Block Order:

**Block Structure per cBal Condition**

Each row represents a different counterbalancing condition (cBal = 1 to 4).  
Each block alternates between **low noise (1)** and **high noise (2)**.

| **cBal** | **Block 1** | **Block 2** | **Block 3** | **Block 4** | **Block 5** | **Block 6** |
| --- | --- | --- | --- | --- | --- | --- |
| **1** *(NoConf first, Low-High-Low-High, Conf Low-High)* | NoConf, **Low** | NoConf, **High** | NoConf, **Low** | NoConf, **High** | Conf, **Low** | Conf, **High** |
| **2** *(NoConf first, High-Low-High-Low, Conf High-Low)* | NoConf, **High** | NoConf, **Low** | NoConf, **High** | NoConf, **Low** | Conf, **High** | Conf, **Low** |
| **3** *(Conf first, Low-High, NoConf Low-High-Low-High)* | Conf, **Low** | Conf, **High** | NoConf, **Low** | NoConf, **High** | NoConf, **Low** | NoConf, **High** |
| **4** *(Conf first, High-Low, NoConf High-Low-High-Low)* | Conf, **High** | Conf, **Low** | NoConf, **High** | NoConf, **Low** | NoConf, **High** | NoConf, **Low** |