

PA-X Local: Glossary

This document provides an overview of basic peace agreement definitions. For full list of definitions see PA-X Main Codebook at https://www.peaceagreements.org/files/PA-X%20codebook%20Version3.pdf, and the PA-X Local Codebook here: https://peaceagreements.org/files/PAX Local codebook.pdf.

PA-X Local lists all agreements included on the main PA-X database that deal in some way with local issues, in cases of local negotiation practices that are on the margins of wider conflict, or in cases of local/communal violent conflict. Agreements are collected from 1990 to 2019, with global coverage, but publicly released by region over the course of 2020. This collection stems from the work on the main PA-X database and is not exhaustive of all local negotiation practices, since it only brings together documents which are written, formally agreed, and publicly available.

Peace Agreement: Formal, publicly available documents, produced after discussion with conflict protagonists and mutually agreed to by some or all of them, addressing conflict with a view to ending it.

Local Peace Agreement: A publicly available written agreement between locally-based actors which address local conflict-generating grievances within a part of the wider conflict-affected area.

Conflict's protagonists: State actors and non-state actors who are involved in violent conflict, or their associated political representatives

Conflict: Armed violence, causing more than 25 conflict-related deaths in one year, or a local conflict with fewer conflict-related deaths in one year, if there is evidence of a clear nexus with the national conflict that came before or after and which has seen 25 or more battle-related deaths in one year.

Peace or Transition Process: A formal attempt to bring political and/or military protagonists of conflict, to some sort of mutual agreement as to how to end the conflict.

Local Peace Process: A peace processes which has reach a written, publicly available agreement that addresses local conflict-generating grievances, within a part of the wider conflict-affected area.

Agreement stages: We have identified seven main stages of the process that agreements may be part of: pre-negotiation/process; substantive-comprehensive; substantive-partial; implementation/renegotiation; renewal; ceasefire/related; other.

 Pre-negotiation/process. Agreements that aim to get parties to the point of negotiating over the incompatibilities at the heart of the conflict. Note that these agreements can happen at any time in a process (even after a comprehensive peace agreement has been signed), if parties have moved back into 'talking about how they are going to talk'. Therefore, this value does not imply temporal precedence.

- Framework-substantive, Partial. Agreements that concern parties that are engaged in discussion and agreeing to substantive issues to resolve the conflict, but only deal with some of the issues in ways that appear to contemplate future agreements to complete.
- Framework-substantive, Comprehensive. Agreements that concern parties that are
 engaged in discussion and agreeing to substantive issues to resolve the conflict, and
 appear to be set out as a comprehensive attempt to resolve the conflict.
- Implementation/renegotiation. Aiming to implement an earlier agreement. Note that this category does not include ceasefires.
- Renewal. These are short agreements (typically of just one page), which do nothing
 other than 'renew' previous commitments. Note that this category does not include
 ceasefire renewals which are contained in the ceasefire category (see below).
- Ceasefire/related. This category contains agreements which provide in their entirety for a ceasefire, or association demobilisation, or an agreement that is purely providing a monitoring arrangement for, or extension, of a ceasefire.
- Other: This is a residual category, capturing all agreements that do not fit the remaining definition. The user is advised to refer to the database for further information on the agreements in this category.