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KEY=BASEBALL - MAREN SHILOH

Computer Gaming World

Trading Bases

How a Wall Street Trader Made a Fortune Betting on Baseball

Penguin [A former Wall Street trader tells the story of his foray into sports betting and how he applied his risk-analyis skills to baseball statistics to achieve a forty one percent return in 2011.](#)

The ESPN Baseball Encyclopedia

Sterling Publishing Company [Details statistics from American professional baseball teams and players from 1900 through the previous season, including draft information, lists of award winners and world champion teams, career records, Negro League statistics, and facts about the teams, managers, ballparks, and more. Original.](#)

The Software Encyclopedia

A Cognitive Psychology of Mass Communication

Routledge [In this fifth edition of A Cognitive Psychology of Mass Communication, author Richard Jackson Harris continues his examination of how our experiences with media affect the way we acquire knowledge about the world, and how this knowledge influences our attitudes and behavior. Presenting theories from psychology and communication along with reviews of the corresponding research, this text covers a wide variety of media and media issues, ranging from the commonly discussed topics – sex, violence, advertising – to lesser-studied topics, such as values, sports, and entertainment education. The fifth and fully updated edition offers: highly accessible and engaging writing contemporary references to all types of media familiar to students substantial discussion of theories and research, including interpretations of original research studies a balanced approach to covering the breadth and depth of the subject discussion of work from both psychology and media disciplines. The text is appropriate for Media Effects, Media & Society, and Psychology of Mass Media coursework, as it examines the effects of mass media on human cognitions, attitudes, and behaviors through empirical social science research; teaches students how to examine and evaluate mediated messages; and includes mass communication research, theory and analysis.](#)

Compute

Personal Computing

The Sports Encyclopedia: Baseball 2007

St. Martin's Griffin [The Sports Encyclopedia: Baseball 2007 covers the history of every player, every team, and every season from 1902 through 2006, with detailed statistics and text summaries, as well as full coverage of this year's exciting pennant race.-Which team became the first in history to come back from a 3-1 deficit to win the World Series?-Who was the only player to pinch-hit a World Series home run?-Who became the first to manage five straight pennant winners, and in what years did he do it?-What 1970s team won a pennant with only one player hitting more than twenty homers, no player driving in eighty runs, no player stealing even ten bases, no player hitting .300, and only one pitcher winning more than fifteen games?The answers to these and thousands of other baseball questions can be found in this fully up-to-date, fact-filled reference book.](#)

I'm Fascinated by Sacrifice Flies

Inside the Game We All Love

St. Martin's Press [The New York Times Bestseller! In the aftermath of the Steroid Era that stained the game of baseball, at a time when so many players are so rich and therefore have a sense of entitlement that they haven't earned, ESPN baseball commentator Tim Kurkjian shows readers how to love the game more than ever, with incredible insight and stories that are hilarious, heartbreaking, and revealing. From what Pete Rose was doing in the batting cage a few minutes after getting out of prison, to why everyone strikes out these days and why no one seems to care, I'm Fascinated By Sacrifice Flies will surprise even longtime baseball fans. Tim explains the fear factor in the game, and what it feels like to get hit by a pitch; Adam LaRoche wanted to throw up in the batter's box. He examines the game's superstitions: Eliot Johnson's choice of bubble gum, a poker chip in Sean Burnett's back pocket. He unearths the unwritten rules of the game, takes readers inside ESPN, and reveals how Tony Gwynn made baseball so much more fun to watch. And, of course, Tim will explain to readers why he is fascinated by sacrifice flies.](#)

The Old West Skirmish Wargames

Wargaming Western Gunfights

Lulu.com [These classic rules launched skirmish wargaming in the UK and the North America. They were played in most wargaming clubs on a regular basis. From stage coach robberies to recreations of gunfights from the pages of history, these rules introduced wargaming with individual figures. This edition includes many previously unpublished chapters. These rules have all that is required to recreate the American Wild West on the table top. Bank robberies, saloon brawls, US cavalry actions and the showdown on the main street are made possible. The basic rules are straightforward, but there are many optional chapters that can be used as required. Optional rules include all the glorious detail of the Wild West: Saloon Brawls, Special rules for Indians, The 'Iron Horse' and Frontier towns and for playing solo games In addition to the full set of original rules, this edition includes extra chapters on various scenarios and campaigns The History of Wargaming Project aims to document the development of wargaming.](#)

An Irish-English Dictionary ...

[An Irish-English dictionary : with copious quotations from the most esteemed ancient and modern writers, to elucidate the meaning of obscure words, and numerous comparisons of Irish words with those of similar orthography, sense, or sound in the Welsh and Hebrew languages. With a supplement by John O'Donovan.](#)

Cardboard Gods

An All-American Tale Told Through Baseball Cards

Seven Footer Press [Captures the experience of growing up obsessed with baseball cards and explores what it means to be a fan of the game as the author marks the stages of his life through the cards he collected as a child.](#)

Wargaming for Leaders: Strategic Decision Making from the Battlefield to the

Boardroom

McGraw Hill Professional If you had the opportunity to probe the future, make strategic choices, and view their consequences before making expensive and irretrievable decisions, wouldn't you take advantage of it? Of course you would. And in a world of asymmetrical conflict, security threats, intense global competition, and economic uncertainty, there is an even higher premium on road-testing plans and strategies--whether they're spearheaded by government organizations, transnational corporations, or emerging megacommunities. Wargaming for Leaders provides a methodology to get at the issues that one leader, no matter how visionary, cannot grasp on his or her own. How? By bringing together the real experts on the topic at hand to wage "cognitive warfare." Through tapping the collective wisdom surrounding an issue, experts can experience the future in a risk-free environment and find answers to questions that had not been on their radar--often with unexpected and startling results. With examples from the fields of military, corporate, and public policy, three wargaming developers from Booz Allen Hamilton deliver compelling insights on this problem-solving method, including fascinating details on how a large equipment manufacturer determined whether making a merger was strategically right for its business growth, as well as which technology investments it needed to drop. A four-star U.S. general tested his war plan for Iraq and uncovered specific fixes that might have prevented a prolonged conflict. An increasingly clogged air-traffic system faced a security-versus-convenience issue determined whether military airspace could be used during peak demand periods. Wargaming allows organizations of every type and every size to organize information, plot out scenarios, and tap into the collective expertise of participants. The results allow everyone to identify and tackle obstacles, solve problems, and find new ways to innovate and further performance goals. Get ready for the battle of your organizational life--and prepare to reap the spoils of victory.

Percentage Baseball

Mit Press How to play percentage baseball--and win! Irrefutable mathematical findings.

The Sporting News

Curve Ball

Baseball, Statistics, and the Role of Chance in the Game

Springer Science & Business Media A look at baseball data from a statistical modeling perspective! There is a fascination among baseball fans and the media to collect data on every imaginable event during a baseball game and this book addresses a number of questions that are of interest to many baseball fans. These include how to rate players, predict the outcome of a game or the attainment of an achievement, making sense of situational data, and deciding the most valuable players in the World Series. Aimed at a general audience, the text does not assume any prior background in probability or statistics, although a knowledge of high school algebra will be helpful.

Baseball

The Golden Age

Oxford University Press In *Baseball: The Golden Age*, Harold Seymour and Dorothy Seymour Mills explore the glorious era when the game truly captured the American imagination, with such legendary figures as Babe Ruth and Ty Cobb in the spotlight. Beginning with the formation of the two major leagues in 1903, when baseball officially entered its "golden age" of popularity, the authors examine the changes in the organization of professional baseball--from an unwieldy three-man commission to the strong one-man rule of Judge Kenesaw Mountain Landis. They depict how the play on the field shifted from the low-scoring, pitcher-dominated game of the "dead ball" era before World War I to the higher scoring of the 1920's "lively ball" era, with emphasis on home runs, best exemplified by the exploits of Babe Ruth. Note: On August 2, 2010, Oxford University Press made public that it would credit Dorothy Seymour Mills as co-author of the three baseball histories previously "authored" solely by her late husband, Harold Seymour. The Seymours collaborated on *Baseball: The Early Years* (1960), *Baseball: The Golden Age* (1971) and *Baseball: The People's Game* (1991).

A Handbook For Teacher Research

McGraw-Hill Education (UK) A comprehensive approach to teacher research as systematic, methodical and informed practice. It identifies five generic features that must be present in all kinds of research, and provides guidelines for teachers to meet these in studies designed to enhance their vocation as educators.

Understanding Ethics in Applied Behavior Analysis

Practical Applications

Routledge This book provides the foundation for a lifelong journey of ethical practice in service for individuals with autism spectrum disorder and other developmental disabilities. The second edition of *Understanding Ethics in Applied Behavior Analysis* includes an explanation of each element in the Ethics Code for Behavior Analysts, along with considerations for ethical practice and examples from the field. Professional behavior for the behavior analyst is also addressed when fulfilling roles as teacher, employee, manager, colleague, advocate, or member of a multidisciplinary team. This new edition expands on the first chapter's introduction of moral philosophy, adds a new chapter on ethical decision-making and core principles, and provides a study guide to assist those preparing for the Behavior Analyst Certification Board exams. Drawing upon Beirne and Sadavoy's combined 40 years of clinical experience as well as the reflections of colleagues in the field, this is an indispensable guide to ethics for behavior analysis students.

Aleksej Gastev, Proletarian Bard of the Machine Age

Statistics in Sport

Hodder Education Although sports statistics receive vast amounts of media attention, disciplined analysis of the data is rare and the analyses published by statisticians are typically scattered across journals and conferences. This book is the first in over twenty years to provide a comprehensive and accessible survey of statistics in sports. It contains separate chapters devoted to American football, baseball, basketball, cricket, soccer, golf, ice hockey, tennis, and track and field. Four additional chapters review outcome predictions, graphical techniques, tournament designs, and Bayesian applications across all sports. Each chapter has been written by a recognized statistical authority in that field and includes the history of statistics in that sport, a look at current statistical issues, and an evaluation of current statistical models. Themes throughout the book include player ratings, the existence of hot streaks and clutch play, prediction of record performances, and the effects of changes in rules, scoring and tournament structures. The book will interest any sports fan wishing to go beyond the data in newspapers and magazines, and will be an invaluable resource for statistics instructors looking for exciting material.

The Forest, Source of Life

The Kelabit of Sarawak

British Museum Publications Limited A study of the way in which the Kelabit utilise raw materials from the rainforest to construct a socially ordered world. Catalogues of the collections made by the author for the British and Sarawak Museums are included and there are numerous photographs of items being made and in use. The volume will be of interest to scholars of Borneo, and to those interested in the social and symbolic significance of material culture. Contents: Preface; Acknowledgements; Introduction; The Kelabit: background; Clothes, hair and personal adornment; The Kelabit language; The Kelabit hearth; Kelabit agriculture; Kelabit use of the wild; Life force from the wild: Lalud ; Irau feasts: statements of status, rice-growing success and potency; Rice and the wild: gender, the Rice Meal and the generation of Ulum ; Conclusion: crafting a human world; Plates; Appendices; Notes; Bibliography.

Corporia

Brablemark Press *Corporia* is a 208-page tabletop role-playing game of genre-bending fiction and futuristic urban fantasy. In *Corporia*, you take on the roles of reborn Knights of the Round Table or their supernaturally-powered allies, fighting an invisible war for justice in the struggle between otherworldly Chaos magics and the oppressive Order of the ruling mega-corporations! *Corporia* is 'knights in shining Armani.' It's what happens when you mix Camelot with a spoonful of *Torchwood*, add a pinch of cyberpunk, a dash of Joss Whedon's *Angel*, and a sprinkling of *Shadowrun*. If you enjoy these, you're going to love *Corporia*. Highlights One simple, unified game mechanic for all abilities, including fighting, spellcasting, and hacking! All characters can join the Hacker in virtual conflicts; no one gets left out! Spellcasters can cast whatever they can imagine, limited only by their skill rank in any of eight schools of magic - and all 64 sample spells can be easily modified at will! Four personality traits (three public, one private) keep situations interesting and provide points for permanent and temporary improvements, supplementing the core dice mechanics without becoming the main aspects of the rules! Metal melee weapons are more effective against monsters than firearms, keeping swords and daggers relevant even in a future of X-Calibre energy pistols and glowing raypiers! An innovative, modern design style in a book full of page-turning concepts!

Baseball in the Garden of Eden

The Secret History of the Early Game

Simon and Schuster [A history of the rise and fall of baseball in America challenges popular beliefs about the game's evolution while revealing how it reflects popular culture, citing the roles of such contributing factors as gambling and religion.](#)

Sports Illustrated Baseball

Lippincott Williams & Wilkins [Leading figures of the baseball world discuss the skills and strategy involved in various positions as well as the fundamentals of the sport](#)

Whose Detroit?

Politics, Labor, and Race in a Modern American City

Cornell University Press [America's urbanites have engaged in many tumultuous struggles for civil and worker rights since the Second World War. In Whose Detroit?, Heather Ann Thompson focuses in detail on the struggles of Motor City residents during the 1960s and early 1970s and finds that conflict continued to plague the inner city and its workplaces even after Great Society liberals committed themselves to improving conditions. Using the contested urban center of Detroit as a model, Thompson assesses the role of such upheaval in shaping the future of America's cities. She argues that the glaring persistence of injustice and inequality led directly to explosions of unrest in this period. Thompson finds that unrest as dramatic as that witnessed during Detroit's infamous riot of 1967 by no means doomed the inner city, nor in any way sealed its fate. The politics of liberalism continued to serve as a catalyst for both polarization and radical new possibilities and Detroit remained a contested, and thus politically vibrant, urban center. Thompson's account of the post-World War II fate of Detroit casts new light on contemporary urban issues, including white flight, police brutality, civic and shop floor rebellion, labor decline, and the dramatic reshaping of the American political order. Throughout, the author tells the stories of real events and individuals, including James Johnson, Jr., who, after years of suffering racial discrimination in Detroit's auto industry, went on trial in 1971 for the shooting deaths of two foremen and another worker at a Chrysler plant. Bringing the labor movement into the context of the literature of Sixties radicalism, Whose Detroit? integrates the history of the 1960s into the broader political history of the postwar period. Urban, labor, political, and African-American history are blended into Thompson's comprehensive portrayal of Detroit's reaction to pressures felt throughout the nation. With deft attention to the historical background and preoccupations of Detroit's residents, Thompson has written a biography of an entire city at a time of crisis.](#)

Lifetypes

Grand Central Publishing [Based on the Myers-Briggs personality test, this guide will help readers develop a complete, accurate psychological self-portrait and show them how to achieve success in life.](#)

Computer Gaming World's Why Won't This #@ \$! Game Work

Brady [PC Gaming: Computer Gaming World's Instant Expert Guide covers everything new game players need to know, such as game genres, terminology, ratings, and new technology, as well as hardware needs, accessories, and how to troubleshoot the most common problems. The free CD includes hot game demos, such as Quake, Star Trek Generations and Command & Conquer Red Alert, which are attractive to avid players, but will also serve as a "try-before-you-buy" sampler for new gamers.](#)

Ball Four

My Life and Hard Times Throwing the Knuckleball in the Big Leagues

Dell Publishing Company [The diary of a major-league baseball player during one season reveals the game's venal and foolish aspects](#)

Maximum Black

Alderac Entertainment Group (AEG) [A collection of illustrations by Eisner Award-nominated illustrator Tim Bradstreet. It features black and white illustrations that chronicle Bradstreet's early days illustrating RPG's, trading cards, comics covers, and his work on White Wolf's Vampire: The Masquerade.](#)

The Truth of Poetry

Tensions in Modern Poetry from Baudelaire to the 1960s

13th Age Bestiary 2

Pelgrane Press [Fallen icons, apocalyptic fire giants, and a purple dragon who throws the best parties: welcome to 13th Age Bestiary 2!](#)

More Little Big Leaguers

Aladdin Paperbacks [Describes how a variety of professional baseball players first took up the game, recounts what happened to them as beginners, and includes a collection of baseball cards showing them as boys.](#)

Treatment of Autism Spectrum Disorder

Evidence-Based Intervention Strategies for Communication & Social Interactions

"The new edition of this practical accessible text introduces preservice SLPs to 12 evidence-based interventions that improve the communication and social skills of people with autism spectrum disorder"--

NFL Confidential

True Confessions from the Gutter of Football

HarperCollins [A current pro player takes fans on a pseudonymous trip through one of the most infamous years of football—the very long, sometimes funny, often controversial 2013-2014 season—sharing raucous, behind-the-scenes, on-the-field, and in-the-locker-room truth about life in the National Football League. “Well, to hell with being safe. I’m going to be honest.” Johnny Anonymous' life goal was to be nothing greater or less than the Best NFL Back-Up of All Time™. For two years, he was content earning hundreds of thousands of dollars to stand on the sidelines doing absolutely nothing. But early in his third year, a starting lineman is injured, and he suddenly finds himself on the field. For most players, this moment is a dream come true. But not so for our author, one of the incredibly rare birds in football who reach the highest echelons, but who actually hate America's favorite game. That's right, Johnny Anonymous hates football. He hates what it does to his body, his brain, his life. Luckily, he can see the humor in his own situation, but also in the machinations of the NFL. Part truth-telling narrative, part whip-smart commentary that only a true insider could bring, part hilarious, NFL Confidential gives football fans a look at a world most would give anything to see, and gives non-fans a wild ride through the strange, and sometimes disturbing customs and realities of football today. Here is a truly unaffiliated look at the nation's biggest, most lucrative pastime over the course of one of its most transformative seasons. From hard-to-stomach diets, showdowns in the weight room, shenanigans in the locker room, the looming dread of being cut from the team, the racial issues that still exist in modern-day football, the rock-star lifestyle that players find themselves able to afford and sometimes enjoy a little too much, the notion of being lauded in a league plagued by controversy and the sharp contrast between the love/hate of the game and the reality of the job, Johnny reveals a never-before-seen side of the NFL.](#)

Luminous Ages

The first volume in the fantasy comic series, Luminous Ages. Published by popular Australian artist Anthony Christou

20-Game Losers

You have to be a very good pitcher to lose 20 games in one season. Why would a manager keep putting you out there to pitch, time after time, if you didn't have a chance to win the game? More than 25 percent of the pitchers in the National Baseball Hall of Fame are pitchers who lost 20 or more games in a single season. One of them even lost 20 or more games for 10 years in a row! The names in this book are often well-known names. Cy Young lost more than 20 games in three different seasons. Other 20-game losers were Steve Carlton, Walter Johnson, Phil Niekro, Robin Roberts, and Red Ruffing, to name a few. We've included here every one of the 23 Hall of Famers who are 20-game losers, as well as some lesser-known names, over sixty biographies in all. Mike Maroth and Brian Kingman, the two most recent pitchers to lose 20 games, are here. So is Jack Nabors thanks to his 1-20 season. You will find Guy Hecker, whose record of 52-20 constituted the best winning percentage of any 20-game loser. And we feature one woebegone pitching staff which had four 20-game losers in the same season. By our count 499 major-league pitchers have had seasons in which they lost 20 or more games. Only two of them had ERAs over 6.00. This take on pitching records offers plenty of quirks to explore. 53 members of SABR combined their efforts to create this truly fascinating book. Contents: 20-GAME LOSER, PROFILES OF THE 20-LOSS SEASONS by David E. Skelton THE VANISHING 20-GAME LOSER by Barry Mednick PITCHERS: STEVE ARLIN by Gregory H. Wolf BILL BAILEY by Eric Frost GEORGE BAUMGARDNER by Joe Schuster BOOM-BOOM BECK by Paul E. Doutrich GEORGE BELL by John Struth BILL BONHAM by Joel Rippel ED BRANDT by C. Paul Rogers III BUSTER BROWN by Mark S. Sternman HARRY BYRD by Armand Peterson GEORGE CASTER by Chris Rainey JOHN COLEMAN by Justin Mckinney CLIFF CURTIS by Alan Drude ART DITMAR by David E. Skelton GUS DORNER by Paul Hofmann CECIL FERGUSON by Jeff Findley DANA FILLINGIM by Niall Adler SAM GRAY by Gregory H. Wolf DAN GRINER by Gregory H. Wolf GUY HECKER by Bob Bailey RANDY JONES by Alan Cohen VERN KENNEDY by Joel Rippel HENRY KEUPPER by Emmet R. Nowlin BRIAN KINGMAN by Chad Moody DON LARSEN by Charles F. Faber MIKE MAROTH by Barbara Mantegani and Dave Raglin AL MATTERN by Bob LeMoine JIM MCCORMICK by Chris Rainey STONEY MCGLYNN by Steve Schmitt HARRY MCINTIRE by John Struth JACK NABORS by Stephen V. Rice ROLLIE NAYLOR by Phil Williams SUNNY JIM PASTORIUS by Glen Sparks ORLANDO PENA by Joel Rippel SCOTT PERRY by Phil Williams FRED SANFORD by Warren Corbett JACK SCOTT by Skip Nipper GEORGE ALLEN SMITH by Jeff English JIM TOBIN by Gregory H. Wolf CLYDE WRIGHT by Paul E. Doutrich HALL OF FAMERS: 20-GAME LOSERS POPULATE THE BASEBALL HALL OF FAME by Bill Nowlin STEVE CARLTON by Cosme Vivanco JACK CHESBRO by Wayne McElreavy JOHN CLARKSON by Brian McKenna CANDY CUMMINGS by David Fleitz PUD GALVIN by Charles Hausberg JESSE HAINES by Gregory H. Wolf WALTER JOHNSON by Charles Carey TIM KEEFE by Charlie Bevis TED LYONS by Warren Corbett RUBE MARQUARD by Joe Wancho JOE MCGINNITY by Don Doxsie PHIL NIEKRO by Tom Hufford HANK O'DAY by Dennis Bingham OLD HOSS RADBOURN by Brian McKenna EPPA RIXEY by Jan Finkel ROBIN ROBERTS by C. Paul Rogers III RED RUFFING by Warren Corbett AMOS RUSIE by Charles F. Faber ED WALSH by Stuart Schimler JOHN MONTGOMERY WARD by Bill Lamb MICKEY WELCH by Bill Lamb VIC WILLIS by Daniel R. Levitt CY YOUNG by Bill Nowlin and David Southwick A STAFF WITH FOUR 20-GAME LOSERS by Bill Nowlin CHICK FRASER by Mike Lynch KAISER WILHELM by Gregory H. Wolf VIC WILLIS by Daniel R. Levitt IRV YOUNG by Will Anderson and Bill Nowlin 20-GAME LOSERS IN THE MINOR LEAGUES by Bill Nowlin CHRIS ARCHER - NEARLY A 20-GAME LOSER IN 2016 by Bill Nowlin THE PROTECTION MYTH by Warren Corbett

A Flame of Pure Fire

Jack Dempsey and the Roaring '20s

Harcourt A biography of the nation's first celebrity heavyweight champ retraces the life of Jack Dempsey--hobo, roughneck, boxer, millionaire, movie star, and eventually, a man of compassion and generosity. 50,000 first printing. Tour.

Baking Powder Wars

The Cutthroat Food Fight that Revolutionized Cooking

University of Illinois Press First patented in 1856, baking powder sparked a classic American struggle for business supremacy. For nearly a century, brands battled to win loyal consumers for the new leavening miracle, transforming American commerce and advertising even as they touched off a chemical revolution in the world's kitchens. Linda Civitello chronicles the titanic struggle that reshaped America's diet and rewrote its recipes. Presidents and robber barons, bare-knuckle litigation and bold-faced bribery, competing formulas and ruthless pricing--Civitello shows how hundreds of companies sought market control, focusing on the big four of Rumford, Calumet, Clabber Girl, and the once-popular brand Royal. She also tells the war's untold stories, from Royal's claims that its competitors sold poison, to the Ku Klux Klan's campaign against Clabber Girl and its German Catholic owners. Exhaustively researched and rich with detail, Baking Powder Wars is the forgotten story of how a dawning industry raised Cain--and cakes, cookies, muffins, pancakes, donuts, and biscuits.

Developing Successful Social Media Plans in Sport Organizations

Social media platforms have permeated sport at a rapid rate. It is difficult to find an avenue of sport that these communication technologies do not touch. As a result, sport organization personnel have been faced with the challenge of both integrating and optimising social media. (Insert paragraph) Given the rapid proliferation of social media into sport, organizational approaches are varied. Authors Jimmy Sanderson and Christopher Yandle fill the need for a central resource that can link practical examples with academic research to provide a compelling overview of developing successful social media plans for sport organizations. The content within the book will be beneficial to industry professionals as well as be a useful classroom resource for sport management and sport communication faculty and students. As an additional resource, the text also includes case studies and input from athletic administrators, coaches, and athletes.