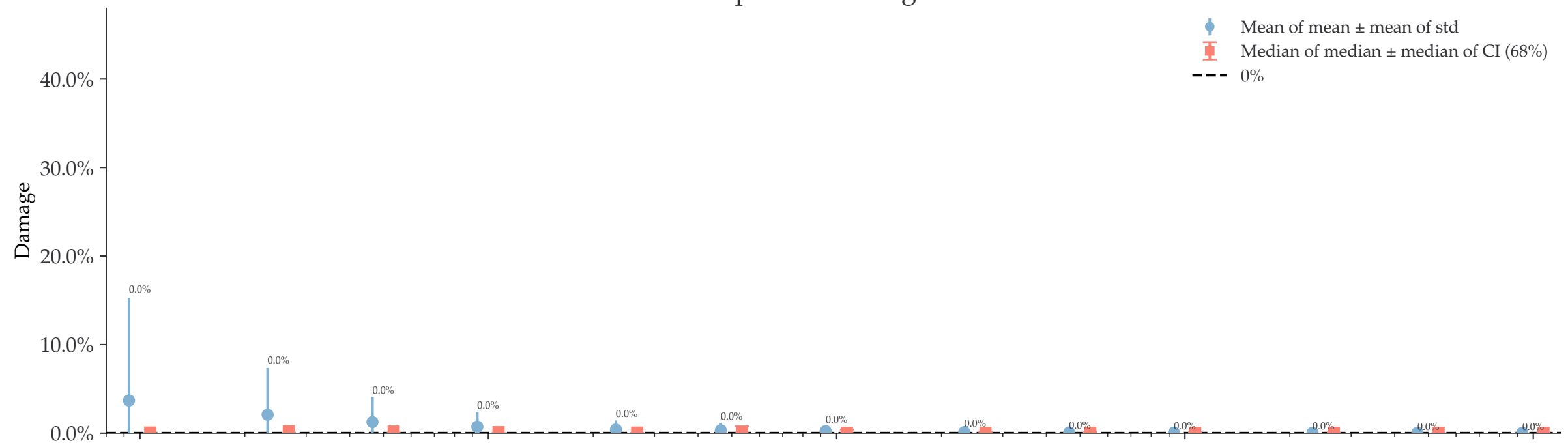
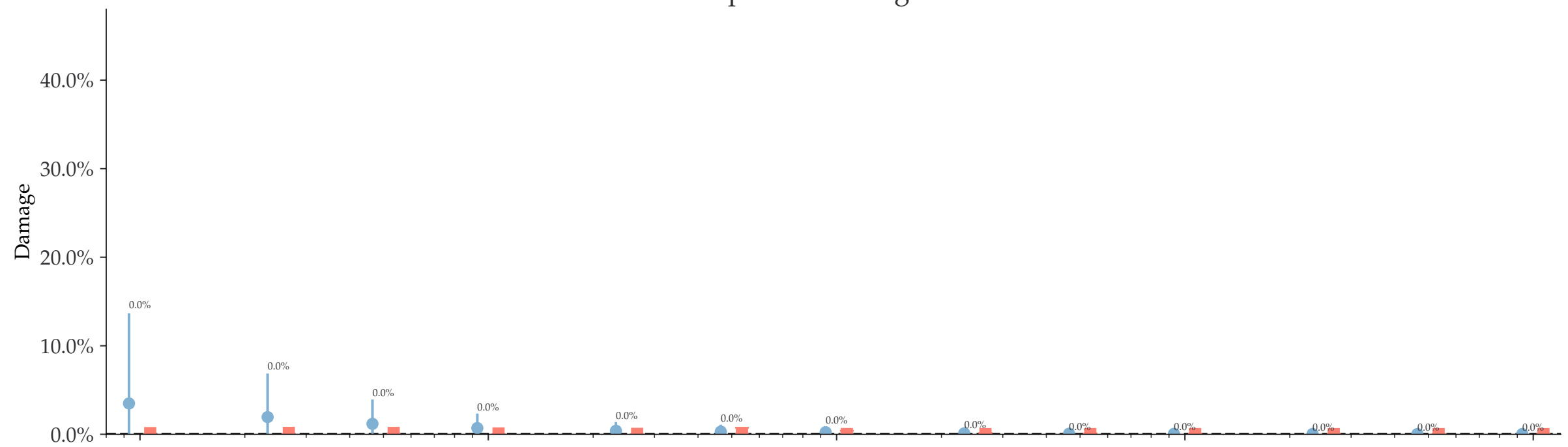


Damage
Briggs damage = 0.0
Damage percent = 0%

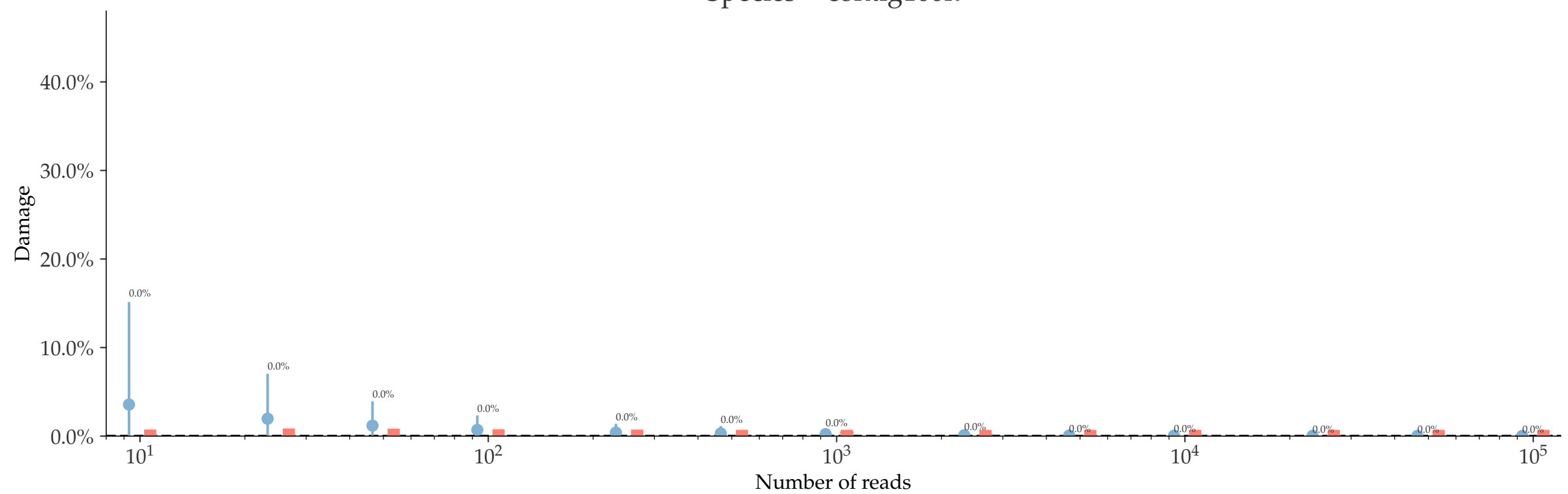
Species = contig1k



Species = contig10k

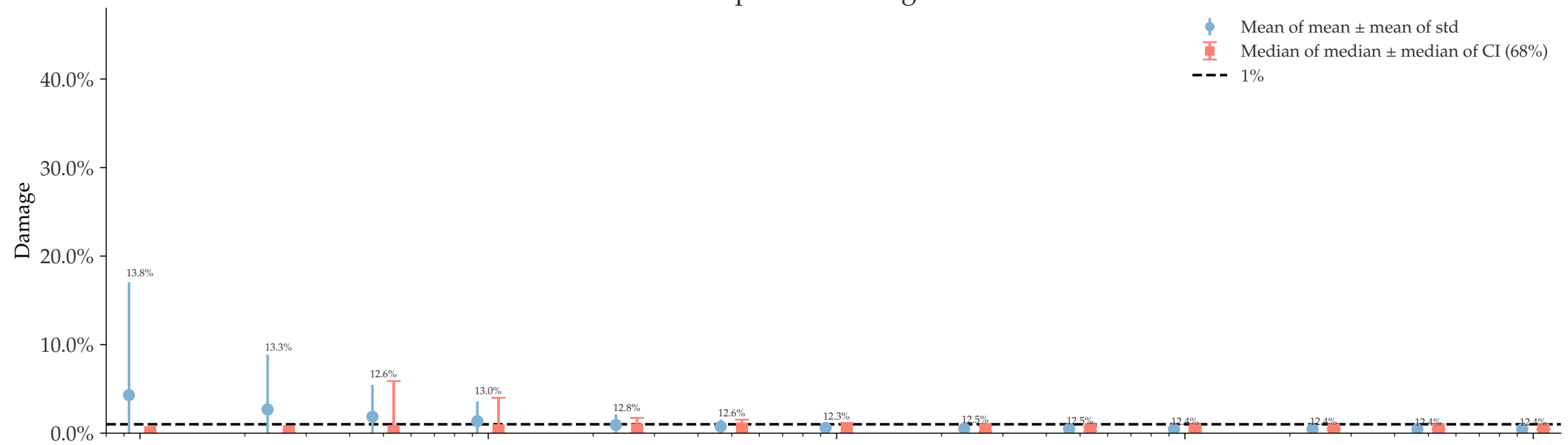


Species = contig100k

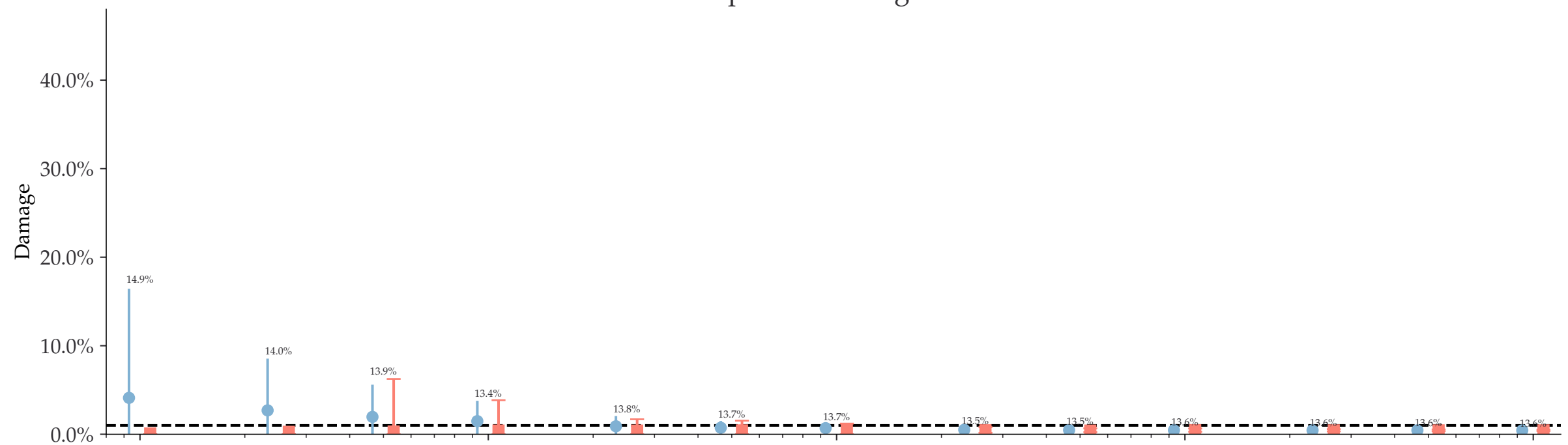


Damage
Briggs damage = 0.014
Damage percent = 1%

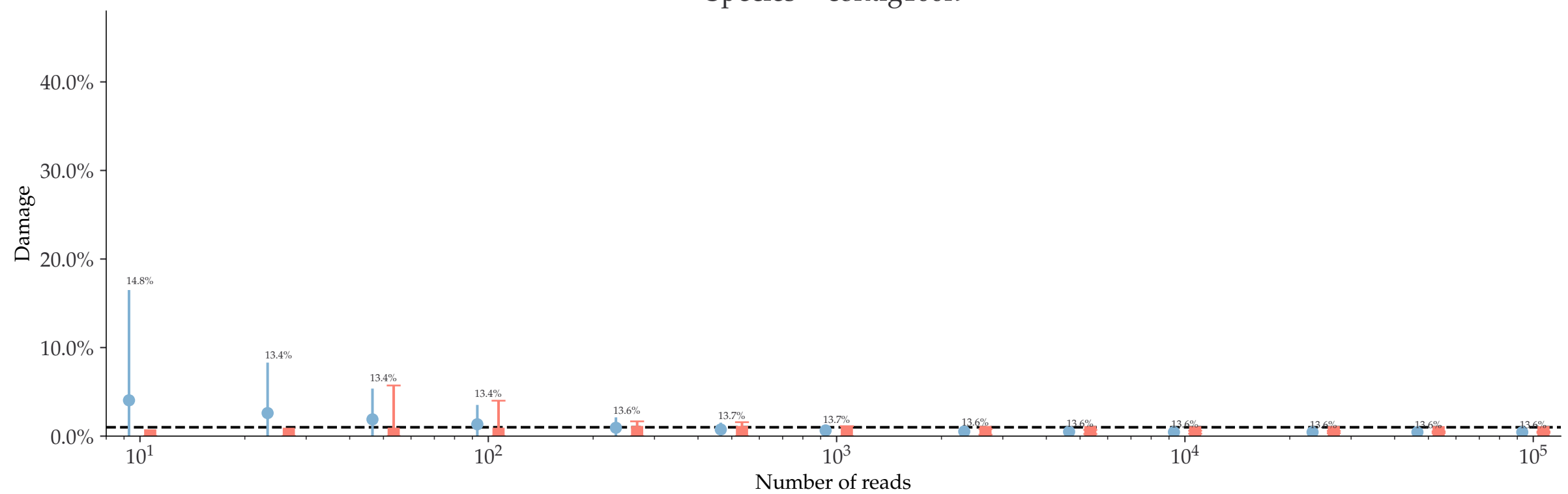
Species = contig1k



Species = contig10k

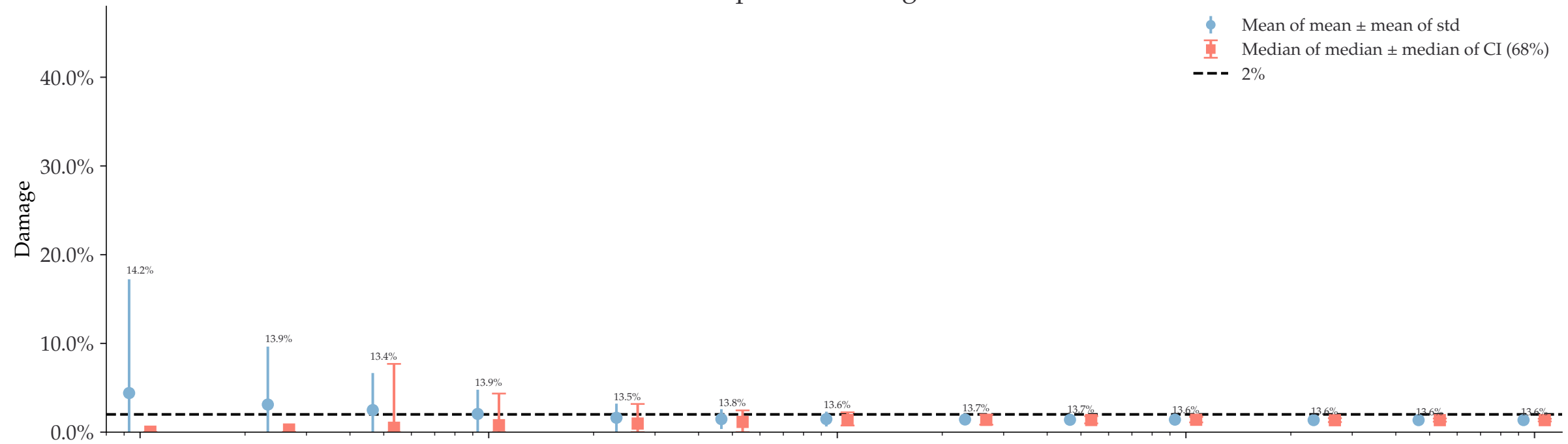


Species = contig100k

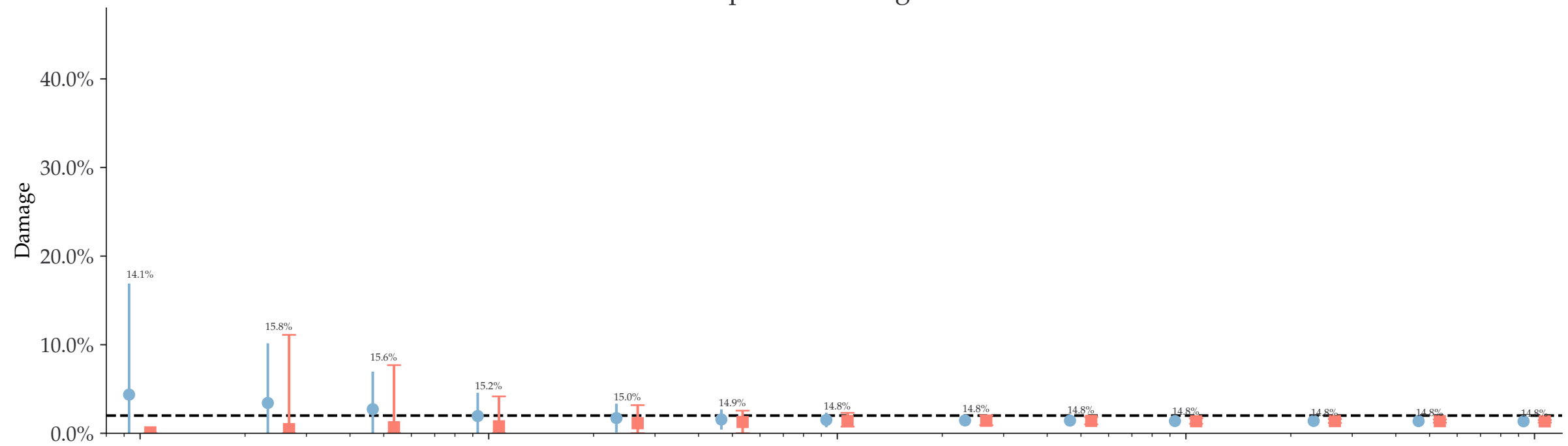


Damage
Briggs damage = 0.047
Damage percent = 2%

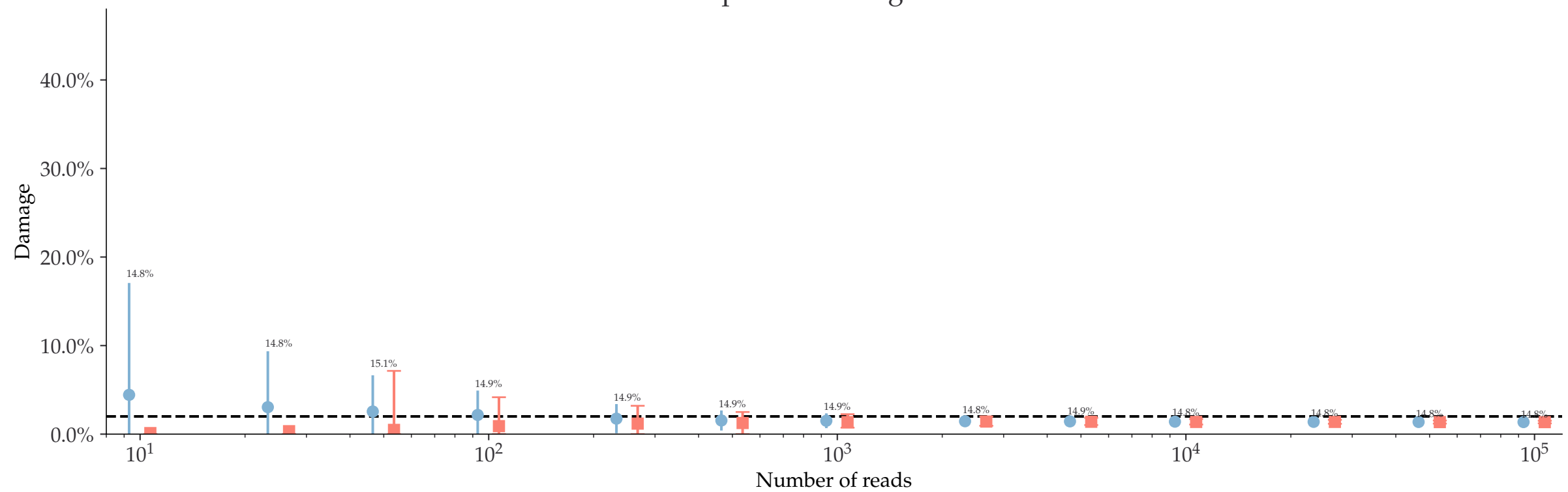
Species = contig1k



Species = contig10k

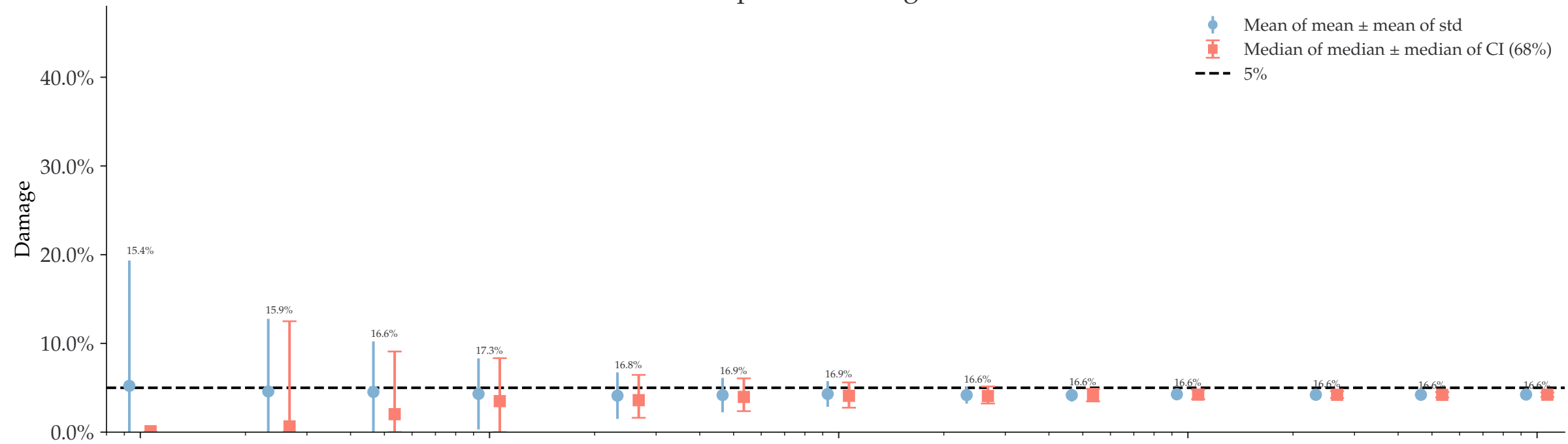


Species = contig100k

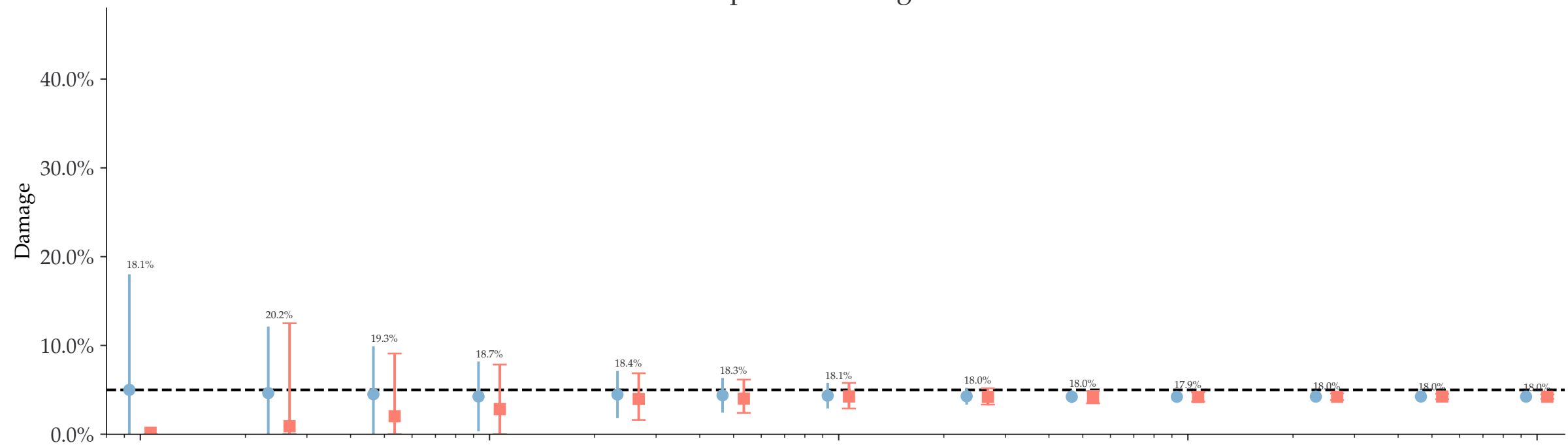


Damage
Briggs damage = 0.138
Damage percent = 5%

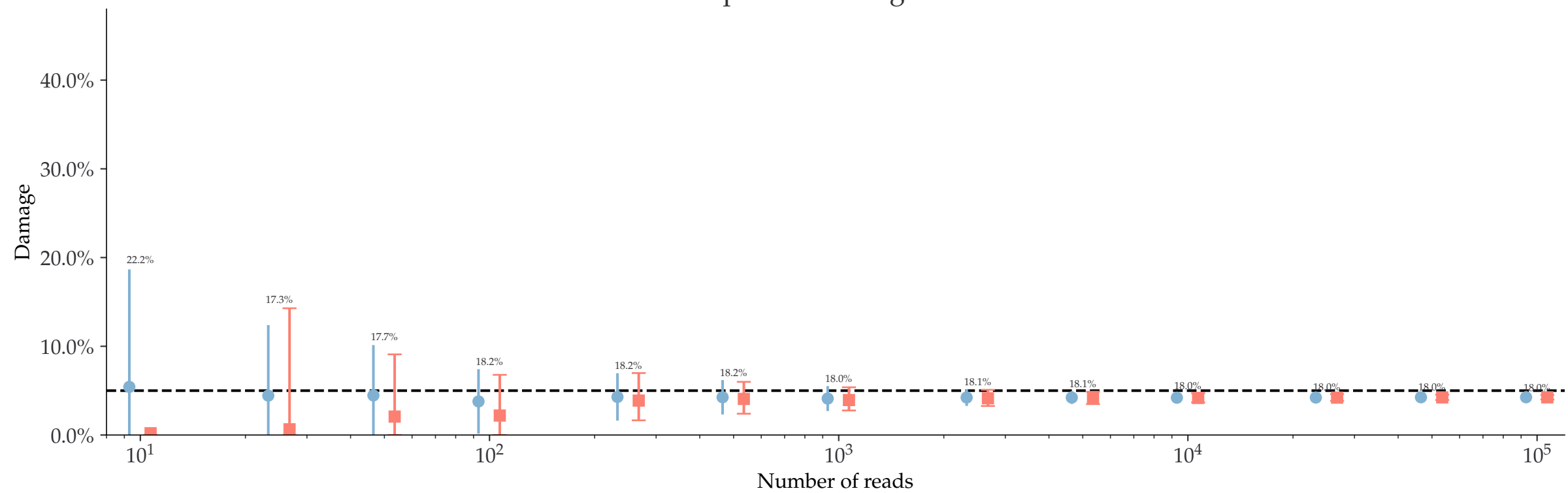
Species = contig1k



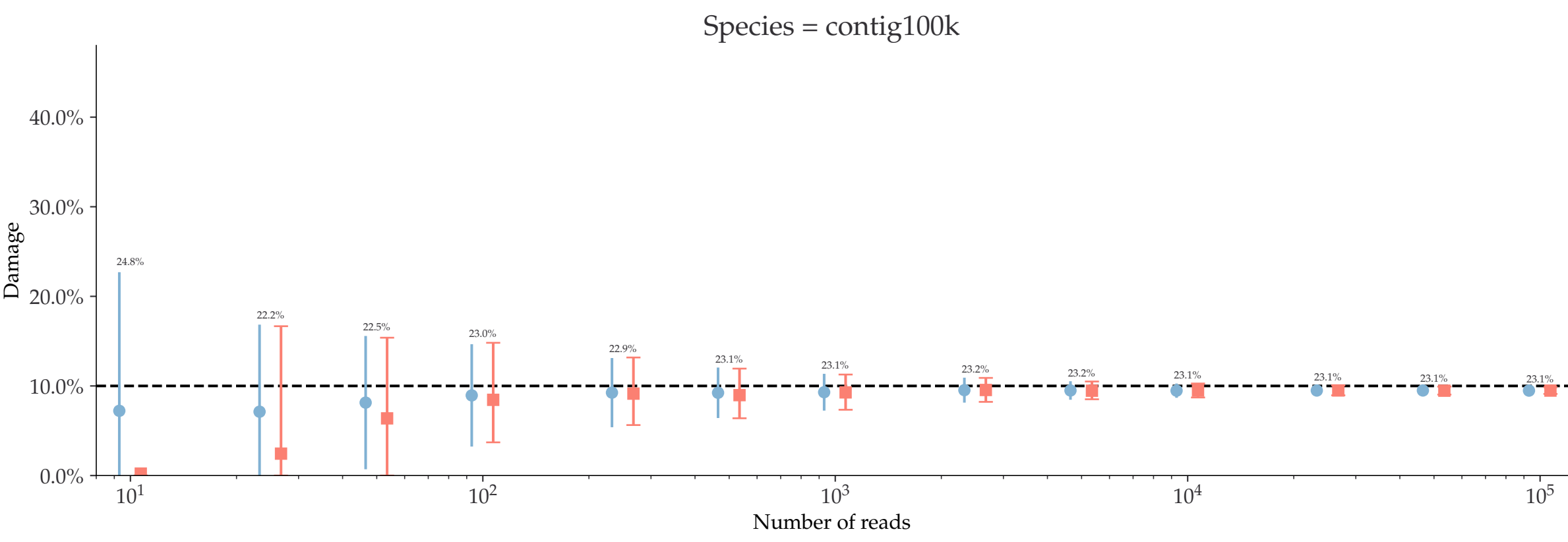
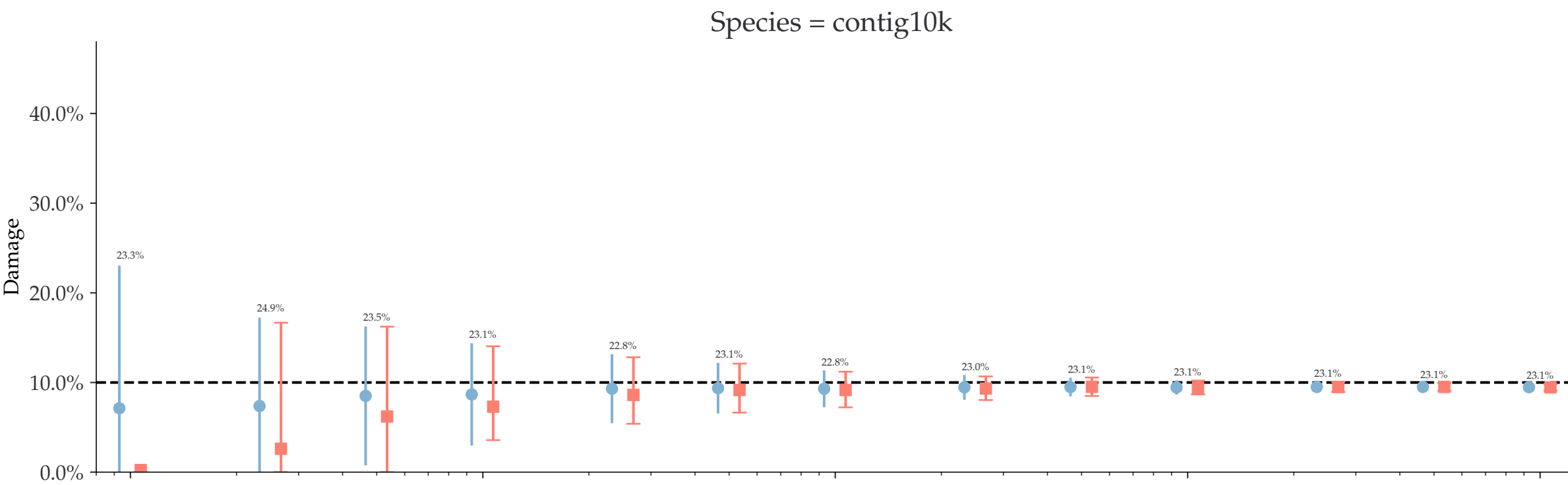
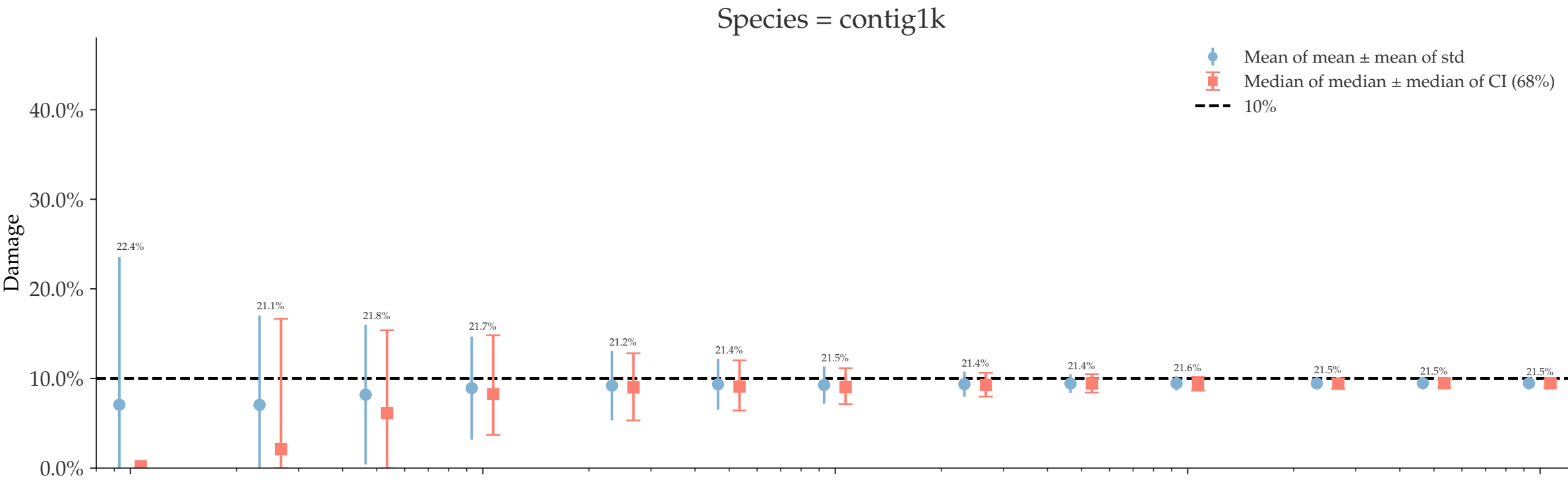
Species = contig10k



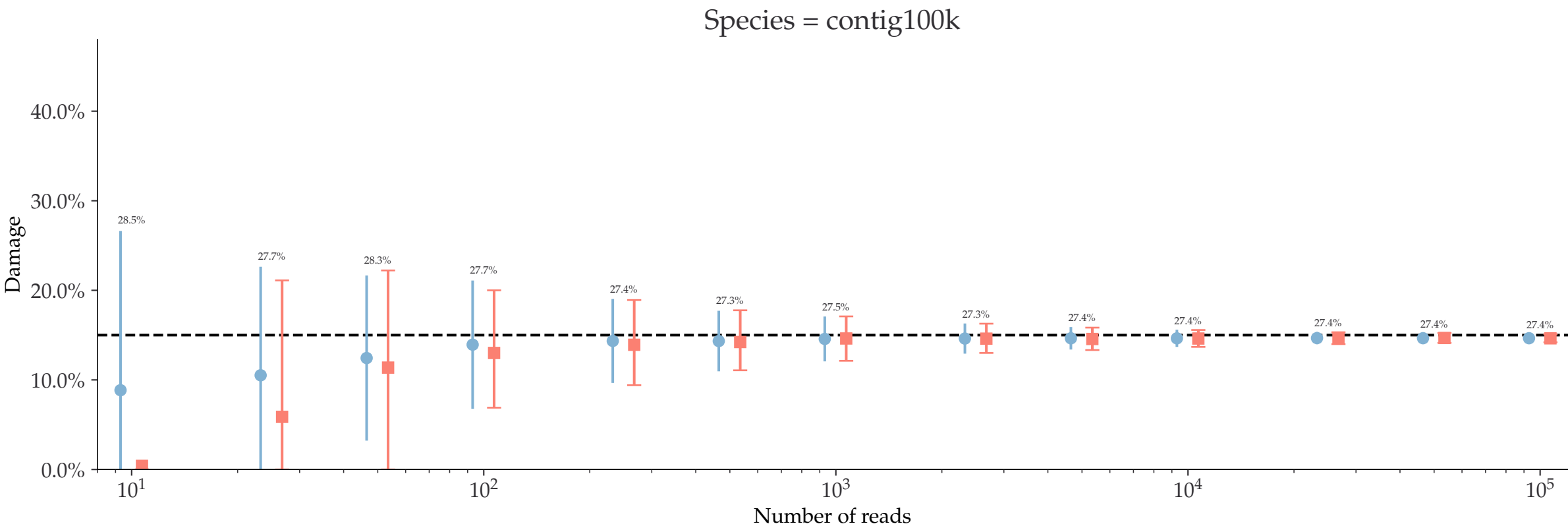
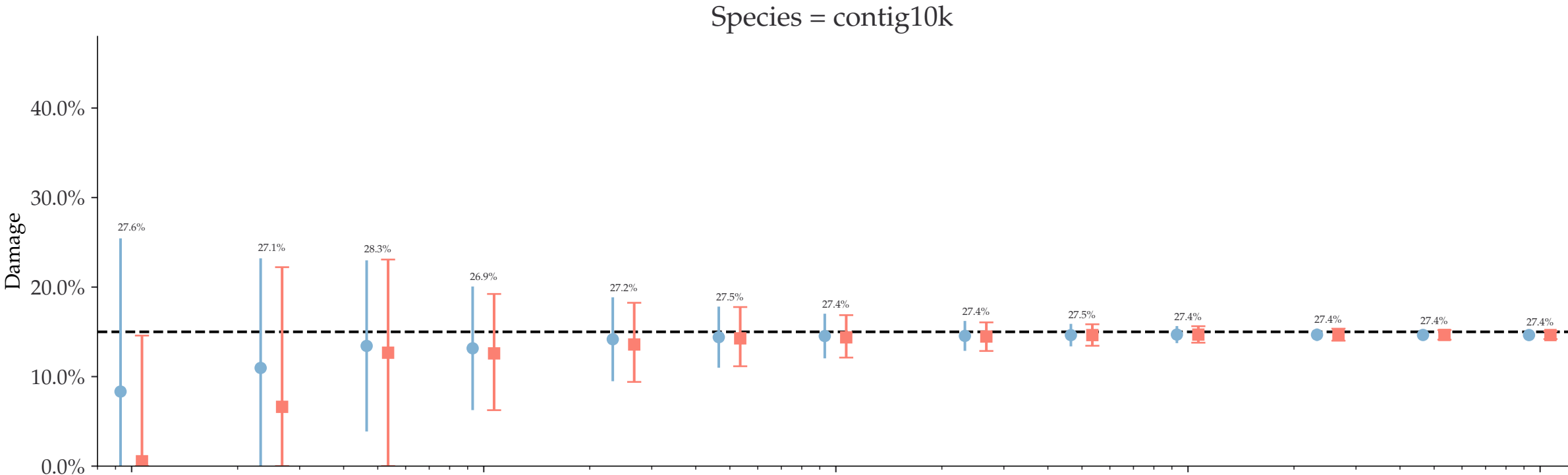
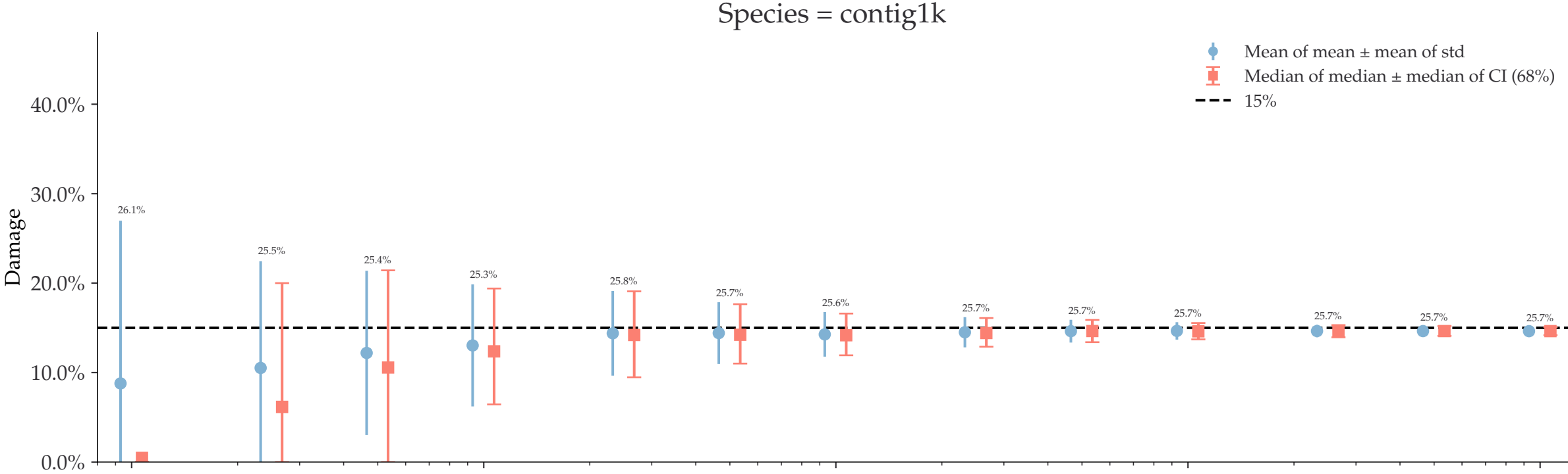
Species = contig100k



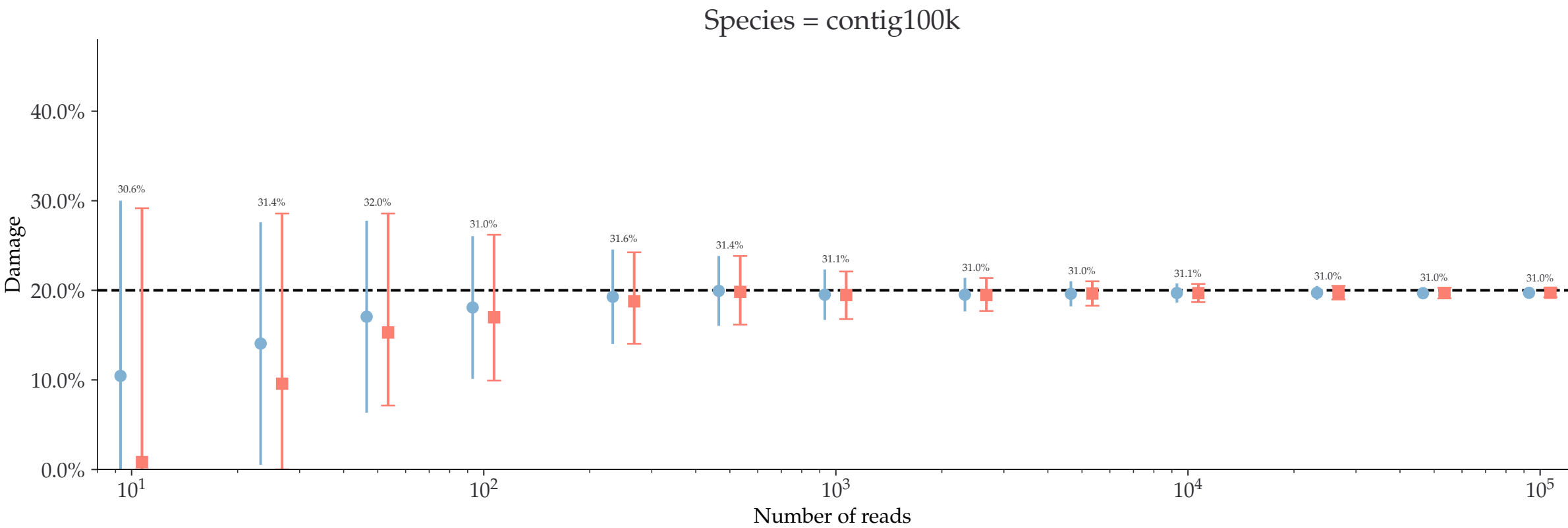
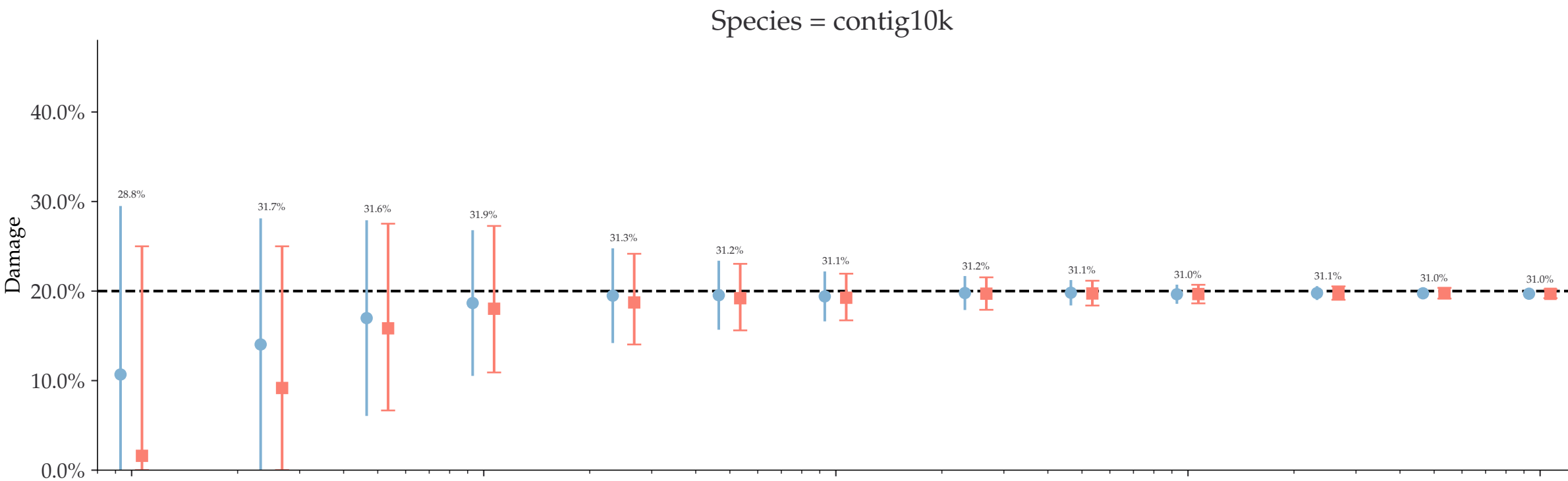
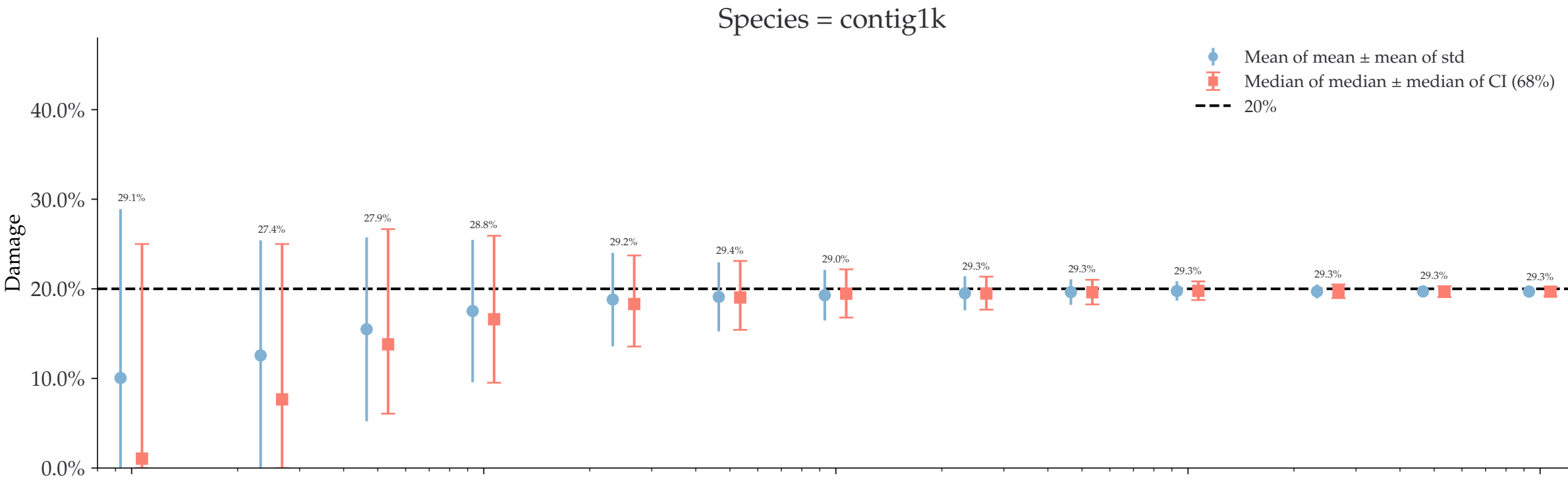
Damage
Briggs damage = 0.303
Damage percent = 10%



Damage
Briggs damage = 0.466
Damage percent = 15%



Damage
Briggs damage = 0.626
Damage percent = 20%



Damage
Briggs damage = 0.96
Damage percent = 30%

