TABLE 10.1

Comprehension Vocabulary of Phoenix (Pho) and Akeakamai (Ake). If Only One Dolphin Understands a Listed Word it is Followed by the Name of that Dolphin.

Objects

Tank Fixtures	Relocatable Objects[a]	Transferable Objects[b]
GATE (divides portion of tank; can be opened or shut) (Pho)	SPEAKER (underwater)	BALL
	WATER (jetted from hose)	HOOP
WINDOW (any of four underwater windows)	PHOENIX (dolphin as object) (Ake)	PIPE (length of rigid plastic pipe)
PANEL (metal panel attached underwater to side of tank) (Pho)	AKEAKAMAI (dolphin as object) (Pho)	FISH (used as object or as reward)
CHANNEL (channels connecting two tanks)		PERSON (any body part or whole person in or out of water)
		FRISBEE
		SURFBOARD
		BASKET
		NET

Actions

Take Direct Object Only
TAIL-TOUCH (touch with flukes)
PECTORAL-TOUCH (touch with pectoral fin)
MOUTH (grasp with mouth)
(GO) OVER
(GO) UNDER
(GO) THROUGH
TOSS (throw object using rostrum movement)
SPIT (squirt water from mouth at object)

Take Direct and Indirect Object
FETCH (take one named object to another named object)
IN (place one named object in or on another named object)

Agents

PHOENIX or AKEAKAMAI (prefix for each sentence; calls dolphin named to her station; indicates to dolphin which is to receive fish reward)

Modifiers

RIGHT or LEFT (used before object name to refer to object at that position) (Ake)
SURFACE or BOTTOM (used before object name to refer to object at that location) (Pho)

Function Words

ERASE (used in place of action to cancel the preceding words—requires the dolphin to remain at station or to return immediately)
YES (used after correctly executed instruction)
NO (sometimes used after incorrectly executed instruction—can cause emotional behavior)

---

[a]Objects whose locations may be changed by trainers.

[b]Objects that may be moved by dolphins—all names represent classes of objects with multiple exemplars.