

CEO CLASSES: DEFINITIONS, CLASS MAPPINGS, ASSERTIONS AND EXAMPLES OF THE INSTANTIATION OF THE ASSERTIONS.

This file provides a human readable version of the Circumstantial Event Ontology 1.0.

All classes are in alphabetical order. For each class we provide:

- the subclass relation;
 - the class definition;
 - the mappings from CEO classes to FrameNet and SUMO (as available online at January 27th, 2018);
 - the assertions for each class defining the situation that holds before, after and/or during the event,
- including all the inherited assertions;
- examples that show what the CEO class assertions can and can not infer from a sentence annotated with FrameNet-based SRL.

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CEO CLASSES:

-AcidRainfall

subclassOf: Raining
"The subclass of Raining where the precipitation has a low Ph value, thus having a harmful effect on the environment."

CLASS MAPPINGS:
closeMatch: sumo:AcidRainfall
broadMatch: fn:Precipitation

ASSERTIONS:
(no assertions yet)

-AfterShock

subclassOf: GeologicalEvent
"The subclass of GeologicalEvent where there is a sudden movement in the earth's crust after a major quake took place."

CLASS MAPPINGS:
closeMatch: sumo:Aftershock
broadMatch: fn:Moving_in_place

ASSERTIONS:
(no assertions yet)

-AimingWeapon

subclassOf: IntentionalEvent
"The subclass of IntentionalEvent where some cognitive agent points some weapon or weapon like instrument to another agent or object."

CLASS MAPPINGS:
broadMatch: sumo:IntentionalProcess
broadMatch: fn:Aiming

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
during situation	agent	hasWeapon	weapon
	weapon	hasPart	translocation-theme
	agent	pointsAt	undergoer
	agent	endangers	undergoer
	undergoer	inDanger	true

EXAMPLES:

"The sniper pointed his gun at the soldier."

during situation	sniper	hasWeapon	gun
	sniper	pointAt	the soldier
	sniper	endangers	the soldier
	the soldier	inDanger	true

"John aimed a pistol at Mary to scare her."

pre situation	John	hasPurpose	to scare her
during situation	John	hasWeapon	a pistol
	John	pointsAt	Mary
	John	endangers	Mary
	Mary	inDanger	true

-AirPollution

subclassOf: Pollution
"The subclass of Pollution where the air gets polluted due to some human waste."

CLASS MAPPINGS:
closeMatch: sumo:AirPollution
broadMatch: fn:Putting

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	translocation-theme	atPlace	translocation-source
	translocation-theme	notAtPlace	translocation-goal
	undergoer	inState	damaging-state-1
	damaging-state-1	hasRelativeValue	"+"
during situation	translocation-theme	inMotion	true
	translocation-theme	atPlace	place
	agent	endangers	undergoer
	undergoer	inDanger	true
post situation	translocation-theme	atPlace	translocation-goal

translocation-theme	notAtPlace	translocation-source
undergoer	inState	damaging-state-2
damaging-state-2	hasRelativeValue	"."
undergoer	isDamaged	true
undergoer	hasDamage	damage
damage	hasNegativeEffectOn	activity
undergoer	inDanger	true

EXAMPLE:

"The factory has polluted the air with chlorine trifluoride."

pre situation	chlorine trifluoride the air abc123	notAtPlace inState hasRelativeValue	the air "abc123" "+"
during situation	chlorine trifluoride the factory the air	inMotion endangers inDanger	true the air true
post situation	chlorine trifluoride the air abc456 the air the air	atPlace inState hasRelativeValue inDanger isDamaged	the air "abc456" "." true true

-Ambulating

subclassOf: Translocation

"The subclass of Translocation where some agent walks."

CLASS MAPPINGS:

broadMatch: fn:Self_motion

closeMatch: sumo:Ambulating

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme	atPlace notAtPlace	translocation-goal translocation-source

EXAMPLE:

"Igor walked to Santiago de Compostela wearing his favourite shoes."

pre situation	Igor	notAtPlace	Santiago
during situation	Igor	inMotion	true
post situation	Igor	atPlace	Santiago de Compostela

-Ambushing

subclassOf: Attacking

"The subclass of Attacking where people are hiding for a surprise attack on some enemy."

CLASS MAPPINGS:

broadMatch: fn:Attack

closeMatch: sumo:Ambush

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	interactor_1 agent undergoer agent agent undergoer undergoer agent	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon	interactor_2 undergoer true "deterioration-of-undergoer" undergoer true true weapon
post situation	undergoer damaging-state-2 undergoer undergoer damage	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn	damaging-state-2 "." true damage activity

EXAMPLE:

"Some armed women ambushed an army convoy in Amazonia last week."

pre situation	an army convoy "xyz123"	inState hasRelativeValue	"xyz123" "+"
during situation	some armed women (an army convoy some armed women an army convoy some armed women some armed women an army convoy an army convoy)	interactsWith interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack	an army convoy some armed women) an army convoy true "deterioration-of-undergoer" an army convoy true true
post situation	an army convoy "xyz456" an army convoy	inState hasRelativeValue isDamaged	"xyz456" "." true

-Arresting

subclassOf: SocialInteraction

"The subclass of SocialInteraction where some authority takes a human or a group of

humans into custody based on some charge or suspicion."

CLASS MAPPINGS:

closeMatch: fn:Arrest

closeMatch: sumo: PlacingUnderArrest

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	agent	notHasInPossession	suspect
	agent	hasJustification	offense
	suspect	suspectedOfOffense	offense
during situation	interactor_1	interactsWith	interactor_2
post situation	agent	hasInPossession	suspect
	suspect	inCaptivity	true
	suspect	isChargedOf	offense
	suspect	suspectedOfOffense	offense

EXAMPLES:

"The police arrested Mary to get her off the street."

pre situation	the police	hasPurpose	to get her off the street
	the police	notHasInPossession	Mary
during situation	the police (Mary)	interactsWith interactsWith	Mary the police)
post situation	the police	hasInPossession	Mary
	Mary	inCaptivity	true

"The police apprehended John in front of his house for the murder on Mary."

pre situation	the police	notHasInPossession	John
	the police	hasJustification	the murder on Mary
	John	suspectedOfOffense	the murder on Mary
during situation	the police (John)	interactsWith interactsWith	John the police)
post situation	the police	hasInPossession	John
	John	inCaptivity	true
	John	isChargedOf suspectedOfOffense	the murder on Mary the murder on Mary

-Arriving

subclassOf: Translocation

"The subclass of Translocation where someone or something arrives at a location."

CLASS MAPPINGS:

closeMatch: fn:Arriving

closeMatch: fn:Vehicle_landing

closeMatch: sumo:Arriving

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	translocation-theme	atPlace	translocation-source
	translocation-theme	notAtPlace	translocation-goal
during situation	translocation-theme	inMotion	true
	translocation-theme	atPlace	place
post situation	translocation-theme	atPlace	translocation-goal
	translocation-theme	notAtPlace	translocation-source

EXAMPLES:

"Mary approached the White House with a grim face."

pre situation	Mary	notAtPlace	the White House
during situation	Mary	inMotion	true
post situation	Mary	atPlace	the White House

"Mary arrived in Washington from Dulles National Airport."

pre situation	Mary	atPlace	Dulles National Airport
	Mary	notAtPlace	Washington
during situation	Mary	inMotion	true
post situation	Mary	atPlace	Washington
	Mary	notAtPlace	Dulles National Airport

-Arson

subclassOf: IntentionalDamaging

"The subclass of IntentionalDamaging where someone deliberately sets some object on fire."

CLASS MAPPINGS:

closeMatch: fn:Arson

closeMatch: sumo:Arson

ASSERTIONS

pre situation	agent	hasPurpose	purpose
	undergoer	inState	damaging-state-1
	damaging-state-1	hasRelativeValue	"4"
	undergoer	inDanger	false
	fire	exist	false

during situation	agent undergoer agent fire agent undergoer place agent	deteriorates inDeterioration hasIntention exist endangers inDanger inOffense	undergoer true "deterioration-of-undergoer" true undergoer true true true
post situation	undergoer damaging-state-2 undergoer undergoer place fire undergoer damage agent	inState hasRelativeValue isDamaged inDanger inDanger exist hasDamage hasNegativeEffectOn inOffense	damaging-state-2 "." true true true true damage activity true

EXAMPLE:

"Mary deliberately set three stables on fire in John's village."

pre situation	three stables "abc123" three stables fire	inState hasRelativeValue inDanger exist	"abc123" "+" false false
during situation	Mary three stables Mary fire Mary three stables John's village Mary	deteriorates inDeterioration hasIntention exist endangers inDanger inDanger inOffense	three stables true "deterioration-of-undergoer" true three stables true true true
post situation	three stables "abc456" three stables three stables John's village fire Mary	inState hasRelativeValue isDamaged inDanger inDanger exist inOffense	"abc456" "." true true true true true

-Asphyxiation

subclassOf: Dying
"The subclass of Dying where someone dies of a shortage of oxygen."

CLASS MAPPINGS:
closeMatch: fn:Death
closeMatch: sumo:Death

ASSERTIONS:

pre situation	undergoer	exist	true
during situation	undergoer undergoer undergoer	inDestruction inDanger isDamaged	true true true
post situation	undergoer	exist	false

EXAMPLE:

"The baby asphyxiated since Mary left a plastic bag in the cradle."

pre situation	baby	exist	true
during situation	baby baby baby	inDestruction inDanger isDamaged	true true true
post situation	baby	exist	false

-Attacking

subclassOf: SocialInteraction
"The subclass of SocialInteraction where someone or something is assaulted with the intention to cause some harm."

CLASS MAPPINGS:
closeMatch: fn:Attack
closeMatch: sumo:Attack

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	interactor_1 agent undergoer agent agent undergoer undergoer agent	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon	interactor_2 undergoer true "deterioration-of-undergoer" undergoer true true weapon
post situation	undergoer damaging-state-2 undergoer undergoer damage	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn	damaging-state-2 "." true damage activity

"Mary has attacked John with a knife to make him stop complaining."

"John was attacked on the streets yesterday. Maybe it was Mary."

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subclassOf:GeologicalEvent
"Avalanche is the subclass of GeologicalEvent where some substantial snowpack flows down of
sloping surface, usually a mountain."

CLASS MAPPINGS:
broadMatch: fn:Motion_directional
closeMatch: sumo:AvalancheProcess

ASSERTIONS:
(no assertions yet)

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some

subclassOf: ViolentContext
Battle is the subclass of ViolentContext where there is a fighting between two military parties in the context of some war.”

ASSERTIONS:

EXAMPLES:

"The French battled the Germans over the border issue in the Elzas."

pre situation	the French (the Germans	notInConflictWith notInConflictWith	the Germans the French)
during situation	the French (the Germans the French (the Germans the French the Germans the French the Germans the French the Germans the French the Germans	interactsWith interactsWith inConflictWith inConflictWith deteriorates deteriorates hasIssue hasIssue inConflict inConflict inDanger inDanger	the Germans the French) the Germans the French) the Germans the French the border issue in the Elzas the border issue in the Elzas true true true true true
post situation	the French the Germans the French (the Germans	isDamaged isDamaged notInConflictWith notInConflictWith	true true the Germans the French)

"The US battle to conquer the city of Mosul caused many casualties."

pre situation	the US	hasPurpose	to conquer the city of Mosul
during situation	the US the US Mosul Mosul	inConflict inDanger inDeterioration inDanger	true true true true
post situation	the US Mosul	isDamaged isDamaged	true true

-BeginningARelationship

subclassOf: IntentionalEvent

"The subclass of IntentionalEvent where people start or form a personal relationship with each other".

CLASS MAPPINGS:
broadMatch: fn:Forming_relationships

ASSERTIONS:

pre situation	agent partner-1 partners	hasPurpose notInRelationshipWith inRelationship	purpose partner-2 false
during situation	interactor_1	interactsWith	interactor_2
post situation	partner-1 partners	inRelationshipWith inRelationship	partner-2 true

EXAMPLES:

"John married Mary in 2011."

pre situation	John Mary	notInRelationshipWith notInRelationshipWith	Mary John
during situation	John Mary	interactsWith interactsWith	Mary John
post situation	John Mary John, Mary Mary	inRelationshipWith inRelationshipWith inRelationship inRelationship	Mary John true true

"John married again in 2014."

post situation	John	inRelationship	true
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-Beheading

subclassOf: IntentionalKilling

"Beheading is the subclass of IntentionalKilling where some human chops off the head of another human or animal."

CLASS MAPPINGS:
broadMatch: fn:Killing
broadMatch: sumo:Killing

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent agent undergoer agent	destroys inDestruction hasIntention endangers inDanger hasWeapon	undergoer true "destruction-of-undergoer" undergoer true weapon
post situation	undergoer	exist	false

EXAMPLE:

"Gilles de Rais beheaded the young boys in his chamber of horrors."

pre situation	the young boys	exists	true
during situation	Gilles de Rais Gilles de Rais the young boys Gilles de Rais the young boys	destroys hasIntention inDestruction endangers inDanger	the young boys "destruction-of-undergoer" true the young boys true
post situation	the young boys	exists	false

-BeingArmed

subclassOf: StaticEvent

Static event where some agent carries some weapon.

CLASS MAPPINGS:
closeMatch: fn:BearingArms

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
during situation	agent	hasWeapon	weapon

EXAMPLES:

"The burglar was armed with a big knife."

(no assertions fired)

during situation	John	atPlace	Amsterdam
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during situation	the suspension of this car	isDamaged	true
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during situation the president exists false

during situation beloved castle exists false

during situation	undergoer	isLost	true
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EXAMPLES:

"Mary lost her watch last Friday."

during situation	her watch	isLost	true
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"The airplane disappeared from the radar."

during situation	the airplane	isLost	true
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-BeingEmployed

subclassOf: StaticEvent

Static event where someone is working in a position and is compensated for her work by some form of payment.

CLASS MAPPINGS:

closeMatch: fn:Being_employed

closeMatch: fn:Employing

ASSERTIONS:

during situation	employee	employedAt	employer
	employee	hasFunction	employment-function
	employee	hasTask	employment-task
	employee	hasAttribute	employment-attribute
	employment-attribute	hasValue	employment-value
	employee	isEmployed	true

EXAMPLES:

"Ford employed Marie as CFO."

during situation	Marie	employedAt	Ford
	Marie	hasFunction	CFO
	Marie	isEmployed	true

"Marie works as CFO for 2000 dollar a month."

during situation	Marie	hasFunction	CFO
	Marie	hasAttribute	"abc123"
	"abc123"	hasValue	2000 dollar
	Marie	isEmployed	true

"Marie is employed at Ford to handle the severe financial issues."

during situation	Marie	employedAt	Ford
	Marie	hasTask	to handle the severe financial issues
	Marie	isEmployed	true

-BeingInAPersonalRelationship

subclassOf: StaticEvent

The subclass of StaticEvent where persons are in some personal relationship.

CLASS MAPPINGS:

closeMatch: fn:Personal_relationship

ASSERTIONS:

during-situation	partner-1	inRelationshipWith	partner-2
	partners	inRelationship	true

EXAMPLES:

"John was dating Marie since last spring."

during situation	John	inRelationshipWith	Marie
	John, Marie	inRelationship	true

"Unfortunately, John got married to Mary: a very dangerous decision!"

during situation	John	inRelationshipWith	Mary
	John, Mary	inRelationship	true

-BeingInDanger

subclassOf: StaticEvent

Static event where some entity is in danger.

CLASS MAPPINGS:

closeMatch: fn:Risky_situation

closeMatch: fn:BeingAtRisk

ASSERTIONS:

during situation	undergoer	inDanger	true
	dangerous-entity	endangers	undergoer

EXAMPLE

"The firemen were in danger of exploding oil reservoirs."

during situation	firemen	inDanger	true
	exploding oil reservoirs	endangers	firemen

"There's new evidence that nano particles are a threat to aquatic life."

during situation	aquatic life	inDanger	true
	nano particles	endangers	aquatic life

-BeingInExistence

subclassOf: StaticEvent

Static event where some entity exists.

CLASS MAPPINGS:

closeMatch: fn:Existence

ASSERTIONS:

during situation	entity	exist	true
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EXAMPLE:

"Cars with a Wankel engine still exist."

during situation	cars with a Wankel engine	exist	true
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"There were human settlements near the volcano."

during situation	human settlements	exist	true
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-BeingInUse

subclassOf: StaticEvent

"The static event class where something is in use by an agent
(in some particular role or for some purpose)."

CLASS MAPPINGS:

closeMatch: fn:Using

closeMatch: fn:UsingResource

broadMatch: fn:BeingOperational

ASSERTIONS:

during situation	inuse-entity-1 inuse-entity-2 inuse-entity-2 inuse-entity-2	uses hasFunction hasPurpose inFunction	inuse-entity-2 inuse-function inuse-purpose true
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"Ford uses codename X for operations in India."

during situation	Ford codename X codename X	uses hasPurpose inFunction	codename X operations in India true
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"Ford used codename X name as cover."

during situation	Ford codename X codename X	uses hasFunction inFunction	operational name cover true
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"The system works."

during situation	the system	inFunction	true
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-BeingInjured

subclassOf: StaticEvent

"Static event where some entity is in a state of being injured."

CLASS MAPPINGS:

relatedMatch: fn:Cause_harm

relatedMatch: fn:Experience_bodily_harm

relatedMatch: sumo:Injuring

ASSERTIONS:

during situation:	undergoer undergoer undergoer part damage	isDamaged hasDamage hasPart isDamaged hasNegativeEffectOn	true damage part true activity
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EXAMPLE:

"Robert had a broken finger after his attempt to fix the door."

during situation	Robert Robert finger	isDamaged hasPart isDamaged	true finger true
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-BeingLeader

subclassOf: StaticEvent

StaticEvent where someone is leader of some group of persons or organization.

CLASS MAPPINGS:

closeMatch: fn:Leadership

ASSERTIONS:

during situation	leader-entity leader-entity leader-entity	isLeader isLeaderOf hasFunction	true leader-governed_entity leader-function
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EXAMPLES:

"John chairs the committee"

during situation	John John	isLeader isLeaderOf	true the committee
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"John ruled over Apple as a king"

during situation	John John John	isLeader isLeaderOf hasFunction	true Apple king
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"Ford is setting up an operation which is headed by Mary as general manager"

during-situation	Mary Mary	isLeader hasFunction	true general manager
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-Besieging

subclassOf:Attacking
The subclass of Attacking where some location is being surrounded and blocked by enemy troops with the aim to cause the surrender of the besieged.

CLASS MAPPINGS:
closeMatch: fn:Besieging
broadMatch: sumo:ViolentContest

ASSERTIONS:

pre situation	agent undergoer damaging-state-1 place	hasPurpose inState hasRelativeValue isBlocked	purpose damaging-state-1 "+" false
during situation	interactor_1 agent undergoer agent agent undergoer undergoer agent place	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon isBlocked	interactor_2 undergoer true "deterioration-of-undergoer" undergoer true true weapon true
post situation	undergoer damaging-state-2 undergoer undergoer damage place	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn isBlocked	damaging-state-2 "." true damage activity false

EXAMPLE:

"Armed forces besieged the city with mortar fire."

pre situation	the city xyz123 the city	inState hasRelativeValue isBlocked	xyz123 "+" false
during situation	armed forces armed forces the city armed forces armed forces the city the city armed forces the city	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon isBlocked	the city the city true "deterioration-of-undergoer" the city true true mortar fire true
post situation	the city abc123 the city the city	inState hasRelativeValue isDamaged isBlocked	abc123 "." true false

-BiologicalEvent

subclassOf:InternalChange
The subclass of InternalChange where some event happens within an organism.

CLASS MAPPINGS:
closeMatch: sumo:BiologicalProcess

ASSERTIONS:
No assertions

-Bleeding

subclassOf: BiologicalEvent
The subclass of BiologicalEvent where a human or animal looses blood due to some injury.

CLASS MAPPINGS:
closeMatch: sumo:Bleeding

ASSERTIONS:

pre situation	undergoer undergoer undergoer undergoer part undergoer	isDamaged inDeterioration inDanger hasDamage isDamaged hasPart	true true true damage true part
during situation	undergoer undergoer undergoer undergoer part undergoer	isDamaged inDeterioration inDanger hasDamage isDamaged hasPart	true true true damage true part

EXAMPLE:

"John was bleeding heavily after he was shot by Mary."

pre situation	John John John	isDamaged inDeterioration inDanger	true true true
during situation	John John John	isDamaged inDeterioration inDanger	true true true

"In disgust, Mary looked at John's bleeding chest ."

pre situation	John	isDamaged	true
	John	inDeterioration	true
	John	inDanger	true
	chest	isDamaged	true
	John	hasPart	chest
during situation	John	isDamaged	true
	John	inDeterioration	true
	John	inDanger	true
	chest	isDamaged	true
	John	hasPart	chest

-Blizzard

subclassOf: Storm
The subclass of Storm where there is a heavy snow storm with strong winds.

CLASS MAPPINGS:
broadMatch: fn:Weather
closeMatch: sumo:Blizzard

ASSERTIONS:
(no assertions yet)

-Blockade

subclassOf: StaticEvent
The subclass of StaticEvent where some obstruction exists in some location that hampers the passage of moving objects.

CLASS MAPPINGS:
closeMatch: fn:Change_accessibility
closeMatch: sumo:Blockade

ASSERTIONS:

pre situation	translocation-theme	uses	place
	place	inFunction	true
	place	isBlocked	false
during situation	agent	hasPurpose	purpose
	agent	blocks	place
	translocation-theme	notUses	place
	place	isBlocked	true
	place	inFunction	false

EXAMPLE:

"The police barricaded Main Street for incoming traffic."

pre situation	incoming traffic	uses	Main Street
	Main Street	inFunction	true
during situation	police traffic	blocks	Main Street
	Main Street	notUses	Main Street
	Main Street	isBlocked	true
	Main Street	inFunction	false

"There was a roadblock on Main Street."

pre situation	Main Street	isBlocked	false
	Main Street	inFunction	true
during situation	Main Street	isBlocked	true
	Main Street	inFunction	false

-Bombing

subclassOf: Attacking
The subclass of Attacking where some agent throws bombs on some region or object to cause damage.

CLASS MAPPINGS:
broadMatch: fn:Attack
closeMatch: sumo:Bombing

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	undergoer	inState	damaging-state-1
during situation	damaging-state-1	hasRelativeValue	"+"
	interactor_1	interactsWith	interactor_2
	agent	deteriorates	undergoer
	undergoer	inDeterioration	true
	agent	hasIntention	"deterioration-of-undergoer"
	undergoer	endangers	undergoer
	undergoer	inDanger	true
	agent	underAttack	true
post situation	agent	hasWeapon	weapon
	undergoer	inState	damaging-state-2
	damaging-state-2	hasRelativeValue	"-"
	undergoer	isDamaged	true
	undergoer	hasDamage	damage
	damage	hasNegativeEffectOn	activity

EXAMPLES:

"The allied forces bombed Nijmegen by accident during WWII."

pre situation	Nijmegen	inState	"xyz123"
	"xyz123"	hasRelativeValue	"+"
during situation	allied forces	interactsWith	Nijmegen
	(Nijmegen)	interactsWith	allied forces)

	Nijmegen allied forces allied forces Nijmegen Nijmegen	inDeterioration hasIntention endangers inDanger underAttack	true "deterioration-of-undergoer" Nijmegen true true
post situation	Nijmegen "xyz456" Nijmegen	inState hasRelativeValue isDamaged	"xyz456" "_" true

-Borrowing

subclassOf: Getting
The subclass of Getting where a person gets something in possession for some period of time after which the item should be given back.

CLASS MAPPINGS:
closeMatch: fn:Borrowing
closeMatch: sumo:Borrowing

ASSERTIONS:			
pre situation	agent owner_1 owner_2	hasPurpose hasInPossession notHasInPossession	purpose possession-theme possession-theme
post situation	owner_1 owner_2	notHasInPossession hasInPossession	possession-theme possession-theme

EXAMPLE:

"Mary has borrowed the car from John."

pre situation	John	hasInPossession	the car
post situation	Mary John Mary	notHasInPossession notHasInPossession hasInPossession	the car the car the car

-Breaking

subclassOf: IntentionalDamaging
The subclass of IntentionalDamaging where some agent renders something non-functional.

CLASS MAPPINGS:
closeMatch: fn:Cause_to_fragment
broadMatch: sumo:Damaging

ASSERTIONS:			
pre situation	agent undergoer damaging-state-1 undergoer	hasPurpose inState hasRelativeValue inFunction	purpose damaging-state-1 "+" true
during situation	agent undergoer agent	deteriorates inDeterioration hasIntention	undergoer true "deterioration-of-undergoer"
post situation	undergoer damaging-state-2 undergoer undergoer damage undergoer	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn inFunction	damaging-state-2 "_" true damage activity false

EXAMPLE:

"John deliberately broke the vase that Susan had bought for him."

pre situation	the vase "abc123" the vase	inState hasRelativeValue inFunction	"abc123" "+" true
during situation	John the vase John	deteriorates inDeterioration hasIntention	the vase true "deterioration-of-undergoer"
post situation	the plaid "456xyz" the vase the vase	inState hasRelativeValue isDamaged inFunction	"456xyz" "_" true false

"Mary tore John's letter to bits."

pre situation	John's letter "abc123" John's letter	inState hasRelativeValue inFunction	"abc123" "+" true
during situation	Mary John's letter Mary	deteriorates inDeterioration hasIntention	John's letter true "deterioration-of-undergoer"
post situation	John's letter "abc456" John's letter John's letter	inState hasRelativeValue hasDamage inFunction	"abc456" "_" bits false

-Buying

subclassOf: FinancialTransaction
The subclass of FinancialTransaction where some entity changes of ownership in exchange for money. Note that the buyer is not necessarily the new owner of the entity.

CLASS MAPPINGS:
closeMatch: fn:Commerce_buy
closeMatch: sumo:Buying

ASSERTIONS:			
pre situation	agent owner_1 owner_2	hasPurpose hasInPossession notHasInPossession	purpose possession-theme possession-theme

during situation	possession-theme	hasValue	possession-value
post situation	owner_1 owner_2	notHasInPossession hasInPossession	possession-theme possession-theme

EXAMPLES:

"John bought the flowers for 10 dollar to make Mary happy again."

pre situation	John John John	hasPurpose hasInPossession notHasPossession	to make Mary happy again 10 dollar the flowers
during situation	the flowers	hasValue	10 dollar
post situation	John John	hasInPossession notHasInPossession	the flowers 10 dollar

"John bought the flowers from Mary."

pre situation	John Mary	notHasInPossession hasInPossession	the flowers the flowers
post situation	John Mary	hasInPossession notHasInPossession	the flowers the flowers

"John bought the flowers for Mary."

pre situation	John Mary	notHasInPossession notHasInPossession	flowers flowers
post situation	John Mary	hasInPossession hasInPossession	flowers flowers

-Capsizing

subclassOf: Motion
The subclass of Motion where some boat or ship gets overturned accidentally, making it impossible to sail any further.

CLASS MAPPINGS:
broadMatch: fn:Motion_directional
broadMatch: sumo:MotionDownward

ASSERTIONS:

pre situation	translocation-theme translocation-theme undergoer damaging-state-1 translocation-theme undergoer	atPlace notAtPlace inState hasRelativeValue inWater inFunction	translocation-source translocation-goal damaging-state-1 "+" true true
during situation	translocation-theme translocation-theme translocation-theme undergoer	inWater inMotion atPlace inDanger	true true place true
post situation	translocation-theme translocation-theme undergoer damaging-state-2 undergoer undergoer damage undergoer translocation-theme undergoer	atPlace notAtPlace inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn inDanger inWater inFunction	translocation-goal translocation-source damaging-state-2 "-" true damage activity true true false

EXAMPLE:

"After hitting the drilling platform, the boat capsized close to the Italian coast."

pre situation	the boat xyz123 the boat the boat	inState hasRelativeValue inWater inFunction	xyz123 "+" true true
during situation	the boat the boat the boat the boat	inWater inMotion inDanger atPlace	true true true the Italian coast
post situation	the boat xyz456 the boat the boat the boat the boat	inState hasRelativeValue isDamaged inDanger inWater inFunction	xyz456 "-" true true true false

-CarCrash

subclassOf: Crashing
The subclass of Crashing where some car collides against another car or some object.

CLASS MAPPINGS:
broadMatch: fn:Cause_impact
broadmatch: fn:Impact
broadMatch: sumo:Impacting

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme translocation-theme	inMotion atPlace	true place

post situation	translocation-theme	atPlace	translocation-goal
	translocation-theme	notAtPlace	translocation-source
	undergoer	isDamaged	true
	translocation-theme	isDamaged	true
	translocation-theme	inMotion	false

EXAMPLES:

"The car hit the donkey with almost 30 miles per hour."

pre situation	the car	notAtPlace	the donkey
during situation	the car	inMotion	true
post situation	the car	atPlace	the donkey
	the car	isDamaged	true
	the donkey	isDamaged	true
	the car	inMotion	false

-ChangeOfPossession

subclassOf: IntentionalEvent

The subclass of IntentionalEvent where some entity changes possession.

Note that this often but not necessarily implies a change of location of the entity.

Mappings:

relatedMatch: fn:Transfer

closeMatch: sumo:ChangeOfPossession

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	owner_1	hasInPossession	possession-theme
	owner_2	notHasInPossession	possession-theme
post situation	owner_1	notHasInPossession	possession-theme
	owner_2	hasInPossession	possession-theme

EXAMPLES:

"Marie stole the car keys from John"

pre situation	John	hasInPossession	car keys
	Marie	notHasInPossession	car keys
post situation	John	notHasInPossession	car keys
	Marie	hasInPossession	car keys

-ChangingShape

subclassOf: InternalChange

The subclass of InternalChange where the shape of an entity is changed.

CLASS MAPPINGS:

closeMatch: fn:Manipulate_into_shape

closeMatch: fn:Reshaping

closeMatch: sumo:ShapeChange

ASSERTIONS:

pre situation	changingshape-entity	inState	changingshape-initialshape
	changingshape-entity	notInState	changingshape-finalshape
post situation	changingshape-entity	inState	changingshape-finalshape
	changingshape-entity	notInState	changingshape-initialshape

EXAMPLES:

"John moulded the paste into a ball."

pre situation	the paste	inState	"abc123 "
	the paste	notInState	ball
post situation	the paste	inState	ball
	the paste	notInState	"abc123 "

-ChemicalAttack

(ceo: finished)

subclassOf: Attacking

The subclass of Attacking where some chemical agent is used.

CLASS MAPPINGS:

broadMatch: fn:Attack

closeMatch: sumo:ChemicalAttack

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	undergoer	inState	damaging-state-1
	damaging-state-1	hasRelativeValue	"+"
during situation	interactor_1	interactsWith	interactor_2
	agent	deteriorates	undergoer
	undergoer	inDeterioration	true
	agent	hasIntention	"deterioration-of-undergoer"
	agent	endangers	undergoer
	undergoer	inDanger	true
	undergoer	underAttack	weapon
	agent	hasWeapon	weapon
post situation	undergoer	inState	damaging-state-2
	damaging-state-2	hasRelativeValue	"+"
	undergoer	isDamaged	true

undergoer	hasDamage	damage
damage	hasNegativeEffectOn	activity
undergoer	inDanger	true

EXAMPLE

"The dictator has attacked the refugees with Sarin, reported A-Jazeera."

pre situation	the refugees abc123	inState hasRelativeValue	abc123 "+"
during situation	the dictator the dictator the refugees the dictator the refugees the refugees the dictator	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon	the refugees the refugees true "deterioration-of-undergoer" the refugees true true Sarin
post situation	the refugees abc456 the refugees the refugees	inState hasRelativeValue isDamaged inDanger	abc456 "-" true true

-ChemicalEvent

subclassOf: InternalChange
The subclass of InternalChange where some chemical reaction takes place.

CLASS MAPPINGS:
closeMatch: sumo:ChemicalProcess

ASSERTIONS:
(no ASSERTIONS)

-CivilWar

subclassOf: War
The subclass of War where the fighting groups are member of the same nation.

CLASS MAPPINGS:
broadMatch: fn:Hostile_encounter
closeMatch: sumo:CivilWar

pre situation	agent side_1	hasPurpose notInConflictWith	purpose side_2
during situation	interactor_1 side_1 side_1 side_2 side_1 side_2 sides side_1 side_2 sides side_1 side_2 sides place place	interactsWith inConflictWith deteriorates deteriorates hasIssue hasIssue hasIssue inConflict inConflict inConflict inDanger inDanger inDanger inDeterioration inDanger	interactor_2 side_2 side_2 side_1 issue issue issue true true true true true true true true
post situation	side_1 side_2 sides place side_1	isDamaged isDamaged isDamaged isDamaged notInConflictWith	true true true true side_2

EXAMPLE:

"The civil war over independence in the Ukraine caused international concern."

during situation	civil civil civil Ukraine Ukraine	hasIssue inConflict inDanger inDeterioration inDanger	independence true true true true
post situation	civil Ukraine	isDamaged isDamaged	true true

-Cleaning

subclassOf: Removing
The subclass of Removing where some object or location is freed from stains, dirt or rubble.

CLASS MAPPINGS:
broadMatch: fn:Removing
closeMatch: sumo:Cleaning

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme translocation-source improvement-state_1	hasPurpose atPlace notAtPlace inState hasRelativeValue	purpose translocation-source translocation-goal improvement-state_1 "-"
during situation	translocation-theme translocation-theme agent agent	inMotion atPlace improves hasIntention	true place translocation-source "improvement-of-
post situation	translocation-source translocation-theme translocation-theme translocation-source improvement-state-2	inImprovement atPlace notAtPlace inState hasRelativeValue	true translocation-goal translocation-source improvement-state-2 "+"

translocation-source	inImprovedState	true
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EXAMPLES:

"John rinsed off Mary's blood stains from the kitchen tiles and did not feel guilty at all."

undergoer"	pre situation	Mary's blood stains the kitchen tiles "abc123"	atPlace inState hasRelativeValue	the kitchen tiles "abc123" "-"
	during situation	Mary's blood stains John John	inMotion improves hasIntention	true the kitchen tiles "improvement-of-
		the kitchen tiles	inImprovement	true
	post situation	Mary's blood stains the kitchen tiles "abc456" the kitchen tiles	notAtPlace inState hasRelativeValue inImprovedState	the kitchen tiles "abc456" "+" true

"The army cleaned the village after the mudflow."

pre situation	the village "bnm123"	inState hasRelativeValue	"bnm123" "-"
during situation	the army the army the village	improves hasIntention inImprovement	the village "improvement-of-undergoer" true
post situation	the village "zxc123" the village	inState hasRelativeValue inImprovedState	"zxc123" "+" true

-ColdWave

subclassOf: WeatherEvent
The subclass of WeatherEvent where there is a long period of very cold weather.

CLASS MAPPINGS:
broadMatch: fn:Weather
broadMatch: sumo:WeatherProcess

ASSERTIONS:
(no assertions yet)

-Collaboration

subclassOf: StaticEvent
Static event where people work together for some period of time.

CLASS MAPPINGS:
closeMatch: fn:Collaboration
closeMatch: sumo:Cooperation

ASSERTIONS:

during situation	partner-1 partners partners	collaboratesWith inCollaboration hasProject	partner-2 true project
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EXAMPLE:

"John collaborates with Mary on a book."

during situation	John John, Mary John, Mary	collaboratesWith hasProject inCollaboration	Mary a book true
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"The left wing parties are conspiring to impeach the president."

during situation	the left wing parties the left wing parties	hasProject inCollaboration	to impeach the president true
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-Collapsing

subclassOf: Destroying
The subclass of Destroying were some structure falls down due to e.g. gravity.

CLASS MAPPINGS:
broadMatch: fn:Motion_directional
broadMatch: sumo:Motion

ASSERTIONS:

pre situation:	undergoer translocation-theme	exist inMotion	true false
during situation	undergoer undergoer translocation-theme	inDestruction inDanger inMotion	true true true
post situation:	undergoer translocation-theme	exist inMotion	false false

EXAMPLE:

"When the bridge collapsed, the beams crushed Mary inside the cab."

pre situation:	bridge bridge	exist inMotion	true false
during situation	bridge bridge bridge	inDestruction inDanger inMotion	true true true
post situation:	bridge	exist	false

bridge	inMotion	false
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-Confining

subclassOf: Placing
The subclass of Placing where someone authority (legally) takes hold of someone and keeps this person at some location.

CLASS MAPPINGS:
broadMatch: fn:Inhibit_movement
closeMatch: sumo:Confining

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme owner_2 translocation-theme	hasPurpose atPlace notAtPlace notHasInPossession inCaptivity	purpose translocation-source translocation-goal possession-theme false
during situation	translocation-theme translocation-theme	atPlace inMotion	place true
post situation	translocation-theme translocation-theme owner_2 translocation-theme	atPlace notAtPlace hasInPossession inCaptivity	translocation-goal translocation-source possession-theme true

EXAMPLE:

"John was confined in an asylum by the authorities to guarantee public safety."

pre situation	authorities John authorities John	hasPurpose notAtPlace notHasInPossession inCaptivity	guarantee public safety asylum John false
during situation	John	inMotion	true
post situation	John authorities John	atPlace hasInPossession inCaptivity	asylum John false

"Mary was locked up soon after. It was about time!"

pre situation	Mary	inCaptivity	false
during situation	Mary	inMotion	true
post situation	Mary	inCaptivity	true

-Conviction

subclassOf: SocialInteraction
The subclass of SocialInteraction where some authority (e.g. a judge) and in the context of a trial, formally decides that someone is guilty of some offense.

CLASS MAPPINGS:
closeMatch: fn:Verdict
closeMatch: sumo:LegalConviction

ASSERTIONS:

pre situation	agent suspect suspect	hasPurpose suspectedOfOffense inCaptivity	purpose offense true
during situation	interactor_1	interactsWith	interactor_2
post situation	suspect convict convict convict convict convict convict	changesToRole hasConviction hasSentence hasPunishment committedOffense inOffense inCaptivity isConvicted	convict conviction sentence punishment offense true true true

EXAMPLE:

"After a long and emotional trial, Mary was convicted of murdering John."

pre situation	Mary Mary	suspectedOfOffense inCaptivity	murdering John true
post situation	Mary Mary Mary Mary Mary	hasConviction committedOffense inOffense inCaptivity isConvicted	murdering John murdering John true true true

-Crashing

subclassOf: Impacting
The subclass of Impacting where some moving object collides forcefully with another object.

CLASS MAPPINGS:
broadMatch: fn:Cause_impact
broadMatch: fn:Impact
broadmatch: sumo:Impacting

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
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during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme undergoer translocation-theme translocation-theme	atPlace notAtPlace isDamaged isDamaged inMotion	translocation-goal translocation-source true true false

EXAMPLES:

"The police are investigating the car crash on Main Street."

during situation	the car the car	inMotion atPlace	true Main Street
post situation	the car the car	isDamaged inMotion	true false

"The passengers hurt in the car crash were brought to the hospital."

during situation	the car	inMotion	true
post situation	the car the passengers the car	isDamaged isDamaged inMotion	true true false

"Driving home, John collided with with a van on Main street."

during situation	John John	inMotion atPlace	true Main Street
post situation	John a van John John	atPlace isDamaged isDamaged inMotion	a van true true false

-Creating

subclassOf: IntentionalEvent
The subclass of IntentionalEvent where something is made, created, build, constructed, etc.

CLASS MAPPINGS:
closeMatch: fn:Building
closeMatch: fn:Intentionally_create
closeMatch: fn:Creating
closeMatch: fn:Manufacturing
closeMatch: sumo:Constructing
closeMatch: sumo:Creation
closeMatch: sumo:Manufacture
closeMatch: sumo:Making

ASSERTIONS:

pre situation	agent entity	hasPurpose exist	purpose false
post situation	entity	exist	true

EXAMPLES:

"John founded the company in 1981 to develop micro processors."

pre situation	John the company	hasPurpose exist	to develop micro-processors false
post situation	the company	exist	true

"Mary is building a new house on the hill."

pre situation	a new house	exist	false
post situation	a new house	exist	true

-CropFailure

subclassOf: StaticEvent
Static event where not enough crops are produced due to e.g. drought or exces rainfall.

CLASS MAPPINGS:
broadMatch: fn:Success_or_failure

ASSERTIONS:
(no assertions yet)

-Cutting

subclassOf: IntentionalDamaging
The subclass of IntentionalDamaging where some agent makes a cut, hole or incision in some

object.

CLASS MAPPINGS:
closeMatch: fn:Cutting
closeMatch: sumo:Cutting

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent undergoer agent	deteriorates inDeterioration hasIntention	undergoer true "deterioration-of-undergoer"

post situation	undergoer damaging-state-2 undergoer damage	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn	damaging-state-2 "." true damage activity
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EXAMPLES:

"John chopped the Mary's body into pieces."

pre situation	Mary's body "xyz123"	inState hasRelativeValue	"xyz123" "+"
during situation	John Mary's body John	deteriorates inDeterioration hasIntention	Mary's body true "deterioration-of-undergoer"
post situation	Mary's body "xyz456" Mary's body Mary's body	inState hasRelativeValue isDamaged hasDamage	"xyz456" "." true pieces

-CyberAttack

subclassOf: Attacking
The subclass of Attacking where some hackers damage or destroy a computer, network or database.

CLASS MAPPINGS:

broadMatch: sumo:Attack
broadMatch: fn:Attack

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	interactor_1 agent undergoer agent agent undergoer undergoer agent	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon	interactor_2 undergoer true "deterioration-of-undergoer" undergoer true true weapon
post situation	undergoer damaging-state-2 undergoer undergoer damage	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn	damaging-state-2 "." true damage activity

EXAMPLE:

"There was a Chinese DDoS attack on Amazon last night."

pre situation	Amazon "abc123"	inState hasRelativeValue	"abc123" "+"
during situation	Chinese (Amazon Amazon Chinese Chinese Amazon Amazon Chinese	interactsWith interactsWith inDeterioration hasIntention endangers inDanger underAttack hasWeapon	Amazon Chinese) true "deterioration-of-undergoer" Amazon true true DDos
post situation	Amazon "abc456" Amazon	inState hasRelativeValue isDamaged	"abc456" "." true

-Cyclone

subclassOf: Storm
The subclass of Storm where there is a strong rotating wind storm.

CLASS MAPPINGS:

broadMatch: fn:Weather
closeMatch: sumo:CyclonicStorm

ASSERTIONS:

(no assertions yet)

-Damaging

subclassOf: InternalChange
The subclass of InternalChange where something gets damaged.

CLASS MAPPINGS:

closeMatch: fn:Render_nonfunctional, fn:Damaging
closeMatch: sumo:Damaging

ASSERTIONS:

pre situation:	undergoer damaging-state-1	inState hasRelativeValue	damaging-state-1 "+"
post situation:	undergoer damaging-state-2 undergoer undergoer damage	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn	damaging-state-2 "." true damaging-damage activity

EXAMPLES:

"The hurricane damaged the houses severely"

pre situation	the houses "xyz123"	inState hasRelativeValue	"xyz123" "+"
post situation	the houses	inState	"xyz456"

	xyz456" the houses	hasRelativeValue isDamaged	"-" true
"The blast ripped the aircraft apart."			
pre situation	the aircraft "xyz123"	inState hasRelativeValue	"xyz123" "+"
post situation	the aircraft xyz456 the aircraft	inState hasRelativeValue isDamaged	"xyz456" "-" true

-Decreasing

subclassOf: QuantityChange
"The subclass of QuantityChange where some physical quantity or value is decreased."

CLASS MAPPINGS:
broadMatch: fn:Change_of_quantity_of_possession
broadMatch: fn:Cause_change_of_position_on_a_scale
broadMatch: fn:Change_position_on_a_scale
broadMatch: fn:Proliferating_in_number
broadMatch: fn:Expansion
broadMatch: fn:Cause_expansion
closeMatch: sumo:Decreasing

ASSERTIONS:			
pre situation	quantity-item quantity-attribute quantity-attribute	hasAttribute hasRelativeValue hasValue	quantity-attribute + quantity-value_1
post situation	quantity-item quantity-attribute quantity-attribute quantity-item	hasAttribute hasRelativeValue hasValue hasRelativeDecrease	quantity-attribute - quantity-value_2 quantity-ratio

EXAMPLES:

"Ford decreased the production with 2%."

pre situation	production xyz123	hasAttribute hasRelativeValue	xyz123 +
post situation	production xyz456 production	hasAttribute hasRelativeValue hasRelativeDecrease	xyz456 - 2%

"Apple lowered the price of the Iphone from 600 to 500 dollar."

pre situation	Iphone price price	hasAttribute hasRelativeValue hasValue	price "+" 600
post situation	Iphone price price	hasAttribute hasRelativeValue hasValue	price "-" 500

"The profit shrunk dramatically."

pre situation	profit xyz123	hasAttribute hasRelativeValue	xyz123 "+"
post situation	profit xyz456	hasAttribute hasRelativeValue	xyz456 "-"

-Deforestation

subclassOf: Removing
The subclass of Removing where trees are cut down and removed on a large scale.

CLASS MAPPINGS:
broadMatch: fn:Emptying
closeMatch: sumo:Deforestation

ASSERTIONS:			
pre situation	agent translocation-theme translocation-theme translocation-source damaging-state-1 translocation-source	hasPurpose atPlace notAtPlace inState hasRelativeValue inDanger	purpose translocation-source translocation-goal damaging-state-1 "+" false
during situation	translocation-theme translocation-theme agent agent translocation-source	inMotion atPlace deteriorates endangers inDeterioration	true place translocation-source translocation-source true
post situation	translocation-theme translocation-theme translocation-source damaging-state-2 translocation-source translocation-source	atPlace notAtPlace inState hasRelativeValue isDamaged inDanger	translocation-goal translocation-source damaging-state-2 "-" true true

EXAMPLE:

"Reports conclude that the company is illegally deforesting the Bialowieza."

pre situation	Bialowieza "abc123" Bialowieza	inState hasRelativeValue inDanger	"abc123" "+" false
during situation	the company the company Bialowieza	deteriorates endangers inDeterioration	Bialowieza Bialowieza true
post situation	Bialowieza "cvb123"	inState hasRelativeValue	"cvb123" "-"

Bialowieza	isDamaged	true
Bialowieza	inDanger	true

-Demonstration

subclassOf: StaticEvent
The subclass of StaticEvent where humans protest against some measurement or demand some change in political policy.

CLASS MAPPINGS:
closeMatch: fn:Protest
closeMatch: sumo:Demonstration

ASSERTIONS:

during situation	side_1	hasPurpose	purpose
	side_1	hasIssue	issue
	side_1	inConflictWith	side_2
	(side_2	inConflictWith	side_1)
	side_1	atPlace	place
	side_1	inConflict	true
	side_2	inConflict	true
	side_1	inMeeting	true

EXAMPLE:

"Thousands protested against the government in the streets of Paris last night."

during situation

thousands	inConflictWith	the government
(the government	inConflictWith	thousands)
thousands	atPlace	the streets of Paris
thousands	inConflict	true
the government	inConflict	true
thousands	inMeeting	true

"Mary was demonstrating for women's rights."

during situation	Mary	hasIssue	women's rights
	Mary	inConflict	true
	Mary	inMeeting	true

-Derailing

subclassOf: Motion
The subclass of Motion where some train or tram accidentally leaves its track.

CLASS MAPPINGS:
broadMatch: fn:Motion_directional
broadMatch: sumo:Motion

ASSERTIONS:

pre situation	translocation-theme	atPlace	translocation-source
	translocation-theme	notAtPlace	translocation-goal
	undergoer	inState	damaging-state-1
	damaging-state-1	hasRelativeValue	"+"
	translocation-theme	inMotion	true
	undergoer	inFunction	true
during situation	translocation-theme	inMotion	true
	translocation-theme	atPlace	place
	undergoer	inDanger	true
post situation	translocation-theme	atPlace	translocation-goal
	translocation-theme	notAtPlace	translocation-source
	undergoer	inState	damaging-state-2
	damaging-state-2	hasRelativeValue	"-"
	undergoer	isDamaged	true
	undergoer	hasDamage	damage
	damage	hasNegativeEffectOn	activity
	translocation-theme	inMotion	false
	undergoer	inFunction	false

EXAMPLE:

"Amtrak train 406 derailed south of Tacoma, killing five people."

pre situation	Amtrak train 406	inState	"qaz123"
	"qaz123"	hasRelativeValue	"+"
	Amtrak train 406	inMotion	true
	Amtrak train 406	inFunction	true
during situation	Amtrak train 406	inMotion	true
	Amtrak train 406	atPlace	south of Tacoma
	Amtrak train 406	inDanger	true
post situation	Amtrak train 406	inState	"mkl456"
	"mkl456"	hasRelativeValue	"-"
	Amtrak train 406	isDamaged	true
	Amtrak train 406	inMotion	false
	Amtrak train 406	inFunction	false

-Desertification

subclassOf: InternalChange
The subclass of InternalChange where some area turns into a desert due to a shortage of precipitation or a decreased irrigation.

CLASS MAPPINGS:
broadMatch: fn:Becoming_dry
closeMatch: sumo:Desertification

ASSERTIONS:
(no assertions yet)

-Destroying

subclassOf: InternalChange
The subclass of InternalChange where something gets destroyed.

CLASS MAPPINGS:
closeMatch: fn:Cause_to_fragment
closeMatch: fn:Destroying
closeMatch: sumo:Destruction

ASSERTIONS:

pre situation:	undergoer	exist	true
during situation	undergoer undergoer	inDestruction inDanger	true true
post situation:	undergoer	exist	false

EXAMPLE:

"The earthquake demolished the Vauxhall factory completely"

pre situation	the Vauxhall factory	exist	true
during situation	the Vauxhall factory the Vauxhall factory	inDestruction inDanger	true true
post situation	the Vauxhall factory	exist	false

-Distribution

subclassOf: Translocation
The subclass of Translocation where someone or something translocates a physical object from one location to a bigger area.

CLASS MAPPINGS:
closeMatch: fn: Dispersal

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme	atPlace notAtPlace	translocation-goal translocation-source

EXAMPLES:

"Mary spread the disease across Sudan."

pre situation	the disease	notAtPlace	Sudan
during situation	the disease	inMotion	true
post situation	the disease	atPlace	Sudan

"The engines were mainly distributed in Korea."

pre situation	the engines	notAtPlace	Korea
during situation	the engines	inMotion	true
post situation t	he engines	atPlace	Korea

-Dredging

subclassOf: Searching
The subclass of Searching where the bed of some water area is scooped out in search of an object or person.

CLASS MAPPINGS:
broadMatch: fn:Seeking
broadMatch: sumo:Searching

ASSERTIONS:

pre situation	agent undergoer undergoer undergoer	hasPurpose isLost inWater isDamaged	purpose true true true
during situation	agent undergoer agent undergoer undergoer	searchesFor isLost searchesPlace inWater isDamaged	undergoer true place true true

EXAMPLE:

"The police officers were dredging in the river for Mary."

pre situation	Mary Mary Mary	isLost inWater isDamaged	true true true
during situation	police officers Mary police officers Mary	searchesFor isLost searchesPlace isDamaged	Mary true the river true

-Drought

subclassOf: StaticEvent
The subclass of WeatherEvent where there is a long period of rain shortage which leads to damage to flora, fauna and agriculture.

CLASS MAPPINGS:
broadMatch: fn:Being_dry
closeMatch: sumo:Drought

ASSERTIONS:
(no assertions yet)

-Drowning

subclassOf: Asphyxiation
The subclass of Asphyxiation where someone dies of a shortage of oxygen because the lungs are filled with water.

CLASS MAPPINGS:
broadMatch: fn:Death
broadMatch: sumo:Death

ASSERTIONS:

pre situation	undergoer	exist	true
during situation	undergoer	inDestruction	true
	undergoer	inDanger	true
	undergoer	isDamaged	true
	undergoer	inWater	true
post situation	undergoer	exist	false

EXAMPLE:

"Mary fell asleep in the bathtub and drowned."

pre situation	Mary	exist	true
during situation	Mary	inDestruction	true
	Mary	inDanger	true
	Mary	isDamaged	true
	Mary	inWater	true
post situation	Mary	exist	false

-DustStorm

The subclass of Storm where strong winds pick up en deposit sand and dust.

subclassOf: Storm

CLASS MAPPINGS:
broadMatch: fn:Weather
closeMatch: sumo:DustStorm

ASSERTIONS:
(no assertions yet)

-Dying

subclassOf: BiologicalEvent
The subclass of BiologicalEvent where someone is dying, ultimately resulting in death.

CLASS MAPPINGS:
closeMatch: fn:Death
broadMatch: fn:Killing
closeMatch: sumo:Death

ASSERTIONS:

pre situation	undergoer	exist	true
during situation	undergoer	inDestruction	true
	undergoer	inDanger	true
	undergoer	isDamaged	true
post situation	undergoer	exist	false

EXAMPLES:

"The hurricane killed three people."

pre situation	three people	exist	true
during situation	three people	inDestruction	true
	three people	inDanger	true
	three people	isDamaged	true
post situation	three people	exist	false

"Mary died from cancer."

pre situation	Mary	exist	true
during situation	Mary	inDestruction	true
	Mary	inDanger	true
	Mary	isDamaged	true
post situation	Mary	exist	false

-DynamicEvent

This class is the root of the dynamic event class hierarchy.
(no mappings, no Assertions)

-Earthquake

subclassOf: GeologicalEvent
The subclass of GeologicalEvent where there is a violent shaking of the earth's surface due to volcanic activity or movements in the earth's crust.

CLASS MAPPINGS:
broadMatch: fn:Moving_in_place
closeMatch: sumo:Earthquake

ASSERTIONS:
(no assertions yet)

-Electrocution

subclassOf: IntentionalKilling
The subclass of IntentionalKilling where someone kills someone else by means of electrical shocks.

CLASS MAPPINGS:

broadMatch: fn:Killing
broadMatch: fn:Killing

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent agent undergoer agent	destroys inDestruction hasIntention endangers inDanger hasWeapon	undergoer true "destruction-of-undergoer" undergoer true weapon
post situation	undergoer	exist	false

EXAMPLE:

"The executioner electrocuted the prisoner that had been on death row for twenty years."

pre situation	the prisoner	exist	true
during situation	the executioner the executioner the prisoner the executioner the prisoner	destroys hasIntention inDestruction endangers inDanger	the prisoner "destruction-of-undergoer" true the prisoner true
post situation	the prisoner	exist	false

-EndingARelationship

subclassOf: IntentionalEvent
"The subclass of IntentionalEvent where people end a relationship with each other."

CLASS MAPPINGS:
broadMatch: fn:Forming_relationships

ASSERTIONS:

pre situation	agent partner-1 partners	hasPurpose inRelationshipWith inRelationship	purpose partner-2 true
during situation	interactor_1	interactsWith	interactor_2
post situation	partner-1 partners	notInRelationshipWith inRelationship	partner-2 false

EXAMPLES:

"Mary split up with John."

pre situation	John John Mary	inRelationshipWith inRelationship inRelationship	Mary true true
during situation	Mary	interactsWith	John
post situation	John John Mary	notInRelationshipWith inRelationship inRelationship	Mary false false

"John divorced in 2013."

pre situation	John	inRelationship	true
post situation	John	inRelationship	false

-Erosion

subclassOf: GeologicalEvent
The subclass of GeologicalEvent where there is wearing of the earth's surface due to ice, wind or running water.

CLASS MAPPINGS:
broadMatch: fn:Removing
closeMatch: sumo:Erosion

ASSERTIONS:
(no assertions yet)

-Escaping

subclassOf: Leaving
The subclass of Leaving where a person leaves an unwanted location.

CLASS MAPPINGS
closeMatch: fn:Escaping
closeMatch: fn:Fleeing
closeMatch: sumo:Escaping

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme	atPlace notAtPlace	translocation-goal translocation-source

EXAMPLES:

"John escaped from Alcatraz to see Mary."

pre situation	John John	hasPurpose atPlace	to see Mary Alcatraz
during situation	John	inMotion	true
post situation	John	notAtPlace	Alcatraz

"John fled to the United States."

pre situation	John	notAtPlace	the United States
during situation	John	inMotion	true
post situation	John	atPlace	the United States

-Evacuation

subclassOf: Removing
The subclass of Removing where people and or animals are transported from an unsafe location to a safer area.

CLASS MAPPINGS:
broadMatch: fn:Removing
closeMatch: sumo:Evacuation

ASSERTIONS:

undergoer"	pre situation	agent translocation-theme translocation-theme undergoer improvement-state_1 undergoer	hasPurpose atPlace notAtPlace inState hasRelativeValue inDanger	purpose translocation-source translocation-goal improvement-state_1 "-" true
	during situation	translocation-theme translocation-theme agent agent	inMotion atPlace improves hasIntention	true place undergoer "improvement-of-
		undergoer undergoer	inImprovement inDanger	true false
	post situation	translocation-theme translocation-theme undergoer improvement-state-2 undergoer undergoer	atPlace notAtPlace inState hasRelativeValue inImprovedState inDanger	translocation-goal translocation-source improvement-state-2 "+" true false

EXAMPLE:

"US marines evacuated John and Mary from North Korea soon after the missiles hit the country."

undergoer"	pre situation	John and Mary John and Mary "abc123" John and Mary	atPlace inState hasRelativeValue inDanger	North Korea "abc123" "-" true
	during situation	John and Mary US marines US marines	inMotion improves hasIntention	true John and Mary "improvement-of-
		John and Mary John and Mary	inImprovement inDanger	true false
	post situation	John and Mary John and Mary "abc456" John and Mary John and Mary	notAtPlace inState hasRelativeValue inImprovedState inDanger	North Korea "abc456" "+" true false

-Explosion

subclassOf: InternalChange
The subclass of InternalChange where something shatters apart with a lot of noise and causing damage.

CLASS MAPPINGS:
closeMatch: fn:Explosion
closeMatch: fn:Explosion

ASSERTIONS:

pre situation:	undergoer	inState	damaging-state-1
	damaging-state-1	hasRelativeValue	"4"
	place	inState	damaging-state-1
	damaging-state-1	hasRelativeValue	"4"
	undergoer	inDanger	false
post situation:	place	inDanger	false
	weapon	exist	true
	undergoer	inState	damaging-state-2
	damaging-state-2	hasRelativeValue	"."
	place	inState	damaging-state-2
	damaging-state-2	hasRelativeValue	"."
	undergoer	isDamaged	true
	undergoer	hasDamage	damaging-damage
	place	isDamaged	true
	undergoer	inDanger	true
	place	inDanger	true
	weapon	exist	false

EXAMPLES:

"John witnessed the fatal detonation of the bomb in Disney Land."

pre situation:	Disney Land	inState	"abc123"
	"abc123"	hasRelativeValue	"4"
	Disney Land	inDanger	false
	bomb	exist	true
post situation:	Disney Land	inState	"bnm678"
	"bnm678"	hasRelativeValue	"."
	Disney Land	isDamaged	true
	Disney Land	inDanger	true
	bomb	exist	false

"The missile exploded on three hijackers in the Gulf of Aden."

pre situation:	three hijackers	inState	"abc456"
	"abc456"	hasRelativeValue	"4"
	Gulf of Aden	inState	"def123"
	"def123"	hasRelativeValue	"4"
	three hijackers	inDanger	false
post situation:	Gulf of Aden	inDanger	false
	missile	exist	true
	three hijackers	inState	"abc123"
	"abc123"	hasRelativeValue	"."
	Gulf of Aden	inState	"def456"
	"def456"	hasRelativeValue	"."
	three hijackers	isDamaged	true
	Gulf of Aden	isDamaged	true
	three hijackers	inDanger	true
	Gulf of Aden	inDanger	true
	missile	exist	false

"Mary heard the bomb explosion."

pre situation	bomb	exist	true
post situation	bomb	exist	false

-Exporting

subclassOf: Selling
The subclass of Selling where goods are exported to another nation in exchange for money.

CLASS MAPPINGS:
closeMatch: fn:Exporting
closeMatch: fn:Exporting

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	owner_1	hasInPossession	possession-theme
	owner_2	notHasInPossession	possession-theme
post situation	owner_1	notHasInPossession	possession-theme
	owner_2	hasInPossession	possession-theme

EXAMPLES:

"Ford exported 10.000 cars to India."

pre situation	Ford	hasInPossession	10.000 cars
	India	notHasInPossession	10.000 cars
post situation	Ford	notHasInPossession	10.000 cars
	India	hasInPossession	10.000 cars

"Car exportation to India."

pre situation	India	notHasInPossession	car
post situation	India	hasInPossession	car

-ExtinguishingFire

subclassOf: IntentionalEvent
The subclass of IntentionalEvent where someone puts out fire by means of e.g. water.

CLASS MAPPINGS:
closeMatch: fn:Firefighting
closeMatch: fn:Putting_out_fire

broadMatch: sumo:IntentionalProcess

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	undergoer	inDestruction	true
	undergoer	inDanger	true
	undergoer	isDamaged	true
fire		exist	true
during situation	fire	exist	true
	undergoer	inDanger	true
	undergoer	isDamaged	true
	agent	improves	undergoer
agent		hasIntention	"improvement-of-undergoer"
	agent	inImprovement	true
post situation	undergoer	inDestruction	false
	undergoer	inDanger	false
	fire	exist	false
	undergoer	isDamaged	true

EXAMPLES:

"The fire in the house was put out by Mary."

pre situation	the house	inDestruction	true
	the house	inDanger	true
	the house	isDamaged	true
	fire	exist	true
during situation	fire	exist	true
	the house	inDanger	true
	the house	isDamaged	true
	Mary	improves	the house
Mary		hasIntention	"improvement-of-undergoer"
	Mary	inImprovement	true
post situation	the house	inDestruction	false
	the house	inDanger	false
	the house	isDamaged	true
	fire	exist	false
the house		isDamaged	true

"The firemen tackled the blaze to prevent further spreading of the flames."

flames

pre situation	the firemen	hasPurpose	prevent further spreading of the
	the blaze	exist	true
during situation	the blaze	exist	true
	the firemen	hasIntention	"improvement-of-undergoer"
post situation	the blaze	exist	false

-Falling

subclassOf: Motion
The subclass of Motion where someone or something rapidly and without control moves from a higher to a lower level.

CLASS MAPPINGS:

broadMatch: fn:Motion_directional
closeMatch: sumo:MotionDownward

ASSERTIONS:

pre situation:	translocation-theme	atPlace	translocation-source
	translocation-theme	notAtPlace	translocation-goal
during situation	translocation-theme	inMotion	true
	undergoer	inDanger	true
translocation-theme		atPlace	place
post situation:	translocation-theme	atPlace	translocation-goal
	translocation-theme	notAtPlace	translocation-source

EXAMPLES:

"The bird dropped from the roof into Mary's lawn and died."

pre situation:	the bird	atPlace	the roof
	the bird	notAtPlace	Mary's lawn
during situation	the bird	inMotion	true
	the bird	inDanger	true
post situation:	the bird	atPlace	Mary's lawn
	the bird	notAtPlace	the roof

"Mary tumbled down the stairs after John forcefully patted her on the back."

during situation	Mary	inMotion	true
	Mary	inDanger	true

-Famine

subclassOf: StaticEvent
The subclass of StaticEvent where there is a severe shortage of food leading to hunger and starvation.

CLASS MAPPINGS:

closeMatch: sumo:Famine

ASSERTIONS:

(no assertions yet)

-FinancialTransaction:

subclassOf: ChangeOfPossession

"The subclass of ChangeOfPossession where some item changes of ownership in exchange for money."

CLASS MAPPINGS:

closeMatch: fn:CommercialTransaction

closeMatch: sumo:FinancialTransaction

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	owner_1	notHasInPossession	possession-financial-asset
	owner_2	hasInPossession	possession-financial-asset
	owner_1	hasInPossession	possession-theme
	owner_2	notHasInPossession	possession-theme

during situation	possession-theme	hasValue	possession-value
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post situation	owner_1	hasInPossession	possession-financial-asset
	owner_2	notHasInPossession	possession-financial-asset
	owner_1	notHasInPossession	possession-theme
	owner_2	hasInPossession	possession-theme

EXAMPLES:

"Marie bought the car from John for 600 dollars"

pre situation	Marie	hasInPossession	600 dollar
	Marie	notHasInPossession	the car
	John	hasInPossession	the car
	John	notHasInPossession	600 dollar

during situation	the car	hasValue	600 dollar
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post situation	Marie	hasInPossession	the car
	Marie	notHasInPossession	600 dollar
	John	hasInPossession	600 dollar
	John	notHasInPossession	the car

"Mary paid 600 dollar for the car."

pre situation	Mary	notHasInPossession	the car
	Mary	hasInPossession	600 dollar

during situation	the car	hasValue	600 dollar
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post situation	Mary	hasInPossession	the car
	Mary	notHasInPossession	600 dollar

-Finding

subclassOf: IntentionalEvent

The subclass of IntentionalEvent where someone finds some person or item that was lost.

CLASS MAPPINGS:

closeMatch: fn:Locating

broadMatch: sumo:Learning

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	undergoer	isLost	true
	agent	searchesFor	undergoer
	agent	searchesPlace	place

post situation	undergoer	isLost	false
	undergoer	isFound	true
	undergoer	atPlace	place
	agent	hasFound	undergoer

"Mary found the crashed helicopter deep into the woods."

pre situation	crashed helicopter	isLost	true
	Mary	searchesFor	crashed helicopter
	Mary	searchesPlace	deep into the woods

post situation	crashed helicopter	isLost	false
	crashed helicopter	isFound	true
	crashed helicopter	atPlace	deep into the woods
	Mary	hasFound	crashed helicopter

-Fire

subclassOf: ChemicalEvent

The subclass of ChemicalEvent where some substance is burning with visible flames.

CLASS MAPPINGS:

closeMatch: fn:Fire_burning

closeMatch: sumo:Fire

ASSERTIONS:

during situation	undergoer	inDestruction	true
	place	inDestruction	true
	fire	exist	true
	undergoer	isDamaged	true
	place	isDamaged	true
	undergoer	inDanger	true
	place	inDanger	true

post situation	undergoer place fire	isDamaged isDamaged exist	true true false
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EXAMPLES:

"Mary's house was on fire."

during situation	Mary's house fire Mary's house Mary's house	inDestruction exist isDamaged inDanger	true true true true
post situation	Mary's house fire	isDamaged exist	true false

"The flames burnt thousand acres of land in Yosemite National Park."

pre situation	thousand acres of land Yosemite National Park flames thousand acres of land Yosemite National Park thousand acres of land Yosemite National Park	inDestruction inDestruction exist isDamaged isDamaged inDanger inDanger	true true true true true true true
post situation	housand acres of land Yosemite National Park flames	isDamaged isDamaged exist	true true false

"The fires are burning throughout Portugal."

pre situation	Portugal fires Portugal Portugal	inDestruction exist isDamaged inDanger	true true true true
post situation	Portugal fires	isDamaged exist	true false

-Flooding

subclassOf: Motion
The subclass of Motion where some mass of water flows beyond it's normal limits.

CLASS MAPPINGS:
broadMatch: fn:Mass_motion
closeMatch: sumo:Flooding

ASSERTIONS:
(no assertions yet)

-Fogging

subclassOf: WeatherEvent
The subclass of WeatherEvent where a thick cloud comes into existence close to the earth's surface which leads to a decreased visibility.

CLASS MAPPINGS:
broadMatch: fn:Weather
closeMatch: sumo:Fogging

ASSERTIONS:
(no assertions yet)

-ForestFire

subclassOf: WildFire
The subclass of WildFire where some forest is burning.

CLASS MAPPINGS:
broadMatch: fn:Fire_burning
closeMatch: sumo:ForestFire

ASSERTIONS:			
during situation	undergoer place fire undergoer place undergoer place	inDestruction inDestruction exist isDamaged isDamaged inDanger inDanger	true true true true true true true
post situation	undergoer place fire	isDamaged isDamaged exist	true true false

EXAMPLE:

"Forest fires continue to rage in Australia."

during situation	forest Australia fires forest Australia forest Australia	inDestruction inDestruction exists isDamaged isDamaged inDanger inDanger	true true true true true true true
post situation	forest Australia fires	isDamaged isDamaged exist	true true false

-Freezing

subclassOf: StateChange
The subclass of StateChange where some liquid cools down and becomes a solid.

CLASS MAPPINGS:
broadMatch: fn:Change_of_phase
closeMatch: sumo:Freezing

ASSERTIONS:
(no assertions yet)

-Funeral

subclassOf: Meeting
The subclass of Meeting where there is a ceremony or ritual to bury some deceased person.

CLASS MAPPINGS:
broadMatch: fn:Social_event
closeMatch: sumo:Funeral

ASSERTIONS:

pre situation	undergoer	exist	false
during situation	meeting-participant meeting-participant undergoer	inMeeting atPlace exist	true meeting-place false

EXAMPLE:

Mary managed to cry during John's funeral in Amsterdam."

pre situation	John	exist	false
during situation	Mary Mary John	inMeeting atPlace exist	true Amsterdam false

-Genocide

subclassOf: Killing
The subclass of IntentionalKilling where people belonging to some nation or ethnic group are killed in massive numbers with the objective that all members of this nation or ethnic group will cease to exist.

CLASS MAPPINGS:

broadMatch: fn:Killing
broadMatch: fn:Killing

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent agent undergoer agent agent	destroys inDestruction hasIntention endangers inDanger hasWeapon inOffense	undergoer true "destruction-of-undergoer" undergoer true weapon true
post situation	undergoer agent	exist inOffense	false true

EXAMPLES:

"John was held responsible for the genocide on the Serbian people."

pre situation	Serbian people	exist	true
during situation	John Serbian people John John Serbian people	destroys inDestruction hasIntention endangers inDanger	Serbian people true "destruction-of-undergoer" Serbian people true
post situation	Serbian people	exist	false

-GeologicalEvent

subclassOf: InternalChange
Any geological process that has a negative effect on the human habitat or social-economic state.

CLASS MAPPINGS:
closeMatch: sumo:GeologicalProcess

ASSERTIONS:
(no assertions yet)

-Getting

subclassOf: ChangeOfPossession
The subclass of ChangeOfPossession where a person gets or receives some item.

CLASS MAPPINGS:
closeMatch: fn:Receiving
closeMatch: fn:Getting
closeMatch: sumo:Getting

ASSERTIONS:

pre situation	agent owner_1 owner_2	hasPurpose hasInPossession notHasInPossession	purpose possession-theme possession-theme
post situation	owner_1 owner_2	notHasInPossession hasInPossession	possession-theme possession-theme

EXAMPLES:

"Mary received the strategic report from John."

pre situation	John	hasInPossession	the strategic report
post situation	Mary	notHasInPossession	the strategic report
	John	notHasInPossession	the strategic report
	Mary	hasInPossession	the strategic report

"Mary gained the respect of her staff."

pre situation	Mary	notHasInPossession	the respect of her staff
post situation	Mary	hasInPossession	the respect of her staff

"Ford secured the European market."

pre situation	Ford	notHasInPossession	the European market
post situation	Ford	hasInPossession	the European market

-Giving

subclassOf: ChangeOfPossession
The subclass of ChangeOfPossession where a person gives something to someone else.

CLASS MAPPINGS:
closeMatch: fn:Sending
closeMatch: fn:Giving
closeMatch: fn:Supply
closeMatch: sumo:Giving

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	owner_1	hasInPossession	possession-theme
	owner_2	notHasInPossession	possession-theme
post situation	owner_1	notHasInPossession	possession-theme
	owner_2	hasInPossession	possession-theme

EXAMPLES:

"Yesterday, Mary gave John a nice bouquet to cheer him up."

pre situation	Mary	hasPurpose	to cheer him up
	Mary	hasInPossession	a nice bouquet
	John	notHasInPossession	a nice bouquet
post situation	Mary	notHasInPossession	a nice bouquet
	John	hasInPossession	a nice bouquet

"The US shipped tents and food to Indonesia after the tsunami."

pre situation	the US	hasInPossession	tents and food
	Indonesia	notHasInPossession	tents and food
post situation	the US	notHasInPossession	tents and food
	Indonesia	hasInPossession	tents and food

-GrassFire

subclassOf: Wildfire
The subclass of WildFire where some area covered with grass is burning.

CLASS MAPPINGS:
broadMatch: fn:Fire_burning
closeMatch: sumo:GrassFire

ASSERTIONS:

during situation	undergoer	inDestruction	true
	place	inDestruction	true
	fire	exist	true
	undergoer	isDamaged	true
	place	isDamaged	true
	undergoer	inDanger	true
	place	inDanger	true
post situation	undergoer	isDamaged	true
	place	isDamaged	true
	fire	exist	false

EXAMPLES:

"Grass fires continue to rage in Portugal."

during situation	grass	inDestruction	true
	Portugal	inDestruction	true
	fire	exists	true
	grass	isDamaged	true
	Portugal	isDamaged	true
	grass	inDanger	true
	Portugal	inDanger	true
post situation	grass	isDamaged	true
	Portugal	isDamaged	true
	fires	exist	false

-Hailing

subclassOf: Precipitation
The subclass of Precipitation where small pieces of frozen water fall on the earth's surface.

CLASS MAPPINGS:
broadMatch: fn:Precipitation
broadMatch: sumo:Precipitation

ASSERTIONS:
(No assertions yet)

-HavingAMedicalCondition

subclassOf: StaticEvent
The subclass of StaticEvent where some human or animal suffers from a medical condition such as diseases, chronic diseases and disabilities.

CLASS MAPPINGS
closeMatch: sumo:DiseaseOrSyndrome
closeMatch: fn:MedicalConditions

ASSERTIONS:

during situation	undergoer undergoer undergoer part	isDamaged hasDamage hasPart isDamaged	true damage part true
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EXAMPLES:

"Mary has severe liver cirrhosis due to her alcoholism."

during situation	Mary Mary Mary liver	isDamaged hasDamage hasPart isDamaged	true cirrhosis liver true
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"About 50% of the Syrian children suffer from malnutrition."

during situation	Syrian children Syrian children	isDamaged hasDamage	true malnutrition
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"John had tuberculosis."

during situation	John John	isDamaged hasDamage	true tuberculosis
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"Mary also had liver cirrhosis due to her alcoholism."

during situation	Mary Mary Mary liver	isDamaged hasDamage hasPart isDamaged	true cirrhosis liver true
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-HavingAPurpose

subclassOf: StaticEvent
Static event where some entity is having some purpose in doing something.

CLASS MAPPINGS:
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ASSERTIONS:

during situation	agent	hasPurpose	purpose
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-HavingAValue

subclassOf: StaticEvent
"The subclass of StaticEvent where something is having some value."

CLASS MAPPINGS:
closeMatch: fn:Amounting_to.

ASSERTIONS:
during-situation value-attribute hasValue value

EXAMPLE:

"Mary's income amounted to 100.000 euro a year."

during-situation	Mary's income	hasValue	100.000 euro
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-HavingInPossession

subclassOf: StaticEvent
Static event where someone holds on to someone or something for a period of time.

CLASS MAPPINGS:
closeMatch: fn:Possession
closeMatch: fn:Retaining
closeMatch: sumo:Keeping

ASSERTIONS:
during situation owner hasInPossession possession-theme

EXAMPLES:

"Tata Steel has 10.000 employees."

during situation	Tata Steel	hasInPossession	10.000 employees
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"Mary owns a house in Spain."

during situation	Mary	hasInPossession	a house in Spain
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"The US retains political support from Europe."

during situation	The US	hasInPossession	political support from Europe
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-Healing

subclassOf: BiologicalEvent
The subclass of BiologicalEvent where a human or animal heals after some injury or illness.

CLASS MAPPINGS:
closeMatch: fn:Recovery
broadMatch: sumo:PhysiologicalProcess

ASSERTIONS:

pre situation	undergoer improvement-state_1 undergoer undergoer	inState hasRelativeValue isDamaged hasDamage	improvement-state_1 "-" true damage
during situation	undergoer undergoer undergoer	isDamaged inImprovement hasDamage	true true damage
post situation	undergoer improvement-state_2 undergoer undergoer undergoer	inState hasRelativeValue isDamaged inImprovedState notHasDamage	improvement-state_2 "+" false true damage

EXAMPLES:

"John was recovering from a heart attack."

pre situation	John "abc123" John John	inState hasRelativeValue isDamaged hasDamage	"abc123" "-" true heart attack
during situation	John John John	isDamaged inImprovement hasDamage	true true heart attack
post situation	John "bnm456" John John John	inState hasRelativeValue isDamaged inImprovedState notHasDamage	"bnm456" "+" false true heart attack

"Bokito's broken paw was healing well."

pre situation	Bokito "abc123" Bokito Bokito	inState hasRelativeValue isDamaged hasDamage	"abc123" "-" true broken paw
during situation	Bokito Bokito Bokito	isDamaged inImprovement hasDamage	true true broken paw
post situation	Bokito "bnm456" Bokito Bokito Bokito	inState hasRelativeValue isDamaged inImprovedState notHasDamage	"bnm456" "+" false true broken paw

-HeatWave

subclassOf: StaticEvent
The subclass of WeatherEvent where there is a long period of very hot weather.

CLASS MAPPINGS:
broadMatch: fn:Weather
broadMatch: sumo:WeatherProcess

ASSERTIONS:
(no assertions yet)

-Helping

subclassOf: StaticEvent
The subclass of StaticEvent where someone is of service to someone else.

CLASS MAPPINGS:
closeMatch: fn:Assistance
closeMatch: sumo:Helping

ASSERTIONS:

during situation	partner_1 partner_1 partner_1 partner_2 partner_1 partner_1	hasPurpose collaboratesWith hasProject hasProject ofAssistanceTo isOfAssistance	purpose partner_2 project project partner_2 true
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EXAMPLE:

"Spain assisted Portugal in fighting the forest fires."

during situation	Spain Spain (Portugal Spain Portugal Spain Spain	hasPurpose collaboratesWith collaboratesWith hasProject hasProject ofAssistanceTo isOfAssistance	purpose Portugal Spain) fighting the forest fires fighting the forest fires Portugal true
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"The European Union confirmed to help with battling global warming."

during situation	the EU the EU	hasProject isOfAssistance	battling global warming true
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-Hijacking

subclassOf: IllegallyTakingSomeoneUnderControl
The subclass of IllegallyTakingSomeoneUnderControl where a some vehicle,
e.g. a plane, car or boat, is robbed while the hijacker takes control over
the vehicle.

CLASS MAPPINGS:
closeMatch: fn:Piracy
closeMatch: sumo:Hijacking

ASSERTIONS:

pre situation	agent owner_2 undergoer	hasPurpose notHasInPossession inCaptivity	purpose possession-theme false
during situation	agent interactor_1 undergoer agent	endangers interactsWith inDanger inOffense	undergoer interactor-2 true true
post situation	owner_2 agent undergoer undergoer agent	hasInPossession endangers inDanger inCaptivity inOffense	possession-theme undergoer true true true

EXAMPLE:

"Two armed men hijacked Mary's car yesterday."

pre situation	two armed men two armed men	notHasInPossession notHasInPossession	car Mary
during situation	two armed men (Mary two armed men two armed men Mary car two armed men	interactsWith interactsWith endangers endangers inDanger inDanger inOffense	Mary two armed men) Mary car true true true
post situation	two armed men two armed men two armed men two armed men Mary car Mary car two armed men	hasInPossession hasInPossession endanger endanger inDanger inDanger inCaptivity inCaptivity inOffense	car Mary Mary car true true true true true

-HostageTaking

subclassOf: IllegallyTakingSomeoneUnderControl
The subclass of IllegallyTakingSomeoneUnderControl where a human or a group
of humans is taken captive for the fulfilment of a demand, e.g. money or some
change in political policy.

CLASS MAPPINGS:
broadMatch: fn:Getting
closeMatch: sumo:HostageTaking

ASSERTIONS:

pre situation	agent owner_2 undergoer	hasPurpose notHasInPossession inCaptivity	purpose possession-theme false
during situation	agent interactor_1 undergoer agent	endangers interactsWith inDanger inOffense	undergoer interactor-2 true true
post situation	owner_2 agent undergoer undergoer agent	hasInPossession endangers inDanger inCaptivity inOffense	possession-theme undergoer true true true

EXAMPLE:

"The professor was taken hostage by her unhappy students."

pre situation	unhappy students the professor	notHasInPossession inCaptivity	the professor false
during situation	unhappy students (the professor unhappy students the professor unhappy students	interactsWith interactsWith endanger inDanger inOffense	the professor unhappy students) the professor true true
post situation	unhappy students unhappy students the professor the professor unhappy students	hasInPossession endanger inDanger inCaptivity inOffense	the professor the professor true true true

-Hurricane

subclassOf: Cyclone
The subclass of Cyclone where there is a tropical storm with a violent rotating winds.

CLASS MAPPINGS:
broadMatch: fn:Weather
closeMatch: sumo:Hurricane

ASSERTIONS:

(no assertions yet)

-IllegallyTakingSomeoneUnderControl

subclassOf: SocialInteraction

The subclass of SocialInteraction where someone illegally takes control over some person or group of persons.

CLASS MAPPINGS:

-

ASSERTIONS:

pre situation	agent owner_2 undergoer	hasPurpose notHasInPossession inCaptivity	purpose possession-theme false
during situation	agent interactor_1 undergoer agent	endangers interactsWith inDanger inOffense	undergoer interactor-2 true true
post situation	owner_2 agent undergoer undergoer agent	hasInPossession endanger inDanger inCaptivity inOffense	possession-theme undergoer true true true

EXAMPLES:

"The professor was taken hostage by her unhappy students."

pre situation	unhappy students the professor	notHasInPossession inCaptivity	the professor false
during situation	unhappy students (the professor unhappy students the professor unhappy students	interactsWith interactsWith endanger inDanger inOffense	the professor unhappy students) the professor true true
post situation	unhappy students unhappy students the professor the professor unhappy students	hasInPossession endanger inDanger inCaptivity inOffense	the professor the professor true true true

-Impacting

subclassOf: Translocation

The subclass of Translocation where some object comes in collision with something else.

CLASS MAPPINGS:

closeMatch: fn:Cause_impact

closeMatch: fn:Hit_target

closeMatch: fn:Impact

closeMatch: sumo:Impacting

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme undergoer translocation-theme translocation-theme	atPlace notAtPlace isDamaged isDamaged inMotion	translocation-goal translocation-source true true false

EXAMPLES:

"The rock hit the car with a heavy blow."

pre situation	the rock	notAtPlace	the car
during situation	the rock	inMotion	true
post situation	the rock the rock the rock the car	atPlace isDamaged inMotion isDamaged	the car true true true

"Mary shot John down with an arrow from close distance."

pre situation	the arrow	notAtPlace	John
during situation	the arrow	inMotion	true
post situation	the arrow the arrow the arrow John	atPlace isDamaged inMotion isDamaged	John true false true

"Robert slammed his fist on the table."

pre situation	his fist	notAtPlace	the table
during situation	his fist	inMotion	true
post situation	his fist his fist his fist the table	atPlace isDamaged inMotion isDamaged	the table true false true

-Importing:

subclassOf: Buying
The subclass of Buying where goods are imported from some country in exchange for money.

CLASS MAPPINGS:
closeMatch: fn:Importing
relatedMatch: fn:Exporting

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	owner_1	notHasInPossession	possession-financial-asset
	owner_2	hasInPossession	possession-financial-asset
	owner_1	hasInPossession	possession-theme
	owner_2	notHasInPossession	possession-theme
during situation	possession-theme	hasValue	possession-value
post situation	owner_1	hasInPossession	possession-financial-asset
	owner_2	notHasInPossession	possession-financial-asset
	owner_1	notHasInPossession	possession-theme
	owner_2	hasInPossession	possession-theme

EXAMPLES:

"Canada imported 45.000 cars from Europe last year."

pre situation	Europe	hasInPossession	45.000 cars
	Canada	notHasInPossession	45.000 cars
post situation	Europe	notHasInPossession	45.000 cars
	Canada	hasInPossession	45.000 cars

"Iran's import of nuclear material was monitored."

pre situation	Iran	notHasInPossession	nuclear material
post situation	Iran	hasInPossession	nuclear material

-Imprisoning

subclassOf: BeingAtAPlace
The subclass of BeingAtAPlace where someone is in prison as punishment for some offense.
**Note that the modelling of this class assumes that the prisoner has had a trial and a conviction that justifies the incarceration.

CLASS MAPPINGS:
closeMatch: fn:Imprisonment
closeMatch: sumo:Imprisoning

ASSERTIONS:

pre situation	translocation-theme	notAtPlace	place
	convict	committedOffense	offense
	convict	hasConviction	conviction
	convict	isConvicted	true
during situation	translocation-theme	atPlace	place
	convict	committedOffense	offense
	convict	hasConviction	conviction
	convict	isConvicted	true
	convict	inCaptivity	true

EXAMPLES:

"For six years, Mary was jailed in a high security facility for first degree murder."

pre situation	Mary	notAtPlace	high security facility
	Mary	hasConviction	first degree murder
	Mary	isConvicted	true
during situation	Mary	atPlace	high security facility
	Mary	committedOffense	first degree murder
	Mary	hasConviction	first degree murder
	Mary	isConvicted	true
	Mary	inCaptivity	true

"Soon after, John also had to do time for his attempts to bribe the judge".

pre situation	John	committedOffense	attempts to bribe the judge
	John	isConvicted	true
during situation	John	committedOffense	attempts to bribe the judge
	John	isConvicted	true
	John	inCaptivity	true

-Increasing

subclassOf: QuantityChange
The subclass of InternalChange where some physical quantity or value is increased."

CLASS MAPPINGS:
broadMatch: fn:Change_of_quantity_of_possession
broadMatch: fn:Cause_change_of_position_on_a_scale
broadMatch: fn:Change_position_on_a_scale
broadMatch: fn:Proliferating_in_number
broadMatch: fn:Expansion
broadMatch: fn:Cause_expansion
closeMatch: fn:Cause_proliferation_in_number
closeMatch: sumo:Increasing

ASSERTIONS:			
pre situation	quantity-item quantity-attribute quantity-attribute	hasAttribute hasRelativeValue hasValue	quantity-attribute - quantity-value_1
post situation	quantity-item quantity-attribute quantity-attribute quantity-item	hasAttribute hasRelativeValue hasValue hasRelativeIncrease	quantity-attribute + quantity-value_2 quantity-ratio

EXAMPLES:

"Apple raised the price of the iPhone from 500 to 600 dollar."

pre situation	iPhone price price	hasAttribute hasRelativeValue hasValue	price - 500
post situation	iPhone price price	hasAttribute hasRelativeValue hasValue	price + 600

"Ford increased the production with 2%."

pre situation	production "xyz123"	hasAttribute hasRelativeValue	"xyz123" -
post situation	production "xyz456" production	hasAttribute hasRelativeValue hasRelativeIncrease	xyz456 + 2%

"Their debt tripled in nine years."

pre situation	their debt	hasRelativeValue	-
post situation	their debt	hasRelativeValue	+

"He widened his eyes."

pre situation	his eyes xyz123	hasAttribute hasRelativeValue	xyz123 -
post situation	his eyes xyz456	hasAttribute hasRelativeValue	xyz456 +

"The balloon expanded with 2 centimetres".

pre situation	the balloon xyz123	hasAttribute hasRelativeValue	xyz123 -
post situation	the balloon xyz456 the balloon	hasAttribute hasRelativeValue hasRelativeIncrease	xyz456 + 2 centimetres

-Infanticide

subclassOf: Murder
The subclass of Murder where an infant is murdered.

CLASS MAPPINGS:

broadMatch: fn:Killing
broadMatch: sumo:Killing

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent agent undergoer agent agent	destroys inDestruction hasIntention endangers inDanger hasWeapon inOffense	undergoer true "destruction-of-undergoer" undergoer true weapon true
post situation	undergoer agent	exist inOffense	false true

EXAMPLES:

"Mary was accused for infanticide on her daughter."

pre situation	her daughter	exist	true
during situation	Mary her daughter Mary Mary her daughter Mary	destroys inDestruction hasIntention endangers inDanger inOffense	her daughter true "destruction-of-undergoer" her daughter true true
post situation	her daughter Mary	exist inOffense	false true

-Injuring

subclassOf: Damaging
The subclass of Damaging where someone gets injured (mentally and/or physically) by some cause.

CLASS MAPPINGS:
closeMatch: fn:Experience_bodily_harm
closeMatch: sumo:Injuring

ASSERTIONS:

pre situation	undergoer damaging-state-1	inState hasRelativeValue	damaging-state-1 "+"
post situation	undergoer damaging-state-2 undergoer undergoer damage	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn	damaging-state-2 "-" true damaging-damage activity

EXAMPLE:

"Yesterday, John got injured in the car crash on Main Street."

pre situation	John xyz123	inState hasRelativeValue	xyz123 +
post situation	John xyz456 John	inState hasRelativeValue isDamaged	xyz456 - true

-Installing

subclassOf: Placing
The subclass of Placing where some entity is put in a new and fixed location,
e.g. the installation of fixtures.

CLASS MAPPINGS:
closeMatch: fn:Installing
closeMatch: sumo:Installing

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme	atPlace notAtPlace	translocation-goal translocation-source

EXAMPLE:

"John confirmed the installation of cameras in the offices."

pre situation	cameras	notAtPlace	in the offices
during situation	cameras	inMotion	true
post situation	cameras	atPlace	in the offices

-IntentionalDamaging

subclassOf: IntentionalEvent
The subclass of IntentionalEvent where someone damages something.

CLASS MAPPINGS:
closeMatch: fn:Damaging
closeMatch: fn:Render_nonfunctional
closeMatch: sumo:Damaging

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent undergoer agent	deteriorates inDeterioration hasIntention	undergoer true "deterioration-of-undergoer"
post situation	undergoer damaging-state-2 undergoer undergoer damage	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn	damaging-state-2 "-" true damage activity

EXAMPLES:

"Mary dismantled the alarm system so John could sneak in."

pre situation	Mary alarm system xyz123	hasPurpose inState hasRelativeValue	John could sneak in xyz123 "+"
during situation	Mary alarm system Mary	deteriorates inDeterioration hasIntention	alarm system true "deterioration-of-undergoer"
post situation	alarm system xyz456 alarm system	inState hasRelativeValue isDamaged	xyz456 "-" true

-IntentionalDestroying

subclassOf: IntentionalEvent
The subclass of IntentionalEvent where someone destroys something.

CLASS MAPPINGS:
closeMatch: fn:Cause_to_fragment
closeMatch: fn:Destroying
closeMatch: sumo:Destruction

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent agent undergoer	destroys inDestruction hasIntention endangers inDanger	undergoer true "destruction-of-undergoer" undergoer true
post situation	undergoer	exist	false

EXAMPLES:

"Mary demolished John's arguments."

pre situation	Mary John's arguments	hasPurpose exist	purpose true
during situation	Mary John's arguments Mary Mary John's arguments	destroys inDestruction hasIntention endangers inDanger	John's arguments true "destruction-of-undergoer" John's arguments true
post situation	John's arguments	exist	false

"John blew up the railroad station to prevent Mary for leaving town."

pre situation	John railroad station	hasPurpose exist	to prevent Mary for leaving town true
during situation	John railroad station John John railroad station	destroys inDestruction hasIntention endangers inDanger	railroad station true "destruction-of-undergoer" railroad station true
post situation	railroad station	exist	false

-IntentionalEvent

subclassOf: DynamicEvent
The subclass of DynamicEvent where some event is carried out by some cognitive agent and with some specific purpose.

CLASS MAPPINGS:
closeMatch: fn: Intentionally_act
sumo: IntentionalProcess

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
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EXAMPLE:

"John praised Mary in order to receive her attention."

pre situation	John	hasPurpose	to receive her attention
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-IntentionalInjuring

subclassOf: IntentionalDamaging
The subclass of IntentionalDamaging where someone injures someone else.

CLASS MAPPINGS:
closeMatch: fn: Cause_harm
closeMatch: sumo: Injuring

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent agent undergoer agent undergoer agent undergoer agent	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger inOffense	undergoer part part weapon true "deterioration-of-undergoer" undergoer true true
post situation	undergoer damaging-state-2 undergoer part undergoer undergoer damage agent	inState hasRelativeValue isDamaged isDamaged hasPart hasDamage hasNegativeEffectOn inOffense	damaging-state-2 "-" true true part damage activity true

EXAMPLES:

"Mary clubbed John down with a baseball bat to teach him a lesson!"

pre situation	Mary John "xyz123"	hasPurpose inState hasRelativeValue	to teach him a lesson "xyz123" "+"
during situation	Mary Mary Mary Mary John Mary	deteriorates hasWeapon hasIntention endangers inDanger inOffense	John a baseball bat "deterioration-of-undergoer" John true true
post situation	John	inState	xyz456

xyz456	hasRelative value	"-"
John	isDamaged	true
Mary	inOffense	true

"Mary slapped John in the face too."

pre situation	John "abc123"	inState hasRelativeValue	"abc123" "+"
during situation	Mary Mary John John Mary Mary John Mary	deteriorates deteriorates hasPart inDeterioration hasIntention endangers inDanger inOffense	John his face his face true "deterioration-of-undergoer" John true true
post situation	John abc456 John his face John Mary	inState hasRelativeValue isDamaged isDamaged hasPart inOffense	abc456 "-" true true his face true

-IntentionalKilling

subclassOf: IntentionalDestroying
The subclass of IntentionalDestroying where someone kills another animate being.

CLASS MAPPINGS:
closeMatch: fn:Execution
closeMatch: fn:Killing
closeMatch: sumo:Killing

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent agent undergoer agent	destroys inDestruction hasIntention endangers inDanger hasWeapon	undergoer true "destruction-of-undergoer" undergoer true weapon
post situation	undergoer	exist	false

EXAMPLES:

"John liquidated Mary to make his suffering stop."

pre situation	John Mary	hasPurpose exist	to make his suffering stop true
during situation	John Mary John John Mary	destroys inDestruction hasIntention endangers inDanger	Mary true "destruction-of-undergoer" Mary true
post situation	Mary	exist	false

"This is the story of Mary's assassination."

pre situation	Mary	exist	true
during situation	Mary Mary	inDestruction inDanger	true true
post situation	Mary	exist	false

"John killed the hog with an axe."

pre situation	the hog	exist	true
during situation	John the hog John John Mary John	destroys inDestruction hasIntention endangers inDanger hasWeapon	the hog true "destruction-of-undergoer" the hog true an axe
post situation	the hog	exist	false

-IntentionalStarving

subclassOf: IntentionalKilling
The subclass of IntentionalKilling where someone kills someone else by depriving him of food.

CLASS MAPPINGS:
broadMatch: fn:Killing
broadMatch: sumo:Killing

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent agent undergoer agent	destroys inDestruction hasIntention endangers inDanger hasWeapon inOffense	undergoer true "destruction-of-undergoer" undergoer true weapon true

post situation	undergoer agent	exist inOffense	false true
EXAMPLE:			
"The girl was starved by her kidnapper."			
pre situation	the girl	exist	true
during situation	kidnapper the girl kidnapper kidnapper the girl kidnapper	destroys inDestruction hasIntention endangers inDanger inOffense	the girl true "destruction-of-undergoer" the girl true true
post situation	the girl kidnapper	exist inOffense	false true

-IntentionalSuffocating

subclassOf: IntentionalKilling
The subclass of IntentionalKilling where someone obstructs the breathing of another being in such a way that this person dies of a shortage of oxygen.

CLASS MAPPINGS:
broadMatch: fn:Killing
closeMatch: sumo:Suffocating

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent agent undergoer agent agent	destroys inDestruction hasIntention endangers inDanger hasWeapon inOffense	undergoer true "destruction-of-undergoer" undergoer true weapon true
post situation	undergoer agent	exist inOffense	false true

EXAMPLE:

"Secretly, Mary smothered the child in the back garden."

pre situation	the child	exist	true
during situation	Mary the child agent Mary the child Mary	destroys inDestruction hasIntention endangers inDanger inOffense	the child true "destruction-of-undergoer" the child true true
post situation	the child Mary	exist inOffense	false true

-InternalChange

subclassOf: DynamicEvent
The subclass of DynamicEvent where some internal quality of an item changes.

CLASS MAPPINGS:
closeMatch: sumo:InternalChange

ASSERTIONS:
(no assertions)

-Intimidation

subclassOf: Attacking
The subclass of Attacking where someone is made subject to verbal and/or physical intimidation by some aggressor.

CLASS MAPPINGS:
broadMatch: fn:Manipulate_into_doing
broadMatch: sumo:SocialInteraction

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	interactor_1 agent undergoer agent agent undergoer undergoer agent	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon	interactor_2 undergoer true "deterioration-of-undergoer" undergoer true true weapon
post situation	undergoer damaging-state-2 undergoer undergoer damage	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn	damaging-state-2 "-" true damage activity

EXAMPLE:

"Mary kept harassing John after he fired her as his PA."

pre situation	John abc123	inState hasRelativeValue	abc123 "+"
during situation	Mary (John	interactsWith interactsWith	John Mary)

	Mary	deteriorates	John
	John	inDeterioration	true
	Mary	hasIntention	"deterioration-of-undergoer"
	Mary	endangers	John
	John	inDanger	true
	John	underAttack	true
post situation	John	inState	abc456
	abc456	hasRelativeValue	"-"
	John	isDamaged	true

-Invasion

subclassOf: Translocation
The subclass of Translocation where some country or location is unwelcomely intruded by some armed forces.

CLASS MAPPINGS:
closeMatch: fn:Invading
broadMatch: sumo:ViolentContest

pre situation	agent translocation-theme translocation-theme owner_2	hasPurpose atPlace notAtPlace notHasInPossession	purpose translocation-source translocation-goal possession-theme
during situation	translocation-theme translocation-theme agent undergoer undergoer	inMotion atPlace endangers inDanger underAttack	true place undergoer true true
post situation	translocation-theme translocation-theme owner_2 undergoer undergoer	atPlace notAtPlace hasInPossession inDanger underAttack	translocation-goal translocation-source possession-theme true true

EXAMPLE:

"The Germans invaded Poland to lay siege on Gdansk."

pre situation	the Germans the Germans the Germans	havePurpose notAtPlace notHasInPossession	to lay siege on Gdansk Poland Poland
during situation	the Germans the Germans Poland Poland	inMotion endangers inDanger underAttack	true Poland true true
post situation	the Germans the Germans Poland Poland	atPlace hasInPossession inDanger underAttack	Poland Poland true true

-Investigation

subclassOf: StaticEvent
The subclass of StaticEvent where some authority investigates the circumstances of some incident or crime.

CLASS MAPPINGS:
closeMatch: fn:Criminal_investigation
closeMatch: sumo:Investigation

ASSERTIONS:

during situation	agent agent suspect	examines examines suspectedOfOffense	offense suspect offense
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EXAMPLE:

"The police is currently investigating John for the murder of Mary."

during situation	the police the police John	examines examines suspectedOfOffense	the murder of Mary Mary the murder of Mary
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-Investing

subclassOf: FinancialTransaction
The subclass of FinancialTransaction where a person or company invests some asset in either another or its own company with the prospect of some future profit.

CLASS MAPPINGS:
closeMatch: sumo:Investing

ASSERTIONS:

pre situation	agent owner_1 owner_2 owner_1 owner_2	hasPurpose notHasInPossession hasInPossession hasInPossession notHasInPossession	purpose possession-financial-asset possession-financial-asset possession-theme possession-theme
during situation	possession-theme	hasValue	possession-value
post situation	owner_1 owner_2 owner_1 owner_2	hasInPossession notHasInPossession notHasInPossession hasInPossession	possession-financial-asset possession-financial-asset possession-theme possession-theme

EXAMPLE:

"Mary invested a million euros in John's company that soon after went bankrupt."

pre situation	John's company Mary	notHasInPossession hasInPossession	a million euros a million euros
post situation	John's company Mary	hasInPossession notHasInPossession	a million euros a million euros

-JoiningAnOrganization

subclassOf: IntentionalEvent

"The subclass of IntentionalEvent where someone starts working as an employee for some organization."

CLASS MAPPINGS:

closeMatch: fn:Hiring,

closeMatch: fn:Get_a_job

broadMatch: sumo:JoiningAnOrganization

ASSERTIONS:

pre situation	employee	notEmployedAt	employer
post situation	employee	employedAt	employer
	employee	isEmployed	true
	employee	hasFunction	employment-function
	employee	hasTask	employment-task
	employee	hasAttribute	employment-attribute
	employment-attribute	hasValue	employment-value

EXAMPLES:

"Ford hired Mary as their new CEO for 100.000 euro."

pre situation	Mary	notEmployedAt	Ford
post situation	Mary	isEmployed	true
	Mary	employedAt	Ford
	Mary	hasFunction	new CEO
	Mary	hasAttribute	xyz123
	xyz123	hasValue	100.000

"John was hired to clean the house."

post situation	John	isEmployed	true
	John	hasTask	to clean the house

"John signed on with Marie to clean her house."

pre situation	John	notEmployedAt	Marie
post situation	John	isEmployed	true
	John	employedAt	Marie
	John	hasTask	to clean her house

-Kicking

subclassOf: IntentionalInjuring

The subclass of IntentionalInjuring where someone hits someone else deliberately with a foot.

CLASS MAPPINGS:

broadMatch: fn:Cause_harm

broadMatch: sumo:Impacting

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent agent undergoer agent undergoer agent agent undergoer agent	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger inOffense	undergoer part part weapon true "deterioration-of-undergoer" undergoer true true
post situation	undergoer damaging-state-2 undergoer part undergoer undergoer damage agent	inState hasRelativeValue isDamaged isDamaged hasPart hasDamage hasNegativeEffectOn inOffense	damaging-state-2 "-" true true part damage activity true

EXAMPLE:

"Mary has kicked John in the face intimidate him."

pre situation	Mary John "abc123"	hasPurpose inState hasRelativeValue	to intimidate him "abc123" "+"
during situation	Mary John John Mary Mary John John Mary	deteriorates hasPart inDeterioration hasIntention endangers inDanger inOffense	John face true "deterioration-of-undergoer" John true true
post situation	John "abc456" John	inState hasRelativeValue isDamaged	"abc456" "-" true

face	isDamaged	true
John	hasPart	face
Mary	inOffense	true

-Kidnapping

subclassOf: IllegallyTakingSomeoneUnderControl
The subclass of IllegallyTakingSomeoneUnderControl where someone is being taken hold of against his or her will and by the threat of violence.

CLASS MAPPINGS:
closeMatch: sumo:Kidnapping
closeMatch: fn:Kidnapping

ASSERTIONS:

pre situation	agent owner_2 undergoer	hasPurpose notHasInPossession inCaptivity	purpose possession-theme false
during situation	agent interactor_1 undergoer agent	endangers interactsWith inDanger inOffense	undergoer interactor-2 true true
post situation	owner_2 agent undergoer undergoer agent	hasInPossession endanger inDanger inCaptivity inOffense	possession-theme undergoer true true true

EXAMPLES:

"The tourists were kidnapped by some Mujaheddin in Afghanistan."

pre situation	some Mujaheddin the tourists	notHasInPossession inCaptivity	the tourists false
during situation	some Mujaheddin (the tourists some Mujaheddin the tourists some Mujaheddin	interactsWith interactsWith endangers inDanger inOffense	the tourists some Mujaheddin the tourists true true
post situation	the tourists some Mujaheddin some Mujaheddin the tourists the tourists some Mujaheddin	notHasInPossession hasInPossession endangers inDanger inCaptivity inOffense	the tourists the tourists the tourists true true true

-LaborStrike

subclassOf: StaticEvent
The subclass of StaticEvent where workers refuse to work in attempt to enforce some change in the management of their company or to enforce some political change.

CLASS MAPPINGS:
broadMatch: fn:PoliticalActions
closeMatch: sumo:LaborStriking

ASSERTIONS:

during situation	side_1 side_1 (side_2 side_1 side_1 side_1 side_1 side_2 side_1	hasIssue inConflictWith inConflictWith isLabouring atPlace inConflict inConflict isEmployed	issue side_2 side_1) false place true true true true
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EXAMPLES:

"Some workers from UPS were on strike for better wages."

during situation	workers workers (UPS workers workers UPS workers	hasIssue inConflictWith inConflictWith isLabouring inConflict inConflict isEmployed	better wages UPS workers) false true true true
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-LandSubsidence

subclassOf: GeologicalEvent
The subclass of GeologicalEvent where there is a downward move of the earth's surface, resulting in e.g. crooks in houses or broken roads.

CLASS MAPPINGS:
closeMatch: sumo:LandSubsidence

ASSERTIONS:
(no assertions yet)

-Landslide

subclassOf: GeologicalEvent
The subclass of GeologicalEvent where some mass of earth slides suddenly from e.g. a hill or mountain.

CLASS MAPPINGS:
closeMatch: sumo:Landslide

ASSERTIONS:
(no assertions yet)

-Leaving

subclassOf: Translocation
The subclass of Translocation where someone or something leaves a location.

CLASS MAPPINGS:
closeMatch: fn:Vehicle_departure_initial_state
closeMatch: fn:Departing
closeMatch: fn:Setting_out
closeMatch: fn:Quitting_a_place
closeMatch: sumo:Leaving.

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	translocation-theme translocation-theme	atPlace notAtPlace	translocation-source translocation-goal
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme	atPlace notAtPlace	translocation-goal translocation-source

EXAMPLES:

"John set out from Lake Louise in a canoe."

pre situation	John	atPlace	Lake Louise
during situation	John	inMotion	true
post situation	John	notAtPlace	Lake Louise

"John left for Lake Michigan."

pre situation	John	notAtPlace	Lake Michigan
during situation	John	inMotion	true
post situation	John	atPlace	Lake Michigan

-LeavingAnOrganization

subclassOf: IntentionalEvent
"The subclass of IntentionalEvent where a person stops working as an employee for an organization."

CLASS MAPPINGS:
closeMatch: fn:Quitting,
closeMatch: fn:Firing
closeMatch: sumo:TerminatingEmployment

ASSERTIONS:

pre situation	employee	employedAt	employer
	employee	isEmployed	true
	employee	hasFunction	employment-function
	employee	hasTask	employment-task
post situation	employee	notEmployedAt	employer

EXAMPLES:

"Ford fired Mary as their CEO."

pre situation	Mary	employedAt	Ford
	Mary	isEmployed	true
	Mary	hasFunction	CEO
post situation	Mary	notEmployedAt	Ford

"John was fired from cleaning the house."

pre situation	John	isEmployed	true
	John	hasTask	cleaning the house

"John left Ford."

pre situation	John	employedAt	Ford
post situation	John	notEmployedAt	Ford

-Lending

subclassOf: Giving
The subclass of Giving where a person gives something in possession for some period of time after which the item should be given back.

CLASS MAPPINGS:
closeMatch: fn:Lending
closeMatch: sumo:Lending

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	owner_1 owner_2	hasInPossession notHasInPossession	possession-theme possession-theme

post situation	owner_1 owner_2	notHasInPossession hasInPossession	possession-theme possession-theme
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EXAMPLE:

"Mary has loaned her car to John to help him out."

pre situation	Mary Mary John	hasPurpose hasInPossession notHasInPossession	to help him out her car her car
post situation	Mary John	notHasInPossession hasInPossession	her car her car

-Lightning

subclassOf: WeatherEvent
The subclass of WeatherEvent where there is a sudden en forceful release of electricity from a cloud.

CLASS MAPPINGS:
broadmatch: fn:Weather
closeMatch: sumo:Lightning

ASSERTIONS:
(no assertions yet)

-Lynching

subclassOf: IntentionalKilling
The subclass of IntentionalKilling where someone is executed unlawfully by a group of people.

CLASS MAPPINGS:
broadMatch: fn:Killing
closeMatch: sumo:Lynching

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent agent undergoer agent agent	destroys inDestruction hasIntention endangers inDanger hasWeapon inOffense	undergoer true "destruction-of-undergoer" undergoer true weapon true
post situation	undergoer agent	exist inOffense	false true

EXAMPLE:

"The furious mob lynched the dictator in front of is palace."

pre situation	the dictator	exist	true
during situation	the furious mob the dictator the furious mob the furious mob the dictator the furious mob	destroys inDestruction hasIntention endangers inDanger inOffense	the dictator true "destruction-of-undergoer" the dictator true true
post situation	the dictator the furious mob	exist inOffense	false true

-Meeting

subclassOf: StaticEvent
The subclass of StaticEvent where people are in a meeting with each other, usual intentional end with some purpose.

CLASS MAPPINGS:
closeMatch: fn:Come_together
closeMatch: fn:Assemble
closeMatch: fn:Social_event
closeMatch: sumo:Meeting

ASSERTIONS:

during situation	meeting-participant meeting-participant	inMeeting atPlace	true place
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EXAMPLES:

"Frank Boeijen was at the picnic in the Kronenburger Park."

during situation	Frank Boeijen Frank Boeijen	inMeeting atPlace	true Kronenburger Park
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"The Republicans convened in New York to discuss the program."

during situation	the Republicans the Republicans	atPlace inMeeting	New York true
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"John met Marie in New York last month."

during situation	John Marie John, Marie	atPlace atPlace inMeeting	New York New York true
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"The whole group attended the party."

during situation	the whole group	inMeeting	true
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-Merging

subclassOf: InternalChange
The subclass of InternalChange where two entities are merged into a whole.

CLASS MAPPINGS:
closeMatch: fn:Amalgamation
closeMatch: fn:Cause_to_amalgamate
closeMatch: sumo:Combining

ASSERTIONS:

pre situation	merging-theme_1	exist	true
	merging-theme_2	exist	true
	merging-theme_3	exist	false
post situation	merging-theme_1	exist	false
	merging-theme_2	exist	false
	merging-theme_3	exist	true

EXAMPLES:

"In 1980, EBC merged with KPN into KPN-BC."

pre situation	EBC	exist	true
	KPN	exist	true
	KPN-BC	exist	false
post situation	EBC	exist	false
	KPN	exist	false
	KPN-BC	exist	true

"John blended the yellow and the blue paint."

pre situation	the yellow and the blue paint	exist	true
post situation	the yellow and the blue paint	exist	false

-Molestation

subclassOf: Attacking
The subclass of Attacking where someone is assaulted sexually.

CLASS MAPPINGS:
broadMatch: fn:Rape
broadMatch: sumo:CriminalAction

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	interactor_1 agent undergoer agent agent undergoer undergoer agent agent	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon inOffense	interactor_2 undergoer true "deterioration-of-undergoer" undergoer true true weapon true
post situation	undergoer damaging-state-2 undergoer undergoer damage agent	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn inOffense	damaging-state-2 "-" true damage activity true

EXAMPLE:

"The girl was molested by an ex convict on her way home."

pre situation	the girl abc123	inState hasRelativeValue	abc123 "+"
during situation	an ex convict (the girl an ex convict the girl an ex convict the girl the girl an ex convict	interactsWith interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack inOffense	the girl the ex convict) the girl true "deterioration-of-undergoer" the girl true true true
post situation	the girl abc456 the girl an ex convict	inState hasRelativeValue isDamaged inOffense	abc456 "-" true true

-Motion

subclassOf: DynamicEvent
The subclass of DynamicEvent where some entity moves

CLASS MAPPINGS:
closeMatch: fn:Motion
closeMatch: sumo:Motion

ASSERTIONS:

during situation	translocation-theme	inMotion	true
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EXAMPLE:

"John danced all night long."

during situation	John	inMotion	true
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"The balloon floated for hours."

during situation	the balloon	inMotion	true
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-Mudflow

subclassOf: Landslide
The subclass of Landslide where a large flood of water, mud and debris flows over some location.

CLASS MAPPINGS:
broadmatch: fn:Mass_motion
closeMatch: sumo:Mudflow

ASSERTIONS:
(no assertions yet)

-Murder

subclassOf: IntentionalKilling
The subclass of IntentionalKilling where some person deliberately causes the death of another person.

CLASS MAPPINGS:
broadMatch: fn:Killing
closeMatch: sumo:Murder

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent undergoer agent undergoer	destroys inDestruction hasIntention endangers inDanger hasWeapon inOffense	undergoer true "destruction-of-undergoer" undergoer true weapon true
post situation	undergoer agent	exist inOffense	false true

EXAMPLE:

"John has murdered Mary with her own AK-47 to free himself."

pre situation	John Mary	hasPurpose exist	to free himself true
during situation	John Mary John John Mary John John	destroys inDestruction hasIntention endangers inDanger hasWeapon inOffense	Mary true "destruction-of-undergoer" Mary true her own AK-47 true
post situation	Mary John	exist inOffense	false true

-Mutilation

subclassOf: IntentionalInjuring
The subclass of IntentionalInjuring where some person uses extreme violence so that the mutilated person suffers from disfigurement or the loss of limbs.

CLASS MAPPINGS:
closeMatch: fn:Cause_harm
broadMatch: sumo:Mutilation

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent agent undergoer agent agent undergoer agent	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger inOffense	undergoer part part weapon true "deterioration-of-undergoer" undergoer true true
post situation	undergoer damaging-state-2 undergoer part undergoer undergoer damage agent undergoer	inState hasRelativeValue isDamaged isDamaged hasPart hasDamage hasNegativeEffectOn inOffense inDanger	damaging-state-2 "." true true part damage activity true true

EXAMPLES:

"Mary had no choice but to disfigure John with an icicle."

pre situation	John "xyz123"	inState hasRelativeValue	"xyz123" "+"
during situation	Mary John Mary Mary Mary John	deteriorates inDeterioration hasWeapon hasIntention endangers inDanger	John true an icicle "deterioration-of-undergoer" John true

	Mary	inOffense	true
post situation	John	inState	"xyz456"
	"xyz456"	hasRelativeValue	"-"
	John	isDamaged	true
	John	inDanger	true
	Mary	inOffense	true

"They reported brutal mutilation of the prisoners."

pre situation	prisoners	inState	"xyz123"
	"xyz123"	hasRelativeValue	"+"
during situation	prisoners	inDeterioration	true
	prisoners	inDanger	true
post situation	prisoners	inState	"xyz456"
	"xyz456"	hasRelativeValue	"-"
	prisoners	isDamaged	true
	prisoners	inDanger	true

-Mutiny

subclassOf: Uprising

The subclass of Uprising where a group of people rise against some authority, especially used for rebellion at ships or in armies.

CLASS MAPPINGS:

broadMatch: fn:Reject_Leadership

broadMatch: fn:Revolution

broadMatch: sumo:Contest

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	side_1	notInConflictWith	side_2
during situation	interactor_1	interactsWith	interactor_2
	side_1	inConflictWith	side_2
	side_1	deteriorates	side_2
	side_2	deteriorates	side_1
	side_1	hasIssue	issue
	side_2	hasIssue	issue
	sides	hasIssue	issue
	side_1	inConflict	true
	side_2	inConflict	true
	sides	inConflict	true
	side_1	inDanger	true
	side_2	inDanger	true
	sides	inDanger	true
	place	inDeterioration	true
	place	inDanger	true
	side_2	underAttack	true
	side_1	inOffense	true
post situation	side_1	isDamaged	true
	side_2	isDamaged	true
	sides	isDamaged	true
	place	isDamaged	true
	side_1	notInConflictWith	side_2
	side_2	underAttack	false
	side_1	inOffense	true

EXAMPLE:

"The mutiny of the Bounty took place in 1791."

during situation	the Bounty	inConflict	true
	the Bounty	inDanger	true
post situation	the Bounty	isDamaged	true

-Object

subclassOf: Physical

The subclass of Physical. SUMO: "Corresponds roughly to the class of ordinary objects.

Examples include normal physical objects, geographical regions, and locations of Processes, the complement of Objects in the Physical class. In a 4D ontology, an Object is something whose spatiotemporal extent is thought of as dividing into spatial parts roughly parallel to the time-axis".

CLASS MAPPINGS:

broadMatch: fn:Entity

closeMatch: sumo:Object

ASSERTIONS

(no assertions)

-Occupation

subclassOf: StaticEvent

The subclass of StaticEvent where some group of people, e.g. military have control over some region, e.g. a country or a building.

CLASS MAPPINGS:

broadMatch: fn:Possession

broadMatch: sumo:UnilateralGetting

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	translocation-theme	atPlace	translocation-source
	translocation-theme	notAtPlace	translocation-goal
	owner_1	hasInPossession	possession-theme
	owner_2	notHasInPossession	possession-theme
during situation	translocation-theme	atPlace	translocation-goal
	owner_1	notHasInPossession	possession-theme
	owner_2	hasInPossession	possession-theme

EXAMPLE:

"The Germans occupied The Netherlands for five years."

pre situation	the Germans the Germans	notAtPlace notHasInPossession	The Netherlands The Netherlands
during situation	the Germans the Germans	atPlace hasInPossession	The Netherlands The Netherlands

-OrganizationalEvent

subclassOf: IntentionalEvent

The subclass of IntentionalEvent where some event takes place related to what organizations typically do.

CLASS MAPPINGS:

broadMatch: fn:Intentionally_act

closeMatch: sumo:OrganizationalProcess

ASSERTIONS:

during situation	agent	hasPurpose	purpose
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-Paying

subclassOf: FinancialTransaction

The subclass of FinancialTransaction where some financial asset is given in exchange for some item or in discharge of a debt.

CLASS MAPPINGS:

closeMatch: fn:Commerce_pay

closeMatch: sumo:Payment

ASSERTIONS:

pre situation	agent owner_1 owner_2 owner_1 owner_2	hasPurpose notHasInPossession hasInPossession hasInPossession notHasInPossession	purpose possession-financial-asset possession-financial-asset possession-theme possession-theme
during situation	possession-theme	hasValue	possession-value
post situation	owner_1 owner_2 owner_1 owner_2	hasInPossession notHasInPossession notHasInPossession hasInPossession	possession-financial-asset possession-financial-asset possession-theme possession-theme

EXAMPLES:

"Ford paid Chrysler 40.000 dollar for John's idea."

pre situation	Ford Ford Chrysler Ford Chrysler	hasPurpose notHasInPossession hasInPossession hasInPossession notHasInPossession	purpose John's idea John's idea 40.000 dollar 40.000 dollar
during situation	John's idea	hasValue	40.000 dollar
post situation	Ford Chrysler Ford Chrysler	hasInPossession notHasInPossession notHasInPossession hasInPossession	John's idea John's idea 40.000 dollar 40.000 dollar

"Mary paid the bill."

pre situation	Mary	hasInPossession	the bill
post situation	Mary	notHasInPossession	the bill

-Physical

This class is for modelling purposes only; no mappings, no assertions.

-Placing

subclassOf: Placing

The subclass of Translocation where some entity is put in a new location.

CLASS MAPPINGS:

closeMatch: fn:Placing

closeMatch: sumo:Putting

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme	atPlace notAtPlace	translocation-goal translocation-source

EXAMPLES:

"While thinking of Mary, John put the flowers in a vase."

pre situation	flowers	notAtPlace	in a vase
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during situation	flowers	inMotion	true
post situation	flowers	atPlace	in a vase
"Mary loaded all her belongings in the car."			
pre situation	her belongings	notAtPlace	in the car
during situation	her belongings	inMotion	true
post situation	her belongings	atPlace	in the car

-PlaneCrash

subclassOf: Crashing
The subclass of Crashing where some plane falls from the air or is broken into pieces by an uncontrolled landing.

CLASS MAPPINGS:

broadMatch: fn:Cause_impact
broadMatch: sumo:Impacting

pre situation	agent translocation-theme translocation-theme undergoer	hasPurpose atPlace notAtPlace inFunction	purpose translocation-source translocation-goal true
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme undergoer translocation-theme translocation-theme undergoer	atPlace notAtPlace isDamaged isDamaged inMotion inFunction	translocation-goal translocation-source true true false false

EXAMPLE:

"The plane crashed on Lockerby."

pre situation	the plane	inFunction	true
during situation	the plane	inMotion	true
post situation	the plane the plane Lockerby the plane the plane	atPlace isDamaged isDamaged inMotion inFunction	Lockerby true true false true

-Plundering

subclassOf: Stealing
The subclass of Stealing where some group of people steals property, often from shops and with some degree of vandalism

CLASS MAPPINGS:

broadMatch: Theft
broadMatch: sumo:Stealing

ASSERTIONS:

pre situation	agent owner_1 owner_2 possession-theme	hasPurpose hasInPossession notHasInPossession atPlace	purpose possession-theme possession-theme place
during situation	agent place agent	endangers inDanger inOffense	place true true
post situation	owner_1 owner_2 owner_1 possession-theme agent	notHasInPossession hasInPossession isStolenFrom notAtPlace inOffense	possession-theme possession-theme true place true

EXAMPLES:

"The teenagers plundered televisions from the local Walmart to make a statement."

pre situation	the teenagers the teenagers televisions	hasPurpose notHasInPossession atPlace	to make a statement televisions the local Walmart
during situation	the teenagers the local Walmart the teenagers	endangers inDanger inOffense	the local Walmart true true
post situation	the teenagers televisions teenagers	hasInPossession notAtPlace inOffense	televisions Walmart true

"The Walmart was plundered yesterday."

during situation	the local Walmart	inDanger	true
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-Poaching

subclassOf: IntentionalKilling
The subclass of IntentionalKilling where someone unlawfully kills wild animals.

CLASS MAPPINGS:
broadMatch: fn:Killing
closeMatch: sumo:Poaching

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	undergoer	exist	true
	owner_1	hasInPossession	possession-theme
	owner_2	notHasInPossession	possession-theme
during situation	agent	destroys	undergoer
	undergoer	inDestruction	true
	agent	hasIntention	"destruction-of-undergoer"
	agent	endangers	undergoer
	undergoer	inDanger	true
	agent	hasWeapon	weapon
post situation	agent	inOffense	true
	undergoer	exist	false
	owner_1	notHasInPossession	possession-theme
	owner_2	hasInPossession	possession-theme
	agent	inOffense	true

EXAMPLE:

"Even in the National Park, the farmers poached elephants for their tusks."

pre situation	the farmers	hasPurpose	for their tusks
	elephants	exist	true
	the farmers	notHasInPossession	the elephants
during situation	the farmers	destroys	the elephants
	the elephants	inDestruction	true
	the farmers	hasIntention	"destruction-of-undergoer"
	the farmers	endanger	the elephants
	the elephants	inDanger	true
	the farmers	inOffense	true
post situation	the elephants	exist	false
	the farmers	hasInPossession	the elephants
	the farmers	inOffense	true

-Poisoning

subclassOf: IntentionalInjuring
The subclass of IntentionalInjuring where someone administers a poisonous substance to someone else in order to cause harm or death.

CLASS MAPPINGS:
broadMatch: Cause_harm
closeMatch: sumo:Poisoning

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	undergoer	inState	damaging-state-1
	damaging-state-1	hasRelativeValue	"+"
during situation	agent	deteriorates	undergoer
	agent	deteriorates	part
	undergoer	hasPart	part
	agent	hasWeapon	weapon
	undergoer	inDeterioration	true
	agent	hasIntention	"deterioration-of-undergoer"
	agent	endangers	undergoer
	undergoer	inDanger	true
post situation	agent	inOffense	true
	undergoer	inState	damaging-state-2
	damaging-state-2	hasRelativeValue	"-"
	undergoer	isDamaged	true
	part	isDamaged	true
	undergoer	hasPart	part
	undergoer	hasDamage	damage
	damage	hasNegativeEffectOn	activity
	agent	inOffense	true
	undergoer	inDanger	true

EXAMPLES:

"John decided to poison Mary with monkshood."

pre situation	Mary	inState	"xyz123"
	"xyz123"	hasRelativeValue	"+"
during situation	John	deteriorates	Mary
	John	hasWeapon	monkshood
	Mary	inDeterioration	true
	John	hasIntention	"deterioration-of-undergoer"
	John	endangers	Mary
	Mary	inDanger	true
	John	inOffense	true
post situation	Mary	inState	"xyz456"
	"xyz456"	hasRelativeValue	"-"
	Mary	isDamaged	true
	Mary	inDanger	true
	John	inOffense	true

-PoliticalRevolution

subclassOf: Uprising
The subclass of Uprising where some government is violently overthrown and replaced by another government.

CLASS MAPPINGS:
broadMatch: fn:Revolution

closeMatch: PoliticalRevolution

ASSERTIONS:

pre situation	agent side_1	hasPurpose notInConflictWith	purpose side_2
during situation	interactor_1 side_1 side_1 side_2 side_1 side_2 sides side_1 side_2 sides side_1 side_2 sides side_1 side_2 sides place place side_2	interactsWith inConflictWith deteriorates deteriorates hasIssue hasIssue hasIssue inConflict inConflict inConflict inDanger inDanger inDanger inDanger inDeterioration inDanger underAttack	interactor_2 side_2 side_2 side_1 issue issue issue true true true true true true true true true true true true true true
post situation	side_1 side_2 sides place side_1 side_2	isDamaged isDamaged isDamaged isDamaged notInConflictWith underAttack	true true true true side_2 false

EXAMPLES:

"The revolution against the capitalist government in the US was led by Mary."

pre situation	Mary (government	notInConflictWith notInConflictWith	government Mary)
during situation	Mary (government Mary (government Mary the government Mary the government Mary the government the US the US the government	interactsWith interactsWith inConflictWith inConflictWith deteriorates deteriorates inConflict inConflict inDanger inDanger inDeterioration inDanger underAttack	government Mary) government Mary) the government Mary true true true true true true true true true
post situation	Mary the government the US Mary (the government the government	isDamaged isDamaged isDamaged notInConflictWith notInConflictWith underAttack	true true true the government Mary) false

"The revolution in the Northern part of the country makes traveling very dangerous."

during situation	the Northern part of the country the Northern part of the country	inDeterioration inDanger	true true
post situation	the Northern part of the country	isDamaged	true

-Pollution

subclassOf:Placing
The subclass of Placing where some substance is put in a location or agent with some harmful

result.

CLASS MAPPINGS:
broadMatch: fn:Placing
broadMatch: sumo:Putting

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme undergoer damaging-state-1	hasPurpose atPlace notAtPlace inState hasRelativeValue	purpose translocation-source translocation-goal damaging-state-1 "+"
during situation	translocation-theme translocation-theme agent undergoer	inMotion atPlace endangers inDanger	true place undergoer true
post situation	translocation-theme translocation-theme undergoer damaging-state-2 undergoer undergoer damage undergoer	atPlace notAtPlace inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn inDanger	translocation-goal translocation-source damaging-state-2 "-" true damage activity true

EXAMPLE:

"The steel industry has polluted the river with chemical waste."

pre situation	chemical waste the river "abc123"	notAtPlace inState hasRelativeValue	the river "abc123" "+"
during situation	chemical waste the steel industry the river	inMotion endangers inDanger	true the river true

post situation	chemical waste the river "abc456" the river the river	atPlace inState hasRelativeValue isDamaged inDanger	the river "abc456" "_" true true
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-Precipitation

subclassOf: WeatherEvent
The subclass of WeatherEvent where water in some form comes out of the clouds and falls on the earth's surface.

CLASS MAPPINGS:
closeMatch: fn:Precipitation
closeMatch: sumo:Precipitation

ASSERTIONS:
(no assertions yet)

-Process

subclassOf: Physical
The subclass of Physical where (SUMO:) "things happen and have temporal parts or stages".

CLASS MAPPINGS:
closeMatch: fn:Process
closeMatch: sumo:Process

ASSERTIONS:
no assertions

-Punching

subclassOf: IntentionalInjuring
The subclass of IntentionalInjuring where someone strikes someone else with a fist.

CLASS MAPPINGS:
broadMatch: fn:Cause_harm
broadMatch: sumo:Impacting

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent agent undergoer agent undergoer agent agent undergoer agent	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger inOffense	undergoer part part weapon true "deterioration-of-undergoer" undergoer true true
post situation	undergoer damaging-state-2 undergoer part undergoer undergoer damage agent	inState hasRelativeValue isDamaged isDamaged hasPart hasDamage hasNegativeEffectOn inOffense	damaging-state-2 "." true true part damage activity true

EXAMPLES:

"Mary punched her fist right on John's nose after she heard his blunt remark."

pre situation	John "abc123"	inState hasRelativeValue	"abc123" "+"
during situation	Mary Mary John Mary John Mary Mary John Mary	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger inOffense	John nose nose her fist true "deterioration-of-undergoer" John true true
post situation	John "abc456" John nose John Mary	inState hasRelativeValue isDamaged isDamaged hasPart inOffense	"abc456" "." true true nose true

-QuantityChange

subclassOf: InternalChange
The subclass of InternalChange where some quantity is altered.

CLASS MAPPINGS:
closeMatch: sumo:QuantityChange

ASSERTIONS
No assertions are defined for this class.

-Raining

subclassOf: Precipitation
The subclass of Precipitation where water falls from the clouds in a liquid form.

CLASS MAPPINGS:
broadMatch: fn:Precipitation
closeMatch: sumo:Raining

ASSERTIONS:
(no assertions yet)

-Raping

subclassOf: Molestation
The subclass of Molestation where someone has sexual intercourse with someone else without his or hers consent.

CLASS MAPPINGS:

closeMatch: fn:Rape
closeMatch: sumo:Raping

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	interactor_1 agent undergoer agent agent undergoer undergoer agent agent	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon inOffense	interactor_2 undergoer true "deterioration-of-undergoer" undergoer true true weapon true
post situation	undergoer damaging-state-2 undergoer undergoer damage agent	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn inOffense	damaging-state-2 "-" true damage activity true

EXAMPLE:

"The girl was brutally raped at knife point by an ex convict."

pre situation	the girl abc123	inState hasRelativeValue	abc123 "+"
during situation	an ex convict (the girl an ex convict the girl an ex convict an ex convict the girl the girl the ex convict the ex convict	interactsWith interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon inOffense	the girl the ex convict) the girl true "deterioration-of-undergoer" the girl true true at knife-point true
post situation	the girl abc456 the girl the ex convict	inState hasRelativeValue isDamaged inOffense	abc456 "-" true true

-Removing

subclassOf: Translocation
The subclass of Translocation where some entity is taken away from its location.

CLASS MAPPINGS:
closeMatch: fn:Removing
closeMatch: sumo:Removing

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme	atPlace notAtPlace	translocation-goal translocation-source

EXAMPLES:

"John removed all the evidence from the archive."

pre situation	the evidence	atPlace	the archive
during situation	the evidence	inMotion	true
post situation	the evidence	notAtPlace	the archive

"The Maserati was unloaded from the Boeing 747."

pre situation	the Maserati	atPlace	the Boeing 747
during situation	the Maserati	inMotion	true
post situation	the Maserati	notAtPlace	the Boeing 747

"John removed all his books."

during situation	all his books	inMotion	true
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-Renting

subclassOf: Getting
The subclass of Getting where a person gets something in possession from someone else for some period in exchange for money.

CLASS MAPPINGS:
closeMatch: fn:Renting
closeMatch: sumo:Renting

ASSERTIONS:

pre situation	agent owner_1 owner_2	hasPurpose hasInPossession notHasInPossession	purpose possession-theme possession-theme
post situation	owner_1 owner_2	notHasInPossession hasInPossession	possession-theme possession-theme

EXAMPLES:

"John leased his Peugeot from ELB."

pre situation	John ELB	notHasInPossession hasInPossession	his Peugeot his Peugeot
post situation	John ELB	hasInPossession notHasInPossession	his Peugeot his Peugeot

"Mary rented a room from an old lady."

pre situation	Mary an old lady	notHasInPossession hasInPossession	a room a room
post situation	Mary an old lady	hasInPossession notHasInPossession	a room a room

-RentingOut

subclassOf: Giving
The subclass of Giving where a person gives something in possession for some period in exchange for money.

CLASS MAPPINGS:
closeMatch: fn:Renting_out

ASSERTIONS:

pre situation	agent owner_1 owner_2	hasPurpose hasInPossession notHasInPossession	purpose possession-theme possession-theme
post situation	owner_1 owner_2	notHasInPossession hasInPossession	possession-theme possession-theme

EXAMPLES:

"The old lady rented a room to Mary."

pre situation	Mary an old lady	notHasInPossession hasInPossession	a room a room
post situation	Mary an old lady	hasInPossession notHasInPossession	a room a room

"Mary rented the garage out to make some money."

pre situation	Mary Mary	hasPurpose hasInPossession	to make some money the garage
post situation	Mary	notHasInPossession	the garage

-Repairing

subclassOf: IntentionalEvent
The subclass of IntentionalEvent where some object is modified in such way that it works properly again or can be taken back into it's intended function.

CLASS MAPPINGS:
broadMatch: fn:Intentionally_create
closeMatch: sumo:Repairing

ASSERTIONS:

pre situation	agent undergoer improvement-state_1 undergoer undergoer undergoer damage	hasPurpose inState hasRelativeValue isDamaged inFunction hasDamage hasNegativeEffectOn	purpose improvement-state_1 "-" true false damage activity
during situation	agent agent undergoer	improves hasIntention inImprovement	undergoer "improvement-of-" true
post situation	undergoer improvement-state-2 undergoer undergoer	inState hasRelativeValue isDamaged inFunction	improvement-state-2 "+" false true

EXAMPLE:

"Mary has fixed the car after John's minor collision with a duck."

pre situation	the car	inState	abc123
	abc123	hasRelativeValue	"-"
	the car	isDamaged	true
	the car	isFunction	false
during situation	Mary	improves	the car
	Mary	hasIntention	"improvement-of-undergoer"
	the car	inImprovement	true
post situation	the car	inState	abc456
	abc456	hasRelativeValue	"+"
	the car	isDamaged	false
	the car	isFunction	true

-Replacing subclassOf: IntentionalEvent
"the subclass of IntentionalEvent were someone or something is replaced with someone or something else in a specific role or function."

CLASS MAPPINGS:
closeMatch: fn:Replacing
closeMatch: fn: Take_place_of
closeMatch: fn:Change_of_leadership
closeMatch: sumo:Substituting

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	replacing-entity_1	hasFunction	replacing-function
	replacing-entity_2	notHasFunction	replacing-function
	replacing-entity_1	isFunctionFor	replacing-entity_3
	replacing-entity_1	isFunction	true
post situation	replacing-entity_2	isFunction	false
	replacing-entity_1	notHasFunction	replacing-function
	replacing-entity_2	hasFunction	replacing-function
	replacing-entity_2	isFunctionFor	replacing-entity_3
	replacing-entity_1	isFunction	false
	replacing-entity_2	isFunction	true

EXAMPLES:

"Peter replaced Mary by John as CEO of Apple."

pre situation	Mary	hasFunction	CEO of Apple
	John	notHasFunction	CEO of Apple
	Mary	isFunctionFor	Peter
	Mary	isFunction	true
	John	isFunction	false
post situation	Mary	notHasFunction	CEO of Apple
	John	hasFunction	CEO of Apple
	John	isFunctionFor	Peter
	Mary	isFunction	false
	John	isFunction	true

"Amsterdam installed Mary as the new mayor."

pre situation	Mary	notHasFunction	mayor
post situation	Mary	isFunction	false
	Mary	hasFunction	mayor
	Mary	isFunctionFor	Amsterdam
	Mary	isFunction	true

-Rescuing subclassOf: IntentionalEvent
The subclass of IntentionalEvent where animate beings are taken out of a risky situation that endangers health and/or life.

CLASS MAPPINGS:
closeMatch: fn:Rescuing
broadmatch: sumo:Removing

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	undergoer	inState	improvement-state_1
	improvement-state_1	hasRelativeValue	"-"
	undergoer	inDanger	true
during situation	undergoer	inDanger	true
	agent	improves	undergoer
	agent	hasIntention	"improvement-of-
post situation	undergoer	inImprovement	true
	undergoer	inState	improvement-state-2
	improvement-state-2	hasRelativeValue	"+"
	undergoer	inDanger	false
	undergoer	inImprovedState	true

EXAMPLE:

"John rescued Mary from the burning car."

pre situation	Mary	inState	"abc123"
	"abc123"	hasRelativeValue	"-"
	Mary	inDanger	true
during situation	Mary	inDanger	true
	John	improves	Mary
	John	hasIntention	"improvement-of-undergoer"
	Mary	inImprovement	true
post situation	Mary	inState	"abc456"

"abc456"	hasRelativeValue	"+"
Mary	inDanger	false
Mary	inImprovedState	true

-Riot

subclassOf: ViolentContest
The subclass of ViolentContest where some group of people engage in a violent disturbance of the public order.

CLASS MAPPINGS:
broadMatch: fn:Hostile_encounter
broadMatch: sumo:ViolentContest

ASSERTIONS:

pre situation	agent side_1	hasPurpose notInConflictWith	purpose side_2
during situation	interactor_1 side_1 side_1 side_2 side_1 side_2 sides side_1 side_2 sides side_1 side_2 sides place place	interactsWith inConflictWith deteriorates deteriorates hasIssue hasIssue hasIssue inConflict inConflict inConflict inDanger inDanger inDanger inDeterioration inDanger	interactor_2 side_2 side_2 side_1 issue issue issue true true true true true true true true true
post situation	side_1 side_2 sides place side_1	isDamaged isDamaged isDamaged isDamaged notInConflictWith	true true true true side_2

EXAMPLE:

"The prisoners rioted for three days over better working conditions."

during situation	the prisoners the prisoners the prisoners	hasIssue inConflict inDanger	better working conditions true true
post situation	the prisoners	isDamaged	true

"There were extensive riots in the streets of Hamburg."

during situation	streets of Hamburg streets of Hamburg	inDeterioration inDanger	true true
post situation	streets of Hamburg	isDamaged	true

-Robbing

subclassOf: Stealing
The subclass of Stealing where someone takes possession of someones property with the use or threat of violence.

CLASS MAPPINGS:
closeMatch: fn:Robbery
closeMatch: sumo:Robbing

ASSERTIONS:

pre situation	agent owner_1 owner_2 possession-theme	hasPurpose hasInPossession notHasInPossession atPlace	purpose possession-theme possession-theme place
during situation	agent undergoer agent	endangers inDanger inOffense	undergoer true true
post situation	owner_1 owner_2 owner_1 possession-theme agent	notHasInPossession hasInPossession isStolenFrom notAtPlace inOffense	possession-theme possession-theme true place true

EXAMPLES:

"Last night, Mary violently mugged John's orchid collection from the greenhouse."

pre situation	John Mary orchid collection	hasInPossession notHasInPossession atPlace	orchid collection orchid collection the greenhouse
during situation	Mary John Mary	endangers inDanger inOffense	John true true
post situation	John Mary John orchid collection	notHasInPossession hasInPossession isStolenFrom notAtPlace	orchid collection orchid collection true the greenhouse

	Mary	inOffense	true
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"Yesterday, the National Bank was robbed. No one has been arrested yet."

during situation	the National Bank	inDanger	true
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post situation	the National Bank	isStolenFrom	true
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-Running

subclassOf: Ambulating

The subclass of Ambulating where some animate being moves in a fast pace such that neither foot or paw touches the ground for a short time interval.

CLASS MAPPINGS:

broadMatch: Self_motion

closeMatch: sumo:Running

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
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pre situation	translocation-theme	atPlace	translocation-source
	translocation-theme	notAtPlace	translocation-goal

during situation	translocation-theme	inMotion	true
	translocation-theme	atPlace	place

post situation	translocation-theme	atPlace	translocation-goal
	translocation-theme	notAtPlace	translocation-source

EXAMPLES:

"Alex ran home wearing his favourite shoes."

pre situation	Alex	hasPurpose	purpose
	Alex	notAtPlace	home

during situation	Alex	inMotion	true
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post situation	Alex	atPlace	home
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-Sabotage

subclassOf: IntentionalDamaging

The subclass of IntentionalDamaging where something is damaged or obstructed by some humans to achieve some military or political advantage.

CLASS MAPPINGS:

broadMatch: fn:Damaging

closeMatch: sumo:Sabotage

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	undergoer	inState	damaging-state-1
	damaging-state-1	hasRelativeValue	"+"
	undergoer	inFunction	true

during situation	agent	deteriorates	undergoer
	undergoer	inDeterioration	true
	agent	hasIntention	"deterioration-of-undergoer"

post situation	undergoer	inState	damaging-state-2
	damaging-state-2	hasRelativeValue	"-"
	undergoer	isDamaged	true
	undergoer	hasDamage	damage
	damage	hasNegativeEffectOn	activity
	undergoer	inFunction	false

EXAMPLE:

"The Americans sabotaged the oil complexes to keep them out of rebel hands."

pre situation	the Americans	hasPurpose	to keep them out of rebel hands
	oil complexes	inState	abc123
	abc123	hasRelativeValue	"+"
	oil complexes	inFunction	true

during situation	the Americans	deteriorates	the oil complexes
	oil complexes	inDeterioration	true
	the Americans	hasIntention	"deterioration-of-undergoer"

post situation	oil complexes	inState	abc456
	abc456	hasRelativeValue	"-"
	oil complexes	isDamaged	true
	oil complexes	inFunction	false

-SandStorm

subclassOf: Weather

The subclass of WeatherEvent where heavy winds pick up and deposit large quantities of sand.

CLASS MAPPINGS:

broadMatch: fn:Weather

closeMatch: sumo:Sandstorm

ASSERTIONS:

(no assertions yet)

-Searching

subclassOf: IntentionalEvent

The subclass of IntentionalEvent where some person looks for some object or

other person that is lost.

CLASS MAPPINGS:
closeMatch: fn:Seeking
closeMatch: sumo:Searching

ASSERTIONS:

pre situation	agent undergoer	hasPurpose isLost	purpose true
during situation	agent undergoer agent	searchesFor isLost searchesPlace	undergoer true place

EXAMPLES:

"Mary was searching the woods for the crashed helicopter."

pre situation	crashed helicopter	isLost	true
during situation	Mary crashed helicopter Mary	searchesFor isLost searchesPlace	crashed helicopter true the woods

"After the incident, they were searching the surrounding countryside."

during situation	they	searchesPlace	surrounding countryside
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-Selling

subclassOf: FinancialTransaction
The subclass of FinancialTransaction where some entity changes of ownership in exchange for money.

CLASS MAPPINGS:
closeMatch: fn:Commerce_sell
closeMatch: sumo:Selling

ASSERTIONS:

pre situation	agent owner_1 owner_2 owner_1 owner_2	hasPurpose notHasInPossession hasInPossession hasInPossession notHasInPossession	purpose possession-financial-asset possession-financial-asset possession-theme possession-theme
during situation	possession-theme	hasValue	possession-value
post situation	owner_1 owner_2 owner_1 owner_2	hasInPossession notHasInPossession notHasInPossession hasInPossession	possession-financial-asset possession-financial-asset possession-theme possession-theme

EXAMPLES:

"Mary sold the plot of land to John for 10.000 dollar."

pre situation	Mary John Mary John	hasInPossession notHasInPossession notHasInPossession hasInPossession	the plot of land the plot of land 10.000 dollar 10.000 dollar
during situation	the plot of land	hasValue	10.000 dollar
post situation	Mary John Mary John	notHasInPossession hasInPossession hasInPossession notHasInPossession	the plot of land the plot of land 10.000 dollar 10.000 dollar

"In 2013, Ford sold 10.000 cars."

pre situation	Ford	hasInPossession	10.000 cars
post situation	Ford	notHasInPossession	10.000 cars

-Separating

subclassOf: InternalChange
The subclass of InternalChange where some whole is split into parts.

CLASS MAPPINGS:
closeMatch: fn:Becoming_separated
closeMatch: fn:Separating
closeMatch: sumo:Separating

ASSERTIONS:

pre situation	separating-theme_1 separating-theme_2 separating-theme_3	exist exist exist	false false true
post situation	separating-theme_1 separating-theme_2 separating-theme_3	exist exist exist	true true false

EXAMPLES:

"The machine split the water into hydrogen and oxygen."

pre situation	hydrogen and oxygen water	exist exist	false true
post situation	hydrogen and oxygen water	exist exist	true false

"Mary divided the pile of cutlery into groups of six."

pre situation	groups of six pile of cutlery	exist exist	false true
post situation	groups of six pile of cutlery	exist exist	true false

-Shooting

subclassOf: Translocation

The subclass of Translocation where some object is released from some weapon and is fired through air with the intention to cause harm or damage.

CLASS MAPPINGS:

closeMatch: fn:Shoot_projectiles

closeMatch: fn:Use_firearm

closeMatch: sumo:Shooting

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme agent translocation-theme undergoer agent undergoer	inMotion hasWeapon atPlace inDanger endangers underAttack	true weapon place true undergoer true
post situation	translocation-theme translocation-theme	atPlace notAtPlace	translocation-goal translocation-source

EXAMPLE:

"Mary fired three bullets at John with her new AK-47."

pre situation	three bullets	notAtPlace	John
during situation	three bullets Mary John Mary John	inMotion hasWeapon inDanger endangers underAttack	true her new AK-47 true undergoer true
post situation	three bullets	atPlace	John

-Sinking

subclassOf: Motion

The subclass of Motion where some object stops floating and submerges below the water surface.

CLASS MAPPINGS:

broadMatch: Motion_directional

closeMatch: sumo: Sinking

ASSERTIONS:

pre situation	translocation-theme translocation-theme translocation-theme undergoer damaging-state-1 undergoer	inWater atPlace notAtPlace inState hasRelativeValue inFunction	true translocation-source translocation-goal damaging-state-1 "+" true
during situation	translocation-theme translocation-theme undergoer translocation-theme	inWater inMotion inDanger atPlace	true true true place
post situation	translocation-theme translocation-theme translocation-theme undergoer damaging-state-2 undergoer undergoer damage undergoer	inWater atPlace notAtPlace inMotion inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn inFunction	true translocation-goal translocation-source false damaging-state-2 "-" true damaging-damage activity false

EXAMPLES:

"The submarine sank to the bottom of the Pacific; it's exact location is still unknown."

pre situation	the submarine the submarine the submarine "cvb234" undergoer	inWater notAtPlace inState hasRelativeValue inFunction	true bottom of the Pacific "cvb234" "+" true
during situation	the submarine the submarine the submarine	inWater inMotion inDanger	true true true
post situation	the submarine the submarine	inWater atPlace	true bottom of the Pacific

the submarine	inMotion	false
the submarine	inState	"cvb567"
"cvb567"	hasRelativeValue	_"
the submarine	isDamaged	true
the submarine	inFunction	false

"Mary cried for help a last time and then submerged under water forever."

pre situation	Mary Mary "thn234" Mary	inWater inState hasRelativeValue inFunction	true "thn234" _" true
during situation	Mary Mary Mary	inWater inMotion inDanger	true true true
post situation	Mary Mary Mary "qxs234" Mary Mary	inWater inMotion inState hasRelativeValue isDamaged inFunction	true falFse "qxs234" _" true false

-Situation

This class is instantiated by the reasoning module with the actual pre, during and post situations
(This class is for modeling purposes only, no mappings, no assertions)

-SituationRule

Individuals of this class are used to determine the pre and post situation to be triggered for a given event.
(This class is for modeling purposes only, no mappings, no assertions)

-Smuggling

subclassOf: Transportation
The subclass of Transportations where someone import or exports goods illegally.

CLASS MAPPINGS:
closeMatch: fn:Smuggling
closeMatch: sumo:Smuggling

ASSERTIONS:

pre situation:	agent agent agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace atPlace notAtPlace	purpose translocation-source translocation-goal translocation-source translocation-goal
during situation	translocation-theme translocation-theme translocation-theme translocation-theme owner agent	inMotion atPlace inMotion atPlace hasInPossession inOffense	true place true place possession-theme true
post situation:	agent agent translocation-theme translocation-theme agent	atPlace notAtPlace atPlace notAtPlace inOffense	translocation-goal translocation-source translocation-goal translocation-source true

EXAMPLE:

Mary smuggled the illegal books from Canada to sell them in Europe."

pre situation	Mary Mary the illegal books	hasPurpose atPlace atPlace	to sell them in Europe Canada Canada
during situation	the illegal books Mary Mary Mary	inMotion inMotion hasInPossession inOffense	true true the illegal books true
post situation	the illegal books Mary Mary	notAtPlace notAtPlace inOffense	Canada Canada true

-Snowing

subclassOf: Precipitation
The subclass of Precipitation where flocks of water in a crystallized form falls on the earth's surface.

CLASS MAPPINGS:
broadMatch: fn:Precipitation
broadMatch: sumo:Precipitation

ASSERTIONS:
(no assertions yet)

-SocialInteraction

subclassOf: IntentionalEvent
The subclass of IntentionalEvent where people interact.

CLASS MAPPINGS:

broadMatch: fn:Intentionally_act
closeMatch: sumo: SocialInteraction

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
during situation	interactor_1	interactsWith	interactor-2

EXAMPLE

"Yesterday, John assisted Mary in making a vegetable soup."

during situation	John (Mary)	interactsWith interactsWith	Mary John)
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-Stabbing

subclassOf: IntentionalInjuring
The subclass of IntentionalInjuring where someone thrusts a pointed weapon such as a knife into someone else.

CLASS MAPPINGS:
broadMatch: fn:Cause_harm
broadMatch: sumo: Impacting

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent agent undergoer agent undergoer agent undergoer agent	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger inOffense	undergoer part part weapon true "deterioration-of-undergoer" undergoer true true
post situation	undergoer damaging-state-2 undergoer part undergoer undergoer damage agent undergoer	inState hasRelativeValue isDamaged isDamaged hasPart hasDamage hasNegativeEffectOn inOffense inDanger	damaging-state-2 "-" true true part damage activity true true

EXAMPLE:

"Mary stabbed John in his arm with an army knife."

pre situation	John "xyz123"	inState hasRelativeValue	"xyz123" "+"
during situation	Mary Mary John Mary John Mary Mary John Mary	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger inOffense	John arm arm army knife true "deterioration-of-undergoer" John true true
post situation	John "abc456" John arm John Mary John	inState hasRelativeValue isDamaged isDamaged hasPart inOffense inDanger	"abc456" "-" true true arm true true true

-StartingAnActivity

subclassOf: IntentionalEvent
"the subclass of IntentionalProcess where someone intentionally starts an activity."

CLASS MAPPINGS:
closeMatch: fn:Activity_start

ASSERTIONS:

pre situation	agent activity	hasPurpose exist	purpose false
post situation	activity agent	exist involvedIn	true activity

"Ford started the production in 1979."

pre situation	production	exist	false
post situation	production Ford	exist involvedIn	true production

-Starving

subclassOf: Killing
The subclass of Killing where someone is dying from a shortage of nutrition.

CLASS MAPPINGS:
broadMatch: fn:Death
broadMatch: sumo:Death

ASSERTIONS:

pre situation	undergoer	exist	true
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during situation	undergoer undergoer undergoer	inDestruction inDanger isDamaged	true true true
post situation	undergoer	exist	false

EXAMPLE:

"Thousands starved due to the extended drought."

pre situation	thousands	exist	true
during situation	thousands thousands thousands	inDestruction inDanger isDamaged	true true true
post situation	thousands	exist	false

-StateChange

subclassOf: InternalChange

The subclass of InternalChange where the internal state of something changes, examples are freezing, evaporating, etc.

CLASS MAPPINGS:

closeMatch: fn:Change_of_phase

closeMatch: sumo:StateChange

ASSERTIONS:

(no assertions)

-StaticEvent

StaticEvent is the top node of the static event class hierarchy. A StaticEvent is an entity which is associated with a period of time where a set of propositions is true.

CLASS MAPPINGS:

closeMatch: fn:State

ASSERTIONS

no assertions

-Stealing

subclassOf: UnilateralGetting

The subclass of UnilateralGetting where a person takes something without permission of the owner.

CLASS MAPPINGS:

closeMatch: fn:Theft

closeMatch: sumo:Stealing

ASSERTIONS:

pre situation	agent owner_1 owner_2 possession-theme	hasPurpose hasInPossession notHasInPossession atPlace	purpose possession-theme possession-theme place
during situation	agent	inOffense	true
post situation	owner_1 owner_2 owner_1 possession-theme agent	notHasInPossession hasInPossession isStolenFrom notAtPlace inOffense	possession-theme possession-theme true place true

EXAMPLES:

"Mary has stolen a sweater from John to make him angry."

pre situation	Mary John Mary	hasPurpose hasInPossession notHasInPossession	to make him angry a sweater a sweater
during situation	Mary	inOffense	true
post situation	John Mary John Mary	notHasInPossession hasInPossession isStolenFrom inOffense	a sweater a sweater true true

"John managed to nick a Van Gogh from the museum."

pre situation	John Van Gogh	notHasInPossession atPlace	Van Gogh the museum
during situation	John	inOffense	true
post situation	John Van Gogh John	hasInPossession notAtPlace inOffense	Van Gogh the museum true

"Last night, the Mona Lisa was stolen from The Louvre."

pre situation	the Mona Lisa	atPlace	the Louvre
post situation	the Mona Lisa	notAtPlace	the Louvre

-Stoning

subclassOf: IntentionalKilling

The subclass of IntentionalKilling where someone is killed by throwing stones to him or her.

CLASS MAPPINGS:

broadMatch: fn:Cause_harm
broad match: sumo:Killing

ASSERTIONS:

pre situation	agent undergoer	hasPurpose exist	purpose true
during situation	agent undergoer agent agent undergoer agent	destroys inDestruction hasIntention endangers inDanger hasWeapon	undergoer true "destruction-of-undergoer" undergoer true weapon
post situation	undergoer	exist	false

EXAMPLE:

"John was stoned by the Taliban for adultery."

pre situation	John	exist	true
during situation	the Taliban John the Taliban the Taliban John	destroys inDestruction hasIntention endangers inDanger	John true "destruction-of-undergoer" John true
post situation	John	exist	false

-StoppingAnActivity

subclassOf: IntentionalEvent
"The subclass of IntentionalProcess where some agent intentionally stops an activity."

CLASS MAPPINGS:
closeMatch: fn:Activity_stop

ASSERTIONS:

pre situation	agent activity activity-agent	hasPurpose exist involvedIn	purpose true activity
post-situation	activity activity-agent	exist notInvolvedIn	false activity

EXAMPLES:

"Ford terminated the negotiations with Peugeot."

pre situation	negotiations with Peugeot Ford	exist involvedIn	true negotiations with Peugeot
post situation	negotiations with Peugeot Ford	exist notInvolvedIn	false negotiations with Peugeot

"John's treatment was discontinued."

pre situation	John's treatment	exist	true
post situation	John's treatment	exist	false

-Storm

subclassOf: WeatherEvent
The subclass of WeatherEvent where there are heavy winds, often accompanied with heavy precipitation.

CLASS MAPPINGS:
broadMatch: fn:Weather
broadMatch: sumo:WeatherProcess

ASSERTIONS:
(no assertions yet)

-Strangulation

subclassOf: IntentionalInjuring
The subclass of IntentionalInjuring where someone injures or even kills someone else by pressing hard against the windpipe such that normal breathing is made impossible.

CLASS MAPPINGS:
broadMatch: fn:Cause_harm
broadMatch: sumo:Killing

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent agent undergoer agent undergoer agent agent undergoer	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger	undergoer part part weapon true "deterioration-of-undergoer" undergoer true

	agent	inOffense	true
post situation	undergoer	inState	damaging-state-2
	damaging-state-2	hasRelativeValue	"."
	undergoer	isDamaged	true
	part	isDamaged	true
	undergoer	hasPart	part
	undergoer	hasDamage	damage
	damage	hasNegativeEffectOn	activity
	agent	inOffense	true
	undergoer	inDanger	true

EXAMPLE:

"John was choking Mary as he was sick of all her violent acts."

pre situation	Mary	inState	"abc123"
	"abc123"	hasRelativeValue	"+"
during situation	John	deteriorates	Mary
	Mary	inDeterioration	true
	John	hasIntention	"deterioration-of-undergoer"
	John	endangers	Mary
	Mary	inDanger	true
	John	inOffense	true
post situation	Mary	inState	"abc456"
	"abc456"	hasRelativeValue	"."
	Mary	isDamaged	true
	Mary	inDanger	true
	John	inOffense	true

-Suicide

subclassOf: IntentionalKilling

The subclass of IntentionalKilling where someone kills himself or herself.

CLASS MAPPINGS:

broadMatch: fn:Killing

closeMatch: sumo:Suicide

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	undergoer	exist	true
during situation	agent	destroys	undergoer
	undergoer	inDestruction	true
	agent	hasIntention	"destruction-of-undergoer"
	agent	endangers	undergoer
	undergoer	inDanger	true
	agent	hasWeapon	weapon
post situation	undergoer	exist	false

EXAMPLE:

"Apparently, Mary committed suicide after she heard that John had died in a car crash."

pre situation	Mary	exist	true
during situation	Mary	inDanger	true
	Mary	inDestruction	true
post situation	Mary	exist	false

-SuicideAttack

subclassOf: Attacking

The subclass of Attacking where someone kills himself or herself and kills or injures others on purpose during this process.

CLASS MAPPINGS:

closeMatch: fn:Suicide_attack

broadMatch: sumo:Attack

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	agent	exist	true
	undergoer	inState	damaging-state-1
	damaging-state-1	hasRelativeValue	"+"
during situation	interactor_1	interactsWith	interactor_2
	agent	deteriorates	undergoer
	undergoer	inDeterioration	true
	agent	hasIntention	"deterioration-of-undergoer"
	agent	endangers	undergoer
	undergoer	inDanger	true
	undergoer	underAttack	true
	agent	hasWeapon	weapon
	agent	inDestruction	true
	agent	inDanger	true
post situation	undergoer	inState	damaging-state-2
	damaging-state-2	hasRelativeValue	"."
	undergoer	isDamaged	true
	undergoer	hasDamage	damage
	damage	hasNegativeEffectOn	activity
	agent	exist	false

EXAMPLE:

"The soldiers continued suicide attacks on the city to terrorize the population."

pre situation	the soldiers	hasPurpose	to terrorize the population
	the soldiers	exist	true
	the city	inState	abc123
	abc123	hasRelativeValue	"+"
during situation	the soldiers	interactsWith	the city
	(the city	interactsWith	the soldiers)
	the soldiers	deteriorates	the city

	the city	inDeterioration	true
	the soldiers	hasIntention	"deterioration-of-undergoer"
	the soldiers	endangers	the city
	the city	inDanger	true
	the city	underAttack	true
	the soldiers	inDestruction	true
	the soldiers	inDanger	true
post situation	the city	inState	abc456
	abc456	hasRelativeValue	..
	the city	isDamaged	true
	the soldiers	exist	false

-SuicideBombing

subclassOf: SuicideAttack

The subclass of SuicideAttack where someone straps explosives around his or her body and detonates these where the bomber and possible others are killed.

CLASS MAPPINGS:

closeMatch: fn:Suicide_attack

closeMatch: sumo:SuicideBombing

ASSERTIONS:

pre situation	agent agent undergoer damaging-state-1	hasPurpose exist inState hasRelativeValue	purpose true damaging-state-1 "+"
during situation	interactor_1 agent undergoer agent agent undergoer undergoer agent agent agent	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon inDestruction inDanger	interactor_2 undergoer true "deterioration-of-undergoer" undergoer true true weapon true true
post situation	undergoer damaging-state-2 undergoer undergoer damage agent	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn exist	damaging-state-2 .." true damage activity false

EXAMPLE:

"The jihadist suicide bombing of the library was carried out with TNT."

pre situation	the jihadist the library abc123	exist inState hasRelativeValue	true abc123 "+"
during situation	the jihadist (the library the jihadist the library the jihadist the jihadist the library the library the jihadist the jihadist the jihadist)	interactsWith interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon inDestruction inDanger	the library jihadist) the library true "deterioration-of-undergoer" the library true true TNT true true
post situation	the library abc456 the library the jihadist	inState hasRelativeValue isDamaged exist	abc456 .." true false

-Surgery

subclassOf: TherapeuticEvent

The subclass of TherapeuticEvent where some healthcare professional operates someone else.

CLASS MAPPINGS:

closeMatch: sumo:Surgery

ASSERTIONS:

pre situation	agent undergoer improvement-state_1 undergoer undergoer damage undergoer	hasPurpose inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn inDanger	purpose improvement-state_1 .." true damage activity true
during situation	agent agent undergoer undergoer	improves hasIntention inImprovement inDanger	undergoer "improvement-of- true true
post situation	undergoer improvement-state-2	inState hasRelativeValue	improvement-state-2 "+"

EXAMPLE:

"Mary has operated John on his broken shoulder."

pre situation	John abc123 John John John	inState hasRelativeValue isDamaged hasDamage inDanger	abc123 .." true broken shoulder true
during situation	Mary	improves	John

	Mary John John	hasIntention inImprovement inDanger	"improvement-of-undergoer" true true
post situation	John abc456	inState hasRelativeValue	abc456 "+"

-TerroristAttack

subclassOf: Attacking
The subclass of Attacking where some attack is carried out by a person or group of persons in order to cause fear amongst the public and to achieve some political and/or ideological goal.

CLASS MAPPINGS:
broadMatch: fn:Attack
broadMatch: fn:Terrorism
closeMatch: sumo:TerroristAttack

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	interactor_1 agent undergoer agent agent undergoer undergoer agent	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon	interactor_2 undergoer true "deterioration-of-undergoer" undergoer true true weapon
post situation	undergoer damaging-state-2 undergoer undergoer damage	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn	damaging-state-2 "-" true damage activity

EXAMPLE:

"They reported nuclear terrorism against the local inhabitants."

pre situation	the local inhabitants "abc123"	inState hasRelativeValue	"abc123" "+"
during situation	the local inhabitants the local inhabitants the local inhabitants	inDeterioration inDanger underAttack	true true true
post situation	the local inhabitants "abc456" the local inhabitants	inState hasRelativeValue isDamaged	"abc456" "-" true

-TherapeuticEvent

subclassOf: IntentionalEvent
The subclass of IntentionalEvent where some healthcare professional performs some therapeutic act on someone else.

CLASS MAPPINGS:
closeMatch: fn:Cure
closeMatch: sumo:TherapeuticProcess

ASSERTIONS:

pre situation	agent undergoer improvement-state_1 undergoer undergoer damage undergoer	hasPurpose inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn inDanger	purpose improvement-state_1 "-" true damage activity true
during situation	agent agent	improves hasIntention	undergoer "improvement-of-
undergoer"	undergoer undergoer	inImprovement inDanger	true true
post situation	undergoer improvement-state-2	inState hasRelativeValue	improvement-state-2 "+"

EXAMPLE:

"The doctor treated a patient with high blood pressure."

pre situation	a patient abc123 a patient a patient	inState hasRelativeValue isDamaged hasDamage	abc123 "-" true high blood pressure
during situation	the doctor the doctor the patient	improves hasIntention inImprovement	a patient "improvement-of-undergoer" true
post situation	a patient abc456	inState hasRelativeValue	abc456 "+"

-Thunderstorm

subclassOf: Storm
The subclass of WeatherEvent where there is a storm with thunder, lightning and heavy precipitation.

CLASS MAPPINGS:
broadMatch: fn:Weather

closeMatch: sumo:Thunderstorm

ASSERTIONS:
(no assertions yet)

-Tornado

subclassOf: Storm
The subclass of WeatherEvent where there is a vortex of violently rotating winds.

CLASS MAPPINGS:
broadMatch: fn:Weather
closeMatch: sumo:Tornado

ASSERTIONS:
(no assertions yet)

-Torture

subclassOf: IntentionalInjuring
The subclass of IntentionalInjuring where someone inflicts severe pain on someone else as a form of punishment or to coerce some confession of a crime.

CLASS MAPPINGS:
broadMatch: fn:Cause_harm
broadMatch: sumo:Injuring

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent agent undergoer agent undergoer agent agent undergoer agent	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger inOffense	undergoer part part weapon true "deterioration-of-undergoer" undergoer true true
post situation	undergoer damaging-state-2 undergoer part undergoer undergoer damage undergoer agent	inState hasRelativeValue isDamaged isDamaged hasPart hasDamage hasNegativeEffectOn inDanger inOffense	damaging-state-2 "-" true true part damage activity true true

EXAMPLE:

"Mary tortured John with boiling water to make him confess to his adultery."

pre situation	Mary John abc123	hasPurpose inState hasRelativeValue	to make him confess to his adultery abc123 "+"
during situation	Mary Mary John Mary Mary John Mary	deteriorates hasWeapon inDeterioration hasIntention endangers inDanger inOffense	John boiling water true "deterioration-of-undergoer" John true true
post situation	John abc456 John John Mary	inState hasRelativeValue isDamaged inDanger inOffense	acb456 "-" true true true

-TrafficJam

subclassOf: StaticEvent
The subclass of StaticEvent where traffic is moving slowly or comes to a stand still due to some accident or other obstruction on the road.

CLASS MAPPINGS:
broadMatch: sumo:Collection
broadMatch: fn:Having_or_lacking_access

ASSERTIONS:

pre situation	translocation-theme translocation-theme	uses inMotion	place true
during situation	place translocation-theme translocation-theme place	isBlocked atPlace inMotion inFunction	true place false false

EXAMPLE:

"Mary missed her flight due to a huge traffic jam on the A1 in the direction of Amsterdam."

pre situation	Mary Mary	uses inMotion	A1 true
during situation	A1 Mary Mary A1	isBlocked atPlace inMotion inFunction	true A1 false false

-TrainCrash

subclassOf: Crashing
The subclass of Crashing where some train collides with another train or object, often causing derailling.

CLASS MAPPINGS:
 broadMatch: fn:Cause_impact
 broadMatch: fn:Impact
 broadMatch: sumo:Impacting

ASSERTIONS:

pre situation	agent translocation-theme translocation-theme undergoer	hasPurpose atPlace notAtPlace inFunction	purpose translocation-source translocation-goal true
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation	translocation-theme translocation-theme undergoer translocation-theme translocation-theme undergoer	atPlace notAtPlace isDamaged isDamaged inMotion inFunction	translocation-goal translocation-source true true false false

EXAMPLE:

"Near Amsterdam, a train has crashed with high speed on a lorry."

pre situation	the train the train	notAtPlace inFunction	the lorry true
during situation	the train the train	inMotion atPlace	true near Amsterdam
post situation	the train the train the lorry the train the train	atPlace isDamaged isDamaged inMotion inFunction	the lorry true true false false

-Translocation

subclassOf: IntentionalEvent
 "The subclass of Intentional where physical objects or animate beings change from location."

Mappings:
 closeMatch: fn:Self_motion
 closeMatch: fn:Cotheme
 closeMatch: fn:Traversing
 closeMatch: fn:Use_vehicle
 closeMatch: fn:Intentional_traversing
 closeMatch: fn:Ride_vehicle
 closeMatch: fn:Travel
 closeMatch: fn:Operate_vehicle
 closeMatch: fn:Cause_motion
 closeMatch: sumo:Translocation

ASSERTIONS:

pre situation:	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme translocation-theme	inMotion atPlace	true place
post situation:	translocation-theme translocation-theme	atPlace notAtPlace	translocation-goal translocation-source

EXAMPLE:

"John drove from New York to Atlanta to meet Mary."

pre situation	John John John	hasPurpose atPlace notAtPlace	to meet Mary New York Atlanta
during situation	John	inMotion	true
post situation	John John	atPlace notAtPlace	Atlanta New York

-Transportation

subclassOf: Translocation
 The subclass of Translocation where physical objects and animate beings together change from location and the physical object is not the means of translocation.

CLASS MAPPINGS:
 closeMatch: fn:Bringing
 closeMatch: fn:Delivery
 closeMatch: sumo:Transportation

ASSERTIONS:

pre situation:	agent agent agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace atPlace notAtPlace	purpose translocation-source translocation-goal translocation-source translocation-goal
during situation	translocation-theme translocation-theme translocation-theme translocation-theme	inMotion atPlace inMotion atPlace	true place true place
post situation:	agent agent	atPlace notAtPlace	translocation-goal translocation-source

	translocation-theme	atPlace	translocation-goal
	translocation-theme	notAtPlace	translocation-source

EXAMPLES:

"Mary brought her classic car from the US to England."

pre situation	Mary Mary her classic car her classic car	atPlace notAtPlace atPlace notAtPlace	US England US England
during situation	Mary her classic car	inMotion inMotion	true true
post situation	Mary Mary her classic car her classic car	atPlace notAtPlace atPlace notAtPlace	England US England US

-Trespassing

subclassOf: Translocation
The subclass of Translocation where someone deliberately enters someones property or land without permission.

CLASS MAPPINGS:
broadMatch: fn:IntentionalTraversing
closeMatch: sumo:Trespassing

ASSERTIONS:

pre situation:	agent translocation-theme translocation-theme	hasPurpose atPlace notAtPlace	purpose translocation-source translocation-goal
during situation	translocation-theme translocation-theme agent	inMotion atPlace inOffense	true place true
post situation:	translocation-theme translocation-theme agent	atPlace notAtPlace inOffense	translocation-goal translocation-source true

EXAMPLE:

"Mary trespassed into John's land to avoid the longer way home."

pre situation	Mary Mary	hasPurpose notAtPlace	to avoid the longer way home John's land
during situation	Mary Mary	inMotion inOffense	true true
post situation	Mary Mary	atPlace inOffense	John's land true

-Trial

subclassOf: Meeting
The subclass of Meeting where a judge examines evidence if someone is guilty of some offense. Typically, in case of guilt the judge also gives a verdict and a punishment.

CLASS MAPPINGS:
broadMatch: fn:Trial
closeMatch: sumo:JudicialProcess

ASSERTIONS:

pre situation	suspect suspect	notAtPlace suspectedOfOffense	place offense
during situation	suspect agent suspect suspect suspect	atPlace examines isChargedOf suspectedOfOffense inCaptivity	place suspect offense offense true

EXAMPLES:

"The war crimes trial of Mary resulted in a life long imprisonment."

pre situation	Mary	suspectedOfOffense	war crimes
during situation	Mary Mary Mary	isChargedOf suspectedOfOffense inCaptivity	war crimes war crimes true

"John was to go on trial at the The Hague International Court for murdering Tuaregs.

pre situation	John John	notAtPlace suspectedOfOffense	The Hague International Court murdering Tuaregs
during situation	John John John John	atPlace isChargedOf suspectedOfOffense inCaptivity	The Hague International Court murdering Tuaregs murdering Tuaregs true

-Tsunami

subclassOf: Flooding
The subclass of Flooding where some earthquake causes a big wave in the ocean which may flood coastal areas.

CLASS MAPPINGS:
broadMatch: fn:Mass_motion
closeMatch: sumo:Tsunami

ASSERTIONS:
(no assertions yet)

-UnilateralGetting

subclassOf: Getting
the subclass of Getting where a person takes something without giving something in return.

CLASS MAPPINGS:
closeMatch: fn:Taking
closeMatch: sumo:UnilateralGetting

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	owner_1	hasInPossession	possession-theme
	owner_2	notHasInPossession	possession-theme
post situation	possession-theme	atPlace	place
	owner_1	notHasInPossession	possession-theme
	owner_2	hasInPossession	possession-theme
	possession-theme	notAtPlace	place

EXAMPLE:

"Mary silently took John's watch from the drawer to sell it later on."

pre situation	Mary	hasPurpose	to sell it later on
	John	hasInPossession	watch
	Mary	notHasInPossession	watch
post situation	the watch	atPlace	the drawer
	John	notHasInPossession	watch
	Mary	hasInPossession	watch
	the watch	notAtPlace	the drawer

-Uprising

subclassOf: ViolentContest
The subclass of ViolentContest where humans rise against some authority.

CLASS MAPPINGS:
closeMatch: fn:RejectLeadership
broadMatch: sumo:PoliticalRevolution

ASSERTIONS:

pre situation	agent	hasPurpose	purpose
	side_1	notInConflictWith	side_2
during situation	interactor_1	interactsWith	interactor_2
	side_1	inConflictWith	side_2
	side_1	deteriorates	side_2
	side_2	deteriorates	side_1
	side_1	hasIssue	issue
	side_2	hasIssue	issue
	sides	hasIssue	issue
	side_1	inConflict	true
	side_2	inConflict	true
	sides	inConflict	true
	side_1	inDanger	true
	side_2	inDanger	true
	sides	inDanger	true
	place	inDeterioration	true
	place	inDanger	true
	side_2	underAttack	true
post situation	side_1	isDamaged	true
	side_2	isDamaged	true
	sides	isDamaged	true
	place	isDamaged	true
	side_1	notInConflictWith	side_2
	side_2	underAttack	false

EXAMPLE:

"The Indonesians were revolting against the Dutch on Java."

pre situation	Indonesians	notInConflictWith	the Dutch
	(the Dutch	notInConflictWith	the Indonesians)
during situation	Indonesians	interactsWith	the Dutch
	(the Dutch	interactsWith	the Indonesians)
	Indonesians	inConflictWith	the Dutch
	(the Dutch	inConflictWith	the Indonesians)
	Indonesians	deteriorates	the Dutch
	the Dutch	deteriorates	Indonesians
	Indonesians	inConflict	true
	the Dutch	inConflict	true
	Indonesians	inDanger	true
	the Dutch	inDanger	true
	Java	inDeterioration	true
	Java	inDanger	true
post situation	the Dutch	underAttack	true
	Indonesians	isDamaged	true
	the Dutch	isDamaged	true
	Java	isDamaged	true
	Indonesians	notInConflictWith	the Dutch

(the Dutch the Dutch	notInConflictWith underAttack	Indonesians) false
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-Vaccination

subclassOf: TherapeuticEvent
The subclass of TherapeuticEvent where someone administers a substance to someone else so that this person is protected against some disease.

CLASS MAPPINGS:

-

ASSERTIONS:

pre situation	agent undergoer improvement-state_1 undergoer undergoer damage undergoer	hasPurpose inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn inDanger	purpose improvement-state_1 "-" true damage activity true
during situation	agent agent undergoer	improves hasIntention inImprovement	undergoer "improvement-of-" true
post situation	undergoer improvement-state_2 undergoer undergoer	inState hasRelativeValue inImprovedState inDanger	improvement-state-2 "+" true false

EXAMPLE:

"Mary vaccinated John against zombie disease as she did not want him to become a walking dead."

pre situation	Mary undergoer "abc123" John John	hasPurpose inState hasRelativeValue isDamaged inDanger	him not becoming a walking dead "abc123" "-" true true
during situation	Mary Mary John	improves hasIntention inImprovement	John "improvement-of-undergoer" true
post situation	John "rgb123" John John	inState hasRelativeValue inImprovedState inDanger	"rgb123" "+" true false

-VehicleAttack

subclassOf: Attacking
The subclass of Attacking where someone uses a vehicle to cause harm, damaging and injuring.

CLASS MAPPINGS:

broadMatch: fn:Attack

closeMatch: sumo:VehicleAttack

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	interactor_1 agent undergoer agent agent undergoer undergoer agent	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon	interactor_2 undergoer true "deterioration-of-undergoer" undergoer true true weapon
post situation	undergoer damaging-state-2 undergoer undergoer damage	inState hasRelativeValue isDamaged hasDamage hasNegativeEffectOn	damaging-state-2 "-" true damage activity

EXAMPLE:

"Mary was hit during the vehicle attack in London."

pre situation	Mary "abc123"	inState hasRelativeValue	"abc123" "+"
during situation	Mary terrorist Mary terrorist terrorist Mary Mary terrorist	interactsWith deteriorates inDeterioration hasIntention endangers inDanger underAttack hasWeapon	terrorist Mary true "deterioration-of-undergoer" Mary true true vehicle
post situation	Mary "abc456" Mary	inState hasRelativeValue isDamaged	"abc456" "-" true

-ViolentContest

subclassOf: SocialInteraction

The subclass of Contest where two parties interact in a hostile manner.

CLASS MAPPINGS:

closeMatch: fn:Hostile_encounter

closeMatch: sumo:ViolentContest

ASSERTIONS:

pre situation	agent side_1	hasPurpose notInConflictWith	purpose side_2
during situation	interactor_1 side_1 side_1 side_2 side_1 side_2 sides side_1 side_2 sides side_1 side_2 sides place place	interactsWith inConflictWith deteriorates deteriorates hasIssue hasIssue hasIssue inConflict inConflict inConflict inConflict inDanger inDanger inDanger inDeterioration inDanger	interactor_2 side_2 side_2 side_1 issue issue issue true true true true true true true true true
post situation	side_1 side_2 sides place side_1	isDamaged isDamaged isDamaged isDamaged notInConflictWith	true true true true side_2

EXAMPLES:

"The refugees clashed with the authorities over unsafe housing conditions."

pre situation	the refugees (the authorities	notInConflictWith notInConflictWith	the authorities the refugees
during situation	the refugees (the authorities the refugees (the authorities the refugees the authorities the refugees the authorities the refugees the authorities the refugees the authorities	interactWith interactWith inConflictWith inConflictWith hasIssue hasIssue deteriorates deteriorates inConflict inConflict inDanger inDanger	the authorities the refugees) the authorities the refugees) unsafe housing conditions unsafe housing conditions the authorities the refugees true true true true true
post situation	the refugees the authorities the refugees (the authorities	isDamaged isDamaged notInConflictWith notInConflictWith	true true the authorities the refugees)

"Many young men had to fight in Germany during the Great War."

during situation	many young men many young men Germany Germany	inConflict inDanger inDeterioration inDanger	true true true true
post situation	many young men Germany	isDamaged isDamaged	true true

"They fought a duel over who was to marry Mary."

during situation	they they they	hasIssue inConflict inDanger	who was to marry Mary true true
post situation	they	isDamaged	true

-VolcanicEruption

The subclass of GeologicalEvent where some volcano throws out material such as lava, ash, gasses, etc.

CLASS MAPPINGS:

broadMatch: fn:Mass_motion

closeMatch: sumo:VolcanicEruption

ASSERTIONS:

(no assertions yet)

-War

subclassOf: ViolentContest

The subclass of ViolentContest where there is an armed conflict between different groups of people, two or more countries, etc.

CLASS MAPPINGS:

closeMatch: fn:Hostile_encounter

closeMatch: sumo:War

ASSERTIONS:

pre situation	agent side_1	hasPurpose notInConflictWith	purpose side_2
during situation	interactor_1 side_1 side_1 side_2 side_1	interactsWith inConflictWith deteriorates deteriorates hasIssue	interactor_2 side_2 side_2 side_1 issue

	side_2	hasIssue	issue
	sides	hasIssue	issue
	side_1	inConflict	true
	side_2	inConflict	true
	sides	inConflict	true
	side_1	inDanger	true
	side_2	inDanger	true
	sides	inDanger	true
	place	inDeterioration	true
	place	inDanger	true
post situation	side_1	isDamaged	true
	side_2	isDamaged	true
	sides	isDamaged	true
	place	isDamaged	true
	side_1	notInConflictWith	side_2

EXAMPLES:

"The drug war in Latin America continues."

during situation	Latin America	inDanger	true
	Latin America	inDeterioration	true
post situation	Latin America	isDamaged	true

"The American war on drugs in Latin America lasted five years."

during situation	the American	hasIssue	drugs
	the American	inConflict	true
	the American	inDanger	true
	Latin America	inDeterioration	true
	Latin America	inDanger	true
post situation	the American	isDamaged	true
	Latin America	isDamaged	true

-Waterboarding

subclassOf: Torture
The subclass of Torture where someone covers the face of someone else with a wet cotton bag such that this person can not breathe normally.

CLASS MAPPINGS:

broadMatch: Cause_harm
broadMatch: Injuring

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent agent undergoer agent undergoer agent undergoer agent	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger inOffense	undergoer part part weapon true "deterioration-of-undergoer" undergoer true true
post situation	undergoer damaging-state-2 undergoer part undergoer undergoer damage undergoer agent	inState hasRelativeValue isDamaged isDamaged hasPart hasDamage hasNegativeEffectOn inDanger inOffense	damaging-state-2 "-" true true part damage activity true true

EXAMPLE:

"The US army waterboarded the prisoners to extract information."

pre situation	the US army the prisoners xyz123	hasPurpose inState hasRelativeValue	to extract information xyz123 "+"
during situation	the US army the prisoners the US army the US army the prisoners the US army	deteriorates inDeterioration hasIntention endangers inDanger inOffense	the prisoners true "deterioration-of-undergoer" the prisoners true true
post situation	the prisoners xyz456 the prisoners the prisoners the US army	inState hasRelativevalue isDamaged inDanger inOffense	xyz456 "-" true true true

-WeatherEvent

subclassOf: Motion
The subclass of Motion where there is motion in some form in the atmosphere, e.g. storm, rain, etc.

CLASS MAPPINGS:
broadMatch: fn:Mass_motion
closeMatch: sumo:WeatherProcess

ASSERTIONS:
(no assertions yet)

-Whipping

subclassOf: IntentionalInjuring

The subclass of IntentionalInjuring where someone hits someone else forcefully with a whip.

CLASS MAPPINGS:
broadMatch: fn:Cause_harm
closeMatch: sumo:Impacting

ASSERTIONS:

pre situation	agent undergoer damaging-state-1	hasPurpose inState hasRelativeValue	purpose damaging-state-1 "+"
during situation	agent agent undergoer agent undergoer agent undergoer agent	deteriorates deteriorates hasPart hasWeapon inDeterioration hasIntention endangers inDanger inOffense	undergoer part part weapon true "deterioration-of-undergoer" undergoer true true
post situation	undergoer damaging-state-2 undergoer part undergoer undergoer damage undergoer agent	inState hasRelativeValue isDamaged isDamaged hasPart hasDamage hasNegativeEffectOn inDanger inOffense	damaging-state-2 "-" true true part damage activity true true

EXAMPLE:

"John whipped Mary after he found out what she did."

pre situation	Mary "xyz123"	inState hasRelativeValue	"xyz123" "+"
during situation	John Mary John John Mary John	deteriorates inDeterioration hasIntention endangers inDanger inOffense	Mary true "deterioration-of-undergoer" Mary true true
post situation	Mary "xyz456" Mary Mary John	inState hasRelativeValue isDamaged inDanger inOffense	"xyz456" "-" true true true

-WildFire

subclassOf: Fire
The subclass of Fire where some uncultivated natural area is burning.

CLASS MAPPINGS:
broadMatch: fn:Fire_burning
broadMatch: sumo:Fire

ASSERTIONS:

during situation	undergoer place fire undergoer place undergoer place	inDestruction inDestruction exist isDamaged isDamaged inDanger inDanger	true true true true true true true
post situation	undergoer place	isDamaged isDamaged	true true

EXAMPLE:

"Wildfires are raging in the southern districts."

pre situation	southern districts wildfire southern districts southern districts	inDestruction exist isDamaged inDanger	true true true true
post situation	southern districts	isDamaged	true

-Working

subclassOf: StaticEvent
Static event where someone is doing work.

CLASS MAPPINGS:
closeMatch: fn:Working_a_post
closeMatch: fn:Work

ASSERTIONS:

during situation	working-entity	isLabouring	true
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EXAMPLES:

"John works hard on a new book."

during situation	John	isLabouring	true
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"John and Mary manned the front desk."

during situation	John and Mary	isLabouring	true
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