POP CODEBOOK

Begin Date [BEGDATE]

End Date [ENDDATE]

Case ID # [ID]

Number of officers involved [NOPD]

Number of officers involved unknown [PDUNKWN]

0 = POP Summary from database, 1=Actual POP report [POPREPT]

Scope of Problem – (0=No; 1=Yes)

Scope of Problem - One house/One Apartment [HOUSE]

Scope of Problem - One Person [PERSON]

Scope of Problem - One Business [BUSINESS]

Scope of Problem - Two or More People/Group of people [MOREPERS]

Scope of Problem - One Street/Roadway/Highway/Thoroughfare [HIGHWAY]

Scope of Problem - One Intersection [INTERSEC]

Scope of Problem - One Apartment Complex/Mobile Home Park [APTHOME]

Scope of Problem - One School (any type) [ASCHOOL]

Scope of Problem - One Neighborhood [NEIGHBD]

Scope of Problem - One Park/Area within Park [PARK]

Scope of Problem - Whole District/Division [DISTRICT]

Scope of Problem - Group home/shelter/Assisted Living Facility [GRPHOME]

Scope of Problem - Police department/POC [PDCTR]

Scope of Problem - Alley/dead end street [ALLEY]

Scope of Problem - Multiple businesses (two or more but not a mall) [MULTIBUS]

Scope of Problem – Airport [AIRPORT]

Scope of Problem - multiple schools (any type) [MULTSCHL]

Scope of Problem - "area" (only marking this category if scope directly identified as an "area") [AREA]

Scope of Problem - multiple neighborhoods [MULTNGHB]

Scope of Problem - Unclear/Unknown [SCPNCLR]

Scope of Problem - Parking Lot [PARKLOT]

Scope of Problem - Multiple hospitals (2 or more) [HOSPS]

Scope of Problem - Construction site [CONSTRUC]

Scope of Problem - Bus terminal/Bus Station [BUSTERM]

Scope of Problem - shopping mall/strip mall [SHOPMALL]

Scope of Problem - If other category (dummy variable) - signifies if scope is "other" [OTHERSCP]

Scope of Problem – Other [SCPOTHER] – Text

Problem Types – (0=No, 1=Yes)

Problem Types - parking congestion/issues [PARKING]

Problem Types - Noise Disturbances/Parties [NOISE]

Problem Types - Suspicious/Abandoned Vehicles [VEHICLE]

Problem Types - Suspicious Persons [SUSPERS]

Problem Types - Drug Activity/Intoxication [DRUGACT]

Problem Types - Underage drinking [UNDRAGE]

Problem Types - Transients/Homeless/Panhandling [HOMLESS]

Problem Types - Inappropriate Bicycling/Skateboarding [BIKE]

Problem Types - Mentally Ill People [MENTAL]

Problem Types - Public Urination [PUBURIN]

Problem Types - Sex Acts or Assaults/Peeping Toms [SEXACTS]

Problem Types - Loitering/Violation of Park Hours [LOITER]

Problem Types - Gang Activity [GANGACT]

Problem Types - Graffiti/Spray Painting/Damaged Property [GRAFFITI]

Problem Types - Shoplifting/Theft [THEFT]

Problem Types - Street Preaching [PREACH]

Problem Types - Abandoned Pets/Pet Issues [PETS]

Problem Types - Speeding/Cruising [SPEED]

Problem Types – Arson [ARSON]

Problem Types -Fireworks -(Problems Associated with Fireworks) [FIREWRK]

Problem Types - Suspicious acts in Condemned Buildings [CONBUILD]

Problem Types - Numerous calls for service [CFS]

Problem Types – Frauds [FRAUDS]

Problem Types - Littering/Garbage [LITTER]

Problem Types - Fighting/Assaults [FIGHT]

Problem Types - Fear of Crime [FEARCR]

Problem Types - Outstanding Warrants/Service (attempted service) of Warrants and
Summonses [WARRANT]

Problem Types - Residential and Business Robberies/Burglaries [ROBBURG]

Problem Types - Runaway Juveniles [RUNAWAY]

Problem Types - Curfew Violations [CURFEW]

Problem Types - Burglarized Motor Vehicles [BMVEHIC]

Problem Types - Unkempt houses [UNKEMPT]

Problem Types - Bars serving intoxicated patrons/underage clients [BARS]

Problem Types - Domestic Violence [DOMVIOL]

Problem Types - False Alarms (Res & Bus) [FALARMS]

Problem Types – Prostitutes [HOOKER]

Problem Types - Illegal Immigrants [IMMIGRT]

Problem Types - Jay Walking [JAYWALK]

Problem Types – Trespass [TRESPAS]

Problem Types - Unfounded calls for service/911 hang-ups [HANGUPS]

Problem Types - Harassment/Threats [HARASS]

Problem Types - Weapon Violations/Shots Fired [WEAPONS]

Problem Types - Traffic Violations/Accidents/Issues [TRAFFIC]

Problem Types - Abandoned Buildings [ABBUILD]

Problem Types - Criminal Mischief (this was chosen if report actually had "criminal mischief" as a problem) [CRIMMIS]

Problem Types - Status Offenses - Juveniles drinking, smoking, truancy [STATUS]

Problem Types - Zoning Violations/Complaints/Fire code violations/code enforcement violations [ZONCOMPT]

Problem Types - Interference with PD/PD mismanagement of time [INTERFER]

Problem Types - Pedestrian Issues/Pedestrian Safety [PEDESTR]

Problem Types - Obstructed or Obscured signs/Visibility issues [VISIBLE]

Problem Types - Homicides. Murder/Attempted Homicide. Murder [HOMICIDE]

Problem Types - Illegal Posting of Signs [ILLGSIGN]

Problem Types - Number of "other" problem types [NOOTHER]

Problem Types - Unclear/Unknown Problem Type [PROBUNCL]

Problem Types – Other [PROBOTHER] – text

Total Number of Problem Types Per POP Report (total number of problems handled during POP Project) [NEWNOTHR]

Who Nominated the Problem? (0=No, 1=Yes)

Nominated Problem - Business Customer [CUSTOMR]

Nominated Problem - Neighbors/Residents/Citizens [RESIDENT]

Nominated Problem - Police Personnel [PDPERS]

Nominated Problem - Business owners/Managers/employees [OWNERS]

Nominated Problem - Police Data (any type) [PDDATA]

Nominated Problem - Homeless shelter employees [SHELTER]

Nominated Problem - School officials/employees (any type of school) [SCHLOFF]

Nominated Problem - Apartment/Mobile Home Park Managers [APTMGMT]

Nominated Problem - Dummy variable for other category [IFOTHNOM]

Nominated Problem – Unknown [NOMUNKNW]

Nominated Problem – Other [NOMOTHR] – text

Agencies Involved – (0=No, 1=Yes)

Agencies Involved - City Engineers/Dept of Transportation/State Highway Department [ENGINEER]

Agencies Involved - Business Owners/managers/Employees [BUSMGR]

Agencies Involved - Neighborhood Watch Groups/Associations [WATCHGRP]

Agencies Involved - Zoning Inspectors [ZONING]

Agencies Involved - Noise Inspectors [NOINSPC]

Agencies Involved - Fire Department/Inspectors [FIREDEPT]

Agencies Involved - City Maintenance Crews [CITYMAIN]

Agencies Involved - School/College/University Administration, Faculty and/or Staff [SCHADM]

Agencies Involved - Home owners/residents/citizens [HOMEOWN]

Agencies Involved - Code Enforcement [CODEENF]

Agencies Involved - Police Department Specialized Units [PDUNITS]

Agencies Involved - Health Department [HEALTH]

Agencies Involved - Apartment Complex/Mobile Home Park Managers/Landlords [APTCOMP]

Agencies Involved - Military Services [MILITARY]

Agencies Involved - Mortgage Companies [MORTGAGE]

Agencies Involved - Telephone Companies [PHONECO]

Agencies Involved - Homeless shelter [HSHELTER]

Agencies Involved - School Zone Traffic Officers/Crossing Guards [SCHZONE]

Agencies Involved - Parks and Recreation Department [PRKRECR]

Agencies Involved - Department of Social Services [DSS]

Agencies Involved - Probation/Parole [PROB]

Agencies Involved – Media [MEDIA]

Agencies Involved - Humane Society [HUMANE]

Agencies Involved – Students [STUDENTS]

Agencies Involved – DVERT [DVERT]

Agencies Involved - Graffiti Removal Company (i.e.,Workout Limited) [GRAFREMV]

Agencies Involved - Courts, Judges, Prosecutors, City Attorneys [COURTS]

Agencies Involved - Senior Citizen Groups/Groups to help and assist Senior Citizens [SENRGRP]

Agencies Involved – INS [INS]

Agencies Involved - Number of "other" agencies involved [NUMBAGEN]

Agencies Involved – Other [AGENOTHR]

Total Number of Agencies Involved Per POP Report (total number of agencies working on POP Project) [NEWNOAG]

How Were Cases Resolved? (0=No, 1=Yes)

Cases Resolved - Environmental changes/Eradication [ENVIRON]

Cases Resolved - Police Knock and Talk [PDTALK]

Cases Resolved - Provide information to patrol officers [INFORM]

Cases Resolved - Foot/Bike Patrol/Knock & Talk [FOOTPAT]

Cases Resolved - Routine patrol/Spot check [SPOTCHCK]

Cases Resolved - Plain clothes patrol/unmarked car [PDPLAIN]
Cases Resolved - Create new ordinances [NEWORD]

Cases Resolved - Warrant checks [WARCHECK]

Cases Resolved - Increase number of signs (Trespass/Loitering, etc.) [NUMSIGNS]

Cases Resolved - Verbal Warnings [VERBAL]

Cases Resolved - Noise Testing [TESTNOIS]

Cases Resolved - Utilize Mobile Command Post [MOBILEC]

Cases Resolved – Surveillance [SURVEILL]

Cases Resolved - Attend/Organize Weekly Meetings with Neighborhood Watch [MEETINGS]

Cases Resolved - Increased/Stricter Traffic Enforcement/Police Zero Tolerance Approach [ZEROTOLR]

Cases Resolved - Change Police Dispatch Operations [DISPATCH]

Cases Resolved - Police Provide Education for Business/Schools/Citizens [EDUCATION]

Cases Resolved - Enforce City Codes [CITYCODE]

Cases Resolved - Mark/tow/Impound/check "Stolen" Status of Abandoned Vehicles [ABANDCAR]

Cases Resolved - Helping Businesses obtain court orders [CTORDER]

Cases Resolved - Have Business closed [CLOSED]

Cases Resolved - Prosecution/Enforcement Authorization Letter [LETTER]

Cases Resolved - Changed Alarm System [ALARM]

Cases Resolved - Changed Phone System [PHONE]

Cases Resolved - Eviction/Removal of Problem Tenant [EVICT]

Cases Resolved - Attempted or Executed Warrants/Arrests [ARRESTW]

Cases Resolved - FIRS and/or monitoring [FIRS]

Cases Resolved - Use of Media/Press Release [PRESS]

Cases Resolved - Police mediated between complainants [MEDIATE]

Cases Resolved - Investigation into the Problem/Identifying Offenders [INVEST]

Cases Resolved - Implemented New Procedures/Changed Routine [NEWPROC]

Cases Resolved - Sting Operation [STING]

Cases Resolved - Hired/Utilized Security Guards [SECURTY]

Cases Resolved - Made contact with complainants or problem person/business [CONTACT]

Cases Resolved - Condemned/Demolished/Boarded up house or building [CONDEMN]

Cases Resolved - Received Training [TRAIN]

Cases Resolved - No response or resolution [NONE]

Cases Resolved - Intended response never implemented [INTENDED]

Cases Resolved - Number of "other" responses [NORESOTH]

Cases Resolved – Other [RESOTHR] – text

Total Number of Resolutions Per POP Report (total number of resolution strategies utilized during POP Project) [NEWRESP]

Subjective Questions – (1=Strongly agree, 2=Somewhat agree, 3=Somewhat disagree, 4=Strongly disagree)

The information sheet is adequately completed [COMPLETE]

The agency identified the problem proactively [PROACTIV]

It is clear who nominated the problem [NOMINATE]

The agency used data to identify the problem [USEDDATA]

The officer(s) consulted with the appropriate agencies to handle this problem [CONSULT]

The agency analyzed data to identify the problem [ANALYZE]

The agency appears to have engaged in a creative thinking process to identify a potential response [CREATIVE]

The officer(s) dropped this problem by referring it to another agency without follow-up [DROPPED]

The agency identified the root cause of the problem [PROBROOT]

The response appeared creative and well thought-out [GOODRESP]

The agency responded using only traditional police tactics [TRADRESP]

The agency worked together with external entities to resolve this problem [EXTERNAL]

Procedures, policies and rules have been established to address the problem [RULES]

The officer(s) involved in the POP project felt the problem was solved [SOLVED]

The agency conducted a formal assessment of the response [FORMAL]

The agency conducted an informal assessment of the response [INFORMAL]

The agency conducted no assessment of the response [NOASSESS]