

eHRAF Data Codes for Domesticated Dog Content, and the Cross-Cultural Dog Database

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Introduction

We searched the Human Relations Area Files (HRAF) ethnographic database and uncovered thousands of texts in which ethnographers mention human-dog interactions. We collected those texts into a cross-cultural-dog database. Two initial works using this data discuss the database and present quantitative and qualitative analyses in detail (Chambers 2020; Chambers et al 2020). Here, we describe our data extraction and coding processes, we present over 250 codes for dog content, and we introduce the raw dataset for use by other researchers.

The Human Relations Area Files (HRAF) are extensive collections of digitized ethnographic documents, providing an important archive of human variation in traditional, subsistence-level societies. Within HRAF, the Standard Cross-Cultural Sample (SCCS) offers systematic sampling to control for historical intercultural relationships (Murdock and White 1969). Comprised of ethnographies from 186 societies with varying social organization and subsistence, the SCCS draws from culturally, economically, linguistically, and geographically diverse regions of the world. The SCCS has accumulated a large body of pre-coded data from prior studies (Divale 2004) useful in combination with newly coded data. Finally, the relatively large sample with many coded variables offers greater statistical power than do smaller probability samples.

Search terms “*dog**, *hound**, *pup**, *puppy*, *puppies*, *bitch**, *canine**, *mongrel**, *cur*, *curs*, *mutt*, *mutts*” yielded 15,547 paragraphs for SCCS societies in HRAF. Dog data was collected by reading every paragraph returned, copying dog-relevant ones and pasting them into the database, then coding pertinent narratives. As we encountered new themes or content, we discussed and created new codes as required. After we completed initial coding, co-authors recoded all data collected by other co-authors for consistency across codebooks and to improve reliability.

The final dataset included 7,998 paragraphs with 257 unique codes, spanning a wide spectrum of dog content for 152 of the 186 societies in the SCCS. At the time of data coding, the texts for some SCCS cultures had not been made available in the electronic-HRAF (Human Relations Area Files 2020).

HRAF Search and Coding

Cross-cultural analysis enables empirical exploration of variation across societies, including testing relationships between socio-ecological context and cultural traits (Ember 1991; Murdock and White 1969). Anthropologists have employed this method to investigate variation in wide-ranging human traits, such as parental care, folktales, and games (Quinlan and Quinlan 2007; Cohen 1990; Schlegel and Barry 1989). Designed to promote systematic, comparative research on human variation, the Human Relations Area Files’ (HRAF) vast ethnographic collections indexed by culture, region, subsistence type, and pre-coded by subject matter. Within those collections, Murdock and White’s (1969) Standard Cross-Cultural Sample (SCCS) features 186 societies with varying social organization, subsistence practices, and cultural, linguistic, and geographic diversity (Table 1). This global sample enhances cross-cultural comparison by minimizing cultural relatedness, including only one society from a given cluster of related ethnic groups.

Table 1: Cultures in the Standard Cross-Cultural Sample (SCCS)

AFRICA					
<i>Central</i>	Azande	Mbuti	Mongo	Suku	Teda
<i>Eastern</i>	Amhara	Ganda	Gikuyu	Hadza	Kaffa
	Konso	Maasai	Mao	Nuba	Nyakyusa & Ngonde
	Shilluk	Somali			
<i>Northern</i>	Berbers of Morocco	Fellahin	Tuareg		
<i>Southern</i>	Bemba	Khoi	Lozi	Ovimbundu	San
	Tanala	Tsonga			
<i>Western</i>	Akan	Bambara	Fon	Hausa	Igbo
	Mende	Songhai	Tallensi	Tiv	Wolof
ASIA					
<i>Caucasus</i>	Abkhazians				
<i>Central Asia</i>	Kazakh	Lepcha	Mongolia		
<i>East Asia</i>	Ainu	Korea	Manchu	Okayama	Yi
<i>North Asia</i>	Chukchee	Nenets	Nivkh		
<i>South Asia</i>	Andamans	Burusho	Garo	Gonda	Nicobarese
	Santal	Toda	Uttar Pradesh	Vedda	
<i>Southeast Asia</i>	Alorese	Balinese	Burmans	Cambodians	Central Thai
	Eastern Toraja	Iban	Ifugao	Javanese	Malays
	Rmeet	Semang	Vietnamese		
EUROPE					
<i>British Isles</i>	Rural Irish		<i>SE Europe</i>	Albanians	
<i>Scandinavia</i>	Saami		<i>Southern Europe</i>	Basques	Imperial Romans
MIDDLE AMERICA & CARIBBEAN					
<i>Caribbean</i>	Haitians	Island Carib			
<i>Central America</i>	Kuna	Miskito	Talamancans		
<i>Central Mexico</i>	Aztecs			Northern Mexico	Huichol
MIDDLE EAST	Babylonians	Basseri	Kurds	Rwala Bedouin	Turks
NORTH AMERICA					
<i>Arctic & Subarctic</i>	Aleut	Copper Inuit	Ingalik	Innu	Kaska
	Ojibwa				
<i>Eastern Woodlands</i>	Creek	Mi'kmaq			

<i>Northwest Coast & California</i>	Haida	Nuxalk	Pomo	Yokuts	Yurok
<i>Plains Plateau</i>	Comanche	Gros Ventre	Klamath	Kutenai	Omaha
	Pawnee				
<i>Southwest Basin</i>	Eastern Apache	Havasupai	Northern Paiute	O’odham	Zuni
OCEANIA					
<i>Australia</i>	Aranda	Tiwi			
<i>Melanesia</i>	Kanak	Kapauku	Kimam	Kwoma	Lesu
	Manus	Orokaiva	Sa	Siwai	Trobriands
<i>Micronesia</i>	Belau	Chuuk	Kiribati	Marshallese	Yapese
<i>Polynesia</i>	Maori	Marquesas	Samoans	Tikopia	
SOUTH AMERICA					
<i>Amazon & Orinoco</i>	Barama River Carib	Jivaro	Mundurucu	Nambicuara	Saramaka
	Sirionó	Trumai	Tukano	Warao	Yanoama
<i>Central Andes</i>	Aymara	Inka	Mapuche		
<i>Eastern South America</i>	Botocudo	Canela	Guaraní	Tupinamba	Xokleng
<i>NW South America</i>	Chachi	Goajiro			
<i>Southern South America</i>	Abipón	Tehuelche	Yahgan		

Following the grounded theory method (GTM) first developed by Glaser and Strauss (1967), we aimed to generate theories about human-dog interaction systematically alongside data collection via open coding (identification of categories) and selective coding (clustered identification around categories) (Urquhart 2013: 4-5). Coding and constant comparison resulted in continuous fine-tuning of existing categories, consideration of their relationships to each other, and documentation of new concepts as they emerged from evidence in the data (Urquhart 2013: 16).

Due to the scarcity of systematic work on human-dog interactions in the anthropological literature thus far, a grounded theory method offered a sound framework for undertaking this exploratory research. Researchers brought some prior knowledge of ethnographic study of human-dog interactions. However, openness to any patterns and concepts that would emerge from HRAF drove the data collection and analysis. Documenting patterns in the data as it was collected and building a theory upon those findings aided exploration of the overarching question of what patterns, beliefs, roles, and practices surround dogs cross-culturally.

Within eHRAF collections, the search terms “*dog**, *hound**, *pup**, *puppy*, *puppies*, *bitch**, *canine**, *mongrel**, *cur*, *curs*, *mutt*, *mutts*” yielded 15,547 paragraphs of content in the societies comprising the SCCS. Dog-relevant text samples were recorded and coded in Excel sheets sorted by region. As the research team encountered new themes or types of content, new codes were created and added to a date-stamped codebook generated over time. To ensure inter-rater reliability, each team member read and recoded data collected by the others for consistency. This process resulted in a 7,998-paragraph dog dataset with 257 unique codes, spanning a wide spectrum of behaviors, beliefs, roles, and practices related to dogs in 152 cultures. Although 186 societies comprise the SCCS, the texts for some cultures in the SCCS had not yet been digitized in eHRAF at the time of data collection.

Content and Structure of the Cross-Cultural Dog Database

The database provides data at the paragraph level. These data may be used for various multilevel analyses including paragraph, document, author, culture, subregion, and region. The database content includes these columns (see figure 1):

Figure 1. Example of the Cross-Cultural Dog Database structure.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
SCCS	author	author ID	date	dogparags	totalparag	region	subregion	culture	sub	ref	pg	ocm	ocm	ocm	ocm	ocm	text
1	Carstens,	FX1301	1960	1	37	Africa	Southern /	Khoi	osc	Carstens, f	58	127	428				These note
1	Schapera	FX1302	1930	4	446	Africa	Southern /	Khoi	osc	Schapera,	283	783	784	885			The boy is
1	Schapera	FX1302	1930	4	446	Africa	Southern /	Khoi	osc	Schapera,	300	231					In additior
1	Schapera	FX1302	1930	4	446	Africa	Southern /	Khoi	osc	Schapera,	302	224					Under cov
1	Schapera	FX1302	1930	4	446	Africa	Southern /	Khoi	osc	Schapera,	306	224	301	304	437	554	The slaught

A is the SCCS group number

B is the author's name

C is the author's ID from eHRAF

D is the date of fieldwork

E is the number of paragraphs returned with dog content

F is the total length of the document in paragraphs

G is the region (continents and other large geographical features such as Oceania)

H is the subregion of the globe as per eHRAF

I is the name of the culture group as it appears in eHRAF

J is the subsistence system as per eHRAF (hg=hunter-gatherer, hort=horticulture, ia=intensive agriculture, past=pastoralism, phg=primarily hunter-gatherers, osc=other subsistence combinations)

K is the citation for the document

L is the page number of the specific text

M, N, O, P & Q are OCM codes from HRAF. Note, OCM codes are unreliable on this topic, and should be used with caution.

R is the specific text returned with dog content. Some of these cells include long excerpts that can be viewed in the cell content window at the top of figure 1.

S includes the codes (in text) for that paragraph (not shown in figure 1).

T includes any amplifying or clarifying remarks about the specific content (not shown in figure 1).

U through JQ includes presence-absence (1,0) for each of the data codes (in bold) appearing with the code definitions below.

JR through the end of the file includes presence-absence (1,0) for ambiguous codes (see attention codes below).

eHRAF Dog Codes

This document is intended for use as an electronic file for easy searching of content and codes. The content codes appear in alphabetical order. Cross-references to other similar codes are provided in the code description.

Search terms: *dog* hound* pup* puppy puppies bitch* canine* mongrel* cur curs mutt mutts*

Attention codes:

aaa: ambiguous content not clearly tied to any other code

[code]-a: Ambiguous content (e.g. ethnovet-a) indicates that the content was not easily coded into a specific category.

ddd: extraordinary dog content, content remarkable in some way including detail, extent of observation or for especially remarkable behaviors or ideas related to dogs

Notes: additional information or context in the notes column of the spreadsheet

Photo: Relevant photo accompanying text content see page number for the reference in the database. Using the reference and page number from the database (see figure 1), user can refer to specific eHRAF material.

Content codes:

Affection: text indicates people show affection toward dogs (see also *care*)

Affection-rare: text states it is unusual for people to pet or show affection toward dogs

Affiliation: text indicating dog(s) have a relationship with particular people or classes of people or as members of families etc.

Aff-Kids

Aff-boys

Aff-girls

Aff-Men

Aff-Women

Aff-Class: economic class

Aff-Clean: dog cleans a person (for licking dishes clean, see *feeding-clean*)

Aff-companion: dog mentioned as companion or as company for people.

Aff-ethnic: ethnic group

Aff-family: dogs as part of the family

Aff-handler: someone managing a dog for a specific purpose

Aff-helper: dog mentioned as a helper or servant for people

Aff-leaders: royalty, chiefs, rulers, etc.

Aff-Lineage: a particular family, clan, hereditary line, etc. (see also *totem*)

Aff-marriage: human marries a dog. (For dogs' association with human marriage ceremonies, see *wedding*)

Aff-sodality: dogs associated with an organized, non-kin-based social group

Alarm: dog barks to alert people to something, serves as watchdog (see *bark* for purposes other than alarm; see *guard* for protection)

Art: dog depicted in visual art (see also **ornament-design**)

Attack: dog attacks human or livestock (see also *threat-aggression*; see also *bite* (not necessarily aggressive))

Attack-sic: dog attacks/chases human on command or with encouragement, to “sick” [sic] a dog on someone.

Attack-chase: dog aggressively chases humans or livestock

Attack-compensation: compensation for dog attack/bite on human or livestock (see also *regulation*)

Attack-livestock: dogs attack livestock

Attack-war: dogs used in combat between people (war dog; war hound)

Bark: other than alarm for excitement (play, dancing, returning hunters etc.) (for language's words for dog noises see *sound* and *term-noise*)

Barkless: lack of barking as a trait in local dogs, e.g. “Native dogs could not bark, they only made a yelping howl”

Bestiality: sexual contact with dogs (for stories about humans originating from dogs, see *myth-descent*)

Bestiality-taboo: mentioned as forbidden

Birth: dogs or dog body parts in the context of human pregnancy and childbirth (see also *ethnomed*; for birth of puppies, see *whelping*)

Bite: dogs bite people or livestock (not necessarily aggression, see also *attack & threat-aggression*)

Bodymod: permanent alteration of dog's appearance

Bodymod-ears: cropping and clipping ears

Bodymod-tail: docking the tail

Breastfeeding: woman breastfeeds dog (see also *aff-women*)

Breed: whether there is any discernable breed or indication of selective breeding (see also *feral* and *no breed*)

Breed-cross: crossing local dog types with non-native breeds

Breed-hybrid: crossing dogs with wolves (see also *ethnotaxonomy*)

Breed-no: indicates that dog breed was unidentifiable to the ethnographer or may indicate tremendous variation in dog phenotypes, or lack of selective breeding (see also *breed*)

Burden: dog as beast of burden; dog used to move, carry, or transport things, e.g. sled, cart, etc. (for moving dogs themselves, see *transport*)

Burden-rare: dogs rarely used as beasts of burden

Burden-tack: text indicates ways of attaching dogs to sledges, travois etc.

Call: phrase or sound used to summon dogs (see also *command*)

Care: removing parasites, cleaning, looking after (see also *ethnovet* and *feeding*)

Care-no: dogs not cared for, fed etc. see also *feral*.

Ceremony: ritual or ceremony that includes dogs or where dogs are incorporated, such as when people play the part of a dog (see also *imitate*)

Ceremony-taboo: dogs kept away from a ceremony; dogs' presence forbidden

Color: dogs' coat color or markings (see also *breed*)

Command: commands given to dogs such as sit stay come etc. (see also *call*)

Commodity: dogs traded or used in payment, including dowry and bridewealth. Text may or may not indicate the actual value of dogs in trade etc. (see also *property*)

Commodity-teeth: dogs' teeth traded or used in payment

Commodity-taboo: not culturally acceptable to buy or sell dogs

Commodity-rent: dogs rented or loaned (for a share) for hunting or other work.

Condition: description of dog's body condition, like scrawny, thin, etc. (see also *disease*, *parasite*, and *injured*)

Consumption: eating dogmeat

Consumption-rare: eating dogmeat is permitted, but uncommon

Consumption-famine: eating dogmeat reported during famine

Consumption-taboo: eating dogmeat forbidden

Constellation: group of stars given a name referencing dogs (see also *ethnometeorology*)

Control: other than tethering or training, such as keeping dogs in or out of spaces (see also *scavenge-theft-prevent* and *tether*)

Control-outside: dogs kept out of houses or other buildings (for opposite, see *indoors*)

Control-escape: dogs escape from human spaces

Copulating: dogs copulate, mating

DDD: extraordinary dog content, for text that is particularly remarkable in detail or special content

Death: death of dog, emotions, rituals, concern etc. (see *funeral* and *mourning* for dogs' association with human burials and death)

Death-mourn: dogs are mourned, owners feel sadness upon death of dog

Death-burial: dogs buried upon death

Death-no-burial: text specifically mentions that dogs are not buried

Death-taboo: taboos regarding dead dogs, either in general or for specific groups of people

Decoration: dogs decorated with special jewels, collars etc. (see *ornament* for use of dog parts in human adornment; see also *hunt-bells*)

Demographics: any numbers about dogs kept or present (for data on dogs' hunting returns, see *hunt-yield*)

Digging: text describes dogs digging (see also *hunt strategy*)

Disease: dog sick or diseases of dogs, not including ectoparasites (see also *ethnovet* and *condition*)

Dogs-yes: text mentions only that a culture knows or keeps dogs (no additional information)

Dogs-no: text mentions that a culture does not know or keep dogs

Dogs-only: text mentions that culture keeps dogs as their ONLY domesticated animal

Dreams: appearance of dogs in dreams and any associated meaning (see also *symbol*)

Ethnovet: traditional medicine, care, healing, etc. of dogs (see also *care*, *disease*, *parasite*)

Ethnomed: dogs and/or their body parts in traditional medicine for people

Ethnomed-feces: use of dog feces in traditional medicine

Ethnometeorology: dogs' relationship to the weather, calendars, annual cycles, etc. (see also *constellation*)

Ethnotaxonomy: culture's taxonomic classification of dogs in relation to other canids (wolves, jackals, foxes, etc.), including culturally bound definitions of "wild" and "domestic" (see also *feral* and *breed-hybrid*; for words for dogs, see *term*)

Feeding: foods given to dogs (for parts of meat given to hunting dogs, see also *hunt-regs*)

Feeding-clean: dogs allowed to lick dishes clean (for dog cleaning a human, see *aff-clean*)

Feeding-rare: uncommon for owners to feed their dogs

Feeding-rules: Things dogs may not eat

Feeding-sharing: humans and dogs share food and drink

Feeding-beg: dogs beg for human food or beg to be fed

Feral: reference to feral dogs; may describe domestic dogs living in “wild” state (see also *ethnotaxonomy*)

Fight: dogs fight with or attack other dogs or other animals

Folktale: dog in stories and fables passed down orally (see also *mythology*, *proverb*, and *sayings*)

Foraging: dogs hunting on their own (see *scavenging* if sourced from humans; see *attack-livestock*, *attack-compensation* for owned dogs’ predation of livestock)

Funeral: dogs associated with or used in human funerals or burial ceremonies (see *mourning* for dogs’ response to a human’s death; see *death-burial* for funeral or burial for a dog)

Guard: guard-dogs, with no mention of alarm, but a mention of guarding, protecting, perhaps snarling or growling by door (see also *attack*, *bite*, and *threat-aggression*)

Guard-livestock: protecting and guarding livestock in particular

Guard-women: dogs serve to guard women from harm when left “alone” without male protectors

Hairless: dogs described as hairless (see also *breed*)

Herding: any text indicating dogs used for driving or herding livestock

Herding-rare: text indicates dogs are rarely used for herding

Herding rules: rules for using dogs in herding livestock, including times when dogs are NOT suitable for herding

Housing: dogs take shelter in outbuildings or have specific houses (see also *sleep* and *control*)

Howl: dogs howl; meaning or significance of howling (see also *bark*)

Hunt: any text indicating dogs used for hunting (see also *tracking* and *scent*)

Hunt-bait: dogs used as bait to hunt carnivores

Hunt-bells: bells worn by hunting dogs (see also *decoration*)

Hunt-kill: dogs kill prey during a hunt

Hunt-magic: magic used for hunting dogs. (See also *ethnovet* and *magic*)

Hunt-pests: not subsistence hunting but hunting of livestock predators or pest species

Hunt-rare: text indicates hunting with dogs is rare.

Hunt-regs: rules or regulations regarding hunting, e.g. how and when dogs may be used, allocation of meat to a person according to dogs’ role in the kill, etc. (for giving meat to hunting dogs, see also *feeding* and *feeding rules*)

Hunt-retrieve: dogs used to retrieve game (especially birds)

Hunt-species: which species are dogs used to hunt

Hunt-strategy: describes the strategy for using dogs (e.g. movement, formation)

Hunt-strategy-chase: dogs run down and overtake prey

Hunt-strategy-drive: dogs drive prey toward hunters or in other way that aids kill

Hunt-tech: dogs hunting and other tools/technology indicated

Hunt-yield: data on prey yield when hunting with dogs

Imitate: people imitate dogs (see also *ceremony*)

Indoors: dogs allowed to be inside people's houses (see also *control*, *control-outside*, *housing*)

Injured: dog injured (see also *ethnovet*)

Killing: killing of a dog by people (see also *death*)

Killing-peacemaking: to make peace with someone

Killing-sacrifice: for sacrificial purposes

Killing-taboo: not permitted to kill dogs, either in general or in specific contexts

Killing-threat: to intimidate or threaten people or to get even

Killing-witchcraft: associated with witchcraft

Killing-disease: dog killed because it was sick (e.g. rabies)

Killing-funeral: person's dog killed as part of the person's funeral

Killing-nuisance: killing a dog that is a nuisance to people or a person

Killing-pop: killing dogs to control their numbers (culling, population control)

Kin: dogs are afforded status as kin by use of kinship terms for dogs, or membership in lineage, clan, sib or other kin group. (See also *aff-family*; *This suggest more conscious categorization as kin than does aff-family*)

Leash: lead or rope (see also *control* and *tether*)

Linguistic-convention: language used for dogs, e.g. verbs reserved only for dogs, tone or ways of speaking about/to dogs (see also *call* and *command*)

Lucky: dogs as a good omen or sign of good fortune (see also *unlucky*)

Lucky-bad: dogs or barking howling are a bad omen or dogs in general bad luck, dog bites are bad luck etc.

Magic: dog involved in magic or divination (see also *ethnomed*, *hunt-magic*, *spirit*, *witchcraft*)

Mourning: dogs mourn the death of a person (see also *funeral* for burial or ceremony for person's death; see *death-mourn* for mourning the death of a dog)

Muzzle: dogs are muzzled

Mythology: dog mentioned in myth (see also *folktale* and *spirit*)

Myth-descent: people or a group of people descended from dogs

Name: naming of individual dogs

Name-no: text mentions that dogs are not given names

Nuisance: dog is a pest or nuisance to humans

Origin: origin of dogs (see also *mythology*)

Ornament: dog body parts (e.g. teeth, skulls) used in human clothing, jewelry, or home decoration (for adornment of dogs, see *decoration*)

Ornament-design: dog motif used on pottery, figurines, etc. (see also art)

Outcast: dogs considered pariahs, outsiders, outcasts (see also *feral, unclean, and unlucky*)

Outsider: dogs mentioned, but referring to outsiders' dogs or outsiders reference to dogs

Ownership: similar to *property* but indicates if there is a culturally specified ownership (as among Maasai where only boys "own" dogs)

Parasite: dog carries parasites like ticks and fleas (see also *care, condition, disease, ethnivet*)

Personhood: dogs classified as a "person" or being "like people" (see *aff-family* for being considered "like part of the family"; see *spirit-soul* for mention of having souls)

Pet: dog kept as pet with no specific purpose other than amusement (see also *aff-companion*)

Not-pet: dogs are not kept as pets but for other purposes

Play: description of playfulness with dogs, or dogs playing

Pejorative: people called dogs in a derogatory manner, insult (directly, not in the form of a simile)

Predators: natural predators of dogs

Property: dog as property, text indicates that dogs are owned (see also *commodity*)

Proverb: Dogs in a proverb (see also *sayings, folktale*)

Rabies: mention of rabies or rabid dogs, including local knowledge of its epidemiology and treatment (see also *attack, bite, disease, ethnomed, ethnivet, and threat-disease*)

Reference: mention of external reference or other scholarly work, including archaeological evidence

Regulation: laws, fines, rules, or regulations relating to dogs (see also *property* and *attack-compensation*; for rules specific to hunting, see *hunt-regs*; *herding-rules*, for ethics about how to treat dogs, see *rules*.)

Rescue: dogs save or rescue a human (if guarding from spiritual forces, see also *spirit-protection*)

Respect: text indicates people respect dogs.

Roam: dogs move freely; free-roaming, free-ranging (see also *feral* if dogs are not part of community or family)

Rules: stated rules or articulable ethics about how to treat dogs. (See also *control*; *feeding-rules*; *training*. For laws or fines, see also *regulation* and *attack-compensation*.)

Sayings: saying, phrase or idiomatic expression involving dogs (see also *proverb*)

Song: dogs mentioned in song / music (see also *ceremony*)

Scavenge: dogs go through human refuse

Scavenge-corpse: dogs eat dead bodies / corpses of humans (see *attack* if aggressive or predatory to human who is still alive)

Scavenge-feces: dogs eat human feces

Scavenge-theft: dogs steal human food [see also **steal** for non-food]

Scavenge-theft-prevent: humans stash food to keep away from dogs (see also *control*)

Scent: dogs useful for ability to smell things like game. See also *tracking* and *hunt*.

Simile-: language when dogs are used to describe behavior of people (for intentionally acting like a dog, see *imitate*)

Simile-abuse: treat/work like a dog= abuse

Simile-bite: describes pain, e.g. “bites like a dog”

Simile-body: likening something to physical traits of a dog (e.g. curved roads described as “bitches’ tails”)

Simile-chew: chews, gnaws or eats like a dog

Simile-dirty: unclean, dirty, filthy like a dog. (see also *unclean*)

Simile-fight: fight or attacking like a dog

Simile-idle: e.g. sleeping or socializing like a dog instead of working

Simile-hound: following tenaciously like a dog, following a “scent” or trail metaphorically.

Simile-incest: sex with kin, categorical or actual

Simile-joy: unabashed happiness like a dog

Simile-loyal: dog used to indicate a person who is loyal (thoughtlessly?)

Simile-naked: no clothes, like a dog

Simile-noise: howling or barking like a dog

Simile-nuisance: a pest or nuisance like a dog

Simile-scavenging: one context: bachelors looking for food “like a dog”)

Simile-sex: generally horny, inappropriate, E.g. trying to have sex within earshot of others is “dog-like”

Simile-status: dog used to indicate a low status person

Simile-swimming: people swimming “like a dog”; doggy-paddling

Simile-traitor: betrayal or being misleading (e.g. like a dog you think is obedient but will bite you)

Simile-trust: people exhibiting an innocent sense of trust, likened to that of a dog

Simile-relation: like a dog’s relationship to a human, e.g. like a hunter to his dogs

Simile-work: to work like a dog or similar metaphor

Size: indication of the size of a dog (see also *breed, color, condition*)

Skin: dog pelt used as clothing, rug, blanket, thong/string etc. (see also *ornament*)

Sleep: dog sleeping location and partners (see also *housing*)

Sleep-co: dog sleeps with humans

Spirit: dogs’ connection to spiritual, religious, or supernatural beliefs

Spirit-afterlife: dogs connected to ideas of what happens to humans after death; transition of soul to the afterlife (see also *funeral, mourning, mythology*)

Spirit-medium: dogs have a relationship with spirits, deities, ghosts etc.

Spirit-possession: dogs possessed by spirits, deities, ghosts, etc.

Spirit-shifter: dog in human (or spirit) form or vice versa

Spirit-ownership: deity, creator, or spirit owns a dog

Spirit-protection: dogs protect humans from evil spirits

Spirit-soul: dogs have souls like humans (see also *personhood*)

Spirit-reincarnation: humans reincarnated as dogs and vice versa

Spirit-taboo: dogs considered taboo to a deity, spirit, religious group, etc.

Sport: competition based on activity with dogs (e.g. racing, fighting)

Steal: dog steals human property other than food (see also *scavenge-theft*)

Sterilization: neutering and spaying of dogs

Stolen: dogs are stolen from people by other people (see also *property*)

Symbol: dogs as symbols (see also *dreams*)

Symbol-calendar: a dog represents or is the symbol for a month, year, day

Symbol-direction: a dog represents or is the symbol for a direction (north, east, south, west)

Symbol-death: dogs representative of death

Talk: dogs speak to people, or people can speak to dogs

Telepathy: dogs and humans can communicate mind to mind.

Temperament: text indicating temperament of an individual dog or dogs in general such as vicious, snappy, friendly etc.

Temp-snarling: growling, snarling, snapping, or signs of aggression not coded as *bite*, *attack* etc.

Term: word used for dog or types of dog in a language (see also *breed*)

Term-name: humans are given name that is the same term for dog, or named after dogs (for names given to dogs, see *name*)

Term-noise: word to describe noises dogs make such as “bow-wow” “ruff” or “woof-woof”

Term-place: location or place with the local word for “dog” in the name

Term-word: term for dog used in names of other things e.g. “dog dung” for young breadfruit, “dog-tail” used as name of tool. Note only when the native term means “dog xxx” not for ethnographers use of dog words in English.

Tether: tie dog up to restrain (see also *leash control*)

Threat: dogs in general perceived as dangerous or threatening, to be feared or avoided or to protect oneself from

Threat-aggression: emphasis on danger of dogs due to viciousness, fierceness, propensity to bite

Threat-disease: emphasis on danger of dogs due to disease

Threat-feces: dog feces is perceived to be dangerous or a source of disease

Not-threat: text notes that dogs are generally not feared

Tools: dog bone, teeth etc. used as tools or as part of a compound tool.

Totem: dog as totem for a clan, family or other group (see also *aff-lineage*)

Tracking: indicates that dog used to track animals without specific reference to scent (see also *hunt* and *scent*)

Track-tree: dogs corner or tree an animal (see also *hunt-strategy*)

Track-human: dogs used to track people

Training: text indicating that someone has trained the dog or reference to dogs executing apparently trained behaviors

Training-housetraining: training to keep the dog from defecating or urinating in the house

Training-quiet: training to keep the dog from barking in specific contexts

Training-stay: training to keep the dog in one position

Training-no: dogs are not trained

Transport: ways of carrying or moving dogs, e.g. panniers / baskets on a donkey (for use of dogs to transport things, see *burden*)

Unclean: dogs regarded as impure, in general or in specific contexts (see also *outcast* and *unlucky*)

Violence: toward dogs, including stoning, hitting, beating, etc.

Violence-rare: violence toward dogs is rare or uncommon

Travel: travel with [not sure about this code] it should be travel

Wedding: dogs or dog body parts associated with human marriage ceremonies. (See also *ceremony*; *commodity* and *property*, for dogs as bridewealth or dowry; and *aff-marriage*, for humans marrying dogs.)

Whelping: references to dogs giving birth to puppies or references to litters, nursing, etc.

Witchcraft: dogs used in, associated with, or impacted by witchcraft or malignant medicine (see also *ethnomed* and *magic*)

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