

Participants	Volitionality	Telicity	Anim S/P	Stative/dynamic	Event	Description	Clip file name (.mp4/.mpg)
1	vol	tel	an	dyn	<b>1 sit down</b> <i>2 stand up</i>	<b>Person sitting down.</b> Person standing up.	<b>C14_sit_down_01</b> P21_stand_up_02
1	vol	atel	an	stat	<b>3 stand</b> <b>4 lie</b>	Person standing. <b>Person lying on the ground.</b>	P17_stand_03 <b>C10_lie_04</b>
1	vol	atel	an	dyn	<b>5 dance</b> <i>6 run</i>	<b>People dancing.</b> Person running from the off into the off.	<b>C03_dance_05</b> P20_run_06
1	non-vol	tel	an	dyn	<i>7 wake up</i> <b>8 fall asleep</b>	Person waking up suddenly. <b>Person sitting, falling asleep.</b>	P04_wake_up_07 <b>C06_fall_asleep_08</b>
1	non-vol	tel	inan	dyn	<b>9 fill up</b> <i>10 go out</i>	<b>Glass being filled from bottle.</b> Flame goes out.	<b>C09_fill_up_09</b> P03_go_out_10
1	non-vol	atel	an	stat	<b>11 sleep</b> <i>12 be tall</i>	<b>Person sleeping.</b> Two people, one tall and one short	<b>C05_sleep_11</b> P05_be_tall_12
1	non-vol	atel	an	dyn	<b>13 laugh</b> <i>14 fall</i>	<b>Person laughing.</b> Person slipping and falling.	<b>C07_laugh_13</b> P09_person_fall_14
1	non-vol	atel	inan	stat	<i>15 be big</i> <b>16 be long</b>	One big and two small stones. <b>One long and three short logs.</b>	P18_be_big_15 <b>C17_be_long_16</b>
1	non-vol	atel	inan	dyn	<b>17 fall</b> <i>18 burn</i>	<b>Coconut falling.</b> Burning house.	<b>C15_fall_17</b> P10_burn_18
2	vol	tel	an	dyn	<i>19 wake s.o. up</i> <b>20 run to s.o.</b>	Person waking another person up. <b>Child running a longer distance to parent.</b>	P07_wake_up_person_19 <b>C12_run_to_person_20</b>
2	vol	tel	inan	dyn	<b>21 eat sth</b> <i>22 wash sth</i>	<b>Person eating a banana.</b> Person washing plate.	<b>C11_eat_banana_21</b> P16_wash_plate_22
2	vol	atel	an	stat	<b>23 lean on s.o.</b> <i>24 hold s.o.</i>	<b>Child leaning on parent.</b> Person holding child.	<b>C02_lean_on_person_23</b> P15_hold_person_24
2	vol	atel	an	dyn	<b>25 pull s.o.</b> <i>26 smell (i.e. sniff at) s.o.</i>	<b>A pulling B.</b> A sniffing at B, makes disgusted face	<b>C01_pull_person_25</b> P01_smell_person_26
2	vol	atel	inan	stat	<b>27 lean on sth</b> <i>28 hold sth</i>	<b>Person leaning on house.</b> Person hugging a tree.	<b>C21_lean_on_house_27</b> P13_hold_tree_28
2	vol	atel	inan	dyn	<b>29 pull sth</b> <i>30 smell (i.e. sniff at) sth</i>	<b>Child pulling a log.</b> Person sniffing at food, making disgusted face.	<b>C18_pull_log_29</b> P02_smell_food_30
2	non-vol	tel	an	dyn	<i>31 fall onto s.o.</i> <b>32 step on s.o.</b>	Banana drops on person's stomach <b>Child stepping on lying person.</b>	P19_fall_onto_person_31 <b>C04_step_on_person_32</b>

2	non-vol	tel	inan	dyn	<b>33 step on sth</b> 34 <i>fall onto sth</i>	<b>Person stepping on a banana.</b> Banana falling onto log.	<b>C20_step_on_banana_33</b> P11_fall_onto_log_34
2	non-vol	atel	an	stat	<b>35 be afraid of s.o.</b> 36 <i>bend person</i>	<b>Child afraid of snake.</b> Rock bending someone's back	<b>C08_be_afraid_of_snake_35</b> P08_bend_person_36
2	non-vol	atel	an	dyn	37 <i>hear s.o.</i> <b>38 bump into s.o.</b>	A hears B calling out and turns head <b>A bumping into B</b>	P12_hear_person_37 <b>C13_bump_into_person_38</b>
2	non-vol	atel	inan	stat	39 <i>bend sth</i> <b>40 be afraid of sth</b>	Log lying on a plank and bending it. <b>Person afraid of axe</b>	P14_bend_plank_39 <b>C19_be_afraid_of_axe_40</b>
2	non-vol	atel	inan	dyn	41 <i>hear sth</i> <b>42 bump into sth</b>	A hears noise and turns head <b>Person walking into a tree.</b>	P06_hear_noise_41 <b>C16_bump_into_tree_42</b>