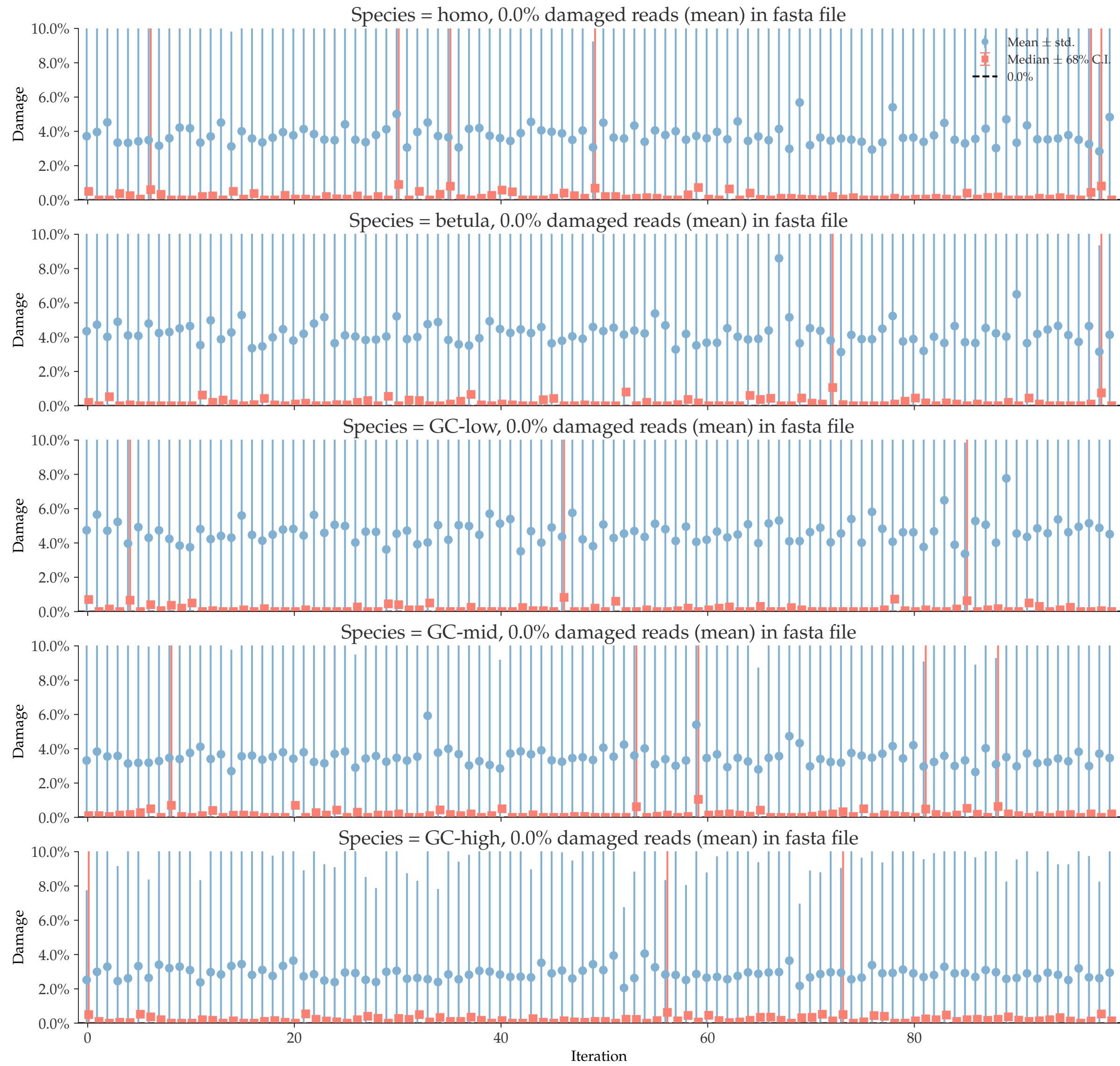
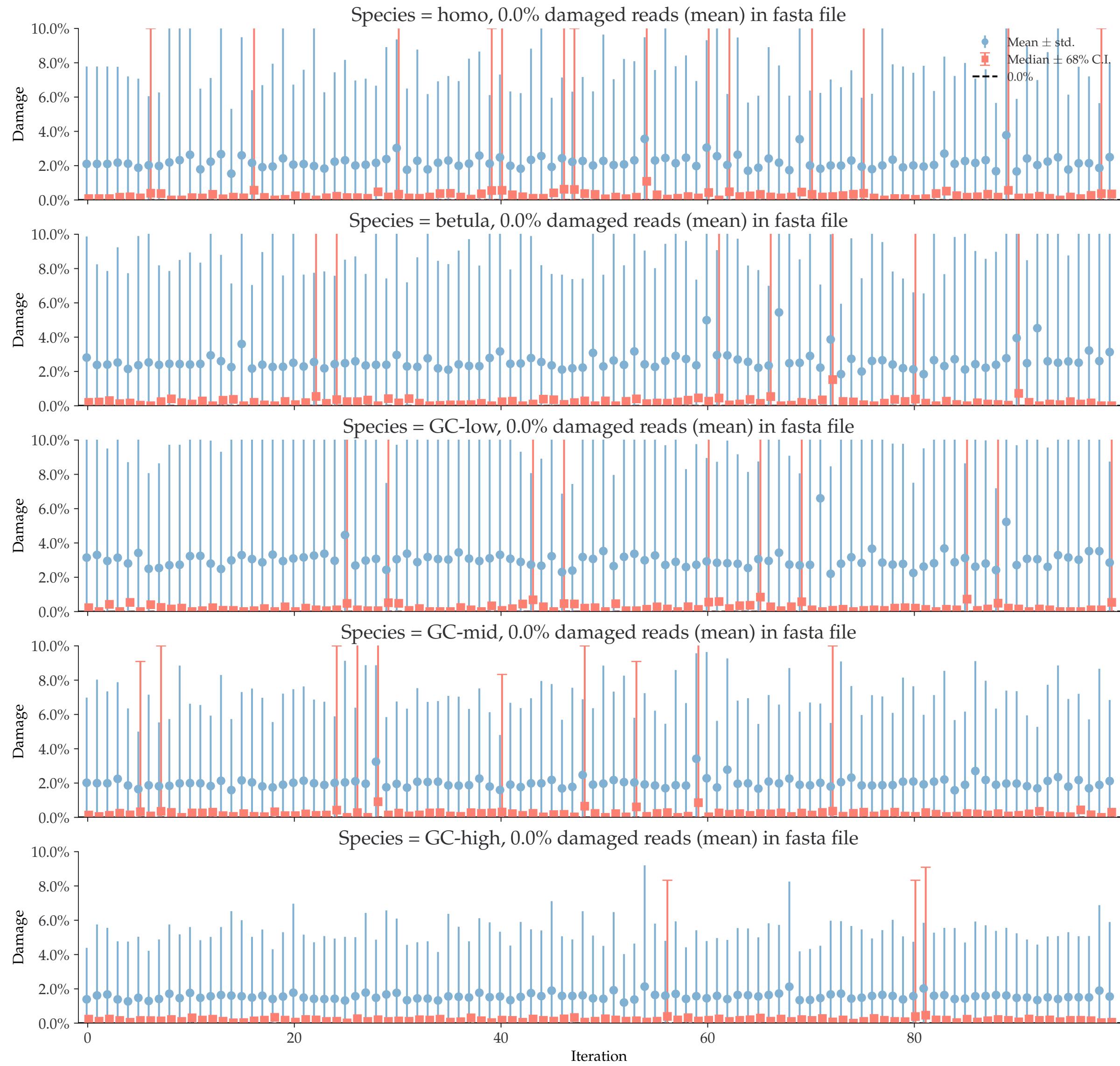


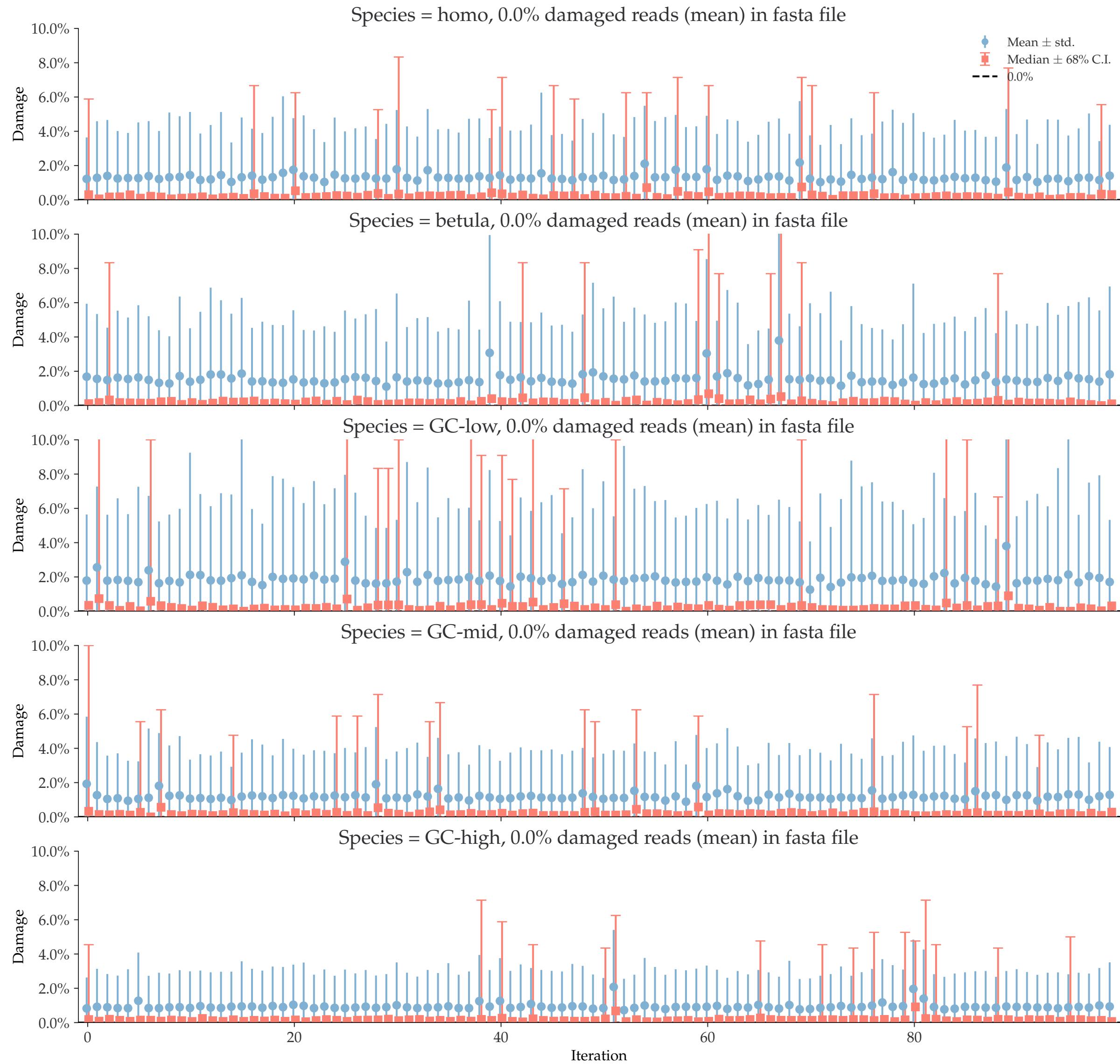
Individual damages:  
10 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



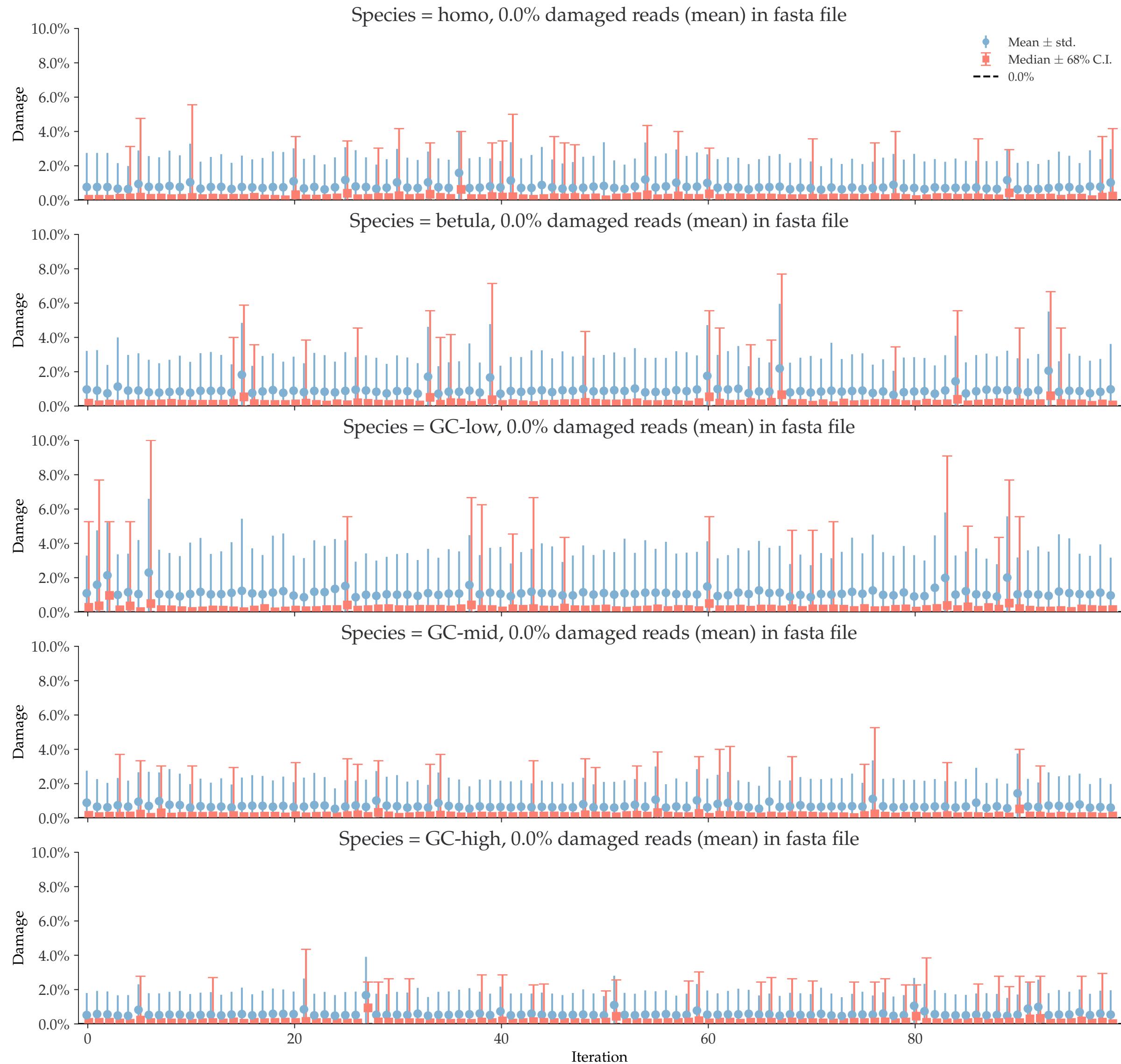
Individual damages:  
 25 reads  
 Briggs damage = 0.0  
 Damage percent (approx) = 0%



Individual damages:  
 50 reads  
 Briggs damage = 0.0  
 Damage percent (approx) = 0%



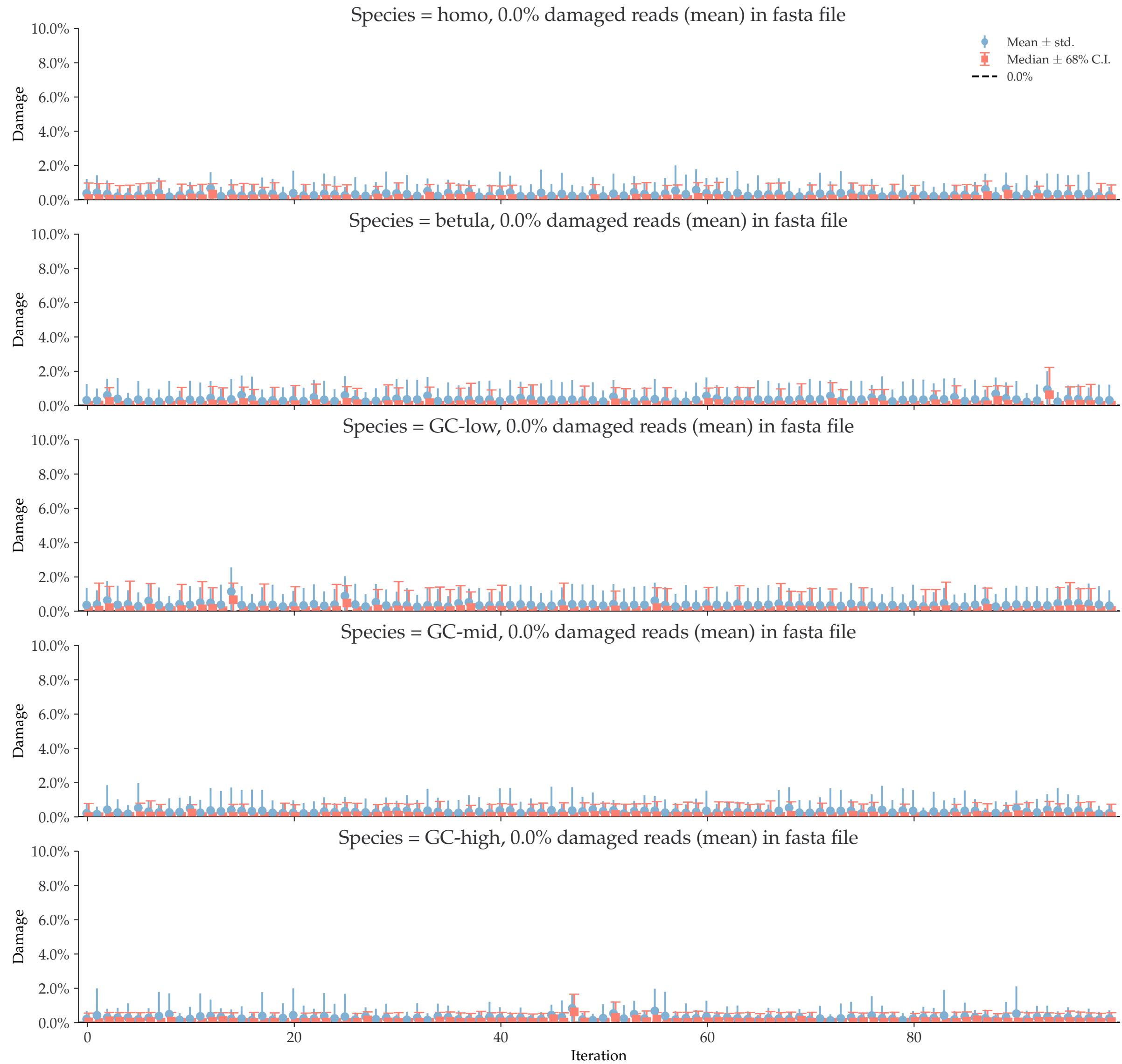
Individual damages:  
 100 reads  
 Briggs damage = 0.0  
 Damage percent (approx) = 0%



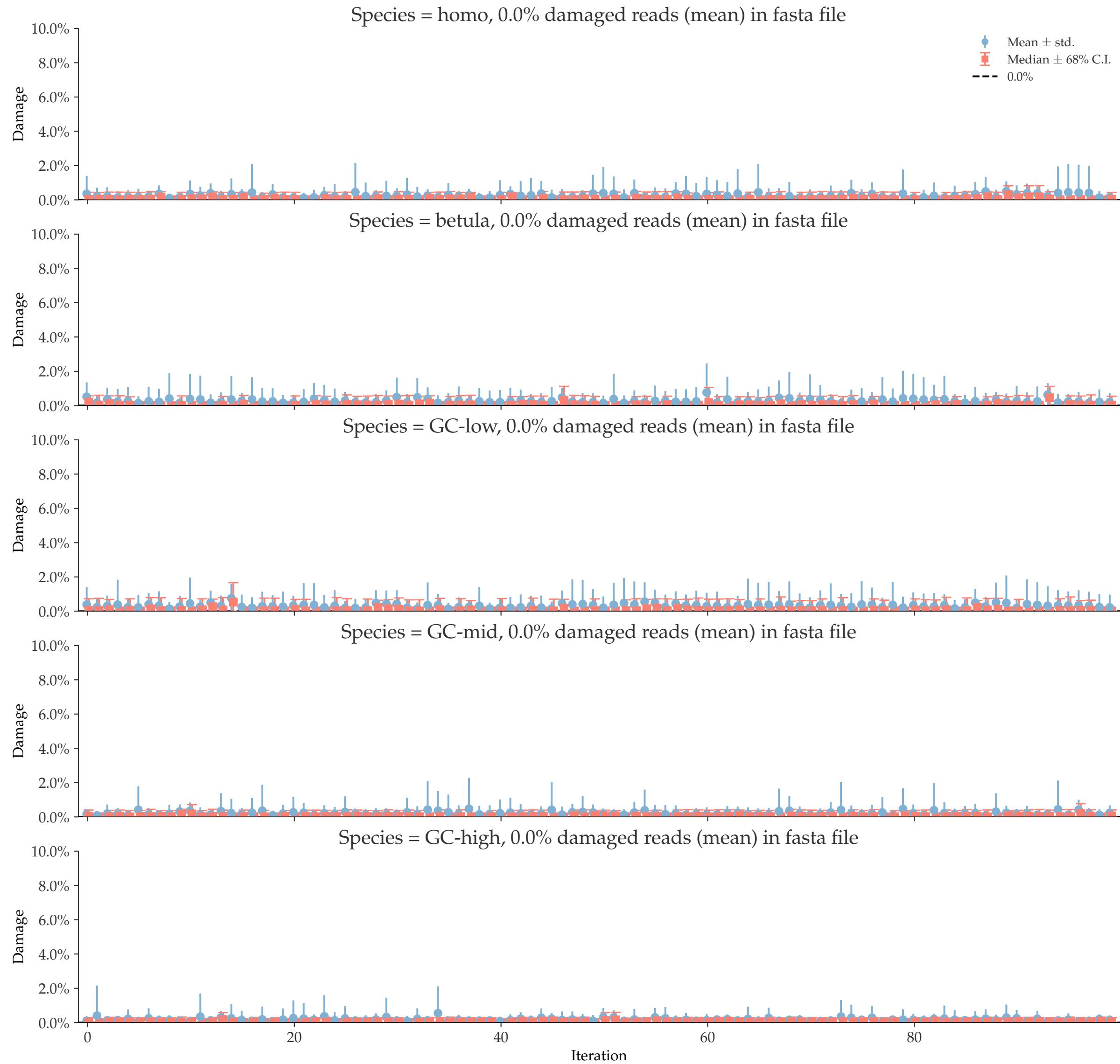
Individual damages:  
250 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



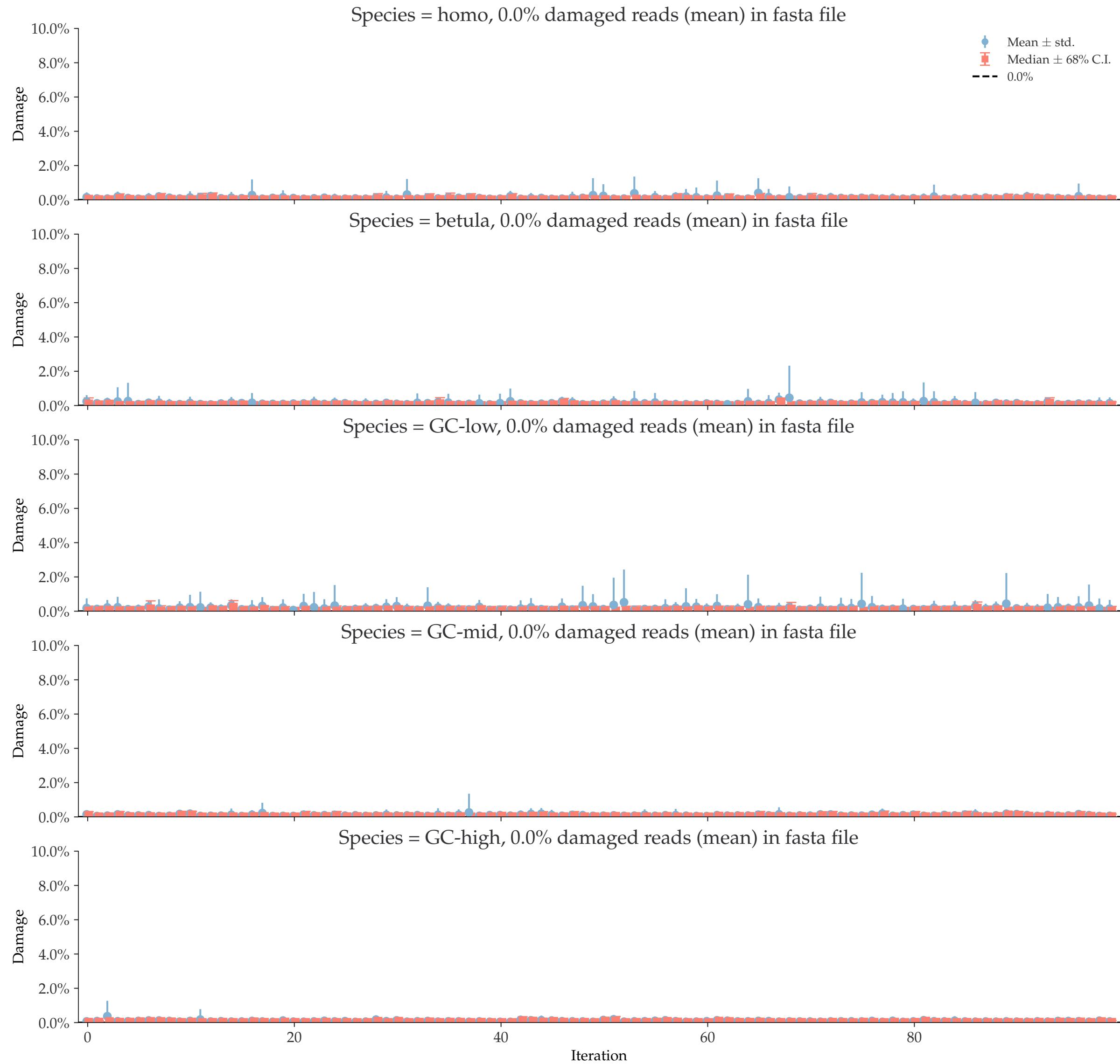
Individual damages:  
500 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



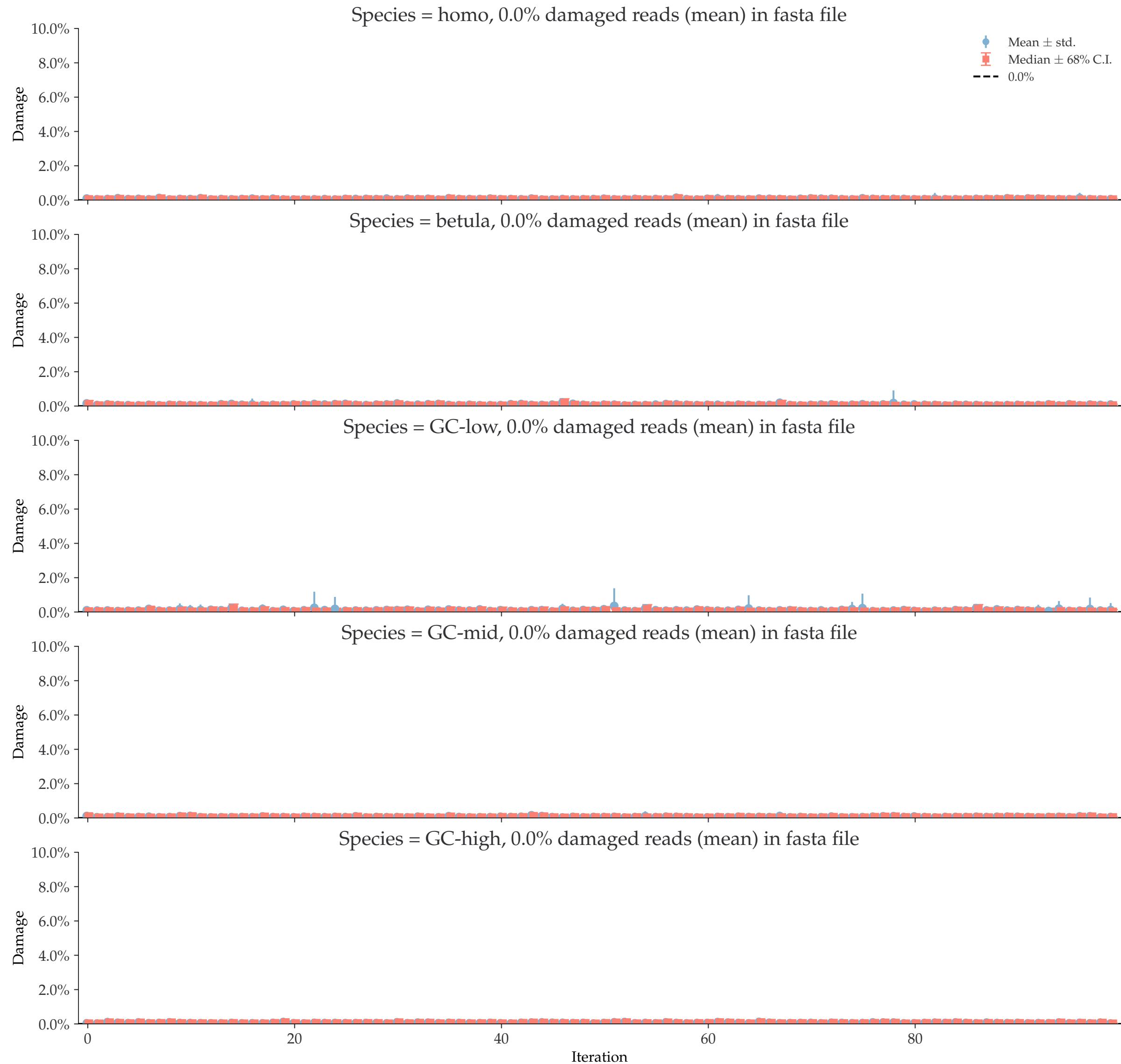
Individual damages:  
1000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



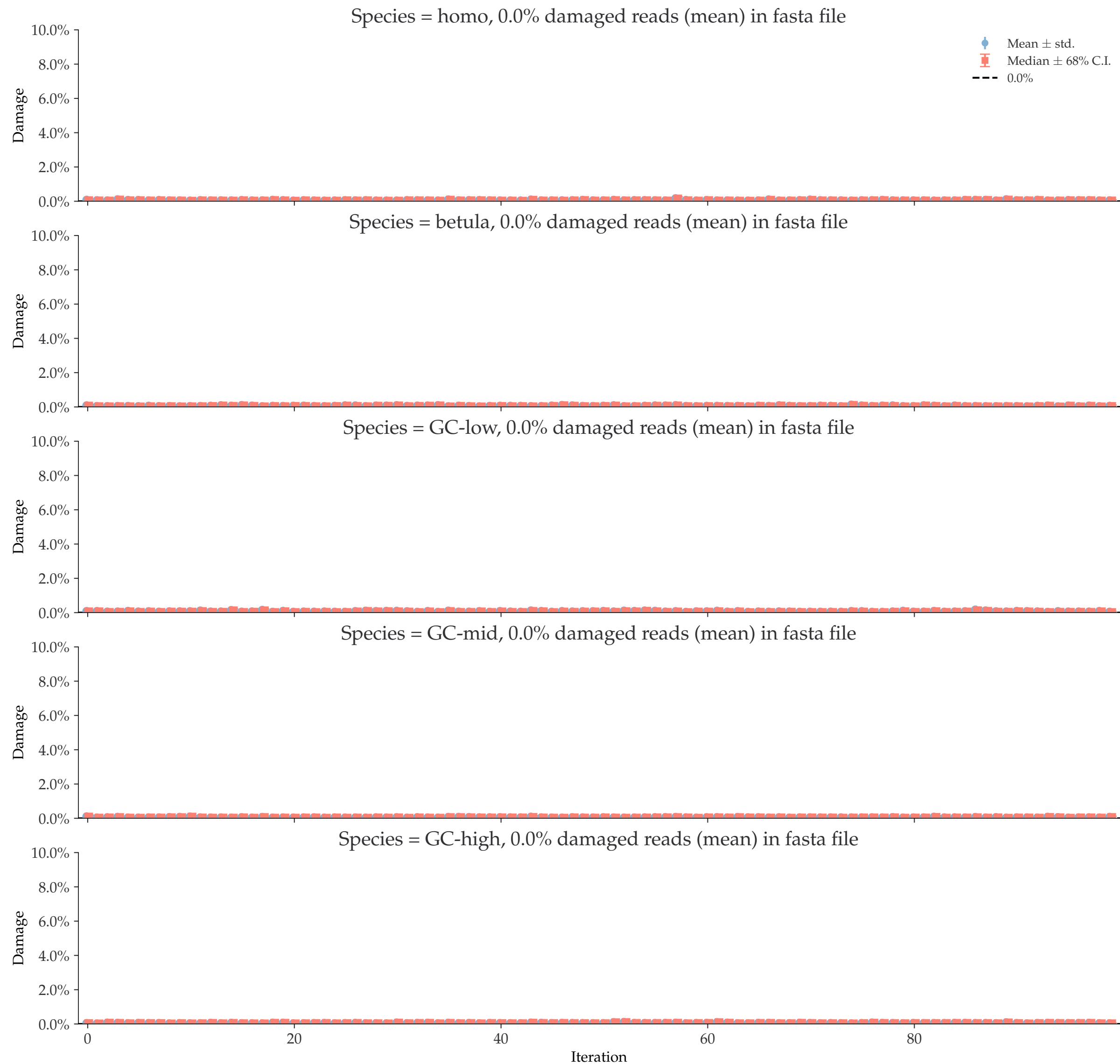
Individual damages:  
2500 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



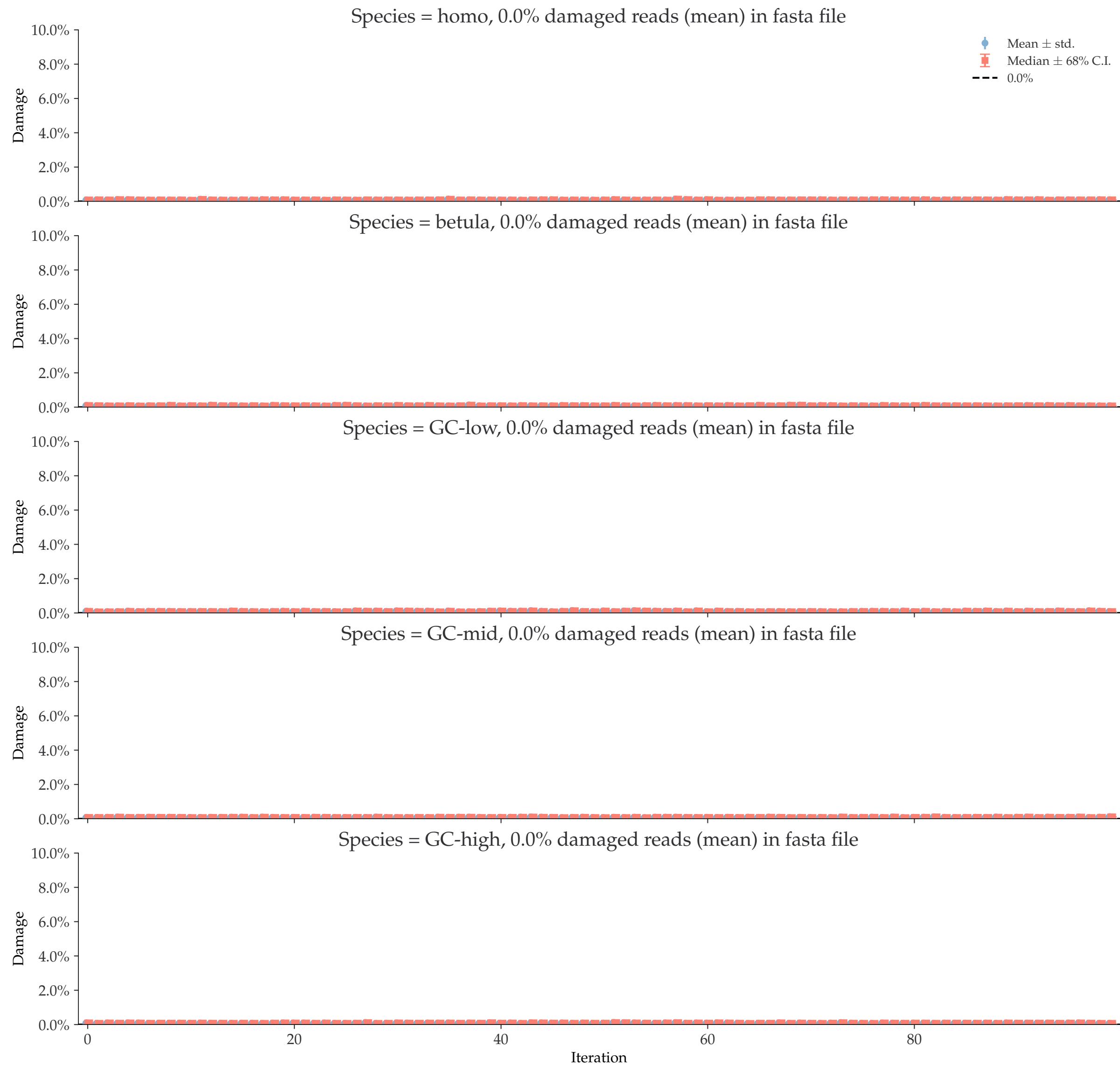
Individual damages:  
5000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



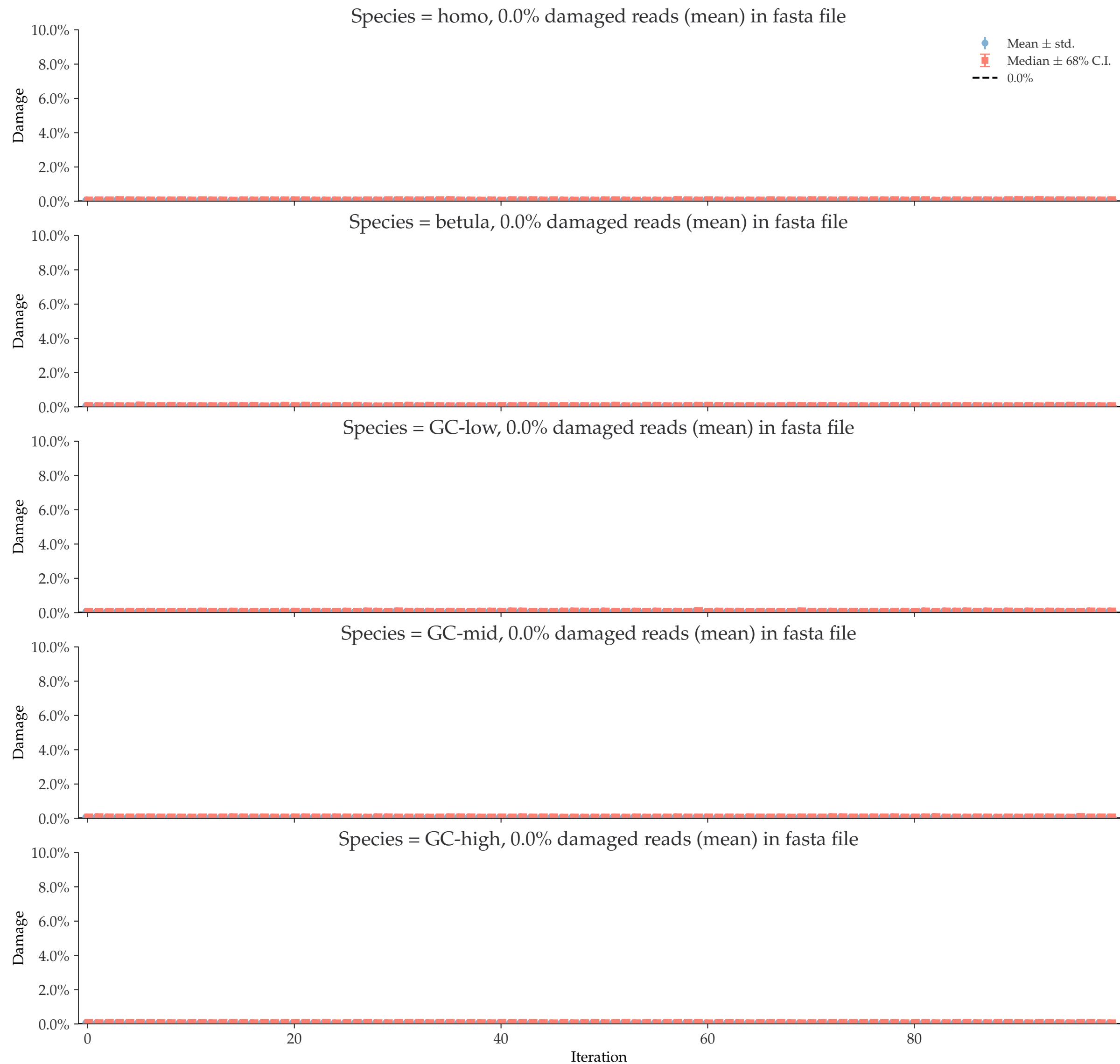
Individual damages:  
10000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



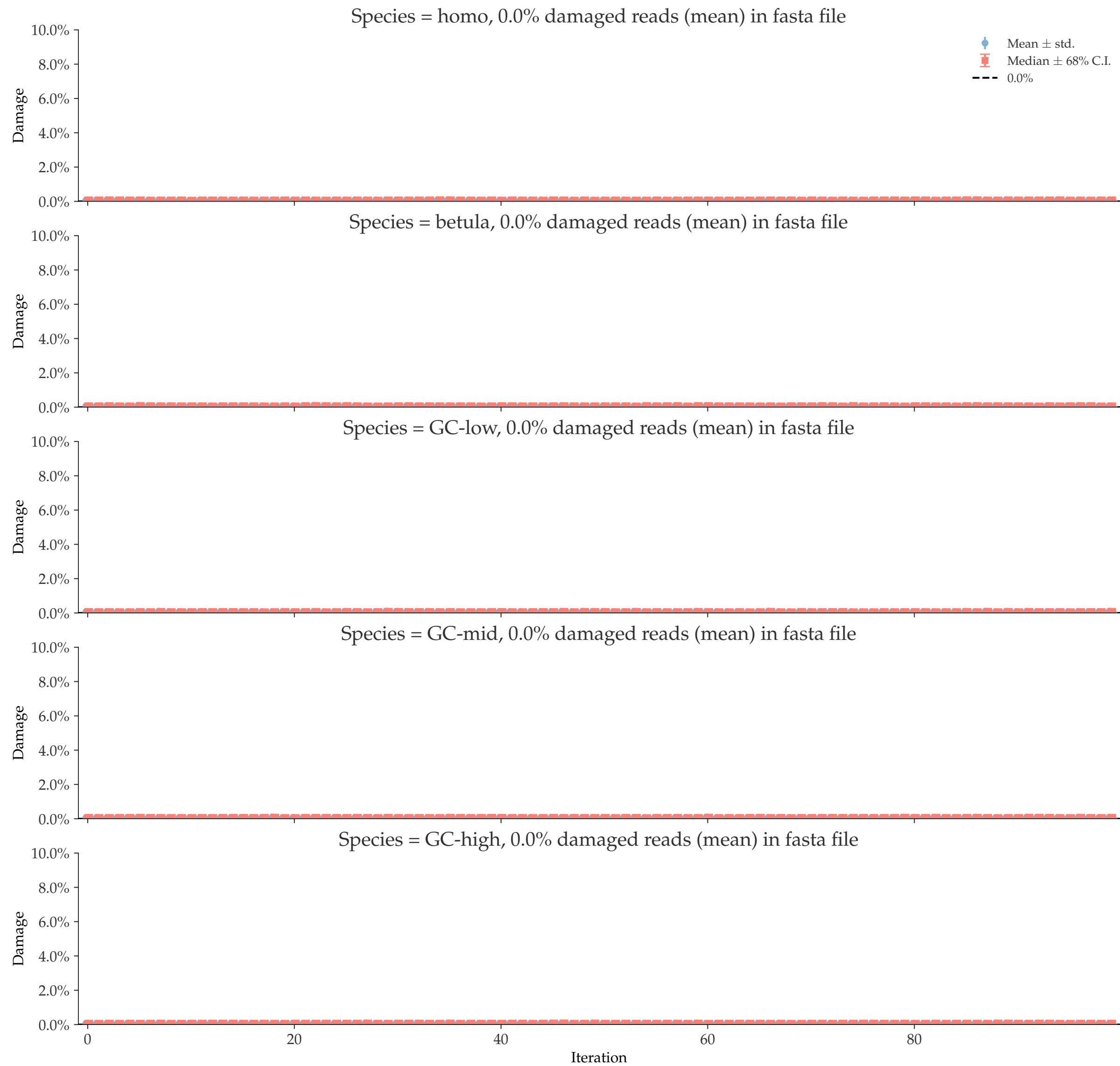
Individual damages:  
25000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



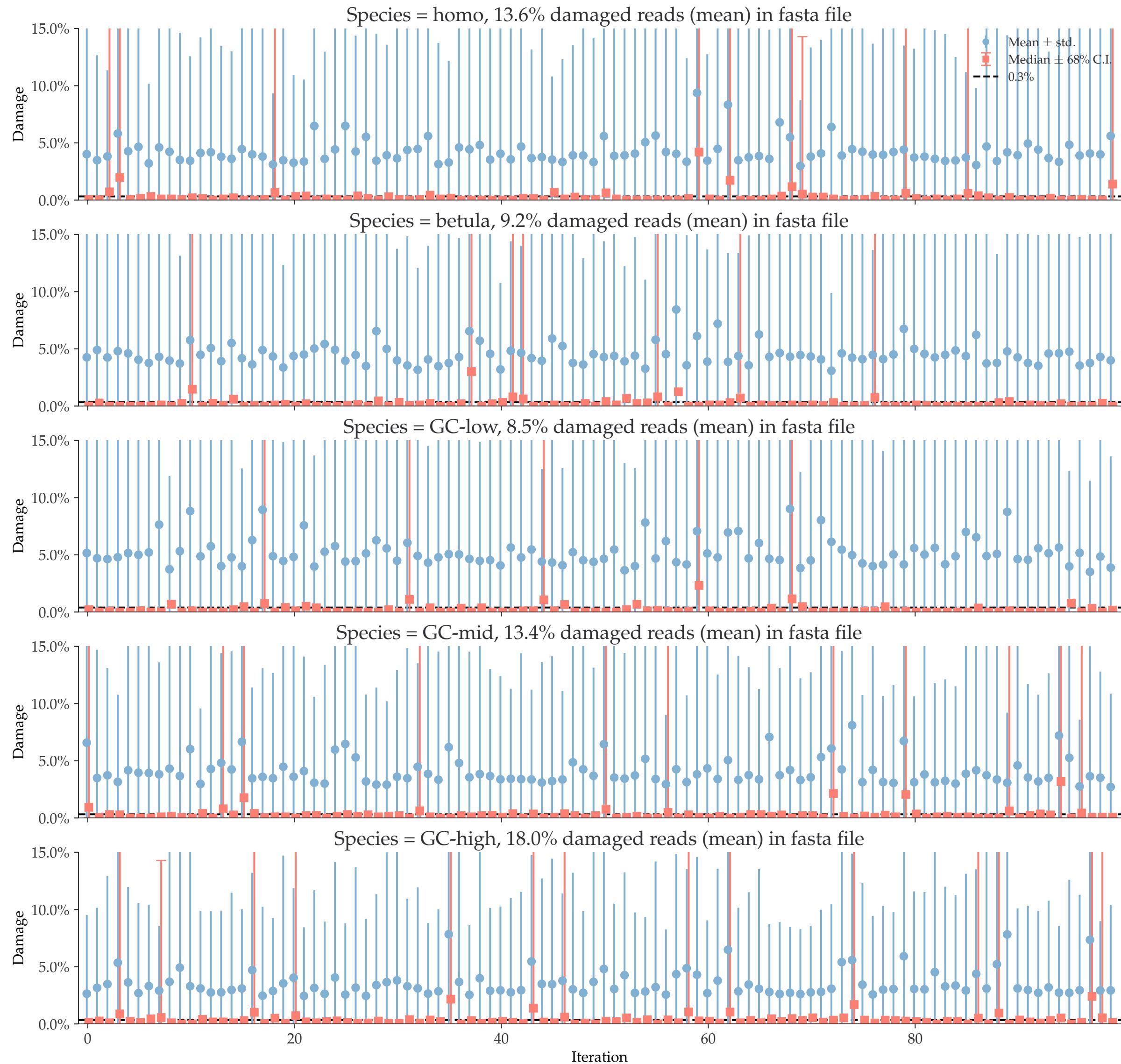
Individual damages:  
50000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



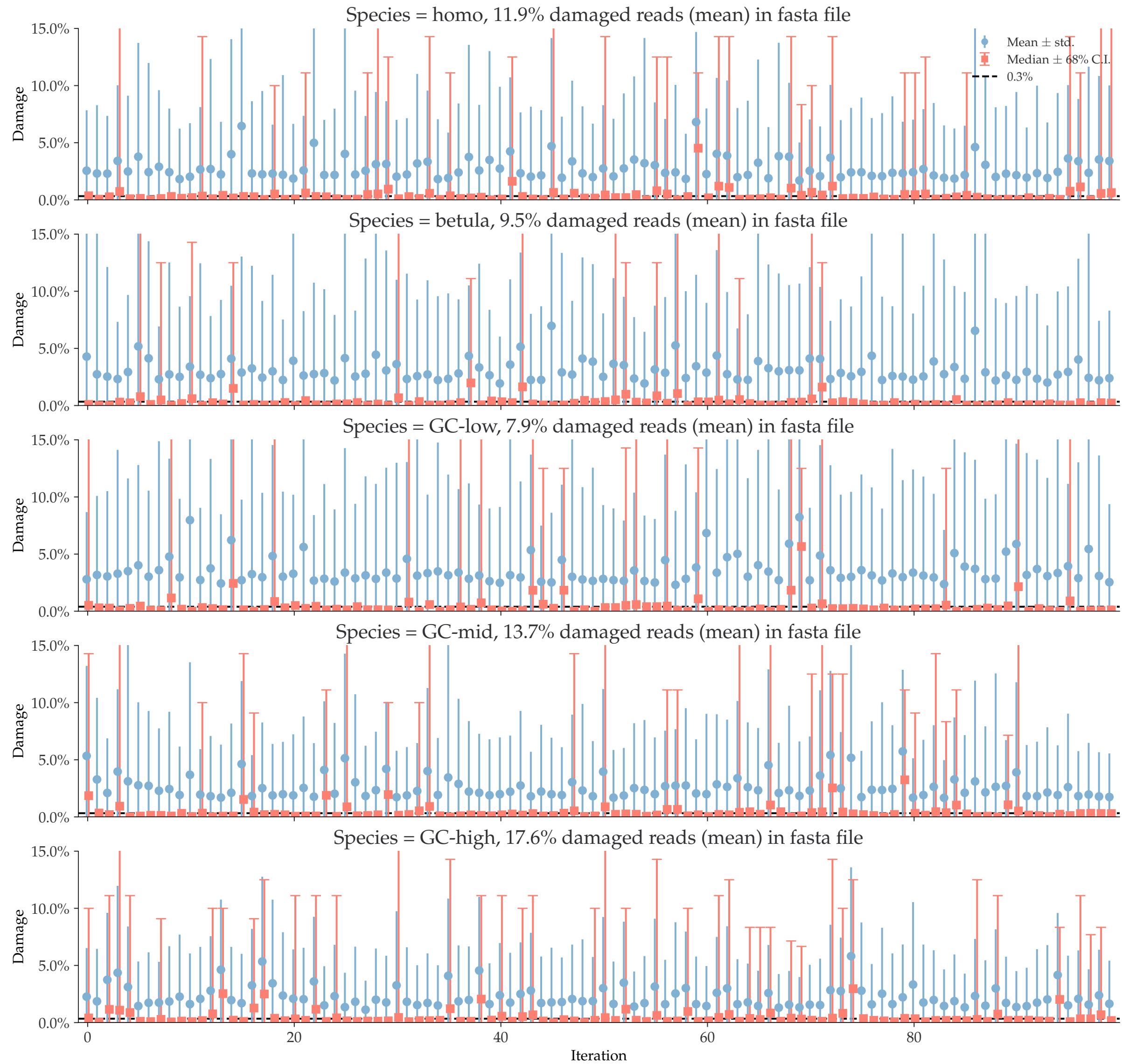
Individual damages:  
100000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



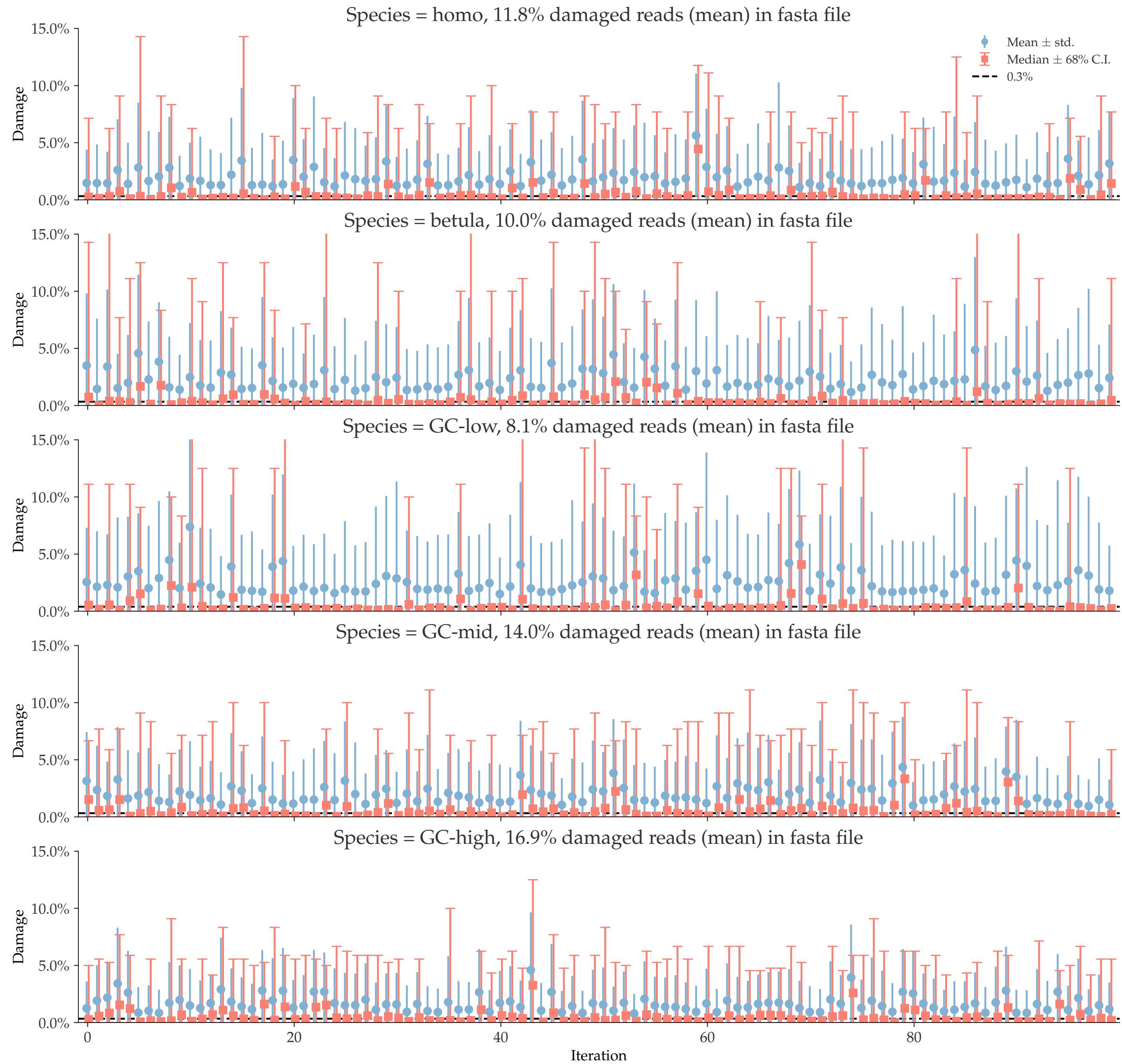
Individual damages:  
 10 reads  
 Briggs damage = 0.014  
 Damage percent (approx) = 1%



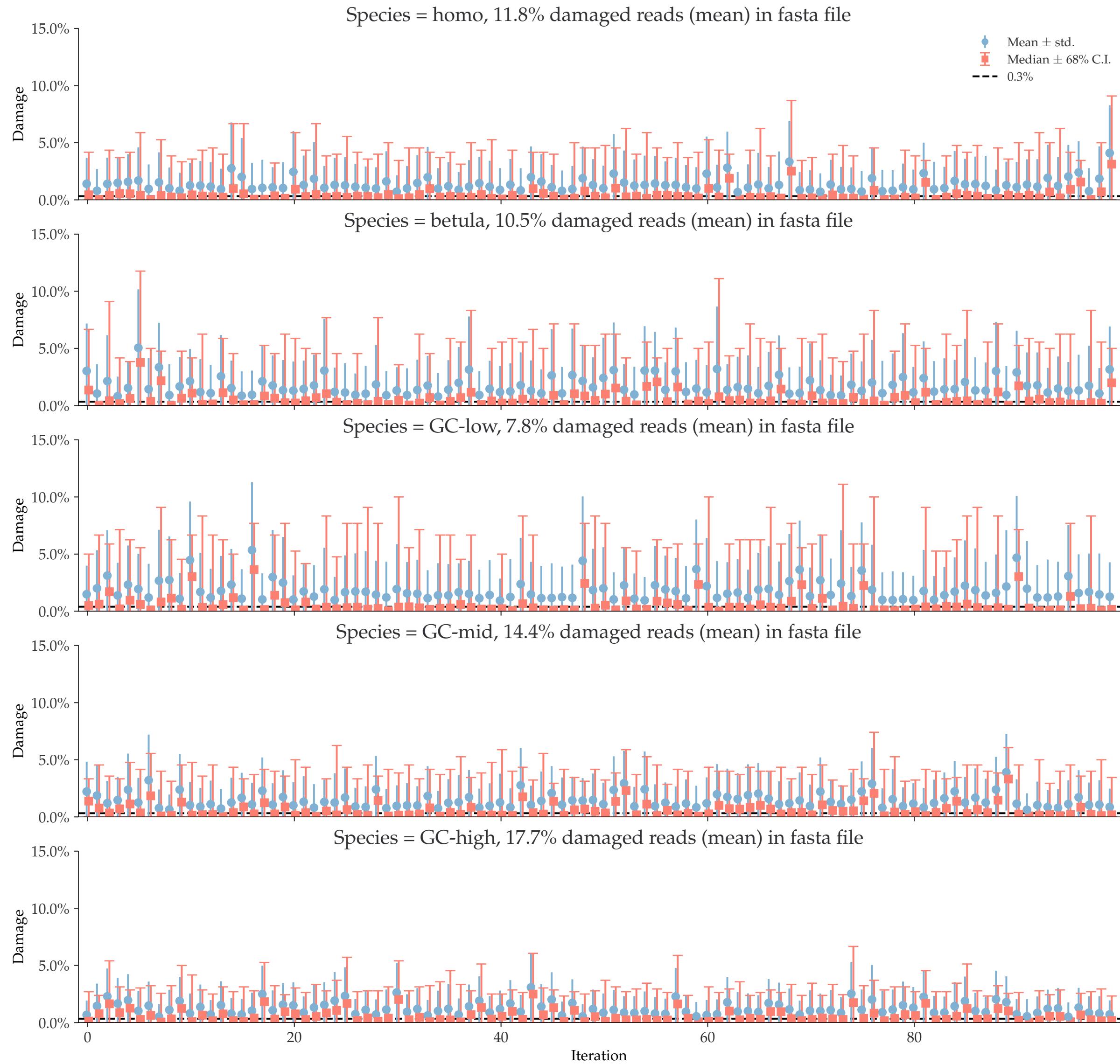
Individual damages:  
 25 reads  
 Briggs damage = 0.014  
 Damage percent (approx) = 1%



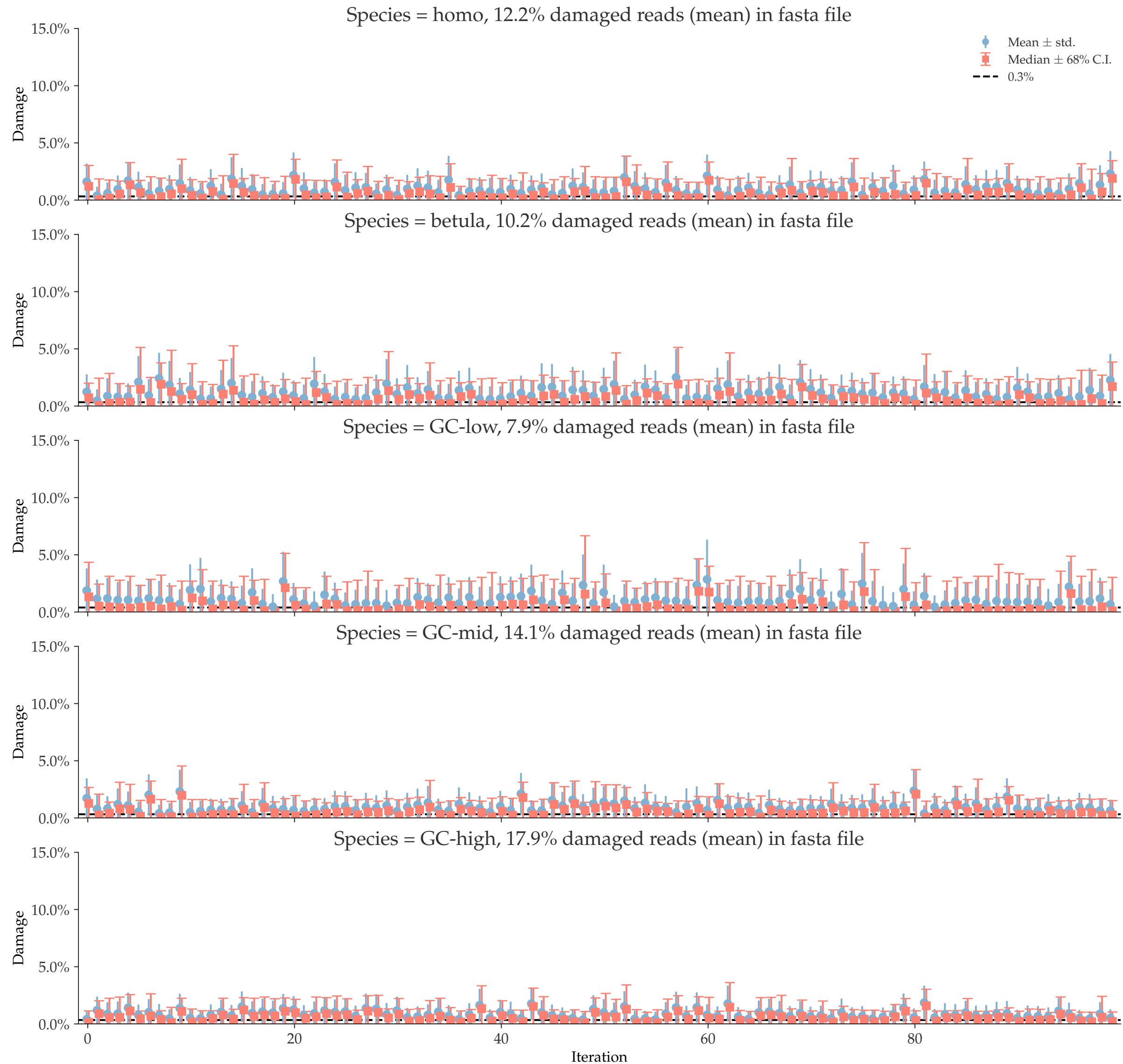
Individual damages:  
 50 reads  
 Briggs damage = 0.014  
 Damage percent (approx) = 1%



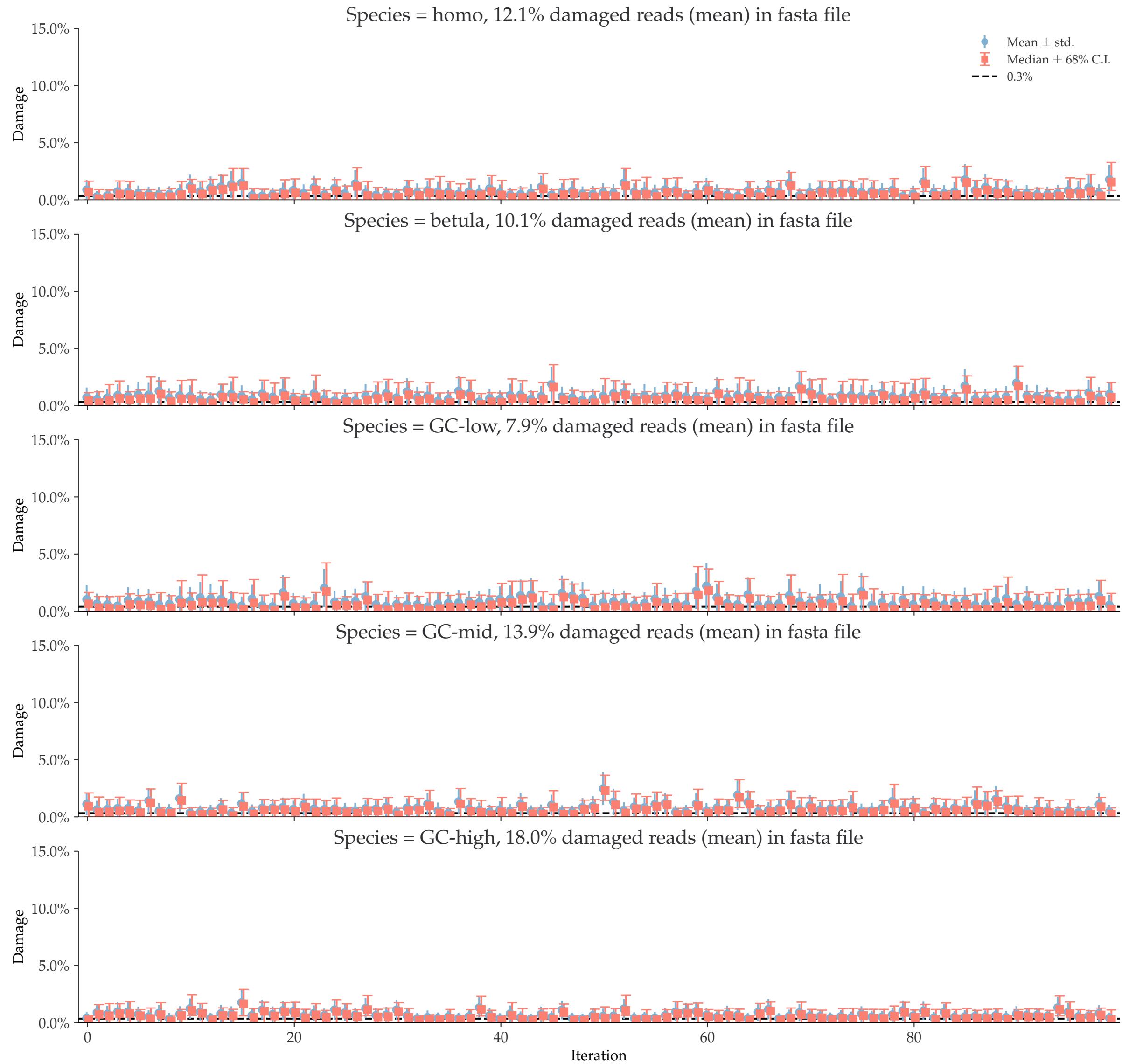
Individual damages:  
 100 reads  
 Briggs damage = 0.014  
 Damage percent (approx) = 1%



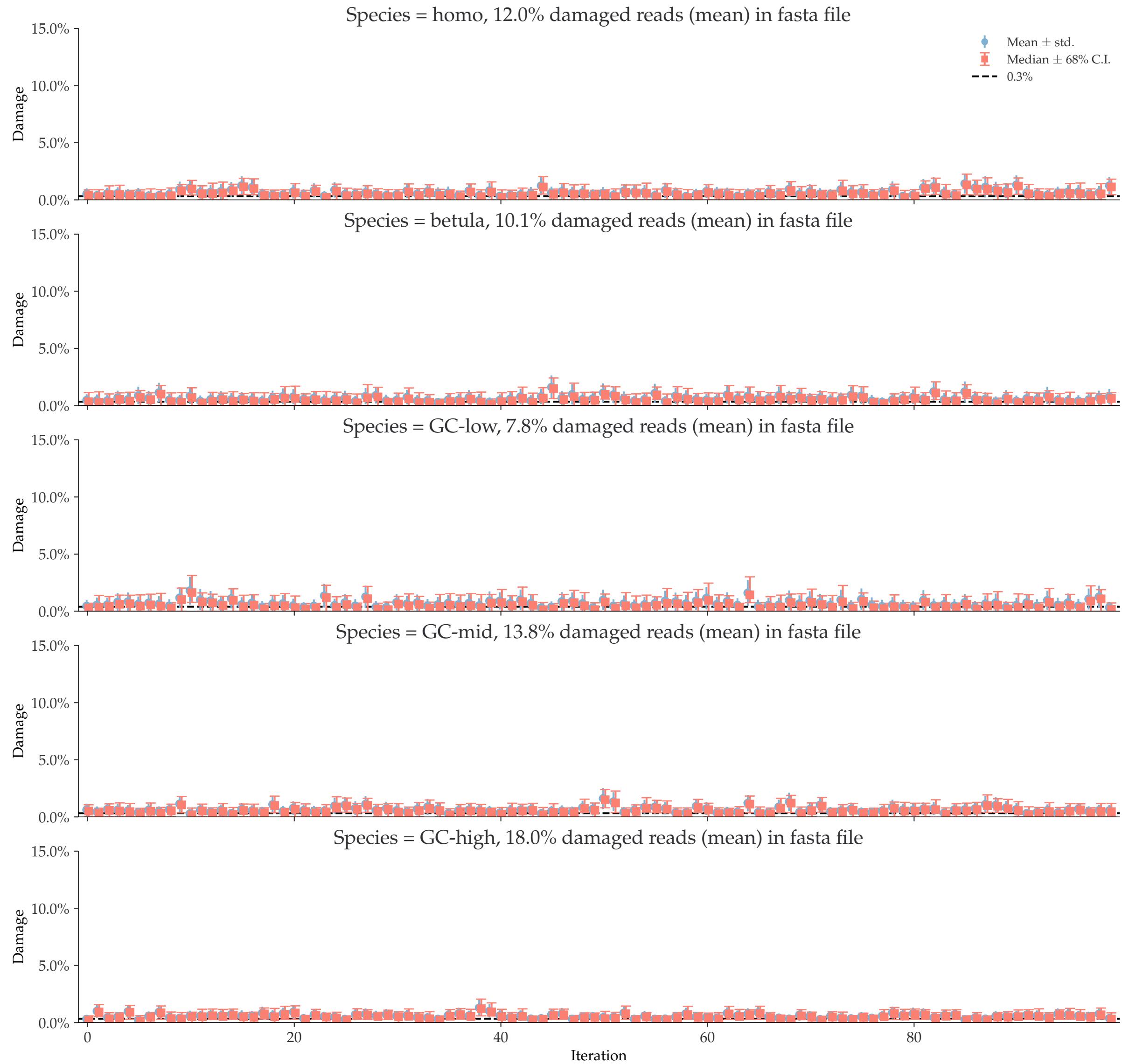
Individual damages:  
250 reads  
Briggs damage = 0.014  
Damage percent (approx) = 1%



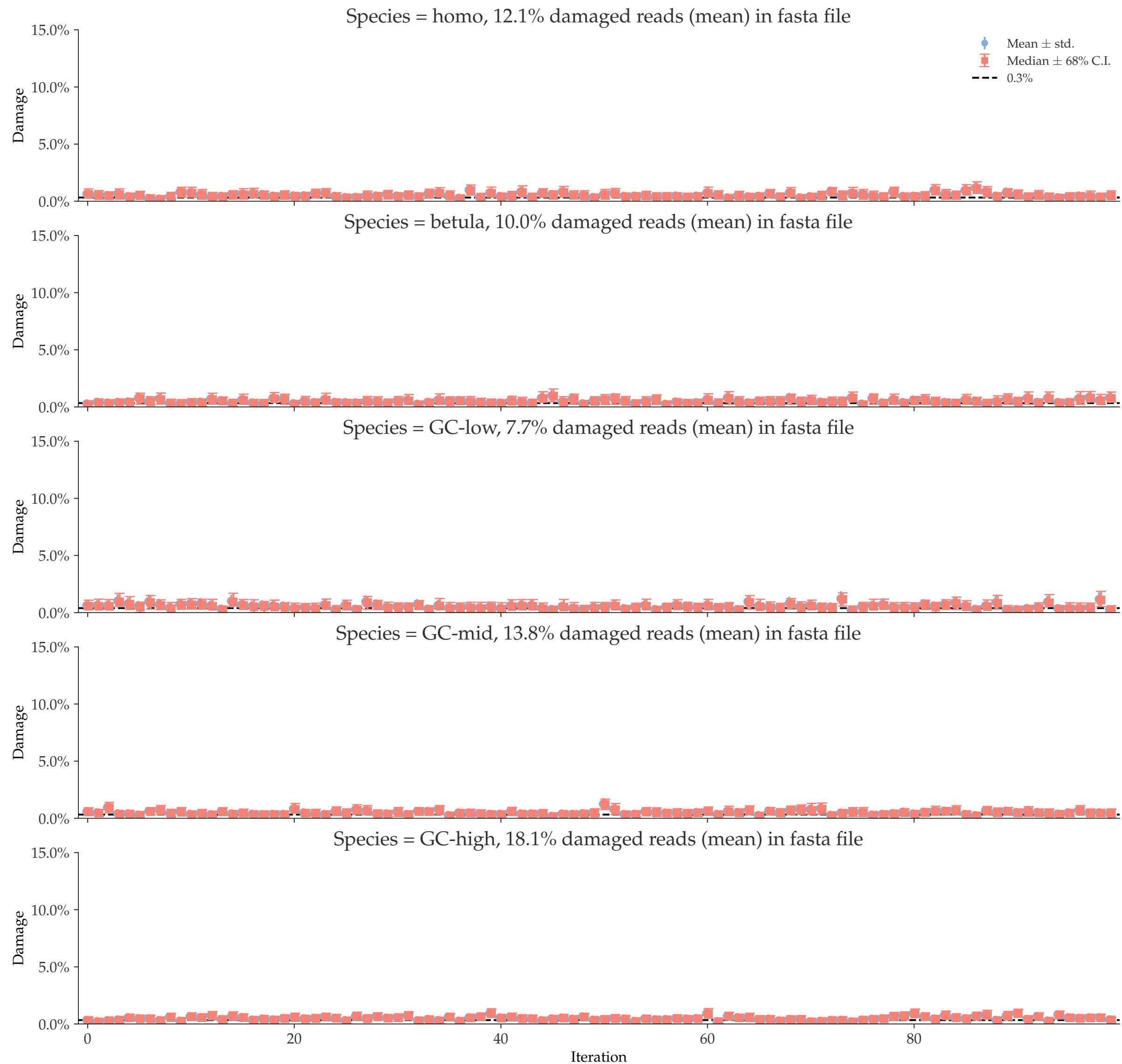
Individual damages:  
500 reads  
Briggs damage = 0.014  
Damage percent (approx) = 1%



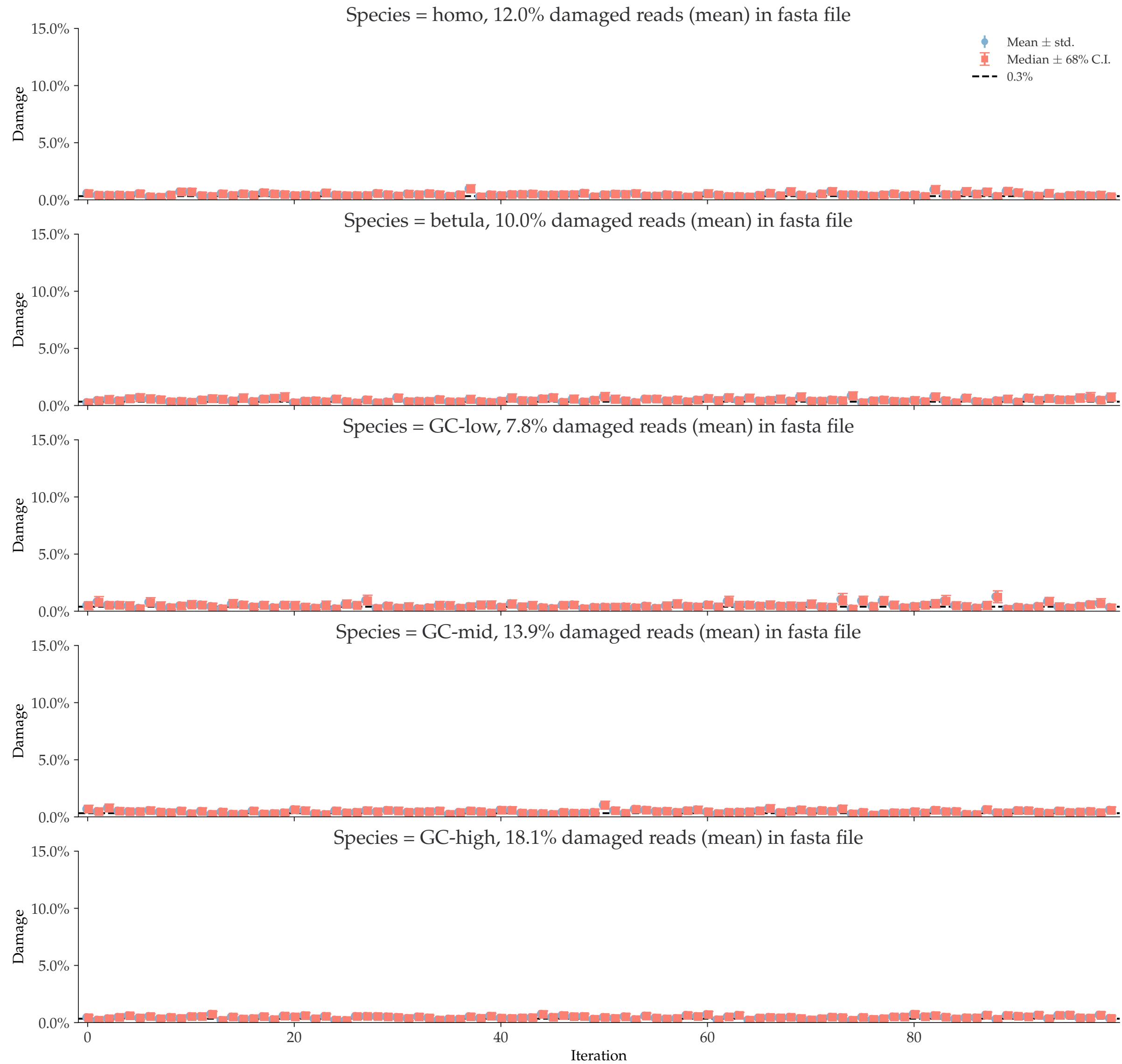
Individual damages:  
1000 reads  
Briggs damage = 0.014  
Damage percent (approx) = 1%



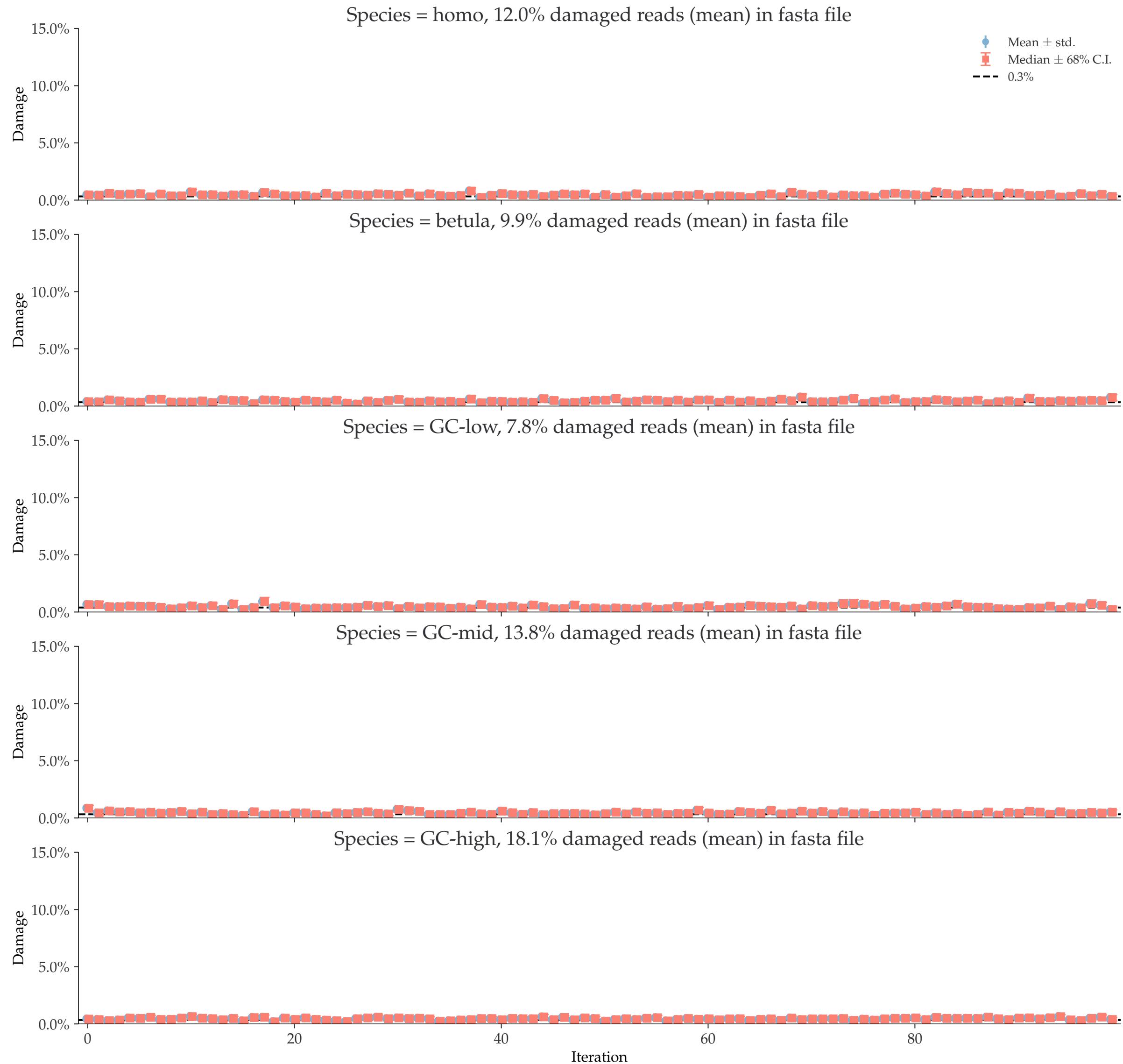
Individual damages:  
2500 reads  
Briggs damage = 0.014  
Damage percent (approx) = 1%



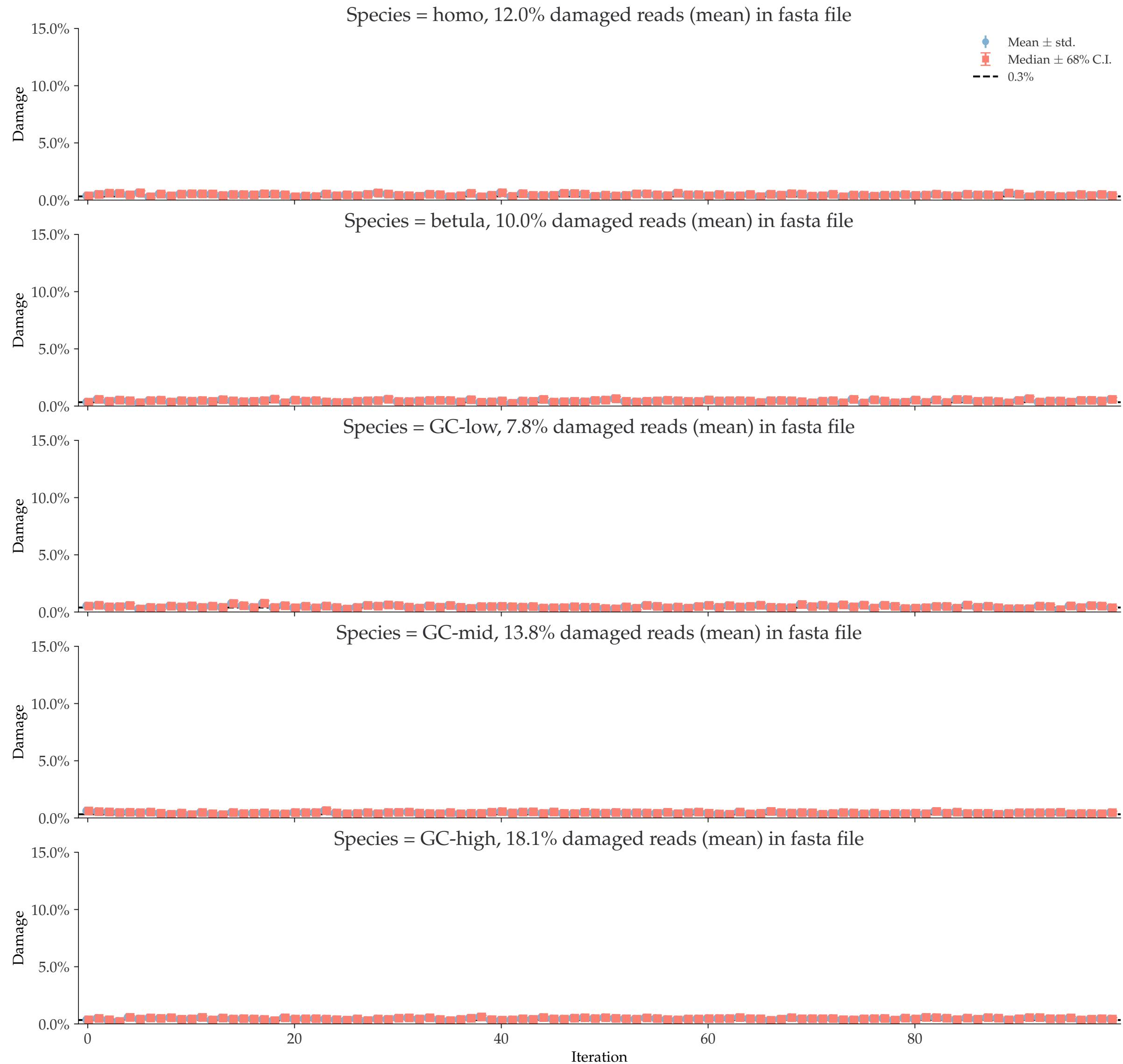
Individual damages:  
5000 reads  
Briggs damage = 0.014  
Damage percent (approx) = 1%



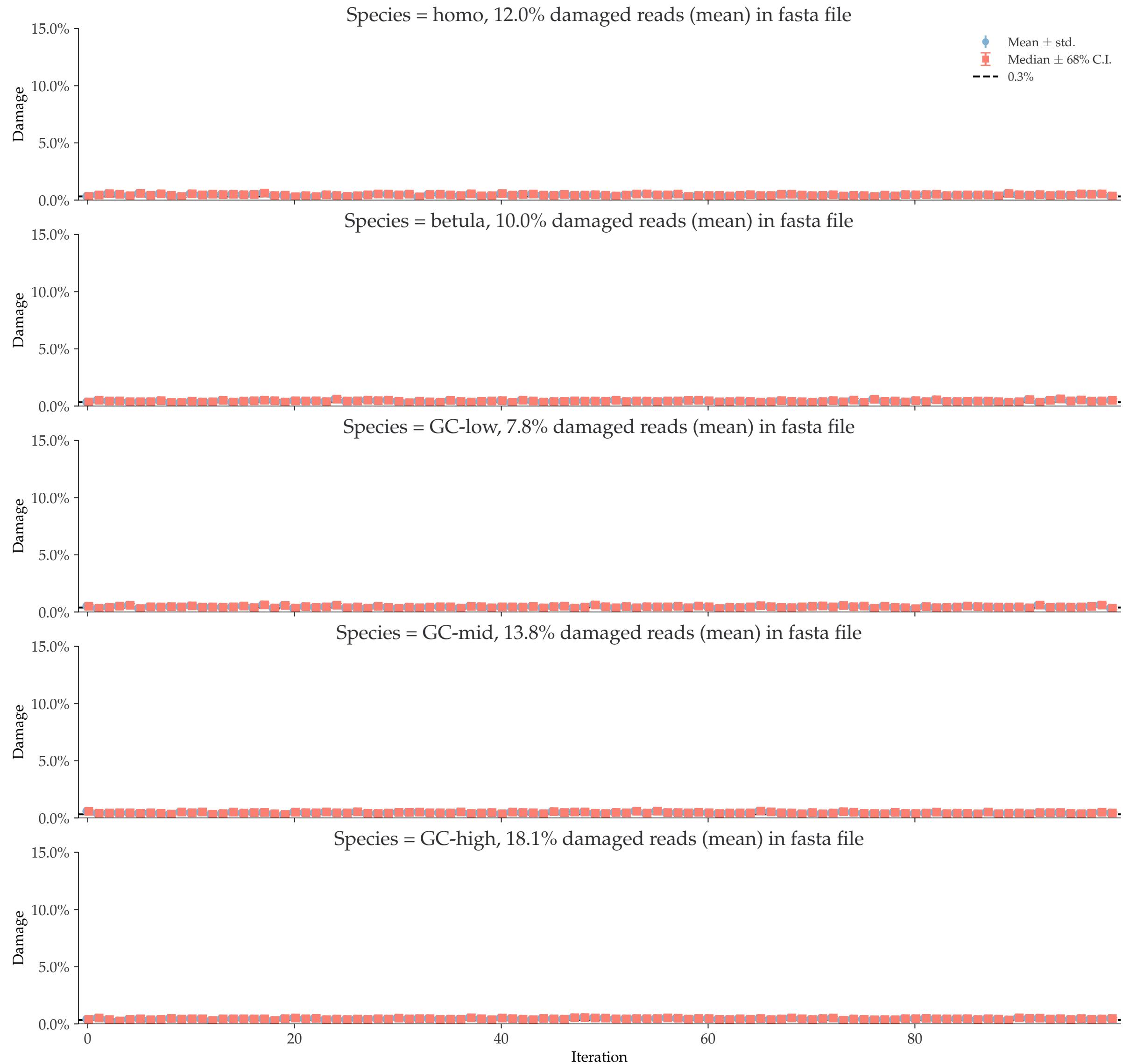
Individual damages:  
10000 reads  
Briggs damage = 0.014  
Damage percent (approx) = 1%



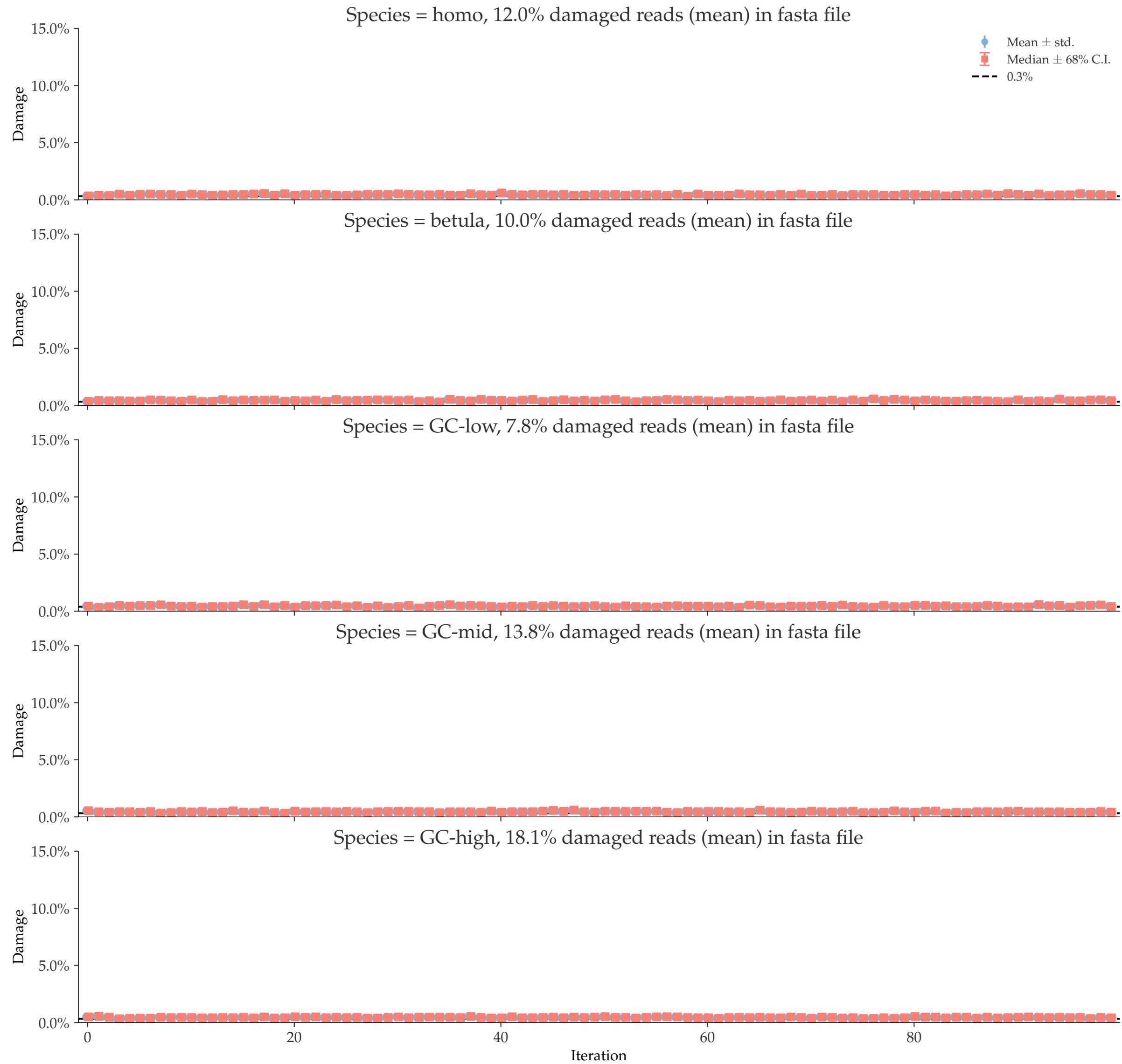
Individual damages:  
25000 reads  
Briggs damage = 0.014  
Damage percent (approx) = 1%



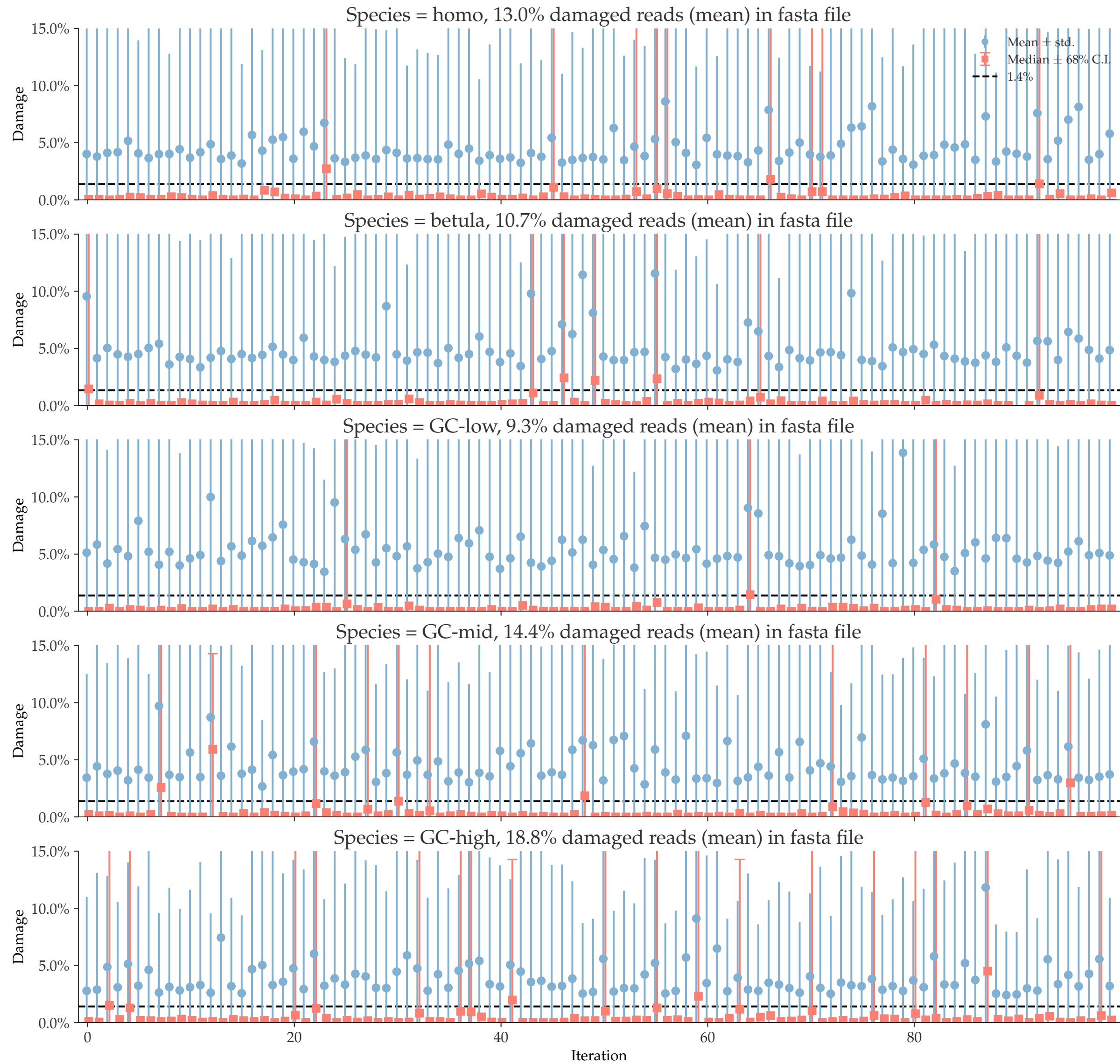
Individual damages:  
50000 reads  
Briggs damage = 0.014  
Damage percent (approx) = 1%



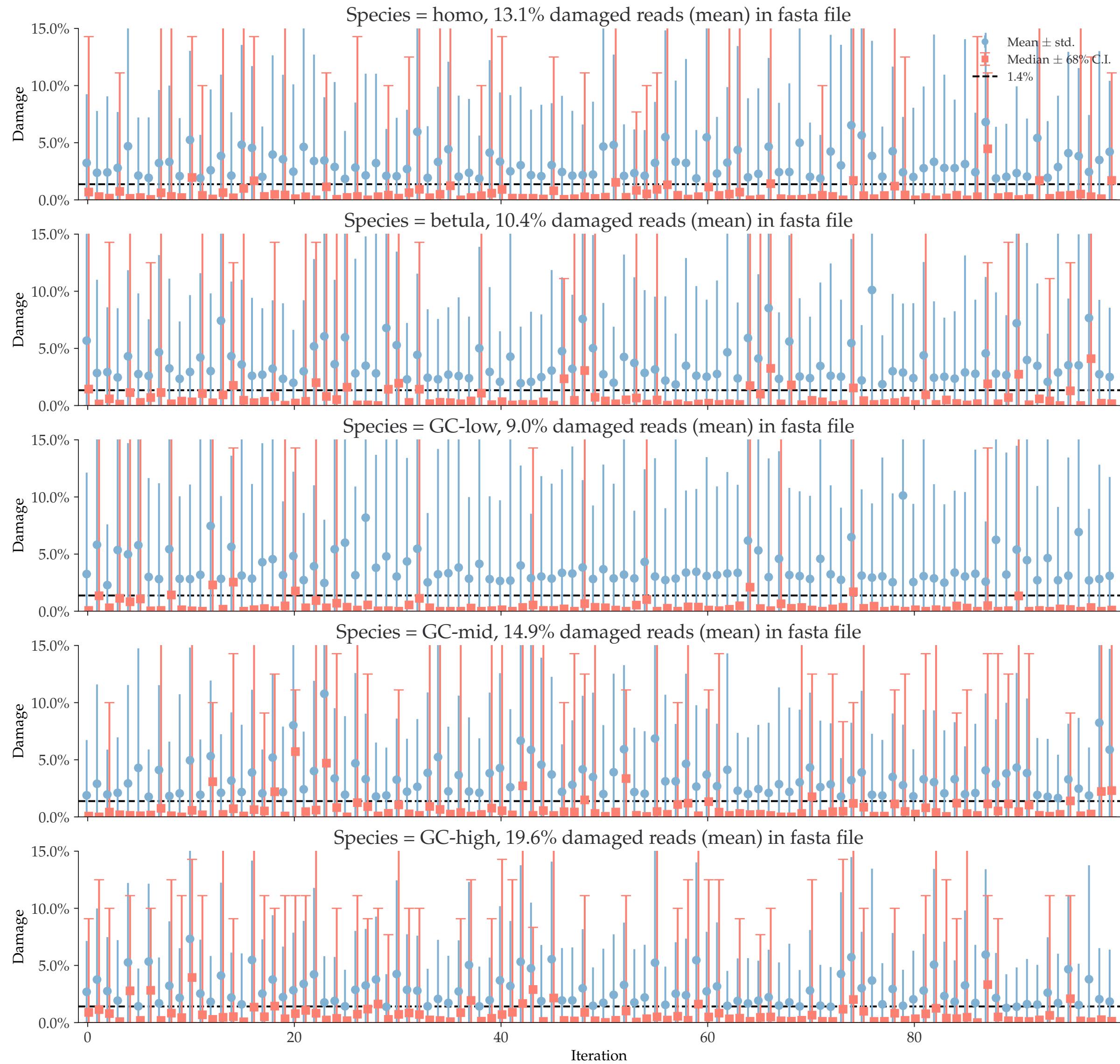
Individual damages:  
100000 reads  
Briggs damage = 0.014  
Damage percent (approx) = 1%



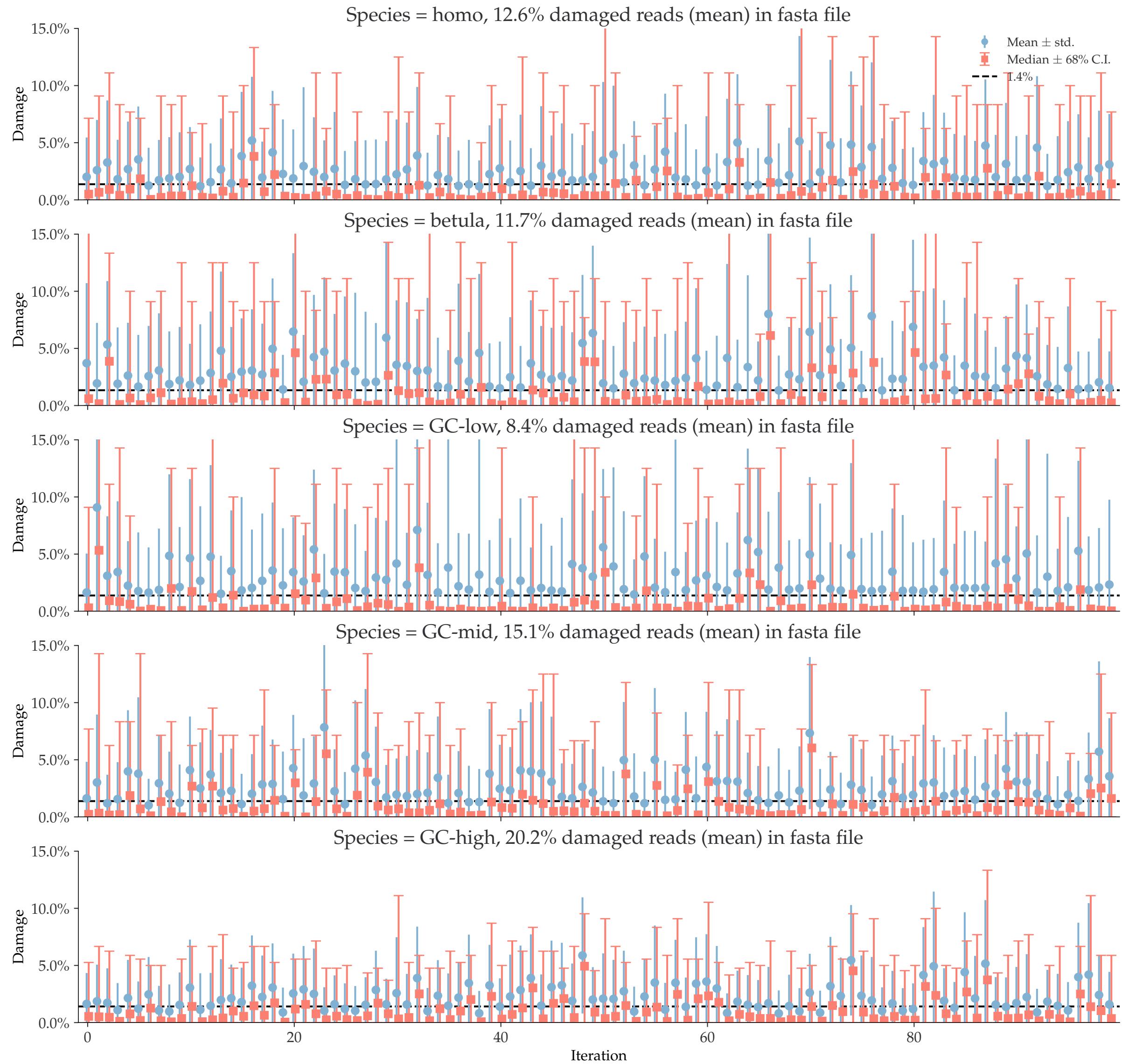
Individual damages:  
 10 reads  
 Briggs damage = 0.047  
 Damage percent (approx) = 2%



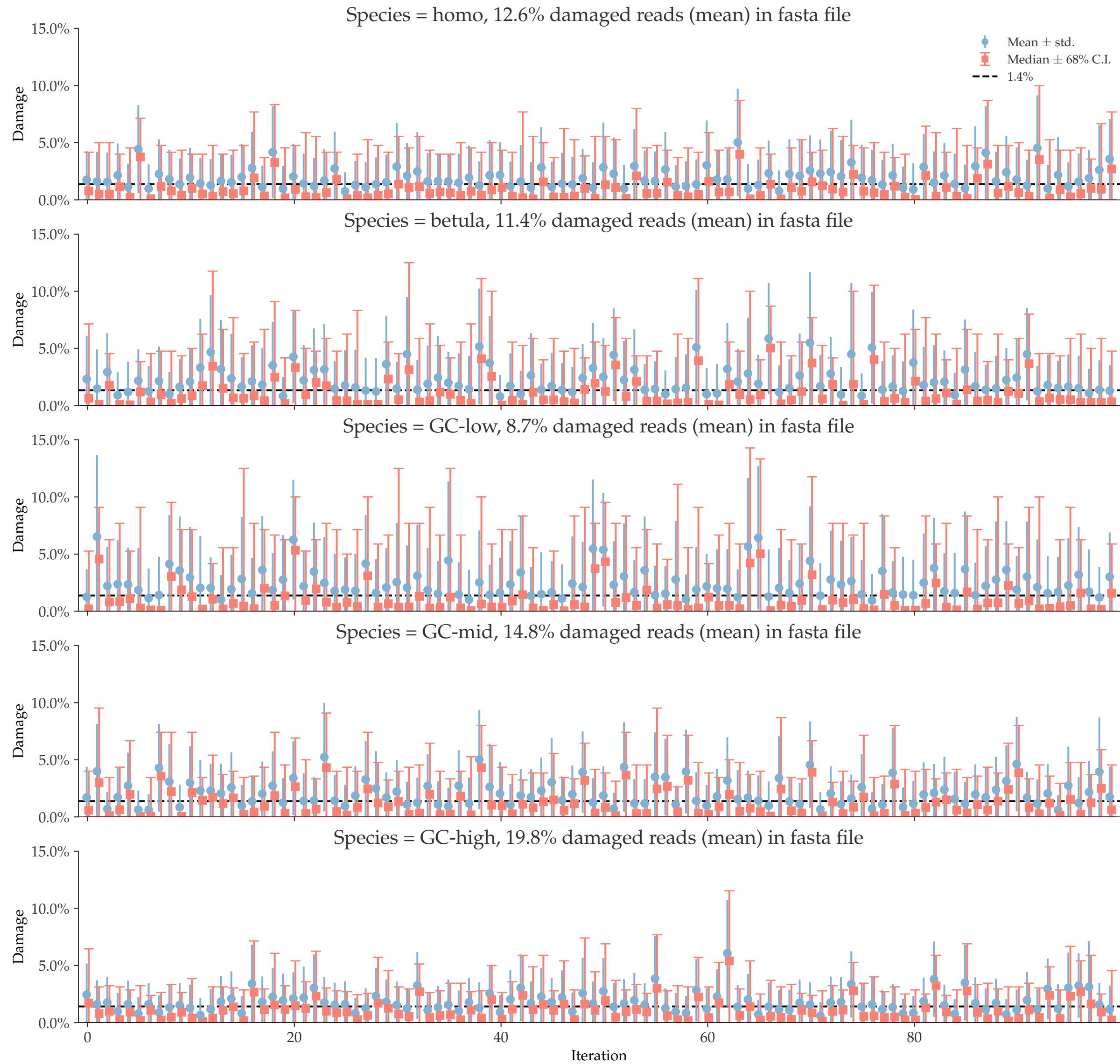
Individual damages:  
 25 reads  
 Briggs damage = 0.047  
 Damage percent (approx) = 2%



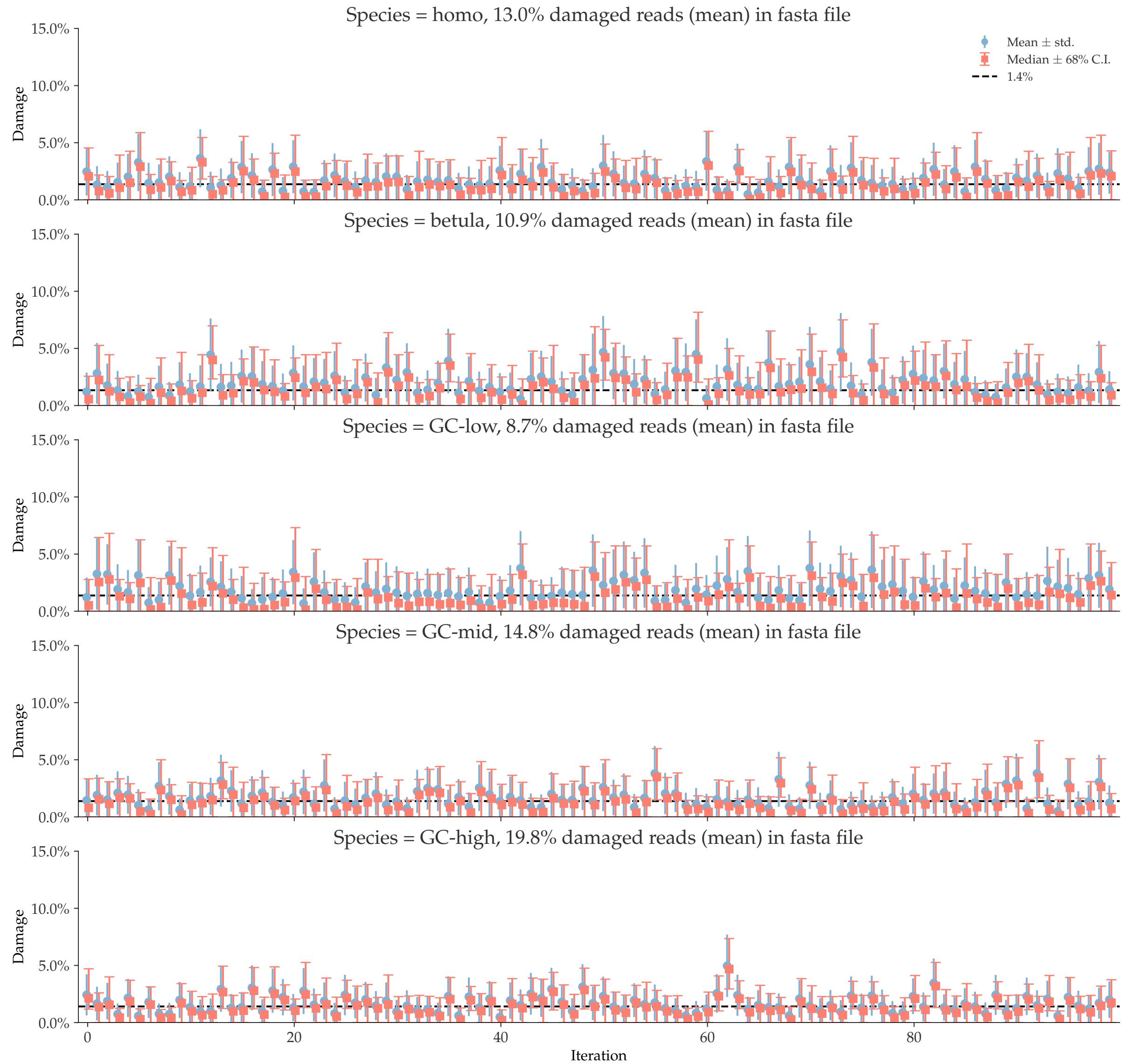
Individual damages:  
 50 reads  
 Briggs damage = 0.047  
 Damage percent (approx) = 2%



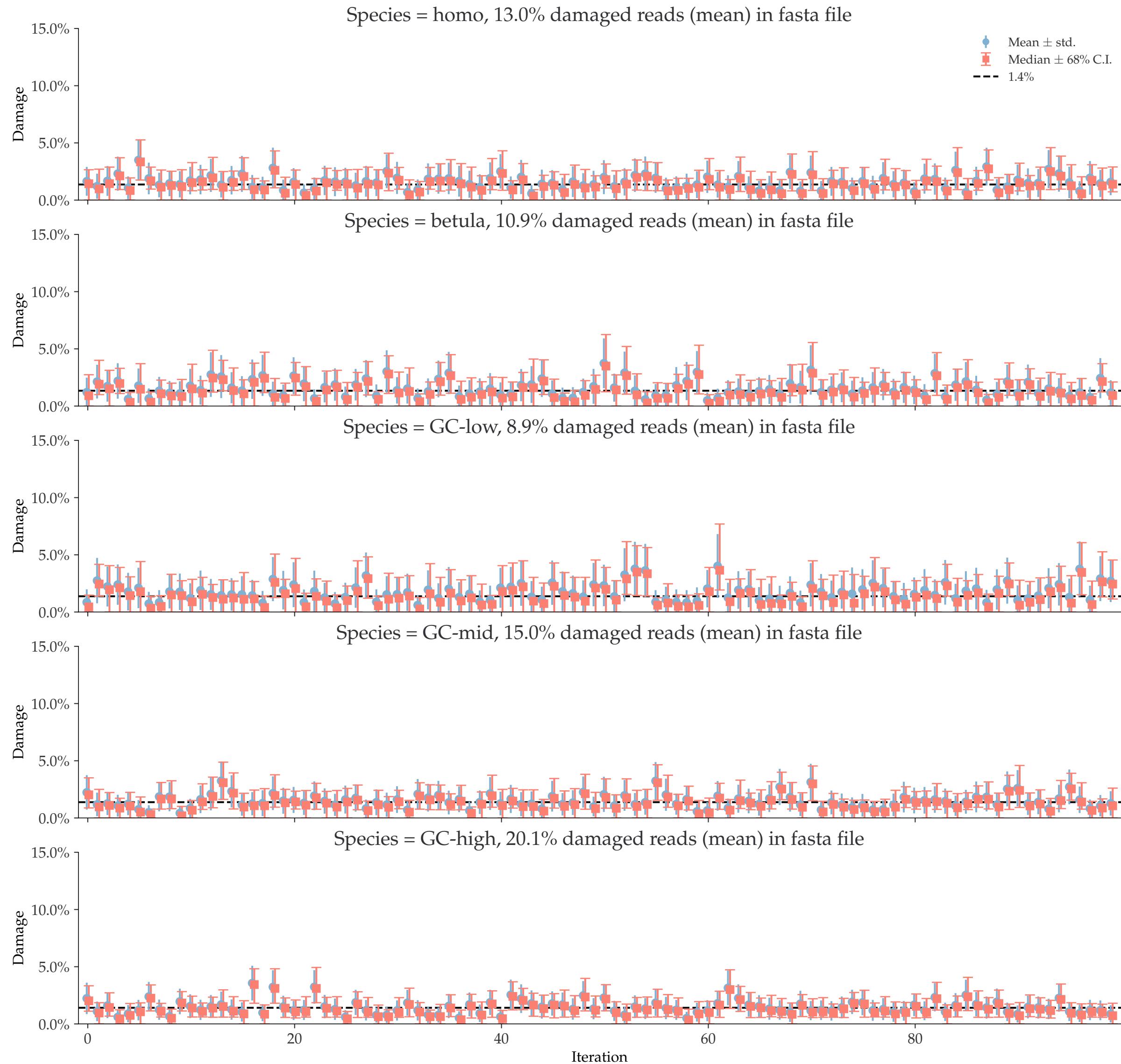
Individual damages:  
 100 reads  
 Briggs damage = 0.047  
 Damage percent (approx) = 2%



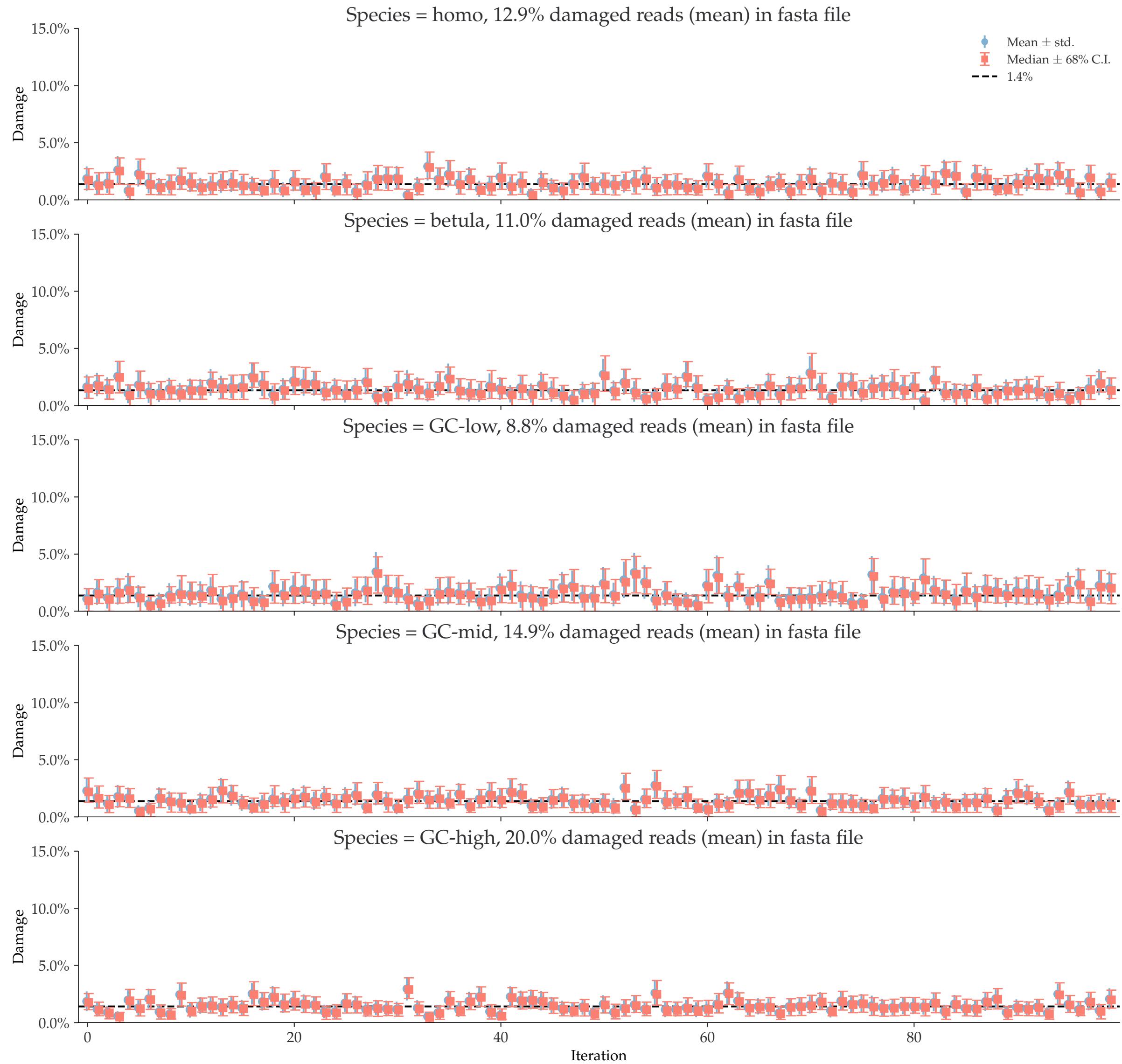
Individual damages:  
 250 reads  
 Briggs damage = 0.047  
 Damage percent (approx) = 2%



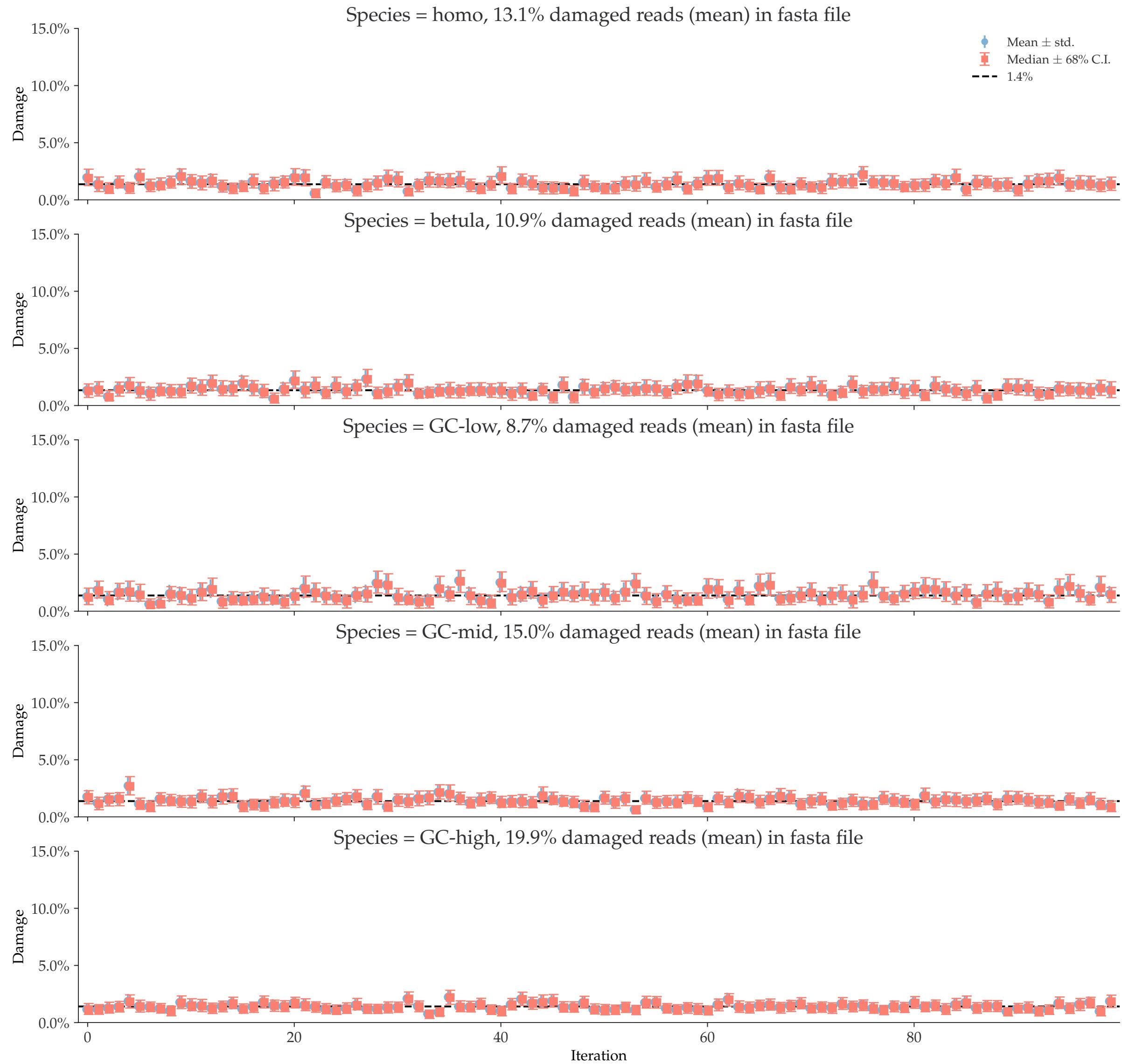
Individual damages:  
500 reads  
Briggs damage = 0.047  
Damage percent (approx) = 2%



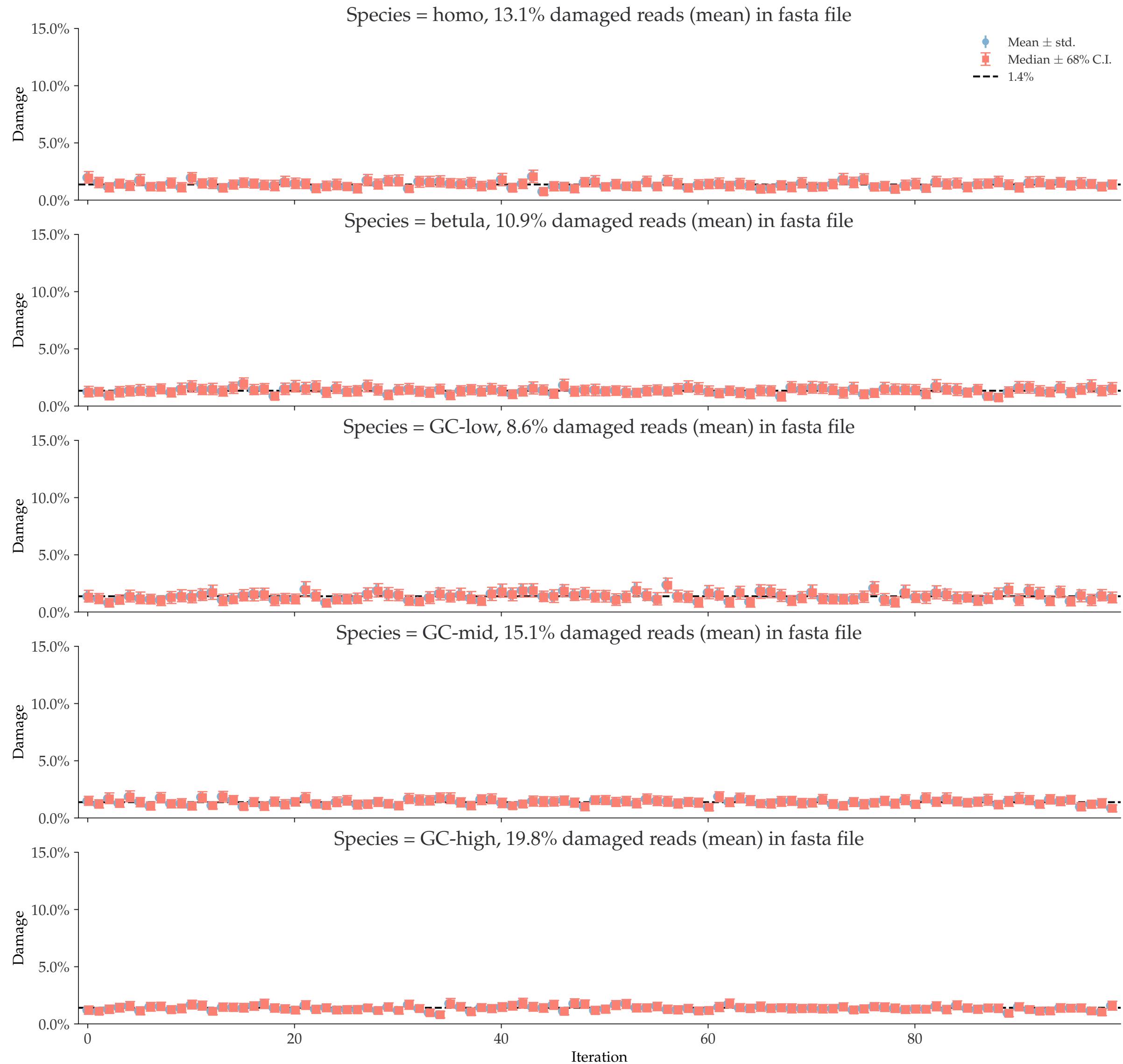
Individual damages:  
1000 reads  
Briggs damage = 0.047  
Damage percent (approx) = 2%



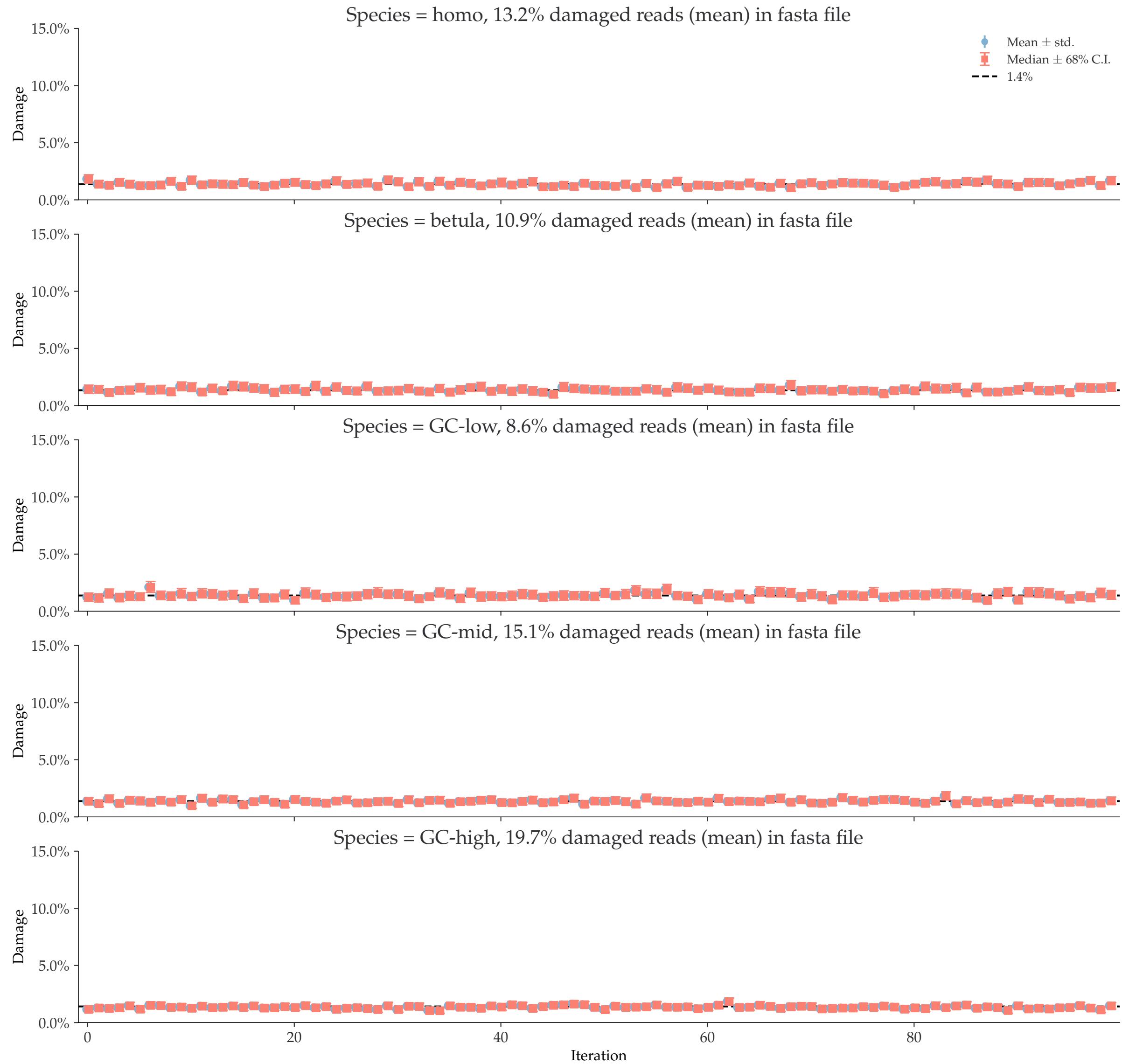
Individual damages:  
2500 reads  
Briggs damage = 0.047  
Damage percent (approx) = 2%



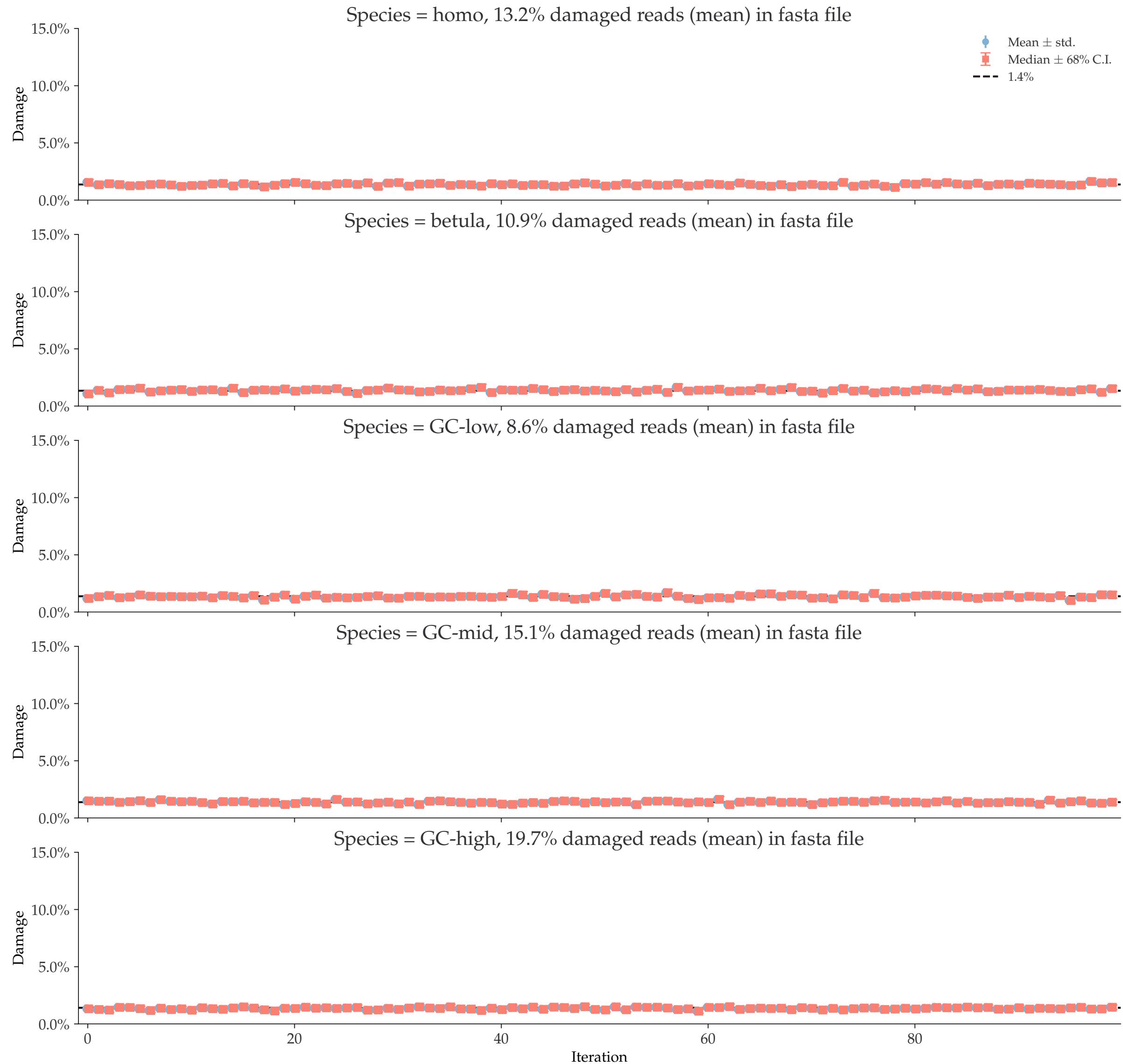
Individual damages:  
5000 reads  
Briggs damage = 0.047  
Damage percent (approx) = 2%



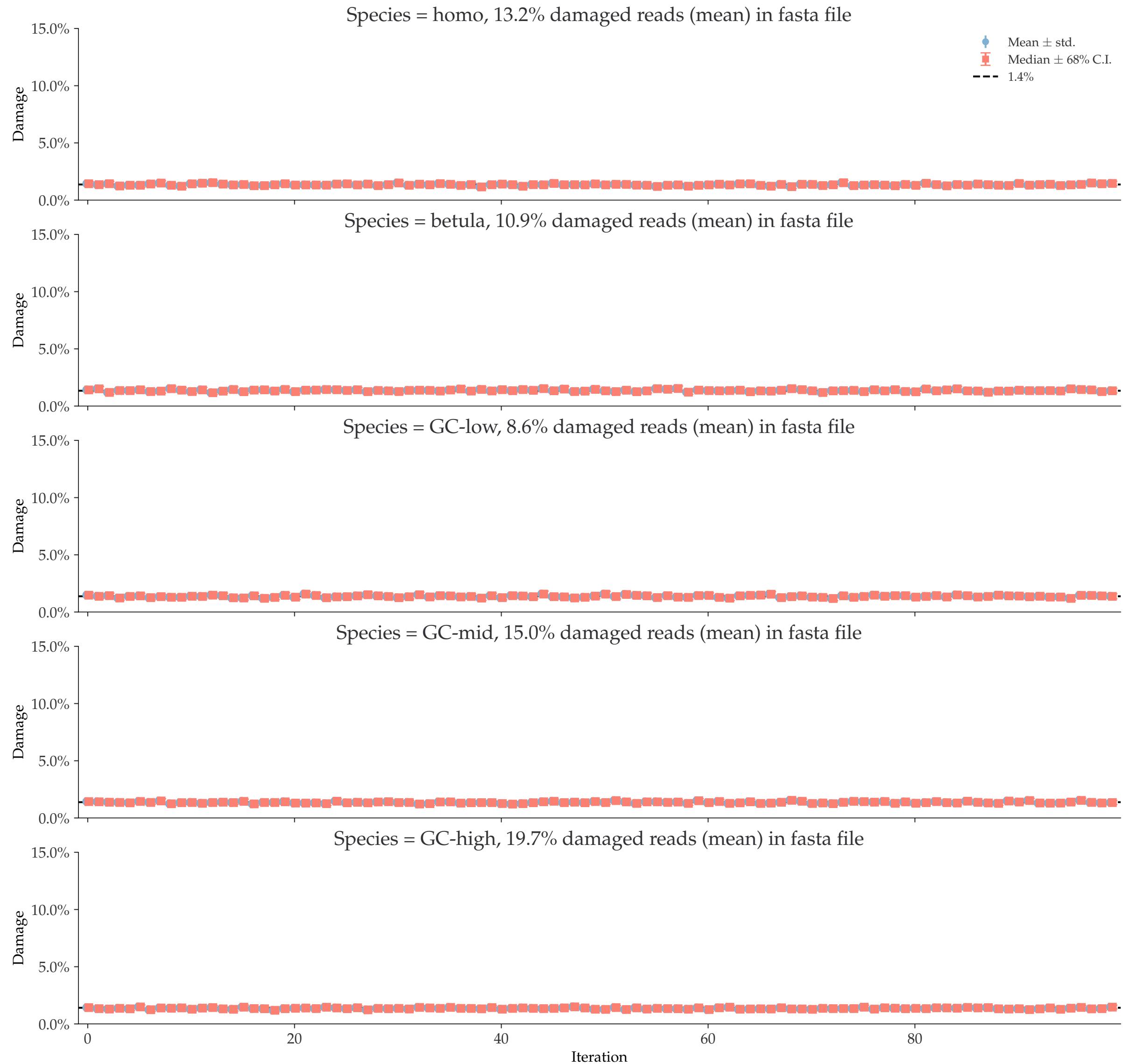
Individual damages:  
10000 reads  
Briggs damage = 0.047  
Damage percent (approx) = 2%



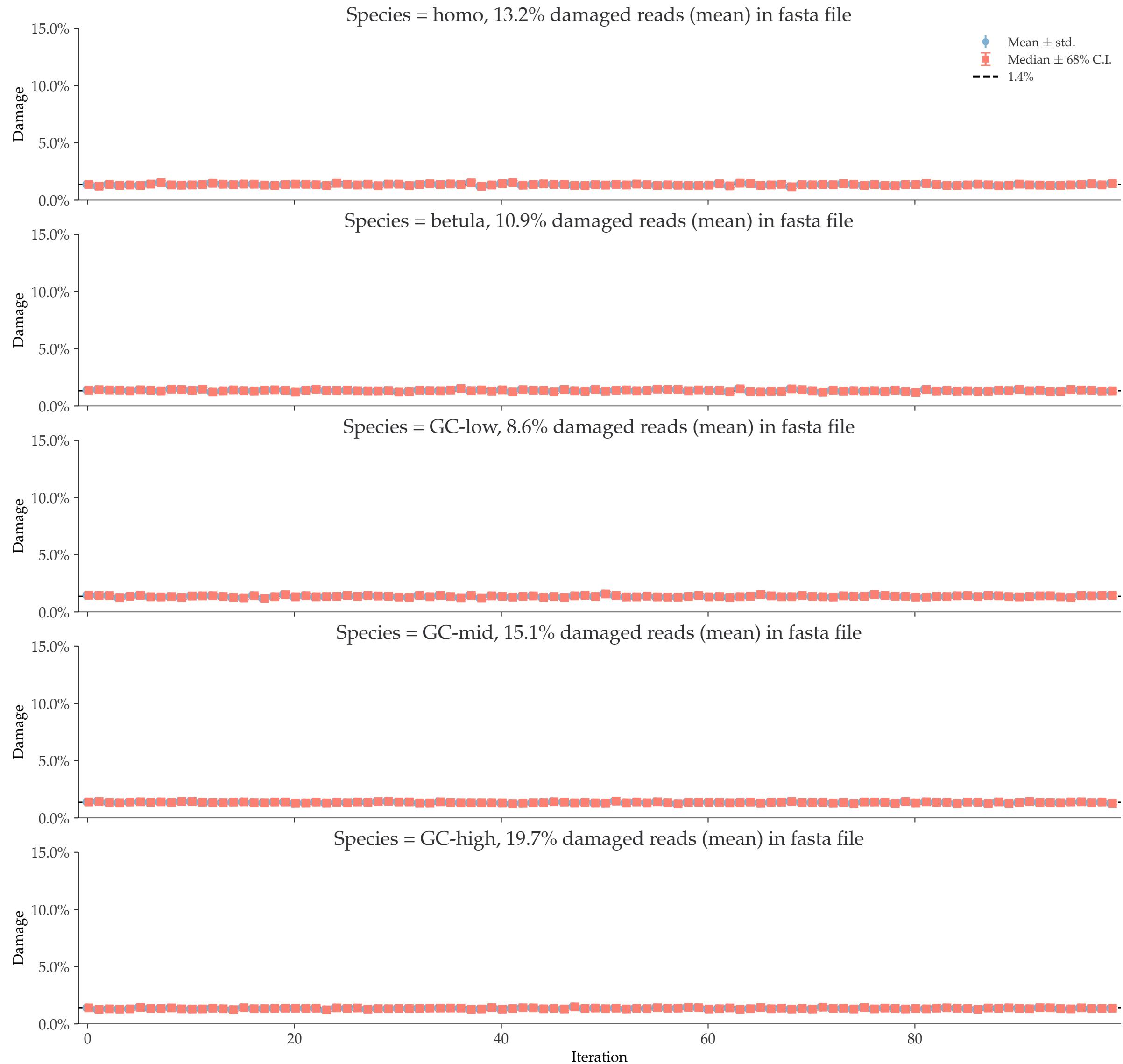
Individual damages:  
25000 reads  
Briggs damage = 0.047  
Damage percent (approx) = 2%



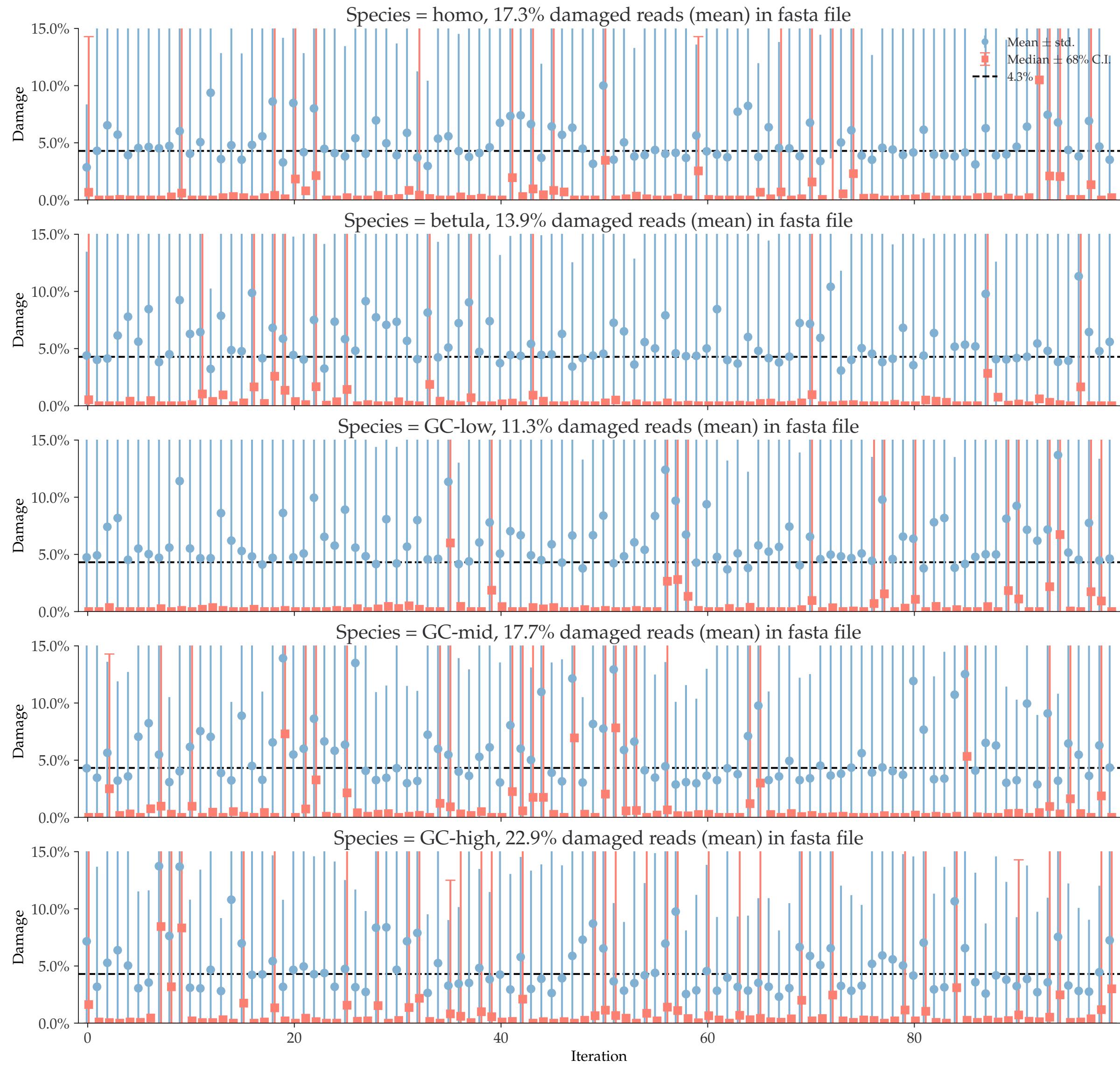
Individual damages:  
50000 reads  
Briggs damage = 0.047  
Damage percent (approx) = 2%



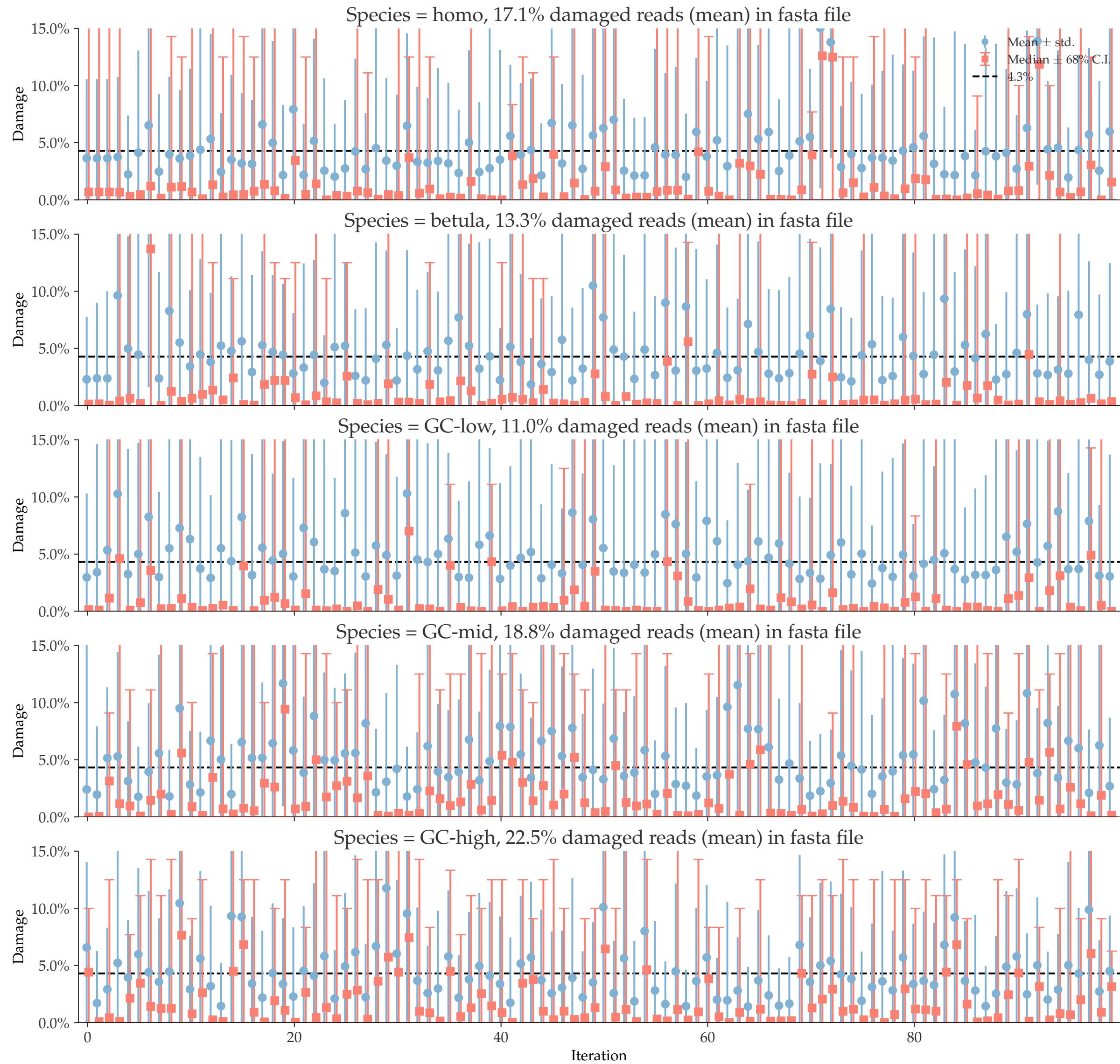
Individual damages:  
100000 reads  
Briggs damage = 0.047  
Damage percent (approx) = 2%



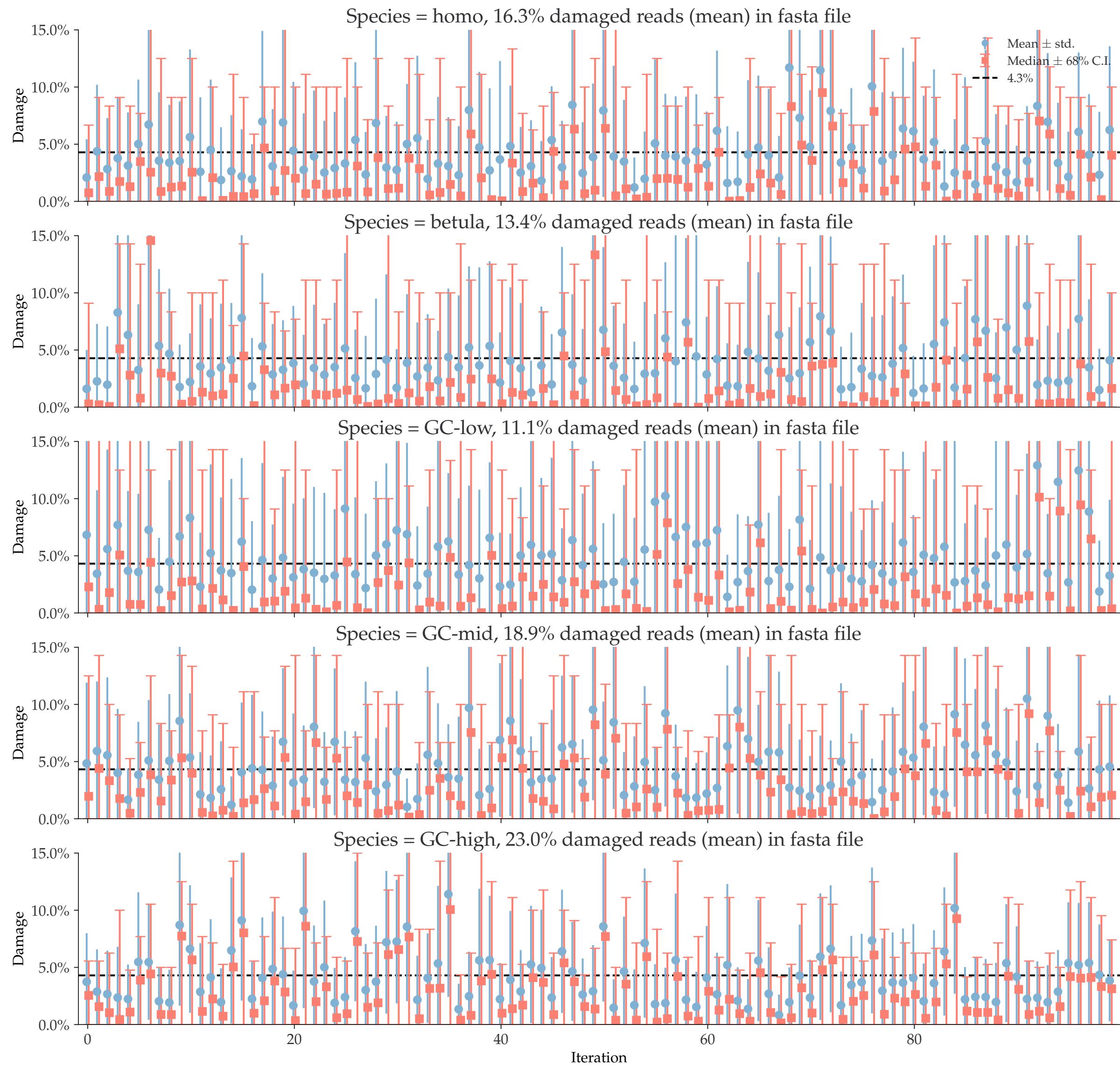
Individual damages:  
 10 reads  
 Briggs damage = 0.138  
 Damage percent (approx) = 5%



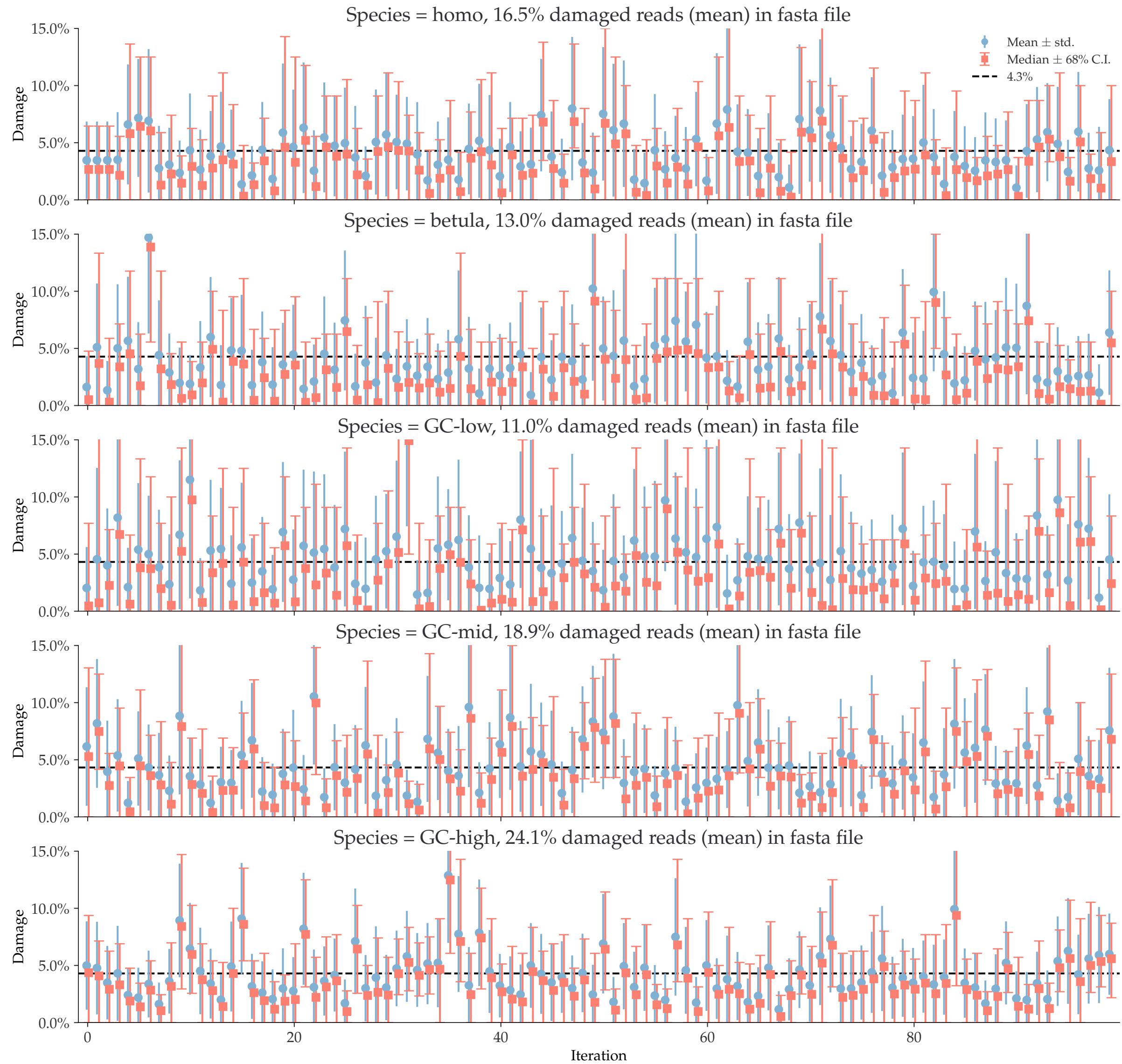
Individual damages:  
 25 reads  
 Briggs damage = 0.138  
 Damage percent (approx) = 5%



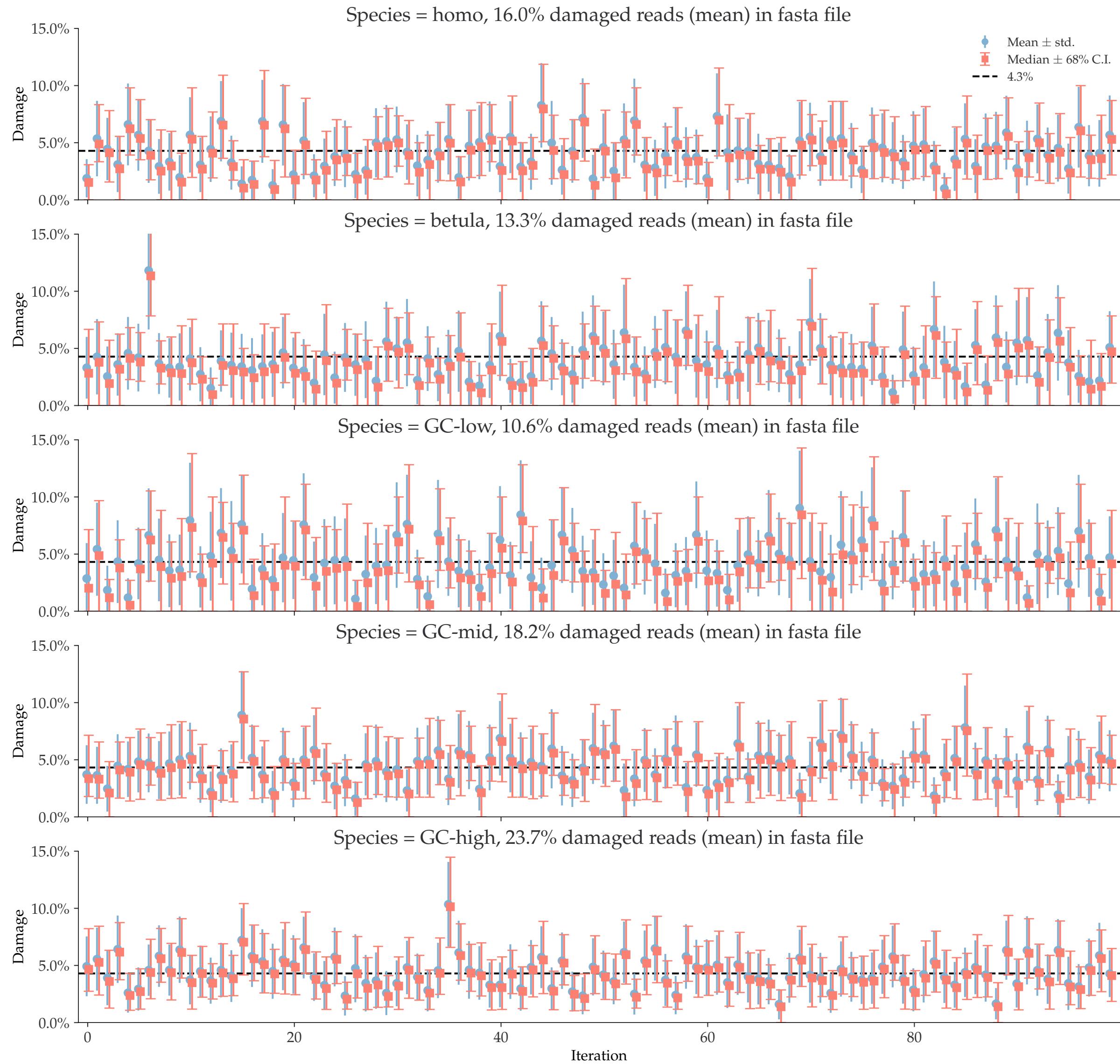
Individual damages:  
 50 reads  
 Briggs damage = 0.138  
 Damage percent (approx) = 5%



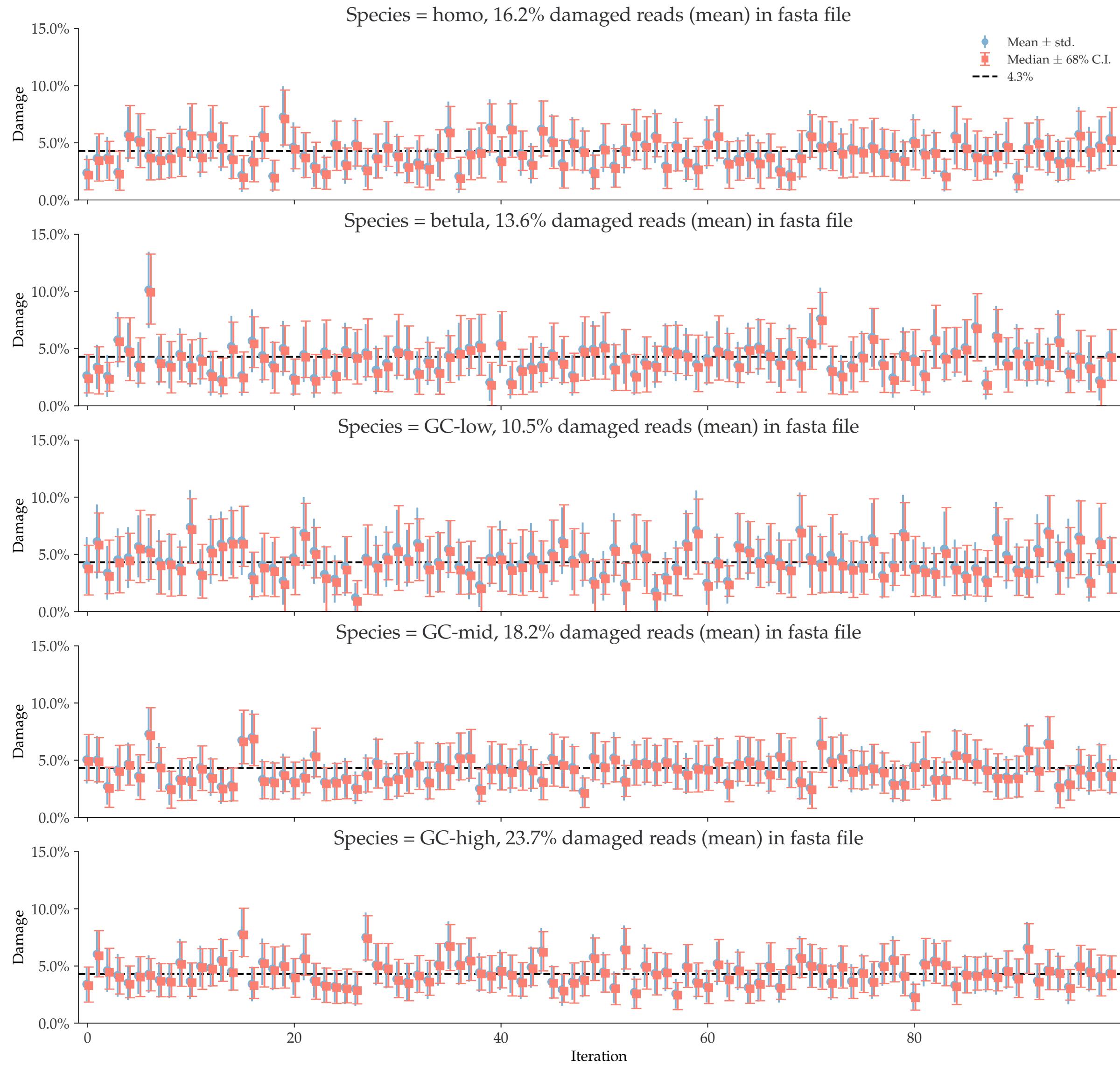
Individual damages:  
 100 reads  
 Briggs damage = 0.138  
 Damage percent (approx) = 5%



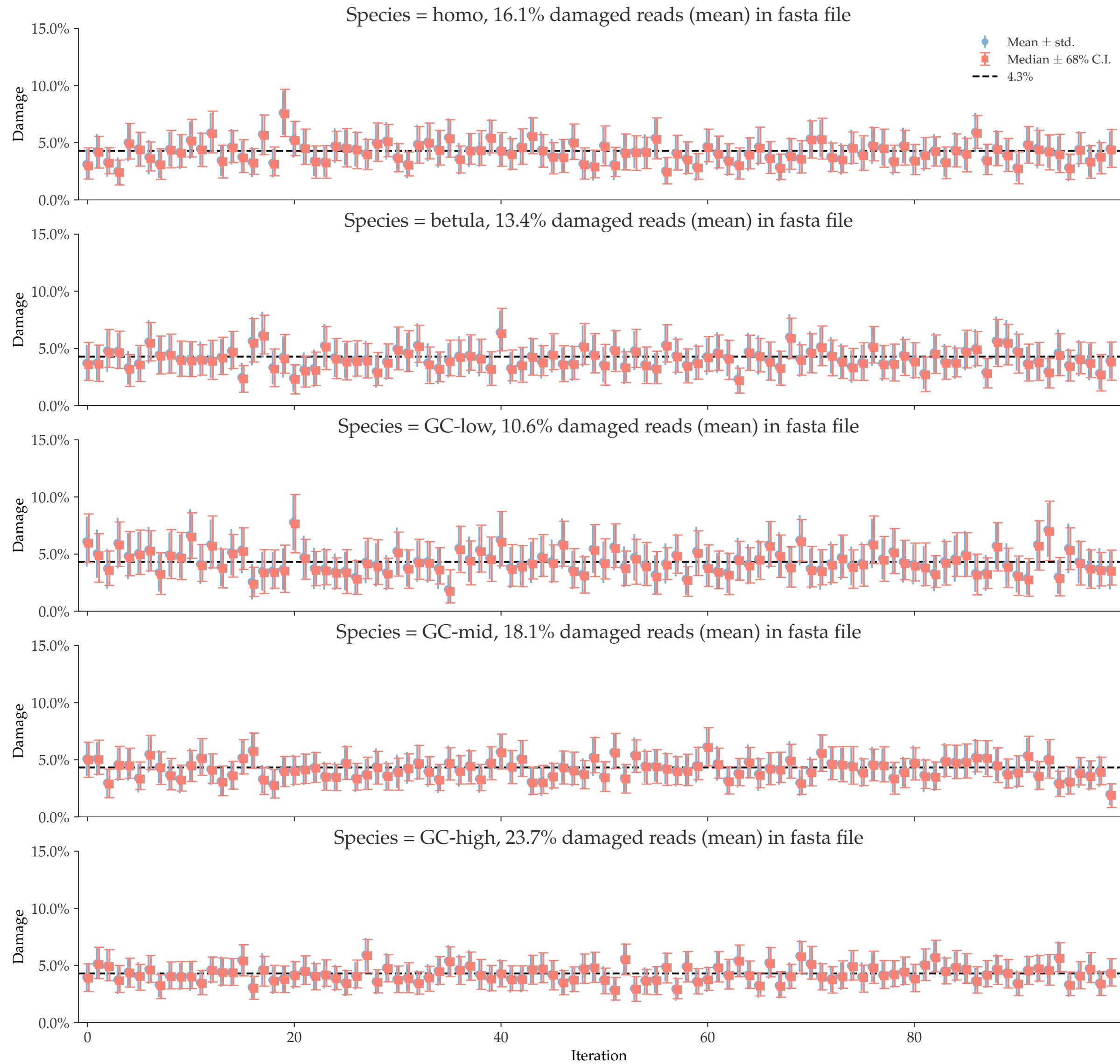
Individual damages:  
 250 reads  
 Briggs damage = 0.138  
 Damage percent (approx) = 5%



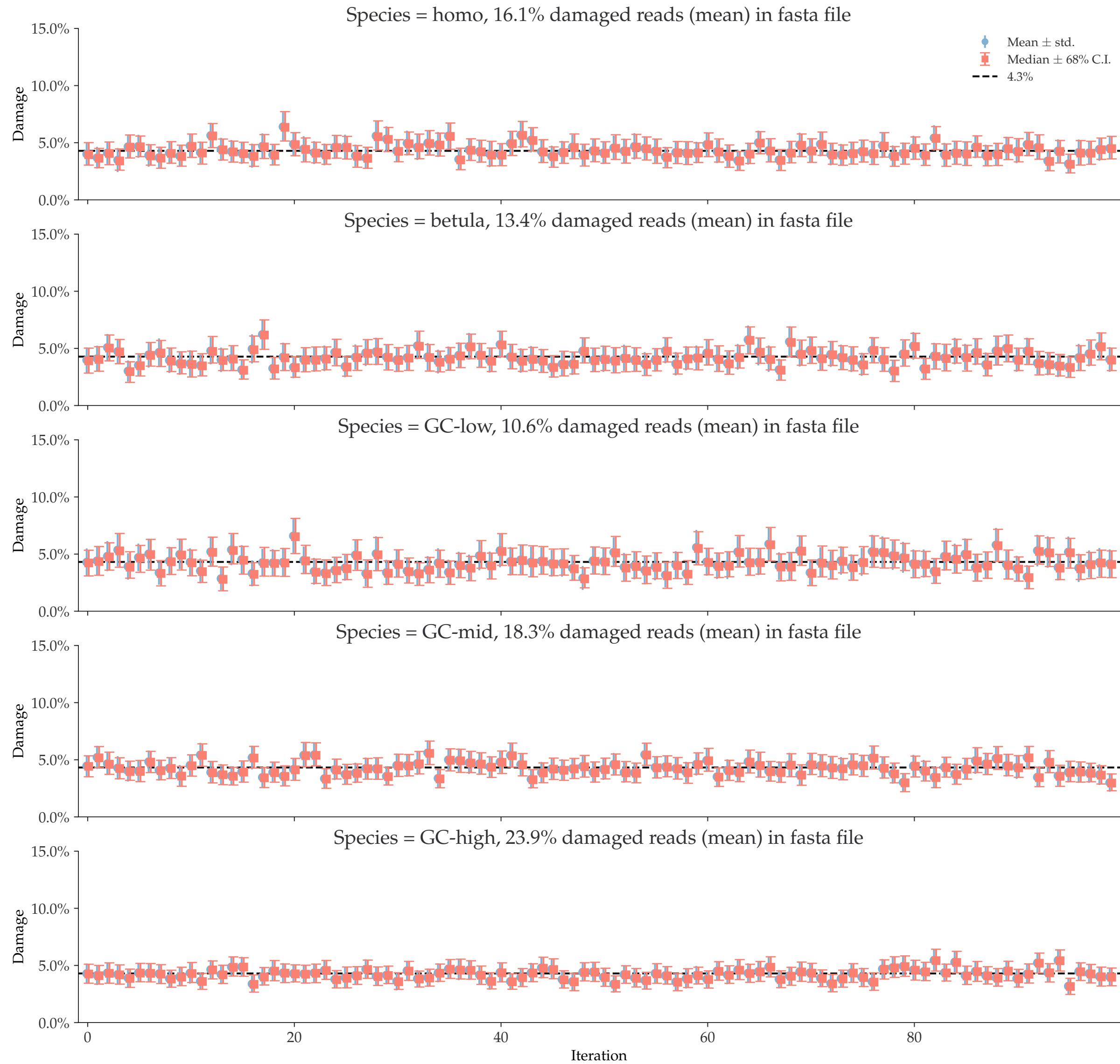
Individual damages:  
 500 reads  
 Briggs damage = 0.138  
 Damage percent (approx) = 5%



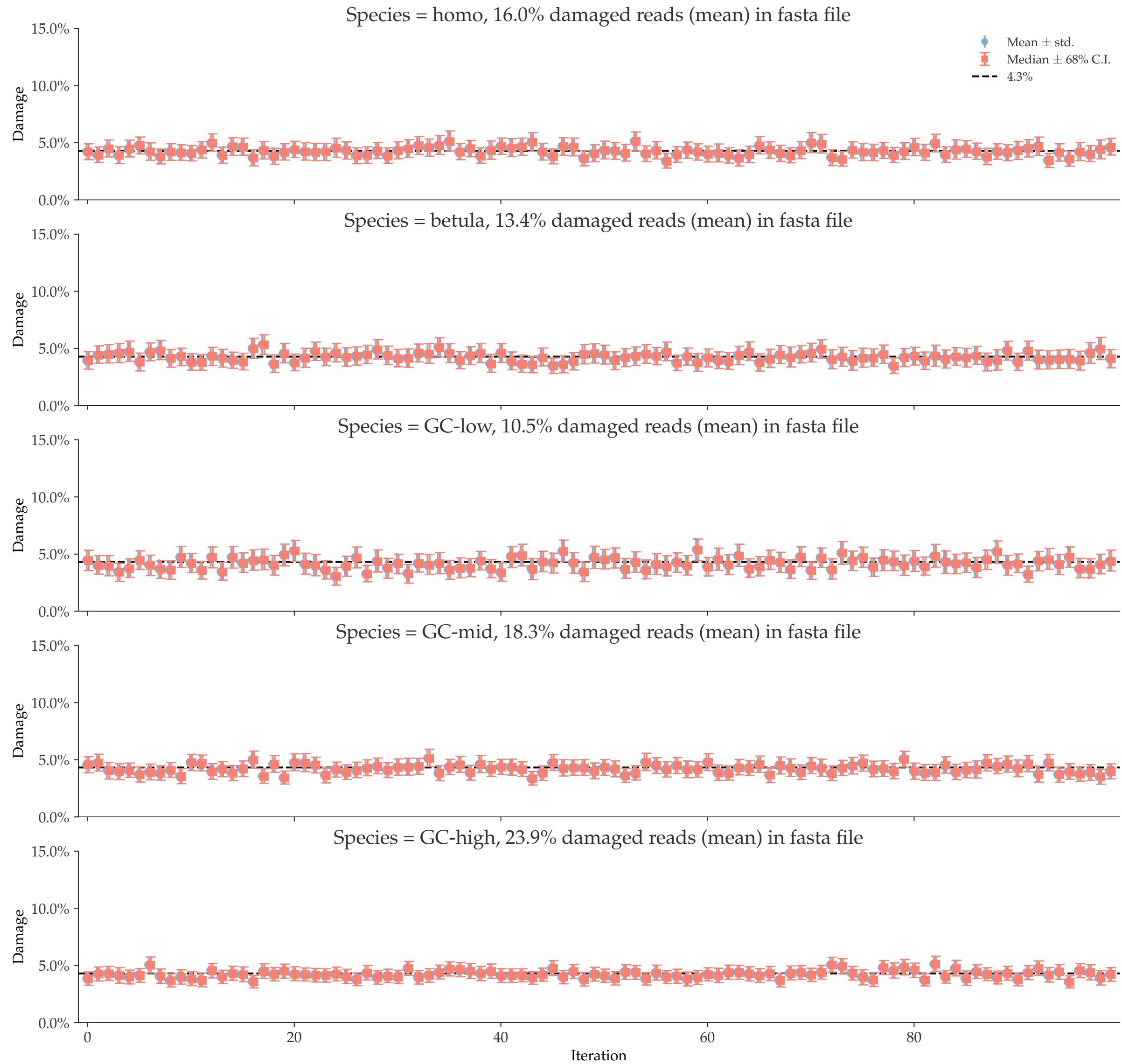
Individual damages:  
1000 reads  
Briggs damage = 0.138  
Damage percent (approx) = 5%



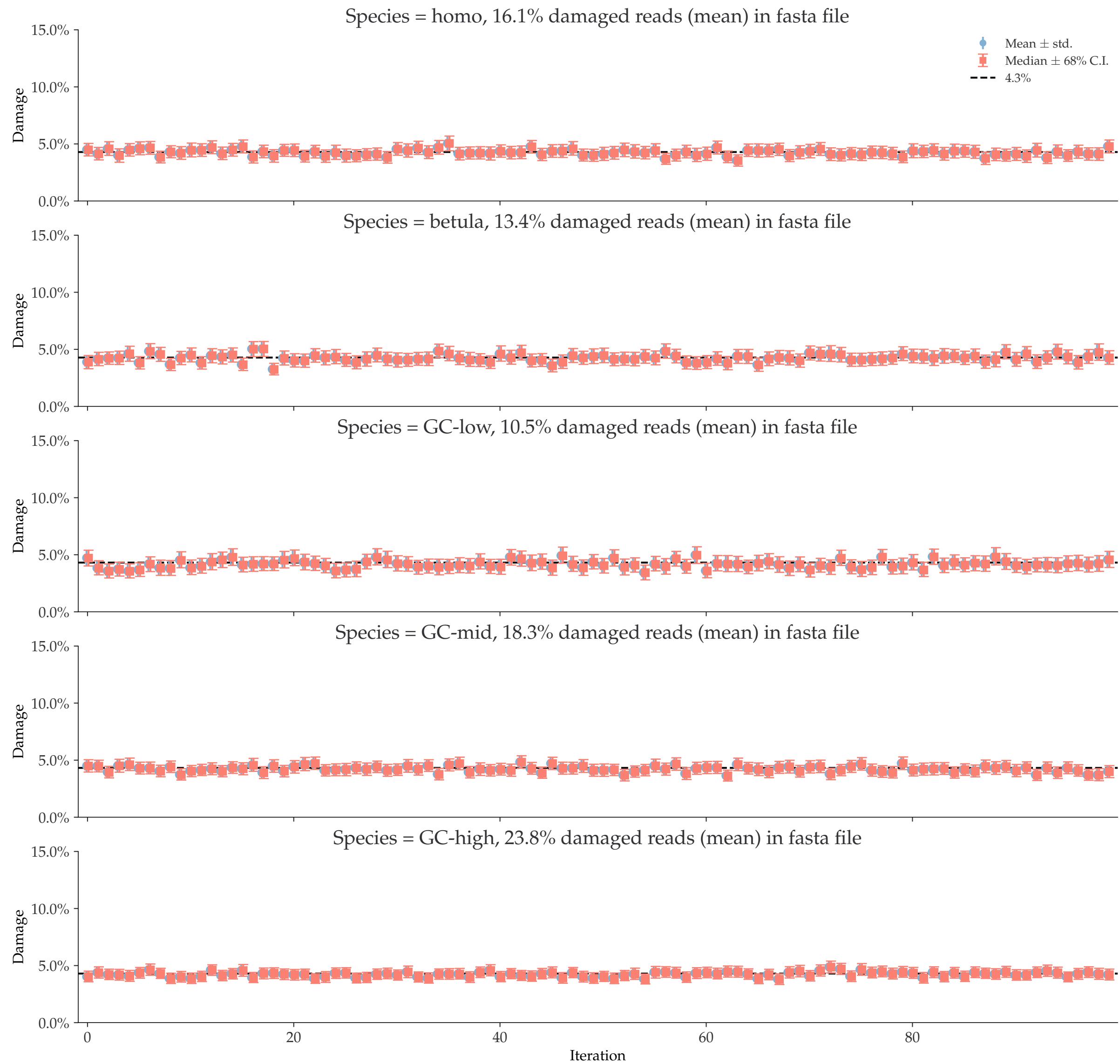
Individual damages:  
2500 reads  
Briggs damage = 0.138  
Damage percent (approx) = 5%



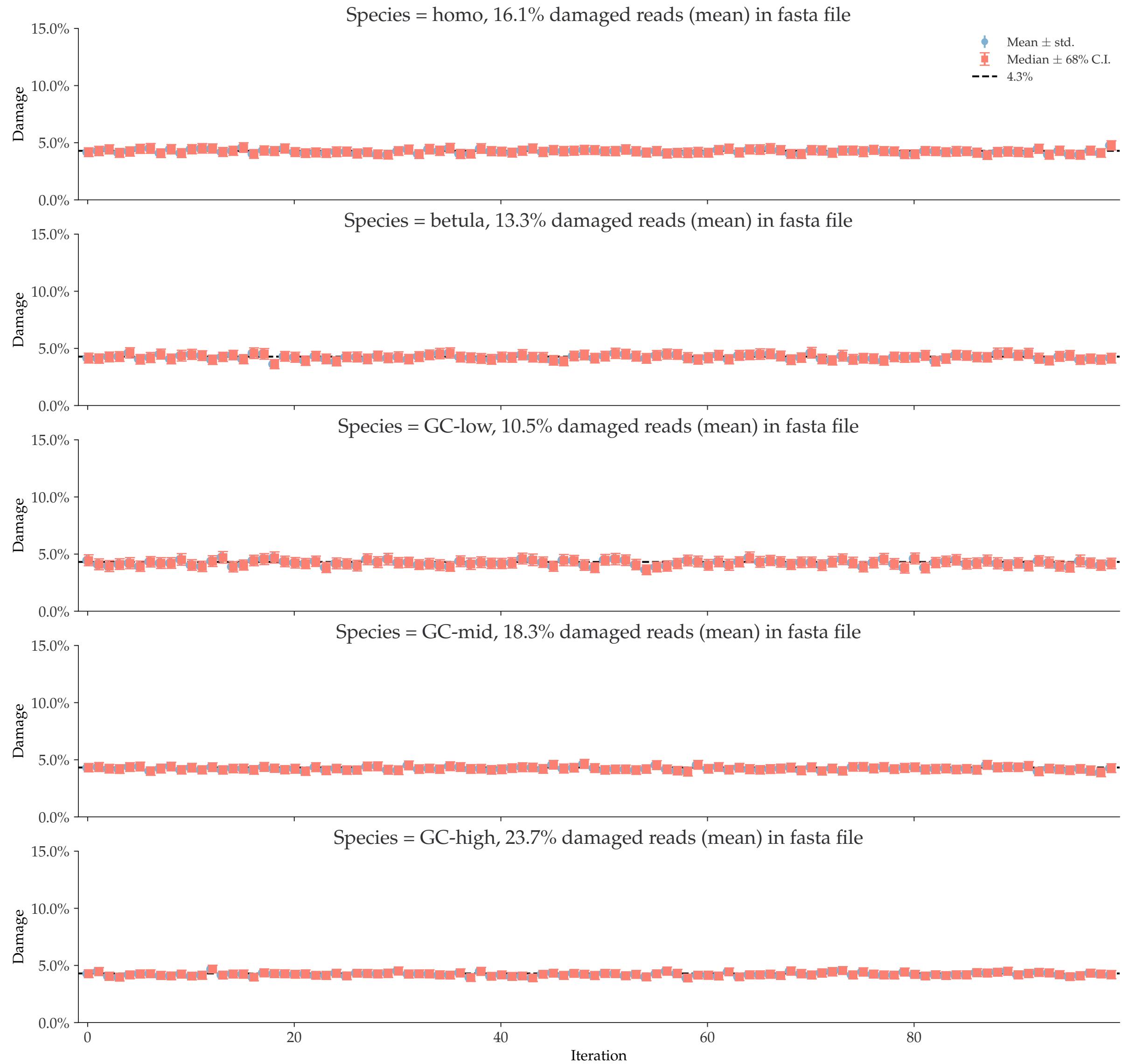
Individual damages:  
5000 reads  
Briggs damage = 0.138  
Damage percent (approx) = 5%



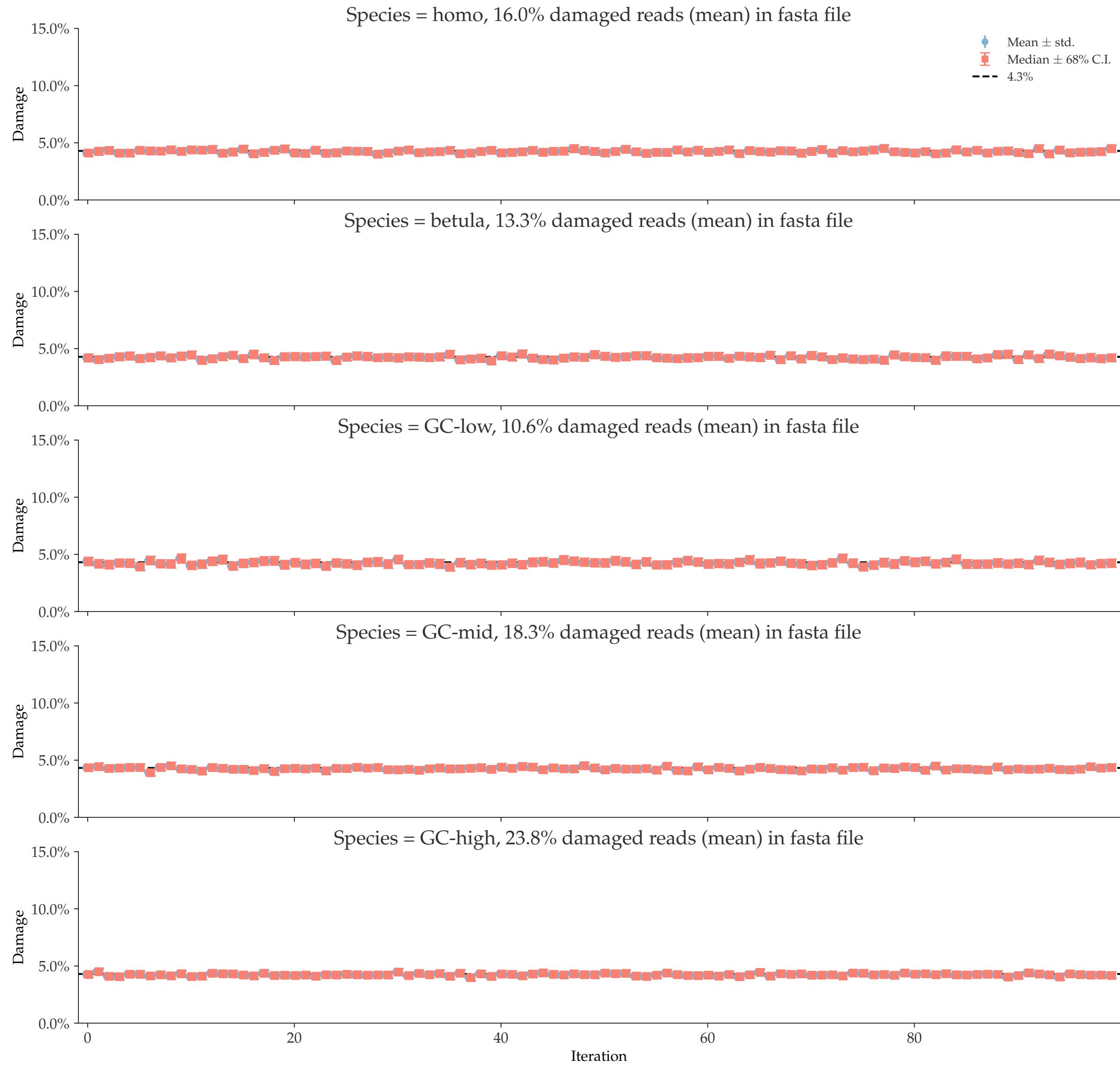
Individual damages:  
10000 reads  
Briggs damage = 0.138  
Damage percent (approx) = 5%



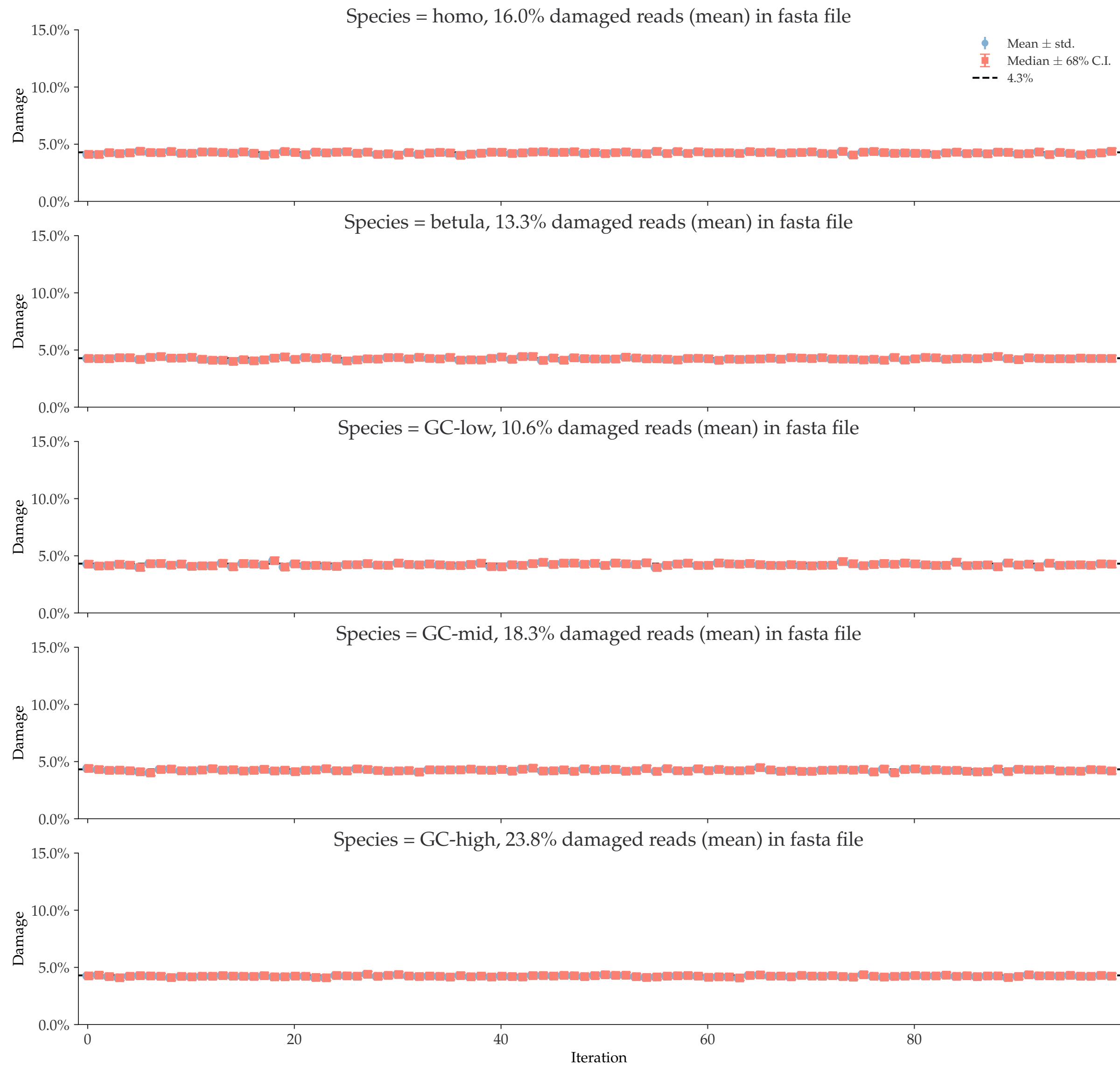
Individual damages:  
25000 reads  
Briggs damage = 0.138  
Damage percent (approx) = 5%



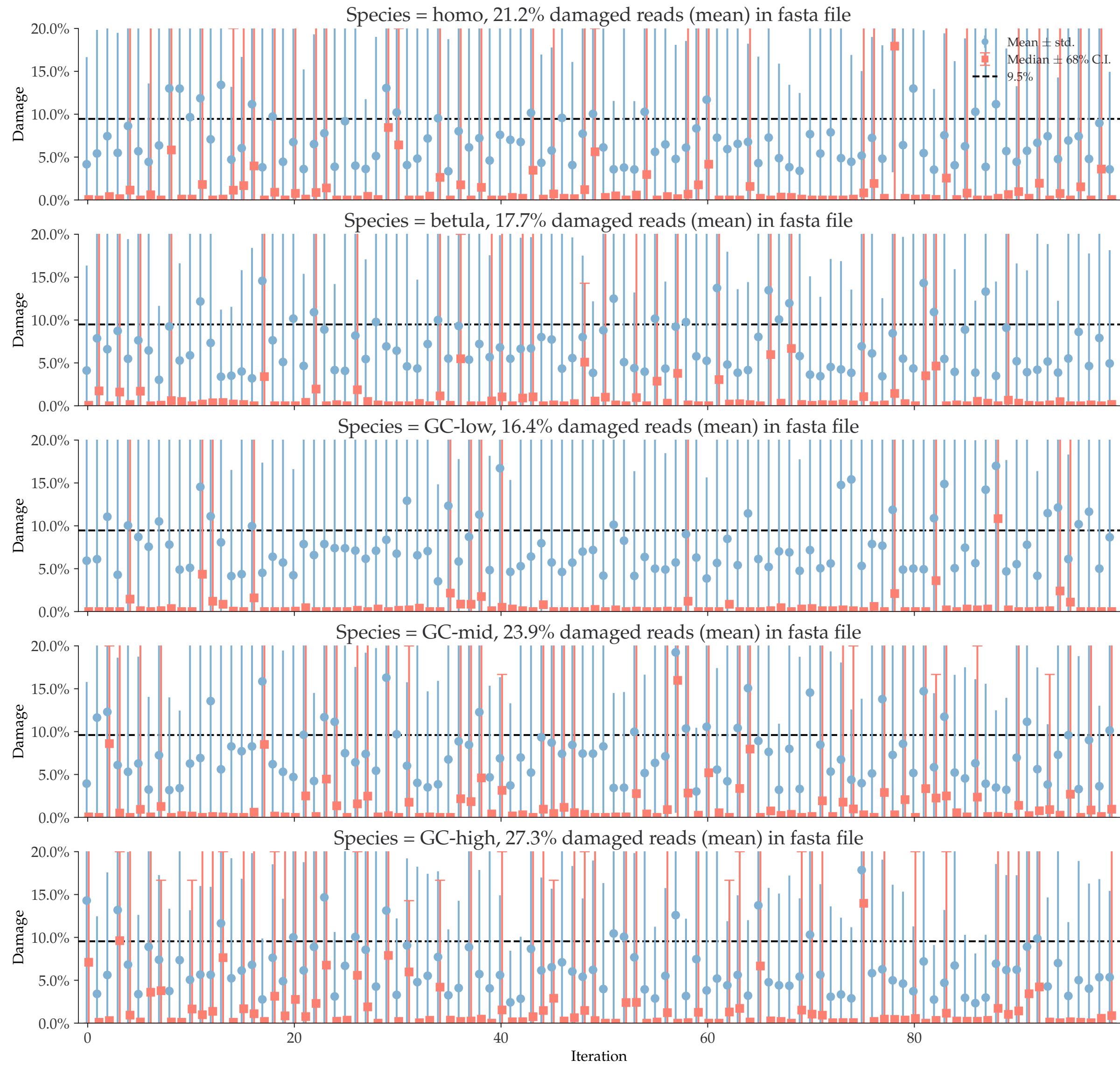
Individual damages:  
50000 reads  
Briggs damage = 0.138  
Damage percent (approx) = 5%



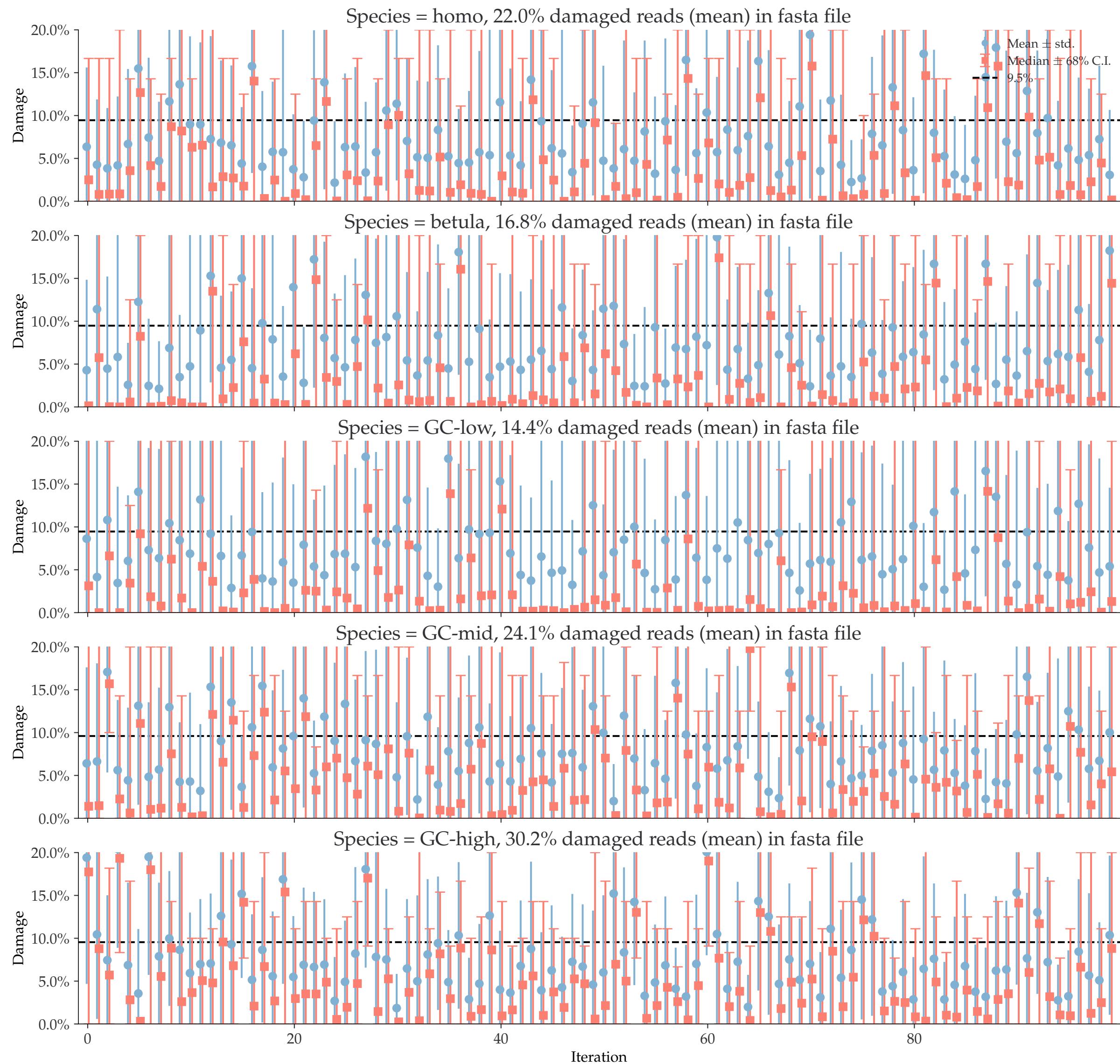
Individual damages:  
100000 reads  
Briggs damage = 0.138  
Damage percent (approx) = 5%



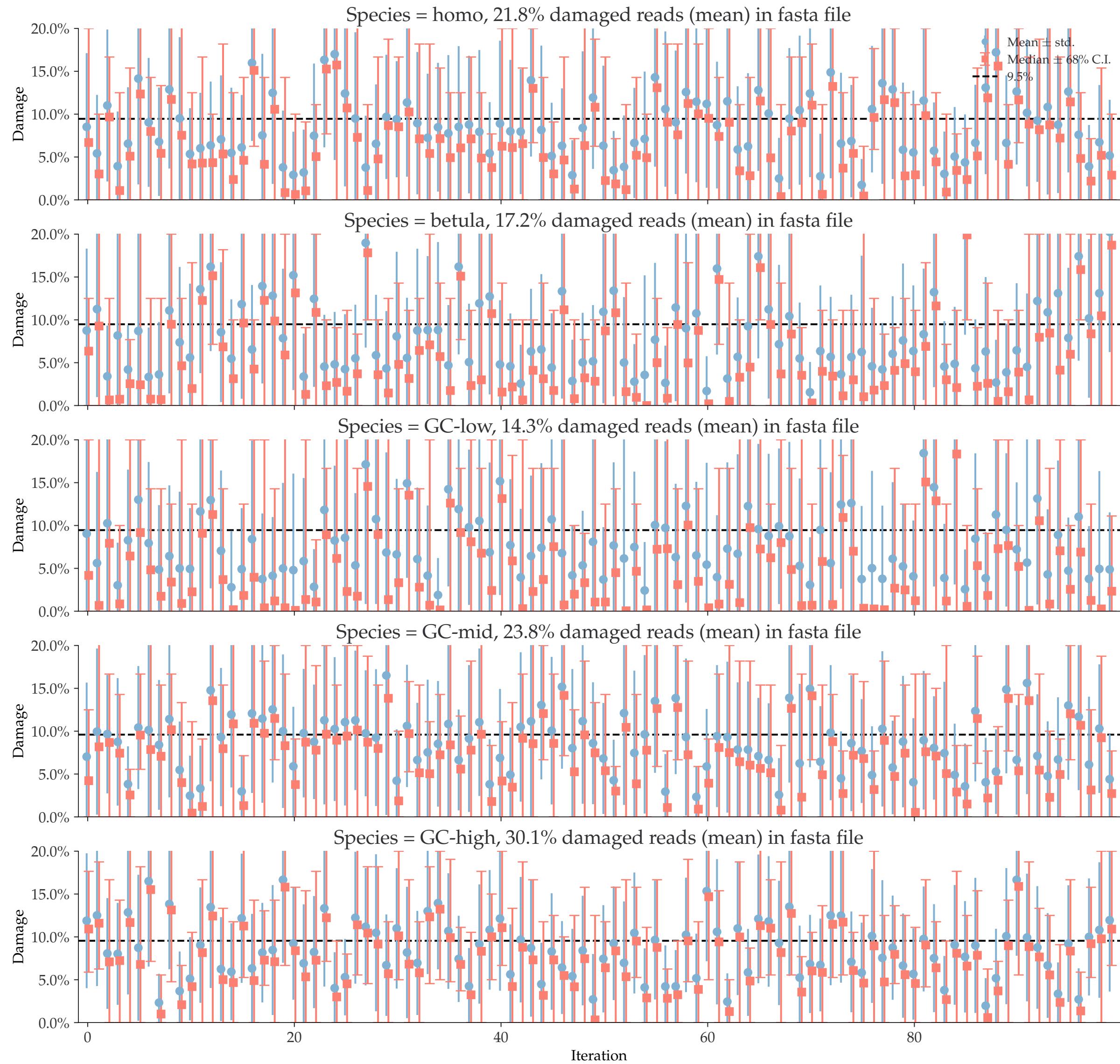
Individual damages:  
 10 reads  
 Briggs damage = 0.303  
 Damage percent (approx) = 10%



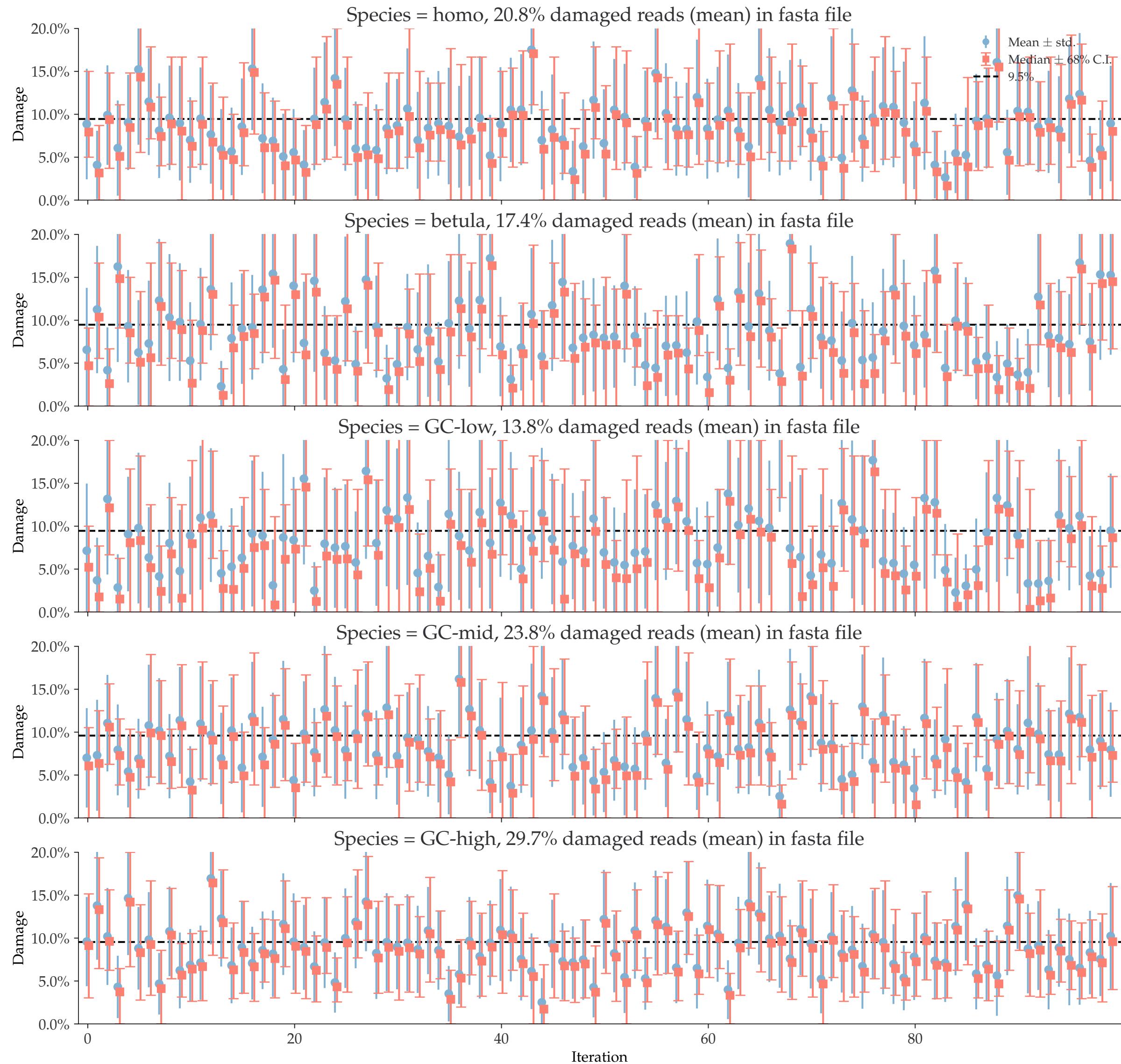
Individual damages:  
 25 reads  
 Briggs damage = 0.303  
 Damage percent (approx) = 10%



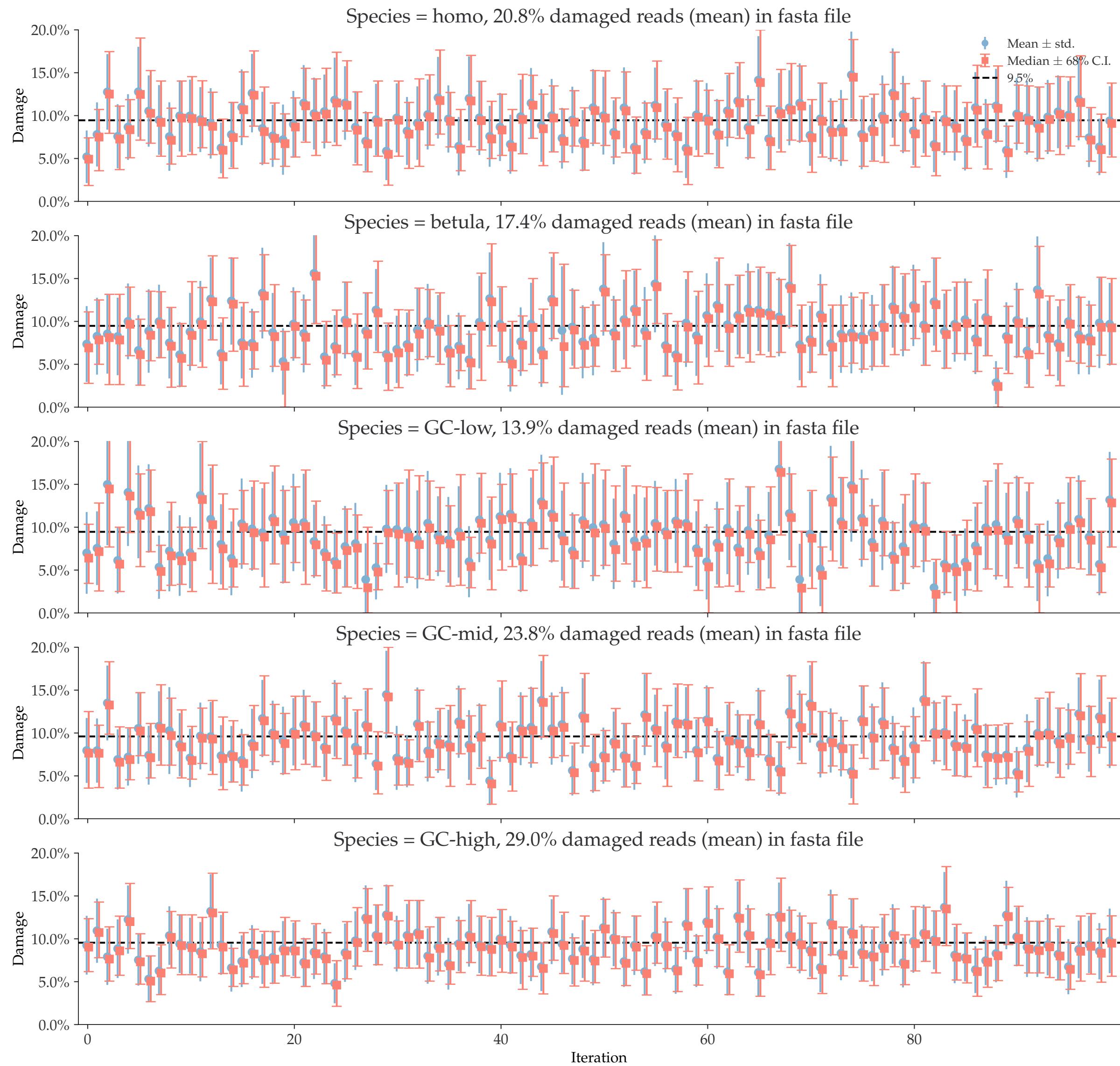
Individual damages:  
 50 reads  
 Briggs damage = 0.303  
 Damage percent (approx) = 10%



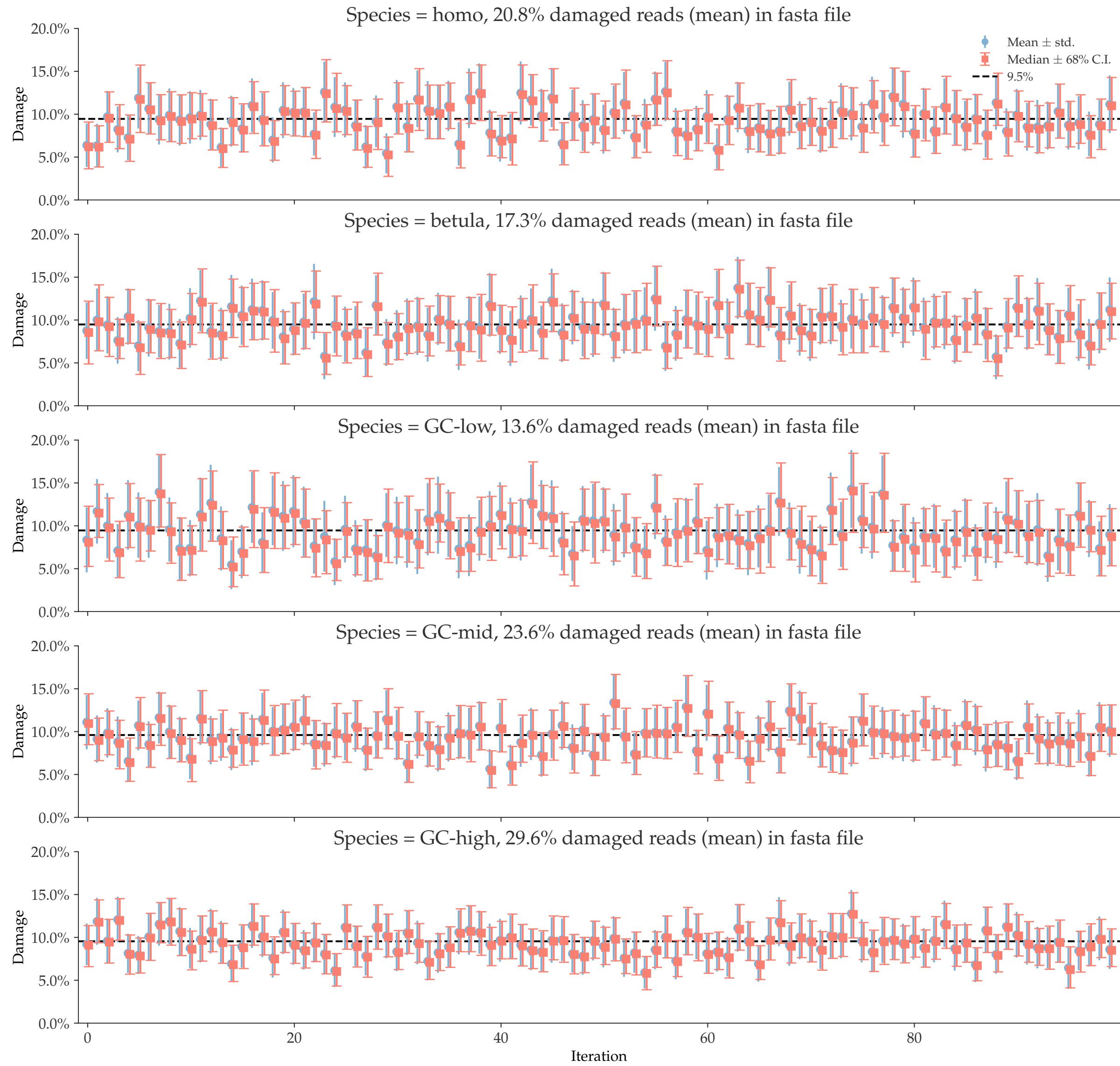
Individual damages:  
 100 reads  
 Briggs damage = 0.303  
 Damage percent (approx) = 10%



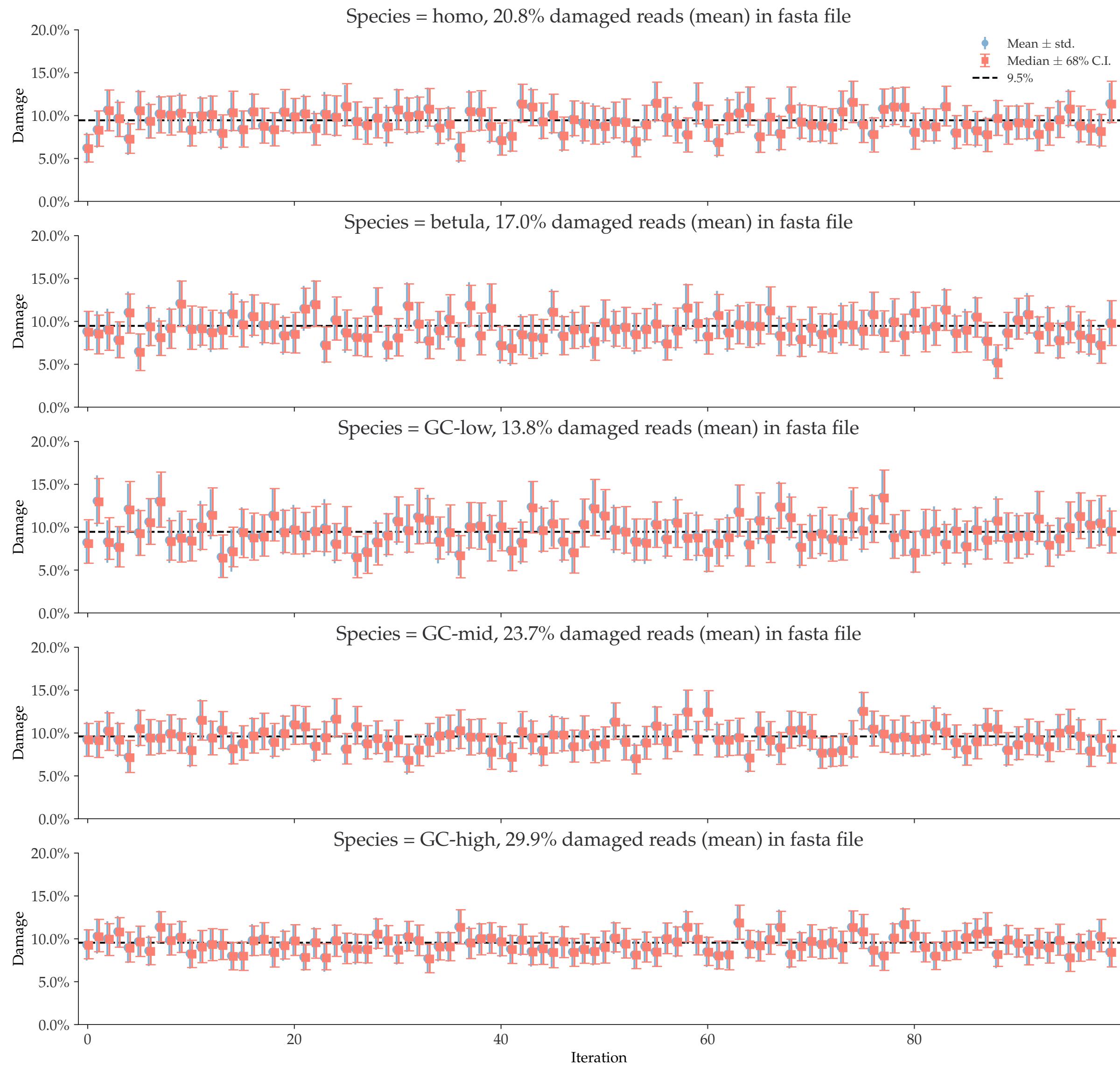
Individual damages:  
 250 reads  
 Briggs damage = 0.303  
 Damage percent (approx) = 10%



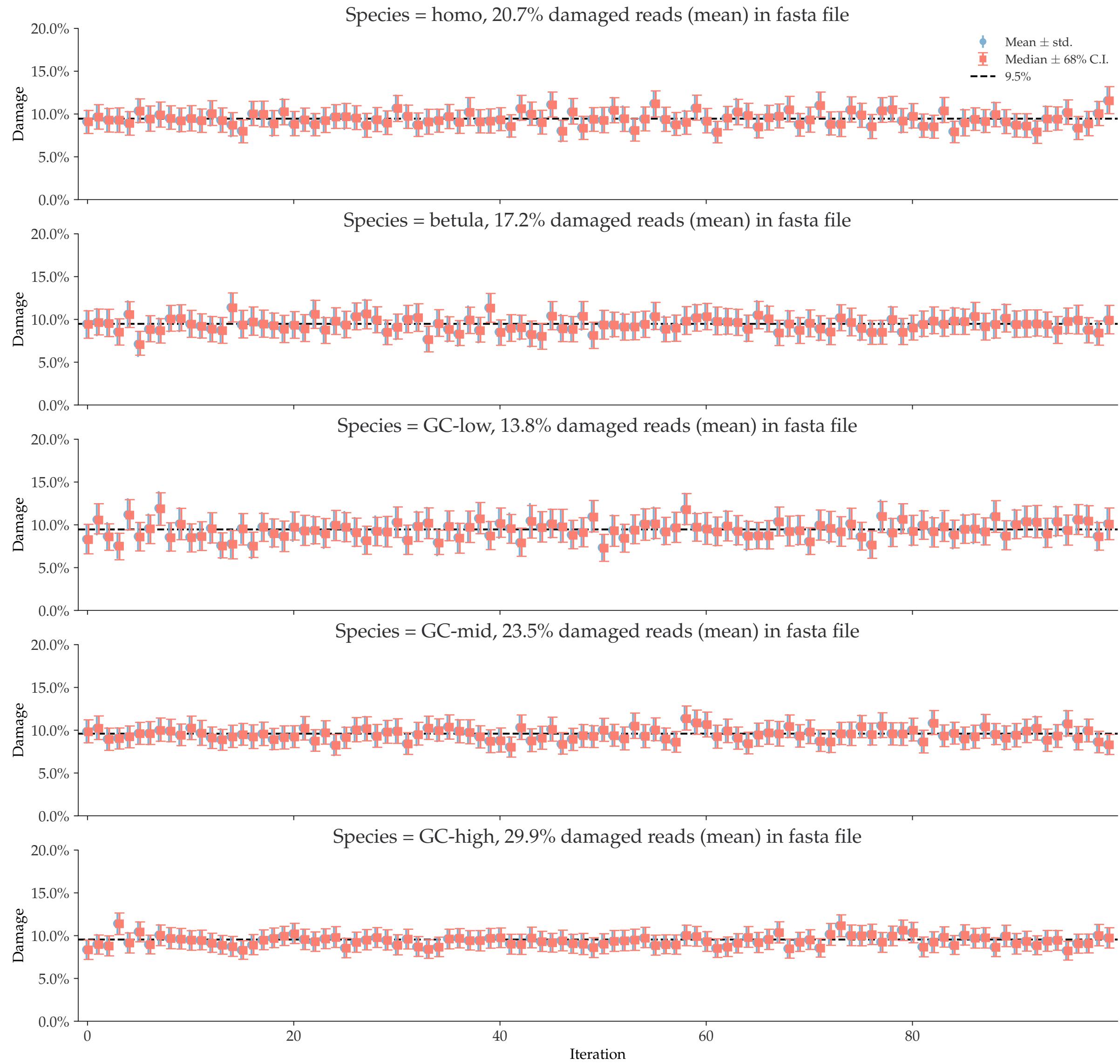
Individual damages:  
 500 reads  
 Briggs damage = 0.303  
 Damage percent (approx) = 10%



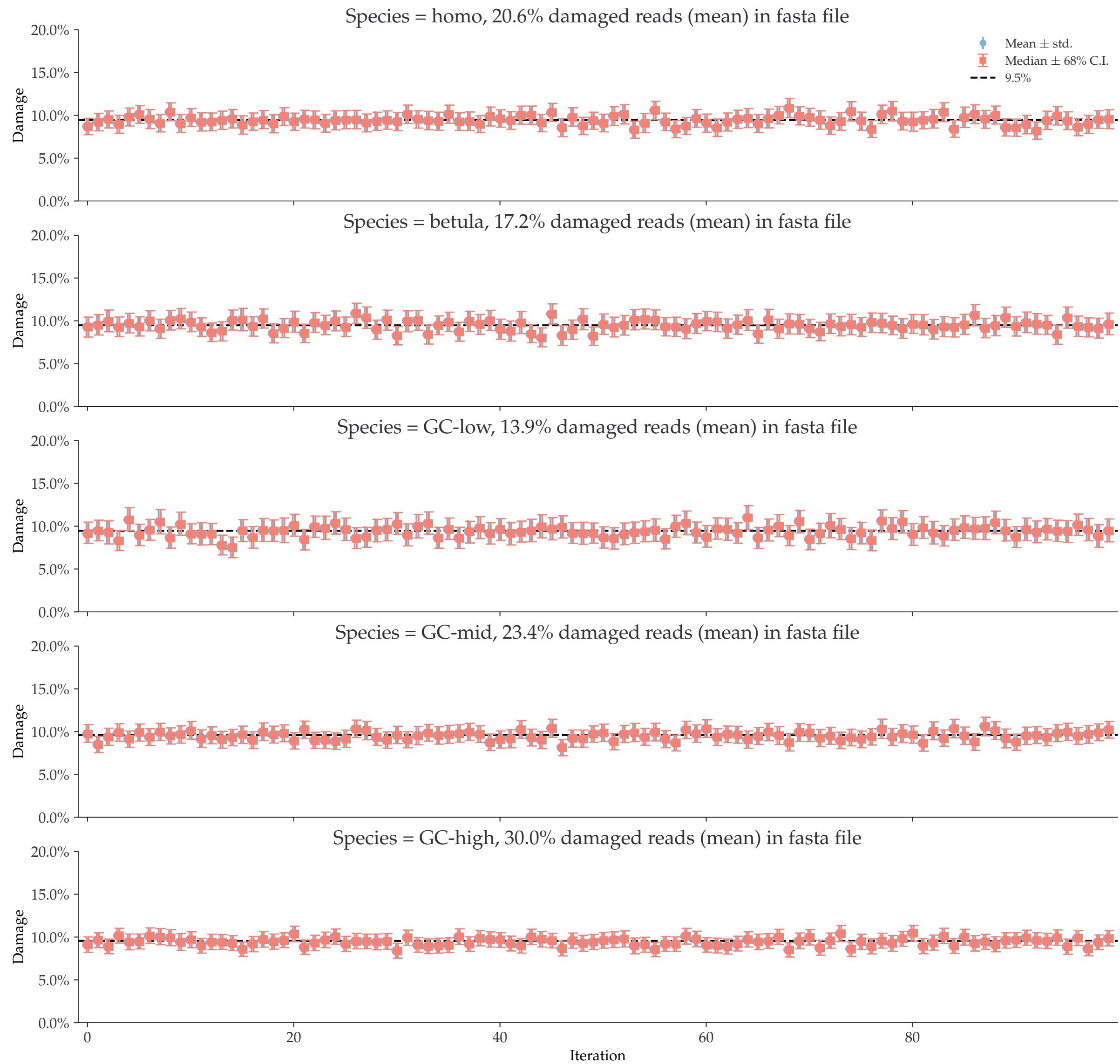
Individual damages:  
 1000 reads  
 Briggs damage = 0.303  
 Damage percent (approx) = 10%



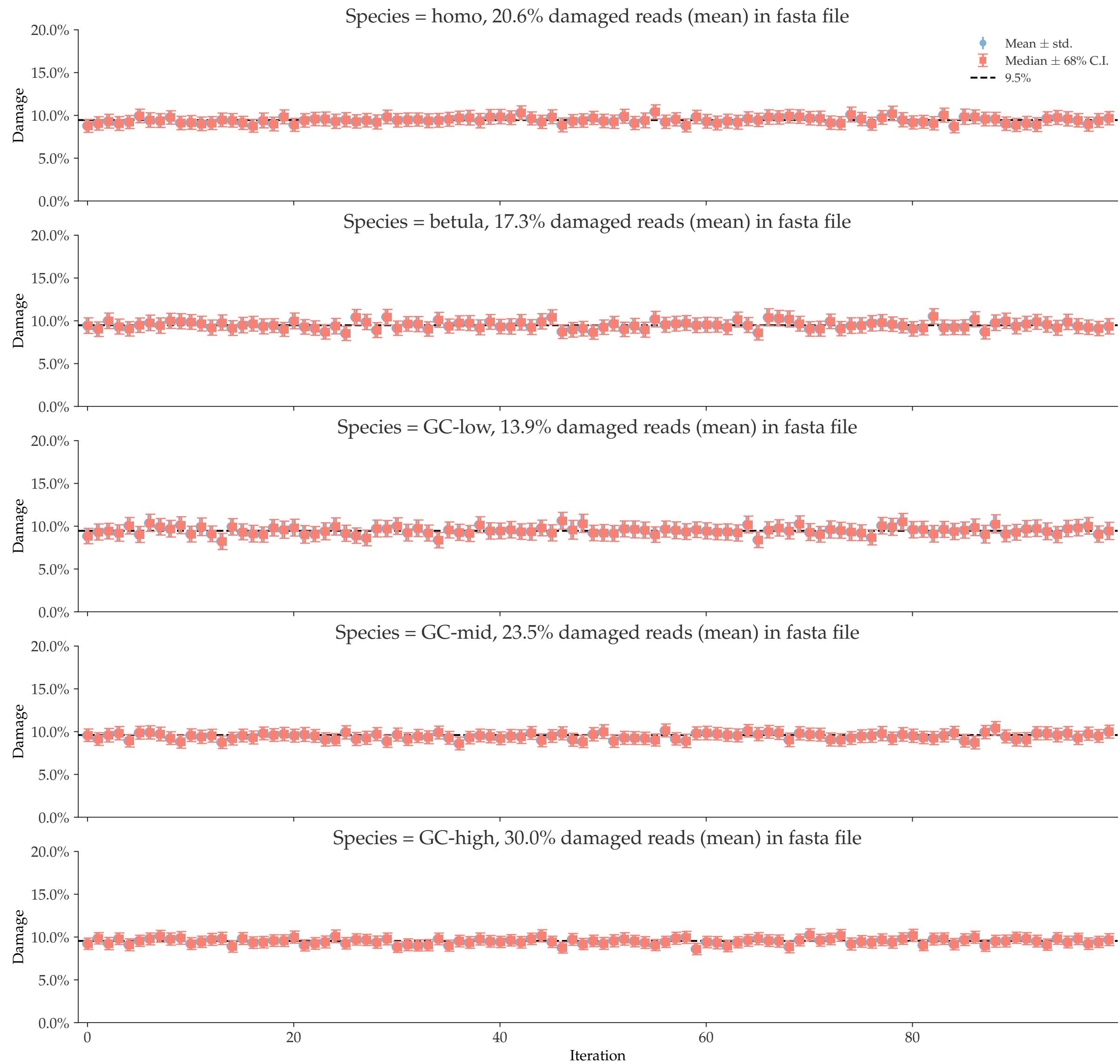
Individual damages:  
2500 reads  
Briggs damage = 0.303  
Damage percent (approx) = 10%



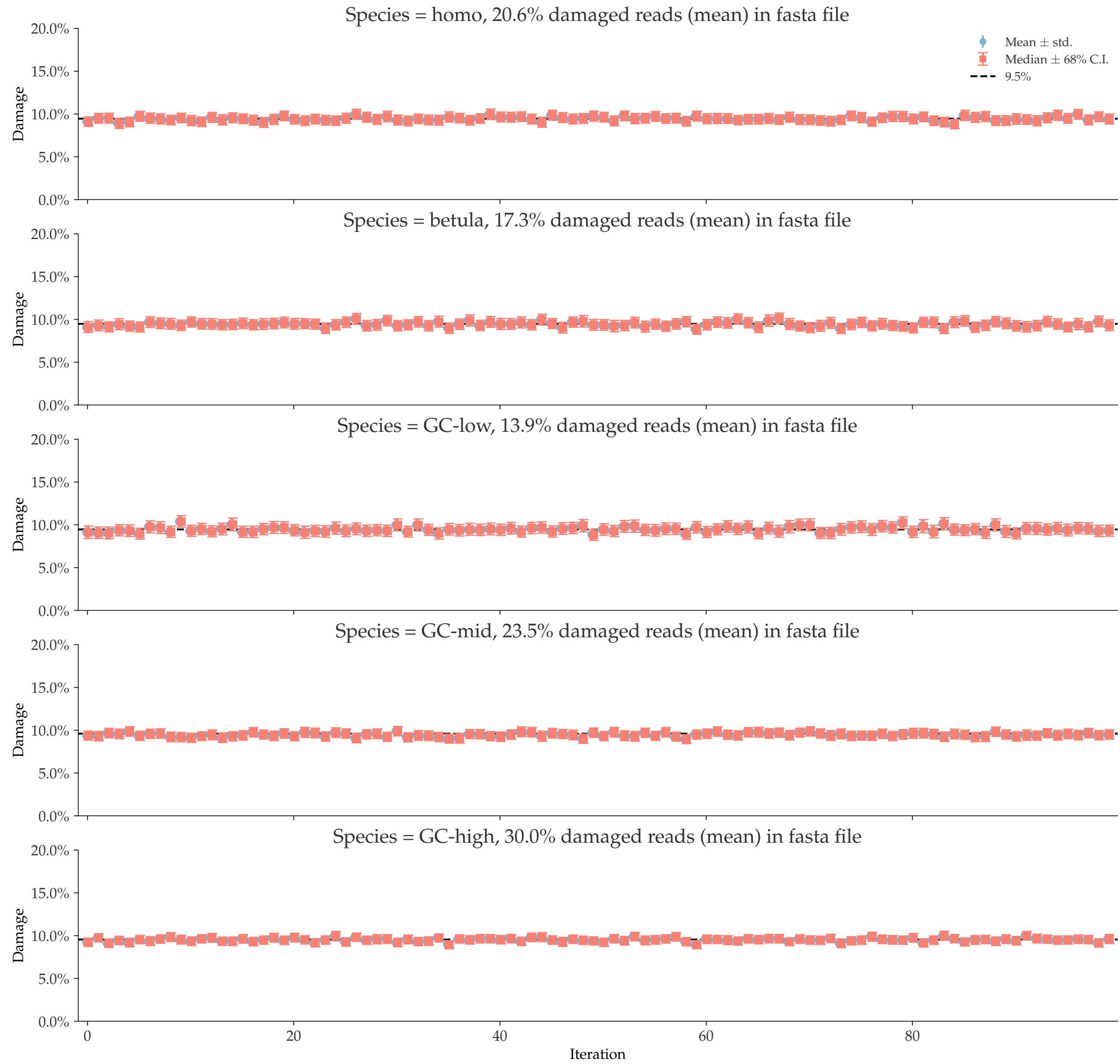
Individual damages:  
5000 reads  
Briggs damage = 0.303  
Damage percent (approx) = 10%



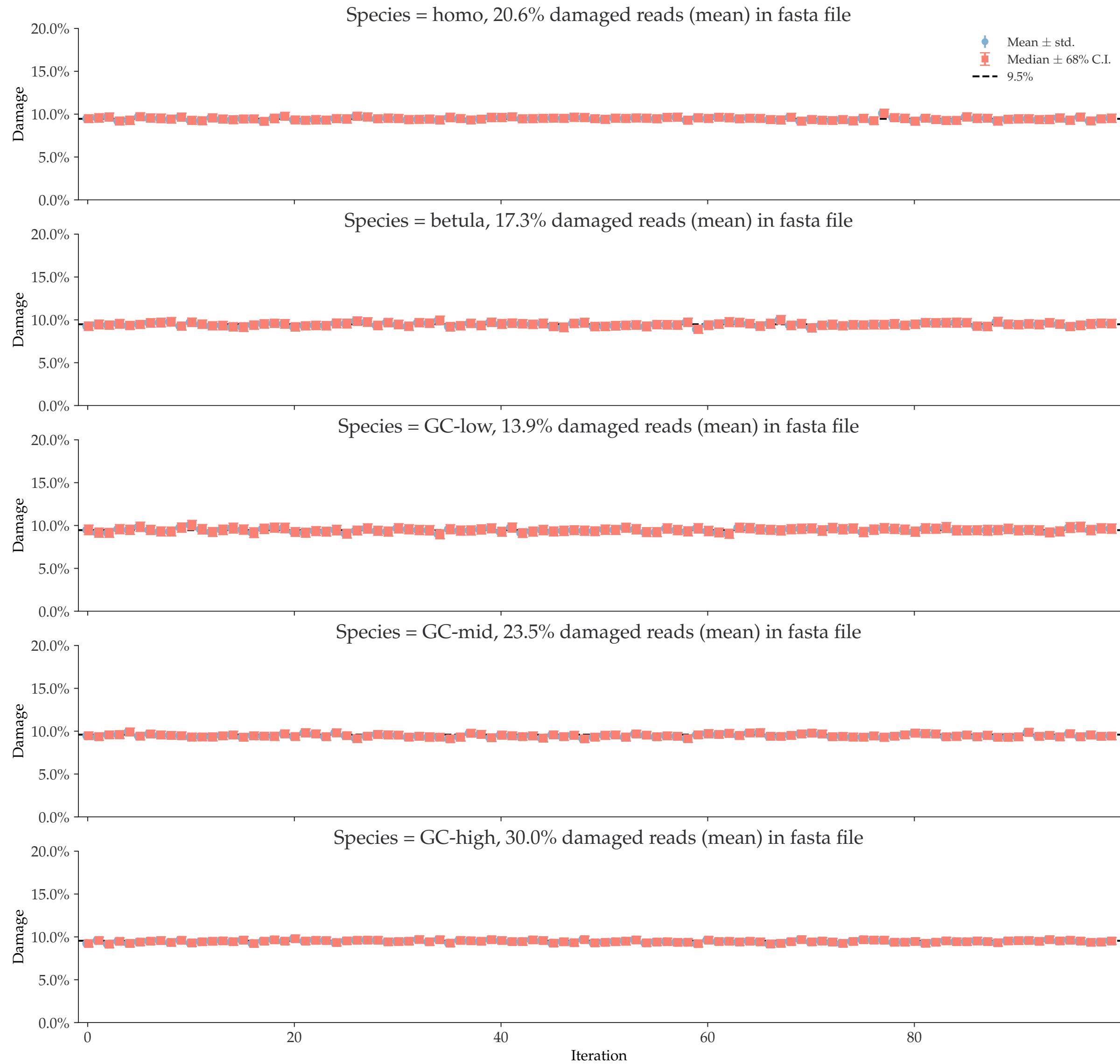
Individual damages:  
10000 reads  
Briggs damage = 0.303  
Damage percent (approx) = 10%



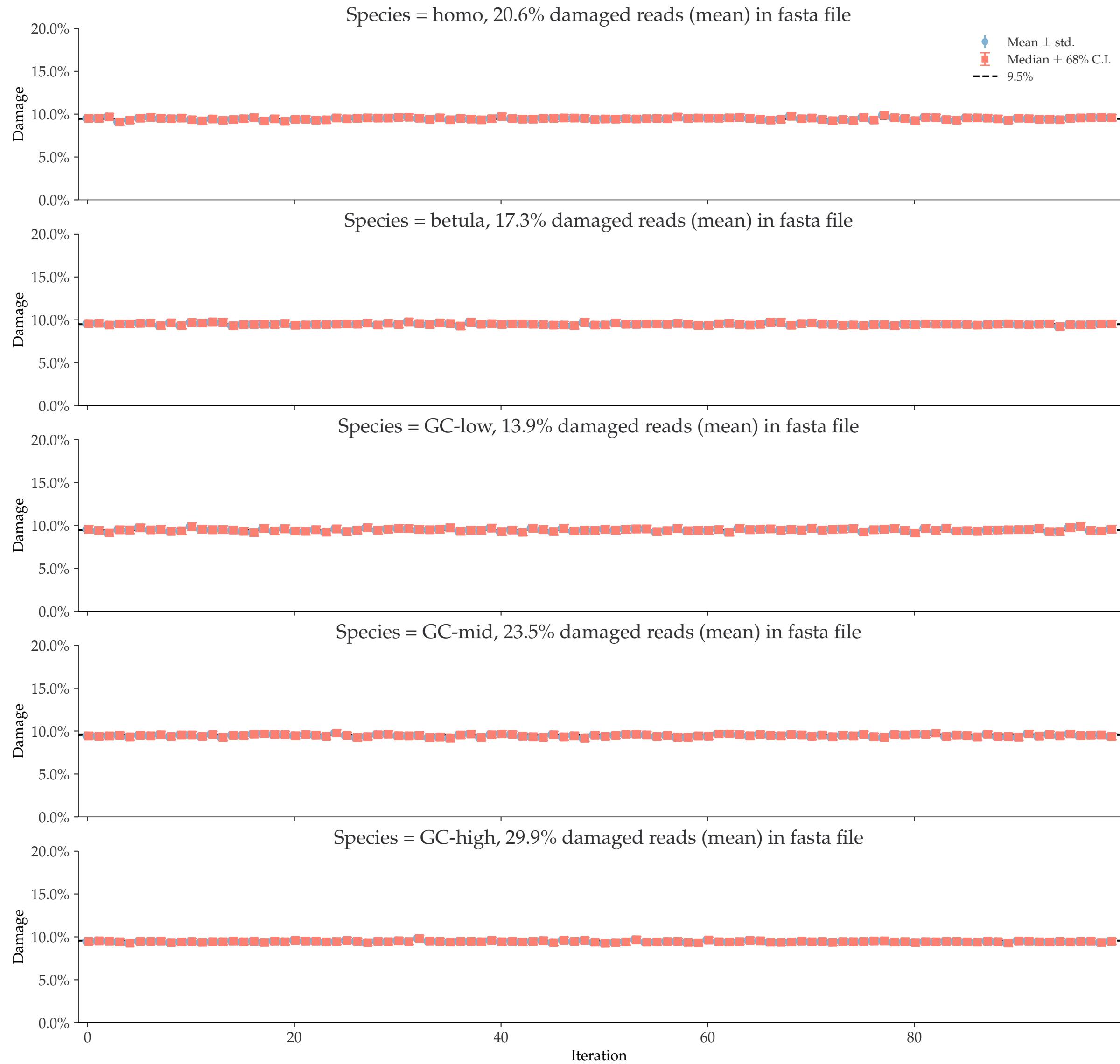
Individual damages:  
25000 reads  
Briggs damage = 0.303  
Damage percent (approx) = 10%



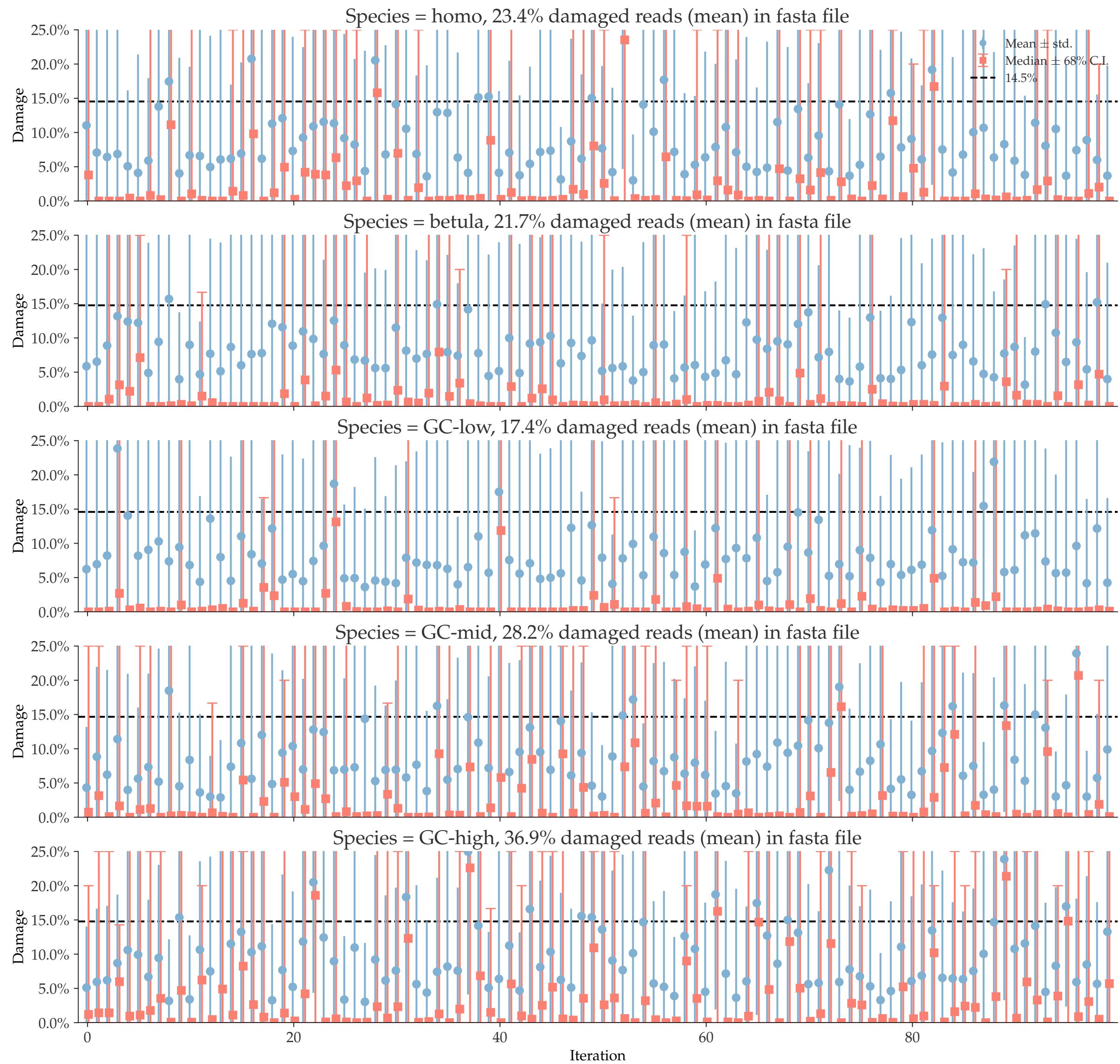
Individual damages:  
50000 reads  
Briggs damage = 0.303  
Damage percent (approx) = 10%



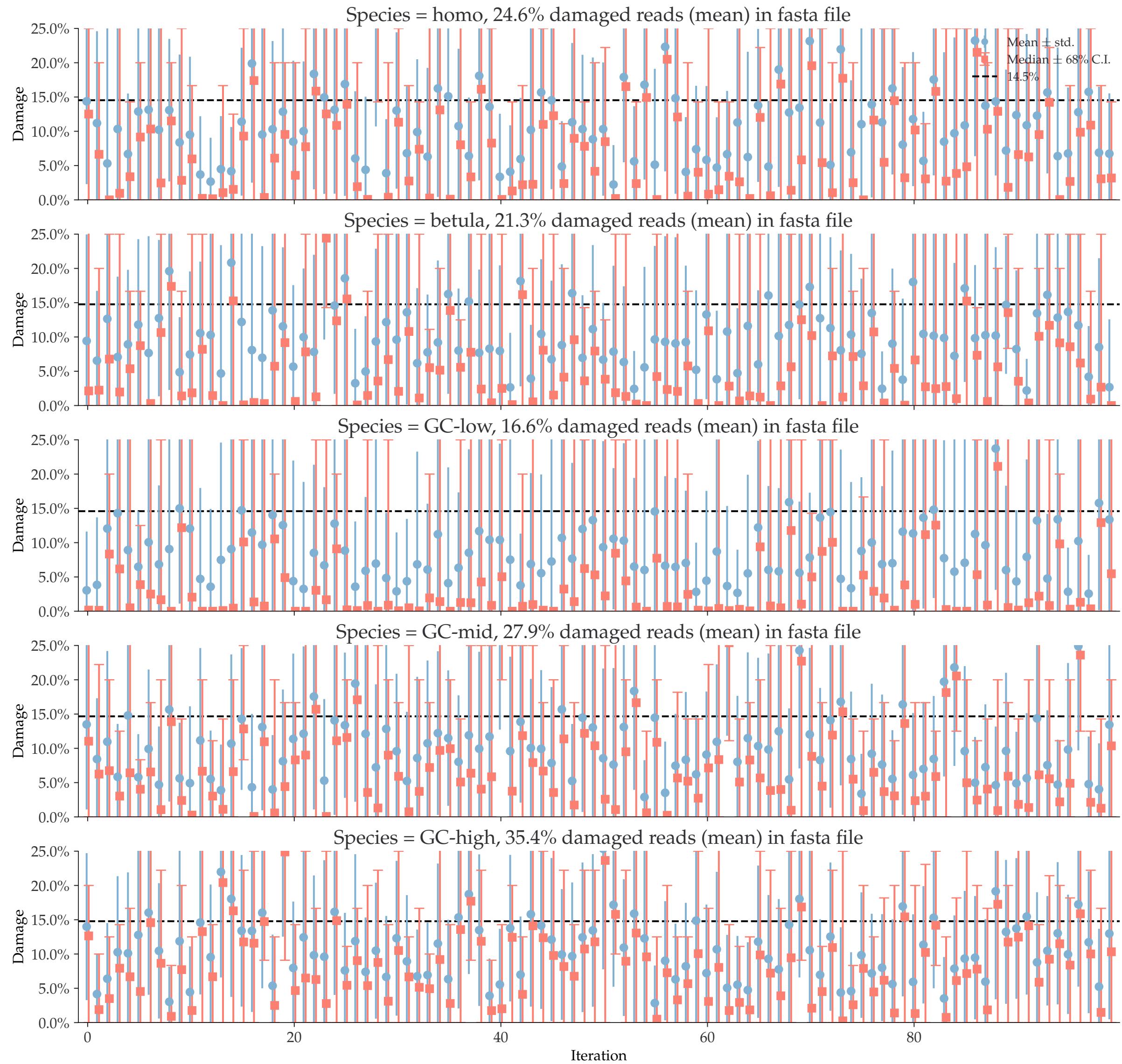
Individual damages:  
100000 reads  
Briggs damage = 0.303  
Damage percent (approx) = 10%



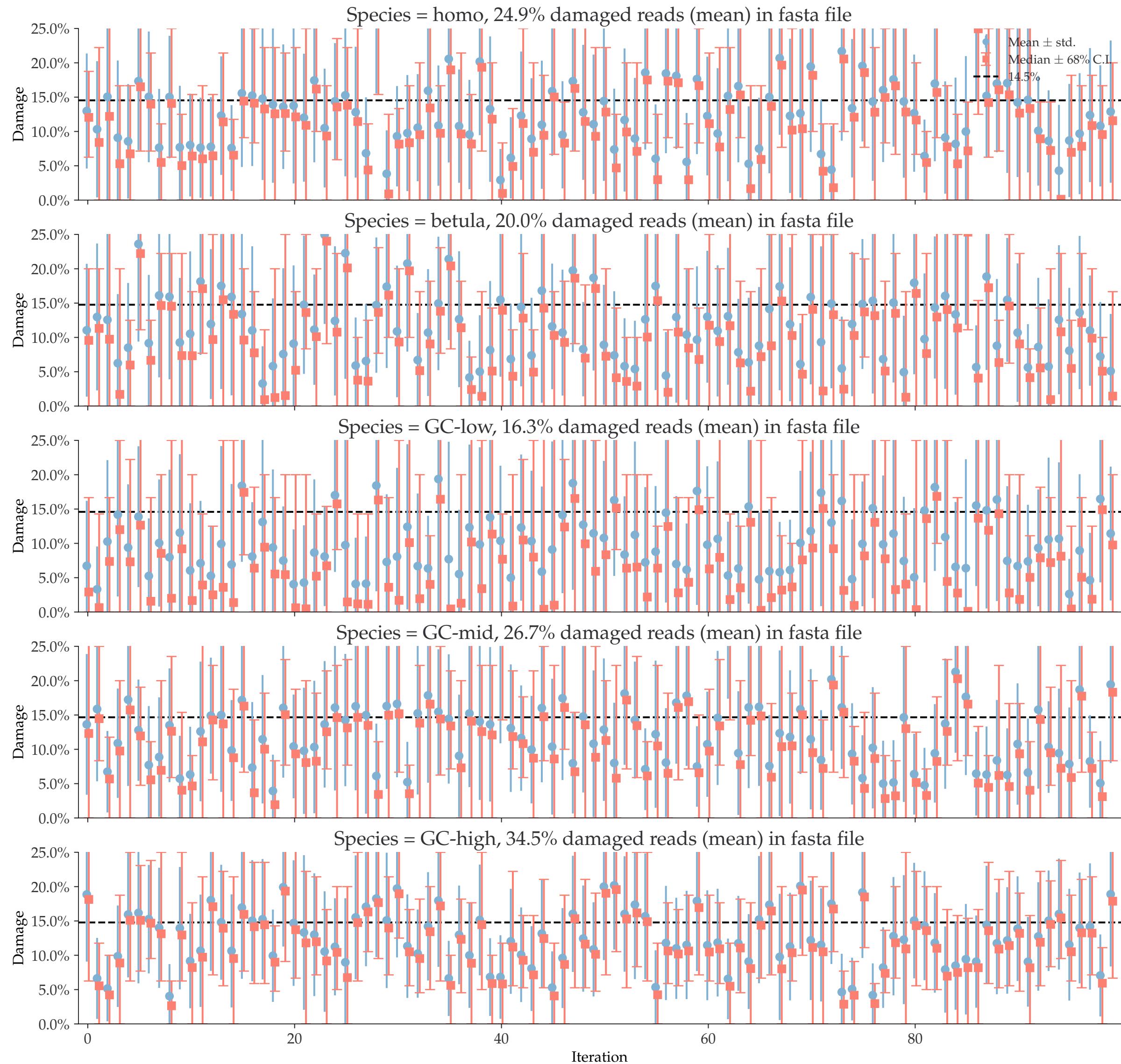
Individual damages:  
 10 reads  
 Briggs damage = 0.466  
 Damage percent (approx) = 15%



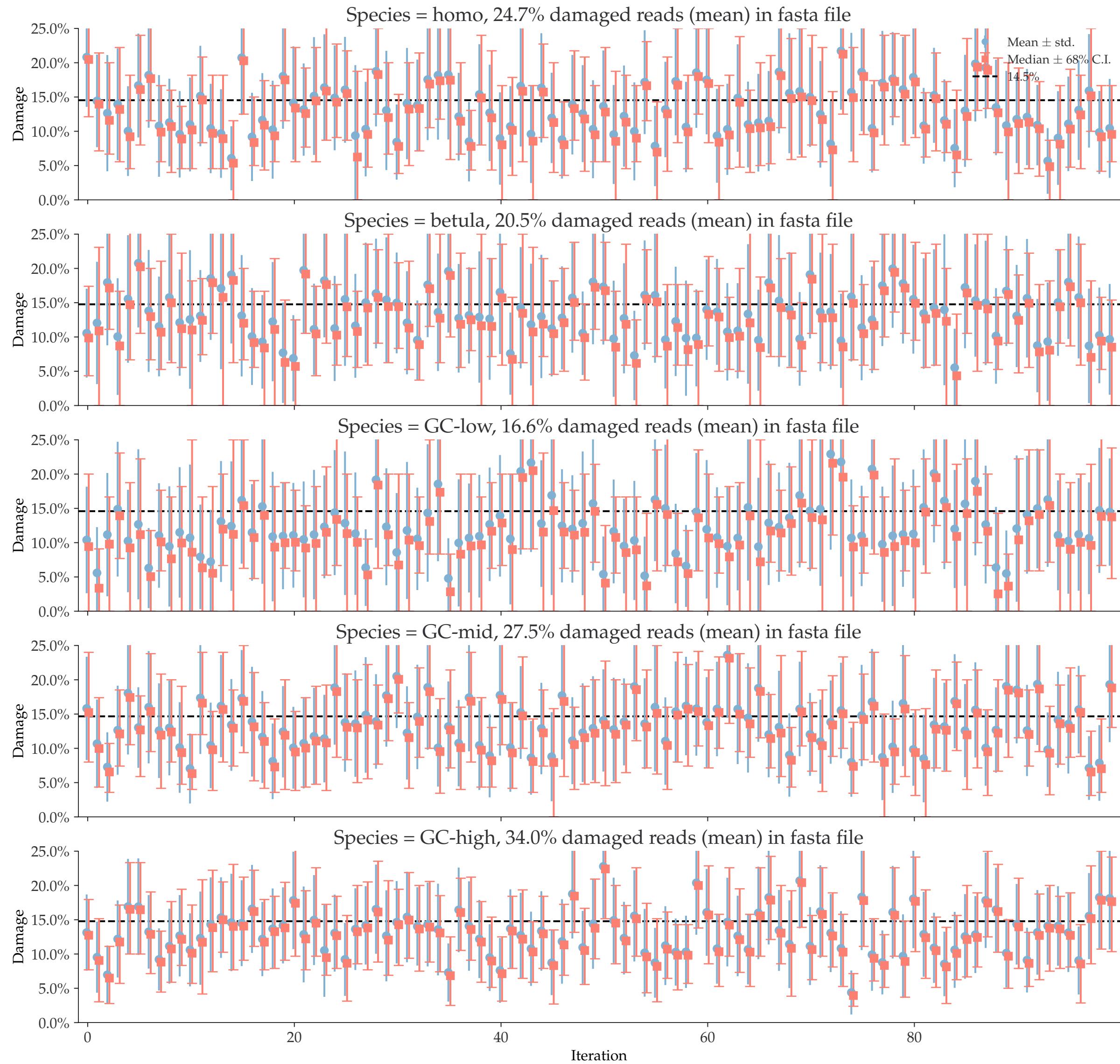
Individual damages:  
 25 reads  
 Briggs damage = 0.466  
 Damage percent (approx) = 15%



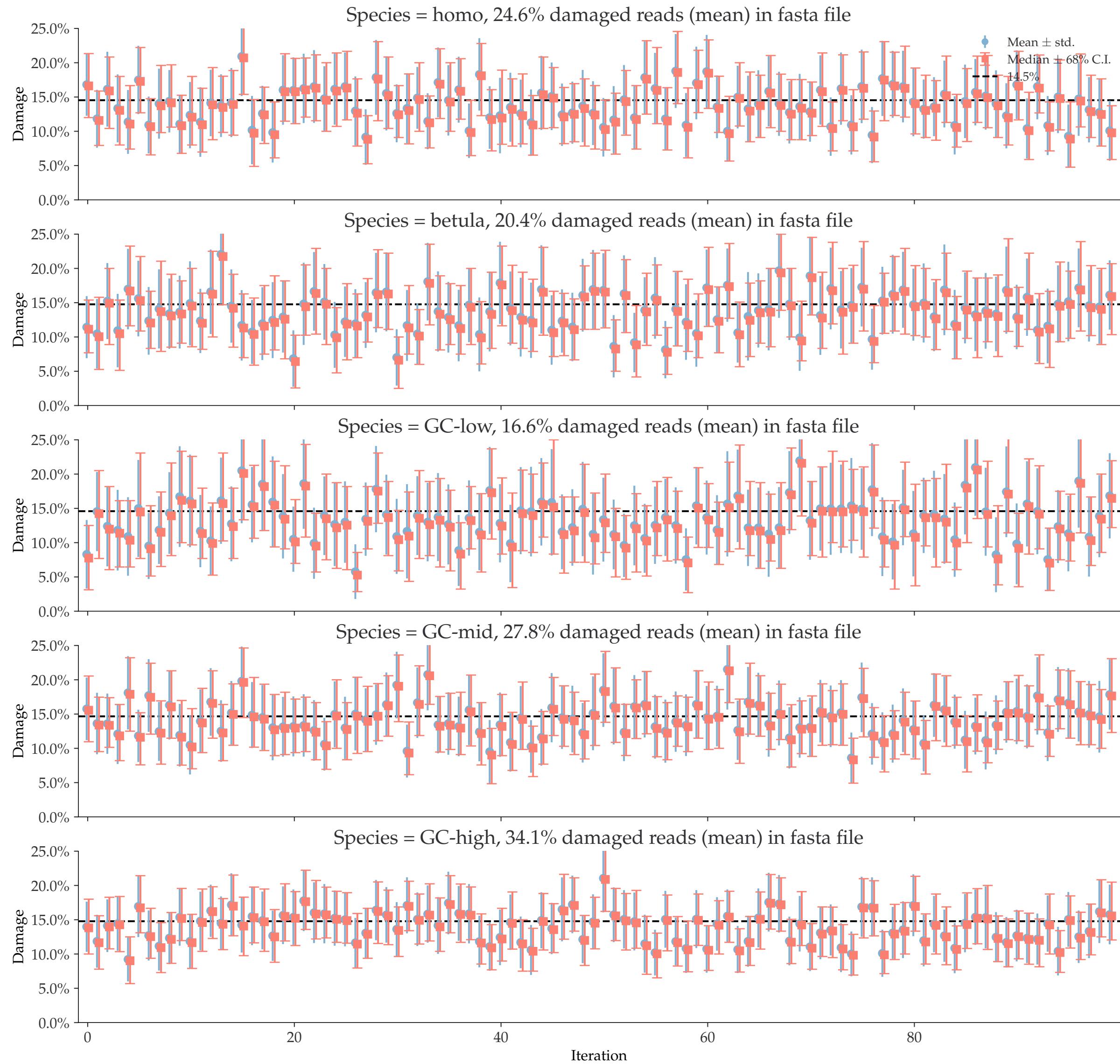
Individual damages:  
 50 reads  
 Briggs damage = 0.466  
 Damage percent (approx) = 15%



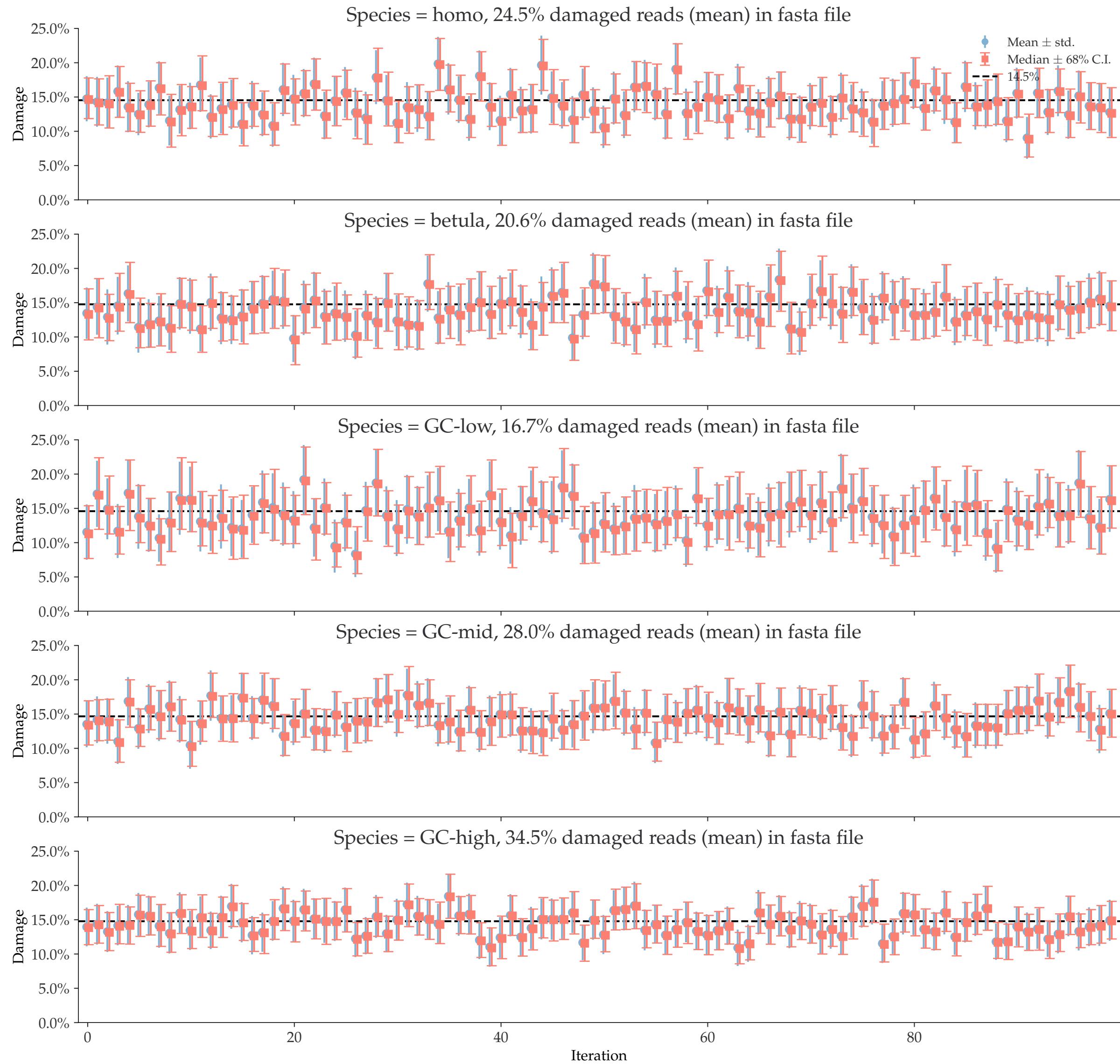
Individual damages:  
 100 reads  
 Briggs damage = 0.466  
 Damage percent (approx) = 15%



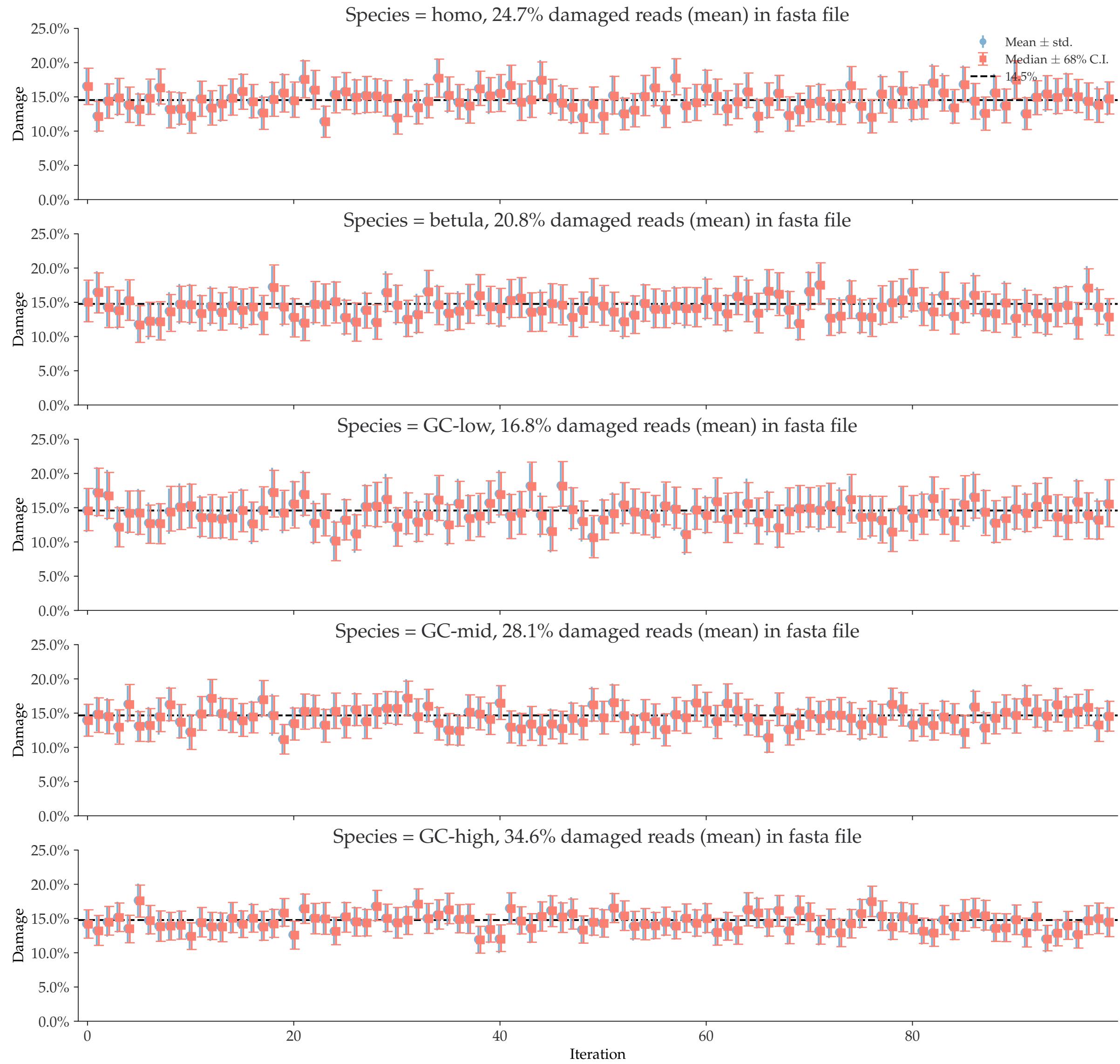
Individual damages:  
 250 reads  
 Briggs damage = 0.466  
 Damage percent (approx) = 15%



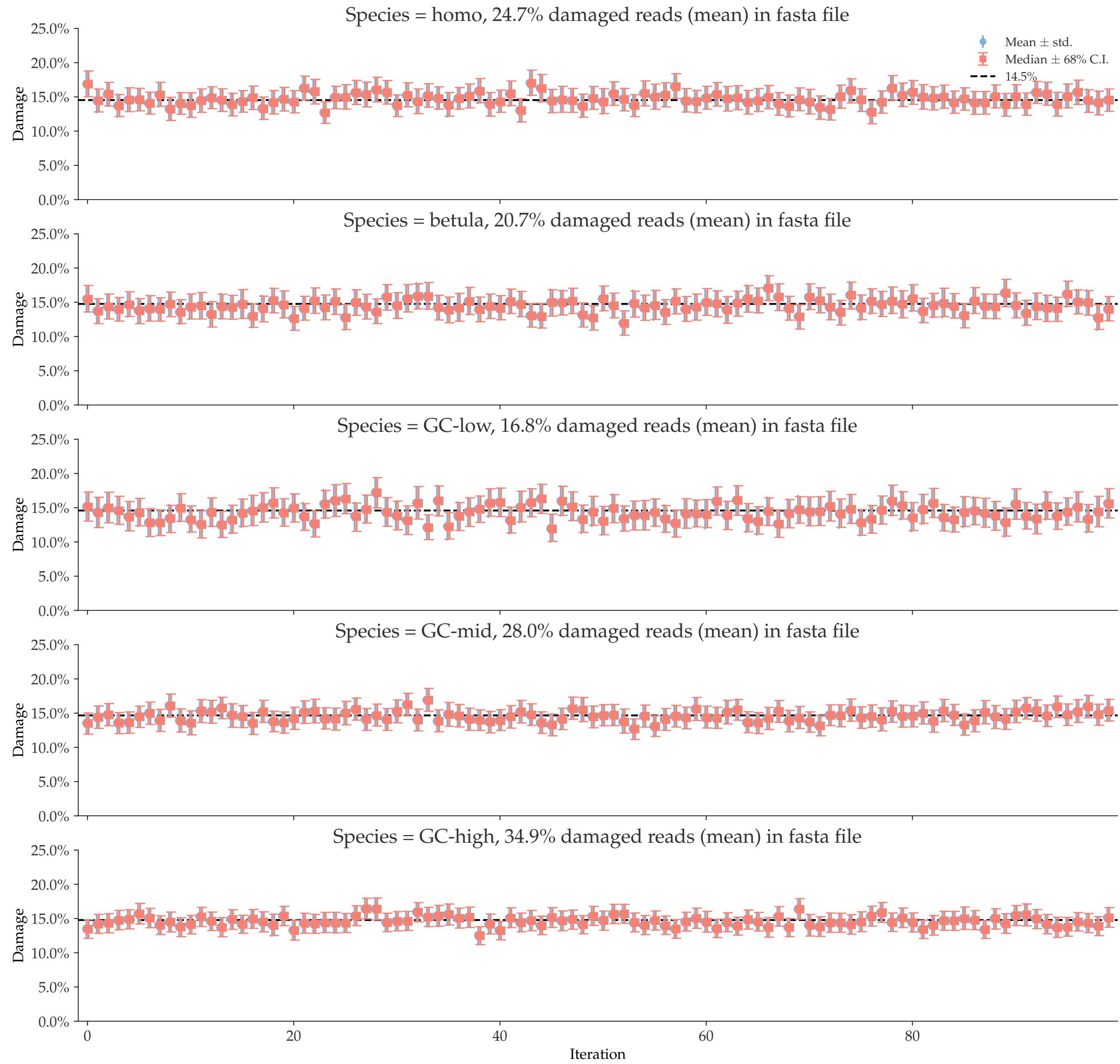
Individual damages:  
 500 reads  
 Briggs damage = 0.466  
 Damage percent (approx) = 15%



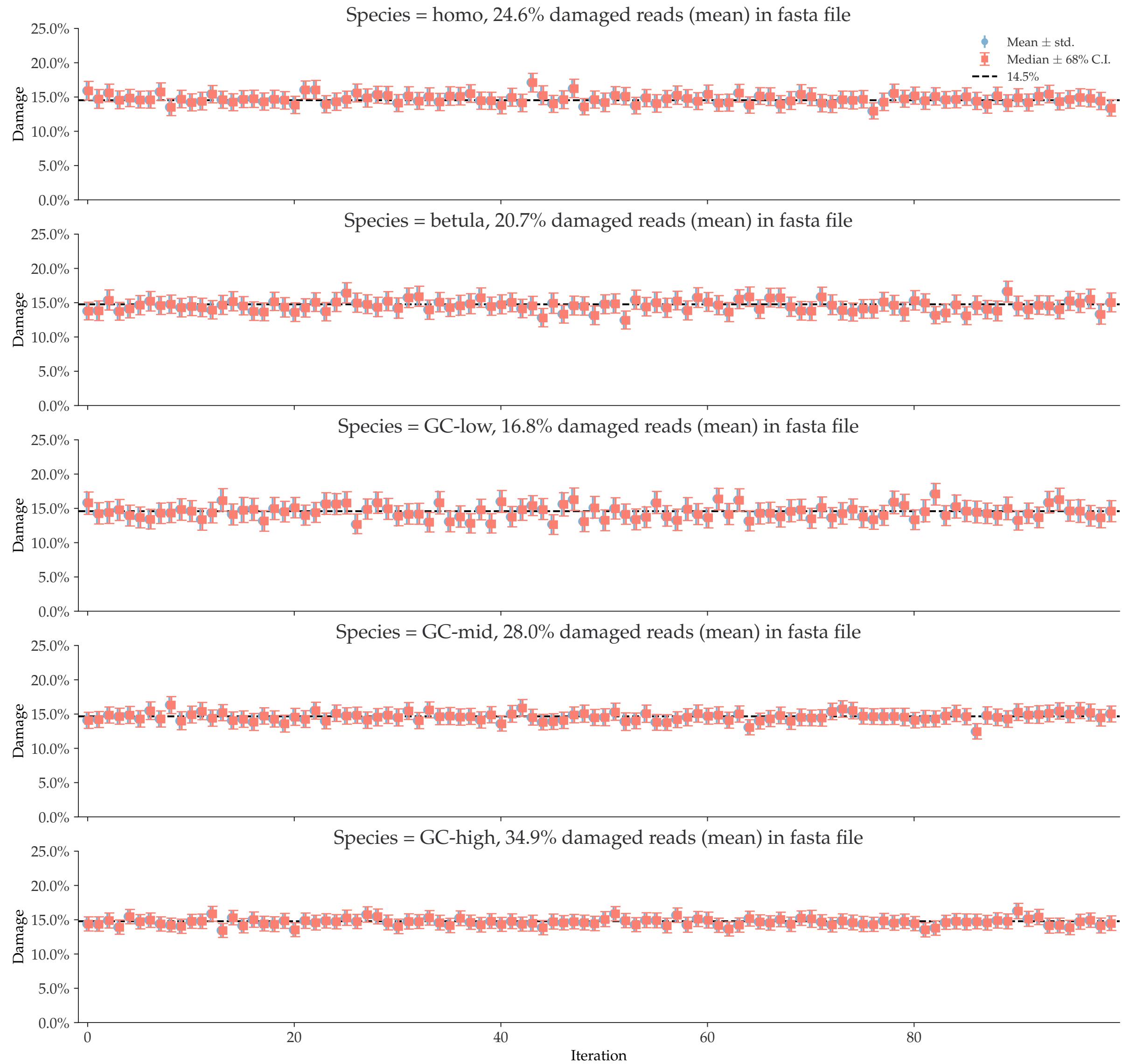
Individual damages:  
1000 reads  
Briggs damage = 0.466  
Damage percent (approx) = 15%



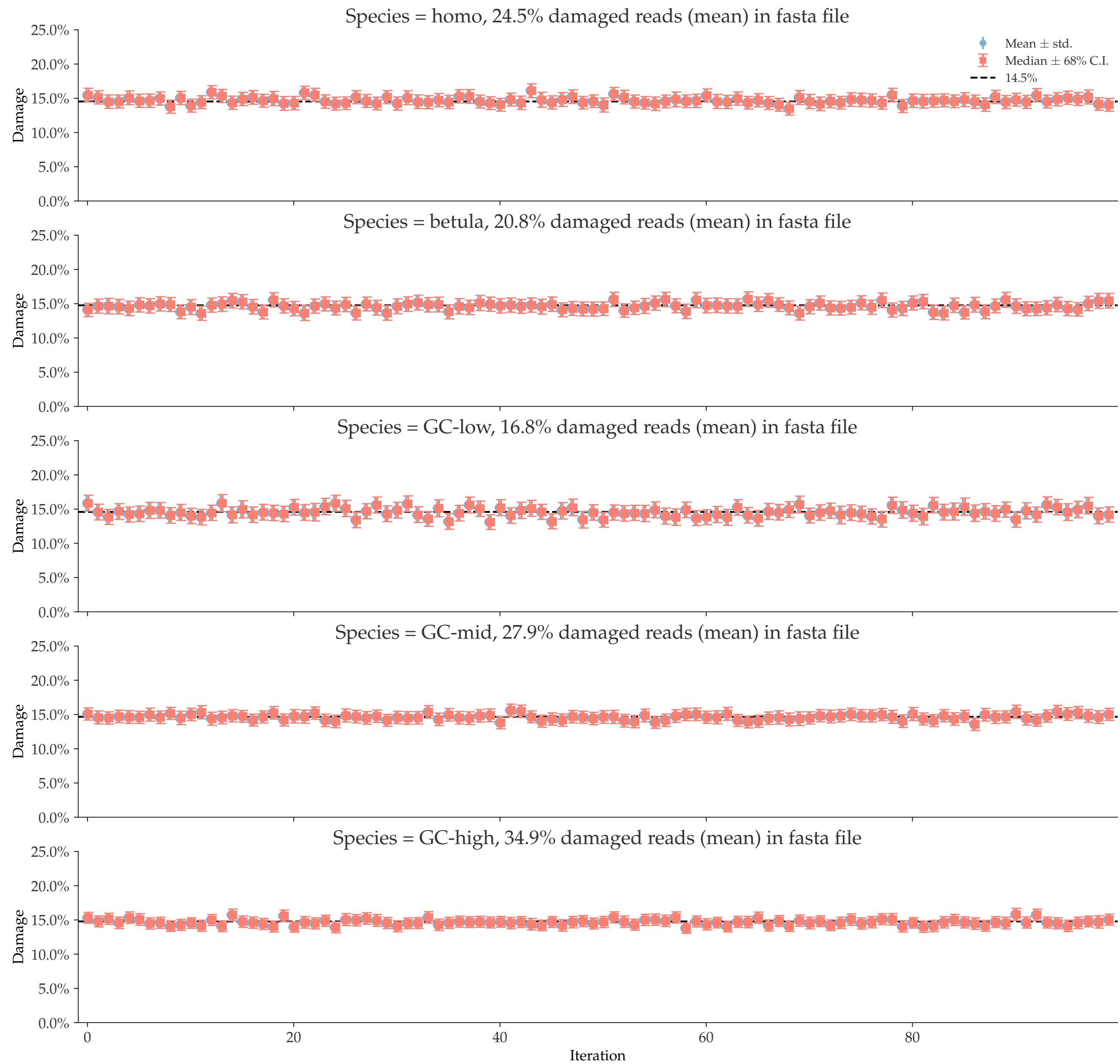
Individual damages:  
2500 reads  
Briggs damage = 0.466  
Damage percent (approx) = 15%



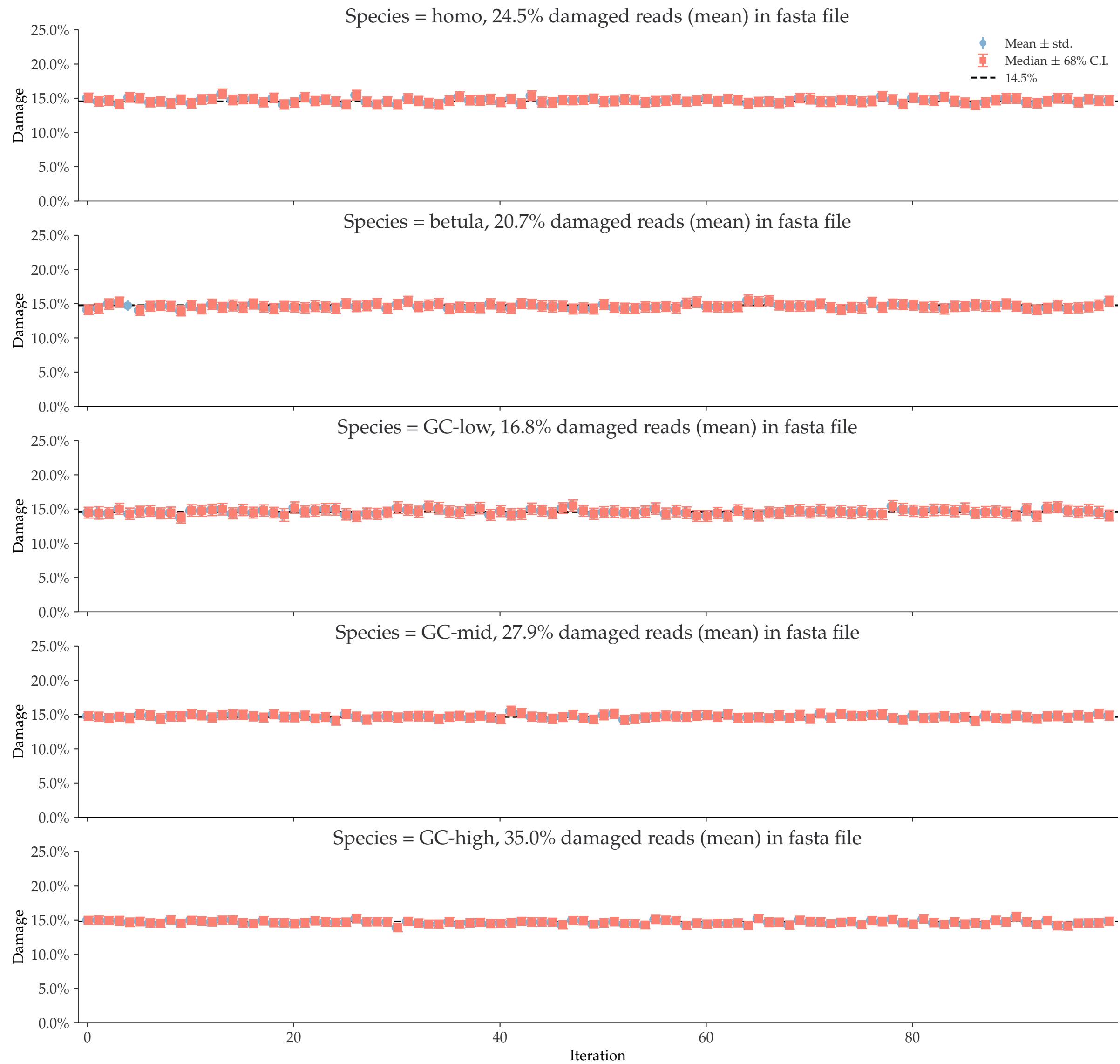
Individual damages:  
5000 reads  
Briggs damage = 0.466  
Damage percent (approx) = 15%



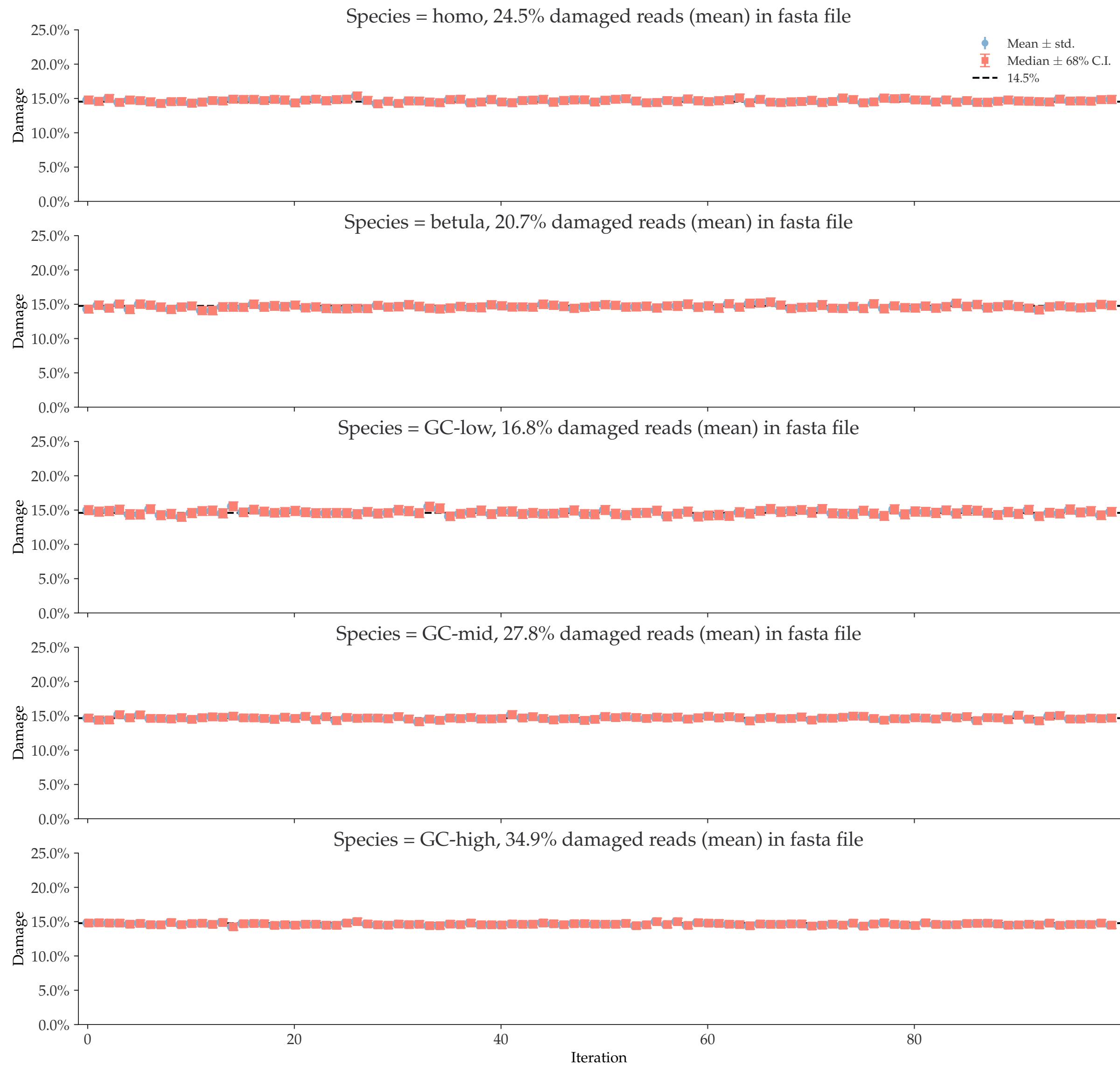
Individual damages:  
10000 reads  
Briggs damage = 0.466  
Damage percent (approx) = 15%



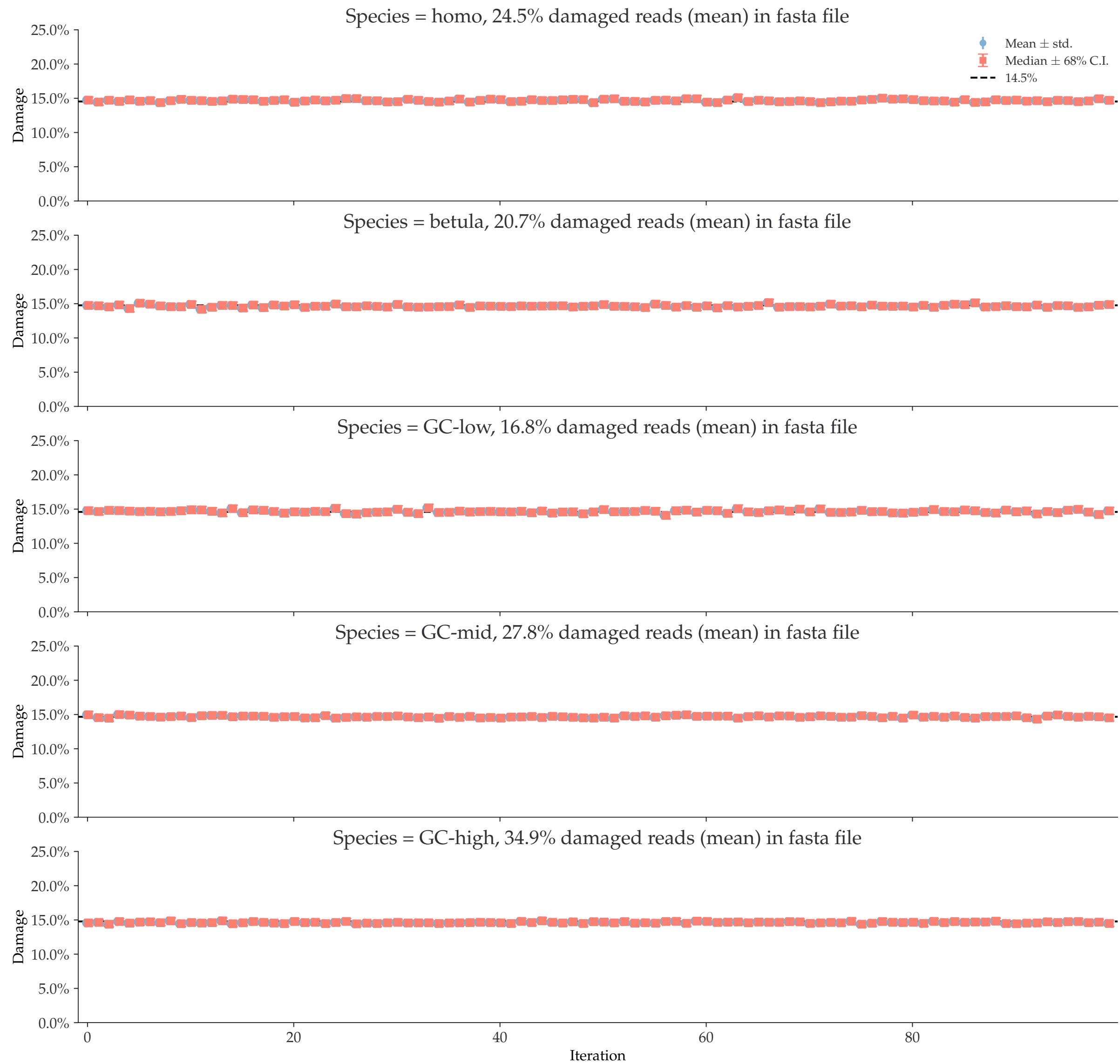
Individual damages:  
25000 reads  
Briggs damage = 0.466  
Damage percent (approx) = 15%



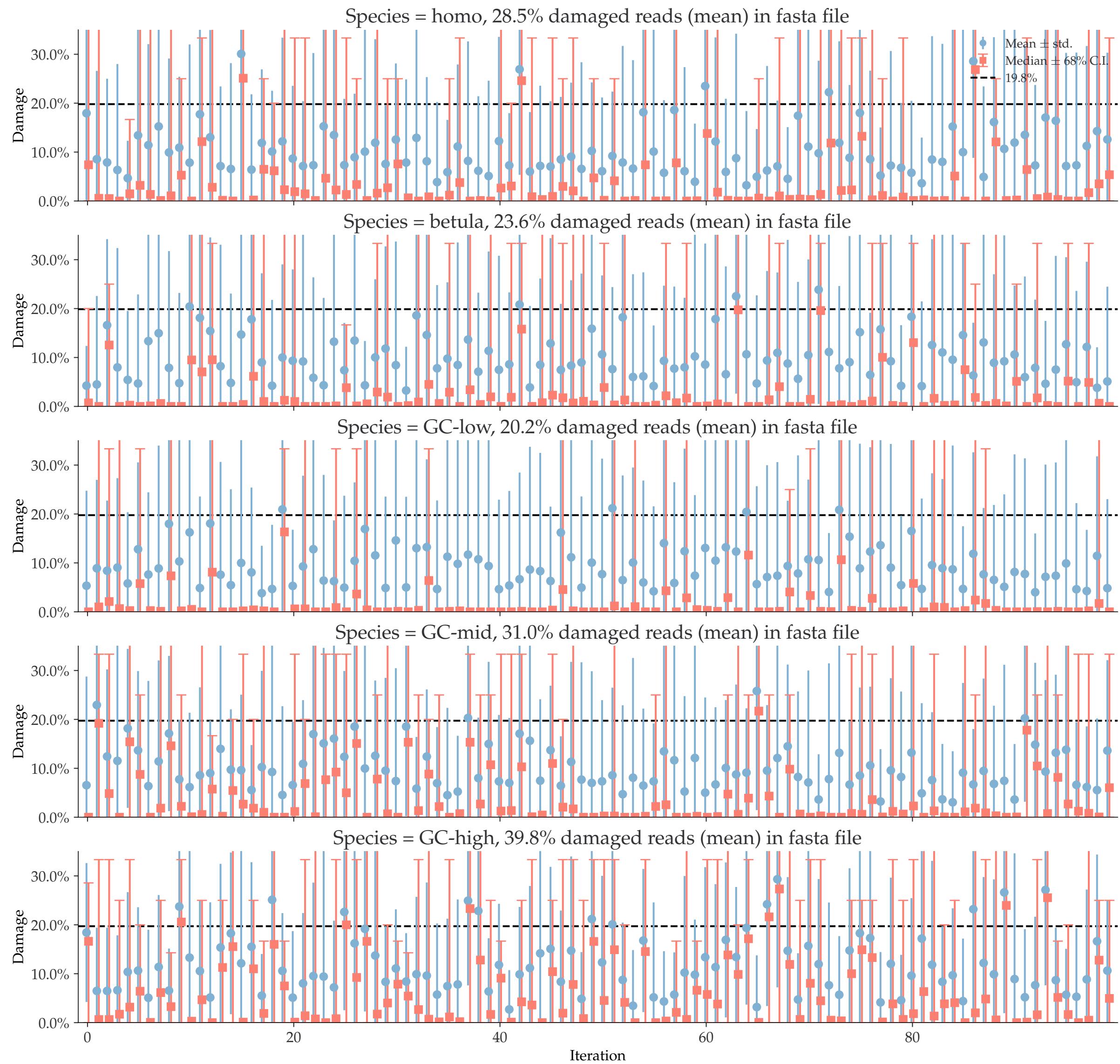
Individual damages:  
50000 reads  
Briggs damage = 0.466  
Damage percent (approx) = 15%



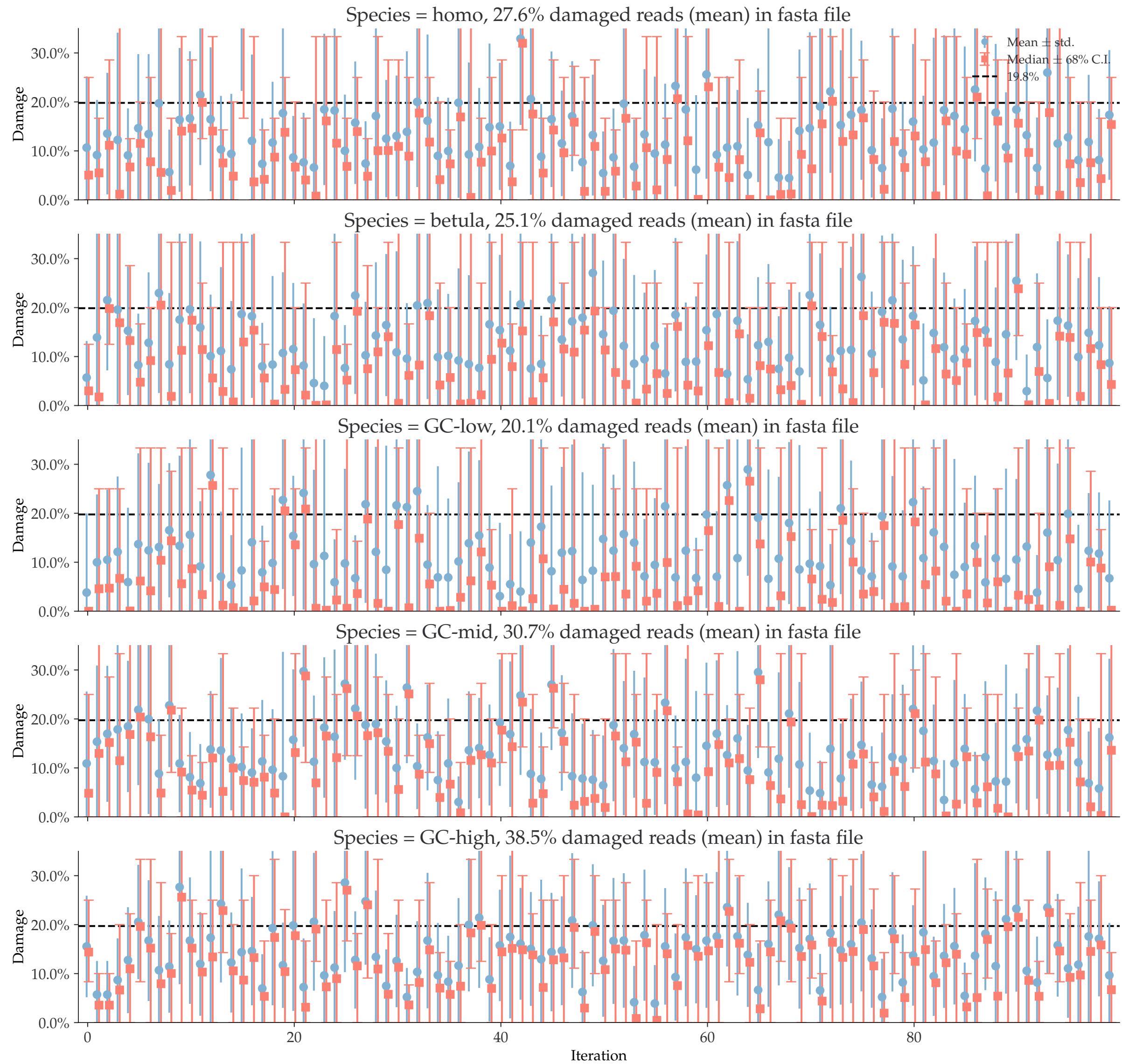
Individual damages:  
100000 reads  
Briggs damage = 0.466  
Damage percent (approx) = 15%



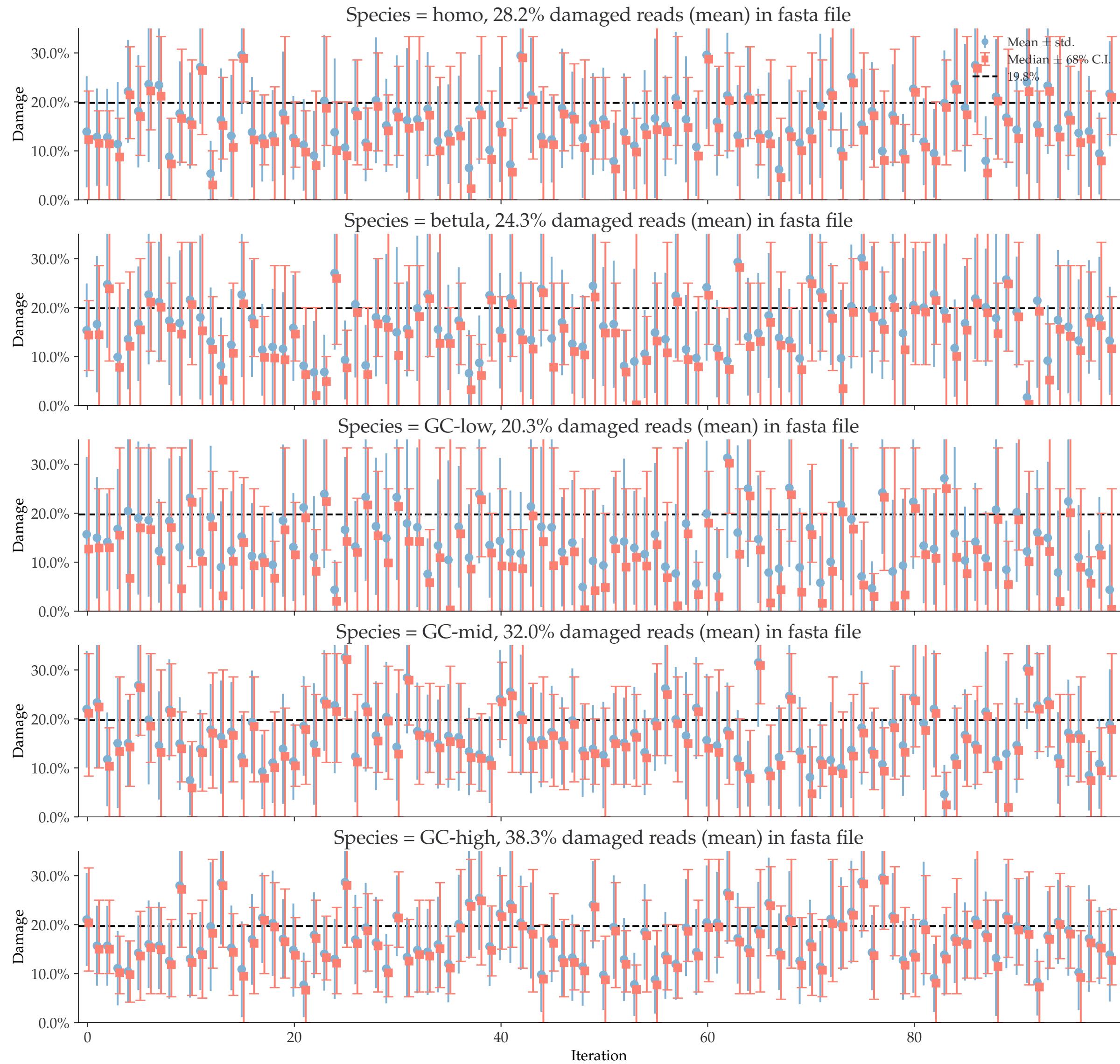
Individual damages:  
 10 reads  
 Briggs damage = 0.626  
 Damage percent (approx) = 20%



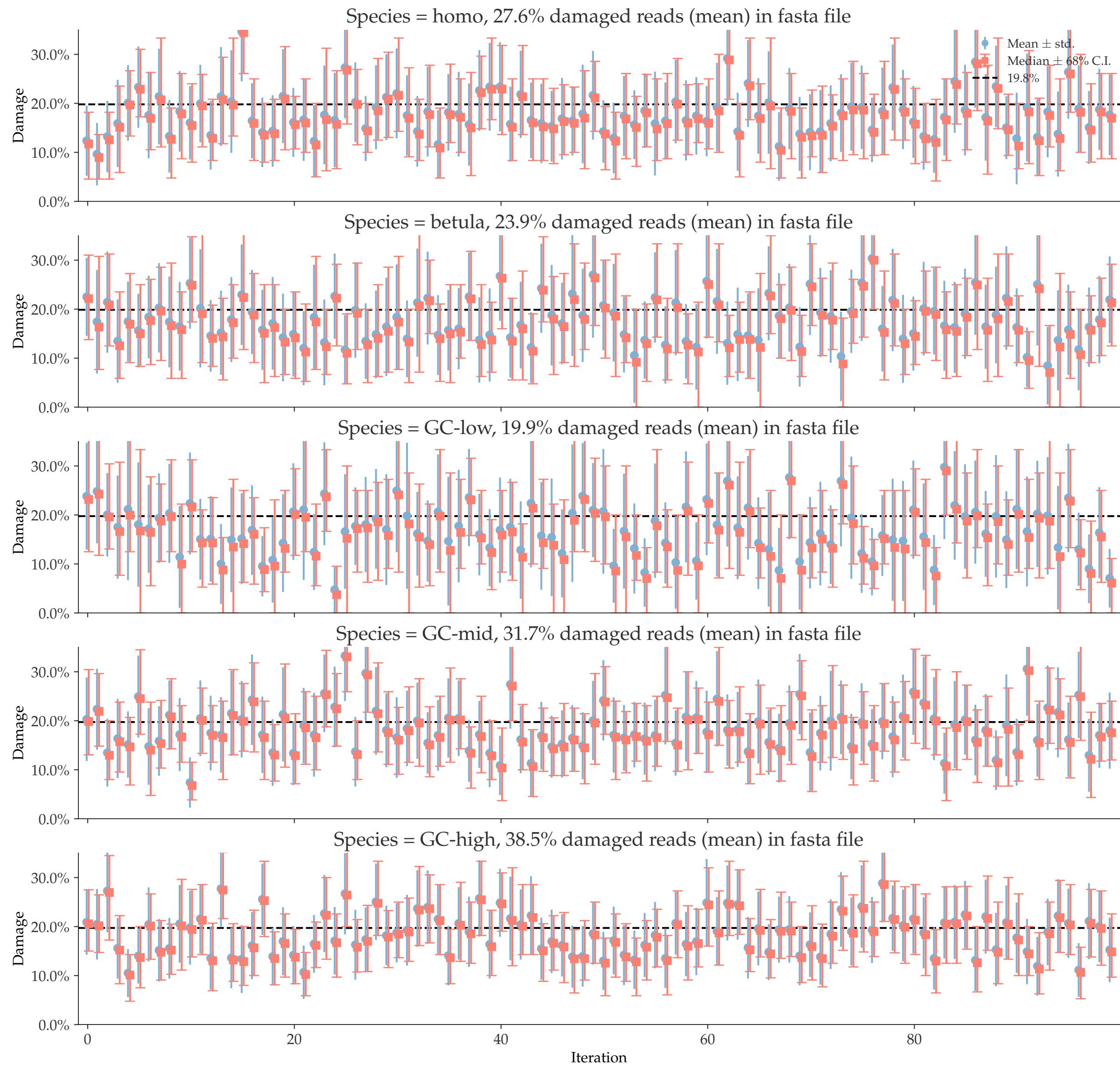
Individual damages:  
 25 reads  
 Briggs damage = 0.626  
 Damage percent (approx) = 20%



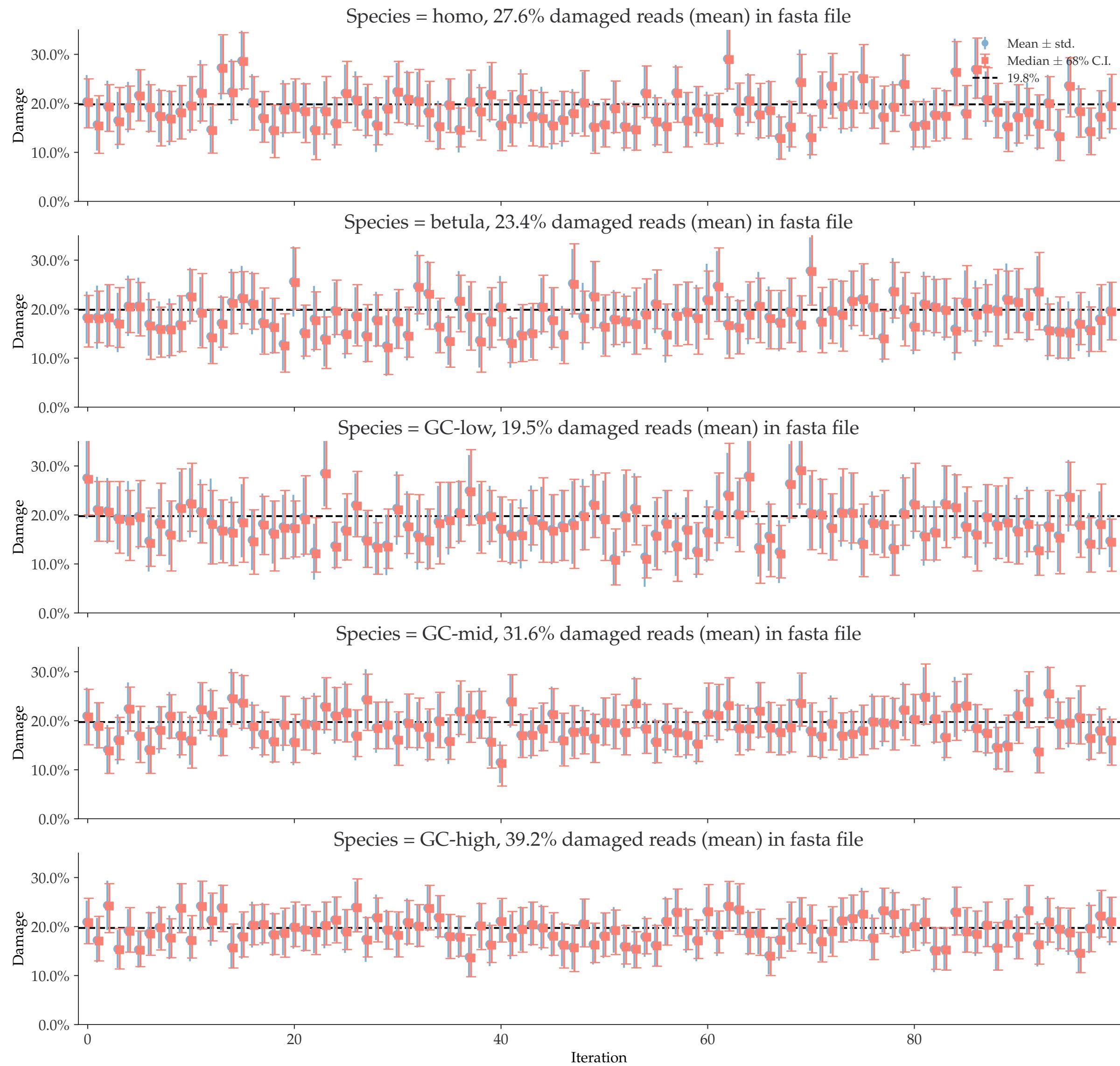
Individual damages:  
 50 reads  
 Briggs damage = 0.626  
 Damage percent (approx) = 20%



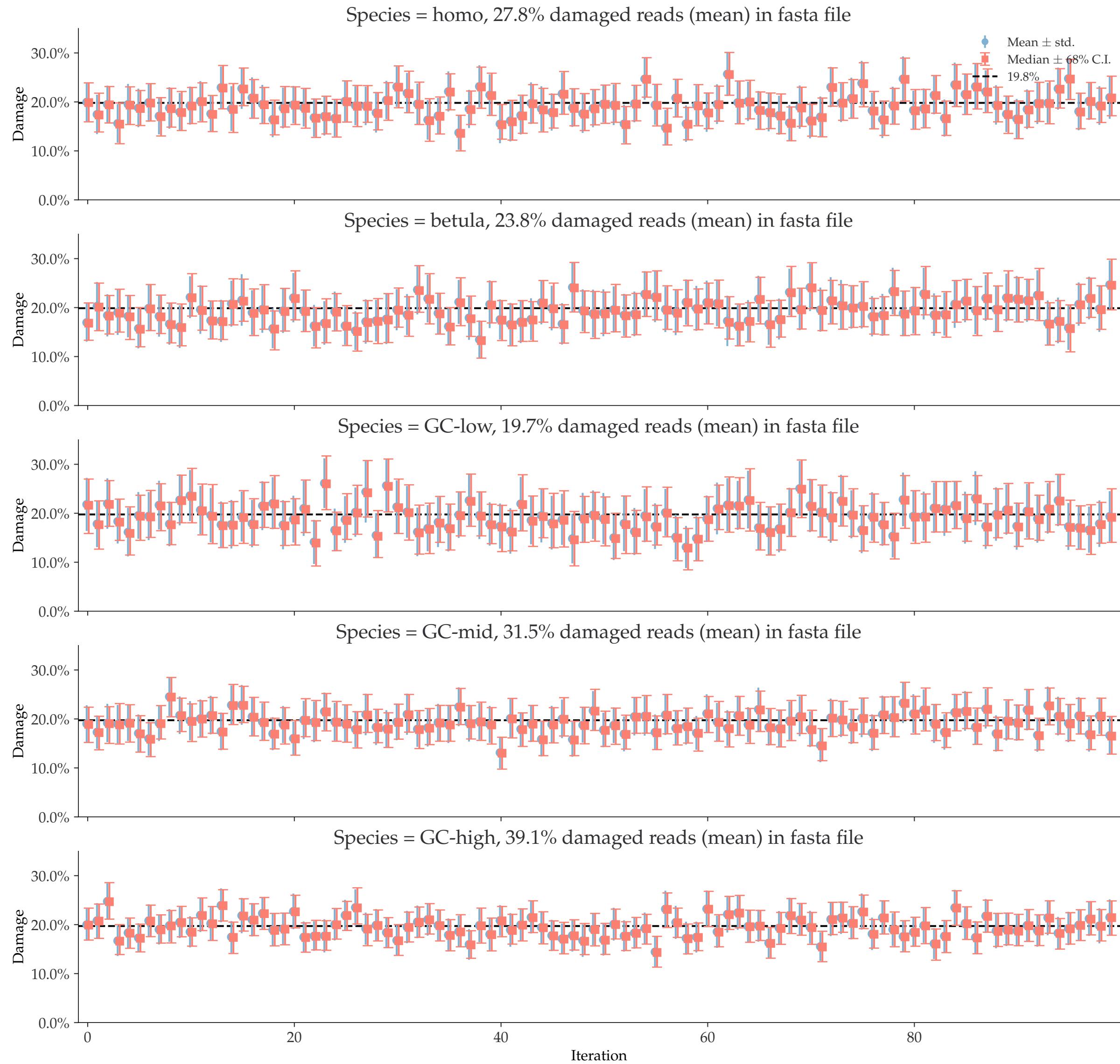
Individual damages:  
 100 reads  
 Briggs damage = 0.626  
 Damage percent (approx) = 20%



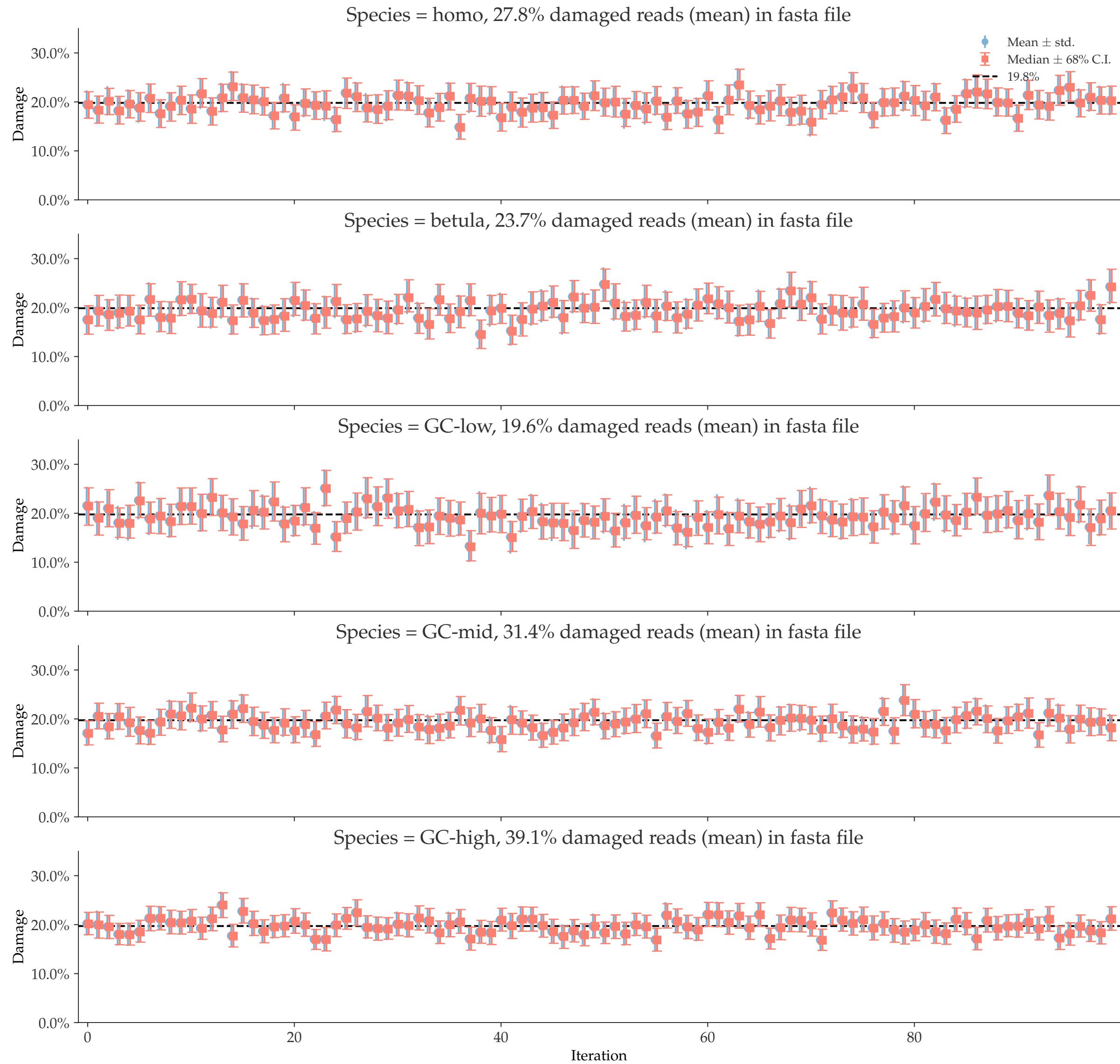
Individual damages:  
 250 reads  
 Briggs damage = 0.626  
 Damage percent (approx) = 20%



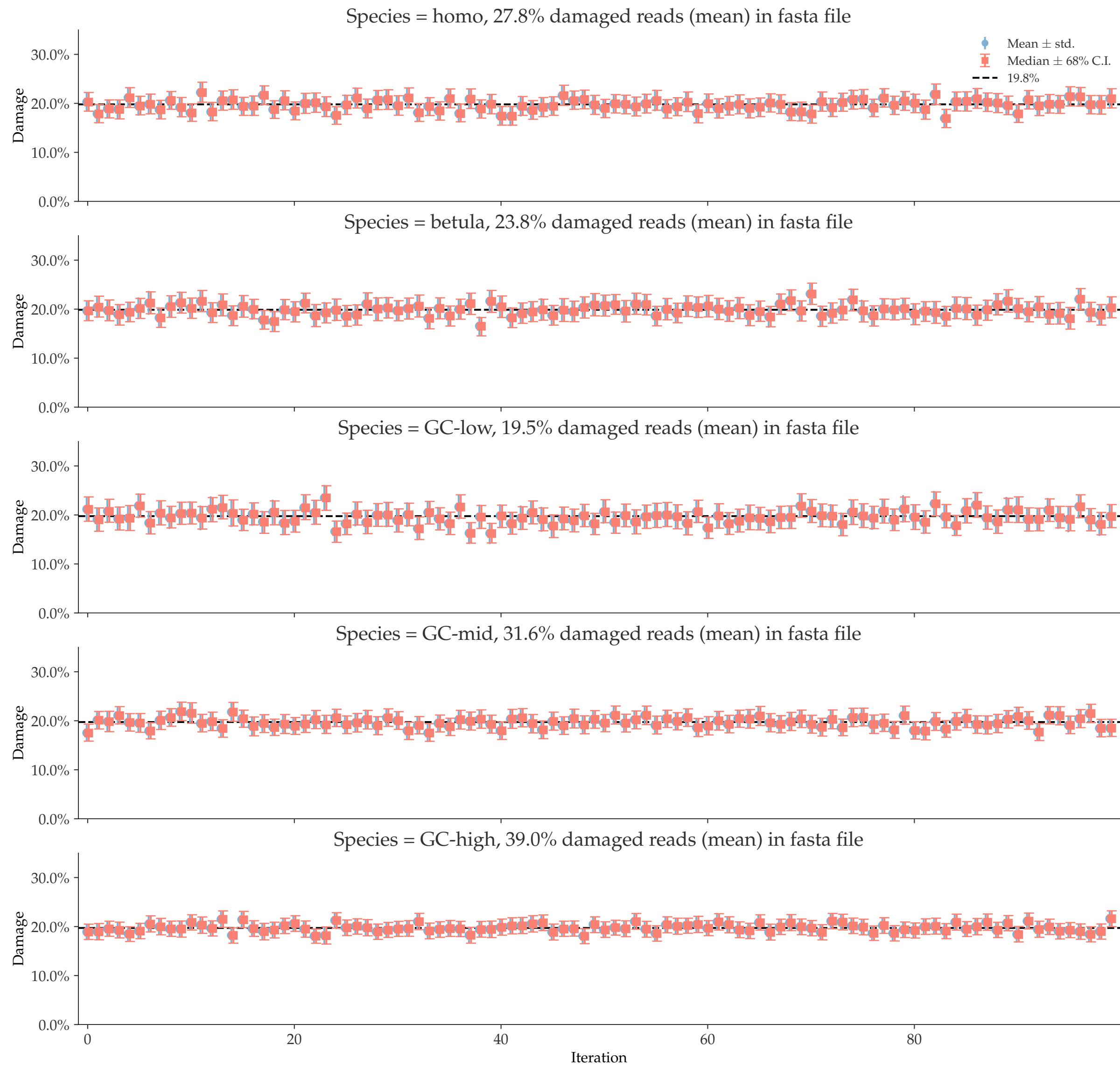
Individual damages:  
500 reads  
Briggs damage = 0.626  
Damage percent (approx) = 20%



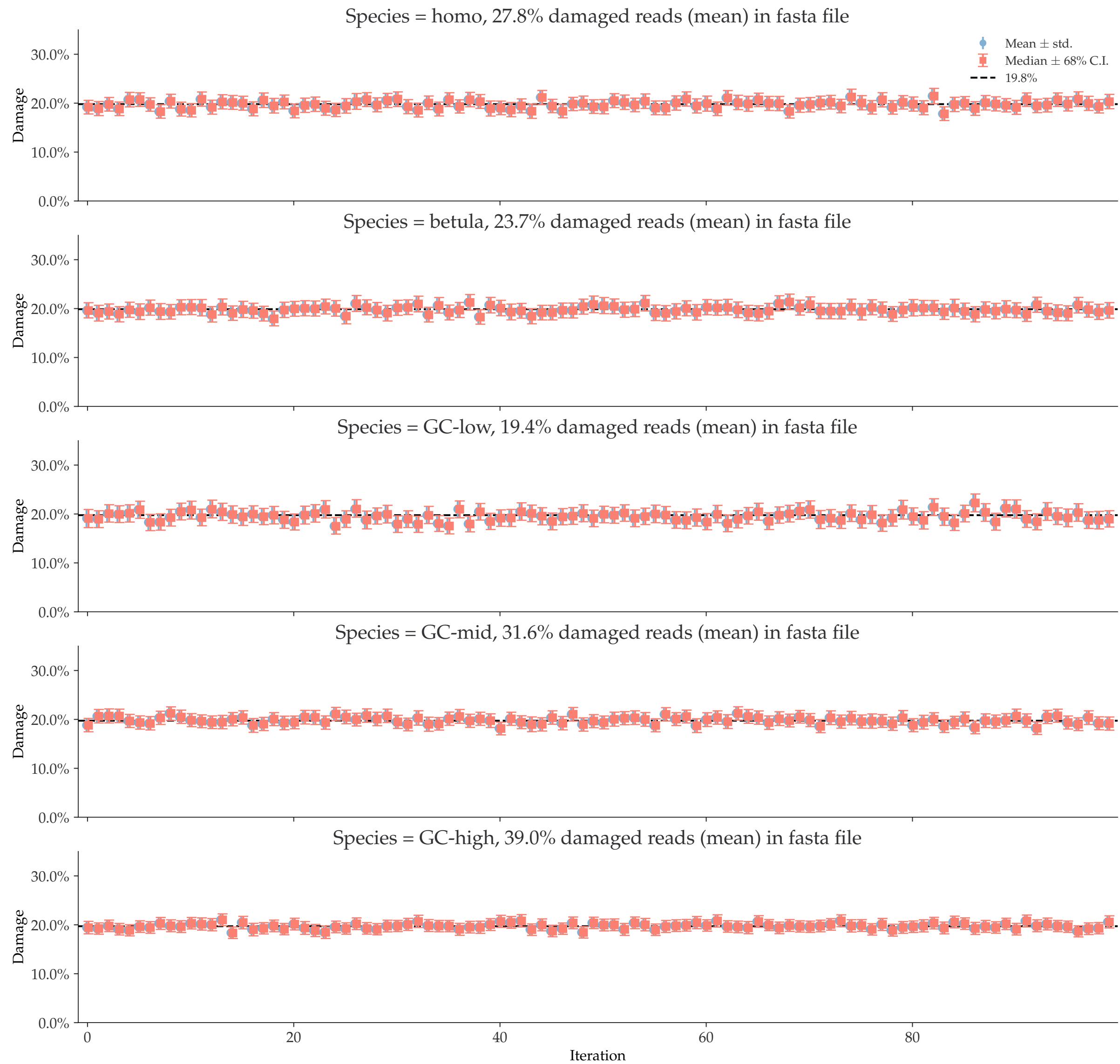
Individual damages:  
1000 reads  
Briggs damage = 0.626  
Damage percent (approx) = 20%



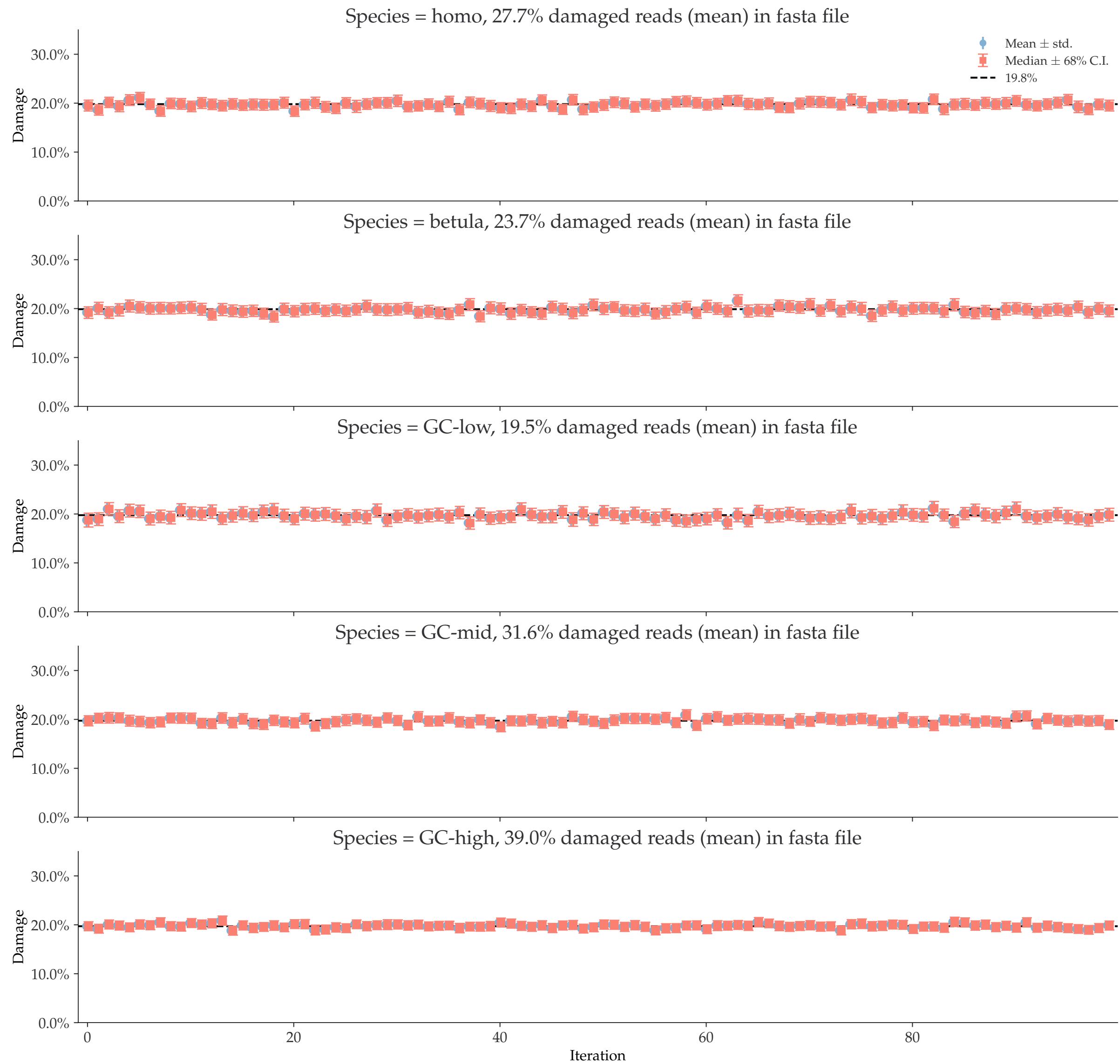
Individual damages:  
2500 reads  
Briggs damage = 0.626  
Damage percent (approx) = 20%



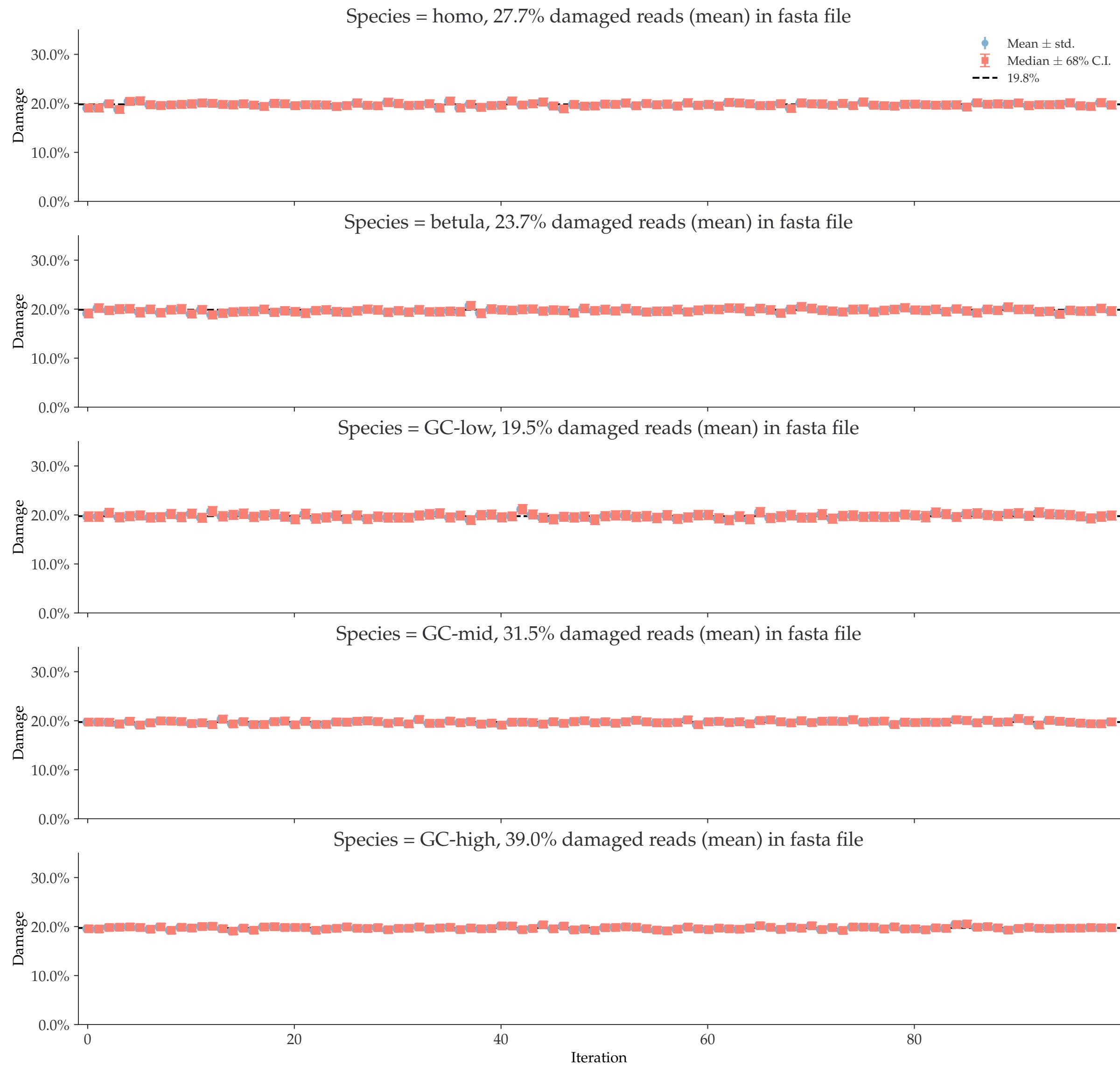
Individual damages:  
5000 reads  
Briggs damage = 0.626  
Damage percent (approx) = 20%



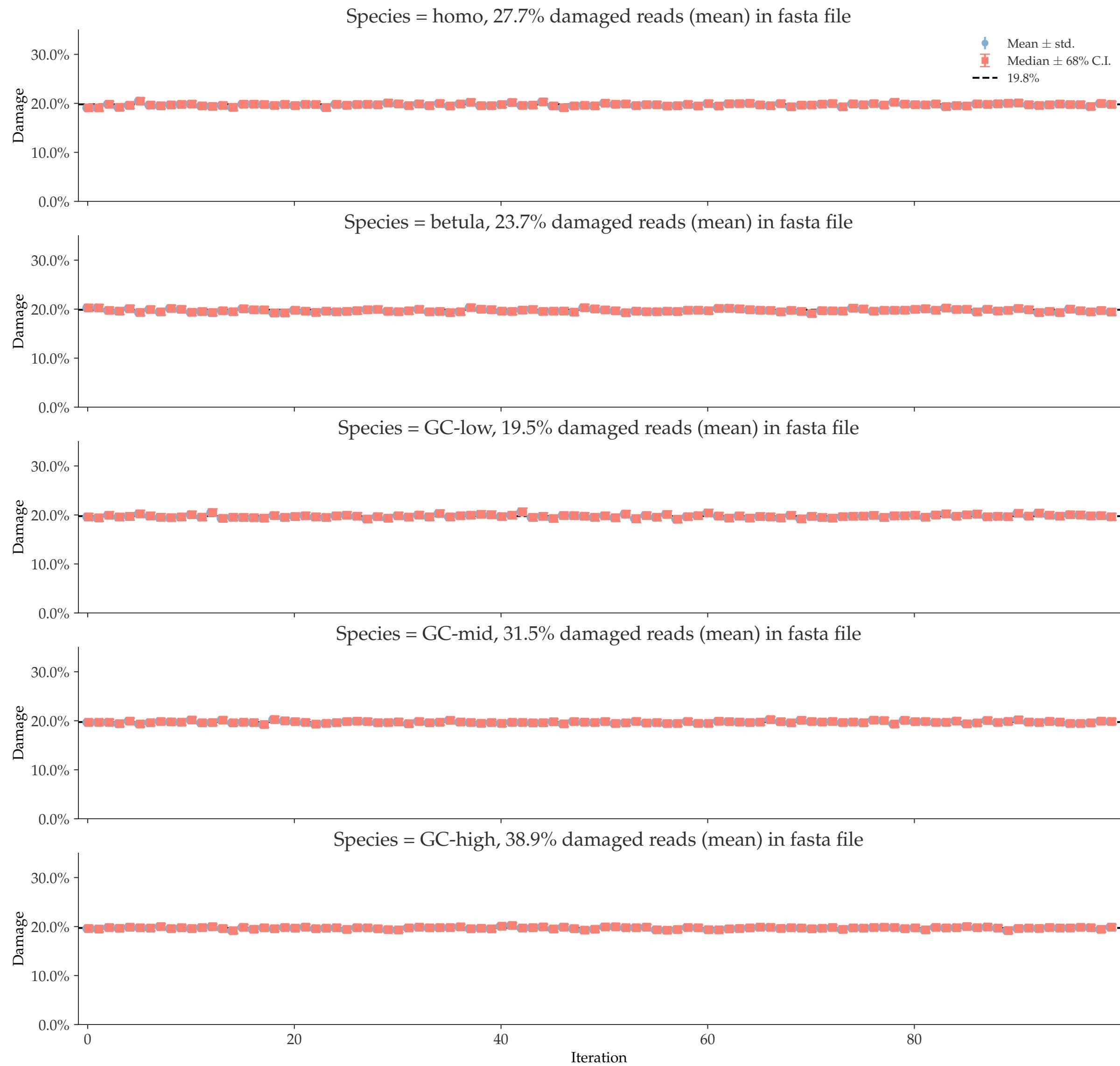
Individual damages:  
10000 reads  
Briggs damage = 0.626  
Damage percent (approx) = 20%



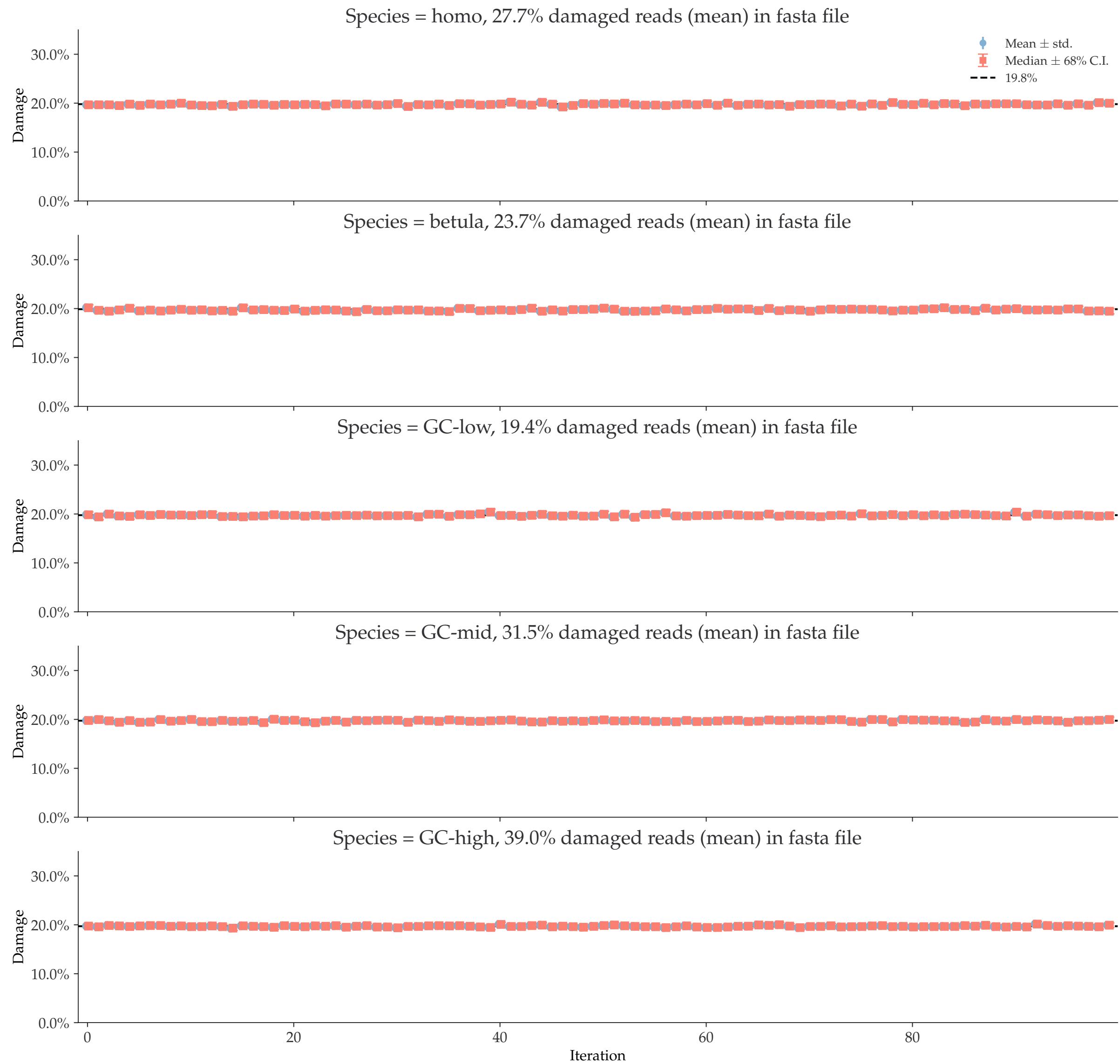
Individual damages:  
25000 reads  
Briggs damage = 0.626  
Damage percent (approx) = 20%



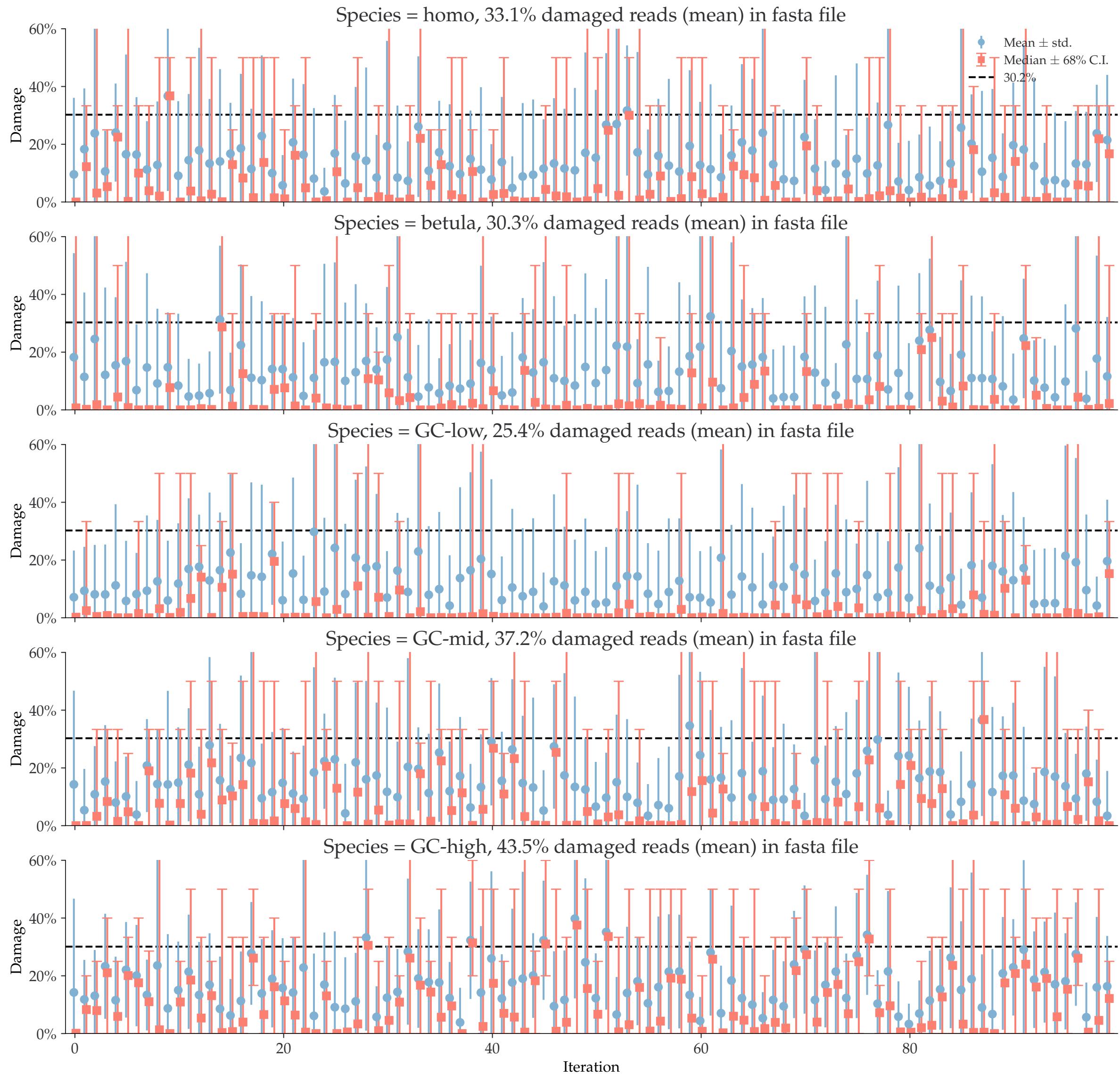
Individual damages:  
50000 reads  
Briggs damage = 0.626  
Damage percent (approx) = 20%



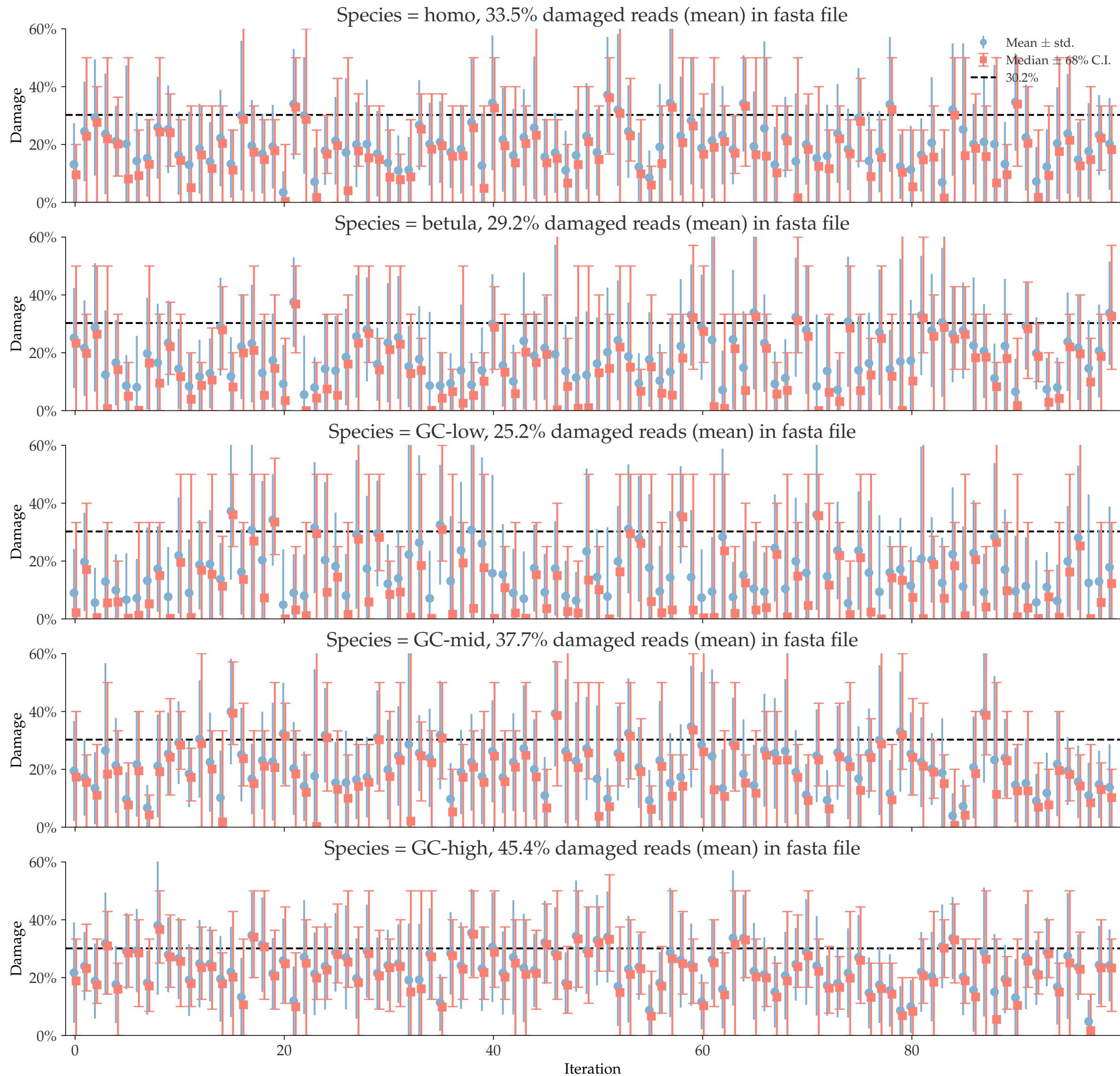
Individual damages:  
100000 reads  
Briggs damage = 0.626  
Damage percent (approx) = 20%



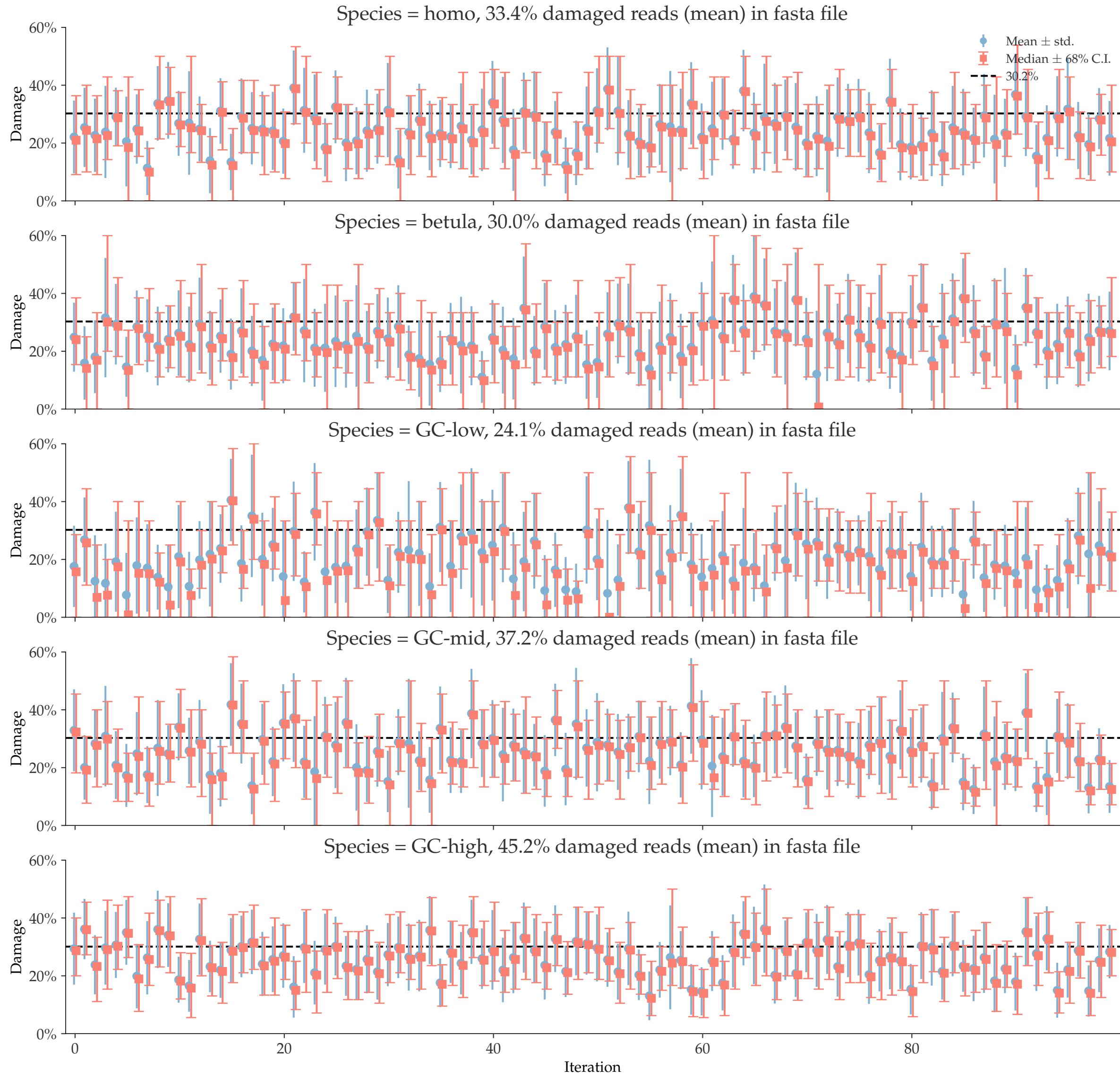
Individual damages:  
 10 reads  
 Briggs damage = 0.96  
 Damage percent (approx) = 30%



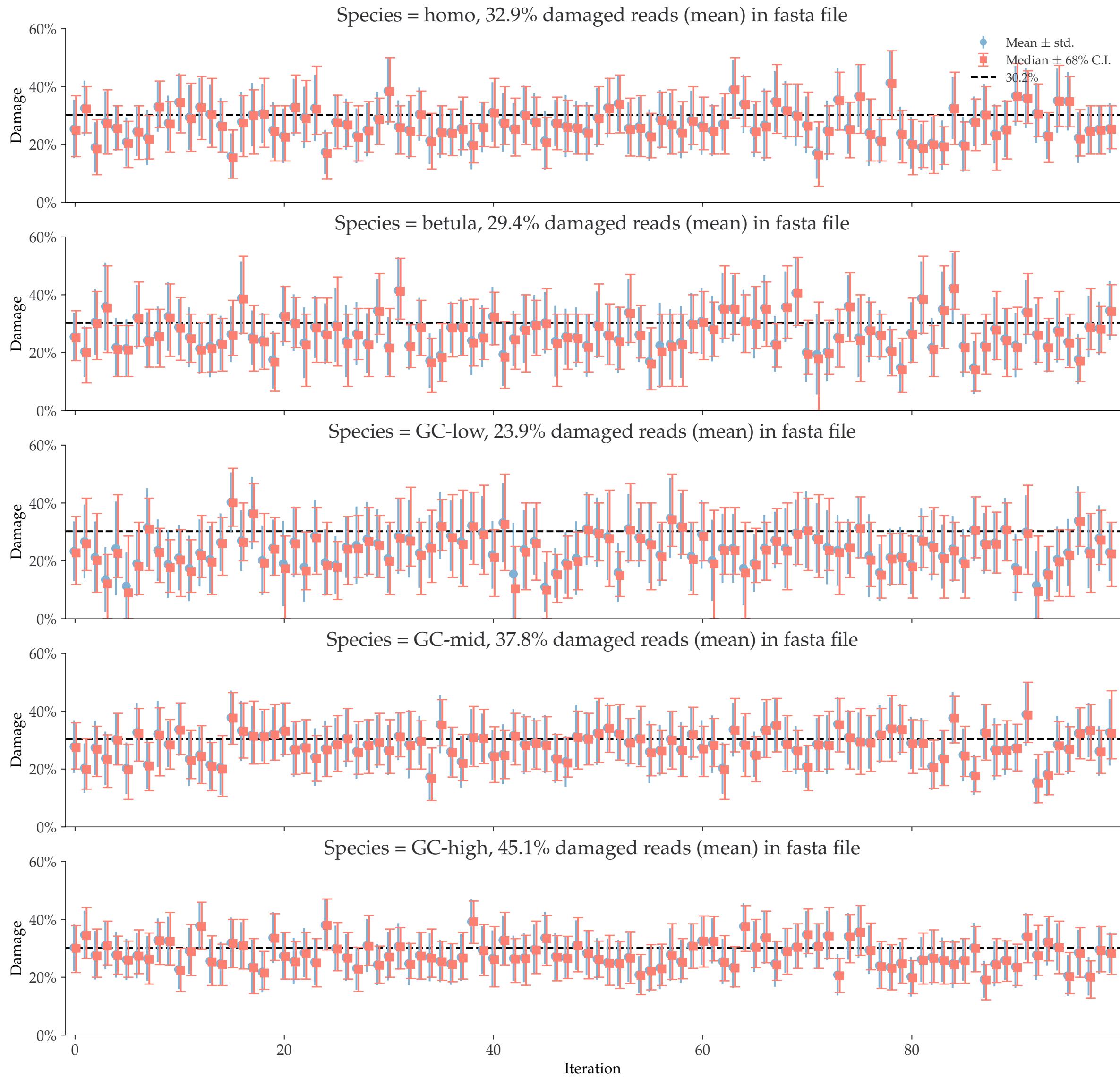
Individual damages:  
 25 reads  
 Briggs damage = 0.96  
 Damage percent (approx) = 30%



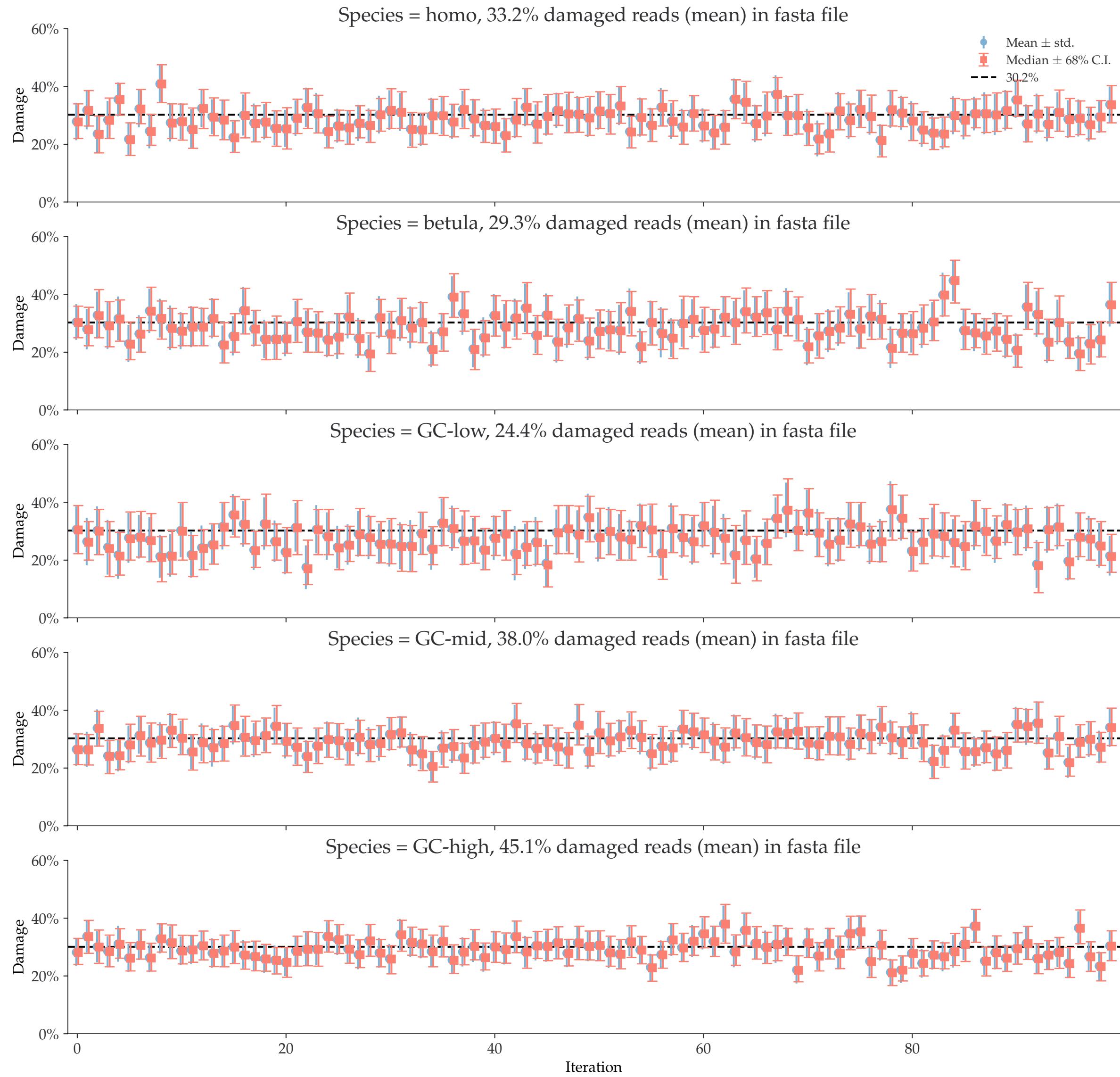
Individual damages:  
 50 reads  
 Briggs damage = 0.96  
 Damage percent (approx) = 30%



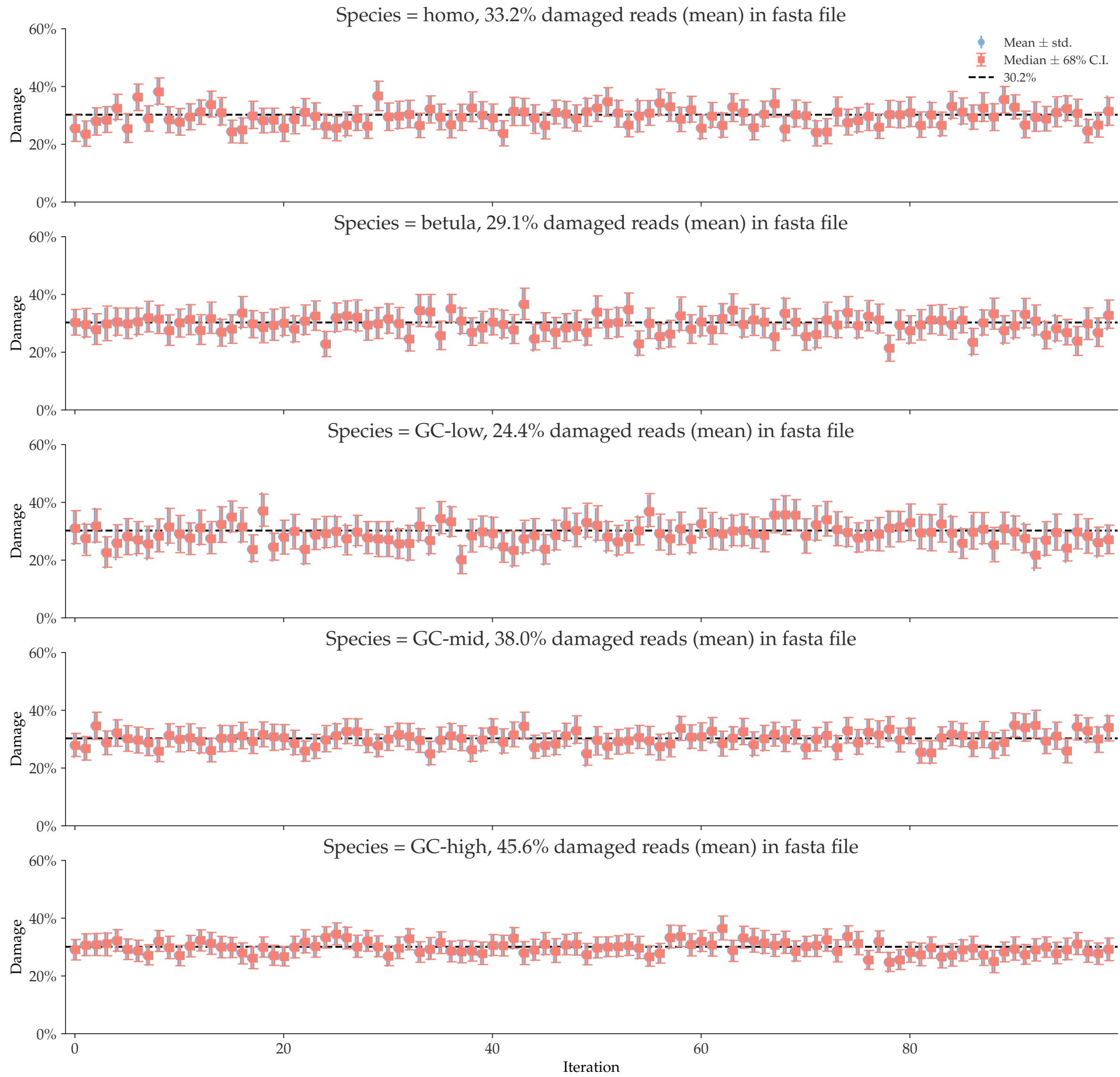
Individual damages:  
 100 reads  
 Briggs damage = 0.96  
 Damage percent (approx) = 30%



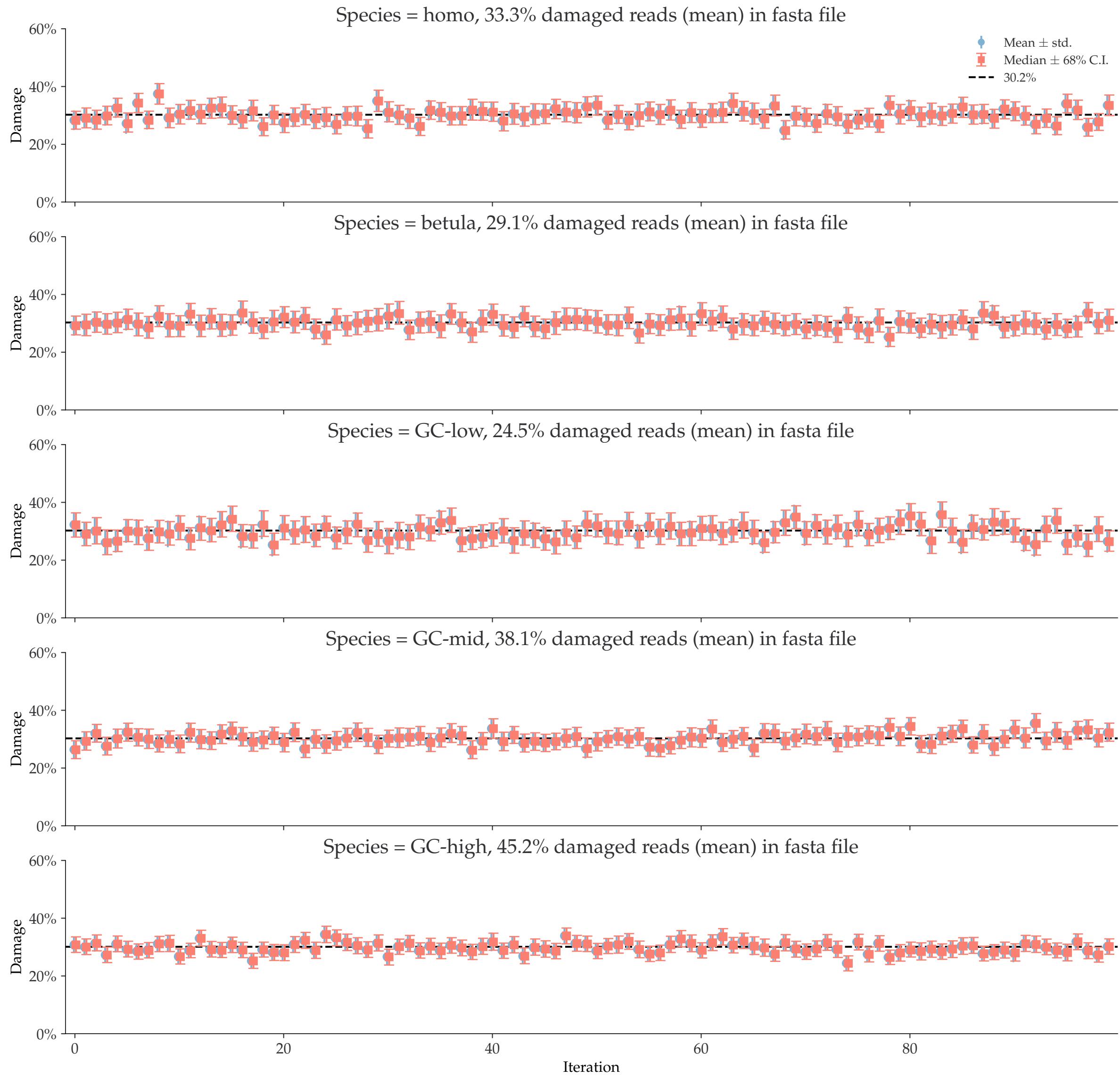
Individual damages:  
250 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



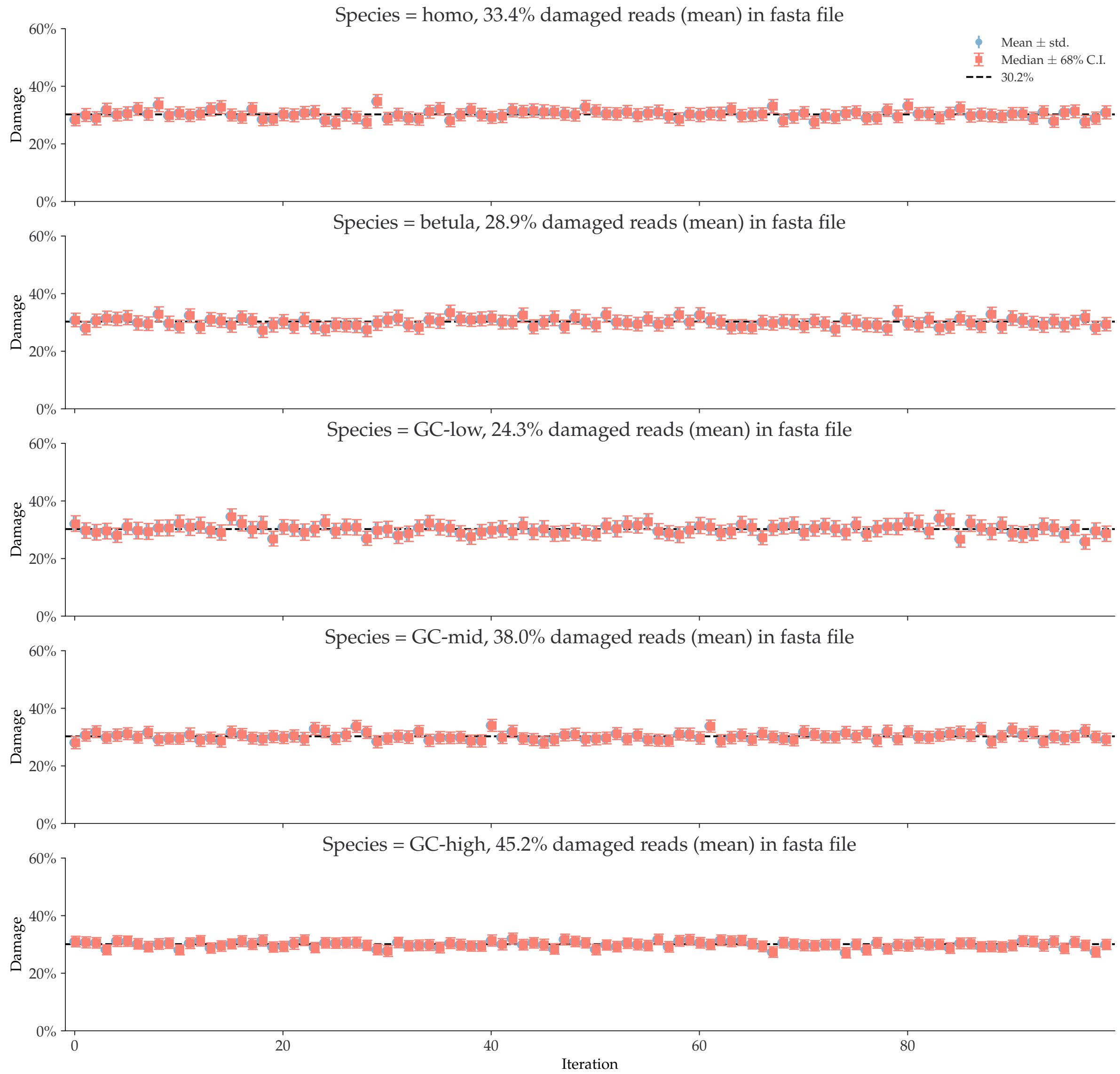
Individual damages:  
500 reads  
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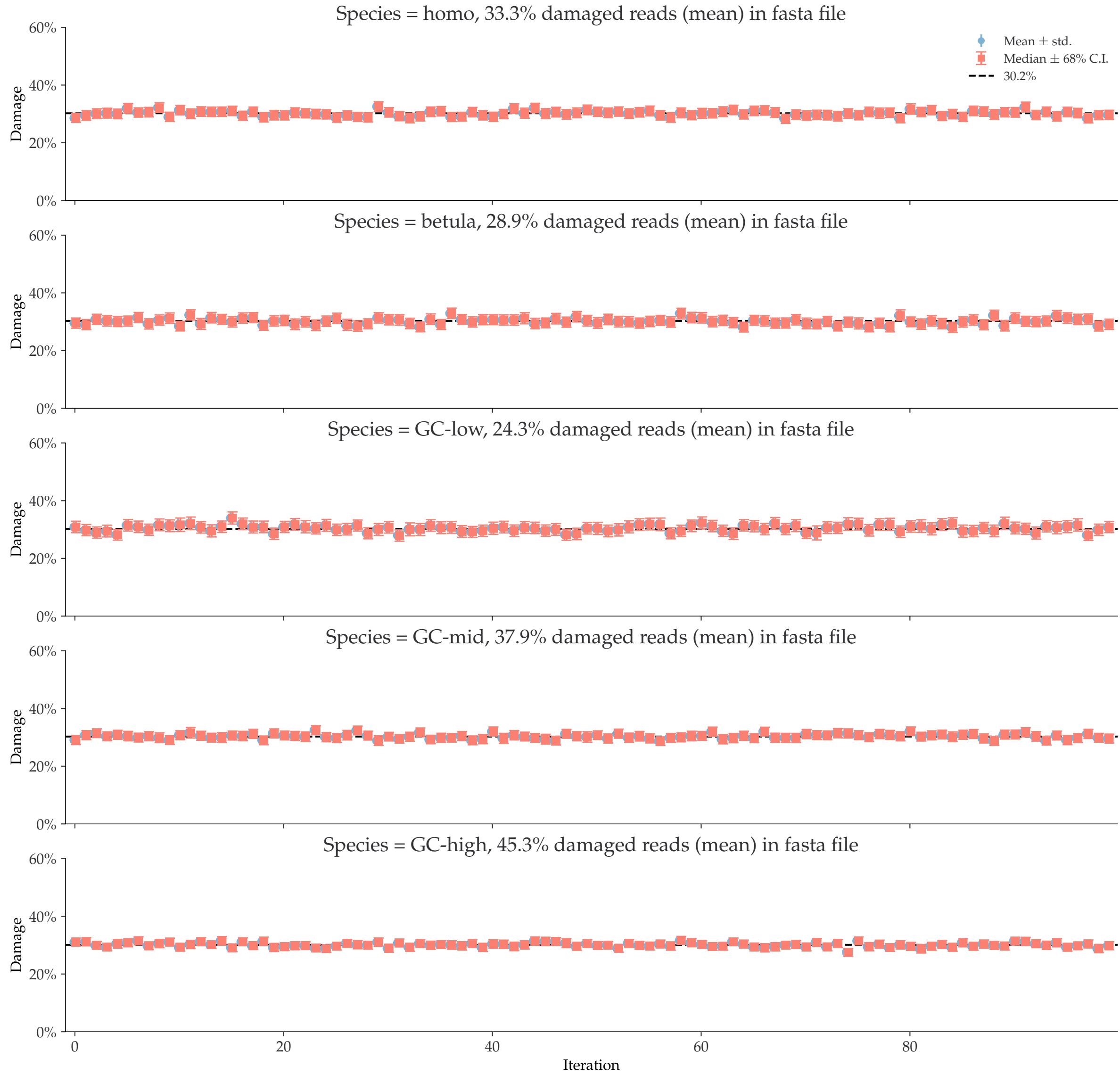
Individual damages:  
1000 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



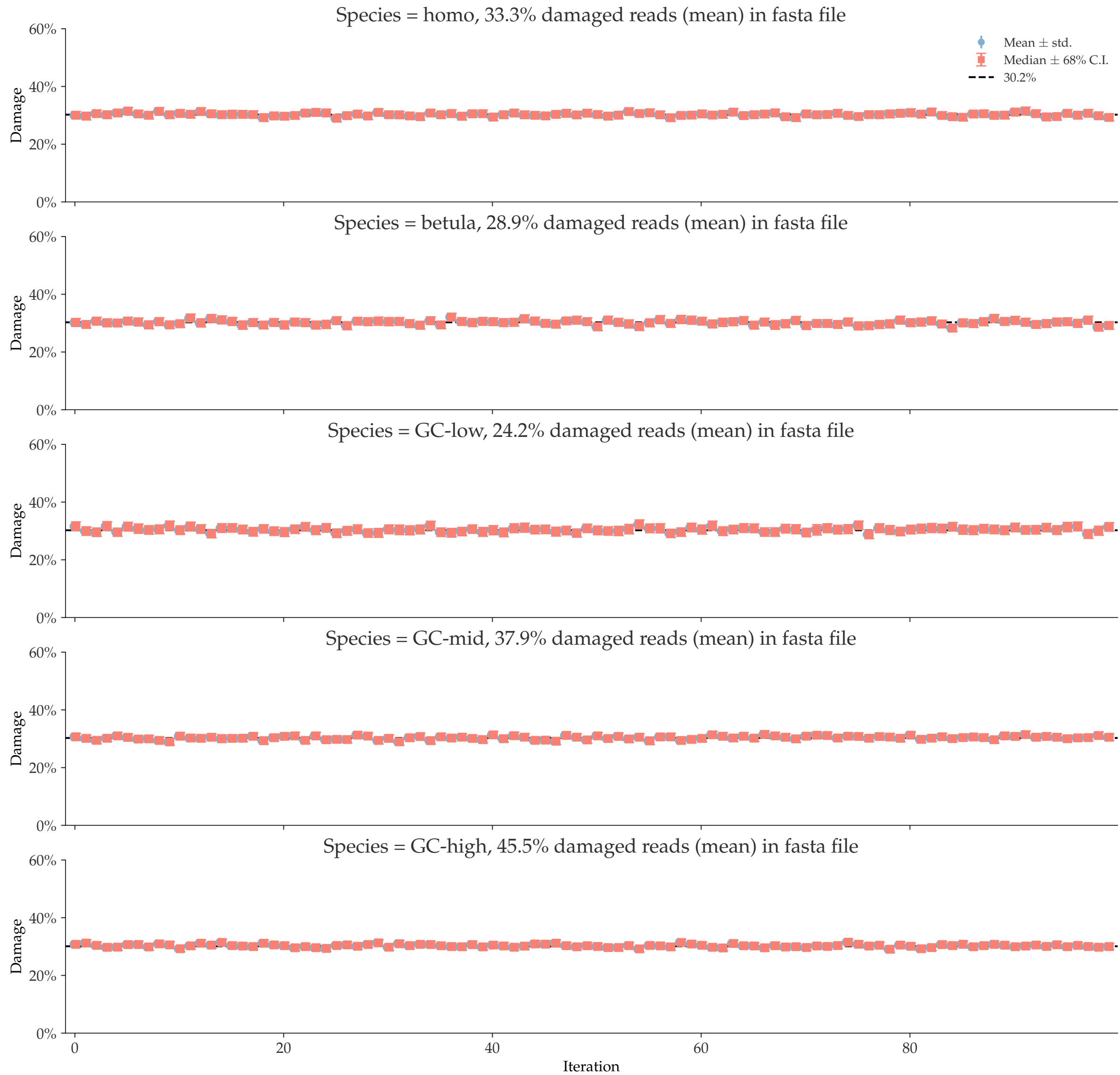
Individual damages:  
2500 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



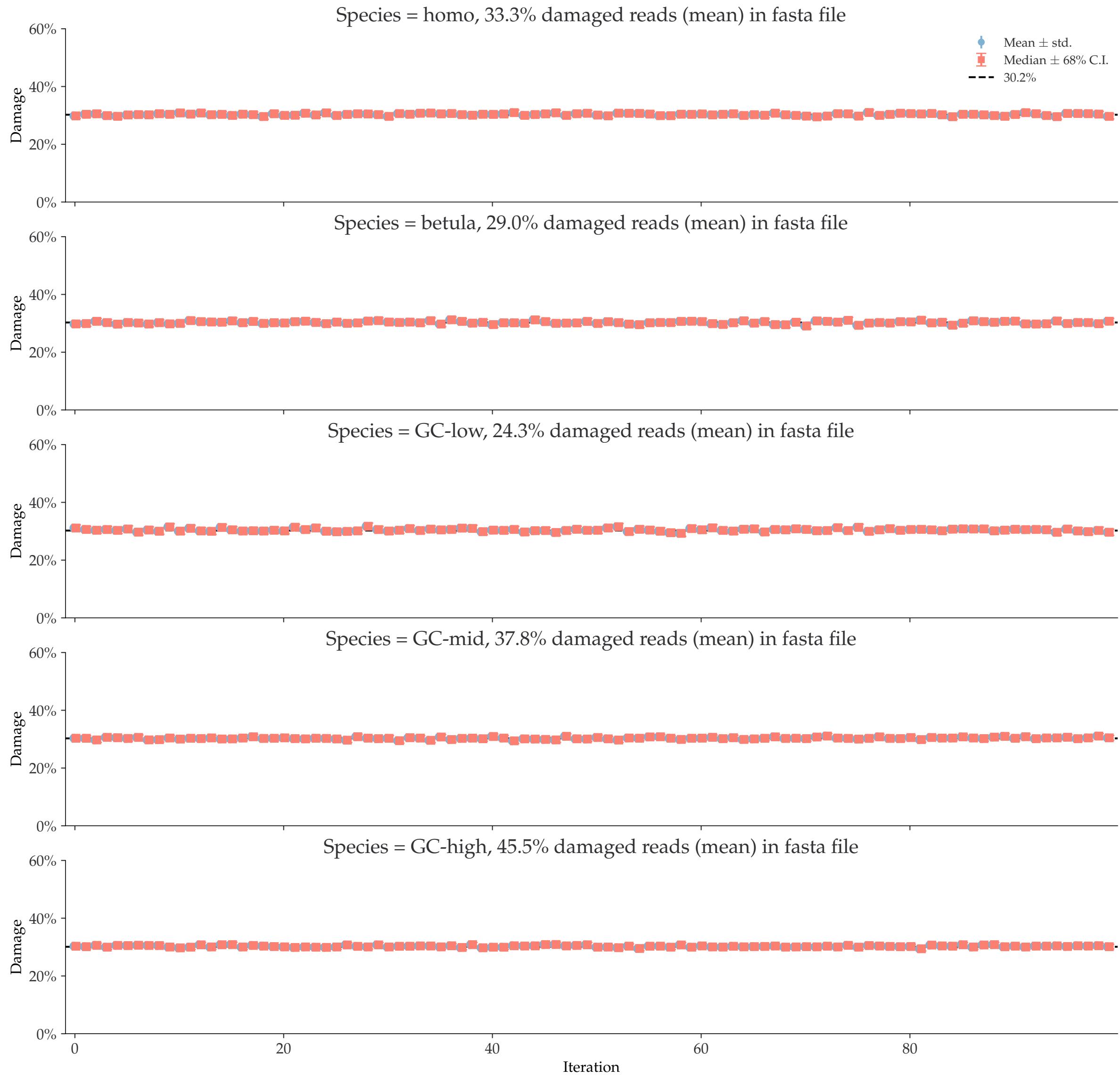
Individual damages:  
5000 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



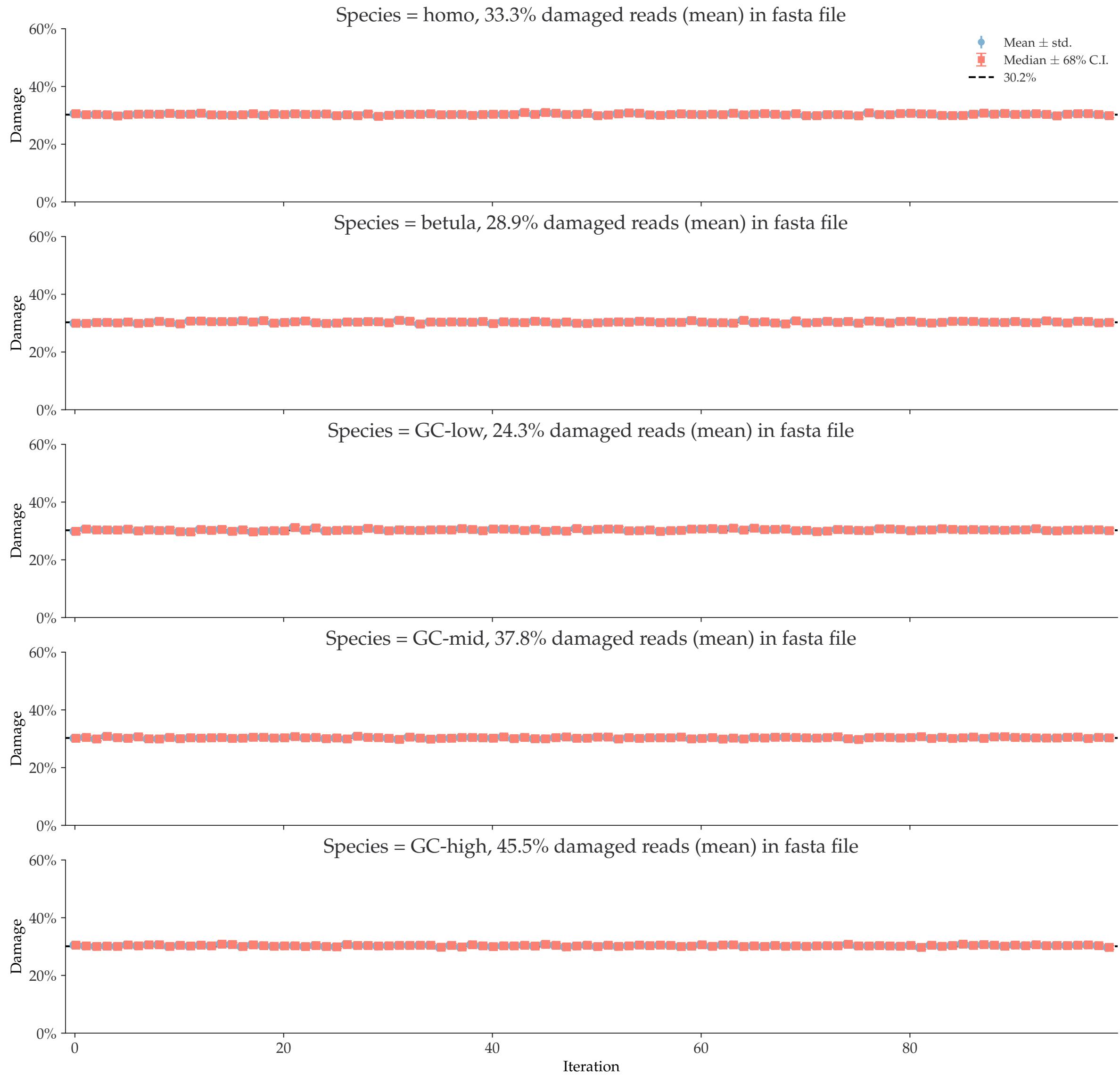
Individual damages:  
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