**Codebook for:**

# Who Do You Trust?
# Institutions that Constrain Leaders Help People Prevent Disaster


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## Overview:

The following pages include codebooks describing all variables included in the three data files. For additional information and full experimental condition text and questionnaires, see the article and its online appendix.

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## follower_combined.dta

This data file includes all follower decisions. Each follower made a guess and contribution decision five times, once for each possible message sent by the leader. The data are in a long format. Below are short descriptions of each included variable.

**message** The message sent by the leader, recoded from 1 (80 tokens) to 5 (400 tokens).

**contribution** The contribution made by the player, recoded from 1 (0 tokens) to 6 (100 tokens).

**guess** The player's guess of the true threshold, recoded from 1 (80 tokens) to 5 (400 tokens).

**ID** A unique identification number for each participant.

**com_1_f** The players' response to the first comprehension question (which is unique to the followers).

**comp_2** The players' response to the second comprehension question (which is the same for leaders and followers.

**comp_3** The players' response to the third comprehension question (which is the same for leaders and followers.

**winner** Whether the group met (1) or failed to meet (0) the actual threshold chosen for subject payment.

**real_t** The threshold used for subject payment, in tokens.

**real_m** The message used for subject payment, in tokens.

**lab** Whether a player was recruited through the lab (1) or MTurk (0) sample.

**keep** Whether a player was in the inefficiency (1) or control (0) condition.

**corr_1** Whether a player correctly (1) or incorrectly (0) answered the first comprehension question.

**corr_2** Whether a player correctly (1) or incorrectly (0) answered the second comprehension question.

**corr_3** Whether a player correctly (1) or incorrectly (0) answered the third comprehension question.

**total_comp** The number of comprehension questions a player answered correctly.

**all_right** Whether a player answered all comprehension questions correctly, (1) all correct or (0) at least one question incorrect.

**long_message** The message sent by the leader in tokens.

**long_contribution** The contribution the player made to the threshold in tokens.

**long_guess** The player's guess of the true size of the threshold in tokens.

**long_guess_dis** The distance between the players' guess of the threshold size and the message sent by the leader, in tokens.

**guess_dis** The distance between the players' guess of the threshold size and the message sent by the leader, rescaled such that long_guess_dis is divided by 80. Note that guesses could only be made in increments of 80, so one unit is one response option farther from the message sent by the leader.

**believe** Whether the player guesses the threshold is equal to the message sent by the leader (1) or different from the message sent by the leader (0).

**symmetric** Whether a player contributed their fair share to the message sent by the leader (1) or made a different contribution (0).

**less_symmetric** Whether a player contributed less than their fair share to the message sent by the leader (1) or made a different contribution (0).

**more_symmetric** Whether a player contributed more than their fair share to the message sent by the leader (1) or made a different contribution (0).

**prop_symmetric** The proportion of their fair share contribution a player contributed to the threshold. This variable is calculated as their contribution in tokens divided by the fair share contribution for the message sent by the leader.

**keep_title** A string variable containing the name of the condition the player was in (inefficiency or control).

**message01** The message sent by the leader, rescaled from 0-1.

**interact01** An interaction between message01 and the respondents condition (keep).

**real_t01** The real threshold used for participant payment, rescaled from 0-1.

**real_m01** The real message sent by the leader used for participant payment, rescaled from 0-1.

## leader_combined.dta

This data file includes all leader decisions. Each leader sent a message five times, once for each possible value of the actual threshold. The data are in a long format. Below are short descriptions of each included variable.

**real_threshold** The cost of the threshold, recoded from 1 (80 tokens) to 5 (400 tokens).

**message** The message sent by the leader, recoded from 1 (80 tokens) to 5 (400 tokens).

**guess** The leaders' guess of how much the followers will collectively contribute, in tokens.

**ID** A unique identification number for each participant.

**comp_1_l** The players' response to the first comprehension question (which is unique to the leaders).

**comp_2** The players' response to the second comprehension question (which is the same for leaders and followers.

**comp_3** The players' response to the third comprehension question (which is the same for leaders and followers.

**winner** Whether the group met (1) or failed to meet (0) the actual threshold chosen for subject payment.

**lab** Whether a player was recruited through the lab (1) or MTurk (0) sample.

**keep** Whether a player was in the inefficiency (1) or control (0) condition.

**corr_1** Whether a player correctly (1) or incorrectly (0) answered the first comprehension question.

**corr_2** Whether a player correctly (1) or incorrectly (0) answered the second comprehension question.

**corr_3** Whether a player correctly (1) or incorrectly (0) answered the third comprehension question.

**total_comp** The number of comprehension questions a player answered correctly.

**all_right** Whether a player answered all comprehension questions correctly, (1) all correct or (0) at least one question incorrect.

**long_message** The message sent by the leader in tokens.

**long_t** The cost of the threshold in tokens.

**long_mess_dis** The distance between the message sent by the leader and the true cost of the threshold, in tokens.

**lab_long_mess_dis** The distance between the message sent by the leader and the true cost of the threshold in tokens in the lab sample.

**turk_long_mess_dis** The distance between the message sent by the leader and the true cost of the threshold in tokens in the MTurk sample.

## demographic_data.dta

This data file includes demographic information on each respondent.

**Age** The age of each respondent.

**Gender** The gender of each respondent, (1) Man (2) Woman (3) Other.

**race** The race or ethnicity of each respondent, (1) Asian (2) Black (3) Hispanic-Latino (4) Native American (5) White (6) Other

**race_6_TEXT** If a respondent selected (6) Other for the race question, they then input text with their preferred race/ethnicity here.

**PartyID** Respondent party identification, (1) Republican (2) Democrat (3) Independent (4) Other.

**idlgy** Respondent ideology on a 7-point scale, with 1 being most liberal and 7 most conservative.

**lab** Whether a player was recruited through the lab (1) or MTurk (0) sample.

**education** The highest level of education a player has completed, (1) High school or equivalent, (2) Vocational/Technical school, (3) Some college (4) College graduate (5) Master's Degree (6) Doctoral Degree (7) Professional Degree. Note this variable will be missing for all lab sample participants – all players recruited in the lab were current college students.