

Reflexive

Spillover

Lure Match

+

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Name



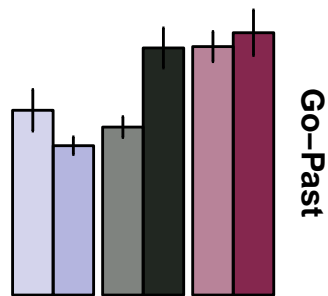
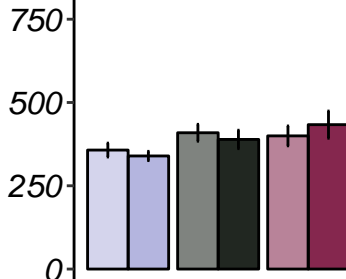
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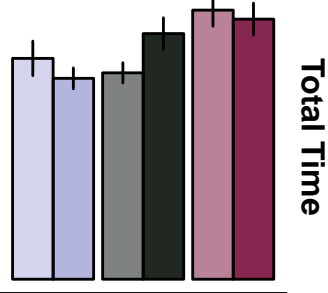
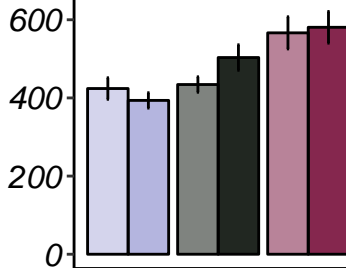
I



Time (ms)



Go-Past



Total Time