

# USAS Semantic Tagset

See <http://ucrel.lancs.ac.uk/usas/> for more details.

<b>A GENERAL &amp; ABSTRACT TERMS</b>		<b>I MONEY &amp; COMMERCE</b>		<b>S1.1.1</b> General	
A1	General	I1	Money generally	S1.1.2	Reciprocity
A1.1.1	General actions, making etc.	I1.1	Money: Affluence	S1.1.3	Participation
A1.1.2	Damaging and destroying	I1.2	Money: Debts	S1.1.4	Deserve etc.
A1.2	Suitability	I1.3	Money: Price	S1.2	Personality traits
A1.3	Caution	I2	Business	S1.2.1	Approachability and Friendliness
A1.4	Chance, luck	I2.1	Business: Generally	S1.2.2	Avarice
A1.5	Use	I2.2	Business: Selling	S1.2.3	Egoism
A1.5.1	Using	I3	Work and employment	S1.2.4	Politeness
A1.5.2	Usefulness	I3.1	Work and employment: Generally	S1.2.5	Toughness; strong/weak
A1.6	Physical/mental	I3.2	Work and employment: Professionalism	S1.2.6	Sensible
A1.7	Constraint	I4	Industry	S2	People
A1.8	Inclusion/Exclusion	<b>K ENTERTAINMENT, SPORTS &amp; GAMES</b>		S2.1	People: Female
A1.9	Avoiding	K1	Entertainment generally	S2.2	People: Male
A2	Affect	K2	Music and related activities	S3	Relationship
A2.1	Affect: Modify, change	K3	Recorded sound etc.	S3.1	Relationship: General
A2.2	Affect: Cause/Connected	K4	Drama, the theatre & show business	S3.2	Relationship: Intimate/sexual
A3	Being	K5	Sports and games generally	S4	Kin
A4	Classification	K5.1	Sports	S5	Groups and affiliation
A4.1	Generally kinds, groups, examples	K5.2	Games	S6	Obligation and necessity
A4.2	Particular/general; detail	K6	Children's games and toys	S7	Power relationship
A5	Evaluation	<b>L LIFE &amp; LIVING THINGS</b>		S7.1	Power, organizing
A5.1	Evaluation: Good/bad	L1	Life and living things	S7.2	Respect
A5.2	Evaluation: True/false	L2	Living creatures generally	S7.3	Competition
A5.3	Evaluation: Accuracy	L3	Plants	S7.4	Permission
A5.4	Evaluation: Authenticity	<b>M MOVEMENT, LOCATION, TRAVEL &amp; TRANSPORT</b>		S8	Helping/hindering
A6	Comparing	M1	Moving, coming and going	S9	Religion and the supernatural
A6.1	Comparing: Similar/different	M2	Putting, taking, pulling, pushing, transporting &c.	<b>T TIME</b>	
A6.2	Comparing: Usual/unusual	M3	Movement/transportation: land	T1	Time
A6.3	Comparing: Variety	M4	Movement/transportation: water	T1.1	Time: General
A7	Definite (+ modals)	M5	Movement/transportation: air	T1.1.1	Time: General: Past
A8	Seem	M6	Location and direction	T1.1.2	Time: General: Present; simultaneous
A9	Getting and giving; possession	M7	Places	T1.1.3	Time: General: Future
A10	Open/closed; Hiding/Hidden; Finding; Showing	M8	Remaining/stationary	T1.2	Time: Momentary
A11	Importance	<b>N NUMBERS &amp; MEASUREMENT</b>		T1.3	Time: Period
A11.1	Importance: Important	N1	Numbers	T2	Time: Beginning and ending
A11.2	Importance: Noticeability	N2	Mathematics	T3	Time: Old, new and young; age
A12	Easy/difficult	N3	Measurement	T4	Time: Early/late
A13	Degree	N3.1	Measurement: General	<b>W THE WORLD &amp; OUR ENVIRONMENT</b>	
A13.1	Degree: Non-specific	N3.2	Measurement: Size	W1	The universe
A13.2	Degree: Maximizers	N3.3	Measurement: Distance	W2	Light
A13.3	Degree: Boosters	N3.4	Measurement: Volume	W3	Geographical terms
A13.4	Degree: Approximators	N3.5	Measurement: Weight	W4	Weather
A13.5	Degree: Compromisers	N3.6	Measurement: Area	W5	Green issues
A13.6	Degree: Diminishers	N3.7	Measurement: Length & height	<b>X PSYCHOLOGICAL ACTIONS, STATES &amp; PROCESSES</b>	
A13.7	Degree: Minimizers	N3.8	Measurement: Speed	X1	General
A14	Exclusivizers/particularizers	N4	Linear order	X2	Mental actions and processes
A15	Safety/Danger	N5	Quantities	X2.1	Thought, belief
<b>B THE BODY &amp; THE INDIVIDUAL</b>		N5.1	Entirety; maximum	X2.2	Knowledge
B1	Anatomy and physiology	N5.2	Exceeding; waste	X2.3	Learn
B2	Health and disease	N6	Frequency etc.	X2.4	Investigate, examine, test, search
B3	Medicines and medical treatment	<b>O SUBSTANCES, MATERIALS, OBJECTS &amp; EQUIPMENT</b>		X2.5	Understand
B4	Cleaning and personal care	O1	Substances and materials generally	X2.6	Expect
B5	Clothes and personal belongings	O1.1	Substances and materials generally: Solid	X3	Sensory
<b>C ARTS &amp; CRAFTS</b>		O1.2	Substances and materials generally: Liquid	X3.1	Sensory: Taste
C1	Arts and crafts	O1.3	Substances and materials generally: Gas	X3.2	Sensory: Sound
<b>E EMOTIONAL ACTIONS, STATES &amp; PROCESSES</b>		O2	Objects generally	X3.3	Sensory: Touch
E1	General	O3	Electricity and electrical equipment	X3.4	Sensory: Sight
E2	Liking	O4	Physical attributes	X3.5	Sensory: Smell
E3	Calm/Violent/Angry	O4.1	General appearance and physical properties	X4	Mental object
E4	Happy/sad	O4.2	Judgement of appearance (pretty etc.)	X4.1	Mental object: Conceptual object
E4.1	Happy/sad: Happy	O4.3	Colour and colour patterns	X4.2	Mental object: Means, method
E4.2	Happy/sad: Contentment	O4.4	Shape	X5	Attention
E5	Fear/bravery/shock	O4.5	Texture	X5.1	Attention
E6	Worry, concern, confident	O4.6	Temperature	X5.2	Interest/boredom/excited/energetic
<b>F FOOD &amp; FARMING</b>		<b>P EDUCATION</b>		X6	Deciding
F1	Food	P1	Education in general	X7	Wanting; planning; choosing
F2	Drinks	<b>Q LINGUISTIC ACTIONS, STATES &amp; PROCESSES</b>		X8	Trying
F3	Cigarettes and drugs	Q1	Communication	X9	Ability
F4	Farming & Horticulture	Q1.1	Communication in general	X9.1	Ability: Ability, intelligence
<b>G GOVT. &amp; THE PUBLIC DOMAIN</b>		Q1.2	Paper documents and writing	X9.2	Ability: Success and failure
G1	Government, Politics & elections	Q1.3	Telecommunications	<b>Y SCIENCE &amp; TECHNOLOGY</b>	
G1.1	Government etc.	Q2	Speech acts	Y1	Science and technology in general
G1.2	Politics	Q2.1	Speech etc: Communicative	Y2	Information technology and computing
G2	Crime, law and order	Q2.2	Speech acts	<b>Z NAMES &amp; GRAMMATICAL WORDS</b>	
G2.1	Crime, law and order: Law & order	Q3	Language, speech and grammar	Z0	Unmatched proper noun
G2.2	General ethics	Q4	The Media	Z1	Personal names
G3	Warfare, defence and the army; Weapons	Q4.1	The Media: Books	Z2	Geographical names
<b>H ARCHITECTURE, BUILDINGS, HOUSES &amp; THE HOME</b>		Q4.2	The Media: Newspapers etc.	Z3	Other proper names
H1	Architecture, kinds of houses & buildings	Q4.3	The Media: TV, Radio & Cinema	Z4	Discourse Bin
H2	Parts of buildings	<b>S SOCIAL ACTIONS, STATES &amp; PROCESSES</b>		Z5	Grammatical bin
H3	Areas around or near houses	S1	Social actions, states & processes	Z6	Negative
H4	Residence	S1.1	Social actions, states & processes	Z7	If
H5	Furniture and household fittings			Z8	Pronouns etc.
				Z9	Trash can
				Z99	Unmatched