

# Read Free Graham Hills Car Racing Guide

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## Berkshire Hills & Pioneer Valley of Western Massachusetts (Third Edition) Speed Racer

The reader, as a young racing car driver, is selected to compete in the African Dual Road Race Rally. By choosing specific pages, the reader determines the outcome of the race. Collects no. 1-5 of the comic "Speed Racer" in which Speed races Racer X, sets a new track record, and has other adventures. Big Time Bid'a novel written by former NASCAR driver, car owner, and team member Bob Liguori'is the story of one amateur racing team's struggle to overcome setbacks, beat the competition, and make it to the big time. It's about choices and relationships, love and competition, and bending the rules of racing, love, and life to get what you want. Bob Liguori's first novel, Big Time Bid, is based on his 30 years of involvement in NASCAR, IMSA, and SCCA racing. His experience in NASCAR includes the Busch Grand National, Late Model Sportsman, and Late Model Stock Car Divisions, where he served as driver, car owner and crewmember. It's 1979, and NASCAR racing is still a sport peopled by weekend enthusiasts like driver Rick Venturi and his partner Ron Powers. They're two good ol' boys from the hills of Virginia who use their auto repair shop in suburban Maryland to fund their passion for racing. Join them and their team as they battle other drivers, NASCAR regulations, and their own personal demons in their bid for the big time. It's a dramatic, nostalgic journey into the lives of the men and women who helped build NASCAR into the world-class sport it is today. "The People in this book have achieved a range of successes, from modest to celebrity. They are from Hill Country and they've become successful both because of and in spite of what it means to be Appalachian in America." –The Author Success in Hill Country is a collection of oral histories told by entrepreneurs, artists, educators, doctors, and athletes from Appalachia who have achieved the American dream. Utilizing the power of

the mind to overcome obstacles, and positively influenced by their mountain culture, these individuals tell their inside stories of success. This positive message of their success in Hill Country was written years before Hillbilly Elegy's honest portrayal of the working class culture one must face in this segment of the country. Topics include: • Successful Writers • Success in Business • Success in Education • Success in Medicine • Living a Grandfather's Legacy • Applying Napoleon Hill's Principles in Your Own Life • Writing Your Own Success Story “...Amy Clark’s stories will inspire the reader to achieve his or her dreams. As a proud son of the ‘Hill Country’ who has achieved a degree of success, I recommend this book with enthusiasm and admiration.” –Earl Hamner, Novelist and Creator of the television series The Waltons “...the mountains of southwest Virginia are not only beautiful, they have brains.” --Adriana Trigiani, Bestselling Novelist “Great Achievement is born of a struggle.”--Napoleon Hill Madeline Tyler and her two best friends, Ellie Jo Johnson and Olivia Chaplin, have just graduated from high school in Griffin, Georgia, in the spring of 1961. In search of a better life than rural Georgia offers, the girls set off in the pursuit of their dreams--but it isn’t long before life steps in and derails their plans. Madeline’s dreams of attending college are cut short by the deteriorating health of her father, and she finds herself returning home to help out with her family’s needs. Ellie and Olivia both enroll in beauty school, making a start only to see tragedy strike, ending the dreams of one in a heartbeat. Meanwhile, Madeline meets Bart Richmond, a charismatic used-car dealer and wannabe NASCAR driver who likes fast women and faster cars--and he has his sights set on her. To complicate matters further, Nick Elliott, Bart’s married friend and owner of Griffin’s cotton mills, can’t get Ellie out of his mind after watching her win the local Miss Iris contest. Only time will tell how the two men will impact the friends’ lives. Set in the South in the 1960s, this saga tells stories

of love lost and found for three young women whose lives are forever changed. While building a soapbox racing car, a pair of friends provide an easy-to-understand lesson in how simple machines are all around us, making our work more efficient. Michael and Luci show readers that a broom is a lever, nails are wedges, and a screwdriver is both a lever and a wheel and axle. The two also prove that curious children can be just like scientists, making observations and using how and what questions to explore physical science principles they encounter all the time. Michael's Racing Machine is part of the I Wonder Why book series, written to ignite the curiosity of children in grades K–6 while encouraging them to become avid readers. These books explore the marvels of light, color, machines, sound, and other phenomena related to physical science. Included in each volume is a Parent/Teacher Handbook with coordinating activities. The I Wonder Why series is written by an award-winning science educator and published by NSTA Kids, a division of NSTA Press. Everything about them is cool. The baby blue Porsche 917, the Chevy Camaro, the blue-, red- and yellow-striped overalls, the boys in low-buttoned shirts, sporting moustaches and a full head of hair, with the sunshine in their faces. Women wearing thick eyeliner and bell-bottoms, girls in crocheted bikinis at the finishing line, garlands of flowers for the winner. Motor sports in the 1960s, '70s and '80s gave rise to a whole world of imagery that arouses a certain wistfulness nowadays. Not only a nostalgia for beautiful old racing cars, but a more comprehensive yearning for the days when even major auto races were still held on ordinary roads, when ambitious auto mechanics would tinker away at a racing car in the local garage and international Grand Prix stars were still approachable. Gilles Villeneuve pushes a strand of hair behind his ear, Pedro Rodriguez rests up on a little stone wall, Jo Siffert stands around in white jeans and cowboy boots, Ayrton Senna is absorbed in thought. The cars race through Monaco and Le Mans

and over the hills of Palermo. Most of the pictures in *Gasoline and Magic*, often impressive and quasi intimate shots, were taken by amateur photographers, who now share with us their fascination with fast cars. Swiss filmmaker and collector Thomas Horat spent years tracking down, labeling and archiving these pictures, which he now presents for the first time to the world at large in *Gasoline and Magic*.

The Fuzzy Systems and Data Mining (FSDM) conference is an annual event encompassing four main themes: fuzzy theory, algorithms and systems, which includes topics like stability, foundations and control; fuzzy application, which covers different kinds of processing as well as hardware and architectures for big data and time series and has wide applicability; the interdisciplinary field of fuzzy logic and data mining, encompassing applications in electrical, industrial, chemical and engineering fields as well as management and environmental issues; and data mining, outlining new approaches to big data, massive data, scalable, parallel and distributed algorithms. The annual conference provides a platform for knowledge exchange between international experts, researchers, academics and delegates from industry. This book includes the papers accepted and presented at the 5th International Conference on Fuzzy Systems and Data Mining (FSDM 2019), held in Kitakyushu, Japan on 18-21 October 2019. This year, FSDM received 442 submissions. All papers were carefully reviewed by program committee members, taking account of the quality, novelty, soundness, breadth and depth of the research topics falling within the scope of FSDM. The committee finally decided to accept 137 papers, which represents an acceptance rate of about 30%. The papers presented here are arranged in two sections: Fuzzy Sets and Data Mining, and Communications and Networks. Providing an overview of the most recent scientific and technological advances in the fields of fuzzy systems and data mining, the book will be of interest to all those working in these fields. "Start your engines and

get in gear! Full-color photos and engaging text will have readers turning the pages to discover the history of rally car racing, what a typical race day looks like, and more"-- This book focuses on the different aspects that contributed to the development of Northeast American sports car racing during the 1950s. The evolution from amateur drivers racing on public roads in 1950, to both professional and amateur drivers racing at private, purpose-built tracks in 1959, demanded huge leaps of faith, trust and understanding. The transition was neither easy nor uneventful for drivers, clubs or track owners, and the tragedy, politics and intrigue that came to characterize the period are covered here in fascinating detail. Cycling is Britain's biggest boom sport and nowhere is the boom more evident than on the road: once seen as the preserve of serious racers, the road bike has recently found a new lease of life due to the popularity of challenge rides and Sportives. It is now possible for cyclists of all abilities to ride a well marked, well marshalled event just about any weekend of the year, usually based around one, two or sometimes as many as ten fearsome hills. For the first time, here is a pocket-sized guide to the 100 greatest climbs in the land, the building blocks for these rides, written by a cyclist for cyclists. From lung busting city centre cobbles to leg breaking windswept mountain passes, this guide locates the roads that have tested riders for generations and worked their way into cycling folklore. Whether you're a leisure cyclist looking for a challenge or an elite athlete trying to break records stick this book in your pocket and head for the hills. To watch a video of Simon Warren in action [click here](#) Don "The Snake" Prudhomme reveals for the first time ever his incredible life and career on and off of the drag strip.

Imagine spending a year with Don "The Snake" Prudhomme, having coffee together and talking about his life, his racing, his friends, and his family. He'd tell you about how he rose from being a high

school drop-out who was painting cars to a respected Top Fuel dragster driver and successful businessman. You'd hear how he toured the country with Tommy Ivo and "The Hawaiian" Roland Leong, racing all the legends from "Big Daddy" Don Garlits to "The Golden Greek" [Chris] Karamesines. He'd say how he met Tom McEwen and recall how they became the Snake and the Mongoose, leading to a career in Funny Cars that netted him four championships in a row. He'd talk about the thrill of first wins and owning his own teams but also the struggles of bad seasons, crashes and fires, broken parts, and broken contracts. Along the way, he'd speak about the people in his life, such as engine-builder Keith Black and NHRA president Wally Parks, and those who were killed in the wild and unpredictable sport of nitro racing. It wouldn't be only racing, though. Prudhomme would share lessons he learned about business and life from such varied sources as a neighbor in Granada Hills to Ford GT40 driver Dan Gurney. He also would talk about the importance of family: how his wife, Lynn, and daughter, Donna, changed his world and how finding out about his African-American roots opened his eyes to a culture and inheritance he'd always wanted. This is the experience you'll get in Don "The Snake" Prudhomme: My Life Beyond the 1320. One of NASCAR's greatest champions didn't start racing in a stock car. Instead, at the age of five, he was learning how to race on two wheels! Jimmie Johnson's career began on the motocross circuit in California. As a teenager, he progressed to four wheels-choosing, to race off-road trucks. After winning several races and claiming championship titles, Jimmie moved to North Carolina, where he immersed himself in the stock car racing world. From ASA to the NASCAR Busch Series to the NASCAR Cup, Jimmie has been leading the pack around the asphalt and happily driving his car into Victory Lane. A three-time NASCAR Cup Champion by the end of 2008, Jimmie Johnson shows no signs of slowing down. Design & Construction of a NASCAR Race Car. Brings fans behind the scenes to show how teams build cars,

from chassis design to applying the last decal. A Halloween-themed Little Golden Book based on the hit Disney Junior show Mickey and the Roadster Racers! It's Halloween, and Mickey Mouse, Donald Duck, Goofy, and the rest of the gang are ready for the Hot Dog Hills Halloween race! They're dressed in costumes--and so are their roadsters! But who is fast enough--and brave enough--to beat the Haunted Hot Rod? Children ages 2 to 5 will love this Little Golden Book, which retells an episode of the Disney Junior show Mickey and the Roadster Racers. In Mickey and the Roadster Racers, more story takes place off the road than on it! With each new adventure the gang faces, it's up to Mickey to use his wits and ingenuity to save the day. Vintage Cars and Comics from 1968! 64 Pages of Fast & Furious Chills, Spills and Thrills! Story & Art by JACK KELLER, shot from Charlton Comics' Original Silver Prints! SEE Hot Rodders, Dragsters and Dirt Jockeys drive all kinds of classic stockers, indy cars and other racers including makes like the '68 Dodge Charger, '64 Plymouth, the Chevelle, '68 Plymouth 426 Hemi, 427 SOHC Ford Dragster, '68 Javelin, LOLA Ford and much more, at incredible arenas such as the Daytona 500, Indy 500, Firecracker 400, Rex Mays 300 and the highways and byways of America! The legendary Charlton Comics published Hot Rods and Racing Cars for over 20 years from the 1950s to the 1970s and are beloved and collected by gearheads worldwide. The comics in this Collector's Edition were written and drawn by car buff Jack Keller and give amazing insight into the 20th Century racing world. This collection features art shot from Charlton's master silver prints, the closest thing to the original art, and were used to publish the comics in the first place. Featuring 5 wild tales of Classic Hot Rods and Racing Car Comics! ALWAYS A WINNER! Clint Curtis wanted to prove he was more than just another hot rodder who could only drive fast in a straight line... He wanted to show that he could run the half mile better than that braggart, Curt Quick! But, in his first attempt to take a corner at high speed... UH OH! From Hot Rods and Racing Cars #90



(June 1968)THE PACER It's the final day for qualifying at Indy! Hugh Hightower was determined to make the starting field of 33 cars! After turning in a brilliant first lap at 168.3 mph, he drifted too far out, hurtled in the air and bounced off the concrete! Is his misfortune an opportunity for Clint Curtis? From Hot Rods and Racing Cars #91 (August 1968)TOO GREEN Driving a '68 Dodge Charger, Clint Curtis was out in front at the grueling Daytona 500... It looked like "The Kid" was going to make a big splash in Nascar racing, but as the race wore on, the pressure and tension increased and each second seemed like an eternity! From Hot Rods and Racing Cars #92 (October 1968)STREET DRAGSTER Psychedelic Sid had the fastest dragster on wheels! His big 427 cubic inch SOHC Ford looked like a competition rig but was street legal... though what he did with it was anything but legal! He nearly kills another driver and Clint is taking the rap! From Hot Rods and Racing Cars #93 (December 1968)KILLER CAR They said the Indy Ford was a jinx... a killer! Anyone who dared to drive it would pay with his life! Clint Curtis wouldn't listen. He enters it in the Rex Mays 500 and ends up trying to save his skin and not be another victim of the murderous machine! From Hot Rods and Racing Cars #94 (February 1969)Plus a bonus bio on writer/artist JACK KELLER, the King of the Hot Rod comics who crafted all these classics! Around the world lies a number of long-forgotten raceways; windswept and abandoned, the derelict pit roads and crumbling concrete are all that remains of once great race tracks. From the NASCAR heartland of North Wilkesboro and Middle Georgia to the great European super speedways at Monza and Brooklands. All photographed as they are now, but remembered in their prime. Discusses road racing in the past and as it is done today. “ ...The pages that follow are not offered as an attempt at literary style or excellence. I am far from being a writer, and, to tell the truth, “Wall Smacker” was the hardest task I’ve ever undertaken. It was my good fortune, however, to have had my career as an automobile racing driver during a glamorous and pioneering period of the sport

era both in America and on the Continent that produced many immortals of the “Roaring Road,” and was packed with events and incidents of unusual interest to all followers of speed. Many of my friends, realizing this, have urged me repeatedly to write my reminiscences in the form of an autobiography. Here, at last they are. I’ll feel fully repaid for my efforts if this book is entertaining, and happy, indeed, if it serves to keep alive at least a few of the episodes of a great chapter in the history of American automobile racing...” Peter De Paolo - November 1st, 1935. (Peter De Paolo was the American race car driver who won the 1925 Indianapolis 500) A best seller and winner of the Antique Automobile Club of America's prestigious Thomas McKean Award. The Golden Age of the American Racing Car emphasizes the human side of racing history, offering insight into the men who shaped the golden age. Covering a period of time from the 1910s through the 1930s, the book describes the historical development of race car technology and presents fascinating information on race courses, designers, builders, drivers, and events. Racing pioneers covered include: Fred Duesenberg, Louis Chevrolet, Harry Miller, Leo Goossen, and Fred Offenhauser. Discusses the Formula Atlantic automobile, a racing car known for its fast cornering speed and precision handling, which many young drivers use to learn their trade and break into the ranks of professional racing. "The stock car driver is the new American cowboy. ... Here is a free-wheeling look at the super-charged world of stock car racing: a motor-age sport that began with hell raisers like the legendary Junior Johnson running moonshine in the hills of Dixie and snowballed into a national craze with a cult following all its own."--Dust jacket. From the August 1957 VIR race program: "The rolling Virginia hills have been painstakingly clad with an ultra-smooth skin of macadam to provide a course of great natural beauty. The superb spectator visibility is nicely equated to a road layout that will test the best in racing machines and men." In the late 1950s, a group of sports car enthusiasts dreamed of creating a first-class racing

facility. The result was Virginia International Raceway, a challenging 3.2-mile course with 12 turns, 2 straightaways, and over 100 feet of elevation change. Located in southern Virginia, east of Danville and just across the North Carolina border, the track opened in 1957. During VIR's first 18 years of existence, races featured some of the top names in American motorsports including Carroll Shelby, Roger Penske, Walt Hansgen, and Richard Petty. The track also hosted numerous important events including SCCA Nationals, the President's Cup, a Trans-Am race in the first season of that circuit, as well as IMSA races in the early 1970s. Facing financial difficulties, the track shut down in 1974, and for the next 25 years VIR was a cow pasture. It was reopened in 2000 and the outstanding new facility is again one of the top racing venues in the country. 'Adrian has a unique gift for understanding drivers and racing cars. He is ultra competitive but never forgets to have fun. An immensely likeable man.'

Damon Hill In the past three decades Finland's video game industry has become the backbone of Finnish cultural export. Angry Birds and Clash of Clans are dominating sales around the world and the small Nordic nation has become a gaming superpower. Drawing on more than 60 interviews, this book covers the Finnish video game phenomenon as told by the people behind its success. The history of the industry is documented in detail for the first time. Two hundred game reviews are included, presenting the best (and worst) of commercial video games made in Finland. Vintage Cars and Comics from 1972!64 Pages of Fast & Furious Chills, Spills and Thrills!Story & Art by JACK KELLERShot from Charlton Comics' Original Silver Prints!SEE Hot Rodders, Dragsters and Dirt Jockeys drive all kinds of classic stockers, indy cars and other racers at incredible racing arenas and the highways and byways of America!The legendary Charlton Comics published Hot Rods and Racing Cars for over 20 years from the 1950s to the 1970s and are beloved and collected by gearheads worldwide. The comics in this Collector's Edition were written and drawn by car buff Jack Keller and give amazing insight into the

20th Century racing world. This collection features art shot from Charlton's master silver prints, the closest thing to the original art, and were used to publish the comics in the first place. Featuring 6 wild tales of Classic Hot Rods and Racing Car Comics!

**DESPERATE DUEL** It started at the Marlboro Trans-Am when "Pizza King," Alberto Savelli, owner of a Ferrari racing team, showed interest in driver Clint Curtis, which led to the BOAC 1000 KM... and gamblers and hit men! From Hot Rods and Racing Cars #112 (February 1972)

**DIRTY DRIVER!** Leif Erich, driving his Ford powered sprint car has the lead... followed closely by Clint's Chevy! The winner gets top point standing for the season plus an extra \$1000! Is that enough reason for Clint to drive dirty? From Hot Rods and Racing Cars #113 (April 1972)

**THE DUST BOWL!** Clint's sprint car gets stolen and the only way to get it back is to race against the carjacker, a hillbilly with the name of Hot Dog Henry Krick, with a junky jalopy! From Hot Rods and Racing Cars #114 (May 1972)

**USED CAR!** Buying a used car is always tricky. Sometimes a big bargain turns out to be the worst deal ever, as Clint's pal Alex finds out! From Hot Rods and Racing Cars #115 (July 1972)

**KING OF THE HILL!** The Pike's Peak course starts at an elevation of 4708 feet and it's course snakes up to a 14,11- foot summit! Truly, the winner can be dubbed "King of the Hill!" From Hot Rods and Racing Cars #115 (July 1972)

**THE PERFECT TEAM!** Clint's rival turns out to be a real pal when he lets Clint drive his new Chapparral 2J racing car, but he's not too keen on Clint sharing his wife! From Hot Rods and Racing Cars #116 (October 1972)

**BONUS FEATURES** Original **HOT RODS** Cover Gallery A look at the original covers from Hot Rod and Racing Car comics, released by Charlton in 1972.

**THE VACUUM CLEANER** The Chapparral 2J introduced something quite novel to gain traction! From Hot Rods and Racing Cars #113 (April 1972)

Discusses the racing, developing, and testing of Formula One cars and includes comments by Scandinavian driver Keke Rosberg and American designer Trevor Harris. With its rural farmlands,

rolling landscape, locally owned businesses, and tranquil setting, Holland embodies small-town charm. Yet for 54 summers, since 1960, the quiet splendor is interrupted on many Saturday nights by a particular type of roar. It is Holland's racing heritage, known to locals as "Thunder in the Hills." Over the track's long history, many Holland area residents have worked or raced there or enjoyed the racing action as spectators. Holland International Speedway showcases the many cars, stars, officials, and other developments that make up the history of this beloved local track. From the Piedmont foot hills of North Carolina bursts hobbyist Cleotis Lawson with this new gaming manual. The book highlights twenty-four race packages that toy car collectors may use to stage auto races board game style. Stock Car Solitaire stretches to engender an appreciation for the essence of auto racing while utilizing a Hoyle book-like structure to explain the rules systems. Accompanying each package is a poetic mood setting writeup which at the very least will act as a rave-up for each event. Stock Car Solitaire promises to be an exciting acquisition for racing nerds young and old. What is an inexpensive and fun way to get started in the world of motor sports? Karting is a good way to start racing. About half of the kart racers in the United States are under the age of eighteen. It may start as a hobby or it can be your first step in a professional driving career. There are go-kart groups for kids of almost any age, experience level, or budget. Color photographs, a glossary, and exciting fact boxes will get readers revved up for the sport. The war was won, the Depression was over, and Americans were back on the road. From all across the nation, sports car drivers converged on Watkins Glen to race through the gorges, hills, and village streets of western New York. Over the years, the course has evolved from its humble beginnings on streets lined with hay bales to the modern closed track that plays host to NASCAR today. Through vintage photographs, primarily from the International Motor Racing Research Center at Watkins Glen, Watkins Glen Racing chronicles the history of the track with early

drivers, like Cameron Argetsinger, Phil Walters, and Dave Garroway, vintage cars, hairpin turns, and death-defying races. Prior to World War I, auto racing featured expensive machines and teams financed by auto factories. The teams toured the country, and most of the races were held in large cities, so the vast majority of Americans never saw a race. All this changed after World War I, though, and in the 1920s and 1930s there were approximately 1,000 dirt tracks in the United States and Canada. The dirt tracks offered small-time racing—little prize money and minimal publicity—but people loved it. This pictorial history documents dirt track racing, with what are today called sprint cars, around the United States from 1919 to 1941. Information on dirt track racing in Canada during this time is also provided. Regionally divided chapters detail the drivers, tracks, and specific races of each area of the country. Some of the drivers went on to win fame and fortune while others faded into obscurity. Tracks included well known facilities as well as out-of-the-way sites few people had ever heard of. The cars ranged from state of the art machines to the more common home built specials based on Model T or Model A Ford parts. Taken together, the drivers, tracks, and races of this era were instrumental in making auto racing the popular sport it is today. "Readers looking for a new amateur-sleuth series—especially those who find the car-racing frame intriguing—should definitely check out the Kate Reilly mysteries." —Booklist

When Kate Reilly arrives in Long Beach, California, a week ahead of the Grand Prix, she's immediately plunged into a new social scene—as well as a murder investigation. Her cousin Billy is found dead, with Kate's card in his pocket. The cops want to know why, and sponsors and race organizers—anxious to keep racing's image clean—want Kate to investigate. Doubting she can solve another murder, especially that of a relative she despised, Kate reluctantly agrees. At the same time, coaching an actress for a celebrity race brings Kate into the orbit of Hollywood's hottest bachelor. And then a local FBI agent takes notice of more than her driving and

sleuthing skills. She goes from Sony Studios to Venice Beach and from Rodeo Drive to the Hollywood Hills, attending parties, power-shopping, and dodging unwelcome paparazzi. Kate's professional dreams are coming true. The upcoming Grand Prix is her first race with a new sponsor that's also funding an IndyCar test drive and a ride in next year's Indy 500—along with future possibilities in NASCAR. The downside? New sponsor Frame Savings is owned by her family, and its management, except her long-estranged father, is unfriendly to her...even rivalrous. On track, red flags fly to warn her of danger. Off track, Kate struggles to interpret warning signs and stay out of a killer's grasp. Kate Reilly Mysteries: Dead Man's Switch (Book 1) Braking Points (Book 2) Avoidable Contact (Book 3) Red Flags (Book 4) Kiss the Bricks (Book 5) Praise for the Kate Reilly Mysteries: "Read this book—but buckle in first. Believe me, you're in for a bumpy ride." —WILLIAM KENT KRUEGER, New York Times bestselling author for Braking Points "This series always leaves me wanting more, so I cannot wait to keep reading and see what's next on the horizon for my fellow female racing driver!" —PIPPA MANN, IndyCar driver for Avoidable Contact This revised and updated guide provides the best lodging, dining, and activity suggestions for New England's most inviting region for lovers of the arts. Seasoned travel writers Christina Tree and William Davis tell you everything you need to know about this naturally beautiful and culturally rich region. As they lead you across the Mohawk Trail and along scenic drives, you'll visit must-see performing arts festivals, museums, wineries, antiques shops, nature preserves, and the best places to stay and to eat, from 4-star restaurants to classic diners.

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