

*Idiomatic Creativity*

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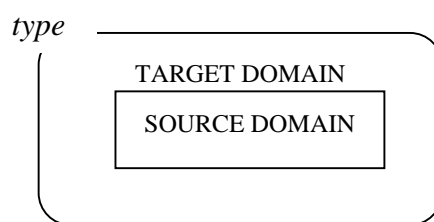
Appendix D:  
The conceptual motivation of  
SPF-idioms

### Classificatory procedure

To provide a fine-grained illustration of the complex conceptual bases that motivate SPF-idioms, each metaphorical model will be described as a complex metaphor system; i.e. as a complex network that consists of more specific subordinated metaphors which work as instantiations and elaborations of the generic superordinate metaphors. Following the conception of a metaphor-system as a conceptual network (see Chapter 3), these individual conceptual metaphors are linked in terms of taxonomic relationships and inheritance links. For instance, the metaphor PURPOSEFUL ACTIVITY IS A BALL-GAME elaborates the superordinated PURPOSEFUL ACTIVITY IS A COMPETITION-model. To systematise the network relationships between individual conceptual metaphors, I will employ the following graphic conventions:

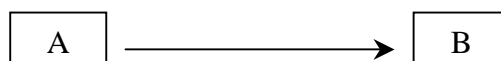
#### Conventions for the depiction of metaphor systems:

- Each individual conceptual metaphor is illustrated as a motivated correlation between a source domain (angular box) and a target domain (round box). In accordance, with cognitive linguistic conventions, the source and target domains are labeled by small capitals. Further, the type of metaphor is indicated on the upper right or left hand corner of the round box (*struct* = structural metaphor, *ont* = ontological metaphor, *orient* = orientational metaphor, (see Lakoff and Johnson 1980)).



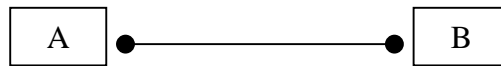
- Network relationships between individual conceptual metaphors are characterized in two ways.

A pointed arrow describes the specification or elaboration of a conceptual pattern (B elaborates A, B is a specification of A).



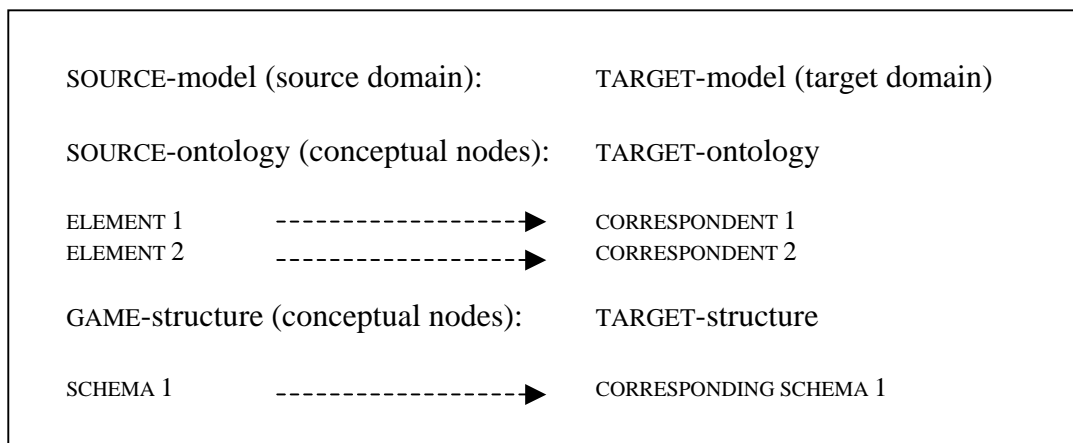
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A rounded arrow characterises an entailment relationship (A entails B).



- Comprehensive metaphor systems are themselves placed in boxes to illustrate that they are cognitive models themselves. For archetype metaphors boxes with dotted lines are used to indicate that these metaphors work at a deep level of cognitive structuring and underlie more elaborated and rich conceptual metaphor systems.

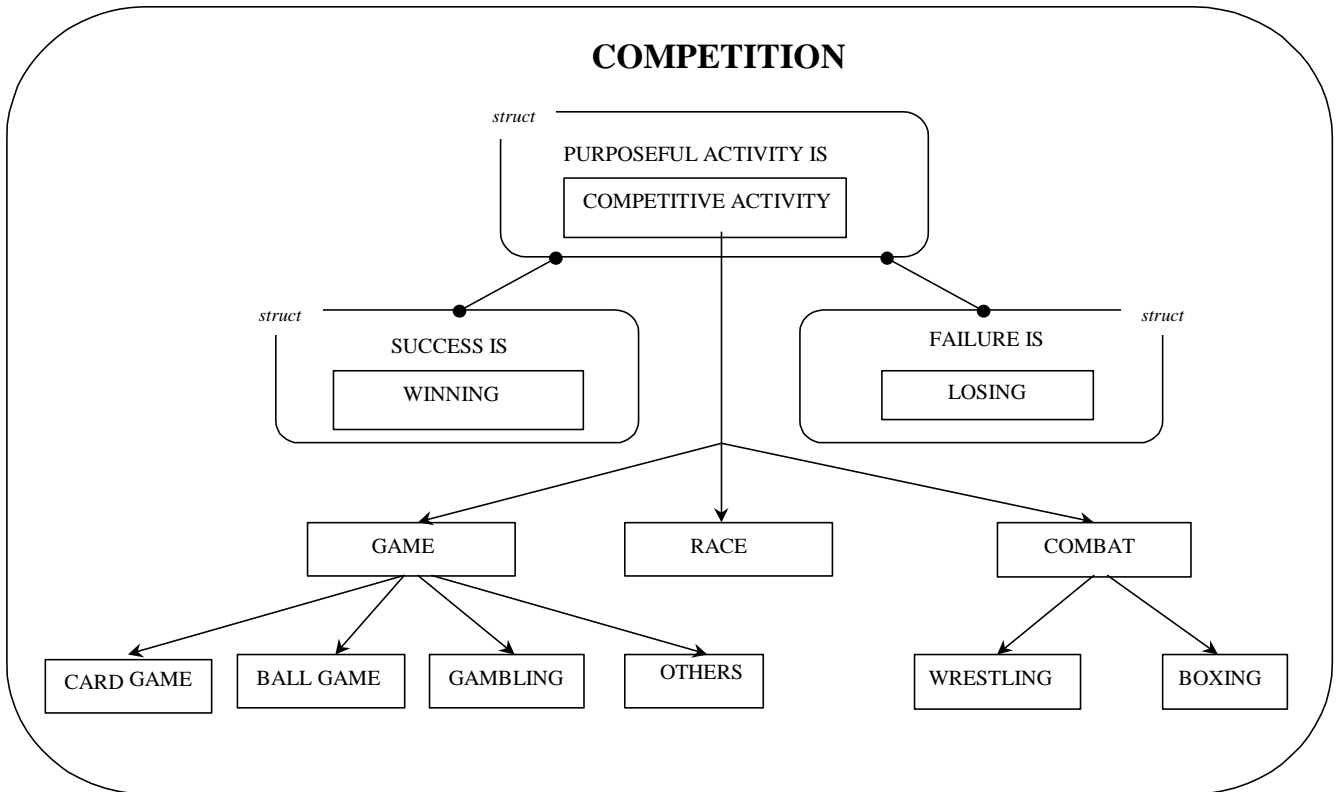
In accordance with Lakoff's view of conceptual metaphors as bilateral domain mappings (cf. Lakoff 1993a), the conceptual network relations that constitute a given metaphor system further include the low-level mappings established between the ontologies and structures of the sources and targets. For instance, the metaphor A PURPOSEFUL ACTIVITY IS A BALL-GAME establishes conceptual correspondences between the ontology and structure of the BALL-GAME-script and the ontology and structure of the ACTIVITY-script. One of these correspondences maps the BALL-concept onto its metaphorical correspondent ISSUE TO BE DEALT WITH. To systematize such correspondences, I will use the following graphic format, which was introduced in Chapter 3 of the book:



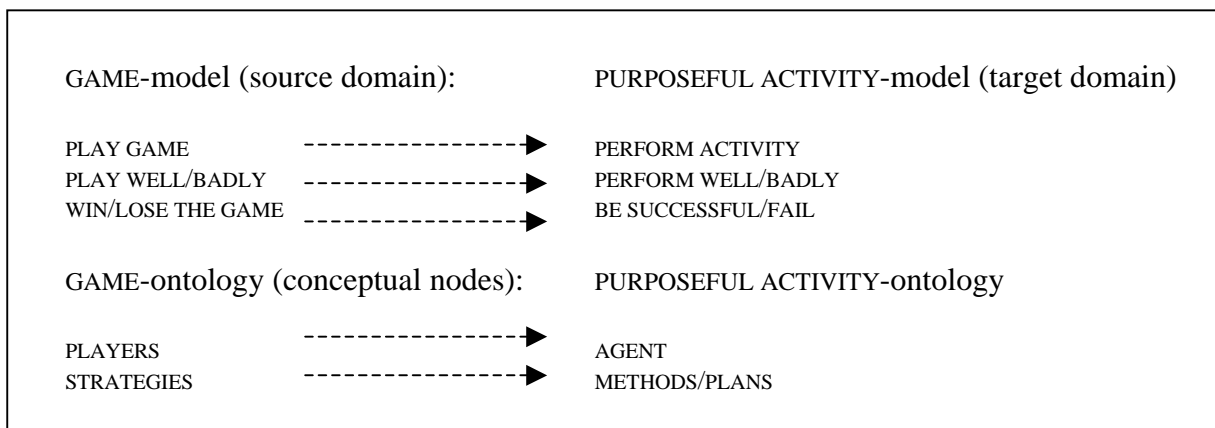
Thus, each metaphor system will be characterized as a network with conceptual connections between source and target domains and between individual conceptual metaphors.

## COMPETITION-models

### Overview



### PURPOSEFUL ACTIVITY IS A GAME



### Idioms

<i>be ahead of the game</i>
<i>beat someone at his own game</i>
<i>play (it) safe</i>
<i>play a waiting game</i>
<i>play into someone's hands</i>
<i>score points off someone</i>
<i>a zero-sum game</i>
<i>below par, under par, not up to par, par for the course</i>
<i>back to square one, back at square one, from square one</i>

**PURPOSEFUL ACTIVITY IS A CARD GAME**

CARD GAME-model (source domain):		ACTIVITY-model (target domain)	
PLAY CARD GAME	----->	PERFORM ACTIVITY	
PLAY WELL/BADLY	----->	PERFORM WELL/BADLY	
WIN/LOSE THE GAME	----->	BE SUCCESSFUL/FAIL	
CARD GAME-ontology:		PURPOSEFUL ACTIVITY-ontology	
PLAYERS	----->	AGENTS/COMPETITORS	
CARD	----->	MEANS	
QUALITY OF CARD	----->	QUALITY OF MEANS	
(PLAY CARD)	----->	(EMPLOY MEANS)	
STRATEGIES	----->	METHODS/PLANS	

**Idioms**

<i>play your cards right</i>
<i>have an ace/card/sth. up your sleeve</i>
<i>play/keep your cards close to your chest</i>
<i>lay/put your cards on the table</i>
<i>the ace in your hand</i>
<i>a trump card</i>
<i>the joker in the pack</i>
<i>hold all the aces</i>
<i>play your ace, play your trump card</i>
<i>sweep the board</i>

**PURPOSEFUL ACTIVITY IS A BALL GAME**

BALL GAME-model (source domain):		ACTIVITY-model (target domain)	
PLAY BALL GAME	----->	PERFORM ACTIVITY	
PLAY WELL/BADLY	----->	PERFORM WELL/BADLY	
WIN/LOSE THE GAME	----->	BE SUCCESSFUL/FAIL	
BALL GAME-ontology:		ACTIVITY-ontology	
PLAYERS	----->	AGENTS	
BALL	----->	ISSUE DEALT WITH	
HANDLE BALL	----->	DEAL WITH ISSUE	

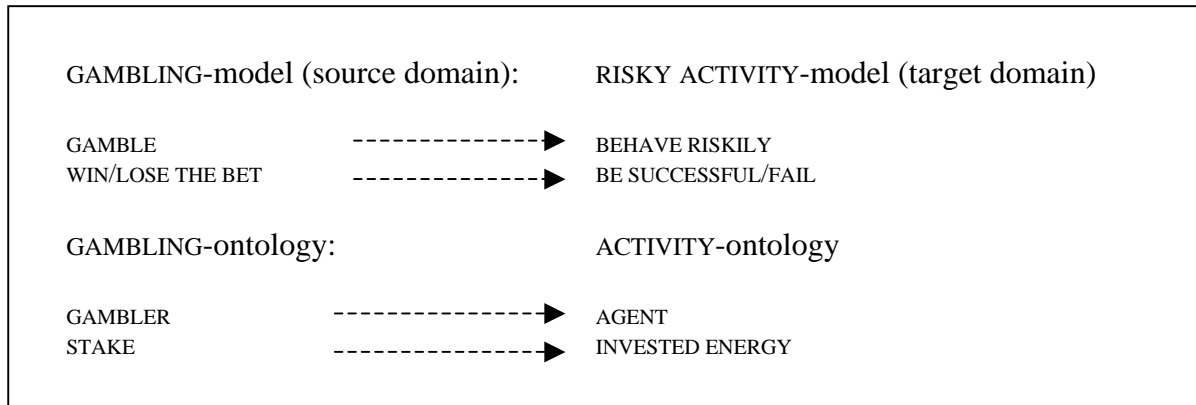
**Idioms**

<i>a new/different ball game</i>
<i>set/start/keep the ball rolling</i>
<i>take the ball and run with it/pick up the ball and run</i>
<i>keep the balls in the air/juggle the balls in the air</i>
<i>on the ball</i>
<i>drop the ball</i>

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<i>an own goal</i>
<i>keep your eye on the ball</i>
<i>take your eye off the ball</i>
<i>take an early bath</i>
<i>send someone to the showers</i>
<i>(bat) on a sticky wicket</i>
<i>(not) get to first base</i>
<i>have a good innings</i>

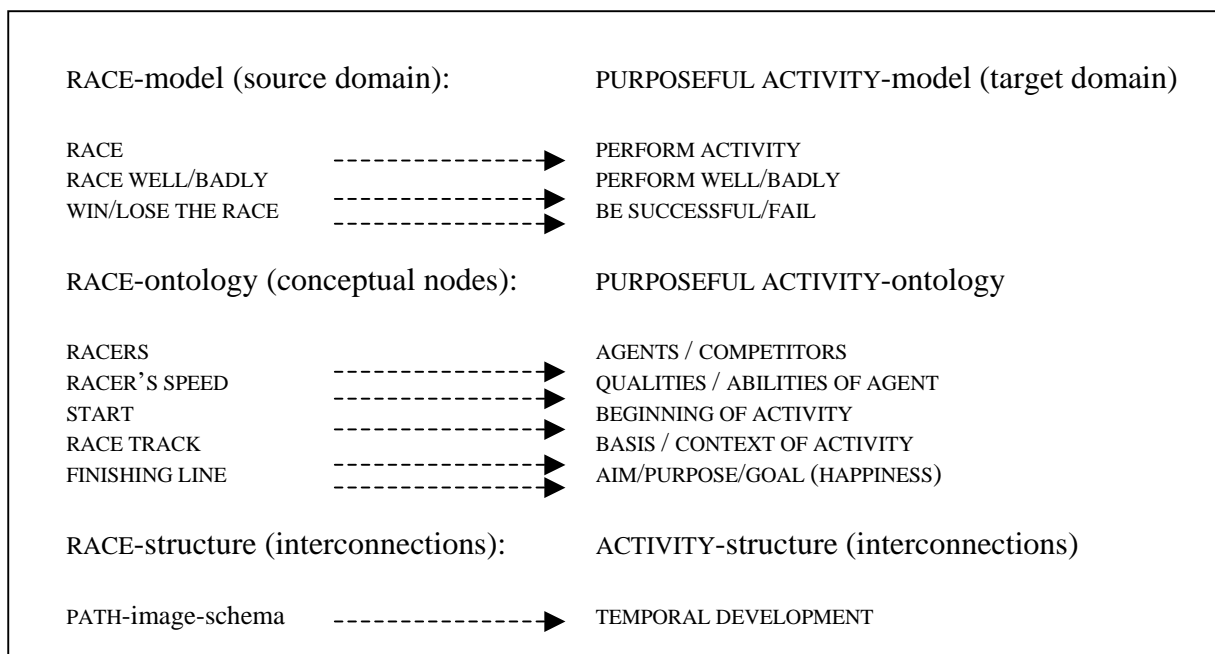
**RISKY ACTIVITY IS GAMBLING**



**Idioms**

<i>be a good/safe bet</i>
<i>hedge your bets</i>
<i>have an eye for the main chance</i>
<i>raise the ante/up the ante</i>
<i>hit the jackpot</i>
<i>have had your chips</i>
<i>count the cost</i>
<i>when the chips are down /the chips are down</i>
<i>load the dice against someone</i>

**PURPOSEFUL ACTIVITY IS A RACE**

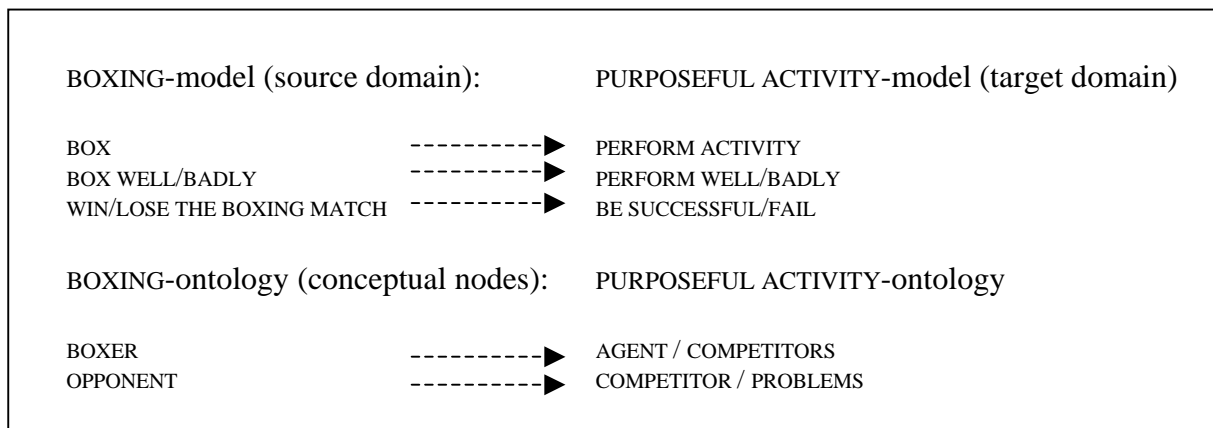


Idiomatic Creativity – Appendix D: The conceptual motivation of SPF-idioms

**Idioms**

<i>can't stand/take the pace</i>
<i>put someone through their paces</i>
<i>show one's paces</i>
<i>bring sth. up to speed/get up to speed</i>
<i>be in pole position</i>
<i>off/out of the blocks/starting blocks</i>
<i>quick/first/slow off the mark</i>
<i>the home stretch/straight</i>
<i>first past the post</i>
<i>pip someone at the post</i>
<i>lead the field</i>
<i>be ahead of the pack</i>
<i>be streets ahead</i>
<i>show a clean pair of heels</i>
<i>have the inside track</i>
<i>get out of the rat race</i>
<i>a one-horse race</i>

**PURPOSEFUL ACTIVITY IS BOXING**

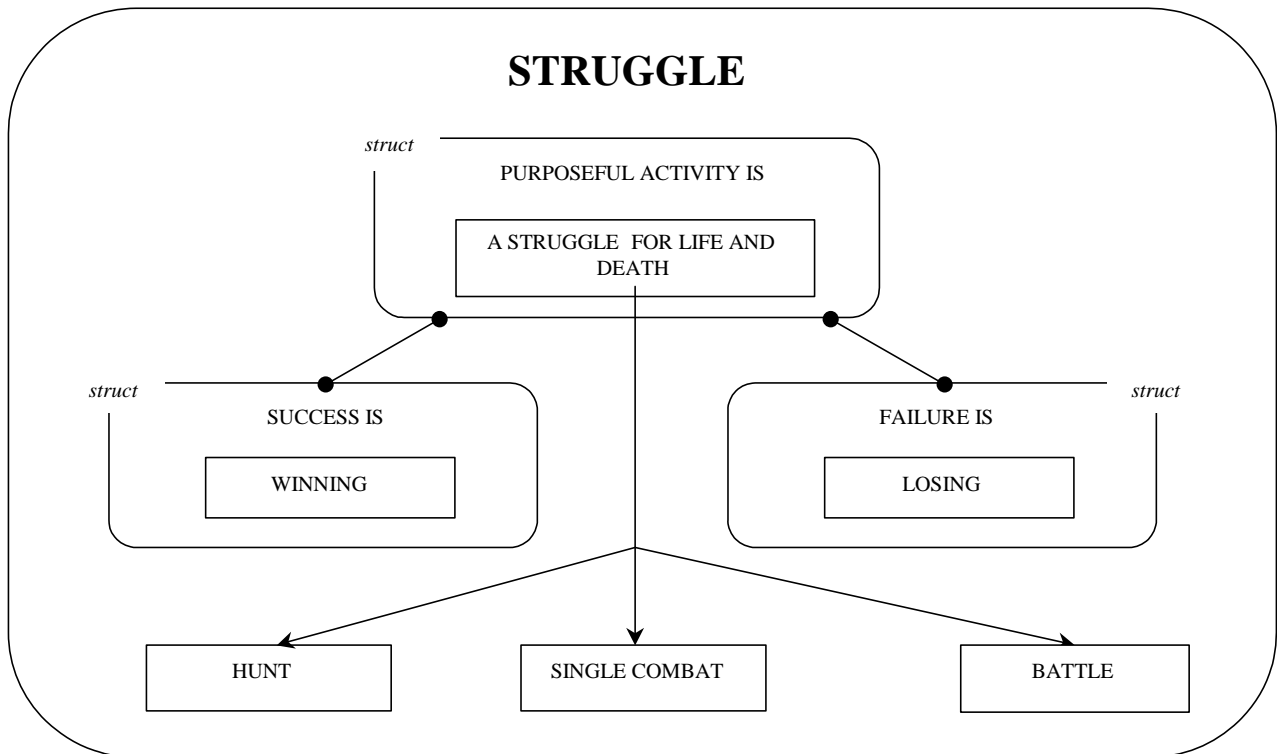


**Idioms**

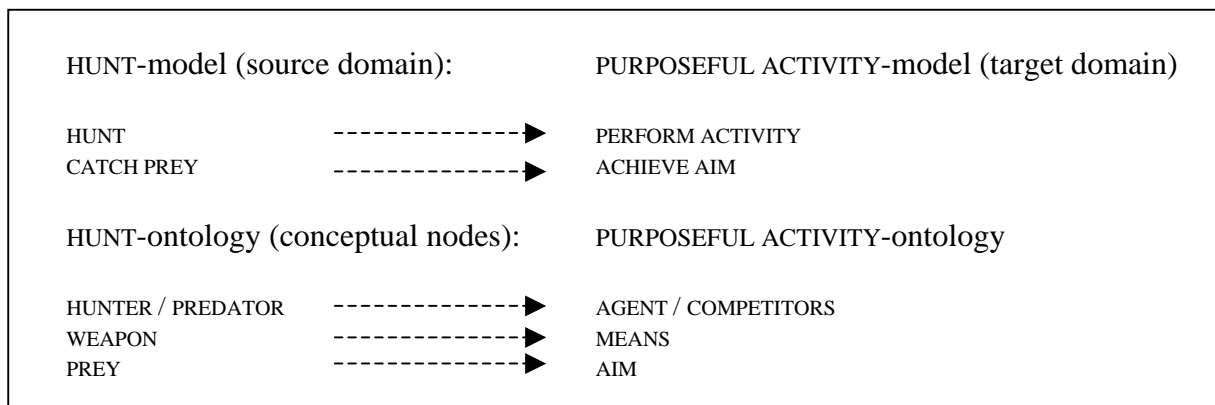
<i>come out swinging/fighting</i>
<i>box clever</i>
<i>in a corner/in a tight corner</i>
<i>out of a corner</i>
<i>on the ropes</i>
<i>paint/box into a corner</i>
<i>keep your chin up</i>
<i>saved by the bell</i>
<i>down for the count; down and out</i>
<i>throw in the towel/sponge</i>

## STRUGGLE-FOR-LIFE-models

### Overview



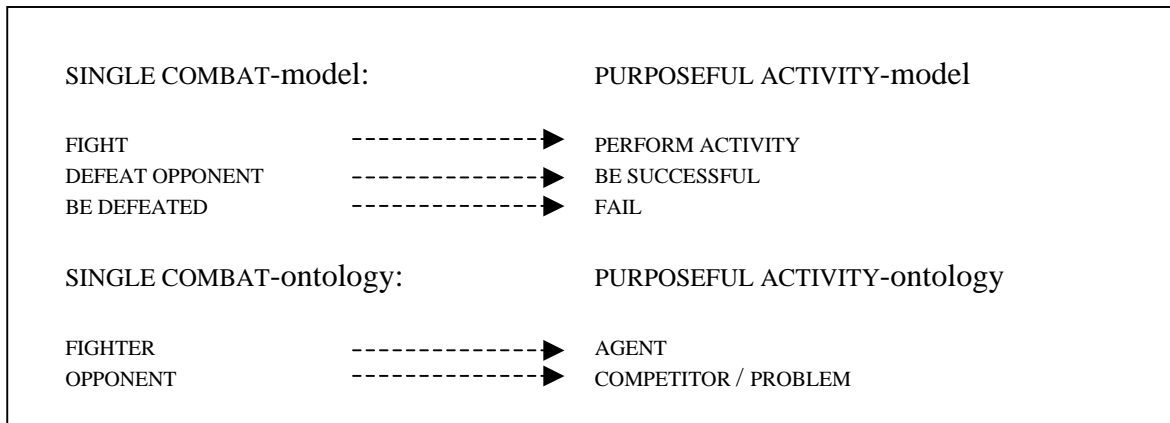
### PURPOSEFUL ACTIVITY IS A HUNT



### Idioms

<i>the early bird catches the worm</i>
<i>kill two birds with one stone</i>
<i>scent blood/taste blood</i>
<i>fish in troubled waters</i>
<i>get off the hook</i>
<i>chase your own tail</i>

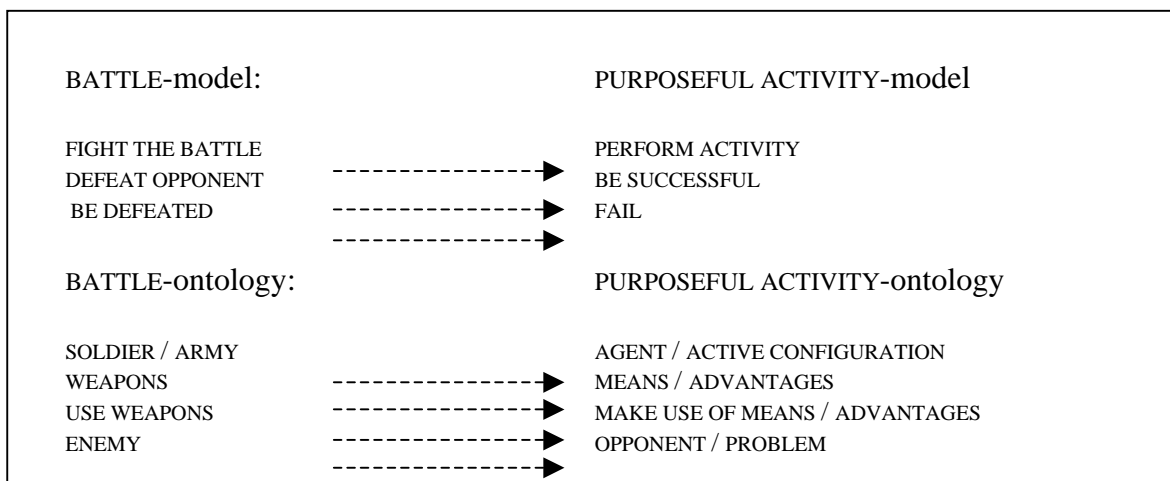
**PURPOSEFUL ACTIVITY IS SINGLE COMBAT**



**Idioms**

<i>come face to face with sth. / bring someone face to face with sth.</i>
<i>blow someone to kingdom come</i>
<i>bring sth. to its knees/be on its knees</i>
<i>to break the back of something</i>
<i>beat the living daylights out of someone</i>
<i>knock something into a cocked hat</i>
<i>strike a blow for something/strike a blow against something</i>
<i>a body blow, a death blow</i>
<i>you can't keep a good man/woman down</i>
<i>be on top of something</i>
<i>bloodied but unbowed</i>
<i>fight to the death</i>
<i>have your back to the wall</i>
<i>hit and miss/hit or miss</i>
<i>make a rod for your own back</i>
<i>cut your own throat</i>
<i>chance your arm</i>
<i>cost an arm and a leg</i>
<i>give your right arm</i>
<i>with one hand/your hands tied behind your back</i>

**PURPOSEFUL ACTIVITY IS A BATTLE**



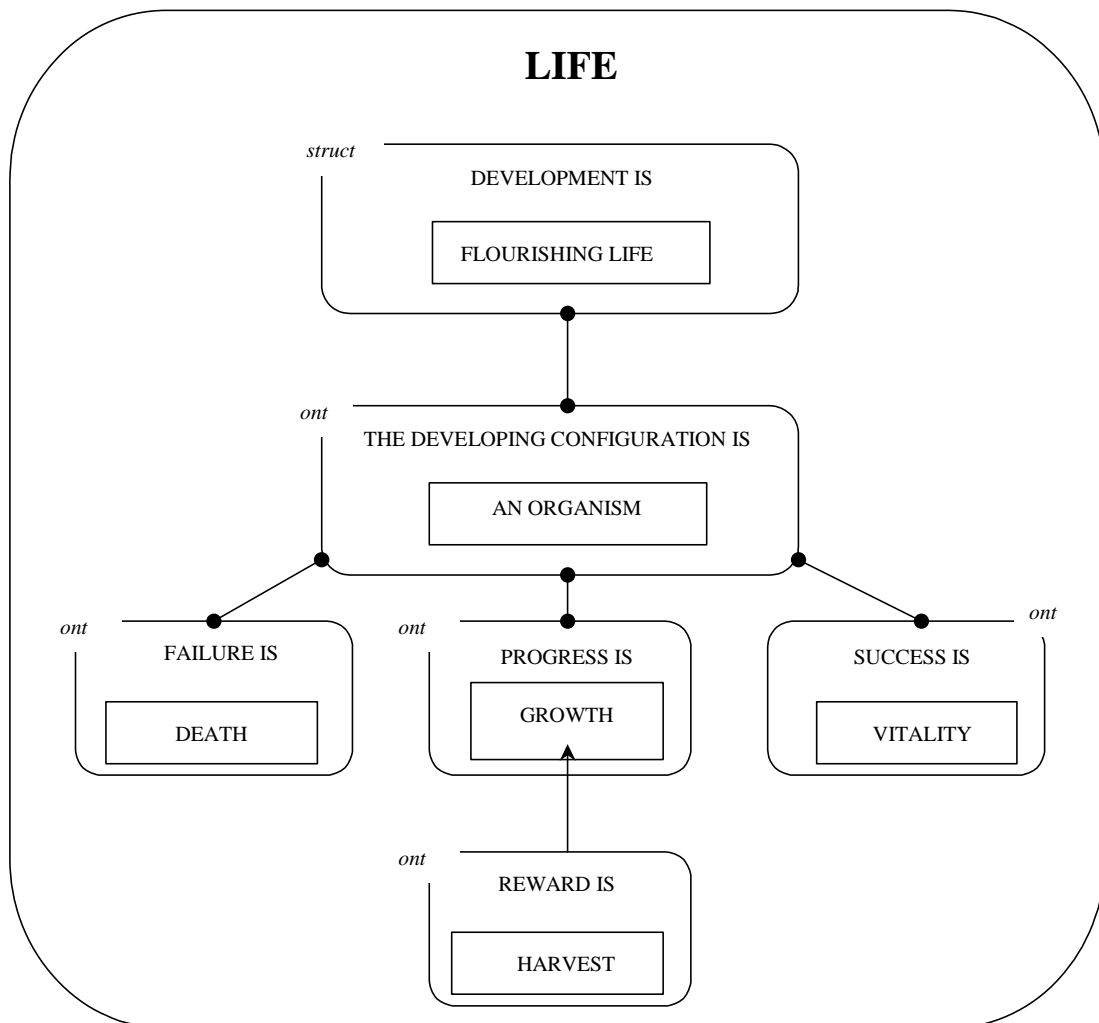
## Idiomatic Creativity – Appendix D: The conceptual motivation of SPF-idioms

### Idioms

<i>fight a losing battle</i>
<i>win the battle, lose the war; lose the battle, win the war</i>
<i>have shot your bolt</i>
<i>have only one shot in your locker</i>
<i>another string to your bow/many strings to your bow</i>
<i>have sth. on your side</i>
<i>a chink in someone's armour</i>
<i>a long shot</i>
<i>give sth. your best shot</i>
<i>blow up in your face/explode in your face</i>
<i>shoot yourself in the foot</i>
<i>in the front line, on the front line</i>
<i>gain ground; lose ground</i>
<i>make up lost ground</i>
<i>in at the kill, in on the kill; move in for the kill</i>
<i>go for the kill</i>
<i>take somewhere by storm</i>
<i>two/three strikes against someone</i>
<i>be shot to pieces;</i>
<i>last ditch (attempt, effort)</i>
<i>meet your Waterloo</i>

## LIFE-models

### Overview



<b>LIFE-model (source domain):</b>		<b>DEVELOPMENT-model (target domain)</b>
LIFE	----->	DEVELOPMENT OF ACTIVITY
FLOURISH/BE VITAL	----->	DEVELOP SUCCESSFULLY
DIE	----->	FAIL
<b>LIFE-ontology (conceptual nodes):</b>		<b>DEVELOPMENT-ontology</b>
ORGANISM	----->	DEVELOPING THING/PERSON/CONFIGURATION
ENVIRONMENT	----->	CONTEXT OF DEVELOPMENT
<b>LIFE-structure (interconnections):</b>		<b>ACTIVITY-structure (interconnections)</b>
CIRCLE-image-schema = LIFE CYCLE	----->	TEMPORAL DEVELOPMENT

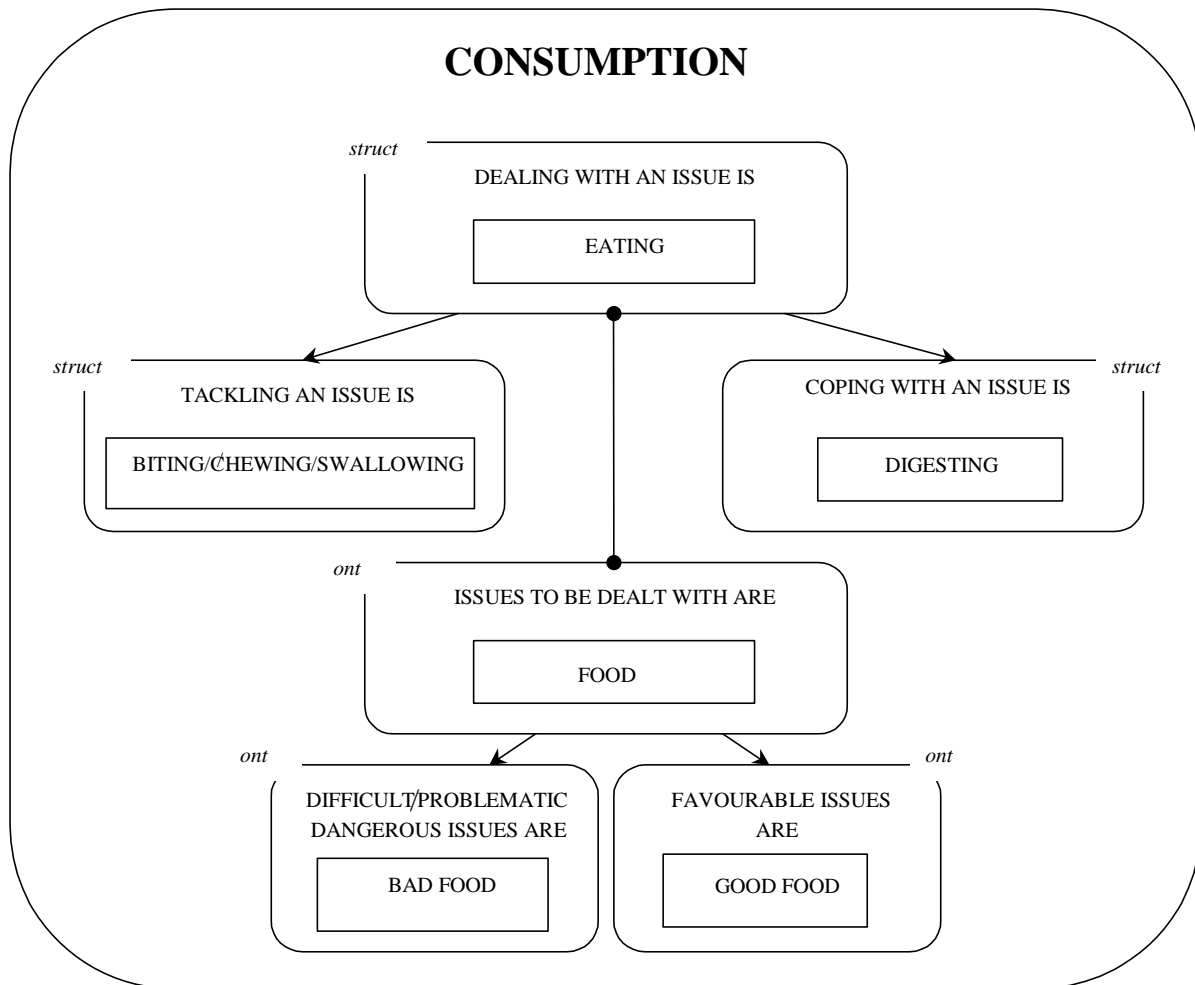
## Idiomatic Creativity – Appendix D: The conceptual motivation of SPF-idioms

### Idioms

<i>be alive and kicking</i>
<i>stand the test of time</i>
<i>new blood, fresh blood</i>
<i>a dead duck</i>
<i>flog/beat a dead horse</i>
<i>someone's days are numbered</i>
<i>to the bitter end</i>
<i>seal someone's fate</i>
<i>sound the death knell/the death knell sounds for sb./sth.</i>
<i>a drowning man will clutch at a straw</i>
<i>keep your head above water</i>
<i>sink or swim</i>
<i>be dead in the water</i>
<i>dig your own grave</i>
<i>tempt fate/providence</i>
<i>put/stick your head in a noose</i>
<i>put your head/neck on the block</i>
<i>come back/rise from the dead, raise something from the dead</i>
<i>a new lease of life</i>
<i>an axe hanging over something</i>
<i>a poisoned chalice</i>
<i>a death blow</i>
<i>have the Sword of Damocles hanging over their heads</i>
<i>just what the doctor ordered</i>
<i>growing pains</i>
<i>teething problems/troubles</i>
<i>sow/plant the seeds of something</i>
<i>put down roots</i>
<i>great oaks from little acorns grow</i>
<i>nip something in the bud</i>
<i>reap the harvest</i>
<i>bear fruit</i>
<i>earn your corn</i>
<i>don't count your chickens before they are hatched</i>
<i>cook your goose/your goose is cooked</i>
<i>kill the goose that lays the golden eggs, kill the golden goose</i>

## CONSUMPTION-models

### Overview



CONSUMPTION-model:	(MENTAL) ACTIVITY-model (target domain)
CONSUMING	-----> DEALING WITH AN ISSUE / ACTIVITY
BITING / CHEWING / SWALLOWING	-----> TACKLING AN ISSUE / ACTIVITY
CONSUMPTION-ontology:	(MENTAL) ACTIVITY-ontology
CONSUMER	-----> AGENT
CONSUMED GOOD	-----> ISSUE / ACTIVITY TO BE DEALT WITH
QUALITY OF GOOD	-----> QUALITY OF ISSUE / ACTIVITY
CONSUMPTION-structure:	ACTIVITY-structure
CONTAINER-image-schema = INPUT - OUTPUT	-----> DEGREE OF INVOLVEMENT WITH ISSUE / IN ACTIVITY

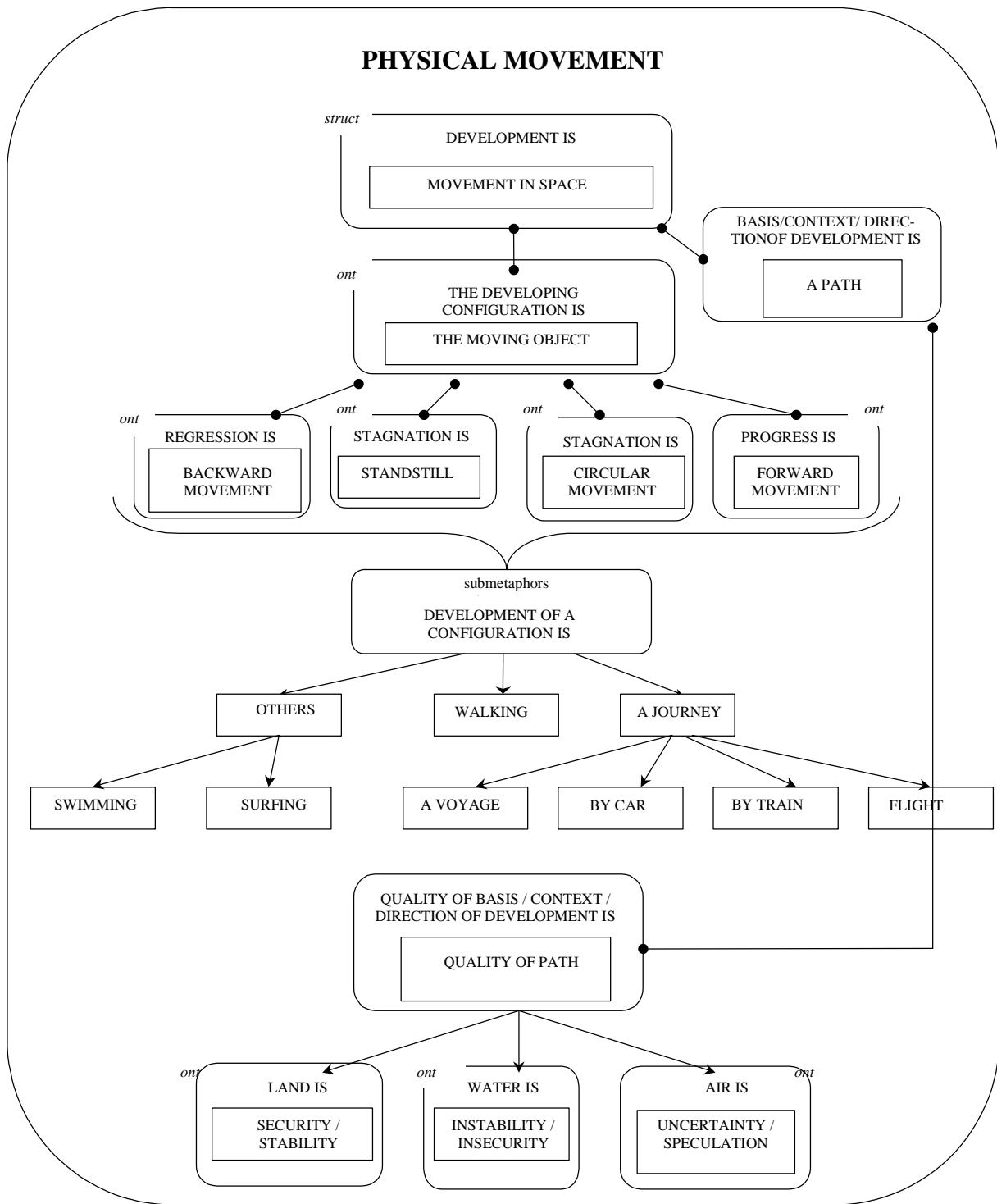
## Idiomatic Creativity – Appendix D: The conceptual motivation of SPF-idioms

### Idioms

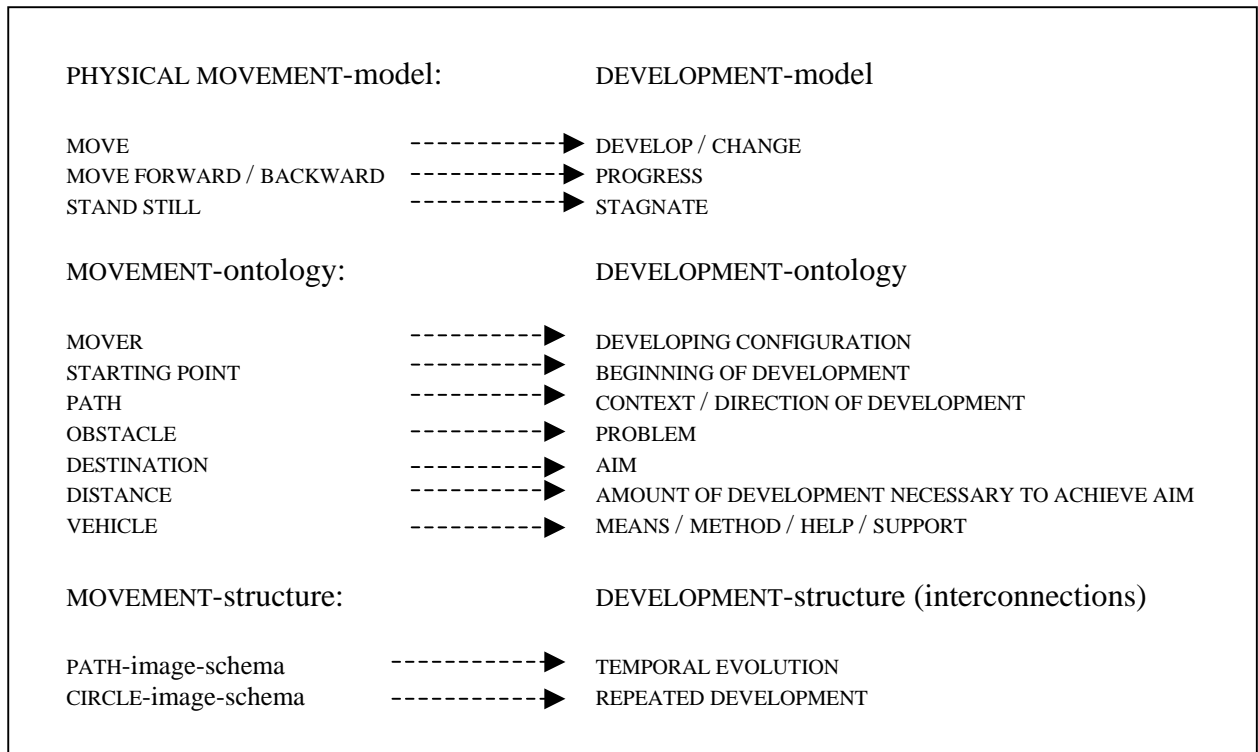
<i>(want) a piece/slice of the action</i>
<i>bite off more than one can chew</i>
<i>get a second bite at the cherry/have two bites of the cherry</i>
<i>bring home the bacon</i>
<i>cast your bread upon the waters</i>
<i>pull someone's chestnuts out of the fire</i>
<i>that's the way the cookie crumbles</i>
<i>cook your goose/your goosed is cooked</i>
<i>kill the goose that lays the golden eggs/kill the golden goose</i>
<i>too many cooks spoil the broth</i>
<i>half a loaf is better than none.</i>
<i>a poisoned chalice</i>
<i>swallow a bitter pill, a bitter pill to swallow</i>
<i>bite the bullet</i>
<i>be past your sell-by date/pass your sell-by date</i>
<i>seek greener pastures</i>
<i>move to pastures new/fresh</i>

**PROGRESS AS FORWARD MOVEMENT IN SPACE-models**

**Overview**



## Idiomatic Creativity – Appendix D: The conceptual motivation of SPF-idioms



### Idioms

<i>off/out of the blocks/starting blocks, get the show on the road</i>
<i>in at the deep end</i>
<i>get off on the wrong foot</i>
<i>dip your toe in the water</i>
<i>try your wings</i>
<i>be on course for sth.</i>
<i>on the right lines, along the right lines</i>
<i>on the right track</i>
<i>the fast track,</i>
<i>have the inside track</i>
<i>in a groove/rut</i>
<i>lead to a dead end</i>
<i>on the wrong track</i>
<i>a blind alley</i>
<i>the end of the road/the end of the line</i>
<i>cross that bridge when you come to it</i>
<i>jump the rails</i>
<i>go off the rails</i>
<i>fall by the wayside</i>
<i>stay the course</i>
<i>stay/be back on the rails</i>
<i>turn the corner</i>
<i>break a path</i>
<i>blaze a trail</i>
<i>burn your bridges / burn your boats (behind you)</i>
<i>up the creek/up the creek without a paddle/up shit creek</i>
<i>skate on thin ice</i>
<i>a rough/bumpy ride</i>
<i>not be plain/clear/smooth sailing</i>
<i>walk a tightrope</i>
<i>between the devil and the deep blue sea</i>
<i>be on/walk a knife-edge</i>

Idiomatic Creativity – Appendix D: The conceptual motivation of SPF-idioms

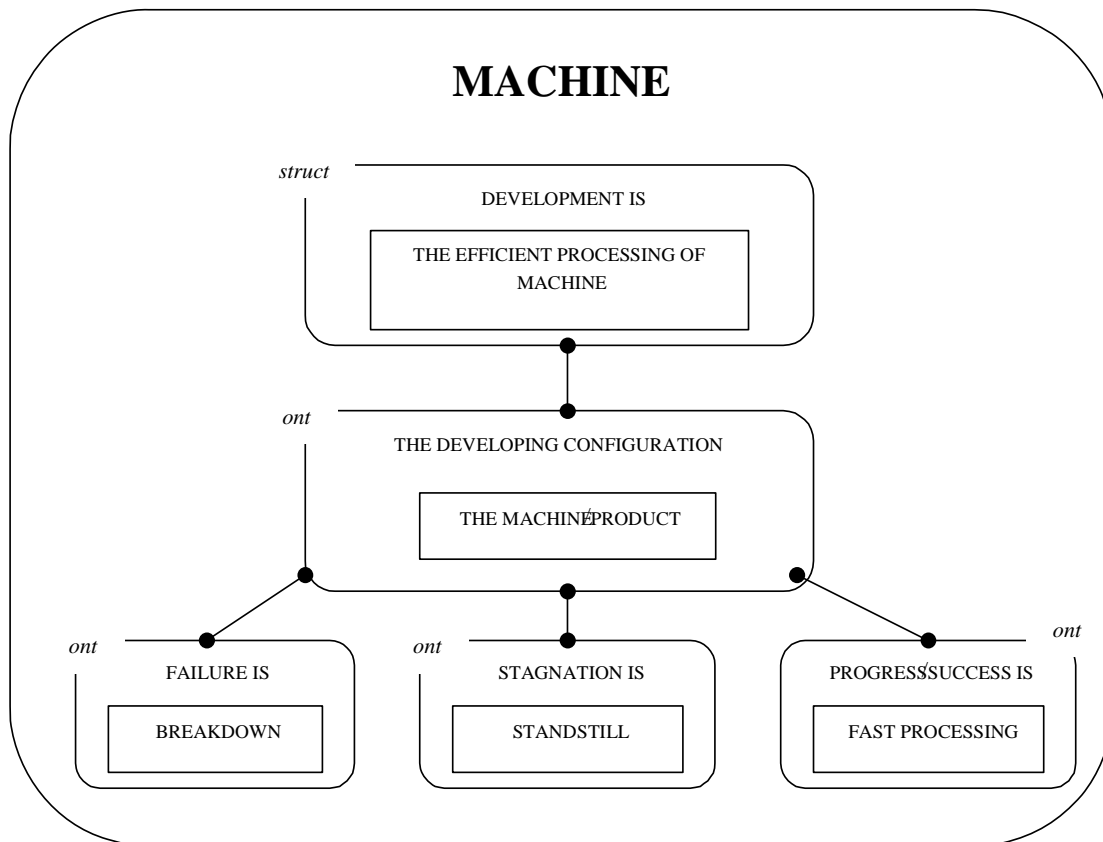
<i>pave the way</i>
<i>prepare the ground</i>
<i>make headway</i>
<i>gain ground make up lost ground</i>
<i>go the distance, go the full distance;</i>
<i>go the extra mile</i>
<i>a hard act to follow</i>
<i>ahead of the game</i>
<i>be streets ahead</i>
<i>tread water</i>
<i>(not) get to first base</i>
<i>lose ground</i>
<i>go/run round/around in circles</i>
<i>chase your own tail</i>
<i>back to/at square one/from square one</i>
<i>the wheel has turned full circle</i>
<i>a vicious circle</i>
<i>the home stretch/straight</i>
<i>have legs</i>
<i>find/feel your feet/legs</i>
<i>on your last legs</i>
<i>not have a leg to stand on</i>
<i>start off on the right/wrong foot</i>
<i>(not) put/set a foot wrong</i>
<i>put your best foot/leg forward</i>
<i>get into/hit your stride</i>
<i>take something in (your) stride</i>
<i>put someone off their stride</i>
<i>fall flat, fall flat on your face</i>
<i>drag your feet/heels</i>
<i>run before you can walk</i>
<i>shoot yourself in the foot</i>
<i>step into someone's shoes/fill someone's shoes</i>
<i>step into someone's boots/fill someone's boots</i>
<i>in someone's shoes, in someone's boots</i>
<i>the boot is on the other foot</i>
<i>dead men's shoes</i>
<i>hang up your boots</i>
<i>miss the boat/bus</i>
<i>catch the wave</i>
<i>on the crest of a wave/ride the crest of a wave</i>
<i>get a free ride</i>
<i>get in on the act/be in on the act</i>
<i>on the coat-tails of someone</i>
<i>jump on the bandwagon</i>
<i>hitch your wagon to someone/hitch your wagon to a star</i>
<i>in the same boat</i>
<i>set the wheels in motion</i>
<i>spin your wheels</i>
<i>run on empty</i>
<i>trim your sails</i>
<i>flog/beat a dead horse</i>
<i>rock the boat</i>
<i>upset/overturn the applecart</i>
<i>jump/abandon ship</i>
<i>a sinking ship, abandon a sinking ship</i>
<i>like a rat leaving a sinking ship</i>
<i>crash and burn</i>
<i>a stumbling block</i>

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<i>be under someone's feet</i>
<i>stop something (dead) in its track</i>
<i>hit the buffers</i>
<i>bang your head against/come up against a wall/brick wall</i>
<i>hit the wall</i>
<i>have a mountain to climb</i>
<i>a hard/tough row to hoe</i>
<i>be over the hump</i>
<i>on the rocks</i>
<i>weather/ride out the storm</i>
<i>the tip of the iceberg</i>
<i>twist/swing in the wind</i>
<i>sail close to the wind</i>
<i>in the doldrums</i>
<i>on a roll</i>
<i>the wheels are turning</i>
<i>on an even keel</i>

## MACHINE-metaphors

### Overview



MACHINE-model:		DEVELOPMENT-model
PROCESS	----->	DEVELOP EFFICIENTLY/SUCCESSFULLY
STAND STILL	----->	STAGNATE/FAIL
MACHINE-ontology:		DEVELOPMENT-ontology
MACHINE	----->	DEVELOPING CONFIGURATION
FINISHED PRODUCT	----->	RESULT / AIM OF DEVELOPMENT
FUEL	----->	MEANS / SUPPORT
OBSTRUCTION	----->	PROBLEM

### Idioms

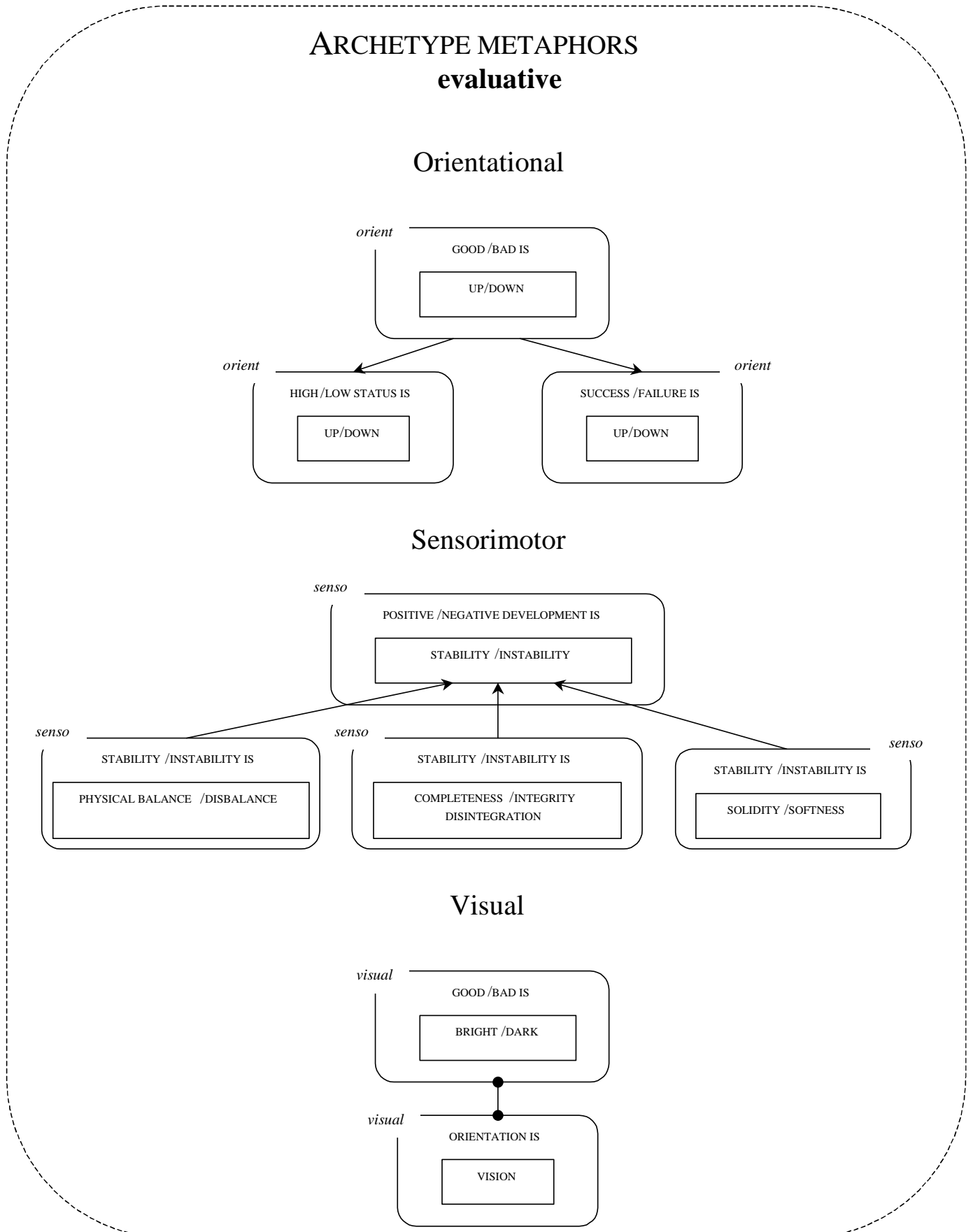
<i>set the wheels in motion</i>
<i>get into gear, be in gear</i>
<i>pick up steam</i>
<i>in the works</i>
<i>in the pipeline</i>
<i>go in overdrive/be in overdrive</i>
<i>up and running</i>
<i>the wheels are turning</i>
<i>prime the pump</i>

Idiomatic Creativity – Appendix D: The conceptual motivation of SPF-idioms

<i>bring sth. up to speed</i>
<i>get up to speed</i>
<i>oil/grease the wheels</i>
<i>put a dampener on sth.</i>
<i>throw/put a spanner in the works</i>
<i>put a spoke in someone's wheel</i>
<i>gather dust</i>
<i>run out of steam</i>
<i>spin your wheels</i>
<i>bang goes something</i>
<i>go up in smoke</i>

## Archetype-metaphor models

### Overview of Evaluative metaphors based on archetypal experiences



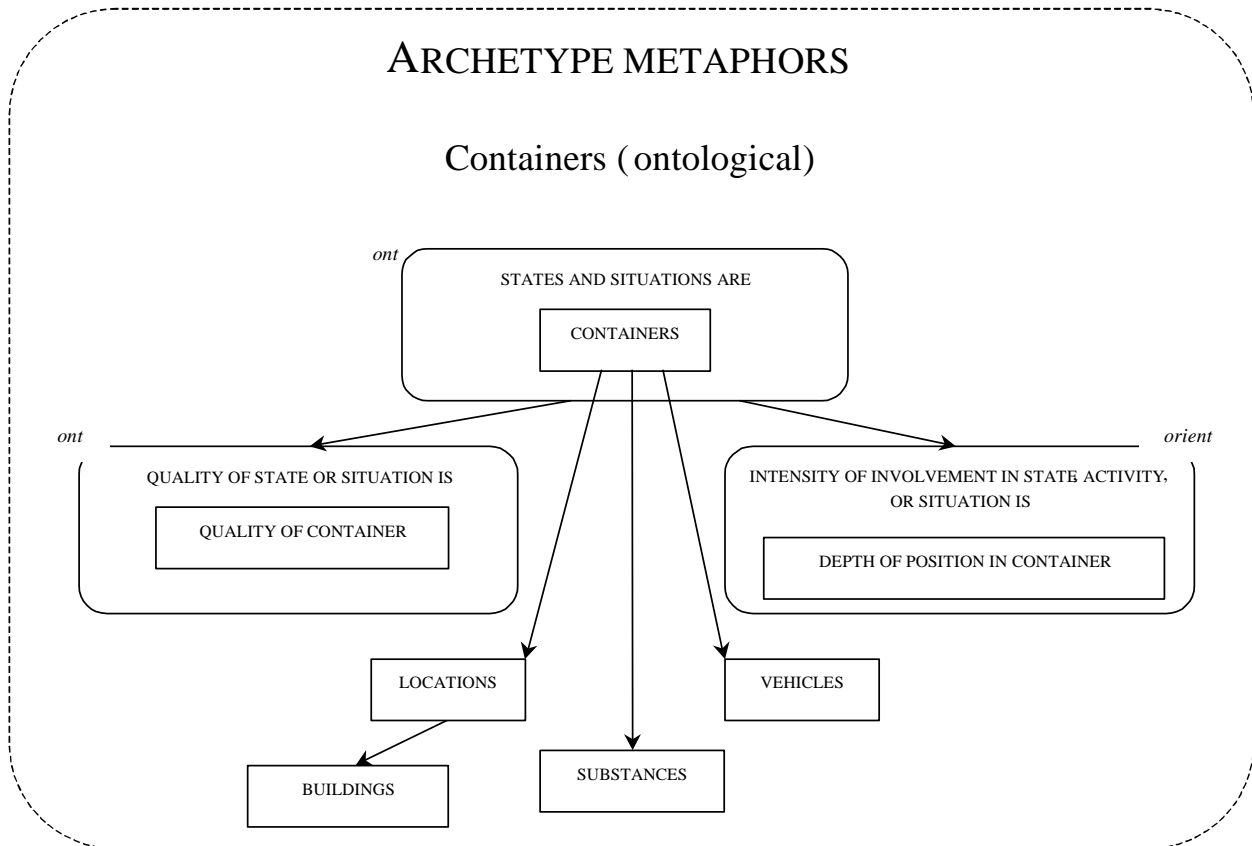
Idiomatic Creativity – Appendix D: The conceptual motivation of SPF-idioms

**Idioms**

<i>come up/go up/move up in the world</i>
<i>move up the greasy pole</i>
<i>get in on the ground floor</i>
<i>be on the up, be on the up and up</i>
<i>hitch your wagon to a star</i>
<i>reach for the stars/the sky/the moon</i>
<i>the sky's the limit</i>
<i>the top of the tree</i>
<i>ride high in the saddle</i>
<i>ride high</i>
<i>up and coming</i>
<i>up and running</i>
<i>be up a gum tree</i>
<i>the dizzy/dizzying heights</i>
<i>come down in the world</i>
<i>down the drain/tubes/the pan</i>
<i>come down to earth/come down to earth with a bump</i>
<i>knock you off your perch/fall off your perch</i>
<i>be heading for a fall/be riding for a fall/be headed for a fall</i>
<i>fall flat/fall flat on your face</i>
<i>go into freefall/in freefall</i>
<i>drop like flies</i>
<i>go down like a lead balloon</i>
<i>sink or swim</i>
<i>bump along the bottom</i>
<i>plumb the depths</i>
<i>between the devil and the deep blue sea</i>
<i>at a low ebb/at your lowest ebb</i>
<i>hit/reach rock bottom/be at rock bottom</i>
<i>pull yourself up by your bootstraps</i>
<i>down for the count</i>
<i>bring sth. to its knees/be on its knees</i>
<i>down and out</i>
<i>you can't keep a good man/woman down</i>
<i>be on top of something</i>
<i>(hang/ remain) in the balance</i>
<i>throw off balance</i>
<i>bend over backwards</i>
<i>walk a tightrope,</i>
<i>be on the skids</i>
<i>put the skids under something</i>
<i>upset/overturn the applecart</i>
<i>rock the boat</i>
<i>on an even keel</i>
<i>hang on by your fingertips/fingernails</i>
<i>land/fall on your feet, a house of cards</i>
<i>keep your feet on the ground</i>
<i>build something on sand</i>
<i>skate on thin ice</i>
<i>cast your bread upon the waters</i>
<i>be dead in the water</i>
<i>get/have your feet wet</i>
<i>keep your head above water</i>
<i>dip your toe in the water</i>
<i>be in deep water</i>
<i>in at the deep end</i>
<i>a drowning man will clutch at a straw</i>
<i>the balloon goes up</i>

<i>keep/juggle the balls in the air</i>
<i>have your head in the clouds</i>
<i>get your act together</i>
<i>make bricks without straw</i>
<i>the bubble has burst/prick the bubble</i>
<i>that's the way the cookie crumbles</i>
<i>you can't make an omelette without breaking eggs</i>
<i>be shot to pieces</i>
<i>come/fall apart at the seams</i>
<i>fray at the edges</i>
<i>a stitch in time saves nine</i>
<i>hang by a thread</i>
<i>come unstuck</i>
<i>in the clear</i>
<i>the light at the end of a tunnel</i>
<i>a place in the sun</i>
<i>make hay while the sun shines</i>
<i>a false dawn</i>
<i>in eclipse</i>
<i>be a shadow of your former self</i>
<i>be (the pot of gold) at the end of the rainbow</i>
<i>chase rainbows</i>

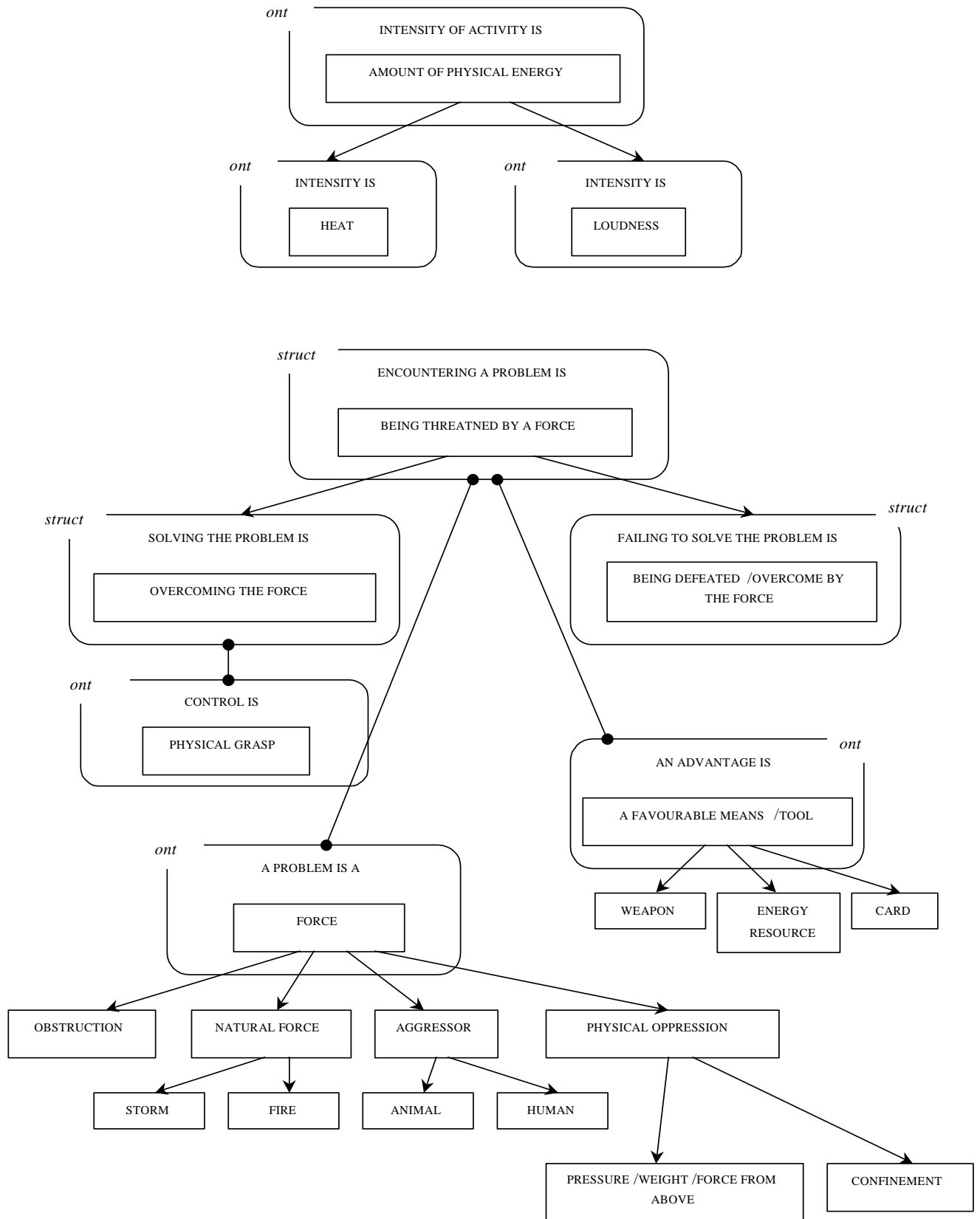
**Overview of ontological archetype metaphors based on CONTAINERS and FORCES**



# ARCHETYPE METAPHORS

## ontological

### Forces



### Idioms for CONTAINER-metaphors

<i>come in from the cold/bring someone in from the cold/be left out in the cold</i>
<i>as one door closes another one opens</i>
<i>push at an open door</i>
<i>the revolving door</i>
<i>have/ get one's/one/a foot in the door</i>
<i>keep the wolf from the door</i>
<i>foul your own nest</i>
<i>fall through the cracks</i>
<i>slip through the net</i>
<i>get in on the act</i>
<i>in someone's shoes/in someone's boots/step into someone's shoes</i>
<i>fill someone's shoes</i>
<i>be in the same boat</i>
<i>out of the/in the doldrums</i>
<i>in the dumps/down the dumps</i>
<i>in a hole/out of a hole</i>
<i>walk into the lion's den, Daniel in the lion's den</i>
<i>out of the woods</i>
<i>get in over your head, be in over your head</i>
<i>in the shit, in deep shit</i>
<i>go through hell, put someone through hell</i>
<i>hell on earth, a living hell</i>
<i>the road to hell is paved with good intentions</i>
<i>to hell and back/through hell and back</i>

### Idioms for INTENSITY and FORCE-metaphors

<i>bang goes something</i>
<i>not with a bang but a whimper</i>
<i>put a dampener on sth.</i>
<i>off the boil</i>
<i>on the back burner</i>
<i>be left out in the cold</i>
<i>catch someone cold</i>
<i>a flash in the pan</i>
<i>on the boil</i>
<i>keep the pot boiling</i>
<i>on the front burner</i>
<i>come in from the cold/bring someone in from the cold</i>
<i>strike while the iron is hot</i>
<i>have a lot of irons in the fire</i>
<i>an Indian summer</i>
<i>one swallow doesn't make a summer</i>
<i>burn the candle at both ends</i>
<i>not worth the candle/the game is not worth the candle</i>
<i>pull someone's chestnuts out of the fire</i>
<i>get your fingers burned/burn your fingers</i>
<i>play with fire</i>
<i>fan the flames</i>
<i>go up in flames/go down in flames</i>
<i>out of the frying pan into the fire</i>
<i>add fuel to the fire/add fuel to the flames</i>
<i>go up in smoke</i>
<i>get into the swing of sth.</i>
<i>go with a swing, in full swing</i>
<i>be in the upswing</i>
<i>a cross to bear</i>

Idiomatic Creativity – Appendix D: The conceptual motivation of SPF-idioms

<i>the last straw/the final straw/the straw that breaks the camels back</i>
<i>a millstone around your neck</i>
<i>a dead weight</i>
<i>have the Sword of Damocles hanging over their heads</i>
<i>hang over your head</i>
<i>an axe hanging over something/someone</i>
<i>go through the mill/put through the mill</i>
<i>when it comes to the crunch/the crunch comes/crunch time</i>
<i>go through the wringer, be put through the wringer</i>
<i>have your back to the wall</i>
<i>in a corner/in a tight corner/out of a corner</i>
<i>paint into a corner/box into a corner</i>
<i>between a rock and a hard place</i>
<i>in a cleft stick</i>
<i>put/stick your head in a noose</i>
<i>your ass in a sling</i>
<i>until you are blue in the face</i>
<i>move heaven and earth</i>
<i>leave no stone unturned</i>
<i>get something off the ground</i>
<i>get off the ground</i>
<i>pull out all the stops</i>
<i>a stumbling block</i>
<i>on the rocks</i>
<i>the tip of the iceberg</i>
<i>be in the eye of the storm</i>
<i>the calm, lull before the storm</i>
<i>weather/ride out the storm</i>
<i>a port in a storm</i>
<i>what you gain on the swings, you lose on the roundabouts</i>
<i>have a mountain to climb</i>
<i>be over the hump</i>
<i>throw/put a spanner in the works</i>
<i>put a spoke in someone's wheel</i>
<i>put the cat among the pigeons</i>
<i>take the bull by the horns</i>
<i>stir up a hornet's nest</i>
<i>grasp the nettle</i>
<i>put your head into the lion's mouth</i>
<i>walk into the lion's den/Daniel in the lion's den</i>
<i>take the sting out of something</i>
<i>come face to face with sth./bring someone face to face with sth.</i>
<i>an axe hanging over something/someone</i>
<i>get off the hook</i>
<i>sit on a powder keg</i>
<i>a close shave</i>
<i>take the edge off something</i>
<i>the ace in your hand</i>
<i>play your ace, hold all the aces</i>
<i>have an ace/a card/something up your sleeve</i>
<i>a trump card/play your trump card</i>
<i>a cutting edge</i>
<i>lose your edge</i>
<i>like a hot (knife) through butter</i>
<i>cut the Gordian knot</i>
<i>kill two birds with one stone</i>
<i>another string to your bow/many strings to your bow</i>
<i>a second wind</i>