variable Type: numeric

C811H1F4: Used other tobacco product

Value	Label	Unweighted Frequency	%
1	YES	0	0.0 %
2	NO	0	0.0 %
	Missing Data		
.	-	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 152-152 (width: 1; decimal: 0)
Variable Type: numeric

C811H1G: No. cigs,cigars,cans of snoose used

Value	Label	Unweighted Frequency	%
1	-	3	1.5 %
	Missing Data		
.	-	203	98.5 %
	Total	**206**	**100%**

Based upon 3 valid cases out of 206 total cases.

- Mean: 1.00
- Median: 1.00
- Mode: 1.00
- Minimum: 1.00
- Maximum: 1.00
- Standard Deviation: 0.00

Location: 153-153 (width: 1; decimal: 0)
Variable Type: numeric

C811H1G1: No. cigarettes used

Value	Label	Unweighted Frequency	%
0	-	1	0.5 %
4	-	1	0.5 %
10	-	1	0.5 %
	Missing Data		
.	-	203	98.5 %
	Total	**206**	**100%**

Based upon 3 valid cases out of 206 total cases.

- Mean: 4.67
- Median: 4.00
- Minimum: 0.00
- Maximum: 10.00
- Standard Deviation: 5.03

Location: 154-155 (width: 2; decimal: 0)
Variable Type: numeric

C811H1G2: No. cigars,pipe used

Value	Label	Unweighted Frequency	%
0	-	1	0.5 %
	Missing Data		
.	-	205	99.5 %
	Total	**206**	**100%**

Based upon 1 valid cases out of 206 total cases.

- Mean: 0.00
- Median: 0.00
- Mode: 0.00
- Minimum: 0.00
- Maximum: 0.00
- Standard Deviation: 0.00

Location: 156-156 (width: 1; decimal: 0)
Variable Type: numeric

C811H1G3: Amount chewing tobacco used

Value	Label	Unweighted Frequency	%
1	-	1	0.5 %
2	-	1	0.5 %
	Missing Data		
.	-	204	99.0 %

Value	Label	Unweighted Frequency	%
	Total	**206**	**100%**

Based upon 2 valid cases out of 206 total cases.

- Mean: 1.50
- Median: 1.50
- Minimum: 1.00
- Maximum: 2.00
- Standard Deviation: 0.71

Location: 157-157 (width: 1; decimal: 0)
Variable Type: numeric

C811H1G4: Amount of other tobacco used

Value	Label	Unweighted Frequency	%
0	-	1	0.5 %
	Missing Data		
.	-	205	99.5 %
	Total	**206**	**100%**

Based upon 1 valid cases out of 206 total cases.

- Mean: 0.00
- Median: 0.00
- Mode: 0.00
- Minimum: 0.00
- Maximum: 0.00
- Standard Deviation: 0.00

Location: 158-158 (width: 1; decimal: 0)
Variable Type: numeric

C811H1H: Years old when first used tobacco

Value	Label	Unweighted Frequency	%
2	-	1	0.5 %
5	-	1	0.5 %
7	-	5	2.4 %
8	-	1	0.5 %
9	-	2	1.0 %
10	-	1	0.5 %
83	-	1	0.5 %
400	-	1	0.5 %
403	-	1	0.5 %
500	-	3	1.5 %

Value	Label	Unweighted Frequency	%
502	-	1	0.5 %
506	-	1	0.5 %
600	-	3	1.5 %
601	-	2	1.0 %
700	-	4	1.9 %
702	-	1	0.5 %
709	-	1	0.5 %
800	-	5	2.4 %
802	-	1	0.5 %
803	-	1	0.5 %
809	-	1	0.5 %
810	-	1	0.5 %
811	-	1	0.5 %
900	-	6	2.9 %
903	-	1	0.5 %
904	-	1	0.5 %
906	-	1	0.5 %
908	-	1	0.5 %
909	-	1	0.5 %
	Missing Data		
.	-	155	75.2 %
	Total	**206**	**100%**

Based upon 51 valid cases out of 206 total cases.

- Mean: 561.76
- Median: 700.00
- Mode: 900.00
- Minimum: 2.00
- Maximum: 909.00
- Standard Deviation: 336.80

Location: 159-161 (width: 3; decimal: 0)
Variable Type: numeric

C811H1I: Might ever used tobacco in next year

Value	Label	Unweighted Frequency	%
1	Yes	16	7.8 %
2	No	183	88.8 %
	Missing Data		
.	-	7	3.4 %
	Total	**206**	**100%**

Based upon 199 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 162-162 (width: 1; decimal: 0)
Variable Type: numeric

C811H2: Ever tried beer,even a sip

Value	Label	Unweighted Frequency	%
1	Yes	151	73.3 %
2	No	55	26.7 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 163-163 (width: 1; decimal: 0)
Variable Type: numeric

C811H2A: Did your parents know

Value	Label	Unweighted Frequency	%
1	Yes	147	71.4 %
2	No	6	2.9 %
	Missing Data		
.	-	53	25.7 %
	Total	**206**	**100%**

Based upon 153 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 164-164 (width: 1; decimal: 0)
Variable Type: numeric

C811H2B: Would they care if they knew

Value	Label	Unweighted Frequency	%
1	Yes	5	2.4 %
2	No	1	0.5 %
	Missing Data		
.	-	200	97.1 %
	Total	**206**	**100%**

Based upon 6 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 165-165 (width: 1; decimal: 0)
Variable Type: numeric

C811H2C: Exact number of times used beer,12 mths.

Value	Label	Unweighted Frequency	%
0	-	51	24.8 %
1	-	36	17.5 %
2	-	18	8.7 %
3	-	9	4.4 %
4	-	3	1.5 %
5	-	12	5.8 %
6	-	2	1.0 %
7	-	2	1.0 %
8	-	1	0.5 %
10	-	6	2.9 %
11	-	1	0.5 %
12	-	2	1.0 %
15	-	1	0.5 %
18	-	1	0.5 %
20	-	2	1.0 %
30	-	1	0.5 %
40	-	1	0.5 %
48	-	1	0.5 %
100	-	2	1.0 %
	Missing Data		
.	-	54	26.2 %
	Total	**206**	**100%**

Based upon 152 valid cases out of 206 total cases.

- Mean: 4.55
- Median: 1.00
- Mode: 0.00
- Minimum: 0.00
- Maximum: 100.00
- Standard Deviation: 12.81

Location: 166-168 (width: 3; decimal: 0)
Variable Type: numeric

C811H2D: Frequency of beer use

Value	Label	Unweighted Frequency	%
1	Once or twice	103	50.0 %
2	Once every 2-3 mths	24	11.7 %
3	Once a month	9	4.4 %
4	Once every 2-3 wks	7	3.4 %
5	Once a week	1	0.5 %
6	2-3x a week	2	1.0 %
7	Once a day	0	0.0 %
8	2-3x a day	1	0.5 %
	Missing Data		
.	-	59	28.6 %
	Total	**206**	**100%**

Based upon 147 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 8.00

Location: 169-169 (width: 1; decimal: 0)
Variable Type: numeric

C811H2E: Last date drank beer,month year

Value	Label	Unweighted Frequency	%
5	-	1	0.5 %
7	-	1	0.5 %
76	-	1	0.5 %
77	-	4	1.9 %
78	-	2	1.0 %
79	-	1	0.5 %
80	-	4	1.9 %
81	-	1	0.5 %
82	-	4	1.9 %
83	-	5	2.4 %
84	-	2	1.0 %
184	-	1	0.5 %
185	-	11	5.3 %
279	-	1	0.5 %
281	-	1	0.5 %
285	-	4	1.9 %
306	-	1	0.5 %

Value	Label	Unweighted Frequency	%
385	-	4	1.9 %
480	-	1	0.5 %
485	-	5	2.4 %
584	-	4	1.9 %
585	-	4	1.9 %
683	-	2	1.0 %
684	-	1	0.5 %
685	-	2	1.0 %
781	-	1	0.5 %
783	-	2	1.0 %
784	-	4	1.9 %
810	-	1	0.5 %
884	-	3	1.5 %
982	-	2	1.0 %
984	-	5	2.4 %
1078	-	1	0.5 %
1083	-	1	0.5 %
1084	-	3	1.5 %
1184	-	3	1.5 %
1283	-	1	0.5 %
1284	-	6	2.9 %
1285	-	1	0.5 %
7605	-	1	0.5 %
7806	-	1	0.5 %
7902	-	1	0.5 %
7907	-	1	0.5 %
8001	-	1	0.5 %
8002	-	1	0.5 %
8105	-	1	0.5 %
8201	-	1	0.5 %
8206	-	1	0.5 %
8207	-	1	0.5 %
8209	-	1	0.5 %
Missing Data			
.	-	56	27.2 %
Total		**206**	**100%**

Please note that only the first 50 response categories are displayed in the PDF codebook. To view all response categories, please analyze the data file in the statistical package of your choice (SAS, SPSS, Stata, R).

Based upon 150 valid cases out of 206 total cases.

- Mean: 3008.14
- Median: 797.00
- Mode: 185.00
- Minimum: 5.00
- Maximum: 8408.00
- Standard Deviation: 3645.89

Location: 170-173 (width: 4; decimal: 0)
Variable Type: numeric

C811H2F: How much beer used

Value	Label	Unweighted Frequency	%
1	Less than 1 can	146	70.9 %
2	One can	3	1.5 %
3	Two cans	0	0.0 %
4	Three cans	1	0.5 %
5	4 to 5 cans	1	0.5 %
6	Six pack or more	0	0.0 %
7	Other	0	0.0 %
	Missing Data		
.	-	55	26.7 %
	Total	**206**	**100%**

Based upon 151 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 174-174 (width: 1; decimal: 0)
Variable Type: numeric

C811H2G: How old when first drank beer

Value	Label	Unweighted Frequency	%
3	-	9	4.4 %
4	-	4	1.9 %
5	-	11	5.3 %
6	-	6	2.9 %
7	-	6	2.9 %
8	-	8	3.9 %
9	-	4	1.9 %
10	-	2	1.0 %
79	-	1	0.5 %
83	-	1	0.5 %

Value	Label	Unweighted Frequency	%
100	-	1	0.5 %
200	-	1	0.5 %
205	-	1	0.5 %
206	-	1	0.5 %
279	-	1	0.5 %
300	-	5	2.4 %
305	-	1	0.5 %
400	-	6	2.9 %
500	-	6	2.9 %
501	-	1	0.5 %
503	-	2	1.0 %
506	-	1	0.5 %
600	-	9	4.4 %
601	-	1	0.5 %
606	-	1	0.5 %
608	-	1	0.5 %
611	-	1	0.5 %
700	-	9	4.4 %
703	-	1	0.5 %
706	-	1	0.5 %
708	-	1	0.5 %
709	-	1	0.5 %
710	-	1	0.5 %
800	-	12	5.8 %
803	-	1	0.5 %
804	-	2	1.0 %
805	-	1	0.5 %
806	-	1	0.5 %
810	-	1	0.5 %
811	-	1	0.5 %
900	-	10	4.9 %
903	-	1	0.5 %
905	-	2	1.0 %
906	-	6	2.9 %
908	-	1	0.5 %
909	-	1	0.5 %
910	-	1	0.5 %
911	-	3	1.5 %
1000	-	3	1.5 %

Value	Label	Unweighted Frequency	%
	Missing Data		
.	-	53	25.7 %
	Total	**206**	**100%**

Based upon 153 valid cases out of 206 total cases.

- Mean: 452.16
- Median: 503.00
- Mode: 800.00
- Minimum: 3.00
- Maximum: 1000.00
- Standard Deviation: 365.10

Location: 175-178 (width: 4; decimal: 0)
Variable Type: numeric

C811H2H: Might drink beer in next year

Value	Label	Unweighted Frequency	%
1	Yes	60	29.1 %
2	No	141	68.4 %
	Missing Data		
.	-	5	2.4 %
	Total	**206**	**100%**

Based upon 201 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 179-179 (width: 1; decimal: 0)
Variable Type: numeric

C811H3: Ever tried wine, even a sip

Value	Label	Unweighted Frequency	%
1	Yes	101	49.0 %
2	No	104	50.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 180-180 (width: 1; decimal: 0)

Variable Type: numeric

C811H3A: Did your parents know

Value	Label	Unweighted Frequency	%
1	Yes	95	46.1 %
2	No	5	2.4 %
	Missing Data		
.	-	106	51.5 %
	Total	**206**	**100%**

Based upon 100 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 2.00

Location: 181-181 (width: 1; decimal: 0)
Variable Type: numeric

C811H3B: Would they care if they knew

Value	Label	Unweighted Frequency	%
1	Yes	4	1.9 %
2	No	1	0.5 %
	Missing Data		
.	-	201	97.6 %
	Total	**206**	**100%**

Based upon 5 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 2.00

Location: 182-182 (width: 1; decimal: 0)
Variable Type: numeric

C811H3C: Exact number of times used wine,12 mths.

Value	Label	Unweighted Frequency	%
0	-	22	10.7 %
1	-	43	20.9 %
2	-	9	4.4 %
3	-	6	2.9 %
4	-	3	1.5 %
5	-	4	1.9 %
6	-	1	0.5 %
8	-	2	1.0 %

Value	Label	Unweighted Frequency	%
10	-	1	0.5 %
12	-	1	0.5 %
15	-	1	0.5 %
20	-	3	1.5 %
36	-	1	0.5 %
52	-	2	1.0 %
	Missing Data		
.	-	107	51.9 %
	Total	**206**	**100%**

Based upon 99 valid cases out of 206 total cases.

- Mean: 3.74
- Median: 1.00
- Mode: 1.00
- Minimum: 0.00
- Maximum: 52.00
- Standard Deviation: 8.71

Location: 183-184 (width: 2; decimal: 0)
Variable Type: numeric

C811H3D: Frequency of use of wine

Value	Label	Unweighted Frequency	%
1	Once or twice	51	24.8 %
2	Once every 2-3 mths	14	6.8 %
3	Once a month	6	2.9 %
4	Once every 2-3 wks	3	1.5 %
5	Once a week	1	0.5 %
6	2-3x a week	0	0.0 %
7	Once a day	0	0.0 %
8	2-3x a day	0	0.0 %
	Missing Data		
.	-	131	63.6 %
	Total	**206**	**100%**

Based upon 75 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 185-185 (width: 1; decimal: 0)
Variable Type: numeric

C811H3E: Date of last wine use, month year

Value	Label	Unweighted Frequency	%
9	-	1	0.5 %
78	-	1	0.5 %
80	-	2	1.0 %
81	-	1	0.5 %
82	-	5	2.4 %
83	-	1	0.5 %
183	-	1	0.5 %
185	-	6	2.9 %
285	-	4	1.9 %
384	-	1	0.5 %
385	-	4	1.9 %
478	-	1	0.5 %
485	-	3	1.5 %
584	-	1	0.5 %
585	-	3	1.5 %
684	-	4	1.9 %
685	-	1	0.5 %
778	-	1	0.5 %
781	-	1	0.5 %
783	-	1	0.5 %
784	-	1	0.5 %
884	-	3	1.5 %
984	-	1	0.5 %
1084	-	1	0.5 %
1184	-	4	1.9 %
1278	-	1	0.5 %
1284	-	8	3.9 %
1285	-	1	0.5 %
8202	-	2	1.0 %
8206	-	1	0.5 %
8207	-	1	0.5 %
8211	-	1	0.5 %
8305	-	3	1.5 %
8307	-	2	1.0 %
8311	-	5	2.4 %
8312	-	6	2.9 %
8401	-	6	2.9 %

Value	Label	Unweighted Frequency	%
8402	-	3	1.5 %
8403	-	1	0.5 %
8404	-	1	0.5 %
8405	-	2	1.0 %
8408	-	1	0.5 %
	Missing Data		
.	-	108	52.4 %
	Total	**206**	**100%**

Based upon 98 valid cases out of 206 total cases.

- Mean: 3366.42
- Median: 1134.00
- Mode: 1284.00
- Minimum: 9.00
- Maximum: 8408.00
- Standard Deviation: 3736.65

Location: 186-189 (width: 4; decimal: 0)
Variable Type: numeric

C811H3F: How much wine used

Value	Label	Unweighted Frequency	%
1	Less than 1 glass	86	41.7 %
2	One glass	9	4.4 %
3	2 glasses	3	1.5 %
4	3 glasses	0	0.0 %
5	4-5 glasses	0	0.0 %
6	6 glasses or more	0	0.0 %
7	Other	0	0.0 %
	Missing Data		
.	-	108	52.4 %
	Total	**206**	**100%**

Based upon 98 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 190-190 (width: 1; decimal: 0)
Variable Type: numeric

C811H3G: How old when first drank wine

Value	Label	Unweighted Frequency	%
2	-	1	0.5 %
3	-	2	1.0 %
4	-	1	0.5 %
5	-	2	1.0 %
6	-	2	1.0 %
7	-	6	2.9 %
8	-	3	1.5 %
9	-	7	3.4 %
10	-	3	1.5 %
100	-	1	0.5 %
279	-	1	0.5 %
300	-	3	1.5 %
310	-	1	0.5 %
400	-	4	1.9 %
405	-	1	0.5 %
500	-	1	0.5 %
600	-	1	0.5 %
601	-	1	0.5 %
700	-	9	4.4 %
703	-	2	1.0 %
709	-	1	0.5 %
710	-	1	0.5 %
800	-	7	3.4 %
801	-	1	0.5 %
802	-	1	0.5 %
806	-	4	1.9 %
807	-	1	0.5 %
809	-	1	0.5 %
900	-	8	3.9 %
901	-	1	0.5 %
902	-	1	0.5 %
903	-	1	0.5 %
904	-	1	0.5 %
905	-	1	0.5 %
906	-	1	0.5 %
907	-	2	1.0 %
908	-	3	1.5 %
909	-	1	0.5 %
910	-	1	0.5 %

Value	Label	Unweighted Frequency	%
911	-	2	1.0 %
1000	-	2	1.0 %
1001	-	1	0.5 %
1002	-	1	0.5 %
	Missing Data		
.	-	110	53.4 %
	Total	**206**	**100%**

Based upon 96 valid cases out of 206 total cases.

- Mean: 536.03
- Median: 700.00
- Mode: 700.00
- Minimum: 2.00
- Maximum: 1002.00
- Standard Deviation: 377.50

Location: 191-194 (width: 4; decimal: 0)
Variable Type: numeric

C811H3H: Might drink wine in next 12 months

Value	Label	Unweighted Frequency	%
1	Yes	51	24.8 %
2	No	147	71.4 %
	Missing Data		
.	-	8	3.9 %
	Total	**206**	**100%**

Based upon 198 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 195-195 (width: 1; decimal: 0)
Variable Type: numeric

C811H4: Ever tried hard liquor,even a sip

Value	Label	Unweighted Frequency	%
1	Yes	41	19.9 %
2	No	160	77.7 %
	Missing Data		
.	-	5	2.4 %
	Total	**206**	**100%**

Based upon 201 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 196-196 (width: 1; decimal: 0)
Variable Type: numeric

C811H4A: Did your parents know

Value	Label	Unweighted Frequency	%
1	Yes	37	18.0 %
2	No	5	2.4 %
	Missing Data		
.	-	164	79.6 %
	Total	**206**	**100%**

Based upon 42 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 197-197 (width: 1; decimal: 0)
Variable Type: numeric

C811H4B: Would they care if they knew

Value	Label	Unweighted Frequency	%
1	Yes	8	3.9 %
2	No	0	0.0 %
	Missing Data		
.	-	198	96.1 %
	Total	**206**	**100%**

Based upon 8 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 198-198 (width: 1; decimal: 0)
Variable Type: numeric

C811H4C: Exact no.of times used liquor,last year

Value	Label	Unweighted Frequency	%
0	-	7	3.4 %
1	-	17	8.3 %
2	-	5	2.4 %

Value	Label	Unweighted Frequency	%
3	-	4	1.9 %
4	-	1	0.5 %
5	-	1	0.5 %
12	-	1	0.5 %
15	-	1	0.5 %
96	-	1	0.5 %
	Missing Data		
.	-	168	81.6 %
	Total	**206**	**100%**

Based upon 38 valid cases out of 206 total cases.

- Mean: 4.50
- Median: 1.00
- Mode: 1.00
- Minimum: 0.00
- Maximum: 96.00
- Standard Deviation: 15.54

Location: 199-200 (width: 2; decimal: 0)
Variable Type: numeric

C811H4D: Frequency of liquor use

Value	Label	Unweighted Frequency	%
1	Once or twice	25	12.1 %
2	Once every 2-3 mths	4	1.9 %
3	Once a month	1	0.5 %
4	Once every 2-3 wks	1	0.5 %
5	Once a week	0	0.0 %
6	2-3x a week	1	0.5 %
7	Once a day	0	0.0 %
8	2-3x a day	0	0.0 %
	Missing Data		
.	-	174	84.5 %
	Total	**206**	**100%**

Based upon 32 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 201-201 (width: 1; decimal: 0)
Variable Type: numeric

C811H4E: Date of last liquor use

Value	Label	Unweighted Frequency	%
7	-	1	0.5 %
78	-	1	0.5 %
80	-	1	0.5 %
83	-	1	0.5 %
384	-	3	1.5 %
385	-	4	1.9 %
485	-	2	1.0 %
682	-	1	0.5 %
783	-	1	0.5 %
784	-	1	0.5 %
884	-	2	1.0 %
1082	-	1	0.5 %
1084	-	1	0.5 %
1184	-	2	1.0 %
1283	-	2	1.0 %
1284	-	3	1.5 %
1285	-	1	0.5 %
8206	-	1	0.5 %
8301	-	1	0.5 %
8303	-	1	0.5 %
8304	-	1	0.5 %
8310	-	1	0.5 %
8401	-	5	2.4 %
8402	-	1	0.5 %
8403	-	1	0.5 %
8404	-	2	1.0 %
Missing Data			
.	-	164	79.6 %
Total		**206**	**100%**

Based upon 42 valid cases out of 206 total cases.

- Mean: 3266.81
- Median: 1184.00
- Mode: 8401.00
- Minimum: 7.00
- Maximum: 8404.00
- Standard Deviation: 3663.04

Location: 202-205 (width: 4; decimal: 0)
Variable Type: numeric

C811H4F: How much liquor used

Value	Label	Unweighted Frequency	%
1	Less than 1 drink	34	16.5 %
2	One drink	2	1.0 %
3	2 drinks	0	0.0 %
4	3 drinks	2	1.0 %
5	4-5 drinks	2	1.0 %
6	6 or more drinks	0	0.0 %
7	Other	0	0.0 %
	Missing Data		
.	-	166	80.6 %
	Total	**206**	**100%**

Based upon 40 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 206-206 (width: 1; decimal: 0)
Variable Type: numeric

C811H4G: How old when first used hard liquor

Value	Label	Unweighted Frequency	%
4	-	1	0.5 %
6	-	3	1.5 %
7	-	4	1.9 %
8	-	4	1.9 %
9	-	1	0.5 %
10	-	2	1.0 %
200	-	3	1.5 %
600	-	3	1.5 %
603	-	1	0.5 %
700	-	2	1.0 %
702	-	1	0.5 %
800	-	3	1.5 %
806	-	1	0.5 %
807	-	1	0.5 %
808	-	1	0.5 %
811	-	1	0.5 %
900	-	4	1.9 %
902	-	1	0.5 %

Value	Label	Unweighted Frequency	%
903	-	1	0.5 %
910	-	1	0.5 %
911	-	2	1.0 %
1000	-	1	0.5 %
	Missing Data		
.	-	164	79.6 %
	Total	**206**	**100%**

Based upon 42 valid cases out of 206 total cases.

- Mean: 475.83
- Median: 601.50
- Minimum: 4.00
- Maximum: 1000.00
- Standard Deviation: 395.59

Location: 207-210 (width: 4; decimal: 0)
Variable Type: numeric

C811H4H: Might drink hard liquor in next year

Value	Label	Unweighted Frequency	%
1	Yes	25	12.1 %
2	No	168	81.6 %
	Missing Data		
.	-	13	6.3 %
	Total	**206**	**100%**

Based upon 193 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 211-211 (width: 1; decimal: 0)
Variable Type: numeric

C811H5: 5 drinks in a row in last 2 weeks

Value	Label	Unweighted Frequency	%
1	Never	11	5.3 %
2	Once	4	1.9 %
3	Twice	0	0.0 %
4	More than twice	0	0.0 %
6	-	3	1.5 %
	Missing Data		

Value	Label	Unweighted Frequency	%
.	-	188	91.3 %
	Total	**206**	**100%**

Based upon 18 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 212-212 (width: 1; decimal: 0)
Variable Type: numeric

C811H6: 3-4 drinks in a row in last 2 weeks

Value	Label	Unweighted Frequency	%
1	Never	11	5.3 %
2	Once	1	0.5 %
3	Twice	0	0.0 %
4	More than twice	0	0.0 %
6	-	2	1.0 %
	Missing Data		
.	-	192	93.2 %
	Total	**206**	**100%**

Based upon 14 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 213-213 (width: 1; decimal: 0)
Variable Type: numeric

C811H7A: Usually get high when drink alcohol

Value	Label	Unweighted Frequency	%
1	Yes	6	2.9 %
2	No	6	2.9 %
6	-	2	1.0 %
	Missing Data		
.	-	192	93.2 %
	Total	**206**	**100%**

Based upon 14 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 214-214 (width: 1; decimal: 0)

Variable Type: numeric

C811H7B: How high do you get

Value	Label	Unweighted Frequency	%
1	A little high	5	2.4 %
2	Quite high	0	0.0 %
3	Very high	1	0.5 %
6	-	2	1.0 %
	Missing Data		
.	-	198	96.1 %
	Total	**206**	**100%**

Based upon 8 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 6.00

Location: 215-215 (width: 1; decimal: 0)
Variable Type: numeric

C811H8: Ever tried to stop alcohol but couldnt

Value	Label	Unweighted Frequency	%
1	Yes	5	2.4 %
2	No	6	2.9 %
6	-	2	1.0 %
	Missing Data		
.	-	193	93.7 %
	Total	**206**	**100%**

Based upon 13 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 6.00

Location: 216-216 (width: 1; decimal: 0)
Variable Type: numeric

C811H9: Have you ever been drunk

Value	Label	Unweighted Frequency	%
1	Yes	8	3.9 %
2	No	5	2.4 %
6	-	2	1.0 %
	Missing Data		
.	-	191	92.7 %

Value	Label	Unweighted Frequency	%
	Total	206	100%

Based upon 15 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 217-217 (width: 1; decimal: 0)
Variable Type: numeric

C811H10: Been drunk in a public place

Value	Label	Unweighted Frequency	%
1	Yes	4	1.9 %
2	No	4	1.9 %
6	-	2	1.0 %
	Missing Data		
.	-	196	95.1 %
	Total	206	100%

Based upon 10 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 218-218 (width: 1; decimal: 0)
Variable Type: numeric

C811H11: Ever passed out from drinking

Value	Label	Unweighted Frequency	%
1	Never	8	3.9 %
2	Once	4	1.9 %
3	Twice	1	0.5 %
4	More than twice	0	0.0 %
6	-	2	1.0 %
	Missing Data		
.	-	191	92.7 %
	Total	206	100%

Based upon 15 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 219-219 (width: 1; decimal: 0)
Variable Type: numeric

C811H12: Ever thrown up from drinking

Value	Label	Unweighted Frequency	%
1	Never	7	3.4 %
2	Once	4	1.9 %
3	Twice	1	0.5 %
4	More than twice	1	0.5 %
6	-	2	1.0 %
	Missing Data		
.	-	191	92.7 %
	Total	**206**	**100%**

Based upon 15 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 220-220 (width: 1; decimal: 0)
Variable Type: numeric

C811H13: Ever lost,broken things when drinking

Value	Label	Unweighted Frequency	%
1	Never	11	5.3 %
2	Once	2	1.0 %
3	Twice	0	0.0 %
4	More than twice	0	0.0 %
6	-	2	1.0 %
	Missing Data		
.	-	191	92.7 %
	Total	**206**	**100%**

Based upon 15 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 221-221 (width: 1; decimal: 0)
Variable Type: numeric

C811H14: Have you ever tried marijuana

Value	Label	Unweighted Frequency	%
1	Yes	16	7.8 %
2	No	184	89.3 %
	Missing Data		

Value	Label	Unweighted Frequency	%
.	-	6	2.9 %
	Total	**206**	**100%**

Based upon 200 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 222-222 (width: 1; decimal: 0)
Variable Type: numeric

C811H14A: Did your parents know

Value	Label	Unweighted Frequency	%
1	Yes	14	6.8 %
2	No	5	2.4 %
	Missing Data		
.	-	187	90.8 %
	Total	**206**	**100%**

Based upon 19 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 223-223 (width: 1; decimal: 0)
Variable Type: numeric

C811H14B: Would they have cared if they knew

Value	Label	Unweighted Frequency	%
1	Yes	1	0.5 %
2	No	2	1.0 %
	Missing Data		
.	-	203	98.5 %
	Total	**206**	**100%**

Based upon 3 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 224-224 (width: 1; decimal: 0)
Variable Type: numeric

C811H14C: Exact no. of times used in last year

Value	Label	Unweighted Frequency	%
0	-	4	1.9 %
1	-	3	1.5 %
2	-	1	0.5 %
5	-	1	0.5 %
7	-	1	0.5 %
15	-	1	0.5 %
20	-	1	0.5 %
100	-	1	0.5 %
365	-	1	0.5 %
	Missing Data		
.	-	192	93.2 %
	Total	**206**	**100%**

Based upon 14 valid cases out of 206 total cases.

- Mean: 36.93
- Median: 1.50
- Mode: 0.00
- Minimum: 0.00
- Maximum: 365.00
- Standard Deviation: 97.99

Location: 225-227 (width: 3; decimal: 0)
Variable Type: numeric

C811H14D: Frequency of marijuana use

Value	Label	Unweighted Frequency	%
1	Once or twice	6	2.9 %
2	Once every 2-3 mths	2	1.0 %
3	Once a month	2	1.0 %
4	Once every 2-3 wks	1	0.5 %
5	Once a week	0	0.0 %
6	2-3x a week	1	0.5 %
7	Once a day	1	0.5 %
8	2-3x a day	0	0.0 %
	Missing Data		
.	-	193	93.7 %
	Total	**206**	**100%**

Based upon 13 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 7.00

C811H14E: Date of last marijuana use, month year

Value	Label	Unweighted Frequency	%
79	-	1	0.5 %
83	-	2	1.0 %
285	-	1	0.5 %
379	-	1	0.5 %
385	-	1	0.5 %
485	-	3	1.5 %
783	-	1	0.5 %
8308	-	1	0.5 %
8311	-	1	0.5 %
8502	-	1	0.5 %
Missing Data			
.	-	193	93.7 %
	Total	**206**	**100%**

Based upon 13 valid cases out of 206 total cases.

- Mean: 2204.08
- Median: 485.00
- Mode: 485.00
- Minimum: 79.00
- Maximum: 8502.00
- Standard Deviation: 3523.00

C811H14F: How much marijuana usually used

Value	Label	Unweighted Frequency	%
1	Share a joint	9	4.4 %
2	One joint	1	0.5 %
3	2 joints	0	0.0 %
4	Other	1	0.5 %
Missing Data			
.	-	195	94.7 %
	Total	**206**	**100%**

Based upon 11 valid cases out of 206 total cases.

- Minimum: 1.00

- Maximum: 4.00

Location: 233-233 (width: 1; decimal: 0)
Variable Type: numeric

C811H14G: How old when first used marijuana

Value	Label	Unweighted Frequency	%
2	-	1	0.5 %
3	-	1	0.5 %
7	-	1	0.5 %
8	-	1	0.5 %
10	-	1	0.5 %
83	-	1	0.5 %
300	-	2	1.0 %
400	-	1	0.5 %
500	-	1	0.5 %
703	-	1	0.5 %
710	-	1	0.5 %
806	-	1	0.5 %
809	-	1	0.5 %
1000	-	1	0.5 %
	Missing Data		
.	-	191	92.7 %
	Total	**206**	**100%**

Based upon 15 valid cases out of 206 total cases.

- Mean: 376.07
- Median: 300.00
- Mode: 300.00
- Minimum: 2.00
- Maximum: 1000.00
- Standard Deviation: 356.39

Location: 234-237 (width: 4; decimal: 0)
Variable Type: numeric

C811H14H: Might use marijuana in next year

Value	Label	Unweighted Frequency	%
1	Yes	9	4.4 %
2	No	185	89.8 %
	Missing Data		
.	-	12	5.8 %
	Total	**206**	**100%**

Based upon 194 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 238-238 (width: 1; decimal: 0)
Variable Type: numeric

C811H15: Tried anything else to get high

Value	Label	Unweighted Frequency	%
1	Yes	6	2.9 %
2	No	197	95.6 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 239-239 (width: 1; decimal: 0)
Variable Type: numeric

C811H15A: Did your parents know

Value	Label	Unweighted Frequency	%
1	Yes	5	2.4 %
2	No	1	0.5 %
6	-	1	0.5 %
	Missing Data		
.	-	199	96.6 %
	Total	**206**	**100%**

Based upon 7 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 240-240 (width: 1; decimal: 0)
Variable Type: numeric

C811H15B: Would they care if they had known

Value	Label	Unweighted Frequency	%
1	Yes	1	0.5 %
2	No	1	0.5 %

Value	Label	Unweighted Frequency	%
	Missing Data		
.	-	204	99.0 %
	Total	**206**	**100%**

Based upon 2 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 241-241 (width: 1; decimal: 0)
Variable Type: numeric

C811H151: What did you try-cocaine

Value	Label	Unweighted Frequency	%
1	YES	3	1.5 %
2	NO	0	0.0 %
	Missing Data		
.	-	203	98.5 %
	Total	**206**	**100%**

Based upon 3 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 242-242 (width: 1; decimal: 0)
Variable Type: numeric

C811H152: What did you try-speed

Value	Label	Unweighted Frequency	%
1	YES	2	1.0 %
2	NO	0	0.0 %
	Missing Data		
.	-	204	99.0 %
	Total	**206**	**100%**

Based upon 2 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 243-243 (width: 1; decimal: 0)
Variable Type: numeric

C811H153: What did you try-LSD

Value	Label	Unweighted Frequency	%
1	YES	1	0.5 %
2	NO	0	0.0 %
	Missing Data		
.	-	205	99.5 %
	Total	**206**	**100%**

Based upon 1 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 244-244 (width: 1; decimal: 0)
Variable Type: numeric

C811H154: What did you try-mushrooms

Value	Label	Unweighted Frequency	%
1	YES	2	1.0 %
2	NO	0	0.0 %
	Missing Data		
.	-	204	99.0 %
	Total	**206**	**100%**

Based upon 2 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 245-245 (width: 1; decimal: 0)
Variable Type: numeric

C811H155: What did you try-heroin

Value	Label	Unweighted Frequency	%
1	YES	0	0.0 %
2	NO	0	0.0 %
	Missing Data		
.	-	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 246-246 (width: 1; decimal: 0)
Variable Type: numeric

C811H156: What did you try-angel dust

Value	Label	Unweighted Frequency	%
1	YES	1	0.5 %
2	NO	0	0.0 %
	Missing Data		
.	-	205	99.5 %
	Total	**206**	**100%**

Based upon 1 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 247-247 (width: 1; decimal: 0)
Variable Type: numeric

C811H157: What did you try-morphine

Value	Label	Unweighted Frequency	%
1	YES	0	0.0 %
2	NO	0	0.0 %
	Missing Data		
.	-	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 248-248 (width: 1; decimal: 0)
Variable Type: numeric

C811H158: What did you try-glue

Value	Label	Unweighted Frequency	%
1	YES	1	0.5 %
2	NO	0	0.0 %
	Missing Data		
.	-	205	99.5 %
	Total	**206**	**100%**

Based upon 1 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 249-249 (width: 1; decimal: 0)
Variable Type: numeric

C811H15D: Exact no. of times used in last year

Value	Label	Unweighted Frequency	%
0	-	1	0.5 %
1	-	3	1.5 %
4	-	1	0.5 %
48	-	1	0.5 %
	Missing Data		
.	-	200	97.1 %
	Total	**206**	**100%**

Based upon 6 valid cases out of 206 total cases.

- Mean: 9.17
- Median: 1.00
- Mode: 1.00
- Minimum: 0.00
- Maximum: 48.00
- Standard Deviation: 19.07

Location: 250-251 (width: 2; decimal: 0)
Variable Type: numeric

C811H15E: Frequency of use

Value	Label	Unweighted Frequency	%
1	Once or twice	2	1.0 %
2	Once every 2-3 mths	2	1.0 %
3	Once a month	0	0.0 %
4	Once every 2-3 wks	0	0.0 %
5	Once a week	1	0.5 %
6	2-3x a week	0	0.0 %
7	Once a day	0	0.0 %
8	2-3x a day	0	0.0 %
	Missing Data		
.	-	201	97.6 %
	Total	**206**	**100%**

Based upon 5 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 252-252 (width: 1; decimal: 0)
Variable Type: numeric

C811H15F: Date of last use, month,year

Value	Label	Unweighted Frequency	%
385	-	1	0.5 %
777	-	1	0.5 %
1184	-	1	0.5 %
8301	-	1	0.5 %
8310	-	1	0.5 %
8311	-	1	0.5 %
	Missing Data		
.	-	200	97.1 %
	Total	**206**	**100%**

Based upon 6 valid cases out of 206 total cases.

- Mean: 4544.67
- Median: 4742.50
- Minimum: 385.00
- Maximum: 8311.00
- Standard Deviation: 4129.53

Location: 253-256 (width: 4; decimal: 0)
Variable Type: numeric

C811H15G: How old when first used drugs

Value	Label	Unweighted Frequency	%
4	-	1	0.5 %
9	-	1	0.5 %
306	-	1	0.5 %
800	-	1	0.5 %
905	-	1	0.5 %
1005	-	1	0.5 %
	Missing Data		
.	-	200	97.1 %
	Total	**206**	**100%**

Based upon 6 valid cases out of 206 total cases.

- Mean: 504.83
- Median: 553.00
- Minimum: 4.00
- Maximum: 1005.00
- Standard Deviation: 454.67

Location: 257-260 (width: 4; decimal: 0)
Variable Type: numeric

C811H15H: Might try some drug in next year

Value	Label	Unweighted Frequency	%
1	Yes	5	2.4 %
2	No	191	92.7 %
	Missing Data		
.	-	10	4.9 %
	Total	**206**	**100%**

Based upon 196 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 261-261 (width: 1; decimal: 0)
Variable Type: numeric

C811H16: Do you have friends who drink alcohol

Value	Label	Unweighted Frequency	%
1	YES	54	26.2 %
2	NO	146	70.9 %
	Missing Data		
.	-	6	2.9 %
	Total	**206**	**100%**

Based upon 200 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

Location: 262-262 (width: 1; decimal: 0)
Variable Type: numeric

C811H161: What do they drink-beer

Value	Label	Unweighted Frequency	%
1	YES	42	20.4 %
2	NO	0	0.0 %
	Missing Data		
.	-	164	79.6 %
	Total	**206**	**100%**

Based upon 42 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 263-263 (width: 1; decimal: 0)
Variable Type: numeric

C811H162: What do they drink-wine

Value	Label	Unweighted Frequency	%
1	YES	15	7.3 %
2	NO	0	0.0 %
	Missing Data		
.	-	191	92.7 %
	Total	**206**	**100%**

Based upon 15 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 264-264 (width: 1; decimal: 0)
Variable Type: numeric

C811H163: What do they drink-hard liquor

Value	Label	Unweighted Frequency	%
1	YES	17	8.3 %
2	NO	0	0.0 %
	Missing Data		
.	-	189	91.7 %
	Total	**206**	**100%**

Based upon 17 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 265-265 (width: 1; decimal: 0)
Variable Type: numeric

C811H16B: Do they ever get drunk

Value	Label	Unweighted Frequency	%
1	Yes	21	10.2 %
2	No	29	14.1 %
	Missing Data		
.	-	156	75.7 %
	Total	**206**	**100%**

Based upon 50 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 2.00

C811H16C: How often do your friends drink

Value	Label	Unweighted Frequency	%
1	Once or twice	11	5.3 %
2	Once every 2-3 mths	6	2.9 %
3	Once a month	8	3.9 %
4	Once every 2-3 wks	4	1.9 %
5	Once a week	10	4.9 %
6	2-3x a week	6	2.9 %
7	Once a day	3	1.5 %
8	2-3x a day	0	0.0 %
	Missing Data		
.	-	158	76.7 %
	Total	**206**	**100%**

Based upon 48 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 7.00

C811H17A: Do you have friends who smoke pot

Value	Label	Unweighted Frequency	%
1	Yes	34	16.5 %
2	No	167	81.1 %
	Missing Data		
.	-	5	2.4 %
	Total	**206**	**100%**

Based upon 201 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 2.00

C811H17B: How often do they smoke

Value	Label	Unweighted Frequency	%
1	Once or twice	6	2.9 %

Value	Label	Unweighted Frequency	%
2	Once every 2-3 mths	1	0.5 %
3	Once a month	4	1.9 %
4	Once every 2-3 wks	3	1.5 %
5	Once a week	3	1.5 %
6	2-3x a week	7	3.4 %
7	Once a day	4	1.9 %
8	2-3x a day	2	1.0 %
	Missing Data		
.	-	176	85.4 %
	Total	**206**	**100%**

Based upon 30 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 8.00

Location: 269-269 (width: 1; decimal: 0)
Variable Type: numeric

C811I1A: Mom tried to teach something she likes

Value	Label	Unweighted Frequency	%
1	Yes	143	69.4 %
2	No	52	25.2 %
6	-	1	0.5 %
	Missing Data		
.	-	10	4.9 %
	Total	**206**	**100%**

Based upon 196 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 270-270 (width: 1; decimal: 0)
Variable Type: numeric

C811I1B1: Mom-Taught cooking

Value	Label	Unweighted Frequency	%
1	YES	53	25.7 %
2	NO	0	0.0 %
	Missing Data		
.	-	153	74.3 %

Value	Label	Unweighted Frequency	%
	Total	206	100%

Based upon 53 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 271-271 (width: 1; decimal: 0)
Variable Type: numeric

C811I1B2: Mom-Taught sports

Value	Label	Unweighted Frequency	%
1	YES	9	4.4 %
2	NO	0	0.0 %
	Missing Data		
.	-	197	95.6 %
	Total	206	100%

Based upon 9 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 272-272 (width: 1; decimal: 0)
Variable Type: numeric

C811I1B3: Mom-Taught games

Value	Label	Unweighted Frequency	%
1	YES	40	19.4 %
2	NO	0	0.0 %
	Missing Data		
.	-	166	80.6 %
	Total	206	100%

Based upon 40 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 273-273 (width: 1; decimal: 0)
Variable Type: numeric

C811I1B4: Mom-Taught sewing

Value	Label	Unweighted Frequency	%
1	YES	25	12.1 %
2	NO	0	0.0 %
	Missing Data		
.	-	181	87.9 %
	Total	**206**	**100%**

Based upon 25 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 274-274 (width: 1; decimal: 0)
Variable Type: numeric

C811I1B5: Mom-Taught crafts

Value	Label	Unweighted Frequency	%
1	YES	20	9.7 %
2	NO	0	0.0 %
	Missing Data		
.	-	186	90.3 %
	Total	**206**	**100%**

Based upon 20 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 275-275 (width: 1; decimal: 0)
Variable Type: numeric

C811I1B6: Mom-Taught music,dance

Value	Label	Unweighted Frequency	%
1	YES	4	1.9 %
2	NO	0	0.0 %
	Missing Data		
.	-	202	98.1 %
	Total	**206**	**100%**

Based upon 4 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 276-276 (width: 1; decimal: 0)
Variable Type: numeric

C811I1B7: Mom-Taught hobby

Value	Label	Unweighted Frequency	%
1	YES	8	3.9 %
2	NO	0	0.0 %
	Missing Data		
.	-	198	96.1 %
	Total	**206**	**100%**

Based upon 8 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 1.00

Location: 277-277 (width: 1; decimal: 0)
Variable Type: numeric

C811I1B8: Mom-Taught other

Value	Label	Unweighted Frequency	%
1	YES	10	4.9 %
2	NO	0	0.0 %
	Missing Data		
.	-	196	95.1 %
	Total	**206**	**100%**

Based upon 10 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 1.00

Location: 278-278 (width: 1; decimal: 0)
Variable Type: numeric

C811I1C: If yes,was it fun

Value	Label	Unweighted Frequency	%
1	Not at all	1	0.5 %
2	Slightly	10	4.9 %
3	Somewhat	15	7.3 %
4	Mostly	32	15.5 %
5	Very much	85	41.3 %
6	-	1	0.5 %
	Missing Data		
.	-	62	30.1 %
	Total	**206**	**100%**

Based upon 144 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 279-279 (width: 1; decimal: 0)
Variable Type: numeric

C811I1D: Dad tried to teach something he likes

Value	Label	Unweighted Frequency	%
1	Yes	112	54.4 %
2	No	39	18.9 %
6	-	1	0.5 %
	Missing Data		
.	-	54	26.2 %
	Total	**206**	**100%**

Based upon 152 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 280-280 (width: 1; decimal: 0)
Variable Type: numeric

C811I1E1: Dad-Taught cooking

Value	Label	Unweighted Frequency	%
1	YES	3	1.5 %
2	NO	0	0.0 %
	Missing Data		
.	-	203	98.5 %
	Total	**206**	**100%**

Based upon 3 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 281-281 (width: 1; decimal: 0)
Variable Type: numeric

C811I1E2: Dad-Taught sports

Value	Label	Unweighted Frequency	%
1	YES	49	23.8 %
2	NO	0	0.0 %

Value	Label	Unweighted Frequency	%
	Missing Data		
.	-	157	76.2 %
	Total	**206**	**100%**

Based upon 49 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 282-282 (width: 1; decimal: 0)
Variable Type: numeric

C811I1E3: Dad-Taught games

Value	Label	Unweighted Frequency	%
1	YES	9	4.4 %
2	NO	0	0.0 %
	Missing Data		
.	-	197	95.6 %
	Total	**206**	**100%**

Based upon 9 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 283-283 (width: 1; decimal: 0)
Variable Type: numeric

C811I1E4: Dad-Taught sewing

Value	Label	Unweighted Frequency	%
1	YES	0	0.0 %
2	NO	0	0.0 %
	Missing Data		
.	-	206	100.0 %
	Total	**206**	**100%**

Based upon 0 valid cases out of 206 total cases.

Location: 284-284 (width: 1; decimal: 0)
Variable Type: numeric

C811I1E5: Dad-Taught crafts

Value	Label	Unweighted Frequency	%
1	YES	11	5.3 %
2	NO	0	0.0 %
	Missing Data		
.	-	195	94.7 %
	Total	**206**	**100%**

Based upon 11 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 285-285 (width: 1; decimal: 0)
Variable Type: numeric

C811I1E6: Dad-Taught music,dance

Value	Label	Unweighted Frequency	%
1	YES	3	1.5 %
2	NO	0	0.0 %
	Missing Data		
.	-	203	98.5 %
	Total	**206**	**100%**

Based upon 3 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 286-286 (width: 1; decimal: 0)
Variable Type: numeric

C811I1E7: Dad-Taught hobby

Value	Label	Unweighted Frequency	%
1	YES	26	12.6 %
2	NO	0	0.0 %
	Missing Data		
.	-	180	87.4 %
	Total	**206**	**100%**

Based upon 26 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 287-287 (width: 1; decimal: 0)
Variable Type: numeric

C811I1E8: Dad-Taught other

Value	Label	Unweighted Frequency	%
1	YES	23	11.2 %
2	NO	0	0.0 %
	Missing Data		
.	-	183	88.8 %
	Total	**206**	**100%**

Based upon 23 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 288-288 (width: 1; decimal: 0)
Variable Type: numeric

C811I1F: If yes,was it fun

Value	Label	Unweighted Frequency	%
1	Not at all	6	2.9 %
2	Slightly	2	1.0 %
3	Somewhat	9	4.4 %
4	Mostly	26	12.6 %
5	Very much	69	33.5 %
6	-	1	0.5 %
	Missing Data		
.	-	93	45.1 %
	Total	**206**	**100%**

Based upon 113 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 289-289 (width: 1; decimal: 0)
Variable Type: numeric

C811I2A: Parents do nothing when pleased

Value	Label	Unweighted Frequency	%
1	yes	5	2.4 %
	Missing Data		
.	-	201	97.6 %
	Total	**206**	**100%**

Based upon 5 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 290-290 (width: 1; decimal: 0)
Variable Type: numeric

C811I2B: Parents use verbal encouragement when p

Value	Label	Unweighted Frequency	%
1	yes	165	80.1 %
	Missing Data		
.	-	41	19.9 %
	Total	**206**	**100%**

Based upon 165 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 291-291 (width: 1; decimal: 0)
Variable Type: numeric

C811I2C: Parents use phys. affection when pleased

Value	Label	Unweighted Frequency	%
1	yes	103	50.0 %
	Missing Data		
.	-	103	50.0 %
	Total	**206**	**100%**

Based upon 103 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 292-292 (width: 1; decimal: 0)
Variable Type: numeric

C811I2D: Parents use material rewards when please

Value	Label	Unweighted Frequency	%
1	yes	71	34.5 %
	Missing Data		
.	-	135	65.5 %
	Total	**206**	**100%**

Based upon 71 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 293-293 (width: 1; decimal: 0)
Variable Type: numeric

C811I2E: Parents use spec. privleges when pleased

Value	Label	Unweighted Frequency	%
1	yes	38	18.4 %
	Missing Data		
.	-	168	81.6 %
	Total	**206**	**100%**

Based upon 38 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 294-294 (width: 1; decimal: 0)
Variable Type: numeric

C811I2F: Parents activities together when pleased

Value	Label	Unweighted Frequency	%
1	yes	27	13.1 %
	Missing Data		
.	-	179	86.9 %
	Total	**206**	**100%**

Based upon 27 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 1.00

Location: 295-295 (width: 1; decimal: 0)
Variable Type: numeric

C811I3: How often do parents remark on good job

Value	Label	Unweighted Frequency	%
1	Never	1	0.5 %
2	Hardly ever	8	3.9 %
3	Sometimes	47	22.8 %
4	Mostly	86	41.7 %
5	Always	64	31.1 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 296-296 (width: 1; decimal: 0)
Variable Type: numeric

C811I4: How often Mom show appreciates help

Value	Label	Unweighted Frequency	%
1	Never	6	2.9 %
2	Hardly ever	6	2.9 %
3	Sometimes	25	12.1 %
4	Mostly	68	33.0 %
5	Always	91	44.2 %
6	-	2	1.0 %
	Missing Data		
.	-	8	3.9 %
	Total	**206**	**100%**

Based upon 198 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 297-297 (width: 1; decimal: 0)
Variable Type: numeric

C811I5: How often Dad show appreciates help

Value	Label	Unweighted Frequency	%
1	Never	2	1.0 %
2	Hardly ever	8	3.9 %
3	Sometimes	26	12.6 %
4	Mostly	67	32.5 %
5	Always	45	21.8 %
6	-	3	1.5 %
	Missing Data		
.	-	55	26.7 %
	Total	**206**	**100%**

Based upon 151 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 298-298 (width: 1; decimal: 0)

C811I6: Days per week sit and talk with Mom

Value	Label	Unweighted Frequency	%
0	-	1	0.5 %
1	0 days	18	8.7 %
2	1-2 days	60	29.1 %
3	3-4 days	60	29.1 %
4	Most days	32	15.5 %
5	Every day	28	13.6 %
	Missing Data		
.	-	7	3.4 %
	Total	**206**	**100%**

Based upon 199 valid cases out of 206 total cases.

- Minimum: 0.00
- Maximum: 5.00

Location: 299-299 (width: 1; decimal: 0)
Variable Type: numeric

C811I7: Days per week sit and talk with Dad

Value	Label	Unweighted Frequency	%
1	0 days	14	6.8 %
2	1-2 days	56	27.2 %
3	3-4 days	39	18.9 %
4	Most days	30	14.6 %
5	Every day	14	6.8 %
	Missing Data		
.	-	53	25.7 %
	Total	**206**	**100%**

Based upon 153 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 300-300 (width: 1; decimal: 0)
Variable Type: numeric

C811I8: Time with Mom doing something special

Value	Label	Unweighted Frequency	%
1	Usually no time	26	12.6 %

Value	Label	Unweighted Frequency	%
2	1-2 hrs.a week	73	35.4 %
3	2-3 hrs.a week	31	15.0 %
4	3.5-7 hrs.a wk.	45	21.8 %
5	More than 7 hr.a wk.	23	11.2 %
	Missing Data		
.	-	8	3.9 %
	Total	**206**	**100%**

Based upon 198 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 301-301 (width: 1; decimal: 0)
Variable Type: numeric

C811I9: Time with Dad doing something special

Value	Label	Unweighted Frequency	%
1	Usually no time	16	7.8 %
2	1-2 hrs.a week	49	23.8 %
3	2-3 hrs.a week	32	15.5 %
4	3.5-7 hrs.a wk.	43	20.9 %
5	More than 7 hr.a wk.	13	6.3 %
	Missing Data		
.	-	53	25.7 %
	Total	**206**	**100%**

Based upon 153 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 302-302 (width: 1; decimal: 0)
Variable Type: numeric

C811J1: Friends who cheated on school tests

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	86	41.7 %
2	VERY FEW OF THEM	62	30.1 %
3	SOME OF THEM	34	16.5 %
4	MOST OF THEM	18	8.7 %
5	ALL OF THEM	5	2.4 %

Value	Label	Unweighted Frequency	%
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 303-303 (width: 1; decimal: 0)
Variable Type: numeric

C811J2: Friends ruined others property purposely

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	85	41.3 %
2	VERY FEW OF THEM	73	35.4 %
3	SOME OF THEM	37	18.0 %
4	MOST OF THEM	8	3.9 %
5	ALL OF THEM	3	1.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 304-304 (width: 1; decimal: 0)
Variable Type: numeric

C811J3: Friends steal thing worth less than $5

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	117	56.8 %
2	VERY FEW OF THEM	61	29.6 %
3	SOME OF THEM	16	7.8 %
4	MOST OF THEM	10	4.9 %
5	ALL OF THEM	2	1.0 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 305-305 (width: 1; decimal: 0)
Variable Type: numeric

C811J4: Friends hit or threaten without reason

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	63	30.6 %
2	VERY FEW OF THEM	72	35.0 %
3	SOME OF THEM	44	21.4 %
4	MOST OF THEM	17	8.3 %
5	ALL OF THEM	9	4.4 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 306-306 (width: 1; decimal: 0)
Variable Type: numeric

C811J5: Friends break into to steal something

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	173	84.0 %
2	VERY FEW OF THEM	21	10.2 %
3	SOME OF THEM	7	3.4 %
4	MOST OF THEM	4	1.9 %
5	ALL OF THEM	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 307-307 (width: 1; decimal: 0)
Variable Type: numeric

C811J6: Friends sold hard drugs

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	194	94.2 %
2	VERY FEW OF THEM	7	3.4 %
3	SOME OF THEM	1	0.5 %
4	MOST OF THEM	0	0.0 %
5	ALL OF THEM	1	0.5 %

Value	Label	Unweighted Frequency	%
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 308-308 (width: 1; decimal: 0)
Variable Type: numeric

C811J7: Friends steal thing worth more than $50

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	184	89.3 %
2	VERY FEW OF THEM	16	7.8 %
3	SOME OF THEM	1	0.5 %
4	MOST OF THEM	3	1.5 %
5	ALL OF THEM	0	0.0 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 309-309 (width: 1; decimal: 0)
Variable Type: numeric

C811J8: Friends suggest you do illegal thing

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	150	72.8 %
2	VERY FEW OF THEM	38	18.4 %
3	SOME OF THEM	10	4.9 %
4	MOST OF THEM	6	2.9 %
5	ALL OF THEM	1	0.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 310-310 (width: 1; decimal: 0)
Variable Type: numeric

C811J9: Friends got drunk once in a while

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	159	77.2 %
2	VERY FEW OF THEM	30	14.6 %
3	SOME OF THEM	9	4.4 %
4	MOST OF THEM	5	2.4 %
5	ALL OF THEM	1	0.5 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 311-311 (width: 1; decimal: 0)
Variable Type: numeric

C811J10: Friends used medicine when not sick

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	150	72.8 %
2	VERY FEW OF THEM	42	20.4 %
3	SOME OF THEM	7	3.4 %
4	MOST OF THEM	2	1.0 %
5	ALL OF THEM	1	0.5 %
	Missing Data		
.	-	4	1.9 %
	Total	**206**	**100%**

Based upon 202 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 312-312 (width: 1; decimal: 0)
Variable Type: numeric

C811J11: Friends sell or give alcohol to kids

Value	Label	Unweighted Frequency	%
1	NONE OF THEM	182	88.3 %
2	VERY FEW OF THEM	16	7.8 %
3	SOME OF THEM	2	1.0 %
4	MOST OF THEM	2	1.0 %
5	ALL OF THEM	2	1.0 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 5.00

Location: 313-313 (width: 1; decimal: 0)
Variable Type: numeric

C811J12: If friends start stealing, your response

Value	Label	Unweighted Frequency	%
1	Stop seeing them	197	95.6 %
2	Hope not get caught	9	4.4 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 2.00

Location: 314-314 (width: 1; decimal: 0)
Variable Type: numeric

C811J13: Friends want to beat up kid,your action

Value	Label	Unweighted Frequency	%
1	Stay out of it	181	87.9 %
2	Try to stop them	25	12.1 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 2.00

Location: 315-315 (width: 1; decimal: 0)
Variable Type: numeric

C811J14: Police ask about friends,your response

Value	Label	Unweighted Frequency	%
1	Tell on them	187	90.8 %
2	Lie for them	19	9.2 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 2.00

Location: 316-316 (width: 1; decimal: 0)
Variable Type: numeric

C811K1: How often you put away your toys

Value	Label	Unweighted Frequency	%
1	Never	4	1.9 %
2	Hardly ever	21	10.2 %
3	Sometimes	61	29.6 %
4	Regularly	120	58.3 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 4.00

Location: 317-317 (width: 1; decimal: 0)
Variable Type: numeric

C811K2: How often you make your bed

Value	Label	Unweighted Frequency	%
1	Never	20	9.7 %
2	Hardly ever	32	15.5 %
3	Sometimes	70	34.0 %
4	Regularly	81	39.3 %
5	-	1	0.5 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

• Minimum: 1.00

- Maximum: 5.00

Location: 318-318 (width: 1; decimal: 0)
Variable Type: numeric

C811K3: How ofter you clean your room

Value	Label	Unweighted Frequency	%
1	Never	7	3.4 %
2	Hardly ever	41	19.9 %
3	Sometimes	73	35.4 %
4	Regularly	83	40.3 %
6	-	1	0.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 319-319 (width: 1; decimal: 0)
Variable Type: numeric

C811K4: How often you set the table

Value	Label	Unweighted Frequency	%
1	Never	40	19.4 %
2	Hardly ever	51	24.8 %
3	Sometimes	65	31.6 %
4	Regularly	45	21.8 %
6	-	1	0.5 %
	Missing Data		
.	-	4	1.9 %
	Total	**206**	**100%**

Based upon 202 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 320-320 (width: 1; decimal: 0)
Variable Type: numeric

C811K5: How often you clear the table

Value	Label	Unweighted Frequency	%
1	Never	24	11.7 %
2	Hardly ever	44	21.4 %
3	Sometimes	81	39.3 %
4	Regularly	53	25.7 %
6	-	1	0.5 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 321-321 (width: 1; decimal: 0)
Variable Type: numeric

C811K6: How often you wash the dishes

Value	Label	Unweighted Frequency	%
1	Never	50	24.3 %
2	Hardly ever	31	15.0 %
3	Sometimes	65	31.6 %
4	Regularly	59	28.6 %
6	-	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 322-322 (width: 1; decimal: 0)
Variable Type: numeric

C811K7: How often you clean part of house

Value	Label	Unweighted Frequency	%
1	Never	6	2.9 %
2	Hardly ever	35	17.0 %
3	Sometimes	119	57.8 %
4	Regularly	46	22.3 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 323-323 (width: 1; decimal: 0)
Variable Type: numeric

C811K8: How often you do the laundry

Value	Label	Unweighted Frequency	%
1	Never	109	52.9 %
2	Hardly ever	32	15.5 %
3	Sometimes	51	24.8 %
4	Regularly	14	6.8 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 324-324 (width: 1; decimal: 0)
Variable Type: numeric

C811K9: How often you wash the car

Value	Label	Unweighted Frequency	%
1	Never	39	18.9 %
2	Hardly ever	59	28.6 %
3	Sometimes	77	37.4 %
4	Regularly	19	9.2 %
6	-	1	0.5 %
	Missing Data		
.	-	11	5.3 %
	Total	**206**	**100%**

Based upon 195 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 325-325 (width: 1; decimal: 0)
Variable Type: numeric

C811K10: How often you fix things

Value	Label	Unweighted Frequency	%
1	Never	22	10.7 %
2	Hardly ever	40	19.4 %

Value	Label	Unweighted Frequency	%
3	Sometimes	103	50.0 %
4	Regularly	41	19.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 326-326 (width: 1; decimal: 0)
Variable Type: numeric

C811K11: How often you empty the trash

Value	Label	Unweighted Frequency	%
1	Never	19	9.2 %
2	Hardly ever	38	18.4 %
3	Sometimes	61	29.6 %
4	Regularly	88	42.7 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 327-327 (width: 1; decimal: 0)
Variable Type: numeric

C811K12: How often you cook meals

Value	Label	Unweighted Frequency	%
1	Never	57	27.7 %
2	Hardly ever	47	22.8 %
3	Sometimes	85	41.3 %
4	Regularly	17	8.3 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 328-328 (width: 1; decimal: 0)
Variable Type: numeric

C811K13: How often you run errands

Value	Label	Unweighted Frequency	%
1	Never	19	9.2 %
2	Hardly ever	34	16.5 %
3	Sometimes	101	49.0 %
4	Regularly	52	25.2 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 329-329 (width: 1; decimal: 0)
Variable Type: numeric

C811K14: How often you chop wood

Value	Label	Unweighted Frequency	%
1	Never	59	28.6 %
2	Hardly ever	34	16.5 %
3	Sometimes	27	13.1 %
4	Regularly	23	11.2 %
6	-	12	5.8 %
	Missing Data		
.	-	51	24.8 %
	Total	**206**	**100%**

Based upon 155 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 330-330 (width: 1; decimal: 0)
Variable Type: numeric

C811K15: How often you mow the lawn

Value	Label	Unweighted Frequency	%
1	Never	63	30.6 %
2	Hardly ever	40	19.4 %
3	Sometimes	46	22.3 %
4	Regularly	23	11.2 %
6	-	4	1.9 %
	Missing Data		
.	-	30	14.6 %

Value	Label	Unweighted Frequency	%
	Total	**206**	**100%**

Based upon 176 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 331-331 (width: 1; decimal: 0)
Variable Type: numeric

C811K16: How often you do other yard work

Value	Label	Unweighted Frequency	%
1	Never	21	10.2 %
2	Hardly ever	42	20.4 %
3	Sometimes	85	41.3 %
4	Regularly	36	17.5 %
6	-	1	0.5 %
	Missing Data		
.	-	21	10.2 %
	Total	**206**	**100%**

Based upon 185 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 332-332 (width: 1; decimal: 0)
Variable Type: numeric

C811K17: How often you care for pets

Value	Label	Unweighted Frequency	%
1	Never	5	2.4 %
2	Hardly ever	8	3.9 %
3	Sometimes	31	15.0 %
4	Regularly	133	64.6 %
6	-	2	1.0 %
	Missing Data		
.	-	27	13.1 %
	Total	**206**	**100%**

Based upon 179 valid cases out of 206 total cases.

- Minimum: 1.00

- Maximum: 6.00

Location: 333-333 (width: 1; decimal: 0)
Variable Type: numeric

C811K18: How often you pick up after yourself

Value	Label	Unweighted Frequency	%
1	Never	3	1.5 %
2	Hardly ever	14	6.8 %
3	Sometimes	75	36.4 %
4	Regularly	114	55.3 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 334-334 (width: 1; decimal: 0)
Variable Type: numeric

C811K19: Are parents happy with amount of work

Value	Label	Unweighted Frequency	%
1	Never	0	0.0 %
2	Hardly ever	11	5.3 %
3	Sometimes	55	26.7 %
4	Mostly	88	42.7 %
5	Always	51	24.8 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 5.00

Location: 335-335 (width: 1; decimal: 0)
Variable Type: numeric

C811K20: Do you get an allowance

Value	Label	Unweighted Frequency	%
1	Yes	138	67.0 %
2	No	67	32.5 %
4	-	1	0.5 %

Value	Label	Unweighted Frequency	%
	Total	206	100%

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 4.00

Location: 336-336 (width: 1; decimal: 0)
Variable Type: numeric

C811K21: Is allowance for doing chores

Value	Label	Unweighted Frequency	%
1	Yes	115	55.8 %
2	No	27	13.1 %
6	-	10	4.9 %
	Missing Data		
.	-	54	26.2 %
	Total	206	100%

Based upon 152 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 337-337 (width: 1; decimal: 0)
Variable Type: numeric

C811K22: Earn money doing jobs for other people

Value	Label	Unweighted Frequency	%
1	Yes	139	67.5 %
2	No	62	30.1 %
3	-	2	1.0 %
6	-	1	0.5 %
	Missing Data		
.	-	2	1.0 %
	Total	206	100%

Based upon 204 valid cases out of 206 total cases.

- Mean: 1.35
- Median: 1.00
- Mode: 1.00
- Minimum: 1.00
- Maximum: 6.00
- Standard Deviation: 0.59

Location: 338-338 (width: 1; decimal: 0)
Variable Type: numeric

C811L1A: Parents response to fight with sibs

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	5	2.4 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	2	1.0 %
8	Get more info	4	1.9 %
9	Other	1	0.5 %
10	Threaten	5	2.4 %
11	Scold,nag,criticize	6	2.9 %
12	Give command	68	33.0 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	5	2.4 %
17	Slap	2	1.0 %
18	Spank	20	9.7 %
19	Other	2	1.0 %
20	Ground	24	11.7 %
21	Time out	51	24.8 %
22	Withdraw privileges	4	1.9 %
23	Work details	0	0.0 %
24	Restitution	1	0.5 %
25	Natural conseq.	0	0.0 %
26	Other	2	1.0 %
	Missing Data		
.	-	4	1.9 %
	Total	**206**	**100%**

Based upon 202 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 26.00

Location: 339-340 (width: 2; decimal: 0)
Variable Type: numeric

C811L1B: Parents #2 response to fight with sibs

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	2	1.0 %
8	Get more info	1	0.5 %
9	Other	0	0.0 %
10	Threaten	5	2.4 %
11	Scold,nag,criticize	2	1.0 %
12	Give command	0	0.0 %
13	Other	0	0.0 %
14	Threaten physical	1	0.5 %
15	Wash mouth	0	0.0 %
16	Hit with object	1	0.5 %
17	Slap	0	0.0 %
18	Spank	6	2.9 %
19	Other	0	0.0 %
20	Ground	5	2.4 %
21	Time out	25	12.1 %
22	Withdraw privileges	4	1.9 %
23	Work details	0	0.0 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	2	1.0 %
	Missing Data		
.	-	152	73.8 %
	Total	**206**	**100%**

Based upon 54 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 26.00

Location: 341-342 (width: 2; decimal: 0)
Variable Type: numeric

C811L2A: Parent #1 response to sass others

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	8	3.9 %
3	Give in	0	0.0 %
4	Ask other to handle	2	1.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	8	3.9 %
8	Get more info	5	2.4 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %
11	Scold,nag,criticize	5	2.4 %
12	Give command	25	12.1 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	9	4.4 %
17	Slap	6	2.9 %
18	Spank	19	9.2 %
19	Other	1	0.5 %
20	Ground	68	33.0 %
21	Time out	24	11.7 %
22	Withdraw privileges	13	6.3 %
23	Work details	2	1.0 %
24	Restitution	4	1.9 %
25	Natural conseq.	1	0.5 %
26	Other	0	0.0 %
	Missing Data		
.	-	5	2.4 %
	Total	**206**	**100%**

Based upon 201 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 25.00

Location: 343-344 (width: 2; decimal: 0)
Variable Type: numeric

C811L2B: Parent #2 response to sass others

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %

Value	Label	Unweighted Frequency	%
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	2	1.0 %
8	Get more info	0	0.0 %
9	Other	0	0.0 %
10	Threaten	4	1.9 %
11	Scold,nag,criticize	1	0.5 %
12	Give command	4	1.9 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	0	0.0 %
17	Slap	1	0.5 %
18	Spank	7	3.4 %
19	Other	1	0.5 %
20	Ground	8	3.9 %
21	Time out	6	2.9 %
22	Withdraw privileges	8	3.9 %
23	Work details	2	1.0 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	0	0.0 %
	Missing Data		
.	-	162	78.6 %
	Total	**206**	**100%**

Based upon 44 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 23.00

Location: 345-346 (width: 2; decimal: 0)
Variable Type: numeric

C811L3A: Parent #1 response to tease sibs

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	34	16.5 %

Value	Label	Unweighted Frequency	%
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	1	0.5 %
6	Guilt	0	0.0 %
7	Lecture	4	1.9 %
8	Get more info	3	1.5 %
9	Other	0	0.0 %
10	Threaten	4	1.9 %
11	Scold,nag,criticize	2	1.0 %
12	Give command	75	36.4 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	3	1.5 %
17	Slap	1	0.5 %
18	Spank	8	3.9 %
19	Other	1	0.5 %
20	Ground	13	6.3 %
21	Time out	42	20.4 %
22	Withdraw privileges	2	1.0 %
23	Work details	2	1.0 %
24	Restitution	3	1.5 %
25	Natural conseq.	1	0.5 %
26	Other	2	1.0 %
	Missing Data		
.	-	5	2.4 %
	Total	**206**	**100%**

Based upon 201 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 26.00

Location: 347-348 (width: 2; decimal: 0)
Variable Type: numeric

C811L3B: Parent #2 response to tease sibs

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %

Value	Label	Unweighted Frequency	%
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	3	1.5 %
8	Get more info	1	0.5 %
9	Other	0	0.0 %
10	Threaten	3	1.5 %
11	Scold,nag,criticize	3	1.5 %
12	Give command	3	1.5 %
13	Other	0	0.0 %
14	Threaten physical	1	0.5 %
15	Wash mouth	0	0.0 %
16	Hit with object	0	0.0 %
17	Slap	0	0.0 %
18	Spank	1	0.5 %
19	Other	0	0.0 %
20	Ground	1	0.5 %
21	Time out	9	4.4 %
22	Withdraw privileges	4	1.9 %
23	Work details	0	0.0 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	0	0.0 %
	Missing Data		
.	-	177	85.9 %
	Total	**206**	**100%**

Based upon 29 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 22.00

Location: 349-350 (width: 2; decimal: 0)
Variable Type: numeric

C811L4A: Parent #1 response to swear at Mom

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	1	0.5 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %

Value	Label	Unweighted Frequency	%
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	3	1.5 %
8	Get more info	0	0.0 %
9	Other	0	0.0 %
10	Threaten	0	0.0 %
11	Scold,nag,criticize	3	1.5 %
12	Give command	4	1.9 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	3	1.5 %
16	Hit with object	20	9.7 %
17	Slap	8	3.9 %
18	Spank	58	28.2 %
19	Other	2	1.0 %
20	Ground	72	35.0 %
21	Time out	14	6.8 %
22	Withdraw privileges	9	4.4 %
23	Work details	2	1.0 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	1	0.5 %
	Missing Data		
.	-	6	2.9 %
	Total	**206**	**100%**

Based upon 200 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 26.00

Location: 351-352 (width: 2; decimal: 0)
Variable Type: numeric

C811L4B: Parent #2 response to swear at Mom

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %

Value	Label	Unweighted Frequency	%
6	Guilt	0	0.0 %
7	Lecture	2	1.0 %
8	Get more info	0	0.0 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %
11	Scold,nag,criticize	0	0.0 %
12	Give command	1	0.5 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	2	1.0 %
16	Hit with object	6	2.9 %
17	Slap	1	0.5 %
18	Spank	11	5.3 %
19	Other	1	0.5 %
20	Ground	19	9.2 %
21	Time out	19	9.2 %
22	Withdraw privileges	7	3.4 %
23	Work details	1	0.5 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	3	1.5 %
Missing Data			
.	-	132	64.1 %
Total		**206**	**100%**

Based upon 74 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 26.00

Location: 353-354 (width: 2; decimal: 0)
Variable Type: numeric

C811L5A: Parent #1 response to ignoring them

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	5	2.4 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	2	1.0 %
6	Guilt	0	0.0 %

Value	Label	Unweighted Frequency	%
7	Lecture	2	1.0 %
8	Get more info	2	1.0 %
9	Other	1	0.5 %
10	Threaten	5	2.4 %
11	Scold,nag,criticize	10	4.9 %
12	Give command	78	37.9 %
13	Other	0	0.0 %
14	Threaten physical	1	0.5 %
15	Wash mouth	0	0.0 %
16	Hit with object	5	2.4 %
17	Slap	0	0.0 %
18	Spank	22	10.7 %
19	Other	8	3.9 %
20	Ground	23	11.2 %
21	Time out	29	14.1 %
22	Withdraw privileges	8	3.9 %
23	Work details	2	1.0 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	1	0.5 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 26.00

Location: 355-356 (width: 2; decimal: 0)
Variable Type: numeric

C811L5B: Parent #2 response to ignoring them

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	1	0.5 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	2	1.0 %

Value	Label	Unweighted Frequency	%
8	Get more info	0	0.0 %
9	Other	0	0.0 %
10	Threaten	3	1.5 %
11	Scold,nag,criticize	2	1.0 %
12	Give command	6	2.9 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	0	0.0 %
17	Slap	0	0.0 %
18	Spank	1	0.5 %
19	Other	0	0.0 %
20	Ground	3	1.5 %
21	Time out	8	3.9 %
22	Withdraw privileges	6	2.9 %
23	Work details	1	0.5 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	2	1.0 %
	Missing Data		
.	-	171	83.0 %
	Total	**206**	**100%**

Based upon 35 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 26.00

Location: 357-358 (width: 2; decimal: 0)
Variable Type: numeric

C811L6A: Parent #1 response to not admit lie

Value	Label	Unweighted Frequency	%
1	Comfort	1	0.5 %
2	Ignore	4	1.9 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	5	2.4 %
8	Get more info	6	2.9 %

Value	Label	Unweighted Frequency	%
9	Other	0	0.0 %
10	Threaten	2	1.0 %
11	Scold,nag,criticize	7	3.4 %
12	Give command	16	7.8 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	3	1.5 %
16	Hit with object	14	6.8 %
17	Slap	1	0.5 %
18	Spank	39	18.9 %
19	Other	3	1.5 %
20	Ground	56	27.2 %
21	Time out	34	16.5 %
22	Withdraw privileges	9	4.4 %
23	Work details	2	1.0 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	1	0.5 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 26.00

Location: 359-360 (width: 2; decimal: 0)
Variable Type: numeric

C811L6B: Parent #2 response to not admit lie

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	3	1.5 %
8	Get more info	1	0.5 %
9	Other	0	0.0 %

Value	Label	Unweighted Frequency	%
10	Threaten	1	0.5 %
11	Scold,nag,criticize	0	0.0 %
12	Give command	1	0.5 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	3	1.5 %
17	Slap	1	0.5 %
18	Spank	8	3.9 %
19	Other	1	0.5 %
20	Ground	12	5.8 %
21	Time out	14	6.8 %
22	Withdraw privileges	2	1.0 %
23	Work details	0	0.0 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	2	1.0 %
	Missing Data		
.	-	157	76.2 %
	Total	**206**	**100%**

Based upon 49 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 26.00

Location: 361-362 (width: 2; decimal: 0)
Variable Type: numeric

C811L7A: Parent #1 response to skipping school

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	2	1.0 %
3	Give in	0	0.0 %
4	Ask other to handle	1	0.5 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	5	2.4 %
8	Get more info	4	1.9 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %

Value	Label	Unweighted Frequency	%
11	Scold,nag,criticize	3	1.5 %
12	Give command	9	4.4 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	13	6.3 %
17	Slap	4	1.9 %
18	Spank	36	17.5 %
19	Other	0	0.0 %
20	Ground	90	43.7 %
21	Time out	9	4.4 %
22	Withdraw privileges	9	4.4 %
23	Work details	7	3.4 %
24	Restitution	3	1.5 %
25	Natural conseq.	0	0.0 %
26	Other	7	3.4 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

• Minimum: 2.00
• Maximum: 26.00

Location: 363-364 (width: 2; decimal: 0)
Variable Type: numeric

C811L7B: Parent #2 response to skipping school

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	2	1.0 %
8	Get more info	1	0.5 %
9	Other	0	0.0 %
10	Threaten	2	1.0 %
11	Scold,nag,criticize	1	0.5 %

Value	Label	Unweighted Frequency	%
12	Give command	0	0.0 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	3	1.5 %
17	Slap	0	0.0 %
18	Spank	7	3.4 %
19	Other	3	1.5 %
20	Ground	16	7.8 %
21	Time out	8	3.9 %
22	Withdraw privileges	11	5.3 %
23	Work details	1	0.5 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	2	1.0 %
	Missing Data		
.	-	149	72.3 %
	Total	**206**	**100%**

Based upon 57 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 26.00

Location: 365-366 (width: 2; decimal: 0)
Variable Type: numeric

C811L8A: Parent #1 response to cheating on test

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	8	3.9 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	3	1.5 %
7	Lecture	16	7.8 %
8	Get more info	6	2.9 %
9	Other	0	0.0 %
10	Threaten	5	2.4 %
11	Scold,nag,criticize	10	4.9 %
12	Give command	21	10.2 %

Value	Label	Unweighted Frequency	%
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	6	2.9 %
17	Slap	0	0.0 %
18	Spank	22	10.7 %
19	Other	0	0.0 %
20	Ground	48	23.3 %
21	Time out	8	3.9 %
22	Withdraw privileges	10	4.9 %
23	Work details	11	5.3 %
24	Restitution	12	5.8 %
25	Natural conseq.	1	0.5 %
26	Other	15	7.3 %
	Missing Data		
.	-	4	1.9 %
	Total	**206**	**100%**

Based upon 202 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 26.00

Location: 367-368 (width: 2; decimal: 0)
Variable Type: numeric

C811L8B: Parent #2 response to cheating on test

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	6	2.9 %
8	Get more info	2	1.0 %
9	Other	0	0.0 %
10	Threaten	4	1.9 %
11	Scold,nag,criticize	0	0.0 %
12	Give command	1	0.5 %
13	Other	0	0.0 %

Value	Label	Unweighted Frequency	%
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	2	1.0 %
17	Slap	0	0.0 %
18	Spank	4	1.9 %
19	Other	1	0.5 %
20	Ground	5	2.4 %
21	Time out	8	3.9 %
22	Withdraw privileges	4	1.9 %
23	Work details	0	0.0 %
24	Restitution	2	1.0 %
25	Natural conseq.	0	0.0 %
26	Other	1	0.5 %
	Missing Data		
.	-	166	80.6 %
	Total	**206**	**100%**

Based upon 40 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 26.00

Location: 369-370 (width: 2; decimal: 0)
Variable Type: numeric

C811L9A: Parent #1 response to taking money

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	1	0.5 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	4	1.9 %
8	Get more info	8	3.9 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %
11	Scold,nag,criticize	1	0.5 %
12	Give command	3	1.5 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %

Value	Label	Unweighted Frequency	%
15	Wash mouth	0	0.0 %
16	Hit with object	12	5.8 %
17	Slap	3	1.5 %
18	Spank	36	17.5 %
19	Other	2	1.0 %
20	Ground	46	22.3 %
21	Time out	15	7.3 %
22	Withdraw privileges	11	5.3 %
23	Work details	2	1.0 %
24	Restitution	59	28.6 %
25	Natural conseq.	0	0.0 %
26	Other	1	0.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

• Minimum: 2.00
• Maximum: 26.00

Location: 371-372 (width: 2; decimal: 0)
Variable Type: numeric

C811L9B: Parent #2 response to taking money

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	2	1.0 %
8	Get more info	0	0.0 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %
11	Scold,nag,criticize	3	1.5 %
12	Give command	7	3.4 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	1	0.5 %

Value	Label	Unweighted Frequency	%
16	Hit with object	3	1.5 %
17	Slap	3	1.5 %
18	Spank	8	3.9 %
19	Other	0	0.0 %
20	Ground	16	7.8 %
21	Time out	13	6.3 %
22	Withdraw privileges	4	1.9 %
23	Work details	4	1.9 %
24	Restitution	13	6.3 %
25	Natural conseq.	0	0.0 %
26	Other	1	0.5 %
	Missing Data		
.	-	127	61.7 %
	Total	**206**	**100%**

Based upon 79 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 26.00

Location: 373-374 (width: 2; decimal: 0)
Variable Type: numeric

C811L10A: Parent #1 response to steal from store

Value	Label	Unweighted Frequency	%
0	-	1	0.5 %
1	Comfort	0	0.0 %
2	Ignore	1	0.5 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	6	2.9 %
8	Get more info	1	0.5 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %
11	Scold,nag,criticize	5	2.4 %
12	Give command	2	1.0 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %

Value	Label	Unweighted Frequency	%
16	Hit with object	13	6.3 %
17	Slap	3	1.5 %
18	Spank	32	15.5 %
19	Other	1	0.5 %
20	Ground	56	27.2 %
21	Time out	7	3.4 %
22	Withdraw privileges	4	1.9 %
23	Work details	1	0.5 %
24	Restitution	67	32.5 %
25	Natural conseq.	1	0.5 %
26	Other	1	0.5 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 0.00
- Maximum: 26.00

Location: 375-376 (width: 2; decimal: 0)
Variable Type: numeric

C811L10B: Parent #2 response to steal from store

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	5	2.4 %
8	Get more info	1	0.5 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %
11	Scold,nag,criticize	3	1.5 %
12	Give command	0	0.0 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	7	3.4 %

Value	Label	Unweighted Frequency	%
17	Slap	2	1.0 %
18	Spank	13	6.3 %
19	Other	0	0.0 %
20	Ground	29	14.1 %
21	Time out	10	4.9 %
22	Withdraw privileges	5	2.4 %
23	Work details	4	1.9 %
24	Restitution	12	5.8 %
25	Natural conseq.	1	0.5 %
26	Other	1	0.5 %
	Missing Data		
.	-	112	54.4 %
	Total	**206**	**100%**

Based upon 94 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 26.00

Location: 377-378 (width: 2; decimal: 0)
Variable Type: numeric

C811L11A: Parent #1 response when out too late

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	5	2.4 %
3	Give in	0	0.0 %
4	Ask other to handle	1	0.5 %
5	Other	1	0.5 %
6	Guilt	3	1.5 %
7	Lecture	13	6.3 %
8	Get more info	14	6.8 %
9	Other	0	0.0 %
10	Threaten	6	2.9 %
11	Scold,nag,criticize	3	1.5 %
12	Give command	18	8.7 %
13	Other	0	0.0 %
14	Threaten physical	1	0.5 %
15	Wash mouth	0	0.0 %
16	Hit with object	6	2.9 %
17	Slap	0	0.0 %

Value	Label	Unweighted Frequency	%
18	Spank	24	11.7 %
19	Other	1	0.5 %
20	Ground	71	34.5 %
21	Time out	13	6.3 %
22	Withdraw privileges	19	9.2 %
23	Work details	2	1.0 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	2	1.0 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 26.00

Location: 379-380 (width: 2; decimal: 0)
Variable Type: numeric

C811L11B: Parent #2 response when out too late

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	3	1.5 %
8	Get more info	2	1.0 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %
11	Scold,nag,criticize	3	1.5 %
12	Give command	4	1.9 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	1	0.5 %
17	Slap	1	0.5 %
18	Spank	4	1.9 %

Value	Label	Unweighted Frequency	%
19	Other	0	0.0 %
20	Ground	10	4.9 %
21	Time out	7	3.4 %
22	Withdraw privileges	12	5.8 %
23	Work details	0	0.0 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	0	0.0 %
	Missing Data		
.	-	158	76.7 %
	Total	**206**	**100%**

Based upon 48 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 22.00

Location: 381-382 (width: 2; decimal: 0)
Variable Type: numeric

C811L12A: Parents #1 response to smoking cigs

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	2	1.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	12	5.8 %
8	Get more info	2	1.0 %
9	Other	1	0.5 %
10	Threaten	2	1.0 %
11	Scold,nag,criticize	5	2.4 %
12	Give command	9	4.4 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	17	8.3 %
17	Slap	6	2.9 %
18	Spank	43	20.9 %
19	Other	4	1.9 %

Value	Label	Unweighted Frequency	%
20	Ground	76	36.9 %
21	Time out	10	4.9 %
22	Withdraw privileges	6	2.9 %
23	Work details	1	0.5 %
24	Restitution	0	0.0 %
25	Natural conseq.	1	0.5 %
26	Other	3	1.5 %
	Missing Data		
.	-	6	2.9 %
	Total	**206**	**100%**

Based upon 200 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 26.00

Location: 383-384 (width: 2; decimal: 0)
Variable Type: numeric

C811L12B: Parent #2 response to smoking cigs

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	4	1.9 %
8	Get more info	1	0.5 %
9	Other	1	0.5 %
10	Threaten	2	1.0 %
11	Scold,nag,criticize	0	0.0 %
12	Give command	3	1.5 %
13	Other	0	0.0 %
14	Threaten physical	1	0.5 %
15	Wash mouth	0	0.0 %
16	Hit with object	6	2.9 %
17	Slap	2	1.0 %
18	Spank	10	4.9 %
19	Other	4	1.9 %
20	Ground	19	9.2 %

Value	Label	Unweighted Frequency	%
21	Time out	7	3.4 %
22	Withdraw privileges	8	3.9 %
23	Work details	1	0.5 %
24	Restitution	0	0.0 %
25	Natural conseq.	0	0.0 %
26	Other	0	0.0 %
	Missing Data		
.	-	137	66.5 %
	Total	**206**	**100%**

Based upon 69 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 23.00

Location: 385-386 (width: 2; decimal: 0)
Variable Type: numeric

C811L13A: Parent #1 response to ruining property

Value	Label	Unweighted Frequency	%
1	Comfort	2	1.0 %
2	Ignore	3	1.5 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	2	1.0 %
8	Get more info	2	1.0 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %
11	Scold,nag,criticize	9	4.4 %
12	Give command	3	1.5 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	10	4.9 %
17	Slap	1	0.5 %
18	Spank	35	17.0 %
19	Other	3	1.5 %
20	Ground	52	25.2 %
21	Time out	4	1.9 %

Value	Label	Unweighted Frequency	%
22	Withdraw privileges	5	2.4 %
23	Work details	2	1.0 %
24	Restitution	68	33.0 %
25	Natural conseq.	0	0.0 %
26	Other	2	1.0 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 26.00

Location: 387-388 (width: 2; decimal: 0)
Variable Type: numeric

C811L13B: Parent #2 response to ruining property

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	1	0.5 %
7	Lecture	3	1.5 %
8	Get more info	0	0.0 %
9	Other	0	0.0 %
10	Threaten	0	0.0 %
11	Scold,nag,criticize	0	0.0 %
12	Give command	1	0.5 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	1	0.5 %
17	Slap	0	0.0 %
18	Spank	10	4.9 %
19	Other	2	1.0 %
20	Ground	23	11.2 %
21	Time out	6	2.9 %
22	Withdraw privileges	4	1.9 %

Value	Label	Unweighted Frequency	%
23	Work details	3	1.5 %
24	Restitution	13	6.3 %
25	Natural conseq.	0	0.0 %
26	Other	0	0.0 %
	Missing Data		
.	-	139	67.5 %
	Total	**206**	**100%**

Based upon 67 valid cases out of 206 total cases.

• Minimum: 6.00
• Maximum: 24.00

Location: 389-390 (width: 2; decimal: 0)
Variable Type: numeric

C811L14A: Parent #1 response to drinking alcohol

Value	Label	Unweighted Frequency	%
1	Comfort	1	0.5 %
2	Ignore	3	1.5 %
3	Give in	0	0.0 %
4	Ask other to handle	1	0.5 %
5	Other	1	0.5 %
6	Guilt	1	0.5 %
7	Lecture	8	3.9 %
8	Get more info	4	1.9 %
9	Other	0	0.0 %
10	Threaten	3	1.5 %
11	Scold,nag,criticize	13	6.3 %
12	Give command	10	4.9 %
13	Other	0	0.0 %
14	Threaten physical	1	0.5 %
15	Wash mouth	0	0.0 %
16	Hit with object	16	7.8 %
17	Slap	0	0.0 %
18	Spank	36	17.5 %
19	Other	1	0.5 %
20	Ground	70	34.0 %
21	Time out	16	7.8 %
22	Withdraw privileges	7	3.4 %
23	Work details	4	1.9 %

Value	Label	Unweighted Frequency	%
24	Restitution	0	0.0 %
25	Natural conseq.	1	0.5 %
26	Other	0	0.0 %
	Missing Data		
.	-	9	4.4 %
	Total	**206**	**100%**

Based upon 197 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 25.00

Location: 391-392 (width: 2; decimal: 0)
Variable Type: numeric

C811L14B: Parent #2 response to drinking alcohol

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	0	0.0 %
7	Lecture	7	3.4 %
8	Get more info	0	0.0 %
9	Other	0	0.0 %
10	Threaten	0	0.0 %
11	Scold,nag,criticize	1	0.5 %
12	Give command	1	0.5 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	3	1.5 %
17	Slap	0	0.0 %
18	Spank	8	3.9 %
19	Other	2	1.0 %
20	Ground	20	9.7 %
21	Time out	8	3.9 %
22	Withdraw privileges	10	4.9 %
23	Work details	0	0.0 %
24	Restitution	0	0.0 %

Value	Label	Unweighted Frequency	%
25	Natural conseq.	0	0.0 %
26	Other	2	1.0 %
	Missing Data		
.	-	144	69.9 %
	Total	**206**	**100%**

Based upon 62 valid cases out of 206 total cases.

- Minimum: 7.00
- Maximum: 26.00

Location: 393-394 (width: 2; decimal: 0)
Variable Type: numeric

C811L15A: Parent #1 response if break their things

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	3	1.5 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	1	0.5 %
6	Guilt	3	1.5 %
7	Lecture	4	1.9 %
8	Get more info	8	3.9 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %
11	Scold,nag,criticize	9	4.4 %
12	Give command	2	1.0 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	13	6.3 %
17	Slap	2	1.0 %
18	Spank	42	20.4 %
19	Other	1	0.5 %
20	Ground	45	21.8 %
21	Time out	20	9.7 %
22	Withdraw privileges	11	5.3 %
23	Work details	2	1.0 %
24	Restitution	28	13.6 %
25	Natural conseq.	1	0.5 %

Value	Label	Unweighted Frequency	%
26	Other	7	3.4 %
	Missing Data		
.	-	3	1.5 %
	Total	**206**	**100%**

Based upon 203 valid cases out of 206 total cases.

- Minimum: 2.00
- Maximum: 26.00

Location: 395-396 (width: 2; decimal: 0)
Variable Type: numeric

C811L15B: Parent #2 response if break their things

Value	Label	Unweighted Frequency	%
1	Comfort	0	0.0 %
2	Ignore	0	0.0 %
3	Give in	0	0.0 %
4	Ask other to handle	0	0.0 %
5	Other	0	0.0 %
6	Guilt	1	0.5 %
7	Lecture	5	2.4 %
8	Get more info	0	0.0 %
9	Other	0	0.0 %
10	Threaten	1	0.5 %
11	Scold,nag,criticize	3	1.5 %
12	Give command	4	1.9 %
13	Other	0	0.0 %
14	Threaten physical	0	0.0 %
15	Wash mouth	0	0.0 %
16	Hit with object	4	1.9 %
17	Slap	1	0.5 %
18	Spank	8	3.9 %
19	Other	1	0.5 %
20	Ground	21	10.2 %
21	Time out	9	4.4 %
22	Withdraw privileges	3	1.5 %
23	Work details	2	1.0 %
24	Restitution	13	6.3 %
25	Natural conseq.	0	0.0 %
26	Other	1	0.5 %

Value	Label	Unweighted Frequency	%
	Missing Data		
.	-	129	62.6 %
	Total	**206**	**100%**

Based upon 77 valid cases out of 206 total cases.

- Minimum: 6.00
- Maximum: 26.00

Location: 397-398 (width: 2; decimal: 0)
Variable Type: numeric

C811L16: Do parent follow through on consequences

Value	Label	Unweighted Frequency	%
1	Never	3	1.5 %
2	Hardly ever	10	4.9 %
3	Sometimes	35	17.0 %
4	Mostly	70	34.0 %
5	Always	88	42.7 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 399-399 (width: 1; decimal: 0)
Variable Type: numeric

C811L17: Do parents let you get away with things

Value	Label	Unweighted Frequency	%
1	Never	63	30.6 %
2	Hardly ever	73	35.4 %
3	Sometimes	58	28.2 %
4	Mostly	11	5.3 %
5	Always	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 400-400 (width: 1; decimal: 0)
Variable Type: numeric

C811L18: Does Mom get angry when punishing you

Value	Label	Unweighted Frequency	%
1	Never	6	2.9 %
2	Hardly ever	28	13.6 %
3	Sometimes	54	26.2 %
4	Mostly	58	28.2 %
5	Always	49	23.8 %
6	-	3	1.5 %
	Missing Data		
.	-	8	3.9 %
	Total	**206**	**100%**

Based upon 198 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 401-401 (width: 1; decimal: 0)
Variable Type: numeric

C811L19: Does Dad get angry when punishing you

Value	Label	Unweighted Frequency	%
1	Never	1	0.5 %
2	Hardly ever	19	9.2 %
3	Sometimes	38	18.4 %
4	Mostly	47	22.8 %
5	Always	43	20.9 %
6	-	9	4.4 %
	Missing Data		
.	-	49	23.8 %
	Total	**206**	**100%**

Based upon 157 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 6.00

Location: 402-402 (width: 1; decimal: 0)
Variable Type: numeric

C811L20: You know what punishment to expect

Value	Label	Unweighted Frequency	%
1	Never	13	6.3 %

Value	Label	Unweighted Frequency	%
2	Hardly ever	37	18.0 %
3	Sometimes	46	22.3 %
4	Mostly	71	34.5 %
5	Always	38	18.4 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 403-403 (width: 1; decimal: 0)
Variable Type: numeric

C811L21: How often punishment depends on mood

Value	Label	Unweighted Frequency	%
1	Never	13	6.3 %
2	Hardly ever	39	18.9 %
3	Sometimes	60	29.1 %
4	Mostly	65	31.6 %
5	Always	28	13.6 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 404-404 (width: 1; decimal: 0)
Variable Type: numeric

C811M1: Better teachers think good than honest

Value	Label	Unweighted Frequency	%
1	Disagree	118	57.3 %
2	Neither	27	13.1 %
3	Agree	61	29.6 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 405-405 (width: 1; decimal: 0)
Variable Type: numeric

C811M2: Better to not let kids copy work

Value	Label	Unweighted Frequency	%
1	Disagree	26	12.6 %
2	Neither	4	1.9 %
3	Agree	176	85.4 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 406-406 (width: 1; decimal: 0)
Variable Type: numeric

C811M3: Better to be honest with parents

Value	Label	Unweighted Frequency	%
1	Disagree	9	4.4 %
2	Neither	7	3.4 %
3	Agree	190	92.2 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 407-407 (width: 1; decimal: 0)
Variable Type: numeric

C811M4: Must fight to get respect from friends

Value	Label	Unweighted Frequency	%
1	Disagree	181	87.9 %
2	Neither	10	4.9 %
3	Agree	15	7.3 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 408-408 (width: 1; decimal: 0)
Variable Type: numeric

C811M5: Must break rules to be popular

Value	Label	Unweighted Frequency	%
1	Disagree	171	83.0 %
2	Neither	10	4.9 %
3	Agree	25	12.1 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 409-409 (width: 1; decimal: 0)
Variable Type: numeric

C811M6: Sometimes lie to friends to be liked

Value	Label	Unweighted Frequency	%
1	Disagree	168	81.6 %
2	Neither	7	3.4 %
3	Agree	31	15.0 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 410-410 (width: 1; decimal: 0)
Variable Type: numeric

C811M7: O.K. to cheat at school in order to win

Value	Label	Unweighted Frequency	%
1	Disagree	192	93.2 %
2	Neither	5	2.4 %
3	Agree	9	4.4 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 411-411 (width: 1; decimal: 0)
Variable Type: numeric

C811M8: Might break parents rules for friends

Value	Label	Unweighted Frequency	%
1	Disagree	168	81.6 %
2	Neither	7	3.4 %
3	Agree	31	15.0 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 412-412 (width: 1; decimal: 0)
Variable Type: numeric

C811M9: Sometimes lie to parents to keep trust

Value	Label	Unweighted Frequency	%
1	Disagree	172	83.5 %
2	Neither	6	2.9 %
3	Agree	28	13.6 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 413-413 (width: 1; decimal: 0)
Variable Type: numeric

C811M10: Better parents think good than truthful

Value	Label	Unweighted Frequency	%
1	Disagree	155	75.2 %
2	Neither	12	5.8 %
3	Agree	39	18.9 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 3.00

Location: 414-414 (width: 1; decimal: 0)
Variable Type: numeric

C811N1: O.K. to cheat on school tests

Value	Label	Unweighted Frequency	%
1	Never	149	72.3 %
2	Hardly ever	36	17.5 %
3	Sometimes	14	6.8 %
4	Mostly	3	1.5 %
5	Always	3	1.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 415-415 (width: 1; decimal: 0)
Variable Type: numeric

C811N2: O.K. to ruin something on purpose

Value	Label	Unweighted Frequency	%
1	Never	164	79.6 %
2	Hardly ever	32	15.5 %
3	Sometimes	6	2.9 %
4	Mostly	1	0.5 %
5	Always	2	1.0 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 416-416 (width: 1; decimal: 0)
Variable Type: numeric

C811N3: O.K. to smoke marijuana

Value	Label	Unweighted Frequency	%
1	Never	196	95.1 %
2	Hardly ever	7	3.4 %
3	Sometimes	0	0.0 %
4	Mostly	1	0.5 %
5	Always	1	0.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 5.00

Location: 417-417 (width: 1; decimal: 0)
Variable Type: numeric

C811N4: O.K. to steal thing worth less than $5

Value	Label	Unweighted Frequency	%
1	Never	181	87.9 %
2	Hardly ever	21	10.2 %
3	Sometimes	1	0.5 %
4	Mostly	1	0.5 %
5	Always	1	0.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

• Minimum: 1.00
• Maximum: 5.00

Location: 418-418 (width: 1; decimal: 0)
Variable Type: numeric

C811N5: O.K. to hit or threaten without reason

Value	Label	Unweighted Frequency	%
1	Never	141	68.4 %
2	Hardly ever	34	16.5 %
3	Sometimes	22	10.7 %
4	Mostly	6	2.9 %

Value	Label	Unweighted Frequency	%
5	Always	2	1.0 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 419-419 (width: 1; decimal: 0)
Variable Type: numeric

C811N6: O.K. to use alcohol

Value	Label	Unweighted Frequency	%
1	Never	183	88.8 %
2	Hardly ever	14	6.8 %
3	Sometimes	7	3.4 %
4	Mostly	0	0.0 %
5	Always	1	0.5 %
	Missing Data		
.	-	1	0.5 %
	Total	**206**	**100%**

Based upon 205 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 420-420 (width: 1; decimal: 0)
Variable Type: numeric

C811N7: O.K. to break into a place to steal

Value	Label	Unweighted Frequency	%
1	Never	197	95.6 %
2	Hardly ever	6	2.9 %
3	Sometimes	2	1.0 %
4	Mostly	0	0.0 %
5	Always	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 421-421 (width: 1; decimal: 0)
Variable Type: numeric

C811N8: O.K. to sell hard drugs

Value	Label	Unweighted Frequency	%
1	Never	201	97.6 %
2	Hardly ever	4	1.9 %
3	Sometimes	0	0.0 %
4	Mostly	0	0.0 %
5	Always	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 422-422 (width: 1; decimal: 0)
Variable Type: numeric

C811N9: O.K. to steal thing worth more than $50

Value	Label	Unweighted Frequency	%
1	Never	202	98.1 %
2	Hardly ever	3	1.5 %
3	Sometimes	0	0.0 %
4	Mostly	0	0.0 %
5	Always	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 423-423 (width: 1; decimal: 0)
Variable Type: numeric

C811N10: O.K. to get drunk once in a while

Value	Label	Unweighted Frequency	%
1	Never	175	85.0 %
2	Hardly ever	21	10.2 %
3	Sometimes	8	3.9 %

Value	Label	Unweighted Frequency	%
4	Mostly	1	0.5 %
5	Always	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 424-424 (width: 1; decimal: 0)
Variable Type: numeric

C811N11: O.K. to use medicine when youre not sick

Value	Label	Unweighted Frequency	%
1	Never	190	92.2 %
2	Hardly ever	13	6.3 %
3	Sometimes	2	1.0 %
4	Mostly	0	0.0 %
5	Always	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 425-425 (width: 1; decimal: 0)
Variable Type: numeric

C811N12: O.K. to give or sell alcohol to kids

Value	Label	Unweighted Frequency	%
1	Never	197	95.6 %
2	Hardly ever	7	3.4 %
3	Sometimes	1	0.5 %
4	Mostly	0	0.0 %
5	Always	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 5.00

Location: 426-426 (width: 1; decimal: 0)
Variable Type: numeric

C811P1: Do you plan to finish high school

Value	Label	Unweighted Frequency	%
1	Yes	204	99.0 %
2	No	1	0.5 %
7	-	1	0.5 %
	Total	**206**	**100%**

Based upon 206 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 7.00

Location: 427-427 (width: 1; decimal: 0)
Variable Type: numeric

C811P2: Do you hope to go to college

Value	Label	Unweighted Frequency	%
1	Yes	175	85.0 %
2	No	28	13.6 %
7	-	1	0.5 %
	Missing Data		
.	-	2	1.0 %
	Total	**206**	**100%**

Based upon 204 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 7.00

Location: 428-428 (width: 1; decimal: 0)
Variable Type: numeric

C811P3: What do you want to be when grown up

Value	Label	Unweighted Frequency	%
1	Laborer	2	1.0 %
2	Unskilled worker	2	1.0 %
3	Semiskilled worker	9	4.4 %
4	Skilled worker	38	18.4 %
5	Clerical,Bus.Owner	0	0.0 %
6	Technician	52	25.2 %
7	Minor professional	20	9.7 %
8	Administrator	21	10.2 %
9	Higher executive	35	17.0 %

Value	Label	Unweighted Frequency	%
99	-	4	1.9 %
	Missing Data		
.	-	23	11.2 %
	Total	**206**	**100%**

Based upon 183 valid cases out of 206 total cases.

- Minimum: 1.00
- Maximum: 99.00

Location: 429-430 (width: 2; decimal: 0)
Variable Type: numeric