Table. List of gesture actions in mountain gorillas and links to example videos

|  |  |
| --- | --- |
| **Gesture action** | **Video link** |
| **Beckon** | <https://drive.google.com/drive/folders/1BZqbFLXBPUaVe0nzl-9_MIF8MLrq0K_8> |
| **Big loud scratch** | <https://drive.google.com/drive/folders/16cKamfUJEnVgetPve4xFa6PkXV1nu-Ug> |
| **Bite** | <https://drive.google.com/drive/folders/1XyUfNalyznTOOg1uCN6MFEzb7K4zRDJu> |
| **Bite: threat** | <https://drive.google.com/drive/folders/1wK2iea5SlcoG8Jl2-9lgVTBz6NDX-E9V> |
| **Body cross** |  |
| **Bounce** |  |
| **Bow** |  |
| **Bump into** |  |
| **Chest beat** |  |
| **Chest beat informal** |  |
| **Dangle** |  |
| **Embrace** |  |
| **Finger(s) in mouth** |  |
| **Fling** |  |
| **Freeze\*** |  |
| **Gaze stance** |  |
| **Grab** |  |
| **Grab hold** |  |
| **Head avert** |  |
| **Head stand** |  |
| **Hit fake** |  |
| **Hit non-recipient** |  |
| **Hit object/ground** |  |
| **Hit object/ground with object** |  |
| **Hit recipient** |  |
| **Hit recipient (soft)** |  |
| **Hit recipient with object** |  |
| **Hit self** |  |
| **Hit tap** |  |
| **Individual move** |  |
| **Jab** |  |
| **Jab at** |  |
| **Jump** |  |
| **Kiss** | <https://drive.google.com/drive/folders/12TtGoBWSWZw3zGGGQQXFXR_OWR9SwFNq> |
| **Lay on** |  |
| **Lean in** |  |
| **Locomote bipedal** |  |
| **Locomote gallop** |  |
| **Locomote recipient** |  |
| **Locomote stiff walk** |  |
| **Locomote stiff run** |  |
| **Lunge** |  |
| **Object clamp** |  |
| **Object drop** |  |
| **Object in mouth** |  |
| **Object move** |  |
| **Object move: fiddle** |  |
| **Object move: shake** |  |
| **Object on head** |  |
| **Object stance** |  |
| **Over stance** |  |
| **Pivot** |  |
| **Place on object/ground** |  |
| **Present** |  |
| **Pull** |  |
| **Push** |  |
| **Raise** |  |
| **Rake object/ground** |  |
| **Reach** |  |
| **Roll over** |  |
| **Rub** |  |
| **Shake** |  |
| **Spin: pirouette** |  |
| **Spin: side roulade** |  |
| **Spin: somersault** |  |
| **Stance bipedal** |  |
| **Stiff stance** |  |
| **Stomp object/ground** |  |
| **Stroke** |  |
| **Swing** |  |
| **Throw object** | <https://drive.google.com/drive/folders/11RFZGsGWRP7_1CWgvh5ROY__3kgrbiFO> |
| **Touch** | <https://drive.google.com/drive/folders/1XFu8ZDbnUkaQAJjq3RJONwKlKkx8VWCp> |
| **Touch long** | [*https://drive.google.com/drive/folders/1goSmE2fsv8gPtYpM4aW3Othtzn3ST-T1*](https://drive.google.com/drive/folders/1goSmE2fsv8gPtYpM4aW3Othtzn3ST-T1) |
| **Turn** | [*https://drive.google.com/drive/folders/1RLFZAe7XgQgyMEnnYkMAe3Vlg3PEIqzC*](https://drive.google.com/drive/folders/1RLFZAe7XgQgyMEnnYkMAe3Vlg3PEIqzC) |
| **Water splash** |  |