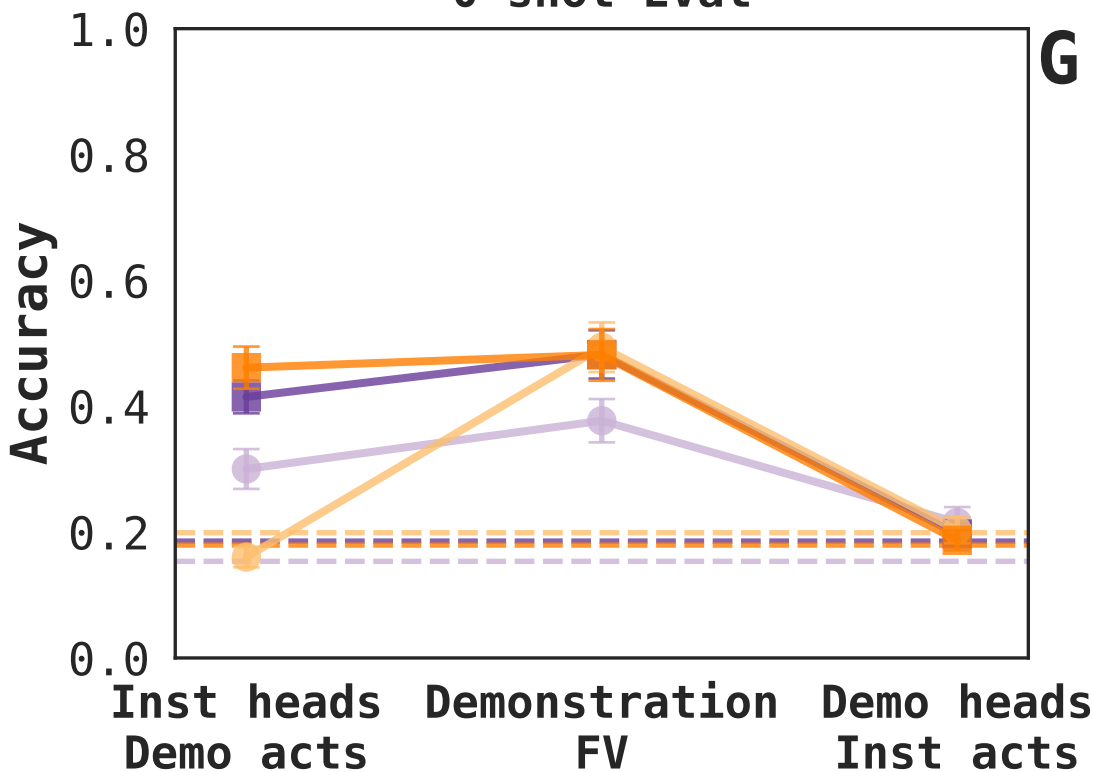


0-shot Eval

G



Shuffled 10-shot Eval

H

