

Puzzle 4: articles in Skwxwú7mesh

If submitting for feedback, submit electronically via QM+ on Monday, **20 February 2023 by 11.55pm**

If submitting for assessment, submit electronically via QM+ on Thursday, **20 April 2023 by 11.55pm**

The following data is from Skwxwú7mesh (Squamish), a Salish language spoken in British Columbia (Canada) that is nearly extinct. It is taken from Carrie Gillon's (2006) dissertation. There is an article *ta* in Skwxwú7mesh that precedes nouns:

(1) Tsí7 ta shá7yu ná7 tan lám'
exist ART ghost LOC 1SG.POSS house
'There is a ghost in my house'

(2) Chen-t wa í7imesh. Chen kw'áchnexw ta míxalh.
1SG-PST IMPF walk 1SG look ART bear
Ta míxalh na mi ch'ich'áysttsas
ART bear AUX come follow
'I was walking. I saw a bear. The bear followed me' (one bear)

(3) Mí7shits chexw ta lapát
bring.me 2SG ART cup
'Bring me one of the cups'
Context: two identical cups, side by side

(4) Chen nam ch'áatl'am kwi chel'áklh.
1SG go hunt ART yesterday
Chen kw'áchnexw ta xa7útsn míxalh.
1SG look ART four bear
Sen men kwélasht ta mex-míxalh.
1SG just shoot ART REDUP-bear
'I went hunting yesterday. I saw four bears. I shot the bears' (the four bears)

(5) Chen nam ch'áatl'am kwi chel'áklh.
1SG go hunt ART yesterday
Chen kw'áchnexw ta xa7útsn míxalh.
1SG look ART four bear
Sen men kwélasht ta mex-míxalh, welh na tí'iw'numut
1SG just shoot ART REDUP-bear but AUX escape
ta nch'u7 míxalh
ART one bear
'I went hunting yesterday. I saw four bears. I shot some of the bears, but one of them escaped'

Describe the semantics of the *ta* article—is it presuppositional? How do you know? You don't have to specify a semantic rule for *ta*, but you need to discuss its semantics in terms of the distinctions and notions introduced in class. A useful way of doing that is to compare the

behavior of Skwxwú7mesh *ta* with the behavior we observed in class for English *the* and Lithuanian bare nouns. Discuss any problems that arise (e.g., if you'd need more data—if so, describe what you'd need).

Key: 1 = first person; ART = article; AUX = auxiliary; IMPF = imperfective; LOC = locative; POSS = possessive; PST = past; REDUP = reduplicated; SG = singular

Note on word count. Examples, definitions, tests, etc. do not count towards the word count. You should aim for 600-700 words of prose per puzzle.