```
1. Teenager Charlotte Newton feels excited.
CON-SENT1 =
(STATE TYPE (EMOTION SENTIM (POS)
                        SCALE (>NORM))
       AGENT (HUMAN F-NAME (CHARLOTTE)
                        L-NAME (NEWTON)
                        GENDER (FEMALE)
                        AGE (RANGE FROM (13)
                                   TO (19)
                                   UNIT (YEAR))))
2. Mysterious Uncle Charles Oakley will move in with her mother Emma.
CON-SENT2 =
(CO-HABITATE AGENT (HUMAN F-NAME (CHARLES)
                            L-NAME (OAKLEY)
                            GENDER (MALE)
                            HISTORY (UNKNOWN))
          FAMREL (UNCLE-OF OBJECT (HUMAN F-NAME (CHARLOTTE)
                                            L-NAME (NEWTON)
                                            GENDER (FEMALE)))
          OBJECT (HUMAN F-NAME (EMMA)
                          L-NAME()
                          GENDER (FEMALE))
          FAMREL (MOTHER-OF OBJECT (HUMAN F-NAME (CHARLOTTE)
                                              L-NAME (NEWTON)
                                              GENDER (FEMALE)))
          TIME (FUTURE))
3. At Charlotte's home Charles secretly throws a newspaper story in the trash can but
Charlotte sees him.
CON-SENT3 =
(THROW AGENT (HUMAN F-NAME (CHARLES)
                      L-NAME()
                      GENDER (MALE))
        OBJECT (PRINTED-MATTER TYPE (NEWSPAPER)
                                MATERIAL (PAPER)
                                INFO (STORY)
                                REF (INDEF))
       INTO (CONTAINER SHAPE (CYLINDRICAL)
                        FOR (TRASH)
                        REF (DEF)
                        MANNER (SECRETLY))
```

```
EXP-VIOL (SEE AGENT (HUMAN F-NAME (CHARLOTTE)
                                   L-NAME()
                                   GENDER (FEMALE))
                     OBJECT (HUMAN F-NAME (CHARLES)
                                    L-NAME()
                                    GENDER (MALE)))
       LOC (HOME OWNER (HUMAN F-NAME (CHARLOTTE)
                                 L-NAME()
                                 GENDER (FEMALE))))
4. Charlotte reads the newspaper story.
CON-SENT4 =
(READ AGENT (HUMAN F-NAME (CHARLOTTE)
                    L-NAME()
                    GENDER (FEMALE))
      OBJECT (PRINTED-MATTER TYPE (NEWSPAPER)
                               MATERIAL (PAPER)
                               INFO (STORY)
                               REF (DEF)))
5. Police are looking for the Merry Widow Murderer.
CON-SENT5 =
(SEEK AGENT (HUMAN NUMBER (>1)
                     ROLE (POLICE))
     OBJECT (HUMAN GENDER (MALE)
                     NICNAME (M-WIDOW-M)
                     ROLE (MURDERER)))
6. The Merry Widow Murderer killed widow Samantha Vodner for her jewelry.
CON-SENT6 =
(KILL AGENT (HUMAN GENDER (MALE)
                     NICNAME (M-WIDOW-M)
                     ROLE (MURDERER))
     OBJECT (HUMAN F-NAME (SAMANTHA)
                     L-NAME (VODNER)
                     GENDER (FEMALE)
                     ROLE (WIDOW))
```

MOTIVE (JEWELRY))

```
7. Charles gives Charlotte an expensive emerald ring.
CON-SENT7 =
(GIVE AGENT (HUMAN F-NAME (CHARLES)
                    L-NAME()
                    GENDER (MALE))
     TO (HUMAN F-NAME (CHARLOTTE)
               L-NAME()
               GENDER (FEMALE))
     OBJECT (RING CONTAINS (EMERALD)
                   COST (>NORM)))
8. Charlotte sees initials SV on the ring.
CON-SENT8 =
(SEE AGENT (HUMAN F-NAME (CHARLOTTE)
                   L-NAME()
                   GENDER (FEMALE))
       OBJECT (PRINTED-MATTER
                   TYPE (INITIALS F-INIT (S)
                                 L-INIT (V))
                   ON (RING REF (DEF))))
9. Charlotte feels that Charles killed Samantha.
CON-SENT9 =
(BELIEVE AGENT (HUMAN F-NAME (CHARLOTTE)
                        L-NAME()
                        GENDER (FEMALE))
        OBJECT (KILL AGENT (HUMAN F-NAME (CHARLES)
                                     L-NAME()
                                     GENDER (MALE))
                      OBJECT (HUMAN F-NAME (SAMANTHA)
```

L-NAME()

GENDER (FEMALE))))

Here is an example of sentence 3 whose frame instance contains some gaps, along with their bindings.

```
SENT3-GAPPED =
(THROW AGENT AG001
       OBJECT OBJ001
       INTO (CONTAINER SHAPE (CYLINDRICAL)
                       FOR (TRASH)
                        REF (DEF)
                        MANNER (SECRETLY))
       EXP-VIOL EXPV001
       LOC (HOME OWNER (HUMAN F-NAME (CHARLOTTE)
                                L-NAME()
                                GENDER (FEMALE))))
AG001 = (HUMAN F-NAME (CHARLES)
               L-NAME()
               GENDER (MALE))
OBJ001 = (PRINTED-MATTER TYPE (NEWSPAPER)
                        MATERIAL (PAPER)
                        INFO (STORY)
                        REF (INDEF))
EXPV001 = CON004
CON004 = (SEE AGENT AG002
             OBJECT OBJ002)
AG002 = CON005
CON005 = (HUMAN F-NAME (CHARLOTTE)
                L-NAME()
                GENDER (FEMALE))
OBJ002 = (HUMAN F-NAME (CHARLES)
                L-NAME()
                GENDER (MALE))
```

Notice that a gap can have an atom as it value, which can itself have an atom as its value.