

UNIVERSITY OF BERN

MASTER'S THESIS

**Examining Preferred Argument
Structure and Referential Density in
Mapudungun Narratives**

Florian Matter

Fuchsweg 9, 3097 Liebefeld

+41 78 801 21 86

florianmatter@gmail.com

Supervisor: Prof. Fernando Zúñiga

December 3, 2015

Contents

List of Tables and Figures	iii
Abbreviations	iv
1 Introduction	1
1.1 Mapudungun	2
2 Literature	3
2.1 The Discourse Basis of Ergativity and PAS	3
2.1.1 Explanation and consequences of the found pattern	6
2.1.2 Generalisability	7
2.2 Subsequent literature on PAS	8
2.3 A different perspective: Referential Density	11
3 Method	14
3.1 Referent encoding parameters	14
3.1.1 Syntactic role	15
3.1.2 Formal expression	17
3.1.3 Animacy	18
3.1.4 Information status	20
3.1.5 Semantic role	21
3.2 Inclusion criteria	22
3.2.1 Inclusion criteria for clauses	22
3.2.2 Inclusion criteria for referents	24
3.3 Combinations of main and non-finite clauses	26
3.4 Operationalising RD	27
4 Results	29
4.1 Lexical = new?	29
4.2 The quantitative constraints	30
4.3 Newness and lexicality of syntactic roles	32
4.4 The introductory role of S	33
4.5 The role of humans	34
4.6 Information status and the high lexicality of humans	37
4.7 Minor factors	38
4.7.1 Semantic roles	38
4.7.2 Verbs of speech	38
4.7.3 Pronouns	39
4.8 Information pressure	40
4.9 Referential Density	41

5 Conclusions and Outlook	46
List of Texts	48
References	50
Appendix: Data	54

List of Tables

1	Potentially unfamiliar phoneme-grapheme correspondences	3
2	Constraints constituting PAS	5
3	Case-sensitive PSAs in Maithili, Nepali, and Belhare	13
4	Syntactic roles	15
5	Animacy categories	19
6	Saliency levels	20
7	Semantic roles	21
8	Suggested factors influencing referential density	28
9	Claims around PAS	29
10	Number of new A in clauses with new P compared to clauses with given P	31
11	Lexicality of A relative to lexicality of objects	32
12	Alignment of S with both A and P in terms of lexicality	33
13	A, [+hum] and [-hum] S, and P compared for newness and lexicality . .	36
14	[+hum] and [-hum] P compared for newness and lexicality	36
15	Human subjects compared for newness and lexicality	37
16	Lexicality of humans subjects depending on information status	37
17	Newness and lexicality of different semantic roles	39
18	Lexicality of human A in direct and inverse situations	39
19	Newness and lexicality in arguments of speech and non-speech verbs .	39
20	Suggested factors influencing referential density in Mapudungun	41
21	Human S and semantic roles	43
22	Referential density compared	45

List of Figures

1	Frequency of clauses with zero, one and two lexical/new arguments in Sakapultek	5
2	Distribution of all lexical/new mentions in Sakapultek	6
3	Ratio of lexical/new mentions in core roles in Sakapultek	6
4	Correlation between information status and lexicality	30
6	Ratios of new and lexical mentions in core syntactic roles	32
7	Where do new humans go?	34
8	New/lexical mentions in different animacy categories	35
9	Animacy of syntactic roles	35
10	Where do lexical S come from?	38
11	Newness and lexicality of S in 25 texts depending on IPQ	40
12	Comparison of RD between text sets	44

Glossing Abbreviations

ABS absolutive	NONF non-finite
ADD additive	NPST non-past tense
AFF affirmative	NS non-subject
AGT agent	PART particle
AND andative	PASS passive
APPL applicative	PAT patient
CAUS causative	PL plural
CISL cislocative	POSS possessive
CMP completive	POSTP postposition
DAT dative	PRO pronoun
DEF definite article	PROG progressive
DEM demonstrative	PST past tense
DU dual	Q question
DUB dubitative	REFL reflexive
ERG ergative	REP reportative
FUT future	RES resultative
HAB habitual	RI ruptured implicature
INCH inchoative	SBJ subject
IND indicative	SBR subordinator
INV inverse	SG singular
M masculine	SS same subject
NEG negation	TA transitive active
NGE used in reduplication	TU aspectual marker/verbaliser
NOM nominative	VBZ verbalizer

Other Abbreviations

ABS abstract	INCORP incorporated noun
ANIM animate	INSTR instrument
BEN beneficiary	INTRANS intransitive
DITRANS ditransitive	LOC location
EXP experiencer	OBL oblique
HUM human	OT other
INAN.N inanimate, non-potent	PS previous subject
INAN.P inanimate, potent	REC recipient

SRC source	P _{sp} object of speech verb
STIM stimulus	PAS Preferred Argument Structure
T theme	PSA Privileged Syntactic Argument
TRANS transitive	
A transitive subject	R primary ditransitive object
A _{sp} subject of transitive speech verb	RD Referential Density
IE Indo-European	S intransitive subject
IPQ Information Pressure Quotient	S _{sp} subject of intransitive speech verb
NP noun phrase	
P object	T secondary ditransitive object
	TB Tibeto-Burman

1 Introduction

Any given speaker of English will have no problem with a sentence such as the one shown in (1a), and deem it grammatically correct. In actual, naturally produced language however, one is much more likely to hear something along the lines of (b) or (c). We do not all the time explicitly express what we are talking about, because our listeners will have some sort of context that they can use to e.g. figure out whom the pronoun *him* is referring to.

- (1) a. The dog bit the man.
b. And then the dog bit him.
c. He got bitten by a dog on the way over.

Ultimately, what form they use to refer to what is the speakers personal “choice”, but there are many different motivations behind that decision. One suggested factor (Chafe 1976:30–33) is how salient the respective referent is: If the listener is assumed to be able to easily identify it from context, a pronominal expression¹ suffices. If, on the other hand, the referent is not easily retrievable from context, speakers will tend to express it with a lexical noun phrase in order for the listener to not lose track. Du Bois (1987) makes a link between this concept and grammatical structure, suggesting that newly introduced, non-retrievable referents are not distributed equally across syntactic roles. As a result, in a given stretch of language, not all syntactic roles are equally likely to host a lexically or non-lexically expressed reference. This distribution in turn is claimed to contribute to the grammaticization of ergative-absolutive alignment in some languages. Patterns caused by this so-called “Preferred Argument Structure” (below referred to as PAS) have been found in many unrelated languages, and PAS has been suggested to be a language universal (Du Bois 2003a:53). More recently however, critical voices against the validity of PAS have been heard, suggesting that it is not syntactic roles’ preference to host new references per se that is causing the observed patterns, but the humanness or non-humanness of a referent, and how human and non-human referents are distributed in verbal argument structure (Haspelmath 2006; Everett 2009; Haig and Schnell 2015).

A concept based on very similar measures as PAS but assuming an influence of grammar on discourse structure – i.e. in the opposite way than PAS – is that of “Referential Density” (below referred to as RD), as suggested by Bickel (1999) and Bickel (2003). Bickel argues that it is the grammatical structures of a language influencing the ratio of lexically expressed arguments. This does not directly contradict PAS, mainly because different grammatical structures are involved – controllers/pivots and verb agreement in Bickel’s case, and ergative alignment in Du Bois’ case. Also, RD makes no claims about the specific argument positions, only about the overall lexicality of

¹Or affixal, in other languages.

verbal arguments. Nevertheless, it predicts patterns in discourse structure based on grammar, while PAS goes the other way around.

In this study, I analyse a corpus of Mapudungun (South America, isolate) folk narratives. Testing the claims surrounding PAS, I assess whether referents' syntactic role or their humanness is a better predictor for their lexical/nonlexical expression. I also investigate several related claims leading to these two main competing hypotheses. The literature on RD is much smaller, and the concept of RD is still in its infancy. I therefore limit myself to considering different suggestions as to what grammatical properties influence RD and what outcome these would be expected to have in Mapudungun. I then compare the RD value found in my corpus with values found for other languages.

In Section 2, I lay out in detail the concept of PAS, discussing the most relevant literature on the subject. More briefly, I also discuss RD or "NP-density" and present an overview of the literature. In Section 3, I explain in detail how the data used for this study were gathered and encoded, using excerpts from the corpus to exemplify my procedure. I also explain the considered claims from the RD literature. Section 4 contains a discussion of the most relevant results from the corpus and whether they are consistent with the claims surrounding PAS and RD. Finally, in Section 5 I summarise my findings and discuss how they fit in the bigger picture. But first, I will give a very brief overview of the language.

1.1 Mapudungun

Mapudungun is a language or group of dialects spoken in Chile and Southern Argentina. Even though various genealogical claims have been made, none are conclusive and Mapudungun is best considered an isolate (Zúñiga 2006b:46–47). There are no reliable measures of speaker numbers (Smeets 2008:4), but estimations arrive between 100'000 and 200'000 speakers in Chile (Zúñiga 2006b:43). Crevels (2012:178, 192) gives a number of ~8'500 speakers in Argentina and 250'000 in Chile. Mapudungun has agglutinative and polysynthetic verbal morphology, including noun incorporation, combinations of multiple verb stems, and a complex template of suffix slots. Nominal morphology is comparably sparse and mainly made up of a set of derivative suffixes. A property that makes Mapudungun interesting for this type of study is its unambiguous marking of syntactic roles and its direct-inverse system, which clearly separates semantic and syntactic roles:

- (2) a. wentru pe-fi domo ruka mew
man see-3.PAT woman house POSTP

'The man(A/AGT) saw the woman(P/PAT) in the house.' (Zúñiga 2006b:103)

- b. domo pe-eyew wentru ruka mew
 woman see-INV.3AGT man house POSTP

‘The man(P/AGT) saw the woman(A/PAT) in the house.’ (Zúñiga 2006b:103)

For more details on the direct-inverse system, see Zúñiga (2006a:211ff), for descriptions of the language in general Salas (2006), Zúñiga (2006b), and Smeets (2008). Many aspects of Mapudungun will be exemplified in passing in the examples in Section 3. A quick remark on notation: The orthography employed here is the so-called Alfabeto Mapuche Unificado (Sociedad Chilena de Lingüística 1988); the source texts were adapted to it. Most of the graphemes and digraphs represent similar sound values as they commonly do in romanisation schemes, e.g. <ch> for /tʃ/, or <ng> for /ŋ/. Those which might have unexpected values for readers unfamiliar with Mapudungun are listed in Table 1. Text examples from Salas (2006) include the symbols <↓>, <→>, <↑>, </> and <//>. The arrows are to be understood as falling, sustained, and rising intonation levels. </> indicates a short pause, <//> a longer one (Salas 2006:75–76)

Grapheme	Phoneme
<tr>	/tʃ/
<ṭ>, <ḍ>, <ṇ>, <ḷ>	(Inter-)dental /ṭ/, /θ/, /ṇ/, /ḷ/
<ll>	/ʎ/
<r>	/ɾ/
<g>	/ɥ/
<ü>	/i/

Table 1: Potentially unfamiliar phoneme-grapheme correspondences

2 Literature

In this section, I will present an overview of the most relevant contributions to the literature on Preferred Argument Structure (below PAS) and related issues. Du Bois’ 1987 seminal paper receives the most exposure (Section 2.1), subsequent literature on PAS including critical voices by Haspelmath (2006), Everett (2009), and Haig and Schnell (2015) is the topic of Section 2.2. Finally, I give an review of the literature on the concept of referential or NP density, which examines a measure very much related to PAS (Section 2.3).

2.1 The Discourse Basis of Ergativity and PAS

The story of the concept of PAS begins in 1977 with fieldwork carried out by John W. Du Bois on the Mayan variety Sakapultek, spoken in Sacapulas, Guatemala. In the course of writing a grammar on the language (Du Bois 1981), he recorded and compiled

a corpus of several “Pear Film” narratives. The “Pear Film” is a short movie of about six minutes developed by Chafe (1980). It is about a boy who steals pears from a farmer and then encounters different people. The movie features no verbal content, neither spoken nor written. It was designed with the goal of crosscultural and crosslinguistic applicability in mind (Chafe 1980:xii), and while it is certainly not culture-independent, containing objects such as bicycles or pears, it should be able to elicit a somewhat comparable narrative from speakers of any language (Chafe 1980:xiii). Since genres and topics can vary strongly across languages, this should allow for easier crosslinguistic comparison of discourse. It also ensures that potential researchers know the context in which the narrative is produced, all the involved referents, etc. One could of course argue that narratives based on this movie do not constitute natural discourse in the first place, but that is not the goal here.

Operating under the assumption that “Grammars code best what speakers do most” (Du Bois 1985), Du Bois then aimed to account for the origins of ergative alignment – which Sakapultek has – based on discourse patterns found in the Pear Film corpus (Du Bois 1987:806). As indicated in Section 1, not every reference in natural discourse will be lexically explicit about its referent, instead relying on verbal morphology or pronouns. Du Bois categorised every reference to a specific referent (a “mention”) in the corpus according to the categories of “morphological type”, i.e. lexical, pronominal or affixal expression, semantic class (human or inanimate)², syntactic role, using the by now well-known concepts of S, A, and O (P),³ and information status, distinguishing between given, accessible, and new mentions (Du Bois 1987:814–816). The first and third parameter are language-specific and defined via Sakapultek morphosyntax, which overtly marks syntactic roles of arguments using verbal affixes, displayed in (3).

(3) Sakapultek Maya (Du Bois 1987:809)

- a. š-at-qa-kuna-:x
CMP-2SG.ABS-1PL.ERG-cure-TA
‘We(A) cured you(P) (SG).’
- b. š-ax-a-:kuna-:x
CMP-1PL.ABS-2SG.ERG-cure-TA
‘You(A) (SG) cured us(P).’

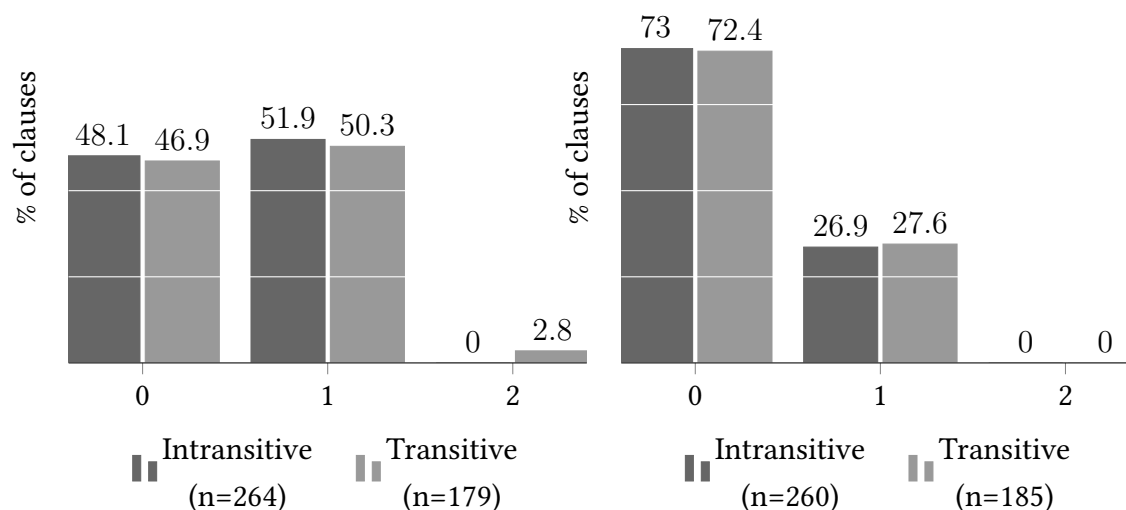
Form-wise, there are three major categories; expression with a full noun NP, (rare) expression with a free pronoun, or expression using only verbal morphology (which

²He does suggest that animals would best constitute a third, intermediate class, but the corpus contained no animal referents (Du Bois 1987:814).

³While adopting the symbols and their strictly syntactic (not semantic) definition from Dixon (1987), Du Bois only uses them to refer to surface roles, and not underlying or “deep” roles (Du Bois 1987:808). This essentially corresponds to what Haspelmath (2011) calls the “Comrian Approach”, since only surface form matters.

is always present). The second and fourth parameter are independent of morphosyntax, animacy being defined using universal semantic properties.⁴ Du Bois’ notion of information status is based on Chafe (1980), defining “given” as entities that had been referred to in the previous 20 clauses, “new” as entities that had not been mentioned in the narrative up to this point, and “accessible” as entities that had been previously mentioned but more than 20 clauses ago, or that are parts of a previously mentioned entity, e.g. the saddle of a known bike (Du Bois 1980:236).

Based on the number of new/lexical mentions per clause (Figure 1), Du Bois posits constraints limiting the number of new/lexical arguments. Based on the distribution of all new/lexical mentions across grammatical roles (Figure 2) and the ratio of new/lexical mentions in each role (Figure 3),⁵ he posits constraints limiting new/lexical A. These constraints, summed up in Table 2, account for the distribution found in the Sakapultek data.



(a) Number of lexical arguments per clause (b) Number of new arguments per clause

Figure 1: Frequency of clauses with zero, one and two lexical/new arguments in Sakapultek (Du Bois 1987:820, 825)

	Grammar	Pragmatics
Quantity	One lexical argument	One new argument
Role	Non-lexical A	Given A

Table 2: Constraints constituting PAS

⁴In a language having an animacy-based gender system, it might make more sense to rely on the morphosyntax for this parameter as well.

⁵Note the difference between these two perspectives. One focuses on the totality of new referents, the other on the totality of S, A, and P, respectively.

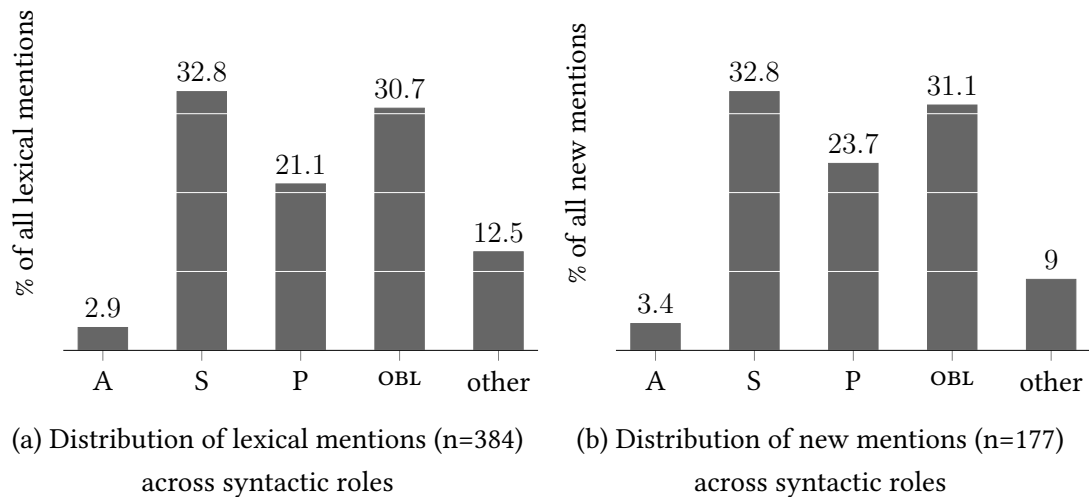


Figure 2: Distribution of all lexical/new mentions (Du Bois 1987:821, 827)

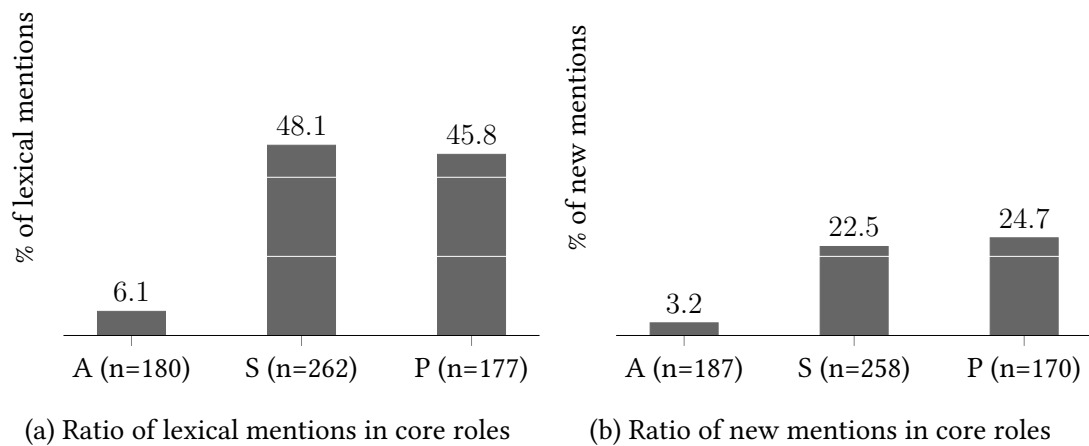


Figure 3: Ratio of lexical/new mentions in core roles (Du Bois 1987:822, 828)

2.1.1 Explanation and consequences of the found pattern

There is a strong tendency for referents that are being introduced in a discourse to be realised lexically; otherwise listeners would have trouble identifying them. That means that the grammatical constraints are most likely caused by their pragmatic counterparts, with the distribution of new mentions leading to that of lexical mentions. However, Du Bois suggests that the grammatical constraints should be kept as partly independent for the time being because the connection only goes one way – non-new referents *can* be lexical, especially inanimate ones (Du Bois 1987:829–830). Du Bois locates the reason for the low newness/lexicity of A in the fact that humans are often continuous topics, while non-human referents are more peripheral to the narrative and more patientive. As a result, the prototypically patientive P role switches more often between referents. Fewer introductions happen in the A role, because the

subject tends to be known from the context, and this results in a lower lexicality of A, while P has to contrast and introduce more referents, resulting in a high lexicality (Du Bois 1987:829). S's high lexicality is explained as follows: Because of the constraints operating on A, introducing a referent in that role is strongly dispreferred. A "workaround" is to use an intransitive verb to introduce new (human) referents (Du Bois 1987:830–832). However, Du Bois does not provide quantitative data to support that claim; what would be needed is an overview of all new humans and where they are introduced, but he only gives an overview of where new mentions go and an overview of where humans go.⁶ The S and P roles are therefore suggested to serve as a possible point of introduction for referents; if both speakers and listeners expect new referents in the absolutive position, the cognitively demanding task of introduction is somewhat alleviated (Du Bois 1987:833–834).

The distribution found in the Sakapultek data suggests a unity of S and P in terms of lexicality and newness, with P forming a separate category. This is of course exactly the grouping that one finds in morphosyntactic ergative alignment. Du Bois suggests that the grammaticization of these statistical patterns ultimately leads to ergative marking but he does not provide hypotheses as to how that process would exactly unfold.

2.1.2 Generalisability

An important factor contributing to the high lexicality of S is what Du Bois calls "Information Pressure" or Information Pressure Quotient (below IPQ), which is the ratio of new humans to total clauses. The higher the IPQ, the more new/lexical referents will appear in the S and P role, specifically S. The Sakapultek Pear Film corpus has a "relatively high" IPQ of 0.153, or $\sim 6\frac{1}{2}$ clauses per new human referent (Du Bois 1987:834). Narrative genres have a generally higher information pressure, because no first and second person referents are included, which are nearly always given from the setting and need no introduction. Therefore, it is important to use texts with high information pressure when investigating PAS, or lexicality and information flow in general, in other languages (Du Bois 1987:834–836). Of course one must ask the question if third-person narratives are the most natural or frequent form of discourse and actually the most influential on grammaticization – remember the assumption that "grammars code best what speakers do most".

Du Bois argues that if PAS is also found in other languages, especially accusative ones, this would indicate that its presence in Sakapultek is not only due to the ergativity of the morphosyntax or other language-specific factors, but a universal principle. It would then be a competing motivation for the grammaticization of topic + agent as "subject", which results in accusative alignment. He cites a number of preliminary studies about PAS in other languages, most of which confirm the presence of PAS (Du

⁶For further details, Du Bois refers to a 1987 manuscript, to which I have no access.

Bois 1987:837–839).

2.2 Subsequent literature on PAS

Many studies built on Du Bois’ seminal paper, investigating texts in other languages to see if the patterns caused by PAS were to be found outside of the Sakapultek corpus, often integrating PAS into the description of some other phenomenon. I will not discuss these here in detail, but focus on the main contributions. For a complete overview of the literature, see Du Bois et al. (2003), Everett (2009), and Haig and Schnell (2015).

Du Bois (2003b) makes a case for the important role of discourse token patterns on grammar; statistical patterns caused by speaker’s needs are reflected in grammatical patterns (Du Bois 2003b:49). He illustrates this idea using the concept of PAS – however, there is no claim about ergativity arising from the grammaticization of PAS,⁷ instead Du Bois focuses more on S and P’s role of accommodating new referents, with argument structure providing “a predictable locus for unpredictable work” (Du Bois 2003b:81). This includes the claim of intransitive verbs being used specifically for the introduction of new (human) referents (Du Bois 2003b:67–68, 77–78). For data, he draws on a number of studies carried out in different languages, none of them with ergative alignment. The tendency for A to have low lexicality and for S and P to have high lexicality seems to hold up, making a point for the universality of PAS. Apart from the lack of mention of ergativity, another difference from Du Bois (1987) is the role of humanness: It is not presented as the cause of the low lexicality of A in the first place, but plays only a peripheral role as an obstacle in combination with the constraints on A – humans have to be introduced in S because introductions are dispreferred in A (Du Bois 2003b:76).

The biggest and most comprehensive work on PAS is Du Bois et al. (2003), in which different authors explore more specific patterns or topics using PAS as a core. In the first chapter by Du Bois, the basic principles of PAS are introduced; as in Du Bois (2003b), humanness as an explanatory factor is still not mentioned, but the suggestion of ergativity as a grammatical consequence of PAS makes a reappearance. The other chapters mostly focus on a single language or group of languages, present the statistics on PAS and then move on to explore topics such as diachrony, language acquisition, speech and neuronal disorders, coding issues, or semantic roles, in combination with PAS (Du Bois et al. 2003:4–8).

Kumagai (2006) set out to create an English Pear Film corpus in order to have directly comparable results to Du Bois (1987). In his sample, S is intermediate between A and P in terms of newness and lexicality (Kumagai 2006:684), which tells a very different story than the presumably comparable Sakapultek data. A very important point

⁷One could expect some elaboration about what grammatical pattern PAS actually corresponds to; A being less lexical does not tell us anything about the grammatical structure of a language.

that Kumagai addresses is that the constraints still hold for his data, even though one cannot speak of an ergative patterning (Kumagai 2006:688).⁸ He argues that they rather suggest that English discourse shows accusative patterning (Kumagai 2006:685).

In Haspelmath's (2006) review of Du Bois et al. (2003), he raises several important issues. One is the alleged independence of the quantity constraints from the role constraints. For five studies from the book, he demonstrates that clauses with a lexical P do not have a significantly lower ratio of lexical A, which would be expected from the quantity constraints (Haspelmath 2006:910–911). Another issue he points out is the role that humanness likely plays in the low newness/lexicality of A: Humans tend to be topical and hence given and non-lexical, and they tend to be agentive and hence occur in the A role. This is something that Du Bois (1987) included in his original explanation, but went unmentioned in subsequent publications. A third problem is the claimed unity of S and P in terms of newness; a look at data from the book points to S being intermediate between A and P (Haspelmath 2006:911). A fourth, methodological problem is coding; different authors use different parameters and categories and operationalise them differently, which makes cross-linguistic comparison harder (Haspelmath 2006:911).

Everett (2009) critically reexamines PAS based on an extensive corpus of English and Brazilian Portuguese spoken data, confirming Haspelmath's 2006 suggestion that it is most likely the correlation between humanness, topicality, and agentivity leading to these patterns (Everett 2009:11–15). He also argues that the generally higher proportion of intransitive clauses leads to a warped picture when looking at the syntactic role of *all* new/lexical clauses, because there are more new/lexical S in comparison to A and P. Also, this measure provides no information about the non-lexical mentions or their ratio in the different roles (Everett 2009:5–6). Looking at the ratio of new/lexical referents for each syntactic role separately instead suggests that S is intermediate between A and P, and actually closer to A (Everett 2009:9–11). Concerning the quantity constraint, in Everett's data A does not have a significantly lower lexicality in clauses with lexical P (Everett 2009:15–16). This concurs with the results for other corpora presented in Haspelmath (2006). Everett also claims that the data show no support for the idea of S as an introductory point, with P being more frequently used for new referents (Everett 2009:17–18). S apparently does not serve as an introductory point for only human referents either, although he does not provide quantitative data to back that claim, referring to tables containing the lexicality of human and non-human S – as in Du Bois (1987), no overview of the distribution of all new humans is provided.

Haig and Schnell (2015) tackle the issue of humanness vs. syntactic roles with the

⁸An explanation for this would of course be that the information pressure of his Pear Film narratives was not high enough to lead to a sufficiently lexicality of S. The used texts have a generally high information pressure quotient (Kumagai 2006:675). Unfortunately, he calculates the IPQ based on all new referents, while Du Bois (1987) only includes new humans.

biggest cross-linguistic study of PAS to date, resting their case on a set of 15 corpora from 19 different languages (Haig and Schnell 2015:13). Like Kumagai (2006), they point out that ergativity entails a unity of S and P, and not just A being different as predicted by Du Bois' constraints (Haig and Schnell 2015:8). And like Everett (2009), they address the issue of S being more frequent and therefore automatically receiving a bigger proportion of all new/lexical mentions (Haig and Schnell 2015:26–27). Their results show that S is intermediate between A and P in its lexicality in the majority of corpora. Only two corpora show a significant correlation between S and P. One of those corpora contains speech from a classroom setting, and Haig and Schnell tentatively explain its discourse ergativity as stemming from a) a high lexicality of S and A due to repeated lexical mention of new concepts to facilitate understanding and b) an effect countering this high lexicality caused by the high frequency of constructions like “and here we have...” (Haig and Schnell 2015:34–37). The other deviating corpus is Du Bois' original Sakapultek corpus. Haig and Schnell compare its IPQ with that of the comparable Pear Film corpus by Kumagai (2006) and find that the corpora have IPQs of 0.153 and 0.052, respectively.⁹ They conclude that the Sakapultek corpus contains texts of an “almost ‘telegraphic’ fashion”, with an unusual ratio of introductions to total clauses (Haig and Schnell 2015:37–38).

Concerning the introductory function of S for human referents, they estimate that between 10% and 20% of the Sakapultek S are new human referents, which is too low if the high lexicality of S were due to this function (Haig and Schnell 2015:39). An analysis of over 600 clauses from their corpus¹⁰ indicates that S only plays a marginal role for introduction of human referents (Haig and Schnell 2015:40–43). With regards to the low lexicality of A, their data agrees with that of Everett (2009) in that clauses with lexical P have no significantly lower ratio of lexical A than clauses with zero-expressed P (Haig and Schnell 2015:47–49). Instead, they suggest that the pattern is due to the high ratio of human referents in the A role. To demonstrate this, they calculate the lexicality of non-human A in the biggest corpus in their set, which shows significantly higher values than [+hum] A (Haig and Schnell 2015:49–50). A second piece of evidence comes from the commentary for a German animal documentary film, which naturally has a lot of non-human A. Here, A shows a very high lexicality, suggesting that it is indeed humanness that is responsible (Haig and Schnell 2015:52). Another way of separating humanness from the connected syntactic roles is comparing human and non-human S with A and P. Here, data from seven corpora suggest that [+hum] S patterns much like A, while [-hum] is more like P (Haig and Schnell 2015:52–54). They conclude that Everett's claims about a) the non-unity of S and P and b) the correlation of lexicality with humanness being strong are fully supported by their corpus.

⁹As mentioned in 8, Kumagai includes all new referents; I do not know where Haig and Schnell have the number of 82 new human referents from.

¹⁰The corpus contains a total of 25618 clauses.

They also address the never explicitly discussed question of how discourse ergativity is supposed to be grammaticized to morphosyntactic ergativity (Haig and Schnell 2015:56–60).

2.3 A different perspective: Referential Density

A concept touching a similar topic as PAS is that of “referential density” (RD), how many lexical arguments there are per clause. “NP density” was first mentioned by Munro and Gordon (1982). Their suggestion is that languages have individual constraints on the amount of NPs per clause, and illustrate this by contrasting English, which allows sentences like *The duckling was killed by the farmer for his wife with the hired man at dawn in the barnyard with a .357 Magnum*, with Chickasaw (California, Muskogean), which strongly restricts the number of (oblique) lexical arguments per clause and often requires a multi-clausal construction, see (4). They specifically refer to the effect on the number of allowed oblique arguments these restrictions have and hypothesize that the lower this number, the more discouraged is the option of being able to express an agent in passive constructions (Munro and Gordon 1982:109–112). Thus NP density would have an effect on morphosyntax; what causes the number of lexical NPs to be restricted in the first place is not discussed.

(4) Chickasaw (Munro and Gordon 1982:111)

top-ak tiwwa-li-kat sa-hotlho-tok.
bed-NS lie-1SG.I-SBR.SS 1SG.II-cough-PST

‘I was coughing in bed.’

This possible connection was not explored further and Bickel (1999), who uses the term “NP-density” in his pilot study takes it to mean something slightly different. Here, NP-density refers not to the allowed number of arguments per clause, but to the distribution of clauses with more or fewer lexical argument NPs (Bickel 1999:20). It seems that oblique arguments are included in that count.¹¹ Bickel first introduces two types of constraints. Grammatical role constraints concern the interface between the semantic roles available in the predicate and argument morphology, agreement constraints the interface between semantic features of the argument and corresponding verbal morphology. Grammatical role constraints can rely on either the semantic or the morphosyntactic part of their interface, or both. Agreement constraints decide how strongly argument features and verb agreement have to match (Bickel 1999:6). An example for a constraint concerning both semantic roles and argument morphology is Nepali (Nepal, Indo-European) verbal agreement. The verb will agree with the argument that either bears ergative or nominative marking (thus argument morphology

¹¹(Bickel 1999:7) cites *in the garden* as an example for an “NP frame”. This indicates that not only core arguments are considered.

plays a role) and that is highest on the animacy scale (thus semantic roles play a role):

(5) Nepali (Bickel 1999:10)

- a. maile patrikā kin-ẽ
1SG.ERG newspaper:NOM buy-1SG.PST
'I bought the newspaper.'
- b. ma patrikā kin-chu
1SG.NOM newspaper:NOM buy-1SG.NPST
'I buy the newspaper.'
- c. patrikā ma kin-chu (*kin-cha)
newspaper:NOM 1SG.NOM buy-1SG.NPST buy-3SG.NPST
'I buy the newspaper.'

In (5b), where both arguments bear nominative marking, the verb agrees with the higher one on the animacy scale. (c) demonstrates that position and information structure have no bearing on verb agreement (the preverbal position is focused). Examples of agreement constraints, or rather, different types of agreement relations are given in (6).

(6) Belhare (Nepal, Tibeto-Burman) (Bickel 1999:17)

- a. han=cha khai-ka i?
2SG=ADD go-NPST:2SG Q
'Do you go too?'
- b. masiŋ=cha siŋ-taŋŋ-e thaũ-ʔ-ŋa.
old.woman=ADD wood-plant-LOC climb-NPST-1SG.SBJ
'Even as an old woman, I still climb trees.'
- c. sati khar-e-iga?
who(SG) go-PST-2PL.SBJ
'Who of you went?'

In (6a), the verb agrees with the features of the subject (second person singular). In (b), the argument can be considered appositive to the person expressed by the verb agreement. In (c), the argument is understood as a subset of the referent expressed by the verb agreement. Bickel's working hypothesis was that the more grammatical constraints rely on noun morphology, the more strongly arguments are integrated into the event structure. Arguments are also more strongly integrated if verb agreement must be identical to argument features. And it is this degree of integration which predicts NP-density (Bickel 1999:20). He then took texts from two Indo-European and

two Tibeto-Burman languages¹² and measured the number of clauses with zero, with one, or with more NP arguments. The two IE languages – Spanish and Nepali – showed considerably higher NP density than the TB language Belhare, as would be expected from their respective levels of noun integration. Mandarin, on the other hand, had an unexpectedly high NP-density. However, the counting procedure employed for the Mandarin data might have led to an unnaturally high number of lexical NPs (Bickel 1999:22–23).

In Bickel (2003), “referential density” refers to the ratio of overt core arguments to all possible core arguments. Here, Bickel only focuses on the first type of constraint mentioned in Bickel (1999), the grammatical role type. Specifically, he focuses on “Preferred Syntactic Arguments” (syntactic controllers and pivots, see Van Valin and LaPolla (1997)) that are sensitive to case. His hypothesis is that the larger the amount of case-sensitive PSA, the higher the RD because NP frames are activated more often in syntactic processing, priming speakers to use more NPs (Bickel 2003:718).

Maithili	Nepali	Belhare
agreement	agreement	
control	control	
light-verb raising	light-verb raising	
finite raising		
nonfinite clause		

Table 3: Case-sensitive PSAs, reproduced after Table 1, Bickel (1999:719)

(7) Nepali (Bickel 2003:712)

- a. ma bhut saᅅga ᄁarā-ẽ
 1SG.NOM ghost with fear-1SG.PST
 ‘I was afraid of the ghost.’
- b. ma-lāi bhut saᅅga ᄁar lāg-yo (*lāg-ẽ)
 1SG.DAT ghost with fear feel-3SG.M.PST feel-1SG.PST
 ‘I was afraid of the ghost.’

(7) shows such a PSA (verb agreement) where agreement is blocked by the dative case in (b). Because there are a lot of other potential structural and cultural influences on RD, Bickel only considers three typologically and culturally similar (Bickel 2003:718–719) languages of Nepal: Nepali (IE), Maithili (IE), and Belhare (TB). They differ in the

¹²One substantial claim of the paper is that IE languages’ grammatical role constraints rely on noun morphology, whereas those of TB languages do not. The other claim is that IE languages require identity of argument features and verb agreement (Bickel 1999:11, 16). Thus, IE languages would be expected to have a higher NP-density than TB languages. However, this is not relevant for my purposes.

amount of case-sensitive PSAs they have (Table 3). Using Pear Film corpora, Bickel shows that the languages do indeed differ in RD to the extent predicted by the hypothesis (Bickel 2003:728). The limitation to this small sample enabled him to rule out other possible factors in which the languages differ: richness of agreement morphology, presence of switch-reference morphology, ratio of intransitive/transitive verbs, and ratio of semantically “rich” to semantically “poor” verbs (Bickel 2003:729–731).

In addition to this single factor investigated by Bickel, Noonan (2003) presents three more potential factors influencing RD in his pilot study: Overall number of PSAs increase RD for the same reasons as case-sensitive PSAs. The formulation of “complex events” with multiple verbs in one sentence decreases RD because the participants will not be expressed lexically for every verb, see e.g. (4) for an example of such a multi-verbal construction. Similar reasons cause the verbal expression of spatial deixis to decrease RD (Noonan 2003:4–6). The four factors presented by Noonan are thought to influence RD in very different ways: For the first two, it is assumed that the activation of nominal morphology primes speakers to use more overt noun phrases overall. The latter two have to do with how elements of events such as motion or manner are expressed, having a direct effect on RD.

Using Pear Film corpora, Bickel and Stoll (2009) compare RD between Russian and Belhare, the language with the lowest RD in Bickel (2003). Russian verb agreement is dependent on nominal case marking and as expected, it showed much higher RD values than Belhare. Bickel and Stoll also demonstrate that this value was not influenced by the more frequent use of pronouns in Russian (Bickel 2003:546–547). A cross-linguistic project concerning the relative frequencies of NPs and verbs (Seifart et al. 2012) is set out to investigate RD and related measures.

3 Method

As basis for the sample at hand, two collections of texts were used, listed on page 48. All texts are of the Mapuche genre *epew*, third-person narratives that often include anthropomorphic animals and revolve around topics like warlocks (*kalko*), the world of the dead, and nature spirits. The first set of texts is from De Augusta (1991), originally gathered and published in 1910, the second set is from the grammatical description of Salas (2006) and is ~80 years younger than the first set. Both include *epew* of various lengths and topics, often made up of smaller parts which appear in different *epew*.

3.1 Referent encoding parameters

The texts were segmented into clauses, which were classified as main or non-finite clauses. Then, for every clause, every reference to a referent in argument position (or “mention”) was encoded according to the following parameters, explained in detail

below:

- Syntactic role: S, A, P, R, T, S_{sp}, A_{sp}, P_{sp}, OBL.
- Formal expression: null, possessive, pronoun, or lexical NP.
- Animacy: human, animate, inanimate potent, inanimate impotent, and abstract.
- Information status: previous subject, active, old and new.
- Semantic role: agent, patient, recipient, theme, experiencer, stimulus, goal, source, location, beneficiary, possessor, other.

3.1.1 Syntactic role

The categories in Table 4 were used for the syntactic roles of referents. In the following, I will expand on how they are defined and how they were identified. I am using

Symbol	Meaning
S	Subject of intransitive verb
A	Subject of (di-)transitive verb
P	Object of transitive verb
R	Primary object of ditransitive verb
T	Secondary object of ditransitive verb
S _{sp}	Subject of intransitive verb of speech
A _{sp}	Subject of transitive verb of speech
P _{sp}	Object of transitive verb of speech
OBL	Oblique argument

Table 4: Syntactic roles

what Haspelmath (2011) calls the “Comrian Approach” to define syntactic roles, i.e. S is the way the agentive argument in a prototypical transitive verb is marked, P the way the patientive argument is marked. As mentioned, Mapudungun has a direct-inverse system, so in a 3→3 scenario, the agent and patient can both occur in either role. This leads to instances where A is patientive and P agentive (8b); the semantic role of an argument has no effect on its syntactic role. The extensive Mapudungun verbal morphology allows for easy identification of syntactic roles. If there is no overtly encoded object, third person objects are marked with the suffix *-fi* in direct situations (Zúñiga 2006b:115), in inverse situations with the inverse marker *-e* and the third person agent marker *-(m)ew*. Since no first or second person situations were included (see Section 3.2), the identification of transitivity and therefore syntactic roles was relatively straightforward, as demonstrated in (8a–b). If the object is overtly mentioned, *-fi* does not necessarily occur, but the overt NP also allowed for easy identification (8c).

If neither direct/inverse marking nor an overt object was present, the predicate was classified as intransitive (8d), even when it was semantically transitive (8e). Valency-decreasing operations like passivisation or nominal incorporation also result in intransitive predicates (8f–g).

- (8) a. feymew tichi trülke wekufü pürüm nü-me-fi
 then DEF leather infernal immediately grab-AND-3.PAT
 ‘Then the leather demon(A) immediately went to grab him_∅(P).’ (S.TR:21)
- b. küpa-tu-eyew chi luan
 come-TU-INV.3AGT DEF guanaco
 ‘The guanaco(P) came to him_∅(A)’ (A.ME:21)
- c. ina-ne-yngu Antonio
 follow-have-3DU.IND A.
 ‘They_∅(A) were pursuing Antonio(P).’ (S.A:44)
- d. nampi-tripa-rke-y Antonio
 wander-exit-REP-3.IND A.
 ‘Antonio(S) went out without a goal.’ (S.A:39)
- e. ina-y chi fücha-ke che
 follow-3.IND DEF old-PL person
 ‘The old people(S) followed (him_∅).’ (S.A:40)
- f. raki nga kintu-nge-rke-y
 black.faced.ibis PART search-PASS-REP-3.IND
 ‘So the black-faced ibis(S) was searched.’ (S.ZB:26)
- g. nag-kawellu-y
 descend-horse-3.IND
 ‘He_∅(S) climbed off his horse(INCORP).’ (A.BA:14)

Ditransitive predicates are also easily identifiable. As in transitive verbs, direct/inverse morphology marks the primary object (R), while the secondary object (T) is marked via the presence of valency-increasing morphology (9a–c). A special case including ditransitive predicates is the combination of valency-increasing and valency-decreasing operations (or a valency decrease in lexically ditransitive verbs), resulting in the presence of a subject and a secondary object, but no primary object (9d).

- (9) a. trana-künu-ñma-fi ñi peḷ
 strike-leave-APPL-3.PAT 3.POSS back.of.neck
 ‘She_∅(A) exposed the back of her daughters’_∅(R) necks(T).’ (A.MO:15)

- b. trari-kunu-lel-ürke-fi chi pichi def ta ñi pel mew
 tie-leave-APPL-REP-3.PAT DEF small rope DEF 3.POSS back.of.neck POSTP
 ‘He_Ø(A) tied a small rope(T) around the back of the dog’s_Ø(R) neck(OBL).’ (S.T:16)
- c. mütrüm-fal-pi-fi narki
 call-CAUS-say-3.PAT cat
 ‘The mouse_Ø(A) told the judge_Ø(R) to summon the cat(T).’ (A.R:1)
- d. kurü uficha i-l-nge-y
 black sheep eat-APPL-PASS-3.IND
 ‘A black sheep(T) was eaten for him_Ø(A)’ (S.M:16)

Arguments of verbs of speech were categorized differently from other verbs, since these verbs are not straightforwardly transitive or intransitive, and because they behave differently with regards to their distribution in texts (Nichols 1993:72; Haig and Schnell 2015:24). Verbs of speech were defined as any verb that warrants direct speech, so those instances of e.g. *pi-* ‘say’ that introduced indirect speech were not classified as verbs of speech. S_{sp} refers to the subject of an intransitive verb of speech, shown in (10a), A_{sp} and P_{sp} respectively refer to the subject and object of transitive speech verbs shown in (10b), containing a direct situation and (10c), containing an inverse situation.

- (10) a. “...tayu püñeñ mew” pi-ngu feychi epu fücha-ke che
 1DU.POSS child(F) POSTP say-3DU.IND DEF two old-PL person
 “...because of our son”, said the two old people(S_{sp}).’ (A.EM:12)
- b. ka peñi “mira tayta” pi-fi ñi chaw
 other brother look father say-3.PAT 3.POSS father
 ‘The other brother(A_{sp}) told his father(P_{sp}) “Look, father”’ (A.BA:13)
- c. feymew feypi-eyew ta ñi kure tüfa chi wentru: “[...]”
 then say-INV.3AGT DEF 3.POSS wife DEF DEF man
 ‘Then his wife(P_{sp}) told the man(A_{sp}): “[...]”’ (S.VJ:29)

3.1.2 Formal expression

The main distinction for this parameter is lexical vs. non-lexical. Non-lexical expression includes verbal agreement and total zero expression, the latter only being possible in non-finite clauses (11a–b). Apart from noun phrases containing a noun, lexical expression also includes personal and possessive pronouns. In this category, personal pronouns like *feyengu* ‘they(DU)’ and various demonstratives were included (c–d); non-personal pronouns like *kisu* ‘the same’, *kiñe* ‘one’, or *kom* ‘all’ were classified as NPs. What is worth noting here is that for 3DU/PL forms, Mapudungun allows either for

marking on the verb (f), expression as a noun phrase or independent pronoun (c), or as clitical elements (g). These elements are best analyzed as clitical verb agreement markers, and are therefore counted as zero for my purposes.¹³ Note that in some cases, e.g. in (g), it is ambiguous whether =*engu*/=*engün* is to be understood as part of the possessive construction or as verbal agreement.

- (11) a. ye-pa-tu-rke-y kiñe pichi müna def
bring-CISL-TU-REP-3.IND one small very rope
‘He_Ø brought a small rope.’ (S.T:14)
- b. ina-ne-lu kiñe pichi rüpu
follow-have-NONF one small path
‘While he_Ø was following a small path...’ (S.T:3)
- c. feyengu kay llow-düngu-y: “iñchiw may küpa-iyu fücha ka
3DU.PRO too receive-speak-3.IND 1DU.PRO AFF come-1DU.IND big and
mapu, karü mawida pi-nge-y tayu mapu”
land green woods say-PASS-3.IND 1DU.POSS land
‘They_{PRO} answered: “We come from far away, our land is called *Green Woods*”.’
(A.EM:31)
- d. feychi wüla tripa-pa-y
DEF next exit-CISL-3.IND
‘Then she_{PRO} went out (of her room).’ (A.EM:22)
- e. kisu rume piwke-ye-ke-rke-fu-y ta ñi kure
same very heart-APPL-HAB-REP-RI-3.IND DEF 3.POSS wife
‘He_{NP} loved his wife very much.’ (S.VJ:4)
- f. feymew kom kon-pa-yngün ruka mew
then all enter-CISL-3PL.IND house POSTP
‘Then, they all went into the house.’ (S.VS:20)
- g. llüka-fi ñi chaw engu
fear-3.PAT 3.POSS father 3DU.PRO
‘They_Ø feared their father.’ (A.ME:6)

3.1.3 Animacy

Since many *epew* have animals and other non-human entities as their protagonists, to count as human, a referent either has to be able to talk or to show anthropomor-

¹³Fernando Zúñiga, personal communication, 16.11.2015. See also Zúñiga (2014).

Abbreviation	Meaning
HUM	Human or human-like
ANIM	Animate, but not human-like
INAN.N	Inanimate with no agency
INAN.P	Inanimate, but with some agent-like properties
ABS	Abstract, immaterial concepts

Table 5: Animacy categories

phic properties in general. The latter criterion applies for example a the lower “leather demon” in S.TR, who does not speak, but performs actions such as abducting people and bringing them into a demon cave; also, the chief of the demons is able to speak. Other, non-speaking, non-anthropomorphic animals (usually livestock) were counted as animate. Similar to this distinction between agent-like and other animals, a distinction is made between inanimate referents with a certain degree of agency (INAN.P) and truly inanimate objects (INAN.N). The first category includes entities like the sun or a magic ring, which do have some agent-like properties, but are not anthropomorphic in that they are unable to speak and are not protagonists. The second category includes liveless objects without any agency, including body parts, and various objects that set the background for the movements of protagonists like rivers or houses. A fifth, non-animate category ABS was used for abstract concepts such as dreams or thoughts. Examples for all categories are provided in (12a–c).

- (12) a. ngürü wül-i ñi cuchillo; feymew wüda-yngu
fox hand.over-3.IND 3.POSS knife then go.apart-3DU.IND
‘The fox_{hum} handed over his knife_{inan.n}; then they_{hum} (fox and patridge) went apart.’ (A.ZC:4)
- b. nü-me-y ñi furu, shilla-w-i, nentu-y ñi
grab-AND-3.IND 3.POSS donkey saddle-REFL-3.IND extract-3.IND 3.POSS
ofisha
sheep
‘He_{hum} fetched his donkey_{anim}, saddled up, got his sheep_{anim} out...’ (A.DP:11)

c. feymew leləm-tu-y antü Pedro. “yewe-nge” pi Pedro.
 then release-TU-3.IND sun P. be.ashamed-2SG.IMP say P.
 wema pichi wep-üm-nge-y müten, antü fem-nge-we-la-y
 first small appear-CAUS-PASS-3.IND just sun do.this-PASS-already-NEG-3.IND
 ñi yewen mew
 3.POSS shame POSTP

‘Then Pedro_{hum} released the sun_{inan.p.} “Be ashamed”, Pedro_{hum} said. First, it only showed itself a little, the sun_{inan.p.} was not behaving like its usual self in its shame_{abs.}’ (A.MO:35)

3.1.4 Information status

PS	Subject of the preceding clause
ACTIVE	Occurs in previous clause, but not as the (lone) subject, including mentions as a possessor. Or: occurs in previous non-finite clause, but not in previous main clause
OLD	Does not occur in the previous clause
NEW	First occurrence in the text

Table 6: Saliency levels

Since the saliency of a referent depends both on how recent its last mention was and on what role it occurred in (i.e. how prominent it was), the scale introduced by Arnold 2003:231 was used. The basic idea is to include both dimensions, prominence and recency, in one single, not too convoluted scale. Arnold’s scale provides four categories, summed up in Table 6. The distinction of the prominence of the previous mention is made in the opposition of PS and ACTIVE; the distinction of recency is carried out in the opposition of PS/ACTIVE vs. OLD vs. NEW. Those non-finite clauses that were included as part of the narrative (see Section 3.2.1) were counted differently than main clauses, not changing the information status of their subject to PS, but only ACTIVE. Also, any change to information status stemming from the previous main clause was not overridden. An example including both of these mechanisms can be seen in (13a), where the young man does not lose his saliency status of PS from one main clause to the next and where the information status of the previously OLD mother only reaches ACTIVE status in the main clause despite her being the subject of the directly preceding non-finite clause.

A type of situation which complicated the decision whether or not a mention was to be counted as NEW is when parts of groups are included. To exemplify: In S.VS:25–28, a party of undead get drunk together. Then they start insulting and fighting each other. Then, a group of them grabs axes and starts hitting the poles supporting the

house they are in. Even though the group consists of referents that were all included in the previous, bigger group, the new group is a) counted as a distinct entity and b) considered *NEW*, because it is introduced (13b).

- (13) a. feymew chi we-che wentru [...] doy kutran-ürke-y
 then DEF young-person man more sick-REP-3.IND
 [...] ↓ // aku-tu-ke-lu ñi ñuke ↑ / rume
 arrive.here-TU-HAB-NONF 3.POSS mother very
 kutran-piwke-ye-ke-rke-fi
 sick-heart-APPL-HAB-REP-3.PAT

‘Then, the young man_{OLD} [...] became ever sicker [...]. When his mother_{OLD} would come home, he_{PS} would feel very sorry for her_{ACTIVE}’ (S.MB:16–17)

- b. ngoli-le-lu engün ↑ / luka-tu-w-ingün ka kewa-yngün
 get.drunk-RES-NONF 3PL.PRO insult-TU-REFL-3PL.IND and fight-3PL.IND
 ↓ // kiñe kentü tu-yngün toki ↓ / [...]
 one group take-3PL.IND axe

‘Being drunk, they_{PS} insulted each other and started fighting. A group_{NEW} fetched axes [...]’ (S.VS:27–28)

3.1.5 Semantic role

AGT	Agent/Actor
PAT	Patient/Undergoer
EXP	Experiencer
STIM	Stimulus
REC	Recipient
T	Theme
BEN	Beneficient
SRC	Source
LOC	Location
GOAL	Goal
OT	Other

Table 7: Semantic roles

The major reason to include semantic roles is that Mapudungun has a direct/inverse system, meaning that A is not necessarily agentive, and P not necessarily patientive; they are indeed the other way around in inverse situations (14a). Most of the semantic roles included here are basic and will not need further elaboration. *EXP/STIM* are used for sensational verbs and emotional verbs (14b–c). *GOAL/SRC/LOC* are used for physical

locations, with movement towards, away from, and residing at the location, respectively. These are usually marked with an adposition (14d–f). BEN is a rather rare role, since most ditransitive predicates include themes and recipients.

- (14) a. wangkü-l-eyew ʔa trewa
 bark-APPL-INV.3AGT DEF dog
 ‘The dogs(P,AGT) barked at him(A,PAT).’ (S.CC:10)
- b. pe-fi kiñe kawellu
 see-3.PAT one horse
 ‘He_{EXP} saw a horse_{STIM}.’ (A.CB:6)
- c. feymew wüla ngürü illku-y ñi deya mew
 then then fox become.angry-3.IND 3.POSS sister POSTP
 ‘After that the fox_{EXP} became angry at his sisters_{STIM}.’ (A.ME:11)
- d. pichi wingka anü-le-rke-y inal ʔafken
 small huinca sit-PROG-REP-3.IND next.to sea
 ‘The young *huinca* was sitting by the sea_{LOC}.’ (A.HV:23)
- e. kon-ingün kiñe fücha mawida mew
 enter-3PL.IND one big forest POSTP
 ‘They entered a big forest_{GOAL}.’ (A.DP:1)
- f. williñ am we tripa-le-lu ʔewfü mew ↑ /
 southern.river.otter because new exit-RES-NONF river POSTP
 wilüf-küle-y ñi wentelli ↓ //
 shine-RES-3.IND 3.POSS hips
 ‘Because he had just come out of the river_{SRC}, the otter’s hips were shining.’
 (S.ZH:6)

3.2 Inclusion criteria

Since a stringent list of criteria is needed as to what referents, resp. NPs, are to be included in the count, criteria primarily from Bickel (2003), Arnold (2003), and Haig and Schnell (2015) were considered, resulting in the following inclusion guidelines:

3.2.1 Inclusion criteria for clauses

Predicates that make reference to times of the day (15a–c) are excluded from the count (Arnold 2003:230). Note that the subject of these constructions is not necessarily a zero mention (15b).

- (15) a. feymew wüñma-y
 then dawn-3.IND
 ‘Then it dawned.’ (A.DP:17)
- b. rupa-y tripantu
 pass-3.IND year
 ‘A year passed.’ (A.BA:5)
- c. feymew puñ-i
 then night-3.IND
 ‘Then it became night.’ (A.BA:7)

Other clauses not relevant to the narrative include narrator comments or remarks; these were also excluded, see (16). These were also the only clauses in the corpus that contained non-third persons – that is, outside of direct speech, which was also categorically excluded.

- (16) a. kuyfi iñche petu müle-lu kampu mew allkü-tu-ke-fu-n
 long.ago 1SG.PRO still live-NONF countryside POSTP hear-TU-HAB-RI-1SG.IND
 ngütramka-n ta ñi fütra-ke che traw-u-le-tu-lu
 converse-NONF DEF 3.POSS old-PL person get.together-REFL-RES-TU-NONF
 puñ ina kütral pu ruka
 night next.to fire in house
 ‘Long ago, when I still lived in the countryside, I used to listen to the conversations of my elders, gathered around the fire inside the house at night.’
 (S.S:1)
- b. tūfachi epew chongchong pi-nge-y
 DEF tale chonchon say-PASS-3.IND
 ‘This story is called “the *chonchon*”.’ (S.CC:1)

One major question is how to treat non-finite verb forms when counting predicates. There are many different non-finite verb constructions in Mapudungun; for a list see Zúñiga (2006b:141). The most frequent non-finite suffixes in the corpus are *-lu*, *-el* and *-n*. *-lu* is often used to refer to past or current events, establishing continuity (17a), *-el* is most frequent in combinations with semantically light verbs, often movement verbs (17b). *-n* is usually used for non-finite constructions including speech (17c). There is however some variation in what forms are used for which purpose. The general stance adopted in encoding the texts was that those non-finite clauses which do not have a predictive function, i.e. which do not refer to any events actually happening in the narrative, were excluded from the count. Of course, this is ultimately a subjective decision and hard to make completely consistently. To illustrate, examples (17a–c)

were included in the count because they refer to actual events, while the non-finite form in (17d) constitutes indirect speech with a question and the one in (17e) merely describes the woman's appearance. These two clauses and similar ones were excluded from the count.

- (17) a. femngen puw-i kiñe kelü lewfü mew. puu-lu chi lewfü
 thus get.there-3.IND one red river POSTP get.there-NONF DEF river
 mew, weyel-tüku-ye-w-ingün
 POSTP swim-introduce-APPL-REFL-3PL.IND

‘(Walking) like this, they arrived at a red river. Having arrived at the river, they threw themselves in.’ (A.DP:18)

- b. fill antü reke amu-ke-rke-fu-y ta ñi pe-me-a-fi-el
 every day like go-HAB-REP-RI-3.IND DEF 3.POSS see-AND-FUT-3.PAT-NONF
 ‘Every day, he went to see her.’ (S.CC:2)

- c. [...] la-pe-a-y may nga ñi peñi ↑ / ñam-i nga
 die-DUB-FUT-3.IND AFF PART 3.POSS brother get.lost-3.IND PART
 ko mew ↓ / pi-pi-nge-tu-y ñi ngüma-n
 water POSTP say-say-NGE¹⁴-TU-3.IND 3.POSS cry-NONF

‘“[...] did my brother maybe even die? He got lost in the water.”, he cried out again and again.’ (S.L:15)

- d. feymew rambu-tu-eyew ñi monge-n che nge-n kam ñi
 then ask-TU-INV.3AGT 3.POSS live-NONF person be-NONF Q 3.POSS
 la nge-n
 dead be-NONF

‘Then he_P asked him_A if he was a living or a dead person.’ (A.DP:3)

- e. fey tichi üllcha domo → / nie-no-lu ta ñi longko ↑
 3 DEF single.woman woman have-NEG-NONF DEF 3.POSS head
 / payla-le-rke-y
 lie.on.back-RES-REP-3.IND

‘The woman who had no head was lying on her back.’ (S.CC:19)

3.2.2 Inclusion criteria for referents

Only referents which are arguments of verbs were counted, including obliques. One exception to this were verbless predicates such as those illustrated in (18), which were encoded the same way as existential predicates with *müle*- ‘be’.

¹⁴-nge with no apparent meaning change can occur with reduplicated verb stems (Zúñiga 2006b:394).

- (18) a. fey chi machi amu-rke-y ye-me-a-lu kiñe lawen ↓ /
 3 DEF shaman go-REP-3.IND bring-AND-FUT-NONF one medicine
 yod ponwi ka kura ↓ / fey chi pichi kura
 more inside and stone 3 DEF small stone
- ‘The *machi* came to bring a medicine, further inside than the other (bigger) stone, there was_∅ this small stone.’ (S.M:3)

For counting a referent as a zero mention, Haig and Schnell (2015:21) provide a set of three criteria:

1. The argument is licensed by the lexical argument structure of the verbal lexeme [...] involved.
2. The relevant argument position must be clearly associated with a specific referent retrievable from the discourse context.
3. The syntactic construction must allow for the overt realisation of the argument in question.

As mentioned in Section 3.1.1, the morphosyntax overtly marks any objects and makes the exclusion of implied but neither lexically nor morphosyntactically expressed patients straightforward. There were only few predicates to which the second criterion applied – e.g. (19), which features an inverse construction with no salient P:

- (19) tüfachi epu wentru dewma ye-eyew tañi awka
 DEF two man already bring-INV.3AGT 3.POSS wild.mare
- ‘They_{∅(P)} already brought the two men(A) their wild mares.’ (A.CB:29)

But even lexically expressed arguments were not necessarily included: Negated referents that were the sole argument of a predicate lead to the exclusion of the whole predicate (20a). In transitive verbs, only the negated referents were excluded (20b).

- (20) a. feymew küla domo müle-rke-y wentru nge-la-y
 then three woman be-REP-3.IND man be-NEG-3.IND
- ‘Then there were three women (but) ~~there were no men.~~’ (A.EM:16)
- b. pe-la-y kiñe che no rume
 see-NEG-3.IND one person NEG very
- ‘He_A did not even see a single person_P.’ (S.ZH:23)

Incorporated nouns generally do not have a referring function (Mithun 1984:849). As demonstrated in (8g), verbs containing incorporated noun stems are treated as syntactically intransitive. Accordingly, these nouns as well as verbalised nouns¹⁵ were not

¹⁵The REFL marker *-(u)w* can be used to create verb stems with the meaning ‘become X’ from nouns.

counted, except when they introduced a salient referent that was later also relevant in the text (21), in which case they were encoded as OBL.

- (21) feymew fūcha rul-uw-i, apo-y fūcha-ke kachu mew,
 then big meadow-INCH.VBZ-3.IND be.full-3.IND big-PL grass POSTP
 werā piru ka müle-y, llodko-y feychi mapu
 a.lot worm and be-3.IND be.swampy-3.IND DEF land

‘Then the stewpot_Ø(S) became a big meadow_{OBL}, the meadow_Ø(S) was full with tall grass, there were worms, the land was swampy.’ (A.EM:28)

3.3 Combinations of main and non-finite clauses

Apart from non-finite clauses which are not integrated into a predicate as its argument, such as in (17a), there are also clauses that syntactically act as an argument. In the texts, there are three major types of such constructions, which I all encoded differently. The first type is a combination of a semantically light verb, often a movement verb or *müle*- ‘be’, plus a nonfinite clause bearing the main semantic information. These were encoded as one single main clause, glossing over the non-finite part (22a–b). The second major type is a combination of experience verbs such as ‘see’, ‘hear’ or ‘know’ and some non-finite content. Unlike the first type of complex construction, which is maximally transitive, these clauses were encoded as two different events, since these verb sequences usually encode two distinct events and since they can not only have two participants (22c), but the non-finite clause can be transitive, resulting in three referents (22d), or both the main and the non-finite can be transitive (22e). A third type is a verb of speech, combined with a non-finite clause specifying the type of utterance being made. Those constructions were encoded as one main clause, as illustrated in (22f).

- (22) a. nag-i ñi pūto-ko-a-el
 descend-3.IND 3.POSS drink-water-FUT-NONF
 ‘[She(S) went down to drink water].’ (S.ZH:21)
- b. fill aṅtū reke amu-ke-rke-fu-y ta ñi pe-me-a-fi-el
 every day like go-HAB-REP-RI-3.IND DEF 3.POSS see-AND-FUT-3.PAT-NONF
 ‘Every day, [he(A) went to see] her(P)].’ (S.CC:2)
- c. petu amu-lu allkü-fi ñi ngūma-n kiñe pichi che
 still go-NONF hear-3.PAT 3.POSS cry-NONF one small person
 ‘While he was walking, [he(A) heard] [a child(S) crying].’ (A.EM:1)

- d. chi leso kim-fi ñi nie-n suerte pu ðllcha
 DEF fool know-3.PAT 3.POSS have-NONF luck PL young.woman
 ‘[The fool(A) knew] that [the daughters(A) had luck(P)]’ (A.MF:15)
- e. feymew chi ngen pũñeñ kim-el-urke-fi ta kom che [...]
 then DEF owner child(F) know-CAUS-REP¹⁶-3.PAT DEF all person
 ta ñi kure-ye-etew ta sumpall
 DEF 3.POSS wife-APPL-NONF.3AGT DEF sumpall
 ‘Then [the mother(A) of the girl let all the people(P) know] that [her daughter(A) [...] had gotten married to a *sumpall*(P)].’ (S.S:16)
- f. “fey tũfa ta ñi epu peñi langũm-ke-e-n-ew” pi-fi
 3 DEF DEF 3.POSS two brother kill-HAB-INV-1SG.IND-3.AGT say-3.PAT
 ta ñi quecau-mom
 DEF 3.POSS complain-NONF
 “‘These two brothers of mine keep killing me”, [he complained to him].’ (A.CB:25)

3.4 Operationalising RD

Even though the concept of RD revolves around the very same discourse patterns as PAS, the hypotheses involved in the two concepts take very different paths. Bickel (2003) claims that discourse patterns are influenced by morphosyntactic structures, while Du Bois (1987) and Du Bois et al. (2003) predict influence in the opposite direction, with morphosyntactic structures being influenced by discourse patterns. This makes RD an interesting way to approach the Mapudungun data. However, the only factor that has reliably been shown to influence RD is the number of case-sensitive PSAs; and that was in a study where cultural, contextual and language-internal factors were isolated to the best of possibilities. For other possible influencing factors, I know of no comparable results. But this somewhat solid criterion is not applicable to Mapudungun because there is no case-marking. A second problem is the choice of text or text genre, which will presumably have big influences on RD. With Pear Film narratives or similar types of “controlled narration”, it might be possible to achieve a degree of comparability (Bickel and Stoll 2009), but even then there will be culture-specific and other typological factors whose influence on RD is unknown and hard to account for.

Therefore, the RD part of this study will be very much exploratory and tentative. Table 8 lists all possible factors mentioned in the RD literature discussed in Section 2.3,

¹⁶-*urke* would be expected to have an epenthetic vowel -*ü*-. The most likely explanation is that there is either a transcription error or variation between /u/ and /i/. The only alternative, the parsing *kim-elu* – know-give – seems unlikely.

along with how they are expected to influence referential density. Note that these factors are of very different natures: They can be based on syntactic constraints (PSA), verb semantics/event elaboration (spatial deixis, complex events, semantically rich verbs), verbal morphology (richness of verbal morphology, switch reference, identity of agreement with argument features), and discourse patterns (ratio of intransitive/transitive clauses). Furthermore, if they do indeed affect RD, they do so in different ways: PSA-related factors and identity of agreement with argument features are suggested to integrate NPs more strongly into event structure and prime speakers to overall use more overt noun frames. Spatial deixis and complex events as multi-verb constructions have a direct effect on the number of clauses, with an automatically reduced ratio of NPs to verbs. Rich verbal morphology, semantic richness of verbs, and switch-reference are suggested to make the referent(s) more easily identifiable, making lexical expression unnecessary. Finally, the ratio of intransitive/transitive verbs has a direct effect on the ratio of possible core arguments to verbs.¹⁷

I approached the issue of RD by deciding on the expected influence on RD for these factors in Mapudungun, resulting in the suggestion of a trend for RD to be high or low. Then, I calculated the RD for various corpora found in the literature in order to see where on the RD scale Mapudungun is ranked. Adapting the data gathered for investigating PAS for RD is quite easy; RD is simply the ratio of lexically realised core arguments to the total of possible core arguments. In other words: using the terminology and method applied for PAS, the RD value is $\frac{\text{lexical core arguments}}{\text{lexical} + \text{zero core arguments}}$. The relevant results can be found in Section 4.9.

Variable	Effect
Case-sensitive PSAs	Activation of noun frames, priming use of NPs: +
Overall PSAs	
Identity of argument features and agreement	
Spatial deixis as verbs	Multi-verbal clause: lower NP-V ratio: -
Complex events as multiple verbs	
Rich verbal morphology	No need for overt mention: -
Switch-reference system	
Semantic richness of verbs	
Low ratio of intransitive clauses	Lower ratio of NP in transitives: -

Table 8: Suggested factors influencing referential density

¹⁷One could also argue that the INTRANS/TRANS ratio is not a language-specific factor affecting RD, but rather a text-specific value that needs to be controlled for.

4 Results

I would like to begin by providing some general metrics of the gathered data. The texts in the corpus are between 32 and 485 clauses long and contain between 33 and 686 mentions. One of the texts, A.R, was included for its brevity, containing only 13 clauses and five distinct referents. The corpus contains a total of 4180 mentions, 3872 of which are core arguments, distributed across 2997 predicates. 27.43% of predicates are intransitive, 71.20% transitive, and 1.37% ditransitive. To give an overview of the claims that are to be tested with this data, Table 9 contains different predictions made in the discussion surrounding PAS. The left column contains claims concerning the pragmatic level. The right column contains the formal counterpart of these claims. The basic assumption behind this layout, also frequently encountered in the literature is the claim that there is a strong correlation between newness and lexicality.

Pragmatics	Lexicality
There is a constraint against two new referents in one clause	There is a constraint against two lexical referents in one clause
There is a constraint for A to be given	There is a constraint for A to be non-lexical
S and P are preferred places of introduction for new referents	S and P tend to be more lexical
S is a preferred place of introduction for new human referents	S is more lexical the more frequently humans are introduced
Humans tend to be given / more topical	Humans are less lexical
Non-humans tend to be new / less topical	Non-humans are more lexical
A tends to be human	A tends to be non-lexical
P tends to be non-human	P tends to be lexical
S tends to be mixed in terms of animacy	S's lexicality is between that of A and P

Table 9: Claims around PAS

4.1 Lexical = new?

Let us begin with this most basic claim: That lexicality is a more or less direct indicator of newness, that “[t]he correlation between lexical and new mentions cross-linguistically is quite strong” (Everett 2009:3), that “[t]here is thus a very obvious connection between argument form, and information status (new vs. given)” (Haig and Schnell 2015:9). Both Everett’s and Haig and Schnell’s studies only use the parameter lexical/non-lexical in their data (Everett 2009:6; Haig and Schnell 2015:19). Everett (2009:8) claims that there is no significant difference for the data he collected; Haig and Schnell (2015:71) acknowledge that the “match is not perfect”, but decide to rely on the lexicality parameter alone. This method certainly has its advantages, as it is much easier to simply check the form of a mention than to decide on the referent’s salience, if

it should be considered as new or not, etc. But however justified this decision may be for other corpora, it certainly does not look that way for the Mapudungun data: As expected, there is a strong correlation between new mentions and lexical expression (Figure 4a).¹⁸ New mentions are lexical in the vast majority of cases. Figure 4b shows the ratio of lexical mentions for each of the non-new information status categories separately. It turns out that the more salient a given referent is, the more likely is its zero expression. This is also not unexpected, but it shows us that a) we are not dealing with a simple distinction GIVEN/NEW and that b) lexicality is only an indirect indicator of newness.

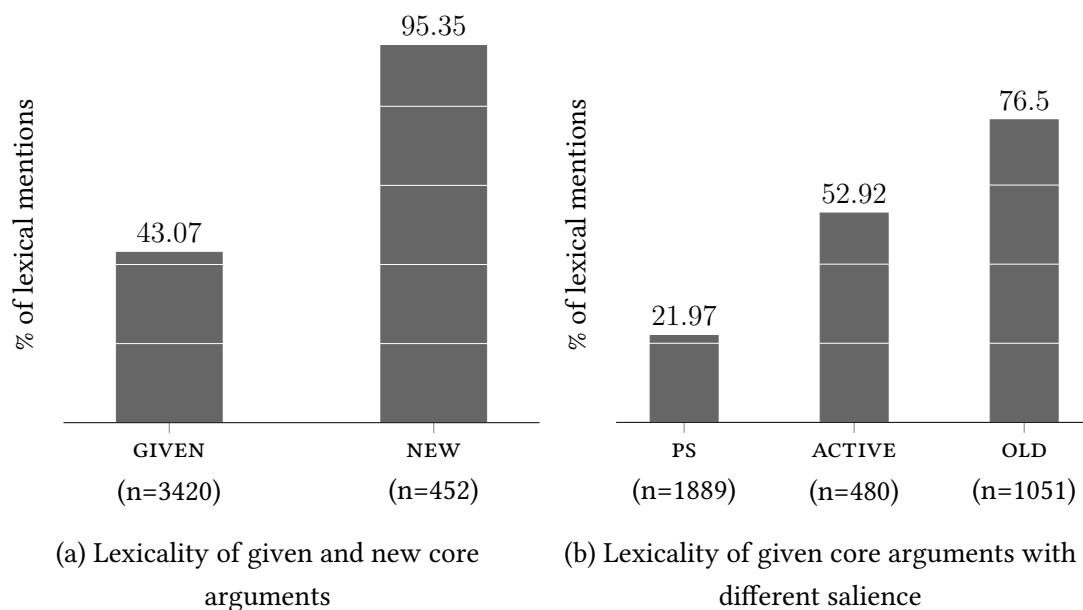


Figure 4: Correlation between information status and lexicality

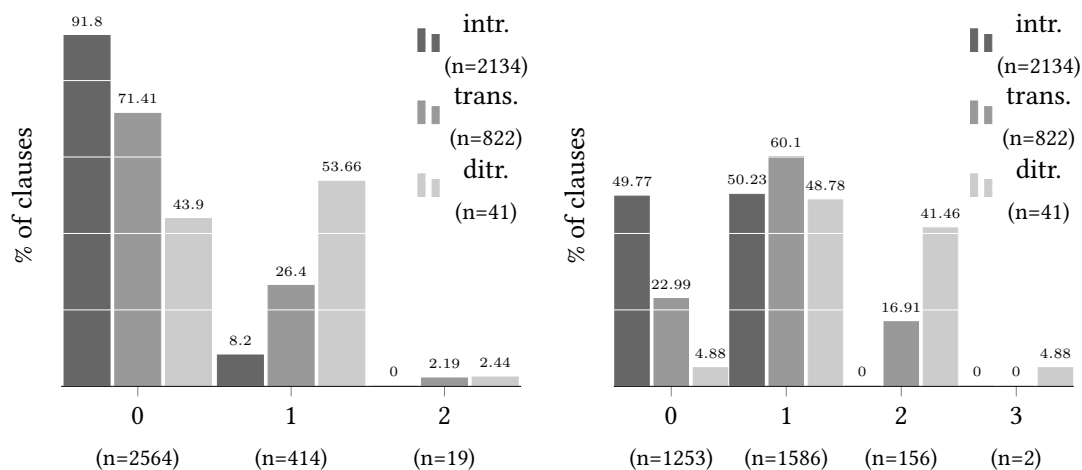
4.2 The quantitative constraints

Keeping in mind this not-quite-perfect match between the pragmatic and lexical dimension, let us now examine the claims listed in Table 9, beginning with the constraints preferring a maximum of one new/lexical argument per clause. The constraint against two new arguments seems to hold, extending to ditransitive clauses which could potentially contain three new arguments (Figure 5a). However, this distribution could also be due to the general tendency to avoid new A. If the pragmatic quantity constraint were independent of the pragmatic quality constraint, we would expect those transitive clauses that have a new P to show fewer new A than transitive clauses with a given P— see also Haspelmath (2006:910), Everett (2009:16), and Haig and Schnell (2015:48)¹⁹. Likewise, A would be expected to have a lower ratio of new mentions in

¹⁸Only core arguments are considered here, since oblique arguments are by default lexical.

¹⁹Note that Haig and Schnell compare A in transitive clauses with lexical P with *all* A, and not only with those A in transitive clauses with no lexical P.

ditransitive clauses with either new R or T compared to when none of the other arguments is new – however, the corpus contains no ditransitive clauses in which A is not given. For transitive clauses, Table 10 shows that the above prediction does not hold: There are in fact *more* transitive clauses with both new A and new P than transitive clauses with new A and given P. Even though the numbers are low, this seems counterintuitive, as introductions in the A are rare. I suspect that this distribution is partly due to text-initial introductions such as the one shown in (23) and partly due to the fact that I encoded newly contrasted subgroups as NEW (see Section 3.1.4); these referents often occurred in transitive sentences.



(a) Avoid more than one new argument per clause (b) Avoid more than one lexical argument per clause

- (23) kiñe fücha wentru küla fotüm nie-y
 one old man three son(M) have-3.IND
 ‘An old man had three sons.’ (A.CB:1)

	New A	Given A	Total
New P	18	183	201
Given P	2	620	622
Total	20	803	823

Table 10: Number of new A in clauses with new P compared to clauses with given P (Fisher’s exact test $p < 0.0001$)

Parallel to this, the lexical quantity constraint holds for intransitive and transitive clauses, but not independently from the tendency for A to be non-lexical – Figure 5b shows that there are considerably more transitive clauses with one lexical argument than there are with two lexical arguments, but as Table 11a reveals, the chance for A

to be lexical is actually higher if the clause has a lexical P. The numbers for ditransitive clauses are rather low, but I still present them for the sake of completeness. The high number of ditransitive clauses with two lexical arguments already contradicts the quantitative constraint, and Table 11b shows A being in fact more likely to be lexical the more other lexical arguments there are. Thus, for the Mapudungun data, neither the pragmatic nor the lexical quantity constraints hold, regardless of whether the latter is a direct consequence of the former or not.

	Lexical A	Zero A	Total	R/T	Lexical A	Zero A	Total
Lexical P	131	434	565	2 lexical	2	13	15
Zero P	37	221	258	1 lexical	4	20	24
Total	168	655	823	0 lexical	0	2	2
				Total	6	35	41

(a) Lexical A in clauses with lexical P compared to clauses with zero P (Fisher's exact test $p=0.004$)

(b) Lexical A in ditransitive clauses with two, one, or zero lexical R/T (Fisher's exact test $p=1.0$)

Table 11: Lexicality of A relative to lexicality of objects

4.3 Newness and lexicality of syntactic roles

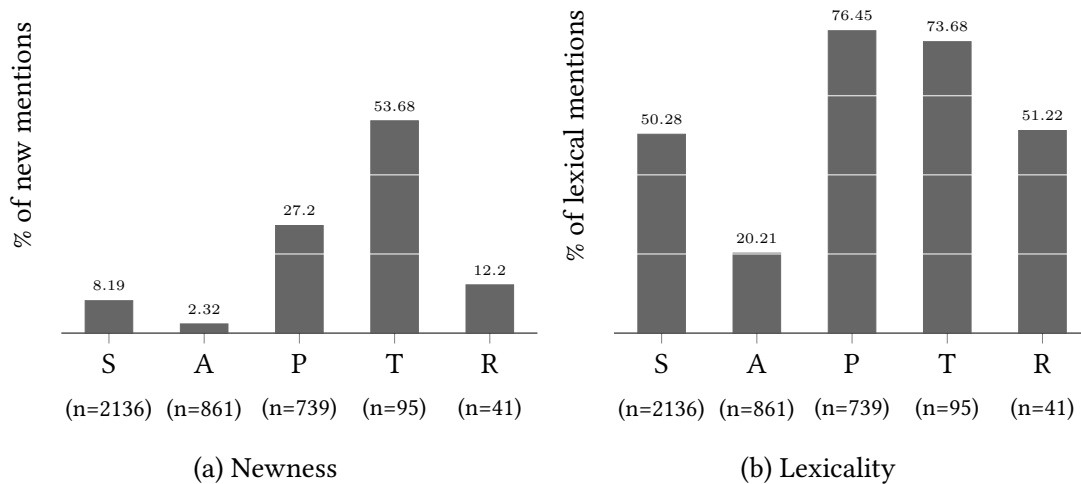


Figure 6: Ratios of new and lexical mentions in core syntactic roles

Next, let us take a look at the ratio of new and lexical mentions in different syntactic roles. Here, A is predicted to show low values, P high ones, regardless of whether this prediction is based on PAS or on the role of humans. S is either predicted to be similar to P, or to be somewhere between A and P. The results are given in Figure 6. A does indeed have low rates of new and lexical mentions, and P has high rates. However, S

is uncommonly low in newness (Figure 6a). In comparison to that, it is relatively high in lexicality (Figure 6b). This high lexicality of S is unexpected and will be taken up again in Sections 4.4 and 4.6. As far as the surface structure of discourse is concerned, S can be grouped with P and opposed to A (Table 12a), resulting in an ergative alignment. This fact could be used to support Du Bois’ claim of discourse being ergative. But on the other hand, S can just as well be grouped with A and opposed to P, with similarly significant effects (Table 12b). This goes to show us that with distributions like these, either “alignment” can be demonstrated to hold. For a similar example, see Corston-Oliver (2003:289–290). As mentioned in Section 4.2, a substantial percentage of ditransitive clauses have two lexical arguments. These ditransitive clauses are mainly made up of clauses containing lexical R and T. As in transitive sentences, A shows a lower lexicality than the other roles, see Table 11b.

	Lexical	Zero	Total		Lexical	Zero	Total
A	174	687	861	S+A	1248	1749	2997
S+P	1639	1236	2875	P	565	174	739
Total	1813	1923	3736	Total	1813	1923	3736

(a) S and P, compared to A
(Fisher’s exact test $p < 0.0001$)

(b) S and A, compared to P
(Fisher’s exact test $p < 0.0001$)

Table 12: Alignment of S with both A and P in terms of lexicality

4.4 The introductory role of S

The explanation for S’s high lexicality most commonly presented in the PAS literature is its role as an introductory point, especially for [+hum] referents. In the Mapudungun data, new humans are in fact introduced most frequently in S (Figure 7). This is a relatively high number, even when considering that S is the most frequent role for humans overall – 60.25% of all human mentions occur in S. However, the fact that new [+hum] referents most often appear in S does not automatically mean that S’s high lexicality is because of human introductions. There are a total of 107 new humans in the S role, and a total of 1074 lexically expressed S,²⁰ which means only around 10% of those lexical S are new human mentions. It seems thus unlikely that the overall high lexicality of S is due to its introductory function for humans. Even when including non-humans, new mentions still only account for 165 or 15.36% of the 1074 lexical S. Still, although new humans in S do not contribute greatly to its lexicality, S plays an important role in introducing human referents compared to other syntactic roles, especially A.

²⁰Including non-human S.

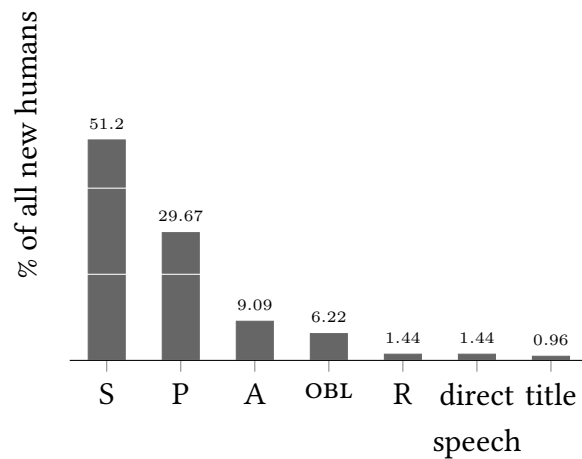


Figure 7: Where do new humans go? (n=209)

4.5 The role of humans

The alternative explanation to A being low in new and lexical mentions suggested by Haspelmath (2006) and supported by Everett (2009) and Haig and Schnell (2015) is humanness, its typical topicality/givenness, and its strong connection with the A role. A first claim to be examined here is humans' tendency to be given/zero-expressed and non-humans' tendency to be new/lexical. As Figure 8a shows, there are indeed relatively few new human mentions, with the rest of the animacy categories following the animacy scale in terms of newness. However, the differences in lexicality are much smaller (Figure 8b). Humans do show the lowest ratio of lexical mentions, but the difference is not as clear as for newness. Given the imperfect match of newness and lexicality, this is not surprising per se, but considering that humans are generally said to be less lexical, a lexicality rate of 44.32% is unexpectedly high; I will come back to this point in Section 4.6. Also, in the lexicality overview, ANIM and INAN.P switch places compared to how they are ordered when considering newness. However, I would like to point out that INAN.P and ABS both have very low total counts – both account for less than 1% of all mentions, with 0.84% and 0.38%, respectively. Below, I will therefore not consider them separately, but instead conflate them with other categories. ABS fits well into the INAN.N category. As for INAN.P, referents in this category cannot talk, but can understand humans and have a certain degree of agency. The only major difference from ANIM is the biological animacy; therefore I will below consider INAN.P and ANIM together as ANIM.

The connection between the givenness / non-lexicality of humans and the givenness / non-lexicality of syntactic roles is the distribution of humans and non-humans across syntactic roles (Figure 9). Here, it becomes clear that not only A is very human-heavy, but S is as well, containing but a little more than 10% non-human referents. P

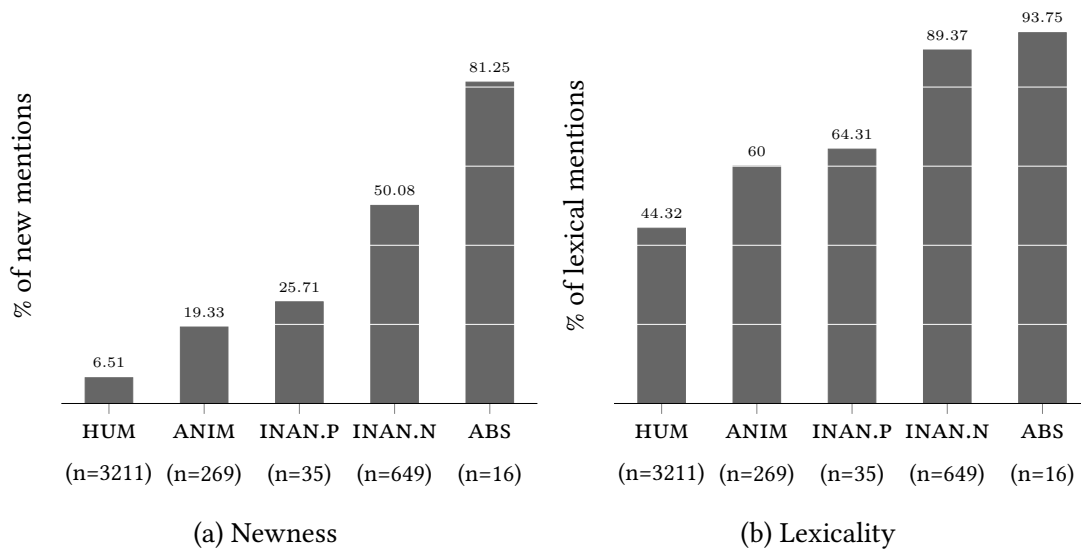


Figure 8: New/lexical mentions in different animacy categories

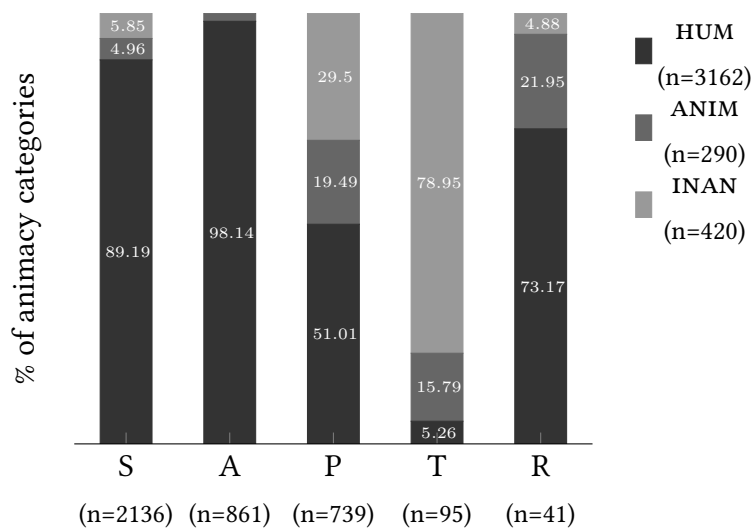


Figure 9: Animacy of syntactic roles

contains [+hum] and [-hum] referents at about an equal rate.²¹ As Haig and Schnell (2015:50) point out, since humanness and the topical A role (and to a lesser extent S) are so strongly connected, it is hard to separate animacy from syntactic role in order to evaluate their individual influence on newness/lexicality. One way of doing so would be to compare [+hum] and [-hum] A – however, the low number of 16 [-hum] A in the corpus makes this comparison meaningless. S on the other hand has sufficient amounts of non-human referents. Table 13 shows [+/-hum] S compared to A and P for newness and lexicality. [-hum] S has a very similar ratio of new mentions as P, while [+hum] S is considerably closer to A than to [-hum] S. There is a significant difference

²¹The majority of T is INAN, as would be expected, and the majority of R is HUM. However, the overall amount of ditransitive clauses and the low ratios of [+hum] referents in T and [-hum] referents in R respectively make any meaningful comparison of the influence of syntactic roles and animacy impossible.

	New	Given	Total	%		LexicalZero	Total	%
[+hum] A	19	826	845	2.25%	[+hum] A	171	674	20.24%
[+hum] S	111	1794	1905	5.83%	[+hum] S	918	987	48.19%

(a) Newness (Fisher’s exact test $p < 0.0001$)

(b) Lexicality (Fisher’s exact test $p < 0.0001$)

Table 15: Human subjects compared for newness and lexicality

4.6 Information status and the high lexicality of humans

As we have seen, S shows an overall high lexicality, which cannot be explained solely by its role as an introduction point (Section 4.4), which was Du Bois’ explanation for S’s high lexicality. Likewise, human S are more lexical than human A (Section 4.5), which contradicts the claim that it is humanness that causes the lower lexicality of A compared to S. Rather, the Mapudungun data point towards S generally having a higher ratio of lexical mentions than A, independent of both newness and animacy.²² In order to find out what causes the high lexicality of S, apart from the ~15% due to new referents, let us look at the total of lexical S. Figure 10 shows that the majority of lexical S come from human mentions (85.47%) and that 75.61% are given human referents. This is not surprising, given that S has a high overall ratio of humans (see Figure 9).

Additionally, when comparing given human S with given human A, we find that while information status does influence lexicality, S is more lexical than A for all non-new information statuses (Table 16). This means that S is less lexical than A, regardless of information status. And this difference between these two syntactic categories is in part responsible for the high overall lexicality of humans (Section 4.5): If PS, ACTIVE and OLD humans in the S role had similar ratios of lexical mentions as they do in the A role, humans would have an overall lexicality of 32.84% instead of 44.32%.

[+hum]	PS	ACTIVE	OLD	NEW	Total
S	28.00% (315/1125)	66.89% (99/148)	76.39% (398/521)	95.50% (106/111)	48.19% (918/1905)
A	9.46% (61/645)	52.94% (18/34)	49.66% (73/147)	100.00% (19/19)	20.24% (171/845)
Total	21.24% (376/1770)	64.29% (117/182)	70.51% (471/668)	96.15% (125/130)	39.60% (1089/2750)

Table 16: Lexicality of humans subjects depending on information status

²²As mentioned in Section 4.5, there are too few non-human A to meaningfully compare S and A for non-humans specifically.

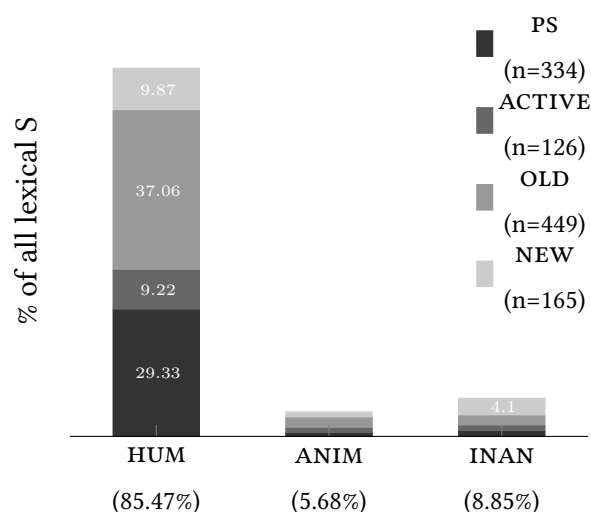


Figure 10: Where do lexical S come from? (n=1073)

4.7 Minor factors

Some of the parameters or values discussed in Section 3 were not included in the discussion above. Semantic roles were not mentioned, speech verbs and pronouns were conflated with normal verbs and NPs, respectively. In this section, I briefly present some findings concerning these minor factors.

4.7.1 Semantic roles

Semantic roles seem to have no major influence on newness or lexicality. There is a tendency for those roles that are more typically assigned to humans to be given/zero, and those typically assigned to non-human referents to be new/lexical, see Table 17. Other than that, there are no considerable differences in newness/lexicality between e.g. agentive and patientive S. The only discernible effect is the difference between agentive (AGT/EXP) and patientive (PAT/STIM/BEN/REC) human A, see Table 18. Patientive A of course mostly occurs in inverse situations, so in other words, human A tend to be less lexical in inverse situations than in direct situations.

4.7.2 Verbs of speech

Another factor which does not have any major influence on newness/lexicality are differences between verbs of speech and other verbs. In the data presented so far, these were always put together with their non-speech counterparts. The total number and newness/lexicality rate of speech verbs compared to their counterparts is displayed in Table 19. Speech verbs have an overall lower rate of new mentions than other verbs, but show about equal rates for lexical mentions. The fact that they are not as often used for introductions is not surprising since they almost exclusively contain human referents and as shown in Figure 8a, there are proportionately few new humans. What

Role	New	Lexical
INSTR	66.67% (4/6)	100.00% (6/6)
T	60.87% (70/115)	80.00% (92/115)
LOC	52.26% (81/155)	100.00% (155/155)
GOAL	45.87% (50/109)	96.33% (105/109)
SRC	33.33% (4/12)	91.67% (11/12)
STIM	29.85% (20/67)	77.61% (52/67)
PAT	18.19% (203/1116)	60.22% (672/1116)
REC	7.14% (8/112)	34.82% (39/112)
AGT	5.15% (115/2235)	42.19% (943/2235)
EXP	1.77% (2/113)	30.97% (35/113)
BEN	0.00% (0/2)	0.00% (0/2)

Table 17: Newness and lexicality of different semantic roles

	Lexical	Zero	Total	
Direct	148	488	636	23.27%
Inverse	22	186	208	10.58%

Table 18: Lexicality of human A in direct and inverse situations
(Fisher’s exact test $p < 0.0001$)

is interesting is that S and S_{sp} show similar rates in terms of how many new human mentions they contain – 5.39% (41/761) for S_{sp} and 5.39% (68/1142) for S. One could have expected a tendency to not introduce people with a verb of speech. Overall, their effect on newness and lexicality is negligible and does not warrant a different analysis of the data presented above.

	New	Lexical	Total
S	129 (9.47%)	628 (46.11%)	1362
S_{sp}	46 (5.94%)	426 (55.04%)	774
A	19 (2.71%)	121 (17.24%)	702
A_{sp}	1 (0.63%)	28 (17.61%)	159
P	192 (33.10%)	451 (77.76%)	580
P_{sp}	9 (5.66%)	112 (70.44%)	159

Table 19: Newness and lexicality in arguments of speech and non-speech verbs

4.7.3 Pronouns

Overall, there is a very small number of pronouns; only 91 (2.18%) mentions were encoded with a pronoun. As is to be expected, most of these 91 pronouns (81.32%) occur in non-finite clauses, due to the use of possessive pronouns. The only syntactic

roles where pronouns make up more than 2% of all mentions are S with 2.34% and A with 3.60% pronouns. Also, humans are expressed more frequently with pronouns than non-humans, but again, these are very small numbers (2.55% pronouns for humans, 0.93% for non-humans). There is no loss of information when conflating pronominal mentions with lexical noun phrases to one category “lexical”, as was done in the results presented above.

4.8 Information pressure

As we have seen above, new mentions only account for ~15% of lexical S, so the suggested introductory role of S does not explain S’s high lexicality. However, there might still be a connection between the Information Pressure Quotient (IPQ) of a text and the lexicality of S. I calculated two IPQ values for each text, both based on all new mentions (see Kumagai (2006)) and new humans only (Du Bois 1987). The results are shown in Figure 11. The IPQ values in Figure 11a take all new mentions into account, the ones in Figure 11a only humans. In both graphs we can observe a somewhat steady rise of newness the higher IPQ is, but since IPQ only depends on the number of new referents and clauses, the ratio of transitive/intransitive clauses, and the number of new OBL, this is not surprising. The lexicality values on the other hand vary strongly, independent of either IPQ measure. This fits in well with the picture that new mentions are responsible for only a low proportion of lexical S.

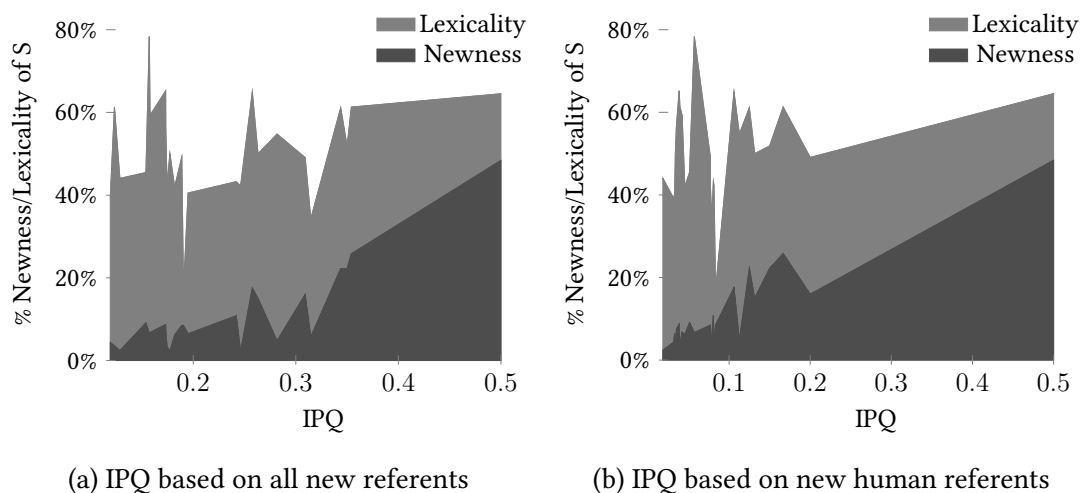


Figure 11: Newness and lexicality of S in 25 texts depending on IPQ

The (human-based) IPQs of these texts differ from those in the 1987 Sakapultek corpus. Du Bois (1987:834) reports an overall IPQ of 0.153, or $\sim 6\frac{1}{2}$ clauses per new human referent. The Mapudungun texts show an overall IPQ of 0.07, or $\sim 14\frac{1}{3}$ clauses per new human. However, it is unclear what constitutes a high or low information pressure in the first place. As mentioned, Haig and Schnell (2015:38) report a human-based IPQ of 0.052 for Kumagai (2006), but other studies either do not provide an IPQ, or

they do not encode newness, or they do not encode humanness, making it impossible to accurately calculate IPQs for these corpora and achieve some degree of comparability.

4.9 Referential Density

As discussed in Section 3.4, meaningfully comparing RD between languages is hard because of genre choice and the wealth of possible factors. Still, when comparing third-person narratives, one should be able to arrive at least at a minimal level of comparability. However, considering all suggested factors for multiple languages is outside of the scope of this study. I will therefore simply come back to the possible factors listed in Table 8, determine what their expected effect would be in Mapudungun (Table 20), and then compare Mapudungun’s RD with that of other languages.

Variable	Mapudungun
1. Case-sensitive PSAs	-
2. Overall PSAs	+
3. Identity of argument features and agreement	+
4. Spatial deixis as verbs	+
5. Complex events as multiple verbs	+
6. Rich verbal morphology	-
7. Switch-reference system	+
8. Semantic richness of verbs	-
9. Ratio of intransitive clauses	+

Table 20: Suggested factors influencing referential density in Mapudungun

Mapudungun does not have any case marking and therefore no case-sensitive PSAs, which would predict a lower RD (factor 1). It does have PSAs, though: Verb agreement is one example, another is the passive construction. This would predict higher RD (factor 2). When it comes to the identity of argument features and agreement, I would argue that there are no “clashes” in identity; the fact that third person DU/PL can be marked the same way as SG forms is simply that: Optional marking. Not all features of the argument are necessarily copied into verbal agreement, but the NP is still strongly integrated into the event structure the way Bickel (2003) describes, hypothesized to lead to stronger activation of the NP (factor 3). Additionally, in those situations where agreement is not fully identical with argument features, Mapudungun usually expresses the argument lexically (Zúñiga 2006b:108–109). Spatial deixis is not commonly expressed verbally in Mapudungun, which relies on combinations of verb roots or directional affixes (Zúñiga 2006b:168–169) to express directionality, demonstrated in (24). Likewise, the possibility of both noun incorporation and combination of up to three verb stems enables Mapudungun to use one verb to express events which other languages would express with multiple verbs (25). In the corpus, the majority of multi-

verbal predicates described different events, see (22) in Section 3.3, except perhaps for the combination of verbs of speech with some non-finite verb encoding manner. Still, the semantic richness of Mapudungun verbs leads in general to single-clause expressions, predicting a higher referential density (factors 4 and 5). Likewise, this richness could be expected to decrease referential density because verbal morphology and semantics make the identification of referents easier, leading to more frequent omissions (factors 6 and 8). Mapudungun does not have a switch-reference system, which is hypothesized to lead to lower RD (factor 7). Finally, the ratio of intransitive to transitive clauses in my corpus is about 70:30. Haig and Schnell (2015:25) give a typical ratio of 60:40 in narratives, so it is safe to assume that 70:30 is slightly above average, potentially leading to a higher RD (factor 9).

- (24) a. *ɲampi-tripa-rke-y* Antonio
wander-exit-REP-3.IND A.
‘Antonio went out without a goal.’ (S.A:39)
- b. *llangkü-nag-üm-kunu-rke-y* ñi peyneta ↓ /
fall.out-down-CAUS-leave-REP-3.IND 3.POSS comb
‘He threw his comb down.’ (S.A:48)
- c. *lef-rupa-y* kiñe dewü
run-go.here-3.IND one mouse
‘A mouse came running.’ (A.HV:17)
- d. *fey pe-y* tripa-pa-n
then see-3.IND exit-CISL-NONF
‘Then he saw (her) come out of there’ (S.VJ:16)

- (25) *adkintu-we-ngilla-n-mansun-kiyaw-i*
tend-new-buy-NONF-ox-go-3.IND
‘He was walking, tending recently bought oxen.’ (Zúñiga 2006b:181)

It needs to be made clear that these factors are a) not independent from each other, b) sometimes contradict each other, c) not weighed against one another and d) put together from a set of hypotheses suggested in the literature on RD. Some might be superfluous, others might not have the effect they are suggested to have, and there is a high probability that many more factors influencing RD are missing. Keeping in mind that Table 20 needs to be taken with a grain of salt, we can say that it suggests that Mapudungun is expected to show high-ish RD values. Table 21 contains the results for the 25 texts in the corpus, split according to source. While the two sets of texts show similar average RD values, the RD values of the single texts vary strongly. In

	lex. arg.	all arg.	RD		lex. arg.	all arg.	RD
				S.T	59	148	0.40
				S.L	56	138	0.41
				S.A	57	132	0.43
A.MF	38	109	0.35	S.ZS	20	45	0.44
A.CM	20	55	0.36	S.VJ	62	138	0.45
A.DP	230	556	0.41	S.ZP	40	86	0.47
A.CB	51	113	0.45	S.MB	47	101	0.47
A.BA	83	167	0.50	S.CC	63	132	0.48
A.ME	141	279	0.51	S.S	22	46	0.48
A.MO	153	301	0.51	S.VS	42	87	0.48
A.EM	356	636	0.56	S.M	29	53	0.55
A.HV	135	241	0.56	S.TR	39	66	0.59
A.SC	21	33	0.64	S.ZB	46	74	0.62
A.ZC	59	80	0.74	S.ZH	35	56	0.63
Total	1287	2570	0.50	Total	617	1302	0.47

(a) Texts from De Augusta (1991)

(b) Texts from Salas (2006)

Table 21: Human S and semantic roles

some cases, this is explicable. For example, the text with the highest RD value (A.ZC) consists mostly of dialogues between a fox and a partridge, where usually each of the referents is explicitly named, resulting in a high RD. Likewise, the text with the second highest RD value (A.SC) consists almost entirely of dialogue. There are many new referents, almost all of which are mentioned only twice, then the story moves to the next referent. An example in the opposite direction is A.MF, which contains three rather formulaically retold passages about each one of three brothers. The actions of the brothers are described in great detail, and there are few other referents, resulting in unusually long sequences of zero mentions. When comparing RD, texts like these which diverge from the average RD because of clearly identifiable properties of the narrative itself could be excluded from the sample in question. However, since this part of the study is exploratory, I will not exclude any texts.

The contents of Table 21 are represented as box plots in Figure 12, the RD distribution for all 25 texts is shown in the lowest box plot. This shows us that the Salas texts feature less variation in their RD values than the Augusta texts. It also seems that a “normal” Mapudungun folk narrative has an RD somewhere between 0.45 and 0.55. Other than that, these data do not tell us much on their own; it is only when comparing it to data from other languages that we can draw some sort of comparison. Using the simple measure mentioned above, I calculated the RD as defined by Bickel for 29 corpora including 24 languages (Table 22). This is purely a convenience sample; it consists of PAS studies that included the relevant numbers of lexical and zero

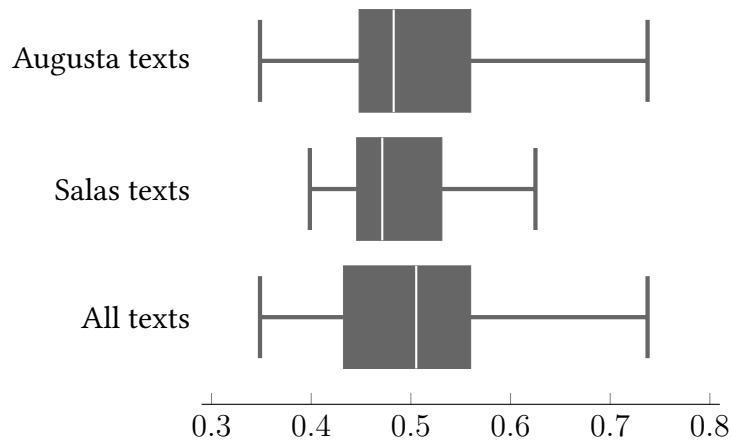


Figure 12: Comparison of RD between text sets

mentions. Three things can be said based on these results:

1. As tentatively suggested by the hypotheses, it does indeed seem that Mapudungun has a relatively high RD, compared to (some) other languages.
2. The Mapudungun corpus by Arnold (2003) has an RD value very close to that of my data, suggesting that the produced measure is not completely arbitrary or meaningless.
3. However, RD within one language can also vary strongly depending on genre, compare e.g. the five English corpora contained in the sample.

One also needs to keep in mind that differences in encoding can play a major role if RD values are calculated in the way described above. For example, my decision to lump together combinations of movement + content verbs as one main clause (Section 3.3) will decrease the total amount of clauses and therefore the number of available argument positions. At the same time, there will not be fewer lexical arguments, leading to an overall higher RD. Similar problems can arise from the exclusion of non-finite clauses, etc.

Corpus	RD	Source
English (Talkshow)	0.22	Everett (2009) ²³
English (Conversation)	0.23	Kärkkäinen (1996) ²⁴
Yagua	0.24	Payne (1993) ²⁴
Korean (Child speech)	0.26	Clancy (2003) ²⁴
Spanish	0.28	Ashby and Bentivoglio (1993) ²⁴
Gorani	0.32	Mahmoudveysi et al. (2012) ²⁴
French	0.33	Ashby and Bentivoglio (1993) ²⁴
Vera'a	0.33	Schnell (2014) ²⁴
Papago	0.35	Payne (1987:793)
English (Monologue)	0.36	Schiborr (2014) ²⁴
Old Spanish	0.37	Ashby and Bentivoglio (2003:66) ²⁴
Cypriot Greek	0.37	Hadjidas and Vollmer (2014) ²⁴
Rama	0.38	Craig (1986:39)
Itzaj	0.38	Hofling (2003:387)
Teop	0.39	Mosel and Schnell (2014) ²⁴
English (Classroom)	0.39	Kumpf (2003) ²⁴
Sakapultek	0.40	Du Bois (1987:822) ²⁵
To'aba'ita	0.40	Lichtenberk (1996) ²⁴
Kurdish	0.40	Haig and Thiele (2014) ²⁴
Belhare	0.41	Bickel (2003:727)
Acehnese	0.43	Durie (2003:175) ²⁵
Portuguese	0.45	Everett (2009) ²⁴
English (Pear Story)	0.45	Kumagai (2006) ²⁴
Maithili	0.47	Bickel (2003:727)
Mapudungun (Arnold)	0.48	Arnold (2003:235)
Mapudungun	0.49	This study
Nepali	0.62	Bickel (2003:727)
Old French	0.63	Ashby and Bentivoglio (2003:66) ²⁵
Russian	0.67	Bickel and Stoll (2009:546) ²⁵
Roviana	0.68	Corston-Oliver (2003:286) ²⁵

Table 22: Referential density compared

²⁴These data are taken directly from Haig and Schnell (2015:15–16).

²⁵Pronouns are counted as lexical.

²⁶No total counts were available, the RD value here was calculated from the average of the RD values of three different texts.

5 Conclusions and Outlook

One major claim found in the Preferred Argument Structure literature and the original motivation behind the concept of PAS was that discourse shows ergative structure, meaning that S and P have similar levels of lexicality, with A showing much lower values. This pattern was claimed to be the source of ergative morphosyntactic alignment, a competing motivation to the pragmatic forces resulting in accusative alignment. The explanation of the distribution was based on constraints concerning information management, with S and P representing preferred places of introduction for new referents. (Haspelmath 2006; Everett 2009; Haig and Schnell 2015) have raised doubts about the validity of this discourse patterning and its underlying motivations, instead suggesting that the high proportion of humans in A is responsible for its low lexicality.

In this study, I investigated the patterns in question using a corpus of Mapudungun narratives. For my data, S cannot be meaningfully grouped neither with A nor with P based on the ratios of new/lexical mentions. This corroborates Everett (2009)'s and Haig and Schnell (2015)'s findings of S showing intermediate levels of lexicality instead of S's and A's unity as claimed by Du Bois. As for the question of what causes this pattern, the data suggest that neither syntactic role nor humanness can be considered exclusive predictors for zero expression. Instead, it makes more sense to consider them as influencing lexicality independently from one another: Human S not only has higher newness rates than human A, but also higher lexicality rates regardless of information status, indicating that syntactic role is influential. On the other hand, S and P show significant differences in newness and lexicality when divided by the feature [+/-hum].

However, considering the apparent irrelevance of information status and animacy, it is unclear what causes S to be more lexical; I was not able to find any other possible causes. The original explanation of S serving as a staging point for new information does not hold up to scrutiny. New S only account for ~15% of lexical S, even though a majority of human referents are introduced in S. This brings me to my next point, namely that one cannot simply take formal expression as a direct indicator for information status. While the expected correlation is there, it is by no means perfect. This is also reflected in my findings on the importance of IPQ, the information pressure quotient. Regardless of whether only human or all introductions are considered, there is no systematic reflection of IPQ in the overall lexicality of S.

A more peripheral claim of PAS are the quantity constraints, limiting the number of new and lexical arguments in a clause. While I found support for not only the role of humanness, but also for Du Bois quality constraints on syntactic roles, the quantity constraints cannot be said to hold independently of the quality constraints in my corpus. Both transitive and ditransitive clauses show no lower lexicality of A when there is another lexical argument than when there is none. In conclusion, the Mapudungun data shows support for claims for both sides of the PAS discussion, but

raises the question of how S comes to be so lexical, regardless of humanness or the ‘staging function’ of S. It is unclear if this is an idiosyncrasy of the corpus in question, or a trait of Mapudungun discourse,²⁷ or something else completely.

A second aspect I covered in this study is the concept of Referential Density, the overall ratio of lexical arguments to total arguments. While Bickel (2003) demonstrated that grammatical patterns can have an effect on this measure, it is hard to eliminate confounding variables. Therefore, this part of the study was of an exploratory nature. I considered different proposed language-specific influences on RD values and what their expected outcome would be in Mapudungun, resulting in a prediction for a comparably high RD. A preliminary comparison with other languages showed that Mapudungun folk narratives indeed have high RD values. In addition, the value for my corpus is very close to that for the Mapudungun narratives investigated by Arnold (2003).

While these results have to be considered very tentative in nature, they do suggest that there is a language-dependent influence on how many lexical NPs are used. If this is in fact the case, there are factors other than only cultural influences and semantic/pragmatic universals at work in forming surface structure in discourse. A large-scale cross-linguistic comparison of RD values would be of interest. However, the sheer number of possible factors that need to be considered or controlled for will make a study of this type a very complex and arduous endeavour. Other worthwhile subjects for future studies would include examining possible language-specific influences on the lexicality of single argument positions, and not just on the overall lexicality of arguments. In combination with discourse patterns being grammaticized, although maybe not of the form Du Bois suggested, influences of this kind could lead to grammatical patterns coming about via discourse patterns which are in turn caused by grammar: For example, language-specific lexicality differences between S and A could result in different alignments expressed via grammaticized pronouns.

To conclude, it is by no means clear that either humanness or information management are the ultimate cause of these patterns. We can say, however, that the patterns and correlations exist. This alone is a reason why studies using language corpora to explore connections in the interface between discourse and grammar continue to be a venture worth taking. Looking at language in its “natural habitat” – as discourse – is a very reasonable way to advance our knowledge of how language works and how it is rooted in human cognition.

²⁷Arnold (2003) does not include animacy in her parameters, so her results are not comparable to mine.

List of Texts

- A.BA: “Entre Brujos Antropófagos” (De Augusta 1991:121–128)
- A.CB: “El Caballo Blanco” (De Augusta 1991:71–75)
- A.CM: “El Chingue Machi” (De Augusta 1991:118–119)
- A.DP: “Dios Se Lo Pague” (De Augusta 1991:103–118)
- A.EM: “Como Un Español Y Su Mujer Se Volvieron Ricos En Su Vejez” (De Augusta 1991:130–146)
- A.HV: “Un Huinca Viejo Y Una Señora Vieja” (De Augusta 1991:83–91)
- A.ME: “Menoko” (De Augusta 1991:94–103)
- A.MF: “Mas Vale Maña Que Fuerza” (De Augusta 1991:119–121)
- A.MO: “Morcilla” (De Augusta 1991:75–83)
- A.R: “El Raton” (De Augusta 1991:93–93)
- A.SC: “La Suma Causa” (De Augusta 1991:128–130)
- A.ZC: “El Zorro Aprende A Cantar” (De Augusta 1991:91–93)
- S.A: “Antonio, el hijo mágico” (Salas 2006:317–322)
- S.CC: “La muchacha chongchong” (Salas 2006:263–269)
- S.L: “El viejo Latrapay. Un conflicto de papeles masculinos” (Salas 2006:224–233)
- S.M: “Mangkian. La retención matrimonial de un muchacho” (Salas 2006:215–217)
- S.MB: “La mujer bruja y su hijo” (Salas 2006:257–262)
- S.S: “Sumpall” (Salas 2006:203–206)
- S.T: “Un tesoro enterrado” (Salas 2006:309–314)
- S.TR: “Trülke wekufü” (Salas 2006:211–213)
- S.VJ: “Un viaje al país de los difuntos” (Salas 2006:241–247)
- S.VS: “Una visita de los difuntos al mundo de los vivientes” (Salas 2006:248–251)
- S.ZB: “El zorro y la bandura-machi” (Salas 2006:302–306)
- S.ZH: “El zorro y el huíllin” (Salas 2006:284–286)

S.ZP: “El zorro y el puma” (Salas 2006:276–279)

S.ZS: “El zorro y el sillo” (Salas 2006:291–295)

References

- Arnold, Jennifer E. (2003). "Multiple constraints on reference form: Null, pronominal, and full reference in Mapudungun". In: *Preferred Argument Structure: Grammar as architecture for function*. Ed. by John W. Du Bois, Lorraine E. Kumpf, and William J. Ashby. Amsterdam: John Benjamins: 225–245.
- Ashby, William J and Paola Bentivoglio (1993). "Preferred argument structure in spoken French and Spanish". In: *Language Variation and Change* 5.01: 61–76.
- Ashby, William J. and Paola Bentivoglio (2003). "Preferred Argument Structure across space and time: A comparative diachronic analysis of French and Spanish". In: *Preferred Argument Structure: Grammar as architecture for function*. Ed. by John W. Du Bois, Lorraine E. Kumpf, and William J. Ashby. Amsterdam: John Benjamins: 61–80.
- Bickel, Balthasar (1999). "Principles of event framing: Genetic stability in grammar and discourse". MS. University of Leipzig. URL: <http://www.uni-leipzig.de/~bickel/research/papers/events.pdf> (visited on 2015-11-10).
- (2003). "Referential Density in Discourse and Syntactic Typology". In: *Language* 79.4: 708–736.
- Bickel, Balthasar and Sabine Stoll (2009). "How Deep Are Differences in Referential Density?" In: *Crosslinguistic Approaches to the Psychology of Language: Research in the Tradition of Dan Isaac Slobin*. Ed. by Jiansheng Guo et al. New York: Psychology Press: 543–555.
- Chafe, Wallace, ed. (1980). *The Pear stories: Cognitive, cultural, and linguistic aspects of narrative production*. Norwood, N.J: Ablex Pub. Corp.
- Chafe, Wallace L. (1976). "Givenness, Contrastiveness, Definiteness, Subjects, Topics, and Point of View in Subject and Topic". In: *Subject and Topic*. Ed. by C. N. Li. New York: Academic Press: 25–56.
- Clancy, Patricia M. (2003). "The lexicon in interaction: Developmental origins of preferred argument structure in Korean". In: *Preferred Argument Structure: Grammar as architecture for function*. Ed. by John W. Du Bois, Lorraine E. Kumpf, and William J. Ashby. Amsterdam: John Benjamins: 81–108.
- Corston-Oliver, Simon H. (2003). "Core arguments and the inversion of the nominal hierarchy in Roviana". In: *Preferred Argument Structure: Grammar as architecture for function*. Ed. by John W. Du Bois, Lorraine E. Kumpf, and William J. Ashby. Amsterdam: John Benjamins: 273–300.
- Craig, Colette G. (1986). "The Rama Language: A Text with Grammatical Notes". In: *Estudios de Lingüística Chibcha* 5: 21–44.
- Crevels, Mily (2012). "Language endangerment in South America: The clock is ticking". In: *The Indigenous Languages of South America*. Ed. by Lyle Campbell and Verónica Grondona. Berlin: De Gruyter: 167–233.

- De Augusta, Félix José (1991). *Lecturas araucanas*. Temuco: Editorial Kushe.
- Dixon, Richard M.W. (1987). “Studies in ergativity: Introduction”. In: *Lingua* 71.1: 1–16.
- Du Bois, John W. (1980). “Beyond definiteness: The trace of identity in discourse: Cognitive, cultural, and linguistic aspects of narrative production”. In: ed. by Wallace Chafe. Norwood, N.J: Ablex Pub. Corp: 203–274.
- (1981). “The Sacapultec language”. Ph.D. dissertation. University of California, Berkeley.
- (1985). “Competing motivations”. In: *Iconicity in syntax*. Ed. by John Haiman. Amsterdam: John Benjamins: 343–365.
- (1987). “The Discourse Basis of Ergativity”. In: *Language* 63.4: 805–855.
- (2003a). “Argument structure: Grammar in use”. In: *Preferred Argument Structure: Grammar as architecture for function*. Ed. by John W. Du Bois, Lorraine E. Kumpf, and William J. Ashby. Amsterdam: John Benjamins: 11–60.
- (2003b). “Discourse and Grammar”. In: *The New Psychology of Language: Cognitive and functional approaches to language structure*. Ed. by Michael Tomasello. New Jersey: Lawrence Erlbaum Associates: 47–87.
- Du Bois, John W., Lorraine E. Kumpf, and William J. Ashby, eds. (2003). *Preferred Argument Structure: Grammar as architecture for function*. Amsterdam: John Benjamins.
- Durie, Mark (2003). “New light on information pressure: Information conduits, “escape valves”, and role alignment stretching”. In: *Preferred Argument Structure: Grammar as architecture for function*. Ed. by John W. Du Bois, Lorraine E. Kumpf, and William J. Ashby. Amsterdam: John Benjamins: 160–196.
- Everett, Caleb (2009). “A reconsideration of the motivations for preferred argument structure”. In: *Studies in Language* 33.1: 1–24.
- Hadjidas, Harris and Maria Vollmer (2014). “Cypriot Greek”. In: *Multi-CAST (Multilingual Corpus of Annotated Spoken Texts)*. Ed. by Geoffrey Haig and Stefan Schnell. URL: <https://lac.uni-koeln.de/multicast/>.
- Haig, Geoffrey and Stefan Schnell (2015). “The discourse basis of ergativity revisited”. Under review. URL: http://www.academia.edu/12395366/The_discourse_basis_of_ergativity_revisited.
- Haig, Geoffrey and Hanna Thiele (2014). “Northern Kurdish”. In: *Multi-CAST (Multilingual Corpus of Annotated Spoken Texts)*. Ed. by Geoffrey Haig and Stefan Schnell. URL: <https://lac.uni-koeln.de/multicast/>.
- Haspelmath, Martin (2006). “Preferred Argument Structure: Grammar as Architecture for Function (Review)”. In: *Language* 82.4: 908–912.
- (2011). “On S, A, P, T, and R as comparative concepts for alignment typology”. In: *Linguistic Typology* 15.3: 535–567.
- Hofling, Charles Andrew (2003). “Tracking the deer: Nominal reference, parallelism and Preferred Argument Structure in Itzaj Maya narrative genres”. In: *Preferred*

- Argument Structure: Grammar as architecture for function*. Ed. by John W. Du Bois, Lorraine E. Kumpf, and William J. Ashby. Amsterdam: John Benjamins: 386–410.
- Kumagai, Yoshiharu (2006). “Information management in intransitive subjects: Some implications for the Preferred Argument Structure theory”. In: *Journal of Pragmatics* 38.5: 670–694.
- Kumpf, Lorraine E. (2003). “Genre and Preferred Argument Structure: Sources of argument structure in classroom discourse”. In: *Preferred Argument Structure: Grammar as architecture for function*. Ed. by John W. Du Bois, Lorraine E. Kumpf, and William J. Ashby. Amsterdam: John Benjamins: 109–130.
- Kärkkäinen, Elise (1996). “Preferred argument structure and subject role in American English conversational discourse”. In: *Journal of Pragmatics* 25.5: 675–701.
- Lichtenberk, František (1996). “Patterns of anaphora in To’aba’ita narrative discourse”. In: *Studies in anaphora*. Ed. by Barbara A. Fox. Amsterdam: John Benjamins: 379–411.
- Mahmoudveysi, Parwin et al. (2012). *The Gorani language of Gawraju (Gawrajuyi), a village of West Iran: Texts, grammar and lexicon*. Wiesbaden: Reichert.
- Mithun, Marianne (1984). “The evolution of noun incorporation”. In: *Language* 60 (4): 847–894.
- Mosel, Ulrike and Stefan Schnell (2014). “Teop”. In: *Multi-CAST (Multilingual Corpus of Annotated Spoken Texts)*. Ed. by Geoffrey Haig and Stefan Schnell. URL: <https://lac.uni-koeln.de/multicast/>.
- Munro, Pamela and Lynn Gordon (1982). “Syntactic relations in Western Muskogean: A typological perspective”. In: *Language* 58 (1): 81–115.
- Nichols, Johanna (1993). “Transitive and causative in the Slavic lexicon: Evidence from Russian”. In: *Causatives and Transitivity*. Ed. by Bernard Comrie and Maria Polinsky. Amsterdam: John Benjamins: 69–86.
- Noonan, Michael (2003). “A crosslinguistic investigation of referential density”. Handout. University of Heidelberg. URL: <http://crossasia-repository.ub.uni-heidelberg.de/190> (visited on 2015-10-29).
- Payne, Doris L. (1987). “Information structuring in Papago narrative discourse”. In: *Language* 63 (4): 783–804.
- Payne, Thomas Edward (1993). *The twins stories: Participant coding in Yagua narrative*. Oakland: University of California Press.
- Salas, Adalberto (2006). *El mapuche o araucano: fonología, gramática y antología de cuentos*. Santiago de Chile: Centro de Estudios Públicos.
- Schiborr, Nils Norman (2014). “English”. In: *Multi-CAST (Multilingual Corpus of Annotated Spoken Texts)*. Ed. by Geoffrey Haig and Stefan Schnell. URL: <https://lac.uni-koeln.de/multicast/>.

- Schnell, Stefan (2014). “Vera’a”. In: *Multi-CAST (Multilingual Corpus of Annotated Spoken Texts)*. Ed. by Geoffrey Haig and Stefan Schnell. URL: <https://lac.uni-koeln.de/multicast/>.
- Seifart, Frank et al. (2012). “The relative frequencies of nouns, pronouns, and verbs cross-linguistically”. URL: http://www.eva.mpg.de/lingua/pdf/research/NTVR_Application_Public.
- Smeets, Ineke (2008). *A grammar of Mapuche*. Berlin: De Gruyter.
- Sociedad Chilena de Lingüística (1988). *Alfabeto Mapuche Unificado*. Temuco: Pontificia Universidad Católica.
- Van Valin, Robert D. and Randy J. LaPolla (1997). *Syntax: Structure, meaning, and function*. Cambridge: Cambridge University Press.
- Zúñiga, Fernando (2006a). *Deixis and alignment: inverse systems in indigenous languages of the Americas*. Amsterdam: John Benjamins.
- (2006b). *Mapudungun: El habla mapuche: Introducción a la lengua mapuche, con notas comparativas y un CD*. Santiago de Chile: Centro de Estudios Públicos.
- (2014). “(Anti-) cliticization in Mapudungun”. In: *Morphology* 24.3: 161–175.

Appendix: Data

Key: # clause number, v[erb], r[eferent], a[nimacy], i[nformation] s[tatus], s[yntactic] r[ole], f[orm]

#		v	r	a	is	sr	f
1	be	main	oldwoman+oldman	HUM	NEW	S	np
2	be.old	nonf	oldwoman+oldman	HUM	PS	S	pro
3	have	main	oldwoman+oldman	HUM	PS	A	0
4	think	main	oldwoman+oldman	HUM	PS	S _{sp}	zero
5	despair	main	oldwoman+oldman	HUM	PS	S	np
6	say	main	oldwoman+oldman	HUM	PS	S _{sp}	zero
7	go	main	oldwoman+oldman	HUM	PS	S	zero
			thought	ABS	NEW	OBL	np
8	despair	main	oldwoman+oldman	HUM	PS	S	zero
9	gather	main	oldwoman+oldman	HUM	PS	S	np
10	gather	nonf	oldwoman+oldman	HUM	PS	S	pro
11	chop	nonf	oldwoman+oldman	HUM	PS	A	0
			mamüll	INAN.N	NEW	P	np
12	hear	main	oldwoman+oldman	HUM	PS	A	0
	cry	nonf	antonio	HUM	NEW	S	np
13	look	main	oldwoman+oldman	HUM	PS	S	0
14	think	main	oldwoman+oldman	HUM	PS	S _{sp}	0
15	say	main	oldwoman+oldman	HUM	PS	S _{sp}	zero
16	take.apart	main	oldwoman+oldman	HUM	PS	A	0
			mamüll	INAN.N	OLD	P	np
17	come.out	main	antonio	HUM	OLD	S	np
18	rejoice	main	oldwoman+oldman	HUM	OLD	S	np
19	rejoice	main	oldwoman+oldman	HUM	PS	S	zero
20	go	main	oldwoman+oldman	HUM	PS	S	zero
			house	INAN.N	NEW	OBL	np
21	clothe	main	oldwoman+oldman	HUM	PS	A	0
			antonio	HUM	OLD	P	np
22	feed	main	oldwoman+oldman	HUM	PS	A	0
			antonio	HUM	ACTIVE	P	np
23	buy	main	oldwoman+oldman	HUM	PS	A	0
			antonio	HUM	ACTIVE	R	0
			milk	INAN.N	NEW	T	np
24	bottlefeed	main	oldwoman+oldman	HUM	PS	A	0
			antonio	HUM	ACTIVE	P	0
25	grow.up	main	antonio	HUM	ACTIVE	S	np
26	grow.up	main	antonio	HUM	PS	S	0
27	grow.up	main	antonio	HUM	PS	S	np
28	grow.up	main	antonio	HUM	PS	S	0
29	think	main	oldwoman+oldman	HUM	OLD	S _{sp}	zero
30	say	main	oldwoman+oldman	HUM	PS	S _{sp}	0
31	say	main	oldwoman	HUM	ACTIVE	S _{sp}	np
32	want	main	oldman	HUM	OLD	S	np

33	say	main	oldman	HUM	PS	S _{sp}	0
34	be.called	main	antonio	HUM	OLD	S	np
35	grow	main	antonio	HUM	PS	S	0
36	become.a.man	main	antonio	HUM	PS	S	0
37	become.a.man	nonf	antonio	HUM	PS	S	0
38	be.ordered	main	antonio	HUM	PS	S	0
39	obey	main	antonio	HUM	PS	S	0
40	say	main	antonio	HUM	PS	S _{sp}	0
41	be.told	main	antonio	HUM	PS	S _{sp}	0
42	say	main	antonio	HUM	PS	S _{sp}	np
43	say	main	antonio	HUM	PS	S _{sp}	0
44	be.begged	main	antonio	HUM	PS	S	0
45	say	main	antonio	HUM	PS	S _{sp}	np
46	say	main	antonio	HUM	PS	S _{sp}	0
47	be.told	main	antonio	HUM	PS	S _{sp}	0
48	say	main	antonio	HUM	PS	S _{sp}	0
49	be.bought	main	antonio	HUM	PS	A	0
			mirror	INAN.N	NEW	T	np
50	say	main	antonio	HUM	PS	S _{sp}	np
51	say	main	antonio	HUM	PS	S _{sp}	0
52	be.told	main	antonio	HUM	PS	S _{sp}	0
53	say	main	antonio	HUM	PS	S _{sp}	pro
54	say	main	antonio	HUM	PS	S _{sp}	0
55	be.bought	main	antonio	HUM	PS	A	0
			comb	INAN.N	NEW	T	np
56	say	main	antonio	HUM	PS	S _{sp}	0
57	be.bought	main	antonio	HUM	PS	A	0
			soap	INAN.N	NEW	T	np
58	say	main	antonio	HUM	OLD	S _{sp}	0
59	wander	main	antonio	HUM	PS	S	np
60	follow	main	oldwoman+oldman	HUM	OLD	S	np
61	have	main	oldwoman+oldman	HUM	PS	A	zero
			pig	ANIM	NEW	P	np
62	ride	main	oldwoman+oldman	HUM	PS	A	zero
			pig	ANIM	ACTIVE	P	np
63	follow	main	oldwoman+oldman	HUM	PS	A	0
			antonio	HUM	OLD	P	np
64	say	main	oldwoman+oldman	HUM	PS	S _{sp}	0
65	say	main	oldwoman+oldman	HUM	PS	S _{sp}	np
66	cry	main	oldwoman+oldman	HUM	PS	S	zero
67	follow	main	oldwoman+oldman	HUM	PS	A	zero
			antonio	HUM	OLD	P	np
68	go	main	antonio	HUM	ACTIVE	S	np
69	go	main	antonio	HUM	PS	S	0
70	tire	main	antonio	HUM	PS	S	np
71	be.reached	main	antonio	HUM	PS	S	np

72	let.fall.down	main	antonio comb	HUM INAN.N	PS OLD	A P	0 np
73	transform	main	comb chacay	INAN.N INAN.N	ACTIVE NEW	S OBL	np np
74	walk	main	chacay oldwoman+oldman	INAN.N HUM	ACTIVE OLD	OBL S	np zero
75	jog	main	oldwoman+oldman	HUM	PS	S	np
76	get.lost	main	antonio	HUM	OLD	S	np
77	get.out	main	oldwoman+oldman	HUM	OLD	S	zero
78	get.out	main	oldwoman+oldman	HUM	PS	S	zero
79	follow	main	oldwoman+oldman antonio	HUM HUM	PS OLD	A P	0 np
80	catch.up	nonf	oldwoman+oldman antonio	HUM HUM	PS ACTIVE	A P	0 0
81	drop	main	antonio mirror	HUM INAN.N	ACTIVE OLD	A P	0 np
82	transform	main	mirror fog	INAN.N INAN.N	ACTIVE NEW	S OBL	np np
83	be.foggy	main	oldwoman+oldman	HUM	OLD	S	np
84	get.lost	main	antonio	HUM	OLD	S	np
85	go	nonf	oldwoman+oldman	HUM	OLD	S	pro
86	exit	main	oldwoman+oldman fog	HUM INAN.N	PS OLD	S OBL	0 np
87	go.away	main	antonio	HUM	OLD	S	np
88	track	main	antonio oldwoman+oldman	HUM HUM	PS OLD	A P	0 0
89	be.caught.up	nonf	antonio	HUM	PS	S	np
90	drop	main	antonio soap	HUM INAN.N	PS OLD	A P	0 np
91	transform	main	soap swamp	INAN.N INAN.N	ACTIVE NEW	S OBL	np np
92	bog.down	main	oldwoman+oldman pig	HUM ANIM	OLD OLD	A P	np np
93	extract	main	oldwoman+oldman pig	HUM ANIM	PS ACTIVE	A P	zero np
94	go	main	antonio	HUM	OLD	S	np
95	see	main	oldwoman+oldman path	HUM INAN.N	OLD NEW	A P	zero np
96	be.delayed	nonf	oldwoman+oldman	HUM	PS	S	0
97	see go	main nonf	oldwoman+oldman antonio	HUM HUM	PS OLD	A S	0 np
98	ask	main	oldwoman+oldman	HUM	PS	S	0
99	be.seen	main	antonio	HUM	OLD	S	0
100	search	main	oldwoman+oldman	HUM	OLD	S	np
101	get.lost	main	oldwoman+oldman	HUM	PS	S	0
102	walk	nonf	oldwoman+oldman	HUM	PS	S	pro

103	die	main	oldwoman+oldman	HUM	PS	S	zero
104	walk	main	oldwoman+oldman	HUM	PS	S	zero
105	search	nonf	oldwoman+oldman	HUM	PS	S	0
106	die	main	oldwoman+oldman	HUM	PS	S	zero
107	not.exist	main	oldwoman+oldman	HUM	PS	S	zero
1	have	main	old	HUM	NEW	A	np
			sons	HUM	NEW	P	np
2	say	main	oldson	HUM	NEW	S _{sp}	np
3	saddle	main	oldson	HUM	PS	A	0
			horse	ANIM	NEW	P	np
4	be.told	main	dog	ANIM	NEW	S _{sp}	np
5	arrive	main	oldson	HUM	OLD	S	0
			house	INAN.N	NEW	OBL	np
6	stand	main	bruja	HUM	NEW	S	np
			door	INAN.N	NEW	OBL	np
7	climb.off	main	oldson	HUM	OLD	S	0
8	enter	main	oldson	HUM	PS	S	0
			house	INAN.N	OLD	OBL	np
9	enter	main	oldson	HUM	PS	S	0
			door	INAN.N	OLD	OBL	np
10	be.locked	main	door	INAN.N	ACTIVE	S	np
11	be.full	main	house	INAN.N	OLD	S	0
12	be	main	people	HUM	NEW	S	np
13	be	main	brujo	HUM	NEW	S	np
			oak	INAN.N	NEW	OBL	np
14	be	main	brujo	HUM	PS	S	0
			oak	INAN.N	ACTIVE	OBL	np
15	say	main	brujo	HUM	PS	S _{sp}	np
16	come.down	main	brujo	HUM	PS	S	np
17	step.down	main	brujo	HUM	PS	S	0
18	say	main	bruja	HUM	OLD	S _{sp}	np
19	be.told	main	oldson	HUM	OLD	S _{sp}	0
20	call	main	oldson	HUM	PS	A	0
			dog	ANIM	OLD	P	np
21	be.locked.up	main	oldson+dog	HUM	ACTIVE	S	0
22	say	main	oldson	HUM	OLD	S _{sp}	np
23	come.back	main	oldson	HUM	PS	S	0
24	say	main	secondson	HUM	NEW	S _{sp}	np
25	go	nonf	secondson	HUM	PS	S	np
26	take	main	secondson	HUM	PS	A	0
			ridingstuff	INAN.N	NEW	P	np
27	arrive	main	secondson	HUM	PS	S	0
			house	INAN.N	OLD	OBL	np
28	be	main	woman	HUM	NEW	S	np
29	say	main	secondson	HUM	OLD	S _{sp}	0
30	be.told	main	secondson	HUM	PS	S _{sp}	0

31	say	main	secondson	HUM	PS	S _{sp}	0
32	be.told	main	secondson	HUM	PS	S _{sp}	0
33	say	main	woman	HUM	OLD	S _{sp}	np
34	say	main	woman	HUM	PS	S _{sp}	0
35	say	main	woman	HUM	PS	S _{sp}	0
36	get.off	main	secondson	HUM	OLD	S	0
37	say	main	woman	HUM	OLD	S _{sp}	0
38	sit.down	main	secondson	HUM	OLD	S	0
39	be.given	main	secondson	HUM	PS	A	0
			food	INAN.N	NEW	T	np
40	eat	main	secondson	HUM	PS	A	0
			food	INAN.N	ACTIVE	P	0
41	eat	main	secondson	HUM	PS	S	0
42	say	main	woman	HUM	OLD	S _{sp}	np
43	make.bed	main	woman	HUM	OLD	S	np
44	say	main	woman	HUM	PS	S _{sp}	np
45	want	main	secondson	HUM	OLD	S	np
46	say	main	woman	HUM	OLD	S _{sp}	0
47	want	main	secondson	HUM	OLD	S	0
48	speak	main	secondson	HUM	PS	S	np
49	say	main	woman	HUM	OLD	S _{sp}	np
50	say	main	woman	HUM	PS	S _{sp}	np
51	want	main	secondson	HUM	OLD	S	0
52	say	main	woman	HUM	OLD	S _{sp}	np
53	say	main	secondson	HUM	OLD	S _{sp}	np
54	hurry	main	secondson	HUM	PS	S	0
55	take	main	secondson	HUM	PS	A	0
			horse	ANIM	OLD	P	np
56	make.arrive	main	secondson	HUM	PS	A	0
			horse	ANIM	ACTIVE	P	np
			house	INAN.N	OLD	OBL	np
57	saddle	main	secondson	HUM	PS	A	0
			horse	ANIM	ACTIVE	P	0
58	say	main	woman	HUM	OLD	S _{sp}	np
59	say	main	secondson	HUM	OLD	S _{sp}	0
60	get.up	main	secondson	HUM	PS	S	0
61	go	main	secondsonparty	HUM	ACTIVE	S	zero
62	stand	main	woman	HUM	OLD	S	np
			door	INAN.N	OLD	OBL	np
63	wait	main	woman	HUM	PS	S	0
64	come	main	secondson	HUM	OLD	S	0
65	say	main	woman	HUM	OLD	S _{sp}	0
66	follow	main	secondson	HUM	OLD	S	0
			bruja+brujo	HUM	OLD	OBL	np
67	be.locked.up	main	secondson	HUM	PS	S	0
68	arrive	main	secondson	HUM	PS	S	0

			brujo	HUM	OLD	OBL	np
69	say	main	brujo	HUM	ACTIVE	S _{sp}	np
70	say	main	brujo	HUM	PS	S _{sp}	0
71	enter	main	secondson	HUM	OLD	S	0
			door	INAN.N	OLD	OBL	np
72	close	main	bruja	HUM	OLD	S	np
73	unsaddle	main	brujo	HUM	OLD	A	np
			horse	ANIM	OLD	P	np
74	be.put.in	main	horse	ANIM	ACTIVE	S	0
			kennel	INAN.N	NEW	OBL	np
75	enter	main	dog	ANIM	OLD	S	np
			door	INAN.N	OLD	OBL	np
76	close	main	bruja	HUM	OLD	S	np
77	see	main	secondson	HUM	OLD	A	0
			oldson	HUM	OLD	P	np
78	go	nonf	oldson	HUM	ACTIVE	S	0
79	say	main	oldson	HUM	PS	S _{sp}	0
80	say	main	oldson	HUM	PS	S _{sp}	0
81	put	main	secondson	HUM	OLD	A	0
			signal	INAN.N	NEW	P	np
82	go	nonf	secondson	HUM	PS	S	0
83	say	main	secondson	HUM	PS	S _{sp}	0
84	say	main	old	HUM	OLD	S _{sp}	np
85	be.told	main	secondson	HUM	OLD	S _{sp}	np
86	arrive	main	secondson	HUM	PS	S	0
87	arrive	main	secondson	HUM	PS	S	0
88	arrive	nonf	secondson	HUM	PS	S	poss
89	tell	main	thirdson	HUM	NEW	A _{sp}	np
			old	HUM	OLD	P _{sp}	np
90	say	main	thirdson	HUM	PS	S _{sp}	0
91	go	nonf	thirdson	HUM	PS	S	0
92	arrive	main	thirdson	HUM	PS	S	np
			woman	HUM	OLD	OBL	np
93	arrive	main	thirdson	HUM	PS	S	0
			woman	HUM	ACTIVE	OBL	np
94	get.off	main	thirdson	HUM	PS	S	0
95	sit.down	main	thirdson	HUM	PS	S	0
96	make.bed	main	woman	HUM	OLD	S	np
97	say	main	woman	HUM	PS	S _{sp}	0
98	say	main	woman	HUM	PS	S _{sp}	np
99	sleep	main	thirdson	HUM	OLD	S	np
			fire	INAN.N	NEW	OBL	np
100	get.up	main	thirdson	HUM	PS	S	np
101	get	main	thirdson	HUM	PS	A	0
			horse	ANIM	NEW	P	np
102	be.pretty	main	thirdson	HUM	PS	S	np
103	get.up	main	thirdson	HUM	PS	S	0

104	go	main	thirdson	HUM	PS	S	0
105	arrive	main	thirdson	HUM	PS	S	np
			bruja+brujo	HUM	OLD	OBL	np
106	be	main	brujo	HUM	ACTIVE	S	np
			oak	INAN.N	OLD	OBL	np
107	wait	main	brujo	HUM	PS	S	0
108	say	main	brujo	HUM	PS	S _{sp}	np
109	come.down	main	brujo	HUM	PS	S	np
110	step.down	main	brujo	HUM	PS	S	0
111	say	main	thirdson	HUM	OLD	S _{sp}	np
112	bite	main	dog	ANIM	OLD	A	0
			brujo	HUM	OLD	P	np
113	kill	main	dog	ANIM	PS	A	0
			brujo	HUM	ACTIVE	P	0
114	die	main	brujo	HUM	ACTIVE	S	np
115	open	main	bruja	HUM	OLD	A	np
			door	INAN.N	OLD	P	np
116	be.upset	main	horse	ANIM	OLD	S	np
117	kill	main	dog	ANIM	OLD	S	np
118	be.angry	main	dog	ANIM	PS	S	0
119	growl	main	dog	ANIM	PS	S	0
120	kill	nonf	dog	ANIM	PS	S	0
121	come.out	main	bruja	HUM	OLD	S	np
			door	INAN.N	OLD	OBL	np
122	grab	main	dog	ANIM	OLD	A	0
			bruja	HUM	PS	P	np
123	kill	main	dog	ANIM	PS	A	0
			bruja	HUM	ACTIVE	P	0
124	die	main	bruja	HUM	ACTIVE	S	np
125	bite	main	dog	ANIM	OLD	A	0
			clothes	INAN.N	NEW	P	np
126	tear	main	dog	ANIM	PS	A	0
			skin	INAN.N	NEW	P	np
127	throw	main	dog	ANIM	PS	A	0
			bruja	HUM	OLD	P	np
128	grab	main	thirdson	HUM	OLD	A	np
			stone	INAN.N	NEW	P	np
129	shatter	main	thirdson	HUM	PS	A	0
			windowsanddoor	INAN.N	NEW	P	np
130	come.out	main	oldson+secondson	HUM	OLD	S	np
131	come.out	main	people	HUM	OLD	S	zero
132	be	main	people	HUM	PS	S	np
133	be.cramped	main	people	HUM	PS	S	np
134	be.eaten	main	fatpeople	HUM	NEW	S	np
135	be.eaten	main	fatpeople	HUM	PS	S	0
136	eat	nonf	bruja+brujo	HUM	OLD	A	0

137	last	main	meat	INAN.N	NEW	S	np
138	end	main	meat	INAN.N	PS	S	np
139	be.killed	main	otherfatperson	HUM	NEW	S	np
140	come.out	main	people	HUM	OLD	S	np
141	survive	main	people	HUM	PS	S	0
142	become.empty	main	house	INAN.N	OLD	S	np
143	come.out	main	people	HUM	OLD	S	np
1	have	main	father	HUM	NEW	A	np
			sons	HUM	NEW	P	np
2	have	main	father	HUM	PS	A	np
			wheat	INAN.N	NEW	P	np
3	tell	main	father	HUM	PS	A _{sp}	0
			oldson	HUM	NEW	P _{sp}	np
4	suffer	main	father	HUM	PS	S	np
5	tell	main	oldson	HUM	OLD	P _{sp}	np
			father	HUM	PS	A _{sp}	0
6	sleep	main	oldson	HUM	ACTIVE	S	np
			wheat	INAN.N	OLD	OBL	np
7	ask	main	oldson	HUM	PS	A _{sp}	0
			father	HUM	OLD	P _{sp}	np
8	be.told	main	oldson	HUM	PS	S _{sp}	0
9	say	main	oldson	HUM	PS	S _{sp}	0
10	go	main	middleson	HUM	NEW	S	np
11	fall.asleep	main	middleson	HUM	PS	S	0
12	say	main	middleson	HUM	PS	S _{sp}	0
13	lie	main	middleson	HUM	PS	S	0
14	say	main	youngson	HUM	NEW	S _{sp}	np
15	wake.up	main	youngson	HUM	PS	S	0
16	see	main	youngson	HUM	PS	A	0
			caballo	HUM	NEW	P	np
17	see	main	youngson	HUM	PS	A	0
			caballo	HUM	ACTIVE	P	np
18	take	main	youngson	HUM	PS	A	0
			lasso	INAN.N	NEW	P	np
19	chase	main	youngson	HUM	PS	A	0
			caballo	HUM	OLD	P	0
20	catch	main	youngson	HUM	PS	A	0
			caballo	HUM	ACTIVE	P	0
21	tell	main	youngson	HUM	PS	A _{sp}	0
			caballo	HUM	ACTIVE	P _{sp}	0
22	speak	main	caballo	HUM	ACTIVE	S _{sp}	np
23	say	main	caballo	HUM	PS	S _{sp}	0
24	be.released	main	caballo	HUM	PS	S	0
25	come	main	youngson	HUM	OLD	S	np
26	say	main	youngson	HUM	PS	S _{sp}	0
27	go	main	father	HUM	OLD	S	np
28	see	main	father	HUM	PS	A	0

			wheat	INAN.N	OLD	P	np
29	rejoice	main	father	HUM	PS	S	0
30	say	main	father	HUM	PS	S _{sp}	0
31	go	main	father	HUM	PS	S	0
			house	INAN.N	NEW	OBL	np
32	envy	main	youngson	HUM	OLD	A	0
			oldson+middleson	HUM	OLD	P	np
33	say	main	oldson+middleson	HUM	ACTIVE	S _{sp}	zero
34	shun	main	youngson	HUM	OLD	S	np
35	say	main	youngson	HUM	PS	S _{sp}	np
36	say	main	youngson	HUM	PS	S _{sp}	0
37	tell	main	youngson	HUM	PS	A _{sp}	0
			father	HUM	OLD	P _{sp}	np
38	tell	main	youngson	HUM	PS	A _{sp}	0
			father	HUM	ACTIVE	P _{sp}	np
39	say	main	youngson	HUM	PS	S _{sp}	0
40	go	main	youngson	HUM	PS	S	0
41	tell	main	youngson	HUM	PS	A _{sp}	0
			father	HUM	OLD	P _{sp}	np
42	be.told	main	youngson	HUM	PS	S _{sp}	0
43	follow	main	youngson	HUM	PS	A	0
			oldson+middleson	HUM	OLD	P	np
44	tell	main	youngson	HUM	PS	A _{sp}	0
			oldson+middleson	HUM	ACTIVE	P _{sp}	np
45	say	main	oldson+middleson	HUM	ACTIVE	S _{sp}	np
46	waylay	main	oldson+middleson	HUM	PS	S	np
			path	INAN.N	NEW	OBL	np
47	enter	main	youngson	HUM	OLD	S	np
48	be.grabbed	main	youngson	HUM	PS	S	0
49	say	main	oldson+middleson	HUM	OLD	S _{sp}	zero
50	say	main	oldson+middleson	HUM	PS	S _{sp}	np
51	be.killed	main	youngson	HUM	OLD	S	0
52	say	main	oldson+middleson	HUM	OLD	S _{sp}	np
53	arrive	main	caballo	HUM	OLD	S	np
54	whinnie	main	caballo	HUM	PS	S	0
55	whirl	main	caballo	HUM	PS	S	0
56	sniff	main	caballo	HUM	PS	A	0
			blood	INAN.N	NEW	P	np
57	live	main	youngson	HUM	ACTIVE	S	0
58	leave	main	caballo	HUM	OLD	S	np
59	follow	main	youngson	HUM	OLD	A	0
			oldson+middleson	HUM	OLD	P	np
60	sit	main	oldson+middleson	HUM	ACTIVE	S	np
61	say	main	oldson+middleson	HUM	PS	S _{sp}	np
62	say	main	oldson	HUM	ACTIVE	S _{sp}	np
63	be.killed	main	youngson	HUM	OLD	S	0
64	be.thrown	main	youngson	HUM	PS	S	0

			fire	INAN.N	NEW	OBL	np
65	say	main	oldson+middleson	HUM	OLD	S _{sp}	zero
66	leave	main	oldson+middleson	HUM	PS	S	zero
67	arrive	main	caballo	HUM	OLD	S	0
68	be.small	main	fire	INAN.N	OLD	S	np
69	blow.out	main	caballo	HUM	OLD	A	0
			fire	INAN.N	PS	P	0
70	whirl	main	caballo	HUM	PS	S	0
			fire	INAN.N	ACTIVE	OBL	np
71	sniff	main	caballo	HUM	PS	A	0
			bones	ABS	NEW	P	np
72	live	main	youngson	HUM	OLD	S	np
73	live	nonf	youngson	HUM	PS	S	0
74	tell	main	youngson	HUM	PS	A _{sp}	0
			caballo	HUM	OLD	P _{sp}	np
75	go	main	caballo	HUM	ACTIVE	S	0
76	see	main	youngson	HUM	OLD	A	np
			oldson+middleson	HUM	OLD	P	np
77	greet	main	youngson	HUM	PS	A	0
			oldson+middleson	HUM	ACTIVE	P	np
78	say	main	youngson	HUM	PS	S _{sp}	0
79	whisper	main	oldson+middleson	HUM	OLD	S _{sp}	np
80	complain	main	youngson	HUM	OLD	S	np
			houseowner	HUM	NEW	OBL	np
81	complain.to	main	youngson	HUM	PS	A _{sp}	0
			houseowner	HUM	ACTIVE	P _{sp}	0
82	be.asked	main	oldson+middleson	HUM	OLD	S _{sp}	np
83	say	main	oldson+middleson	HUM	PS	S _{sp}	0
84	be.told	main	oldson+middleson	HUM	PS	S _{sp}	np
85	go.apart	main	sons	HUM	ACTIVE	S	zero
86	bring	main	oldson+middleson	HUM	ACTIVE	A	np
			horses	ANIM	NEW	T	np
1	have.sick	main	carancho	HUM	NEW	S	np
2	be.sick	main	wife	HUM	NEW	S	np
3	go.to.talk.to	main	carancho	HUM	OLD	S	0
			machi	HUM	NEW	OBL	np
4	meet	main	carancho	HUM	PS	A	0
			skunk	HUM	NEW	P	np
			path	INAN.N	NEW	OBL	np
5	ask	main	carancho	HUM	PS	A	0
			skunk	HUM	ACTIVE	P	np
6	say	main	carancho	HUM	PS	S _{sp}	np
7	tell	main	carancho	HUM	PS	A _{sp}	0
			skunk	HUM	OLD	P _{sp}	np
8	say	main	skunk	HUM	ACTIVE	S _{sp}	np
9	negotiate.shaman	main	carancho	HUM	OLD	A	0
			skunk	HUM	PS	P	0

10	give	main	carancho	HUM	PS	A	0
			skunk	HUM	ACTIVE	R	0
			halter	INAN.N	NEW	T	np
11	negotiate.shaman	main	carancho	HUM	PS	A	0
			skunk	HUM	ACTIVE	P	0
12	bring	main	carancho	HUM	PS	A	0
			skunk	HUM	ACTIVE	P	np
13	arrive	main	skunk	HUM	ACTIVE	A	0
			house	INAN.N	NEW	OBL	np
14	sit.next.to	main	skunk	HUM	PS	A	0
			wife	HUM	OLD	P	np
15	examine	main	skunk	HUM	PS	A	0
			wife	HUM	ACTIVE	P	0
16	tell	main	skunk	HUM	PS	A _{sp}	0
			wife	HUM	ACTIVE	P _{sp}	0
17	tell	main	skunk	HUM	PS	A _{sp}	0
			carancho	HUM	OLD	P _{sp}	np
18	exit	main	people	HUM	NEW	S	np
19	be.watched	main	skunk	HUM	OLD	S	0
			watchhole	INAN.N	NEW	OBL	np
20	know	main	skunk	HUM	PS	S	0
21	make	main	skunk	HUM	PS	A	0
			hole	INAN.N	NEW	P	np
22	perform(shaman)	main	skunk	HUM	PS	S	0
23	approach	main	skunk	HUM	PS	S	0
24	fondle	main	skunk	HUM	PS	A	0
			wife	HUM	OLD	P	0
25	massage.stomach	main	skunk	HUM	PS	A	0
			wife	HUM	ACTIVE	P	0
26	say	main	wife	HUM	ACTIVE	S _{sp}	np
27	say	main	skunk	HUM	OLD	S _{sp}	0
28	leave	main	skunk	HUM	PS	S	0
			hole	INAN.N	OLD	OBL	np
29	fart.on	main	skunk	HUM	PS	A	0
			wife	HUM	OLD	P	np
30	die	main	wife	HUM	ACTIVE	S	np
31	be	main	people	HUM	OLD	S	np
32	hear	main	people	HUM	PS	A	0
	groan	nonf	wife	HUM	OLD	S	np
33	speak	nonf	skunk	HUM	OLD	S	np
34	enter	nonf	people	HUM	OLD	S	zero
35	see	nonf	people	HUM	PS	A	zero
			wife	HUM	OLD	P	np
36	die	nonf	wife	HUM	ACTIVE	S	0
37	cry	nonf	people	HUM	OLD	S	zero
1	pursue	main	lover	HUM	NEW	A	np

			girl	HUM	NEW	P	np
2	want	main	lover	HUM	PS	A	0
			girl	HUM	ACTIVE	P	0
3	woo	main	lover	HUM	PS	A	0
			girl	HUM	ACTIVE	P	0
4	go.see	main	lover	HUM	PS	A	0
			girl	HUM	ACTIVE	P	poss
			river	INAN.N	NEW	OBL	np
5	love	main	lover	HUM	PS	A	0
			girl	HUM	ACTIVE	P	np
6	tell	nonf	lover	HUM	PS	A _{sp}	poss
			girl	HUM	ACTIVE	P _{sp}	0
7	tell	nonf	lover	HUM	PS	A _{sp}	0
			girl	HUM	ACTIVE	P _{sp}	0
8	suffer	main	lover	HUM	PS	S	np
9	go.visit	nonf	lover	HUM	PS	A	poss
			girl	HUM	OLD	P	np
10	be	main	meeting	INAN.N	NEW	S	np
11	go	main	lover	HUM	OLD	S	np
			meeting	INAN.N	PS	OBL	np
12	race	main	lover	HUM	PS	S	0
13	be	main	races	INAN.N	NEW	S	np
14	drink	main	friends	HUM	NEW	S	np
15	tell	main	lover	HUM	OLD	A	np
			friends	HUM	PS	P	np
	want	nonf	lover	HUM	PS	A	poss
			girl	HUM	OLD	P	np
	be.loved	nonf	lover	HUM	PS	S	poss
16	tell	main	lover	HUM	PS	A _{sp}	0
			friend	HUM	NEW	P _{sp}	np
17	say	main	lover	HUM	PS	S _{sp}	np
18	go	main	lover	HUM	PS	S	0
19	arrive	main	lover	HUM	PS	S	0
20	bark.at	main	lover	HUM	PS	A	0
			dogs	ANIM	NEW	P	np
21	brign	main	lover	HUM	PS	A	0
			food	INAN.N	NEW	P	np
22	give	main	lover	HUM	PS	A	0
			dogs	ANIM	OLD	R	np
			food	INAN.N	ACTIVE	T	0
23	be.barked.at	main	lover	HUM	PS	S	0
24	enter	main	lover	HUM	PS	S	0
			house	INAN.N	NEW	OBL	np
25	arrive	nonf	lover	HUM	PS	S	0
26	lie	main	girl	HUM	OLD	S	np
27	approach	main	lover	HUM	OLD	A	0
			girl	HUM	PS	P	0

28	arrive	main	lover	HUM	PS	S	0
29	remove.from	main	lover	HUM	PS	A	0
			girl	HUM	OLD	R	0
			blanket	INAN.N	NEW	T	np
30	speak.to	nonf	lover	HUM	PS	A	0
			girl	HUM	ACTIVE	P	0
31	have	main	girl	HUM	ACTIVE	A	np
			head	INAN.N	NEW	P	np
32	lack	main	girl	HUM	PS	A	0
			head	INAN.N	ACTIVE	OBL	np
33	be.scared	main	lover	HUM	OLD	S	np
34	be.scared	main	lover	HUM	PS	S	0
35	leave	main	lover	HUM	PS	S	0
36	think	nonf	lover	HUM	PS	S	0
37	return.to	main	lover	HUM	PS	A	0
			girl	HUM	OLD	P	0
38	play.with	main	lover	HUM	PS	A	0
			girl	HUM	ACTIVE	P	np
39	kiss	main	lover	HUM	PS	A	0
			girl	HUM	ACTIVE	P	0
40	have	main	girl	HUM	ACTIVE	A	0
			head	INAN.N	OLD	P	np
41	kiss	main	lover	HUM	OLD	A	0
			girl	HUM	PS	P	0
42	say	main	lover	HUM	PS	S _{sp}	0
43	say	main	lover	HUM	PS	S _{sp}	np
44	lie.on.back	main	girl	HUM	OLD	S	np
45	turn.around	main	lover	HUM	OLD	A	0
			girl	HUM	PS	P	0
46	leave.on.side	main	lover	HUM	PS	A	0
			girl	HUM	ACTIVE	P	0
47	lie.on.side	main	girl	HUM	ACTIVE	S	np
48	listen	main	lover	HUM	OLD	S	0
49	arrive	main	chonchon	ANIM	NEW	S	np
			door	INAN.N	NEW	OBL	np
50	yell	main	chonchon	ANIM	PS	S _{sp}	0
51	enter	main	chonchon	ANIM	PS	S	0
52	be.head	main	chonchon	ANIM	PS	S	np
53	enter	main	chonchon	ANIM	PS	S	0
54	lie.on.back	nonf	girl	HUM	OLD	S	np
55	enter	nonf	chonchon	ANIM	PS	A	poss
			girl	HUM	ACTIVE	P	0
56	lie.on.back	main	girl	HUM	ACTIVE	S	poss
57	be.told	nonf	friend	HUM	OLD	S _{sp}	np
58	go.see	main	friend	HUM	ACTIVE	S	np
	do	nonf	lover	HUM	OLD	S	np
	do.to	nonf	lover	HUM	ACTIVE	A	0

			girl	HUM	OLD	P	np
59	arrive	nonf	friend	HUM	PS	S	0
60	see	main	lover+friend	HUM	OLD	S	np
61	tell	main	lover	HUM	ACTIVE	A _{sp}	np
			friend	HUM	ACTIVE	P _{sp}	np
62	tell	main	lover	HUM	PS	A _{sp}	0
			friend	HUM	ACTIVE	P _{sp}	0
63	say	main	lover	HUM	PS	S _{sp}	np
64	tell	main	lover	HUM	PS	A _{sp}	0
			friend	HUM	OLD	P _{sp}	np
65	say	main	lover	HUM	PS	S _{sp}	np
66	know.better	main	friend	HUM	OLD	S	np
67	go	main	friend	HUM	PS	S	0
			girl	HUM	OLD	OBL	np
68	lie.on.side	main	girl	HUM	ACTIVE	S	0
69	yell	main	chonchon	ANIM	OLD	S _{sp}	np
70	enter	main	chonchon	ANIM	PS	S	0
71	turn.on.back	main	friend	HUM	OLD	A	np
			girl	HUM	OLD	P	np
72	do.thus	nonf	friend	HUM	PS	A	0
			girl	HUM	ACTIVE	P	0
73	enter	main	chonchon	ANIM	OLD	S	np
			head	INAN.N	OLD	OBL	np
74	be.with	main	girl	HUM	OLD	S	np
			head	INAN.N	ACTIVE	OBL	np
75	wake.up	main	girl	HUM	PS	S	0
76	leave	main	lover+friend	HUM	OLD	S	np
77	return	main	lover	HUM	ACTIVE	S	np
			loverhouse	INAN.N	NEW	OBL	np
78	leave	main	friend	HUM	OLD	S	np
79	come	main	friend	HUM	PS	S	np
80	receive	main	friend	HUM	PS	A	0
			girl	HUM	OLD	P	np
81	be.grateful	main	friend	HUM	PS	A	0
			girl	HUM	ACTIVE	P	0
82	be.told	main	friend	HUM	PS	S _{sp}	np
83	lavish	main	girl	HUM	OLD	A	0
			friend	HUM	PS	P	0
84	say	main	girl	HUM	PS	S _{sp}	np
85	say	main	girl	HUM	PS	S _{sp}	np
86	leave	main	friend	HUM	OLD	S	np
87	say	main	friend	HUM	PS	S _{sp}	0
88	say	main	friend	HUM	PS	S _{sp}	0
89	become.sick	main	lover	HUM	OLD	S	np
90	become.sick	main	lover	HUM	PS	S	0
91	die	main	lover	HUM	PS	S	0
1	be	main	brothers	HUM	NEW	S	np

2	leave.to.work	main	brothers	HUM	PS	S	0
3	enter	main	brothers forest	HUM INAN.N	PS NEW	S OBL	0 np
4	separate	main	brothers forest	HUM INAN.N	PS ACTIVE	S OBL	zero np
5	see	main	brothers paths	HUM INAN.N	PS NEW	A P	zero np
6	follow	main	brothers paths	HUM INAN.N	PS ACTIVE	A P	zero np
7	say	main	brothers	HUM	PS	S _{sp}	zero
8	say	main	brothers	HUM	PS	S _{sp}	zero
9	follow	main	young path1	HUM INAN.N	NEW NEW	A P	np np
10	follow	main	middle path2	HUM INAN.N	NEW NEW	A P	np np
11	follow	main	old path3	HUM INAN.N	NEW NEW	A P	np np
12	find	nonf	brothers work	HUM ABS	OLD NEW	A P	poss np
13	obey	nonf	brothers boss	HUM HUM	PS NEW	S OBL	poss np
14	find	main	young youngboss	HUM HUM	ACTIVE NEW	A P	np np
15	arrive.at	main	young oldman	HUM HUM	PS NEW	S OBL	0 np
16	be.alone	main	oldman manhouse	HUM INAN.N	ACTIVE NEW	S OBL	np np
17	arrive	main	young	HUM	OLD	S	0
18	tell	main	young oldman	HUM HUM	PS OLD	A _{sp} P _{sp}	0 np
19	tell	main	young oldman	HUM HUM	PS ACTIVE	A _{sp} P _{sp}	0 0
20	ask	main	young oldman	HUM HUM	PS ACTIVE	A _{sp} P _{sp}	0 0
21	say	main	young	HUM	PS	S _{sp}	0
22	tell	main	young oldman	HUM HUM	PS OLD	A _{sp} P _{sp}	0 np
23	say	main	young	HUM	PS	S _{sp}	0
24	say	main	young	HUM	PS	S _{sp}	0
25	tell	main	young oldman	HUM HUM	PS OLD	A _{sp} P _{sp}	0 np
26	be.told	main	young	HUM	PS	S _{sp}	0
27	be.told	main	young	HUM	PS	S _{sp}	np
28	take	main	young donkey	HUM ANIM	PS NEW	A P	0 np
29	extract	main	young sheep	HUM ANIM	PS NEW	A P	0 np

			oldmankennel	INAN.N	NEW	OBL	np
30	take.away	main	young	HUM	PS	A	0
			sheep	ANIM	ACTIVE	P	0
31	obey	main	sheep	ANIM	ACTIVE	S	np
32	walk	main	sheep	ANIM	PS	S	0
33	graze.and.move	main	sheep	ANIM	PS	S	0
34	arrive	main	young+sheep	HUM	OLD	S	0
			riverred	INAN.N	NEW	OBL	np
35	enter.swim	main	sheep	ANIM	ACTIVE	S	zero
36	cross	main	sheep	ANIM	PS	A	zero
			otherside	INAN.N	NEW	P	np
37	dare	main	young	HUM	OLD	S	np
38	follow	main	young	HUM	PS	A	0
			sheep	ANIM	OLD	P	np
39	be.fast	main	riverred	INAN.N	OLD	S	np
40	be.red	main	riverred	INAN.N	PS	S	0
41	wait	main	young	HUM	OLD	A	0
			sheep	ANIM	OLD	P	np
42	return	main	sheep	ANIM	ACTIVE	S	np
43	cross	main	sheep	ANIM	PS	S	0
44	gather	main	young	HUM	OLD	A	0
			sheep	ANIM	PS	P	0
			oldman	HUM	OLD	OBL	np
45	ask	main	young	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	np
46	say	main	young	HUM	PS	S _{sp}	0
47	tell	main	young	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	0
48	tell	main	young	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
49	be.told	main	young	HUM	PS	S _{sp}	0
50	say	main	young	HUM	PS	S _{sp}	np
51	be.told	main	young	HUM	PS	S _{sp}	0
52	give	main	young	HUM	PS	A	0
			silver	INAN.N	NEW	P	np
53	return	main	young	HUM	PS	S	0
54	leave.to	main	young	HUM	PS	S	0
			homeland	INAN.N	NEW	OBL	np
55	be.rich	main	young	HUM	PS	S	0
			homeland	INAN.N	ACTIVE	OBL	np
56	return	main	middle	HUM	OLD	S	np
57	separate	nonf	brothers	HUM	OLD	A	np
			middle	HUM	PS	P	poss
58	arrive	main	middle	HUM	PS	S	0
59	say	main	middle	HUM	PS	S _{sp}	0
60	say	main	middle	HUM	PS	S _{sp}	0
61	go	main	middle	HUM	PS	S	0

62	go	nonf	young	HUM	OLD	S	np
63	arrive	main	middle	HUM	PS	S	0
			oldman	HUM	OLD	OBL	np
64	knock	main	middle	HUM	PS	A	0
			mandoor	INAN.N	NEW	P	np
65	come.out.to	main	middle	HUM	PS	A	0
			oldman	HUM	OLD	P	np
66	tell	main	middle	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
67	say	main	oldman	HUM	ACTIVE	S _{sp}	0
68	be.asked	main	middle	HUM	OLD	S _{sp}	np
69	say	main	middle	HUM	PS	S _{sp}	0
70	be.told	main	middle	HUM	PS	S _{sp}	0
71	say	main	middle	HUM	PS	S _{sp}	0
72	say	main	oldman	HUM	OLD	S _{sp}	np
73	say	main	oldman	HUM	PS	S _{sp}	0
74	say	main	middle	HUM	OLD	S _{sp}	0
75	be.told	main	middle	HUM	PS	S _{sp}	0
76	prepare	main	middle	HUM	PS	A	0
			breakfast	INAN.N	NEW	P	np
77	go	main	middle	HUM	PS	S	0
78	take	main	middle	HUM	PS	A	0
			donkey	ANIM	OLD	P	np
79	saddle	main	middle	HUM	PS	A	0
			donkey	ANIM	ACTIVE	P	0
80	extract	main	middle	HUM	PS	A	0
			sheep	ANIM	OLD	P	np
81	leave	main	middle	HUM	PS	S	0
82	follow	main	middle	HUM	PS	A	0
			sheep	ANIM	OLD	P	np
83	graze	main	sheep	ANIM	ACTIVE	S	0
84	walk	main	sheep	ANIM	PS	S	0
85	catch	main	middle	HUM	OLD	A	0
			sheep	ANIM	PS	P	0
86	want.to.stop	main	sheep	ANIM	ACTIVE	S	0
87	walk	main	sheep	ANIM	PS	S	0
88	arrive	main	middle+sheep	HUM	OLD	S	0
			riverred	INAN.N	OLD	OBL	np
89	enter.swim	main	sheep	ANIM	ACTIVE	S	0
90	dare	main	middle	HUM	OLD	S	np
91	return	main	sheep	ANIM	OLD	S	np
92	arrive	main	sheep	ANIM	PS	S	0
			riverred	INAN.N	OLD	OBL	np
93	cross	main	sheep	ANIM	PS	S	0
94	gather	main	middle	HUM	OLD	A	0
			sheep	ANIM	PS	P	np
95	arrive	main	middle	HUM	PS	S	0

			oldman	HUM	OLD	OBL	np
96	tell	main	middle	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
97	say	main	middle	HUM	PS	S _{sp}	0
98	say	main	middle	HUM	PS	S _{sp}	0
99	say	main	oldman	HUM	OLD	S _{sp}	0
100	be.asked	main	middle	HUM	OLD	S _{sp}	0
101	say	main	middle	HUM	PS	S _{sp}	0
102	be.given	main	middle	HUM	PS	A	0
			silver	INAN.N	OLD	T	np
103	take	main	middle	HUM	PS	A	0
			silver	INAN.N	ACTIVE	P	np
104	leave	main	middle	HUM	PS	S	0
			manhouse	INAN.N	OLD	OBL	np
105	buy	main	middle	HUM	PS	A	0
			middleanimals	ANIM	NEW	P	np
106	make	main	middle	HUM	PS	A	0
			middlehouse	INAN.N	NEW	P	np
107	be.rich	main	middle	HUM	PS	S	0
108	suffer	main	old	HUM	OLD	S	np
109	find	main	old	HUM	PS	A	0
			work	ABS	OLD	P	np
110	walk	main	old	HUM	PS	S	0
111	find	main	old	HUM	PS	A	0
			badbosses	HUM	NEW	P	np
112	return	main	old	HUM	PS	S	0
113	come	main	old	HUM	PS	S	0
114	arrive	main	old	HUM	PS	S	0
115	separate	nonf	old	HUM	PS	A	poss
			young+middle	HUM	OLD	P	np
116	appear	main	old	HUM	PS	S	0
			oldman	HUM	OLD	OBL	np
117	knock	main	old	HUM	PS	A	0
			mandoor	INAN.N	OLD	P	np
118	exit	main	oldman	HUM	OLD	S	np
119	tell	main	old	HUM	OLD	A _{sp}	0
			oldman	HUM	PS	P _{sp}	0
120	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	np
121	ask	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
122	say	main	old	HUM	PS	S _{sp}	0
123	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	np
124	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
125	say	main	old	HUM	PS	S _{sp}	np

126	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	0
127	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
128	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
129	be.given	main	old	HUM	PS	A	0
			breakfast	INAN.N	OLD	T	np
130	get.up	main	old	HUM	PS	S	0
131	prepare	main	old	HUM	PS	A	0
			breakfast	INAN.N	OLD	P	np
132	eat	main	old	HUM	PS	S	0
133	take	main	old	HUM	PS	A	0
			donkey	ANIM	OLD	P	np
134	saddle	main	old	HUM	PS	A	0
			donkey	ANIM	ACTIVE	P	0
135	go	main	old	HUM	PS	S	0
136	take	main	old	HUM	PS	A	0
			sheep	ANIM	OLD	P	np
137	walk	main	sheep	ANIM	ACTIVE	S	np
138	follow	main	old	HUM	OLD	A	0
			sheep	ANIM	PS	P	np
139	arrive	main	old+sheep	HUM	ACTIVE	S	0
			riverred	INAN.N	OLD	OBL	np
140	arrive	nonf	sheep	ANIM	ACTIVE	S	0
141	enter.swim	main	sheep	ANIM	PS	S	zero
142	enter.swim	main	old	HUM	OLD	S	np
143	cross	main	old	HUM	PS	S	0
			riverred	INAN.N	OLD	OBL	np
144	walk	main	sheep	ANIM	OLD	S	np
145	cross	nonf	sheep	ANIM	PS	S	0
146	follow	main	old	HUM	OLD	A	np
			sheep	ANIM	PS	P	np
147	go	nonf	sheep	ANIM	ACTIVE	S	poss
148	arrive	main	old+sheep	HUM	ACTIVE	S	0
			riverwhite	INAN.N	NEW	OBL	np
149	be.white	main	riverwhite	INAN.N	ACTIVE	S	np
150	cross	main	sheep	ANIM	OLD	S	np
151	follow	main	old	HUM	OLD	A	np
			sheep	ANIM	PS	P	np
152	fear	main	old	HUM	PS	A	0
			riverwhite	INAN.N	OLD	P	np
153	be.fast	main	riverwhite	INAN.N	OLD	S	np
154	enter	main	old	HUM	OLD	S	0
155	pray	main	old	HUM	PS	S	0
			god	HUM	NEW	OBL	np
156	arrive	main	old+sheep	HUM	OLD	S	0

			riverblue	INAN.N	NEW	OBL	np
157	be.blue	main	riverblue	INAN.N	ACTIVE	S	np
158	cross	main	sheep	ANIM	OLD	S	np
159	cross	main	old	HUM	OLD	S	np
160	want	main	old	HUM	PS	S	0
161	go	nonf	sheep	ANIM	OLD	S	np
162	follow	nonf	old	HUM	PS	A	poss
			sheep	ANIM	ACTIVE	P	0
163	cross	main	old	HUM	PS	A	0
			riverred+riverwhite+riverblue	INAN.N	OLD	P	np
164	fight	main	bullpampa	INAN.N	NEW	OBL	np
			bulls	ANIM	NEW	S	np
165	see	main	old	HUM	OLD	A	0
			bulls	ANIM	PS	P	0
166	walk	main	sheep	ANIM	OLD	S	np
167	see	main	old	HUM	OLD	A	0
			cows	ANIM	NEW	P	np
168	fight	main	cows	ANIM	ACTIVE	S	0
169	walk	main	sheep	ANIM	OLD	S	np
170	see	main	old	HUM	OLD	A	0
			shepherd	ANIM	NEW	P	np
171	be	main	herdpasture	INAN.N	NEW	OBL	np
			shepherd	ANIM	ACTIVE	S	np
172	be.thin	main	shepherd	ANIM	PS	S	0
173	be	main	rams	ANIM	NEW	S	np
174	fight	main	rams	ANIM	PS	S	0
175	steam	main	rams	ANIM	PS	S	0
176	sweat	nonf	rams	ANIM	PS	S	poss
177	be	main	smallherd	ANIM	NEW	S	np
178	be	main	sand	INAN.N	NEW	S	np
179	be.fat	main	smallherd	ANIM	OLD	S	np
180	walk	main	sheep	ANIM	OLD	S	np
181	arrive	main	sheep	ANIM	PS	S	0
182	relax	nonf	sheep	ANIM	PS	S	poss
183	be	main	shadyplace	INAN.N	NEW	S	np
184	lie.down	main	sheep	ANIM	OLD	S	np
			shadyplace	INAN.N	PS	OBL	np
185	be	main	brook	INAN.N	NEW	S	np
186	be	main	womanhouse	INAN.N	NEW	S	np
			brook	INAN.N	PS	OBL	np
187	stand	main	womandoor	INAN.N	NEW	OBL	np
			oldwoman	HUM	NEW	S	np
188	make.noise	main	tree	INAN.N	NEW	OBL	np
			finches	ANIM	NEW	S	np
189	notice	main	old	HUM	OLD	A	np
			scenery	INAN.N	OLD	P	np
190	see	nonf	old	HUM	PS	A	poss

			scenery	INAN.N	ACTIVE	P	np
191	take.in.his.heart	main	old	HUM	PS	A	0
			scenery	INAN.N	ACTIVE	P	np
192	see	main	old	HUM	PS	A	0
			oldwoman	HUM	OLD	P	np
193	call	main	old	HUM	PS	A	0
			oldwoman	HUM	ACTIVE	P	0
194	be.called	nonf	old	HUM	PS	S	0
195	cross	main	old	HUM	PS	S	0
			brook	INAN.N	OLD	OBL	np
196	ask	main	old	HUM	PS	A _{sp}	0
			oldwoman	HUM	OLD	P _{sp}	0
197	tell	main	old	HUM	PS	A _{sp}	0
			oldwoman	HUM	ACTIVE	P _{sp}	np
198	say	main	old	HUM	PS	S _{sp}	0
199	say	main	old	HUM	PS	S _{sp}	0
200	tell	main	old	HUM	PS	A _{sp}	0
			oldwoman	HUM	OLD	P _{sp}	0
201	stop	main	old	HUM	PS	A	0
			oldwoman	HUM	ACTIVE	P	0
202	talk.to	nonf	old	HUM	PS	A	poss
			oldwoman	HUM	ACTIVE	P	0
203	return	nonf	old	HUM	PS	S	0
			oldwoman	HUM	ACTIVE	OBL	np
204	arrive	main	old	HUM	PS	S	0
			sheep	ANIM	OLD	OBL	np
205	get.up	main	sheep	ANIM	ACTIVE	S	np
206	come	main	sheep	ANIM	PS	S	0
207	follow	main	sheep	ANIM	PS	A	0
			path	INAN.N	NEW	P	np
208	pass	nonf	sheep	ANIM	PS	S	poss
			path	INAN.N	ACTIVE	P	0
209	see	main	old	HUM	OLD	A	0
			animals	ANIM	OLD	P	np
210	fight	main	animals	ANIM	ACTIVE	S	zero
211	fear	main	old	HUM	OLD	A	0
			animals	ANIM	PS	P	0
			sparks	INAN.N	NEW	S	np
			horns	INAN.N	NEW	OBL	np
212	fear	main	old	HUM	OLD	A	0
			bulls	ANIM	ACTIVE	P	0
213	say	main	old	HUM	PS	S _{sp}	np
214	walk	main	sheep	ANIM	OLD	S	np
215	follow	main	old	HUM	OLD	A	np
			sheep	ANIM	PS	P	np
216	arrive	main	old	HUM	PS	S	0
			riverred+riverwhite+riverblue	INAN.N	OLD	OBL	np

217	cross	main	old	HUM	PS	S	0
218	arrive	main	old	HUM	PS	S	0
			oldman	HUM	OLD	OBL	np
219	ask	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	np
220	be.amazed	nonf	old	HUM	PS	S	0
221	explain	main	old	HUM	PS	A	0
			oldman	HUM	OLD	R	0
	see	nonf	old	HUM	PS	A	poss
222	say	main	oldman	HUM	ACTIVE	S _{sp}	np
223	tell	main	old	HUM	OLD	A _{sp}	0
			oldman	HUM	PS	P _{sp}	0
224	be.asked	main	old	HUM	PS	S _{sp}	np
225	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	np
226	say	main	old	HUM	PS	S _{sp}	0
227	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	0
228	know	main	old	HUM	PS	A	0
	be.like	nonf	riverwhite	INAN.N	OLD	S	np
229	ask	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	np
230	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
231	say	main	old	HUM	PS	S _{sp}	0
232	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	np
233	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
234	say	main	old	HUM	PS	S _{sp}	np
235	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	np
236	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
237	say	main	old	HUM	PS	S _{sp}	np
238	say	main	oldman	HUM	OLD	S _{sp}	np
239	be.told	main	old	HUM	OLD	S _{sp}	np
240	say	main	old	HUM	PS	S _{sp}	0
241	be.told	main	old	HUM	PS	S _{sp}	0
242	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	np
243	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
244	be.told	main	old	HUM	PS	S _{sp}	np
245	know	main	old	HUM	PS	S	0
246	be.asked	main	old	HUM	PS	S _{sp}	0

247	be.told	main	old	HUM	PS	S _{sp}	0
248	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	np
249	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	ACTIVE	P _{sp}	0
250	be.told	main	old	HUM	PS	S _{sp}	np
251	say	main	old	HUM	PS	S _{sp}	np
252	be.told	main	old	HUM	PS	S _{sp}	np
253	say	main	old	HUM	PS	S _{sp}	np
254	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	np
255	know	main	old	HUM	PS	A	0
	be.like	nonf	animals	ANIM	OLD	S	np
256	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	np
257	be.happy	main	old	HUM	PS	S	np
258	know	nonf	old	HUM	PS	A	poss
			knowledge	ABS	NEW	P	np
259	be.asked	main	old	HUM	PS	S _{sp}	0
260	say	main	old	HUM	PS	S _{sp}	0
261	tell	main	old	HUM	PS	A _{sp}	0
			oldman	HUM	OLD	P _{sp}	0
262	say	main	old	HUM	PS	S _{sp}	np
263	return	main	old	HUM	PS	S	0
264	arrive	main	homeland	INAN.N	OLD	OBL	np
			old	HUM	PS	S	0
265	be.rich	main	young+middle	HUM	OLD	S	np
266	give	nonf	young+middle	HUM	PS	A	poss
			silver	INAN.N	OLD	T	np
			oldman	HUM	OLD	R	np
267	buy	main	young+middle	HUM	PS	A	0
			brothersanimals	ANIM	NEW	P	np
268	make	main	young+middle	HUM	PS	A	0
			brothershouses	INAN.N	NEW	P	np
269	be.rich.people	main	young+middle	HUM	PS	S	0
270	be.asked	main	old	HUM	OLD	S _{sp}	0
271	say	main	old	HUM	PS	S _{sp}	np
272	tell	main	old	HUM	PS	A _{sp}	0
			young+middle	HUM	OLD	P _{sp}	np
273	be.told	main	old	HUM	PS	S _{sp}	0
274	tell	main	old	HUM	PS	A _{sp}	0
			young+middle	HUM	OLD	P _{sp}	np
275	be.told	main	old	HUM	PS	S _{sp}	0
276	be.told	main	old	HUM	PS	S _{sp}	np
277	go.away.from	main	old	HUM	PS	S	0
			young+middle	HUM	OLD	OBL	np
278	get.married	main	old	HUM	PS	S	0

			wife	HUM	NEW	OBL	np
279	live	main	oldhouse	INAN.N	NEW	OBL	np
			old+wife	HUM	ACTIVE	S	zero
280	be.poor	main	old+wife	HUM	PS	S	zero
281	ask.for.help	main	old	HUM	ACTIVE	S	0
			young+middle	HUM	OLD	OBL	np
282	be.given	main	old	HUM	PS	A	0
			cereal	INAN.N	NEW	T	np
283	be.told	main	old	HUM	PS	S _{sp}	0
284	tell	main	old	HUM	PS	A _{sp}	0
			young+middle	HUM	OLD	P _{sp}	np
285	suffer	main	old	HUM	PS	S	0
286	pray	main	old	HUM	PS	S	0
			god	HUM	OLD	OBL	np
287	go	main	old	HUM	PS	S	0
288	work	main	old	HUM	PS	S	0
289	plow	main	old	HUM	PS	S	0
290	gain	main	old	HUM	PS	A	0
			oldchicken	ANIM	NEW	P	np
291	gain	main	old	HUM	PS	A	0
			rooster	INAN.N	NEW	P	np
292	bring	main	old	HUM	PS	A	0
			oldchicken+rooster	INAN.N	OLD	P	pro
			oldhouse	INAN.N	OLD	OBL	np
293	have	main	old	HUM	PS	A	0
			oldchicken+rooster	INAN.N	ACTIVE	P	pro
294	have	main	old	HUM	PS	A	0
295	see	main	old	HUM	PS	A	0
			god	HUM	OLD	P	np
	suffer	nonf	old	HUM	PS	S	poss
296	have	main	old+wife	HUM	OLD	A	np
297	be.worn.out	main	oldclothes	INAN.N	NEW	S	np
298	find	nonf	old+wife	HUM	OLD	A	poss
			clothes	INAN.N	NEW	P	np
299	sleep	main	ash	INAN.N	NEW	OBL	np
			fire	INAN.N	NEW	OBL	np
			old+wife	HUM	PS	S	0
300	suffer	nonf	old	HUM	ACTIVE	S	poss
301	arrive	main	noble	HUM	NEW	S	np
			oldhouse	INAN.N	OLD	OBL	np
302	see	main	old	HUM	ACTIVE	A	0
			noble	HUM	PS	P	0
303	talk	main	old	HUM	PS	A	0
			noble	HUM	ACTIVE	P	0
304	tell	main	old	HUM	PS	A _{sp}	0
			noble	HUM	ACTIVE	P _{sp}	0
305	say	main	old	HUM	PS	S _{sp}	0

306	kneel	main	old	HUM	PS	S	0
307	tell	main	old	HUM	PS	A _{sp}	0
			noble	HUM	OLD	P _{sp}	np
308	say	main	old	HUM	PS	S _{sp}	0
309	tell	main	old	HUM	PS	A _{sp}	0
			noble	HUM	OLD	P _{sp}	np
310	say	main	noble	HUM	ACTIVE	S _{sp}	np
311	be.told	main	old	HUM	OLD	S _{sp}	np
312	say	main	old	HUM	PS	S _{sp}	0
313	be.able.to.stand.up	main	wife	HUM	OLD	S	np
314	be.ashamed	nonf	wife	HUM	PS	S	poss
315	come	nonf	wife	HUM	PS	S	poss
			fire	INAN.N	OLD	OBL	np
316	be.dry	main	wife	HUM	PS	S	0
317	have.transparent.clothes	main	wife	HUM	PS	S	0
318	be.ashamed	main	wife	HUM	PS	S	0
319	greet	main	wife	HUM	PS	A	0
			noble	HUM	OLD	P	np
320	greet	main	wife	HUM	PS	A	0
			noble	HUM	ACTIVE	P	0
321	shake.hands	main	wife	HUM	PS	A	0
			noble	HUM	ACTIVE	P	0
322	tell	main	old	HUM	OLD	A _{sp}	np
			wife	HUM	PS	P _{sp}	np
323	say	main	old	HUM	PS	S _{sp}	np
324	chase	main	old	HUM	PS	A	0
			oldchicken	ANIM	OLD	P	np
325	ask	main	old	HUM	PS	A _{sp}	0
			noble	HUM	OLD	P _{sp}	np
326	tell	main	old	HUM	PS	A _{sp}	0
			noble	HUM	ACTIVE	P _{sp}	0
327	say	main	old	HUM	PS	S _{sp}	np
328	grab	main	old	HUM	PS	A	0
			oldchicken	ANIM	OLD	P	np
329	kill	main	old	HUM	PS	A	0
			oldchicken	ANIM	ACTIVE	P	0
330	skin	main	old	HUM	PS	A	0
			oldchicken	ANIM	ACTIVE	P	0
331	put	main	old	HUM	PS	A	0
			pot	INAN.N	NEW	P	np
332	cook	main	old	HUM	PS	A	0
			oldchicken	ANIM	OLD	P	np
333	say	main	noble	HUM	OLD	S _{sp}	np
334	tell	main	old	HUM	OLD	A _{sp}	0
			noble	HUM	PS	P _{sp}	np
335	cook	nonf	old	HUM	PS	A	0

			oldchicken	ANIM	OLD	P	np
336	put	main	old	HUM	PS	A	0
			bench	INAN.N	NEW	P	np
337	put	main	old	HUM	PS	A	0
			oldchicken	ANIM	OLD	P	np
338	put	main	old	HUM	PS	A	0
			salt	INAN.N	NEW	T	np
			oldchicken	ANIM	ACTIVE	R	0
339	tell	main	old	HUM	PS	A _{sp}	0
			noble	HUM	OLD	P _{sp}	np
340	say	main	noble	HUM	ACTIVE	S _{sp}	np
341	be.told	main	old	HUM	OLD	S _{sp}	np
342	tell	main	old	HUM	PS	A _{sp}	0
			noble	HUM	OLD	P _{sp}	np
343	cool.down	nonf	oldchicken	INAN.N	OLD	S	0
344	eat	main	old	HUM	PS	A	0
			oldchicken	INAN.N	ACTIVE	P	np
345	think	main	old	HUM	PS	S _{sp}	0
346	say	main	old	HUM	PS	S _{sp}	0
347	go.outside	main	noble	HUM	OLD	S	np
348	sleep	main	old+wife	HUM	OLD	S	np
349	wake.up	nonf	old+wife	HUM	PS	S	poss
350	wake.up	main	old+wife	HUM	PS	S	0
351	wake.up	nonf	old+wife	HUM	PS	S	0
352	be	main	old+wife	HUM	PS	S	0
			oldnewbed	INAN.N	NEW	OBL	np
353	be.full	main	oldchest	INAN.N	NEW	S	np
			liquor	INAN.N	NEW	OBL	np
354	be.given	main	old	HUM	OLD	A	0
			birds	ANIM	NEW	T	np
355	be.many	main	birds	ANIM	ACTIVE	S	np
356	be.given	main	old+wife	HUM	OLD	A	0
			oldanimals	ANIM	NEW	T	np
357	have.golden.windows	main	oldnewhouse	INAN.N	NEW	S	np
358	lack.nothing	main	old+wife	HUM	OLD	S	0
359	be.given	main	old+wife	HUM	PS	A	0
			servants	ANIM	NEW	T	np
360	be.paid	nonf	old	HUM	ACTIVE	S	poss
361	work.for	main	old	HUM	ACTIVE	A	poss
			oldman	HUM	OLD	P	np
362	be.given	main	old+wife	HUM	OLD	A	0
			oldanimals	ANIM	OLD	T	np
363	be.given	main	paper	INAN.N	NEW	T	np
			oldnewdoor	INAN.N	NEW	OBL	np
			old+wife	HUM	PS	A	0
364	be.given	nonf	old+wife	HUM	PS	A	poss
			shinynewthings	INAN.N	NEW	T	np

365	steal.from	main	old+wife otherpeople	HUM PS A 0 HUM NEW P np
366	be.given	main	old+wife paper oldnewdoor	HUM PS A 0 INAN.N OLD T np INAN.N OLD OBL np
367	converse	main	old noble	HUM ACTIVE A 0 HUM OLD P np
368	tell	main	old noble	HUM PS A _{sp} 0 HUM ACTIVE P _{sp} 0
369	be.told	main	old	HUM PS S _{sp} 0
370	be.told	main	old	HUM PS S _{sp} np
371	say	main	old	HUM PS S _{sp} 0
372	tell	main	old noble	HUM PS A _{sp} 0 HUM OLD P _{sp} np
373	tell	main	old noble	HUM PS A _{sp} 0 HUM ACTIVE P _{sp} 0
374	take.outside	main	noble newtable	HUM ACTIVE A 0 INAN.N NEW P np
375	put	main	noble newtable	HUM PS A 0 INAN.N ACTIVE P np
376	call	main	noble old+wife	HUM PS A np HUM OLD P np
377	shake.hands	main	noble old+wife	HUM PS A 0 HUM ACTIVE P 0
378	tell	main	noble old+wife	HUM PS A _{sp} 0 HUM ACTIVE P _{sp} np
379	say	main	old+wife	HUM ACTIVE S _{sp} zero
380	be.gratefully.dead	main	old+wife	HUM PS S 0
381	have	nonf	old+wife oldanimals	HUM PS A pro ANIM OLD P np
382	stand.up	main	noble newtable	HUM OLD S np INAN.N OLD OBL np
383	become.a.dove	main	noble	HUM PS S 0
384	fly	main	noble	HUM PS S 0
385	ascend	main	noble	HUM PS S 0
386	become.poor	main	young+middle	HUM OLD S np
387	enter	main	young+middle chicken.cleaning.job	HUM PS S 0 INAN.N NEW OBL np
388	accept	main	old young+middle chicken.cleaning.job	HUM OLD A np HUM PS P 0 INAN.N ACTIVE OBL pro
389	accept	main	old young+middle other.work	HUM PS A 0 HUM ACTIVE P 0 INAN.N NEW OBL np
390	be.evill	nonf	young+middle	HUM ACTIVE S np
1	say	main	oldman	HUM NEW S _{sp} 0
2	go	main	oldman+oldwoman	HUM OLD S zero

3	chop.wood	main	oldman	HUM	ACTIVE	S	np
4	stand.around	main	oldwoman	HUM	OLD	S	np
5	chop	main	oldman firewood	HUM INAN.N	OLD NEW	S OBL	np np
6	cry	main	son	HUM	NEW	S	np
7	say	main	oldwoman	HUM	OLD	S _{sp}	np
8	chop	main	oldman firewood	HUM INAN.N	OLD OLD	A P	0 np
9	cry	main	son	HUM	OLD	S	0
10	take.out	main	oldman son firewood	HUM HUM INAN.N	OLD PS OLD	A P OBL	0 np np
11	be.told	main	oldwoman	HUM	OLD	S _{sp}	np
12	be.given	main	oldwoman son	HUM HUM	PS OLD	A T	0 0
13	rip	main	womanpollera	INAN.N	NEW	S	np
14	hold	nonf	oldwoman son	HUM HUM	OLD OLD	A P	0 np
15	be.told	main	oldman	HUM	OLD	S _{sp}	np
16	rip	main	manpants	INAN.N	NEW	S	np
17	leave	main	oldman+oldwoman oldhouse	HUM INAN.N	OLD NEW	S OBL	0 np
18	bring	main	oldman+oldwoman son	HUM HUM	PS OLD	A P	0 np
19	say	main	oldman+oldwoman	HUM	PS	S _{sp}	zero
20	say	main	oldwoman	HUM	ACTIVE	S _{sp}	np
21	be.traded.for	main	son sugar	HUM INAN.N	OLD NEW	S T	0 0
22	be.given	main	son sugar	HUM INAN.N	PS ACTIVE	S T	np 0
23	eat	main	son sugar	HUM INAN.N	PS ACTIVE	A P	0 0
24	know.things	main	son	HUM	PS	S	0
25	finish	main	son sugar	HUM INAN.N	PS OLD	A P	0 np
26	say	main	oldwoman	HUM	OLD	S _{sp}	np
27	bring	main	oldman son food	HUM HUM INAN.N	OLD OLD OLD	A R T	0 0 0
28	be.happy	main	son	HUM	ACTIVE	S	np
29	know.more	main	son	HUM	PS	S	0
30	finish	main	son food	HUM INAN.N	PS OLD	A P	0 np
31	say	main	oldwoman	HUM	OLD	S _{sp}	np
32	speak	main	son	HUM	OLD	S	np
33	say	main	son	HUM	PS	S _{sp}	0
34	arrive	main	son	HUM	PS	S	0

			woman	HUM	NEW	OBL	np
35	be.told	main	son	HUM	PS	S _{sp}	0
36	say	main	son	HUM	PS	S _{sp}	np
37	say	main	son	HUM	PS	S _{sp}	0
38	be.told	main	son	HUM	PS	S _{sp}	np
39	arrive	main	son	HUM	PS	S	0
			woman	HUM	OLD	OBL	np
40	say	main	son	HUM	PS	S _{sp}	0
41	say	main	son	HUM	PS	S _{sp}	np
42	be.told	main	son	HUM	PS	S _{sp}	0
43	work	main	son	HUM	PS	S	np
44	sweat	main	son	HUM	PS	S	0
45	finish	main	son	HUM	PS	S	0
46	finish	main	son	HUM	PS	A	0
			work	INAN.N	NEW	P	np
47	hand.over	main	son	HUM	PS	A	0
			hoe	INAN.N	NEW	T	np
			woman	HUM	OLD	R	0
48	stand	main	son	HUM	PS	S	np
49	be.told	main	son	HUM	PS	S _{sp}	0
50	say	main	son	HUM	PS	S _{sp}	0
51	worry	main	woman	HUM	OLD	S	np
52	say	main	son	HUM	OLD	S _{sp}	0
53	say	main	woman	HUM	OLD	S _{sp}	np
54	worry	main	woman	HUM	PS	S	0
55	search	main	woman	HUM	PS	S	0
56	be.told	main	son	HUM	OLD	S _{sp}	0
57	say	main	son	HUM	PS	S _{sp}	0
58	be.told	main	son	HUM	PS	S _{sp}	0
59	say	main	son	HUM	PS	S _{sp}	np
60	go	main	son	HUM	PS	S	np
61	bring	main	son	HUM	PS	A	0
			ring	INAN.P	NEW	P	np
62	be.told	main	oldwoman	HUM	OLD	S _{sp}	0
63	say	main	son	HUM	OLD	S _{sp}	np
64	exit	main	son	HUM	PS	S	0
65	ask	main	son	HUM	PS	S _{sp}	0
66	be.given	main	son	HUM	PS	A	0
			cattle+mares	ANIM	NEW	T	0
67	be.given	main	son	HUM	PS	A	0
			sheep	ANIM	NEW	T	0
68	be.given	main	son	HUM	PS	A	0
			horses	ANIM	NEW	T	0
69	say	main	son	HUM	PS	S _{sp}	0
70	leave	main	son	HUM	PS	S	0
71	arrive	main	son	HUM	PS	S	0
			oldhouse	INAN.N	OLD	OBL	np

72	hide	main	oldwoman	HUM	OLD	S	np
73	be.recognized	main	son	HUM	OLD	S	np
74	be.told	main	oldwoman	HUM	OLD	S _{sp}	np
75	be.told	main	oldwoman	HUM	PS	S _{sp}	np
76	have	main	noble	HUM	NEW	A	np
			daughters	HUM	NEW	P	np
77	be.greeted.hat.lift	main	son	HUM	OLD	S	np
78	be.given	main	son	HUM	PS	A	0
			table	INAN.N	NEW	T	np
79	be.told	main	son	HUM	PS	S _{sp}	0
80	sit	main	son	HUM	PS	S	np
			table	INAN.N	OLD	OBL	np
81	be.told	main	son	HUM	PS	S _{sp}	0
82	be.told	main	daughters	HUM	OLD	S _{sp}	np
83	come.together	main	daughters	HUM	PS	S	0
84	be.told	main	son	HUM	OLD	S _{sp}	np
85	say	main	son	HUM	PS	S _{sp}	np
86	tell	main	noble	HUM	OLD	A _{sp}	np
			wife	HUM	NEW	P _{sp}	np
87	say	main	wife	HUM	ACTIVE	S _{sp}	np
88	have.eachother	nonf	son+wife	HUM	OLD	S	pro
89	say	main	son	HUM	ACTIVE	S _{sp}	np
90	leave	main	son	HUM	PS	S	np
91	bring	main	son	HUM	PS	A	0
			wife	HUM	OLD	P	np
92	say	main	son	HUM	PS	S _{sp}	0
93	be.given	main	wife	HUM	OLD	A	0
			goldenhouse	INAN.N	NEW	T	np
94	say	main	son	HUM	OLD	S _{sp}	np
95	tell	main	son	HUM	PS	A _{sp}	np
			wife	HUM	OLD	P _{sp}	np
96	leave	main	son	HUM	PS	S	0
97	mark	main	son	HUM	PS	A	0
			animals	ANIM	OLD	P	np
98	see	main	wife	HUM	OLD	A	np
			snake	HUM	NEW	P	np
99	say	main	wife	HUM	PS	S _{sp}	0
100	say	main	snake	HUM	OLD	S _{sp}	np
101	say	main	wife	HUM	OLD	S _{sp}	np
102	say	main	wife	HUM	PS	S _{sp}	0
103	say	main	snake	HUM	OLD	S _{sp}	np
104	arrive	main	son	HUM	OLD	S	np
			mares	ANIM	OLD	OBL	np
105	say	main	wife	HUM	OLD	S _{sp}	np
106	be.given	main	wife	HUM	PS	A	0
			ring	INAN.P	OLD	T	0

107	arrive	main	snake	HUM	OLD	S	np
108	arrive	main	snake	HUM	PS	S	0
109	mark	main	son	HUM	OLD	A	np
			animals	ANIM	OLD	P	np
110	say	main	snake	HUM	OLD	S _{sp}	np
111	say	main	wife	HUM	OLD	S _{sp}	np
112	go	main	goldenhouse	INAN.N	OLD	S	0
113	move	main	goldenhouse	INAN.N	PS	S	np
114	sound	main	goldenhouse	INAN.N	PS	S	0
115	come	main	son	HUM	OLD	S	np
116	mark	nonf	son	HUM	PS	A	0
			animals	ANIM	OLD	P	np
117	look	main	son	HUM	PS	S	0
			hill	INAN.N	NEW	OBL	np
118	see	main	son	HUM	PS	A	0
			goldenhouse	INAN.N	OLD	P	np
119	say	main	son	HUM	PS	S _{sp}	0
120	say	main	son	HUM	PS	S _{sp}	0
121	sit.to.cry	main	son	HUM	PS	S	0
122	go	main	son	HUM	PS	S	0
			sea	INAN.N	NEW	OBL	np
123	run.by	main	mouse	HUM	NEW	S	np
124	say	main	son	HUM	OLD	A	0
			mouse	HUM	PS	S _{sp}	np
125	say	main	son	HUM	PS	S _{sp}	np
126	be.told	main	son	HUM	PS	S _{sp}	np
127	be.told	main	son	HUM	PS	S _{sp}	np
128	say	main	mouse	HUM	OLD	S _{sp}	np
129	say	main	mouse	HUM	PS	S _{sp}	np
130	say	main	son	HUM	OLD	S _{sp}	np
131	search	main	son	HUM	PS	S	np
132	find	main	son	HUM	PS	A	0
			dog	HUM	OLD	P	np
133	say	main	dog	HUM	ACTIVE	S _{sp}	np
134	be.told	main	dog	HUM	PS	S _{sp}	0
135	say	main	dog	HUM	PS	S _{sp}	np
136	say	main	son	HUM	OLD	S _{sp}	np
137	say	main	son	HUM	PS	S _{sp}	np
138	say	main	dog	HUM	OLD	S _{sp}	np
139	say	main	mouse	HUM	OLD	S _{sp}	np
140	be.loaded	main	mouse	HUM	PS	S	np
141	go	main	mouse	HUM	PS	S	np
			dog	HUM	OLD	OBL	np
142	arrive	main	dog	HUM	ACTIVE	S	0
			sea	INAN.N	OLD	OBL	np
143	be	main	mouse	HUM	OLD	S	np

144	be.told	main	mouse	HUM	PS	S _{sp}	np
145	say	main	dog	HUM	OLD	S _{sp}	np
146	worry	main	mouse	HUM	OLD	S	np
147	say	main	mouse	HUM	PS	S _{sp}	np
148	be.told	main	mouse	HUM	PS	S _{sp}	np
149	say	main	mouse	HUM	PS	S _{sp}	0
150	cross	main	dog	HUM	OLD	S	np
151	lie.down	main	dog	HUM	PS	S	np
152	be.told	main	mouse	HUM	OLD	S _{sp}	np
153	go	main	mouse	HUM	PS	S	np
154	be.told	main	mouse	HUM	PS	S _{sp}	np
155	go	main	mouse	HUM	PS	S	0
156	run	main	mouse	HUM	PS	S	np
157	run	main	mouse	HUM	PS	S	0
158	sound	main	mouserunning	ABS	NEW	S	np
159	arrive	main	mouse	HUM	ACTIVE	S	np
			dog	HUM	OLD	OBL	np
160	be.told	main	mouse	HUM	PS	S _{sp}	np
161	say	main	mouse	HUM	PS	S _{sp}	0
162	say	main	mouse	HUM	PS	S _{sp}	np
163	go.to.get	main	mouse	HUM	PS	A	np
			ring	INAN.P	OLD	P	np
164	extract	main	mouse	HUM	PS	A	0
			ring	INAN.P	ACTIVE	P	0
165	be.told	main	mouse	HUM	PS	S _{sp}	0
166	enter	main	mouse	HUM	PS	S	np
			goldenhouse	INAN.N	OLD	OBL	np
167	extract	main	mouse	HUM	PS	A	0
			ring	INAN.P	OLD	P	np
168	say	main	dog	HUM	OLD	S _{sp}	np
169	say	main	mouse	HUM	OLD	S _{sp}	np
170	be.told	main	mouse	HUM	PS	S _{sp}	np
171	put.on	main	mouse	HUM	PS	A	0
			ring	INAN.P	OLD	P	0
172	fit	main	ring	INAN.P	ACTIVE	S	0
173	reach	main	ring	INAN.P	PS	A	0
			mousemiddlearm	INAN.N	NEW	P	np
174	say	main	mouse	HUM	OLD	S _{sp}	0
175	be.told	main	mouse	HUM	PS	S _{sp}	0
176	enter	main	dog	HUM	OLD	S	np
			sea	INAN.N	OLD	OBL	np
177	be.told	main	mouse	HUM	OLD	S _{sp}	np
178	say	main	mouse	HUM	PS	S _{sp}	np
179	be.told	main	mouse	HUM	PS	S _{sp}	0
180	cross	main	mouse+dog	ANIM	OLD	S	0
181	say	main	mouse+dog	ANIM	PS	S _{sp}	0
182	sit	main	son	HUM	OLD	S	np

			sea	INAN.N	OLD	OBL	np
183	be.told	main	mouse	HUM	OLD	S _{sp}	np
184	say	main	mouse	HUM	PS	S _{sp}	0
185	lie	main	mouse	HUM	PS	S	0
186	cry	main	son	HUM	OLD	S	np
187	say	main	son	HUM	PS	S _{sp}	0
188	say	main	dog	HUM	OLD	S _{sp}	np
189	cheer.up	main	son	HUM	OLD	S	np
190	say	main	son	HUM	PS	S _{sp}	np
191	sound	main	goldenhouse	INAN.N	OLD	S	np
192	wake.up	main	snake+wife	HUM	OLD	S	0
193	say	main	wife	HUM	ACTIVE	S _{sp}	np
194	say	main	snake	HUM	OLD	S _{sp}	np
195	say	main	wife	HUM	OLD	S _{sp}	0
196	be.told	main	snake	HUM	OLD	S _{sp}	np
197	say	main	snake	HUM	PS	S _{sp}	0
198	say	main	wife	HUM	OLD	S _{sp}	np
199	return	main	goldenhouse	INAN.N	OLD	S	np
200	tell	main	son	HUM	OLD	A _{sp}	np
			wife	HUM	OLD	P _{sp}	np
201	be.told	main	ring	INAN.P	OLD	S _{sp}	np
202	die.forever	main	wife	HUM	OLD	S	np
1	be.left	main	pobre1+pobre2	HUM	NEW	S	np
2	be.left	main	pobre1+pobre2	HUM	PS	S	np
3	be.children	main	pobre1+pobre2	HUM	PS	S	0
4	die	main	mother	HUM	NEW	S	np
5	be.forsaken	main	pobre1+pobre2	HUM	OLD	S	zero
6	live	main	father	HUM	NEW	S	np
7	protect	main	pobre1+pobre2	HUM	ACTIVE	A	zero
			father	HUM	PS	P	pro
8	die	main	father	HUM	ACTIVE	S	np
9	die	nonf	father	HUM	PS	S	np
10	go.forsakenly	main	pobre1+pobre2	HUM	ACTIVE	S	zero
11	grow	main	pobre1+pobre2	HUM	PS	S	zero
12	become.men	main	pobre1+pobre2	HUM	PS	S	zero
13	grow	main	pobre1+pobre2	HUM	PS	S	zero
14	say	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
15	say	main	pobre1+pobre2	HUM	PS	S _{sp}	pro
16	converse	main	pobre1+pobre2	HUM	PS	S	zero
17	say	main	pobre1+pobre2	HUM	PS	S _{sp}	np
18	leave	main	pobre1+pobre2	HUM	PS	S	zero
19	leave	main	pobre1+pobre2	HUM	PS	S	zero
20	arrive	main	pobre1+pobre2	HUM	PS	S	0
			river	INAN.N	NEW	OBL	np
21	cross	main	pobre1	HUM	ACTIVE	S	np
22	cross	main	pobre1	HUM	PS	S	np
23	cross	nonf	pobre1	HUM	PS	S	0

24	go.under	main	pobre1	HUM	PS	S	0
25	cross	nonf	pobre1	HUM	PS	S	np
26	go.under	main	pobre1 river	HUM INAN.N	PS OLD	S OBL	0 np
27	cry	main	pobre2	HUM	OLD	S	np
28	cry	main	pobre2	HUM	PS	S	np
29	cry	main	pobre2	HUM	PS	S _{sp}	0
30	clap.hands	main	pobre2	HUM	PS	S	0
31	exit	main	pobre1	HUM	OLD	S	0
32	have	main	pobre1 clothes	HUM INAN.N	PS NEW	S OBL	0 np
33	exit	main	pobre1	HUM	PS	S	0
34	have	main	pobre1 shoes	HUM INAN.N	PS NEW	S OBL	0 np
35	have	main	pobre1 poncho	HUM INAN.N	PS NEW	S OBL	0 np
36	exit	main	pobre1	HUM	PS	S	0
37	say	main	pobre1+pobre2	HUM	OLD	S _{sp}	zero
38	say	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
39	say	main	pobre1+pobre2	HUM	PS	S _{sp}	np
40	say	main	pobre1+pobre2	HUM	PS	S _{sp}	0
41	say	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
42	say	nonf	pobre1+pobre2	HUM	PS	S _{sp}	pro
43	cross	main	pobre2	HUM	ACTIVE	S	np
44	arrive	main	pobre2 river	HUM INAN.N	PS OLD	S OBL	np np
45	go.under	main	pobre2	HUM	PS	S	0
46	be.lost	main	pobre2	HUM	PS	S	0
47	be	main	pobre1 river	HUM INAN.N	OLD OLD	S OBL	np np
48	wait	main	pobre1	HUM	PS	S	0
49	say	main	pobre1	HUM	PS	S _{sp}	np
50	say	main	pobre1	HUM	PS	S _{sp}	np
51	exit	main	pobre2	HUM	OLD	S	np
52	come	main	pobre2	HUM	PS	S	0
53	exit	main	pobre2	HUM	PS	S	0
54	say	main	pobre1+pobre2	HUM	OLD	S _{sp}	zero
55	converse	main	pobre1+pobre2	HUM	PS	S	zero
56	congratulate	main	pobre1+pobre2	HUM	PS	S	zero
57	rejoice	main	pobre1+pobre2	HUM	PS	S	zero
58	rejoice	nonf	pobre1+pobre2	HUM	PS	S	pro
59	say	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
60	go	main	pobre1+pobre2 uncleland	HUM INAN.N	PS NEW	S OBL	zero np
61	arrive	main	pobre1+pobre2	HUM	PS	S	zero
62	arrive	nonf	pobre1+pobre2	HUM	PS	S	0

63	exit	main	uncle	HUM	OLD	S	np
64	be.spoken.to	main	pobre1+pobre2	HUM	OLD	S	zero
65	ask.about.health	main	pobre1+pobre2	HUM	PS	A	zero
			uncle	HUM	OLD	P	0
66	ask.about.health	nonf	pobre1+pobre2	HUM	PS	A	0
			uncle	HUM	ACTIVE	P	0
67	bring.forward	main	pobre1	HUM	ACTIVE	A	0
			topic	ABS	NEW	P	np
68	be.told	main	uncle	HUM	OLD	S _{sp}	np
69	say	main	uncle	HUM	PS	S _{sp}	np
70	say	main	pobre1+pobre2	HUM	OLD	S _{sp}	np
71	say	main	uncle	HUM	OLD	S _{sp}	np
72	say	main	pobre1+pobre2	HUM	OLD	S _{sp}	zero
73	say	main	uncle	HUM	OLD	S _{sp}	np
74	say	main	pobre1+pobre2	HUM	OLD	S _{sp}	np
75	go	main	pobre1+pobre2	HUM	PS	S	zero
76	go	main	pobre1+pobre2	HUM	PS	S	0
77	leave	nonf	pobre1+pobre2	HUM	PS	S	pro
			house	INAN.N	NEW	OBL	np
78	say	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
79	say	main	pobre1+pobre2	HUM	PS	S _{sp}	pro
80	say	main	pobre1+pobre2	HUM	PS	S _{sp}	np
81	pray	main	pobre1+pobre2	HUM	PS	S	zero
82	kneel	main	pobre1+pobre2	HUM	PS	S	zero
83	confess	main	pobre1+pobre2	HUM	PS	S	zero
84	descend	main	lassos	INAN.N	NEW	S	np
85	receive.from.above	main	pobre1+pobre2	HUM	OLD	A	zero
			lassos	INAN.N	PS	P	np
86	be.chosen	nonf	pobre1+pobre2	HUM	PS	S	0
87	rejoice	main	pobre1+pobre2	HUM	PS	S	zero
88	say	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
89	catch	main	pobre1+pobre2	HUM	PS	A	0
			bull	ANIM	NEW	P	np
90	run.wild	nonf	bull	ANIM	ACTIVE	S	0
91	catch	main	pobre1+pobre2	HUM	OLD	A	zero
			bull	ANIM	PS	P	0
92	leave	main	pobre1+pobre2	HUM	PS	S	zero
93	be.told	main	uncle	HUM	OLD	S _{sp}	np
94	say	main	uncle	HUM	PS	S _{sp}	np
95	say	main	uncle	HUM	PS	S _{sp}	np
96	say	main	uncle	HUM	PS	S _{sp}	0
97	say	main	pobre1+pobre2	HUM	OLD	S _{sp}	np
98	say	nonf	pobre1+pobre2	HUM	PS	S _{sp}	pro
99	be.told	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
100	made.to.enter	main	pobre1+pobre2	HUM	PS	S	zero
			house	INAN.N	OLD	OBL	np

101	be.given.food	main	pobre1+pobre2	HUM	PS	S	zero
102	be.lavished	main	pobre1+pobre2	HUM	PS	S	zero
103	be.lavished	main	pobre1+pobre2	HUM	PS	S	np
104	eat	nonf	pobre1+pobre2	HUM	PS	S	pro
105	be.given.food	nonf	pobre1+pobre2	HUM	PS	S	pro
106	be.told	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
107	be.brought	main	pobre1+pobre2	HUM	PS	S	zero
108	say	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
109	say	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
110	know	nonf	pobre1+pobre2	HUM	PS	S	pro
111	ask	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
112	ask	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
113	arrive	main	pobre1+pobre2	HUM	PS	S	zero
			oak	INAN.N	NEW	OBL	np
114	say	main	pobre1+pobre2	HUM	PS	S _{sp}	zero
115	pray	nonf	pobre1+pobre2	HUM	PS	S	pro
116	descend.sound	main	axe	INAN.P	NEW	S _{sp}	poss
117	sound	main	axe	INAN.P	PS	S	np
118	descend	main	axe	INAN.P	PS	S	0
119	cut.down	main	pobre1+pobre2	HUM	OLD	A	zero
			oak	INAN.N	OLD	P	np
120	cut.down	main	pobre1+pobre2	HUM	PS	A	np
			oak	INAN.N	ACTIVE	P	np
121	be.given.tasks	main	pobre1+pobre2	HUM	PS	S	zero
122	get.married	main	pobre1+pobre2	HUM	PS	S	zero
123	hand.over	main	uncle	HUM	OLD	A	np
			wifes	HUM	NEW	P	np
124	give	main	uncle	HUM	PS	A	0
			wifes	HUM	ACTIVE	T	np
			pobre1+pobre2	HUM	OLD	R	np
125	become.rich	nonf	pobre1+pobre2	HUM	ACTIVE	S	0
126	become.rich	nonf	pobre1+pobre2	HUM	PS	S	0
1	do.machitun	nonf	youngman	HUM	NEW	A	np
			sick	HUM	NEW	P	np
2	be.brought	main	machi	HUM	NEW	S	np
3	go.bring	main	machi	HUM	PS	A	np
			medicine	INAN.N	NEW	P	np
4	be	main	smallstone	INAN.N	NEW	S	np
			bigstone	INAN.N	NEW	OBL	np
5	be.on.top	main	smallstone	INAN.N	PS	S	0
6	be.called.pilpil	main	smallstone	INAN.N	PS	S	np
7	be.medicine.for.sick	nonf	smallstone	INAN.N	PS	S	np
8	go	main	helpers	HUM	NEW	S	np
9	go	main	helpers	HUM	PS	S	np
10	be	main	mangkian	HUM	NEW	S	np
11	say	main	mangkian	HUM	PS	S _{sp}	0
12	look.at	main	mangkian	HUM	PS	A	0

			smallstone	INAN.N	OLD	P	0
13	pass	main	helpers+mangkian	HUM	OLD	S	zero
14	return	nonf	mangkian	HUM	ACTIVE	S	0
15	say	main	mangkian	HUM	PS	S _{sp}	0
16	say	main	mangkian	HUM	PS	S _{sp}	0
17	pass	main	helpers	HUM	OLD	S	np
18	get.stuck	main	foot1+foot2	INAN.N	NEW	S	np
19	lift	nonf	mangkian	HUM	OLD	A	0
			foot1+foot2	INAN.N	PS	P	np
20	get.out	main	mangkian	HUM	PS	A	0
			foot1+foot2	INAN.N	ACTIVE	P	np
21	get.out	main	mangkian	HUM	PS	A	0
			foot1	INAN.N	ACTIVE	P	np
22	get.out	main	mangkian	HUM	PS	A	0
			foot2	INAN.N	OLD	P	np
23	be.trapped	main	mangkian	HUM	PS	S	0
24	grab	main	mangkian	HUM	PS	A	0
			chorrillo	INAN.P	NEW	P	np
25	be.grabbed	nonf	mangkian	HUM	PS	S	0
26	be.prayed.for	main	mangkian	HUM	PS	S	0
27	be.burnt.for	main	mangkian	HUM	PS	A	0
			sheep	ANIM	NEW	T	np
28	be.eaten.for	main	mangkian	HUM	PS	A	0
			sheep	ANIM	ACTIVE	T	np
29	be.given	main	mangkian	HUM	PS	A	0
			roastedflour	INAN.N	NEW	T	np
30	tell	main	mangkian	HUM	PS	A _{sp}	0
			family	HUM	NEW	P _{sp}	np
31	tell	main	mangkian	HUM	PS	A _{sp}	np
			family	HUM	ACTIVE	P _{sp}	np
32	leave	main	mangkian	HUM	PS	S	0
33	transform.to.stone	main	mangkian	HUM	PS	S	0
34	transform.to.stone	main	mangkian	HUM	PS	S	0
35	transform.to.stone	nonf	mangkian	HUM	PS	S	0
36	run	main	sea	INAN.N	NEW	S	np
37	exit	main	sea	INAN.N	PS	S	np
38	stay	main	sea	INAN.N	PS	S	np
39	be.called.mangkian	main	mangkian	INAN.N	OLD	S	np
40	be	nonf	mangkian	INAN.N	PS	S	np
			sea	INAN.N	OLD	OBL	np
1	be	main	brothers	HUM	NEW	S	np
2	have	main	richman	HUM	NEW	A	np
			harvest	INAN.N	NEW	P	np
3	have	main	richman	HUM	PS	A	0
			allwheat	INAN.N	NEW	P	np
4	go.search.work	main	old	HUM	NEW	S	np
			richman	HUM	PS	OBL	np

5	hear	nonf	old	HUM	PS	A	0
	be	nonf	work	INAN.N	NEW	S	np
6	arrive	main	old	HUM	PS	S	0
7	ask.for	main	old	HUM	PS	A	0
			work	INAN.N	OLD	P	np
8	be.told	main	old	HUM	PS	S _{sp}	0
9	say	main	old	HUM	PS	S _{sp}	0
10	be.told	main	old	HUM	PS	S _{sp}	0
11	eat	main	old	HUM	PS	S	0
12	work	nonf	old	HUM	PS	S	0
13	eat	nonf	old	HUM	PS	S	0
14	work	main	old	HUM	PS	S	0
15	work	main	old	HUM	PS	S	0
16	work	main	old	HUM	PS	S	0
17	fear	main	old	HUM	PS	A	0
			work	INAN.N	OLD	P	np
18	finish	main	old	HUM	PS	A	0
			work	INAN.N	ACTIVE	P	np
			harvest	INAN.N	OLD	OBL	np
19	become.fed.up	main	old	HUM	PS	S	0
20	leave	main	old	HUM	PS	S	0
21	ask	main	old	HUM	PS	A _{sp}	0
			middle+young	HUM	OLD	P _{sp}	np
22	say	main	old	HUM	PS	S _{sp}	0
23	say	main	middle	HUM	NEW	S _{sp}	np
24	go	main	middle	HUM	PS	S	0
			richman	HUM	OLD	OBL	np
25	ask.for	main	middle	HUM	PS	A	0
			richman	HUM	ACTIVE	R	0
			work	INAN.N	OLD	T	np
26	accept	main	middle	HUM	PS	A	0
			richman	HUM	ACTIVE	P	np
27	say	main	richman	HUM	ACTIVE	S _{sp}	0
28	say	main	richman	HUM	PS	S _{sp}	0
29	say	main	middle	HUM	OLD	S _{sp}	np
30	be.told	main	middle	HUM	PS	S _{sp}	0
31	eat	main	middle	HUM	PS	S	0
32	eat	nonf	middle	HUM	PS	S	0
33	go.work	main	middle	HUM	PS	S	0
34	bring	main	middle	HUM	PS	A	0
			richman	HUM	OLD	P	np
			allwheat	INAN.N	OLD	OBL	np
35	get.measured	main	middle	HUM	PS	A	0
			middlewheat	INAN.N	NEW	P	np
36	work	main	middle	HUM	PS	S	0
37	work	main	middle	HUM	PS	S	0

38	say	main	middle	HUM	PS	S _{sp}	0
39	say	main	middle	HUM	PS	S _{sp}	0
40	say	main	middle	HUM	PS	S _{sp}	0
41	work.hard	main	middle	HUM	PS	S	0
42	believe	nonf	middle	HUM	PS	S	poss
43	look.at	main	middle	HUM	PS	A	0
			work	INAN.N	OLD	P	np
44	see	main	middle	HUM	PS	S	0
45	progress	main	middle	HUM	PS	S	0
46	work	main	middle	HUM	PS	S	0
47	look.at	main	middle	HUM	PS	A	0
			work	INAN.N	OLD	P	np
48	progress	main	middle	HUM	PS	S	0
49	become.bored	main	middle	HUM	PS	S	0
50	know	main	middle	HUM	PS	S	0
	progress	nonf	middle	HUM	PS	A	poss
			work	INAN.N	OLD	P	np
51	progress	nonf	middle	HUM	PS	S	poss
52	say	main	middle	HUM	PS	S _{sp}	0
53	give.up	main	middle	HUM	PS	S	0
54	say	main	middle	HUM	PS	S _{sp}	0
55	say	main	middle	HUM	PS	S _{sp}	0
56	go	nonf	middle	HUM	PS	S	0
57	ask	main	middle	HUM	PS	A	0
			old+young	HUM	OLD	P	np
58	say	main	middle	HUM	PS	S _{sp}	0
59	be.foolish	main	young	HUM	NEW	S	np
60	work	main	young	HUM	PS	S	0
61	know.how.to.work	main	young	HUM	PS	S	0
62	say	main	young	HUM	PS	S _{sp}	np
63	laugh	main	old+middle	HUM	OLD	S	np
64	be.told	main	young	HUM	ACTIVE	S _{sp}	0
65	go	main	young	HUM	PS	S	0
66	enter	main	young	HUM	PS	S	0
			house	INAN.N	NEW	OBL	np
67	buy	main	young	HUM	PS	A	0
			food	INAN.N	NEW	P	np
68	bring	main	young	HUM	PS	A	0
			food	INAN.N	ACTIVE	P	np
69	go	main	young	HUM	PS	S	0
70	arrive	main	young	HUM	PS	S	0
			richman	HUM	OLD	OBL	np
71	ask.for	main	young	HUM	PS	A	0
			work	INAN.N	OLD	P	np
72	be.given	main	young	HUM	PS	A	0
			work	INAN.N	ACTIVE	T	0

73	be.told	main	young	HUM	PS	S _{sp}	0
74	say	main	young	HUM	PS	S _{sp}	0
75	say	main	young	HUM	PS	S _{sp}	0
76	have	main	richman	HUM	OLD	A	np
			daughters	HUM	NEW	P	np
77	know	main	young	HUM	OLD	A	np
	have	nonf	daughters	HUM	PS	A	np
			fortune	ABS	NEW	P	np
78	want	main	young	HUM	PS	A	0
			youngfood	INAN.N	NEW	P	np
79	be.told	main	young	HUM	PS	S _{sp}	0
80	put	main	young	HUM	PS	A	0
			food	INAN.N	OLD	P	np
			corners	INAN.N	NEW	OBL	np
81	bring	main	young	HUM	PS	A	0
			daughter	HUM	NEW	R	np
			youngfood	INAN.N	OLD	T	np
1	tend	main	man1+man2	HUM	NEW	S	np
			sheep	ANIM	NEW	OBL	np
2	be.poor	main	man1+man2	HUM	PS	S	np
3	be.fed.up	nonf	man1+man2	HUM	PS	S	0
4	go	main	man1+man2	HUM	PS	S	zero
			tar.well	INAN.N	NEW	OBL	np
5	be.thrown	main	man1	HUM	ACTIVE	S	np
			tar.well	INAN.N	ACTIVE	OBL	np
6	exit	main	man1	HUM	PS	S	0
7	ride	main	man1	HUM	PS	A	0
			horse1	ANIM	NEW	P	np
8	wear	main	man1	HUM	PS	A	0
			horse.stuff	INAN.N	NEW	P	np
9	say	main	man2	HUM	OLD	S _{sp}	np
10	be.thrown.in	main	man1	HUM	OLD	S	np
11	bring.out	main	man1	HUM	PS	A	0
			more.horse.stuff	INAN.N	NEW	P	np
12	converse	main	man1+man2	HUM	OLD	S _{sp}	zero
13	arrive	main	man1+man2	HUM	PS	S	zero
			wives	HUM	NEW	OBL	np
14	arrive	main	man1+man2	HUM	PS	S	zero
			wives	HUM	ACTIVE	OBL	np
15	tell	main	man1+man2	HUM	PS	A _{sp}	zero
			wives	HUM	ACTIVE	P _{sp}	np
16	like	main	man1+man2	HUM	PS	A	zero
			wives	HUM	ACTIVE	P	np
17	accommodate.self	main	man1+man2	HUM	PS	S	zero
18	fear	main	wives	HUM	OLD	A	zero
			father	HUM	NEW	P	np
19	dream	main	father	HUM	ACTIVE	S	np

20	say	main	dream	ABS	NEW	S _{sp}	np
21	consider.as.son	main	father	HUM	OLD	A	0
			fox	HUM	NEW	P	np
22	say	main	father	HUM	PS	S _{sp}	np
23	be.told	main	fox	HUM	OLD	S _{sp}	np
24	be.sent	main	fox	HUM	PS	S	np
25	say	main	fox	HUM	PS	S _{sp}	np
26	sing	main	fox	HUM	PS	S _{sp}	np
27	sing	nonf	fox	HUM	PS	S	0
28	arrive	main	fox	HUM	PS	S	0
			wifehouse	INAN.N	NEW	OBL	np
29	place.oneself	main	fox	HUM	PS	S	0
30	ask	main	fox	HUM	PS	A	0
			wives	HUM	OLD	P	np
31	get.angry	main	wives	HUM	ACTIVE	S	np
32	say	main	wives	HUM	PS	S _{sp}	np
33	be.told	main	fox	HUM	OLD	S	np
34	get.down	main	fox	HUM	PS	S	np
35	enter	main	fox	HUM	PS	S	0
			wifehouse	INAN.N	OLD	OBL	np
36	have	main	wives	HUM	OLD	A	np
			man1+man2	HUM	OLD	P	np
37	get.angry	main	fox	HUM	OLD	S	np
			wives	HUM	PS	OBL	np
38	inform	main	fox	HUM	PS	S	0
39	be.sent	main	fox	HUM	PS	S	0
40	say	main	father	HUM	OLD	S _{sp}	np
41	worry	main	wives	HUM	OLD	S	np
42	say	main	wives	HUM	PS	S _{sp}	zero
43	go	main	man1+man2	HUM	OLD	S	0
44	arrive	main	man1+man2	HUM	PS	S	0
			tree	INAN.N	NEW	OBL	np
45	call	main	man1+man2	HUM	PS	A	zero
			rain	INAN.P	NEW	P	np
46	descend	main	rain	INAN.P	ACTIVE	S	np
47	be.drenched	main	tree	INAN.N	OLD	S	np
48	call	main	man1+man2	HUM	OLD	A	0
			spiritaxe	INAN.P	NEW	P	np
49	descend	main	spiritaxe	INAN.P	ACTIVE	S	np
50	sound	main	spiritaxe	INAN.P	PS	S	0
51	descend	main	spiritaxe	INAN.P	PS	S	0
52	cut.down	main	man1+man2	HUM	OLD	A	0
			tree	INAN.N	OLD	P	np
53	be.on.fire	main	tree	INAN.N	ACTIVE	S	0
54	be.informed	main	fox	HUM	OLD	S	np
55	be.told	main	father	HUM	OLD	S	np
56	be.delivered	main	fox	HUM	OLD	A	np

			tree	INAN.N	OLD	T	np
57	inform	main	fox	HUM	PS	S	0
			father	HUM	OLD	OBL	np
58	be.with	main	man1+man2	HUM	OLD	S	np
			wives	HUM	OLD	OBL	np
59	worry	main	wives	HUM	ACTIVE	S	np
60	be.told	main	man1+man2	HUM	OLD	S	np
61	say	main	man1+man2	HUM	PS	S _{sp}	np
62	call	main	man1+man2	HUM	PS	A	zero
			rain	INAN.P	OLD	P	np
63	call	main	man1+man2	HUM	PS	A	zero
			snow	INAN.P	NEW	P	np
64	water	main	man1+man2	HUM	PS	A	zero
			stone	INAN.N	NEW	P	np
65	undermine	main	man1+man2	HUM	PS	A	0
			stone	INAN.N	ACTIVE	P	0
66	flip.over	main	man1+man2	HUM	PS	A	0
			stone	INAN.N	ACTIVE	P	np
67	be.delivered	main	fox	HUM	OLD	A	np
			work	INAN.N	NEW	T	np
68	come	main	man1+man2	HUM	OLD	S	0
			wifehouse	INAN.N	OLD	OBL	np
69	arrive	main	man1+man2	HUM	PS	S	0
			wives	HUM	OLD	OBL	np
70	deliver	nonf	fox	HUM	OLD	A	np
			work	INAN.N	OLD	T	np
			father	HUM	OLD	R	0
71	get.angry	main	father	HUM	ACTIVE	S	np
72	say	main	father	HUM	PS	S _{sp}	np
73	be.angry	main	father	HUM	PS	S	0
			wives	HUM	OLD	OBL	np
74	be.given	main	fox	HUM	OLD	A	np
			task	INAN.N	NEW	T	np
75	be.told	main	fox	HUM	PS	S	0
76	be.given	nonf	man1+man2	HUM	OLD	A	np
			task	INAN.N	OLD	T	np
77	say	main	man1+man2	HUM	PS	S _{sp}	0
78	worry	main	wives	HUM	OLD	S	np
79	say	main	man1+man2	HUM	OLD	S _{sp}	np
80	go	main	man1+man2	HUM	PS	S	zero
81	watch	main	man1	HUM	ACTIVE	S	np
82	go	main	man2	HUM	OLD	S	np
83	hold	main	man2	HUM	PS	A	0
			knife	INAN.N	NEW	P	np
84	approach	main	man2	HUM	PS	A	0
			guanaco	ANIM	NEW	P	np
85	see	main	man2	HUM	PS	A	0

			guanaco	ANIM	ACTIVE	P	0
86	swallow	main	man2	HUM	PS	A	0
			guanaco	ANIM	ACTIVE	P	0
87	be	main	man2	HUM	PS	S	0
			stomach	INAN.N	NEW	OBL	np
88	cut	main	man2	HUM	PS	A	0
			heart	INAN.N	NEW	T	np
			guanaco	ANIM	OLD	R	np
89	turn	main	guanaco	ANIM	ACTIVE	S	np
90	die	main	guanaco	ANIM	PS	S	np
91	go	main	man1	HUM	OLD	S	np
92	enter	main	man1	HUM	PS	S	0
			guanaco	ANIM	OLD	OBL	np
93	cut.up	main	man1	HUM	PS	A	0
			guanaco	ANIM	ACTIVE	P	np
94	extract.from	main	man1	HUM	PS	A	0
			stomach	INAN.N	OLD	T	np
			guanaco	ANIM	ACTIVE	R	0
95	exit	main	man2	HUM	OLD	S	np
96	cut.up	main	man1+man2	HUM	OLD	A	zero
			guanaco	ANIM	OLD	P	np
97	load	main	man1+man2	HUM	PS	A	0
			meat	INAN.N	NEW	P	np
98	arrive	main	man1+man2	HUM	PS	S	zero
			wifehouse	INAN.N	OLD	OBL	np
99	call	main	man1+man2	HUM	PS	A	zero
			wives	HUM	OLD	P	np
100	tell	main	man1+man2	HUM	PS	A	zero
			wives	HUM	ACTIVE	P	0
101	exit	main	wives	HUM	ACTIVE	S	np
102	call	main	man1+man2	HUM	OLD	A	zero
			wives	HUM	PS	P	np
103	become.fed.up	nonf	man1+man2	HUM	PS	S	pro
104	get.down	main	man1+man2	HUM	PS	S	zero
105	get.down	main	man1+man2	HUM	PS	S	zero
106	enter	main	man1+man2	HUM	PS	S	zero
			door	INAN.N	NEW	OBL	np
107	sit	main	wives	HUM	OLD	S	np
108	see	main	man1+man2	HUM	OLD	S	np
109	grieve	main	man1+man2	HUM	PS	S	np
110	utter	main	man1+man2	HUM	PS	A	zero
			curse	INAN.N	NEW	P	np
111	grieve	main	animals	HUM	NEW	S	np
112	offer.daughter	main	animals	HUM	PS	S	np
113	offer	main	fox2	HUM	ACTIVE	A	np
			foxdaughter	HUM	NEW	P	np
114	be.told	main	man1+man2	HUM	OLD	S _{sp}	np

115	tell	main	man1+man2 fox2	HUM HUM	PS OLD	A _{sp} P _{sp}	0 np
116	accept	main	man1+man2	HUM	PS	S	np
117	say	main	man1+man2	HUM	PS	S _{sp}	zero
118	offer	main	puma.f pumadaughter	HUM HUM	OLD NEW	A P	np np
119	be.told	main	puma.f	HUM	PS	S _{sp}	0
120	be.brought	main	pumadaughter	HUM	OLD	S	np
121	be.despised	main	pumadaughter	HUM	PS	S	0
122	say	main	dove	HUM	NEW	S _{sp}	np
123	say	main	swallow	HUM	NEW	S _{sp}	np
124	say	main	man1+man2	HUM	OLD	S _{sp}	zero
125	bring	main	swallow swallowdaughter	HUM HUM	OLD NEW	A P	np np
126	say	main	lapwing	HUM	NEW	S _{sp}	np
127	bring	main	lapwing lapwingdaughter	HUM HUM	PS NEW	A P	0 0
128	be.satisfied	main	man1+man2 state.of.feet	HUM ABS	OLD NEW	S OBL	0 np
129	be.despised	main	lapwingdaughter	HUM	ACTIVE	S	0
130	be.accepted	main	lapwingdaughter	HUM	PS	S	0
131	be.criticized	main	lapwingdaughter	HUM	PS	S	np
132	bring	main	ibis ibisdaughter	HUM HUM	NEW NEW	A P	np np
133	say	main	ibisdaughter	HUM	ACTIVE	S _{sp}	0
134	grieve	main	birds	HUM	OLD	S	np
135	say	main	thrush	HUM	NEW	S _{sp}	np
136	bring	main	thrush thrushdaughter	HUM HUM	PS NEW	A P	0 np
137	be.accepted	main	thrushdaughter	HUM	ACTIVE	S	np
138	say	main	carancho	HUM	NEW	S _{sp}	np
139	say	main	man1	HUM	OLD	S _{sp}	0
140	say	main	diucafinch	HUM	NEW	S _{sp}	np
141	be.told	main	diucafinch	HUM	PS	S _{sp}	0
142	be.accepted	main	diucadaughter	HUM	NEW	S	0
143	be.told	main	diucafinch	HUM	OLD	S _{sp}	0
144	be.told	main	diucafinch	HUM	PS	S _{sp}	0
145	say	main	goldfinch	HUM	NEW	S _{sp}	np
146	be.told	main	goldfinch	HUM	PS	S _{sp}	0
147	bring	main	goldfinch golddaughter	HUM HUM	PS NEW	A P	0 np
148	say	main	tonton	HUM	NEW	S _{sp}	np
149	be.told	main	tonton	HUM	PS	S _{sp}	0
150	be.told	main	tonton	HUM	PS	S _{sp}	0
151	make.appear	nonf	tonton tontondaughter	HUM HUM	PS NEW	A P	0 np

152	be.feared	main	tontondaughter	HUM	ACTIVE	S	np
153	say	main	parakeet	HUM	NEW	S _{sp}	np
154	be.told	main	parakeet	HUM	PS	S _{sp}	0
155	bring	main	parakeet	HUM	PS	A	0
			parakeetdaughter	HUM	NEW	P	np
156	bring	nonf	parakeet	HUM	PS	A	0
			parakeetdaughter	HUM	ACTIVE	P	np
157	be.open	main	daughterbeak	INAN.N	NEW	S	np
158	say	main	man1	HUM	OLD	S _{sp}	0
159	grieve	main	birds	HUM	OLD	S	np
160	say	main	trawatrava	HUM	NEW	S _{sp}	np
161	be.told	main	trawatrava	HUM	PS	S _{sp}	0
162	bring	main	trawatrava	HUM	PS	A	0
			trawatravadaughter	HUM	NEW	P	np
163	say	main	thrush2	HUM	NEW	S _{sp}	np
164	be.told	main	thrush2	HUM	PS	S _{sp}	0
165	be.seen	main	thrush2daughter	HUM	NEW	S	0
166	be.despised	main	thrush2daughter	HUM	PS	S	0
167	say	main	vulture	HUM	NEW	S _{sp}	np
168	be.told	main	vulture	HUM	PS	S _{sp}	0
169	arrive	nonf	vulturedaughter	HUM	NEW	S	np
170	make.sound	main	vulturedaughter	HUM	PS	S	0
171	say	main	vulturedaughter	HUM	PS	S _{sp}	0
172	be.criticized	main	vulturedaughter	HUM	PS	S	0
173	say	main	kageduck	HUM	NEW	S _{sp}	np
174	be.told	main	kageduck	HUM	PS	S _{sp}	0
175	bring	main	kageduck	HUM	PS	A	0
			kagedaughter	HUM	NEW	P	np
176	be.liked	main	kagedaughter	HUM	ACTIVE	S	0
177	be.despised	main	kagedaughter	HUM	PS	S	0
178	say	main	man1	HUM	OLD	S _{sp}	0
179	say	main	gull	HUM	NEW	S _{sp}	np
180	bring	main	gull	HUM	PS	A	0
			gulldaughter	HUM	NEW	P	np
181	be.liked	main	gulldaughter	HUM	ACTIVE	S	0
182	go.to.stand	main	gulldaughter	HUM	PS	S	np
183	stand	main	gulldaughter	HUM	PS	S	0
			man1hand	INAN.N	NEW	OBL	np
184	be.accepted	main	gulldaughter	HUM	PS	S	np
185	be.accepted	main	gulldaughter	HUM	PS	S	0
			man1hand	INAN.N	OLD	OBL	np
186	say	main	gulldaughter	HUM	PS	S _{sp}	0
187	be.despised	main	gulldaughter	HUM	PS	S	0
188	say	main	kestrel	HUM	NEW	S _{sp}	np
189	bring	main	kestrel	HUM	PS	A	0
			kestreldaughter	HUM	NEW	P	np
190	put	nonf	kestrel	HUM	PS	A	0

			kestreldaughter	HUM	ACTIVE	P	0
191	say	main	kestreldaughter	HUM	ACTIVE	S _{sp}	np
192	be.criticized	main	kestreldaughter	HUM	PS	S	0
193	say	main	partridge	HUM	NEW	S _{sp}	np
194	be.told	main	partridge	HUM	PS	S _{sp}	np
195	make.stand	main	partridge	HUM	PS	A	0
			partridgedaughter	HUM	NEW	P	np
196	receive	nonf	man1+man2	HUM	OLD	A	np
			partridgedaughter	HUM	ACTIVE	P	np
197	rise	main	partridgedaughter	HUM	ACTIVE	S	0
198	run	main	partridgedaughter	HUM	PS	S	0
199	fly	main	partridgedaughter	HUM	PS	S	0
200	say	main	man1+man2	HUM	OLD	S _{sp}	0
201	say	main	albatros	HUM	NEW	S _{sp}	np
202	be.told	main	albatros	HUM	PS	S _{sp}	0
203	bring	main	albatros	HUM	PS	A	0
			albatrosdaughter	HUM	NEW	P	np
204	be.told	main	albatros	HUM	PS	S _{sp}	0
205	say	main	blackheron	HUM	NEW	S _{sp}	np
206	hand.over	nonf	blackheron	HUM	PS	A	0
			herondaughter	HUM	NEW	P	np
207	be.despised	main	herondaughter	HUM	ACTIVE	S	0
208	say	main	man1	HUM	OLD	S _{sp}	0
209	come	main	otherworldler	HUM	NEW	S	np
210	call	main	man1+man2	HUM	OLD	A	zero
			otherworldler	HUM	PS	P	0
211	exit	main	otherworldler	HUM	ACTIVE	S	np
212	say	main	otherworldler	HUM	PS	S _{sp}	0
213	go	main	man1+man2	HUM	OLD	S	zero
214	exit	main	man1+man2	HUM	PS	S	zero
215	be.told	main	otherworldler	HUM	OLD	S _{sp}	np
216	say	main	man1	HUM	OLD	S _{sp}	0
217	say	main	man1	HUM	PS	S _{sp}	0
218	be.without.woman	main	man1+man2	HUM	OLD	S	0
219	see.no.women	main	man1+man2	HUM	PS	A	0
220	make.do	main	man1+man2	HUM	PS	S	0
1	have	nonf	father	HUM	NEW	A	np
			pedro+pablo	HUM	NEW	P	np
2	be.raised	main	pablo	HUM	ACTIVE	S	np
3	say	main	pedro	HUM	OLD	S _{sp}	np
4	say	main	pedro	HUM	PS	S _{sp}	0
5	say	main	pedro	HUM	PS	S _{sp}	0
6	receive.permission	main	pedro	HUM	PS	S	0
7	accompany.eachother	main	pedro+pablo	HUM	OLD	S	np
8	arrive	main	pedro+pablo	HUM	PS	S	zero
			bruja	HUM	NEW	OBL	np
9	be.greeted	main	pedro+pablo	HUM	PS	S	zero

10	say	main	pedro	HUM	ACTIVE	S _{sp}	np
11	be.told	main	pedro	HUM	PS	S _{sp}	0
12	say	main	pedro	HUM	PS	S _{sp}	0
13	be.told	main	pedro	HUM	PS	S _{sp}	0
14	climb.off	main	pedro	HUM	PS	S	0
15	have	main	bruja	HUM	OLD	A	0
			daughters	HUM	NEW	P	np
16	be.told	main	filomena	HUM	ACTIVE	S _{sp}	0
17	say	main	bruja	HUM	OLD	S _{sp}	np
18	say	main	bruja	HUM	PS	S _{sp}	0
19	rejoice	main	bruja	HUM	PS	S	np
20	tell	main	bruja	HUM	PS	A _{sp}	0
			filomena	HUM	OLD	P _{sp}	np
21	go	main	bruja	HUM	PS	S	np
			bedroom	INAN.N	NEW	OBL	np
22	make.bed	main	filomena	HUM	OLD	S	np
23	say	main	pedro+pablo	HUM	OLD	S _{sp}	np
24	say	main	bruja	HUM	OLD	S _{sp}	np
25	be.told	main	pedro	HUM	OLD	S _{sp}	0
26	say	main	pedro	HUM	PS	S _{sp}	np
27	shout	main	pedro	HUM	PS	S _{sp}	0
28	be.told	main	pedro	HUM	PS	S _{sp}	0
29	say	main	pedro	HUM	PS	S _{sp}	np
30	say	main	bruja	HUM	OLD	S _{sp}	np
31	be.given	main	pedro	HUM	OLD	A	0
			chicken	ANIM	NEW	T	np
32	take	main	pedro	HUM	PS	A	0
			chicken	ANIM	ACTIVE	P	np
33	tell	main	pedro	HUM	PS	A _{sp}	0
			pablo	HUM	OLD	P _{sp}	np
34	shout	main	bruja	HUM	OLD	S _{sp}	np
35	say	main	bruja	HUM	PS	S _{sp}	0
36	walk.around	main	bruja	HUM	PS	S	np
37	be.told	main	filomena	HUM	OLD	S _{sp}	np
38	be.given	main	pedro	HUM	OLD	A	np
			knife	INAN.N	NEW	T	0
39	accept	main	pedro	HUM	PS	S	np
40	be.told	main	pablo	HUM	OLD	S _{sp}	np
41	shout	main	bruja	HUM	OLD	S _{sp}	np
42	say	main	pedro	HUM	OLD	S _{sp}	np
43	be.told	main	pedro	HUM	PS	S _{sp}	np
44	say	main	pedro	HUM	PS	S _{sp}	0
45	say	main	pedro	HUM	PS	S _{sp}	0
46	be.told	main	filomena	HUM	OLD	S _{sp}	np
47	be.given	main	pedro	HUM	OLD	A	0
			needle	INAN.N	NEW	T	0
48	be.given	nonf	pedro	HUM	PS	A	0

			needle	INAN.N	ACTIVE	T	0
49	be.given	main	pablo	HUM	OLD	A	np
			needle	INAN.N	ACTIVE	T	0
50	be.told	main	pablo	HUM	PS	S _{sp}	np
51	say	main	pedro	HUM	OLD	S _{sp}	np
52	say	main	bruja	HUM	OLD	S _{sp}	0
53	say	main	bruja	HUM	PS	S _{sp}	0
54	be.given	main	pedro	HUM	OLD	A	0
			mirror	INAN.N	NEW	T	np
55	accept	main	pedro	HUM	PS	S	np
56	be.told	main	pablo	HUM	OLD	S _{sp}	np
57	go.to.bed	main	filomena	HUM	OLD	S	np
58	say	main	pedro	HUM	OLD	S _{sp}	np
59	be.told	main	pablo	HUM	OLD	S _{sp}	np
60	go.put	main	pablo	HUM	PS	A	np
			blankets	INAN.N	NEW	P	np
61	cover	main	pablo	HUM	PS	A	0
			daughters	HUM	OLD	P	np
			blankets	INAN.N	ACTIVE	OBL	np
62	be.told	main	pablo	HUM	PS	S _{sp}	np
63	bring	main	pablo	HUM	PS	A	np
			coats	INAN.N	NEW	P	0
64	say	main	pedro+pablo	HUM	OLD	S _{sp}	zero
65	say	main	pedro	HUM	ACTIVE	S _{sp}	np
66	shout	main	bruja	HUM	OLD	S _{sp}	np
67	say	main	pedro+pablo	HUM	OLD	S _{sp}	zero
68	shout	main	bruja	HUM	OLD	S _{sp}	np
69	say	main	bruja	HUM	PS	S _{sp}	0
70	say	main	bruja	HUM	PS	S _{sp}	0
71	say	main	bruja	HUM	PS	S _{sp}	0
72	say	main	bruja	HUM	PS	S _{sp}	0
73	shout	main	bruja	HUM	PS	S _{sp}	np
74	say	main	bruja	HUM	PS	S _{sp}	0
75	answer	main	pedro	HUM	OLD	S	np
76	say	main	bruja	HUM	OLD	S _{sp}	0
77	say	main	bruja	HUM	PS	S _{sp}	0
78	answer	main	pedro	HUM	OLD	S	np
79	say	main	bruja	HUM	OLD	S _{sp}	0
80	go.sharpen	main	bruja	HUM	PS	A	0
			brujaknife	INAN.N	NEW	P	np
81	shout	main	bruja	HUM	PS	S _{sp}	0
82	answer	main	pedro	HUM	OLD	S	np
83	feel	main	bruja	HUM	OLD	A	0
			brujaknife	INAN.N	OLD	P	np
84	make.pass	main	bruja	HUM	PS	A	0
			brujaknife	INAN.N	ACTIVE	P	0
			brujahand	INAN.N	NEW	OBL	np

85	say	main	bruja	HUM	PS	S _{sp}	0
86	do.thus	main	bruja	HUM	PS	S	0
87	go	main	bruja kitchen	HUM INAN.N	PS NEW	S OBL	0 np
88	feel	main	bruja pedro+pablo	HUM HUM	PS OLD	A P	0 0
89	be.told	main	pedro+pablo	HUM	ACTIVE	S _{sp}	np
90	go	main	bruja daughters	HUM HUM	OLD OLD	S OBL	0 np
91	lift	main	bruja blankets daughters	HUM INAN.N HUM	PS OLD ACTIVE	A T R	0 np 0
92	expose	main	bruja daughters daughtersnecks	HUM HUM INAN.N	PS ACTIVE NEW	A R T	0 0 np
93	cut	main	bruja daughtersnecks	HUM INAN.N	PS ACTIVE	A P	0 np
94	kill	main	bruja daughters	HUM HUM	PS OLD	A P	0 np
95	say	main	pedro	HUM	OLD	S _{sp}	np
96	bring	main	pablo brotherhorse	HUM INAN.N	OLD NEW	A P	np np
97	climb.up	main	pedro+pablo	HUM	OLD	S	zero
98	say	main	pedro	HUM	ACTIVE	S _{sp}	0
99	say	main	bruja	HUM	OLD	S _{sp}	np
100	say	main	bruja	HUM	PS	S _{sp}	0
101	feel	main	bruja filomena	HUM HUM	PS OLD	A P	0 0
102	join	main	bruja blood filomena	HUM INAN.N HUM	PS NEW ACTIVE	A T R	0 np 0
103	say	main	bruja	HUM	PS	S _{sp}	np
104	go	main	bruja	HUM	PS	S	0
105	follow	main	bruja pedro	HUM HUM	PS OLD	A P	0 np
106	say	main	bruja	HUM	PS	S _{sp}	np
107	say	main	bruja	HUM	PS	S _{sp}	0
108	look.back	main	pedro	HUM	OLD	S	np
109	be.reached	main	pedro+pablo	HUM	OLD	S	np
110	say	main	pedro	HUM	ACTIVE	S _{sp}	0
111	see	main	bruja chicken	HUM ANIM	OLD OLD	A P	0 np
112	treat.as	main	bruja chicken	HUM ANIM	PS ACTIVE	A P	0 0
113	play.with	main	bruja chicken	HUM ANIM	PS ACTIVE	A P	0 np

114	be.delayed	main	bruja	HUM	PS	S	np
115	play.with	nonf	bruja chicken	HUM ANIM	PS OLD	A P	poss np
116	go	main	pedro+pablo	HUM	OLD	S	zero
117	go	main	bruja	HUM	OLD	S	np
118	play.with	nonf	bruja chicken	HUM ANIM	PS OLD	A P	0 np
119	become.turkey	main	bruja	HUM	PS	S	0
120	say	main	bruja	HUM	PS	S _{sp}	0
121	look.back	main	pedro	HUM	OLD	S	np
122	say	main	pablo	HUM	OLD	S _{sp}	np
123	turn.into.stone	main	knife	INAN.N	OLD	S	np
124	pass	main	bruja	HUM	OLD	S	0
125	pass	main	bruja	HUM	PS	S	0
126	tire	main	bruja	HUM	PS	S	0
127	say	main	bruja	HUM	PS	S _{sp}	0
128	say	main	bruja	HUM	PS	S _{sp}	0
129	turn.into.dove	main	bruja	HUM	PS	S	0
130	go	main	bruja	HUM	PS	S	0
131	follow	main	bruja pedro	HUM HUM	PS OLD	A P	0 np
132	look.back	main	pedro	HUM	ACTIVE	S	np
133	say	main	pedro	HUM	PS	S _{sp}	np
134	say	main	pablo	HUM	OLD	S _{sp}	np
135	say	main	pablo	HUM	PS	S _{sp}	np
136	be.thrown	main	needle	INAN.N	OLD	S	np
137	turn.into.blackberry.bush	main	needle	INAN.N	PS	S	0
138	pass	main	bruja bush	HUM INAN.N	OLD NEW	S OBL	np np
139	pass	main	bruja	HUM	PS	S	0
140	tire	main	bruja	HUM	PS	S	0
141	say	main	bruja	HUM	PS	S _{sp}	0
142	say	main	bruja	HUM	PS	S _{sp}	0
143	say	main	bruja	HUM	PS	S _{sp}	0
144	go	main	bruja	HUM	PS	S	0
145	gallop	main	bruja	HUM	PS	S	0
146	look.back	main	pedro	HUM	OLD	S	np
147	be.told	main	pablo	HUM	OLD	S _{sp}	np
148	be.thrown	main	comb	INAN.N	NEW	S	0
149	turn.into.swamp	main	comb	INAN.N	PS	S	np
150	be.bogged.down	main	bruja	HUM	OLD	S	np
151	say	main	bruja	HUM	PS	S _{sp}	np
152	sit.down	main	bruja	HUM	PS	S	0
153	turn.into.chimango	main	bruja	HUM	PS	S	0
154	look.back	main	pedro	HUM	OLD	S	np
155	be.thrown	main	mirror	INAN.N	OLD	S	0

156	turn.into.fog	main	mirror	INAN.N	PS	S	0
157	pass	main	bruja	HUM	OLD	S	np
158	flap	main	bruja	HUM	PS	S	0
159	find.way	main	bruja	HUM	PS	S	0
160	stray	main	bruja	HUM	PS	S	0
161	flap	nonf	bruja	HUM	PS	S	poss
162	arrive	main	bruja	HUM	PS	S	0
			brujahouse	INAN.N	NEW	OBL	np
163	fly.back	main	bruja	HUM	PS	S	0
164	arrive	main	bruja	HUM	PS	S	0
			brujahouse	INAN.N	NEW	OBL	np
165	say	main	pedro	HUM	OLD	S _{sp}	np
166	meet	main	pedro	HUM	PS	A	np
			random.man	HUM	NEW	P	np
167	be.told	main	pedro	HUM	PS	S _{sp}	np
168	say	main	pedro	HUM	PS	S _{sp}	np
169	be.told	main	pedro	HUM	PS	S _{sp}	np
170	be.told	main	random.man	HUM	OLD	S _{sp}	np
171	be.told	main	pedro	HUM	OLD	S _{sp}	np
172	be.told	main	pedro	HUM	PS	S _{sp}	np
173	say	main	pedro	HUM	PS	S _{sp}	0
174	be.told	main	pedro	HUM	PS	S _{sp}	0
175	grab	main	pedro	HUM	PS	A	0
			bull	ANIM	NEW	P	0
			pedrohand	INAN.N	NEW	OBL	np
176	grab	main	pedro	HUM	PS	A	0
			bull	ANIM	ACTIVE	R	0
			horns	INAN.N	NEW	T	np
			pedrohand	INAN.N	ACTIVE	OBL	np
177	be.told	main	pablo	HUM	OLD	S _{sp}	np
178	get	main	pablo	HUM	PS	A	np
			rope	INAN.N	NEW	P	0
179	bring	main	pablo	HUM	PS	A	0
			rope	INAN.N	ACTIVE	P	0
180	resist	main	bull	ANIM	OLD	S	0
181	bring	main	pedro	HUM	OLD	A	0
			bull	ANIM	PS	P	0
			ownerhouse	INAN.N	NEW	OBL	np
182	say	main	owner	HUM	OLD	S _{sp}	np
183	bring	main	pedro	HUM	OLD	A	0
			bull	ANIM	OLD	P	np
184	be.admired	main	pedro	HUM	PS	S	0
185	enter	main	owner	HUM	OLD	S	np
			cows	ANIM	NEW	OBL	np
186	be.content	main	owner	HUM	PS	S	0
187	rejoice	main	owner	HUM	PS	S	0

188	rejoice	nonf	owner	HUM	PS	S	0
189	go.look.at	main	owner	HUM	PS	A	0
			cows	ANIM	OLD	P	np
190	come	main	pedro	HUM	OLD	S	np
			brotherhouse	INAN.N	NEW	OBL	np
191	tell	main	pedro	HUM	PS	A _{sp}	np
			mother	HUM	NEW	P _{sp}	np
192	say	main	pedro	HUM	PS	S _{sp}	np
193	tell	main	pedro	HUM	PS	A _{sp}	np
			mother	HUM	OLD	P _{sp}	np
194	be.killed	main	bull	ANIM	OLD	S	0
195	consist.of	main	bull	ANIM	PS	A	0
			fat	INAN.N	NEW	P	np
196	not.be	main	meat	INAN.N	NEW	S	np
197	process.to.jerky	main	pedro	HUM	OLD	A	np
			fat	INAN.N	OLD	P	np
198	put.to.dry	main	pedro	HUM	PS	A	0
			fat	INAN.N	ACTIVE	P	np
			stick	INAN.N	NEW	OBL	np
199	tell	main	pedro	HUM	PS	A _{sp}	np
			mother	HUM	OLD	P _{sp}	np
200	return.from.stroll	main	pedro	HUM	PS	S	0
201	see	main	pedro	HUM	PS	A	0
			fat	INAN.N	OLD	P	np
202	melt	main	fat	INAN.N	ACTIVE	S	np
			sun	INAN.P	NEW	OBL	np
203	grieve	main	pedro	HUM	OLD	S	np
204	say	main	pedro	HUM	PS	S _{sp}	0
205	say	main	pedro	HUM	PS	S _{sp}	0
206	be.taken.prisoner	main	sun	INAN.P	OLD	S	np
207	die	main	animals	ANIM	NEW	S	np
208	find	main	animals	ANIM	PS	A	0
			food	INAN.N	NEW	P	np
209	die	main	animals	ANIM	PS	S	0
210	die	main	people	HUM	NEW	S	np
211	be.known	main	pedros.having.sun	ABS	OLD	S	np
	have	nonf	pedro	HUM	OLD	A	np
			sun	INAN.P	OLD	P	np
212	be.poor	main	pedro	HUM	PS	S	np
213	be.told	main	pedro	HUM	PS	S _{sp}	np
214	be.told	main	pedro	HUM	PS	S _{sp}	0
215	be.paid	main	pedro	HUM	PS	S	np
216	give	main	pedro	HUM	PS	A	0
			people	HUM	OLD	R	np
			pedroanimals	ANIM	NEW	T	np
217	give	main	pedro	HUM	PS	A	0
			people	HUM	ACTIVE	R	0

			pedroanimals	ANIM	ACTIVE	T	np
218	give	main	pedro	HUM	PS	A	0
			pobres	HUM	NEW	R	np
			poorchicken	ANIM	NEW	T	np
219	release	main	pedro	HUM	OLD	A	np
			sun	INAN.P	OLD	P	np
220	say	main	pedro	HUM	PS	S _{sp}	np
221	show.oneself	main	sun	INAN.P	OLD	S	0
222	be.like.self	main	sun	INAN.P	PS	S	np
			shame	ABS	NEW	OBL	np
223	show.oneself	main	sun	INAN.P	PS	S	0
224	live	main	animals	ANIM	OLD	S	np
225	live	main	people	HUM	OLD	S	np
226	eat	main	people+animals	HUM	OLD	S	0
227	find	main	people+animals	HUM	PS	A	0
			food	INAN.N	OLD	P	np
228	take	main	pedro	HUM	OLD	A	np
			pedroanimals	ANIM	OLD	P	np
229	tell	main	pedro	HUM	PS	A _{sp}	np
			mother	HUM	OLD	P _{sp}	np
230	deliver	main	pedro	HUM	PS	A	0
			pedroanimals	ANIM	OLD	P	np
			mother	HUM	ACTIVE	OBL	np
231	go.up	main	pedro	HUM	PS	S	np
232	stand.up	main	pedro	HUM	PS	S	0
			tip.of.tree	INAN.N	NEW	OBL	np
233	be.seen	main	pedro	HUM	PS	S	0
234	disappear.from.view	main	pedro	HUM	PS	S	0
235	be.seen	main	pedro	HUM	PS	S	0
236	disappear	main	pedro	HUM	PS	S	0
1	have	main	bruja	HUM	NEW	A	np
			sons	HUM	NEW	P	np
2	race	main	bruja	HUM	PS	S	np
			brujos	HUM	NEW	OBL	np
3	be.defeated	main	bruja	HUM	PS	S	0
4	be.defeated	nonf	bruja	HUM	PS	S	0
5	pay	main	bruja	HUM	PS	A	0
			oneson	HUM	NEW	P	np
6	be.won.from	main	bruja	HUM	PS	A	0
			sons	HUM	OLD	T	np
7	die	main	sons	HUM	ACTIVE	S	np
8	grieve	main	bruja	HUM	OLD	S	np
9	have	main	bruja	HUM	PS	A	0
			lastson	HUM	NEW	P	np
10	race	main	bruja	HUM	PS	S	0
11	bet	main	bruja	HUM	PS	A	0
			lastson	HUM	OLD	P	np

12	be.won.from	main	bruja lastson	HUM HUM	PS ACTIVE	A T	0 0
13	become.sick	main	lastson	HUM	ACTIVE	S	np
14	go.away	main	bruja	HUM	OLD	S	np
15	spend.night	main	bruja	HUM	PS	S	0
16	tell	main	bruja lastson	HUM HUM	PS OLD	A _{sp} P _{sp}	0 0
17	bring	main	bruja lastson lastsonfood	HUM HUM INAN.N	PS ACTIVE NEW	A R T	0 0 np
18	go.search	main	bruja medicine	HUM INAN.N	PS NEW	A P	np np
19	put	nonf	bruja sonstuff cave	HUM INAN.N INAN.N	PS NEW NEW	A P OBL	0 np np
20	become.sicker	main	lastson	HUM	OLD	S	np
21	become.thinner	main	lastson	HUM	PS	S	0
22	arrive	nonf	bruja	HUM	OLD	S	np
23	pity	main	lastson bruja	HUM HUM	PS ACTIVE	A P	0 0
24	tell	main	lastson bruja	HUM HUM	PS ACTIVE	A _{sp} P _{sp}	0 0
25	go.out.to	main	bruja cave	HUM INAN.N	ACTIVE OLD	S OBL	np np
26	arrive	main	house friend	INAN.N HUM	NEW NEW	OBL S	np np
27	arrive	nonf	friend	HUM	PS	S	0
28	ask	main	friend lastson	HUM HUM	PS OLD	A _{sp} P _{sp}	0 np
29	say	main	lastson	HUM	ACTIVE	S _{sp}	np
30	say	main	friend	HUM	OLD	S _{sp}	np
31	say	main	friend	HUM	PS	S _{sp}	np
32	say	main	friend	HUM	PS	S _{sp}	np
33	go	main	lastson+friend	HUM	OLD	S	zero
34	arrive	main	lastson+friend hill	HUM INAN.N	PS NEW	S OBL	zero np
35	arrive	nonf	lastson+friend	HUM	PS	S	pro
36	exit	main	vultures	ANIM	NEW	S	np
37	bark.at	main	lastson+friend vultures	HUM ANIM	OLD PS	A P	zero 0
38	be.guard.dogs	main	vultures cave	ANIM INAN.N	ACTIVE OLD	S OBL	np np
39	tell	main	friend vultures	HUM ANIM	OLD PS	A _{sp} P _{sp}	np 0
40	bring	main	friend lastson	HUM HUM	PS OLD	A P	0 np

			poncho	INAN.N	NEW	OBL	np
41	take.to	main	friend	HUM	PS	A	0
			lastson	HUM	ACTIVE	P	0
			door	INAN.N	NEW	OBL	np
42	tell	main	friend	HUM	PS	A _{sp}	0
			lastson	HUM	ACTIVE	P _{sp}	0
43	be	main	brujos	HUM	OLD	S	np
44	dance	main	bruja	HUM	OLD	S	np
45	be.surprised	main	lastson	HUM	OLD	S	0
46	see	nonf	lastson	HUM	PS	A	0
	do	nonf	bruja	HUM	OLD	P	np
47	fall	main	bruja	HUM	ACTIVE	S	np
48	tell	main	bruja	HUM	PS	A _{sp}	0
			chief	HUM	NEW	P _{sp}	np
49	tell	main	friend	HUM	OLD	A _{sp}	np
			lastson	HUM	OLD	P _{sp}	np
50	enter	main	friend	HUM	PS	S	np
51	pretend.to.warm.up	main	friend	HUM	PS	S	0
52	cut.down	main	friend	HUM	PS	A	0
			sonstuff	INAN.N	OLD	P	np
53	exit	main	lastson+friend	HUM	OLD	S	zero
54	arrive	main	lastson+friend	HUM	PS	S	zero
			river	INAN.N	NEW	OBL	np
55	tell	main	friend	HUM	ACTIVE	A _{sp}	0
			lastson	HUM	ACTIVE	P _{sp}	np
56	leave	main	lastson+friend	HUM	ACTIVE	S	zero
57	eat	main	lastson+friend	HUM	PS	S	zero
58	leave	main	friend	HUM	ACTIVE	S	np
			friendhouse	INAN.N	NEW	OBL	np
59	tell	nonf	friend	HUM	PS	A _{sp}	0
			lastson	HUM	OLD	P _{sp}	np
60	become.strong	main	lastson	HUM	ACTIVE	S	np
61	be.sick	main	lastson	HUM	PS	S	0
62	say	main	lastson	HUM	PS	S _{sp}	0
63	kill	main	lastson	HUM	PS	A	0
			bruja	HUM	OLD	P	np
			axe	INAN.N	NEW	OBL	np
64	sleep	nonf	bruja	HUM	ACTIVE	S	0
65	do.this	nonf	lastson	HUM	PS	S	0
66	set.on.fire	main	lastson	HUM	PS	A	0
			house	INAN.N	OLD	P	np
67	do.this	main	lastson	HUM	PS	S	0
68	call	main	lastson	HUM	PS	A	0
			neighbours	HUM	NEW	P	np
69	arrive	nonf	neighbours	HUM	ACTIVE	S	pro
70	cry.to	main	lastson	HUM	PS	A	0
			neighbours	HUM	ACTIVE	P	0

71	tell	main	lastson neighbours	HUM HUM	PS ACTIVE	A _{sp} P _{sp}	0 pro
1	be	main	heron	HUM	NEW	S	np
2	see	main	heron man	HUM HUM	PS NEW	A P	0 np
3	be.told	main	heron	HUM	PS	S _{sp}	np
4	be.asked	main	frost	HUM	NEW	S _{sp}	np
5	be.asked	main	sun	HUM	NEW	S _{sp}	np
6	be.told	main	sun	HUM	PS	S _{sp}	np
7	say	main	sun	HUM	PS	S _{sp}	0
8	be.asked	main	cloud	HUM	NEW	S _{sp}	np
9	say	main	cloud	HUM	PS	S _{sp}	np
10	be.asked	main	northwind	HUM	NEW	S _{sp}	np
11	be.told	main	northwind	HUM	PS	S _{sp}	np
12	say	main	northwind	HUM	PS	S _{sp}	0
13	be.asked	main	southwind	HUM	NEW	S _{sp}	np
14	say	main	southwind	HUM	PS	S _{sp}	np
15	be.told	main	house	HUM	NEW	S _{sp}	np
16	say	main	house	HUM	PS	S _{sp}	0
17	be.told	main	mouse	HUM	NEW	S _{sp}	np
18	say	main	mouse	HUM	PS	S _{sp}	0
19	be.told	main	cat	HUM	NEW	S _{sp}	np
20	say	main	cat	HUM	PS	S _{sp}	0
21	be.told	main	splinter	HUM	NEW	S _{sp}	np
22	say	main	splinter	HUM	PS	S _{sp}	0
23	be.told	main	fire	HUM	NEW	S _{sp}	np
24	say	main	fire	HUM	PS	S _{sp}	0
25	be.told	main	water	HUM	NEW	S _{sp}	np
26	say	main	water	HUM	PS	S _{sp}	0
27	be.told	main	ox	HUM	NEW	S _{sp}	np
28	say	main	ox	HUM	PS	S _{sp}	0
29	be.told	main	knife	HUM	NEW	S _{sp}	np
30	say	main	knife	HUM	PS	S _{sp}	0
31	be.told	main	whetstone	HUM	NEW	S _{sp}	np
32	say	main	whetstone	HUM	PS	S _{sp}	0
1	disappear	main	girl	HUM	NEW	S	np
2	walk	nonf	girl sea	HUM INAN.N	PS NEW	S OBL	0 np
3	exit.to.search	main	family+neighbours	HUM	NEW	S	np
4	see	main	family+neighbours girl	HUM HUM	PS OLD	A P	zero np
5	say	main	family+neighbours	HUM	PS	S _{sp}	zero
6	stop.searching	main	family+neighbours girl	HUM HUM	PS OLD	A P	zero 0
7	be.sad	main	mother	HUM	OLD	S	np
8	be.alone	main	mother	HUM	PS	S	np

			girlhouse	INAN.N	NEW	OBL	np
9	arrive	main	girl	HUM	OLD	S	np
			girlhouse	INAN.N	ACTIVE	OBL	np
10	be.long.haired	main	girl	HUM	PS	S	0
11	reach	main	girlhair	INAN.N	NEW	S	np
			girlfeet	INAN.N	NEW	OBL	np
12	be.scared	main	mother	HUM	OLD	S	np
13	see	nonf	mother	HUM	PS	A	0
			girl	HUM	OLD	P	np
14	tell	main	mother	HUM	PS	P _{sp}	0
			girl	HUM	ACTIVE	A _{sp}	0
15	tell	main	mother	HUM	ACTIVE	A _{sp}	np
			girl	HUM	PS	P _{sp}	0
16	say	main	girl	HUM	ACTIVE	S _{sp}	np
17	tell	main	mother	HUM	OLD	P _{sp}	0
			girl	HUM	PS	A _{sp}	0
18	tell	nonf	girl	HUM	PS	A _{sp}	0
			mother	HUM	ACTIVE	P _{sp}	np
19	tell	main	girl	HUM	PS	A _{sp}	0
			mother	HUM	ACTIVE	P _{sp}	0
20	say.goodbye	main	girl	HUM	PS	A	0
			mother	HUM	ACTIVE	P	np
21	cry	main	girl+mother	HUM	ACTIVE	S	zero
22	leave	main	girl	HUM	ACTIVE	S	0
23	enter	main	girl	HUM	PS	A	0
			sea	INAN.N	OLD	P	np
24	make.known	main	mother	HUM	OLD	A	np
			people	HUM	NEW	P	np
	live	nonf	girl	HUM	OLD	S	np
	marry	nonf	girl	HUM	ACTIVE	A	0
			sumpoll	HUM	NEW	P	np
25	make.known	main	mother	HUM	PS	A	0
			people	HUM	ACTIVE	P	np
26	wait	main	people	HUM	ACTIVE	S	np
			sea	INAN.N	OLD	OBL	np
27	exit	main	whirlwind	INAN.P	NEW	S	np
			sea	INAN.N	ACTIVE	OBL	np
28	arrive	main	whirlwind	INAN.P	PS	S	0
			beach	INAN.N	NEW	OBL	np
29	spew.out	main	whirlwind	INAN.P	PS	A	0
			fish	ANIM	NEW	P	np
30	gather	main	people	HUM	OLD	S	zero
1	be	main	father	HUM	NEW	S	np
2	send	main	father	HUM	PS	A	0
			mother	HUM	NEW	P	np
3	go.gather.wood	main	father	HUM	PS	S	0
4	search	main	father	HUM	PS	A	0

			firewood	INAN.N	NEW	P	np
5	go	nonf	father	HUM	PS	S	0
6	hear	main	father	HUM	PS	A	0
	cry	nonf	pedro	HUM	NEW	S	np
7	stand.up	main	father	HUM	PS	S	0
8	say	main	father	HUM	PS	S _{sp}	0
9	go	main	father	HUM	PS	S	0
10	hear	main	father	HUM	PS	A	0
	cry	nonf	pedro	HUM	OLD	S	np
11	say	nonf	pedro	HUM	ACTIVE	S _{sp}	0
12	go	nonf	father	HUM	OLD	S	np
13	hear	main	father	HUM	PS	A	0
	cry	nonf	pedro	HUM	OLD	S	np
14	stand.up.to.hear	main	father	HUM	PS	S	0
15	stand.up	main	trunk	INAN.N	NEW	OBL	np
			father	HUM	PS	S	np
16	cry	main	pedro	HUM	OLD	S	np
17	know	main	father	HUM	OLD	A	0
	cry	nonf	pedro	HUM	PS	S	np
18	lie	main	pedro	HUM	ACTIVE	S	np
19	call	main	father	HUM	OLD	A	np
			mother	HUM	OLD	P	np
20	tell	main	father	HUM	PS	A _{sp}	0
			mother	HUM	ACTIVE	P _{sp}	0
21	say	main	father	HUM	PS	S _{sp}	0
22	rejoice	nonf	father	HUM	PS	S	0
23	call	main	father	HUM	PS	A	0
			mother	HUM	OLD	P	np
24	tell	main	father	HUM	PS	A _{sp}	0
			mother	HUM	ACTIVE	P _{sp}	np
25	arrive	main	mother	HUM	ACTIVE	S	np
26	bend.over.to.extract	main	father	HUM	OLD	S	np
27	rip	main	fatherpants	INAN.N	NEW	S	np
28	extract	main	father	HUM	OLD	A	0
			pedro	HUM	OLD	P	np
29	cradle	nonf	mother	HUM	OLD	A	0
			pedro	HUM	ACTIVE	P	np
30	rip	main	motherpollera	INAN.N	NEW	S	np
31	say	main	mother	HUM	ACTIVE	S _{sp}	np
32	say	main	father	HUM	OLD	S _{sp}	np
33	say	main	mother	HUM	OLD	S _{sp}	np
34	go	main	mother	HUM	PS	S	np
35	go	main	mother	HUM	PS	S	0
			pedrohouse	INAN.N	NEW	OBL	np
36	go	main	father+mother	HUM	OLD	S	np
37	bring	main	father	HUM	ACTIVE	A	np
			firewood	INAN.N	OLD	P	np

38	arrive	nonf	father+mother pedrohouse	HUM INAN.N	OLD OLD	S OBL	pro np
39	cry	main	pedro	HUM	OLD	S	np
40	say	main	father+mother	HUM	OLD	S _{sp}	np
41	say	main	father	HUM	ACTIVE	S _{sp}	np
42	say	main	mother	HUM	OLD	S _{sp}	np
43	say	main	mother	HUM	PS	S _{sp}	np
44	go	main	father	HUM	OLD	S	np
45	bring	main	father milk	HUM INAN.N	PS NEW	A P	0 np
46	arrive	nonf	father pedrohouse	HUM INAN.N	PS OLD	S OBL	0 np
47	give	main	father mother milk	HUM HUM INAN.N	PS OLD OLD	A R T	np np 0
48	give	main	mother pedro milk	HUM HUM INAN.N	ACTIVE OLD ACTIVE	A R T	np np 0
49	drink.half	main	pedro milk	HUM INAN.N	ACTIVE ACTIVE	A P	np np
50	be.silent	main	pedro	HUM	PS	S	0
51	cry	main	pedro	HUM	PS	S	0
52	be.given	main	pedro milk	HUM INAN.N	PS OLD	A T	0 np
53	drink	main	pedro milk	HUM INAN.N	PS ACTIVE	A P	0 np
54	be.sent	main	father	HUM	OLD	S	np
55	arrive	main	father cheesery	HUM INAN.N	PS NEW	S OBL	0 np
56	bring	main	father milk2	HUM INAN.N	PS NEW	A P	0 np
57	give	main	father mother greenbeans	HUM HUM INAN.N	PS OLD NEW	A R T	0 np np
58	bring	main	father milk2 pedrohouse	HUM INAN.N INAN.N	PS OLD OLD	A P OBL	0 np np
59	cry	main	pedro	HUM	OLD	S	np
60	be.given	main	pedro milk2	HUM INAN.N	PS OLD	A T	0 np
61	drink	main	pedro milk2	HUM INAN.N	PS ACTIVE	A P	0 np
62	drink	nonf	pedro milk2	HUM INAN.N	PS ACTIVE	A P	0 np
63	cry	main	pedro	HUM	PS	S	0
64	be.given	main	pedro milk2	HUM INAN.N	PS OLD	A T	0 np

65	drink	main	pedro milk2	HUM INAN.N	PS ACTIVE	A P	0 np
66	rest	main	pedro	HUM	PS	S	0
67	rest	main	pedro	HUM	PS	S	0
68	speak	main	pedro	HUM	PS	S	np
69	say	main	pedro	HUM	PS	S _{sp}	0
70	tell	main	mother father	HUM HUM	OLD OLD	A _{sp} P _{sp}	np np
71	tell	main	mother father	HUM HUM	PS ACTIVE	A _{sp} P _{sp}	np np
72	bring	main	father bread	HUM INAN.N	ACTIVE NEW	A P	np np
73	bring	main	father bread	HUM INAN.N	PS ACTIVE	A P	0 np
74	be.given	main	pedro bread	HUM INAN.N	OLD ACTIVE	A T	np 0
75	eat	main	father+mother	HUM	OLD	S	np
76	care.for	main	father+mother	HUM	PS	A	zero
	live	nonf	pedro	HUM	OLD	S	np
77	speak	main	pedro	HUM	ACTIVE	S	np
78	say	main	pedro	HUM	PS	S _{sp}	0
79	go	main	father butcher's	HUM INAN.N	OLD NEW	S OBL	0 np
80	be.told	main	father	HUM	PS	S _{sp}	0
81	be.given	main	father meat	HUM INAN.N	PS NEW	A T	0 np
82	bring	main	father pedrohouse meat	HUM INAN.N INAN.N	PS OLD ACTIVE	A OBL P	0 np np
83	be.made.for	main	meat pedro pot	INAN.N HUM INAN.N	ACTIVE OLD NEW	T A OBL	np np np
84	be.halfed	main	meat	INAN.N	ACTIVE	S	np
85	be.cooked	main	meat pot	INAN.N INAN.N	PS OLD	S OBL	np np
86	grow	main	pedro	HUM	OLD	S	np
87	walk	main	pedro	HUM	PS	S	0
88	eat	main	pedro meat	HUM INAN.N	PS OLD	A P	0 np
89	wake.up	main	pedro	HUM	PS	S	np
90	be.cooked	main	meat	INAN.N	OLD	S	np
91	eat	main	pedro meat	HUM INAN.N	OLD PS	A P	0 np
92	be.man	main	pedro	HUM	PS	S	np
93	speak.well	main	pedro	HUM	PS	S	np
94	tell	main	pedro	HUM	PS	A _{sp}	0

			mother	HUM	OLD	P _{sp}	np
95	tell	main	pedro	HUM	PS	A _{sp}	0
			mother	HUM	ACTIVE	P _{sp}	np
96	tell	main	pedro	HUM	PS	A _{sp}	0
			mother	HUM	ACTIVE	P _{sp}	0
97	say	main	pedro	HUM	PS	S _{sp}	0
98	cry	main	father+mother	HUM	OLD	S	np
99	say	main	father+mother	HUM	PS	S _{sp}	np
100	tell	main	pedro	HUM	OLD	A _{sp}	np
			father+mother	HUM	PS	P _{sp}	np
101	be.told	main	pedro	HUM	PS	S _{sp}	0
102	say	main	father+mother	HUM	OLD	S _{sp}	np
103	exit	main	pedro	HUM	OLD	S	np
104	exit	nonf	pedro	HUM	PS	S	0
105	look.at	main	pedro	HUM	PS	S	0
			path1	INAN.N	NEW	OBL	np
106	see	main	pedro	HUM	PS	S	np
107	stand.there	main	pedrohorse	HUM	NEW	S	np
108	be.saddled	main	pedrohorse	HUM	PS	S	0
109	be.rolled	main	pedrolasso	INAN.N	NEW	S	np
110	be.complete	main	horsestuff	INAN.N	OLD	S	np
			pedrohorse	HUM	OLD	OBL	np
111	climb.up	main	pedrohorse	HUM	ACTIVE	P	np
			pedro	HUM	OLD	A	np
112	arrive	main	pedro	HUM	PS	S	0
			pedrohouse	INAN.N	OLD	OBL	np
113	rejoice	main	father+mother	HUM	OLD	S	np
114	say	main	pedro	HUM	OLD	S _{sp}	np
115	tell	main	pedro	HUM	PS	A _{sp}	0
			father+mother	HUM	OLD	P _{sp}	np
116	go	main	pedro	HUM	PS	S	0
117	go	nonf	pedro	HUM	PS	S	0
			path	INAN.N	NEW	OBL	np
118	see	main	pedro	HUM	PS	A	0
			pablo	HUM	NEW	P	np
119	be.on.horse	main	pablo	HUM	ACTIVE	S	0
120	play	main	pablo	HUM	PS	A	0
			pablohorse	HUM	ACTIVE	P	0
121	make.jump.around	main	pablo	HUM	PS	A	0
			pablohorse	HUM	ACTIVE	P	np
122	say	main	pedro	HUM	OLD	S _{sp}	np
123	say	main	pedro	HUM	PS	S _{sp}	np
124	say	main	pablo	HUM	OLD	S _{sp}	np
125	be.told	main	pablo	HUM	PS	S _{sp}	np
126	tell	main	pablo	HUM	PS	A _{sp}	0
			pedro	HUM	OLD	P _{sp}	np
127	say	main	pablo	HUM	PS	S _{sp}	0

128	say	main	pablo	HUM	PS	S _{sp}	np
129	say	main	pedro	HUM	OLD	S _{sp}	np
130	be.told	main	pedro	HUM	PS	S _{sp}	np
131	say	main	pedro	HUM	PS	S _{sp}	np
132	be.told	main	pablo	HUM	OLD	S _{sp}	np
133	say	main	pablo	HUM	PS	S _{sp}	0
134	say	main	pedro+pablo	HUM	OLD	S _{sp}	zero
135	go	main	pedro+pablo	HUM	PS	S	zero
136	go	main	pedro+pablo	HUM	PS	S	zero
137	go	main	pedro+pablo desert	HUM INAN.N	PS NEW	S OBL	zero np
138	rest	main	pedro+pablo	HUM	OLD	S	zero
139	saddle.up	main	pedro+pablo	HUM	PS	S	zero
140	go	main	pedro+pablo	HUM	PS	S	zero
141	spend.night	main	pedro+pablo desert	HUM INAN.N	PS OLD	S OBL	zero np
142	go	main	pedro+pablo	HUM	PS	S	zero
143	have	main	pedro+pablo food route	HUM INAN.N INAN.N	PS NEW NEW	A P OBL	zero np np
144	go	main	pedro+pablo	HUM	PS	S	zero
145	arrive	main	pedro+pablo brujahouse	HUM INAN.N	PS NEW	S OBL	zero np
146	be	main	women	HUM	NEW	S	np
147	stand.before	main	pedro+pablo brujahouse	HUM INAN.N	OLD OLD	S OBL	zero np
148	say	main	pedro	HUM	ACTIVE	S _{sp}	np
149	say	main	bruja	HUM	NEW	S _{sp}	np
150	say	main	pedro	HUM	OLD	S _{sp}	np
151	say	main	bruja	HUM	OLD	S _{sp}	np
152	climb.down	main	pedro+pablo	HUM	OLD	S	zero
153	say	main	bruja	HUM	OLD	S _{sp}	np
154	say	main	bruja	HUM	PS	S _{sp}	0
155	speak.to	main	bruja negrita+rojita	HUM HUM	PS NEW	A P	np np
156	tell	main	bruja negrita+rojita	HUM HUM	PS ACTIVE	A _{sp} P _{sp}	0 np
157	notice	main	pedro+pablo	HUM	OLD	A	np
158	tell	main	bruja pedro	HUM HUM	OLD ACTIVE	A _{sp} P _{sp}	np np
159	reply	main	pedro	HUM	ACTIVE	S _{sp}	np
160	say	main	bruja	HUM	OLD	S _{sp}	np
161	say	main	bruja	HUM	PS	S _{sp}	0
162	say	main	pedro	HUM	OLD	S _{sp}	np
163	say	main	bruja	HUM	OLD	S _{sp}	np
164	say	main	bruja	HUM	PS	S _{sp}	0

165	say	main	bruja	HUM	PS	S _{sp}	0
166	say	main	pedro	HUM	OLD	S _{sp}	np
167	be.taken	main	brujachicken	ANIM	NEW	S	np
168	be.prepared	main	brujachicken	INAN.N	PS	S	0
169	be.prepared.with.rice.for	main	pedro+pablo brujachicken	HUM INAN.N	OLD PS	A T	zero 0
170	be.put.on.table.for	main	pedro+pablo brujachicken brujatable	HUM INAN.N INAN.N	PS ACTIVE NEW	A T OBL	zero 0 np
171	eat	main	pedro+pablo	HUM	PS	S	zero
172	pretend.to.eat	main	pedro+pablo	HUM	PS	S	zero
173	eat	main	pedro+pablo brujachicken	HUM INAN.N	PS OLD	A P	zero np
174	hide	main	pedro+pablo brujachicken	HUM ANIM	PS ACTIVE	A P	zero np
175	hide	main	pedro+pablo rice	HUM INAN.N	PS NEW	A P	zero np
176	say	main	bruja	HUM	OLD	S _{sp}	np
177	say	main	pedro	HUM	OLD	S _{sp}	np
178	lie.down	main	bruja	HUM	OLD	S	np
179	be.prepared	main	pedro+pablo sleeping.place	HUM INAN.N	OLD NEW	A T	np np
180	prepare.bed	main	negrita+rojita pedro+pablo	HUM HUM	OLD PS	S OBL	np poss
181	be.called	main	negrita	HUM	ACTIVE	S	np
182	be.called	main	rojita	HUM	ACTIVE	S	np
183	lie.down	main	pedro+pablo	HUM	OLD	S	np
184	say	main	bruja	HUM	OLD	S _{sp}	np
185	answer	main	pedro	HUM	OLD	S _{sp}	np
186	say	main	bruja	HUM	OLD	S _{sp}	np
187	say	main	pedro	HUM	OLD	S _{sp}	np
188	say	main	bruja	HUM	OLD	S _{sp}	np
189	say	main	pedro	HUM	OLD	S _{sp}	np
190	be.given	main	pedro needle	HUM INAN.N	PS NEW	A T	0 np
191	say	main	pedro	HUM	PS	S _{sp}	np
192	tell	main	negrita bruja	HUM HUM	OLD OLD	P _{sp} A _{sp}	np np
193	say	main	bruja	HUM	PS	S _{sp}	np
194	say	main	pedro	HUM	OLD	S _{sp}	np
195	be.told	main	negrita	HUM	OLD	S _{sp}	np
196	tell	main	negrita bruja	HUM HUM	PS OLD	A _{sp} P _{sp}	0 np
197	be.given	main	pedro+pablo mirror+comb	HUM INAN.N	OLD NEW	A T	zero 0
198	ask	main	bruja	HUM	OLD	S	np
199	ask	main	bruja	HUM	PS	A	0

			pedro+pablo	HUM	OLD	P	np
200	say	main	pedro	HUM	ACTIVE	S _{sp}	np
201	sound.like.sleeping	main	pedrovoice	INAN.N	NEW	S	np
202	speak	main	bruja	HUM	OLD	S _{sp}	np
203	say	main	pedro	HUM	OLD	S _{sp}	np
204	be.hear	main	pedrovoice	INAN.N	OLD	S	np
205	speak	main	pedro	HUM	OLD	S	0
206	say	main	bruja	HUM	OLD	S _{sp}	np
207	tell	main	pedro	HUM	OLD	A _{sp}	np
			pablo	HUM	OLD	P _{sp}	np
208	whisper	main	pedro+pablo	HUM	ACTIVE	S	zero
209	keep	main	pedro+pablo	HUM	PS	A	zero
			brujastuff	INAN.N	OLD	P	np
210	get.up	main	bruja	HUM	OLD	S	np
211	sharpen	main	bruja	HUM	PS	A	0
			sword	INAN.N	NEW	P	np
212	have	main	bruja	HUM	PS	A	0
			sword	INAN.N	ACTIVE	P	np
213	sharpen	nonf	bruja	HUM	PS	A	0
			sword	INAN.N	ACTIVE	P	np
214	lie.down	main	bruja	HUM	PS	S	0
215	get.up	main	bruja	HUM	PS	S	0
216	exit	main	bruja	HUM	PS	S	0
217	look.at	main	bruja	HUM	PS	A	0
			negrita+rojita	HUM	OLD	P	np
218	go	main	bruja	HUM	PS	S	0
			pedro+pablo	HUM	OLD	OBL	np
219	feel	main	bruja	HUM	PS	A	0
			pedro+pablo	HUM	ACTIVE	P	0
220	say	main	bruja	HUM	PS	S _{sp}	np
221	recognize	main	bruja	HUM	PS	A	0
			pedro+pablo	HUM	OLD	P	np
222	arrive	main	bruja	HUM	PS	S	0
223	sleep	nonf	negrita+rojita	HUM	OLD	S	np
224	feel	main	bruja	HUM	PS	A	0
			negrita+rojita	HUM	ACTIVE	P	0
225	feel	nonf	bruja	HUM	PS	A	0
			blankets	INAN.N	NEW	P	np
226	say	main	bruja	HUM	PS	S _{sp}	0
227	take.for	main	bruja	HUM	PS	A	0
			pedro+pablo	HUM	OLD	T	np
			negrita+rojita	HUM	OLD	R	np
228	cut.off	main	bruja	HUM	PS	A	0
			negrita+rojita	HUM	ACTIVE	R	np
			heads	INAN.N	NEW	T	np
229	mistake	nonf	bruja	HUM	PS	A	0
			negrita+rojita	HUM	ACTIVE	P	0

230	decapitate	main	bruja	HUM	PS	A	0
			negrita+rojita	HUM	ACTIVE	P	0
231	put.in	main	bruja	HUM	PS	A	0
			blood	INAN.N	NEW	P	np
			bloodpan	INAN.N	NEW	OBL	np
232	lie.down	main	bruja	HUM	PS	S	np
233	get.up	main	pedro+pablo	HUM	OLD	S	np
234	saddle.up	main	pedro+pablo	HUM	PS	S	zero
235	go	main	pedro+pablo	HUM	PS	S	zero
236	follow	main	pedro+pablo	HUM	PS	A	zero
			route	INAN.N	OLD	P	np
237	go	main	pedro+pablo	HUM	PS	S	zero
238	get.up	main	bruja	HUM	OLD	S	np
239	lie.in.bed	main	bruja	HUM	PS	S	0
240	call	main	bruja	HUM	PS	A	0
			negrita+rojita	HUM	OLD	P	np
241	be.answered	main	bruja	HUM	PS	S	0
242	fall.asleep	main	bruja	HUM	PS	S	np
243	wake.up	main	bruja	HUM	PS	S	np
244	say	main	bruja	HUM	PS	S _{sp}	0
245	be.answered	main	bruja	HUM	PS	S	0
246	get.up	main	bruja	HUM	PS	S	np
247	go	main	bruja	HUM	PS	S	0
248	arrive	main	bruja	HUM	PS	S	0
			negrita+rojita	HUM	OLD	OBL	np
249	lie	main	heads	INAN.N	OLD	S	np
250	get.angry	main	bruja	HUM	OLD	S	0
251	jump.around	main	bruja	HUM	PS	S	0
252	bang.floor	main	bruja	HUM	PS	S	np
253	know.down	main	bruja	HUM	PS	S	0
254	join	main	bruja	HUM	PS	A	0
			heads	INAN.N	OLD	P	np
255	bring.back.to.life	main	bruja	HUM	PS	A	0
			negrita+rojita	HUM	OLD	P	np
256	bring.back.to.life	nonf	bruja	HUM	PS	A	0
			negrita+rojita	HUM	ACTIVE	P	np
257	saddle	main	bruja	HUM	PS	A	0
			demonhorse	ANIM	NEW	P	np
258	say	main	bruja	HUM	PS	S _{sp}	0
259	follow	main	bruja	HUM	PS	A	0
			pedro+pablo	HUM	OLD	P	0
260	mount	main	bruja	HUM	PS	A	0
			demonhorse	ANIM	OLD	P	np
261	go	main	bruja	HUM	PS	S	0
262	look.back	main	pedro+pablo	HUM	OLD	S	np
263	say	main	pedro	HUM	ACTIVE	S _{sp}	np

264	be.told	main	pablo	HUM	OLD	S _{sp}	np
265	tell	main	pedro	HUM	OLD	A _{sp}	0
			pablo	HUM	PS	P _{sp}	0
266	turn.to.sea	main	water	INAN.N	NEW	S	0
267	turn.to.fog	main	water	INAN.N	PS	S	0
268	get.lost	main	bruja	HUM	OLD	S	np
269	see	main	bruja	HUM	PS	A	0
			brujapath	INAN.N	NEW	P	np
270	swim	main	bruja	HUM	PS	S	0
			water	INAN.N	OLD	OBL	np
271	exit	main	bruja	HUM	PS	S	0
272	take.long	main	bruja	HUM	PS	S	0
273	exit	nonf	bruja	HUM	PS	S	poss
274	say	main	bruja	HUM	PS	S _{sp}	np
275	go	main	bruja	HUM	PS	S	0
276	follow	main	bruja	HUM	PS	A	0
			pedro+pablo	HUM	OLD	P	np
277	go	main	bruja	HUM	PS	S	np
278	look.back	main	pedro+pablo	HUM	OLD	S	np
279	tell	main	pedro	HUM	OLD	A _{sp}	np
			pablo	HUM	OLD	P _{sp}	np
280	tell	main	pedro	HUM	PS	A _{sp}	np
			pablo	HUM	ACTIVE	P _{sp}	np
281	throw.down	main	pablo	HUM	ACTIVE	A	np
			brujachicken	INAN.N	OLD	P	np
282	live	main	brujachicken	INAN.N	ACTIVE	S	np
283	be	main	brujachicken	INAN.N	PS	S	np
			chickens	ANIM	NEW	OBL	np
284	enter	main	bruja	HUM	OLD	S	np
			chickens	ANIM	ACTIVE	OBL	np
285	be	main	bruja	HUM	PS	S	0
286	play.with	main	bruja	HUM	PS	A	0
			chickens	ANIM	OLD	P	np
287	grab	main	bruja	HUM	PS	A	0
			chickens	ANIM	ACTIVE	P	np
288	grab	main	bruja	HUM	PS	A	0
			chickens	ANIM	ACTIVE	P	np
289	grab	main	bruja	HUM	PS	A	0
			chickens	ANIM	ACTIVE	P	np
290	bite.to.death	main	bruja	HUM	PS	A	0
			chickens	ANIM	ACTIVE	P	0
291	take.long	main	bruja	HUM	PS	S	0
292	play	nonf	bruja	HUM	PS	S	poss
			chickens	ANIM	OLD	OBL	np
293	exit	main	bruja	HUM	PS	S	0
			chickens	ANIM	ACTIVE	OBL	np

294	say	main	bruja	HUM	PS	S _{sp}	0
295	say	main	bruja	HUM	PS	S _{sp}	0
296	turn.to.pig	main	bruja	HUM	PS	S	0
297	go	main	bruja	HUM	PS	S	0
298	follow	main	bruja	HUM	PS	A	0
			pedro+pablo	HUM	OLD	P	np
299	go	main	bruja	HUM	PS	S	np
300	go	main	bruja	HUM	PS	S	0
301	look.back	main	pedro+pablo	HUM	OLD	S	np
302	say	main	pedro+pablo	HUM	PS	S _{sp}	zero
303	say	main	pedro+pablo	HUM	PS	S _{sp}	zero
304	become.meadow	main	noodles	INAN.N	NEW	S	0
305	be.full	main	meadow	INAN.N	ACTIVE	S	0
			grass	INAN.N	NEW	OBL	np
306	be	main	worms	ANIM	NEW	S	np
307	be.swampy	main	meadow	INAN.N	OLD	S	np
308	arrive	main	bruja	HUM	OLD	S	np
309	put	main	bruja	HUM	PS	A	0
			mouth	INAN.N	NEW	P	np
			swamp	INAN.N	OLD	OBL	np
310	see	main	bruja	HUM	PS	A	0
			worms	ANIM	OLD	P	np
311	eat.worms	main	bruja	HUM	PS	S	0
312	exit	main	bruja	HUM	PS	S	0
313	take.long	main	bruja	HUM	PS	S	0
314	exit	main	bruja	HUM	PS	S	0
315	say	main	pedro	HUM	OLD	S _{sp}	np
316	turn.to.sea	main	mirror+water	INAN.N	NEW	S	0
317	be	main	rockyarea	INAN.N	NEW	S	np
318	be	main	fog	INAN.N	NEW	S	np
319	be.opaque	main	fog	INAN.N	PS	S	np
320	get.lost	main	bruja	HUM	OLD	S	np
			sea	INAN.N	OLD	OBL	np
321	pass	main	bruja	HUM	PS	S	0
322	see	main	bruja	HUM	PS	A	0
			goldfish	ANIM	NEW	P	np
			beach	INAN.N	NEW	OBL	np
			sea	INAN.N	OLD	OBL	np
323	pass	main	bruja	HUM	PS	S	0
324	mount	main	bruja	HUM	PS	A	0
			demonhorse	ANIM	OLD	P	np
325	go	main	pedro+pablo	HUM	OLD	S	np
326	arrive	main	pedro+pablo	HUM	PS	S	zero
327	be.called	main	sunrisecountry	INAN.N	NEW	S	np
328	enter	main	pedro+pablo	HUM	OLD	S	zero
			city	INAN.N	NEW	OBL	np
329	enter	main	pedro+pablo	HUM	PS	S	zero

			man	HUM	NEW	OBL	np
330	say	main	pedro+pablo	HUM	PS	S _{sp}	np
			man	HUM	ACTIVE	OBL	np
331	say	main	pedro	HUM	ACTIVE	S _{sp}	np
332	say	main	pedro	HUM	PS	S _{sp}	0
333	be.told	main	pedro+pablo	HUM	OLD	S _{sp}	zero
334	do.thus	main	pedro+pablo	HUM	PS	S	zero
335	be.told	main	pedro+pablo	HUM	PS	S _{sp}	zero
336	tell	main	pedro+pablo	HUM	PS	A _{sp}	0
			man	HUM	OLD	P _{sp}	np
337	tell	main	pedro+pablo	HUM	PS	A _{sp}	0
			man	HUM	ACTIVE	P _{sp}	np
338	enter	main	pedro+pablo	HUM	PS	S	zero
339	be.asked	main	pedro+pablo	HUM	PS	S _{sp}	zero
340	answer	main	pedro+pablo	HUM	PS	S _{sp}	pro
341	tell	main	pedro+pablo	HUM	PS	A _{sp}	zero
			man	HUM	OLD	P _{sp}	np
342	say	main	man	HUM	ACTIVE	S _{sp}	0
343	say	main	pedro	HUM	OLD	S _{sp}	np
344	be.asked	main	pedro+pablo	HUM	OLD	S _{sp}	zero
345	tell	main	pedro+pablo	HUM	PS	A _{sp}	0
			man	HUM	OLD	P _{sp}	np
346	say	main	pedro	HUM	ACTIVE	S _{sp}	np
347	say	main	pedro+pablo	HUM	OLD	S _{sp}	zero
348	say	main	man	HUM	OLD	S _{sp}	np
349	say	main	man	HUM	PS	S _{sp}	0
350	say	main	man	HUM	PS	S _{sp}	0
351	say	main	man	HUM	PS	S _{sp}	0
352	say	main	man	HUM	PS	S _{sp}	0
353	say	main	man	HUM	PS	S _{sp}	0
354	say	main	man	HUM	PS	S _{sp}	0
355	look.at.eachother	main	pedro+pablo	HUM	OLD	S	np
356	say	main	man	HUM	OLD	S _{sp}	np
357	say	main	pedro+pablo	HUM	OLD	S _{sp}	np
358	ask	main	man	HUM	OLD	P _{sp}	np
			pedro+pablo	HUM	PS	A _{sp}	zero
359	say	main	man	HUM	ACTIVE	S _{sp}	np
360	speak	main	pedro+pablo	HUM	OLD	S	np
361	wake.up	main	pedro+pablo	HUM	PS	S	zero
362	be.served	main	pedro+pablo	HUM	PS	A	zero
			coffee	INAN.N	NEW	T	np
363	take	main	pedro+pablo	HUM	PS	A	zero
			pablohorse+pedrohorse	ANIM	OLD	P	np
364	bring	main	pedro+pablo	HUM	PS	A	zero
			pablohorse+pedrohorse	ANIM	ACTIVE	P	0
365	saddle	main	pedro+pablo	HUM	PS	A	zero
			pablohorse+pedrohorse	ANIM	ACTIVE	P	0

366	go	main	pedro+pablo assembly	HUM INAN.N	PS NEW	S OBL	zero np
367	tell	main	pedro+pablo man	HUM HUM	PS OLD	A _{sp} P _{sp}	pro np
368	greet	main	pedro+pablo	HUM	PS	S	zero
369	say	main	pedro+pablo	HUM	PS	S _{sp}	zero
370	go	main	pedro+pablo	HUM	PS	S	zero
371	arrive	main	pedro+pablo assembly	HUM INAN.N	PS OLD	S OBL	zero np
372	be	main	people	HUM	NEW	S	np
373	enter	main	pedro+pablo people	HUM HUM	OLD PS	S OBL	np np
374	listen	main	pedro+pablo	HUM	PS	S	zero
375	speak	main	king	HUM	NEW	S	np
376	say	main	king	HUM	PS	S _{sp}	np
377	notice	main	pedro+pablo	HUM	OLD	S	np
378	speak	main	people	HUM	OLD	S	np
379	confront	main	pedro+pablo king	HUM HUM	OLD OLD	A P	np np
380	say	main	pedro+pablo	HUM	PS	S _{sp}	np
381	muster	main	pedro+pablo king	HUM HUM	PS OLD	A P	0 np
382	applaud	main	people	HUM	OLD	S	np
383	be.told	main	king	HUM	OLD	S _{sp}	np
384	tell	main	king people	HUM HUM	PS NEW	A _{sp} P _{sp}	0 np
385	say	main	king	HUM	PS	S _{sp}	np
386	tell	main	king pedro+pablo	HUM HUM	PS OLD	A _{sp} P _{sp}	0 np
387	be.told	main	pedro+pablo	HUM	ACTIVE	S _{sp}	np
388	say	main	king	HUM	OLD	S _{sp}	np
389	say	main	king	HUM	PS	S _{sp}	np
390	compete	main	people	HUM	OLD	S	np
391	say	main	half1	HUM	NEW	S _{sp}	np
392	say	main	half2	HUM	NEW	S _{sp}	np
393	bet	main	people	HUM	OLD	S	zero
394	bet	main	people land+animals	HUM INAN.N	PS NEW	A P	zero np
395	bet	main	people gold	HUM INAN.N	PS NEW	A P	zero np
396	bet	main	poor.people	HUM	NEW	S	np
397	go	main	pedro+pablo bull	HUM ANIM	OLD NEW	S OBL	np np
398	be	main	assembly bighill	INAN.N INAN.N	OLD NEW	S OBL	np np
399	be	main	bull	ANIM	OLD	S	np

			valley	INAN.N	NEW	OBL	np
400	tell	main	pedro+pablo	HUM	OLD	A _{sp}	np
			pablohorse+pedrohorse	ANIM	OLD	P _{sp}	np
401	tell	main	pedro+pablo	HUM	PS	A _{sp}	zero
			pablohorse+pedrohorse	ANIM	ACTIVE	P _{sp}	np
402	approach	main	pedro+pablo	HUM	PS	S	zero
403	exit	main	bull	ANIM	OLD	S	np
404	run	main	pedro+pablo	HUM	OLD	S	np
405	pretend	main	pedro+pablo	HUM	PS	S	zero
406	follow	main	pedro+pablo	HUM	PS	A	zero
			bull	ANIM	OLD	P	np
407	run	nonf	pedro+pablo	HUM	PS	S	pro
408	throw	main	pedro+pablo	HUM	PS	A	zero
			bull	ANIM	OLD	R	np
			lasso	INAN.N	NEW	T	np
409	wrap	main	pedro+pablo	HUM	PS	A	0
			neck	INAN.N	NEW	R	np
			lasso	INAN.N	ACTIVE	T	np
410	dismount	main	pedro+pablo	HUM	PS	S	zero
411	attach.lasso	main	pedro+pablo	HUM	PS	A	zero
			pablohorse+pedrohorse	ANIM	OLD	P	np
412	go.apart.to.strangle	main	pablohorse+pedrohorse	ANIM	ACTIVE	A	np
			bull	ANIM	OLD	P	np
413	die	main	bull	ANIM	ACTIVE	S	np
414	cut.in.half	main	pedro+pablo	HUM	OLD	A	np
			bull	ANIM	PS	P	np
415	put.up	main	pedro+pablo	HUM	PS	A	0
			bull	ANIM	ACTIVE	P	np
			pablohorse+pedrohorse	ANIM	OLD	OBL	np
416	bring	main	pedro+pablo	HUM	PS	A	0
			bull	ANIM	ACTIVE	P	np
417	tell	main	pedro+pablo	HUM	PS	A _{sp}	zero
			king	HUM	OLD	P _{sp}	np
418	see	main	pedro+pablo	HUM	PS	A	0
			people	HUM	OLD	P	np
419	kill	nonf	pedro+pablo	HUM	PS	A	pro
			bull	ANIM	OLD	P	np
420	load	nonf	pedro+pablo	HUM	PS	A	np
			bull	ANIM	ACTIVE	P	np
			pablohorse+pedrohorse	ANIM	OLD	OBL	np
421	admire	main	pedro+pablo	HUM	PS	A	0
			people	HUM	ACTIVE	P	np
422	clap	main	people	HUM	ACTIVE	A	np
			hands	INAN.N	NEW	P	np
423	be.cheered.at	main	pedro+pablo	HUM	OLD	S	np
424	go	main	pedro+pablo	HUM	PS	S	zero
			brotherland	INAN.N	NEW	OBL	np

425	arrive	main	pedro+pablo	HUM	PS	S	zero
426	see	main	pedro+pablo	HUM	PS	A	np
			father+mother	HUM	OLD	P	np
427	tell	main	pedro+pablo	HUM	PS	A	np
			father+mother	HUM	ACTIVE	P	np
428	arrive	nonf	pedro+pablo	HUM	PS	S	0
429	say	main	pedro	HUM	ACTIVE	S _{sp}	np
430	be.grateful	main	father+mother	HUM	OLD	S	np
431	faint	main	father+mother	HUM	PS	S	zero
432	say	main	pedro+pablo	HUM	OLD	S _{sp}	np
433	say	main	parents+brothers	HUM	OLD	S _{sp}	np
434	process.to.jerky	nonf	parents+brothers	HUM	PS	A	pro
			meat	INAN.N	OLD	P	np
435	put.to.dry	main	parents+brothers	HUM	PS	A	zero
			meat	INAN.N	ACTIVE	P	0
			sun	INAN.N	NEW	OBL	np
436	say	main	pedro+pablo	HUM	ACTIVE	S _{sp}	np
437	tell	main	pedro+pablo	HUM	PS	A _{sp}	0
			father+mother	HUM	OLD	P _{sp}	np
438	say	main	pedro+pablo	HUM	PS	S _{sp}	np
439	do.thus	main	pedro+pablo	HUM	PS	S	zero
440	go	main	pedro+pablo	HUM	PS	S	zero
441	be.brought.to	main	pedro+pablo	HUM	PS	A	zero
			goldbars	INAN.N	NEW	T	np
442	tell	main	pedro+pablo	HUM	PS	A _{sp}	zero
			father+mother	HUM	OLD	P _{sp}	np
443	be.millionaires	main	father+mother	HUM	ACTIVE	S	np
444	be.poor	nonf	father+mother	HUM	PS	S	pro
445	say	main	pedro+pablo	HUM	OLD	S _{sp}	np
446	tell	main	pedro+pablo	HUM	PS	A _{sp}	zero
			father+mother	HUM	OLD	P _{sp}	np
447	cry	main	father+mother	HUM	ACTIVE	S	zero
448	be.lost	main	pedro+pablo	HUM	OLD	S	0
449	arrive	main	pedro+pablo	HUM	PS	S	zero
450	melt	main	fat	INAN.N	NEW	S	np
			sun	INAN.N	OLD	OBL	np
451	say	main	pedro+pablo	HUM	OLD	S _{sp}	np
452	take.captive	main	pedro+pablo	HUM	PS	A	zero
			sun	INAN.N	OLD	P	np
453	find	main	animals	ANIM	NEW	A	np
			animalfood	INAN.N	NEW	P	np
454	be.able.to.work	main	people2	HUM	NEW	S	np
455	prepare	main	people2	HUM	PS	A	0
			peoplefood	INAN.N	NEW	P	np
456	suffer	main	people2	HUM	PS	S	np
457	die	main	animals	ANIM	OLD	S	np

458	say	main	authorities	HUM	NEW	S _{sp}	np
459	say	main	authorities	HUM	PS	S _{sp}	zero
460	rumor	main	people2	HUM	OLD	S _{sp}	np
461	come	main	people2	HUM	PS	S	np
462	be.visited	main	pedro+pablo	HUM	OLD	S	np
463	arrive.slowly	main	people2	HUM	OLD	S	np
464	arrive	main	authorities	HUM	OLD	S	np
465	be.begged	main	pedro+pablo	HUM	OLD	S	np
466	be.told	main	pedro+pablo	HUM	PS	S _{sp}	zero
467	say	main	authorities	HUM	OLD	S _{sp}	zero
468	say	main	pedro+pablo	HUM	OLD	S _{sp}	np
469	be.released	main	sun	INAN.N	OLD	S	np
470	appear	main	sun	INAN.N	PS	S	0
471	appear.red	main	sun	INAN.N	PS	S	0
472	keep	main	pedro	HUM	OLD	A	np
			sun	INAN.N	PS	P	np
			pocket	INAN.N	NEW	OBL	np
473	be.seen	main	sun	INAN.N	ACTIVE	S	np
474	be.seen	nonf	sun	INAN.N	PS	S	np
475	say	main	pedro	HUM	OLD	S _{sp}	np
476	leave.to	main	pedro	HUM	PS	A	0
			father	HUM	OLD	R	np
			hacienda+animals	INAN.N	NEW	T	np
477	fill.with	main	pedro	HUM	PS	A	0
			father+mother	HUM	OLD	P	np
			parentgold	INAN.N	NEW	OBL	np
478	say	main	pedro+pablo	HUM	OLD	S _{sp}	zero
479	go.up	main	pedro+pablo	HUM	PS	S	zero
480	turn.to.doves	main	pedro+pablo	HUM	PS	S	zero
1	be	main	poorman	HUM	NEW	S	np
			village	INAN.N	NEW	OBL	np
2	exit.to.visit	main	poorman	HUM	PS	A	np
			friend	HUM	NEW	P	np
3	go	nonf	poorman	HUM	PS	S	0
4	follow	nonf	poorman	HUM	PS	A	0
			path	INAN.N	NEW	P	np
5	interrupt	main	poorman	HUM	PS	A	0
			dog	ANIM	NEW	P	np
6	show.affection	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	np
7	jump.on	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
8	push.off	main	poorman	HUM	PS	A	np
			dog	ANIM	ACTIVE	P	np
9	want	main	poorman	HUM	PS	A	np
			dog	ANIM	ACTIVE	P	np
10	follow	main	poorman	HUM	PS	A	0

			path	INAN.N	OLD	P	np
11	arrive	main	poorman	HUM	PS	S	0
			friendhouse	INAN.N	NEW	OBL	np
12	be	main	poorman	HUM	PS	S	0
13	return	main	poorman	HUM	PS	S	0
14	pass	main	poorman	HUM	PS	S	0
15	interrupt	nonf	poorman	HUM	PS	A	0
			dog	ANIM	OLD	P	np
16	go	nonf	poorman	HUM	PS	S	0
			friendhouse	INAN.N	OLD	OBL	np
17	show.affection	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
18	jump.on	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
19	want	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
20	go	main	poorman	HUM	PS	S	0
			poorhouse	INAN.N	NEW	OBL	np
21	pass	main	poorman	HUM	PS	S	0
22	follow	nonf	poorman	HUM	PS	A	0
			path	INAN.N	OLD	P	np
23	exit	main	dog	ANIM	OLD	S	np
24	interrupt	main	poorman	HUM	OLD	A	0
			dog	ANIM	PS	P	0
25	show.affection	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
26	jump.on	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
27	think	main	poorman	HUM	PS	S _{sp}	np
28	say	main	poorman	HUM	PS	S _{sp}	0
29	return	main	poorman	HUM	PS	S	0
30	come	main	poorman	HUM	PS	S	0
			poorhouse	INAN.N	OLD	OBL	np
31	arrive	nonf	poorman	HUM	PS	S	0
			poorhouse	INAN.N	ACTIVE	OBL	np
32	bring	main	poorman	HUM	PS	A	0
			rope	INAN.N	NEW	P	np
33	pass	main	poorman	HUM	PS	S	0
34	see	nonf	poorman	HUM	PS	A	poss
			dog	ANIM	OLD	P	np
35	interrupt	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
36	show.affection	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
37	jump.on	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
38	take	main	poorman	HUM	PS	A	0

			dog	ANIM	ACTIVE	P	np
39	tie.to	main	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	R	0
			rope	INAN.N	OLD	T	np
			neck	INAN.N	NEW	OBL	np
40	release	nonf	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
41	run.off	main	dog	ANIM	ACTIVE	S	np
42	follow	main	poorman	HUM	OLD	A	np
			dog	ANIM	PS	P	0
43	follow	nonf	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
44	get.lost	main	poorman	HUM	PS	S	0
45	see	main	poorman	HUM	PS	A	0
			dog	ANIM	OLD	P	0
46	go	main	poorman	HUM	PS	S	0
			poorhouse	INAN.N	OLD	OBL	np
47	think	main	poorman	HUM	PS	S	np
	do.what	nonf	dog	ANIM	OLD	S	np
48	go.watch	main	poorman	HUM	PS	S	0
49	see	nonf	poorman	HUM	PS	A	poss
			dog	ANIM	OLD	P	np
50	lose	nonf	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
51	follow	nonf	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	P	0
52	tie.to	nonf	poorman	HUM	PS	A	0
			dog	ANIM	ACTIVE	R	0
			rope	INAN.N	OLD	T	np
			neck	INAN.N	OLD	OBL	np
53	bring	nonf	poorman	HUM	PS	A	0
			rope	INAN.N	ACTIVE	P	0
54	see	main	poorman	HUM	PS	A	0
			rope	INAN.N	ACTIVE	P	np
55	be.half.in	nonf	rope	INAN.N	ACTIVE	S	0
			soil	INAN.N	NEW	OBL	np
56	pull.up	main	poorman	HUM	PS	A	0
			rope	INAN.N	ACTIVE	P	0
57	come.out	main	rope	INAN.N	ACTIVE	S	0
58	return	main	poorman	HUM	OLD	S	0
			poorhouse	INAN.N	OLD	OBL	np
59	bring	main	poorman	HUM	PS	A	0
			diggingstuff	INAN.N	NEW	P	np
60	undermine	nonf	poorman	HUM	PS	S	0
			soil	INAN.N	OLD	OBL	np
61	undermine	nonf	poorman	HUM	PS	S	0
62	undermine.much	nonf	poorman	HUM	PS	S	0
63	see	main	poorman	HUM	PS	A	0

			pitcher	INAN.N	NEW	P	np
64	tie.to	nonf	poorman	HUM	PS	A	poss
			dog	ANIM	OLD	R	np
			rope	INAN.N	OLD	T	np
			neck	INAN.N	OLD	OBL	np
65	be.tied.around	main	rope	INAN.N	ACTIVE	S	np
			pitcher	INAN.N	OLD	OBL	np
66	extract	main	poorman	HUM	OLD	A	0
			pitcher	INAN.N	ACTIVE	P	np
67	be.full	main	pitcher	INAN.N	ACTIVE	S	np
			silver	INAN.N	NEW	OBL	np
68	sell	main	poorman	HUM	OLD	A	np
			silver	INAN.N	ACTIVE	P	np
69	take	main	poorman	HUM	PS	A	0
			money	INAN.N	NEW	P	np
70	be.given	main	poorman	HUM	PS	A	0
			money	INAN.N	ACTIVE	T	0
			silver	INAN.N	OLD	OBL	np
71	sell	nonf	poorman	HUM	PS	A	0
			silver	INAN.N	ACTIVE	P	0
72	buy	main	poorman	HUM	PS	A	0
			expensivestuff	INAN.N	NEW	P	np
73	buy	main	poorman	HUM	PS	A	0
			threshmachine	INAN.N	NEW	P	np
74	build	main	poorman	HUM	PS	A	0
			newhouse	INAN.N	NEW	P	np
75	buy	main	poorman	HUM	PS	A	0
			yokes	INAN.N	NEW	P	np
76	buy	main	poorman	HUM	PS	A	0
			wagon	INAN.N	NEW	P	np
77	buy	main	poorman	HUM	PS	A	0
			plow	INAN.N	NEW	P	np
78	become.rich.man	main	poorman	HUM	PS	S	0
79	wonder	main	people	HUM	NEW	S	np
80	become.rich.man	nonf	poorman	HUM	OLD	S	np
81	tell	main	poorman	HUM	ACTIVE	A	0
			friend	HUM	OLD	R	np
			story	ABS	NEW	T	np
82	tell	main	friend	HUM	ACTIVE	A	np
			friends	HUM	NEW	R	np
			story	ABS	ACTIVE	T	0
83	go.carrying	main	youngmen	HUM	NEW	A	np
			ropes	INAN.N	NEW	P	np
84	become.rich.man	nonf	poorman	HUM	OLD	S	np
85	see	nonf	youngmen	HUM	PS	A	0
			anotherdog	ANIM	NEW	P	np
86	say	main	youngmen	HUM	PS	S _{sp}	np
87	see	nonf	youngmen	HUM	PS	A	poss

			spirit	HUM	NEW	P	np
88	meet	nonf	others	HUM	NEW	A	np
			spirit	HUM	ACTIVE	P	0
1	be	main	people	HUM	NEW	S	np
			river	INAN.N	NEW	OBL	np
2	be	main	people	HUM	PS	S	np
			river	INAN.N	ACTIVE	OBL	np
3	be.called.there	main	waterhole	INAN.N	NEW	S	np
			river	INAN.N	ACTIVE	OBL	np
4	bring	main	men	HUM	NEW	A	np
			water	INAN.N	NEW	P	np
5	go	main	women	HUM	NEW	S	np
6	be	main	father	HUM	NEW	S	np
			river	INAN.N	OLD	OBL	np
7	have	main	father	HUM	PS	A	0
			girl	HUM	NEW	P	np
8	go	main	girl	HUM	ACTIVE	S	np
			river	INAN.N	OLD	OBL	np
9	comb	main	girl	HUM	PS	A	0
			hair	INAN.N	NEW	P	np
10	be	main	girl	HUM	PS	S	0
			river	INAN.N	OLD	OBL	np
11	be.stony	main	river	INAN.N	ACTIVE	S	np
12	be	main	demon	HUM	NEW	S	np
13	stretch	main	demon	HUM	PS	S	np
			stones	INAN.N	OLD	OBL	np
			sun	INAN.N	NEW	OBL	np
14	be.scared	main	girl	HUM	OLD	S	np
15	go	main	girl	HUM	PS	S	0
			water	INAN.N	OLD	OBL	np
16	run.out	nonf	girlwater	INAN.N	NEW	S	np
17	search	nonf	girl	HUM	PS	S	0
			water	INAN.N	ACTIVE	OBL	np
18	grab	main	girl	HUM	PS	A	0
			demon	HUM	OLD	P	np
19	disappear	main	girl	HUM	PS	S	np
20	be.known	main	girlslocation	INAN.N	NEW	S	np
21	bring	main	girl	HUM	OLD	A	0
			demon	HUM	OLD	P	np
			cave	INAN.N	NEW	OBL	np
22	be	main	jefe	HUM	NEW	S	np
23	say	main	jefe	HUM	PS	S _{sp}	np
24	want	main	girl	HUM	OLD	S	np
25	want	nonf	girl	HUM	PS	S	0
26	be.tied.up	main	girl	HUM	PS	S	0
27	have	main	girl	HUM	PS	A	np
			lover	HUM	NEW	P	np

28	love	nonf	girl lover	HUM PS A poss HUM ACTIVE P 0
29	say	main	lover	HUM ACTIVE S _{sp} np
30	be	nonf	lover river	HUM PS S 0 INAN.N OLD OBL np
31	sit	nonf	lover	HUM PS S 0
32	see	main	lover demon	HUM PS A 0 HUM OLD P np
33	see	nonf	lover demon	HUM PS A 0 HUM ACTIVE P 0
34	say	main	lover	HUM PS S _{sp} 0
35	bring	main	lover chacay	HUM PS A 0 INAN.N NEW P np
36	throw.at	main	lover chacay demon	HUM PS A 0 INAN.N ACTIVE T np HUM OLD R 0
37	grab	main	demon chacay	HUM ACTIVE A np INAN.N ACTIVE P 0
38	grab	main	demon chacay	HUM PS A 0 INAN.N ACTIVE P np
39	roll.into.ball	main	demon	HUM PS S 0
40	go.up	main	lover	HUM OLD S np
41	go.up	nonf	lover	HUM PS S 0
42	bring	main	lover demon cave	HUM PS A 0 HUM OLD P np INAN.N OLD OBL np
43	enter	main	lover	HUM PS S 0
44	enter	nonf	lover	HUM PS S 0
45	see	main	lover jefe	HUM PS A 0 HUM OLD P np
46	kill	main	lover jefe	HUM PS A np HUM ACTIVE P np
47	extract	main	lover girl	HUM PS A np HUM OLD P np
48	escape	main	girl	HUM ACTIVE S np
1	become.widower	main	man	HUM NEW S np
2	be	main	man	HUM PS S np
3	become.widower	main	man	HUM PS S np
4	love	main	man wife	HUM PS A 0 HUM NEW P np
5	grieve	main	man	HUM PS S 0
6	suffer	main	man	HUM PS S 0
7	put	main	man wife	HUM PS A 0 HUM OLD P np
8	bury	main	man wife	HUM PS A 0 HUM ACTIVE P 0

			cemetery	INAN.N	NEW	OBL	np
9	say	main	man	HUM	PS	S _{sp}	0
10	say	main	man	HUM	PS	S _{sp}	0
11	say	main	man	HUM	PS	S _{sp}	np
12	go.to.be.there	main	man	HUM	PS	S	0
			cemetery	INAN.N	OLD	OBL	np
13	stand	main	man	HUM	PS	S	0
			grave	INAN.N	NEW	OBL	np
14	go	main	man	HUM	PS	S	0
			manhouse	INAN.N	NEW	OBL	np
15	go	main	man	HUM	PS	S	0
16	do.thus	main	man	HUM	PS	S	0
17	spend.night	main	man	HUM	PS	S	0
18	go	main	man	HUM	PS	S	0
			manhouse	INAN.N	OLD	OBL	np
19	go	main	man	HUM	PS	S	0
20	sound	main	coffinboat	INAN.N	NEW	S	np
21	wake.up	main	man	HUM	OLD	S	np
22	look	main	man	HUM	PS	A	0
	be.buried	nonf	wife	HUM	OLD	S	np
23	see	main	man	HUM	PS	A	0
	exit	nonf	wife	HUM	ACTIVE	S	0
24	run.to.embrace	main	man	HUM	PS	A	np
			wife	HUM	ACTIVE	P	0
25	tell	main	man	HUM	PS	A _{sp}	0
			wife	HUM	ACTIVE	P _{sp}	np
26	tell	main	man	HUM	PS	A _{sp}	0
			wife	HUM	ACTIVE	P _{sp}	np
27	say	main	wife	HUM	ACTIVE	S _{sp}	np
28	say	main	man	HUM	OLD	S _{sp}	np
29	say	main	wife	HUM	OLD	S _{sp}	np
30	say	main	man	HUM	OLD	S _{sp}	np
31	tell	main	man	HUM	PS	A _{sp}	0
			wife	HUM	OLD	P _{sp}	np
32	be.told	main	man	HUM	PS	S _{sp}	np
33	be.told	main	man	HUM	PS	S _{sp}	0
34	begin.to.follow	main	man+wife	HUM	OLD	A	zero
			path	INAN.N	NEW	P	np
35	enter	main	man+wife	HUM	PS	S	zero
			forest	INAN.N	NEW	OBL	np
36	be	main	littleland	INAN.N	NEW	S	np
			forest	INAN.N	ACTIVE	OBL	np
37	tell	main	man	HUM	OLD	A _{sp}	np
			wife	HUM	OLD	P _{sp}	np
38	say	main	wife	HUM	ACTIVE	S _{sp}	np
39	believe	main	man	HUM	OLD	S	np
40	do.thus	main	man	HUM	PS	S	0

41	tell	nonf	man wife	HUM PS A poss HUM OLD P np
42	sleep	main	man	HUM PS S 0
43	sit.down.stand.up	main	wife	HUM OLD S np
44	become.herself	main	wife	HUM PS S 0
45	rejoice	main	man	HUM OLD S np
46	see	nonf	man wife	HUM PS A 0 HUM OLD P np
47	eat	main	man+wife	HUM ACTIVE S zero
48	say	main	man+wife	HUM PS S _{sp} zero
49	walk.follow	main	man+wife path	HUM PS A zero INAN.N OLD P np
50	go	main	man+wife	HUM PS S zero
51	tell	main	man wife	HUM ACTIVE A _{sp} 0 HUM ACTIVE P _{sp} np
52	enter	main	man+wife	HUM ACTIVE S zero
53	arrive	main	man+wife littleland2 forest2	HUM PS S zero INAN.N NEW OBL np INAN.N NEW OBL np
54	eat	main	man+wife	HUM PS S zero
55	tell	main	man wife	HUM ACTIVE A _{sp} np HUM ACTIVE P _{sp} 0
56	do.thus	main	man	HUM PS S np
57	tell	nonf	man wife	HUM PS A 0 HUM OLD P np
58	sit.down.stand.up	main	wife	HUM OLD S np
59	become.herself	main	wife	HUM PS S 0
60	rejoice	main	man	HUM OLD S np
61	see	nonf	man wife	HUM PS A 0 HUM OLD P np
62	eat	nonf	man+wife	HUM ACTIVE S zero
63	go	main	man+wife	HUM PS S zero
64	follow	main	man+wife path	HUM PS A zero INAN.N OLD P np
65	follow	nonf	man+wife path	HUM PS A pro INAN.N ACTIVE P 0
66	arrive	main	man+wife blackriver	HUM PS S zero INAN.N NEW OBL np
67	shout	main	wife	HUM ACTIVE S _{sp} np
68	tell	main	wife islandpeople	HUM PS A _{sp} 0 HUM NEW P _{sp} np
69	be.told	main	wife	HUM PS S _{sp} 0
70	say	main	wife	HUM PS S _{sp} np
71	be.told	main	wife	HUM PS S _{sp} 0
72	arrive	nonf	man+wife	HUM OLD S zero
73	cross.to	main	wife	HUM ACTIVE A 0

			ferryman	HUM	NEW	P	np
74	bring	nonf	ferryman	HUM	ACTIVE	A	0
			coffinboat2	INAN.N	NEW	P	np
75	be.told	main	wife	HUM	OLD	S _{sp}	0
76	enter	nonf	wife	HUM	PS	S	np
			coffinboat2	INAN.N	OLD	OBL	np
77	bring	nonf	wife	HUM	PS	A	0
			man	HUM	OLD	P	np
78	be.told	main	wife	HUM	PS	S _{sp}	0
79	be.told	main	wife	HUM	PS	S _{sp}	0
80	say	main	wife	HUM	PS	S _{sp}	np
81	be.brought.across	main	man	HUM	OLD	S	np
82	cross	main	man+wife	HUM	OLD	S	np
83	arrive	nonf	man+wife	HUM	PS	S	0
84	arrive	main	man+wife	HUM	PS	S	zero
			island	INAN.N	NEW	OBL	np
85	sound	main	animals	ANIM	NEW	S	np
86	be.visible	main	birds	ANIM	NEW	S	np
87	see	main	man+wife	HUM	OLD	A	zero
			birds	ANIM	PS	P	0
88	arrive	nonf	wife	HUM	ACTIVE	S	0
89	be.accepted	main	wife	HUM	ACTIVE	S	np
90	be.lavished	main	man+wife	HUM	OLD	S	zero
91	tell	main	wife	HUM	ACTIVE	A _{sp}	np
			man	HUM	ACTIVE	P _{sp}	np
92	be.told	main	man	HUM	ACTIVE	S _{sp}	0
93	turn.to.coal	main	islandpeople	HUM	OLD	S	np
94	wander	main	man	HUM	OLD	S	0
95	rise	main	islandpeople	HUM	OLD	S	np
96	eat	main	islandpeople+man	HUM	OLD	S	zero
97	be	main	man	HUM	ACTIVE	S	np
98	be	main	man	HUM	PS	S	np
99	become.thin	main	man	HUM	PS	S	0
100	become.sick	main	man	HUM	PS	S	0
101	tell	main	man	HUM	PS	A _{sp}	0
			wife	HUM	OLD	P _{sp}	np
102	be.told	main	man	HUM	PS	S _{sp}	0
103	go	main	man	HUM	PS	S	0
			manhouse	INAN.N	OLD	OBL	np
104	see	main	man	HUM	PS	A	0
			livingpeople	HUM	NEW	P	np
105	tell	main	man	HUM	PS	A	0
			livingpeople	HUM	ACTIVE	R	0
			story	ABS	NEW	T	np
106	be	main	man	HUM	OLD	S	0
107	be	main	man	HUM	PS	S	0
108	die	main	man	HUM	PS	S	np

1	be.left.alone	main	girl1+girl2 house	HUM INAN.N	NEW NEW	S OBL	np np
2	arrive	main	deadman	HUM	NEW	S	np
3	ask	main	deadman girl1+girl2	HUM HUM	PS OLD	A P	0 np
4	go	nonf	family	HUM	NEW	S	np
5	tell	main	deadman girl1+girl2	HUM HUM	PS ACTIVE	A _{sp} P _{sp}	0 pro
6	be	main	deadman house	HUM INAN.N	PS OLD	S OBL	np np
7	ask.for	main	deadman chicha	HUM INAN.N	PS NEW	A P	0 np
8	give	main	deadman girl1 chicha	HUM HUM INAN.N	PS OLD ACTIVE	A R T	0 np 0
9	drink	main	deadman chicha	HUM INAN.N	PS ACTIVE	A P	0 np
10	go	nonf	deadman	HUM	PS	S	0
11	tell	main	deadman girl1+girl2	HUM HUM	PS OLD	A _{sp} P _{sp}	0 np
12	say	nonf	deadman	HUM	PS	S _{sp}	0
13	go	main	deadman	HUM	PS	S	0
14	go	nonf	deadman	HUM	PS	S	0
15	watch	main	girl1 pitcher	HUM INAN.N	OLD NEW	A P	np np
16	be.full	main	pitcher	INAN.N	ACTIVE	S	0
17	think	main	girl1	HUM	OLD	S _{sp}	0
18	be.full	nonf	pitcher	INAN.N	OLD	S	np
19	look.after	main	girl1 deadman	HUM HUM	PS OLD	A P	0 np
20	go	nonf	deadman	HUM	ACTIVE	S	0
21	see arrive	main nonf	girl1 deadman cemetery	HUM HUM INAN.N	PS ACTIVE NEW	A S OBL	0 0 np
22	tell	main	girl1 girl2	HUM HUM	PS OLD	A _{sp} P _{sp}	0 np
23	go	main	girl1+girl2 attic	HUM INAN.N	ACTIVE NEW	S OBL	zero np
24	raise	main	girl1+girl2 stairs	HUM INAN.N	PS NEW	A P	0 np
25	go.up	nonf	girl1+girl2	HUM	PS	S	pro
26	hear speak	main nonf	girl1+girl2 dead	HUM HUM	PS NEW	A S	zero np
27	arrive	nonf	dead door	HUM INAN.N	PS NEW	S OBL	pro np
28	tell	main	deadman girl1+girl2	HUM HUM	OLD OLD	A _{sp} P _{sp}	np np

29	enter	main	dead house	HUM INAN.N	OLD OLD	S OBL	np np
30	search	main	dead girl1+girl2	HUM HUM	PS OLD	A P	zero np
31	see	main	dead girl1+girl2	HUM HUM	PS ACTIVE	A P	zero 0
32	tell	main	dead girl1+girl2	HUM HUM	PS ACTIVE	A _{sp} P _{sp}	zero pro
33	speak	main	girl1+girl2	HUM	ACTIVE	S	zero
34	hide	main	girl1+girl2	HUM	PS	S	zero
35	search	main	dead pitcher	HUM INAN.N	OLD OLD	A P	np np
36	find	nonf	dead pitcher	HUM INAN.N	PS ACTIVE	A P	pro 0
37	extract	main	dead chicha	HUM INAN.N	PS OLD	A P	zero np
38	drink	main	dead chicha	HUM INAN.N	PS ACTIVE	A P	zero np
39	get.drunk	main	dead	HUM	PS	S	zero
40	be.drunk	nonf	dead	HUM	PS	S	pro
41	insult.eachother	main	dead	HUM	PS	S	zero
42	fight	main	dead	HUM	PS	S	zero
43	take	main	group axes	HUM INAN.N	NEW NEW	A P	np np
44	hit	main	group poles	HUM INAN.N	PS NEW	A P	0 np
45	cut	main	group poles	HUM INAN.N	PS ACTIVE	A P	zero 0
46	be.scared	main	girl1+girl2	HUM	OLD	S	np
47	believe	main	girl1+girl2	HUM	PS	S	zero
48	go	main	dead	HUM	OLD	S	np
49	shout	main	dead	HUM	PS	S _{sp}	zero
50	go	nonf	deadman	HUM	OLD	S	np
51	arrive	main	dead cemetery	HUM INAN.N	PS OLD	S OBL	0 np
52	come.down	main	girl1+girl2	HUM	OLD	S	np
53	look.at	main	girl1+girl2 pitcher	HUM INAN.N	PS OLD	A P	zero np
54	be.full	main	pitcher	INAN.N	ACTIVE	S	0
55	say	main	girl1+girl2	HUM	OLD	S _{sp}	zero
56	arrive	nonf	family	HUM	OLD	S	np
57	go	nonf	family	HUM	PS	S	0
58	tell	main	girl1+girl2 family story	HUM HUM ABS	PS ACTIVE NEW	A R T	zero np np
59	say	main	girls+family	HUM	ACTIVE	S _{sp}	np

60	say	main	girls+family	HUM	PS	S _{sp}	zero
1	walk	main	fox	HUM	NEW	S	np
2	sing	main	partridge	HUM	NEW	S _{sp}	np
3	say	main	partridge	HUM	PS	S _{sp}	np
4	hear	main	fox	HUM	OLD	S	np
5	hear	main	fox	HUM	PS	A	0
			song	INAN.N	NEW	P	np
6	say	main	fox	HUM	PS	S _{sp}	np
7	be.told	main	partridge	HUM	OLD	S _{sp}	np
8	tell	main	partridge	HUM	PS	A _{sp}	0
			fox	HUM	OLD	P _{sp}	np
9	say	main	partridge	HUM	PS	S _{sp}	np
10	ask	main	fox	HUM	OLD	S _{sp}	np
11	say	main	partridge	HUM	OLD	S _{sp}	np
12	say	main	fox	HUM	OLD	S _{sp}	np
13	be.told	main	partridge	HUM	OLD	S _{sp}	np
14	be.told	main	partridge	HUM	PS	S _{sp}	np
15	say	main	partridge	HUM	PS	S _{sp}	np
16	say	main	partridge	HUM	PS	S _{sp}	np
17	be.told	main	fox	HUM	OLD	S _{sp}	np
18	say	main	partridge	HUM	OLD	S _{sp}	np
19	say	main	fox	HUM	OLD	S _{sp}	np
20	say	main	fox	HUM	PS	S _{sp}	np
21	be.told	main	partridge	HUM	OLD	S _{sp}	np
22	say	main	fox	HUM	OLD	S _{sp}	np
23	be.sewn.shut	main	snout	INAN.N	NEW	S	0
24	say	main	partridge	HUM	OLD	S _{sp}	np
25	say	main	fox	HUM	OLD	S _{sp}	np
26	sing	main	partridge	HUM	OLD	S	np
27	say	main	partridge	HUM	PS	S _{sp}	0
28	be.told	main	fox	HUM	OLD	S _{sp}	np
29	say	main	fox	HUM	PS	S _{sp}	np
30	be.startled	main	partridge	HUM	OLD	S	np
31	go	main	partridge	HUM	PS	S	0
32	sit	main	partridge	HUM	PS	S	np
33	follow	main	fox	HUM	OLD	A	np
			partridge	HUM	PS	P	0
34	say	main	fox	HUM	PS	S _{sp}	0
35	be.sewn.shut	main	snout	INAN.N	OLD	S	np
36	be.told	main	partridge	HUM	OLD	S _{sp}	np
37	tell	main	partridge	HUM	PS	A _{sp}	0
			fox	HUM	OLD	P _{sp}	np
38	sing	main	partridge	HUM	PS	S _{sp}	np
39	be.told	main	fox	HUM	OLD	S _{sp}	np
40	say	main	fox	HUM	PS	S _{sp}	np
41	learn	main	fox	HUM	PS	S	np

42	say	main	partridge	HUM	OLD	S _{sp}	np
43	hand.over	main	fox	HUM	OLD	A	np
			knife	INAN.N	NEW	P	np
44	separate	main	fox+partridge	HUM	OLD	S	zero
45	say	main	fox+partridge	HUM	PS	S _{sp}	zero
46	arrive	main	fox	HUM	ACTIVE	S	np
47	go.singing	main	fox	HUM	PS	S	0
48	arrive	main	fox	HUM	PS	S	0
			uncle	HUM	NEW	OBL	np
49	work	main	fox	HUM	PS	S	np
50	tell	main	fox	HUM	PS	A _{sp}	0
			uncle	HUM	OLD	P _{sp}	np
51	go	main	fox	HUM	PS	S	np
52	find	main	doggie	HUM	NEW	A	np
			bull	ANIM	NEW	P	np
53	lasso	main	fox	HUM	OLD	A	np
			bull	ANIM	ACTIVE	P	0
54	bring	main	fox	HUM	PS	A	0
			bull	ANIM	ACTIVE	P	np
			uncle	HUM	OLD	OBL	np
55	tell	main	fox	HUM	PS	A _{sp}	0
			uncle	HUM	ACTIVE	P _{sp}	np
56	be.told	main	fox	HUM	PS	S _{sp}	np
57	say	main	fox	HUM	PS	S _{sp}	np
58	be.told	main	fox	HUM	PS	S _{sp}	np
59	say	main	fox	HUM	PS	S _{sp}	np
			pampa	INAN.N	NEW	OBL	np
60	say	main	fox	HUM	PS	S _{sp}	0
61	descend	main	axe	INAN.P	NEW	S	np
62	sound	main	axe	INAN.P	PS	S _{sp}	0
63	hear	main	fox	HUM	OLD	S	np
			axe	INAN.P	PS	OBL	np
64	say	main	fox	HUM	PS	S _{sp}	np
65	say	main	fox	HUM	PS	S _{sp}	np
66	say	main	axe	INAN.P	OLD	S _{sp}	0
67	say	main	fox	HUM	OLD	S _{sp}	np
68	say	main	fox	HUM	PS	S _{sp}	np
69	arrive	main	fox	HUM	PS	S	0
			house	INAN.N	NEW	OBL	np
70	say	main	fox	HUM	PS	S _{sp}	0
1	go	main	birds	HUM	NEW	S	np
2	go	main	fox	HUM	NEW	S	np
3	go	main	vulture	HUM	NEW	S	np
4	go	main	ibis	HUM	NEW	S	np
5	be.equal	main	ibis	HUM	PS	A	0
6	go	nonf	animals	HUM	OLD	S	pro
7	be	main	animals	HUM	PS	S	zero

			ngillatun	INAN.N	NEW	OBL	np
8	be	main	animals	HUM	PS	S	zero
9	fall.asleep	main	fox	HUM	OLD	S	np
10	leave.to	main	fox	HUM	PS	S	np
			woman	HUM	NEW	OBL	np
11	come	main	animals	HUM	OLD	S	np
12	come	nonf	animals	HUM	PS	S	pro
13	be.alone	nonf	fox	HUM	OLD	S	np
14	run.around	main	fox	HUM	ACTIVE	S	np
15	tell	main	fox	HUM	PS	A _{sp}	0
			lassoperson	HUM	NEW	P _{sp}	np
16	be.told	main	fox	HUM	PS	S _{sp}	np
17	see	main	fox	HUM	PS	S	np
	help	nonf	fox	HUM	PS	A	poss
			lassoperson	HUM	OLD	P	0
18	lower	nonf	fox	HUM	PS	A	poss
			lassoperson	HUM	ACTIVE	P	0
19	be.opened	main	hole	INAN.N	NEW	S	np
20	descend	main	fox	HUM	OLD	S	np
21	say	main	fox	HUM	PS	S _{sp}	np
22	be.asked	main	fox	HUM	PS	S _{sp}	np
23	go	nonf	fox	HUM	PS	S	0
24	say	main	fox	HUM	PS	S _{sp}	np
25	be.white	main	stone	INAN.N	NEW	S	np
26	fall	main	fox	HUM	OLD	S	np
27	break.into.pieces	main	fox	HUM	PS	S	0
28	die	main	fox	HUM	PS	S	np
29	grieve	main	family	HUM	NEW	S	zero
30	get.together	main	family	HUM	PS	S	np
31	grieve	nonf	family	HUM	PS	S	pro
32	be.fetched	main	ibis	HUM	OLD	S	np
33	be.begged	main	ibis	HUM	PS	S _{sp}	0
34	be.begged	main	ibis	HUM	PS	S	0
35	accept	main	ibis	HUM	PS	S	0
36	accept	nonf	ibis	HUM	PS	S	0
37	say	main	ibis	HUM	PS	S _{sp}	np
38	prepare.ngillatun	nonf	family	HUM	OLD	S	pro
39	get.together	main	animals	HUM	OLD	S	np
40	get.together	nonf	birds	HUM	ACTIVE	S	np
41	be.put	main	rewe	INAN.N	NEW	S	np
42	be.laid.down	main	fox	HUM	OLD	S	np
43	beat	main	ibis	HUM	OLD	A	np
			rali	INAN.N	NEW	P	np
44	beat	nonf	ibis	HUM	PS	A	0
			rali	INAN.N	ACTIVE	P	np
45	sing	main	ibis	HUM	PS	S _{sp}	0
46	say	main	ibis	HUM	PS	S _{sp}	np

47	be.busy.with	main	animals work	HUM INAN.N	OLD NEW	A P	zero np
48	scream.ritually	main	animals	HUM	PS	S	zero
49	produce	main	animals cants	HUM INAN.N	PS NEW	A P	zero np
50	grow.together	main	fox	HUM	OLD	S	np
51	grow.together	main	fox	HUM	PS	S	0
52	grow.together	main	fox	HUM	PS	S	0
53	grow.together	main	fox	HUM	PS	S	0
54	live	main	skin	INAN.N	NEW	S	np
55	move	main	fox tail	HUM INAN.N	OLD NEW	A P	0 np
56	live	main	ears	INAN.N	NEW	S	np
57	look.around	main	fox	HUM	OLD	S	np
58	look.around	main	fox	HUM	PS	S	0
59	look.around	nonf	fox	HUM	PS	S	0
60	stand.up	main	fox	HUM	PS	S	np
61	be.told	main	fox	HUM	PS	S _{sp}	0
62	stand.up	main	fox	HUM	PS	S	0
63	be.told	main	fox	HUM	PS	S _{sp}	0
64	run	main	fox	HUM	PS	S	0
65	be.told	main	fox	HUM	PS	S _{sp}	np
1	be.lewd	main	fox	HUM	NEW	S	np
2	trot.out	main	fox cave	HUM INAN.N	PS NEW	S OBL	0 np
3	meet	main	fox+otter river	HUM INAN.N	NEW NEW	S OBL	zero np
4	say	main	fox+otter	HUM	PS	S _{sp}	zero
5	be.lewd	nonf	fox	HUM	ACTIVE	S	np
6	ogle	main	fox otter	HUM HUM	ACTIVE ACTIVE	A P	np np
7	exit	nonf	otter river	HUM INAN.N	ACTIVE OLD	S OBL	np np
8	shine	main	hips	INAN.N	NEW	S	np
9	be.told	main	otter	HUM	ACTIVE	S _{sp}	np
10	say	main	otter	HUM	PS	S _{sp}	np
11	think	main	fox	HUM	OLD	S	np
12	think	nonf	fox	HUM	PS	S _{sp}	np
13	say	main	fox	HUM	PS	S _{sp}	0
14	jump	main	otter fox	HUM HUM	OLD PS	A P	np 0
15	slump	main	fox	HUM	ACTIVE	S	np
16	be.told	main	fox	HUM	PS	S _{sp}	np
17	be.unable.to.move	main	fox	HUM	PS	S	np
18	blink	main	fox	HUM	PS	S	0
19	be.asked	main	fox	HUM	PS	S _{sp}	np

20	speak	main	fox	HUM	PS	S	np
21	say	main	fox	HUM	PS	S _{sp}	0
22	be.fornicated	nonf	fox	HUM	PS	S	np
23	jump.into	main	otter river	HUM INAN.N	OLD OLD	S OBL	np np
24	feel.uneasy	main	fox	HUM	OLD	S	np
25	think	main	fox	HUM	PS	S _{sp}	np
26	say	main	fox	HUM	PS	S _{sp}	np
27	say	main	fox	HUM	PS	S _{sp}	np
28	go.down.to.drink	main	fox	HUM	PS	S	0
29	be.full	main	stomach	INAN.N	NEW	S	np
30	be.thus	main	river	INAN.N	OLD	S	np
31	see	main	fox	HUM	OLD	A	0
32	trot.away	main	fox	HUM	PS	S	np
33	go	nonf	fox	HUM	PS	S	0
34	be.whistled.at	main	fox	HUM	PS	S	np
35	stand.up	main	fox	HUM	PS	S	np
36	look	main	fox	HUM	PS	S	0
37	see	main	fox	HUM	PS	A	0
38	trot	main	fox	HUM	PS	S	np
39	be.whistled.at	main	fox	HUM	PS	S	0
40	say	main	fox	HUM	PS	S _{sp}	np
41	cover	main	fox anus tail	HUM INAN.N INAN.N	PS NEW NEW	A P OBL	0 np np
42	go	main	fox	HUM	PS	S	0
43	be.whistled.at	main	fox	HUM	PS	S	0
44	be.taunted	main	fox	HUM	PS	S	0
45	be.terrified	main	fox	HUM	PS	S	np
46	say	main	fox	HUM	PS	S _{sp}	np
47	say	main	fox	HUM	PS	S _{sp}	np
48	be.told	main	fox	HUM	PS	S _{sp}	0
49	spur	main	thrush horse	HUM ANIM	OLD NEW	A P	0 np
50	disappear	main	thrush	HUM	PS	S	0
51	be.seen	nonf	fox	HUM	OLD	S	0
52	sniff	main	fox	HUM	PS	S	np
1	look.at	main	fox puma	HUM HUM	NEW NEW	A P	np np
2	find	main	fox food	HUM INAN.N	PS NEW	A P	0 np
3	be.thin	main	fox	HUM	PS	S	0
4	say	main	fox	HUM	PS	S _{sp}	0
5	think	main	fox	HUM	PS	S	0
6	say	main	fox+puma	HUM	OLD	S _{sp}	np
7	say	main	puma	HUM	ACTIVE	S _{sp}	np

8	raise	main	puma paws	HUM INAN.N	PS NEW	A P	np np
9	stink	main	puma	HUM	PS	S	0
10	say	main	fox	HUM	OLD	S _{sp}	np
11	come	main	animals	HUM	NEW	S	np
12	pass	main	animals	HUM	PS	S	0
13	say	main	animals	HUM	PS	S _{sp}	0
14	raise.hinquarters	nonf	puma	HUM	OLD	S	0
15	be.with.raised.hindquarters	main	puma	HUM	PS	S	0
16	be.rotated	main	puma	HUM	PS	S	0
17	say	main	animals	HUM	OLD	S _{sp}	zero
18	be.made.awün	main	puma	HUM	OLD	S	0
19	come	main	animals	HUM	OLD	S	np
20	have	main	fox lasso	HUM INAN.N	OLD NEW	A P	np np
21	say	main	fox	HUM	PS	S _{sp}	0
22	look	main	puma eye	HUM INAN.N	OLD NEW	S OBL	np np
23	say	main	puma	HUM	PS	S _{sp}	0
24	be.made.awün	nonf	puma	HUM	PS	S	0
25	stand.up	main	puma	HUM	PS	S	np
26	grab	main	puma biganimal	HUM HUM	PS NEW	A P	0 np
27	lasso	main	fox smallanimal	HUM HUM	OLD NEW	A P	np np
28	be.brought	main	fox	HUM	PS	S	0
29	be.pulled	main	fox	HUM	PS	S	0
30	lasso	main	fox smallanimal	HUM HUM	PS OLD	A P	0 0
31	be.brought	main	fox	HUM	PS	S	0
32	entangle	main	smallanimal lasso tree	HUM INAN.N INAN.N	OLD OLD NEW	A P OBL	0 0 np
33	go	main	smallanimal	HUM	PS	S	0
34	rip	main	lasso	INAN.N	OLD	S	np
35	eat.meat	main	puma	HUM	OLD	S	np
36	tell	main	puma fox	HUM HUM	PS OLD	A _{sp} P _{sp}	0 np
37	say	main	puma	HUM	PS	S _{sp}	np
38	say	main	puma	HUM	PS	S _{sp}	0
39	say	main	fox	HUM	OLD	S _{sp}	np
40	be.given	main	fox bladder	HUM INAN.N	PS NEW	A T	0 np
41	bring	main	fox bladder	HUM INAN.N	PS ACTIVE	A P	0 np
42	inflate	main	fox	HUM	PS	A	0

			bladder	INAN.N	ACTIVE	P	np
43	inflate	nonf	fox	HUM	PS	A	0
			bladder	INAN.N	ACTIVE	P	0
44	grow	main	bladder	INAN.N	ACTIVE	S	0
45	enter	main	fox	HUM	OLD	A	0
			flies	ANIM	NEW	P	np
46	tie	main	fox	HUM	PS	A	0
			bladder	INAN.N	OLD	T	0
			tail	INAN.N	NEW	R	np
47	tell	main	fox	HUM	PS	A _{sp}	0
			puma	HUM	OLD	P _{sp}	0
48	say	main	fox	HUM	PS	S _{sp}	np
49	lift	main	puma	HUM	OLD	A	np
			head	INAN.N	NEW	P	np
50	say	main	puma	HUM	PS	S _{sp}	0
51	say	main	flies	ANIM	OLD	S _{sp}	np
52	go	nonf	flies	ANIM	PS	S	0
53	run	main	puma	HUM	OLD	S	0
			forest	INAN.N	NEW	OBL	np
54	leave.behind	main	puma	HUM	PS	A	0
			meat	INAN.N	NEW	P	np
55	eat	main	fox	HUM	OLD	S	np
56	eat	nonf	fox	HUM	PS	S	0
57	urinate.on	main	fox	HUM	PS	A	0
			meat	INAN.N	OLD	P	0
58	stink	nonf	fox	HUM	PS	S	np
59	go.hide	main	fox	HUM	PS	S	0
60	exit	nonf	puma	HUM	OLD	S	np
61	say	main	puma	HUM	ACTIVE	S _{sp}	np
62	come.eat	nonf	puma	HUM	PS	A	np
			meat	INAN.N	OLD	P	np
63	stink	main	meat	INAN.N	ACTIVE	S	np
64	be.bad	main	meat	INAN.N	PS	S	0
65	say	main	puma	HUM	OLD	S _{sp}	np
1	sing	main	partridge	HUM	NEW	S _{sp}	np
2	listen	main	fox	HUM	NEW	S	np
3	say	main	fox	HUM	PS	S _{sp}	np
4	say	main	partridge	HUM	OLD	S _{sp}	np
5	be.sewn.shut	main	snout	INAN.N	NEW	S	np
6	tell	main	fox	HUM	OLD	A _{sp}	0
			partridge	HUM	OLD	P _{sp}	0
7	be.sewn.shut	main	snout	INAN.N	OLD	S	0
8	say	main	fox	HUM	OLD	S _{sp}	np
9	tell	main	fox	HUM	PS	A _{sp}	0
			partridge	HUM	OLD	P _{sp}	np
10	tell	nonf	fox	HUM	PS	A _{sp}	0
			partridge	HUM	ACTIVE	P _{sp}	0

11	mount	main	fox foxhorse	HUM ANIM	PS NEW	A P	np np
12	gallop	main	fox	HUM	PS	S	0
13	go	main	fox	HUM	PS	S	0
14	say	main	partridge	HUM	OLD	S _{sp}	np
15	be.told	main	fox	HUM	OLD	S _{sp}	0
16	be.told	nonf	fox	HUM	PS	S _{sp}	0
17	sing	main	fox	HUM	PS	S	np
18	come	main	fox	HUM	PS	S	0
19	gallop	main	fox	HUM	PS	S	0
20	ride	main	fox	HUM	PS	A	0
	be.on	main	foxhorse	ANIM	OLD	P	np
21	be	main	partridge	HUM	OLD	S	0
22	crouch	main	partridge	HUM	PS	S	np
23	be	main	partridge path	HUM INAN.N	PS NEW	S OBL	0 np
24	be.told	main	fox	HUM	OLD	S _{sp}	0
25	say	main	snout	INAN.N	OLD	S _{sp}	np
26	become.big	main	snout	INAN.N	PS	S	0
27	say	main	fox	HUM	OLD	S _{sp}	0
28	go	main	fox	HUM	PS	S	0
29	crouch	nonf	partridge	HUM	OLD	S	np
30	run	main	fox	HUM	PS	S	np
31	become.big	main	snout	INAN.N	OLD	S	np
32	tear	main	snout	INAN.N	PS	S	0
33	do.this	main	fox	HUM	OLD	S	0
34	pluck.self	main	partridge	HUM	OLD	S	np
35	pile.up	main	partridge feathers	HUM INAN.N	PS NEW	A P	0 np
36	be.put	main	feathers	INAN.N	ACTIVE	S	0
37	run.around.attack	main	fox	HUM	OLD	S	np
38	attack	main	fox	HUM	PS	S	0
39	say	main	fox	HUM	PS	S _{sp}	0