Interaction & Cognition in Surveys of Older Adults
(P9492)

Coding Manual for Interviewer-Respondent Interaction[1]

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[1] The electronic version of this file is "CodeManual_Master_V68a".

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Event Types that are Dependent on Actor-Location

Introduction and Overview

This manual contains instructions for coding the various parts of the interaction you transcribed. During the transcription process you recorded exactly what the interviewer and respondent said and separated their talk into **utterances**. An utterance is a turn-of-talk by one actor in the interview. An utterance is defined as beginning when an actor starts talking and ending when the utterance naturally concludes or is interrupted. (Thus, after an utterance reaches completion, a significant pause will occur, or the other actor will begin a turn-of-talk.)

During the coding process, you will divide the transcribed utterances into **coding events**. A coding event is a unit-of-talk that is coded on a single line in the program Sequence Viewer based on the coding conventions described in detail on the follow pages. Utterances are divided into coding events based on the number and kinds of Event Types-Specifications they contain. For example, the utterance "yes, I think" offered in response to a Yes/No Item in the Health Section would be coded as two separate Event Types with "yes" coded as "Answer Health Yes/No Item-Complete Formatted Answer" and "I think" as "Answer Health Yes/No Item-Uncertainty Mitigator."

For each coding event, you will assign values in Sequence, represented by lower-cases letters and numbers, that capture information about nine dimensions of the interaction including:
- who the **actor** is (e.g. the respondent or the interviewer)
- the **location** or where the interaction occurs (e.g. in the instructions or during the task)
- the **event type** or general nature or kind of talk (e.g. is actor asking a question or requesting information)
- for some event types a **specification** that includes more detailed information about the nature of the talk (e.g. what kind of question is the actor asking)
- for some coding events how **adequately** the interviewer reads an item or how adequately the respondent answers the item
- whether the coding event contains **laugh tokens** or particles of laughter that occur within a word or phrase
- whether the utterance is part of a **continuation** sequence and occurs over more than one coding event
- whether the coding event contains an **overlap** in which two actors speak at the same time
- whether the coding event contains a **repair** in which an actor restarts a word or phrase

Each of the nine dimensions described above is represented by a Code Variable in Sequence and described in detail on the pages indicted in the Table of Contents.

Specific pieces of information are provided for each Code Variable.
- Under the heading "Definition:" a short definition is included.
- Under the heading "When to Use this Code Variable:" instructions indicate if assigning a value for the code variable is "mandatory" or "optional," and whether the assignment of a value for the code variable is "independent" or "dependent" on the assignment of values for any other code variables.
  - Mandatory indicates that a value for the code variable of interest <u>must</u> be assigned for the coding event; optional indicates that a value for the code variable of interest should only be assigned if it occurs in the coding event.

- For example, assigning a value for the code variable actor is mandatory -- by definition a coding event has to be produced by someone (the interviewer, respondent, or a third-person) or something (a pause, background noise) or in some cases the audio will be too poor to tell.
- In contrast, assigning a value for the code variable laugh token is optional. As you know from transcribing, not all utterances contain laugh tokens and a laugh token should only be coded if it occurs within the coding event.
- Of the nine code variables, only actor, location, and event type/specification are mandatory. The remaining code variables -- adequacy, laugh token, continuation, overlap, and repair -- are optional and should only be coded if they occur in a given coding event.

o Independent means that when you assign a value for the code variable, you do not have to take into account values you assigned for any other code variables; dependent indicates that assigning a value for the code variable will be based on assignments you made when coding other code variables.
- For example, while assignment of a value for the code variable actor is independent, the assignment of values for some combinations of event types and specifications is dependent on who the actor is and where the interaction occurs.
- Of the nine code variables, actor, location, some event types, laugh token, continuation, overlap, and repair are independent. Some event types, all specifications, and adequacy are dependent such that some event types can only be assigned for various actor-location combinations; any given set of specifications is dependent on the value assigned for the event type; and adequacy is only coded for a small number of event types.

- Under the heading "Values for Code Variables:" a shaded figure provides detailed information on assigning values for the code variable. Each row shows information about the various categories of the code values. Values in the column "Code" show the lower-case letter or number to record in Sequence for a given category of the code values. The column "Label" provides a one- or two-word verbal label to use to refer to the category of the code variable. The "Definitions" provide more specific information about the category.

- Under the heading "Examples:" the manual provides examples illustrating the code variable. For some code variables, the manual provides "general" and "specific" examples.

o General examples show single words or phrases that represent values of the code variable.

o Specific examples list an identification number for a segment from an actual WLS transcript containing one or more examples of the value of the code variable.
- For example, the following specific example appears under the specification for the Code Variable Actor: H0249.
- The segment from the WLS transcript that contains this example is in the document "Master List of Coded Examples."
- The letter "H" in the identifier means that the example is from the Health section. The document is ordered so that all of the examples from the Health section appear first, followed by

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examples from the Letter Fluency and Digit Ordering sections, respectively.
- The number "02" in the identifier means that the example is from Item 2 in the Health section. (See Appendix A for a listing of the exact wordings of items from all three tasks.) Within a given task, the examples are arranged numerically so that all the examples for Item 1 appear first, followed by Item 2 and so on.
- The number "49" in the identifier means that the example is associated with coding pretest case number 49. Within a given task and for a given item, the examples are arranged numerically by coding pretest case number.
- Under the heading "Notes:" the manual provides detailed information for coding complicated situations.

Definition
- A person is speaking:
  - Interviewer
  - Respondent
  - Third-person
- No one is speaking:
  - Pause
  - Background noise
- Cannot hear well enough to determine who is speaking:
  - Unknown
- Code values for Actor in the 1st column in Sequence Viewer.

When to Use this Code Variable
- Mandatory
- Independent

Values for Code Variables

Code	Label	Definition
i	interviewer	The interviewer produced the talk in the coding event.
r	respondent	The respondent produced the talk in the coding event.
p	pause	The coding event is a pause.
t	third-person	A person other than the interviewer or the respondent produced the talk in the coding event.
b	back-ground noise	Back-ground noise, not talk, produced the coding event.
u	unknown	The audio recording is of such poor quality that it is not possible to determine who is speaking.

Examples
- **Specification: Back-ground Noise (General)**
  - `btu------ (pop)`
  - `btj------ (typing)`
- **Specification: Interviewer (Specific)**
  - H0249, H0535, LF0302, LF0317, DO0322, DO0406
- **Specification: Respondent (Specific)** H2949, H3804, LF0317, LF0325, DO0436, DO0622
- **Specification: Pause (Specific)**
  - H0013, H0535, LF0102, LF0336, DO0306, DO0322

Examples (Continued)
- **Specification: Back-ground Noise (Specific)**
  - DO0036, LF0336

Notes
- No notes.

Definition
- Section of the survey questionnaire in which the coding event is produced:
    - Instruction
    - Task
    - Post-task
- Code values for Location in the 2nd column in Sequence Viewer.

When to Use this Code Variable
- Mandatory
- Independent

Values for Code Variables

Code	Label	Definition
i	instructions	The coding event is produced during the administration of the instructions that precede the tasks in the Health, Letter Fluency, and Digit Ordering Sections.
t	task	The coding event is produced during the administration of the health items in the Health Section, the letter fluency task in the Letter Fluency Section, or the digit ordering tasks in the Digit Ordering Section.
p	post-task	The coding event is produced during the closing statements (or is the closing statement) for the Letter Fluency and Digit Ordering Sections

Examples
- **Specification: Instructions (Specific)**
    - H0013, LF0005, LF0029, DO0006, DO0036
- **Specification: Task (Specific)**
    - H0210, H3202, LF0105, LF0117, DO0802, DO1011
- **Specification: Post-Task (Specific)**
    - LF0317, LF0340, DO0306, DO0322

Notes
- **Coding Location for the Letter Fluency task**
    - The location changes from Instructions to Task immediately after INT's initial administration of the item "start now" (see Appendix A).
        - "Start now" is the final item on the Sequence Card SV Item 0.

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Definition
- Two distinct code variables that occupy separate columns in Sequence.
- Provide information on the nature of the coding event (e.g. a comment, explanation, question, etc.).
- Most Event Types can be further classified according to their Specification.
- For many Event Type-Specification combinations, you must also code Adequacy.
- Code values for Event Type in the 3rd column in Sequence Viewer; code values for Specification in the 4th column in Sequence Viewer.

When to Use These Code Variables
- **Event Types**
  - o Mandatory
  - o Independent/Dependent
    - ▪ Assignment of values for some Event Types does not depend on the actor or location. These are described below as "Independent of actor-location." Assignment of values for the remaining Event Types depends on a combination of values for the actor and the location. These are described below as "Dependent on actor-location."
- **Specifications**
  - o Mandatory
  - o Dependent
    - ▪ Assignment of values for Specifications is completely dependent on the value for the Event Type.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	f	y/o/u/r/t	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
f	affirmation	Term or phrase with a positive connotation (as opposed to a neutral or negative connotation) that appears to respond to a prior utterance.	y	yes	Affirmative term or phrase "yes" or the equivalent.
			o	okay	Affirmative term or phrase "okay" or the equivalent.
			u	uhuh	Affirmative term or phrase "uhuh" or the equivalent.
			r	right	Affirmative term or phrase "right" or the equivalent.
			t	other	Affirmative term or phrase that is not described above.

Examples
- **Specification: Yes (General)**
  - "yah," "yeah," "yep," "yup," "yuh"
- **Specification: Okay (General)**
  - "all right," "alright," "mkay," "kay," "nkay"
- **Specification: Uhuh (General)**
  - "uh huh," "ah huh," "mhmm," "mhm"
- **Specification: Right (General)**
  - "absolutely," "correct," "sure," "you're right"
- **Specification: Yes (Specific)**
  - H0613, H4030, LF0029, DO0311
- **Specification: Okay (Specific)**
  - H4030, H4929, LF0018, DO0006
- **Specification: Uhuh (Specific)**
  - H0128, LF0018, DO0006, DO1006
- **Specification: Right (Specific)**
  - H0310, LF0017, LF0125, DO0011
- **Specification: Other (Specific)**
  - LF0048

Notes
- **Always code the Specification "Okay" as a distinct coding event**
  - Always code the Specification "Okay" or the equivalent (any event coded as **fo) as a distinct coding event (i.e. on its own line).

Notes (Continued)
- o If "okay" or the equivalent appears within the text of another Event Type, code "okay" on its own line and use Continuation codes to link the first, middle (if relevant), and last parts of the Event Type it separated.
- o See the example included under the Code Variable Adequacy.
- **Specification: "That's Okay"**
  - o The phrase "that's okay" is not equivalent to "okay." Code "that's okay" under the Event Type Comment using the Specification "That's Fine."
- **Specification: "Right"**
  - o Example
    - ▪ From Transcription:
      - I: you are finished right?
    - ▪ For Coding:
      - itqs----- I: you are finished?
      - itfr----- I: right?
- **Coding Affirmations/Negations in the task section of the Health task**
  - o Code Rs' **answers** to Yes/No and List Items using specifications for the event types Answer-Health-Yes/No Item and Answer-Health-List Item.
    - ▪ Do not use specifications for Affirmations/Negations to code Rs' answers to health items.
    - ▪ The exception to this rule is when the affirmation or negation is clearly **not** being offered as an answer or as part of an answer to the survey item, verification, or follow-up.
      - Example: R interrupts INT's follow-up to say "yeah." At this point INT has not asked a question so R's utterance of "yeah" cannot be an answer. This event is coded as an affirmation and not as an answer to the follow-up.
        - o itpi--fx- I: {O} so for the past weeks
        - o rtfy----- R: yeah
        - o itpi--l-- I: have you been feeling happy or unhappy?
        - o rtscc---- R: happy
      - Example: In contrast to R's first utterance of "right," R's second utterance of "right" is being offered as part of R's answer. It is confirming R's answer of "not as happy" and so should be coded rtsyu.
        - o itog----- I: you've been feeling more happy or more unhappy over the past four weeks
        - o itpi----- I: and we're just talking about the past four weeks
        - o rtfr----- R: right
        - o rtshu---- R: not as happy
        - o rtsyu---- R: right

Notes (Continued)

- Example: The survey item is about whether R needs a wheelchair to get around the neighborhood. In R's utterance of "inside yes," "yes" is not being offered as an answer to the survey item or to the follow-up. The "yes" is being provided as part of the consideration.
  - o `ithye---- I: have you needed a wheelchair to get`
    `                 around the neighborhood?`
  - o `rtyoi---- R: not outside`
  - o `rtycc---- R: no`
  - o `itfo----- I: okay`
  - o `rtyou---- R: inside yes`
- o Do not code Affirmations/Negations as distinct coding events (i.e. do not code them on their own line) if they appear within the text of a Consideration or report and they are not being provided as an answer to the survey item.
  - Example: modified from GSH01
    - o `ithys---- I: any have you ever had surgery on`
      `           your heart?`
    - o `rtyxu---- R: just`
    - o `rtyri-f-- R: the angioplasty`
    - o `itfo----- I: okay`
    - o `rtyri-m-- R: no I had open heart`
    - o `itfo----- I: okay`
    - o `rtyri-l-- R: I had bypass surgery`
  - ▪ The exception to this is "Okay" or the equivalent (events coded as **fo) which should always be coded as a distinct coding event.
- **Coding Affirmations/Negations in the Letter Fluency and Digit Ordering sections**
  - o The only kind of yes/no codes that are going to be used are the event types Affirmation and Negation and their specifications.
- **Coding Affirmations/Negations as part of larger coding events**
  - o Do not code Affirmations/Negations as distinct coding events (i.e. do not code them on their own line) if they appear within the text of a larger coding event such as a Comment, Question, or Digression.
    - ▪ Example
      - • `rtgd----- R: did you say`
      - • `rtqn----- R: no proper names?`

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	1	none	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
1 (one)	apology	Anything said by the actor during or directly following an apology or excuse. This includes any apologetic statements such as "sorry," "excuse me," or "pardon me."	—	—	—

Examples
- **Event Type (General)**
  - "I'm sorry," "sorry," "excuse me," "pardon me," "pardon"
- **Event Type (Specific)**
  - H1228, H3949, LF0309, DO1302

Notes
- **Always code Apologies as distinct coding events**
  - Always code Apologies as distinct coding events (i.e. on their own line).
  - If they appear within the text of another Event Type, code them on their own line and use Continuation codes to link the first, middle (if relevant), and last parts of the Event Type they separated.
  - See the example included under the Code Variable Adequacy.

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Actor i/r/p/t/b/u	Location i/t/p	Event Type c	Specification see below	Adequacy —	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
c	comment	Unscripted talk that is presented as a statement and deals with the current task.	**f**	that's fine	A comment (e.g. "that's fine" or "that's okay") that is evaluative in nature (includes evaluative words) but that does not include a reference to a person, the person's performance, or to the task in general.
			y	purpose	A comment specifically about the need for or reason for some part of or all of interview.
			n	instruction	A comment specifically about the instructions for some part of or all of the interview.
			v	INT's performance	An evaluative comment about some aspect of INT's performance.
			o	other's performance	An evaluative comment about some aspect of another person's performance.
			d	difficulty	A comment specifically about the difficulty of some part of or all of the interview.
			m	time	A comment specifically about the time it would take to do some part of all of the interview or the time constraints of the respondent or the time constraints of some part of or all of the interview.
			l	thinking phrase	Short, conventional phrase that displays actor is in the act or process of thinking or rumination; only use when R's utterance is an explicit display of thinking that includes a standard phrase not when R's talk indicates s/he is in the process of thinking (e.g. R utters tokens like "duh dah") or when R repeats/paraphrases an utterance in a way that displays thinking (e.g. R utters "L L L" in the LF task).

Specifications for Comment are continued on the following page.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	c	see below	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
c	comment	(continued)	**k**	break	A comment specifically about needing to be excused from some part of or all of the interview regardless for how long, an offer to take a break from the interview, or a comment that responds directly to either of these.
			e	experience	A comment specifically about previous experience with this type of task or this kind of interview or a comment specifically about NOT having experience with this type of task or this kind of interview.
			j	test	A comment in which some part of or all of the interview is specifically referred to as a "test."
			p	repetition	A comment specifically requesting repetition of a prior utterance or a comment that states the actor is going to reread all or part of the item regardless of which utterance is being repeated.
			z	check	A comment whose specific purpose is: to check for the presence of the other actor or verify that s/he is still there; to make sure the other actor is still participating or to announce that the actor is still participating; to check that the actor is ready or to indicate that the actor is ready; or to make sure the actors can hear each other.
			b	blank	A comment specifically about completing some part of the interview or about not being able to complete some part of the interview.
			c	close	A comment specifically about completing or ending some part of or all of an item, task, or the interview.
			x	exclamation	A comment that is an abrupt outcry, either seriously or in jest.

Specifications for Comment are continued on the following page.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	c	see below	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
c	comment	(continued)	**r**	R's performance	An evaluative comment (that is not a compliment and that is not providing encouragement) about some aspect of R's performance (e.g. how right or wrong R was or how easy or hard it was to provide a response); note that if R's comment is about how difficult the task is/was, code using the specification difficulty.
			a	answer	A general comment that is not described by any of the other specifications for Comment but that is specifically about R's answer.
			i	item	A general comment that is not described by any of the other specifications for Comment, and that is about the item in general and not more specifically about R's answer.
			s	task	A general comment that is not described by any of the other specifications for Comment, and that is about the task in general and not more specifically about R's answer or the item.
			w	interview	A general comment that is not described by any of the other specifications for Comment, and that is about the interview in general and not more specifically about R's answer, the item, or the task.
			t	other	Other comment about some part of or all of the interview that is not described above.

Examples
- **Specification: That's Fine (General)**
  - "good," "very good," "nice," "great," "excellent," "perfect," "it's okay," "that's okay," "that's all right," "that's good," "that was good," "that was very good however," "that was good though," "that's just fine"
- **Specification: Purpose (General)**
  - "This is something we ask of everyone," "I need to read these categories," "It's just something that we like to see how people can do"

COMMENT is continued on the following page.

Examples (Continued)
- **Specification: Instruction (General)**
  - LF/DO: "I can't say anything or help you if you ask me,"
  - DO: "I'm going to read it and it won't necessarily be in order," "so the way that I read it might not be in any order and then you have to put it in order," "zero is low"
- **Specification: INT's Performance (General)**
  - "I wasn't that good at it," "I totally draw a blank too with stuff like that," "it was (difficult/hard) for me"
- **Specification: Other's Performance (General)**
  - "a lot of people struggle with that," "that's pretty hard for a lot of people," "most people don't get them all right"
- **Specification: Difficulty (General)**
  - "that's a real tough one," "it gets harder as you get going," "you're tough," LF/DO: "it gets tricky," LF: "that's a bad letter"
- **Specification: Time (General)**
  - "otherwise we could go for another ten minutes," "a few minutes would be okay," "you still have time," "you've got some time left," "you got a little bit of time left," "(you're) (almost/over) halfway (there)"
- **Specification: Thinking Phrase (General)**
  - "let's see," "let me think here," "thinking," "I'm thinking"
- **Specification: Break (General)**
  - "this is an okay place if you want to stop," "hold on for a second," "wait," "wait a minute," "one sec(ond)," "we can always take a break here if you'd like"
- **Specification: Experience (General)**
  - "we had to do that when we were training to do this study"
- **Specification: Test (General)**
  - "to do a test"
- **Specification: Repetition (General)**
  - "say that again," "one more time," "repeat that please"
- **Specification: Check (General)**
  "hello," "you are speaking very fine," "I'm just typing in what you told me," "I'm just typing that in," "I'm putting a note in here," "go ahead," "let's try it," "shoot (as in "go ahead")," "I'll add that on (t)here"
- **Specification: Blank (General)**
  - "I can't think of anymore," "I'm done," "I got a blank going on here," "I can't think of too many with Fs," "after awhile you draw a blank"
- **Specification: Close (General)**
  - "that's all we have for that task"
- **Specification: Exclamation (General)**
  - "aw," "geeze," "(oh) boy (code "oh" as **ko)," "oy," "god," "gee whiz," "wow," "thank heavens," "hoo"

Examples (Continued)
- **Specification: R's Performance (General)**
  - "close," "that's close," "that was very close," "(I'm/you're) very close," "(I/you) got them all," "(I/you) got it," "(I/you) missed one," "(I/you) missed a two on that one," "(I/you) missed something," "that shouldn't be in there," "don't worry about (it/how you did)," "and I only got four of them," "that's correct" (if said in evaluating R's performance on a task), "(I/you) (know/knew) one"
- **Specification: Answer (General)**
  - LF: "that's a proper name," "that's a pretty good (one/answer)"
- **Specification: Item (General)**
  - "that's such a general question," "it doesn't really say,"
  - DO: "there was a five in there," "there was another number in there"
- **Specification: Task (General)**
  - "as I was getting to the end of this task I thought when is the interviewer going to talk again"
  - LF: "that's enough," "I've given you enough words," DO: "we'll move on to the next set"
- **Specification: Interview (General)**
  - "so we'll move on to the next section of the interview," "the interviews are being recorded"
- **Specification: Other (General)**
  - "thank you" (except when used as a Compliment Response)
- **Specification: That's Fine (Specific)**
  - H0749, H6049, LF0309, DO1022
- **Specification: Purpose (Specific)**
  - H2949, H6549, LF0309
- **Specification: Instruction (Specific)**
  - DO0005, DO1036
- **Specification: INT's Performance (Specific)**
  - LF0340, DO0306
- **Specification: Other's Performance (Specific)**
  - LF0318, DO0336
- **Specification: Difficulty (Specific)**
  - LF0109, LF0309, DO0311
- **Specification: Time (Specific)**
  - LF0109
- **Specification: Thinking Phrase (Specific)**
  - H0213, H4030
- **Specification: Break (Specific)**
  - H7624, DO0005
- **Specification: Experience (Specific)**
  - LF0340
- **Specification: Check (Specific)**
  - DO0006
- **Specification: Blank (Specific)**
  - LF0109, LF0136

Examples (Continued)
- **Specification: Close (Specific)**
  - H3815, LF0302, DO0306, DO0322
- **Specification: Exclamation (Specific)**
  - H0249, H3828, LF0109, DO1511
- **Specification: R's Performance (Specific)**
  - DO0311, DO1511
- **Specification: Answer (Specific)**
  - LF0102, DO0841
- **Specification: Item (Specific)**
  - H1729, H6129, H6149, H6249, DO1511
- **Specification: Task (Specific)**
  - LF0048, LF0325, DO0006, DO0005, DO0011, DO0036
- **Specification: Interview (Specific)**
  - H6049
- **Specification: Other (Specific)**
  - DO0036

Notes
- **Code questions using the Event Type Question**
  - The Specifications for Comment and Question are the same.
  - If a coding event is presented as a question or is questioning in nature, code the event using the specifications for the Event Type Question.
- **How to determine if a coding event should be coded as a Comment versus a Question**
  - Refer to the note in the "Notes" Section for the Event Type Question.
- **Specifications for Comment/Question are ordered from more detailed to more general**
  - See Appendix I for additional coding priorities that are not described here.
  - The interview has four levels that range from most specific to most general: answer; item; task; and interview. Code these if none of the other specifications describes the utterance.
    - Answer. In the health section the answer is the respondent's candidate answer to a survey item, verification, or follow-up; for category fluency the answer is the set of candidate words the respondent offers; and for digit ordering the answer is the set of candidate numbers the respondent offers.
    - Item. The general category to which item refers would be "presented stimulus". In the Health Section the presented stimulus is the question (Items 1 through 77 in Appendix A); for Letter Fluency the item is the letter; and for Digit Ordering the item is the entire digit ordering task (Items 4 through 15 in Appendix A).
      - If a comment encompasses or refers to more than one item, it should be coded as a comment on the task, not as a comment on the item.
    - Task. Reference is to the task in general and not more specifically to the answer or item.
    - Interview. Reference is to the interview in general and not more specifically to the answer, item, or task.

Notes (Continued)
- **Specification: "That's Fine"**
  - The phrase "that's okay" is not equivalent to "okay." Code "okay" under the Event Type "Affirmation" using the Specification "Okay."
  - The evaluative word may be prefaced by "that's" or the equivalent (e.g. "it's" or "that was") or the evaluative word may be followed by "though" or the equivalent. Code the entire phrase (e.g. "that's very good though") as a single coding event.
- **Specification: Exclamation**
  - If an actor utters more than one exclamation in succession, code each exclamation on its own line as a distinct coding even if R utters the same exclamation more than once
    - `rtko----- R: oh`
    - `rtcx----- R: boy`
    - `rtcx----- R: boy`
- **Coding Mitigators that preface, are embedded within, or follow Comments**
  - Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Comments.
- **Coding Comments/Questions embedded within Considerations or Reports for Answer Health Items**
  - Comments/Questions should not be coded as distinct coding events (i.e., on their own line) when they appear within the text of a consideration or a report for Answer Health Items.
- **Coding "extended" comments in which multiple examples of the same Comment and Specification appear for a single utterance for a given actor**
  - Comments may be long and may contain multiple sentences for the same specifications. Except for comment-specification combinations described above (e.g. comment-exclamation) do not separate and code as distinct coding events multiple comments within a single utterance if each of the comments would receive the same combination of comment-specification codes.
  - Example
    - `iiinm--x- I: {O} do you have any other questions sir?`
    - `ricn---x- R: {O} now you want me to go from the highest to`
      `the lowest you going to give me the highest`
    - `iinn----- I: no`
    - Notes: R's comment consists of two sentences ("now you want me to go from the highest to the lowest" and "you going to give me the highest") that are coded using the same combination of codes for comment and specification. When an extended comment has a single event code (in this case, ricn*), do not separate the utterance into multiple comments.

Actor i/r/p/t/b/u	Location i/t/p	Event Type 9	Specification none	Adequacy —	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
9	digression	A comment that is not directly related to fulfilling the objectives of the item or task and that is not about some other aspect of the interview as defined by the Event Types Comment/Question.	—	—	—

Examples
- **Event Type (General)**
  - Example: Objective of the survey item is to determine whether R is currently taking medication for his diabetes. R tells INT that he no longer has diabetes as a result of losing weight. These utterances are all related to answering the item. However, R's final utterance about how much weight he lost is a digression because it is moving beyond the objective of the question.
    - `ithye----` I: in order to treat or control your diabetes are you now taking medication that you swallow
    - `rtycc----` R: no
    - `rtyoi----` R: I no longer have diabetes
    - `rtyou----` R: and I lost a ton of weight and my diabetes disappeared
    - `rt9------` R: I went down to a hundred ninety seven from twofourteen
  - Example: Objective of the survey item is to determine whether R is can walk. In his initial response to the question, R states that he had a leg amputated but he can walk with prosthesis. R's utterance about not liking the word prosthesis is a digression because while it expands on R's report, it is not relevant to answering the survey question.
    - `ithye---r` I: have you nee have you been able to walk at all?
    - `rtyri----` R: I had a leg amputated I have a fake leg and I use a cane but I can still walk with you know with the prosthesis
    - `rt9------` R: {O} I call it a fake leg I hate that word prosthesis
- **Event Type (Specific)**
  - H3649

Notes
- **Coding a "digression sequence"**
  - A "digression sequence" refers to all of the turns-of-talk by R and INT related to R's digression.
  - Code all turns-of-talk by R and INT that are included as part of a digression sequence with the Event Type Digression.

Notes (Continued)

- o In coding digression sequences, only code the actor, location, and event type.
    - ▪ Do not code any other Sequence Variables.
    - ▪ Example
        - • `rt9------`
        - • `it9------`
- o If pauses appear within the exchanges of a digression sequence, code them using the digression code.
    - ▪ Examples
        - • `pi9------`
        - • `pt9------`
        - • `pp9------`
- o Resume coding other Event Types and Sequence Variables after the digression sequence ends.
    - ▪ The digression sequence ends when R provides a response that is related to the context, substance, or process of the interview or when INT moves on to the next item, or to the next part of a task, or to the next task.
    - ▪ INT will often indicate that he or she has moved on from the digression by saying "okay" or the equivalent. The utterance of "okay" or the equivalent is sometimes used to end the digression and should be coded separately from the digression as shown below:
    - ▪ Example: Modified from GSH05. R's utterance of "I remembered you were going to call me" is not a digression. R states this information as an example of how she is able to remember most things. However, R's utterance of "and I actually got home in time for your call" is a digression because it is not relevant for fulfilling the objective of the survey item, which is to assess R's description of her ability to remember.
        - • `ithse----` I: how would you describe your ability to remember things during the past four weeks were you able to remember most things somewhat forgetful very forgetful or unable to remember anything at all?
        - • `rtsou----` R: good and
        - • `rtsfi----` R: you know the top one
        - • `itro-----` I: able to remember most things
        - • `itoq---x-` I: {O} is that correct?
        - • `rtscc--x-` R: {O} yeah
        - • `itfo---x-` I: {O} okay
        - • `rtsou--x-` R: {O} I remembered you were going to call me
        - • `rt9------` R: I actually got home in time for your call
        - • `it9------` I: that's great
        - • `rt9------` R: I was looking at golf clubs and I said okay the interviewer's calling
        - • `itfo-----` I: okay
        - • `itro-----` I: so able to remember most things
        - • `rtscc----` R: yeah

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Actor i/r/p/t/b/u	Location i/t/p	Event Type w	Specification none	Adequacy —	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
w	knowledge claim	Comment indicating an understanding or affiliation with the other actor's utterance.	—	—	—

Examples

- **Event Type (General)**
  - "I know," "I see," "I understand"
  - Example
    - `rigu----- R: I think`
    - `riw------ R: I understand`
    - `ricn----- R: what you're saying`
- **Event Type (Specific)**
  - H0613, DO0011

Notes

- **Code "that's fine" under the Event Type Comment**

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	l	none	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
l	laughter	Laughter that is freestanding, not laugh tokens which occur within an utterance.	—	—	—

Examples
- **Event Type (General)**
  - H0524, H0724, LF0048, DO0802

Notes
- No notes.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	g	q/x/d/w/j/g/u	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
g	mitigator	An utterance that reduces the exactness, precision, or certainty of another utterance or that itself expresses uncertainty.	**q**	quantification	An utterance that is used to reduce the precision of a quantity or an amount.
			x	approximation	An utterance that is used to lessen or modify the exactness of another utterance but that is not coded as a quantification.
			d	distancing	An utterance that is used to express distance between the actor and the task, between the actor and the response, or between the INT and the R.
			w	don't know	An utterance that is "don't know" or the equivalent.
			j	conjecture	An utterance that expresses an opinion that is speculative and may involve an implicit comparison to others or to R's current or future state.
			g	range	An utterance that is expressed as a range of values.
			u	uncertainty	An utterance that indicates general doubt or uncertainty.

Examples
- **Specification: Quantification (General)**
  - "(a) little bit (of)," "kind of" (except for cases in which means a type of category), "most of the time," "not to any degree," "occasionally," "pretty," "real easy," "slightly," "sometimes," "somewhat," "sort of," "usually," "very good," "once in a while," "quite often"
- **Specification: Approximation (General)**
  - "about," "almost," "approximately," "around," "be close," "just," "(I) can't be exact," "like (like $50)," "or something like that," "or whatever"

Examples (Continued)
- **Specification: Distancing (General)**
  - "((I) (will/would/wouldn't)/(I'd)) (have to) say," "I'll go with," "(it/that) would be," "let's say," "(why) (don't) (you) put (down)," "(did/do) you want me to (put/say)," "(so) (then) (I should/should I) (put/say) (down)," "(so) (that would be a/that was a/is that a)," "you said/like you say/like you said/like I say/like if I said," "you said it was," "(so) (then) (would you/you'd) say (that)," "in other words," "they call it," "(I/they/you) mean," "we're talking about," "when (you/I) (say/said)," "it says," "it gives" (where "it" refers to the script), "we have to say," "I have to interpret"
- **Specification: Don't Know (General)**
  - "I didn't know that," "I don't know," "I have no idea," "I'm not sure," "I wouldn't know," "it doesn't really say," "but I'm not sure of that," "I don't (even) remember," "I couldn't answer that," "I can't even think of it"
- **Specification: Conjecture (General)**
  - **"**I could (not)" (except for cases in which it means "was able"), "not yet," "I never tried," "so far," "as far as I know," "(I wouldn't/I don't think I would) try that" (if an item asks if R can/could/is able to do something)
- **Specification: Uncertainty (General)**
  - "basically," "best guess," "depends," "I (don't) (hardly) (think/believe/guess/suppose)," "(I) doubt (it)," "may (have been 96)," "maybe," "not really," "not that I can think of," "not that I know of," "probably," "technically speaking," "to the best of my knowledge," "I'm not positive," "I hope," "might," "possibly," "I would think," "hard to tell"
- **Specification: Quantification (Specific)**
  - H1728
- **Specification: Approximation (Specific)**
  - H4935, H0524, H4929
- **Specification: Distancing (Specific)**
  - Used by INTs: H0101, H0128, H0229, H0629, H0724
- **Specification: Don't Know (Specific)**
  - H0213, DO1006
- **Specification: Uncertainty (Specific)**
  - H1728, H6702, DO1202, DO1206

Notes
- **Coding Mitigators in the Health task**
  - Do not code mitigators as their own event type (e.g. **g*) if they are uttered as part of R's talk in the Health Section.
  - Code mitigators uttered by Rs in the Health Section using the Specifications for mitigators found under the Event Types Answer Health Yes/No Item, Answer Health List Item, Answer Health Selection Item, and Answer Health Identification Item:
    - rt(y/t/s/d)(q/x/d/w/j/g/u)
      - where "(y/t/s/d/)" indicates the type of item
      - where "(q/x/d/w/j/g/u)" indicates the type of mitigator

Notes (Continued)
- **Specification: Distancing**
  - Distancing mitigators as used by INTs can be thought of as indicating that there is some distance between what R supplied for an answer and what INT believes she should record for R's answer.
- **Coding Mitigators when they <u>preface</u> or <u>follow</u> ...**
  - ... individual items in the Instructions or Closing for Health, Letter Fluency, or Digit Ordering
    - code the mitigator on its own line as a distinct coding event
      - Example from the Instructions in the Letter Fluency Task
        - `iiibs---- I: this next task is a little different`
        - `iigd----- I: I mean`
        - `iiice---- I: it has to do with memory and`
          `                  thinking`
  - ... individual items in the task sections for Health or Digit Ordering
    - do not code the mitigator as a distinct coding event but code the mitigator as part of INT's administration of the item
    - see the details under Adequacy for instructions on coding adequacy
  - ... the Event Types of Comment/Question, (other) Mitigator, Encouragement, INT Repeat (i*r*)/INT Paraphrase (i*p*), Level 1 Follow-up, Level 2 Follow-up, Tailoring Follow-up, INT Repeat Follow-up/INT Paraphrase Follow-up, Backward Reference, Compliment, the specifications Consideration, Report, Repeat/Paraphrase Part of Item for any Answer Health Item, or R Repeat/Paraphrase (r*r*/r*p*)
    - code the mitigator on its own line as a distinct coding event
      - Example: mitigator prefacing and following a comment
        - `iigu----- I: I think`
        - `iicw----- I: they like to mix it up`
        - `iigq----- I: a little bit`
      - Example: mitigator prefacing an encouragement
        - `itgx----- I: just`
        - `ite------ I: keep going`
      - Example: mitigator prefacing a report
        - `ithte---- I: during the past four weeks have you`
          `                  been able to see well enough to read`
          `                  ordinary newsprint without glasses`
          `                  or contact lenses?`
        - `rttxu---- R: just`
        - `rttru---- R: reading glasses`

Notes (Continued)
- **Coding Mitigators when they are <u>embedded</u> within ...**
  - ... ... a single item in the Instructions or Closing for Health, Letter Fluency, or Digit Ordering
    - do not code the mitigator as a distinct coding event but code the mitigator as part of INT's administration of the item
      - Example: mitigator embedded within the body of an item in Digit Ordering
        - ```
          iiidm---- I: this time I'm just going to read
                        some numbers to you
          ```
    - see the details under Adequacy for instructions on coding adequacy
  - ... individual items in the task sections for Health or Digit Ordering
    - do not code the mitigator as a distinct coding event but code the mitigator as part of INT's administration of the item
    - see the details under Adequacy for instructions on coding adequacy
  - ... the Event Types of Comment/Question, Encouragement, INT Repeat (i*r*)/INT Paraphrase (i*p*), Level 1 Follow-up, Level 2 Follow-up, Tailoring Follow-up, INT Repeat Follow-up/INT Paraphrase Follow-up, Backward Reference, Compliment, the specifications Consideration or Report for any Answer Health Item, or R Repeat/Paraphrase (r*r*/r*p*)
    - do not code the mitigator as a distinct coding event but code the mitigator as part of the Event Type/Specification
      - Example: mitigator embedded within a comment
        - ```
          iicw----- I: they like I think to mix it up
          ```
      - Example: mitigator embedded within an encouragement
        - ```
          ite------ I: you should just keep going
          ```
      - Example: mitigator embedded within a consideration
        - ```
          ithds---- I: and how many different weeks during
                        the past twelve months did you
                        receive personal care from him?
          rtdcc---- R: none
          rtdou---- R: if you're talking about physical
                        personal care it's just related to
                        the care she provided
          ```
  - ... (other) Mitigator, or the specification Repeat/Paraphrase Part of Item for any Answer Health Item
    - code the mitigator on its own line as a distinct coding event
    - use continuation codes to link single Event Types/Specifications that are divided across coding events and coded on multiple lines
      - Example: mitigator embedded within another mitigator
        - ```
          rttdu-f-- R: I'd
          rttui---- R: probably
          rttdu-l-- R: say
          rttcc---- R: no then
          ```

Notes (Continued)

- Example: mitigator embedded within repeat/paraphrase part of item for answer health list item
  - `rttpi--f-- R: with`
  - `rttqi----- R: `<u>`some`</u>
  - `rttpi--l-- R: `<u>`difficulty`</u>` I can`
- **Coding mitigators when multiple mitigators are uttered consecutively**
  - If an actor utters more than one mitigator in succession, code each mitigator on its own line as a distinct coding event and consistent with the rules described above
  - Mitigators should only be coded on separate lines if they have different specification codes
    - Example
      - `iify----- I: yeah`
      - `iigu----- I: basically`
      - `iigx----- I: just`
      - `iiku----- I: um`
    - Example
      - `itgd----- I: I mean`
      - `itgx----r I: just just`
      - `ite------ I: try to think of something`
      - `itgx----- I: just about`
      - `itpi----- I: the past four weeks`
- **Coding mitigators that are not listed under "General" Examples**
  - You will encounter mitigating terms and phrases that are not listed in the General Example above. Carefully check that the candidate term or phrase is being used to mitigate and that it has a form similar to the examples above.
  - If you code an unlisted term or phrase as a mitigator (i.e. a term or phrase that does not explicitly appear in the manual), leave a Coder Note so that the term or phrase can be shared with all coders.
- **Assessing the codability of mitigators**
  - A few specific mitigators offered in response Yes/No or List Item questions in the Health task will almost always be implicitly codable. Code the following mitigators as implicitly codable if they appear by themselves as distinct coding events and as answers to Yes/No or List Items: "probably," "(I) guess," "(I) suppose," "(I) think," "(I) doubt," and "not that I know of."
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item for a listing of particles.
  - If the particle directly prefaces or follows a mitigator, code the particle along with the mitigator as a single coding event
    - Example
      - `iify----- I: yeah`
      - `iigu----- I: so probably`
      - `iigx----- I: just`
  - If the particle is separated from the mitigator by another coding event, code the particle on its own line but use continuation codes to link the particle to the mitigator.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	n	n/u/t	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
n	negation	Term or phrase with a negative connotation (as opposed to a neutral or positive connotation) that appears to respond to a prior utterance.	**n**	no	Negative term or phrase "no" or the equivalent.
			u	uh-uh	Negative term or phrase "uh-uh" or the equivalent.
			t	other	Negative term or phrase that is not described above.

Examples
- **Specification: No (General)**
  - "nah," "never" (when synonymous with "no"), "none," "nope," "not"
- **Specification: Uh-uh (General)**
  - "nuhuh"
- **Specification: Other (General)**
  - "absolutely not," "incorrect," "not correct"
- **Specification: No (Specific)**
  - H5206, DO1511, LF0109, DO1006

Notes
- **Coding Affirmations/Negations in the task section of the Health task**
  - Refer to the note in the "Notes" Section for the Event Type Affirmation.
- **Coding Affirmations/Negations in the Letter Fluency and Digit Ordering sections**
  - Refer to the note in the "Notes" Section for the Event Type Affirmation.
- **Coding Affirmations/Negations as part of larger coding events**
  - Refer to the note in the "Notes" Section for the Event Type Affirmation.

Actor i/r/p/t/b/u	Location i/t/p	Event Type j	Specification none	Adequacy —	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
j	nontalk	Sounds that are not talk or do not have an interactional quality.	—	—	—

Examples
- **Event Type (General)**
  - coughing
  - belching
  - throat clearing
  - typing
- **Event Type (Specific)**
  - LF0336

Notes
- No notes.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	q	see below	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
q	question	Unscripted talk that is presented as a question or questioning in nature and that deals with the current task.	**f**	that's fine	The question "that's fine" or the equivalent (e.g. "that's okay").
			y	purpose	A question specifically about the need for or reason for some part of or all of interview.
			n	instruction	A question specifically about the instructions for some part of or all of the interview.
			v	INT's performance	An evaluative question about some aspect of INT's performance.
			o	other's performance	An evaluative question about some aspect of another person's performance.
			d	difficulty	A question specifically about the difficulty of some part of or all of the interview.
			m	time	A question specifically about the time constraints of the respondent or the time constraints of some part of or all of the interview.
			l	thinking phrase	Short, conventional phrase that displays actor is in the act or process of thinking or rumination; only use when R's utterance is an explicit display of thinking that includes a standard phrase not when R's talk indicates s/he is in the process of thinking (e.g. R utters tokens like "duh dah") or when R repeats/paraphrases an utterance in a way that displays thinking (e.g. R utters "L L L" in the LF task).

Specifications for Question are continued on the following page.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	q	see below	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
q	question	(continued)	**k**	break	A question specifically about needing to be excused from some part of or all of the interview regardless for how long, a question offering to take a break, or a question that responds directly to either of these.
			e	experience	A question specifically about previous experience with this type of task or this kind of interview or a question specifically about NOT having experience with this type of task or this kind of interview.
			j	test	A question in which some part of or all of the interview is specifically referred to as a "test."
			p	repetition	A question specifically requesting repetition of a prior utterance or a question that states the actor is going to reread all or part of the item regardless of which utterance is being repeated.
			z	check	A question whose specific purpose is: to check for the presence of the other actor or verify that s/he is still there; to make sure the other actor is still participating or to announce that the actor is still participating; to check that the actor is ready or to indicate that the actor is ready; or to make sure the actors can hear each other.
			b	blank	A question specifically about completing some part of the interview or about not being able to complete some part of the interview.
			c	close	A question specifically about completing or ending some part of or all of an item, task, or the interview.
			x	exclamation	A question that is an abrupt outcry, either seriously or in jest.

Specifications for Question are continued on the following page.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	q	see below	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
q	question	(continued)	**r**	R's performance	An evaluative question (that is not a compliment and that is not providing encouragement) about some aspect of R's performance (e.g. how right or wrong R was or how easy or hard it was to provide a response); note that if R's question is about how difficult the task is/was, code using the specification difficulty.
			a	answer	A general question that is not described by any of the other specifications for question but that is specifically about R's answer.
			i	item	A general question that is not described by any of the other specifications for question, and that is about the item in general and not more specifically about R's answer.
			s	task	A general question that is not described by any of the other specifications for question, and that is about the task in general and not more specifically about R's answer or the item.
			w	interview	A general question that is not described by any of the other specifications for question, and that is about the interview in general and not more specifically about R's answer, the item, or the task.
			t	other	Other question about some part of or all of the interview that is not described above.

Examples
- **Specification: "That's Fine" (General)**
  - **"**if that's okay?," "is that correct?"
- **Specification: Purpose (General)**
  - "why are you asking this?," "is this really necessary?"
- **Specification: Instruction (General)**
  - LF: "do you want names and places?," LF (asked during instructions): "is Budweiser a proper name?," DO: "which way did you want those?"
- **Specification: Experience (General)**
  - "did I do this (kind of task) in ninety two?

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Examples (Continued)
- **Specification: Repetition (General)**
  - "give that to me again?," "would you repeat that one?," "what was the first word?"
- **Specification: Check (General)**
  - "are you still there?," "am I speaking all right?," "ready?," "are you ready?," "and can you hear me fine?"
- **Specification: R's Performance (General)**
  - "did I get that one right?"
- **Specification: Answer (General)**
  - "did I say that word already?"
- **Specification: Item (General)**
  - "how long ago?," "was there a three in there?"
- **Specification: Task (General)**
  - "do I have to do this?"
- **Specification: Interview (General)**
  - "did you write all of this down?"
- **Specification: Other (General)**
  - "what?"
- **Specification: Instruction (Specific)**
  - LF0102, DO0005, DO0411
- **Specification: Repetition (Specific)**
  - H3330, DO1036
- **Specification: Check (Specific)**
  - LF0005, DO0006
- **Specification: Answer (Specific)**
  - LF0117
- **Specification: Item (Specific)**
  - H5206, H0349, H1728, DO1511
- **Specification: Task (Specific)**
  - LF0048, LF0318, DO0011
- **Specification: Other (Specific)**
  - H4030

Notes
- **Code comments using the Event Type Comment**
  - The Specifications for Comment and Question are the same.
  - If a coding event is presented as a comment, code the event using the specifications for the Event Type Comment.
- **How to determine if a coding event should be coded as a Comment versus a Question**
  - During Phase 1 of the project, transcription, you recorded question marks in utterances in order to make it easier to identify coding events that are posed as questions rather than statements.
    - We defined a *question* is a word or phrase that <u>could</u> get an answer, regardless of whether it actually <u>does</u> get an answer.

Notes (Continued)
- e.g. the phrase "are we there?" gives the floor to another person to provide an answer, whereas the statement "we are there" does not
  - o The determination of whether a coding event should be coded as a Question versus a Comment is dependent on a combination of two factors. Does the coding event contain:
    - *grammatical structure*: the coding event is posed as a question, not a statement
    - *upward intonation*: the speaker raises his/her voice at the end of the coding event
      - When we speak of upward intonation as one of the indicators of a question, we do not mean constant upspeak throughout the interview.
    - A coding event should be coded as a Question (versus a Comment) if:
      - The coding event is grammatically structured as a question and includes upward intonation
        - o e.g. "Are we there?"
      - The coding event is grammatically structured as a question but does not include upward intonation
        - o e.g. "Are we there?" without upward intonation
      - The coding event is grammatically structured as a statement but includes upward intonation
        - o e.g. "We are there?" with upward intonation
    - A coding event should be coded as a Comment (versus a Question) if:
      - The coding event is grammatically structured as a statement and does not include upward intonation
        - o e.g. "We are there" without upward intonation
- **Specifications for Comment/Question are ordered from more detailed to more general**
  - o Refer to the note in the "Notes" Section for the Event Type Comment.
- **Coding Mitigators that preface, are embedded within, or follow Questions**
  - o Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Questions.
- **Coding Comments/Questions embedded within Considerations or Reports for Answer Health Items**
  - o Refer to the note in the "Notes" Section for the Event Type Comment.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	0	none	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
0 (zero)	refusal	Statement indicating a refusal to do part of the interview or any statement made during the conversion of a refusal.	—	—	—

Examples
- **Event Type (General)**
  - "let's skip that one," "I don't want to answer that," "that's too personal"
- **Event Type (Specific)**
  - LF0048

Notes
- **Coding a "refusal sequence"**
  - A "refusal sequence" refers to all of the turns-of-talk by R and INT related to R's refusal to do a task or answer an item.
  - Code all turns-of-talk by R and INT that are included as part of a refusal sequence with the Event Type Refusal.
  - In coding refusal sequences, only code the actor, location, and event type.
    - Do not code any other Sequence Variables.
    - Example
      - `rt0------`
      - `it0------`
  - If pauses appear within the exchanges of a refusal sequence, code them using the refusal code.
    - Examples
      - `pi0------`
      - `pt0------`
      - `pp0------`
  - Resume coding other Event Types and Sequence Variables after the refusal sequence ends.
    - The refusal sequence ends when R provides a response or INT moves on to the next item.

Actor i/r/p/t/b/u	Location i/t/p	Event Type k	Specification w/u/o/e/t	Adequacy —	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
k	token	Term or phrase with a neutral connotation (as opposed to a positive or negative connotation) that appears to respond to a prior utterance.	**w**	well	Neutral term or phrase "well" or the equivalent.
			u	um	Neutral term or phrase "um" or the equivalent.
			o	oh	Neutral term or phrase "oh" or the equivalent.
			e	er	Neutral term or phrase "er" or the equivalent.
			t	other	Other neutral term, phrase, or sound that appears to respond to a prior utterance that is not described above.

Examples
- **Specification: Well (General)**
  - "well then," "well now"
- **Specification: Um (General)**
  - "uh," "ah," "huh," "hmm," "mmm," "mm," "m," "tum," "hm"
- **Specification: Oh (General)**
  - "ho," "ooh"
- **Specification: Other (General)**
  - "bup-bup-bup," "eh," "hih," "bah," "nn," "nnn," "lah," "sss," "guh," "puhbuh," "duh," "dah," "foo," "wuh" (but only if utterance cannot be heard as a repair)
- **Specification: Well (Specific)**
  - H5506**,** H6409, LF0018, DO0006
- **Specification: Um (Specific)**
  - H0310, H0513, LF0002, DO0422
- **Specification: Oh (Specific)**
  - H3910, H4435, LF0125, DO0311
- **Specification: Other (Specific)**
  - H6629, H7702, H0128

Notes
- **Always code Tokens as distinct coding events**
  - Always code Tokens as distinct coding events (i.e. on their own line).

Notes (Continued)
- o If they appear within the text of another Event Type, code them on their own line and use Continuation codes to link the first, middle (if relevant), and last parts of the Event Type they separated.
- o See the example included under the Code Variable Adequacy.
- **How to code multiple Tokens uttered by the same Actor in a single turn-of-talk**
  - o If an actor utters more than one token from the list of tokens provided under "General Examples," code each token as a distinct coding event on a separate line.
    - Transcription:
      - R: eh eh
    - Coding:
      - `rtkt------ R: eh`
      - `rtkt------ R: eh`
  - o If an actor utters more than one token not included in the list of tokens provided under "General Examples," code the tokens as a single coding event on one line.
    - Transcription:
      - R: swoo swoo swoo
    - Coding:
      - `rtkt------ R: swoo swoo swoo`
- **See Appendix I for more on coding Token-Other versus Unfinished Talk versus Continuation with Repair**

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	x	none	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
x	unfinished talk	An event in which it is not possible to determine how to code the event because the utterance is unfinished.	—	—	—

Examples
- **Event Type (General)**
    - H0349: "and was"
- **Event Type (Specific)**
    - H3530, H6049, LF0117, DO0822

Notes
- **Rules for determining whether or not INT has begun the current item in the event that R interrupts INT to jump back to a previously administered item**
    - In the event that R interrupts the interviewer to jump back to a previously administered, the Interviewer must read *six or more* words of the current item to qualify as having begun that item.
    - If INT reads less than six words of an item and R elicits a jumpback to a previously administered item -- e.g. through continued answering of the previous item, or by asking INT to reread the previous item -- code INT's partial reading as unfinished talk.
    - Note that this rule only applies if R interrupts for a jumpback:
        - If R interrupts INT's initial administration of the survey item to provide an answer to the item or to ask a question, the adequacy for INT's administration of the item should be coded as a major change. See adequacy for rules on coding Rs interrupting the current item.
        - If INT "interrupts" her initial administration of a survey item (e.g. by inserting apologies, tokens, or the affirmation "okay"), do not count these events as ending INT's question-asking. These events are all part of INT's initial question-asking and are still considered part of INT's initial administration of the question. Do not use these events to determine how many words INT has administered.
            - See Example SV Item 21 under Adequacy in which INT administers 5 words before interjecting "oh," "I'm sorry," "look it yeah," and "all right." Even though some of these events are coded as distinct coding events because of the conventions of the coding system, they are all part of INT's initial administration of the survey item.
- **See Appendix I for more on coding Token-Other versus Unfinished Talk versus Continuation with Repair**

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r/p/t/b/u	i/t/p	u	none	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
u	unknown	The audio recording is of such poor quality that it is not possible to hear what the actors are saying in order to determine what the event type is.	—	—	—

Examples
- **Event Type (General)**
  - `rpu----x- R: {O} (inaudible)`
- **Event Type (Specific)**
  - LF0117

Notes
- No notes.

Actor i/r/p/t/b/u	Location i/t/p	Event Type z	Specification None	Adequacy —	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
z	other	Any other utterance that is not captured by the event types described elsewhere.	—	—	—

Examples
- **Event Type (General)**
  - "Turn off that TV"
- **Event Type (General)**
  - H0513, DO0005

Notes
- If R talks to someone other than INT (for example, a spouse or child), code R's utterances that are addressed to these people as Event Type Other

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
I	i	i	see below	e/s/m	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
i	instructions	Assessment of how adequately INT reads scripted instructions.	**a-c**	health	Assessment of adequacy of INT's reading of instructions for health items.
			a-o	letter fluency	Assessment of adequacy of INT's reading of instructions for letter fluency.
			a-n	digit ordering	Assessment of adequacy of INT's reading of instructions for digit ordering.
			o-s	digit ordering	Assessment of adequacy of INT's reading of the second part of instructions for digit ordering if relevant.

Examples
- **Specification: Health (Specific)**
    - o Exact: H0013**,** H6129
    - o Slight: H0649**,** H7602
- **Specification: Letter Fluency (Specific)**
    - o Exact: LF0002 ("L"), LF0005 ("F")
    - o Slight: LF0017, LF0018
    - o Major: LF0018
- **Specification: Digit Ordering (Specific)**
    - o Exact: DO0005**,** DO0036
    - o Slight: DO0003, DO0005
    - o Major: DO0006

Notes
- **Coding Adequacy**
    - o Code the actual assessment of adequacy using the Code Variable Adequacy.
- **Code Values for the Specifications**
    - o The code value for each specification corresponds to a scripted utterance from the respective tasks.
    - o See Appendix A for the exact wordings of the items.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r	i	r	n	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
r	repeat	Statement repeats verbatim an utterance spoken by INT or R in the instructions.	n	instruction	Repeats verbatim all of one of the items in the instructions.

Examples
- `iiine---- I: is this clear?`
- `iifo----- I: all right`
- `iirn----- I: and is this clear?`

Notes
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item for a listing of particles.
  - If the particle directly prefaces or follows a repeat, code the particle along with the repeat as a single coding event.
  - If the particle is separated from the repeat by another coding event, code the particle on its own line but use continuation codes to link the particle to the repeat.
  - Ignore particles when determining whether INT is repeating versus paraphrasing the instructions.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i/r	i	p	n	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
p	paraphrase	Statement paraphrases an utterance spoken by INT or R in the instructions.	n	instruction	Paraphrases some part of or all of the instructions or repeats verbatim only some part of one of the items in the instructions.

Examples
- **Specification: Instruction (General)**
    - Example from LF
        - iipn----- I: no proper names of people or places and don't use different endings that kind of thing
    - Example from LF
        - iiiee---- I: and I want you to say as quickly as you can all of the words you can think of that begin with that letter
        - iipn----- I: whatever words come to your head
    - Example from LF
        - iiife---- I: you may say any word at all except proper names of people or places like Michael or Madison if the letter I said was m
        - iipn----- I: it give names of people
        - Notes: A paraphrase can restate only some of the information from an instruction and still be a paraphrase as long as it does not incorporate incorrect information or add new information.
- **Specification: Instruction (Specific)**
    - For INTs: DO0005, DO0036

Notes
- **Coding particles**
    - Refer to the note in the "Notes" Section for the Event Type Paraphrase.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i	i/t	e	None	─	t/─	f/m/l/─	x/─	r/─

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
e	encouragement	An unscripted statement that either makes a complimentary reference to R, R's actual performance and not just to the substantive part of R's answer, or to both R and R's performance OR that provides support for R because R is having problems with the task.	─	─	─

Examples
- **Event Type (General):**
  - ○ "you did a very good job," "that was a great job," "doing good," "doing really well," "keep going," "keep trying," "you can do it," "you can just keep going," "you're still doing well," "it'll probably come to you as you go," "try to think of something," "you're doing pretty good"
- **Event Type (Specific):**
  - ○ LF0109, LF0117, LF0125
  - ○ DO0602, DO0606, DO0636, DO0806, DO1002, DO1006, DO1036

Notes
- **For some items examples are given to INT on the CATI screen**
- **Encouragement versus Compliment**
  - ○ Unscripted comments by INT that are complimentary in nature are coded using:
    - ▪ Event Type Compliment when they occur in the post-task sequence.
    - ▪ Event Type Encouragement when they occur during the instructions or task sequence.
- **Coding Mitigators that preface, are embedded within, or follow Encouragements**
  - ○ Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Encouragements.
- **Coding encouragements when multiple encouragements are uttered consecutively**
  - ○ If an actor utters more than one encouragement in succession, code each encouragement on its own line as a distinct coding event
    - ▪ Example
      - • itfy----- I: yeah
      - • ite------ I: and just keep trying
      - • ite------ I: it'll probably come to you as you go

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
I	t	h	y/t/s/d	e/s/m/x/l/j	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
h	health item [Hlth only]	Assessment of how adequately INT reads an item in the Health Section.	y	yes/no item	Assessment of adequacy of INT's reading of a yes/no item.
			t	list item	Assessment of adequacy of INT's reading of a list item.
			s	selection item	Assessment of adequacy of INT's reading of a selection item.
			d	identification item	Assessment of adequacy of INT's reading of an identification item.

Examples
- **Specification: Yes/No Item (Specific)**
  - Exact: H1229, H2035, H5749
  - Slight: H0724
  - Major: H3749, H1228
  - Exact w/ parens: H6409
  - Slight w/ parens: H6449, H6404
- **Specification: List Item (Specific)**
  - Exact: H4929
  - Slight: H0649
  - Major: H0549
  - Exact w/ parens: H0529, H4029, H4935
  - Slight w/ parens: H4049
  - Major w/ parens: H0613
- **Specification: Selection Item (Specific)**
  - Exact: H0101, H3202, H3328, H3813
  - Slight: H3906
  - Major: H3830, H3815
  - Exact w/ parens: H3935
  - Major w/ parens: H3915, H3949
- **Specification: Identification (Specific)**
  - Exact: H4435, H7624, H7702
  - Slight: H7602
  - Exact w/ parens: H6702, H4403

Notes
- **Coding Adequacy**
  - Code the actual assessment of adequacy using the Code Variable Adequacy.
- **Each item (question) from the Health Section is identified by its own Sequence Card**
  - These are labeled as SV Items 1 to 77 in Appendix A.
- **Items skipped in error**
  - If an item is skipped in error, a blank sequence card should be put in its place to indicate the error.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i	t	v	none	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
v	verification [Hlth only]	Changes the wording during the initial question-asking of the current item to take into account information R provided at an earlier item that could be used to answer the current item.	—	—	—

Examples
- **Event Type (Specific)**
    - o H5306

Notes
- **Distinguishing Verifications from other types of changes in question-asking**
    - o INTs produce verifications when they alter the presentation of the survey item to take into account information R provided at an earlier item as the answer to the current item.
    - o Do not code INT's question-asking as a verification if INT includes a comment or other phrase that references information R provided at an earlier item but that is not being posed as an answer to the current item.
        - ▪ e.g. in H0613 INT prefaces SV Item 13 ("can you see on the other side of the street?") with "then if you put the contact in." "The contact" refers to information R provided earlier.
- **Where to code Verifications**
    - o Only code a verification if it appears in the initial question-asking position for a given item. If INT re-asks the health item at a later point in the interaction, code the utterance using one of the following:
        - ▪ Repeat Follow-up or Paraphrase Follow-up depending on whether the utterance is posed verbatim or paraphrased OR
        - ▪ Tailoring if INT incorporates some information provided by R at either the current item or a previous item.
- **Examples of how INTs include Verifications along with the text of the survey item**
    - o INTs may administer verifications instead of asking the health item, or the verification may occur immediately before or immediately after the health item. INT's entire administration of the item -- including both the verification and the survey item (if asked) -- should be coded as a verification.
    - o Item SV 55   Have you ever had a special test or treatment of your heart where tubes were inserted into your veins or arteries (cardiac catheterization, coronary angiogram, or angioplasty)?
    - o Example in which INT administers a verification instead of asking the health item:
        - ▪ `itv------ I: and earlier you said that you've never had a`
             `special test or treatment of your heart where`
             `tubes were inserted into your veins or`
             `arteries?`

VERIFICATION is continued on the following page.

Notes (Continued)
- o Example in which INT administers a verification and the health item and the verification prefaces the health item:
  - ▪ ```
    itv------ I: and you've already told me no to this question
                but have you ever had a special test or
                treatment of your heart where tubes were
                inserted into your veins or arteries?
    ```
- o Example in which INT administers a verification and the health item and the verification follows the health item:
  - ▪ ```
    itv------ I: have you ever had a special test or treatment
                of your heart where tubes were inserted into
                your veins or arteries and you said no before
                is that correct?
    ```
- **Coding other events that preface, are embedded within, or follow Verifications**
  - o If INT prefaces, embeds, or follows the administration of a verification with a mitigator, comment, question, affirmation (except "okay" or the equivalent), or negation, code INT's entire administration as part of the verification (see H5306).
    - ▪ Example
      - • SV Item 53   Did you have a heart attack or myocardial infarction?
      - • ```
        itv------ I: that's the next question did you have a
                    heart attack or myocardial infarction and
                    you said yes?
        ```
- **Coding "is that correct?"**
  - o If INT includes "is that correct?" (or the equivalent) as part of a verification, code the phrase as part of INT's administration of the item.
  - o If R interrupts or overlaps INT's presentation of the verification, code "is that correct?" as the follow-up "itoq." See the Code Variable Adequacy for more on coding interruptions.
    - ▪ Example in which R does not interrupt
      - • ```
        itv------ I: and have you had the full use of both
                    hands and ten fingers and you said no is
                    that correct?
        ```
      - • ```
        rttcc---- R: no
        ```
    - ▪ Example in which R interrupts
      - • ```
        itv------ I: and have you had the full use of both
                    hands and ten fingers and you said no
        ```
      - • ```
        rttcc--x- R: {O} no
        ```
      - • ```
        itoq---x- I: {O} is that correct?
        ```

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i	t	o	d/h/m/g/a/q/f	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
o	level 1 follow-up [Hlth only]	Follow-up statement or question that provides specific information to R or requests specific information from R in order to assist R in providing a codable answer to the item.	d	definition	Follow-up defines terms or phrases used in the actual wording of the item including reading or making reference to parenthetical words or phrases that were not read during INT's initial administration of the item or follow-up defines words or phrases in the item in more general or more specific terms.
			h	DK/REF option	Follow-up offers DK ("don't know") or REF ("refusal") as an option or makes reference to coding or not coding R's answer as DK/REF.
			m	meaning to R	Follow-up instructs R to interpret terms, phrases, or the entire item in whatever manner it "means to you."
			g	guess/estimate	Follow-up asks for a guess, estimate, or the equivalent.
			a	repetition announcement	Follow-up states that INT is going to reread all or part of the item that has just been asked.
			q	confirmation	Follow-up requests confirmation.
			f	category reference	Follow-up makes reference to a specific response option based on where the option appears relative to the other options offered.

Examples
- **Specification: Definition (General)**
  - Example: INT includes part of an unread scripted parenthetical statement as a follow-up
    - Item SV 55   Have you ever had a special test or treatment of your heart where tubes were inserted into your veins or arteries (cardiac catheterization, coronary angiogram, or angioplasty)?
    - `ithte---- I: have you ever had a special test or treatment`
      `of your heart where tubes were inserted into`
      `your veins or arteries`
    - `rttwu---- R: I don't know`
    - `itod----- I: they call it cardiac catheterization`
  - Example: INT includes the initially unread reference period as a follow-up
    - Item SV 55   (Has a doctor ever told you that you had) A heart attack, coronary heart disease, angina, congestive heart failure, or other heart problems?
    - `ithte---- I: a heart attack coronary heart disease angina`
      `congestive heart failure or other heart`
      `problems`
    - `rtqi----- R: at the present time or at any time`
    - `itod----- I: it's has ever`
  - Example: INT defines a word or phrase in the item in more specific terms
    - `ithse---- I: in general would you say that your health is`
      `excellent very good good fair or poor?`
    - `rtqi----- R: how I feel or an insurance company`
    - `itod----- I: how you feel`
  - Example: INT defines a word or phrase by telling R to interpret it themselves
    - `ithse---- I: in general would you say that your health is`
      `excellent very good good fair or poor?`
    - `rtqi----- R: how I feel or an insurance company`
    - `itod----- I: we have everyone interpret it for themselves`
  - Example: INT refers to the question as asking "in general" or about things generally
    - `ithse---- I: during the past four weeks have you been`
      `feeling happy or unhappy?`
    - `rtqi---- R: have I been happy or unhappy?`
    - `itod---- I: this is just kind of an in general question`
  - Example: INT includes a "hidden response option" as a follow-up
    - Item SV 68   Item includes "hidden response options" such as "husband"
    - `ithde---- I: who did you receive the most personal care`
      `from?`
    - `rtdcc---- R: my husband`
    - `itod----- I: your husband`

Examples (Continued)

- o Example: INT asks R to be more specific
  - ▪ `ithdx--- I: now think about the last twelve months what`
                        `condition illness or disability caused you to`
                        `need personal care?`
  - ▪ `rtqi---- R: what condition?`
  - ▪ `itb----- I: you've already described the accident`
  - ▪ `itod---- I: but if you could just be a little more specific`
- o Example: INT asks R to be more specific
  - ▪ `ithse--- I: would you describe yourself as having either`
                        `felt happy and interested in life or somewhat`
                        `happy?`
  - ▪ `rtstu--- R: happy`
  - ▪ `itod---- I: there's two choices either`
  - ▪ `itrl---- I: happy and interested in life or somewhat happy?`
- **Specification: DK/REF Option (General)**
  - o `itgd----- I: I can put down`
  - o `itoh----- I: that you don't know`
- **Specification: Meaning to R (General)**
  - o "in your opinion"
- **Specification: Guess/Estimate**
  - o "if you had to lean one way or the other"
  - o SV Item 32: "you've been feeling more happy or more unhappy over the past four weeks"
  - o SV Item 33: "you've felt more happy and interested in life or somewhat happy"
- **Specification: Repetition Announcement (General)**
  - o "I'm just going to reread the question," "(actually) the question is asking if"
- **Specification: Confirmation (General)**
  - o "is that (right/correct)?," "for that one then?"
  - o Example from GSH02:
    - ▪ `itgd----- I: so would you say`
    - ▪ `itro----- I: yes`
    - ▪ `itoq----- I: for that one then?`
- **Specification: Category Reference (General)**
  - o "the first one"
- **Specification: Definition (Specific)**
  - o H5506
- **Specification: DK/REF Option (Specific)**
  - o H7602
- **Specification: Meaning to R (Specific)**
  - o H1728, H4010, H4049, H7602
- **Specification: Repetition Announcement (Specific)**
  - o H0210, H7602

Examples (Continued)
- **Specification: Confirmation (Specific)**
  - o H0229, H0349, H0629
- **Specification: Category Reference (Specific)**
  - o H3910, H3935, H3949

Notes
- By definition, follow-ups occur after INT's initial administration of the item, and often after R has responded in some way (usually with an uncodable answer) to the item posed.
- **Level 1 versus Level 2 follow-ups**
  - o Level 1 follow-ups are offered by INTs in an effort to encourage Rs to provide a codable answer to the item in the following turn-of-talk.
  - o Level 2 follow-up are used by INTs to probe about some aspect of R's report, consideration, or otherwise implicitly codable or uncodable response in an attempt to keep the discussion flowing but not in an attempt to obtain a directly, codable answer in the following turn-of-talk.
- **Specification: Definition**
  - o If an item includes a scripted parenthetical statement and INT does not read some part of or any part of the statement during the initial administration of the item but then includes some part of or all of the unread statement as part of a follow-up, code the follow-up as itod.
    - ▪ Note: If INT administers a scripted parenthetical statement as part of the item during the initial administration of the item and then repeats only some part or the scripted parenthetical statement as a follow-up, code INT's follow-up as itpi.
  - o Code as itod if INT does not refer to the reference period during the initial administration of the current item but repeats the reference period in a follow-up.
  - o Coding "Hidden Response Options" when offered as Follow-ups:
    - ▪ If INT offers a "hidden response option" as an option in a follow-up, code the event as itod.
    - ▪ As shown in Appendix A, the following items contain hidden response options:
      - • Item 3, Item 8, Item 68
    - ▪ Note: This rule does not apply to "yes/no" response options included for Yes/No or List Items or scripted response options included for Selection Items. If INT includes a response option or set of response options as a follow-up that were not read during the initial administration of one of these types of items, they should not be coded as itod.
- **Coding Mitigators that preface, are embedded within, or follow Level 1 Follow-ups**
  - o Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Level 1 Follow-ups.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i	t	2	r/p/q	─	t/─	f/m/l/─	x/─	r/─

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
2	level 2 follow-up [Hlth only]	Follow-up repeats, paraphrases, or asks a question about some aspect of R's report, consideration, or otherwise implicitly codable or uncodable utterance in an attempt to keep the discussion flowing. Follow-up does not necessarily attempt to obtain a directly, codable answer in the following turn-of-talk.	**r**	repeat uncodable	Follow-up repeats verbatim all of R's implicitly codable or uncodable utterance.
			p	paraphrase uncodable	Follow-up paraphrases R's uncodable utterance or repeats verbatim only some part of R's implicitly codable or uncodable utterance.
			q	question uncodable	Follow-up asks a question about R's implicitly codable or uncodable utterance.

Examples

- **Event Type (General)**
  - Example
    - `ithds---r I:` and in what year were you fir was that first diagnosed?
    - `rtqi----- R:` diabetes?
    - `itfy----- I:` yep
    - `rtdru---- R:` five years ago
    - `it2r----- I:` so five years ago
  - Example
    - `ithte---- I:` have you had the full use of both hands and ten fingers?
    - `rttcc---- R:` no
    - `rttoi---- R:` I have no feeling in the left hand
    - `it2p----- I:` no feeling there
  - Example
    - `ithds---- I:` and in how many different weeks during the past twelve months did you receive personal care from her?
    - `rtdru---- R:` she just helps with little things
    - `it2p----- I:` so you don't consider that help personal care
    - `rtdu2---- R:` I guess
    - `rtdc2---- R:` not

Examples (Continued)
- **Specification: Paraphrase Uncodable (Specific)**
  o H0213, H3549, H6449
- **Specification: Question Uncodable (Specific)**
  o H0213

Notes
- **Level 1 versus Level 2 follow-ups**
  o Refer to the note in the "Notes" Section for the Event Type Leve1 1 Follow-up.
- **Coding Mitigators that preface, are embedded within, or follow Level 2 Follow-ups**
  o Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Level 2 Follow-ups.

Actor i	Location t	Event Type t	Specification s/q	Adequacy —	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
t	tailoring follow-up [Hlth only]	Follow-up that restates some or all of the wording of the item in addition to incorporating some information provided by R at either the current item or a previous item.	**s**	statement	Follow-up is presented as a statement.
			q	question	Follow-up is presented as a question.

Examples
- **Specification: Statement (General)**
  - o "but so with glasses you can see now," "you wear glasses"
- **Specification: Question (General)**
  - o "would you consider that back pain?," "in other words, without the removable one?"
- **Specification: Statement (Specific)**
  - o H0649, H4049, H6449
- **Specification: Question (Specific)**
  - o H0213, H4049, H6049, H6449

Notes
- **Where to code Tailoring Follow-ups**
  - o Tailoring should only be coded if it appears as part of follow-up behavior by INT.
  - o Tailoring should never be coded in the initial question-asking slot for an item.
  - o If INT's utterance can be classified using the definition for tailoring but it appears during the initial administration of the item in the initial question-asking slot, the utterance should be coded as either a Verification or using the "major change" code under Adequacy depending on the situation.
- **Features of Tailoring Follow-ups**
  - o In tailoring the information provided by R may be as vague as including a reference to "that" pain in Q40 (e.g., H4049).
  - o Interviewers most likely engage in tailoring behaviors in order to "fit" the survey item to the respondent's situation or circumstances.
- **Coding Mitigators that preface, are embedded within, or follow Tailoring Follow-ups**
  - o Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Tailoring Follow-ups.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i	t	r	l/w/o/n/i	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
r	repeat follow-up [Hlth only]	Follow-up repeats verbatim all of the stem of a health item or the set of the response options (e.g. "all," "multiple," or "one" option) described in the specifications or one item in the instructions.	**l**	all options	Follow-up repeats verbatim all of the response options.
			w	multiple options	Follow-up repeats verbatim two or more but not all of the response options.
			o	one option	Follow-up repeats verbatim only one response option.
			n	instruction	Follow-up repeats verbatim all of one of the items included in the instructions.
			i	item	Follow-up repeats verbatim all of the stem of a survey item excluding the response options.

Examples
- **Specification: All Options (General)**
  - "yes or no?"
- **Specification: Multiple Options (General)**
  - "excellent or very good?"
  - Example: the response options must be read in the same order in which they appear in the item
    - `ithse---- I: in general would you say that your health is`
      `                excellent very good good fair or poor?`
    - `rtsru---- R: I'm not in very good shape right now`
    - `itgd----- I: would you say`
    - `itrw--f-- I: good fair`
    - `pt------- ()`
    - `itrw--l-- I: poor`
- **Specification: One Option (General)**
  - "no then," "happy and interested in life," "nineteen ninety six," "ninety five"
  - Example from an identification item asking for a year in which an event occurred
    - `rtdcc---- R: ninety six`
    - `rtddu---- R: I would say`
    - `itro----- I: ninety six`
  - Example from an identification item asking for a year in which an event occurred
    - `ithds---- I: and in what year was that first diagnosed?`
    - `rtdru---- R: two years ago`
    - `itro----- I: so two thousand and one?`

Examples (Continued)
- o Example from an identification item asking for a number (of weeks)
  - ▪ `ithde---- I: in how many different weeks during the past twelve months did you receive personal care from him?`
  - ▪ `rtdcc---- R: four weeks`
  - ▪ `itgx----- I: just`
  - ▪ `itro----- I: the four weeks?`
- **Specification: All Options (Specific)**
  - o H0724, H4010
- **Specification: Multiple Options (Specific)**
  - o H0101, H0128
- **Specification: One Option (Specific)**
  - o H0229, H1229, H4435, H6049
- **Specification: Item (Specific)**
  - o H0210**,** H7602

Notes
- **Specification: Multiple Options**
  - o If the response options included in INT's follow-up are presented in the same order in which they appear in the survey item, code the event as Repeat Follow-up Multiple Options. If the response options are presented in an order that differs from the survey item, code the event as Paraphrase Follow-up Multiple Options.
- **Coding follow-ups for items with scripted parenthetical statements**
  - o Refer to the note in the "Notes" Section for the Event Type Paraphrase Follow-up.
- **Coding INT's follow-up of "yes/no" (or a synonym) for Yes/No or List Items**
  - o If INT offers "yes," "no," or a synonym for "yes" or "no:"
    - ▪ code INT's response as Repeat follow-up:one option if INT says "yes" or "no."
      - • Example:
        - o `ithte---- I: during the past four weeks have you been able to see well enough to read ordinary newsprint without glasses or contact lenses?`
        - o `rttru---- R: I use a magnifying type of eyeglass`
        - o `itro----- I: so no?`
        - o `rttcc---- R: correct`

Notes (Continued)
- code INT's response as Paraphrase follow-up:one option if INT uses a synonym.
  - Example:
    - `ithte---- I: do you sometimes have pain stiffness`
      `             or swelling in your joints?`
    - `rttcc---- R: no`
    - `rttou---- R: not other than from the accident`
    - `itpo----- I: right`
    - `rttcc---- R: right`
- e.g., if R answers "yes," "no," or provides a synonym for "yes" or "no" and INT utters "yes" or "no" or a synonym in response:
  - code INT's response as Repeat follow-up:one option if INT says "yes" or "no."
    - Example:
      - `ithte---- I: do you sometimes have pain stiffness`
        `             or swelling in your joints?`
      - `rttcc---- R: yes`
      - `itro----- I: yes`
    - Example:
      - `ithte---- I: have you ever had a special test or`
        `             treatment of your heart where tubes`
        `             were inserted into your veins or`
        `             arteries`
      - `rttsi---- R: yeah`
      - `itro----- I: yes`
  - code INT's response as Paraphrase follow-up:one option if INT uses a synonym.
    - Example:
      - `ithte---- I: have you ever had a special test or`
        `             treatment of your heart where tubes`
        `             were inserted into your veins or`
        `             arteries`
      - `rttcc---- R: yes`
      - `itpo----- I: yeah`
- **Coding Mitigators that preface, are embedded within, or follow Repeat Follow-ups**
  - Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Repeat Follow-ups.
- **Equivalent for the year**
  - "ninety five" instead of "nineteen ninety five."
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item for a listing of particles.
  - If the particle directly prefaces or follows the follow-up, code the particle along with the follow-up as a single coding event:
    - `itrw----- I: so good or very good then`

Notes (Continued)
- o If the particle is separated from the follow-up by another coding event, code the particle on its own line but use continuation codes to link the particle to the follow-up:
  - ▪ `itrw--f-- I: so`
  - ▪ `itku----- I: um`
  - ▪ `itrw--l-- I: good or very good then`
- o Ignore particles when determining whether INT is repeating versus paraphrasing the response options.

Actor i	Location t	Event Type p	Specification l/w/o/n/i	Adequacy —	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
p	paraphrase follow-up [Hlth only]	Follow-up paraphrases some part of or all of the stem of a health item or some part or all of the set of response options (e.g. "all," "multiple," or "one" option) described in the specifications or some part or all of one of the items in the instructions; or follow-up repeats verbatim only some part of the stem of a health item or only some part of the set of response options described in the specification or only some part of one of the items in the instructions.	**l**	all options	Follow-up paraphrases all of the response options.
			w	multiple options	Follow-up paraphrases two or more but not all of the response options.
			o	one option	Follow-up paraphrases only one response option.
			n	instruction	Follow-up paraphrases some part of or all of the instructions or repeats verbatim only some part of one of the items in the instructions.
			i	item	Follow-up paraphrases some part of or all of the stem of a survey item excluding the response options or repeats verbatim only some part of the stem of a survey item.

Examples
- **Specification: One Option (General)**
  - "yeah," "you've never been diagnosed with [any of these]"
- **Specification: Item (General)**
  - "so we're just talking about personal care," "so how many hours per week?"
- **Specification: One Option (Specific)**
  - H3849, H3904, H4049, H6149
- **Specification: Item (Specific)**
  - H0215, H1728, H6702

Notes
- **Specification: Multiple Options**
  - If the response options included in INT's follow-up are presented in the same order in which they appear in the survey item, code the event as Repeat Follow-up Multiple Options. If the response options are presented in an order that differs from the survey item, code the event as Paraphrase Follow-up Multiple Options.

Notes (Continued)
- o Example:
  - ▪ ```ithse---- I: in general would you say that your health is```
    ```   excellent very good good fair or poor?```
  - ▪ ```rtsru-l-- R: I'm not in very good shape right now```
  - ▪ ```itgd----- I: would you say```
  - ▪ ```itrw--f-- I: poor fair```
  - ▪ ```pt------- ()```
  - ▪ ```itrw--l-- I: good```
- **Coding follow-ups for items with scripted parenthetical statements**
  - o If an item includes a scripted parenthetical statement and INT does not read some part of or any part of the statement during the initial administration of the item but then includes some part of or all of the unread statement as part of a follow-up, code the follow-up as itod.
  - o If INT administers a scripted parenthetical statement as part of the item during the initial administration of the item and then repeats only some part of or all of the scripted parenthetical statement as a follow-up, code INT's follow-up as itpi.
  - o Code all of the follow-ups described below as itpi:
    - ▪ if INT administers both the parenthetical statement and the remaining text of the item and
      - repeats only some part of the item as a follow-up; or
      - repeats all of the item but not the parenthetical statement as a follow-up; or
        - o SV Item 40   Have you had any trouble with pain or discomfort (during the past four weeks)?
        - o ```ithtl---- I: and have you had any trouble with```
          ```   pain or discomfort during the past```
          ```   four weeks?```
        - o ```rtqi----- R: and what was the first word?```
        - o ```itpi----- I: have you had any trouble with pain```
          ```   or discomfort```
    - repeats only some part or all of a scripted parenthetical statement as a follow-up
- **Coding INT's follow-up of "yes/no" (or a synonym) for Yes/No or List Items**
  - o Refer to the note in the "Notes" Section for the Event Type Repeat Follow-up.
- **Coding Mitigators that preface, are embedded within, or follow Paraphrase Follow-ups**
  - o Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Paraphrase Follow-ups.
- **Coding particles**
  - o Refer to the note in the "Notes" Section for the Event Type Repeat Follow-up.
- **Item 39**
  - o "think clearly and solve problems" should be coded as Event Type Paraphrase Follow-up, Specification One Option (see H3904)

Actor i/r	Location t	Event Type b	Specification none	Adequacy —	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

	Event Type			Specification		
Code	**Label**	**Definition**		**Code**	**Label**	**Definition**
b	backward reference [Hlth only]	Statement or question makes reference to information from a previously administered item or references information obtained in or given with a prior item.		—	—	—

Examples
- **Event Type (General)**
  - Example using SV Item 4
    - `ithye---- I: have you been able to see at all`
    - `rtyru---- R: with my reading glasses`
    - `itb------ I: Let me go back to the previous question. I think I may need to change your answer.`
    - Notes: INT's backward reference initiates a jumpback sequence when she comments on going back to the previous question in order to change R's answer. In the full sequence (but not shown here), INT jumps back and rereads the previous item, Item 3. R changes her answer to Item 3, which forces a change in the skip pattern and INT and R skip to Item 5. The jumpback sequence ends when the interviewer administers Item 5. All of the interaction starting with the administration of Item 4 above and concluding with INT's initial administration of Item 5 would be coded on the Sequence Viewer Card for SV Item 4. See the Notes sections for more details on how to code jumpback sequences.
  - Example modified from GSH02
    - SV Item 31:
      - `ithte---- I: have you needed special equipment or tools to eat bathe dress or use the toilet?`
      - `rttcc---- R: no`
      - `itfo----- I: okay`
    - SV Item 32: During the past four weeks, have you been feeling happy or unhappy?
      - `ithsm--x- I: {O} and during the past four weeks have you been feeling ha`
      - `rtb----x- R: {O} I shouldn't say that`
      - Notes: R interrupts INT's initial administration of Item 32 with "I shouldn't say that," which is made in reference to Item 31 about needing special equipment. Therefore, R's utterance at Item 32 is coded as a backward reference and R's utterance initiates a jumpback sequence. In the following line R elaborates on why he should not have said "no" to Item 31:
      - `rttri---- R: I use you know without a leg I got to course use special equipment to take a shower and all that kind of stuff`

Examples (Continued)

- Notes: According to the coding conventions, which are described in greater detail below, responses and followups that concern a previously administered item should be both:
  - coded (physically) on the card in which they are spoken.
  - coded as though they were attached to the item they refer to, not the item at which they are spoken.
  - so R's utterance above ("I use ... that kind of stuff") is physically coded on the card for SV Item 32 (a Selection Item) but is coded as a report being offered to SV Item 31 (a List Item).
- `itgd----- I: so would you say`
- `itro----- I: yes`
- `itoq----- I: for that one then?`
- `rttcc---- R: yes`
- `itfo----- I: all right`
- `itri----- I: during the past four weeks have you been feeling`
- `itrl----- I: happy or unhappy?`
- `rtscc---- R: happy`

- **Event Type (Specific)**
  - H2520 (example in which R's utterance is coded as a backward reference because it refers to a previously administered item).
  - Most examples that include backward references in which either INT or R initiate a jumpback sequence are too long to include in the Code Manual. Therefore, we are including examples in the Master List of Coded Examples, including two examples coded as part of the Gold Standard training for Health.
    - H5217 from GSH03; H7613 from GSH02

Notes
- **Two types of situations in which Backward References are made**
  - In the first situation, either INT or R will simply refer to information provided at a previously administered item.
    - In order for INT to engage in a backward reference, his/her utterance must be stated like a comment and must not be stated like a follow-up or attempt to obtain a codable answer to the survey item.
    - If INT's talk is stated like a follow-up and attempts to obtain a codable answer to the survey item, review the definitions for the follow-up behaviors, particularly Tailoring to see if INT's talk should be coded as a follow-up.

Notes (Continued)
- o In the second situation, either INT or R will revisit or jump back to a previously administered item or previously administered items. See below for coding these situations.
- **Coding jumpback sequences**
  - o Overview
    - Regardless of which **previously** administered item INT and R jump back to, code all of the interaction that occurs for the jumpback sequence on the current Sequence card – that is, on the Sequence card you are currently working on.
    - Only code on a new Sequence card:
      - when INT administers the next item in the interview.
        - o Most likely this will occur after INT and R complete their interaction about the jumpback sequence and finish their interaction for the current item.
      - if in the course of interacting within the jumpback sequence, INT changes one or more answers for R in a way that alters the skip patterns and causes INT to administer an item that was not previously relevant but that is now relevant.
        - o If a new item is asked that was not asked before, code the interaction for that item on the Sequence card for that item.
        - o You will move on from the current card when a new item comes up that was not previous administered in the interview.
      - Continue coding on the current Sequence card if INT and R return to it after they complete their interaction for the new item or items.
    - Flag the interaction by coding a value of "1" in the field for the Sequence Variable "CodersQs" on the current card. Briefly describe the nature of the situation in the CodersQ database. Preface your description in the CodersQ database with the tag "Revisit Sequence:" so that we can search for these situations.
  - o More details on coding INT-initiated jumpback sequences (e.g. jump back to a previously administered item occurs because INT perceives an inconsistency in R's answers):
    - Example
      - ```
        INT reads Item on Card A.
        ```
      - ```
        R says "no" and skips to Card B.
        ```
      - ```
        INT reads Item on Card B.
        ```
      - ```
        R says "no" and should skip to Card D.  However,
        instead of entering R's answer, INT rereads Item on
        Card A because R's answer to Item on Card A is
        inconsistent with R's answer to the Item on Card B.
        ```
      - ```
        R says "yes" to Item on Card A and skips to Card C.
        ```
      - ```
        INT reads Item on Card C.
        ```

Notes (Continued)

- To code:
  - On Card A:
    - Code both INT's initial administration of Card A's Item and R's initial answer to Card A's Item.
  - On Card B:
    - Code both INT's initial administration of Card B's Item and R's initial answer to Card B's Item.
    - Code INT's rereading of Card A's Item and R's revised answer to Card A's Item.
    - Mark the Sequence Variable "CodersQs" with a "1" and briefly describe the situation in the CodersQ database by writing "Revisit Sequence:" followed by a brief description.
  - On Card C:
    - Code INT's initial administration of Card C's Item and continue from there.
  - On Card D:
    - Don't code anything. INT would have administered the Item on Card D based on R's answer to the Item on Card B but did not because the skip patterns were altered.
  - In sum, if an INT-initiated jumpback occurs, continue coding on the current card **except if** a new, not previously administered item is administered. Even if the jumpback results in INT reasking five previously administered items, code all of the interaction, including the readministration of the items on the card in which the jumpback occurs. Do not revise the coding for any of the previously administered items that appear on different cards; we want coding to be in "real time," which is different from transcribing the "final" administration of the item. Because you are marking the Sequence Variable "CodersQs" and describing the problem in the CodersQ database, project staff will be altered to the situations.
- More details on coding R-initiated jumpback sequences (e.g. jumpback to a previously administered item occurs when INT attempts to administer the next item but R continues answering the previously administered item):

Notes (Continued)

- Example
  - SV Item 41:
  - ithse---- I: how many of your activities during the past
                four weeks were limited by pain or
                discomfort would you say none a few some
                most or all?
  - rtscc---- R: none
  - itx---fx- I: {O} and has a doctor ever **(SV List Item 42)**
  - rtqt--fx- R: {O} wah
  - itx---l-- I: told
  - rtku----- R: um
  - rtqt--l-r R: what
  - itfy---x- I: {O} yes
  - rtkw---x- R: {O} well
  - rtcb----- R: wait a minute
  - rtsru-f-- R: I had a little stomach flu here
  - rtku----- R: ah
  - pt------- ( )
  - rtsru-l-- R: but that's over four weeks that was in
                   August so that would be over four weeks
  - itfo---x- I: {O} okay
  - rtsyu--x- R: {O} and so no
  - pt------- ( )
  - itfo----- I: okay
  - pt------- ( )
  - SV Item 42:
  - ithts---- I: and has a doctor ever told you that you
                have any of the following high blood
                pressure or hypertension?
  - pt------- ( )
  - rttsi---- R: nnmm
- Notes: INT starts administering Item 42 but R interrupts INT and revisits the previously administered item, Item 41, by interjecting information about Item 41. Because INT only says less than six words of the Item 42, continue coding information about the previous item on the current card. See below for rules to use to determine whether or not the interviewer has begun the next Item.

Notes (Continued)
- **Rules for determining whether or not INT has begun the current item in the event that R interrupts INT to jump back to a previously administered item**
  - In the event that R interrupts the interviewer to jump back to a previously administered, the Interviewer must read *six or more* words of the current item to qualify as having begun that item.
  - If INT reads less than six words of an item and R elicits a jumpback to a previously administered item -- e.g. through continued answering of the previous item, or by asking INT to reread the previous item -- code INT's partial reading as unfinished talk.
    - Continue coding on the current Sequence Card
  - Note that this rule only applies if R interrupts for to jump back.
  - Refer to the Event Type Unfinished Talk for more notes on this topic.
- **Coding Mitigators that preface, are embedded within, or follow Backward References**
  - Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Backward References.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i	t	3-8	1-2	e/s/m	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
3-8	digit ordering [DO only]	Assessment of how adequately INT reads scripted digit ordering tasks verbatim where "3-8" refer to one of six possible DO tasks and indicate the number of digits included in the ordering set.	**1-2**	scripted reading	Assessment of the adequacy of INT's reading of the scripted digit ordering tasks where "1" and "2" indicate whether this is INT's first administration of the ordering set or INT's second administration of the ordering set.

Examples
- **Adequacy: Exact (Specific)**
  o DO0402, DO0602, DO1411
- **Adequacy: Slight Change (Specific)**
  o DO1202, DO1036, DO1536
- **Adequacy: Major Change (Specific)**
  o DO0806, DO1206, DO0411, DO1122, DO1536

Notes
- **Coding Adequacy**
  o Code the actual assessment of adequacy using the Code Variable Adequacy.
- **Digit Ordering Task consists of six sets of numbers to be ordered**
  o In the DO tasks, Rs are asked to order a series of numbers from highest to lowest. There are six discrete DO tasks represented by six sets of numbers to be ordered. Each subsequent task is designed to be more cognitively difficult than the preceding task by including an additional number in the set. For example, in the first DO task (see Item 4 in Sequence and Appendix A for the exact wording of the item) the respondent is asked to order a set of three numbers. If the respondent completes the task successfully, she is asked to order a set of four numbers and so on up to eight numbers.
- **"Second Chances" in the DO task**
  o In each of the tasks, Rs are given a second chance at ordering a similar number of digits with different values if they: answer incorrectly, provide a "don't know" response, or do not try to complete the task. However, if Rs are unable to complete the task successfully during their second attempt, they are skipped past the remaining tasks. If, at any point, a respondent refuses to complete the task, s/he is skipped out of the section.

Notes (Continued)
- **Overview of the code values "3-8"**
    - The code values "3-8" for this event type indicate the number of digits presented to R by INT in the individual DO tasks. In Sequence (see too Appendix A) the following items contain the given set of numbers to be ordered and should be assigned the given code values:
        - Items 4 and 5 contain a set consisting of 3 numbers and should be assigned a code of "3;"
        - Items 6 and 7 contain a set consisting of 4 numbers and should be assigned a code of "4;"
        - Items 8 and 9 contain a set consisting of 5 numbers and should be assigned a code of "5;"
        - Items 10 and 11 contain a set consisting of 6 numbers and should be assigned a code of "6;"
        - Items 12 and 13 contain a set consisting of 7 numbers and should be assigned a code of "7;"
        - Items 14 and 15 contain a set consisting of 8 numbers and should be assigned a code of "8."
- **Overview of the code values "1-2"**
    - The code values "1-2" for the specification indicate whether INT is administering the given set of numbers for the first or second time. (As noted above, if the respondent provides an incorrect or don't know response, or does not try, INT is supposed to administer a second set of digits that contains the same number of digits but with different values.) Because there are 6 tasks (sets of numbers), Item 4, Item 6, Item 8, Item 10, Item 12, and Item 14 all represent the initial or first time INT delivers a fixed set of numbers. Item 5, Item 7, Item 9, Item 11, Item 13, and Item 15 all represent the second chance or second administration of a set with a fixed number of digits.
- **Evaluating Adequacy**
    - In evaluating the adequacy of INT's administration of the tasks, code how adequately INT reads the scripted tasks verbatim including "Okay the first string of numbers is."
    - During coding, INTs administration of a given DO task (Items 4 through 15) will be separated on several lines because we want each digit to appear on its own line. However, INT's reading of the item is still a single event and you should use values from the Code Variable Continuation to mark INT's reading of the first, middle, and last lines of the DO task.
    - To codify how adequately INT administers the item, if all of the lines or events match the text used in the script, code each of the events as having an "exact" reading. If any of the events contain a slight change, code all of the events as having a "slight change" in reading; if any of the events contain a major change, code all of the events as having a "major change."
    - In administering the DO tasks, some INTs substitute "alright/all right" in place of the scripted "okay." Do not code "alright" as a distinct coding event (i.e. on its own line) but code it as a change (e.g. if this is the only change INT makes, code question-asking as a slight change for Adequacy)
        - ```
          it31s-f-- I: all right the first string of numbers is
          ```
        - ```
          it31s-m-- I: four
          ```
        - ```
          it31s-m-- I: eight
          ```
        - ```
          it31s-l-- I: one
          ```

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i	t	r	n/i/a	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
r	repeat [LF/DO]	Statement by INT repeats verbatim an utterance spoken by INT or R during an LF task or DO task.	n	instruction	Repeats verbatim all of one of the items in the instructions.
			i	item	Repeats verbatim all of an item.
			a	answer	Repeats verbatim all of R's answer.

Examples
- **Specification: Item (General)**
    - o "start now"
- **Specification: Answer (General) (LF Task)**
    - o `rta1----- R: leg`
    - o `itra----- I: leg`
    - o `ipipe---- I: okay`
    - o `ipiqe---- I: the minute is up`

Notes
- **Specification: Item (for the LF task)**
    - o The specification item is not defined for the LF task.
- **INT repeats only R's answer verbatim in the LF/DO tasks**
    - o Code as itra.
    - o If INT includes an "F" or "L" word or digit or series of digits within a larger coding event, such as a Comment, code the "F"/"L" word(s)/digit(s) as part of the larger coding event (i.e. do not code the "F"/"L" word(s)/digit(s) on its own line).
    - o If INT includes other words, in addition to R's answer, code as a paraphrase. See example for paraphrase on the following page.
- **Instructions on coding digits as part of Repeat/Paraphrase in DO tasks**
    - o See the Event Type Answer [LF/DO]
- **Coding Mitigators that preface, are embedded within, or follow Repeats**
    - o Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Repeats.
- **Coding particles**
    - o Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item for a listing of particles.
    - o If the particle directly prefaces or follows a repeat, code the particle along with the follow-up as a single coding event.
    - o If the particle is separated from the repeat by another coding event, code the particle on its own line but use continuation codes to link the particle to the repeat.
    - o Ignore particles when determining whether INT is repeating versus paraphrasing the instructions, item, or answer.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i	t	p	n/i/a	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
p	paraphrase [LF/DO]	Statement by INT paraphrases an utterance spoken by INT or R during an LF task or DO task.	**n**	instruction	Paraphrases some part of or all of the instructions or repeats verbatim only some part of one of the items in the instructions.
			i	item	Paraphrases some part of or all of an item or repeats verbatim only some part of an item.
			a	answer	Paraphrases some part of all of R's answer or repeats verbatim only some part of R's answer.

Examples
- **Specification: Answer (General)**
  - `rta1----- R: two`
  - `rta2----- R: four`
  - `rta3----- R: five`
  - `rta4----- R: eight`
  - `rtci----- R: there was a seven in there`
  - `itpa----- I: I have two four five eight`
- **Specification: Instruction (Specific)**
  - DO0411, DO0422
- **Specification: Answer (Specific)**
  - DO0822, DO1036

Notes
- **Specification: Item (for the LF task)**
  - The specification item is not defined for the LF task.
- **Instructions on coding digits as part of Repeat/Paraphrase in DO tasks**
  - See the Event Type Answer [LF/DO]
- **Coding Mitigators that preface, are embedded within, or follow Paraphrases**
  - Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Paraphrases.
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Repeat [LF/DO].

Actor r	Location t	Event Type y	Specification see below	Adequacy c/i/u/2	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	Label	Definition	Code/ [c/i/u/2]	Label	Definition
y	answer health yes/no item [Hlth only]	Assessment of the type of response and the adequacy of the response for a candidate answer provided by R to a survey item, verification, or follow-up in the health section that includes yes/no as response options and that does not have a list item format.	**c/** **[c/2]**	complete formatted	Answer is "yes" or "no."
			s/ **[i/2]**	complete formatted synonym	Initial answer to survey item is a synonym of "yes" or "no".
			p/ **[i/u/2]**	repeat/ paraphrase part of item	Answer repeats part of item verbatim or paraphrases part of item in a way that does not provide new information.
			r/ **[u/i/2]**	report	Answer does not only repeat or paraphrase part of the question but provides relevant information (if irrelevant see Digression) that is stated as an answer (if the information is offered in addition to an answer see Consideration) and that is stated in a way that leaves its codability or adequacy up to INT's discretion.
			n/ **[u/2]**	other uncodable	Answer is an uncodable response not described by any of the specifications listed.
			o/ **[i/u/2]**	consideration	Additional information offered to explain the answer provided; may appear before or after an answer and is sometimes preceded by: "if," "when," "depends," "except," or "actually." The answer provided must be complete enough to be coded as something other than a Report.

Specifications for Answer Health Yes/No Item are continued on the following page.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	y	see below	c/i/u/2	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code/ [c/i/u/2]**	**Label**	**Definition**
y	answer health yes/no item [Hlth only]	(continued)	**q/ [i/u/2]**	quantification mitigator	See the definition for this specification under the Event Type Mitigator.
			x/ [i/u/2]	approximation mitigator	See the definition for this specification under the Event Type Mitigator.
			d/ [u/2]	distancing mitigator	See the definition for this specification under the Event Type Mitigator.
			w/ [u/2]	don't know mitigator	See the definition for this specification under the Event Type Mitigator.
			j/ [i/u/2]	conjecture mitigator	See the definition for this specification under the Event Type Mitigator.
			g/ [u/2]	range mitigator	See the definition for this specification under the Event Type Mitigator.
			u/ [i/u/2]	uncertainty mitigator	See the definition for this specification under the Event Type Mitigator.

Examples
- **Specification: Complete Formatted Synonym (General)**
  - **"Yes"**
    - "yah," "yeah," "yep," "yup," "yuh," "all right," "alright," "mkay," "kay," "nkay," "uh huh," "ah huh," "mhmm," "mhm," "absolutely," "correct," "sure," "you're right," "so" when synonymous with "yes" as in "(I would say) so" or "(probably) so"
  - **"No"**
    - "nah," "never" (when synonymous with "no"), "none," "nope," "not," "nuhuh" "absolutely not," "incorrect," "not correct"
- **Specification: Repeat/Paraphrase Part of Item (General)**
    - "[yes] I do," "[no] I could not"
- **Specification: Conjecture Mitigator (General)**
  - SV Item 35: "everybody gets irritable"
- **Specification: Complete Formatted (Specific)**
  - Codable: H0724, H0735, H5749, H6215
  - Noncodable: H6449
- **Specification: Complete Formatted Synonym (Specific)**
  - H1228

Examples (Continued)
- **Specification: Repeat/Paraphrase Part of Item (Specific)**
    - H1229, H2035
- **Specification: Report (Specific)**
    - Implicitly codable: H6409, H0824
    - Uncodable: H6449
- **Specification: Other Uncodable (Specific)**
    - H3916
- **Specification: Consideration (Specific)**
    - H5749, H6215, H6404, H6449
- **Specification: Quantification Mitigator (Specific)**
    - Uncodable: H0724, H0728
- **Specification: Distancing Mitigator (Specific)**
    - H0724
- **Specification: Conjecture Mitigator (Specific)**
    - H6428
- **Specification: Uncertainty Mitigator (Specific)**
    - Uncodable: H6215

Notes
- **Coding R's Answers**
    - Answers to closed questions in the health section that offer yes or no as response options but are not list item should be coded here.
    - R's answer may be provided to the survey item, to a verification based on the survey item, or to a follow-up administered by the INT as part of the interaction for the survey item.
- **Coding Adequacy**
    - Code the actual assessment of adequacy using the Code Variable Adequacy.
- **Specification: Complete Formatted Versus Complete Formatted Synonym**
    - Coding synonyms for "yes" and "no" offered in response to a follow-up by INT.
    - If R provides a synonym of "yes" or "no" in response to a follow-up that has the response format yes or no, code R's answer as Complete Formatted not Complete Formatted Synonym.
        - "That's correct" is another synonym not listed above but that should be coded as Complete Formatted if provided in response to follow-up
    - Only code a synonym for "yes" or "no" if the synonym is offered by R during R's initial answers and before INT completes any of the following code events: Level 1 follow-up, Level 2 follow-up, Tailoring follow-up, Repeat follow-up, Paraphrase follow-up, or Backward Reference.

Notes (Continued)
- o Example
  - ▪ `ithse---- I: how would you describe your ability to think`
    `and solve day to day problems ...`
  - ▪ `rtsfi---- R: the first one`
  - ▪ `itof----- I: the first one`
  - ▪ `itro----- I: was able to think clearly and solve problems`
  - ▪ `rtscc---- R: {O} yeah`
- **Specification: Repeat/Paraphrase Part of Item**
  - o Determining what constitutes a repeat/paraphrase and coding multiple examples of repeat/paraphrases
    - ▪ If the item asks:
      - • "are you," "have you," "did you," "do you," "were you," "have you been able to" (or the equivalent)
    - ▪ and R answers with only the following phrase by itself (i.e. R utters one of the following phrases without any other words that paraphrase the item; the phrase may be preceded or followed by "yes," "no," or a synonym of yes or no):
      - • "I am/I am not/I'm/I'm not," "I have/I haven't," "I did/I didn't," "I do/I don't," "I was/I wasn't," "I do/I don't/I can/I can't/I could/I couldn't," "I had/I had not/I hadn't/I didn't have" (or the equivalent) by itself
    - ▪ code the phrase as repeat/paraphrase part of the item
      - • Example using SV Item 7
        - o `ithye---- I: without a hearing aid and while in a`
          `group conversation with at least`
          `three other people have you been able`
          `to hear what is said?`
        - o `rtycc---- R: yes`
        - o `rtypi---- R: I do`
      - • Example using SV Item 7 (see above for wording of item)
        - o `rtycc---- R: no`
        - o `rtypi---- R: I could not`
      - • Example using SV Item 65
        - o `ithts---r I: because of any impairment or health`
          `or health problems do you need the`
          `help of other persons in handling`
          `your routine needs such as everyday`
          `household chores doing necessary`
          `business shopping or getting around`
          `for other purposes?`
        - o `rttcc---- R: no`
        - o `rttpi---- R: I don't`

Notes (Continued)

- Example using SV Item 65 (see above for wording of item)
  - o `rttcc---- R: no`
  - o `rttou---- R: in the last four weeks`
  - o `rttpi---- R: I do`
- If R answers with one of the phrases listed above along with an utterance that repeats or paraphrases additional text from the item but is not one of the phrases listed above (e.g., that is not formatted as one of the phrases listed above where there is a subject, "I" and a verb "do"), code the utterance as a single coding event using the specification repeat/paraphrase part of the item.
  - Example using SV Item 42
    - o `ithts---- I: and has a doctor ever told you that`
      `               you have any of the following high`
      `               blood pressure or hypertension?`
    - o `rttpi---- R: I have high blood pressure`
- If R answers with two or more of the phrases listed above, code each of the phrases as a distinct coding event, except if they are exactly the same phrase. If the utterances are exactly same phrase listed above, code the phrases as a single coding event and code "r" for repair.
  - Example using SV Item 18
    - o `rtypi---- R: I do`
    - o `rtypi---- R: I walk`
  - Example using SV Item 18
    - o `rtypi---- R: I do`
    - o `rtypi---- R: I walk with help`
  - Example using SV Item 18
    - o `rtypi---r R: I do I do`
  - Example using SV Item 18
    - o `rtypi---r R: I do I do with help`
  - Example using SV Item 56
    - o `ithys---- I: and have you ever had surgery on`
      `               your heart?`
    - o `rtypi---- R: I had`
    - o `rtyoi---- R: open heart`
    - o `rtypi---- R: I had`
    - o `rtyoi---- R: bypass surgery`
- If R provides an utterance that can be coded as a repeat/paraphrase according to the definitions indicated above and along with the repeat/paraphrase, R provides an utterance that adds new information, code the additional utterance as a consideration if the repeated/paraphrased phrase is implicitly codable versus a report if the repeated/paraphrased phrase is uncodable.

Notes (Continued)

- Example using SV Item 52
    - `ithts---- I:` how bout a heart attack coronary heart disease angina congestive heart failure or other heart problems?
    - `rttoi---- R:` two
    - `rttpi---- R:` heart attacks
- Example using SV Item 53
    - `ithte---r I:` did you have a heart attack or myocardial infraction or infarction?
    - `rttpi---- R:` I had
    - `rttoi---- R:` one of each
- Example using SV Item 17
    - `ithte---- I:` have you been able to bend lift jump and run without difficulty and without help or equipment of any kind?
    - `rttpu---- R:` I haven't jumped
    - `rttru---- R:` in a long time
- Example using SV Item 64
    - `ithyl---- I:` including what you've already told me would you say that you have ever had any long term physical or mental conditions illnesses or disabilities that limited what you were able to do either on or off the job?
    - `rtypi---- R:` long term I was disabled
    - `rtyou-f-- R:` for
    - `pt------- ( )`
    - `rtyou-l-- R:` part of the year
- Use of pronouns in paraphrasing
    - Rs often use pronouns, such as "that" and "those" when paraphrasing text contained in the survey item.
    - Example
        - `ithte---- I:` because of your limitations does he help you with bathing dressing eating or going to the bathroom?
        - `rttqi---- R:` some
        - `rttpi---- R:` of those

Notes (Continued)

- Example
  - `ithte----` I: have you been able to bend lift jump and run without difficulty and without help or equipment of any kind?
  - `rttpi-f--` R: I can do
  - `rttqi----` R: some
  - `rttpi-m--` R: of that
  - `rttqi----` R: but not all
  - `rttpi-l--` R: of it
  - `rttcc----` R: no then
- Example
  - `ithte----` I: have you been able to bend lift jump and run without difficulty and without help or equipment of any kind?
  - `rttpu----` R: that's
  - `rttsi----` R: correct
- Repeat/paraphrase of initially unread parenthetical statements
  - If in the course of administering a follow-up INT incorporates scripted text that was included in a parenthetical statement for the item but that was not read as part of the initial administration of the survey item **and** R repeats or paraphrases some part or all of the parenthetical statement, code R's utterance as repeat/paraphrase item.
  - Example: Parenthetical for SV Item 3 is "have you been able to see well enough to read ordinary newsprint." R's utterance is coded as repeat/paraphrase part of item because "I do read with that" does not add any new information but simply paraphrases information in the parenthetical statement. For example, "I do read" paraphrases "Have you been able to see well enough to read" and R's utterance of "with that" paraphrases "with glasses or contact lenses."
    - `ithte----` I: what about with glasses or contact lenses?
    - `rttpi----` R: I do read with that
  - Example: Modified from GSH03; Parenthetical for SV Item 52 is "(Has a doctor ever told you that you had)."
    - `ithte----` I: a heart attack coronary heart disease angina congestive heart failure or other heart problems?
    - `rttcc----` R: no
    - `rtqi-----` R: this is within the last four months?
    - `itgx-----` I: just
    - `itod-----` I: ever
    - `rtppu----` R: ever

Notes (Continued)

- **Specification: Mitigator**
    - o Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow a Repeat/Paraphrase Part of Item, Consideration, or Report.
    - o A mitigator can modify an answer or a mitigator can be an answer. You will use the same mitigator codes to code both kinds of coding events.
    - o Example in which the mitigator modifies the answer
        - ▪ `ithtx---- I: have you had any trouble with pain or`
          `                   discomfort during the past four weeks?`
        - ▪ `rttqu---- R: `<u>`somewhat`</u>
        - ▪ `rttcc---- R: yes`
    - o Example in which the mitigator stands for an answer
        - ▪ `ithys---- I: and without a hearing aid and while in a group`
          `                   conversation with at least three other people`
          `                   have you been able to hear what is said?`
        - ▪ `rtyqu---- R: `<u>`sometimes`</u>
        - ▪ `itfo----- I: okay`
- **Coding multiple utterances of events coded as Complete Formatted or Complete Formatted Synonym**
    - o If R provides two or more answers that can be coded as complete formatted or complete formatted synonym (for Yes/No or List Items), code R's answers as distinct coding events (i.e. on separate lines) even if one answer follows directly after the other answer.
    - o Do not code second or subsequent utterances as repairs or restarts using the Event Type Repair.
    - o We refer to these multiple events as restatements and we want to capture the fact that R has spoken more than one complete formatted or complete formatted synonym answer where they occur.
    - o Example modified from H0349 of a complete formatted answer in response to INT's follow-up
        - ▪ `itpi----- I: are you able to see well enough to read`
          `                   ordinary newsprint?`
        - ▪ `rtko----- R: oh`
        - ▪ `rttcc---- R: yeah`
        - ▪ `rttcc---- R: yeah`
    - o Example modified from H0524 of a complete formatted answer in response to INT's follow-up
        - ▪ `itog---x- I: {O} a best guess is fine`
        - ▪ `rttcc--x- R: {O} yeah`
        - ▪ `rttdu---- R: I'd say`
        - ▪ `rttcc---- R: yes`
    - o Example modified from GSH03 of a complete formatted answer in response to INT's initial administration of the item
        - ▪ `ithds---- I: and during those weeks about how many hours`
          `                   per week on average did he help you?`
        - ▪ `rtdcc---- R: twenty`
        - ▪ `rtduu---- R: probably`
        - ▪ `rtdcc---- R: twenty hours`

Notes (Continued)
- **Defining Answer Slots and coding Considerations versus Reports within them**
  - Use the following definitions, rules, and examples to determine whether to code a respondent's utterance as a consideration versus a report.
  - Answer slot
    - An answer slot is a place in the interaction in which R can provide an answer. Answers slots are both offered (for example, after the INT reads the survey question) and created (for example, when INTs deliver follow-up behaviors).
  - Defining the beginning and ending boundaries for an answer slot
    - An answer slot begins after any of the following code events are completed:
      - INT administers the item.
        - This is the initial answer slot and for most items the initial answer slot begins immediately after the INT has completed reading the survey item.
      - INT completes any of the following code events: Level 1 follow-up, Level 2 follow-up, Tailoring follow-up, Repeat follow-up, Paraphrase follow-up, or Backward Reference.
      - R provides a subsequent utterance that is not a report or consideration but that is codable or implicitly codable, such as a complete formatted answer, a repeat/paraphrase part of item for a Yes/No Item or List Item that is implicitly codable, or a mitigator that is implicitly codable.
        - The current answer slot includes the consideration that appears with the codable or implicitly codable anwer. The answer slot does not immediately end after a codable or implicitly codable answer, especially if a consideration follows the codable or implicitly codable answer.
        - A number of specifications for Event Types of Answer Health Item are:
          - uncodable by definition (e.g. Uncodable Yes/No for Selection Items) and any utterances that meet the specifications for a consideration versus a report will be coded as a report when they appear in the same answer slot with a specification that is uncodable.
          - codable or implicitly codable by definition and any utterances that meet the specifications for a consideration versus a report will be coded as a consideration when they appear in the same answer slot with a specification that is codable or implicitly codable.
        - Comments/Questions delivered by INTs or Rs do not begin new answer slots. Carefully review H3849 in the Master List of Coded Examples for an illustration.
    - Anything R says between these classes of events is in the same slot.
    - If there are several lines of interaction for a given item, the next answer slot begins whenever INT completes one of the code events listed above OR R provides a new utterance that is not a report or consideration but that is codable or implicitly codable.

Notes (Continued)

- o Because the interaction between INT and R for a single survey item may contain many different answers slots, you could code considerations and reports for the same item. However, these considerations and reports would have to appear in separate answer slots for the item.
- o Rs often provide lengthy considerations/reports that continue across many lines. Use Continuation codes to link considerations/reports that are divided by other events such as Tokens, Affirmations/Negations, Apologies, Laughter, Nontalk Noise, and Unfinished Talk.
- o Examples
    - ▪ Example in which the consideration appears before R's codable answer; considerations can appear before or after R's answer
        - • ithte---- I: have you been able to bend lift jump and run without difficulty and without help or equipment of any kind?
        - • rttpi-f-- R: I can do
        - • rttqi---- R: some
        - • rttpi-m-- R: of that
        - • rttqi---- R: but not all
        - • rttpi-l-- R: of it
        - • rttcc---- R: no then
    - ▪ Example from GSH05 in which R's utterance of "good and" appears in the same slot as "you know the top one," which is coded as an implicitly codable category reference thus making "good and" a consideration and not a report.
        - • ithse---- I: how would you describe your ability to remember things during the past four weeks were you able to remember most things somewhat forgetful very forgetful or unable to remember anything at all?
        - • rtsou---- R: good and
        - • rtsfi---- R: you know the top one
    - ▪ Example in which INT's "mkay" does not complete the initial answer slot so that R's consideration is in the same answer slot with R's codable answer and R's consideration is linked using continuation codes.
        - • ithte---- I: have you had the full use of both hands and ten fingers?
        - • rttoi-f-- R: my thumb doesn't bend all the way
        - • itfo----- I: mkay
        - • rttcc---- R: no
        - • rttoi-l-- R: it won't bend around a cup

Notes (Continued)

- Example in which INT's Paraphrase Follow-up starts a new answer slot so that R's initial answer appears in an answer slot without a codable answer and is coded as a report. R's utterance of "it won't bend around a cup" appears in the same slot with a codable answer and is coded as a consideration.

  - `ithte----` I: have you had the full use of both hands and ten fingers?
  - `rttru----` R: my thumb doesn't bend all the way
  - `itpi-----` I: so have you had the full use of all your fingers?
  - `rttcc----` R: no
  - `rttoi----` R: it won't bend around a cup

- Example based on H0310 in which R provides a codable answer ("yeah") in the initial answer slot and then all of R's talk that appears following the codable answer is coded as a consideration because none of the intervening events (e.g. INT saying "okay" or "correct") begins a new answer slot.

  - `ithts----` I: and what about with glasses or contact lenses?
  - `rttsi----` R: yeah
  - `rttou-f--` R: reading glasses
  - `itfo---x-` I: {O} okay
  - `rttou-mxr` R: {O} I mean in other words they're not pers really prescription type that
  - `itfr---x-` I: {O} correct
  - `rttou-m-r` R: you that you get from a doctor they're just
  - `pt-------` ()
  - `rttou-l-r` R: sort of magnify the the print

- Example based on H0310 in which R does not provide a codable answer in the initial answer slot so R's utterance that appears in the initial answer slot is coded as a report. Then INT delivers a Level 1 ("let me reread the question") and Level 2 follow-up (by rereading the question) and R's subsequent utterance ("the reading glasses magnify the print") is coded as a consideration because it appears with a codable answer.

  - `ithts----` I: and what about with glasses or contact lenses?
  - `rttru-f--` R: reading glasses
  - `itfo---x-` I: {O} okay
  - `rttru-lxr` R: {O} I mean in other words they're not pers really prescription type

Notes (Continued)

- itoa----- I: let me reread the question
- itri----- I: what about with glasses or contact
                lenses?
- rttou---- R: the reading glasses magnify the print
- rttcc---- R: so yes
- Example modified from H3649. This is a difficult example. A new answer slot begins when INT starts to deliver the Tailoring follow-up "it was just." R interrupts with "yeah," a codable answer, and so R's utterance of "you know I you know like I say ..." is coded as a consideration.
    - ithsm-f-- I: and it just any of those emotions then how
                    often did you feel this way was it
    - itku----- I: um
    - ithsm-lx- I: {O} rarely or occasionally
    - rtscc--x- R: {O} rarely
    - itrw----- I: or often or almost always?
    - itgd----- I: you said it was
    - itro----- I: rarely
    - itts--f-- I: it was just
    - itku---x- I: {O} um
    - rtscc--x- R: {O} yeah
    - itts--l-r I: that that one time when you got pretty
                    angry
    - rtsou-f-r R: you know I you know like I say when I hear
                    something like and they'er
    - pt------- ( )
    - rtsou-l-r R: they're going to let that guy ah they're
                    not even going to give him the death
                    penalty
- Example modified from H0215. In this example there are 8 distinct answer slots. Do not use continuation codes to link considerations that appear in separate answer slots.
    - Answer slot #1:
        - ithte---- I: during the past four weeks have you
                        been able to see well enough to read
                        ordinary newsprint without glasses
                        or contact lenses?
        - rttcc---- R: no
        - rttou---- R: I've got glasses
        - itfo----- I: okay
    - Answer slot #2:
        - rttpi---- R: I could read without glasses

Notes (Continued)

- Answer slot #3:
  - o `rttcc----` R: yes
  - o `rttou----` R: but I wear glasses
  - o `itfo-----` I: okay
- Answer slot #4:
  - o `rttpi----` R: I could read without glasses
  - o `rttou----` R: but I have glasses for distance
  - o `rttwu----` R: so I don't know
  - o `rtci---x-` R: {O} how to answer your question
  - o `itfo---x-` I: {O} okay
- Answer slot #5:
  - o `itpi---x-` I: {O} so have you been able to see well enough to read ordinary newsprint without glasses
  - o `rttcc--x-` R: {O} yes
- Answer slot #6:
  - o `rttpi----` R: I could
  - o `itfo-----` I: okay
- Answer slot #7:
  - o `rttpi----` R: I could
- Answer slot #8:
  - o `rttcc----` R: yes
- Example in which R's report follows a Level 2 follow-up and so the adequacy of the report is coded as "2."
  - o `ithts----` I: and what about with glasses or contact lenses?
  - o `rttru-f--` R: reading glasses
  - o `itfo---x-` I: {O} okay
  - o `rttru-lx-` R: {O} I mean in other words they're not really prescription type
  - o `it2q-----` I: what kind are they?
  - o `rttr2----` R: they are reading glasses that magnify the print

Notes (Continued)

- Example in which R's second consideration follows a Level 2 follow-up and so the adequacy of the consideration is coded as "2."
  - `ithye---- I: have you ever had surgery on your heart?`
  - `rtycc---- R: yes`
  - `rtkw----- R: well`
  - `rtyou-f-- R: bypass I don't know if that's on the heart but it was`
  - `itfo----- I: okay`
  - `rtyou-l-- R: surgery on the arteries`
  - `it2p----- I: surgery to the arteries`
  - `rtyc2---- R: yes`
  - `rtyo2---- R: they replaced arteries`

- **Coding other events embedded within Considerations or Reports**
  - Affirmations/Negations
    - Should not be coded as distinct coding events (i.e., on their own line) when they appear within the text of a consideration or a report and they are not being provided as an answer to the survey item. See the Event Type Affirmation for examples.
    - The exception to this rule is that "okay" or the equivalent (events coded as **fo) should always be coded as a distinct coding event.
  - Comments/Questions
    - Should not be coded as distinct coding events (i.e., on their own line) when they appear within the text of a consideration or a report.
  - Repeat/Paraphrases
    - Should not be coded as distinct coding events (i.e., on their own line) when they appear within the text of a consideration or a report.

- **Coding an event as a Consideration versus a Mitigator**
  - If an event could be coded as either a consideration or a mitigator, code as a mitigator.
  - Example in which "occasionally" as a mitigator not as a consideration
    - `ithtm---- I: did you ever feel fretful angry anxious or depressed`
    - `rttpi---- R: angry`
    - `rttqi---- R: occasionally`

- **Coding particles**
  - Particles include: "and," "because," "but," "or," "so," "so that's," "that's," "then," "you know" or the equivalent, or any combination of these terms.
  - The current coding scheme does not contain a separate category to code particles.
  - Ignore particles in determining how to code the coding event in terms of deciding what kind of event the talk is or in coding the adequacy of the event; that is, ignore particles in assigning a code to capture a code event's Event Type, Specification, or value for Adequacy.
  - As a general rule, attach particles to the coding event they preface or follow by coding them on the same line as the coding event or by using a continuation code to join them if they are separated by another coding event such as a pause.

Notes (Continued)

- ▪ Many times particles will appear between two coding events and you will have to use your judgment in determining which event to affix the particle.
- ▪ In general, code it with the event it is nearest to but avoid coding particles with stand-alone events like Affirmations, Negations, Apologies, Tokens, and Mitigators.
- ▪ Example where the particle "and" is equally close to the answer "fun" and the affirmation "okay"
  - • `rta1----- R: fun and`
  - • `itfo----- I: okay`
  - • Notes: If possible, do not code particles with stand-alone events like "okay"; the particle is coded with R's second presentation of "fun."
- ▪ Example where the particles "but so" are equally close to the token "um" and the event "with glasses you can see"
  - • `itku----- I: um`
  - • `itts----- I: but so with glasses you can see`
- ▪ Example where the particle "so" is equally close to the affirmation "yeah" and the mitigator "basically"
  - • `iify----- I: yeah`
  - • `iigu----- I: so basically`
  - o When attaching a particle to another event, such as a mitigator, ignore the particle in determining whether or not the event they are attached to prefaces, is embedded within, or follows a different event
    - ▪ Example
      - • `riqn----- R: is Budweiser a proper name?`
      - • `iigw----- I: you know I'm not sure`
      - • `iigd----- I: it says`
  - o If a particle is uttered as part of R's codable answer to a health item, attach the particle to the answer around which it is uttered and code it as part of R's answer. Ignore particles when evaluating the adequacy of R's answer.
    - ▪ `rtycc---- R: so yes then`
    - ▪ `rttcc---- R: but no`
    - ▪ `rtscc---- R: happy then` (e.g. in response to SV Item 32)
    - ▪ `rtdcc---- R: or 1995` (e.g. in response to SV Item 58)
  - o If a particle is uttered as part of R's implicitly codable or uncodable answer to a health item, attach the particle to the coding event around which it is uttered and code it as part of the coding event. Ignore particles when evaluating the adequacy of R's answer.
    - ▪ `rttcc---- R: yes`
    - ▪ `pt------- R: ()`
    - ▪ `rttou-f-- R: but`
    - ▪ `pt------- R: ()`
    - ▪ `rttou-l-- R: my eyes are not good`

Notes (Continued)
- **See Appendix I for instructions on coding a repeat or paraphrase of part of the item versus a question about the item**
- **Notes about specific items**
    - SV Item 8:
        - If R provides the "hidden response option" of "didn't wear hearing aid," code R's answer using the Specification "Repeat/Paraphrase Part of Item" and code Adequacy as "implicitly codable."
        - Code the following answers as reports:
            - "I don't have one" (H0824); code Adequacy as implicitly codable.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	t	see below	c/i/u/2	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code/ [c/i/u/2]**	**Label**	**Definition**
t	answer health list item [Hlth only]	Assessment of the type of response and the adequacy of the response for a candidate answer provided by R to a survey item, verification, or follow-up in the health section that includes yes/no as response options and has a list item format.	**c/** **[c/2]**	complete formatted	Answer is "yes" or "no."
			s/ **[i/2]**	complete formatted synonym	Initial answer to survey item is a synonym of "yes" or "no".
			p/ **[i/u/2]**	repeat/ paraphrase part of item	Answer repeats part of item verbatim or paraphrases part of item in a way that does not provide new information.
			r/ **[u/i/2]**	report	Answer does not only repeat or paraphrase part of the question but provides relevant information (if irrelevant see Digression) that is stated as an answer (if the information is offered in addition to an answer see Consideration) and that is stated in a way that leaves its codability or adequacy up to INT's discretion.
			n/ **[u/2]**	other uncodable	Answer is an uncodable response not described by any of the specifications listed.
			o/ **[i/u/2]**	consideration	Additional information offered to explain the answer provided; may appear before or after an answer and is sometimes preceded by: "if," "when," "depends," "except," or "actually." The answer provided must be complete enough to be coded as something other than a Report.

Specifications for Answer Health List Item are continued on the following page.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	t	see below	c/i/u/2	t/─	f/m/l/─	x/─	r/─

Event Type			Specification		
Code	**Label**	**Definition**	**Code/ [c/i/u/2]**	**Label**	**Definition**
t	answer health list item [Hlth only]	(continued)	**q/ [i/u/2]**	quantification mitigator	See the definition for this specification under the Event Type Mitigator.
			x/ [i/u/2]	approximation mitigator	See the definition for this specification under the Event Type Mitigator.
			d/ [u/2]	distancing mitigator	See the definition for this specification under the Event Type Mitigator.
			w/ [u/2]	don't know mitigator	See the definition for this specification under the Event Type Mitigator.
			j/ [i/u/2]	conjecture mitigator	See the definition for this specification under the Event Type Mitigator.
			g/ [u/2]	range mitigator	See the definition for this specification under the Event Type Mitigator.
			u/ [i/u/2]	uncertainty mitigator	See the definition for this specification under the Event Type Mitigator.

Examples
- **Specification: Complete Formatted Synonym (General)**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Specification: Repeat/Paraphrase Part of Item (General)**
  - ithts---- I: and has a doctor ever told you that you have any of the following high blood pressure or hypertension
  - rttpi---- R: I have high blood pressure
- **Specification: Complete Formatted (Specific)**
  - H0210, H1729, H3504
- **Specification: Complete Formatted Synonym (Specific)**
  - Implicitly codable: H0310, H0529 (use of "not" in place of "no")
- **Specification: Repeat/Paraphrase Part of Item (Specific)**
  - H0215, H0629, H3516, H4049
- **Specification: Report (Specific)**
  - Uncodable: H0210, H0213, H4929, H6049
  - 2: H0213
- **Specification: Consideration (Specific)**
  - H0213, H0228, H2949, H3530

ANSWER HEALTH LIST ITEM is continued on the following page.

Examples (Continued)
- **Specification: Quantification Mitigator (Specific)**
  - Implicitly codable: H0535, H3505, H4010, H6129
  - Uncodable: H1729, H4029
- **Specification: Approximation Mitigator (Specific)**
  - Uncodable: H0210
- **Specification: Distancing Mitigator (Specific)**
  - H0229, H0524, H0629
- **Specification: Don't Know Mitigator (Specific)**
  - H0215
- **Specification: Conjecture Mitigator (Specific)**
  - H3504
- **Specification: Uncertainty Mitigator (Specific)**
  - Uncodable: H3504
  - Implicitly codable: H0529, H3506, H4049, H6129

Notes
- **Coding R's Answers**
  - Answers to closed questions in the health section that offer yes or no as response options and are list item should be coded here.
  - R's answer may be provided to the survey item, to a verification based on the survey item, or to a follow-up administered by the INT as part of the interaction for the survey item.
- **Coding Adequacy**
  - Code the actual assessment of adequacy using the Code Variable Adequacy.
- **Specification: Complete Formatted Versus Complete Formatted Synonym**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Specification: Repeat/Paraphrase Part of Item**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Specification: Mitigator**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Coding multiple utterances of events coded as Complete Formatted or Complete Formatted Synonym**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Defining Answer Slots and coding Considerations versus Reports within them**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Coding other events embedded within Considerations or Reports**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Coding an event as a Consideration versus a Mitigator**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **See Appendix I for instructions on coding a repeat or paraphrase of part of the item versus a question about the item**

Notes (Continued)
- **Notes about specific items**
  - SV Item 2:
    - Code the following answers as either uncodable reports or uncodable considerations. Code as a consideration if the answer appears in the same answer slot as a codable or an implicitly codable response:
      - rttru or rttpu:
        - "I wear (glasses/contact lenses)" (see H0213)
        - "(I have/I've got) (to wear) (glasses/contact lenses)"
        - "I could read with (glasses/contact lenses)"
        - "with (glasses/contact lenses)"
        - "reading glasses"
          - Not a paraphrase because "reading" glasses are different from other types of glasses and utterance introduces new information.
        - "if I (do/don't) have the (glasses/contact lenses) (in/out)"
    - Code the following answers as implicitly codable repeat/paraphrase part of item:
      - rttpi:
        - "I (can/can't) read (it)"
        - "I could read without (glasses/contact lenses)"
        - "without (glasses/contact lenses)"
    - Code the initial response of "not without glasses" as follows:
      - `rttsi---- R: not`
      - `rttpi---- R: without glasses`
    - Code the initial response of "no not without glasses" as follows:
      - `rttcc---- R: no`
      - `rttsi---- R: not`
      - `rttpi---- R: without glasses`
  - SV Item 3:
    - If R provides the "hidden response option" of "didn't wear glasses" or "didn't wear contacts," code R's answer as repeat/paraphrase part of item and code Adequacy as implicitly codable.
  - SV Item 17:
    - Code the response "not jumping" as two events. Code "not" as complete formatted synonym and "jumping" as repeat/paraphrase part of item.
    - Code "bend jump and run" as an uncodable repeat/paraphrase part of item (rttpu). This event is uncodable because the elements in the survey item are joined by the conjunction "and" (e.g., "bend, lift, jum, and run") and R must be able to do all of the activities in order to quality as a "yes" response. In this case R omits "lift"ing and his/her response is uncodable.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	s	see below	c/i/u/2	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code/ [c/i/u/2]**	**Label**	**Definition**
s	answer health selection item [Hlth only]	Assessment of the type of response and the adequacy of the response for a candidate answer provided by R to a survey item, verification, or follow-up formatted as a selection item and that appears in the health section.	**c/ [c/2]**	complete formatted	Answer repeats a single response option verbatim.
			p/ [u/2]	repeat/ paraphrase part of item	Answer repeats part of item verbatim or paraphrases part of item in a way that does not provide new information.
			f/ [i/2]	category reference	Answer makes reference to a specific response option based on where the option appears relative to the other options offered (e.g. "the first one"). Utterance must be stated in a way that provides an answer and not as a question seeking clarification.
			k/ [i/2]	repeats intensifier	Answer repeats intensifier from a response option without repeating the response dimension.
			t/ [u/2]	repeats response dimension	Answer repeats some part of or all of the response dimension but without the intensifier.
			e/ [i/2]	repeat/ paraphrase part of response option	Answer (1) repeats only part of a response option verbatim or (2) paraphrases all or part of a response option. Repetition or paraphrasing must be done in a way that implies an answer (implicitly codable) and is not captured by any of the other specifications.

Specifications for Answer Health Selection Item are continued on the following page.

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Actor r	Location t	Event Type s	Specification see below	Adequacy c/i/u/2	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code/ [c/i/u/2]**	**Label**	**Definition**
s	answer health selection item [Hlth only]	(continued)	**h/ [u/2]**	hypothetical response option	Provides as an answer a response option that could hypothetically be included along the response continuum but is not included as one of the response options listed.
			y/ [u/2]	uncodable yes/no	Answer is a positive or negative affirmation.
			r/ [u/i/2]	report	Answer does not only repeat or paraphrase part of the question or response options or provide a response option that could hypothetically be included along the response continuum but provides relevant information (if irrelevant see Digression) that is stated as an answer (if the information is offered in addition to an answer see Consideration) and that is stated in a way that leaves its codability or adequacy up to INT's discretion..
			n/ [u/2]	other uncodable	Answer is an uncodable response not described by any of the specifications listed.
			o/ [i/u/2]	consideration	Additional information offered to explain the answer provided; may appear before or after an answer and is sometimes preceded by: "if," "when," "depends," "except," or "actually." The answer provided must be complete enough to be coded as something other than a Report.

Specifications for Answer Health Selection Item are continued on the following page.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	s	see below	c/i/u/2	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code/ [c/i/u/2]**	**Label**	**Definition**
s	answer health selection item [Hlth only]	(continued)	**q/ [i/u/2]**	quantification mitigator	See the definition for this specification under the Event Type Mitigator.
			x/ [i/u/2]	approximation mitigator	See the definition for this specification under the Event Type Mitigator.
			d/ [u/2]	distancing mitigator	See the definition for this specification under the Event Type Mitigator.
			w/ [u/2]	don't know mitigator	See the definition for this specification under the Event Type Mitigator.
			j/ [i/u/2]	conjecture mitigator	See the definition for this specification under the Event Type Mitigator.
			g/ [u/2]	range mitigator	See the definition for this specification under the Event Type Mitigator.
			u/ [i/u/2]	uncertainty mitigator	See the definition for this specification under the Event Type Mitigator.

Examples
- **Specification: Category Reference (General)**
    - "the first one"
- **Specification: Repeats Intensifier (General)**
    - SV Item 34: "somewhat," SV Item 38: "most things"
- **Specification: Repeats Response Dimension (General)**
    - SV Item 33: "happy," SV Item 38: "I remember stuff"
- **Specification: Repeat/Paraphrase Part of Response Option (General)**
    - SV Item 33: "(I'm) happy and interested," SV Item 39: "think clearly/clearly/I can solve problems/I'm able to think clearly"
- **Specification: Hypothetical Response Option (General)**
    - SV Item 1: "borderline excellent," SV Item 33: "very happy,"
    - SV Item 38: "I could remember fairly well/I pretty much remember everything pretty well," "usually I remember things," "I'd usually remember most things"
- **Specification: Range Mitigator (General)**
    - SV Item 1: "good to very good"
- **Specification: Complete Formatted (Specific)**
    - H0101, H3328, H3349, H3805

Examples (Continued)
- **Specification: Repeat/Paraphrase Part of Item (Specific)**
    o H3202
- **Specification: Category Reference (Specific)**
    o H3330, H3910, H3935
- **Specification: Repeats Intensifier (Specific)**
    o H3828, H3829, H3830, H3835
- **Specification: Repeats Response Dimension (Specific)**
    o H3328, H3835
- **Specification: Repeat/Paraphrase Part of Response Option (Specific)**
    o H3815, H3905, H3915, H3916, H3919, H3929, H3949
- **Specification: Hypothetical Response Option (Specific)**
    o H0101, H3349, H3813, H3815, H3904, H3946
- **Specification: Uncodable "Yes/No" (Specific)**
    o H3813, H3815, H3906, H3915, H3935, H3949
- **Specification: Report (Specific)**
    o H0128, H3935
- **Specification: Consideration (Specific)**
    o H3202, H3649, H3828, H3910
- **Specification: Distancing Mitigator (Specific)**
    o H0128, H3328, H3949
- **Specification: Range Mitigator (Specific)**
    o H0128
- **Specification: Uncertainty Mitigator (Specific)**
    o Uncodable: H0101

Notes
- **Coding R's Answers**
    o Answers to closed questions in the health section that include a set of prewritten response options should be coded here.
    o R's answer may be provided to the survey item, to a verification based on the survey item, or to a follow-up administered by the INT as part of the interaction for the survey item.
- **Coding Adequacy**
    o Code the actual assessment of adequacy using the Code Variable Adequacy.
- **Specification: Repeat/Paraphrase Part of Item**
    o This specification is different for Selection and Identification items than for items formatted with yes/no as response options. For yes/no items repeating part of the item is similar to providing an answer (i.e. what is repeated tends to stand for an answer). In contrast, for a Selection or Identification Item the repeated part is like an introduction to a complete formatted answer (a more colloquial way of answering) and is not akin to providing an answer or more information.
    o If in the course of administering a follow-up INT incorporates scripted text that was included in a parenthetical statement for the item but that was not asked as part of the initial administration of the survey item **and** R repeats or paraphrases some part or all of the parenthetical statement, code R's utterance as repeat/paraphrase item.

Notes (Continued)
- **Specification: Hypothetical Response Option**
  - If R uses a mitigator to modify a response option in a way that implies a new point on the response continuum (i.e. couples a mitigator with a scripted response option), code the mitigator and the response option as a single coding event under the Specification Hypothetical Response Option (e.g. H3804).
    - Example: code "almost all tasks" as a distinct coding event not as two coding events with "almost" coded as "rtsqu" and "all tasks" coded as "rtscc."
      - `ithsm---- I: have you needed the help of a person with some tasks most tasks or all tasks? (SV Item 27)`
      - `rtshu---- R: almost all tasks`
  - Note this rule does not apply to all of the specifications for mitigators. For example, the rule would not include distancing mitigators, don't know mitigators, or uncertainty mitigators. Only code a mitigator coupled with a response option as a hypothetical response option if the mitigator modifies the response dimension, that is, if the mitigator and response option imply another point along the response dimension.
    - Example using SV Item 32 in which the quantification mitigator "a little bit" is coded with happy because it implies a new point on the response dimension:
      - `ithse---- I: during the past four weeks have you been feeling happy or unhappy?`
      - `rtshu---- R: a little bit happy`
    - Example using SV Item 32 in which the uncertainty mitigator "probably" is **not** coded with happy because it does not imply a new point on the response dimension; it only expresses uncertainty about the current point:
      - `ithse---- I: during the past four weeks have you been feeling happy or unhappy?`
      - `rtsuu---- R: probably`
      - `rtscc---- R: happy`
  - You should also use the specification hypothetical response option when Rs use mitigators as adverbs to modify response options or response dimensions. For example, SV Item 32 lists "happy" and "unhappy" as both response options and response dimensions. You would code a mitigator functioning as an adverb, such as "a little," as a hypothetical response option if it were paired with "happy" or "unhappy" as in "a little happy" because "a little" implies a point on the response dimension where the end-points are "happy" and "unhappy." (We can think of "a little happy" as being a point somewhere closer to "happy" than "unhappy.") However, you would not code "unhappy some of the time" as a single coding event with the specification hypothetical response option because "some of the time" implies a completely different response dimension, one having to do with the frequency of being happy or unhappy. Instead, you would code "some of the time" as a quantification mitigator.
- **Specification: Mitigator**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.

Notes (Continued)
- **Coding R's answer when the SV Item is a Selection or Identification Item but INT's follow-up is formatted for a yes/no answer**
  - In the course of obtaining a codable answer to a survey item formatted as a Selection or Identification Item, INTs may administer a follow-up that is formatted for a yes/no answer. If R provides a yes/no response (or a synonym for yes/no) to a follow-up formatted for a yes/no answer, R's answer should be coded as a complete formatted answer.
  - Example:
    - ```
      ithss---- I: and how would you describe your ability to
                   remember things during the past four weeks
                   were you able to remember most things somewhat
                   forgetful very forgetful or unable to remember
                   anything at all?
      ```
    - ```
      rtsfi---- R: the first one
      ```
    - ```
      itro----- I: able to remember most things
      ```
    - ```
      rtscc---- R: yep
      ```
- **Coding multiple utterances of events coded as Complete Formatted or Complete Formatted Synonym**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Defining Answer Slots and coding Considerations versus Reports within them**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Coding other events embedded within Considerations or Reports**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Coding an event as a Consideration versus a Mitigator**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **See Appendix I for instructions on coding a repeat or paraphrase of part of the item or response options versus a question about the item or response options**
- **Notes about specific items**
  - SV Item 33:
    - Code the following answers as repeats response dimension (e.g. "rtstu"):
      - "happy"
    - Code the following answers as repeat/paraphrase part of response option (e.g. "rtsei"):
      - "(I'm) happy and interested"
      - "(I'm) happy in life"
  - SV Item 38:
    - The response options at the poles or ends of the response scale form one response dimension (e.g. "remember" and "remember things") and the response options in the interior or middle form another response dimension (e.g. "forgetful").
    - Code the following phrases as equivalent for the purposes of this item: "I can/I can't," "I am able to/I am not able to/I am unable to," and "I could/I could not/I couldn't."

Notes (Continued)

- Code the following answers as complete formatted (rtscc):
  - "I can remember most things" (H3828)
  - "can remember most things" (H3804)
  - "I am able to remember most things"
  - "I could remember most things"
  - "Most things I can remember"
  - "(I) remember most things"
- Code the following answers as hypothetical response dimension (rtshu):
  - "I can remember just about everything"
  - "I'd usually remember most things"
- Code the following answers as repeats intensifier (rtski):
  - "most things"
- Code the following answers as reports (rtsru):
  - "I can remember almost everything right (GSH03)," "good (GSH05)"
    - These are uncodable reports and not hypothetical response options because "right" and "good" imply different response dimension; "right" implies "remembering correctly" or "accurately" and "good" indicates how well R was able to remember.

- SV Item 39:
  - The response options at the poles or ends of the response scale form one response dimension (e.g. "think" and "solve") and the response options in the interior or middle form another response dimension (e.g. "difficulty").
  - Code the following phrases as equivalent for the purposes of this item: "I can/I can't," "I am able to/I am not able to/I am unable to," and "I could/I could not/I couldn't."
  - Code "little difficulty" as synonymous with "a little difficulty" and code both as complete formatted (e.g. "rtscc")
  - Code the following as complete formatted (e.g. "rtscc")
    - "think clearly and solve problems"
  - Code the following answer as repeat/paraphrase part of response option (e.g. "rtsei"):
    - "think clearly"
      - Note: do not code as repeats intensifier because the response option is "ABLE TO THINK CLEARLY AND SOLVE PROBLEMS" and R does not include a reference to "solve"ing problems.
    - "(been) able to think (clearly) and solve problems"

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	d	see below	c/i/u/2	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code/ [c/i/u/2]**	**Label**	**Definition**
d	answer health identification item [Hlth only]	Assessment of the type of response and the adequacy of the response for a candidate answer provided by R to a survey item, verification, or follow-up formatted as an identification item and that appears in the health section.	**c/ [c/2]**	complete formatted	Answer is the requested number, amount, year, or category.
			p/ [u/2]	repeat/ paraphrase part of item	Answer repeats part of item verbatim or paraphrases part of item in a way that does not provide new information.
			f/ [i/2]	category reference	Answer references a specific response or implies a response based on where the response appears relative to responses offered by the response continuum. Utterance must be stated in a way that provides an answer and not as a question seeking clarification.
			h/ [u/2]	hypothetical response option	Provides an answer that could hypothetically be included along the response continuum but does not exactly match a single "point" (e.g., a year, a number of hours, etc.) implied by the response continuum.
			y/ [u/2]	uncodable yes/no	Answer is a positive or negative affirmation.

Specifications for Answer Health Identification Item are continued on the following page.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	d	see below	c/i/u/2	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code/ [c/i/u/2]**	**Label**	**Definition**
d	answer health identification item [Hlth only]	(continued)	**r/ [u/i/2]**	report	Answer does not only repeat or paraphrase part of the item but provides relevant information (if irrelevant see Digression) that is stated as an answer (if the information is offered in addition to an answer see Consideration) and that is stated in a way that leaves its codability or adequacy up to INT's discretion.
			n/ [u/2]	other uncodable	Answer is an uncodable response not described by any of the specifications listed.
			o/ [i/u/2]	consideration	Additional information offered to explain the answer provided; may appear before or after an answer and is sometimes preceded by: "if," "when," "depends," "except," or "actually." The answer provided must be complete enough to be coded as something other than a Report.
			q/ [i/u/2]	quantification mitigator	See the definition for this specification under the Event Type Mitigator.
			x/ [i/u/2]	approximation mitigator	See the definition for this specification under the Event Type Mitigator.
			d/ [u/2]	distancing mitigator	See the definition for this specification under the Event Type Mitigator.
			w/ [u/2]	don't know mitigator	See the definition for this specification under the Event Type Mitigator.
			j/ [i/u/2]	conjecture mitigator	See the definition for this specification under the Event Type Mitigator.
			g/ [u/2]	range mitigator	See the definition for this specification under the Event Type Mitigator.
			u/ [i/u/2]	uncertainty mitigator	See the definition for this specification under the Event Type Mitigator.

Examples for Answer Health Identification Item are on the following page.

Examples
- **Specification: Complete Formatted (General)**
  - Noncodable: See example under Level-2 Follow-up.
- **Specification: Repeat/Paraphrase Part of Item (General)**
  - SV Item 76: "personal care then"
- **Specification: Category Reference (General)**
  - R says "last year" or "this year" in response to an item about the year in which an event occurred.
- **Specification: Hypothetical Response Option (General)**
  - R says "hardly any" in response to an item about the number of hours a week an event occurred.
- **Specification: Report (General)**
  - R says "two years ago" in response to an item about the year in which an event occurred; adequacy would be uncodable.
  - R says "30 minutes" in response to an item about the number of hours something occurred; adequacy would be uncodable.
  - Noncodable
    - `ithde---- I: what condition illness or disability caused`
      `              you to need personal care?`
    - `rtdcc---- R: the amputations`
    - `rtdoi---- R: which are caused by diabetes`
    - `it2p----- I: caused by diabetes`
    - `rtdr2---- R: or the results of or something like that`
- **Specification: Range Mitigator (General)**
  - R provides a range as an answer: "nineteen sixty or sixty one"
  - R says "90s" as an answer to an item asking for the year in which an event occurred.
- **Specification: Uncertainty Mitigator (General)**
  - Noncodable: See example under Level-2 Follow-up.
- **Specification: Complete Formatted (Specific)**
  - H4403, H4435, H6702, H7602, H7624, H7702
- **Specification: Repeat/Paraphrase Part of Item (Specific)**
  - H7624
- **Specification: Uncodable "Yes/No" (Specific)**
  - H6702
- **Specification: Report (Specific)**
  - H4435
- **Specification: Consideration (Specific)**
  - H7602
- **Specification: Approximation Mitigator (Specific)**
  - H4435
- **Specification: Distancing Mitigator (Specific)**
  - H4435, H7602, H7624

Examples (Continued)
- **Specification: Don't Know Mitigator (Specific)**
  - H6702, H7602
- **Specification: Uncertainty Mitigator (Specific)**
  - H7602, H7702

Notes
- **Coding R's Answers**
  - Answers to closed questions in the health section that ask Rs to identify or provide a number, amount, year, or category should be coded here.
  - R's answer may be provided to the survey item, to a verification based on the survey item, or to a follow-up administered by the INT as part of the interaction for the survey item.
- **Coding Adequacy**
  - Code the actual assessment of adequacy using the Code Variable Adequacy.
- **Specification: Complete Formatted**
  - Equivalent for the year: "ninety five" instead of "nineteen ninety five."
- **Specification: Repeat/Paraphrase Part of Item**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Selection Item.
- **Specification: Hypothetical Response Option**
  - For most of the Identification Items listed in Appendix A, the "response options" (e.g. a year, a number) are implied (versus Selection Items in which they are scripted) and are on a continuum (versus Selection Items in which they are offered as discrete categories). If R mitigates a response that could be included along the implied response continuum, code the mitigator and the response as a single coding event under the Specification Hypothetical Response Option (e.g. H7702).
    - Example: code "hardly any" as one distinct coding event not as two coding events with "hardly" coded as "rtdqu" and "any" coded as "rtdcc."
      - `ithde---- I: during those weeks about how many hours`
        `per week on average did she help you?`
      - `rtdhu---- R: hardly any`
  - The combination of codes "rtdh" (respondent/task/identification item/hypothetical response option) cannot be entered into Sequence Viewer. We originally set-up Sequence Viewer so that this combination was not allowed but later decided to include it in the coding scheme. If you come across a coding event that should be coded using this combination, code the event as rtdn for "other uncodable" and leave a CodersQ. We will correct the assignment of codes during data processing.
- **Specification: Mitigator**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
  - Some of the Identification Items listed in Appendix A are very open ended and require R to answer using their own words by specifying a category, for example:

Notes (Continued)

- SV Item 51 asks for an organ or body part
- SV Item 63 asks for a specific diagnosis
- SV Item 67 asks for a condition, illness, or disability
- SV Item 68 asks from whom R received care
    - When R provides a range in response to one of these items, the nature of the range will be different from other types of questions, such as Selection Items. For Selection Items a range most likely will include two or more response options. In contrast, a range for one of the Identification Items listed above, in which R is asked to provide a category, most likely will involve R providing multiple examples of the category of response.
    - Example from SV Item 68
        - `ithdm---- I: who did you receive the most personal`
          `               care from a husband`
        - `rtdgu---- R: both my husband and my son`
- **Coding R's answer when the SV Item is a Selection or Identification Item but INT's follow-up is formatted for a yes/no answer**
    - Refer to the note in the "Notes" Section for the Event Type Answer Health Selection Item.
- **Coding Responses to Identification Items that ask R to provide a category**
    - Identification items require Rs to supply a number, amount, year, or category.
    - Items requiring Rs to provide a category are more open ended because a set of categories has not been provided by the question writer and the set of categories could include a number of codable responses.
    - Categorical identification items include the following SV Items (from Appendix A):
        - SV Item 51, 63, 67, and 68
    - To code R's answers to these items, if R provides an answer that appears to meet the objectives of the item, code R's initial or first answer as complete codable. If R adds additional information code the additional information as a consideration; if the additional information is itself implicitly codable (or could be complete codable answer because the item is an identification item), code Adequacy as "i."
    - Example
        - `ithde---- I: in which organ or part of your body did this`
          `               cancer occur?`
        - `rtdcc---- R: it was in the leg`
        - `pt------- ()`
        - `rtdoi---- R: it was a skin cancer`
    - Also see the example under "Specification: Report (General)" above.
- **Coding multiple utterances of events coded as Complete Formatted or Complete Formatted Synonym**
    - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Defining Answer Slots and coding Considerations versus Reports within them**
    - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Coding other events embedded within Considerations or Reports**
    - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.

Notes (Continued)
- **Coding an event as a Consideration versus a Mitigator**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item.
- **See Appendix I for instructions on coding a repeat or paraphrase of part of the item versus a question about the item**

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	a	0/1/2/1-8	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
a	answer [LF & DO]	Assessment of whether R's answers for the Letter Fluency and Digit Ordering tasks are correct or incorrect.	**0**	LF or DO incorrect	Letter Fluency or Digit Ordering are incorrect.
			1	LF correct	Letter fluency is correct.
			1-8	DO correct	Digit order right answer.

Examples
- **Specification: LF Incorrect (Specific)**
  - LF0102, LF0105, LF0125, LF0136
- **Specification: DO Incorrect (Specific)**
  - DO0422, DO1002, DO1202, DO1411
- **Specification: LF Correct (Specific)**
  - LF0102, LF0109, LF0117, LF0125
- **Specification DO Correct (Specific)**
  - DO0402, DO0606, DO1011, DO1302

Notes
- **Coding correct and incorrect responses for Letter Fluency:**
  - For the Letter Fluency task Rs were given instructions to think of as many words as they could beginning with either an "F" or an "L." (See Appendix A for the exact wording of the nstructions). Use the rules below to determine whether or not a word is incorrect or correct. Sometimes it will be ambigious. In such cases, code R's answer as correct and mark Coder's Qs.
    - Example: R provides the answer "lit" and later the answer "light." "Lit" and "light" could be past and present tenses of the same verb and so "light" would be marked incorrect. However, "light" can also be a noun. Therefore, give R the benefit of the doubt, code both as correct, and mark Coder's Qs.
  - Code the following answers as **incorrect**:
    - Proper names:
      - includes uniquely given names to people (e.g. Frannie), places (e.g. Levenworth; includes countries and adjectives using the name of a country or language), events (e.g. Lent), groups (e.g. Lifehouse), organizations (e.g. Freemasons), TV shows/Movies, and brand names (e.g. Legos).
      - are usually words that are capitalized
      - examples using the letter "F:"
        - Freud, Fazoli's pizza, France, French, Futurama, Freudian, Frank (unless R explicitly states s/he doesn't mean the name Frank), February, Fahrenheit

Notes (Continued)

- examples using the letter "L:"
  - Latin, Loveboat, Lucifer, Leviticus, Lassie, Lorax, Limburger, Lycra, Libra, Lucite, Linux
- coding proper names that have more than one meaning:
  - Rs may provide proper names that also have different meanings in different contexts. For example, the proper name Lilith is also a female demon that attacks children. If R provides a name or other proper noun and you are unsure how to code her/his response, leave a note for the project staff. Because the English language is so varied, we will make decisions on a case-by-case basis and make these decisions available to all coders.
- Repeated words:
  - if R says the same word more than one time, only code the first mention of the word as correct; code the second mention as incorrect
  - for homonyms -- words that sound the same but that are spelled differently such as "four" and "fore" or "pair" and "pear," only code first mention as correct unless R explicitly states that s/he is providing a different version of the word
- Same root word with a different ending:
  - one of the words must be embedded or nested in full in the other word and the words must be different forms of the root word such that they are similar in meaning
    - if R modifies the root word to make it plural: feet/foot; floor/floors
    - if R modifies the root word in a way that changes the verb tense: walk/walked
    - if R modifies the root word to change its emphasize (change of degree): strong/stronger/strongest
    - if R adds other endings on to the root word such that the new word is still similar in meaning to the root word
      - lack/lackluster; walk/walks/walking but not walkman
  - if R adds an ending such that the final "e" in a word is dropped, count the second word as incorrect
    - true/truly
  - if R adds an ending such that the final "y" in a word is dropped, count the second word as incorrect
    - funny/funniest

Notes (Continued)

- code the first word given as correct and any subsequent words with additional endings as incorrect
  - if R said "fear" and "fearful," code "fear" as correct and "fearful" as incorrect because fear is nested in fearful and they are similar in meaning
  - if R said "fearsome" and "fearful," code both as correct because neither is completely nested within the other
  - if R said "fear," "fearsome" and "fearful," code "fear" as correct and "fearsome" and "fearful" as incorrect because fear is nested in both and similar in meaning to both (even though "fearsome" and "fearful" are not similar in meaning)
- examples using the letter "F:"
  - friend/friendly, fun/funny, futile/futility, four/fourth, future/futuristic, feminine/femininity, fear/fearful
- examples using the letter "L:"
  - lab/laboratory, last/lasting, late/lately, light/lighter
- Non-words or abbreviations: lang; Lange
- Words that sound like they begin with the letter "F" but do not:
  - phony, phonetic, phantom, fantasm (usually spelled with ph-), phooey
- Code the following answers as **correct**:
  - NOT proper names (may seem like they are but are not)
    - examples using the letter "F:"
      - ford (give Rs benefit of the doubt that don't mean Ford), freecell
    - examples using the letter "L:"
      - linoleum, lord, laurel, lithium, lacrosse (assume R means the sport)
  - NOT same root word with a different ending
    - examples using the letter "F:"
      - family/familiar, farther/further, food/feed, form/format/formation, fourth/further, fearful/fearsome, freeze/frozen, five/fifth, female/feminine, freedom/freeway
    - examples using the letter "L:"
      - lad/ladder, leaf/leave, light/lightning, long/length, later/lately, loss/lose, lost/lose, like/likelihood, loan/lonely
  - Other correct answers: laser (even though it is technically an acronym); leaven (acceptable word as long as it's not heard explicitly as "eleven")
  - Two word answers are acceptable if both begin with the right letter. Code each word as its own coding event (i.e. on a separate line) and evaluate them separately.
    - for the answer "loan shark," code "loan" as correct and "shark" as incorrect
    - for the answer "Lincoln logs," code "Lincoln" as incorrect and "logs" as correct

Notes (Continued)
- **Code words beginning with the letter F or L (depending on which LF task R was given) as answers when they are offered as answers**
  - F/L words offered as answers should be coded as distinct coding events (i.e. on their own lines) and they should be assigned a code for Correct/Incorrect.
- **Coding words beginning with the letter F or L when they are included as part of a Comment/Question or Repeat/Paraphrase**
  - When F/L words are offered as part of a Comment/Question or Repeat/Paraphrase by R, they should **NOT** be coded individually (i.e. on their own lines as distinct coding events). Instead the words should be coded as part of the Comment/Question or Repeat/Paraphrase in which they were produced.
    - Example
      - `rtca----- R: I said` **five**
      - `rtcr----- R: and I'm coming in with just about zero as` **far** `as right off the bat`
    - If R embeds an answer in a phrase, such as a Comment/Question, code the answer as part of the phrase. Even when it appears that answers included in larger events are being offered as answers, there are many ambiguous cases and it is often unclear whether they are being offered as stand-alone answers or not. We believe that most times it isn't possible to tell from the utterance alone. All we can tell is whether the interviewer treats R's response as an answer and we can only code how it is being offered (e.g. as a comment or a question). This is substantively interesting to us so we want to capture this information.
    - Mark answers given within phrases (e.g. Comments/Questions) with a coder's Q.
  - **Coding "let's see" in the "L" task.** If R says "let's see" or the equivalent (e.g. "let me think here") code his/her utterance as a single coding event using Comment: Thinking Phrase (rtcl); do not code "let's" as an "L-word" and "see" as an incorrect answer.
  - **Coding "F as in Frank" or "L as in Linda".** If R says either of these phrases as statements, code R's utterance as a Paraphrase of the Instructions (rtpn); if R utters these phrases as questions (if transcribed with a question mark), code R's utterance as a Question about the Intructions (rtqn).
    - Note: if R only says "frank" or "linda," code these on their own lines as incorrect answers.
  - **Coding R's question about whether or not s/he has already provided a given word.** Sometimes Rs ask whether or not they said a given word. Code the F/L asked about as part of the Question in which it is embedded.
    - Example
      - `rta1----- R: lake`
      - `rta1----- R: lovely`
      - `rtku----- R: um`
      - `rtqa----- R: did I say` **lake** `earlier?`

Notes (Continued)
- o **Coding the word "like" in the L Task.**
  - ▪ Rs may say the word "like" in a way that sounds like a "thinking phrase" ("rtcl"). Transcribers have been instructed to note these situations on Info Card 2. As a coder you should code "like" as an answer if it is being offered as an answer or include it as part of the larger event in which it appears.
  - ▪ Example: "like" offered as an answer
    - • `rta1----- R: lake`
    - • `rta1----- R: **like**`
    - • `rtku----- R: um`
    - • `rta1----- R: leech`
  - ▪ Example: "like" included as part of a comment
    - • `rta1----- R: find`
    - • `rta1----- R: follow`
    - • `rtcs----- R: I hate stuff **like** this though`
- **Coding particles**
  - o Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item for a listing of particles.
  - o If the particle directly prefaces or follows the answer, code the particle along with the answer as a single coding event:
    - ▪ `rta1----- R: and luxury`
  - o If the particle is separated from the answer by a pause, laughter, token, or an utterance by INT, code the particle on its own line but use continuation codes to link the particle to R's answer:
    - ▪ `rta1--f-- R: and`
    - ▪ `rtku----- R: um`
    - ▪ `rta1--l-- R: luxury`
  - o Ignore particles when determining whether R's answer is correct or incorrect.
- **Initiating the Post-Task Sequence**
  - o Often INTs do not read the script and do not administer the scripted items in the Closing section. In order to determine where the Task section ends and the Post-Task section begins, code the first utterance offered by INT that is similar in meaning to a scripted item. For adequacy code INT's utterance as a major change if it is defined as such using the rules under Adequacy.
  - o Example from the DO task
    - ▪ Scripted Items
      - • i.t   thank you
      - • i.u   that's all we have for that task
    - ▪ Interaction
      - • `ipit2---- I: *`
      - • `ipfo----- I: all right`
      - • `ipium---- I: and that was the last one`
      - • `ipmp----- I: and you did really well`

Notes (Continued)
- **Coding incorrect and correct answers for Digit Ordering:**
  - See the Event Type Digit Ordering for an overview of the Digit Ordering task.
  - See Appendix A for the correct digit orderings for each task.
  - Evaluate each digit as a separate answer; do not evaluate the entire string of numbers such that if any numbers are given incorrectly, you automatically code every number as incorrect (or vice versa).
    - Code each digit on its own line as a separate coding event except when a digit or string of digits is included as part of a Comment/Question or Repeat/Paraphrase as described below.
  - In order for R's answer to be correct, R must provide the correct digit for the given answer slot. The answer slot refers to the ordering of the numbers such that if there are three numbers in the string, there are three answer slots to fill and so on.
    - If the string of numbers is "three nine one six seven," the correct ordering is "one, three, six, seven, nine."
      - The digit "one" must be given in the first answer slot in order to be correct;
      - "three" must be given in the second answer slot in order to be correct;
      - "six" must be given in the third answer slot in order to be correct;
      - "seven" must be given in the fourth answer slot in order to be correct;
      - "nine" must be given in the fifth answer slot in order to be correct.
  - The code value "0" for this event type indicates that the number provided by R is either: not in the correct order or is not the correct number for the answer slot.
  - The code values "1-8" indicate the following:
    - "1" indicates that the first number provided by R is the correct number for the first answer slot;
    - "2" indicates that the second number provided by R is the correct number for the second answer slot;
    - "3" indicates that the third number provided by R is the correct number for the third answer slot;
    - "4" indicates that the fourth number provided by R is the correct number for the fourth answer slot (for tasks with four or more digits to be ordered);
    - "5" indicates that the fifth number provided by R is the correct number for the fifth answer slot (for tasks with five or more digits to be ordered);
    - "6" indicates that the sixth number provided by R is the correct number for the sixth answer slot (for tasks with six or more digits to be ordered);
    - "7" indicates that the seventh number provided by R is the correct number for the seventh answer slot (for tasks with seven or more digits to be ordered);
    - "8" indicates that the eighth number provided by R is the correct number for the eighth answer slot (for tasks with eight or more digits to be ordered).

Notes (Continued)
- o It is important to remember that you are evaluating the number given for a particular answer slot. So, for example, the numbering string for Item 6 is: "seven eight three zero" and the correct ordering is "zero, three, seven, eight." If R says "zero, seven, three, eight," code "zero" as "rta1" because it is the right digit for the first answer slot, code "seven" as "rta0" because it is the wrong digit for the second answer slot, code "three" as "rta0" because it is the wrong digit for the third answer slot BUT code "eight" as "rta4" because it is the fourth number provided by R and is the correct number for the fourth answer slot.
- o If INT does not read all of the digits included in the wording of the item, code R's answer(s) as incorrect regardless of whether or not R puts the digits provided in the correct order.

- • **Coding Restarts by Rs**
  - o A restart occurs whenever R starts answering, that is, provides a digit, but then starts over.
  - o For the purposes of coding, we define a restart as automatically beginning whenever R says the lowest valued digit within a set or series of digits, but not when that digit is offered as the last digit in a set or series. Therefore Rs cannot initiate a restart if the lowest digit is given as the last digit but any other times the lowest digit is offered, the digit initiates a restart.
  - o Example where lowest digit initiates a Restart:
    - ▪ `it31m-f-- I: first string of numbers`
    - ▪ `it31m-m-- I: four`
    - ▪ `it31m-m-- I: eight`
    - ▪ `it31m-l-- I: one`
    - ▪ `rta0----- R: eight`
    - ▪ `rta2----- R: four`
    - ▪ `rta1----- R: one`
    - ▪ `rta2----- R: four`
    - ▪ `rta3----- R: eight`
  - o Example where lowest digit does not initiate a Restart:
    - ▪ `it31m-f-- I: first string of numbers`
    - ▪ `it31m-m-- I: four`
    - ▪ `it31m-m-- I: eight`
    - ▪ `it31m-l-- I: one`
    - ▪ `rta0----- R: eight`
    - ▪ `rta2----- R: four`
    - ▪ `rta0----- R: one`
  - o If R restarts, code each restarted string of numbers as a new set or series.

Notes (Continued)
- o **Within Series restarts**. If R restarts within a series instead of at the beginning of the series (that is, R starts at any place other than with the lowest number in the string):
  - ▪ flag the interaction by coding a value of "1" in the field for the Sequence Variable "CodersQs." Describe the nature of the situation in Info Box 2.
    - • flag the interaction regardless of whether R answers correctly or incorrectly.
  - ▪ format your description by typing: "Within Series Restart:" in Info Box 2 so that we can search for these situations.
  - ▪ Example
    - • rta0----- R: one
    - • rta1----- R: zero
    - • rta2----- R: one
    - • rta3----- R: two
    - • rta4----- R: five
    - • rta0----- R: eight
    - • rta4----- R: five
    - • rta5----- R: seven
    - • rta6----- R: eight
    - • rta7----- R: nine

- **Coding Repetitions by Rs**
  - o Rs frequently repeat digits or a subset of digits -- almost to themselves like they are thinking aloud -- as they go through the Digit Ordering task. If R produces the same correct/incorrect digits or subset of digits twice in a row (i.e. R repeats a single number twice in a row or R repeats a subset of numbers twice in a row), code both repetitions as correct/incorrect.
  - o However, disregard the repeated digit or subset of digits in evaluating whether or not other numbers provided in the series R produces are incorrect or correct.
  - o Examples using SV Item 8 in which the correct ordering of the digits is: 2, 4, 5, 8, 9

```
rta0----- R: four   rta1----- R: two    rta1----- R: two    rta1----- R: two
rta0----- R: five   rta2----- R: four   rta2----- R: four   rta2----- R: four
rta0----- R: four   rta3----- R: five   rta3----- R: five   rta2----- R: four
rta0----- R: five   rta0----- R: four   rta2----- R: four   rta3----- R: five
rta0----- R: nine   rta0----- R: eight  rta3----- R: five   rta4----- R: eight
rta0----- R: eight  rta0----- R: nine   rta4----- R: eight  rta5----- R: nine
                                        rta5----- R: nine
```

- **Coding Paraphrases by Rs**
  - o Sometimes Rs repeat the entire set of digits -- as ordered by INT during INT's initial administration of the item -- before they order the digits and provide their answer.
  - o If R repeats the entire set of digits in the order provided by INT, code R's repetition as a paraphrase of the item.

Notes (Continued)
- ▪ Note: R must repeat all of the numbers in exactly the same order as administered by INT. If R changes the order even slightly or omits a number from the series or set, code R's repetition of the digits as correct or incorrect using the guidelines provided above.
    - o Do not code the digits on separate lines for these paraphrases. Code all of the digits as part of the same coding event using Continuation codes (if necessary) to link the digits together (e.g. if they are separated by a pause).
        - ▪ Example
            - • it31m-f-- I: first string of numbers
            - • it31m-m-- I: four
            - • it31m-m-- I: eight
            - • it31m-l-- I: one
            - • rtpi--f-- R: four eight
            - • pt------- ()
            - • rtpi--l-- R: one
        - ▪ Example DO0845:
            - • it51e-f-- I: okay the next string of numbers is
            - • it51e-m-- I: nine
            - • it51e-m-- I: five
            - • it51e-m-- I: eight
            - • it51e-m-- I: two
            - • it51e-l-- I: four
            - • pt------- ()
            - • rtpi----- R: nine five eight two four
        - ▪ Hypothetical Example Using DO0845 to Illustrate:
            - • it51e-f-- I: okay the next string of numbers
            - • it51e-m-- I: nine
            - • it51e-m-- I: five
            - • it51e-m-- I: eight
            - • it51e-m-- I: two
            - • it51e-l-- I: four
            - • pt------- ()
            - • rta0----- R: nine
            - • rta0----- R: five
            - • rta0----- R: eight
            - • rta0----- R: four
            - • rta0----- R: two

Notes (Continued)
- **Coding digits in Comments/Questions or Repeat/Paraphrases**
  - When digits are offered as part of a Comment/Question or Repeat/Paraphrase by either R or INT, they should not be coded individually (i.e. on their own lines as distinct coding events). Instead the digits should be coded as part of the Comment/Question or Repeat/Paraphrase in which they were produced.
  - Example
    - `rtci----- R: there was a seven in there`
  - Example from Item 6.2 ("Okay the next string of numbers is six zero one four nine two"):
    - `rta1----- R: zero`
    - `rta2----- R: one`
    - `rta3----- R: two`
    - `rta4----- R: four`
    - `rta0----- R: nine`
    - `rtcr----- R: and I'm missing one someplace`
    - Note: In this example "one" is not referring to the number "1" but to the one digit that's missing -- the number "6"
  - Example in which INT paraphrases a subset of digits
    - `rta1----- R: two`
    - `rta2----- R: four`
    - `rta3----- R: five`
    - `rta4----- R: eight`
    - `rta5----- R: nine`
    - `itfo----- I: mkay`
    - `itpa----- I: five eight nine`
  - If R embeds an answer in a phrase, such as a Comment/Question, code the answer as part of the phrase. Even when it appears that answers included in larger events are being offered as answers, there are many ambiguous cases and it is often unclear whether they are being offered as stand-alone answers or not. We believe that most times it isn't possible to tell from the utterance alone. All we can tell is whether the interviewer treats R's response as an answer and we can only code how it is being offered (e.g. as a comment or a question). This is substantively interesting to us so we want to capture this information.
  - Mark answers given within phrases (e.g. Comments/Questions) with a coder's Q.
- **Coding R saying "forty" in SV Item 4**. Code "forty" as correct.
  - `rta1----- R: one`
  - `rta2----- R: forty`
  - `rta3----- R: eight`
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item for a listing of particles.
  - If the particle directly prefaces or follows the answer, code the particle along with the answer as a single coding event:
    - `rta1----- R: so zero then`

Notes (Continued)
- o If the particle is separated from the answer by a pause, laughter, token, or an utterance by INT, code the particle on its own line but use continuation codes to link the particle to R's answer:
  - `rta1--f-- R: so`
  - `pt------- ()`
  - `rta1--m-- R: zero`
  - `rtku----- R: um`
  - `rta1--l-- R: then`
- o Ignore particles when determining whether R's answer is correct or incorrect.
- **Initiating the Post-Task Sequence**. See note under Answer [LF/DO] for LF above.
- **Scripted Closing in DO**
  - o If INT says "thank you" after "that's all we have for that task," code INT's utterance of "thank you" as ipct.
    - Example
      - `ipit2---- I:*`
      - `ipiue---- I: that's all we have for that task`
      - `ipct----- I: thank you`
    - Example
      - `ipit2---- I:*`
      - `ipiue---- I: that's all we have for that task`
      - Intervening events
      - `ipct----- I: thank you`
    - Mark these situations with CodersQs=1.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	r	n	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
r	repeat [LF Only]	Statement by R repeats verbatim an utterance spoken by INT or R during an LF task.	**n**	instruction	Repeats verbatim all of one of the items in the instructions.

Examples
- None.

Notes
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item for a listing of particles.
  - If the particle directly prefaces or follows a repeat, code the particle along with the repeat as a single coding event.
  - If the particle is separated from the repeat by another coding event, code the particle on its own line but use continuation codes to link the particle to the repeat.
  - Ignore particles when determining whether INT is repeating versus paraphrasing the instructions.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	p	n	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
p	paraphrase [LF Only]	Statement by R paraphrases an utterance spoken by INT or R during an LF task.	n	instruction	Paraphrases some part of or all of the instructions or repeats verbatim only some part of one of the items included in the instructions.

Examples
- **Event Type (General)**
  - R says as statements, not as questions: "F as in Frank" or "L as in Linda"

Notes
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Repeat [LF Only].

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	t	r	n/i/a	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	Label	Definition	Code	Label	Definition
r	repeat [DO Only]	Statement repeats verbatim an utterance spoken by R in the DO task.	n	instruction	Repeats verbatim all of one of the items in the instructions.
			i	item	Repeats verbatim all of an item.
			a	answer	Repeats verbatim all of R's answer.

Examples
- **Specification: Item (Specific)**
  - No examples in Master List of Coded Examples.

Notes
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Answer Health Yes/No Item for a listing of particles.
  - If the particle directly prefaces or follows a repeat, code the particle along with the repeat as a single coding event.
  - If the particle is separated from the repeat by another coding event, code the particle on its own line but use continuation codes to link the particle to the repeat.
  - Ignore particles when determining whether INT is repeating versus paraphrasing the instructions, item, or answer.

Actor r	Location t	Event Type p	Specification n/i/a	Adequacy —	Laugh Token t/—	Continuation f/m/l/—	Overlap x/—	Repair r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
p	paraphrase [DO Only]	Statement paraphrases an utterance spoken by R in the DO task.	**n**	instruction	Paraphrases some part of or all of the instructions or repeats verbatim only some part of one of the items in the instructions.
			i	item	Paraphrases some part of or all of an item or repeats verbatim only some part of an item.
			a	answer	Paraphrases some part of or all of R's answer or repeats verbatim only some part of R's answer.

Examples
- **Specification: Instruction (Specific)**
  - DO0422
- **Specification: Answer (Specific)**
  - DO1036

Notes
- **Coding repetitions of digits by Rs**
  - Sometimes Rs repeat the entire set of digits provided the interviewer before they order the digits and provide their answer.
  - If R repeats the entire set of digits in the order provided by the interviewer, code R's repetition as a paraphrase of the item.
  - Use Continuation codes to link the coding events (i.e. the digits) together for later analysis.
  - Note: R must repeat all of the numbers in exactly the same order as given by INT. If R changes the order even slightly or omits a number from the set, code R's presentation of the digits as correct or incorrect using the guidelines for the Event Type Answer LF/DO.
  - Refer to the note included in the Event Type Answer [LF/DO]
- **Coding particles**
  - Refer to the note in the "Notes" Section for the Event Type Paraphrase [DO Only].

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i	p	i	p-q/t-u	e/s/m	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
i	closing [LF/DO]	Assessment of how adequately INT reads scripted closing statements.	**p-q**	letter fluency	Assessment of adequacy of INT's reading of closing statements for letter fluency.
			t-u	digit ordering	Assessment of adequacy of INT's reading of closing statements for digit ordering.

Examples
- **Specification: Letter Fluency (Specific)**
    - Exact: LF0302, LF0309, LF0329, LF0340
    - Slight: LF0309, LF0318
    - Major: LF0305, LF0317
- **Specification: Digit Ordering (Specific)**
    - Exact: DO0302
    - Slight: DO0322
    - Major: DO0306, DO0311

Notes
- **Coding Adequacy**
    - Code the actual assessment of adequacy using the Code Variable Adequacy.
- **Code Values**
    - The code value for each specification corresponds to a scripted utterance from the respective sections.
    - See Appendix A for the exact wordings of the items.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
i	p	m	p/r/f/q/t	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
m	compliment [LF/DO]	Statement that provides a complimentary assessment of R or R's performance.	**p**	person and performance	Compliment makes reference to both R and R's performance.
			r	performance	Compliment only makes reference to R's performance.
			q	technique	Compliment specifically makes reference to the technique R used in performing the task.
			t	other	Statement includes a compliment that is not described above.

Examples
- **Specification: Person and Performance (General)**
  - "you did a very good job," "you did an excellent job on that," "you did a really good," "you actually did much better than most people"
- **Specification: Performance (General)**
  - "very good job," "it was very good"
- **Specification: Technique (General)**
  - "that was a smart way to do it"
- **Specification: Person and Performance (Specific)**
  - LF0302, LF0309, LF0318, LF0329, DO0302, DO0306, DO0311, DO0336
- **Specification: Performance (Specific)**
  - LF0340 LF0318

Notes
- **Encouragement versus Compliment**
  - Unscripted comments by INT that are complimentary in nature are coded using:
    - Event Type Compliment when they occur in the post-task sequence.
    - Event Type Encouragement when they occur during the instructions or task sequence.
- **When to code Compliments**
  - Code Compliments as their own Event Types when they appear within the scripted text of the Post-task/Closing sequences for LF and DO.
  - Do not code Compliments using the major change specification for Adequacy when they appear within the scripted text of the Post-task/Closing sequences for LF and DO.
  - See DO0306 as an example.
- **Coding Mitigators that preface, are embedded within, or follow Compliments**
  - Refer to the Event Type Mitigator for notes on coding Mitigators that preface, are embedded within, or follow Compliments.

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	p	m	a/d/j/q/b/t	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
m	compliment response [LF/DO]	Statement or question offered in response to a compliment provided by INT.	**a**	acceptance	The compliment is accepted.
			d	downgrade	The intensity of the compliment is decreased or lessened.
			j	rejection	The compliment is rejected.
			q	questioning	The validity of the compliment is questioned.
			b	object shift	The reason for the compliment is attributed to a source other than R.
			t	other	Response to a compliment is not described above.

Examples

- **Specification: Downgrade (General)**
    - o `ipmp----- I: you did very well`
    - o `rpmd----- R: I did okay`
- **Specification: Rejection (General)**
    - o `ipmp----- I: you did very well`
    - o `rpmj----- R: no I didn't`
- **Specification: Questioning (General)**
    - o `ipmp----- I: you did very well`
    - o `rpmq----- R: I did?`
- **Specification: Object Shift (General)**
    - o `ipmp----- I: you did very well`
    - o `rpmb----- R: the house is quiet right now`
- **Specification: Acceptance (Specific)**
    - o LF0309
- **Specification: Questioning (Specific)**
    - o LF0340

Notes:

- **Coding Affirmations/Negations when they appear as part of a Compliment Response**
    - Do not code Affirmations/Negation as distinct coding events (i.e., on their own line) when they appear within the text of a Compliment Response.
    - Example
        - `ipmp----- I: you did really well on that`
        - `rpmj----- R: no I didn't`
    - The exception to this rule is that "okay" or the equivalent (events coded as **fo) should always be coded as distinct coding event when uttered by itself.
        - Example
            - `ipmr---x- I: {O} it was very good`
            - `rpfo---x- R: {O} okay`

Actor	Location	Event Type	Specification	Adequacy	Laugh Token	Continuation	Overlap	Repair
r	p	a	None	—	t/—	f/m/l/—	x/—	r/—

Event Type			Specification		
Code	**Label**	**Definition**	**Code**	**Label**	**Definition**
a	continued answer [LF/DO]	R continues answering after INT verbally initiates the post-task sequence by reading some part of or all of a closing statement.	—	—	—

Examples
- **Event Type (General)**
  - Example from the Letter Fluency Task
    - `ipipe---- I: okay`
    - `ipiqe-f-- I: the minute`
    - `rpa------ R: flag`
    - `ipiqe-l-- I: is up`

Notes
- No notes.

Definition
- Used to evaluate the adequacy of specific Event Types.
    - How adequately the interviewer follows the script in the survey questionnaire (i.e. how accurately the interviewer administers or reads a given item); only relevant for scripted utterances administered by the interviewer:
        - Exact (with or without a parenthetical statement)
        - Slight change (with or without a parenthetical statement)
        - Major change (with or without a parenthetical statement)
        - Noncodable
    - How adequately the respondent answers an item in the Health section:
        - Codable
        - Implicitly codable
        - Uncodable
        - Noncodable
    - None
- Code values for Adequacy in the 5th column in Sequence Viewer.

When to Use this Code Variable
- Optional
- Dependent
    - Assignment of the codes below is dependent on various actor-location-event type combinations. See the Code Variable Event Type for a listing of the combinations.

Values for Code Variables

Code	Label	Definition
e	exact	INT's reading follows the script exactly AND either the item does not include a parenthetical statement or INT's reading of the item does not incorporate any words from a scripted parenthetical statement.
s	slight	INT's reading diverges slightly from the script but does not change the meaning of the script AND either the item does not include a parenthetical statement or INT's reading of the item does not incorporate any words from a scripted parenthetical statement.
m	major	INT's reading diverges from the script in a way that changes the meaning of the script AND either the item does not include a parenthetical statement or INT's reading of the item does not incorporate any words from a scripted parenthetical statement.

Values for Code Variables (Continued)

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Values for Code Variables (Continued)

x	exact with parenthetical	INT's reading follows the script exactly AND INT's reading of the item includes all the words, read verbatim, from a scripted parenthetical statement.
l	slight with parenthetical	INT's reading diverges slightly from the script but does not change the meaning of the script AND INT's reading of the item includes some part of or all of the words from scripted parenthetical statement.
j	major with parenthetical	INT's reading diverges from the script in a way that changes the meaning of the script AND INT's reading of the item includes some part of or all of the words from a scripted parenthetical statement.
c	codable	R's answer can be directly coded using the response format or response options provided by the item, verification, or follow-up and for verifications and follow-ups, R's answer provides some or all of the information needed to answer the survey item.
i	implicitly codable	R's answer cannot be directly coded using the response format or response options provided by the item, verification, or follow-up but R's answer uses basic conversational practices to suggest a codable answer.
u	uncodable	R's answer cannot be directly coded using the response format or response options provided by the item, verification, or follow-up and R's answer does not imply an answer to the survey item.
2	noncodable	INT skips an item (does not read at all) in the Instructions for Health, LF, or DO, or in the Closing section for LF or DO. R's answer, given in response to a Level 2 Follow-up only, answers or is responsive to INT's follow-up but does not provide or imply an answer to the survey item.
-	none	Adequacy is not relevant to the combination of Event Type and Specification for the given Coding Event.

Examples
- Examples of Adequacy appear at the following Event Types:
  - Instructions
  - Health item
  - Digit ordering
  - Answer health yes/no item
  - Answer health list item
  - Answer health selection item
  - Answer health identification item
  - Closing

Notes

- **Distinguishing among exact versus slight change versus major change: Assign a single code for Adequacy**
  - o The adequacy of INT's administration of a given item should be only be assigned a single code for adequacy. In assigning a code for adequacy, evaluate INT's administration of the entire item even if the item is divided because of an intervening event such as the Affirmation "Okay" (or the equivalent), an Apology, or a Token.
- **Distinguishing among exact versus slight change versus major change: Events to disregard in evaluating Adequacy**
  - o The following Event Types should NOT be considered in evaluating the adequacy of INT's administration of the item.
    - Affirmation "Okay" or the equivalent (e.g. any utterance coded as "**fo")
      - o e.g. if INT prefaces an item with "okay" or the equivalent, code as a distinct coding event using the Event Type Affirmation and the Specification Okay.
    - Apology
    - Token
  - ▪ These Event Types should always be coded on their own lines as distinct coding events regardless of where they occur.
  - ▪ Use Continuation codes to link the parts of INT's question-asking that are separated by these Event Types.
  - ▪ Example
    - `ithsm-f-- I: and`
    - `itku----- I: um`
    - `ithsm-m-- I: it just any of those emotions then how often did you feel this way was it`
    - `itku----- I: um`
    - `ithsm-lx- I: {O} rarely or occasionally`
    - `rtko---x- R: {O} oh`
    - `rtscc--x- R: {O} rarely`
    - `itrw----- I: or often or almost always?`

Notes (Continued)

- Example SV Item 21: Note that all of INT's talk, excluding the events described above, must be linked together using continuation codes because they are all part of INT's initial administration of the question.
    - `ithtm-f--` I: and have you needed mechanical suh
    - `itko-----` I: oh
    - `it1------` I: I'm sorry
    - `ithtm-m--` I: look it yeah
    - `itfo-----` I: all right
    - `ithtm-l-r` I: so you kind of answered this question but I got to read it anyway have you needed mechanical support such as braces or a cane or crutches to be able to walk around the neighborhood?

- **General rules for distinguishing among exact versus slight change versus major change: When to code as exact**
    - If the interviewer reads the item exactly as it appears in Appendix A, code the interviewer's administration of the item as "exact" or "exact with parenthetical" (see below for distinguishing between these codes).
    - Adequacy measures only changes in the actual wording of items, not intonation. Do not consider whether or not an item formatted as a statement is read as a question or whether or not an item formatted as a question is read as a statement as a change to the wording of the item.
    - **Repairs**
        - INTs may administer items with repairs. Repairs are defined as occurring when the actor restarts a word or phrase in an event (i.e. a repair is a reading mistake that the INT catches and corrects).
        - Code INT's administration of the item as "exact" if INT repairs a reading in a way that presents all the words in the original item in the order in which they appear in the original item and does not add or delete any of the original words.
        - Code "slight change" or "major change" otherwise.

- **General rules for distinguishing among exact versus slight change versus major change: When to code as slight change**
    - If INT's reading of the item includes minor changes that do not change the meaning of the item or any of the terms included in the item, code the interviewer's entire administration of the item as "slight" or "slight with parenthetical" (see below for distinguishing between these codes).
    - Slight changes are limited to the following kinds of changes:
        - uses a contraction instead of the scripted noun-verb construction or uses a noun-verb construction in place of a contraction
            - DO0003: reads "now we're" in place of "now we are"

Notes (Continued)

- ▪ prefaces the item with a particle (see list included at Answer Health Yes/No Item)
    - H0110: "**and** without a hearing aid in a conversation …"
    - DO0g04: "**so** for example if I said four zero two"
    - "and now"/"now"/"how about": code these prefaces as slight changes if INT is using the term or phrase to mean "next"
        - o If INT's preface of "now" or "how about" changes the meaning of the reference period or INT embeds the term or phrase in the body of the item, code as a major change.
        - o ithys---- I: **now** without a hearing aid and while in a group conversation with at least three other people have you been able to hear what is said
        - o ithyl---- I: **how about** has a doctor ever told you that you had a stroke
    - note that the entire administration of the item, including the prefaced word, should be coded as a slight change
- ▪ substitutes one or more words that do not alter the meaning of the item; often the word being substituted is a synonym for the word that is omitted
    - DO0a02: reads "now I like to" in place of "now we are going to"
    - DO0n03: reads "is that clear" in place of "is this clear"
- ▪ adds or deletes one or more words that do not alter the meaning of the item
    - H7602: deletes "in" and says "and how many different weeks …"
    - LF0f02: adds "for" to "except proper names" as in "except for proper names"
    - LF0l: adds "to you" to "is this clear" as in "is this clear to you"
    - DO0b02: deletes "would" from "I'd like" and says "I like"
- ▪ substitutes "all right" for "okay" in a scripted item (e.g. in administering a DO item from the task section)
    - LF3p: says "all right" instead of "okay"
- **General rules for distinguishing among exact versus slight change versus major change: When to code as major change**
    - o If INT's reading of the item includes any changes other than those described above, code INT's **entire** administration of the item as "major" or "major with parenthetical" (see below for distinguishing between these codes).
    - o Some examples of major changes include the following:
        - ▪ changes the meaning of some part or all of the item by adding, deleting, or substituting a word or words
            - if INT adds, deletes, or substitutes a word or words in a way that changes the meaning or intent of the item, code INT's administration of the entire item as a major change.
            - H4803: deletes "first" from "in what year was that first diagnosed"

Notes (Continued)

- H0303: reads item as "so with glasses or contact lenses you are able to read ordinary newsprint"
  - major change because objective of item is to determine whether R can "see well enough"
- DO0l: reads "is everything clear?" in place of "is this clear?"
- D05.2: deletes "of digits" from "the next set of digits is…"
- D06.2: substitutes "… the next set of numbers is …" for "… the next string of numbers is" (and vice-versa)
- DOu: substitutes "that was the last one" for "that's all we have for that task"
- reorders the parenthetical statement (e.g., reading it at the end of the question when it is scripted to appear at the beginning or vice-versa), code interviewer's entire administration as "major change with parenthetical."
- changes the tense of a verb in order to tailor the wording of the item to R's situation
  - H6802: reads "who do" instead of "who did"
- alters the wording of or omits the reference period
- omits "ever"
- revises the wording of the script in a way that affects the definition of the difficulty of the task (e.g in a way that softens or downplays the difficulty of the task)
  - HGS01: adds "any" to "Have you been able to bend, lift, jump and run without difficulty and without help or equipment of any kind?" as in ""Have you been able to bend, lift, jump and run without **any** difficulty and without help or equipment of any kind?"
  - LF0b04: adds "bit" as in "now this next task is going to be a little bit different"
  - LF0i04: in place of "if this happens just keep on trying" says "and if this happens you know don't worry about it just keep on trying"
  - LF0h03: in place of "often people think of a few words and then draw a blank" says "often with this task people think of a few words and then they draw a blank"
  - LF0j03: deletes "only" in "you will have only one minute … "
  - LF0j04: in place of "you will have only one minute to do this so you shouldn't use your time to make other comments to me" says "just so you know you'll only have one minute to do this … um … so you shouldn't use your time to make other comments to me"
  - LF0k: adds "just" to "you should just keep trying to think of words until the minute is up"
  - LF3q17: says "time's up" in place of "the minute is up"
  - LF0l: says "is everything clear" in place of "is this clear"
  - LF0o: adds "can" to "start now" as in "and you can start now"
  - DO0l03: reads "we just want" in place of "we really want"
  - DO0i04: adds "really" and says "so that's why it's really important …"

Notes (Continued)

- DO0j04: in place of "this is designed to be a little hard" says "and just to kind of warn you this is designed to be a little bit hard"
- DO0j36: adds "bit" to "this is designed to be a little hard"
- DO0m: adds "so much" and says "thank you so much"
- DO0n: in place of "is this clear?" says:
  - "and is that pretty clear as far as the instructions?"
  - "so do you understand what you have to do?"
  - "do you have any other questions sir?"
- DO6.1: drops "of numbers" and only reads "okay the next string is" which omits information about the task
  - prefaces or follows the initial administration of an item from the Task section for Health or Digit Ordering with a mitigator
  - embeds (i.e. includes in the interior or middle of) a mitigator within an item from any of the sections (Instructions, Task, or Closing) for any of the tasks (Health, Letter Fluency, or Digit Order)
  - prefaces, embeds (i.e. includes in the interior or middle of), or follows the initial question-asking of the item with a "hidden response option" for an item in the Health Task. Hidden response options appear in Items 3, 8, and 68.
    - Example SV Item 68
      - ```
        ithdm---- I: who did you receive the most
                     personal care from a husband
        ```
- **Additional rules for evaluating Adequacy for items in the sections of the Health task or Digit Ordering task only**
  - the initial question-asking or administration of an item refers to the initial (first) presentation of the item including items that are administered as verifications
    - SV Item 68
      - ```
        ithdm---- I: who did you receive the most personal
                     care from a husband?
        ```
  - prefaces, embeds (i.e. includes in the interior or middle of), or follows the initial question-asking of the item with a mitigator
    - code the entire administration of the item, including the mitigator as a major change
    - do not code mitigators as separate coding events during INT's administration of the item
  - prefaces, embeds, or follows the initial question-asking of the item with a word or phrase such as a comment, question, affirmation (except "okay" or the equivalent), or negation
    - code the entire administration of the item, including the additional coding event as a major change
      - carefully review: H0549, H3649, H3749, H3830, H3949, DO0822
    - e.g. INTs may add on comments or other phrases to an item in order to clarify part or all of the item for R
    - e.g. "and this one is about," "and this next question asking about"

Notes (Continued)

- ▪ Example from GSH02:
  - • SV Item 66 as it appears in Appendix A:
    - o Now think about the last 12 months, did you receive personal care for a period of one month or more from a family member or friend because of a health condition, illness, or disability?
  - • SV Item 66 administered by INT with a comment and coded as a major change:
    - o `ithtm-f-r I: that was a that que that question`
      `was about just in general have you ever`
      `had help with that and the next`
      `question is`
    - o `itku----- I: uh`
    - o `ithtm-l-- I: in the last twelve months did you`
      `receive personal care for a period of`
      `one month or more from a family member`
      `or friend because of a health condition`
      `illness or disability?`
  - o INT's question-asking turn ends when R takes a turn by speaking or exhibiting any codable behavior (e.g. a Token) or when there is a pause of .2 seconds or more.
    - ▪ words or phrases (e.g. comments, questions, affirmations, negations) by INT that follow the R's utterance or a pause should be coded as follow-ups.
  - o in the DO task, substitutes "mkay" (or the equivalent) for "okay"
    - ▪ code as exact if this is the only change INT makes
- • **Additional rules for evaluating Adequacy for items in the Instructions or Closing sections for any of the three tasks**
  - o prefaces or follows the initial administration of the item with a word or phrase such as a comment/question, affirmation, negation, or mitigator
    - ▪ code the event as a distinct coding event separate from the item
    - ▪ Example from LF in which INT inserts a Question between items
      - • `iiils---- I: is that clear?`
      - • `iiqz----- I: and you can hear me fine?`
      - • `rify----- R: yeah`
      - • `iiime---- I: okay`
      - • `iiine---- I: now try to think of words that begin with`
        `the letter ef as in Frank`
  - o embeds a word or phrase such as a comment/question, affirmation (excluding "okay" or the equivalent), negation, or mitigator
    - ▪ code the entire administration of the item, including the additional coding event as a major change

Notes (Continued)

- Example from LF in which INT embeds a Comment in the interior of an item in the Instructions
  - `iiinm---- I: now try to think of words and some people find this task difficult that begin with the letter ell as in Linda`

- **Additional rules for evaluating Adequacy during interruptions**
  - How to code when R interrupts INT's administration of an item.
  - Coding will depend on:
    - which section of the questionnaire the item appears
      - Health versus Letter Fluency versus Digit Ordering
    - which section of the task the item appears
      - Instructions versus Task versus Closing
  - Instructions and Closing
    - If R interrupts INT's administration of an item in the Instructions or Closing for **any** of the three tasks, use Continuation codes to link the "first," "middle" (if relevant), and "last" parts of INT's reading of the item.
      - Only use Continuation codes to link INT's reading of the item if INT returns to administering the item immediately after the interruption, that is, the first coding event produced by INT that follows R's interruption and that is not the affirmation "okay" (or the equivalent), an apology, a token, or a pause, must be the continued reading of the interrupted item.
      - If INT's talk that follows an interruption is not the continued reading of the interrupted item but then INT resumes reading the item at a latter turn, INT's reading should be coded as something other than a continued administration of the item.
    - Code the Adequacy of INT's reading based on whether or not INT makes any changes in reading any parts of the item.
    - Example in which INT continues reading the item immediately after R's interruption:
      - `iiiie-f-- I: so that's why it's important that you are able to hear me`
      - `riko----- R: okay`
      - `iiiie-l-- I: clearly`
    - Example in which INT continues reading the item after R's interruption and a token and a pause so INT's reading is coded using Continuation codes as described above:
      - `iiiie-f-- I: so that's why it's important that you are able to hear me`
      - `riko----- R: okay`
      - `iiku----- I: um`
      - `pi------- ()`
      - `iiiie-l-- I: clearly`

Notes (Continued)

- Example in which INT continues reading the item after R's interruption and a paraphrase by INT and a comment by R so INT's reading is NOT coded using Continuation codes as described above:
  - Item i.j: "you will have only one minute to do this so you shouldn't use your time to make other comments to me"
  - ```
    iiijm--x- I: {O} you will have only one minute to do
                 this
    ```
  - ```
    riqn---xr R: {O} c can I use expletives?
    ```
  - ```
    iipn----- I: whatever words come to your head
    ```
  - ```
    rics----- R: I'm not going to do that
    ```
  - ```
    iipn----- I: so you shouldn't use your time to make
                 other comments to me
    ```
- Health Task (SV Items 1–77):
  - If R interrupts INT's initial (first) administration of the survey item, code INT's reading of the survey item as a major change.
  - INT's question-asking turn ends if R interrupts with any kind of codable behavior – that is, any kind of behavior included in the coding scheme.
  - INT's talk that follows an interruption should be coded as something other than question-asking, for example, as the appropriate follow-up.
    - e.g. if INT reads one response option after the interruption, the response option should be coded as itro, rather than as a continuation of the initial administration of the item.
  - Example
    - ```
      ithym---- I: {O} and have you needed the help of
                   another person because of limitations
      ```
    - ```
      rtycc--x- R: {O} no
      ```
    - ```
      itpi----- I: in the use of your hands or fingers?
      ```
  - Example
    - ```
      ithsm---- I: {O} how often did you feel this way
                   rarely occasionally
      ```
    - ```
      rtko---x- R: {O} oh
      ```
    - ```
      rtscc--x- R: {O} rarely
      ```
    - ```
      itrw----- I: often or almost always?
      ```
  - Example
    - ```
      ithsm--x- I: {O} and how would you describe your
                   ability to remember things during the past
                   four weeks were you able
      ```
    - ```
      rtkt---x- R: {O} guh
      ```
    - ```
      itpl----- I: to remember most things somewhat
                   forgetful very forgetful or unable to
                   remember anything at all?
      ```

Notes (Continued)

- ▪ Example
  - • `ithsm----` I: how would you describe your ability to remember things during the past four weeks were you able to remember most things
  - • `rtsyu--x-` R: {O} no
  - • `itrw--fx-` I: {O} somewhat forgetful very forgetful or
  - • `pt-------` ()
  - • `itrw--l--` I: unable to remember anything at all?
  - o Digit Ordering Task (SV Items 4-15):
    - ▪ If R interrupts INT's initial (first) administration of the survey item, code INT's entire administration of the survey item (before and after the interruption) as a major change.
    - ▪ Use Continuation codes to link the "first," "middle" (if relevant), and "last" parts of INT's reading of the item.
    - ▪ The coding scheme is not designed to code follow-ups by INTs in the DO task. If INT includes phrases such as Comments/Questions, Mitigators, Affirmations (except Okay or the equivalent), or Negations, you should code these as part of INT's administration of the survey item and code them as major changes. However, if INT's utterances are in response to R's interruption (e.g. R asks a question and INT answers the question), INT's utterances should be coded as distinct events (i.e. on their own line) and should be separated from INT's administration of the item.
    - ▪ Example
      - • `it62m-f-r` I: okay the next set of series of digits is
      - • `rtqs---x-` R: {O} how far is this going to go
      - • `itfy---x-` I: {O} yeah
      - • `itfo-----` I: okay
      - • `itcp-----` I: one more time
      - • `it62m-m--` I: four
      - • `it62m-m--` I: eight
      - • `it62m-l--` I: one
- • **Parenthetical statements for items in the Health task**
  - o Many items in the Health Section include text that appears in parentheses such as Item 3 which appears in Appendix A as:
    - ▪ *(Have you been able to see well enough to read ordinary newsprint) What about with glasses or contact lenses?*
  - o As you know from your experience as a WLS interviewer, interviewers use personal judgment in determining whether or not to read parenthetical statements to respondents.
  - o Use the codes "x" for "exact with parenthetical," "l" for "slight change with parenthetical" and "j" for "major change with parenthetical" when the interviewer's reading of an item includes some part of or all of the words from a scripted parenthetical statement.

Notes (Continued)

- o If an item includes a parenthetical phrase but INT does not read any of the words from the statement, use the codes "e" for "exact," "s" for "slight change," and "m" for "major change."If the interviewer reorders the parenthetical statement (e.g., reading it at the end of the question when it is scripted to appear at the beginning or vice-versa), code interviewer's entire administration as "major change with parenthetical."
- o If the interviewer includes some part of or all of the words from a scripted parenthetical statement in a position in the item other than the place that was scripted by the question writer, code the interviewer's entire administration as "major change with parenthetical."
    - ▪ for example, if the parenthetical statement is scripted so that it is supposed to be read at the beginning of the item but the interviewer reads it at the end of the item, code the interviewer's entire administration of the item as "major change with parenthetical."

- **Revisions to Items**
    - o Some of the wordings of the individual items and the skip patterns were revised during the WLS field period. These revisions are documented in Appendix A. If an item was revised, Appendix A shows the "original" and "revised" versions and the date of the revision. The date of the interview is available from Project Staff. You should compare the date of the interview (i.e. the date the interview took place) against the date of the revision (if any) to see if the interviewer administered the original or revised version of the item.
- **Coding adequacy for DO Tasks (Items 4-15)**
    - o Additional details about the structure of these items appear under the Event Type Digit Ordering.
- **Skipped Items in Instructions and Closing (Post-task) Sections.** In these sections multiple items appear on a single card in Sequence (see Appendix A). If INT skips entirely (does not read at all) an item that appears on the same card along with other items, code the skipped item as follows:
    - o Insert a blank line in the transcript and flag the skipped item by typing:
        - ▪ `I: *`
    - o Code the coding event using the "noncodable" specification, which has a value of "2" as indicated above.
        - ▪ Example DO0306:
            - • Closing statements for DO are:
                - o i.t: thank you
                - o i.u: that's all we have for that task
            - • INT skips (does not read) Item "i.t" and so interaction is coded as:
                - o `Item 15 Card (from Item 15 in the Task section)`
                    - ▪ `itfo----- I: all right`
                - o `Item 3 Card (from Item 3 in the Posttask section)`
                    - ▪ `ipit2---- I: *`
                    - ▪ `ipium---- I: and that was the last one`

Notes (Continued)
- ▪ Example (hypothetical):
  - • INT skips (does not read) Item "i.t" and so interaction is coded as:
    - o Item 15 Card (from Item 15 in the Task section)
      - ▪ `itfo----- I: okay`
    - o Item 3 Card (from Item 3 in the Posttask section)
      - ▪ `ipfo----- I: all right`
      - ▪ `ipit2---- I: *`
      - ▪ `ipium---- I: and that was the last one`
- o If INT revises an item in these sections in a way that retains the same meaning as the revised or omitted text, code INT's administration of the item as a "major change," not as skipped.
  - ▪ In example DO0306 above INT says "and that was the last one" instead of "that's all we have for that task."
  - ▪ Other examples:
    - • "that's all we have" instead of "the minute is up
- o If INT deletes one or more words but still administers some part of the item, do not code INT's administration of the item as skipped; only code the item as skipped if INT does not read any of the item.
- • **Incomplete or Only Partially Read Items**
  - o There are a very few cases in which the first words of the initial items included in the task are missing. These items should be coded by recording the Actor, Location, Event Type, and Specification and coding Adequacy as "2" for "Noncodable."
  - o Example
    - ▪ `iiia2---- I: (missing audio) -alth`
    - ▪ `iiibe---- I: you may feel that some of these questions do`
      `                not apply to you`
  - o Example
    - ▪ `iiia2---- I: (missing audio)`
    - ▪ `iiib2---- I: -xt task is a little different`
- • **Coding Compliments**
  - o Code Compliments as their own Event Types when they appear within the scripted text of the Post-task/Closing sequences for LF and DO; do not code Compliments using the major change specification for Adequacy when they appear within the scripted text of the Post-task/Closing sequences for LF and DO.
  - o See DO0306 as an example.

Notes (Continued)
- **Distinguishing among codable versus implicitly codable versus uncodable versus noncodable**.
  - o Code the adequacy of the respondent's answer for items in the Health Section for the following Event Types:
    - ▪ Answer Health Yes/No Item
    - ▪ Answer Health List Item
    - ▪ Answer Health Selection Item
    - ▪ Answer Health Identification Item
  - o For most of the specifications, adequacy will be dependent on the code assigned.
    - ▪ For example, an answer coded using the specification "complete format" will always be assigned a value of codable for adequacy.
  - o An answer -- the coding event -- is codable if:
    - ▪ it is provided in response to the actual item (the survey question) and it can be coded using the response format or response options provided by the item:
      - • for a yes/no item or list item the answer must be "yes" or "no;" if the respondent does not explicitly say "yes" or "no" in answering the item, their answer should be categorized as either implicitly codable or uncodable.
      - • for a selection item the answer must repeat a single response option verbatim (i.e. it must be an exact match).
      - • for an identification item the item must be the requested number, amount, year, or category.
    - ▪ it is provided in response to a verification and can be coded using the response format or response options provided by the verification (e.g. "yes" or "no" to a verification formatted for a yes/no answer) and if the answer provides (some or all of the) information the interviewer needs to record a codable response to the survey item.
    - ▪ it is provided in response to a follow-up and can be coded using the response format or response options provided by the follow-up (e.g. "yes" or "no" to a follow-up formatted for a yes/no answer) and if the answer provides (some or all of the) information the interviewer needs to record a codable response to the survey item.
      - • if the respondent's answer to a follow-up is codable using the response format or response options provided by the follow-up but does not provide some or all of the information needed to record a codable response to the survey item, code the respondent's answer as noncodable if it is in response to a Level 2 Follow-up.
  - o An answer -- the coding event -- is implicitly codable if:
    - ▪ it cannot be directly coded using the response format or response options provided by the item, verification, or follow-up BUT it uses the basic conversational practice of suggesting a codable answer.
    - ▪ For example, in Item 34 the response options are "somewhat unhappy, very unhappy, or so unhappy that life is not worthwhile." If the respondent says "somewhat" her response would be implicitly codable because somewhat can only refer to the category "somewhat unhappy." (The response is not codable because the respondent did not explicitly say "somewhat unhappy.")

Notes (Continued)

- For example, for mitigators that appear by themselves as distinct coding events and as answers to Yes/No or List Items (e.g., R says "probably" or "I guess"), you would code the mitigator as implicitly codable.
  - If the mitigators are coupled with a longer utterance such as "no I guess" or "not very well I guess," you should code the mitigator as uncodable.
  - An answer -- the coding event -- is uncodable if:
    - it cannot be directly coded using the response format or response options provided by the item, verification, or follow-up AND it does not imply an answer
    - For example, in Item 34 the response options are "somewhat unhappy, very unhappy, or so unhappy that life is not worthwhile." If the respondent says "unhappy" her response would be uncodable because unhappy refers to several options.
  - An answer -- the coding event -- is noncodable if:
    - it is provided in response to a Level 2 Follow-up only
    - it answers or is responsive to the interviewer's follow-up but does not provide or imply an answer to the survey item.
- **Yes/No or List Items in the Health section**
  - The following instructions provide details about determining whether an answer other than "yes" or "no" is implicitly codable when offered in response to a survey item, verification, or follow-up that is formatted as a Yes/No Item or a List Item.
  - Please note the following general rules:
    - In the instructions listed below, "yes" or "no" include synonyms for "yes" or "no," respectively.
    - Many of the survey items listed below are covered by multiple rules and you will need to make sure that you review all of the rules before assigning a value for Adequacy for a particular item.
      - For example, in determining whether R's utterance is implicitly codable for uncodable for Item 17, you will need to consult the instructions under the following labels:
        - SV Items that ask if R is "able" to engage in an action or actions without specifying a level (such as "well enough," "ever," "full use," "completely," or "extremely")
        - SV Items that indicate "with difficulty" or "without difficulty"
        - SV Items that include a list of simple elements joined by "or"
        - SV Items that include a list of simple elements joined by "and"
        - SV Items that include the logical restriction "(and/but) … without help or equipment of any kind"

Notes (Continued)

- In the instructions below we use the term "elements" as shorthand to refer to the various behaviors or conditions listed in the survey items. For example in Item 17 reads: "Have you been able to bend, lift, jump and run without difficulty and without help or equipment of any kind?" and the elements listed in the item, "bend, lift, jump, and run" are behaviors that a person can engage in. In contrast, the elements in Item 52: "[Has a doctor ever told you that you had] A heart attack, coronary heart disease, angina, congestive heart failure, or other heart problems?" are "heart attack, coronary heart disease, angina, congestive heart failure, and other heart problems" and these are more like health conditions or health problems.

- Some of the questions in the health section include multiple logical restrictions or logical conditions that R's answer must satisfy to be recorded as "yes."

  - For example, in SV Item 7 ("Without a hearing aid and while in a group conversation with at least three other people, have you been able to hear what is said?") the clause "without a hearing aid and while in a group conversation with at least three other people" contains three logical restrictions or conditions:
    - "without a hearing aid" and
    - "while in a group conversation" and
    - "with at least three other people"

  - **SV Items that include the phrase "any," "ever," or "at all" for a response dimension**
    - SV Items: 4 ("see at all"), 16 ("speak at all"), 20 ("walk at all"), 35 ("ever feel"), 40 ("any trouble"), 42 ("ever told you"), 43 ("ever told you"), 47 ("ever told you"), 49 ("ever told you"), 52 ("ever told you"), 55 ("ever had"), 56 ("ever had"), 57 ("ever told you"), 59 ("any remaining health problems"), 61 ("ever had"), 62 ("ever been diagnosed")
    - To determine whether or not an answer other than "yes" or "no" is implicitly codable, keep in mind that if the answer indicates that R experienced **any** level of an element (for example, engaged in the behavior or had the health condition) or **ever** experienced the element **at all**, his or her answer should be considered to indicate that the element is present. To then determine whether or not this answer is implicitly codable requires considering the number of elements listed in the question and whether elements in list are joined by "and" or "or."
      - If the question lists only one element (and any other logical restrictions in the question are met) the answer is implicitly codable.
      - If the question lists more than one element and the elements are joined by "or" (see list below), R needs only to indicate that one element in the question is present (and meet any other logical restrictions in the question) for the answer to be implicitly codable.
      - If the question lists more than one element and the elements in the list are joined by "and" (see list below), R must indicate that all elements on the list are present (and meet any other logical restrictions in the question) for the answer to be implicitly codable.

Notes (Continued)
- Examples:
  - H4010
    - ithts---- I: and have you had any trouble with pain or discomfort
    - rtku----- R: uh
    - rttqi---- R: slightly
    - Note: Because the question specifies "any" trouble, an answer that indicates that even "slight" trouble is present is implicitly codable.
  - H2035
    - ithye---- I: have you been able to walk at all?
    - rtypi---- R: I can walk
    - rtyou-f-- R: but I gotten
    - pt-------()
    - rtyou-m-r R: need a need a knee replaced again third time now in three years
    - itfo----- I: okay
    - rtyou-l-- R: It just gives me lot of problems
    - Note: For SV Item 20, if R indicates even the slightest ability to walk, the answer is implicitly codable because "I can walk" implies that R can walk "at all."
- **SV Items that include the phrase "ever" for "long-term …conditions, illnesses, or disabilities"**
  - SV item 64 ("ever had any long-term…")
  - An answer other than "yes" or "no" is implicitly codable as "no" if R's answer clearly indicates that the "conditions, illness, or disabilities" (not the amount of time away from work) specified in the question were "short-term."
  - Examples:
    - H6428
      - ithyx---- I: including what you have already told me would you say that you have ever had any long term physical or mental conditions illnesses or disabilities that limited what you were able to do either on or off the job?
      - rtyji---- R: if I have I hadn't realized it
    - H6404
      - ithyl---- I: would you say that you've ever had any long term physical or mental conditions illnesses or disabilities that limited what you were able to do either on or off the job?
      - rtyoi---- R: when I was working
      - rtycc---- R: yes

Notes (Continued)

- H6409
  - ithyx---- I: including what you have already told me would you say that you have ever had any long term physical or mental conditions illnesses or disabilities that limited what you were able to do either on or off the job?
  - rtyri---- R: I quit my job because of the arthritis in my fingers
  - Note: R clearly indicates a physical condition "arthritis" that has "ever" occurred, and "quitting" a job "because" of the condition clearly indicates that the condition limited R, and so the answer is implicitly codable.
- **SV Items that include a phrase that indicates a maximum level: "full use," "completely," "extremely"**
  - SV Items 12, 14 ("understood you completely"), 25 ("full use of both hands and ten fingers"), 37 ("extremely fretful, angry, irritable, anxious, or depressed")
  - An answer other than "yes" or "no" is implicitly codable as "no" if it indicates any less than the maximum level of ability implied by the phrase in the question (and any other logical restrictions in the question are met).
  - An answer other than "yes" or "no" is implicitly codable as "yes" **only** if it clearly indicates that the maximum level of ability is present (and any other logical restrictions in the question are met).
  - Examples:
    - H1229
      - ithys---- I: have people who do not know you understand you completely when you speak?
      - rtypu---- R: they understand me
      - itgd----- I: I should put
      - itro----- I: yes then
      - itoq----- I: is that correct
      - rtycc---- R: yes
      - Note: The question asks if R is understood "completely," but R's answer does not indicate the level at which "they understand me," and so the paraphrase is uncodable. Notice that the answer is "uncodable" even though INT's follow-up suggests that INT heard the answer as codable as "yes."

Notes (Continued)
- Examples:
  - H2529 (modified significantly)
    - `ithye----` I: have you had the full use of both hands and ten fingers?
    - `rttpu----` R: I can use both hands
    - `itgd-----` I: I should put
    - `itro-----` I: yes
    - `itoq-----` I: is that correct?
    - `rttcc----` R: that's correct
    - Note: R's answer "I can use both hands" does not clearly indicate that R has "full" use of "both hands and ten fingers," and is uncodable. Even though INT's follow-up treats the answer as implying "yes," the answer is uncodable.
- **SV Items that include a phrase that indicates an intermediate level: "well enough," "partially"**
  - SV Items 2, 3, 5, 6 ("able to see well enough"), 13, 15 ("understood you partially")
  - An answer other than "yes" or "no" is implicitly codable as "no" if it clearly indicates any less than the level of ability implied by the phrase in the question (and any other logical restrictions in the question are met).
  - An answer other than "yes" or "no" is implicitly codable as "yes" **only** if it clearly indicates that the minimum level of ability is present (and any other logical restrictions in the question are met).
  - Examples:
    - H0629
      - `ithte----` I: what about with glasses or contact lenses?
      - `rttpi----` R: with glasses
      - `rttdu----` R: it would be
      - `rttqi----` R: very good
      - Note: R's answer, "with glasses it would be very good," clearly indicates that R is able to see well enough to read ordinary newsprint "with glasses," and so it is implicitly codable.
    - H0535
      - `ithte----` I: have you been able to see well enough to recognize a friend on the other side of the street without glasses or contact lenses?
      - `rttqi----` R: real easy
      - `rttcc----` R: yes

Notes (Continued)
- o **SV Items that ask if R is "able" to engage in an action or actions without specifying a level (such as "well enough," "ever," "full use," "completely," or "extremely")**
    - ▪ SV Items 7, 8, 10, 11 ("able to hear"), 17 ("able to bend, lift, jump, and run"), 18, 19 ("able to walk"), 22 ("to walk"), 23, 25 ("to get around")
    - ▪ Answers other than "yes" or "no" will usually be uncodable.
    - ▪ Answers that indicate that the question does not apply (e.g., R says he has not tried to jump; R says he hasn't tried that) are uncodable.
        - • The exception to this is for Item 8, which contains the hidden response option "didn't wear hearing aid." code R's answer using the Specification "Repeat/Paraphrase Part of Item" and code Adequacy as "implicitly codable."
    - ▪ Examples:
        - • H0724, H0728, H1728, H1729
    - ▪ Examples:
        - • H0724
            - o `ithye---- I: without a hearing aid and while in a`
              `group conversation with at least`
              `three other people have you been`
              `able to hear what is said?`
            - o `rtyqu---- R: sometimes`
            - o Note: SV Item 7 does not indicate how well or how often R is able to hear, and so it is unclear whether R's answer of "sometimes" indicates that R is answering "yes" or "no," and the answer is uncodable. If the SV item had specified "ever" or "at all," then "sometimes" would have been implicitly codable.
- o **SV Items that indicate "with difficulty" or "without difficulty"**
    - ▪ SV Items 17, 18, 29 ("without difficulty"), 19 ("with difficulty")
    - ▪ Answers other than "yes" or "no" will usually be uncodable.
    - ▪ R's answer must indicate that R engaged in the elements listed with or without difficult (depending on the item).
    - ▪ Examples:
        - • SV Item 17:
            - o `ithte---- I: have you been able to bend lift jump`
              `and run without difficulty and`
              `without help or equipment of any`
              `kind?`
            - o `rttpu---- R: I can do all those things`
            - o Note: R's answer does clearly indicate that R can do all the elements joined by "and," but the answer does not clearly indicate that R can do them "without difficulty," and so the answer is uncodable. R's answer also does not clearly indicate that R can do "all those things" "without help or equipment of any kind" (see discussion below).
            - o Note: If R had said only "I can," R's answer would be synonymous for "yes" and implicitly codable.

ADEQUACY is continued on the following page.

Notes (Continued)

- SV Item 17:
    - `rttpi--f-- R: with`
    - `rttqi----- R: some`
    - `rttpi--l-- R: difficulty I can`
  - **SV Items that ask if R needed a type of support**
    - SV Items 21 ("needed mechanical support"), 22, 24, 26, 27, 30 ("needed the help"), 23 ("needed a wheelchair"), 28, 31 ("needed special equipment") without specifying a level of help or support
    - We are treating these items as though the item explicitly specified any level of use for the type of support listed. Therefore, answers other than "yes," "no," or synonyms are implicitly codable if they indicate R used the type of support listed or R did not use the type of support listed.
    - Other rules apply when the question includes a list with items joined by "and" or "or."
    - Examples
      - SV Item 22 from GSH03 (slightly modified)
        - `ithye---- I: have you needed the help of another person to walk?`
        - `rtycc---- R: yes`
        - `rtyoi---- R: part of the day`
        - `rtypi--- R: I do`
  - **SV Items that include a list of simple elements joined by "or"**
    - SV Items 2,3,5 ("glasses or contact lenses"), 17, 18, 19, ("help or equipment"), 28 ("dressing or eating"), 30, 31 ("eat, bathe, dress, or use the toilet"), 35, 37 ("fretful, angry, irritable, anxious, or depressed"), 40 ("pain or discomfort"), 42 ("high blood pressure or hypertension"), 46 ("insulin shots or a pump"), 49 ("cancer or malignant tumor"), 52 ("heart attack, coronary heart disease, angina, congestive heart failure, or other heart problems"), 55 ("special test or treatment", "veins or arteries," "cardiac catheterization, coronary angiogram, or angioplasty"), 59 ("muscle weakness or difficulty speaking"), 60 ("pain, stiffness, or swelling"), 61 ("arthritis or rheumatism"), 64 ("physical or mental conditions, illnesses or disabilities," "on or off the job"), 65 ("impairment or health problem," "chores, doing necessary business, shopping, or getting around"), 66 ("family member or friend," "health condition, illness, or disability"), 67 ("condition, illness, or disability"), 72 ("bathing, dressing, eating, or going to the bathroom"), 73 ("getting around inside the house or getting outside"), 74 ("shopping, cooking, housework, or laundry"), 75 ("managing money, making phone calls, or taking medications")
    - Note that some lists of elements present synonyms (e.g., "high blood pressure or hypertension") and some present distinct elements ("eat, bathe, dress, or use the toilet").
    - An answer other than "yes" or "no" is implicitly codable as "yes" if it indicates that even one of the elements included in the list of elements is present.

Notes (Continued)

- ▪ Note that other logical restrictions apply:
  - • The item may also contain a separate list of elements joined by "and"
  - • The item may contain wording that indicates a minimum level (e.g., "well enough to read ordinary newsprint").
- o **SV Items that include a list of simple elements joined by "and"**
  - ▪ SV Items 17 ("bend, lift, jump, and run"), 25 ("both hands and ten fingers"), 29 ("eat, bathe, dress, and use the toilet")
  - ▪ An answer other than "yes" or "no" is implicitly codable as "no" if it clearly indicates that **even one** of the listed elements was not present.
  - ▪ An answer other than "yes" or "no" may be implicitly codable as "yes," only if it clearly indicates that **all** elements joined by "and" were present (and that other conditions in the question were also met).
  - ▪ Examples:
    - • SV Item 17 modified from GSH05
      - o `rttpu----- R: bend jump and run`
      - o Note: R's answer is uncodable because the question lists several abilities joined by "and," and R's paraphrase omits "lift"ing.
    - • H1728 (modified slightly)
      - o `ithte---- I: have you been able to bend lift jump`
              `and run without difficulty and`
              `without help or equipment of any`
              `kind?`
      - o `rtqi----- R: how far you talking about running`
      - o `itom----- I: what running is to you`
      - o `rttru---r R: I cuh I can run a short ways but I`
              `mean I ca I'm not a marathon runner`
              `or anything like that`
      - o Note: R's answer is uncodable because the question lists several abilities joined by "and," and R's report addresses only one of them ("running").

Notes (Continued)

- H1729 (modified)
    - o `ithte---- I: have you been able to bend lift jump`
      `                and run without difficulty and`
      `                without help or equipment of any`
      `                kind?`
    - o `rttsi---- R: not`
    - o `rttqu---- R: too much`
    - o `rttpi---- R: jumping`
    - o `itgd---x- I: {O} so then I should put`
    - o `itro----- I: no then`
    - o `itoq----- I: for that one`
    - o `itoq---x- I: {O} is that correh`
    - o `rttcc--x- R: {O} that's correct`
    - o `rttcc---- R: yes`
    - o Note: The paraphrase "jumping" is implicitly codable as "no" because the elements in the question are joined by "and" and R is indicating that she cannot do "too much" jumping.
  - o **SV Items that include the logical restriction "(and/but) … without help or equipment of any kind"**
    - SV Items 17, 18, 19 ("(and/but)…without help or equipment of any kind")
    - These phrases specify other logical restrictions that must be met for R's ability to walk to be implicitly codable as "yes".
    - An answer other than "yes" or "no" is implicitly codable as "no" if it clearly indicates use of any kind of help or equipment, subject to the other conditions in the question.

Definition
- Laugh token that is embedded within an utterance and is not freestanding.
- Code values for Laugh Token in the 6th column in Sequence Viewer.

When to Use this Code Variable
- Optional
- Independent

Values for Code Variables

Code	Label	Definition
t	laughter token	Marks where laugh token that is embedded within an utterance and is not freestanding occurs.
-	None	No laughter token.

Examples
- H0128, H0749, LF0317, LF0102, DO0306, DO1302

Notes
- Transcribers marked laugh tokens in order to assist coders during the coding process.
  - During transcription, transcribers used the notation "{LT}" (an "LT" in curly brackets "{ }") to mark laugh tokens.
  - For a given actor, transcribers used two "{LT}"s to indicate as precisely as possible where the laugh token began and ended within the larger exchange. (The first "{LT}" marked the beginning of the laugh token for the actor and the second "{LT}" marked the end of the laugh token for the actor.)
  - For example:
    - Transcription:
      - R: {LT} uh {LT}
- The general process of coding involves dividing the utterances from transcription into coding events based on the number and kinds of Event Types the utterances contain. To code laugh tokens, continue to use the notation "{LT}" but instead of positioning the "{LT}"s around the laugh token, place a single "{LT}" at the beginning of the coding event in which the laugh token occurs. The single "{LT}" placed at the beginning of the coding event will be used to indicate that laugh tokens occurred at some point in the coding event.
  - Using the example from the transcription above:
    - Coding:
      - R: {LT} uh

Notes (Continued)

- You may come across transcribed utterances in which an actor's talk that is embedded within a laugh token in a single utterance must be divided into more than one coding event (i.e. the talk contained within the laugh token spans more than one coding event). If this occurs, mark each coding event with the notation "{LT}."
- In the following example, the laugh token only occurs in one coding event (i.e. the second coding event):
  - o Transcription:
    - ▪ I: um {LT} I'm sorry {LT}
  - o Coding:
    - ▪ I: um
    - ▪ I: {LT} I'm sorry
- However, in this example, the laugh token spans two coding events:
  - o Transcription:
    - ▪ I: {LT} um I'm sorry {LT}
  - o Coding:
    - ▪ I: {LT} um
    - ▪ I: {LT} I'm sorry
- If the code event contains both a laugh token and an overlap, code the overlap before the laugh token:
  - o Transcription:
    - ▪ R: {O} {LT} heavens {LT} {O}
  - o Coding:
    - ▪ R: {O} {LT} heavens

Definition
- A single coding event from one speaker is divided across two or more lines:
    - First or beginning part of the coding event
    - Middle or between part of the coding event
        - Some coding events are only split into first (beginning) and last (end) parts
    - Last or end part of the coding event
- Code values for Continuation in the 7th column in Sequence Viewer.

When to Use this Code Variable
- Optional
- Independent

Values for Code Variables

Code	Label	Definition
f	first part	The first or beginning part of the utterance appears in the coding event.
m	middle part	The middle or between part of the utterance appears in the coding event.
l	last part	The last or end part of the utterance appears in the coding event.
-	none	No continuation.

Examples
- **Code Variable (Specific)**
    - H0128, H0213, H0310, H0613, H0649, H1228, H2035, H2529, H3549, H3813, H3849, H3949
    - LF0017, LF0029, LF0048, LF0325
    - DO0005, DO0311, DO1302

Notes
- Purpose of the continuation code is to keep a single Event Type or single Event Type/Specification combination (for Event Types with Specifications) counted as one for interactions in which the Event Type or Event Type-Specification is divided across coding events (i.e. coded on multiple lines).
    - All the coding events that are part of a single continuation sequence should be assigned the same code values codes in Sequence:
        - If the Event Type has Specifications, all the coding events in the continuation sequence will have the same values for both the Event Type and Specification (coded in the 3rd and 4th columns in Sequence).
        - If the Event Type does not have Specifications, all the coding events in the continuation sequence will have the same values for the Event Type (coded in the 3rd column in Sequence).
- Event Types and Event Type/Specification combinations can be divided by the following:
    - changes of speakers, interruptions, pauses, Affirmations, Apologies Negations, Laughter, Mitigators, and Tokens and in some cases (described elsewhere in this manual) by other event types.

Definition
- An overlap occurs when two speakers talk at the same time.
- Code values for Overlap in the 8th column in Sequence Viewer.

When to Use this Code Variable
- Optional
- Independent

Values for Code Variables

Code	Label	Definition
x		Marks where overlap occurs.
-	none	No overlap.

Examples
- H0524, H0549, LF0048, LF0017, DO0006, DO0311

Notes
- Transcribers marked overlapping talk in order to assist coders during the coding process.
  - During transcription, transcribers used the notation "{O}" (an "O" in curly brackets "{ }") to mark overlapping talk.
  - For a given actor, transcribers used two "{O}"s to indicate as precisely as possible where the overlapping talk began and ended within the larger exchange. (The first "{O}" marked the beginning of the overlap for the actor and the second "{O}" marked the end of the overlapping talk for the actor.)
  - Talk that overlapping talk was marked using the "{O}" notation for each of the actors.
  - For example, in the transcription from H0128, R said "the cancer" at the same time INT said "mhmm."
  - Transcription:
    - `R: even you know with all the operations and {O} the cancer {O}`
    - `I: {O} mhmm {O}`
- The general process of coding involves dividing the utterances from transcription into coding events based on the number and kinds of Event Types the utterances contain. To code overlapping talk, continue to use the notation "{O}" but instead of positioning the "{O}"s around the overlapping talk, place a single "{O}" at the beginning of the coding event in which overlapping talk occurs. The single "{O}" placed at the beginning of the coding event will be used to indicate that overlapping talk occurred at some point in the coding event.

Notes (Continued)
- For example, the utterances from H0128 above would be coded as follows:
  - o Coding:
    - ▪ `R: {O} even you know with all the operations and the cancer`
    - ▪ `I: {O} mhmm`
- You may come across transcribed utterances in which an actor's talk that is included as part of an overlap in a single utterance must be divided into more than one coding event (i.e. the overlapping talk for the actor spans more than one coding event). If this occurs, mark each coding event with the notation "{O}."
- In the following example, the overlap only occurs in one coding event (i.e. the second coding event):
  - o Transcription:
    - ▪ `I: is that a yes then {O} or {O}`
  - o Coding:
    - ▪ `I: is that a`
    - ▪ `I: {O} yes then or`
- However, in this example, the overlap spans two coding events:
  - o Transcription:
    - ▪ `I:  is {O} that a yes then or {O}`
  - o Coding:
    - ▪ `I: {O} is that a`
    - ▪ `I: {O} yes then or`
- If the code event contains both a laugh token and an overlap, code the overlap before the laugh token:
  - o Transcription:
    - ▪ `R: {O} {LT} heavens {LT} {O}`
  - o Coding:
    - ▪ `R: {O} {LT} heavens`

Definition
- Restarting or repeating part of a word, an entire word, or a phrase within a single event.
- Code values for Repair in the 9th column in Sequence Viewer.

When to Use this Code Variable
- Optional
- Independent

Values for Code Variables

Code	Label	Definition
r	repair	Restarting or repeating part of a word, an entire word, or a phrase within a single event.
-	none	Not relevant.

Examples
- H6629, H0128, LF0005, LF0318, DO1536, DO0336

Notes
- **Where to assign a repair code**
  - Assign the code value for Repair to the coding event for which the repair occurs (i.e. code the repair on the line in which the repair occurs).
    - If an actor repairs a phrase that occurs across more than one coding event, code the repair on the line in which the repair begins not on the line in which the repair ends.
    - Example
      - `iipn--f-r I: you only have one minute to one minute`
      - `ii1------ I: excuse me`
      - `iipn--l-- I: to do this so you shouldn't use your time`
        `                 to make comments to me`
      - Notes: INT repairs "one minute to". The repair starts in the first line but INT doesn't say the final "to" until the second line. The repair code goes on the line in which the repair starts.

Notes (Continued)
- **Internal repairs**
  - Repairs may be embedded within a single coding event.
  - Example
    - `rtgw----- R: I don't know`
    - `rtcs----r R: that one yuh hits you start out right off the`
                        `bat`
    - `rtku----- R: uh`
    - Note: You would not code "that one yuh hits" as unfinished talk because R appears to be repairing "yuh" with "you." Only use unfinished talk when no other events apply.
- **Do not automatically code "like" (or the equivalent) as a repair**
  - The term "like," the phrase "for like," or the equivalent, do not in themselves indicate that a coding event is being repaired. Actors use the expression "like" to introduce phrases (e.g. to introduce a phrase in a comment). Do not automatically code these expressions as Repairs. Only code a repair if the actor restarts a word or phrase.
  - Example in which R includes the phrase "for like" to introduce an example; event is NOT coded with a Repair
    - `ricn----- R: I can't use any trade names for like Ford or`
                        `Budweiser`
- **See Appendix I for more on coding Token-Other versus Unfinished Talk versus Continuation with Repair**