

	Mean	SD	Alerting*			Validity			Disengaging			Mov + Eng			Orien Time			Flanker Conf			Location Conf			IOR		
			r	p	p	r	p	r	p	r	p	r	p	r	p	r	p	r	p	r	p	r	p	r	p	
Alerting*	-1.2	4.5																								
Validity	-1.6	4.4	0.20		.204																					
Disengaging	-1.6	4.7	0.59	<.001		0.71	<.001																			
Mov + Eng	-0.1	3.5	-0.55	<.001		0.30	.049	-0.46	.002																	
Orien Time	-2.2	4.2	-0.22	.150		-0.35	.021	-0.32	.035	-0.01	.973															
Flanker Conf	-3.7	3.4	0.07	.658		-0.05	.765	0.22	.146	-0.36	.017	0.11	.468													
Location Conf	-0.5	3.4	0.03	.858		-0.03	.864	-0.10	.507	0.11	.495	-0.07	.632	0.00	.984											
IOR	-0.2	8.8	0.13	.399		0.13	.408	0.21	.168	-0.13	.418	-0.41	.006	-0.02	.894	-0.18	.256									
Overall	95.3	3.6	-0.02	.919		0.16	.304	0.13	.410	0.03	.863	0.15	.331	0.46	.002	-0.03	.869	0.07	.666							

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.