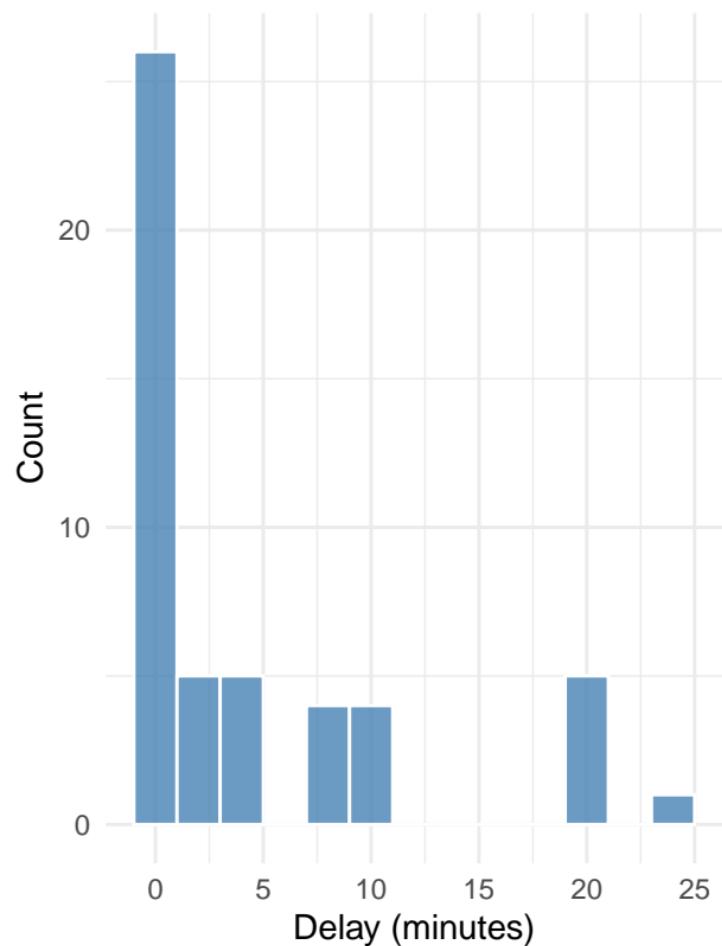


## Short Delays (< 1d)



## Long Delays (> 1d)

