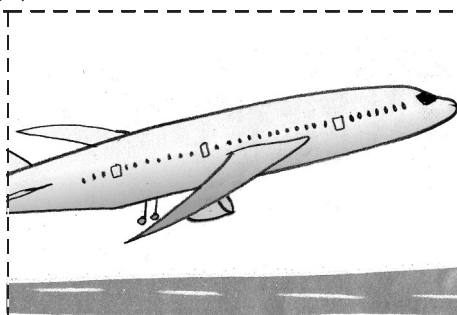


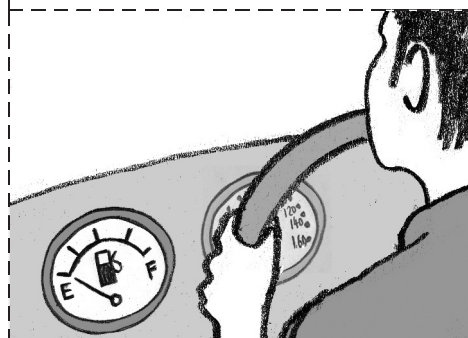
pick up



take off



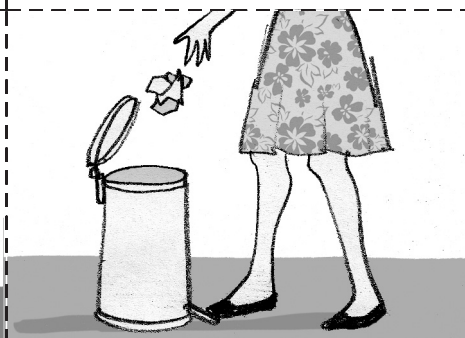
try on



run out of



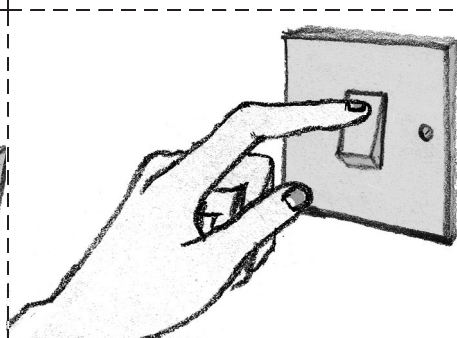
give up



throw away



look up



turn off



get on well with



put on



look after



fall out with