

Shabbat – Definition of Work 2

Ref: *Sefer Zemanim, Hilchot Shabbat, Chapter 7*

Av melachah	Eg of <i>Meein Melachah</i> (has same intent or same action as <i>av</i>)	E.g. of <i>Toldah</i> (act is similar to <i>Av</i>)	<i>Shiur</i>	Explanation
Ploughing	Making a groove in ground (act is same)	Weeding	<i>Kol shehu</i>	
Sowing	Pruning (intention is same)	Watering	<i>Kol shehu</i>	
Reaping		Picking fruit	<i>Grogeret</i>	If picks for animals: <i>pi gdi</i> If picks for kindling: <i>levashel betzah</i>
Bundling into sheaves		Packs figs together		
Threshing grain		Milking cow	<i>Grogeret</i>	
Winnowing grain		Separating dregs from liquids	<i>Grogeret</i>	Winnowing, Sorting and Sifting resemble each other
Sorting grain			<i>Grogeret</i>	
Sifting grain			<i>Grogeret</i>	
Grinding grain		Crushes spices or herbs	<i>Grogeret</i>	
Kneads dough		Mixing cement	<i>Grogeret</i>	

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Baking /cooking				
Shearing wool		Cuts nails or hair	$2 \times sit$	<i>Shiur</i> applies to shearing wool
Whitening		Laundering clothes	$2 \times sit = 4 tefach$	
Beating wool		Beating animal sinews	$2 \times sit$	

Dyeing		Makes dyes	<i>2 × sit</i>	Colour change must be permanent
Spinning		Makes felt	<i>2 × sit</i>	
Heddles		Makes a basket	<i>2 heddles</i>	2 frames which house the threads
Warp			<i>2 etzba wide fabric</i>	Warp is mounted i.e. threads extended
Weaving		Hair braiding		
Weave undoing		Undoing of braid	<i>2 threads</i>	Liable only if not done for destructive reason

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Knotting		Makes a rope		Knot must be permanent to be liable
Untying		Unwinds a rope		
Sewing		Sticks papers together	2 stitches	
Tearing fabric		Separates paper		If tears to ruin then not liable
Building		Erects a tent Creates a vessel	Kolshehu	
Demolishing			Kolshehu	To be liable, the demolishing must be for sake of construction
Final hammer blow		Completion of any task		
Trapping a living creature		Sends out dogs to catch animals		Dangerous animals may be trapped on <i>Shabbat</i>

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Slaughtering. Any killing, even insects		Removes fish from water until it dies		Permitted to kill dangerous animals and insects if they are posing a threat
Skinning		Makes <i>klaf</i> (parchment)	<i>Amulet size</i>	
Tanning		Treads or massages leather	<i>Amulet size</i>	
Smoothing hide / removing hair		Pulls feathers from a bird	<i>Amulet size</i>	
Cutting hide		Cuts a piece of wood or metal	<i>Amulet size</i>	If destructive or inaccurate, not liable
Writing		Making designs	<i>2 letters</i>	Marking must be permanent
Erasing		Erases designs	<i>Space of 2 letters</i>	Erasure must be of permanent ink

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Kindling		Blacksmith heating iron to strengthen	<i>Kolshehu</i>	Constructively, used for the light and warmth or ashes
Extinguishing		Blacksmith put hot iron in water	<i>Kolshehu</i>	
Carrying an item from one domain to another				This includes carrying an item 4 Amah in a public domain. However, one would only be chayav if he carried it a minimum distance of 5 3/5 amah