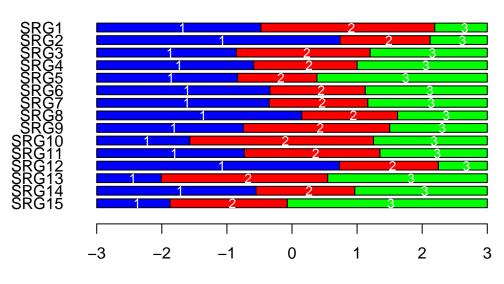
## **Item Threshold Map**



Item Difficulty: Logits