

<i>bounded-event</i>		
AGENT	1	
PATIENT	2	
PROG	3	
	<i>state</i> PATIENT 2	
RESULT STATE		

3

<i>active-progression</i>		
	<i>activity</i>	
	AGENT	1
	PATIENT	2
	<i>change-of-state</i>	
	INITIAL STATE	<i>state</i> PATIENT 2
EFFECT		
	RESULT STATE	<i>state</i> PATIENT 2
	2 < 3	