



Plains Indian Sign Language: A comparative study of alternate and primary signers

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PLAINS INDIAN SIGN LANGUAGE:
A COMPARATIVE STUDY OF ALTERNATE AND PRIMARY SIGNERS
by
Melanie Raylene McKay-Cody

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ABSTRACT

An extensive literature review has been undertaken to create an accurate portrayal of North American Indian Sign Language as used by both deaf and hearing American Indians. Historical accounts are stressed as the primary source for understanding the extent of signed language use among the American Indians of North America and its decline to the present status as an endangered language. This sign language has functioned in two significant ways: 1) primarily (for hearing tribal members) as an alternative to the spoken language and 2) as a primary, or first language for deaf tribal members. It is critical to bear this distinction in mind for future investigations into the linguistic status of North American Indian Sign Language. Additional historical accounts related to American Indians' encounters with the signed language use among Deaf Anglos are also included. An ongoing research project involving the preservation of old film in which North American Indian Sign Language has been documented in 1930s and the current data collection of deaf NAISL signer is discussed as a potential source for future research and as a viable access to the heritage of American Indians.

1.0 INTRODUCTION

At one time, especially during the nineteenth century and the early part of this century, North American Indian Sign Language (NAISL) was a serious topic for preservation and study, but the interest has since waned. It is the purpose of this paper to renew the interest in this topic by first understanding the historical background of American Indians with respect to their once widespread use of signed language. In the investigation of documented records related to NAISL (both written and filmed accounts), it is necessary to include a number of historical encounters between signing American Indians and American Sign Language (ASL)-using Deaf Americans. Of particular interest is the perception of mutual intelligibility between the two groups. There are also some records of deaf individuals among the various tribes in the Plains region covering much of the western portion of what is now the United States and Canada. Piecing together information allows us to get a glimpse of the lives of deaf people within the Plains culture; especially with the impact of PISL as an accessible language.

The film collection project for the preservation of PISL undertaken at the University of Arizona will also be discussed. The importance of such films that were produced in PISL cannot be overstated. They are important not only because of their value in the preservation of the endangered language, but for the purpose of both further linguistic research in NAISL.

This paper will focus on the linguistic structure of a North American Indian Sign Language dialect, the Plains Indian Sign Language (PISL). None of the oral language will be used here except the written narratives as told by the hearing American Indians via interpreters and by English speakers if learned in schools at the early ages. For this study three questions have been chosen. The first question is: Is NAISL/PISL a full-fledged human language? The second question is: Does sign variation exist in NAISL as reported? The third question is: Whether the expanded language of PISL exists among the deaf members in the contemporary Plains Indian culture? The methodology of the study is focused on the typological and morphological analyses that have not been conducted in the past, even though scholars in the late 1950's conducted research, but have given very insufficient information. Finally the study of American Sign language (ASL) used by the Deaf community will be compared with PISL. The narratives of both alternate and primary signers will be analyzed and transcribed to show the unique properties of this language; distinct from spoken language.

2.0 PLAINS INDIAN SIGN LANGUAGE

As shown by historical accounts, signed language use among American Indians is best documented within the Plains region of the present United States and Canada. According to the map in Figure 1, this particular region extended from what is now the state of Texas northward into Canada and, at

its widest point, stretched from what is now known as western Arizona through Oklahoma. It was within this region, known as The Plains, that a form of signed language was once widely used, known as Plains Indian Sign Language (PISL). The tribes residing close to the Plains region known to use signed language are underlined on the map [e.g., Comanche, Kiowa and Cheyenne (Taylor, 1978)]. Moreover, a number of reports (e.g., Hoffman, 1895; Tomkins, 1969; Johnson, 1989) indicate signed language was also used far beyond the Plains region. It was used among the Iroquois in New York state, as well as among the Cherokee in the Southeastern region of the United States, in Alaska among the Eskimos, and in Mexico by the Mayans.

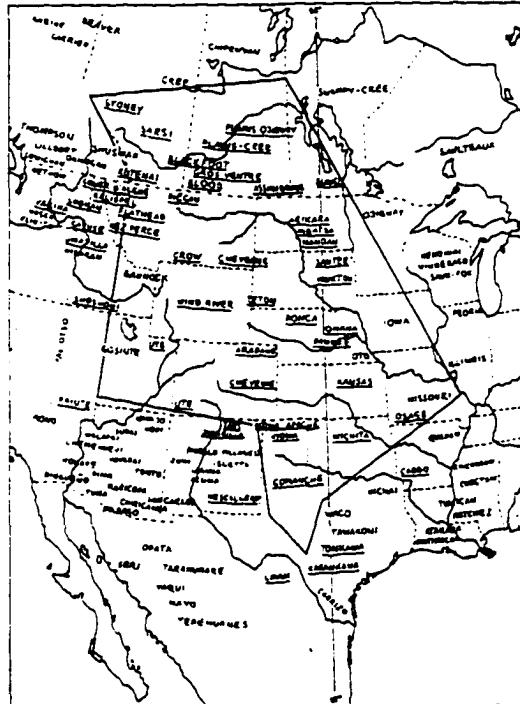


Figure 1: Map of Plains Culture

(Wissler, 1922, in Taylor, 1978, p.227)

The earliest accounts of signed language use in North America were recorded by Cabeza de Vaca in the sixteenth century. This Spaniard made a brief mention of meeting American Indian people who could communicate in signed language, and the location was in the Tampa Bay area of Florida. During his eight subsequent years of traveling in what is now known as Texas and Mexico, he also "...remarked that he passed through many dissimilar tongues, but that he questioned and received the answers of the Indians by signs." (Tomkins, 1969, p. 94). Additional information is available from another Spaniard by the name of Francisco de Coronado. In 1540, he encountered the Tonkawa and Comanche people while traveling a certain part of the Plains region now known as western Texas. The record indicates that this Spaniard was able to communicate manually with both groups without the aid of an interpreter (Tomkins, 1969).

According to the historical accounts of American Indians, the main function of their signed language use is for intertribal communication. At least for the Plains Indian Sign Language (PISL), it is widely considered to be a form of lingua franca for communicative contact among different tribes who spoke mutually unintelligible languages. Not only for the function of inter-tribal communication, signed language was also used for storytelling, a variety of ceremonial performances, and oratory (e.g., West, 1960). Not surprisingly, signing was found useful for Spaniards when they needed to communicate with American Indians throughout

various regions of North America.

With the arrival of the United States military in the Plains region in the latter half of the nineteenth century, more formal studies were conducted on the signed language used by various tribes. Among the more noted works are Dodge (1882/1978), Mallory (1881/1972), Mooney (1912/1978), Seton (1918/1978), and Webb (1931/1978). The main achievement of these studies lies in the documentation of individual signs. The resulting publication of at least 30 sources include a listing with a range of 6 to 1,715 signs. The work conducted leading to the development of a comprehensive dictionary also occurs with certain publications as follow: Amon (1968), Cody (1970), Hofsinde (1956), Mallory (1972), Seton (1918), Skelly (1979) and Tomkins (1969). In recording signs, the existence of dialects was also reported, including those signs belonging to the northern or southern regions of the Plains (Mallory, 1881; Clark, 1885; West, 1960; Taylor, 1978).

For the number of signers, Lewis Hadley, an American missionary was able to provide an informal census in 1890 on American Indians residing within and outside the Plains region. The total number was 110,793, and the census work includes demographic information on a total of 29 tribes. Hadley's effort is probably the first and last to document the number of signers among various American Indian tribes. The method for the 1890 census as conducted is unknown, and it is not clear whether counting signers is accurate given the use of three zero digits as the "approximate number" for

the census. Although the census number has been totaled as 102,460 due to miscalcuation, the outcome of Hadley's 1890 Census of Sign-Using Indians (West, 1960, Vol. 2, p. 133) with the corrected total is as follows:

Apache, New Mexico & Arizona	26,000
Kiowa, Comanches & Apache, Ind Terr.	2,923
Arapaho, Cheyenne, Oklahoma	6,500
Wichita, Caddo, Delaware, Anadarko	600
Ponca, Oto, Iowa, Indian Terr.	800
Pawnee, Kaw, Osage, Sac-Fox, Ind. Terr.	4,500
Omaha, N. Ponca, Winnebago, Mo.River	3,500
Sioux (all branches) Sioux Reserve	37,000
Fort Berthold group	2,500
Toten Lake group	933
Gros Ventres	1,800
Blackfoot	6,000
<u>Bannock, Shoshone, Crow, Ute</u>	<u>9,304</u>
	102,460

Figure 1, Hadley's 1890 Census of Sign-using Indians

At present, the census information of signers among various tribes is lacking, and the original function of the signed language in the Plains region may have changed dramatically. Formerly it was used for intertribal communication, but the tribes at present do not interact as they once did. This is especially true concerning the division of tribes and their confinement to reservations. The native languages as spoken by individual tribes have faced a drastic reduction in the number of fluent speakers (Zepeda and Hill, 1991). English has since become the dominant language spoken by American Indians, and members of various tribes can now communicate in this language instead using the

signed language as they once did. With the loss of function serving as a lingua franca, the signed language may face oblivion in the same way that spoken languages of American Indians do. Moreover, signed language use is now reported as largely confined to elders, and that younger generations do not possess any signed language knowledge (L. Roanhorse, personal communication).

In spite of the possible drastic decline in use among Plains tribes, signed language continues to exist at present, and its origins deserve a special mention. According to Umbrik-Sebouk and Sebouk (1978), the reports as told by Plains Indians on how their signed language originated are essentially questionable. A documentation made by Major General Hugh L. Scott was included as he attempted to investigate the origins of PISL as follows:

The Cheyennes and Arapahoes and some other tribes assert that their ancestors received it first from the Kiowas who invented it; while on the other hand the Kiowas stated that it was originally obtained from the Cheyennes, but from what we know concerning the growth of language in general-- that it is not invented, but is gradually evolved in the course of years, if not ages, we can readily perceive that to neither the Cheyennes alone, nor to the Kiowas, can the honor of being the originators of the sign

language be just accorded (p. 57).

The evolution of the sign language of the Plains may also be supported by the need of a viable communication system between the tribes. Given the great mobility of Plains Indians as nomads, they came into contact with each other quite frequently, and they typically did not share a common spoken language. Given the major function as a lingua franca, PISL thrived over the years. Unlike the functions, the linguistic status of this signed language is less than clear. PISL is widely viewed as less than a full-fledged human language. The sign system is either described as consisting "gestures" (e.g., Humpfreville, 1897; Maclean, 1896; Lowie, 1935), "gesture speech" (Maclean, 1896) or "pantomimic" (Clark, 1885; Marcy, 1866; Kroeber, 1958).

Recent studies on signed languages as used by hearing populations have provided some insights on understanding their structure and function as compared to those of deaf populations. The work of Kendon (1988), for example, is based on extensive ethnographic and linguistic fieldwork that was conducted with hearing Aboriginal populations in Australia. Although PISL was included in this work, the focus was rather on that of Australian Aborigines. The basic finding indicates that hearing members of various cultures are capable of developing highly elaborated alternatives to spoken language. The situations in which these sign systems are employed may vary. They may be used for cross-linguistic contacts or in

circumstances where the use of speech is difficult or taboo. In the latter case, a widow who lost her husband is expected to remain silent for the remainder of her life, but she could rely on signed language for communication. This particular example is true for Australian aborigines, but as noted earlier, Plains Indians rely on their signed language for intertribal communication.

Additional functions for PISL include circumstances such as ceremonies or performances in which signed forms of oratory and storytelling were used. Both in the cases of communicating with members of different tribes who possess a distinct spoken language and among those of the same tribe, the signed language use was quite common among Plains tribes (and possibly other tribes as well). However, the functions as mentioned here are still limited compared to deaf members who would use the signed language to a much greater extent. As a result, signed language use for deaf Plains Indians is more comprehensive, encompassing a wider variety of uses than is found in any primary spoken language.

Based on the basic differences in signed language use for hearing and deaf populations, Kendon identifies two basic types with the first as "alternate sign language" and the other as "primary sign language". Hearing Plains Indians who observed signed language use among deaf Anglos made the same positive remarks as they did for deaf members of their own tribes. One possible explanation lies in the expansion of signed language when it is used as a primary language as

opposed to that of an alternate signed language. The effect of more comprehensive functions for the signed language results in its perceived superiority as compared to how hearing Plains Indians perform with the same language.

Furthermore, Davis and S. Supalla (1995) have discussed the possibility of structural expansion when a sign system changes in its function from an alternate language to a primary language. More attention is evidently needed on what structural expansion there may be, and the signing performance is expected to be affected in one way or another.

Contrary to the literature review discussed earlier, West (1960) reported that the signing ability of deaf Plains Indians is rather inferior to that of their hearing counterparts. This foremost expert on the signed language of the Plains asserted "that there is a slight negative correlation between deafness and fluency in sign language, reflecting the fact that Indian deaf-mutes often develop a home-made sign language within the family or neighborhood circle, rather than learning the fuller plains Indian sign language" (Vol II, p. 64). What is not clear at this point is whether the signed language of deaf Plains Indians actually comprises a home-based sign system. According to Frishberg (1987), such signing is best described as part of an idiosyncratic sign language as developed by a deaf child raised in a all-hearing household. With no signed language knowledge on the part of parents, the child may need to devise a sign system for use at home to communicate with

hearing family members. The structure and use of a home-based sign system can be restricted.

For deaf Plains Indians, on the other hand, the language experience is markedly different since they would be exposed to an alternate signed language in active use among hearing family members as well as among other members of the tribe. Furthermore, a deaf child born in a Plains culture should be able to acquire such a signed language. The home-based sign system, if developed, is due rather to the lack of a sufficient signed input. With the expanded functions as expected for any primary language, the deaf child should also be more likely to perform in the signed language better, not worse compared with hearing counterparts. One way or other, the answer to the question of whether deaf Plains Indians relied on PISL as used by their hearing parents for acquisition and use remains open. Formal investigation on the discourse abilities of deaf and hearing signers is also necessary if one wishes to determine the outcome of PISL proficiency for these two groups. Ideally, the hearing Plains Indians subject to study should be those who have acquired the signed language prior to its marked decline in the early twentieth century. The film medium also affords us an effective source for studying signed language use among these Plains Indians. The implication for PISL is profound, as it suggests that this signed language does not share the structural properties commonly reported for spoken languages worldwide.

Furthermore, the signed language users among the Plains tribes discussed thus far are not necessarily confined to hearing individuals. For example, West (1960), who made a set of films documenting PISL, reported that 12 out of 110 signers participating in the film project were deaf themselves. Finally special attention is also needed to understand the signing capacity of deaf American Indians as compared to their hearing counterparts.

2.1 DEAF PEOPLE AND THE PLAINS CULTURE

Although sparse, the early records made of deaf American Indians could be found. There are published accounts of deaf people living within the Plains tribes during the nineteenth century, but not all accounts directly associated deaf individuals with PISL. One incident in particular serves both as an historical footnote and as documentation of the existence of deaf members within Plains Indian culture. This incident concerns the Battle at Wounded Knee in South Dakota. Although not widely known, the unfortunate massacre of American Indians that followed was the result of a misunderstanding between a deaf Lakota, Black Coyote, and members of the U.S. Calvary (Jensen, 1991). In spite of his deafness, Black Coyote was able to speak in Lakota. This fact leads to the conclusion that it is likely he was born hearing and later became deaf. Morevoer, the studies conducted at the time indicate that the Lakota as a people did sign to a great

extent (Mallery, 1880; Tomkins, 1929; West 1960). If this is the case, Black Coyote would have possessed knowledge of sign language, regardless of his becoming deaf late in life. In the argument over whether this deaf Lakota should hand over his gun to the cavalry, two soldiers approached this person from behind. Black Coyote was not able to hear them approaching until they grabbed his arms causing him to fire the gun. Although the initial firing did not hit anybody, the cavalry responded in panic and started the massacre.

A separate set of reports on deaf Plains Indians were also made in 1896 by John Maclean, an Indian agent in Canada. The first observation on the Piegan reservation in southern Alberta where signed language was used by deaf members is as follows "...there lived two boys and a girl, deaf and dumb, who were able to converse with their companions and friends by signs." (p. 47). Also, they could communicate with a Blood (one of the tribes under the Blackfeet Nation) warrior named Kutenaekwan, the written report indicates that he lost his hearing as well as the ability to speak due to a serious accident with a shotgun. This Plains Indian was nevertheless able to utilize signing as his primary mode of communication. Moreover, the warrior was able to converse well through storytelling "...for hours telling his friends the great exploits of his life. As he became excited with his narration, his friends grew enthusiastic and encouraged him to continue his story." (p. 47). This particular evaluation

of the deaf Plains Indian's narrative ability suggests a high level of fluency in signed language, and that the deaf members of at least two different tribes did not experience any significant language or communication barriers. Given the widespread signed language knowledge among Plains Indians, deaf members may have taken advantage of such situation and relied on signing as a primary mode of communication.

As a last example of an encounter with deaf Plains Indians, Captain William Clark reported in his 1885 book that he observed one. This deaf Plains Indian was described as the most accomplished "sign-talker"(signer) regardless of the fact that he was not able to speak. In spite of his deafness, he was able to accumulate wealth in stock-horses and cattle. Clark was also able to describe his signing skills in detail, "Ordinarily, he talked rapidly in clean-cut signs, using either hand with graceful ease, but when excited his hands seemed to flash forth his pent-up emotions; his air pictures were strikely [sic] perfect, and true to the subject under consideration." (p. 144). The level of proficiency in signed language achieved by deaf Plains Indians is consistently described as outstanding, if not superior to that of hearing counterparts.

Hearing American Indians themselves had an opportunity to observe the signing proficiency of deaf Anglos. The National College for Deaf-Mutes, now known as Gallaudet University, was visited by Plains Indians. This college located in Washington, D.C. is the only higher education

institution for deaf students in the United States and the world. American Sign Language (ASL) is the language used at this institution among deaf students. As a result, tribal leaders who made excursions by train to Washington, D.C. on government-related business would make an effort to visit the college and observe the signed language use there. One written account mentioned the Chiricahua Apaches of Arizona, who were able to observe ASL in use. Their positive reaction was recorded as follows:

In Washington, the Indians met President Grant and exchanged speeches with the Great Father. They were far more impressed, however with the students at the College of Deaf-Mutes (today's Gallaudet College). Within minutes, the Indians had improvised a sign language with these students, pantomiming animals such as the horse, dog and bear.
(Roberts, 1993, p. 96).

A similar situation was again reported when a delegation of Ute Indians visited Gallaudet on March 6, 1880, Edward Miner Gallaudet who was the founder and first President of Gallaudet University welcomed this entourage and invited them, seven in total, to meet with a group of seven deaf students (Mallery, 1881/1972). The two groups sat across from each other and began signing. The Plains Indians who

participated were said to have been "dazzled by the deaf signers, and considered their own signs inferior to ASL, though there was a great deal of mutual understanding" (Neisser, 1983, p. 91-92).

A third report was made, this time later in a school for the deaf in 1930 by Webb (1931):

In the spring of 1930, two Kiowa Indians visits (sic) the Texas School for the Deaf and one of them, named Woman's Heart, told in sign language the story of a buffalo hunt. Though none of the deaf-mutes had ever before seen the Indians talk in signs, they could understand the story (p. 100).

Of special interest is the high level of comprehensibility between Plains Indians and deaf Anglos as reported, but it does not necessarily mean that they shared a common signed language. In this case, PISL should not be considered identical in both form and structure with ASL. T. Supalla and Webb (1995) reported that deaf Europeans at present rely on a form of contact language called "International Sign" for communication between individuals who possess different signed languages. In this case, a sign system is rather developed spontaneously and used for limited purposes. The use of International Sign does not continue once the signers return to their native signed language.

communities.

Finally, yet another account from the Texas School for the Deaf comes from a well-known hearing Anglo who had an opportunity to learn how to sign. Lieutenant Colonel George Armstrong Custer, who staged brutal campaigns against the Plains tribes, first lived close to the school for the deaf in Austin. His wife, Elizabeth described his reaction to signing by young deaf children from this school in a 1887 book entitled, Tenting on the Plains. She wrote that "he stared at the supple fingers and wrists of the deaf children, and as the instructor spelt(sic) the passions of love, hatred, remorse and reverence on his fingers, one little girl represented them by singularly graceful gestures, charming him and filling his eyes with tears..." (1887, p. 139-140). Apparently, Custer's interest in signed language was genuine, and it is further confirmed with his own fluency in the signed language of the Plains. Connell (1984) reports on this famous military person's signed language knowledge as follows:

...not long after being stationed in Texas, Custer used his hands to address a council of Sioux, Apache and Cheyenne chiefs in Kansas and his oration was understood. And the Arikara scout, Red Star, who got to know him later in Dakota Territory, thought he expressed himself pretty well. (p. 123).

Unfortunately, Custer's signing ability cannot be determined at present as it was not documented in the film medium. Motion pictures were not developed at the time of the conflict with the Plains Indians in the nineteenth century. More relevant, however, was the record of the Plains Indian entourages at the National Deaf-Mute College (now Gallaudet University). Only later in the beginning of the twentieth century did the film medium exist and was able to serve as an excellent tool for documenting signed language use among deaf Anglos (Frishberg, 1988). The well-known Veditz film collection was done in the 1910s with a number of sign masters including Edward Miner Gallaudet himself. In addition to written accounts of both deaf and hearing Plains Indians, the film sources of signed language use can serve as a valuable resource for research purposes.

2.2 HISTORICAL FILM SOURCES

To date two sets of historical films on the use of Plains Indian Sign Language have been identified, and they are both located in the National Archives in Washington, D.C. The first, "Waterton Glacier International Peace Park," produced by the United States Department of the Interior in 1913, depicts a few signs through an Plains Indian model. The second, "Indian Sign Language" produced by the same department and its Office of Indian Affairs in 1931, has

proven to be a highly valuable source with a large number of Plains Indian models. Major General Hugh L. Scott who recorded the oral-based accounts by Plains Indians on the origins of their signed language, was also the producer of "Indian Sign Language" and had a deep fascination of PISL.

The background of Major General Scott is impressive starting with his graduation from West Point, and his service with the 9th Cavalry in the Montana region was later transferred to the 7th Cavalry covering the same region. Also stationed in Oklahoma, Scott spent a number of years working with the Kiowa who are well-known for their extensive signed language use. This tribe gave Scott two names, Khaakhaae meaning "loose pants", and Haantak'ia meaning "glasses man". These names being given to Major General Scott indicate that this person has developed a strong and positive relationship with the the Kiowa tribe. Professor N. Scott Momaday at the University of Arizona, who is a Kiowa, also recalled Major General Scott's great standing in his tribe. An ancedote from a Kiowan witness was also told about Major General Scott using signs during his wedding ceremony. Apparently, he did not want to exclude the Plains Indian participants in the ceremony had English been spoken.

Noting the serious decline in signed language use in the early twentieth century, Major General Scott embarked on an ambitious project to record signers on film in the 1930s. Harrington (1936, 1978) reported that the location of historic filming of PISL was at the Blackfeet Agency in

Browning, Montana. Under the Language of the Authorizing Act of Congress, approved on April 8, 1930, by the 71st Congress, a total \$5,000.00 was awarded to Major General Scott for his film effort. The Office of Indian Affairs and the Office of Motion Pictures (aka. Division of Motion Pictures, under the Department of Agriculture), was in charge of arranging the location for the filming. The Blackfeet Agency Superintendent, Forrest R. Stone, was also granted the responsibility of recruiting a large number of Plains Indians who knew "old sign-talking." As a result, these signers assembled under the direction of Major General Scott himself for the film project, and on this special occasion, the Sign Council lasted three days.

Furthermore, Mountain Chief of the Piegan, who at age 82 was widely considered an expert signer served as a host for the Sign Council. Richard Sanderville, a 60 year old Blackfeet, also provided interpreting services during the event. This interpreter along with John G. Carter, an expert on Blackfeet ethnology and Paul D. Hellyer, a photographer, provided assistance with the on-location film production. The film, "Indian Sign Language" was produced in one of the three tipis placed 250 yards southwest of the Blackfeet Agency office in Willow Creek in the Fall of 1930. The central tipi was used for the filming. In accordance with American Indian culture, the tipis' flaps (doors) faced East. Scott sat at the opposite side of the doorway. According to Harrington, the names of the fourteen Plains Indians and their respective

tribes participating in the Sign Council are as follow:

1. Rides Black Horse, Assiniboine
2. Dick Washakie, Shoshone
3. James Eagle, Arikara
4. Foolish Woman, Mandan
5. Assiniboin Boy, Western Gros Ventre
(Upper Gros Ventre-Atsena)
6. Iron Whip, Sioux
7. Fine Young Man, Sarcee
8. Mountain Chief, Piegan (Blackfeet)
9. Bitter-root Jim, alias Bear Bond,
Flathead
10. Deer Nose, Crow
11. Strange Owl, Cheyenne
12. Drags Wolf, Eastern Gros Ventre
(Lower Gros Ventre-Hidasta)
13. Tom White Horse, Arapaho
14. Bird Rattler, Blood

Four participants in the Sign Council were overlooked in the Harrington source, and they are Short Face of Piegan, Night Shoots of Piegan, Little Plume of Piegan, and Joe Big Plume of Sacree. These names were included in the credit of Major General Scott's film, and the four Plains Indians made their appearance in the film. The resulting total of eighteen signers serving as tribal representatives were able to sign and introduce themselves at the beginning of the film. Only four signers narrated in the form of a story, and they are Tom White Horse, Bitter-root Jim, Strange Owl and Mountain Chief. The first signer covered his own personal experience encountering a radio for the first time, whereas the others did a traditional story. All of these stories are in the Sagas section of the film, and there are also other sections marked either by a title on the film or brief description as

follow:

Sections in the Film, "Indian Sign Language"

- 1) Origin and principles of sign language, outlined by Major General Scott.
- 2) The Council -- a meeting place
- 3) Joseph M. Dixon, assistant Secretary of the Interior and Congressman Scott Leavitt, made an appearance before the signers at the site.
- 4) Showing the appearance of the erected tipis, for the meeting place-- a Piegan council lodge.
- 5) Major General Scott opened the Council with a brief statement of purpose of the film, in Plains Indian Sign Language.
- 6) Each tribal delegate signed their comments.
- 7) Sagas in signs.
- 8) Inter-tribal signers tell jokes and wisecracks in signs.
- 9) The Council closes with a farewell statement from Major General Scott using signs.
- 10) A dictionary of the Indian Sign Language.
 - a) tribes
 - b) rivers
 - c) trees and plants
 - d) animals
 - e) birds
 - f) reptiles and fish
 - g) places
 - h) mountains
 - i) miscellaneous

For the last section with a list of themes, a list of

358 sign vocabulary is included, and all of these signs were produced by Major General Scott himself. Unfortunately, this sign model did not demonstrate the form of signs effectively due to missing and unbendable fingers. Both of his hands were, in fact, damaged by an explosion during his army service in the Phillipine Islands. Nevertheless, Plains Indians were sign models themselves for most of the sections in the film, and they engaged in a wide variety of discourses. Unlike the other sections of the film, the individual signs were most likely recorded outside the Plains region in a studio. At present, the original of "Indian Sign Language" divided into six reels, are housed at the National Archives and Records Administration in Washington, D.C.

Compared with Major General Scott, Mountain Chief, who is one of the four Plains storytellers in the film, is an ideal signer. In the sagas section of the film, he is also the only one who told a story long enough with excellent film quality. The story is also traditional, and is based on communal buffalo hunting. For these reasons it is necessary to consider oral traditions of the Plains Indians as recorded (e.g., in written English), and a comparison with narratives told in PISL is needed. However, more study is also needed for an understanding of the structure of signed narratives, and insights made on those of deaf Anglos and American Sign Language provide a basis for additional comparison.

2.3 A COMPARISON WITH AMERICAN SIGN LANGUAGE

In the oral traditions of the Plains Indians, stories as told in one spoken language or another are well known. In a number of stories, the buffalo plays an exceedingly important role. A narrative being told among various tribes may share a common theme such as buffalo hunting. The differences in the story structure according to each tribe may occur due to geographic factors which affect the manner in which the buffalos are hunted. Consequently, the particular techniques of buffalo hunting differ between the Piegan/Blackfeet and the Cheyenne. For example, the positioning of men around the buffalos would be used by the former tribe to scare the entire herd into a trap, whereas fire would be used for the same purpose with the latter tribe.

In addition, the Piegan/Blackfeet's communal buffalo hunting method includes the creation of rock piles on the top of the bluff. The precipice (buffalo jump) is normally located at the bluff with a v-shaped funnel entrance. The pound is located at the bottom of the bluff to ensure that the buffalos would not escape after falling and hitting the ground. Prior to hunting, buffalo calling ceremonies would be conducted. Singing songs during the hunt to provide success and safety of the people were also included in oral narratives. The chosen medicine man would be the first one to call the buffalos from the herd in close to the entrance of the trap. A full detailed buffalo hunting narrative as told

by the Piegan/Blackfeet tribe and recorded in English is included in Appendix A.

The Cheyenne approach to buffalo hunting is both similar to and different from that of the Piegan/Blackfeet tribe. Two medicine men may first perform the prehunt ceremony with a song, but the number is two as opposed to one for the Piegan/Blackfeet tribe. Red earth paint would be used on young Cheyenne men, whereas there would be none for the Piegan/Blackfeet counterparts. Grinnel (1962) described that the Cheyenne built traps using wood and brush alongside the funnel entrance instead of rock piles as done by the Piegan/Blackfeet tribe. The number "two" is commonly used in Cheyenne narratives, as described by the two medicine men. Two sides of hunters standing to scare the buffalos are also stressed. A Cheyenne version of the buffalo hunting story as told by White Hawk is included in Appendix B.

The value of buffalos to the lives of Plains Indians appear to be successfully expressed in the narratives. For example, when these animals are butchered, the recorded narrative as spoken by Comanche Indians is the following:

... no part of the slaughtered animal was wasted except the rump, spine, and skull. Hair, skin, flesh, blood, bones, entrails, horns, sinews, kidneys, liver, paunch, and the dried excrement were all utilized. The Indian ate its flesh, the marrow of its bones, the contents of the gall

bladder on raw liver, and even at times its entrails--a habit left over from Shoshone days, of the edible parts, only the heart was unconsumed; it was left for magical perpetuation of the herds (Wallace & Hoebel, 1986, p. 50).

As a result, narratives as told can reflect the essentials of Plains culture, including how a buffalo should be consumed. Furthermore, the role of females can be better understood in one narrative or another. This is especially true concerning the fact that females participated to a great extent in the buffalo hunting effort. They would assume the primary responsibility of tanning buffalo hides which led to many uses: robes, beddings, clothes, and personal belongings. Their duties also include gathered wood for the fire if required and slaughtering buffalos. For the hides, Kiowa calendars would be painted on them (Mooney, 1898). As part of survival for various Plains tribes, all organs of the buffalos were utilized; stomach bags to store quills, skulls used for religious ceremony (i.e. Sundance, signal for other tribes on the trail), sinews used for sewing hides together, tools, and cooking utensils (Verbicky-Todd, 1984).

With the support of Indian women, the hunting itself is largely confined to a group of men "on either the band or tribal level, working together to secure a large number of buffalo simultaneously and to process the kill for consumption of the community" (Verbicky-Todd, 1984, p.10).

These hunters would most often chase the buffalos in the spring, and the hunt takes place in an open area. In the fall and winter seasons, the buffalos search for shelter and remain at the same location. The hunting approach for Plains Indians is then changed, and a stampede of buffalos to force them off a bluff would be carried out. However, buffalo calling ceremonies are first performed the night before, and "buffalo calling songs, charms, dances, mimicry of buffalo behavior, ritualistic offerings and prayers were involved (Verbicky-Todd, 1984, p. 11).

In a narrative, methods on buffalo hunting are included and how they may change through time, especially after the arrival of horses brought by the Spaniards. The Plains Indians, in fact, took advantage of horses for hunting purposes. The availability of horses contributed to the greater success of buffalo chasing on the prairie. Horses are specifically trained by the Cheyennes to "follow tight beside the animal so that both of the rider's hands are free to use the bow" (Hoebel, 1960, p. 66). This tribe and others in the Plains region were also able to use a horse to load and transport buffalo meats and organs to their villages more effectively from where the buffalos had been slaughtered. The resulting mobility of the Plains Indians was enhanced with horses as a means of transportation. The contact between tribes may have become more frequent, adding to the necessity of the Plains Indian Sign Language.

The narratives as told in one spoken language or another

may cover communal buffalo hunting to a great extent, but very little is known for PISL. With the work of West (1960), a few signed narratives covering the theme of buffalo hunting were recorded. However, the story structure involved was not subject to formal study nor was the extension of rich oral traditions of the Plains Indians to signed language seriously considered. For the narratives told in spoken language, most written literature to date was achieved through translation into English. Recording narratives was part of the effort that ethnographers did to document the culture of each Plains tribe. More recently is the study of oral narratives themselves, and the work of Hymes (1981) on Coastal Indians of the Pacific Northwest serves as an example in understanding oral traditions more than what was possible in the past.

One approach in studying oral-based narratives, spoken or signed, involves a breakdown of a given story into units. Gee (1986, 1991) discussed on how such units can be developed into ascending order: lines, stanzas, strophes, and sections within oral-based narratives. Scollon and Scollon (1981) considered lines to be the "rhythmic heart of the narrative performance" (p, 108) and describe a line as a unit that sets the tempo of the narrative. Stanza, on the other hand, consists of lines that share a similar topic or content, and are organized into a larger units (Gee, 1986, 1991; Hymes, 1981; Scollon & Scollon, 1981). It is a unit possessing a single perspective on a character, an action, an

event, or a claim. When a change of event, action, or character is shifted, it becomes a new stanza. Along with the larger units of strophes and sections, the identification of lines and stanzas were once confined to spoken languages, but it is no longer true at present. According to the work of Bahan and S. Supalla (1995), the lines in a signed narrative can be readily identified, and this finding was made with American Sign Language (ASL). Furthermore, the lines in the signed medium can serve as an effective basis for understanding the story structure involved. This pioneering work in ASL along with others in the spoken language are essential if further understanding of oral-based discourses are desirable in either signed or spoken forms.

Although the narratives as told in ASL do not include those well-known to Plains culture (e.g., communal buffalo hunting), deaf Anglos do possess rich oral traditions as developed within their community (Padden & Humphries, 1988). Ranging from anecdotes to full-length stories, the narratives as signed over the years are strictly oral-based. With no formal writing system developed for the signed language, Rutherford (1985, p. 171) described that "transmission frequently occurs from child to child in forms such as group narratives. Often times, in the oral tradition, signed or spoken narratives are not written down, but the transmitted to the members of the community." Taken into consideration is the fact that deaf children born to hearing parents (who do not sign, at least initially, or fail to develop a high level

of signing proficiency) may be denied access to stories told in spoken language, i.e., English. Furthermore, the availability of books does not mean that deaf children would gain full access to the stories as developed outside the deaf community. This is especially true when deaf children need to develop mastery in the English language before they can read effectively. Learning a spoken language for deaf children is difficult at best, and the stories told in the signed language offer them a more effective alternative for the development of appreciation.

For PISL the capacity of this signed language for the function of storytelling is reported a number of times in the literature discussed earlier. A deaf child growing up in one of the Plains tribes would be exposed to a rich array of stories made possible through the use of signed language. Unlike their Anglo counterparts, hearing parents of the Plains culture can rely on their signing knowledge to develop effective communication with their deaf child. In this case, the deaf child would be first learning PISL as a primary language. Although the parents may be alternate signers themselves, they still can serve as a language model to a great extent. The stories developed in the Plains culture and told through PISL should also be successfully transmitted from the parents to the deaf child. However, the literature seems to indicate that the deaf children did not end up learning PISL, but that they rather developed their own sign system. More work is clearly needed on the nature of

language acquisition of the deaf child exposed to an alternate signed language in use. The implications are strong for the rich oral traditions of the Plains culture and how accessible the narratives may be for the deaf child.

To study any narrative told in PISL, the identification of lines and stanzas is a necessary step to understanding what constitutes a lexical item in signed medium and the morphological structure involved. Only ASL provides such insights on linguistic study and to assist with Plains Indian Sign Language research. This particular signed language has been subject to extensive research in recent years. A comparison with PISL can then be made concerning its linguistic status as well as an alternate language as opposed to primary language. First of all, the research will look at a study on typological and morphological studies with Plains Indian Sign Language and American Sign Language conducted in the last 4 decades before expanding the narrative on PISL signers.

2.4 THE LINGUISTIC STUDIES ON SIGNED LANGUAGE

Historically, the scholarly signed language research began in the 1950s for both Plains Indian Sign Language and American Sign Language. The Plains Indian Sign Language had been researched by C. F. Voegelin (1958) and LaMont West (1960) of Indiana University, Bloomington. A.L. Kroeber (1958) of University of California, Berkeley also did

significant research in the same field. Voegelin did his phonemic like study on Plains Indians Sign Language. Since none of the research on PISL had been analyzed closely related to the phonological studies specifically transcribe the handshapes, locations, and movement. Kroeber did mentioned the signs being in motion in his work. Kroeber (1958) had mentioned in his study about the sign categories, close to the like of Battison's (1978) work, but his work is not specifically in categorization of sign types.

The phonological research on American Sign Language had been recognized in the linguistic field by William C. Stokoe (1960) and later expanded by William C. Stokoe, Dorothy Casterline, and Carl Croneberg (1976) of Gallaudet University, Washington, D.C. In the next decade after the recognition of American Sign Language as a language, Robbin Battison (1978) created a typology to determine whether the sign is a sign or not, and his work led to categorization of signs into 6 types. T. Supalla (1986) carried out a morphological complicated study in ASL, used by deaf signers, revealing an understanding of what are currently known as Classifiers.

Voegelin (1958) analyzed PISL in his study, and he had debated whether sign language is "susceptible to phonemic as well as morphemic analysis" (p. 72). Besides himself, an Arapaho Indian man named William Shakespeare conducted a study on sign variation. Shakespeare also served as a

researcher and sign language consultant with West in late 1950s. Voegelin and Shakespeare had determined that PISL has only one dialect within the Plains Indians. Most of their findings are related to hand-and-arm execution. As a result of their studies, the findings had displayed a promise to provide a phonemic-like inventory of components. Their work emphasized a phonetic study, related to the properties of sounds, and made a comparative study with the PISL signs. One problem in their research arose because they lacked a study of signed languages which already had their own phonemic transcription. Their research had no record of phonological transcriptions of Plains Indian Sign Language as was completed in American Sign Language by using Stokoe's Transcription System. For that reason, their study of PISL suffers from insufficient information. But Voeglin earned credit for his study even though it was close to what may have been discovered in the late 1950s.

Stokoe, Casterline, and Croneberg (1976) created the table of symbols used to transcribe the signs from ASL, which was ultimately called Stokoe's Transcription System. This system has been revised and added to from Stokoe's original 1960 work. These researchers devised a means to transcribe three aspects of a sign: 1) the place where it is made, tabula or tab, 2) the distinctive configuration of the hand or hands making it, desingnator or dez, and 3) the action of the hand or hands, signation or sig (Valli & Lucas, p. 56-72). The Stokoe Transcription System can be seen in Appendix

C. This system permits us to understand that the transcription of the signs can be described as lexical items by recording the tab, dez and sig of a sign. There is no record of analysis on the Plains Indians Sign Language using a transcription system of any kind.

The work of Kroeber (1958) proposed that PISL be considered as pantomimic in sense of linguistic study, and that the nature of sign language should be compared to early pictographic and ideographic writing rather than phonetic scripts that are syllabic or alphabetic. Kroeber believed that sign language (PISL) is a substitute for speech, not an independent or original method of communication. He also believed that communicates in sign language are basically concepts already developed in speech but translated into non-spoken medium (1958, p. 13). His work has identified patterns conducted by PISL, with a ranges of seven categories. The seven categories consist of 1) Signs-A, 2) Signs-B, 3) Compounds-A, 4) Compound-B, 5) Signs for subjective states or acts, 6) Verb Agreement and 7) Others. For the first five categories cover the sign formational properties, and the listing of patterns involved are as follow:

1) Sign - A

- a) one or two handed signs with free standing
- b) two handed used symmetry

- c) two handed signs, only one hand moves
- d) two handed signs, both hands moving
- e) Interacting or crossing
- f) bilaterally symmetric simultaneous motion.
 - a) centrifugal (hands meet then apart)
 - b) centripetal (hands bring together)
- g) Signs for body (i.e. index finger bowing for sign "yes", two hands together on side of face represent sleep)

2) Sign - B

- a) Gestures beginning with index finger extended horizontally
- b) one handed or two hands sign symmetrically with same handshape
- c) two handed interacting with same handshape

3) Compound - A (circle)

- a) sign in circle (2 steps to complete the sign)
- b) circle - first element of 2 or more signs)
- c) another radical first, circle second, explicative third

4) Compound - B (2 or more signs)

- a) noun plus qualifier
- b) colors
- c) plural, possession, negative,

- d) possessive pronouns
- 5) Signs for subjective states or acts
 - a) Instructional classifiers
 - b) Body classifiers
- 6) Verb agreement
- 7) Others
 - a) pronoun for 3rd person, who is not at present
 - b) possession - add noun or pronoun
 - c) Tense - past, present, future
 - d) negative
 - e) perhaps
 - f) questions

The work of Battison (1978) focused on types of signs, and unlike Kroeber's work, his study had more specifics in the identification of the lexical items. Battison has quoted Kroeber's study and made adaptions to narrow down the types since Kroeber intended to repeat the same patterns in his work. Battison contributed to the linguistic field on the types of signs, coining six types:

Type 0: One-handed signs articulated in free space without contact.

Type X: One-handed signs which contact the body in any place except the opposite hand.

Type 1: Two-handed signs in which both hands are active and perform identical motor acts; the hand

may or may not contact each other, they may or may not contact the body, and they may be in either a synchronous or alternating pattern of movement.

Type 2: Two-handed signs in which one hand is active and one hand is passive, but both hands are specified for the same handshape.

Type 3: Two-handed signs in which one hand is active and one hand is passive, and the two hands have different handshapes.

Type C: To account for those compounds which combine two or more of the above types.

(Valli & Lucas, 1992. p. 16-24).

For this research Kroeber's work is not being used because his study is not detailed enough. Only half of his work matched that of Battison's typological analysis.

Kroeber's work falls heavily on Type 0, Type 1, and Type C. The rest are vaguely combined; for example Type 2 and Type 3 are blended together, or could be either one. He also lacked the study of handshapes, locations, but did record the movement. The researcher have therefore chosen Battison's typology to identify the signs used among PISL signers due to the specific identification of lexical items.

Kroeber deserves credit for noting that verbs of motion can be isolated from other lexical items with PISL signers in the late 1950s. The signs for subjective states as categorized in his list, provided these findings: 1) a

signer acts out his emotion (i.e. fear by shrink body, love and hug by arms acting out by embrace him/herself, 2) a signer produces motion made with imaginary tools, with two hands (i.e. pull back bow, filling the bag, sewing), and 3) verb agreement (i.e. you-give-me). These findings are a small contribution to PISL study. His work eliminated affixes, inflections, and grammatical machinery in signed language of the Plains Indians.

As mentioned above, Kroeber's superficial study of verbs of motion revealed only 2 findings. Two decades later, another researcher T. Supalla made a major finding related to verbs of motion used by the Deaf signers of American Sign Language. Since T. Supalla is deaf, he is a native signer of American Sign Language. Morphologically complicated signs can be understood by fluent signers of ASL. His work studied verbs of motion, noun qualifiers, and same size and shape specifiers. The verb of motion in signs showed that the variation of the parameters of the sign movement and the motion within a morpheme is likely to have an interior adaptation, representing the "indefinite and continuously varying motion of objects in the real world" (p. 181-182). The role of the ASL verb of motion consists of predicate type (existence, location, or motion) of the noun. and it also displays a movement path (linear, arc or circle). Another finding, relative location of the hand and body articulators marks two locations: one noun serves as the central noun (moving object) and other one acts like the ground surface,

which is known as a secondary noun. The system is also known as the Classifier System. In his work, he had separated the "frozen form", an independent morpheme that does not have interior verbs of motion. It is also known as a lexical item in linguistic descriptions. For this research on PISL, there will be two types of analyses, one will be lexical items (typology) and the other will be classifier (morphologically complex).

Kroeber provided only two findings on classifiers: body action, and motion using imaginary tools. This is an important discovery on Kroeber's part, but T. Supalla's work is more informative and more specifically categorized. His Classifier system consists of 8 symbols. For the current study, Supalla's Classifier system is used to identify the verbs of motion in PISL as signed by both alternate and primary signers. T. Supalla's work has been adapted into a transcription system called the Vista Classifier System. It appears in Appendix J.

3.0 STATEMENT OF THE PROBLEM

Parallels between deaf populations and American Indian populations require reexamination of signed languages used by deaf populations worldwide which were once subject to serious misconceptions including their linguistic status. For example, American Sign Language has been the language of the deaf community in the United States and parts of Canada for

nearly two centuries, but it only received recognition as a full-fledged human language late in the 1970s (e.g. Markowicz, 1980). A potentially analogous situation to that of PISL is prevalent, and a formal description of its structure and evaluation of its linguistic status are much needed.

Before discussing these sources further, it is necessary to consider the recorded comments made at the turn of the century on how deaf PISL signers were consistently viewed as superior when compared to hearing PISL signers. Regardless of which signed language is used, both Plains Indians and Anglos who are deaf seem to gain a higher level of proficiency. More research is evidently needed on understanding what differences exist between the deaf and hearing signers. The formal distinction of signed language use is necessary and should be based on what function it serves, especially whether it is a primary language or rather an alternate to the spoken language, if an effective comparison is to be made.

For a deaf child growing up in one of the Plains tribes, this child may be exposed to a rich array of stories told in the signed language, but none of these specific reported in the literature help assess the storytelling abilities of alternate and primary signers. No further description was made on the story structure involved nor that the rich oral traditions as reported for the Plains culture are included in the signed medium.

The first problem in the past and present literature, is that researchers, military personnel and missionaries had documented spoken language and converted the natural PISL structure into English versions. Some authors described NAISL/PISL by using each sign in English order, because no one understood the morphological structure of PISL. Oftentimes, the authors/researchers do not separate spoken and signed languages, because speaking and signing simultaneously is difficult for most signers.

Public opinion viewed PISL as an inferior language rather than a full-fledged human language. Gesture, gestural speech, home-made signs, primitive and pantomimic are commonly misapplied terms used to describe North American Indian Sign Language. Misinterpretation of the language caused excessive improperly statement to appear in scholarly works. The most important defect is that there is no natural study of signed language research system, and but researchers tend to invent their own coding systems.

The second problem is that narratives in Plains culture as well as other regional areas with signed languages have not been analyzed in terms of narrative and morphological structures. Normally, the narratives are documented in English and translated from American Indian spoken languages. None of the literature has studied the narratives in PISL through transcription of lines and stanzas, which is badly needed in linguistic research field.

The final problem found in the literature is that many

scholars, military personnel, missionaries and agents patronized hearing signers. A few authors had included deaf American Indians (Mallery, 1880; Clark, 1885; West, 1960; and Kendon, 1978) in their documentations but were briefly mentioned. These authors do not give credit to the deaf American Indians for their expanded signing system, which is often neglected in research during the past few centuries. Usually, the deaf American Indians are considered second class citizens in the literature and investigators overlooked the expanded language used by that population.

3.1 RESEARCH QUESTIONS

With the narratives conducted by primary and secondary signers, this paper is concerned with three research questions to help us determine the structures of the language itself. In the prior century, there were no transcriptions of the Plains Indian Sign Language without any spoken language or translation into English version. This study will help us take a close look at the signed language and its structures. The first question is whether PISL is a full-fledged human language? This question includes the consideration for how both morphological systems and narratives are formed.

The second question is whether variation does exist in PISL as reported in all languages. If so, it is necessary to examine the variation possibilities associated with tribes, deaf and hearing signers, and finally alternate and primary

users of PISL. This paper will look at the primary signer's structure, and have concluded that it is "expanded language," since the hearing signers commented that the deaf signers are "better signers than themselves".

In supporting the linguistic status of North American Indian Sign Language, the last research question is concerned with the expanded language use of PISL, signed by deaf members in the contemporary Plains Indian culture.

4.0 RESEARCH METHOD

In order to address the three major research questions, the following methods were used. The method of research commenced with a data collection of alternate and primary signers' videotaped narratives plus an interview with the primary signer, who also served as an informant. The second part is a transcription of the narrative and morphological-typological structures using the Vista Gloss System. The third procedure described how the narrative and morphological-typological structures are analyzed. The fourth and last part is the result of the studies of the alternate and primary signers throughout their narrative structure, and is explained by the use of lines and stanzas in the comparsion. The morphological system consists of a variation of signs, sign types and finally a morphological complex, which employs the classifier system. The researcher also include a study of the primary signer's background with PISL, via interview and personal conversations over the past two

years.

4.1 DATA COLLECTION

In Hugh Scott's film, "Indian Sign Language" produced in 1930, a total of eighteen master signers from various Plains tribes participated and demonstrated their signing skills. For the purposes of this research, Mountain Chief as one of these signers was selected to serve as a main source of data for the study of PISL as an alternate signed language. As a result, the narrative, "Buffalo Hunting" as told by Mountain Chief on the film is subject to transcription and analysis. This particular narrative as told at the length of 2 minutes and 07 seconds is based on Blackfeet/Piegan style communal buffalo hunting. The selection of Mountain Chief over other participants in Major General Scott's film is based on both clarity of the film and the length of his signed rendition. Mountain Chief's narrative was long as compared to those done by other master signers in the film.

For the current study, a deaf Cheyenne also participated as a primary signer for a comparison with Mountain Chief's signing. The recruitment of this primary signer was made possible through the Intertribal Deaf Council (formerly National Association of the Native American Deaf) during its first annual convention held in Oklahoma City, Oklahoma in 1994. Two deaf members of this organization were identified

as being fluent in PISL. The first is a female Crow at 68 years old, but she explained that she could not participate in the study as only males are allowed to tell a story on buffalo hunting. As a result, the second candidate was selected for the study, and he is a 35 year old deaf male. Upon consultation, he agreed to participate in the study by telling a story on communal buffalo hunting as requested. The primary signer was able to recollect a story on buffalos and narrate it in front of a video camera. Not only that he is fluent in PISL, he was also able to narrate the same story in ASL. Consequently, two versions, one in PISL and the other in ASL were videotaped for later transcription and analysis. The ASL version was used to assist the researcher with developing comprehension of PISL version when needed. The length of the primary signer's narrative in PISL was comparable to that of the alternate signer, lasting 2 minutes and 06 seconds. This particular primary signer's narrative is only 1 second shorter from that of alternate signer. It should be noted that the primary signer did not see the alternate signer's work in the film prior to telling his version. Unlike Mountain Chief, the primary signer did not experience actual buffalo hunting as it is no longer practiced. However, it did not stop him from being able to tell the story based on what he had been told by his Cheyenne ancestors in PISL.

The primary signer in the study asserted that he acquired PISL during early childhood from his hearing family members. He was born into a family where all of his relatives

were able to use PISL as an alternate language. He noted that his own mother was not fully fluent in PISL, but it did not stop him from acquiring the signed language effectively. The primary signer recalled that he learned the signed language mostly from males within his family and other members outside of the family residing on the Northern Cheyenne Reservation located in the southeastern corner of Montana. There are also two deaf members in the primary signer's family, and they are both cousins. The primary signer reported that he did not interact with them during his entire childhood. With a ten to twelve year difference, the cousins graduated from the Montana School for the Deaf before the primary signer enrolled in this school in Great Falls. Although the primary signer recalled seeing them when he was twelve years old and learned that they were his cousins, he did not have an opportunity to socialize with them until he completed schooling. Back at home with hearing family members, the primary signer asserted that he acquired PISL only from them and maintained successful communication in the signed language with them on a daily basis. As a result, PISL serves him as a primary language, and it may be the same for hearing family members as they need to use it more intensively, than what they may be accustomed to.

The primary signer in the study is also not limited to being fluent in PISL as he was able to acquire ASL as a second language upon enrollment at the Montana School for the Deaf. At the age of 5, he reported that he was first exposed

to ASL as used by other non-Indians at the school. At present, he stated that he is fluent in both languages: Plains Indians Sign Language and American Sign Language. With the distance (328 miles) between the primary signer's home and the residential school for the deaf, he was only able to return home on holidays. However, the primary signer stressed that he did not lose PISL as he was able to use it with another Indian at the school. Consequently, this school peer, a Crow from the Crow Reservation became his close friend. Although both of them could converse in PISL, or rather their native language easily, they did not use it with non-Indians.

Since the primary signer in the study is a bilingual in Plains Indians Sign Language (PISL) and American Sign Language (ASL), he is able to serve as an informant for the research effort involved. This is especially true for providing semantic description for certain PISL signs through ASL. The same is true for consulting on the distinction between morphologically simple and complex signs in the narratives told by Mountain Chief and himself. However, the analysis conducted on the two renditions of a narrative in PISL as told by alternate and primary signers were also achieved through the use of a large inventory of PISL lexical items. Part of the data collection effort for this study is the creation of an inventory of sign vocabulary consisting of 2937 signs taken from a total of thirty published sources. Depending on the source, signs are recorded either through a written description of how a sign is formed (e.g., Clark,

1885) or an illustration along with a brief written description for each (e.g. Seton, 1918).

The sign inventory used in this research had been invented in order to separate the lexical items and classifiers. The lexical item (aka frozen form) are described as an individual morpheme with a variation of the parameters of the sign movement without interior movement. The classifier system shows signs that are not classified as lexical items/frozen forms but rather an action within the verb of motion of a sign will be isolated as a classifier. As mentioned earlier the role of the ASL verb of motion consists of predicate type (existence, location, or motion) of the noun. It also displayed a movement path (linear, arc or circle). For this reason, the sign inventory was invented to separate lexical items and classifiers.

The large inventory of PISL signs as created is in Appendix D. To understand an enclosed sign inventory, there are three graphs per page. The horizontal, vertical and the large graph are displayed as follows: the top horizontal graphs represent the authors of the 30 sources collected by the researcher. The vertical column on the left side of the sheet provided North American Indian Sign Language signs/glosses from the published dictionaries. The large graphs display the page number(s) from each dictionary inside each block.

4.2 TRANSCRIPTION

In order to transcribe the signed narratives effectively, the Vista Gloss System was first used for the renditions in PISL by both alternate and primary signers. This transcription system consists of a set of symbols divided into four major categories: 1) Glosses/Indexing, 2) Non-Manual Behaviors, 3) Adverbial Non-Manual Behaviors, and 4) Classifiers. The full listing of symbols according to each of these categories is included in Lentz, Mikos and Smith (1988). However, the development of a modified version is necessary for the purpose of this study. Only two categories, Glosses/Indexing and Classifiers are included in the modified Vista Gloss System. Although the gloss resembles a regular English word, the letters are all capitalized. Each gloss transcribed is based on a close semantic correspondence between PISL and English at the word level. For example, if the sign representing the semantic equivalent of "gather", would be transcribed as GATHER. When this sign undergoes an inflectional process in PISL for distribution (i.e., gathering items from different places), formation changes occur with both location and movement. More specifically, the single undirectional movement may comprise the uninflected sign, but upon inflection, the movement would be repeated in sequence from one location to another in the signing space. According to the Vista Gloss System, the additional symbol is transcribed after the gloss as follows: GATHER++.

Along with lexical items and how they may be modified, deictic pointing making up a pronominal system for PISL is subject to glossing. The symbol IX (referring to the word of "indexing" follows with the identification of a referent. For example, IX- "horse" indicates that the signer points to a specific location in the signing space with his index finger, and its refers to the horse introduced in the narrative. In this case, the signer was able to discuss how the horse is specifically trained for scouting, and that the hunter would switch horses when the buffalos were located.

The remaining symbols in the Gloss/Indexing category applicable to PISL, relate to the behavior of the hand(s) that has an inflection on the verb. The verb agreement would reveal as they-TELL-me-cont, the signs that are between the hyphens refers to a single sign. The gloss term -cont represent continuous inflection that showed the internal change in a lexical item. The compound signs are seen with both signers, the alternate signer has a sign for HEAD+LEADER and the primary signer has a sign of ONE+HUNTER, their two signs came from original lexical items such as man and leader/guide blended into one sign. When signing, the compound signs most likely take place in perfect flow of signing. Sometimes it is the same handshape but in different locations, and at other times; it is different handshapes. The rest of the symbols can be seen in Appendix J.

Comprising the second category used in the modified Vista Gloss System, the classifier signs in the narratives

are transcribed in a specific way to distinguish themselves from both frozen signs and deictic pointing. Had the signer manipulated an object with a specific handshape, e.g., drawing a knife from the pocket, it would be transcribed as follows: ICL:C/S "pulling out knife from pocket". The ICL symbol refers to the use of an "instrumental" classifier handshape for holding a knife and C/S for the internal change of the handshape when the hunter grasps the knife handle. The C refers to an open handshape when the hunter reaches for the knife and S for the grasp he made with the knife handle and pulling it.

Although both categories, Adverbial Non-Manual Behaviors and Non-Manual Behaviors are excluded from the modified version of Vista Gloss System, an exception needs to be made with the latter category. The role shifting symbol (i.e., <rs:>) as listed in the Non-Manual Behaviors category is critical to transcription as it plays a significant role in any narrative. This is especially true concerning the mechanism of perspective taking, i.e., establishing the perspective of a character and how it shapes a narrative. In PISL, the signer will shift his upper body slightly as if to look away from the audience. The eyes are rather fixated on a specific location in the signing space as if an imaginary person is created there. The signer will assume the role of a character, e.g., a hunter. The signer "becomes" the hunter and looks at the other person created in the signing space to

engage in a dialogue. In this case, the hunter informs the other hunter about the location of the buffalos. The resulting transcription would be as follows:<rs:hunter LCL:G "one hunter in front of hunting party">. The symbol "rs" refers to the term of roleshifting following with the reference to the character who is a hunter and what dialogue that he engages in. The brackets indicate the signer's participation in roleshifting or rather perspective taking, as essential in any narrative.

For the second transcription system used in this study, the Stokoe System is used for the transcription of handshape, location, movement and orientation. Stokoe explained that sign has a sequentiality, similar to that of spoken language with sound,(the phoneme). The sequentiality of each sign is transcribed in the order location, handshape, palm orientation and movement. Nonmanual signals are also involved in ASL. The sequence in many ASL signs consists of one handshape; one location; or a combination of one handshape and one location. The sequence of signs can occur in two movements. Other signs comprise two handshapes that change during the movement. In the transcription of the ASL sign for COME, the space will be on neutral ground with a handshape of "G" for index fingers (Tab symbol). The movement of the Sig symbol is T, means "movement toward signer". The full transcription shows the symbols in Appendix C.

4.3 ANALYSIS

The analysis procedure began with a glossed transcription of the narratives as told by both alternate and primary signers. The narrative structure categorized lines and stanzas. The story based on Deaf/hearing issues from both signers was displayed. The narrative structure began with documenting lexical items and classifiers. After the separation of lexical items and classifiers, the researcher determined that some were related to both categories. The remaining unclassified signs/classifiers were checked and confirmed by the informant.

The lines were then formed throughout the signed narratives using the videotapes. Stanzas came last after identifying lines that could be assigned as one activity. For example, from the primary signer's narrative below, Line 50, 51, and 52 described the duties of women getting the fire ready when the buffalos come running. The symbol <rs> represents a signer switch from third person to the first person characterizing an action. Note the Stanza 22 with Line 53 and 54 differed from the women's duties, the lines warned the women that the buffalos are coming into the trap.

Stanza 21: Preparation of trap

50 <rs: woman (2h) ICL:5 "rubbing stick to

 start a fire">

51 <rs: woman ECL:5 "fire flaming in one

 bundle" "right">

52 <rs: woman ECL:5 "fire flaming in all
bundles" "right"

Stanza 22: Buffaloes running into trap

53 COME (2h)PCL:5 "buffaloes coming toward
the trap"

54 BUFFALO [(wh)X "buffalo" / BEARD]
PCL:5 "buffalos approaching the fire"

The second analysis procedure revealed the morphological and typological structures of Plains Indian Sign Language by using three systems to document its language: Stokoe's Transcription System; Battison's study of Types (Typology); and T. Supalla's work on verbs of motion (Classifier Symbols). The inventory of sign vocabulary assisted the researcher in identifying lexical items separating the lexical items from the Classifiers .

When reading the narratives, note the capitalized letters of each gloss. These letters represent a lexical item (BUFFALO) "the sign." The complicated signs that are not in the inventory will be identified as classifiers (e.g., (2h)PCL:5 "buffalos running") usually in the progress of verb of motion in other words, the "action" signs.

The lexical items and classifiers have been examined by the primary signer, as the researcher explained the linguistic terms and meanings through ASL. The informant had no difficulty in understanding the connection of PISL and ASL, and how both can be applied to each other

(dialects/tribal signs, verbs of motion/classifiers, lexical items) in parallel. The researcher showed the alternate signer's videotaped narrative on Piegan style communal buffalo hunting to the primary signer. The primary signer then identified all the individual lexical items and classifiers.

The interview on the primary signer's language acquisition, his own view of PISL and experience related to all comments and how they correspond with the research questions are the subject of the third and last analysis procedure. A synthesis of all comments made by the primary signer are used to provide his perspective on the status of PISL: 1) Whether or not he acquired PISL as a native language, 2) How is his language recognized as expanded signing system, 3) How important does the deaf PISL signers' roles participate in the PISL circle.

4.4 RESULTS

First of all, a comparison of narrative structure of alternate and primary signers are discussed. The alternate signer's narrative is analyzed and compared with the primary signer's narrative. Secondly, a morphological structure is described by using 1) Stokoe's Transcription System; 2) Battison's Types are identified on both signers' lexical items; & 3) T. Supalla's verb of motion with classifier system. The fourth and last procedure focused on the

interview with the primary signer on his PISL acquisition and the function of PISL use in today's American Indian community.

4.4.1 A COMPARISON OF NARRATIVE STRUCTURE:

A comparsion of both signers' narrative structure is discussed based on lines and stanzas. The alternate signer's narrative has 34 lines and 18 stanzas. The primary signer's version has 59 lines and 27 stanzas. The narrative had been edited and the first two stanzas were removed by the researcher, which revealed the introduction and Stanzas 28 to 31, explaining what the Cheyenne people do after the slaughtering of buffalos. A total of 6 Stanzas had been eliminated from the primary signer's narrative in order to balance with the alternate signer's narrative. The alternate signer's story does not introduce himself during the beginning of the narrative and my analysis focused only on the "action" from the body of the narratives by both signers. The primary signer enriched his narrative in both skeleton and quality of the story. The alternate signer lacked the quality in his narrative, and there was no dialogue, no emotion, and women were not involved in his narrative.

The narratives of both signers are compared at the level of the Stanza, with the primary signer giving details by using the people's activity before the communal buffalo hunting. His narrative can be seen in Appendix H. The

Cheyenne style communal buffalo hunting narrative is described in each stanza. It begins with Stanza 3, and describes the searching for the whereabouts of the buffalos on the prairie. The leading hunter guided the rest of the hunters. The hunter knew of a certain place where the buffalos are typically located. The primary signer treated the Cheyenne people as whole, not as individuals. The alternate signer opened his narrative by a description of the mountain. He did not detail the duties of the Piegan people. The written literature had mentioned the duties of the people, which included women. The written literature began with a pre-hunting ritual and the singing of the mysterious buffalo song during a time of starvation. Stanza 4 from the primary signer's narrative, explained that hunters returned to the village to inform the people of the whereabouts of the buffalos. The packing of the personal belongings of the Cheyenne people on the travois, included guns, knives can be seen in Stanza 5. There was no packing in the alternate signer's narrative, and neither do the women participate in the hunting. The primary signer expanded his details of his people, to explain that everyone is included in the hunting. The dialogue of the people is used in the primary signer's narrative.

In the primary signer's narrative, the hunting party sets out to go hunting in a group. The hunter watched the herd until a group of Cheyenne people arrive at a certain spot; this is commented on in Stanza 6 and 8. There was not a

hunter who watched the buffalo herd in the alternate signer's narrative, and the time between the luring and driving the buffalos into trap is lacking. The alternate signer targeted sounds (i.e., drums, rattlers, chants, and singing), and repetition of the buffalos roaming on the top of the bluff in his entire narrative.

In Stanza 7 of the primary signer's narrative, the remaining group knew a place to gather wood for producing wood-grass bundles. Stanza 9 gives a geographical description of the narrowing plateau with steep cliff. The primary signer finally described the geographical location on the bluff in a later time, but did not narrate it immediately as the alternate signer did.

From the alternate signer's narrative as glossed in Appendix G, Stanzas 1 and 2 described the geographical landscape and corral located on the foot of the cliff. Stanza 3 described Piegan men hiding behind the pile of rocks on the top of the bluff. He also mentioned the number of people, for instance five people, standing and hiding behind the rocks. Stanza 4 gives the location of a warrior way out in front of the trap. The warrior could have been close to the cliff according to the alternate signer's description. Stanza 5 and 6 describe medicine man singing a magical song, while using rattles. He sang "Buffalo come to the mountain". The alternate signer in line 14, confused his signs with singing and a classifier in one line. It would have been clearer if the signing of the song being used in lexical items in

dialogue form. The classifier part would have been suitable if used separately in another line.

The primary signer's narrative portrayed the setting up of firewood and grass in bundles. The bundles are located on both sides of the v-shaped funnel entrance to the cliff as portrayed in Stanza 10. The alternate signer narrated how people are used in the trap, to hide behind the piles of the rocks. However, the alternate signer did not elaborate in his narrative about hunters and warriors waving robes or scaring the buffalos. According to the written literature, there was yelling and waving of robes by people who hid behind the pile of rocks. The details of the hunters' activities behind the rocks are deleted. This information in the narrative is missing. Unlike the alternate signer, the dialogue and emotion of the hunters from the primary signer's narrative was revealed in Stanza 11. For instance, the hunters reminded the others to get ready and spread out, one hunter showed his excitement by saying a signed equivalent of "oh, boy!".

During the study of the narratives, I have encountered both hearing and deaf subjects. The alternate signer used chants, rattlers, and singing in his narratives because he relied on sounds. The primary signer does not involve any sound within his narrative. His narrative has visual topics such as putting on signal paint on hunters' face, and discourses, unlike the alternate signer. Bonnets are added to their heads as described in Stanza 12. The informant

mentioned that the hunting signal paint revealed that they are on hunting party, so other tribes will know they had no intention of going to war with any tribe. Cheyenne people also do singing, and the magical buffalo songs were performed during their hunting. Stanza 13 and 14 portray hunters and Cheyenne people getting ready to go on horses. Cheyenne culture provides us with the information that the hunter possesses two horses during hunting. One horse is "the scouting horse". This particular horse goes on scouting until the buffalos are located. Then the hunter switches horses. This specific horse called "the hunting horse" is used to chase the female buffaloes in the herd and chase the male bisons into the trap.

Stanza 18 repeated the cultural information about the two horses per hunter, the hunters dismounted the scouting horses (horse #1) and mounted the hunting horses (horse #2). There is no mention of the use of horses by the alternate signer, because the story did not include horses.

Interestingly, the written literature as told by an elderly Cheyenne man includes the number "2" also. This time it is about two old medicine men guiding the buffalos into the wings. The red-earth painted young men were divided into two parties and followed these two elderly men. The narrative does not mention buffalos falling down the cliff, but that they were trapped in a chute. The painted young men's duties involved waving their arms up to the sky and singing at a certain time during the trapping in the chute. The unpainted

young men hid behind the fences and jumped over the fence after the buffaloes are in the chute to start the killing. Body paint and the number 2 are paralleled in the written literature and primary signer's narrative.

Stanza 17 categorizes the buffalos by gender when signed by the primary signer. The Cheyenne's main concern focused on the big bison. The primary signer had been more specific in his description of each buffalo. The primary signer had signed two gender signs, bison and buffalo cow, unlike that of the alternate signer. The alternate signer used "BUFFALO", meaning any buffaloes, whether they be female or male.

In the alternate signer's narrative the buffalos run in a zig-zag movement across the bluff. Stanzas 7 to 11 describe the activities of the buffalos on the bluff. He then later made a buffalo call sound to lure the buffalos as told in Stanza 7. Stanzas 8, 9, and 10 indicate that the buffalos are running on top of the bluff, making small turns at the cliff. The leading bison jumped off the cliff in front of the other buffaloes that had been following it. Stanza 11 revealed the people directing the remaining buffalos by walking in a row and herding the buffalos toward the cliff.

As discussed earlier, the women played an important role in the communal buffalo hunting and it occurs in the primary signer's narrative as well. Their duties are divided-- some women watch out for the buffalo herd, one woman rubbed a stick under the stone to start a fire, and some women were divided and waited to burn the bundles on the right side then

the left side. This can be seen in Stanza 21. Stanza 22 signed the buffalos' action in the trap. When the fire is started the buffalos become scared and run in zig-zag movements across the bluff. The primary signer did not repeat the buffalos movement as did the alternate signer. The primary signer clarified the running style of the buffalos in one zig-zag movement. In Lines 16 and 17 from the alternate signer's narrative, he described the buffalos running and arriving on the cliff. Then Line 18 describe the buffalo making a small turn at the cliff. The alternate signer's description of buffalos running movement is weakened in his narrative; it is excessively repetitious.

Stanza 12 describes the alternate signer's narrative. After falling down in the corral, some of the buffalos continue to run. There they would be killed. The head Piegan medicine man sang the buffalo song in Stanza 13 and 15. A brief repetition of buffalos falling was told in Stanza 14. Stanza 16 cannot be interpreted due to a lack of information to fill in for the sign that the informant could not identify. Stanza 17 explained the slaughter of the entire herd of buffalos in the corral.

In Line 19, in the alternate signer's narrative, the leading buffalo plunged downward first in front of other buffaloes. After that, repetition of the buffalo running and falling can be seen in Line 20 and 21. In Stanza 10 (Lines 23 to 26), he instructed that the hunters and warriors were herding and directing the buffalos. Not only was there the

repetition but there were also technical problems, the poor film editing had merged the filmstrips between these lines.

The primary signer's Stanza 25 characterized big bisons that led the buffalos up to the cliff where they plunged over. The first 10 buffalos are divided and plunge downward while the remaining buffalos are saved for another hunting. Stanza 26 describes the buffalos falling down the cliff. The primary signer used SCL:B "buffalos falling down the cliff" and then reduced the number of buffalos by signing SCL:1 "fewer buffalos falling down the cliff". The alternate signer's narrative reversed the two Classifier symbols; first he began with SCL:X "leading buffalo jumping off the cliff first" then he signed SCL:B "buffalo running in zig-zag movement" then "buffaloes jumping and falling off the cliff". Both signers revealed the number of buffalos in similar manner.

The killing of the buffalos is discussed at the end of each signer's narrative. The last part of Stanza 18 from the alternate signer's narrative acted out a hunter pulling knife from his pocket and killing the dying buffalo on the ground. Stanza 27 from the primary signer's narrative ended with the description of many women in a semi-circle slaughtering the injured buffaloes at the base of the cliff.

For the signed narrative structure just discussed, a large number of lexical items can be identified. After the listing of lines and stanzas in the narrative structure, lexicon and classifiers were separated into two categories.

This was done in order to compare lexical items with the written literature on communal buffalo hunting as told by other Plains Indians via spoken language. This analysis is conducted in the next section.

4.4.2 LEXICAL ITEMS ANALYSIS

The analysis of the lexical items taken from the narrative of each signer; for instance, the alternate signer possessed 22 lexical items and the primary signer has 47 lexical items. Stokoe's Transcription System is used to transcribe each sign. First, the alternate signer's lexicon is analyzed and compared with the inventory of sign vocabulary. The primary signer's lexicon is discussed afterward and is in Appendix I due to the long list of lexical items.

The status of the signs is recorded in the last vertical column of each signer's analysis. From there the signs determine the dialects/tribal signs by identifying and comparing the signs from the sign dictionary and with the signers. The authors from the sign dictionaries mentioned in data collection documented signs from a variety of tribes. The dialects/tribal signs are listed below:

<u>Signs</u>	<u>Dictionary</u>	<u>Alternate</u>	<u>Status</u>
1. BUFFALO	Λ X X ^X _†	Λ X X ^X _†	identical
2. CLIFF	Ø A A ^V	Ø V E ⁺	distinct
3. CORRAL	Ø 5 5 [*] _X	Ø 5 5 [*] _X	identical

4. FALL	$\emptyset B_o^+ B_o$	$\emptyset B_o B_o \dot{a}^+$	similiar
5. FAR-AWAY	$\emptyset V^5 \perp$	$\emptyset V^5 \perp$	identical
6. HEAD-LEADER *	none	$\emptyset V G_a^{\wedge} : ; V G_a^{\vee}$	0
7. HERD	$\emptyset L^{\wedge} L^{\perp}$	$\emptyset L^{\wedge} L^{\perp}$	identical
8. HIT	$\emptyset B_A \times$	$\emptyset B_A \times$	identical
9. HOLD	$[] B' B_z^*$	$\emptyset A^x O^x$	distinct
10. KILL	$\emptyset B_A \times$	$\emptyset B_A \times$	identical
11. KNIFE	$U B \times$	$U B \times$	identical
12. MAN	$\emptyset v G_a$	$\emptyset v G_a$	identical
13. MEDICINE-SING *	none	$U^v V @^{\wedge}$	0
14. MOUNTAIN	$\emptyset A A \dot{z}^{\pm} z$	$\emptyset A A \dot{z}^{\pm} z$	identical
15. OTHER	$\emptyset G^+ G_a$	$\emptyset S_o^+ S_a$	similiar
16. PIEGAN	$U A @^{\cdot}$	$U A @^{\cdot}$	identical
17. QUIT *	none	$\emptyset A A \dot{z}^{\pm} z$	distinct
18. RATTLE	$[] V A A N ..$	$[] V A A N ..$	identical
19. STAND	$\emptyset A ^V$	$\emptyset A ^V$	identical
20. THERE	$\emptyset G_o \perp$	$\emptyset G_o \perp$	similiar #
21. WARRIOR	$[] G : ; A A \dot{z}^{\pm} .$	$[] V A A \dot{z}^{\pm} .$	similiar
22. WIPE-OUT	$\emptyset B_o B_o \dot{x}^{\cdot}$	$\emptyset B_o B_o \dot{x}^{\cdot}$	identical

The signs confirm the link between the dictionary and lexion as signed in the 1930 film. Roughly one half of the signs are identical; this is 13 out of 22 lexical items .

The sign for BUFFALO, for example is made with a two-handed "L" handshape, and it touches the temples on both sides (based on Stokoe's Transcription System. The remaining lexical items are distinct, and the marked difference between the pairs may be due to the existence of dialects/tribal signs within PISL. An asterik (*) reperesents that the sign had been added as told by an informant. The symbol # from number 20 -- THERE, the only difference is the fingers, Stokoe has no transcription for the use of the middle finger in his system. Although the alternate and primary signers use the index finger to point to the location, the sign dictionaries have recorded middle finger pointing. The transcription of this particular lexical item feature will be to index finger pointing.

The primary signer's list of lexical items is transcribed using the same method as the alternate signer in Stokoe's Transcription System. Since the transcription has two pages of lexical items, they are shown in Appendix I. The total number of lexical items from both signers can be seen in Table 2 and 3. To understand the numbers marked below, the first vertical column showed the total number of lexical items per Type. The frequent use of the individual lexical item (i.e. BUFFALO had been repeatedly used in primary signer's narrative 6 times) is recorded in the second vertical columns. Also scored as the total number of lexical items use in a narrative per signer.

Table 2: Alternate signer's lexicon in typological studies

<u>Types:</u>	<u>lexicon</u>	<u>frequent use in narrative</u>
0	5	5
X	2	5
1	8	23
2	1	1
3	4	8
C	2	3
	22	45

Table 3: Primary Signer's lexicon in typological studies

<u>Types:</u>	<u>lexicon</u>	<u>frequent use in narrative</u>
0	12	22
X	1	1
1	20	33
2	5	8
3	5	8
C	2	11
	45	83

4.4.3 TYPOLOGICAL ANALYSIS

Battison's typological analysis is used for this analysis on PISL to describe the signs. The purpose is to find whether the lexical items are identical to any ASL lexical items. The types of signs are revealed in 6 type categories (Type 0; Type X; Type 1; Type 2; Type 3; and Type 4). A lexical item from each type is selected and illustrated. The first type displayed a one-handed sign on the neutral space. A total of 7 signs from the alternate signer and 12 from the primary signer had been matched to the Type 0:

Alternate SignerType O:

CLIFF
FAR-AWAY
MAN
OTHER
STAND



Figure 2. MAN

Primary SignerType O:

COME
FIRE (4)
GO-AWAY
HUNT (2)
I-KNOW
I-KNOW-THE-PLACE (2)
LOOK-AT (2)
ONE
SEARCH (2)
THERE (3)
WATCH (2)
WHERE



Figure 3. FIRE

Type X revealed a one-handed sign, the sign can be touched any part of the body. Two signs had been identified as Type X with the alternate signer and one with the primary signer:

Alternate SignerType X:

KNIFE
PIEGAN (4)

Figure 4. PIEGAN

Primary Signer

Type X:
WOMAN



Figure 5. WOMAN

A large number of the entire typological categories, is Type 1; 8 signs are discovered with the alternate signer. A total of 20 lexical items belonged to the primary signer. This type is a two-handed sign, both hands have the identical handshape and move symmetrically or in an alternate manner. The hands may or may not contact each other. The hands may or may not touch the body. From the primary signer's lexical items, the sign GUN as seen in illustration, one hand touch the face. The list of Type 1 is shown:

Alternate Signer

Type 1:
BUFFALO (7)
CORRAL
FALL
HERD
MOUNTAIN (7)
QUIT (3)
RATTLE (2)
WARRIOR

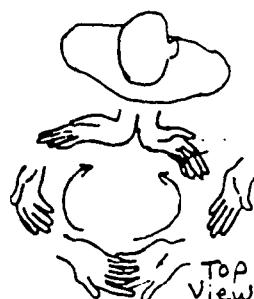


Figure 6. CORRAL

Primary SignerType 1:

BIG
 BONNET
 DEAD
 EXCITE
 GATHER
 GET (2)
 GET-THE-ONE (2)
 GO (2)
 GUN
 INFORM
 LOT (2)
 MANY (2)
 PACK
 PEOPLE (3)
 READY (7)
 RETURN
 SPREAD-OUT
 TEN
 TIRE
 TRAVOIS

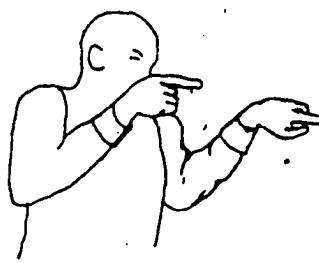


Figure 7. GUN

Type 2, has only one sign from the alternate signer that fits in that category. The primary signer has a collection of 5 lexical items. It is a two-handed sign. Both hands have identical handshapes. One hand is non-dominant and the other is the dominant hand.

Alternate SignerType 2:
WIPE-OUT

Figure 8. WIPE-OUT

Primary Signer

Type 2:
 CHEYENNE (4)
 DIVIDE
 KNIFE
 NUMBER
 WOOD

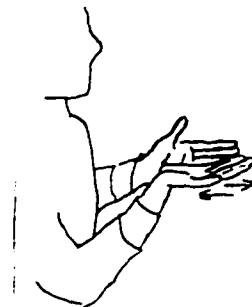


Figure 9. KNIFE

The fifth type is a two-handed sign. Both hands have different handshapes. One hand is non-dominant and the other is dominant. Four lexical items are identified for this particular type. Throughout the alternate signer's narrative, these three lexical items have inflection (i.e., FALL++, KILL++, and HIT++) movement.

Alternate Signer

Type 3:

FALL (2)
 HIT (2)
 HOLD (3)
 KILL

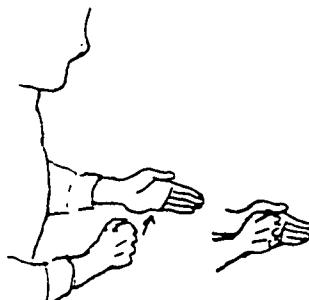


Figure 10. KILL

From the primary signer, Type 3 has 5 lexical items, and even though HORSE, MOUNT & RIDE look identical, each has a different movement. As for HORSE, the sign stays in place, the upside down "V" handshape remains on the horizontal side "B" (with the wrist facing the signer). For the RIDE lexical item, it is similar to the sign as discussed, but the

movement is circular to show the horse's trotting. As for MOUNT, the non-dominant "B" handshape remains still while the dominant upside down "V" handshape moves downward and on the "horse".

Primary Signer

Type 3:

HORSE (3)
KILL
MOUNT (2)
PAINT
RIDE

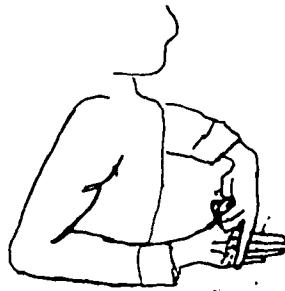


Figure 11. HORSE, MOUNT, RIDE

For the last type (a compound sign) two signs have been discovered per signer. The sign from the alternate signer, HEAD+LEADER has a "G" handshape (index finger), with two lexical items (i.e., MAN and IN-FRONT) combined into one lexical item. MEDICINE+SING is show in the dictionary individually; MEDICINE has a "V" handshape held over the forehead and made with a swirling movement upward SING has a "V" handshape also; the palm is down and make a circular movement. For this compound sign, the alternate signer used "V" handshape, with the palm up and upward on mouth area. He then produced a long swirling movement.

Alternate Signer

Type C:
HEAD+LEADER (2)
MEDICINE+SING



Figure 12. HEAD-LEADER

The primary signer has two compound signs in his narrative. An example is the BUFFALO sign, since the primary signer gave a gender description of each buffalo. One is a bison, male buffalo. The sign shows a combination of HORNS and BEARD, see illustration below. The sign, ONE+HUNTER, is a "G" (index finger) handshape describing two lexicon items, MAN and IN-FRONT, identical to that of the alternate signer's HEAD+LEADER.

Primary Signer

Type C:
BUFFALO (6)
ONE-HUNTER (5)

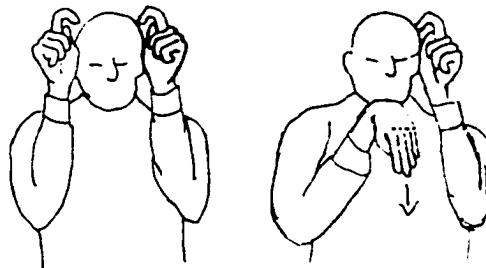


Figure 13. BUFFALO

4.4.4 Morphological Complexity of Signs

The classifier system in ASL consists of 8 symbols according to Vista Gloss System as seen in Appendix J. In my analysis, Body Part Classifier (BPCL) does not exist in PISL. The researcher checked with the informant about the BPCL not being included in PISL, the informant mentioned that there are no BPCL used among the PISL signers whether it be hearing or deaf. For that reason, the researcher reduced the number to 7 Classifier symbols. The evidence of elimination of the BPCL can be seen in both Appendix G and H from both signers' narratives.

The alternate signer does not possess any element classifier symbols (ECL) in his narrative (i.e. fire, wind, and water). His narrative did not include any fire, weather, nor seasons. The list of Classifiers can be seen in Appendix J. The Classifier symbol -- Semantic Classifier (SCL) in the alternate signer's narrative numbered highly, with 15 SCL and the lowest classifier symbol is Locative Classifier (LCL), which scored as two. The Plural Classifier (PCL) topped with 17 in primary signer's narrative. The lowest count in the primary signer's narrative is the Element Classifier (ECL). This Classifier is used in discussing the fire in the bundles that the Cheyenne women had lit. The primary signer utilized 45 classifier symbols, while the alternate signer used 32 classifier symbols. As a result, the primary signer has an expansion in his language (PISL) uses of the signed language.

The numbers of Classifier Symbols from both signers' narrative are listed in Tables 4 & 5:

Table 4:

Alternate signer's Classifiers from narrative

DCL:	3
LCL:	2
SCL:	15
BCL:	8
ICL:	2
BPCL:	0
PCL:	2
<u>ECL:</u>	<u>0</u>
	32

Table 5

Primary signer's classifiers from signed narrative

DCL:	4
LCL:	6
SCL:	7
BCL:	4
ICL:	5
BPCL:	0
PCL:	17
<u>ECL:</u>	<u>2</u>
	45

The description of the number of buffalos at the beginning of the narratives is revealed in Classifier Symbols SCL and PCL. The primary signer's strength in narrative is with the PCL, when he described the number of buffalos as "many" at the beginning of the narrative see Line 47 and all

the way down to Line 64. The Plural Classifier (PCL) in his narrative, is used with, groups of people, women, a set of horses, and hunters, in addition to buffaloes. The alternate signer commenced with a single buffalo (SCL:B) from Line 13 to Line 20 then suddenly changed to plurality from Line 21 onward. His narrative is awkward when it comes to plurality, it was not signed according to the flow of the storytelling form.

The illustrations are displayed below to show the similiar and distinct status from the use of Classifier Symbols. Some illustrations stand individually, because no two signs are similiar in the narratives. For example, with Instrumental Classifier (ICL), there are two, as for alternate signer, he used the knife to kill the buffalo and primary signer signed out "people packed their personal belongings on the travois". So a comparsion cannot be made. First, two SCL symbols are identical with both signers, and as discussed earlier, they described the number of buffalos falling down the cliff. Interestingly during the signers' narratives, these two signs were identical when the alternate signer revealed the SCL:X "buffalo" as head buffalo jump off the cliff first before the others come running after him with the SCL:B "bufflos falling down the cliff". While the primary signer expressed the reduction of buffalos by using SCL: B "buffalo falling off the cliff" then through the flow of the story, he changed his sign to SCL:X "buffalos falling down the cliff", which tells us the number of buffalos

plunging down the cliff, followed by the small remaining number of buffalos at the end.

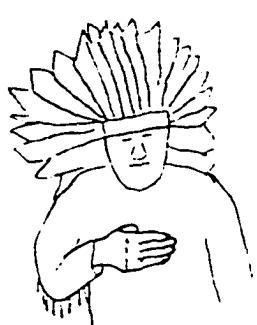


Figure 14.

SCL:B "buffalo"

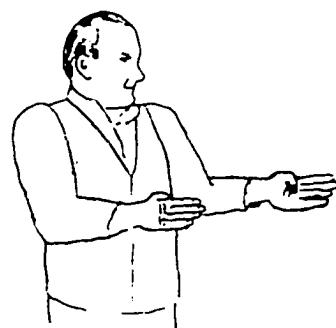


Figure 15.

(2h)SCL:B "buffalos"

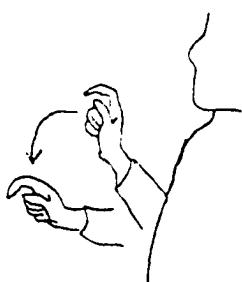


Figure 16.

SCL:X "buffalo"

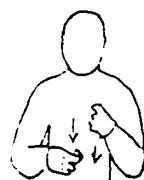


Figure 17.

(2h)SCL:X "buffalo"

This symbol DCL, represents the description of an object, a person, or an animal. The alternate signer demonstrated the width of the corral at the floor of the cliff. The primary signer specifically elaborated the cliff, by giving the texture, like "*rough looking cliff*".



Figure 18.



Figure 19.

(2h)DCL:L "width of corral" (2h)DCL:5 "steep cliff"

The primary signer clarified the plurality and the movement of the buffaloes. The alternate signer demonstrated the buffaloes running in the corral, the handshape is a "4", but according to Stokoe's Transcription System, it will be identified as "5". The PCL description can be seen below:



Figure 20.



Figure 21.

(2h)PCL:5 "buffalos running" (2h)PCL: 5 "buffalos
running"

The Instrumental Classifier (ICL) has been distinguished in both signers, because the alternate signer used a knife and the primary signer characterized people packing personal belongings on a travois. These two classifier symbols are not compared as for the status of signs. The handshaped C/S revealed that the "C" handshape, alternate signer reached for his knife then the "S" handshape displayed the holding of the knife.



Figure 22.

ICL:C/S "pulling out
knife from pocket"

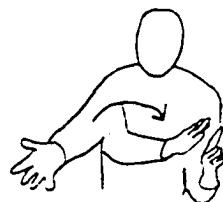


Figure 23.

ICL:5 "packing on travois"

The primary signer possessed an Element Classifier (ECL) in his narrative but not the alternate signer's. The primary signer's narrative included fire in the bundles ignited by the woman (women) at the base of the cliff. This can be seen below:

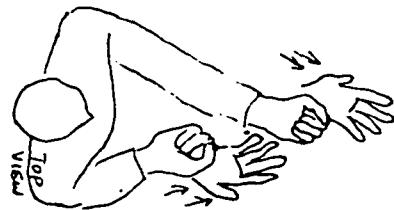


Figure 24.

(2h)ECL:5 "fire flaming in bundles"

The Body Classifier (BCL) characterizes a body action. The alternate signer impersonated a medicine man doing the singing chants and shaking the rattles. The primary signer took a role of a hunter putting on hunting signal paint on his face.



Figure 25.

(2h)BCL:A "medicine man singing chants and shaking the rattlers"



Figure 26.

BCL:H "putting on hunting signal paint on cheeks"

The Locative Classifier (LCL) exhibited the location of objects, persons, and vehicle. The LCL can be placed any

where within the signer's signing area. The alternate signer positioned his corral in front of his signing area. The primary signer placed the firewood-grass bundles on both sides, but for this illustration, he only displayed the right side of his signing area. The handshape that the primary signer used is a "4" originally but it is considered as "5" handshape

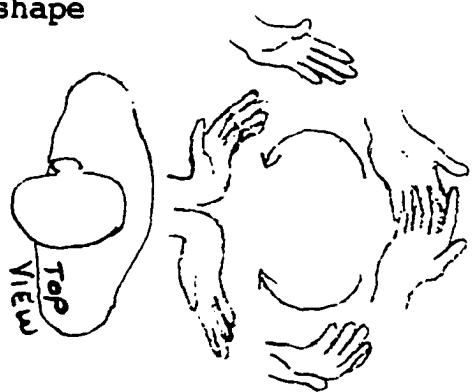


Figure 27.

(2h)LCL:5 "corral"



Figure 28.

(2h)LCL:5 "firewood and grass in bundles" "right"

The results showed that the lexical items are not gestural signs as mentioned in early historical accounts. The morphological complexity is a new discover in linguistic research with the North American Indian Sign Language which had never conducted before. The analysis on the lexical items and morphological complexity of signs are described in discussion and conclusion.

5.0 Discussion and Conclusion

We noted earlier that the old literature on Plains Indian Sign Language mentioned that it was called gesture, gestural speech or pantomime. After the indepth study of PISL, it has been determined that it should no longer be called a gesture system but a full-fledged human language. In the present time, the PISLs are used among the deaf and hearing signers in order to communicate with each other at home. Outside of the home environment, the signed language is used in the Native American Church, but not all of NAC use them, it depends on the location where PISL is strongly present. The interview with the informant helped to understand the use of PISL in contemporary American Indian Communities. Up to this day, the PISL is still used, but to a lesser extent than was the case a century ago.

West (1960) asserted "that there is a slight negative correlation between deafness and fluency in sign language, reflecting the fact that Indian deaf-mutes often develop a home-made sign language within the family or neighborhood circle, rather than learning the fuller plains Indian sign language" (Vol II, p. 64). What West did not understand was that the deaf PISL signers had developed an "expanded language". The primary (deaf) signers took the PISL signing system used by alternate signers and improved its structures by adding on better defined lexical items and become more fluent in classifiers (verb of motion). The alternate signer

deserves praise for his signing skills in both lexical items and classifiers, he had touched all of Battison's Types and Supalla's Classifier System. It shows he is still good storyteller in a skeleton framework of narrative. The primary signer expanded his quality and skeleton and combined these in his narrative. The primary signer used PISL lexical items acquired by deaf American Indians in his environment during his years at his home reservation. None of the American Sign Language lexical items had affected or was added to his PISL when communicating with other deaf American Indians outside of the Montana School for the Deaf.

From the research on the narratives, the stanzas and lines have been analyzed for both the alternate and primary signers. As mentioned earlier, the alternate signer did a marvelous job with his storytelling but it was the primary signer who expressed details clearly in the narrative. Between the time of performance these two signers is only one second, however, the alternate signer's narrative has 34 lines and 18 stanzas and the primary signer's version has up to 59 lines and 25 stanzas. Those narratives can be seen in Appendix G and H. However the primary signer's narrative has been edited and a total of 6 Stanzas have been eliminated from his narrative in order to balance the alternate signer's narrative. It is interesting that only one second difference occurs in time, but the primary signer had 59 lines while the alternate signer had only 34 lines. This is an amazing finding that the primary signer could match the timing to

that of the alternate's narrative, but could add more details in his narrative. Not only the timing but the flow of signing is involved. There is evidence that expanded language does exist among the PISL environment, and is often overlooked in old records conducted by prior researchers. The excitement of this research, is that the lines and stanzas, along with lexical items and classifiers can be compared to that of American Sign Language research. It shows that PISL is a full-fledged human language. It is not necessary to compare this language with spoken language, it is completely different linguistic analyses. It is appropriate to compare the PISL with other signed languages around the world. The field of linguistics should entertain a new view of the study of PISL, and give credit to the PISL signers. The linguistic field should not recognize PISL as gesture, gestural speech or pantomime.

Hugh Scott's 1930s Indian Sign Language film should be considered a classic documented film along with West's 1958-1959 films, and the current videotapes done by the researcher. These documented films would be very beneficial for future linguistic study and to expand the depth of the research. They could also be used in a curriculum as a portion of American Indian culture.

Despite a long history, North American Indian Sign Language (NAISL) has become an endangered language. With the loss of the primary function for intertribal contacts, signed language use at present appears to be largely confined to the

older generations of American Indians. However, it is still necessary to examine what function(s) NAISL may have for those remaining signers, and more research is needed to confirm the perceived decline of NAISL among the younger generations. It should be noted that English has now become the dominant language for a large number of American Indians. Its use, as well as continued contact with and influences of the dominant culture have served to erode the traditions and values of the various indigenous cultures (e.g., Downs, 1972). As a result, North American Indian Sign Language (NAISL), a valuable piece of the American Indian heritage, may be slipping into extinction as well. The film collection project undertaken should assist us with preserving the NAISL heritage. The film medium provides a rare opportunity for studying NAISL within a historical context.

There are currently no opportunities for those wishing to learn NAISL. The historical accounts related to NAISL as discussed in this paper should help facilitate the needed development of a teaching curriculum based on understanding the history of the signed language within and outside of the Plains region. Also, the distinction between the alternate and primary signed languages may have an impact on the structure and use of the signed languages involved. A unique perspective might also be achieved by understanding how signed language use was shared by both hearing and deaf populations of the Plains tribes. The records as provided in this paper have provided valuable information on the lives of

deaf Plains Indians. Equally important is the consideration of deaf American Indians who use NAISL as their primary language in the past as well as at present.

This research has a few limitations. The age of the alternate signer is 82 and the primary signer at the time of this research was 35 years old. The search for female signers were also difficult. Historically female signers were not allowed to participate in Councils, not only in Plains region, but other areas as well. Some sources mentioned that female alternate signers served as sign-to-voice interpreters to Anglos (e.g. traders, mountain men, surveyors and adventurers). The historical documents have little mention of female primary signers, only stating the use, but not the function or role. More research is needed on female signers in order to understand their roles. Another limitation maybe that due to the different culture of each tribe/Nation, signs have variation within PISL. Some tribes believe that medicinal or spiritual reasons may influence the differences in signed interpretations of narratives, ceremonies, discourses and events.

Finally, the linguistic aspects of North American Indian Sign Language still require further attention in order to achieve greater detail and depth of understanding, as has been done with American Sign Language. The structural knowledge achieved can then serve as the basis for instructional purposes. This would then expand the use of NAISL and provide enlightening cultural experiences for the

general public. For American Indians, both hearing and deaf, learning NAISL could provide a more complete understanding and appreciation of their own heritage. The task before us is clearly enormous. In order to accomplish these goals, the initial stage of preserving NAISL through the use of film or videotape media is most critical. The immediate first step would be to record signing use among various tribe members who still use NAISL. This research effort along with others should assist in preserving a portion of the American Indian heritage through a study of North American Indian Sign Languages.

Appendix A

The Piegan (small band under Blackfeet) has their trapping method. Pis'kun (or deep-blood-kettle) is the name of the trap that Blackfeet used, it is a huge corral of rocks, logs, or brush that are placed at the foot of a steep cliff. On the top of the bluff, two lines of rock piles forming a v-shaped trap. Before the buffalo hunting, the tribe will have a prehunt ritual. It is stated that every Plains tribe has their own specific songs, charms, dances, ritualistic offerings, and pray for calling in the buffalo. The Blackfeet used a certain buffalo songs that could be only sung during the times of near-starvation (Ballantine & Ballantine, 1993:95). In Plains culture, individual hunters are not allowed to go on buffalo hunting alone, all hunters employed equally in set up traps, and chasing buffalos.

The night before the buffalo hunting, the medicine man will pray to the Sun for success. The next morning, a chosen man will arise early to go call in the buffalos. His wives were advised to remain in the lodge until he returns, meantime, they burn the sweetgrass and pray to the Sun for his success and safety. He will not eat or drink but be on his way to join others on the prairie. He will wear a robe and a buffalo head headdress. He will approach the herd of buffalos, until he is far enough and the buffalos notice him. If his prayer is granted, the buffalos will follow him into the chute. The people who hid behind the piles of rock,

appeared with yelling and waving of robes to scare the buffaloes. The buffalos stampeding into the v-shaped rock piles and toward the cliff, where the pis'kun is located below.

The buffalos will plunge downward after reach the cliff edge. During the fall, the buffaloes will either be killed instantly or break any part of their bodies before knives or arrows take their lives. The corral at the base of the cliff, prevented the buffalos from escape until their lives had been drained from them.

Appendix B

The work of George Bird Grinnell, an ethnographer for the Cheyenne tribe at the turn of the century, reported that an elderly man told him a buffalo hunting technique story. This story is narrated below:

In later times, another man had a dream about the way to kill buffalo. His dream said to him: "You shall take your people and have them make a large pen out of wood and brush, with a gap in one side, and a chute with diverging wings running far out on the prairie, fences which shall hide the people from the buffalo. Then you shall take certain young men of the camp and go out with them on the prairie, and you can bring the buffalo into this pen."

The man had the people build the pen and the wings as he had been told, and took his young men and told them what to do, and went out and led the buffalo into the pen without trouble. After that they could always go out and bring them. Before they set out to bring the buffalo, the old man told his young men to strip naked down to their moccasins, and to

paint their faces, arms, legs, and bodies with red earth.

The medicine man and another old man, each carrying a wing, went before the painted men singing their mysterious songs. The painted young men divided into two equal parties, and followed these two old men, behind and outside of them on either side. When the old men got near the buffalo, they beckoned to them with the wings, and soon the buffalo began to come toward them. Then the old men turned about and walked toward the chute in front of the buffalo; and on either side of them, but a long way off, walked the two parties of painted young men. The young men did not sing, but if at any time the buffalo tried to turn aside in either direction from following the old men, the young men held their hands up to the sky and waved them in a certain way, and the buffalo turned back.

After the old men had led the buffalo in between the wings, the opening between the wings was filled by the two parties of painted men who had followed

out, and all sang. The young men who had been chosen to do the killing had been hidden behind the walls of the chute, and after the buffalo had passed them, they climbed over this fence, and followed them, hurrying them into the pen. While they did the killing, the painted men stood there at the gap of the chute, and kept on singing until all were killed. When the buffalo that were following the two men who called them with the wings had come to the entrance to the pen, these medicine men walked a little to one side of the entrance, still singing and waving the wings toward the entrance, and the buffalo walked into the pen. Then while the painted young men walked up and formed a line in the entrance, the medicine men walked along outside of the fence, and close to it, around the pen to the back, opposite the entrance. They stood at the back of the pen and sang their mysterious songs all the time while the men were killing the buffalo, and when they were through killing, sat down on the ground and remained there till the skinning and cutting up was finished, and

the meat was taken to camp.

The best pieces of the meat were selected for the two men who had called the buffalo, and the painted men were then allowed to go into the pen and to select for themselves the next best portions. (Grinnell, 1923:266-268; Verbicky-Todd, 1984:107-108).

Appendix C

Tab symbols

1. Ø zero, the neutral place where the hands move, in contrast with all places below
2. ☐ face or whole head
3. ☑ forehead or brow, upper face
4. ☒ mid-face, the eye and nose region
5. ☓ chin, lower face
6. ☔ cheek, temple, ear, side-face
7. ☕ neck
8. [] trunk, body from shoulders to hips
9. \ upper arm
10. / elbow, forearm
11. ☗ wrist, arm in supinated position (on its back)
12. ☘ wrist, arm in pronated position (face down)
26. R "warding off" hand; second finger crossed over index finger, like 'r' of manual alphabet
27. V "victory" hand; index and second fingers extended and spread apart
28. W three-finger hand; thumb and little finger touch, others extended spread
29. X hook hand; index finger bent in hook from fist, thumb tip may touch fingertip
30. Y "horns" hand; thumb and little finger spread out extended from fist; or index finger and little finger extended, parallel
31. B (alloheric variant of Y); second finger bent in from spread hand, thumb may touch fingertip

Dez symbols, some also used as tab

13. A compact hand, fist; may be like 'a', 's', or 't' of manual alphabet
14. B flat hand
15. S spread hand; fingers and thumb spread like '5' of manual numeration
16. C curved hand; may be like 'c' or more open
17. E contracted hand; like 'e' or more claw-like
18. F "three-ring" hand; from spread hand, thumb and index finger touch or cross
19. G index hand; like 'g' or sometimes like 'd'; index finger points from fist
20. H index and second finger, side by side, extended
21. I "pinkie" hand; little finger extended from compact hand
22. K like G except that thumb touches middle phalanx of second finger; like 'k' and 'p' of manual alphabet
23. L angle hand; thumb, index finger in right angle, other fingers usually bent into palm
24. 3 "cock" hand; thumb and first two fingers spread, like '3' of manual numeration
25. O tapered hand; fingers curved and squeezed together over thumb; may be like 'o' of manual alphabet

Sig symbols

32. ^ upward movement
 33. v downward movement
 34. " up-and-down movement
 35. > rightward movement
 36. < leftward movement
 37. z side to side movement
 38. T movement toward signer
 39. A movement away from signer
 40. x to-and-fro movement
 41. a supinating rotation (palm up)
 42. d pronating rotation (palm down)
 43. w twisting movement
 44. D nodding or bending action
 45. □ opening action (final dez configuration shown in brackets)
 46. * closing action (final dez configuration shown in brackets)
 47. x wiggling action of fingers
 48. o circular action
 49. x convergent action, approach
 50. x contactual action, touch
 51. x linking action, grasp
 52. x crossing action
 53. o entering action
 54. x divergent action, separate
 55. " interchanging action
- interaction

Stokoe, W.C., Casterline, D.C. & Croneberg, C.G. (1976) In C. Valli & C. Lucas (1992) pp. 73-88 Washington D.C.: Gallaudet University Press.

New Additions for Stokoe's Transcription System

Tab-dez

A -- underline on top of A handshape refer to lower hand (COFFEE)

A -- refers to upper sign (ASSISTANT)

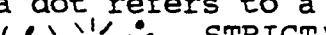
A'A -- refers the signs to be close together or touching (WITH)

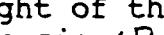
♀ -- refers to one hadn held with or without contact behind the other hand (FOLLOW)

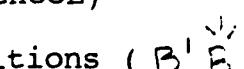
• -- a dot refers that either thumb or other finger not usually prominent is extended or used in sig symbol (NOT)

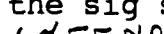
'' -- triple marks refers to bent fingers (ROUGH)

Sig

• -- a dot refers to a short, sharp tense or checked movement ( STRICT)

• -- a dot refers to the right of the sig symbol as a repetition of the whole sig ( SCHOOL)

•• -- two dots describe as two or more repetitions ( OFTEN)

~ -- a double dez shows a curve after the sig symbol indicates sig action of the hands ( IF)

#[] -- refers to a "open-close" movement ( FORGET)

:: -- refers to a compound sign

Stokoe, W.C., Casterline, D.C. & Croneberg, C.G. (1976) In C. Valli & C. Lucas (1992) pp. 73-88 Washington D.C.: Gallaudet University Press.

Appendix D

Authors' list on Sign Vocabulary inventory

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Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Abandon				21			(1)	62						14	
Able															
Aboard				21	11			21							
Abortion				21											
About															
Above				22	11		(1)	21					64		
Abscond															
Absent				22				62					59		
Abundance								62							
Abuse				22				62							
Accessible															
Accident				23											
Accompany				23			(1)	33							
Accomplished								64							
Accord								62							
Accost				23			(1)								
Account/ing															
Accurate															
Accuse															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Abandon										3	175		11		98
Able										3					
Aboard										3			11		
Abortion															
About										3/4	130				
Above										4	1		11		
Abscond											77				
Absent										4			11		
Abundance											126				
Abuse										4			11		
Accessible											154				
Accident										4					
Accompany											2		11		
Accomplished															
Accord															
Accost													11		
Account/ing											4/149				
Accurate											202				
Accuse											23				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Ache				23	11		(1)							54	
Achieve															
Acquire															
Across	51			24	12			20						59	
Act															
Add				24	12			33/62							
Addition															
Additional															
Adjective															
Adjoin															
Admiration															
Admire															
Adulation				24											
Advance				24				33							
Advance Guard				25											
Advise/Advice															
Affection							22								
Affirm															
Affirmative															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Ache									4	156		11			
Achieve										91					
Acquire										91					
Across							392		4	3		11			
Act									5						
Add							392		5	4		11			
Addition										4					
Additional										136					
Adjective									5						
Adjoin										130 /219					
Admiration				(1)											
Admire										152					
Adulation									5						
Advance Guard									6			11			
Advance									5	5		11			
Advise/Advice									6	16					
Affection			(1)												
Affirm						17				150					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Affix															
Afraid of no one				26					22						
Afraid				25	12		(1)						64		
Afraid/Coward								22							
After	40			26	12			18							
After-life															
Afternoon				26				18							
Again															
Against							(1)	18					21		
Age				26											
Agency				27											
Agent(Indian)				28				62							
Agitate				28											
Ago							(1)					955	154		
Agony				28											
Agree															
Agreement								62							
Ahead	40			28			(1)	62					16		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Affirmative						208 /210					8				
Affix											97				
Afraid/Coward								392		6					
Afraid of no one										6			11		
Afraid							392		6	6		11	(1)		
After									6	158		11			
After-life										101					
Afternoon							392		7	7		11			
Again										7					
Against										7					
Age												11			
Agency															
Agent(Indian)									7			11			
Agitate									7	183					
Ago									7	158					
Agony										156					
Agree									7	8/150					
Agreement									7			11			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Ahead / Before other															
Aid				28				62							
Aim				28				58							
Air															
Airplane	62											83			
Alarm															
Album															
Alert							26								
Alight			28												
Alike			28	13								56			
Alive			29									76			
All gone			29	12		(1)				123		60			
All the time															
All is well							54								
All	11	19		29	13			12				11			
Alleviate															
Alliance				30				58							
Allow															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Ahead / Before other									8						
Ahead									8	5/89		11			
Aid										104		11			
Aim												11			
Air									8						
Airplane										86		11			
Alarm										6/16 /214					
Album										174					
Alert										16					
Alight									8			11			
Alike									8	9		11			
Alive				86					8	12		11			
All is well															
All							392		9	10	82	11			
All the time										9					
All gone			(1)		87			392		9			11		
Alleviate											104				
Alliance									9	119		11			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Almost															
Alone				30	14			62/67							73
Alongside															
Already															
Alright	21														75
Always								18							22
Amatory															
Amaze															
Ambitious			30					26							
American			31												
Ammunition															
Among			31				20-21								45
Amuse															
Ancestor			31				12								16
And / Also	23						62								60
Angry			124	31	14		(1)	22							51
Animals															
Annihilate				31											
Annoyance				31											

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Allow										8					
Almost											144				
Alone							392		9			13			
Alongside										144					
Already									9						
Alright									9			11			
Always								10				13			
Amatory															
Amaze										204					
Ambitious									10			13			
American							(1)	10							
Ammunition									10						
Among									10			13			
Amuse										115					
Ancestor									10			13			
And / Also									11			13			
Angry			(1)				34	392		11	11		13		
Animals										11	11				
Annihilate										11		13			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Annuities				32											
Annul															
Another/Other				32					62/67						
Answer/Reply															
Answer															
Antelope		126	32	14											
Anterior															
Anxious															
Anxious				32											
Any															
Apache			33	15				16					41		
Apart					15			62							
Apex															
Apparel				37-38											
Appeal															
Appear				38											
Append / Hang															
Appetite															
Applause															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Annoyanc										11			13		
Annuities													13		
Annul										11					
Another/Other		(1)								12			13		
Answer										12					
Answer/Reply										12					
Antelope					164					12			13		
Anterior											89				
Anxious										12					
Anxious											6				
Any										12					
Apache										13			13		
Apart											61				
Apex											218				
Apparel												13			
Appeal											162				
Appear										13					
Append / Hang											97				
Appetite											110				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Apple				38	15			38							
Appreciate															
Apprehensive															
Approach				38											
Approval															
April				260								69			
Arctic															
Argue/ment															
Argue Violently					15			22							
Arise / Get up				45	15							64			
Arithmetic															
Aroma															
Around															
Arrange				45-46				33							
Arrest				46			(1)								
Arrive here				46	15			54				50			
Arrive there				46	16			54/55				50			
Arrogance															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Applause									13						
Apple															
Appreciate										212					
Apprehensive										6					
Approach									13	47					
Approval									13	152					
April									132			62			
Arctic										147					
Argue/ment										81					
Argue Violently										81					
Arise / Get up									13	199		13			
Arithmctic									13	149					
Aroma										192					
Around									14						
Arrange									14			13			
Arrest									14	13		13			
Arrive there									14			13			
Arrive here									14	47/75		13			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Arrow	23		127	46	16			48/50					40		
Arrow discharging															
Arrowhead				49											
Artilleryman				49					58						
As / Than									62						
Ascend				50											
Ascent															
Ascertain															
Ash (tree)															
Ashamed				50									57		
Ashes				50											
Ask															
Assent															
Assets															
Assiniboine				50											
Assist/ance															
Association															
Astonishment				54	16		(1)	62					56		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Arrogance										14	14				
Arrow discharging			(1)												
Arrow										15		80	13		
Arrowhead															
Artilleryman													13		
As / Than										15					
Ascend										15			13		
Ascent											226				
Ascertain											114				
Ash (tree)									(2)						
Ashamed										15/16	15		13		
Ashes										16					
Ask										16	162 /171				
Assent											8				
Assets											134				
Assiniboinc										16					
Assist/ance											2/104				
Association											119				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Astray				54										13	
Astride				55	16			54-55						31	
At															
Attach															
Attack								58							
Attain															
Attempt				54				62/64							
Attend															
Attention				54				62							
Attest															
August				260									70		
Aunt				54				30					14		
Aurora				54											
Automobile							(1)	48					83		
Autumn				54				38					24		
Avert															
Avoid / Miss				54				56					59		
Avow															
Award															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Astonishment			(1)					392		16	204		13		
Astray										16			13		
Astride										16			13		
At										16					
Attach											97				
Attack													13		
Attain											91				
Attempt										16			13		
Attend											2/99				
Attention										16	16		13		
Attest											150				
August										133			62		
Aunt										16			13		
Aurora											16				
Automobile										17	70		13		
Autumn										17			13		
Avert											77				
Avoid / Miss										17	77		13		
Avow											150				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Awc				55											
Awl				56	16			48					74		
Axc / Hatchet			127	56	17			48/50			121		48		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Award												92			
Awe															
Awl			(1)							17			13		
Axe / Hatchet										17			13		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Baby				57	17		(1)	30						14	
Baby-holder					57										
Bachelor				57				30						14	
Back/Again															
Back/Backward															
Backbite															
Bacon				58	17		(1)	32						55	
Bad Medicine														46	
Bad/Evil	21		128	58	17		(1)	28					948	20	(1)
Bad Taste															
Bad Luck								62							
Badger				59											
Badlands					58										
Baffled															
Bag				59	18			48/5 1						73	
Bake															
Balanced															
Bald				59				10						48	

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Baby									18	17		15			
Baby-holder															
Bachelor									18			15			
Back/Backward									18						
Back/Again									18	158					
Backbite									18			15			
Bacon									18	164		15			
Bad Taste									19						
Bad Luck									19						
Bad/Evil					165-6				19		82	15			
Bad Medicine															
Badger									19						
Badlands															
Baffled										170					
Bag									19	108		15			
Bake										82					
Balanced										113					
Bald									19			15	(1)		
Ball										215					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Ball															
Banana															
Band/Patrol															59
Bankrupt															
Banner															
Bannock															
Bar/Saloon															
Bar up															
Barber															
Bark															
Barracks									61						58
Barren									61						
Barrier															
Barter															
Base															
Baseball															
Baseball(Signs)															
Bashful									61						57
Basin/Hollow									62						

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Banana											159				
Band/Patrol											19				
Bankrupt											19				
Banner											84				
Bannock															
Bar up										20					
Bar/Saloon										20					
Barber											185				
Bark										20					
Barracks										20			15		
Barren										20					
Barrier											80				
Barter											78				
Base											31				
Baseball											215				
Baseball(Signs)											20				
Bashful											20		15		
Basin/Hollow											20	33	15		
Basket											21			15	

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Basket				62				63							
Basketball															
Bat				62											
Bathc															
Battle Cry															
Battle/Combat				62					58						
Battleship															
Bay (Horse)															
Bay				62					38						
Bayonet				62					58						
Be Unaware of										62					
Be (Exist)														(1)	
Beads			129	62/63											
Beans					18	18			38						
Bear (Grizzly)															
Bear		19	126	63	18				44/4 6				948	35	
Bear's Hole		19													
Beard				63	18				10/1 1			121			

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Basketball		12									32				
Bat											21				
Bathe											228				
Battle/Combat					193-4					21			15		
Battle Cry										21					
Battleship												15			
Bay (Horse)					190										
Bay									21			15			
Bayonet									21			15			
Be Unaware of															
Be (Exist)									22	160		15			
Beads									22						
Beans									22						
Bear					166-7			(2)	22		78	15			
Bear (Grizzly)					168										
Bear's Hole															
Beard									23	18		15			
Beat/Overcome									23	140					
Beat / Hit it															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Beat/Overcome															
Beat / Hit it									58						
Beautiful				64	18							56			
Beaver Trap															
Beaver	19	126	64	19			44				948	31			
Beaver Dam					64										
Because															
Become															
Bcd			64				31								
Bee															
Beef															
Beer															
Before	40			64/65				18				16			
Beg															
Begin					19			33							
Behavior															
Behind	40			65	19		(1)								
Behold															
Believe							(1)								

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Beautiful	140									23				15	
Beaver Trap															
Beaver										23				15	
Beaver Dam															
Because										23					
Become										23	91				
Bed										23	190			15	
Bee										24					
Beef											19				
Beer											30				
Before										24				15	
Beg										24	162				
Begin										24	75			15	
Behavior										24					
Behind										24	158			15	
Behold										24					
Believe										25	160				
Bellyful			(1)												
Belonging										25					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Bellyful															
Belonging	11														
Below/Beneath				65	19			20/2 1					64		
Belt				65				52							
Bend															
Beneath															
Bents Fork On The Arkansas															
Bequeath															
Berry (choke)				66											
Beside / By								20/2 1				60			
Best				66											
Bestow															
Bet / Wager				66				63/6 6							
Betray				66											
Between															
Beverage															
Beware															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Below/Beneath							392		25	20 /213		15			
Belt									25			15			
Bend									25						
Beneath										20					
Bents Fork On The Arkansas							(1)								
Bequeath									92						
Berry (choke)									25						
Beside / By									25			15			
Best															
Bestow									92						
Bet / Wager									26			15			
Betray															
Between									26	21					
Beverage										52 /210					
Beware									26						
Bewildered										70					
Beyond									26	3/5 /63		15			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Bewildered															
Beyond				66			(1)	20/2 1					22		
Bible													83		
Bicycle	62							48					83		
Big Belly				67											
Big	18		66	19		(1)	27/2 9			121 /124	948				
Bighorn															
Bill															
Bind															
Birch Tree															
Bird	62		67	19				44/4 6							
Birth				21				31							
Bismarck															
Bison			67					44							
Bison Calf				83	24			44					32		
Bit (Bridle)			67	20				48							
Bite			67												
Bitter / Sour			67		(1)	26				122		55			

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Bible										26			17		
Bicycle													17		
Big Belly															
Big										26	22	81	17		
Bighorn										27					
Bill											4				
Bind											234				
Birch Tree									(1)						
Bird										27	87		17	98	
Birth										27					
Bismarck									(2)						
Bison										27	19				
Bison Calf															
Bit (Bridle)										27					
Bite										27					
Bitter / Sour										27			17		
Bitter-root															
Black										27/45	45		17		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Bitter-root					67										
Black				67				52			120				
Black Guarding														(1)	
Black (Horse)															
Blackfeet				68/73											
Blackfoot								16							
Blade															
Blame															
Blanch				73											
Blanket / Robe		129	73	20				48/4 9					30		
Blaring															
Blaze															
Blend															
Bless You			74	20				12/1 4							
Blessing Food															
Blind			74				(1)	10					80		
Block															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Black Guarding										27					
Black (Horse)							190								
Blackfeet															
Blackfoot									27						
Blade										53					
Blame										23					
Blanch															
Blanket / Robe									28	24		17	(1)		
Blaring										123					
Blaze										82					
Blend										200					
Bless You							392		28	212		17			
Blessing Food										28					
Blind									28	25		17			
Block										201					
Blood									28			17			
Blood Brother															
Bloom /Blossom									28						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Blood Brother					25			30							
Blood				74				10/1 1				62			
Bloom /Blossom															
Blue			74				52					(1)			
Bluejay															
Bluff			75												
Blustering															
Boat			75	20			48					948			
Bob Cat															
Body Parts													48		
Boil			75		18		31					948	76		
Boisterous															
Bolt															
Bone			75			(1)	10								
Bonnet			75												
Book	64		129		21		(1)	49					39		
Bored															
Born / Birth				75	21								948		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Blue										45	45		17	(1)	
Bluejay									(1)						
Bluff										28			17		
Blustering											163				
Boat		(1)								29	26		17		
Bob Cat									(1)						
Body Parts															
Boil										29			17		
Boisterous											123				
Bolt											121				
Bone										29			17		
Bonnet										29			17		
Book										29	174		17		
Bored											27				
Born / Birth										29					
Borrow										29			17		
Boss										30	28				
Boston										42					
Both										30	29				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Borrow				76											
Boss															
Boston															
Both															
Bottle															
Bottom															
Bounce															
Bouquet															
Bout															
Bow	23		127	76				49					39		
Bow-string					79										
Bowl				79	21			48					74		
Box															
Box Elder Tree															
Boxing															
Boy	20	19			22		(1)	30					11		
Brag															
Braid					79										
Brain				79				10							

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Bottle										30					
Bottom										31					
Bounce										32					
Bouquet										192					
Bout										81					
Bow	(1)								30		80	17			
Bow-string										30	33		17		
Bowl									(1)						
Box Elder Tree										30	34				
Box										81					
Boxing										30		17			
Boy										30					
Brag										30					
Braid															
Brain									30	35		17			
Brain in Whirl															
Brainy										191					
Brake										201					
Brand name									30-31			17			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Brain in Whirl															
Brainy															
Brake															
Brand name			79	22				63							
Bravado / Brag			80												
Brave	18		79				26					44			
Bread			80	23		(1)	32			122		52			
Break			81	23		(1)	33					62			
Break Camp							31								
Break out															
Breakfast															
Breath															
Breech-cloth				81											
Breeze															
Bribe															
Bridge			81					54/5 5				62			
Bridle			81	20/23											
Brilliant															
Bring (Fetch)	46		81	23			33					58			

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Bravado / Brag									31						
Brave					168 - 170		392		31			17			
Bread									31	198		17			
Break out										77					
Break Camp															
Break									31	36		17			
Breakfast									31			17			
Breath										37					
Breech-cloth															
Breeze									31						
Bribe									31	38					
Bridge									31	3		17			
Bridle									32						
Brilliant										82					
Bring (Fetch)									32			17			
Brisk										79					
Bristles										18					
British Line															
Broad /Wide									32			17			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Brisk															
Bristles															
British Line						81									
Broad /Wide				81/82									948		
Broke															
Broke down															
Bronco (Horse)															
Brook			82					38					25		
Brother	20		127	82	24/25	16	(1)	30				948	10		
Brother-in-law				82	25	16		30					15		
Brown								52					(1)		
Buck Deer													78		
Bucket															
Buckeye Tree															
Buffalo Robe				90				49					32		
Buffalo (yearling)															
Buffalo Cow					83	25									
Buffalo	25		126	83	24						125		32	(1)	

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Broke									32						
Broke down									32						
Bronco (Horse)							190								
Brook									32			19			
Brother									32	176		19			
Brother-in-law									32			19			
Brown									45	45		17			
Buck Deer															
Bucket									33						
Buckeye Tree								(1)							
Buffalo Cow															
Buffalo	142	(1)							(3)	33		19			
Buffalo Robe															
Buffalo Bull															
Buffalo (yearling)									(1)						
Buffalo(White)															
Build/ing										186					
Bulky										22					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Buffalo Bull					83										
Buffalo(White)					88										
Build/ing															
Bulky															
Bull Berry					90										
Bullet					25			49							
Bump															
Bunch (Fruit)															
Bunch (Herd)															
Bundle															
Burden					25			54							
Burn			90				33								
Burro															
Burst															
Bury			90									949			
Bushes/Brush		19					38								
Busy															
But							63								
Butte															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Bull Berry															
Bullet										33					
Bump											169				
Bunch (Herd)										33					
Bunch (Fruit)										33					
Bundle											234				
Burden															
Burn										33		19			
Burro									(1)						
Burst											36				
Bury											60		19		
Bushes/Brush									(1)	33		81	19		
Busy										33					
But										34		19			
Butte										34					
Butter											198				
Buttock											31				
Buy										34		19			
Buzzard									(1)						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Butter															
Buttock															
Buy	59			92				63				72			
Buzzard															
By												60			
By itself			92					63							
By & By				92											
By Gone															
Bye															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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By itself													19		
By						207				34					
By Gone											158				
By & By										34			19		
Bye											94				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Cabinet															
Cache (hide)															
Calculate															
Calgary(City)															
Call/Attention															
Call (phone)															
Called/Named															
Calm															
Calm Down															
Calmly															
Calumet Dance															
Calumet															
Camas															
Came From															
Camera															
Camouflage															
Camp (site)															
Camp (verb)															
Campfire															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Cabinet										34					
Cache (hide)										34			19		
Calculate											149				
Calgary(City)									(1)						
Call/Attention										34			19		
Call (phone)											211				
Called/Named								393		35			19		
Calm											172				
Calm Down															
Calmly											90				
Calumet Dance															
Calumet															
Camas															
Came From											84				
Camera										35	39				
Camouflage											127				
Camp (site)										35			19		
Camp (verb)															
Campfire										35			19		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Campfire man are you?															
Campfire Girl															
Can/able															
Canada															
Candid															
Candle															
Candy (stick)															
Cane															
Cannon															
Cannot															
Canoe of birch bark															
Canoe															
Canyon															
Capable															
Capitulate															
Capture															
Car															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Campfire man are you?										35					
Campfire Girl										35					
Can/able										36					
Canada									(1)						
Candid										36			19		
Candle										36			19		
Candy (stick)										36			19		
Cane															
Cannon										36			19		
Cannot								393		36			19		
Canoe of birch bark										37					
Canoe		(1)								36	26		19		
Canyon										37			19		
Capable											191				
Capitulate											205				
Capture											13				
Car											70				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Cardinal (church)															
Cards															
Caribou															
Carriage/Buggy															
Carriage															
Carry in the hand															
Carry/pack															
Cars (RR train)															
Carton															
Cartridge															
Cartridge-belt															
Carve															
Cash															
Cat															
Catch															
Catholic															
Cattle															
Caution															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Cardinal (church)											28				
Cards										37	40		19		
Caribou										37					
Carriage/Buggy										37					
Carriage										37					
Carry in the hand										38	41		19		
Carry/pack										37					
Cars (RR train)										38					
Carton											34				
Cartridge										38			19		
Cartridge-belt															
Carve											53				
Cash											134				
Cat										38			19		
Catch										38	108		19		
Catholic										38					
Cattle										38	19		19		
Caution										38					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Cavalry															
Cede															
Celebration															
Centre															
Ceremonial															
Certain															
Chair															
Challenge															
Chance															
Character															
Charge (us)															
Charge (others)															
Charge															
Chase															
Cheat															
Cherokee															
Cherries															
Chest															
Cheyenne															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Cavalry									38			21			
Cede											205				
Celebration										54					
Centre							393		39			21			
Ceremonial										101					
Certain								39				21			
Chair															
Challenge								39	171						
Chance								39							
Character								39							
Charge (us)								39			21				
Charge (others)								39			21				
Charge									76						
Chase								40							
Cheat											19				
Cherokee															
Cherries								40							
Chest										34					
Cheyenne									40			21	(1)		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Chicago															
Chicken															
Chief															
Chief's wife															
Child															
Children															
Chilly															
Chimney															
Chippewa															
Choose															
Chop															
Chore															
Christmas															
Church															
Cigar															
Cigarette															
Circular															
Citizen															
City															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Chicago									42						
Chicken									40	87		21			
Chief						24, 170-2			40	28	79	21			
Chief's wife															
Child				87					40	17		21			
Children									40						
Chilly										44					
Chimney										193					
Chippewa															
Choose									40-41	29/ 213					
Chop									41	42		21			
Chore										233					
Christmas									41						
Church									41		21				
Cigar									42		21				
Cigarette									42	193		21	(1)		
Circular										180					
Citizen															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Clasp															
Clean															
Clean-handed															
Clean-out															
Clear (sky)															
Cleave															
Clever															
Cliff															
Climb															
Clip															
Clock															
Close (verb)															
Close															
Clothes															
Clouds															
Clutch															
Coal															
Coalition															
Coat(Costume)															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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City									42			21			
Clasp											108				
Clean											228				
Clean-handed										43					
Clean-out						198									
Clear (sky)										43	231				
Cleave											42				
Clever										43	191				
Cliff															
Climb															
Clip											181				
Clock											216				
Close (verb)															
Close										43	144/ 188		21		
Clothes										43	220				
Clouds							393		44			21			
Clutch											108				
Coal										44			21		
Coalition											119				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Coating															
Coax															
Cocur d' Alene															
Coffee															
Coin															
Cold															
Colleague															
Collect															
Color															
Color-change															
Column															
Comb															
Combat															
Come into View															
Come															
Come for a Moment															
Come Between															
Come Back															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Coat(Costume)									44				21		
Coating												157			
Coax											43				
Coeur d' Alene												84			
Coffee										44	52		21	(2)	
Coin										44				(1)	
Cold								393		44	44	81	21		
Colleague												88			
Collect															
Color										44	45	82	21	(1)	
Color-change												157			
Column															
Comb										46	46				
Combat										46	81				
Come into View										47					
Come								393		46	47	21			
Come for a Moment										46					
Come Between										46					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Come Gently															
Comfort															
Comfortable															
Coming Man															
Coming															
Coming of a person from a distance															
Command															
Commander															
Commence															
Commotion															
Communication															
Compact															
Companion															
Comparative															
Compass Point															
compassion															
Competent															
Complete															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Come Back									46						
Come Gently									46						
Comfort									47	24					
Comfortable									47						
Coming Man									47						
Coming									47						
Coming of a person from a distance															
Command									48						
Commander										28					
Commence									47	75	21				
Commotion										200					
Communication										208 /211					
Compact										119					
Companion										88					
Comparative									48	9					
Compass Point									47		21				
compassion															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Compose															
Composer															
Compute/r															
Comrade															
Conceal															
Concede															
Conceit															
Concert															
Concur															
Conduct															
Conduct/music															
Confederation															
Confess															
Confidant															
Confront															
Confused															
Congress															
Connivance															
Consent															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Competent											191				
Complete										48	10				
Compose											235				
Composer											161				
Compute/r											4/149				
Comrade											88				
Conceal									48	106	21				
Concede											152				
Conceit									48	14					
Concert											161				
Concur											8				
Conduct									48	2					
Conduct/music											140				
Confederation											119				
Confess									48-49	23					
Confidant											88				
Confront											130				
Confused											170				
Congress									49				21		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Consider															
Conspiracy															
Conspire															
Constable															
Contact															
Container															
Contemplate															
Contempt															
Contemptuous															
Contented															
Continue															
Contrary															
Contrast															
Contribute															
Controller															
Conversation															
Cook															
Coon															
Copulate															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Connivance									49	182					
Consent										8					
Consider									49	90		21			
Conspiracy										182					
Conspire										182					
Constable									49						
Contact										219					
Container										33/34					
Contemplate										122					
Contempt									49						
Contemptuous										14					
Contented									49						
Continue									49						
Contrary										58					
Contrast										61					
Contribute										92					
Control/ler										66/ 108					
Conversation									50	208					
Cook									50	82		21			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Copy															
Corn															
Cornbread															
Corral															
Correct															
Correspond															
Cost															
Council															
Counsel															
Count Coup															
Counting															
Country / homeland															
Country															
Courageous															
Courting															
Cousin															
Covenant															
Cover															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Coon										50					
Copulate															
Copy											235				
Corn										50	49		21		
Cornbread											85				
Corral										50-51	80		21		
Correct												131 / 152			
Correspond											9				
Cost											134				
Council										51		23			
Councel										51					
Count Coup										51					
Counting	139	(1)								51	149		23		
Country / homeland															
Country								393		51	71		23		
Courageous															
Courting										51-52					
Cousin											176				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Covered Wagon															
Coverless															
Cow															
Coward															
Coyote															
Crab															
Cradleboard															
Craft															
Crate															
Crave															
Crayfish															
Crazy															
Crest															
Creature															
Creek															
Crime/sin															
Criticize															
Crooked/wrong															
Cross Trail															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Covenant											150				
Cover											24/ 168				
Covered Wagon															
Coverless											154				
Cow											19				
Coward	(1)									52	6	23			
Coyote										52		23			
Crab										52					
Cradleboard															
Craft											26				
Crate											34				
Crave										52					
Crayfish										52					
Crazy								393		52	50	23			
Crest											218				
Creature											12				
Creek										52					
Crime/sin										53					
Criticize											23				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Cross/mad															
Cross your heart															
Cross/holy															
Cross/across															
Crow (bird)															
Crowded															
Crown															
Crush															
Cry															
Cry-out															
Cunning															
Cup															
Cure															
Curse															
Curve															
Custody															
Cut															
Cutting-up															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Crooked/wrong									53						
Cross Trail												80			
Cross/mad										53			23		
Cross your heart										53					
Cross/holy										53					
Cross/across										53			23		
Crow (bird)										53					
Crowded										53					
Crown											218				
Crush										54					
Cry								393		54	51		23	(1)	
Cry-out										54					
Cunning										54			23		
Cup											52				
Cure												131			
Curse															
Curve											232				
Custody												13			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Cyclone															
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Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Cut								393		54	42,53 , 181				
Cutting-up										54			23		
Cyclone										54					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Dagger															
Dam				140				38						27	
Dance				140	35			12						44	
Dance (drumming)															
Danger															
Dangerous				142				26							
Dangle															
Dare you					35										
Dark				142				26,29						56	
Darkness															
Daughter		127	142					30			949	15			
Dawn															
Day	92			142	35	16		18			949	17			
Day Break				143	35			18					17		
Daylight		19											17		
Daze															
Dead/Death				143				58/60			949	36			
Deaf				143	36		(1)	26/28					66		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Dagger											53				
Dam										54			23		
Dance										54- 55	54		23		
Dance (drumming)										55					
Danger										55					
Dangerous										55			23		
Dangle											97				
Dare you										55					
Dark										55		23			
Darkness															
Daughter		(1)								55		23			
Dawn											137				
Day Break		(1)								56	137		23		
Day	139 / 142					5		393		56	55		23		
Daylight											137				
Daze											204				
Dead/Death			(1)		86	174 - 177				56	60	82	23		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Deaf-Mute				144											
Deafening															
Deal/Dealer															
Debatable															
Debt															
Decant/er															
Deceive				148											
December				260										71	
Decide					36			64							
Decrease															
Decrepit				148											
Deed															
Deep				148	36			26							
Deer	35	20	126	149	37			44/45				949	33		
Deer (running)			19												
Deer(Mule)				149											
Deer(Whitetail)				148											
Defame				149				63/64							
Defend															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Deaf									56	56	82	23			
Deaf-Mute															
Deafening										123					
Deal/Dealer										40					
Debatable										128					
Debt									56						
Decant/cr										166					
Deceive									56	117		23			
December									133			62			
Decide									56- 57	213					
Decrease									57						
Decrepit									57						
Deed									57						
Deep									57	57		23			
Deer (running)															
Deer	(1)	(1)			5				57	19	78	25			
Deer(Mule)									58						
Deer(Whitetail)									58						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Defiance				149	37										
Deftness															
Deliberate															
Delight				149											
Deliver															
Demand															
Deliverance															
Demolish															
Demur															
Denial															
Depart				149				54/55				29			
Dependable															
Depose				149											
Depress															
Deride															
Describe															
Desire								22							
Destroy				150	37			58				61			
Deter															
Determine															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Defame									58				25		
Defend									58						
Desiance								393		58	58		25		
Deftness											58				
Deliberate											213				
Delight									58						
Deliver										41					
Deliverance										77					
Demolish										36					
Demur										61					
Denial										145					
Depart									58	59		25			
Dependable										222					
Dепose															
Depress										51					
Deride										133 /184					
Describe									59						
Desire									59						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Develop															
Deviate															
Devil								13							
Dew				150											
Dialogue															
Dictate															
Dic			150	37				58/60					36		
Die out															
Different															
Difficulty															
Dig			150	38			(1)	34							
Digits															
Dilemma															
Dime															
Diminutive															
Dinner															
Direction															
Dirt/soil				150	38								29		
Dirty															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Destroy									59	36		25			
Deter											201				
Determine										59					
Develop											22				
Deviate											61				
Devil										59					
Dew										59					
Dialogue															
Dictate											66				
Die out										59					
Die					177				59	60		25			
Different										60	61				
Difficulty										60					
Dig										60	62		25		
Digits											149				
Dilemma											170				
Dime										60					
Diminutive											120				
Dinner										60			25		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Disagree															
Disappear															
Disarm							151								
Disbelief															
Discharge															
Disciple															
Disclose															
Disconsolate															
Discontent															
Discontinue															
Discouraged															
Discovery															
Discussion															
Disgrace															
Disguise															
Disgust/Dislike				151				(1)	22				66		
Dish															
Dishonest															
Dishonorable															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Direction										60	202				
Dirt/soil										60			25		
Dirty										60					
Disagree											145				
Disappear										60-					
Disarm										61					
Disbelief										61					
Discharge											175				
Disciple										61					
Disclose											225				
Disconsolate											51				
Discontent			(1)												
Discontinue											201				
Discouraged										61					
Discovery										61	114				
Discussion										61	208				
Disgrace											184				
Disguise											106				
											/127				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Dismount				151				54/55							
Disobey															
Dispatch				151											
Dispense															
Dispute								66							
Dissatisfaction															
Dissect															
Dissolve															
Distant			151					26/54				13			
Distress															
Distribute			151					64							
Disturb								22							
Dive(air)															
Dive(water)			152					34/36				74			
Divide															
Divine								26							
Divorce			152				(1)	30				15			
Do	34			152				34				30			
Do Not				153								30			

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Disgust/Dislike									61			25			
Dish										33					
Dishonest											117				
Dishonorable											117				
Dismount									61			25			
Disobey									62	58/ 143					
Dispatch															
Dispense										40/9 2					
Dispute										61/8 1 /171					
Dissatisfaction															
Dissect										53					
Dissolve										62					
Distant									62	63		25			
Distress									62	156					
Distribute										40/9 2 /143		25			
Disturb										11					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Doctor				153	38			12				950	82		
Doc		19										949			
Doer															
Dog	46		126	153	38			45				950	32		(1)
Dog Sledge												950			
Dollar	59			154			(1)	64					63		
Dominant															
Don't Care															
Don't Want															
Don't come															
Don't hear or understand															
Donate															
Done	40											22			
Door			154												
Dormant															
Dorsum															
Doubt			154												
Douglas Fur															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Dive(air)										62					
Dive(water)										62	64		25		
Divide											65				
Divine															
Divorce										62	175		25		
Do Not										64			25		
Do										62	233		25		
Doctor										62	28		25		
Doe												78			
Doer	(1)									62-					
Dog					(1)				(2)	63			25		
Dog Sledge															
Dollar										63			25		
Dominant											66				
Don't hear or understand												83			
Don't Want										64					
Don't come												84			
Don't Care										64					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Down	51										119				
Down pour															
Down-Hearted															
Doze															
Draft(written)															
Drain															
Draw Near															
Dream			154									48			
Dreamer			155												
Dress			155				52					48			
Dried Meat			156												
Drink/ing	38		125	156	39			31							
Drive				156				54							
Drive forward											950				
Driving				156				54							
Drizzle															
Drought/Drough t					156				38				22		
Drown					156										

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Donate										92					
Done			(1)						63			25			
Door									64	67		25			
Dormant										172					
Dorsum										158					
Doubt									64	170-1		25			
Douglas Fur								(1)							
Down pour										173					
Down									64	57/6 8		25			
Down-Hearted									65						
Doze										190					
Draft(written)										235					
Drain										166					
Draw Near							393								
Dream									65			25			
Dreamer															
Dress									65			25			
Dried Meat															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Drug															
Drugstore															82
Drum				156				49							21
Drunk					157				23						
Dry					157				54						60
Duck					157				45						
Dull						157									49
Dull(Dunce)															
Dumb						157									
Dumb Found															
Dunghill Fowl															
During															
Dust									54						
Duty															
Dwell															
Dwindle															
Dying															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Drink/ing		(1)	(1)		87					65	52/6 9 /229	83	25		
Drive forward															
Drive										65	70				
Driving										65	169				
Drizzle											173				
Drouth/Drough t										66			25		
Drown										66			25		
Drug											129 /187				
Drugstore															
Drum										66			25		
Drunk										66			25		
Dry										66	220		25		
Duck			(1)						(1)	66			25		
Dull										66			25		
Dull(Dunce)										67	50				
Dumb										67		81	25		
Dumb Found											204				

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Dunghill Fowl															
During										67					
Dust										67					
Duty										67					
Dwell										67	186				
Dwindle										68					
Dying					178						60				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Eagle				158	39			45					34		
Ear											119				
Early		130	158										18		
Early Evening															
Early Morning															
Earring			158	39				52-53							
Earth/Soil			159	39			38/42					29			
Earth/World															
East								72							
Easy															
Eat (Food)	34	125	159	40			31				950	55			
Eaten(enough)	43		161									55			
Edit/Editor								76							
Edmonton,Can.															
Eel		127													
Effect															
Effort			161	40			64					63			
Effortless								73							
Egg			161	40			45								

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Eagle								(1)			78	27			
Ear															
Early Evening										68					
Early Morning										68					
Early										68	89 /137	27			
Earring							394			68		27			
Earth/Soil										69		27			
Earth/World							394			68	71				
East										47		80			
Easy	(1)						394			69	73				
Eat (Food)		(1)			87					69	74	27			
Eaten(enough)										69		27			
Edit/Editor															
Edmonton,Can.								(1)							
Ecl															
Effect										69					
Effort										69	233	27			
Effortless															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Egotistic									163						
Eight									9						
Either/or															
Elapsed									158						
Elephant															
Elevation									138						
Eliminate									76						
Elk/Wapiti		126	162	41									33		
Elm (white)															
Elm (red)															
Elope			162										14		
Elude									77						
Emaciate								26/27							
Embark									75						
Embarrass									15/ 184						
Emblem									84						
Emotion									100						
Employment									233						
Empty															

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Egg										69	87				
Egotistic															
Eight											149				
Either/or										69	29				
Elapsed															
Elephant									(1)						
Elevation															
Eliminate															
Elk/Wapiti	142								film	70		27			
Elm (white)									(1)						
Elm (red)									(1)						
Elope												27			
Elude															
Emaciate															
Embark															
Embarrass															
Emblem															
Emotion															
Employment															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Encamp				162											
Encircle									58/59						
Enclosure															
Encounter									52/57						
End			162	41				64/67					22		
Endorse															
Endow															
Endure				41				23							
Enemy			162					23					40		
Energetic			162												
Energy															
Engaged															
Engagement															
Engross															
Enlarge															
Enlist			162												
Enormous															
Enough/Full				162											
Enrage															

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Empty										70					
Encamp										70					
Encircle										70					
Enclosure										70	80 /188 /234				
Encounter											130				
End										70	42		27		
Endorse											8				
Endow											92				
Endure										70					
Enemy										70			27		
Energetic											233				
Energy															
Engaged										71					
Engagement										71					
Engross											57				
Enlarge											22				
Enlist										71			27		
Enormous											22				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Enroll															
Ensign															
Enter				162				34							
Entire															
Entrance/Entry															
Equal	56			163	42			8/9		124		56			
Equivalent															
Eradicate															
Erase/Annul															
Ermine															
Erratic															
Escape			163					58				38			
Escort															
Eternally								3/18							
Even/Same															
Evening			163					38				20			
Ever															
Every															
Everyday			163												

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Enough/Full			(1)						film	71					
Enrage											11				
Enroll											75				
Ensign											84				
Enter			(1)			186-7				71	75		27		
Entire											10				
Entrance/Entry											67/75				
Equal										71	9		27		
Equivalent											9				
Eradicate											76				
Erase/Annul										72	76				
Ermine								(1)							
Erratic											128				
Escape			(1)			208				72	77		27		
Escort											2				
Eternally											155		27		
Even/Same										72					
Evening										72	7		27		
Ever										72					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Everyone							12								
Everyone gone								12/13							
Evidently								64							
Evil Eye															
Evil/Sin				42				13							
Examine															
Excavate															
Excel															
Except/Unless															
Excessive									124						
Exchange		126	163				62/64					12			
Excite			164												
Excuse															
Exercise															
Exertion															
Exhalation															
Exist															
Exit															
Expect															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Every												10			
Everyday															
Everyone															
Everyone gone															
Evidently															
Evil Eyc											72				
Evil/Sin											72				
Examine												122			
Excavate												62			
Excel												5			
Except/Unless												72			
Excessive												72			
Exchange		(1)									72	78		27	
Excite												73			
Excuse												73	70		
Exercise													32		
Exertion													233		
Exhalation													37		
Exist												73			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Expeditious															
Explain								62/64							
Expose															
Expunge															
Extend								34							
Extent								38							
Exterior															
Exterminate			164	42				58/59							
Extinguish								34							
Extra															
Extravagant								23							
Eye				42											

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Exit											59/67 177				
Expect										73					
Expeditious											79				
Explain										73	225		27		
Expose											154				
Expunge											76				
Extend											139				
Extent															
Exterior											155				
Exterminate										73		27			
Extinguish															
Extra											136				
Extravagant															
Eye											122				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Face							11						56		
Fade															
Fail															
Fail					42										
Faint			165												
Fair	21														
Faith						(1)									
Fall / Tumble			166				56					66			
Fall (off horse)															
Fall(season)			165				56								
Fall(water)			165												
False															
Fame			166				64					45			
Famished							31								
Famous															
Far	51		166				20					13			
Farewell															
Farm			166				64					80			
Farmer															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Facc							394		73			27			
Fade									73						
Fail							(1)	74							
Faint									73			27			
Fair										113					
Faith															
Fall / Tumble									73		83	27			
Fall (off horse)											83				
Fall(season)									74			27			
Fall(water)									74			27			
False									74	117					
Fame									74			27			
Famished															
Famous									74						
Far		(1)						(1)	74	63		27			
Farewell										94					
Farm									74	62/71		27			
Farmer									75						
Fast		(1)							75	79		29			

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Fast	25			166	42			18/19						58	
Fasten									34						
Fat							(1)								
Fat/Grease				167											
Father	18			167	43	16		30				950	10		
Father's brother												950			
Father's sister												950			
Father-in-law				167				30					12		
Fatigue								26/27							
Fault-finding															
Fear	74						(1)	23							
Feast				167								58			
Feather				171								35			
February				260								68			
Feed															
Feel / Touch															
Female/Women				171		16						10			
Fence															
Fetch															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Fasten											121 /188				
Fat/Grease										75					
Fat									(1)	75			(1)		
Father	(1)									75		29			
Father's brother															
Father's sister															
Father-in-law									75			29			
Fatigue															
Fault										23					
Fault-finding									75						
Fear						(3)			76	6		29			
Feast												29			
Feather									76			29			
February									132			62			
Feed										74					
Feel / Touch									76	100					
Female/Women			(1)						76/77	232		29			
Fence										80					
Fetch									77						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Feud															
Fever															
Few	28			172											26
Fidgety								(1)							
Fight / War	56		125	172	43		(1)	58				950	46	155	
File															
Film															
Find	43							34							
Fine															
Finger crossed															
Finish	40			173				34/64							22
Fire	60		129	173	43			38/39							47
Fire Alarm , Fire Dept. , Fireperson															
Fire (volleys)				173											
Fire								58							
Fire-off / Shoot				173											
Firm				173											
First															

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Feud											81				
Fever									(1)						
Few		(1)								77			29		
Fidgety															
Fight / War		(1)			86					77	81		29		
File											125				
Film											39				
Find										77					
Fine											152				
Finger crossed										77					
Finish			(1)		87					78	42		29		
Fire Alarm , Fire Dept. , Fireperson											193				
Fire		(1)	(1)		87				(1)	78	82/ 193		29		100
Fire (volleys)															
Fire															
Fire-off / Shoot										78			29		
Firm															
First										78/79					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Fish	53	20		173	44/45			45/46				950	27		
Fish (many)		20													
Fisher / Pekan															
Five								8							
Fix				174											
Flag				174	44/45			49/50					81		
Flat															
Flavor															
Flee															
Flesh															
Flicker															
Flight															
Flint				179											
Flint Lock															
Float				179				56					81		
Flock															
Flog								58							
Flood				179											
Flour				179				65			122		52		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Fish (many)															
Fish			(1)						(1)	79	83			29	
Fisher / Pekan										79					
Five											149				
Fix										79			29		
Flag									(1)	79	84		29		
flat										79	85				
Flavor											209				
Flee											77				
Flesh										79					
Flicker									(1)						
Flight											77/86				
Flint									(1)						
Flint Lock									(1)						
Float										80			29		
Flock									(1)						
Flog															
Flood									(1)	80	229				
Flour										80			29		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Flow															
Flower				180	45			38							65
Fluctuating															
Fly				180				45							
Fog				180	45		(1)	38							27
Follow / Chase							(1)	56							
Fond				180	44/45										75
Food	34			180	45			32							
Food Stuff								65							
Fool				181											74
Foolish															
Foot Race				181											
Foot Journey															
Footprints				181				38/56							29
For															
Forage				181											
Forbid															
Force															
Ford				181											

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Flow										166					
Flower									(1)	80			29		
Fluctuating										128					
Fly										80	86/87		29		
Fog										80			29		
Follow / Chase							394		81	2		29			
Fond									81			29			
Food Stuff															
Food									81	74		29			
Fool	(1)	(1)							81			29			
Foolish									81	50					
Foot Race									82			29			
Foot Journey	139														
Footprints									81		29				
For									82						
Forage															
Forbid									82						
Force										169					
Ford															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Foreclock				181											
Forenoon															
Forest				181	45		(1)	38/39					23		
Forever				181	44/45			23					22		
Forewarn															
Forget				182	45			23					80		
Forgive								23							
Forks			182												
Form															
Forsake															
Fort			182					59					51		
Fort Benton															
Fort McCloud															
Fort Lincoln															
Forward															
Found out															
Found it				182	46/47										
Foundation															
Four									8						

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Forelock															
Forenoon												137			
Forest		(1)							(1)	82	221		29		
Forever								394		82			29		
Forewarn											214				
Forget						(1)				82/83	76		29		
Forgive										82					
Forks											232				
Form												175			
Forsake															
Fort Benton									(1)						
Fort						183							29		
Fort Lincoln									(1)						
Fort McCloud									(1)						
Forward										83	89				
Found it										83			29		
Found out										83					
Foundation											31				
Four											149				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Four Foot															
Fox				182					45						
Fraction (math)															
Fragrant				182										35	
Frankness									27						
Free															
Freeze Over				183					39				27/28		
Frequent															
Friend	54		129	183	46/47				22/23 58/59				12		
Fright				184					22/23						
Frigid															
Frog				184	47				45				27		
From															
Front															
Frost				184											
Fruit				184	47				39						
Full	43				46/47								55	155	
Fuller Earth															
Function															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Four Foot									83						
Fox								(1)	83				31		
Fraction (math)										65					
Fracture										36					
Fragrant										192		31			
Frankness															
Free									83/84						
Freeze Over									84	44		31			
Frequent								(1)							
Friend							34	394	(2)	84	88		31		
Fright										6					
Frigid										44					
Frog								(1)	84			31			
From								(1)	84	59					
Front										89					
Frost									84						
Fruit								(1)	85						
Full					87			(1)	85						
Fuller Earth								(1)							

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Funds															
Funeral					184										
Funny															
Furious															
Further															
Future	40			184				18							154

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Function											119				
Funds											134				
Funeral											60				
Funny											115				
Furious											11				
Further											136				
Future										85	89		31		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Gain															
Gall								185							
Gallop			130	185					56						
Gamble															
Game					185										
Gap / Gorge					185	46/47									
Garden															
Gate															
Gather															
Gelt															
Gender				185											
Generous				185					27				66		
Gentle															
Gently															
Get / Obtain	46					47							11		
Get Down									56						
Get Lost									56						
Get Well															
Getaway															

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Gain											91				
Gall															
Gallop										85			31		
Gamble										85					
Game											32/40 /215				
Gap / Gorge										85		31			
Garden										85	62				
Gate											67				
Gather										85					
Gelt															
Gender															
Generous										86		31			
Gentle										86	90				
Gently										86					
Get / Obtain										86	91	31			
Getaway											77				
Get Down															
Get Lost															
Get Well										86					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Ghost / Soul				186											
Gift															
Girl	20	20		187	47			30				11			
Give	54			187	48			34			951	58	(1)		
Give You															
Give it up															
Give Me				187	48			65			951	58			
Give name to				187											
Give-up															
Glad		129	187												
Glance															
Glasses															
Glitter															
Globular															
Gloomy				187				23/26 /29			35				
Glory / Fame															
Gloves				188				52							
Glow / Wonderful															

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Ghost / Soul									86						
Gift									86						
Girl		(1)							86	232		31			
Give	(1)	(1)					394		87	92		31	(1)		
Give-up									87						
Give it up									87						
Give Me		(1)	(1)						87			31			
Give name to												31			
Give You									87						
Glad									87	82	31				
Glance									122						
Glasses									93		(1)				
Glitter									87						
Globular	126								180						
Gloomy									87		31				
Glory / Famic								88							
Gloves											31				
Glow / Wonderful									88						
Glue															

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Glue				188											
Go Ahead Of									54						
Go Near				188											
Go / Travel	30		125	188	48			54/55				29			
Go-away			(1)	188	48			56							
Go-up								56							
Go-up (Climb)								33/35							
Goat				188	48			45							
God Bless You												83			
God				189	49			13				83			
Going															
Gold				191											
Gone												29			
Good	21		128	191	49			27				951	19	155	
Good Medicine												46			
Good Man															
Good evening												80			
Good Day								13							
Good Morning												80			

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Go Near															
Go / Travel		(1)	(1)					394		88	59 /227		31		
Go Ahead Of															
Go-away									88			31			
Go-up (Climb)															
Go-up															
Goat									88			31			
God									88	101		31			
God Bless You															
Going									88						
Gold									89			31			
Gone									89			31			
Good		(1)	(1)		178 - 180		394		89	152	82	31			
Good-Looking Wife												83			
Good-Looking (No)												83			
Good-Looking Woman												83			
Good-Looking												81			

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Good-Looking (No)															
Good-Looking															
Good-Looking Wife															
Good-Looking Woman															
Goodbye	75								62/65						
Goose			191					45							
Gopher															
Gorge				49				38							
Gossip															
Grab (Seize)															
Graft															
Grain								39							
Grand Coup															
Grandchild															
Grandfather			191	49								14			
Grandmother		127	192					30				14			
Grasp								34							

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Goodbyc								89	94						
Good Day															
Good Evening													31		
Good Man												83			
Good Medicine															
Good Morning								89				31			
Goose							(1)	89				31			
Gopher								(1)							
Gorge								89							
Gossip								89							
Grab (Seize)							394				108				
Graft											38				
Grain								89/90	49						
Grand Coup								90							
Grandchild								90							
Grandfather								90				31			
Grandmother								90				31			
Grasp								90	108						
Grass		(1)						(1)	90	95		33			

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Grass			130	192	49			38/39				951	21		
Gratitude				192											
Grave				193								951			
Gray				193				52					(1)		
Graze (Horse)				193				13							
Greasewood (Tree)															
Greasy				193											
Great				193								83			
GreatCouncil House															
Great Hunger															
Great Spirit					49							949			
Greater Than															
Green				193				52					(1)		
Greeting															
Grief															
Grieve				193											
Grindelia (Flower)															

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Gratitude								91	212						
Grave								91				33			
Gray										45	45				
Graze (Horse)															
Greasewood (Tree)									(1)						
Greasy															
Great							394		91	22		33			
Great Council House						185-6									
Great Hunger							394								
Great Spirit	138											33			
Greater Than								91							
Green									45	45			(1)		
Greeting										103	88				
Grief								91							
Grieve								91			33				
Grindelia (Flower)								(1)							
Grip (Hug)									108						
Grizzly															

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Grip (Hug)								34							
Grizzly				193											
Groan									24						
Groom															
Grope															
Gros Ventre			193												
Ground															
Group				49				56							
Grouse (bird)															
Grove															
Grow			199					38/39				37			
Grow-up												(1)			
Guarantee															
Guard															
Guide (verb)			199												
Guide (noun)															
Gum				199											
Gun			127	200	50				59						
Gun-Cover				200											

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Groan															
Groom												46			
Grope												83			
Gros Ventre															
Ground										91	71				
Group															
Grouse (bird)									92						
Grove								(1)							
Grow										92	22/95 /221		33		
Grow-up															
Guarantee											150				
Guard											168				
Guide (noun)									92						
Guide (verb)									92						
Gum															
Gun			(1)							92		79	33		
Gun-Cover															
Gun-fire			(1)							92					
Gun-powder			(1)							92					

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Gun-fire			127		50			58/60							
Gun-powder				200											

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Habit															
Hackberry(tree)															
Hail				201				39					51		
Hair				201									46		
Hairy															
Half		129	201	50				8 / 9			123		76		
Half Breed			201	50				16							
Half Coin															
Halt / Stop		124	205					56					54		
Halve															
Ham															
Hand															
Hand Cuffs															
Handshake								12/13							
Handsome			205										56		
Hang			205	50				35					81		
Hanker															
Happen															
Happy	21				50			24							

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Habit									93						
Hackberry(tree)								(1)							
Hail									93			33			
Hair							394		93	46		33			
Hairy										18					
Half									93	65		33			
Half Breed									94			33			
Half Coin															
Halt / Stop						34			94	201		33			
Halve									94						
Ham										164					
Hand										96					
Hand Cuffs										13					
Handshake															
Handsome									94	132		33			
Hang									94/95	97		33			
Hanker										95					
Happen										95					
Happy									95	54		33			

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Happy Hunting Ground				206											
Haranguing															
Hard				207	51			26 / 27/29				27			
Hard-bread				208											
Hardwood															
Harlot				208											
Harmony															
Hat				208	51		(1)	52				82			
Hatchet								49				48			
Hate															
Haughty															
Haul															
Have to / Must															
Have	11											11			
Hawk				209											
Hay															
He Who															
He	10							65			119	11			

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Happy Hunting Ground							394		95						
Haranguing			(1)												
Hard									95	98		33			
Hard-bread															
Hardwood								(1)							
Harlot															
Harmony										140					
Hat									95			33			
Hatchet									95			33			
Hate									96						
Haughty										14					
Haul										41					
Have to / Must									96						
Have									96			33			
Hawk									96			33			
Hay								(1)							
He Who									98						
He									96			33			

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Headache				209	51			11						54	
Headstrong								(1)							
Heal															
Healthy															
Heap				209					65					77	154-5
Hear		125	209	51				10/11			119			36	
Heart	21			209	52			11						66	
Heat															
Heaven				209	52										
Heavens / Sky															
Heavy				210	52			27						57	
Heed															
Hello / Hi	75				52			13			121				
Help	38			210	52			62						60	
Her	10			211				66						11	
Herd				210											
Here	14			210				20			119			39	
Hereabout															
Hermaphrodite				210											

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Headache									96			33			
Headstrong															
Heal										131					
Healthy									96	152					
Heap									97			33			
Hear			86			394			97	99		33			
Heart		30		181		394			97	100		33			
Heat									97	109					
Heaven									97	101		33			
Heavens / Sky									97						
Heavy				201		394			97	102		33			
Heed										99					
Hello / Hi										103					
Help									98	104		33			
Her									98			33			
Herd									98						
Here									98	105		33			
Hereabout										144					
Hermaphrodite															

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Hesitant															
Hide / Skin				211											
Hide (verb)	35		125	210	52		(1)	33/34					13		
High / Height				211	53			27					21		
Higher															
Hike															
Hill / Bluff			129	211	53			39/41					29		
Hinder															
Hinge															
Hint								13							
Hirsute															
His / Him	10			211						119		11			
History / Story				211											
Hit								58				77			
Hoax															
Hog / Pig				212											
Hold				212	53			34/36				27			
Hole				212				39/42							
Holler															

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Hesitant										128					
Hide / Skin										98/99					
Hide (verb)	(1)						395		98	106		33			
High / Height							395		99	107		33			
Higher									99	1/226					
Hike										227					
Hill / Bluff									99	138					
Hinder										108					
Hinge										67					
Hint															
Hirsute										18					
His / Him									99		33				
History / Story										99					
Hit	(1)								99						
Hoax										99					
Hog / Pig										100					
Hold									100	108		33			
Hole									100			35			
Holler									100						

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Home								31							
Home-sickness				213											
Homely				213									56		
Honest				213	53			27							
Honey			213												
Honor															
Hook							34								
Hope															
Horror															
Horse Race		214													
Horse	25	20		213	53		(1)	44/45			125		31		
Horse (grazing)															
Horse (packing)															
Horse (saddling)															
Horse (racing)															
Horseback			214										154		
Horsebird															
Horseman								59							

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Home									100	186					
Home-sickness									100						
Homely												35			
Honest									100	113		35			
Honey															
Honor									100						
Hook										83					
Hope									101						
Horror										6					
Horse Race							191					35			
Horse		(1)		87	187 - 190				101	177		35			
Horse (grazing)						190									
Horse (packing)						190									
Horse (saddling)						191									
Horse (racing)						190									
Horseback	139					190				177					
Horsebird								(1)							

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Hospital		214						13						80	
Hospitality															
Hostage				214											
Hot (weather)					214	53			11				951	52	
Hot (item)															
Hot (sweating)															
Hotel							(1)								
Hour															
House of logs															
House	58				54/55			31			125		51		
How much?				215					8/63 /65						
How many?	12			215	55								24		
How! / Ho!				215											
How?															
Hug								34							
Human															
Humiliated															
Hump				215											
Hundred	15		128	215											

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Horseman		(1)			190					101					
Hospital													35		
Hospitality											210				
Hostage															
Hot (weather)										101		81	35	(1)	
Hot (item)										101	109				
Hot (sweating)		(1)								101					
Hotel											101				
Hour										102	216				
House of logs										102					
House			(1)			181-3				102	186		35		
How much?		(1)								102			35		
How many?										102			35		
How! / Ho!										102					
How?										102					
Hug															
Human											160				
Humiliated											15				
Hump															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Hungry/Hunger	43			216	54/55			31				952	65		
Hunt/Search	24			216				35					28		
Hunting					55							952	28		
Hunting shirt															
Hurry				221	55			56					58		
Hurt															
Husband				221		16		30				952	12		
Hush															
Hypocrite															

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Hundred		(1)								102			35		
Hungry/Hunger					87					102	7411 0		35		
Hunt/Search										103			35		
Hunting			(1)							103					
Hunting shirt			(1)												
Hurry										103	47		35		
Hurt												156			
Husband			(1)							103	179		35		
Hush								395		103	172				
Hypocrite										103					

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I	10		126	222	54						119	952	11		
I'm speaking						54/55									
I am angry															
I don't know you															
I have heard & understand															
I want it															
I will kill you															
Ice				222				39					28		
Ice Blocking a Stream								39							
Icicle				222				39							
Idea					55										
Identical															
Idiotic															
Idle															
If															
Ignite															
Ignorance															

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I	139	(1)	(1)			(1)		395		104	111	82	35		
I am angry															
I am speaking															
I don't know you				155				34							
I have heard & understand															
I want it															
I will kill you						194									
Ice										104	44		35		
Ice Blocking a Stream															
Icicle										104			35		
Idea										104	35				
Identical											9				
Idiotic											50				
Idle										104					
If										104					
Ignite											82				
Ignorance										105					

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<u>III</u>															
<u>Illegal</u>															
<u>Image</u>															
<u>Imagine</u>															
<u>Imbibe</u>															
<u>Imminent</u>															
<u>Impartial</u>															
<u>Impending</u>															
<u>Imperative</u>															
<u>Imperil</u>															
<u>Imperious</u>															
<u>Implore</u>															
<u>Important</u>															
<u>Impossible</u>				222	55			64/65				52			
<u>Imprison</u>				222				58/59							
<u>Improve</u>															
<u>Imprudent</u>															
<u>In (Within)</u>	53			222	57							45			
<u>In order that</u>															

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Ill											156				
Illegal											38				
Image											39 /132				
Imagine											213				
Imbibe											69				
Imminent											144				
Impartial											113				
Impending											144				
Imperative										105					
Imperil											214				
Imperious											14				
Implore											162 /167				
Important											28				
Impossible										105			35		
Imprison										105			35		
Improve											131				
Imprudent											50				
In (Within)										105	112		35		

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In the Middle							21								
In-law						57									43
Incentive															
Incite			222												
Include															
Inconsiderate															
Increase			222	56											
Indecision															
Indefinite															
Indian (Tribe)															
Indian	48		222	56	14		17					40		(1)	
Indian Agent															
Indifference															
Indignant															
Indiscreet							27								
Induce															
Infant															
Infantry			223				59								
Inferior			223	56			27								

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In order that										110					
In the Middle															
In-law															
Incentive											43				
Incite										105					
Include											4				
Inconsiderate											14				
Increase								395		106	22 /139		35		
Indecision															
Indefinite											128				
Indian (Tribe)										106					
Indian						204 /223				106			35		
Indian Agent										109					
Indifference										109	27				
Indignant											11				
Indiscreet															
Induce										43					
Infant											17				

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Inhabit				223											
Inhalation															
Injection															
Injure(Do Evil)				223											
Innocent					57			27							
Inquiry															
Inscribe															
Inside (in hole)				57											
Insolence															
Insult							24								
Insurance															
Intellect															
Intelligence							65								
Intense							24								
Interchange															
Intermediate															
Interpreter				223				65				61			
Interrogate				224				65							
Interval															

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Infantry									109			35			
Inferior								395		110			35		
Inhabit										110					
Inhalation											37				
Injection											187				
Injure(Do Evil)										110			35		
Innocent										110					
Inquiry															
Inscribe											235				
Inside (in hole)										105					
Insolence											58				
Insult															
Insurance											168				
Intellect											35				
Intelligence											191				
Intense															
Interchange											78				
Intermediate											21				
Interpreter													35		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Intervene															
Intimate															
Intimidate															
Into															
Invalid															
Inveigle															
Investigating															
Involve															
Inward															
Irate															
Iron			224	57											
Iron Eyes				57											
Irresponsibility							23/24								
Island			224				39/40					26			
Issue															
It is so															
It must								64/65							
Itching			224												

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Interrogate									110	171		35			
Interval										216					
Intervene								110							
Intimate										88					
Intimidate										214					
Into										112					
Invalid								110							
Inveigle										43					
Investigating								110							
Involve										57					
Inward										112					
Irate										11					
Iron								110			35				
Iron Eyes															
Irresponsibility										50					
Island									110-1		35				
Issue										171					
It is so							208 /210								
It must															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Itching										111					
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Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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January				260										68	
Jcalous				225	57		(1)	23/24						16	
Jesus															
Jct															
Jiggle															
Job															
Join															
Jokes				225	58			13/14						78	
Jolly															
Jostic															
Journey															
Joyless															
Joyous				225	58			24							
Judge									27						
July				260										70	
Jump				225	58			56						78	
Jump / Spring															
Junc				260										69	
Junior				225				13							

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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January								132			62				
Jealous							395		111			37			
Jesus									111						
Jct										86					
Jiggle										183					
Job										233					
Join										119					
Jokes							395		111	115		37			
Jolly										115					
Jostle										169					
Journey										70					
Joyless										51					
Joyous							395		112			37			
Judge									112	28					
July									132			62			
Jump / Spring									112						
Jump							395		112		83	37			
June									132			62			
Junior									112			37			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Just / Fair															
Just so															
Justice															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Just so										112					
Just / Fair										112					
Justice										113					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Kaiak (Kayak)													952		
Kansas City															
Keen															
Keep Close				227											
Keep Quiet				227					35						
Keep Steady									35						
Keep			227	58				34/35					76		
Kettle			227					48/49					57		
Key				59				50							
Kidney			227												
Kill		125	227	59				59/60					952	77	
Kill w/ Knife															
Killikinick mix w/ tobacco															
Kin			228										13		
Kind															
Kindle															
King's X															
Kiowa			229												

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Kaiak (Kayak)															
Kansas City										42					
Keen											191				
Keep Close										113			37		
Keep Quiet										113			37		
Keep Steady															
Keep								395		112	108		37		
Kettle										113			37		
Key											121				
Kidney										113					
Kill		(1)		86	191-3				(2)	113			37		
Kill w/ Knife					194										
Killikinick mix w/ tobacco									(1)						
Kin		(1)								113	176		37		
Kind										114	90				
Kindle											82				
King's X										114					
Kiowa									(1)						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Knife			127	230	59			49/50					49		
Know, I Don't			128	231									72		
Know	50		128	231	60			65					72		
Know, What I'm doing															
Knowledge															
Koutenay															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Knife			(1)							114	53	79	37		
Know, I Don't										114		83	37		
Know		(1)	(1)		86	(1)		395	(3)	114	114	83	37		
Know, What I'm doing										115					
Knowledge										115	191				
Koutcnay									(1)						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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L'arbe(plant)															
Labor															
Lack									64/65						
Lady															
Lage															
Lake	20	129	232	60				39/40				25			
Lake Trout															
Lakota			232												
Lame			232				(1)	26							
Lament															
Lance/Spear		127	232												
Land				60								36			
Land Otter											952				
Lantern															
Large			232	60			27					50			
Lark															
Lasso/Lairat			232	60			50								
Last			233				56								
Last one					61										

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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L'arbe(plant)															
Labor										115	233				
Lack															
Lady											232				
Lage															
Lake Trout												79			
Lake										115	229	81	37		
Lakota															
Lame										115			37		
Lament											51				
Lance/Spear															
Land										115	71		37		
Land Otter															
Lantern										116					
Large										116	22		37		
Lark									(2)						
Lasso/Lairat										116			37		
Last										116			37		
Last one															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Last Year				233				18							
Latch															
Late					61										
Later															
Laugh					61			13					78		
Launder															
Law								65							
Lawyer															
Lazy															
Lead Astray								35							
Lead			233	61				54					80		
Leader															
Leaf			233					39					23		
Leakage															
Learn	64											123			
Leave	30							56							
Lecture															
Left															
Left-handed															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Last Year									116			37			
Latch										121 /188					
Late								116							
Later										158					
Laugh								116	115		37				
Launder										228					
Law								116	113		37				
Lawyer									117						
Lazy									117						
Lead									117	(2)		37			
Lead Astray															
Leader										28					
Leaf								117			39				
Leakage										77					
Learn								117	114						
Leave										59					
Lecture										208					
Left										116					
Left-handed															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Legal															
Leggings				233				52					48		
Lend / Loan				234											
Less															
Let it Alone															
Letter															
Level/All Right															
Liability															
Liar			234					28					77		
Liberal															
Liberate			234												
Lid															
Lie / False		125	234	61				64/65			952	77	154		
Lie Down		125	234			(1)				123					
Life															
Life-guard															
Light(not dark)			235					28/39					17		
Light(not Heavy)			235										57		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Legal										113					
Leggings										117			39		
Lend / Loan										118			39		
Less										118	224				
Let it Alone										118					
Letter										118	223 /235				
Level/All Right										118	202				
Liability											23				
Liar										118	117	39	(1)		
Liberal											118				
Liberate										118		39			
Lid											218				
Lie Down															
Lie / False	141	(1)	(1)					396		119	117	83	39	(1)	
Life										119					
Life-guard											64				
Light(not Heavy)								396		119	90 /118		39		
Light(not dark)			(1)							119	203		39		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Lighting				235	62			39/41			121		17		
Like (Alike)	56							62					56		
Like	31			235											
Link															
Liquid															
Listen				235	62			12/13					36		
Listen(will not)															
Little	16			236	62			28					18		
Little Bit	43														
Little Girl								30							
Little Talk															
Live				236				28							
Live-in															
Liver				236	62			11							
Living								28/29							
Location															
Lock				236											
Lodge/House (Whiteman's)												952			

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Lighting			(1)							119			39		
Like										119	9		39		
Like (Alike)										119					
Link											119				
Liquid											229				
Listen										119	99		39		
Listen(will not)										119					
Little	142	(1)								120	120		39		
Little Bit															
Little Girl															
Little Talk													39		
Live										120			39		
Live-in										120					
Liver										120			39		
Living															
Location											105				
Lock		(1)								120	121				
Lodge/Teepee						183-5					186	80	39		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Lodge/Tepic			129	236								952	45		
Lofty															
Logs					63										
London															
Long Time				236					19				16		
Long				236	63				28						
Long Knife				236											
Longing															
Look at that															
Look	24		125	237	63			11					28		
Look-out															
Looking-glass			129												
Loop															
Loose/Set Free															
Lose															
Lose/Lost				237					65				13		
Lost/I'm Lost															
Loud															
Louse				237											

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Lodge/House (Whiteman's)															
Lofty												107			
Logs															
London										42					
Long Knife															
Long										121					
Long Time										121		39			
Longing										121					
Look										121	122	83	39		
Look at that										121					
Look-out										121					
Looking-glass											132				
Loop											119				
Loose/Set Free										121					
Lose/Lost										121		39			
Lose										121					
Lost/I'm Lost										122					
Loud											123				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Love	31		125	237	63		(1)	24					75		
Low				237				27					50		
Low(noise)															
Luck													46		
Lump															
Lunch															
Lungs				237				11							
Lynx Bay (Bobcat)															
Lynx															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Louse															
Love			(1)					395		122	100		39		
Low										122	20/31		39		
Low(noise)											172				
Luck										122					
Lump										122					
Lunch										122					
Lungs										122	37		39		
Lynx Bay (Bobcat)										123					
Lynx										123					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Machine															
Mad															51
Magpie (bird)															
Mail-coach															
Maize															
Make															30
Makeup one's mind															
Making Bad Medicine															
Making good Medicine															
Man/Male	10		127	238	64	15	(1)	30/31			121	953			
Man w/ future							12/14								
Man who															
Mandon															
Manes				254											34
Manicure															
Manitoba															
Manner															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Machine										232					
Mad									123			39			
Magpie (bird)								(1)							
Mail-coach															
Maize															
Make up one's mind									123						
Make									123	233		39			
Making Bad Medicine												41			
Making good Medicine															
Man/Male	(1)	(1)		86					123	124	79	39			
Man w/ future															
Man who									124						
Manacle(one cyc)											93				
Mandon								(1)							
Manes															
Manicure										125					
Manitoba									124						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Manually															
Many	28			242	64							953	23		
Many persons															
Many times				243	64								26		
Maple (tree)															
March				260									68		
Marching															
Mark/brand						63									
Marriage							16								
Married/Marry				243	64	16		30/31					12		
Marten/Sable															
Marvelous				247											
Mask															
Massive															
Match				247	64			48/50			126				
Mate															
May/Maybe															
May				260									69		
Me	10				64						119		11		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Manner									124						
Manually										96					
Many	142		(1)			199		396		124	126		39		
Many persons					86										
Many times									124			39			
Maple (tree)								(1)							
March									132			62			
Marching															
Mark/brand															
Marriage															
Married/Marry									124	9/179		39			
Marten/Sable								(1)	124						
Marvelous												39			
Mask										127					
Massive										22					
Match									125	9		39			
Mate									125			39			
May/Maybe									125	128		39			
May									132			62			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Meager															
Meals															
Mean/intend					64										
Mean/stingy			247	64		(1)									
Meanwhile															
Measles			247												
Meat	34		127	247	65			32				60			
Medal				247				52							
Medicine				247	65			14				19			
Medicine bottle															
Medicine dance				248											
Medicine lodge															
Medicine Man				249							951	19			
Meet	48			254	65			55/57				59			
Melancholy								23							
Melody															
Melt/fade															
Memories				254	66										
Memory					65			65				72			

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Me		(1)	(1)							125	111	82	39		
Meager											120				
Meals										125	74				
Mean/intend										125					
Mean/stingy										125			39		
Meanwhile										125					
Measles															
Meat										125-6	19 /164		39		
Medal										126			39		
Medicine										127			41		
Medicine bottle										127	129 /187				
Medicine dance															
Medicine lodge															
Medicine Man									(1)	127			41		
Meet								396		127	130	89	41		
Melancholy										127	51		41		
Melody											140				
Melt/fade										127-8					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Menace															
Mend															
Mercy															
Meridian															
Merry															
Mesquite (tree)															
Message															
Metal				255				39/40							
Meteor					255				39						
Midday/noon					255									18	
Middle						255			3/21					18	
Middle one															
Midnight						255				19				18	
Midwinter							255				39				
Migrate								255			40				
Mile															
Milk									32						
Milky Way						256								36	
Mind														11	

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Memories									128						
Memory									128			41			
Menace										214					
Mend									128	131					
Mercy									128						
Meridian										146					
Merry									128						
Mesquite (tree)								(1)							
Message									129	24 /223					
Metal									129	98		41			
Meteor									129			41			
Midday/noon									129	146		41			
Middle									129			41			
Middle one									129						
Midnight									129			41			
Midwinter												41			
Migrate												41			
Mile									129						
Milk									130						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Mingle/mix			256-7	66			35								
Minister															
Mink															
Minneconjou			256												
Minute															
Mirage			256												
Mirror			256	66			52/53					48			
Mirth															
Misbehaving															
Mislead			256												
Miss			256				64/65					59			
Mist															
Mistake			256				65								
Mistress															
Misuse					62/63										
Mixed blood					16										
Moan					24										
Moat															
Moccasin			257				52/53					48			

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Milky Way									130				41		
Mind										35			41		
Mingle/mix									130	200			41		
Minister											101				
Mink									130						
Minneconjou									(1)						
Minute									130						
Mirage									130						
Mirror							396		130	132			41		
Mirth										115					
Misbehaving										142					
Mislead									131				41		
Miss									131				41		
Mist									131						
Mistake									131				41		
Mistress										232					
Misuse															
Mixed blood															
Moan										51					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Mockery															
Modesty															
Moisten															
Money(bills)							(1)		65						63
Money(coin)	59			259	66				50		121				63
Money(paper)									51						63
Monkey			260					45							
Monocle(one eye)															
Monotonous															
Moon	13		128	260	66	16		40					953		
Moose				261	66			44/45							
Mop															
More															
Morning/day		130						19					17		
Morning/dawn													17		
Mortified															
Mosquito				261											
Most															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Moat										171					
Moccasin										131			41		
Mockery										131	133				
Modesty										131					
Moisten										229					
Moncy(bills)										132	134				
Money(coin)	(1)			87						131			41		
Money(paper)									(1)	132					
Monkey										132			41		
Monotonous										27					
Moon		(1)								133	135	80	41		
Moose										133					
Mop										228					
More										134	136				
Morning/dawn										134	137				
Morning/day										134	137		41		
Mortified											15				
Mosquito										134					
Most										134					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Mother	18		127	262	67	16		30/31				953	10		
Mother's Brother												953			
Mother's sister												953			
Mother-in-law				262									12		
Motion picture	63								14				84		
Motivate															
Motor Car															
Mound/hill				262											
Mount															
Mountain				262					40				29		
Mountain Goat															
Mountain Lion				262											
Mountain Pass					67				40						
Mourn				263											
Mouse				263					45						
Move Camp	46			263											
Mowing Machine				264											
Much time						19									

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Mother		(1)								134			41		
Mother's sister															
Mother's Brother															
Mother-in-law									134			41			
Motion picture													41		
Motivate										169					
Motor Car									135			41			
Mound/hill									135			43			
Mount									135						
Mountain	142		(1)						135	138		43			
Mountain Goat									(1)						
Mountain Lion									(2)	135					
Mountain Pass									135						
Mourn									135	51		43			
Mouse									136			43			
Move Camp									136	5/21 /169		43			
Mowing Machine									136						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Much/many				264				9/63 /65						23	
Mud				264	67		(1)	40							
Mulberry (tree)															
Mule		126	264	67				46							
Multiply					67										
Multitude															
Murder			264												
Music															
Musician															
Muskrat			265											953	
Must			265	67											
Mustache															
Mute															
My/mine	11			265		(1)	65						11		
Mystery					67										

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Much time															
Much/many			(1)			199				136	22		43		
Mud										136			43		
Mulberry (tree)									(1)		223				
Mule									(1)	137			43		
Multiply											139				
Multitude															
Murder										137					
Music											140				
Musician											161				
Muskrat									(1)	137					
Must										137			43		
Mustache											141				
Mute											172				
My/mine			(1)			(1)			395		137	111 /165		43	
Mystery										137	170		43		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Nab															
Nail File															
Nails															
Name (Animal)															
Name (to sign one's name)															
Name			266				14					47			
Named	14			67			31								
Nap															
Napkin															
Narrow			268	68			28					26			
Nation															
Naughty															
Nauseated															
Near / Nearly	51			269	68		21					13			
Near a spring							40								
Near By															
Nearest															
Need / Need to															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Nab											108				
Nail File											125				
Nails											125				
Name (Animal)										138					
Name (to sign one's name)										138					
Name										138		43			
Named										138					
Nap										190					
Napkin										142					
Narrow										138		43			
Nation										138					
Naughty										143					
Nauseated										156					
Near / Nearly	(1)									142	144	43			
Near a spring															
Near By										142					
Nearest										142					
Need / Need to										142					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Needle				269				50							
Negative															
Neighbor															
Neonate															
Nephew				269											
Never															
Never Mind															
New				269				28							
New York															
News															
Newspaper								50							
Next				68											
Next / Second															
Next Year				269				19							
Nicce															
Night	13	20	128	271	69	16		19			953	16	154		
Nine								9							
No	32		127	271	69		(10)			126	953	14			
No More															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Needle									142				43		
Negative												145			
Neighbor										142					
Neonate												17			
Nephew										142					
Never										142					
Never Mind										143					
New										143			43		
New York										42					
News										143					
Newspaper										143			43		
Next										143					
Next / Second										143					
Next Year													43		
Niece															
Night	(1)	(1)				(1)		396		143			43	(1)	
Nine												149			
No	(1)	(1)				194-6		396		143	145	82	43		
No More			(1)												

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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No I won't listen . Go away								66							
Noiseless															
Noisy															
None / Nothing										123	953		155		
Nonsense															
Noon	20		271					19		120		18			
Noon to sunset															
North/Northern															
Not								66							
Not hear or understand															
Not to speak								60							
Notify			271												
Nourish															
November			260									71			
Now	42		128	271	70/71		(1)	19					17		
Nudge															
Numbers				271	71			9							

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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No I won't listen . Go away										144					
Noiseless											172				
Noisy											123				
None / Nothing	142		(1)		87	196-8				144	148				
Nonsense											50				
Noon										129	146	80	43		
Noon to sunset											7				
North/Northern										47	147				
Not			(1)			194-6									
Not hear or understand												83			
Not to speak															
Notify										144	16 /114 /122		43		
Nourish											74				
November										133			62		
Now			(1)							144			43		
Nudge											169				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Numerous								9							
Nun															
Nut															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Numbers			(1)							145	149		43		
Numerous											126				
Nun										146					
Nut									(1)						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Oak (tree)															
Oath / Swear				272	71				66						
Obey				272	71										
Object															
Obliged to															
Obscure															
Observe															
Obtain															
Obvious															
Occupation															
Ocean				272								953	25		
October				260									71		
Odd															
Odor													35		
Or															
Offer / Propose															
Office															
Officer				272			(1)								
Offspring						16									

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Oak (tree)															
Oath / Swear										146	150		43		
Obey										146			45		
Object											151				
Obliged to										146					
Obscure											127				
Observe											122				
Obtain											91				
Obvious											231				
Occupation											233				
Ocean										146	229		45		
October											133			62	
Odd											50				
Odor											192				
Of											146				
Offer / Propose											147	92			
Office											147				
Officer											147			45	
Offspring					87						147				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Often				272	71			19					26		
Oil / grease															
Oil															
Okay															
Old Fork union															
Old (Walking with stick)		20		273	70/71			28-31					13		
Old? (How old are you?)															
On / upon					71										
On															
On Horseback								54/55							
Once															
One								8							
One-hundred															
One-thousand								9							
Onion				71											
Only															
Open				71				28							
Operate															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Often										147			45		
Oil / grease										147					
Oil										147					
Okay										152					
Old Fork union															
Old (Walking with stick)										147		79	45		
Old? (How old are you?)										148					
On / upon										148					
On										153					
On Horseback											79				
Once										148					
One										149A					
One-hundred															
One-thousand															
Onion										148					
Only										148					
Open										148	154 /231				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Opossum															
Oppose															
Opposite of night															
Opposite				274								75			
Oppress															
Or															
Orderly															
Organism															
Osage-Orange (tree)															
Ostentatious															
Other															
Otherside															
Ottawa															
Otter				274	70/71										
Our	11											11			
Out/er Door															
Out of	15				72										
Outburst															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Operate										70					
Opossum										149					
Oppose											61				
Opposite of night											55				
Opposite										149	3/61		45		
Oppress											66				
Or										149					
Orderly										149	48				
Organism											12				
Osage-Orange (tree)										(2)					
Ostentatious											163				
Other										149	29				
Otherside										149					
Ottawa											43				
Otter										149		45			
Our										149					
Outer Door											155				
Out of										149	155				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Outside				275											
Outward															
Over There	51														
Over / Above			275	72									59		
Overbearing															
Overcome															
Overtake			275	72											
Owe / Debt															
Owe															
Owl	63		275	72			45/46						34		
Own													11		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Outburst										77					
Outside										150	155		45		
Outward											155				
Over There															
Over / Above										150			45		
Overbearing											163				
Overcome										150					
Overtake										150			45		
Owe / Debt										150					
Owe										150					
Owl								(1)	150				45		
Own										150	165		45		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Pack				276								126			
Package															
Pact															
Paddle				276			(1)	35							
Pain								10/11							
Painless															
Paint		129	276	73			(1)	53					47		
Paint the cheek															
Pal															
Palate															
Paleface								17							
Palsy				278											
Pamper															
Pancake															
Panic															
Panther															
Paper															
Parade				278											
Paradisc															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Pack									150-1			45			
Package										234					
Pact										119					
Paddle										26		45			
Pain									151	156					
Painless										73					
Paint									151	157		45			
Paint the check									151						
Pal										88					
Palate										209					
Paleface															
Palsy									151			45			
Pamper										17					
Pancake										85					
Panic										6					
Panther									151						
Paper									151						
Parade												45			
Paradise									101						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Parallel					73										
Paralyze									28						
Pardon					73										
Parentage															
Part				278				66					76		
Partake															
Participate															
Parting															
Partisan															
Partner			278				65/66					10			
Parturition			278												
Party					73										
Pass By															
Passage															
Past							19					955			
Pasture															
Path															
Patient															
Patrol				74			59								

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Parallel										151	9				
Paralyze															
Pardon										152					
Parentage															
Part										152	65		45		
Partake											69				
Participate											75				
Parting											94				
Partisan															
Partner										152	9/119		45		
Parturition				87						152					
Party											54				
Pass By										152					
Passage											227				
Past			40							152	158		45		
Pasture										152					
Path											227				
Patient											222				
Patrol										152					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Pawnshop															
Pax (Fins)															
Pay Master				294											
Pay															
Peace		129	295	74				59					75		
Peak			296	74				40/41							
Peas															
Pebcil															
Peculiar															
Peel															
Pelican															
Pemmican															
Pen (up)															
Pen															
Penetrate															
Pennant															
Penny															
People			301	75				17/64 /66				954	15		
Pepper			301												

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Pawnshop										153					
Pax (Fins)										153					
Pay Master													45		
Pay										153	134				
Peace								396		153	103		45		
Peak										153	138		45		
Peas										153					
Pebcil											235				
Peculiar											50				
Peel											159				
Pelican								(1)							
Pemican															
Pen (up)											80				
Pen											235				
Penetratc											75				
Pennant											84				
Penny			74							153					
People								396		153-4	160		45		
Pepper										154					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Perceive															
Perfume															
Perhaps				302				66							
Period															
Period of time															
Perjury															
Permit															
Perplexed															
Persevere															
Persistent															
Person															
Persuade															
Petition															
Petrol															
Philadelphia															
Phone															
Phonograph								50							
Physician															
Piano															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Perceive										114					
Perfume										192					
Perhaps										154		45			
Period										154					
Period of time										55 /216					
Perjury										117					
Permit										154					
Perplexed										154	170				
Persevere										154					
Persistent											222				
Person										154	160				
Persuade											43				
Petition											167				
Petrol											154				
Philadelphia											43				
Phone											211				
Photograph											154	39	45		
Physician												28			
Piano												161			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Picket				302											
Picture															
Pic															
Piece							(1)								
Pig								46							
Pill															
Pincers								50							
Pipe			302	75		(1)	50/51					46			
Pistol		127	304	75											
Pitcher															
Pittsburg															
Pity			304	76			23								
Place (verb)															
Place (noun)															
Plain		129													
Plan			305												
Plane															
Plant/ing			305				40					30			
Play															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Picket													45		
Picture										155	39				
Pie										155					
Piece										155					
Pig										155	164				
Pill											129				
Pincers															
Pipe										155	193	47			
Pistol										155		47			
Pitcher											166				
Pittsburg											43				
Pity										155-6		47			
Place (verb)											156				
Place (noun)										156	105				
Plain															
Plan															
Plane											86				
Plant/ing									(1)	156	62 /221	47			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Play(music)															
Playing/Fooling															
Plead															
Pleasant															
Please									66						
Pledge															
Plenty Coup (place)															
Plenty														23	
Plot															
Ploughing															
Plunge															
Plus															
Point															
Poison-ivy				305											
Polar															
Polccat															
Police Station															
Policeman															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Play			36							156	32/40 /215				
Play(music)											140				
Playing/Foolin g										156					
Plead											162 /167				
Pleasant											115				
Please											162				
Pledge											150				
Plenty Coup (place)									(1)						
Plenty								396		157		47			
Plot											182				
Ploughing										157					
Plunge											64				
Plus											4				
Point											250				
Poison-ivy									(1)	157					
Polar											147				
Polecat										157					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Pompous															
Pond															
Ponder															
Pony				306				46					31		
Pool															
Poor in flesh				307				28							
Poor in property					307	76		28							
Pop															
Porcupine				307									954		
Pork															
Porpoise													954		
Portrait				307											
Positive of Adj															
Possesses				308	76			66							
Posterior															
Pot / Pan															
Potato						76		40							
Pour													155		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Police Station									157						
Policeman									157	201					
Pompous										163					
Pond										229					
Ponder									157	213					
Pony												47			
Pool										229					
Poor in flesh									158		47				
Poor in property		(1)							157		47				
Pop										30					
Porcupine								(1)	158		47				
Pork										164					
Porpoise															
Portrait									158		47				
Positive of Adj									158						
Possesses		(1)	11						158	165	47				
Posterior										158					
Pot / Pan															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Powder				308				50/51 /59							
Power															
Prairie Chicken															
Prairie Dog				308				46							
Prairie				308				40					29		
Praise															
Pray				309				14					46		
Preacher					77										
Precious															
Precipitation															
Predict				310											
Present (time)															
Present(noun)															
President				310											
Press															
Pressure															
Pretentious															
Pretty				310	77										
Prevent															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Potato									158						
Pour									158	166					
Powder									158			47			
Power									159						
Prairie Chicken								(1)	159						
Prairie Dog								(1)	159			47			
Prairie									159			47			
Praise									159						
Pray	141								159	167		47			
Preacher															
Precious										134					
Precipitation										173					
Predict															
Present (time)									159						
Present(noun)										92					
President										28		47			
Press										169					
Pressure										47					
Pretentious										163					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Previous															
Prickly Pear				310											
Pride / Proud					311	77			29						
Priest				310				14					47		
Print															
Prison															
Prisoner				311	77			59					38		
Private				311											
Private talk					78			12/14							
Procure															
Prod															
Produce															
Profession															
Professor															
Profound															
Progression							(1)								
Prohibit															
Projectile															
Promenade															

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Pretty			(1)							159	132				
Prevent											201				
Previous											134				
Prickly Pear															
Pride / Proud										159		47			
Priest										160		47			
Print										160	174				
Prison			(1)							160	13				
Prisoner										160		47			
Private										160					
Private talk												47			
Procure											91				
Prod											169				
Produce										160					
Profession											233				
Professor											20				
Profound											57				
Progression											5				
Prohibit											201				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Prominent															
Promisc															
Promote															
Pronghorn									46						
Proof / Prov															
Propel															
Propose															
Protect															
Proximate															
Publication															
Pull									35						
Puma									46						
Pumpkin									40						
Push			311	78				35/36				63			
Put						18									
Puzzled															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Projectile											215				
Promenade											227				
Prominent										160					
Promise										160-1	150				
Promote											5				
Pronghorn															
Proof / Prove										161					
Propel											169				
Propose										161					
Protect										161	168				
Proximate											144				
Publication											174				
Pull															
Puma															
Pumpkin															
Push								397		161	169		47		
Put										161					
Puzzled											170				

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Quadruped															
Quail															
Quaking Aspen (tree)						79									
Quality															
Quandary															
Quantity															
Quarrel			312	78				66							
Quarter															
Queen			312												
Quench			312												
Question	12		312	79	17	(1)	21					24			
Quick		20	312	79								58			
Quickly															
Quiet			312	79			24								
Quilt															
Quit	40														
Quiver				312											
Quiz															

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Quadruped											12				
Quail									(1)						
Quaking Aspen (tree)									(1)	165					
Quality															
Quandary										161					
Quantity						199				161					
Quarrel										162			49		
Quarter										161					
Queen											28		49		
Quench										162			49		
Question	(1)					11		397		162	171		49		
Quick	(1)									165	79		49		
Quickly											47				
Quiet										165	172		49		
Quilt											24				
Quit										165					
Quiver															
Quiz											171				

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Rabbit				314			(1)	46							
Raccoon / Coon				314											
Race	31			314	79			34/35							
Rags / In Rags															
Railroad Station															
Railroad															
Railroad (cars)															
Railway				314				50							
Rain		129	315	79			(1)	40				954	22		
Rainbow			316					40							
Rank (What is hc?)															
Rank / Quality															
Rapid							(1)	21							
Rapidly								19							
Rapids (Water)				316				40					28		
Rash (Going forward blind)				317	80		(1)	23/25							
Rattle snake				317				46					37		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Rabbit								(1)	165				49		
Raccoon / Coon								(1)	166						
Race										166			49		
Rags / In Rags										166					
Railroad (cars)										166					
Railroad										166					
Railroad Station										167					
Railway													49		
Rain								397		167	173	80	49		
Rainbow										167			49		
Rank (What is he?)										167					
Rank / Quality										167					
Rapid										167	79				
Rapidly															
Rapids (Water)										167			49		
Rash (Going forward blind)										168			49		
Rattle snake										168			49		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Rattle				317				50						48	
Raven															
Ravenous															
Ravine				317					38						
Razor															
Re-do															
Reach				317											
Reading	64				80				66					39	
Ready															
Rear															
Rebel															
Recall (Memory)									66						
Recapture									66						
Receive									35						
Receptacle															
Reciprocate															
Reckless								(1)							
Recognize															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Rattle											183				
Raven								(1)			78				
Ravenous											110				
Ravine											21				
Razor											185				
Rc-do											76				
Reach									168			49			
Reading											174		49		
Ready									168						
Rear											158				
Rebel											58				
Recall (Memory)									168	213					
Recapture															
Receive									168	91		49			
Receptacle										33/34					
Reciprocate											78				
Reckless															
Recognize										114					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Recollect															
Record															
Record-Player															84
Recover / Get Well				317											
Recreation															
Recruit								59							
Red	32			317											33
Red Willow (tree)															
Reduce															
Reck															
Reflect															
Refresh				318											
Refreshment															
Refuge															
Refuse															
Regard															
Region								40							
Register															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Recollect											213				
Record											75				
Record-Player												49			
Recover / Get Well								397		168-9			49		
Recreation										169					
Recruit															
Rcd							397			45	45	49			
Red Willow (tree)									(1)						
Reduce									169						
Reck										192					
Reflect									169	132 /213					
Refresh															
Refreshment										69					
Refuge										106					
Refuse									169	145					
Regard										122					
Region															

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Reject															
Relatives															13
Relaxed															
Relieve				318											
Religion															
Relinquish															
Remain				318					66						
Remedy															
Remember Nothing															
Remember			318	80				66							
Remembering															
Remote								29							
Remove															
Renew															
Renounce															
Renown								64							
Repeat				318				66							
Reply															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Register										75					
Reject										175					
Relatives										176					
Relaxed										73					
Relieve															
Religion									169	101					
Relinquish										175 /205					
Remain									169			49			
Remedy										104 /129					
Remember									169	213		49			
Remember Nothing									169						
Remembering									169						
Remote										63					
Remove										63/76					
Renew										157					
Renounce										205					
Renown															

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Repose															
Reproach															24
Reptile															
Repulse															
Request															
Require															
Rescue															
Rescue / Release															59
Resemble															
Reserved															
Residence															
Resist															59
Resonant															
Respiration															
Respirator															
Respond															
Responsible															
Rest															

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Repeat										170			49		
Reply										170					
Reposc											190				
Reproach															
Reptile											222				
Repulse											81				
Request										170	162 /167				
Require											48				
Rescue											64 /104				
Rescue / Release															
Resemble										170	9				
Reserved											136				
Residence											186				
Resist											81				
Resonant											57				
Respiration											37				
Respirator											37				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Restaurant / Hotel															
Restore															
Restrain															
Restrain / Prevent				318											
Result															
Retake								66							
Retreat (many)			318					60							
Retreat (one)			318												
Reveal															
Revenge															
Reverie															
Reverse							60								
Revile															
Revive															
Revolver							50/51								
Rhythm															
Rich				319				29					78		
Ride	25/61		130	319				57			125		31		

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Respond									170						
Responsible									170						
Rest										190					
Restaurant / Hotel									170						
Restore										131					
Restrain / Prevent									170			49			
Restrain										201					
Result									171						
Retake															
Retreat (many)									171	158		49			
Retreat (one)									171						
Reveal										225					
Revenge										134					
Reverie									171						
Reverse										158					
Revile									171						
Revive									171						
Revolver									171						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Rider		20										125			
Ridge				319								125			
Ridicule															
Rifle															
Right															
Right Away									19						
Rill															
Ring			319					53							
Rinse															
Rise				80											
Rising Sun					81										
Rising Man				319	81										
River	50		129	320	81							954	25		
Road				320									61		
Robe													30		
Rock		20		320	81			40					27		
Roll									82						
Rome															
Roof															

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Rhythm										140					
Rich										171	134		49		
Ride	139									171	70 /177		49		
Rider											177				
Ridge										171-2					
Ridicule											133 /184				
Rifle										172					
Right										172	152 /178				
Right Away															
Rill										172					
Ring										172	179		49		
Rinse											228				
Rise											199				
Rising Man										172			49		
Rising Sun															
River	142		(1)							172	229		49		
Road										173	227		49		
Robe			(1)							173		79			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Room															
Root															
Rope				320	82			48/50							
Rose (flower)				320				40				66			
Rotten				321											
Rough				321											
Round															
Rub															
Rub it out															
Ruler															
Rumor															
Rump															
Run	30	20		321								28			
Run After								35							
Run Against				321	82										
Run away					83										
Running water															
Rusc						60									

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Rock									173	98		49			
Roll															
Rome									43						
Roof										186					
Room										65					
Root									173						
Rope									173			49			
Rose (flower)									173			49			
Rotten									174						
Rough															
Round										180					
Rub it out									174						
Rub										76					
Ruler										66					
Rumor									174						
Rump										36					
Run Against									174			49			
Run away									174			51			
Run After															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Run		(1)	(1)							174	227	83			
Running water										175					
Ruse															

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Sabre				322											
Sac				322											
Sacred - Arrow				323											
Sacred			323												
Sad	21		323	83		(1)	24					73			
Saddle			323	83			50-51					38			
Saddle-Blanket				324											
Safe			324												
Safety								57							
Sage Brush															
Sage			324												
Sait			324	84			32				122				
Salmon															
Salute											126				
Same	56		325	84								56			
Sanctuary															
Sarvice Berry															
Satin															
Satisfied			325				31								

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Sabre															
Sac															
Sacred										175			51		
Sacred-Arrow															
Sad										175	51		51		
Saddle										175			51	(1)	
Saddle-Blanket															
Safe										175	121 /168				
Safety															
Sage Brush										175					
Sage										175					
Sailing / Sailor											26				
Sait										175			51		
Salmon										(1)			79		
Salute															
Salve											129				
Same										175	9		51		
Sample											209				
Sanctuary										175	106				

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Saturday															
Save															
Savey / Sabe															
Saw (tool)			325				51				121				
Say															
Scalp			325				11								
Scalp-Lock				328											
Scarce				328											
Scared					84										
Scatter			328												
Scatter!															
Scented				329				53							
School House	65		329				14				82				
School Teacher															
Scold			330				24				38				
Scoop															
Score															
Scorn															
Scout/Boyscout															

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Satin															
Satisfied										176					
Saturday										196					
Saunter											227				
Save										176					
Savey / Sabe										176					
Saw (tool)										176		51			
Say										176	208				
Scalp										176					
Scalp-Lock											53				
Scalpel															
Scan											174				
Scarce															
Scared											6				
Scatter											176				
Scatter!											176				
Scented												192			
Scholarly												114			
School Teacher										177					

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Scout			330	84			57						40		
Scout Leader															
Scout /Tenderfoot															
Screen															
Scrub															
Scuffle															
Sculptor															
Sea Otter													954		
Sea															
Search Me		332			(1)	35									
Seasons		332		16		40									
Seated							12/14								
Seclude															
Secret			78/84										39		
Secretary															
Section															
Secure															
See Me					(1)										

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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School House									177			51			
Scissors										181					
Scold							397		177			51			
Scoop										62					
Score (music)										140					
Scorn									177	133 /184					
Scout Leader									177						
Scout (Tenderfoot)									178						
Scout									177		51				
Scout (Boyscout)									177						
Screen										127					
Scrub										228					
Scuffle										81					
Sculptor									178						
Sea										229					
Sea Otter															
Search Me									178	83		51			

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See	24	125	332	84		(1)	10/11					28			
Seek															
Seem															
Seepage															
Seize			332	84			59/60								
Select				84											
Sell	59		332				66					12			
Send															
Sense															
Senseless															
Separate			333	85			36					72			
Separation				260											
September												70			
Serene															
Sergeant				333			60								
Sermon															
Set-up Camp	50														
Settlement												954			
Seven							9								

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Seasons										178			51		
Seated															
Seclude										106					
Secret	(1)			86					178	182					
Secretary										223					
Section										65					
Secure										121 /168 /188					
See Me									178						
See									178	122 /231		51			
Seek									178						
Seem									179						
Seepage									77						
Seize							397		179	108		51			
Select									179						
Sell									179	78		51			
Send									179						
Sense										193					
Senseless										50					

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Sever															
Several															
Sew			333	85			34/35								
Shackle				333											
Shade															
Shadow			333												
Shake Hands				333											
Shall															
Shaman											954				
Shamaness												954			
Shame							23/24								
Shape															
Sharp / Keen			333	86/87			26/29					49			
Sharp's Rifle				334											
Shatter															
Shave			334												
Shawl			334				53								
She	10							66				11			
Shears															

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Separate										179	61		51		
Separation											94				
September										133			62		
Serene											73 /172				
Sergeant													51		
Sermon											208				
Service Berry									(1)						
Settlement															
Setup Camp															
Seven											149				
Sever											53				
Several										179	126				
Sew										180			51		
Shackle															
Shade										180					
Shadow										180					
Shake Hands													51		
Shall										180					
Shaman										180					

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Sheep				334	87			46						79	
Sheep Eater				334											
Sheep (Bighorn)			126	334				46			125		79		
Shell				335											
Shelter								41							
Shield (noun)		127		335											
Shift															
Shine							41								
Ship															
Shiver															
Shock															
Shoc (noun)				336				53				79			
Shoc (verb)				336											
Shoot (arrow)	24					86/ 87						39			
Shoot (gun)				336				58/60							
Shop								67							
Short	16			336	87			26/29							
Shot															

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Shamaness															
Shame on you										180	184				
Shape											232				
Sharp / Keen										180		51			
Sharp's Rifle															
Shatter											36				
Shave										180-1	185				
Shawl										181		51			
She										181		51			
Shears											181				
Sheep									(1)	181		51			
Sheep Eater															
Sheep(Bighorn)										181		51			
Shell									(1)	181	222				
Shelter												186			
Shield (noun)										181	127 /168				
Shift											41				
Shine										181					

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Shot-gun								58/60							
Shout															
Shove															
Shovel															
Show (prove)															
Shower															
Shrewd															
Shrink				87											
Shut															
Shy							24								
Sick			338	87		(1)	11/28 /29				955	54			
Side by Side															
Sidewalk															
Sightless															
Sign Language	48		338				64/66					44			
Signals															
Signature															
Silence			341	86/87			66/67					59			
Silly															

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Ship									182	26					
Shiver										44					
Shock										204					
Shoc									182			51			
Shoe (verb)															
Shoot Arrow									182			51			
Shoot Gun	139								182		80				
Shop									182						
Short	(1)								182	120		51			
Shot										129 /187					
Shot-gun									182						
Shout									182						
Shove										169					
Shovel										62					
Show (prove)									182-3	151					
Shower										173 /228					
Shrewd										191					
Shrink															

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Silver Casino	74														
Silver				341											
Similar									66						
Simple															
Sin															
Since			341										16		
Sinew			341												
Sing			341	87			12/14						38		
Sink (Die)				87											
Sioux							17						41		
Sister	20		127	348		16	(1)	31				955	10		
Sister-in-law				348									15		
Sit	14		125	349	88/89		(1)	32					39		
Six								9							
Sizeable							27/29								
Skill															
Skin (verb)															
Skin	35														
Skinny															

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Shut										188					
Shy															
Sick	(1)							397		183	156		51		
Side by Side										183					
Sidewalk											227				
Sightless											25				
Sign Language	(1)								183			51			
Signal										16 /193	88				
Signature										235					
Silence							392		183	172		51			
Silly									183	50					
Silver									183			51			
Silver Casino															
Similar											9				
Simple										73					
Sin									183						
Since									183			51			
Sinew															
Sing									184			51			

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Skip															
Skirmish															
Skunk / Polecat				349					46						
Sky					89										
Slander								63/64							
Sled / Sleigh			349	89											
Sledge								56/57							
Sleep	12	125	349	88/89		(1)	31			955	24	154			
Sleep with			349												
Sleepy															
Slit															
Slow			349	89		(1)	57								
Slumber															
Small / Few			350				29				49				
Smaller															
Smallpox			350												
Smart															
Smash															
Smear															

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Sink (dic)															
Sioux									184			53			
Sister									184	176		53			
Sister-in-law									184			53			
Sit			(1)						184	189		53			
Six												149			
Sizeable												22			
Skill											219				
Skin									184	159					
Skin (verb)															
Skinny									184						
Skip											77				
Skirmish											81				
Skunk / Polecat									(1)	184					
Sky	142									184					
Slander															
Sled										184		53			
Sledge															
Sleep		(1)	(1)							185	190		53		

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Smell (good)															
Smell		125	352				11						35		
Smell (bad)													35		
Smoke Signal								60							
Smoke a cig.															
Smoke		125	352	89			32					47			
Smoke a pipe			352									46			
Smooth ground			353												
Smooth / level			353				29								
Snake			353	89			46					37			
Snap (noun)															
Snap (verb)															
Snatch															
Sneak				89											
Sniff															
Snip															
Snobbish															
Snoozc															
Snow Shoes			353				51								

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Sleep with															
Sleepy									185	190					
Slit										222					
Slow									185	222		53			
Slumber										120					
Small (few)									185	120	81	53			
Smaller	(1)								185						
Smallpox															
Smart									185	191					
Smash										36					
Smear										198					
Smell							397		186	192		53			
Smell (good)									186						
Smell (bad)									186						
Smoke									186	193	81	53			
Smoke a pipe									186		81	53			
Smoke a cig.									186						
Smoke Signal															
Smooth ground									186						

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Snow				353	88/89			41			126	955	20		
So that															
So / just so															
Soak															
Soap			353				(1)	51							
Sob															
Social															
Soda															
Soft / muddy															
Soft		354				(1)	29					27			
Softly															
Soil															
Soldier		354					59/60					79			
Sole							62/67								
Some															
Some / part of															
Sometimes															
Somewhere															
Son		127	356					30/ 31					15		

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Smooth / level										186	194		53		
Snake			(1)							187		79	53		
Snap (verb)											36				
Snap (noun)											73				
Snatch											108				
Sneak										187					
Sniff											192				
Snip											181				
Snobbish											163				
Snooze											190				
Snow Shoes												53			
Snow			(1)							187	195	80	53		
So / just so										187					
So That										187					
Soak											228				
Soap										187	228		53		
Sob											51				
Social											210				
Soda											30				

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Song / Poem															
Soon	51														
Sore															
Sorrel		356													
Sorrow			89		(1)	22/24									
Sorry															
Soul															
Soundless															
Sour		356								122	55				
South															
Sow (scw)															
Sow seeds						(1)									
Spar															
Spark							41								
Speak		125	356	90/91			66					38			
Spear		127	356												
Specie															
Spectacles															
Speech / Tell															

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Soft										188	196		53		
Soft (muddy ground)										187					
Softly										90					
Soil										188					
Soldiers					203-4					188			53		
Sole															
Some										188					
Some / a part										188					
Sometimes										188					
Somewhere										189					
Son										189		53			
Song / Poem										189					
Soon / Early										189	89				
Sore											156				
Sorrel												53			
Sorrow										189					
Sorry		(1)								189					
Soul										189	23				

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Speech / Message															
Speed															
Spell															
Spider			356		91				46						
Spine															
Spirit / Petrole															
Splendor															
Splice															
Splinter															
Split															
Spoil															
Sponge															
Spoon			356						51						
Sport															
Spotted			357					52					34		
Spotted (horse)															
Spread															
Spring			357	16				41							

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Soundless										172					
Sour										189			53		
South										47	197				
Sow Seeds										190					
Sow / Sew										190					
Spar											81				
Spark										190					
Speak		(1)								190	208		53		
Spear										190					
Specie											134				
Spectacles											93				
Speculate											213				
Speech										190	208				
Speed											47/79				
Spell										190					
Spider										190					
Spine											158				
Spirit / Petrole										191	101				
Splendor										191					

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Spring / Well				357	91		(1)	41/42							
Springfield Rifle				357											
Sprinkle															
Spy				357				60					30		
Square															
Squaw															
Squeeze															
Squirrel							46								
Squirrel(flying)															
Stall															
Stand up (as a tree)															
Stand up															
Stand (as a man)				357				67			123				
Standard															
Standing Rock				358											
Star				358			(1)	41			122		37		
Start				358									29		

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Splice											119				
Splinter											36				
Split											36/53				
Spoil											17				
Sponge											228				
Spoon										191	200	79	53		
Sport											32				
Spotted										191			53		
Spotted (horse)						191									
Spread											198				
Spring										178					
Spring (Well)										191			53		
Spring (season)										191			53		
Springfield Rifle															
Sprinkle											173 /229				
Spy											182		53		
Square											34				
Squaw															

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Startle															
Starved															
Stay	14			358			32					39			
Steal		126	358	90/91								13			
Steamboat			359				51								
Steamer															
Steer															
Stench															
Still															
Stink			359												
Stir															
Stockade															
Stone		129										27			
Stop	20		359				57					54			
Store	59		359				67					82			
Storm		129													
Story															
Stove (native)											955				
Straight			359												

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Squeeze										191					
Squirrel									(1)	192					
Squirrel (Flying)										192					
Stall											34 /201				
Stand (as a man)										192	199			53	
Stand up (as a tree)										192					
Stand up											199				
Standard											84				
Standing Rock									(1)				53		
Star										192		80	55		
Start													55		
Startle											204				
Starved											110				
Stay										192	201		55		
Steal										192-3			55		
Steamboat										193			55		
Steamer											26				

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Stranger															
Stratag									60						
Stream				356											
Streamer															
Strength															
Stretch															
Stride															
Strike / To make									60						
Strike			359												
String (protection)			359												
Stringy			359				(1)								
Striped			360					35/53				34			
Stroll															
Strong	18		360	90/91				26/29				44			
Struggle															
Strut															
Stubble															
Student															

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Steer										19					
Stench											192				
Still											172				
Stingy										193		55			
Stink										193	192				
Stir										193	200				
Stockade											80				
Stone	(1)									193	98	55			
Stop										193					
Stop							397			193	201	83	55		
Store										193		55			
Storm										193					
Story										193					
Stove (Native)															
Straight										194	202		55		
Stranger										194					
Stratagem															
Stream/source										194	229				
Streamer											84				

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Study															
Stupid															
Style															
Submerge															41
Submit															
Subordinate															
Subtract															
Succeed															
Suffering								91							
Sugar / Sweet	60			360	91				32						55
Sullen / Sulky															
Sum															
Sumach				360											
Summer				360	16				41						21
Summer Shelter															955
Sun Rays															
Sun	41			360	90/91	16	(1)	41						955	20
Sun-Dancer				361											

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Strength															
Stretch												22			
Stride												227			
Strike										194	159		55		
Strike, to make										194					
String (protection)															
Striped										194			55		
Stroll												227			
Strong										194			55		
Struggle												81			
Strut												163			
Stubble												18			
Student												114			
Study												174			
Stupid												50			
Style												219			
Submerge															392
Submit												205			

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Sun-Dog				364											
Sunday				363											19
Sunflower															
Sunrise	20						24			120		17			
Sunset	20			85			19			120		17			
Sunshine															
Supercilious															
Superior			364	92			60								
Superlative															
Supper															
Supplement															
Supplementary															
Sure															
Surpass															
Surprise	(1)			92			24								
Surrender				92											
Surround			364				36								
Suspend							36								
Swaggering															

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Subordinate										224					
Subtract										194	175				
Succeed										195					
Suffering										195	156				
Sugar / Sweet										195	200		55		
Sullen / Sulky										195					
Sum											4				
Surmach															
Summer															
Shelter															
Summer										178 /195		55			
Sun	138-9	(1)	(1)			(1)				195	203	80	55		
Sun Rays							397								
Sun-Dance															
Sun-Dog															
Sunday										195		55			
Sunflower								(1)							
Sunrise										196	137	80	55		
Sunset										196	55	80	55		

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Swallow															
Swan															
Swap	59		126												
Swear															
Sweat															
Sweat Lodge				364											
Sweet	60			368				29					55		
Sweetheart															
Swell															
Swift					92										
Swim	50			368				36					25		
Swimming															
Swimming Pool															
Swindle							67								
Switch															
Swoop															
Sword															
Synonymous															

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Sunshine										203					
Supercilious										14					
Superior									196	1/107		55			
Superlative									196						
Supper									196			55			
Supplement										4					
Supplementary										136					
Sure										222					
Surpass										5					
Surprise									196-7	204		55			
Surrender									197	205					
Surround									197	80		55			
Suspend											97				
Swaggering											163				
Swallow											69				
Swan									(1)						
Swap					87					197	78				
Swear										197	150				
Sweat Lodge										197					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Syphilis					368										

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Sweat									197	109					
Sweet									197			55			
Sweetheart									197-8						
Swell										22					
Swift		(1)							198	79					
Swim									198	64 /206		55			
Swimming pool										64					
Swimming									198	206					
Swindle															
Switch										78					
Swoop									198						
Sword															
Synonymous										9					
Syphilis															

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Table															
Tail				369				46					32		
Take (subtract)															
Take Me															
Take from oneself					92										
Take / Bring	46			369				36				36			
Talk, to me															
Talk	48			369	92						955	38			
Tall				370											
Tan				370											
Tangle				371											
Task															
Taste			125	371	92			11				55			
Taste bad															
Tattler															
Tattoo				371				53							
Tea				371				32				63			
Teacher	65														

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Table									198	207					
Tail									198			55			
Take (subtract)									199						
Take Me	141														
Take from oneself									199						
Take / Bring							398		199	91		55			
Talk, to me									199						
Talk			86						199	208		55			
Tall									199	107		55			
Tan															
Tangle								199			55				
Task										233					
Taste							398		200	209		55			
Taste bad									200						
Tattler									200						
Tattoo									200			55			
Tea									200	210		55			
Teacher									200	114					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Team															
Tears															10/11
Telegraph															
Telephone															
Telephone	63							93							67
Tell About															
Tell You															119
Tell Me															119
Tell (Tattle)															
Tempo															
Ten															9
Tenderfoot															
Tenderly															
Tense															
Tent								93							32
Tepec	16							372	94		(1)	32			125
Terminate															45
Terrified															(1)
Than															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Team								200							
Tears										51					
Telegraph									200-1				55		
Telephone										211					
Telephone									201						
Tell About									201	208					
Tell You															
Tell Me							398		201				55		
Tell (Tattle)									201						
Tempo										140					
Ten										149					
Tenderfoot									201						
Tenderly										90					
Tense									201						
Tent									201						
Tepce									200		80	55			
Terminate										42					
Terrified										6					
Than									201						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Thank You	75				93			65/67					82		
That											119				
That Place															
That?															
Theater															
Their	11							67				11			
Then															
There			377		93						119				
They / Them	11							67				11			
Thick			377				(1)	26/29				53			
Thicket								38							
Thief			377					29				79			
Thin								27/29							
Thin			377					27/29				53			
Things															
Think		125	377	93				66/67			120		53		
Thinking															
Thirst	74														
Thirsty															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Thank You								398	202	212		57			
That									202						
That Place									202						
That?									202						
Theater									202						
Their									202						
Then									202						
There									202			57			
They / Them												57			
Thick									203			57			
Thicket															
Thief									203			57			
Thin									203						
Thin									203			57			
Things									203	151					
Think									203	213	83	57			
Thinking									204						
Thirst									204						
Thirsty										69					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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This											119				
Thou Look															
Thought															
Thousand				377											
Thread				377											
Threaten															
Three								8							
Throat											119				
Throb															
Through				94											
Throw															
Throw Away															
Thrust															
Thunder				377				41							
Thy / Thine															
Ticket															
Tic															
Till															
Time			128	378		17	(1)	19/20				955	16		

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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This									204						
Thou Look												84			
Thought										204					
Thousand										204			57		
Thread										204			57		
Threaten										204	214				
Three												149			
Throat															
Throb												156			
Through										204					
Throw												215			
Throw Away								398							
Thrust												169			
Thunder										204			57		
Thy / Thine										204					
Ticket										205					
Tie												234			
Till										205					
Time	139									205	216		57		

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Time , Short						17									
Time , Long						17									
Timid								24							
Timorous															
Tiny								29							
Tired				94			(1)						55		
To								67					73		
Tobacco Bag			380												
Tobacco			379	94				51				955-6	46		
Today	42		128		94			20					17		
Together	23			380	94			55/57					60		
Toil															
Tomahawk		127	380	94				51					48		
Tomb								60							
Tomorrow	42		128	380				20				956	80		
Tongue								11							
Tonic															
Too / Too much															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Time , Short															
Time , Long															
Timid															
Timorous														57	
Tiny															
Tired	(1)							398		207	190		57		
To										207					
Tobacco Bag															
Tobacco										208	193	81	57	(1)	
Today									208				57		
Together									208	9			57		
Toil										233					
Tomahawk									208				57		
Tomb															
Tomorrow									208				57		
Tongue													57		
Tonic										129					
Too / Too much									208						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Too / Also															
Tooth											11				
Toothbrush															
Toothpaste															
Top															
Tornado				380							41				
Torrent															
Total															
Touch															
Touch															
Towel															
Town	58														
Track / Trail				380				(1)	57				29		
Trade (work)															
Trade	59		126	380	95			67					12		
Trader				381											
Tragedy															
Tragic															
Trail (verb)				381											

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Too / Also									208						
Tooth															
Toothbrush										217					
Toothpaste										217					
Top										218					
Tornado												57			
Torrent										173					
Total										4					
Touch										219					
Touch									208						
Towel										220					
Town									209			57			
Track / Trail									209			57			
Trade (work)										233					
Trade					204-7		398		209	78		57			
Trader												57			
Tragedy										51					
Tragic										51					
Trail (verb)															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Trail (noun)				381									29		
Train	61												82		
Tranquil															
Transcribe															
Transparent															
Transport								57							
Trap	20		382					56/57				956			
Travel							57								
Traveling (A little)															
Traveling (All the time)															
Traverse															
Travois			382												
Treaty			383					60							
Tree		383	95		(1)	38/41					956	23			
Trial (Court)															
Tribal Signs											956-7				
Tribe															
Trifle															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Trail (noun)									209	227		57			
Train									209						
Tranquil										172					
Transcribe										235					
Transparent										231					
Transport										26/41					
Trap									209			57			
Travel									209	26/70 /86					
Traveling (A little)															
Traveling (All the time)															
Traverse										3					
Travois															
Treaty									210	119		57			
Tree	(1)								(1)	210	221		57		
Trial (Court)											113				
Tribal Signs															
Tribe									210						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Trip															
Triumph															
Trivial															
Troop					95										
Trot			383					54/57							
Trouble			383				(1)	24							
Trout															
True		125	383	95		(1)	67					73	155		
Trunk			384												
Try			384	95			62/64					63			
Tune															
Turkey			384				47								
Turkish Bath															
turmoil															
Turn him down															
Turn Loose															
Turn into															
Turtle	53			384											
TV															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Trifle										120					
Trip										70					
Triumph										210					
Trivial										120					
Troop										210					
Trot										210			57		
Trouble										210			59		
Trout															
True	141	(1)								210			59		
Trunk															
Try										211			59		
Tune											140				
Turkey										(1)	211	87	59		99
Turkish Bath											211				
Turmoil												11			
Turn him down											211				
Turn Loose											211				
Turn into											211				
Turtle										(2)	211	222			



Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Tweezers				384											
Twice															
Twilight								20							
Twinkle				384							121		37		
Twins				384	95										
Two Belly (place)															
Two Meet															
Two								8							
Typewrite															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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TV											34				
Tweezers														59	
Twicc										211					
Twilight															
Twinkle										211		59			
Twins										212					
Two Belly (place)															
Two Meet												84			
Two											149				
Typewrite									212	223					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Ugly				385	96			29						56	
Unable					96										
Unaware								62							
Unbalanced															
Unbent															
Unbound															
Uncertain			385					29							
Unchanged															
Uncle			386												
Unclear															
Uncooperative															
Uncovered															
Undecided								29							
Under				96											
Underpart															
Underside															
Understand			386	96				63/67				72			
Undesirable															
Uncarth															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Ugly									212			59			
Unable									212						
Unaware															
Unbalanced											50				
Unbent											202				
Unbound											77				
Uncertain					(1)				212	128		59			
Uncharged											9				
Uncle									212						
Unclear											170				
Uncooperative											58				
Uncovered											154				
Undecided									212	128		59			
Under									212	224					
Underpart											31				
Underside											31				
Understand						(1)			212		83	59			
undesirable											175				
Uncarth											62				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Unexcited															
Unfair															
Unfold															
Unfurl															
Unhappy															
Unhealthy															
Unheated															
Uniform															
Unintelligible															
Uninteresting															
Union															
United				386											
United States	61														
Unjust															
Unless															
Unlike															
Unlucky				386											
Unpredictable															
Unseeing															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Uncexcited										27					
Unfair										212					
Unfold											225				
Unfurl											225				
Unhappy											51				
Unhealthy											156				
Unheated											44				
Uniform											9				
Unintelligible											170				
Uninteresting											27				
Union											119				
United States								(1)	213						
United									212			59			
Unjust									217						
Unless									217						
Unlike										61					
Unlucky									217			59			
Unpredictable										128					
Unseeing										25					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Unshaven															
Unsure															
Until															
Untroubled															
Untrustworthy															
Unwelcome															
Unwell															
Unwisc															
Unyielding															
Up				96			21			119		65			
Upper															
Upright															
Upset															
Urge															
Ursa Major			386												
Us				96								11			
Utc			385				17					42			

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Unshaven										18					
Unsure										128					
Until										217					
Untroubled										73					
Untrustworthy										117					
Unwelcome										59					
Unwell										156					
Unwise										217					
Unyielding										98					
Up								398		218	226		59		
Upper										226					
Upright							398								
Upset										156					
Urge										169					
Ursa Major															
Us									218			59			
Ute												59			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Vacate															
Vaccinate				393					14						
Vain															
valise															
Valley															
Valuable															
Vanguard															
Variety															
Vast															
Vault												120			
Vehicle															
Velvet							(1)								
Very								(1)							
Very big															
Very much															
Vessel															
Vexed															
Vibrate															
Victor															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Vacate											205				
Vaccinate														59	
Vain										218	14 /132				
Valise									218						
Valley											21				
Valuable											134				
Vanguard											89				
Variety											126				
Vast											22				
Vault															
Vehicle											70				
Velvet															
Very															
Very big												81			
Very much										218					
Vessel										219	26				
Vexed											11				
Vibrate											183				
Victor										219					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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View								
Vigilant		393						
Vil / Tent								
Vile / Horrible				29				
Village		393			14			45
Vine		393						
Virgin		393						
Vivid (color)								
Volley		393						
Volume								
Vomit		393						
Vote								
Vow								
Vulgar				29				

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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View										122					
Vigilant										219			59		
Vil / Tent															
Vile / Horrible															
Village										219		59			
Vine										219					
Virgin															
Vivid (color)											57				
Volley										219					
Volume											174				
Vomit										219					
Vote											8				
Vow											150				
Vulgar															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Wager								15							
Wagon road			130	394											
Wagon															
Wagon	62		129	394	97		(1)			120		61			
Wait				394	97			55/57				54			
Waken															
Walk / March	30			394	97			36/57		125		28			
Walk (animal)															
Wall															
Walnut															
Wandering															
Want			394	98			22					53			
Wapiti (Elk)															
War bonnet							53					40			
War (to go to)			397												
War Chief															
War cry															
War	56			394	98			3/60				46			
War path															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Wager									219						
Wagon road												59			
Wagon												59			
Wagon									219			59			
Wait									220			59			
Waken									220	199					
Walk / March	(1)								220	227	84	59			
Walk (animal)									220						
Wall									220						
Walnut								(1)							
Wandering									220						
Want									221	91/92 /162		59/73			
Wapiti (Elk)									221						
War bonnet												59			
War (to go to)															
War Chief					172-3										
War cry									221						
War									221	81		59			
War path									221						

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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War-club				398				51							
War-dance					399				60						44
War-paint									53						
War-pony															
Warm															
Warm to															
Warning															
Warrior			399												40
Warship								51							
Wash		125	399					32							
Washing Clothes															
Washington D.C.															
Waste															
Watch (verb)	24			399											
Watch (noun)					98				53						
Water (running)															
Water	38			399	98		(1)	39/41							25

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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War-club												59			
War-dance												61			
War-paint															
War-pony															
Warm										221					
Warm to										221					
Warning									221	16					
Warrior				174								61			
Warship															
Wash									228						
Washing Clothes								222				61			
Washington D.C.								222							
Waste											61				
Watch (verb)								222	122						
Watch (noun)								222	216						
Water (running)								222							
Water	142	(1)	(1)					222	229			61			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Waterfall							42					72			
Way (road)							(1)								
We								15							
We too								15							
Weak			399				29					79			
Wearing apparel			399												
Weary				99											
Weasel															
Week															
Weep															
Weigh															
Weird															
Welcome															
Well / Healthy				99			67								
West															
Wet															
Whale															
What say you?												957			

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Waterfall										222					
Way (road)										222-3					
We										223		61			
We too															
Weak	(1)									223		61			
Wearing apparel															
Weary										223					
Weasel										223					
Week										223					
Weep										223	51				
Weigh										223					
Weird											50				
Welcome										223					
Well / Healthy										223					
West										230	80				
Wet										173/ 228/9					
Whale															
What say you?		(1)													

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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What?															
Wheat															
Wheel							51			120					
When?	12			400	99			20				24			
Whence															
Where?			400			(1)	21				24				
Wherever															
Whether															
Whetstone			400												
Which?															
While (during)															
While															
While (time)															
Whip (verb)			400												
Whip				400				50/51							
Whip - poor - will (bird)															
Whirlwind				401											
Whiskers															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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What?										224					
Wheat									(1)						
Wheel															
When?										224					61
Whence										224					
Where?										224					61
Wherever										224					
Whether										224					
Whetstone										224					
Which?										224					
While										224					
While (time)										224					
While (during)										224					
Whip - poor - will (bird)									(1)						
Whip												61			
Whip (verb)															
Whirlwind										225					
Whiskers											141				

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Whiskey Jack (bird)															
Whiskey			129	401				15							
Whisper															
Whistle				402											
White								53			120				
Whites (good)															
Whites (bad)															
Whither?															
Whitman	58			402-3	100		(1)	17				61			
Who?							(1)								
Whole															
Why?	12			403											
Wickey-up				404											
Wide					100			27/29				18			
Wife			127	405		16		30/31				957	12		
Wild (animal)															
Wild				405				29							
Will															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Whiskey										225		83			61
Whiskey Jack (bird)									(1)						
Whisper										225					
Whistle															
White										225	45	84			61
Whiteman	(1)				87		34			225		84			61
Whites (good)												84			
Whites (bad)												84			
Whither?										225					
Who?										225					
Whole											10				
Why?										225		61			
Wickey-up										225		61			
Wide										226					
Wife										226	179	79	61		
Wild (animal)										226					
Wild										226			61		
Will	141									226					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Will / Shall															
Willow (tree)															
Win					405										
Winchester Rifle					406										
Wind		129	406				42				957	37			
Window															
Wing															
Winter	13		407		16	(1)	41/42				957	21			
Wintery															
Wipe															
Wipeout			407			(1)						61			
Wire		129													
Wise	56		407									66			
Wish							67								
Wit							65								
Witch															
With	23		407	100								60			
Withdraw															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Will / Shall									226			61			
Willow (tree)								(1)							
Win									226						
Winchester Rifle															
Wind									226-7	234		61			
Window										34		/231			
Wing									227						
Winter	(1)								227	195		61			
Wintery										44					
Wipe										76		/220		/228	
Wipcout							398		227			61			
Wire									227						
Wise									227			61			
Wish									228						
Wit										191					
Witch									228						
With							398		228			61			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Within															
Witless															
Wolf	16			407	100			45/46				957	30		
Wolverine															
Woman	10		127	407	101	16	(1)	30/31				957	10		
Wonder															
Wonderful				408											
Wood				378				42							
Woodchuck															
Woodcraft boy															
Woodcraft girl															
Woodpecker				408											
Woods															
Word of honor															
Word															
Work	34			408	101			15				30			
World					101			42							
Worry								24							
Worthless															

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Withdraw										158					
Within										228	112				
Witness											50				
Wolf	(1)									228			61		
Wolverine										228					
Woman	140	(1)	(1)		86	(3)				228	232	79	61		
Wonder						(1)									
Wonderful										228			61		
Wood										228			61		
Woodchuck										229					
Woodcraft boy										229					
Woodcraft girl										229					
Woodpecker									(1)	229		61			
Woods											221				
Word of honor										229					
Word										229					
Work								398		229 /230	233	61			
World										230					
Worry															

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Wound				409				58/60							
Wrap				409				64/67							
Wrestle															
Wring															
Wrinkle				409											
Write	64				102			36							
Wrong					102										

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Worthless											175				
Wound								398		230		61			
Wrap										230	234	62			
Wrestle									230						
Wring										230					
Wrinkle										231					
Write		(1)								231	235	62			
Wrong										231					

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Yacht															
Yancton				410											
Ye															
Ye All															
Year	13			410	102			20							
Yell					102										
Yellow								53							
Yes	32		127	410	103			15/65 /67		126	957				
Yesterday	42		128	410	103			20			958				
Yield															
Yonder															
You	10				103			67		119					
Young Woman											958				
Young Man		20									958				
Young															
Young Buck															
Younger				410											
Youngster															
Your	11							67		119					

Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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								26							
Yancton															
Ye											82				
Ye All											82				
Year	(1)								231	195		62			
Yell									231						
Yellow										45		62			
Yes	(1)				208 - 210		398		231	8	82	62			
Yesterday									232			62			
Yield										205					
Yonder									232	63					
You	(1)	(1)					399		232	236	82	62			
Young Woman															
Young Man															
Young									232						
Young Buck											78				
Younger									232						
Youngster											17				
Your									232			62			

Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Yourself											236				
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Book Code	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Book Code	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Appendix F

<u>Author</u>	<u>Year of Publication</u>	<u>No. of Signs</u>	<u>Tribe(s) Covered</u>
Amon	1968	204	Plains
Boas	1890	28	Shushwap
Burton	1862	116	Crow, Cheyenne, Dakota, Pawnee, Shoshone, & Ute
Clark	1885	975	Arapahoe
Cody	1970	246	Plains
Dodge	1882	71	Plains
Elsom	?	196	?
Fronval & Dubois	1978	841	Kiowa
Goldfrank		19	Laguna Pubelo
Hadley	1891		Kiowa
Harrington	1936	81	Caddo, Comanche, Kiowa, Kiowa-Apache, Osage, Pawnee, & Wichita
Hoffman	1895	127	Inuit
Hofsinde	1956	527	Chippewa, Ojibwa, & Plains
Humfreville	1899	12	Uinta Ute & "Indians of the West"
Johnson	1930	30	Plains
Kohl	1860	23	Lake Superior Chippewa, Ojibwa, & St. Peters River Sioux

Long	1824	100	Chippewa, Cree Dakota, Iowa, Kansan, Missouri, Omaha, Oto, Pani, & Sauk
Long Lance	1930	88	Blood
Lowie	1922		Crow
MacGowan	1866	26	Caddo, Comanche, & Wichita
Mallery	1880	699	Assiniboine, Apache, Arapahoe, Banak, Arikara, Blackfoot, Cheyenne, Comanche, Cree, Crow, Dakota, Fox, Hidasta, Iroquois, Kickapoo, Kiowa, Mandan, Missouri, Omaha, Ojibwa, Oto, Paiute, Sac, Sahaptin, Shoshone, Ute, Wichita, Wyandot, & Zuni
Marcy	1866	6	Gila River to Columbia
Minoz	1972	98	Plains
Scott	1930	358	N. Plains & Kiowa
Seton	1918	1715	Cheyenne, Dakota, & Plains
Skelly	1979	226	?
Tait	1930	126	Coure d'Alene
Tomkins	1926	810	Dakota
Wassel	1896	12	Plains
Webb	1931	5	Plains

Appendix G

Alternate Signer's Buffalo Hunting Story

line: stanzas:

Stanza 1: Description of mountain

1	_____	_____	MOUNTAIN	MOUNTAIN
2	HOLD	ROCK	HOLD	MOUNTAIN

Stanza 2: Description of corral

3	(2h) DCL:L "width of corral"
4	(2h) DCL:L "width of corral"
	CORRAL LCL:G "down on the mountain base"
	(2h)DCL:5 "fence in semi-circle"

Stanza 3: People hiding behind rocks

5	MOUNTAIN	[(wh)A"land surface" "left" /
	SCL:B "three people standing on top	
	of bluff"]	
6	(2h)PCL:5 "rocks laying on the ground" "left"	
7	MAN PIEGAN SCL:G "man standing behind the	
	rocks" "left" STAND ++	
8	OTHER SCL:A "five persons standing and hiding	
	behind the rocks" "right"	

Stanza 4: warrior up front

9	FAR-AWAY	PIEGAN	THERE	WARRIOR
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Stanza 5: Medicine man chants and rattles

10 RATTLE++ HOLD RATTLER

11 <rs: medicine man (2h)BCL:A "medicine man
 singing chants and shaking rattlers">

Stanza 6: Medicine man singing buffalo song

12 MEDICINE-SING <rs: medicine man (2h)BCL:A
 medicine man singing chants and shaking rattlers>

13 <rs: medicine man BCL: "singing" BUFFALO SCL:B
 "buffalo coming" MOUNTAIN [(wh)A "mountain" /
 SCL:B "buffalo running in left and right over the
 land"] >

14 [(wh)E "cliff" / SCL:B "buffalo arrives at the
 cliff"]

Stanza 7: Medicine man makes buffalo call

15 <rs: medicine man BCL:0 "making a buffalo call">

Stanza 8: Buffalo running on top of bluff

16 MOUNTAIN [(wh)A "mountain" / SCL:B "buffalo
 running in zig-zag manner"]

17 [(wh)A "mountain" / SCL:B "buffalo arriving on the
 cliff"]

18 [(wh)A "mountain" / SCL:B "buffalo making a small
 turn at the cliff"]

Stanza 9: Lead buffalo jumps off

19 BUFFALO HEAD+LEADER [(wh)A "mountain" /
 SCL:X "lead-buffalo jumping off the mountain
 first"]

Stanza 10: Buffalos run & fall down the cliff

20 BUFFALO MOUNTAIN [(wh)A "mountain" /
 SCL:B "buffalo running in zig-zag movement"]
 21 CLIFF SCL:B "buffalos jumping and falling off
 the cliff"
 22 QUIT

Stanza 11: People directing the buffalos

23 (2h)SCL:G "two men standing across from each
 other"
 24 (2h)SCL:A "people standing on both sides"
 25 PIEGAN <rs: hunter BCL:5 "hunter herding the
 buffalos toward the corral">
 26 <rs: hunter BCL:5 "hunter directing the
 remaining buffalos in reducing number" HERD
 QUIT

Stanza 12: Buffalo run in corral

27 BUFFALO (2h)LCL:5 "corral" [(wh)5 "corral" /
 SCL:5 "Buffalos running around the corral"] KILL++

Stanza 13: Head medicine man sings

28 HEAD+LEADER PIEGAN <rs: medicine man BCL:V
 "medicine man singing the buffalo song" MEDICINE-
 SING>

Stanza 14: Buffalos fall

29 FALL++ BUFFALO FALL++

Stanza 15: Medicine man chants and rattles

30 <rs: medicine man (2h)BCL:A "medicine man
chanting and shaking the rattlers">

Stanza 16:

31 _____ QUIT

Stanza 17: Buffaloes running in the corral

32 BUFFALO (2h)PCL:5 "buffalos running" HIT++
WIPE-OUT

Stanza 18: Hunter kills buffalo

33 <rs: person ICL:C/S "pulling out knife from
pocket" KNIFE

34 <rs: person [(wh)B "dead buffalo laying on
ground" / ICL:B "person using the knife to cut
up buffalo"]

Appendix H

Primary Signer's buffalo hunting story*Stanza 3: Search for buffaloes*

- 6 <rs:hunter me-SEARCH-buffalo [(wh) me-SEARCH-buffalo] / WHERE]>
- 7 <rs: hunter LCL:G "one hunter in front of hunting party" (2h)SCL:G "one hunter leading a group of hunters" HUNT THERE>
- 8 < rs: hunter I-KNOW-THEAT-PLACE me-LOOK-AT-buffaloes THERE me-LOOK-At-buffalo>

Stanza 4: Return to village

- 9 <rs: hunter EXCITE> READY <rs: hunter RETURN>
- 10 <rs: hunter me-INFORM-them CHEYENNE PEOPLE>

Stanza 5: Get ready and packing

- 11 (2h)SCL:5 "a group of people getting ready to go"
- 12 <rs: people (2h)ICL:5 "packing on the travois"
- 13 TRAVOIS [(wh)"travois" / ICL:5 "putting belongings on travois"] >
- 14 <rs: people (2h)DCL:5 "packing and place hides as a cover on travois" GUN KNIFE PACK >

Stanza 6: Hunting begins

- 15 <rs: leader and group of people (2h)PCL:H-2 leaders/B-group of people "people setting to go hunting in a group" HUNT>

16 <rs: hunter I-KNOW-THAT-PLACE THERE>

Stanza 7: Search for fire wood

17 <rs: people I-KNOW SEARCH FIRE WOOD GATHER ++>

Stanza 8: Hunter keep an eye on herd

18 <rs: hunter SCL:G "one hunter over there" WATCH>

Stanza 9: Geographical description

19 (2h)DCL:B "narrowing plateau"

20 (2h)DCL:B "narrowing plateau"

21 CLIFF DCL:5 "steep cliff"

Stanza 10: Set a trap

22 FIRE (2h)LCL:5 "firewood and grass in bundles" "right"

23 (2h)LCL:5 "bundles in place" "left"

Stanza 11: Get ready

24 <rs: hunter READY SPREAD-OUT READY GO GET
BUFFALO + [(WH)X "buffalo" /BEARD] GET>

25 <rs: hunter !Oh, Boy!>

Stanza 12: Put on paint & bonnet

26 <rs: hunter READY PAINT (2h)BCL:H "putting on
hunting signal paint on cheeks">

27 <rs: hunter (2h)BCL:H "putting on hunting signal paint
on forehead"

28 (2h)BCL:B [(wh)B "sacred feather"/ "holding the sacred
feather"] (2h)BCL:B "putting bonnet on head" BONNET

Stanza 13: Ready to go

29 [(wh)B "horse" / ICL:5 "packing"]

30 <rs: hunter READY RIDE>

31 <rs: people GO>

Stanza 14: Participants in hunting

32 ONE+HUNTER THERE (2h)PCL:5 "whole tribe of Cheyenne
people" CHEYENNE

33 ONE+HUNTER HORSE

34 ONE+HUNTER HORSE

35 <rs: (2h)PCL:B "leader of the hunting party leading
the group of hunters">

Stanza 15: Riding horses

36 LOT LOT HORSE (2H)PCL:G "a set of two horses per
person"

37 <rs: hunters (2h)SCL:B "a line of horses galloping">

Stanza 16: Approaching the buffalo

38 <rs: hunters (2h)SCL:G "buffalo in front and the rider-
on-horse in back">

39 <rs: hunters (2h)SCL:G "rider approaching to the herd
of buffalos">

Stanza 17: Selection of buffalos

40 <rs: hunters BUFFALO-female BUFFALO +[(wh)X
"buffalo"/ BEARD]

41 GET-THE-ONE

Stanza 18: Changing horses

42 MOUNT-horse #1

43 MOUNT-horse #2

44 IX "horse" #1 TIRE

45 (2H)SCL:B "a set of two horses" [(wh)"horse">#2 /
SCL:B "horse" #1 GO-AWAY]

Stanza 19: Locating the leading buffalo

46 IX "horse" #2 GET-THE-ONE

Stanza 20: People watching out for the buffalos

47 (2h)PCL:5 "buffalos coming toward the trap"

48 <rs: people WATCH>

Stanza 21: Preparation of trap

49 <rs: woman READY LCL:C"grass pile" [(wh)"grass pile" /
ICL:B"putting rock under grass pile">

50 <rs: woman (2h)ICL:5 "rubbing stick to start a fire">

51 <rs: woman ECL:5 "fire flaming in one bundle" "right">

52 <rs: woman ECL:5 "fire flaming in all bundles" "right"

Stanza 22: Buffaloes running into trap

53 COME (2h)PCL:5 "buffalos coming toward the trap"

54 BUFFALO [(wh)X "buffalo" / BEARD] PCL:5 "buffalos
approaching the fire"

Stanza 23: Buffalos responding to the first fire

55 [(wh) "buffalos" / FIRE #1 (2h)PCL:5 "buffalos going
into the trap and scared by the fire" "right"

Stanza 24: Buffalos running inside the trap

56 (2h)PCL:5 "buffalos running into the trap" "left"

57 FIRE #2 (2h)PCL:5 "buffalos scared by the fire"

58 (2h)PCL:5 "buffalos running into the trap and scared by

`the fire" "right"

59 (2h)PCL:5 "buffalos running into the trap and scared by
the fire"

Stanza 25: Number of buffalos

60 ONE BIG BISON +[(wh)X "buffalo" / BEARD] (2h)PCL:5
"buffalos in front and approaching the cliff"

61 LCL:B "buffalos in front" DIVIDE (2h)LCL:B "remaining
buffalos saved for the next hunting"

62 IX- "escaping buffalos" TEN NUMBER

Stanza 26: Buffalos falling down the cliff

63 READY (2h)PCL:B "buffalos falling down the cliff"

64 (2h)PCL:G "fewer buffalos falling down the cliff"

DEAD++

Stanza 27: Women at work

65 WOMAN MANY PCL:B "women standing in semi-circle at
bottom of the cliff" KILL++

Appendix I

Stokoe's transcription system

20. I-KNOW-THAT-PLACE *	$\emptyset \text{vL} \perp$	0
21. INFORM *	$[\cdot] \text{vBa} \text{vBa} \perp$	0
22. KILL	$\emptyset \text{Ba} \dot{\chi}$	$\emptyset \text{Ba} \dot{\chi}$ similiar
23. KNIFE	$\text{UB} \dot{\chi}$	$\emptyset \text{BBa} \dot{\chi}$ distinct
24. LOOK-AT	$\emptyset \text{v} \text{o}$	$\emptyset \text{v} \text{o}$ identical
25. LOT *	$\emptyset \text{s} \text{s} \dot{\chi}$	0
26. MANY	$\emptyset \text{s} \text{s} \text{s} \text{s} :: \bar{A}' \text{A} \dot{\chi}$	identical
27. MOUNT	$\emptyset \text{Bv} \text{o} \dot{\chi}$	$\emptyset \text{Bv} \text{o} \dot{\chi}$ identical
28. NUMBER	$\emptyset \text{s} \text{s}$	$\emptyset \bar{s} \text{s} \text{s} \dot{\chi}$ distinct
29. ONE	$\emptyset \text{vIa}$	$\emptyset \text{vGa}$ distinct
30. ONE-HUNTER *	$\emptyset \text{vGa} :: \emptyset \text{vG} \text{o}$	0
31. PACK	$\emptyset \text{B} \text{B} \text{v}$	$\emptyset \text{B} \text{v}$ identical
32. PAINT	$\text{O} \text{s} \dot{\chi}$	$\text{O} \text{H} \dot{\chi}$ distinct
33. PEOPLE	$\emptyset \text{vGa} \text{vGa} \text{NN}$	" " identical
34. READY	$\emptyset \text{B} \text{B} \text{v}$	$\emptyset \text{vAaAa} \# \overset{[5]}{\chi}$ distinct
35. RETURN	$[\cdot] \text{G} \text{T}$	$[\cdot] \text{GG} \text{T}$ identical
36. RIDE	$\emptyset \text{Bv} \text{o} \dot{\chi} \sim$	$\emptyset \text{Bv} \text{o} \dot{\chi} \sim$ identical
37. SEARCH	$\emptyset \text{vV} \text{o} \dot{\chi}$	$\emptyset \text{vV} \text{o} \dot{\chi}$ identical
38. SPREAD-OUT None	$\emptyset \text{A} \text{o} \text{A} \text{o} \dot{\chi} \dot{\chi}$	0
39. TEN	$\emptyset \text{s} \text{s}$	$\emptyset \text{s} \text{s}$ identical
40. THERE	$\emptyset \text{G} \text{o} \perp$	$\emptyset \text{G} \text{o} \perp$ similiar
41. TIRE	$[\cdot] \text{G} \text{o} \text{G} \text{o} \text{v}$	$[\cdot] \text{vG} \text{o} \text{vG} \text{o} \dot{\chi}$ similiar

42. TRAVOIS	$\emptyset G G^+$	$\emptyset G G^+$	identical
43. WATCH	$\emptyset V \circ$	$\emptyset V \circ$	identical
44. WHERE	$\emptyset S^z :: G \dot{u}^.$	$\emptyset V S^z.$	similiar
45. WOMAN	$\emptyset B \times$	$\emptyset B \times$	identical
46. WOOD	$\emptyset S :: B \dot{u}^.$	$\emptyset B \circ B_5 \times$	distinct

Appendix J

Transcription Conventions: Symbols Used to Write ASL

<u>Symbol</u>	<u>Example</u>	<u>Explanation</u>
WORD	SIGN DEAF	An English word in capital letters stands for an ASL sign (this word is called a gloss). The meaning of sign and the English word may not be exactly the same.
fs-	fs -BOB fs -FEB	"fs-" is the abbreviation for a fingerspelled word .
#	# CAR # EARLY	A pound sign (#) indicates a fingerspelled loan sign .
- -	OH-I-SEE THANK-YOU	When the words for sign glosses are separated by a hyphen, they represent a single sign .
+	NOT+HERE MOTHER+FATHER TRUE+WORK	A plus sign between the words for sign glosses is used for both compound signs and contractions .
/	REAL/TRUE BOLD/TOUGH	A slash between words for sign glosses is used when one sign has two different English equivalents .
" "	"wave-no" "what" "wave-left"	Quotation marks around lower-case words indicate a gesture-like sign .
! !	!BORED! !MUST!	Exclamation marks are used for emphatic form ; the sign is stressed or emphasized.
++	DIFFERENT++ WORK++	Plus signs after a word indicate repetitions of the sign. The symbol is also used

		for habitual or frequentative inflection.
-cont	USE-cont	The suffix "-cont" indicates continuous inflection on verbs.
-char	MAD-char	The suffix "-char" indicates the modulation on a sign showing a "characteristic" behavior or trait.
[]	[NEAR]	Brackets show that a sign is optional not required in a sentence.
(2h)	(2h)#DO++	(2h) stands for "two-handed" and is used when a sign commonly one-handed is made with both hands.
(2h)alt.	(2h)alt.GUESS	The symbol "alt." indicates that both hands move in an alternating manner.
wg	ECL:5wg	The suffix "wg" shows that the fingers wiggle when making the sign.
()	(nod) (shake head) (draws shape)	Words in parentheses indicate an action or movement made without a sign, sometimes with linguistic meaning (i.e., negative or affirmative responses).
	(city)	Parentheses are also used for variable signs that change in different contexts.
(wh)	(wh)3	The symbol "wh" stands for weak hand and is used when the sign is made with the non-dominant hand.
	[(wh)B "shelf"/IX-loc...]	Brackets are used around separate signs made at the same time; the "wh" symbol indicates which sign is made

with the non-dominant hand.

BRING"*here*"
MOTHER"*left*"
TAKE-FROM"*table*"

you-SHOW-TO-her
he-GIVE-TO-me

Spatial or locative information about a sign is italicized and in quotes, immediately after the sign gloss.

Italicized words before and after inflecting verbs indicate the **subject and object** of the verb.

Clarification of Some Puzzling Glosses

IX	Short for INDEX, IX indicates pointing and is used for third person pronoun (he, she, it, him, her). Specific referents are indicated by italicized words in quotation marks, immediately following the gloss (i.e., IX" <i>father</i> ").
IX-loc	IX-loc means "there" and is used to indicate the location of an object or place. Specific information is given in italics and quotation marks immediately after the sign gloss (i.e., IX-loc "under table").
IX-dir	IX-dir is used when the pointing gives directions or traces a route to a place (i.e., IX-dir "around the corner to the right").
IX-thumb IX-index IX-middle IX-ring IX-pinkie IX-mult	These signs are all used in the process of listing people or things on the non-dominant hand. Listing usually begins with the thumb. IX-mult is used when presenting all items on the list.
POSS	POSS is used for the possessive pronoun . Specific referents are given in italic and quotation marks when necessary (i.e., POSS" <i>father</i> " to mean "father's").

Symbols for Non-Manual Behaviors

<u>Symbols</u>	<u>Example</u>	<u>Explanation</u>
<u>q</u>	<u>q</u> YOU EAT FINISH.	yes/no question
<u>whq</u>	<u>whq</u> YOU NAME "what".	wh-word question
<u>neg</u>	<u>neg</u> EAT NOT-YET.	negation
<u>t</u>	<u>t</u> YESTERDAY ME SICK.	topic (includes relative clause)
<u>when</u>	<u>when</u> ...LUNCH FINISH,...	similar to conditional sentence, indicating when something happens
<u>cond</u>	<u>cond</u> fs-IF WE STAND...	conditional clause-- always the first part of a sentence
<u>neg/q</u>	<u>neg/q</u> NOT HURT.	negative and yes/no question markers at the same time
<u>t/q</u>	<u>t/q</u> SEE WOMAN IX-loc...	topic and yes/no question markers at the same time
<u>nod</u>	<u>nod</u> ME FINISH SEND-you.	assertion
<u>rhet</u>	<u>rhet</u> HOW ME COME-TO, HOW++.	rhetorical question
<rs:>	<rs:woman "hmm" FIRST-thumb++...>.	role shifting: the word following "rs:" indicates the person whose "role" the signer is assuming; the signer maintains the role until the closing bracket (>).

,	<u>PAPER</u> IX-loc, ^t PICK-UP.	Short pause in sentence
.	WORK FINISH.	end of sentence

Adverbial Non-Manual Behaviors

<u>symbol</u>	<u>example</u>	<u>explanation</u>
<u>— cs</u>	<u>cs</u> YESTERDAY IX...	Relative distance/time close by in time or location ("cs" stands for cheek to shoulder)
<u>far away</u>	<u>far away</u> IX-dir "all the way"	marker for "off in the distance"
<u>Size and shape</u>		
<u>— mm</u>	<u>mm</u> MEDIUM	normal or with regularity
<u>— oo</u>	<u>oo</u> THIN	abnormally small or thin
<u>— cha</u>	<u>cha</u> MAN DCL "extremely tall"	abnormally large or tall
<u>puff [cheeks]</u>	<u>DCL:claw</u> "swollen <u>puff cheeks</u> foot"-hold	rounded, swollen or puffy (also used for great quantity)
<u>tight lips</u>	<u>tight lips</u> DCL "steel ball"	very solid, dense, hard
<u>Manner</u>		
<u>stress</u>	<u>stress</u> IX BUSY++	marker for intensity
<u>— th</u>	<u>th</u> MESS-UP	careless or damaged

Responses

<u>grimace</u>	<u>grimace</u> REAL/TRUE++ "wow"	these markers all show different affects or feelings
<u>concern</u>	<u>concern</u> REAL/TRUE++	when interacting with others
<u>smug</u>	<u>smug</u> CRITICIZE/CORRECT	
<u>mad</u>	<u>mad</u> BAWL-OUT++	

(*Signing Naturally, Teacher's curriculum guide level one, 1988:x-xiv*).

Symbols for Classifiers

- DCL" " Descriptive classifier sign used to describe an object of a person. What is described is italicized and in quotation marks (i.e., DCL "curly hair"). Sometimes referred to as size and shape specifiers or SASSes.
- LCL:_ " " Locative classifier sign representing an object in a specific place (and sometimes indicating movement). Handshape is given, followed by spatial or locative information italicized and in quotation marks (i.e., LCL:B"leaf drifting to the ground").
- SCL:_ " " Semantic classifier sign representing a category of nouns such as vehicle or person. Handshape is given, followed by information about specific movement italicized and quotation marks (i.e., SCL:1 "person walking stiffly and hurriedly").

- BCL "___" Body Classifier sign in which the body "enacts" the verb of the sentence. Role shifting is usually required. Specific action is described in italics and quotation marks (i.e., BCL "acting macho", BCL "put arms around friend").
- ICL "___" Instrument classifier sign in which part of the body (usually the hands) manipulates an object (i.e., ICL "turn crank" or ICL "play jacks").
- BPCL:_ "___" Bodypart classifier sign representing a specific part of the body doing the action. Handshape is often indicated and specific action is described in italics and quotation marks (i.e., (2h)BPCL:1 "crossing legs", (2h)BPCL:B "taps foot").
- PCL:_ "___" Plural classifier sign, indicating either specific numbers or non-specific numbers (i.e., PCL:3 "people walking", PCL:4 "long line of people", PCL:5 "hordes of").
- ECL:_ "___" Element classifier sign representing an element of the earth, such as rain, wind/smoke/gas, fire and light. These are usually made with either the 5-handshape or the l-handshape, i.e., ECL:5wg "waterfall", ECL:l "water dripping from a faucet".

(*Signing Naturally, Teacher's curriculum guide level one, 1988: xiv*).

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