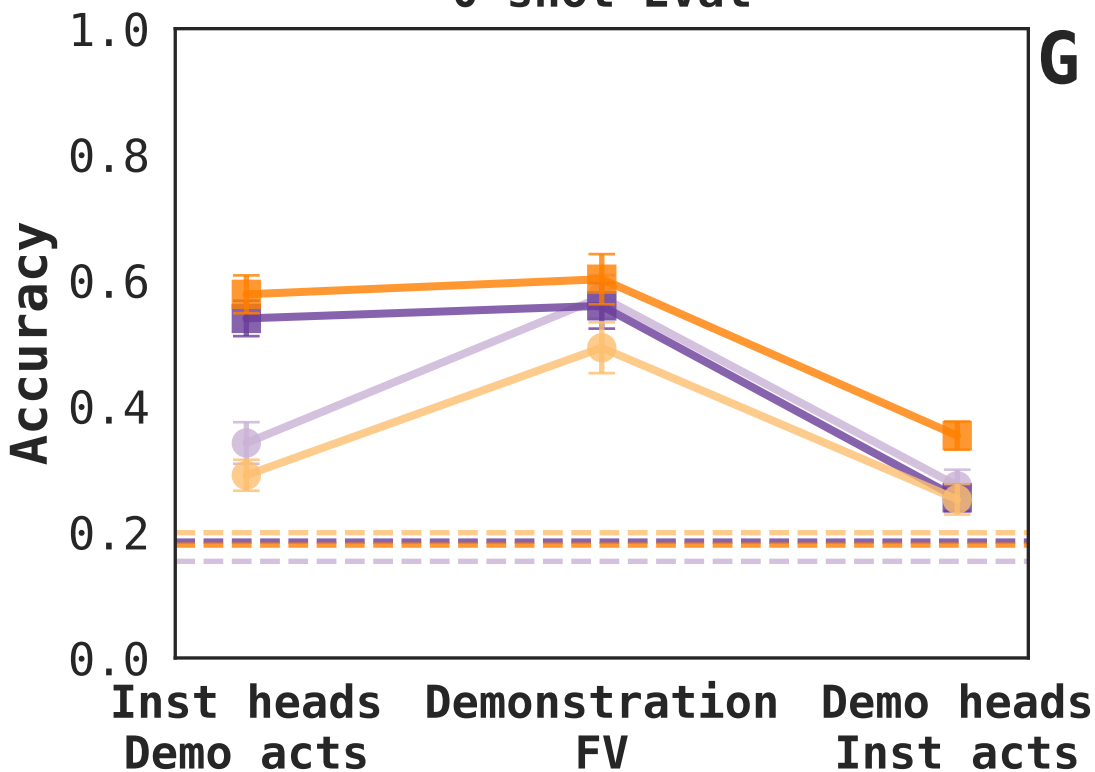


0-shot Eval**Shuffled 10-shot Eval**