BREAKDOWN OF SUBJECT HEADINGS: Authority List
(Last updated W2018 by Amy Richardson, MUNFLA)

Accordion.
Accordian music.
Acted out chants.

Adult education.
Acquaintances.
Acrobats.
Actors.

Addiction.
Adultery.
Advertisements.

Advertising.
Advocacy.
Advocates.
Aerophones.

Aesthetic movements.
Affectation.
Agender.

Aging.
Agnosticism.

Agricultural lands.
Agriculture.

Aids to navigation.

Alcohol.
Altars.
Amateurism.
Amazon.
Ambiguity.
American dance music.

American culture.
Amulets.
Appetizers.

Analysis.
Androgynous.
Anecdote.

Anecdotes.
Angels.
Anger.

Animal husbandry.
Animal materials.

Use Accordion.
Use Childlore. Rhymes.

Use Persons.
Use Entertainers.
Use Drama.

Use Sexual relations.
Use Signage.

Use Advocacy.
Use Persons.
Use Music instruments.

Use Performance technique.
Use Gender.

Use Ceremonial objects.
Use Performativity.
Use Online marketplaces.
Use Rhetorical devices.
Use Ceremonial objects.
Use Meals.
[cf. Behavioral analysis. Formal analysis]
Use Gender.
Use Anecdotes.

Use Supernatural beings.
Use Emotions.

Use Materials.
Animals.
Animal migration.
Animal shows.
Animal spirits.
Annual round of work.
Anthropology.
Anthropomorphism.
Anti-nuclear movement.
Anxiety.
Apparitions.
Appropriation.
Aquaculture.
Arcade games.
Archetypes.
Architecture.
Archives.
Armed forces.
Art.
Artifacts.
Artificial intelligence.
Aromantic.
Artisans.
Artists.
Art education.
Art history.
Art restoration.
Art techniques.
Asexuality.
Assimilation.
Associations and societies.
Astrology.
Astronomy.
Atheists.
Attractiveness.
Avesta.
Aviation.
Audiences.
Audience participation.
Auditions.
Authenticity.
Authority.
Autobiography.
Autograph verses.

Use Exhibitions.
Use Supernatural beings.
Use Seasonal work patterns.
Use Social sciences.
Use Meaning.
Use Peace movement.
Use Mental illness.
Use Supernatural beings.
Use Performance technique.

Use Games.
Use Meaning.

Use Governance.

Use Material culture.

Use Sexual orientation.

Use Fine arts.
Use Fine arts.
Use Art.

Use Sexual orientation.
Use Socialization.

Use Belief.

Use Science.
Use Belief.
Use Performativity.
Use Religious texts.

Use Performativity.
Use Performativity.
Use Life history.
Auto shows. Use Exhibitions.
Avoidance. Use Psychological concepts.
Awards. Use Exhibitions.
Babysitting. Use Psychological concepts.
Bagpipes. Use Fisheries.
Baits. Use Fisheries.
Ball games. Use Sports.
Bands. Use Music ensembles.
Banjo. Use Fisheries.
Bank fishery. Use Fisheries.
Basket weaving. Use Sports.
Bathroom humor. Use Music ensembles.
Bawdy songs. Use Humour.
BDSM. Use Sexual relations.
Beacons. Use Aids to navigation.
Bees. Use Economy.
Begging. Use Economy.
Beings. Use Belief.
Belief. Use Belief.
Beliefs about food. Use Belief.
Beliefs and their practice. Use Belief.
Believers. Use Belief.
Beothuk sites. Use Beothuks.
Beothuks. Use Beothuks.
Berries. Use Belief.
Berth draws. Use Gambling.
Betting. Use Religious texts.
Bible. Use Cryptids.
Bigfoot. Use Signage.
Billboards. Use Games.
Bingo. Use Life history.
Biography. Use Science.
Biology. Use Science.
Birth. Use Sexual orientation.
Birthdays. Use Cultural appropriation.
Bisexuality. Use Frightening figures.
Blackface. Use Humour.
Blackman. Use Humour.
Black humor. Use Humour.
Blacksmithing. Use Arts.
Blasons populaires. Use Arts.
Blessings.
**Blizzards.**
Blogging.
Bluegrass music.
**Blues.**
Board games.
**Boats and ships.**
Boat shows.
Boatbuilding.
Body adornment.
**Body art.**
Body language.
**Bodies of water.**
Boogie-man.
Boo-baggers.
Boo-man.
**Bonfire night.**
**Boxing Day.**
**Breast feeding.**
**Broadcast history.**
Buddhism.
Buddhist texts.
Buffets.
Bullie-man.
Bumper stickers.
Buoys.
**Buried treasure.**
Burlesque shows.
**Business.**
Butchering.
Cabarets.
**Calendar customs.**
Calligraphy
Cannibals.
Canning
Canonicity.
**Cante fables.**
Caplin.
Card games.
**Card parties.**
**Carols.**
Carpentry.
Carvers.
Use **Ritual speech.**
Use **Internet.**
Use **Music. Bluegrass.**
Use **Games.**
Use **Exhibitions.**
Use **Boats and ships.**
Use **Material culture.**
Use **Kinesics.**
[Specify: Bays, ponds, rivers, seas].
Use **Frightening figures.**
Use **Frightening figures.**
Use **Frightening figures.**
Use **Religions.**
Use **Religious texts.**
Use **Meals.**
Use **Frightening figures.**
Use **Signage.**
Use **Aids to navigation.**
Use **Variety shows.**
Use **Food preparation.**
Use **Variety shows.**
Use **Eaters.**
Use **Foodways.**
Use **Performativity.**
Use **Games.**
Use **Handicrafts.**
Use **Artists.**
Carving.
Casinos.
Casino games.
Catch riddles.
**Celebrations.**
Celebrities.
**Cell phones.**
Ceremonial candles.
**Ceremonial objects.**
**Ceremonies.**
Cemeteries.
Ceramics.
**Chain letters.**
Chanteys.
Chants for occasions.
Charmers.
Charades.
Charts.
Chat speak.
Chauvinism.
Chemistry.
Chiefs.
**Childbirth.**
Childhood development.
**Childlore.**
Child rearing.
Child’s rhyme.
Children’s games.
Children’s verses.
**Children’s work.**
Chin music.
**Chinese culture.**
Chivalry.
Choral music.
Chordophones.
Chores.
Christianity.
**Christmas.**
Christmas summering
Christmas times.
**Chronology.**
Church signs.
Church times.

Use **Art.**
Use **Gambling.**
Use **Games.**
Use **Riddles and conundrums.**

Use **Persons.**

Use **Ceremonial objects.**

Use **Material culture.**

Use **Childlore.**
Use **Belief.**
Use **Games.**
Use **Documentation**
Use **Text messaging.**
Use **Interpersonal relations.**
Use **Science.**
Use **Heads of state.**

Use **Socialization.**

Use **Socialization.**
Use **Childlore. Rhymes.**
Use **Childlore. Games.**
Use **Childlore. Poetry.**

Use **Mouth music.**

Use **Interpersonal relations.**
Use **Vocal music.**
Use **Music instruments.**
Use **Children’s work. Women’s work.**
Use **Religions.**

Use **Christmas. Times.**

Use **Signage.**
Use **Times.**
Church socials.
**Cinematography.**
Circus performers.
Cisgender.
Civil defense.
Clarification.
**Clothing.**
Clones.
Clowns.
Coastal trading.
**Cod.**
**Cod pH.**
Coding.
Colcannon.
**Collage.**
Colleagues.
Collecting methods.
Collectors.
Colonization.
**Comb.**
Comedians.
Comedies.
**Comics.**
Comic strips.
Comix.
**Commemorations.**
Commerce.
**Commercial recordings.**
**Communication.**
Communications.
Communities.
Community history.
Community life.
Community development.
Computer games.
**Computers.**
Conferences.
**Concerts.**
Confederation.
Conformity.
Confucianism.
Connotation.
**Consecrations.**
Use **Times.**
Use **Entertainers.**
Use **Gender.**
Use **Oral history.**
Use **Performance technique.**
Use **Manufactured beings.**
Use **Entertainers.**
Use **Transportation.**
Use **Performance technique.**
Use **Halloween.**
Use **Persons.**
Use **Oral history. Folkloristics.**
Use **Persons.**
Use **Human settlement.**
Use **Entertainers.**
Use **Drama.**
Use **Comics.**
Use **Comics.**
Use **Economy.**
Use **Broadcast history. Telegraphy.**
Use **Social institutions.**
Use **Oral history.**
Use **Oral history. [or] Custom.**
Use **Oral history.**
Use **Video games.**
Use **Oral history. Politics.**
Use **Interpersonal relations.**
Use **Religions.**
Use **Meaning.**
Conservation.
Consumers.
Contagious magic.
**Contemporary legends.**
Contests.
Conventionality.
**Conversation.**
Cooking.
**Cooperative work efforts.**
Cooperatives.
Co-op gameplay.
Corpophones.
Cosplay.
Costume.
Counting-out rhymes.
**Country music.**
**Courtship.**
CRAFTS.
Craft fairs.
**Creation.**
Creators.
**Crime.**
Crimes of passion.
Crops.
Crosiers.
Crossdressing.
Crossing the line.
Crowds.
Cruises.
**Cryptids.**
**Cultural appropriation.**
Cultural groups.
**Cultural institutions.**
**Cultural landscape.**
Cures.
Curses.
**Custom.**
Cyberbullying.
Cyber culture.
Cyberpunk.
**Dance.**
Dancers.
Dances.

Use **Persons.**
Use **Magic.**
Use **Custom.**
Use **Performativity.**
Use **Food preparation.**
Use **Social institutions.**
Use **Video games.**
Use **Music instruments.**
Use **Fan culture.**
Use **Clothing.**
Use **Childlore. Rhymes.**

Use **Crafts.**
Use **Persons.**
Use **Crime.**
Use **Plants.**
Use **Ceremonial objects.**
Use **Gender expression.**
Use **Rites of passage. Initiations.**
Use **Social groups.**
Use **Tourism.**

Use **Social groups.**

Use **Medicine.**
Use **Belief. [or] Language.**
Use **Internet.**
Use **Internet.**
Use **Aesthetic movements.**

Use **Dance.**
Use **Dance.**
Danger.
Darts.

Dead.
Death.
Death beliefs and customs.
Death and burial customs.
Death car.
Death omens.
Deception.
Decoration.
Decorative arts.

Deductions.
Deity.
Demisexual.
Depression.
Description of community.
Desertion.
Design.
Designers.

Destruction.
Development.
DeviantArt.

Devil.
Devils.
Devotional objects.
Dialect.
Dialect humour.
Diases.
Diaspora.
Dice games.
Dieters.
Diets.
Digital images.

Disability.

Disabled persons.
Disambiguation.
Disappearing passenger.

Disasters.
Disaster relief.
Disbelief.

Disciplines.
Discrimination.

Use Games.

Use Custom. Belief.
Use Custom. Rites of passage. Death.
Use Contemporary legends.
Use Belief. Death.
Use Performance technique.
Use Material culture. [or] Art.
Use Art.

Use Belief.
Use Sexual orientation.
Use Mental illness.
Use Oral history.
Use Crime.
Use Fine arts.
Use Artists.
Use Meals.

Use Oral history.
Use Social media.

Use Supernatural beings.
Use Ceremonial objects.
Use Language.
Use Humour.
Use Ceremonial objects.
Use Human migration.
Use Games.
Use Eaters.
Use Food consumption.
Use Documentation.

Use Performance technique.
Use Legend.

Use Governance.
Use Belief.

Use Interpersonal relations.
Disorderly conduct. Use Crime.
Distilling. Use Food preparation.
Divination. Use Magic.
Divinations. Use Belief.
Divine presence. Use Belief.

**Documentation.**
Domestic violence. Use Women’s work.
Domestic work. Use Games.
Dominoes. Use Persons.
Donors. Use Boats and ships.
Dories. Use Belief.
Doubt. Use Internet.

Drag.

**Drama.**

**Drawing.**
Dreams.

**Dream interpretation.**
Drinking. Use Alcohol. Use Food consumption.
Drinking games. Use Games.
Drowning. Use Death.
Druidism. Use Religions.

**Drugs.**
Duets.
Early schooling.

**Easter.**

**Eaters.**
Eating.
Eating disorders.
Eavesdropping.
EBay.
Echo.
Ecommerce.
Economics.

**Economy.**
Ecotourism.

**Education.**

**Egg decoration.**
Elections.
Electronic sports.

**Drawing.**
Dreams.

**Dream interpretation.**
Drinking.
Drinking games.
Drowning.
Druidism.

**Drugs.**
Duets.
Early schooling.

**Easter.**

**Eaters.**
Eating.
Eating disorders.
Eavesdropping.
EBay.
Echo.
Ecommerce.
Economics.

**Economy.**
Ecotourism.

**Education.**

**Egg decoration.**
Elections.
Electronic sports.
Electrophones.
E-mail.
Emigration.
Emoji’s.
**Emotions.**
Employment practices.
Enchanted places.
Enemies.
Encounter with Satan.
Engraving
**Entertainers.**
**Entertainment.**
Enthusiasts.
Environmental art.
Environmental science.
**Epitaphs.**
Equestrianism.
Equipment.
**Erotica.**
Erotic art.
Ethnic groups.
Ethnic festivals.
Eskimo.
Esotericism.
Espionage.
Etching.
Ethnic drama.
Ethnic humor.
**Ethnic minorities.**
Ethnic music.
Ethnicity.
Ethnographic films.
**Ethnography.**
Etsy.
Evil eye.
Exaggeration.
Exercise.
**Exhibitions.**
Exorcism.
Exoticism.
Experience points.
Explorers.
Expressions.
Use **Music instruments.**
Use **Internet.**
Use **Human migration.**
Use **Text messaging.**
[Use name of emotion: Delight, Misery etc.]
Use **Work.**
Use **Otherworlds.**
Use **Persons.**
Use **Devil.**
Use **Art techniques.**
Use **Audiences.**
Use **Art.**
Use **Science.**
Use **Sports.**
Use **Objects.**
Use **Art.**
Use **Social groups.**
Use **Festivals.**
Use **Inuit.**
Use **Performance technique.**
Use **Crime.**
Use **Art techniques.**
Use **Drama. Ethnic minorities.**
Use **Humour.**
[use name of group: Chinese culture etc.]
Use **Music. Ethnic minorities.**
Use **Ethnic minorities.**
Use **Moving image.**
Use **Online marketplaces.**
Use **Belief. Use Magic.**
Use **Performance technique.**
Use **Wellness.**
Use **Purification rituals.**
Use **Performance technique.**
Use **Video games.**
Use **Persons.**
Use **Proverbs and proverbial expressions.**
Extrasensory perception.
Extraterrestrial beings.
Extremists.
Fabulate.
Facebook.
Fads.
Fairies.
Fairs.
Fairyland.
Fairylore.
Fakelore.
Family history.

Family names.
Family planning.
Family tree.
Fan conventions.
Fan culture.
Fan art.
Fandom.
Fanfiction.
Fanon.
Fans.
Fantasy.
Fashion.
Fasting.
Fear.
Feasts.
Felting.
Femininity.
Feminism.
Fence making.
Fences.
Fertility.
Fertilizers.
Festivals.
Fetishes.
Fiber.
Fiber art.
Fieldwork methods.
Fiddle.
Fiddling.
Fighting games.

Use Supernatural beings.
Use Persons.
Use Memorate.
Use Social media.
Use Social norms.

Use Exhibitions.
Use Otherworlds.
Use Fairies.

Use Oral history. Family. [or] Legend.
Family.

Use Names. Family.

Use Oral history. Family
Use Fan culture.

Use Fan culture.
Use Fan culture.
Use Fan culture.
Use Fan culture.

Use Performativity.
Use Social norms.
Use Food consumption.
Use Emotions.
Use Meals.
Use Crafts.
Use Gender.

Use Fences.

Use Materials.

Use Ceremonial objects.
Use Materials.
Use Art.
Use Oral history. Folkloristics.

Use Fiddle.
Use Video game genres.
Film-making.
Filmmakers.
Film clips.
Film festivals.
Film studies.
Finances.
Fine art.

Fine arts.
Fish processing.
Fisheries.
Fishery.
Fishery practices.
Fishing.
Flickr.
Flowers.
Fog signals.
Folk art.
Folk festivals.
Folk medicine.
Folk poetry.
Folk religion.
Folk schools.
Folk songs.
Folk wisdom.

Folkloresque.
Folkways.
Folklorism.
Food.
Food acquisition.

Food consumption.
Food critics.
Food festivals.
Food preparation.
Food preservation.
Food storage.
Food taboos.

Foodways.
Football.
Forced migration.
Forest fire.
Fortune.
Forums.

Fossils.

Use Artists.
Use Moving image.
Use Festivals.
Use Fine arts.
Use Economy.
Use Art.

Use Fisheries.
Use Work. Fisheries.
Use Fishery.
Use Social media.
Use Plants.
Use Aids to navigation.
Use Art.
Use Festivals.
Use Medicine.
Use Poetry.
Use Religion.
Use Adult education.
Use Song.
Use Belief.

See also: Revival.
Use Foodways.
Use Foodways.

Use Eaters.
Use Festivals.
Use Foodways.
Use Foodways.
Use Foodways.
Use Food consumption.

Use Sports.
Use Human migration.
Use Natural disasters.
Use Belief.
Use Internet.
Found objects.
Foursquare.
Frames.
Fraud.
**Freaks of nature.**
Friday 13th.
Friends.
Friendship.
**Frightening figures.**
Frolics.
Funerals.
**Fungi.**
Furnishings.
**Furniture making.**

Gaelic songs.
**Gambling.**
Gamblers.
Game rhymes.
**Games.**
Gaming consoles.
Gaming disorder.
Garbage.
**Garden parties.**
Garden parties and dance.
**Gardening.**
Gay.
Gems.
Geocaching.
Geography.
**Geopolitical areas.**
**Gender.**
Genderqueer.
Gender dysphoria.
Gender expression.
Gender fluid.
Gender identity.
Genealogy.
**Genre.**
Gestures.
Ghost.
Ghost ship.
**Ghosts.**
Giants.
Gluttons.
Gods.
Golems.
**Governance.**
**Graffiti.**
**Graphic materials.**
Graphic novels.
Grasses.
Grave goods.
Grave markers.
Graveyards.
**Great depression.**
Group texts.
Guessing games.
**Guitar.**
**Habitats.**
**Hallowe’en.**
Halloween.
Hammer dulcimer.
**Handicrafts.**
**Handwriting.**
Happiness.
**Harbours.**
Harvest festivals.
Hashtags.
Hate groups.
Haunted places.
Headcanon.
**Heads of state.**
Healers.
**Health.**
**Hegemony.**
Heresy.
**Heritage.**
Heritage tourism.
Hermits.
Heteronormativity.
Heterosexuality.
Hide and seek.
**Hiding places.**
Hinduism.
Hippies.
Use **Supernatural beings.**
Use **Eaters.**
Use **Supernatural beings.**
Use **Manufactured beings.**
Use **Comics.**
Use **Plants.**
Use **Ceremonial objects.**
Use **Ceremonial objects.**
Use **Cemeteries.**
Use **Text messaging.**
Use **Games.**
Use **Hallowe’en.**
Use **Musical instruments.**
Use **Emotions.**
Use **Festivals.**
Use **Internet.**
Use **Social groups.**
Use **Legendary places.**
Use **Fan culture.**
Use **Belief. Medicine. Health.**
Use **Crime.**
Use **Tourism.**
Use **Persons.**
Use **Gender.**
Use **Sexual orientation.**
Use **Games.**
Use **Religions.**
Use **Persons.**
Historical markers.
Historical reenactments.
History.
History of fishery.

**Hobbies.**
Hobby horse.
Hockey.
Holy ashes.
Holy pictures.

**Home.**
Home brew.
Homelessness.
Homeless persons.

**Homophobia.**
Homosexuality.
Homunculi.
Honor.
Hoodoo.
Hopping clammers.
Hopscotch.
Horror games.
Horses.
Horseshoe pitching.

**Household.**

House visits.

House parties.
HTML.

**Human migration.**
Human remains

**Human settlement.**

**Humanities.**

**Humiliation rituals.**

**Humour.**
Humourlessness.

**Hunting.**
Hunting and gathering.
Hygiene products.

**Hymns.**
Identity.
Ideology.
Idiophones.
Idols.

Use **Signage.**
Use **Drama.**
Use **Humanities.**
Use **Oral history. Fisheries.**

Use **Mummering. Christmas.**
Use **Sports.**
Use **Ceremonial objects.**
Use **Religion. Art.**

Use **Alcohol.**
Use **Human settlement.**
Use **Persons.**

Use **Sexual orientation.**
Use **Manufactured beings.**
Use **Interpersonal relations.**
Use **Religions. Magic.**
Use **Childlore. Games.**
Use **Games.**
Use **Video game genres.**
Use **Animal husbandry.**
Use **Games.**

See also: Custom. [or] Mummering.

**Christmas.**

Use **Times.**
Use **Internet.**

Use **Dead.**

Use **Humour.**

Use **Hunting. Foodways.**
Use **Material culture.**

Use **Psychological concepts.**
Use **Belief.**
Use **Music instruments.**
Use **Ceremonial objects.**
Illiteracy.
**Illness.**
Illusion.
Illustrations.
Illustrators.
Imagery.
**Imaginary places.**
**Imagination.**
Imitation.
Immigration.
Impersonators.
Improvisation.
Incantations.
Incense.
Incest.
Indie games.
Indigenous peoples.
Indigenous art.
Indigenous religion.
Individuality.
**Industrial arts.**
**Industrial sites.**
Initiation ceremony.
**Initiations.**
Ink.
Innovation.
**Innu.**
**Inuit.**
Insincerity.
Instagram.
Interest groups.
**International education.**
**Internet.**
Internet memes.
Internet slang.
Internet trolls.
**Interpersonal relations.**
Interpretation.
Intersex.
Inventors.
Instrument design.
Irony.
Islam.

**Use Reading.**

**Use Performance technique.**
**Use Documentation.**
**Use Artists.**
**Use Performance technique.**

**Use Performance technique.**
**Use Human migration.**
**Use Persons.**
**Use Performance technique.**
**Use Ritual speech.**
**Use Ceremonial objects.**
**Use Sexual offenses.**
**Use Video game genres.**
**Use Social groups.**
**Use Art.**
**Use Religions.**
**Use Psychological concepts.**

**Use Rites of passage. Initiations.**

**Use Materials.**
**Use Performativity.**

**Use Performance technique.**
**Use Social media.**
**Use Social groups.**

**Use Internet.**
**Use Internet.**
**Use Internet.**

**Use Meaning.**
**Use Gender.**
**Use Persons.**
**Use Musical instruments.**
**Use Rhetorical devices.**
**Use Religions.**
Jack-o-lantern. Use Weather.
Jacks. Use Games.
Jainism. Use Religions.
Jew’s harp. Use Religions.
Jokes. Use Games.
Journalism. Use Religions.
Journaling. Use Law.
Judaisms. Use Entertainers.
Judicial system. Use Games.
Jugglers. Use Jokes.
Jump rope. Use Crime.
Juvenile delinquency. Use Crime.
Kinesics. Use Games.
Kissing games. Use Games.
Kitchen rackets. Use Times.
Knitting. Use Crafts.
Knock-knock jokes. Use Jokes.
Knowledge. Use Cryptids.
Lake monsters. Use Cryptids.
Labour history. Use Governance.
Lady Day. Use Video games.
Lag. [Specify; Caves, Plains, Reefs].
Landforms. Use Humanities.
Landscaping. Use Graffiti.
Languages. Use Humanities.
Latrinalia. Use Graffiti.
Law. Use Persons.
Lawyers. Use Disabled persons.
Leaders. Use Legend.
Learning disabled. Use Legend.
Legend. Use Legend.
Legends. Use Legend.
Legendary character. Use Legend.
Legendary creatures. Use Legend.
Legendary places. Use Governance.
Legislation. Use Sexual orientation.
Lesbian. Use Cultural institutions.
LGBTQ+. Use Humanitites.
Libraries. Use Cultural institutions.
Library science. Use Humanities.
Life.
Life history.
Lighthouses.
Lighting. Use Material culture.
Limbo. Use Otherworlds.
Linguistics. Use Humanities.
LinkedIn. Use Social media.
Links. Use Internet.
Literacy. Use Education.
Literacy studies. Use Humanities.
Liturgical objects. Use Ceremonial objects.

Lobsters.
Local Characters. Use Legend. Anecdotes.
Local characters and events. Use Legend.
Local history. Use Oral history.
Local legend. Use Legend.
Local songs. Use Song. Song composition.
Lodge times. Use Times.
Lodges. Use Associations and societies.
Logging. Use Lumbering.
Lotteries. Use Gambling.
Loudness. Use Sound.

Love.
Lovers. Use Beings.
Loyalty. Use Interpersonal relations.
Luck. Use Belief.

Lullabies.
Lumbering.
Machine-made objects. Use Objects.

Magic.
Magicians. Use Entertainers.
Magic shows. Use Variety shows.

Magic tricks.
Magical symbols. Use Magic.
Magical texts. Use Magic.
Magnets. Use Materials.
Mail. Use Communication systems.
Main courses. Use Meals.
Majorities. Use Social groups.
Making fish. Use Fish processing.
Making hay. Use Agriculture.
Malware. Use Internet.

Mandolin.
Manga.
<table>
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<td>Marriage customs. Use Persons.</td>
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<td>Martyrs. Use Gender.</td>
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<tr>
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Use Social norms.

Use Video games.

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Use **Music.**
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Use **Belief.**
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Use Documentation.
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Photography.

Photocopylore.
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Use Science.
Physics.
Use Custom.
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Use Documentation.
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Pilgrimages.
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Political movements.
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Use Poetry.
Use Materials.
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Use Humour.
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Use Social sciences.
Use Politics.
Use Sexual relationships.
Use Voice.
Use Music. Commercial recordings.
Use Population.
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Use Heads of state.
Use Heads of state.
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Use Art techniques.
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Use Sexual relations.
Use Persons.
Use Sexual relations.
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Use **Proverbs and proverbial expressions.**

Use **Social sciences.**
Use **Music. [or] Song. [or] Recitations.**
Use **Governance.**

Use **Ceremonial objects.**

Use **Riddles and conundrums.**
Use **Drama.**
Use **Otherworlds.**

Use **Games.**
Use **Video game genres.**
Use **Music ensembles.**
Use **Video games.**
Use **Music ensembles.**
Use **Religious texts.**
Use **Social groups.**
Use **Racism.**

Use **Sports.**
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Use **Sexual offenses.**

Use **Interpersonal relations.**

Use **Foodways.**

Use **Social media.**

Use **Psychological concepts.**
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Ritual exchange.
Ritual foods.

Ritual meals.
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Ritual practitioners.

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Revival.

Rhetorical devices.
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Rhyning riddles.

Riddles and conundrums.

Rights.

Rites of passage.

Ritual.

Ritual practitioners.

Ritual services.
Ritual vessels.
Riverboats.
Robots.
Role of storyteller.
Roleplaying games.
Roommates.
Rug hooking.
Rumrunning.

Rumour.
Russian roulette.
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Sacrifice.
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Sadomasochism.
Sailing.
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Sarcasm.
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Satirical song.
Scatological humour.
Scavenger hunts.
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Sea monsters.
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Sealing.
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Sectarianism.
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Selkies.
Semiotics.
Settlement.
Sewing.
Sex education.
Sex roles.
Sex workers.

Use Gambling.

Use Religious texts.

Use Emotions.
Use Interpersonal relations.

Use Persons.
See also: Sport fishing. [or] Fisheries.
Animal husbandry.
Use Rhetorical devices.
Use Religions.

Use Song. Satire.
Use Humour.
Use Games.
Use Ceremonial objects.
Use Education.
Use Education.

Use Documentation. Life/history/Song
[etc]

Use Rites of passage. Initiations.
Use Internet.

Use Artists.
Use Chanteys.
Use Cryptids.
Use Oral history. Sailing.

Use Internet.

Use Interpersonal relations.
Use Religion. Politics.
Use Performance technique.
Use Cryptids.

Use Crafts.

See also: Gender.
Use Persons.
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Supernatural warnings.
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Use Crafts.
Use Supernatural beings.
Use Fan culture.

See also: Salmon. Trout.

Use Dance.
Use Fisheries. Squid.

Use Handicrafts.
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Use Legend. Supernatural.
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Use Belief.
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Use **Communication systems.**
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See also: **Parties.**

Use **Rhymes. [or] Recitations. Use Ritual speech.**
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Use **Tourism.**
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Use **Sports.**

Use **Magic.**
Use **Legend.** [or] **Belief.** *Witches.*
Use **Women’s history.**

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Use **Social media.**
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