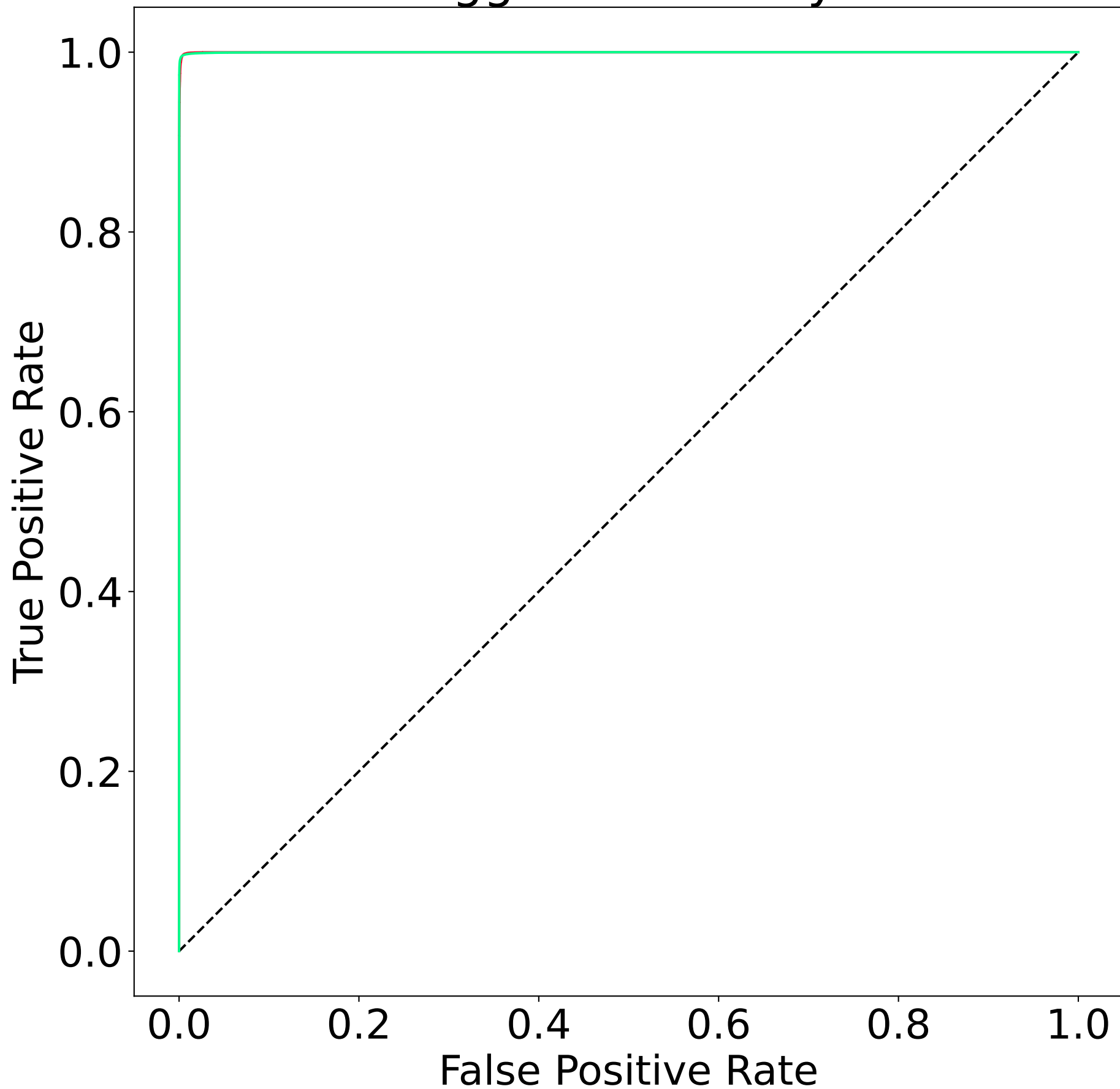


# Trigger + 256 days



----- Random Chance (AUC = 0.5)      — Variable (AUC = 1.00)  
— Transient (AUC = 1.00)