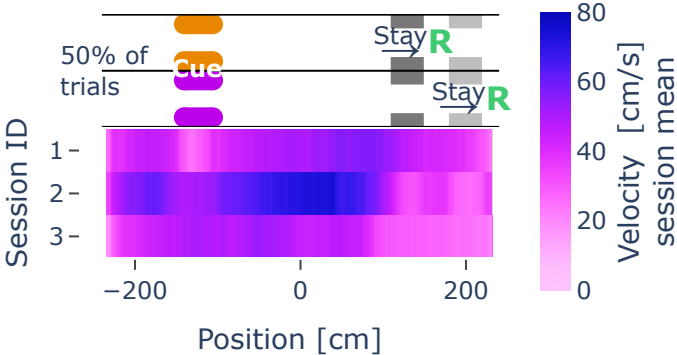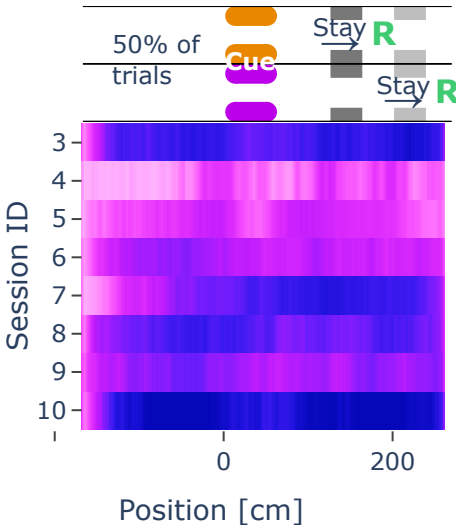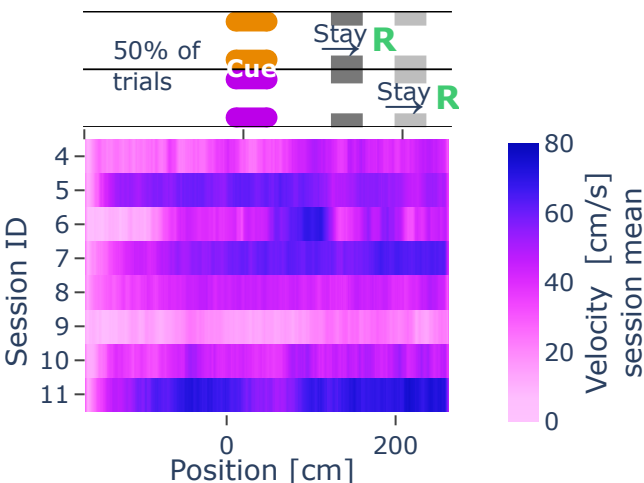## Rat001, Paradigm v1

Track v1 (3 sessions rYL001, 2 for rYL002,): Animals 1,2 on long track, with long distance between cue and reward locations. Both cue zone and reward zone are small. Very low threshold for staytime to receive reward. Actually sessions 4,5,6 are lick triggered. But we ignore this here.
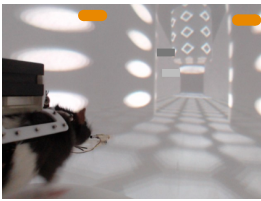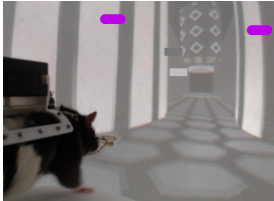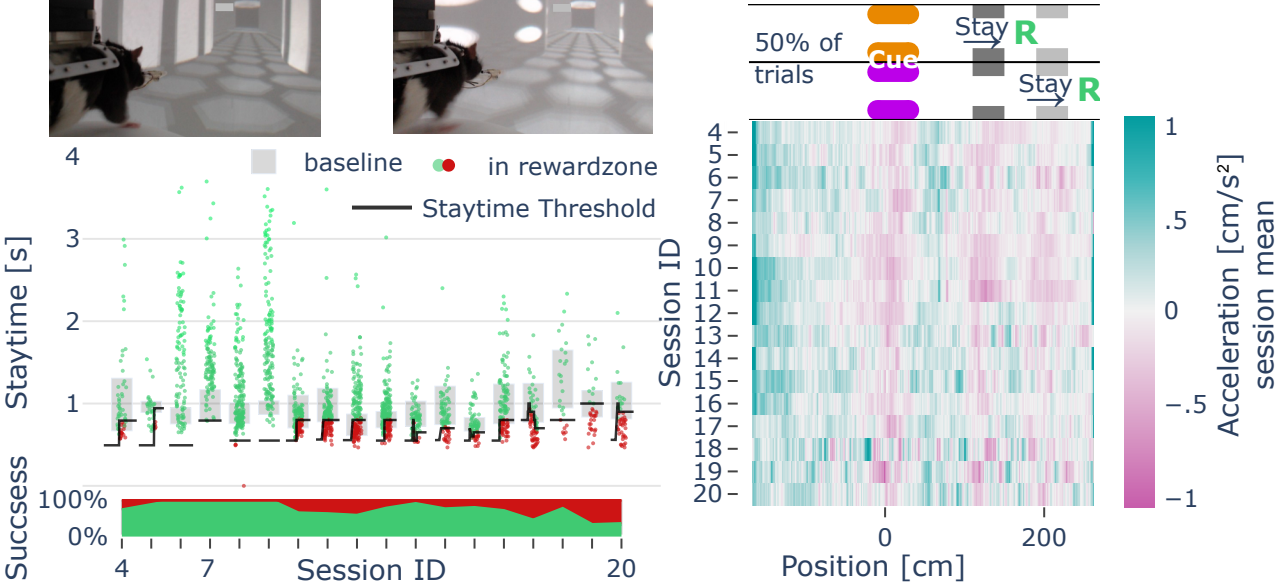
Rat002, Paradigm v2   Rat003, Paradigm v2

Track v2 (sessions of rYL002 and 3,): Basically they don't do the task at all. Perhaps you can also highlight general veriablity between sessions here. The baseline velocity differs a lot. Or mentioned psritning through behavior of 002 in last sessions (ignoring the task)

Rat001, Paradigm v2

Track v2 (17 sessions rYL001, 2 ,): Animals 1,2 on a shorter track with the cue at an earler location. The gap is shorter now. Also, the Reward indicator texture was changed so dark matches dark, bright matches bright, although exact textures difffer bewteen cue and reward location indicator.

The message here is that with increasing the staytime threshold, the sucessrate goes down. And we need to have a threshold that is well above baseline (the avergage staytime everywhere else on the track) to be sure that the animal is really doing a "choice" that is markedly different from the movement speed in other parts of the track. That is not the case foer Rat001. Also, she became a lot less consistent in later sessions. But main message: She is not doing the CHOICE (staying) in the reward zones, especailly in the later sessions. The sttaytime does not idfffer from the baseline.