

CODEBOOK

The Geocoded Peacekeeping Operations (Geo-PKO) Dataset

Dataset Version 2.1

Codebook updated March 2021

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General variables

source This variable indicates where the information was taken from. The main sources used are the deployment maps of the peacekeeping missions, obtained via the UN Library in New York. Those maps are referenced with map number and revision number. If other sources are used, this is clearly indicated here.

For the sources concerning the geographical coordinates, see below.

mission The official abbreviation of the peacekeeping mission name.

year, month These two variables reflect the publication date of the source map.

Geographical variables

location This variable gives the name of the location (city, town, village) of the peacekeepers base, as indicated on the mission's deployment maps.

Note that "location" always refers to a specific place and not to a higher level administrative district (e.g. "New York" refers to New York City and not to New York State).

geosplit In the rare situation where the source indicates several location-names for a specific deployment, the coding is split. This occurs typically in situations where troops are deployed to a main base and an outpost, yet the source does not specify how many troops are deployed to which location. The variable "geosplit" is coded as 1 if a geosplit was done; and as 0 otherwise.

In case of a Geosplit, the location-link is specified in the Geocomment. Further, this means that the total number for the variables "battalion", "company", "platoon", "other", "no.troops", "inf.no", "fpu.no" and the "no troops per TCC" are divided by the amount of locations. In case of odd numbered troop strengths ("no.troops", "inf.no", "fpu.no", "notroopsper_tcc_"), the resulting split person is fully assigned to one of the locations. E.g. 35 troops deployed to location A and B would be coded as 18 for location A and 17 for location B, rather than 17,5 for

both locations. This does not apply for the unit deployment (“battalion”, “company”, “platoon”, “other”) which can be divided.

Further note that the geosplit variable does not affect the troop type variables or the number and names of TCC or any other variable not specified above. Concretely, if an Infantry and an Engineering company are deployed by country X and Y to location “A and B”, they are split as follows: Rather than arbitrarily assign the infantry company deployed by X to one of the locations and the Engineering company from Y to the other, it is assumed that at both locations both troop types from both TCCs are present, it would hence be coded as 0,5 Infantry and 0,5 Engineering company from X and Y at both locations.

country “country” gives the English name of the country in which the location lies in. Note that the country is coded contemporary to the row’s time. E.g. Juba is coded as “Sudan” prior to South Sudan’s independence, and coded as “South Sudan” after.

latitude, longitude These two variables give the geographical coordinates of “location”. If not specified otherwise in the “geocomment”, the coordinates are taken from the National Geospatial-Intelligence Agency, and systematically cross-checked with Google Earth, the UCDP GED Point Dataset v.1.1. 2011 and the original source map.

The format and system of the geocoding was done according to the rules and procedures of the Uppsala Conflict Data Program UCDP Georeferenced Event Dataset. (see: Sundberg Ralph, Lindgren Mathilda and Padskocimaite Ausra, 2010, “UCDP GED Codebook version 1.0-2011”.)

geocomment A line used by the coder for a wide variety of comments regarding the coding of “location”, “geosplit”, “country”, “longitude” and “latitude” variables. Notably it is specified if other sources than the above-mentioned standard sources were used, if several locations with the same name were found and, in such a case, how the coded location was chosen.

zone.de.confidence This variable is only coded for UNOCI, in all other cases the variable is given as “NA”. The variable indicates whether the location lies within or on the border of the “zone de confidence” (coded as 1) or

outside (0). The coding indicates “NA” for the times in which the Zone de Confidence ceased to exist (as of December 2007).

In the latest version, this variable is also applicable to UNCRO, UNDOF, UNFICYP, UNIKOM, UNMEE, UNMOP, UNOMIG, and UNPROFOR. In many of these cases, the “zone of confidence” indicates a special area designed to separate former warring parties, or to signify ambiguity in border demarcation.

Troop strengths variables

battalion / company / platoon / other / comment on unit	These variables indicated how many troop units of each size are deployed to the location. If there is another unit size than battalion, company or platoon, this is coded in the “other” variable, and specified in the “comment on unit”.
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Note that these variables only code troops, hence military observers, civilian police, security groups are not included. Further, it only codes the actual troops; hence Headquarters are also not included.

no.troops	“no.troops” codes the estimated total number of troops present at the location. The estimate is made by multiplying the deployed units coded in “battalion”, “company”, “platoon”, “other” and “comment on unit” with their standard unit size. The standard unit size is based on NATO and UN standard military unit numbers, i.e. 650 troops per battalion, 150 troops per company, 35 troops per platoon, others as specified in the “comment on unit”. “Other” may include “brigade” (1950), “regiment” (1300), and corps (5850). If there are troops present but none of the units have size symbol, this variable is coded as “unknown”.
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Troop type variables

rpf and rpf.no	“rpf” is a dummy variable indicating the Regional Force Protection is present at the location (coded as 1), or not (coded as 0) (applicable to UNMISS from September 2017 to March 2020, when RPF location is no longer shown with a separate symbol). “rpf.no” gives the estimated
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troop strength of all troops in the Regional Force Protection present at the location, based on the same standard unit sizes applied above. Logically, if “rpf” is coded as 0, then “rpf.no” is set to 0, too, while if “rpf” is coded as 1, “rpf.no” has a value of at least 1. Number of RPF troops *is not* included in the total number of troops (No troops). Users can combine the two values (no.troops and rpf.no), if they want to count these units in the total number.

inf and inf.no “inf” is a dummy variable indicating if at least one of the present units is an infantry unit (coded as 1), or not (coded as 0). “inf.no” gives the estimated troop strength of all the infantry troops present at the location, based on the same standard unit sizes applied above. Logically, if “inf” is coded as 0, then “inf.no” is set to 0, too, while if “inf” is coded as 1, “inf.no” has a value of at least 1. Number of infantry troops is also included in the total number of troops (no.troops).

fpu and fpu.no “fpu” is a dummy variable indicating if at least one of the present units is a “formed police unite” (coded as 1), or not (coded as 0). “fpu.no” gives the estimated troop strength of all the FPU troops present at the location, based on the same standard unit sizes applied above. Logically, if “fpu” is coded as 0, then “fpu.no” is set to 0, too, while if “fpu” is coded as 1, “fpu.no” has a value of at least 1 or, in cases where the size of the unit is not available in the source map, “unknown”. The number of FPU troops is also counted in the total number of troops (No troops).

res and res.no “res” is a dummy variable indicating if at least one of the present units is a “Reserve unit” (coded as 1), or not (coded as 0). “res.no” gives the estimated troop strength of all the Reserve troops present at the location, based on the same standard unit sizes applied above. Logically, if “res” is coded as 0, then “res.no” is set to 0, too, while if “res” is coded as 1, “res.no” has a value of at least 1. Number of reserve troops is also counted in the total number of troops (No troops). Users can subtract “res.no” from “no.troops” if they wish to exclude these units.

Examples of reserve units include RES (Reserve), FRB (Force Reserve Battalion), FRC (Force Reserve Company).

fp and fp.no “fp” is a dummy variable indicating if at least one of the present units is a force protection unit (coded as 1), or not (coded as 0). “FP_No”

gives the estimated troop strength of all the force protection troops present at the location, based on the same standard unit sizes applied above. Logically, if “FP” is coded as 0, then “FP_No” is set to 0, too, while if “FP” is coded as 1, “FP_No” has a value of at least 1. Number of FP troops is also included in the total number of troops (No troops). Users can subtract FP_No from No troops if they wish to exclude these units. Force protection units include FP (Force protection), PSU (Protection and Support Unit), CCC (Combat Convoy Company).

eng, sig, trans, riv, he.sup, sf, med, maint, recon, avia, mp, demining, other.type These are dummy variables containing information on the type of troops present at the location, other than Infantry, FPU, RES and FP troops. They are coded as 1 if at least one such troop type is present at the location, and 0 if not. “eng” stands for “Engineer”, “sig” for “signals”, “trans” for “Transport”, “riv” for “Riverine”, “he.sup” for “Helicopter Support”, “sf” for “Special Forces”, “med” for “Medical” or “Hospital”, “maint” for “Maintenance”, “recon” for “Reconnaissance”, “avia” for “Aviation”, “mp” for “Military Police”, “demining” for “Demining”, “uav” for “unmanned aerial vehicle”, “FP” stands for “force protection”. “other.type” refers to troop types other than the ones listed above, and if coded as 1, the troop type is specified in the “Comments”.

Examples of “other.type” include LOG (logistics), EOD (Explosive ordnance disposal), ASU (airfield service unit), CSS (combat service support), QRF (Quick Reaction Force), QRC (Quick Reaction Capability), ASMU (Airfield Survey and Maintenance Unit), Artillery, JMOT, etc. Total number of troops in these units, as well as the TCCs contributing to these units are counted in corresponding columns, i.e., no.troops, no.tcc, nameoftcc, notroopsper tcc, when available.

armored This is a dummy variable containing information if at least one of the deployed units is “armored” (coded as 1). Absence of armored units is coded as 0.

he.sup.lw This binary variable indicates whether at least one of the helicopter support units is equipped with light weapons (1) or not (0). Logically, this variable can only contain 1 or 0 value if the he.sup variable is coded as 1 – e.g. there is at least one helicopter-support unit present. Otherwise, the variable is coded as “NA”.

troop.type A variable indicating what type of troops were deployed to a given location. It is as such the series of dummy variable mentioned above, coded in one single cell. The variable is coded as follows:

- 0. Not applicable (e.g. no troops present at location)
- 1: Infantry
- 2: Engineer
- 3: Signals
- 4: Transportation
- 5: Riverine
- 6: Helicopters Support
- 7: Special Forces
- 8: Medical
- 9: Maintenance
- 10: Reconnaissance (These units include: ASIFU = All sources information fusion unit, ISR: Intelligence, Surveillance, Reconnaissance, LRRPTG: Long Range Reconnaissance Patrol Task Group)
- 11: Aviation
- 12: Formed Police Unit (FPU)
- 13: MP
- 14: Demining
- 15: Reserve (RES= Reserve, FRB = Force Reserve Battalion, FRC = Force Reserve Company)
- 16. UAV / UV
- 17: Force Protection (includes FP = Force Protection, PSU = Protection and Support Unit, CCC = Combat Convoy Company)
- 99: Other types

If several different troop types are deployed to the same location, they are separated by a comma, e.g., “1, 3” indicates the presence of infantry and signals troops.

Note that this variable only codes information on those troops included in “No Troops”, hence it does not include UNMO, UNPOL, HQ, Security Group.

TCC-variables

no.tcc This variable indicates the amount of “Troop Contributing Countries”, i.e. how many countries deployed troops to this location. In other words, it records the *minimum* number of unique TCCs. This means that units for which the TCC are not known are not included in this variable. This variable is coded as “unknown” for locations with troop deployment but no specific TCC named, In contrast, cases for which

the TCC is known, yet not the deployment strength for a given TCC, the TCC is included in “no.tcc”.

nameoftcc_1, “nameoftcc_1” lists the English name of the troop contributing country, while “notroospertcc_1” codes the estimated size of the troops deployed by a given TCC to the location. When there are several TCCs deploying to the same location, this information is given for all the TCCs separately. Note that only troops included in the “no.troops” variable are included here, hence the sum of all the “notroospertcc” variable for one location is equal to the “no.troops” variable coded earlier.

Units for which the TCC is unknown are coded as “unknown” for the TCC’s name, followed by the number of troops for which the TCC is not known. If the number of troops per TCC is not known, this is also coded as “unknown”.

Coding procedures for multinational units

Some missions have units that are comprised of troops from multiple countries. These missions are MINUSMA, UNFICYP, UNIFIL, UNMIH, UNPREDEP, and UNPROFOR. Examples of multinational units include “NORDBAT” in UNPROFOR and UNPREDEP, or “CARICOM” in UNMIH. In the dataset, these units are coded “Multinational” in the “nameoftcc” variable. Where possible, we have provided more details on the units regarding their specific composition in the “comment” column.

The coding of the “no.tcc” variable with “Multinational” unit is similar to that for units with unknown TCC. For locations with only one “Multinational” unit and nothing else, “no.tcc” is coded as unknown. For locations with a “Multinational” unit and other units with TCC names, the “no.tcc” variable records the number of known unique TCCs, i.e., the *minimum* number of unique TCCs.

Non-troops variables

unpol.dummy, These two binary variables codes the presence of UN civilian police (UNPOL) and UN Military Observers (UNMO). Their presence is coded as 1, while absence thereof is coded as 0. Individual Police Officer (IPO) is also coded as UNPOL, relevant from June 2020 onwards for MINUSMA, MONUSCO and MINUSCA.

hq This variable contains information on whether the location serves as a Headquarter. If this is not the case, the variable is coded as 0. If the location serves as a TCC headquarter, the value is set to 1; if the location serves as the mission's sector headquarter, the variable is coded as 2; if the location serves as the missions headquarter, the variable is coded as 3.

If the location serves as different type of headquarters, the "highest" type of headquarter is coded. The rationale behind this is that often, locations that serve as the mission headquarter are simultaneously also a sector headquarter, which are simultaneously also a TCC headquarter.

It is noteworthy that for some missions or for some time period of a given mission (typically in the beginning or end of a mission), there are no mission-sectors. Consequently, in those missions the variable "HQ" can only take the values 0, 1 or 3, yet not 2. Equally, not all missions have TCC HQs, resulting in a lack of the value 1.

lo This dummy variable indicates if the location also serves as a liaison office (1) or not (0). For several missions, sometimes these locations are located outside the country in which the mission takes place and/or frequently only serve as liaison offices without presence of any additional troops.

jmco This dummy variable indicates if the location hosts a "Joint Monitoring and Coordination Office". JMCO's are only applicable to UNMIS, and are hence coded as "NA" in the other missions. JMCO is tasked to coordinate the monitoring and verification of the ceasefire and peace agreements in southern Sudan.

security.group.dummy This is a dummy variable coding the presence (1) or absence (0) of a "security group" at this location. Generally, the size of the security group is not indicated in the sources, if so, this information is included in the "comments".

Comment-variables

comments This is used for all type of comments regarding the coding. Note that comments regarding the location and the georeferencing are included in the "geocomment", while comments on unit sizes are included in the "comment.on.unit".

unmo.coding.quality UNMO coding quality is coded 1 in cases where military observers were indicated by a dot or triangle symbol, representing a Military Observer Position. In these maps, location names are also often shown with a dot, and in some locations it was difficult to differentiate.

Identifiers

For the sake of convenience, the dataset also includes several types of country and sub-national identifiers. First, every location comes with a corresponding Correlates of Wars country code (**cow_code**) and the Gleditsch-Ward country code (**gwno**). In addition, the variables **adm1.name** and **adm1.id** identify the first-order administrative unit to which a location belongs.¹ A **prioid** is also provided to facilitate merging with other datasets using the PRIO Grid framework. Lastly, each named troop-contributing country comes with its corresponding COW-country code.

¹ Exceptions include an “unclear” location with no coordinates in UNOCI.