

Extract 1

| | | Trouble source | Who initiates | Mechanism | Who repairs |
|--------|---|--------------------|-------------------------------------|------------------------------|---|
| Sasha: | o:h. we saw some briyant ones recently, like um (1.0) oh what was that one about- (0.4) like Double In- (.) Indemnity= n like lots of movies from the thirties that ha- had amazing plot lines? | Upcoming item | Speaker of trouble (self-initiated) | Um, pause | Speaker of trouble, in current turn (self repair) |
| | | Already begun item | Speaker of trouble (self-initiated) | Cut-off and restart (about-) | Speaker of trouble, in current turn (self repair) |
| | | Upcoming item | Speaker of trouble (self-initiated) | pause | Speaker of trouble, in current turn (self repair) |
| | | Already begun item | Speaker of trouble (self-initiated) | Cut-off and restart (In-) | Speaker of trouble, in current turn (self repair) |
| | | Upcoming item | Speaker of trouble (self-initiated) | pause | Speaker of trouble, in current turn (self repair) |
| | | Already begun item | Speaker of trouble (self-initiated) | Cut-off and restart (ha-) | Speaker of trouble, in current turn (self repair) |
| | (0.9) | | | | |
| Sasha; | some of them were really full on: like um: (0.3) A Place in the Sun? | Upcoming item | Speaker of trouble (self-initiated) | Um, pause | Speaker of trouble, in current turn (self repair) |
| Nick: | yeah. | | | | |