

<i>bounded-event</i>		
ACTOR	x	
THEME	y	
PROG	[1]	
FINAL	<i>stage</i>	
	PAT	y
	COVER	max
	COLOR	green

[1]

<i>active-progression</i>		
ACT	<i>put-activity</i>	
	ACTOR	x
	THEME	paint
	DEST	y
EFFECT	<i>change</i>	
	INIT	<i>stage</i>
		PAT y
		COVER [2]
	FINAL	<i>stage</i>
		PAT y
		COVER [3]
[2] < [3]		