

# Weaving and loom terminology in Japhug Supplementary material: transcription and translation of procedural texts

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## 1 Tshobdun, Japhug and Situ

Table 1: Comparative table of Tshobdun, Japhug and Situ weaving terms

	Tshobdun	Japhug	Situ
Backstrap	<i>rketábʔ</i>	<i>tuutab mt<sup>h</sup>uxtɕɿr</i>	<i>tə-ɕt<sup>h</sup>ʂk</i>
Cloth beam	<i>tɕ<sup>h</sup>ozâr</i>	<i>tɕ<sup>h</sup>uzuu</i>	<i>ta-rtɕ<sup>h</sup>ʔ</i>
Upper part of cloth beam		<i>u-rkɿn</i>	
Lower part of cloth beam	<i>o-r<sup>n</sup>gǰóɕ</i>	<i>u-rq<sup>h</sup>ioɕ</i>	
Weft beater	<i>t<sup>h</sup>ábmo</i>	<i>t<sup>h</sup>abmu</i>	<i>k<sup>h</sup>armóʔ</i>
Shed rod	<i>t<sup>h</sup>abɕê</i>	<i>t<sup>h</sup>aɕɕa</i>	<i>k<sup>h</sup>atsâ</i>
Heddle	<i>ɕnê</i>	<i>ɕnat</i>	<i>mdzenêz</i>
Heddle stick		<i>ɕnanndzu</i>	<i>mdzenedzóʔ</i>
Weft	<i>ylévʔ</i>	<i>u-ɟlɿβ</i>	<i>tə-kláp</i>
Weft stick		<i>ɟlɿβndzu</i>	<i>tə-kləpdzóʔ</i>
Warp		<i>u-ɛjar</i>	<i>tə-rjêp</i>
Warp crossing	<i>o-sqérʔ</i>	<i>u-sqar</i>	
Coil rod	<i>zgrâl</i>	<i>zgruul</i>	<i>ta-loŋlíʔ</i>
Tensioning rod		<i>zgruulpu</i>	
Warp beam	<i>ɕnéɬɔɕ</i>	<i>tryle</i>	<i>ɕnekérʔ</i>
Warp beam peg	<i>t<sup>h</sup>abréʔ</i>	<i>t<sup>h</sup>abra</i>	
Warping frame	<i>sér<sup>n</sup>dzi</i>	<i>sɿrndzo</i>	<i>sardzô</i>
Z-spindle	<i>təvúʔ</i>	<i>tuwuu</i>	<i>təpúʔ</i>
S-spindle	<i>sərvúʔ</i>	<i>sarwuu</i>	<i>səɾəmpúʔ</i>
Spindle whorl	<i>várne</i>	<i>wurna</i>	<i>pərnáʔ</i>
Prop	<i>p<sup>h</sup>ərtɕábʔ</i>	<i>p<sup>h</sup>ɿrtɕab</i>	

## 2 Video vid-20140429090403

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- (1) *ukuukuiki, nykinu, tutax mt<sup>h</sup>uxtɕɿr tu-ku-ti ɲu*  
DEM.PROX FILLER cloth belt IPFV-GENR-say be:FACT  
This thing is called a ‘cloth belt’.
- (2) *kuuki tutax mt<sup>h</sup>uxtɕɿr tu-ku-ti ɲu tɕe tɕe,*  
DEM.PROX cloth belt IPFV-GENR-say be:FACT LNK LNK  
This is called a ‘cloth belt’, and
- (3) *ki tú-wy-stu tɕe, nyki, kuuki tɕ<sup>h</sup>uzuu*  
DEM.PROX IPFV-INV-do.like LNK FILLER DEM.PROX cloth.beam  
*kuuki ku kú-wy-su-ndo.*  
DEM.PROX ERG IPFV-INV-CAUS-hold  
one ties the cloth beam like this, with this (thread).
- (4) *kuuki tɕ<sup>h</sup>uzuu rmi tɕe,*  
DEM.PROX cloth.beam be.called:FACT LNK  
This is called a cloth beam
- (5) *tɕe numu ku kɿ-tax nu kú-wy-su-ndo.*  
LNK DEM ERG PCP:O-weave DEM IPFV-INV-CAUS-hold  
and one ties the woven threads with that,
- (6) *kuuki kú-wy-su-ndo, kuuki pjú-wy-su-ɲɿr*  
DEM.PROX IPFV-INV-CAUS-hold DEM.PROX IPFV-INV-CAUS-press  
*tɕe tɕe kuuki,*  
LNK LNK DEM.PROX  
one ties this with it, one presses this,
- (7) *tɕe u-tax lú-wy-za ɲu.*  
LNK 3SG.POSS-BARE.INF:weave IPFV:UPSTREAM-INV-start be:FACT  
and one starts weaving.
- (8) *ki tu-mt<sup>h</sup>ɿɣ ɲú-wy-rtɿβ tɕe, ukuuki*  
DEM.PROX INDEF.POSS-waist IPFV-INV-tie LNK DEM.PROX  
*tɕ<sup>h</sup>uzuu rmi.*  
cloth.beam be.called:FACT  
One attaches this around the waist. This is called a cloth beam.
- (9) *kuuki tɕ<sup>h</sup>uzuu rmi.*  
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This is called a cloth beam.

- (10) *tɕe kɣ-taʁ kuki u-sɣ-ndo ɲu*  
 LNK PCP:O-weave DEM.PROX 3SG.POSS-PCP:OBL-hold be:FACT  
*tɕe,*  
 LNK  
 and this is used to attach the woven threads.
- (11) *tɕe nu ki tú-wɣ-stu tɕe tɕendɣre,*  
 LNK DEM DEM.PROX IPFV-INV-do.like LNK LNK  
*tʰú-wɣ-taʁ tɕe,*  
 AOR:DOWNSTREAM-INV-weave LNK  
 and one weaves like this.
- (12) *ukuuki nu tu-jɣβ rmi.*  
 DEM.PROX DEM INDEF.POSS-weft be.called:FACT  
 This one is the (spool of) weft.
- (13) *tɕe kuki u-sqar ci*  
 LNK DEM.PROX 3SG.POSS-warp.crossing one  
*cʰú-wɣ-lɣt tɕe ci ntsu*  
 IPFV:DOWNSTREAM-INV-release LNK one always  
*ɲú-wɣ-rɕe ɲu.*  
 IPFV-INV-put.through be:FACT  
 Each time one pulls down the warp crossing, one puts it (the weft thread) through.
- (14) *ukuuki numu tʰaʁmu rmi.*  
 DEM.PROX DEM weft.beater be.called:FACT  
 This one is called a weft beater.
- (15) *ukuuki nu tʰaʁmu rmi.*  
 DEM.PROX DEM weft.beater be.called:FACT  
 This one is called a weft beater.
- (16) *tʰaʁmu rmi tɕe numu kuki*  
 weft.beater be.called:FACT LNK DEM DEM.PROX  
*u-sqar tʰu-kɣ-lɣt*  
 3SG.POSS-warp.crossing AOR:DOWNSTREAM-PCP:O-release  
*ki tú-wɣ-stu tɕe cʰú-wɣ-su-ynda*  
 DEM.PROX IPFV-INV-do.like LNK IPFV:DOWNSTREAM-CAUS-tamp  
*ɲu.*  
 be:FACT  
 It is called a weft beater. and with it. one nacks down the warn

crossing that has been made.

- (17) *ki tú-wy-stu ηu.*  
DEM.PROX IPFV-INV-do.like be:FACT  
One does like this.
- (18) *tçendyre t<sup>h</sup>ú-wy-taβ tçe, ukukura, kuki*  
LNK AOR-INV-weave LNK DEM.PROX:PL DEM.PROX  
*kukura tɣɣm, kukura tɣɣm kura t<sup>h</sup>aχça*  
DEM.PROX:PL plank DEM.PROX:PL plank DEM.PROX:PL shed.stick  
*rmi.*  
be.called:FACT  
Then when one weaves, these planks, these planks are called shed sticks.
- (19) *kukura t<sup>h</sup>aχça rmi.*  
DEM.PROX:PL shed.stick be.called:FACT  
These are called shed sticks.
- (20) *kuki li t<sup>h</sup>aχça, kuki t<sup>h</sup>aχça ηu,*  
DEM.PROX again shed.stick DEM.PROX shed.stick be:FACT  
*kuki li t<sup>h</sup>aχça ηu tçe,*  
DEM.PROX again shed.stick be:FACT LNK  
This is a shed stick, this is a shed stick, this one is a shed stick too.
- (21) *tçendyre, nɣki, numu u-sqar yu*  
LNK FILLER DEM 3SG.POSS-warp.crossing GEN  
*c<sup>h</sup>u-ku-suye nu ηu*  
IPFV:DOWNSTREAM-PCP:S/A-bring DEM be:FACT  
That is the (implement) which brings down the warp crossing (changes the shed).
- (22) *ukukuki nu çnat ηu.*  
DEM.PROX DEM heddle be:FACT  
This one is a heddle.
- (23) *kuki çnat ηu, kuki li çnat ηu,*  
DEM.PROX heddle be:FACT DEM.PROX again heddle be:FACT  
This is a heddle this is a heddle too.
- (24) *tçe kuki ra, nɣkinu, çnan-ndzu ηu tçe,*  
LNK DEM.PROX PL FILLER heddle-stick be:FACT LNK  
These are heddle sticks.
- (25) *kukura çnanndzu kuki çnanndzu,*

DEM.PROX:PL heddle-stick DEM.PROX heddle-stick  
 These are heddle sticks, this is a heddle stick.

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- (26) *kuuki tx-ri kura ϕnat*  
 DEM.PROX INDEF.POSS-thread DEM.PROX:PL heddle  
 These threads are heddles.
- (27) *kuuki kura u-ϕnat ηu. kuuki*  
 DEM.PROX DEM.PROX:PL 3SG.POSS-heddle be:FACT DEM.PROX  
*tϕe ϕnat rmi. kuuki tx-ri*  
 LNK heddle be.called:FACT DEM.PROX INDEF.POSS-thread  
*kura ϕnat rmi.*  
 DEM.PROX:PL heddle be.called:FACT  
 These are (the loom's) heddles, this is called heddle, these threads  
 are called heddles.
- (28) *tϕe nu yu-tax tx-mda tϕe tϕe*  
 LNK DEM INV-weave:FACT AOR-be.the.time LNK LNK  
 When it is time to weave...
- (29) *tϕe numu ϕnat ηu, ϕnanndzu ηu,*  
 LNK DEM heddle be:FACT heddle-stick be:FACT  
 That is a heddle, that a heddle stick,
- (30) *ukuukuuki juu-ku-ϕe ndzu kuuki nyki zgrul*  
 DEM.PROX IPFV:WEST-PCP:S/A stick DEM.PROX FILLER coil.rod  
*rmi.*  
 be.called:FACT  
 And this stick that is in the axis that is perpendicular to the warp  
 (east-west), it is called coil rod.
- (31) *ukuukuuki zgrul rmi. nu stu lu-maηlo*  
 DEM.PROX coil.rod be.called:FACT DEM most IPFV-be.upstream  
*ηu. kuuki stu lu-maηlo ηu.*  
 be:FACT DEM.PROX most IPFV-be.upstream be:FACT  
 This one is called coil rod. It is the furthest upstream (towards the  
 end of the warp). This is the furthest upstream.
- (32) *ukuukuuki ku-NGU u-stu mutϕu li ci*  
 DEM.PROX PCP:S/A-be.tight 3SG.POSS-place DEM:LOC again one  
*zgrulpu ci tú-wy-βzu ri tϕe, zgrulpu*  
 tensioning.rod one IPFV-INV-make LNK LNK tensioning.rod  
*rmi. zgrul u-pu.*  
 be.called:FACT coil.rod 3SG.POSS-little  
 At this place where there are tight (threads), one also puts a ten-

sioning rod. It is called ‘little coil rod’ (tensioning rod).

- (33) *kr-taβ, kuiki lu-ku-ɕe, kuiki*  
 PCP:O-weave DEM.PROX IPFV:UPSTREAM-PCP:S/A-go DEM.PROX  
*tr-ri ki u-phoŋbu*  
 INDEF.POSS-thread DEM.PROX 3SG.POSS-body  
*lu-ku-ɕe kuiki, nɣkinu, u-βjar,*  
 IPFV:UPSTREAM-PCP:S/A-go DEM.PROX FILLER 3SG.POSS-warp  
*u-βjar tu-ku-ti ŋu.*  
 3SG.POSS-warp IPFV-GENR-say be:FACT

These threads, which are in the upstream-downstream axis, are called the warp.

- (34) *wukuiki tɕe u-ɟɻβ, wukuiki tɕe u-ɟɻβ,*  
 DEM.PROX LNK 3SG.POSS-weft DEM.PROX LNK 3SG.POSS-weft  
*kuiki tr-ri kuiki u-ɟɻβ ŋu.*  
 DEM.PROX 3SG.POSS-thread DEM.PROX 3SG.POSS-weft be:FACT

This one is the weft, this thread is the weft.

- (35) *kuiki ndzu ki ɟɻβ-ndzu tu-ku-ti ŋu.*  
 DEM.PROX stick DEM.PROX weft-stick IPFV-GENR-say be:FACT

This stick is the weft stick.

- (36) *tɕendɻre c<sup>h</sup>ú-wy-taβ tɕe, tɕe nqa*  
 LNK IPFV:DOWNSTREAM-weave LNK be.difficult:FACT because  
*matɕi,*

When one weaves, it is difficult, because

- (37) *wukuiki ɕnat βnuuz kuuni ku, wukuiki*  
 DEM.PROX heddle two DEM.PROX:DU ERG DEM.PROX  
*tu-taβ lu-kr-su-βzu, nu ku*  
 NMLZ-weave IPFV:UPSTREAM-INF-CAUS-make DEM ERG  
*tu-muβre ŋu*  
 IPFV-be.used.for[III] be:FACT

these two heddles are used to make the fabric.

- (38) *tɕe nɣki ki tú-wy-stu tɕe, ki*  
 LNK FILLER DEM.PROX IPFV-INV-do.like LNK DEM.PROX  
*tú-wy-stu tɕe,*  
 IPFV-INV-do.like LNK

One does like this.

- (39) *wukuiki pju-rqɻtɕ<sup>h</sup>a ŋu tɕe,*



- (46) *tɕe ki u-sqar ki*  
 LNK DEM.PROX 3SG.POSS-warp.crossing DEM.PROX  
*c<sup>h</sup>u-sux-ɕe ɲu.*  
 IPFV:DOWNSTREAM-CAUS-go be:FACT  
 And it brings the warp crossing ‘downstream’ (towards the weaver).
- (47) *u-sqar nu /tha/ thu-ari*  
 3SG.POSS-warp.crossing DEM AOR:DOWNSTREAM-go[II]  
*tɕe tɕe, nɾki, kuuki tú-wy-stu tɕe c<sup>h</sup>ú-wy-ynda.*  
 LNK LNK FILLER DEM.PROX IPFV-INV-do.like LNK IPFV-INV-tamp  
 When the warp crossing has gone down, one presses it down like this.
- (48) *wuma zo c<sup>h</sup>ú-wy-ynda ra ma numavɾɾ,*  
 really EMPH IPFV-INV-tamp be.needed:FACT LNK otherwise  
*mpu tɕe mɾ-pe tɕe mɾ-ngut.*  
 be.soft:FACT LNK NEG-be.good:FACT LNK NEG-be.strong:FACT  
 On has to press it down very tightly, otherwise it is loose, it is not good not durable.
- (49) *ki tú-wy-stu tɕe,*  
 DEM.PROX IPFV-INV-do.like LNK  
 One does like this.
- (50) *numu pju-ku-rqɾtɕ<sup>h</sup>a numu u-sqar*  
 DEM IPFV-PCP:S/A-be.crossed DEM 3SG.POSS-warp.crossing  
*ɲu*  
 be:FACT  
 The crossing (of the threads) is the warp crossing.
- (51) *tɕe ki /chuw/ c<sup>h</sup>ú-wy-q<sup>h</sup>ruut tɕe tɕe*  
 LNK DEM.PROX IPFV:DOWNSTREAM-scrape LNK LNK  
 One clears the shed.
- (52) *mutɕu tɕe tɕe, kuuki vɾavɾa u-pa, kuiki*  
 DEM:LOC LNK LNK DEM.PROX both 3SG.POSS-under DEM.PROX  
*u-sqar, li u-sqar*  
 3SG.POSS-warp.crossing again 3SG.POSS-warp.crossing  
*c<sup>h</sup>u-ɕe ra.*  
 IPFV:DOWNSTREAM-go be.needed:FACT  
 There, under the two (heddles), another warp crossing has to go down (towards the weaver).

- (53) *kuuki u-pa pju-ku-rqrts<sup>h</sup>a kuuki*  
 DEM.PROX 3SG.POSS-under IPFV-PCP:S/A-be.crossed DEM.PROX  
*u-sqar ηu.*  
 3SG.POSS-warp.crossing be:FACT  
 This crossing (of threads) below is the warp crossing.
- (54) *tçe nu tú-wy-stu tçe tçe,*  
 LNK DEM IPFV-INV-do.like LNK LNK  
 One does like that,
- (55) *içq<sup>h</sup>a nu, t<sup>h</sup>i nu, kuuki /u-jl/ çnat*  
 just.before DEM downstream DEM DEM.PROX heddle  
*maŋt<sup>h</sup>i ki tr-jov-a pu-ηu tçe,*  
 downstream.one DEM.PROX AOR-lift-1SG PST.IPFV-be LNK  
 Just before, I had lifted this one, the lower heddle (the heddle located ‘downstream’, closer to the weaver in the warp axis).
- (56) *t<sup>h</sup>am tçe maŋlo nura tú-wy-jov ra tçe*  
 now LNK upstream DEM:PL IPFV:UP-INV-lift be.needed:FACT LNK  
*tçe kuuki*  
 LNK DEM.PROX  
 Now, one has to lift the (warp threads connected to the) upper heddle (the heddle located ‘upstream’, further away from the weaver),
- (57) *ki tú-wy-stu tçe, maŋlo nura*  
 DEM.PROX IPFV-INV-do.like LNK upstream DEM:PL  
*tú-wy-jov tçe kuuki*  
 IPFV:UP-INV-lift LNK DEM.PROX  
 one raises the (warp threads connected to the) upper (heddle) like this,
- (58) *içq<sup>h</sup>a t<sup>h</sup>i yu tr-kr-rçci nura t<sup>h</sup>am tçe*  
 just.before downstream GEN AOR-PCP:O-pull DEM:PL now LNK  
*pa u-βra pju-çe ηu tçe,*  
 down 3SG.POSS-turn IPFV:DOWN-go be:FACT LNK  
 now, it is the turn of the (threads) that had been pulled up just before to go down (on the vertical axis),
- (59) *nunu t<sup>h</sup>açca ki tú-wy-stu*  
 DEM shed.stick DEM.PROX IPFV-INV-do.like  
*juú-wy-rβe tçe,*  
 IPFV-INV-put.through LNK

one inserts the shed stick (in the axis perpendicular to that of the warp)

- (60) *tçe numu u-sqar...*  
 LNK DEM 3SG.POSS-warp.crossing  
 and the warp crossing...
- (61) *kuuki u-βra tú-wy-ryçi tçe tçe, kuuki*  
 DEM.PROX 3SG.POSS-turn IPFV:UP-INV-pull LNK LNK DEM.PROX  
*γu u-βra nu pa pju-çe ηu.*  
 GEN 3SG.POSS-turn DEM down IPFV:DOWN-go be:FACT  
 It is the turn of this one to be pulled up, and of this one to go down  
 (on the vertical axis)
- (62) *kuuki nu taβ tú-wy-ryçi ηu tçe*  
 DEM.PROX DEM up IPFV:UP-INV-pull be:FACT LNK  
 One pulls up this one,
- (63) *tçe ki tú-wy-stu tçe c<sup>h</sup>ú-wy-lrt*  
 LNK DEM.PROX IPFV-INV-do.like LNK IPFV:DOWNSTREAM-release  
*γu-ηu.*  
 SENS-be  
 and one (brings the warp crossing down) like this.
- (64) *tçe nu ku u-sqar nu, t<sup>h</sup>axça nu ku*  
 LNK DEM ERG 3SG.POSS-warp.crossing DEM shed.stick DEM ERG  
*u-sqar nu c<sup>h</sup>u-suye γu-ηu.*  
 3SG.POSS-warp.crossing DEM IPFV:DOWNSTREAM-bring SENS-be  
 And that, the shed stick, brings the warp crossing towards the weaver  
 (downstream).
- (65) *tçe ki tú-wy-stu tçe lú-wy-taβ.*  
 LNK DEM.PROX IPFV-INV-do.like LNK IPFV:UPSTREAM-weave  
 and one weaves like this.
- (66) *ki c<sup>h</sup>ú-wy-ynda ra ma*  
 DEM.PROX IPFV:DOWNSTREAM-INV-tamp be.needed:FACT LNK  
*numaβny my-nyrko tçe.*  
 otherwise NEG-hard:FACT LNK  
 One has to press this down, otherwise it is not strong/durable.
- (67) *woja, tçe nu tu-fse tçe, tçe kuuki, ukuuki*  
 INTERJ LNK DEM IPFV-be.like LNK LNK DEM.PROX DEM.PROX  
*ldzarjku tr-ku-ye ki c<sup>h</sup>γ-rtax tçe*  
 green AOR:UP-PCP:S/A-come[II] DEM.PROX IFR-be.enough LNK

Yes, it becomes like that, and when this green (thread) on the upper level (on the vertical axis) is enough,

- (68) *kuṃaḅ nu ɓmɣrsɣr rmi tçe nuṃu u-βra*  
other DEM orange be.called:FACT LNK DEM 3SG.POSS-turn  
*ɕ-tú-wy-lɣt tçe*  
TRANSLOC-IPFV:INV-release LNK  
the other one, (it is called ‘orange’), it is its turn to be brought to the upper level.

- (69) *kuiki ɕnat kuni ku u-sqar*  
DEM.PROX heddle DEM.PROX:DU ERG 3SG.POSS-warp.crossing  
*kr-lɣt tu-nuβra-ndzi ŋu.*  
INF-release IPFV-be.used.for-DU be:FACT  
These two heddles are used to make the warp crossing.

- (70) *cici ki tú-wy-joḅ, cici ki*  
sometimes DEM.PROX IPFV-INV-lift sometimes DEM.PROX  
*tú-wy-joḅ,*  
IPFV-INV-lift  
Sometimes one raises this (heddle), sometimes one raises this (other heddle),

- (71) *tçe tçe nu ku u-sqar c<sup>h</sup>u-lɣt tçe tçe,*  
LNK LNK DEM ERG 3SG.POSS-warp.crossing IPFV-release LNK LNK  
*tu-taḅ lu-βze ŋu.*  
NMLZ-weave IPFV:UPSTREAM-make[III] be:FACT  
and it (makes) the warp crossing, to make the woven fabric.

- (72) *tçe kuiki u-ɕnat kuiki ku, u-muṃtoḅ*  
LNK DEM.PROX heddle DEM.PROX ERG 3SG.POSS-flower(pattern)  
*(kr-su-βzu) tu-nuβre ŋu*  
INF-CAUS-make IPFV-be.used.for[III] be:FACT  
This heddle (the white one, the one furthest from the weaver, ‘up-stream’)<sup>3</sup> is used to make the patterns.

- (73) *u-muṃtoḅ kr-βzu tçe tçe ki*  
3SG.POSS-flower(pattern) INF-make LNK LNK DEM.PROX  
*tú-wy-stu tçe, nɣki ra wo,*  
IPFV-INV-do.like LNK DEM:CATAPHORIC be.needed:FACT SFP  
To make the pattern, one does like this, one has to do that,

<sup>3</sup>st11 kɪɪɪ-maŋlo

- (74) *kuuki tʃe tʃe u-muntov munu, nʃkinu,*  
 DEM.PROX LNK LNK 3SG.POSS-flower(pattern) DEM FILLER  
*tʃeki... tʰaχtsa a-pu-ŋu tʃe, u-muntov*  
 down coloured.belt IRR-IPFV-be LNK 3SG.POSS-flower(pattern)  
*ra tʃe,*  
 be.needed:FACT LNK  
 For coloured belts, it is necessary to have patterns,
- (75) *munu ɣu tʃe, ki tʰu-wɣ-stu tʃe*  
 DEM GEN LNK DEM.PROX IPFV-INV-do.like LNK  
 one does like this,
- (76) *içqʰa ldʒaŋku pu-ŋu tʃe tʰam tʃe kuuki vɪŋʃʃʃʃ*  
 just.before green PST.IPFV-be LNK now LNK DEM.PROX orange  
*ki u-βra tu-mda ŋu.*  
 DEM.PROX 3SG.POSS-turn IPFV-be.the.time be:FACT  
 Just before, it was a green thread, and now it is the turn of this  
 orange thread,
- (77) *tʃe ki tu-fse ŋu tʃe*  
 LNK DEM.PROX IPFV-be.like be:FACT LNK  
 it becomes like this.
- (78) *tʃe ki tʰu-wɣ-tʃʃt tʃe, içqʰa nu,*  
 LNK DEM.PROX IPFV-INV-take.out LNK just.before DEM  
 One picks it up.<sup>4</sup>
- (79) *içqʰa ldʒaŋku βʒa zo pu-ŋu, tʰam tʃe*  
 just.before green completely EMPH PST.IPFV-be now LNK  
*vɪŋʃʃʃʃ βʒa zo ɲu-wɣ-βzu ra.*  
 orange completely EMPH IPFV-INV-make be.needed:FACT  
 Just before, it was completely green, now one has to make it com-  
 pletely orange.
- (80) *ukuuki u-rkoz kʃ-tʰu-t-a ŋu ma*  
 DEM.PROX 3SG.POSS-special AOR-wind-PST:TR-1SG be:FACT LNK  
 I prepared this one specially (for you),
- (81) *ɲuɲaβɲʃ ɲʃjkʰu a-jaβ kʃ-su-taβ kʰro*  
 otherwise already 1SG.POSS-hand INF-ABIL-weave much  
*ɲuɲj-khu ma a-jaβ ɲuɲj-mna.*  
 NEG:SENS-be.possible because 1SG.POSS-hand NEG:SENS-be.better

<sup>4</sup>This sentence was explained as: ‘It is time to pick up the warp threads that are orange.’

and to make disappear the green ones in the lower layer.’ (ɁmɁrsɁr ku-ŋu ɣu u-βjar nuu tú-wy-tɁɁt to-mda, ldzajku nuu pju-wy-su-ɁqlɁt ra)

because otherwise I can’t weave very well with my hands, as my hands have not recovered.

- (82) *ki tú-wy-stu tɁe kuuki tu-ryut*  
 DEM.PROX IPFV-INV-do.like LNK one-thread one-thread  
*tu-ryut kú-wy-lɁt, tɁe*  
 IPFV:EAST-INV-release LNK IPFV-INV-take.out  
*tú-wy-tɁɁt ra.*  
 be.needed:FACT

One has to pick thread by thread like this.

- (83) *tu-jax ku tú-wy-z-murdox*  
 INDEF.POSS-hand ERG IPFV-INV-CAUS-pick.one.by.one  
*ra.*  
 be.needed:FACT

One has to pick (the threads) by hand.

- (84) *tɁe mu-ɁɁaj wo, kɁ-tax.*  
 LNK NEG-be.quick:FACT SFP INF-weave  
 Weaving is not quick.

- (85) *c<sup>h</sup>u-jɁɁ zo me.*  
 IPFV:DOWNSTREAM-finish EMPH not.exist:FACT  
 It never finishes.

- (86) *tɁe iɁq<sup>h</sup>a kuuki u-mdox ki*  
 LNK just.before DEM.PROX 3SG.POSS-colour DEM.PROX  
*pu-ŋu tɁe, t<sup>h</sup>am tɁe tɁe kuuki u-βra*  
 PST.IPFV-be LNK now LNK LNK DEM.PROX 3SG.POSS-turn  
*c<sup>h</sup>ú-wy-lɁt ŋu.*  
 IPFV:DOWNSTREAM-INV-release be:FACT  
 Just before it was this colour (green), now it is this one’s (orange) turn.

- (87) *woja tɁe tɁe kuuki zgruul nu ku, kuuki tu-ldza*  
 INTERJ LNK LNK DEM.PROX coil.stick DEM ERG DEM.PROX one-CL  
*tu-ldza mumu, kuuki ku-su-ɁɁurje tɁe zgruul*  
 one-CL DEM DEM.PROX IPFV-CAUS-be.aligned[III] LNK coil.stick  
*nu ku nu pju-muβre ra.*  
 DEM ERG DEM IPFV-be.used.for[III] be.needed:FACT  
 The coil stick is used to (maintain) aligned the (warp threads) one by one (in the correct position).

- (88) *tʃe kuki lɣ-ɑŋɣɿŋɣɿ, zgruul nu*  
 LNK DEM.PROX AOR:UPSTREAM-be.cramped coil.stick DEM  
*lo lú-wɣ-stʰoʊ qʰe tʃelo*  
 upstream IPFV:UPSTREAM-INV-push LNK upstream  
*lú-wɣ-suɣ-ʃe qʰe,*  
 IPFV:UPSTREAM-INV-CAUS-go LNK  
 When it (the woven cloth) become too close (to the coil stick), one pushes the coil stick upstream (away from the weaver on the warp axis), one makes it go upstream, (7:05)
- (89) *kuki nu tʰi cʰu-ɣi qʰe,*  
 DEM.PROX DEM downstream IPFV:DOWNSTREAM-come LNK  
 and this one (the woven cloth) comes downstream (towards the weaver on the warp axis),
- (90) *ʒuruzɿri ki tu-fse qʰe, u-pa ri*  
 progressively DEM.PROX IPFV-be.like LNK 3SG.POSS-under LOC  
*lɣ-kɿ-taʊ nu u-pa ri*  
 AOR:UPSTREAM-PCP:O-weave DEM 3SG.POSS-under LOC  
*lu-ʃe*  
 IPFV:UPSTREAM-go  
 Progressively, the woven (cloth) underneath (on the vertical axis) goes upstream (away from the weaving) like this,
- (91) *mɿ-kɿ-taʊ nu u-taʊ ri tʰi*  
 NEG-PCP:O-weave DEM 3SG.POSS-over loc downstream  
*cʰu-ɣi ŋu.*  
 IPFV:DOWNSTREAM-come be:FACT  
 whereas the (warp) that has not be woven comes downstream (towards the weaver).
- (92) *tʃe ki tu-fse tʃe, kuki,*  
 LNK DEM.PROX IPFV-be.like LNK DEM.PROX  
 like this,
- (93) *tʃe ldʒaŋku numu, nu-ɣɿ-me-t-a tʃe ʋmɿɿsɿ*  
 LNK green DEM AOR-CAUS-not.exist-PST:TR-1SG LNK orange  
*nura tɿ-tʃat-a.*  
 DEM:PL AOR:UP-take.out-1SG  
 I removed the green (threads), and picked up the orange ones.
- (94) *tʃe nu ku-fse ʋʒa ʒo*  
 LNK DEM PCP:S/A-be.like completely EMPH



east LOC one IPFV-stick-PL IPFV-CAUS-be.inserted-PL  
 they would fix one on the left, insert it (into the ground),

- (103) *ndi ri li ci pju-suu-ɣtsa-nuu q<sup>h</sup>e tɕe,*  
 west textscloc again one IPFV-CAUS-be.inserted-PL LNK LNK  
 and another one on the right.
- (104) *tryle nuunutɕu c<sup>h</sup>ú-wy-suy-raɁ q<sup>h</sup>e,*  
 warp.beam DEM:LOC IPFV:DOWNSTREAM-INV-CAUS-be.stuck LNK  
*tɕe c<sup>h</sup>ú-wy-taɁ pu-ŋu.*  
 LNK IPFV:DOWNSTREAM-INV-weave PST.IPFV-be  
 one would then fix the warp beam there, and weave.
- (105) *tɕeri kukutɕu tɕe nura kɣ-stu*  
 but DEM.PROX:LOC LNK DEM:PL INF-do.like  
*múj-k<sup>h</sup>u ma k<sup>h</sup>a juu-ɕti tɕe,*  
 NEG:SENS-be.possible because house SENS-be.AFF LNK  
 But here we cannot do it like that, because it is a house,
- (106) *tɕe ukukuuki (a-t<sup>h</sup>abɁa) u-ts<sup>h</sup>ɣt*  
 LNK DEM.PROX 1SG.POSS-warp.beam.peg 3SG.POSS-instead  
*ŋu.*  
 be:FACT  
 and thus I (use) this as a replacement for the warp beam pegs.<sup>5</sup>
- (107) *kuuki ni, kuuki ɣc<sup>h</sup>oɁe tuuka ki*  
 DEM.PROX DU DEM.PROX right.and.left each DEM.PROX  
*(a-t<sup>h</sup>abɁa) u-ts<sup>h</sup>ɣt ŋu.*  
 1SG.POSS-warp.beam.peg 3SG.POSS-instead be:FACT  
 These two, one on the left and one on the right, I (use) them as a  
 replacement for the warp beam pegs.
- (108) *tɕe nuunu tɕu juu-suy-raɁ-a q<sup>h</sup>e, maɁ*  
 LNK DEM LOC IPFV-CAUS-be.stuck-1SG LNK not.be:FACT  
 and I fixed (the warp beam) on it. No !
- (109) *kuuki ni tɣts<sup>h</sup>oɁ pjuú-wy-no pu-ra tɕe,*  
 DEM.PROX DU PEG IPFV-INV-drive PST.IPFV-be.needed LNK  
*nuunu t<sup>h</sup>abɁa tu-ku-ti ŋu*  
 DEM warp.beam.peg IPFV-GENR-say be:FACT  
 One used to have to drive pegs (into the ground), and these are  
 called warp beam pegs.
- (110) *kuuki sc<sup>h</sup>o kuuki ni t<sup>h</sup>abɁa tu-ku-ti*  
 DEM.PROX COMIT DEM.PROX DU warp.beam.peg IPFV-GENR-say  
*ŋu.*  
 be:FACT

<sup>5</sup>Tshendzin mistakenly said *a-tryle* 'my warp beam' instead of *a-tʰavra* 'my warp beam peg'

This and this, these two are called warp beam pegs.

- (111) *kuuki tryle tu-ku-ti ŋu.*  
 DEM.PROX warp.beam IPFV-GENR-say be:FACT  
 This one is called a warp beam.

- (112) *kuuki labjuy tryle tu-ku-ti ŋu,*  
 DEM.PROX stick warp.beam IPFV-GENR-say be:FACT  
 This stick is called a warp beam.

- (113) *kuuki ni trtsʰov pjú-wy-no nu ɕwŋgu*  
 DEM.PROX DU peg IPFV-INV-drive DEM before  
*u-sry-raβ χʰove kuni,*  
 3SG.POSS-PCP:OBL-be.stuck right.and.left DEM.PROX:DU  
*tʰavra tu-ku-ti ŋu.*  
 warp.beam.peg IPFV-GENR-say be:FACT

And these two pegs that one drives (into the ground), formerly used to fix (the loom) on the left and on the right, are called the warp beam pegs.

- (114) *tɕe cʰú-wy-taβ qʰe tɕe, kuuki u-sqar*  
 LNK IPFV-INV-weave LNK LNK DEM.PROX 3SG.POSS-warp.crossing  
*ki tʰu-ari qʰe,*  
 DEM.PROX AOR:DOWNSTREAM-go[II] LNK  
 While weaving, when this warp crossing goes towards the weaver,

- (115) *u-jlɣβ ku kú-wy-rβe*  
 3SG.POSS-weft east IPFV:EAST-INV-put.through  
 one inserts the weft towards the left,

- (116) *li ci tʰu-ari qʰe, u-jlɣβ ndi*  
 again one AOR:DOWNSTREAM-go[II] LNK 3SG.POSS-weft west  
*juú-wy-rβe qʰe,*  
 IPFV:WEST-INV-put.through LNK  
 and when another (warp crossing) goes towards the weaver, one inserts the weft towards the right.

- (117) *tɕe numu ku-fse lu-ku-taβ ŋu.*  
 LNK DEM PCP:S/A-be.like IPFV:UPSTREAM-GENR-weave be:FACT  
 One weaves like that.

- (118) *tɕe tʰaxɕa ra kunɣ zakastaka nu-ma tu.*  
 LNK shed.stick PL also each 3PL.POSS sole exist:FACT

Each of the shed sticks have their own role.

- (119) *ma kuiki maŋtʰi ki ku, ki*  
 LNK DEM.PROX downstream DEM.PROX ERG DEM.PROX  
*tu-ste tʰe, u-pa, ki tú-wy-stu*  
 IPFV-do.like[III] LNK 3SG.POSS-under DEM.PROX IPFV-INV-do.like  
*tʰe cʰú-wy-su-qʰrut ŋu.*  
 LNK IPFV-INV-CAUS-scrape be:FACT  
 This one, the one furthest downstream (closest to the weaver), one does like this underneath and clears the shed.
- (120) *cʰú-wy-su-qʰrut qʰe tʰendʰre, nʰkinu,*  
 IPFV-INV-CAUS-scrape LNK LNK FILLER  
*u-sqar nu tʰi*  
 3SG.POSS-warp.crossing DEM downstream  
*cʰu-nʰm ŋu,*  
 IPFV:DOWNSTREAM-drive[III] be:FACT  
 It clears the shed and it pulls the warp crossing downstream.
- (121) *u-sqar nu tʰi*  
 3SG.POSS-warp.crossing DEM downstream  
*cʰu-nʰm qʰe tʰe, kuiki tʰaʰmu*  
 IPFV:DOWNSTREAM-drive[III] LNK LNK DEM.PROX weft.beater  
*kʰ-rʰe tu-kʰu ŋu.*  
 INF-put.through IPFV-be.possible be:FACT  
 it pulls the warp crossing downstream, and it becomes possible to insert the weft beater.
- (122) *kuiki tʰaʰmu kunʰ ukuukuiki, si pju-ŋu*  
 DEM.PROX weft.beater also DEM.PROX wood IPFV-be  
*ra,*  
 be.needed:FACT  
 Concerning the weft beater, this (part) must be made of wood.
- (123) *kuiki si ʧkʰrʰz, nuʰmaʰnʰ, mbraj pju-ŋu*  
 DEM.PROX wood oak otherwise red.birch IPFV-be  
*ra ma,*  
 be.needed:FACT LNK  
 Its wood has to be either oak or red birch.
- (124) *nuʰmaʰ nuʰra, si nuʰra zo tʰe*  
 otherwise DEM:PL wood textscdem:PL be.light:FACT LNK  
*mʰ-ynde.*  
 NEG-tamp:FACT

Otherwise, the wood is too light and doesn't tamp well (on the threads).

- (125) *tʃe kuiki u-c<sup>h</sup>u-sʁ-ynda*  
 LNK DEM.PROX 3SG.POSS-IPFV:DOWNSTREAM-PCP:OBL-tamp  
*u-stu kuiki ʒom juú-wy-βzu tʃe,*  
 3SG.POSS-place DEM.PROX iron IPFV-INV-make LNK  
 This part, the place which is used to tamp, is made of iron.
- (126) *ukuiki nʁkinu, kuiki ʃc<sup>h</sup>ove ki*  
 DEM.PROX FILLER DEM.PROX right.and.left DEM.PROX  
*ku-fse tuka ku-ʁmtʃob tu tʃe,*  
 PCP:S/A-be.like each PCP:S/A-be.pointy EXIST:FACT LNK  
*kutʃu,*  
 DEM.PROX:LOC  
 On the right and on the left, there are pointy parts, here,
- (127) *tʃe nu u-ŋgu ri pju-su-ʁtsa-nu.*  
 LNK DEM 3SG.POSS-inside LOC IPFV-CAUS-be.inserted-PL  
 and (the iron blade) is inserted inside.
- (128) *tʃe nuunu t<sup>h</sup>aʁmu ŋu, nuʁaʁnʁ, nʁkinu, mʁ-ynde.*  
 LNK DEM weft.beater be:fact otherwise FILLER NEG-tamp:FACT  
 That is the weft beater, otherwise it doesn't tamp well.
- (129) *ki mʁ-ynde tʃe tu-kʁ-taʁ nu*  
 DEM.PROX NEG-tamp:FACT LNK GENR.POSS-PCP:O-weave DEM  
*mpu tʃe mʁ-pe.*  
 be.soft:FACT LNK NEG-be.good:FACT  
 It doesn't tamp well and one's woven cloth is soft and not good.
- (130) *kuiki a-t<sup>h</sup>aʁmu ki ʃpʁltʃin ku*  
 DEM.PROX 1SG.POSS-weft.beater DEM.PROX Dpalcan ERG  
*na-βzu ŋu.*  
 AOR:3→3'-make be:FACT  
 This weft beater of mine has been made by Dpalcan.
- (131) *ki tú-wy-stu q<sup>h</sup>e u-sqar nu*  
 DEM.PROX IPFV-INV-do.like LNK 3SG.POSS-warp.crossing DEM  
*ntsʉ c<sup>h</sup>u-ʃe q<sup>h</sup>e kuiki*  
 always IPFV:DOWNSTREAM-go LNK DEM.PROX  
 One does like that, and the warp crossing goes downstream,
- (132) *cici taʁ tu-yi, cici pa*  
 sometimes upwards IPFV:UP-come sometimes downwards

sometimes it comes upwards (vertically), sometimes it goes downwards,

- (133) *tɕe nu ku-fse lú-wy-taɕ*  
 LNK DEM PCP:S/A-be.like IPFV:UPSTREAM-INV-weave  
*ɕti wo.*  
 be.AFF:FACT SFP  
 That is how one weaves.
- (134) *nu mɾɕtɕa mɾ-k<sup>h</sup>u*  
 DEM until NEG-be.possible  
 Otherwise it doesn't work.
- (135) *kuuki t<sup>h</sup>u-q<sup>h</sup>rut-a ri tɕe kuuki, ʒakastaka*  
 DEM.PROX AOR-scrape-1SG LNK LNK DEM.PROX each  
*u-mdoɕ c<sup>h</sup>u-yi ɲu.*  
 3SG.POSS-color IPFV:DOWNSTREAM-come be:FACT  
 When I cleared this, each of the colours have come downstream.
- (136) *kuuki ni tɾ-job-a tɕe tɕendɾɾe, u-mdoɕ*  
 DEM.PROX DU AOR-lift-1SG LNK LNK 3SG.POSS-color  
*ku-ɾtɕoɓloɓ tu-yi ɕti ma, nu mɾɕtɕa*  
 PCP:S/A-be.mixed IPFV:UP-come be.AFF:FACT LNK DEM until  
*mɾ-k<sup>h</sup>u*  
 NEG-be.possible  
 When I raised these two, (threads) of mixed colours come up, otherwise it will not work.
- (137) *ku-tu-tso u-ɲú-k<sup>h</sup>u?*  
 IPFV-2-understand QU-SENS-be.possible  
 Can you understand ?
- (138) *mufse pju-kɾ-fɕɾt sɾz u-ɲú-mna?*  
 like.that IPFV-INF-tell COMP QU-SENS-be.better  
 Is it better than if I had just told it like that (without demonstrating how to do it).
- (139) *tɕe kuuki nu ma ki kɾ-fɕɾt*  
 LNK DEM.PROX DEM apart.from DEM.PROX PCP:O-tell  
*me.*  
 not.exist:FACT  
 Apart from this, I don't have anything to say.

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- (140) *kuiki sʔrɛndzo ɲu*  
 DEM.PROX warping.frame be:FACT  
 This is a warping frame.
- (141) *tɕe kuiki u-ku-spɔʔ ɲu tɕe,*  
 LNK DEM.PROX 3SG.POSS-PCP:S/A-have.a.hole be:FACT LNK  
 and this is its mortise,
- (142) *kuiki ku-fse u-jaʔ nu*  
 DEM.PROX PCP:S/A-be.like 3SG.POSS-hand DEM  
*u-ɲu-sʔ-rɕe ɲu.*  
 3SG.POSS-IPFV-PCP:OBL-put.through be:FACT  
 where one inserts its arms, which is like this.
- (143) *tɕe kʔ-taʔ nu ku-ɲɲi tʔ-ra tɕe,*  
 LNK PCP:O-weave DEM PCP:S/A-be.long AOR-be.needed LNK  
 When one needs to weave a long piece,
- (144) *tɕe ku-ɲɲi ci tɕe, u-jaʔ nu*  
 LNK PCP:S/A-be.long INDEF LNK 3SG.POSS-hand DEM  
*pɲú-wy-rɕe tɕe kú-wy-tʰu ɲu.*  
 IPFV:DOWN-INV-put.through LNK IPFV-INV-wind.threads be:FACT  
 One inserts its arm (in the mortise) that is at a longer (distance) to  
 start warping.
- (145) *ku-xtut tʔ-ra tɕe, tɕe kuiki*  
 PCP:S/A-be.short AOR-be.needed LNK LNK DEM.PROX  
*tʰi cʰú-wy-sɕʔt tɕe,*  
 downstream IPFV:DOWNSTREAM-INV-move LNK  
 When one needs a shorter one, one moves (the arm) ‘downwards’.
- (146) *tɕe kukutɕu a-tʔ-xtut qʰe, tɕe kʔ-taʔ nu*  
 LNK DEM.PROX:LOC IRR-PFV-be.short LNK LNK INF-weave DEM  
*kunʔ xtut.*  
 also be.short:FACT  
 If it is short here, the woven fabric will also be short.
- (147) *tɕe u-tʔ-rtax nu u-tsʰʔt nu*  
 LNK 3SG.POSS-INDEF.POSS-branch DEM 3SG.POSS-instead DEM  
*kuukura ɲu. ukuukura.*  
 ----- 1 -----

Instead of tree branches, one (uses) these (sticks).

- (148) *kuukura u-tr-rtax nu*  
 DEM.PROX:PL 3SG.POSS-INDEF.POSS-branch DEM  
*u-ts<sup>h</sup>yt ɲu*  
 3SG.POSS-instead be:FACT  
 These are used instead of tree branches.
- (149) *kuukura u-tr-rtax nu*  
 DEM.PROX:PL 3SG.POSS-INDEF.POSS-branch DEM  
*u-ts<sup>h</sup>yt ɲu*  
 3SG.POSS-instead be:FACT  
 These are used instead of tree branches.
- (150) *nu ɕuŋgu tɕe si ki ku-fse*  
 DEM before LNK tree DEM.PROX PCP:S/A-be.like  
*ku-ɣrtax ɲú-wy-p<sup>h</sup>ut pu-ɲu ri,*  
 PCP:S/A-be/forked IPFV-INV-pull.out PST.IPFV-be LNK  
 Previously, one used to chop a forked tree like that,
- (151) *tɕe numu ɲju-nu-ɬox ɲu-ɕti tɕe,*  
 LNK dem IPFV-AUTO-come.out SENS-be.AFF LNK  
 but it would come off,
- (152) *nu u-q<sup>h</sup>u tɕe kuiki ku-fse*  
 DEM 3SG.POSS-after LNK DEM.PROX PCP:S/A-be.like  
*tr-su-βzu-t-a*  
 AOR-CAUS-make-PST:TR-1SG  
 Later I had it made like this.
- (153) *tɕe kuukura u-tr-rtax nu*  
 LNK DEM.PROX:PL 3SG.POSS-INDEF.POSS-branch DEM  
*u-ts<sup>h</sup>yt ɲu,*  
 3SG.POSS-instead be:FACT  
 These are used instead of tree branches.
- (154) *kuiki syrndzo u-jax ɲu,*  
 DEM.PROX warping.frame 3SG.POSS-hand be:FACT  
 This is the warping frame's arms,
- (155) *kuiki syrndzo u-phoŋbu ɲu.*  
 DEM.PROX warping.frame 3SG.POSS-body be:FACT  
 This is the warping frame's body.
- (156) *tɕe numu kú-wy-t<sup>h</sup>u tɕe, nɣkinu, t<sup>h</sup>ɣstuy*  
 LNK DEM IPFV-INV-wind.threads LNK filler how.much

When one winds threads, the length that is needed (how long is needed),

- (157) *kr-taʁ*    *tʰɾstuy*    *ku-zri*            *ku-ra*            *nu,*  
 INF-weave how.much PCP:S/A-be.long PCP:S/A-be.needed DEM  
*ʁnu-tya*            *tu,*            *χsɾ-tya*            *tu,*  
 two-handspans exist:FACT three-handspans exist:FACT  
*kuβde-tya,*    *kumŋu-tya,*    *tɕe tu~tu-dɾn*            *ʒo*  
 four-handspans five-handspans LNK INCR~IPFV-be.many EMPH  
*ŋu.*  
 be:FACT

The length that is needed for weaving, it can be two, three, four, five handspans, more and more.

- (158) *tɕe tu-ŋga*            *u-spa*            *tr-ŋu tɕe*  
 LNK INDEF.POSS-clothes 3SG.POSS-material AOR-be LNK  
*kuuki*    *sɾrdzo*            *mɾ-rtax.*  
 DEM.PROX warping.frame NEG-be.enough:FACT

When it is for (making) clothes, this warping frame is not enough.

- (159) *tɕe ku-ŋɟu~ŋɟi*            *ʒo,*    *sqamnu-tya,*  
 LNK PCP:S/A-EMPH~be.long EMPH twelve-handspans  
*sqafsum-tya,*            *sqabde-tya*            *nu ku-fse*  
 thirteen-handspans fourteen-handspans DEM PCP:S/A-be.like  
*kú-wy-tʰu*            *mɾɕtɕa, tu-ŋga*            *ku-wxti*  
 IPFV-INV-wind.threads until    INDEF.POSS-clothes PCP:S/A-be.big  
*mɾ-rtax.*  
 NEG-be.enough:FACT

Unless one winds very long threads, twelve, thirteen, fourteen handspans long, otherwise it is not large enough for clothes.

- (160) *tɕe numu, numu tɕe tɕe ki*            *tú-wy-stu*  
 LNK DEM    DEM LNK LNK DEM.PROX IPFV-INV-do.like  
*cʰú-wy-rrtya.*  
 IPFV-INV-measure.by.handspan

One measures by handspans like that.

- (161) *tɕe tʰɾstuy*    *ku-ra*            *nu*  
 LNK how.much PCP:S/A-be.needed DEM  
*cʰú-wy-rrtya*            *tɕe,*  
 IPFV-INV-measure.by.handspan LNK

One measures by handspans how much is needed.

- (162) *ηοτςου κου-ρα                      μωτςου    τςε, τςε    κι*  
 where PCP:S/A-be.needed DEM:LOC LNK LNK DEM.PROX  
*υ-ιαβ                      ηύ-ωγ-ρβε                      ηυ                      τςε,*  
 3SG.POSS-hand IPFV-INV-put.through be:FACT LNK  
 and one inserts the arm at the place corresponding to the length  
 that is needed.
- (163) *υκουκι,    कुκι            μω,    कुβδε-τυα            ηυ.*  
 DEM.PROX DEM.PROX DEM four-handspans be:FACT  
 This one is at four handspans.
- (164) *αζο α-τυα                      χτωτ                      ςτι                      ρηε, ζαζα*  
 1SG 1SG.POSS-handspan be.short:FACT be.AFF:FACT LNK early  
*τω-βζε                      ςτι                      μα*  
 IPFV-make[III] be.AFF:FACT LNK  
 My handspan is short, it gets quickly (to one handspan).
- (165) *κι                      χςγ-τυα                      ηυ.*  
 DEM.PROX three-handspans be:FACT  
 This is three handspans.
- (166) *κι                      τύ-ωγ-στω                      τςε, αζωγ                      ρηε    कुκι,*  
 DEM.PROX IPFV-INV-do.like LNK 1SG:GEN LNK DEM.PROX  
 One does like that, as for me,
- (167) *कुκι                      υ-ρω                      कुκι,                      χςγ-τυα                      αζωγ*  
 DEM.PROX 3SG.POSS-rest DEM.PROX three-handspans 1SG.GEN  
*कुτςου                      μύη-ζγωτ.*  
 DEM.PROX:LOC NEG:SENS-reach  
 there is this remainder here, my handspans do not reach here.
- (168) *χςγ-τυα,                      τςε    τςε    कुκι                      कुβδε-τυα                      ηω-ηυ,*  
 three-handspans LNK LNK DEM.PROX four-handspans SENS-be  
 Three handspans, this is four handspans,
- (169) *कुκι                      कुμηγ-τυα,                      υκουκι                      α-ιγ-ζγωτ*  
 DEM.PROX five-handspans DEM.PROX IRR-PFV:UPSTREAM-reach  
*τςε    कुτςγ-τυα.*  
 LNK six-handspans  
 This is five handspans, and if one reaches this one, it is six handspans.
- (170) *τςε    μωμω    τςε    τςε    νρκι,    κγ-ταβ                      κγ-θωω                      τςε*  
 LNK DEM    LNK LNK FILLER, PCP:O-weave INF-wind.threads LNK  
*τςε    κι                      τύ-ωγ-στω                      ρα                      τςε    τςε,*  
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One winds threads like this,

- (171) *ny-mɲaɓ w-ɓɣri ku-thi-a tɕe*  
 2SG.POSS-eye 3SG.POSS-in.front IPFV-wind.threads[III]-1SG LNK  
*a-pu-tu-mɲɪm*  
 IRR-PFV-2-see[III]  
 I will pull the threads in front of you (your eyes), so you can see.
- (172) *a-t<sup>h</sup>aχɕa xcat zo*  
 1SG.POSS-shed.stick be.many:FACT EMPH  
 I have a lot of shed sticks !
- (173) *ky-taɓ ky-thu tɕe ki tú-wy-stu*  
 PCP:O-weave INF-wind.threads LNK DEM.PROX IPFV-INV-do.like  
*tɕe*  
 LNK  
 One winds thread like this,
- (174) *ty-ri ɓnu-ldza ki tú-wy-stu*  
 INDEF.POSS-thread two-strands DEM.PROX IPFV-INV-do.like  
*ra ma*  
 be.needed:FACT LNK  
 one has to do like this with two threads,
- (175) *taɓ ci tu-yi, pa ci pju-ɕe ra.*  
 up one IPFV:UP-come down one IPFV:DOWN-go be.needed:FACT  
 one has to come up, an the (other) one has to go down.
- (176) *tɕe ki tú-wy-stu tɕe, kutɕu*  
 LNK DEM.PROX IPFV-INV-do.like LNK DEM.PROX:LOC  
*w-sɣ-sɣza nu kutɕu kú-wy-βraɓ,*  
 3SG.POSS-PCP:OBL-start DEM DEM.PROX:LOC IPFV-INV-attach  
*kutɕu kú-wy-βraɓ ɲu.*  
 DEM.PROX:LOC IPFV-INV-attach be:FACT  
 Its initial part is attached here like this.
- (177) *ki tú-wy-stu tɕe, tɕe kú-wy-βraɓ tɕe tɕe,*  
 DEM.PROX IPFV-INV-do.like LNK LNK IPFV-INV-attach LNK LNK  
 One attaches it like this.
- (178) *ki tú-wy-stu tɕe, tɕe kú-wy-βraɓ tɕe tɕe,*  
 DEM.PROX IPFV-INV-do.like LNK LNK IPFV-INV-attach LNK LNK  
 One attaches it like this.
- (179) *ki tú-wy-stu tɕe tɕe, kutɕu*  
 DEM.PROX IPFV-INV-do.like LNK LNK DEM.PROX:LOC

One brings it up here (upstream) like this.

- (180) *kukutçu lú-wy-tsum tçe tçe,*  
 DEM.PROX:LOC IPFV:UPSTREAM-INV-take.away LNK LNK  
*kukutçu ki tú-wy-stu*  
 DEM.PROX:LOC DEM.PROX IPFV-INV-do.like

One brings it up there this this.

- (181) *ci u-lý-wy-tsum tçe, kuki pa*  
 one QU-AOR:UPSTREAM-INV-take.away LNK DEM.PROX down  
*pjú-wy-tsum,*  
 IPFV:DOWN-INV-take.away

Each time one brings it upstream, one brings this one underneath.

- (182) *u-locu mu yu tçe tçe*  
 3SG.POSS-upstream DEM GEN LNK LNK  
 And upstream,

- (183) *ɲgɣrom nu a-pu-ɲu tçe tçe nu ɛmu-ldza ma*  
 plainweave DEM IRR-IPFV-be LNK LNK DEM two-CL apart.from  
*u-ty-rtax my-ra*  
 3SG.POSS-INDEF.POSS-branch NEG-be.needed:FACT

If one (weaves using the) plainweave (Danbazi 单巴子) method, only two sticks are needed,

- (184) *t<sup>h</sup>axtsa cho tutaxte mu tçe tçe, kuki*  
 patterned.weave COMIT twill DEM LNK LNK DEM.PROX  
*kuβde-ldza ra.*  
 four-CL be.needed:FACT

If one (weaves) colored belts or (uses the) twill (Xiewenzi 斜纹子) method, four sticks are needed.

- (185) *tçe numu, tçe ki tú-wy-stu tçe,*  
 LNK DEM LNK DEM.PROX IPFV-INV-do.like LNK  
*u-locu mu tçe ki tú-wy-stu tçe,*  
 3SG.POSS-upstream DEM LNK DEM.PROX IPFV-INV-do.like LNK  
 and one does like this upstream,

- (186) *tçe ki tú-wy-stu tçe, ki tú-wy-stu,*  
 LNK DEM.PROX IPFV-INV-do.like LNK DEM.PROX IPFV-INV-do.like  
*ki kú-wy-rtɣβ kuki tçe tçe*  
 DEM.PROX IPFV-INV-attach DEM.PROX LNK LNK

and one does like this, one coils (the threads) like this.

- (187) *ky-taβ pú-wy-tçrt tçe zgruul*  
PCP:O-weave AOR:DOWN-INV-take.off LNK coil.rod  
*u-sy-ræe nu kuiki ηu.*  
3SG.POSS-PCP:OBL-put.through DEM DEM.PROX be:FACT  
When one takes off the threads that have been wound, this is where  
the coil rod is inserted.
- (188) *tçe ki tú-wy-stu ηu.*  
LNK DEM.PROX IPFV-INV-do.like be:FACT  
and one does like this.
- (189) *uβry-ta-xtsuw ma*  
RH.QU-1→2-hit:FACT SFP  
I won't hit you (with the warping frame), won't I ?
- (190) *nu-nyrura je*  
IMP-watch.around SFP  
Look out !
- (191) *tçe ki tú-wy-stu ηu, tçe ki*  
LNK DEM.PROX IPFV-INV-do.like be:FACT LNK DEM.PROX  
*tú-wy-stu tçe,*  
IPFV-INV-do.like LNK  
One does like this, and one does like this.
- (192) *kukutçu lç-wy-yut, kukureri tçe*  
DEM.PROX:LOC AOR:UPSTREAM-INV-bring DEM.PROX:LOC LNK  
*ci ntsu tú-wy-syndu ηu.*  
one always IPFV-INV-exchange be:FACT  
Each time one brings (the thread) up here, one changes (the thread),
- (193) *kukureri tçe ci tú-wy-syndu tçe,*  
DEM.PROX:LOC LNK one IPFV-INV-exchange LNK  
one changes (the thread),
- (194) *tçe nu kuiki γu u-mdoβ nunu, kuiki γu*  
LNK DEM DEM.PROX GEN 3SG.POSS-color DEM DEM.PROX GEN  
*u-mdoβ nu ky-rtab tçe tçe,*  
3SG.POSS-color DEM AOR-be.enough LNK LNK  
When there is enough of this colour,
- (195) *juú-wy-p<sup>h</sup>ut, ki tú-wy-stu, juú-wy-p<sup>h</sup>ut tçe,*  
IPFV-INV-snap DEM.PROX IPFV-INV-do.like IPFV-INV-snap LNK

one snaps it like this, and one changes (with a thread of another colour),

- (196) *tɕe kuiki*      *χsu-ldza ra*      *ɕi, kuβde-ldza*  
 LNK DEM.PROX three-CL be.needed:FACT QU four-CL  
*ra*      *munu, tuzo u-k<sup>h</sup>ɾɾt*  
 be.needed:FACT DEM    GENR 3SG.POSS-determine  
*kú-wy-mu-ndo*      *tɕe,*  
 IPFV-INV-AUTO-hold LNK  
 One has to determine whether one needs three strands or four strands,
- (197) *tɕendɿre tɾ-rtax*      *tɕe tɕe nɾkinu,*  
 LNK    AOR-be.enough LNK LNK FILLER  
 and when there is enough (of one colour),
- (198) *kuiki*      *tɕe tɕe ku-wyrum*      *u-mp<sup>h</sup>ru*      *tɕe*  
 DEM.PROX LNK LNK PCP:S/A-be.white 3SG.POSS-after LNK  
*ku-ɲax*      *kú-wy-lɾt*      *ɲu.*  
 PCP:S/A-be.black IPFV-INV-release be:FACT  
 After the white (threads) one puts black (threads).
- (199) *ku-wyrum*      *u-mp<sup>h</sup>ru*      *tɕe ku-ɲax*  
 PCP:S/A-be.white 3SG.POSS-after LNK PCP:S/A-be.black  
*kú-wy-lɾt,*  
 IPFV-INV-release  
 After the white (threads) one puts black (threads),
- (200) *ku-ɲax*      *u-mp<sup>h</sup>ru*      *tɕe tɕe ku-ɣurni*      *li*  
 PCP:S/A-be.black 3SG.POSS-after LNK LNK PCP:S/A-be.red again  
*kú-wy-lɾt*      *tɕe,*  
 IPFV-INV-release LNK  
 After the black (threads) one puts red (threads),
- (201) *mu ku-fse*      *kú-wy-su-ɾk<sup>h</sup>ra*      *ɲu.*  
 DEM PCP:S/A-be.like IPFV-INV-CAUS-be.multicolored be:FACT  
 one makes it multicolored like that.
- (202) *tɕe kuiki*      *u-mdov*      *mu, zaka tɾ-ra*      *tɕe*  
 LNK DEM.PROX 3SG.POSS-color DEM EACH AOR-be.needed LNK  
 When one needs each of the colours,
- (203) *tɕe ki*      *tú-wy-stu*      *tɕe, kutɕu,*  
 LNK DEM.PROX IPFV-INV-do.like LNK textscdem.PROX:LOC  
*nɾkinu, kú-wy-nɾsci.*  
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FILLER IPFV-INV-change  
 one changes it here like this.

- (204) *kuuki ku-wyrum nu ky-jxy tce tce*  
 DEM.PROX PCP:S/A-be.white DEM AOR-be.finished LNK LNK  
*ku-ɲaɓ kú-wy-lɣt ra tce,*  
 PCP:S/A-be.black IPFV-INV-release be.needed:FACT LNK  
 This white (thread) is finished, and one has to put the black one,
- (205) *ki tú-wy-stu tce, tce kú-wy-suu-ɣlɣyu*  
 DEM.PROX IPFV-INV-do.like LNK LNK IPFV-INV-CAUS-be.connected  
*tce,*  
 LNK  
 one connects (the threads) like this.
- (206) *ki tú-wy-stu tce, ku-ɲaɓ numu,*  
 DEM.PROX IPFV-INV-do.like LNK PCP:S/A-be.black DEM  
*ki tú-wy-stu tce,*  
 DEM.PROX IPFV-INV-do.like LNK  
 One does like this, on does like this with the black one,
- (207) *li ku-wyrum yu u-kɣcu nutɕu*  
 again PCP:S/A-be.white GEN 3SG.POSS-east DEM:LOC  
*ku-ɲaɓ kú-wy-lɣt tce,*  
 PCP:S/A-be.black IPFV-INV-release LNK  
 One puts the blacks thread next to the white one.
- (208) *tce kuuki tce tce u-mdoɓ ku-nɣsci ɲu.*  
 LNK DEM.PROX LNK LNK 3SG.POSS-colour IPFV-change be:FACT  
*kuuki.*  
 DEM.PROX  
 and it changes colour, here.
- (209) *tce kuuki kuuki lɣ-wy-tsum tce*  
 LNK DEM.PROX DEM.PROX AOR:UPSTREAM-INV-take.away LNK  
*tce kukutɕu pa lú-wy-tsum tce*  
 LNK DEM.PROX:LOC down IPFV:UPSTREAM-INV-take.away LNK  
*kutɕu taɓ tu-yut.*  
 DEM.PROX:LOC up IPFV:UP-bring  
 When one takes this (thread) towards the ‘upstream’ direction, one  
 takes it from below (the stick), and then brings it upwards.
- (210) *tce u-locu nu tce li ki*  
 LNK 3SG.POSS-upstream DEM LNK again DEM.PROX  
*tú-wy-stu tce,*  
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and there, upstream, one does like this,

- (211) *tçe ukuuki içq<sup>h</sup>a*  
 LNK DEM.PROX the.mentioned  
*c<sup>h</sup>ú-wy-taḅ* *ɣu u-sqar* *nu*  
 IPFV:DOWNSTREAM-INV-weave GEN 3SG.POSS-warp.crossing DEM  
*kuure tu-βze ɲu.*  
 DEM.PROX:LOC IPFV-make[III] be:FACT  
 and the crossing of the warp that (is used while) weaving forms here.
- (212) *tçe li ki tú-wy-stu tçe tçe, tçe kuuki*  
 LNK again DEM.PROX IPFV-INV-do.like LNK LNK LNK DEM.PROX  
*u-βjar rmi.*  
 3SG.POSS-warp be.called:FACT  
 One does like this, this is called the warp.
- (213) *tçe ki tú-wy-stu q<sup>h</sup>e tçe, ku-ɲaḅ nu*  
 LNK DEM.PROX IPFV-INV-do.like LNK LNK PCP:S/A-be.black DEM  
*li kukuure tu-ldza ma*  
 again DEM.PROX:LOC one-CL apart.from  
*mu-ka-lat-a ma nunu<sup>h</sup>maḅ<sup>h</sup>ɲ, χsu-ldza*  
 NEG-AOR:3→3'-release-1SG LNK otherwise three-CL  
*kuβdɣ-ldza ra.*  
 four-CL be.needed:FACT  
 One does like this. Here I only put one strand, but otherwise one needs three or four strands.
- (214) *χsu-ldza kuβdɣ-ldza ra q<sup>h</sup>e munu kɣ-rtḅ*  
 three-CL four-CL be.needed:FACT LNK DEM AOR-be.enough  
*q<sup>h</sup>e, ukuuki tɣ-mtu ki ɣu u-stu*  
 LNK DEM.PROX INDEF.POSS-knot DEM.PROX GEN 3SG.POSS-place  
*ri q<sup>h</sup>e li tú-wy-sɣndu q<sup>h</sup>e, li ku-yurni*  
 LOC LNK again IPFV-INV-change LNK again PCP:S/A-be.red  
*kú-wy-lɣt.*  
 IPFV-INV-release  
 One needs three or four strands, and when it is enough, one changes (the thread) again at the place of this knot here, one puts the red (threads).
- (215) *nu ku-fse βja zo kú-wy-tsum*  
 DEM PCP:S/A-be.like completely EMPH IPFV:EAST-INV-take.away  
*ɲu-ɲu.*  
 SENS-be

One makes (takes) it like that all the way (towards the weaver, eastwards).

- (216) *tçe kuki ku-fse u-mdov*  
 LNK DEM.PROX PCP:S/A-be.like 3SG.POSS-colour  
*mɣ-ku-naχtçuw,* *kuki.*  
 NEG-PCP:S/A-be.similar DEM.PROX  
 (One gets) different colours, like this.
- (217) *ukuiki ku-wyrum ki kɣ-jɣ tçe*  
 DEM.PROX PCP:S/A-be.white DEM.PROX AOR-be.finished LNK  
*ku-ɲaɓ kú-wy-lɣt, nu u-kɣcu tçe*  
 PCP:S/A-be.black IPFV-INV-release DEM 3SG.POSS-east LNK  
*ku-yurni kú-wy-lɣt.*  
 PCP:S/A-be.red IPFV-INV-release  
 When the white (threads) are finished, one puts black ones, and then one puts the red one.
- (218) *u-kɣcu ku-qarɲe tçe ki ldʒaŋku mumu*  
 3SG.POSS-east PCP:S/A-be.yellow LNK DEM.PROX green DEM  
*ku-fse kú-wy-lɣt tçe tçe mumu,*  
 PCP:S/A-be.like IPFV-INV-release LNK LNK DEM  
 Then, one puts the yellow (threads), then the green ones.
- (219) *u-tu-dɣn tɣ-rtɔɓ tçe tçe ki*  
 3SG.POSS-NMLZ:DEG-be.many AOR-be.enough LNK LNK DEM.PROX  
*tú-wy-stu juú-wy-prɣt tçe tçe li tú-wy-sɣndu.*  
 IPFV-INV-do.like IPFV-INV-break LNK LNK again IPFV-INV-change  
 When their quantity is enough, one snaps (the threads) like this and change it again.
- (220) *li kumɔɓ ci kú-wy-lɣt.*  
 again other INDEF IPFV-INV-release  
 One puts another one.
- (221) *tçe nu nu ku-fse ɓʒa, kuki*  
 LNK DEM DEM PCP:S/A-be.like completely DEM.PROX  
*ku-fse kú-wy-lɣt ra.*  
 PCP:S/A-be.like IPFV-INV-release be.needed:FACT  
 One has to put it like this all the way.
- (222) *tçe numu kɣ-tɔɓ kú-wy-t<sup>h</sup>u ɲu.*  
 LNK DEM inf-weave IPFV-INV-wind.threads be:FACT  
 That is (how) one pull the threads (to prepare the) fabric.
- (223) *tçe nu ku-fse ɓʒa çti q<sup>h</sup>e*  
 LNK DEM PCP:S/A-be.like completely be.AFF:FACT LNK

*mɣ-ku-naχtɕuɣ*                      *me*                      *ɟu-ŋu.*  
 NEG-PCP:S/A-be.similar not.exist:FACT SENS-be

It like that all the way, there isn't anything else that is different.

- (224) *tɕe u-ɟu-tu-tso?*  
 LNK QU-SENS-2-understand  
 Do you understand ?
- (225) *tɕe kuiki u-sqar mu ki*  
 LNK DEM.PROX 3SG.POSS-warp.crossing DEM DEM.PROX  
*tu-fse ŋu.*  
 IPFV-be.like be:FACT  
 This is how the warp crossing is made,
- (226) *ukuukuiki nu u-zgruɭ, u-zgruɭ ɟu*  
 DEM.PROX DEM 3SG.POSS-coil.rod 3SG.POSS-coil.rod GEN  
*u-stu, ukuuki u-zgruɭ ki tɕe*  
 3SG.POSS-place DEM.PROX 3SG.POSS-coil.rod DEM.PROX LNK  
*u-ndzu nu kutɕu ɟu-wɣ-rɕe*  
 3SG.POSS-tongue DEM DEM.PROX:LOC IPFV-INV-put.through  
*ŋu.*  
 be:FACT  
 This one here is the place where the coil rod is inserted.
- (227) *tɕe nu ma, kuukura u-rmi c<sup>h</sup>o, nɣki,*  
 LNK DEM apart.from DEM.PROX:PL 3SG.POSS-name COMIT FILLER  
*u-sɣ-ntɕ<sup>h</sup>oz mura kɣ-tu-tso q<sup>h</sup>e, nu*  
 3SG.POSS-PCP:OBL-use DEM:PL AOR-2-understand LNK DEM  
*ma mɣ-ra ye?*  
 apart.from NEG-be.needed:FACT SFP  
 Apart from that, you already know the names and uses (of the other parts of the loom), we don't need to (tell about) the rest, right ?
- (228) *ma t<sup>h</sup>a nɣzo tu-taɕ cinɣ.*  
 LNK later 2SG 2-weave:FACT SFP  
 Otherwise, you will (start) weaving.
- (229) *tɕe Xiaoma ɟɣ-ye tɕe tɕe kɣ-taɕ ɟju-suxɕat-a*  
 LNK p.n. AOR-come[II] LNK LNK INF-weave IPFV-teach-1SG  
 When Xiao Ma comes, I will teach her how to weave.

#### 4 Spinning

- (230) *kɣ-rum nu tɣ-ŋu tɕe ki*  
 INF-ply(double.the.yarn) DEM AOR-be LNK DEM.PROX

Concerning plying the yarn, one does it this way:

- (231) *kuuki*    *ɣu u-χto*                      *kuuki*    *kutçu*  
 DEM.PROX GEN 3SG.POSS-notch DEM.PROX DEM.PROX:LOC  
*ρçov*    *βε ρçov*    *tu-çe*    *ɳu*  
 direction left direction IPFV.UP-go be:FACT  
 Its notch here goes up to the left (clockwise).
- (232) *u-χto,*                      *kuuki*    *u-χto*                      *tu-ku-ti*  
 3SG.POSS-notch DEM.PROX 3SG.POSS-groove IPFV-GENR-say  
*ɳu*  
 be:FACT  
 Its notch, this is called the groove.
- (233) *tçe nu tuwuu*                      *nu tr-ɳu tçe*  
 LNK DEM dextro.spindle DEM AOR-be LNK  
 As for the dextro-spindle,
- (234) *u-χto*                      *nu ki*                      *ρçov*    *tu-çe*                      *tçe*  
 3SG.POSS-notch DEM DEM.PROX direction IPFV.UP-go LNK  
*tú-wy-lya*                      *ɳu*  
 IPFV.UP-INV-dig be:FACT  
 its notch is carved this way (counterclockwise) up.
- (235) *#kuuki*    *nu*  
 DEM.PROX DEM  
 “(You need) this one (the dextro-spindle)?”
- (236) *tçe... munu mɣ-ra,*                      *nɣkinu*  
 LNK DEM NEG-be.needed:FACT FILLER  
 “No need.”
- (237) *tçe kuuki*                      *kɣ-rum tr-ɳu*    *tçe* <dièrci>    *nɣkinu kɣ-rum*  
 LNK DEM.PROX INF-ply AOR-be LNK second.time FILLER INF-ply  
*tr-ku-tut*                      *tçe*  
 AOR-GENR-say[II] LNK  
 Plying the yarn is the second step, for the plying just said,
- (238) *tçe ki*                      *ku-fse*                      *βnu... βnu-ldza*    *nu*  
 LNK DEM.PROX PCP.S/A-be.like 2-...    2-long.object INF-ply  
*kɣ-rum tçe*  
 LNK

- (239) *ki tú-wy-stu*  
 DEM.PROX IPFV-GENR.A-do.like  
 like this,
- (240) *ki tu-fse ηu*  
 DEM.PROX IPFV-be.like be:FACT  
 like this,
- (241) *tçe ki... ki tu-jax kutçu*  
 LNK DEM.PROX... DEM.PROX GENR.POSS-hand DEM.PROX:LOC  
*ki tú-wy-stu tçe*  
 IPFV-GENR.A-do.like LNK  
 on one's hand, like this,
- (242) *tu-jax... ki tú-wy-stu*  
 GENR.POSS-hand DEM.PROX IPFV-GENR.A-do.like  
 like this on the hand.
- (243) *tçe ki kɣ-γɣrtum tçe kutçu ki*  
 LNK DEM.PROX INF-wind.into.ball LNK DEM.PROX:LOC DEM.PROX  
*tú-wy-stu*  
 IPFV-INV-do.like  
 To wind yarns into a ball, you do like this,
- (244) *kuiki ku...*  
 DEM.PROX INSTR  
 with this,
- (245) *tçe li ci tu-ste-a tçe kuiki*  
 LNK again once IPFV-do.like[III]-1SG LNK DEM.PROX  
 and I do like this again.
- (246) *tçe ki tú-wy-stu tçe kuiki kɣ-rum*  
 LNK DEM.PROX IPFV-GENR.A-do.like LNK DEM.PROX INF-ply  
*kuiki tu-fse ηu*  
 DEM.PROX IPFV-be.like be:FACT  
 Like this, one doubles the yarn.
- (247) *tçe nu... ki ku-fse nu tçe βtu-ldza*  
 LNK DEM... DEM.PROX PCP.S/A-be.like DEM LNK 2-long.object  
*nu <cuō>... nu ki ku-fse*  
 DEM rub... DEM DEM.PROX PCP.S/A-be.like  
*lu-wy-sáχcuβ tçe*

IPFV-GENR.A-twist.(two.threads).together LNK  
Like this, one twists two threads together.

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- (248) *tɕe ki tú-wy-stu tɕe (lú-wy-ru...)*  
LNK DEM.PROX IPFV-GENR.A-do.like LNK IPFV-GENR.A-ply  
*lú-wy-ruum ɲu*  
be:FACT  
Like this, one doubles the yarn.
- (249) *ki... kuki pu~pu-ɲu nɣ lu-kɣ-ruum*  
DEM.PROX... DEM.PROX COND~PST.IPFV-be LNK IPFV-INF-ply  
*tu-ku-ti ɲu*  
IPFV-GENR-say be:FACT  
This is called plying.
- (250) *tɕe tu-jaɕ ku ki pɕoɓ kuki*  
LNK GENR.POSS-hand INSTR DEM.PROX direction DEM.PROX  
*lu-kɣ-ɣɣrtum ki tú-wy-stu tɕe*  
IPFV-INF-wind.into.ball DEM.PROX IPFV-GENR.A-do.like LNK  
With one's hand, one winds yarns into a ball this way (clockwise,  
but with the spindle upside down we see counterclockwise).
- (251) *ki ki tu-fse ɲu*  
DEM.PROX DEM.PROX IPFV-be.like be:FACT  
Like this,
- (252) *ki tú-wy-stu*  
DEM.PROX IPFV-GENR.A-do.like  
like this,
- (253) *kɣ-ruum yu wurna numu ki staɓ wxti*  
INF-ply GEN spindle.whorl DEM DEM.PROX COMP be.big:FACT  
The whorl for plying (spinning?) is bigger than this one.
- (254) *tɕe kuki staɓ wxti, jaɓ*  
LNK DEM.PROX COMP be.big:FACT, be.thick:FACT  
Bigger, thicker.
- (255) *tɕe numu tu-rɕi ku ku-wy-sú-mtɕur*  
LNK DEM NMLZ.DEG-be.heavy INSTR IPFV-GENR.A-CAUS-turn  
*ku-ra ndza juu-ɲu*  
PCP.S/A-be.needed reason SENS-be  
As we need its weight to turn the spindle.
- (256) *tɕe numu... kɣ-pyo nu tɣ-ɲu tɕe nɣkinu smɣy...*  
LNK DEM INF-spin dem AOR-be LNK FILLER wool...

*qazosmry, mumu kutçu mu-kr-saB nu*  
 sheep:wool, DEM DEM.PROX:LOC PFV-PCP.O-tease DEM

*ki ku-fse tçe*  
 DEM.PROX PCP.S/A-be.like LNK

As for the (primary) spinning, here the teased wool is like this,

(257) *kutçu ku-ndo-nu tçe*  
 DEM.PROX:LOC IPFV-hold-PL LNK  
 they hold it here,

(258) *tçe kutçu, tçe<sup>h</sup>eme ra ku kutçu*  
 LNK DEM.PROX:LOC, GIRL PL ERG DEM.PROX:LOC  
*nrki... qazorme nu ku-ndo-nu*  
 DEM.CATAPH... sheep:hair DEM IPFV-hold-PL  
 the girls hold the wool here,

(259) *kutçu nu tçe tçe kutçu ku-fse*  
 DEM.PROX:LOC DEM LNK LNK DEM.PROX:LOC PCP.S/A-be.like  
*nu tçe*  
 DEM LNK  
 here like this,

(260) *ki tu-stu-nu*  
 DEM.PROX:LOC IPFV-do.like-PL  
 they do it this way.

(261) *ki tú-wy-stu tçe mumu*  
 DEM.PROX:LOC IPFV-GENR.A-do.like LNK DEM  
*pu~pu-ŋu nr mumu kr-pyo*  
 COND~PST.IPFV-be LNK DEM INF-spin  
 This is called (primary) spinning.

(262) *kr-pyo, kr-rum mumu... kr-pyo nu <diyí>...*  
 INF-spin, INF-ply DEM... INF-spin DEM first...  
*<diyígōngxù>, kr-rum nu <dièrgōngxù>, mumu ŋu-ŋu nr*  
 first.step, INF-ply DEM second.step, DEM SENS-be SFP  
 Spinning and plying... spinning is the first step, plying is the second.

(263) *q<sup>h</sup>e tçe nu tu-fse ŋu-ŋu*  
 LNK LNK DEM IPFV-be.like SENS-be  
 It is like this.

(264) *kr-rum ŋu nu... kuki sarwuχto tu-ku-ti*  
 INF-ply GEN DEM, DEM.PROX laevo.spindle:notch IPFV-GENR-say  
*ŋu tçe*  
 '-----

For plying the yarns, this is called the laevo-spindle's notch.

- (265) *kuuki u-χto nrkinu tce kuuki*  
 DEM.PROX 3SG.POSS-notch FILLER LNK DEM.PROX  
*puu~puu-ηu nr tr-ri ki*  
 COND~PST.IPFV-be LNK INDEF.POSS-thread DEM.PROX  
*ku-fse sr-ndo kuuki, kuuki*  
 PCP.S/A-be.like PCP.OBL-hold DEM.PROX, DEM.PROX  
*u-stu ki ηu nr*  
 3SG.POSS-direction DEM.PROX be:FACT SFP  
 The notch is for holding the thread like this, this way (clockwise).
- (266) *tce numu kutcu... kutcu pcoβ*  
 LNK DEM DEM.PROX:LOC... DEM.PROX:LOC direction  
*tu-mtcur tce ki tu-fse juu-ηu*  
 IPFV.UP-turn LNK DEM.PROX IPFV-be.like be:FACT  
 Here, it winds this way (clockwise) up.
- (267) *kuuki... kuuki puu~puu-ηu nr kr-pyo*  
 DEM.PROX... DEM.PROX COND~PST.IPFV-be INF-spin GEN  
*yu juu-ηu tce*  
 SENS-be LNK  
 As for (primary) spinning,
- (268) *kr-pyo yu juu-ηu tce kuuki pcoβ kuuki li*  
 INF-spin GEN SENS-be LNK DEM.PROX direction DEM.PROX again  
*kuuki u-χto ηu tceri*  
 DEM.PROX 3SG.POSS-notch be:FACT but  
 for (primary) spinning, the notch goes this way (counterclockwise),
- (269) *nu ki pcoβ tu-εε tce ki*  
 DEM DEM.PROX direction IPFV.UP-go LNK DEM.PROX  
*ku-fse ku-ndym*  
 PCP.S/A-be.like IPFV-hold[III]  
 it goes this way (counterclockwise) up, and holds (the yarn) like this.
- (270) *nu mxtsa m-ndym*  
 DEM until NEG-hold[III]:FACT  
 Otherwise, it won't hold.
- (271) *a-m-ny-mbyaβ ra matci*  
 IRR-NEG-PFV-reverse be.needed:FACT otherwise  
*m-ndym*

It cannot be reversed, or it won't hold the yarn.

- (272) *tçe kuuki ki pçov tu-mtçaur ηu*  
 LNK DEM.PROX DEM.PROX direction IPFV.UP-turn be:FACT  
 It winds this way (counterclockwise) up.
- (273) *kr-rum yu nuu tr-ηu tçe ki pçov tu-mtçaur*  
 INF-ply GEN DEM AOR-be LNK DEM.PROX direction IPFV.UP-turn  
*ηu*  
 be:FACT  
 As for the plying's (notch), it goes this way (clockwise) up.
- (274) *tçe numu çti wo*  
 LNK DEM be.AFF:FACT SFP  
 It is like this.
- (275) *#nrj kuuki kr-pyo yu ki tu-rtaβ-a je*  
 2SG DEM.PROX INF-spin GEN DEM.PROX IPFV-wind-1SG SFP  
 Shall I wind (yarns onto) this spinning (dextro-)spindle?
- (276) *múj-ra ma kuuki tr-ste q<sup>h</sup>e*  
 NEG:SENS-be.needed LNK DEM.PROX IMP-do.like[III] LNK  
*juu-çti ma juu-naχtçauy çti*  
 SENS-be.AFF LNK SENS-be.same be.AFF:FACT  
 No need. You do it and it will be the same.
- (277) *numu <qūbié> tr-tut-a*  
 DEM difference AOR-say[2]-1SG  
 I have told the difference.

In the video, Dpalcan is demonstrating the usage with yarn already spun, because there was no wool or cotton at hand by the time of shooting.

The whorl in the video is for primary spinning (*kr-pyo*). It can also be used for plying (doubling) the yarn (*kr-rum*), but a bigger, heavier one would do better.

