



### Conditioning

**BG + US<sub>right</sub> + CS<sub>1</sub> → UR<sub>right</sub>**

**BG + US<sub>left</sub> + CS<sub>2</sub> → UR<sub>left</sub>**

### Result

**BG + CS<sub>1</sub> → CR<sub>right</sub>**

**BG + CS<sub>2</sub> → CR<sub>left</sub>**