

A1 General And Abstract Terms  
 A1.1.1 General actions / making  
 A1.1.1- Inaction  
 A1.1.2 Damaging and destroying  
 A1.1.2- Fixing and mending  
 A1.2 Suitability  
 A1.2+ Suitable  
 A1.2- Unsuitable  
 A1.3 Caution  
 A1.3+ Cautious  
 A1.3- No caution  
 A1.4 Chance, luck  
 A1.4+ Lucky  
 A1.4- Unlucky  
 A1.5 Use  
 A1.5.1 Usage  
 A1.5.1+ Used  
 A1.5.1- Unused  
 A1.5.2 Usefulness  
 A1.5.2+ Useful  
 A1.5.2- Useless  
 A1.6 Concrete/Abstract  
 A1.7+ Constraint  
 A1.7- No constraint  
 A1.8+ Inclusion  
 A1.8- Exclusion  
 A1.9 Avoiding  
 A1.9- Unavoidable  
 A12+ Simple  
 A2 Affect  
 A2.1 Modify, change  
 A2.1+ Change  
 A2.1- No change  
 A2.2 Cause and Effect/Connection  
 A2.2+ Cause/Effect/Connected  
 A2.2- Unconnected  
 A3 Being  
 A3+ Existing  
 A3- Non-existing  
 A4 Classification  
 A4.1 Generally kinds, groups, examples  
 A4.1- Unclassified  
 A4.2 Particular/general; detail  
 A4.2+ Detailed  
 A4.2- General  
 A5 Evaluation  
 A5.1 Evaluation: Good/bad  
 A5.1+ Evaluation: Good  
 A5.1- Evaluation: Bad  
 A5.2 Evaluation: True/false

A5.2+ Evaluation: True  
 A5.2- Evaluation: False  
 A5.3 Evaluation: Accuracy  
 A5.3+ Evaluation: Accurate  
 A5.3- Evaluation: Inaccurate  
 A5.4 Evaluation: Authenticity  
 A5.4+ Evaluation: Authentic  
 A5.4- Evaluation: Unauthentic  
 A6 Comparing  
 A6.1 Comparing: Similar/different  
 A6.1+ Comparing: Similar  
 A6.1- Comparing: Different  
 A6.2 Comparing: Usual/unusual  
 A6.2+ Comparing: Usual  
 A6.2- Comparing: Unusual  
 A6.3 Comparing: Variety  
 A6.3+ Comparing: Varied  
 A6.3- Comparing: Unvaried  
 A7 Probability  
 A7+ Likely  
 A7- Unlikely  
 A8 Seem  
 A9 Getting and giving; possession  
 A9+ Getting and possession  
 A9- Giving  
 A10 Open/closed; Hiding/Hidden; Finding; Showing  
 A10+ Open; Finding; Showing  
 A10- Closed; Hiding/Hidden  
 A11 Importance  
 A11.1 Importance  
 A11.1+ Important  
 A11.1- Unimportant  
 A11.2 Noticeability  
 A11.2+ Noticeable  
 A11.2- Unnoticeable  
 A12 Easy/difficult  
 A12+ Easy  
 A12- Difficult  
 A13 Degree  
 A13.1 Degree: Non-specific  
 A13.2 Degree: Maximizers  
 A13.3 Degree: Boosters  
 A13.4 Degree: Approximators  
 A13.5 Degree: Compromisers  
 A13.6 Degree: Diminishers  
 A13.7 Degree: Minimizers  
 A14 Exclusivizers/particularizers  
 A15 Safety/Danger  
 A15+ Safe  
 A15- Danger

B1	Anatomy and physiology	G3	Warfare, defence and the army; weapons
B2	Health and disease	G3-	Anti-war
B2+	Healthy	H1	Architecture, houses and buildings
B2-	Disease	H2	Parts of buildings
B3	Medicines and medical treatment	H3	Areas around or near houses
B3-	Without medical treatment	H4	Residence
B4	Cleaning and personal care	H4-	Non-resident
B4+	Clean	H5	Furniture and household fittings
B4-	Dirty	H5-	Unfurnished
B5	Clothes and personal belongings	I1	Money generally
B5-	Without clothes	I1.1	Money and pay
C1	Arts and crafts	I1.1+	Money: Affluence
E1	Emotional Actions, States And Processes General	I1.1-	Money: Lack
E1+	Emotional	I1.2	Money: Debts
E1-	Unemotional	I1.2+	Spending and money loss
E2	Liking	I1.2-	Debt-free
E2+	Like	I1.3	Money: Cost and price
E2-	Dislike	I1.3+	Expensive
E3	Calm/Violent/Angry	I1.3-	Cheap
E3+	Calm	I1.4	Money: Value
E3-	Violent/Angry	I2	Business
E4	Happiness and Contentment	I2.1	Business: Generally
E4.1	Happy/sad	I2.1-	Non-commercial
E4.1+	Happy	I2.2	Business: Selling
E4.1-	Sad	I3	Work and employment
E4.2	Contentment	I3.1	Work and employment: Generally
E4.2+	Content	I3.1-	Unemployed
E4.2-	Discontent	I3.2	Work and employment: Professionalism
E5	Bravery and Fear	I3.2+	Professional
E5+	Bravery	I3.2-	Unprofessional
E5-	Fear/shock	I4	Industry
E6	Worry and confidence	I4-	No industry
E6+	Confident	K1	Entertainment generally
E6-	Worry	K2	Music and related activities
F1	Food	K3	Recorded sound
F1+	Abundance of food	K4	Drama, the theatre and show business
F1-	Lack of food	K5	Sports and games generally
F2	Drinks and alcohol	K5.1	Sports
F2+	Excessive drinking	K5.2	Games
F2-	Not drinking	K6	Children's games and toys
F3	Smoking and non-medical drugs	L1	Life and living things
F3+	Smoking and drugs abuse	L1+	Alive
F3-	Non-smoking / no use of drugs	L1-	Dead
F4	Farming and Horticulture	L2	Living creatures: animals, birds, etc.
F4-	Uncultivated	L2-	No living creatures
G1	Government and Politics	L3	Plants
G1.1	Government	L3-	No plants
G1.1-	Non-governmental	M1	Moving, coming and going
G1.2	Politics	M2	Putting, pulling, pushing, transporting
G1.2-	Non-political	M3	Vehicles and transport on land
G2	Crime, law and order	M4	Sailing, swimming, etc.
G2.1	Law and order	M4-	Non-swimming
G2.1+	Lawful	M5	Flying and aircraft
G2.1-	Crime	M6	Location and direction
G2.2	General ethics	M7	Places
G2.2+	Ethical	M8	Stationary
G2.2-	Unethical	N1	Numbers

N2	Mathematics	Q1	Linguistic Actions, States And Processes; Communication
N3	Measurement	Q1.1	Linguistic Actions, States And Processes; Communication
N3.1	Measurement: General	Q1.2	Paper documents and writing
N3.2	Measurement: Size	Q1.2-	Unwritten
N3.2+	Size: Big	Q1.3	Telecommunications
N3.2-	Size: Small	Q2	Speech
N3.3	Measurement: Distance	Q2.1	Speech: Communicative
N3.3+	Distance: Far	Q2.1+	Speech: Talkative
N3.3-	Distance: Near	Q2.1-	Speech: Not communicating
N3.4	Measurement: Volume	Q2.2	Speech acts
N3.4+	Volume: Inflated	Q2.2-	Speech acts: Not speaking
N3.4-	Volume: Compressed	Q3	Language, speech and grammar
N3.5	Measurement: Weight	Q3-	Non-verbal
N3.5+	Weight: Heavy	Q4	The Media
N3.5-	Weight: Light	Q4.1	Documentation
N3.6	Measurement: Area	Q4.2	The Media: Newspapers etc.
N3.6+	Spacious	Q4.3	The Media: TV, Radio and Cinema
N3.7	Measurement: Length and height	Q4.4	The Media: Social Media
N3.7+	Long, tall and wide	Q4.4.1	The Media: Social Media Hashtags
N3.7-	Short and narrow	Q4.4.2	The Media: Social Media Mentions
N3.8	Measurement: Speed	S1	Social Actions, States And Processes
N3.8+	Speed: Fast	S1.1	Social Actions, States And Processes
N3.8-	Speed: Slow	S1.1.1	Social Actions, States And Processes
N4	Linear order	S1.1.2	Reciprocity
N4-	Nonlinear	S1.1.2+	Reciprocal
N5	Quantities	S1.1.2-	Unilateral
N5+	Quantities: many/much	S1.1.3	Participation
N5-	Quantities: little	S1.1.3+	Participating
N5.1	Entirety; maximum	S1.1.3-	Non-participating
N5.1+	Entire; maximum	S1.1.4	Deserve
N5.1-	Part	S1.1.4+	Deserving
N5.2	Exceeding	S1.1.4-	Undeserving
N5.2+	Exceed; waste	S1.2	Personality traits
N6	Frequency	S1.2.1	Approachability and Friendliness
N6+	Frequent	S1.2.1+	Informal/Friendly
N6-	Infrequent	S1.2.1-	Formal/Unfriendly
O1	Substances and materials generally	S1.2.2	Avarice
O1.1	Substances and materials: Solid	S1.2.2+	Greedy
O1.2	Substances and materials: Liquid	S1.2.2-	Generous
O1.2-	Dry	S1.2.3	Egoism
O1.3	Substances and materials: Gas	S1.2.3+	Selfish
O1.3-	Gasless	S1.2.3-	Unselfish
O2	Objects generally	S1.2.4	Politeness
O3	Electricity and electrical equipment	S1.2.4+	Polite
O4	Physical attributes	S1.2.4-	Impolite
O4.1	General appearance and physical properties	S1.2.5	Toughness; strong/weak
O4.2	Judgement of appearance	S1.2.5+	Tough/strong
O4.2+	Judgement of appearance: Beautiful	S1.2.5-	Weak
O4.2-	Judgement of appearance: Ugly	S1.2.6	Common sense
O4.3	Colour and colour patterns	S1.2.6+	Sensible
O4.4	Shape	S1.2.6-	Foolish
O4.5	Texture	S2	People
O4.6	Temperature	S2-	No people
O4.6+	Temperature: Hot / on fire	S2.1	People: Female
O4.6-	Temperature: Cold	S2.1-	Not feminine
P1	Education in general		
P1-	Not educated		

S2.2	People: Male	W5	Green issues
S3	Relationship	X1	Psychological Actions, States And Processes
S3.1	Personal relationship: General	X2	Mental actions and processes
S3.1-	No personal relationship	X2.1	Thought, belief
S3.2	Relationship: Intimacy and sex	X2.1-	Without thinking
S3.2+	Relationship: Sexual	X2.2	Knowledge
S3.2-	Relationship: Asexual	X2.2+	Knowledgeable
S4	Kin	X2.2-	No knowledge
S4-	No kin	X2.3	Learn
S5	Groups and affiliation	X2.3+	Learning
S5+	Belonging to a group	X2.4	Investigate, examine, test, search
S5-	Not part of a group	X2.4+	Double-check
S6	Obligation and necessity	X2.4-	Not examined
S6+	Strong obligation or necessity	X2.5	Understand
S6-	No obligation or necessity	X2.5+	Understanding
S7	Power relationship	X2.5-	Not understanding
S7.1	Power, organizing	X2.6	Expect
S7.1+	In power	X2.6+	Expected
S7.1-	No power	X2.6-	Unexpected
S7.2	Respect	X3	Sensory
S7.2+	Respected	X3.1	Sensory: Taste
S7.2-	No respect	X3.1+	Tasty
S7.3	Competition	X3.1-	Not tasty
S7.3+	Competitive	X3.2	Sensory: Sound
S7.3-	No competition	X3.2+	Sound: Loud
S7.4	Permission	X3.2-	Sound: Quiet
S7.4+	Allowed	X3.3	Sensory: Touch
S7.4-	Not allowed	X3.4	Sensory: Sight
S8	Helping/hindering	X3.4+	Seen
S8+	Help	X3.4-	Unseen
S8-	Hindering	X3.5	Sensory: Smell
S9	Religion and the supernatural	X3.5-	No smell
S9-	Non-religious	X4	Mental object
T1	Time	X4.1	Mental object: Conceptual object
T1.1	Time: General	X4.1-	Themeless
T1.1.1	Time: Past	X4.2	Mental object: Means, method
T1.1.2	Time: Present; simultaneous	X5	Attention
T1.1.2-	Time: Asynchronous	X5.1	Attention
T1.1.3	Time: Future	X5.1+	Attentive
T1.2	Time: Momentary	X5.1-	Inattentive
T1.3	Time: Period	X5.2	Interest/boredom/excited/energetic
T1.3+	Time period: long	X5.2+	Interested/excited/energetic
T1.3-	Time period: short	X5.2-	Uninterested/bored/unenergetic
T2	Time: Beginning and ending	X6	Deciding
T2+	Beginning	X6+	Decided
T2-	Time: Ending	X6-	Undecided
T3	Time: Old, new and young; age	X7	Wanting; planning; choosing
T3+	Time: Old; grown-up	X7+	Wanted
T3-	Time: New and young	X7-	Unwanted
T4	Time: Early/late	X8	Trying
T4+	Time: Early	X8+	Trying hard
T4-	Time: Late	X8-	Not trying
W1	The universe	X9	Ability
W2	Light	X9.1	Ability and intelligence
W2-	Darkness	X9.1+	Able/intelligent
W3	Geographical terms	X9.1-	Inability/unintelligence
W4	Weather	X9.2	Success and failure

X9.2+ Success  
X9.2- Failure  
Y1 Science and technology in general  
Y1- Anti-scientific  
Y2 Information technology and computing  
Y2- Low-tech  
Z0 Unmatched proper noun  
Z1 Personal names  
Z2 Geographical names  
Z3 Other proper names  
Z4 Discourse Bin  
Z4.1 Swearing  
Z5 Grammatical bin  
Z6 Negative  
Z7 If  
Z7- Unconditional  
Z8 Pronouns  
Z9 Trash can  
Z99 Unmatched