

$Init(On(A, Table) \wedge On(B, Table) \wedge On(C, A)$
 $\wedge Block(A) \wedge Block(B) \wedge Block(C) \wedge Clear(B) \wedge Clear(C) \wedge Clear(Table))$
 $Goal(On(A, B) \wedge On(B, C))$
 $Action(Move(b, x, y),$
 $\quad PRECOND: On(b, x) \wedge Clear(b) \wedge Clear(y) \wedge Block(b) \wedge Block(y) \wedge$
 $\quad (b \neq x) \wedge (b \neq y) \wedge (x \neq y),$
 $\quad EFFECT: On(b, y) \wedge Clear(x) \wedge \neg On(b, x) \wedge \neg Clear(y))$
 $Action(MoveToTable(b, x),$
 $\quad PRECOND: On(b, x) \wedge Clear(b) \wedge Block(b) \wedge Block(x),$
 $\quad EFFECT: On(b, Table) \wedge Clear(x) \wedge \neg On(b, x))$