Actor: Elisha	Action: Travel (*ilh*)	Destination: Bethel

Actor(s): Cultic Leadership	Action: Decides to send large mob

Actor(s): Cultic Leadership	Action: Dispatch	What/Who: [Qa] [N]	Purpose: Delay/Deter Covenant consequences
	Actor(s): [Qa] [N]	Action (1): Come out (*yts*)	Origin: The City ('*yr* - radicals)

Actor(s): [Qa] [N]	Action (2): SCORNED (*qeles*) ⇨ him	Speech Content: [UNK]

Actor(s): [Qa] [N]	Action (3): Said ⇨ to E	Speech Content: "Go up, baldy" (*ilh*)--2x

Actor: Elisha	Action (1): Stops/Turns around

Actor: Elisha	Action (2): Saw ⇨ them

Actor: Elisha	Action (3): CURSED (*qelel*) ⇨ them	Speech Content: [UNK, contains YHWH]

Actor: YHWH	Action: Dispatch	What/Who: Bears	Purpose: Demonstrate Covenant consequences
	Actor(s): Bears	Action: Come out (*yts*)	Origin: The Wood (*y'r* - radicals)

Actor(s): Bears	Action: Wounds Large group (42)

Actor: Elisha	Action: Travel (*hlk*)	Destination: Beyond Bethel

			Actor:/Actor(s):	Action:	What/Who:	Purpose:/Origin:/Speech Content:
A	Narrative Frame	Narrative Frame	Actor: Elisha	Action: Travel (*ilh*)	Destination: Bethel	
B	CONFLICT POINT Pre-existing Cultic	CONFLICT POINT: Leadership doubts covenant force	Actor(s): Cultic Leadership	Action: Decides to send large mob		
	Rival Authority initiates offensive; sends agents to perform mission.	Authority INITIATIVE (implied)	Actor(s): Cultic Leadership	Action: Dispatch	What/Who: [Qa] [N]	Purpose: Delay/Deter Covenant consequences
		Subordinate Action		Actor(s): [Qa] [N]	Action (1): Come out (*yts*)	Origin: The City ('*yr* - radicals)
	Agents perform assigned tasks; provoking Divine Authority's agent	Provocation MAJOR		Actor(s): [Qa] [N]	Action (2): SCORNED (*qeles*) ⇒ him	Speech Content: [UNK]
		Provocation MINOR		Actor(s): [Qa] [N]	Action (3): Said ⇒ to E	Speech Content: "Go up, baldy" (*ilh*)--2x
	PIVOT POINT	PIVOT POINT: Ministry interrupted	Actor: Elisha	Action (1): Stops/Turns around		
B'	Divine Authority's agent detects & responds to provocation with legal action	Response MINOR	Actor: Elisha	Action (2): Saw ⇒ them		
		Response MAJOR	Actor: Elisha	Action (3): CURSED (*qelel*) ⇒ them	Speech Content: [UNK, contains YHWH]	
	Divine Authority responds effectively; sends agents to perform tasks.	Authority RESPONSE (implied)	Actor: YHWH	Action: Dispatch	What/Who: Bears	Purpose: Demonstrate Covenant consequences
		Subordinate Action		Actor(s): Bears	Action: Come out (*yts*)	Origin: The Wood (*y'r* - radicals)
	RESOLUTION POINT	RESOLUTION POINT: Covenant force powerfully affirmed	Actor(s): Bears	Action: Wounds Large group (42)		
A'	Narrative Frame	Narrative Frame	Actor: Elisha	Action: Travel (*hlk*)	Destination: Beyond Bethel	

Chiastic Structure Diagram

Level	Frame	Structural Label	#	Content
A	Narrative Frame	Narrative Frame	**1**	**Actor:** Elisha — **Action:** Travel (*ilh*) — **Destination:** Bethel
B	CONFLICT POINT Pre-existing Cultic	CONFLICT POINT: Leadership doubts covenant force	**2**	**Actor(s):** Cultic Leadership — **Action:** Decides to send large mob
	Rival Authority initiates offensive; sends agents to perform mission.	Authority INITIATIVE (implied)	**3**	**Actor(s):** Cultic Leadership — **Action:** Dispatch — **What/Who:** [Qa] [N] — **Purpose:** Delay/Deter Covenant consequences
		Subordinate Action	**4**	**Actor(s):** [Qa] [N] — **Action (1):** Come out (*yts*) — **Origin:** The City (*'yr* - radicals)
	Agents perform assigned tasks; provoking Divine Authority's agent	Provocation MAJOR	**5** **6**	**Actor(s):** [Qa] [N] — **Action (2):** SCORNED (*qeles*) ⇒ him — **Speech Content:** [UNK]
		Provocation MINOR	**7**	**Actor(s):** [Qa] [N] — **Action (3):** Said ⇒ to E — **Speech Content:** "Go up, baldy" (*ilh*)--2x
	PIVOT POINT	PIVOT POINT: Ministry interrupted	**8**	**Actor:** Elisha — **Action (1):** Stops/Turns around
B'	Divine Authority's agent detects & responds to provocation with legal action	Response MINOR	**7** **5**	**Actor:** Elisha — **Action (2):** Saw ⇒ them
		Response MAJOR	**6**	**Actor:** Elisha — **Action (3):** CURSED (*qelel*) ⇒ them — **Speech Content:** [UNK, contains YHWH]
	Divine Authority responds effectively; sends agents to perform tasks.	Authority RESPONSE (implied)	**3**	**Actor:** YHWH — **Action:** Dispatch — **What/Who:** Bears — **Purpose:** Demonstrate Covenant consequences
		Subordinate Action	**4**	**Actor(s):** Bears — **Action:** Come out (*yts*) — **Origin:** The Wood (*y'r* - radicals)
	RESOLUTION POINT	RESOLUTION POINT: Covenant force powerfully affirmed	**2**	**Actor(s):** Bears — **Action:** Wounds Large group (42)
A'	Narrative Frame	Narrative Frame	**1**	**Actor:** Elisha — **Action:** Travel (*hlk*) — **Destination:** Beyond Bethel