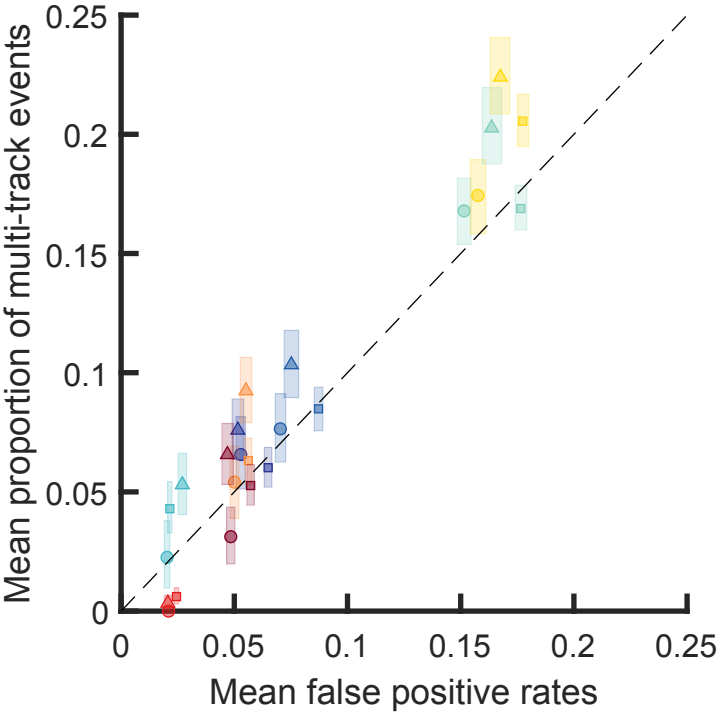


Alpha level = 0.05



● PRE
▲ RUN
■ POST

wcorr 1 shuffle
wcorr 1 shuffle + jump distance
wcorr 2 shuffles
wcorr 3 shuffles
Spearman median spike
Spearman all spike
linear 1 shuffle
linear 2 shuffles