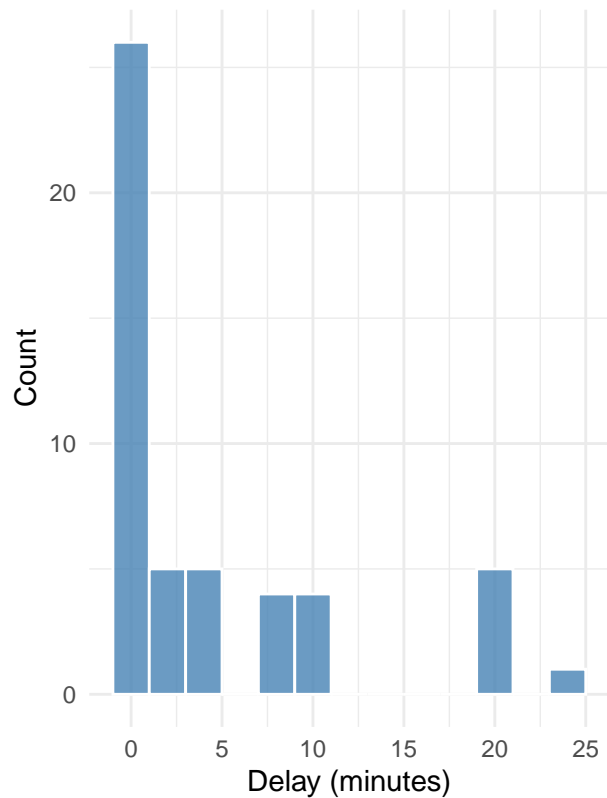


Short Delays (< 1d)



Long Delays (> 1d)

