

break	catch	win	fly	sell	choose	dig	hear	lose (at)
begin	have	cost	meet	keep	cut	lose (sth)	make	let
fall	draw	drink	deal	give	come	lie	lend	sink
beat	arise	build	eat	bend	bleed	hang	say	understand
freeze	bite	leave	hit	stick	teach	bet	quit	sting
bear	buy	forget	run	mean	go	ride	feed	forbid

do	light	find	forgive	bring	sit	dream	read	sweep
blow	ring	learn	hurt	fight	become	put	drive	write
lead	see	grow	wear	send	feel	pay	shake	shine
kneel	tell	set	shrink	hold	sleep	spend	speak	shoot
sing	spell	steal	stink	take	think	swim	know	spin
swear	tear	get	hide	stand	burn	be	wake	shut