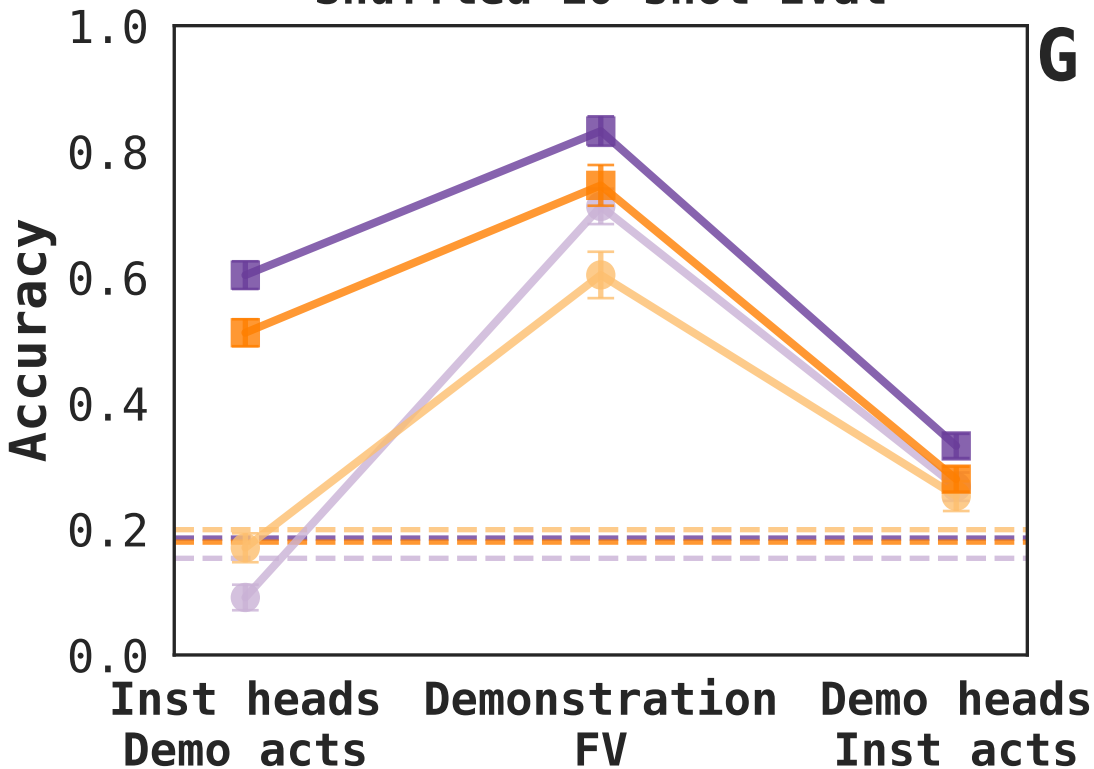


Shuffled 10-shot Eval

G



0-shot Eval

H

