

## Glossed text

See p. 136-137 in:

Hackert, Stephanie. 2013. Bahamian Creole. In: Michaelis, Susanne Maria & Maurer, Philippe & Haspelmath, Martin & Huber, Magnus (eds.) *The Survey of Pidgin and Creole Languages, Vol. I: English-based and Dutch-based languages*, 127-138. Oxford: Oxford University Press.

This text was part of a spontaneous conversation between the author (SH) and an elderly construction worker (AF). The recording took place in Nassau in 1998. In the following excerpt, AF talks about a fishing (“fishining”) accident. Dashes indicate pauses or self-corrections.

AF: *It*            *happen*        *uh*    *he* –        *was*  
3SG.N.SBJ happen.PFV uh 3SG.M.SBJ COP.PST

It happened ... he was

*fishining, he*            *have*        *big bonefish* – *and when*  
fish-prog 3SG.M.SBJ have.PST big bonefish and when  
*fishing, he had a big bonefish, and when*

*he*            *did hook the bonefish* – *like uh*  
3SG.M.SBJ PST hook ART bonefish like uh  
he had hooked the bonefish ... like

*he*            *bring*        *in the bonefish, he*  
3SG.M.SBJ bring.PFV in ART bonefish 3SG.M.SBJ  
he brought in the bonefish, he

*pull*        *in the bonefish* – *in to him,*        *and the*  
pull.PFV in ART bonefish in to 3SG.M.OBJ and ART  
pulled in the bonefish in towards him, and the

*shark* – *dash.*        *The shark* *dash.*        *When the*  
shark dash.PFV ART shark dash.PFV when ART  
shark dashed. The shark dashed. When the

*shark dash, he bite him right*  
shark dash.PFV 3SG.N.SBJ bite.PFV 3SG.M.OBJ right  
shark dashed, it bit him right

*on he leg. And take out a piece. And*  
on 3SG.M.POSS leg and take.PFV out ART piece and  
on his leg and took out a piece. And

*he drop – he drop in the*  
3SG.M.SBJ drop.PFV 3SG.M.SBJ drop.PFV in ART  
he dropped, he dropped in the

*water. And the boys-them what been there –*  
water and ART boy-PL-PL REL COP.PST there  
water. And the boys who were there

*had to gone and hold him –*  
have.PST to go.INF and hold.INF 3SG.M.OBJ  
had to go and hold him,

*take him up out the water.*  
take.INF 3SG.M.OBJ up out ART water  
take him out of the water.

SH: *How did they do that - he dropped in the water from the boat?*

AF: *And they – no, he wasn't in – o –*  
and 3PL.SBJ no 3SG.M.SBJ COP.PST=NEG in o[n]  
And they ... no, he was not in ... on ...

*in the boat, he was on – in the sea*  
in ART boat 3SG.M.SBJ COP.PST on in ART sea  
in the boat, he was on ... in the sea

walking. He was in the sea walking  
walk-prog 3SG.M.SBJ COP.PST in ART sea walk-prog  
walking. He was in the sea walking

and – and fishining. And uh when they – uh –  
and and fish-prog and uh when 3PL.SBJ uh  
and ... and fishing. And when they

pick him up, they take a  
pick.PFV 3SG.M.OBJ up 3PL.SBJ take.PFV ART  
picked him up, they took a

piece of cloth and tie – you  
piece of cloth and tie.PFV 2.SG.SBJ  
piece of cloth and tied - you

underst- yeah. And stop the blood  
underst[and].NPST yeah and stop.PFV ART blood  
understand, yeah. And stopped the blood

from – from running. They tie –  
from from running 3PL.SBJ tie.PFV  
from ... from running. They tied –

see, they tie – tie it  
see.NPST 3PL.SBJ tie.PFV tie.PFV 3SG.N.OBJ  
see, they tied ... tied it

like this - 'round here like that and stop  
like DEM around here like DEM and stop.PFV  
like this ... around here like that and stopped

the blood from running, 'cause if – they  
ART blood from running because if 3PL.SBJ  
the blood from running, because if they

*didn't s- tie him 'round here*  
PST.HYPOTHETICAL.NEG s- tie 3SB.M.OBJ around here  
hadn't tied him around here

*like that, say he woulda bleed to death.*  
like DEM COMP 3SG.M.SBJ MOD.AUX bleed to death  
like that, he would have bled to death.

*See, so - they tie, and - yeah, and*  
see. NPST so 3PL.SBJ tie.PFV and yeah and  
See, so they tied, and ... yeah, and

*and stop the blood from running.*  
and stop.PFV ART blood from running  
and stopped the blood from running.

SH: *And then what - where did they take him?*

AF: *And - they carry him home. After they*  
and 3PL.SBJ carry.PFV 3SG.OBJ home after 3PL.SBJ  
And - they carried him home. After they

*carry him home, it wasn't no*  
carry.PST 3SG.M.OBJ home EXIST COP.PST=NEG NEG  
had carried him home, there was no

*doctor in Andros at that time - they - uh -*  
doctor in Andros at DEM time 3PL.SBJ uh  
doctor in Andros at the time. They

*carry him to the midwife. That is -*  
carry.PFV 3SG.M.OBJ to ART midwife DEM COP.PST  
carried him to the midwife. That was

*uh* - *Livy*.

*uh* *Livy*

*Livy*.

SH: *That's her name?*

AF: *And Livy get the - yeah, Livy get the -*

*and Livy get.PFV ART yeah Livy get.PFV ART*

*And Livy got the ... yeah, Livy got the ...*

*uh - the tobacco - the leaf tobacco and - and*

*uh ART tobacco ART leaf tobacco and and*

*the tobacco, the leaf tobacco and ... and*

*put it here. Yeah. Uh-huh. And they*

*put.PFV 3SG.N.OBJ here yeah uh-huh and 3PL.SBJ*

*put it here. Yeah. And they*

*tie it. When they done tie it,*

*tie.PFV 3SG.OBJ when 3PL.SBJ COMPL tie 3SG.N.OBJ*

*tied it. When they had finished tying it,*

*they let it stay there - for - for*

*3PL.SBJ let.PFV 3SG.N.OBJ stay there for for*

*they let it stay there for ... for*

*weeks. And when they move that from*

*week.PL and when 3PL.SBJ move.PFV DEM from*

*weeks. And when they moved that*

*there -*

*there*

*from there ...*

SH: *All the flesh grown back?*

AF: *That's right. That's right. Uh-huh. Yeah. But –*  
DEM=COP right DEM=COP right uh-huh yeah but  
*That's right. That's right. Yeah. But*

*uh – I never had the chance – there ain't*  
uh 1SG.SBJ never have.PST ART chance there NEG  
*I never had the chance ... there was*

*no shark around – that want bite.*  
NEG shark around REL want.PFV bite.INF  
*no shark around that wanted to bite.*

SH: *They kill people, don't they?*

AF: *Mean shark? Yeah, yeah, peo*  
mean. NPST shark.GENER yeah yeah peo[ple]  
*You mean sharks? Yeah, yeah, people ...*

*uh – shark will kill you. Yeah, man –*  
uh shark.GENER HAB kill GENER.OBJ yeah man  
*sharks kill you. Yeah, man ...*

*you – you – only you – one in*  
GENER.SBJ GENER.SBJ only GENER.SBJ one in  
*you ... you ... only you alone in*

*the boat, and if a boat turn over, and*  
ART boat and if ART boat turn.HAB over and  
*the boat, and if a boat turns over, and*  
*your – that boat – you is fishining –*  
GENER.POSS DEM boat GENER.SBJ HAB fish-prog  
*your ... that boat ... you are fishing*

*when you have plenty fish inside the –*  
when GENER.SBJ have.HAB plenty fish inside ART  
when you have plenty of fish inside the ...

*that boat – and the scent of the fish, the*  
DEM boat and ART scent of ART fish ART  
that boat and the scent of the fish, the

*blood – the fish blood, you know –*  
blood ART fish.POSS blood 2SG.SBJ know.NPST  
blood ... the fish's blood, you know,

*what gon' bring those shark in, you know,*  
REL FUT bring DEM shark.PL in 2SG.SBJ know.NPST  
which will bring those sharks in, you know,

*and they would – after they done eat the*  
and 3PL.SBJ HAB after 3PL.SBJ COMPL eat ART  
and they would – when they have finished eating the

*fish, then – they tackle you. They*  
fish then 3PL.SBJ tackle.HAB GENER.OBJ 3PL.SBJ  
fish, then they will tackle you. They

*kill you. Shark is the*  
kill.HAB GENER.OBJ shark.GENER COP ART  
will kill you. Sharks are the

*dangerousest creature in the sea.*  
dangerous.SUPERL creature in ART sea  
most dangerous creatures in the sea.