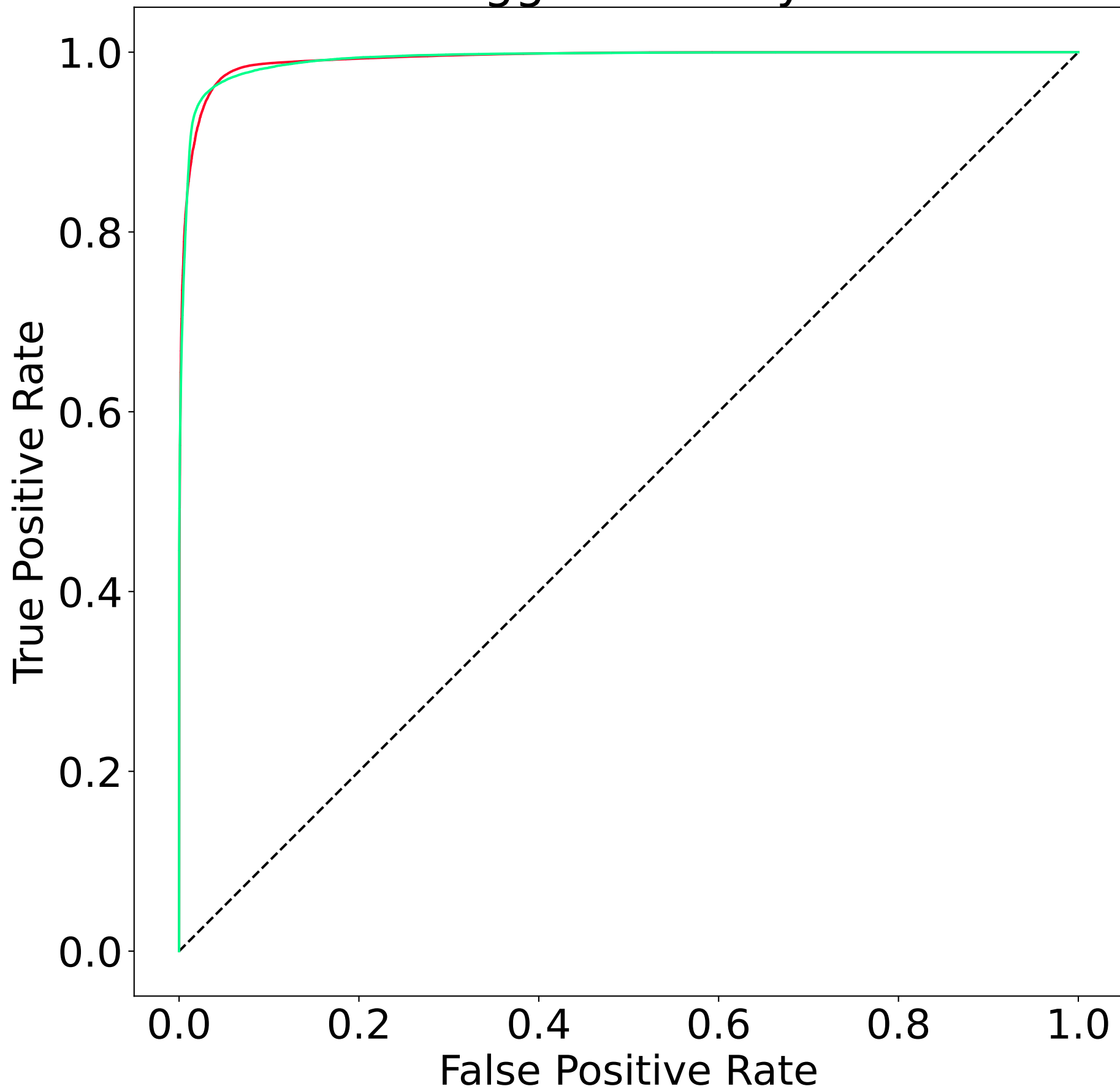


# Trigger + 1 days



----- Random Chance (AUC = 0.5)      — Variable (AUC = 0.99)  
— Transient (AUC = 0.99)