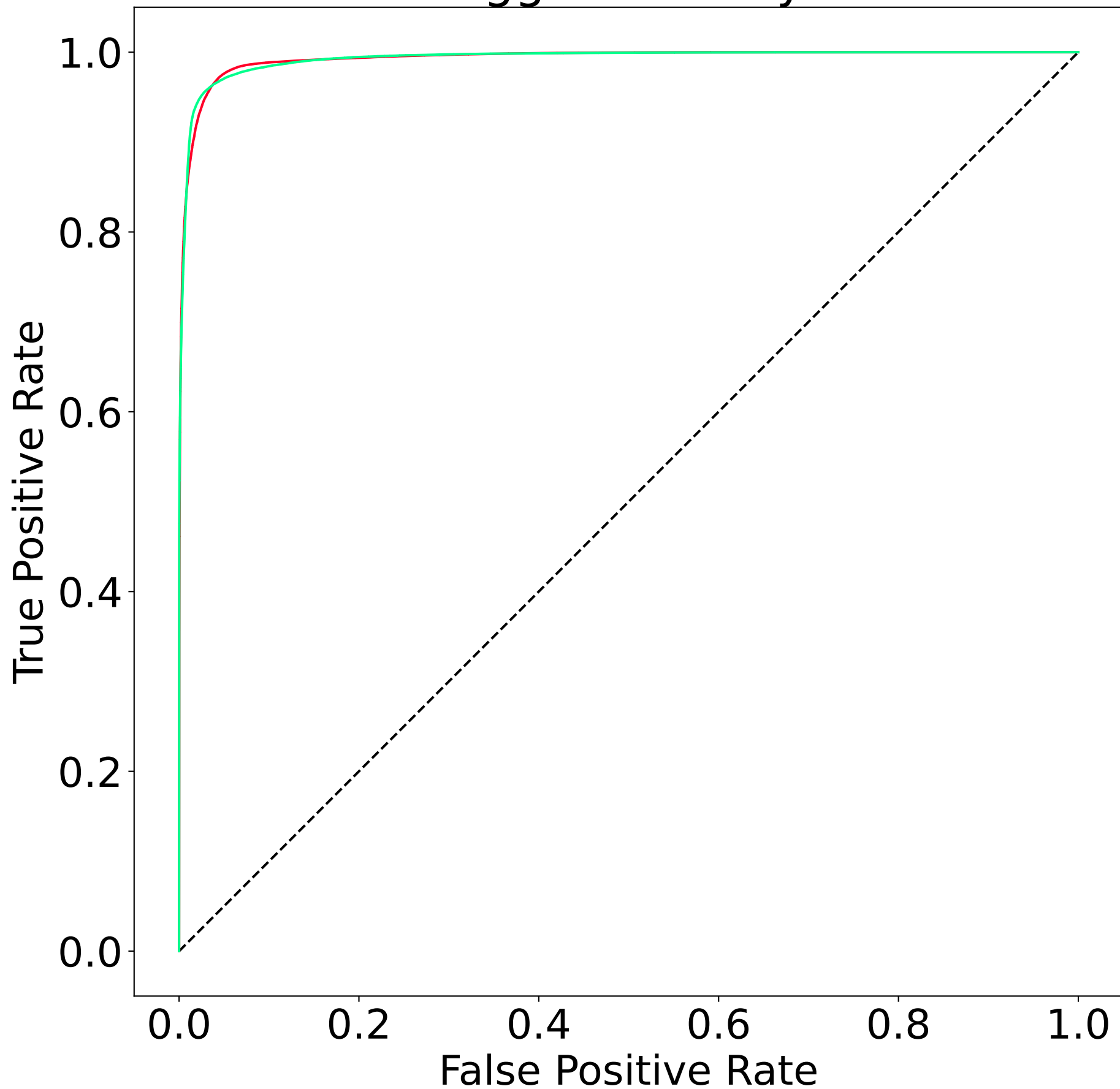


Trigger + 2 days



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