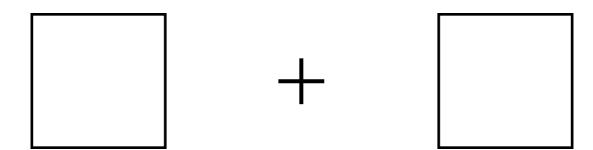
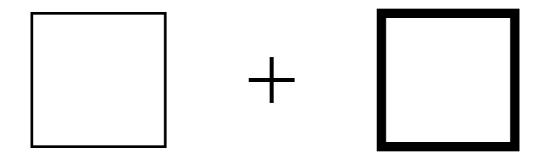
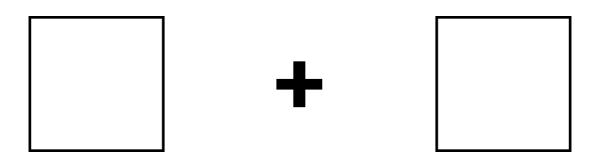
# Interval



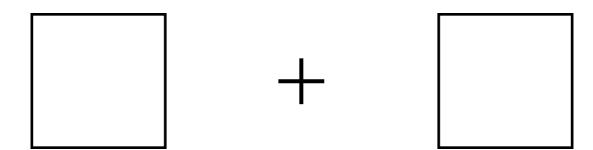
### L or R cue



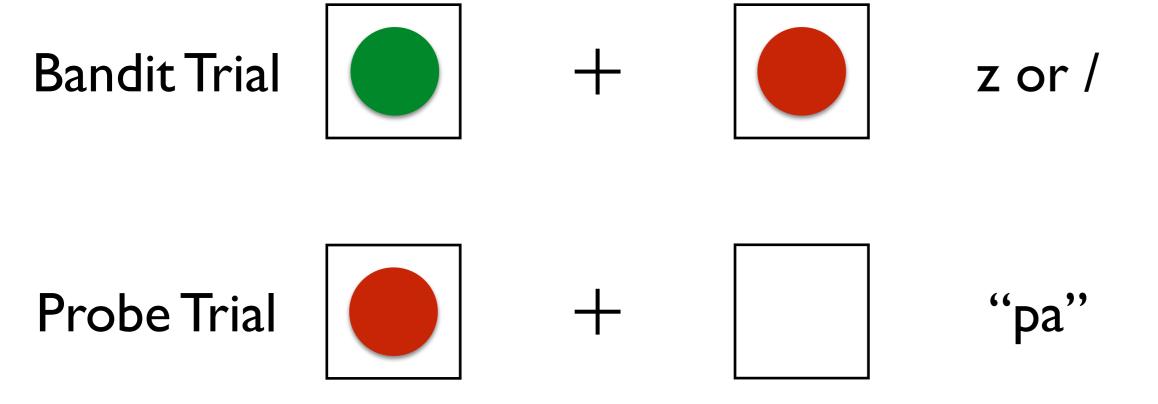
Cue back



# Interval



### Two possible targets (blocked)



# Delay



Feedback