

# Numbers 0.1 to 10.0 on Bunting

0.1

# Numbers 0.1 to 10.0 on Bunting

0.2

# Numbers 0.1 to 10.0 on Bunting

0.3

# Numbers 0.1 to 10.0 on Bunting

0.4

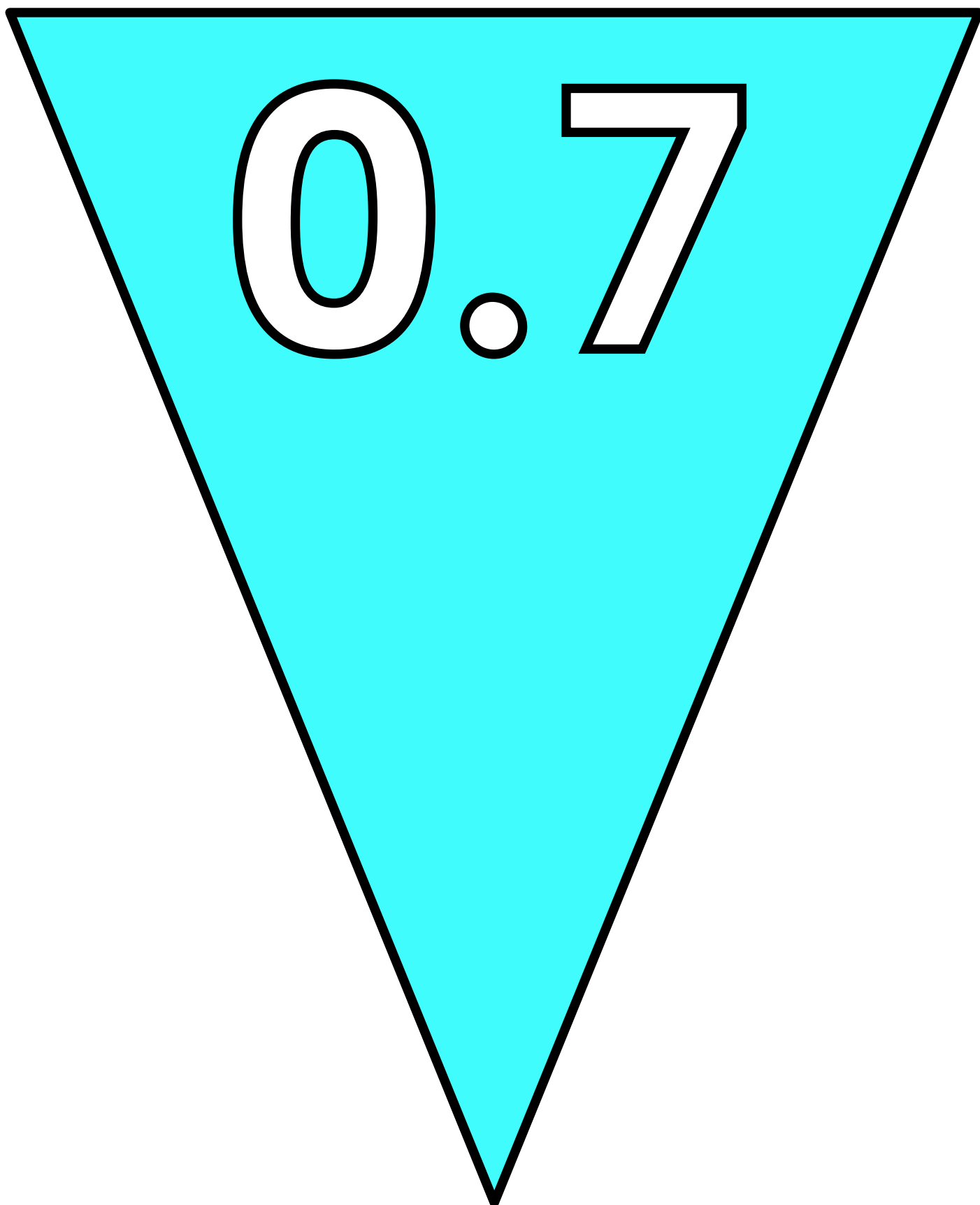
# Numbers 0.1 to 10.0 on Bunting

0.5

# Numbers 0.1 to 10.0 on Bunting

0.6

# Numbers 0.1 to 10.0 on Bunting

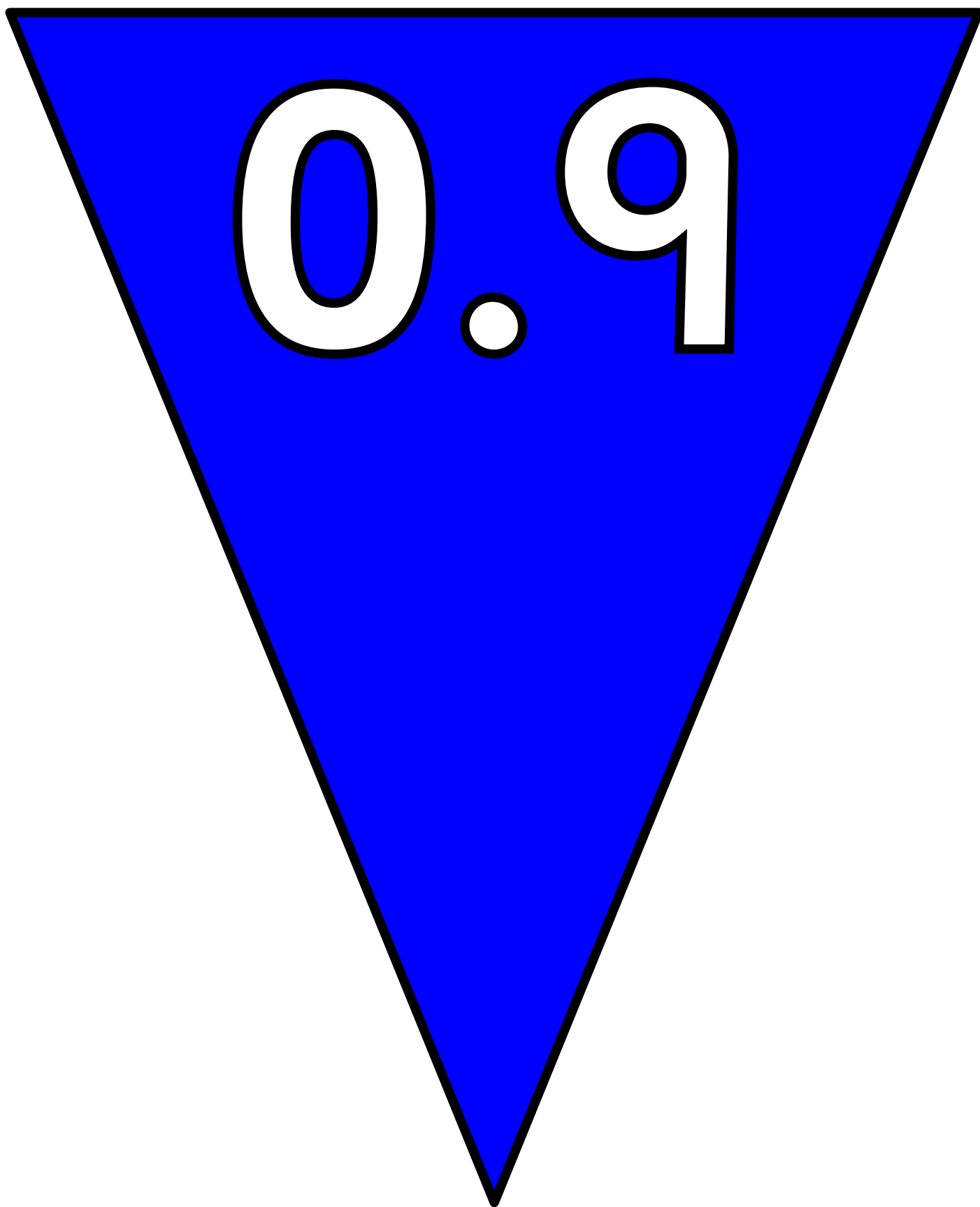


# Numbers 0.1 to 10.0 on Bunting

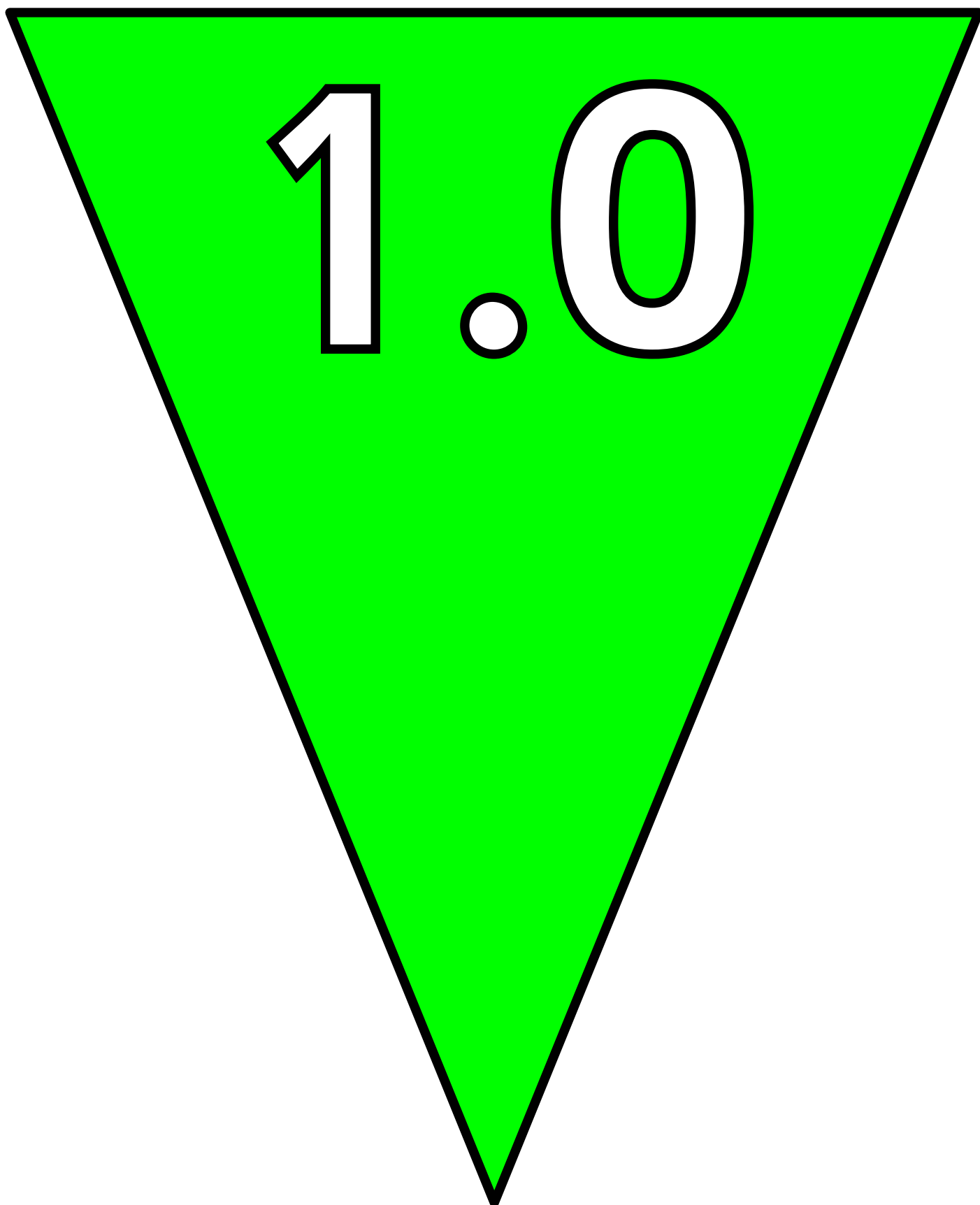
0.8



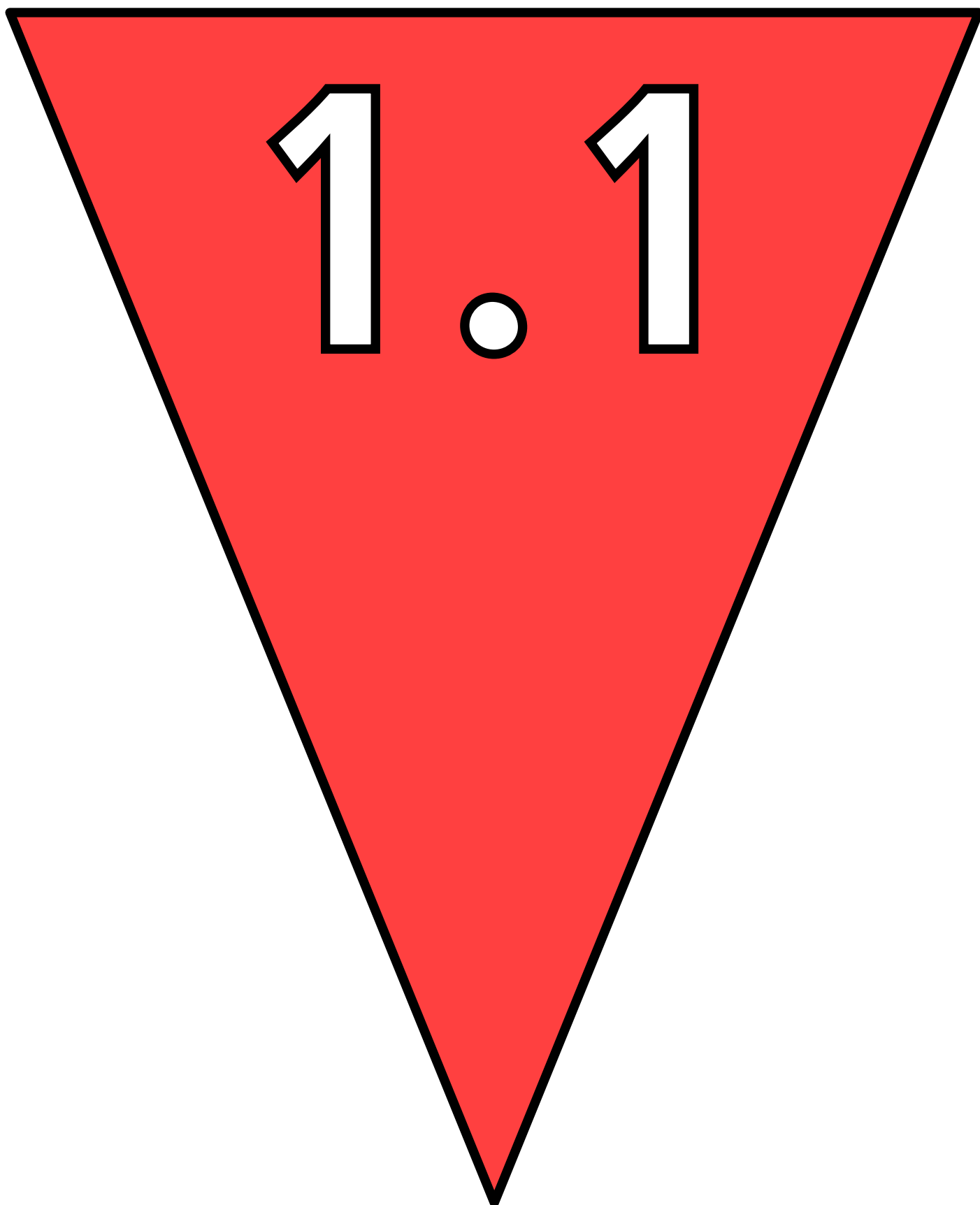
# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting

1.2

# Numbers 0.1 to 10.0 on Bunting

1.3

# Numbers 0.1 to 10.0 on Bunting

1.4

# Numbers 0.1 to 10.0 on Bunting

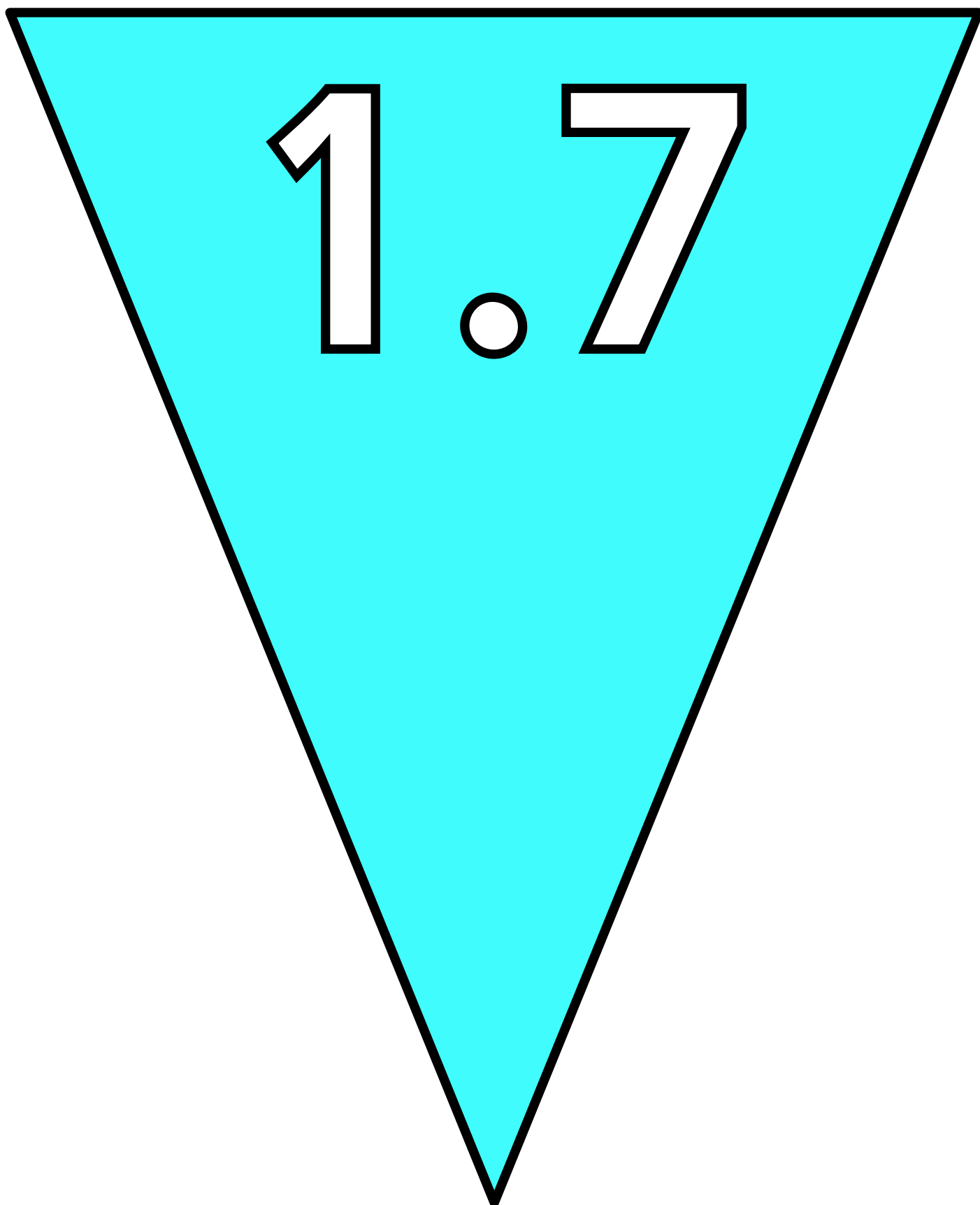
1.5

# Numbers 0.1 to 10.0 on Bunting

1.6



# Numbers 0.1 to 10.0 on Bunting



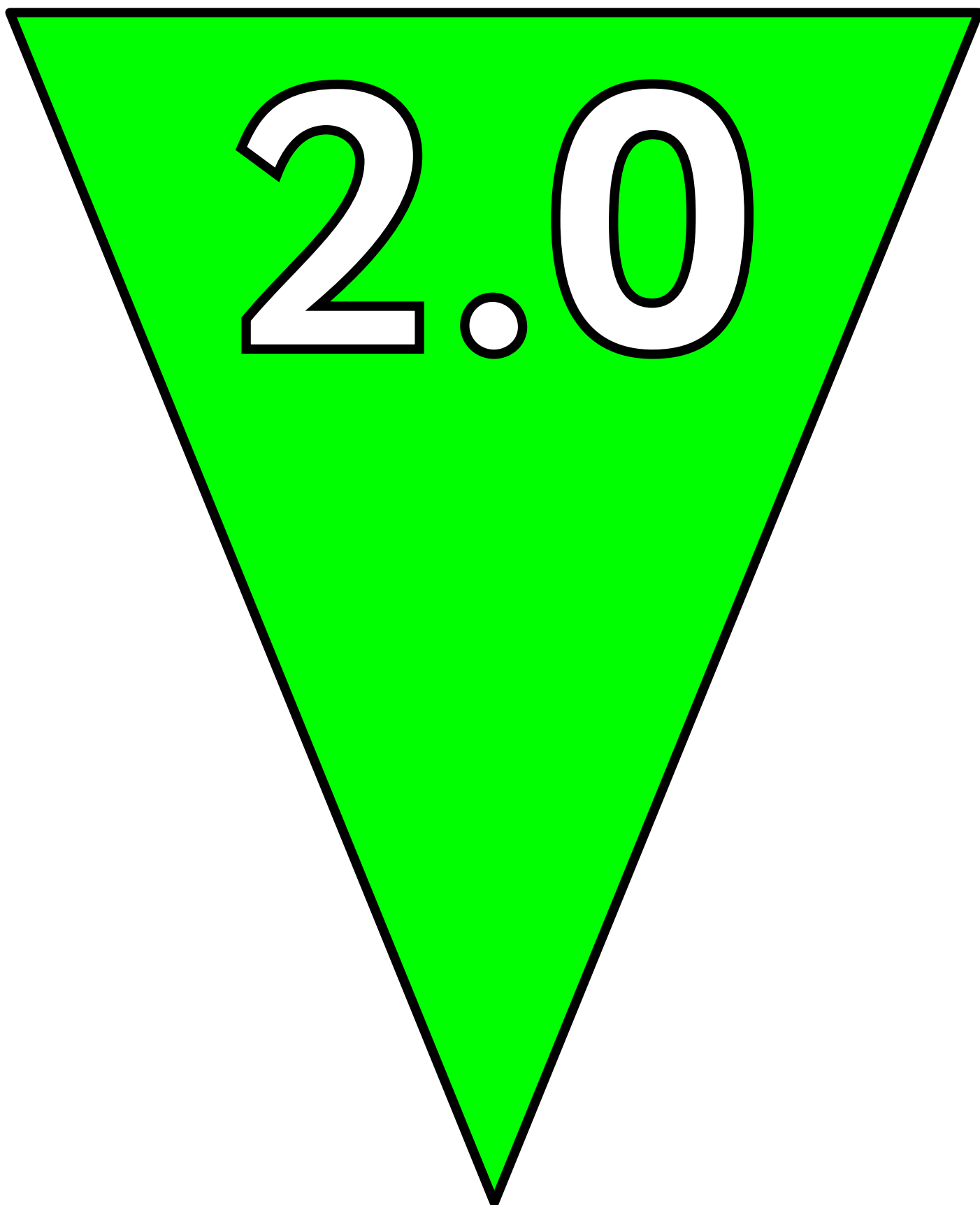
# Numbers 0.1 to 10.0 on Bunting

1.8

# Numbers 0.1 to 10.0 on Bunting

1.9

# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting

2.1

# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

2.9

# Numbers 0.1 to 10.0 on Bunting

3.0

# Numbers 0.1 to 10.0 on Bunting

3.1

# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

4.0



# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

4.7

# Numbers 0.1 to 10.0 on Bunting

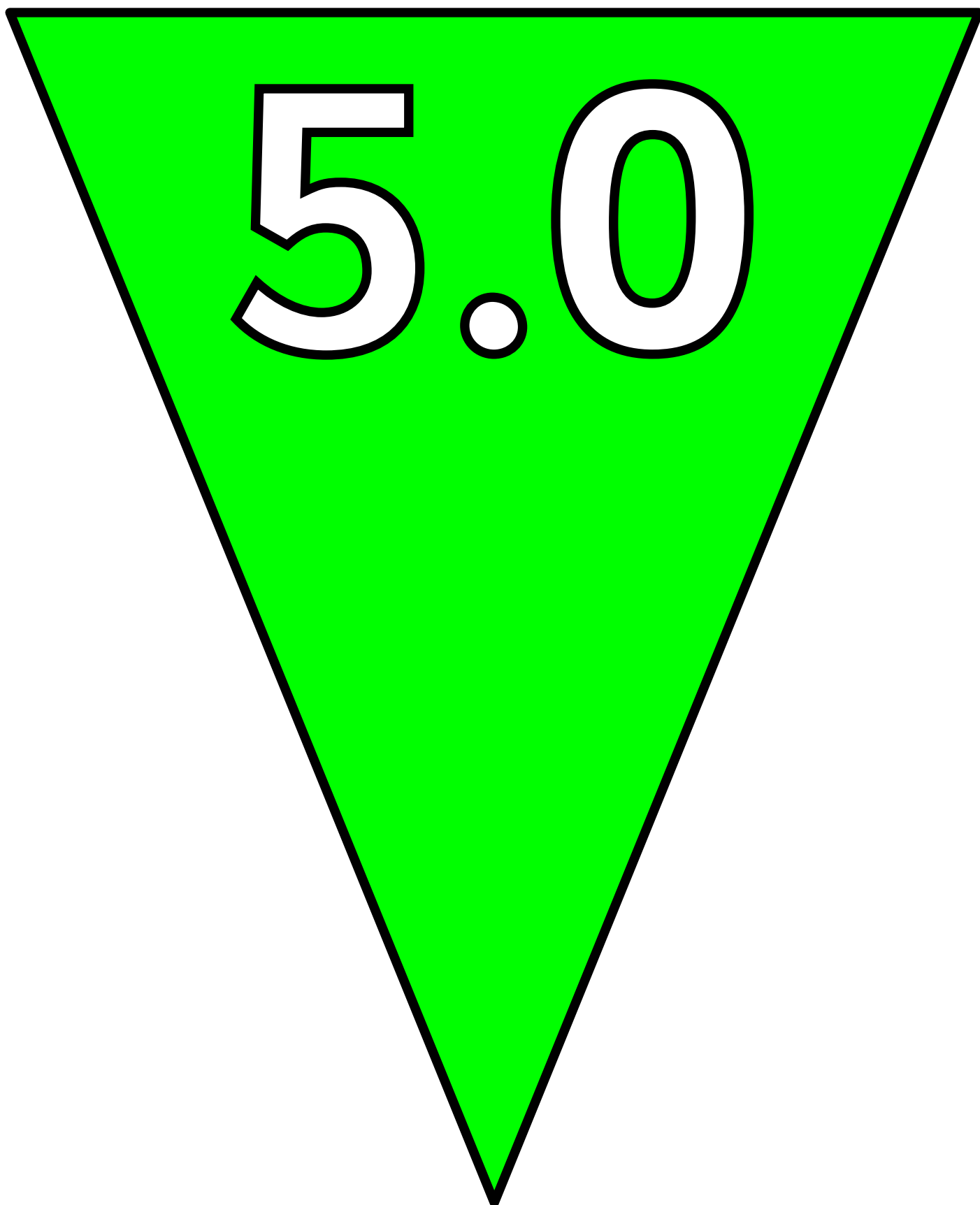
4.8



# Numbers 0.1 to 10.0 on Bunting

4.9

# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting

5.1

# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

5.6



# Numbers 0.1 to 10.0 on Bunting

5.7

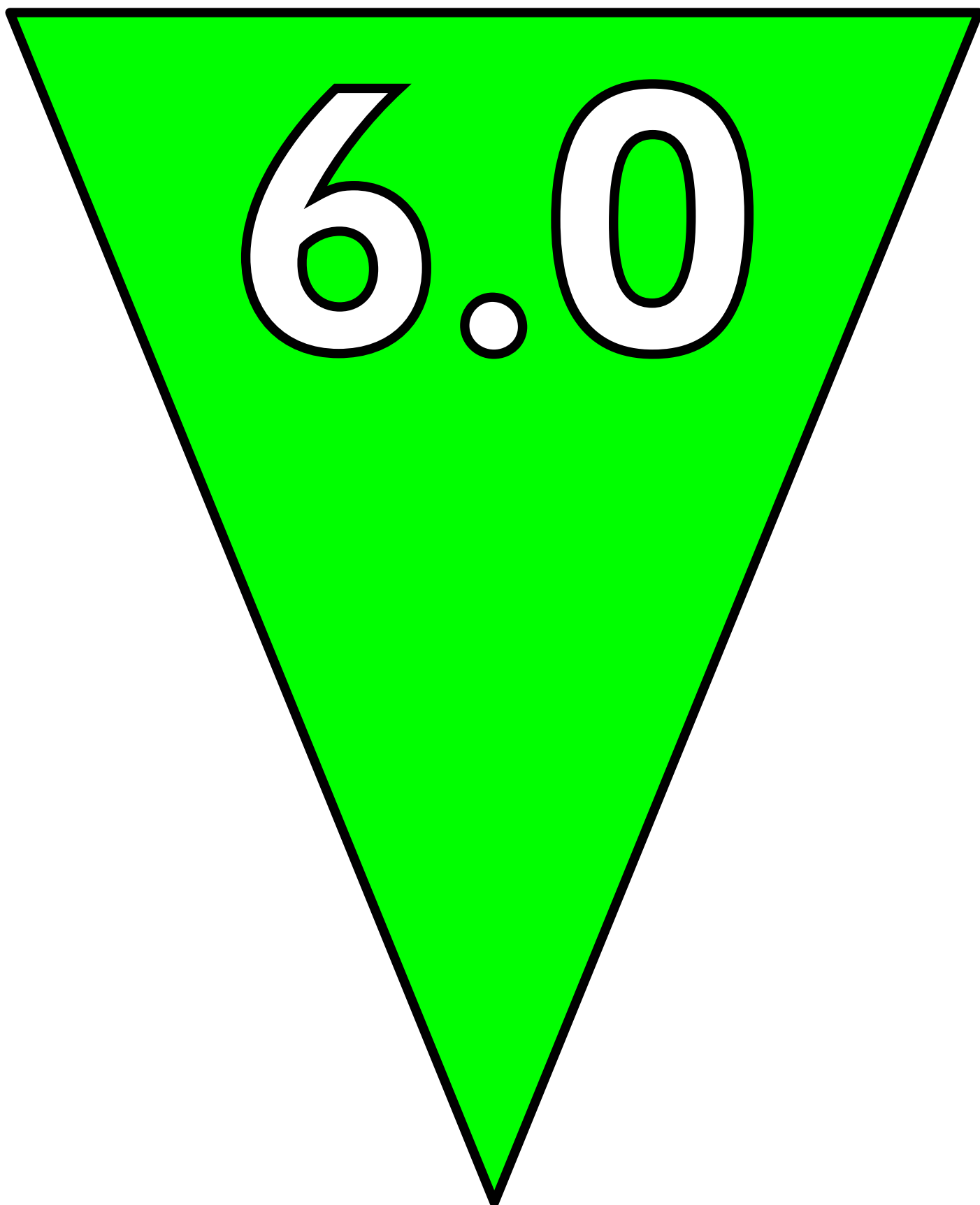
# Numbers 0.1 to 10.0 on Bunting

5.8

# Numbers 0.1 to 10.0 on Bunting

5.9

# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting

6.1

# Numbers 0.1 to 10.0 on Bunting

6.2

# Numbers 0.1 to 10.0 on Bunting

6.3

# Numbers 0.1 to 10.0 on Bunting

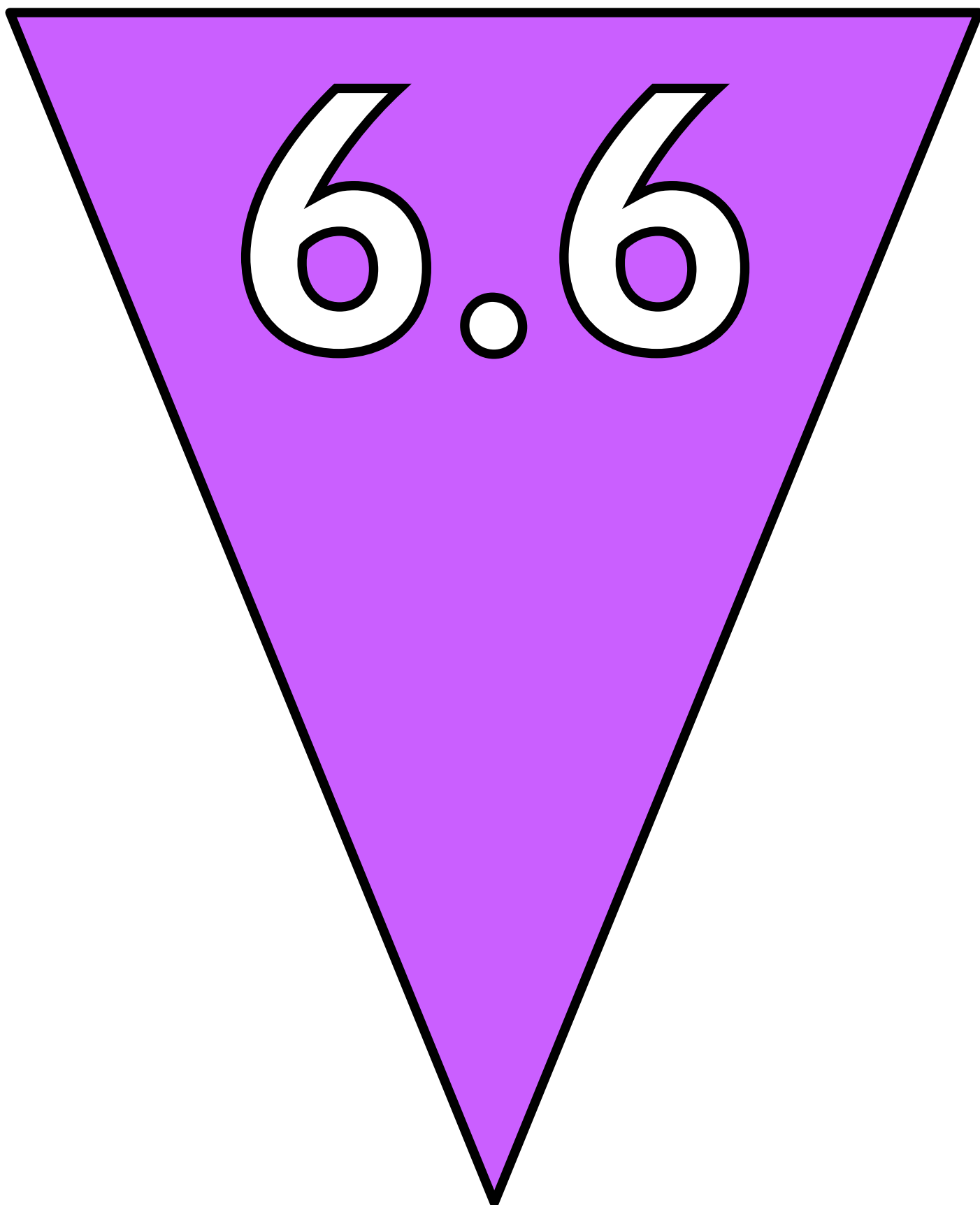
6.4



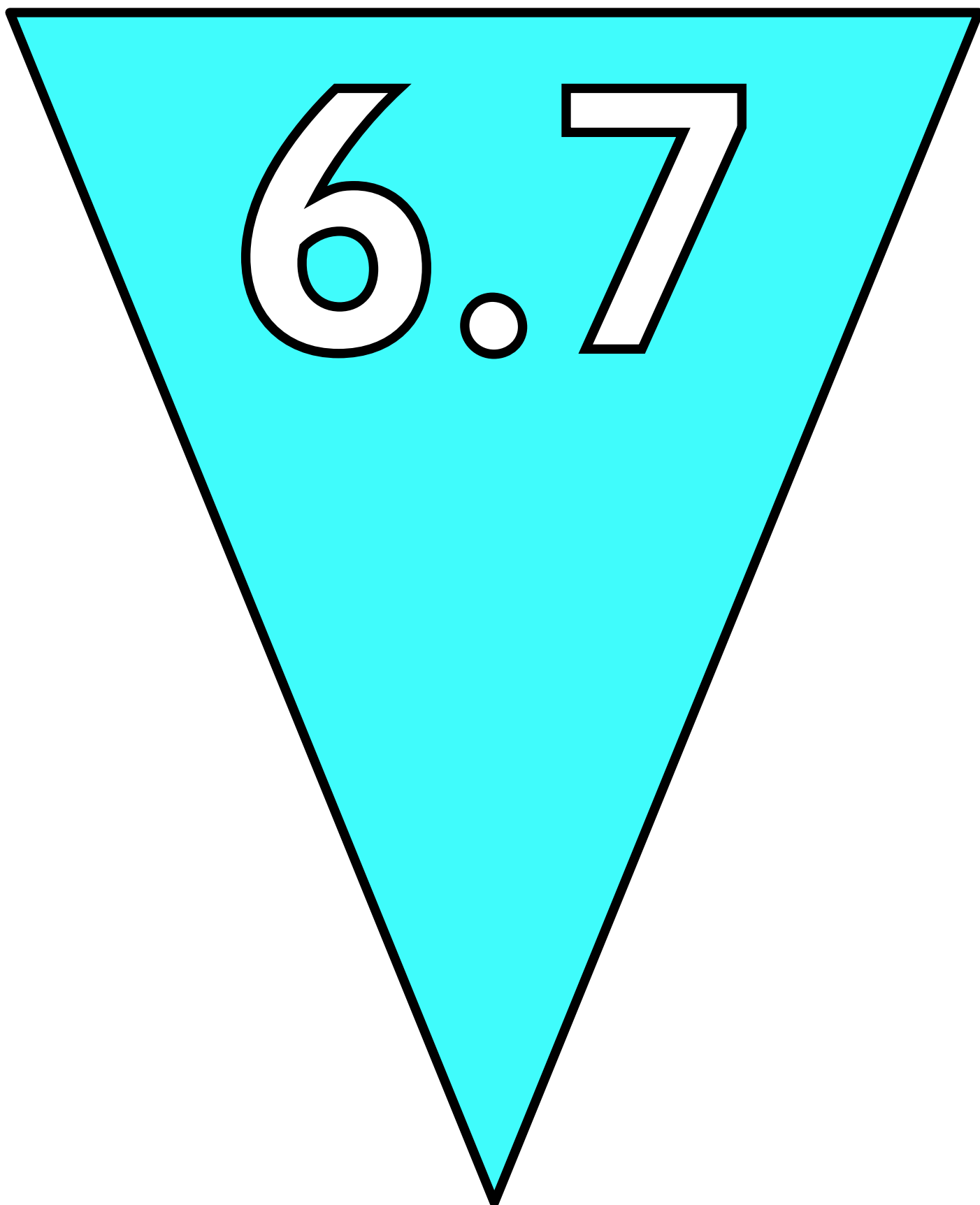
# Numbers 0.1 to 10.0 on Bunting

6.5

# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting



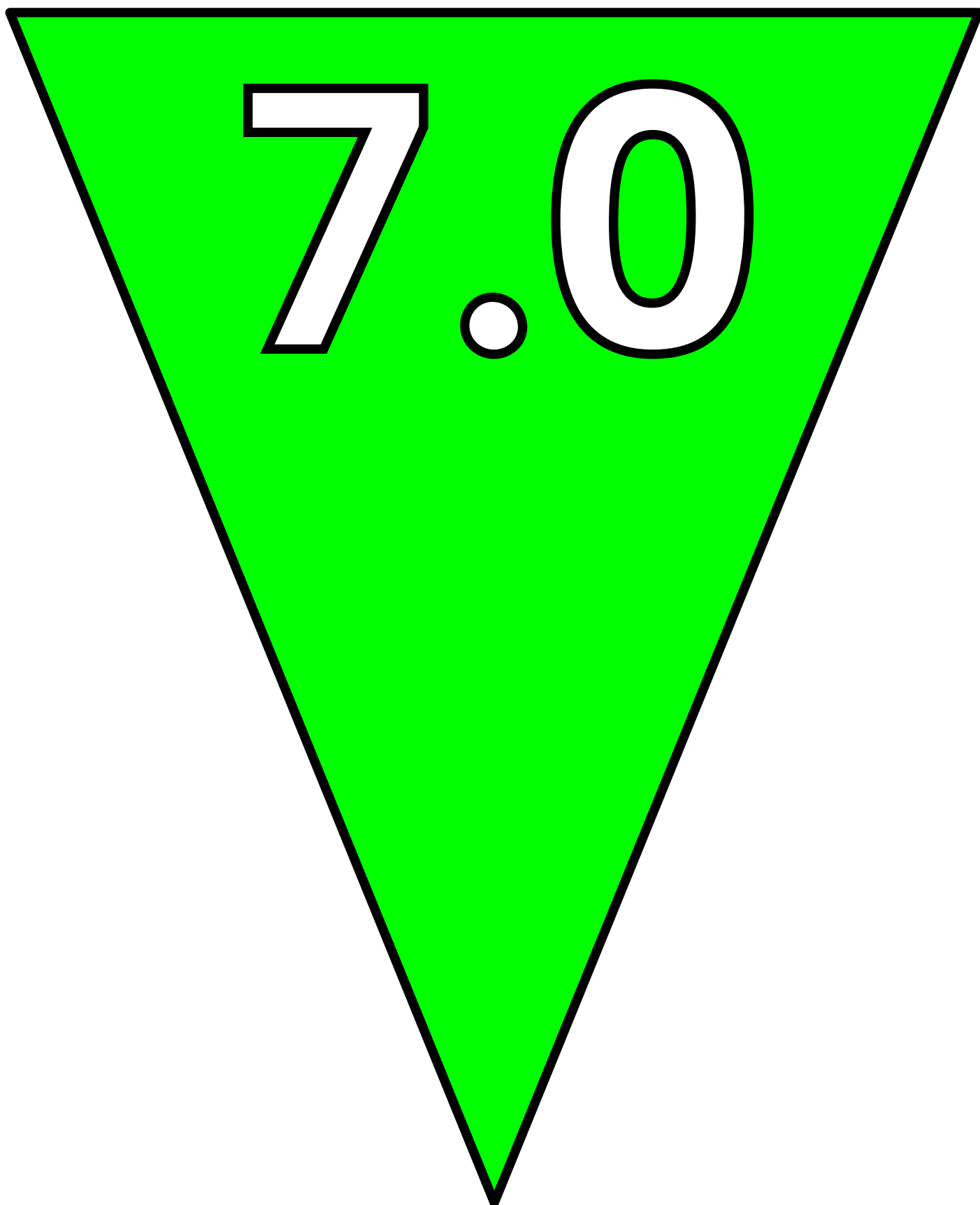
# Numbers 0.1 to 10.0 on Bunting

6.8

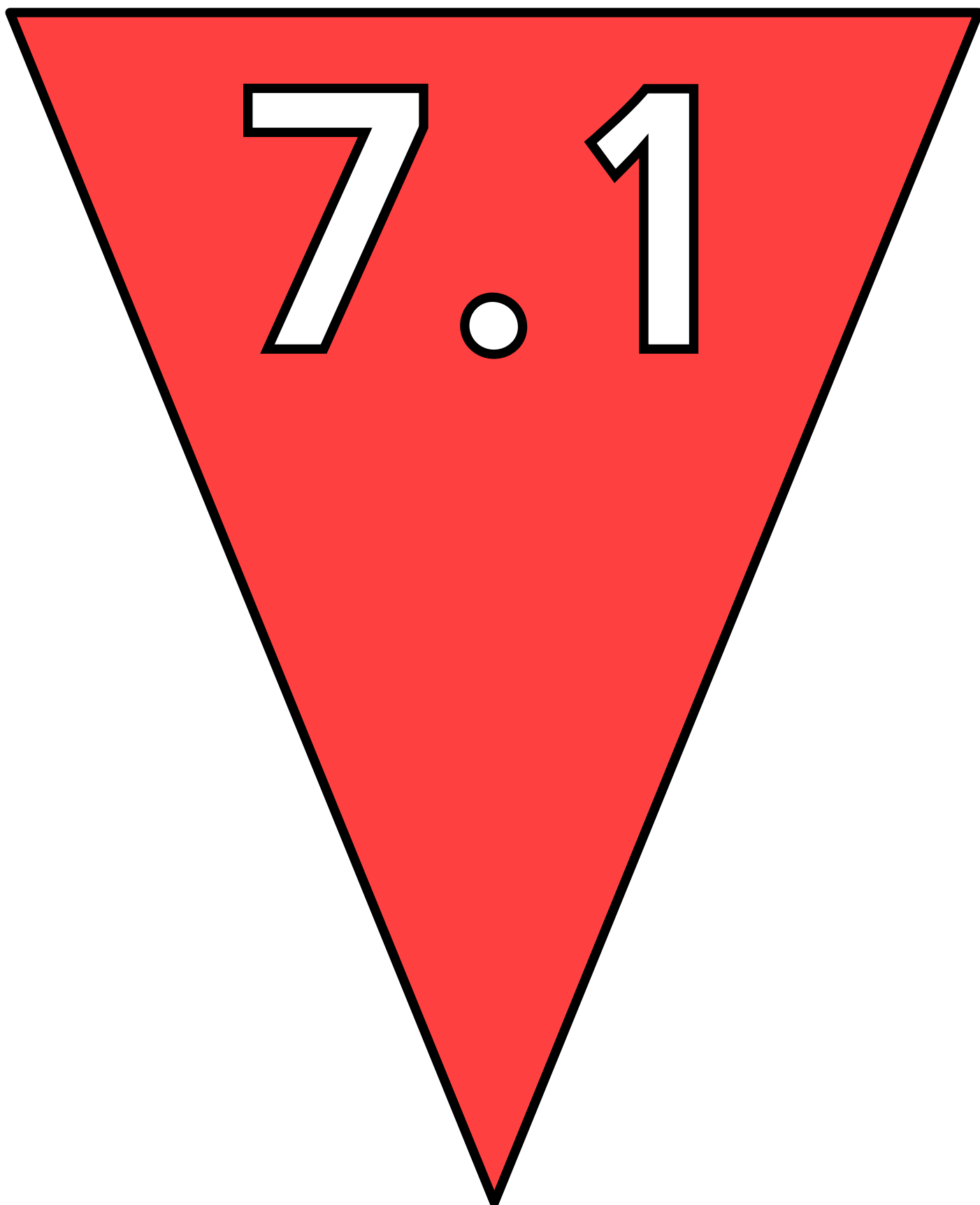
# Numbers 0.1 to 10.0 on Bunting

6.9

# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting

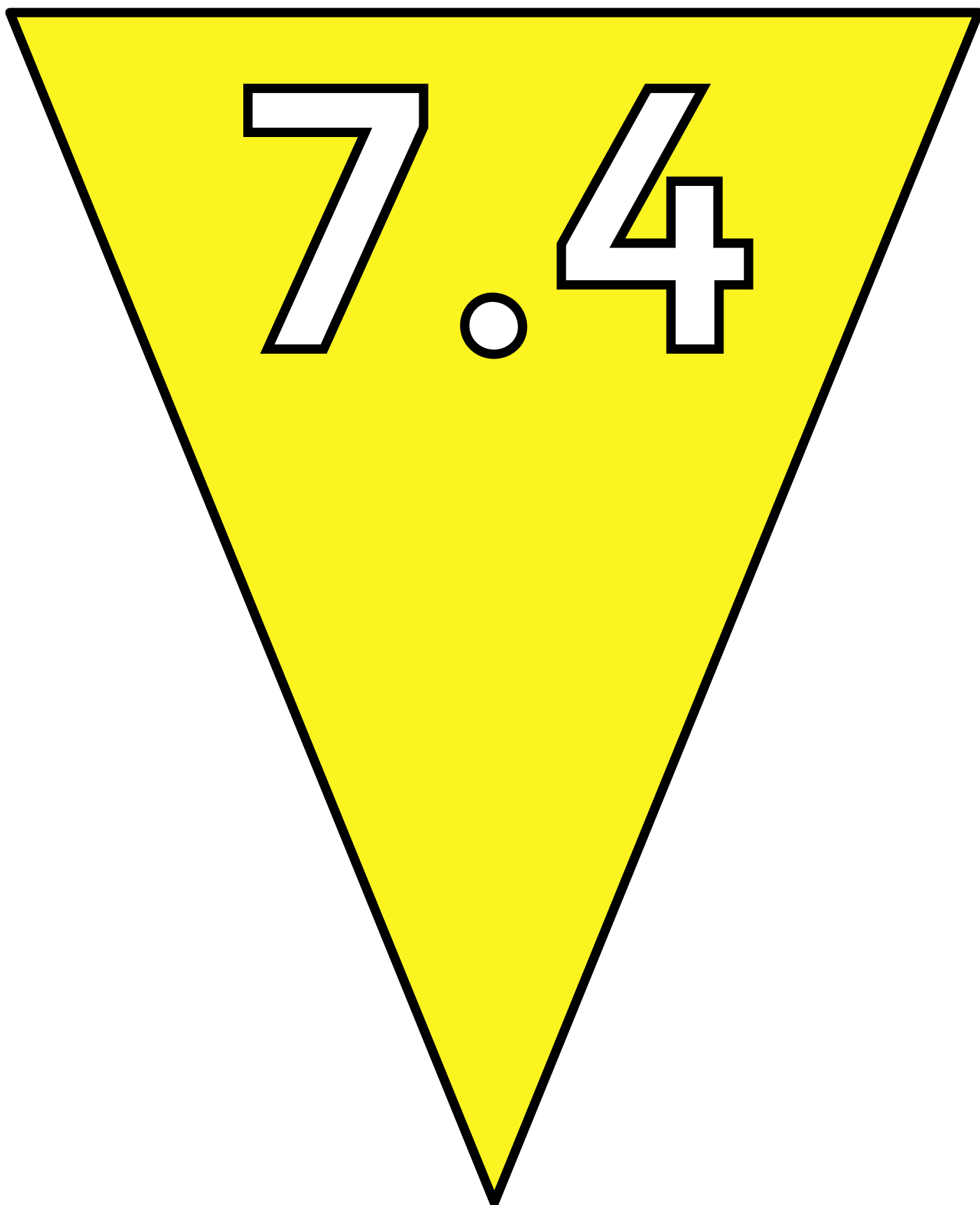
7.2



# Numbers 0.1 to 10.0 on Bunting

7.3

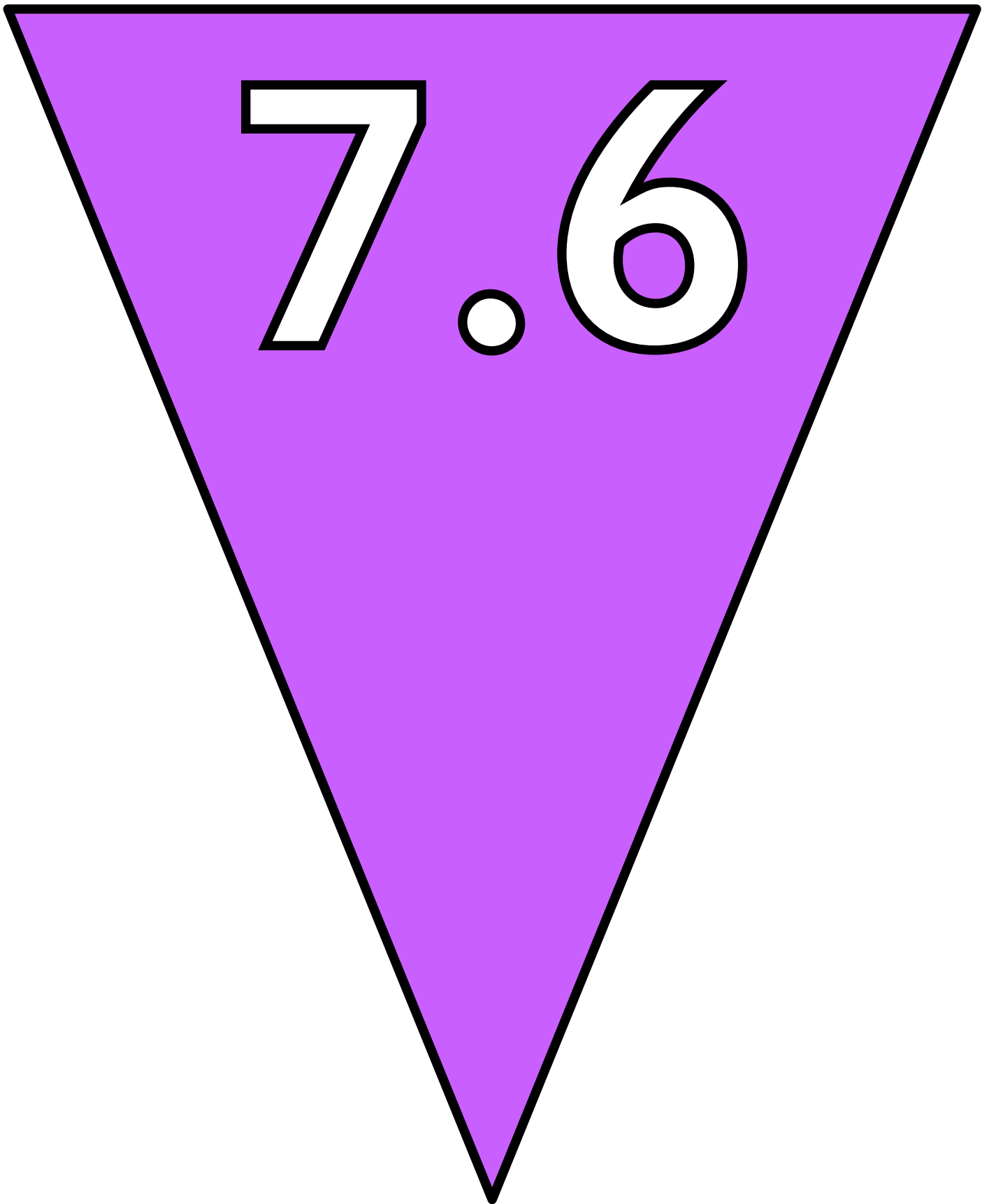
# Numbers 0.1 to 10.0 on Bunting



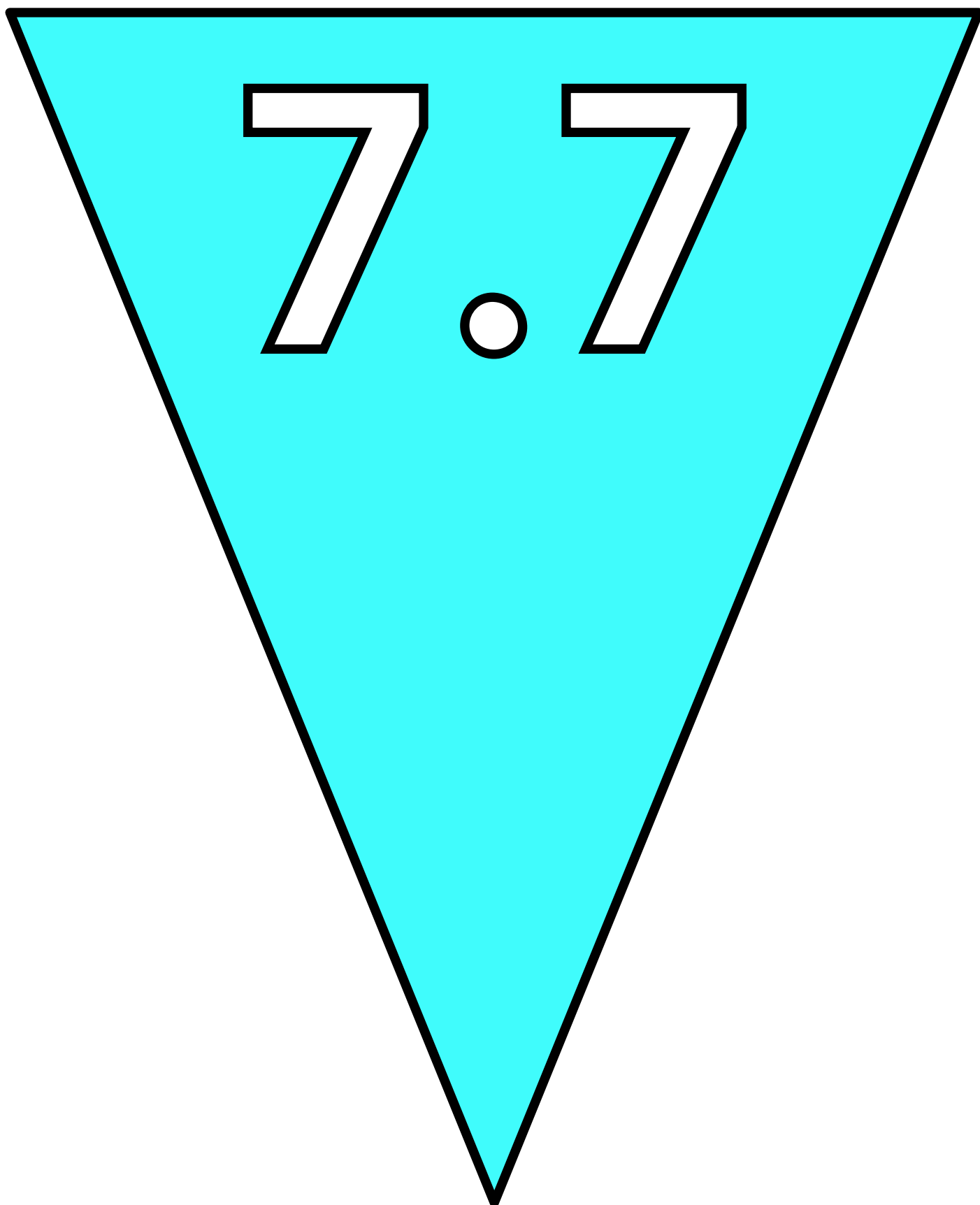
# Numbers 0.1 to 10.0 on Bunting

7.5

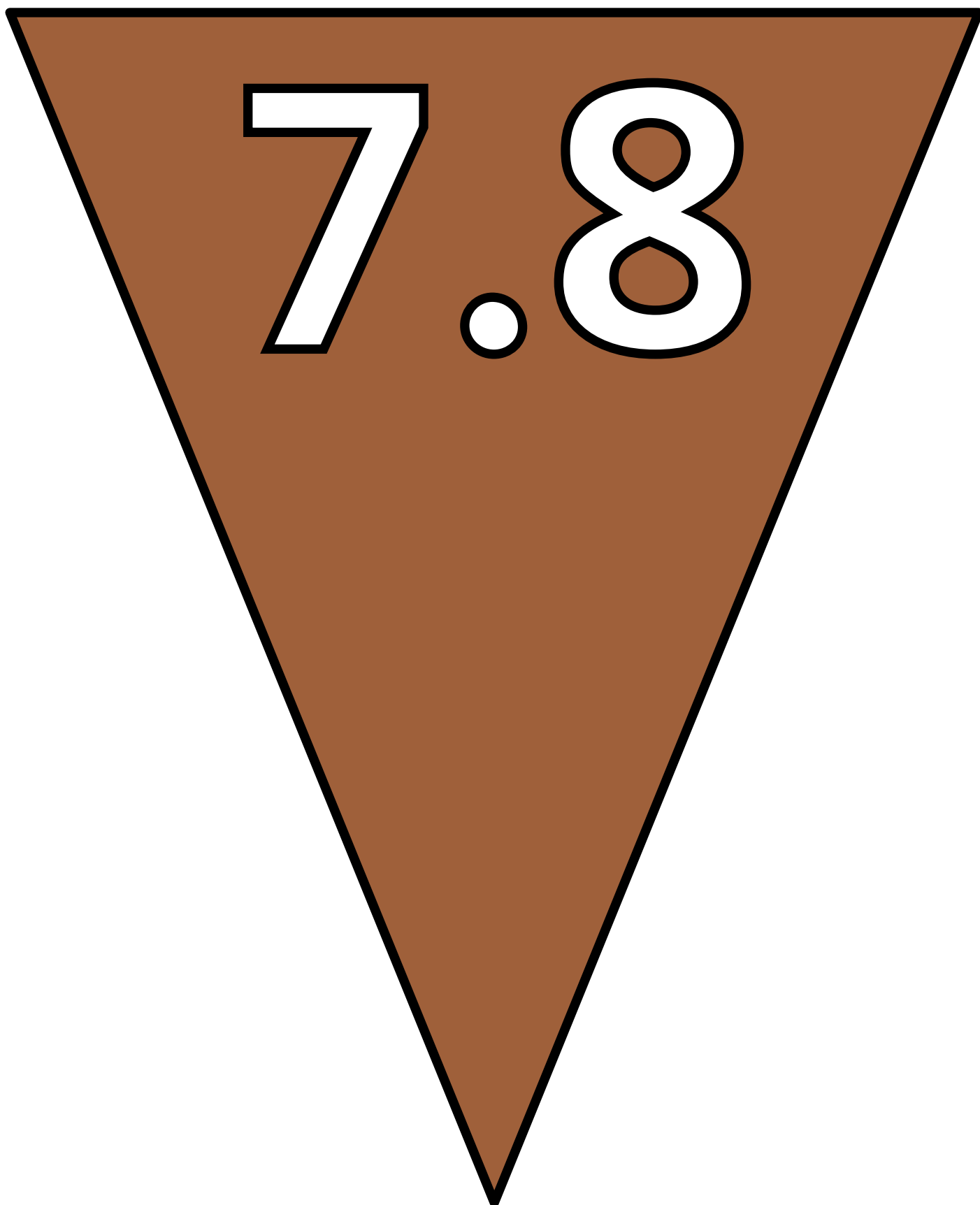
# Numbers 0.1 to 10.0 on Bunting



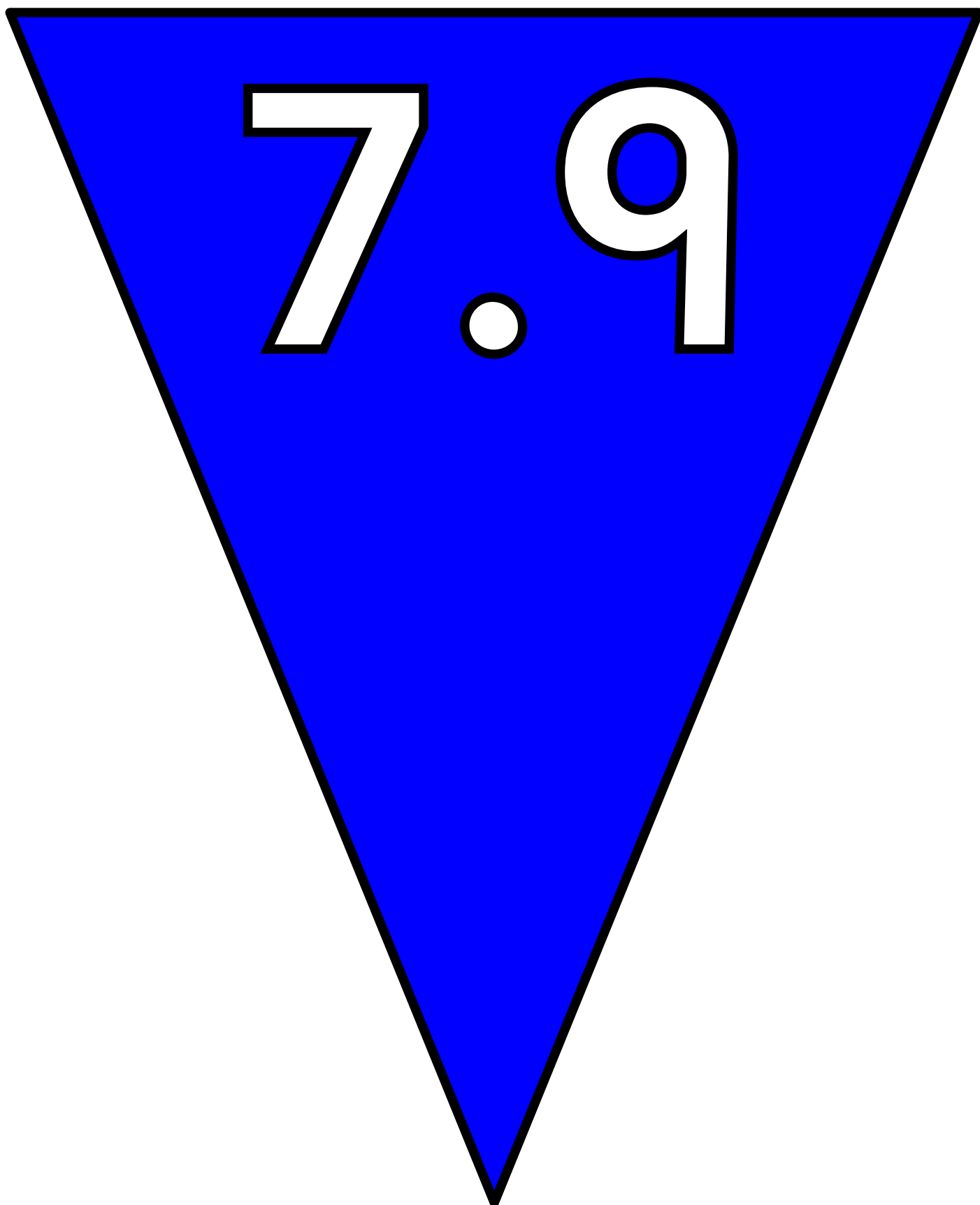
# Numbers 0.1 to 10.0 on Bunting



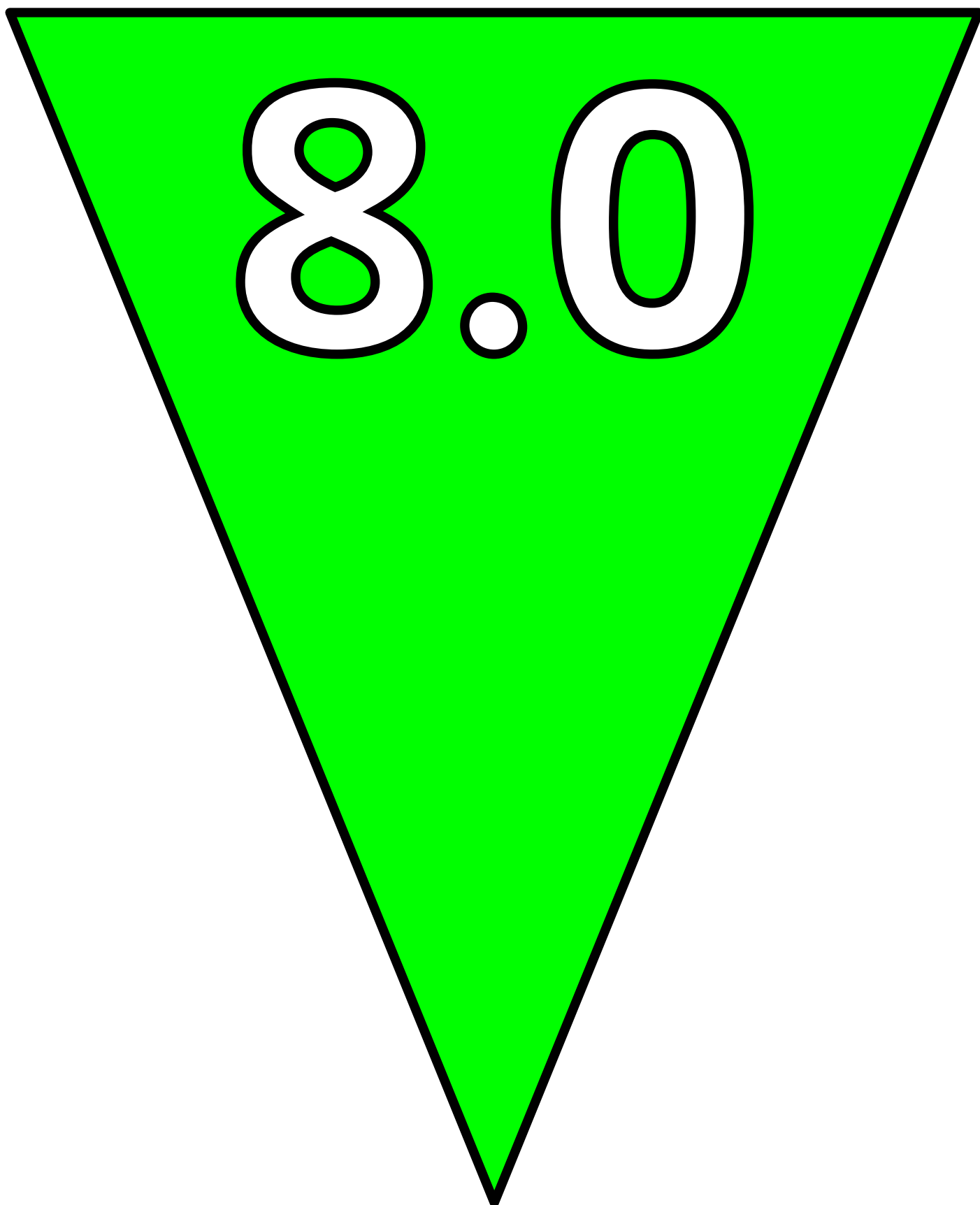
# Numbers 0.1 to 10.0 on Bunting



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# Numbers 0.1 to 10.0 on Bunting





# Numbers 0.1 to 10.0 on Bunting

8.1

# Numbers 0.1 to 10.0 on Bunting

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# Numbers 0.1 to 10.0 on Bunting

8.5

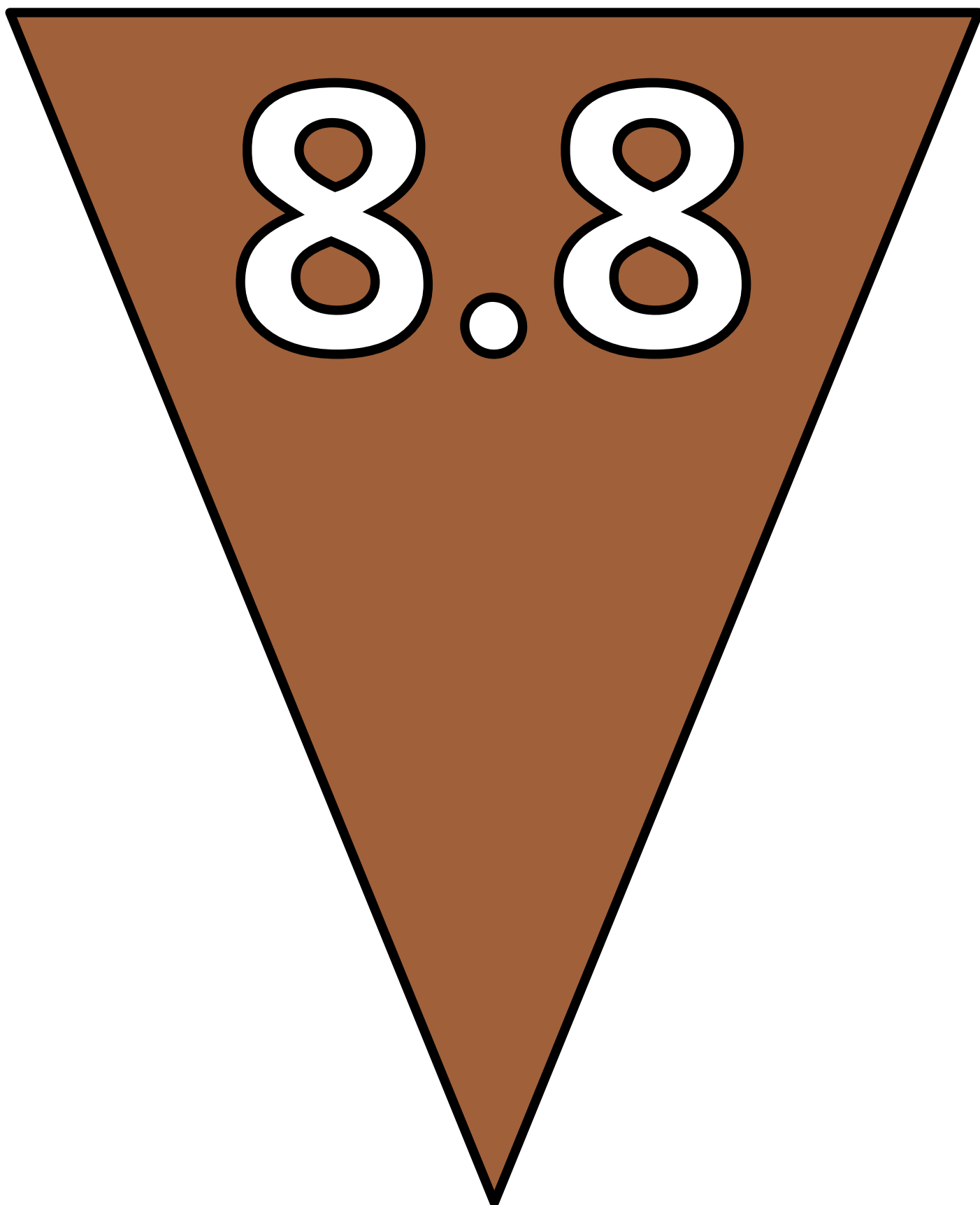
# Numbers 0.1 to 10.0 on Bunting

8.6

# Numbers 0.1 to 10.0 on Bunting

8.7

# Numbers 0.1 to 10.0 on Bunting

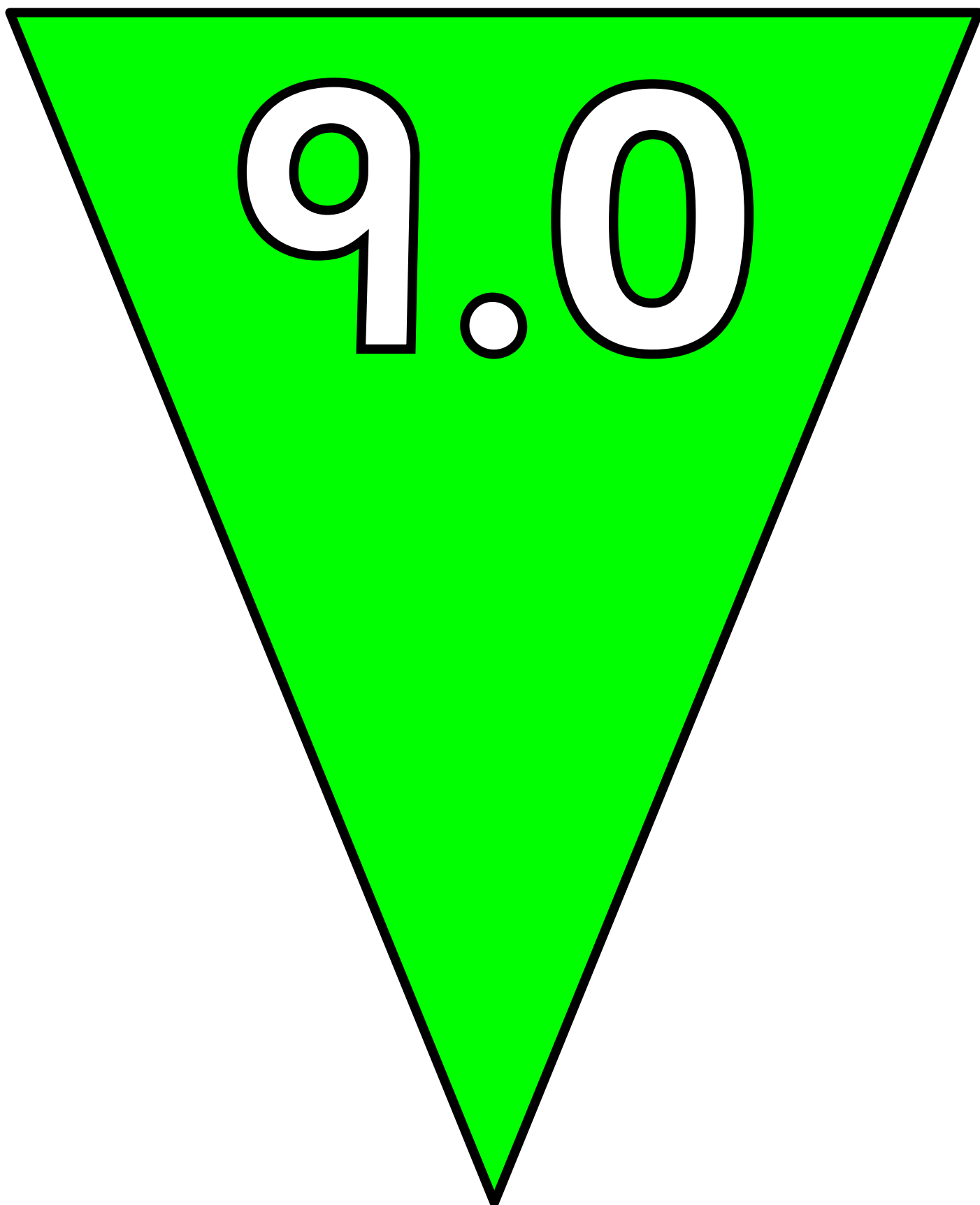




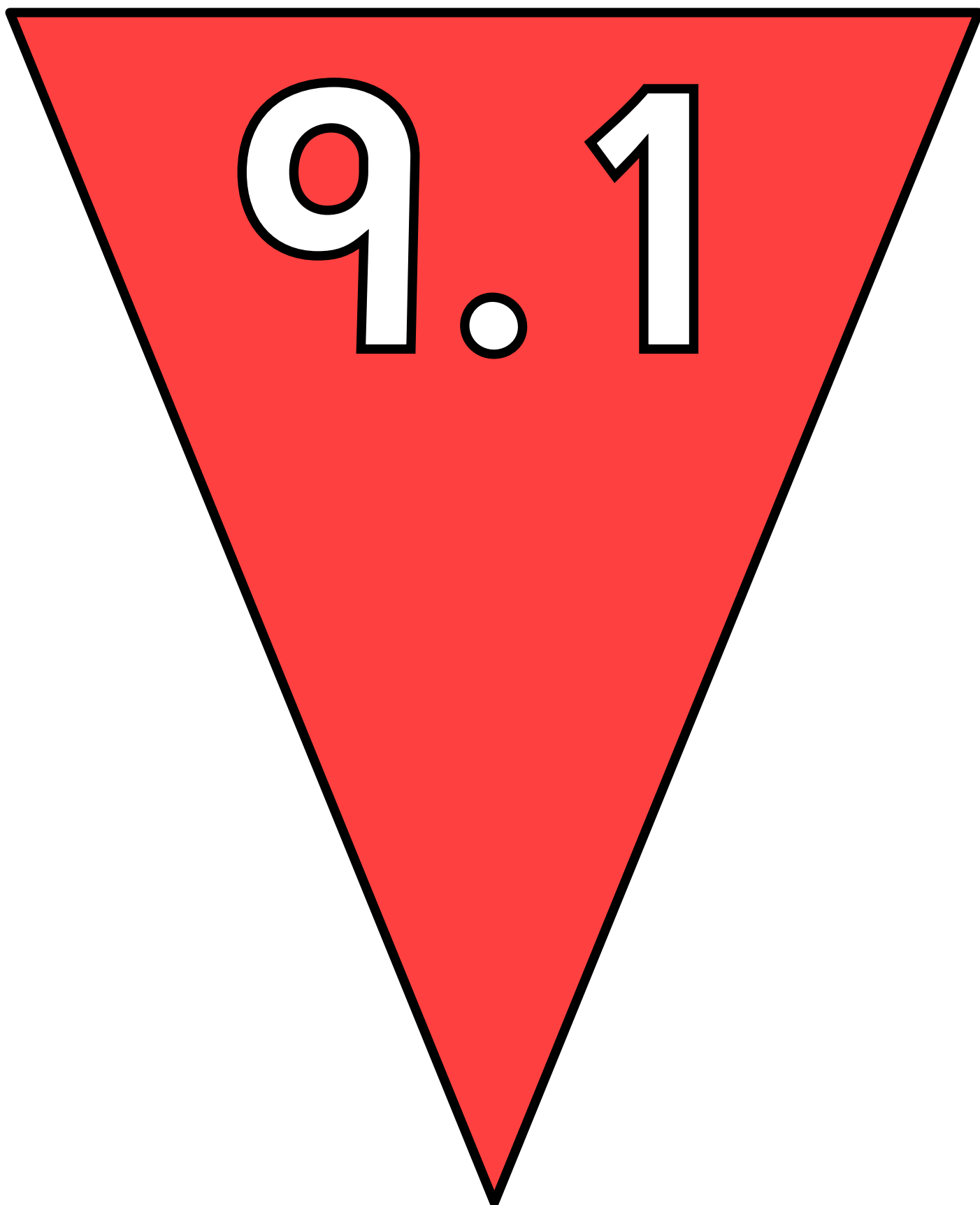
# Numbers 0.1 to 10.0 on Bunting

8.9

# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting

9.2

# Numbers 0.1 to 10.0 on Bunting

9.3

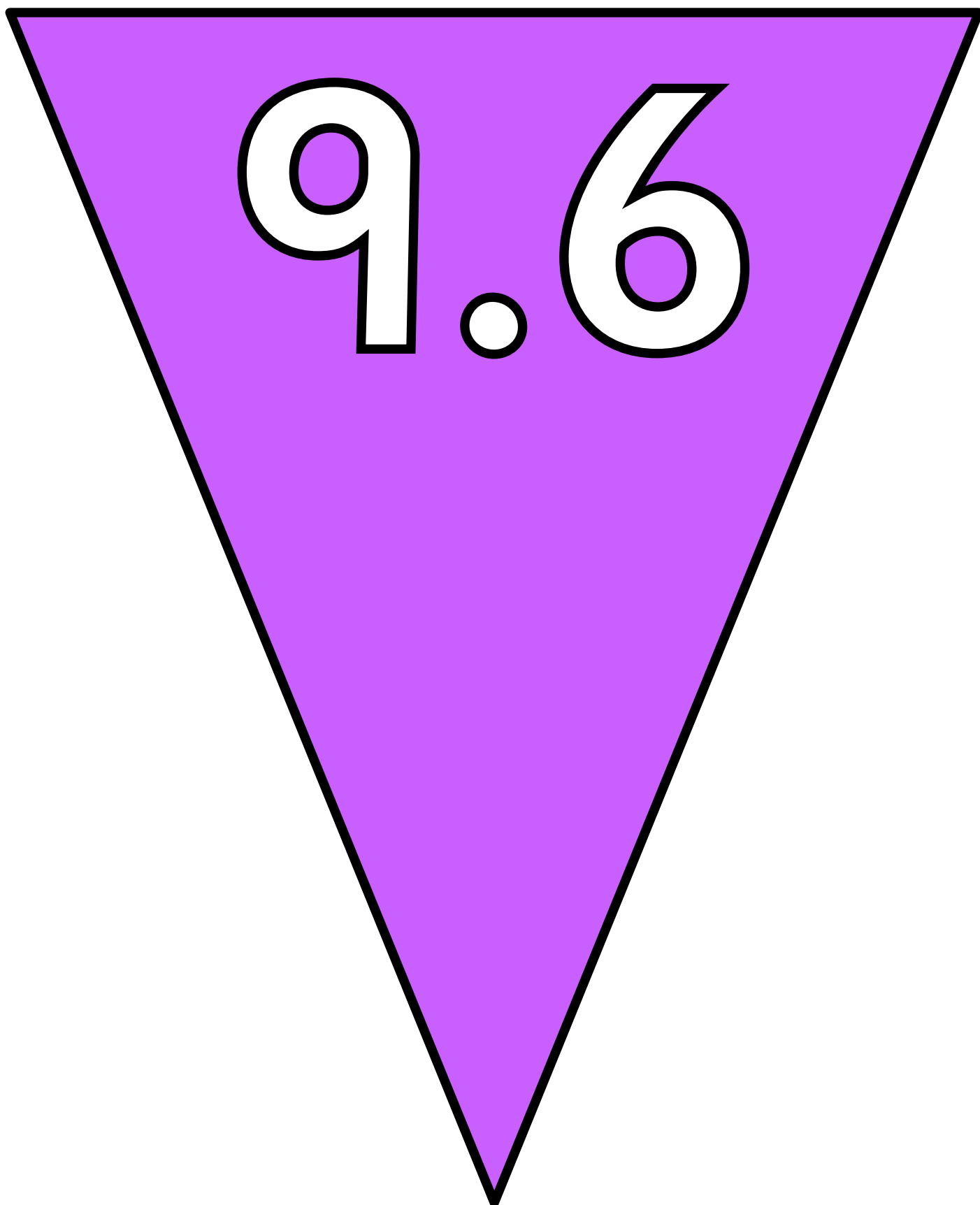
# Numbers 0.1 to 10.0 on Bunting

9.4

# Numbers 0.1 to 10.0 on Bunting

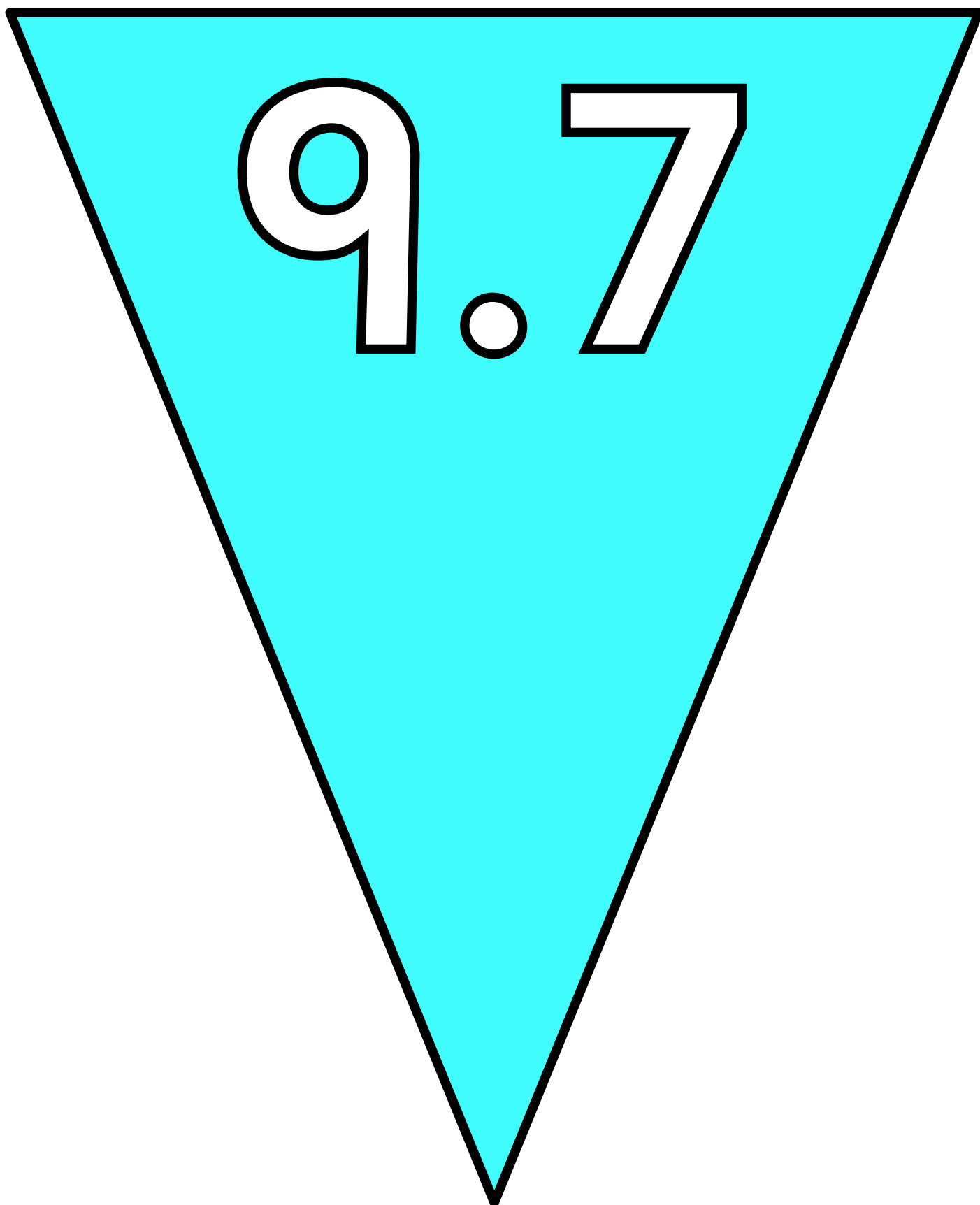
9.5

# Numbers 0.1 to 10.0 on Bunting





# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting

9.8

# Numbers 0.1 to 10.0 on Bunting



# Numbers 0.1 to 10.0 on Bunting

