

Frankie Il Mago Del Pallone Frankie E Il Malvagio Cavaliere

CIAO! continues to set the standard for interactive, flexible introductory Italian instruction with its state-of-the-art online technology package. Not only is this course entirely portable to accommodate the demands of a busy life, it features exciting new capabilities that allow students to share links, photos, and videos and to comment on those posted by their fellow classmates. The eighth edition is distinguished by several new resources and updates that promote the acquisition of Italian language and culture in accordance with the National Standards for Foreign Language Education. Communicative goals are established at the start of each chapter to provide students with clearly defined objectives as they work through the content, while skill-building strategies and interactive activities help them achieve those goals. The all-new Regioni d'Italia section establishes a thematic thread that is maintained throughout the chapter and provides plenty of opportunities to make cross-cultural comparisons even within the regions of Italy itself. CIAO!'S fully-updated authentic readings, cultural snapshots, videos, and activities engage students in deeper exploration of the vibrant life of modern-day Italy and the country's rich cultural heritage. Each chapter ends with a thorough Ripasso to ensure student success. Now more than ever, CIAO! provides an all-in-one grammar and vocabulary program that allows students to communicate in Italian with confidence and gives them a unique cultural perspective on an ever-changing Italy. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Chelsea and England footballer Frank Lampard charts his life story from childhood to young West Ham apprentice to multi-millionaire world footballing celebrity and lynchpin of the national team. Includes a full account of the 2005/06 season and the 2006 World Cup finals in Germany.

Calcio, avventura, magia! Entrate nella squadra di Frankie! Per Frankie e i suoi amici ogni occasione è buona per una partita. Anche durante una visita al museo con la scuola, non resistono alla tentazione di fare qualche tiro con il magico pallone che Frankie porta sempre con sé. Ma quando colpiscono per sbaglio un sarcofago, in men che non si dica Frankie, Louise, Charlie e il loro amico a quattro zampe Max si ritrovano nell'antico Egitto! Riusciranno a battere la terribile squadra della mummia minacciosa? Allacciate gli scarpini e preparatevi per il fischio d'inizio! Frank LampardCentrocampista, è vice capitano del Chelsea e della nazionale inglese. Tre volte giocatore dell'anno del Chelsea, è recentemente diventato capocannoniere della squadra, con 203 gol all'attivo. Frank ama leggere e inventare storie per le sue due figlie, e questa passione lo ha portato a creare la serie Frankie il mago del pallone, che ha ottenuto un enorme successo in Inghilterra.

"For the first time, this beloved holiday story is told based on George Balanchine's quintessential production. The storyline mimics the choreography of the famous ballet and the illustrations are inspired by the backdrops and scenery from the actual New York City Ballet production"--

"This middle grade series starter is tailor-made for Harry Potter's fans." —Kirkus Reviews For fans of the Land of Stories and the Wings of Fire Series, this first enchanting adventure from acclaimed novelist Scarlett Thomas is set in a wondrous realm where magic most decidedly exists, a growing evil lurks, and a group of children is destined to save the world. Effie Truelove believes in magic, as does her grandfather Griffin (although he refuses to do any magic, let alone teach Effie how to use it). After a mysterious incident leaves Griffin close to death, Effie is given an unusual silver ring and told she must look after her grandfather's library of rare and powerful books. But then the books fall into the hands of shady scholar Leonard Levar, and

Effie is propelled into the most dangerous adventure of her life. Now, Effie and her friends—nerdy Maximilian, rugby-mad Wolf, helpful Lexy, and eccentric Raven—must discover their true powers if they are to get the books back. And Effie alone will have to travel to the Otherworld, where she will uncover the true meaning of the strange old book called Dragon's Green...

Aldwyn, a street-smart alley cat, pretended he had telekinetic powers so young wizard Jack would choose him as a familiar. Aldwyn then learned that he and two other familiars—Skylar the blue jay and Gilbert the tree frog—were destined to undertake a perilous quest to defeat Paksahara, an evil hare who'd been familiar to the queen. In *Circle of Heroes*, the third book of *The Familiars* series for middle-grade readers, Paksahara and her undead animal army control the Shifting Fortress. Aldwyn and his friends have to recapture it to return magic to the queendom of Vastia. Fans of *The Guardians of Ga'hoole* series and Erin Hunter's *Warriors* books will love the mix of humor, magic, and animal adventure story in *Circle of Heroes* by Adam Jay Epstein and Andrew Jacobson.

Calcio, avventura, magia! Entrate nella squadra di Frankie! Frankie, Charlie, Louise e Max stanno diventando una squadra sempre più forte. E grazie al pallone magico ogni partita è una fantastica avventura! Ma più va avanti lo strano campionato più gli avversari diventano temibili! Capitan Frankie e la sua squadra si ritrovano in un polveroso villaggio del selvaggio west, dove dovranno sfidare degli spietati cowboy. Riusciranno a segnare il gol della vittoria prima che l'orologio segni mezzogiorno? Allacciate gli scarpini e preparatevi per il fischio d'inizio! Frank Lampard Centrocampista, è vice capitano del Chelsea e della nazionale inglese. Tre volte giocatore dell'anno del Chelsea, è recentemente diventato capocannoniere della squadra, con 203 gol all'attivo. Frank ama leggere e inventare storie per le sue due figlie, e questa passione lo ha portato a creare la serie Frankie il mago del pallone, che ha ottenuto un enorme successo in Inghilterra.

Fortran Is The Pioneer Computer Language Originally Designed To Suit Numerical, Scientific And Engineering Computations. In Spite Of The Birth Of Several Computer Languages, Fortran Is Still Used As A Primary Tool For Programming Numerical Computations. In This Book All The Features Of Fortran 77 Have Been Elaborately Explained With The Support Of Examples And Illustrations. Programs Have Been Designed And Developed In A Systematic Way For All The Classical Problems. All The Topics Of Numerical Methods Have Been Presented In A Simple Style And Algorithms Developed. Complete Fortran 77 Programs And More Than One Sets Of Sample Data Have Been Given For Each Method. The Content Of The Book Have Been Carefully Tailored For A Course Material Of A One Semester Course For The Computer Science, Mathematics And Physics Students.

Frankie and his teammates love playing soccer. They can always find time for a game. But when they win an old soccer ball at a carnival, they're transported to a magical world of soccer that they never knew existed! Can Frankie and his team beat the

Frankie and his team love playing football. There's always time for a game. And now that they have their magical football they're playing against teams they never imagined! But when Frankie, Charlie, Louise and their dog pal, Max, get transported to ancient Egypt they're in for a surprise. Will they be able to beat the menacing mummies?

Baseball is set apart from other sports by many things, but few are more distinctive than the intricate systems of coded language that govern action on the field and give baseball its unique appeal. During a nine-inning game, more than 1,000 silent instructions are given—from catcher to pitcher, coach to batter, fielder to fielder, umpire to umpire—and without this speechless communication the game would simply not be the same. Baseball historian Paul Dickson examines for the first time the rich legacy of baseball's hidden language, offering fans everywhere a smorgasbord of history and anecdote. Whether detailing the origins of the hit-and-run, the true story behind the home run that gave "Home Run" Baker his nickname, Bob Feller's sign-stealing telescope, Casey Stengel's improbable method of signaling his bullpen, the impact of sign stealing on the Giants' miraculous comeback in 1951, or the pitches Andy Pettitte tipped off that altered the momentum of the 2001 World Series, Dickson's research is as thorough as his stories are entertaining. A roster of baseball's greatest names and games, past and present, echoes throughout, making *The Hidden Language of Baseball* a unique window on the history of our national pastime.

When Aldwyn, a young alley cat on the run, ducks into a mysterious pet shop, he doesn't expect his life to change. But that's exactly what happens when Jack, a young wizard, picks Aldwyn to be his magical familiar. Finally off the tough streets, Aldwyn thinks he's got it made. He just has to convince the other familiars—the know-it-all blue jay Skylar and the friendly tree frog Gilbert—that he's the telekinetic cat he claims to be. But when Jack and two other wizards in training are captured by a terrible evil, it will take all of Aldwyn's street smarts, a few good friends, and a nose for adventure to save the day!

Heartfelt, moving, and inspiring, a Christmas book perfect for fans of *A Street Cat Named Bob* Oliver the cat is a timid little thing, who rarely ventures from his home in the Foresters' Arms. Then his life changes dramatically when a fire breaks out in the pub kitchen and he is left homeless and afraid. But, with the kindness of the humans around him, he soon learns to trust again. And, in his own special way, he helps to heal those around him. However, it isn't until he meets a little girl in desperate need of a friend that he realizes this village needs a Christmas miracle... Touching and genuine, this is the tale of a little cat with a big heart. Fans of *A Street Cat Named Bob* and *Dewey: The Small-Town Library Cat Who Touched the World* will be delighted.

Even more flexible, lively, and diverse with the full support of online technology, the seventh edition of *CIAO!* continues to emphasize practical, communicative use of Italian by teaching the four language skills and providing an enhanced introduction to Italian life and culture. The new edition is distinguished by the integration of video and music, allowing a new perspective on the cultural aspects of Italian life and culture, as well as a refreshing venue for practicing new grammar and vocabulary. A fully interactive and engaging eBook allows students to take advantage of a more portable, downloadable course in introductory Italian. The thematically based chapters are enhanced by 'Vedute d'Italia'

sections, which focus on the vibrant life of modern-day Italy and the country's rich cultural heritage. CIAO! offers a proven approach known for its thorough grammar presentation and consistent grammar practice. Activities involve student collaboration and move the learners from more form-focused to more communicative exercises in each chapter. Students find that CIAO! provides an all-in-one grammar and vocabulary program that allows them to communicate in Italian with confidence and gives them a unique cultural perspective on an ever-changing Italy. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

"Frankie and his friends love playing soccer. They play every chance they get. And now that they have their magic soccer ball, they're facing teams they never imagined! When they're transported back to the Wild West, Frankie's team will have to go head-to-head with some crabby cowboys. Will they be able to win the penalty shoot-out at high noon?"--Page 4 of cover.

The world's second-wealthiest country, Japan once seemed poised to overtake America. But its failure to recover from the economic collapse of the early 1990s was unprecedented, and today it confronts an array of disturbing social trends. Japan has the highest suicide rate and lowest birthrate of all industrialized countries, and a rising incidence of untreated cases of depression. Equally as troubling are the more than one million young men who shut themselves in their rooms, withdrawing from society, and the growing numbers of "parasite singles," the name given to single women who refuse to leave home, marry, or bear children. In *Shutting Out the Sun*, Michael Zielenziger argues that Japan's rigid, tradition-steeped society, its aversion to change, and its distrust of individuality and the expression of self are stifling economic revival, political reform, and social evolution. Giving a human face to the country's malaise, Zielenziger explains how these constraints have driven intelligent, creative young men to become modern-day hermits. At the same time, young women, better educated than their mothers and earning high salaries, are rejecting the traditional path to marriage and motherhood, preferring to spend their money on luxury goods and travel. Smart, unconventional, and politically controversial, *Shutting Out the Sun* is a bold explanation of Japan's stagnation and its implications for the rest of the world.

Prepare for the unfamiliar When every bit of human magic disappears suddenly from Vastia, it falls on the familiars—Aldwyn the telekinetic cat, Skylar the know-it-all blue jay, and Gilbert the gullible tree frog—to find the Crown of the Snow Leopard, an ancient relic that can reverse the curse. They learn that the only way to do this is by following in the paw prints of Aldwyn's missing father, who went searching for the Crown several years earlier. This magical spirit trail extends into the Beyond, where our heroes encounter new enemies and danger, while Aldwyn learns about his mysterious past. Full of high-flying adventure and heartwarming friendships, *Secrets of the Crown* will make readers want to get even more familiar with *The Familiars*!

Edward Bunker's life is beyond the imaginings of most fiction writers. He was born in Hollywood, California, the son of a stagehand and Busby Berkeley chorus girl, whose early divorce propelled him into a series of boarding homes and military schools. From the age of five he repeatedly ran away, roaming the city streets at night. A proud character, combined with an IQ of 152, resulted in a series of altercations with the

authorities. He became the youngest ever inmate of San Quentin at the age of seventeen, and there he learned survival skills and faced down the toughest prisoners in the system. He was befriended by Mrs Louise Wallis, a former star of the silent screen and wife of movie mogul, Hal Wallis, who produced films starring Bogart, Cagney, Edward G. Robinson and George Raft. She introduced Bunker to her circle of friends, including Jack Dempsey, Tennessee Williams, Aldous Huxley and William Randolph Hearst, whose guest he was at San Simeon. A parole violation resulted in a spell crossing America as a fugitive on the FBI's most wanted list. His eventual capture led to Folsom prison. Encouraged by the example of Dostoevsky, Cervantes and Caryl Chessman, and by the kindness of Mrs Wallis, he determined to write his way out of prison. Bunker's first published novel, *No Beast So Fierce*, viewed by many including Quentin Tarantino as the finest crime novel ever written, changed his fortunes. It was filmed as *Straight Time*, starring Dustin Hoffman. He has written three other novels, *The Animal Factory*, *Little Boy Blue* and *Dog Eat Dog*, (all published by No Exit) admired by writers as diverse as William Styron and James Ellroy. He received an Oscar nomination for the screenplay of *Runaway Train*, and has appeared in a score of films, most notably his legendary role as Mr Blue in *Reservoir Dogs*. This blistering narrative is a memoir like no other.

Frankie and his soccer team travel to fantastic lands to play some of the wildest soccer matches ever!

Chelsea and England footballer Frank Lampard charts his life story from childhood to young West Ham apprentice to multi-millionaire world footballing celebrity and lynchpin of the national team. In his book, Lampard opens up on his early years, how he dealt with the fame and fortune that has come his way since becoming a key member of the England side, his frank opinions on former England boss Sven-Goran Eriksson and his manager at Chelsea Jose Mourinho, fascinating insights into Roman Abramovich and revealing tales on his current team-mates. He reveals both the privileges and the pressures of being one of the 'golden generation' of England players. He gives a fascinating inside account of World Cup 2006 in Germany, and describes the disappointment of not fulfilling the dream of bringing the biggest prize in football back to England.

Calcio, avventura, magia! Entrate nella squadra di Frankie! Frankie e i suoi amici sono pazzi per il calcio e una partitella ci scappa sempre! Ma da quando hanno il pallone magico si ritrovano a giocare contro avversari che non avrebbero mai immaginato di affrontare! Questa volta Frankie, Charlie, Louise e il fedele cagnolino Max dovranno vedersela con una squadra dell'antica Roma e saranno costretti ad acrobazie di ogni genere per vincere contro atleti tanto agguerriti e privi di scrupoli! Allacciate gli scarpini e preparatevi per il fischio d'inizio! Frank Lampard Centrocampista, è vice capitano del Chelsea e della nazionale inglese. Tre volte giocatore dell'anno del Chelsea, è recentemente diventato capocannoniere della squadra, con 203 gol all'attivo. Frank ama leggere e inventare storie per le sue due figlie, e questa passione lo ha portato a creare la serie Frankie il mago del pallone, che ha ottenuto un enorme successo in Inghilterra. Per sapere di più sulla serie, visitate il sito www.frankiesmagicfootball.co.uk Per capire come da una fattoria del Wyoming si possa tracciare una linea che arriva dritta agli Splash Brothers. Come una sala da ballo di Harlem abbia aiutato un intero popolo a trovare dignità. Come giudicare gli arbitri sia molto più facile che essere giudicati da loro. Come il male

delle scommesse facesse parte dello sport anche in passato. Come abbiamo dimenticato gli allenatori che hanno davvero innovato il Gioco. Cinque uomini, un ideale quintetto di rivoluzionari del Gioco made in Usa: l'allenatore-uomo d'affari, il giocatore all'avanguardia, lo scommettitore incallito, l'arbitro tutto d'un pezzo e il coach visionario. Storie vere che raccontano come il cambiamento, dentro e fuori dal campo, ha più a che fare con la forza di volontà e la capacità di cogliere delle opportunità che con la tecnica e il talento. LE LEGGENDARIE IMPRESE DI BOB DOUGLAS E DEGLI HARLEM RENS, LA RIVOLUZIONE DEL TIRO OPERATA DA KENNY SAILORS, LA CONTROVERSA FIGURA DI JACK MOLINAS, LA PERSONALITÀ SENZA LIMITI DI EARL STROM E IL GENIO TATTICO DI PETE NEWELL RAPPRESENTANO ALCUNI DEI MOMENTI PIÙ SIGNIFICATIVI DELLO SPORT CHE PIÙ DI TUTTI HA INCARNATO LA LIBERTÀ D'ESPRESSIONE E D'INTERPRETAZIONE, NEL GIOCO COME NEL PENSIERO.

Calcio, avventura, magia! Entrate nella squadra di Frankie! Frankie e la sua squadra amano giocare a calcio e ormai sono diventati affiatatissimi! Anche grazie al pallone magico, che li trasporta in mondi fantastici, per giocare partite davvero speciali. Questa volta Frankie, Louise, Charlie e il fedele Max si ritroveranno nel Medioevo e, per poter tornare a casa, dovranno affrontare la squadra di un cavaliere malvagio, pronto a tutto per vincere, anche a imbrogliare. Riusciranno i quattro amici a spuntarla? Allacciate gli scarpini e preparatevi per il fischio d'inizio! Frank Lampard Centrocampista, è vice capitano del Chelsea e della nazionale inglese. Tre volte giocatore dell'anno del Chelsea, è recentemente diventato capocannoniere della squadra, con 203 gol all'attivo. Frank ama leggere e inventare storie per le sue due figlie, e questa passione lo ha portato a creare la serie Frankie il mago del pallone, che ha ottenuto un enorme successo in Inghilterra.

Frankie and his soccer team travel to fantastic lands to play some of the wildest soccer matches ever! Frankie and his friends travel back in time to face off against a group of rowdy Roman soccer players. Can they defeat this team and return home safely?

Presenting more than two hundred of the greatest haiku ever written about the game. There are moments in every baseball game that make fans catch their breath: the pause while a pitcher looks in for the sign, the moment a cocksure rookie gets picked off first, or the instant a batter lashes a game-winning homer into the night sky, just before the sell-out crowd explodes onto its feet. Haiku captures these moments like no other poetic form, and Baseball Haiku captures the sights, the sounds, the smells, and the emotions of the game like no previous collection. Some of the most important haiku poets of both America and Japan are featured in this anthology; including Jack Kerouac, a longtime baseball fan who pioneered English-language haiku; Alan Pizzarelli, one of the top American haiku and senryu poets of the last thirty years; and Masaoka Shiki, one of the four great pillars of Japanese haiku—a towering figure—who was instrumental in popularizing baseball in Japan during the 1890s. With over two hundred poems spanning more than a century of ball playing, Baseball Haiku reveals the intricate ways in which this enduring and indelible sport—which is played on a field, under an open sky—has always been linked to nature and the seasons. And just as a haiku happens in a timeless now, so too does Baseball Haiku evoke those unforgettable images that capture the actions and atmospheres of the national pastime: each poem resonates like the lonely sound of cleats echoing in the tunnel as a grizzled veteran leaves his final game. The largest collection of haiku and senryu on baseball ever assembled, Baseball Haiku is an extraordinary treasure for any true baseball fan.

"Life in the Far West" by George Frederick Augustus Ruxton. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten?or yet undiscovered gems?of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is

to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

This book is unique in that it follows a selection of criminal cases involving animal evidence from the initial report and investigation to final prosecution and resolution. Each case highlights a particular investigative method, forensic technique, or presentation. The purpose is to make investigators, crime scene analysts, law enforcement and animal control professionals, prosecutors, and veterinarians more aware of the diversity of techniques and investigative approaches available to them in cases where animal evidence is involved.

Essential tools and guidance for effective nonprofit financial management Financial Management for Nonprofit Organizations provides students, professionals, and board members with a comprehensive reference for the field. Identifying key objectives and exploring current practices, this book offers practical guidance on all major aspects of nonprofit financial management. As nonprofit organizations fall under ever-increasing scrutiny and accountability, this book provides the essential knowledge and tools professional need to maintain a strong financial management system while serving the organization's stated mission. Financial management, cash flow, and financial sustainability are perennial issues, and this book highlights the concepts, skills, and tools that help organizations address those issues. Clear guidance on analytics, reporting, investing, risk management, and more comprise a singular reference that nonprofit finance and accounting professionals and board members should keep within arm's reach. Updated to reflect the post-recession reality and outlook for nonprofits, this new edition includes new examples, expanded tax-exempt financing material, and recession analysis that informs strategy going forward. Articulate the proper primary financial objective, target liquidity, and how it ensures financial health and sustainability Understand nonprofit financial practices, processes, and objectives Manage your organization's resources in the context of its mission Delve into smart investing and risk management best practices Manage liquidity, reporting, cash and operating budgets, debt and other liabilities, IP, legal risk, internal controls and more Craft appropriate financial policies Although the U.S. economy has recovered, recovery has not addressed the systemic and perpetual funding challenges nonprofits face year after year. Despite positive indicators, many organizations remain hampered by pursuit of the wrong primary financial objective, insufficient funding and a lack of investment in long-term sustainability; in this climate, financial managers must stay up-to-date with the latest tools, practices, and regulations in order to serve their organization's interests. Financial Management for Nonprofit Organizations provides clear, in-depth reference and strategy for navigating the expanding financial management function.

Calcio, avventura, magia! Entrate nella squadra di Frankie! Frankie ha 9 anni e una grande passione: il calcio. Un giorno vince un vecchio pallone a una misteriosa bancarella del luna park... e si ritrova in una serie di magiche avventure! Il pallone ha il potere di trasportare Frankie e i suoi amici in mondi fantastici, dove li attende una nuova partita da giocare! Il primo avversario è una banda di pirati disposta a tutto pur di vincere. Riuscirà la squadra di Frankie a battere i terribili pirati predatori? Allacciate gli scarpini e preparatevi per il fischio d'inizio! Frank LampardCentrocampista, è vice capitano del Chelsea e della nazionale inglese. Tre volte giocatore dell'anno del Chelsea, è recentemente diventato capocannoniere della squadra, con 203 gol all'attivo. Frank ama leggere e inventare storie per le sue due figlie, e questa passione lo ha portato a creare la serie Frankie il mago del pallone, che ha ottenuto un enorme successo in Inghilterra.

(Piano Vocal). This sheet music features an arrangement for piano and voice with guitar chord frames, with the melody presented in the right hand of the piano part as well as in the vocal line.

Human beings are primates, and primates are political animals. Our brains, therefore, are designed not just to hunt and gather, but also to help us get ahead socially, often via deception

and self-deception. But while we may be self-interested schemers, we benefit by pretending otherwise. The less we know about our own ugly motives, the better - and thus we don't like to talk or even think about the extent of our selfishness. This is "the elephant in the brain." Such an introspective taboo makes it hard for us to think clearly about our nature and the explanations for our behavior. The aim of this book, then, is to confront our hidden motives directly - to track down the darker, unexamined corners of our psyches and blast them with floodlights. Then, once everything is clearly visible, we can work to better understand ourselves: Why do we laugh? Why are artists sexy? Why do we brag about travel? Why do we prefer to speak rather than listen? Our unconscious motives drive more than just our private behavior; they also infect our venerated social institutions such as Art, School, Charity, Medicine, Politics, and Religion. In fact, these institutions are in many ways designed to accommodate our hidden motives, to serve covert agendas alongside their "official" ones. The existence of big hidden motives can upend the usual political debates, leading one to question the legitimacy of these social institutions, and of standard policies designed to favor or discourage them. You won't see yourself - or the world - the same after confronting the elephant in the brain.

The familiars Aldwyn the cat, Skyler the blue jay, and Gilbert the tree frog are off on an all-new adventure in the series that Michael Buckley, bestselling author of The Sisters Grimm and NERDS series, says "combines the magic of Harry Potter and the adventure of Warriors." With inventive magic, laugh-out-loud humor, and a mysterious conspiracy that will take all the familiars' wits to unravel, Palace of Dreams is the familiars' most extraordinary adventure yet. Peace has returned to the queendom of Vastia. Paksahara has been defeated, and the three familiars Aldwyn, Skyler, and Gilbert are the heroes to thank. But when a birthday celebration at the palace goes dreadfully wrong, and Queen Loranella falls victim to a curse, it seems the familiars are the prime suspects. After narrowly escaping the palace dungeons, they'll have to embark on a quest to clear their names—a quest that will lead them across Vastia and even into the magical land of dreams.

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