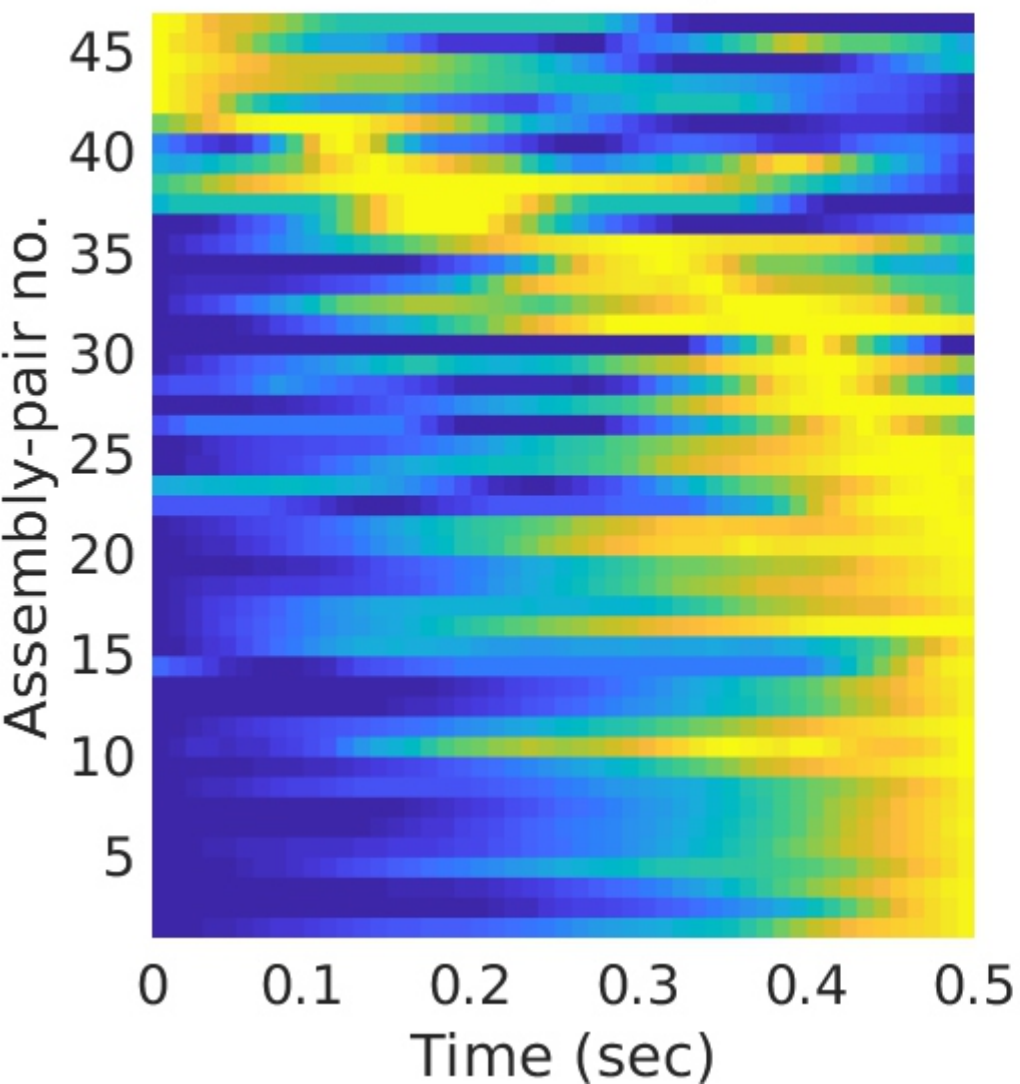


Hit (CS+)**Correct Rejection (CS-)**