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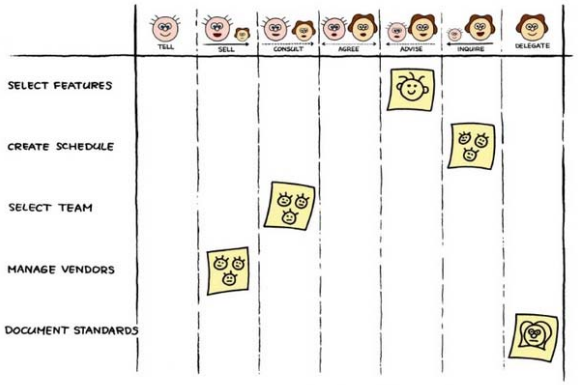
Management 3.0's Delegation Poker



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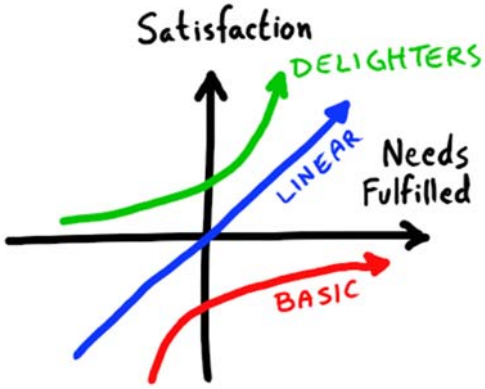
Kano Model



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Tools

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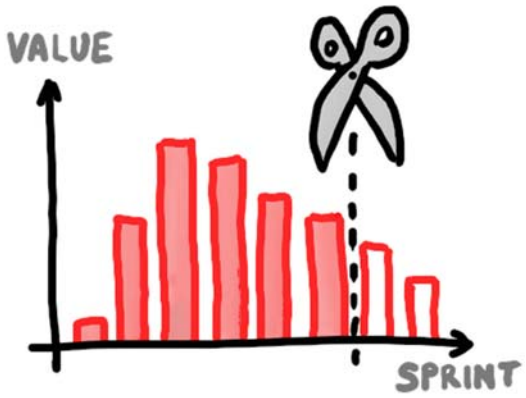
Trim the tail



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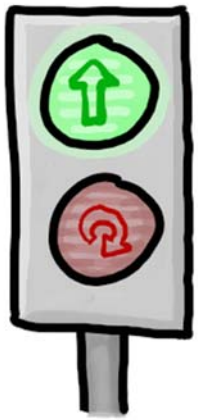
Definition of Ready



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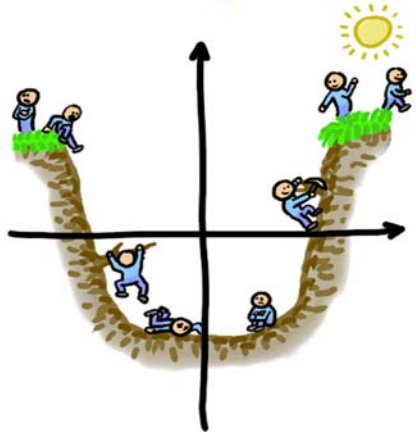
The Change Curve



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Consent Decision Making

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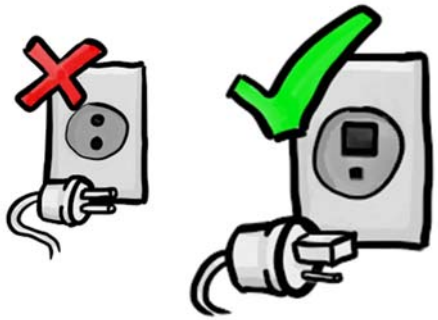
Poka Yoke



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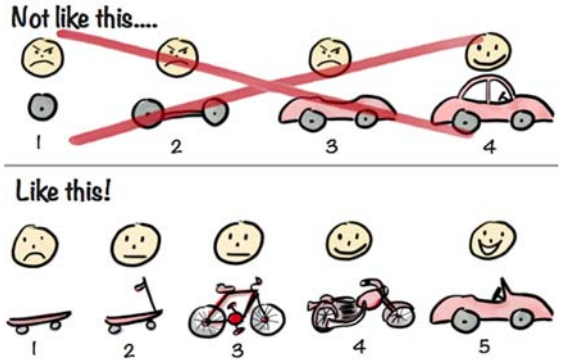
Henrik Kniberg's MVP



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INVEST

Independant
Negotiable
Valuable
Estimable
Small
Testable

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Lean Coffee

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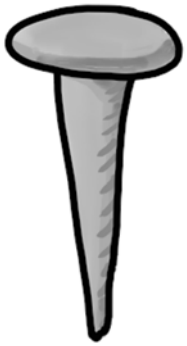
Time boxed technical Spike



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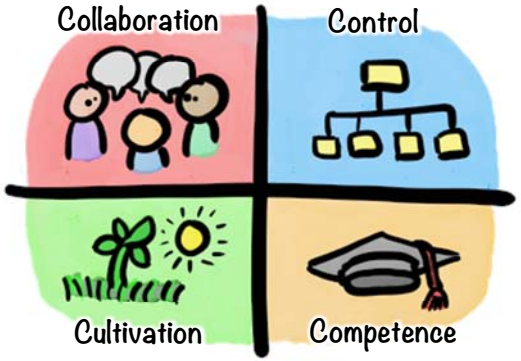
Schneider Culture Model



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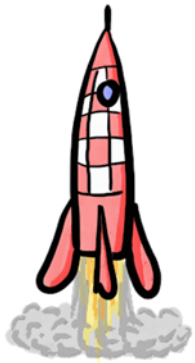
Team Kick-off / Lift-off



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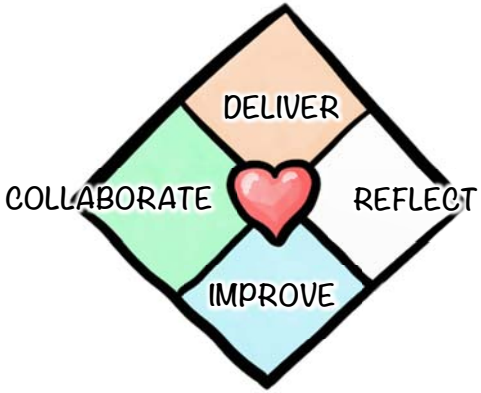
Alistair Cockburn's
Heart of Agile



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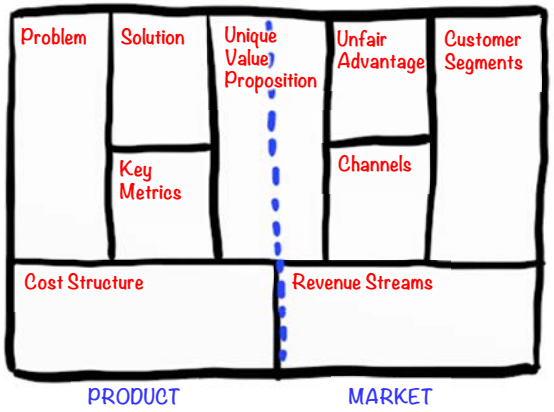
Lean Canvas



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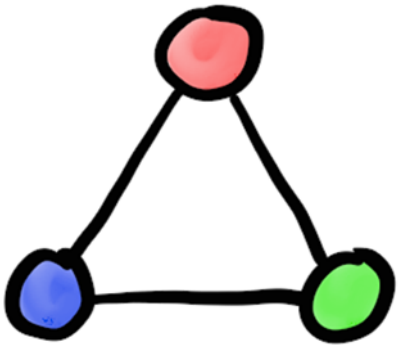
The Project Management Triangle



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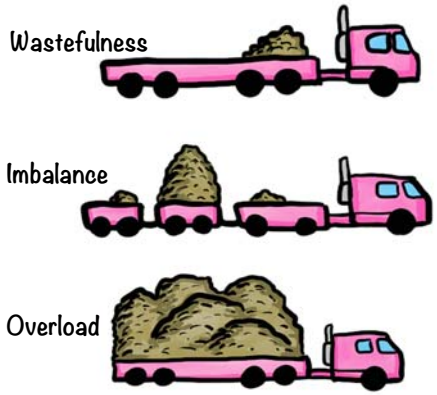
Muda, Mura & Muri



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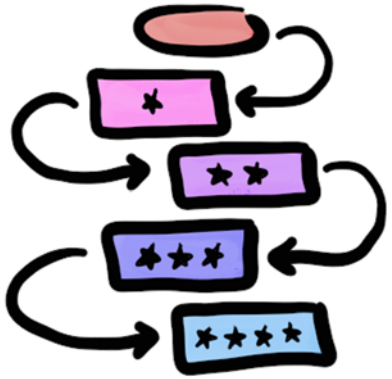
Agile Fluency™



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Team area

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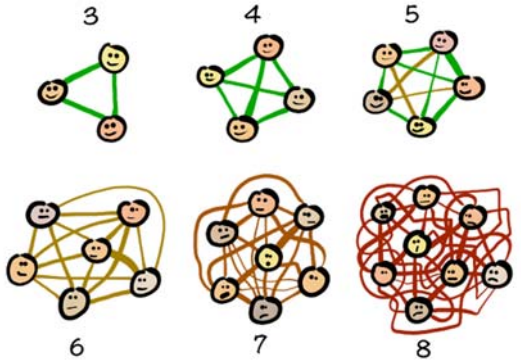
Team size & relationships



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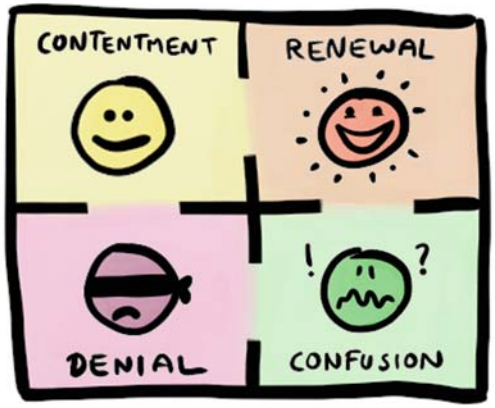
Four Rooms of Change



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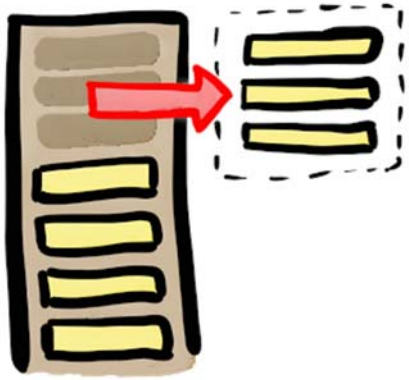
Sprint Backlog



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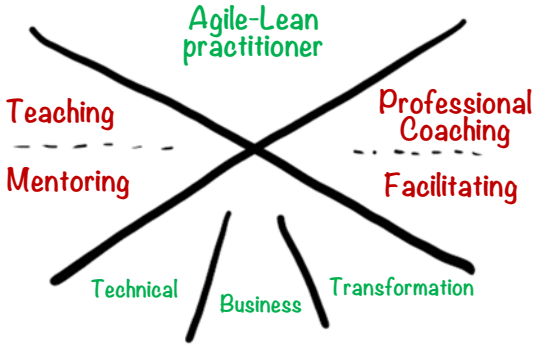
Agile Coaching Competency Framework



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Extreme Programming

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5 Whys

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Security

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YAGNI

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The Rider and The Elephant

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Gemba Walk

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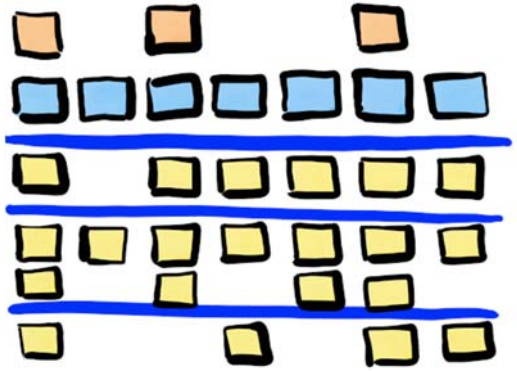
User Story Mapping



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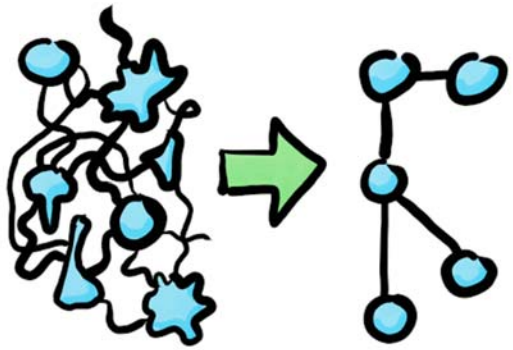
Refactoring



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Waste: False Demand

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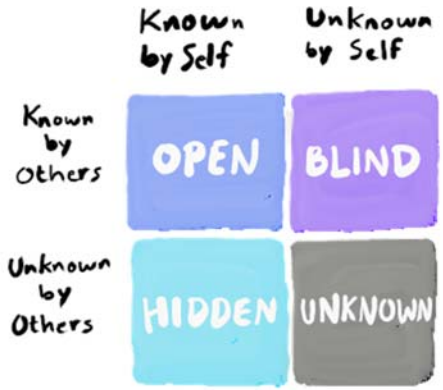
Juhari Window



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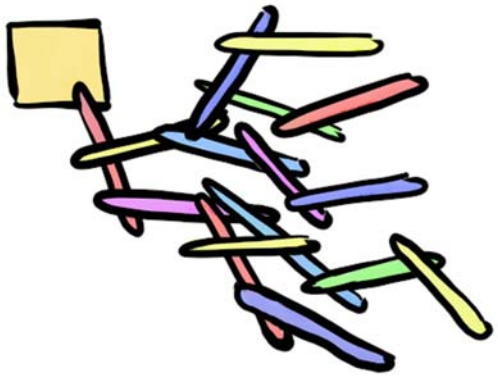
The Mikado Method



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Automated Test Checking

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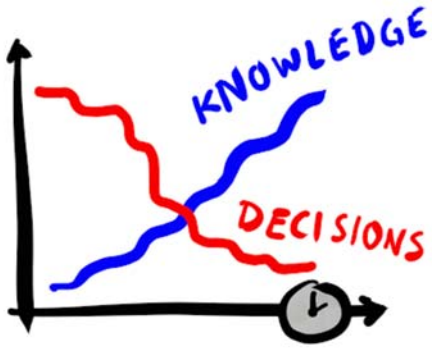
Defer Decisions



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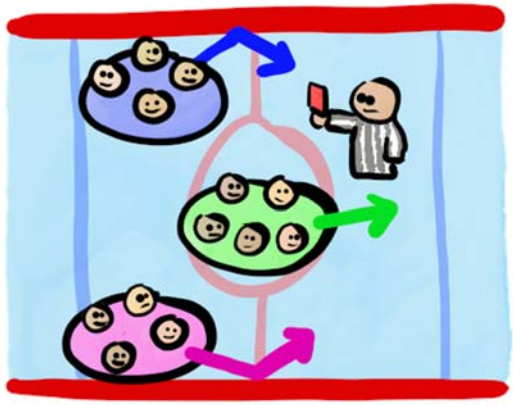
Boundaries



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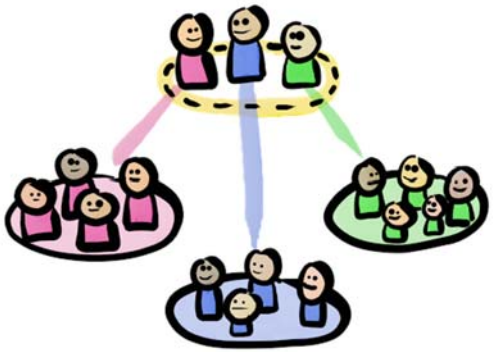
Cross team sync (Scrum of Scrums)



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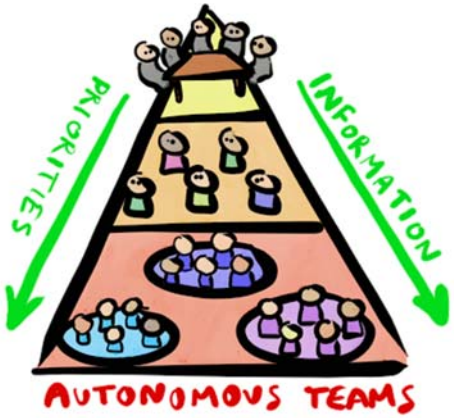
Information



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Technical Debt

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Servant Leadership

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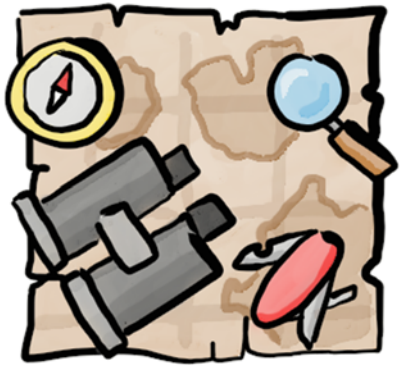
Exploratory Testing



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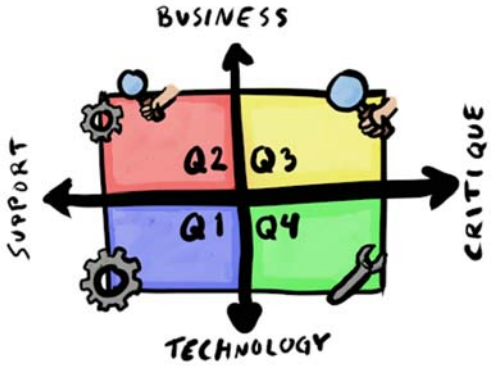
Agile Testing Quadrants



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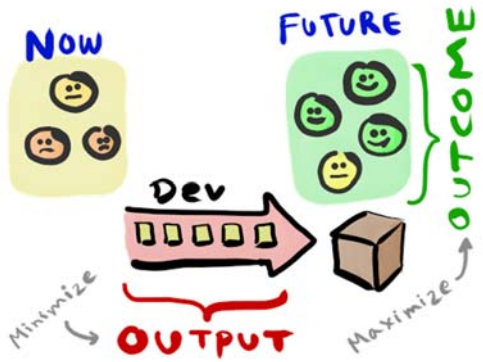
Outcome vs Output



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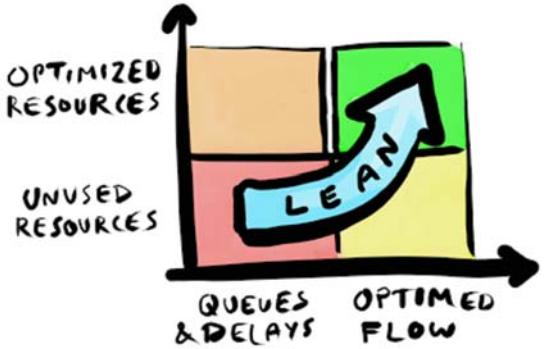
Lean



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Waste: Relearning

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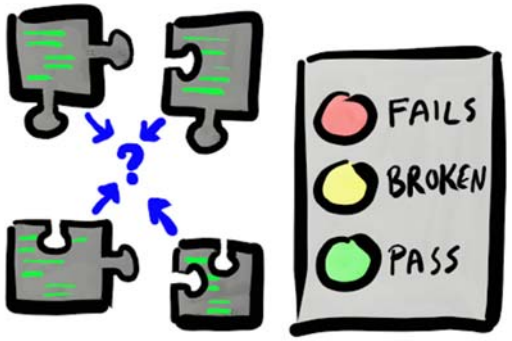
Continuous Integration



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Cadence

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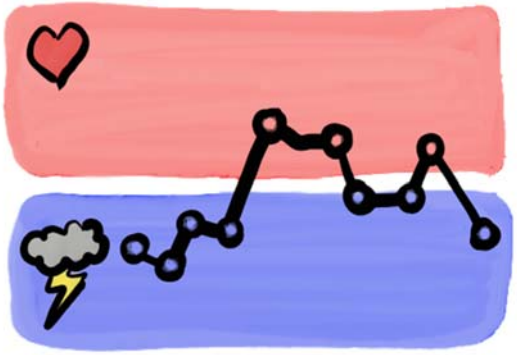
User Journey



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Demo

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Excellence

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Volatile Documentation

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Risks

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DevOps

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Clean Code

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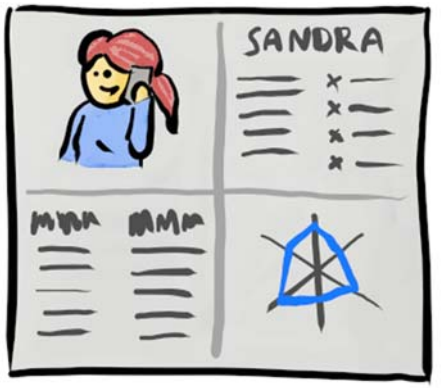
Personas



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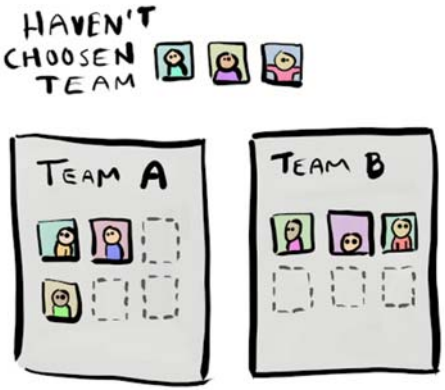
Self-selection



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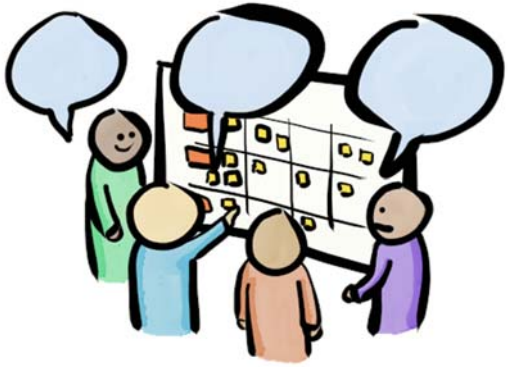
Daily Standup



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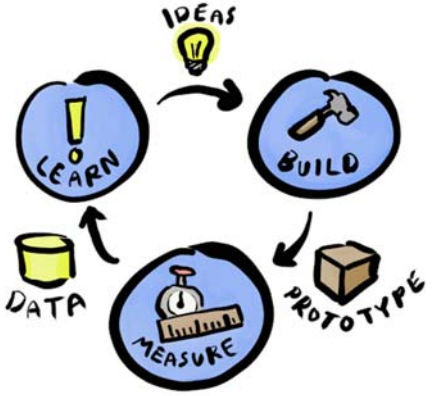
Lean Startup



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Iterative

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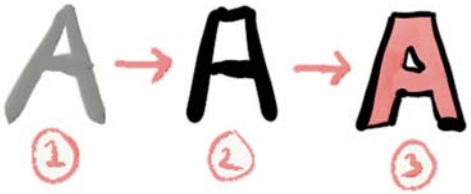
Incremental



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Iterative Incremental

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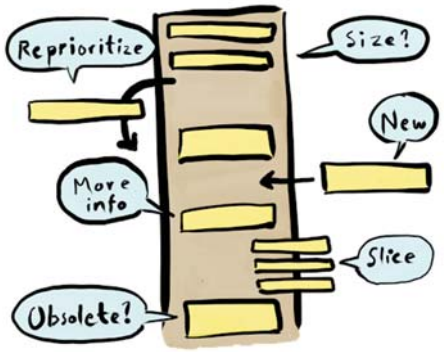
Backlog Grooming



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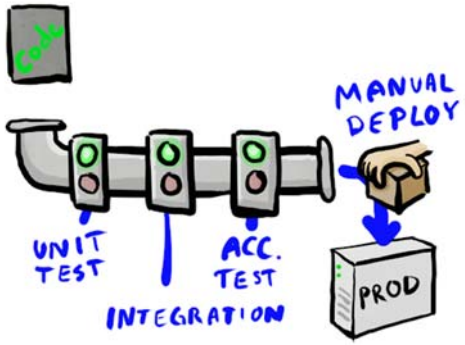
Continuous Deployment



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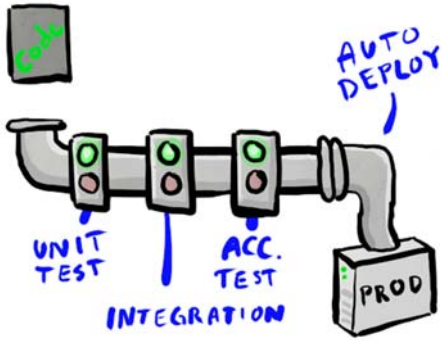
Continuous Delivery



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Bottleneck

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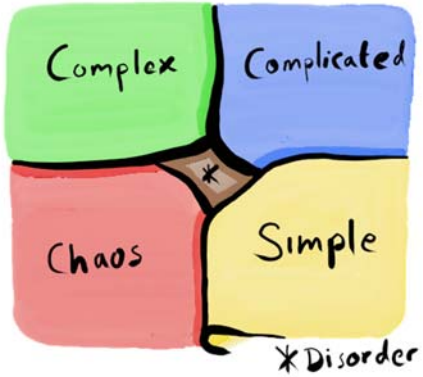
Cynefin Framework



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Christopher Avery's Responsibility Process

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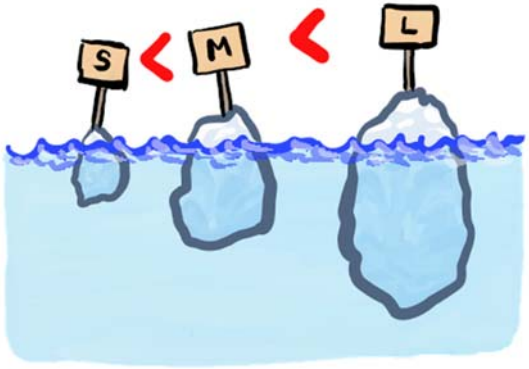
Relative Estimation



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Poker Planning

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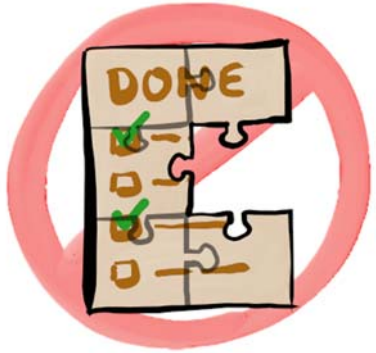
Waste: Partially done work



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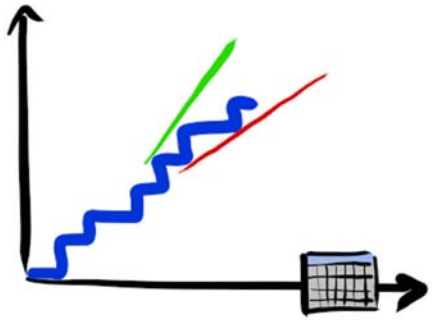
Release Burnup



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Forecasts & Velocity

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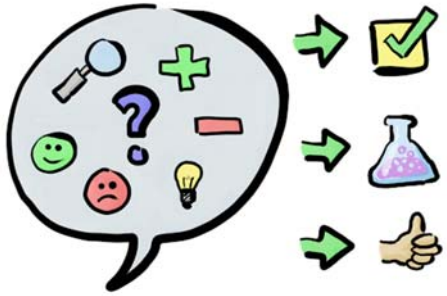
Retrospective



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Five Dysfunctions of a Team

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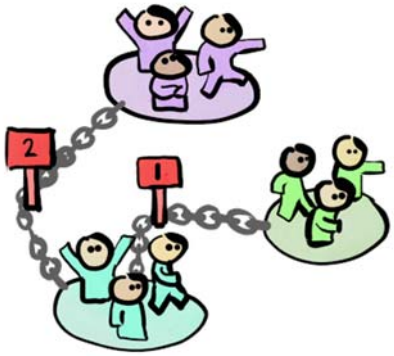
Dependencies



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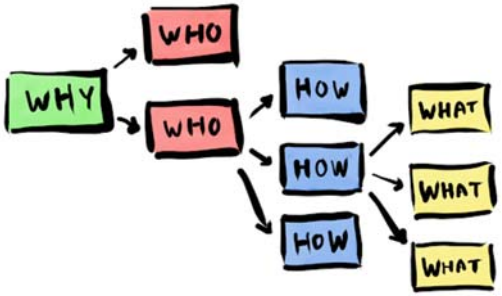
Impact Mapping



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Waste: Fear

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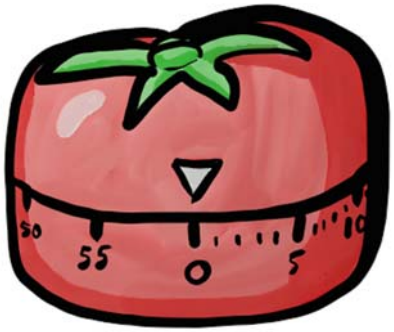
Pomodoro



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Close Active Leadership

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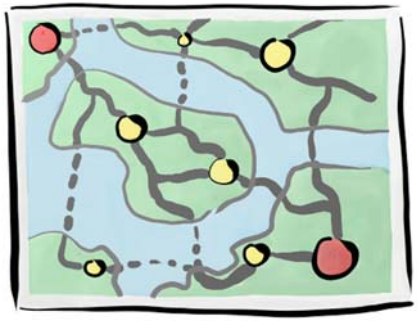
Roadmap



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Transparency

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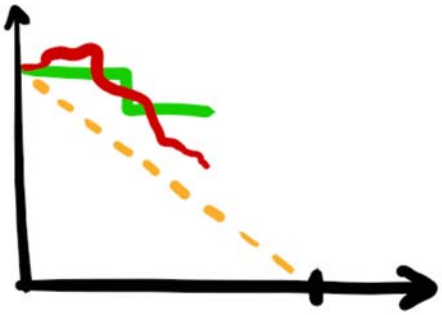
Sprint Burndown



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Kaizen

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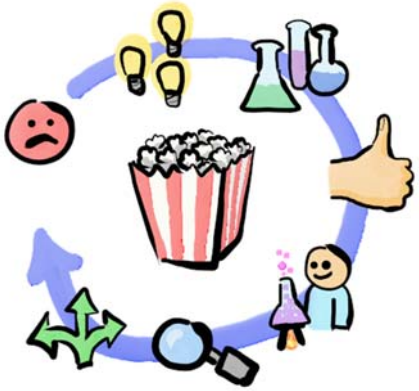
Evolution with POPCORN



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Kaikaku

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Waste: Hand-offs

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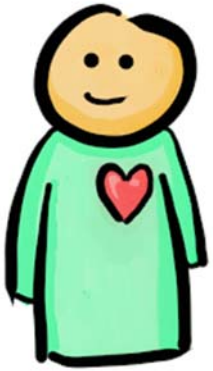
Motivation



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Feedback

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Pair Programming

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Autonomy

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Mob Programming

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Collective Code Ownership

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Visualization

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Estimation

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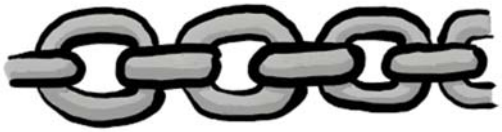
Shared Responsibility



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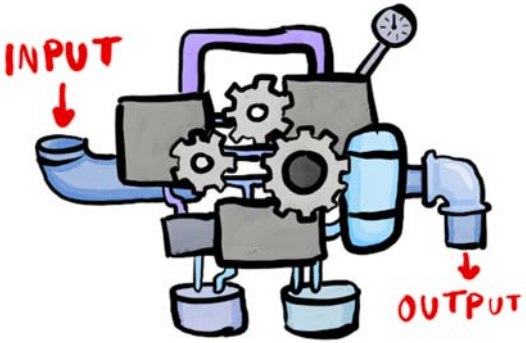
End-to-end integration testing



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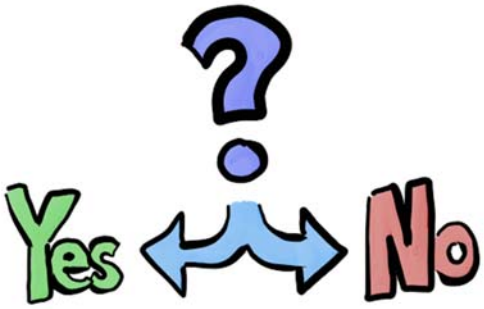
Decision Making



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Consensus

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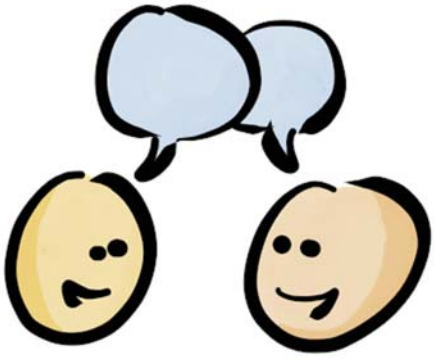
Face-to-face communication



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Process

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Waste: Defects

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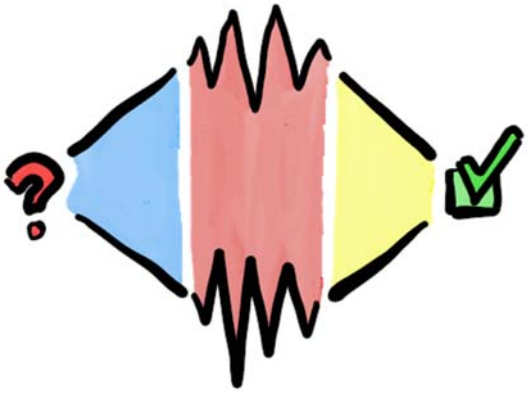
Groan Zone



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Cost of Delay

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Culture

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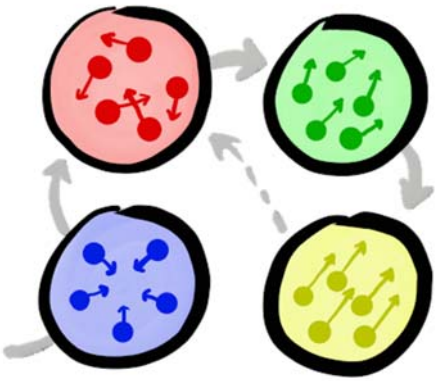
Team Development



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Campfire Stories

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Waste: Wishful Thinking

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Trust

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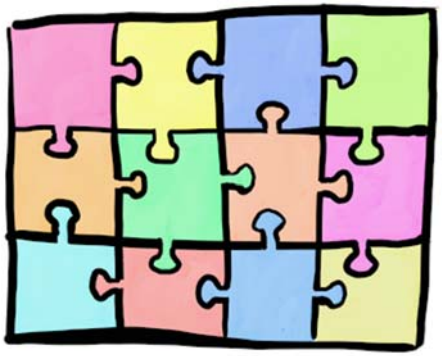
Agile Principles



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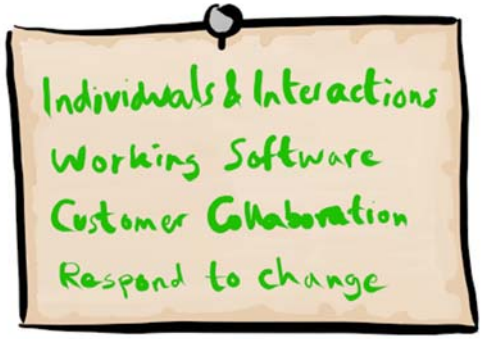
Agile Manifesto



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Timebox

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Scrum

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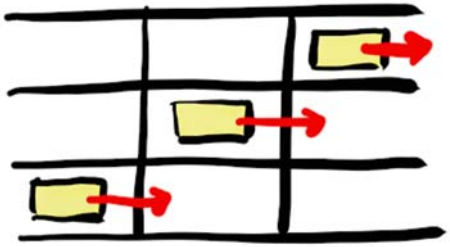
Kanban



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Behavior-driven development

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Innovation

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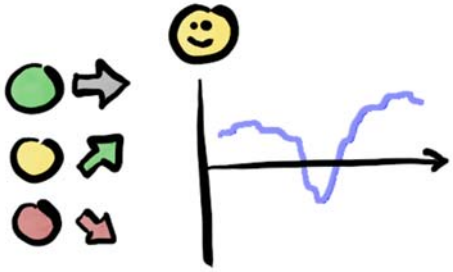
KPI:s



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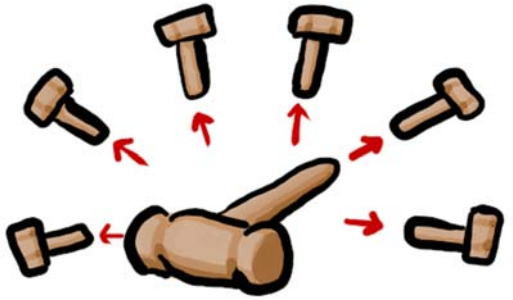
Distributed Governance



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Broken Window Theory

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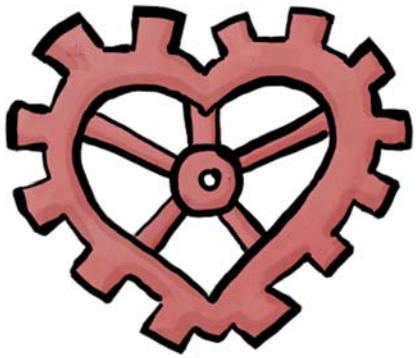
Values



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Stop the Line

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Code Review

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Slicing

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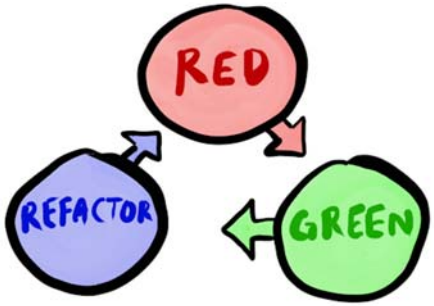
Test Driven Development



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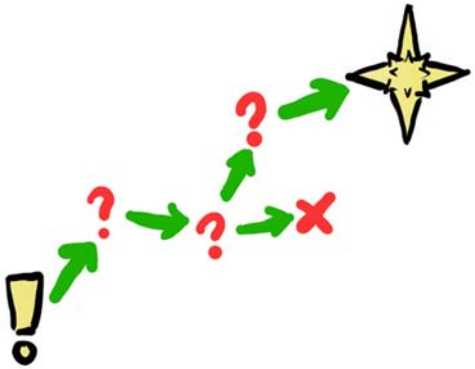
Adaptive Planning



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Education

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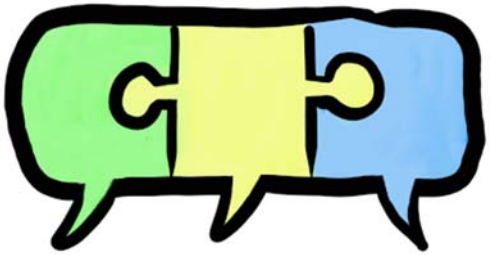
Synergy



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One piece flow

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Roles

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Shu Ha Ri

守破離

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1:1s

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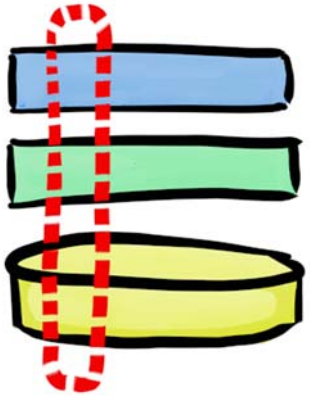
Vertical Slice



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Unifying Goals

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Next Target

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Experiment

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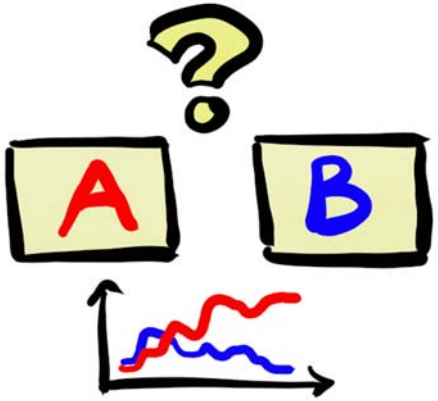
A/B Test



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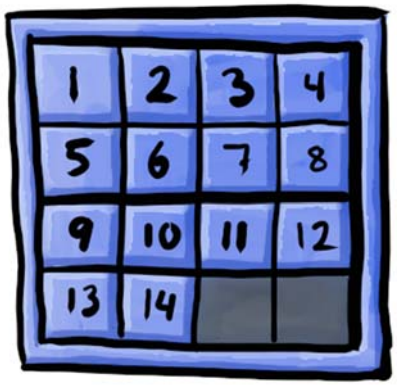
Slack



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Passion

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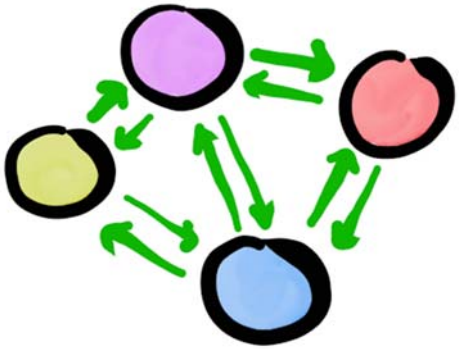
Network of Teams



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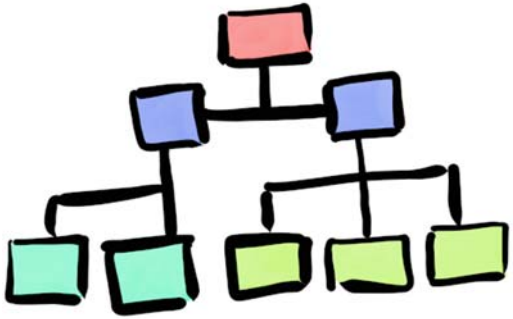
Hierarchy



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Waste: Delays and Motions

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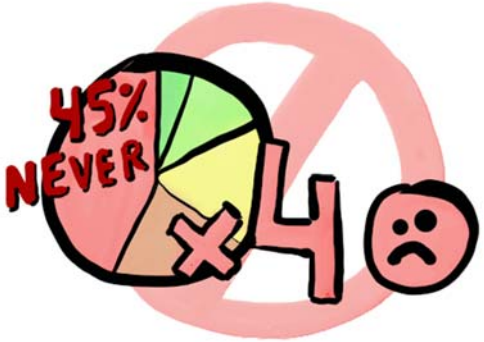
Waste: Extra Features



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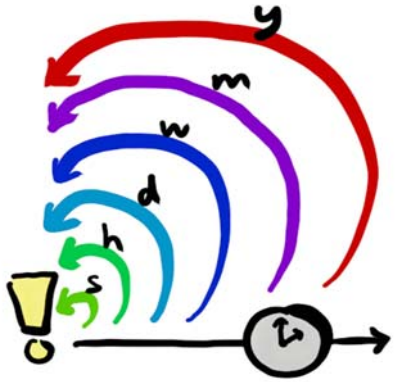
Time to Feedback



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Team Performance

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Team

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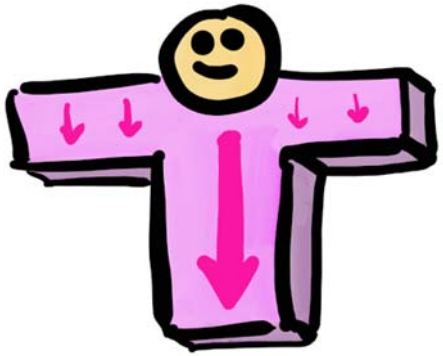
T-Shaped Competence



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Waste: Task switching

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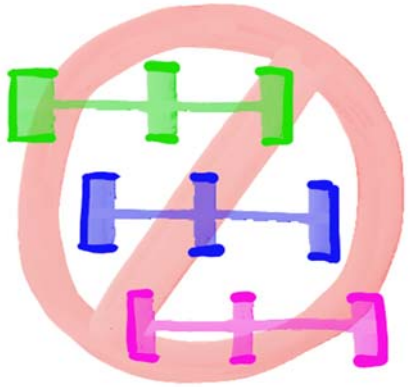
Waste: Multitasking



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#7

Way of Working

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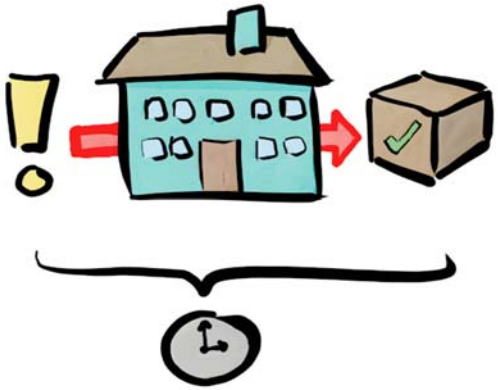
Lead Time



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User Story

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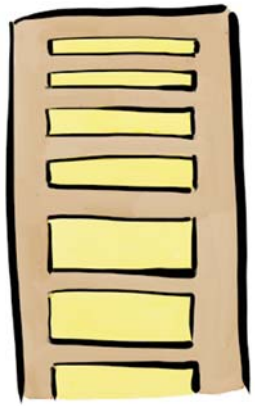
Backlog



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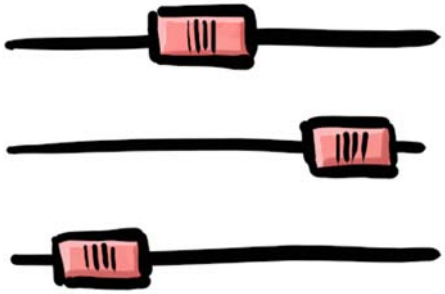
Trade offs



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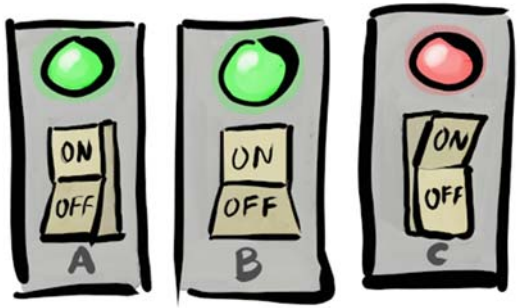
Feature toggles



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#1

Working Agreement

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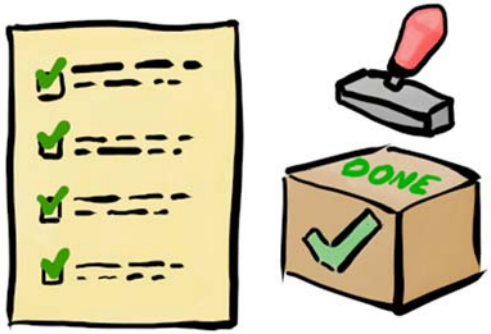
Definition of DONE



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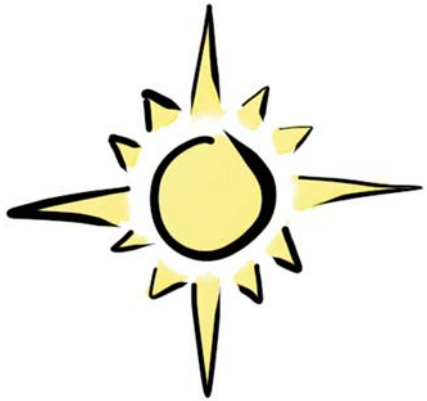
Vision



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Alignment

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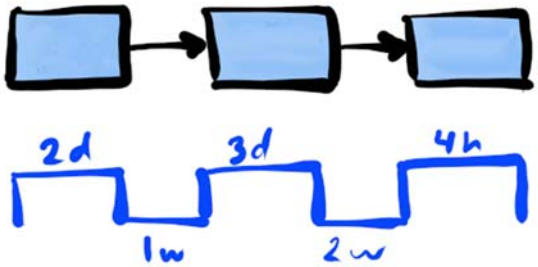
Value Stream Map



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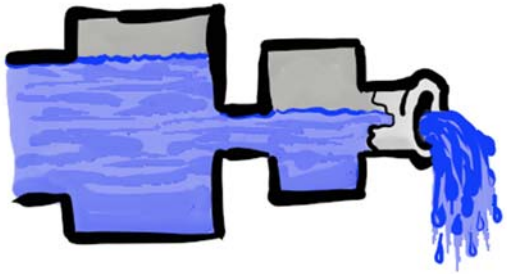
Theory of Constraints



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Lean Coffee

Shuffle. Give each person 3 cards. Every one selects one topic. Dot vote. Run Lean Coffee with those topics.

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Blog inspiration

Shuffle. Draw three cards. Write a blog about the topic that inspires you. Remove that card from the deck.

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1:1 Conversation

Shuffle. Draw five cards each. Each person selects two of those (for them selves) as topics to the next one-on-one.

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Retrospective

Shuffle. Give each person 5 cards. They choose one and brings that card to the retro. At the retro, the team votes on which topic to start with.

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Personal Development

Shuffle. Draw one card. Google the topic and see how many new things you can learn about the topic within 20 minutes. Remove that card from the deck.

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Organisational Evaluation

Pre-select 30 cards. For each card, grade how knowledgeable you are about the topic, and if you are doing it “right”, “wrong” or not at all. Then discuss what to you wish to improve.

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The theme of the week

Shuffle. Draw one card. (Or take turn selecting a card.) Put it on your team's wall. That card is the "Theme of the week".

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Storytelling

Draw four cards. Construct a story out of those four cards. Either something that has happened, or something you wish to happen.

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Lunch and Learn

Draw five cards. Someone volunteers do a short lunch seminar on one of the topics for the following week. Repeat.

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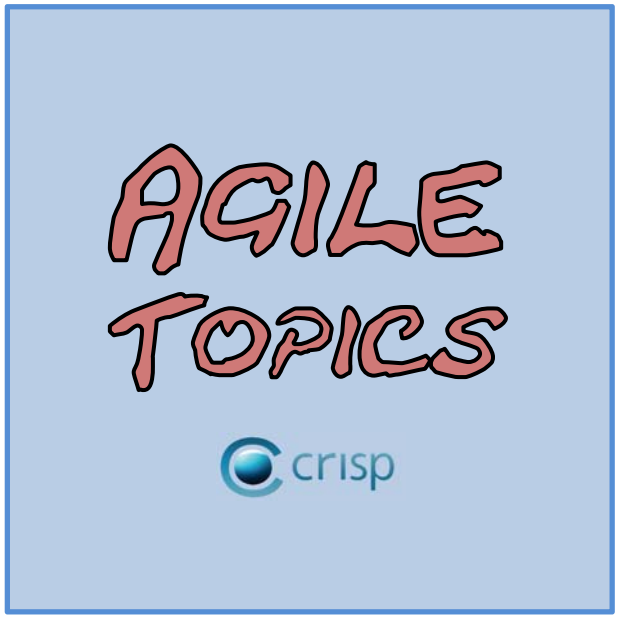
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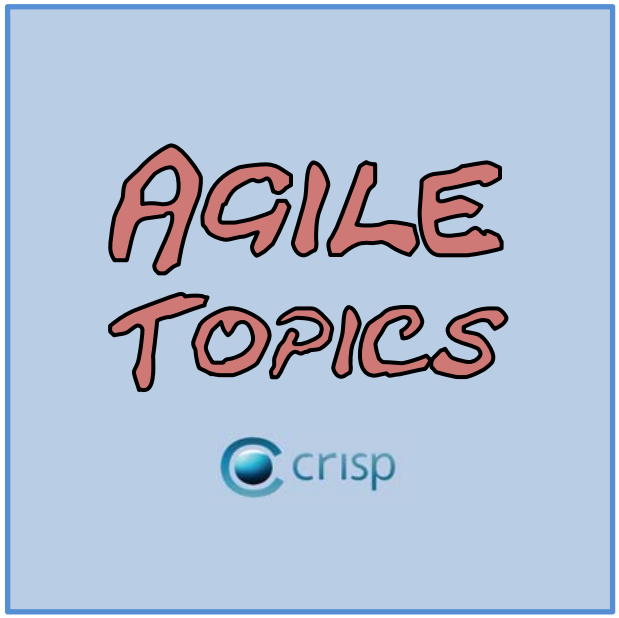
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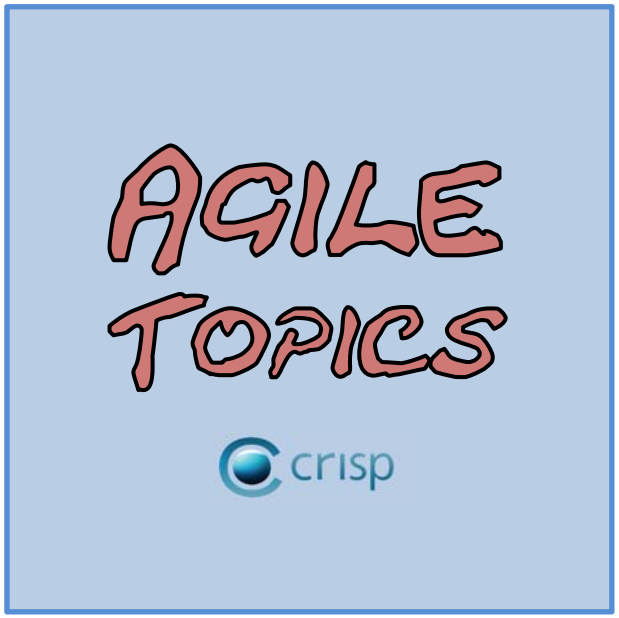
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Draw a card.

What is challenging with __?

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Draw a card.

What if ____ is part of the solution?

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Draw a card.

How do we know that we are good at ____?

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Draw a card.

Regarding ____ , how would you like it to be?

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Draw a card.

What is the most important thing about ____?

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Draw a card.

What is your personal experience with ____ ?

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