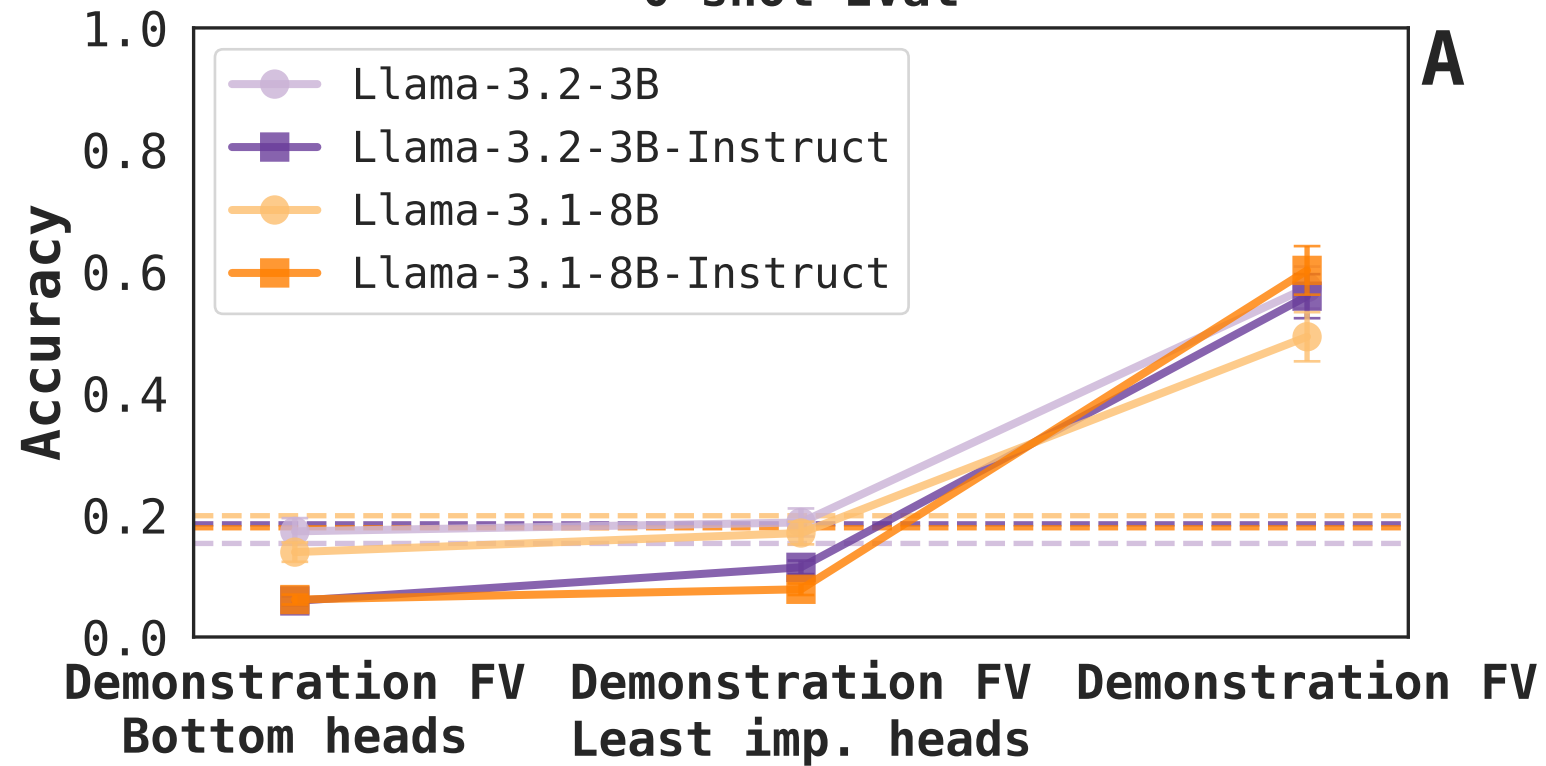


0-shot Eval



Shuffled 10-shot Eval

