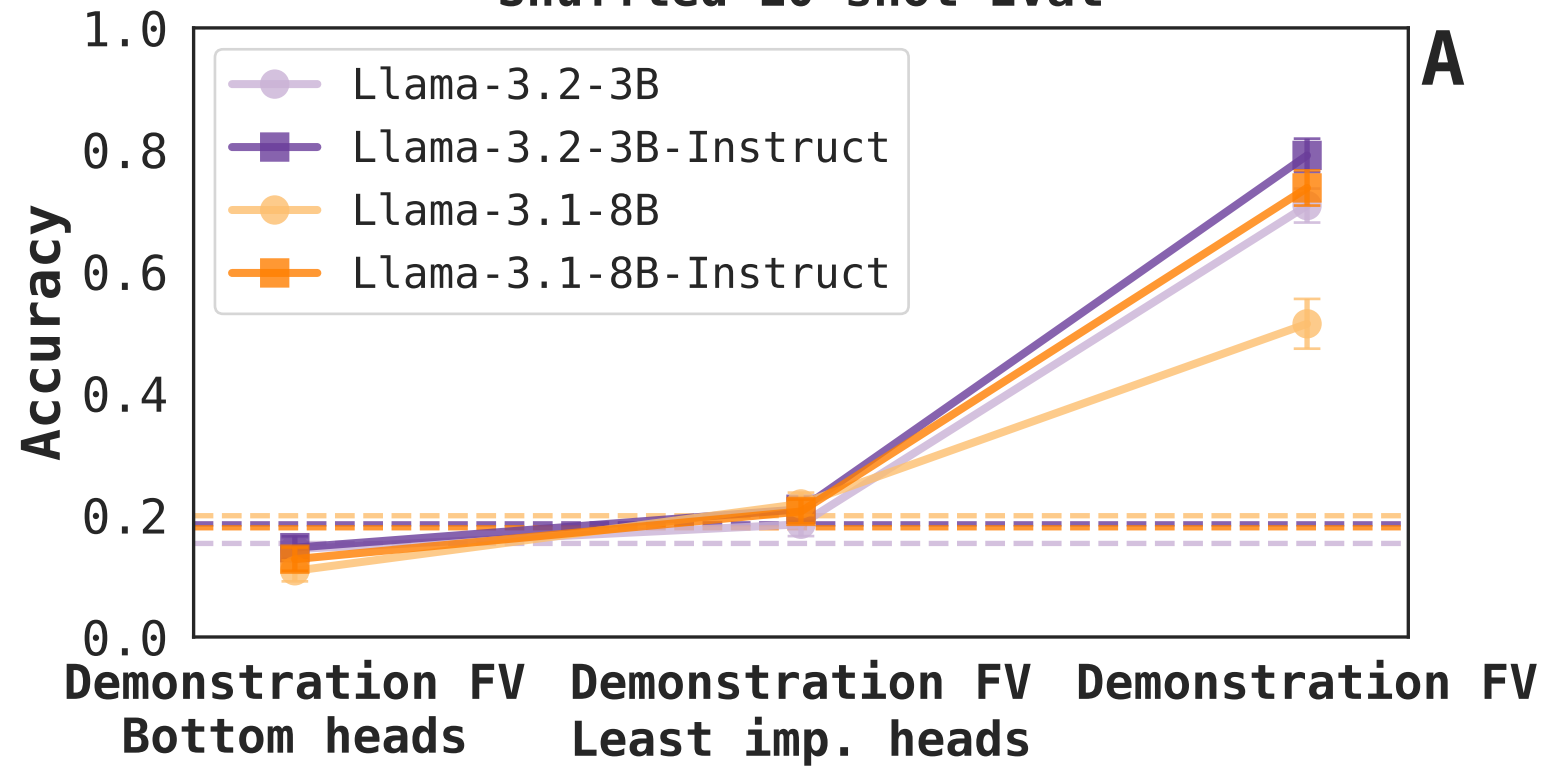


### Shuffled 10-shot Eval



### 0-shot Eval

