

Notes.

1. Pitjantjatjara is an Australian Aboriginal language spoken as a first language by over 7,000 speakers in the central desert area of Australia. The language was first written down in the 1940's and it is now a written language for many of its speakers. This work is based on the dialect spoken predominantly in the Ernabella area.

2. Pitjantjatjara has a Split Ergative Case Marking System. Nouns are case marked with an Ergative/Absolutive opposition. ie. Subjects of transitive verbs have one case marker glossed ERG (Ergative), while subjects of intransitive verbs and objects of transitive verbs share another case marker glossed ABS (Absolutive) or indicated by the absence of any marking or corresponding gloss. Pronouns and pronominal clitics show a Nominative/Accusative Opposition. ie. Pronominal subjects of both transitive and intransitive verbs have the same form and objects have a separate form. Pronouns and pronominal clitics are glossed with the corresponding English form.

3.(i) In this paper I have treated Purposive Suffixes as unanalyzed morphemes because I believe there is evidence to suggest that they function as such in the synchronic grammar of Pitjantjatjara. This is not to deny their etymology which is undoubtedly of interest to the study of how switch reference systems arise.

(ii) Purposive DS forms are also necessary if the subordinate clause occurs in a negative context, either with a grammatical negative as in (a) or with a semantically negative connotation as in (b).

- (a) Trevor-nya mukuri-ngkuntja wiya a-nkuntjaku
 ABS want-NOMINALIZN NEG go-PURP DS
 'Trevor doesn't want to go.'
- (b) Trevor-nya pakuri-ngu kuwari a-nkuntjaku
 ABS tire-PAST now go-PURP DS
 'Trevor is too tired to go.'

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SENTENCE IDIOMS IN ENGLISH

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Approximately 8,000 idiomatic expressions were recorded and classed with respect to their syntactic structure as part of a research project * at the University of Paris 7. A series of tables, each pertaining to a different structure, is presented in the accompanying Appendix. An analysis of these data is to be found in Freckleton (1984).

Introduction

In the most commonly cited example of the sentential idiom, NP kick the bucket, a sentence such as

(1) Toby kicked the bucket.

has of course two principal meanings, the one literal and the other idiomatic (= Toby died). In this instance, if the second reading be retained, the verb in (1) cannot be replaced by one of similar meaning; and the same is true of the direct complement and its determiner:

(2)(a) *Toby booted the bucket.¹

(b) *Toby kicked the pail.²

(c) Toby kicked $\left. \begin{array}{l} \text{his} \\ \text{Harry's} \end{array} \right\} \text{ bucket.}$

* Carried out under the supervision of Professor Maurice Gross, Laboratoire d'automatique documentaire et linguistique.

In short, the predicate is invariable. On the other hand, the subject is "free",³ in that any proper, and most common, nouns denoting a human being may figure in subject position without jeopardizing idiomaticity.

Such is the normal situation: in respect of expressions of this kind, the idiomatic sense is with overwhelming frequency carried by the verb-complement combination, although cases exist where subject and verb together compose the invariable segment of a sentence idiom.⁴ In the accompanying tables this type is classified as C0.

To illustrate the contrast in frequency, the table C0 contains 200 entries only out of a total number of some 8000 entries. The most numerous single class, C1, with over 2000 entries, has the structure of (1): a free subject with an invariable verb followed by a single invariable noun with or without determiner.

Only those sentences containing more than one constant are included in the tables, as one of the criteria used in deciding whether a given sequence is idiomatic or not is that (pace Frege) "the whole is not equal to the sum of its parts". Reconsidering (1), for example, we note that the individual semantic contents of kick, the, and bucket do not concatenate to produce the sense die.

Hence excluded from consideration are expressions in which the verb alone is used idiomatically, to produce polysemy by extension of sense, as in

- (3)(a) Toby croaked.
 (b) Toby passed on.

where the idiomatic meaning is the same as in (1).

It should be noted that judgement as to the idiomatic character of a given expression is not always straightforward; disagreements between native speakers are likely to occur. It is desirable, therefore, to make explicit some of the factors I have considered in arriving at a decision on this matter:

A. Semantic opacity as exemplified by the nouns in NP kick the bucket, NP pass the buck, NP talk turkey, whose sense in isolation is food for speculation and popular etymology.

B. Inherently limited distribution of a verb or a complement as in NP slake his thirst and NP {take} {give} umbrage respectively. These are distinguished from the more ordinary cases of limited distribution applying even to an unexceptional verb like eat:

- (4) Max had to eat { humble pie }
 { crow }
 { dirt }
 { shit }

Here the divers complements form a limited class and taken in conjunction with the verb give a paradigm of decreasing degrees of politeness of expression of the same idea. This phenomenon also is productive of idiomaticity.

C. Metaphor, as in break the ice, burn one's fingers, bite the dust, hit the hay. In these cases reference is fairly transparent, and the relationship between the sense of the whole and the sense of the parts is less arbitrary, while the expressions are nonetheless invariable lexically.

D. Consecrated formulae, such as NP drop his aitches, NP clip his 'g's, NP flush the toilet.

Mention must also be made of the cliché, where perhaps it is an idea rather than the words which express it that is standardized. The line is sometimes difficult to draw, as in a sentence like

- (5) Shall we strike a blow for freedom?

Now, on one reading, several substantives may replace freedom: liberty, the (good) cause, the mother/fatherland, the good guys, to name a few. Thus the idiomatic status of the expression is not clear, the complement being somewhat variable. We are dealing, then, with a cliché rather than an idiom. However, on another reading, an invitation to consume intoxicating beverages, the sentence is definitely idiomatic: there is no longer any rapport between the individual words and their global import.

To summarize the preceding remarks, the overriding criterium is lexical invariance, with other factors complementing it. Often, the judgement is subjective, a matter of "knowing one when you see it".

After this cursory review of the characteristics of sentential idioms, a word on the use to which they might be put: in Freckleton (1984, p. 22), I ventured the opinion that the body of English sentential idioms might fruitfully be analyzed as if they constituted a highly restricted language, as regards both lexicon and grammar: there are few complex sentences in the data, which favour

narrowly constrained structures with principally noun complements. The restricted nature of these expressions extends to meaning as well: semantically, they are highly sensitive to structural or lexical change. In consequence, it may be of interest to look closely at, say, the passive voice or tough constructions in relation to idioms.⁵

To facilitate the reading of the tables, it should be noted that N represents a variable noun, and the subscripts 0,1,2,... indicate position in the sentence. Thus N₀ indicates subject position, N₁ first complement position and N₂ the second complement. Verbs are always lexically invariable, and invariable nouns are indicated by C (constant). In the tables CADJ and CADV the expressions contain an invariable adjective and adverb respectively.

In the table CNX, containing expressions such as N₀ caught N₁ short, X symbolizes any part of speech save the noun, and is invariable in each case (e.g. short in the example). For the table ClX, X represents any part of speech including nouns.

The table C0 already referred to has an invariable noun (C) as subject ('0' position).

The variable nouns are marked as "NHUM" and "N-HUM" by means of '+' or '-' in the columns. In some cases HUM is used to distinguish between animate and inanimate nouns rather than between human and animal.

When an expression may appear in the passive voice without losing its idiomatic meaning, it is marked '+' in the column PASSIVE. This test is applied permissively, considerable efforts being made to arrive at a '+'.

NOTES

1. The use of the asterisk indicates the loss of idiomaticity rather than absolute ungrammaticality. This variation of the usual convention will be followed throughout.

2. The "meaning" of bucket in this context is by no means clear, for it may derive from Old French buquet (= 'beam'). According to the Oxford English Dictionary, the original image may have been that of the final kick of a butchered animal against the beam from which it was suspended by its hind legs. This explanation is expressed as a possibility only, the OED qualifying it with a question mark, and popular etymology's appeal to the notion of a suicide kicking away the bucket on which he is standing the better to hang himself is not necessarily wrong (although the expression signifies die rather than commit suicide).

Such cases of uncertainty as to the actual meaning of a word employed in current English underline the difficulty of analyzing idioms, in that a native speaker may use sentences cogently without always attributing sense to each word.

The synonymous kick it is no longer used, but seems to be evidence that kick was indeed part of the original metaphor and not the fruit of later re-analysis. Another obsolete expression, kick the wind signified the subject's being hanged.

3. In this context freedom is a relative concept. The subject of (1) must be a human being, but within that class limitation, a large number of possibilities is open. In other expressions, the subject may not be required to be a human being: both animals and humans may play possum or show a clean pair of heels, for instance. On the other hand, the subject of burn a hole in N's pocket can be neither animal nor human, but must be inanimate, a variation of some sort of money; here the values in the subject columns at the extreme left of the table will be '-+'. Yet other idioms allow both animate and inanimate subjects: $\left\{ \begin{array}{l} \text{Max} \\ \text{A part-time job} \end{array} \right\}$ kept the wolf from the door. As work progressed, to avoid galloping complexity of analysis, the columns concerning the values of HUM evolved into a means of separating animate from inanimate N_0 .

4. The subject-verb bloc is not, of course, a constituent, which poses problems for those linguists who seek to analyze idioms in terms of

direct correspondence between idioms and "free" parts of speech, so that kick the bucket would be formally equivalent to die with provision for rewrite rules. Chomsky (1981, 146 fn. 94) adopts this operation: "Following Lasnik and Kupin (1977), we may think of an idiom rule for an idiom with a verbal head as a rule adding the string $\alpha V \gamma$ to the phrase marker of each terminal string $\alpha \beta \gamma$, where β is the idiom, now understanding a phrase marker to be a set of strings."

That possibility is not open in respect of CO expressions (whose subject is part of the idiom):

(i) Butter would not melt in Max's mouth.

Here the components of the idiom are nonconstituent and what's more discontinuous: Butter - melt in ... mouth. To arrive at an equivalent, Max looks innocent, for instance, would be impossible: substitution by a series of rules would have to relate like to unlike (NP-VP to VP, for example) and leap at will from one part of a tree to another.

Even in respect of idioms "with a verbal head" the apparent seductiveness of a simple correspondence masks its arbitrary nature. To match one lexical item with another is uneconomical, doubling the storage space already required for idioms, without

counting the expense of the formalism. Consider the equivalence of plant a carrot and make love : on what basis will we devise a rule that plant = make and carrot = love? Or that some 'V' will replace both plant and carrot? In the case of

(ii) Max finally managed to break the ice.

there is no plausible 'V' to replace the idiom. Any replacement would need to consist of a 'V' plus something else. Chomsky 's proposal, then, lacks rigour.

Even in the specific example of the footnote already quoted from, in which Chomsky offers the rule kick the bucket = die ≠ the bucket was kicked t , problems arise. There exist expressions having die followed directly by an NP:

(iii)(a) Max died the death.

(b) *Max kicked the bucket the death.

(iv) (a) Max died a natural death.

(b) *Max kicked the bucket a natural death.

(v) (a) Max died a thousand deaths.

(b) *Max kicked the bucket a thousand deaths.

In these case Chomsky's rule produces gibberish (the asterisks are used here to indicate ungrammaticality as well as non-idiomaticity).

5. Given the lexical invariance of idioms, the fact that sentences of similar idiomatic meaning and comprising the same lexical items are found in different structures is possible evidence of a relation between those structures. Consider:

(i)(a) Max broke the ice.

(b) The ice was broken by Max.

(ii)(a) The guests found fault with Max's desserts.

(b) Fault was found with Max's desserts.

(iii)(a) John pulled the wool over Andrew's eyes.

(b) This is not the first time the wool has been pulled over Andrew's eyes.

True it is that the presence of an agent is not always easy to accept in such sentences, but this is often the case for free sentences as well. If a transformational derivation for the (b) sentences be not accepted, then they must be separate idioms, which seems uneconomical as an hypothesis.

Similarly, consider:

(iv)(a) Some smugglers ran the French blockade.

(b) The French blockade was not easy to run.

(v) (a) Sudden ambition knocked John out of kilter.

(b) John was easy to knock out of kilter.

(vi)(a) It is hard to draw a bead on a moving target.

(b) A bead is hard to draw on a moving target.

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APPENDIX: IDIOM TABLES

C1	1
C11	53
C1S	58
C1PT	61
CN2	65
CNX	70
C1X	74
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CPP1	93
CNP2	95
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CADV	138
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NLIKE	145
CO	147
HAVE	152
BE	160
BF1	175
BEAS	184

TABLE: CIA

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+ -	ACCEPT		DEFEAT	+
+ -	ACKNOWLEDGE		DEFEAT	+
+ -	ACT	POSS-0	AGE	-
+ -	ACT	THE	FOOL	-
+ -	ACT	A	LIE	-
+ -	ACT	PRON-0	SELF	-
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+ -	ADDRESS	THE	CHAIR	+
+ -	ADDRESS	DET	MEETING	+
+ -	AGREE	A	PRICE	+
+ -	AIR	THE	BALL	+
+ -	AIR	POSS-0	GRIEVANCES	+
+ -	AIR	POSS-0	KNOWLEDGE	-
+ -	AIR	POSS-0	VIEWS	+
+ -	ANSWER	DET	DESCRIPTION	+
+ -	ANSWER	DET	DOOR	+
+ -	ANSWER	THE	HELM	-
+ -	ANSWER	DET	KNOCK	+
++	ANSWER	DET	NEED	+
+ -	ANSWER	DET	PRAYER	+
- +	ANSWER	DET	PURPOSE	-
+ -	ANSWER	DET	TELEPHONE	+
+ -	ARCH	POSS-0	BACK	+
+ -	ARCH	POSS-0	EYEBROWS	+
+ -	ARGUE	THE	TOSS	-
+ -	ARM	THE	LEAD	+
+ -	ARM	PRON-0	SELF	-
+ -	ARRANGE	DET	FLOWERS	+
+ -	ASCEND	THE	THRONE	+
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+ -	BARE	POSS-0	SOUL	+
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+ -	BEG		PARDON	-
++	BEG	THE	QUESTION	+
++	BEGGAR		DESCRIPTION	-
+ -	BEHAVE	PRON-0	SELF	-
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+ -	NOT BELIEVE	POSS-0	EYES	-
+ -	BELL	THE	CAT	-
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+ -	BURN	POSS-0	BRIDGES	-
+ -	BURN		DAYLIGHT	-
+ -	BURN	POSS-0	FINGERS	-
+ +	BURN		MONEY	-
+ +	BURN		RUBBER	+
+ -	BURN	THE	WATER	-
+ -	BURST	A	BLOOD-VESSEL	-
+ -	BURST	POSS-0	BUTTONS	-
+ -	BURST	A	GUSSET	+
+ -	BURST	POSS-0	RIBS	-
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+ +	CAP	DET	ANECDOTE	+
+ +	CAP	THE	CLIMAX	+
+ +	CAP	DET	QUOTATION	+
+ +	CAP	DET	STORY	+
+ -	CAP	DET	TOOTH	+
+ +	CAP	DET	VERSE	+
+ -	NOT CARE	A	GROAT	-
- +	CARRY		AUTHORITY	-
+ -	CARRY	A	BABY	-
+ -	CARRY	THE	BALL	+
+ -	CARRY	POSS-0	BAT	-
+ -	CARRY	DET	BILL	+
+ +	CARRY		CONVICTION	-
+ -	CARRY	POSS-0	CROSS	-
+ +	CARRY	THE	DAY	+
- +	CARRY		INTEREST	+
+ -	CARRY		IT	-
+ -	CARRY	DET	NOTION	+
+ -	CARRY	POSS-0	POINT	-
+ -	CARRY	POSS-0	SWORD	+
+ -	CARRY	A	TUNE	+
+ +	CARRY		WEIGHT	-
+ -	CARVE	POSS-0	WAY	-
+ -	CASE	THE	JOINT	+
+ -	CASH	POSS-0	CHIPS	-
+ +	CAST		ANCHOR	+
+ -	CAST		ASPERSIONS	+
+ -	CAST	POSS-0	CALE	+
- +	CAST	POSS-0	FRUIT	-
+ -	CAST	POSS-0	HOOK	-
+ -	CAST	DET	HOROSCOPE	+
+ -	CAST	THE	LEAD	+
+ -	CAST	DET	NATIVITY	+
+ -	CAST	DET	SHOE	+
+ +	CAST	DET	SPELL	+
+ -	CAST	DET	STITCH	+
+ -	CAST	DET	VOTE	+
+ -	! NOT CAST	A	CLOUT (TILL MAY BE OUT)	-
+ -	CATCH	POSS-0	BREATH	-
+ -	CATCH		COLD	-

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+ -	CATCH	A	COLD	-
+ -	CATCH	A	CRAB	+
+ -	CATCH	POSS-0	DEATH	-
- +	CATCH		FIRE	-
+ -	CATCH		IT	-
+ +	CATCH	A	LIKENESS	+
+ -	CATCH	SOME	RAYS	-
+ -	CATCH	THE	SUN	-
+ -	CATCH	A	TARTAR	-
+ -	CATCH	SOME	Z'S	+
+ +	CAUSE	A	SENSATION	+
+ -	CHAMP	THE	BIT	-
+ -	CHANCE	POSS-0	ARM	-
+ -	CHANCE		IT	-
+ -	CHANCE	POSS-0	LUCK	-
+ -	CHANGE		COLOUR	-
+ -	CHANGE	POSS-0	CONDITION	-
+ +	CHANGE		COURSE	+
+ -	CHANGE	POSS-0	COURSE	+
+ -	CHANGE		FEET	-
+ -	CHANGE	POSS-0	FEET	-
+ -	CHANGE		FOOT	-
+ -	CHANGE		FRONT	-
+ +	CHANGE		GEAR	-
+ -	CHANGE	THE	GUARD	+
- +	CHANGE		HANDS	-
+ -	CHANGE	POSS-0	MIND	-
+ -	CHANGE	POSS-0	NOTE	-
+ -	CHANGE	POSS-0	SKIN	-
+ -	CHANGE	POSS-0	STANCE	-
+ -	CHANGE		STEP	-
+ -	CHANGE	THE	SUBJECT	+
+ +	CHANGE		TACK	-
+ +	CHANGE	POSS-0	TACK	-
+ -	CHANGE		TRAINS	-
+ -	CHANGE	POSS-0	TUNE	-
+ -	CHANGE	POSS-0	WAYS	-
+ -	CHANT		HORSES	+
+ -	CHARGE	POSS-0	GLASS	+
+ -	CHARGE		IT	-

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+ -	CHEAT		DEATH	-
+ -	CHEAT	THE	HANGMAN	-
+ -	CHEESE		IT	-
+ -	CHEW	THE	CARPET	-
+ -	CHEW	THE	CUD	-
+ -	CHEW	THE	EAT	-
+ -	CHEW	THE	RAG	-
+ -	CHEW	THE	RUG	-
+ -	CHOOSE	POSS-0	WORDS	-
+ -	CHUCK	A	DUMMY	-
+ -	CHUCK		IT	-
+ +	CIRCUMNAVIGATE	THE	GLOBE	+
+ +	CIRCUMNAVIGATE	THE	WORLD	+
+ -	CLAIM		VICTORY	+
+ -	CLAP		HANDS	-
+ -	CLAP	POSS-0	HANDS	-
+ -	CLASH	THE	GEARS	-
+ +	CLEAR	THE	AIR	+
+ -	CLEAR	THE	DECKS	+
+ -	CLEAR	DET	HURDLE	+
+ -	CLEAR	DET	LAND	+
+ -	CLEAR	POSS-0	NAME	+
+ -	CLEAR	DET	ROOM	+
+ -	CLEAR	THE	STREETS	-
+ -	CLEAR	POSS-0	THROAT	-
+ +	CLEAR	THE	WAY	+
+ -	CLENCH	POSS-0	FISTS	+
+ -	CLENCH	POSS-0	TEETH	+
+ -	CLICK	POSS-0	HEELS	+
+ -	CLIMB	THE	WALLS	-
+ +	CLINCH	DET	ARGUMENT	+
+ +	CLINCH	DET	BARGAIN	+
+ -	CLIP	POSS-0	GS	+
+ -	CLOSE	DET	BARGAIN	+
+ -	CLOSE	POSS-0	DAYS	-
+ -	CLOSE	POSS-0	EYES	-
+ -	CLOSE		RANKS	+
+ -	COCK	POSS-0	EARS	+
+ -	COCK	POSS-0	EYE	+
+ -	COCK	POSS-0	EYEBROW	+

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+ -	COCK	POSS-0	HAT	+
+ -	COCK	POSS-0	KNEE	+
+ -	COCK	A	SNOOK	-
+ -	COCK	A	SNOOT	-
+ -	COCK	POSS-0	WRIST	+
+ -	COG	DET	DICE	+
+ -	COIN		MONEY	+
+ -	COIN	A	PHRASE	+
+ -	COIN	A	WORD	+
+ -	COLLECT	POSS-0	IDEAS	-
+ -	COLLECT	POSS-0	THOUGHTS	-
+ -	COME	A	CROPPER	-
+ -	COME	A	GUTSER	-
+ -	COME	A	MUCKER	-
+ -	COMMIT	DET	ERROR	+
+ -	COMMIT	PRON-0	SELF	-
+ -	COMPOSE	PRON-0	SELF	-
+ -	COMPOSE	POSS-0	THOUGHTS	-
+ -	COMPROMISE	PRON-0	SELF	-
+ -	CONFESS	THE	FACT	-
+ -	CONFESS	PRON-0	SELF	-
+ -	CONSULT	DET	ORACLE	+
+ -	CONTEMPLATE	POSS-0	NAVEL	-
+ -	CONTROL	PRON-0	SELF	-
+ -	CONVERT	A	TRY	+
+ -	COOK	THE	BOOKS	+
+ -	COOL	POSS-0	HEELS	-
+ -	COOL		IT	-
+ -	COP		IT	-
+ -	COP	DET	PLEA	-
+ -	CORNER	THE	MARKET	+
- +	COST	AN	ARM AND A LEG	-
- +	COST	A	FORTUNE	-
- +	COST	A	PACKET	-
+ -	COUNT	POSS-0	BLESSINGS	-
+ -	COUNT	THE	COST	+
+ -	COUNT		HEADS	-
+ -	COUNT		NOSES	-
+ -	COUNT		PENNIES	-
+ -	COUNT	POSS-0	PENNIES	-

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+ -	COUNT		SHEEP	-
+ -	COUNT		STARS	-
+ -	COUNT	POSS-0	WORDS	-
+ +	COURT		DISASTER	-
+ +	COVER		GROUND	+
+ -	COVER	THE	GROUND	+
+ -	COVER	THE	STORY	+
+ -	COVER	POSS-0	TRACKS	-
+ -	COVER	THE	WATERFRONT	-
+ -	CRACK	A	BOOK	-
+ -	CRACK	DET	BOTTLE	+
+ -	CRACK	DET	CIPHER	+
+ -	CRACK	DET	CODE	+
+ -	CRACK	A	CRIB	+
+ -	CRACK	A	FAT	-
+ -	CRACK		IT	-
+ -	CRACK	A	JOKE	+
+ +	CRACK	A	MENTION	-
+ -	CRACK	A	SAFE	+
+ -	CRACK	A	SMILE	-
+ -	CRACK	THE	WHIP	+
+ -	CRANE	POSS-0	NECK	-
+ -	CRASH	THE	GATE(S)	+
+ -	CRASH	DET	PARTY	+
+ +	CREATE	A	DISTURBANCE	+
+ +	CREATE	A	DIVERSION	+
+ +	CREATE	A	NUISANCE	+
+ -	CREATE	DET	PEER	+
+ +	CREATE	A	PRECEDENT	+
+ -	CREATE	A	SCENE	+
+ +	CREATE	A	SENSATION	-
+ -	! NOT CREDIT		IT	-
+ -	NOT CREDIT	POSS-0	EARS	-
+ -	NOT CREDIT	POSS-0	EYES	-
+ -	CROOK	POSS-0	ELBOW	-
+ -	CROOK	POSS-0	FINGER	+
+ -	CROSS	DET	CHEQUE	+
+ -	CROSS	POSS-0	FINGERS	-
+ -	CROSS	THE	FLOOR	+
+ -	CROSS	POSS-0	HEART	-

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+ -	CROSS	THE	RUBICON	+
+ -	CROSS	PRON-0	SELF	-
+ -	CROSS	THE	T'S	+
+ -	CROSS	THE	WIRE	+
+ +	CROWD		SAIL	-
+ -	CROWN	DET	TOOTH	+
+ -	CRY		CRAVEN	-
+ -	CRY		ENOUGH	-
+ -	CRY		HALVES	-
+ -	CRY		HAVOC	-
+ -	CRY		POOR	-
+ -	CRY		QUARTER	-
+ -	CRY		QUITS	-
+ -	CRY		UNCLE	-
+ -	CRY	POSS-0	WARES	-
+ -	CRY		WOLF	+
+ -	CURL	POSS-0	LIP	-
+ -	CUT	A	CAPER	-
+ -	CUT	DET	CLASS(ES)	+
+ -	CUT	DET	CORNER(S)	+
+ -	CUT	A	DASH	+
+ -	CUT	DET	DEAL	+
- +	CUT	THE	EDGE	-
+ -	CUT	POSS-0	EYE-TEETH	+
+ +	CUT	A	FART	-
+ -	CUT	A	FIGURE	+
+ -	CUT		IT	-
+ -	CUT	THE	KNOT	-
+ -	CUT	POSS-0	LOSSES	-
+ -	CUT	THE	MUSTARD	-
+ +	CUT		ONE	-
+ -	CUT	THE	PAINTER	-
+ +	CUT	DET	RECORD	+
+ -	CUT	POSS-0	STICK	-
+ -	CUT	A	SWATHE	+
+ -	CUT	DET	TOOTH	+
+ -	! CUT	THE	CAKLE	-
+ -	! DAMN		IT	-
+ -	! DARN		IT	-
+ -	DEAL	A	BLOW	+

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+ -	DECEIVE	PRON-0	SELF	-
+ -	DECLARE	PRON-0	SELF	-
+ -	DECLARE		WAR	+
+ -	DEFEND	PRON-0	SELF	-
+ -	DEFEND	DET	THESIS	+
+ -	DEFINE	POSS-0	POSITION	+
+ -	DEFY		CAPTURE	-
+ +	DEFY		DEFINITION	-
+ +	DEFY		GRAVITY	-
+ +	DEFY		LOGIC	-
+ -	DEFY	THE	ODDS	-
+ -	DELEGATE		AUTHORITY	+
+ -	DELIVER	THE	GOODS	+
+ -	DELUDE	PRON-0	SELF	-
+ -	DEMEAN	PRON-0	SELF	-
+ -	DENY	PRON-0	SELF	-
+ -	DEPART	THIS	LIFE	-
+ -	DEPART	THE	SCENE	-
+ -	DEPLOY	POSS-0	TROOPS	+
+ -	DEPRIVE	PRON-0	SELF	-
+ -	DESERT	THE	SHIP	+
+ -	DESTROY	PRON-0	SELF	-
+ -	DIAL	DET	NUMBER	+
+ -	DIE	THE	DEATH	-
+ -	DIP	POSS-0	WICK	-
+ -	DISCIPLINE	PRON-0	SELF	-
+ -	DISCLAIM		RESPONSIBILITY	+
+ -	DISGRACE	PRON-0	SELF	-
+ -	DISGUISE	POSS-0	INTENTIONS	-
+ -	DISH	THE	DIRT	+
+ +	DISPEL	THE	GLOOM	+
+ -	DISPORT	PRON-0	SELF	-
+ -	DISQUALIFY	PRON-0	SELF	-
+ -	DISSEMBLE	POSS-0	MOTIVES	-
+ -	DO	POSS-0	ABLUTIONS	+
+ -	DO		BATTLE	-
+ -	DO	POSS-0	BEST	-
+ -	DO	POSS-0	BIT	-
+ -	DO	POSS-0	BLOCK	-
+ -	DO		BUGGER-ALL	+

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+ -	DO	A	BUNK	-
+ -	DO	POSS-0	BUSINESS	+
- +	DO	THE	BUSINESS	-
+ -	DO		DAMN-ALL	+
+ -	DO	POSS-0	DAMNEDEST	-
+ -	DO	POSS-0	DARNEDEST	-
+ -	DO	POSS-0	DASH	-
+ -	DO	THE	DEED	+
+ -	DO	A	DEGREE	-
+ -	DO	THE	DIRTY	-
+ -	DO	THE	DISHES	+
+ -	DO	POSS-0	DUTY	+
+ -	DO	THE	FLOWERS	+
+ -	DO		FUCK-ALL	+
+ -	DO		GOOD	+
+ -	DO	THE	GRAND	-
+ -	DO	A	GUY	-
+ -	DO		HANDSPRINGS	-
+ -	DO	POSS-0	HEAD	-
+ -	DO	POSS-0	HEAD	-
+ -	DO	THE	HONORS	+
- +	DO	THE	JOB	-
+ -	DO	A	KNEE-TREMBLER	+
+ -	DO	DET	LINE(S)	-
+ -	DO	POSS-0	LOLLY	-
+ -	DO	POSS-0	NAILS	+
+ -	DO	THE	NAUGHTY	-
+ -	DO	THE	NECESSARY	-
+ -	DO	THE	NEEDFUL	-
+ -	DO	POSS-0	NEEDS	+
+ -	DO	POSS-0	NUT	-
+ -	DO	POSS-0	NUT	-
+ -	DO		OBEISANCE	-
+ -	DO		PENANCE	+
+ -	DO		RIGHT	-
+ -	DO	THE	SHOPPING	+
+ -	DO	THE	SIGHTS	-
+ -	DO	A	STRETCH	-
+ -	DO	POSS-0	STUFF	-
+ -	DO	POSS-0	THING	-

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+ -	DO		TIME	+
+ -	DO	DET	TIME	+
- +	DO	THE	TRICK	-
+ -	DO	A	TURN	-
+ -	DO	A	WHEELIE	+
+ -	DO	POSS-0	WORST	-
+ -	DO		WRONG	-
+ -	DODGE	THE	COLUMN	-
+ -	DODGE		TAXES	+
+ -	! DOGGONE		IT	-
+ -	DON	THE	MOTLEY	+
+ -	DOUSE	THE	GLIM	-
- +	DRAG	POSS-0	ANCHOR	+
+ -	DRAG	POSS-0	FEET	-
+ -	DRAG	POSS-0	HEELS	-
+ -	DRAIN	A	GLASS	-
+ -	DRAIN	POSS-0	GLASS	+
+ -	! DRAT		IT	-
+ -	DRAW	DET	BADGER	+
+ -	DRAW	DET	BATH	+
+ -	DRAW		BIT	-
+ -	DRAW	A	BLANK	-
+ +	DRAW		BLOOD	+
+ -	DRAW		BREATH	-
+ -	DRAW	A	BREATH	-
+ -	DRAW		BRIDLE	-
+ -	DRAW	THE	CLOTH	+
+ -	DRAW	DET	CONCLUSION(S)	+
+ -	DRAW		CUTS	-
+ -	DRAW	DET	DAGGER	+
+ -	DRAW	A	DIAGRAM	-
+ -	DRAW	DET	FOX	+
- +	DRAW		INTEREST	+
+ -	DRAW	DET	KNIFE	+
+ -	DRAW	THE	LONGBOW	-
+ -	DRAW	THE	MORAL	+
+ -	DRAW	DET	PISTOL	+
+ -	DRAW		REIN	-
+ -	DRAW		STUMPS	+
+ -	DRAW	THE	STUMPS	+

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+ -	DRAW	DET	SWORD	+
+ -	DRAW	DET	TOOTH	+
+ -	DREE	POSS-0	WEIRD	-
+ -	DRESS	DET	SALAD	+
+ -	DRESS	DET	WINDOW(S)	+
+ -	DRESS	DET	WOUND(S)	+
+ -	DRINK	POSS-0	FILL	-
+ -	DRINK	POSS-0	WAGES	+
+ -	DRIVE	A	PEN	-
+ -	DRIVE	A	QUILL	-
+ -	DROP	POSS-0	ITCHES	-
+ -	DROP	THE	ANCHORS	+
+ -	DROP	A	BRICK	+
+ -	DROP	A	BUNDLE	+
+ -	DROP	POSS-0	BUNDLE	-
+ -	DROP	A	CLANGER	+
+ -	DROP	A	CURTSEY	+
+ -	DROP	POSS-0	DAKS	-
+ -	DROP	POSS-0	DEFENCES	+
+ -	DROP	POSS-0	GUARD	+
+ -	DROP	POSS-0	H'S	+
+ -	DROP	DET	HEM	+
+ -	DROP	POSS-0	LOAD	-
+ -	DROP	THE	MASK	+
+ -	DROP	DET	NAME	+
+ -	DROP	A	PACKET	+
+ -	DROP	THE	PILOT	-
+ -	DROP	A	SITTER	+
+ -	DROP	A	STITCH	+
+ -	DROP	A	WHEELIE	+
+ -	! DROP		IT	-
+ -	DRUM	POSS-0	FINGERS	-
+ -	DRY	POSS-0	EYES	-
+ -	DRY	POSS-0	TEARS	+
+ -	EARN	POSS-0	BREAD	+
+ -	EARN	A	CRUST	-
+ -	EARN	A	MINI	-
+ -	EARN	A	RAISE	+
+ -	EARN	POSS-0	WINGS	+
+ -	EASE		NATURE	-

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+ -	EAT		CROW	-
+ -	EAT	POSS-0	DINNERS	-
+ -	EAT		DIRT	-
+ -	EAT	POSS-0	FILL	-
+ -	EAT	POSS-0	HAT	-
+ -	EAT	A	HORSE	-
+ -	EAT	THE	LEEK	-
+ -	EAT		SHIT	-
+ -	EAT	POSS-0	TERMS	-
+ -	EAT	POSS-0	WORDS	-
+ -	EMBRACE	DET	CAUSE	+
+ -	EMBROIDER	THE	TRUTH	+
+ -	END	POSS-0	DAYS	-
+ -	ENJOY	PRON-0	SELF	-
+ +	ENLIVEN	THE	PROCEEDINGS	+
+ -	ENTER	AN	APPEARANCE	+
+ -	ENTER	A	PROTEST	+
+ -	ENTRENCH	PRON-0	SELF	-
+ -	ERECT	DET	BARRIER	+
+ -	ESPOUSE	A	CAUSE	+
+ -	EVACUATE	POSS-0	BOWELS	-
+ -	EXCUSE	POSS-0	FRENCH	-
+ -	EXERT	PRON-0	SELF	-
+ -	EXPECT	A	BABY	-
+ -	EXPIATE	POSS-0	SINS	+
+ -	EXPLAIN	PRON-0	SELF	-
+ +	EXPLODE	A	BOMBSHELL	+
+ +	EXPLODE	DET	FALLACY	+
+ +	EXPLODE	DET	THEORY	+
+ -	EXTRACT	THE	DIGIT	-
+ -	FACE	THE	CONSEQUENCES	-
+ -	FACE		FACTS	+
+ -	FACE	DET	FACTS	+
+ -	FACE	THE	MUSIC	-
+ +	FAN	THE	FLAMES	+
+ -	FANCY	PRON-0	SELF	-
+ -	FARM	THE	LAND	+
+ -	FARM	THE	STRIKE	+
+ -	! FASTEN		SEATBELTS	-
+ -	! FASTEN	POSS-0	SEATBELTS	-

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+ -	FEAR	THE	WORST	+
+ -	FEATHER	POSS-0	NEST	-
+ -	FEATHER	POSS-0	OAR	+
+ -	FEATHER		OARS	+
+ -	FEED	A	COLD	-
+ -	FEED	POSS-0	FACE	-
+ -	FEED	THE	FISHES	-
+ -	FEEL	A	DRAUGHT	+
+ -	FEEL	POSS-0	FEET	-
+ -	FEEL	POSS-0	LEGS	-
+ +	FEEL	POSS-0	OATS	-
+ -	FEEL	NO	PAIN	-
+ -	FEEL	THE	PINCH	+
+ -	FEEL	PRON-0	SELF	-
+ -	FETCH	A	BREATH	+
+ -	FETCH	A	COMPASS	-
+ -	FETCH	A	SIGH	+
+ -	FILL	THE	BASES	+
+ +	FILL	THE	BILL	-
+ +	FILL	THE	COFFERS	+
+ +	FILL	DET	DESCRIPTION	+
+ -	FILL	POSS-0	FACE	-
+ -	FILLIP	POSS-0	MEMORY	-
+ -	FILLIP	POSS-0	WITS	-
- +	FIND		EXPRESSION	-
+ -	FIND		FAVOUR	-
+ -	FIND	POSS-0	FEET	-
+ -	FIND	POSS-0	LEGS	-
+ +	FIND	POSS-0	LEVEL	+
+ -	FIND	POSS-0	MATCH	-
+ -	FIND		SPEECH	-
+ -	FIND	POSS-0	TONGUE	-
+ -	FIND	POSS-0	VOCATION	+
+ -	FISH	THE	ANCHOR	+
+ -	FIX	A	FLAT	+
+ -	FLEDGE	POSS-0	WINGS	+
+ -	FLEE	POSS-0	RESPONSIBILITIES	-
+ -	FLEX	POSS-0	MUSCLES	+
+ -	FLIP	POSS-0	LID	-
+ -	FLOAT	A	LOAN	+

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+ -	FLOG	THE	BISHOP	-
+ -	FLOG	THE	DUMMY	-
+ +	FLOOD	THE	CARBURETTOR(S)	+
+ +	FLOOD	THE	ENGINE	+
+ +	FLOOD	THE	MOTOR	+
+ -	FLUFF	POSS-0	LINES	-
+ -	FLUSH	THE	TOILET	+
+ +	FLUTTER	THE	DOVECOTES	-
+ +	FLY	THE	COOP	-
+ -	FLY	THE	COUNTRY	-
+ -	FLY	A	KITE	+
+ -	FOLD	POSS-0	ARMS	+
+ -	FOLD	POSS-0	TENTS	-
+ -	FOLLOW	THE	CROWD	+
+ -	FOLLOW	THE	HORSES	-
+ -	FOLLOW	THE	HOUNDS	-
+ -	FOLLOW	POSS-0	NOSE	-
+ -	FOLLOW	THE	PLOUGH	-
+ -	FOLLOW	THE	SEA	-
+ -	FOLLOW		SUIT	-
+ -	FOLLOW	DET	TRADE	+
+ -	FOOT	THE	BILL	-
+ -	FOOT		IT	-
+ -	FORBID	THE	BANNS	+
+ +	FORCE	THE	BIDDING	+
+ -	FORCE	A	CARD	+
+ -	FORCE	THE	GAME	-
+ -	FORCE	THE	ISSUE	+
+ -	FORCE	DET	LOCK	+
+ +	FORCE	THE	PACE	+
+ -	FORCE	A	SMILE	+
+ -	FORCE	POSS-0	VOICE	+
+ -	FORFEIT	POSS-0	BAIL	+
+ -	FORGET	POSS-0	MANNERS	-
+ -	FORGET	POSS-0	PLACE	-
+ -	FORGET	POSS-0	POSITION	-
+ -	FORGET	PRON-0	SELF	-
+ -	FORGET		IT	-
+ -	FORM	A	GOVERNMENT	+
+ -	FORM	DET	OPINION	+

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+ -	FORM	A	QUORUM	+
+ -	FORSWEAR	PRON-0	SELF	-
+ -	FRESHEN	DET	DRINK(S)	+
+ -	! FUCK	A	DUCK	-
+ -	! FUCK		IT	-
++	FULFIL	DET	CONDITION	+
++	FULFIL	DET	CONTRACT	+
+ -	FUNK		IT	-
+ -	GAIN	POSS-0	ENDS	-
++	GAIN		GROUND	+
+ -	GAIN	DET	POINT	+
++	GAIN		TIME	+
+ -	GET	THE	AIR	-
+ -	GET	DET	BREAK(S)	-
++	GET	THE	BUSINESS	-
+ -	GET	POSS-0	COME-UPPANCE	-
+ -	GET	THE	CREEPS	-
+ -	GET	A	FIX	-
+ -	GET	POSS-0	GREENS	-
+ -	GET	THE	HEEBIE-JEEBIES	-
+ -	GET	THE	IDEA	-
+ -	GET		IT (1)	-
+ -	GET		IT (2)	-
+ -	GET	THE	JIMJAMS	-
+ -	GET	THE	MESSAGE	-
+ -	GET	THE	HITTEN	-
++	GET	THE	NOD	-
+ -	GET	THE	PICTURE	-
+ -	GET		PLACES	-
+ -	GET	THE	POINT	-
+ -	GET	A	RAISE	-
+ -	GET	POSS-0	RATIONS	-
+ -	GET		RELIGION	-
+ -	GET	POSS-0	SEALEGS	-
+ -	GET	THE	SHITS	-
+ -	GET	POSS-0	WINGS	-
+ -	GET	THE	WORD	-
++	GET	THE	WORKS	-
+ -	GILD	THE	LILY	-
+ -	GILD	THE	PILL	+

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+ -	GIRD	POSS-0	LOINS	-
++	GIVE	THE	ALARM	+
+ -	GIVE	POSS-0	ALL	+
++	GIVE	THE	ALL-CLEAR	+
+ -	GIVE		AUDIENCE	-
+ -	GIVE	A	BACK	+
+ -	GIVE		CHANGE	-
+ -	GIVE		CHAPTER AND VERSE	+
+ -	GIVE	POSS-0	EARS	-
+ -	GIVE	THE	EUCHARIST	+
+ -	GIVE		GROUND	-
+ -	GIVE		HEAD	+
+ -	GIVE		LEG-BAIL	-
+ -	GIVE	A	MISS	-
+ -	GIVE		MOUTH	-
+ -	GIVE		NOTICE	-
+ -	GIVE		ODDS	+
+ -	GIVE		TONGUE	-
+ -	GIVE		WARNING	-
+ -	GNASH	POSS-0	GUMS	-
+ -	GNASH	POSS-0	TEETH	-
+ -	GO		APE	-
+ -	GO		BAIL	-
+ -	GO		BANANAS	-
- +	GO		BANG	-
+ -	GO	A	COMPASS	-
++	GO		DECIMAL	-
+ -	GO	THE	DISTANCE	-
+ -	GO	DET	ERRAND	-
+ -	GO		FANTEE	-
+ -	GO		HAYWIRE	-
+ -	GO		HE	-
+ -	GO		HOME (1)	-
- +	GO		HOME (2)	-
+ -	GO		IT	-
+ -	GO		NAP	-
+ -	GO		NATIVE	-
+ -	GO	THE	NAUGHTY	-
+ -	GO	THE	PACE	-
- +	GO		PHUT	-

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+ -	GO		PLACES	-
+ -	GO	THE	ROUNDS	-
- +	GO		SEE-SAW	-
+ -	GO		STAG	-
+ -	GO	POSS-0	WAY	-
+ -	! GO AND EAT		COKE	-
+ -	GOD		IT	-
+ -	GRASP	THE	NETTLE	+
+ -	GRATE	POSS-0	TEETH	-
++	GREASE	THE	WHEELS	+
+ -	GRIN AND BEAR		IT	-
+ -	GRIND	THE	GEARS	-
+ -	GRIND	POSS-0	TEETH	-
+ -	GRIT	POSS-0	TEETH	+
+ -	GROUND		ARMS	+
+ -	GUN	THE	MOTOR	+
++	HANG		FIRE	-
+ -	HANG		FIVE	-
+ -	HANG	POSS-0	HEAD	-
+ -	HANG		TEN	-
+ -	HARE		IT	-
+ -	HAICH	DET	PLOT	+
+ -	HAUL		ASS	-
+ -	HAVE		CONNIPTIONS	-
++	HAVE		IT	-
+ -	HAVE	THE	SHITS	-
+ -	HAWK	POSS-0	ASSHOLE	-
+ -	HEAD	THE	BALL	+
+ -	HEAR	NO	EVIL (SEE NO EVIL,SPEAK NO EVIL)	-
+ -	HEAR		THINGS	-
+ -	HEAVE	THE	LEAD	-
+ -	HEAVE	A	SIGH	+
+ -	HELP	PRON-0	SELE	-
+ -	HIDE	POSS-0	FACE	-
+ -	HIDE	POSS-0	HEAD	-
+ -	HIDE	A	SKILE	-
++	HIGHTAIL		IT	-
+ -	HIT	THE	BOOKS	+
+ -	HIT	THE	BOTTLE	-
++	HIT		BOTTOM	-

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+ -	HIT	THE	BRICKS	-
++	HIT	THE	BULL'S-EYE	+
+ -	HIT	THE	CANVAS	-
+ -	HIT	THE	CEILING	-
+ -	HIT	THE	DECK	-
+ -	HIT	THE	DIRT	-
+ -	HIT	THE	FLOOR	-
+ -	HIT	THE	HAY	-
+ -	HIT		IT	-
+ -	HIT	THE	JACKPOT	-
+ -	HIT	THE	MARK	-
+ -	HIT	A	NERVE	+
+ -	HIT		PAYDIRT	+
+ -	HIT	THE	PIN	-
++	HIT	A	REEF	+
+ -	HIT	THE	ROAD	-
+ -	HIT	THE	ROOF	-
+ -	HIT	THE	SACK	-
+ -	HIT	THE	SAUCE	-
+ -	HIT	THE	SCENE	-
++	HIT	A	SNAG	+
- +	HIT	THE	SPOT	-
+ -	HIT	POSS-0	STRAPS	-
++	HIT	POSS-0	STRIDE	-
+ -	HIT		TOWN	-
+ -	HIT	THE	TRAIL	-
++	HIT		TROUBLE	-
+ -	NOT HIT	A	BARN-DOOR	-
+ -	HITCH	A	RIDE	-
+ -	HOG	THE	ROAD	+
+ -	HOIST	THE	FLAG	-
+ -	HOLD	THE	BABY	-
+ -	HOLD	THE	BAG	-
+ -	HOLD	THE	BALANCE	+
+ -	HOLD	POSS-0	BREATH	-
+ -	HOLD	POSS-0	COURSE	-
+ -	HOLD		COURT	-
++	HOLD	THE	CROWD	+
+ -	HOLD		EVERYTHING	-
+ -	HOLD	THE	FIELD	+

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+ -	HOLD		FIRE	-
+ -	HOLD	POSS-0	FIRE	-
+ -	HOLD	THE	FLOOR	+
+ -	HOLD	THE	FORT	+
+ -	HOLD	POSS-0	GROUND	-
+ -	HOLD	POSS-0	HAND	+
+ -	HOLD	POSS-0	HORSES	-
+ -	HOLD	POSS-0	JAW	-
+ -	HOLD	THE	LINE	-
+ -	HOLD	POSS-0	NOSE	-
+ -	HOLD		OFFICE	+
+ -	HOLD	POSS-0	OWN	-
+ -	HOLD	POSS-0	PEACE	-
+ -	HOLD	THE	REINS	-
- +	HOLD	THE	ROAD	-
+ -	HOLD	THE	STAGE	+
++	HOLD		SWAY	-
+ -	HOLD	POSS-0	TONGUE	-
- +	HOLD		WATER	-
+ -	! HOLD	POSS-0	NOISE	-
+ -	HONK	POSS-0	CHUFF	-
+ -	HOOK		IT	-
+ -	! HOOK		IT	-
+ -	HOP	THE	STICK	-
+ -	HOP	THE	TWIG	-
+ -	! HOP		IT	-
+ -	HUG	THE	ROAD	+
+ -	INDULGE	PRON-0	SELF	-
+ -	INFLATE	POSS-0	CHEST	+
+ -	INSURE	DET	LIFE	+
++	JOIN	THE	CHORUS	+
+ -	JOIN	POSS-0	FATHERS	-
+ -	JOIN	THE	FLATS	-
+ -	JOIN	THE	MOUNTIES	-
+ -	JUMP		BAIL	-
+ -	JUMP	DET	CLAIM	+
+ -	JUMP	THE	GUN	-
+ -	JUMP	THE	QUEUE	+
+ -	JUMP	THE	TRACES	-
++	JUMP	THE	TRACK	-

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+ -	KEEP	DET	APPOINTMENT	+
+ -	KEEP	POSS-0	BALANCE	-
+ -	KEEP		BANK	+
+ -	KEEP	POSS-0	BED	-
+ -	KEEP		BEES	+
+ -	KEEP		BOOKS	-
+ -	KEEP	THE	CHANGE	-
+ -	KEEP	POSS-0	COUNSEL	-
+ -	KEEP		COUNT	+
+ -	KEEP	POSS-0	COUNTENANCE	+
+ -	KEEP	POSS-0	COURSE	-
+ -	KEEP	POSS-0	FACULTIES	-
+ -	KEEP	POSS-0	FAITH	-
+ -	KEEP	POSS-0	FEET	-
+ -	KEEP	THE	FIELD	-
+ -	KEEP	POSS-0	FIGURE	-
+ -	KEEP		GUARD	+
+ -	KEEP	POSS-0	HEAD	-
+ -	KEEP		HOUSE	-
+ -	KEEP	THE	HOUSE	-
+ -	KEEP	POSS-0	LEGS	-
+ -	KEEP	A	MISTRESS	+
+ -	KEEP	THE	PEACE	+
+ -	KEEP	DET	SECRET	+
+ -	KEEP	A	SERVANT	+
+ -	KEEP		TIME	-
+ -	KEEP		WATCH AND WARD	-
+ -	KEEP		WICKET	-
+ -	KEEP	POSS-0	WORD	+
+ -	KICK		ASS	+
+ -	KICK	THE	BEAM	-
+ -	KICK	THE	BUCKET	-
+ -	KICK	THE	CLOUDS	-
+ -	KICK	DET	HABIT	+
+ -	KICK	THE	HABIT	+
+ -	KICK	POSS-0	HEELS	-
+ -	KICK		IT	-
+ -	KICK	PRON-0	SELF	-
+ -	KICK	THE	WIND	-
++	KILL	THE	MOTOR	+

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+ -	KILL	PRON-0	SELF	-
++	KILL		TIME	+
+ -	KISS	THE	BOOK	-
+ -	KISS	THE	DUST	+
+ -	KISS	THE	GROUND	-
+ -	KISS	THE	HAND	-
+ -	KISS		HANDS	+
+ -	KISS	THE	JACK	-
+ -	KISS	THE	RING	-
+ -	KISS	THE	ROD	+
+ -	KNIT	POSS-0	BROW	+
+ -	KNOCK		HEAD	-
+ -	KNOW	NO	BOUNDS	-
+ -	KNOW	THE	DRILL	-
+ -	KNOW	NO	END	-
+ -	KNOW	THE	FORM	-
+ -	KNOW	NO	LIMIT	-
+ -	KNOW	POSS-0	ONIONS	-
+ -	KNOW	POSS-0	PLACE	-
+ -	KNOW	THE	ROPES	-
+ -	KNOW	THE	SCORE	-
+ -	KNOW	NO	SHAME	-
+ -	KNOW	POSS-0	STUFF	-
+ -	LANCE	DET	BOIL	+
+ -	LAP	THE	FIELD	-
++	LAST	THE	DISTANCE	-
+ -	LAY	POSS-0	BONES	-
+ -	LAY	THE	CLOTH	+
++	LAY	AN	EGG	-
+ -	LAY	THE	FIRE	+
++	LAY	DET	GHOST	+
+ -	LAY		ODDS	+
++	LAY	A	PATCH	+
+ -	LAY		RUBBER	+
+ -	LAY	THE	TABLE	+
+ -	LAY	DET	TRAP	+
+ -	LAY		WAIT	-
- +	LAY		WASTE	-
+ +	LEAD	THE	WAY	+
+ -	LEAVE	DET	CALLING-CARD	+

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+ -	LEAVE	POSS-0	CARD	+
+ -	LEAVE	THE	CHAIR	-
- +	LEAVE	THE	METALS	-
+ -	LEAVE		OFFICE	-
+ -	LEG		IT	-
+ -	LENGTHEN	POSS-0	GRIP	+
+ -	LET		BLOOD	-
+ -	LICK	POSS-0	WOUNDS	+
+ -	LIE		POSSUM	-
+ -	LIFT	POSS-0	ELBOW	-
+ -	LIFT	POSS-0	GAME	-
+ -	LIFT	POSS-0	HAND	-
+ -	LIFT	POSS-0	VOICE	+
+ -	NOT LIFT	A	FINGER	-
+ -	NOT LIFT	A	HAND	-
+ -	LIKE	POSS-0	COMFORT	-
+ -	LIKE		IT OR LUMP IT	-
+ -	LIVE	A	LIE	-
+ -	LIVE	POSS-0	LIFE	-
+ -	LOAD	THE	BASES	+
+ -	LODGE	A	COMPLAINT	+
+ -	LODGE	A	PROTEST	+
+ -	LOOK	POSS-0	AGE	-
+ -	LOOK	POSS-0	BEST	-
+ -	LOOK	THE	PART	-
+ -	LOSE	POSS-0	BALANCE	-
+ -	LOSE	POSS-0	BEARINGS	+
+ -	LOSE	POSS-0	BREATH	-
++	LOSE	A	BUNDLE	+
+ -	LOSE	POSS-0	CHERRY	-
+ -	LOSE		COUNT	+
+ -	LOSE		COUNTENANCE	+
+ -	LOSE		COURAGE	-
++	LOSE	THE	DAY	+
+ -	LOSE	POSS-0	DEPOSIT	+
+ -	LOSE	AN	EYE	+
+ -	LOSE		FACE	+
+ -	LOSE	POSS-0	FACULTIES	+
+ -	LOSE	POSS-0	FAITH	+
+ -	LOSE	POSS-0	FEET	-

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+ -	LOSE	POSS-0	FIGURE	+
+ -	LOSE		FLESH	+
+ -	LOSE	POSS-0	FOOTING	-
+ -	LOSE	POSS-0	GRIP	-
+ -	LOSE		GROUND	+
+ -	LOSE	POSS-0	HEAD	-
+ -	LOSE		HEART	-
+ -	LOSE	POSS-0	LIFE	-
+ -	LOSE	POSS-0	MAIDENHEAD	+
+ -	LOSE	POSS-0	MARBLES	-
+ -	LOSE	POSS-0	MIND	-
+ -	LOSE	POSS-0	NAME	+
+ -	LOSE	POSS-0	NERVE	-
++	LOSE	A	PACKET	+
+ -	LOSE		PATIENCE	-
+ -	LOSE	POSS-0	PATIENCE	+
+ -	LOSE	DET	PATIENT	-
+ -	LOSE	POSS-0	PLACE	+
+ -	LOSE	POSS-0	RAG	-
+ -	LOSE	POSS-0	REASON	-
+ -	LOSE	POSS-0	REPUTATION	+
+ -	LOSE	POSS-0	SENSES	-
+ -	LOSE	POSS-0	SHIRT	-
+ -	LOSE	POSS-0	TEMPER	+
+ -	LOSE	POSS-0	TONGUE	-
+ -	LOSE	POSS-0	VIRGINITY	+
++	LOSE		WAY	+
+ -	LOSE	POSS-0	WAY	-
+ -	LOSE		WEIGHT	+
+ -	LOSE	DET	WEIGHT	+
+ -	LOSE	POSS-0	WICKET	-
+ -	! LOVE		ME (LOVE MY DOG)	-
+ -	LOWER	POSS-0	DEFENCES	+
+ -	LOWER	POSS-0	GUARD	+
+ -	LUMP		IT	-
+ -	MAINTAIN	POSS-0	GROUND	-
+ -	MAKE		ADVANCES	+
++	MAKE	AN	APPEARANCE	+
+ -	MAKE	DET	APPOINTMENT	+
+ -	MAKE	A	BACK	+

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+ -	MAKE	A	BAG	-
+ -	MAKE	DET	BARGAIN	+
+ -	MAKE	THE	BED	+
+ -	MAKE	A	BONER	+
+ -	MAKE	A	BOOBOO	+
+ -	MAKE		BOOK	+
+ -	MAKE	A	BUNDLE	-
+ -	MAKE		CAMP	+
+ -	MAKE	DET	CASE	+
+ -	MAKE		CHANGE	-
+ -	MAKE	A	COMEBACK	+
+ -	MAKE	A	CURSEY	+
+ -	MAKE	A	DETOUR	+
+ -	MAKE	A	DIFFERENCE	-
++	MAKE	ALL THE	DIFFERENCE	+
- +	MAKE	NO	DIFFERENCE	-
+ -	MAKE		DIFFICULTIES	-
++	MAKE	A	DUST	+
+ -	MAKE	POSS-0	ENTRANCE	+
++	MAKE	AN	EPOCH	+
+ -	MAKE	DET	ERROR	+
+ -	MAKE	AN	EXIT	-
+ -	MAKE	POSS-0	EXIT	+
+ -	MAKE	A	FIST	-
++	MAKE	A	FLUTTER	+
+ -	MAKE	A	GETAWAY	+
+ -	MAKE	THE	GRADE	-
++	MAKE		GROUND	+
+ -	MAKE	A	HALT	+
++	MAKE		HASTE	-
+ -	MAKE		HAY	-
+ -	MAKE		HEAD	+
++	MAKE		HEADWAY	+
++	MAKE	DET	HEADWAY	+
++	MAKE	A	HIT	+
+ -	MAKE		HOLIDAY	-
+ -	MAKE		IT	-
+ -	MAKE	A	KILLING	-
+ -	MAKE	A	LIP	-
+ -	MAKE	A	LIVING	+

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+ -	MAKE	POSS-0	MARK (1)	-
+ -	MAKE	POSS-0	MARK (2)	+
+ -	MAKE	DET	MATCH	+
++	MAKE	A	MINT	+
+ -	MAKE		MISCHIEF	-
+ -	MAKE		MISCHIEF	-
+ -	MAKE		MOAN	-
+ -	MAKE	NO	MOAN	+
+ -	MAKE		MONEY	+
+ -	MAKE	A	MOUE	-
+ -	MAKE	A	MOVE	+
+ -	MAKE	A	NAME	+
++	MAKE	A	NOISE	+
+ -	MAKE	AN	OATH	+
+ -	MAKE		OBEISANCE	+
- +	MAKE	NO	ODDS	-
+ -	MAKE	A	PACKET	-
+ -	MAKE	A	PILE	-
+ -	MAKE		PLAY	-
+ -	MAKE	POSS-0	PLAY	-
++	MAKE	A	POULTICE	+
++	MAKE		PROGRESS	+
+ -	MAKE	A	QUORUM	+
++	MAKE	A	RACKET	+
+ -	MAKE	THE	ROUNDS	+
+ -	MAKE		SAIL	-
+ -	MAKE	THE	SCENE	-
++	MAKE		SENSE	-
+ -	MAKE		SHIFT	-
++	MAKE	A	SPLASH	+
+ -	MAKE	A	STAND	+
++	MAKE	A	STIR	+
+ -	MAKE	A	TRAIN	-
+ -	MAKE		WATER	-
++	MAKE		WAVES	+
+ -	MAKE	POSS-0	WAY	-
+ -	MAKE		WHOOPEE	-
+ -	! MAKE	NO	MISTAKE	-
+ -	MAN	THE	BARRICADES	+
+ -	MAN	THE	PUMPS	-

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+ -	KAN	THE	YARDS	+
+ -	MANUFACTURE		EVIDENCE	+
++	MARK	THE	OCCASION	+
++	MARK		TIME	+
+ -	! MARK	POSS-0	WORDS	-
+ -	HARRY		MONEY	-
+ -	HARRY		MONEY	-
+ -	MARSHALL	POSS-0	FORCES	+
+ -	MEAN		BUSINESS	-
- +	MEET	THE	CASE	+
++	MEET	THE	CASE	-
+ -	MEET	POSS-0	DOOM	-
- +	MEET	THE	EAR	-
+ -	MEET		EXPENSES	+
++	MEET	THE	EYE	-
- +	MEET	THE	EYE	-
+ -	MEET	POSS-0	MAKER	-
+ -	MEET	POSS-0	MATCH	-
- +	MEET	DET	NEED	+
+ -	MEET	THE	PRESS	-
+ -	MEET	POSS-0	WATERLOO	-
+ -	MEND	POSS-0	BELLOWS	-
+ -	MEND	POSS-0	FENCES	+
+ -	MEND	THE	FIRE	+
+ -	MEND	POSS-0	MANNERS	-
+ -	MEND	POSS-0	PACE	-
+ -	MEND	POSS-0	WAYS	-
- +	NOT MEND		MATTERS	+
+ -	! NOT MENTION		IT	-
+ -	MIDDLE	THE	BALL	+
+ -	MIDDLE		IT	-
+ -	NOT MINCE		MATTERS	-
+ -	NOT MINCE		WORDS	+
+ -	MIND	POSS-0	EYE	-
+ -	MIND	POSS-0	HITS	-
+ -	MIND	POSS-0	MANNERS	-
+ -	MIND	POSS-0	P'S AND Q'S	-
+ -	MIND	THE	SHOP	-
+ -	MIND	THE	STORE	-
+ -	! MIND	POSS-0	BACK	-

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+ -	MINT	DET	MONEY	+
+ -	MISS	POSS-0	AIM	-
+ -	MISS	THE	BOAT	-
+ -	MISS	THE	BUS	+
+ -	MISS	POSS-0	CONNECTION	+
+ -	MISS		FIRE	+
+ -	MISS	POSS-0	GUESS	-
+ -	MISS	THE	MARK	-
+ -	MISS	THE	POINT	-
+ -	MISS		STAYS	-
+ -	MISS	POSS-0	TIP	-
+ -	MISS	A	TRICK	-
+ -	NOT MISS		MUCH	+
+ -	MIX	POSS-0	DRINKS	-
+ -	MIX		IT	-
+ -	MOISTEN	POSS-0	CLAY	-
+ -	MOP	POSS-0	BROW	-
+ -	MORTGAGE	POSS-0	FUTURE	-
++	MORTGAGE	THE	FUTURE	+
++	MORTIFY	THE	FLESH	+
+ -	MOUNT	THE	BREACH	+
+ -	MOUNT	DET	GUARD	+
+ -	MOUNT	AN	OFFENSIVE	+
+ -	MOUNT	THE	SCAFFOLD	-
+ -	MOUNT	THE	THRONE	+
+ -	MOUTH		PLATITUDES	+
+ -	MOVE	POSS-0	BOWELS	-
+ -	MOVE		HEAVEN AND EARTH	-
+ -	MOVE		HOUSE	-
+ -	MOVE		MOUNTAINS	+
+ -	NOT MOVE	A	FINGER	+
+ -	NOT MOVE	A	MUSCLE	+
+ -	MUFELE	DET	DRUM	+
+ -	MUFELE	DET	OARS	+
+ -	NAME	THE	DAY	-
+ -	NAME		NAMES	+
+ -	! NAME		IT	-
+ -	! NARK		IT	-
++	NEED	DET	LIFE	-
- +	NEED		SOMETHING	+

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+ -	NOD	POSS-0	HEAD	-
+ -	NURSE	A	GRUDGE	+
+ -	OBEY	THE	CALL	-
+ -	OIL	POSS-0	TONGUE	-
+ -	OIL	THE	WHEELS	+
+ -	OOZE		CHARM	-
+ -	OPEN	THE	BALL	-
+ -	OPEN	POSS-0	BOWELS	-
++	OPEN		DOORS	+
- +	OPEN	POSS-0	DOORS	+
+ -	OPEN	POSS-0	EYES	-
+ -	OPEN		FIRE	+
+ -	OPEN	POSS-0	HEART	-
+ -	OPEN		HOSTILITIES	+
+ -	OPEN		PARLIAMENT	+
+ -	OPEN	THE	PROCEEDINGS	+
+ -	OPEN	POSS-0	SHOULDERS	-
+ -	NOT OPEN	POSS-0	LIPS	-
+ -	NOT OPEN	POSS-0	MOUTH	-
+ -	NOT OPEN	POSS-0	MOUTH	-
+ -	ORDER		ARMS	+
+ -	ORIENT	PRON-0	SELF	-
+ -	OUT-HEROD		HEROD	-
+ -	OUTDO	PRON-0	SELF	-
+ -	OUTGROW	POSS-0	STRENGTH	-
+ -	OUTSTAY	POSS-0	WELCOME	+
++	OVER-SHOOT	THE	MARK	+
+ -	OVERDO		IT	-
+ -	OVERDO		THINGS	-
+ -	OVERPLAY	POSS-0	HAND	-
+ -	OVERREACH	PRON-0	SELF	-
+ -	OVERRULE	DET	OBJECTION	+
+ -	OVERSTAY	POSS-0	WELCOME	+
+ -	PACK	POSS-0	BAGS	-
+ -	PACK	A	GUN	+
+ -	PACK	A	PISTOL	+
++	PACK	A	PUNCH	-
+ -	PACK	A	ROD	+
++	PACK	A	WALLOP	-
+ -	PAD	THE	BILL	+

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+ -	PAD	THE	HOOF	-
+ -	PAD		IT	-
+ -	PAINT	THE	LILY	-
+ -	PAPER	THE	HOUSE	-
+ -	PARADE	POSS-0	KNOWLEDGE	-
+ -	PARDON	POSS-0	FRENCH	-
+ -	PARK	PRON-0	SELF	-
+ -	PARK	THE	TIGER	-
+ -	PASS	THE	BUCK	+
+ -	PASS	THE	CHAIR	+
+ -	PASS	A	MOTION	+
++	PASS		MUSTER	-
+ -	PASS		WATER	-
+ -	PAY		ATTENTION	-
+ -	PAY	A	CALL (1)	+
+ -	PAY	A	CALL (2)	-
+ -	PAY	THE	FIDDLER	-
+ -	PAY	POSS-0	FOOTING	-
+ -	PAY	THE	PIPER	-
+ -	PAY	POSS-0	SCORE	+
+ -	PAY		SCOT AND LOT	-
+ -	PAY	A	VISIT (1)	+
+ -	PAY	A	VISIT (2)	-
++	PAY	POSS-0	WAY	-
+ -	PEDDLE	POSS-0	ARSE	-
+ -	PEDDLE	POSS-0	WARES	-
+ -	PERFORM	POSS-0	ABLUTIONS	+
- +	! PERISH	THE	THOUGHT	-
+ -	PICK	POSS-0	NOSE	-
+ -	PICK		OAKUM	-
+ -	PICK	DET	POCKET	+
+ -	PICK	POSS-0	WAY	-
+ -	PILE		ARMS	+
+ -	PINCH		PENNIES	-
+ -	PIPE	POSS-0	EYE	-
+ -	PISS	PRON-0	SELF	-
+ -	PITCH		CAMP	+
+ -	PITCH	DET	TENT	+
+ -	PITCH		WICKETS	+
+ -	PLACE	DET	BET	+

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+ -	PLANT	A	CARROT	+
+ -	PLANT	PRON-0	SELF	-
+ -	PLAY	POSS-0	ACE	+
+ -	PLAY	POSS-0	ACE	+
+ -	PLAY		BALL	-
+ -	PLAY		FAVORITES	-
+ -	PLAY	THE	FIELD	-
+ -	PLAY	DET	FISH	+
+ -	PLAY		FOLLOW-MY-LEADER	-
+ -	PLAY		FOLLOW-THE-LEADER	-
+ -	PLAY	THE	FOOL	-
+ -	PLAY	THE	GAME	+
+ -	PLAY		GOD	-
+ -	PLAY		GOOSEBERRY	-
+ -	PLAY		HOCKEY	-
+ -	PLAY		HOSPITALS	-
+ -	PLAY	THE	MAN	-
+ -	PLAY	THE	MARKET	-
+ -	PLAY	A	PART	-
+ -	PLAY		POSSUM	-
+ -	PLEAD	DET	CAUSE	+
+ -	PLEASE	PRON-0	SELF	-
- +	! PLEASE		GOD	-
- +	! PLEASE	THE	PIGS	-
+ -	PLOUGH	THE	FIELDS	+
+ -	PLOUGH		SAND	-
+ -	PLOUGH	THE	SANDS	-
+ -	PLOUGH	THE	SEAS	-
+ -	PLUCK	A	PIGEON	-
+ -	PLUMB	THE	DEPTHS	-
+ -	PLY	THE	BRUSH	-
+ -	PLY	DET	TRADE	-
+ -	POCKET	DET	AFFRONT	-
+ -	POCKET	POSS-0	PRIDE	+
+ -	POCKET	POSS-0	PRINCIPLES	+
++	POINT	A	MORAL	+
+ -	POISON	THE	WATERHOLE	-
+ -	POISON	THE	WELL	-
+ -	POLISH	THE	APPLE	-
+ -	POP	POSS-0	CORK	-

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+ -	POP	THE	QUESTION	+
+ -	POST	DET	SENTINELS	+
+ -	PRAY		SILENCE	-
+ -	PREACH	THE	GOSPEL	+
+ -	PRESERVE	POSS-0	FACULTIES	-
+ -	PRESS	THE	BUTTON	+
+ -	PRESS	THE	FLESH	-
+ -	PRESS	POSS-0	LUCK	-
+ -	PRICK	THE	BLADDER	-
+ +	PRICK	THE	BUBBLE	+
+ -	PROVE	A	POINT	-
+ -	PULL	DET	BEER	+
+ -	PULL	A	BONER	+
+ -	PULL	A	FACE	+
+ -	PULL	A	NIETY	+
+ -	PULL	POSS-0	PUNCHES	-
+ -	PULL	POSS-0	RANK	+
+ -	PULL		-STRINGS	+
+ -	PULL	DET	STRINGS	+
+ -	PULL	A	SWIFTIE	+
+ -	PULL	DET	TRAIN	+
+ -	PULL	POSS-0	WEIGHT	-
+ -	PULL	POSS-0	WIRE	-
+ -	PULL		WIRES	+
+ -	PUNCH		COWS	-
+ -	PURSE	POSS-0	LIPS	-
+ -	PUSH	A	CAB	-
+ -	PUSH	POSS-0	LUCK	-
+ -	PUSH	A	PEN	-
+ -	PUT	DET	QUESTION	+
+ -	PUT	THE	SHOT	-
+ +	QUENCH	DET	FLAME	+
+ -	QUENCH	POSS-0	THIRST	-
+ -	QUIT	THE	PRECINCTS	-
+ -	QUIT	THE	SCENE	-
+ -	RAID	THE	ICEBOX	+
+ -	RAID	THE	REFRIGERATOR	+
- +	RAIN		CATS AND DOGS	-
- +	RAIN		PITCHFORKS	-
+ -	RAISE	THE	ALARM	+

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+ +	RAISE		CAIN	-
+ +	RAISE	THE	DEVIL	-
+ +	RAISE	DET	DIFFICULTY	+
+ +	RAISE	A	DUST	+
+ +	RAISE		EYEBROWS	+
+ -	RAISE	DET	GHOST	+
+ +	RAISE		HAVOC	+
+ +	RAISE	DET	HELL	+
+ +	RAISE		HOB	-
+ +	RAISE		NED	-
+ -	RAISE	DET	OBJECTION	+
+ +	RAISE	DET	PROBLEM	+
+ +	RAISE	A	QUESTION	+
+ +	RAISE	A	RUCKUS	+
+ +	RAISE	A	RUMPUS	+
+ -	RAISE	DET	SIEGE	+
+ -	RAISE	DET	SPECTRE	+
+ +	RAISE	A	STINK	+
+ -	RAISE	POSS-0	VOICE	-
+ -	RAISE	THE	WIND	-
+ -	NOT RAISE	A	FINGER	+
+ -	RATILE	THE	SABER	+
+ -	REACH	POSS-0	PEAK	-
+ -	READ	THE	CARDS	+
+ -	READ	THE	COFFEE-GROUNDS	+
+ -	READ	THE	NEWS	+
+ -	READ	THE	TEA-LEAVES	+
+ -	RECEIVE	THE	EUCARIST	+
+ -	RECOVER	POSS-0	SENSES	-
+ -	RELIEVE	THE	GUARD	+
+ -	RELIEVE		NATURE	+
+ -	RELIEVE	PRON-0	SELF	-
+ -	RELINQUISH	DET	POSITION	-
+ -	REMEMBER	POSS-0	MANNERS	-
+ -	REMEMBER	POSS-0	PLACE	-
+ -	REMEMBER	POSS-0	POSITION	-
+ -	! REMEMBER	THE	ALAMO	-
+ -	REPEL		BOARDERS	-
+ -	RESIGN		OFFICE	-
+ -	RESPECT	THE	CLOTH	+

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+ -	REST	POSS-0	CASE	-
+ -	RETURN	DET	LEAD	+
+ -	REVERSE	THE	CHARGES	+
+ -	RIDE	THE	BRAKE	-
+ -	RIDE	A	BROOM	-
+ -	RIDE	THE	CLUTCH	-
+ -	RIDE		PILLION	-
+ -	RIDE	THE	RANGE	-
+ -	RIDE		SHOTGUN	-
- +	RING	A	BELL	-
++	RING	THE	BELL	-
++	RING	THE	CHANGES	+
+ -	RISK	POSS-0	NECK	-
+ -	ROB	THE	CRADLE	+
+ -	ROCK	THE	BOAT	+
+ -	ROLL	DET	CIGARETTE	+
+ -	ROLL	A	DRUNK	+
+ -	ROLL	DET	JOINT	+
+ -	ROLL	A	LUSH	-
+ -	ROLL	POSS-0	OWN	-
+ -	ROMP		HOME	-
+ -	ROUGH		IT	-
+ -	RUIN	POSS-0	BEAUTY	-
+ -	RUIN	POSS-0	CHANCES	-
+ -	RUIN	POSS-0	FUTURE	-
+ -	RULE	THE	ROOST	-
+ -	RUN	DET	BLOCKADE	+
- +	RUN	POSS-0	COURSE	-
+ -	RUN	DET	ERRAND	+
+ -	RUN	THE	GAUNTLET	-
+ -	RUN	THE	MESSAGES	-
+ -	RUN		RIOT	-
+ -	RUN	DET	RISK	+
+ -	RUN	THE	SHOW	-
++	RUN	THE	STREETS	-
+ -	RUN	A	TEMPERATURE	-
+ -	SALT	THE	MINE	+
++	SATISFY	DET	CONDIT ION	+
++	SAVE		APPEARANCES	+
+ -	SAVE	POSS-0	ASS	+

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+ -	SAVE	POSS-0	BREATH	-
+ -	SAVE	POSS-0	CARCASE	-
++	SAVE	THE	DAY	+
+ -	SAVE		FACE	-
+ -	SAVE	POSS-0	FACE	+
+ -	SAVE	POSS-0	HIDE	+
+ -	SAVE	POSS-0	LIFE	-
+ -	SAVE	POSS-0	NECK	-
+ -	SAVE	POSS-0	SKIN	+
++	SAVE		TIME	+
+ -	! SAVE		IT	-
+ -	SAW		GOURDS	+
+ -	SAW		WOOD	+
+ -	SAY		GRACE	+
+ -	SAY	NO	MORE	+
+ -	SAY	A	KOUTHEUL	-
+ -	SAY		NAY	-
+ -	SAY		OFFICE	+
+ -	SAY	POSS-0	PIECE	-
+ -	SAY	POSS-0	PRAYERS	-
+ -	SAY		RUTH	-
+ -	SAY	POSS-0	SAY	-
+ -	SAY		SOMETHING	-
+ -	SAY		UNCLE	-
+ -	SAY		WHAT?	-
+ -	SAY		WHEN	-
+ -	SAY	THE	WORD	-
+ -	! NEVER SAY		DIE	-
+ -	SCAN	THE	HORIZON	-
+ -	SCENT	THE	AIR	-
++	SCOOP	THE	POOL	-
++	SCOTCH	DET	RUMOUR	+
++	SCOTCH	THE	SNAKE	-
+ -	SCOUR	THE	COUNTRYSIDE	-
+ -	SCOUR	THE	PLAINS	-
+ -	SCRAPE	THE	BARREL	+
+ -	SCRAPE	POSS-0	FEET	-
+ -	SCRAPE	POSS-0	PLATE	+
+ -	SCRATCH	DET	HORSE	+
+ -	SCRATCH	THE	SUREFACE	+

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+ -	SCUTTLE	DET	SHIP	+
+ -	! SEARCH		ME	-
+ -	SECOND	DET	MOTION	+
+ -	SEE	THE	BEAT	-
+ -	SEE		BLACK	-
+ -	SEE		DAYLIGHT	-
+ -	SEE		DOUBLE	-
+ -	SEE	THE	JOKE	-
+ -	SEE		LIFE	-
+ -	SEE	THE	LIGHT	-
+ -	SEE	THE	POINT	-
+ -	SEE		REASON	-
+ -	SEE		RED	-
+ +	SEE		SERVICE	+
+ -	SEE	THE	SIGHTS	+
+ -	SEE		STARS	-
+ -	SEE		THINGS	-
+ -	SEE	THE	TOWN	-
+ -	SEE		VISIONS	+
+ -	SEE	THE	WORLD	-
+ -	SEEK		EXCUSES	+
+ -	! SEEK		DEAD	-
+ -	SEIZE	THE	OCCASION	+
+ -	SELL	POSS-0	ARSE	-
+ -	SELL	POSS-0	COUNTRY	-
+ -	SELL	THE	DUMMY	-
+ -	SELL	THE	FARM	-
+ -	SELL	THE	PASS	+
+ -	SEND		WORD	+
+ +	SERVE	DET	PURPOSE	+
+ -	SERVE	A	SENTENCE	+
+ -	SERVE	DET	TIME	+
+ -	SERVE	POSS-0	TIME	-
+ -	SET	DET	ALARM	+
+ -	SET	DET	BELL	+
+ -	SET	DET	BONE	+
+ -	SET	DET	BUTTERFLY	+
+ -	SET	DET	CLOCK	+
+ -	SET	DET	EGGS	+
+ +	SET	AN	EXAMPLE	+

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+ +	SET	THE	FASHION	+
+ -	SET	DET	FIRE	+
+ -	SET	POSS-0	HAIR	+
+ -	SET	DET	HEN	+
+ +	SET	DET	PACE	+
+ -	SET	DET	PLANT	+
+ -	SET	DET	RAZOR	+
+ -	SET		SAIL	+
+ -	SET	DET	SAW	+
+ +	SET	THE	SCENE	+
+ -	SET	DET	SEED	+
+ +	SET	A	STANDARD	+
+ -	SET	A	STITCH	+
+ -	SET	THE	STROKE	+
+ -	SET		TABLE	+
+ -	SET	THE	TABLE	+
+ -	SET	POSS-0	TEETH	+
+ -	SET	DET	TRAP	+
+ -	SET	A	WATCH	+
+ -	SET	DET	WATCH	+
+ -	SET	THE	WATCH	+
+ +	SETTLE	DET	QUESTION	+
+ -	SHAKE		HANDS	-
+ -	SHAKE	POSS-0	HEAD	-
+ -	SHAKE	A	LEG	-
+ -	SHEATHE	THE	SWORD	+
+ -	SHED	DET	BLOOD	+
+ -	SHED	A	TEAR	+
+ -	SHIFT	POSS-0	GROUND	-
+ -	SHIP		OAR	+
- +	SHIP	A	SEA	+
+ -	SHIRK	POSS-0	DUTY	-
+ -	SHIRK	POSS-0	RESPONSIBILITIES	-
+ -	! SHIT	A	BRICK	-
+ -	SHOOT	THE	CAT	-
+ -	SHOOT	POSS-0	CUFFS	+
+ -	SHOOT	A	LINE	-
+ -	SHOOT	POSS-0	LINEN	-
+ -	SHOOT	POSS-0	LOAD	-
+ -	SHOOT	THE	MOON	-

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+ -	SHOOT	DET	RAPIDS	-
+ -	SHOOT	THE	SUN	-
+ -	SHOOT	THE	WAD	-
+ -	SHOOT	THE	WORKS	-
+ -	SHORTEN	POSS-0	GRIP	+
+ -	SHOUT	THE	ODDS	-
+ -	SHOW		ABRAHAM	-
+ -	SHOW	POSS-0	AGE	+
+ -	SHOW	POSS-0	CARDS	-
+ -	SHOW		CAUSE	+
+ -	SHOW	POSS-0	COLOURS	+
+ -	SHOW	POSS-0	FACE	-
+ -	SHOW		FIGHT	+
+ -	SHOW	THE	FLAG	+
+ -	SHOW	POSS-0	HAND	-
+ -	SHOW	A	LEG	-
++	SHOW	NO	MERCY	+
++	SHOW	PRON-0	SELF	-
++	SHOW	POSS-0	TEETH	-
++	SHOW	THE	WAY	+
+ -	SHRUG	POSS-0	SHOULDERS	-
+ -	SHUFFLE	THE	DECK	+
+ -	SHUFFLE	POSS-0	FEET	-
+ -	SHUT	POSS-0	MOUTH	+
+ -	! SHUT	POSS-0	HEAD	-
+ -	! SHUT	POSS-0	TRAP	-
+ -	SKIP		BAIL	-
+ -	! SKIP		IT	-
+ -	SLAKE	POSS-0	THIRST	+
+ -	SLAP		LEATHER	-
+ -	SLASH	DET	PRICE	+
+ -	SLASH	POSS-0	WRISTS	+
+ -	NOT SLEEP	A	WINK	-
+ -	SLING	THE	BULL	+
+ -	SLING		HASH	+
+ -	SLING	POSS-0	HOOK	-
+ -	SLING		INK	+
- +	SLIP		ANCHOR	-
+ -	SLIP	POSS-0	CALE	+
+ -	SLIP	A	COG	-

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+ -	SLIP	A	GEAR	-
++	SLIP	POSS-0	MOORINGS	-
+ -	SMELL	A	RAT	+
+ -	SMIRCH	POSS-0	SCUTCHEON	+
+ -	SMOKE	THE	CALUMET	+
+ -	SMOKE	THE	PEACE-PIPE	+
+ -	SNUFF		IT	-
+ -	SOLICIT	POSS-0	MUSE	-
+ -	SOUND	THE	ALARM	+
++	SOUND	THE	ALL-CLEAR	+
+ -	SOUND	THE	BUGLE	+
++	SOUND	THE	CHARGE	+
+ -	SOUND	A	PARLEY	+
+ -	SOUND	THE	TRUMPET	+
+ -	SOW		DISORDER	+
+ -	SPARE	NO	EXPENSE	+
+ -	SPEAK	POSS-0	MIND	-
+ -	SPEAK	POSS-0	PIECE	-
+ -	SPEND	A	PENNY	-
+ -	SPILL	THE	BEANS	+
++	SPILL		BLOOD	+
+ -	SPILL	POSS-0	GUTS	-
+ -	SPILL		INK	+
+ -	SPILL		MONEY	-
+ -	SPILL	POSS-0	SEED	+
+ -	SPIN	DET	WEB	+
+ -	SPIN	A	YARN	-
+ -	SPIT		CHIPS	-
+ -	SPIT		CHIPS	-
+ -	SPLASH	THE	ROOTS	-
+ -	SPLIT	THE	DIFFERENCE	+
+ -	SPLIT		HAIRS	+
+ -	SPLIT	DET	INFINITIVE	+
+ -	SPLIT	POSS-0	SIDES	+
+ -	SPOIL	POSS-0	CHANCES	-
+ -	SPOIL	THE	EGYPTIANS	-
+ -	SPOIL	POSS-0	LOOKS	-
+ -	SPOIL	POSS-0	OAK	-
++	SPREAD	POSS-0	CANVAS	+
+ -	SPREAD	DET	CHORD	+

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+ -	SPREAD	POSS-0	LEGS	-
+ -	SPREAD	DET	RUMOUR	+
+ -	SPREAD	PRON-0	SELF	-
+ -	SPREAD	POSS-0	WINGS	-
+ -	SPREAD	THE	WORD	+
- +	SPRING	A	BUTT	+
- +	SPRING	A	LEAK	-
- +	SPRING	HER	LUFF	+
- +	SPRING	THE	LUFF	-
+ -	SPRING	A	TRAP	-
+ +	SQUARE	THE	CIRCLE	+
+ -	STAGE	A	COMEBACK	+
+ +	STALL	DET	ENGINE	+
+ +	STALL	DET	MOTOR	+
+ -	STAND		FIRE	-
+ -	STAND	THE	GAEF	-
+ -	STAND	POSS-0	GROUND	-
+ -	STAND		GUARD	-
+ -	STAND		IT	-
+ -	STAND	THE	PACE	-
+ -	STAND	DET	ROUND	-
+ -	STAND		TREAT	+
+ -	STAND		TRIAL	+
+ -	! IF CAN NOT STAND	THE	HEAT (GET OUT OF THE KITCHEN	-
+ -	! IF CAN NOT STAND	THE	HEAT (STAY OUT OF THE KITCHEN)	-
+ +	START		SOMETHING	+
+ -	STARVE	A	FEVER	-
+ -	STATE	POSS-0	BUSINESS	+
+ -	STATE	DET	CASE	+
+ -	STAY	THE	COURSE	-
+ -	STAY	POSS-0	HAND	+
+ -	STAY	THE	NIGHT	-
+ -	STAY	THE	PACE	-
+ -	STEAL		HOME	+
+ -	STEAL	A	KISS	+
+ -	STEAL	THE	SHOW	+
+ +	STEM	THE	TIDE	+
+ -	STICK		IT	-
+ -	STOP	A	BULLET	+
+ -	STOP	POSS-0	EARS	+

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+ +	STOP	A	GAP	-
+ +	STOP	THE	SHOW	+
+ -	STOP	DET	TOOTH	+
+ +	STOP	DET	WOUND	+
+ -	STORM	THE	BARRICADES	+
+ -	STRAIN		CREDULITY	+
+ -	STRAIN	EVERY	FIBRE	-
+ -	STRAIN	EVERY	NERVE	+
+ -	STRETCH	POSS-0	LEGS	-
+ -	STRETCH	DET	POINT	+
+ -	STRETCH	THE	TRUTH	+
+ -	STRIKE	AN	ATTITUDE	+
+ -	STRIKE	A	BALANCE	+
+ -	STRIKE	A	BARGAIN	+
+ -	STRIKE	THE	BEAM	-
+ +	STRIKE	A	CHORD	+
+ -	STRIKE	DET	COIN	+
+ -	STRIKE	POSS-0	COLOURS	+
+ -	STRIKE		FIRE	+
+ -	STRIKE	POSS-0	FLAG	+
+ -	STRIKE		GOLD	+
- +	STRIKE		HOME	-
- +	STRIKE	THE	HOURL	-
+ -	STRIKE	A	LIGHT	-
+ -	STRIKE	DET	MATCH(ES)	+
+ +	STRIKE		MEASURE	+
+ -	STRIKE		OIL	+
+ -	STRIKE	A	POSE	+
+ +	STRIKE	A	REEF	+
- +	STRIKE		ROOTS	-
+ +	STRIKE	A	SNAG	+
+ -	STRIKE		TENTS	+
+ -	STRIKE		TROUBLE	+
+ -	STRIP	DET	COW	+
+ -	STRUT	POSS-0	STUFF	-
+ -	STUFF	POSS-0	FACE	-
+ -	! STUFF		IT	-
+ -	SUCK	AN	EGG	-
+ +	SUGAR	THE	PILL	+
+ -	SURPASS	PRON-0	SELF	-

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+ -	SURRENDER	POSS-0	ARMS	-
+ -	SURRENDER	DET	POSITION	+
+ -	SWALLOW	A	CAMEL	-
+ -	SWALLOW	THE	DICTIONARY	-
+ -	SWALLOW	THE	PILL	+
+ -	SWALLOW	POSS-0	PRIDE	+
+ -	SWALLOW	POSS-0	PRINCIPLES	+
+ -	SWALLOW	POSS-0	WORDS	-
+ -	SWEAR	AN	OATH	+
+ -	SWEAT		BLOOD	-
+ -	SWEEP	THE	BOARD	-
++	SWEETEN	THE	PILL	+
+ -	SWING	A	CAT	-
+ -	SWING	DET	HAMMOCK	+
+ -	SWING	THE	LEAD	-
+ -	SWING	POSS-0	WEIGHT	-
+ -	TAKE		ADVANTAGE	-
+ -	TAKE		ADVICE	+
+ -	TAKE		AIM	+
+ -	TAKE	THE	AIR(1)	-
- +	TAKE	THE	AIR(2)	-
+ -	TAKE		ALARM	+
+ -	TAKE	THE	BAIT	+
+ -	TAKE	A	BATH	+
+ -	TAKE	A	BEATING	-
++	TAKE	SOME	BEATING	-
+ -	TAKE	THE	BISCUIT	-
+ -	TAKE		BLOCK	+
+ -	TAKE	A	BOW	-
+ -	TAKE	A	BREAK	+
+ -	TAKE		BREATH	-
+ -	TAKE	A	BREATH	+
+ -	TAKE	A	BREATH	+
++	TAKE	THE	CAKE	-
+ -	TAKE		CARE	+
+ -	TAKE	A	CHAIR	-
+ -	TAKE	THE	CHAIR	+
+ -	TAKE	A	CHANCE	+
+ -	TAKE	POSS-0	CHANCE	-
+ -	TAKE	POSS-0	CHANCES	-
+ -	TAKE		CHARGE	-

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+ -	TAKE	POSS-0	CHOICE	-
+ -	TAKE		CHRISTIENDOM	+
+ -	TAKE	A	CLASS	+
+ -	TAKE		COCAINE	+
+ -	TAKE		COLD	-
+ -	TAKE		COUNSEL	+
+ -	TAKE		COUNT	-
+ -	TAKE	THE	COUNT	+
+ -	TAKE		COURAGE	-
- +	TAKE	POSS-0	COURSE	-
+ -	TAKE		COVER	-
+ -	TAKE	THE	DEFENSIVE	+
+ -	TAKE	DET	DEGREE	+
+ -	TAKE	A	DIP	+
+ -	TAKE	A	DIVE	-
+ -	TAKE	A	DROP	-
+ -	TAKE		EARTH	-
- +	TAKE		EFFECT	-
+ -	TAKE		END	-
+ -	TAKE	THE	FIELD	-
+ -	TAKE	THE	FIFTH	+
- +	TAKE		FIRE	-
+ -	TAKE		FIVE	-
+ -	TAKE		FLIGHT	-
+ -	TAKE	POSS-0	FLIGHT	-
+ -	TAKE	THE	FLOOR	+
+ -	TAKE	A	FLOP	-
+ -	TAKE	A	FLUTTER	-
+ -	TAKE		FRIGHT	+
+ -	TAKE	A	GROUNDSWEAT	-
+ -	TAKE		GUARD	+
+ -	TAKE		HEART	+
+ -	TAKE	DET	HINT	-
+ -	TAKE		HOLD	-
+ -	TAKE	DET	HOLIDAY	+
+ -	TAKE	POSS-0	HOOK	-
+ -	TAKE		HORSE	-
+ -	TAKE		HUFF	-
+ -	TAKE		HUFF	-
+ -	TAKE	THE	HUFF	+
+ -	TAKE	THE	INITIATIVE	+

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+ -	TAKE		IT	-
+ -	TAKE		IT OR LEAVE IT	-
+ -	TAKE	A	JOKE	-
+ -	TAKE	A	KNOCK	+
+ -	TAKE	THE	KNOCK	-
++	TAKE	THE	LEAD	+
+ -	TAKE	POSS-0	LEAVE	-
+ -	TAKE	DET	LETTER	+
+ -	TAKE		LIBERTIES	+
++	TAKE		LIFE	+
+ -	TAKE	POSS-0	MEDICINE	-
+ -	TAKE	THE	MICKEY	-
+ -	TAKE	AN	OATH	+
+ -	TAKE		ODDS	+
+ -	TAKE	THE	OFFENSIVE	+
+ -	TAKE		OFFICE	-
+ -	TAKE		ORDERS	-
+ -	TAKE		PAUSE	-
- +	TAKE		PLACE	-
+ -	TAKE	POSS-0	PLACE	-
+ -	TAKE	POSS-0	PLEASURE	+
+ -	TAKE	THE	PLUNGE	-
+ -	TAKE	A	POT-SHOT	-
+ -	TAKE	A	POWDER	-
+ -	TAKE	THE	ROAD	-
- +	TAKE		ROOT	-
+ -	TAKE	A	SEAT	-
- +	TAKE		SHAPE	-
+ -	TAKE		SHELTER	-
+ -	TAKE	A	SHORT-CUT	+
+ -	TAKE		SILK	+
+ -	TAKE		SNUFF	+
+ -	TAKE	POSS-0	STANCE	-
+ -	TAKE	A	STAND	+
+ -	TAKE	THE	STAND	+
+ -	TAKE		TEA	+
+ -	TAKE		TEN	-
+ -	TAKE		THOUGHT	-
+ -	TAKE	POSS-0	TIME	-
+ -	TAKE	A	TRICK	-

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+ -	TAKE	A	WIFE	+
- +	TAKE		WIND	-
+ -	! TAKE	A	PEW	-
+ -	NOT TAKE		NAY	-
+ -	TALK		BUSINESS	-
+ -	TALK		SHOP	+
+ -	TALK		TURKEY	-
+ -	TASTE		BLOOD	+
+ -	TEAR	POSS-0	HAIR	-
- +	TEAR		IT	-
+ -	TELL	POSS-0	BEADS	+
+ -	TELL	DET	FIB	+
+ -	TELL		FORTUNES	+
+ -	TELL		NOSES	-
+ -	TELL	A	TALE	-
- +	TELL	THE	TALE	-
+ -	TELL		TALES	-
++	TELL		TIME	-
+ -	TELL	DET	WHOPPER	+
+ -	TELL	THE	WORLD	-
+ -	TEMPER	POSS-0	WINE	-
+ -	TEMPT		FATE	+
+ -	TEMPT	THE	FATES	+
+ -	THROW	THE	BULL	+
+ -	THROW	A	CHEST	+
+ -	THROW	A	FIT	+
+ -	THROW	THE	HAMMER	+
+ -	THROW	A	MAP	-
+ -	THROW	POSS-0	VOICE (1)	-
+ -	THROW	POSS-0	VOICE (2)	-
+ -	THUMB	A	LIFT	-
+ -	THUMB	POSS-0	NOSE	-
+ -	TICKLE	THE	IVORIES	-
+ -	TICKLE	THE	PETER	-
+ -	TICKLE	THE	TILL	-
+ -	TIGHTEN	POSS-0	BELT	-
+ -	TIP	THE	SCALES	+
+ -	TOAST	POSS-0	TOES	-
+ -	TOE	THE	LINE	+
+ -	TOE	THE	SCRATCH	-

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+ -	TOSS	THE	CABER	-
++	TOUCH		BOTTOM	-
++	TOUCH	A	CHORD	+
+ -	TOUCH		GROUND	-
+ -	TOUCH	A	NERVE	+
++	TOUCH	A	STRING	+
+ -	TOUCH		WOOD	-
+ -	TRAIL		ARMS	+
+ -	TRAIL	POSS-0	COAT	+
+ -	TRAIL	POSS-0	COAT-TAILS	+
+ -	TREAD	THE	BOARDS	+
+ -	TREAD	DET	GRAPES	+
+ -	TREAD	A	MEASURE	+
+ -	TREAD	THE	STAGE	-
+ -	TREAD		WATER	-
+ -	TRIM	POSS-0	SAILS	+
+ -	TRIM	THE	SHORE	-
+ -	TROOP	THE	COLOUR(S)	+
+ -	TRY	POSS-0	WINGS	-
+ -	TURN		CARTWHEELS	+
+ -	TURN	POSS-0	COAT	+
+ -	TURN		COLOUR	-
++	TURN	THE	CORNER	-
+ -	TURN		HANDSPRINGS	+
+ -	TURN	THE	PAGE	+
+ -	TURN		TAIL	-
++	TURN	THE	TIDE	+
+ -	TURN	A	TRICK	+
+ -	TURN		TURTLE	-
+ -	NOT TURN	A	HAIR	-
+ -	TWANG	THE	WIRE	-
+ -	TWIST	THE	FACTS	+
+ -	UP	THE	ANTE	+
+ -	USE	POSS-0	BEAN	-
+ -	USE	POSS-0	FISTS	-
+ -	USE	POSS-0	HEAD	-
+ -	USE	POSS-0	LOAF	-
+ -	USE	POSS-0	NOGGIN	-
+ -	USE	POSS-0	NOODLE	-
+ -	USE	POSS-0	NOUS	+

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+ -	VACATE	THE	CHAIR	+
+ -	VACATE		OFFICE	-
+ -	VIOLATE		PAROLE	+
++	VIOLATE	DET	SANCTUARY	+
++	VIOLATE	DET	TREATY	+
+ -	WAIT		TABLE	-
+ -	WAIT	POSS-0	TURN	-
+ -	! WAIT	A	MINUTE	-
+ -	! WAIT	A	MINUTE	-
+ -	WALK	THE	AISLE	-
+ -	WALK	THE	BABY	+
+ -	WALK	THE	BOARDS	-
+ -	WALK	THE	CHALK	-
+ -	WALK	THE	DOG	-
+ -	WALK	THE	FLOOR	-
+ -	WALK	THE	HOSPITALS	-
+ -	WALK	THE	LINE	+
+ -	WALK	THE	PLANK	+
+ -	WALK	THE	STREETS	-
+ -	WALTZ		MATILDA	-
+ -	WANT	THE	MOON	-
+ -	WARM	THE	BENCH	+
+ -	WASTE	POSS-0	BREATH	+
+ -	WATCH		IT	-
+ -	WATCH	POSS-0	LANGUAGE	-
+ -	WATCH	POSS-0	TIME	-
+ -	WATCH	POSS-0	WORDS	-
+ -	WATER	THE	HORSES	-
+ -	WAVE	THE	FLAG	+
+ -	WEAR	THE	BREECHES	+
+ -	WEAR	THE	CROWN	-
+ -	WEAR		DIAPERS	-
+ -	WEAR	THE	GOWN	-
+ -	WEAR		IT	-
+ -	WEAR		MOTLEY	-
+ -	WEAR	THE	KOTLEY	+
+ -	WEAR	THE	SWORD	-
+ -	WEAR	THE	TROUSERS	-
+ -	WEAR	THE	WILLOW	-
+ -	WEAVE	DET	WEB	+

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+ -	WEIGH		ANCHOR	+
+ -	WEIGH	THE	CONSEQUENCES	+
+ -	WEIGH	THE	PROS AND CONS	+
+ -	WEIGH	POSS-0	WORDS	+
+ -	WEND	POSS-0	WAY	-
+ -	WET	POSS-0	CLAY	-
+ -	WET	POSS-0	NAPPY	-
+ -	WET	POSS-0	PANTS	-
+ -	WHISTLE		DIXIE	-
+ -	WIN	POSS-0	BLUE	+
+ -	WIN	POSS-0	BREAD	+
++	WIN	THE	DAY	+
+ -	WIN	POSS-0	EPAULETTES	+
+ -	WIN		FAME AND FORTUNE	+
+ -	WIN	THE	FIELD	+
+ -	WIN		HOME	-
+ -	WIN	DET	POINT	+
+ -	WIN	POSS-0	SPURS	+
+ -	WIN	THE	TOSS	+
+ -	WIN	POSS-0	WAY	-
+ -	WIN	POSS-0	WINGS	+
+ -	WORK		DAYSHIFT	+
+ -	WORK		NIGHTSHIFT	+
+ -	WORK	THE	ORACLE	+
+ -	WORK	POSS-0	PASSAGE	-
++	WORK		WONDERS	-
+ -	WRING	POSS-0	HANDS	+
+ -	YIELD		CONSENT	-
++	YIELD	THE	PALM	+
+ -	YIELD	DET	POINT	-
+ -	YIELD		SUBMISSION	-

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+ -	ACT	THE	GIDDY	GOAT	-
++	ANSWER	POSS-0	COUNTRY'S	CALL	-
+ -	ANAIT	A	HAPPY	EVENT	-
+ -	BACK	THE	WRONG	HORSE	+
+ -	BEAR	A	CHARMED	LIFE	+
+ -	BEAT	A	(HASTY)	RETREAT	+
- +	BLOW		GREAT	GUNS	-
+ -	BLOW	POSS-0	OWN	HORN	-
+ -	BLOW	POSS-0	OWN	TRUMPET	-
++	BREAK		FRESH	GROUND	+
++	BREAK		KFW	GROUND	+
++	BREAK		FRISCIAN'S	HEAD	+
++	BREAK	THE	KING'S	PEACE	+
++	BREAK	THE	QUEEN'S	PEACE	+
+ -	BURN	THE	MIDNIGHT	OIL	+
+ -	CAST		SHEEP'S	EYES	+
+ -	CAST	THE	FIRST	STONE	-
+ -	CATCH	THE	SPEAKER'S	EYE	+
+ -	CLEANSE	THE	AUGEAN	STABLES	+
+ -	COME		FULL	CIRCLE	-
+ -	COME	THE	RAW	PAWN	-
++	COST	A	PRETTY	PENNY	-
+ -	COUNT		DAISY	ROOTS	-
+ -	CROOK	POSS-0	LITTLE	FINGER	-
+ -	CRY		STINKING	FISH	-
+ -	CRY		BLUE	MURDER	+
+ -	CUT	A	DASHING	FIGURE	+
+ -	CUT	A	POOR	FIGURE	+
+ -	CUT	A	SORRY	FIGURE	+
+ -	CUT	POSS-0	OWN	THROAT	-
+ -	CUT	THE	UMBILICAL	CORD	+
++	CUT	THE	GORDIAN	KNOT	+
+ -	DIE	A	DOG'S	DEATH	-
+ -	DIE	A	DRY	DEATH	-
+ -	DIE	A	NATURAL	DEATH	-
+ -	DIE	A	THOUSAND	DEATHS	-
+ -	DIG	POSS-0	OWN	GRAVE	-
+ -	DO	A	SLOW	BURN	-
+ -	DO	A	DOUBLE	TAKE	-
+ -	DO	POSS-0	LEVEL	BEST	-

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+ -	DO	THE	RIGHT	THING	+
+ -	NOT DO	A	HAND'S	TURN	-
+ -	DRAW		FIRST	BLOOD	+
+ -	DRAW	A	LONG	BREATH	-
+ -	DRIVE	A	HARD	BARGAIN	+
+ -	EARN		GOOD	MONEY	+
+ -	EAT		HUMBLE	PIE	+
+ -	FACE		BOTH	WAYS	-
+ +	FLOG	A	DEAD	HORSE	-
+ -	FOUL	POSS-0	OWN	NEST	-
+ -	GET		COLD	FEET	-
+ -	GET	POSS-0	JUST	DESSERTS	-
+ +	GET	POSS-0	SECOND	WIND	-
+ -	GET	POSS-0	HONEY'S	WORTH	+
+ -	GET	THE	LAST	LAUGH	-
+ -	GET	THE	FROZEN	MITTEN	-
+ -	GIVE		LFG	BAIL	-
+ -	GIVE	THE	GREEN	LIGHT	+
+ -	GO		ONE	BETTER	-
+ -	GO		GREAT	GUNS	-
+ -	GO	(THE)	WHOLE	HOG	-
+ -	HIT		HIGH	C	+
+ -	HIT	THE	HIGH	SPOTS	+
+ -	HOLD	A	GOOD	HAND	+
+ -	HOLD	A	LOUSY	HAND	+
+ -	HOLD	A	POOR	HAND	+
+ -	JOIN	THE	PUDDING	CLUB	+
+ -	KEEP		GOOD	HOURS	+
+ -	KEEP		LATE	HOURS	+
+ -	KEEP		OPEN	HOUSE	-
+ +	KEEP		GOOD	TIME	+
+ -	KEEP	A	GOOD	CELLAR	+
+ -	KEEP	A	STRAIGHT	FACE	+
+ -	KEEP	A	STIFF	UPPER LIP	+
+ -	KEEP	AN	OPEN	MIND	-
+ -	KEEP	POSS-0	OWN	COUNCIL	-
+ -	KILL	THE	FATTED	CALF	+
+ -	KISS	THE	BLARNEY	STONE	+
+ -	KNOW	POSS-0	OWN	MIND	-
+ -	LEAD	A	CAT AND DOG	LIFE	+

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+ -	LEAD	A	DOG'S	LIFE	+
+ -	LEAD	A	DOUBLE	LIFE	+
+ -	LOSE	POSS-0	GOOD	NAME	+
+ -	MAKE		GOOD	CHEER	+
+ +	MAKE		GOOD	TIME	+
+ -	MAKE	A	LONG	ARM	-
+ -	MAKE	A	CLEAN	BREAK	+
+ -	MAKE	A	LONG	FACE	+
+ -	MAKE	A	GOOD	HAUL	+
+ -	MAKE	A	WHY	MOUTH	+
+ -	MAKE	A	LONG	NOSE	-
+ -	MAKE	POSS-0	OWN	ARRANGEMENTS	-
+ -	MAKE	THE	FIRST	STEP	+
+ -	NOT MAKE		OLD	BONES	-
+ -	MIND	POSS-0	OWN	BUSINESS	-
+ -	MOUNT	THE	HIGH	HORSE	-
+ -	OCCUPY	THE	HIGH	GROUND	+
+ -	PADDLE	POSS-0	OWN	CANOE	-
+ -	PLAY		MUSICAL	BEDS	+
+ -	PLAY		POCKET	BILLIARDS	-
+ -	PLAY		FUNNY	BUGGERS	-
+ -	PLAY		MUSICAL	CHAIRS	+
+ -	PLAY		FIRST	FIDDLE	-
+ -	PLAY		SECOND	FIDDLE	-
+ -	PLAY	POSS-0	BEST	CARD	+
+ -	PLAY	POSS-0	LAST	CARD	+
+ -	PLAY	POSS-0	TRUMP	CARD	-
+ -	PLAY	THE	GIDDY	GOAT	-
+ -	PLAY	THE	WHITE	MAN	-
+ -	PLAY	THE	LFAD	ROLE	+
+ -	PLOUGH	A	LONELY	FURROW	+
+ -	PLOUGH	A	STRAIGHT	FURROW	+
+ -	PULL	A	LONG	FACE	-
+ -	PULL	A	FAST	ONE	+
+ -	PULL	THE	ANGEL	TRAIN	-
+ -	PUT ON	A	WOODEN	KIMONA	-
+ +	NOT REACH		FIRST	BASE	-
+ -	READ	THE	FINE	PRINT	+
+ -	READ	THE	SHALL	PRINT	+
+ -	REALIZE	A	LIFETIME'S	AMBITION	+

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+ -	RIDE	THE	HIGH	HORSE	-
+ -	ROW	POSS-O	OWN	BOAT	-
+ -	RUN	A	TIGHT	SHIP	+
+ -	SAIL	THE	OCEAN	BLUE	-
+ -	SAY	A	FEW	WORDS	+
+ +	SCREAM		BLUE	MURDER	-
+ +	SEE		BETTER	DAYS	-
+ +	SEE		WORSE	DAYS	+
+ +	SEE		PINK	ELEPHANTS	+
+ +	SEE	POSS-O	BEST	DAYS	-
+ -	SET	A	BAD	EXAMPLE	+
+ -	SET	A	GOOD	EXAMPLE	+
+ -	SHIT	POSS-O	OWN	NEST	+
+ -	SHOW	THE	WHITE	FEATHER	+
+ -	SHOW	THE	CLOVEN	HOOF	+
+ -	SHOW	THE	BULLDOG	SPIRIT	+
+ -	SIGN	POSS-O	OWN	DEATH-WARRANT	+
+ -	SING	A	DIFFERENT	TUNE	+
+ -	SING	A	NEW	TUNE	+
+ -	SOW	POSS-O	WILD	OATS	+
+ -	SPEAK	THE	KING'S	ENGLISH	+
+ -	SPEAK	THE	QUEEN'S	ENGLISH	+
+ +	STAND	A	FIGHTING	CHANGE	-
+ +	STRIKE	A	HAPPY	MEDIUM	+
+ -	SWEAR		BLUE	MURDER	-
+ -	TAKE		FRENCH	LEAVE	-
+ -	TAKE		POT	LUCK	+
+ -	TAKE		HOLY	ORDERS	-
+ -	TAKE		FIRST	PRIZE	-
+ -	TAKE	A	DEEP	BREATH	+
+ -	TAKE	A	LONG	BREATH	+
+ -	TAKE	A	FLYING	LEAP	-
+ -	TAKE	A	VANISHING	POWDER	-
+ -	TAKE	A	BACK	SEAT	+
+ -	TAKE	A	BACK	SEAT	+
+ -	TAKE	A	LONG	SHOT	+
+ +	TAKE	A	BAD	TURN	-
+ +	TAKE	A	HASTY	TURN	+
+ -	TAKE	AN	EARTH	BATH	-
+ -	TAKE	THE	FIFTH	AMENDMENT	+

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+ -	TAKE	THE	HIGH	ROAD	+
+ -	TAKE	THE	LOW	ROAD	+
+ -	TAKE	THE	FIRST	STEP	+
+ -	TAKE	THE	LONG	VIEW	+
+ -	TAKE	THE	SHORT	VIEW	+
+ -	TAKE	THE	EASY	WAY (OUT)	+
+ -	TAKE	A	RUNNING	JUMP	-
+ -	TELL	A	WHITE	LIE	+
+ -	THROW	THE	FIRST	STONE	+
+ -	TOUCH	THE	RIGHT	CHORD	+
+ -	TREAD	THE	PRIMROSE	PATH	+
+ -	TRIP	THE	LIGHT	FANTASTIC	+
+ -	TURN		KING'S	EVIDENCE	-
+ -	TURN		QUEEN'S	EVIDENCE	-
+ +	TURN	A	PRETTY	PENNY	+
+ -	TURN	AN	HONEST	PENNY	+
+ -	TURN	THE	OTHER	CHEEK	-
+ -	WAVE	THE	BIG	STICK	+
+ -	WEAR		DEAD MEN'S	SHOES	+
+ -	WEAR		ROSE-COLOURED	SPECTACLES	+
+ -	WEAR	A	LONG	FACE	+
+ -	WHISTLE	A	DIFFERENT	TUNE	+
+ -	WHISTLE	A	NEW	TUNE	+
+ -	WIELD	THE	BIG	STICK	-
+ -	WIN		FIRST	PRIZE	-
+ -	WORK		DOUBLE	TIDES	+
+ -	WORSHIP	THE	GOLDEN	CALF	-
+ -	WRITE	A	RUBBER	CHECK	+
+ -	WRITE	A	GOOD	FIST	-

ICHINNON	MCHINNON			P B	P A S S I T
+ -	BEG	N'S	PARDON	- -	- -
++	BLOW	N'S	COVER	++	++
++	BREAK	N'S	ALIMI	++	++
+ -	BREAK	N'S	BALLS	- -	- -
++	BREAK	N'S	COVER	++	++
- +	BREAK	N'S	FAH	++	++
++	BREAK	N'S	HEART	++	++
+ -	BREAK	N'S	NECK	- -	- -
++	BREAK	N'S	PRIDE	++	++
+ -	BREAK	N'S	SERVICE	++	++
++	BREAK	N'S	SPIRIT	++	++
++	BREAK	N'S	WILL	++	++
+ -	BUST	N'S	BALLS	- -	- -
+ -	CALL	N'S	BLUFF	++	++
++	CATCH	N'S	EYE	++	++
++	CATCH	N'S	FANCY	- -	- -
+ -	CATCH	N'S	LIKENESS	++	++
++	CHANGE	N'S	MIND	++	++
++	CLEAR	N'S	NAIP	++	++
++	CLIP	N'S	WINGS	++	++
++	COME	N'S	WAY	- -	- -
+ -	CONSOLE	N'S	WIDOW	- -	- -
++	COOK	N'S	GOOSE	- +	- +
++	CRAMP	N'S	STYLE	++	++
- +	CROP	N'S	FEATHERS	++	++
- +	CROSS	N'S	MIND	- -	- -
++	CROSS	N'S	PATH	- -	- -
++	CRUEL	N'S	PITCH	++	++
- +	CURDLE	N'S	BLOOD	- -	- -
- +	CURL	N'S	HAIR	- -	- -
+ -	CUT	N'S	THROAT	- -	- -
++	DRAW	N'S	FANCY	++	++
++	DRAW	N'S	FIRE	++	++
++	DRAW	N'S	TEETH	++	++
+ -	DRINK	N'S	HEALTH	++	++
+ -	DRY	N'S	TEARS	++	++
+ -	DUST	N'S	BREATHS	++	++
++	ESCAPE	N'S	MIND	- -	- -
+ -	FILL	N'S	BOOTS	++	++
+ -	FIX	N'S	(LITTLE RED) WAGON	- -	- -

MOON	HOON			P B	P A S S I T
+ -	GAIN	N'S	EAR	- -	- -
+ -	GREASE	N'S	PAIM	++	++
++	HATE	N'S	GUIS	++	++
++	HOLD	N'S	ATTENTION	++	++
++	HOLD	N'S	INTEREST	++	++
++	HURT	N'S	FEELINGS	++	++
+ -	LICK	N'S	BOOTS	- -	- -
++	MEET	N'S	EYE	++	++
- +	OPEN	N'S	EYES	++	++
+ -	OPEN	N'S	NOSE	++	++
++	PICK	N'S	BRAINS	++	++
++	PIQUE	N'S	CURIOSITY	- -	- -
+ -	PULL	N'S	LEC	- +	- +
++	PULL	N'S	TEETH	++	++
+ -	RAP	N'S	FINGERS	++	++
+ -	RAP	N'S	KNUCKLES	++	++
++	READ	N'S	HAND	++	++
+ -	READ	N'S	MIND	++	++
++	READ	N'S	PAIM	++	++
+ -	REAM	N'S	ARSE	++	++
++	SAVE	N'S	ASS	++	++
++	SAVE	N'S	BACON	++	++
++	SAVE	N'S	HIDE	++	++
++	SAVE	N'S	NECK	++	++
- +	SEAL	N'S	DOOM	++	++
- +	SEAL	N'S	FATE	++	++
++	SETTLE	N'S	HASH	- -	- -
+ -	SING	N'S	PRAISES	++	++
++	SLIP	N'S	MIND	- -	- -
++	SMOOTH	N'S	EDGES	++	++
+ -	SOUND	N'S	PRAISES	++	++
+ -	STEAL	N'S	HEART	++	++
++	STEAL	N'S	THUNDER	++	++
+ -	STOP	N'S	BREATH	++	++
+ -	STOP	N'S	EARS	++	++
++	STOP	N'S	MOUTH	- -	- -
+ -	STOP	N'S	TOOTH	++	++
++	SUCK	N'S	ARSE	- -	- -
+ -	SUCK	N'S	BRAINS	++	++
+ -	TAKE	N'S	CHERRY	- -	- -

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++	TAKE	N'S	EYE	+-
+++	TAKE	N'S	FANCY	--
+-	TAKE	N'S	MEASURE	+-
+-	TAKE	N'S	PART	+-
+-	TAKE	N'S	PLACE	+-
+-	TAKE	N'S	POINT	++
+-	TAKE	N'S	WORD	--
+-	TAN	N'S	HIDE	--
+-	TELL	N'S	FORTUNE	+-
++	TIE	N'S	HANDS	++
+-	TRIM	N'S	JACKET	+-
++	TRY	N'S	PATIENCE	+-
++	TURN	N'S	HEAD	+-
++	TURN	N'S	STOMACH	+-
+-	TWIST	N'S	ARM	+-
++	TWIST	N'S	WORDS	+-
++	UPSET	N'S	APPLECART	+-
+-	WARM	N'S	BLOOD	+-
+-	WARM	N'S	HEART	+-
+-	WARM	N'S	PANIS	--
+-	WATCH	N'S	DUST	--
+-	WATCH	N'S	SMOKE	--
+-	WET	N'S	HEAD	--
+-	WET	N'S	WHISTLE	--
++	WHET	N'S	APPETITE	+-
++	WOUND	N'S	SENSIBILITIES	++
+-	WRING	N'S	NECK (1)	+-
+-	WRING	N'S	NECK (2)	--

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+-	BEAT	OUT	N'S	BRAINS	+-
+-	BITE		N'S	HEAD	OFF
+-	BITE	BACK	POSS-0	WORDS	BACK
+-	BLOW	OUT	N'S	BRAINS	+-
+-	BLOW	UP	DET	PHOTOGRAPH	UP
+-	BLOW	OFF	DET	STEAM	+-
+-	BLOW	UP	A	STORM	+-
+-	BREAK	OUT	THE	BEER	--
+-	BREAK	OUT	THE	BOOZE	--
+-	BREAK	UP		CAMP	+-
+-	BREAK			IT	UP
+-	BREAK	UP	THE	PARTY	UP
+-	BREAK			IT	DOWN
+-	BRING	DOWN	THE	HOUSE	+-
+-	BRING	UP	THE	REAR	--
+-	BUCK	UP	POSS-0	IDEAS	+-
+-	BURN	UP	THE	MILES	--
+-	BURN	UP	THE	ROAD	--
+-	CALL	OUT	THE	TROOPS	OUT
+-	CARRY	OUT	DET	INSTRUCTIONS	OUT
+-	CARRY			IT	OFF
+-	CASH	IN	POSS-0	CHIPS	--
+-	CHECK	OUT	THE	ACTION	OUT
+-	CHEW	UP	THE	SCENERY	--
+-	CHOOSE	UP		SIDES	--
+-	CLAP	ON		SAIL	--
+-	CLOSE	UP		SHOP	+-
+-	COCK	UP	POSS-0	EARS	UP
+-	CRY		POSS-0	EYES	OUT
+-	CRY		POSS-0	HEART	OUT
+-	CUT	OUT	THE	DEAD WOOD	+-
+-	CUT			IT	OUT
+-	CUT	OUT	THE	CRAP	--
+-	CUT	OUT	THE	SHIT	--
+-	DANCE	UP	A	STORM	--
+-	DRAW	IN	POSS-0	HORNS	--
+-	EAT		POSS-0	HEART	OUT
+-	GET		N'S	BACK	UP
+-	GET		POSS-0	BACK	UP
+-	GET		N'S	DANDER	UP

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+-	GET	POSS-0	DANDER	UP	--
+-	GET	POSS-0	HAND	IN	--
+-	GET	A	MOVE	ON	--
+-	GET	POSS-0	OWN	BACK	--
+-	GET	UP	STEAM	UP	++
+-	GET	A	WIGGLE	ON	--
+-	GIVE	THE	GAME	AWAY	--
+-	GIVE	UP	GHOST		--
+-	GIVE	THE	IT	AWAY	--
+-	GIVE		IT	IN	--
+-	GIVE		IT	UP	--
+-	GIVE	UP	SHIP		--
+-	HAM		IT	UP	++
+-	HANG	OUT	SHINGLE	OUT	++
+-	HAUL	DOWN	COLOURS		++
+-	HOLD	UP	END		++
+-	HOLD	UP	HEAD		++
+-	HOLD	DOWN	A		++
+-	HOLD	OUT	THE	OLIVE BRANCH	++
+-	IRON	OUT	DET	DIFFERENCES	++
+-	JAM	ON	THE	BRAKES	++
+-	KEEP	UP	APPEARANCES		++
+-	KEEP		CHIN	UP	--
+-	KEEP	UP	END		--
+-	KEEP	UP	GUARD		++
+-	KEEP	UP	HAND	IN	++
+-	KEEP		HEART		--
+-	KEEP	POSS-0	PECKER	UP	--
+-	KEEP	POSS-0	HAIR	ON	--
+-	KEEP	POSS-0	PANTS	ON	--
+-	KEEP	POSS-0	SHIRT	ON	--
+-	KICK	UP	HEELS		++
+-	KNOCK		BLOCK	OFF	--
+-	KNOCK	OFF	WORK		++
+-	KNOCK		IT	OFF	--
+-	LAY	DOWN	POSS-0	ARMS	--
+-	LAY	DOWN	(ALL) POSS-0	CARDS	--
+-	LAY			IT	--
+-	LAY	DOWN	THE	LAW	++
+-	LET	OFF	A	FART	++

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+-	LET				
+-	LET	OFF	POSS-0	HAIR	DOWN
+-	LIVE		DET	STEAM	--
+-	MAKE	OUT	A	IT	UP
+-	MAKE	UP	POSS-0	CASE	--
+-	PIN		N'S	MIND	++
+-	PISS			EARS	BACK
+-	PLUCK	UP	POSS-0	IT	IN
+-	PRICK	UP	POSS-0	COURAGE	--
+-	PULL		POSS-0	EARS	++
+-	PULL	IN	POSS-0	FINGER	OUT
+-	PULL	UP	POSS-0	HORNS	--
+-	PULL		POSS-0	STAKES	++
+-	PUSH	UP	POSS-0	HEAD	IN
+-	PUT	ON		DAISIES	--
+-	PUT	IN	AN	AIRS	--
+-	PUT	ON	THE	APPEARANCE	--
+-	PUT	ON	THE	BOAT	OUT
+-	PUT	BACK	THE	BRAKES	ON
+-	PUT	UP	POSS-0	CLOCK	++
+-	PUT	UP	A	DUKES	--
+-	PUT	OUT	THE	FIGHT	++
+-	PUT	UP	POSS-0	FLAG	OUT
+-	PUT	UP	A	FOOT	DOWN
+-	PUT	ON	POSS-0	FRONT	--
+-	PUT	ON	A	GO-TO-MEETIN' CLOTHES	--
+-	PUT	ON	POSS-0	GOOD FACE	--
+-	PUT	UP	POSS-0	MANLEYS	--
+-	PUT	ON	A	SHOW	--
+-	PUT	ON	POSS-0	SKATES	ON
+-	PUT	ON	POSS-0	SUNDAY BEST	--
+-	PUT	ON	POSS-0	THINKING-CAP	--
+-	PUT	ON	DET	WEIGHT	++
+-	RAKE	UP		OLD GRIEVANCES	++
+-	REV	UP	THE	ENGINE	++
+-	ROLL	OUT	THE	BARREL	--
+-	ROLL	UP	POSS-0	SLEEVES	--
+-	RUB			IT	IN
+-	RUN	UP	A	BILL	++
+-	RUN	UP	DET	FLAG	++
+-	SCREW	UP	POSS-0	COURAGE	++

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SEND	UP	A	TRIAL BALLOON	
SET	UP		SHIP	
SHOOT	OFF	POSS-O	FACE	
SHOOT	OFF	POSS-O	MOUTH	
SIT			IT	OUT
SIT		THIS	ONE	OUT
STICK			IT	OUT
STIR	UP	A	HORNET'S NEST	
STRIKE	UP	A	TUNE	
TAKE	UP		ARMS	
TAKE	AWAY	N'S	BREATH	
TAKE	OFF	DET	DAY	
TAKE	UP	THE	GAUNTLET	UP
TAKE	UP	THE	GLOVE	
TAKE			IT (ALL)	OFF
TAKE	OFF	POSS-O	THINGS	
TALK	UP	A	STORM	
THROW	DOWN	THE	GAUNTLET	DOWN
THROW	DOWN	THE	GLOVE	
THROW	IN	POSS-O	HAND	IN
THROW	UP	POSS-O	HANDS	
THROW	IN	THE	SPONGE	
THROW	UP	THE	SPONGE	
THROW	IN	THE	TOWEL	
TOSS			IT	IN
TOSS	IN	THE	SPONGE	
TOSS	IN	THE	TOWEL	
TURN	BACK	THE	CLOCK	
TURN			IT	IN
TURN	OVER	A	NEW LEAF	
TURN	UP	POSS-O	TOES	
TURN			IT	UP
WEAR	OUT	POSS-O	WELCOME	
WHIP			IT	OUT
WHOO			IT	UP
WORK	OUT	POSS-O	SALVATION	

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ALLOW	N+ -	THE	BENEFIT OF THE DOUBT	+ -
BEAR	N+ -		COMPANY	- -
BID	N+ -		FAREWELL	+ + TO
BID	N+ -		GOOD-DAY	- + TO
BID	N+ -		WELCOME	- -
BID	N+ -	THP	TIME OF DAY	- -
BLAZE	N+ -	A	TRAIL	- + FOR
BLOW	N+ -	A	KISS	+ + TO
CALL	N+ -		NAMES	+ +
CALL	N+ +	POSS-O	OWN	- -
CATCH	N+ -		ONE	- -
CATCH	N+ -	A	BLOW	- -
CLIP	N+ -		ONE	- -
DO	N+ +		JUSTICE	+ + TO
DO	N+ -	A	FAVOUR	- + FOR
DO	N+ -	A	GOOD TURN	- -
DO	N+ +	A	SERVICE	+ -
DO	N+ -	AN	INJUSTICE	+ + TO
DO	N+ +	TIP	HARD WAY	+ -
DRIVE	N+ -		HOME	+ -
DROP	N+ -	A	HINT	+ + TO
DROP	N+ -	A	LINE	- + TO
FALL FOR	N+ +		HOOK LINE AND SINKER	- -
FETCH	N+ -		ONE	+ +
FETCH	N+ -	A	SLOW	+ -
FETCH	N+ -	A	CLIP	+ -
FIND OUT	N+ -	THE	HARD WAY	- -
GIVE	N+ +		BOTH BARRELS	- -
GIVE	N+ -		CARTE BLANCHE	+ + TO
GIVE	N+ -		COLOUR	+ + TO
GIVE	N+ -		COUNTENANCE	+ + TO
GIVE	N+ -		FOOD FOR THOUGHT	+ + TO
GIVE	N+ -		FREE REIN	+ + TO
GIVE	N+ -		HELL	+ + TO
GIVE	N+ -		HICKORY	+ + TO
GIVE	N+ -		IDEAS	+ + TO
GIVE	N+ -		ROPE	+ -
GIVE	N+ -		SHORT SHRIFT	+ -
GIVE	N+ -		WHAT-FOR	+ -
GIVE	N+ +	A	(GOOD) GOING-OVER	+ -

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+ -	LEAD	N+ -	A	MERRY CHASE	+ -	
+ -	LEAD	N+ -	A	MERRY DANCE	+ +	TO
+ -	LEARN	N- +	THE	HARD WAY	- -	
+ -	LEND	N- +		COLOUR	- +	TO
+ -	LEND	N- +		COUNTENANCE	- -	
+ -	LEND	N- +		CREDESCENCE	- +	TO
+ -	LEND	N- +	A	HAND	- -	
+ +	MAKE	N- -	A	MAN	- +	OF
+ -	MAKE	N- -	AN	EXAMPLE	+ +	OF
+ -	MAKE	N- +	NO	SECRET	+ +	OF
+ -	OWE	N- -		ONE	- +	TO
+ -	PAINT	N- -		WARTS AND ALL	+ -	
+ -	PAY	N+ +		ATTENTION	+ +	TO
+ -	PAY	N+ +		HEED	+ +	TO
+ -	PAY	N+ +		LIP-SERVICE	+ +	TO
+ -	PAY	N- -		MIND	- +	TO
+ -	PAY	N- -	A	CALL	+ +	ON
+ +	PLAY	N- -	A	TRICK	+ +	ON
+ -	PROMISE	N- -	THE	MOON	- +	TO
+ -	PROMISE	N- -	THE	WORLD	+ +	TO
+ -	READ	N- -	THE	RIOT ACT	+ +	TO
+ -	RUB (UP)	N- -	THE	WRONG WAY	+ -	
+ -	SAY	N- -		NAY	- -	
+ -	SELL	N- -	A	BILL OF GOODS	+ +	TO
+ -	SELL	N- -	A	PUP	+ -	
+ -	SHOW	N- -	A	GOOD TIME	+ +	TO
+ -	SHOW	N- -	THE	DOOR	+ +	TO
+ -	SHOW	N- +	TIP	FIRE	+ +	
+ -	SHOW	N- -	THE	ROPES	+ +	TO
+ -	SMITE	N- -		HIP AND THIGH	+ -	
+ -	STAND	N+ -	A	DRINK	- -	
+ -	STAND	N+ -	A	MEAL	- -	
+ +	STRIKE	N+ -	ALL OF A	HEAP	+ -	
+ -	SWEAR	N- -		WITNESS	+ -	
+ +	TAKE DOWN	N+ -	A	NOTCH	+ -	
+ +	TAKE DOWN	N+ -	A	PEG OR TWO	+ -	
+ +	TEACH	N- -	A	LESSON	+ -	
+ -	TEACH	N- -	THE	ROPES	+ +	TO
+ -	TELL	N+ -		GOODBYE	- -	
+ -	TELL	N+ -	A	THING OR TWO	+ -	

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+ -	TELL	N+ -	DET	HOME TRUTHS	+ -	
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+ -	THROW	N+ -	A	CURVE	+ +	AT
+ -	TIP	N+ -	A	WINK	- +	TO
+ -	TIP	N+ -	THE	WINK	+ -	
+ -	TURN	N+ -	A	DEAF EAR	- +	TO
+ -	WAIT ON	N+ -		HAND AND FOOT	+ -	

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+	-	BEAT	N + -	(ALL) HOLLOW	+	ADJ
+	-	BEAT	N + -	BLACK AND BLUE	+	ADJ
+	-	BEAT	N + -	UNTIL N BE BLACK AND BLUE	+	S
+	+	BDDY	N - +	FORTH	+	ADV
+	+	BRING	N - +	TO BEAR (ON N2)	+	INF&
+	+	BRING UP	N - +	SHORT	+	ADJ
+	+	BURY	N - +	ALIVE	+	ADJ
+	+	CALL	N - +	(FAIR AND) SQUARE	+	ADJ
+	+	CARRY	N - +	FORWARD	-	ADV
+	+	CARRY	N - +	OVER	-	ADV
+	+	CARRY	N - +	TOO FAR	+	ADV
+	+	CATCH	N - +	BENDING	+	V-ING
+	+	CATCH	N - +	DEAD	+	ADJ
+	+	CATCH	N - +	DEAD TO RIGHTS	+	ADJ
+	+	CATCH	N - +	FLAT-FOOTED	+	ADJ
+	+	CATCH	N - +	NAPPING	+	V-ING
+	+	CATCH	N - +	RED-HANDED	+	ADJ
+	+	CERTIFY	N - +	INSANE	+	ADJ
+	+	CUT	N - +	COLD	+	ADJ
+	+	CUT	N - +	DEAD	+	ADJ
+	+	CUT	N - +	SHORT	+	ADJ
+	+	DD	N - +	PROUD	-	ADJ
+	+	DRAW	N - +	ASIDE	+	ADV
+	+	DRINK	N - +	STRAIGHT	+	ADJ
+	+	DROP	N - +	FLAT	-	ADJ
+	+	EAT	N - +	ALIVE	+	ADJ
+	+	EYE	N - +	ASKANCE	+	ADV
+	+	FILL	N - +	FULL OF LEAD	+	ADJ
+	+	FIND	N - +	GUILTY	+	ADJ
+	+	FIND	N - +	NOT GUILTY	+	ADJ
+	+	FIND	N - +	HANTING	+	ADJ
+	+	GET	N - +	(ALL) WRONG	-	ADJ
+	+	GET	N - +	RIGHT	-	ADJ
+	+	GET	N - +	TOGETHER	+	ADV
+	+	GET DOWN	N - +	COLD	-	ADJ
+	+	GET DOWN	N - +	PAT	+	ADJ
+	+	HAVE	N - +	(ALL) WRONG	-	ADJ
+	+	HAVE	N - +	COLD	-	ADJ
+	+	HAVE	N - +	COMING TO PRON-O	-	V-ING&
+	+	HAVE	N - +	RIGHT	-	ADJ

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+	-	HAVE DOWN	N - +	PAT	-	ADJ
+	-	HOLD	N - +	CHEAP	+	ADJ
+	-	HOLD	N - +	DEAR	+	ADJ
+	-	HOLD	N - +	GOOD	+	ADJ
+	-	HOLD	N - +	HARMLESS	+	ADJ
+	-	KEEP	N - +	DARK	+	ADJ
+	-	KEEP	N - +	POSTED	+	ADJ
+	-	KICK	N - +	AROUND	+	ADV
+	-	KICK	N - +	BACK AND FORTH	+	ADV
+	-	KICK	N - +	DOWNSTAIRS	+	ADV
+	-	KICK	N - +	TO AND FRO	+	ADV
+	-	KICK	N - +	UPSTAIRS	+	ADV
+	-	KNOCK	N - +	DEAD	-	ADJ
+	-	KNOCK	N - +	FLAT	+	ADJ
+	-	KNOCK	N - +	FLYING	-	V-ING
+	-	KNOCK OUT	N - +	COLD	+	ADJ
+	-	KNOW	N - +	TO TALK TO	-	INF
+	-	NOT KNOW	N - +	BE ALIVE	-	S
+	-	LAY	N - +	BARE	+	ADJ
+	-	LAY	N - +	LOW	-	ADJ
+	-	LAY	N - +	OPEN	+	ADJ
+	-	LEAD	N - +	ASTRAY	+	ADJ
+	-	LEAVE	N - +	ALONE	+	ADJ
+	-	LEAVE	N - +	BEHIND	+	ADV
+	-	LEAVE	N - +	COLD	+	ADJ
+	-	LEAVE	N - +	COOL	+	ADJ
+	-	LEAVE	N - +	FLAT	+	ADJ
+	-	LEAVE	N - +	GO	-	INF
+	-	LEAVE	N - +	HANGING (IN THE AIR)	+	V-ING
+	-	LEAVE	N - +	HOLDING THE BABY	+	V-ING&
+	-	LEAVE	N - +	HOLDING THE BAG	+	V-ING&
+	-	LEAVE	N - +	HOLDING THE SACK	+	V-ING&
+	-	LEAVE	N - +	LAMENTING	+	V-ING
+	-	LET	N - +	ALONE	+	ADJ
+	-	LET	N - +	BE	+	INF
+	-	LET	N - +	DROP	-	INF
+	-	LET	N - +	FALL	+	INF
+	-	LET	N - +	FLY	-	INF

MCHZN#1 MCHZN#2	MCHZN#1 MCHZN#2	P A S S I F
++	LET N+-	CO + INF
++	LET N+-	GO BY - INF%
++	LET N+-	HAVE IT (WITH BOTH BARRELS) - INF%
++	LET N+-	PASS - INF
++	LET N+-	RIDE - INF
++	LET N+-	RIP + INF
++	LET N+-	ROLL + INF
++	LET N+-	SLIDE - INF
++	LET N+-	SLIP + INF
++	LET N+-	SLIP THROUGH POSS-0 FINGERS + INF%
++	LET N+-	STEW IN POSS-1 OWN JUICE + INF%
++	LET DOWN N+-	EASY + ADJ
++	LOOK N+-	UP AND DOWN - ADV
++	LOVE N+-	DEARLY - ADV
++	LOVE N+-	MADLY - ADV
++	MAKE N+-	CLEAR + ADJ
++	MAKE N+-	CRYSTAL CLEAR + ADJ
++	MAKE N+-	DO - INF
++	MAKE N+-	FAST + ADJ
++	MAKE N+-	FEEL AT HOME + INF%
++	MAKE N+-	KNOWN + ADJ
++	MAKE N+-	PLAIN + ADJ
++	MAKE N+-	STICK + INF
++	MAKE N+-	TICK - INF
++	MEET N+-	HALFWAY + ADV
++	MOVE N+-	DEEPLY + ADV
++	PICK N+-	APART + ADJ
++	PLAY N+-	FALSE + ADJ
++	PULL UP N+-	SHORT + ADJ
++	PUSH N+-	FORWARD + ADV
++	PUT N+-	ASIDE + ADV
++	PUT N+-	ASUNDER + ADV
++	PUT N+-	AWAY + ADV
++	PUT N+-	BY + ADV
++	PUT N+-	FORWARD + ADV
++	PUT N+-	RIGHT + ADJ
++	PUT N+-	STRAIGHT - ADJ
++	PUT N+-	WISE + ADJ
++	RUN N+-	RAGGED - ADJ

MCHZN#1 MCHZN#2	MCHZN#1 MCHZN#2	P A S S I F
++	SAY N+-	TONGUE-IN-CHEEK + ADV
++	SEE N+-	HOME + ADV
++	SEE N+-	RIGHT + ADJ
++	SELL N+-	SHORT + ADJ
++	SEND N+-	FLYING + V-ING
++	SEND N+-	HOME IN A BOX + ADV
++	SEND N+-	PACKING + V-ING
++	SERVE N+-	RIGHT - ADV
++	SET N+-	ABACK - ADJ
++	SET N+-	ASIDE + ADJ
++	SET N+-	FREE + ADJ
++	SET N+-	RIGHT + ADJ
++	SET N+-	STRAIGHT + ADJ
++	SKIN N+-	ALIVE + ADJ
++	SPEAK N+-	FAIR - ADV
++	STOP N+-	COLD + ADJ
++	STOP N+-	DEAD (IN N'S TRACKS) + ADJ
++	SUCK N+-	DRY + ADJ
++	SWALLOW N+-	HOLUS BGLUS + ADV
++	SWALLOW N+-	WHOLE + ADJ
++	TAKE N+-	ABACK + ADJ
++	TAKE N+-	ABACK + ADV
++	TAKE N+-	AS PRON-0 FIND PRON-1 - S
++	TAKE N+-	EASY + ADV
++	TAKE N+-	LYING DOWN + V-ING
++	TAKE N+-	SHORT + ADJ
++	TAKE UP N+-	SHORT + ADV
++	TELL N+-	LIKE IT BE - S
++	TELL N+-	WHAT N CAN DO + S
++	TELL N+-	WHAT TO DO + S
++	TELL N+-	WHERE N CAN GET OFF + S
++	TELL N+-	WHERE N CAN GO + S
++	TELL N+-	WHERE N CAN HEAD IN + S
++	TELL N+-	WHERE N CAN PUT IT + S
++	TELL N+-	WHERE TO GET OFF + S
++	TELL N+-	WHERE TO GO + S
++	TELL N+-	WHERE TO HEAD IN + S
++	TELL N+-	WHERE TO PUT IT + S
++	THROW N+-	OVERBOARD - ADV
++	WRITE OUT N+-	FAIR + ADV

TABLE C1X

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++	BE		NOTHING	TO DO WITH N	INF
+-	BE	A	DANIEL	COME TO JUDGEMENT	S
+-	REAR	PRON-O	SELF	HELL	ADJ
+-	BITE	THE	HAND	THAT FEEDS NO	S
+-	BITE OFF		MORE	THAN NO CAN CHEW	S
+-	BRING		HOME	THE BACON	S
+-	CALL		IT	A DAY	N
+-	CALL	A	IT	QUITS	N
+-	CATCH	A	SPADE	A SPADE	N
+-	COME		FERRET	ASLEEP	ADJ
+-	COME		HOME	TO ROOST	INF
+-	COUNT	POSS-O	IT	STRONG	ADJ
+-	CROSS	DET	CHICKENS	BEFORE THEY HATCH	S
+-	CUT		BRIDGE	WHEN NO COME TO IT	S
+-	CUT		IT	FAT	ADJ
+-	CUT	A	IT	FINE	ADJ
+-	CUT OFF	POSS-O	LONG STORY	SHORT	ADJ
+-	DESERVE		NOSE	TO SPITE POSS-O FACE	ADJ
+-	DESERVE		ALL	NO GET	IN-O
+-	DO UP		EVERYTHING	NO GET	S
+-	DRAW	THE	JOB	BROWN	ADJ
+-	DRIVE	DET	IT	MILD	ADJ
+-	DRIVE	DET	NAIL	HOME	ADJ
+-	GET		POINT	HOME	ADJ
+-	GET		IT ALL	TOGETHER	ADJ
+-	GET	POSS-O	BRAINS	FRIED	ADJ
+-	GET	POSS-O	FEET	WET	ADJ
+-	GET	POSS-O	SHIT	TOGETHER	ADJ
+-	GET IN	A	BALL	ROLLING	V-ING
+-	GET IN	A	WORD	EDGEWAYS	ADJ
+-	GIVE		WORD	EDGEWISE	ADJ
+-	GIVE		CREDIT	WHERE IT BE DUE	ADJ
+-	GIVE		HER	THE GUN	S
+-	GIVE		IT	A WHILE	N
+-	GIVE		IT	BEST	N
+-	GIVE		IT	N	ADJ
+-	GIVE		IT	N HOT	N
+-	GIVE		IT	THE GUN	ADJ
+-	GIVE		IT	TIME	N
+-	GIVE	A	DOG	A BAD NAME AND HANG HIM	N

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+-	GIVE	A	DOG	AN ILL NAME AND HANG HIM	N
+-	GIVE	PRON-O	SELF	AIRS	N
+-	GIVE	THE	DEVIL	HIS DUE	N
+-	GO		HOME	FEET FIRST	N
+-	GO		IT	ALONE	ADJ
+-	GO		IT	STRONG	ADJ
+-	GO AT		IT	HAMMERS AND TONGS	N
+-	HAVE		IT	COMING	V-ING
+-	HAVE		IT	COVERED	ADJ
+-	HAVE		IT	MADE	ADJ
+-	HAVE		IT	POSS-O OWN WAY	N
+-	HAVE		MONEY	TO BURN	INF
+-	HAVE		NOTHING	TO DO WITH N	INF
+-	HAVE		ONE	TOO MANY	QUANT
+-	HAVE		OTHER FISH	TO FRY	INF
+-	HAVE		SOMETHING	GOING (FOR NO)	V-ING
+-	HAVE	A	BORE	TO PICK WITH N2	INF
+-	HAVE	A	NIGHT	OUT	ADJ
+-	HAVE	A	SCREW	LOOSE	ADJ
+-	HAVE	AN	AXE	TO GRIND	ADJ
+-	HAVE	POSS-O	EYES	OPEN	INF
+-	HAVE	POSS-O	EYES	PEELED	ADJ
+-	HAVE	POSS-O	EYES	SKINNED	ADJ
+-	HAVE	POSS-O	FINGERS	CROSSED	ADJ
+-	HAVE	POSS-O	HANDS	FULL	ADJ
+-	HAVE	POSS-O	HANDS	TIED	ADJ
+-	HAVE	POSS-O	HEART	SET ON N2	ADJ
+-	HAVE	POSS-O	MIND	SET ON N2	ADJ
+-	HAVE	POSS-O	MOUTH	SHUT	ADJ
+-	HAVE	POSS-O	WEATHER-EYE	OPEN	ADJ
+-	NOT HAVE		TWO PENNIES	TO RUB TOGETHER	ADJ
+-	NOT HAVE	A	LEG	TO STAND ON	INF
+-	NOT HAVE	A	WORD	TO THROW AT A DOG	INF
+-	HIT		HAN	WHEN HE IS DOWN	S
+-	HOLD	POSS-O	HEAD	(UP) HIGH	ADJ
+-	HOLD	THE	HEAD	EVEN	ADJ
+-	KEEP		SCALES	TOGETHER	ADJ
+-	KEEP	A	BODY AND SOUL	LIFTING	ADJ
+-	KEEP	POSS-O	WEATHER-EYE	OPEN	V-ING
+-	KEEP	POSS-O	EYES	PEELED	ADJ

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+-	KEEP	POSS-O	EYES	SKINNED	ADJ
+-	KEEP	POSS-O	FINGERS	CROSSED	ADJ
+-	KEEP	POSS-O	MOUTH	SHUT	ADJ
+-	KEEP	POSS-O	NOSE	CLEAN	ADJ
+-	KEEP	POSS-O	TRAP	SHUT	ADJ
+-	KEEP	POSS-O	WEATHER-EYE	OPEN	ADJ
+-	KEEP	THE	BALL	ROLLING	V-ING
+-	KEEP	THE	FLAG	FLYING	V-ING
+-	KEEP	THE	HOME FIRES	BURNING	V-ING
+-	KEEP	THE	POT	BOILING	V-ING
+-	KILL	THE	GOOSE	THAT LAID THE GOLDEN EGG	S
+-	KISS	THE	GROUND	N WALKS ON	S
+-	KNOW		ENOUGH	TO COME IN OUT OF THE RAIN	INF
+-	KNOW		ENOUGH	TO COME IN OUT OF THE WET	INF
+-	KNOW		WHAT	IS WHAT	S
+-	KNOW		WHERE	THE BODIES ARE BURIED	S
+-	KNOW	POSS-O	WHICH SIDE	POSS-O BREAD IS BUTTERED ON	S
+-	KNOW		WAY	ABOUT	ADJ
+-	KNOW	POSS-O	WAY	AROUND	ADJ
+-	NOT KNOW		WHAT	HIT PRON-O	S
+-	NOT KNOW		WHAT	NERVES ARE	S
+-	NOT KNOW		WHAT	TO DO WITH PRON-O SELF	INF
+-	NOT KNOW		WHAT DAY	IT BE	S
+-	NOT KNOW		WHERE	TO LOOK	INF
+-	NOT KNOW		WHERE	TO TURN	INF
+-	NOT KNOW		WHETHER	NO BE ARTHUR OR MARTHA	S
+-	NOT KNOW		WHETHER	NO BE COMING OR GOING	S
+-	NOT KNOW		WHICH WAY	TO JUMP	INF
+-	NOT KNOW		WHICH WAY	TO TURN	INF
+-	NOT KNOW		WHICH WAY	TO TURN	INF
+-	NOT KNOW		WHOM	TO TURN TO	INF
+-	LAY	POSS-O (PLURAL)	HEADS	TOGETHER	ADJ
+-	LAY ON		IT	THICK	ADJ
+-	LEAVE		MUCH	TO BE DESIRED	INF
+-	LEAVE		WELL (ENOUGH)	ALONE	ADJ
+-	LEAVE	NO	STONE	UNTURNUED	ADJ
+-	LEAVE	THE	DOOR	OPEN	ADJ
+-	LET		BYGONES	BE BYGONES	INF
+-	LET		HER	GO	INF
+-	LET		HER	RIP	INF

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+-	LET		IT	LAY	
+-	LET		IT	RIP	INF
+-	LET		IT ALL	HANG OUT	INF
+-	LET		SLEEPING DOGS	LIE	INF
+-	LET		WELL ENOUGH	ALONE	ADJ
+-	LET	PRON-O	SELF	GO	INF
+-	LET	THE	CHIPS	FALL WHERE THEY MAY	INF
+-	LET	THE	GRASS	GROW UNDER POSS-O FEET	INF
+-	LET	THE	GO	BE MY WITNESS	INF
+-	NOT LET	POSS-O	LEFT HAND	KNOW WHAT POSS-O RIGHT HAND IS DOING	INF
+-	NOT LET	THE	GRASS	GROW UNDER POSS-O FEET	INF
+-	LOCK	THE	BARN DOOR	AFTER THE HORSE HAS BOLTED	S
+-	LOCK	THE	STABLE DOOR	AFTER THE HORSE HAS BOLTED	S
+-	MAKE		(BOTH) ENDS	MEET	S
+-	MAKE		ASSURANCE	DOUBLE SURE	INF
+-	MAKE		HAY	WHILE THE SUN SHINES	ADJ
+-	MAKE		IT	BIG	S
+-	MAKE		IT	HOT FOR N	ADJ
+-	MAKE		IT	SNAPPY	ADJ
+-	MAKE		IT	STICK	ADJ
+-	MAKE	A	LONG STORY	SHORT	ADJ
+-	MAKE	N'S	BLOOD	BOIL	INF
+-	MAKE	N'S	BLOOD	RUN COLD	INF
+-	MAKE	N'S	FLESH	CRAWL	INF
+-	MAKE	N'S	FLESH	CREEP	INF
+-	MAKE	N'S	HAIR	STAND ON END	INF
+-	MAKE	POSS-O	MOUTH	WATER	INF
+-	MAKE	PRON-O	PRESENCE	FELT	ADJ
+-	MAKE	PRON-O	SELF	A MARTYR	N
+-	MAKE	PRON-O	SELF	CLEAR	N
+-	MAKE	PRON-O	SELF	MASTER OF N	N
+-	MAKE	PRON-O	SELF	SCARCE	N
+-	MAKE	THE	FEATHERS	FLY	ADJ
+-	MAKE	THE	FUR	FLY	INF
+-	MAKE	THE	MONEY	FLY	INF
+-	MAKE	THE	POT	BOIL	INF
+-	MAKE	THE	SPARKS	FLY	INF
+-	PAINT	THE	TOWN	RED	ADJ
+-	PLAY		SAINT PETER	A VISIT	N
+-	PLAY		IT	CLOSE TO POSS-O CHEST	ADJ

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+-	PLAY		IT	COOL	ADJ
+-	PLAY		IT	SAFE	ADV
+-	PLAY	POSS-O	CARDS	CLOSE TO POSS-O CHEST	ADV
+-	PLAY	POSS-O	CARDS	WELL	ADV
+-	PRESS	POSS-O	ADVANTAGE	HOME	ADV
+-	PUT		IT	MILDLY	ADV
+-	PUT		IT	MILDLY	ADV
+-	PUT		TWO AND TWO	TOGETHER	ADV
+-	PUT	POSS-O (PLURAL)	HEADS	TOGETHER	ADV
+-	PUT	POSS-O	MONEY	WHERE POSS-O MOUTH BE	S
+-	PUT ON		IT	THICK	ADV
+-	RING	THE	BELLS	BACKWARDS	ADV
+-	ROB		PETER	TO PAY PAUL	INF
+-	RUN		IT	FINE	ADV
+-	SEE		WHICH WAY	THE CAT JUMP	S
+-	SEE		WHICH WAY	THE WIND BLOW	S
+-	SEE	NO	FURTHER	THAN POSS-O NOSE	N
+-	SELL	POSS-O	LIFE	DEARLY	ADV
+-	SELL	PRON-O	SELF	SHORT	ADV
+-	SET	A	THIEF	TO CATCH A THIEF	INF
+-	SET	THE	BALL	ROLLING	V-ING
+-	SPREAD ON		IT	THICK	ADV
+-	START	THE	BALL	ROLLING	V-ING
+-	STRIKE		IT	LUCKY	ADV
+-	STRIKE		IT	RICH	ADV
+-	STRIKE		ME	LUCKY	ADV
+-	STRIKE		ME	PINK	ADV
+-	STRIKE		ME	PURPLE	ADV
+-	TAKE		IT	EASY	ADV
+-	TAKE		THINGS	AS THEY COME	S
+-	TAKE		THINGS	EASY	ADV
+-	TAKE		TIME	OUT	ADV
+-	TEACH	N'S	GRANDMOTHER	TO SUCK EGGS	INF
+-	TELL		IT	LIKE IT IS	S
+-	THINK	PRON-O	SELF	NO SMALL BEER	N
+-	THROW	PRON-O	SELF	OPEN TO N	ADV
+-	THROW	THE	DOOR	OPEN	ADV
+-	WIN		HANDS	DOWN	ADV
+-	WIN	PRON-O	SELF	A NAME	N
+-	WIPE	THE	SLATE	CLEAN	ADV

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+-	WORSHIP	THE	GROUND	N WALKS ON	S
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- +	ACCOUNT	FOR	THE	MILK IN THE COCONUT
+ -	ALLOW	FOR		WINDAGE
++	AMOUNT	TO		SOMETHING
++	APPEAL	TO	N'S	BETTER NATURE
+ -	APPEAL	TO	THE	COUNTRY
++	APPEAR	ON	THE	HORIZON
++	APPEAR	ON	THE	SCENE
+ -	APPLY	FOR	THE	CHILTERN HUNDREDS
+ -	ASK	FOR	N'S	HAND
+ -	ASK	FOR		IT
+ -	ASK	FOR	THE	MOON
+ -	ASK	FOR		TROUBLE
+ -	BARK	UP	THE	WRONG TREE
+ -	BAY	FOR	THE	MOON
+ -	BEAR	AWAY	THE	BELL
+ -	BEAT	ABOUT	THE	BUSH
+ -	BEAT	AROUND	THE	BUSH
+ -	BEAT	OVER	THE	OLD GROUND
+ -	BEAT	TO		QUARTERS
+ -	BEG	FOR		ALMS
+ -	BET	ON	THE	WRONG HORSE
+ -	BITE	ON	THE	BULLET
+ -	BITE	ON		GRANITE
+ -	BLOW	INTO		TOWN
+ -	BLOW	INTO		TROUBLE
+ -	BOB	FOR		APPLES
+ -	BREAK	FOR		COFFEE
+ -	BREAK	FOR		LUNCH
+ -	BREAK	INTO	A	LAUGH
+ -	BREAK	INTO		LAUGHTER
+ -	BREAK	INTO	A	RUN
+ -	BREAK	INTO		TEARS
+ -	BREAK	OUT INTO		ABUSE
+ -	BREAK	OUT OF	THE	BIG HOUSE
+ -	BREAK	OUT OF		JAIL
+ -	BREAK	OUT OF		PRISON
+ -	BREAK OUT	IN		PIMPLES
+ -	BREAK OUT	IN	A	RASH
+ -	BREAK OUT	IN	A	SWEAT
+ -	BREATHE	DOWN	N'S	NECK

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- +	BURST	INTO		FLAMES
+ -	BURST	INTO		TEARS
+ -	BUY	IN		BULK
+ -	CATCH	AT	A	STRAW
- +	CATCH	ON		FIRE
+ -	CLIMB	ON	THE	BANDWAGON
+ -	COME	DOWN TO		EARTH
+ -	COME	FROM		MISSOURI (YOU WILL HAVE TO SHOW PRON-0)
++	COME	INTO		FORCE
+ -	COME	INTO	A	FORTUNE
+ -	COME	INTO	AN	INHERITANCE
+ -	COME	INTO		LINE
- +	COME	INTO	THE	MARKET
+ -	COME	INTO		MONEY
+ -	COME	INTO	POSS-0	OWN
++	COME	INTO		PLAY
- +	COME	INTO		PLAY
++	COME	INTO		SIGHT
++	COME	INTO		VIEW
+ -	COME	INTO	THE	WORLD
+ -	COME	OF		AGE
+ -	COME	OFF		IT
- +	COME	ONTO	THE	MARKET
++	COME	TO	A	(FULL) STOP
++	COME	TO		ANCHOR
+ -	COME	TO		ATTENTION
++	COME	TO	N'S	ATTENTION
++	COME	TO	A	BAD END
+ -	COME	TO		BLOWS
- +	COME	TO	A	CLOSE
+ -	COME	TO	A	DECISION
- +	COME	TO	AN	END
+ -	COME	TO	THE	FORE
++	COME	TO	NO	GOOD
+ -	COME	TO	NO	GOOD END
++	COME	TO		GRIEF
++	COME	TO	A	GRINDING HALT
+ -	COME	TO		HARM
+ -	COME	TO	NO	HARM
- +	COME	TO	A	HEAD

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+ -	COME	TO		HEEL
- +	COME	TO	N'S	KNOWLEDGE
++	COME	TO		LIFE
++	COME	TO		LIGHT
++	COME	TO		MIND
++	COME	TO		NOTHING
++	COME	TO		NOUGHT
+ -	COME	TO		ORDER
+ -	COME	TO	THE	PARTY
- +	COME	TO		PASS
- +	COME	TO	A	POINT
+ -	COME	TO	THE	POINT
- +	COME	TO	A	PRETTY PASS
++	COME	TO	A	SCREECHING HALT
++	COME	TO	A	SCREECHING HALT
+ -	COME	TO	POSS-0	SENSES
++	COME	TO		SOMETHING
++	COME	TO	A	STANDSTILL
++	COME	TO	A	STICKY END
++	COME	TO	A	STOP
++	COME	UP TO	THE	SCRATCH
- +	COME OUT	IN	THE	WASH
++	! COME	TO		PAPA
++	NOT COME	TO		MUCH
++	COUNT	FOR		NAUGHT
++	COUNT	FOR		NOTHING
+ -	CRY	FOR	THE	MOON
+ -	CRY	OVER		SPLIT MILK
+ -	DEPEND	UPON	PRON-0	SELF
+ -	DICE	WITH		DEATH
+ -	DIE	BEFORE	POSS-0	TIME
+ -	DIE	BY	POSS-0	OWN HAND
+ -	DIE	IN	POSS-0	BED
+ -	DIE	IN	THE	FIELD
+ -	DIE	IN		HARNES
+ -	DIE	IN	THE	LAST DITCH
+ -	DIE	IN	POSS-0	SHOES
++	DIE	ON	THE	VINE
+ -	DIE	WITH	POSS-0	BOOTS ON
+ -	DINE	WITH		DUKE HUMPEREY

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+ -	DIP	INTO	POSS-0	POCKET
++	DISAPPEAR	INTO		THIN AIR
+ -	DISSOLVE	INTO		TEARS
- +	DRAW	TO	A	CLOSE
- +	DRAW	TO	A	CLOSE
- +	DRAW	TO	AN	END
+ -	DRESS	FOR		DINNER
+ -	DRESS	IN		BLACK
+ -	DRESS UP	FOR		DINNER
+ -	DRINK	WITH	THE	FLIES
+ -	DROP	INTO	POSS-0	STRIDE
+ -	DWELL	ON	DET	SUBJECT
++	DWINDLE	TO		NOTHING
+ -	EAT	OUT OF	N'S	HAND
+ -	ESCAPE	BY	A	HAIR'S-BREADTH
+ -	EVAPORATE	INTO		THIN AIR
+ -	FALL	AMONGST		THIEVES
+ -	FALL	BY	THE	WAYSIDE
+ -	FALL	FROM		GRACE
+ -	FALL	IN		BATTLE
+ -	FALL	IN		LINE
+ -	FALL	IN		LOVE
- +	FALL	INTO		ABEYANCE
- +	FALL	INTO		DISREPAIR
- +	FALL	INTO		DISUSE
+ -	FALL	INTO		LINE
- +	FALL	INTO		NEGLECT
++	FALL	INTO		PLACE
+ -	FALL	OFF	THE	ROOF
+ -	FALL	OFF	THE	WAGON
+ -	FALL	ON		DEAF EARS
+ -	FALL	ON		EVIL TIMES
+ -	FALL	ON	POSS-0	FACE
+ -	FALL	ON	POSS-0	FEET
+ -	FALL	ON		HARD TIMES
+ -	FALL	ON	POSS-0	KNEES
+ -	FALL	ON	POSS-0	SWORD
+ -	FALL	OVER	PRON-0	SELF
++	FALL	TO		EARTH
- +	FALL	TO	THE	GROUND

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+ -	FALL	TO	POSS-0	KNEES
+ +	FALL	TO		PIECES
+ -	FIGHT	TO	THE	DEATH
+ -	FIGHT	TO	A	FINISH
+ -	FIGHT	TO	THE	FINISH
+ -	FILL	IN	THE	GAPS
+ -	FIRE	AT		WILL
+ -	FIRE	INTO	THE	BROWN
+ -	FISH	FOR		COMPLIMENTS
+ -	FISH	IN		TROUBLED WATERS
+ -	FLY	AT		HIGHER GAME
+ -	FLY	INTO	A	RAGE
+ -	FLY	INTO	A	TEMPER
+ -	FLY	OFF	THE	HANDLE
+ -	FLY	TO		ARMS
+ -	FOAM	AT	THE	MOUTH
+ -	FOLLOW	IN	THE	CRY
+ -	FOLLOW	IN	N'S	FOOTSTEPS
+ -	FOLLOW	IN	N'S	STEPS
+ -	FOLLOW	IN	N'S	WAKE
+ -	GET	AWAY WITH		MURDER
+ +	GET	IN	N'S	WAY
+ -	GET	INTO	N'S	PANTS
+ -	GET	INTO	POSS-0	STRIDE
+ -	GET	OFF	POSS-0	ARSE
+ -	GET	OFF	POSS-0	BEHIND
+ -	GET	OFF	POSS-0	BUM
- +	GET	OFF	THE	GROUND
+ -	GET	OFF		IT
+ -	GET	ON	THE	BANDWAGON
+ +	GET	ON	N'S	NERVES
+ +	GET	ON	N'S	QUINCE
+ +	GET	ON	N'S	WICK
+ +	GET	OUT OF		HAND
+ +	GET	TO		FIRST BASE
+ +	GET	UNDER	N'S	SKIN
+ -	GET	WITH		IT
+ -	GET ALONG	IN		YEARS
+ -	GET AWAY	WITH		MURDER
+ -	! NOT GET	OFF	POSS-0	BIKE

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+ -	GO	ABOUT	POSS-0	BUSINESS
- +	GO	AGAINST	N'S	BETTER JUDGEMENT
- +	GO	AGAINST	N'S	GRAIN
+ +	GO	AGAINST	THE	GRAIN
+ -	GO	BACK ON	POSS-0	WORD
+ +	GO	BY		AIR
- +	GO	BY	THE	BOARD
+ -	GO	BY		DEFAULT
+ -	GO	FOR		BROKE
+ -	GO	FOR	THE	DOCTOR
+ +	GO	FOR		NAUGHT
+ +	GO	FOR		NOTHING
+ -	GO	FOR	A	SPIN
+ -	GO	IN		TOWN
+ -	GO	INTO		DEFAULT
+ -	GO	INTO		HIDING
+ -	GO	OFF	POSS-0	BRAIN
+ +	GO	OFF		COURSE
+ -	GO	OFF	THE	DEEP END
+ -	GO	OFF	POSS-0	FEED
+ +	GO	OFF		GOLD
+ -	GO	OFF	POSS-0	HEAD
+ -	GO	OFF	THE	HOOKS
+ -	GO	OFF	POSS-0	ROCKER
- +	GO	ON		FIRE
+ -	GO	ON	THE	STAGE
+ -	GO	ON	THE	WALLABY
+ -	GO	OUT OF	POSS-0	WAY
+ -	GO	OVER	THE	BOOKS
+ -	GO	OVER	N'S	HEAD
+ -	GO	OVER	THE	TOP
+ -	GO	THROUGH	THE	CEILING
+ -	GO	THROUGH		FIRE AND WATER
+ -	GO	THROUGH	THE	HOOPS
+ -	GO	THROUGH	THE	MILL
+ -	GO	THROUGH	THE	MOTIONS (OF N2)
+ -	GO	THROUGH	THE	ROOF
+ -	GO	TO	POSS-0	ACCOUNT
+ +	GO	TO	THE	BAD
+ -	GO	TO		BATH

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+ -	GO	TO		BED
+ -	GO	TO	A	BETTER PLACE
++	GO	TO	THE	BIRDS
+ -	GO	TO		BLAZES
++	GO	TO	THE	BOTTOM
++	GO	TO		BUGGERY
+ -	GO	TO		CANOSSA
+ -	GO	TO	THE	CHAIR
+ -	GO	TO	THE	COUNTRY
+ -	GO	TO		COURT
++	GO	TO	THE	DEVIL
++	GO	TO	THE	DOGS
+ -	GO	TO		EXTREMES
+ -	GO	TO	POSS-0	FATHERS
+ -	GO	TO	POSS-0	FINAL RESTING-PLACE
+ -	GO	TO		GLORY
+ -	GO	TO		GRASS
+ -	GO	TO	THE	HAPPY HUNTING GROUND
- +	GO	TO	N'S	HEART
++	GO	TO		HELL
+ -	GO	TO		HOSPITAL
+ -	GO	TO		JERICHO
+ -	GO	TO		JESUS
+ -	GO	TO	POSS-0	LONG HOME
+ -	GO	TO		PACK
++	GO	TO		PIECES
++	GO	TO		POT
- +	GO	TO		PRESS
++	GO	TO		SEA
++	GO	TO		SEED
+ -	GO	TO		STOOL
+ -	GO	TO		TOWN
+ -	GO	TO	THE	WALL
+ -	GO	TO	THE	WARS
++	GO	TO		WASTE
+ -	GO	TO		WATER
++	GO	TO		WRACK AND RUIN
+ -	GO	UNDER	THE	KNIFE
+ -	GO	UNDER		WATER
+ -	GO	UP	THE	AISLE

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+ -	GO	UP	THE	LINE
- +	GO	UP	THE	SPOUT
+ -	GO	UP	THE	WALLS
- +	GO	UP IN		SMOKE
+ -	GO	WITH	THE	FLOW
- +	GO	WITHOUT		SAYING
+ -	GO IN	OVER	POSS-0	HEAD
++	GO OFF	AT		HALE-COCK
+ -	GRASP	AT	A	STRAW
++	GRATE	ON	N'S	NERVES
+ -	GRIN	THROUGH	A	HORSE-COLLAR
++	GRIND	TO	A	HALT
++	NOT GROW	ON		TREES
- +	HANG	BY	A	HAIR
- +	HANG	BY	A	THREAD
+ -	HANG	FROM	THE	YARDARM
- +	HANG	IN	THE	BALANCE
+ -	HANG	IN		THERE
- +	HANG	OVER	N'S	HEAD
+ -	HANG ON	BY	THE	EYELIDS
+ -	HEAD	FOR	THE	HILLS
++	HEAVE	IN		SIGHT
++	HEAVE	INTO		VIEW
++	HIT	BELOW	THE	BELT
+ -	HOLD	FROM	THE	KING
+ -	HOLD	IN		EEE
+ -	HOLD	ON	POSS-0	WAY
+ -	HOP	INTO	THE	HORSE-COLLAR
+ -	HOP	TO		IT
+ -	HOPE	AGAINST		HOPE
++	IMPROVE	ON		NATURE
+ -	JOCKEY	FOR		POSITION
+ -	JOIN	IN	THE	FUN
+ -	JUMP	DOWN	N'S	THROAT
+ -	JUMP	OFF	THE	EMPIRE STATE BUILDING
+ -	JUMP	OFF	THE	TRACKS
+ -	JUMP	ON	THE	BAND-WAGON
+ -	JUMP	OUT OF	POSS-0	SKIN
+ -	JUMP	OVER	THE	BROOMSTICK
+ -	JUMP	OVER	THE	TRACES

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+ -	JUMP	THROUGH	DET	HOOP
+ -	JUMP	TO		CONCLUSIONS
+ -	JUMP	TO		IT
+ -	JUMP	IN	THE	LAKE
+ -	KEEP	TO	THE	HOUSE
+ -	KICK	AGAINST	THE	PRICKS
+ -	KICK	OVER	THE	TRACES
+ -	KNOCK	ON		WOOD
+ -	KNOCK	UNDER		BOARD
+ -	KNOCK	UNDER		TABLE
+ -	KNOCK	UNDER	THE	TABLE
+ -	LAUGH	IN	POSS-0	BEARD
+ -	LAUGH	ON	THE	OTHER SIDE OF POSS-0 FACE
+ -	LAUGH	ON	THE	OTHER SIDE OF POSS-0 MOUTH
+ -	LAUGH	UP	POSS-0	SLEEVE
+ -	LAY	ABOUT		PRON-0
+ -	LEAN	ON	A	REED
+ -	LEAP	TO		CONCLUSIONS
- +	LEAP	TO	THE	EYE
+ -	LIE	IN	THE	BED PRON-0 HAS MADE
+ -	LIE	IN		STATE
+ -	LIE	IN	POSS-0	TEETH
+ -	LIE	IN	POSS-0	THROAT
+ -	LIVE	IN		CLOUD-CUCKOO-LAND
+ -	LIVE	ON	POSS-0	HUMP
+ -	LIVE	OUT OF	A	SUIT-CASE
+ -	LOAD	IN		BULK
+ -	LOOK	AFTER		NUMBER ONE
+ -	LOOK	TO	POSS-0	HITS
+ -	LOOK	TO	POSS-0	LAURELS
+ +	LOOM	INTO		VIEW
+ +	LOOM	ON	THE	HORIZON
- +	NOT LOSE	IN	THE	TELLING
+ -	LUNCH	AT	THE	Y
+ -	MOVE	IN	THE	BEST CIRCLES
+ -	MOVE	IN		MYSTERIOUS WAYS (POSS-0 WONDERS TO PERFO
+ -	MOVE	IN	THE	RIGHT CIRCLES
+ -	MOVE	IN	THE	WRONG CIRCLES
- +	PASS	BY	THE	BOARD
+ -	PASS	UNDER	THE	YOKE

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+ -	PAY	THROUGH	THE	NOSE
+ -	PEER	INTO	A	CRYSTAL BALL
+ -	PLAY	FOR		TIME
+ -	PLAY	INTO	N'S	HANDS
+ -	PLAY	ON		WORDS
+ -	PLAY	WITH		FIRE
- +	PUT	TO		SEA
+ -	QUAKE	IN	POSS-0	SHOES
+ -	QUARREL	WITH	POSS-0	BREAD AND BUTTER
+ -	READ	BETWEEN	THE	LINES
+ -	RECKON	WITHOUT	POSS-0	HOST
+ -	RETURN	TO	THE	CHARGE
+ -	RETURN	TO	POSS-0	MUTTONS
+ -	RISE	TO	THE	OCCASION
+ -	RUN	FOR		IT
+ +	RUN	INTO		TROUBLE
+ -	RUN	OUT OF		LUCK
+ -	RUN	OUT OF		PUFF
+ +	RUN	OUT OF		STEAM
+ -	RUN	TO		FAT
+ +	RUN	TO		SEED
+ -	RUN	WITH	THE	HARE AND HUNT WITH THE HOUNDS
+ +	SAIL	UNDER		FALSE COLOURS
+ -	SEE	INTO	A	MILLSTONE
+ -	SEE	THROUGH	A	BRICK WALL
+ -	SEE	WITH	HALF AN	EYE
+ -	NOT SEE	BEYOND	POSS-0	NOSE
+ -	NOT SEE	PAST	POSS-0	NOSE
+ -	SELL	IN		BULK
+ -	SET	TO		PARTNER
+ -	SHIVER	IN	POSS-0	SHOES
+ -	SHIVER	ON	THE	BRINK
+ -	SHOOT	THROUGH	THE	CEILING
+ -	SHOOT	THROUGH	THE	ROOF
+ -	SIT	ON	THE	FENCE
+ -	SKATE	ON		THIN ICE
+ -	SLEEP	AROUND	THE	CLOCK
+ -	SLEEP	IN	THE	OPEN
+ -	SLEEP	UNDER	THE	STARS
- +	SMELL	OF	THE	LAMP

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- +	SMELL	OF	THE	SHOP	
+ -	SPEAK	BY	THE	CARD	
+ -	SPEAK	BY		ROTE	
+ -	SPEAK	FROM	THE	FLOOR	
+ -	SPEAK	FROM		MEMORY	
+ -	SPEAK	OF	THE	DEVIL	
+ -	SPEAK	OUT OF		TURN	
+ -	SPEAK	THROUGH	POSS-0	NOSE	
+ -	SPEAK	WITHOUT		BOOK	
+ -	SPOIL	FOR	A	FIGHT	
+ -	NOT SPOIL	WITH		KEEPING	
+ -	SPRING	AT	N'S	THROAT	
+ -	SPRING	TO	N'S	ASSISTANCE	
+ -	SPRING	TO	N'S	DEFENCE	
+ +	SPRING	TO		LIFE	
+ +	SPRING	TO		MIND	
+ -	SPRING	TO	N'S	SIDE	
+ -	STALL	FOR		TIME	
+ -	STAND	AT		ATTENTION	
+ -	STAND	AT		BAY	
+ -	STAND	AT		EASE	
+ -	STAND	AT		STUD	
+ -	STAND	BY	POSS-0	STORY	
+ -	STAND	IN	THE	BREACH	
+ -	STAND	IN	N'S	LIGHT	
+ -	STAND	IN	THE	WINGS	
+ -	STAND	ON		CEREMONY	
+ -	STAND	ON	POSS-0	DIGNITY	
+ +	STAND	ON	POSS-0	OWN BOTTOM	
+ -	STAND	ON	POSS-0	RIGHTS	
+ -	STAND	TO	POSS-0	GUNS	
+ -	STAND	TO	POSS-0	POST	
- +	STAND	TO		REASON	
+ -	STAND	UPON		CEREMONY	
+ -	! NOT STAND	UPON	THE	ORDER OF POSS-0 GOING, BUT GO AT ONCE	
+ -	STAY	IN	THE	WINGS	
+ -	STEP	INTO	N'S	SHOES	
+ -	STEP	ON	POSS-0	DICK	
+ -	STEP	ON	THE	GAS	
+ -	STEP	ON		IT	

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+ -	STEP	ON	A	MINE	
+ -	STEP	ON	N'S	TOES	
+ -	STICK	AT		NOTHING	
- +	STICK	IN	N'S	GIZZARD	
- +	STICK	IN	N'S	MIND	
- +	STICK	IN	N'S	THROAT	
+ -	STICK	TO	A	GOOD THING	
+ -	STICK	TO	POSS-0	GUNS	
+ -	STICK	TO	POSS-0	LAST	
+ +	STICK	TO	THE	POINT	
+ -	STICK	TO	POSS-0	STORY	
+ -	! STICK	AT		IT	
+ -	! STICK	TO		IT	
+ -	STINK	IN	THE	NOSTRILS OF N	
+ -	STOP	AT		NOTHING	
+ -	STOP	IN	POSS-0	TRACKS	
+ +	STOP	ON	A	DIME	
+ +	STOP	ON	A	SIXPENCE	
+ -	STRAIN	AT	A	GNAT (AND SWALLOW A CAMEL)	
+ -	STRAIN	AT	THE	LEASH	
+ -	SWEAR	ON	THE	BIBLE	
+ -	SWEAR	ON	THE	BOOK	
+ -	SWIM	AGAINST	THE	STREAM	
+ -	SWIM	AGAINST	THE	TIDE	
+ -	SWIM	WITH	THE	FLOWING TIDE	
+ -	SWIM	WITH	THE	TIDE	
+ -	SWING	FOR		IT	
+ +	TAKE	TO	THE	AIR	
+ -	TAKE	TO	POSS-0	BED	
+ -	TAKE	TO	THE	BOATS	
+ -	TAKE	TO	THE	BUSH	
+ -	TAKE	TO		FLIGHT	
+ -	TAKE	TO	POSS-0	HEELS	
+ -	TAKE	TO	THE	HILLS	
+ -	TAKE	TO	POSS-0	LEGS	
+ -	TAKE	TO	THE	LIFEBOATS	
+ -	TALK	OF	THE	DEVIL	
+ -	TALK	OUT OF		TURN	
+ -	TALK	THROUGH	THE	BACK OF POSS-0 NECK	
+ -	TALK	THROUGH	POSS-0	HAT	

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+ -	TREAD	ON	N'S	CORNS
+ -	TREAD	ON		EGGS
+ -	TREAD	ON		THIN ICE
+ -	TREAD	ON	N'S	TOES
+ -	TREAD	ON	N'S	TOES
+ -	TURN	DOWN	DET	BED(S)
+ -	TURN	IN	POSS-0	GRAVE
+ +	VANISH	INTO		THIN AIR
+ -	WALK	AFTER	THE	FLESH
+ -	WALK	ON		AIR
+ -	WALK	ON	N'S	GRAVE
+ -	WALK	OVER	POSS-0	GRANDMOTHER
+ -	WALK	WITH		GOD
+ -	WIN	BY	A	NOSE
+ -	WIN	BY	A	SHORT HEAD
+ -	WIN	BY	A	WHISKER
+ -	WIN	IN	A	CANTER
+ -	WIN	ON		POINTS
+ +	WITHER	ON	THE	VINE
+ -	WORK	AGAINST	THE	CLOCK
+ -	WORK	AGAINST		TIME
+ -	WORK	FOR	A	LIVING
+ -	WORK	TO		RULE
+ -	YIELD	TO		NONE

MCHINION
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+ -	BATTLE	ON	AGAINST	THE	ODDS
+ -	BREAK	OUT	IN	A	RASH
+ +	COME	DOWN	FROM	POSS-0	IVORY TOWEWR
+ +	COME	DOWN	IN	THE	WORLD
+ -	COME	DOWN	TO		EARTH
+ -	COME	IN	FROM	THE	COLD
+ -	COME	IN	ON	THE	GROUND FLOOR
+ -	COME	IN	OUT OF	THE	COLD
+ -	COME	IN	OUT OF	THE	WET
+ -	COME	OFF	WITH		FLYING COLORS
+ +	COME	OUT	IN	THE	OPEN
- +	COME	OUT	IN	THE	WASH
+ +	COME	OUT	ON		TOP
+ -	COME	THROUGH	WITH		FLYING COLORS
+ +	COME	UP	IN	THE	WORLD
+ -	FALL	DOWN	ON	THE	JOB
+ -	GET	ALONG	IN		YEARS
+ -	GET	AWAY	WITH		MURDER
+ -	GET	DOWN	OFF	POSS-0	HIGH HORSE
+ -	GET	DOWN	TO		BRASS TACKS
+ -	GET	DOWN	TO		BUSINESS
+ -	GET	DOWN	TO		CASES
+ -	GET	IN	ON	THE	GROUND FLOOR
+ +	GET	OFF	ON	THE	RIGHT FOOT
+ +	GET	OFF	ON	THE	WRONG FOOT
+ -	GET	ON	IN	THE	WORLD
+ -	GET	ON	IN		YEARS
+ -	GET	UP	ON	THE	WRONG SIDE OF BED
+ -	GET	UP	WITH	THE	CHICKENS
+ -	GO	OFF	IN	A	HUFF
+ -	GO	OFF	IN	A	HUFF AND A PUFF
+ -	GO	OFF	ON	A	FROLIC OF POSS-0 OWN
+ -	GO	OUT	ON	A	LIMB
+ -	GO	OUT	ON	THE	TILES
+ -	GO	OUT	ON	THE	TOWN
+ -	GO	UP	IN	THE	AIR
+ +	GO	UP	IN		FLAMES
- +	GO	UP	IN		SMOKE
+ -	HANG	ON	TO	POSS-0	MOTHER'S APRON STRINGS
+ -	KEEP	UP	WITH	THE	JONESES

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++	KEEP	UP	WITH	THE	TIMES
++	LIE	DOWN	ON	THE	JOB
++	MAKE	UP	FOR		LOST TIME
++	PUT	OUT	TO		SEA
++	RUN	AROUND	IN		CIRCLES
++	STAND	UP	FOR	POSS-0	SELF
++	START	OFF	ON	THE	RIGHT FOOT
++	START	OFF	ON	THE	WRONG FOOT
++	STRIKE	OUT	ON	POSS-0	OWN
+-	TAKE	OFF	IN	A	HUFF
+-	TURN	OVER	IN	POSS-0	GRAVE

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+-	BEAR	++	IN		MIND	+
+-	BEAT	+-	AT	POSS-1	OWN GAME	+
+-	BEAT	+-	AT	THE	POST	+
+-	BEAT	+-	TO		IT	+
++	BEAT	+-	TO		QUARTERS	+
+-	BEAT	+-	TO	A	MUMMY	+
+-	BEAT	+-	TO	THE	DRAW	+
+-	BEAT	+-	TO	THE	GUN	+
+-	BEAT	+-	TO	THE	PUNCH	+
++	BLOW	++	TO		GLORY	+
++	BLOW	++	TO		HELL	+
++	BLOW	++	TO		KINGDOM COME	+
++	BLOW	++	TO		PIECES	+
++	BLOW	++	TO		SMITHEREENS	+
++	BORE	+-	TO		SOBS	+
++	BORE	+-	TO		TEARS	+
++	BREAK	+-	OF	DET	HABIT	+
++	BRING	+-	ABOUT	POSS-0	EARS	-
++	BRING	+-	IN		SORROW TO THE GRAVE	+
++	BRING	++	INTO		ACTION	+
++	BRING	+-	INTO		DISEAVOUR	+
++	BRING	+-	INTO		DISGRACE	+
++	BRING	++	INTO		DISREPUTE	+
++	BRING	++	INTO		ILL-REPUTE	+
++	BRING	+-	INTO		LINE	+
+-	BRING	-+	INTO		PLACE	+
++	BRING	-+	INTO		PLAY	+
+-	BRING	-+	INTO	THE	MARKET	+
+-	BRING	+-	INTO	THE	WORLD	+
+-	BRING	-+	ONTO	THE	MARKET	+
+-	BRING	+-	TO		ATTENTION	+
+-	BRING	+-	TO		BAY	+
+-	BRING	+-	TO		BOOK	+
++	BRING	++	TO		GRIEF	+
+-	BRING	+-	TO		JUSTICE	+
++	BRING	-+	TO		LIGHT	+
++	BRING	++	TO		MIND	+
++	BRING	-+	TO		NAUGHT	+
+-	BRING	+-	TO		ORDER	+
++	BRING	+-	TO		REASON	+

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++	BRING	++	TO	A	(SCREECHING) HALT	+
++	BRING	++	TO	A	CLIMAX	+
++	BRING	-+	TO	A	CLOSE	+
+-	BRING	+-	TO	A	DECISION	+
++	BRING	++	TO	A	FULL STOP	+
++	BRING	++	TO	A	GRINDING HALT	+
++	BRING	++	TO	A	HALT	+
++	BRING	-+	TO	A	HEAD	+
++	BRING	-+	TO	A	POINT	+
++	BRING	+-	TO	A	PRETTY PASS	+
++	BRING	++	TO	A	STANDSTILL	+
++	BRING	++	TO	A	STOP	+
++	BRING	+-	TO	AN	EARLY GRAVE	+
++	BRING	-+	TO	AN	END	+
+-	BRING	-+	TO	N'S	KNOWLEDGE	+
++	BRING	+-	TO	POSS-1	FEET	+
++	BRING	+-	TO	POSS-1	KNEES	+
-+	BRING	+-	TO	POSS-1	RIGHT SENSES	+
++	BRING	++	TO	THE	FORE	+
++	BRING	++	UP TO		DATE	+
++	BRING DOWN	+-	TO		EARTH	+
+-	BRING UP	++	TO		SCRATCH	+
+-	BURN	+-	AT	THE	STAKE	+
+-	BURN	+-	IN		EFFIGY	+
++	BURN	+-	TO		DEATH	+
++	BURN	++	TO	A	CINDER	+
++	BURN	++	TO	A	CRISP	+
++	CALL	-+	IN		DOUBT	+
++	CALL	-+	IN(TO)		QUESTION	+
++	CALL	++	INTO		ACTION	+
++	CALL	++	INTO		BEING	+
++	CALL	-+	INTO		PLAY	+
+-	CALL	+-	ON	THE	CARPET	+
+-	CALL	+-	OVER	THE	COALS	+
+-	CALL	+-	TO		ACCOUNT	+
+-	CALL	+-	TO		ATTENTION	+
++	CALL	++	TO		MIND	+
+-	CALL	+-	TO		ORDER	+
+-	CALL	+-	TO		WITNESS	+
+-	CALL	+-	TO	THE	BAR	+

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++	CARRY	+-	OFF	POSS-1	FEET	+
++	CATCH	+-	AT	A	DISADVANTAGE	+
+-	CATCH	+-	IN	THE	(VERY) ACT	+
++	CATCH	+-	ON	THE	HOP	+
++	CATCH	+-	WITH	POSS-1	PANTS DOWN	+
+-	CHEER	++	TO	THE	ECHO	+
+-	CHUCK	+-	UNDER	THE	CHIN	+
+-	COMMII	-+	TO		MEMORY	+
+-	CONSIGN	++	TO	THE	BILLOWS	+
+-	CONSIGN	++	TO	THE	FLAMES	+
+-	CONSIGN	++	TO	THE	WAVES	+
+-	COOK	-+	TO	A	I	+
+-	COOK	-+	TO	A	TURN	+
+-	CRADLE	++	IN	POSS-0	ARMS	+
++	CUT	++	TO		PIECES	+
++	CUT	++	TO		RIBBONS	+
++	CUT	++	TO		SHREDS	+
++	CUT	++	TO		TATTERS	+
++	CUT	++	TO		THREADS	+
++	CUT	++	TO	THE	BONE	+
++	CUT	+-	TO	THE	HEART	+
++	CUT	+-	TO	THE	QUICK	+
++	CUT DOWN	+-	TO		SIZE	+
+-	CUT OFF	+-	WITH	A	SHILLING	+
++	DAMN	++	WITH		FAINI PRAISE	+
+-	DIG	+-	IN	THE	RIBS	+
+-	DO	-+	BEHIND	N'S	BACK	+
+-	DO	-+	FOR		KICKS	+
+-	DO	+-	IN	THE	EYE	+
++	DO	-+	TO		DEATH	+
++	DO	-+	TO	A	TURN	+
+-	DRAW	+-	INTO		TALK	+
+-	DRIVE	+-	TO		DRINK	+
++	DRIVE	+-	TO		EXTREMITY	+
+-	DRIVE	+-	TO		PERDITION	+
++	DRIVE	+-	TO	A	FRENZY	+
++	DRIVE	+-	TO	THE	WALL	+
++	DRIVE	+-	UP	THE	WALL	+
+-	DYE	-+	IN		GRAIN	+
+-	EAT	+-	OUT OF		HOUSE AND HOME	+

TABLE: CNP2

NN	NN					P
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+ -	JUDGE	++	ON	POSS-1	MERITS	+
+ -	KEEP	+ -	AT		ARM'S LENGTH	+
+ -	KEEP	+ -	AT	A	DISTANCE	+
+ -	KEEP	++	IN		HAND	+
+ -	KEEP	++	IN		MIND	+
++	KEEP	+ -	IN		SUSPENSE	+
+ -	KEEP	- +	IN	POSS-0	HEAD	+
++	KEEP	+ -	OFF	THE	STREETS	+
+ -	KEEP	++	ON		ICE	+
+ -	KEEP	++	UNDER		WRAPS	+
+ -	KEEP	- +	UNDER	POSS-0	HAT	+
++	KEEP	++	UP TO		DATE	+
+ -	KILL	+ -	IN		COLD BLOOD	+
+ -	KILL	+ -	WITH		KINDNESS	+
++	KNOCK	++	FOR	A	LOOP	+
+ -	KNOCK	++	INTO		SHAPE	+
++	KNOCK	++	INTO	A	COCKED HAT	+
++	KNOCK	+ -	INTO	THE	MIDDLE OF NEXT WEEK	+
++	KNOCK	+ -	OFF	POSS-1	FEET	+
++	KNOCK	+ -	OFF	POSS-1	PERCH	+
+ -	KNOCK	- +	ON	THE	HEAD	+
++	KNOCK	++	OUT OF		KILTIER	+
++	KNOCK	+ -	OUT OF		TIME	+
++	KNOCK BACK	+ -	ON	POSS-1	HEELS	+
+ -	KNOW	- +	BY		HEART	+
+ -	KNOW	+ -	BY		NAME	+
+ -	KNOW	++	BY		SIGHT	+
+ -	NOT KNOW	+ -	FROM		ADAM	-
+ -	LAY	- +	AT	N'S	DOOR	+
+ -	LAY	+ -	BY	THE	HEELS	+
+ -	LAY	- +	ON	THE	LINE	+
+ -	LAY	- +	TO		HEART	+
+ -	LAY	++	TO		REST	+
+ -	LAY	+ -	TO		SLEEP	+
+ -	LAY	- +	TO	N'S	DOOR	+
+ -	LAY	+ -	UNDER		CONTRIBUTION	+
+ -	LAY UP	- +	IN	A	NAPKIN	+
+ -	LEAD	+ -	BY	THE	NOSE	+
+ -	LEARN	- +	BY		HEART	+
+ -	LEAVE	+ -	FOR		DEAD	+

TABLE: CNP2

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+ -	ENGAGE	+ -	IN		CONVERSATION	+
+ -	EXALT	++	TO	THE	SKIES	+
+ -	FAIL	+ -	IN	POSS-1	NEED	-
+ -	FEEL	- +	IN	POSS-0	BONES	-
+ -	FLING	++	IN	N'S	TEETH	+
+ -	FLOG	+ -	WITHIN	AN	INCH OF POSS-1 LIFE	+
++	GET	- +	IN		GEAR	+
+ -	GET	+ -	INTO		TROUBLE	+
+ -	GET	++	OFF	N'S	HANDS	+
+ -	GET	+ -	OFF	POSS-0	CHEST	+
+ -	GET	++	OFF	POSS-0	HANDS	+
++	GET	+ -	OFF	THE	HOOK	+
+ -	GIVE	+ -	IN		CHARGE	+
+ -	GIVE	+ -	IN		MARRIAGE	+
+ -	GIVE	+ -	TO	THE	WOLVES	+
+ -	GIVE	- +	TO	THE	WORLD	+
+ -	GIVE UP	++	AS	A	BAD JOB	+
+ -	GIVE UP	++	FOR	A	BAD JOB	+
+ -	HAND DOWN	- +	FROM		FATHER TO SON	+
+ -	HANDLE	++	WITH		KID GLOVES	+
+ -	HANG	+ -	IN		EFFIGY	+
+ -	HANG	- +	ON	THE	LINE	+
+ -	HAUL	++	OVER	THE	COALS	+
+ -	HEAR	- +	ON	THE	GRAPEVINE	+
++	HEAR	- +	THROUGH	THE	GRAPEVINE	+
++	HIT	+ -	BETWEEN	THE	EYES	+
++	HIT	++	FOR		SIX	+
++	HIT	+ -	IN	THE	TEETH	+
++	HIT	+ -	TO		LEG	+
+ -	HOIST	+ -	WITH	POSS-1	OWN PETARD	+
+ -	HOLD	++	IN		HIGH ESTEEM	+
+ -	HOLD	++	IN		HIGH REGARD	+
+ -	HOLD	++	IN		LOW ESTEEM	+
+ -	HOLD	++	IN		LOW REGARD	+
+ -	HOLD	- +	IN	POSS-0	HEAD	+
+ -	HOLD	+ -	TO		BAIL	+
+ -	HOLD	+ -	TO		BLAME	+
+ -	HOLD	+ -	TO		RANSOM	+
+ -	HOLD UP	++	TO		RIDICULE	+
+ -	HOLD UP	++	TO		SCORN	+

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+ -	leave	- +	for	Mister Manners	+
+ -	LEAVE	+ -	IN	THE LURCH	+
++	LEAVE	++	OUT OF	ACCOUNT	+
+ -	LEAVE	+ -	TO	PRON-1 SELE	+
++	LET	+ -	OFF	THE HOOK	+
+ -	LICK	++	INTO	SHAPE	+
+ -	LOOK	++	IN	THE EYE	+
+ -	LOOK	++	IN	THE FACE	+
+ -	MEET	+ -	ON	POSS-1 OWN GROUND	+
++	MOVE	+ -	TO	TEARS	+
+ -	MURDER	+ -	IN	COLD BLOOD	+
+ -	NAIL	+ -	TO	THE BARN DOOR	+
+ -	NAIL	+ -	TO	THE COUNTER	+
++	NIP	- +	IN	THE BUD	+
+ -	NUDGE	+ -	IN	THE RIBS	+
+ -	OFFER	+ -	TO	THE WOLVES	+
+ -	PAINT	+ -	WITH	POSS-1 WARTS AND ALL	+
+ -	PAT	+ -	ON	THE BACK	+
+ -	PAT	+ -	ON	THE FACE WITH A SPADE	-
+ -	PAY	++	IN	KIND	+
+ -	PAY	+ -	IN	POSS-1 OWN COIN	+
+ -	PAY	+ -	ON	THE NAIL (1)	+
+ -	PAY	- +	ON	THE NAIL (2)	+
+ -	PAY BACK	+ -	IN	N1'S OWN COIN	+
++	PICK	++	TO	PIECES	+
+ -	PIP	+ -	AT	THE POST	+
+ -	PLAY	- +	BY	EAR	+
+ -	POKE	+ -	IN	THE RIBS	+
+ -	PRAISE	++	TO	THE SKIES	+
+ -	PULL	++	OUT OF	A HAT	+
++	PULL	++	TO	BITS	+
++	PULL	++	TO	PIECES	+
++	PUT	+ -	AT	POSS-1 EASE	+
+ -	PUT	- +	IN	BLACK AND WHITE	+
++	PUT	+ -	IN	MIND OF N3	+
++	PUT	++	IN	MOTION	+
++	PUT	++	IN	ORBIT	+
++	PUT	- +	IN	PERSPECTIVE	+
++	PUT	- +	IN	WORDS	+
+ -	PUT	- +	IN	WRITING	+

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++	PUT	+ -	IN	POSS-1 (PROPER) PLACE	+
++	PUT	+ -	IN	THE PICTURE	+
++	PUT	- +	INTO	PERSPECTIVE	+
+ -	PUT	- +	INTO	PRACTICE	+
++	PUT	+ -	OFF	POSS-1 FEED	+
++	PUT	+ -	OFF	THE SCENT	+
+ -	PUT	+ -	ON	A (MARBLE) SLAB	+
++	PUT	++	ON	POSS-1 FEET	+
++	PUT	+ -	ON	POSS-1 GUARD	+
+ -	PUT	++	ON	THE BACKBURNER	+
+ -	PUT	++	ON	THE BLOCK	+
+ -	PUT	- +	ON	THE LINE	+
++	PUT	++	ON	THE MAP	+
+ -	PUT	- +	ON	THE MARKET	+
+ -	PUT	+ -	ON	THE STAGE	+
++	PUT	++	OUT OF	ACTION	+
++	PUT	++	OUT OF	COMMISSION	+
++	PUT	++	OUT OF	KILTER	+
+ -	PUT	++	OUT OF	MIND	+
+ -	PUT	+ -	OUT OF	POSS-1 MISERY	+
+ -	PUT	++	OUT OF	POSS-0 HEAD	+
+ -	PUT	++	OUT OF	POSS-0 MIND	+
+ -	PUT	+ -	OUT OF	THE WAY	+
+ -	PUT	+ -	THROUGH	POSS-1 PACES	+
+ -	PUT	+ -	THROUGH	THE HOOPS	+
++	PUT	+ -	THROUGH	THE MILL	+
++	PUT	++	TO	BAD USE	+
+ -	PUT	+ -	TO	BED (1)	+
+ -	PUT	- +	TO	BED (2)	+
+ -	PUT	+ -	TO	BED WITH A SHOVEL	+
++	PUT	++	TO	GOOD USE	+
+ -	PUT	+ -	TO	GRASS	+
+ -	PUT	- +	TO	MUSIC	+
+ -	PUT	++	TO	REST	+
+ -	PUT	++	TO	RIGHTS	+
++	PUT	++	TO	SHAME	+
+ -	PUT	+ -	TO	SLEEP	+
++	PUT	++	TO	USE	+
+ -	PUT	++	TO	WORK	+
+ -	PUT	+ -	TO	THE SWORD	+

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++	PUT	++	TO	THE	TEST	+
+ -	PUT	- +	TO	THE	VOTE	+
+ -	PUT OUT	+ -	TO		GRASS	+
+ -	PUT OUT	+ -	TO		NURSE	+
+ -	PUT OUT	+ -	TO		PASTURE	+
+ -	PUT UP	- +	FOR		AUCTION	+
+ -	PUT UP	++	FOR		AUCTION	+
+ -	PUT UP	- +	FOR		GRABS	+
+ -	PUT UP	- +	FOR		SALE	+
+ -	PUT UP	+ -	FOR	DET	CLUB	+
+ -	RAKE	++	OVER	THE	COALS	+
+ -	RAM	- +	DOWN	N'S	THROAT	+
+ -	RAM	- +	UP	POSS-0	ARSE	-
++	RIP	++	TO		PIECES	+
++	RIP	++	TO		SHREDS	+
++	RUN	++	INTO	THE	GROUND	+
+ -	RUN	++	TO		EARTH	+
+ -	RUN	+ -	TO		GROUND	+
+ -	SAVE	- +	FOR	A	RAINY DAY	+
+ -	SAY	- +	TO	N'S	FACE	+
++	SCARE	+ -	OUT OF	POSS-1	WITS	+
+ -	SEARCH	++	WITH	A	FINE-TOOTHED COMB	+
+ -	SEE	++	IN	POSS-0	MIND'S-EYE	-
+ -	SEE	++	THROUGH		ROSE-COLOURED GLASSES	+
+ -	SEE	++	THROUGH		ROSE-COLOURED SPECTACLES	+
+ -	SEE	++	THROUGH	POSS-2	EYES	+
+ -	SEE	+ -	TO	THE	DOOR	+
+ -	SEE	++	WITH		NEW EYES	+
+ -	SEE	++	WITH	POSS-0	OWN EYES	-
+ -	SELL	+ -	DOWN	THE	RIVER	+
+ -	SEND	+ -	ABOUT	POSS-1	BUSINESS	+
++	SEND	++	INTO		ORBIT	+
++	SEND	+ -	THROUGH	THE	CEILING	-
++	SEND	+ -	THROUGH	THE	ROOF	-
+ -	SEND	+ -	TO		COVENTRY	+
++	SEND	++	TO		DAVY JONES' LOCKER	+
+ -	SEND	+ -	TO		GRASS	+
+ -	SEND AWAY	+ -	WITH	A	ELEA IN POSS-1 EAR	+
+ -	SET	+ -	AT		DEFIANCE	+
++	SET	+ -	AT		EASE	+

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+ -	SET	+ -	AT		NAUGHT	+
+ -	SET	+ -	BY	THE	EARS	+
++	SET	++	IN		MOTION	+
++	SET	++	ON		FIRE	+
++	SET	+ -	ON	POSS-1	FEET	+
+ -	SET	- +	TO		MUSIC	+
+ -	SET	++	TO		RIGHTS	+
+ -	SET	++	TO		WORK	+
++	SET BACK	+ -	ON	POSS-1	HEELS	+
+ -	SET UP	+ -	FOR	THE	KILL	+
+ -	SHAKE	+ -	BY	THE	HAND	+
+ -	SHOOT	+ -	OUT OF		HAND	+
++	SHOOT	++	TO		HELL	+
++	SHOOT	++	TO		PIECES	+
+ -	SHOUT	- +	FROM	THE	ROOF TOPS	+
+ -	SHOVE	- +	DOWN	N'S	THROAT	+
+ -	! SHOVE	- +	UP	POSS-0	ARSE	-
+ -	! SHOVE	- +	UP	POSS-0	JUMPER	-
+ -	SHOW	+ -	TO	THE	DOOR	+
+ -	SLAP	+ -	IN	THE	FACE	+
+ -	SLAP	+ -	ON	THE	BACK	+
++	SMASH	++	TO		SMITHEREENS	+
+ -	SMOTHER	+ -	WITH		KISSES	+
+ -	SMOTHER	+ -	WITH		LOVE	+
+ -	STAB	+ -	IN	THE	BACK	+
- +	STAND	+ -	IN		GOOD STEAD	-
- +	STAND	+ -	IN		GOOD STEAD	-
+ -	STAND	+ -	IN	THE	CORNER	+
+ -	STARE	++	IN	THE	FACE	+
++	STOP	++	IN	POSS-1	TRACKS	+
+ -	SWEAR	+ -	TO		SECRECY	+
++	SWEEP	+ -	OFF	POSS-1	FEET	+
+ -	TAKE	++	OFF	N'S	HANDS	+
+ -	TAKE	- +	AS		READ	+
+ -	TAKE	+ -	AT	A	DISADVANTAGE	+
+ -	TAKE	- +	AT	N'S	WORD	+
+ -	TAKE	+ -	AT	POSS-1	WORD	+
++	TAKE	++	BY		STORM	+
++	TAKE	+ -	BY		SURPRISE	+
+ -	TAKE	+ -	DOWN	THE	PIKE	+

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++	TAKE	++	FOR		GRANTED	+
+ -	TAKE	++	FOR		WHAT IT BE WORTH	+
+ -	TAKE	+ -	FOR	A	RIDE	+
+ -	TAKE	- +	IN		BAD PART	+
+ -	TAKE	- +	IN		GOOD PART	+
+ -	TAKE	++	IN		HAND	+
+ -	TAKE	++	IN		HAND	+
+ -	TAKE	+ -	IN		MARRIAGE	+
+ -	TAKE	+ -	IN		TOW	+
+ -	TAKE	- +	IN	POSS-0	STRIDE	+
++	TAKE	++	INTO		ACCOUNT	+
++	TAKE	++	INTO		CONSIDERATION	+
+ -	TAKE	+ -	INTO	POSS-0	CONFIDENCE	+
+ -	TAKE	- +	INTO	POSS-0	HEAD	-
+ -	TAKE	++	OFF	N'S	HANDS	+
+ -	TAKE	- +	ON		TRUST	+
+ -	TAKE	- +	ON	PRON-0	SELF	-
+ -	TAKE	- +	TO		HEART	+
++	TAKE	++	TO		PIECES	+
+ -	TAKE	+ -	TO		TASK	+
+ -	TAKE	+ -	TO	THE	CLEANERS	+
+ -	TAKE	++	UNDER	POSS-0	WING	+
+ -	TAKE	++	WITH	A	GRAIN OF SALT	+
+ -	TAKE	++	WITH	A	PINCH OF SALT	+
++	TEAR	++	TO		BITS	+
++	TEAR	++	TO		PIECES	+
++	TEAR	++	TO		RIBBONS	+
++	TEAR	++	TO		SHREDS	+
++	THROW	++	FOR	A	LOOP	+
++	THROW	+ -	FOR	A	LOSS	+
+ -	THROW	- +	IN	N'S	FACE	+
+ -	THROW	- +	IN	N'S	TEETH	+
++	THROW	- +	INTO		REVERSE	+
++	THROW	++	OFF		BALANCE	+
++	THROW	+ -	OFF	THE	SCENT	+
++	THROW	++	OFF	THE	TRACK	+
++	THROW	++	OUT OF		GEAR	+
+ -	THROW	++	TO	THE	WOLVES	+
+ -	THROW IN	+ -	AT	THE	DEEP END	+
+ -	THRUST	- +	DOWN	N'S	THROAT	+

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+ -	TIME	- +	TO	THE	MOMENT	+
++	TOUCH	+ -	TO	THE	QUICK	+
+ -	NOT TOUCH	+ -	WITH	A	BARGEPOLE	-
+ -	TRAMPLE	++	UNDER		FOOT	+
+ -	TREAD	++	UNDER		FOOT	+
+ -	TURN	+ -	AROUND	POSS-0	LITTLE FINGER	+
+ -	TURN OUT	+ -	TO		GRASS	+
+ -	TURN OVER	- +	IN	POSS-0	MIND	+
+ -	TWIST	+ -	AROUND	POSS-0	LITTLE FINGER	+
+ -	TWIST	+ -	ROUND	POSS-0	LITTLE FINGER	+
++	WELCOME	++	WITH		OPEN ARMS	+
+ -	WORK	+ -	TO		DEATH	+
+ -	WRAP	+ -	AROUND	POSS-0	(LITTLE) FINGER	+

NN 00 = NN H- UH MU H	P A S S I F	N O V C 1	NN 22 = NN H- UH MU H	
+-	ADDRESS	- PRON-0	TO	++
+-	ASK	+ A	OF	+-
+-	ATTEMPT	+ THE	OF	+-
+-	AVERT	+ POSS-0	FROM	++
+-	BANK	+ POSS-0	ON	++
++	BEAR	- THE	OF	+-
++	BEAR	-	TO	++
++	BEAR	-	COMPARISON	++
++	BEAR	-	COMPARISON	++
+-	BEAR	+ A	WITH	+-
+-	BEAR	+ A	WITH	+-
+-	BEAR	+ A	TO	+-
+-	BEAR	+ A	MALICE	+-
+-	BEAR	+ A	MALICE	+-
+-	BEAR	-	TOWARD	+-
+-	BEAR	-	MUTE TESTIMONY	+-
+-	BEAR	- A	TO	+-
+-	BEAR	- THE	PART	+-
+-	BEAR	- THE	SCARS	+-
+-	BEAR	- THE	OF	+-
+-	BEAR	- THE	SEMBLANCE	+-
+-	BEAR	-	OF	+-
+-	BEAR	-	WITNESS	+-
+-	BEAT	- A	TO	+-
+-	BEAT UP	- THE	TO	+-
+-	BEND	- THE	OF	+-
+-	BEND	- POSS-0	TO	+-
+-	BEND	- POSS-0	TO	+-
+-	BEND	- POSS-0	ENEGIES	+-
+-	BEND	- POSS-0	EYES	+-
+-	BEND	- POSS-0	ON	+-
+-	BEND	- POSS-0	SELE	+-
+-	BESTOW	+ POSS-0	FAVOURS	+-
+-	BET	- POSS-0	ON	+-
+-	BET	- POSS-0	ON	+-
+-	BLAZE	+ A	SHIRT	+-
+-	BLOW	+ A	TRAIL	++
+-	BLOW	+ A	FOR	++
+-	BLOW	+ THE	KISS	+-
+-	BLOW	+ THE	TO	+-
+-	BLOW	+ THE	LID	+-
+-	BLOW	+ THE	OFF	+-
+-	BLOW	+ THE	WHISTLE	+-
+-	BLUNT	+ THE	ON	++
+-	BLUNT	+ THE	EDGE	++
+-	BREAK	+ THE	OF	++
+-	BREAK	+ THE	BACK	+-
+-	BREAK	-	OF	+-
+-	BREAK	-	BREAD	+-
+-	BREAK	-	WITH	+-
+-	BREAK	-	WITH	+-
+-	BREAK	+ THE	FAITH	+-
+-	BREAK	+ THE	OF	+-
+-	BREAK	+ THE	HABIT	+-
+-	BREAK	- A	OF	+-
+-	BREAK	- A	LANCE	+-
+-	BREAK	- A	WITH	+-
+-	BREAK	+ THE	NECK	+-
+-	BREAK	+ THE	OF	+-
+-	BREAK	- THE	NEWS	+-
+-	BREAK	+ THE	TO	+-
+-	BREAK	- POSS-0	TO	+-
+-	BREAK	+ POSS-0	PROMISE	+-
+-	BREAK	+ DET	TO	+-
+-	BREAK	+ DET	RECORD	+-
+-	BREAK	-	IN	+-
+-	BREAK	-	WITH	+-
+-	BREAK	-	WITH	+-
+-	BREAK	+ A	FOR	++
+-	BREAK	+ A	FOR	++

NN 00 = NN H- UH MU H	P A S S I F	N O V C 1	NN 22 = NN H- UH MU H		
++	BREAK	+ A	WAY	- FOR	++
++	BREAK	- POSS-0	WORD	+ TO	+-
+-	BREATHE	+ A	NEW LIFE	- INTO	++
+-	NOT BREATHE	+ A	WORD	+ OF	+-
+-	BRING	+ A	SUIT	+ AGAINST	+-
+-	BUILD	+ POSS-0	HOPES	- ON	++
+-	BURY	+ THE	HATCHET	+ WITH	+-
+-	BURY	+ THE	TOMAHAWK	+ WITH	+-
++	CALL	-	ATTENTION	- TO	+-
+-	CALL	+ THE	DOGS	- OFF	+-
+-	CALL	+ A	HALI	+ TO	+-
+-	NOT CARE	- A	DAMN	+ ABOUT	++
+-	NOT CARE	- A	DARN	+ ABOUT	++
+-	NOT CARE	- A	FIG	+ FOR	++
+-	NOT CARE	- A	FUCK	+ ABOUT	++
+-	NOT CARE	- A	HOOT	+ ABOUT	++
+-	NOT CARE	- A	LESS	+ ABOUT	++
+-	NOT CARE	-	LESS	+ ABOUT	++
+-	CARRY	+ THE	CAN	+ FOR	+-
+-	CARRY	+ THE	FIGHT	- TO	+-
+-	CARRY	+ THE	TORCH	+ FOR	+-
+-	CARRY	+ THE	TORCH	+ FOR	+-
+-	CAST	+ A	ASPERSIONS	+ AGAINST	+-
+-	CAST	+ A	ASPERSIONS	+ AGAINST	+-
+-	CAST	+ A	CHILL	- OVER	++
+-	CAST	+ A	GLAMOUR	- OVER	++
+-	CAST	- THE	GORGE	- AT	+-
+-	CAST	+ THE	LIGHT	- ON	+-
+-	CAST	+ THE	LIGHT	- ON	+-
+-	CAST	+ THE	LIGHT	- UPON	++
+-	CAST	-	LOTS	- WITH	+-
+-	CAST	+ A	SHEEP'S EYES	+ AT	+-
+-	CAST	+ A	SPELL	+ ON	+-
+-	CAST	+ A	SPELL	+ OVER	+-
+-	CATCH	+ THE	ATTENTION	- OF	+-
+-	CATCH	- POSS-0	DEATH	- OF	+-
+-	CATCH	+ THE	EYE	+ OF	+-
+-	CATCH	+ THE	FANCY	- OF	+-
+-	CATCH	+ A	GLIMPSE	- OF	++
+-	CATCH	-	HOLD	+ OF	++
+-	CATCH	+ A	LIKENESS	+ OF	++
+-	CATCH	-	SIGHT	- OF	++
+-	CHANGE	+ POSS-0	LINE	+ ON	++

NN OO == NN H- UH HU H	P A S S I F	N O V C I	NN 22 == NN H- UH HU H		
+ -	CHANGE	+ POSS-0	KIND	+ ABOUT	++
+ -	CHANGE	-	PLACES	+ WITH	+ -
+ -	CHANT	- THE	PRAISES	- OF	+ -
+ -	CHARGE	- PRON-0	SELF	- WITH	- +
+ -	CHEW	- THE	FAT	+ WITH	+ -
+ -	CHEW	- THE	RAG	+ WITH	+ -
+ -	CLAP	-	EYES	- ON	++
++	CLEAR	+ A	WAY	+ FOR	++
++	CLEAR	+ THE	WAY	+ FOR	++
++	CLOSE	+ THE	DOOR	+ TO	++
++	CLOSE	+ POSS-0	DOORS	+ TO	++
+ -	CLOSE	+ POSS-0	EYES	+ TO	- +
+ -	CLOSE	+ POSS-0	MIND	- TO	- +
+ -	COCK	- A	SMOOT	+ AT	+ -
- +	COME	-	HARD	+ TO	+ -
- +	COME	-	HOME	- TO	+ -
+ -	COME TO	-	LIGHT	- WITH	- +
+ -	COMPARE	+	NOTES	- WITH	+ -
+ -	CONTENT	- PRON-0	SELF	- WITH	++
+ -	COUNT	+ THE	COST	+ OF	- +
+ -	CRACK	- POSS-0	CALORIES	+ FOR	+ -
+ -	CRACK	+ THE	WHIP	+ OVER	+ -
+ -	CREAM	- POSS-0	JEANS	+ FOR	+ -
+ -	CREAM	- POSS-0	PANTIES	+ FOR	+ -
+ -	CREAM	- POSS-0	TWEEDS	+ FOR	+ -
+ -	CROSS	- THE	PATH	- OF	+ -
+ -	CROSS	-	SWORDS	- WITH	+ -
+ -	CROSS	-	WIRES	- WITH	+ -
+ -	CUDGEL	- POSS-0	BRAINS	+ OVER	++
+ -	CURRY	-	FAVOR	+ WITH	+ -
+ -	CUT	+ POSS-0	(EYE)TEETH	- ON	- +
++	CUT	+ THE	CLAWS	- OF	+ -
+ -	CUT	- A	FIGURE	+ WITH	+ -
++	CUT	+ THE	GROUND	- FROM	+ -
++	NOT CUT	-	ICE	- WITH	+ -
+ -	DANCE	-	ATTENDANCE	+ ON	+ -
+ -	DANCE	-	ATTENDANCE	+ UPON	+ -
++	DEAL	+ A	BLOW	- TO	++
+ -	DECLARE	+	WAR	+ ON	+ -
+ -	DEDICATE	- PRON-0	SELF	+ TO	++

NN OO == NN H- UH HU H	P A S S I F	N O V C I	NN 22 == NN H- UH HU H		
+ -	DELIVER	+ THE	GOODS	+ ON	++
+ -	DEVOTE	- PRON-0	SELF	- TO	++
++	DIG	- THE	GRAVE	- OF	+ -
+ -	DIG	+ A	PIT	- FOR	+ -
+ -	NOT DIRTY	- POSS-0	HANDS	- WITH	++
+ -	DO	+	BATTLE	+ FOR	++
+ -	DO	-	BATTLE	+ WITH	+ -
++	DO	- N2'S	BUSINESS	+ FOR	+ -
+ -	DO	+ BUSINESS	BUSINESS	+ WITH	+ -
+ -	DO	-	CREDIT	- TO	++
+ -	DO	- THE	DIRTY	+ ON	+ -
+ -	DO	-	DUTY	- FOR	- +
+ -	DO	-	FEALTY	- TO	+ -
+ -	DO	+ A	GOOD TURN	+ TO	+ -
+ -	DO	+ A	HOMAGE	+ TO	++
+ -	DO	+ A	JOB	- ON	+ -
+ -	DO	+ A	JUSTICE	- TO	++
+ -	DO	+ A	NUMBER	- ON	++
+ -	DO	+ A	OBEISANCE	- TO	+ -
+ -	DO	+ A	SNOW JOB	+ ON	++
+ -	DO	-	WELL	+ OUT OF	- +
++	DO	-	WONDERS	+ WITH	++
++	DRAW	+ THE	ATTENTION	+ TO	++
++	DRAW	+ N'S	ATTENTION	+ TO	++
+ -	DRAW	- A	BEAD	- ON	+ -
+ -	DRAW	+ A	CURTAIN	- ON	- +
+ -	DRAW	+ A	CUTS	+ WITH	+ -
++	DRAW	+ THE	FIRE	- OF	++
+ -	DRAW	+ THE	LINE	- AT	- +
+ -	DRAW	+ A	LOTS	+ FOR	++
+ -	DRAW	+ A	VEIL	- OVER	- +
+ -	DRINK	- POSS-0	FILL	+ OF	- +
+ -	DRINK	+ THE	HEALTH	- OF	+ -
+ -	DRINK	+ A	TOAST	+ TO	+ -
+ -	DRIVE	+ A	(HARD) BARGAIN	+ WITH	+ -
++	DRIVE	+ A	COACH AND FOUR	- THROUGH	- +
+ -	DROP	+ A	CURTSEY	+ TO	+ -
+ -	DROP	- A	HINT	+ TO	+ -
+ -	DROP	- A	LINE	- TO	+ -
+ -	DROWN	- POSS-0	TROUBLES	+ IN	- +

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+-	DUST	-	THE	EYES	-	OF	+-
+-	EAT	-	POSS-0	FILL	+	OF	-+
+-	ELBOW	-	POSS-0	WAY	+	INTO	++
+-	ELBOW	-	POSS-0	WAY	+	OUT OF	++
+-	ENDEAR	-	PRON-0	SELF	-	TO	+-
+-	ENSCONCE	-	PRON-0	SELF	-	IN	-+
++	FALL	-	A	PREY	-	TO	++
++	FALL	-	A	VICTIM	-	TO	++
+-	FAN	-	THE	BREEZE	-	WITH	+-
++	FAN	+	THE	FLAMES	+	OF	-+
+-	FEAST	-	POSS-0	EYES	-	ON	++
+-	FEED	-	POSS-0	EYES	-	ON	++
+-	FEEL	+	THE	PULSE	+	OF	++
+-	FEEL	-	POSS-0	WAY	+	TOWARDS	++
+-	FIGHT	-		TOOTH AND NAIL	-	WITH	+-
+-	FIGHT OUT	-		IT	-	WITH	+-
+-	FIND	+		FAULT	+	WITH	++
+-	FIND	-		FAVOUR	+	WITH	+-
+-	FIX	+	THE	POSITION	-	OF	-+
+-	FLING	+		MUD	+	AT	-+
+-	FLIP	-	POSS-0	WIG	+	OVER	++
++	FOCUS	+		ATTENTION	-	ON	++
++	FOCUS	+	N'S	ATTENTION	-	ON	++
+-	FOCUS	+	POSS-0	ATTENTION	+	ON	++
+-	FOLLOW	+	THE	EXAMPLE	-	OF	++
+-	FOLLOW	+	THE	LEAD	-	OF	+-
+-	FOOT	+	THE	BILL	+	FOR	++
+-	FORCE	-	POSS-0	WAY	-	INTO	-+
+-	GAIN	-	THE	UPPER HAND	+	OF	-+
++	GET	-	THE	AXE	+	FROM	+-
+-	GET	-	THE	BETTER	-	OF	+-
+-	GET	+	A	BOOT	-	OUT OF	++
+-	GET	-	THE	BOUNCE	+	FROM	+-
+-	GET	-	THE	BRUSHOFF	+	FROM	+-
+-	GET	+	NO	CHANGE	-	OUT OF	+-
+-	GET	-	A	CHARGE	-	OUT OF	++
+-	GET	-		CONTROL	+	OF	++
+-	GET	-		CONTROL	+	OVER	++
+-	GET	-		CREDIT	-	FOR	-+
+-	GET	-	THE	EYE	-	FROM	+-

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+-	GET	-	THE	FEEL	-	OF	-+
+-	GET	-	A	FIX	+	FROM	+-
+-	GET	+	A	FIX	+	ON	-+
+-	GET	-	THE	GATE	+	FROM	+-
+-	GET	-	THE	GOODS	-	ON	+-
+-	GET	-		GRAY HAIR	-	OVER	++
++	GET	-	A	GRIP	-	ON	++
+-	GET	-	POSS-0	HANDS	-	ON	++
+-	GET	-	THE	HANG	-	OF	-+
++	GET	+	A	HOLD	-	OF	++
+-	GET	-	THE	HOOK	+	FROM	+-
+-	GET	-	THE	JUMP	-	ON	+-
+-	GET	-	A	KICK	-	OUT OF	++
+-	GET	-	POSS-0	KNIFE	-	INTO	+-
+-	GET	-	A	LOAD	-	OF	++
+-	GET	-	THE	LOWDOWN	-	ON	++
+-	GET	-	THE	MOST	-	OUT OF	++
+-	GET	-	THE	POOP	-	ON	++
+-	GET	-	A	RISE	-	OUT OF	+-
+-	GET	-	THE	RUN	-	OF	-+
+-	GET	-	THE	SACK	+	FROM	+-
+-	GET	-	THE	SCOOP	+	ON	++
+-	GET	-		SPEECH	-	OF	+-
+-	GET	-	POSS-0	TEETH	-	INTO	-+
+-	GET	-	THE	UPPER HAND	+	OF	+-
++	GET	-	THE	UPPER HAND	+	OF+OVER	++
+-	GET	-		WIND	-	OF	++
+-	GET	-	THE	WORST	-	OF	-+
+-	GIVE	+		(FREE) REIN	-	TO	++
+-	GIVE	+	THE	AIR	-	TO	+-
+-	GIVE	+		AUDIENCE	+	TO	+-
+-	GIVE	+	THE	AXE	-	TO	++
+-	GIVE	-	THE	BACK OF POSS-0 HAND	-	TO	+-
++	GIVE	+	THE	BENEFIT OF THE DOUBT	-	TO	+-
+-	GIVE	+		BIRTH	+	TO	+-
+-	GIVE	+	THE	BOUNCE	-	TO	+-
+-	GIVE	+	THE	BREEZE	-	TO	+-
+-	GIVE	+	THE	BRUSHOFF	-	TO	+-
+-	GIVE	+		CHASE	+	TO	++
+-	GIVE	+		COLOR	-	TO	-+

NN OO == NN H- UH MU M	P A S S I E		N O V C L	NN 22 == NN H- UH MU M	
+-	GIVE	+	COUNTENANCE	- TO	- +
+-	GIVE	-	EAR	- TO	- +
+-	GIVE	-	AN EAR	- TO	++
+-	GIVE	-	POSS-0 EARS	- FOR	- +
+-	GIVE	+	A FIX	- TO	+-
++	GIVE	-	GROUND	+ TO	++
- +	GIVE	+	GROUNDS	- FOR	- +
+-	GIVE	-	HELL	- TO	+-
+-	GIVE	-	IT	- TO	+-
+-	GIVE	-	A LENGTH	- TO	+-
++	GIVE	+	THE LIE	- TO	++
+-	GIVE	+	POSS-0 MIND	- TO	++
++	GIVE	-	PLACE	+ TO	++
+-	GIVE	-	POINTS	- TO	+-
++	GIVE	+	REIN	- TO	- +
+-	GIVE	-	POSS-0 RIGHT ARM	- FOR	++
++	GIVE	-	RISE	- TO	- +
++	GIVE	+	SIGNS	- OF	- +
+-	GIVE	-	SUCK	+ TO	+-
+-	GIVE	+	THOUGHT	+ TO	++
+-	GIVE	-	TONGUE	+ TO	- +
+-	GIVE	-	VENT	+ TO	- +
++	GIVE	-	WAY	+ TO	++
+-	GIVE	+	A WIDE BERTH	- TO	++
+-	GIVE	-	THE WORLD	- FOR	++
+-	NOT GIVE	-	A (GOOD) GODDAM	+ ABOUT	++
+-	NOT GIVE	-	A DAMN	+ ABOUT+FOR	++
+-	NOT GIVE	-	A DARN	+ ABOUT	++
+-	NOT GIVE	-	A FUCK	+ ABOUT	++
+-	NOT GIVE	-	A FUCKING SHIT	+ ABOUT	++
+-	NOT GIVE	-	A HANG	+ ABOUT	++
+-	NOT GIVE	-	A HOOT	+ ABOUT	++
+-	NOT GIVE	-	A SHIT	+ ABOUT	++
+-	NOT GIVE	-	A SNAP OF POSS-0 FINGERS	+ FOR	++
+-	NOT GIVE	-	A STUFF	+ ABOUT	++
+-	NOT GIVE	-	A TWO HOOTS	+ ABOUT	++
+-	NOT GIVE	-	A WHOOP IN HELL	+ ABOUT	++
+-	GO	-	BAIL	+ FOR	+-
+-	GO	-	DUTCH	+ WITH	+-
+-	GO	-	HALVES	- WITH	+-

NN OO == NN H- UH MU M	P A S S I E		N O V C L	NN 22 == NN H- UH MU M	
- +	GO	-	A LONG WAY	- TOWARDS	- +
+-	GRAB	-	HOLD	+ OF	++
+-	GROPE	-	POSS-0 WAY	+ TOWARDS	++
+-	HAND	-	IT	- TO	+-
+-	HANG	-	ONE	- ON	+-
+-	HARBOUR	+	A GRUDGE	+ AGAINST	+-
+-	HEAP	+	COALS OF FIRE	- ON	+-
+-	HIT OFF	-	IT	- WITH	+-
++	HOLD	-	A CANDLE	- TO	++
+-	HOLD	+	THE LINE	+ AGAINST	++
+-	HOLD	+	THE LINE	+ ON	- +
+-	HOLD	+	THE MIRROR	- UP TO	- +
+-	HOLD	-	SWAY	+ OVER	++
+-	NOT HOLD	-	A BRIEF	- FOR	+-
+-	NOT HOLD	-	A CANDLE	- TO	+-
+-	INCLINE	+	POSS-0 EAR	+ TO	+-
+-	INGRATIATE	-	PRON-0 SELF	+ WITH	+-
+-	INTRUDE	-	POSS-0 SELF	+ ON	+-
+-	JOIN	+	BATTLE	+ WITH	++
+-	JOIN	-	THE CHORUS	+ OF	++
+-	JOIN	-	FORCES	- WITH	+-
+-	JOIN	-	HANDS	- WITH	+-
+-	JOIN	+	ISSUE	+ ON	- +
+-	JOIN	+	ISSUE	+ WITH	+-
+-	JOIN	+	POSS-0 VOICE	+ TO	- +
+-	JOIN	+	VOICES	- WITH	+-
+-	KEEP	+	BOOKS	+ FOR	++
+-	KEEP	+	THE BOOKS	+ FOR	++
+-	KEEP	+	A CLOSE CHECK	+ ON	++
+-	KEEP	-	COMPANY	- WITH	+-
+-	KEEP	+	COUNT	+ OF	++
+-	KEEP	+	AN EYE	- ON	++
+-	KEEP	+	FAITH	+ WITH	+-
+-	KEEP	-	POSS-0 HANDS	- OFF	++
+-	KEEP	-	HOLD	+ OF	++
+-	KEEP	-	HOUSE	- WITH	+-
+-	KEEP	+	POSS-0 KIND	- ON	- +
++	KEEP	-	FACE	+ WITH	++
+-	KEEP	+	A SHARP LOOK-OUT	+ FOR	++
+-	KEEP	-	SIGHT	- OF	++

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+ -	LEND	+	A	HAND	+	TO	+ -
+ -	LEND	-		HAND	+	WITH	- +
+ -	LEND	-	POSS-0	NAME	-	TO	- +
+ -	LENGTHEN	+	POSS-0	GRIP	+	ON	- +
+ -	LIFT	-	A	HAND	-	AGAINST	+ -
+ -	LOOK	-		DAGGERS	+	AT	+ -
+ -	LOOSE	+	THE	MAIDEN ZONE	-	OF	+ -
+ -	LORD	-		IT	-	OVER	+ -
+ -	LOSE	+		COUNT	+	OF	+ +
+ -	LOSE	-	POSS-0	HEAD	+	OVER	+ +
+ -	LOSE	+	POSS-0	HEART	+	TO	+ -
+ -	LOSE	-		INTEREST	+	IN	+ +
+ -	LOSE	-		PATIENCE	+	WITH	+ +
+ -	LOSE	-	POSS-0	SHIRT	+	ON	+ -
+ -	LOSE	+		SIGHT	-	OF	+ +
+ -	LOSE	+	DET	SLEEP	-	OVER	+ +
+ -	LOSE	+	POSS-0	TEMPER	+	OVER	+ +
+ -	LOSE	+		THREAD	-	OF	- +
+ -	LOSE	-	THE	THREAD	+	OF	+ -
+ -	LOSE	-		TOUCH	+	WITH	+ +
+ -	LOSE	+		TRACK	+	OF	+ +
+ -	LOWER	+	THE	BOOM	+	ON	+ +
+ -	MAKE	+		ALLOWANCE	-	FOR	- +
+ -	MAKE	+		ALLUSION	+	TO	+ +
+ +	MAKE	+		AMENDS	+	FOR	- +
+ -	MAKE	+	AN	APPROACH	+	TO	+ -
+ -	MAKE	+	AN	ATTEMPT	+	AT	- +
+ +	MAKE	+	AN	AUNT SALLY	-	OF	+ +
+ -	MAKE	+	A	BALLS	-	OF	- +
+ -	MAKE	-	THE	BEAST WITH TWO BACKS	-	WITH	+ -
+ -	MAKE	+	A	BEE-LINE	-	FOR	+ +
+ -	MAKE	+	THE	BEST	-	OF	- +
+ +	MAKE	+	A	BIG DEAL	-	OF	+ +
+ -	MAKE	+	NO	BONES	-	ABOUT	- +
+ -	MAKE	+	A	BOOK	+	ON	+ +
+ -	MAKE	+	A	BREAK	+	FOR	- +
+ +	MAKE	+		CAPITAL	-	(OUT) OF	- +
+ -	MAKE	+	A	CLEAN BREAST	-	OF	- +
+ +	MAKE	+	A	CLEAN SWEEP	+	OF	+ +
+ -	MAKE	+		COMMON CAUSE	-	WITH	+ -

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+ +	KEEP	-		STEP	+	WITH	+ +
+ +	KEEP	+	A	TAB	-	ON	+ +
+ +	KEEP	+		TABS	-	ON	+ +
+ +	KEEP	-		TIME	+	WITH	+ +
+ +	KEEP	-		TRACK	-	OF	+ +
+ +	KEEP	+	A	TRACK	-	OF	+ +
+ +	KICK	+	THE	BUCKET	-	FROM UNDER	+ -
+ -	KISS	-		GOODBYE	-	TO	+ +
+ -	KISS	-	POSS-0	HAND	-	TO	+ -
+ +	KNOCK	+	THE	(LIVING) DAYLIGHTS	-	OUT OF	+ +
+ +	KNOCK	+	THE	BOTTOM	-	OUT OF	- +
+ +	KNOCK	+	THE	FLASHNESS	-	OUT OF	+ -
+ -	KNOCK	-	POSS-0	HEAD	-	AGAINST	- +
+ +	KNOCK	-		SPOTS	-	OFF	+ +
+ +	KNOCK	+	THE	STUFFING	-	OUT OF	+ -
+ -	KNOW	-	A	THING OR TWO	+	ABOUT	+ +
+ -	NEVER KNOW	-	THE	END	-	OF	- +
+ -	NOT KNOW	-		BEANS	-	ABOUT	- +
+ -	NOT KNOW	-	THE	FIRST THING	-	ABOUT	+ +
+ -	NOT KNOW	-		SHIT	+	ABOUT	+ +
+ -	NOT KNOW	+	A	THING	+	ABOUT	+ +
+ -	LAY	+		CLAIM	-	TO	- +
+ -	LAY	-		EYES	-	ON	+ +
+ -	LAY	-	POSS-0	FINGER	-	ON	- +
+ +	LAY	+	THE	GROUNDWORK	+	FOR	- +
+ +	LAY	+	THE	GROUNDWORK	+	OF	- +
+ -	LAY	+		HANDS	-	ON	+ +
+ -	LAY	-	POSS-0	HANDS	-	ON	+ +
+ -	LAY	-		HOLD	-	OF	+ +
+ -	LAY	+		SIEGE	-	TO	+ +
+ -	LAY	+		STRESS	-	ON	- +
+ +	LAY	-		WASTE	-	TO	- +
+ -	NOT LAY	+	A	FINGER	-	ON	+ +
+ +	LEAD	+	THE	WAY	+	TO	+ +
+ -	LEAVE	+	POSS-0	CARD	+	ON	+ -
+ -	LEAVE	-	THE	DOCK	+	WITH	+ -
+ -	LEAVE	-		HOLD	-	OF	+ +
+ -	LEAVE	+		IT	-	TO	+ +
- +	LEND	+		COLOR	-	TO	- +
+ -	LEND	-	AN	EAR	-	TO	+ +

TABLE: clpn

NN 00 == NN H- UH MU H	P A S S I F		N O V C I	NN 22 == NN H- UH MU H	
+ -	MAKE	+ A	CONVENIENCE	- OF	++
+ -	MAKE	-	CONVERSATION	+ WITH	+ -
+ -	MAKE	- A	CUCKOLD	- OF	+ -
+ -	MAKE	+ A	DASH	+ FOR	++
+ -	MAKE	- A	DAY	- OF	- +
+ -	MAKE	- A	DEAD SET	- AT	+ -
++	MAKE	+ A	DENT	+ IN	- +
++	MAKE	+ A	DIFFERENCE	+ BETWEEN	++
+ -	MAKE	+ A	DIFFICULTIES	+ ABOUT	++
++	MAKE	-	DIFFICULTIES	+ FOR	++
+ -	MAKE	+ AN	EFFORT	+ AT	- +
++	MAKE	+ AN	END	- OF	++
+ -	MAKE	+ AN	EXAMPLE	- OF	+ -
+ -	MAKE	+ A	EYES	+ AT	+ -
+ -	MAKE	+ A	FACE	+ AT	+ -
+ -	MAKE	+ A	FACES	+ AT	++
+ -	MAKE	-	FEALTY	- TO	+ -
+ -	MAKE	+ A	FETTERISH	- OF	- +
+ -	MAKE	+ A	FIST	- OF	- +
++	MAKE	+ A	FOOL	- OF	+ -
+ -	MAKE	-	FREE	+ WITH	++
+ -	MAKE	-	FRIENDS	+ WITH	+ -
+ -	MAKE	-	FUN	+ AT	++
++	MAKE	+ A	FUN	+ OF	++
+ -	MAKE	+ A	FUSS	+ OVER	++
+ -	MAKE	-	GAME	- OF	++
+ -	MAKE	+ A	GO	- OF	- +
+ -	MAKE	+ A	HABIT	- OF	- +
++	MAKE	+ A	HASH	- OF	++
++	MAKE	-	HAVOC	+ OF	- +
++	MAKE	+ NEITHER	HEAD NOR TAIL	- OF	++
++	MAKE	+ A	HOLE	+ IN	+ -
+ -	MAKE	+ AN	HONEST WOMAN	- OF	+ -
++	MAKE	+ AN	IDIOT	- OF	+ -
++	MAKE	-	INROADS	+ INTO	- +
++	MAKE	-	INROADS	+ ON	- +
+ -	MAKE	-	IT	- WITH	+ -
++	MAKE	+ A	LIGHT	- OF	- +
++	MAKE	+ A	LITTLE	- OF	++
+ -	MAKE	+ A	LITTLE IN GOD	- OF	+ -

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NN 00 == NN H- UH MU H	P A S S I F		N O V C I	NN 22 == NN H- UH MU H	
+ -	MAKE	+	LOVE	+ TO	+ -
+ -	MAKE	-	LOVE	+ WITH	+ -
+ -	MAKE	+ A	MARTYR	- OF	+ -
++	MAKE	+ A	MAICHWOOD	- OF	- +
++	MAKE	+ A	MEAL	- OF	- +
+ -	MAKE	+ A	MENTAL NOTE	+ OF	- +
+ -	MAKE	- A	MERIT	- OF	- +
+ -	MAKE	-	MERRY	+ WITH	+ -
++	MAKE	+ A	MESS	+ OF	++
++	MAKE	-	MINCENEAT	- OF	++
++	MAKE	- A	MOCKERY	- OF	++
++	MAKE	- A	MONKEY	(OUT) OF	+ -
++	MAKE	- THE	MOST	- OF	++
++	MAKE	+ A	MUCH	- OF	++
+ -	MAKE	- A	MUCK	- OF	- +
+ -	MAKE	+ A	MUDDLE	+ OF	- +
+ -	MAKE	+ A	MULL	- OF	- +
+ -	MAKE	- A	MULL	- OF	- +
+ -	MAKE	+ A	NOTE	- OF	- +
+ -	MAKE	-	NOTHING	- OF	- +
++	MAKE	+	OBEISANCE	+ TO	- +
++	MAKE	+	OVERTURES	+ TO	- +
+ -	MAKE	+ A	PASS	+ AT	+ -
+ -	MAKE	+	PASSES	+ AT	+ -
++	MAKE	+	PEACE	+ WITH	++
++	MAKE	+ POSS-0	PEACE	+ WITH	++
++	MAKE	+	PLACE	- FOR	++
+ -	MAKE	+ A	PLAY	+ FOR	+ -
+ -	MAKE	+ A	POINT	- OF	- +
+ -	MAKE	- A	PRACTICE	- OF	- +
++	MAKE	+	ROOM	+ FOR	++
+ -	MAKE	- A	SCENE	+ ABOUT	++
+ -	MAKE	+ A	SCENE	+ OVER	++
+ -	MAKE	+ NO	SECRET	- OF	- +
++	MAKE	+	SENSE	- OF	++
++	MAKE	-	SENSE	- OUT OF	- +
++	MAKE	+	SHORT WORK	- OF	++
++	MAKE	-	SOMETHING	- OF	++
+ -	MAKE	+ A	SONG AND DANCE	- ABOUT	++
+ -	MAKE	+ A	SPRINT	- FOR	- +

TABLE: clpn

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++	MAKE	+	A	STAB	-	AT	-	+
+-	MAKE	-		SURE	+	OF	-	+
++	MAKE	+		USE	-	OF		++
+-	MAKE	-		WAR	+	AGAINST		+-
++	MAKE	+		WAY	+	FOR		++
+-	MAKE	+	A	WELTER	-	(OUT) OF		+-
+-	MAKE UP	+		IT	+	WITH		+-
+-	NOT MAKE	-		HEAD(S) OR TAIL(S)	-	OF		++
++	MEAN	-		NOTHING	-	TO		+-
+-	MEND	+	POSS-0	FENCES	+	WITH		+-
++	MISS	-		FIRE	+	WITH		+-
+-	MIX	-		IT	+	WITH		+-
+-	HOP	-	THE	FLOOR	-	WITH		++
+-	NURSE	+	A	GRUDGE	+	AGAINST		+-
++	OPEN	+	THE	DOOR	+	TO		++
++	OPEN	+	N'S	EYES	+	TO		+-
+-	OPEN	+	POSS-0	HEART	+	TO		++
+-	OPEN	-	POSS-0	LEGS	+	FOR		+-
++	OPEN	+	N'S	MIND	+	TO		+-
+-	OPEN	+	POSS-0	MIND	-	TO		+-
+-	OPEN	+	POSS-0	MIND	-	TO		+-
++	PARE	+	THE	CLAWS	-	OF		+-
+-	PART	-		BRASS RAGS	-	WITH		+-
++	PART	-		COMPANY	-	WITH		++
+-	PASS	-	POSS-0	EYE	-	OVER		++
+-	PASS	+		JUDGEMENT	+	ON		++
+-	PASS AROUND	+	THE	HAT	+	FOR		+-
++	PAVE	+	THE	WAY	+	FOR		++
++	PAVE	+	THE	WAY	+	TO		++
+-	PAY	+		ATTENTION	+	TO		++
+-	PAY	-	POSS-0	ATTENTIONS	+	TO		+-
+-	PAY	+	A	CALL	+	ON		+-
+-	PAY	+		COURT	+	TO		+-
+-	PAY	+	A	FORTUNE	-	FOR		+-
+-	PAY	+		HOMAGE	-	TO		++
+-	PAY	-	POSS-0	LAST RESPECTS	+	TO		+-
+-	PAY	+		LIP SERVICE	-	TO		++
+-	PAY	+		OBEISANCE	-	TO		+-
+-	PAY	+	A	PACKET	-	FOR		+-
+-	PAY	+	A	PRETTY PENNY	+	FOR		+-

TABLE: clpn

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+-	PAY	+	POSS-0	RESPECTS	+	TO		+-
++	PICK	+	THE	EYES	-	OUT OF		+-
+-	PICK	+	A	HOLE	-	IN		+-
+-	PICK	+		HOLES	+	IN		++
+-	PICK	+	A	QUARREL	+	WITH		+-
+-	PIN	+	POSS-0	FAITH	+	ON		++
+-	PIN	+	POSS-0	HOPES	-	ON		++
+-	PITCH	-		WOO	+	WITH		+-
+-	PLAY	+	A	(PRACTICAL) JOKE	+	ON		+-
+-	PLAY	-		BALL	+	WITH		+-
+-	PLAY	+		CAT AND MOUSE	+	WITH		+-
++	PLAY	-	THE	DEVIL	-	WITH		++
+-	PLAY	-		DOCTORS	+	WITH		+-
+-	PLAY	-		DUCKS AND DRAKES	-	WITH		++
+-	PLAY	-		FAST AND LOOSE	-	WITH		++
+-	PLAY	-		FOOTSIE	+	WITH		+-
+-	PLAY	-		FUNNY BUGGERS	+	WITH		+-
++	PLAY	-		HAVOC	+	WITH		++
++	PLAY	-		HELL	-	WITH		++
+-	PLAY	-		HOSPITALS	+	WITH		+-
+-	PLAY	-		HOUSE	+	WITH		+-
+-	PLAY	+	A	JOKE	+	ON		+-
++	PLAY	-		MERRY HELL	-	WITH		++
+-	PLAY	-		MOTHERS AND FATHERS	+	WITH		+-
+-	PLAY	+	A	PRANK	+	ON		+-
++	PLAY	-		SECOND FIDDLE	+	TO		++
++	PLAY	+	A	TRICK	+	ON		+-
++	PLAY	+		TRICKS	+	ON		+-
++	PLUMB	+	THE	DEPTHS	+	OF		+-
+-	POINT	+	THE	BONE	+	AT		+-
++	POKE	-		BORACK	+	AT		++
++	POKE	+		EUN	+	AT		++
+-	POKE	-	POSS-0	NOSE	-	INTO		+-
+-	POP	-	THE	QUESTION	+	TO		+-
+-	POUR	+		COLD WATER	-	ON		+-
+-	PROMISE	-	THE	MOON	+	TO		+-
+-	PROMISE	-	THE	WORLD	+	TO		+-
+-	PROPOSE	+		MARRIAGE	+	TO		+-
++	PULL	+	THE	PLUG	+	ON		++
+-	PUT	-	POSS-0	BACK	-	INTO		+-

TABLE: clpn

NN OO == NN H- UH MU H	P A S S I F	N O V C I	NN 22 == NN H- UH MU H		
+-	PUT	+ THE	BITE	- ON	+-
+-	PUT	+ A	BOLD FACE	- ON	+-
+-	PUT	- A	BULLET	- THROUGH	+-
++	PUT	- THE	CAP	- ON	+-
++	PUT	+ A	CHECK	- ON	++
++	PUT	+ A	CRIMP	- IN	+-
+-	PUT	-	DIBS	- ON	+-
-+	PUT	+ A	DIFFERENT COMPLEXION	- ON	+-
+-	PUT	+ THE	DOGS	- ON	+-
++	PUT	+ AN	END	- TO	++
+-	PUT	+ POSS-0	FAITH	- IN	++
+-	PUT	+ A	FAST ONE	+ OVER	+-
++	PUT	+ THE	FEAR OF GOD	- INTO	+-
+-	PUT	- POSS-0	FINGER (1)	- ON	+-
+-	PUT	- POSS-0	FINGER (2)	- ON	++
+-	PUT	+ THE	FINGER	- ON	+-
+-	PUT	+ A	GOOD FACE	- ON	+-
+-	PUT	- POSS-0	HAND	+ TO	+-
+-	PUT	+ THE	HARD WORD	- ON	+-
+-	PUT	+ THE	HEAT	- ON	+-
+-	PUT	+ A	HEX	- ON	++
+-	PUT	+ POSS-0	HOPES	- ON	++
+-	PUT	+ POSS-0	HORSE	- AT	+-
++	PUT	- THE	KIBOSH	- ON	++
+-	PUT	- A	KNIFE	- INTO	+-
++	PUT	- THE	LID	- ON	+-
++	PUT	+ DET	LIFE	- INTO	++
++	PUT	+ SOME	LIFE	- INTO	++
+-	PUT	+ A	MATCH	- TO	++
+-	PUT	+ POSS-0	MIND	- TO	+-
+-	PUT	+	MONEY	- INTO	+-
+-	PUT	+ POSS-0	MONEY	- ON	++
+-	PUT	- A	MONICKER	- TO	+-
+-	PUT	+ POSS-0	MONICKER	- TO	+-
+-	PUT	+ THE	MOZ	- ON	+-
+-	PUT	- A	NAME	- TO	+-
-+	PUT	+ A	NEW FACE	- ON	+-
++	PUT	+	NEW LIFE	- INTO	++
+-	PUT	-	ONE	- OVER	+-
++	PUT	-	PAID	- TO	++

TABLE: clpn

NN OO == NN H- UH MU H	P A S S I F	N O V C I	NN 22 == NN H- UH MU H		
++	PUT	+ A	PERIOD	- TO	-+
+-	PUT	+ A	PRICE	- ON	++
+-	PUT	+ THE	SCREWS	- ON+TO	+-
+-	PUT	+ A	SPELL	- ON	++
++	PUT	+ A	STOP	- TO	+-
++	PUT	+ A	STOPPER	- ON	+-
++	PUT	+	TEETH	- INTO	+-
-+	PUT	- THE	TIN LID	- ON	+-
-+	PUT	- THE	TIN LID	+ ON	+-
+-	PUT	+ A	TORCH	- TO	++
+-	PUT	+ A	VETO	- ON	+-
++	PUT	+ THE	WIND	- UP	+-
+-	PUT DOWN	+ POSS-0	NAME	+ FOR	-+
+-	PUT IN	+ A	GOOD WORD	- FOR	+-
+-	PUT ON	+ A	SEMBLANCE	- OF	+-
+-	NOT PUT	-	IT	- PAST	+-
+-	NOT PUT	-	IT	- PAST	+-
+-	QUEEN	-	IT	+ OVER	+-
+-	QUIT	-	SCORES	- WITH	+-
+-	RACK	- POSS-0	BRAIN(S)	+ OVER	+-
+-	RAIN	+ A	BLOWS	+ ON	++
+-	RAISE	+ A	GLASS	+ TO	++
+-	READ	+ THE	RIOT ACT	+ TO	+-
+-	RECEIVE	-	FEALTY	- FROM	+-
+-	RETURN	- THE	COMPLIMENT	+ TO	+-
+-	RIDE	-	HEXD	+ ON	++
+-	RING	- THE	CHANGES	+ ON	+-
-+	RING	- THE	KNELL	- OF	+-
+-	RUB	-	ELBOWS	- WITH	+-
+-	RUB	-	SHOULDERS	- WITH	+-
++	RUN	-	CIRCLES	- AROUND	++
++	RUN	-	RINGS	- AROUND	++
+-	SAY	-	AMEN	- TO	-+
+-	SAY	-	DIITTO	- TO	-+
+-	SAY	- A	GOOD WORD	- FOR	+-
+-	SAY	-	GOODBYE	- TO	++
-+	SAY	+ A	SOMETHING	- FOR	++
-+	NOT SAY	-	MUCH	- FOR	++
+-	SCALE	+ THE	WALLS	+ OF	+-
++	SCARE	+ THE	DAYLIGHTS	- OUT OF	+-

NN OO == NN H- UH MU M	P A S S I F		N O V C I	NN 22 == NN H- UH MU M	
+ -	SCOUR	- THE	COUNTRYSIDE	+ FOR	++
+ -	SCRAPE	+	ACQUAINTANCE	- WITH	+ -
+ -	SCRAPE UP	-	ACQUAINTANCE	- WITH	+ -
++	SCRATCH	- THE	SURFACE	- OF	+ -
+ -	SEARCH	- POSS-0	HEART	+ OVER	++
+ -	SEARCH	- POSS-0	SOUL	+ OVER	++
+ -	SEARCH	- THE	WORLD	- FOR	++
+ -	SEE	- THE	BACK	- OF	+ -
+ -	SEE	-	EYE TO EYE	- WITH	+ -
+ -	SEE	- A	LITTLE	- OF	+ -
+ -	SEE	- A	LOT	- OF	+ -
+ -	NOT SEE	-	HIDE NOR HAIR	- OF	+ -
+ -	SELL	- POSS-0	GRANDMOTHER	+ FOR	+ -
+ -	SEND	+	WORD	+ OF	++
+ -	SERVE	-	NOTICE	- OF	+ -
+ -	SET	+ THE	AXE	- TO	+ -
++	SET	+ A	BAD EXAMPLE	+ TO	+ -
+ -	SET	- POSS-0	CAP	- FOR	+ -
++	SET	-	COURSE	- FOR	+ -
+ -	SET	+ THE	DOGS	- ON	++
++	SET	+ AN	EXAMPLE	+ TO	+ -
+ -	SET	-	EYES	- ON	++
+ -	SET	+ POSS-0	FACE	- AGAINST	++
++	SET	-	FIRE	- TO	++
+ -	SET	-	FOOT	- IN	+ -
+ -	SET	-	FOOT	- ON	+ -
++	SET	+ A	GOOD EXAMPLE	+ TO	+ -
+ -	SET	+ POSS-0	HAND	- TO	+ -
+ -	SET	+ POSS-0	HEART	- ON	++
+ -	SET	+ POSS-0	HOPES	- ON	++
+ -	SET	- A	MATCH	- TO	++
+ -	SET	+ POSS-0	MIND	- ON	+ -
+ -	SET	- POSS-0	MIND	- TO	+ -
+ -	SET	+	MUCH	- BY	++
++	SET	+ THE	PACE	+ FOR	++
+ -	SET	+ A	PRICE	+ ON	++
+ -	SET	+	SAIL	+ FOR	++
++	SET	+ THE	SCENE	+ FOR	++
+ -	SET	-	SEAL	- ON	+ -
+ -	SET	-	SEAL	- TO	+ -

NN OO == NN H- UH MU M	P A S S I F		N O V C I	NN 22 == NN H- UH MU M	
+ -	SET	+ POSS-0	SEAL	- TO	+ -
+ -	SET	- PRON-0	SELF	- AGAINST	+ -
+ -	SET	- PRON-0	SELF	- TO	+ -
+ -	SET	+ POSS-0	SIGHTS	- ON	+ -
+ -	SET	-	STORE	- BY	++
+ -	SET	+ A	TORCH	- TO	++
+ -	SET	+ POSS-0	WITS	- TO	+ -
+ -	SETTLE	+ A	SCORE	+ WITH	+ -
+ -	SHAKE	- POSS-0	FINGER	- AT	+ -
+ -	SHAKE	- POSS-0	FIST	+ AT	+ -
+ -	SHAKE	+	HANDS	+ WITH	+ -
+ -	SHAKE	+ POSS-0	HEAD	- OVER	++
+ -	SHARE	+ POSS-0	BED	- WITH	+ -
++	SHED	+ DET	LIGHT	- ON	+ -
++	SHED	+	LIGHT	- UPON	+ -
+ -	SHOOT OUT	-	IT	+ WITH	+ -
+ -	SHORTEN	+ POSS-0	GRIP	+ ON	+ -
+ -	SHOW	+ THE	DOOR	- TO	+ -
++	SHOW	+ THE	WAY	+ TO	+ -
++	SHUT	+ THE	DOOR	+ ON	++
+ -	SHUT	+ POSS-0	EARS	- TO	++
+ -	SHUT	+ POSS-0	EYES	+ TO	+ -
+ -	SHUT	+ POSS-0	MIND	- TO	+ -
+ -	SING	- THE	PRAISES	- OF	+ -
+ -	SINK	- POSS-0	TEETH	- INTO	+ -
++	SKIM	+ THE	CREAM	- OFF	+ -
++	SKIM	+ THE	SURFACE	+ OF	+ -
+ -	SLING	+	MUD	- AT	+ -
+ -	SMACK	- POSS-0	LIPS	+ OVER	++
+ -	SMOKE	+ THE	CALUMET	+ WITH	+ -
+ -	SNOKE	+ THE	PEACE PIPE	+ WITH	+ -
+ -	SNAP	- POSS-0	FINGERS	+ AT	++
+ -	SOCK	-	IT	- TO	+ -
+ -	NOT SOIL	- POSS-0	HANDS	- WITH	++
+ -	SOUND	- THE	DEATH-KNELL	- OF	+ -
+ -	SOUND	+ THE	KNELL	+ FOR	++
+ -	SOUND	+ A	WARNING	+ ABOUT	++
+ -	SOW	+ THE	SEEDS	- OF	+ -
+ -	SPEAK	+	EVIL	- OF	++
+ -	SPEAK	-	ILL	- OF	++

TABLE: clpn

NN OO == NN H- UH MU H	P A S S I F		N O V C L	NN 22 == NN H- UH MU H	
- +	SPEAK	-	VOLUMES	+ ABOUT	++
- +	SPEAK	-	VOLUMES	+ FOR	++
- +	SPELL	- THE	END	+ OF	++
- +	SPELL	-	RUIN	+ FOR	+-
+ -	SPEND	- THE	NIGHT	+ WITH	+-
+ -	SPILL	+ THE	BLOOD	- OF	+-
+ -	SPLIT	+ THE	DIFFERENCE	- WITH	+-
+ -	SPOIL	- N2'S	BEAUTY	+ FOR	+-
+ -	SPRING	+ A	SURPRISE	+ ON	+-
++	STACK	+ THE	CARDS	+ AGAINST	++
+ -	STACK	+ THE	DECK	+ AGAINST	+-
+ -	STAKE	+ A	CLAIM	+ IN	- +
+ -	STAKE	+ A	CLAIM	+ ON	- +
+ -	STAKE	- POSS-0	LIFE	- ON	- +
++	STAND	-	COMPARISON	+ TO	++
++	STAND	-	COMPARISON	+ WITH	++
+ -	STEAL	+ A	MARCH	+ ON	+-
++	STEAL	+ THE	SHOW	+ FROM	++
++	STEAL	+ THE	SPOTLIGHT	+ FROM	++
+ -	STICK	- POSS-0	NOSE	- INTO	- +
+ -	STRIKE	+ A	BARGAIN	+ WITH	++
++	STRIKE	+ A	BLOW	- AGAINST	- +
++	STRIKE	+ A	BLOW	- FOR	- +
+ -	STRIKE	-	HANDS	- WITH	+-
+ -	STRIKE UP	+ AN	ACQUAINTANCE	+ WITH	+-
+ -	SWAP	+	INSULTS	+ WITH	+-
+ -	SWEAR	-	FEALTY	- TO	+-
+ -	SWEAR	+ THE	PEACE	- AGAINST	+-
+ -	SWEAR	+ THE	TREASON	- AGAINST	+-
+ -	TAKE	+	ADVANTAGE	+ OF	++
+ -	TAKE	- POSS-0	AFFIDAVIT	- ON	- +
+ -	TAKE	+	AIR	+ AT	++
++	TAKE	- THE	BISCUIT	+ FOR	- +
++	TAKE	- THE	CAKE	+ FOR	- +
+ -	TAKE	+	CARE	+ OF	++
+ -	TAKE	+ A	CHANCE	+ ON	++
+ -	TAKE	- POSS-0	CHANGE	- OUT OF	+-
+ -	TAKE	- THE	CHANGE	- OUT OF	+-
+ -	TAKE	+	CHARGE	+ OF	++
+ -	TAKE	+ THE	CONSEQUENCES	+ OF	- +

TABLE: clpn

NN OO == NN H- UH MU H	P A S S I F		N O V C L	NN 22 == NN H- UH MU H	
+ -	TAKE	+ A	CRACK	- AT	++
+ -	TAKE	- POSS-0	DEATH	- OF	- +
+ -	TAKE	+	DELIVERY	+ OF	- +
+ -	TAKE	+ A	DIM VIEW	- OF	++
- +	TAKE	+ THE	EDGE	- OFF	- +
+ -	TAKE	+	EXCEPTION	+ TO	++
+ -	TAKE	- A	FANCY	- TO	++
+ -	TAKE	+ THE	FIGHT	- TO	+-
++	TAKE	+ THE	FLASHNESS	- OUT OF	- +
- +	TAKE	- THE	FORM	- OF	- +
+ -	TAKE	+ A	GAMBLE	+ ON	++
+ -	TAKE	+	GREAT PAINS	+ FOR+WITH+OVER	- +
+ -	TAKE	- A	HAND	+ IN	- +
+ -	TAKE	+ THE	HEART	+ FROM	- +
+ -	TAKE	+ THE	HEAT	- OFF	- +
+ -	TAKE	+	HEED	+ OF	- +
++	TAKE	-	HOLD	+ OF	++
+ -	TAKE	+ DET	INTEREST	+ IN	++
+ -	TAKE	+	ISSUE	+ ON	- +
+ -	TAKE	+	ISSUE	+ WITH	++
+ -	TAKE	+	LEAVE	+ OF	++
+ -	TAKE	+	LIBERTIES	+ WITH	++
+ -	TAKE	- THE	LIFE	- OF	- +
+ -	TAKE	- A	LIKING	- TO	++
++	TAKE	+ THE	MEASURE	- OF	++
++	TAKE	- THE	MICKEY	+ OUT OF	++
++	TAKE	+ N'S	MIND	- OFF	++
+ -	TAKE	- POSS-0	MIND	- OFF	++
+ -	TAKE	+	N'S WORD	+ FOR	- +
+ -	TAKE	+	NOTE	+ OF	- +
+ -	TAKE	+	NOTICE	+ OF	++
+ -	TAKE	- POSS-0	GATH	- ON	- +
+ -	TAKE	+	OFFENCE	+ AT	++
+ -	TAKE	+ DET	PAINS	- OVER + WITH	++
+ -	TAKE	-	PART	+ IN	- +
+ -	TAKE	+	PITY	- ON	- +
++	TAKE	+ THE	PLACE	- OF	++
+ -	TAKE	+	PLEASURE	- IN	++
+ -	TAKE	+ A	PLUNGE	+ ON	++
+ -	TAKE	+ A	POKE	- AT	++

TABLE: clpn

NN OO = NN H- UH MU M	P A S S I F		N O V C I	NN 22 = NN H- UH MU M	
+ -	TAKE	+	POSSESSION	+ OF	++
+ -	TAKE	+	POT-SHOT	+ AT	+-
+ -	TAKE	+	PRIDE	- IN	++
+ -	TAKE	+	PULSE	- OF	++
+ -	TAKE	+	PUNCH	+ AT	+-
+ -	TAKE	+	RAP	+ FOR	++
+ -	TAKE	+	RISK	+ ON	++
+ -	TAKE	-	SCUNNER	- AGAINST	+-
+ -	TAKE	-	SCUNNER	- AT	+-
+ -	TAKE	-	SHINE	- TO	++
+ -	TAKE	-	SHOT(1)	+ AT	+-
++	TAKE	+	SHOT(2)	+ AT	++
++	TAKE	+	SHOT(3)	+ AT	++
+ -	TAKE	-	SIDES	+ AGAINST	+-
+ -	TAKE	-	SIDES	+ WITH	+-
+ -	TAKE	+	SOCK	- AT	+-
++	TAKE	+	STAB	+ AT	+-
+ -	TAKE	+	STANCE	+ ON	+-
+ -	TAKE	+	STAND	+ ON	+-
+ -	TAKE	+	STARCH	- OUT OF	+-
+ -	TAKE	+	STEP(S)	+ TOWARD	+-
+ -	TAKE	+	STOCK	- IN	+-
+ -	TAKE	+	STOCK	- IN	++
+ -	TAKE	+	STOCK	+ OF	+-
+ -	TAKE	+	TURN	+ AT	+-
+ -	TAKE	-	WALL	- OF	+-
+ -	TAKE OFF	-	HAT	+ TO	+-
+ -	TAKE OUT	+	IT	- ON	+-
+ -	TAKE UP	+	COLLECTION	+ FOR	++
+ -	TAKE UP	+	CUDGELS	+ FOR	++
+ -	TALK	-	BULLSHIT	+ ABOUT	++
+ -	TALK	-	ROT	+ ABOUT	++
+ -	TEAR	-	HAIR	+ OVER	++
+ -	TEAR	-	STRIPS	- OFF	+-
+ -	TELL	-	WORLD	+ ABOUT	++
+ -	THINK	-	BETTER	- OF	+-
+ -	THINK	+	GREAT DEAL	- OF	++
+ -	THINK	+	LITTLE	- OF	++
+ -	THINK	-	LOT	- OF	++
+ -	THINK	-	MUCH	- OF	+-

TABLE: clpn

NN OO = NN H- UH MU M	P A S S I F		N O V C I	NN 22 = NN H- UH MU M	
+ -	THINK	+	NOTHING	- OF	++
+ -	NOT THINK	-	GREAT DEAL	- OF	++
+ -	NOT THINK	-	LOT	- OF	++
+ -	NOT THINK	+	MUCH	- OF	++
++	THROW	+	(MONKEY) WRENCH	- IN(TO)	+-
++	THROW	+	BOOK	+ AT	+-
++	THROW	+	COLD WATER	- ON	+-
++	THROW	+	LIGHT	- ON	+-
++	THROW	+	LIGHT	- UPON	+-
++	THROW	-	MUD	+ AT	+-
++	THROW	+	PARTY	+ FOR	++
++	THROW	+	PUNCH	+ AT	++
++	THROW	+	SOP	- TO	+-
++	THROW OFF	+	YOKE	- OF	+-
++	THRUST	-	NOSE	- INTO	+-
++	THUMB	-	NOSE	+ AT	++
++	TIE	+	KNOT	+ WITH	+-
++	TIP	+	BALANCE	+ AGAINST	++
++	TIP	-	HAT	+ TO	+-
++	TIP	+	SCALES	+ AGAINST	++
++	TIP	+	SCALES	- AT	+-
++	TOUCH	-	BASES	- WITH	+-
++	TOUCH	-	HAT	+ TO	+-
++	TRADE	+	BLOWS	+ WITH	+-
++	TRADE	+	INSULTS	+ WITH	+-
++	TRADE	-	PLACES	+ WITH	+-
++	TRY	-	CONCLUSIONS	- WITH	+-
++	TRY	-	FALL	- WITH	+-
++	TRY	-	HAND	+ AT	+-
++	TRY	-	IT	+ ON WITH	+-
++	TRY	+	LUCK	- AT	+-
++	TRY	+	LUCK	+ WITH	++
++	TURN	+	BACK	+ ON	++
++	TURN	+	BLIND EYE	+ TO	+-
++	TURN	+	DEAF EAR	+ TO	++
++	TURN	+	EDGE	- OF	+-
++	TURN	+	HAND	- TO	+-
++	TURN	+	MIND	- TO	+-
++	TURN	+	SCALES	+ AGAINST	++
++	TURN	+	TABLES	+ ON	+-

TABLE: clpn

N N O O = = N N H - U H M U M		P A S S I F		N O V C I		N N 2 2 = = N N H - U H M U M	
- +	TURN	+	THE	TIDE	+	AGAINST	++
- +	TURN	+	THE	TIDE	+	FOR	++
+ -	TURN UP	+	POSS-0	NOSE	+	AT	++
+ -	WAGE	+		WAR	+	AGAINST	+ -
+ -	WALK	-	THE	AISLE	+	WITH	+ -
+ -	WASH	+	POSS-0	HANDS	-	OF	++
+ -	WASTE	+	POSS-0	BREATH	+	ON	++
+ -	WASTE	+	POSS-0	BREATH	+	OVER	++
+ -	NOI WASTE	-		WORDS	+	ON	++
+ -	WEIGH	-		ARGUMENTS	-	AGAINST	+ -
+ -	WEIGH	-		ARGUMENTS	-	WITH	+ -
+ -	WEIGH	+	THE	CLAIMS	-	OF	++
+ -	WEIGH	+	THE	MERITS	-	OF	++
+ +	WHET	+	THE	EDGE	-	OF	+ -
+ -	WIPE	-	THE	EYE	-	OF	+ -
+ -	WIPE	-	THE	FLOOR	-	WITH	++
+ +	WORK	-		WONDERS	+	WITH	++
+ +	WREAK	+		HAVOC	-	WITH	++
+ -	WREAK	+		VENGEANCE	-	ON	+ -
+ -	WREAK	+		VENGEANCE	-	UPON	+ -

TABLE: CIP2

N N O O = = N N H - U H M U M		N O V C I		P A S S I F			
++	ADD		FUEL	- TO	THE	FIRE	+
++	ADD		FUEL	- TO	THE	FLAMES	+
++	ADD		INSULT	- TO		INJURY	+
+ -	AIR	POSS-0	DIRTY LINEN	+	IN	PUBLIC	+
+ -	AIR	POSS-0	DIRTY WASHING	+	IN	PUBLIC	+
+ -	ARRANGE	THE	DECK-CHAIRS	-	ON	THE	TITANIC
+ -	ASSIST	THE	POLICE	+	WITH	THEIR	INQUIRIES
+ -	BEARD	THE	LION	+	IN	HIS	DEN
+ -	BEAT	POSS-0	HEAD	-	AGAINST	A	BRICK WALL
+ -	BREAK	A	FLY	-	ON	A	WHEEL
+ -	BREAK	POSS-0	HORSE	-	TO	THE	REIN
+ -	BRING		COALS	-	TO		NEWCASTLE
+ -	BRING	POSS-0	EGGS	-	TO	A	BAD MARKET
+ -	BRING		GRIST	-	TO	THE	MILL
+ -	BRING	POSS-0	HOGS	-	TO	A	BAD MARKET
+ -	BRING	POSS-0	PIGS	-	TO	A	FINE MARKET
+ -	BRING	POSS-0	PIGS	-	TO	A	PRETTY MARKET
+ -	BRING	POSS-0	PIGS	-	TO	THE	WRONG MARKET
+ -	BUILD		CASTLES	-	IN	THE	AIR
+ -	BUILD		CASTLES	-	IN		SPAIN
+ -	BURN	THE	CANDLE	-	AT	BOTH	ENDS
+ -	BURN	A	HOLE	-	IN	N'S	POCKET
+ -	BURY	POSS-0	FACE	-	IN	POSS-0	HANDS
+ -	BURY	POSS-0	HEAD	-	IN	THE	SAND
+ -	BURY	POSS-0	SELF	-	IN	POSS-0	WORK
+ -	BUY	A	PIG	-	IN	A	POKE
+ -	CARRY		ALL	-	BEFORE		NO
+ -	CARRY	A	CHIP	-	ON	POSS-0	SHOULDER
+ -	CARRY		COALS	-	TO		NEWCASTLE
+ -	CARRY	THE	WAR	-	INTO	N'S	CAMP
+ -	CARRY	THE	WAR	-	INTO	N'S	CAMP
+ -	CARRY	THE	WAR	-	INTO	N'S	COUNTRY
+ -	CAST	POSS-0	BREAD	-	UPON	THE	WATERS
+ -	CAST		PEARLS	-	BEFORE		SWINE
+ -	CATCH		IT	+	IN	THE	NECK
+ -	CHOOSE	THE	LESSER	-	OF		TWO EVILS
+ -	COMBINE		BUSINESS	-	WITH		PLEASURE
+ -	CRY	POSS-0	SELF	-	TO		SLEEP
+ -	CRY		STINKING FISH	+	IN	POSS-0	OWN BACKYARD
+ -	CUT (OUT)	THE	GROUND	-	FROM UNDER	N'S	FEET

INDEX: CIP2

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+-	MEASURE	N'S	FOOT	-	BY	POSS-0	OWN LAST	-
+-	MEASURE	POSS-0	LENGTH	+	ON	THE	GROUND	-
+-	MINGLE	POSS-0	TEARS	-	WITH	N'S		+
++	HIX		BUSINESS	-	WITH		PLEASURE	+
+-	MAIL	POSS-0	COLOURS	-	TO	THE	MAST	+
+-	NEED	A	CHANGE	-	OF		SCENERY	+
+-	NEVER HEAR	THE	END	+	OF		IT	-
+-	PIN	POSS-0	HEART	-	ON	POSS-0	SLEEVE	+
+-	PLAY		IT	-	BY		EAR	-
++	POUR		OIL	-	ON	THE	FIRE	+
++	POUR		OIL	-	ON	THE	FLAMES	+
+-	POUR		OIL	-	ON		TROUBLED WATERS	+
++	POUR		OIL	-	ON	THE	WATERS	+
+-	PRICE	PRON-0	SELF	-	OUT OF	THE	MARKET	+
+-	PULL	THE	WOOL	-	OVER	N'S	EYES	-
+-	PUT	THE	AXE	-	IN	THE	HELVE	+
+-	PUT	POSS-0	BACK	-	INTO		IT	-
+-	PUT	POSS-0	CARDS	-	ON	THE	TABLE	-
++	PUT	THE	CART	-	BEFORE	THE	HORSE	-
++	PUT	THE	CAT	-	AMONG	THE	PIGEONS	+
+-	PUT	ALL POSS-0	EGGS	-	IN	ONE	BASKET	+
+-	PUT	POSS-0	FINGER	-	IN	POSS-0	EYE	-
+-	PUT	A	ELEA	-	IN	N'S	EAR	+
+-	PUT	POSS-0	FOOT	-	IN		IT	-
+-	PUT	POSS-0	FOOT	-	IN	POSS-0	MOUTH	-
+-	PUT	POSS-0	HAND	-	TO	THE	PLOUGH	-
+-	PUT	POSS-0	HEAD	-	IN	A	NOOSE	+
++	PUT	N'S	HEART	-	AT		REST	+
+-	PUT	POSS-0	HOUSE	-	IN		ORDER	+
++	PUT		IDEAS	-	INTO	N'S	HEAD	+
+-	PUT	A	LILY	-	IN	N'S	HAND	+
++	PUT	N'S	MIND	-	AT		REST	+
+-	PUT	POSS-0	MONEY	-	ON	A	SCRATCHED HORSE	-
++	PUT	A	MONKEY-WRENCH	-	IN	THE	WORKS	+
+-	PUT	N'S	NOSE	-	OUT OF		JOINT	+
+-	PUT		PEN	-	TO		PAPEK	-
+-	PUT	A	PRICE	-	ON	N'S	HEAD	+
++	PUT		SALT	-	IN	N'S	WOUNDS	-
+-	PUT	THE	SHOE	-	ON	THE	RIGHT FOOT	+
+-	PUT	POSS-0	SHOULDER	-	TO	THE	WHEEL	-

TABLE: CIP2

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++	PUT	N'S	SOUL	-	AT		REST	+
++	PUT	A	SPANNER	-	IN	THE	WORKS	+
++	PUT	A	SPOKE	-	IN	N'S	WHEEL	-
+-	PUT		WORDS	-	INTO	N'S	MOUTH	+
+-	RIDE		HELL	-	FOR		LEATHER	-
+-	RUB	N'S	NOSE	-	IN		IT	-
++	RUB		SALT	-	IN	N'S	WOUNDS	-
+-	SAY		IT	-	WITH		FLOWERS	-
+-	NOT SAY		BOO	+	TO	A	GOOSE	-
++	SCRAPE	THE	BOTTOM	+	OF	THE	BARKEL	+
+-	SCREW UP	POSS-0	COURAGE	-	TO	THE	STICKING-PLACE	+
+-	SEE		LIGHT	+	AT	THE	END OF THE TUNNEL	+
+-	SEE	A	HAN	-	ABOUT	A	DOG	-
+-	SEIZE		TIME	-	BY	THE	FORELOCK	+
+-	SELL	POSS-0	BIRTHRIGHT	+	FOR	A	MESS OF POTTAGE	+
+-	SELL		REFRIGERATORS	-	TO	THE	ESKIMOS	-
++	SEPARATE	THE	MEN	-	FROM	THE	BOYS	-
++	SEPARATE	THE	SHEEP	-	FROM	THE	GOATS	+
+-	SET		FOOT	-	ACROSS	THE	THRESHOLD	-
+-	SET	POSS-0	HAND	-	TO	THE	PLOUGH	+
++	SET	N'S	HEART	-	AT		REST	+
+-	SET	POSS-0	HOUSE	-	IN		ORDER	+
+-	SET	POSS-0	LIFE	-	ON	A	CHANCE	-
++	SET	N'S	MIND	-	AT		EASE	+
++	SET	N'S	MIND	-	AT		REST	+
+-	SET		PEN	-	TO		PAPER	-
+-	SET	A	PRICE	-	ON	N'S	HEAD	+
++	SET	DET	QUESTION	-	AT		REST	+
+-	SET	POSS-0	SHOULDER	-	TO	THE	WHEEL	-
+-	SET	POSS-0	SHOULDER	-	TO	THE	WHEEL	-
++	SET	N'S	SOUL	-	AT		REST	+
++	SET	N'S	TEETH	-	ON		EDGE	+
++	SET	THE	THAMES	-	ON		FIRE	-
+-	SET	POSS-0	WITS	-	TO	N'S	FIRE	+
++	SET	THE	WORLD	-	ON		FIRE	-
+-	SHAKE	THE	DUST (OF N)	-	OFF	POSS-0	FEET	+
+-	SHAKE		HANDS	-	WITH	THE	WIFE'S BEST FRIEND	-
+-	SHED	A	TEAR	+	FOR		NELSON	+
+-	SHOW	A	CLEAN PAIR	-	OF		HEELS	-
+-	SLEEP	THE	SLEEP	-	OF	THE	JUST	-

TABLE: CADJ

MCHIN#ION
MCHIN#ION

+ -	BLOW	HOT AND COLD	
+ +	BREAK	FREE	3
+ +	BREAK	LOOSE	100
+ +	COME	ALIVE	10
+ +	COME	CLEAN	4
+ +	COME	TRUE	5
+ +	COME IN	HANDY	7
+ +	CUP UP	ROUGH	6
+ +	DRINK	DEEP	73
+ -	DRGP	DEAD	103
+ -	EAT	HEARTY	98
+ -	FALL	ASLEEP	25
- +	FALL	DUE	74
- +	FALL	FLAT	75
- +	FALL	ILL	8
- +	FALL	SHORT	67
+ +	FALL	SICK	16
+ -	FEEL	BLUE	68
+ -	FEEL	LOW	69
+ -	FEEL	SMALL	27
+ -	FLY	BLIND	17
+ -	FLY	HIGH	2
+ -	GET	BOMBED	57
+ +	GET	DRIPPING WET	96
+ -	GET	DRUNK	41
+ -	GET	FUCKED	60
+ -	GET	FULL	62
+ -	GET	HOT UNDER THE COLLAR	93
+ -	GET	LOADED	35
+ -	GET	PISSED	90
- -	GET	PLASTERED	92
- -	GET	ROOTED	91
+ -	GET	SHICKERED	64
- -	GET	SOAKING WET	95
+ -	GET	STONED	43
+ -	GET	STUFFED	61
+ -	GET	TIGHT	63
+ -	GET	UPTIGHT	94
+ -	GET	WARMER	36
+ +	GET	WRINGING WET	59
			44

TABLE: CADJ

MCHIN#ION
MCHIN#ION

+ -	GET OFF	EASY	83
+ -	GET'	LOST	9
+ +	GO	ASTRAY	23
+ +	GO	BESERK	65
+ -	GO	BROKE	11
+ -	GO	EASY	31
+ +	GO	NUTS	80
+ -	GO	SCOT-FREE	66
+ -	GO	STRAIGHT	12
- +	GO	WIDE OF THE MARK	40
+ +	GO	WRONG	72
+ +	HANG	HEAVY	13
+ -	HANG	LOOSE	99
+ +	HOLD	GOOD	15
+ -	HOLD	STILL	76
- +	HOLD	TIGHT	77
+ -	HOLD	TRUE	14
+ -	KEEP	COOL	84
+ -	KEEP	MUM	102
+ -	KEEP	STILL	86
+ -	KEEP	TIGHT	88
+ -	LAY	LOW	19
+ -	LIE	LOW	18
+ -	LOOK	ALIVE	20
+ +	LOOK	BLACK	1
+ -	LOOK	PALE AROUND THE GILLS	46
+ -	LOOK	YELLOW AROUND THE GILLS	47
+ -	LOOK'	LIVELY	21
+ -	LOOK'	SHARP	81
+ +	MAKE	GOOD	30
+ -	MAKE	MERRY	22
+ -	MAKE	READY	79
+ -	MAKE	SURE	78
+ -	PLAY	COOL	49
+ -	PLAY	DUMB	51
+ -	PLAY	FAIR	33
+ -	PLAY	HARD TO GET	50
+ -	PLAY	SAFE	48
+ -	PULL UP	SHORT	53
- +	RING	TRUE	39

TABLE: CADV

MCHINON
MCHINON

+	FALL	AWAY	12
+	FALL	BACK	11
+	FALL	HEAVILY	99
+	FALL	IN	43
+	FALL	OUT	42
+	FALL	OVERBOARD	126
+	FALL	THROUGH	10
+	FALL OVER	BACKWARDS	9
+	FART	AROUND	20
+	FIDDLE	ABOUT	26
+	FIDDLE	AROUND	25
+	FIGHT	FAIR	138
+	FIRE	AWAY	74
+	FOOL	AROUND	15
+	FUCK	AROUND	18
+	FUCK	OFF	30
+	GET	NOWHERE	139
+	GET	SOMEWHERE	140
+	GET	THERE	59
+	GO	AHEAD	57
+	GO	AWRY	135
+	GO	COUNTER TO N	115
+	GO	COUNTER	118
+	GO	DEEP	125
+	GO	FAR	124
+	GO	OVERBOARD	127
+	GO	SMOOTHLY	97
+	GO	SO FAR (AND NO FURTHER)	123
+	GO	UNDER	35
+	GO	WEST	133
+	GRIN	BROADLY	87
+	HANG IN	THERE	37
+	HEAR	ARIGHT	108
+	JERK	OFF	33
+	KNOCK	AROUND	24
+	LAUGH	HEARTILY	77
+	LEAN OVER	BACKWARDS	39
+	LEAVE	HASTILY	81
+	LOOK	AROUND	23
+	LOOK	ASKANCE	110

TABLE: CADV

MCHINON
MCHINON

+	LOOK	ASKEW	109
+	LOSE	NARROWLY	89
+	MESS	ABOUT	27
+	MESS	AROUND	16
+	MIX	EASILY	141
+	MIX	WELL	142
+	MUCK	ABOUT	28
+	MUCK	AROUND	17
+	PASS	AWAY	3
+	PASS	ON	40
+	PASS	OUT	41
+	PETER	OUT	34
+	PISS	OFF	31
+	PLAY	AROUND	21
+	PUT	FORTH	75
+	RUN	AWRY	136
+	RUN	COUNTER	117
+	RUN	COUNTER TO N	116
+	RUN	HIGH	122
+	RUN	SMOOTHLY	98
+	SCRAPE	THROUGH	44
+	SCREW	AROUND	45
+	SCREW	OFF	46
+	SCROUNGE	ABOUT	48
+	SCROUNGE	AROUND	47
+	SET	FORTH	76
+	SET	IN	49
+	SET	OUT	50
+	SET	TO	51
+	SHOOT	STRAIGHT	134
+	SHOOT	THROUGH	52
+	SHOP	AROUND	7
+	SIGN	IN	54
+	SIGN	OFF	55
+	SIGN	OUT	56
+	SIT	AROUND	22
+	SMILE	CONTENTEDLY	90
+	SPEAK	ASIDE	113
+	SPEAK	FLUENTLY	100
+	SPEAK	TOO SOON	58

TABLE: CADV

MCHINNON

+	STEP	DOWN	
+	STEP	FORWARD	60
+	STEP	IN	82
+	STEP	INSIDE	61
+	STICK	AROUND	62
+	STRIKE	WHILE THE IRON IS HOT	6
+	STUFF	AROUND	68
+	TAKE	OFF	19
+	TALK	BACK	32
+	TALK	WILDLY	38
+	THINK	AGAIN	86
+	THINK	TWICE	70
+	TREAD	AWRY	84
+	TREAD	LIGHTLY	137
+	WALK	SOFTLY	67
+	WASTE	AWAY	85
+	WIN	EASILY	14
+	WIN	NARROWLY	80
+	WORK	FULL-TIME	88
+	WORK	HARD	130
+	WORK	OVERTIME	104
+	WORK	PART-TIME	128
			129

TABLE: LIKE

MCHINNON

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+	CRY	LIKE	A	BABY	+-	8
+	BANG	LIKE	A	SHIT-HOUSE DOOR	+-	2
+	BE	LIKE	A	CAT ON A HOT TIN ROOF	+-	5
+	BE	LIKE	A	CAT ON HOT BRICKS	+-	4
+	BE	LIKE	A	CHICKEN WITH ITS HEAD CUT OFF	+-	6
+	BE	LIKE	A	HOG ON ICE	+-	6
+	BE IN	LIKE	A	FLYNN	+-	8
+	BEND	LIKE	A	BANANA	+-	10
+	BEND	LIKE	A	REED	+-	6
+	BLEED	LIKE	A	STUCK PIG	+-	8
+	BLOW	LIKE	A	GRAMPUS	+-	8
+	BOUNCE	LIKE	A	RUBBER BALL	+-	6
+	BURN	LIKE	A	TINDER	+-	2
+	CHANGE	LIKE	THE	WEATHER	+-	10
+	CLIMB	LIKE	A	MOUNTAIN GOAT	+-	6
+	CLING	LIKE	A	LIMPET	+-	5
+	CUT	LIKE	A	KNIFE	+-	7
+	CUT	LIKE	A	RAZOR	+-	7
+	DRINK	LIKE	A	FISH	+-	
+	DRIVE	LIKE	A	JEHU	+-	1
+	DRIVE	LIKE	A	MANIAC	+-	2
+	DROP	LIKE	A	STONE	+-	8
+	EAT	LIKE	A	BIRD	+-	1
+	EAT	LIKE	A	HORSE	+-	
+	EAT	LIKE	A	PIG	+-	1
+	EXPLODE	LIKE	A	BOMB	+-	7
+	FEEL	LIKE	A	FISH OUT OF WATER	++	2
+	FEEL	LIKE	A	MILLION DOLLARS	-+	1
+	FEEL	LIKE	A	NEW MAN	-+	2
+	FEEL	LIKE	A	NOTHING ON EARTH	+-	9
+	FIGHT	LIKE	A	CAT AND DOG (WITH N)	+-	5
+	FIGHT	LIKE	THE	CATS OF KILKENNY (WITH N)	+-	5
+	FIT	LIKE	A	GLOVE	+-	
+	FIT	LIKE	A	SECOND SKIN	+-	9
+	FLY	LIKE	A	BIRD	+-	9
+	GET ON	LIKE	A	HOUSE ON FIRE (WITH N)	+-	4
+	GO	LIKE	THE	CLAPPERS	+-	5
+	GO OUT	LIKE	A	LIGHT	+-	8
+	GRIN	LIKE	A	CHESHIRE CAT	+-	6
+	GROW	LIKE	A	TOPSY	+-	3

TABLE: LIKE

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+ -	GROW	LIKE	A	WEED	+ -	30
+ +	HANG AROUND	LIKE	A	BAD SMELL	+ -	94
+ +	HEAVE	LIKE	A	BELLOWS	+ -	74
+ -	JUMP	LIKE	A	JACKRABBIT	+ -	70
+ -	JUMP AROUND	LIKE	A	CAT ON A HOT TIN ROOF	+ -	51
+ -	JUMP AROUND	LIKE	A	CAT ON HOT BRICKS	+ -	51
+ -	KICK	LIKE	A	MULE	+ -	82
+ -	LAUGH	LIKE	A	DRAIN	+ -	43
+ -	LIGHT UP	LIKE	A	CHRISTMAS TREE	- +	51
+ -	LIVE	LIKE	A	FIGHTING-COCK	+ -	46
+ -	LIVE	LIKE	A	LORD	+ -	47
+ -	LOOK	LIKE	THE	CAT THAT SWALLOWED THE CANARY	+ -	97
+ -	LOOK	LIKE		DEATH WARMED OVER	+ -	38
+ -	LOOK	LIKE		DEATH WARMED UP	+ -	92
+ -	LOOK	LIKE	A	DUCK IN A THUNDERSTORM	+ -	92
+ -	LOOK	LIKE	A	FISH OUT OF WATER	+ +	41
+ -	LOOK	LIKE		HELL	+ -	37
+ -	LOOK	LIKE	A	MILLION DOLLARS	- +	40
+ -	LOOK	LIKE	A	NEW MAN	- +	41
+ -	LOOK	LIKE		NOTHING ON EARTH	+ -	96
+ -	LOOK	LIKE		SOMETHING THE CAT BROUGHT IN	- +	36
+ -	MAKE	LIKE	A	TREE (AND LEAVE)	+ +	36
+ -	RIDE	LIKE	THE	WIND	- +	60
+ -	ROOT	LIKE	A	RATTLESNAKE	+ -	25
+ -	RUN	LIKE	A	HARE	+ -	7
+ -	RUN	LIKE	A	RABBIT	+ -	71
+ -	SHAKE	LIKE	AN	ASPEN	+ -	87
+ -	SHAKE	LIKE	A	LEAF	+ -	6
+ -	SHOOT UP	LIKE	A	WEED	+ -	32
+ -	SHUT UP	LIKE	A	CLAM	+ -	71
+ -	SING	LIKE	A	BIRD	+ -	1
+ -	SING	LIKE	A	CANARY	+ -	11
+ -	SING	LIKE	A	NIGHTINGALE	+ -	56
+ -	SLEEP	LIKE	A	BABY	+ -	88
+ -	SLEEP	LIKE	THE	DEAD	+ -	37
+ -	SLEEP	LIKE	A	LOG	- +	8
+ -	SLEEP	LIKE	A	TOP	- +	67
+ -	SMELL	LIKE	A	ROSE	+ -	81
+ -	SMOKE	LIKE	A	CHIMNEY	+ -	91
+ -	SPEAK	LIKE	A	BOOK	- +	47

TABLE: LIKE

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+ -	SPIN	LIKE	A	TOP	+ -	
+ -	SPREAD	LIKE		WILDFIRE	+ -	
+ +	STICK	LIKE	A	BURR	+ -	
+ +	STICK OUT	LIKE	A	SORE THUMB	+ -	
+ -	SWEAR	LIKE	A	TROOPER	+ -	
+ -	SWEAT	LIKE	A	HORSE	+ -	
+ -	SWEAT	LIKE	A	PIG	+ -	
+ -	SWIM	LIKE	A	FISH	+ -	
+ -	TALK	LIKE	A	BOOK	- +	
+ -	TALK	LIKE	A	JAYBIRD	+ -	
+ -	TREMBLE	LIKE	A	LEAF	+ -	
+ -	TURN	LIKE	A	WEATHERCOCK	+ -	
+ -	TURN UP	LIKE	A	BAD PENNY	+ -	
+ -	WORK	LIKE	A	BEAVER	+ -	
+ -	WORK	LIKE	A	CHARM	+ -	
+ -	WORK	LIKE	A	DOG	+ -	
+ -	WORK	LIKE	A	HORSE	+ -	
+ -	WORK	LIKE	A	MULE	+ -	
+ -	WORK	LIKE	A	NAVY	+ -	
+ -	WORK	LIKE	A	NIGGER	+ -	
+ -	WORK	LIKE	A	TROJAN	+ -	

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++	ATTRACT	N+ +	LIKE	A	MAGNET	++
+-	AVOID	N+ -	LIKE	THE	PLAQUE	+-
+-	CAST OFF	N+ -	LIKE	AN	OLD SHOE	+-
+-	CHARGE	N+ -	LIKE	A	WOUNDED BOAR	+-
+-	CLING TO	N+ -	LIKE	A	LIMPET	+-
+-	COME DOWN ON	N+ -	LIKE	A	TON OF BRICKS	+-
+-	CRUSH	N+ -	LIKE	A	WORM	+-
+-	DO	N+ -	LIKE	A	DINNER	+-
+-	DROP	N+ -	LIKE	A	HOT POTATO	+-
+-	FALL FOR	N+ -	LIKE	A	TON OF BRICKS	+-
+-	FIT	N+ +	LIKE	A	GLOVE	+-
+-	FOLLOW	N+ -	LIKE	POSS-O	SHADOW	+-
+-	FOLLOW	N+ -	LIKE	A	SHEEP	+-
+-	GO THROUGH	N+ +	LIKE	A	DOSE OF SALTS	+-
+-	GREET	N+ -	LIKE	A	LONG-LOST BROTHER	+-
+-	HANG AROUND	N+ -	LIKE	A	BAD SMELL	+-
+-	HATE	N+ +	LIKE	A	POISON	+-
+-	HUG	N+ -	LIKE	A	BEAR	+-
+-	HUNT DOWN	N+ -	LIKE	A	DOG	+-
+-	KNOW	N+ +	LIKE	THE	BACK OF POSS-O HAND	+-
+-	LECTURE	N+ -	LIKE	A	DUTCH UNCLE	+-
+-	LOOK AT	N+ -	LIKE	A	STUCK PIG	+-
+-	LOOK AT	N+ -	LIKE	A	STUFFED OWL	+-
+-	LOVE	N+ -	LIKE	A	BROTHER	+-
+-	LOVE	N+ -	LIKE	A	SON	+-
+-	READ	N+ -	LIKE	A	BOOK	+-
+-	READ	N+ -	LIKE	A	BOOK	+-
+-	SELL	N+ +	LIKE	A	HOT CAKES	+-
+-	SHOOT	N+ -	LIKE	A	DOG	+-
+-	SPEAK	N+ -	LIKE	A	NATIVE	+-
++	STICK TO	N+ -	LIKE	A	BURR	+-
+-	STICK TO	N+ -	LIKE	A	GLUE	+-
+-	TAKE	N+ +	LIKE	A	LAMB	+-
+-	TAKE TO	N+ +	LIKE	A	DUCK TO WATER	+-
+-	TREAT	N+ -	LIKE	A	BAD SMELL	+-
+-	TREAT	N+ -	LIKE	A	DIRT	+-
+-	TREAT	N+ -	LIKE	A	DOG	+-
+-	TREAT	N+ -	LIKE	A	LONG-LOST BROTHER	+-
+-	TREAT	N+ -	LIKE	A	ROYALTY	+-
+-	TREAT	N+ -	LIKE	A	SHIT	+-

TABLE: NLIKE

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+-	WATCH	N+ +	LIKE	A	HAWK	+-
+-	WELCOME	N+ -	LIKE	A	LONG-LOST BROTHER	+-

TABLE: CO

	P A R T S E T T E R N E T	F U N C T I O N S	M A K E (C A U S E			N N 1 1 =	N N H H U U M M		N N 2 2 =	N N H H U U M M
N'S TIME	BE	+++	-	UP		--				
N'S VOICE	SHAKE	+++	-	WITH	EMOTION	--				
N'S YEARS	BE	+++	-		NUMBERED	--				
NO BLAME	ATTACH	+++	-	TO		++				
THE BALL	BE	+++	-	IN	N'S COURT	--				
THE BLOOD	SPRING	+++	+	TO	N'S CHEEKS	--				
THE BOTTOM	DROP	+++	-	OUT OF		++				
THE BOTTOM	FALL	+++	-	OUT OF	N'S WORLD	--				
THE CAT	GET	++	-	YOUR	TONGUE?	--				
THE CHANCES	BE	+++	-	AGAINST		++				
THE CHIPS	BE	++	-		DOWN	--				
THE DEVICE	TAKE	++	-			++				
THE DEVIL	TAKE	++	-			++				
THE DIE	BE	+++	-		CAST	--				
THE END	BE	+++	-		NIGH	--		FOR		
THE END	BE	+++	-	IN	SIGHT	--		FOR		
THE FAT	BE	+++	-	IN	THE FIRE	--				
THE HOUR	STRIKE	+++	-	FOR		++				
THE IRON	ENTER	+++	-	INTO	N'S SOUL	--				
THE JIG	BE	+++	-	UP FOR		++				
THE LORD	CALL	+++	-			++		AWAY		
THE ODDS	BE	+++	-	AGAINST		++				
THE ROOF	CAVE IN	++	-	ON		++				
THE SHIT	HIT	+++	+	THE	FAN	--				
THE SHOE	BE	+++	-	ON	THE OTHER FOOT	--				
THE SPIRIT	MOVE	+++	-			++				
THE VULTURES	GATHER	+++	+	AROUND		++				
THE WOLF	BE	+++	-	AT	N'S DOOR	--				
THE WORLD	BE	+++	-	N'S	OYSTER	--				

TABLE: H1A

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+-	HAVE	AN	ACCIDENT	----					3
+-	HAVE	AN	ACHILLES HEEL	----	+				121
+-	HAVE	N'S	ASS	----	+				140
+-	HAVE		ATHLETE'S FOOT	----	+				111
+-	HAVE	A	BACK-ACHE	----	+				80
+-	NOT HAVE	DEI	BACKBONE	----	+				149
+-	HAVE	A	BAD BACK	----	+				81
+-	HAVE	A	BAD DAY	----	+				37
+-	HAVE		BAD EYES	----	+				59
+-	HAVE	A	BAD HAND	----	+				98
+-	HAVE	A	BAD HEART	----	+				84
+-	HAVE	A	BAD KNEE	----	+				107
+-	HAVE	A	BAD LEG	----	+				104
+-	HAVE	A	BAD NIGHT	----	+				39
+-	HAVE	A	BAD SHOULDER	----	+				78
+-	HAVE	A	BAD STOMACH	----	+				89
+-	HAVE		BAD TEETH	----	+				66
+-	HAVE	A	BAD TIME	----	+				32
+-	HAVE		BAD TIMING	----	+				127
+-	HAVE	A	BALL	----	+				1
+-	HAVE		BALLS	----	+				12
+-	HAVE	A	BIG HEAD	----	+				72
+-	HAVE	A	BIG HEART	----	+				116
+-	HAVE	A	BIG MOUTH	----	+				2
+-	HAVE	A	BIRD	----	+				44
+-	HAVE	A	BLIND DATE	----	+				40
+-	HAVE	A	BLIND SPOT	----	+				46
+-	HAVE	THE	BLUES	----	+				23
+-	HAVE	A	BREAK	----	+				48
+-	HAVE	THE	BREAKS	----	+				47
+-	HAVE		BREWER'S DROOP	----	+				92
+-	HAVE	A	BROKEN HEART	----	+				113
+-	NOT HAVE	ALL POSS-O	BUTTONS	----	+				150
+-	HAVE	A	CHAIR	----	+				152
+-	HAVE		CHAPPED LIPS	----	+				68
+-	HAVE	THE	CLAP	----	+				91
+-	HAVE		CLEAN HANDS	----	+				4
+-	HAVE	A	CLEAN RECORD	----	+				7
+-	HAVE	A	CLEAN SHEET	----	+				6
+-	HAVE	A	CLEAN SLATE	----	+				5

TABLE: H1A

MCHNIZION
MCHNIZION

			P A S T I F	G O O T	H A V E E	
+ -	HAVE		- + + -			112
+ -	HAVE	A	- - - +			115
+ -	HAVE	POSS-O	- + - +			122
+ -	HAVE		- - - +			17
+ +	HAVE	A	- + + +			87
+ -	HAVE HAD	POSS-O	- - - -			33
+ -	HAVE OFF	THE	- + + +			31
+ -	HAVE		- - - +			45
+ -	HAVE	A	- + + +			86
+ -	HAVE	A	- - - +			26
+ -	HAVE	A	- - - +			27
+ -	HAVE	THE	- + + +			50
+ -	HAVE		- - - +			93
+ -	HAVE	AN	- + + +			56
+ -	HAVE	A	- + + +			136
+ -	HAVE	A	- - - -			53
+ -	HAVE	A	- - - -			18
+ -	HAVE	THE	- + + +			19
+ -	HAVE	A	- - - +			119
+ -	HAVE	A	- - - +			71
+ -	HAVE	A	- - - +			25
+ -	HAVE		- - - +			24
+ -	HAVE	A	- - - +			13
+ +	HAVE HAD	THE	- + + +			120
+ -	HAVE	A	- - - -			34
+ -	HAVE	A	- - - +			36
+ -	HAVE	A	- + + +			118
+ -	HAVE	A	- + + +			60
+ +	HAVE	A	- + + +			97
+ -	HAVE	A	- + + -			145
+ -	HAVE	A	- - - -			38
+ -	HAVE		- + + +			67
+ -	HAVE	A	- + + -			31
+ -	HAVE		- + + +			125
+ -	HAVE	A	- - - +			20
+ -	HAVE	A	- - - +			21
+ -	HAVE		- - - +			11
+ -	HAVE		- - - +			14
+ -	HAVE	A	- + + +			55
+ -	HAVE	A	- - - +			75

TABLE: H1A

MCHNIZION
MCHNIZION

			P A S T I F	G O O T	H A V E E	
+ -	HAVE	A	- + + +			146
+ -	HAVE	A	- + + +			54
+ -	HAVE	A	- - - +			49
+ -	HAVE	A LOT OF	- - - +			117
+ -	HAVE	A	- + + +			85
+ -	HAVE	A	- - - +			102
+ -	HAVE		- + + +			105
+ -	HAVE	N'S	- + - -			139
+ -	HAVE		- - - +			147
+ -	HAVE	A	- - - +			74
+ -	HAVE		- + + +			129
+ -	HAVE	AN	- + + +			128
+ -	HAVE	AN	- + + +			148
+ -	HAVE		- - - +			8
+ -	HAVE HAD (1)		- - - -			9
+ -	HAVE HAD (2)		- - - -			10
+ -	HAVE	POSS-O	- + - +			123
+ -	HAVE		- - - +			16
+ -	HAVE	THE	- + - +			43
+ -	HAVE	THE	+ + + -			42
+ -	HAVE	A	- - - -			130
+ -	HAVE		- - - +			100
+ -	HAVE	A	- + + +			101
+ -	HAVE	A	- + + -			143
+ -	HAVE	A	- - - -			135
+ -	HAVE	A	- - - +			28
+ -	HAVE		- - - +			126
+ -	NOT HAVE	ALL POSS-O	- - - -			151
+ -	HAVE	N'S	- + - +			137
+ -	HAVE	A	- + + +			35
+ -	HAVE	N'S	- + - +			138
+ -	HAVE	A	- - - +			29
+ -	HAVE	POSS-O	- + + +			124
+ -	HAVE	A	- - - -			132
+ -	HAVE	A	- - - -			131
+ -	HAVE	A	- + + +			82
+ -	HAVE	A	- - - +			41
+ -	HAVE	N'S	- + - +			142
+ -	HAVE	A	- + + +			153
+ -	HAVE		- - - +			61

TABLE: H1A

ICHIZION
ICHIZION

+	+	HAVE	A	SHARP NOSE	-	62
+	+	HAVE	A	SHARP TONGUE	-	69
+	+	HAVE	A	SHIT	-	134
+	+	HAVE	A	SHORT RUN	-	144
+	+	HAVE	N'S	SKIN	-	141
+	+	HAVE	A	SLASH	-	133
+	+	HAVE	A	SLICK TONGUE	-	70
+	+	HAVE	A	SORE ANKLE	-	109
+	+	HAVE	A	SORE ANKLES	-	108
+	+	HAVE	A	SORE BACK	-	79
+	+	HAVE	A	SORE BUTT	-	94
+	+	HAVE	A	SORE CHEST	-	83
+	+	HAVE	A	SORE ELBOW	-	95
+	+	HAVE	A	SORE EYES	-	57
+	+	HAVE	A	SORE FINGER	-	99
+	+	HAVE	A	SORE FOOT	-	110
+	+	HAVE	A	SORE KNEE	-	106
+	+	HAVE	A	SORE LEG	-	103
+	+	HAVE	A	SORE NOSE	-	58
+	+	HAVE	A	SORE THROAT	-	76
+	+	HAVE	A	SORE TOOTH	-	65
+	+	HAVE	A	STICKATIVITY	-	15
+	+	HAVE	A	STICKY FINGERS	-	22
+	+	HAVE	A	STICKY NOSE	-	63
+	+	HAVE	A	STIFF NECK	-	77
+	+	HAVE	A	STOMACH-ACHE	-	88
+	+	HAVE	A	SWEET TOOTH	-	30
+	+	HAVE	A	SWELLED HEAD	-	73
+	+	HAVE	A	TENNIS ELBOW	-	96
+	+	HAVE	OFF	TIME	-	52
+	+	HAVE	A	TOOTHACHE	-	64
+	+	HAVE	A	TUMMY-ACHE	-	90
+	+	HAVE	A	WARM HEART	-	114

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TABLE: HIPN

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+	-	HAVE	A	(GOOD) EAR	FOR	13
+	+	HAVE	A	ACCESS	TO	1
+	-	HAVE	AN	AFFAIR	WITH	14
+	-	HAVE	A	BASH	AT	21
+	-	HAVE	A	BELLYFULL + GUTFULL	OF	28
+	-	HAVE	THE	BEST	OF	15
+	-	HAVE	THE	BETTER	OF	16
+	-	HAVE	A	BRUSH	WITH	4
+	-	HAVE	A	CHARGE	OF	17
+	-	HAVE	A	CRACK	AT	20
+	-	HAVE	A	CRUSH	ON	19
+	-	HAVE	POSS-0	DIBS	ON	47
+	-	HAVE	AN	EDGE	ON	42
+	-	HAVE	THE	EDGE	ON	43
+	-	HAVE	AN	EYE	FOR	10
+	-	HAVE	AN	EYE	ON	12
+	-	HAVE	POSS-0	EYE	ON	11
+	-	HAVE	AN	EYE	OUT FOR	6
+	-	HAVE	AN	EYE	TO	63
+	-	HAVE	ONLY	EYES	FOR	50
+	-	HAVE	POSS-0	FILL	OF	27
+	-	HAVE	A	GO	AT	8
+	-	HAVE	A	GO	AT	7
+	-	HAVE	A	GOOD COMMAND	OF	18
+	-	HAVE	THE	GOODS	ON	24
+	-	HAVE	A	HAND	IN	9
+	-	HAVE	THE	HANG	OF	33
+	-	HAVE	NO	HEART	FOR	49
+	-	HAVE	THE	HOTS	FOR	62
+	-	HAVE	AN	IN	WITH	38
+	-	HAVE		IT (ALL)	OVER	57
+	-	HAVE	IN	IT	FOR	54
+	-	HAVE	OFF	IT	WITH	55
+	-	HAVE	OUT	IT	WITH	56
+	-	HAVE	THE	JUMP	ON	3
+	-	HAVE	A	KNACK	FOR	36
+	-	HAVE	A	KNACK	WITH	37
+	-	HAVE	THE	LAUGH	ON	39
+	-	HAVE	THE	LEAD	IN	40
+	-	HAVE	THE	LOW-DOWN	ON	41

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TABLE: H1P1

MCHIZION					N N	G G	H H	N	
MCHIZION					2 2	E I	A V	O V	
					H H	T V	E E	C 1	
					M U		G O		
					M U		T O		
+ -	HAVE		NONE	OF	++	--	--	-	58
+ -	HAVE	A	NOSE	FOR	++	++	++	-	44
+ -	HAVE		NOTHING	ON	+-	+-	+-	-	26
+ -	HAVE		PITY	ON	+-	+-	+-	+	43
+ -	HAVE	THE	RUN	OF	+-	++	++	-	29
+ -	HAVE	A	SAY	IN	+-	++	++	+	30
+ -	HAVE		SECOND THOUGHTS	ABOUT	++	+-	+-	+	59
+ -	HAVE (1)	A	SHOT	AT	+-	+-	+-	+	22
+ -	HAVE (2)	A	SHOT	AT	++	--	--	+	23
+ -	HAVE	A	SOFT SPOT	FOR	++	--	--	+	48
+ -	HAVE		SOMETHING	ON	+-	+-	+-	-	25
+ -	HAVE	A	STAB	AT	+-	++	++	-	34
+ -	HAVE	A	TASTE	FOR	+-	++	++	-	2
+ -	HAVE	A	TASTE	OF	+-	++	++	+	5
+ -	HAVE	NO	TIME	FOR	++	--	--	-	52
+ -	HAVE	THE	UPPER HAND	OVER	+-	++	++	-	60
+ -	HAVE	NO	USE	FOR	++	--	--	+	51
+ -	HAVE	A	WAY	WITH	++	--	--	+	31
+ -	HAVE	POSS-0	WAY	WITH	+-	+-	+-	+	35
+ -	HAVE	THE	WHIP HAND	OVER	+-	++	++	-	61
+ -	HAVE	A	WORD	WITH	+-	+-	+-	+	32
+ -	HAVE		WORDS	WITH	+-	--	--	-	53
+ -	HAVE	A	YEN	FOR	++	--	--	-	46

TABLE: H1P2

MCHIZION																				
MCHIZION																				
+ -	HAVE	A	(GOOD) HEAD	ON					POSS-0	SHOULDERS	-	-	+	-						
+ -	HAVE	AN	ACE	UP					POSS-0	SLEEVE	-	-	+	-						
+ -	HAVE	POSS-0	BACK	AGAINST					POSS-0	THE WALL	-	-	+	-						
+ -	HAVE	POSS-0	BACK	TO					POSS-0	THE WALL	-	-	+	-						
+ -	HAVE		BATS	IN					POSS-0	BELFRY	-	-	+	-						
+ -	HAVE	A	BEE	IN					POSS-0	BONNET	-	-	+	-						
+ -	HAVE	THE	BEST	OF						BOTH WORLDS	+	+	+	+						
+ -	HAVE	THE	BEST	OF						TWO WORLDS	+	+	+	+						
+ -	HAVE	THE	BIT	IN					POSS-0	TEETH	-	-	+	-						
+ -	HAVE		BUTTERFLIES	IN					POSS-0	STOMACH	+	+	+	+						
+ -	HAVE	ANOTHER	CARD	UP					POSS-0	SLEEVE	-	-	+	-						
+ -	HAVE	THE	CHANCE	OF					A	SNOWFLAKE IN HELL	-	-	+	-						
+ -	HAVE	THE	CHARM	OF					A	RATTLESLAKE	-	-	+	-						
+ -	HAVE	A	CHIP	ON					POSS-0	SHOULDER	+	+	+	+						
+ -	HAVE	THE	COURAGE	OF					POSS-0	CONVICTIONS	+	+	+	+						
+ -	HAVE	THE	DEVIL	BY					POSS-0	THE TAIL	-	-	+	-						
+ -	HAVE	POSS-0	DUCKS	IN					A	ROW	+	-	+	-						
+ -	HAVE	AN	EAR	TO					THE	GROUND	-	-	+	-						
+ -	HAVE	ALL POSS-0	EGGS	IN					ONE	BASKET	-	-	+	-						
+ -	HAVE	POSS-0	EYE	ON					THE	BALL	-	-	+	-						
+ -	HAVE	AN	EYE	TO					THE	MAIN-CHANCE	-	-	+	-						
+ -	HAVE	A	FEATHER	IN					POSS-0	CAP	-	-	+	-						
+ -	HAVE	A	FINGER	IN					DET	PIE(S)	-	-	+	-						
+ -	HAVE	POSS-0	FINGER	UP					POSS-0	ASS	-	-	+	-						
+ -	HAVE	A	FIRE	IN					POSS-0	BELLY	-	-	+	-						
+ -	HAVE	A	FROG	IN					POSS-0	THROAT	-	-	+	-						
+ -	HAVE	A	GOOD PAIR	OF						HANDS	-	-	+	-						
+ -	HAVE	A	GRUDGE	AGAINST					THE	WORLD	-	-	+	-						
+ -	HAVE	N/S	GUIS	FOR						GARTERS	-	-	+	-						
+ -	HAVE	A	HAIR	OF					THE	DOG THAT BIT NO	+	+	+	+						
+ -	HAVE	POSS-0	HAND(S)	IN					THE	TILL	-	-	+	-						
+ -	HAVE	THE	HANG	OF						IT	+	-	+	-						
+ -	HAVE	THE	HANG	OF						THINGS	+	-	+	-						
+ -	HAVE	POSS-0	HAT	IN					THE	RING	-	-	+	-						
+ -	HAVE	POSS-0	HEAD	IN					THE	SAND	-	-	+	-						
+ -	HAVE	POSS-0	HEART	IN					THE	RIGHT PLACE	-	-	+	-						
+ -	HAVE	TOD MANY	IRONS	IN					THE	FIRE	-	-	+	-						
+ -	HAVE		LEAD	IN					POSS-0	PANTS	-	-	+	-						
+ -	HAVE	A	LOT	ON					THE	BALL	-	-	+	-						
+ -	HAVE	THE	LUCK	OF					THE	IRISH	-	-	+	-						

TABLE: BE1

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				L O O K L I K E	B R E E C K M E N	S T A Y
++	BE		SOMETHING	-	-	-
++	BE	THE	LIVING	-	-	-
+-	BE	ALL		-	-	-
+-	BE		NOBODY'S	-	-	-
+-	BE	A		-	-	-
-+	BE	NO		-	-	-
-+	BE	ALL	SYSTEMS	+	-	-
++	BE		OLD	-	-	-
++	BE	A	RED	-	-	-
+-	BE	A	HEAD	+	+	-
+-	BE	THE	DARK	+	+	-
+-	BE	A	GOOD	+	+	-
+-	BE	A		+	-	-
+-	BE	N'S	OLD	+	-	-
++	BE	THE	(DIZZY + GIDDY)	-	-	-
+-	BE		HARD	-	-	-
++	BE	NO	GREAT	-	-	-
+-	BE	AN	OLD	-	-	-
+-	BE	N'S	OLD	+	+	+
+-	BE	POSS-O	OWN	-	-	-
++	BE	A	MEAN	+	+	-
+-	BE	A	BIG	+	-	-
+-	BE	A	LOUD	+	-	-
+-	BE	A		+	-	-
+-	BE	A	NERVOUS	+	-	-
+-	BE	A	NICE	+	-	-
+-	BE	A	BAD	+	-	-
+-	BE	A		+	-	-
-+	BE	NEITHER	FISH	-	-	-
+-	BE			-	-	-
+-	BE	THE		+	-	-
+-	BE	AN		+	+	-
+-	BE	A		+	+	-
+-	BE	A		+	+	-
+-	BE	ALL		-	-	-
+-	BE	A	HOT	+	+	-
++	BE	AN	UNKNOWN	-	+	-
++	BE	A		+	-	-

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				L O O K L I K E	B R E E C K M E N	S T A Y
-+	BE	NO	SALE	+	-	-
++	BE	A	SCREAM	-	-	-
+-	BE	AN	SECRET	-	+	-
++	BE	NO	SHAKES	-	-	-
+-	BE	THE	HEAD	+	+	-
+-	BE		HOT	+	-	-
+-	BE		STIFF	-	-	-
+-	BE		TOUGH	+	-	-
+-	BE	A		+	+	+
+-	BE	A	BIG	+	+	-
+-	BE	A	CRACK	-	+	-
++	BE	A	LONG	+	+	-
+-	BE			-	-	-
+-	BE	A		+	+	+
+-	BE	NO		+	-	-
+-	BE			+	+	-
+-	BE	A	DUCK	+	-	-
+-	BE	THE	MAIN	+	-	-
+-	BE	A	TIGHT	+	+	-
+-	BE			-	+	-
+-	BE	A	ANOTHER	-	-	-
+-	BE	A	LONG	-	-	-
+-	BE			+	-	-
+-	BE	NO	STORY	-	-	-
+-	BE	ALL	STUFF AND NONSENSE	+	-	-
+-	BE		SWEAT	+	-	-
+-	BE	NO	THUMBS	-	+	-
+-	BE	ALL	TITTY	-	-	-
+-	BE	A	TOM	+	+	-
+-	BE	A	TONGUE-TWISTER	+	-	-
+-	BE	A	TOUCH AND GO	+	+	-
+-	BE	AN	WOLF	+	+	+
+-	BE	ALL	WOMAN	+	+	-
+-	BE		WOOL AND A YARDWIDE	-	-	-

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+ -	BE	AT	A	LOSS	FOR	WORDS	
- +	BE	AT	THE	BACK	OF	N'S MIND	
+ -	BE	AT	THE	END	OF	POSS-O TETHER	
- +	BE	AT	THE	TIP	OF	N'S TONGUE	
- +	BE	BEYOND	A	SHARD	OF	A DOUBT	
- +	BE	BEYOND	THE	LINE	OF	DUTY	
+ +	BE	BEYOND	THE	POINT	OF	NO RETURN	
+ -	BE	IN		PRIDE	OF	GREASE	
+ -	BE	IN		PRIDE	OF	GREASE	
+ -	BE	IN	THE	ARTICLE	OF	DEATH	
+ +	BE	IN	THE	LAP	OF	THE GODS	
- +	BE	IN	THE	LINE	OF	DUTY	
+ +	BE	IN	THE	LINE	OF	FIRE	
+ +	BE	IN	THE	NICK	OF	TIME	
+ -	BE	IN	THE	SWING	OF	THINGS	
+ -	BE	IN	THE	THICK	OF	THINGS	
+ -	BE	ON		TOP	OF	THE WORLD	
+ -	BE	ON	THE	EDGE	OF	POSS-O SEAT	
+ -	BE	ON	THE	HORN	OF	A DILEMMA	
+ +	BE	ON	THE	KNEE	OF	THE GODS	

TABLE: BP1PN

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+ -	BE	AT		CROSS-PURPOSES	WITH	- -	+ +	- + +	+ +	26
+ -	BE	AT		DAGGERS DRAWN	WITH	- -	- -	- - +	+ +	27
+ -	BE	AT		EASE	WITH	- -	- -	- - +	+ +	16
+ -	BE	AT		HOME	IN	- -	- +	- - -	+ -	29
+ -	BE	AT		HOME	WITH	- -	- +	- - -	+ +	28
+ -	BE	AT		LOGGERHEADS	WITH	- -	- -	- - +	+ +	18
+ -	BE	AT		ODDS	WITH	- -	- +	- - +	+ +	14
+ -	BE	AT		ONE	WITH	- -	- -	- - -	+ +	15
+ +	BE	AT	THE	POINT	OF	- -	- -	- + +	+ -	19
+ -	BE	AT		SWORD'S POINT	WITH	- -	- -	- - -	+ +	17
+ -	BE	IN		CAHOOTS	WITH	- -	- -	- - +	+ +	8
+ +	BE	IN		CONTACT	WITH	+ -	+ +	- + +	+ +	25
+ -	BE	IN		FAVOUR	OF	- -	- -	- - -	+ -	2
- +	BE	IN		KEEPING	WITH	- -	- -	- - -	+ -	30
+ +	BE	IN		LINE	FOR	- -	- +	- - +	+ -	34
+ -	BE	IN	THE	SAME BOAT	AS	- -	- -	- - +	+ +	32
+ -	BE	IN		SOLID	WITH	- -	- +	- - +	+ -	12
+ -	BE	IN		TIME	FOR	+ +	- -	- - -	- -	9
+ -	BE	IN		TOUCH	WITH	- -	- +	- - +	+ +	24
+ -	BE	OF	THE	SAME MIND	AS	- -	- +	- - -	+ +	10
+ -	BE	ON		BAD TERMS	WITH	- -	+ +	- - +	+ +	23
+ -	BE	ON		GOOD TERMS	WITH	- -	+ +	- - +	+ +	22
+ -	BE	ON	THE	LEVEL	WITH	- -	- -	- - +	+ +	4
+ +	BE	ON	THE	POINT	OF	- -	- -	- - -	+ -	20
+ -	BE	ON		SPEAKING TERMS	WITH	- -	+ +	- - +	+ +	13
+ -	BE	ON	THE	UP AND UP	WITH	- -	- -	- - +	+ -	5
+ -	BE	ON	THE	VERGE	OF	- -	- -	- - -	+ -	21
- +	BE	OUT OF		CHARACTER	FOR	- -	- -	- - -	+ -	31
+ -	BE	UP IN		ARMS	ABOUT	- -	- -	- - -	+ -	6
+ -	BE	UP IN		ARMS	OVER	- -	- -	- - -	+ -	7
+ -	BE	UP TO	THE	CHIN	IN	- -	- +	- - +	+ -	1
+ -	BE	UP TO	POSS-O	EARS	IN	- -	- +	- - -	+ -	33
+ -	BE	UP TO	POSS-O	NECK	IN	- -	- +	- - -	+ -	11
+ -	BE	WITHIN	AN	INCH	OF	+ +	+ -	- - -	- -	3

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+ -	BE	FIT TO TIE	- - - -	79
+ -	BE	FLAT ABACK	- - - -	108
+ -	BE	FLAT BROKE	- - - -	36
+ -	BE	FLAT-OUT	- - - -	115
+ -	BE	FOUL-MOUTHED	- - - +	73
+ +	BE	FOULED UP	+ - - +	24
+ +	BE	FUCKED	- - - -	21
+ +	BE	FUCKED UP	+ - - +	22
+ +	BE	FULL-BLOODED	- - - +	112
+ +	BE	FULL-BLOWN	- - - +	109
+ +	BE	FULL-BODIED	- - - +	113
+ +	BE	FULL-FLEDGED	- - - +	111
+ -	BE	FULL-GROWN	- - - +	114
+ +	BE	FULL-MOUTHED	- - - +	110
+ -	BE	GAME	- - - +	7
+ +	BE	GOING STRONG	+ - - +	17
+ -	BE	GOOD-FOR-NOTHING	- - - +	82
+ -	BE	GREEN	- - - +	59
+ -	BE	GREY	- + + +	60
+ +	BE	GROOVY	- + - +	46
+ -	BE	HARD UP	- - - +	19
+ -	BE	HIGH	+ - - +	63
+ +	BE	HIGH AND DRY	- - - -	121
+ -	BE	HIGH AND MIGHTY	+ - + +	124
+ -	BE	HIGH-FALUTING	- - - +	116
+ +	BE	HIGH-HANDED	- - - +	119
+ -	BE	HIGH-MINDED	- - - +	120
+ -	BE	HIGH-SPIRITED	- - - +	122
+ -	BE	HOITY-TOITY	+ + + +	125
+ -	BE	HOPPING MAD	+ - - -	98
- +	BE	HUNKY DORY	- - - -	31
+ -	BE	LOW-SPIRITED	+ - - +	123
+ -	BE	NARROW-MINDED	- - - +	85
+ -	BE	NEAR-SIGHTED	- - - +	71
- +	BE	NEITHER HERE NOR THERE	- - - -	4
+ -	BE	NEUTERED	+ - - -	53
+ -	BE	OFF-COLOUR (1)	- - - -	10
- +	BE	OFF-COLOUR (2)	- - - +	11
+ +	BE	OFFBEAT	- - - +	9
+ -	BE	OILED	+ - - -	52

M U H I Z N O Z
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+ -	BE	OUT COLD	- - - -	43
+ -	BE	PENNY WISE AND POUND FOOLISH	- - - -	18
+ -	BE	PICKLED	+ - - -	50
+ -	BE	PINK	- - + +	61
+ -	BE	PIPING HOT	+ - - +	97
+ -	BE	PISSED	+ - - +	48
+ -	BE	PISSED (OFF)	+ - - +	28
+ -	BE	PLASTERED	+ - - +	54
+ -	BE	POOPED OUT	+ - - +	20
+ -	BE	READY TO DROP	- - - -	80
+ +	BE	READY TO ROLL	- - - -	81
+ +	BE	RIGHT ON	- - - -	29
+ +	BE	ROOTED	- - - -	25
+ -	BE	ROPEABLE	- - - -	86
+ +	BE	SCREWED UP	+ - - +	23
+ -	BE	SHAGGED OUT	- - - +	26
+ -	BE	SITTING PRETTY	- - - -	32
+ -	BE	SLOSHED	+ - - +	49
+ -	BE	SMASHED	+ - - +	51
+ -	BE	SOUND ASLEEP	- + - -	107
+ -	BE	STINKING RICH	+ - - +	96
+ -	BE	STIR-CRAZY	+ + + +	87
+ -	BE	STONE BLIND	- + + -	39
+ -	BE	STONE DEAD	- - - -	38
+ -	BE	STONE DEAF	- + + +	40
+ -	BE	STONE DRUNK	+ - - +	42
+ -	BE	STONE SIMPLE	- - - -	99
+ -	BE	STONE(Y) BROKE	- - - -	34
+ -	BE	STONED	+ - - +	41
+ -	BE	STRAIGHT	- + + +	12
+ -	BE	STUCK	+ - - -	8
+ -	BE	STUCK-UP	- - - +	13
+ +	BE	SWITCHED ON	+ - - +	44
+ -	BE	THICK	- - - +	65
+ +	BE	THIN-BODIED	- - - +	118
+ -	BE	TICKLED PINK	- - - -	47
+ -	BE	TIGHT (1)	+ - - +	55
+ -	BE	TIGHT (2)	- - - +	56
+ -	BE	TIGHT-LIPPED	- - + +	74
+ +	BE	TURNED ON	+ - - +	45

MCHIZION
MCHIZION

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++	BE	WARMED-UP	+-	14
++	BE	WASHED UP	-	58
++	BE	WORN OUT	+	57
++	NOT BE	ALL HERE	-	2
++	NOT BE	ALL THERE	-	1
++	NOT BE	BORN YESTERDAY	-	3
++	NOT BE	SO HOT	-	30

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+	BE	CRAZY	-	ABOUT	+	+	+	7
+	BE	KEEN	-	ABOUT	+	+	-	21
+	BE	NUTS	+	ABOUT	+	+	-	6
+	BE	WORKED UP	-	ABOUT	+	+	+	33
+	BE	WROUGHT UP	-	ABOUT	+	+	+	34
+	BE	HEAD AND SHOULDERS	+	ABOVE	+	+	+	10
+	BE	(DEAD) SET	-	AGAINST	+	+	+	29
+	BE	DAB HAND	+	AT	-	+	+	9
+	BE	A GREAT	-	AT	-	+	-	18
+	BE	AN OLD HAND	+	AT	-	+	+	35
+	BE	A POOR HAND	+	AT	-	+	-	8
+	BE	HARD HIT	-	BY	+	+	+	49
+	BE	TAKEN ABACK	-	BY	+	+	-	23
+	BE	CURTAINS	+	FOR	+	+	+	39
+	BE	FIT	-	FOR	+	+	+	13
+	BE	GOOD	-	FOR	+	-	-	51
+	BE	HARD PRESSED	-	FOR	-	+	+	25
+	BE	HARD UP	-	FOR	+	+	+	50
+	BE	ONE TOO MANY	+	FOR	+	+	+	48
+	BE	SLATED	-	FOR	-	+	-	24
+	BE	TOO BAD	-	FOR	+	+	-	27
+	BE	WRAPPED UP	-	IN	+	+	+	43
+	BE	THE DEATH	+	OF	+	-	-	1
+	BE	THE MAKING	+	OF	+	-	-	3
+	BE	RID	-	OF	+	+	-	15
+	BE	DOWN	-	ON	+	+	+	14
+	BE	HARD	-	ON	+	+	+	19
+	BE	KEEN	-	ON	+	+	+	22
+	BE	SET	-	ON	-	+	+	30
+	BE	SOFT	-	ON	+	+	+	20
+	BE	STUCK	-	ON	+	-	+	17
+	BE	SWEET	-	ON	+	+	+	16
+	BE	ALL SHOOK UP	-	OVER	+	+	+	32
+	BE	UPTIGHT	-	OVER	+	+	+	28
+	BE	GREEK	+	TO	+	-	-	4
+	BE	ALL ONE	+	TO	+	-	-	37
+	BE	ALL THE SAME	+	TO	+	-	-	36
+	BE	SECOND NATURE	+	TO	+	-	+	5
+	BE	A SLAVE	+	TO	-	+	-	41
+	BE	SET	-	UPON	-	+	+	31

MCHINON
MCHINON

		N O O E 1		M C H I N O N	M E M S	
++	BE	--	WITH	+-	-	40
++	BE	-+	WITH	+-	+	26
++	BE	-+	WITH	+-	+	45
++	BE	--	WITH	+-	+	46
++	BE	--	WITH	++	+	12
++	BE	--	WITH	+-	-	11
++	BE	--	WITH	+-	+	42
++	BE	-+	WITH	++	+	47
++	BE	-+	WITH	+-	+	44
++	BE	+-	WITH	++	+	2
++	BE	+-	WITH	+-	-	38

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		N O O E 1		M C H I N O N	M E M S		S E E H
+-	BE	-	MADE	-	(OUT) OF	-	65
+-	BE	+	MAN	+	AFTER	N'S	108
+-	BE	-	UP	-	AGAINST	IT	86
+-	BE	+	ONE STEP	+	AHEAD OF	THE	94
+-	BE	+	MAN	+	AMONG	MEN	124
+-	BE	-	PALE	-	AROUND	THE	99
+-	BE	-	WHITE	-	AROUND	THE	100
+-	BE	-	YELLOW	-	AROUND	THE	98
+-	BE	-	ASLEEP	-	AT	THE	77
+-	BE	-	ASLEEP	-	AT	THE	76
+-	BE	-	DOWN	-	AT	HEEL	131
+-	BE	-	DOWN	-	AT	THE	129
+-	BE	-	ILL	-	AT	EASE	74
+-	BE	-	OUT	-	AT	THE	132
+-	BE	-	ALL OVER	-	BAR	THE	102
+-	BE	-	DRY	-	BEHIND	THE	63
+-	BE	-	WET	-	BEHIND	THE	64
+-	BE	-	ALL OVER	-	BUT	THE	101
+-	BE	+	HANDED DOWN	+	BY	WORD OF MOUTH	115
+-	BE	+	CREME	+	DE	LA	36
+-	BE	+	FOOD	+	FOR	CREME	91
+-	BE	+	GLUTTON	+	FOR	THOUGHT	119
+-	BE	+	LOADED	+	FOR	PUNISHMENT	59
+-	BE	+	LOVELY WEATHER	+	FOR	BEAR	90
+-	BE	+	ONE	+	FOR	THE	3
+-	BE	-	PRESSED	-	FOR	BOOKS	114
+-	BE	+	SIGHT	+	FOR	TIME	1
+-	BE	-	TOO BIG	-	FOR	POSS-O	82
+-	BE	-	TOO BIG	-	FOR	POSS-O	81
+-	BE	+	WORSE	+	FOR	BRITCHES	89
+-	BE	-	STRAIGHT	-	FROM	WEAR	75
+-	BE	+	BIG FISH	+	IN	THE	5
+-	BE	+	BIG FROG	+	IN	A	4
+-	BE	+	DOG	+	IN	THE	109
+-	BE	-	DOWN	-	IN	THE	130
+-	BE	+	DROP	+	IN	THE	10
+-	BE	+	FLY	+	IN	THE	29
+-	BE	+	LEAD	+	IN	THE	117
+-	BE	-	LONG	-	IN	THE	128
+-	BE	+	NIGGER	+	IN	THE	30

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- +	BE	AS	BRIGHT	AS		DAY	--
- +	BE	AS	BRIGHT	AS		DAYLIGHT	--
+ +	BE	AS	BRIGHT	AS	A	NEW PIN	--
- +	BE	AS	BRITTLE	AS		GLASS	--
- +	BE	AS	BROAD	AS		NO BE LONG	--
+ -	BE	AS	BROWN	AS	A	BERRY	--
+ -	BE	AS	BUSY	AS	A	BEAVER	+ -
+ -	BE	AS	BUSY	AS	A	BEE	+ -
- +	BE	AS	CALM	AS	A	MILLPOND	--
+ -	BE	AS	CAMP	AS	A	ROW OF TENTS	--
+ -	BE	AS	CHANGEABLE	AS	THE	WEATHER	--
+ -	BE	AS	CHANGEABLE	AS	A	WEATHERCOCK	--
+ +	BE	AS	CHEAP	AS		DIRT	- +
+ -	BE	AS	CHEERFUL	AS	THE	DAY IS LONG	--
+ -	BE	AS	CHEERFUL	AS	A	LARK	--
- +	BE	AS	CLEAN	AS	A	NEW PIN	--
+ +	BE	AS	CLEAN	AS	A	WHISTLE	--
- +	BE	AS	CLEAR	AS	A	BELL	--
- +	BE	AS	CLEAR	AS		CRYSTAL	- +
- +	BE	AS	CLEAR	AS		DAY	--
- +	BE	AS	CLEAR	AS		DAYLIGHT	--
- +	BE	AS	CLEAR	AS	A	MOUNTAIN STREAM	--
+ +	BE	AS	CLEAR	AS		MUD	--
- +	BE	AS	CLEAR	AS	THE	NOSE ON YOUR FACE	--
+ -	BE	AS	CLEVER	AS		PAINT	--
+ -	BE	AS	CLEVER	AS		SIN	--
+ -	BE	AS	CLOSE	AS	AN	OYSTER	--
+ -	BE	AS	CLUCKY	AS	A	HEN	+ -
+ +	BE	AS	COLD	AS		CHARITY	--
+ -	BE	AS	COLD	AS	THE	CLAY	--
+ +	BE	AS	COLD	AS		ICE	- +
+ -	BE	AS	COLD	AS	AN	ICEBERG	--
+ -	BE	AS	COLD	AS		STEEL	--
+ +	BE	AS	COMMON	AS		DIRT	--
+ +	BE	AS	COMMON	AS		MUCK	--
+ -	BE	AS	COOL	AS	A	CUCUMBER	--
+ -	BE	AS	CRAFTY	AS	A	BARREL OF MONKEYS	--
+ -	BE	AS	CRAFTY	AS	A	WAGON-LOAD OF MONKEYS	--
+ -	BE	AS	CROOKED	AS	A	CORKSCREW	--
+ -	BE	AS	CROOKED	AS	A	DOG'S HIND LEG	--

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+ -	BE	AS	CROSS	AS	A	BEAR WITH A SORE HEAD	--
+ -	BE	AS	CROSS	AS	THE	DEVIL ON TWO STICKS	--
+ -	BE	AS	CROSS	AS		TWO STICKS	--
+ -	BE	AS	CUNNING	AS	A	FOX	--
+ -	BE	AS	CURIOUS	AS	A	CAT	--
+ -	BE	AS	CUTE	AS	A	BUTTON	--
- +	BE	AS	DAMP	AS	THE	DEW	- +
- +	BE	AS	DANK	AS	A	DUNGEON	--
+ +	BE	AS	DARK	AS		NIGHT	--
+ +	BE	AS	DEAD	AS	A	DODO	--
+ -	BE	AS	DEAD	AS	THE	DODO	+ -
+ +	BE	AS	DEAD	AS	A	DOORNAIL	--
+ -	BE	AS	DEAD	AS		MUTTON	+ -
+ -	BE	AS	DEAD	AS	A	WOODEN INDIAN	--
+ -	BE	AS	DEAF	AS	A	DOORPOST	--
+ -	BE	AS	DEAF	AS	A	POST	--
+ -	BE	AS	DEAF	AS	A	STONE	- +
+ +	BE	AS	DEEP	AS	THE	OCEAN	--
+ +	BE	AS	DEEP	AS	A	WELL	--
+ +	BE	AS	DIFFERENT	AS		CHALK AND CHEESE (FROM N)	--
+ -	BE	AS	DRUNK	AS	A	BOILED OWL	--
+ -	BE	AS	DRUNK	AS		DAVID'S SOW	--
+ -	BE	AS	DRUNK	AS	A	DUTCHMAN	--
+ -	BE	AS	DRUNK	AS	A	FIDDLE	--
+ -	BE	AS	DRUNK	AS	A	FIDDLER	--
+ -	BE	AS	DRUNK	AS	A	LORD	--
+ -	BE	AS	DRUNK	AS	A	NEWT	--
+ -	BE	AS	DRUNK	AS	A	SKUNK	--
+ +	BE	AS	DRY	AS	A	BONE	- +
+ +	BE	AS	DRY	AS	A	CHIP	--
+ +	BE	AS	DRY	AS	THE	DESERT	--
- +	BE	AS	DRY	AS		DUST	--
+ -	BE	AS	DRY	AS	A	NUN'S NASTY	--
- +	BE	AS	DRY	AS		PAPER	- +
- +	BE	AS	DRY	AS		TINDER	- +
+ -	BE	AS	DULL	AS	A	BEEBLE	--
+ +	BE	AS	DULL	AS		DITCHWATER	--
- +	BE	AS	EASY	AS		ABC	--
- +	BE	AS	EASY	AS		FALLING OFF A LOG	--
- +	BE	AS	EASY	AS		LYING	--

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- +	BE	AS	EASY	AS	PIE	--
- +	BE	AS	EASY	AS	TAKING CANDY OFF A BABY	--
+ -	BE	AS	FAITHFUL	AS A	HOUND	--
+ +	BE	AS	FAST	AS	LIGHTNING	- +
+ -	BE	AS	FAT	AS	BUTTER	--
+ -	BE	AS	FAT	AS	MUD	--
+ -	BE	AS	FAT	AS A	PIG	+ -
+ -	BE	AS	FAT	AS A	YOUNG THRUSH	- +
+ -	BE	AS	FIERCE	AS A	TIGER	--
+ +	BE	AS	FIRM	AS A	ROCK	--
+ -	BE	AS	FIT	AS A	FIDDLE	--
+ -	BE	AS	FIT	AS A	FLEA	--
- +	BE	AS	FLAT	AS A	BILLIARD-TABLE	--
+ +	BE	AS	FLAT	AS A	BOARD	--
- +	BE	AS	FLAT	AS A	FLOUNDER	--
+ +	BE	AS	FLAT	AS A	FLUKE	--
+ +	BE	AS	FLAT	AS A	PANCAKE	--
+ +	BE	AS	FLAT	AS A	TACK	--
+ +	BE	AS	FLEET	AS AN	ARROW	--
- +	BE	AS	FLIMSY	AS A	HOUSE OF CARDS	--
+ -	BE	AS	FREE	AS THE	AIR	--
+ -	BE	AS	FREE	AS A	BIRD	--
+ -	BE	AS	FREE	AS A	BREEZE	--
+ -	BE	AS	FREE	AS THE	BREEZE	--
+ -	BE	AS	FRESH	AS A	DAISY	--
+ +	BE	AS	FRESH	AS A	PAINT	--
+ +	BE	AS	FRESH	AS A	ROSE	--
+ -	BE	AS	FULL	AS A	BOOT	--
+ -	BE	AS	FULL	AS A	GOOG	--
+ -	BE	AS	GAME	AS	NED KELLY	--
+ -	BE	AS	GAUDY	AS A	PEACOCK	--
+ -	BE	AS	GAY	AS A	LARK	--
+ -	BE	AS	GENTLE	AS A	LAMB	+ -
+ -	BE	AS	GOOD	AS	GOLD	--
- +	BE	AS	GOOD	AS	NEW	--
- +	BE	AS	GOOD	AS A	PLAY	--
+ -	BE	AS	GOOD	AS POSS-0	PROMISE	--
+ -	BE	AS	GOOD	AS POSS-0	WORD	--
+ -	BE	AS	GOOD A MAN	AS	EVER TROD SHOELEATHER	--
+ -	BE	AS	GRACEFUL	AS A	SWAN	--

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+ -	BE	AS	GREEDY	AS A	PIG	+ -
+ +	BE	AS	GREEN	AS	GRASS	- +
+ -	BE	AS	GUILTY	AS	HELL	--
+ -	BE	AS	HAPPY	AS A	KING	--
+ -	BE	AS	HAPPY	AS A	LARK	--
+ -	BE	AS	HAPPY	AS	LARRY	--
+ -	BE	AS	HAPPY	AS A	PIG IN SHIT	--
+ -	BE	AS	HAPPY	AS A	SAND BOY	--
+ -	BE	AS	HAPPY	AS	THE DAY IS LONG	--
+ +	BE	AS	HARD	AS A	DIAMOND	- +
+ -	BE	AS	HARD	AS	FLINT	--
+ +	BE	AS	HARD	AS	IRON	- +
+ +	BE	AS	HARD	AS	NAILS	--
+ +	BE	AS	HARD	AS	ROCK	- +
+ +	BE	AS	HARD	AS A	ROCK	- +
+ -	BE	AS	HARD	AS	STEEL	- +
+ +	BE	AS	HARD	AS	STONE	--
+ +	BE	AS	HEAVY	AS	LEAD	--
+ -	BE	AS	HELPLESS	AS A	NEW-BORN BABE	--
+ -	BE	AS	HIGH	AS A	KITE	--
+ -	BE	AS	HIGH	AS THE	SKY	- +
+ -	BE	AS	HOARSE	AS A	CROW	--
+ -	BE	AS	HOARSE	AS AN	OLD CROW	--
+ -	BE	AS	HONEST	AS THE	DAY	--
+ -	BE	AS	HONEST	AS THE	DAY	--
+ -	BE	AS	HONEST	AS	THE DAY BE LONG	--
+ +	BE	AS	HOT	AS	FIRE	--
- +	BE	AS	HOT	AS	HADES	--
- +	BE	AS	HOT	AS	HELL	--
- +	BE	AS	HOT	AS	HELL-FIRE	--
- +	BE	AS	HOT	AS	STEAM	--
+ -	BE	AS	HUNGRY	AS A	HUNTER	--
+ -	BE	AS	HUNGRY	AS A	HUNTER	--
+ -	BE	AS	HUNGRY	AS A	WOLF	--
+ -	BE	AS	INNOCENT	AS A	BABE	- +
+ -	BE	AS	INNOCENT	AS A	BABE UNBORN	--
+ -	BE	AS	INNOCENT	AS A	BABY	+ -
+ -	BE	AS	INNOCENT	AS A	DOVE	--
+ -	BE	AS	INNOCENT	AS A	LAMB	+ -
+ -	BE	AS	INNOCENT	AS A	NEW-BORN BABE	--

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+ -	BE	AS	JOLLY	AS	A	SANDBOY	--
+ -	BE	AS	KEEN	AS		MUSTARD	- +
- +	BE	AS	LARGE	AS	A	CABBAGE	--
++	BE	AS	LARGE	AS		LIFE	--
+ -	BE	AS	LEAN	AS	AN	ALLEY CAT	--
+ -	BE	AS	LECHEROUS	AS	A	MONKEY	+ -
++	BE	AS	LIGHT	AS		AIR	--
+ -	BE	AS	LIGHT	AS	A	BIRD	--
++	BE	AS	LIGHT	AS	A	BUTTERFLY	--
++	BE	AS	LIGHT	AS	A	CORK	--
++	BE	AS	LIGHT	AS		DOWN	--
++	BE	AS	LIGHT	AS	A	FEATHER	--
++	BE	AS	LIGHT	AS		THISTLEDOWN	--
- +	BE	AS	LIKE	AS		NOT	--
+ +	BE	AS	LIKE	AS		TWO PEAS (IN A POD)	--
- +	BE	AS	LIKELY	AS		NOT	--
+ -	BE	AS	LIVELY	AS	A	CRICKET	--
+ -	BE	AS	LIVELY	AS	A	TWO-YEAR-OLD	--
- +	BE	AS	LONG	AS	MY	ARM	--
- +	BE	AS	LONG	AS	YOUR	ARM	--
- +	BE	AS	LONG	AS	A	FIDDLE	--
- +	BE	AS	LOUD	AS		THUNDER	--
++	BE	AS	LOW	AS	A	SNAKE'S BELLY	--
+ -	BE	AS	LOYAL	AS	A	DOG	+ -
+ -	BE	AS	MAD	AS	A	COCKER	--
+ -	BE	AS	MAD	AS	A	CUT SNAKE	--
+ -	BE	AS	MAD	AS	A	HATTER	+ -
+ -	BE	AS	MAD	AS		HOPS	--
+ -	BE	AS	MAD	AS	A	HORNET	--
+ -	BE	AS	MAD	AS	A	MARCH HARE	--
+ -	BE	AS	MAD	AS	A	WET HEN	--
+ -	BE	AS	MEEK	AS	A	LAMB	+ -
+ -	BE	AS	MEEK	AS		MOSES	--
+ -	BE	AS	MERRY	AS	A	GRIG	--
+ -	BE	AS	MERRY	AS		THE DAY BE LONG	--
+ -	BE	AS	MISCHIEVOUS	AS	A	BARREL OF MONKEYS	--
+ -	BE	AS	MISCHIEVOUS	AS	A	WAGON-LOAD OF MONKEYS	--
- +	BE	AS	MISERABLE	AS	A	BLACKFELLOW'S FIRE	--
++	BE	AS	MISERABLE	AS		SIN	--
- +	BE	AS	MUCH	AS		N'S LIFE BE WORTH	--

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++	BE	AS	MUCH FUN	AS	A	BARREL-LOAD OF MONKEYS	--
- +	BE	AS	NEAR	AS		DAMMIT	--
++	BE	AS	NEAR	AS		KISS YOUR HAND	--
++	BE	AS	NEAT	AS	A	NEW PIN	--
+ -	BE	AS	NERVOUS	AS	A	CAT	--
+ -	BE	AS	NERVOUS	AS	A	KITTEN	--
+ -	BE	AS	NICE	AS		PIE	--
+ -	BE	AS	NOISY	AS		STARLINGS	--
+ -	BE	AS	NUTTY	AS	A	FRUITCAKE	+ -
+ -	BE	AS	OBSTINATE	AS	A	MULE	+ -
+ -	BE	AS	OLD	AS		ADAM	--
++	BE	AS	OLD	AS	THE	HILLS	--
+ -	BE	AS	OLD	AS		METHUSELAH	--
++	BE	AS	OLD	AS		TIME	--
++	BE	AS	OLD	AS	THE	WORLD	--
+ -	BE	AS	PALE	AS		DEATH	- +
+ -	BE	AS	PALE	AS	A	GHOST	--
+ -	BE	AS	PATIENT	AS		JOB	--
+ -	BE	AS	PISSED	AS		ARSEHOLES	--
+ -	BE	AS	PISSED	AS	A	NEWT	--
+ -	BE	AS	PISSED	AS	A	PARROT	--
- +	BE	AS	PLAIN	AS	THE	NOSE IN N'S FACE	--
- +	BE	AS	PLAIN	AS	THE	NOSE ON N'S FACE	--
- +	BE	AS	PLAIN	AS	THE	NOSE ON YOUR FACE	--
++	BE	AS	PLAIN	AS	A	PIKESTAFF	--
+ -	BE	AS	PLAYFUL	AS	A	KITTEN	--
+ -	BE	AS	PLEASED	AS		PUNCH	--
++	BE	AS	PLENTIFUL	AS		BLACKBERRIES	--
+ -	BE	AS	PLUMP	AS	A	PARTRIDGE	--
+ -	BE	AS	POOR	AS	A	CHURCHMOUSE	--
+ -	BE	AS	POOR	AS		JOB	--
+ -	BE	AS	POOR	AS		JOB'S TURKEY	--
++	BE	AS	PRETTY	AS	A	PICTURE	--
+ -	BE	AS	PROUD	AS		LUCIFER	--
+ -	BE	AS	PROUD	AS	A	PEACOCK	--
+ -	BE	AS	PURE	AS	THE	DRIVEN SNOW	--
+ -	BE	AS	QUEER	AS	A	THREE-DOLLAR BILL	--
++	BE	AS	QUICK	AS	A	FLASH	+ -
++	BE	AS	QUICK	AS		LIGHTNING	- +
- +	BE	AS	QUICK	AS		THOUGHT	--

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+ -	BE	AS	QUIET	AS	A	MOUSE	--
+ -	BE	AS	RANDY	AS	A	BILLY GOAT	--
++	BE	AS	RARE	AS	A	PEARL	+ -
++	BE	AS	RARE	AS		RUBIES	--
+ -	BE	AS	READY	AS		NO WILL EVER BE	--
++	BE	AS	RED	AS	A	BEE(TROOT)	--
++	BE	AS	RED	AS	A	CHERRY	- +
+ -	BE	AS	RED	AS	A	LOBSTER	--
- +	BE	AS	RED	AS	A	ROSE	- +
+ -	BE	AS	RED	AS	A	TOMATO	--
+ -	BE	AS	RED	AS	A	TURKEY-COCK	--
++	BE	AS	REGULAR	AS		CLOCKWORK	--
+ -	BE	AS	RICH	AS		CROESUS	--
+ -	BE	AS	RIGHT	AS		NAILS	--
+ -	BE	AS	RIGHT	AS		RAIN	--
+ -	BE	AS	RIGHT	AS	A	TRIVET	--
++	BE	AS	ROUGH	AS		BAGS	--
+ -	BE	AS	ROUND	AS	A	BARREL	--
- +	BE	AS	ROUND	AS		SAUCERS	--
++	BE	AS	SAFE	AS	THE	BANK OF ENGLAND	--
++	BE	AS	SAFE	AS	A	HOUSE	--
++	BE	AS	SAFE	AS		HOUSES	--
+ -	BE	AS	SHARP	AS	A	KNIFE	--
++	BE	AS	SHARP	AS	A	NEEDLE	- +
++	BE	AS	SHARP	AS	A	RAZOR	- +
+ -	BE	AS	SHARP	AS	A	TACK	--
+ -	BE	AS	SICK	AS	A	DOG	--
++	BE	AS	SILENT	AS	THE	DEAD	--
++	BE	AS	SILENT	AS	THE	GRAVE	--
++	BE	AS	SILENT	AS	THE	TOMB	--
+ -	BE	AS	SILLY	AS	A	GOOSE	+ -
- +	BE	AS	SIMPLE	AS		ABC	--
+ -	BE	AS	SKINNY	AS	A	RAKE	--
+ -	BE	AS	SLENDER	AS	A	REED	--
+ -	BE	AS	SLIGHT	AS	A	GIRL	--
+ -	BE	AS	SLIPPERY	AS	AN	EEL	+ -
+ -	BE	AS	SLOW	AS	A	SNAIL	- +
+ -	BE	AS	SLOW	AS	A	TORTOISE	+ +
+ -	BE	AS	SLOW	AS	A	WET WEEK	--

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+ -	BE	AS	SMALL	AS	A	MOUSE	--
+ -	BE	AS	SMART	AS		PAINT	--
+ -	BE	AS	SMART	AS	A	WHIP	--
- +	BE	AS	SMOOTH	AS	A	BABY'S BOTTOM	--
- +	BE	AS	SMOOTH	AS	A	BABY'S BUM	--
- +	BE	AS	SMOOTH	AS	A	BILLIARD-BALL	--
- +	BE	AS	SMOOTH	AS	A	BILLIARD-TABLE	--
- +	BE	AS	SMOOTH	AS		GLASS	- +
- +	BE	AS	SMOOTH	AS	A	MILL-POND	--
- +	BE	AS	SMOOTH	AS	A	PEBBLE	--
++	BE	AS	SMOOTH	AS		SILK	- +
- +	BE	AS	SMOOTH	AS		VELVET	- +
+ -	BE	AS	SMUG	AS	A	BUG IN A RUG	--
+ -	BE	AS	SOBER	AS	A	JUDGE	--
+ -	BE	AS	SOFT	AS		BUTTER	--
++	BE	AS	SOFT	AS		PUTTY	--
- +	BE	AS	SOFT	AS		SILK	- +
- +	BE	AS	SOFT	AS		VELVET	- +
+ -	BE	AS	SOLEMN	AS	AN	OWL	+ -
++	BE	AS	SOLID	AS	A	ROCK	- +
++	BE	AS	SOUND	AS	A	BELL	--
+ -	BE	AS	SOUR	AS	A	CRAB	+ -
+ -	BE	AS	SOUR	AS	A	LEMON	--
- +	BE	AS	SOUR	AS		VINEGAR	--
+ -	BE	AS	SPRIGHTLY	AS	A	TWO-YEAR-OLD	--
++	BE	AS	STEADY	AS	A	ROCK	--
++	BE	AS	STIFF	AS	A	BEAN-POLE	--
+ -	BE	AS	STIFF	AS	A	POKER	- +
+ -	BE	AS	STIFF	AS	A	RAMROD	- +
++	BE	AS	STILL	AS		DEATH	- +
- +	BE	AS	STILL	AS	THE	GRAVE	--
+ -	BE	AS	STILL	AS	A	STATUE	--
++	BE	AS	STRAIGHT	AS	AN	ARROW	+ -
++	BE	AS	STRAIGHT	AS	A	DIE	--
++	BE	AS	STRAIGHT	AS	A	RAM-ROD	- +
+ -	BE	AS	STRONG	AS	A	BULL	--
+ -	BE	AS	STRONG	AS	AN	ELEPHANT	--
+ -	BE	AS	STRONG	AS	A	HORSE	--
+ -	BE	AS	STRONG	AS	A	MULE	--

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+ -	BE	AS	STRUNG OUT	AS	A	CLOTHES-LINE	--
+ -	BE	AS	STUBBORN	AS	A	MULE	--
- +	BE	AS	SURE	AS		DEATH	+ -
- +	BE	AS	SURE	AS		DEATH AND TAXES	--
- +	BE	AS	SURE	AS		EGGS	--
- +	BE	AS	SURE	AS		EGGS ARE EGGS	--
- +	BE	AS	SURE	AS		FATE	--
- +	BE	AS	SURE	AS		GOD MADE LITTLE APPLES	--
- +	BE	AS	SURE	AS		GUNS	--
++	BE	AS	SURE	AS		I AM STANDING HERE	--
+ -	BE	AS	SWEET	AS		HONEY	--
- +	BE	AS	SWEET	AS	A	NUT	--
+ -	BE	AS	SWEET	AS	A	ROSE	--
+ -	BE	AS	SWEET	AS		SUGAR	--
++	BE	AS	SWIFT	AS	THE	WIND	- +
+ -	BE	AS	THICK	AS	A	BRICK	--
+ -	BE	AS	THICK	AS	A	POST	--
+ -	BE	AS	THICK	AS		THIEVES	--
+ -	BE	AS	THICK	AS		TWO SHORT PLANKS	--
++	BE	AS	THIN	AS	A	LATH	--
- +	BE	AS	THIN	AS		PAPER	- +
+ -	BE	AS	THIN	AS	A	RAKE	--
+ -	BE	AS	TIGHT	AS	A	DRUM	+ -
+ -	BE	AS	TIGHT	AS	A	FIDDLE	--
+ -	BE	AS	TIGHT	AS	A	FISH'S ARSEHOLE	--
+ -	BE	AS	TIGHT	AS	A	TICK	--
+ -	BE	AS	TIMID	AS	A	MOUSE	+ -
++	BE	AS	TOUGH	AS		HICKORY	- +
++	BE	AS	TOUGH	AS		LEATHER	--
++	BE	AS	TOUGH	AS		NAILS	--
++	BE	AS	TOUGH	AS	AN	OLD BOOT	--
++	BE	AS	TOUGH	AS		OLD BOOTS	--
+ -	BE	AS	TOUGH	AS		THEY COME	--
+ -	BE	AS	TOUGH	AS		WHIPCORD	- +
++	BE	AS	TRUE	AS		I AM STANDING HERE	--
+ -	BE	AS	TRUE	AS		STEEL	+ -
+ -	BE	AS	UGLY	AS		SIN	--
+ -	BE	AS	UGLY	AS	A	TOAD	+ -
+ -	BE	AS	VAIN	AS	A	PEACOCK	--

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+ -	BE	AS	WEAK	AS	A	BABY	--
+ -	BE	AS	WEAK	AS	A	CAT	--
+ -	BE	AS	WEAK	AS	A	KITTEN	--
++	BE	AS	WEAK	AS		PISS	- +
+ -	BE	AS	WEAK	AS	A	RAI	--
++	BE	AS	WEAK	AS		WATER	--
+ -	BE	AS	WELCOME	AS	THE	FLOWERS IN MAY	--
+ -	BE	AS	WELCOME	AS	THE	FLOWERS IN SPRING	--
+ -	BE	AS	WHITE	AS		CHALK	- +
+ -	BE	AS	WHITE	AS	A	GHOST	--
+ -	BE	AS	WHITE	AS	A	LILY	- +
+ -	BE	AS	WHITE	AS	A	SHEET	--
- +	BE	AS	WHITE	AS		SNOW	- +
+ -	BE	AS	WISE	AS	AN	OWL	+ -
+ -	BE	AS	WISE	AS		SOLOMON	--
- +	BE	AS	YELLOW	AS		CORN	- +
+ -	BE	AS	YELLOW	AS	A	GUINEA	--
+ -	NOT BAS	BLACK	AS			NO BE PAINTED	--

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- +	BE	ABOUT	TIME	--	-	--	
+ +	BE	ABOVE	BOARD	--	-	++	
+ +	BE	ABOVE	REPROACH	--	-	--	
+ +	BE	ABOVE	SUSPICION	--	-	--	
+ +	BE	AHEAD OF	TIME	++	+	++	
+ +	BE	AHEAD OF	TIME	--	-	++	POSS-0
+ -	BE	AHEAD OF	CLOCK	--	+	++	THE
+ -	BE	AHEAD OF	GAME	--	+	++	THE
+ -	BE	AROUND	BEND	- +	-	--	THE
+ -	BE	AROUND	TWIST	- +	-	--	THE
+ +	BE	AROUND.JUST	CORNER	--	-	--	THE
- +	BE	AT	ANCHOR	+ -	-	++	TO
+ -	BE	AT	DEATH'S DOOR	--	-	- +	
+ -	BE	AT	EASE	--	-	++	
+ +	BE	AT	FAULT	--	-	--	
+ +	BE	AT	HOME	++	+	++	E
+ +	BE	AT	IT	- +	-	++	
+ -	BE	AT	LARGE	--	-	++	
+ -	BE	AT	LOOSE ENDS	--	-	- +	
+ +	BE	AT	REST	+ -	-	- +	TO
+ +	BE	AT	SIXES AND SEVENS	--	-	- +	
+ -	BE	AT	TABLE	--	-	--	
+ +	BE	AT	WORK	--	-	++	
- +	BE	AT	A HEAD	+ -	-	--	TO
+ -	BE	AT	A LOSS	--	-	- +	
+ -	BE	AT	N'S BECK AND CALL	--	-	- +	
+ -	BE	AT	N'S DOOR(STEP)	--	-	--	
+ +	BE	AT	N'S ELBOW	--	-	- +	
+ -	BE	AT	N'S FEET	--	-	- +	
+ -	BE	AT	N'S FINGERTIPS	--	-	--	
+ -	BE	AT	N'S HEELS	--	-	++	
+ +	BE	AT	N'S MERCY	--	-	- +	
+ -	BE	AT	POSS-0 BEST	--	-	- +	
+ -	BE	AT	POSS-0 EASE	--	-	--	
+ -	BE	AT	POSS-0 WIT'S END	--	-	--	
+ -	BE	AT	POSS-0 WORST	--	-	- +	
+ -	BE	AT	THE HELM	--	-	++	
+ -	BE	BEHIND	THE CLOCK	--	+	++	
+ -	BE	BEHIND	THE EIGHT BALL	--	+	--	
+ +	BE	BEHIND	THE TIMES	--	+	- +	

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+ +	BE	BENEATH	CONTEMPT	--	-	--	
+ -	BE	BESIDE	POSS-0 SELF	--	-	--	
- +	BE	BESIDE	THE POINT	--	-	--	
+ -	BE	BETWEEN	HELL AND A HARD PLACE	--	-	--	
+ -	BE	BETWEEN	THE DEVIL AND THE DEEP BLUE SEA	--	-	--	
+ -	BE	BETWEEN	THE HAMMER AND THE ANVIL	--	-	--	
- +	BE	BEYOND	WORDS	--	-	--	
+ +	BE	BEYOND	THE PALE	--	-	--	
+ +	BE	DOWN	N'S ALLEY	--	-	--	
+ -	BE	DOWN AT	THE MOUTH	--	+	- +	
+ -	BE	DOWN IN	THE DUMPS	--	+	- +	
+ -	BE	DOWN IN	THE MOUTH	--	+	- +	
+ +	BE	FOR	THE BIRDS	--	-	--	
- +	BE	FOR	THE RECORD	--	-	--	
- +	BE	IN	APPLE PIE ORDER	--	-	- +	
+ -	BE	IN	BED	++	+	++	TO
- +	BE	IN	CHARACTER	--	-	--	
+ +	BE	IN	CIRCULATION	++	+	- +	
+ -	BE	IN	CLOVER	--	-	--	
+ +	BE	IN	COLD STORAGE	- +	+	- +	INTO
+ -	BE	IN	COVENTRY	--	-	- +	
+ -	BE	IN	DEBT	- +	+	- +	IN(TO)
+ +	BE	IN	DEEP WATER	--	+	--	INTO
+ +	BE	IN	DOCK	++	+	- +	INTO
+ +	BE	IN	EARSHOT	++	-	--	INTO
+ +	BE	IN	FASHION	- +	+	- +	INTO
+ +	BE	IN	FULL SWING	--	+	- +	IN(TO)
+ +	BE	IN	FUNDS	+ -	-	- +	INTO
+ +	BE	IN	GOOD HANDS	--	-	--	
+ +	BE	IN	HAND	--	-	- +	
+ -	BE	IN	HIGH SPIRITS	--	-	++	
+ -	BE	IN	HOSPITAL	- +	+	- +	(IN)TO
+ -	BE	IN	HOT WATER	--	+	- +	INTO
+ -	BE	IN	LABOR	- +	-	- +	INTO
+ +	BE	IN	LINE	+ -	+	++	INTO
- -	BE	IN	LUCK	--	-	--	
+ -	BE	IN	OFFICE	- +	+	++	INTO
+ +	BE	IN	ORBIT	++	+	++	INTO

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--	BE	IN		ORDER	--	-	--	
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+-	BE	IN		QUEER STREET	--	-	--	
++	BE	IN		SESSION	--	-	--	
+-	BE	IN		SEVENTH HEAVEN	--	-	--	INTO
-+	BE	IN		STOCK	--	-	--	
++	BE	IN		STYLE	++	-	++	IN(TO)
++	BE	IN		TOWN	+-	+	++	INTO
+-	BE	IN		WORK	++	+	--	IN(TO)
+-	BE	IN	A	BIND	--	-	++	
+-	BE	IN	A	FIX	--	+	--	
+-	BE	IN	A	FLUTTER	--	+	--	INTO
++	BE	IN	A	FOUR-WHEEL DRIFT	--	+	++	INTO
+-	BE	IN	A	JAM	--	+	++	INTO
+-	BE	IN	A	MESS	--	+	--	INTO
++	BE	IN	A	NOSE-DIVE	--	+	--	INTO
+-	BE	IN	A	PICKLE	+-	-	--	INTO
+-	BE	IN	A	QUANDARY	--	+	--	INTO
+-	BE	IN	A	RUT	--	-	++	
+-	BE	IN	A	SCRAPE	--	+	--	INTO
++	BE	IN	A	SORRY STATE	--	+	--	INTO
+-	BE	IN	A	SPOT	--	+	--	INTO
+-	BE	IN	A	STATE	--	+	--	INTO
+-	BE	IN	A	STEW	--	+	--	INTO
++	BE	IN	A	TAIL-SPIN	--	+	--	INTO
+-	BE	IN	A	TEMPER	+-	+	--	INTO
++	BE	IN	A	TIGHT SPOT	--	+	--	INTO
+-	BE	IN	A	TIGHT SQUEEZE	--	+	--	INTO
+-	BE	IN	AN	INTERESTING CONDITION	--	-	--	
+-	BE	IN	ANOTHER	WORLD	--	-	--	INTO
+-	BE	IN	N'S	BAD BOOKS	--	+	++	
+-	BE	IN	N'S	BLACK BOOK(S)	--	+	--	INTO
++	BE	IN	N'S	CLUTCHES	--	+	--	INTO
+-	BE	IN	N'S	GOOD BOOKS	--	+	++	
+-	BE	IN	N'S	GOOD GRACES	--	+	++	INTO
++	BE	IN	N'S	HAIR	+-	+	++	INTO
++	BE	IN	N'S	LINE	--	+	--	IN(TO)
++	BE	IN	N'S	WAY	--	-	--	
+-	BE	IN	POSS-0	ELEMENT	--	+	--	
+-	BE	IN	POSS-0	RIGHT MIND	--	-	--	

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-+	BE	IN		THE	BAG	--	-	--	
++	BE	IN		THE	BLACK	--	+	++	INTO
-+	BE	IN		THE	CARDS	--	-	--	
+-	BE	IN		THE	CLOUDS	--	-	--	
+-	BE	IN		THE	DARK	--	-	++	
+-	BE	IN		THE	DOG HOUSE	--	+	--	INTO
++	BE	IN		THE	DOLDRUMS	--	+	--	INTO
+-	BE	IN		THE	DUMPS	--	+	++	
+-	BE	IN		THE	KNOW	--	-	--	
+-	BE	IN		THE	MONEY	+-	+	++	
++	BE	IN		THE	PINK	--	-	++	
+-	BE	IN		THE	POO	--	+	--	
++	BE	IN		THE	RED	+-	+	++	INTO
+-	BE	IN		THE	RIGHT	--	-	++	
++	BE	IN		THE	RUNNING	--	+	--	INTO
++	BE	IN		THE	WAY	--	+	--	
+-	BE	IN		THE	WRONG	--	-	--	
+-	BE	IN AT		THE	KILL	++	+	--	
+-	BE	IN FOR			IT	--	+	--	
+-	BE	IN UP TO	POSS-0		NECK	+-	-	--	
++	BE	OF			AGE	+-	-	--	
++	BE	OF			SERVICE	--	-	--	
+-	BE	OF			SOUND MIND	--	-	--	
++	BE	OF			USE	--	-	--	
+-	BE	OF	N'S		MIND	--	-	--	
-+	BE	OF	NO		AVAIL	--	-	--	
++	BE	OFF			CENTRE	+-	+	--	
+-	BE	OFF			DUTY	++	+	--	
+-	BE	OFF			FEED	+-	+	--	
+-	BE	OFF			GUARD (1)	--	+	--	
+-	BE	OFF			GUARD (2)	++	+	--	
++	BE	OFF			KILTIER	+-	+	--	
++	BE	OFF			STAGE	++	+	++	
+-	BE	OFF			WORK	++	+	--	
+-	BE	OFF	N'S		BACK	--	+	++	
++	BE	OFF	N'S		MIND	--	-	--	
+-	BE	OFF	POSS-0		FEED	+-	+	--	
+-	BE	OFF	POSS-0		GUARD	--	-	--	
+-	BE	OFF	POSS-0		HEAD	+-	-	--	
+-	BE	OFF	POSS-0		ROCKER	+-	-	--	

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+-	BE	OFF	POSS-0	TROLLEY	--	-	--	
++	BE	OFF	THE	AIR	-+	-	++	
++	BE	OFF	THE	BEAM	-+	+	--	
++	BE	OFF	THE	BEATEN TRACK	--	+	-+	
+-	BE	OFF	THE	BOTTLE	++	+	++	
++	BE	OFF	THE	GROUND	--	+	--	
+-	BE	OFF	THE	HOOK	--	+	++	
++	BE	OFF	THE	POINT	-+	+	--	
+-	BE	OFF	THE	RAG	--	-	--	
-+	BE	OFF	THE	RECORD	--	-	-+	
+-	BE	OFF	THE	WAGON	++	+	++	
++	BE	OFF TO	A	BAD START	--	+	--	
++	BE	OFF TO	A	FLYING START	--	+	--	
++	BE	OFF TO	A	GOOD START	--	+	--	
-+	BE	ON		BLOCKS	--	-	-+	
++	BE	ON		CALL	++	-	-+	
-+	BE	ON		CENTER	--	+	-+	
+-	BE	ON		CLOUD NINE	--	-	--	
++	BE	ON		DECK	++	+	++	
+-	BE	ON		DUTY	++	+	++	
+-	BE	ON		EASY STREET	--	+	++	
+-	BE	ON		EDGE	--	+	++	
+-	BE	ON		GUARD (1)	--	-	++	
+-	BE	ON		GUARD (2)	++	+	++	
++	BE	ON		HAND	+-	-	-+	TO
+-	BE	ON		HEAT	+-	-	-+	
++	BE	ON		HOLD	--	-	++	
+-	BE	ON		HOLIDAY	-+	-	-+	
++	BE	ON		PAROLE	-+	+	-+	
+-	BE	ON		PINS AND NEEDLES	--	-	++	
++	BE	ON		STAGE	++	+	++	
+-	BE	ON		THIN ICE	--	-	--	
-+	BE	ON		TOAST	--	-	--	
++	BE	ON		TOUR	++	-	++	
+-	BE	ON		VACATION	-+	+	-+	
+-	BE	ON		WATCH	++	+	++	
+-	BE	ON	A	BENDER	-+	-	-+	
+-	BE	ON	A	RINGE	-+	-	-+	
+-	BE	ON	A	CRUISE	-+	-	--	
+-	BE	ON	A	SPREE	-+	-	--	

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+-	BE	ON	N'S	BACK	--	+	++	
+-	BE	ON	N'S	BAD SIDE	--	+	++	
+-	BE	ON	N'S	GOOD SIDE	--	+	++	
++	BE	ON	N'S	MIND	--	-	-+	
+-	BE	ON	POSS-0	BEST BEHAVIOR	--	-	++	
+-	BE	ON	POSS-0	DEATH-BED	--	-	--	
+-	BE	ON	POSS-0	GOOD BEHAVIOR	--	-	++	
+-	BE	ON	POSS-0	GUARD	--	+	++	
+-	BE	ON	POSS-0	HIGH HORSE	--	+	-+	ON(TO)
++	BE	ON	POSS-0	LAST LEG(S)	--	-	--	
+-	BE	ON	POSS-0	OWN	-+	-	-+	
+-	BE	ON	POSS-0	TOES	--	+	++	
+-	BE	ON	POSS-0	UPPERS	--	-	-+	ON(TO)
++	BE	ON	THE	AIR	++	+	-+	ON(TO)
+-	BE	ON	THE	ALERT	-+	-	++	
+-	BE	ON	THE	BALL	--	+	++	
+-	BE	ON	THE	BEAT	++	+	++	
+-	BE	ON	THE	BENCH	++	+	-+	ON(TO)
-+	BE	ON	THE	BLINK	-+	-	-+	
++	BE	ON	THE	BLOCK	--	-	--	
+-	BE	ON	THE	BOTTLE	-+	+	-+	
++	BE	ON	THE	BUTTON	--	-	--	
++	BE	ON	THE	DOT	+-	-	--	
+-	BE	ON	THE	EAR	--	+	--	
+-	BE	ON	THE	GO	--	-	++	
-+	BE	ON	THE	HOUSE	--	-	--	
+-	BE	ON	THE	JOB	++	+	++	
++	BE	ON	THE	LEVEL	--	-	++	
+-	BE	ON	THE	LOOKOUT	--	-	++	
+-	BE	ON	THE	LOOSE	--	+	-+	
+-	BE	ON	THE	MAKE	-+	-	-+	
+-	BE	ON	THE	MEND	--	+	--	
++	BE	ON	THE	MOVE	--	+	++	
+-	BE	ON	THE	NEST	--	+	++	
++	BE	ON	THE	NOSE (1)	+-	-	--	
++	BE	ON	THE	NOSE (2)	--	+	--	
+-	BE	ON	THE	PILL	-+	+	++	
+-	BE	ON	THE	PROWL	-+	-	-+	
+-	BE	ON	THE	QUI-VIVE	--	-	++	
+-	BE	ON	THE	RAG	--	+	-+	

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CG	G	KS	ET	EA	EA	EA	EA	EA	EA
- +	BE	ON	THE	RECORD	- +	+	- +	ONTO	
++	BE	ON	THE	ROAD	- +	+	++		
++	BE	ON	THE	ROCKS (1)	- +	-	- +		
- +	BE	ON	THE	ROCKS (2)	+ -	-	- -		
++	BE	ON	THE	ROPES	- -	-	- -		
+ -	BE	ON	THE	RUN	- +	-	++		
+ -	BE	ON	THE	SAFE SIDE	- -	-	- +		
++	BE	ON	THE	SCENE	+ -	+	- -	ON(TO)	
+ -	BE	ON	THE	SPOT	- -	-	- -		
+ -	BE	ON	THE	TEAR	- +	-	- +		
++	BE	ON	THE	UP AND UP	- -	-	++		
+ -	BE	ON	THE	WAGGON	- +	-	++		
- +	BE	ON	THE	WANE	- -	-	- -		
+ -	BE	ON	THE	WARPATH	- +	+	- +		
+ -	BE	ON	THE	WATCH	- -	-	++		
++	BE	ON	THE	WAY	- -	-	- -		
+ -	BE	ON TO	A	GOOD THING	- -	+	- -		
+ -	BE	OUT AT		ELBOW	- -	+	- -		
+ -	BE	OUT AT	THE	ELBOWS	- -	+	- -		
+ -	BE	OUT IN		LEFT FIELD	- -	-	- -		
++	BE	OUT IN	THE	BOONDOCKS	- -	-	- -		
++	BE	OUT IN	THE	OPEN	+ -	+	- -		
++	BE	OUT IN	THE	STICKS	- -	-	- -		
++	BE	OUT OF		BOUNDS	- +	+	- +		
+ -	BE	OUT OF		BREATH	- -	-	- -		
- +	BE	OUT OF		CHARACTER	- -	-	- -		
++	BE	OUT OF		CIRCULATION	- +	+	- +		
++	BE	OUT OF		DATE	- +	+	- -		
+ -	BE	OUT OF		DEBT	- -	+	++		
++	BE	OUT OF		EARGHOT	- +	+	++		
++	BE	OUT OF		FASHION	- +	-	++		
++	BE	OUT OF		FUNDS	- -	-	- -		
++	BE	OUT OF		HAND	- -	+	- -		
++	BE	OUT OF		KILTER	- +	+	- +		
+ -	BE	OUT OF		LABOUR	+ -	-	- -		
++	BE	OUT OF		LINE	- -	+	- +		
+ -	BE	OUT OF		LUCK	- -	-	- -		
+ -	BE	OUT OF		OFFICE	- +	-	++		
++	BE	OUT OF		ORBIT	++	+	++		
- +	BE	OUT OF		ORDER (1)	- -	+	- +		

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CG	G	KS	ET	EA	EA	EA	EA	EA	EA
++	BE	OUT OF	ORDER (2)	- -	-	- -			
++	BE	OUT OF	PLACE	- -	+	- +			
- +	BE	OUT OF	PRINT	- +	-	- +			
- +	BE	OUT OF	SEASON	- +	-	- -			
+ -	BE	OUT OF	SORTS	- -	-	- +			
- +	BE	OUT OF	STOCK	- +	-	- -			
++	BE	OUT OF	STYLE	- +	+	- +			
+ -	BE	OUT OF	TOWN	- -	+	- -			
+ -	BE	OUT OF	WORK	- -	-	- -			
++	BE	OUT OF	N'S CLUTCHES	- -	+	++			
++	BE	OUT OF	N'S HAIR	- -	+	++			
++	BE	OUT OF	N'S LINE	- -	-	- -			
++	BE	OUT OF	N'S WAY	- -	+	++			
+ -	BE	OUT OF	POSS-0 DEPTH	- -	+	- -			
+ -	BE	OUT OF	POSS-0 ELEMENT	- -	+	- -			
+ -	BE	OUT OF	POSS-0 HEAD	- -	-	- -			
+ -	BE	OUT OF	POSS-0 MIND	- +	-	- -			
+ -	BE	OUT OF	POSS-0 SENSES	- -	-	- -			
+ -	BE	OUT OF	POSS-0 TREE	- -	-	- -			
++	BE	OUT OF	THE ORDINARY	- -	-	- -			
++	BE	OUT OF	THE QUESTION	- -	-	- -			
++	BE	OUT OF	THE RED	+ -	+	++			
++	BE	OUT OF	THE RUNNING	- -	+	- +			
++	BE	OUT OF	THE SWIM	- -	+	- -			
++	BE	OUT OF	THE WAY	- +	+	++			
++	BE	OUT OF	THIS WORLD	- -	-	- -			
+ -	BE	OUT TO	LUNCH	- -	-	- -			
+ -	BE	OVER	AGE	- -	-	- -			
++	BE	OVER	N'S HEAD	- +	-	- -			
+ -	BE	OVER	THE EIGHTY	- +	-	- -			
+ -	BE	OVER	THE HILL	- -	+	- -			
++	BE	OVER	THE HUMP	- -	+	- -			
++	BE	THROUGH	HELL AND HIGH WATER	++	-	- -			
++	BE	THROUGH	THICK AND THIN	- +	-	- -			
- +	BE	TO	NO AVAIL	- -	-	- -			
++	BE	TO	THE POINT	++	+	- +			
+ -	BE	UNDER	AGE	- -	-	- -			
++	BE	UNDER	FIRE	++	-	- +			
- +	BE	UNDER	HAND	- -	-	- -			
++	BE	UNDER	LOCK AND KEY	- -	-	- +			

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++	BE	UNDER		PAR	--	-	--
++	BE	UNDER		WAY	--	+	--
++	BE	UNDER		WRAPS	+-	-	+-
++	BE	UNDER	A	CLOUD	+-	-	+-
-+	BE	UNDER	THE	TABLE	--	-	--
+-	BE	UNDER	THE	WEATHER	--	-	+-
++	BE	UP		SHIT('S) CREEK	--	-	--
+-	BE	UP	A	TREE	--	-	--
+-	BE	UP	IN	ARMS	--	+	+-
++	BE	UP	N'S	ALLEY	--	-	--
++	BE	UP	N'S	STREET	--	-	--
++	BE	UP	THE	POLE	--	-	--
++	BE	UP AGAINST		IT	+-	-	--
+-	BE	UP BEFORE	DET	JUDGE	++	-	--
+-	BE	UP BEFORE	THE	BEAK	++	-	--
+-	BE	UP BEFORE	THE	MAGISTRATE	++	-	--
++	BE	UP FOR		AUCTION	++	-	+-
++	BE	UP FOR		GRABS	++	-	+-
++	BE	UP FOR		SALE	++	-	+-
-+	BE	UP IN	THE	AIR	--	-	++
++	BE	UP TO		DATE	+-	+	++
++	BE	UP TO		PAR	+-	-	+-
++	BE	UP TO		SCRATCH	+-	-	+-
++	BE	UP TO		SNUFF	+-	-	+-
+-	BE	UP TO		SOMETHING	--	+	--
+-	BE	UP TO	NO	GOOD	--	+	--
+-	BE	UP TO	POSS-O	NECK	--	-	--
++	BE	UP TO	THE	MARK	+-	-	++
+-	BE	WITH		CHILD	--	-	--
++	BE	WITH		IT	--	+	++
++	BE	WITHIN		EARSHOT	+-	+	++
++	BE	WITHIN		ELBOW-REACH	+-	+	++
++	BE	WITHIN		SPITTING DISTANCE	+-	+	++
++	BE	WITHIN	THE	LAW	+-	-	++