

Coding directories

<u>Tape seq</u> <u>number</u>	<u>File name</u>
1	ALLPLACE
2	FATEDIC
151	VISDIC
152	RELDIC
156	RESOCC
158	OCCNUM
159	OCCALPH

These directories include all items found by the coding program in the relevant fields of all data files, including spelling variations (but excluding exact duplicates). A code consisting of multiples of 6 was used by the coding program if it could not find an item in the directory. This code is included in the directories, but there should not be any remaining instances in the data files (6666666666 for occupation, 6666 for place, and 666666 for visage).

The place and occupation directories are based on those used by Professor Michael Anderson for his 1851 census sample. Some slight changes have been introduced, but the general scheme has been retained in both cases. Multiples of 9 have been used for uncodable items in both cases, and multiples of 8 if more than one possible code could be allocated (9999999999 for occupation, 999 or 9999 for place, etc.)

Place directory 8182 lines

In file ALLPLACE a list of Anderson's codes is enclosed, as well as a list of codes added for this study. The coding directory contains county codes and all the British and Irish counties in numerous spelling variations. It also has many towns, parishes, some foreign places, and some miscellaneous references to army and marine depots (with the relevant county codes), since the name of the county was not always given in the original records. If the coding program found the county field was blank, it would compare the town field with the coding directory (or the parish field if the town field was also blank). This directory was used to code the places of birth and recruitment in the military data. The Marine Society samples were coded by hand, because most of the places of residence were London parishes, and these were not therefore added to the directory. The directory is in alphabetical order.

Occupation directory

5889 lines

Files OCCNUM and .OCCALPH are in code and alphabetic order respectively. This directory includes occupations of other military recruits and the occupations of Marine Society boys and their fathers (or nearest relative). At one stage some of the more idiosyncratic Marine Society occupations were removed from the main directory and filed in RESOCC to reduce the size of the directory. These were occupational descriptions which were unlikely to be found in other records - e.g. 'ERR' SEA 7 WEEKS'.

Industrial codes

The first six digits of the occupational code are based on Anderson's industrial codes - a copy of the very early version of his coding scheme which was used in this study is enclosed. The occupations in this scheme are divided into categories denoted mostly by 3-digit codes (some categories such as textile workers have more specific codes), and the last 3 digits are added to distinguish individual occupations. An early printout of Professor Anderson's occupational directory was referred to when our directory was first being started, but by the time (a) a large number of new codes had been created, and (b) our directory had become quite long, it became too unwieldy and time-consuming to try and maintain inner coherence within our directory as well as making it consistent with Anderson's directory. Many of the last 3 digits of the industrial codes are therefore different from his.

One part of Anderson's scheme, codes 901-989, has been reorganised, because of the large variety of paupers and dependents (from the Marine Society) included in our directory. The new version has been added at the end of the enclosed copy of his scheme.

Because the occupational directory was continually being updated in a piecemeal fashion, it was difficult to be always consistent, and the version of the directory included on the tape has therefore been checked and corrected. Some of the codes will therefore be slightly different from those in the data files (usually in the last 3 digits).

Codes for skill and position in the job hierarchy

These are based on two other of Anderson's occupational codes - OCCUPATT (attributes brought to the job market) and OCCUHIER (position in the hierarchy of administration, control and task performance). Each is a two-digit code, and they are placed after the industrial code in the order OCCUPATT, OCCUHIER. A copy of Anderson's coding scheme is enclosed. The early printout of his directory referred to above was used as a guide. Coding with OCCUPATT required a judgment of the amount and quality of training which was likely to have been required for a particular occupation. The OCCUHIER code is only informative for certain categories of occupations, because it is often impossible to judge whether an occupational description referred to an employer or employee.

Visage directory i e complexion, eyes and hair 306 lines

The file VISDIC contains descriptions and codes for all three variables, in alphabetical order Each item has three two digit codes associated with it, in the order complexion, eyes, hair A code of 99 indicates that the description is inapplicable for that variable For example, 434343BROWN indicates that 'BROWN' has a code of 43 for all three variables, and 991699BLUE that BLUE is only applicable to eyes, and has a code of 16 The items in the directory came from military records

Directory of 'Reason for discharge' 173 lines

The file .FATEDIC contains reason for discharge, death or desertion, from military records, in alphabetical order The data collectors summarised the entries if they were long A very simple coding scheme was used

090	date of discharge, but no details
100	discharged unfit
200	pensioned
300	transferred to another unit
400	died
500	deserted/never joined
600	completed term of service

Directory of relatives 503 lines

The file RELDIC contains entries from the 'nearest relative' category in the Marine Society data (boys) In alphabetical order The scheme used was as follows

10	Father
20	Mother
30	Father or Mother and second spouse, father-in-law or mother-in-law
40	Grandparents, brother or sister
50	Other close relative uncle, aunt, cousin, godmother
60	Destitute, friendless, foundling, workhouse, 'none', illegitimate, vagrant, orphan, distressed boy, in the streets.
70	Other people, names, at the ., shipwrecked, lodger, friend, recommended by.
80	No description, blanks

1	in second digit	if person or relative described as destitute
5	" " "	if parent is alive but absent - e.g. deserted or in another part of the country

Priority of coding

The closest relative is always the one coded e.g. 'AUNT MO' is coded 20, and 'O AUNT' is coded 50.

Code for destitution supercedes code for absent parent

Code 60 is only used if no relative or friend is mentioned, even if orphan/destitute

Father absconded - coded 15 if no other relative is mentioned, but e.g. 20 if mother is mentioned