

# Verbal Prototypes

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\_adv with adverbial complement  
 \_adj with adjective complement  
 \_itr intransitive, without valency-bound complement  
 \_n with noun complement  
 \_oa with object-related adverbial (admit\_oa)  
 \_oc with object-related complement (declare\_oc open)  
 \_obj with a direct object  
 \_quant with quantitative/extension complement (fall\_quant = decrease)  
 \_sa with subject-related adverbial complement  
 \_sc with subject-related nominal complement  
 \_tr transitive, = \_obj

±C ±Control  
 ±O ±Object  
 ±S ±Self/Subject

If possible, a word should always be classed only in the most precise category possible. Membership in hypernym classes is implicit and should not be specified. Non-hypernym overlaps can be handled with [...] entries in the secondary category (e.g. barbere in "body\_care", and as [...] in "wipe\_instr").

.[0-9] in the numbering system means semantic subclasses. Where convenient, these follow "operationable" syntactic distinctions as well, but this is - unlike VerbNet's hyphen-numbered classes - not a systematical separate issue.

Classes cover also "not"-cases, e.g. 'tie\_stille' is read as 'not talk' and classified as belonging to the <talk> prototype.

## Classes 1-7: Auxiliaries and simple construction verbs

VerbNet class	comments	semantic roles	examples
1.1: be_copula <vbe-nom>	incl. former, cp. 47.1.1.1:exist	TH ATR	appear_sc be mean (gloss) represent seem <b>DK</b> : befinde_sig (ATTR) betyde (glosse) danne forestille føle_sig have_det stå_til udgøre tegne_adv
1.2: be_place € <vbe-loc>	cp 47.1.1.1:exist, cp. 47.6:spatial configuration, 46.1:lodge, 47.1.1:persist, 5.4:contain_have	TH LOC	be_situated lie <b>DK</b> : befinde_sig (LOC) beligge ligge_sa
1.3: consist € <vhave>	consist of parts or material, cp. 5.2:have_part	HOL PART/MAT	consist_of <b>DK</b> : bestå_af konstituere udgøre
1.4: be_name <vbe-nom>	Name identity	TH ID	go_by_the_name_of <b>DK</b> : hedde
1.5: be_part <vpart>	cp. 22.2.1:integrate, cp. 100.2:belong_to for possession	PART HOL	belong_to (whole) pertain <b>DK</b> : falde_under høre_med indgå_i sortere_under
1.6: be_like <vequal>	incl. former 109:seem	TH ATR	be_like resemble seem <b>DK</b> : forekomme fremstå ligne minde_om synes_af
1.7.1: be_attribute € <vfeature>	integrated subject complement, no complement	TH	be_proper tower <b>DK</b> : anstå_sig betale_sig egne_sig gå_an høre_sig_til prange være_til_at
1.7.2: be_valid	integrated truth value or validity, no	SOA/TH	look_like <b>DK</b> : gælde ikrafttræde

€ <vfeature>	complement		lade_til løbe_ud se_ud som passe stemme træde_i kraft
1.8.1: abound € <vquant>	be_quantity_positive, no complement, cp. 54.1.2:measure_itr	TH	abound suffice <b>DK</b> : flyde_over løbe_over række_itr slå_til toppe være_nok
1.8.2: lack_itr € <vquant>	be_quantity_negative	TH LOC	lack miss <b>DK</b> : bunde_itr knibe_med mangle_itr
2.1: become € <vbecome>	become + N/ADJ, cp. 45.4.1:alter for transitive change and 26.6.1:turn_into & 26.6.2:convert	PAT RES	become end_up <b>DK</b> : arte_sig blive ende_som falde_ud forvandle_sig_til udarte_til
2.2: become_attribute € <vbecome>	become + ADJ	TH ATR-RES	turn turn_out end_up <b>DK</b> : blive_adj arte_sig falde_ud
2.3: become_be € <vappear>	no complement, cp. 47:exist, cp. 48.1.1 for appearing in a place	PAT	come_about <b>DK</b> : blive_til danne_sig genopstå opstå
2.4: become_part € <venter>	cp. transitive 22.2.4.2:register	AG-PART HOL	register_in join <b>DK</b> : melde_sig_ind_i påmønstre slutte_sig_til søge_ind_i
2.5: get_part € <vget>	cp. 22.2.4.2:register	AG-HOL PART	(org) accept admit incorporate <b>DK</b> : inkorporere optage
3.0: do € <vact>	umbrella category for Doing	AG ACT CAU	do react <b>DK</b> : begå gentage gå_til gøre lave pleje reagere varetage tage_sig_af være_i færd_med
3.1.1: work <vwork>	work with TP, cp. 73.1:cooperate	AG TP	work <b>DK</b> : arbejde beskæftige_sig bøvle knokle mosle praktisere slide_itr udøve
3.1.2: work_as € <vrole>	cp. 29.8:role_sc with verb- incorporated ATR	AG ROLE	work_as <b>DK</b> : ernære_sig_som fungere_som
3.1.3: work_for € <vwork>	work for FIN, cp. 61:try_to, 62:plan, 72.1:help	AG FIN	endeavor strive support <b>DK</b> : beflitte_sig_på_at bestræbe_sig_på
3.2: function <function>	work (machine), no complement	AG	function work run <b>DK</b> : fungere_itr, køre_adv være_i_gang
3.3: do_leisure ~ <vcelebrate>	leisure action and celebration, cp. 104:spend_time for leisure_period	AG INS CAU	celebrate play fool_around <b>DK</b> : fejre feste festligholde hygge raste dase dovne
3.4: take_action ~ <vintrude>	Interfering with TP, encroaching	AG TP CAU	interfere take_measures intervenere pre-empt <b>DK</b> : blande_sig foregribe handle intervenere sætte_ind stå_frem
3.5: resist € <vfight>	cp 36.4.1: fight, 77.2:reject	AG EV/ACT/TH	resist <b>DK</b> : holde_stand modarbejde modgå modvirke modsætte_sig stå_imod
3.6: train € <vact>	cp. cognitive 26.8:rehearse	AG/CAU AG INS	exercise train work_out <b>DK</b> : eksercere træne
5.0: have € <vhave>	= have_relate, default, unspecified relation, cp. 100:own	TH TH	have <b>DK</b> : have
5.1: have_attr € <vhave>	Feature_having, Feature characterizing s.th.	TH ATR <f> LOC	stand_out <b>DK</b> : udvise kendetegne udmærke udmærke_sig
5.2: have_part € <vinclude>	cp 54.3:contain_quant (Containing quantitative)	HOL PART	contain have include <b>DK</b> : indbefatte have
5.3: lack € <vlack>	not having, cp. active unhaving: 10.6:rid, 10.8:debone, :discard	TH TH (evt. HOL PART)	lack <b>DK</b> : mangle trænge trænge_til undvære
5.4: contain_have € <vhave>	have s.th. inside, cp. 54.3:contain_quant	LOC TH	contain house <b>DK</b> : huse indeholde rumme
6: must € <vmeta>	Obligation and not_having_to	BEN ACT	must need_to ought_to <b>DK</b> : behøve påhvile slippe_for
7: can € <vmeta>	Possibility/Capability	COG/AG ACT	be_capable_of <b>DK</b> : beherske bemestre kunne evne magte være_til_at ?være_ude_af_stand

## Class 9: Putting

VerbNet class	comments	semantic roles	examples
9.1.1: put € <vput>	Positioning, Placing	AG TH DES	insert? place put <b>DK</b> : fejlplacere indsætte isætte placere plante putte udplante
9.1.2: put_deposit € <vput>	Depositing, sedimenting, cp. quantitative 9.7.2:heap	AG TH DES	bury deposit <b>DK</b> : begrave bisætte grave_ned gravlægge
9.2: put_spatial € <vorient>	Placing_oriented	AG TH DES	lay <b>DK</b> : kantstille lægge opklodse stille sætte
9.3: funnel € <vput>	Placing_by_affecting or affecting by placing, thus a TH that is almost a PAT, cp. 46.5:permeate	AG TH DES	filter funnel siphon *pump soak_tr <b>DK</b> : filtrere iblødsætte neddyppe pumpe si
9.4.1: raise <vraise>	move_up_obj, cp self-involuntary 51.1.2:rise, cp. qual. with change 45.6.1.1:increase	AG TH EXT	elevate lift raise <b>DK</b> : hæve løfte
9.4.2*: lower <vlower>	move_down_obj, cp. self-involuntary 51.1.3:fall, cp. qual. with change 45.6.1.2:decrease	AG TH EXT	drop_tr (thing) lower sink_tr <b>DK</b> : aflægge? nedkaste sænke
9.5.1: flow € <vflow>	Flowing	TH ORI DES LOC	drip flow stream trickle <b>DK</b> : dryppe_itr flyde rinde_itr strømme
9.5.2: pour € <vflow>	Pouring (make flow)	AG TH ORI DES	pour <b>DK</b> : dryppe_tr hælde opøse øse
9.5.3*: spread <vspread>	Spreading or distributing, itr and tr, cp. 13.1.1:give with recipient, cp. 23.1.2:divide with focus on partition	AG TH LOC/DES/REC	distribute spread (over/to) <b>DK</b> : decentralisere fordele husstandsomdele internationalisere? metastasere omdele omfordele rundkaste sprede (over/til) uddele
9.6.1: coil € <vshape>	Shape-closing: Twisting, coiling, folding, cp. general 26.5.1:shape	AG PAT DES	coil fold roll_up spin twine wind <b>DK</b> : folde folde_sammen kruse? krænge krænge_ud krølle (cp. krølle_sammen) plissere rulle_sammen sammenklappe sammenrulle smøge_op snøre_sammen? vikle
9.6.2: uncoil € <vshape>	Shape-opening: Straightening, uncoiling, unfolding	AG PAT ORI	smooth straighten unwind <b>DK</b> : brede_ud folde_op folde_ud glatte_ud? haspe_af rette_ud smøge_ned spole_af udglatte udrette (form) vikle_op
9.7.1: spray € <vcoat>	Spraying without changing, cp. 9.8:spray	AG DES TH	plaster_with sow shower spray <b>DK</b> : overdænge spraye sprøjte så tilså
9.7.2: heap € <vput>	Piling onto or into a destination (also a few itr), quantitative putting, focus on the object(s), cp. 9.8.3:fill for destination/containing-focus, cp 15.2:keep for storing_in and 9.1.2:put_deposit	AG TH DES	cram heap pile stack <b>DK</b> : fyge_til ophobe proppe_i sammenstuve stable stuve stuve_ind_i
9.8.1: cover_ize* € <vcoat>	Covering with affecting (of more than surface colour & shine), -ization, also used for 'på-' verbs with TH as object and ellipsed PAT; cp. 9.8.5:cover, 24:colouring	AG PAT TH	irradiate pollinate <b>DK</b> : balsamere bestråle bestøve forzinke galvanisere gøde indfede indramme? påsmøre rustbeskytte smøre smøre_ind_i undervognsbehandle
9.8.2: pollute* € <vcoat>	Staining, polluting, infecting, cp. 10.4.4:wash	AG PAT TH	infect inflame pollute stain dirty <b>DK</b> : armere befænge forurene fedte_til inflammere kontaminere mudre_til plumre smitte? snavse_til svine_til

			tilryge tilsmudse
9.8.3*: fill <vfill>	Filling, ANT 10.3:empty	AG/TH PAT/DES CONT	fill jam pack fill_up load <b>DK</b> : fylde lade_op oplade overfylde proppe_med tilstoppe udfylde
9.8.4*: uncover_ize € <vsrape>	subgroup of 45.4.1:alter AG PAT, in Danish with "af...isere", cp. 10.4.1:wipe, cp. 9.8.6:uncover	AG PAT/ORI TH	defrost scrape_off <b>DK</b> : afise afvaske afskrabe blotlægge rense_for
9.8.5*: cover <vcover>	Covering or wrapping without affecting, cp. 9.8.1:cover_ize	AG DES/TH TH	cover wrap envelope package <b>DK</b> : dække_til emballere forpakke hylle_ind indhulle indpakke indvikle pakke_ind tildække
9.8.6*: uncover <vuncover>	without affecting, cp. uncover_ize	AG ORI/TH	uncover unveil unwrap <b>DK</b> : afdække afsløre blotte pakke_ud
9.9: adorn <vembellish>	Adorning	AG DES TH	adorn embellish <b>DK</b> : dekorere pynte udsmykke ådre
9.10.1: confine ~ € <venter>	Cause_confinement, cp 92:institutionalize	AG TH LOC	bottle confine pocket <b>DK</b> : aflukke bure_inde indelukke indeklemme indestænge kuvertere pakke_ned
9.10.2: park* € <vput>	special case of 9.10.1	AG TH LOC	*park *garage *hangar <b>DK</b> : parkere

## Class 10: Removing

VerbNet class	comments	semantic roles	examples
10.1.1: remove € <vremove>	Removing, mostly removing from, cp. 106:void	AG TH ORI	abolish *alienate cull *cut_off delete ?discharge dismiss eject eliminate eradicate extirpate extract overthrow reap remove uproot <b>DK</b> : afbrække afskære afsnøre ekstrahere eliminere fjerne ruppe omstyrte slette slå_af sætte_af styrte_tr
10.1.2: exclude <vexclude>	Keeping out (of whole), cp. rule-focused 22.2.5	AG PART HOL	exclude isolate? ostracize <b>DK</b> : bortse_fra ekskludere isolere? udelukke
10.1.3*: come_off € <vsplit>	Coming_off, cp. agentive 51.2:leave, obj 10.1.1:remove	PART HOL	come_off fall_off <b>DK</b> : falde_af gå_af udgå_af?
10.2: banish € <vremove>	Removing_to, especially <H>	AG TH ORI DES	banish deport ?evacuate disqualify expel *evict exile <b>DK</b> : bortvise diskvalificere hjemsende landsforvise støde_bort udvise (person) vise_bort
10.3: empty <vempty>	Emptying an ORI for a TH, cp. 10.6.1:rid for non-content things	AG ORI TH (empty PAT)	clear clean drain empty evacuate <b>DK</b> : dræne evakuere rømme tappe tømme udhule udmalke
10.4.1: wipe* € <vsrape>	Wiping TH off ORI, cp 20.1:touch for rubbing without removing, PAT if focus on the cleaned part not the removed part, cp. 9.8.4:uncover_ize, should not contain more specific words from 10.4.4:clean, 41.1:body_care, 41.2:comb	AG TH ORI/PAT INS	brush polish sandpaper scrape swab wipe <b>DK</b> : afhøvle afslibe børste file feje høvle kratte polere (& colouring) radere raspe sandblæse skrabe skrubbe skure slibe tørre (bordet) tørre_op viske [barbere rede (hår) støvsuge]
10.4.4*: clean <vclean>	Cleaning and washing, cp. 26.10:process, overlap with less specific 9.8.4:uncover_ize, 10.4.1:wipe_off, overlap with more specific 41.1:body_care	AG PAT/ORI TH	*clean filter Hoover wash <b>DK</b> : feje filtrere maskinvask opvaske rengøre rede (seng) rense rydde_op skylle spule rengøre rense renske støvsuge vaske
10.4.5*: suck € <vremove>	both technical and bodily (cp. 39.1.2:drink)	AG TH ORI	suck aspirate <b>DK</b> : aspirere indsuge opsuge suge
10.5: steal	Taking with force or illicitly	AG/REC TH ORI/DON	abduct embezzle exploit (sb) kidnap

€ <vtake>	(anonymous victim), cp. 10.6.2:cheat with focus on the victim	BEN	snatch steal <b>DK</b> : bortføre bortrive kidnappe nasse røve snutpe stjele udbytte
10.6.1: rid* € <vfree>	Ridding, make_not_have, cp. 10.11.2:renounce, :17.3:discard, 9.8.4:uncover_ize, 10.4.4:clean (special case of ridding), cp. 10.3:empty with focus on content	AG ORI/DON/PAT TH	?cure_of debone deflea deforest defuzz disarm eviscerate relieve strip <b>DK</b> : afgifte afkalke afloppe afluse afvæbne ekspropriere frigøre lette_for røve? ribbe strippe_for udbene udkerne
10.6.2: cheat € <vcheat>	Cheating and Ridding_illicitly (focus on victim of theft), cp. 10.5:steal (anonymous)	AG ORI/DON/BEN TH (FIN)	burgle cheat con manipulate plunder swindle <b>DK</b> : bedrage bondefange fifle_med forlede manipulere snyde tage_ved_næsen vildlede
10.6.3: exonerate* € <vfree>	Freeing by judging	AG BEN TH/CAU	absolve acquit clear excuse exonerate pardon <b>DK</b> : benåde benådigte frifinde forlade tilgive undskylde
10.7: peel* ~ € <vsrape>	Peeling	AG PAT	skin peel <b>DK</b> : afbarke flå skrælle
10.9: mine € <vtake>	Mining, harvesting	AG-REC TH ORI	mine quarry harvest <b>DK</b> : høste udvinde
10.10: unhire € <vresign>	Unemploying and unappointing	AG BEN ORI ATR	dismiss fire sack <b>DK</b> : afskedige detronisere fritstille fyre pensionere vælte (regering)
10.11.1: resign € <vresign>	from a social context, "unbeing" cp. 82:withdraw for physical pulling back, cp. 95:surrender	AG ROLE HOL/ORI	resign step_down <b>DK</b> : afgå (som) gå_af (som) tage_sin_afsked trække_sig_tilbage udtræde
10.11.2*: renounce € <vrenounce>	active unget by speech act or cogitation, cp. physical 17.3:discard	COG/SP TH	renounce <b>DK</b> : afgive (+C) afskrive forkaste fraskrive_sig opgive_tr skrinlægge slippe_tr

## Class 11-12: Taking and Bringing

VerbNet class	comments	semantic roles	examples
11.1.1: transfer* € <vtransport>	Transferring from to, cp. 11.4:carry, more abstract and indirect than self-bringing 11.3.2:bring	AG TH ORI DES	convey port smuggle <b>DK</b> : flytte_tr levere overflytte overføre porte smugle transferere transplantere
11.1.2: send <vsend>	Giving by sending (through other), focus on receiver, cp. 11.3.2:bring (self)	AG REC TH	mail ship <b>DK</b> : ekspedere sende
11.2: moveO* € <vmoveO>	<b>moveO</b> , moving things non-locally, default, cp. the more specific 11.1...11.5, cp 51.3... self_motion	AG TH ORI DES	roll_tr slide <b>DK</b> : cirkulere_tr rulle_tr trille_tr trisse_tr
11.3.1: take* € <vtake>	Taking, go_get, cp. 13.5.1:buy for taking against money, and 13.5.2.2:obtain for gaining agentively	AG TH ORI	borrow take download <b>DK</b> : hente tage låne opsamle
11.3.2: bring <vbring>	Bringing (self), focus on receiver, cp. 11.1.2:transfer (through other)	AG TH REC	bring deliver <b>DK</b> : bringe indsluse indslæbe levere medbringe udbringe
11.4: carry € <vtransport>	Transporting_by_manipulating, cp 12 without transport	AG TH ORI DES	carry drag haul lug shove <b>DK</b> : bære fragte skubbe slæbe trække
11.5: transport € <vtransport>	Transporting_by_vehicle, cp 51.4.2:steer	AG TH ORI DES	bike_tr paddle_tr <b>DK</b> : flåde køre skibe
12.1: pull <vpull>	Pulling, without transport	AG TH	heave jerk yank <b>DK</b> : rive_i rykke_i trække_i
12.2: push <vpush>	Pushing, without transport. Also: pressing	AG TH DES	nudge push shove <b>DK</b> : kile skubbe_til trykke_på trykke_til trykke_på trænge_tilbage?

## Class 13: Giving and Getting

VerbNet class	comments	semantic roles	examples
13.1.1: give € <vgive>	Giving, cp. 13.1.2 for giving against money	AG TH REC	give lend <b>DK</b> : forære give lægge_ud overrække tildele udlåne yde
13.1.2: sell* <vsell>	Selling, letting, mortgaging, cp. 13.1.1:give for lending	AG-DON TH REC	lease let (a house) mortgage pawn sell <b>DK</b> : belåne eksportere omsætte pantsætte sælge udbyde udleje udlicitere?
13.1.3*: accrue_to ~ € <vbelong>	non-agent giving	TH REC	accrue_to fall_to <b>DK</b> : overgå_til stå_til tilfalde tilflyde
13.2.1: contribute € <vgive>	focus on purpose, includes anonymous and investing	AG TH REC FIN	contribute donate invest provide sacrifice <b>DK</b> : afsætte <cur> bidrage donere genplacere indskyde investere <cur> ofre (et offer) øremærke
13.2.2: salary* € <vpay>	Paying a person, rewarding, cp. 68 paying a price, focus on reason, cp. 54.5:bill	AG VAL REC CAU	pay reward salary <b>DK</b> : aflønne belønne lønne_ngn prisbelønne
13.3: future_having € <vguarantee>	Allotting (obj REC) and deserving (subj REC), minus speech acts 37.13:promise	AG TH REC CAU	allot assign credit deserve entitle? grant leave_to offer owe ration <b>DK</b> : anskrive? berettige bevilge byde byde_på? falbyde forbeholde fortjene forunde? godskrive kreditere overlade rationere reservere skyldte testamentere stå_til tilbyde tilkende udlodde unde?
13.4.1: supply* € <vgive>	Supplying (sb with)	AG REC TH	issue furnish supply regale <b>DK</b> : beværte forsyne overdænge udstede
13.4.2: equip € <vgive>	Equipping (sb with), focus on function of TH	AG REC TH	arm equip <b>DK</b> : ekvipere udstyre
13.4.3*: man ~ € <vcoat>	Equipping with crew	AG DES TH	crew man <b>DK</b> : bemande overbemande
13.4.4: burden* € <vgive>	Detrimental giving, over-loading, also abstract over-tasking	1. AG REC/BEN TH 2. AG TH REC/BEN	burden load strain? weight <b>DK</b> : bebyrde læsse? overbelaste overlaste overlæsse vælte_over_på
13.5.1: buy* <vbuy>	Buying or renting, from concret origin, get_active, cp. 11.3.1:take for non-money borrowing	AG-REC TH DON	buy lease rent subscribe_to <b>DK</b> : abonnere_på bestille afbestille (unbuy) bestikke importere indkøbe købe lease leje rekvirere underkøbe
13.5.2.1: gain* € <vget>	Gaining something valuable (usually money), from non-active source, cp. 13.5.4:get for more neutral getting	AG/BEN VAL ORI	achieve earn gain score inherit profit <b>DK</b> : arve indbringe (!) indtjene nyde_godt_af opnå optjene profitere tjene
13.5.2.2: obtain € <vtake>	Gaining something valuable agentively (usually money), cp. 11.3.1:take for more neutral taking, cp. 13.5.1:buy, cp. 54.4:bill for charging	AG/BEN VAL/TH ORI	appropriate collect confiscate seize tax <b>DK</b> : afgiftsbelægge inddrage (licens) inddrive indsamle konfiskere kradse_ind låne nationalisere score skaffe skrabe_ind tage_tilbage udpante
13.5.3: employ* <vhire>	role_making for money, cp. 29.7.role_oc	AG TH ROLE	hire employ subcontract <b>DK</b> : ansætte hyre sysselsætte
13.5.4*: get € <vget>	just Getting, inactively, cp. 13.5.1.2:gain and 11.3.1:take	REC TH ORI/DON MNR	get receive inherit *incur <b>DK</b> : få ifalde modtage pådrage_sig tildrage_sig
13.5.5*: lose <vlose>	uncontrolled ungetting, missing_out, becom_lack cp. 10.11.2:renounce, 17.3:discard, cp. 28:spawn	ORI TH REC	lose miscarry mislay <b>DK</b> : abortere forpasse gå_glip_af? miste tabe udgå_for
13.5.6*: cause_gain	financial yield	CAU/AG VAL REC	yield <b>DK</b> : afkaste (penge) forgyldte

€ <vcause>			give (renter) udlodde
13.6: exchange € <vreplace>	focus on the switched objects, cp. 73.3:vicariate for AG-self exch.	AG AG-COM TH TH-COM BEN	exchange replace swap switch <b>DK</b> : bytte erstatte indløse udskifte udveksle veksle
13.6.2*: trade € <vact-cur>	Trading with, focus on act/partner	AG TH AG-COM (VAL)	barter trade <b>DK</b> : forhandle handle kadreje prutte (om prisen) spekulere tuske
13.7: berry € <vhunt>	Commercing/collecting, focus on wares, cp. 35.1.1:hunt	AG	berry fish whale <b>DK</b> : fiske plukke sanke?

## Classes 14-18: Handling

VerbNet class	comments	semantic roles	examples
14.1.1: learn € <vlearn>	Acquiring structured knowledge (automatically)	COG TP ORI	learn assimilate <b>DK</b> : assimilere internalisere lære lære_udenad vænne_sig_til
14.1.2: study* € <vlearn>	Acquiring structured knowledge actively	COG TP ROLE	study specialise train_as <b>DK</b> : specialtræne studere tilegne_sig
14.2*: get_to_know € <vlearn>	Acquiring information (automatically)	REC TH/MES/SOA	learn_of hear find_out <b>DK</b> : erfare høre_om
14.3*: forget <vforget>	Cognitive losing, cp. 29.9.4:remember	COG TH	forget unlearn <b>DK</b> : glemme
14.4*: check_if € <vinvestigate>	Investigate for truth value and being cautious, cp. 35.4:investigate	AG SOA	beware check_if watch_out <b>DK</b> : checke_om forsikre_sig_om kontrollere_om mærke_efter passe_på se_sig_for vogte_sig_for
14.5*: read <vread>	reading a book or semantical, not a learning subject jf. 14.1, includes decoding	COG TH	decode read <b>DK</b> : afkode dechifrere læse
15.1.1: hold € <vhandle>	stationary Holding object	AG TH	hold <b>DK</b> : balancere_med holde holde_om
15.1.2: grasp* € <vhandle>	active Grasping, cp. 11.3.1:take and cp. 15.3:handle	AG TH	grasp grip <b>DK</b> : knuge lange_til lange_ud_efter tage_fat
15.2: keep <vkeep>	Keeping, also Storing/Saving, cp. 9.7.2:heap (piling onto), 9.1.2:put_deposit (focus on putting)	AG TH/VAL LOC FIN	hoard keep store save <b>DK</b> : beholde henlægge lagerføre opmagasinere
15.3: handle* € <vhandle>	cp. 98:confront, 105.1:use	AG TH	fiddle_with handle wield <b>DK</b> : betjene (maskine) bikse_med fjernbetjene fuske_med håndtere
16: hide* <vhide>	Hiding, ANT 84:discover, 37.10:confess; combi: 'smug-'	AG TH BEN LOC	conceal hide mask shade? withhold <b>DK</b> : forklæde fortie gemme hemmeligholde kamouflere maskere skjule skygge_for tie_om tilbageholde (oplysninger) usynliggøre
17.1: throw € <vthrow>	Throwing and shooting, cp. 17.3:discard, 18.1:hit	AG TH DES INS	cast launch throw shoot (thing) toss <b>DK</b> : affyre henkaste kaste opsende opskyde_tr slynge
17.2: pelt € <vthrow>	Bombarding PAT with TH	AG PAT-DES TH	bombard pelt <b>DK</b> : beskyde bombardere kanonere overdyngede
17.3*: discard € <vrenounce>	Unhaving (self), ridding oneself of s.th., cp. 10.6.1:rid (other), cp. 37.7.5:refuse, cp. 10.11.2:renounce for ungetting by speech act or cogitation	AG-ORI TH	discard slip throw_away <b>DK</b> : afkaste bortkaste kassere læsse_af? ofre (cp. :contribute) prigsive slippe smide_væk spille_ud udlede udrangere
18.1.1: hit € <vhit>	Single agentive hitting, cp. 18.4:bump for PAT-subject	AG DES INS	bang click_on hit <b>DK</b> : klikke_på slå

VerbNet class	comments	semantic roles	examples
18.1.2: beat € <vbeat>	repeated beating, general, cp. 18.3:spank for tool-beating	1. AG PAT DES (INS) LOC 2. AG EXP ACT	beat knock *pummel <b>DK</b> : banke vappe
18.1.3: hit_goal* € <vhit>	focus on precision, cp. 18.1.1:hit (AG) and 18.4 (PAT) for just hitting	AG/TH DES	hit (goal) <b>DK</b> : ramme (plet) skyde_til_måls
18.2: hurt* <vhurt>	Injuring, cp. 19:poke without injury	AG PAT LOC	bite claw hurt injure kick swat wound <b>DK</b> : bide invalidere (person) kastrere lemlæste omskære skambide skamride sterilisere (person) stikke såre vingeskyde
18.3: spank € <vbeat>	Beating_tool	AG PAT INS LOC	clobber flog spank <b>DK</b> : piske
18.4: bump € <vhit>	Colliding, usually, but not necessarily non-agentive, cp. 18.1.1:hit	1. PAT PAT-COM DES 2. AG/TH DES-PAT	bump collide crash ram slam <b>DK</b> : brase_ind_i prelle_af rikochettere støde_sammen støde_ind_i ramme

### Classes 19-23: Manipulating entities

VerbNet class	comments	semantic roles	examples
19: poke € <vtouch>	Jabbing (thing or without injury), cp. 18.2:hurt	AG PAT INS	jab poke prick stab <b>DK</b> : prikke stikke_i
20.1: touch € <vtouch>	Touching, Stroking, Rubbing, neutral (object does not need to be animate), cp. 10.4.1:wipe (which removes something), cp. 41.1:body_care	AG DES INS	lick pat rub squeeze stroke touch scratch <b>DK</b> : berøre frotere gnide gnubbe klemme kradsse røre_ved stryge trykke
20.2*: touch_exp € <touch>	Touching with focus on experience (object needs to be animate), cp. 20.1, cp. 36.2:socializeO for the social and 36.1:socialize for the co-aspects, cp. 18.1.2:beat	AG EXP	caress fondle grope_tr kiss pet fuck_tr hug massage masturbate tickle <b>DK</b> : besvangre bolle kilde kildre klø_tr kneppe kramme sutte_af kysse kæle kærtegne massere
21.1: cut <vcut>	Cutting, Touching_affect	AG PAT INS ORI	chop cut cut_down hack saw scratch slice <b>DK</b> : fælde hakke kratte save skære snitte udskære
21.2.1: crush* € <vdestroy>	Crushing (Touching_change), cp. general 44.1:destroy	AG PAT	crush pulverize smash <b>DK</b> : formale knuse male mase pulverisere smadre tvære_ud
21.2.2: perforate* € <vdamage>	Perforating, Touching_hole	AG PAT	bore drill punch puncture spear <b>DK</b> : bore gennembryde gennemtrænge hulle perforere punktere
21.2.3*: prune € <vshape>	object is what is cut to shape, not the part that is cut off cp. 21.1	AG PAT	crop mow prune <b>DK</b> : beklippe rundskære studse tilklippe tilskære stamme_op
22.1.1: combine* € <vjoin>	Mixing, Combining and Merging (also subj), cp 22.2.1:integrate PART into a result or whole	AG PAT PAT-COM	scramble mingle mix <b>DK</b> : blande filtre_sammen føje_sammen kombinere rode_sammen sammenføje sammenrode sammensmelte
22.1.2: add* <vadd>	Adding, little to big, possible mixing as opposed to 22.1.4:connect	AG PAT PAT-COM	add admix <b>DK</b> : iblande irøre tilføje tilsætte
22.1.3*: absorb <vabsorb>	passive in-taking, cp. 39.1.1:eat, ANT 43.4:substance_emission	LOC PAT/TH (PAT PAT-COM)	absorb assimilate <b>DK</b> : absorbere assimilere opsluge opsuge optage (-C)
22.1.4*: connect € <vjoin>	Connecting and Linking (without mixing or becoming part of a whole), cp. cognitive linking 22.2.2:associate	AG TH TH-COM	connect couple <b>DK</b> : forbinde jordforbinde koble_sammen kæde_sammen opkoble tilkoble tilslutte



VerbNet class	comments	semantic roles	examples
22.2.1: integrate* € <vjoin>	Integrating and Amalgamation into a whole, fusing (also subj) cp. 22.3.2:group for collecting countables into wholes	AG PART HOL	fuse incorporate merge integrate alloy <b>DK</b> : flette_sammen forene fusionere genforene inkorporere indlejre integrere legere resocialisere sammenlægge sammenstykke sammensy sammensætte slå_sammen vokse_sammen
22.2.2: associate* € <relat>	Correlating (obj), actively relating two things, cp. 86.1:correlate (subj) and physical linking 22.1.4:connect	COG TH TH-COM	associate (abstract) confuse coordinate pair relate_tr_to synchronize <b>DK</b> : faldē_i_ét forlige forveksle henføre_til henvise_til knytte_sammen sammenblande samordne sideordne synkronisere
22.2.3: contrast* € <vclass>	Contrasting and comparing	COG TH TH-COM (COMP)	compare, oppose (2 things) contrast distinguish <b>DK</b> : jævnføre kontrastere modstille sammenholde sammenligne sidestille skelne
22.2.4.1: link_soc* € <vjoin>	Linking_soc, with pl or group object, cp 36.1 with sg object, i.e. one person relating to another	AG TH TH-COM	marry_tr mediate unite <b>DK</b> : forsonne gifte indsluse mediere mægle parre sammenføre slutte_sig_sammen udsone
22.2.4.2*: register € <venter>	Registering and unregistering, cp. intransitive 2.4:become_part	AG PART HOL	enrol register <b>DK</b> : afmelde anmelde framelde indskrive melde_ind melde_til melde_ud registrere sygemelde? udmelde
22.2.5*: exempt € <vexclude>	cp. neutral/negative 10.1.2:exclude	AG TH (TP)	exempt <b>DK</b> : dispensere fritage skåne udspare undtage
22.3.1: scramble* € <vprocess>	Shaking and Lumping (mass), cp. 40.5:body_move_subj	AG PAT PAT-COM RES	scramble shake stir whip (cream) <b>DK</b> : homogenisere omryste piske (fløde) randomisere røre_rundt udøre
22.3.2: group* € <vjoin>	Collecting countables into wholes, cp. 47.5.2:collect and 22.2.1:integrate	AG PART HOL	bundle pack_up <b>DK</b> : bundte gruppere sammenpakke
22.3.3: bond* € <vjoin>	Bonding two things into a whole, cp.?? 22.2.1:integrate and 85.3:attach	AG PART PART-COM HOL	bond splice weld <b>DK</b> : indpode splidse svejse
22.4: fasten* € <vfix>	Attaching (Fixing), and tying also for fixing values, ANT 23.3:unattach	AG TH DES	anker attach bolt chain espaliate fasten fix glue moor nail secure screw tie tighten <b>DK</b> : binde bolte fastklemme fastlåse fastsømme klistre_tr lime skrue (fast) spigre spænde? sømme
22.5: cling € <vfix>	Adhering	TH DES	adhere cleave cling stick_to <b>DK</b> : gro_fast hæfte_ved hænge_fast sidde_fast vokse_fast
23.1.1: separate € <vsplit>	Separation, ANT 22.1.4:connect	1. AG TH (plural) 2. AG TH TH-COM	disconnect separate ?divorce isolate part_with separate <b>DK</b> : adskille isolere separere skille
23.1.2: divide* € <vsplit>	Dividing (subj and obj), cp. 9.5.3:spread with focus on distribution	AG HOL PART AG-COM	divide share <b>DK</b> : dele dele_sig inddele opdele paginere udstykke underopdele
23.2: split € <vsplit>	Cause_to_fragment	AG HOL PART	break_up disassemble dismantle rip split tear_up *segment <b>DK</b> : forrive rive_itu segmentere splitte_ad tage_fra_hinanden
23.3: unattach* € <vsplit>	Unattaching little from big, ANT 22.4:fasten	AG TH ORI	dismantle unbolt unclasp unscrew unzip <b>DK</b> : afmontere lyne_op løsne skrue_løs vrikke_løs

VerbNet class	comments	semantic roles	examples
23.4: differ € <vdiffer>	Differing, cp. 86.5:match, 45.6.1.3:oscillate	TH TH-COM	deviate differ diverge vary <b>DK</b> : afvige divergere skille_sig_ud_fra variere_itr

## Classes 24-28: Making

VerbNet class	comments	semantic roles	examples
24.1: colouring € <vcol>	Processing surface shine and changing colour, cp 9.8.1:cover_ize for surface-affecting and -ization (very fine distinction ....)	AG PAT	glaze lacquer laminate paint <b>DK</b> : afsyre blegne blåne brinte ludbehandle farve farvelægge farvesætte laminere male pensle polere (& wipe) rødme satinere sortne
24.2: lighting € <vcol>	Lighting and lighting changes, cp. 43.1:light_emission	AG/CAU PAT	darken dawn illuminate light shade <b>DK</b> : belyse dæmre formørke lysne oplyse (lys) skygge overbelyse underbelyse
25.1: mark* € <vmark>	Marking, focus on surface-change cp. 25.3:label and 25.2.1:write	AG PAT	engrave stamp subscribe tattoo <b>DK</b> : brandmærke mærke signere stemple tatovere tidsstemple
25.2.1: write* € <vwrite>	Sign_creation, possibly joint new category with writing/drawing-creation as subset of 26.4.3?	AG MES DES (cp. COG MES DES)	print write <b>DK</b> : indtaste morse printe skrive trykke udskrive (not udlicitere) udtegne gemmer (:på computer)
25.2.2*: note € <vwrite>	Depositing information, cp. 22.2.4.2*: register with PART-HOL relation	AG TH/VAL/EXT FIN	archive note register write_down <b>DK</b> : arkivere bogføre klarere skrive_op_til sygemelde
25.3: label € <vmark>	Labelling DES with TH as ATR, focus on information, cp. 25.1:mark	AG DES TH ATR	illustrate label tag <b>DK</b> : deklarerer glossere illustrere opmærke prismærke tagge varedeklarere
25.4: transcribe € <vdepict>	Recording and coding (incl. Picture_creation) cp. 26.6.1: turn_into and 29.2.2:portray, cp. 26.4.3:create_semantic for creative paintings	AG TH DES (AG MES/EV DES)	draw encode encrypt record transcribe ?type <b>DK</b> : bånde kodere kodificere kryptere logge optage optegne scanne skanne tegne (plantegning) transskribere undertekste
25.5: imitate € <vdepict>	Imitating and copying, duplicating	AG TH	copy forge imitate <b>DK</b> : efterabe foregive forfalske imitere kopiere reduplicere replicere simulere
26.1: make* € <vcreate>	Building, Creating by manipulating, cp. 26.4:create, 26.5.1:shape (changing shape)	AG RES	build carve cast erect *mount <b>DK</b> : lave bygge udforme udhugge opstille rejse (statue) sy
26.2.1: grow € <vgrow>	Biological growing, cp. 2.3:become_be, 45.6.1.1:increase, 39.6:thrive, cp. 47.6.2:shape_change, 45.5.1:change_process	(AG) PAT RES	germinate grow ?hatch mature ripen sprout <b>DK</b> : kime modne modnes spire skyde_itr (plante) vokse vokse_ud
26.2.2*: breed € <vgrow>	procreate, breeding_subj, cp. 45.6.2:double	AG	breed procreate <b>DK</b> : formere få_børn yngle
26.2.3*: cultivate € <vgrow>	Cultivating, Breeding, fertilizing (obj), ANT 26.2.1:grow	AG RES/PAT	beget breed cultivate <b>DK</b> : avle befrugte? dyrke fremavle kultivere opelske opfostre udklække udruge
26.3.1: create_food € <vcook>	Food_creation, cp. 26.3.2:prepare_food	AG RES MAT INS	bake brew cook <b>DK</b> : bage brygge lave_mad tilberede
26.3.2: prepare_food € <vcook>	Food_treatment, incl. intransitive processes that might otherwise be 47.2:moveS_fluidic, but not simple temperature verbs 43.3:heat	AG PAT	barbecue boil_tr fry grill toast <b>DK</b> : dampe_tr fritere grille koge_tr simre stege toast
26.3.3: prepare	cp. prepare-processing 26.10	AG PAT EV	prepare ready <b>DK</b> : forberede

€ <vprepare>			forprogrammere klargøre kvalificere
26.4.1: create € <vcreate>	Production, Manufacturing cp. 26.1:make, 26.5.1:shape	AG/COG RES MAT INS	construct create design develop_tr produce craft <b>DK</b> : designe kreere oppiske producere skabe udstikke udvikle_tr
26.4.2*: create_finish € <vcomplete>	cp 55.2: complete_process*	AG PAT/RES	achieve finish <b>DK</b> : afrunde afslutte færdiggøre færdigredigere komplettere præstere fuldkommengøre ordne
26.4.3*:create_semantic € <vcreate>	evt: subgroup of 26.4.1, with COG instead of AG, cp. 25.4:transcribe for uncreative blueprinting	COG RES BEN	choreograph compose concoct formulate <b>DK</b> : digte finde_på formulere hitte_på komponere koreografere male (billede) skrive (værk) tegne (billede) udtænke
26.5.1: shape € <vshape>	(Re)shaping, physical, by manipulating, cp. specific 9.6.1:coil for winding and folding	AG PAT	bend form knead mould sew shape <b>DK</b> : bukke bøje forme forvrænge? ombøje opvrive sammenknuge sammentrække udhule vride ælte
26.5.2*: deflect € <vhinder>	Deflecting a moving object or somebody's attention, leaving a straight path	AG TH PATH	deflect derail divert stray <b>DK</b> : afbøje afdreje aflede afspore bortlede gire omdirigere vildlede
26.6.1: turn_into* € <convert>	transform, S/O, cp 25.4:transcribe, e.g. 'turn into French / past tense / summary / film	AG PAT RES	change_into transform translate *conjugate *summarize *structure <b>DK</b> : filmatisere forvandle gradbøje gøre_oc konjugere kvalificere omdanne oversætte teatralisere transformere
26.6.2: convert € <convert>	not into, but from-to, focus on switching between alternatives, esp. religious or national/ethnic cp, 2.3:become_be, cp the more general 45.4.1:alter	AG PAT ORI RES	come_around convert revert switch_over <b>DK</b> : afkristne afrikanisere demokratisere falde_tilbage germanisere islamisere konvertere omvende russificere verdsliggøre
26.6.3*: modify € <valter>	but not turning into or converting from to, +structure, cp. 45.4.1:alter for change of state	AG PAT	modify edit invert reorganize <b>DK</b> : dimensionere ombygge omorganisere sanere spejlvende variere_tr ændre
26.7: perform* € <vperform>	Creating semanticals by enacting them, stage art, cp. 29.6.2:role_as	AG RES BEN INS	chant improvise perform <b>DK</b> : improvisere opføre spille <sem> synges <sem>
26.8: rehearse € <vperform>	cp physical 3.6:train	AG TP FIN	rehearse practice <b>DK</b> : indterpe rekapitulere repetere terpe øve
26.9: adjust € <vadjust>	adjust (self or other), things, actions and knowledge, cp 45.8:calibrate for measurable values	AG PAT FIN (COMP)	adapt adjust assimilate update <b>DK</b> : afbalancere ajourføre akklimatisere akkommodere aktualisere bearbejde opdatere præcisere tabellere tilpasse økonomisere?
26.10*: process € <vprocess>	processing, work on s.th., changing it, cp. 26.4.2:create_finish, cp. 26.3.3:prepare, cp. 10.4.4:clean	AG PAT INS	process refine <b>DK</b> : bearbejde finpudse gennemarbejde tumble tørretumble
27.1: cause* € <vcause>	Causation, involuntary, cp. ANT 48.1.4:result, cp. 28:spawn, cp. 55.1:begin	CAU EV/SOA/RES (EFF)	bring_about cause entail inspire <b>DK</b> : afføde ?betyde forårsage føre_til gå_ud_på indebære medføre udvirke
27.2*: interact € <vcause>	involuntary, cp. 36.1:socializeS AG AG-COM	CAU CAU-COM	interact <b>DK</b> : samspille vekselvirke
27.4*: implement <veffect>	realizing, cause voluntary, structured, cp. neutral 3.0:do, also includes doing magic	AG RES/MES	effectuate fulfill implement incarnate realize <b>DK</b> : effektuere fremtrylle gennemføre gribe_an hekse håndhæve implementere indfri indføre (rule) inkarnere iscenesætte

			iværksætte kropsliggøre legemliggøre leve_op_til opnå_at realisere ritualisere? søsætte trylle
28: spawn* <vspawn>	Spawning, physical, cp. causing 27.1:cause & 5.5.1:begin	AG RES	calve foal spawn <b>DK</b> : føde kælv nedkomme

## Class 29: Cognitive making

VerbNet class	comments	semantic roles	examples
29.1.1: appoint € <vmake-be>	Agentive role assignment, implies allowing cp. 26.6.1:turn_into, 29.3:name	AG TH ROLE	appoint authorize designate reelect nominate seed (:person) <b>DK</b> : autorisere (person) befuldmægtige bemyndige genvælge nominere nyvælge udnævne vælge_til
29.1.2*: predestine € <vmake-be>	cause future_be, non-agentive role assignment	CAU TH ROLE	predestine <b>DK</b> : forprogrammere forudbestemme, prædestinere
29.2.1: characterize € <vclass>	Categorization, cp. cogitation 29.9.3:regard_as	COG TH ATR (COM)	characterize depict describe define diagnose perceive <b>DK</b> : apotesere beskrive diagnosticere karakterisere ridse_op udmale udpensle
29.2.2*: portray € <vdepict>	i.e. not the picture but the object of it, cp. 25.4:transcribe	AG TH	portray paint *cartograph <b>DK</b> : afbilde filme fotografere kartere kortlægge litografere? portrættere tonesætte
29.3: name* <vname>	Name_conferral, cp. :role_oc	SP TH ATR (after COMP)	dub name pronounce <b>DK</b> : benævne betegne betitle? dusse navngive titulere
29.4.1: declare € <vspeak>	Authoritative statement-making	SP SOA/TH (about TP)	affirm announce declare insist maintain <b>DK</b> : afsværgede bedyre bekendtgøre bekræfte erklære indvarsle forkynde forsværgede hævde insistere stipulere sværgede
29.4.2*: declare_oc € <vact-s>	make_by_saying, cp. 29.1: appoint	SP PAT ATR/RES	declare_oc (open) <b>DK</b> : erklære_oc
29.4.3*: proclaim € <vact-s>	create_by_saying	SP RES	declare_acc (peace) <b>DK</b> : lyse_tr udråbe
29.5.1: assume* € <vcog>	Conjecture, Believing, Coming to believe or Ceasing to believe, cp. 14.2:get_to_know, and opinioning 29.9.2:think	COG SOA (about TP)	assume believe expect suppose suspect <b>DK</b> : ane antage betvivle formode forvente forudane gisne imødesee indbilde_sig spekulere tro vente_tr
29.5.2: predict* € <vspeak>	Predicting	SP SOA/EV	predict <b>DK</b> : bebude forudse forudsige spå varsle
29.6.1: behave* <vbehave>	Behaving, focus on manner, cp. 3:do, act	AG MNR TP	behave proceed <b>DK</b> : fare_frem fjolle handle opføre_sig prinse spille_sig_op stoltser?
29.6.2: role_as* € <vrole>	Posing, rolling, masquerading, focus on role	AG ROLE	function qualify_as role serve *play <b>DK</b> : arbejde_som fungere_som spille (rolle) underspille
29.7: role_oc* € <vmake-be>	Role_making (verb-incorporated noun-oc-ATR), cave: not for all languages	AG PAT (ROLE)	knight martyr orphan recruit widow <b>DK</b> : døbe? hverve kvalificere_tr prækvalificere opstille rekrutere slå_til_ridder
29.8: role_sc* € <vrole>	Role_being (verb-incorporated noun- sc-ATR), cave: better categories e.g. captain=lead witness=see, tutor=teach	AG ROLE	candidate star <b>DK</b> : kandidere genopstille stille_op
29.9.1: know* <vknow>	Cognitive having, cp. capability 7:can	COG SOA/TH	believe know recognize <b>DK</b> : genkende have_styr_på kende tro vide

VerbNet class	comments	semantic roles	examples
29.9.2: think* € <vcog>	Cognitive handling, Thinking about, Opinioning, cp. 62:plan, 29.9.4:remember	COG TH/TP	consider (not as) dream think think_that opine ponder reckon <b>DK</b> : dagdrømme drømme filosofere gennemtænke genoverveje gruble mene nytænke reflektere_over synes tænke overveje
29.9.3: regard_as* € <vclass>	Cognitive characterising, cp ordinary 29.2.1:characterize 29.5.1:assume and 29.3:name	COG TH ATR	consider_oc regard_as believe (to be) <b>DK</b> : anse_for betragte_som
29.9.4*: remember € <vcog>	Remembering, subclass of thinking, cp. 14.3:forget	COG TH/ACT	recall remember <b>DK</b> : huske huske_at tilbageskue
29.10: classify € <vclass>	Sorting and classification, ID'ing in a multi-object context	AG TH DES ATR-RES	classify catalogue list sort_out <b>DK</b> : klassificere katalogisere opliste ordne rubricere sortere systematisere
29.12.1*: decide <vact-c>	Cognitive placing	COG RES TP	decide <b>DK</b> : afstikke fastlægge disponere fastsætte fejd disponere forudbestemme lovgive pådømme påkende vedtage
29.12.2*: choose <vchoose>	Cognitive taking and preference-manifesting, voting for TH, on TP or against BEN	COG TH (TP BEN)	choose click_on select vote <b>DK</b> : brevstemme klikke_på indslå selekttere stemme udvælge votere vælge

### Classes 30-31: Perceiving and emoting

VerbNet class	comments	semantic roles	examples
30.1.1: see € <vsee>	Seeing, cp. agentive 30.3.1 and cognitive perception 30.2	EXP STI	see <b>DK</b> : se skimpte
30.1.2*: hear € <vhear>	Hearing, cp. agentive 30.3.2 and cognitive perception 30.2	EXP STI/MES	hear <b>DK</b> : høre
30.1.3*: sense € <vpercep>	Perception_other, incl. smell and taste, cp. agentive 30.3.3 and cognitive perception 30.2, cp. perception-experience 40.8.1:pain	EXP STI	feel sense perceive !smell !taste <b>DK</b> : føle lugte_tr mærke percebere sanse smage_tr vejre
30.1.4*: undergo € <vpercep>	undergoing/experiencing without focus on specific senses, only humans, ANT. 48.3.2:befall, also: make_undergo	(AG) EXP EV/ACT	undergo submit_to <b>DK</b> : genleve gennemgå (periode) gennemleve geråde_i opleve tilstøde
30.2: notice* € <percep>	Perception_cognitive_passive, chance, become_perceive, cp. non-cognitive 48.3.2:befall	COG/EXP STI/SOA TP	detect discern hear_about notice sight spot <b>DK</b> : bemærke detekttere fornemme få_øjne_på mærke_at opfatte øjne overhøre
30.3.1: watch € <vsee>	Agentive seeing, directed and cognitive, but not structured like 35.4:investigate, cp. 14.4:check_if	AG-EXP DES-STI	gaze glance look_at peer regard stare watch <b>DK</b> : betragte iagttage se fjernsyn holde_: roleøje_med
30.3.2*: listen € <vhear>	Agentive hearing, directed and cognitive, but not structured like 35.4:investigate, cp. 14.4:check_if	AG-EXP DES-STI	listen <b>DK</b> : lytte spidse_ørerne
30.3.3*: percep € <vpercep>	Agentive perception, general and other senses	AG-EXP DES-STI	palpate sniff savour <b>DK</b> : lugte_til lytte prøvesmage smage_til smage_på snuse_til vejre
30.4: stimulus_subj <vstim-sens>	Appearance, sensory stimulation, not covered by 43.2.1:sound_emission and 43.1:light-emission	STI ATR	look_how smell_how sound stand_out taste_how <b>DK</b> : aftegne_sig dufte forlyde? hedde_sig lugte lugte_af lyde rygtes? smage smage_af se_ud_sc
31.1: affect_exp	Cause_experience, cp. the more	CAU/AG EXP (STI)	amuse frighten please scare spoil?

<vaffect-psych>	specific 33.4:speak_affect		surprise torture <b>DK</b> : amusere bedøve? begejstre chikanere forulempe forvænne genere glæde mobbe ophidse overraske prelle_af på skræmme sulte_tr tilfredsstille træde_nær tækkes ængste
31.2: emote_obj € <vemot>	Emoting_actively (with oblig. object), cp subcats 31.2.1:like / 31.2.2:dislike ... too much like 31.3.1:emote ?	EXP TH	care_about empathize mourn pity venerate <b>DK</b> : fryde_sig_over frygte få_ondt_af glæde_sig_til have_ondt_af identificere_sig_med ræddes_for se_frem_til tilbede tolerere
31.2.1*: like <vlike>	Liking and enjoying, subcategory of 31.2:emote_obj evt. new: change_emot (fall_in_love)	EXP/COG TH	admire adore appraise appreciate deify enjoy like relish <b>DK</b> : agte beundre elske falde_for forelske_sig_i forgude højagte kunne_lide nyde påskønne sympatisere_med tænde_på værdsætte
31.2.2*: dislike <vdislike>	subcategory of 31.2	EXP/COG TH	dislike dispise hate loathe resent <b>DK</b> : foragte hade
31.2.3*: obey <vobey>	Obeying people or rules	AG TH <H> <conv>	honour satisfy respect <b>DK</b> : adlyde helligholde lystre makke_ret
31.2.4*: disobey <vdisobey>	Disbeying people or rules	AG TH <H> <conv>	disregard overstep <b>DK</b> : ignorere ? komme_på_kant_med overtræde vanhellige
31.3.1: emote* € <vemot>	feel and "do" emotion, cp. 31.1:affect_exp with obj, and 40.2:show_emot (with focus on the signal)	AG-EXP CAU STI	grieve mind rejoice rage sadden <b>DK</b> : afreagere angre fortvivle glæde_sig juble kede_sig overstrømme_af rase sjæle sørge undse ånde_op
31.3.4: suffer* <vsuffer>	Suffering cp body perception 40.8.1:pain	EXP CAU	suffer <b>DK</b> : lide lide_under mistrives skranke smægte
31.3.6: beware* € <vcog>	Judgement_experience --> :approve, :check_if	COG/AG CAU	approve tire_of <b>DK</b> : billige blive_træt_af
31.3.8: marvel € <vcog>	Cogitation_experience	COG/EXP CAU	enthuse fret marvel puzzle <b>DK</b> : begejstre_sig delirere fortryde undre_sig
31.4.1: attract* € <vaffect-psych>	cause like, cp more general 31.1:affect_exp, 91:matter	CAU/AG COG/EXP	appeal attract tempt <b>DK</b> : forlede? friste henrive henrykke motivere stimulere (:person) tiltale tiltrække
31.4.2: repel € <vaffect-psych>	cause dislike, cp more general 31.1:affect_exp, 91:matter	CAU/AG COG/EXP	irritate repel <b>DK</b> : afskrække frastøde irritere

## Classes 32-35: Wanting

VerbNet class	comments	semantic roles	examples
32.1.1: wish € <vwish>	Desiring, incl. wishing sb. sth. - the more structured, the more COG, cp 62:plan	EXP/COG TH BEN	desire hope want wish <b>DK</b> : håbe ville ønske
32.1.2: prefer_to* € <vwish>	Preference, cp 29.12.2:choose	EXP/COG TH TH-COM (COMP)	favour prefer <b>DK</b> : begunstige favorisere foretrække overrepræsentere
32.1.3: prefer_oc* € <vwish>	Liking or wanting s.th. in a certain state (like chocolate hot)	EXP/COG TH ATR	want_oc like_oc prefer_oc <b>DK</b> : foretrække_som
32.2: long € <vwish>	emotional wishing to the point of suffering, evt. -> 32.1:wish	EXP TH	crave long_for, yearn <b>DK</b> : attrå længes savne sukke_etter
33.1: judge*	Judgement_communication, ATR-ify,	SP BEN/TP/SOA CAU	condemn criticize discredit downplay

VerbNet class	comments	semantic roles	examples
<vjudge>	especially negative, cp. 33.3:praise,33.2:accuse, cp. :speak_emot for complaining	(ROLE)	ridicule vilify <b>DK</b> : bagatellisere bagtale diskreditere distancere_sig_fra dømme fordømme gennemhegle komplementere korrekte kritisere latterliggøre nedgøre nedspille påtale? rakke_ned_på slå_hen
33.2*: accuse € <vattack>	Accusation, suing, legal action, ANT 85.2:defend_cog	SP BEN DES CAU	blame charge prosecute accuse sue suspect (person) <b>DK</b> : anke anklage bebrejde indanke klage (i retten) mistænke retsforfølge
33.3*: praise € <vact-s>	Glorifying and honouring, positive judgement, cp. the more general 33.4:speak_affect	SP BEN/TH CAU (ROLE)	glorify honour praise <b>DK</b> : forgude glorificere hædre ophøje rose skamrose ære
33.4*: speak_affect € <vact-s>	Affecting by speaking, causing experience by speaking, rest category: Ingratiating and Teasing, cp. the specific 33.1:judge, 33.2:accuse and 33.3:praise, and the general 31.1:affect_exp	SP BEN/EXP	bully ingratiate taunt tease thank <b>DK</b> : bespotte drille fedte_for fedte_sig_ind_hos forhåne heppe hilse hunse håne indsmigre irettesætte krybe_for lefle lykønske mobbe overfuse skælde_ud takke true
34: analyze € <vanalyze>	analyzing, cp 54.4:assess for values	COG TH ATR	assess analyse evaluate review <b>DK</b> : analysere foromtale gennemgå <sem> mistyde tyde udlægge
35.1.1: hunt € <vhunt>	Hunting_process, -P, cp. 51.6:chase	AG TH LOC	hunt chase <b>DK</b> : jage
35.1.2: capture € <capture>	Hunting_result, +P, also police, cp. ordinary 15.1.2:grasp, cp. 92:institutionalize	AG TH LOC	arrest capture seize trap <b>DK</b> : anholde arrestere fange indeklemme indespærre internere
35.2: search € <vseek>	Seeking, cp. 35.5:rummage	AG/COG TH LOC	scour search trawl <b>DK</b> : afsøge gennemsøge lede-1 lede_efter søge trawle
35.3: track € <vhunt>	~ :51.6:chase + 84:discover. Tracking, cp. 35.1.1:hunt	AG TH PATH	stalk track <b>DK</b> : spore
35.4: investigate € <vinvestigate>	Exploring, inspecting, cp 14.4:check_if, 30.3.1:watch, 60.2:test	COG/AG TH/LOC TP	check examine explore inspect survey scrutinize spy <b>DK</b> : checke inspicere kontrollere kropsvisitere lægeundersøge mandsopdække slå_op snage spionere tilse udforske undersøge
35.5: rummage € <vseek>	Searching with focus on movement, e.g. foraging, cp. ordinary 35.2:search	AG LOC TH	ferret forage rummage snoop <b>DK</b> : grave_rundt rumstere

### Classes 36-37: Speaking and meeting

VerbNet class	comments	semantic roles	examples
36.1: socialize* € <soc>	Interaction (allows reciprocal plural subject), cp 73:cooperate, cp 89:agree, cp. 22.2.4.1:link_soc with external agent, cp. unstructured meeting 47.5.2.3:gather	AG AG-COM	copulate flirt marry_itr meet mingle rub_shoulders <b>DK</b> : bolle elske (med) flirte giftes have_samleje kneppe komme_sammen mødes omgås parre parre_sig samleve stå_nær træffes udsones
36.2: socializeO € <vsoc>	Unidirectional/asymmetrical social action, cp. 20.2:touch_sexually, cp. 22.2.4.1:link_soc (plural object)	AG BEN (LOC)	court date marry_tr treat visit <b>DK</b> : behandle (:godt) bejle besøge gifte_sig_med gæste gå_ind_på
36.3.1: play* € <vplay>	Playing, gaming and cooperative sporting, Joint_activity_friendly, non-work occupation, cp. 51.5:dance, cp.	AG AG-COM TP	play <b>DK</b> : bowle lege spille tumble

VerbNet class	comments	semantic roles	examples
	single-sporting 3.6:train, and the more general 36.1:socialize		
36.3.3: encounter € <vencounter>	involuntarily, jf. 84:discover	EXP TH	encounter find <b>DK</b> : antræffe falde_over forefinde støde_ind_i træffe_på
36.4.1: fight* € <vfight>	Joint_activity_hostile, competing	AG AG-COM CAU/TP/FIN INS	battle box compete fight undercut wrestle <b>DK</b> : bekæmpe bokse bryde_itr kappes konkurrere kæmpe overbyde rivalisere slås underbyde
36.4.2: dispute* € <vtalk>	Communication_hostile, cp 89:agree	SP SP-COM TP	dispute quarrel squabble <b>DK</b> : debattere disputere skændes strides
37.1.1.1: explain € <vshow>	Transfer and adjust message cognitively	COG MES/TH REC ORI	clarify demonstrate explain illustrate justify <b>DK</b> : bortforklare dokumentere eksplicitere forklare illustrere klarlægge opsummere perspektivere tydeliggøre udrede
37.1.1.2: quote* € <vspeak>	Transfer_message, as is, cp. the mroe complex 26.7:perform	SP MES REC ORI	relay quote dictate <b>DK</b> : citere diktere fejlcitere fremsige lire_af oplæse opremse skandere
37.1.1.3*: dedicate € <vact-s>	Semantical donating	AG/SP REC MES	dedicate <b>DK</b> : tilegne
37.1.2: inquire € <vask>	Questioning, taking knowledge, cp. asking for s.th. 58.2:beg	SP ORI/REC TP	ask inquire <b>DK</b> : forhøre_sig quizze spørge
37.1.3: interrogate € <vask>	focus on process/method, context	SP ORI/REC TP ROLE	question interview interrogate <b>DK</b> : forhøre interviewe udspørge
37.1.4*: teach* € <teach>	Transferring structured knowledge, with change in recipient	COG/AG REC TP	show teach educate instruct <b>DK</b> : dygtiggøre katekisere indoktrinere katekisere opdrage katekisere undervise
37.2.1: tell € <vspeak>	Transfer message/information, focus on content (cp. neutral 37.1:say and causative 37.9:advise)	SP REC MES (that/dat) TP FIN	inform report ?answer notify brief tell testify <b>DK</b> : briefe fejlinformere formelde informere meddele melde misinformere notificere oplyse (info) rapportere selvangive tilbagemelde svare underrette videreformidle vidne
37.2.2: identify € <vact-s>	Identifying	AG/SP TH REC	identify point_out report_sb <b>DK</b> : angive identificere melde politianmelde påpege? stikke (person) udpege
37.3: speak_mnr € <vspeak>	Communication_manner (including nonsense), overlap with sounding without MES (groan)	SP MES TP	babble mutter stammer whisper yell <b>DK</b> : accentuere (:word) fable hviske mumle råbe skringe snøvlø stamme_itr vrøvle
37.4: speak_tool € <vspeak>	Communication_technical (verb-incorporated INS)	SP REC MES (TP)	broadcast e-mail fax signal telephone <b>DK</b> : emaile fakse ringe signalere sms'e telefonere telegrafere
37.5: talk € <vtalk>	Talking_to rather than with, cp. more cognitive 37.11:elaborate	SP REC TP	speak_to talk sermon <b>DK</b> : prædike tale_til tie tie_stille
37.6: discuss € <vtalk>	Interact_communicative (with): Discussing (focus on topic) or Chatting (focus on process)	SP SP-COM TH/TP	speak_with consult debate discuss negotiate chat gossip pewter <b>DK</b> : brevveksle chatte diskutere drøfte forhandle genforhandle kandestøbe korrespondere samtale snakke tale_med tematisere udvalgsbehandle underhandle
37.7.1: say € <vspeak>	neutral saying, cp 37.2 with focus on message/content, also answering	SP MES REC TP CAU	exclaim say state utter <b>DK</b> : bemærke sige slå_fast udråbe ytre



VerbNet class	comments	semantic roles	examples
	CAU		
37.7.2: suggest* € <vspeak>	Recommending, Suggesting, cp. 85.2:defend_cog for arguing that	SP TH/ACT REC FIN	recommend suggest <b>DK</b> : anbefale foreslå indvende
37.7.3: hint* € <vspeak>	Pointing_by_saying	SP SOA/TH REC TP	hint allude mention point_out <b>DK</b> : antyde komme_ind_på konstatere nævne påpege referere_til
37.7.4*: answer € <vspeak>	Answering that MES, answering a question CAU	SP CAU MES	answer reply <b>DK</b> : replicere respondere svare
37.7.5*: refuse <vrefuse>	Refusing or protesting, cp. 77.2:reject for focus on COG, SOA, people, cp. 67:forbid, cp. 89:agree	SP ACT/TH	deny protest refuse vote_down <b>DK</b> : nægte afvise nedstemme protestere sige_fra stå_fast
37.7.6*: advertise € <vshow>	Showing with a purpose, advertising and broadcasting, cp. 102:promote	AG/SP TH/MES	advertise broadcast publish <b>DK</b> : genudgive offentliggøre propagandere publicere reklamere transmittere udgive udsende (media)
37.7.7*: lie € <vspeak>	Lying or speak_hiding	SP MES REC TP	lie feign misinform <b>DK</b> : fortie tie_om
37.8: speak_emot <vspeak-emot>	Communication_emotional	SP REC-EXP MES (that) TP	boast complain curse grumble swear <b>DK</b> : bande beklage beklage_sig brokke_sig harcelere klage_sig kondolere juble prale påklage rase_mod
37.9: advise € <vhelp>	Communication_causative, cp. 58.1:urge, 29.5.2:predict	SP REC/BEN MES (that) TP	admonish alert assure caution counsel encourage notify warn <b>DK</b> : advare bestyrke formane råde tilråde
37.10: concede* ~ € <agree>	Conceding and Confessing	SP REC SOA	admit acknowledge concede confess <b>DK</b> : bekende erkende indrømme medgå skrifte vedstå
37.11: elaborate € <vteach>	focus on duration, cp. 37.1.4:teach and 37.5:talk, monologue cp. interactive 37.6:discuss	1. SP TP REC 2. SP MES REC	elaborate comment lecture dwell_on <b>DK</b> : aflægge (raport) forelæse holde (foredrag) kommentere reflektere_på? udtale_sig
37.12: emphasize* € <vspeak>	Emphasizing TH overfor REC	SP MES/TH REC	emphasize stress <b>DK</b> : accentuere (:fact) betone (:fact) indskærpe pointere understrege
37.13: promise € <vguarantee>	cp. 13.2:future_having, 99.1:ensure	SP REC TH (INS)	assure guarantee promise ascertain <b>DK</b> : borge? garanterelove sværge
37.14*: invoke € <vact-s>	Invoking, getting or using by speaking	SP/REC TH	invoke <b>DK</b> : besværge påberåbe_sig
37.15*: reveal <vreveal>	information or person	SP TH/BEN REC	betray give_away reveal <b>DK</b> : forråde røbe forsnakke_sig sladre udlevere (person) åbenbare

## Classes 38-42: Body

VerbNet class	comments	semantic roles	examples
38: sound_biocom € <vsound>	Communication_noise, cp show_emot 40.2, 40.1.1: sound_body	SP	bark chirp hoot peep <b>DK</b> : bræge brøle gø kvidre kvække pippe
39.1.1: eat € <vingest>	Ingesting_solid, incl. not_eat, incl neutral rest-category ingesting	AG PAT INS ORI	eat <b>DK</b> : die faste fortære nipse spise æde
39.1.2: drink* € <vingest>	Ingesting_liquid	AG PAT INS ORI	drink sip slurp <b>DK</b> : drikke slubre
39.1.3*: booze € <vingest>	Ingest a stimulant, Intoxication (alcohol or drugs)	AG PAT INS ORI	booze <b>DK</b> : beruse_sig fixe ryge (tobak)
39.2: chew € <vingest>	Eating_manipulating	AG PAT	bite (food) chew gnaw munch nibble <b>DK</b> : bide gnave snaske tygge

VerbNet class	comments	semantic roles	examples
39.4: swallow € <vingest>	Eating with focus on swallowing and quantity, devouring	AG TH/EXT-QUANT	devour gulp <b>DK</b> : grovæde nedsvælge sluge skylle_ned svælge
39.5: dine € <vingest>	Ingestion_event	AG (COM-AG LOC)	feast lunch graze picnic <b>DK</b> : græsse spise_morgenmad
39.6: thrive* € <grow>	living, thriving on PAT, focus on ongoing process, not the change; cp. agentive :rummage, cp. 45.5.1:change_process with change focus, cp. 48.3.2:befall for experiencing EV	PAT-EXP PAT	flourish gorge live prosper subsist thrive <b>DK</b> : leve_af trives vantrives vegetere
39.7: feed* € <vcare>	Feeding_obj	AG REC PAT (INS)	feed breastfeed ?raise <b>DK</b> : amme fodre made overfodre
39.8*: digest € <vbody>	Digesting, also emotionally	AG PAT	digest <b>DK</b> : fordøje forvinde
40.1.1: sound_body € <vsound-body>	Body_noise, cp 38:sound_biocom, cp 40.2:show_emot which includes emotional noises	AG/STI	cough hiccup fart snork snuffle wheeze <b>DK</b> : bøvse fise hikke hoste snorke snøfte
40.1.2: excrete* € <vbody>	Body emanation, cp non-body substance emanation 43.4:substance_emission	AG/ORI TH	bleed cough_up puke shit sweat vomit <b>DK</b> : afsondre bløde brække_sig fise hoste_op kaste_op malke skide svede tisse urinere
40.1.3: breathe* € <vbody>	Body functions, cp. the more specific 40.1.2:excrete	AG TH	breathe inhale exhale <b>DK</b> : indånde trække_vejr udånde ånde
40.2: show_emot* € <vsign>	Showing_ention_bodily, focus on the signal, especially emotional noises, cp. 40.1.1 for other body noises and 31.3.1:emote (feeling and "doing" emotions)	AG-EXP CAU	giggle laugh mourn scoff smile sneer weep yawn <b>DK</b> : gabe grine græde le smile stønne
40.3.1: gesture* € <vsign>	Non-verbal communication, cp. subclass 40.3.3:politing	AG MES REC DES (DIR)	nod squint wave wink <b>DK</b> : gestikulere nikke signalere skele vinke
40.3.2: body_moveO € <vmove-body>	Move body parts. +C, cp. involuntary 40.5:body_moveSA	AG TH <an>	crane relax_tr shake wag wrinkle <b>DK</b> : bøje (nakken) logre rimpe (læberne) ryste_på spidse (ørerne) trække_på (smilebåndet) vrikke_med
40.3.3: politing* € <vmove-body>	Polite movements, cp. hypernym class 40.3.1:gesture	AG BEN	bow curtesy salute <b>DK</b> : bukke give_hånd tage_imod hilde neje
40.4: bodystate* € <vbody>	Bodily state, cp 40.8.4:change_bodystate (waking up, falling asleep)	AG-EXP	sleep doze slumber *relax *rest <b>DK</b> : holde_middagslur hvile powernappe raste relaxe slappe_af slumre stresse_af ?skranke sove sunde_sig våge falde_i_staver
40.5: body_moveSA € <vmove-body>	Body_movement_involuntary, cp. 49:body_moveSC (voluntary)	TH-EXP CAU	convulse flinch quiver recoil shake_itr shudder tremble wince writhe give_a_start <b>DK</b> : bæve dirre give_et_sæt gyse krampe ryste_itr sitre skælve
40.7: die* <vdie>	Death (itr), cp. 42.1:kill (tr)	PAT CAU	asphyxiate choke drown starve suffocate *die <b>DK</b> : drukne forbløde kvæles dø stille_træskoene sulte_ihjæl
40.8.1: pain ~ € <vexperience>	Perception_body (EXP self or LOC body part), cp. 31.3.4:suffer (experience without perception focus)	EXP LOC-STI CAU	hurt_itr itch pain freeze tingle <b>DK</b> : fryse klø smerte snurre_i småfryse sulte svie tørste værke
40.8.3: hurt_self* ~ <vsick>	Experience_bodily_harm (twist an ankle)	EXP PAT	fracture (leg) twist (ankle) bruise <b>DK</b> : brække fordreje forstrække forstuve komme_til_skade slå_sig
40.8.4:	itr or tr, cp. 40.4:bodystate,	(AG) PAT CAU	blanch faint fall_ill sicken swoon

VerbNet class	comments	semantic roles	examples
change_bodystate <vbody-change> ~ <vsick>	40.8.3:hurt_self		pass_out fall_asleep recover wake_up <b>DK:</b> bedøve besvime falde_i_søvn komme_sig_lokalbedøve putte (barn) vække vågne gå_til_køjs komme_på_fode
41.1*: body_care € <vcare>	Grooming of whole body, but not the more specific 20.2:touch_exp for e.g. massage, nor 10.4.4:clean	AG PAT <H> <A> INS	shower bathe groom shave sunbathe <b>DK:</b> barbere klippe karseklippe solbade strigle
41.2*: comb* € <vcare>	Grooming of body part, cp. 20.1:touch, 10.4.1:wipe	AG PAT <an> INS	brush comb curl manicure pluck powder soap <b>DK:</b> børste indsæbe pudre rede sminke
41.3.1*: dress € <vclothe>	Dressing and wearing	1. AG REC TH 2. AG-TH TH <cloH>	dress clothe clad wear <b>DK:</b> gå_med have_på tage_på uniformere
41.3.2*: undress € <vclothe>	Undressing	AG ORI TH <cloH>	undress strip take_off <b>DK:</b> strikke tage_af trække_af
41.4*: serve € <vcare>	Serving and caring, human or animal activity, cp 72.1:help, 105.2:serve_as, 105.3:serve_to	AG BEN	look_after care_for serve cater_for comfort baby-sit <b>DK:</b> babysitte forsørge passe_tr pleje pusle pylre_om ruge servicere sørge_for tage_sig_af tjene varte_op
42.1*: kill € <vkill>	Killing and murdering	AG PAT INS	butcher murder slaughter kill <b>DK:</b> køre_ned nedlægge
42.2: kill_method € <vkill>	Focus on method	AG PAT INS	crucify drown poison shoot <b>DK:</b> drukne forgifte forgive harpunere korsfæste kvæle skyde slagte
42.3: subjugate € <vwin>	Supressing and conquering, cp. 90.2:vanquish for winning in structured contexts	AG PAT INS	supress subdue conquer (people) quell <b>DK:</b> domesticere kneble? knægte kue overdøve? tæmme udtvære underkue undertrykke

### Class 43: Emanating

VerbNet class	comments	semantic roles	examples
43.1: light_emission € <vlight>	Emitting_light, or making something emit light, cp. 24.2:lighting	(AG) STI LOC (EXP)	flare glitter fluoresce glisten sparkle shine <b>DK:</b> blinke blænde glinse glitre lyne skinne stråle
43.2.1: sound_emission € <vsound>	Emitting_noise and making something emit noise	(AG) STI LOC	beep crackle whir splutter play_tr <b>DK:</b> afspille bippe knitre spille_tr (instrument) summe
43.2.2*: make_noise € <vsound>	but: just making a sound is still 43.2	AG/STI INS	<b>DK:</b> larme knalde_med støj
43.3: smell_emission € <vemanate>	Emitting_ouder	STI LOC	reek smell stink <b>DK:</b> lugte stine
43.4: substance_emission € <vemanate>	Emanating, cp bodily emanation 40.1.2:excretion	ORI TH LOC AG	drip steam_itr <b>DK:</b> dryppe_itr dampe fordampe ose
43.5*: reflect € <vlight>	Reflected_emission	CAU STI	reflect mirror
43.6*: burn <vfire>	Burning	(AG) PAT	burn <b>DK:</b> brænde forkulle
43.7*: emit € <vemanate>	other emission, e.g. radiation and signals	ORI TH	emit radiate <b>DK:</b> radiere udstråle udsende

### Classes 44-45: Changing

VerbNet class	comments	semantic roles	examples
44.1: destroy € <vdestroy>	Destroying cp 45.1 break and 45.10*:damage, cp. the specific 21.2.1:crush	AG PAT	annihilate demolish ruin smash waste <b>DK:</b> nedrive ruinere smadre (o. :crush) udslette ødelægge
44.2*: collapse € <vbreak>	more general than the breaking to pieces in 45.1, and not technical like 45.10:damage	PAT	collapse fold_itr give_way <b>DK:</b> bryde_sammen gå_i_stykker (krukke)
45.1: break € <vbreak>	Damage by breaking, also intr, cp. the more general 45.10:damage, 21.2.2:perforate	AG PAT (RES)	break fracture shatter splinter tear <b>DK:</b> brække eksplodere? flænge flænse gå_i_stykker gå_itu knække rive_itu rive_over
45.2: deform* € <vshape>	Damaging by deforming, tr and itr, cp. neutral 26.5.1:shape	AG PAT	bend crease crumple distort ruffle rumple <b>DK:</b> bøje deformere ekse fordreje (fact) krympe krølle sammenkrølle ugle
45.3.1: heat* € <valter>	Heating, obj and subj, but not 26.3.2:prepare_food	AG/CAU PAT	heat <b>DK:</b> lune opvarme varme
45.3.2: cool* € <valter>	Cooling, obj and subj, but not 26.3.2:prepare_food	AG/CAU PAT	cool freeze_tr <b>DK:</b> afkøle køle svale
45.4.1: alter € <valter>	Change_obj, default category for change_of_state, cp. +structure 26.6.3:modify	AG PAT	dry harden soften <b>DK:</b> blødgøre forynge fugte hærde spæde tørre vådte ælde
45.4.2*: activate € <vstart>	Starting_machine (e.g. car) or fire, starting a person on an activity	AG/CAU PAT	start activate switch_on <b>DK:</b> afspille aktivere ibrugtage mobilisere opbyde starte <mach> tænde tænde_for, sætte_i_gang
45.4.3*: deactivate € <vstop>	Stopping_machine or machine stopping, subj or obj, incl. fire	AG/CAU PAT	stop deactivate switch_off *jam <b>DK:</b> demobilisere gå_ud skodde slukke slukke_for skrue_ned skrue_ned_for
45.4.4*: open € <vopen>	Opening, cp. 55.5.1:establish and 55.1.1:start for abstract opening	AG/CAU PAT	open <b>DK:</b> åbne gå_op løse (knode)
45.4.5*: close € <vclose>	Closing, cp. 55.5.2:unestablish and 55.4.1:stop for abstract closing	AG/CAU PAT	choke_up close <b>DK:</b> aflukke afspærre forsegle forstoppe lukke proppe_til? spærre tillukke tætne
45.4.6*: improve € <vchange>	positive change in quality, both tr and itr	AG/CAU PAT	improve renew renovate simplify strengthen <b>DK:</b> blive_bedre forbedre forenkle forny renovere simplificere styrke, komme_på_fode
45.4.7*: worsen € <vchange>	negative change in quality, both tr and itr	AG/CAU PAT	complicate deteriorate weaken worsen <b>DK:</b> forkøle_sig forværre forværres komplicere nedslide? svække
45.4.8: tighten € <close>	increase pressure or pull on s.th./s.b., also intransitive	AG PAT	stretch tighten <b>DK:</b> spænde stramme
45.4.9: loosen € <open>	decrease pressure or pull on s.th./s.b., also intransitive	AG PAT	loosen <b>DK:</b> løsne
45.5.1: change_process € <vchange>	process of change, rest category not covered by increase/decrease, improve/worsen, 45.5.2:decay, 26.2.1:grow and 39.6:thrive	PAT	blossom flower <b>DK:</b> blomstre fermentere gære knoppes knopskyde
45.5.2: decay* € <vchange>	irreversible time process, cp. reversible or fluctuating 45.4.7:worsen, ANT 26.2.1:grow	PAT	corrode_itr rot rust wither <b>DK:</b> forfalde forrådnede forældes? henfalde mugne råde ruste skimle visne
45.6.1.1: increase <vincrease>	positive calibratable_cos, Change_subj_quantity AND Change_obj_quantity	AG PAT VAL	accelerate increase intensify <b>DK:</b> accelerere blusse_op forstørre geare_op intensivere opkoncentrere opstramme? skærpe tiltage tykne (liquid) øge

VerbNet class	comments	semantic roles	examples
45.6.1.2: decrease € <vdecrease>	negative calibratable_cos, includes weakening, shortening, diluting etc. Change_subj_quantity AND Change_obj_quantity	AG PAT VAL	brake decelarate dilute diminish fall_quant plummet <b>DK</b> : afkorte bremse falde_quant forkorte? formindske fortynde løje_af nedsætte opbremse skrumpe styrtdykke (kurser) svække tynde_ud udvande
45.6.1.3: oscillate € <vquant>	calibratable_cos, repetitive, cp. 23.4:differ	PAT VAL	fluctuate oscillate <b>DK</b> : fluktuere oscillere skifte_itr svinge_itr
45.6.2*: double € <vquant>	one_into_many, both subj and obj	(AG) PAT RES	double multiply <b>DK</b> : fordoble mangedoble tredoble
45.7*: changeS € <vchange>	Change_subj, cp. 45.4.1:alter	PAT	coagulate crystallize <b>DK</b> : klumpe_sammen koagulere krystallisere tørre_ud
45.8*: calibrate € <avdjust>	both a value and a thing cp. 45.6 for calibratable change of state, and 26.8:adjust without quantifying, cp. 22.4:fasten for fixing values over time	AG PAT VAL	set calibrate fix <b>DK</b> : affjedere antedatere? finindstille fremdatere indstille normere opregulere runde_op standardisere? tilbagedatere
45.9.1*: repair € <vrepair>	Repairing, cp. 45.9.2:therapy for humans	AG PAT	reconstruct repair <b>DK</b> : genopbygge rekonstruere sanere vedligeholde
45.9.2*: therapy <vtherapy>	repair humans, cp 41.4:serve for nursing	AG PAT	heal treat cup <b>DK</b> : genoplive heale helbrede hele kurere restituere tvangsbehandle
45.9.3*: solve <vsolve>	solve a problem, conflict or crisis, correct an error, cp. 37.1.1.1:explain	COG PAT	correct solve <b>DK</b> : afklare afmystificere besvare? finde_ud_af gennemrette korrigerer løse rette
45.10*: damage € <vdamage>	also intr malfunctioning, cp. 45.1:break (subj), cp. 18.2:hurt (obj) for living things	AG/CAU PAT	damage fail (machine) malfunction short-circuit vandalize <b>DK</b> : beskadige bryde_ned gå_i_stykker (maskine) havarere kortslute opslide vandalisere

## Classes 46-48: Moving and Placing

VerbNet class	comments	semantic roles	examples
46.1: lodge € <vbe-loc>	Residence	AG TH TH-COM LOC	dwelt inhabit live reside settle <b>DK</b> : befolke bosætte indkvartere indlogere leje_sig_ind logere sidde_ind
46.2*: enter € <venter>	Entering sub/obj, cp. 51.8:reach and obj 22.2.4.2:register	1. AG DES 2. AG TH DES	enter <b>DK</b> : betræde indskyde indstemple indsætte stemple_ind
46.3*: invade € <venter>	Entering_hostile cp 42.3: subjugate	AG LOC	invade occupy *conquer <b>DK</b> : erobre invadere storme
46.4*: usurp € <vtake>	hostile role-taking	AG PAT/LOC/ROLE	usurp take_over <b>DK</b> : sætte_sig_på kuppe overtage
46.5*: permeate € <venter>	substance entering	TH DES	permeate <b>DK</b> : gennemsive gennemsyre gennemtrække gennemvæde sive_ind
47.1.1.1: exist <vbe-exist>	Existing pure, cp. 1.2:be_place, 46.1:lodge and 39.6:thrive	TH (LOC)	exist live <b>DK</b> : eksistere findes foreligge herske (forhold) leve være_til
47.1.1.2: persist* € <vcontinue>	continued being, cp action and process 55.3:continue, also includes the rarer make_persist	(AG) TH LOC/ATR	linger persist prevail remain stay persevere <b>DK</b> : blive_sa blive_tilbage eviggøre forblive forevige holde_sig_oc restere vedblive vedvare (cp. vare)
47.1.1.3: endure* € <vcontinue>?	non-agentive endurance or survival, optional time-object, cp. agentive	TH/EXP EV/ACT EXT-TMP LOC	bear endure survive <b>DK</b> : holde_ud overleve tåle udholde

VerbNet class	comments	semantic roles	examples
	83:cope		
47.1.2*: depend ~€ <vrelat>	exist because, cp. active 70:rely	TH/SOA/EV CAU	depend_on <b>DK</b> : afhænge_af komme_an_på
47.2.1: moveS_fluidic* € <vflow>	Fluidic_motion_subj (cp. 9.5.1:flow)	TH LOC ORI DES	blow_itr foam flow propagate ripple <b>DK</b> : boble blæse_itr bølge flyde koge_itr skumme syde
47.2.2: moveO_fluidic € <vflow>	Fluidic_motion_obj (cp. 9.5.2:pour)	AG TH ORI DES	blow_tr propagate ventilate <b>DK</b> : blæse_tr gennemblæse luftede_ud_i puste udlufte ventilere
47.3.1: moveO_local <vmoveOL>	<b>moveOL</b> , moving_in_place, other, +Control, cp. 51.3:self_motion, 49:body_moveSC, cp. special case 51.1.3:fall	AG TH LOC	rotate_tr shake (object) <b>DK</b> : dreje_tr ryste_tr rejse_op rotere_tr svinge tippe_tr tviste vifte_med vippe_tr vælte_tr
47.3.2: moveS_local* <vmoveSL>	<b>moveSL</b> , moving_in_place, self, mostly involuntary (but not all), cp. 51.3... for non-local movement, cp. controlled 49:body_moveSC, cp special case 51.1.3:fall	TH LOC	float flutter revolve rotate_itr undulate teeter <b>DK</b> : bølge fjedre flagre flyde (ovenpå) gyng hoppe (bold/person) rotere_itr sjippe svaje træde? vaje vakle vibrere
47.3.3*: orient € <vorient>	Orienting and aiming (obj or subj), changing direction or path, partial subcat of 47.3.1:moveO_local, cp. 47.6.1:spatial_conf for being oriented	AG TH DES	aim orient point skew turn_around <b>DK</b> : afdreje bortvende dreje_tr orientere sigte udrette vende vende_om, tage_sigte_på
47.4: sound_move € <vsound>	Sound_existence, cp. 43.2.1:sound_emission	STI LOC	echo resonate resound reverberate sound <b>DK</b> : ekko genlyde runge
47.5.1: swarm <vmove-mass>	Mass_motion, mostly in_place, but also directional (stampede)	AG LOC	creep stampede (dir) swarm teem throng <b>DK</b> : myldre vrimle sværme_itr
47.5.2.1: collect* € <vcollect>	Collecting and Aggregating, overrides Obtaining at least for uniform non- money things, transitive, cp. 22.3.2:group into wholes	AG TH LOC	aggregate cluster collect convene herd <b>DK</b> : aggregere forsamle klumpe_tr_sammen pakke_sammen samle
47.5.2.2*: accumulate € <vcollect>	Accumulation process, mostly passive, focus on quantity	(AG-REC) TH LOC	accumulate pile_up save (money) <b>DK</b> : akkumulere hobe ophobe spare spare_op spare_på?
47.5.2.3*: gather € <vcollect>	Congregating_subj, active process, cp. 47.5.2.1:collect and 60.4:summon	AG LOC	congregate flock gather <b>DK</b> : flokkes samles stime_sammen
47.5.3: bulge € <vshape>	Form_motion (with/from content) cp. 47.6.2:shape_change	(AG) LOC CONT	blister bristle bulge (with) seethe <b>DK</b> : boble_af bugne erigere hæve strutte (af)
47.6.1: spatial_conf € <vshape>	spatial configuration (subj), shape, posture, cp. 26.5.1:shape (obj), 47.3.3:orient (obj), 50:body_position	TH LOC DES?	?dangle arch protrude slant stick_out <b>DK</b> : bue bule_ud hælde knejse skråne stikke_ud stå_ud
47.6.2: shape_change € <vshape>	shape change (executed by self), cp. 26.5.1:shape (by other), 50:assume_position, 47.3.3:orient	AG-PAT PART <an>	branch extend narrow <b>DK</b> : forgrene_sig fremskyde skyde_ud række_frem smalne springe_ud stritte_med udpose
47.7: meander <vmoveS>	Sinuous path motion, both agent, object or path itself	TH/AG DES PATH	meander wander zigzag <b>DK</b> : fare_vild forløbe (vej) kredse løbe (vej, cp. 51.3.2:run) sno_sig strejfe_omkring vagabondere versere
47.8.1: border* € <vlimit>	Enclosing, spatial touching, Place_posture, cp. 76:limit	AG LOC LOC-COM	border delimit enclose skirt span? surround <b>DK</b> : afgrænse grænse_op_til indhegne omgive omgærde omringe støde_op_til
47.8.2: cross* € <vtouch>	Paths touching, line crossing, agent traversing, spaces intersecting	PATH/AG LOC	cross intersect meet (cp 36.1:interact_do) navigate touch (cp 20.1:touch) <b>DK</b> : befare krydse røre !

VerbNet class	comments	semantic roles	examples
			overlappe skære_hinanden udmunde (flod)
47.8.3*: stretch ~ € <measure>	Place_extension from to, stretching to and spanning	(AG) TH ORI DES EXT	span stretch <b>DK</b> : spænde række spænde_over udspænde
48.1.1: appear € <vappear>	Appearing in a place, cp. 2.3:become_be	TH LOC LOC-TMP	appear arise emerge <b>DK</b> : dukke_frem dukke_op
48.1.2: show* € <vshow>	Presenting and Pointing	AG TH EXP	exhibit expose manifest point_at pose present show <b>DK</b> : fremlægge pege_på præsentere synliggøre? udstille vise vise_frem
48.1.3*: originate € <vappear>	Directional_appearance	TH ORI	originate stem descend evolve <b>DK</b> : komme_af stamme_fra
48.1.4*: result € <voccur>	be_caused, cp ANT 27.1:cause	RES CAU	result_from be_due_to <b>DK</b> : bunde_i grunde_i skyldes
48.2: disappear* <vdisappear>	ANT 48.1.1:appear, 2.3:become_be	TH/PAT LOC LOC-TMP	disappear expire perish vanish <b>DK</b> : bortkomme forlise forsvinde gå_væk fortage_sig
48.3.1: occur € <voccur>	Event, happening or not happening	EV LOC LOC-TMP ORI CAU	ensue happen pass <b>DK</b> : forekomme stedfinde udeblive
48.3.2*: befall € <vaffect> € <voccur>	occurrence_obj, happen_to, only humans, ANT 30.1.4:undergo	1. EXP EV 2. EV EXP	befall <b>DK</b> : overgå påkomme ske_tr tilstøde vederfars
48.3.3*: occur_dynamic € <voccur>	Dynamic occurrence, uncontrolled process, subj and obj, both animate and non-animate implicit or explicit PAT	EXP/PAT EV	culminate go_on peak level_out bottom_out precede proceed progress <b>DK</b> : forløbe forudgå gennemgå gennemløbe nærme_sig (time) pågå stunde_til undergå være_i_vente
49: body_moveSC € <vmove-body>	voluntary body movement (cp. involuntary 40.5:body_moveSA, or "hopping" 47.3.2:moveS_local)	AG	squirm wiggle wriggle <b>DK</b> : mimre ranke_sig sprælle strække_sig strække_ud

### Classes 50-53: Modes of movement

VerbNet class	comments	semantic roles	examples
50.1: change_body_pos € <vpos>	Change_posture, cp. 47.6.2:shape_change, 47.3.3:orient	AG LOC/DES	lean_back lie_down sit_down stand_up slump *rear <b>DK</b> : fare_op lægge_sig rejse_sig_op stå_op sætte_sig tilbagelæne
50.2: body_pos € <vpos>	body_posture, cp. non-body 47.6.1:spatial_conf, 47.3.3:orient	AG LOC/DES	lie kneel perch sit slouch stand recline <b>DK</b> : hænge knæle ligge sidde sidde_på_hug stå
51.1.1: move_dir* € <vmoveS>	Motion_directional (active), cp 51.8:arrive/reach, cp. 9.4.1:raise, 9.4.2:lower, cp. no-active-selfmove 9.4.1:higher 9.4.2:lower	AG/TH ORI DES PATH	advance ascend climb_tr converge descend <b>DK</b> : bestige flytte_sig fremrykke_itr fremstorme fremtrænge hæve_sig_over klatre_på konvergere kæmpe_sig_frem nedstige nødlande stige_ned stige_op sætte_af?
51.1.2*: rise <vrise>	move_up, selfmove-inactive, cp active 9.4.1:raise, cp. qual. with change 45.6.1.1:increase	TH DES EXT	rise soar <b>DK</b> : stige
51.1.3: fall <vfall>	move_down, selfmove-inactive, cp 9.4.2:lower, cp. qual. with change 45.6.1.2:decrease, evt. && 47.6.1:spatial_config for tilting	TH DES EXT	drop_itr fall sink sediment tilt tumble <b>DK</b> : bundfælde dratte falde kæntre? synke_itr sedimentere segne skvatte tilte e
51.2: leave	Leaving, ANT 51.8:reach	1. AG ORI DES	leave abandon escape flee depart <b>DK</b> :

VerbNet class	comments	semantic roles	examples
€ <vleave>		2. AG TH LOC 3. TH/CONT ORI	efterlade forlade flygte hoppe_af løbe_bort slippe_ud smutte søge_bort tage_af_sted
51.3.1: roll € <vmoveS>	moveSA, self_motion_involuntary, non-local Motion, intransitive, cp. 49:body_moveSC, 47.3.2:moveS_local	(AG) TH ORI DES PATH	float glide roll_itr slide pass <b>DK</b> : drive_itr glide rulle_itr skride_ud
51.3.2: run € <vmoveS>	moveSC, self_motion_voluntary, not in_place, cp. 49:body_moveSC, 47.3... for in_place movements, cp. 51.4.1:vehicle, but includes skating and skiing (no real vehicles)	AG ORI DES PATH	climb crawl fly (animal) gallop jump march run swim skate ski step <b>DK</b> : flyve (dyr) galoppere jukke klatre krybe løbe marchere rende skøjte springe stå_på_ski træde? stå_på_ski svømme valfarte
51.4.1: vehicle € <vmoveS>	Operate_vehicle (without object)	AG ORI DES PATH	bicycle canoe ferry raft taxi travel <b>DK</b> : besejle cykle flyve (fly) kajakke køre_itr rejse ride ro sejle surfe tomle
51.4.2: steer* € <vmoveS>	Move_vehicle (with object), also riding an animal	AG TH ORI DES PATH	drive paddle pedal pilot ride row sail steer <b>DK</b> : flyve_tr køre_tr padle køre_på ride_tr sejle_tr styre
51.5: dance* <vdance>	Dancing, special move-case of 36.1:interact_do	AG AG-COM	dance tango waltz <b>DK</b> : danse steppe
51.6: chase € <vhunt>	Following and chasing, cp. 35.1.1:hunt which includes the purpose and capturing result	AG TH	chase follow pursue tail stalk track <b>DK</b> : forfølge følge jage_efter passe_op spore
51.7: accompany <vaccompany>	Physical guiding or leading, cp. cognitive guiding 37.1.4:teach and organisational leading 55.5.3:run_obj	AG TH (DES)	accompany conduct escort guide lead shepherd walk_tr <b>DK</b> : eskortere føre føre_an guide lede (55.5.3:run_obj) ledsage lufte (hund)
51.8: reach <vreach>	Arriving and Coming_to, ANT 51.2:leave, includes passing by	AG DES	arrive come contact reach make_it_to enter return? visit <b>DK</b> : ankomme besøge forbiassere frekventere hjemvende indhente komme kontakte nå nå_frem_til nå_til opsøge overhale? passere
52: avoid <vavoid>	Avoiding, cp. fleeing 51.2:leave, cp. 75:neglect (moral aspect), cp. 69:refrain	AG TH/LOC/ACT	avoid bypass dodge shun <b>DK</b> : pjække unddrage_sig undgå undslå_sig
53.1.1: linger ~€ <vtemp>	Intransitive slowness, lingering, hesitating, waiting and being late	AG/COG TP	dally hesitate linger procrastinate trail <b>DK</b> : afvente bie halte_bagefter komme_med_udflugter oppebie sakke_agterud sakke_bagud tøve vente være_bagud
53.1.2: delay* € <vtemp>	Transitive slowness, postponing, ANT 53.2:rush	AG EV/ACT	delay stall *postpone <b>DK</b> : forhale forsinke trække_i_langdrag udskyde
53.2: rush € <vtemp>	Hurrying, both transitive and intransitive, ANT 53.1.2:delay	AG TH/EV	hasten hurry rush <b>DK</b> : brase stresse fremrykke_tr fremskynde, ? være_på_tide

## Class 54: Measuring

VerbNet class	comments	semantic roles	examples
54.1.1: measure_tr € <vmeasure>	Measuring_transitive	AG TH VAL	clock time mistime measure_tr quantify <b>DK</b> : dosere kvantificere måle_tr overdosere pejle? retningsbestemme veje_tr
54.1.2: measure_itr € <vmeasure>	Amounting_to, Measuring_intransitive	TH VAL	measure_itr total weigh *average <b>DK</b> : lyde_på måle_itr veje_itr



VerbNet class	comments	semantic roles	examples
54.2: cost € <vmeasure>	special (money) case of 54.1.2:measure_itr, includes agentive make_cost as a special case	(AG/CAU) TH VAL BEN	cost <b>DK</b> : andrage billiggøre fordyre koste prissætte
54.3.1: contain_quant* € <vquant>	contain (real or potential) quantity cp. simple 5.4:contain_have	LOC EXT-QUANT	contain hold house seat <b>DK</b> : rumme (quant)
54.3.2: fit ~ € <vbe-loc>	Filling by s.th. being in it, size match, ANT 54.3.1:contain_quant	EXT-QUANT/TH LOC	fit <b>DK</b> : passe_i, kunne_være_i
54.4: assess* <vestimate>	Assessing_at (also measuring_tr?) cp. 34.1:analyse	COG TH VAL	approximate assess estimate guestimate overestimate price value <b>DK</b> : anslå approksimere beregne bonitere estimere fejlvurdere gøre_op kalkulere overvurdere skønne taksere udrenge undervurdere vurdere værdisætte
54.5: bill € <vact-cur>	Charging (commercial) VAL from ORI for CAU, and bookkeeping, cp. 13.2.2:salary, 68:pay (give_money), 13.5.1.2:gain (get_money), cp. :obtain for actively gaining	AG VAL ORI CAU	bill charge invoice tax <b>DK</b> : afregne beskatte fakturere kontere? opkræve særbeskatte

### Class 55-57: Starting, stopping and ongoing

VerbNet class	comments	semantic roles	examples
55.1.1: start € <vstart>	transitive, voluntary, cause: cp. 27.1:cause, also inaugurating and introducing TH to/into DES (start using)	1. AG ACT 2. AG TH DES	start start_off commence inaugurate initiate introduce resume <b>DK</b> : igangsætte indvie initiere introducere lancere påbegynde starte_tr
55.1.2*: begin € <vstart>	intransitive, involuntary, cp. 55.1.1:start and 55.1.3:start_movement	EV	(process) begin <b>DK</b> : begynde starte
55.1.3*: start_movement € <vstart>	start (self-start vehicle or animate), cp EV-stop 55.1.2:begin, 45.4.2:activate, ANT 55.4.4:halt	CAU AG	start (train) <b>DK</b> : afgå køre_løs starte
55.1.4* introduce € <vstart>	inaugurating and introducing TH to/into DES (start using) --> 55.1.1	AG TH DES	inaugurate introduce <b>DK</b> : indvie introducere lancere
55.2: complete_process € <vcomplete>	Process_control, slight difference from simply stopping cp. 55.4, cp. 26.4.2*: create_finish	AG ACT/EV	complete quit <b>DK</b> : afslutte færdiggøre fuldføre tilendebringe
55.3: continue € <vcontinue>	focus on time or repetition, both tr and itr, cp 55.6:sustain for organised continuing or preserving, cp continued being 47.1.1.2:persist; combi: 'videre-'	AG ACT/EV EXT-TMP	carry_on continue keep_inf repeat *last take_over <b>DK</b> : fortsætte gentage gå_om trække_ud vare vedvare videreføre
55.4.1: stop € <vstop>	stopping process (transitive) or activity (optional inf obj), voluntary or cause, includes stop_speak	AG/CAU ACT/EV	halt hush interrupt pull_over stop terminate <b>DK</b> : afbryde afslutte dysse_ned? fase_ud hysse standse_tr stoppe tysse tystne udfase
55.4.2: end* € <vstop>	process ending, intransitive, involuntary	EV	cease end finish end <b>DK</b> : ende gå_over slutte stoppe
55.4.3*: hinder € <vhinder>	Hindering, cp. 55.4.1:stop	AG/CAU EV/ACT BEN	prevent frustrate forego hinder impede preempt <b>DK</b> : afværge blokere forebygge forhindre hindre sabotere
55.4.4*: halt € <vstop>	stop (self-stop vehicle, animate), cp EV-stop 55.4.2:end, ANT 55.1.3:start_movement	CAU AG	stop (train) <b>DK</b> : sidde_fast standse (tog)
55.5.1: establish € <vcreate>	an institution/organization/brand or organize an event, cp 27.4:implement	AG RES <org> <occ> (INS ADV)	initiate establish found arrange pioneer machinate stage innovate

	for realizing, introducing, bringing_about		open <b>DK</b> : arrangere etablere grundlægge initiere lancere søsætte
55.5.2*: unestablish € <vstop>	an institution/organization or a system cp. 106:void for events and rights	AG PAT	abolish ?decommission close close_down <b>DK</b> : afskaffe afvikle lukke <inst> lukke_ned nedlægge opløse <org>
55.5.3*: run_obj <vcontrol>	Control, an institution or an organized activity cp. 60:allow	AG TH/EV	control govern lead coordinate run organize administer administrate <b>DK</b> : administrere anføre drive herske kontrollere <org> koordinere lede regere styre stå_for
55.6: sustain € <vcontinue>	Maintain an institution or an organized activity, or preserving sth. focus on object, cp. 55.3:continue	AG TH/EV ATR (INS)	maintain sustain prolong keep_up preserve <b>DK</b> : bevare dybfryse forlænge frede holde_oc konservere opretholde
57: weather <vwea>	Weather processes	TH-NIL	rain drizzle snow storm thaw (it thawas) <b>DK</b> : blæse dæmre regne sne storme styrtregne støvregne tøj (det tør)

## Class 58-65: Influencing

VerbNet class	comments	semantic roles	examples
58.1: urge € <vforce>	Urging and convincing, focus on FIN, cp. 37.9:advise (communication_causative)	SP PAT FIN <act>	admonish convince dissuade urge persuade remind <b>DK</b> : besnakke huske_på_tr mane mase_på minde_om (pligt) nøde overbevise overtale presse_på påminde påtrænge
58.2: beg € <vask>	same person REceiving the begging and DONating the THing or ACTION ...	SP REC/DON ACT/TH	apply_for ask_to beg contact (for) implore pray request <b>DK</b> : ansøge be bede bønfalde henvende_sig kontakte (vedr) søge_om trygle
59: force € <vforce>	Manipulate_into_doing, focus on PAT, cp. 63:enforce RES, cp. 10.6.3:cheat and 31.4.1:attract; combi: 'tvangs-'	AG BEN FIN	blackmail coerce compel entice impel prompt <b>DK</b> : afpresse forlede lokke slavebinde tvinge
60.1: order <vorder>	Commanding	SP/NORM BEN ACT/DES	ask_to command !legislate order <b>DK</b> : anordne befale dekrettere give_ordre kommandere lovgive
60.2*: demand € <vask>	Postulating, cp. non-human 103:require	SP/NORM TH	demand require <b>DK</b> : forlange kræve udbede
60.4*: summon € <vact-s>	Make come	SP TH DES	summon call_in invite send_for <b>DK</b> : alarmere kalde_på lokke indkalde invitere tilkalde
61.1: try_to* € <vmeta>	Trying to and Trying hard	AG ACT FIN	attempted make_an_effort try (to) <b>DK</b> : forsøge anstrenge_sig ivre leve_for mande_sig_op overanstrenge
61.2: test € <vinvestigate>	Trying out, testing, cp. 35.4:investigate	AG TH	examine experiment test try (out) <b>DK</b> : afprøve efterse eksperimentere eksaminere indflyve kontrollere prøve syne (bil)
62: plan* <vact-c>	Cognitive construction, visualization, intention, purpose, cp. 32.1.1:wish, cp. 29.5.1:assume (e.g. expecting)	COG RES/FIN	intend mean plan aim ?imagine visualize <b>DK</b> : forestille_sig have_i_sinde koncipere lægge_an_på (inf) planlægge sigte_etter visualisere
63: enforce € <veffect>	focus on RES, cp. 59:force PAT	AG RES-SOA	enforce impose <b>DK</b> : gennemtrumfe gennemtvinge tvangsindføre sætte_igennem trumfe_igennem
64.1: allow*	Permitting an ACT, cp. the ROLE-	COG/SP/NORM BEN	allow authorize okay approve permit

€ <vallow>	implying 29.1.1:appoint, includes official act of approving, cp. 77.1:approve for cognitive approving_of	ACT/TH	sanction tolerate <b>DK</b> : autorisere (act) beføje bemyndige blåstemple klare forhåndsgodkende godkende ? have_frit_spil legitimere ?måtte tillade tolerere
64.2*: welcome € <allow>	Permitting to be in a place, cp. welcome as 29.4.2:declare_oc	AG BEN LOC	admit (loc) welcome (loc) <b>DK</b> : lukke_ind tage_imod tage_tilbage tillade_oa
65: facilitate* € <vallow>	Facilitating an EV/ACT/NORM	AG/TH/NORM EV/ACT/NORM	ease facilitate <b>DK</b> : facilitere lempe lette muliggøre

## Classes 66-79: Social interaction (mixed)

VerbNet class	comments	semantic roles	examples
66.1: consume € <vconsume>	Using_up, cp. 39.4:devour, cp using money 68:pay or time (104:spend_time)	AG PAT FIN	use consume waste <b>DK</b> : forbruge give_ud spilde gå_til_spilde
66.2: economize € <vconsume>	Controlling consumption	AG PAT VAL	economize save <b>DK</b> : husholde rationalisere skære_ned spare økonomisere
67: forbid <vforbid>	Prohibiting	COG/SP/NORM BEN ACT/TH	cancel discourage forbid prohibit <b>DK</b> : censurere forbyde frabede_sig
68: pay € <vpay>	Paying money, cp. contribute, cp. 13.2.2:salary, 54.5:bill, includes atoning	AG REC VAL CAU/TH	award finance pay repay serve spend <b>DK</b> : amortisere afbetale betale bøde finansiere sidde_efter sidde_inde sone tilbagebetale
69: refrain ~ € <vresign>	Desisting, not doing, cp. 52:avoid	AG ACT CAU	refrain abstain desist <b>DK</b> : afholde_sig_fra droppe (act) hoppe_fra skippe springe_fra unklade
70: rely € <vrelat>	active/cognitive depending	COG TH FIN	rely depend count_on bet_on trust <b>DK</b> : have_tillid_til satse_på stole_på tro_på
71: conspire ~ € <vact-co>	Conspiring and revolting, doing protest, cp 36.1:interact, 73.1:cooperate	AG TH FIN	conspire rebel retaliate scheme team_up *revolt <b>DK</b> : demonstrere intrigere protestere rotte_sig_sammen sammensværgere
72.1: help <vhelpt>	Helping and supporting, cp. 41.4:serve for caring_for	AG BEN TP/FIN	aid assist endorse help save (person) support <b>DK</b> : assistere forskåne? (& :refrain) hjælpe holde_med redde støtte <hum> stå_ved
72.2*: benefit € <vaffect>	not necessarily intentionally/animate, cp. the default 72.4:affect, ANT 72.3:detriment	CAU/AG BEN MNR	benefit <b>DK</b> : indvirke? tilgodese skattebegunstige tage_hensyn_til
72.3*: detriment € <vaffect>	not necessarily intentionally/animate, ANT 72.2:benefit	CAU BEN (EV/TH) MNR	detriment discriminate hurt (interest) betray <b>DK</b> : diskriminere fucke kønsdiskriminere skade strejkelamme påføre_skade påvirke (negativt) racediskriminere svige vanære?
72.4*: affect € <vaffect>	Affecting, neutral rest category	AG/TH BEN	affect influence <b>DK</b> : indvirke influere påvirke rokke_ved true
72.5*: punish € <vaffect>	Punishing and de-righting	AG BEN	fine punish <b>DK</b> : deklassere diskvalificere revse straffe umyndiggøre
73.1: cooperate € <vact-co>	cp. 36.1 interact, 71:conspire, 3.1:work	AG AG-COM TP/FIN	collaborate cooperate <b>DK</b> : alliere_sig kollaborere kooperere samarbejde
73.2: participate* € <vact-co>	Participation, ex-sub	AG ACT/EV	participate attend <b>DK</b> : deltage medarbejde medhjælpe overvære

VerbNet class	comments	semantic roles	examples
			være_med_til
73.3*: vicariate € <vreplace>	Exchanging with AG-self, cp. 13.6:exchange TH with other	AG TH <H>	vicariate substitute_for <b>DK</b> : afløse efterfølge take_over vikariere træde_til
74.1: succeed € <vsucceed>	both transitive and intransitive	AG ACT/TH	succeed pass (exam) manage <b>DK</b> : bestå (eksamen) excellere klare klare_sig lykkes slå_an
74.2: fail* <vfail>	both transitive and intransitive	AG EV/TH CAU	fail err mess_up <b>DK</b> : dumme_sig dumpe fejle forfuske forkludre forregne_sig kludre mislykkes slå_fejl stå_i_stampe
75: neglect <vneglect>	ANT 41.4:serve, cp. 52:avoid (more neutral), also passive not-perceiving	AG EV/TH/MES	ignore neglect omit overlook <b>DK</b> : forbigå forsømme ignorere overhøre overse overspringe se_bort_fra sjuske (med) springe_over
76: limit € <vlimit>	cp 9.10:confine, 92:institutionalize, 47.8:border	AG PAT VAL FIN	confine limit restrict constrain <b>DK</b> : begrænse limitere
77.1: approve* € <vjudge>	Understanding the motivation of or for, contenting, focus on person cp. 87.2 comprehend, cp. 33.1:judge, cp. 64.1:allow for official act of approval	COG TH/MES/SOA <H> <act> <sem>	accept understand encourage <b>DK</b> : acceptere anerkende billige forstå misforstå nøjes_med slå_sig_til_tåls_med
77.2*: reject € <vjudge>	focus on COG, cp. EXP 31.2.2:dislike, SP-focus 37.7.5:refuse	COG/SP TH/MES/SOA <H> <act> <sem>	contradict (person) discourage disprove falsify oppose reject tire_of <b>DK</b> : afvise benægte bestride blive_træt_af bryde_med falsificere gendrive misbillige modsige negere opponere tilbagevise
78.1: indicate € <vshow>	Evidence, non-human, cp. verification, usually agentive-human 78.2:confirm and 37.2.2:identify for indicating persons and things	CAU SOA	imply indicate contradict <b>DK</b> : implikere indikere kontraindicere vidne_om
78.2: confirm* € <vshow>	Verification, proof, usually human, but not necessarily, cp. 77.2:reject for falsification	COG/SOA SOA/MES INS	confirm demonstrate document establish prove show sign? verify <b>DK</b> : bekræfte bevidne bevise dokumentere godtgøre kontrasignere kvittere påvise rokke_ved slå_fast underbygge underskrive undertegne validere verificere
79: devote* € <vgive>	things, cp. 37.1.1.3:dedicate MES	AG TH FIN	dedicate devote commit <b>DK</b> : dedikere

### Class 80: Handling conflicts (mixed)

VerbNet class	comments	semantic roles	examples
80: liberate € <vfree>	set_free, cp. 10.6.1_rid, 10.6.3:exonerate	AG PAT ORI LOC	liberate discharge release <b>DK</b> : afvænne befri fravænne frisætte genudsætte løslade slippe_fri spænde_fra udfri udskrive
82: withdraw € <vleave>	movement, e.g. self or troops, cp. 10.11.1:resign for retiring/resigning from a social context, and 10.11.2:renounce	AG (TH) ORI	withdraw <b>DK</b> : tilbagekalde tilbagetrække trække_sig_tilbage vige vvige_for ige_tilbage
83: cope € <vsucceed>	Managing, cp. 74.1: succeed, cp. 98:confront/handle, cp. non-agentive 47.1.1.3:endure	AG TH/ACT	cope manage get_by <b>DK</b> : klare klare_sig få_styr_på
84: discover <vdiscover>	Finding (after search) and Becoming_aware, cp.	AG/COG TH/SOA ORI	discover figure_out find guess realize ascertain <b>DK</b> : fatte finde

VerbNet class	comments	semantic roles	examples
	36.3.3:encounter, 97.2:deduce		finde_frem_til finde_ud_af gætte opdage opspore
85.1: defend_phys € <defend>	Defending and protecting, cp. 55.6:sustain, cp. 99.2:insure	AG BEN CAU/TP	defend protect guard watch_over revenge <b>DK</b> : befæste beskytte brandsikre frostsikre forsvare hævne stå_vagt vogte våge_over
85.2*: defend_cog € <defend>	Cognitive defending, protecting and arguing_that, cp. 37.7.2:suggest for focus on SP	COG/SP TP <act> <sem-s> MES	argue_that justify defend stand_by <b>DK</b> : argumentere_for begrunde forsvare <sem> gardere halvgardere retfærdiggøre ræsonnere_over
85.3*: attack € <vattack>	cp. 33.2:accuse for cognitive attacking, cp. 46.3:invade, cp. 36.4.1:fight for joint activity	AG DES/PAT	attack besiege challenge <b>DK</b> : angribe attackere overfalde raide udfordre

### Classes 86-91: Relating (mixed)

VerbNet class	comments	semantic roles	examples
86.1: correlate € <vrelat>	subj plural, cp active cognitive correlating 22.2.2:associate	(AG) TH TH-COM	coincide correlate alternate <b>DK</b> : afveksle alternere korrelere skiftes
86.2: relate € <vrelat>	without change in obj, cp. 72.4:affect, cp. agentive relating 2 things: 22.2.2:associate	TH TH/TP	involve concern symbolize touch bear_on touch_on relate_to <b>DK</b> : angå dreje_sig_om handle_om have_at_gøre_med omhandle rage relatere_til symbolisere vedkomme
86.4*: compensate € <vrepair>	Compensating and reciprocating, cp. 13.6:exchange/replace	AG/TH TH	compensate balance break_even reciprocate? <b>DK</b> : balancere gengælde? løbe_rundt modregne opveje udligne
86.5*: match <vequal>	Equalling or making equal, but not being (1.1:be_copula), cp. similarity 1.6:be_like, cp. 26.8:adjust for make_like	1. TH TH-COM 2. AG PAT PAT-COM 3. AG COMP	match equal correspond_to harmonize synchronize <b>DK</b> : balancere egalisere emancipere harmonere_med harmonisere holde_trit_med ligestille matche modsvare passe_med passe_til skævride? svare_til synkronisere
87.1: focus € <vorient>	Cognitive orienting or optical focusing, cp. 9.2:put_spatial	COG/AG TH	focus center concentrate_on <b>DK</b> : fokusere gøre_ngt_ud_af koncentrere
87.2: comprehend € <vcog>	Understanding cognitively, cp. 77:approve (for motivation), and cp. 84:discover	COG TH/SOA ATR	misconstrue misinterpret misunderstand interpret figure_out <b>DK</b> : forstå fortolke indse interpretere misforstå regne_ud udlægge
88: mind* € <vcog>	care or not care (a damn), importance-assigning, cp 31.3.8:marvel, cp. 91:matter, cp. 87.1:focus	COG TH	mind care_about prioritize <b>DK</b> : blæse_på være_ligeglad nedprioritere omprioritere prioritere vægte
89: agree* € <agree>	cp 36.1:interact, 36.4.2:dispute, cp. 37.7.5:refuse	COG COG-COM RES TP SP SP-COM RES TP	accept agree_upon compromise concur contract consent settle <b>DK</b> : acceptere aftale bide_på? enes indgå indvilge kompromisse kontraktere leve_med (situation)
90.1: exceed € <vquant>	Surpassing (in comparison), non-agentive, no change in obj, cp. 36.4.1:fight	TH TH-COM (COMP) VAL	exceed outnumber outweigh surpass transcend <b>DK</b> : kamme_over overgå overskride overstige overtræffe
90.2*: vanquish € <vwin>	agentive with change in obj, more structured than 42.3:subjugate, ANT 95:surrender	AG PAT MNR VAL	beat defeat overcome outperform outwit win vanquish <b>DK</b> : besejre kuppe overvinde vinde sejre udkonkurrere
90.3*: exaggerate	Exaggerating and belittling, agentive,	AG PAT	belittle downplay exaggerate overdo

VerbNet class	comments	semantic roles	examples
€ <vquant>	cp. 90.1:exceed; combi: 'over-/under-'		<b>DK:</b> outrere overdrive underdrive
91: matter € <vaffect>	matter to sb., cp. 88:mind	CAU COG	matter count <b>DK:</b> betyde_noget

### Class 92-108: Rest - ressource allocation, complex operations

VerbNet class	comments	semantic roles	examples
92: institutionalize* ~ € <venter>	Confining in an organized way, cp 9.10:confine and 76:limit, as well as 31.1.2:capture	AG TH LOC	confine imprison hospitalize <b>DK:</b> fængsle hospitalisere indlægge institutionalisere
93: adopt ~ € <vtake>	take over responsibility for	AG TH	assume adopt take_over take_on <b>DK:</b> adoptere antage_tr overtage
94: risk <vrisk>	Daring and gambling, putting at risk, endangering, also betting VAL on TH, cp. 99.1:ensure and 85.1:defend_phys	AG ACT/TH/VAL TH	bet chance endanger risk hazard gamble venture ?wager <b>DK:</b> destabilisere rafle? risikere satse true (udvikling) turde vædde vove
95: surrender <vsurrender>	Giving_up or losing (game or fight), ANT 90.2:vanquish	AG AG-COM/CAU	acquiesce submit give_in give_up lose (game) succumb surrender yield_to <b>DK:</b> bukke_under give_etter give_op give_sig opgive_itr slå_sig_til_tåls tabe (spil)
96: accustom € <vaffect>	Addicting, predisposing and accustoming, the former mostly used as PCP2 PAS	AG/SOA PAT STI/TH	accustom addict bias dispose predispose <b>DK:</b> afhængiggøre prædisponere tilvænne vænne_til
97.1: base ~ € <vrelat>	base on, be based on, cp. 55.5.1:establish	AG TH TH-COM (metaph. LOC)	base ground found build_on <b>DK:</b> basere betinge binde_op_på bygge_på grundfæste tage_udgangspunkt_i
97.2: deduce € <vcog>	Cognitive mining, cp. 10.9:mine	COG RES ORI	conclude derive determine extraoikate infer deduct <b>DK:</b> determinere ekstrapolere fastslå fremskrive konkludere regne_ud
98: confront € <vattack>	cp. 83:cope/manage	AG PAT INS	confront tackle take_on go_about brave <b>DK:</b> gabe_over tage_fat_på
99.1: ensure € <vguarantee>	agent possibly ok, but not with speaker-subject, cp 37.13:promise	AG/CAU TH BEN	ensure guarantee secure <b>DK:</b> besegle fremtidssikre kautionere?
99.2*: insure € <vdefend>	Commercial ensuring and protecting	AG TH CAU (FIN?)	insure <b>DK:</b> forsikre underforsikre
100.1: own € <vpossess>	cp. 5:have 1.8.2:lack_itr, 5.3:lack (tr) ANT 100.2:belong_to	POSS ASS	have own possess <b>DK:</b> besidde eje
100.2: belong_to <belong>	ANT 100.1:possess, cp 1.5:be_part	ASS POSS	belong_to pertain_to <b>DK:</b> tilhøre
101: patent € <vpossess>	make_own, secure a right (to self or other), also: certification and licensing	AG TH (BEN)	copyright patent trademark license certify credential register (right) <b>DK:</b> attestere certificere licensiere mønsterbeskytte ophavsretsbeskytte patentere registrere (ret) tinglyse
102: promote € <help>	Furthering and stimulating, more indirect than 72.1:help, and more active than 72.2:benefit, but not 37.7.6:advertise, cp. 37.7.2:suggest	1. AG/COG BEN TH/ACT/EV 2. CAU BEN FIN	promote advance boost further encourage stimulate <b>DK:</b> fremme gå_op_i opmuntre promovere? stimulere støtte tilskynde_til (act)
103: require € <vlack>	no agent, cp. 60.2:demand, and simple not-having 5.3:lack	TH/SOA TH/ACT ORI	necessitate need require involve <b>DK:</b> forudsætte nødvendiggøre involvere (cp 107:include) tiltrænge være_behov_for være_brug_for
104: spend_time	with time and/or place object, cp.	AG EXT-TMP <per>	honeymoon pass serve sojourn spend

VerbNet class	comments	semantic roles	examples
<vtemp>	66.1:consume		weekend <b>DK</b> : aftjene feriere overligge overnatte overvintre tilbringe
105.1: use <vuse>	Using or not using, cp. 15.3:handle, cp. 66.1:consume	AG TH ROLE FIN	apply disuse employ exploit? use utilize <b>DK</b> : anvende applikere benytte benytte_sig_af braklægge bruge rutte_med udnytte?
105.2: serve_as € <vrole>	cp. AG 29.6.2:role_as	TH ROLE	serve function <b>DK</b> : fungere_som
105.3: serve_to € <vhelpe>	cp. AG 29.6.2:role_as	INS FIN	serve help <b>DK</b> : du tjene_til
106: void <vannul>	Annulling cp. 10.1.1:remove from, 44:destroy, 55.5.2:unestablish for instution/organisation	AG PAT <event> <conv> <f-right>	abolish annul cancel invalidate nullify void <b>DK</b> : aflyse afskaffe annullere invalidere løbe_ud? ophæve strege
107.1: include* € <vinclude>	agentive including in wholes, cp. 86.2:relate, 5.2:have_part	AG TH HOL	include <b>DK</b> : inkludere medregne medtælle
107.1: involve* € <vinclude>	agentive involving (also oneself), cp. 86.2:relate, 5.2:have_part	AG TH ACT/TP	involve engage <b>DK</b> : delagtiggøre engagere følge_med_i? inddrage involvere (cp 103:require)
108: math <vmath>	mathematical, cp. 45.6.2:double; combines with :add, :remove, :divide	COG TH TH-COM	add count divide factor_out ? interpolate multiply number subtract sum tally <b>DK</b> : addere faktorisere gange interpolere kubere nummerere tælle