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Amber Scott is Starting Over The Amber Effect Witness Color by Numbers (Activity Book for Grade 1) - Kids Activity Book A Job from Hell Tracing Is Fun Dark Markets Let's Learn to Count (Counting Activity Book for Preschool) - Pirates of the Inner Sea Matching Games (Matching Games Activity Books for Kindergarten) - The Amber Room Mekeel's Weekly Stamp News Matching Games (Matching Games Activity Book for Kindergarten) -Vol. 1 Bound and Dangerous Chronicle of the Righteous A Deadly Game Organizational Moral Learning Easy Maze Activity Book for Kids - Autumn Leaves Fall Let's Trace and Cut (a Trace and Cut Out Activity Book for Kids) - Foghorn Flattery and the Dancing Horses Pathfinder Chronicles Campaign Setting A Ring of Love, Lies, and Deceit Forty Days and Forty Nights All Your Twisted Secrets Kids Fun & Easy Connect the Dots - Vol. 1 The Amber Talisman Seeing Like a State Killing and Dying Amber and Clay Annual Report A Weird Relation of Miss Anderson Amber 2021 Blood of Angels Secrets of the Sphinx Laci Peterson Me (Moth) Group Activities for Social Emotional Learning using Sketch Comedy and Improv Games The South Western Reporter

A city girl through and through - how will she cope with country life? The brilliantly entertaining new novel from the author of Katy Carter Wants a Hero. Amber Scott loves her city life - a terrific job working on a glossy magazine, and a fiancé, Ed, she's known since Uni. Even if Ed doesn't take her job seriously (as a solicitor, he doesn't have much time for women's magazines!), it is Amber's dream job. So Ed's news that he has taken a job in the West Country turns Amber's world upside down. The new life in Cornwall does not get off to the best start. The huge house Ed was so keen on is, well, huge - what is Amber going to do with four acres? And do M&S make Aga-ready

meals? And when a handsome, if surly, man leads the local hunt over her land, it's more than Amber can stand. So how is it that, before long Amber is friends with the local eccentric Lady of the Manor, making love potions at her mother's recommendation - and answering the door naked to strangers...? The heroes track down the cult of the Forgotten Pharaoh to its secret headquarters inside a giant sphinx statue in the Osirian desert, facing scorpion-men mercenaries and Areshkagal-worshipping maftets before a final confrontation with masked cultists and their leader, the Forgotten Pharaoh, who has been possessed by a fragment of Hakotep I's soul! Continuing the Mummy's Mask Adventure Path, *Secrets of the Sphinx* is a Pathfinder Roleplaying Game adventure for 10th-level characters. A selection of new monsters, two additional desert locales to expand the Mummy's Mask campaign, details on the ancient curses of Osirion, and the next installment of the Pathfinder's Journal written by Amber E. Scott round out this volume of the Pathfinder Adventure Path. Solve the dot-to-dot puzzle, and reveal a picture ready to color! With 30 fun puzzles to solve, developing a 'learning is fun' habit comes easy, and the slim size is great for packing into backpacks and luggage. Each puzzle labels the dots with numbers and focuses on developing sequencing and eye-hand coordination. These skills will help prepare preschoolers for school. Once they connect the dots correctly, kids can reward themselves by coloring in the picture they helped create. Children with strong social-emotional skills are better able to cope with everyday challenges and benefit academically, professionally, and socially. But the benefits that can be derived from these skills can only be seen if children are given the opportunity to develop them. This accessible guide helps teach children to participate in social-emotional learning. Offering fun group activities including social skill-based improv games, participant written plays, and basic plays that can be transformed using the creative minds of children themselves. To increase participant comfort levels with these activities, the book allows for a graduated exposure of techniques,

starting with improv trust building and joint focus games, and progressing to improvisation and writing sketches. Featuring additional downloadable content, including worksheets and lesson plans for classroom use, this is the perfect companion for educators and therapists. Kids will pour over every page-without even realizing they're learning! Based on early learning concepts of similarity recognition, kids will enjoy examining every photo and searching for its match making this book an exciting and interactive experience. This book features a variety of images and will keep kids fascinated, making it the ideal book to share and explore with parents. "FORTY DAYS AND FORTY NIGHTS is a contemporary thriller set in the Mississippi River Delta. Thirty-nine days of torrential rain have swollen the river to the brink. Clementine Price-a young US Army Corps of Engineers officer born on a farm in the flood-plain of the Arkansas Delta-is battling to protect the people and homeland she loves from a catastrophic flood when she discovers that a richly funded domestic terrorist- hiding in plain sight in a beloved megachurch-has weaponized the natural disaster to inundate America's heartland. His plan to cleave the United States in half and found his own all-white nation is already in motion. Clementine has only hours to mobilize a make-shift army, engineer a strategy to turn nature's overwhelming force back onto the enemy, stop civil war, and save millions from drowning"-- FINALIST FOR THE 2021 NATIONAL BOOK AWARD FOR YOUNG PEOPLE'S LITERATURE A debut YA novel-in-verse by Amber McBride, Me (Moth) is about a teen girl who is grieving the deaths of her family, and a teen boy who crosses her path. Moth has lost her family in an accident. Though she lives with her aunt, she feels alone and uprooted. Until she meets Sani, a boy who is also searching for his roots. If he knows more about where he comes from, maybe he'll be able to understand his ongoing depression. And if Moth can help him feel grounded, then perhaps she too will discover the history she carries in her bones. Moth and Sani take a road trip that has them chasing ghosts and searching for ancestors. The way each

moves forward is surprising, powerful, and unforgettable. Here is an exquisite and uplifting novel about identity, first love, and the ways that our memories and our roots steer us through the universe. The bustling bazaars of Absalom offer countless delights, but even they do not sell everything. Only in the peerless markets of mysterious Katapesh can one find anything for sale, from the lost diamonds of a fallen empire to a clutch of slaves freshly captured off the Inner Sea coast. This exotic desert locale serves as the backdrop of the Legacy of Fire Adventure Path in the monthly Pathfinder series, and this informative, lushly illustrated, full-color guide presents everything players and Game Masters need to know to bring the dark markets of Katapesh to terrible life. Join Don Antonio Cipriano and Donna Carolina De Luca-Cipriano as they begin their new adventures in combining two power crime families together, while exploring their Dominant/submissive relationship in Master Antonio's playroom. But with Carolina's father on the run, will he cause problems that might be too great even for this powerful couple? Can they keep their families safe, their relationship safe, or will they be torn apart or even worse? Finally, here is an in-depth analysis of the most important factors surrounding the Laci Peterson murder case. Brad Knight discusses with candid frankness and sharp clarity the deadly love triangle of Laci, Scott and Amber, as well as many of the pivotal issues that were brought into the original investigation. Since then, much of this key evidence has been overlooked by the general media. In Laci Peterson The Whole Story, learn answers to questions that you would never have thought to ask, but will wish you had. The author, intriguingly, lays out and compares several powerful new theories that the trial lawyers could have effectively worked to their advantage. Inside you will find the best legal, analytical, investigative, and most of all--descriptive literary work available until now on the subject; all put into a wholesome, down-to-earth, and common sense perspective. Knight presents: Rare interviews with primary but discreet participants. The reason why

prosecutors should've called Cory Carroll as a witness. His own more powerful version of prosecution and defense closing arguments. Plus a whole roller coaster ride of fascinating incidents throughout the case. Kids will pour over every page-without even realizing they're learning! Based on early learning concepts of similarity recognition, kids will enjoy examining every photo and searching for its match making this book an exciting and interactive experience. This book features a variety of images and will keep kids fascinated, making it the ideal book to share and explore with parents. > Winner of two National Communication Association awards: Communication Ethics Division's 2018 Single-Author Book of the Year Award Organizational Communication Division's 2018 Outstanding Book of the Year Award Extensive work in psychology and neuroscience reveals that individuals are born with moral intuitions, and this volume capitalizes on that recent insight to provide a new perspective on how to lead organizational ethics. Organizational Moral Learning presents communication-based recommendations for managers and leaders to encourage authentic moral dialogue at work so that these discussions can be used to update work practices vigilantly as organizations strive for ethical excellence. Organizational ethics are crucial to individual, organizational, national, and even global well-being, and this work leads a revolution in thinking about how to manage organizational ethics. Written accessibly for students and practitioners alike, this book provides a leading-edge look at organizational ethics based on science and research applicable to a worldwide audience. The Newbery Medal-winning author of *Good Masters! Sweet Ladies!* gives readers a virtuoso performance in verse in this profoundly original epic pitched just right for fans of poetry, history, mythology, and fantasy. Welcome to ancient Greece as only genius storyteller Laura Amy Schlitz can conjure it. In a warlike land of wind and sunlight, "ringed by a restless sea," live Rhaskos and Melisto, spiritual twins with little in common beyond the violent and mysterious forces that dictate their lives. A Thracian

slave in a Greek household, Rhaskos is as common as clay, a stable boy worth less than a donkey, much less a horse. Wrenched from his mother at a tender age, he nurtures in secret, aided by Socrates, his passions for art and philosophy. Melisto is a spoiled aristocrat, a girl as precious as amber but willful and wild. She'll marry and be tamed—the curse of all highborn girls—but risk her life for a season first to serve Artemis, goddess of the hunt. Bound by destiny, Melisto and Rhaskos—Amber and Clay—never meet in the flesh. By the time they do, one of them is a ghost. But the thin line between life and death is just one boundary their unlikely friendship crosses. It takes an army of snarky gods and fearsome goddesses, slaves and masters, mothers and philosophers to help shape their story into a gorgeously distilled, symphonic tour de force. Blending verse, prose, and illustrated archeological “artifacts,” this is a tale that vividly transcends time, an indelible reminder of the power of language to illuminate the over- and underworlds of human history. “One of the most gifted graphic novelists of our time.” —Wired

Killing and Dying is a stunning showcase of the possibilities of the graphic novel medium and a wry exploration of loss, creative ambition, identity, and family dynamics. With this work, Adrian Tomine (*Shortcomings*, *Scenes from an Impending Marriage*) reaffirms his place not only as one of the most significant creators of contemporary comics but as one of the great voices of modern American literature. His gift for capturing emotion and intellect resonates here: the weight of love and its absence, the pride and disappointment of family, the anxiety and hopefulness of being alive in the twenty-first century. “Amber Sweet” shows the disastrous impact of mistaken identity in a hyper-connected world; “A Brief History of the Art Form Known as Hortisculpture” details the invention and destruction of a vital new art form in short comic strips; “Translated, from the Japanese” is a lush, full-color display of storytelling through still images; the title story, “Killing and Dying”, centers on parenthood, mortality, and stand-up comedy. In six

interconnected, darkly funny stories, Tomine forms a quietly moving portrait of contemporary life. Tomine is a master of the small gesture, equally deft at signaling emotion via a subtle change of expression or writ large across landscapes illustrated in full color. *Killing and Dying* is a fraught, realist masterpiece. Details on pirate strongholds, from the tropical isles of the Shackles to the Varisian city of Riddleport and beyond, present a wide range of options for freebooters, corsairs, scallywags, and even government-sponsored privateers throughout the Inner Sea region. Pirate-themed archetypes, new spells and magic, feats, piratical character traits, a pirate slang primer, and more await plunder in this player-friendly book! "One of the most profound and illuminating studies of this century to have been published in recent decades."—John Gray, *New York Times Book Review* Hailed as "a magisterial critique of top-down social planning" by the *New York Times*, this essential work analyzes disasters from Russia to Tanzania to uncover why states so often fail—sometimes catastrophically—in grand efforts to engineer their society or their environment, and uncovers the conditions common to all such planning disasters. "Beautifully written, this book calls into sharp relief the nature of the world we now inhabit."—*New Yorker* "A tour de force."—Charles Tilly, Columbia University "Melanie, A strong hard working woman whos dedicated to her marriage finds life to be quite challenging when a friend from the past appears. An ultimate decision can either make or break her relationship. With motives flying high in the sky, will her husband Marcus of 8 years be able to escape his past or will the ring of Love, Lies, and Deceit get the best of them." *Tracing Letters and Numbers Activity book* is a fun activity book for kids that love numbers and letters and will like to trace the various fun images . Filled with more than 28 large prints, this book will stir their imagination with these fascinating activity. *Tracing Letters and Numbers* is a highly effective way in unleashing your child's imagination and creativity. It also promotes self-expression that is useful in learning. Kids would

definitely love *Tracing Letters & Numbers Activity Book*. Mazes create a path of logic and imagination! This 30-page workbook supplies imaginative mazes for your child to solve. Wide paths and colorful illustrations make these mazes perfect for your young learner! Combining objects and places that children recognize, and those that they don't, helps reinforce and expand their knowledge base. The slim size is great for packing into totes, backpacks and luggage. A thrilling debut, reminiscent of new fan favorites like *One of Us Is Lying* and the beloved classics by Agatha Christie, that will leave readers guessing until the explosive ending. "Welcome to dinner, and again, congratulations on being selected. Now you must do the selecting." What do the queen bee, star athlete, valedictorian, stoner, loner, and music geek all have in common? They were all invited to a scholarship dinner, only to discover it's a trap. Someone has locked them into a room with a bomb, a syringe filled with poison, and a note saying they have an hour to pick someone to kill...or else everyone dies. Amber Prescott is determined to get her classmates and herself out of the room alive, but that might be easier said than done. No one knows how they're all connected or who would want them dead. As they retrace the events over the past year that might have triggered their captor's ultimatum, it becomes clear that everyone is hiding something. And with the clock ticking down, confusion turns into fear, and fear morphs into panic as they race to answer the biggest question: Who will they choose to die? In this #1 New York Times bestseller, Catherine Crier, a former judge and one of television's most popular legal analysts, offers a riveting and authoritative account of one of the most memorable crime dramas of our time: the murder of Laci Peterson at the hands of her husband, Scott, on Christmas Eve 2002. Drawing on extensive interviews with key witnesses and lead investigators, as well as secret evidence files that never made it to trial, Crier traces Scott's bizarre behavior; shares dozens of transcripts of Scott's chilling and incriminating phone conversations; offers accounts of

Scott's womanizing from two former mistresses before Amber Frey; and includes scores of never-before-seen police photos, documents, and other evidence. The result is thoroughly engrossing yet highly disturbing -- an unforgettable portrait of a charming, yet deeply sociopathic, killer. Tracing Letters and Numbers Activity book is a fun activity book for kids that love numbers and letters and will like to trace the various fun images . Filled with more than 28 large prints, this book will stir their imagination with these fascinating activity. Tracing Letters and Numbers is a highly effective way in unleashing your child's imagination and creativity. It also promotes self-expression that is useful in learning. Kids would definitely love Tracing Letters & Numbers Activity Book. Stem the tide of the multiverse's foulest denizens with Pathfinder Campaign Setting: Chronicle of the Righteous! Just as the Book of the Damned series documented the blasphemous denizens of Hell, Abaddon, and the Abyss, Chronicle of the Righteous reveals the inhabitants of the goodly realms of Heaven, Elysium, and Nirvana, along with their demigod leaders, the Emyreal Lords. Discover the powers and agendas of some of the greatest forces of good in existence and join them in their endless struggle against evil. Familiar Emyreal Lords like fiery Ragathiel and mysterious Pulura are joined by allies like frigid Tolc, placid Ghenshau, noble Seramaydiel, and dozens more. Additionally, mortal champions might join these paragons of goodness as members of their diverse mystery cults, wielders of their divine magic, conjurers of divine legions, or bearers of holy stigmata. The battle for mortal souls is not one sided -- join the eternal battle on the side of good with Pathfinder Campaign Setting: Chronicle of the Righteous! From the Author of an Upcoming Bestseller and Amazon #1. Aurora Anderson talks often about that one night she steps out of her comfort zone. In a room of an exclusive private club where anything goes, she shares an incredible night with a masked stranger. However, reality settles back to normal and the masked man to her dreams. Her ambition is to snag a notoriously difficult, client.

She manages to do just that, but everything changes when the shrewd billionaire bachelor invites her to a party. He would not let her escape. Not again. He would use every tool in his arsenal and take every advantage he could muster to see that Aurora came back to his arms. He would burn down her every defensive and roadblock... crush her resistant wall of conservative sensibilities until she realized that they belong together. Can he convince her that she can trust him with her heart? This is a STAND-ALONE novel with no cliffhangers 1 corinthians 10:13, niv "No temptation has seized you except what is common to man. And God is faithful; He will not let you be tempted beyond what you can bear. But when you are tempted, He will also provide a way out so that you can stand up under it." Amber Frey's life was full of blessings: an exciting new business, a beautiful home, and most of all, her infant daughter, Ayiana. But Amber had been through some unhappy relationships, and she longed for a true and loving partner. In November 2002, she went on a blind date with Scott Peterson. He was handsome, charming, thoughtful, and romantic. Best of all, he was single and ready to settle down . . . or so he said. Their connection was immediate. Over the next few weeks, Amber and Scott grew closer and closer. Scott won her over with his warmth, humor, and intelligence, and he even won the heart of little Ayiana. Before long, he began to speak of the beautiful future the three of them were destined to share as a family. Soon enough, however, Amber began to suspect that Scott Peterson might not be the man he claimed to be. On December 9, he broke down in tears and told her that he had been married, but had "lost" his wife. This was weeks before Laci Peterson, eight months pregnant at the time, was even reported missing. Scott Peterson hadn't lost her, but clearly he was planning to. Suddenly a relationship that seemed full of promise was turning into Amber's worst nightmare. Amber launched an investigation of her own. The moment she was able to confirm her worst suspicions, she contacted the Modesto Police Department, in northern California, and offered to do whatever she could to help.

She began secretly taping her conversations with Scott, pressing him for information but never letting on that she had heard the news of Laci's disappearance. Those conversations became the basis for the prosecution's case against Scott Peterson for the murder of his wife and unborn child. Amber's whole world was turned upside down in the process. She lost her privacy, as every detail of her life was scrutinized by the media, who couldn't seem to get enough of this tragic, heart-wrenching story. But she soldiered on, looking deep inside herself and drawing strength from her faith. *Witness* is the chilling story of how a young woman became ensnared in Scott Peterson's web of lies, then risked everything to seek justice for Laci Peterson and her unborn child, Conner. It is also a story of forgiveness and faith, and of one woman's struggle to live with an open and honest heart. When a Vienna show horse is stolen, the Flattery siblings will stop at nothing to find the steed and solve the case. C.C. and Foghorn Flattery love traveling around the world with their dad for his freelance writing assignments. Their latest stop is Vienna—a city of beauty, culture, and of course, the Spanish Riding School. C.C. can't wait to see the famous dancing horses, but when they get to the school, they discover that one of the stallions has been stolen! It's up to Foghorn and C.C. to track down the missing horse and return him to his rightful owners. But to do so, they'll have to escape a circus, hide out in a spooky castle, and outsmart the thieves before it's too late! Enter a world of forbidden love, rituals, dark magic and ancient enemies... An ancient bond draws Amber to the immortal Aidan shortly before her eighteenth birthday when she starts her summer job in Scotland and unknowingly wins the deadly prize in a paranormal race, turning her from a mere mortal into a priceless commodity. Awesome, activity book, full of fun, number-themed activities and amazing, shaped pages! Learn your numbers in a fun way with this Counting Activity Book. Packed full of fun number-themed activities to complete, this book provides plenty of practice in writing numbers and counting. Just when surefire shamus Shell Scott was

thinking that unannounced naked women don't show up on his doorstep frequently enough, a Ms. Naked USA contestant and next-door neighbor comes knocking with nothing on. But the real knockout is her story: someone tried to kill her and is now dead on her floor! This private eye can't believe what he's seeing! Before Scott can even ask where she kept the weapon, she's disappeared and our private dick is stuck with the stiff...and a tall tale to tell the cops. Scott's used to people trying to take shots at him, and for good reason, but who would want to hurt this heavenly heartbreaker? The trail leads Shell Scott to even more barbarous beauties and he gets thrown some dangerous curves along the way. The search for the truth is a bumpy ride and people keep getting bumped off but our legendary lady-killer knows how to hang on. The plot is thick, the suspects are drop-dead gorgeous and its time once again for our hard-charging, gun-toting gumshoe to rise to the occasion. The Amber Effect is the 40th book in the Shell Scott Mysteries, but you may enjoy reading the series in any order. At first grade, your child should already be adept at writing and colors. This book will reinforce the learning by challenging him/her to apply to right color only on the right space. Grab your pens and pencils and get ready for hours of fun with this fantastic color by numbers book. Buy a copy today! "Follow the transformation of a forest from the green leaves of summer to autumn colors and finally to the bare branches of early winter in this poetic board book for babies and toddlers"-- The history of art has produced few works as ambitious and as valuable as the Amber Room. Famous throughout Europe as "the eighth wonder of the world," its vast and intricately worked amber panels were sent in 1717 by Frederick I of Prussia as a gift to Peter the Great of Russia. Erected some years later, they quickly became a symbol of Russia's imperial might. For more than two hundred years the Amber Room remained in its Russian palace outside St. Petersburg (Leningrad), but when the Nazi army invaded Russia and swept towards Leningrad in 1941, the panels were wrenched from the walls, packed into crates, and disappeared from view, never to be seen again.

Dozens of people have tried to trace the whereabouts of the Amber Room, and several of them have died in mysterious circumstances. Adrian Levy and Catherine Scott-Clark have gone further along the trail of this great lost treasure than anyone before them, and have unraveled the jumble of evidence surrounding its fate. Their search catapulted them across eastern Europe and into the menacing world of espionage and counterespionage that still surrounds Russia and the former Soviet bloc. In archives in St. Petersburg and Berlin, amid boxes of hitherto unseen diaries, letters, and classified reports, they have uncovered for the first time an astounding conspiracy to hide the truth. In a gripping climax that is a triumph of detection and narrative journalism, *The Amber Room* shows incontrovertibly what really happened to the most valuable lost artwork in the world, and why the truth has been withheld for so long. The exciting world of the Pathfinder Adventure Paths comes alive in this massive full-color hardcover tome primed up and ready to go for your new d20 campaign! Detailed sections on more than 40 nations - from the barbaric frontiers of Varisia to the devil-tainted cities of Cheliaz to the frigid Hold of the Mammoth Lords - provide a full picture of the world of Golarion, with new rules, new magic and spells, detailed descriptions of more than 30 gods and their religions, and a gorgeous poster map detailing the entire campaign setting. Preschoolers will have hours of fun with this activity-packed book. There are puzzles to complete, simple mathematics, find objects, alphabets and more. A great way for kids to learn while having fun. Idolized and adored, but also regarded with jealousy and envy, the aasimars of Golarion count among their ancestors the greatest forces of good throughout the Great Beyond. They are the descendants of majestic angels, beatific celestials, and mysterious but kindly outsiders who have long sought to guide and protect the mortal realm. Yet merely having the blood of angels in your veins does not guarantee security in life, nor does it ensure a kindly soul -- few villains are more despised than those who have wandered so far from grace as the fallen aasimar. A

companion volume to *Blood of Fiends, Blood of Angels* explores all that it is to be an aasimar, including an extensive discussion of aasimar culture and society, but also presenting numerous variations on the standard aasimar character. Rules for aasimars of specific celestial heritiages (angels, archons, agathions, azatas, garudas, and peris), new feats and magic, variant aasimar abilities and features, new options for bards, clerics, inquisitors, oracles, sorcerers, summoners, and more await revelation in this *Pathfinder Player Companion*.

Amber is the collective name for a suite of programs that allow users to carry out molecular dynamics simulations, particularly on biomolecules. None of the individual programs carries this name, but the various parts work reasonably well together, and provide a powerful framework for many common calculations. The term Amber is also used to refer to the empirical force fields that are implemented here. It should be recognized, however, that the code and force field are separate: several other computer packages have implemented the Amber force fields, and other force fields can be implemented with the Amber programs. Further, the force fields are in the public domain, whereas the codes are distributed under a license agreement. The Amber software suite is divided into two parts: AmberTools21, a collection of freely available programs mostly under the GPL license, and Amber20, which is centered around the pmemd simulation program, and which continues to be licensed as before, under a more restrictive license. Amber20 represents a significant change from the most recent previous version, Amber18. (We have moved to numbering Amber releases by the last two digits of the calendar year, so there are no odd-numbered versions.) Please see <https://ambermd.org> for an overview of the most important changes. AmberTools is a set of programs for biomolecular simulation and analysis. They are designed to work well with each other, and with the "regular" Amber suite of programs. You can perform many simulation tasks with AmberTools, and you can do more extensive simulations with the combination of AmberTools and Amber itself. Most components of AmberTools are

released under the GNU General Public License (GPL). A few components are in the public domain or have other open-source licenses. See the README file for more information. Includes the decisions of the Supreme Courts of Missouri, Arkansas, Tennessee, and Texas, and Court of Appeals of Kentucky; Aug./Dec. 1886-May/Aug. 1892, Court of Appeals of Texas; Aug. 1892/Feb. 1893-Jan./Feb. 1928, Courts of Civil and Criminal Appeals of Texas; Apr./June 1896-Aug./Nov. 1907, Court of Appeals of Indian Territory; May/June 1927-Jan./Feb. 1928, Courts of Appeals of Missouri and Commission of Appeals of Texas.

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