**USAS Semantic Tagset**

See http://ucrel.lancs.ac.uk/usas/ for more details.

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| **A GENERAL & ABSTRACT TERMS**  A1 General  A1.1.1 General actions, making etc.  A1.1.2 Damaging and destroying  A1.2 Suitability  A1.3 Caution  A1.4 Chance, luck  A1.5 Use  A1.5.1 Using  A1.5.2 Usefulness  A1.6 Physical/mental  A1.7 Constraint  A1.8 Inclusion/Exclusion  A1.9 Avoiding  A2 Affect  A2.1 Affect: Modify, change  A2.2 Affect: Cause/Connected  A3 Being  A4 Classification  A4.1 Generally kinds, groups, examples  A4.2 Particular/general; detail  A5 Evaluation  A5.1 Evaluation: Good/bad  A5.2 Evaluation: True/false  A5.3 Evaluation: Accuracy  A5.4 Evaluation: Authenticity  A6 Comparing  A6.1 Comparing: Similar/different  A6.2 Comparing: Usual/unusual  A6.3 Comparing: Variety  A7 Definite (+ modals)  A8 Seem  A9 Getting and giving; possession  A10 Open/closed; Hiding/Hidden;  Finding; Showing  A11 Importance  A11.1 Importance: Important  A11.2 Importance: Noticeability  A12 Easy/difficult  A13 Degree  A13.1 Degree: Non-specific  A13.2 Degree: Maximizers  A13.3 Degree: Boosters  A13.4 Degree: Approximators  A13.5 Degree: Compromisers  A13.6 Degree: Diminishers  A13.7 Degree: Minimizers  A14 Exclusivizers/particularizers  A15 Safety/Danger  **B THE BODY & THE INDIVIDUAL**  B1 Anatomy and physiology  B2 Health and disease  B3 Medicines and medical treatment  B4 Cleaning and personal care  B5 Clothes and personal belongings  **C ARTS & CRAFTS**  C1 Arts and crafts  **E EMOTIONAL ACTIONS, STATES & PROCESSES**  E1 General  E2 Liking  E3 Calm/Violent/Angry  E4 Happy/sad  E4.1 Happy/sad: Happy  E4.2 Happy/sad: Contentment  E5 Fear/bravery/shock  **E6 Worry, concern, confident**  **F FOOD & FARMING**  F1 Food  F2 Drinks  F3 Cigarettes and drugs  F4 Farming & Horticulture  **G GOVT. & THE PUBLIC DOMAIN**  G1 Government, Politics & elections  G1.1 Government etc.  G1.2 Politics  G2 Crime, law and order  G2.1 Crime, law and order: Law & order  G2.2 General ethics  G3 Warfare, defence and the army; Weapons  **H ARCHITECTURE, BUILDINGS, HOUSES & THE HOME**  H1 Architecture, kinds of houses & buildings  H2 Parts of buildings  H3 Areas around or near houses  H4 Residence  H5 Furniture and household fittings | **I MONEY & COMMERCE**  I1 Money generally  I1.1 Money: Affluence  I1.2 Money: Debts  I1.3 Money: Price  I2 Business  I2.1 Business: Generally  I2.2 Business: Selling  I3 Work and employment  I3.1 Work and employment: Generally  I3.2 Work and employment: Professionalism  I4 Industry  **K ENTERTAINMENT, SPORTS & GAMES**  K1 Entertainment generally  K2 Music and related activities  K3 Recorded sound etc.  K4 Drama, the theatre & show business  K5 Sports and games generally  K5.1 Sports  K5.2 Games  K6 Children’s games and toys  **L LIFE & LIVING THINGS**  L1 Life and living things  L2 Living creatures generally  L3 Plants  **M MOVEMENT, LOCATION, TRAVEL & TRANSPORT**  M1 Moving, coming and going  M2 Putting, taking, pulling, pushing, transporting &c.  M3 Movement/transportation: land  M4 Movement/transportation: water  M5 Movement/transportation: air  M6 Location and direction  M7 Places  M8 Remaining/stationary  **N NUMBERS & MEASUREMENT**  N1 Numbers  N2 Mathematics  N3 Measurement  N3.1 Measurement: General  N3.2 Measurement: Size  N3.3 Measurement: Distance  N3.4 Measurement: Volume  N3.5 Measurement: Weight  N3.6 Measurement: Area  N3.7 Measurement: Length & height  N3.8 Measurement: Speed  N4 Linear order  N5 Quantities  N5.1 Entirety; maximum  N5.2 Exceeding; waste  N6 Frequency etc.  **O SUBSTANCES, MATERIALS, OBJECTS & EQUIPMENT**  O1 Substances and materials generally  O1.1 Substances and materials generally: Solid  O1.2 Substances and materials generally: Liquid  O1.3 Substances and materials generally: Gas  O2 Objects generally  O3 Electricity and electrical equipment  O4 Physical attributes  O4.1 General appearance and physical properties  O4.2 Judgement of appearance (pretty etc.)  O4.3 Colour and colour patterns  O4.4 Shape  O4.5 Texture  O4.6 Temperature  **P EDUCATION**  P1 Education in general  **Q LINGUISTIC ACTIONS, STATES & PROCESSES**  Q1 Communication  Q1.1 Communication in general  Q1.2 Paper documents and writing  Q1.3 Telecommunications  Q2 Speech acts  Q2.1 Speech etc: Communicative  Q2.2 Speech acts  Q3 Language, speech and grammar  Q4 The Media  Q4.1 The Media: Books  Q4.2 The Media: Newspapers etc.  Q4.3 The Media: TV, Radio & Cinema  **S SOCIAL ACTIONS, STATES & PROCESSES**  S1 Social actions, states & processes  S1.1 Social actions, states & processes | S1.1.1 General  S1.1.2 Reciprocity  S1.1.3 Participation  S1.1.4 Deserve etc.  S1.2 Personality traits  S1.2.1 Approachability and Friendliness  S1.2.2 Avarice  S1.2.3 Egoism  S1.2.4 Politeness  S1.2.5 Toughness; strong/weak  S1.2.6 Sensible  S2 People  S2.1 People: Female  S2.2 People: Male  S3 Relationship  S3.1 Relationship: General  S3.2 Relationship: Intimate/sexual  S4 Kin  S5 Groups and affiliation  S6 Obligation and necessity  S7 Power relationship  S7.1 Power, organizing  S7.2 Respect  S7.3 Competition  S7.4 Permission  S8 Helping/hindering  S9 Religion and the supernatural  **T TIME**  T1 Time  T1.1 Time: General  T1.1.1 Time: General: Past  T1.1.2 Time: General: Present; simultaneous  T1.1.3 Time: General: Future  T1.2 Time: Momentary  T1.3 Time: Period  T2 Time: Beginning and ending  T3 Time: Old, new and young; age  T4 Time: Early/late  **W THE WORLD & OUR ENVIRONMENT**  W1 The universe  W2 Light  W3 Geographical terms  W4 Weather  W5 Green issues  **X PSYCHOLOGICAL ACTIONS, STATES & PROCESSES**  X1 General  X2 Mental actions and processes  X2.1 Thought, belief  X2.2 Knowledge  X2.3 Learn  X2.4 Investigate, examine, test, search  X2.5 Understand  X2.6 Expect  X3 Sensory  X3.1 Sensory: Taste  X3.2 Sensory: Sound  X3.3 Sensory: Touch  X3.4 Sensory: Sight  X3.5 Sensory: Smell  X4 Mental object  X4.1 Mental object: Conceptual object  X4.2 Mental object: Means, method  X5 Attention  X5.1 Attention  X5.2 Interest/boredom/excited/energetic  X6 Deciding  X7 Wanting; planning; choosing  X8 Trying  X9 Ability  X9.1 Ability: Ability, intelligence  X9.2 Ability: Success and failure  **Y SCIENCE & TECHNOLOGY**  Y1 Science and technology in general  Y2 Information technology and computing  **Z NAMES & GRAMMATICAL WORDS**  Z0 Unmatched proper noun  Z1 Personal names  Z2 Geographical names  Z3 Other proper names  Z4 Discourse Bin  Z5 Grammatical bin  Z6 Negative  Z7 If  Z8 Pronouns etc.  Z9 Trash can  Z99 Unmatched |