be	
become	
begin	
blow	
break	
bring	
build	
buy	
catch	
choose	
come	
cost	
cut	
do	
draw	
drink	
drive	
eat	
fall	
feel	
fight	
fly	
forget	
get	
give	
go	
grow	
have	
hear	
know	

learn	
leave	
lose	
make	
meet	
pay	
put	
read	
ride	
ring	
rise	
run	
say	
see	
sell	
send	
sing	
sit	
sleep	
speak	
spell	
spend	
swim	
take	
teach	
tell	
think	
throw	
understand	
win	
write	

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