use:

START	sprinkle fy	move sh fy by	FINISH
effects:	effects:	effects:	pre:
pre: {} -> at sh fy	pre: {} -> wet fy	pre: {} -> at sh by	at sh by
{} {} -> on sp	on sp at ?obj fy -> wet ?obj	at sh fy {} -> NOT at sh fy	wet fy effects:
			wet sh {}

prevent:

START	move sh fy by	sprinkle fy	FINISH
effects:	effects:	effects:	pre:
pre: {} -> at sh fy	pre: {} -> at sh by	pre: {} -> wet fy	at sh by
{} {} -> on sp	at sh fy {} -> NOT at sh fy	on sp at ?obj fy -> wet ?obj	wet fy effects:
			NOT wet sh {}

ignore:

START	sprinkle fy	move sh fy by	FINISH
effects:	effects:	effects:	
pre: {} -> at sh fy	pre: {} -> wet fy	pre: {} -> at sh by	pre:
{} {} -> on sp	on sp at ?obj fy -> wet ?obj	at sh fy {} -> NOT at sh fy	at sh by effects:
			wet fy {}