

USAS Semantic Tagset

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

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