

$\langle Rule \rangle$::= $\langle Name \rangle \text{'\texttt{:}' } \langle Atom \rangle$
$\langle Atom \rangle$::= $\langle Event \rangle$ $\langle State \rangle$
$\langle Event \rangle$::= $\langle Operator \rangle$ $\langle Role \rangle \text{'\texttt{becomes}' } \langle Status \rangle$
$\langle Operator \rangle$::= $\langle Precedes \rangle$ $\langle During \rangle$ $\langle Overlapping \rangle$ $\langle Occurs \rangle$ $\langle And \rangle$ $\langle Or \rangle$
$\langle Precedes \rangle$::= $\langle Event \rangle \langle PrecedesOperator \rangle \langle Event \rangle$
$\langle PrecedesOperator \rangle$::= $\text{'\texttt{precedes}' } [(\text{'\texttt{within}' } \langle Time \rangle) (\text{'\texttt{by}' } \langle Time \rangle)]$
$\langle During \rangle$::= $\langle Event \rangle \text{'\texttt{during}' } \langle State \rangle$
$\langle Overlapping \rangle$::= $\langle State \rangle \langle OverlappingOperator \rangle \langle State \rangle$
$\langle OverlappingOperator \rangle$::= $\text{'\texttt{overlapping}' } [(\text{'\texttt{winthin}' } \langle Time \rangle) (\text{'\texttt{for}' } \langle Time \rangle)]$
$\langle Occurs \rangle$::= $\langle Event \rangle \text{'\texttt{occurs while}' } \langle State \rangle$ $\langle State \rangle \text{'\texttt{occurs}' } [(\text{'\texttt{within}' } \text{'\texttt{for}' }) \langle Time \rangle] \text{'\texttt{while}' } \langle State \rangle$
$\langle And \rangle$::= $\langle Event \rangle \text{'\texttt{And}' } \langle Event \rangle [\langle And \rangle]$
$\langle Or \rangle$::= $\langle Event \rangle \text{'\texttt{Or}' } \langle Event \rangle [\langle Or \rangle]$
$\langle State \rangle$::= $\langle Role \rangle \text{'\texttt{is}' } \langle Status \rangle [(\text{'\texttt{less than}' } \langle Time \rangle) (\text{'\texttt{for least}' } \langle Time \rangle)]$
$\langle Role \rangle$::= $\langle Identifier \rangle [\text{'\texttt{('} } \langle Identifier \rangle \text{'\texttt{)'} }]$
$\langle Time \rangle$::= $\{ \text{'\texttt{0'..'9' } } \} \langle Time_unit \rangle$
$\langle Time_unit \rangle$::= $\text{'\texttt{second}' } [\text{'\texttt{s' } }]$ $\text{'\texttt{minute}' } [\text{'\texttt{s' } }]$ $\text{'\texttt{hour}' } [\text{'\texttt{s' } }]$
$\langle Status \rangle$::= $\{ \text{'\texttt{a'..'z' } } \text{'\texttt{0'..'9' } } \}$ $(\text{'\texttt{less than}' } \text{'\texttt{greater than}' }) \{ \text{'\texttt{0'..'9' } } \}$
$\langle Identifier \rangle$::= $(\text{'\texttt{a'..'z' } } \text{'\texttt{A'..'Z' } }) [\{ (\text{'\texttt{a'..'z' } } \text{'\texttt{A'..'Z' } } \text{'\texttt{_'} } \text{'\texttt{0'..'9' } }) \}]$