

INTRODUCTION TO THE USAS CATEGORY SYSTEM

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October 2002

SEMANTIC TAGS

The semantic tags show semantic fields which group together word senses that are related by virtue of their being connected at some level of generality with the same mental concept. The groups include not only synonyms and antonyms but also hypernyms and hyponyms. Currently, the lexicon contains nearly 37,000 words and the template list contains over 16,000 multi-word units.

THE LEXICON

Each item has one syntactic tag and one or more semantic tags assigned to it. At present, in cases where a word has more than one syntactic tag, it is duplicated (e.g. each syntactic tag is given a separate entry).

The semantic tags for each entry in the lexicon are arranged in approximate rank frequency order, most likely tag first, to assist in manual post editing, and to allow for gross automatic selection of the common tag, subject to weighting by domain of discourse.

THE MULTI-WORD-UNIT (MWU) LIST

Each template consists of a pattern of words and syntactic tags, some using wildcards to enable tagging with inflectional variants and less strictly defined patterns. The semantic tags for each template are arranged in rank frequency order in the same way as the lexicon. Various types of MWUs are included: phrasal verbs (e.g. *stubbed out*), noun phrases (e.g. *riding boots*), proper names (e.g. *United States of America*), true idioms (e.g. *living the life of Riley*)

THE TAGSET

The semantic tags are composed of:

1. an upper case letter indicating general discourse field.
2. a digit indicating a first subdivision of the field.
3. (optionally) a decimal point followed by a further digit to indicate a finer subdivision.
4. (optionally) one or more 'pluses' or 'minuses' to indicate a positive or negative position on a semantic scale.
5. (optionally) a slash followed by a second tag to indicate clear double membership of categories.
6. (optionally) a left square bracket followed by 'i' to indicate a semantic template (multi-word unit).

OTHER SYMBOLS UTILISED

%	=	rarity marker (1)
@	=	rarity marker (2)
f	=	female
m	=	male
c	=	potential antecedents of conceptual anaphors (neutral for number)
n	=	neuter
i	=	indicates a semantic idiom

Antonymy of conceptual classifications is indicated by +/- markers on tags
 Comparatives and superlatives receive double and triple +/- markers respectively.
 Certain words and collocational units show a clear double (and in some instances, triple) membership of categories. Such cases are dealt with using slash tags, that is, all tags are indicated and separated by a slash (e.g. anti-royal = E2-/S7.1+, accountant = I2.1/S2mf, bunker = G3/H1 K5.1/W3, Admiral = G3/M4/S2mf S7.1+/S2mf, dowry = S4/I1/A9-).

The initial tagset was loosely based on Tom McArthur's Longman Lexicon of Contemporary English (McArthur, 1981) as this appeared to offer the most appropriate thesaurus type classification of word senses for this kind of analysis. We have since considerably revised the tagset in the light of practical tagging problems met in the course of the research. The revised tagset is arranged in a hierarchy with 21 major discourse fields expanding into 232 category labels. The following table shows the 21 labels at the top level of the hierarchy.

A general and abstract terms	B the body and the individual	C arts and crafts	E emotion
F food and farming	G government and public	H architecture, housing and the home	I money and commerce in industry
K entertainment, sports and games	L life and living things	M movement, location, travel and transport	N numbers and measurement
O substances, materials, objects and equipment	P education	Q language and communication	S social actions, states and processes
T Time	W world and environment	X psychological actions, states and processes	Y science and technology
Z names and grammar			

The following provides a brief explanation/prototypical examples* of each of the semantic categories (*by ‘prototypical examples’, we mean words that are *only assigned* the semantic tag under which they have been grouped).

A GENERAL & ABSTRACT TERMS

A1 General NO ENTRIES

All entries are sub-classified into the following:

A1.1.1 General actions, making etc.

General/abstract terms relating to an activity/action (e.g. *act, adventure, approach, arise*); a characteristic/feature (e.g. *absorb, attacking, automatically*); a construction/craft and/or the action of constructing/crafting (e.g. *arrange, assemble, bolts, boring, break*)

PROTOTYPICAL EXAMPLES: ACTIVITY, ANTICS, BUBBLING, BUSY, CHISEL, COMPLY,
CRANK, DISMANTLE, DREDGE, FERMENT

CHIP AWAY, CHOP DOWN, DRILL DOWN, GET ROUND TO

A1.1.2 Damaging and destroying

General/abstract terms depicting damage/destruction/demolition/pollution, etc

PROTOTYPICAL EXAMPLES: ARMAGEDDON, BLEMISH, BREAKAGES, BULLDOZE,
CONTAMINATING, CRACKED, DAMAGE, DESTROY

CLOG UP, CONK OUT, DRY ROT, RIP TO PIECES

A1.2 Suitability

General/abstract terms relating to appropriateness, suitability, aptness, etc

PROTOTYPICAL EXAMPLES: APPROPRIATE (+), DIGRESS (-), INAPPROPRIATE (-), SUIT (+),
RELEVANCE, UNSUITABLE (-)

BESIDE THE POINT (-), MAKE DO (+), WENT OFF AT A TANGENT (-)

A1.3 Caution

General/abstract terms relating to vigilance/care/prudence, or the lack of.

PROTOTYPICAL EXAMPLES: CAREFULLY (+), CAUTIOUSNESS (+), RASH (-), DELICATELY (+),
FRUGAL (+), IMPULSIVE (-)

JUST IN CASE (+), LOOK BEFORE YOU LEAP (+), SLAP DASH (-)

A1.4 Chance, luck

General/abstract terms depicting likelihood/probability/providence, or the lack of.

PROTOTYPICAL EXAMPLES: ACCIDENT, CHANCE, COINCIDENTAL, FLUKE (+), FORTUNATE (+)

AT RANDOM, BAD LUCK (-), HARD LUCK (-), TAKE A GAMBLE

A1.5 Use READY (*ONLY ENTRY*)

All additional entries are sub-classified into the following:

A1.5.1 Using

General/abstract terms denoting use, or the lack of

PROTOTYPICAL EXAMPLES: DISUSE (-), DORMANT (-), UNUSED (-), USE, UTILISATION, UTILISE
 IN USE (+), PUT TO USE, USE UP (+)

A1.5.2 Usefulness

General/abstract terms denoting usefulness, or the lack of

PROTOTYPICAL EXAMPLES: APPLICABLE (+), FUNCTIONAL (+), FUTILE (-), INEFFECTIVE (-), POINTLESS (-), USEFUL (+)
 CAME IN HANDY (+), IT'S NO GOOD (-), NO POINT (-), NEITHER USE NOR ORNAMENT (-), WORTHWHILE (+)

A1.6 Physical/mental

General/abstract terms denoting (level of) practicality/abstraction

PROTOTYPICAL EXAMPLES: ABSTRACTION, HYPOTHETICAL, METAPHYSICS, NOTIONALLY, PRACTICALITIES, THEORISE
 IN THEORY, IVORY TOWER

A1.7 Constraint

General/abstract terms denoting (level) of restriction/autonomy

PROTOTYPICAL EXAMPLES: ABANDON (-), ANARCHISTIC (-), BOUND (+), BRIDLE (+), CAGED (+), CAPTIVITY (+), CHAOTIC (-)
 BEND THE RULES (-), BOUND UP (+), CLAMP DOWN (+), FENCE IN (+)

A1.8 Inclusion/Exclusion

General/abstract terms denoting (level of) inclusion/exclusion

PROTOTYPICAL EXAMPLES: EMBED (+), ENCOMPASS (+), INCLUDE (+), EXCEPT (-), ENSHRINED (+), EXCLUDE (-), INVOLVE (+), LUMP (+)
 APART FROM (-), ASIDE FROM (-), EN SUITE (+), IN BUILT (+), OTHER THAN (-), TAKE ACCOUNT OF (+)

A1.9 Avoiding

General/abstract terms denoting (level of) avoidance/evasion, etc

PROTOTYPICAL EXAMPLES: ABEYANCE, AVOIDENCE, COP-OUT, DODGE, EVADE, IDLE, IGNORE, INFRINGE, NEGLECT, REFRAIN, SHIRK
 COP OUT, GIVE IT A MISS, GONE OUT THE WINDOW, HELD BACK

A2 Affect

NO ENTRIES

Entries are sub-classified into the following:

A2.1 Affect: Modify, change

General/abstract terms denoting (propensity for) change

PROTOTYPICAL EXAMPLES: ADAPT (+), ADJUSTABLE (+), ALTER (+), AMEND (+), BLENDING (+), CONVERTIBLE (+), DISTORTS (+), INCORIGIBLE (-), IRREVERSIBLE (-), IRREVOCABLY (-)
 BLOW HOT AND COLD (+), BURN YOUR BOATS (-), CHANGE DIRECTION (+), CANCEL EACH OTHER OUT (-), CHANGE TACK (+)

A2.2 Affect: Cause/Connected

General/abstract terms denoting causal relationship, or lack of

PROTOTYPICAL EXAMPLES: ARISING, ATTRIBUTABLE, CAUSE, CONSEQUENCE, DERIVE, DISCONNECTED (-), EFFECT, HINGED
 BASED ON, BECAUSE OF, BRING ABOUT, BY VIRTUE OF

A3 Being

General/abstract terms relating to being/existing

PROTOTYPICAL EXAMPLES: CONSIST (+), EXIST (+), NONEXISTENT (-), NOTHINGNESS (-)
 AMOUNT TO (+), CAME INTO BEING (+), NON EXISTENT (-)

A4 Classification

NO ENTRIES

All entries are sub-classified into the following:

A4.1 Generally kinds, groups, examples

General/abstract terms denoting types, groups, examples

PROTOTYPICAL EXAMPLES: ARCHETYPE, BRANDED, CATALOGUE, CATEGORY, CLASSED, CLASSIFY, DEFINITIVE, E.G., I.E., KIND
 CASE IN POINT, IN THE REALMS OF, OF SORTS, SUBJECT AREA

A4.2 Particular/general; detail

General/abstract terms denoting (level of) generality/detail

PROTOTYPICAL EXAMPLES: CLEAR-CUT (+), DETAILED (+), PARTICULAR (+), GENERALISE (-), GENERIC (-), INDEPT (+), VAGUE (-)
 ATTENTION TO DETAIL (+), GET TO THE POINT (+), IN THE BROADEST TERMS (-), IN GENERAL (-), ON A BROAD SCALE (-), THE INS AND OUTS (+)

A5 Evaluation

PROTOTYPICAL EXAMPLES: QUALITATIVE (*ONLY ENTRY*)

Additional entries are sub-classified into the following:

A5.1 Evaluation: Good/bad

Evaluative terms depicting quality

PROTOTYPICAL EXAMPLES: ABYSMAL (-), ACE (+), ADVERSELY (-), ALRIGHT (+), APPALLING (-), ATROCIOUS (--), CREDITABLE (+)
 GOT A LOT GOING FOR IT (+), AT HIS PEAK (+++), A CUT ABOVE (+), BELOW STANDARD (-), DOWN SIDE (-)

A5.2 Evaluation: True/false

Evaluative terms depicting truth

PROTOTYPICAL EXAMPLES: ALLEDGEDLY, BUNKUM (-), CANDID (+), DECEIVE (-), DISHONEST (-), FACT (+), FALSE (-), HOAX (-)
 A LOAD OF TRIPE (-), GOSPEL TRUTH (+), HAND ON HEART (+), HARD FACTS (+), LOAD OF COBBLERS (-), NON FICTION (+)

A5.3 Evaluation: Accuracy

Evaluative terms depicting accuracy

PROTOTYPICAL EXAMPLES: ACCURACY (+), APPROXIMATE (-), ERROR (-), FAULT (-), MIS-CUES (-), PRECISION (+), PROPER (+)

WORD PERFECT (+), FALSE MOVE (-), MAKE A MISTAKE (-), SLIP UP (-), SPOT ON (+), TO A TEE (+)

A5.4 Evaluation: Authenticity

Evaluative terms depicting authenticity

PROTOTYPICAL EXAMPLES: ARTIFICIAL (-), ASSUMED (-), COPIES (-), FAKE (-), GENUINELY (+), ORIGINAL (+), PUCKER (+), REAL (+)

CLOUD CUCKOO LAND (-), FANTASY WORLD (-), FOR REAL (+), IN ACTUAL FACT (+), MOCK UP (-)

A6 Comparing

General comparative terms

AS, COMPARATIVE, COMPARE, RELATIVE

*Additional entries are sub-classified as follows:***A6.1 Comparing: Similar/different**

Comparative terms denoting similarity/difference

PROTOTYPICAL EXAMPLES: AKIN (+), ALIKE (+), ALTERNATE (-), APPOSE (-), ASSYMETRIC (-), BENCHMARKS, COMPARABLE (+)

ALONG THAT LINE (+), ALONG THAT VEIN (+), A CLASS APART (-), BENCH MARK, BREAK THE MOULD (-)

A6.2 Comparing: Usual/unusual

Comparative terms denoting (level) of anomaly

PROTOTYPICAL EXAMPLES: ABNORMAL (-), ACCEPTED (+), ANOMALY (-), BIZARRE (-), COMMONLY (+), CONVENTIONAL (+)

AS USUAL (+), BOG STANDARD (+), FUNNILY ENOUGH (-), GENERALLY SPEAKING (+), ODDLY ENOUGH (-), OUTSIDE THE NORM (-), OUT OF THE ORDINARY (-)

A6.3 Comparing: Variety

Comparative terms denoting (level of) variety

PROTOTYPICAL EXAMPLES: ALTERNATE (+), ASSORTMENT (+), DIVERS (+), ERRACTIC (+), INVARIABLY (-), MONOTONOUS (-)

ALL MANNER OF (+), BOTH ENDS OF THE SPECTRUM (+), HOTCH POTCH (+), MIXED BAG (+), SPOILT FOR CHOICE (++)

A7 Definite (+ modals)

Abstract terms of modality (possibility, necessity, certainty, etc.)

PROTOTYPICAL EXAMPLES: ACHIEVABLE (+), ARGUABLE (-), CAN (+), CERTAINTY (+), CIRCUMSTANTIAL (-), CONCEIVABLE, CONVINCING, CONCLUSIVE (+++), CONTENTIOUS (-), DEFINITE (+++)

DON'T STAND AN EARTHLY (---), BY ALL MEANS (+), DITHER ABOUT (-), GOOD CHANCE (+++), GREY AREA (-), HIT AND MISS (-), IN LIMBO (-), MADE CERTAIN (+), MAY AS WELL (+), NO UNCERTAIN TERMS (+)

A8 Seem/Appear

Abstract terms relating to appearance/impression

PROTOTYPICAL EXAMPLES: APPARENTLY, APPEARING, GUISE, IMAGE-WISE, MANIFESTATION, MATERIALISE (+), OSTENSIBLY
BY ALL ACCOUNTS (+), FACE VALUE, GET THE ... IMPRESSION

A9 Getting and giving; possession

General/abstract terms relating to allocating/relinquishing/acquiring/receiving, etc

PROTOTYPICAL EXAMPLES: ACCRUED (+), ACQUIRE (+), ALLOCATE (-), ALLOCATE (-), ALLOTTED (-), ATTAIN (+), BEREFT (-), BORROWING (-), CAPTURE (+), CLEARANCE (-), DEPRIVED (-), DONATE (-)
BIRTHDAY PRESENT (-), CATCH HOLD OF (+), CLAW BACK (+), COME INTO (+), DOLE OUT (-), DRUM UP (+), GET RID (-), GIVE BACK (-)

A10 Open/closed; Hiding/Hidden; Finding; Showing

General/abstract terms relating to (level of) openness/concealment/exposure, etc

PROTOTYPICAL EXAMPLES: AJAR (+), ANONYMITY (-), BLINKER (-), BURIED (-), CAMOUFLAGE (-), CLOGGED (-), DISPLAY (+), CONCEAL (-), COVERT (-), DEMONSTRABLY (+), DISCOVER (+), EMERGENT (+), HIDE (-), OPENLY (+)
BEHIND DOORS (-), BLANK OUT (-), BOTTLE UP (-), BREAK OPEN (+), BRING TO ONE'S NOTICE (+), BRING TO LIGHT (+), CAME TO LIGHT (+), COVER UP (-), HIDDEN AWAY (-), IN CONFIDENCE (-), KEEP IT UNDER WRAPS (-), LURK AROUND (-), OFF THE BEATEN PATH (-), ON DISPLAY (+)

A11 Importance

NO ENTRIES

All entries are sub-classified into the following:

A11.1 Importance: Important

Abstract terms denoting importance/significance

PROTOTYPICAL EXAMPLES: BY-LINE (-), CACHET (+), CRUCIAL (+), CRUX (+), DEGRADE (-), EMERGENCY (+), EXPENDABLE (-), INSIGNIFICANT (-), INVALUABLE (+), LINCHPIN (+)
ALL IMPORTANT (+++), BIG NAME (+), FIRST AND FOREMOST (+++), HIGH PRIORITY (+), IRRESPECTIVE OF (-), MADE NO ODDS (-), NEITHER HERE NOR THERE (-), NUMBER ONE (+++)

A11.2 Importance: Noticeability

Abstract terms denoting noticeability/markedness

PROTOTYPICAL EXAMPLES: BLATANT (+), CONSPICUOUS (+), DISCERNABLE (+), INDISTINCT (-), UNHEARD (-), UNOBTRUSIVE (-)
A BIG SPLASH (+), BLIND POINT (-), CATCH THE EYE (+), EYE CATCHING (+), LOW KEY (-), NO SIGN OF (-), UNDER ONE'S BREATH (-), STOOD OUT A MILE (+)

A12 Easy/difficult

Abstract terms denoting (level of) difficulty

PROTOTYPICAL EXAMPLES: ADVERSITY (-), CHALLENGING (-), CLUMSY (-), AWKWARD (-), COMPLEX (-), CUSHY (+), EASE (+), ELEMENTARY (+)
NOTHING TO IT (+), A PUSH OVER (+), BAG OF WORMS (-), BOGGED DOWN (-), GOT HER WORK CUT OUT (-), HARD GOING (-), IDIOT PROOF (+), MIND STRETCHING (-), ONE OF THOSE DAYS (-), PLAIN SAILING (+)

A13 Degree

NO ENTRIES

*All entries are sub-classified into the following (cf. Quirk et al 1985: 589-602):***A13.1 Degree: Non-specific**

Non-specific terms of degree (e.g. intensifiers)

PROTOTYPICAL EXAMPLES: EVEN, HOWEVER (ONLY ENTRIES)

BY ANY MEANS, BY ANY STRETCH OF THE IMAGINATION,
SO MUCH AS**A13.2 Degree: Maximizers**

Intensifiers that amplify to the upper extreme

PROTOTYPICAL EXAMPLES: ALL, COMPLETELY, DOWNRIGHT, LARGELY, MAINLY,
PREDOMINANTLY, SOUND, WHOLLY, OUTRIGHTABOVE ALL, BY AND LARGE, FOR THE MOST PART,
IN THE MAIN, MOST OF ALL, ON THE WHOLE**A13.3 Degree: Boosters**

Intensifiers that amplify to a high degree (but not the upper extreme)

PROTOTYPICAL EXAMPLES: ACUTELY, AMPLY, APPRECIABLY, CONSIDERABLY,
DECIDEDLY, ENORMOUSLY, EXTREMELY, HIGHLYAS ANYTHING, AS HELL, A HELL OF A, A WHOLE LOT,
EVER SO, LIKE HELL, SOMETHING TERRIBLE, TO BITS**A13.4 Degree: Approximators**

Downtoners that express an approximation

PROTOTYPICAL EXAMPLES: ABOUT, APPROXIMATELY, NEARLY, SEMI, VIRTUALLY,
ALMOST, AROUND, BROADLY, KINDA, VIRTUALAS NEAR AS DAMN IT, CLOSE TO, IN THE REGION OF,
JUST ABOUT, KIND A, MORE OR LESS, NEAR ENOUGH**A13.5 Degree: Compromisers**

Downtoners that express an assumed norm, or call into question the appropriacy of X

PROTOTYPICAL EXAMPLES: MARGINALLY, PRETTY, RATHER, REASONABLY, RELATIVELY,
SOME, SUFFICIENTLYHALF WAY HOUSE, TO A CERTAIN EXTENT, TO A (FAIR)
DEGREE, TO A POINT, TO PUT IT MILDLY**A13.6 Degree: Diminishers**

Downtoners that express only part of the potential force of X, or seek to imply that the force of X is limited in some way (e.g. 'to a small extent')

PROTOTYPICAL EXAMPLES: BUT, FRACTIONALLY, LESS, MILDLY, PARTIALLY, PARTLY,
SLIGHTLY, SOMEWHAT, UNDERA BIT OF A, A WEE BIT, A LITTLE BIT, TO SOME EXTENT,
TO SOME LIMITED EXTENT, UP TO A POINT**A13.7 Degree: Minimizers**

Downtoners that imply that the force of X is limited in a maximal way (e.g. '(not) to any extent')

PROTOTYPICAL EXAMPLES: BARELY, HARDLY, LEAST, LITTLE, SCARCELY

AT THE VERY LEAST, AT THE VERY MINIMUM, AT ALL,
AT LEAST, A BIT, IN THE SLIGHTEST, TO SAY THE LEAST

A14 Exclusivizers/particularizers

Focusing subjuncts that draw attention to/focus upon X. Includes *exclusives* and *particularizers* (see Quirk *et al* 1985: 604)

PROTOTYPICAL EXAMPLES: CHIEFLY, ESPECIALLY, EXCLUSIVELY, ONLY, OVERALL, PURELY, SOLELY, STARK, UTTERLY

ONE BIT, PURELY AND SIMPLY, RIGHT DOWN TO

A15 Safety/Danger

Abstract terms relating to (the level) of safety/danger

PROTOTYPICAL EXAMPLES: DANGEROUS (-), ENDANGERED (-), HAZARDOUS (-), SAFELY (+), SAFETY (+), UNSAFE (-), RISK (-)

ACCIDENT PRONE (-), AT RISK (-), FALL INTO THE TRAP (-), IN PERIL (-), OUT ON A LIMB (-), PLAY (IT) SAFE (+), THINK ICE (-)

B THE BODY & THE INDIVIDUAL

B1 Anatomy and physiology

Terms relating to the (human) body and bodily processes

PROTOTYPICAL EXAMPLES: ABDOMEN, AFTERBIRTH, AGILITY, ASLEEP, BALD, ALTOGETHER, ANTI-BODIES, FLAB

ADRENALINE RUSH, BABY TEETH, BELLY BUTTON, BIRTH MARK, BLOOD GROUP, BLOOD PRESSURE, BODY CLOCK, COLLAR BONE, DEAD TO THE WORLD, DOZE OFF, FALL TO SLEEP, HALF ASLEEP

B2 Health and disease

Terms relating to the (state of the) physical condition

PROTOTYPICAL EXAMPLES: ABRASION (-), AILMENT (-), BEDRIDDEN (-), FRESHEN (+), RECUPERATE (+), STRAPPING (+), WELL (+), HEALTH-WISE

ABLE BODIED (+), ACHES AND PAINS (-), ANGINA ATTACK (-), BLACK AND BLUE (-), BLACK EYE (-), BLOOD CLOT (-), BREAST CANCER (-)

B3 Medicines and medical treatment

Terms relating to medication/medical treatment

PROTOTYPICAL EXAMPLES: ACUPUNCTURE, AMPUTATED, BANDAGE, CHECK-UP, DENTISTRY, DRUG, HOSPITALISED, INHALER, SEDATE

ACCIDENT AND EMERGENCY, ANTI DEPRESSANT, ARTERY BYPASS, BACK SUPPORT, BLOOD COUNT, BLOOD SAMPLE, BLOOD TEST

B4 Cleaning and personal care

Terms relating to domestic/personal hygiene

PROTOTYPICAL EXAMPLES: AFTERSHAVE, BATH, CLEAN, COSMETIC, FACIAL, HOOVERING, SHAMPOO, STARCH, TOOTHBRUSH

BEAUTY THERAPY, CLEANSING LOTION, DENTURE CLEANING, DOMESTIC SERVICES, DRY CLEANED, EYE SHADOW, HAIR GEL, HOUSEHOLD CHORE, LEG WAXING KIT, POTTY TRAINING

B5 Clothes and personal belongings

Terms relating to clothes and other personal belongings

PROTOTYPICAL EXAMPLES: APRON, BAGGAGE, BIKINI, BRACELET, BROLLY, DOLL, HANKY, NUDE (-), PURSE, TOWEL, WAISTBAND

ANKLE SOCKS, BACK PACK, BOXER SHORTS, CAMEO RING, COCKTAIL DRESS, DESIGNER CLOTHES, ETERNITY RING

C ARTS & CRAFTS**C1 Arts and crafts**

Terms relating to artistic/creative activities

PROTOTYPICAL EXAMPLES: ARTEX, ARTWORK, CARICATURE, CARVINGS, CROCHET, D.I.Y, GRAPHICS, KNIT, MONTAGE, PAINTBRUSH, PHOTO

ARTS AND CRAFTS, ART DECO, CROSS STITCH, DESIGN TECHNOLOGY, DRIED FLOWER ARRANGING, EMULSION BRUSH, FILM PHOTOGRAPHY

E EMOTIONAL ACTIONS, STATES & PROCESSES**E1 General**

General terms depicting emotional actions, states and processes

PROTOTYPICAL EXAMPLES: AFFRONT (-), AURA, DEMORALISES, DEROGATORY (-), EMBARRASSED, EMOTION, HYSTERICAL, INTUITIVE

DEWEY EYED, FRAME OF MIND, GUT FEELING, HARD FACED (-), HARD NOSED (-), GUT REACTION

E2 Liking

Terms depicting fondness/affection/partiality/attachment, or the lack of

PROTOTYPICAL EXAMPLES: ABHOR (-), ADORE (+), AFFECTIONS (+), ANATHEMA (-), APPALLED (-), BELOVED (+), CHERISHED (+), DETEST (-)

NOT CARE FOR (-), CAN'T BEAR TO (-), DEAD SET AGAINST (-), FLAVOUR OF THE MONTH (+), FROWN ON (-)

E3 Calm/Violent/Angry

Terms depicting (level of) serenity/composure/anger/violence

PROTOTYPICAL EXAMPLES: ABH (-), ACRIMONIOUS (-), AGITATE (-), APPEASE (+), DOMESTICATED (+), GENTLE (+), INFURIATED (-)

ALL HELL BROKE LOOSE (-), BAD TEMPERED (-), HOT-HEADED (-), BEAT HALF TO DEATH (-), BLACK AS THUNDER (-), CEASE FIRE (+), GO SPARE (-), MILD MANNERED (+), PEACE AND QUIET (+)

E4 Happy/sad

NO ENTRIES

Entries are sub-classified into the following:

E4.1 Happy/sad: Happy

Terms depicting (level of) happiness

PROTOTYPICAL EXAMPLES: AMUSED (+), BLISS (+), CHEERFUL (+), CHUCKLE (+), CONTRITION (-), CRINGE (-), DEJECTED (-), DESPAIR (-)

BUNDLE OF LAUGHS (+), BURST INTO TEARS (-), CLOUD NINE (+), DOOM AND GLOOM (-), DOWN IN THE DUMPS (-)

E4.2 Happy/sad: Contentment

Terms depicting (level of) contentment

PROTOTYPICAL EXAMPLES: AGGRIEVED (-), CHUFFED (+), CONTENT (+), DISMAY (-), DISAPPOINTED (-), FRUSTRATED (-), HUMOUR (+)

BROWNE OFF (-), CHEESED OFF (-), FED UP (-), GUILT TRIP (-), HAD ENOUGH OF (-), SICK TO THE BACK TEETH (-), TICKLED PINK (+)

E5 Fear/bravery/shock

Terms relating to (level of) trepidation/courage/surprise, etc

PROTOTYPICAL EXAMPLES: ARM (-), AMAZED (-), ASTONISH (-), BOLDNESS (+), BRAVE (+), COWERING (-), DARING (+), DREAD (-), FEARFUL (-), FOREBODING (-), PLUCK (+), VALIANT (+)

EYE OPENER (-), FACE UP TO (+), FREAK OUT (-), HORROR OF HORRORS (-), SCARED STIFF (-), STRUCK DUMB (-), TAKE BY SURPRISE (-)

E6 Worry, concern, confident

Terms relating to (level of) apprehension/confidence, etc

PROTOTYPICAL EXAMPLES: AGONIZING (-), ANXIOUS (-), APPREHENSIVE (-), HARRASSED (-), CAREFREE (+, CAREFUL (-), CONFIDENTLY (+), DISMISSIVE (+), EDGY (-), FUSS (-), JITTERY (-)

AT HOME WITH (+), BEE IN HIS BONNET (-), GIVE A DAMN (+), HANG UP (-), HAPPY GO LUCKY (+), HIGHLY STRUNG (-)

F FOOD & FARMING

F1 Food

Terms relating to food and food preparation

PROTOTYPICAL EXAMPLES: AFTERS, BACON, BANANA, BEFORES, BREAKFAST, BUTTER, CASSEROLED, CEREAL, CHILLI, COOK

AFTERNOON TEA, APPLE SAUCE, AFTER DINNER MINT, CANTEEN MEAL, CHEWING GUM, COOKING FACILITIES, DAIRY PRODUCT

F2 Drinks

Terms relating to drinks and drinking

PROTOTYPICAL EXAMPLES: ALCOHOLIC, ALE, BEER, BEVERAGE, BOOZING, COLA, COFFEE, CUPPA, INEBRIATED (++) , TEMPERANCE (-)

APPLE JUICE, CHERRY COKE, CUP OF COFFEE, DRINKING CHOCOLATE, GLASS OF WINE, HIT THE BOTTLE, LIQUEUR COFFEE, MINERAL WATER, ON THE WAGON (-), PUB CRAWL, TIA MARIA, TONIC WATER

F3 Cigarettes and drugs

Terms relating to cigarettes and (non-medicinal) drugs, including the effects of

PROTOTYPICAL EXAMPLES: CANNABIS, CIGAR, DETOX, DRUGGED, E-ING, LSD, NON-ADDICTIVE, OD, TOBACCO, PIPE, HEROIN

COCKTAIL CIGARETTE, DRUG ADDICTION, GLUE SNIFFING, HARD DRUG, NON SMOKING, PASSIVE SMOKING, TAKE A PUFF

F4 Farming & Horticulture

Terms relating to agriculture and horticulture

PROTOTYPICAL EXAMPLES: AGRICULTURAL, BEEHIVE, COMPOST, DAIRY, FARMING, FORESTRY, GARDENING, HARVEST

BEE KEEPING, ESTATE MANAGEMENT, FREE RANGE, GROUNDS MAINTANENCE, LANDSCAPE GARDENING, STUD FARM

G GOVT. & THE PUBLIC DOMAIN

G1 Government, Politics & elections NO ENTRIES

Entries are sub-classified into the following:

G1.1 Government etc.

Terms relating to government and governmental activities

PROTOTYPICAL EXAMPLES: APOLITICAL, BUREAUCRACY, CABINET, CIVIC, COMMONS, CONGRESS, GOVERNMENTAL, PARLIAMENT

AFFAIRS OF STATE, BOROUGH COUNCIL, CIVIL SERVICE, COUNTY COUNCIL, DEPARTMENT OF STATE, EMERGENCY SERVICES

G1.2 Politics

Terms relating to politics and political activities

PROTOTYPICAL EXAMPLES: ANARCHIST, BALLOT, BOLSHIE, COMMIE, ELECTION, CONSERVATISM, DEFECT, DEMOCRATIC, FASCISM

ANTI RACISM, BALLOT BOX, CABINET RESHUFFLE, FLOWER POWER, LEFT WING, MIDDLE GROUND, POLITICAL AFFAIRS, RIGHT WING

G2 Crime, law and order NO ENTRIES

Entries are sub-classified into the following:

G2.1 Crime, law and order: Law & order

Terms relating to crime/criminal activities, and the legal system

PROTOTYPICAL EXAMPLES: ALIBI, AMNESTY, ARREST, BIRCH, BOOTLEG (-), CANE, BURGLER (-), CHASTISE, CONSTABULARY, CRIME (-)

ACT OF PARLIAMENT, AGAINST THE LAW (-), BOYS IN BLUE, BREACH OF THE PEACE (-), BREAKING AND ENTERING (-), CALL TO THE BAR, GOING STRAIGHT (+), HARD LABOUR

G2.2 General ethics

Terms relating to moral principles/accepted moral practices, or the lack of

PROTOTYPICAL EXAMPLES: ATROCITIES (-), BACK-BITING (-), BAMBOOZLE (-), BETRAYAL (-), BLAMELESS (+), BRIBE (-), DECORUM (+), ETHICAL (+), HONOURABLY (+), HUMANELY (+)

ABOVE BOARD (+), COME UP PANCE, DOUBLE DEALING (-), EQUAL OPPORTUNITIES (+), GOOD AS GOLD (+), HUMAN RIGHTS, JACK THE LAD (-), KEPT IN LINE (+)

G3 Warfare, defence and the army; Weapons

Terms relating to national security/the armed forces/combat, etc.

PROTOTYPICAL EXAMPLES: AMBUSH, ARM, ARSENALS, BALLISTIC, BAYONET, CASHIER, CEASFIRE, COMBAT, DEMOBBED, FLANK

ACTIVE SERVICE, AIR RIFLE, ARMED FORCES, ASSAULT COURSE, ATOMB BOMB, BAN THE BOMB (-), CHANGING OF THE GUARD, CIVIL WAR, CIVVY STREET (-), COMMANDO TRAINING, D DAY

H ARCHITECTURE, BUILDINGS, HOUSES & THE HOME**H1 Architecture & kinds of houses & buildings**

Terms relating to buildings/habitats of various kinds, and their construction

PROTOTYPICAL EXAMPLES: ABODE, ARCADE, BARN, BOOTH, BRICKLAYING, BUILT-UP, CHALET, COBBLED, DORMER, FLAGSTONES

BAILEY BRIDGE, BEACH HUT, BEEHIVE HUT, BIG TOP, BRICKS AND MORTAR, BRICK WORK, BUILDING WORK, CHALET BUNGALOW

H2 Parts of buildings

Terms relating to parts of buildings

PROTOTYPICAL EXAMPLES: AISLE, ATRIUM, ATTIC, BED-SIT, CHIMNEY, CORNICE, COVING, DOORLATCH, DOWNSTAIRS, ENSUITE, GATE

BACK BEDROOM, BAY WINDOW, BOX ROOM, CELLAR SPACE, CHIMNEY POT, COAL CHUTE, DINING ROOM, DOOR FRAME

H3 Areas around or near houses

Terms relating to areas around or near houses/buildings

PROTOTYPICAL EXAMPLES: ALLEYWAY, BACKGARDEN, BACKYARD, DRIVEWAY, KERB, NEIGHBOURHOOD, PAVING, STREETS, WALKWAY

BACK GARDEN, CITY CENTRE, COTTAGE GARDEN, INNER CITY AREA, POOL SIDE, SIDE STREET, STREET CORNER, TOWN CENTRE

H4 Residence

Terms relating to habitation/occupancy, or the lack of

PROTOTYPICAL EXAMPLES: BUNK, CAMP, DOMICILE, DOMESTICALLY, HABITABLE, HOMELESS (-), INHABIT, LIVABLE, OCCUPANCY

HALF BOARD, HOUSE HUSBANDRY, HOUSING SCHEME, LAY DOWN ROOTS, NO FIXED ABODE (-), OWNER OCCUPIED, STAY OVER

H5 Furniture and household fittings

Terms relating to furniture and fittings used within the home/buildings

PROTOTYPICAL EXAMPLES: AIRBEDS, ARMCHAIR, BEDLINEN, BEDSIDE, BLINDS, BUNKBED, CHANDELIER, COT, CURTAIN, DESK, LOCKER

AUSTRIAN BLIND, BAR STOOL, BEDROOM TABLE, BED SETTEE, BLANKET BOX, BUREAU DESK, CHAISE LONGUE, CHINA CABINET

I MONEY & COMMERCE IN INDUSTRY

I1 Money generally

Terms relating to money generally

PROTOTYPICAL EXAMPLES: POUND, 10P, AFFORD, ANNUITY, APR, BRIDGING-LOAN, BUDGETING, CASH, CHEQUE, COIN, DEUTCHMARK, DISINVESTMENTS, DOLLAR, ENDOWMENTS, FARTHING

FIVE POUND NOTE, BASE RATE, BRIDGING LOAN, CASH BONUS

Additional terms are sub-categorised into the following:

I1.1 Money: Affluence

Terms relating to (level of) wealth/prosperity

PROTOTYPICAL EXAMPLES: AFFLUENCE, AFFLUENT (+), AFFORD, BANKCARD, FUND, BANKRUPTCY (-), BROKE (-), CASHFLOW, COFFERS, CURRENT-ACCOUNT, EARNINGS, GROSS, HARD-UP (-)

BANK ACCOUNT, BADLY OFF (-), BLUE BLOODED (+), BLUE CHIP, BREAD LINE (-), BUILDING SOCIETIES, CASH FLOW

I1.2 Money: Debts

Terms relating to (level of) debt

PROTOTYPICAL EXAMPLES: ARREARS, BANKRUPT, BLUE, DEBIT, DEBT, OVERDRAFT, EXPENDITURE, INSOLVENCY, OUTGOINGS, PAYABLE, PAYMENT, PRE-PAYMENT, REPAID, SKINT, REPAYABLE

BALANCE OF PAYMENTS DEFICIT, DEBT COLLECTING, FORK OUT, GOING BUST, GONE INTO RECEIVERSHIP

I1.3 Money: Price

Terms relating to cost/worth/value (includes invoicing procedures)

PROTOTYPICAL EXAMPLES: AFFORDABLE, ASKING, BANKCHARGE, BARGAIN (-), BILL, CHEAP (-), COMPLIMENTARITIES, COSTLY (+), DISCOUNT (-), EXPENSIVE (+), FREEBIES (-), OFF-PRICE

AN ARM AND A LEG (+), CHEAP AND CHEERFUL (-), COST EFFICIENT (-), COST OF LIVING, DIRT CHEAP (-), MARK UP (+)

I2 Business

NO ENTRIES

Entries are sub-classified into the following:

I2.1 Business: Generally

Terms relating to business generally

PROTOTYPICAL EXAMPLES: ARBITRAGE, AUDIT, BROKING, BUSINESS-WISE, COMMERCE, CORP, DE-LIST, ENTREPRENEURIAL, FRANCHISE, FTSE, INC, MULTI-LISTED, PROPRIETRY

ACCIDENT CLAIM, ACCOUNTING AND FINANCE, BUSINESS ADMINISTRATION, BUSINESS MANAGEMENT, BUSINESS WORLD, CONSULTANCY OFFICE, CREDIT UNION

I2.2 Business: Selling

Terms relating to trading/retail

PROTOTYPICAL EXAMPLES: AUCTION, BARTER, BOOTSALE, BUY, CHECK-OUT, CONSUMERIST, DEALERSHIP, HARD-SELL, HP, LEASE, MARKETABLE, MERCHANDISING, PURCHASE

BRING AND BUY SALE, BUY OUT, CAR BOOT SALE, CONTRACT OUT, CUSTOMER DEALINGS, CUSTOMER RELATIONS

I3 Work and employment NO ENTRIES

Entries are sub-classified into the following:

I3.1 Work and employment: Generally

Terms relating to work and employment generally

PROTOTYPICAL EXAMPLES: CAREER, EMPLOYMENT, HEAD-HUNTING, JOBLESS (-), NON-PRACTISING (-), OCCUPATIONAL, PAYROLL, PICKET, RELIEFING, RETIREMENT (-), SACKED (-)

CAREER LADDER, CAREER OPPORTUNITY, CARVE A NICHE OUT, CLOSED SHOP, DIRECT LABOUR, EARN A LIVING

I3.2 Work and employment: Professionalism

Terms relating to (level of) professionalism

PROTOTYPICAL EXAMPLES: ACCREDITATION (+), AMATEUR (-), BODGED (-), DESKILLED (-), LAY (-), PRACTICED (+), REPUTABLE, UNPROFESSIONAL (-), UNQUALIFIED (-)

BUSINESS LIKE (+), SEMI SKILLED, SEMI PROFESSIONAL, STRUCK OFF (-), TIME SERVED (+)

I4 Industry

Terms relating to industry (including types of)

PROTOTYPICAL EXAMPLES: INDUSTRIAL, STEEL-INDUSTRY, INDUSTRIALISED

ASSEMBLY LINE, COAL MINING, FACTORY WORK, HEAVY INDUSTRY, INDUSTRIAL REVOLUTION, METAL BASHING, PRODUCTION LINE

K ENTERTAINMENT, SPORTS & GAMES

K1 Entertainment generally

Terms relating to entertainment generally

PROTOTYPICAL EXAMPLES: BOLERO, BOP, CAMPING, CARAVANING, CARNIVAL, CIRCUS, DANCE, DISCOING, ENTERTAIN, FESTIVITIES, HOBBY, JIVING, LOUNGING, PASTIME, ROADSHOW

ADVENTURE TRAINING, BALLROOM DANCING, BARN DANCE, CHA CHA, CLUB CIRCUIT, DANCE THE NIGHT AWAY, DOSS ABOUT, FIRE EATING, GUIDE CAMP, LAZING ABOUT, LEISURE ACTIVITIES, NIGHT LIFE

K2 Music and related activities

Terms relating to music and related activities

PROTOTYPICAL EXAMPLES: ACCIDENTAL, ACCORDIAN, BUSKING, CABARET, CHANT, CHORAL, CLARINET, CONCERTINA, DUET, FLUTE, FUNKY, GUITAR, HUM, INDIE, KARAOKE

ACID HOUSE, ACOUSTIC GUITAR, BALLETT MUSIC, BELL RINGING, CHOIR PRACTICE, COUNTRY AND WESTERN, DRUM BEAT, GANGSTER RAP, GRUNGE MUSIC, MOUTH ORGAN, POPULAR MUSIC CULTURE

K3 Recorded sound etc.

Terms relating to recorded sound/sound recording

PROTOTYPICAL EXAMPLES: AMPLIFIER, CASSETTE, EARPHONES, PRERECORDED, SOUNDTRACK,
STEREO, WALKMAN, D.J.ING

BACKING TRACK, CASSETTE PLAYER, COMPACT DISK, GHETTO
BLASTER, JUKE BOX, KARAOKE MACHINE, SOUND SYSTEM, TAPE OVER

K4 Drama, the Performing Arts, the theatre & Show-business

Terms relating to

PROTOTYPICAL EXAMPLES: AUDITION, BALLET, CHOREOGRAPHER, DRAMATICS, PANTOMIMY,
REHEARSALS, SEMI-SCRIPT

AMATEUR DRAMATICS, BALLET DANCING, DANCE ROUTINE, FIRST
CALL, OPENING PREVIEW, PERFORMING ARTS, RECALL AUDITION

K5 Sports and games generally

Entries are sub-classified into the following:

K5.1 Sports

Terms relating to sporting activities

PROTOTYPICAL EXAMPLES: ABSEILING, AEROBICS, ARCHERY, BADMINTON, BATTING,
CAVING, DARTBOARD, FINAL, FRIENDLY, HAND-GLIDING,
HORSE-RACING, JOG, KARATE

5 ASIDE, AMERICAN FOOTBALL, BACK PACKING, BENCH
PRESS, BODY BOARDING, BODY BUILDING, BULL FIGHT

K5.2 Games

Terms relating to games and other leisure activities

PROTOTYPICAL EXAMPLES: BILLIARD, CHESSBOARD, CROQUET, DOMINOES, PAINTBALL,
PINBALL, PUPPET, SCRABBLE, SKITTLES, TABOGGONING,
TRUMPS, WHIST, SNOOKER, BINGO

BEACH GAME, BLIND MAN'S BUFF, JIGSAW PUZZLE, NOUGHTS
AND CROSSES, PACK OF CARDS, PARTY GAME, TRAIN SET

K6 Children's games and toys

Terms relating to children's games and toys

PROTOTYPICAL EXAMPLES: DOLL, KALEIDOSCOPE, MERRY-GO-ROUND, MECANO, SANDPIT, TOY,
TOYTOWN, GOLLY, DOLLY

CLIMBING FRAME, COWBOYS AND INDIANS, CUDDLY TOY, MODEL
SOLDIER, PILLOW FIGHT, RAG DOLL, SOFT TOY, TEDDY BEAR

L LIFE & LIVING THINGS**L1 Life and living things**

Terms relating to life and death

PROTOTYPICAL EXAMPLES: ASSASSINATED (-), BEREAVEMENT (-), BIOLOGICAL, DEATH (-),
DEATHBED (-), DECEASED (-), DEPARTED (-), EMBALMING (-), FATAL (-),
FERAL, INANIMATE (-), KILL (-), LIVE (+), MANSLAUGHTER (-), WICK (+)

AT DEATH'S DOOR (-), COMMIT SUICIDE (-), DEAD AND BURIED (-),
FINISH IT ALL (-), KICK THE BUCKET (-), LET HIM HAVE IT (-)

L2 Living creatures generally

Terms relating to living creatures (e.g. non-human)

PROTOTYPICAL EXAMPLES: ALLIGATORS, APES, BACTERIAL, BEAGLES, BOVINE, BUDGERIGAR, BULLDOGS, CANINE, COCKROACHES
BED BUG, DUST MITE, GRASS HOPPER, MICRO ORGANISM, SEA LICE

L3 Plants

Terms relating to plants and plant-life

PROTOTYPICAL EXAMPLES: ALGAE, ANEMONES, AZALEA, BARLEY, BEECH, BLOSSOM, BRAMBLES, CAULI, CEDAR,
BEDDING PLANT, BUNCH OF FLOWERS, HALF HARDY, HOUSE PLANT, PALM TREE, PLANT LIFE, ROSE HIP, SILVER BIRCH, SWEET PEAS

M MOVEMENT, LOCATION, TRAVEL & TRANSPORT**M1 Moving, coming and going**

Terms depicting movement (towards and away from X)

PROTOTYPICAL EXAMPLES: ALIGHT, APPROACHED, ARISING, ARRIVED, BOB, BOW, BREEZE, BUSTLING, CLAMBER, COLLISIONS, DEPART, DISPERSING, EMANATES, EXITING, FLEEING
AMBLING ALONG, BARGE PAST, BEAT A RETREAT, BURST THROUGH, CAME BY, CLIMB ON, COME BY, COMING HOME, CRASH THROUGH

M2 Putting, taking, pulling, pushing,

Terms depicting putting/taking/pulling/pushing movements/activities

PROTOTYPICAL EXAMPLES: ADDUCTION, ARRAYED, BRANDISH, CART, CRADLE, DESPATCH, DISPATCH, DOWNLOAD, DUMPED, FERRY, FLINGING, HAUL, HOISTED, HUMP
BRING ALONG, CART AWAY, DRAG AROUND, EMPTIED OUT, FERRY ROUND, FOLD AWAY, HAUL IN, HUMP AROUND, KICK ALONG

M3 Means of transport (Land)

Terms depicting means of transport/ways of transporting and/or travelling (on land)

PROTOTYPICAL EXAMPLES: AUTOBAHN, AUTOMOBILES, BODYWORK, BRAKES, BUSES, CARRIAGEWAY, CHAUFFEUR, CROSSROAD, CYCLING, DERAILMENT, EXPRESSWAY, GARAGING
FOUR WHEEL DRIVE, BABY BUGGIES, BEHIND THE WHEEL, BIKE RIDING, BUS LANE, BUS ROUTE, CABLE CAR, CAR ENGINE, CHAUFFER DRIVEN, CYCLE PATH, DOUBLE DECKER, DOUBLE YELLOW LINE

M4 Means of transport (Water)

Terms depicting means of transport/ways of transporting and/or travelling (by water)

PROTOTYPICAL EXAMPLES: AQUA, BACKSTROKE, BEACH, BOAT, CANOE, YACHT, CATAMARAN, CREW, DINGHY, FRIGATE, LILO, NAVAL, PADDLING, RAFT, SWIM, WINDSURF, UNDERWATER
BACK STROKE, BOAT TRIP, CRUISE SHIP, DIVING BELL, DRY DOCK, ESKIMO ROLL, MERCHANT NAVY, NARROW BOAT, RESCUE SHIP, SHIP WRECK, SWIM OUT, TAKE A DIP, UNDER WATER

M5 Means of transport (Air)

Terms depicting means of transport/ways of transporting and/or travelling (by air)

PROTOTYPICAL EXAMPLES: AERIAL, AEROBATIC, AIRSHOW, AVIATION, BIPLANE, COCKPIT, HELICOPTER, JETTING, JOYSTICK, PARACHUTES, RUNWAYS

AIRCRAFT PART, AIR TRAFFIC CONTROL, BARREL LOOP, FLEW AWAY, FLIGHT PATH, FREE FALL, HANG GLIDER, HOT AIR BALLOON

M6 Location and direction

Terms depicting position of/point of reference for X

PROTOTYPICAL EXAMPLES: ABOARD, ABOUTSIDE, ABOVE, ALONG, ASHORE, AWAY, BACKWARD, BEE-LINE, BELOW, BETWEEN, CROUCHED

ACROSS THE WAY, ADJACENT TO, AS THE CROW FLIES, BACK AND FORTH, BACK THERE, BRANCH TO BRANCH, CAME FROM, DOTTED AROUND, DOWN COUNTRY, DOWN THIS WAY, EN ROUTE

M7 Places

Terms depicting geographical/conceptual spaces

PROTOTYPICAL EXAMPLES: ABROAD, ALCOVE, CITIES, COMMON, COUNTIES, COUNTRIES, CROSSROADS, DISTRICT, FOREIGN, GHETTO, HAMLETS, HIGHLAND, KINGDOM

CATCHMENT AREA, COUNTRY BASED, COMMUTER BELT, COUNTY TOWN, COUNTY WIDE, CROWN COLONY, HOME BASE, LAKE DISTRICT

M8 Remaining/stationary

Terms depicting the various stages of inactivity (stopping/loitering/immobility, etc)

PROTOTYPICAL EXAMPLES: BRAKE, BRAKING, IMMOBILE, LINGER, LOITERING, PARKING, PERCHED, SEATED, STANDSTILL, WANDERLESS

HUNG AROUND, SIT AROUND, STAND AROUND, STAY BEHIND, STAY PUT, STICK AROUND, STOP OVER, STUCK AROUND, WAIT UP

N NUMBERS & MEASUREMENT**N1 Numbers**

Number terms (e.g. cardinal, ordinal, fraction, etc)

PROTOTYPICAL EXAMPLES: $\frac{1}{4}$, 10, 30-ODD, BILLION, FIFTH, FIFTIETH, SIX/SEVEN, SIX-AND-A-HALF, SIXTH, SIXTY-ODD

(...) OR SO, (...) TO THE POWER OF, A COUPLE OF HUNDRED, DOUBLE FIGURES, HALF DOZEN, TWO HUNDRED, 50 PLUS

N2 Mathematics

Mathematical terms

PROTOTYPICAL EXAMPLES: ALGEBRA, AMOUNT, ARITHMETIC, CO-ORDINATES, DECIMALS, DIVISIBLE, GRAPHS, INTEGRAL, MATHS

N3 Measurement

PROTOTYPICAL EXAMPLES: CALORIFIC, DISTRIBUTION, METRICS, MOLAR

Additional entries are sub-classified into the following:

N3.1 Measurement: General

General measurements

PROTOTYPICAL EXAMPLES: CALORIE, DECIMALISATION, GRADATION, METRE, IMMEASURABLE, MEASURABLE, METRIC, QUALITATIVELY (-), QUANTIFIABLE, STATISTIC

(...) CALORIES, IMPERIAL MEASUREMENT, MEASURE OUT

N3.2 Measurement: Size

Terms of measurement relating to size

PROTOTYPICAL EXAMPLES: 34DD, ASTRONOMICAL (+++), BIG (+), BLOATED (++), BULKY (+), COLOSSAL (+), DAINTIER (-), DIDDY (-), ENORMOUS (+++), GIGANTIC (+), GINORMOUS (+++)

(...) BERTH, A FAIR OLD (+), BIGGER SIZED (++), KING SIZE (+), LARGE SCALE (+), MEDIUM SIZED, SMALL SCALE (-), TEENY WEENY (-)

N3.3 Measurement: Distance

Terms of measurement relating to distance

PROTOTYPICAL EXAMPLES: AFAR (+), FAR (+), FEET, FLUSH (---), LOCAL (-), NEAR (-), OFFSET, PROXIMITY (-), REMOVE, ZOOM (+)

(...) MILES, AROUND THE CORNER (-), A MILE AND A HALF, CLOSE BY (-), CLOSE QUARTERS (-), FEW MINUTES WALK AWAY, HALF AN HOUR AWAY, JUST DOWN THE ROAD (-)

NOTE – POSSIBLY MERGING 3.3 WITH 3.7 – e.g. ‘historical distance’ and ‘vertical distance’

N3.4 Measurement: Volume

Terms of measurement relating to volume

PROTOTYPICAL EXAMPLES: BLOAT (+), BUILD, COMPACT (-), CONFINED (-), CRAMPED (-), DISPERSAL (+), FATTENING (+), GALLON, LITRE, MILLILITRE, OBESE (+), PLUMP (+), SLIMLINE (-)

(...) LITRES, BULGING OUT (+), CUBIC FEET, SQUASH UP (-)

N3.5 Measurement: Weight

Terms of measurement relating to weight

PROTOTYPICAL EXAMPLES: GMS, HUNDREDWEIGHT, LBS, OUNCE, TONNAGE, UNDERWEIGHT (-), WEIGHT, GRAMS, GRAM, KILO

(...) KILO, (...) AND A HALF STONE, (...) STONES, HUNDRED WEIGHT, WEIGH IN, WEIGH OUT

N3.6 Measurement: Area

Terms of measurement relating to area

PROTOTYPICAL EXAMPLES: ACRE, DIFFUSE (+), EXPANSE (+), SPRAWL (+)

(...) ACRES, A4 SIZE, SQUARE YARD

N3.7 Measurement: Length & height

Terms of measurement relating to length and height

PROTOTYPICAL EXAMPLES: ALTITUDE, FATHOM, INCH, LANKY (+), MEGA-HIGH (+), SHORTIE (-), TALL (+), TALLEST (+++), TOWERING (+)

KNEE HIGH TO A GRASSHOPPER (-), SHOULDER LENGTH, WAIST HEIGHT

N3.8 Measurement: Speed

Terms of measurement relating to speed

PROTOTYPICAL EXAMPLES: BRISK (+), BUSTLE (+), CAREER (+), DAWDLE (-),
FAST (+), FASTEST (+++), GRADUAL (-), HURRIED (+)

ALL OF A SUDDEN (+), AT A GLANCE (+), AT LEISURE (-),
BIT BY BIT (-), DRAG (YOUR/HIS/HER) FEET (-), FAST TRACK (+),
HELL FOR LEATHER (+), IN A BIT OF A RUSH (+), IN NO TIME (+)

N4 Linear order

Terms relating to linear movement/order, sequencing, etc.

PROTOTYPICAL EXAMPLES: 19TH, 28TH, AFTERWARD, BEFOREHAND, BETWEEN, CHRONOLOGICAL, CONSECUTIVE, CONTINUUM, ENDTH, EVENTUAL, FIRSTLY, FOLLOW-UP, INITIALLY

AHEAD OF, AT FIRST SIGHT, AT THE END OF THE DAY, AT LAST, BEFORE HAND, CHICKEN AND EGG, EARLIER ON, EARLY ON, FIRST COME FIRST SERVED, FIRST OFF, FIRST OF ALL, ONE STEP IN FRONT

N5 Quantities

Terms depicting quantities

PROTOTYPICAL EXAMPLES: 75/25, ACCESSORY (++), ADD-ONS (++), ADDITIONAL (++), ALSO (++), AMOUNT, BACKLOG (+), BILLIONS (+), BOTH

(...) A PIECE, (...) OUT OF (...), (...) PERCENT, A DOZEN LEFT, A FAIR AMOUNT (+), A GREAT DEAL (+), A LITTLE BIT (-)

Additional entries are sub-classified into the following:

N5.1 Entirety; maximum

Terms depicting maximal/maximum quantities

PROTOTYPICAL EXAMPLES: 100% (+), ABSOLUTE (+), ATTRIBUTE (-), CATCH-ALL (+), CHOCCA (+), COMPONENT (-), DEMI (-), DEVOID (-)

HUNDRED PERCENT, ALL THE WAY ROUND, AS MUCH AS POSSIBLE (+++), COVER TO COVER (+), EVERY SINGLE (+)

N5.2 Exceeding; waste

Terms depicting excessive/wasteful quantities

PROTOTYPICAL EXAMPLES: DECADENCE (+), DISPROPORTIONATE (+), EXCEED (+), OVERFLOWING (+), OVERSPILL (+), SURPLUS (+)

A BIT MUCH (+), FAR TOO (+), GOES OVER THE TOP (+), GONE TOO FAR (+), IN EXCESS OF (+), TOO MUCH (+)

N6 Frequency etc.

Terms relating to frequency/rate of recurrence

PROTOTYPICAL EXAMPLES: A-DAY, ANNUAL (+), BIANNUALLY, BITTY (-), DAILY (+), DISCONTINUOUS, FORTNIGHTLY (+), HABITUAL (+), INFREQUENT (-), INCIDENCE, OCCASIONALLY (-)

(...) IN SUCCESSION (+), (...) WEEKLY (+), IN A ROW (+), AGAIN AND AGAIN (+), AT TIMES, A COUPLE OF TIMES, A FEW TIMES (+)

O SUBSTANCES, MATERIALS, OBJECTS & EQUIPMENT

O1 Substances and materials generally

Terms relating to substances and materials generally

PROTOTYPICAL EXAMPLES: ACRYLIC, ADHESIVE, ADRENALINE, ATOM, CHEMICAL, BROMIDES, CAFFEINE, CALCIUM, CARBOHYDRATE, CHEMICAL, CHENILLE, CHOLESTEROL, COBALT

AMINO ACID, DEOXYRIBONUCLEIC ACID, DNA MOLECULE, OIL BASED, RAW MATERIAL, VITAMIN ...

O1.1 Substances and materials generally: Solid

Terms depicting solid substances/materials

PROTOTYPICAL EXAMPLES: ALLOY, AMBER, ARSENIC, ASBESTOS, BLU-TAC, BARIUM, CARBONIZED, CELLULOID, CEMENT, CERAMIC

CAST IRON, CHROME COBALT, CLAY SOIL, COTTON WOOL, LIME STONE, PLASTER BOARD, SHEET METAL, SURFACE DUST, WRAPPING PAPER, WROUGHT IRON

O1.2 Substances and materials generally: Liquid

Terms depicting liquid substances (other than drinks) and wetness

PROTOTYPICAL EXAMPLES: BITUMEN, CREOSOTE, DAMP, DEHUMIDIFY (-), DEWY, DRENCHED, DRY (-), FLUID, FOAM, GLYCERINE, GOO, GREASE, GUNGE, HUMIDITY, LIQUID, MERCURY, MUSH

CRUDE OIL, LIKE A DROWNED RAT, RUNNING WATER, SOAKING WET

O1.3 Substances and materials generally: Gas

Terms depicting/relating to gases

PROTOTYPICAL EXAMPLES: AEROBICALLY, ANAEROBIC (-), CHLORINE, GAS, METHANE, NEON, OXYGEN, OZONE, SMOKEY, STEAM

CARBON MONOXIDE, COMPRESSED AIR

O2 Objects generally

Terms relating to objects generally

PROTOTYPICAL EXAMPLES: AEROSOL, AMPHORA, ANVIL, APPLIANCE, ARTEFACT, ASHTRAY, AXE, AXLE, BACKBOARD, BALE, BARB, BEAD

AIR FILTER, BARBED WIRE, BOTTLE BANK, BOTTLE OPENER, BREATHING APPARATUS, BRIC A BRAC, CANDLE STICK, CARDBOARD BOX, CARRIER BAG, CHICKEN WIRE, COAT HANGER, DOOR CHAIN

O3 Electricity and electrical equipment

Terms relating to electricity and electrical equipment

PROTOTYPICAL EXAMPLES: ADAPTOR, AERIAL, ALTERNATOR, AMP, AUTOMATED, BUZZER, CIRCUITED, CIRCUITRY, CONNECTORS, CONSOLE, DETECTORS, DIMMER, DISHWASHER, DYNAMO

AIR FILTRATION SYSTEM, CONTROL BOX, ELECTRICITY SUPPLY, ELECTRIC CURRENT, FAIRY LIGHTS, JUMP LEAD, LIGHT BULB, NUCLEAR POWER, PLUG IN, POWER SAW, POWER SUPPLIES

O4 Physical attributes

NO ENTRIES

Entries are sub-classified into the following:

04.1 General appearance and physical properties

Terms relating to general appearance/physical properties

PROTOTYPICAL EXAMPLES: ADHESIVE, AIREY, ATTRIBUTES, BARBED, BARE, BEADED, BIODEGRADABLE, BLOTCHED, BLURRED, BORDERED, BOTTOMED, BOXED, BRASSED, BUSHY

FLAT BOTTOMED, HAND BUILT, HARD WEARING, HIGGLEDY PIGGLEDY, MAN MADE, PINE FACED, PLAIN FRONTED, READY PREPARED, WATER PROOF, WOOD BURNING

04.2 Judgement of appearance (pretty etc.)

Descriptive terms relating to the appearance/look of X

PROTOTYPICAL EXAMPLES: AHBORRENT (-), ABOMINATION (-), ADORABLE (+), AESTHETIC, AGREEABLE (+), APPEALING (+), APPETIZING (+), ATTRACTIVE (+), BLEAK (-), CHIC (+)

AWE INSPIRING (+), BEAT UP (-), BEE'S KNEES (+), CLAPPED OUT (-), CLEAN AND TIDY (+), CLUTTER UP (-), CROWD PULLER (+), DOWN MARKET (-), GOOD LOOKING (+), IN VOGUE (+)

04.3 Colour and colour patterns

Terms depicting colour and other visual attributes

PROTOTYPICAL EXAMPLES: AUBURN, BEIGE, BLACKISH, BLEACHED, COLOUR, BRIGHTENED, BRIGHTNESS, BRONZE, DYEING, DYE, FLICKERING, FLOODLIT, FLUORESCENT, GAUDY

ASH GREY, BLEACH OUT, BURNT ORANGE, COLOUR SCHEME, INFRA RED, LASER LIGHT, MIDNIGHT BLUE, PITCH BLACK

[04.3 NEEDS TO BE DIVIDED INTO A "GENUINE COLOUR CATEGORY" (E.G. BLUE, GREEN) AND "OTHER VISUAL ATTRIBUTES CATEGORY (E.G. BRIGHTNESS, LIGHT, PATTERNS)]

04.4 Shape

Terms relating to shapes/the shape of X

PROTOTYPICAL EXAMPLES: 2D, AMORPHOUS, ANGULAR, ARC, ARCH, ASTERISKS, BAGGY, BALL, BEND, BOBBLY, BULGING, CAMBER, CHUNKY, CIRCULAR, COIL, CONTOURS, CREASE

... DIMENSIONAL, BOW FRONTED, JUT OUT, SEMI CIRCLE

04.5 Texture

Terms depicting texture

PROTOTYPICAL EXAMPLES: ABRASIVE, ARID, BLUNT, BRITTLE, BRUSHED, CARBONATED, CHALKINESS, CHEWY, CLOTTED, COAGULATED, CONSISTENCY, CRISPER, CRISPY

CLOT UP, STIFF AS A BOARD, THICKEN UP, VINYL SILK

04.6 Temperature

Terms relating to temperature

PROTOTYPICAL EXAMPLES: BITING (-), BONFIRE (+), BURNED (+), BURNT, CHILLED (-), CENTIGRADE, COMBUSTION (+), COOL (-), DEFROST (+), DEICED, FIRE (+)

CAUGHT FIRE (+), FIRE FIGHTING, GOES UP IN FLAMES (+), ICE COLD (-), PILOT LIGHT (+), SET ALIGHT (+), STUB OUT (-)

P EDUCATION

P1 Education in general

Terms relating to education in general

PROTOTYPICAL EXAMPLES: 11+, A'LEVEL, ACADEMICALLY, B-TECH, COACHING, COLLEGE-BOUND, COURSEWORK, CROSS-CURRICULAR

A LEVEL, O LEVELS, ... CLASS HONOURS DEGREE, ... YEAR EXAM, ... LEVEL SYLLABUS, ADULT EDUCATION, BRAIN WASH, CITY AND GUILD, COLLEGE COURSE, COLLEGIATE SYSTEM, COMBINED STUDIES

Q LINGUISTIC ACTIONS, STATES & PROCESSES

Q1 Communication

NO ENTRIES

Entries are sub-classified into the following:

Q1.1 Communication in general

Terms relating to communication in general

PROTOTYPICAL EXAMPLES: BADGES, BLAH, BRANDING, COAT-OF-ARMS, SAID, COMMUNICATED, COMS, DENOTE, EMBLEM, MOTION, EXPRESSIVE, GIST, IMPLIED, INFO, LOGO, MESSAGE

BODY LANGUAGE, EYE TO EYE CONTACT, IN THE SENSE OF, MADE AWARE OF, NAME PLATE, PUBLIC COMMUNICATION, SIGN LANGUAGE, WAVE OFF

Q1.2 Paper documents and writing

Terms relating to written communication (including writing/printing implements and documentation)

PROTOTYPICAL EXAMPLES: A5, AIRMAIL, AUTOGRAPH, BILLBOARD, BLACKBOARD, BOOKWORKING, BRAILLE, CAPITALISATION, C.V., CAPTION, CARNE, CERTIFICATE, CHARTER, CHECKLIST

BUSINESS CARD, CARBON COPIES, CLIP BOARD, DESK WORK, FELT TIP, HAND WRITTEN, LETTER HEAD, MAILING LIST

Q1.3 Telecommunications

Terms relating to telecommunications

PROTOTYPICAL EXAMPLES: ANSWERPHONE, CABLE, CB, CELLPHONE, DIAL, FAX, HANDSET, IDD, INTERCOM, PAGER, PHONE-IN, TANOID, PHONECALL, PHONECARD, RADIO, SWITCHBOARD

ANSWERING MACHINE, CALL WAITING SYSTEM, CB RADIO, DIRECTORY ENQUIRIES, GIVE ... A RING, PHONE CALL

Q2 Speech acts

NO ENTRIES

Entries are sub-classified into the following:

Q2.1 Speech etc: Communicative

Terms relating to spoken communication

PROTOTYPICAL EXAMPLES: ANECDOTAL, BLURB, BLURT, BRIEFING, BUMBLE, CHAT, CHATTER, CLAM (-), COMMENTING, CONVERSATION, DIALOGUE, DISCOURSE, DISSEMINATE, FEEDBACK

BANDY ABOUT, CHIT CHAT, COME OUT WITH, GIVE AN ACCOUNT OF, GOT IN CONTACT, LET ON, LET SLIP, KEPT (HIS/HER/THEIR) MOUTH SHUT (-), MAKE COMMENTS

Q2.2 Speech acts

Speech acts terms

PROTOTYPICAL EXAMPLES: A.K.A, ABROGATING, ACCOUNT, ACCUSE, ADDRESSING, ADVOCATE, ALLEGATION, ANNOUNCE, BEGGING, ANSWERED, ANSWERS, ARGUE, BADGERED, BAWLING

ARGUE BACK, ASK AROUND, BAD MOUTH, BUTTER UP, CHEER ON, GIVE A MOUTHFUL, PILLOW TALK, RAN IT BY, RIP HOLES IN, SHOUT OUT, SLAG OFF, SWEAR IN, YELL OUT

Q3 Language, speech and grammar

Terms relating to language (including linguistic/grammatical terms)

PROTOTYPICAL EXAMPLES: ABBREVIATION, ACRONYMS, ADJECTIVES, ALPHABET, APOSTROPHE, ARTICULATE, AUGMENT, BETA, BILINGUALISM, BUZZWORD, COHERENTLY, COMMA

ENGLISH AS A FOREIGN LANGUAGE, FIRST PERSON, MOTHER TONGUE, PLAY ON WORDS, PRESENT SIMPLE TENSE, SPLIT INFINITIVE

Q4 The Media

General terms relating to the media

PROTOTYPICAL EXAMPLES: BULLETINS, DOCUMENTARY, EDITION, MEDIAS, PUBLICATION, PUBLISH, REPORTAGE, SERIAL

COMIC STRIP, SLIDE SHOW, STORY LINE

Q4.1 The Media: Books

Media terms relating to (types of) books, and their production

PROTOTYPICAL EXAMPLES: A-Z, ANTHOLOGY, ATLAS, AUTO-BIOGRAPHY, BOOKBINDING, BOOKISH, BOOKLET, CATALOGUE, COMPENDIUM, DICTIONARY, DIGEST, HARDBACKS

ADVENTURE STORIES, CREATIVE WRITING, DUST JACKET, HARD BACK, LIBRARY TROLLEY, PAPER BACK, REFERENCE BOOK, SHORT STORIES, TEXT BOOK

Q4.2 The Media: Newspapers etc.

Media terms relating to (types of) newspapers, and their production

PROTOTYPICAL EXAMPLES: BROADSHEETS, CLASSIFIEDS, EDITORIAL, FANZINE, GAZETTE, HEADLINE, JOURNALISM, MAGS, NEWSPAPER

BROAD SHEET, CROSS WORD, GUTTER PRESS, NEWSPAPER CUTTING, PRESS NOTICE, PRESS PACK, SUBSCRIPTION MAGAZINE, TABLOID PRESS

Q4.3 The Media: TV, Radio & Cinema

Media terms specifically relating to TV, Radio and the Cinema

PROTOTYPICAL EXAMPLES: AIRPLAY, AIRWAVES, ANIMATICS, BROADCAST, CCTV, CLAPPERBOARD, DOCUMENTARY, FADE, FILMING

ACTION FILM, AUDIO VISUAL, CABLE TELEVISION, CAMERA ANGLE, FEATURE FILM, MAGAZINE PROGRAMME, NEWS FLASH, ON AIR, QUIZ SHOW, RADIO STATION, SATELLITE TV, SOAP OPERA, TUNE IN

S SOCIAL ACTIONS, STATES & PROCESSES

S1 Social actions, states & processes NO ENTRIES

S1.1 Social actions, states & processes NO ENTRIES

Entries are sub-classified into the following:

S1.1.1 General

Terms relating to social actions, state and processes in general

PROTOTYPICAL EXAMPLES: ANTHROPOLOGY, BEHAVIOURAL, BUTTONHOLES, CEREMONIAL, CHILDCARE, COMMEMORATIONS, CONFRONTATION, FETE, GOODBYE

BIG BAD WORLD, CEREMONY OF THE KEYS, COMMUNITY WORK, CROSS PATHS, HUMAN INTEREST, KEPT IN CONTACT, LIFE STYLE

S1.1.2 Reciprocity

Terms relating to the exchange of X/lack of exchange between (groups of) people

PROTOTYPICAL EXAMPLES: APIECE (+), COMMUNAL (+), CONFIDE (+), EACH (+), DISLOYAL (-), DISTRUST (-), INTERCHANGE (+), MISTRUST (-), LIAISON (+), ONE-SIDED (-), SHARE (+)

BETWEEN US (+), DIVIDE UP (+), GO HALVES (+), IN TURNS (+), MAKING UP FOR (+), MEET HALF WAY (+), OTHER PEOPLE'S SHOES (+), SPREAD THE LOAD (+)

S1.1.3 Participation

Terms relating to participation/involvement, or the lack of

PROTOTYPICAL EXAMPLES: ABSENTEEISM (-), ALIENATING (-), ATTEND (+), BOYCOTTING (-), CONFERENCE (+), EMBROILED (+) FETE (+), GET-TOGETHER (+), PARTICIPATE (+)

BIRTHDAY PARTY (+), BUNK OFF (-), GOING ALONG WITH (+), JOIN IN (+), JUMP ON THE BANDWAGON (+)

S1.1.4 Deserve etc.

Terms relating to entitlement/eligibility/merit, etc.

PROTOTYPICAL EXAMPLES: BIRTHRIGHT (+), DESERVE (+), DESTINED, WORTHY (+), ELIGIBILITY, MERIT, DESTINY, DESERVING (+)

SERVE (YOU/HIM/HER/THEM) RIGHT (+), WORTH ... SALT (+)

S1.2 Personality traits

Terms depicting personality traits/characteristics

PROTOTYPICAL EXAMPLES: CHARISMA, IMPATIENT, PERSONA, POISE, PROPENSITY, SUAVE, TEMPERAMENT, TEMPERMENTALLY, TRAIT

S1.2.1 Approachability and Friendliness

Terms depicting (level of) approachability/friendliness

PROTOTYPICAL EXAMPLES: AMICABLE (+), ANTI-SOCIAL (-), BEFRIENDING (+), CHUMMY (+), CONCILIATE (+), CURTLY (-),

DEPERSONALISES (-), EMPATHIC (+)

BAD NATURED (-), BREAK THE ICE (+), GOOD NATURED (+), HOLD AGAINST (-), ON BAD TERMS (-), STAND OFFISH (-), SUFFER FOOLS GLADLY (+)

S1.2.2 Avarice

Terms depicting (level of) avarice/generosity

PROTOTYPICAL EXAMPLES: ALTRUISM (-), AVARICIOUS (+), BEGRUDGED (+), COMPASSION (-), ENVIOUS (+), GIVING (-), GRABBY (+), JEALOUS (+), KIND (-), KINDEST (---), PREY (+), TEMPT (+)

FEATHER (...) OWN NEST, HEART OF GOLD (-), PENNY PINCHING (+), SELF INTEREST (+), SERVING OWN INTERESTS (+), TAKING ADVANTAGE (+)

S1.2.3 Egoism

Terms depicting (level of) egoism

PROTOTYPICAL EXAMPLES: ARROGANCE (+), BIGHEADED (+), BOASTING (+), BOMBASTIC (+), BRASH (+), COCKY (+), CONCEITED (+), EGO-TRIP (+), FLAMBOYANT (+), GAUCHE (-)

...N'T GOT THE HEART (-), ATTITUDE PROBLEM (+), BROAD MINDED (-), GOT A NERVE (+), HOITY TOITY (+), LOOK DOWN ON (+), SELF EFFACING (-)

S1.2.4 Politeness

Terms depicting (level of) politeness

PROTOTYPICAL EXAMPLES: ABUSIVE (-), APOLOGETIC (+), BITCHY (-), CHEEKY (-), CIVILISED (+), CIVILITY (+), COURTESY (+), DISGRACE (-), DEGENERATE (-), FACETIOUS (-), FLIPPANT (-), PRIM (+)

AIR TURNED BLUE (-), BAD MANNERED (-), NEAR THE MARK (-), PERMISSIVE SOCIETY (-), STRAIGHT LACED (+), THE DONE THING (+), WELL MANNERED (+)

S1.2.5 Toughness; strong/weak

Terms depicting (level of) strength/weakness

PROTOTYPICAL EXAMPLES: BUTCH (+), FOOLISHLY (-), GULLIBLE (-), HELPLESS (-), SOFTIE (-), SOPPY (-), STAMINA (+), STEEL (+), SUCCUMB (-), VULNERABLE (-), WIMP (-)

ACHILLES HEEL (-), HARD HITTING (+), RED BLOODED (+), SOFT TOUCH (-)

S1.2.6 Sensible

Terms depicting (level of) sensibleness/absurdity

PROTOTYPICAL EXAMPLES: ABSURD (-), ADVISABLE (+), BALONEY (-), CRAZILY (-), IDIOTIC (-), INTELLIGENT (+), LUDICROUS (-), NAÏVE (-), NONSENSICAL (-), PRUDENCE (+), RATIONAL (+)

HEAD SCREWED ON (+), COMMON SENSE (+), MADE A FOOL OF (-), MUG'S GAME (-), SEE SENSE (+)

S2 People

Term indicating that particular words relate to/denote people – e.g. students = P1/S2mf

PROTOTYPICAL EXAMPLES: PEOPLE, PEOPLES

S2.1 People: Female

Terms relating to females

PROTOTYPICAL EXAMPLES: AMAZON, BIMBO, BIMBO-ISH, FEMALE, FEMININE, FLOOZIE, FRAULEIN, LADYLIKE, LASS, SIGNORINA

ALL GIRLS [NOTE – MAINLY USED IN A TAGGED FORMAT, E.G. AIR HOSTESS, CHAMBER MAID, HER MAJESTY, ETC.]

S2.2 People: Male

Terms relating to males

PROTOTYPICAL EXAMPLES: BLOKE, CHAP, ESQUIRE, EUNUCH, GEEZER, LAD, GENTLEMAN, MALE, MASCULINE, VIRILITY

MALE DOMINATED, [NOTE – MAINLY USED IN A TAGGED FORMAT, E.G. HOUSE HUSBAND, MEN'S WEAR, SUGAR DADDY]

S3 Relationship

PROTOTYPICAL EXAMPLES: EMBRACE, EMBRACING

S3.1 Relationship: General

Terms relating to relationships in general

PROTOTYPICAL EXAMPLES: ACCOMPANYING, BUDDY, CAMARADERIE, COMPADRES, COMPANIONSHIP, CRONIES, ESCORT, FRIENDSHIP

GO AROUND WITH, HIT IT OFF, MEET UP, TWIN UP

S3.2 Relationship: Intimate/sexual

Terms relating to relationships that are intimate and/or sexual, or to a person's sexual orientation.

PROTOTYPICAL EXAMPLES: BI-SEXUAL, COHABITING, COPULATING, COURTING, ESTRANGED (-), FLIRTATIOUS, FOREPLAY, HUG, KISS, HETEROSEXUALITY, HOMOSEXUALITY, LOVE-LIFE

BLIND DATE, GET OFF TOGETHER, GOES OUT WITH, GOES TO BED WITH, LIVING TOGETHER, LONELY HEARTS

S4 Kin

Terms relating to relationships between family members/familiars

PROTOTYPICAL EXAMPLES: AUNT, AUNTIE, BABY-SIT, BABYSITTING, BRIDE, BROTHERLY, CHILDMINDING, CONGENITAL, COURTSHIP, DAUGHTER-IN-LAW, DESCENDANTS

BROKEN HOME (-), CHILD CARE, CHILD REARING, FAMILY BACKGROUND, FAMILY LIFE, FAMILY TREE, FAMILY WEDDING, GET MARRIED, IN LAWS, MARRY OFF, RUN IN THE FAMILY

S5 Groups and affiliation

Terms relating to groups/the level of association/affiliation between groups

PROTOTYPICAL EXAMPLES: AFFILIATE (+), ALLEGIANCE (+), ALLIANCE (+), ALLIES (+), ARIAN (+), ASSOCIATE (+), AUTONOMY (-), BIASSED (+), BREAKAWAY (-),

CAHOOTS (+), CASTE (+)

FEET UNDER THE TABLE (+), ... OWN THING (-), BREAK AWAY (-), CLOSELY KNIT (+), COMMUNITY GROUP (+), COMMUNITY SPIRIT (+), CUT APRON STRINGS (-), EACH TO (HIS/HER/THEIR) OWN, FLEW THE NEST (-), GANG UP (+), GOING IT ALONE (-), IN CAHOOTS WITH (+)

S6 Obligation and necessity

Terms depicting (level of) obligation/necessity

PROTOTYPICAL EXAMPLES: COMPELLING (+), COMPULSORY (+), DICTATES (+), DUTIFUL (+), EXEMPT (-), GRATUITOUS (-), MUST (+), NON-CORE (-), OBLIGATE (+), OPTIONAL (-), OUGHT (+)

CANNOT BE HELPED (+), DUTY BOUND (+), IF PUSH COMES TO SHOVE (+), ROPE INTO (+), TAKE IT OR LEAVE IT (+)

S7 Power relationship

NO ENTRIES

Entries are sub-classified into the following:

S7.1 Power, organizing

Terms depicting power/authority/influence and organisation/administration

PROTOTYPICAL EXAMPLES: ACCOUNTABLE (-), ADMIN (+), ANSWERABLE (-), APPOINT (+), AUTHORITARIAN (+), AUTOCRATIC (+), BETTER (+), BOSS (+), BROWBEATING (+), CAPTAIN (+)

PUT UPON (-), AHEAD OF THE GAME (+), AT ... MERCY (-), AT THE HELM OF THE SHIP (+), BECK AND CALL (-), BOSS ABOUT (+), CAP IN HAND (-), CHAIN OF COMMAND (+)

S7.2 Respect

Terms depicting (level of) respect/deference/reverence

PROTOTYPICAL EXAMPLES: ADMIRABLE (+), DEFERENTIAL (+), DISRESPECT (-), GLORY (+), IDOLISE (+), IRREVERENT (-), RESPECT (+), REVERENCE (+), SCORN (-), STATELY (+)

BAD NAME (-), BAD PRESS (-), PUT ON A PEDESTAL (+), WELL LOOKED UPON (+), WELL RESPECTED (+)

S7.3 Competition

Terms depicting competition/rivalry/contest, or the lack of

PROTOTYPICAL EXAMPLES: ADVERSARIAL (+), COMPETE (+), CONTEST, DUEL (+), RIVAL, TOURNAMENT, UNRIVALLED (-), VYING (+)

CUT THROAT (++), KEEP UP WITH THE JONESES (+), KNOCK-OUT COMPETITION (+), PLAY OFF AGAINST (+), RAT RACE (+), THEM AND US (+)

S7.4 Permission

Terms depicting (level of) permission/consent/authorisation

PROTOTYPICAL EXAMPLES: ALLOW (+), ASSENT (+), AUTHORISED (+), BAN (-), BAR (-), BEARABLE (+), DISQUALIFIED (-), EMBARGO (-)

FEEL FREE (+), GRIN AND BEAR IT (+), LAISSEZ FAIRE (+), PUT A BLOCK (-), RULE OUT (-), THE GO AHEAD (+), UNHEARD OF (-)

S8 Helping/hindering

Terms depicting (level of) help/hindrance

PROTOTYPICAL EXAMPLES: ABET (+), ADVANTAGE (+), ADVISING (+), AID (+), AVERT (-), BLOCKER (-), BOG (-), COMBATTING (-)

LIKE A ROCK (+), A GOOD TURN (+), BACK AGAINST (-), BENEFIT OF THE DOUBT (+), BODY BLOW (-), CHARITY WORK (+), CUSHION THE BLOW (+), DRAW BACK (-), FOR ... BEST INTEREST (+), GIVE A HAND (+)

S9 Religion and the supernatural

Terms relating to religions and the supernatural

PROTOTYPICAL EXAMPLES: AFTER-LIFE, ANGLICAN, APOSTOLIC, ARK, ASTROLOGY, BAPTISED, BUDDHISM, CANONISED

ACT OF CONTRITION, BIBLE STUDIES, BORN AGAIN, CAROL SERVICE, CHURCH GOING, EVIL EYE, GOD FEARING, HOLY SPIRIT, NEAR DEATH EXPERIENCE, NON CHRISTIAN, PUT A CURSE ON, SIXTH SENSE

T TIME

T1 Time

PROTOTYPICAL EXAMPLES: AM, ANYMORE, CALENDAR, COUNTDOWN, FULL-TIME, O'CLOCK, ROSTA, ROTA, SCHEDULE, SEASONALITY, SOMETIME, TIME, TIMETABLE

T1.1 Time: General

Terms relating to time in general

PROTOTYPICAL EXAMPLES: ANYTIME, RESCHEDULE, APPOINTMENT

T1.1.1 Time: General: Past

General terms relating to a past (period/point in) time

PROTOTYPICAL EXAMPLES: AGO, ALREADY, BACKDATED, BYGONE, EDWARDIAN, EX-, FOREGONE, FORMERLY, HERITAGE, HISTORICALLY, HITHERTO, JACOBAN, ORIGINALLY, PRE-WAR, THEN

AGES AGO, AT ONE TIME, A MOMENT AGO, BEFORE NOW, GOES BACK A FEW YEARS, GOOD OLD DAYS, IN THE PAST, LONG SINCE, NOT SO LONG AGO

T1.1.2 Time: General: Present; simultaneous

General terms relating to a present (period/point in) time

PROTOTYPICAL EXAMPLES: IPM, CONCURRENTLY, CONTEMPORARY, CURRENT, INSTANT, MEANWHILE, SIMULTANEOUS, SYNC, TONIGHT, UP-DATED, UP-TO-DATE, TOPICAL, YET

ALL AT ONE TIME, ALL IN ONE GO, AT THE PRESENT MOMENT, AT PRESENT, FOR THE TIME BEING

T1.1.3 Time: General: Future

General terms relating to a future (period/point in) time

PROTOTYPICAL EXAMPLES: DEFER, FUTURE, GONNA, HEREAFTER, IMMINENT, IMPENDING, OFFPUTTING, POSTPONE, SHALL, SOMEDAY, TOMORROW, WILL, COMING

FROM NOW ON, IN THE LONG RUN, IN A MINUTE,
IN DUE COURSE, IN THE PIPELINE, JUST OVER THE
HORIZON, NEXT WEEK, THIS COMING (WEEK,
MONTH, YEAR)

T1.2 Time: Momentary

Terms relating to a momentary/transitory (period/point in) time

PROTOTYPICAL EXAMPLES: ACTING, ANNIVERSARY, BEDTIME, BRINK, BROWSING,
DAWN, DEADLINE, EIGHTISH, ELEVENISH, EVE, NOON,
INSTANT, JUBILEE, MID-MORNING, MID-WEEK
AFTER HOURS, CRACK OF DAWN, DEAD OF NIGHT

T1.3 Time: Period

Terms relating to a specific period of time

PROTOTYPICAL EXAMPLES: AFTERNOON, ANNUM, AUTUMN, BIDE, BIRTHDAY, DAYS
BRIDGING (-), BRIEFLY (-), CHILDHOOD, CHRONIC (+)
HALF AN HOUR, ALL THE YEAR ROUND (+), ANNO DOMINI,
AS LITTLE OR AS LONG, A WEE WHILE (-), BOXING DAY

T2 Time: Beginning and ending

Terms depicting commencement/completion

PROTOTYPICAL EXAMPLES: ABIDING (++), ABOLITION (-), AXE (-), BEGAN (+), CANCEL (-),
CEASED (-), CONCLUDING (-), CUT-OFF (-), CONTINUITY (+),
DEFUNCT (-), DISBAND (-), FOUND (+)
24 HOURS A DAY (+), AD INFINITUM (++), AT ALL TIMES (++),
BEEN AND GONE (-), CAME INTO FORCE (+), CUT SHORT (-),
CAME TO AN END (-), DIE A DEATH (-), EMBARK ON (+)

T3 Time: Old, new and young; age

Terms relating to age/maturity

PROTOTYPICAL EXAMPLES: ADOLESCENCE, AFRESH (---), AGEISM, AGELESS (-),
ANCIENT (++), ANTIQUE (+++), ARCHAIC (+++), BABIES (--),
BABYISH (--), CENTAGENARIAN
... YEARS OF AGE, ... YEARS OLD, AGE GROUP, AVANT GARDE
(---), BRAND NEW (---), EARLY AGE (-), GETTING ON A BIT (+),
LATE IN LIFE (+), OLDE WORLDE (+), OLD HAT (+)

T4 Time: Early/late

Terms relating to well-timed-ness

PROTOTYPICAL EXAMPLES: BELATED (-), DELAY (-), LATEST (---)
11TH HOUR (+), AHEAD OF HIS TIME (++), LAST MINUTE (-), ON TIME

W THE WORLD & OUR ENVIRONMENT

W1 The universe

Terms relating to the universe/cosmos

PROTOTYPICAL EXAMPLES: ATMOSPHERIC, COMET, EQUINOX, MARTIANS, MOON, OPEN-AIR,
PLANET, SKY, TERRESTRIAL, WINTRY
NORTHERN LIGHTS, OPEN AIR, OZONE LAYER

W2 Light

NO ENTRIES

[NOTE – POSSIBLY REMOVING, AS TENDS NOT TO BE USED (WORDS GO UNDER O4.3). FOR BACKWARDS COMPATABILITY, ANY THAT ARE OMITTED WILL BE LEFT. E.G. W3 WILL *NOT* BECOME W2]

W3 Geographical terms

Geographical terms

PROTOTYPICAL EXAMPLES: AGROUND, APLINE, ARABLE, BEACH, BECK, BOGGY, BOGLAND, BROOK, BYRNS, CAVE, CAVERN, CLIFFS, COASTAL, COUNTRYSIDE, CRATER, DALE, DEEP, DUNE

COASTAL BELT, COUNTRY PARK, ECO CYCLE, GRAVEL PIT, GULF STREAM, LANDSCAPE ARCHITECTURE, MUD HEAP, OPEN SPACE

W4 Weather

Terms relating to the climate/weather conditions

PROTOTYPICAL EXAMPLES: ANTI-RAIN, CLOUDS, DAYLIGHT, DOWNPOUR, DRAFTY, DROUGHT, FOG, FROST, GALE, HAIL, HUMID, LIGHTENING, MIRAGES, MONSOON, RAIN, RAINBOW

BLOW A GALE, BUCKET DOWN, CHILL FACTOR, HEAT HAZE, POUR DOWN, RAIN OR SHINE, THUNDER CLAP, WEATHER CONDITIONS

W5 Green issues

Environmental terms

PROTOTYPICAL EXAMPLES: CONSERVANCY, ECOLOGICAL, GREEN, POLLUTED, POLLUTING, SLICK

ENVIROMENTALLY FRIENDLY, OZONE FRIENDLY

X PSYCHOLOGICAL ACTIONS, STATES & PROCESSES**X1 General**

General terms relating to psychological actions, states and processes

PROTOTYPICAL EXAMPLES: HIGH-BROW, ID, INSTINCTIVELY, MENTALITY, MENTALLY, MIND, OEDIPAL, PSYCHOGRAPHICS, PSYCHOLOGICAL, SUBCONSCIOUS

STATE OF MIND [NOTE – MOST HAVE TAGGED FORMAT, E.G. NERVOUS BREAKDOWN, RIGHT MIND, SECURE UNIT, SHOCK TREATMENT, ETC.]

X2 Mental actions and processes

Terms relating to mental actions and processes in general

PROTOTYPICAL EXAMPLES: BEWARE, CYNICAL, DEVIOUS, DISREGARD, DREAM, DREAM-LIKE, HYPNOSIS, HYPNOTIC, HYNOTPISM

X2.1 Thought, belief

Terms relating to reasoning/thinking, and level of belief/sceptism

PROTOTYPICAL EXAMPLES: ADJUDGE, ASSUMING, ANTICIPATE, BLANK (-), COGNITIVE, CONCEPTUALISE, CONJECTURE, CREDENCE (+), DEEM, DISBELIEF (-), DREAMING, ESCAPISM, HYPOTHESISE, IDEALISED, IMAGINE

BACK OF ... MIND, CAME TO MIND, GOT ... IDEAS TOGETHER, GUESS WORK, HAZARD A GUESS, IN MIND

X2.2 Knowledge

Terms relating to (level) of knowledge/perception/retrospection

PROTOTYPICAL EXAMPLES: ACQUAINTED (+), AWARE (+), COGNISANT (+),
CONVERSANT (+), DUNNO (-), FAMILIARISE (+),
FORGET (-), FORGOT (-), HINDSIGHT (+), INSIGHT

...N'T A CLUE (-), ANYBODY'S GUESS (-), CALL TO MIND (+),
CAN'T TELL (-), CAST ... MIND BACK, ILL INFORMED (-)

X2.3 Learn

Terms relating to (level of) learning/mastery/deduction/realisation

PROTOTYPICAL EXAMPLES: ASCERTAIN (+), CLICKED, COTTON (+), GLEAN (+),
LEARNING (+), SUSS (-)

FOUND OUT (+), LATCH ONTO (+), LEARNING CURVE (+),
TOOK ... ON BOARD (+)

X2.4 Investigate, examine, test, search

Terms relating to investigation/examination

PROTOTYPICAL EXAMPLES: ANALYTIC, ANALYSE, ASSESSED, BRAINSTORM,
CONSIDERED, CONTEMPLATE, DELVING, EMPIRICAL,
EXPERIMENT, EYEBALLS, FACTFINDING, GROUNDWORK,
INQUISITIVE, INSPECT

CHECK UP, DUMMY RUN, FIELD WORK, GIVE IT A TRY, GET
DOWN TO THE BOTTOM OF, IN QUEST OF, KEEP A CHECK ON

X2.5 Understand

Terms depicting (level of) understanding/comprehension

PROTOTYPICAL EXAMPLES: ADDLED (-), BAFFLED (-), BAFFLING (-), BOGGLING (-),
COMPREHEND (+), CONFUSE (-), CONFUSION (-),
DISORIENTATED (-), EMPATHISE (+), FLUMMOXED (-)

BEYOND COMPREHENSION (-), BEYOND ME (-), BRING LIGHT
TO BEAR (+), CATCH ONTO (+), COME TO TERMS WITH (+)

X2.6 Expect

Terms depicting (level of) expectation

PROTOTYPICAL EXAMPLES: ALERT (+), ANTICIPATED (+), BODE (+), ENVISAGE (+),
EXPECTANCY (+), FORECAST (+), FORESEE (+),
INKLING (+), IRONICALLY (-)

ON IMPULSE (-), OUT OF THE BLUE (-)

X3 Sensory

PROTOTYPICAL EXAMPLES: DISCERN, DISCERNING, EXPERIENCE, NOTICE
NOTICED (+), OBLIVIOUS (-), PERCEPTIVE, SENSE,
SENSATIONS, SUBCONSCIOUS (-), UNNOTICED (-)

OUT OF IT (-)

Additional entries are sub-classified into the following:

X3.1 Sensory: Taste

Sensory terms relating to taste

PROTOTYPICAL EXAMPLES: INSIPID, SALTIER, SALTY, SAVOURY, STENCH, SWEETISH,
TANGY, TASTINESS

AFTER TASTE

X3.2 Sensory: Sound

Sensory terms relating to sound

PROTOTYPICAL EXAMPLES: ACOUSTIC, ALOUD, AUDITORY, BANGY (+), BLARING, BUZZY, CACOPHONY, CHIMES, CLANGY, CLANKING, CLICK, CLONKED, CRACKLES, DOINK, ECHO, GRUNT

CLAP ... HANDS (+), HEARING IMPAIRED (-), LISTEN IN

X3.3 Sensory: Touch

Sensory terms relating to touch

PROTOTYPICAL EXAMPLES: FINGER, STROKE, TACTILE, TICKLE, TOUCHABLE, TINGLY

X3.4 Sensory: Sight

Sensory terms relating to sight

PROTOTYPICAL EXAMPLES: BEHOLD, BEHOLDING, BLIND (-), BLINKERS (-), EYE, EYEBALL (+), EYESIGHT, GAZE, GLANCE, GLIMPSE, INVISIBLE (-), OBSERVATIONAL, OPTICAL, STARING

CAST ... EYES OVER, EYE UP, KEEP ... EYE OPEN, KEPT TABS ON, LOOK THROUGH, LOSE SIGHT OF (-), NAKED EYE

X3.5 Sensory: Smell

Sensory terms relating to smell

PROTOTYPICAL EXAMPLES: FRAGRANCE, PERFUME, PONG, REEK, SCENTED, STANK, STINK, STUNK, AROMA

STINK TO HIGH HEAVEN

X4 Mental object

NO ENTRIES

*Entries are sub-classified into the following:***X4.1 Mental object: Conceptual object**

Terms depicting conceptual objects/objects of the mind (e.g. ideas/concepts)

PROTOTYPICAL EXAMPLES: ATTITUDE, CLUE, CONCEPT, CONJECTURE, CONSTRUCT, CONSIDERATIONS, CRITERIA, DAY-DREAMS, HUNCH, HYPOTHESIS, IDEAS, IDEOLOGICAL, MAXIM, MORAL

KETTLE OF FISH, STAND POINT, SUBJECT MATTER, WORLD VIEW

X4.2 Mental object: Means, method

Terms relating to mental practises/procedures/resources/techniques

PROTOTYPICAL EXAMPLES: FRAMEWORK, METHOD, METHODOLOGY, PLOY, PROCEDURAL, PROCEDURE, SETUP, SYSTEMATIC, TACTIC, TECHNIQUE

BY MEANS OF, GO ALONG THAT ROAD, IN SOME WAY SHAPE OR FORM, LINE OF ATTACK, MEANS TO AN END

X5 Attention

NO ENTRIES

*Entries are sub-classified into the following:***X5.1 Attention**

Terms relating to the (level of) attention

PROTOTYPICAL EXAMPLES: AIMLESS (-), ALERT (+), AROUSAL (+), ARRESTING (+), ATTENTIVELY (+), CONCENTRATING (+), DISTRACT (-), DAY-DREAMS (-), DAYDREAMING (-), ENTHRALLED (+)

THE FOREFRONT OF ... MIND (+), ANTS IN ... PANTS (-), HEAD IN THE CLOUDS (-), LATCH ON TO (+), PAY ATTENTION (+), SINGLE MINDED (++), TAKE NOTICE OF (+)

X5.2 Interest/boredom/excited/energetic

Terms depicting (level of) interest/energy/boredom, etc

PROTOTYPICAL EXAMPLES: ANIMATED (+), APATHETIC (-), APATHY (-), ARDENT (+), AVID (+), AVIDLY (+), BESOTTED (++), BOREDOM (-), COMMITTED (+), CRAZE (+), CURIOSITY (+), DREARY (-) DEMOTIVATED (-), DISINTERESTED (-), DISPOSED (+)

...N'T GIVE A STUFF (-), BORE ... TO TEARS (-), CAN'T WAIT TO (+), FULL OF ENERGY (+), GET A BUZZ OUT OF (+), GET UP AND GO (+), GO GETTING (+), HALF HEARTED (-)

X6 Deciding

Terms relating to decisions/decision making, or lack of

PROTOTYPICAL EXAMPLES: ABJUDICATION (+), CLINCH (+), DECIDE (+), DETERMINE (+), FINALISE (+), JUDGEMENTAL (+), OPEN-ENDED (-), RULINGS (-), SINGLE-MINDED (+)

CAME TO THE CONCLUSION (+), DECISION MAKING (+), IN TWO MINDS (-), OPEN MINDED (-), SPLIT BOTH WAYS (-), UP TO YOU (+)

X7 Wanting; planning; choosing

Terms depicting (level of) desire/aspiration

PROTOTYPICAL EXAMPLES: AMBITION (+), AMBITIOUS (+), ASPIRING (+), BAIN (-), BUDDING (+), CHOICES (+), CRAVING (+), DESIRED (+), DISOWNED (-), DISPOSABLE (-), DISPOSAL (-), FOREGO (-)

... YEAR PLAN, IN MIND FOR (+), AD HOC (-), BENT ON (+), DRAGGED IN SCREAMING (-), FEEL LIKE (+), GAME PLAN (+), GOES AGAINST THE GRAIN (-), HAND PICKED (+), HEART'S DESIRE (+)

X8 Trying

Terms depicting (level of) effort/resolution

PROTOTYPICAL EXAMPLES: ADVENTURE, ATTEMPT (+), CONCERTED (+), DETERMINED (+), DOGGEDLY (+), ENDEAVOUR (+), IDELENESS (-), PERSEVERANCE (+), STRIVE (+)

BATTLING THROUGH (+), BENT OVER BACKWARDS (+), GIVE IT ... BEST SHOT (+), KNUCKLE DOWN (+), SLACK OFF (-)

X9 Ability

NO ENTRIES

*Entries are sub-classified into the following:***X9.1 Ability: Ability, intelligence**

Terms depicting (level of) ability/intelligence

PROTOTYPICAL EXAMPLES: ABILITIES (+), APTITUDE, ASTUTE (+), BENT (+), BRAINY (+), CANNY (+), CAPABLE (+), CLEVERLY (+), COMPETENCE, CUNNING (+), DE-SKILLED (-), DINNY (-)

NOT MUCH OF A (-), AU FAIT (+), BLIND LEADING THE BLIND (-), BRAIN POWER (+), CAME UNSTUCK (-), CLUED UP (+)

X9.2 Ability: Success and failure

Terms depicting (level of) success/failure

PROTOTYPICAL EXAMPLES: ABORTIVE (-), ACCOMPLISH (+), ACHIEVEMENTS (+), ANTICLIMAX (-), BOOMING (+), BUNGLED (-), CONTRIVED (+), DEBACLE (-), DOWNFALL (-), FAIL (-)

BLEW IT (-), BUGGER ... UP (-), CAME UP WITH THE GOODS (+), CATCH TWENTY-TWO (-), DOWN THE DRAIN (-)

Y SCIENCE & TECHNOLOGY

Y1 Science and technology in general

Terms relating to science and technology

PROTOTYPICAL EXAMPLES: ASAs, BIO-CHEMISTRY, BIOTECHNOLOGY, COSMOLOGY, ELECTROPHYSICS, HYDROGENOMICS, IMAGERS, MECH., IMMUNOLOGY, INSTRUMENTATION, IONISING, LAB

ANATOMICAL SCIENCE, CIVIL ENGINEERING, DNA TESTING, ELECTRO MAGNETISM, EXPERIMENTAL PSYCHOLOGY, GENETIC CODE, HIGH TECH, LASER BEAM, QUANTUM LEVEL, VACUUM SYSTEM

Y2 Information technology and computing

Terms relating to information technology and computing

PROTOTYPICAL EXAMPLES: AUTO-CARTRIDGES, BASIC, BUGGY, BYTE, CD-ROM, COMPTOMETER, COMPUTER, CYBER, DATABASE, E-MAIL, HOLOGRAM, ICON, IN-PUTTING, INTERNET

ARTIFICIAL INTELLIGENCE, CD ROM, COMPUTER FILE, COMPUTER SCIENCE, COMPUTER TERMINAL, DIGITAL ANALOGUE CONVERTER

Z NAMES & GRAMMATICAL WORDS

e.g. closed class words such as prepositions and proper nouns

Z0 Unmatched proper noun

Z1 Personal names

Nouns that distinguish/identify an individual (e.g. a first name and/or surname, a title of address)

PROTOTYPICAL EXAMPLES: ABBOT, ALASTAIR (m), ALLIE (f), ARCHER (mf)

ARCHBISHOP OF ..., BABE RUTH, COLONEL ..., DR. ...

Z2 Geographical names

Nouns that distinguish/identify a specific place (e.g. the name of a road, a city, a country, a continent, etc.)

PROTOTYPICAL EXAMPLES: A10, A35, ABERDEEN, ACROPOLIS, AFRICA

... STREET, ... CASTLE, ... ON SEA, ... STATION

Z3 Other proper names

Nouns that distinguish/identify a product, company, etc. (note – also includes acronyms)

PROTOTYPICAL EXAMPLES:

ABTA, ADIDAS

... WORLD WAR, ... REGIMENT, ... CITY YOUTH TEAM,
... CRICKET CLUB, ... OPERATIC SOCIETY, ... AIRPORT

Z4 Discourse Bin

Discourse markers, emphatic communication terms

PROTOTYPICAL EXAMPLES:

AAAHH, AH-AH, ALACK, AMEN, ANYHOW,
BLAH, BLIMEY, BRAVO, CHEERIO, CHEERS

AFTER ALL, AH DEAR, AND SUCH LIKE, AND WHATNOT,
ANY RATE, AS I KEEP SAYING, AS YOU CAN IMAGINE, AS IT
WERE, BELIEVE IT OR NOT, BLESS ... COTTON SOCKS

Z5 Grammatical bin

Prepositions/adverbs/conjunctions, etc

PROTOTYPICAL EXAMPLES:

&, ABOVE, AFTER, AGAINST, ALBEIT, AMID, AMONG,
AROUND, AS, AT, BEFORE, BEHIND, BENEATH, FOR,
BRAVO, BUT, COS, CUM, DURING, EXCEPT, GIVEN

ACCORDING TO, ANYTHING BUT, AS FAR AS, AS IF, BUT FOR,
FOR EXAMPLE, INASMUCH AS, IN ORDER TO, IN THAT,
RATHER THAN, SEEING AS, SUBJECT TO, WITH REGARD TO

Z6 Negative

Negative particles

PROTOTYPICAL EXAMPLES:

N'T, NAE, NEITHER, NO, NON, NOR, NOT

BY NO MEANS, NOT AT ALL, NOT REALLY, NO WAY, OVER MY
DEAD BODY

Z7 If

Conditional terms

PROTOTYPICAL EXAMPLES:

IF, IFS, PROVIDING

AS LONG AS, EVEN IF, SO LONG AS, WHETHER OR NOT

Z8 Pronouns etc.

Pronouns (standard and colloquial)

PROTOTYPICAL EXAMPLES:

ANYTHING, EGO (mfn), HE (m), HERS (f), IT, ITS,
ITSELF, MY, MESELF, ONE, ONES, OWT, SUMMAT

ALL THAT SORT OF JAZZ, ANYTHING AT ALL, GOODNESS
KNOWS WHAT, SUCH AND SUCH, THIS THAT AND THE OTHER,
WHATEVER YOU LIKE, WHAT DO YOU CALL IT

Z9 Trash can

-

Z99 Unmatched

Mis-spellings or words that have not been included in the lexicon as yet

THIS IS ASSIGNED WHEN THE MATCHING FAILS

References

McArthur, Tom (1981) *Longman Lexicon of Contemporary English*. Longman London
Quirk R., Greenbaum S., Leech G., Svartvik J. (1985). *A Comprehensive Grammar of the English Language*. Longman: London

For further information, see: <http://www.comp.lancs.ac.uk/ucrel/usas/>