

## outline

- origins of problems
- spelling reform?
- principles for transcription


## problems with English spelling

- Great Vowel Shift
- multiple origins


## GVS : vowel changes

- /is/ $\rightarrow$ /aI/ mite
- /e:/ $\rightarrow$ lis/ meet
- $/ \varepsilon \mathrm{s} / \rightarrow / \mathrm{i} /$ meat
- $/ \mathrm{a}: / \rightarrow / \mathrm{e} /$ mate
(also back vowels)
- /u:/ $\rightarrow$ /av/ house
- lo:/ $\rightarrow$ /u:/ boot


## Great Vowel Shift

- all the long front vowels shifted
- spelling reflects pre-GVS situation
- English spelling was fixed too early
- (long back vowels also shifted)



## GVS explains 'a'

- mat:/mæt/
- mate : /mert/
- vane : /vern/
- vanity : /vænıti/


## GVS also explains 'i'

- bit : /bit/
- bite : /bart/
- divine : /dı'vam/
- divinity:/dı'vinıti/
- live : /liv/, /laiv/
live is a homograph but not a homophone can you think of other words like this?
links between words: /eı/ ~/æ/
- sane, sanity
- vane, vanity
- profane, profanity
- mendacious, mandacity


## magic 'e'

- provides links between two pronunciations of a vowel:
sane ~ sanity
bite ~ bitten
meter ~ metrical

| magic 'e' |
| :---: |
| - provides links between two pronunciations |
| of a vowel: |
| sane $\sim$ sanity <br> bite $\sim$ bitten <br> meter $\sim$ metrical |

## spelling reform?

- whose pronunciation should we use?
- should we distinguish between poor and pour?
- idiosyncratic spelling maintains links between words
links between words: /ai/ ~/I/
- sign, signature
- divine, divinity
- collide, collision


## multiple origins

- English came from many sources
- continued borrowings reinforce spelling problems
unique
chic
antique


## Four Principles

1. $/ \mathrm{e} / \sim / \mathfrak{~} /$ : /æ/ only occurs with 'a'
2. $/ \mathrm{s}: / \sim / \mathrm{d} /: / \mathrm{s}: /$ with 'or', /b/with 'o'
3. /az/ ~/ $/$ / : /a:/ only occurs with 'a'
4. /u:/ ~/v/ : /v/ never occurs after /j/

Principle 1 : /e/ ~/æ/
/æ/ only occurs with simple 'a'
prototype : pet /pet/ ~ pat /pæt/

| $/$ e/ | bet, send, net, shed, head, said, <br> shepherd, bed, fed, except |
| :--- | :--- |
| $/ \mathfrak{\text { s } / ~}$ | bat, sand, rat, bad, sad, hand, happen, <br> captain, panda, attack |

Principle 2 : $/ \mathrm{s}: / \sim / \mathrm{d} /$
/os/ occurs with 'or'; /d/ occurs with simple 'o' prototype : port /ps:t/ ~ pot /pot/


## Principle 4 : /u:/ ~/v/

/u:/ occurs after /j/, /v/ occurs before /k/ prototype : youth /ju: $\theta$ /, book /buk/

| Principle 4 : /u:/ ~ /v/ <br> /u:/ occurs after /j/, /v/ occurs before /k/ prototype : youth /ju: $\theta /$, book/buk/ |  |
| :---: | :---: |
| /u:/ | cute, news, few, rebuke, beautiful, accuse, refute |
| /v/ | look, shook, took, hook, crook, nook |

Principle 3 : /a:/ ~/ / /
/a:/ only occurs with 'a' prototype : dark /da:k/ ~duck /d^k/
/a:/ cart, barter, heart, aunt, master, fast, last, regarding

I $\Lambda$ / cut, butter, hut, nut, mustard, reluctant, shuttle, bustling

