

Reliability Estimates (with indices of scale computations), Exploratory (SPSS) and Confirmatory (AMOS) Factor Analysis Scripts to accompany Maltby et al. Refining Anger: Discovering a five-factor model of anger from extant assessments of anger.

Reliability Analysis and Variables for Each Scale	
Reliability estimates. Plus code for computing scales/subscales used. See Table 3 of paper.	<p>Buss Perry Aggression Questionnaire (BPAQ)</p> <p>RELIABILITY /VARIABLES=BP_Anger1 BP_Anger2 BP_Anger3 BP_Anger4 BP_Anger5 BP_Anger6 BP_Anger7 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>RELIABILITY /VARIABLES=BP_Hostility1 BP_Hostility2 BP_Hostility3 BP_Hostility4 BP_Hostility5 BP_Hostility6 BP_Hostility7 BP_Hostility8 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>Trait Anger Scale</p> <p>RELIABILITY /VARIABLES=Spbrer_Trait1 Spbrer_Trait2 Spbrer_Trait3 Spbrer_Trait4 Spbrer_Trait5 Spbrer_Trait6 Spbrer_Trait7 Spbrer_Trait8 Spbrer_Trait9 Spbrer_Trait10 Spbrer_Trait11 Spbrer_Trait12 Spbrer_Trait13 Spbrer_Trait14 Spbrer_Trait15 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>Anger Expression Inventory (Short Form)</p> <p>RELIABILITY</p>

	<pre> /VARIABLES=AEI_AngOut1 AEI_AngOut2 AEI_AngOut3 AEI_AngOut4 AEI_AngOut5 AEI_AngOut6 AEI_AngOut7 AEI_AngOut8 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=AEI_AngIn1 AEI_AngIn2 AEI_AngIn3 AEI_AngIn4 AEI_AngIn5 AEI_AngIn6 AEI_AngIn7 AEI_AngIn8 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. The Multidimensional Anger Inventory RELIABILITY /VARIABLES=MCI_AngerArousa11 MCI_AngerArousa12 MCI_AngerArousa13 MCI_AngerArousa14 MCI_AngerArousa15 MCI_AngerArousa16 MCI_AngerArousa17 MCI_AngerArousa18 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=MCI_AngerElicitSit1 MCI_AngerElicitSit2 MCI_AngerElicitSit3 MCI_AngerElicitSit4 MCI_AngerElicitSit5 MCI_AngerElicitSit6 MCI_AngerElicitSit7 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=MCI_AngerHostile1 MCI_AngerHostile2 MCI_AngerHostile3 MCI_AngerHostile4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. </pre>
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	<p>Anger Rumination</p> <p>RELIABILITY /VARIABLES=AR_AngAFth1 AR_AngAFth2 AR_AngAFth3 AR_AngAFth4 AR_AngAFth5 AR_AngAFth6 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>RELIABILITY /VARIABLES=AR_ToR1 AR_ToR2 AR_ToR3 AR_ToR4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>RELIABILITY /VARIABLES=AR_AMem1 AR_AMem2 AR_AMem3 AR_AMem4 AR_AMem5 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>RELIABILITY /VARIABLES=AR_UoCause1 AR_UoCause2 AR_UoCause3 AR_UoCause4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>The Frustration Discomfort Scale</p> <p>RELIABILITY /VARIABLES=FDS_DiscomfortIntolerance1 FDS_DiscomfortIntolerance2 FDS_DiscomfortIntolerance3 FDS_DiscomfortIntolerance4 FDS_DiscomfortIntolerance5 FDS_DiscomfortIntolerance6 FDS_DiscomfortIntolerance7 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>RELIABILITY</p>
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	<pre> /VARIABLES=FDS_Entitlement1 FDS_Entitlement2 FDS_Entitlement3 FDS_Entitlement4 FDS_Entitlement5 FDS_Entitlement6 FDS_Entitlement7 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=FDS_Entitlement7 FDS_EmotIntol1 FDS_EmotIntol2 FDS_EmotIntol3 FDS_EmotIntol4 FDS_EmotIntol5 FDS_EmotIntol6 FDS_EmotIntol7 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=FDS_Achievement1 FDS_Achievement2 FDS_Achievement3 FDS_Achievement4 FDS_Achievement5 FDS_Achievement6 FDS_Achievement7 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. Snaith Irritability Scale RELIABILITY /VARIABLES=Snaith_InwIrr1 Snaith_InwIrr2 Snaith_InwIrr3 Snaith_InwIrr4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=Snaith_OutIrr1 Snaith_OutIrr2 Snaith_OutIrr3 Snaith_OutIrr4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. Behavioral Anger Response Questionnaire </pre>
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	<p>RELIABILITY /VARIABLES=BRQ_Assertation1 BRQ_Assertation2 BRQ_Assertation3 BRQ_Assertation4 BRQ_Assertation5 BRQ_Assertation6 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>RELIABILITY /VARIABLES=BRQ_SSS1 BRQ_SSS2 BRQ_SSS3 BRQ_SSS4 BRQ_SSS5 BRQ_SSS6 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>RELIABILITY /VARIABLES=BRQ_Avoidance1 BRQ_Avoidance2 BRQ_Avoidance3 BRQ_Avoidance4 BRQ_Avoidance5 BRQ_Avoidance6 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>RELIABILITY /VARIABLES=BRQ_Diffusion1 BRQ_Diffusion2 BRQ_Diffusion3 BRQ_Diffusion4 BRQ_Diffusion5 BRQ_Diffusion6 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>Irritability Questionnaire</p> <p>RELIABILITY /VARIABLES=IRQ_H01 IRQ_H02 IRQ_H03 IRQ_H04 IRQ_H05 IRQ_H06 IRQ_H07 IRQ_H08 IRQ_H09 IRQ_H010 IRQ_H011 IRQ_H012 IRQ_H013 IRQ_H014 IRQ_H015 IRQ_H016 IRQ_H017 IRQ_H018 IRQ_H019 IRQ_H020 IRQ_H021 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p>
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	<p>RELIABILITY</p> <pre> /VARIABLES=IRQ_HM1 IRQ_HM2 IRQ_HM3 IRQ_HM4 IRQ_HM5 IRQ_HM6 IRQ_HM7 IRQ_HM8 IRQ_HM9 IRQ_HM10 IRQ_HM11 IRQ_HM12 IRQ_HM13 IRQ_HM14 IRQ_HM15 IRQ_HM16 IRQ_HM17 IRQ_HM18 IRQ_HM19 IRQ_HM20 IRQ_HM21 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. </pre> <p>Self-Expression and Control Scale</p> <p>RELIABILITY</p> <pre> /VARIABLES=SCES_ControlIn1 SCES_ControlIn2 SCES_ControlIn3 SCES_ControlIn4 SCES_ControlIn5 SCES_ControlIn6 SCES_ControlIn7 SCES_ControlIn8 SCES_ControlIn9 SCES_ControlIn10 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. </pre> <p>RELIABILITY</p> <pre> /VARIABLES=SCES_ControlIOut1 SCES_ControlIOut2 SCES_ControlIOut3 SCES_ControlIOut4 SCES_ControlIOut5 SCES_ControlIOut6 SCES_ControlIOut7 SCES_ControlIOut8 SCES_ControlIOut9 SCES_ControlIOut10 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. </pre> <p>Anger-Related Reactions and Goals Inventory</p> <p>RELIABILITY</p> <pre> /VARIABLES=ARGI_Distract1 ARGI_Distract2 ARGI_Distract3 ARGI_Distract4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. </pre> <p>RELIABILITY</p>
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	<pre> /VARIABLES=ARGI_Downplay1 ARGI_Downplay2 ARGI_Downplay3 ARGI_Downplay4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=ARGI_Feedback1 ARGI_Feedback2 ARGI_Feedback3 ARGI_Feedback4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=ARGI_humour1 ARGI_humour2 ARGI_humour3 ARGI_humour4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=ARGI_Submitting1 ARGI_Submitting2 ARGI_Submitting3 ARGI_Submitting4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=ARGI_Vent1 ARGI_Vent2 ARGI_Vent3 ARGI_Vent4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=ARGI_AvoidingConflicts1 ARGI_AvoidingConflicts2 ARGI_AvoidingConflicts3 ARGI_AvoidingConflicts4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=ARGI_WeighingCosts1 ARGI_WeighingCosts2 ARGI_WeighingCosts3 ARGI_WeighingCosts4 </pre>
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	<pre> /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=ARGI_DownregulatingAffect1 ARGI_DownregulatingAffect2 ARGI_DownregulatingAffect3 ARGI_DownregulatingAffect4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=ARGI_PersStandards1 ARGI_PersStandards2 ARGI_PersStandards3 ARGI_PersStandards4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=ARGI_ProtectRep1 ARGI_ProtectRep2 ARGI_ProtectRep3 ARGI_ProtectRep4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. RELIABILITY /VARIABLES=ARGI_SocialNorms1 ARGI_SocialNorms2 ARGI_SocialNorms3 ARGI_SocialNorms4 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA. The Anger Discomfort Scale RELIABILITY /VARIABLES=Anger_Discomfort1 Anger_Discomfort2 Anger_Discomfort3 Anger_Discomfort4 Anger_Discomfort5 Anger_Discomfort6 Anger_Discomfort7 Anger_Discomfort8 Anger_Discomfort9 Anger_Discomfort10 Anger_Discomfort11 Anger_Discomfort12 Anger_Discomfort13 Anger_Discomfort14 </pre>
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	<p>Anger_Discomfort15 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>Metacognitive Anger Processing</p> <p>RELIABILITY /VARIABLES=Anger_negativebeliefs1 Anger_negativebeliefs2 Anger_negativebeliefs3 Anger_negativebeliefs4 Anger_negativebeliefs5 Anger_negativebeliefs6 Anger_negativebeliefs7 Anger_negativebeliefs8 Anger_negativebeliefs9 Anger_negativebeliefs10 Anger_negativebeliefs11 Anger_negativebeliefs12 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p> <p>RELIABILITY /VARIABLES=Anger_postivebeliefs1 Anger_postivebeliefs2 Anger_postivebeliefs3 Anger_postivebeliefs4 Anger_postivebeliefs5 Anger_postivebeliefs6 Anger_postivebeliefs7 Anger_postivebeliefs8 Anger_postivebeliefs9 Anger_postivebeliefs10 /SCALE('ALL VARIABLES') ALL /MODEL=ALPHA.</p>
Exploratory Factor Analysis	
<p>5 factor Exploratory Factor Analysis Maximum Likelihood Promax Rotation</p>	<p>FACTOR /VARIABLES Buss_Anger Buss_Hostility Spbrger_Trait Spbrger_AngerOut Spbrger_AngerIn MCI_AngerArousal MCI_AngerElicitSit MCI_AngerHostility Ang_Rum_AfterThgt Ang_Rum_Revenge Ang_Rum_Cause Ang_Rum_Memories FDS_DiscomfotInt FDS_Entitlement FDS_EmotToI FDS_Achievement Snaith_Inward Snaith_Outward BRQ_Assertion BRQ_Support BRQ_Avoidance BRQ_Diffusion IRQ_Freq</p>

	<p> IRQ_Intent Anger_ControlIn Anger_ControlIout ARG1_distract ARG1_downplay ARG1_feedback ARG1_humour ARG1_submitting ARG1_AvoidingConflict ARG1_vent ARG1_WeightCost ARG1_DownregulatingAffect ARG1_PerStand ARG1_ProtectRep ARG1_SocialNorms Anger_discomfort Anger_negativebeliefs Anger_positivebeliefs DAR_ANGRY_FREQUENCY DAR_ANGRY_INTENSITY DAR_ANGRY_DURATION DAR_ANGRY_ANTAGONISM DAR_ANGRY_SOCIALRELATIONS /MISSING LISTWISE /ANALYSIS Buss_Anger Buss_Hostility Spbrger_Trait Spbrger_AngerOut Spbrger_AngerIn MCI_AngerArousal MCI_AngerElicitSit MCI_AngerHostility Ang_Rum_AfterThgt Ang_Rum_Revenge Ang_Rum_Cause Ang_Rum_Memories FDS_DiscomfotInt FDS_Entitlement FDS_EmotToI FDS_Achievement Snaith_Inward Snaith_Outward BRQ_Assertion BRQ_Support BRQ_Avoidance BRQ_Diffusion IRQ_Freq IRQ_Intent Anger_ControlIn Anger_ControlIout ARG1_distract ARG1_downplay ARG1_feedback ARG1_humour ARG1_submitting ARG1_AvoidingConflict ARG1_vent ARG1_WeightCost ARG1_DownregulatingAffect ARG1_PerStand ARG1_ProtectRep ARG1_SocialNorms Anger_discomfort Anger_negativebeliefs Anger_positivebeliefs DAR_ANGRY_FREQUENCY DAR_ANGRY_INTENSITY DAR_ANGRY_DURATION DAR_ANGRY_ANTAGONISM DAR_ANGRY_SOCIALRELATIONS /PRINT INITIAL KMO EXTRACTION ROTATION /CRITERIA FACTORS(5) ITERATE(25) /EXTRACTION ML /CRITERIA ITERATE(25) /ROTATION PROMAX(4). </p>
Confirmatory Factor Analysis	
Uni-dimensional	<p> Ang_Rum_AfterThgt = (1) e5 + GF Ang_Rum_Cause = GF + (1) e8 Ang_Rum_Memories = (1) e7 + GF Ang_Rum_Revenge = (1) e6 + GF ARG1_AvoidingConflict = GF + (1) e13 </p>

	<p> $ARGI_distract = GF + (1) e14$ $ARGI_downplay = GF + (1) e15$ $ARGI_PerStand = (1) e18 + GF$ $ARGI_ProtectRep = GF + (1) e19$ $ARGI_SocialNorms = GF + (1) e17$ $ARGI_vent = GF + (1) e3$ $BRQ_Avoidance = (1) e16 + GF$ $Buss_Anger = (1) GF + (1) e2$ $FDS_Achievement = (1) e12 + GF$ $FDS_DiscomfotInt = GF + (1) e9$ $FDS_EmotTol = GF + (1) e11$ $FDS_Entitlement = (1) e10 + GF$ $Snaith_Outward = GF + (1) e1$ $Spbrger_AngerOut = (1) e4 + GF$ </p>
5 factor	<p> $Ang_Rum_AfterThgt = (1) e5 + (1) F2$ $Ang_Rum_Cause = F2 + (1) e8$ $Ang_Rum_Memories = F2 + (1) e7$ $Ang_Rum_Revenge = F2 + (1) e6$ $ARGI_AvoidingConflict = (1) e13 + (1) F4$ $ARGI_distract = (1) e14 + F4$ $ARGI_downplay = (1) e15 + F4$ $ARGI_PerStand = F5 + (1) e18$ $ARGI_ProtectRep = F5 + (1) e19$ $ARGI_SocialNorms = (1) F5 + (1) e17$ $ARGI_vent = (1) e3 + F1$ $BRQ_Avoidance = F4 + (1) e16$ $Buss_Anger = (1) e2 + F1$ $FDS_Achievement = F3 + (1) e12$ $FDS_DiscomfotInt = (1) F3 + (1) e9$ $FDS_EmotTol = F3 + (1) e11$ $FDS_Entitlement = F3 + (1) e10$ $Snaith_Outward = (1) e1 + (1) F1$ $Spbrger_AngerOut = (1) e4 + F1$ </p> <p> $F2 \leftrightarrow F1$ $F3 \leftrightarrow F1$ $F4 \leftrightarrow F1$ </p>

	$F5 \leftrightarrow F1$ $F3 \leftrightarrow F2$ $F4 \leftrightarrow F2$ $F5 \leftrightarrow F2$ $F4 \leftrightarrow F3$ $F5 \leftrightarrow F3$ $F5 \leftrightarrow F4$
Hierarchical	$Ang_Rum_AfterThgt = (1) F2 + (1) e5$ $Ang_Rum_Cause = (1) e8 + F2$ $Ang_Rum_Memories = F2 + (1) e7$ $Ang_Rum_Revenge = F2 + (1) e6$ $ARGI_AvoidingConflict = (1) e13 + (1) F4$ $ARGI_distract = (1) e14 + F4$ $ARGI_downplay = (1) e15 + F4$ $ARGI_PerStand = F5 + (1) e18$ $ARGI_ProtectRep = (1) e19 + F5$ $ARGI_SocialNorms = (1) e17 + (1) F5$ $ARGI_vent = (1) e3 + F1$ $BRQ_Avoidance = F4 + (1) e16$ $Buss_Anger = (1) e2 + F1$ $F1 = (1) e20 + (1) F6$ $F2 = F6 + (1) e21$ $F3 = F6 + (1) e22$ $F4 = F6 + (1) e23$ $F5 = (1) e24 + F6$ $FDS_Achievement = (1) e12 + F3$ $FDS_DiscomfotInt = (1) e9 + (1) F3$ $FDS_EmotTol = (1) e11 + F3$ $FDS_Entitlement = (1) e10 + F3$ $Snaith_Outward = (1) e1 + (1) F1$ $Spbrger_AngerOut = (1) e4 + F1$
Bifactor	$Ang_Rum_AfterThgt = (1) F2 + GF + (1) e5$ $Ang_Rum_Cause = (1) e8 + F2 + GF$ $Ang_Rum_Memories = F2 + (1) e7 + GF$ $Ang_Rum_Revenge = F2 + GF + (1) e6$ $ARGI_AvoidingConflict = (1) e13 + (1) F4 + GF$ $ARGI_distract = GF + (1) e14 + F4$

	<p> $ARGI_downplay = GF + (1) e15 + F4$ $ARGI_PerStand = (1) e18 + F5 + GF$ $ARGI_ProtectRep = (1) e19 + F5 + GF$ $ARGI_SocialNorms = (1) F5 + (1) e17 + (1) GF$ $ARGI_vent = F1 + (1) e3 + GF$ $BRQ_Avoidance = F4 + (1) e16 + GF$ $Buss_Anger = F1 + (1) e2 + GF$ $FDS_Achievement = (1) e12 + F3 + GF$ $FDS_DiscomfotInt = (1) e9 + (1) F3 + GF$ $FDS_EmotTol = F3 + (1) e11 + GF$ $FDS_Entitlement = F3 + (1) e10 + GF$ $Snaith_Outward = (1) e1 + (1) F1 + GF$ $Spbrger_AngerOut = (1) e4 + F1 + GF$ </p>
5 factor Gender Equivalence CONFIG	<p> $Ang_Rum_AfterThgt = (1) e5 + (1) F2$ $Ang_Rum_Cause = F2 + (1) e8$ $Ang_Rum_Memories = F2 + (1) e7$ $Ang_Rum_Revenge = F2 + (1) e6$ $ARGI_AvoidingConflict = (1) e13 + (1) F4$ $ARGI_distract = (1) e14 + F4$ $ARGI_downplay = (1) e15 + F4$ $ARGI_PerStand = F5 + (1) e18$ $ARGI_ProtectRep = F5 + (1) e19$ $ARGI_SocialNorms = (1) F5 + (1) e17$ $ARGI_vent = (1) e3 + F1$ $BRQ_Avoidance = F4 + (1) e16$ $Buss_Anger = (1) e2 + F1$ $FDS_Achievement = F3 + (1) e12$ $FDS_DiscomfotInt = (1) F3 + (1) e9$ $FDS_EmotTol = F3 + (1) e11$ $FDS_Entitlement = F3 + (1) e10$ $Snaith_Outward = (1) e1 + (1) F1$ $Spbrger_AngerOut = (1) e4 + F1$ </p> <p> $F2 \leftrightarrow F1$ $F3 \leftrightarrow F1$ $F4 \leftrightarrow F1$ $F5 \leftrightarrow F1$ $F3 \leftrightarrow F2$ </p>

	F4 <> F2 F5 <> F2 F4 <> F3 F5 <> F3 F5 <> F4
5 factor Gender Equivalence METRIC	Ang_Rum_AfterThgt = (1) e5 + (1) F2 Ang_Rum_Cause = (18) F2 + (1) e8 Ang_Rum_Memories = (17) F2 + (1) e7 Ang_Rum_Revenge = (16) F2 + (1) e6 ARGI_AvoidingConflict = (1) e13 + (1) F4 ARGI_distract = (1) e14 + (114) F4 ARGI_downplay = (1) e15 + (115) F4 ARGI_PerStand = (118) F5 + (1) e18 ARGI_ProtectRep = (119) F5 + (1) e19 ARGI_SocialNorms = (1) F5 + (1) e17 ARGI_vent = (1) e3 + (13) F1 BRQ_Avoidance = (116) F4 + (1) e16 Buss_Anger = (1) e2 + (12) F1 FDS_Achievement = (112) F3 + (1) e12 FDS_DiscomfotInt = (1) F3 + (1) e9 FDS_EmotTol = (111) F3 + (1) e11 FDS_Entitlement = (110) F3 + (1) e10 Snaith_Outward = (1) e1 + (1) F1 Spbrger_AngerOut = (1) e4 + (14) F1 F2 <> F1 F3 <> F1 F4 <> F1 F5 <> F1 F3 <> F2 F4 <> F2 F5 <> F2 F4 <> F3 F5 <> F3 F5 <> F4
5 factor Gender Equivalence SCALAR	Ang_Rum_AfterThgt = (Int5) + (1) e5 + (1) F2

	<p> Ang_Rum_Cause = (Int8) + (18) F2 + (1) e8 Ang_Rum_Memories = (Int7) + (17) F2 + (1) e7 Ang_Rum_Revenge = (Int6) + (16) F2 + (1) e6 ARGI_AvoidingConflict = (Int13) + (1) e13 + (1) F4 ARGI_distract = (Int14) + (1) e14 + (114) F4 ARGI_downplay = (Int15) + (1) e15 + (115) F4 ARGI_PerStand = (Int18) + (118) F5 + (1) e18 ARGI_ProtectRep = (Int19) + (119) F5 + (1) e19 ARGI_SocialNorms = (Int17) + (1) F5 + (1) e17 ARGI_vent = (Int3) + (1) e3 + (13) F1 BRQ_Avoidance = (Int16) + (116) F4 + (1) e16 Buss_Anger = (Int2) + (1) e2 + (12) F1 FDS_Achievement = (Int12) + (112) F3 + (1) e12 FDS_DiscomfotInt = (Int9) + (1) F3 + (1) e9 FDS_EmotToI = (Int11) + (111) F3 + (1) e11 FDS_Entitlement = (Int10) + (110) F3 + (1) e10 Snaith_Outward = (Int1) + (1) e1 + (1) F1 Spbrger_AngerOut = (Int4) + (1) e4 + (14) F1 </p> <p> F2 <> F1 F3 <> F1 F4 <> F1 F5 <> F1 F3 <> F2 F4 <> F2 F5 <> F2 F4 <> F3 F5 <> F3 F5 <> F4 </p> <p> F1 (0), () e1 (0), () e2 (0), () e3 (0), () e4 (0), () F2 (0), () e5 (0), () e6 (0), () </p>
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	e7 (0), () e8 (0), () F3 (0), () e9 (0), () e10 (0), () e11 (0), () e12 (0), () F4 (0), () e13 (0), () e14 (0), () e15 (0), () e16 (0), () F5 (0), () e17 (0), () e18 (0), () e19 (0), ()
5 factor Gender Equivalence RESIDUAL	Ang_Rum_AfterThgt = (Int5) + (1) e5 + (1) F2 Ang_Rum_Cause = (Int8) + (18) F2 + (1) e8 Ang_Rum_Memories = (Int7) + (17) F2 + (1) e7 Ang_Rum_Revenge = (Int6) + (16) F2 + (1) e6 ARGI_AvoidingConflict = (Int13) + (1) e13 + (1) F4 ARGI_distract = (Int14) + (1) e14 + (114) F4 ARGI_downplay = (Int15) + (1) e15 + (115) F4 ARGI_PerStand = (Int18) + (118) F5 + (1) e18 ARGI_ProtectRep = (Int19) + (119) F5 + (1) e19 ARGI_SocialNorms = (Int17) + (1) F5 + (1) e17 ARGI_vent = (Int3) + (1) e3 + (13) F1 BRQ_Avoidance = (Int16) + (116) F4 + (1) e16 Buss_Anger = (Int2) + (1) e2 + (12) F1 FDS_Achievement = (Int12) + (112) F3 + (1) e12 FDS_DiscomfotInt = (Int9) + (1) F3 + (1) e9 FDS_EmotTol = (Int11) + (111) F3 + (1) e11 FDS_Entitlement = (Int10) + (110) F3 + (1) e10 Snaith_Outward = (Int1) + (1) e1 + (1) F1 Spbrger_AngerOut = (Int4) + (1) e4 + (14) F1 F2 <> F1

	F3 <> F1 F4 <> F1 F5 <> F1 F3 <> F2 F4 <> F2 F5 <> F2 F4 <> F3 F5 <> F3 F5 <> F4 F1 (0), () e1 (0), (r1) e2 (0), (r2) e3 (0), (r3) e4 (0), (r4) F2 (0), () e5 (0), (r5) e6 (0), (r6) e7 (0), (r7) e8 (0), (r8) F3 (0), () e9 (0), (r9) e10 (0), (r10) e11 (0), (r11) e12 (0), (r12) F4 (0), () e13 (0), (r13) e14 (0), (r14) e15 (0), (r15) e16 (0), (r16) F5 (0), () e17 (0), (r17) e18 (0), (r18) e19 (0), (r19)
5 factor Age Equivalence CONFIG	Ang_Rum_AfterThgt = (1) e5 + (1) F2 Ang_Rum_Cause = F2 + (1) e8 Ang_Rum_Memories = F2 + (1) e7

	<p> $\text{Ang_Rum_Revenge} = F2 + (1) e6$ $\text{ARGI_AvoidingConflict} = (1) e13 + (1) F4$ $\text{ARGI_distract} = (1) e14 + F4$ $\text{ARGI_downplay} = (1) e15 + F4$ $\text{ARGI_PerStand} = F5 + (1) e18$ $\text{ARGI_ProtectRep} = F5 + (1) e19$ $\text{ARGI_SocialNorms} = (1) F5 + (1) e17$ $\text{ARGI_vent} = (1) e3 + F1$ $\text{BRQ_Avoidance} = F4 + (1) e16$ $\text{Buss_Anger} = (1) e2 + (1) F1$ $\text{FDS_Achievement} = F3 + (1) e12$ $\text{FDS_DiscomfotInt} = (1) F3 + (1) e9$ $\text{FDS_EmotTol} = F3 + (1) e11$ $\text{FDS_Entitlement} = F3 + (1) e10$ $\text{Snaith_Outward} = (1) e1 + F1$ $\text{Spbrger_AngerOut} = (1) e4 + F1$ </p> <p> $F2 \diamond F1$ $F3 \diamond F1$ $F4 \diamond F1$ $F5 \diamond F1$ $F3 \diamond F2$ $F4 \diamond F2$ $F5 \diamond F2$ $F4 \diamond F3$ $F5 \diamond F3$ $F5 \diamond F4$ </p>
5 factor Age Equivalence METRIC	<p> $\text{Ang_Rum_AfterThgt} = (1) e5 + (1) F2$ $\text{Ang_Rum_Cause} = (18) F2 + (1) e8$ $\text{Ang_Rum_Memories} = (17) F2 + (1) e7$ $\text{Ang_Rum_Revenge} = (16) F2 + (1) e6$ $\text{ARGI_AvoidingConflict} = (1) e13 + (1) F4$ $\text{ARGI_distract} = (1) e14 + (114) F4$ $\text{ARGI_downplay} = (1) e15 + (115) F4$ $\text{ARGI_PerStand} = (118) F5 + (1) e18$ $\text{ARGI_ProtectRep} = (119) F5 + (1) e19$ $\text{ARGI_SocialNorms} = (1) F5 + (1) e17$ </p>

	<p> ARGI_vent = (1) e3 + (13) F1 BRQ_Avoidance = (116) F4 + (1) e16 Buss_Anger = (1) e2 + (1) F1 FDS_Achievement = (112) F3 + (1) e12 FDS_DiscomfotInt = (1) F3 + (1) e9 FDS_EmotTol = (111) F3 + (1) e11 FDS_Entitlement = (110) F3 + (1) e10 Snaith_Outward = (1) e1 + (11) F1 Spbrger_AngerOut = (1) e4 + (14) F1 </p> <p> F2 <> F1 F3 <> F1 F4 <> F1 F5 <> F1 F3 <> F2 F4 <> F2 F5 <> F2 F4 <> F3 F5 <> F3 F5 <> F4 </p>
5 factor Age Equivalence SCALAR	<p> Ang_Rum_AfterThgt = (Int5) + (1) e5 + (1) F2 Ang_Rum_Cause = (Int8) + (18) F2 + (1) e8 Ang_Rum_Memories = (Int7) + (17) F2 + (1) e7 Ang_Rum_Revenge = (Int6) + (16) F2 + (1) e6 ARGI_AvoidingConflict = (Int13) + (1) e13 + (1) F4 ARGI_distract = (Int14) + (1) e14 + (114) F4 ARGI_downplay = (Int15) + (1) e15 + (115) F4 ARGI_PerStand = (Int18) + (118) F5 + (1) e18 ARGI_ProtectRep = (Int19) + (119) F5 + (1) e19 ARGI_SocialNorms = (Int17) + (1) F5 + (1) e17 ARGI_vent = (Int3) + (1) e3 + (13) F1 BRQ_Avoidance = (Int16) + (116) F4 + (1) e16 Buss_Anger = (Int2) + (1) e2 + (12) F1 FDS_Achievement = (Int12) + (112) F3 + (1) e12 FDS_DiscomfotInt = (Int9) + (1) F3 + (1) e9 FDS_EmotTol = (Int11) + (111) F3 + (1) e11 FDS_Entitlement = (Int10) + (110) F3 + (1) e10 </p>

Snaith_Outward = (Int1) + (1) e1 + (1) F1
Spbrger_AngerOut = (Int4) + (1) e4 + (14) F1

F2 <> F1
F3 <> F1
F4 <> F1
F5 <> F1
F3 <> F2
F4 <> F2
F5 <> F2
F4 <> F3
F5 <> F3
F5 <> F4

F1 (0), ()
e1 (0), ()
e2 (0), ()
e3 (0), ()
e4 (0), ()
F2 (0), ()
e5 (0), ()
e6 (0), ()
e7 (0), ()
e8 (0), ()
F3 (0), ()
e9 (0), ()
e10 (0), ()
e11 (0), ()
e12 (0), ()
F4 (0), ()
e13 (0), ()
e14 (0), ()
e15 (0), ()
e16 (0), ()
F5 (0), ()
e17 (0), ()
e18 (0), ()
e19 (0), ()

5 factor Age Equivalence RESIDUAL	<p> Ang_Rum_AfterThgt = (Int5) + (1) e5 + (1) F2 Ang_Rum_Cause = (Int8) + (18) F2 + (1) e8 Ang_Rum_Memories = (Int7) + (17) F2 + (1) e7 Ang_Rum_Revenge = (Int6) + (16) F2 + (1) e6 ARGI_AvoidingConflict = (Int13) + (1) e13 + (1) F4 ARGI_distract = (Int14) + (1) e14 + (114) F4 ARGI_downplay = (Int15) + (1) e15 + (115) F4 ARGI_PerStand = (Int18) + (118) F5 + (1) e18 ARGI_ProtectRep = (Int19) + (119) F5 + (1) e19 ARGI_SocialNorms = (Int17) + (1) F5 + (1) e17 ARGI_vent = (Int3) + (1) e3 + (13) F1 BRQ_Avoidance = (Int16) + (116) F4 + (1) e16 Buss_Anger = (Int2) + (1) e2 + (12) F1 FDS_Achievement = (Int12) + (112) F3 + (1) e12 FDS_DiscomfotInt = (Int9) + (1) F3 + (1) e9 FDS_EmotTo1 = (Int11) + (111) F3 + (1) e11 FDS_Entitlement = (Int10) + (110) F3 + (1) e10 Snaith_Outward = (Int1) + (1) e1 + (1) F1 Spbrger_AngerOut = (Int4) + (1) e4 + (14) F1 </p> <p> F2 <> F1 F3 <> F1 F4 <> F1 F5 <> F1 F3 <> F2 F4 <> F2 F5 <> F2 F4 <> F3 F5 <> F3 F5 <> F4 </p> <p> F1 (0), () e1 (0), (r1) e2 (0), (r2) e3 (0), (r3) e4 (0), (r4) F2 (0), () </p>
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	e5 (0), (r5) e6 (0), (r6) e7 (0), (r7) e8 (0), (r8) F3 (0), () e9 (0), (r9) e10 (0), (r10) e11 (0), (r11) e12 (0), (r12) F4 (0), () e13 (0), (r13) e14 (0), (r14) e15 (0), (r15) e16 (0), (r16) F5 (0), () e17 (0), (r17) e18 (0), (r18) e19 (0), (r19)
5 factor Ethnic Equivalence CONFIG	Ang_Rum_AfterThgt = (1) e5 + (1) F2 Ang_Rum_Cause = F2 + (1) e8 Ang_Rum_Memories = F2 + (1) e7 Ang_Rum_Revenge = F2 + (1) e6 ARGI_AvoidingConflict = (1) F4 + (1) e13 ARGI_distract = (1) e14 + F4 ARGI_downplay = (1) e15 + F4 ARGI_PerStand = (1) e18 + F5 ARGI_ProtectRep = F5 + (1) e19 ARGI_SocialNorms = (1) F5 + (1) e17 ARGI_vent = (1) e3 + F1 BRQ_Avoidance = (1) e16 + F4 Buss_Anger = (1) e2 + F1 FDS_Achievement = F3 + (1) e12 FDS_DiscomfotInt = (1) F3 + (1) e20 FDS_EmotTol = F3 + (1) e11 FDS_Entitlement = (1) e10 + F3 Snaith_Outward = (1) e1 + (1) F1 Spbrger_AngerOut = (1) e4 + F1

	<p> F2 <> F1 F3 <> F1 F4 <> F1 F5 <> F1 F3 <> F2 F4 <> F2 F5 <> F2 F4 <> F3 F5 <> F3 F5 <> F4 </p>
5 factor Ethnic Equivalence METRIC	<p> Ang_Rum_AfterThgt = (1) e5 + (1) F2 Ang_Rum_Cause = (18) F2 + (1) e8 Ang_Rum_Memories = (17) F2 + (1) e7 Ang_Rum_Revenge = (16) F2 + (1) e6 ARGI_AvoidingConflict = (1) e13 + (1) F4 ARGI_distract = (1) e14 + (114) F4 ARGI_downplay = (1) e15 + (115) F4 ARGI_PerStand = (118) F5 + (1) e18 ARGI_ProtectRep = (119) F5 + (1) e19 ARGI_SocialNorms = (1) F5 + (1) e17 ARGI_vent = (1) e3 + (13) F1 BRQ_Avoidance = (116) F4 + (1) e16 Buss_Anger = (1) e2 + (12) F1 FDS_Achievement = (112) F3 + (1) e12 FDS_DiscomfotInt = (1) F3 + (1) e9 FDS_EmotTol = (111) F3 + (1) e11 FDS_Entitlement = (110) F3 + (1) e10 Snaith_Outward = (1) e1 + (1) F1 Spbrger_AngerOut = (1) e4 + (14) F1 </p> <p> F2 <> F1 F3 <> F1 F4 <> F1 F5 <> F1 F3 <> F2 F4 <> F2 </p>

	F5 <> F2 F4 <> F3 F5 <> F3 F5 <> F4
5 factor Ethnic Equivalence SCALAR	Ang_Rum_AfterThgt = (Int5) + (1) e5 + (1) F2 Ang_Rum_Cause = (Int8) + (18) F2 + (1) e8 Ang_Rum_Memories = (Int7) + (17) F2 + (1) e7 Ang_Rum_Revenge = (Int6) + (16) F2 + (1) e6 ARGI_AvoidingConflict = (Int13) + (1) e13 + (1) F4 ARGI_distract = (Int14) + (1) e14 + (114) F4 ARGI_downplay = (Int15) + (1) e15 + (115) F4 ARGI_PerStand = (Int18) + (118) F5 + (1) e18 ARGI_ProtectRep = (Int19) + (119) F5 + (1) e19 ARGI_SocialNorms = (Int17) + (1) F5 + (1) e17 ARGI_vent = (Int3) + (1) e3 + (13) F1 BRQ_Avoidance = (Int16) + (116) F4 + (1) e16 Buss_Anger = (Int2) + (1) e2 + (12) F1 FDS_Achievement = (Int12) + (112) F3 + (1) e12 FDS_DiscomfortInt = (Int9) + (1) F3 + (1) e9 FDS_EmotToI = (Int11) + (111) F3 + (1) e11 FDS_Entitlement = (Int10) + (110) F3 + (1) e10 Snaith_Outward = (Int1) + (1) e1 + (1) F1 Spbrger_AngerOut = (Int4) + (1) e4 + (14) F1 F2 <> F1 F3 <> F1 F4 <> F1 F5 <> F1 F3 <> F2 F4 <> F2 F5 <> F2 F4 <> F3 F5 <> F3 F5 <> F4 F1 (0), () e1 (0), ()

	e2 (0), (0) e3 (0), (0) e4 (0), (0) F2 (0), (0) e5 (0), (0) e6 (0), (0) e7 (0), (0) e8 (0), (0) F3 (0), (0) e9 (0), (0) e10 (0), (0) e11 (0), (0) e12 (0), (0) F4 (0), (0) e13 (0), (0) e14 (0), (0) e15 (0), (0) e16 (0), (0) F5 (0), (0) e17 (0), (0) e18 (0), (0) e19 (0), (0)
5 factor Ethnic Equivalence RESIDUAL	Ang_Rum_AfterThgt = (Int5) + (1) e5 + (1) F2 Ang_Rum_Cause = (Int8) + (18) F2 + (1) e8 Ang_Rum_Memories = (Int7) + (17) F2 + (1) e7 Ang_Rum_Revenge = (Int6) + (16) F2 + (1) e6 ARGI_AvoidingConflict = (Int13) + (1) e13 + (1) F4 ARGI_distract = (Int14) + (1) e14 + (114) F4 ARGI_downplay = (Int15) + (1) e15 + (115) F4 ARGI_PerStand = (Int18) + (118) F5 + (1) e18 ARGI_ProtectRep = (Int19) + (119) F5 + (1) e19 ARGI_SocialNorms = (Int17) + (1) F5 + (1) e17 ARGI_vent = (Int3) + (1) e3 + (13) F1 BRQ_Avoidance = (Int16) + (116) F4 + (1) e16 Buss_Anger = (Int2) + (1) e2 + (12) F1 FDS_Achievement = (Int12) + (112) F3 + (1) e12 FDS_DiscomfotInt = (Int9) + (1) F3 + (1) e9

$FDS_EmotTo1 = (Int11) + (111) F3 + (1) e11$
 $FDS_Entitlement = (Int10) + (110) F3 + (1) e10$
 $Snaith_Outward = (Int1) + (1) e1 + (1) F1$
 $Spbrger_AngerOut = (Int4) + (1) e4 + (14) F1$

$F2 \triangleleft F1$
 $F3 \triangleleft F1$
 $F4 \triangleleft F1$
 $F5 \triangleleft F1$
 $F3 \triangleleft F2$
 $F4 \triangleleft F2$
 $F5 \triangleleft F2$
 $F4 \triangleleft F3$
 $F5 \triangleleft F3$
 $F5 \triangleleft F4$

$F1 (0), ()$
 $e1 (0), (r1)$
 $e2 (0), (r2)$
 $e3 (0), (r3)$
 $e4 (0), (r4)$
 $F2 (0), ()$
 $e5 (0), (r5)$
 $e6 (0), (r6)$
 $e7 (0), (r7)$
 $e8 (0), (r8)$
 $F3 (0), ()$
 $e9 (0), (r9)$
 $e10 (0), (r10)$
 $e11 (0), (r11)$
 $e12 (0), (r12)$
 $F4 (0), ()$
 $e13 (0), (r13)$
 $e14 (0), (r14)$
 $e15 (0), (r15)$
 $e16 (0), (r16)$
 $F5 (0), ()$
 $e17 (0), (r17)$

	e18 (0), (r18) e19 (0), (r19)
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