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**SEMANTIC FUNCTIONS OF *-OR/-ER/-EE*
NOMINALIZATIONS**

BACHELOR THESIS

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INTRODUCTION

Nominalization as a matter of great concern of linguistic research has been analyzed widely over the last forty years from different theoretical viewpoints with fluctuating aims and formalisms (Sušinskienė, 2006: 11). There are raised different issues of the data and gives results employing different classifications, generalizations, and argumentation. Nominalization – the transformation of a verbal phrase into a nominal form is possible in most languages (Comrie and Thompson, 1990). Generally speaking, the process of nominalization refers to the use of a verb or an adjective into a noun, with or without morphological transformation, so that the word can act as the head of a noun phrase, e.g. *develop* → *development*, *close* → *closure*, *write* → *writing*, *beauty* → *beautiful*, *work* → *worker*, etc. To put in Quirk's et. al (1985: 1288) terms "Semantically nominalizations are thus usually related to a verb, such as involvement to involve, but they can also be related to an adjective, such as darkness to dark".

However, little research has been done in the analysis of identifying words derived from verbs which have *-er*, *-or*, and *-ee* suffixes. *Agentive* nominalizations are taken to correspond to a set of deverbal nouns which are morphologically derived by *-er* suffixation (e.g. *bake* → *baker*, *win* → *winner*, *run* → *runner*), a process which is sensitive to the argument structure of underlying verbal forms (cf. Keyser and Roeper, 1984). This theoretical position gives a prominent role to morphological processes, which are expected to account for both a syntactic generalization, i.e. there is a category change from a verb to a noun, and a semantic generalization, i.e. the derived noun refers to an individual who performs the action denoted by the verbal stem.

-Er nominalizations in present-day English show a wide scope of semantic, morphological and syntactic features. They may denote human beings (*teach* → *teacher*), objects (*tank* → *tanker*), and even immaterial things (*remind* → *reminder*). They may be formed out of verbs (*love* → *lover*), nouns (*garden* → *gardener*), geographic names (*London* → *Londoner*), and other word categories (*down* → *downer*, *foreign* → *foreigner*) (Mainz, 2009). Rappaport and Levin (1992) observed that these two generalizations quickly run into problems in light of derived nominalizations that denote *Instruments* (e.g. *open* → *opener*, *parse* → *parser*, *propel* → *propeller*), and verbal forms that lack a correlated *agentive* noun (e.g. *die* → *dier*, *arrive* → *arriver*, *fear* → *fearer*) (Ibid).

The present study focuses on the peculiarities of semantic roles of verb-based *-er*, *-or* and *-ee* nominalizations.

The practical relevance of the work. Many theoretical foundations of nominalization have been extensively provided, however, studies in *-er*, *-or*, and *-ee* nominalizations are still a challenging question. There are quite a few reference works to mention: Lees (1968), Levin and Rappaport (1988), Lemmens (1998) studied semantics of *-er* nominalizations. Ryder (1991, 1999), Panther and Thornburg (2002) investigated a purely semantic or conceptual analysis of *-er* derivation. Barker (1998), Booij and Lieber (2004), and Munõz (2003) explored *-ee* suffixation, while Heyvaert (2003, 2007) provided systematic analysis of *-er* and *-ee* nominalizations. In general linguistics and particularly in the grammar of English the issue of semantic functions of *-er*, *-or*, and *-ee* deverbal nominalizations has been given comparatively little attention, therefore the research in this field is necessary useful and interesting.

The aim of the present study is to analyze the derivational, transformational, and semantic peculiarities of *-er*, *-or*, and *-ee* nominalizations.

To verify the aim, the following **objectives** have been set:

- 1) To review the theory of nominalizations.
- 2) To make the inventory of the nominalizations having suffixes *-er*, *-or*, *-ee*.
- 3) To classify the selected examples according to their semantic functions.
- 4) To show the relative frequency of the examples under consideration.

Like many corpus investigations, this study deals with both *qualitative* and *quantitative methods*.

In order to deliver the *qualitative* results, the following methods have been applied:

- 1) The sampling method was employed in order to compile a corpus of *-er*, *-or*, and *-ee* nominalizations.
- 2) By means of descriptive method, the selected examples were classified, analyzed and described.
- 3) By means of transformational method, the source verb was shown a nominalization was derived from.

For the *quantitative* results, the statistical method was used with the purpose to show the relative frequency of *-er*, *-or*, and *-ee* suffixations as well as the frequency of semantic functions.

The **novelty** of the work. Pro tempore nominalizations with *-er*, *-or*, and *-ee* suffixes were insufficiently investigated, therefore there is very little information concerning their semantics, classification of participants, etc. This thesis presents a new approach of classification of verb-based *-er*, *-or*, and *-ee* nominalizations into participants.

The scope of the present study is 1225 verb-based nominalizations containing suffixes *-er* (1034 tokens), *-or* (161 tokens), and *-ee* (30 tokens). The examples were selected from the “*Oxford Advanced Learner’s Dictionary of Current English*” by A. S. Hornby [CD-ROM] (2005), henceforth (Oxf). This dictionary is the largest monolingual dictionary written for non-native speakers. Moreover, “*Oxford Advanced Learner’s Dictionary of Current English*” focuses on current meaning, omitting outdated uses and etymology. This dictionary is based on the British National Corpus, the Oxford Corpus Collection and the Oxford Reading Programme for language research. Additionally, “*Oxford Advanced Learner’s Dictionary of Current English*” contains a Compass [CD-ROM] that provides the electronic version of the dictionary and facilitates the search of words, supplies additional information on word origin and pronunciation as well. Furthermore, this dictionary has a version on the Internet: www.oup.com/elt/oald.

The structure of the work. The research consists of Introduction, Theoretical and Empirical parts, Conclusions, References, Sources and Appendix. The Introduction presents the aim of the work, as well as the practical relevance, novelty and practical value of the research. Section 1 designates the theoretical review of nominalizations, and discusses *-er* and *-ee* derivation. Section 2 reveals methodological assumptions. In section 3 the semantic roles are presented that will be discussed further. Section 4 introduces the semantic roles of *-er*, *-or*, and *-ee agentive* nominalizations while section 5 – *non-agentive* nominalizations. In section 6 the *spatial circumstances* are discussed and statistical data are indicated. Furthermore, section 7 summarizes the contribution toward *-er*, *-or*, and *-ee* nominalizations. Finally, References, Sources, and Appendix are included.

Practical value of the work. We presume that our research and the data collected for it might be useful for students conducting research in English lexicology.

Dissemination of research results. On the basis of the material of the present study a presentation was given at “XIV Scientific works of students – 2010” dedicated to the 165th birth anniversary of Juozapas Miliauskas-Miglovara and the 130th of Jonas Krikščiūnas-Jovaras, Faculty of Humanities (Šiauliai), 8 April, 2010.

A survey of theoretical issues necessary for the analysis is presented below.

1. THEORETICAL REVIEW OF NOMINALIZATIONS

The study of nominalizations was commenced in the 1980's by the work of functional grammarians. They introduced two divergent directions of the investigation of nominalizations: the first was more theoretical, proposed by Jackendoff (1981), Dik (1985), Mackenzie (1998), and McCawley (1999). These linguists concentrated on the study of nominalizing transformations. The second investigation of nominalizations contained a less 'formalist' direction, which results in Halliday's general theory of the phenomenon of nominalization, pointed out by him as 'grammatical metaphor' (1985) (Sušinskienė, 2006: 21). The works of Halliday (1985; 1994), Halliday and Martin (1993), Martin (1992), Thompson (1997), Downing and Locke (1992), Eggins (1994) are the most noteworthy. According to Halliday, a nominalization is the consequence of the metaphorization of the *Process*. Nominalization is a linguistic mechanism whereby the *Process* is perceived as an *Entity*. The linguist identifies six types of process: material, mental, relational, behavioural, verbal, and existential (1985: 102- 143). Downing and Locke (1992: 149) claim that, "here grammar borders on lexis, and different languages have different means of visualizing one semantic function as if it were another. There is usually some slight difference in meaning, as there is when these are translated into another language".

The systemic-functional approach to nominalizations is closely related to the notion of grammatical metaphor. As Heyvaert (2003: 65) points out, "nominalization is presented as a major resource for the creation of 'metaphorical' rather than 'typical' or 'congruent' lexicogrammatical realizations of semantic categories". The systemic-functional perspective on nominalizations is closely tied up with the paradigmatic features of a nominalization: to fully understand the meaning of a nominalization, the comprehension of both the metaphorical and the congruent realization are of crucial significance.

Ravelli (1988: 141) presents two devices which can be used in the investigation of metaphorical realization of processes as deverbal nouns: derivation and agnation. 'Derivation' is the essential tool of turning processes into participants denoted by deverbal nouns. He uses

the term ‘agnation’ to designate the relation between a nominalized structure and its non-nominal counterpart (e.g. *his death* → *he died*). The use of agnation in the metaphorical analysis of nominalizations enables us to fully grasp the sense of the metaphorical expression of the process by comparing it to the agnate form corresponding to its congruent realization. Heyvaert (2003: 70) draws attention to the fact that, “each verb-based nominalization can be related to one congruent agnate”.

It should be observed, however, that neither Halliday nor his followers explicitly spoke of a transpositional relationship between a nominalization and the respective ‘agnate’ clause. Therefore, for instance, Ravelli (1999: 77) argues that any metaphorical expression has an agnate form in its congruent realization. The rewording of a metaphorical expression into a congruent one is referred to as ‘unpacking’ the grammatical metaphor. The ‘unpacking’ congruent structure or the respective proposition should be considered as the source of the nominalization. The investigation of nominalizations would be unproductive and unrevealing if it were not systematically related to their underlying structure. The linguist Heyvaert (2003: 65) claims that, “one of the most important tenets of the metaphorical interpretation of nominalizations is that, to fully grasp the meaning of a nominalization, the identification and analysis of both the metaphorical and the congruent realization are essential”. A similar idea has been suggested by Martin (1992: 17), “the level of grammar can be used to provide an interpretation of the “literal” meaning of metaphorical structures and the meaning of congruent one; the level of semantics can then be deployed to construct additional interpretations for metaphorical expressions (their “figurative” or “transferred” meaning)”. While a nominalization like *his death* and its congruent structure *he died* are not synonymous, they are nonetheless systematically related in meaning: they are “plausible representations of one and the same non-linguistic state of affairs (Halliday, 1994: 344). In other words, they are agnate (i.e. semantically and structurally related structures).

To investigate and compare the facets of nominalizations with suffixes *-er*, and *-ee*, a theoretical review must be provided to which the following subsections are devoted.

1.1. Nominalizations in *-er* derivation

The suffix *-er* still prototypically produce a nominalization of which the referent is the *Agent* (nomina agentis) that can designate human *Agents* (*to achieve* → *achiever*, *to arrange* → *arranger*, *to breed* → *breeder*), *Animate Agents* (*to warble* → *warbler*, *to stride* → *water strider*), *Inanimate Agents* (*to sweep* → *carpet sweeper*, *to react* → *reactor*). Except for *Agents*, the *-er* suffix can denote *non-agentive* participants as the *Affected* (*to crack* →

fire-cracker, to enhance → enhancer), the *Effected* (*to turn → page-turner, to slash → slasher*), *Instruments* (*to boost → booster, to hang → cloth hanger*), *Containers* (*to hold → holder, to lock → locker*), etc. The suffix *-er* goes back to Old English, wherein the source affix *-ere* was used in three different meanings with a person connected to it: 1) profession (*to bake → baker, to cobble → cobbler*), 2) agent (*to make → maker*), 3) residential (*island → islander*) (Lees, 1968: 69). The *agentive* suffix *-er* might have been blended with the Romance professionals: *-ier* from Old French (e.g. *charpentier → carpenter*), *-arius* from Latin (e.g. *grossarius → grocer, carpentarius → carpenter*). English has a constant process for the construction of names with suffixes *-er* for *Agents* of the actions. According to Lees (Ibid), “These Agentive Nominals <...> are <...> substitutable not for abstract but for concrete Nominals.” Moreover, the treatment of the verb phrase according to this transformation is like that for the Action Nominal, for example: strictly transitive verbs always take of before the object, and no copulative or middle verbs appear as *agentives* at all. All ‘activity’ verbs have a derivative in *-er* referring to the *Agent*, but in some cases another derivative, generally a sort of ‘professional’ noun, is far more mostly used and tends to replace the *agentive* Nominal in some uses (Ibid). Lees (1968: 69) gives an observation of this contrast apropos:

He is selling the car. He is the seller of the car.
He is cooking the meat. He is the cooker of the meat.
He is guarding the money. He is the guarder of the money.
He studies the book. He is the studier of the book.

Furthermore, *Instruments* containing *-er* suffixes are predominant in Modern English (e.g. *to open → tin-opener, to erase → eraser, to drive → screwdriver*); however, they are not found among Old English *-er* nominalizations.

The question of *Instruments* is bewildering. Heyvaert (2007) points out that, “Instruments by definition hover between being able to carry out a process themselves (as agent-like participants) and letting others carry it out (as non-agentives)”. The linguist classifies *Instruments* into *non-agentive* nominalizations where the *Agent* performs a particular action (e.g. *to stroll → stroller, to walk → walker*). The other side of the coin is that, Heyvaert draws attention to the fact that *agent-like Instruments* emphasize *agent-like* ability of the tool (e.g. *to ventilate → ventilator, to transmit → transmitter*). Moreover, the linguist (Ibid) states that, “A larger group of instrumental *-er* nouns lies in between the agentive and non-agentive type: depending on which perspective is chosen, they can be conceived as either agentive or non-agentive”. However, in our work *Instruments* are

designated as *non-agentive* nominalizations, therefore it is complicated to prescribe one or another nominalization to an *agent-like* or *non-agentive* group.

As stated above, nominalizations with the suffix *-er* can denote *agentive* and *non-agentive* entities that highlight cases of lexical ambiguity. Nominalizations such as *fixer*, *walker*, for instance, perform *agentive* and *patientive* (*non-agentive*) entities: *fixer* either designates ‘a person who arranges things for other people, sometimes dishonestly’ or ‘a chemical substance used in photography’, *walker* profiles ‘a person who walks usually for pleasure or exercise’, and ‘a frame with wheels and a harness for a baby who can walk around a room, supported by the frame’. The *agentive* and *non-agentive* awareness of these *-er* nominalizations constitute irreducible meanings in their own right.

Having analyzed nominalizations with the suffix *-er*, it is purposeful to survey nominalizations containing the suffix *-ee*.

1.2. Nominalizations in *-ee* derivation

Deverbal nominalizations with the suffix *-ee* entered the English language in the 16th century. They were loans from Old French (e.g. *donee*/ *donor*, *lessee*/ *lessor*, *feoffee*/ *feoffor*). They were coined as counterparts of *agentive* nominalizations in *-er*, *-or* and used in legal texts. The suffix *-ee* was an anglicized version of the feminine form of the French past participle suffix (e.g. *assigné(e)*; *appelé(e)*; *donné(e)*) which is still visible in the American English version of *divorcee*, i.e. *divorcé* (Marchand, 1969: 267).

Furthermore, Muñoz (2003: 147) designates *-ee* derivations as ‘Undergoers’ and the notion is interpreted as “the participant that the speaker is presenting as being most affected by the action”. The suffix *-ee* usually profiles the *Affected (Patient)* (e.g. *to appoint* → *appointee*, *to deport* → *deportee*) or the *Recipient (Beneficiary)* (e.g. *to pay* → *payee*, *to employ* → *employee*) of the nominalized verb and has been defined as ‘*patientive*’ or ‘*passive*’. However, the suffix *-ee* can denote *agentive* nominalizations (e.g. *to devote* → *devotee*, *to examine* → *examinee*). The phenomenon of *agentive -ee* nominalizations is perplexing. Bauer (1983: 250) assumes that, “there is a plethora of suffixes for indicating persons without a ‘patient’ meaning (*-er*, *-ist*, *-ite*, *-man*, etc)”.

In addition, native speakers often find unfamiliar words in *-ee* as ‘weird or non-standard’. Therefore, the *-ee* derivation is ‘less than fully productive’ or only ‘robustly semi productive’ (Barker 1998: 704). It differs significantly from derivation in *-er* – whose productivity is ‘effortless’ – and its productivity is robust in that there is no clear evidence that the degree to

which *-ee* is productive has transmuted into any qualitative way over the past two hundred years (Ibid).

Having observed the theoretical assumptions of *-er*, and *-ee* nominalizations, the methodology of the study should be introduced.

2. THE METHODOLOGY OF THE RESEARCH

The research on *-er*, *-or* and *-ee* nominalizations consists of 7 parts. Firstly, by means of the sampling method, deverbal nominalizations with suffixes *-er*, *-or*, and *-ee* were selected. The descriptive method was used to classify and describe the compiled examples according to their semantic roles into *agentive* participants (the *Agent* (animate and inanimate), the *Senser*, the *Sayer*, the *Carrier*), *non-agentive* participants (the *Affected*, the *Effected*, the *Recipient*, the *Phenomenon*, the *Verbiage*, the *Instrument*, the *Container*, the *Means*), and into the *spatial circumstances* (the *Locative*, and the *Time*). By means of the transformational method compiling examples from the dictionary words containing *-er*, *-or*, and *-ee* suffixes were checked. If a verb was indicated the first in the dictionary then the nominalization was derived from the source verb and this example was included in the data, if a noun was designated the first, the word was not a deverbal nominalization and it was excluded. Secondly, the definitions of the selected nominalizations were presented. The major source of the material was a monolingual dictionary. The scope of the research is 1225 verb-based nominalizations containing suffixes *-er* (1034 tokens), *-or* (161 tokens), and *-ee* (30 tokens). The nominalizations were collected from the following dictionary: Oxford Advanced Learner's Dictionary of Current English (2005).

After the nominalizations were gathered from the source, they were analysed according to *-er*, *-or*, and *-ee* suffixes. The results of the analysis have been statistically arranged by the means of "WordSmith Tools 5.0" programme. This programme is created for looking at how words behave in texts. The programme enables a person to use the tools to find out how words are used in various texts. The "WordList" tool lets a user see a list of all the words or word-clusters in a text, set out in alphabetical or frequency order. The concordancer, "Concord", opens up an opportunity to see any word or phrase in context in order to so see what sort of company it keeps. "KeyWords" enables to find the key words in a text. "WordSmith Tools 5.0" programme has been used by Oxford University Press in preparing dictionaries, by language teachers and students, and by scholars exploring language patterns in

different languages from all countries of the world (Scott, 2010). We used the “Concord” tool. Firstly, the file with the examples was loaded into this programme, then in the field were written wanted *-er*, *-or*, and *-ee* suffixes, and the programme immediately introduced the statistical data that will be revealed in the empirical part of the thesis.

Having observed the methodology of the study, the following section will investigate the semantic functions of *-er*, *-or*, and *-ee* nominalizations.

3. THE REALIZATION OF SEMANTIC ROLES

The study of language as a means of communication has become a vital aspect in linguistic studies. To quote Van Valin and LaPolla (2002: 82), “the communicative functions of language are central to the analysis of its structure, and one (but not the only) function of language is reference and predication, that is, representing things that happen in the world (or a possible fictional world) and the participants involved in those situations”. The content of the communication is a situation, which does not refer directly to an extralinguistic reality which exists in the real world, but rather to the speaker’s conceptualization of it. The constituents of this conceptualization of reality are semantic functions, or roles: processes, participants and circumstances.

The pivot of any situation is the *Process*. The process is expressed by a verb. Halliday (1985) distinguishes the following types of processes (verbs): material, behavioural, mental, verbal, relational, and existential. These six process types represent different degrees of dynamism: ranging from material process as the most dynamic to the least dynamic – existential.

When the process is nominalized (i.e. when it is turned into a participant) it performs semantic functions (roles). To cite Lester (1971: 24), “The nominalization process produces a variety of surface forms with the same underlying meaning”. To put in other terms, the process of nominalization produces a variety of participants having the same meaning as the underlying verb.

The semantic roles are expressed by participants that commence a certain state of concern. In this part of the study, the attention is focused on the semantic functions (roles) of the nominalized processes. The aim of this chapter is to establish the following semantic roles: the *Agent*, the *Senser*, the *Sayer*, the *Carrier*, the *Affected*, the *Effected*, the *Recipient*, the *Phenomenon*, the *Verbiage*, the *Instrument*, the *Container*, the *Means*, the *Locative*, and the *Time*. Such participants “have roles in the states of affairs, much the same way actors and

props have roles in a play” (Van Valin and LaPolla, 2002: 4). Each process is related to different participant functions that will be discussed in the following sections of the thesis.

4. THE REALIZATION OF AGENTIVE NOMINALIZATIONS

To *agentive* nominalizations (i.e. participants that carry out the actions themselves) belong *Agents*, *Sensors*, *Sayers*, and *Carriers*. Agentivity, after Cruse (1973), as referred to by Valeika (1998: 20-21), should include the following features:

- 1) *volitive* (this feature is present when an act of will is stated or implied, as willing is a kind of doing, whether what is willed is a state, a process or action, e.g. *What John did was not to eat for two days*);
- 2) *effective* (this feature is present in a sentence which refers to something which exerts a force, not by virtue of an internal energy source, but because of its position or motion, e.g. *The flying stone broke the window*);
- 3) *initiative* (the meaning of the feature can be roughly put as follows: initiation of an action by giving a command; moreover, no single lexical item corresponds to it, but its presence can be seen in the context, e.g. *John galloped the horse around the field*);
- 4) *force* (this feature is present in any sentence referring to an action performed by an object which is regarded as using its own energy in carrying out the action; included amongst these objects are living things, certain types of machine, and natural agents, e.g. *John marched the prisoners across the yard*).

To sum up, the phenomenon of agency is quite complex, which includes such features as *volitive*, *effective*, *initiative*, and *force*, i.e. the use of one’s own energy to bring about or cause an event or initiate a process. *Agentive* -er, -or, -ee suffixes give rise to *agentive* nominalizations which will be explored in the next section.

4.1. The Animate Agent

Both *Animate* and *Inanimate Agents* are agnated to the material process that is one of the most salient types of processes that involve such physical actions as running, throwing, cooking, shooting, etc. The basic meaning of material processes is that “some entity does something, undertakes some action” (Eggins, 1994: 230). By the *Agent* we mean any entity

that is capable of operating itself or others, usually to bring about some change in the location or properties of itself or others. *Animate Agents* can be assorted into such groups: human beings (in some cases they may constitute collective nouns, e.g. companies), and animals. Consider examples with *Animate Agents* denoting **human beings**:

- 1) *To hunt* → *bargain hunter* ‘a person who is looking for goods that are good value for money, usually because they are being sold at prices that are lower than usual’; (Oxf)
- 2) *To snatch* → *cradle-snatcher* ‘(disapproving) a person who has a sexual relationship with a much younger person’; (Oxf)
- 3) *To hunt* → *fortune hunter* ‘a person who tries to become rich by marrying sb with a lot of money’; (Oxf)
- 4) *To hang* → *hanger-on* ‘(often disapproving) a person who tries to be friendly with a famous person or who goes to important events, in order to get some advantage’; (Oxf)
- 5) *To raise* → *hell-raiser* ‘a person who causes trouble by behaving loudly and often violently, especially when they have drunk too much alcohol’; (Oxf)
- 6) *To fly* → *high-flyer* ‘a person who has the desire and the ability to be very successful in their job or their studies’; (Oxf)
- 7) *To push* → *pen-pusher* ‘(informal, disapproving) a person with a boring job, especially in an office, that involves a lot of writing’; (Oxf)
- 8) *To stroll* → *stroller* ‘a person who is enjoying a slow relaxed walk’; (Oxf)
- 9) *To walk* → *walker* ‘a person who walks, usually for pleasure or exercise’. (Oxf)

Moreover, according to Heyvaert (2007) *agentive* lexicalized *-er* nominals can imply “a dynamic type of modality: *agentives* typically imply the dynamic **modality of ability (can)**”. For example:

- 10) *To teach* → *teacher* ‘a person whose job is teaching, especially in a school’; (Oxf)

- 11) *To bake* → *baker* ‘a person whose job is baking and selling bread and cakes’; (Oxf)
- 12) *To count* → *bean counter* ‘(informal, disapproving) a person who works with money, for example as an accountant and who wants to keep strict control of how much money a company spends’; (Oxf)
- 13) *To save* → *life-saver* ‘a lifeguard’; (Oxf)
- 14) *To print* → *printer* ‘a person or a company whose job is printing books, etc’; (Oxf)
- 15) *To hunt* → *coolhunter* ‘a person who is employed by a company to observe and talk to young people in order to find out what products and styles are becoming fashionable with them’; (Oxf)
- 16) *To mend* → *mender* ‘a person who mends sth’. (Oxf)

Some *agentives* also imply **regularity** or **persistent habit (will)**, for instance:

- 17) *To drive* → *back-seat driver* ‘a person who wants to be in control of something that is not really their responsibility’; (Oxf)
- 18) *To stir* → *stirrer* ‘a person who likes causing trouble, especially between other people, by spreading secrets’; (Oxf)
- 19) *To drive* → *drink-driver* ‘a person who drives a vehicle after drinking too much alcohol’; (Oxf)
- 20) *To drink* → *drinker* ‘1 a person who drinks alcohol regularly, especially somebody who drinks too much. 2 a person who regularly drinks the particular drink mentioned’; (Oxf)
- 21) *To do* → *evil-doer* ‘(formal) a person who does very bad things’; (Oxf)
- 22) *To breathe* → *heavy breather* ‘a person who gets sexual pleasure from calling sb on the telephone and not speaking to them’; (Oxf)
- 23) *To park* → *nosy parker* ‘(informal, becoming old-fashioned) a person who is too interested in other people’s affairs’; (Oxf)
- 24) *To revel* → *reveller* ‘a person who is having fun in a noisy way, usually with a group of other people and often after drinking alcohol’; (Oxf)
- 25) *To swing* → *swinger* ‘1 a person who is fashionable and has an active social life. 2 a person who has sex with many different people’. (Oxf)

As it was mentioned, *Animate Agents* may denote human beings constituting **collective nouns**. Consider the following examples:

- 26) *To broadcast* → *broadcaster* ‘a company that sends out television or radio programmes’; (Oxf)
- 27) *To cater* → *caterer* ‘a person or company whose job is to provide food and drinks at a business meeting or for a special occasion such as a wedding’; (Oxf)
- 28) *To conciliate* → *conciliator* ‘a person or an organization that tries to make angry people calm so that they can discuss or solve their problems successfully’; (Oxf)
- 29) *To distill* → *distiller* ‘a person or company that produces spirits (= strong alcoholic drinks) such as whisky by distilling them’; (Oxf)
- 30) *To pollute* → *polluter* ‘a person, company, country, etc. that causes pollution’; (Oxf)
- 31) *To promote* → *promoter* ‘a person or company that organizes or provides money for an artistic performance or a sporting event’; (Oxf)
- 32) *To hold* → *stakeholder* ‘a person or company that is involved in a particular organization, project, system, etc., especially because they have invested money in it’; (Oxf)
- 33) *To make* → *toolmaker* ‘a person or company that makes tools, especially ones used in industry’; (Oxf)
- 34) *To write* → *underwriter* ‘a person or organization that underwrites insurance policies, especially for ships’. (Oxf)

The last group of nominalizations consists of words denoting **animals**, **insects** and **birds**. Consider the examples below, respectively:

- 35) *To feed* → *bottom feeder* ‘a fish that feeds at the bottom of a river, lake or the sea’; (Oxf)
- 36) *To suck* → *bloodsucker* ‘an animal or insect that sucks blood from people or animals’; (Oxf)

- 37) *To feed* → *feeder* ‘an animal or plant that eats a particular thing or eats in a particular way’; (Oxf)
- 38) *To run* → *roadrunner* ‘a North American bird of the cuckoo family, that lives in desert areas and can run very fast’; (Oxf)
- 39) *To scavenge* → *scavenger* ‘an animal, a bird or a person that scavenges’; (Oxf)
- 40) *To slide* → *slider* ‘a freshwater turtle from North America’; (Oxf)
- 41) *To stride* → *water strider* ‘a pond skater’; (Oxf)
- 42) *To hammer* → *yellow-hammer* ‘a small bird, the male which has a yellow head, neck and breast’. (Oxf)

As the examples under the analysis show, all *agentive* nominalizations are derived by means of suffixes *-er*, *-or*, and *-ee*. The relative frequency of the suffixes is shown in Figure 1 below:

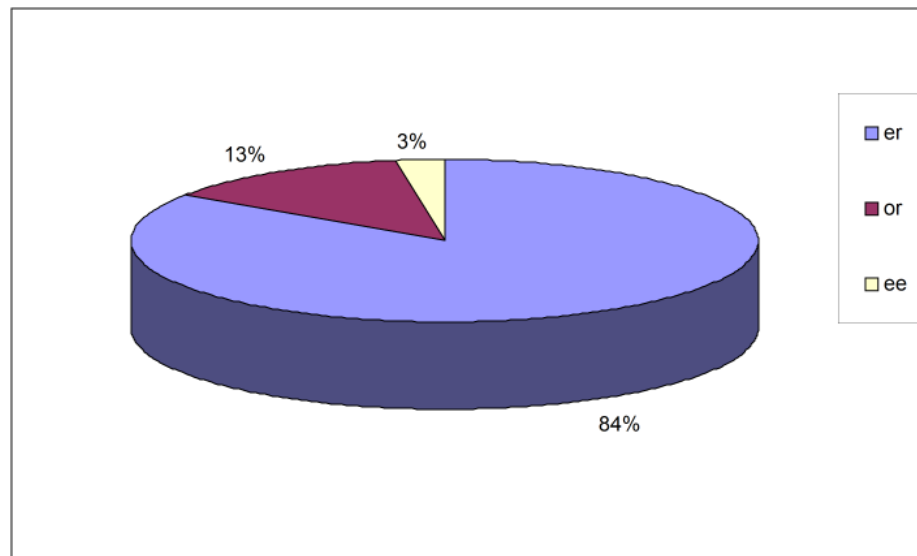


Figure 1. The relative frequency of *Animate Agents* with *-er*, *-or*, and *-ee* suffixes.

As it can be seen from Figure 1, the most frequent suffix was *-er*. It was accounted for 84 per cent (470 tokens) of *Animate Agents*. The suffix *-or* was amounted for 13 per cent (73 tokens). The suffix *-ee* was the least frequent. It was accounted for 3 per cent (14 tokens).

4.2. The *Inanimate Agent*

Generally speaking, *Agentive*, after (Fillmore (1968), as referred to by Valeika (1998: 18), is “<...> the case of the typically animate instigator of the action”. However, Cruse (1973) comparing two sentences *John overturned the dustbin* and *The wind overturned the dustbin*, postulates that it is difficult to see how the wind is any less of an *Agent* than *John* as we commonly describe *the sun*, *wind*, *frost*, etc., as ‘natural agents’, without attributing

animateness to them. According to Valeika (1998: 20), “It seems that inanimate objects can, as it were, acquire a temporary ‘agentivity’ by virtue of their kinetic (or other energy)”.

Fillmore (1968) classifies all inanimate ‘doers’ as *instrumentals*. However, in our study, we attempted to classify *Inanimate Agents* in more explicit groups, such as things, substances, machines, and plants.

Consider the examples below related to *Inanimate Agents* denoting abstract or concrete **things**:

- 43) *To contribute* → *contributor* ‘something that helps to cause sth’; (Oxf)
- 44) *To heal* → *healer* ‘something that makes a bad situation easier to deal with’; (Oxf)
- 45) *To kill* → *killer* ‘(informal) something that is very difficult, very exciting or very skilful’; (Oxf)
- 46) *To save* → *life-saver* ‘a thing that helps sb in a difficult situation; sth that saves sb’s life’; (Oxf)
- 47) *To save* → *saver* ‘something that helps you spend less money or use less of the thing mentioned’; (Oxf)
- 48) *To remind* → *reminder* ‘something that makes you think about or remember sb/sth, that you have forgotten or would like to forget’; (Oxf)
- 49) *To stun* → *stunner* ‘something, such as a piece of news, that is very surprising or shocking’. (Oxf)

Furthermore, the nominalizations containing *-er*, *-or*, and *-ee* suffixes may denote the concept of **plants**. For instance:

- 50) *To creep* → *creeper* ‘a plant that grows along the ground, up walls, etc., often winding itself around other plants’; (Oxf)
- 51) *To climb* → *climber* ‘a climbing plant’; (Oxf)
- 52) *To grow* → *grower* ‘a plant that grows in the way mentioned’; (Oxf)
- 53) *To oxygenate* → *oxygenator* ‘a water plant that puts oxygen into the water around it’; (Oxf)

54) *To ramble* → *rambler* ‘a plant, especially a rose that grows up walls, fences, etc’. (Oxf)

Inanimate Agents also may denote various **substances**. Consider the examples below:

55) *To bind* → *binder* ‘a substance that makes things stick or mix together in a solid form’; (Oxf)

56) *To conduct* → *semiconductor* ‘(technical) a solid substance that conducts electricity in particular conditions, better than insulators but not as well as conductors’; (Oxf)

57) *To conduct* → *superconductor* ‘a substance that has superconductivity’; (Oxf)

58) *To inhibit* → *inhibitor* ‘(chemistry) a substance which delays or prevents a chemical reaction’; (Oxf)

59) *To indicate* → *universal indicator* ‘(chemistry) a substance that changes colour when another substance touches it, indicating whether it is an acid or an alkali’; (Oxf)

60) *To soften* → *water softener* ‘a device or substance that removes particular minerals, especially chalk, from water.’ (Oxf)

The examples below constitute the group denoting various **machines**:

61) *To sweep* → *carpet sweeper* ‘a simple machine for cleaning carpets, with a long handle and brushes that go around’; (Oxf)

62) *To move* → *earth mover* ‘a vehicle or machine that digs up large quantities of soil’; (Oxf)

63) *To excavate* → *excavator* ‘a large machine that is used for digging and moving earth’; (Oxf)

64) *To generate* → *generator* ‘1 a machine for producing electricity. 2 a machine for producing a particular substance’; (Oxf)

65) *To mince* → *mincer* ‘a machine for cutting food, especially meat, into very small pieces’; (Oxf)

66) *To mow* → *mower* ‘a machine that cuts grass’; (Oxf)

- 67) *To blow* → *snowblower* ‘a machine that removes snow from roads or paths by blowing it to one side’; (Oxf)
- 68) *To dry* → *spin dryer* ‘a machine that partly dries clothes that you have washed by turning them round and round very fast to remove the water’; (Oxf)
- 69) *To synthesize* → *synthesizer* ‘an electronic machine for producing different sounds’; (Oxf)
- 70) *To trim* → *trimmer* ‘a machine for cutting the edges of bushes, grass and hedges’. (Oxf)

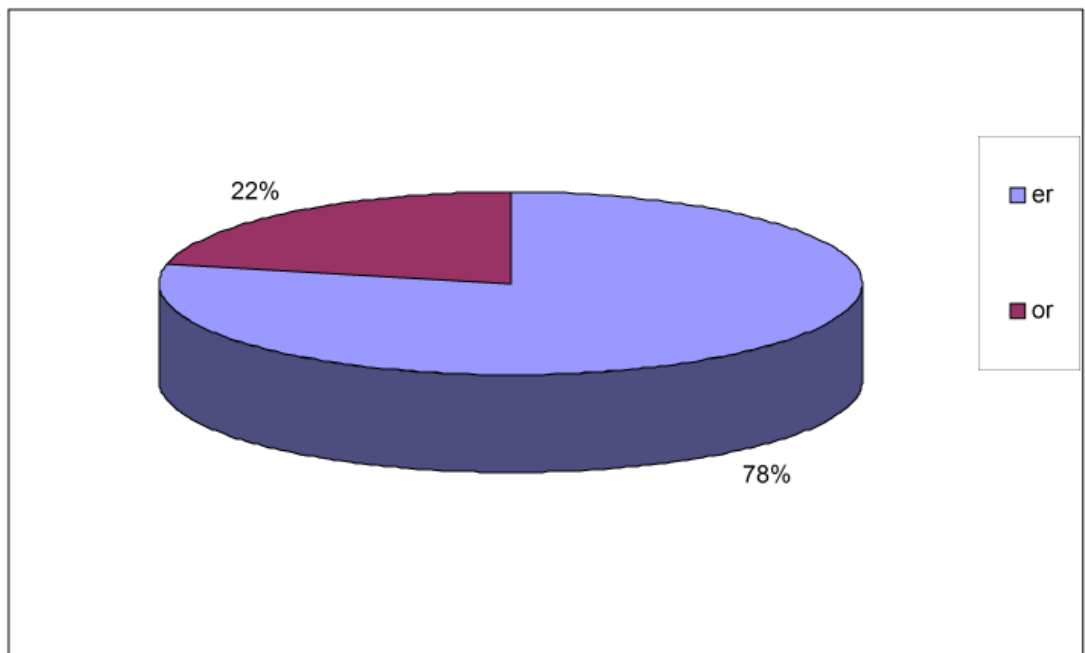


Figure 2. The relative frequency of *Inanimate Agents* having suffixes *-er*, *-or*, and *-ee*.

As it is evident from the figure above, the most frequent suffix was *-er*. It was accounted for 78 per cent (72 tokens), while the *-or* suffix was amounted for 22 per cent (20 tokens), and *-ee* suffixes were not found.

4.3. The *Senser*

The *Senser* is closer to the *agentive* group of *-er* nominalizations that derives from mental processes or processes of sensing. Halliday (1985: 107) provides 3 types of processes:

perceiving, cognition, and affection. The process of perceiving consists of 5 senses: *sight, hearing, touch, smell and taste*. The process of cognition expresses the process of knowing. It includes the stative verbs: *know, understand, guess, forget, remember, mean*, etc. The process of affection involves the verbs: *like, love, detest, loath, hate, enjoy, want*, etc. When the mental process is nominalized, it performs the semantic function of the *Senser*. For instance:

71) *To admire* → *admirer* ‘1 a person who admires sb/sth, especially a well-known person or thing. 2 a man who is attracted to a woman and admires her’; (Oxf)

72) *To think* → *free-thinker* ‘a person who forms their own ideas and opinions rather than accepting those of other people, especially in religious teaching’; (Oxf)

73) *To read* → *mind-reader* ‘(often humorous) a person who knows what sb else is thinking without being told’; (Oxf)

74) *To look* → *on-looker* ‘a person who watches sth that is happening but is not involved in it’; (Oxf)

75) *To see* → *overseer* ‘1(old-fashioned) a person whose job is to make sure that other workers do their work. 2 a person or an organization that is responsible for making sure that a system is working as it should’; (Oxf)

76) *To believe* → *unbeliever* ‘a person who does not believe, especially in God, a religion, etc. ’; (Oxf)

77) *To watch* → *watcher* ‘a person who watches and studies sb/sth regularly’; (Oxf)

78) *To worry* → *worrier* ‘a person who worries a lot about unpleasant things that have happened or that might happen’; (Oxf)

79) *To watch* → *clock-watcher* ‘(disapproving) a worker who is always checking the time to make sure that they do not work longer than they need to’. (Oxf)

From the examples above, we see that the nominalizations related to persons do not indicate concrete processes of doing: they denote what a person may feel or think. As noted by Eggins (1994: 242) “The *Senser*, who feels, thinks or perceives, must either be human or an anthropomorphized non-human”. To put in other terms, it must be conscious.

4.4. The Sayer

Verbal processes denote the processes of saying and symbolizing. Verbs denoting verbal processes are: *ask, declare, say, claim, state, mention*, etc. As noted by Halliday (1976: 167), “verbalization clauses differ from the others in that they accept only reports, not facts, as ‘processed’ phenomena: naturally, since they are ‘reporting’ clauses”. When a verbal process undergoes the process of nominalization we have the participant named the *Sayer* which is “a kind of *Agent* who is responsible for putting out a signal” (Halliday, 1985: 129). In similar view, as noted by Eggins (1994: 250), “The Sayer, the participant responsible for the verbal process, does not have to be a conscious participant (although it typically is), but anything capable of putting out a signal”. For instance:

- 80) *To bark* → *barker* ‘a person who stands outside a place where there is entertainment and shouts to people to go in’; (Oxf)
- 81) *To croon* → *crooner* ‘(old-fashioned) a male singer who sings slow romantic songs’; (Oxf)
- 82) *To say* → *doom-sayer* ‘a person who says that sth very bad is going to happen’; (Oxf)
- 83) *To negotiate* → *negotiator* ‘a person who is involved in formal political or financial discussions, especially because it is their job’; (Oxf)
- 84) *To rouse* → *rabble-rouser* ‘a person who makes speeches to crowds of people intending to make them angry or excited, especially for political aims’; (Oxf)
- 85) *To seduce* → *seducer* ‘a person who persuades sb to have sex with them’; (Oxf)
- 86) *To soothsay* → *soothsayer* ‘a person who is believed to be able to tell what will happen in the future’; (Oxf)
- 87) *To talk* → *talker* ‘a person who talks in a particular way or who talks a lot’; (Oxf)
- 88) *To cry* → *town crier* ‘a person whose job was to walk through a town shouting news, official announcements, etc’. (Oxf)

As it is seen from the examples above, the semantic functions of *Sayers* relate to the transfer of messages through language.

4.5. The Carrier

The participant in a relational process is termed the *Carrier*. The process itself has less meaning than do material processes and mental processes. According to Halliday (1994: 119)

“<...> relationality is defined as a semantic space that ranges from ‘being’ over circumstantial relations to ‘having’”. Generally, Hallidayan model indicates three types of relational process: intensive, circumstantial, and possessive. The process of intensive includes these verbs: *represent, express*, etc. The circumstantial process involves the verbs: *span, follow*, etc., while the process of possession is expressed by the verbs: *have, own, possess, contain*, etc. The *Carrier* can denote a person who owns some property, a thing, or carries things from one place to the other, consider the examples below:

- 89) *To bear* → *bearer* ‘(formal) a person who has sth with them or is the official owner of sth, such as a document’; (Oxf)
- 90) *To hold* → *cardholder* ‘a person who has a credit card from a bank, etc. ’; (Oxf)
- 91) *To license* → *licensee* ‘a person who has a licence to sell alcoholic drinks’; (Oxf)
- 92) *To hold* → *free-holder* ‘(law) a person who owns the freehold of a building or piece of land’; (Oxf)
- 93) *To occupy* → *owner-occupier* ‘a person who owns the house, flat / apartment, etc. that they live in’; (Oxf)
- 94) *To possess* → *possessor* ‘(formal or humorous) a person who owns or has a licence to make sth or to use sth’; (Oxf)
- 95) *To bear* → *ring bearer* ‘a person, usually a boy, who carries the rings for the bride and groom at a wedding’; (Oxf)
- 96) *To run* → *runner* ‘a person in a company or an organization whose job is to take messages, documents, etc. from one place to another’; (Oxf)
- 97) *To smuggle* → *smuggler* ‘a person who takes goods into or out of a country illegally’. (Oxf)

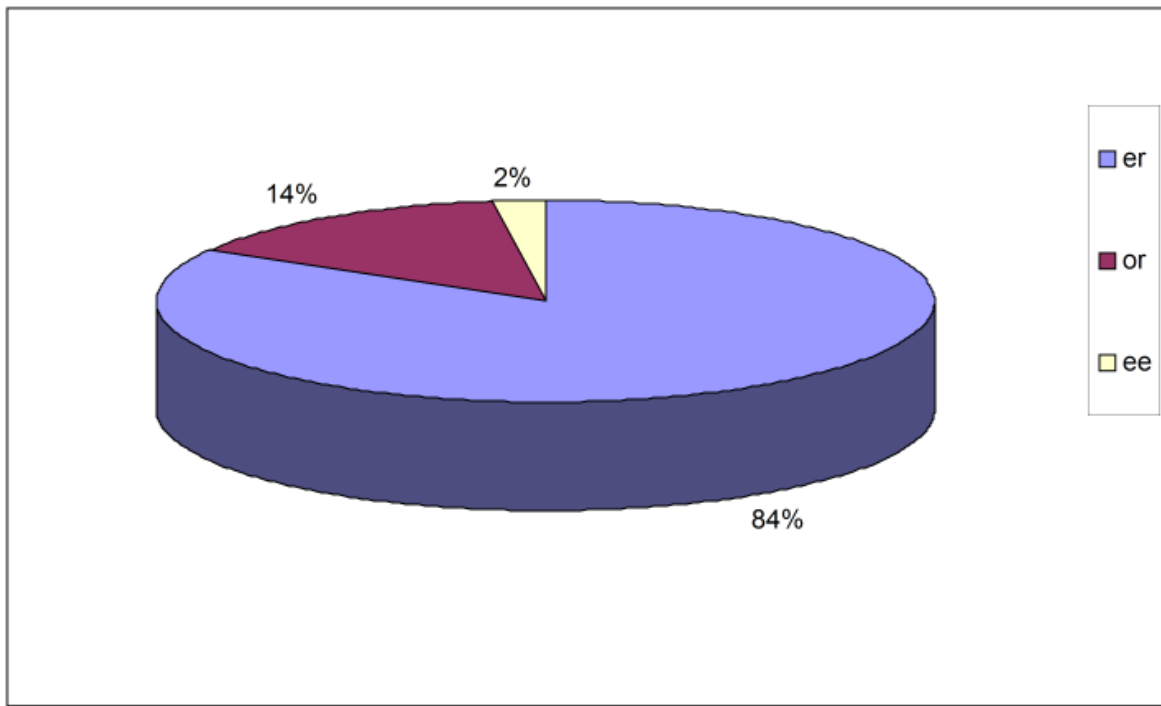


Figure 3. The relative frequency of *agentive* nominalizations with *-er*, *-or*, and *-ee* suffixes.

As one can see from the figure above, the major part of *agentive* nominals with suffixes *-er* was accounted for 84 per cent (626 tokens), *agentive* nominalizations containing *-or* suffixes amounted for 14 per cent (108 tokens), and the minor part of *agentive* nominalizations with *-ee* suffixes – 2 per cent (16 tokens).

The relative frequency of semantic functions (roles) is presented in Table 1 below:

Table 1. The semantic activeness of *agentive* nominalizations with suffixes *-er*, *-or*, *-ee*.

Semantic role	-er suffix	-or suffix	-ee suffix	Coverage (%)
Animate Agent	470	73	14	74 %
Inanimate Agent	72	20	0	12 %
Carrier	39	4	1	6 %
Senser	30	8	0	5 %
Sayer	15	3	1	3 %

As it can be seen from Table 1 above, the most frequent semantic role was the *Animate Agent* accounted for 74 per cent. The least frequent – the *Sayer* amounted for 3 per cent.

To conclude, *Animate Agents* and *Inanimate Agents* derive from the material processes and can denote: human beings (*agentives* denoting the dynamic modality of ability contain the professions/occupations of human beings, *agentives* that denote regularity or persistent habit

usually contain negative aspects of human beings) as well as animals, while *Inanimate Agents* denote things, substances, plants and machines. Furthermore, the *Senser* derives from the mental process and the *Sayer* – from the verbal process. Both of them denote persons who can feel and express their ideas orally. While the *Carrier* derives from the relational process and denotes persons who are owners of something or transporters. The other section will introduce the participants of *non-agentive* nominalizations.

5. THE REALIZATION OF *NON-AGENTIVE* NOMINALIZATIONS

To cite Heyvaert (2003: 87), “Most puzzling about *-er* nominalization is the occurrence of nominals that do not profile the Agent of the underlying process, the *-er* suffix being prototypically agentive”. To *non-agentive* participants we ascribe the following semantic functions (roles): the *Affected*, the *Effected (Result)*, the *Recipient*, the *Phenomenon*, the *Verbiage*, the *Instrument*, the *Container*, and the *Means*.

When nominalized, the material processes may yield such participants as the *Affected*, the *Effected (the Result)*, the *Recipient*, the *Instrument*, the *Container*, and the *Means*. The nominalization of the mental process gives rise to the *Phenomenon*. The semantic function of the *Verbiage* is agnated to the verbal process.

5.1. The *Affected*

As the term implies, the semantic function of the *Affected* is applied to things, which are affected by the situation. After Panther and Thornburg (2002) as referred to by Heyvaert (2007), observe semantic similarities between the *Affected* nominals and the *Instrumental* nominals such as *to broil* → *broiler* – a young chicken suitable for broiling or roasting, *to kill* → *pain-killer* – a drug that reduces pain, *to break* → *jaw-breaker* – a candy, *to scribble* → *scribbler* – a book with plain paper for writing in, especially for children at school. The latter, the authors indicate are “conceptually fairly close to *Instruments*” and are either “designed for a special purpose” or they contain “inherent properties that make the suitable for certain purposes”. Hence, all those mentioned words are appropriate for exceptional occasion and used only for one time.

It is significant to emphasize that the major part of the *Affected* nominals comprises words with the *-er* suffix. However, it cannot be clarified why the *agentive* suffix *-er* designates both the *Affected* and *Instrumental* entities that are suitable for a particular occasion.

The *Affected* semantic functions may be classified into such groups: words denoting food and drink and words denoting human beings. Consider the examples, which constitute the nominalizations related to **food or drink**:

98) *To bang* → *banger* ‘(informal) a sausage’; (Oxf)

99) *To make* → *boilermaker* ‘a drink of whisky followed immediately by a glass of beer’; (Oxf)

100) *To broil* → *broiler* ‘a young chicken suitable for broiling or roasting’; (Oxf)

101) *To crack* → *cracker* ‘a thin dry biscuit that is often salty and usually eaten with cheese’; (Oxf)

102) *To fry* → *fryer* ‘a young chicken that is suitable for frying’; (Oxf)

103) *To break* → *jaw-breaker* ‘a candy’; (Oxf)

104) *To suck* → *sucker* ‘lollipop’; (Oxf)

105) *To sweeten* → *sweetener* ‘a substance used to make food or drink taste sweeter, used instead of sugar’; (Oxf)

106) *To trot* → *trotter* ‘a pig’s foot, especially when cooked and eaten as food’.
(Oxf)

As it was already mentioned, the other group of the *Affected* nominalizations may denote **human beings who are affected** by some type of process. Consider:

107) *To appoint* → *appointee* ‘a person who has been chosen for a job or position of responsibility’; (Oxf)

108) *To deport* → *deportee* ‘a person who has been deported or is going to be deported’; (Oxf)

109) *To detain* → *detainee* ‘a person who is kept in prison, usually because of his or her political opinions’; (Oxf)

110) *To examine* → *examinee* ‘a person who is being tested to see how much they know about a subject or what they can do’; (Oxf)

111) *To intern* → *internee* ‘a person who is put in prison for political reasons, usually without a trial’; (Oxf)

112) *To lose* → *loser* ‘1 a person who is defeated in a competition. 2 a person who is regularly unsuccessful, especially when you have a low opinion of them’; (Oxf)

113) *To hope* → *no-hoper* ‘(informal) a person or an animal that is considered useless or very unlikely to be successful’; (Oxf)

114) *To select* → *selectee* ‘a person who is chosen for sth’; (Oxf)

115) *To sit* → *sitter* ‘a person who sits or stands somewhere so that sb can paint a picture of them or photograph them’. (Oxf)

As it is seen from the examples above, *-er*, *-or*, and *-ee* nominalizations denoting the *Affected* participants imply the meaning *patient*, i.e. the participant to whom some action is projected.

5.2. The *Effected*

The *Effected* semantic role is what is traditionally called the *Object of Result*. Halliday (1985: 104) calls this process ‘creative’ and the participant that results from it is called the *Goal*. The *Effected* participants (*Resulting* objects) are derived from material processes. With an *Effected* Object the situation cannot be questioned by “What did X do to Y”, but rather by

the question “What was brought into being was Y”. The nominalizations under investigation denoted types of **readings or films**. Consider the following examples, respectively:

- 116) *To sell* → *best-seller* ‘a product, usually a book, which is bought by large numbers of people’; (Oxf)
- 117) *To bust* → *blockbuster* ‘(informal) something very successful, especially a very successful book or film / movie’; (Oxf)
- 118) *To bust* → *bonkbuster* ‘(informal) a type of popular novel in which there is a lot of sex or romantic love’; (Oxf)
- 119) *To turn* → *page-turner* ‘a book that is very exciting’; (Oxf)
- 120) *To boil* → *potboiler* ‘(disapproving) a book, a play, etc. that is produced only to earn money quickly’; (Oxf)
- 121) *To slash* → *slasher* ‘a frightening film / movie, in which an unknown person kills a lot of people’; (Oxf)
- 122) *To sleep* → *sleeper* ‘a film / movie, play or book that for a long time is not very successful and then is suddenly a success’; (Oxf)
- 123) *To spoil* → *spoiler* ‘a newspaper story, book, etc. that is produced very quickly in order to take attention away from one produced by a competitor that appears at the same time’; (Oxf)
- 124) *To jerk* → *tearjerker* ‘a film / movie, story, etc. that is designed to make people feel sad’. (Oxf)

As it is seen from the examples above, only *-er* nominalizations denoting the *Effected* semantic roles may express various types of books, newspapers, movies, etc.

5.3. The Recipient

The process can be associated with a participant which receives the “goods”. This participant is called the *Recipient*. Typically, *Recipients* are animate and human. Consider the following examples, respectively:

- 125) *To address* → *addressee* ‘a person that a letter, etc. is addressed to’; (Oxf)

126) *To cash* → *cashier* ‘a person whose job is to receive and pay out money in a bank, shop / store, hotel, etc.’; (Oxf)

127) *To employ* → *employee* ‘a person who is paid to work for sb’; (Oxf)

128) *To inherit* → *inheritor* ‘a person who receives money, property, etc. from sb when they die’; (Oxf)

129) *To receive* → *official receiver* ‘a receiver’; (Oxf)

130) *To pay* → *payee* ‘(technical) a person that money or a cheque is paid to’. (Oxf)

To conclude, as one can see from the examples above, the *Recipient* denotes a person whom usually money, a letter, or a cheque are given.

5.4. The *Phenomenon*

The participant under this title belongs to the mental process. The *Phenomenon* is something or somebody that may be perceived, known, liked, etc. To quote Eggins (1994: 242) “The Phenomenon is that which is thought, felt or perceived by the conscious Senser”. It can denote a fact, a process or an entire situation, for example:

131) *To tease* → *brain-teaser* ‘a problem that is difficult but fun to solve’; (Oxf)

132) *To hang* → *cliffhanger* ‘a situation in a story, film / movie, competition, etc. that is very exciting because you cannot guess what will happen next, or you do not find out immediately what happens next’; (Oxf)

133) *To sicken* → *sickener* ‘(informal) something that makes sb very disappointed or disgusted’; (Oxf)

134) *To stun* → *stunner* ‘a person (especially a woman) or a thing that is very attractive or exciting to look at’; (Oxf)

135) *To tease* → *teaser* ‘a difficult problem or question’; (Oxf)

136) *To waive* → *waiver* ‘a situation in which sb gives up a legal right or claim; an official document stating this’; (Oxf)

137) *To beat* → *world-beater* ‘a person or thing that is better than all others’. (Oxf)

As it is seen from the examples, the *Phenomenon* generally denotes an exceptional situation, people, or an elaborate problem that torments a person.

5.5 The Verbiage

The *Verbiage* belongs to the verbal processes. It is a nominalized statement which expresses some kind of verbal behaviour (e.g. statement, retort, questions, answers, etc). *-Er*, *-or*, *-ee* nominalizations may express something what is said either in polite or very frequently in an offensive way. Consider the following examples, respectively:

138) *To bust* → *buster* ‘(informal) used to speak to a man you do not like’; (Oxf)

139) *To suck* → *cocksucker* ‘(taboo, slang) an offensive word used to insult sb, usually a man’; (Oxf)

140) *To tease* → *cock-teaser* ‘(taboo, slang) an offensive word used to describe a woman who makes a man think she will have sex with him when she will not’; (Oxf)

141) *To fuck* → *mother-fucker* ‘(taboo slang) an offensive word used to insult sb, especially a man, and to show anger or dislike’; (Oxf)

142) *To scrub* → *scrubber* ‘an offensive word for a prostitute or for a woman who has sex with a lot of men’; (Oxf)

143) *To work* → *sex worker* ‘a polite way of referring to a prostitute’; (Oxf)

144) *To slap* → *slapper* ‘an offensive word for a woman, used to suggest that she has a lot of sexual partners’; (Oxf)

145) *To suck* → *sucker* ‘(slang) used to refer in a general way to a person or thing, especially for emphasis’; (Oxf)

146) *To wank* → *wanker* ‘an offensive word used to insult sb, especially a man, and to show anger or dislike’. (Oxf)

To sum up, having observed the examples, it can be stated that *Verbiages* usually denote expletives.

5.6. The Instrument

As it was mentioned in the theoretical part, *Instruments* may carry a process themselves (*agent-like* participants) and letting others carry it out (*non-agentives*). The nominalizations under investigation may denote various tools and devices. Consider the examples, respectively:

- 147) *To grind* → *angle grinder* ‘a tool with a round turning part that cuts or polishes hard materials such as metal’; (Oxf)
- 148) *To beat* → *beater* ‘a tool used for beating things’; (Oxf)
- 149) *To open* → *bottle-opener* ‘a small tool for opening bottles with metal tops, for example beer bottles’; (Oxf)
- 150) *To chop* → *chopper* ‘a large heavy knife or small axe’; (Oxf)
- 151) *To scarify* → *scarifier* ‘a tool with sharp points used for removing moss, etc. from grass’; (Oxf)
- 152) *To scrape* → *scraper* ‘a tool used for scraping, for example for scraping mud from shoes or ice from a car’; (Oxf)
- 153) *To drive* → *screwdriver* ‘a tool with a narrow blade that is specially shaped at the end, used for turning screws’; (Oxf)
- 154) *To shave* → *shaver* ‘an electric tool for shaving’; (Oxf)
- 155) *To cut* → *wire-cutters* ‘a tool for cutting wire’. (Oxf)

As it is seen from the examples above, *-er*, *-or*, and *-ee* nominalizations indicating *Instruments* imply tools and devices that are used in household regularly.

5.7. The Container

The *Container* (holder) derives from the material processes. To cite Heyvaert (2007), the *Container* is a semantic role “relating two items of experience”. The Holder represents the non-volitional participant for whom /which the state obtains (Bache, 2000: 78). The nominalizations under investigation denoted **clothing**, for example:

- 156) *To bathe* → *bathers* ‘swimming costume, swimming trunks’; (Oxf)
- 157) *To blaze* → *blazer* ‘a jacket, not worn with matching trousers / pants, often showing the colours or badge of a club, school, team, etc. ’; (Oxf)
- 158) *To jog* → *joggers* ‘[pl.] soft loose trousers / pants, with elastic at the waist, that you wear for doing exercise in’; (Oxf)
- 159) *To push* → *pedal pushers* ‘women’s trousers / pants that reach just below the knee’; (Oxf)
- 160) *To romp* → *romper* ‘a piece of clothing worn by a baby, that covers the body and legs’; (Oxf)

- 161) *To run* → *runner* ‘a shoe that is used for running or doing other sport in’;
(Oxf)
- 162) *To wade* → *waders* ‘[pl.] long rubber boots that reach up to your thigh, that
you wear for standing in water, especially when fishing’; (Oxf)
- 163) *To cheat* → *wind-cheater* ‘a jacket designed to protect you from the wind’;
(Oxf)
- 164) *To pick* → *winkle-picker* ‘a shoe with a long pointed toe, popular in the
1950s’. (Oxf)

The examples below constitute the group denoting various **facilities**:

- 165) *To boil* → *boiler* ‘a container in which water is heated to provide hot water
and heating in a building or to produce steam in an engine’; (Oxf)
- 166) *To cook* → *cooker* ‘a large piece of equipment for cooking food, containing an
oven and gas or electric rings on top’; (Oxf)
- 167) *To dispense* → *dispenser* ‘a machine or container holding money, drinks,
paper towels, etc. that you can obtain quickly, for example by pulling a handle
or pressing buttons’; (Oxf)
- 168) *To cook* → *slow cooker* ‘an electric pot used for cooking meat and vegetables
slowly in liquid’; (Oxf)
- 169) *To dry* → *tumble dryer* ‘a machine that uses hot air to dry clothes after they
have been washed’; (Oxf)
- 170) *To cool* → *water cooler* ‘a machine, for example in an office, that cools water
and supplies it for drinking’; (Oxf)
- 171) *To wring* → *wringer* ‘mangle’. (Oxf)

As it is seen from the examples above, *-er*, *-or*, and *-ee* nominalizations denoting the *Container* participants indicate clothes, footwear which can contain human body, or housewares which can hold water, food, money.

5.8. The Means

This participant role is expressed by a question “how” or by “means of”. The selected examples show computer programmes, for instance:

172) *To browse* → *browser* ‘(computing) a program that lets you look at or read documents on the Internet’; (Oxf)

173) *To debug* → *debugger* ‘a computer program that helps to find and correct mistakes in other programs’; (Oxf)

174) *To process* → *raster image processor* ‘(computing) a device or piece of software that changes text and images to a form in which they can be printed’; (Oxf)

175) *To read* → *reader* ‘(computing) an electronic device that reads data stored in one form and changes it into another form so that a computer can perform operations on it’; (Oxf)

176) *To save* → *screen saver* ‘a computer program that replaces a screen display on a computer with another, moving, display after a particular length of time, to stop the screen from being damaged’; (Oxf)

177) *To edit* → *text editor* ‘a system or program that allows you to make changes to text’; (Oxf)

178) *To check* → *spellchecker* ‘a computer program that checks your writing to see if your spelling is correct’. (Oxf)

As it is seen from the examples above, *-er*, *-or*, and *-ee* nominalizations denoting the *Means* indicate the computer programmes that help the user to implement an action.

To sum up, material process contains the large group of the semantic participants: the *Affected* role usually denotes food and drink, also persons who are affected by other people, the *Effected* participant contains various readings (books, stories, newspapers) and movies that cause special feelings for watchers, the *Recipient* denotes human beings who receive money or goods, the *Instrument* describes various household tools and devices used everyday, *Containers* – clothing and footwear also facilities and the *Means* – special computer programmes that facilitates the work. Moreover, the *Phenomenon* belongs to the mental process and indicates a situation, persons who are liked or difficult problems while the *Verbiage* derives from the verbal process that names various people usually using expletives. The following section will discuss the last participant roles of the *spatial circumstances*.

Table 2 below summarizes the statistical information of *non-agentive* nominalizations:

Table 2. The relative frequency of *non-agentive* nominalizations having *-er*, *-or*, and *-ee* suffixes.

Semantic function	<i>-er</i> suffix	<i>-or</i> suffix	<i>-ee</i> suffix	Coverage (%)
Instrument	134	30	0	33 %
Affected	127	11	11	32 %
Container	67	7	0	17 %
Verbiage	21	0	0	5 %
Phenomenon	21	0	0	5 %
Effected	15	0	0	4 %
Means	13	4	0	3 %
Recipient	2	1	3	1 %

As it can be seen from Table 2, the most frequent semantic roles were the *Instrument* (36 per cent) and the *Affected* (32 per cent), while the least frequent – the *Recipient* that was accounted for 1 per cent.

6. THE SPATIAL CIRCUMSTANCES

Halliday (1994: 151) proposes nine main types of circumstantial elements: *Location*, *Extent*, *Manner*, *Cause*, *Contingency*, *Accompaniment*, *Role*, *Matter*, and *Angle*. However, in the corpus under investigation, we observed that *-er*, *-or*, and *-ee* nominalizations may function only as the *spatial circumstances*. The *spatial circumstances* (the *Time*, the *Locative*) are usually agnated to the material processes.

The *spatial circumstances* essentially encode the *Locative*, and the *Time* background against which the process takes place.

6.1. The *Locative*

The participant can be questioned ‘where?’, for example:

179) *To bake* → *baker’s* ‘a shop that sells bread and cakes’; (Oxf)

180) *To drape* → *draper’s* ‘a shop / store that sells cloth, curtains, etc.’; (Oxf)

181) *To print* → *printer’s* ‘a place where books, etc. are printed’; (Oxf)

182) *To cool* → *water cooler* ‘used when referring to a place where office workers talk in an informal way, for example near the water cooler’. (Oxf)

Having observed the examples, it can be indicated that the *Locative* denotes places: shops, and a special place for workers.

6.2. The *Time*

The participant can be questioned “when?”, for instance:

183) *To bend* → *bender* ‘a period of drinking a lot of alcohol or taking a lot of drugs’. (Oxf)

As it is seen from the example above, *-er* nominalization denotes the *Time* that implies a certain period during which something happens.

Table 3 below summarizes the statistical data of nominalizations with *-er*, *-or*, and *-ee* suffixes.

Table 3. The relative frequency of nominalizations with *-er*, *-or*, and *-ee* suffixes.

Semantic role	<i>-er</i> suffix	<i>-or</i> suffix	<i>-ee</i> suffix	Coverage (%)
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Animate Agent	470	73	14	45 %
Instrument	134	30	0	13 %
Affected	127	11	11	12 %
Inanimate Agent	72	20	0	8 %
Container	67	7	0	6 %
Carrier	39	4	1	4 %
Sayer	30	8	0	3 %
Verbiage	21	0	0	2 %
Senser	15	3	1	2 %
Phenomenon	21	0	0	2 %
Effected	15	0	0	1 %
Means	13	4	0	1 %
Locative	7	0	0	1 %
Recipient	2	1	3	0 %
Time	1	0	0	0 %

As it is obvious, the *Animate Agent* was the most frequent semantic role accounted for 45 per cent, and the rarest semantic roles were the *Recipient* and the *Time* both of them contain 0 per cent.

7. CONCLUSIONS

The conclusions presented below are the confirmation of the objectives formulated on page 4: (1) to review the theory of nominalizations; (2) to make the inventory of the nominalizations containing *-er*, *-or*, and *-ee* suffixes; (3) to classify the selected examples according to their semantic functions; (4) to show the relative frequency of the examples under consideration. The following conclusions could be drawn:

1. The theory of nominalizations has been examined. The nominalization is the transformation of a verbal phrase or an adjective into a nominal form. The investigation proved that *-er*, *-or*, and *-ee* nominalizations can be related to their corresponding process type. Also *-er*, *-or*, and *-ee* nominalizations can be viewed as semantic participants.
2. The inventory of nominalizations having *-er* (1034 tokens), *-or* (161 tokens), and *-ee* (30 tokens) suffixes has been drawn. 1225 verb-based examples were compiled from the “*Oxford Advanced Learner’s Dictionary of Current English*” by A. S. Hornby [CD-ROM] (2005).
3. The examples have been classified into *agentive* nominalizations that carry out the actions themselves. *Agentive* nominalizations include: *Animate Agents* (557 tokens), *Inanimate Agents* (92 tokens), *Sayers* (38 tokens), *Sensors* (19 tokens), *Carriers* (44 tokens). The second group comprises *non-agentive* nominalizations that do not perform an action. *Non-agentive* nominalizations contain: the *Affected* (149 tokens), the *Effected* (15 tokens), *Instruments* (164 tokens), *Containers* (74 tokens), *Verbiages* (21 tokens), the *Phenomenon* (21 tokens), *Recipients* (6 tokens), and the *Means* (17 tokens). The *spatial circumstances* include only two groups of participants – the *Locative* (7 tokens), and the *Time* (1 token).
4. The greatest part of the suffixes took the *-er* suffix. Their occurrence rate was very high. It was accounted for 84 per cent of *Animate Agents*, and 78 per cent of *Inanimate Agents*. The most dominant semantic group of *agentive* nominalizations was the *Agent* (84 per cent) and the least dominant was the *Sayer* (3 per cent). The most prevailing semantic group of *non-agentive* nominalizations was the *Instrument* (36 per cent), and the least frequent – the *Recipient* (1 per cent). The *Animate Agent* was again the preponderant semantic role of all the selected examples. It was accounted for 45 per cent, and the least active were the *Recipient* and the *Time* both of them amounted 0 per cent.

In addition, having analyzed the following examples of the nominalizations containing *-er*, *-or*, and *-ee* suffixes, it can be stated that *Agents* take the highest place of all semantic roles of the nominalizations. The semantic roles of the *Recipient* and the *Time* occur rarely in the dictionary. The results of the present paper indicated that *-er* nominalizations are widely spread in the English language.

Thus, the nominalization has many aspects. In the present work, the nominalization was studied within the frameworks of semantic syntax and functional linguistics. However, it can be studied from different points of view, within different theoretical frameworks, e.g. from the point of view of Cognitive Linguistics, Sociolinguistics, translation, etc.

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APPENDIX

Animate Agents

1. Abductor – a person who abducts somebody.
2. Abstainer – 1 a person who chooses not to vote either in favour or against something.
2 a person who never drinks alcohol.
3. Achiever – 1 a person who achieves a high level of success, especially in their career.
2 a person who achieves the particular level of success that is stated.
4. Actor – a person who performs on the stage, on television or in films/movies, especially as a profession.
5. Actor-manager – an actor who is in charge of a theater company and acts in the plays that they perform.
6. Administrator – a person whose job is to manage and organize the public or business affairs of a company or an institution.
7. Adopter – 1 a person who adopts a child. 2 a person who starts using a new technology.
8. Advertiser – a person or company that advertises.
9. All-comers – [pl.] anyone who wants to take part in an activity or a competition.
10. Ambulance chaser – (informal disapproving) a lawyer who earns money by encouraging people who have been in an accident to make claims in court.
11. Ambulance worker – a person who drives an ambulance and treats sick or injured people before they are taken to a hospital.
12. Animator – a person who makes animated films.
13. Appraiser – a person whose job is to examine a building and say how much it is worth.
14. Arranger – 1 a person who arranges music that has been written by somebody different. 2 a person who arranges things.
15. Arse-licker – (taboo, slang) a person who is too friendly to somebody in authority and is always ready to do what they want.
16. Assessor – a person who calculates the value or cost of something or the amount of money to be paid.
17. Attacker – a person who attacks somebody.
18. Attendee – a person who attends a meeting, etc.
19. Attender – a person who goes to a place or an event, often on a regular basis.
20. Babysitter – a person who takes care of babies or children while their parents are away from home and is usually paid to do this.
21. Backmarker – the person, horse, etc. who is in last position in a race.

22. Back-seat driver – a person who wants to be in control of something that is not really their responsibility.
23. Baker – a person whose job is baking and selling bread and cakes.
24. Ball-breaker – (informal) a sexually aggressive woman who destroys men's confidence.
25. Bandleader – a player who is in charge of a band, especially a jazz band.
26. Bargain hunter – a person who is looking for goods that are good value for money, usually because they are being sold at prices that are lower than usual.
27. Bean counter – (informal, disapproving) a person who works with money, for example as an accountant and who wants to keep strict control of how much money a company spends.
28. Beater – a person employed to drive birds and animals out of bushes, etc., into the open, so they can be shot for sport.
29. Beginner – a person who is starting to learn something and cannot do it very well yet.
30. Bell-ringer – a person who rings church bells as a hobby.
31. Bidder – 1 a person or group that offers to pay an amount of money to buy something.
2 a person or group that offers to do something or to provide something for a particular amount of money, in competition with others.
32. Binder – a person or machine that puts covers on books.
33. Bit player – 1 an actor with a small part in a film / movie. 2 a person or an organization that is involved in a situation but does not have an important role and has little influence.
34. Bloodsucker – 1 an animal or insect that sucks blood from people or animals. 2 (informal, disapproving) a person who takes advantage of other people in order to gain financial benefit.
35. Bludger – (AustralE, NZE, informal) a lazy person.
36. Bodysnatcher – a person who stole bodies from graveyards in the past, especially to sell for medical experiments.
37. Bombardier – 1 the person on a military plane in the US air force who is responsible for aiming and dropping bombs. 2 a member of a low rank in the Royal Artillery (= a part of the British army that uses large guns).
38. Boilermaker – 1 a person or company that makes boilers. 2 a person who makes and repairs metal objects for industry.

39. Bouncer – a person employed to stand at the entrance to a club, pub, etc. to stop people who are not wanted from going in, and to throw out people who are causing trouble inside.
40. Bookbinder – a person whose job is fastening the pages of books together and putting covers on them.
41. Bookkeeper – a person whose job is to keep an accurate record of the accounts of a business.
42. Bookmaker – a person whose job is to take bets on the result of horse races, etc. and pay out money to people who win.
43. Bookseller – a person whose job is selling books.
44. Booster – a person who gives their support to somebody/something, especially in politics.
45. Browser – a person who looks through books, magazines, etc. or at things for sale, but may not seriously intend to buy anything.
46. Bootlicker – (informal, disapproving) a person who is too friendly to somebody in authority and is always ready to do what they want.
47. Borrower – a person or an organization that borrows money, especially from a bank.
48. Bottom feeder – 1 (NAmE, informal) a person who earns money by taking advantage of bad things that happen to other people or by using things that other people throw away. 2 a fish that feeds at the bottom of a river, lake or the sea.
49. Breadwinner – a person who supports their family with the money they earn.
50. Breaker – a person who does not obey the law.
51. Breeder – a person who breeds animals.
52. Brewer – a person or company that makes beer.
53. Bricklayer – a person whose job is to build walls, etc. with bricks.
54. Broker- dealer – (finance) a person who works on the Stock Exchange buying shares from and selling shares to brokers and the public.
55. Bruiser – (informal) a large strong aggressive man.
56. Builder – 1 a person or company whose job is to build or repair houses or other buildings. 2 a person or thing that builds, creates or develops something.
57. Burgher – (old use or humorous) a citizen of a particular town.
58. Bushwhacker – 1 a person who lives or travels in an area of wild country. 2 a person who fights in a guerrilla war.
59. Buster – a person or thing that stops or gets rid of sth.

60. Buyer – 1 a person who buys something, especially something expensive. 2 a person whose job is to choose goods that will be sold in a large shop / store.
61. Bystander – a person who sees something that is happening but is not involved.
62. Broadcaster – a company that sends out television or radio programmes.
63. Cabinetmaker – a person who makes fine wooden furniture, especially as a job.
64. Caller – 1 a person who is making a telephone call. 2 a person who goes to a house or a building.
65. Camp follower – 1 a person who supports a particular group or political party but is not a member of it. 2 (in the past) a person who was not a soldier but followed an army from place to place to sell goods or services.
66. Carer – a person who takes care of a sick or old person at home.
67. Caregiver – a carer.
68. Caretaker – 1 a person whose job is to take care of a building such as a school or a block of flats or an apartment building. 2 (especially NAmE) a person who takes care of a house or land while the owner is away. 3 (especially NAmE) a person such as a teacher, parent, nurse, etc., who takes care of other people.
69. Care worker – a person whose job is to help and take care of people who are mentally ill, sick or disabled, especially those who live in special homes or hospitals.
70. Caseworker – a social worker who helps a particular person or family in the community with special needs.
71. Catcher – 1 (in baseball) the player who stands behind the batter and catches the ball if he or she does not hit it. 2 a person or thing that catches something.
72. Caterer – a person or company whose job is to provide food and drinks at a business meeting or for a special occasion such as a wedding.
73. Character actor – an actor who always takes the parts of interesting or unusual people.
74. Cheerleader – 1 (in the US) one of the members of a group of young people (usually women) wearing special uniforms, who encourage the crowd to cheer for their team at a sports event. 2 a person who supports a particular politician, idea, or way of doing something.
75. Checker – a person who works at the checkout in a supermarket.
76. Cherry picker – a person who picks cherries.
77. Chooser – a beggar.
78. Chuck out – (BrE, informal) a person employed to make people leave a social event if they have not been invited or if they cause trouble.

79. Churchgoer – a person who goes to church services regularly.
80. Cinema-goer – a film-goer.
81. City editor – 1 (BrE) a journalist who is responsible for financial news in a newspaper or magazine. 2 (NAmE) a journalist who is responsible for local news in a newspaper or magazine.
82. Climber – a person who climbs (especially mountains) or an animal that climbs.
83. Collaborator – 1 a person who works with another person to create or produce sth such as a book. 2 (disapproving) a person who helps the enemy in a war, when they have taken control of the person's country.
84. Collector – 1 a person who collects things, either as a hobby, or as a job. 2 the chief officer of a district in some S Asian countries.
85. Comer – 1 all comers [pl.] anyone who is interested in, or comes forward for, sth, especially a competition. 2 a person who arrives somewhere, newcomer. 3 (NAmE, informal) a person who is likely to be successful.
86. Commercial traveller – (old-fashioned, BrE) a sales representative.
87. Commuter – a person who travels into a city to work each day, usually from quite far away.
88. Competitor – 1 a person or an organization that competes against others, especially in business. 2 a person who takes part in a competition.
89. Composer – a person who writes music, especially classical music.
90. Concert-goer – a person who regularly goes to concerts, especially of classical music.
91. Conciliator – a person or an organization that tries to make angry people calm so that they can discuss or solve their problems successfully.
92. Conjuror – a person who performs conjuring tricks.
93. Conqueror – a person who conquers.
94. Constructor – a person or company that builds things, especially cars or aircraft.
95. Consumer – a person who buys goods or uses services.
96. Contender – a person who takes part in a competition or tries to win something.
97. Convener – a person who arranges meetings of groups or committees. 2 a senior official of a trade / labor union at a factory or other place of work.
98. Convenor – a convener.
99. Converter – a person or thing that converts something.
100. Cultivator – a person who cultivates (= grows crops on) the land.

101. Coolhunter – (informal, especially NAmE) a person who is employed by a company to observe and talk to young people in order to find out what products and styles are becoming fashionable with them.
102. Copy editor – a person whose job is to correct and prepare a text for printing.
103. Copywriter – a person whose job is to write the words for advertising material.
104. Co-worker – a person that somebody works with, doing the same kind of job.
105. Cradle- snatcher – (disapproving) a person who has a sexual relationship with a much younger person.
106. Crawler – (informal) 1 (BrE, disapproving) a person who tries to get somebody's favour by praising them, doing what will please them, etc. 2 a thing or person that crawls, such as a vehicle, an insect or a baby.
107. Creator – a person who has made or invented a particular thing. 2 [sing.] God.
108. Cheater – a person who cheats, especially in a game.
109. Cobbler – (old-fashioned) a person who repairs shoes.
110. Compiler – a person who compiles something.
111. Conductor – 1 a person who stands in front of an orchestra, a group of singers etc., and directs their performance, especially sb who does this as a profession. 2 a person who is in charge of a train and travels with it, but does not drive it.
112. Contributor – 1 a person who writes articles for a magazine or a book, or who talks on a radio or television programme or at a meeting. 2 a person or thing that provides money to help pay for something, or support something.
113. Crowd- puller – (informal) a person or thing that always attracts a large audience.
114. Crown prosecutor – in England and Wales, a lawyer who works for the state.
115. Cub reporter – a young newspaper reporter without much experience.
116. Cutter – a person or thing that cuts.
117. Dealer – 1 a person whose business is buying and selling a particular product. 2 a person who sells illegal drugs. 3 the person who gives out the cards in a card game.
118. Decorator – a person whose job is painting and decorating houses.
119. Defender – 1 a player who must stop the other team from scoring in games such as football (soccer), hockey, etc. 2 a person who defends and believes in protecting something.

120. Demonstrator – 1 a person who takes part in a public meeting or march in order to protest against somebody/something or to show support for somebody/something. 2 a person whose job is to show or explain how something works or is done.
121. Designated driver – (informal) the person who agrees to drive and not drink alcohol when people go to a party, a bar, etc.
122. Designated hitter – (in baseball) a player who is named at the start of the game as the person who will hit the ball in place of the pitcher.
123. Destroyer – a person or thing that destroys.
124. Developer – 1 a person or company that buys land or buildings in order to build new houses, shops / stores, etc., or to improve the old ones, and makes a profit from doing this. 2 a person or a company that designs and creates new products.
125. Devotee – a very religious person who belongs to a particular group.
126. Dictator – (disapproving) 1 a ruler who has complete power over a country, especially one who has gained it using military force. 2 a person who behaves as if they have complete power over other people, and tells them what to do.
127. Dispatcher – 1 a person whose job is to see that trains, buses, planes, etc. leave on time. 2 a person whose job is to send emergency vehicles to where they are needed.
128. Distiller – a person or company that produces spirits (= strong alcoholic drinks) such as whisky by distilling them.
129. Distractor – a person or thing that takes your attention away from what you should be doing.
130. Diver – 1 a person who works underwater, usually with special equipment. 2 a person who jumps into the water with their head first and their arms in front of them.
131. Dishwasher – a person whose job is to wash plates, etc., for example in a restaurant.
132. Digger – 1 a person or an animal that digs. 2 (AustralE, NZE, old-fashioned, informal) a man.
133. Dodger – (informal) a person who dishonestly avoids doing something.
134. Doer – (approving) a person who does things rather than thinking or talking about them.
135. Dog- catcher – a dog warden.
136. Dog handler – a police officer who works with a trained dog.
137. Door- keeper – a person who guards the entrance to a large building, especially to check on people going in.

138. Double-dealer – (informal) a dishonest person who cheats other people.
139. Draft dodger – (NAmE, disapproving) a person who illegally tries to avoid doing military service.
140. Dress- maker – a person who makes women's clothes, especially as a job.
141. Drink-driver – a person who drives a vehicle after drinking too much alcohol.
142. Drinker – 1 a person who drinks alcohol regularly, especially somebody who drinks too much. 2 a person who regularly drinks the particular drink mentioned.
143. Driver – a person who drives a vehicle.
144. Drug dealer – a person who sells illegal drugs.
145. Drunk driver – (especially NAmE) a drink-driver.
146. Dumper – (especially NAmE) a person who throws away dangerous or harmful things, especially in the wrong place.
147. Dweller – (especially in compounds) a person or an animal that lives in the particular place that is mentioned.
148. Excavator – a person who digs in the ground to look for old buildings and objects.
149. Earner – a person who earns money for a job that they do.
150. Eater – a person or an animal that eats a particular thing or in a particular way.
151. Editor – 1 a person who is in charge of a newspaper, magazine, etc., or part of one, and who decides what should be included. 2 a person who prepares a book to be published, for example by checking and correcting the text, making improvements, etc. 3 a person who prepares a film / movie, radio or television programme for being shown or broadcast by deciding what to include, and what order it should be in. 4 a person who works as a journalist for radio or television reporting on a particular area of news. 5 a person who chooses texts written by one or by several writers and prepares them to be published in a book.
152. Educator – (formal) 1a person whose job is to teach or educate people. 2 a person who is an expert in the theories and methods of education.
153. Elector – a person who has the right to vote in an election.
154. Employer – a person or company that pays people to work for them.
155. Enchanter – (in stories) a man who has magic powers that he uses to control people.
156. End-user – a person who actually uses a product rather than one who makes or sells it, especially a person who uses a product connected with computers.

157. Enforcer – a person whose responsibility is to make sure that other people perform the actions they are supposed to, especially in a government.
158. Engine driver – a person whose job is driving a railway / railroad engine.
159. Engraver – a person whose job is to cut words or designs on wood, stone, metal, etc.
160. Enrollee – a person who has officially joined a course, an organization, etc.
161. Entertainer – a person whose job is amusing or interesting people, for example, by singing, telling jokes or dancing.
162. Examinee – a person who is taking an exam.
163. Escapee – (formal) a person or an animal that has escaped from somewhere, especially sb who has escaped from prison.
164. Evil-doer – (formal) a person who does very bad things.
165. Examiner – 1 a person who writes the questions for, or marks / grades, a test of knowledge or ability. 2 a person who has the official duty to check that things are being done correctly and according to the rules of an organization; a person who officially examines sth.
166. Exhibitor – a person or a company that shows their work or products to the public.
167. Explorer – a person who travels to unknown places in order to find out more about them.
168. False beginner – a person who has a basic knowledge of a language, but has started to study it again from the beginning.
169. Fancier – a person who has a special interest in sth, especially sb who keeps or breeds birds, animals or plants.
170. Fellow-traveller – 1 a person who is travelling to the same place as another person. 2 a person who agrees with the aims of a political party, especially the Communist party, but is not a member of it.
171. Fund-raiser – a person who collects money for a charity or an organization.
172. Fiddler – a person who plays the violin, especially to play folk music.
173. Film-goer – a person who goes to the cinema / movies, especially when they do it regularly.
174. Film-maker – a person who makes films / movies.
175. Feeder – an animal or plant that eats a particular thing or eats in a particular way.

176. Fighter – 1 a person who fights. 2 (approving) a person who does not give up hope or admit that they are defeated.
177. Fire-starter – a person who commits the crime of deliberately setting fire to something.
178. Fixer – (informal) a person who arranges things for other people, sometimes dishonestly.
179. Flyer – 1 (informal) a person who flies an aircraft (usually a small one, not a passenger plane). 2 a person who travels in a plane as a passenger. 3 a person who operates sth such as a model aircraft or a kite from the ground. 4 a thing, especially a bird or an insect, that flies in a particular way. 5 (informal) a person, an animal or a vehicle that moves very quickly.
180. Finder – a person who finds sth.
181. Finisher – a person or an animal that finishes a race, etc.
182. Fire-eater – an entertainer who pretends to eat fire.
183. Fire-fighter – a person whose job is to put out fires.
184. Fire-raiser – a person who starts a fire deliberately.
185. First offender – a person who has been found guilty of a crime for the first time.
186. Fitter – 1 a person whose job is to put together or repair equipment. 2 a person whose job is to cut and fit clothes or carpets, etc.
187. Floating voter – a person who does not always vote for the same political party and who has not decided which party to vote for in an election.
188. Focus puller – an assistant to a cameraman.
189. Follower – 1 a person who supports and admires a particular person or set of ideas. 2 a person who is very interested in a particular activity and follows all the recent news about it. 3 a person who does things after sb else has done them first.
190. Forerunner – a person or thing that came before and influenced sb/sth else that is similar.
191. Forger – a person who makes illegal copies of money, documents, etc. in order to cheat people.
192. Fortune hunter – a person who tries to become rich by marrying sb with a lot of money.
193. Founder – a person who starts an organization, institution, etc. or causes sth to be built.

194. Freedom fighter – a name used to describe a person who uses violence to try to remove a government from power, by people who support.
195. Front runner – a person, an animal or an organization that seems most likely to win a race or competition.
196. Game-keeper – a person whose job is to take care of and breed wild animals and birds that are kept on private land in order to be hunted.
197. Gate-keeper – a person whose job is to check and control who is allowed to go through a gate.
198. Gatherer – a person who collects sth.
199. Gender bender – (informal) a person who dresses and behaves like a member of the opposite sex.
200. Giant-killer – a person or team that defeats another much stronger opponent.
201. Giver – a person or an organization that gives.
202. Glazier – a person whose job is to fit glass into the frames of windows, etc.
203. Goal-tender – a goalkeeper.
204. Goer – 1 a person who regularly goes to the place or event mentioned. 2 (informal) a woman who enjoys having sex frequently, especially with different men.
205. Gold-digger – (informal, disapproving) a woman who uses the fact that she is attractive to get money from men.
206. Governor – 1 a person who is the official head of a country or region that is governed by another country. 2 a person who is chosen to be in charge of the government of a state in the US. 3 a member of a group of people who are responsible for controlling an institution such as a school, a college or a hospital. 4 a person who is in charge of an institution.
207. Grave-digger – a person whose job is to dig graves.
208. Grazier – a farmer who keeps animals that eat grass.
209. Green-keeper – a person whose job is to take care of a golf course.
210. Greeter – a person whose job is to meet and welcome people in a public place such as a restaurant or shop / store.
211. Grower – a person or company that grows plants, fruit or vegetables to sell.
212. Grinder – a person whose job is to make knives sharper.
213. Gusher – a person who gushes.
214. Guest worker – a person, usually from a poor country, who comes to another richer country in order to work there.

215. Guider – an adult leader in the Guides.
216. Gun-slinger – a person who is paid to kill people, especially in films / movies about the American Wild West.
217. Hang-glider – a person who goes hang-gliding.
218. Hacker – a person who secretly finds a way of looking at and/or changing information on sb else's computer system without permission.
219. Handler – 1 a person who trains and controls animals, especially dogs. 2 a person who carries or touches sth as part of their job. 3 a person who organizes sth or advises sb.
220. Hanger-on – (often disapproving) a person who tries to be friendly with a famous person or who goes to important events, in order to get some advantage.
221. Hardware dealer – an ironmonger.
222. Head-banger – (informal) 1 a person who likes to shake their head violently up and down while listening to rock music. 2 a stupid or crazy person.
223. Head-hunter – 1 a person whose job is to find people with the necessary skills to work for a particular company and to persuade them to join this company. 2 a member of a people that collects the heads of the people they kill.
224. Head teacher – a teacher who is in charge of a school.
225. Healer – a person who cures people of illnesses and disease using natural powers rather than medicine.
226. Health visitor – a trained nurse whose job is to visit people in their homes, for example new parents, and give them advice on some areas of medical care.
227. Heavy breather – a person who gets sexual pleasure from calling sb on the telephone and not speaking to them.
228. Heavy hitter – (informal) a person with a lot of power, especially in business or politics.
229. Hell-raiser – a person who causes trouble by behaving loudly and often violently, especially when they have drunk too much alcohol.
230. Helper – a person who helps sb to do sth.
231. High-flyer – a person who has the desire and the ability to be very successful in their job or their studies.
232. High roller – (informal) a person who spends a lot of money, especially on gambling.
233. Hijacker – a person who hijacks a plane or other vehicle.

234. Hitter – 1 (in sports) a person who hits the ball in the way mentioned. 2 (in politics or business) a person who is powerful.
235. Holiday-maker – a person who is visiting a place on holiday / vacation.
236. Home-buyer – a person who buys a house, flat / apartment, etc.
237. Home-maker – a person who works at home and takes care of the house and family.
238. Home-worker – a person who works at home, often doing jobs that are not well paid such as making clothes for shops / stores.
239. Hostage-taker – a person, often one of a group, who captures sb and holds them prisoner, and who may injure or kill them if people do not do what the person is asking.
240. House-keeper – 1 a person, usually a woman, whose job is to manage the shopping, cooking, cleaning, etc. in a house or an institution. 2 a person whose job is to manage the cleaning of rooms in a hotel.
241. Hunter – 1 a person who hunts wild animals for food or sport; an animal that hunts its food. 2 a person who looks for and collects a particular kind of thing.
242. Hunter- gatherer – a member of a group of people who do not live in one place but move around and live by hunting, fishing and gathering plants.
243. Hustler – (informal) 1 a person who tries to trick sb into giving them money. 2 a prostitute.
244. Illustrator – a person who draws or paints pictures for books, etc.
245. Imagineer – a person who invents sth exciting, especially a machine for people to ride on in a theme park.
246. Imitator – a person or thing that copies sb/sth else.
247. Impersonator – a person who copies the way another person talks or behaves in order to entertain people.
248. Inductee – a person who has just joined the army.
249. Infiltrator – a person who secretly becomes a member of a group or goes to a place, to get information or to influence the group.
250. Initiator – (formal) the person who starts sth.
251. Inspector – 1 a person whose job is to visit schools, factories, etc. to check that rules are being obeyed and that standards are acceptable. 2 an officer of middle rank in the police force. 3 (in Britain) a person whose job is to check tickets on a bus or train to make sure that they are valid. 4 surveyor.

252. Instigator – a person who causes sth to happen, especially sth bad.
253. Instructor – a person whose job is to teach sb a practical skill or sport.
254. Insurance adjuster – a loss adjuster.
255. Insurer – a person or company that provides people with insurance.
256. Interior decorator – a person whose job is to design and/or decorate a room or the inside of a house, etc. with paint, paper, carpets, etc.
257. Interpreter – a person who performs a piece of music or a role in a play in a way that clearly shows their ideas about its meaning.
258. Intruder – 1 a person who enters a building or an area illegally. 2 a person who is somewhere where they are not wanted.
259. Invader – an army or a country that enters another country by force in order to take control of it; a soldier fighting in such an army.
260. Inventor – a person who has invented sth or whose job is inventing things.
261. Investigator – a person who examines a situation such as an accident or a crime to find out the truth.
262. Investor – a person or an organization that invests money in sth.
263. Job seeker – a person without a job who is trying to find one.
264. Joiner – 1 a person whose job is to make the wooden parts of a building, especially window frames, doors, etc. 2 a person who joins an organization, club, etc.
265. Juggler – a person who juggles, especially an entertainer.
266. Jogger – a person who jogs regularly for exercise.
267. Keeper – 1 a person whose job is to take care of a building, its contents or sth valuable. 2 a person whose job is to take care of animals, especially in a zoo. 3 (informal) = goalkeeper, wicketkeeper.
268. Kicker – a person who kicks, especially the player in a sports team who kicks the ball to try to score points, for example in rugby.
269. Killer – a person, an animal or a thing that kills.
270. Kisser – a person who is very good, bad, etc. at kissing.
271. Knitter – a person who knits.
272. Knocker – (informal) a person who is always criticizing sb/sth.
273. Learner – 1 a person who is finding out about a subject or how to do sth. 2 a person who is learning to drive a car.
274. Leaver – a person who is leaving a place.

275. Legislator – (formal) a member of a group of people that has the power to make laws.
276. Lender – (finance) a person or an organization that lends money.
277. Leader – 1 a person who leads a group of people, especially the head of a country, an organization, etc. 2 a person or thing that is the best, or in first place in a race, business, etc. 3 the most important violin player in an orchestra.
278. Life-saver – a lifeguard.
279. Logger – a lumberjack.
280. Loss adjuster – a person who works for an insurance company and whose job is to calculate how much money sb should receive after they have lost sth or had sth damaged.
281. Marker – 1 a person who marks / grades students' work or exam papers. 2 (in team games, especially football (soccer)) a player who stays close to a player on the other team in order to stop them getting the ball.
282. Market leader – the company that sells the largest quantity of a particular kind of product.
283. Majority leader – the leader of the political party that has the majority in either the House of Representatives or the Senate in the US.
284. Maker – 1 a person, company, or piece of equipment that makes or produces sth. 2 God.
285. Manager – 1 a person who is in charge of running a business, a shop / store or a similar organization or part of one. 2 a person who deals with the business affairs of an actor, a musician, etc. 3 a person who trains and organizes a sports team.
286. Maneater – 1 a wild animal that attacks and eats humans. 2 (humorous) a woman who has many sexual partners.
287. Manipulator – (often disapproving) a person who is skilful at influencing people or situations in order to get what they want.
288. Manufacturer – a person or company that produces goods in large quantities.
289. Marcher – a person who is taking part in a march as a protest.
290. Match-maker – a person who tries to arrange marriages or relationships between others.
291. Meddler – (disapproving) a person who tries to get involved in sth that does not concern them.

292. Medical examiner – a doctor whose job is to examine a dead body in order to find out the cause of death.
293. Mender – a person who mends sth.
294. Mine-worker – a person who works in a mine.
295. Minority leader – a leader of a political party that does not have a majority.
296. Moderator – 1 a person whose job is to help the two sides in a disagreement to reach an agreement. 2 a person whose job is to make sure that a discussion or a debate is fair. 3 a person whose job is to make sure that an exam is marked fairly. 4 a religious leader in the Presbyterian Church who is in charge of the Church council.
297. Money-lender – (old-fashioned) a person whose business is lending money, usually at a very high rate of interest.
298. Mourner – a person who attends a funeral, especially a friend or a relative of the dead person.
299. Mover – 1 a person or thing that moves in a particular way. 2 a person or thing that starts sth and has an important influence on its development.
300. Movie-goer – a film-goer.
301. Murderer – a person who has killed sb deliberately and illegally.
302. Navigator – a person who navigates, for example on a ship or an aircraft.
303. New-comer – a person who has only recently arrived in a place or started an activity.
304. News-dealer – a newsagent.
305. Non-smoker – a person who does not smoke.
306. Non-starter – (informal) a thing or a person that has no chance of success.
307. Nosy parker – (informal, becoming old-fashioned) a person who is too interested in other people's affairs.
308. Objector – a person who objects to sth.
309. Occupier – 1 a person who lives in or uses a building, room, piece of land, etc. 2 a member of an army that is occupying a foreign country, etc.
310. Offender – 1 a person who commits a crime. 2 a person or thing that does sth wrong.
311. Office-holder – a person who is in a position of authority, especially in the government or a government organization.
312. Office worker – a person who works in the offices of a business or company.

313. Opener – a person or an animal that begins a race quickly so that the other people taking part will try to copy the speed and run a fast race.
314. Operator – 1 a person who operates equipment or a machine. 2 a person who works on the telephone switchboard of a large company or organization, especially at a telephone exchange. 3 (in cricket) either of the two batsmen who start play.
315. Oppressor – a person or group of people that treats sb in a cruel and unfair way, especially by not giving them the same rights, etc.
316. Organ-grinder – a person who plays a barrel organ (= a large musical instrument played by turning a handle).
317. Outrider – a person who rides a motorcycle or a horse in front of or beside the vehicle of an important person in order to give protection.
318. Packer – a person, machine or company that puts food, goods, etc. into containers to be sold or sent to sb.
319. Painter – 1 a person whose job is painting buildings, walls, etc. 2 an artist who paints pictures.
320. Player – 1 a person who takes part in a game or sport. 2 a person who plays a musical instrument. 3 an actor.
321. Poacher – 1 a person who illegally hunts birds, animals, or fish on sb's else's property. 2 (especially in football (soccer)) a player who waits near the opposite team's goal in order to try to score if they get the ball.
322. Panel beater – a person whose job is to remove the dents from the outer frame of a vehicle that has been in an accident.
323. Paper-pusher – (disapproving) a person who does unimportant office work as their job.
324. Party-goer – a person who enjoys going to parties or who is a guest at a particular party.
325. Pathfinder – 1 a person, group or thing that goes before others and shows the way over unknown land. 2 a person, group or thing that finds a new way of doing sth.
326. Payer – a person who pays or who has to pay for sth.
327. Peace-keeper – 1 a member of a military force who has been sent to help stop people fighting in a place where war or violence is likely. 2 a person who tries to stop people arguing or fighting.
328. Peace-maker – a person who tries to persuade people or countries to stop arguing or fighting and to make peace.

329. Peddler – 1 a person who sells illegal drugs. 2 = pedlar.
330. Pencil-pusher – a pen-pusher.
331. Pen-pusher – (informal, disapproving) a person with a boring job, especially in an office that involves a lot of writing.
332. Performer – 1 a person who performs for an audience in a show, concert, etc. 2 a person or thing that behaves or works in the way mentioned.
333. Perisher – (old-fashioned, informal) a child, especially one who behaves badly.
334. Perpetrator – a person who commits a crime or does sth that is wrong or evil.
335. Persecutor – a person who treats another person or group of people in a cruel and unfair way.
336. Picker – a person or machine that picks flowers, vegetables, etc.
337. Platelayer – a person whose job is to lay and repair railway tracks.
338. Playgoer – a theatregoer.
339. Playmaker – a player in a team game who starts attacks or brings other players on the same side into position in which they could score.
340. Plodder – a person who works slowly and steadily but without imagination.
341. Plonker – (slang) a stupid person.
342. Plumber – a person whose job is to fit and repair things such as water pipes, toilets, etc.
343. Poser – (disapproving) a person who behaves or dresses in a way that is intended to impress other people and is not sincere.
344. Polluter – a person, company, country, etc. that causes pollution.
345. Power user – a user who needs computer products which are fastest and have the most features.
346. Preserver – a person who makes sure that a particular situation does not change.
347. Pretender – a person who claims they have a right to a particular title even though other people disagree with them.
348. Prick-teaser – (taboo, slang) = cock-teaser.
349. Printer – a person or a company whose job is printing books, etc.
350. Printmaker – an artist who prints pictures or designs.
351. Prison visitor – a person who visits people in prison in order to help them, and who does not get paid for doing so.
352. Prizewinner – a person who has won a prize.

353. Producer – 1 a person, a company or a country that grows or makes food, goods or materials. 2 a person who is in charge of the practical and financial aspects of making a film / movie or a play. 3 a person or company that arranges for sb to make a programme for radio or television, or a record, CD, etc.
354. Promoter – a person or company that organizes or provides money for an artistic performance or a sporting event.
355. Prosecutor – 1 a public official who charges sb officially with a crime and prosecutes them in court. 2 a lawyer who leads the case against a defendant in court.
356. Protector – a person, an organization or a thing that protects sb/sth.
357. Provider – a person or an organization that supplies sb with sth they need or want.
358. Prowler – a person who follows sb or who moves around quietly outside their house, especially at night, in order to frighten them, harm them or steal sth from them.
359. Public defender – (law) a lawyer who is paid by the government to defend people in court if they cannot pay for a lawyer themselves.
360. Public prosecutor – a lawyer who works for the government and tries to prove people guilty in court.
361. Publisher – a person or company that prepares and prints books, magazines, newspapers or electronic products and makes them available to the public.
362. Pursuer – a person who is following or chasing sb.
363. Purveyor – (formal) a person or company that supplies sth.
364. Pusher – (informal) a person who sells illegal drugs.
365. Quitter – (often disapproving) a person who gives up easily and does not finish a task they have started.
366. Quaker – a member of the Society of Friends, a Christian religious group that meets without any formal ceremony and is strongly opposed to violence and war.
367. Qualifier – a person or team that has defeated others in order to enter a particular competition.
368. Race-goer – a person who goes to horse races.
369. Rainmaker – 1 (business) a person who makes a business grow and become successful. 2 a person who is believed to have the power to make rain fall, especially among Native Americans.
370. Rambler – a person who walks in the countryside for pleasure, especially as part of an organized group.

371. Ratepayer – a person who paid taxes to the local authority on the buildings and land they owned.
372. Raver – 1 (often humorous) a person who likes going out and who has an exciting social life. 2 a person who goes to raves.
373. Reader – 1 a person who reads, especially one who reads a lot or in a particular way. 2 a person who reads a particular newspaper, magazine, etc.
374. Reaper – a person or a machine that cuts and collects crops on a farm.
375. Receiver – a person who is chosen by a court to be in charge of a company that is bankrupt.
376. Record-breaker – a person or thing that achieves a better result or higher level than has ever been achieved before.
377. Record holder – a person who has achieved the best result that has ever been achieved in a sport.
378. Redeemer – (literary) Jesus Christ.
379. Referee – 1 the official who controls the game in some sports. 2 a person who gives information about your character and ability, usually in a letter, for example when you are applying for a job. 3 a person who reads and checks the quality of a technical article before it is published.
380. Refiner – a person or company that refines substances such as sugar or oil.
381. Reformer – a person who works to achieve political or social change.
382. Refuse collector = dustman.
383. Regulator – a person or an organization that officially controls an area of business or industry and makes sure that it is operating fairly.
384. Resister – a person who resists sb/sth.
385. Restorer – a person whose job is to repair old buildings, works of art, etc. so that they look as they did when new.
386. Retailer – a person or business that sells goods to the public.
387. Retainer – (old-fashioned) a servant, especially one who has been with a family for a long time.
388. Retiree – a person who has stopped working because of their age.
389. Returnee – a person who returns to their own country, after living in another country.
390. Returner – a person who goes back to work after not working for a long time.

391. Reveller – a person who is having fun in a noisy way, usually with a group of other people and often after drinking alcohol.
392. Rider – a person who rides a horse, bicycle or motorcycle.
393. Ringleader – (disapproving) a person who leads others in crime or in causing trouble.
394. Ripper – (informal) a person who is very good at snowboarding.
395. Riser – a person who usually gets out of bed early / late in the morning.
396. Roadrunner – a North American bird of the cuckoo family, that lives in desert areas and can run very fast.
397. Robber – a person who steals from a person or place, especially using violence or threats.
398. Rotter – a person who behaves badly towards other people.
399. Rover – a person who likes to travel a lot rather than live in one place.
400. Runner – a person or an animal that runs, especially one taking part in a race.
401. Rustler – a person who steals farm animals.
402. Sailmaker – a person whose job is to make or repair sails.
403. Sailor – 1 a person who works on a ship as a member of the crew. 2 a person who sails a boat.
404. Saver – a person who saves money and puts it in a bank, etc. for future use.
405. Shooter – a person or weapon that shoots.
406. Scavenger – an animal, a bird or a person that scavenges.
407. Scene-shifter – a person who moves scenery in a theatre.
408. School-leaver – a person who has just left school, especially when they are looking for a job.
409. Schoolteacher – a person whose job is teaching in a school.
410. Screenwriter – a person who writes screenplays.
411. Scribbler – (disapproving or humorous) a journalist, author or other writer.
412. Scriptwriter – a person who writes the words for films / movies, television and radio plays.
413. Sculptor – a person who makes sculptures.
414. Sealer – a person who hunts seals.
415. Seeker – a person who is trying to find or get the thing mentioned.
416. Selection committee – a group of people who choose, for example, the members of a sports team.

417. Selector – a person who chooses the members of a particular sports team.
418. Self-starter – a person who is able to work on their own and make their own decisions without needing anyone to tell them what to do.
419. Seller – a person who sells sth.
420. Sender – a person who sends sth.
421. Senior nursing officer – a person in charge of a group of nurses in a hospital.
422. Serial killer – a person who murders several people one after the other in a similar way.
423. Server – 1 (sport) a player who is serving, for example in tennis. 2 a person who helps a priest during a church service.
424. Service provider – a business company that provides a service to customers, especially one that connects customers to the Internet.
425. Settler – a person who goes to live in a new country or region.
426. Sex offender – a person who has been found guilty of illegal sexual acts.
427. Shaker – a member of a religious group in the US who live in a community in a very simple way and do not marry or have partners.
428. Sharpshooter – a person who is skilled at shooting a gun.
429. Shipbuilder – a person or company that builds ships.
430. Shit stirrer – a person who tries to make situations in which people disagree even worse.
431. Shoemaker – a person whose job is making shoes and boots.
432. Signwriter – a person who paints signs and advertisements for shops / stores and businesses.
433. Sitter = babysitter.
434. Skater – a person who skates for pleasure or as a sport. 2 = skateboarder.
435. Skipper – the captain of a small ship or fishing boat. 2 the captain of a sports team.
436. Slave-driver – a person who makes people work extremely hard.
437. Sleeper – a person who sleeps in a particular way.
438. Slider – a freshwater turtle from N America.
439. Snapper – 1 a fish that lives in warm seas and is used for food. 2 a photographer, especially one who takes pictures of famous people for newspapers and magazines.
440. Snatcher – a person who takes sth quickly with their hand and steals it.
441. Sniper – a person who shoots at sb from a hidden position.

442. Social climber – a person who tries to improve their position in society by becoming friendly with people who belong to a higher social class.
443. Social worker – a person whose job is social work.
444. Solver – a person who finds an answer to a problem or a difficult situation.
445. Songwriter – a person who writes the words and usually also the music for songs.
446. Sower – a person or machine that puts seeds in the ground.
447. Speculator – a person who buys and sells goods or shares in a company in the hope of making a profit.
448. Speech-writer – a person whose job is to write speeches for a politician or public figure.
449. Spender – a person who spends money in the particular way mentioned.
450. Spinner – 1 (in cricket) a bowler who uses spin when throwing the ball. 2 a person who spins thread.
451. Splicer – a person or machine that joins pieces of tape, cable, etc.
452. Spoiler – 1 a candidate for a political office who is unlikely to win but who may get enough votes to prevent one of the main candidates from winning. 2 a person or thing that intends or is intended to stop sb/sth being successful.
453. Squadron leader – an officer of high rank in the British air force.
454. Squatter – a person who is living in a building or on land without permission and without paying rent.
455. Stage manager – the person who is responsible for the stage, lights, scenery, etc. during the performance of a play in a theatre.
456. Stakeholder – a person or company that is involved in a particular organization, project, system, etc., especially because they have invested money in it.
457. Stallholder – a person who sells things from a stall in a market, etc.
458. Standard-bearer – a leader in a political group or campaign.
459. Standee – a person who is standing, for example in a bus or at a concert.
460. Stargazer – a person who studies astrology or astronomy.
461. Starter – 1 a person, horse, car, etc. that is in a race at the beginning. 2 a person who gives the signal for a race to start. 3 a person who begins doing a particular activity in the way mentioned.
462. Stayer – a person or an animal, especially a horse, with the ability to keep going in a tiring race or competition.

463. Steelworker – a person who works in a place where steel is made.
464. Steeple chaser – a horse or a person that takes part in steeplechases.
465. Steering committee – a group of people that a government or an organization chooses to direct an activity and to decide how it will be done.
466. Stirrer – a person who likes causing trouble, especially between other people, by spreading secrets.
467. Stoker – a person whose job is to add coal or other fuel to a fire, etc., especially on a ship or a steam train.
468. Storekeeper – shopkeeper.
469. Straggler – a person or an animal that is among the last or the slowest in a group to do sth, for example, to finish a race or leave a place.
470. Strangler – a person who kills sb by squeezing their throat tightly.
471. Streetwalker – a prostitute who looks for customers on the streets.
472. Strike-breaker – a person who continues to work while other employees are on strike; a person who is employed to replace people who are on strike.
473. Striker – 1 a worker who has stopped working because of a disagreement over pay or conditions. 2 (in football (soccer)) a player whose main job is to attack and try to score goals.
474. Stripper – a performer who takes his or her clothes off in a sexually exciting way in front of an audience.
475. Stroller – a person who is enjoying a slow relaxed walk.
476. Strolling players – a group of actors who went from place to place performing plays.
477. Subeditor – a person whose job is to check and make changes to the text of a newspaper or magazine before it is printed.
478. Subscriber – 1 a person who pays money, usually once a year, to receive regular copies of a magazine or newspaper. 2 a person who gives money regularly to help the work of an organization such as a charity. 3 a person who pays to receive a service.
479. Substitute teacher = supply teacher.
480. Supporter – 1 a person who supports a political party, an idea, etc. 2 a person who supports a particular sports team.
481. Suppressor – a thing or person that suppresses sb/sth.
482. Supply teacher – a teacher employed to do the work of another teacher who is away because of illness, etc.

483. Surf lifesaver = lifeguard.
484. Survivor – a person who continues to live, especially despite being nearly killed or experiencing great danger or difficulty.
485. Sweeper – 1 a person whose job is to sweep sth. 2 (in football (soccer)) a player who plays behind the other defending players in order to try and stop anyone who passes them.
486. Swimmer – a person who can swim; a person who is swimming.
487. Swinger – 1 a person who is fashionable and has an active social life. 2 a person who has sex with many different people.
488. Swing voter = floating voter.
489. Switch-hitter – a player who can hit with the bat on either side of their body.
490. Sympathizer – a person who supports or approves of sb/sth, especially a political cause or party.
491. System operator – a person who manages a computer system or electronic communication service.
492. Tackler – a player who tries to tackle an opponent in some sports.
493. Taker – 1 a person who is willing to accept sth that is being offered. 2 a person who takes sth.
494. Tanner – a person whose job is to tan animal skins to make leather.
495. Tax collector – a person whose job is collecting the tax that people must pay on the money they earn.
496. Tax inspector = inspector of taxes.
497. Teacher – a person whose job is teaching, especially in a school.
498. Team player – a person who is good at working as a member of a team, usually in their job.
499. Teller – 1 a person whose job is to receive and pay out money in a bank. 2 a person whose job is to count votes, especially in a parliament.
500. Theatregoer – a person who goes regularly to the theatre.
501. Thrower – a person who throws sth.
502. Ticker – (old-fashioned, informal) a person's heart.
503. Time-server – a person who does as little work as possible in their job because they are just waiting until they leave for another job or retire.
504. Time-keeper – a person who records the time that is spent doing sth, for example at work or at a sports event.

505. Title-holder – 1 a person or team that has defeated all the other people or teams taking part in an important competition. 2 (technical) the legal owner of sth.
506. Toddler – a child who has only recently learnt to walk.
507. Toolmaker – a person or company that makes tools, especially ones used in industry.
508. Tosser – a stupid or unpleasant person.
509. Trail-blazer – a person who is the first to do or discover sth and so makes it possible for others to follow.
510. Translator – a person who translates writing or speech into a different language, especially as a job.
511. Traveller – 1 a person who is travelling or who often travels. 2 a person who does not live in one place but travels around, especially as part of a group (often used as a word for a Gypsy).
512. Trendsetter – a person who starts a new fashion or makes it popular.
513. Trespasser – a person who goes onto sb's land without their permission.
514. Trier – a person who tries very hard at what they are doing and does their best.
515. Trouble-maker – a person who often causes trouble, especially by involving others in arguments or encouraging them to complain about people in authority.
516. Troubleshooter – a person who helps to solve problems in a company or an organization.
517. Tumbler – an acrobat who performs somersaults (= a jump in which you turn over completely in the air).
518. Typesetter – a person, machine or company that prepares a book, etc. for printing.
519. Undertaker – a person whose job is to prepare the bodies of dead people to be buried or cremated, and to arrange funerals.
520. Underwriter – 1 a person or organization that underwrites insurance policies, especially for ships. 2 a person whose job is to estimate the risks involved in a particular activity and decide how much sb must pay for insurance.
521. Upholsterer – a person whose job is to upholster furniture.
522. User – 1 a person or thing that uses sth. 2 (slang) a person who uses illegal drugs.
523. Vendor – 1 a person who sells things, for example food or newspapers, usually outside on the street. 2 (law) a person who is selling a house, etc.

524. Vision mixer – a person whose job is to choose images for television and to show them in the best way.
525. Visitor – a person who visits a person or place.
526. Wader – any of several different types of bird with long legs that feed in shallow water.
527. Wage earner – a person who earns money, especially a person who works for wages.
528. Walker – a fast, slow, etc. ~ 1 a person who walks fast, slow, etc. 2 a person who walks, usually for pleasure or exercise.
529. Wanderer – a person who keeps travelling from place to place with no permanent home.
530. Warbler – a small bird.
531. Waster – 1 a person or thing that uses too much of sth in an unnecessary way. 2 (informal, disapproving) a person who is useless or no good at anything.
532. Watchmaker – a person who makes and repairs watches and clocks as a job.
533. Water strider = pond skater.
534. the Ways and Means Committee – a group of members of the US House of Representatives which makes suggestions about laws concerning tax and trade in order to provide money for the US government.
535. Wearer – the person who is wearing sth; a person who usually wears the thing mentioned.
536. Weaver – a person whose job is weaving cloth.
537. Welder – a person whose job is welding metal.
538. Well-wisher – a person who wants to show that they support sb and want them to be happy, successful, etc.
539. Wheeler-dealer – a person who does a lot of complicated deals in business or politics, often in a dishonest way.
540. Whipper-snapper – a young and unimportant person who behaves in a way that others think is too confident and rude.
541. Whistle-blower – a person who informs people in authority or the public that the company they work for is doing sth wrong or illegal.
542. Wicket-keeper – (in cricket) a player who stands behind the wicket in order to stop or catch the ball.
543. Window cleaner – a person whose job it is to clean windows.

- 544. Wind-surfer – a person on a windsurfer.
- 545. Wine-grower – a person who grows grapes for wine.
- 546. Wine-maker – a person who produces wine.
- 547. Winner – a person, a team, an animal, etc. that wins sth.
- 548. Wire-puller – a person who is able to control or influence events without people realizing it.
- 549. Woodcutter – a person whose job is cutting down trees.
- 550. Worker – 1 a person who works, especially one who does a particular kind of work. 2 a person who is employed in a company or industry, especially sb who does physical work rather than organizing things or managing people. 3 a person who works in a particular way. 4 a female bee that helps do the work of the group of bees but does not reproduce.
- 551. Wrestler – a person who takes part in the sport of wrestling.
- 552. Writer – 1 a person whose job is writing books, stories, articles, etc. 2 a person who has written a particular thing. 3 a person who forms letters in a particular way when they are writing.
- 553. Wrong-doer – a person who does sth dishonest or illegal.
- 554. Yankee – 1 a person who comes from or lives in any of the northern states of the US, especially New England. 2 a soldier who fought for the Union (= the northern states) in the American Civil War.
- 555. Yellow-hammer – a small bird, the male of which has a yellow head, neck and breast.
- 556. Young offender – a criminal who, according to the law, is not yet an adult but no longer a child.
- 557. Zoo-keeper – a person who works in a zoo, taking care of the animals.

Inanimate Agents

- 558. Accelerator – (physics) a machine for making elementary particles move at high speeds.
- 559. Air conditioner – a machine that cools and dries air.
- 560. Automaker – a company that makes cars.
- 561. Abductor – (anatomy) a muscle that moves a body part towards the middle of the body or towards another part.

562. Binder – a substance that makes things stick or mix together in a solid form.
563. Big dipper – (old-fashioned) a small train at an amusement park, which goes very quickly up and down a steep track and around bend.
564. Blender – an electric machine for mixing soft food or liquid.
565. Booster – 1 a rocket that gives a space craft extra power when it leaves the earth, or that makes a missile go further. 2 a thing that helps, encourages or improves sb/sth.
566. Breaker – a large wave covered with white bubbles that is moving towards land.
567. Bulldozer – a powerful vehicle with a broad steel blade in front, used for moving earth or knocking down buildings.
568. Carpet sweeper – a simple machine for cleaning carpets, with a long handle and brushes that go around.
569. Chopper – a type of motorcycle with a long piece of metal connecting the front wheel to the handlebars.
570. Climber – a climbing plant.
571. Coffee maker – a small machine for making cups of coffee.
572. Collider – (physics) a machine for making two streams of particles move at high speed and crash into each other.
573. Contributor – something that helps to cause sth.
574. Creeper – a plant that grows along the ground, up walls, etc., often winding itself around other plants.
575. Curtain-raiser – a small event that prepares for a more important one.
576. Cultivator – a machine for breaking up soil and destroying weeds (= plants growing where they are not wanted).
577. Cutter – a small fast ship.
578. Decider – the game, race, etc. that will decide who the winner is in a competition.
579. Destroyer – a small fast ship used in war, for example to protect larger ships.
580. Digger – a large machine that is used for digging up the ground.
581. Dot matrix printer – a machine that prints letters, numbers, etc. formed from very small dots.
582. Earth mover – a vehicle or machine that digs up large quantities of soil.
583. Earner – an activity or a business that makes a profit.
584. Equalizer – (especially in (soccer)) a goal that makes the score of both teams equal.

585. Excavator – a large machine that is used for digging and moving earth.
586. Executor – (formal) a thing that helps a process to take place.
587. Fast breeder – a reactor in a nuclear power station in which the reaction that produces energy is not made slower.
588. Fighter – a fast military plane designed to attack other aircraft.
589. Feeder – a part of a machine that supplies something to another part of the machine.
590. Flame-thrower – a weapon like a gun that shoots out burning liquid or flames and is often used for clearing plants from land.
591. Flexor – (anatomy) a muscle that allows you to bend part of your body.
592. Generator – 1 a machine for producing electricity. 2 a machine for producing a particular substance.
593. Grinder – 1 a machine or tool for grinding a solid substance into a powder.
594. Glider – a light aircraft that flies without an engine.
595. Grower – a plant that grows in the way mentioned.
596. Healer – something that makes a bad situation easier to deal with.
597. Ice-breaker – a strong ship designed to break a way through ice, for example in the Arctic or Antarctic.
598. Inhibitor – 1 (chemistry) a substance which delays or prevents a chemical reaction. 2 (biology) a gene which prevents another gene from being effective.
599. Interceptor – a fast military plane that attacks enemy planes that are carrying bombs.
600. Killer – (informal) something that is very difficult, very exciting or very skilful.
601. Life- saver – a thing that helps sb in a difficult situation; sth that saves sb's life.
602. Marker – a sign that sth exists or that shows what it is like.
603. Metal detector – an electronic machine that is used, for example at an airport, to see if people are hiding metal objects such as weapons.
604. Mincer – a machine for cutting food, especially meat, into very small pieces.
605. Mine-hunter – a military ship for finding and destroying mines (= bombs that explode when they are touched).
606. Mine-sweeper – a ship used for finding and clearing away mines (= bombs that explode when they are touched).
607. Mixer – a machine or device used for mixing things.
608. Mower – a machine that cuts grass.

609. Neuro-transmitter – (biology) a chemical that carries messages from nerve cells to other nerve cells or muscle.
610. Nuclear reactor – a reactor.
611. Ouster – the act of removing sb from a position of authority in order to put sb else in their place; the fact of being removed in this way.
612. Oxygenator – a water plant that puts oxygen into the water around it.
613. Piledriver – a machine for forcing heavy posts into.
614. Photo-copier – a machine that makes copies of documents, etc. by photographing them.
615. Polisher – a machine for polishing sth.
616. Player – a machine for reproducing sound or pictures that have been recorded on CDs, etc.
617. Planter – a machine that plants seeds, etc.
618. Predictor – (formal) something that can show what will happen in the future.
619. Printer – a machine for printing text on paper, especially one connected to a computer.
620. Rambler – a plant, especially a rose, that grows up walls, fences, etc.
621. Reader – (technical) a machine that produces on a screen a large image of a text stored on a microfiche or microfilm.
622. Reflector – a surface that reflects light.
623. Refractor – (physics) something such as a lens which refracts light (= causes it to change direction).
624. Reminder – 1 something that makes you think about or remember sb/sth, that you have forgotten or would like to forget. 2 a letter or note informing sb that they have not done sth.
625. Rubber – (in some card games or sports) a competition consisting of a series of games or matches between the same teams or players.
626. Runner – a plant stem that grows along the ground and puts down roots to form a new plant.
627. Saver – something that helps you spend less money or use less of the thing mentioned.
628. Scorcher – a very hot day.
629. Scanner – a machine used by doctors to produce a picture of the inside of a person's body on a computer screen.

630. Scooter – 1 a light motorcycle, usually with small wheels and a curved metal cover at the front to protect the rider's legs. 2 a child's vehicle with two small wheels attached to a narrow board with a vertical handle.
631. Semiconductor – (technical) a solid substance that conducts electricity in particular conditions, better than insulators but not as well as conductors.
632. Simulator – a piece of equipment that artificially creates a particular set of conditions in order to train sb to deal with a situation that they may experience in reality.
633. Spreader – a device or machine that spreads things.
634. Snowblower – a machine that removes snow from roads or paths by blowing it to one side.
635. Spin dryer – a machine that partly dries clothes that you have washed by turning them round and round very fast to remove the water.
636. Steamroller – a large slow vehicle with a roller, used for making roads flat.
637. Sterilizer – a machine or piece of equipment that you use to make objects or substances completely clean and free from bacteria.
638. Stunner – something, such as a piece of news, that is very surprising or shocking.
639. Superconductor – a substance that has superconductivity.
640. Sweeper – a thing that sweeps sth.
641. Synthesizer – an electronic machine for producing different sounds.
642. Teleprinter – a machine that prints out telex messages that have been typed in another place and sent by telephone lines.
643. Teletypewriter = teleprinter.
644. Tracer – a bullet or shell (= a kind of bomb) that leaves a line of smoke or flame behind it.
645. Trimmer – a machine for cutting the edges of bushes, grass and hedges.
646. Typewriter – a machine that produces writing similar to print. It has keys that you press to make metal letters or signs hit a piece of paper through a strip of cloth covered with ink.
647. Universal indicator – (chemistry) a substance that changes colour when another substance touches it, indicating whether it is an acid or an alkali.
648. Vacuum cleaner – an electrical machine that cleans floors, carpets, etc. by sucking up dirt and dust.

649. Water softener – a device or substance that removes particular minerals, especially chalk, from water.

Sensers

650. Admirer – 1 a person who admires sb/sth, especially a well-known person or thing. 2 a man who is attracted to a woman and admires her.
651. Assessor – a person who judges how well sb has done in an exam, a competition, etc.
652. Believer – a person who believes in the existence or truth of sth, especially sb who believes in a god or religious faith.
653. Birdwatcher – a person who watches birds in their natural environment and identifies different breeds, as a hobby.
654. Clock- watcher – (disapproving) a worker who is always checking the time to make sure that they do not work longer than they need to.
655. Confessor – a Roman Catholic priest who listens to confessions.
656. Devotee – a person who admires and is very enthusiastic about sb/sth.
657. Free-thinker – a person who forms their own ideas and opinions rather than accepting those of other people, especially in religious teaching.
658. Hearer – a person who hears sth or who is listening to sb.
659. Listener – 1 a person who listens (= sb who you can rely on to listen with attention or sympathy). 2 a person listening to a radio programme.
660. Mind-reader – (often humorous) a person who knows what sb else is thinking without being told.
661. Observer – 1 a person who watches sb/sth. 2 a person who attends a meeting, lesson, etc. to listen and watch but not to take part. 3 a person who watches and studies particular events, situations, etc. and is therefore considered to be an expert on them.
662. On-looker – a person who watches sth that is happening but is not involved in it.
663. Overseer – 1 (old-fashioned) a person whose job is to make sure that other workers do their work. 2 a person or an organization that is responsible for making sure that a system is working as it should.
664. Spectator – a person who is watching an event, especially a sports event.
665. Thinker – 1 a person who thinks seriously, and often writes about important things, such as philosophy or science. 2 a person who thinks in a particular way.

- 666. Unbeliever – a person who does not believe, especially in God, a religion, etc.
- 667. Watcher – a person who watches and studies sb/sth regularly.
- 668. Worrier – a person who worries a lot about unpleasant things that have happened or that might happen.

Sayers

- 669. Adviser – a person who gives advice, especially sb who knows a lot about a particular subject.
- 670. Agitator – (disapproving) a person who tries to persuade people to take part in political protest.
- 671. Announcer – 1 a person who introduces, or gives information about, programmes on radio or television. 2 a person who gives information about something in a station, an airport, etc., especially through a loudspeaker.
- 672. Assessor – an expert in a particular subject who is asked by a court or other official group to give advice.
- 673. Back-seat driver – a passenger in a vehicle who keeps giving advice to the driver about how he or she should drive.
- 674. Barker – a person who stands outside a place where there is entertainment and shouts to people to go in.
- 675. Broadcaster – a person whose job is presenting or talking on television or radio programmes.
- 676. Caller – a person who shouts out the steps for people performing a square dance or country dance.
- 677. Commentator – 1 a person who is an expert on a particular subject and talks or writes about it on television or radio, or in a newspaper. 2 a person who describes an event while it is happening, especially on television or radio.
- 678. Communicator – a person who communicates sth to others.
- 679. Crier – a town crier.
- 680. Crooner – (old-fashioned) a male singer who sings slow romantic songs.
- 681. Detractor – (especially formal) a person who tries to make sb/sth seem less good or valuable by criticizing it.
- 682. Doom-sayer – a person who says that sth very bad is going to happen.
- 683. Enquirer – (formal) a person who asks for information.

684. Facilitator – a person who helps sb do sth more easily by discussing problems, giving advice, etc. rather than telling them what to do.
685. Fortune-teller – a person who claims to have magic powers and who tells people what will happen to them in the future.
686. Informer – a person who gives information to the police or other authority.
687. Interpreter – a person whose job is to translate what sb is saying into another language.
688. Narrator – a person who tells a story, especially in a book, play or film / movie; the person who speaks the words in a television programme but who does not appear in it.
689. Native speaker – a person who speaks a language as their first language and has not learned it as a foreign language.
690. Negotiator – a person who is involved in formal political or financial discussions, especially because it is their job.
691. News-caster – a person who reads the news on television or radio.
692. News-reader – a newscaster.
693. Preacher – a person, often a member of the clergy, who gives religious talks and often performs religious ceremonies, for example in a church.
694. Promoter – a person who tries to persuade others about the value or importance of sth.
695. Proposer – a person who formally suggests sth at a meeting.
696. Rabble-rouser – a person who makes speeches to crowds of people intending to make them angry or excited, especially for political aims.
697. Reporter – a person who collects and reports news for newspapers, radio or television.
698. Seducer – a person who persuades sb to have sex with them.
699. Singer – a person who sings, or whose job is singing, especially in public.
700. Soothsayer – a person who is believed to be able to tell what will happen in the future.
701. Speaker – 1 a person who gives a talk or makes a speech. 2 a person who is or was speaking. 3 a person who speaks a particular language. 4 the title of the person whose job is to control the discussions in a parliament.
702. Storyteller – a person who tells or writes stories.
703. Talker – a person who talks in a particular way or who talks a lot.

704. Teller – a person who tells stories, etc.
705. Tempter – a person who tries to persuade sb to do sth, especially sth bad or wrong.
706. Town crier – a person whose job was to walk through a town shouting news, official announcements, etc.

Carriers

707. Aircraft carrier – a large ship that carries aircraft which use it as a base to land on and take off from.
708. Bee-keeper – a person who owns and takes care of bees.
709. Bearer – (formal) 1 a person who has sth with them or is the official owner of sth, such as a document. 2 a person whose job it is to carry something, especially at a ceremony. 3 a person who brings a message, a letter, etc. 4 a person who has knowledge of something, such as an idea or a tradition, and makes sure that it is not forgotten, by teaching others about it.
710. Cardholder – a person who has a credit card from a bank, etc.
711. Carrier – 1 a company that carries goods or passengers from one place to another, especially by air. 2 a person or animal that passes a disease to other people or animals but does not suffer from it. 3 a military vehicle or ship that carries soldiers or equipment from one place to another.
712. Conveyor – (formal) a person or thing that carries something or makes something known.
713. Draper – (old-fashioned, BrE) a person who owns or manages a shop that sells cloth, curtains, etc.
714. Dispatch rider – a person whose job is to carry messages or packages by motorcycle.
715. Distributor – a person or company that supplies goods to shops / stores, etc.
716. Dumb waiter – a small lift / elevator for carrying food and plates from one floor to another in a restaurant.
717. Escalator – moving stairs that carry people between different floors of a large building.
718. Exporter – a person, company or country that sells goods to another country.
719. Free-holder – (law) a person who owns the freehold of a building or piece of land.

720. Gun-runner – a person who secretly and illegally brings guns into a country.
721. House-holder – (formal) a person who owns or rents the house that they live in.
722. Holder – a person who has or owns the thing mentioned.
723. Importer – a person, company, etc. that buys goods from another country to sell them in their own country.
724. Inn-keeper – (old-fashioned) a person who owns or manages an inn.
725. Licensee -a person who has a licence to sell alcoholic drinks.
726. Mail carrier – a mailman.
727. Mover – a machine or a person that moves things from one place to another, especially sb who moves furniture from one house to another.
728. Owner-occupier – a person who owns the house, flat / apartment, etc. that they live in.
729. Pall-bearer – a person who walks beside or helps to carry the coffin at a funeral.
730. People carrier – a large car, like a van, designed to carry up to eight people.
731. Personnel carrier – a military vehicle for carrying soldiers.
732. Planter – a person who owns or manages a plantation in a tropical country.
733. Policyholder – (formal) a person or group that holds an insurance policy.
734. Possessor – (formal or humorous) a person who owns or has sth.
735. Receiver – the part of a telephone that you hold close to your mouth and ear.
736. Remover – a person or company whose job is to take furniture, etc. from one house to another.
737. Ring bearer – a person, usually a boy, who carries the rings for the bride and groom at a wedding.
738. Runner – 1 a person in a company or an organization whose job is to take messages, documents, etc. from one place to another. 2 a person who takes goods illegally into or out of a place.
739. Server – a person who serves food in a restaurant; a waiter or waitress.
740. Scanner – a piece of equipment for receiving and sending radar signals.
741. Smuggler – a person who takes goods into or out of a country illegally.
742. Smallholder – a person who owns or rents a small piece of land for farming.
743. Shareholder – an owner of shares in a company or business.
744. Shopkeeper – a person who owns or manages a shop / store, usually a small one.
745. Stakeholder - a person who holds all the bets placed on a game or race and who pays the money to the winner.

746. Stockholder – a person who owns stocks and shares in a business.
747. Stretcher-bearer – a person who helps to carry a stretcher, especially in a war or when there is a very serious accident.
748. Transmitter – (formal) a person or thing that transmits sth from one person or thing to another.
749. Waiter – a person whose job is to serve customers at their tables in a restaurant, etc.
750. Wine waiter – a person who works in a restaurant serving wine and helping customers to decide which wine to choose.

Affected

751. Abductee – a person who has been abducted.
752. Accelerator – the pedal in a car or other vehicle that you press your foot to control the speed of the engine.
753. Appointee – a person who has been chosen for a job or position of responsibility.
754. Articulator – (technical) an organ in the mouth used for making speech sounds, such as the tongue, lips, or teeth.
755. Accumulator – 1 a large battery that you can fill with electrical power (= that you can recharge). 2 a bet on a series of races or other events, where the money won or originally bet is placed on the next race, etc.
756. Banger – (informal) 1 a sausage. 2 an old car that is in bad condition. 3 a firework that makes a loud noise when it explodes.
757. Banner – a long piece of cloth with a message on it that is carried between two poles or hung in a public place to show support for sth.
758. Beater – (informal) banger.
759. Blusher – a coloured cream or powder that some people put on their cheeks to give them more colour.
760. Blinkers – [pl.] pieces of leather that are placed at the side of a horse's eyes to stop it from looking sideways.
761. Boilermaker – a drink of whisky followed immediately by a glass of beer.
762. Boneshaker – 1 (informal) old vehicle that is in bad condition. 2 an old type of bicycle without rubber tyres.

763. Bouncer – (in cricket) a ball thrown very fast that rises high after it hits the ground.
764. Broiler – a young chicken suitable for broiling or roasting.
765. Breather – (informal) a short pause for rest or to relax.
766. Bumper – a bar fixed to the front and back of a car, etc. to reduce the effect if it hits anything.
767. Burner – 1 the part of a cooker / stove, etc. that produces a flame. 2 a large, solid, metal piece of equipment for burning wood or coal, used for heating a room.
768. Chaser – 1 a drink that you have after another of a different kind, for example a stronger alcoholic drink after a weak one. 2 a horse for steeplechase racing (= in which horses must jump over a series of fences).
769. Choker – a piece of jewellery or narrow band of cloth worn closely around the neck.
770. Christmas cracker – a cracker.
771. Classifier – (grammar) an affix or word which shows that a word belongs to a group of words with similar meanings.
772. Clapper – the piece of metal inside a bell that hits the sides and makes the bell ring.
773. Cleanser – 1 a liquid or cream for cleaning your face, especially for removing make-up. 2 a substance that contains chemicals and is used for cleaning things.
774. Cobbler – a type of fruit pie with thick pastry on top.
775. Common denominator – (mathematics) a number that can be divided exactly by all the numbers below the line in a set of fraction.
776. Committee – a group of people who are chosen, usually by a larger group, to make decisions or to deal with a particular subject.
777. Counter – 1 a long flat surface over which goods are sold or business is done in a shop / store, bank, etc. 2 a small disc used for playing or scoring in some board games.
778. Cracker – 1 a thin dry biscuit that is often salty and usually eaten with cheese. 2 a tube of coloured paper that makes a loud explosive sound when it is pulled open by two people.
779. Crammer – a school or book that prepares people quickly for exams.
780. Denominator – (mathematics) the number below the line in a fraction showing how many parts the whole is divided into, for example 4 in $\frac{3}{4}$.

781. Determiner – (grammar) a word such as the, some, my, etc. that comes before a noun to show how the noun is being used.
782. Discourse marker – (grammar) a word or phrase that organizes spoken language into different parts, for example ‘Well ...’ or ‘On the other hand ...’.
783. Deportee – a person who has been deported or is going to be deported.
784. Detainee – a person who is kept in prison, usually because of his or her political opinions.
785. Enhancer – (technical) a substance or device that is designed to improve sth.
786. Enlarger – a piece of equipment for making photographs larger or smaller.
787. Emulsifier – (chemistry) a substance that is added to food to make the different substances in them combine to form a smooth mixture.
788. Examinee – a person who is being tested to see how much they know about a subject or what they can do.
789. Executor – (technical) a person, bank, etc. that is chosen by sb who is making their will to follow the instructions in it.
790. Fender bender – (informal) a car accident in which there is not a lot of damage.
791. Fertilizer – a substance added to soil to make plants grow more successfully.
792. Filler – 1 a substance used to fill holes or cracks, especially in walls before painting them. 2 (informal) something that is not important but is used to complete sth else because nothing better is available.
793. Fire-cracker – a small firework that explodes with a loud noise.
794. Flavour enhancer – a substance which is added to food to make the flavour stronger.
795. Flipper – a flat part of the body of some sea animals such as seals and turtles, used for swimming.
796. Fund-raiser – a social event or an entertainment held in order to collect money for a charity or an organization.
797. Fryer – a young chicken that is suitable for frying.
798. Floater – (medical) a very small object inside a person’s eye which they see moving up and down.
799. Fixer – chemical substance used in photography to prevent a photograph from changing and becoming too dark.
800. Flyer – a small sheet of paper that advertises a product or an event and is given to a large number of people.

801. Freshener – a thing that makes sth cleaner, purer or more pleasant.
802. Gusher – an oil well where the oil comes out quickly and in large quantities.
803. Hunter – 1 a dog used in hunting. 2 a fast strong horse used in hunting foxes.
804. Hooter – (slang) 1 a person's nose, especially a large one. 2 a woman's breast.
805. Identifier – (computing) a series of characters used to refer to a program or set of data within a program.
806. Intensifier – (grammar) a word, especially an adjective or an adverb, for example so or very, that makes the meaning of another word stronger.
807. Internee – a person who is put in prison for political reasons, usually without a trial.
808. Inheritor – a person who is affected by the work, ideas, etc. of people who lived before them.
809. Jaw-breaker – a candy.
810. Kicker – (informal) a surprising end to a series of events.
811. Kisser – a person's mouth.
812. Leader = editorial.
813. Loser – 1 a person who is defeated in a competition. 2 a person who is regularly unsuccessful, especially when you have a low opinion of them. 3 a person who suffers because of a particular action, decision, etc.
814. Loss-leader – an item that a shop / store sells at a very low price to attract customers.
815. Luncheon voucher – a ticket given by some employers in Britain that sb can exchange for food at some restaurants and shops / stores.
816. Mailer – mailing.
817. Market leader – a product that is the most successful of its kind.
818. Mixer – a drink such as fruit juice that is not alcoholic and that can be mixed with alcohol.
819. Modifier – (grammar) a word, such as an adjective or adverb, that describes another word or group of words, or restricts its/their meaning in some way. In 'speak quietly', the adverb 'quietly' is a modifier.
820. Moisturizer – a cream that is used to make the skin less dry.
821. Money-maker – a product, business, etc. that produces a large profit.
822. Money-spinner – (informal) something that earns a lot of money.
823. Merger – the act of joining two or more organizations or businesses into one.

824. Multiplier – (mathematics) a number by which another number is multiplied.
825. Negator – (grammar) a word that expresses the idea of ‘no’, for example ‘not’ in English.
826. No-hoper – (informal) a person or an animal that is considered useless or very unlikely to be successful.
827. Numerator – (mathematics) the number above the line in a fraction, for example 3 in the fraction $\frac{3}{4}$.
828. Placeholder – (technical) a symbol or piece of text which replaces sth that is missing.
829. Piledriver – (informal) a very heavy kick or blow.
830. Player – a company or person involved in a particular area of business or politics.
831. Plunger – a part of a piece of equipment that can be pushed down.
832. Poker – a card game for two or more people, in which the players bet on the values of the cards they hold.
833. Pain-killer – a drug that reduces pain.
834. Postmodifier – (grammar) a word, such as an adjective or adverb, that describes another word or group of words, or restricts its/their meaning in some way, and is placed after it/them.
835. Premodifier – (grammar) a word, such as an adjective or adverb, that describes another word or group of words, or restricts its/their meaning in some way, and is placed before it/them.
836. Preserver – a substance used to prevent wood from decaying.
837. Pacifier – a dummy.
838. Predeterminer – (grammar) a word that can be used before a determiner, such as all in all the students or twice in twice the price.
839. Qualifier – a game or match that a person or team has to win in order to enter a particular competition.
840. Quantifier – a determiner or pronoun that expresses quantity, for example ‘all’ or ‘both’.
841. Reactor – a large structure used for the controlled production of nuclear energy.
842. Reader – an easy book that is intended to help people learn to read their own or a foreign language.

843. Recliner – a soft comfortable chair with a back that can be pushed back at an angle so that you can lean back in it.
844. Remover – a substance used for getting rid of marks, paint, etc.
845. Retainer – 1 a sum of money that is paid to sb to make sure they will be available to do work when they are needed. 2 a small amount of rent that you pay for a room, etc. when you are not there in order to keep it available for your use.
846. Retriever – a large dog used in hunting to bring back birds that have been shot.
847. Reflector – a small piece of special glass or plastic that is put on a bicycle, or on clothing, so that it can be seen at night when light shines on it.
848. Rider – an extra piece of information that is added to an official document.
849. Rubber – 1 a strong substance that can be stretched and does not allow liquids to pass through it, used for making tyres, boots, etc. 2 a small piece of rubber or a similar substance, used for removing pencil marks from paper; a piece of soft material used for removing chalk marks from a blackboard.
850. Scorcher – a very good stroke, shot, etc. in a sport.
851. Screwdriver – a cocktail (= an alcoholic drink) made from vodka and orange juice.
852. Select committee – a small group of politicians or experts that have been chosen to examine a particular subject or problem.
853. Selectee – a person who is chosen for sth. 2 a person who is chosen to do.
854. Slammer – an alcoholic drink made by mixing tequila and lemonade, which is drunk quickly after covering the glass and hitting it on the table to make the drink fill with bubbles.
855. Scribbler – a book with plain paper for writing in, especially for children at school.
856. Scene-stealer – a person or thing that gets a lot of attention, so that other people get less attention.
857. Sealer – sealant.
858. Seersucker – a type of light cotton cloth with a pattern of raised lines and squares on its surface.
859. Seller – a good, poor, etc. ~ a product that has been sold in the amounts or way mentioned.
860. Shiner – an area of dark skin that can form around sb's eye when they receive a blow to it.

861. Signifier – the form of a linguistic sign, for example its sound or its printed form, rather than the meaning it expresses.
862. Sitter – 1 a person who sits or stands somewhere so that sb can paint a picture of them or photograph them. 2 (in football (soccer)) an easy chance to score a goal.
863. Sleeper – 1 a person who is asleep. 2 one of the heavy pieces of wood or concrete on which the rails on a railway / railroad track are laid.
864. Slider – (computing) an icon that you can slide up and down or from side to side with the mouse.
865. Softener – a substance that you add when washing clothes to make them feel soft.
866. Sparkler – a type of small firework that you hold in your hand and light.
867. Spoiler – 1 a part of an aircraft's wing that can be raised in order to interrupt the flow of air over it and so slow the aircraft's speed. 2 a raised part on a fast car that prevents it from being lifted off the road when travelling very fast.
868. Spritzer – a drink made with wine (usually white) mixed with either soda water or sparkling mineral water (= with bubbles in it).
869. Squeaker – a competition or election won by only a small amount or likely to be won by only a small amount.
870. Stabilizer – (technical) a chemical that is sometimes added to food or paint to stop the various substances in it from becoming separate.
871. Starter – 1 a small amount of food that is served before the main course of a meal. 2 something that is intended to be used by sb who is starting to do sth.
872. Sticker – a sticky label with a picture or message on it, that you stick onto sth.
873. Stocking filler – a small present that is put in a Christmas stocking.
874. Stopper – an object that fits into the top of a bottle to close it.
875. Stretcher – a long piece of strong cloth with a pole on each side, used for carrying sb who is sick or injured and who cannot walk.
876. Stripper – a substance or tool that is used for removing paint, etc. from sth.
877. Subcommittee – a smaller committee formed from a main committee in order to study a particular subject in more detail.
878. Sucker – 1 (informal) a person who is easily tricked or persuaded to do sth. 2 (informal) a person who cannot resist sb/sth or likes sb/sth very much. 3 a part of a tree or bush that grows from the roots rather than from the main stem or the branches and can form a new tree or bush. 4 = lollipop.

879. Sufferer – a person who suffers, especially sb who is suffering from a disease.
880. Suspender – 1 a short circle of elastic for holding up a sock or stocking. 2 = braces at brace.
881. Sweetener – 1 a substance used to make food or drink taste sweeter, used instead of sugar. 2 (informal) something that is given to sb in order to persuade them to do sth, especially when this is done in a secret or dishonest way.
882. Taxpayer – a person who pays tax to the government, especially on the money that they earn.
883. Teaser – an advertisement for a product that does not mention the name of the product or say much about it but is intended to make people interested and likely to pay attention to later advertisements.
884. Thickener – a substance used to make a liquid thicker.
885. Ticker = news ticker.
886. Tiebreaker = 1 tiebreak. 2 an extra question in a competition to decide who is the winner when two or more of those taking part have equal scores.
887. Tier – 1 a row or layer of sth that has several rows or layers placed one above the other. 2 one of several levels in an organization or a system.
888. Tracer – (technical) a radioactive substance that can be seen in the human body and is used to find out what is happening inside the body.
889. Tranquillizer – a drug used to reduce anxiety.
890. Trotter – 1 a pig's foot, especially when cooked and eaten as food. 2 a horse that has been trained to trot fast in races.
891. Tucker – food.
892. Tumbler – the amount held by a tumbler.
893. Turbocharger – a system driven by a turbine that gets its power from an engine's exhaust gases. It sends the mixture of petrol / gas and air into the engine at high pressure, making it more powerful.
894. Twister – a violent storm that is caused by a powerful spinning column of air.
895. Voucher – a printed piece of paper that can be used instead of money to pay for sth, or that allows you to pay less than the usual price of sth.
896. Weedkiller – a substance that is used to destroy weeds.
897. Winner – (sport) a goal or point that causes a team or a person to win a game.

898. Wrapper – 1 a piece of paper, plastic, etc. that is wrapped around sth, especially food, when you buy it in order to protect it and keep it clean. 2 a piece of cloth that is worn as an item of clothing around the waist and legs.
899. Yankee – Yank.

Effected

900. Best-seller – a product, usually a book, which is bought by large numbers of people.
901. Blockbuster – (informal) something very successful, especially a very successful book or film / movie.
902. Bonkbuster – (informal) a type of popular novel in which there is a lot of sex or romantic love.
903. Blooper – an embarrassing mistake that you make in public.
904. Clanger – (informal) an obvious and embarrassing mistake.
905. Clinker – 1 the hard rough substance left after coal has burnt at a high temperature; a piece of this substance. 2 a wrong musical note.
906. Curtain-raiser – a short performance before the main performance in a theatre, etc.
907. Page-turner – a book that is very exciting.
908. Potboiler – (disapproving) a book, a play, etc. that is produced only to earn money quickly.
909. Show-stopper – a performance that is very impressive and receives a lot of applause from the audience.
910. Slasher – a frightening film / movie, in which an unknown person kills a lot of people.
911. Sleeper – a film / movie, play or book that for a long time is not very successful and then is suddenly a success.
912. Smacker – a loud kiss.
913. Spoiler – a newspaper story, book, etc. that is produced very quickly in order to take attention away from one produced by a competitor that appears at the same time.
914. Tear jerker – a film / movie, story, etc. that is designed to make people feel sad.

Recipients

- 915. Addressee – a person that a letter, etc. is addressed to.
- 916. Cashier – a person whose job is to receive and pay out money in a bank, shop / store, hotel, etc.
- 917. Employee – a person who is paid to work for sb.
- 918. Inheritor – a person who receives money, property, etc. from sb when they die .
- 919. Official receiver – a receiver.
- 920. Payee – (technical) a person that money or a cheque is paid to.

Phenomenon

- 921. Bobby-dazzler – (old-fashioned, BrE, informal) an excellent or very special person or thing.
- 922. Brain-teaser – a problem that is difficult but fun to solve.
- 923. Cheater – something that seems unfair or dishonest, for example a way of doing something with less effort than it usually needs.
- 924. Cliffhanger – a situation in a story, film / movie, competition, etc. that is very exciting because you cannot guess what will happen next, or you do not find out immediately what happens next.
- 925. Clincher – (informal) a fact, a remark or an event that settles an argument, a decision or a competition.
- 926. Cobbler – (informal) nonsense.
- 927. Chinese whispers – the situation when information is passed from one person to another and gets slightly changed each time.
- 928. Crackerjacker – (NAmE, informal) an excellent person or thing.
- 929. Looker – (informal) a way of describing an attractive person, usually a woman.
- 930. Poser – (informal) a difficult question or problem.
- 931. Prayer – a thing that you hope for very much.
- 932. Pressure cooker – a situation that is difficult or dangerous because people are likely to become anxious or violent.
- 933. Sickener – (informal) something that makes sb very disappointed or disgusted.
- 934. Stunner – a person (especially a woman) or a thing that is very attractive or exciting to look at.
- 935. Smasher – a very good or attractive person or thing.
- 936. Stinker – a person or thing that is very unpleasant or difficult.
- 937. Teaser – a difficult problem or question.

938. Waiver – a situation in which sb gives up a legal right or claim; an official document stating this.
939. The Water Bearer = Aquarius.
940. Water Carrier = Aquarius.
941. World-beater – a person or thing that is better than all others.

Verbiages

942. Bleeder – (old-fashioned, informal) a rude way of referring to a person.
943. Buster – (informal) used to speak to a man you do not like.
944. Blighter – (old-fashioned, informal) a way of referring to a person (usually a man).
945. Cocksucker – (taboo, slang) an offensive word used to insult sb, usually a man.
946. Cock-teaser – (taboo, slang) an offensive word used to describe a woman who makes a man think she will have sex with him when she will not.
947. Counter – a response to sb/sth that opposes their ideas, position, etc.
948. Disclaimer – 1 (formal) a statement in which sb says that they are not connected with or responsible for sth, or that they do not have any knowledge of it. 2 (law) a statement in which a person says officially that they do not claim the right to do sth.
949. Fucker – (taboo, slang) a very offensive word used to insult sb.
950. Ice-breaker – a thing that you do or say, like a game or a joke, to make people feel less nervous when they first meet.
951. Knocker – [pl.] (taboo, slang) an offensive word for a woman's breasts.
952. Mother-fucker – (taboo slang) an offensive word used to insult sb, especially a man, and to show anger or dislike.
953. Prayer – 1 words which you say to God giving thanks or asking for help. 2 a fixed form of words that you can say when you speak to God. 3 the act or habit of praying. 4 prayers [pl.] a religious meeting that takes place regularly in which people say prayers.
954. Rib-tickler – a funny joke or story.
955. Scrubber – an offensive word for a prostitute or for a woman who has sex with a lot of men.
956. Sex worker – a polite way of referring to a prostitute.

957. Slapper – an offensive word for a woman, used to suggest that she has a lot of sexual partners.
958. Spoiler – information that you are given about what is going to happen in a film / movie, television series etc. before it is shown to the public.
959. Sucker – (slang) used to refer in a general way to a person or thing, especially for emphasis.
960. Tongue-twister – a word or phrase that is difficult to say quickly or correctly, such as ‘She sells sea shells on the seashore.
961. Wanker – an offensive word used to insult sb, especially a man, and to show anger or dislike.
962. Zinger – a clever or amusing remark.

Instruments

963. Aspirator – (medical) a device or machine used for sucking liquid from a person’s body.
964. Adaptor – 1 a device for connecting pieces of electrical equipment that were not designed to fit together. 2 a device for connecting more than one piece of equipment to the same socket (= a place in the wall where equipment is connected to the electricity supply).
965. Afterburner – (technical) a device for increasing the power of a jet engine.
966. Air freshener – a substance or device for making a place smell more pleasant.
967. Amplifier – an electrical device or piece of equipment that makes sounds or radio signals louder.
968. Angle grinder – a tool with a round turning part that cuts or polishes hard materials such as metal.
969. Attenuator – (technical) a device consisting of a number of resistors which reduce the strength of a radio sound or signal.
970. Autochanger – a device that automatically changes one CD for another in a CD player.
971. Baby walker – a frame with wheels and a harness for a baby who can walk around a room, supported by the frame.
972. Beater – a tool used for beating things.
973. Booster – a device that gives extra power to a piece of electrical equipment.

974. Beeper – a small electronic device that you carry around with you and that lets you know when sb is trying to contact you, by making a sound.
975. Blower – 1 a device that produces a current of air. 2 the blower [sing.] (old-fashioned, informal) the telephone.
976. Blinker = (informal) indicator.
977. Bottle-opener – a small tool for opening bottles with metal tops, for example beer bottles.
978. Breathalyser – a device used by the police to measure the amount of alcohol in a driver's breath.
979. Bubble jet printer – a type of printer that uses bubbles of air to blow small dots of ink in order to form letters, numbers, etc. on paper.
980. Bunsen burner – an instrument used in scientific work that produces a hot gas flame.
981. Buzzer – an electrical device that produces a buzzing sound as a signal.
982. Calculator – a small electronic device for calculating with numbers.
983. Can-opener – a tin-opener.
984. Cherry-picker – a type of tall crane which lifts people up so that they can work in very high places.
985. Chopper – 1 a large heavy knife or small axe. 2 choppers [pl.] (informal) teeth.
986. Circuit-breaker – a device that can automatically stop an electric current if it becomes dangerous.
987. Cleaver – a heavy knife with a broad blade, used for cutting large pieces of meat.
988. Clothes hanger – a hanger.
989. Condenser – a device that receives or stores electricity, especially in a car engine.
990. Converter – 1 (physics) a device for converting alternating current into direct current or the other way around. 2 (physics) a device for converting a radio signal from one frequency to another.
991. Coat hanger – a hanger.
992. Connector – a thing that links two or more things together.
993. Cookie cutter – an object used for cutting biscuits in a particular shape.
994. Copier – a photocopier.
995. Cowcatcher – a pointed metal structure at the front of a train that is used for pushing things off the track.

996. Curler – a small plastic or metal tube which you can wrap wet hair around in order to make it curl.
997. Cutter – cutters [pl.] (usually in compounds) a tool for cutting.
998. Counter – an electronic device for counting sth.
999. Conveyor – a conveyor belt (a continuous moving band used for transporting goods from one part of a building to another, for example products in a factory or suitcases in an airport).
1000. Dividers – [pl.] an instrument made of two long thin metal parts joined together at the top, used for measuring lines and angles.
1001. Driver – (in golf) a club with a wooden head.
1002. Demister – a device, spray, etc. that removes condensation, especially from the windows of a car.
1003. Distributor – a device in an engine that sends electric current to the spark plugs.
1004. Decoder – a device that changes an electronic signal into a form that people can understand, such as sound and pictures.
1005. Decompressor – (technical) a device for reducing pressure in a vehicle's engine.
1006. Depressor – a tongue depressor.
1007. Detector – a piece of equipment for discovering the presence of sth, such as metal, smoke, explosives or changes in pressure or temperature.
1008. Detonator – a device for making sth, especially a bomb, explode.
1009. Door knocker – a knocker.
1010. Draught excluder – a piece of material that helps to prevent cold air coming through a door, window, etc.
1011. Dream-catcher – a ring containing a decorated net, originally made by Native Americans, and thought to give its owner good dreams.
1012. Eraser – a rubber.
1013. Extinguisher – a fire extinguisher.
1014. Electronic organizer – a very small computer which can be carried around, used for storing information such as addresses and important dates.
1015. Fader – (technical) a piece of equipment used to make sounds or images gradually appear or disappear.
1016. Fastener – a device, such as a button or a zip / zipper, used to close a piece of clothing; a device used to close a window, suitcase, etc.

1017. Flight simulator – a device that reproduces the conditions that exist when flying an aircraft, used for training pilots.
1018. Flipper – a long flat piece of rubber or plastic that you wear on your foot to help you swim more quickly, especially below the surface of the water.
1019. Fire-starter – 1 a device that allows you to start a fire, usually by hitting a piece of flint (= a hard grey stone) against a piece of steel. 2 = firelighter.
1020. Geiger counter – a device used for finding and measuring radioactivity.
1021. Gnashers – (informal) teeth.
1022. Graphic equalizer – (technical) an electronic device or computer program that allows you to control the strength and quality of particular sound frequencies separately.
1023. Graphics adapter – (computing) a video card.
1024. Hanger – a curved piece of wood, plastic or wire, with a hook at the top, that you use to hang clothes up on.
1025. Hang-glider – the frame used in hang-gliding.
1026. Heat exchanger – (technical) a device for making heat pass from one liquid to another without allowing the liquids to mix.
1027. Hooter – (rather old-fashioned) the device in a vehicle, or a factory, that makes a loud noise as a signal.
1028. Hedge-trimmer – a piece of equipment used for cutting hedges.
1029. Immobilizer – a device that is fitted to a car to stop it moving if sb tries to steal it.
1030. Inhaler – a small device containing medicine that you breathe in through your mouth, used by people who have problems with breathing.
1031. Ink-jet printer – a printer that uses very small jets to blow ink onto paper in order to form letters, numbers, etc.
1032. Insulator – a material or device used to prevent heat, electricity, or sound from escaping from sth.
1033. Ionizer – a device that is used to make air in a room fresh and healthy by producing negative ions.
1034. Indicator – 1 a device on a machine that shows speed, pressure, etc. 2 a light on a vehicle that flashes to show that the vehicle is going to turn left or right. 3 a sign that shows you what sth is like or how a situation is changing.
1035. Iliquidizer – a blender.

1036. Kicker – a metal object attached to the outside of the door of a house, etc.
which you hit against the door to attract attention.
1037. Lemon-squeezer – a kitchen utensil (= a tool) for squeezing juice out of a fruit.
1038. Launcher – a device that is used to send a rocket, a missile, etc. into the sky.
1039. Locator – a device or system for finding sth.
1040. Loud-hailer – an electronic device, shaped like a horn, with a microphone at one end, that you speak into in order to make your voice louder so that it can be heard at a distance.
1041. Loud-speaker – a piece of equipment that changes electrical signals into sound, used in public places for announcing things, playing music, etc.
1042. Life preserver – a piece of material that floats well, or a jacket made of such material, used to rescue a person who has fallen into water, by keeping them above water.
1043. Magnifier – a piece of equipment that is used to make things look larger.
1044. Meat grinder – a mincer.
1045. Metal detector – an electronic device that you use to look for metal objects that are buried under the ground.
1046. Mine-detector – a piece of equipment for finding mines (= bombs that explode when they are touched).
1047. MP3 player – a piece of computer equipment that can open and play MP3 files.
1048. Marker – 1 an object or a sign that shows the position of sth. 2 a pen with a thick felt.
1049. Mixer – (technical) a device used for mixing together different sound or picture signals in order to produce a single sound or picture; a person whose job is to operate this device.
1050. Nut-cracker – [pl.] a tool for cracking open the shells of nuts.
1051. Opener – a tool that is used to open things.
1052. Oscillator – (physics) a piece of equipment for producing oscillating electric currents.
1053. Paper cutter – a guillotine.
1054. Pea-shooter – a small tube that children use to blow small objects such as dried peas at sb/sth, in order to hit them or it.
1055. Perambulator – 1 (technical) a device consisting of a wheel on a long handle, which is pushed along the ground to measure distances. 2 (old-fashioned) = pram.

1056. Peeler – a special type of knife for taking the skin off fruit and vegetables.
1057. Pencil sharpener – a small device with a blade inside, used for making pencils sharp.
1058. Potato masher – a kitchen utensil (= tool) for mashing potatoes).
1059. Puffer = (informal) inhaler.
1060. Personal computer – a small computer that is designed for one person to use at work or at home.
1061. Plunger – a piece of equipment used for clearing kitchen and bathroom pipes, that consists of a rubber cup fixed to a handle.
1062. Poker – a metal stick for moving or breaking up coal in a fire.
1063. Pecker – (slang) a penis.
1064. Pacemaker – an electronic device that is put inside a person's body to help their heart beat regularly.
1065. Ready reckoner – a book or page that shows common calculations with their results, so that answers can be found quickly.
1066. Rangefinder – an instrument for estimating how far away an object is, used with a camera or gun.
1067. Razor – an instrument that is used for shaving.
1068. Record player – a piece of equipment for playing records in order to listen to the music, etc. on them.
1069. Regulator – a device that automatically controls sth such as speed, temperature or pressure.
1070. Repeater – (technical) a gun that you can fire several times without having to load it again.
1071. Resistor – (physics) a device that has resistance to an electric current in a circuit.
1072. Resonator – (technical) a device for making sound louder and stronger, especially in a musical instrument.
1073. Respirator – 1 a piece of equipment that makes it possible for sb to breathe over a long period when they are unable to do so naturally. 2 a device worn over the nose and mouth to allow sb to breathe in a place where there is a lot of smoke, gas, etc.
1074. Retainer – a device that keeps a person's teeth straight after they have had orthodontic treatment with a brace.

1075. Revolver – a small gun that has a container for bullets that turns around so that shots can be fired quickly without having to stop to put more bullets in .
1076. Scanner – 1 a device for examining sth or recording sth using light, sound or X-ray. 2 (computing) a device which copies pictures and documents so that they can be stored on a computer.
1077. Scarifier – a tool with sharp points used for removing moss, etc. from grass.
1078. Scourer – a small ball of wire or stiff plastic used for cleaning pans.
1079. Scrambler – a device that changes radio or telephone signals or messages so that they cannot be understood by other people.
1080. Scraper – a tool used for scraping, for example for scraping mud from shoes or ice from a car.
1081. Screwdriver – a tool with a narrow blade that is specially shaped at the end, used for turning screws.
1082. Scrubber – a brush or other object that you use for cleaning things, for example pans.
1083. Selector – a device in an engine, a piece of machinery, etc. that allows you to choose a particular function.
1084. Semiconductor – (technical) a device containing a semiconductor used in electronics.
1085. Sensor – a device that can react to light, heat, pressure, etc. in order to make a machine, etc. do sth or show sth.
1086. Server – a kitchen utensil (= tool) used for putting food onto sb's plate.
1087. Sharpener – a tool or machine that makes things sharp.
1088. Shaver – an electric tool for shaving.
1089. Shifter – the gearbox of a vehicle or the set of gears on a bicycle.
1090. Shock absorber – a device that is fitted to each wheel of a vehicle in order to reduce the effects of travelling over rough ground, so that passengers can be more comfortable.
1091. Shooter – (informal) a gun.
1092. Shutter – 1 one of a pair of wooden or metal covers that can be closed over the outside of a window to keep out light or protect the windows from damage. 2 a part of a camera that opens to allow light to pass through the lens when you take a photograph.
1093. Sifter – a small sieve used for sifting flour.

1094. Sinker – a weight that is attached to a fishing line or net to keep it under the water.
1095. Six-shooter – a small gun that holds six bullets.
1096. Skewer – a long thin pointed piece of metal or wood that is pushed through pieces of meat, vegetables, etc. to hold them together while they are cooking, or used to test whether sth is completely cooked.
1097. Sledgehammer – a large heavy hammer with a long handle.
1098. Sleeper – a ring or piece of metal that you wear in an ear that has been pierced (= had a hole made in it) to keep the hole from closing.
1099. Slider – a device for controlling sth such as the volume of a radio, which you slide up and down or from side to side.
1100. Smelter – a piece of equipment for smelting metal.
1101. Softener – a device that is used with chemicals to make hard water soft.
1102. Soother – a specially shaped rubber or plastic object for a baby to suck.
1103. Spinner – a device that spins around, used on a fishing line to attract fish.
1104. Sprinkler – 1 a device with holes in that is used to spray water in drops on plants, soil or grass. 2 a device inside a building which automatically sprays out water if there is a rise in temperature because of a fire.
1105. Stabilizer – 1 a device that keeps sth steady, especially one that stops an aircraft or a ship from rolling to one side. 2 small wheels that are fitted at each side of the back wheel on a child's bicycle to stop it from falling over.
1106. Starter – a device used for starting the engine of a vehicle.
1107. Stroller = buggy, pushchair.
1108. Sucker – 1 a special organ on the body of some animals that enables them to stick to a surface. 2 a disc shaped like a cup, usually made of rubber or plastic, that sticks to a surface when you press it against it.
1109. Tabulator = tab key.
1110. Telecomputer – a device that can be used as a computer, television and telephone.
1111. Thruster – a small engine used to provide extra force, especially on a spacecraft.
1112. Tin-opener – a kitchen utensil (= a tool) for opening tins of food.
1113. Tongue depressor = spatula.
1114. Transformer – a device for reducing or increasing the voltage of an electric power supply, usually to allow a particular piece of electrical equipment to be used.

- 1115. Transmitter – a piece of equipment used for sending electronic signals, especially radio or television signals.
- 1116. Ventilator – 1 a device or an opening for letting fresh air come into a room, etc.2 a piece of equipment with a pump that helps sb to breathe by sending air in and out of their lungs.
- 1117. Viewfinder – the part of a camera that you look through to see the area that you are photographing.
- 1118. Vibrator – an electrical device that produces a continuous shaking movement, used in massage or for sexual pleasure.
- 1119. Walker = 1. Zimmer frame. 2 baby walker.
- 1120. Washer – a small flat ring made of rubber, metal or plastic placed between two surfaces, for example under a nut.
- 1121. Winder – a device or piece of machinery that winds sth, for example sth that winds a watch or the film in a camera.
- 1122. Windscreen wiper – a blade with a rubber edge that moves across a windscreen to make it clear of rain, snow, etc.
- 1123. Wiper = windscreen wiper.
- 1124. Wire-cutters – a tool for cutting wire.
- 1125. Wire strippers – a tool for removing the plastic covering from electric wires.
- 1126. Zapper – a device or weapon that attacks or destroys sth quickly.

Containers

- 1127. Atomizer – a container that forces a liquid such as water or paint out as a very fine spray.
- 1128. Accumulator – a section of a computer that is used for storing the results of what has been calculated.
- 1129. Baby bouncer – a type of seat that hangs from pieces of elastic, in which a baby can sit and bounce up and down.
- 1130. Bleachers – cheap seats at a sports ground.
- 1131. Bathers [pl.] = swimming costume, swimming trunks.
- 1132. Boiler – a container in which water is heated to provide hot water and heating in a building or to produce steam in an engine.

1133. Blazer – a jacket, not worn with matching trousers / pants, often showing the colours or badge of a club, school, team, etc.
1134. Binder – a hard cover for holding sheets of paper, magazines, etc. together.
1135. Broiler – the part inside the oven of a cooker / stove that directs heat downwards to cook food that is placed underneath it.
1136. Cement mixer – a machine with a drum that holds sand, water and cement and turns to mix them together.
1137. Chest freezer – a large freezer which has a lid rather than a door.
1138. Compressor – a machine that compresses air or other gases.
1139. Concrete mixer – a cement mixer.
1140. Condenser – a device that cools gas in order to change it into a liquid.
1141. Cooker – a large piece of equipment for cooking food, containing an oven and gas or electric rings on top.
1142. Crusher – a machine or tool for crushing sth.
1143. Cigarette holder – a narrow tube for holding a cigarette in while you are smoking
1144. Cash dispenser – cash machine.
1145. Container – 1 a box, bottle, etc. in which sth can be stored or transported. 2 a large metal or wooden box of a standard size in which goods are packed so that they can easily be lifted onto a ship, train, etc. to be transported.
1146. Clodhopper – (informal) a large heavy shoe.
1147. Computer – an electronic machine that can store, organize and find information, do calculations and control other machines.
1148. Counter fryer – a large deep pan used for frying food in.
1149. Decanter – a glass bottle, often decorated, that wine and other alcoholic drinks are poured into from an ordinary bottle before serving.
1150. Dispenser – a machine or container holding money, drinks, paper towels, etc. that you can obtain quickly, for example by pulling a handle or pressing buttons.
1151. Dropper – a short glass tube with a hollow rubber end used for measuring medicine or other liquids in drops.
1152. Dishwasher – a machine for washing plates, cups, etc.
1153. Elevator = 1 lift. 2 a place for storing large quantities of grain.
1154. Fire extinguisher – a metal container with water or chemicals inside for putting out small fires.

1155. Folder – 1 a cardboard or plastic cover for holding loose papers, etc. 2 (in some computer systems) a way of organizing and storing computer files.
1156. Feeder – a container filled with food for birds or animals.
1157. Freezer – a large piece of electrical equipment in which you can store food for a long time at a low temperature so that it stays frozen.
1158. Gas guzzler – (informal) a car that needs a lot of petrol / gas.
1159. Guzzler – (informal) a gas guzzler.
1160. Gasholder – a gasometer.
1161. Hip-huggers – hipsters.
1162. Holder – the thing that holds the object mentioned.
1163. Incubator – 1 a piece of equipment in a hospital which new babies are placed in when they are weak or born too early, in order to help them survive. 2 a machine like a box where eggs are kept warm until the young birds are born.
1164. Incinerator – a container which is closed on all sides for burning waste at high temperatures.
1165. Joggers – [pl.] soft loose trousers / pants, with elastic at the waist, that you wear for doing exercise in.
1166. Locker – a small cupboard that can be locked, where you can leave your clothes, bags, etc. while you play a sport or go somewhere.
1167. Micro-computer – a small computer that contains a microprocessor.
1168. Mailer – an envelope, box, etc. for sending small things by mail.
1169. Percolator – a pot for making coffee, in which boiling water is forced up a central tube and then comes down again through the coffee.
1170. Propagator – a box for propagating plants in.
1171. Pedal pushers – women's trousers / pants that reach just below the knee.
1172. Planter – an attractive container to grow a plant in.
1173. Poacher – a special pan for poaching eggs.
1174. Pressure cooker – a strong metal pot with a tight lid, that cooks food quickly by steam under high pressure.
1175. Ring binder – a file for holding papers, in which metal rings go through the edges of the pages, holding them in place.
1176. Rubber – condom.
1177. Romper – a piece of clothing worn by a baby, that covers the body and legs.
1178. Runner – a shoe that is used for running or doing other sport in.

1179. Shaker – a container that is used for shaking things.
1180. Sifter – a container with a lot of small holes in the top, used for shaking flour or sugar onto things.
1181. Slammer – prison.
1182. Shredder – a machine that tears sth into small pieces, especially paper, so that nobody can read what was printed on it.
1183. Sleeper – 1 a night train with beds for passengers on it. 2 = sleeping car.
1184. Slipper – a loose soft shoe that you wear in the house.
1185. Slow cooker – an electric pot used for cooking meat and vegetables slowly in liquid.
1186. Sneaker = trainer.
1187. Solar cooker – a container for cooking food that uses heat from the sun.
1188. Teller – a machine that pays out money automatically.
1189. Tequila slammer = slammer.
1190. Trawler – a fishing boat that uses large nets that it drags through the sea behind it.
1191. Tumble dryer – a machine that uses hot air to dry clothes after they have been washed.
1192. Tumbler – a glass for drinking out of, with a flat bottom, straight sides and no handle or stem.
1193. Waders – [pl.] long rubber boots that reach up to your thigh, that you wear for standing in water, especially when fishing.
1194. Washer – a washing machine.
1195. Washer-dryer – an electric machine that washes and dries clothes, etc.
1196. Water cooler – a machine, for example in an office, that cools water and supplies it for drinking.
1197. Wind-cheater – a jacket designed to protect you from the wind.
1198. Wind-surfer – a long narrow board with a sail, that you stand on and sail across water on.
1199. Winkle-picker – a shoe with a long pointed toe, popular in the 1950s.
1200. Wringer = mangle.

Means

- 1201. Browser – (computing) a program that lets you look at or read documents on the Internet.
- 1202. Compiler – (computing) a program that translates instructions from one computer language into another for a computer to understand.
- 1203. Checker – a computer program that you use to check sth, for example the spelling and grammar of sth you have written.
- 1204. Decompressor – (computing) a computer program which returns files, etc. to their original size after they have been compressed.
- 1205. Disassembler – (computing) a program used to disassemble computer code.
- 1206. Outliner – (computing) a program that allows you to create a structure for a document.
- 1207. Debugger – a computer program that helps to find and correct mistakes in other programs.
- 1208. Driver – (computing) software that controls the sending of data between a computer and a piece of equipment that is attached to it, such as a printer.
- 1209. Emulator – (computing) a device or piece of software that makes it possible to use programs, etc. on one type of computer even though they have been designed for a different type.
- 1210. Interpreter – (computing) a computer program that changes the instructions of another program into a form that the computer can understand and use.
- 1211. Reader – (computing) an electronic device that reads data stored in one form and changes it into another form so that a computer can perform operations on it.
- 1212. Raster image processor – (computing) a device or piece of software that changes text and images to a form in which they can be printed.
- 1213. Server – (computing) a computer program that controls or supplies information to several computers connected in a network; the main computer on which this program is run.
- 1214. Screen saver – a computer program that replaces a screen display on a computer with another, moving, display after a particular length of time, to stop the screen from being damaged.
- 1215. Speaker – the part of a radio, computer or piece of musical equipment that the sound comes out of.
- 1216. Spellchecker – a computer program that checks your writing to see if your spelling is correct.

1217. Text editor – a system or program that allows you to make changes to text.

Locative

1218. Baker's – (pl. bakers) a shop that sells bread and cakes.
1219. Counter = worktop.
1220. Draper – draper's (pl. drapers) a shop / store that sells cloth, curtains, etc.
1221. Printer – printer's (pl. printers) a place where books, etc. are printed.
1222. Personal organizer – a small file with loose sheets of paper in which you write down information, addresses, what you have arranged to do, etc.; a very small computer for the same purpose.
1223. Riser – (technical) the vertical part between two steps in a set of stairs.
1224. Water cooler – used when referring to a place where office workers talk in an informal way, for example near the water cooler.

Time

1225. Bender – a period of drinking a lot of alcohol or taking a lot of drugs.

