

# The American Sign Language Handshape Game Cards

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American Sign Language (ASL) is a visual-gestural language used by early three-quarters of a million North Americans. A language of this type operates differently from other languages that are audio-vocal. ASL uses certain parts of the body (gestural) to create “words” or signs that symbolize concepts and uses the eyes (visual) to “hear” what is being expressed. In short, a visual-gestural language is built according to the capabilities of the body and eyes.

All languages have building blocks that create words and sentences. ASL “words” are composed of building blocks called parameters. One sign is created from the combination of four parameters, which are handshape, palm orientation, movement and location.

Where individual signs are created by the combination of parameters, sentences are created by combinations of signs along with non-manual signals (i.e. head movement, eye gaze, and eyebrow movement). There are different kinds of sentences in ASL. One of them probably ranks first in importance: it is the kind that includes Classifiers (more explanation is given about Classifiers on page 7).

These Handshape cards are only an introduction to one of the four parameters, so bear in mind the importance of the other three. Some handshapes and their use in signs may vary according to regional and dialectic difference. Some regions may have a handshape that is not included in this set.

A system of dot coding is provided to help you choose games that are appropriate for your skill level or the skill level of students.

- basic signing skills (beginners)
- • intermediate signing skills
- • • advanced signing skills

The handshapes on cards 1-40 are commonly used in ASL. Some of the game activities can be made simpler by using cards 1-20, which are the more common handshapes. To make the games more difficult use cards 21-40, which are less common. You can use cards 1-40 for all games.

**The handshapes on cards 41-43 are called Classifiers. In addition, many ASL handshapes are also used as Classifiers. (See Classifier Handshape inventory.) However, they fill a different language function when used as Classifiers. They are worthy of special attention and emphasis.**

The handshapes on cards 44-50 are an addition that completes another set of 26 handshapes called the American Manual Alphabet. These have been included as a supplement for teachers and students and not as a part of the ASL handshape set and games. Important precautions are given in the Teacher's Notes.

The following games are explained in this booklet: PARROT, VOLLEY SIGNSPELL, HANDANCE, QUICK McCOPY, SIGN SEARCH, SHAPE-A-STORY, CLASSIFIER GAMES. Several of these are variations of games played in the deaf community for years. You can create more games than the ones listed above. We'd like to hear of them, and may include them in the next revision.

Also included in this booklet are lists of vocabulary words that correspond with the handshapes, and some variations of the handshapes.

## TEACHER'S NOTES

Beginning signers of all ages need to develop a sensitivity to seeing and creating different handshapes (HSs). These cards can easily be combined with any curriculum to achieve this, or used to develop new curriculums supplemented with books, films, video, and most important of all, live signing.

Lists of sample signs for each handshape are given beginning on page 8 of this booklet. These samples were planned to reflect the wide variety of sign types:

- one handed signs
- two handed signs
- handshape change
- active & base hand signs
- contact signs
- non-contact signs

Handshape cards 1-40 show the basic handshapes of ASL. To make the games easier, use the more common handshapes 1-20. To increase the difficulty, add the less common handshapes 21-40. Feel free to vary these activities by making competitive games into non-competitive ones or vice versa, or select any specific subset that matches your lesson plan for the day.

Some handshape cards show a special set of shapes called classifiers. A brief explanation on page 7 tells what they are and explains their function in ASL. Some sign texts will offer further explanation. One natural way to teach classifiers is to use these cards in conjunction with magazine photographs, slides, motion pictures and/or actual objects.

Handshape (HS) cards 44-50 are additional in order to complete the subset of handshapes called 'The American Manual Alphabet.' Five of these handshapes are orientation changes of shapes already included in cards number 1-40 (i.e.: [HS-44 "H"] and [HS-5 "U"], [HS-45 "J"] and [HS-8 "I"], [HS-48 "P"] and [HS-39 "K"], [HS-49 "Q"] and [HS-42 "G"], [HS-50 "Z"] and [HS-4 "INDEX"]). This leaves only the "M" and "N" handshapes that are used exclusively for initialized signs. To select out the complete subset of 'alphabetical handshapes' refer to the manual alphabet handshape chart.

Regarding the manual alphabet and its use in ASL classes, there are two important reminders to emphasize. First, do not teach the alphabet and fingerspelling to beginning signers until they have developed basic sign communication skills. The introduction of fingerspelling too early allows beginners to become overly dependent on spelling words for which they do not know the sign. Second, although some handshapes are sometimes used in initialized signs, most of them are most commonly used without reference to their alphabetical letter correspondence. Here are a few examples:

	HS-6	HS-8	HS-11
	("V")	("I")	("F")
Non-Initialized	look	string	important
Initialized	vinegar	idea	fox

# GAME INSTRUCTIONS

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## PARROT

### 1 •

Shuffle and place the card deck face down. In a clockwise direction, take turns drawing a card, copying the handshape for everybody to see. Then place the card in a discard pile. (OPTION: other players can also copy the handshape)

### 2 •

Shuffle and place the card deck face down. In a clockwise direction take turns drawing a card and making the handshape to the player on the your left. This player must then correctly copy the handshape and then draw a card and make this handshape to the player on his/her left. Continue taking turns until the deck is used up. Shuffle and start again.

VARIATION: Follow the instructions in game 2. Each time you draw a card, you must first repeat everyone's handshape in the correct order from the beginning, then add on yours. (This game is excellent for groups of 4 or more.)

### 3 • •

Shuffle and deal out the cards to each player one at a time until all of the cards are passed out. Player-1 will look through his/her cards and memorize them in the order received, then make the signs to player-2, who will then repeat the handshapes from player-1. After this is done, player-2 will then memorize his/her cards and show them manually to player-3. Continue in a clockwise direction until the turn is returned to player-1. The cards are then collected, shuffled and dealt out again.

NOTE: in order to make the games easier to play, you can leave your card face up instead of face down so other players can remember which handshape your position is.

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## HANDANCE

RECOMMENDED CARD SET: 1-20

ALTERNATIVE CARD SETS: 1-40, 20-40

### 1 • •

Shuffle and place the deck on the table. Player-1 will draw a card and put it face up on the table next to the deck so that all of the other players can view the card. Player-1 will then make a sign using that handshape. The next player will then draw a card and do the same. Continue taking turns in a clockwise direction. Shuffle and begin again. (no one is allowed to give a sign already used)

VARIATION: Use a timing device that counts minutes and seconds and play the above game fast. After going through the deck once and recording the time that it took, then shuffle the deck and start again trying to beat the previous time. Remember, the signs must be made clearly so that everyone sees your response.

## 2 . .

Shuffle the deck and place it on the table face down. Player-1 will take the top card and place it face up on the table for everyone to see. Beginning with that player, take turns in a clockwise direction making signs that use that handshape without repeating any signs made by a previous player. If a player pauses or fumbles when it is his/her turn, that player is now out. The next player must not pause, but should try to continue the pace. The last player who does not pause or fumble is the winner. Round one is now over. To begin round two, call everyone back into the group, draw the next handshape card, and repeat.

## 3 . .

Player-1 shuffles the cards and hands them to player-2 who will be the card holder. Player-2 will hold up the deck facing towards player-1 and expose the cards one at a time while player-1 makes a sign for each handshape shown. When this turn is completed, then player-2 will shuffle the deck and hand it to player-3 who will now be the card holder for player-2.

VARIATION: Follow the instructions above and add the use of a timing device that counts minutes and seconds. When it is player-1's turn to respond, player-2 will hold the cards and with an eye on the clock, will nod when it is time to begin. When player-1 has made the sign for the last card, player-2 will note the time and write it down. Now player-2 will shuffle and hand the cards to player-3 who becomes the card holder/time keeper. The player with the fastest time wins.

## 4 . .

Shuffle the deck and put it on the table. Player-1 will draw a card but not look at it until player-2, the time keeper, signs START. At this signal player-1 will turn over the card and make as many signs as he/she can think of within one minute. The other players can count the signs and record the number after the time keeper signs STOP. Now player-2 will take a turn drawing a card and player-3 will be the time keeper. Take turns clockwise until the deck has been used once.

NOTE: to add other variations to these games, put a restriction on the kinds of sign responses that can be made.

- 1) only one handed signs
- 2) only two handed signs
- 3) location restriction
- 4) movement restriction

# QUICK McCOPY

Use cards 1-40

## 1 . . .

In a circle, establish a seating position number for each player in your group. Have the players fill these positions and be aware of their position numbers. Now shuffle the cards and deal one to each player who will look and then place it face up in front of their position. That handshape will belong to that seating position for the rest of the game even though the players will change positions. Starting with position-1, each player will take a turn making their handshape so that the other players can see it clearly and memorize it. The game is now ready to begin.

The player in position-1 will start by making his/her own handshape and then the handshape of a player that he/she wants to CALL ON. Each player will make a total of two handshapes for each turn. The player who has been CALLED ON must then make his/her own handshape and the handshape of another player of his/her choice, thus CALLING ON them. Remember that you can CALL ON any player that you want to including the one who just CALLED ON you.

The game will continue until a player fails to respond when CALLED ON, falters, or makes a mistake. That player is now OUT: then remove one card from the circle. The remaining players must reposition themselves. The players will again take turns showing their handshakes. Position-1 will start the game again and the group will continue until another player is out (thus another card removed) until only one player is left, the winner.

VARIATION: Follow the instructions above to set up and prepare for the game including taking turns showing each player's handshakes. To begin the game player-1, instead of just giving his/her handshake and then the handshake of another player CALLED ON, this player will give a sign including his/her handshake and then a sign including the handshake of the other player CALLED ON. The CALLED ON player will respond by making the sign that he/she was CALLED ON with and then making a sign including the handshake of another player (thus CALLING ON them). To make the game even more challenging, look at a player different than the one you are CALLING ON when you are making a sign with his/her handshake.

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## SIGN SEARCH

Use cards 1-20

SUPPLIES NEEDED: a timing device (clock, watch, or a 3 minute egg timer) and several sheets of paper with a pencil for each player.

### 1 . .

Shuffle the deck and draw two cards from the top. Place them within the view of all players and make sure that everyone knows the handshakes. When the time keeper signs START the players will have three minutes to write down the words for as many signs as they can think of that use those handshakes. Organize the answers on your paper with one column for each handshake. When the timer signs STOP, all players will put down their pencils. The players will then each take a turn signing the answers on their lists. If two or more players have the same sign (regardless of written translation) they must cross it off their lists. The player with the most signs left is the winner. Draw two more cards and start again.

VARIATION 1: Play the game with 3 or 4 cards.

VARIATION 2: Use card sets 1-40 or 21-40.

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## SHAPE-A-STORY

Use cards 1-20

The following game should emphasize the use of facial expression and body language

### 1 . . .

Shuffle the deck and place it on the table. Select one card from the top of the deck and let everyone see it. Now build a story with signs all containing that one handshake, each player taking a turn adding a new sign. EXAMPLE: YOU OWE ME ONE-DOLLAR, WHEN PAY-ME? Each player can repeat the sentence from the beginning if desired.

VARIATION 1: Select several handshake cards (2, 3 or 4) and let everyone see them. Build a story limited to those handshakes.

## 2 . . .

Shuffle the deck and place it on the table. Each player will take a turn drawing a card and making a sign that contains that handshape. Each player in turn will then draw a card and add a sign that builds the story further. The story continues until it reaches a natural end or when an appointed leader decides that it is done. Shuffle and repeat. EXAMPLE: STRIPED CAT LOOK-UP MOON, ALLIGATOR SWALLOW.

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## VOLLEY SIGNSPELL

Use cards 1-40

### 1 . .

For two or more players, pass out the cards one at a time until the deck is fully distributed. The first player will then look at his/her top card and return it to the bottom of the deck without allowing anyone to see it. He/she will then fingerspell an English word for a sign containing that handshape to the player on his/her left. That player must respond with only the correct handshape for that sign. If his/her guess is correct, then it is now his/her turn to pick up his/her top card and carry on the game. If that player's guess is wrong, then fingerspell another word for a sign containing the same handshape to the second player on your left. If the guess is wrong again, continue until another player guesses right. Continue the game taking turns clockwise until all cards have been used.

VARIATION: To make this a great vocabulary building activity, follow the instructions above. The answering player will first answer with the handshape and then show the sign. If the answering player does not know the answer, the asking player will repeat the fingerspelled word, show the handshape and then make the sign. Turn taking will then continue clockwise.

## 2 . . .

Divide into two teams and establish a player order for the members within each team. Choose one team to do the asking and one team to do the answering for the first round. Deal out the cards into two piles, one for each team. The asking team will begin with its player-1 looking at the top card of his/her team's deck and then returning it to the bottom of the deck. He/she will then (with or without consultation from his/her teammates) fingerspell an English word for a sign containing that handshape to player-1 of the answering team. The answer must be the handshape for that sign only. If the answer is wrong, then one point goes to the asking team (no points are earned for correct answers). Player-1 of the asking team then fingerspells a word for another sign containing the same handshape to player-2 of the answering team. If he/she guesses wrong also, then the asking team wins another point and then continues the round until a player from the answering team guesses correctly. After guessing correctly, that team will now become the asking team and the other becomes the answering team. Proceed until all cards have been used.

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## CLASSIFIER ACTIVITIES

Use cards in CLASSIFIER INVENTORY

Only one category of classifiers should be used for each game: ABSTRACT, INSTRUMENT, or SASS.

### 1 . . .

Shuffle the cards and place the stack face down on the table. Taking turns in a clockwise direction, each player will select a card and make a classifier sentence containing the handshape with the noun that the handshape represents (note: only ABSTRACT, INSTRUMENT and PRIMITIVE Classifiers should be used here). After going through the stack once, shuffle and start again.

For example, if you play the game using the SASS category and select HS-48, you must identify it first with a sign, CUP. Then you make the action with the handshape, 'falling', 'bouncing', or 'rotating'. Also, you can use your other hand as a second CUP and make the relationship between the two cups as being 'next-to', 'under', or 'passing-the-other'.

## 2 . . .

Shuffle the cards and pass out 1, 2 or several cards to each player. Taking turns in a clockwise direction, each player will create a story using the classifier handshapes from his/her cards along with the nouns they represent. At the beginning of the game you can determine an approximate length of story that each player will invent.

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NOTES: This set of classifier handshapes (cards 41-67) was included for use mainly as an instructional tool. The use of these cards should be restricted to players with knowledge of how this language device is used in ASL.

Classifiers represent NOUNS in verbs of motion and location as they are used in sign sentences. Some nouns can be represented by only one kind of classifier, whereas others can be represented by several, sometimes from different classifier categories. Some examples are given below. These cards show you the classifier handshapes only without their movements and locations in space and without their relationship to syntax. Some grammar texts will offer more insight into the function and use of this device. In the word listing sections provided in the HANDSHAPE INVENTORY, we have included nouns from only three categories of classifiers. Other categories exist and more research is presently being conducted.

Categories of Classifier Handshapes:

### 1. ABSTRACT/SEMANTIC

( CAR 'park-there HS-34 ) ( PEOPLE ' line-of ' HS-56 ) HSs # 4, 6, 7, 10, 14, 15, 20, 32.

### 2. SIZE and SHAPE SPECIFIER ( SASS )

( POOL ' this-shape- ' HS-4. ( BOOK ' put-on-table ' HS-9a ) HSs # 3, 4, 5, 6, 8, 10, 11, 12, 15, 17, 18, 22, 27, 40, 43.

### 3. INSTRUMENT

( B-A-R-B-E-L-L ' lift-overhead ' HS-2 ) ( FLAG 'wave HS-41) HSs # 2, 13, 14, 17, 26, 42, 43,

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Supalla, Ted. "Morphology of Verbs of Motion and Location on American Sign Language." proceedings of the Second National Symposium on Sign Language Research and Teaching. October 1978. p. 28.

Bellugi, Ursula and Kilma, Edward. Signs of Language. Harvard University Press, 1979.

# HANDSHAPE INVENTORY:






## ASL HANDSHAPES 1-40












NOTE: Several handshape variations are included in this section that do not appear on any of the Handshape Cards. They will be labeled A, B, and C.










<p>1</p> 	<p>A (GRADE) AFRICA ALCOHOLIC ARIZONA ARMY/SOLDIER ATTEMPT/TRY ATTITUDE</p>	<p>AUDIOLOGY BATH CAN CHANGE DANGEROUS/DANGER DUMB/STUPID HIDE</p>	<p>PATIENCE SECRET SORRY SUFFER WASH (BODY) WITH</p>	
<p>2</p> 	<p>ACCIDENT ADVERTISE BASEBALL BICYCLE CAR COFFEE COUGH</p>	<p>EXAGGERATE EXERCISE HOLD ICE CREAM MAKE REVOLUTION/REVOLT SAFE/SAFETY</p>	<p>SATURDAY SHOES SOUTH SWEDEN WORK YEAR</p>	
<p>3</p> 	<p>APPLE CALL-BY-PHONE CHARGE (FINED) DENTIST DOLL DREAM ELECTRICITY</p>	<p>FRIEND/PAL GIFT MUST NEED/NECESSARY ONION PUZZLED SEWING-MACHINE</p>	<p>SKI SUMMER TEASE TEXAS TIME WISE</p>	
<p>4</p> 	<p>A.</p> 	<p>BRUSH-TEETH CHINA DEAF DIFFERENT DON'T CARE FALSE FALL-IN-LOVE</p>	<p>FAR FIRST PLACE FOR HEARD HURT/PAIN INSULT LONELY</p>	<p>OWE NOSEY PAY QUARREL/ARGUE SAY/PRONOUNCE SIGNING WHERE</p>
<p>5</p> 	<p>BACON BELT BUILD BUTTER EGG FUN FUNNY</p>	<p>HOSPITAL HURRY KNIFE NAME NECK TIE PAINT (ARTISTIC) SCREW DRIVER</p>	<p>SIGNATURE SUGAR TAPE UNCLE UNIVERSITY USE</p>	
<p>6</p> 	<p>CAREFUL CHEAT DOUBLE-DATE KEEP LOAN/BORROW LOOK MISUNDERSTAND</p>	<p>PREDICT/PROPHET PURPOSE (MEAN) READ SECOND-PLACE SMOKE (CIGARETTE) STUPID/DUMB SUPERVISE</p>	<p>SALT STUCK TWO-OF-US/YOU/THEM VERY VEGETABLE VOICE</p>	
<p>7</p> 	<p>BLIND CHEWING GUM DOUBT HARD HAVING-THE-NERVE IRISH ORAL/SPEECH</p>	<p>POISON/SKELETON POTATO PROBLEM PROTESTANT STEAL STRICT</p>	<p>TICKET TITLE (QUOTE) TOUGH TOURNAMENT TRAVEL VAMPIRE</p>	



 <p>8</p>	ART IDEA IDENTITY IDIOT IMAGINE/IMAGINATION INDEPENDENT INFERIOR	INSTITUTE INTEREST (MONEY) INTERNATIONAL INSURANCE ITALY JAPAN JEALOUS	LAST/FINAL SPAGHETTI STEEL STRING SUSPENSE/IF THIN	
 <p>9</p>	BACHELOR BEER BLUE BOARD (MEMBERS) BROWN BOSTON (CITY) BUSY	CLOSE DONKEY DOOR FULL-WITH-FOOD FLOOR OPEN OVER (ACROSS)	RELIEF SATISFY (SATISFIED) SHELVES STRAIGHT TROUBLE WINDOW	
 <p>10</p>	CURTAIN DRIP FENCE FOOTBALL FOUR OF US/YOU/THEM FOURTH PLACE IGNORE	INSANE INVENT JAIL LINE-UP PARADE PLAIDS RAINBOW	SCOTCH SCREEN STRIPE TALK/SPEAK WAR WRESTLING	
 <p>11</p>	BUTTON COOPERATE CURIOUS DARE DECIDE/DEFINITE FAMILY FEDERAL	FRENCH FOUND/PICK FOX IMPORTANT INDIAN INTERPRET INTERPRETER	JUDGE/COURT POSTPONE/DELAY SENTENCE SOON TEA VALUABLE/VALUE/WORTH VOTE	
 <p>12</p>	 <p>A.</p>	BIRD BOBBY PIN BULLET CREWCUT GRAMMAR GRADUATE GREECE	GREEN GROUP GUARANTEE GUILTY IGNORANT MOUSTACHE PRIEST	PRINT POINTS (CAR) QUEEN TURKEY TWEEZER TWENTY
 <p>13</p>	ALTOGETHER DECORATE (FIX) EXPENSIVE EXPERIENCE FLOWER FOOD GIVE	HOME JEWISH KISS LIGHT-OFF MEETING MORE MORMON	NUMBER PERCENT/PERCENTAGE SPRING (WEATHER) WEDDING WHITE WOLF	
 <p>14</p>	BECAUSE BEST BETTER CHALLENGE COMPETITION (COMPETE) DENY DROWN	ESTABLISH (BASED) GAME GASOLINE GIRL LIQUOR-BAR NOT NUTS (PEANUTS)	POLAND/POLISH SCIENCE SOCIALIZE SWEETHEARTS TOMMORROW YESTERDAY	
 <p>15</p>	COUNTRY COW DON'T-LIKE-VERY-MUCH DRINK (BEER) DUTCH ENGINEER LONGTIME	MEASURE (INCHES) NOW PARTY PHONE PIPE (SMOKE) PLAY SAME-OLD-THING	SILLY STAY TROPHY WHY WRONG YELLOW	









 <p>16</p>	<p>ALRIGHT BAD BECAUSE BETTER BEST BODY BOTHER</p>	<p>BOOK CUP ENJOY MUSIC OWE PAY PIG</p>	<p>PLEASE PROOF SCHOOL STOP THANK YOU WHY</p>
 <p>17</p>	<p>BINOCULARS CHARACTER CHOCOLATE CHURCH CLASS CERTIFICATE</p>	<p>COMMUNICATION CONSTITUTION CULTURE DRINK GENIUS HUNGRY/STARVE</p>	<p>LOOK FOR (SEARCH) PARAGRAPH POLICE PROTEST/COMPLAIN SUN TELESCOPE</p>
 <p>18</p>	<p>ACTION BALL COOKIE CRAZY CURLY-HAIR DISGUST</p>	<p>DIZZY FREEZE HEADPHONES MAD/ANGER MIX MONKEY</p>	<p>MONSTER PARACHUTE RAIN SANTA CLAUS WANT YELL/SCREAM</p>
 <p>19</p>	<p>BLANK MIND CONCERN CONTACT DEPRESS EARLY EMPTY EXCITE</p>	<p>HEART HONEYMOON LUCKY/FORTUNATE NUDE PEST PREFER SENSITIVE</p>	<p>SENTIMENTAL SICK SMART TAKE ADVANTAGE TASTE THRILL</p>
 <p>20</p>	<p>DEER DESPISE DRESS (CLOTHES) FARM FATHER FIFTH PLACE FINE</p>	<p>FINISH FIVE-OF-US/YOU/THEM FOREST FORMAL GRANDFATHER GRANDMOTHER MOTHER</p>	<p>MOVIE SAD SLOPPY TREE UPSET WAIT</p>
 <p>21</p>	 <p>A.</p>	<p>BOAT/SAILBOAT COMPARE EQUAL INVITE NIGHT</p>	<p>PROGRESS SEEMS (APPEAR) SWEET TOBACCO WELCOME</p>
 <p>22</p>	<p>ALTOGETHER CAMERA-SHOOTING EXPENSIVE JEWISH LIGHT-ON</p>	<p>MEETING SPRING (WEATHER) SUN BATHE WEDDING WHITE</p>	
 <p>23</p>	<p>KNOW NOTHING NEW ORLEANS (CITY) NONE/NOTHING OAKLAND (CITY) OFFICE</p>	<p>ORGANIZATION OPINION SHUT-OUT ZERO</p>	



<p>24</p> 	<p>EAST ELEMENTARY EMERGENCY EMOTION ENERGY</p>	<p>ENGAGE (ENGAGEMENT) EVALUATE EVOLUTION EUROPE EXPERIMENT</p>
<p>25</p> 	<p>TAN TEAM TEMPLE THEORY TOILET/BATHROOM</p>	<p>TORONTO (CITY) TRADITION TRENTON (CITY) TRY TUCSON (CITY)</p>
<p>26</p> 	<p>CHANGE EXACT LITTLE BIT PEN/PENCIL</p>	<p>PICK-ON REVENGE STING-BY-BEE WRITE</p>
<p>27</p> 	<p>ARTICLE COLLAR COMMUNIST (SOVIET) COOKIE DRINK (ALCOHOLIC BEVERAGE)</p>	<p>EYE-GLASSES MOON PLATE POLICE/SHERIFF</p>
<p>28</p> 	<p>A. </p>	<p>BORROW CLAP-ON-EARRINGS CLOTHESPIN DUCK</p> <p>INVEST MOOCH NO</p>
<p>29</p> 	<p>CHOOSE (PICK) DELICIOUS GRAVY GREASE INTERESTING</p>	<p>LIKE MEAT SMOOTH STICKY STORY</p>
<p>30</p> 	<p>HANDS OFF HATE KICKOFF LIGHT (LUMINOUS)</p>	<p>MELON MOSQUITO TERRIBLE TERRIFIC</p>
<p>31</p> 	<p>A. </p>	<p>BULL CAMPING CIGARETTE FIELD GOALS KID</p> <p>MOCK SARCASTIC (IRONIC) SNOB (SOPHISTICATE) WHISKEY WHISTLE</p>
<p>32</p> 	<p>AIR FORCE (ARMYPLANE) AIRPLANE-CRASH AIRPLANE/FLY/AIRPORT AIRPLANE-LAND</p>	<p>AIRPLANE-TAKE OFF ETCETERA I-LOVE-YOU</p>

 <p>33</p>	<p>WASHINGTON (STATE) WATER WEATHER WEDNESDAY WEST</p>	<p>WINE WINTER WORLD WORRY WORSHIP</p>
 <p>34</p>	<p>BUG DIGNIFIED GARAGE LISTEN-TO LOUSY</p>	<p>ROOSTER THIRD PLACE THREE OF US/YOU/THEM TRIPLE-DATE THROW</p>
 <p>35</p>	<p>BUG CHAMPION DEVIL</p>	<p>MISCHIEVOUS LISTEN-TO RECHARGE-BATTERY (CAR)</p>
 <p>36</p>	<p>BIG-HEADED BRACES (TEETH) FAST INTERESTING RUN</p>	<p>SPEEDING SPRAY WATCH (TO LOOK) WHO</p>
 <p>37</p>	<p>DRILL (TOOL) FAST GUN LATER LAZY</p>	<p>LIBRARY LICENSE RUN SHOT (MEDICAL) SHOOT</p>
 <p>38</p>	 <p>A.</p>	<p>DEMOCRAT DETECTIVE DETROIT (CITY) DIAMOND DISNEYLAND</p> <p>DIVORCE DOCTOR DORMITORY DUTY MINNEAPOLIS (CITY)</p>
 <p>39</p>	<p>FAIL KILL KING PINK PARTY PEOPLE PERFECT</p>	<p>PERSON PHILADELPHIA (CITY) PLACE POLITIC PRINCIPAL PURPLE SECRETARY</p> <p>SKUNK SMOKE (CIGARETTE)</p>
 <p>40</p>	<p>CIGAR READY REASON RELIGION REPUBLICAN</p>	<p>RESPECT RESPONSIBLE RESTAURANT ROCKET ROLE</p>


# ASL CLASSIFIER HANDSHAPES INVENTORY


NOTE: The words listed in this section are of nouns that can be represented by these classifier handshapes. Handshape variations will also be included in this section labeled A, B, and C.




 <p>14</p>	<p><u>ABSTRACT</u></p> <p>BOTTLES BUILDING FIGURINE HOUSE LAMP</p> <p>DRAWER STATUE TOWNHOUSE TROPHY VASE</p>		
 <p>2</p>	<p><u>INSTRUMENT</u></p> <p>BABY CARRIAGE BARBELLS BASEBALL BAT</p> <p>BROOM CAR DRAWER</p> <p>HAMMER MOTORCYCLE OAR STICK SHIFT</p>		
 <p>13</p>	<p><u>INSTRUMENT</u></p> <p>BEDSPREAD BIB CLOTH COAT HAT</p> <p>NAPKIN PAPER SHEET TABLE CLOTH TOWEL</p>		
 <p>43</p>	 <p>A.</p>	<p><u>SASS</u></p> <p>THICKNESS-OF-</p> <p>— book — paper stack — carpet — sandwich — dust — steak — magazine</p> <p><u>INSTRUMENT</u></p> <p>PLACEMENT-OF-</p> <p>— book — magazine — paper — sandwich</p>	
 <p>22</p>	 <p>A.</p>	 <p>B.</p>	<p><u>SASS</u></p> <p>CAMERA SHOOTING LIGHT (FLASH, CEILING) SUCTION CUP SUNBEAM (OSTERIZER) WATER</p>
 <p>18</p>	 <p>A.</p>	 <p>B.</p>	<p><u>SASS</u></p> <p>BOULDER LUMP HAYSTACK SOFTBALL HOUSE</p> <p>A. (2 HANDS) BASKETBALL B. GOLF BALL, SMALL PLACE, TOBACCO CHEEK BASEBALL, DOOR KNOB, MID SIZE</p>



 <p>17</p>	 <p>A.</p>	<p><u>INSTRUMENT/SASS</u></p> <table border="0"> <tr> <td>BOTTLE</td> <td>PIPE</td> <td>A. COLUMN</td> </tr> <tr> <td>CAR-BODY</td> <td>RAFT</td> <td>GARBAGE</td> </tr> <tr> <td>COLUMN</td> <td>TUBE</td> <td></td> </tr> <tr> <td>CUP</td> <td></td> <td></td> </tr> </table>	BOTTLE	PIPE	A. COLUMN	CAR-BODY	RAFT	GARBAGE	COLUMN	TUBE		CUP		
BOTTLE	PIPE	A. COLUMN												
CAR-BODY	RAFT	GARBAGE												
COLUMN	TUBE													
CUP														





 <p>27</p>	 <p>A.</p>	<p><u>SASS</u></p> <table border="0"> <tr> <td>BELT BUCKLE</td> <td>MOON</td> <td>A. CLOCK</td> </tr> <tr> <td>BUTTON (CAMPAIGN)</td> <td>POT HOLES</td> <td>PLATE</td> </tr> <tr> <td>HEEL (HEIGHT)</td> <td>SAUCER</td> <td></td> </tr> <tr> <td>LIQUID (AMOUNT)</td> <td>UFO</td> <td></td> </tr> </table>	BELT BUCKLE	MOON	A. CLOCK	BUTTON (CAMPAIGN)	POT HOLES	PLATE	HEEL (HEIGHT)	SAUCER		LIQUID (AMOUNT)	UFO	
BELT BUCKLE	MOON	A. CLOCK												
BUTTON (CAMPAIGN)	POT HOLES	PLATE												
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LIQUID (AMOUNT)	UFO													









 <p>26</p>	<p><u>INSTRUMENT</u></p> <table border="0"> <tr> <td>APPLY EYE SHADE</td> <td>WRITING WITH PENCIL</td> </tr> <tr> <td>APPLY LIPSTICK</td> <td>STING</td> </tr> <tr> <td>HOLE PUNCHING</td> <td></td> </tr> </table>		APPLY EYE SHADE	WRITING WITH PENCIL	APPLY LIPSTICK	STING	HOLE PUNCHING	
APPLY EYE SHADE	WRITING WITH PENCIL							
APPLY LIPSTICK	STING							
HOLE PUNCHING								










 <p>41</p>	<p><u>INSTRUMENT</u></p> <p>HANDLING-OF-</p> <table border="0"> <tr> <td>— fishing pole</td> <td>— hose</td> <td>— match</td> </tr> <tr> <td>— flag</td> <td>— light switch</td> <td>— paintbrush</td> </tr> <tr> <td>— hammer</td> <td>— lollipop</td> <td>— TV dial</td> </tr> </table>		— fishing pole	— hose	— match	— flag	— light switch	— paintbrush	— hammer	— lollipop	— TV dial
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 <p>12</p>	 <p>A.</p>	 <p>B.</p>	<p><u>SASS</u></p> <table border="0"> <tr> <td>BOARD</td> <td>A. BUMPER STICKER</td> </tr> <tr> <td>EYE BROWS</td> <td>CHECK</td> </tr> <tr> <td>FRAME</td> <td>B. CLIP</td> </tr> <tr> <td>MOUSTACHE</td> <td>EYE BROWS</td> </tr> <tr> <td>RULER</td> <td>POINTS (CAR)</td> </tr> <tr> <td>STEAK</td> <td>TOOTHPICK</td> </tr> <tr> <td></td> <td>TWEEZER</td> </tr> </table>	BOARD	A. BUMPER STICKER	EYE BROWS	CHECK	FRAME	B. CLIP	MOUSTACHE	EYE BROWS	RULER	POINTS (CAR)	STEAK	TOOTHPICK		TWEEZER
BOARD	A. BUMPER STICKER																
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 <p>42</p>	 <p>A.</p>	<p><u>INSTRUMENT</u></p> <p>HANDLING-OF-</p> <table border="0"> <tr> <td>— coins</td> <td>— paper</td> <td>— tissue</td> </tr> <tr> <td>— diapers</td> <td>— pencil</td> <td>— thread</td> </tr> <tr> <td>— leaf</td> <td>— string</td> <td></td> </tr> </table>	— coins	— paper	— tissue	— diapers	— pencil	— thread	— leaf	— string	
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 <p>11</p>	 <p>A.</p>	 <p>B.</p>	 <p>C.</p>	<p><u>SASS</u></p> <table border="0"> <tr> <td>COIN</td> <td>A. BUTTONS</td> </tr> <tr> <td>EYES</td> <td>KEY HOLE</td> </tr> <tr> <td>HOLE</td> <td>PEBBLES</td> </tr> <tr> <td>HOSE</td> <td>B. GLASSES</td> </tr> <tr> <td>PIPE</td> <td>HANDCUFFS</td> </tr> <tr> <td>STICK</td> <td>PIPE</td> </tr> <tr> <td>TUBE</td> <td>STICK</td> </tr> <tr> <td>WATCH</td> <td>TUBE</td> </tr> <tr> <td></td> <td>C. BRACELET</td> </tr> <tr> <td></td> <td>HANDCUFFS</td> </tr> <tr> <td></td> <td>GOGGLES</td> </tr> <tr> <td></td> <td>THICK STICK</td> </tr> </table>	COIN	A. BUTTONS	EYES	KEY HOLE	HOLE	PEBBLES	HOSE	B. GLASSES	PIPE	HANDCUFFS	STICK	PIPE	TUBE	STICK	WATCH	TUBE		C. BRACELET		HANDCUFFS		GOGGLES		THICK STICK
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 <p>34</p>	<p><u>ABSTRACT</u></p> <p>BICYCLE BUS CAR MOTORCYCLE</p> <p>SHIP SUBMARINE THREE PERSON TRUCK</p>		
 <p>10</p>	<p>A. </p>	<p><u>ABSTRACT/SASS</u></p> <p>FENCE GATE LINE OF PEOPLE LIST (CREDIT LISTING) NET PEOPLE STANDING PEOPLE LOOKING PHONE WIRES PLAIDS RUNNING WATER</p> <p>(TAP, NOSE, TEARS, SPIT, DROOLING, BLOOD) SCREEN STRIPES</p> <p>A. CHEST HAIR GRASS (WITHERED) HAIR (BURNT) LEG HAIR MOUSTACHE PEOPLE SITTING</p>	
 <p>20</p>	<p><u>ABSTRACT</u></p> <p>FIVE PEOPLE STAMPEDE TRAFFIC TREE</p>		
 <p>32</p>	<p><u>ABSTRACT</u></p> <p>AIRPLANE</p>		
 <p>15</p>	<p><u>SASS/ABSTRACT</u></p> <p>FAT PERSON HORNS</p> <p>PIPE TELEPHONE</p>		
 <p>8</p>	<p><u>SASS</u></p> <p>EYE BROW HEARING AID CORD LINE NECKLACE</p> <p>PHONE CORD WIRE WIRE RIM GLASSES</p>		
 <p>9</p>	<p><u>SASS</u></p> <p>BED BOARD BOOK BUNK BED</p> <p>CAR DESK FILE FOLDER MIRROR PAPER PICTURE</p> <p>SHELF SLIDING DOOR TABLE VIDEO-TAPE CASSETTE WINDOW WALL</p>		

 <p>40</p>	<p><u>SASS</u></p> <p>BRAIDS CIGAR CURLERS</p> <p>DNA ROCKET ROPE</p>		
 <p>5</p>	<p><u>SASS</u></p> <p>BAND AID BASE BOARDS BOARD DIVING BOARD</p> <p>PERSON (LYING) RULER STAMP TAPE</p>		
 <p>7</p>	<p><u>ABSTRACT</u></p> <p>BIRD BOY CAT DOG FROG</p> <p>GIRL MAN MONKEY WOMAN</p>		
 <p>6</p>	 <p>A.</p>	<p><u>ABSTRACT/SASS</u></p> <p>ANIMALS DOG DNA HORSE</p> <p>PERSON PHONE WIRE TRACK TWO PERSON</p>	
 <p>4</p>	 <p>A.</p>	 <p>B.</p>	<p><u>ABSTRACT/SASS</u></p> <p>ANTENNA BROOM STICK FLAG POLE MASCARA PERSON POLE TOOTHBRUSH</p> <p>A. OLD PERSON B. PRIMITIVE-MOVEMENT OF ANIMALS (DOG, BIRD, CAT) MOVEMENT OF CAR, PLANE, MOTORCYCLE <u>SASS</u>-BASEBALL BAT CIGARETTE PENCIL</p>
 <p>3</p>	<p><u>SASS</u></p> <p>BIRD'S BEAK (PARROT) CAPTAIN HOOK'S HAND COAT HANGER FISH HOOK HEARING AID HOOK MEDICINE, DEODORANT, FOOT SPRAY SCORPION'S TAIL TAIL</p>		

# THE AMERICAN MANUAL ALPHABET 44-50

NOTE: For the proper grouping of this set, refer to card 51 for the handshape card numbers.