

## **1. Technology/Infrastructure related strategies (codes 1A to 1C)**

**1A-LSNonIrrigInfra** = Presence of large-scale non-irrigation infrastructures (ex building and maintaining drainage channels, dykes, cattle pools, hillside terraces, etc.)

99=confusing or no info

0=none

N= actual number of strategies

### **1Aa-Types**

**1Ab1-Coll/Indiv** = Collective vs Individual (household) action;

99= confusing or no info

1=only individual

2=mostly individual

3= both, individual and collective actions are used

4=mostly collective

5=only collective

**1Ab2-CollScope** = If collective, what is the collective scope of the largest collective entity.

99= NA

1=few households

2=many households

3= most of or all of community

4=beyond community

**1Ac-Indig/Introd** = Indigenous practices vs practices introduced/enforced by colonial government

99= confusing or no info

1=indigenous

2=introduced

3= both, indigenous and introduced practices

**1B-SSNonIrrigTech** = small-scale non-irrigation technology related measures to face food destroying disasters (e.g. wells, firehouse...)

99 = confusing or no info

0 = No

1 = yes

### **1Ba-Types**

**1C-BuildDes** = Modifying building design (ex putting houses on piles, etc.)

99=confusing or no info

0=none

N= actual number of strategies

### **1Ca-Types**

**1Cb1-Coll/Indiv** = Collective vs Individual (household) action;

99= confusing or no info

1=only individual

2=mostly individual

3= both, individual and collective actions are used

4=mostly collective

5=only collective

**1Cb2-CollScope** = If collective, what is the collective scope of the largest collective entity.

0= NA

1=few households

2=many households

3= most of or all of community

4=beyond community

### **1Cc-Indig/Introd**

99= confusing or no info

1=indigenous

2=introduced

3= both, indigenous and introduced practices

**1D-Irr** = Irrigation techniques

99=confusing or no info

0=none

N= actual number of strategies

**1Da-Types**

**1Db1-Coll/Indiv** = Collective vs Individual (household) action;

99= confusing or no info

1=only individual

2=mostly individual

3= both, individual and collective actions are used

4=mostly collective

5=only collective

**1Db2-CollScope** = If collective, what is the collective scope of the largest collective entity.

0= NA

1=few households

2=many households

3= most of or all of community

4=beyond community

**1Dc-Indig/Introd**

99= confusing or no info

1=indigenous

2=introduced

3= both, indigenous and introduced practices

## **2. Economic strategies to face disasters (codes 2A to 2G)**

**2A-Trade** = any form of trading (excluding sale of productive and/or non-essential assets) that the ethnographer mentions as a way to manage natural hazards (including buying grains in times of disasters)

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Aa-NonEssAss** = Sale or barter of non-essential items (firewood, "extra livestock", artifacts...)

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Ab-ProdAss** = Sale of productive assets (livestock, land, tools....)

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2B-LabAlloc** = Change in labor allocation

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Ba-childLab** = Child labor (according to UNICEF definition, it refers to any form of labor that negatively affect children health and development or interfere with their education)

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Bb-BondLab** = Bonded labor

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2C-GovResp** = Formal, country level response to disasters including charity/relief food from Government or Intergovernmental Organizations, food for work programs etc.

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Ca-Types**

**2D-Property** = Property related strategies (excluding strategies related to rent reduction and tax reduction)

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Da-Types**

**2Db-RentReduc** = Landlord reducing rents

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Dc-TaxReduc** = Government reducing taxation on property

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Dd-LandUseRestr** = Increasing restriction on land use

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2E-FinanT** = Use of financing tools

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Ea-Credit** = Formal credit

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Eb-Ins** = Formal insurance

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2F-Sav** = Withdrawal of savings

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2G-Loans**

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**2Ga-Non-erosive loans** (grain loan from Gov or wealthy person...)

**2Gb-Erosive loans** (high interest debts with moneylenders....)

**2H-LaborMigr** = Labor migration is a type of voluntary migration and it refers to the movement of some household members for labor exchange or to work for wages

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

### **3. Subsistence strategies to face disasters or pests (codes 3A to 3H)**

**2I-Mobility** = Increased mobility or variation in mobility pattern in response to natural hazards

99 = confusing or no info

0 = No

1 = yes

**3A-FamFood** = Preparing or eating famine food

99 = confusing or no info

0 = No

1 = yes

**3Aa-Indig/Introd**

99= confusing or no info

1=indigenous

2=introduced

3= both, indigenous and introduced practices

**3B-DisCrops** = Growing disaster resilient crops

99 = confusing or no info

0 = No

1 = yes

**3Ba-Indig/Introd**

99= confusing or no info

1=indigenous

2=introduced

3= both, indigenous and introduced practices

**3C-AgricPract** = Modification of agricultural and forestry practices to cope with disasters including soil preparation (manure crops...) and reforestation

99 = confusing or no info

0 = No

1 = yes

**3Ca-Types**

**3Cb-Indig/Introd**

99= confusing or no info

1=indigenous

2=introduced

3= both, indigenous and introduced practices

**3D-FoodPres** = Food preservation (grain storage, dry food, seeds bank....)

99=confusing or no info

0=none

N= actual number of strategies

**3Da-Types**

**3Db-Indig/Introd**

99= confusing or no info

1=indigenous

2=introduced

3= both, indigenous and introduced practices

**3E-EatPatt** = Change in eating patterns (cutting down meals, cheaper food, smaller portions....)

99 = confusing or no info

0 = No

1 = yes

**3Ea-Types**

**3F-DivLiv** = Diversified subsistence livelihoods (diversify herds, intercropping staple food with cash crops, wage labor and labor exchange to face disasters, when not requiring migration....)

99 = confusing or no info

0 = No

1 = yes

**3Fa-Types**

**3Fb-Indig/Introd**

99= confusing or no info

1=indigenous

2=introduced

3= both, indigenous and introduced practices

**3G-Cannib** = Cannibalism/endocannibalism

99 = confusing or no info

0 = No

1 = yes

**3H-PestScare** = Pests scaring techniques (like horns, rattles to scare birds, children screaming...) traps and watch house for pests, fences...)

99 = confusing or no info

0 = No

1 = yes

### **3Ha-Types**

**3Hb-Coll/Indiv** = Collective vs Individual (household) action;

99= confusing or no info

1=only individual

2=mostly individual

3= both, individual and collective actions are used

4=mostly collective

5=only collective

**3I-OtherPestContr** = Other pests control methods (including biological and botanical methods)

99 = confusing or no info

0 = No

1 = yes

### **3Ia-Types**

## **4. Reproductive strategies to face disasters (codes 4 to 4D)**

**4Aa-Foster** = temporary fostering a child or sending away family members

99 = confusing or no info

0 = No

1 = yes

**4Ab-SaleCh** = Sale of children

99 = confusing or no info

0 = No

1 = yes

**4Ac-Adopt** = Adopt out children

99 = confusing or no info

0 = No

1 = yes

**4B-Contr** = Contraception

99 = confusing or no info

0 = No

1 = yes

**4C-Infant** = Infanticide

99 = confusing or no info

0 = No

1 = yes

**4D-Abort** = Abortion

99 = confusing or no info

1 = No

2 = yes

## **5. Migration of groups to cope with disasters (codes 5A to 5C)**

**5ABC-ForMigr** = Any type of migration excluding nomadism and labor migration (migration as a result of sudden, life-threatening events; as a means to seek better economic and social conditions during slow onset hazards; to reduce pressure on key assets....)

99= confusing or no info

0= No migration is described in relation to disasters

1= Yes, whole households

3= Yes, larger groups

**5Aa-Int/Cross** = Internal vs Cross-border Migration

99= confusing or no info

1=Internal migration

2=Cross-border migration

3= both, Internal and Cross-border Migration

**5Ab-Per/Temp** = Permanent vs Temporary Migration

99= confusing or no info

1=permanent migration

2=temporary migration

3= both, Permanent and Temporary Migration

## **6. Religious mechanisms to cope with disasters and pests (codes 6A to 6C)**

**6A-Sacrif** = Sacrifice during disasters

99 = confusing or no info

1 = No

1 = yes

**6Aa-Anim/Hum** = Animal sacrifices vs Human sacrifices

99= confusing or no info

1=Animal sacrifices

2=Human sacrifices

3= both, Animal sacrifices and Human sacrifices

**6B-PRituals** = Rituals, Prayer, offerings to prevent disasters to happen

99 = confusing or no info

1 = No

1 = yes

**6C-Taboo** = Taboo to observe to prevent disasters

99 = confusing or no info

1 = No

1 = yes

**6D-DRituals**= Rituals (prayers, dances, offerings...) during a disaster, to make it stop

99 = confusing or no info

1 = No

1 = yes

## **7. Non-Religious foretelling mechanisms**

**7-NonRelFort** = Non-religious foretelling (like dreams foretelling disasters)

99 = confusing or no info

1 = No

1 = yes

## **8. Early warning systems**

**8A-TradEWarn** = Traditional early warning (observing natural features to predict hazards, like domestic animal behavior, birds, insects...)

99=confusing or no info

0=none

N= actual number of strategies

### **8A-Types**

**8B-MonitWarn** = Monitoring and warning systems (including forecasts of hazards, hazard analysis and mapping, communication and dissemination of warnings...)

99=confusing or no info

0=none

N= actual number of strategies

### **8B-Types**

## **9. Social Capital**

**9A-SocNet** = Reliance on Social Networks beyond nuclear family (people you can rely on during disasters, kinships obligations during famine....)

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

### **9a-Types**

## **10. Political Intervention**

**10-PolLeader** = Intervention by local political leaders, like chief responding to disasters. Not formal country level responses.

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

### **9B Social Order Violation**

**9B-SocOrdViol** = Social Order Violations (including stealing food, murders...)

99 = confusing or no info

0 = No

1 = yes, a little

2 = yes, a lot

3 = yes, but can't judge the amount

**9b-Types**

**Comments**