	Mean	SD	Alerting*		Validity		Disengaging		Mov + Eng		Orien Time		Flanker Conf		Location Conf		IOR	
			r	p	r	p	r	p	r	p	r	p	r	p	r	p	r	p
Alerting*	-0.9	4.9																
Validity	-1.5	4.3	-0.02	.874														
Disengaging	-1.9	4.3	0.43	.004	0.42	.004												
Mov + Eng	0.4	4.6	-0.42	.004	0.53	<.001	-0.54	<.001										
Orien Time	-1.3	7.9	-0.08	.625	0.08	.626	-0.16	.295	0.22	.150								
Flanker Conf	-3.8	5.8	-0.05	.765	0.34	.023	0.21	.165	0.12	.444	-0.19	.222						
Location Conf	-0.6	4.5	0.12	.450	0.20	.201	0.13	.397	0.06	.700	0.05	.768	-0.14	.354				
IOR	1.8	11.6	-0.07	.663	-0.06	.679	-0.18	.252	0.11	.497	-0.49	<.001	0.09	.579	-0.04	.778		
Overall	94.8	3.9	-0.02	.894	0.51	<.001	0.20	.188	0.28	.062	0.30	.046	0.46	.002	0.26	.090	-0.29	.058

Note. df = 42. *Alerting is Alerting Benefit, Validity is Validity Effect, Disengaging is Disengaging Cost, Mov + Eng is Moving and Engaging

Orien Time is Orienting Time, Flanker Conf is Flanker Conflict Effect, Location Conf is Location Conflict Effect, and IOR is Inhibition of

Return Effect.