

Variable Name	Description of Variable	Coding Scheme	Missing Data Code
AGE	Age at baseline	None	None
SEX	Self reported sex	1, male; 2, female	None
EDUC	Years of Education	None	None
SATIS.1	GDS Item: Satisfaction at time 1	None	-999
SATIS.2	GDS Item: Satisfaction at time 2	None	-999
SATIS.3	GDS Item: Satisfaction at time 3	None	-999
DROPACT.1	GDS Item: Drop Activities at time 1	None	-999
DROPACT.2	GDS Item: Drop Activities at time 2	None	-999
DROPACT.3	GDS Item: Drop Activities at time 3	None	-999
EMPTY.1	GDS Item: Feel Empty at time 1	None	-999
EMPTY.2	GDS Item: Feel Empty at time 2	None	-999
EMPTY.3	GDS Item: Feel Empty at time 3	None	-999
BORED.1	GDS Item: Feel Bored at time 1	None	-999
BORED.2	GDS Item: Feel Bored at time 2	None	-999
BORED.3	GDS Item: Feel Bored at time 3	None	-999
SPIRITS.1	GDS Item: In Good Spirits at time 1	None	-999
SPIRITS.2	GDS Item: In Good Spirits at time 2	None	-999
SPIRITS.3	GDS Item: In Good Spirits at time 3	None	-999
AFRAID.1	GDS Item: Feel Afraid at time 1	None	-999
AFRAID.2	GDS Item: Feel Afraid at time 2	None	-999
AFRAID.3	GDS Item: Feel Afraid at time 3	None	-999
HAPPY.1	GDS Item: Feel Happy at time 1	None	-999
HAPPY.2	GDS Item: Feel Happy at time 2	None	-999
HAPPY.3	GDS Item: Feel Happy at time 3	None	-999
HELPLESS.1	GDS Item: Feel Helpless at time 1	None	-999
HELPLESS.2	GDS Item: Feel Helpless at time 2	None	-999
HELPLESS.3	GDS Item: Feel Helpless at time 3	None	-999
STAYHOME.1	GDS Item: Prefer to Stay Home at time 1	None	-999
STAYHOME.2	GDS Item: Prefer to Stay Home at time 2	None	-999
STAYHOME.3	GDS Item: Prefer to Stay Home at time 3	None	-999
MEMPROB.1	GDS Item: Memory Problem at time 1	None	-999
MEMPROB.2	GDS Item: Memory Problem at time 2	None	-999
MEMPROB.3	GDS Item: Memory Problem at time 3	None	-999
WONDRFUL.1	GDS Item: Feel Life is Wonderful at time 1	None	-999
WONDRFUL.2	GDS Item: Feel Life is Wonderful at time 2	None	-999
WONDRFUL.3	GDS Item: Feel Life is Wonderful at time 3	None	-999
WRTHLESS.1	GDS Item: Feel Worthless at time 1	None	-999
WRTHLESS.2	GDS Item: Feel Worthless at time 2	None	-999
WRTHLESS.3	GDS Item: Feel Worthless at time 3	None	-999
ENERGY.1	GDS Item: Feel Full of Energy at time 1	None	-999
ENERGY.2	GDS Item: Feel Full of Energy at time 2	None	-999
ENERGY.3	GDS Item: Feel Full of Energy at time 3	None	-999
HOPELESS.1	GDS Item: Feel Hopeless at time 1	None	-999
HOPELESS.2	GDS Item: Feel Hopeless at time 2	None	-999
HOPELESS.3	GDS Item: Feel Hopeless at time 3	None	-999
BETTER.1	GDS Item: Most people are better off at time 1	None	-999
BETTER.2	GDS Item: Most people are better off at time 2	None	-999
BETTER.3	GDS Item: Most people are better off at time 3	None	-999
GDS.1	GDS Total Score time 1	None	-999
GDS.2	GDS Total Score time 2	None	-999
GDS.3	GDS Total Score time 3	None	-999
rapa.1	Rapid Assessment of Physical Activity time 1	None	-999
rapa.2	Rapid Assessment of Physical Activity time 2	None	-999
rapa.3	Rapid Assessment of Physical Activity time 3	None	-999

BMI1	Body Mass Index time 1	None	-999
BMI2	Body Mass Index time 2	None	-999
BMI3	Body Mass Index time 3	None	-999
npdrugyes.1	does participant take an NP drug? Time 1	0 no; 1 yes	-999
npdrugyes.2	does participant take an NP drug? Time 2	0 no; 1 yes	-999
npdrugyes.3	does participant take an NP drug? Time 3	0 no; 1 yes	-999
CDRcateg	Clinical Dementia Rating score (0, .5, 1+)	0 not impaired, .5 very mild, 1 mild	None