

Frame Pairs from 'Using' Sorted by Sub-class

March 28, 2018

Class 1	
Frame 1	Frame 2
Word_relations	Linguistic_meaning
Wearing	Observable_body_parts
Wearing	Clothing
Wearing	Accoutrements
Undressing	Clothing
Undressing	Accoutrements
Terrorism	Intentionally_act
Temporal_pattern	Event
Tasting	Food
Studying	Education_teaching
Store	Storing
Sound_movement	Sounds
Social_event	Eventive_affecting
Simple_naming	Simple_name
Sign	Evidence
Severity_of_offense	Offenses
Sent_items	Sending
Roadways	Motion
Remainder	Change_position_on_a_scale
Relational_natural_features	Locative_relation
Referring_by_name	Being_named
Recovery	Medical_conditions
Reason	Intentionally_act
Protecting	Run_risk
Prohibiting	Law
Progress	Process
Prison	Inhibit_movement
Point_of_dispute	Discussion
Point_of_dispute	Be_in_agreement_on_assessment
Performers	Performers_and_roles
Performers_and_roles	Performing_arts
People_by_residence	Residence
People_by_religion	Religious_belief
People_by_morality	Morality_evaluation
People_by_age	Age
Path_traveled	Motion

Frame 1	Frame 2
Offenses	Compliance
Offenses	Committing_crime
Occupy_rank	Rank
Medical_specialties	Cure
Medical_professionals	Cure
Medical_instruments	Cure
Manipulation	Observable_body_parts
Making_faces	Facial_expression
Locative_relation	Existence
Locale	Locative_relation
Locale_by_ownership	Possession
Locale_by_event	Event
Linguistic_meaning	Simple_name
Intoxication	Intoxicants
Ingredients	Creating
Individual_history	Importance
Inclusion	Part_whole
Going_back_on_a_commitment	Commitment
Frequency	Event
Food	Ingestion
Fining	Commerce_collect
Fastener	Closure
Facial_expression	Body_movement
Expensiveness	Commerce_scenario
Expected_location_of_person	Custom
Exemplar	Judgment
Exclude_member	Membership
Exchange_currency	Commerce_scenario
Elusive_goal	Purpose
Earnings_and_losses	Commerce_pay
Dressing	Clothing
Dressing	Accoutrements
Documents	Grant_permission
Deserving	Reason
Defend	Attack
Create_representation	Physical_artworks
Create_physical_artwork	Physical_artworks
Correctness	Information
Containers	Containing
Connectors	Attaching
Completeness	Part_whole
Communication	Topic
Communication	Information
Clothing	Closure
Chemical-sense_description	Appearance
Change_event_time	Calendric_unit
Change_direction	Direction
Categorization	Instance
Body_movement	Observable_body_parts
Being_located	Locative_relation
Being_in_operation	Gizmo

Frame 1	Frame 2
Behind.the.scenes	Performing.arts
Bearing_arms	Weapon
Awareness	Information
Attributed_information	Statement
Attention_getting	Referring_by_name
Artifact	Using
Arson	Setting_fire
Arson	Intentionally_affect

Class 2

Frame 1	Frame 2
Wagering	Run_risk
Time_period_of_action	Possibilities
Terms_of_agreement	Documents
Temporal_subregion	Part_orientational
Temporal_pattern	Process
Purpose	Means
Public_services	Institutions
Project	Purpose
Political_locales	Leadership
People_by_origin	Origin
People_by_jurisdiction	Political_locales
Ordinal_numbers	Cardinal_numbers
Opportunity	Possibilities
Network	Set_of_interrelated_entities
Namesake	Being_named
Medical_conditions	Observable_body_parts
Make_agreement_on_action	Commitment
Luck	Destiny
Law	Text
Isolated_places	Locale
Institutions	Infrastructure
Indigenous_origin	Foreign_or_domestic_country
Identity	Instance
Hospitality	Guest_and_host
Hair_configuration	Observable_body_parts
Gizmo	Artifact
Fighting_activity	Hostile_encounter
Fields	People
Economy	Political_locales
Diversity	Type
Craft	Fields
Craft	Custom
Clothing_parts	Clothing
Businesses	Commerce_scenario
Buildings	Locale_by_use
Building_subparts	Locale
Body_mark	Observable_body_parts
Body_description_part	Observable_body_parts
Body_decoration	Observable_body_parts
Be_in_agreement_on_action	Make_agreement_on_action

Frame 1	Frame 2
Alliance	Organization
Alliance	Competition

Class 3a

Frame 1	Frame 2
Withdraw_from_participation	Participation
Waiting	Change_event_time
Undressing	Removing
Traversing	Path_shape
Touring	Visiting
Tolerating	Experiencer_focus
Text_creation	Communication
Tasting	Ingestion
Talking_into	Suasion
Sufficiency	Capability
Successfully_communicate_message	Communication
Suasion	Eventive_cognizer_affecting
Statement	Communication
Spelling_and_pronouncing	Text_creation
Speak_on_topic	Communication
Shoot_projectiles	Use_firearm
Scrutiny	Perception_active
Robbery	Theft
Remembering_to_do	Remembering_information
Reliance	Contingency
Reliance_on_expectation	Certainty
Reliance_on_expectation	Awareness
Regard	Judgment
Reforming_a_system	Cause_change
Reasoning	Communication
Ratification	Grant_permission
Quarreling	Be_in_agreement_on_assessment
Prevent_from_having	Possession
Prevarication	Communication
Predicting	Expectation
Partiality	Taking_sides
Obscurity	Fame
Needing	Have_as_requirement
Motion_noise	Motion
Mass_motion	Abounding_with
Launch_process	Cause_to_start
Labeling	Judgment_communication
Justifying	Communication
Jury_deliberation	Discussion
Judgment_communication	Statement
Installing	Placing
Importing	Import_export
Importing	Commerce_buy
Imitating	Similarity
Holding_off_on	Change_event_time

Frame 1	Frame 2
Hit_target	Hit_or_miss
Hit_target	Cause_impact
Historic_event	Importance
Having_or_lacking_access	Arriving
Have_associated	Existence
Have_as_translation_equivalent	Translating
Getting_up	Change_posture
Fullness	Containing
Front_for	Posing_as
First_rank	Prominence
Finish_competition	Success_or_failure
Fairness_evaluation	Social_interaction_evaluation
Extreme_value	Measurable_attributes
Exporting	Import_export
Explaining_the_facts	Evidence
Exchange_currency	Exchange
Eventive_cognizer_affecting	Subjective_influence
Eventive_cognizer_affecting	Influence_of_event_on_cognizer ¹
Eclipse	Perception_experience
Earnings_and_losses	Commerce_collect
Dressing	Placing
Dominate_situation	First_rank
Disembarking	Departing
Discussion	Communication
Desiring	Experiencer_focus
Desirable_event	Required_event
Deny_permission	Communication
Degree_of_processing	Processing_materials
Criminal_investigation	Seeking
Create_representation	Create_physical_artwork
Court_examination	Questioning
Cooking_creation	Apply_heat
Conduct	Intentionally_act
Communication_noise	Make_noise
Communicate_categorization	Categorization
Committing_crime	Compliance
Colonization	Residence
Cause_to_fragment	Destroying
Carry_goods	Storing
Bringing	Motion
Bringing	Cause_motion
Beyond_compare	Surpassing
Being_in_category	Categorization
Being_detached	Being_attached
Beat_opponent	Win_prize
Attempt_suasion	Influence_of_event_on_cognizer
Arranging	Placing
Adopt_selection	Choosing
Adjusting	Cause_change
Adducing	Statement

Class 3b

Frame 1	Frame 2
Win_prize	Finish_competition
Willingness	Choosing

Frame 1	Frame 2
Wealthiness	Possession
Waver_between_options	Choosing
Want_suspect	Appearance
Waiting	Intentionally_act
Volubility	Communication
Verification	Correctness
Verdict	Communication
Usefulness	Using
Usefulness	Capability
Undergoing	Eventive_affecting
Unattributed_information	Statement
Typicality	Similarity
Turning_out	Coming_to_believe
Toxic_substance	Cause_harm
Time_vector	Direction
Thriving	Desirability
Taking_time	Duration_attribute
Taking_time	Being_necessary
Taking_sides	Opinion
Taking_sides	Desirable_event
Suspicion	Criminal_investigation
Surrendering	Want_suspect
Surrendering	Arrest
Supporting	Cause_change_of_strength
Subjective_influence	Intentionally_act
Suasion	Communication
Suasion	Attempt_suasion
Strictness	Compliance
Storing	Placing
Stage_of_progress	Progress
Sole_instance	Instance
Sidereal_appearance	Motion_directional
Shopping	Commerce_buy
Shoot_projectiles	Cause_motion
Sentencing	Communication
Sending	Bringing
Secrecy_status	Awareness
Scrutiny	Becoming_aware
Ruling_legally ²	Communication
Rite	Intentionally_act
Resurrection	Dead_or_alive
Respond_to_proposal	Communication_response
Research	Cogitation
Required_event	Being_necessary
Request	Communication
Representing	Awareness
Reporting	Communication
Repel	Being_strong
Renunciation	Statement
Removing	Motion
Remembering_to_do	Purpose

Frame 1	Frame 2
Remembering_to_do	Intentionally_act
Remembering_information	Awareness
Remembering_experience	Cogitation
Religious_belief	Awareness
Redirecting	Motion
Range	Capability
Questioning	Communication
Purpose	Desiring
Progress ³	Undergo_change
Probability	Position_on_a_scale
Preventing	Event
Praiseworthiness	Judgment
Placing	Motion
Place_weight_on ⁴	Importance
Piracy	Operate_vehicle
Perception_body	Perception_experience
Perception_active	Attention
Path_shape	Locative_relation
Participation	Event
Operational_testing	Operating_a_system
Operate_vehicle	Motion
Openness	Traversing
Offering	Giving
Notification_of_charges	Communication
Needing	Desiring
Name_conferral	Communication
Misdeed	Morality_evaluation
Memory	Eventive_affecting
Meet_with	Discussion
Meet_specifications	Sufficiency
Make_cognitive_connection	Cognitive_connection
Luck	Likelihood
Losing_it	Mental_property
Locating	Seeking
Lively_place	Activity_ongoing
Light_movement	Motion
Legality	Morality_evaluation
Legality	Law
Legality	Compliance
Left_to_do	Purpose
Judgment_communication	Judgment
Institutionalization	Cure
Ingestion	Cause_motion
Impression	Awareness
Import_export	Intentionally_affect
Holding_off_on	Forgoing
Hit_target	Shoot_projectiles
Hindering	Event
Hear ⁵	Communication
Health_response	Response
Guilt_or_innocence	Misdeed

Frame 1	Frame 2
Grooming	Desirability
Grant_permission ⁶	Communication
Giving_in	Taking_sides
Gathering_up	Cause_motion
Front_for	Prevarication
Friction	Impact
Forging	Artificiality
Fluidic_motion	Motion
Feigning	Conduct
Fame	Awareness
Expressing_publicly	Communication
Exporting	Commerce_sell
Experience_bodily_harm	Intentionally_act
Expensiveness	Abounding_with
Excreting	Motion
Excreting	Cause_motion
Examination	Awareness
Evoking	Memory
Evading	Motion
Estimated_value	Estimating
Entering_of_plea	Communication
Enforcing	Being_in_effect
Encoding	Communication
Emotions_of_mental_activity	Attention
Emanating	Motion
Dough_rising	Expansion
Distinctiveness	Similarity
Disembarking	Ride_vehicle
Difficulty	Hindering
Detaining	Inhibit_movement
Desirability	Experiencer_focus
Deserving	Response
Deserving	Required_event
Departing	Motion
Delivery	Sending
Delimitation_of_diversity	Position_on_a_scale
Delimitation_of_diversity	Diversity
Degree	Importance
Deciding	Intentionally_act
Custom	Frequency
Cotheme	Motion
Correctness	Similarity
Convey_importance	Communication
Continued_state_of_affairs	State_continue
Contacting	Communication
Concessive	Communication
Competition	Intentionally_act
Commutation	Clemency
Communication_means	Communication
Committing_crime	Legality
Commitment	Communication

Frame 1	Frame 2
Coming_up_with	Eventive_affecting
Claim_ownership	Communication
Chatting	Statement
Change_of_quantity_of_possession	Possession
Change_of_quantity_of_possession	Change_position_on_a_scale
Change_direction	Motion
Certainty	Awareness
Cause_to_move_in_place	Manipulation
Cause_to_move_in_place	Activity_ongoing
Cause_harm	Experience_bodily_harm
Catastrophe	Eventive_affecting
Carry_goods	Commerce_sell
Capability	Likelihood
Candidness	Communication
Bungling	Intentionally_affect
Bungling	Intentionally_act
Breathing	Fluidic_motion
Bond_maturating	Repayment
Body_movement	Motion
Board_vehicle	Ride_vehicle
Being_rotted	Being_wet
Being_operational	Render_nonfunctional
Being_active	Activity_ongoing
Be_translation_equivalent	Translating
Be_in_agreement_on_assessment	Opinion
Bail_decision	Communication
Attempt_suasion	Communication
Atonement	Forgiveness
Assistance	Intentionally_act
Assemble	Intentionally_act
Arrest	Inhibit_movement
Aging	Age
Adding_up	Amounting_to
Activity_stop	Eventive_affecting
Activity_start	Eventive_affecting
Activity_prepare	Eventive_affecting
Activity_pause	Eventive_affecting
Achieving_first	First_experience
Accuracy	Success_or_failure
Accuracy	Measurable_attributes
Accomplishment	Intentionally_act
Abusing	Cause_harm

Class 4

Frame 1	Frame 2
Volubility	Social_behavior_evaluation
Visitor_and_host	Guest_and_host
Use_vehicle	Ride_vehicle
Translating	Mental_activity
Subordinates_and_superiors	Relation_between_individuals
State_continue	State
Sounds	Perception
Sociability	Social_behavior_evaluation
Shooting_scenario	Bearing_arms

Frame 1	Frame 2
Shapes	Bounded_entity
Separating	Transitive_action
Searching_scenario	Attention
Reliance	Needing
Releasing_from_custody	Detaining
Relation_between_individuals	People
Purpose	Mental_activity
Product_delivery	Commerce_goods-transfer
Predicament	Emotions
Personal_relationship	Relation_between_individuals
People_by_residence	Relation_between_individuals
Make_noise	Perception
Lodging_scenario	Guest_and_host
Location_of_light	Perception
Locale	Bounded_entity
Kinship	Relation_between_individuals
Judgment	Emotions
Into	Source_path_goal
Into	Containment
In	Containment
Hit_target	Shooting_scenario
Goal	Source_path_goal
Forgiveness	Emotions
First_rank	Gradable_attributes
Fields	Employment_scenario
Feeling	Emotions
Extreme_point	Gradable_attributes
Expertise	Resolve_attempt_scenario
Experiencer_obj	Emotions
Exchange	Transfer_scenario
Estimating	Mental_activity
Emotion_heat	Emotions
Emotion_directed	Emotions
Emotion_active	Emotions
Documents	Obligation_scenario
Differentiation	Mental_activity
Desiring	Emotions
Cycle_of_existence_scenario	Entity
Contrition	Emotions
Containment_relation_IS	Containment
Containers	Bounded_entity
Conduct	Social_behavior_evaluation
Compliance	Obligation_scenario
Coming_to_believe	Mental_activity
Cogitation	Mental_activity
Categorization	Mental_activity
Bounded_entity	Boundary
Bounded_entity	Being_located
Being_in_effect	Obligation_scenario
Attempt_distant_interaction_scenario	Manipulation
Appeal	Criminal_process

Frame 1	Frame 2
Activity_abandoned.state	Process_stopped.state
