## ANNEX 1: Statistical data concerning the structure of liquid systems in the 200-language sample.

Tables 6 and 7 offer statistical data concerning the number of liquids phonemes (laterals and rhotics) and rhotic phonemes found in the 200 languages of the sample used for this study. For comparison sake, they also provide the percentages found by Maddieson (1984) which was based on a greater number of languages (317), but with no representativeness claim.

n° of phonemic liquids	0	1	2	3	4	5	6
n° of languages	7	54	85	31	13	8	2
%	3.5%	27%	42.5%	15,5%	6,5%	4%	1%
% in Maddieson (1984)	4.1%	23.3%	41%	14.5%	9.1%	4.4%	3.5%

**Table 6:** Number of phonemic liquids (laterals and rhotics) per language.

In both this paper and in Maddieson (1984), the overall results for liquids are broadly comparable except for the number of four-liquid systems, which was found lower in the present study than in Maddieson's. In both studies, two-liquid languages represent the highest proportion, followed by one-liquid languages and then three-liquid languages.

In comparing Maddieson's figures with ours, one should also recall that in a number of cases, uvular have been excluded from the rhotics (and hence liquids) inventories of some systems in this study (see Section 2 for details) but not in Maddieson's. Although uvular rhotics represent an extremely low proportion of all the rhotics in both studies, this could explain, in particular, the differences in percentages observed for 4-liquid systems systems.

**Table 7:** Number of phonemic rhotics per language.

n° of phonemic rhotics	0	1	2	3	4	
n° of languages	41	121	36	1	1	
%	20.5%	60,5%	18%	0.5%	0.5%	
	41	159				
	20.5%	79.5%				
% in Maddieson (1984)	23,3%	57,7%	16,1%	2,5%	0,3%	
	23,3%	76.6%				

Languages with one rhotic represent by far the most frequent type, followed by languages lacking a rhotic and then languages with two rhotics.

## Reference

Maddieson, Ian. 1984. *Patterns of sounds*. Cambridge: Cambridge University Press. DOI: https://doi.org/10.1017/CBO9780511753459