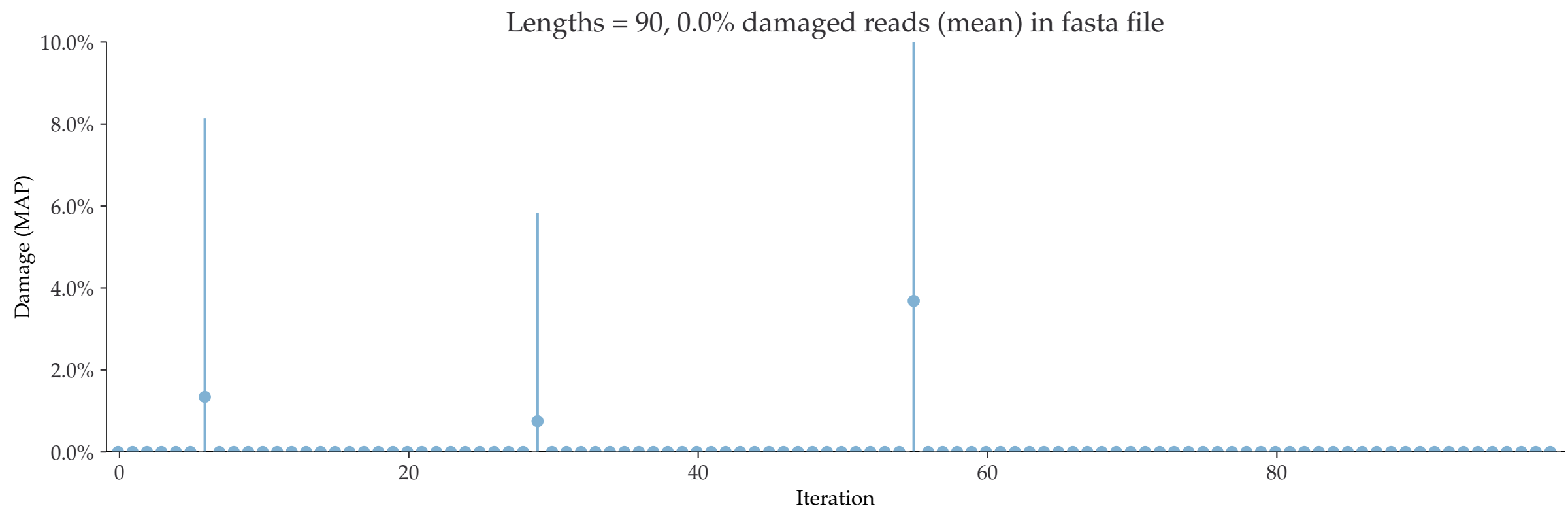
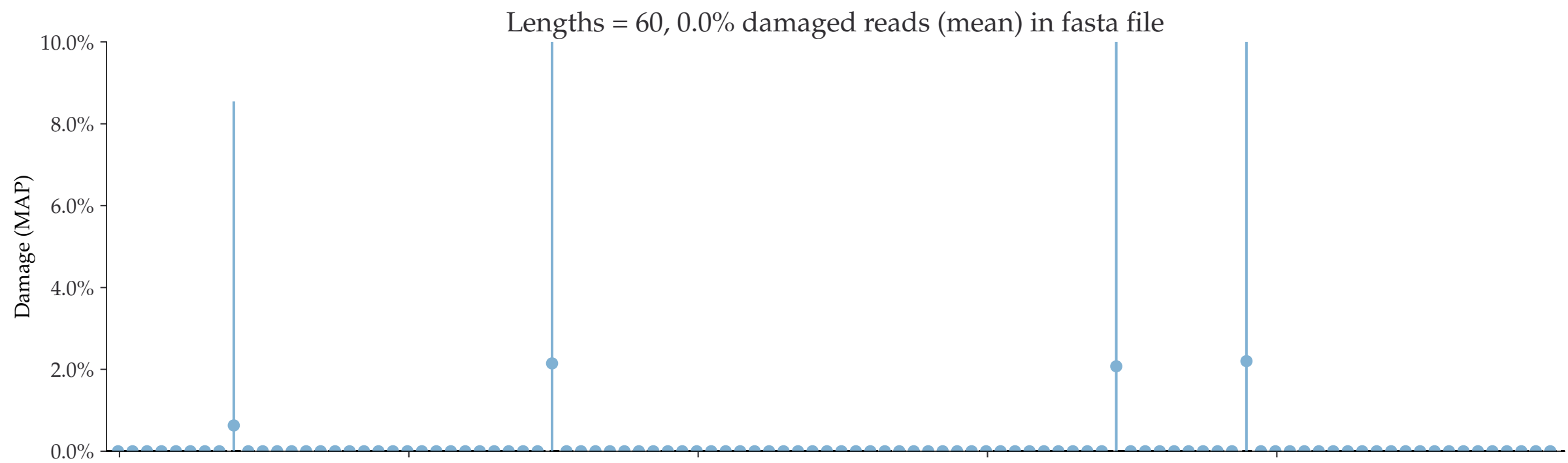
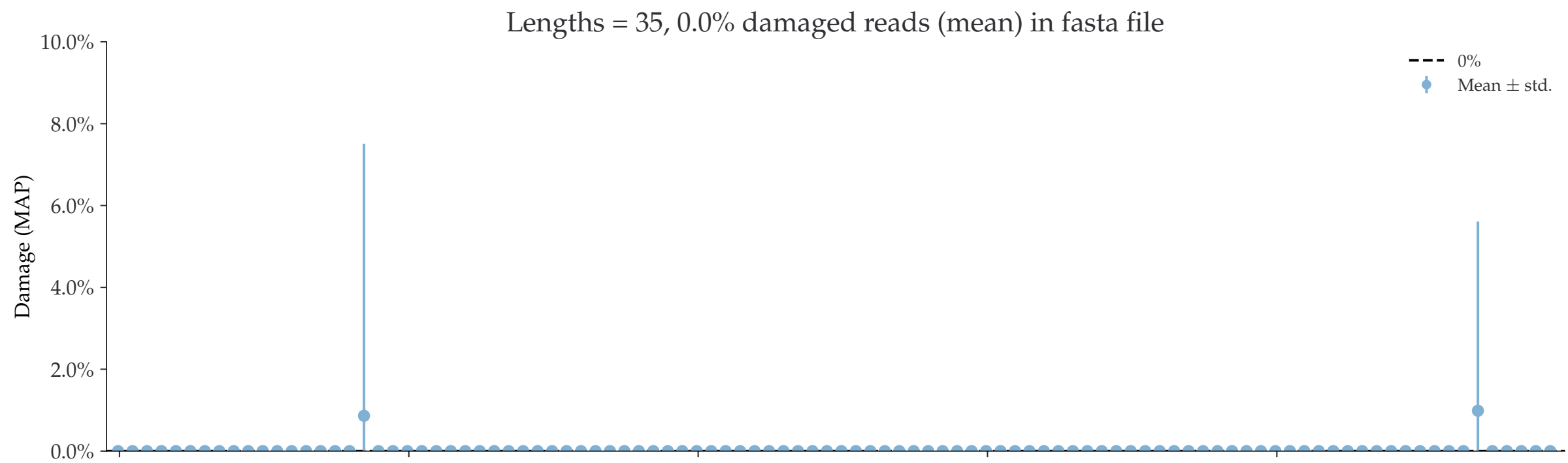
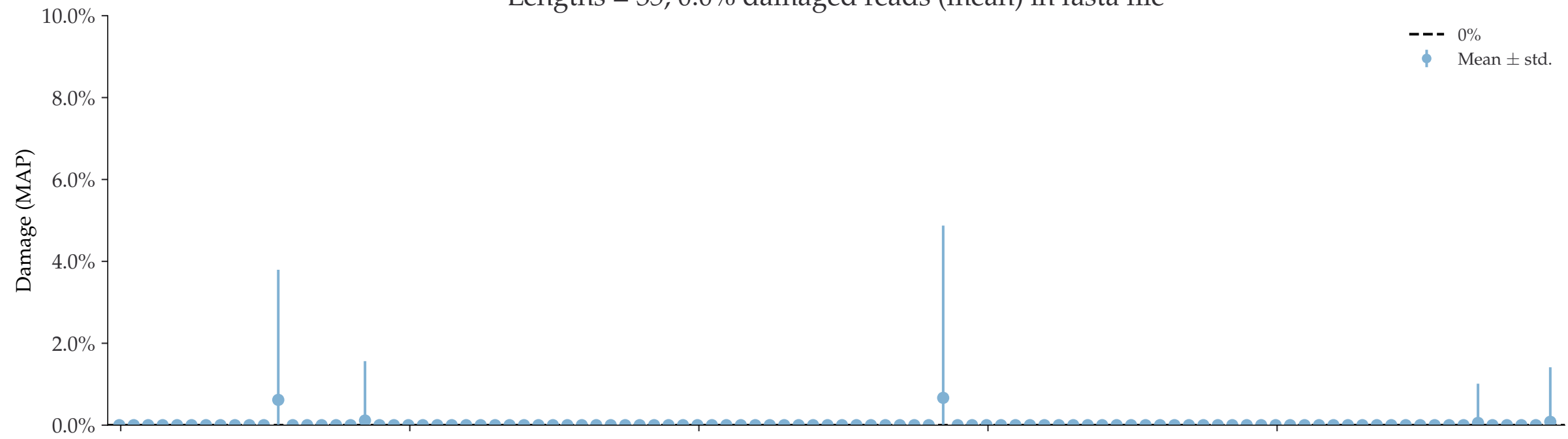


Individual damages:
10 reads
Briggs damage = 0.0
Damage percent = 0%

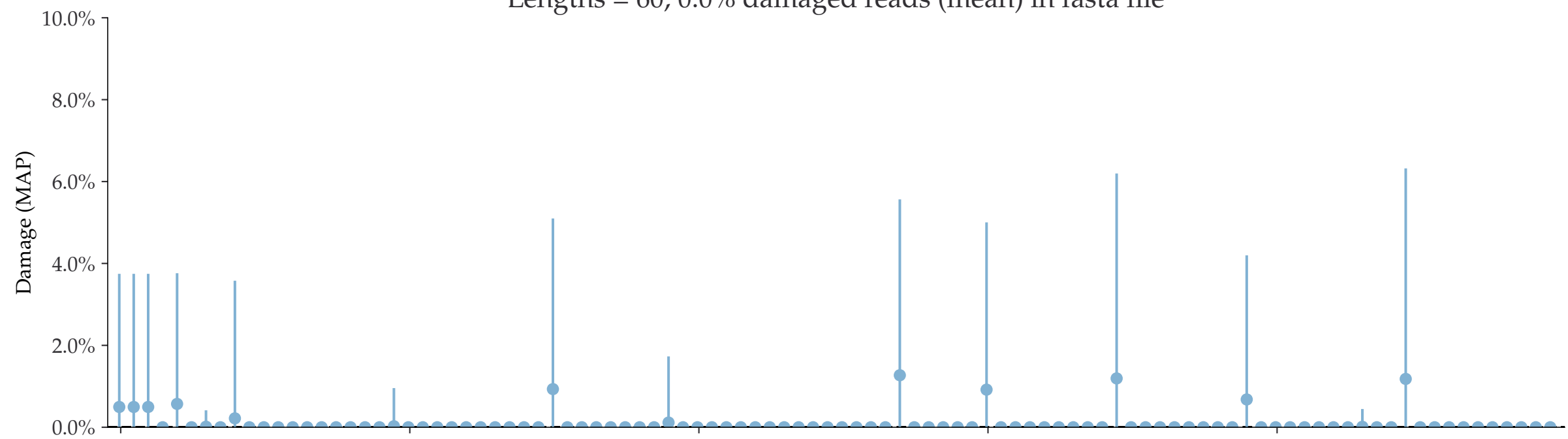


Individual damages:
25 reads
Briggs damage = 0.0
Damage percent = 0%

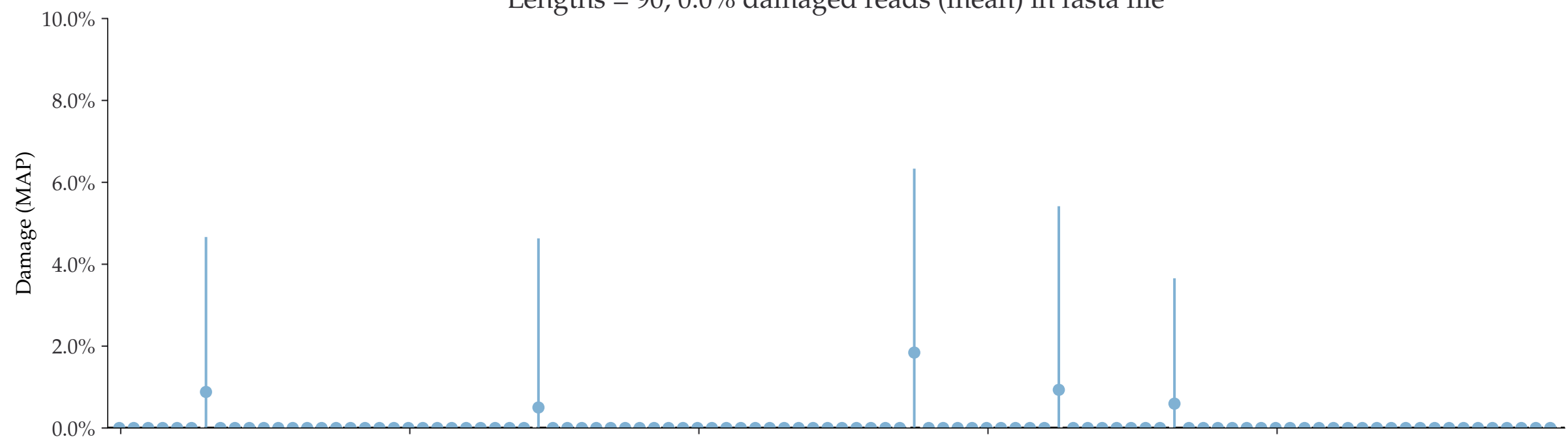
Lengths = 35, 0.0% damaged reads (mean) in fasta file



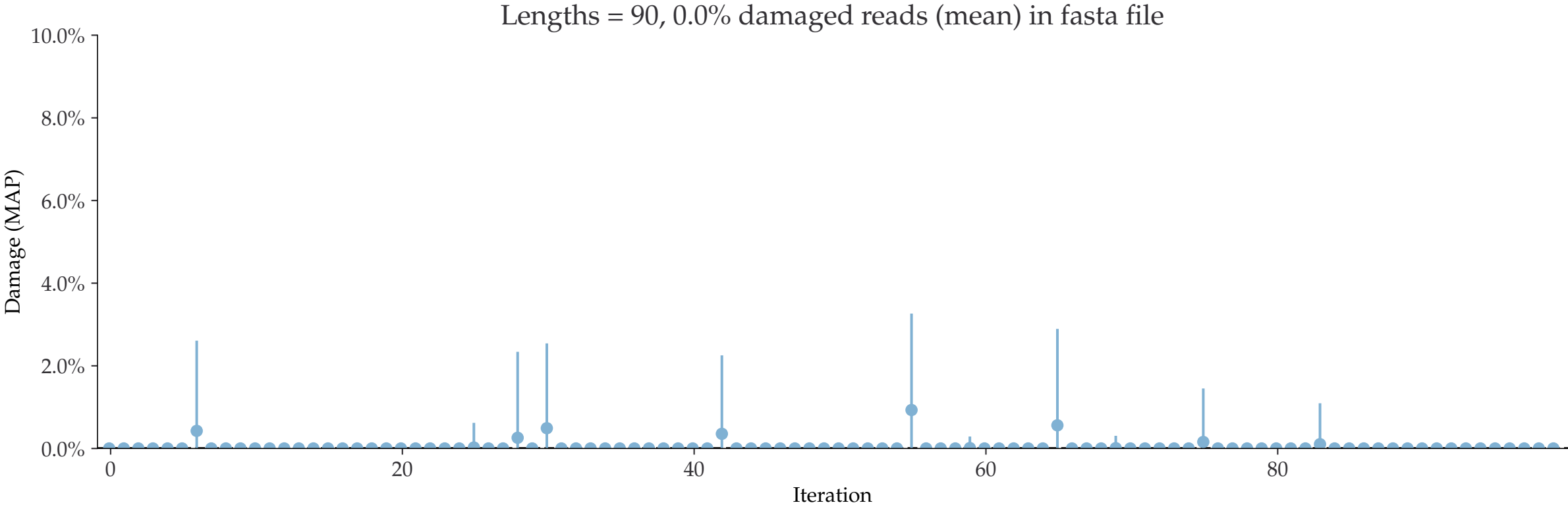
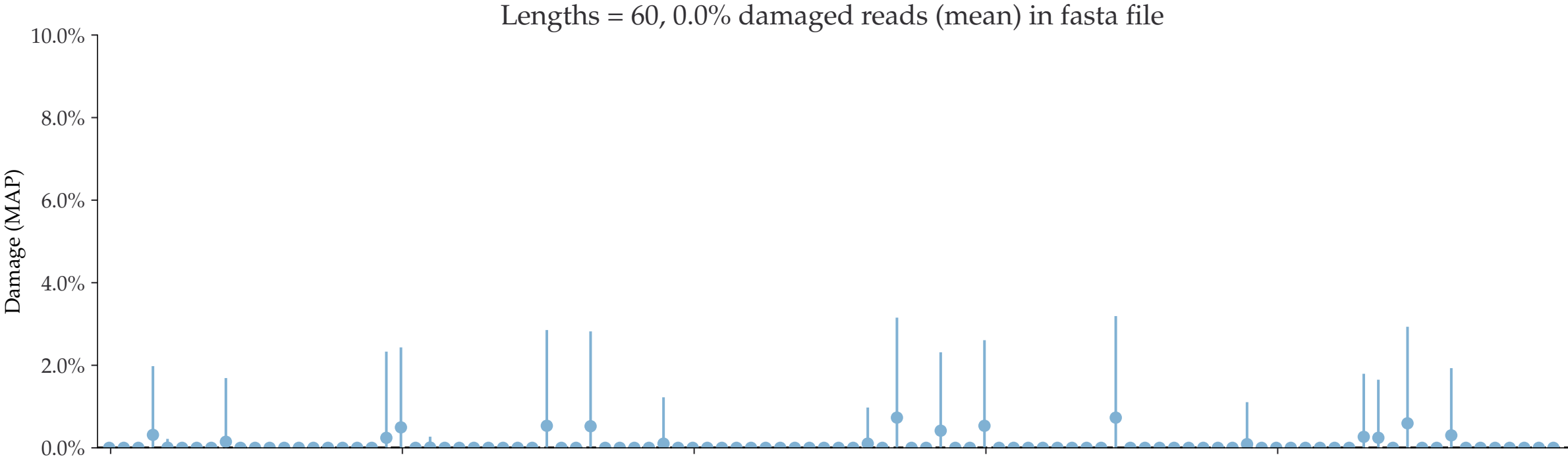
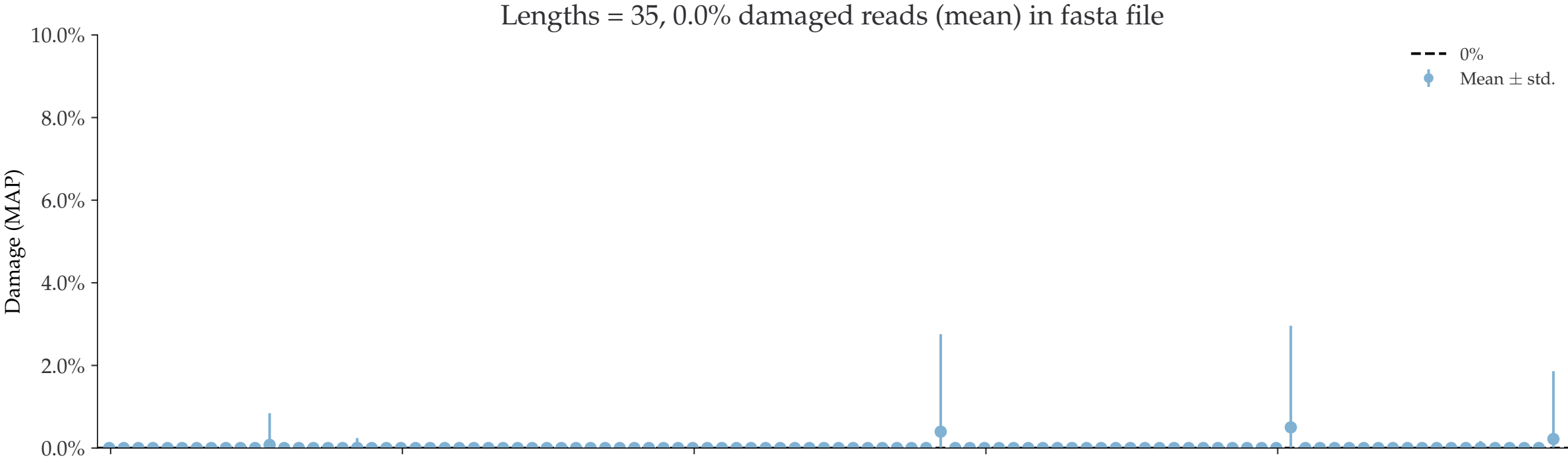
Lengths = 60, 0.0% damaged reads (mean) in fasta file



Lengths = 90, 0.0% damaged reads (mean) in fasta file

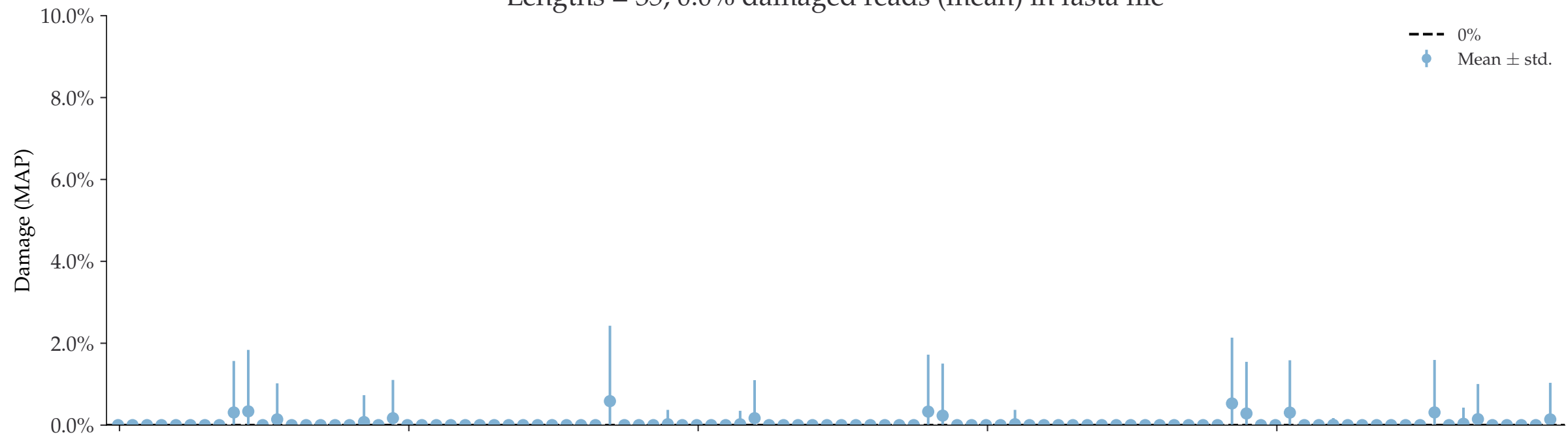


Individual damages:
50 reads
Briggs damage = 0.0
Damage percent = 0%

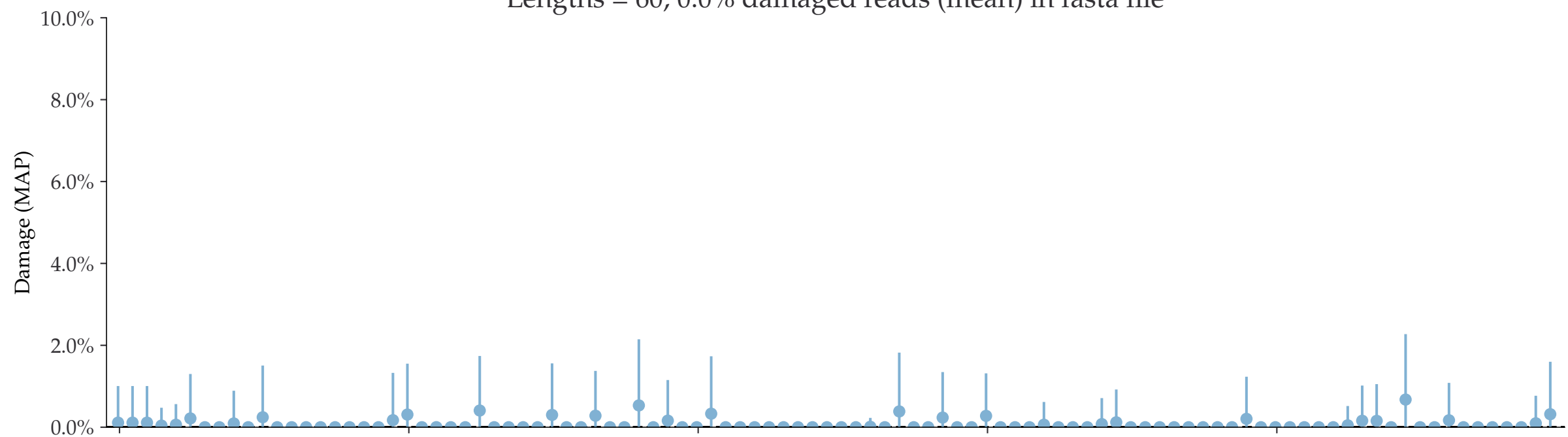


Individual damages:
100 reads
Briggs damage = 0.0
Damage percent = 0%

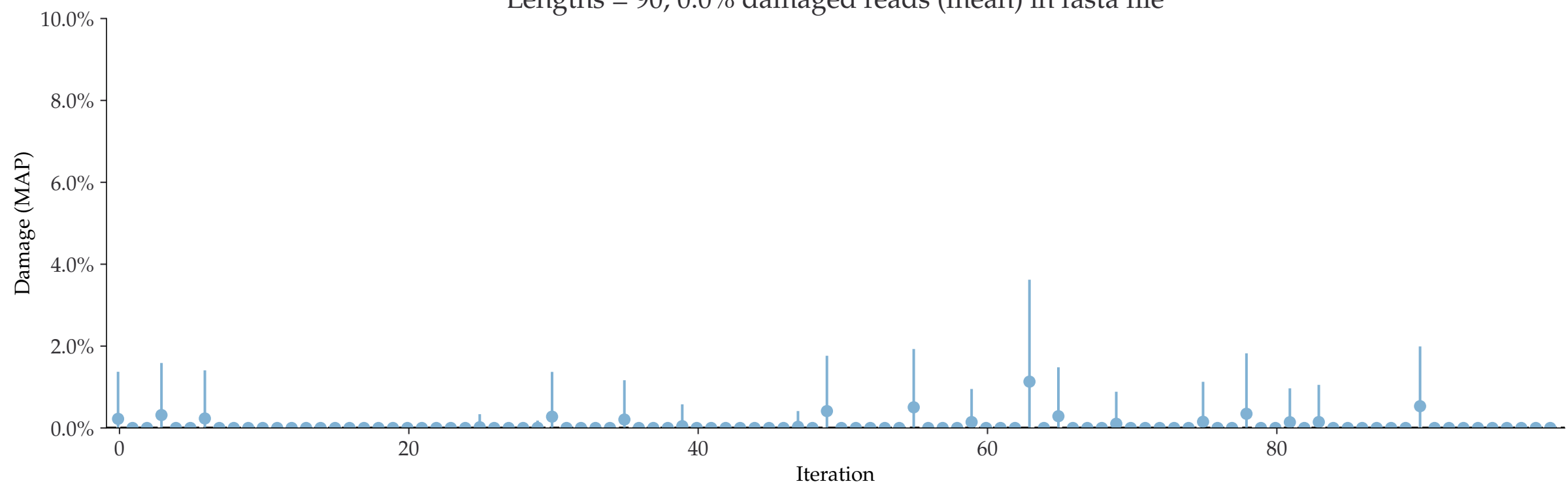
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

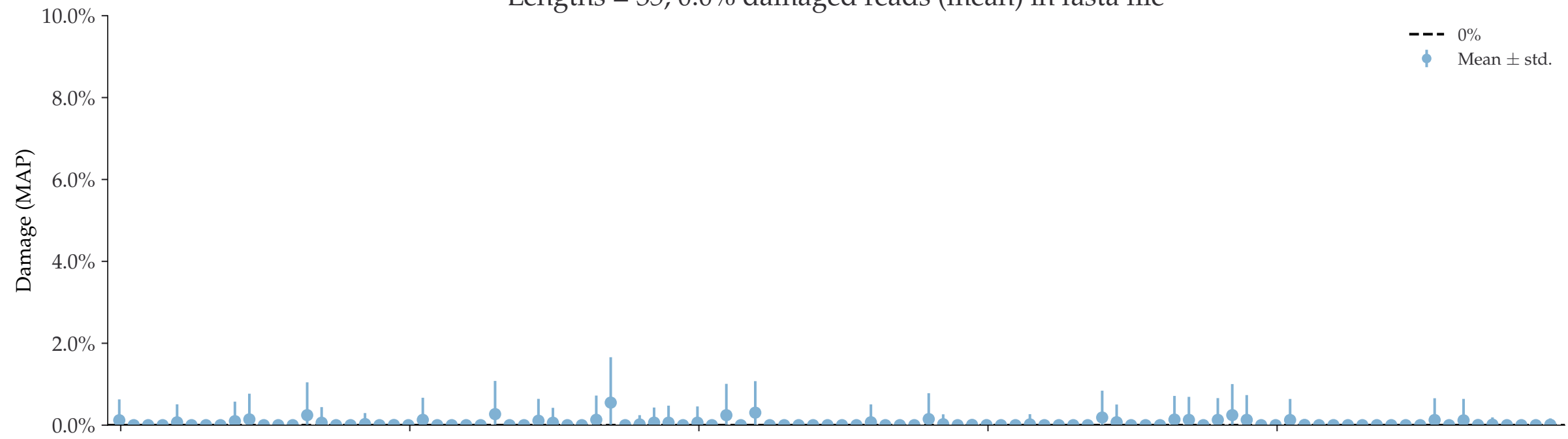


Lengths = 90, 0.0% damaged reads (mean) in fasta file

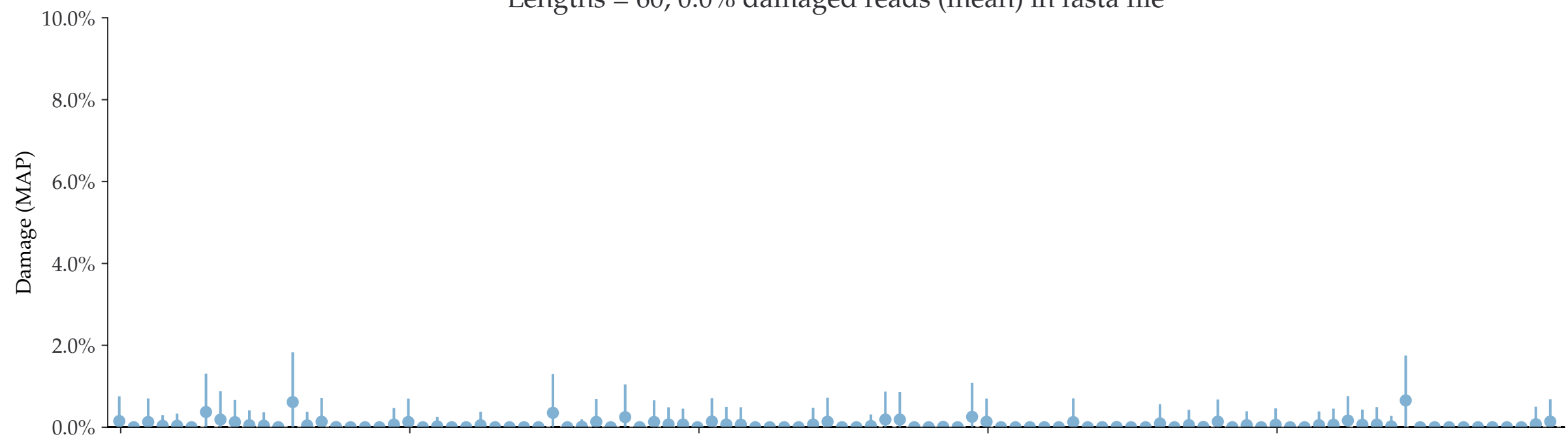


Individual damages:
250 reads
Briggs damage = 0.0
Damage percent = 0%

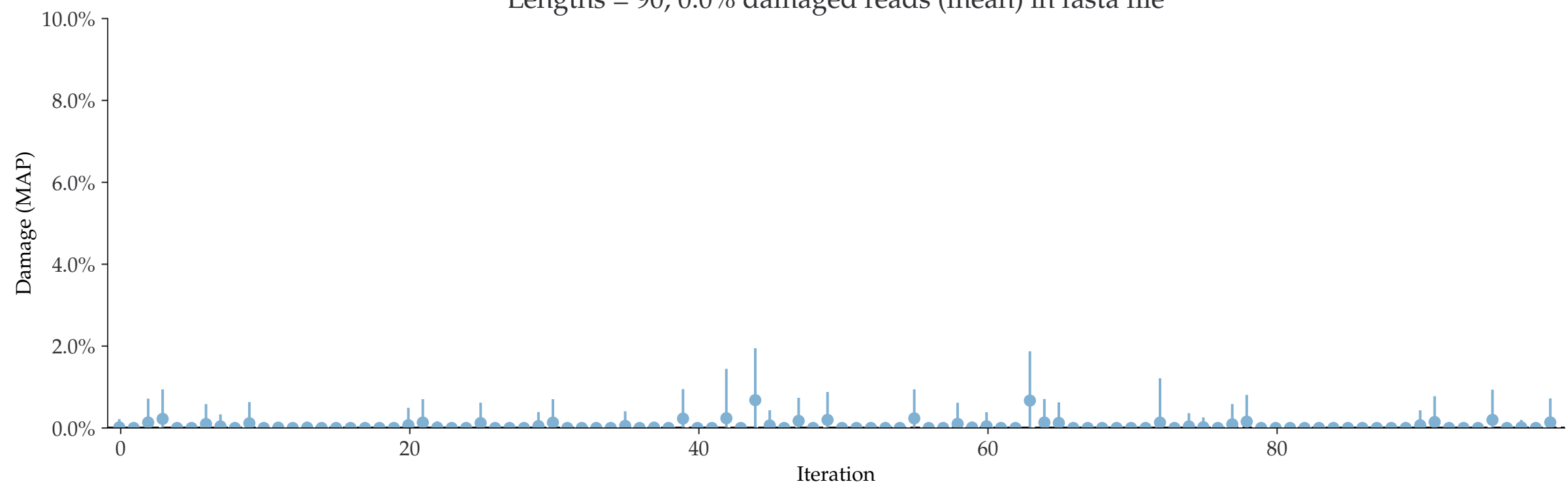
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

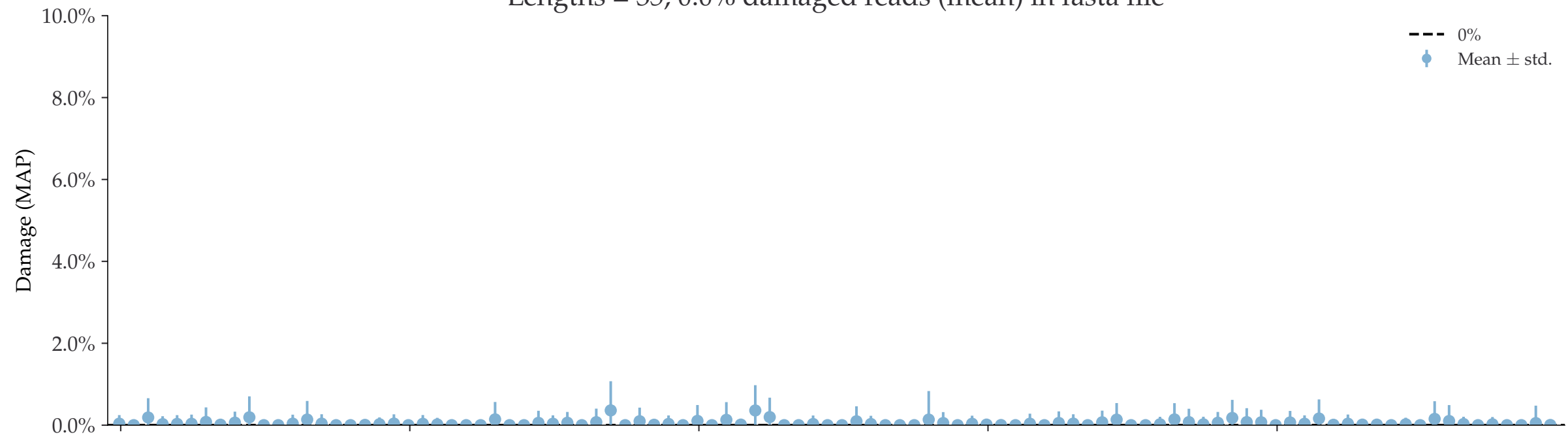


Lengths = 90, 0.0% damaged reads (mean) in fasta file

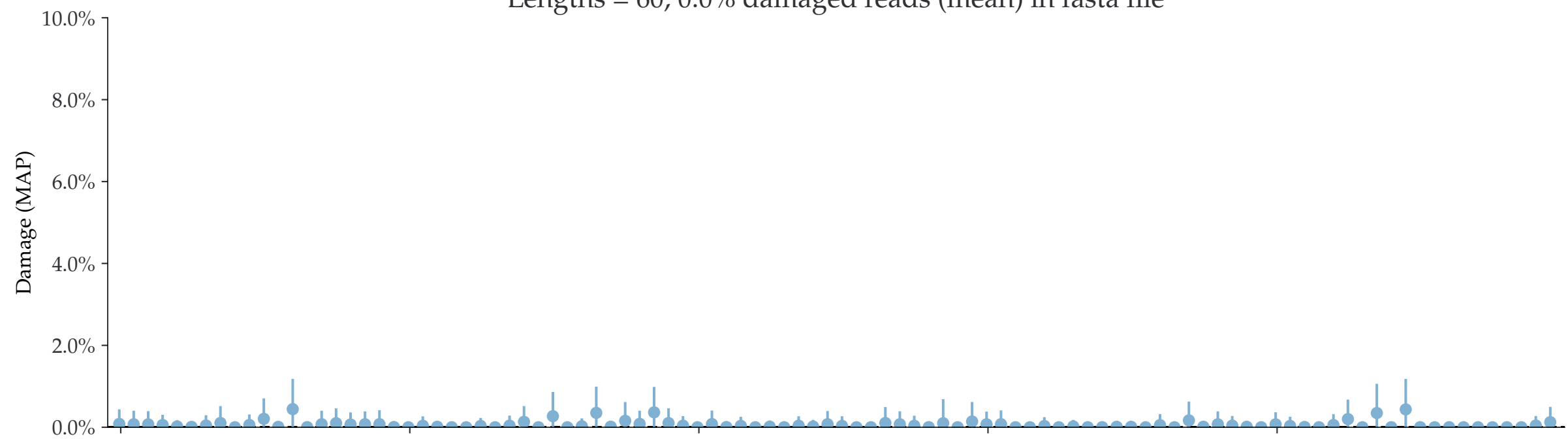


Individual damages:
500 reads
Briggs damage = 0.0
Damage percent = 0%

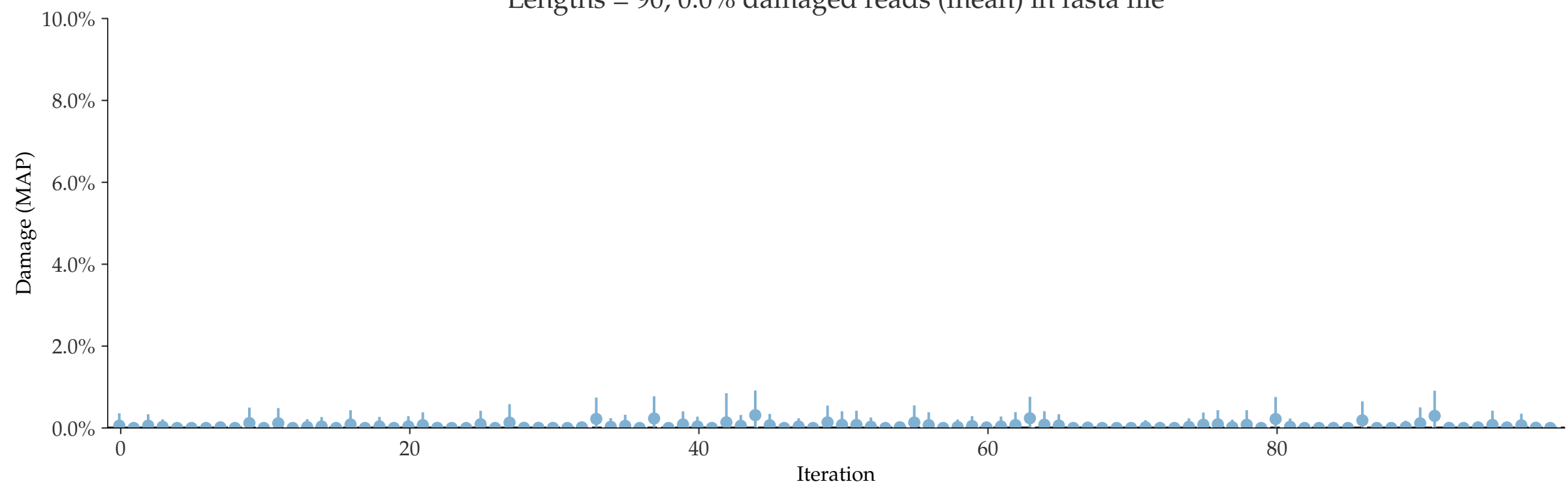
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

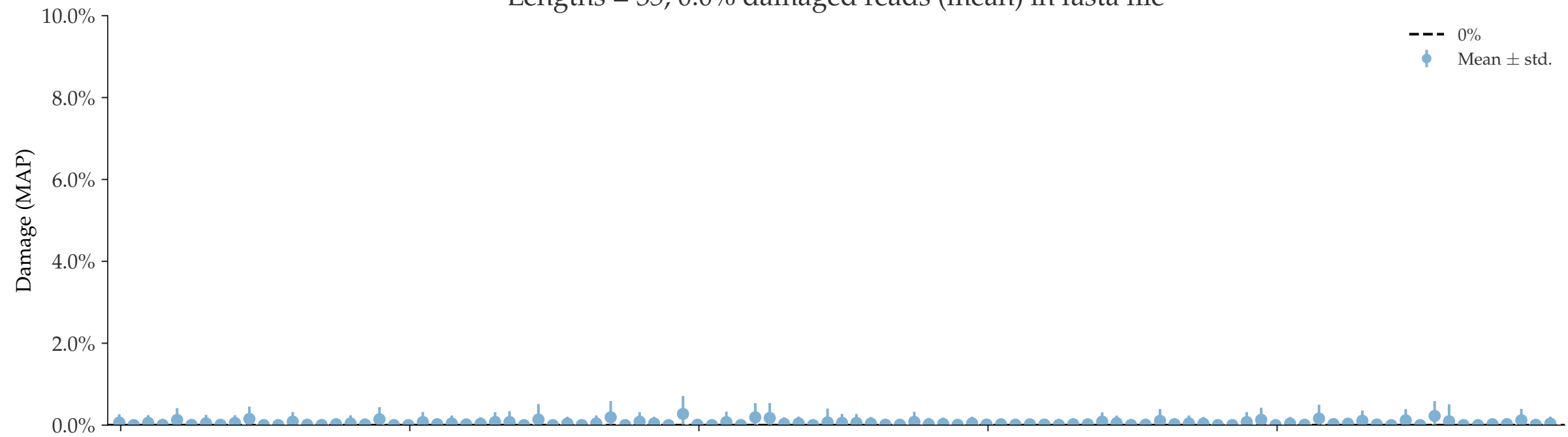


Lengths = 90, 0.0% damaged reads (mean) in fasta file

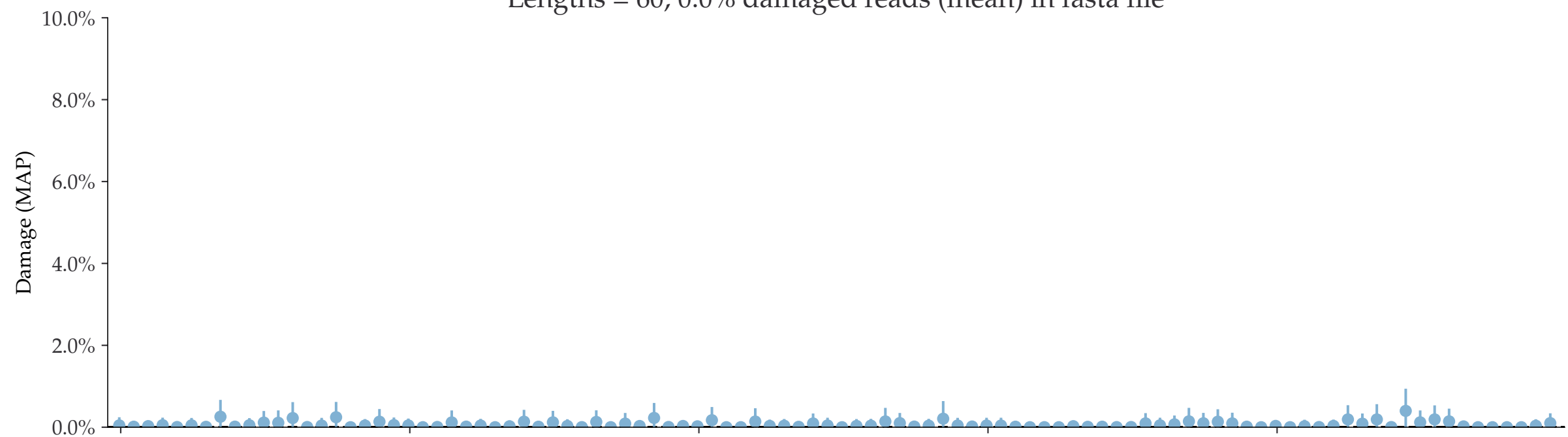


Individual damages:
1000 reads
Briggs damage = 0.0
Damage percent = 0%

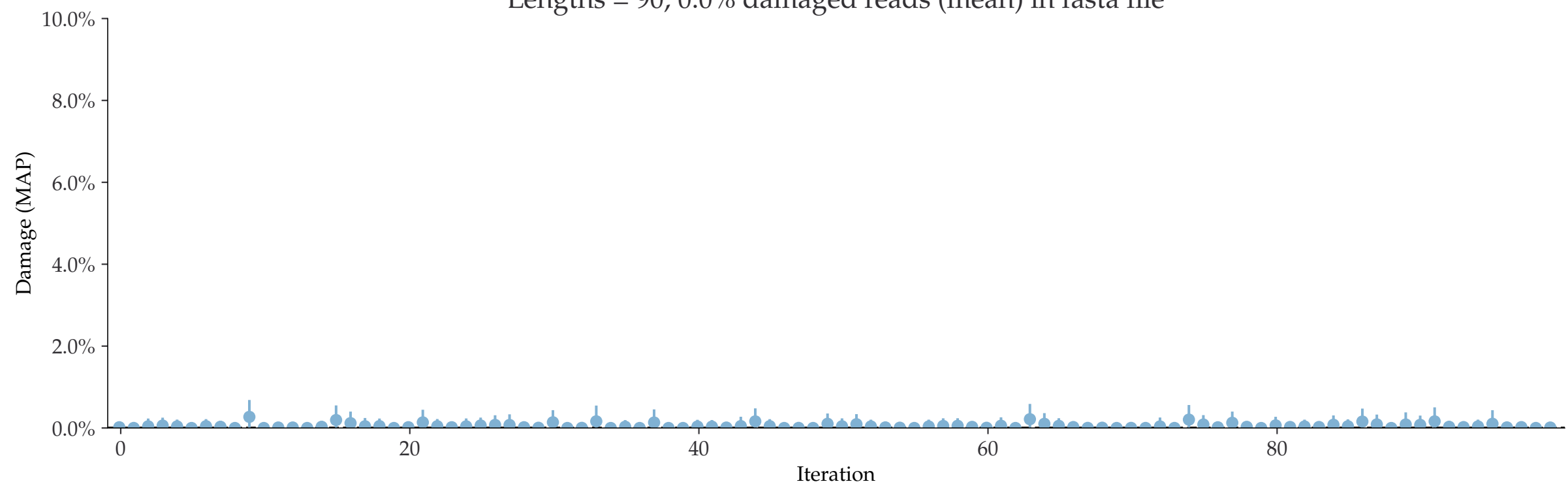
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

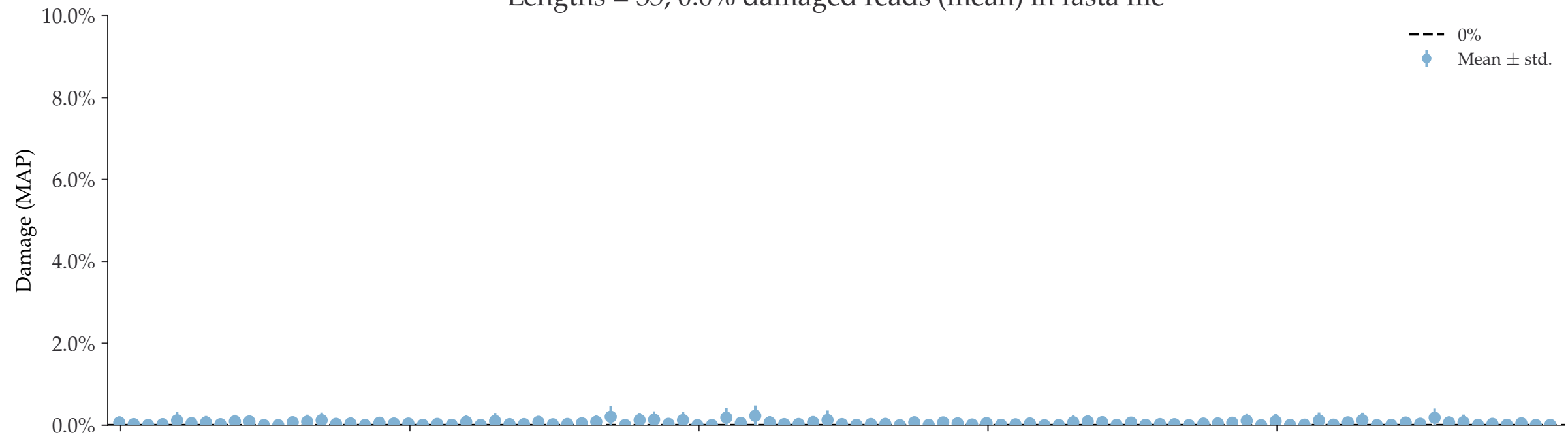


Lengths = 90, 0.0% damaged reads (mean) in fasta file

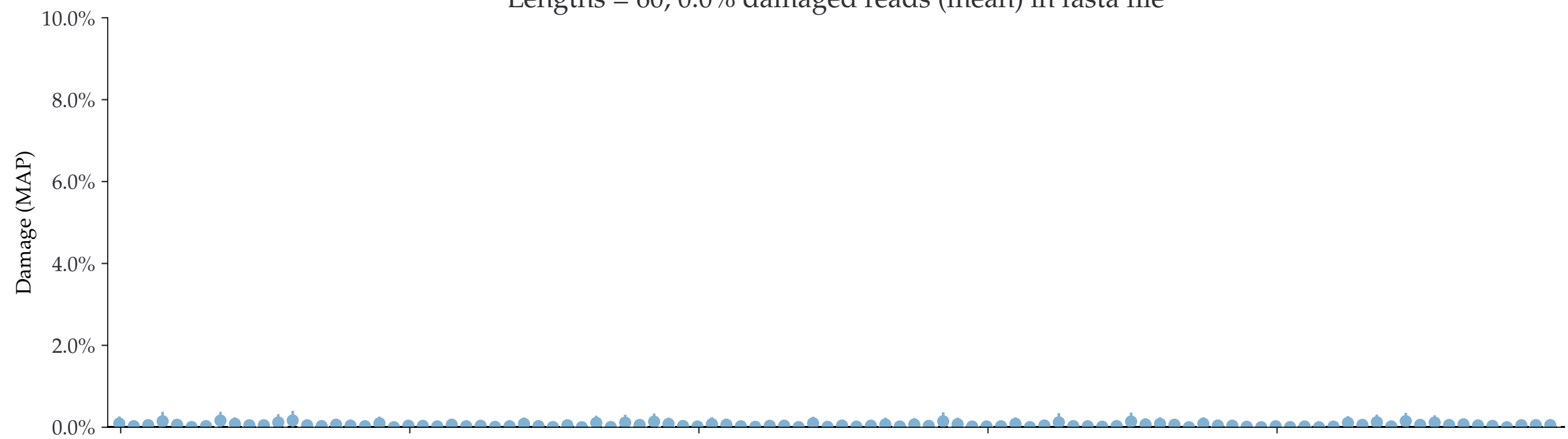


Individual damages:
2500 reads
Briggs damage = 0.0
Damage percent = 0%

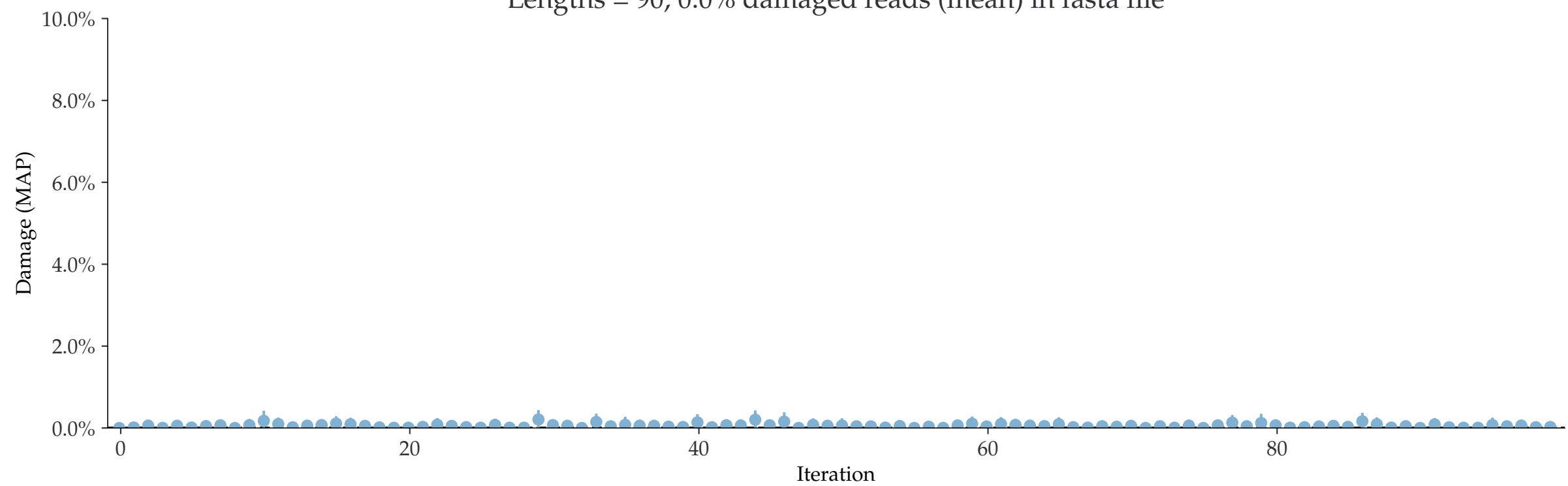
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

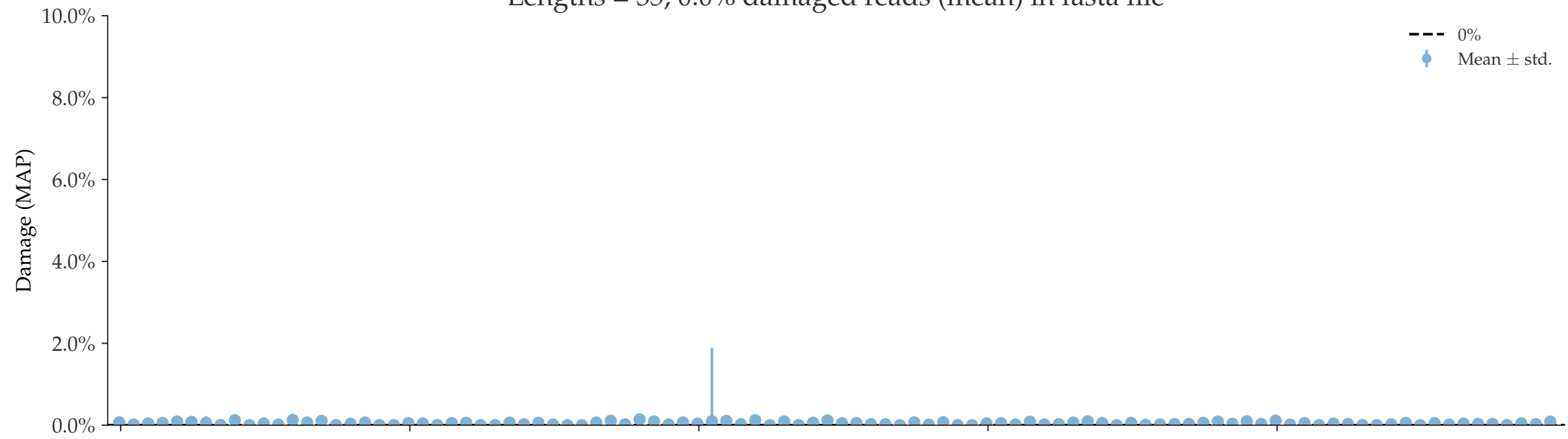


Lengths = 90, 0.0% damaged reads (mean) in fasta file

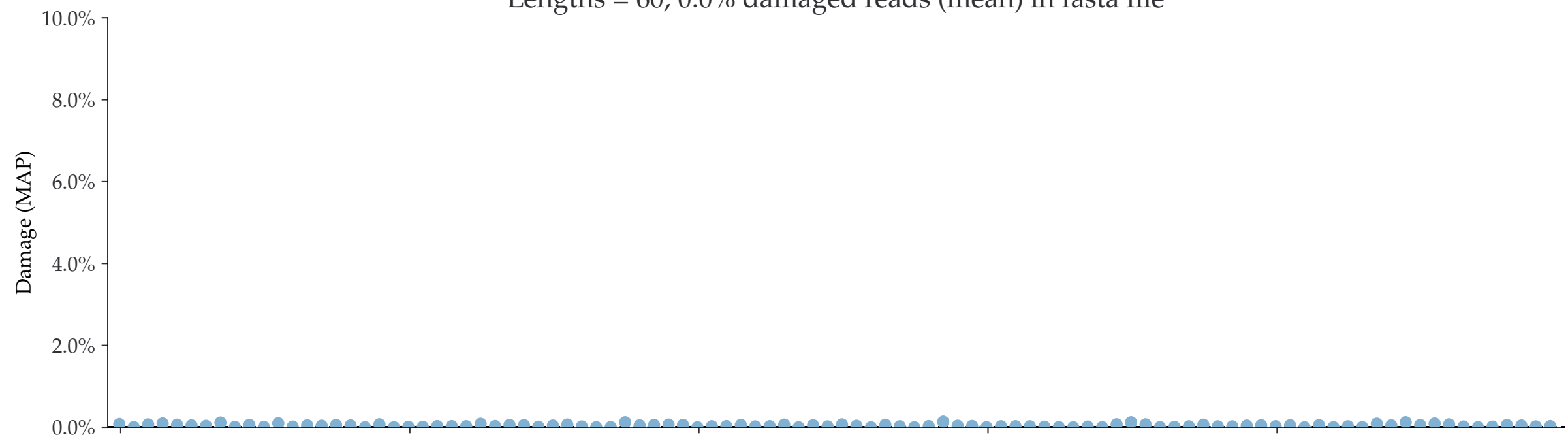


Individual damages:
5000 reads
Briggs damage = 0.0
Damage percent = 0%

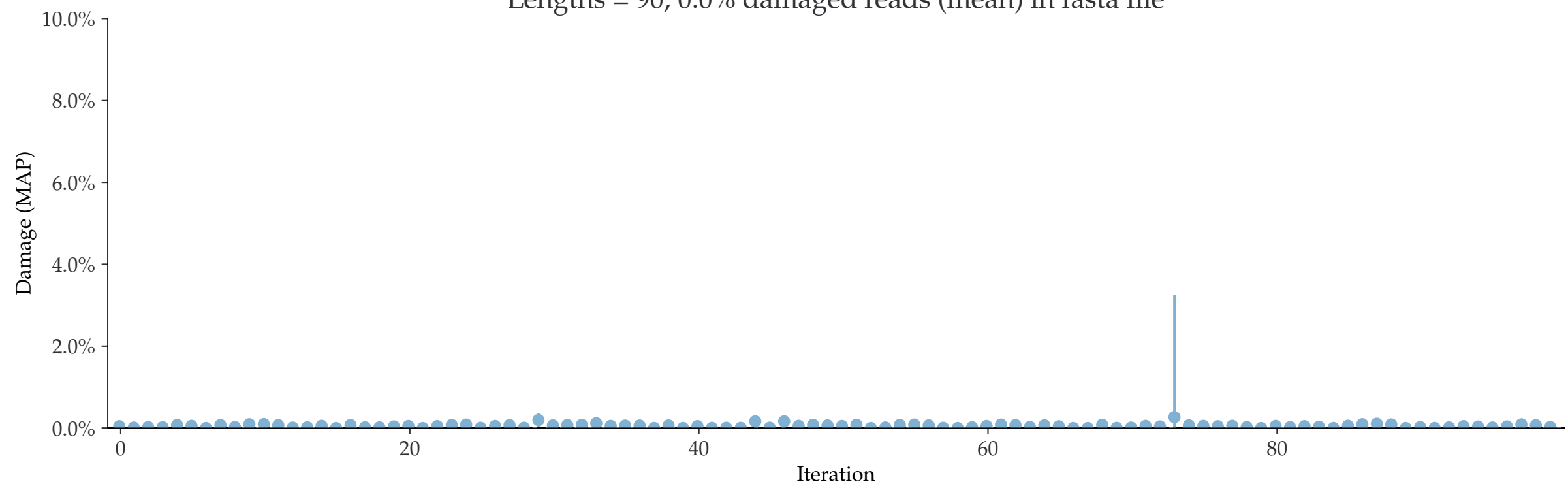
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

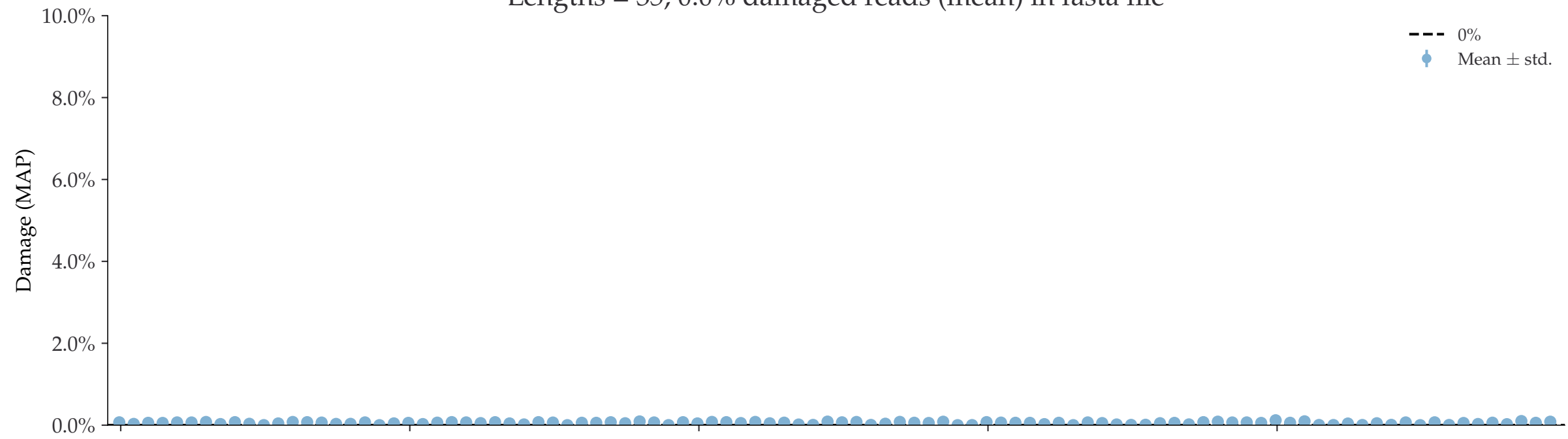


Lengths = 90, 0.0% damaged reads (mean) in fasta file

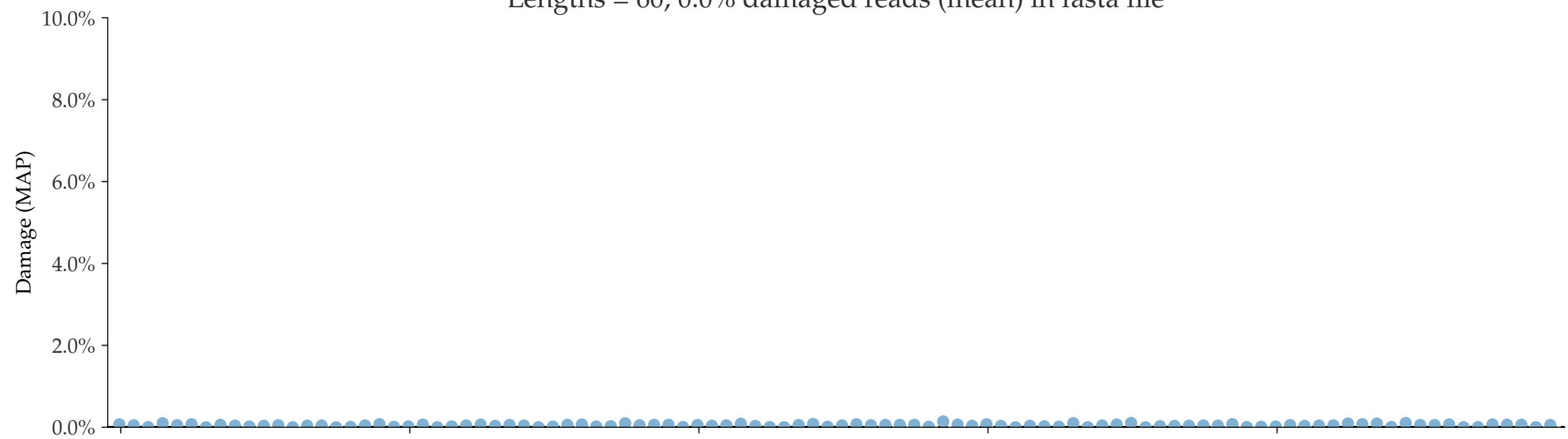


Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent = 0%

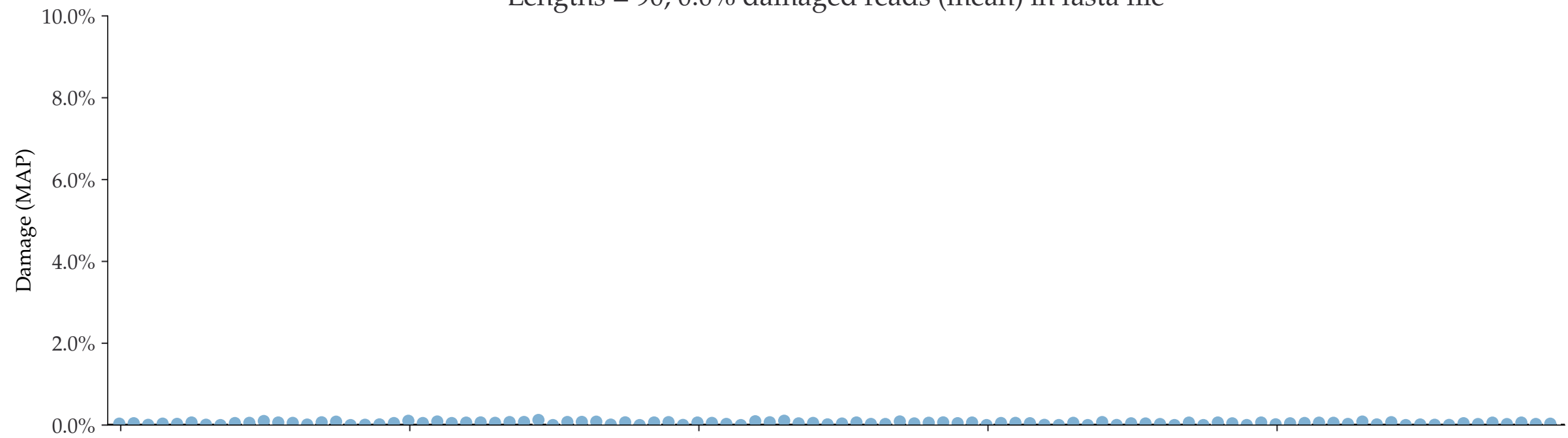
Lengths = 35, 0.0% damaged reads (mean) in fasta file



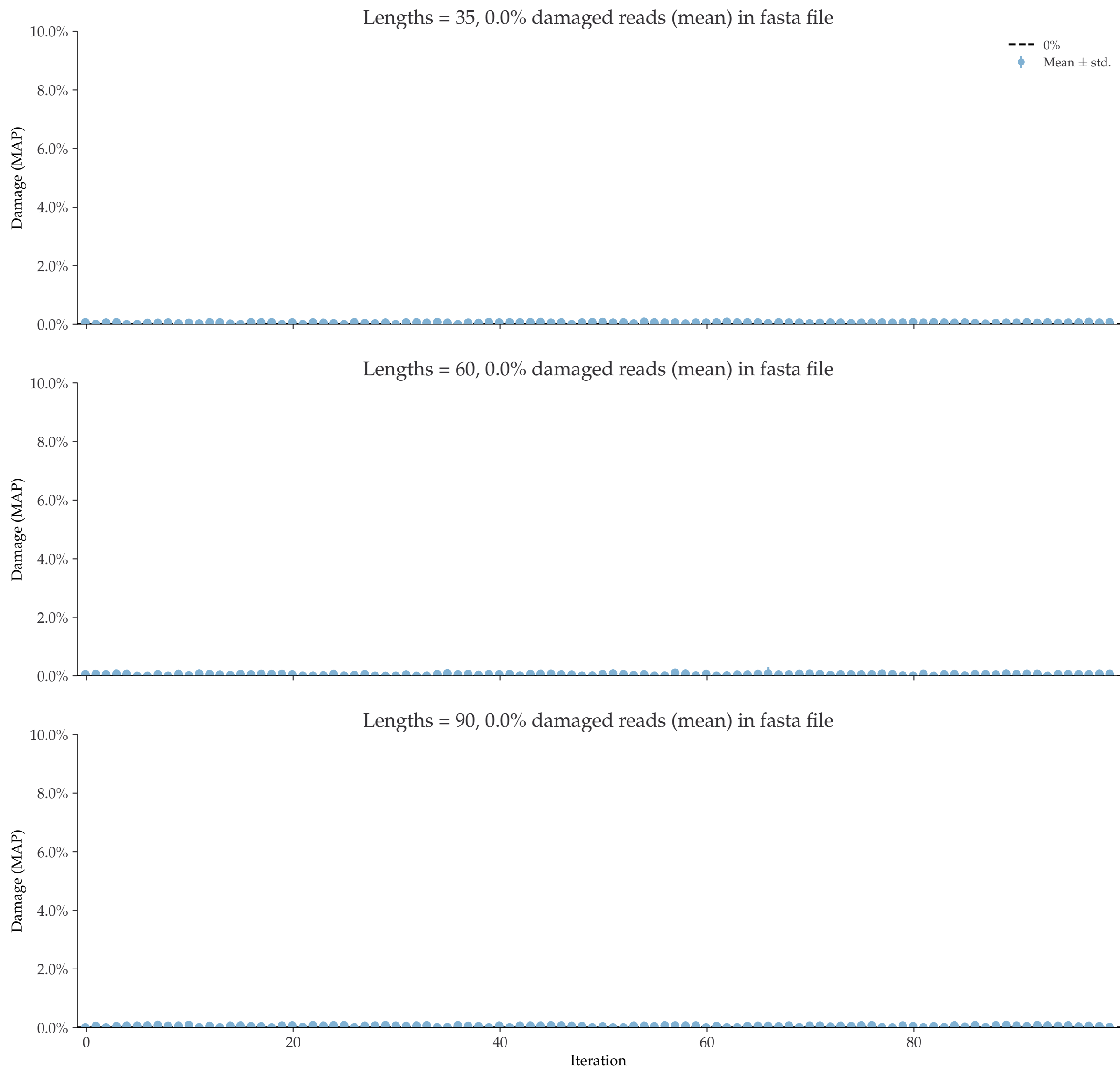
Lengths = 60, 0.0% damaged reads (mean) in fasta file



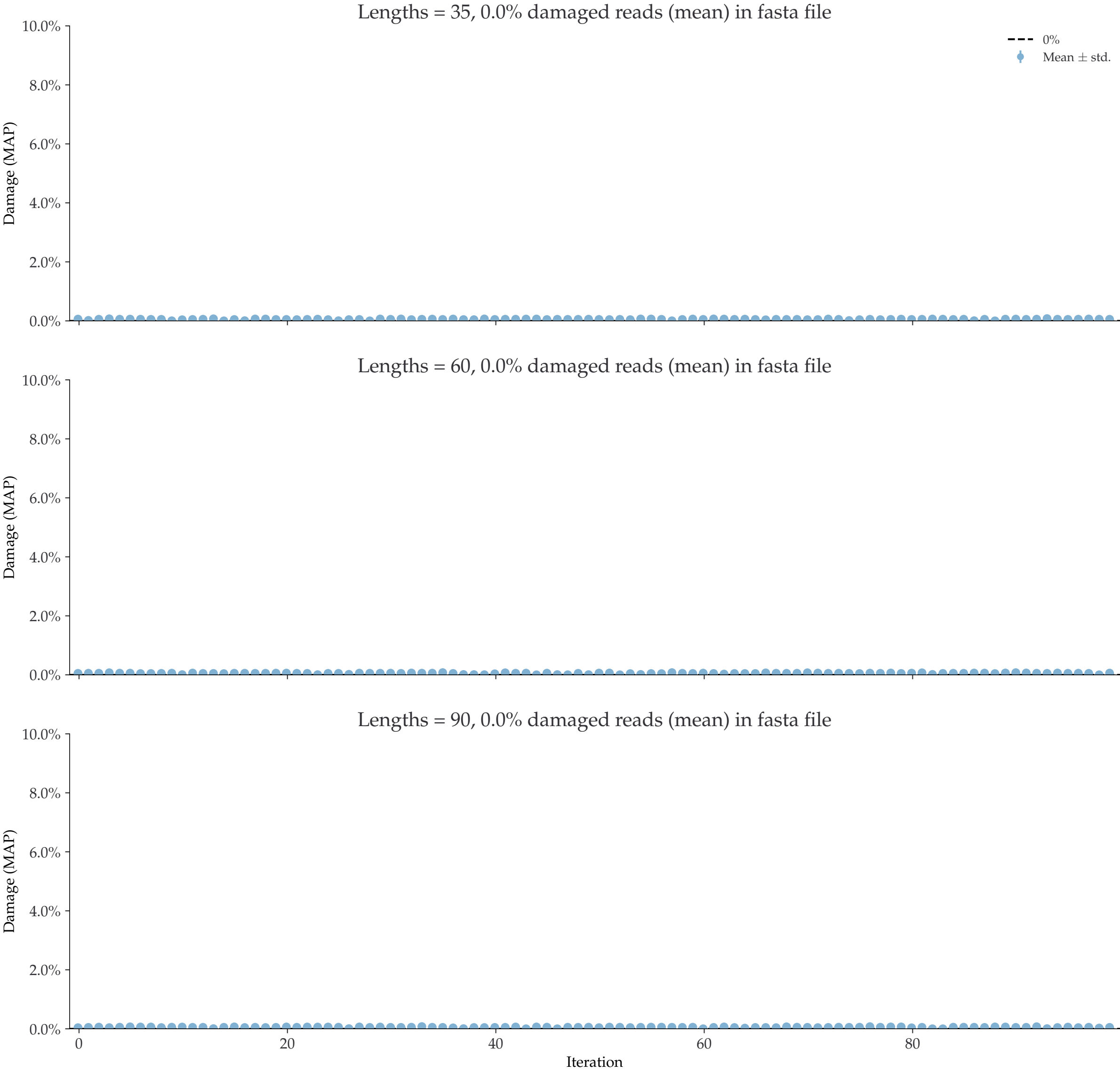
Lengths = 90, 0.0% damaged reads (mean) in fasta file



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

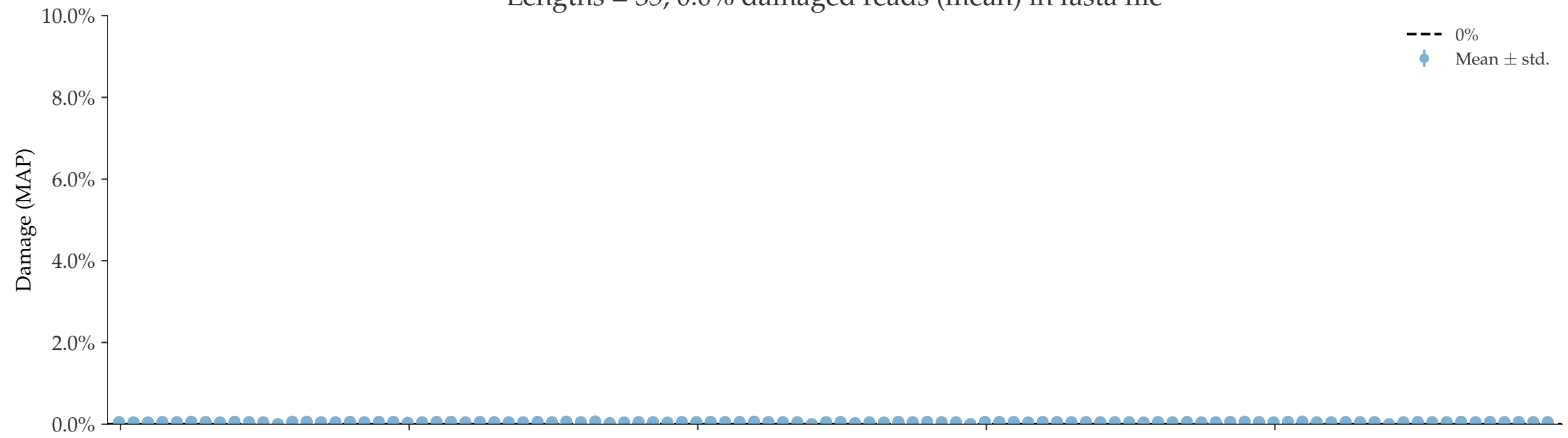


Individual damages:
50000 reads
Briggs damage = 0.0
Damage percent = 0%

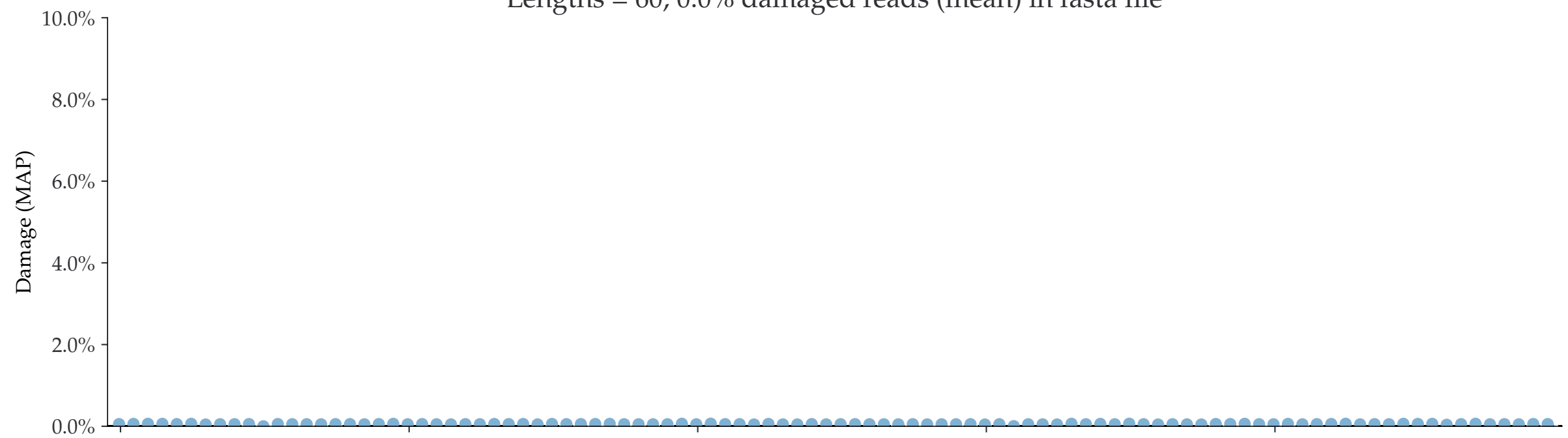


Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent = 0%

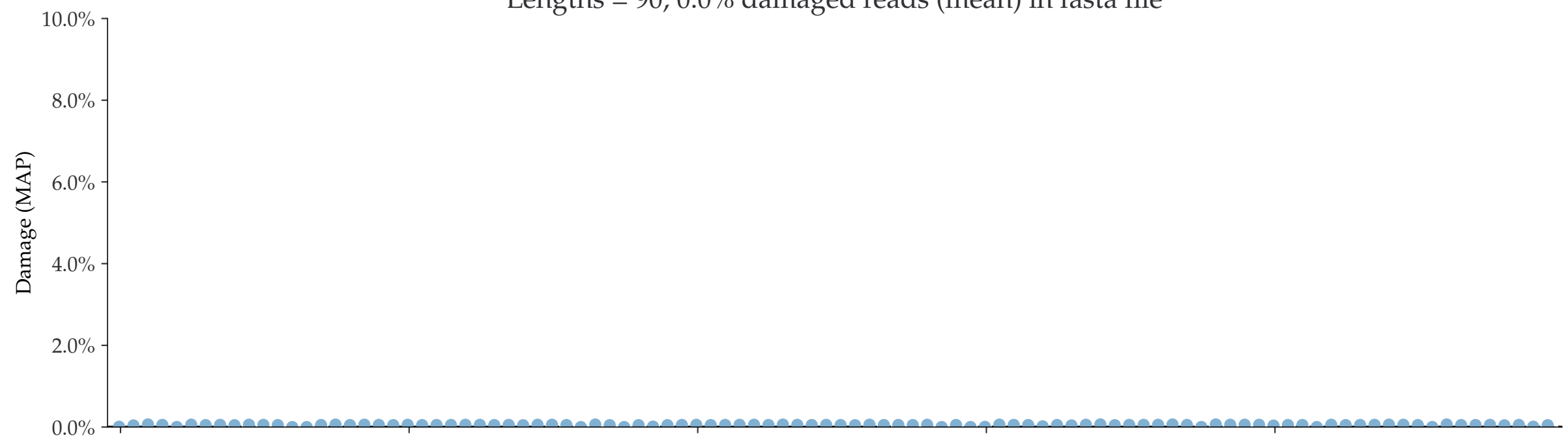
Lengths = 35, 0.0% damaged reads (mean) in fasta file



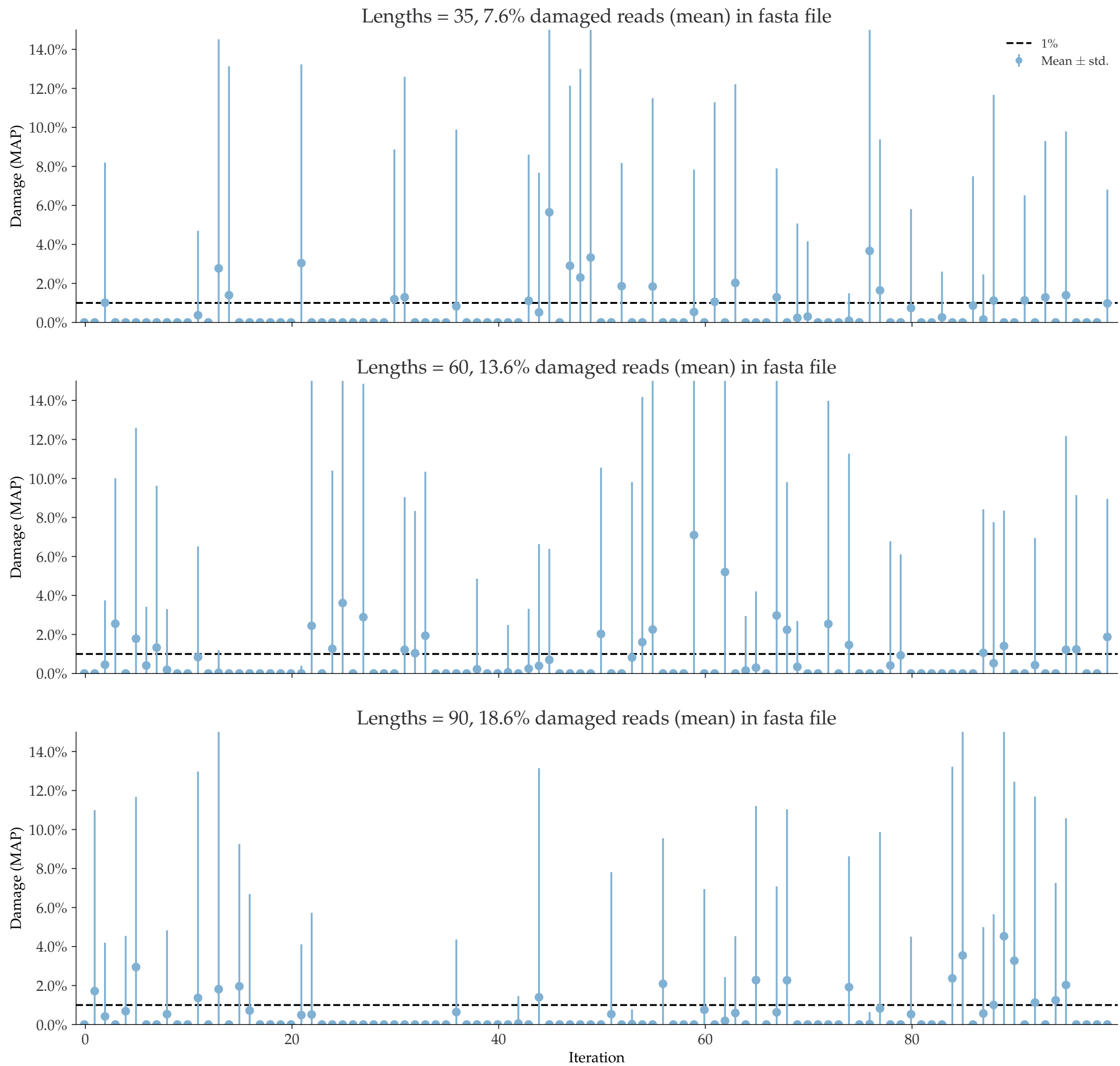
Lengths = 60, 0.0% damaged reads (mean) in fasta file



Lengths = 90, 0.0% damaged reads (mean) in fasta file

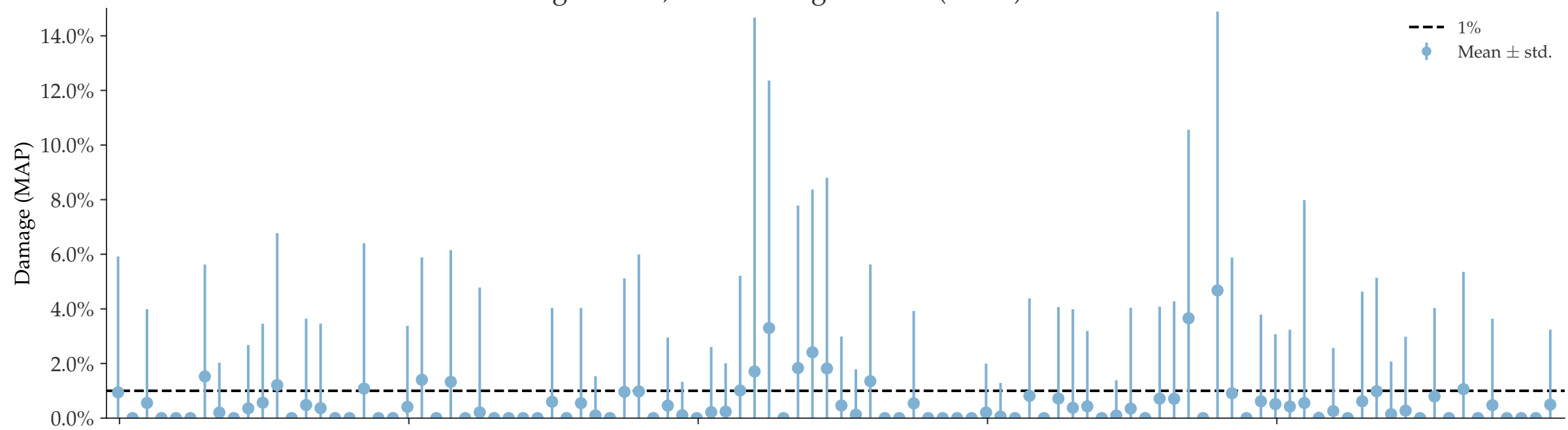


Individual damages:
10 reads
Briggs damage = 0.014
Damage percent = 1%

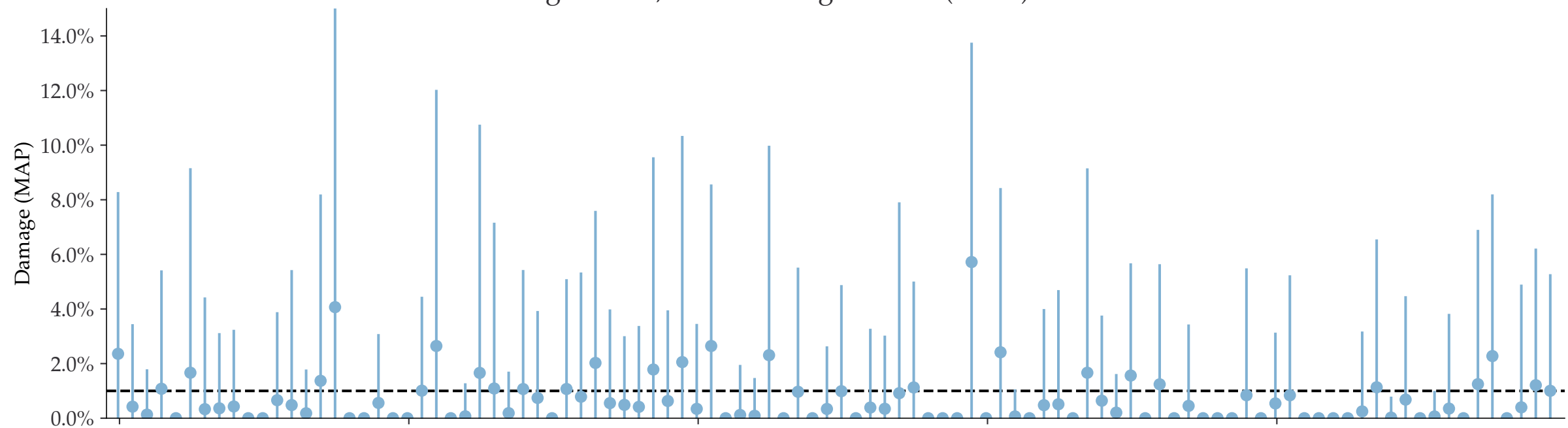


Individual damages:
25 reads
Briggs damage = 0.014
Damage percent = 1%

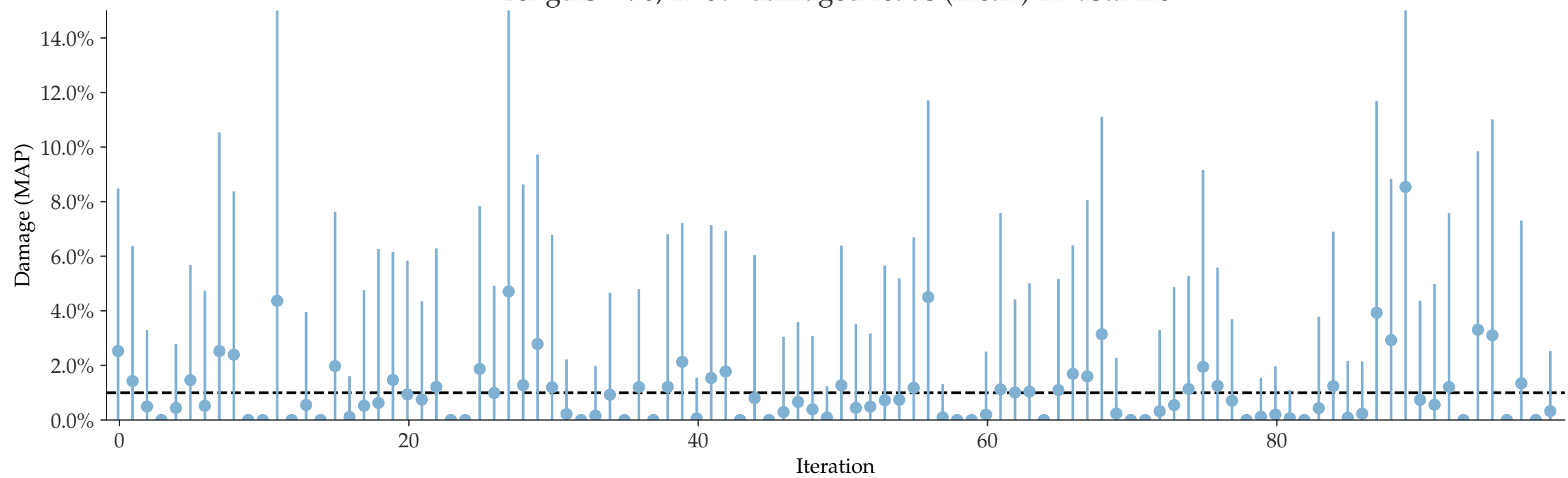
Lengths = 35, 7.2% damaged reads (mean) in fasta file



Lengths = 60, 11.9% damaged reads (mean) in fasta file

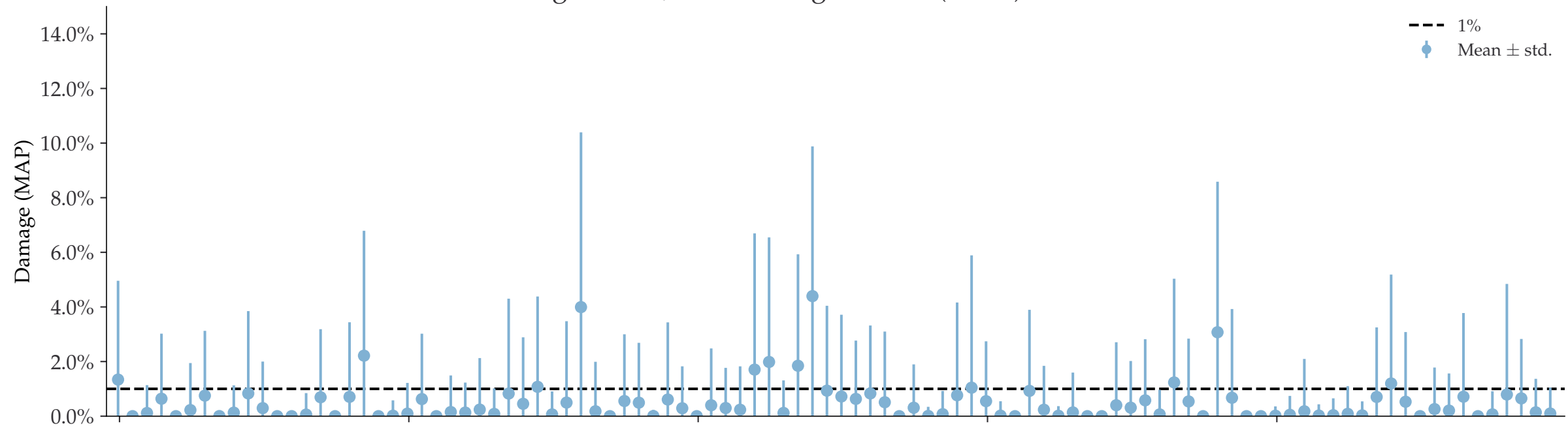


Lengths = 90, 17.8% damaged reads (mean) in fasta file

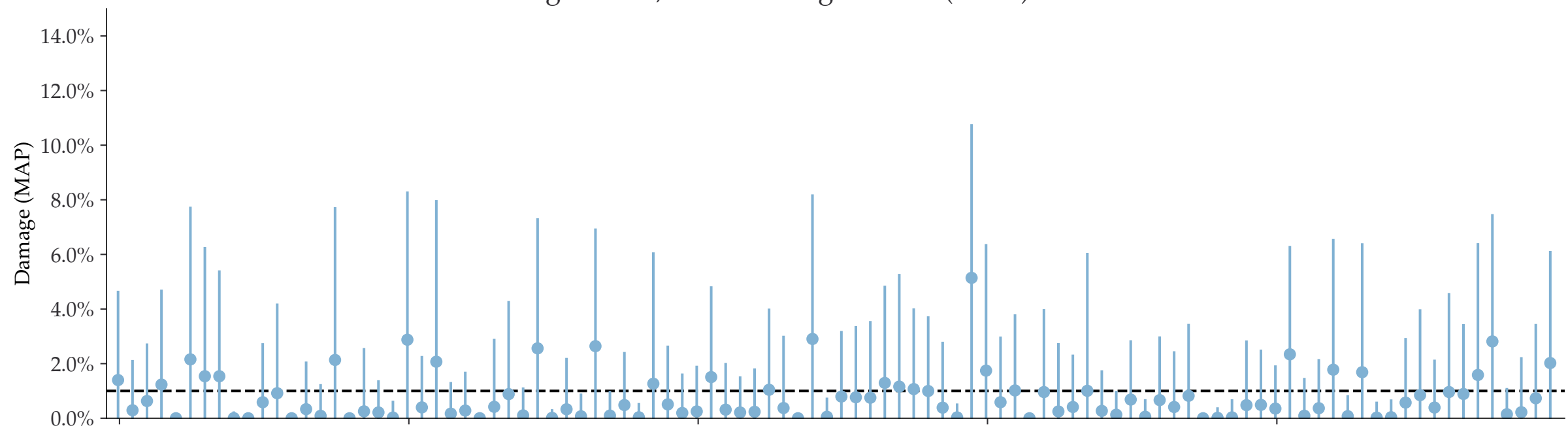


Individual damages:
50 reads
Briggs damage = 0.014
Damage percent = 1%

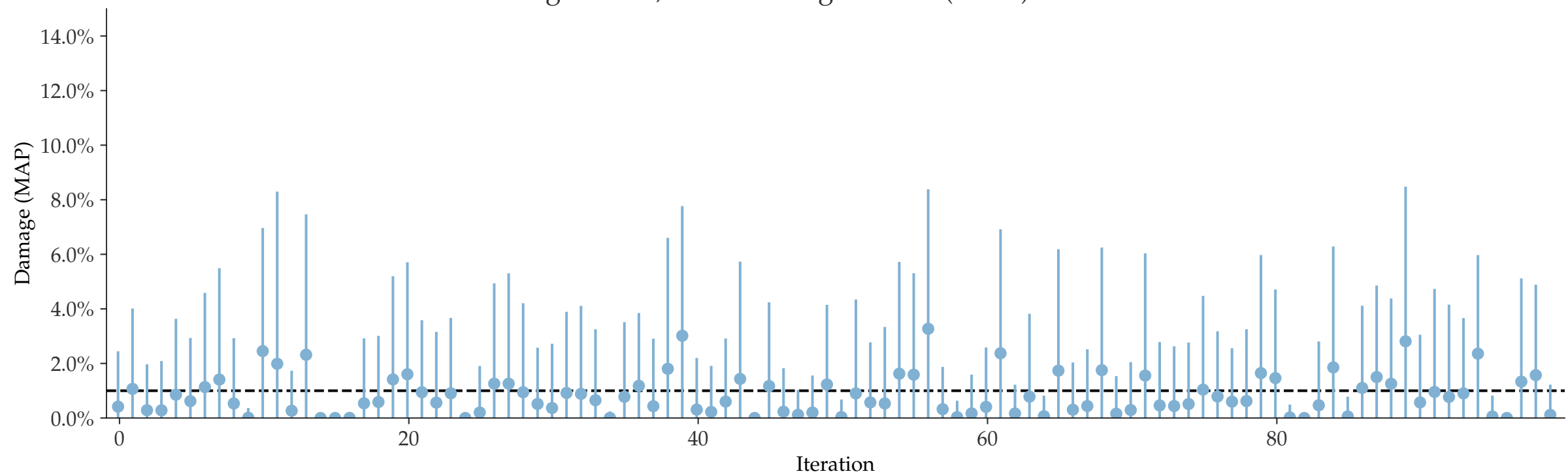
Lengths = 35, 7.3% damaged reads (mean) in fasta file



Lengths = 60, 11.8% damaged reads (mean) in fasta file

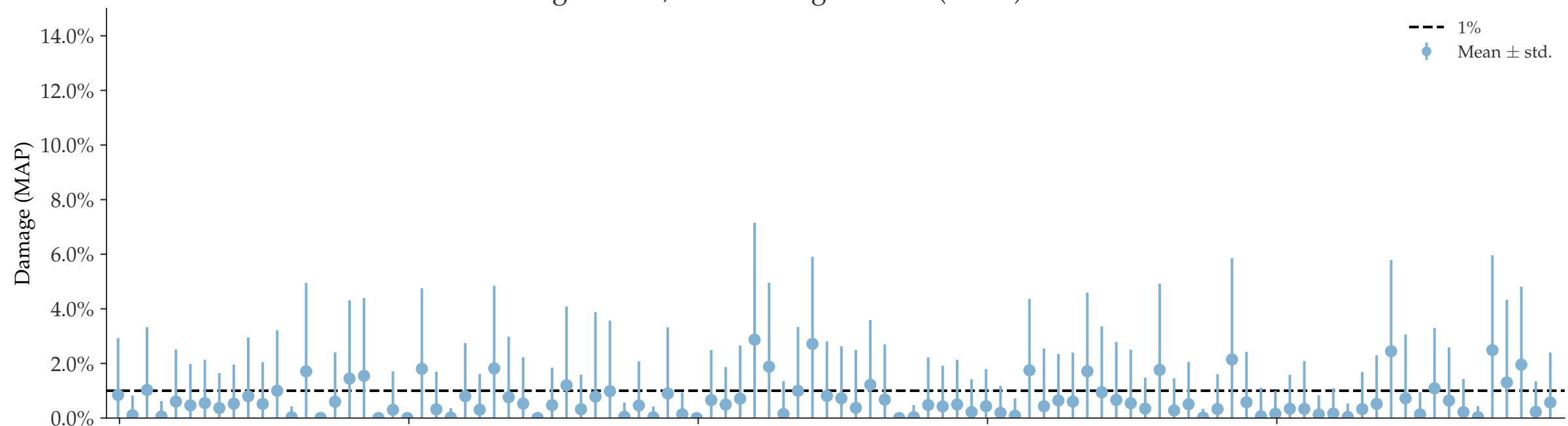


Lengths = 90, 17.6% damaged reads (mean) in fasta file

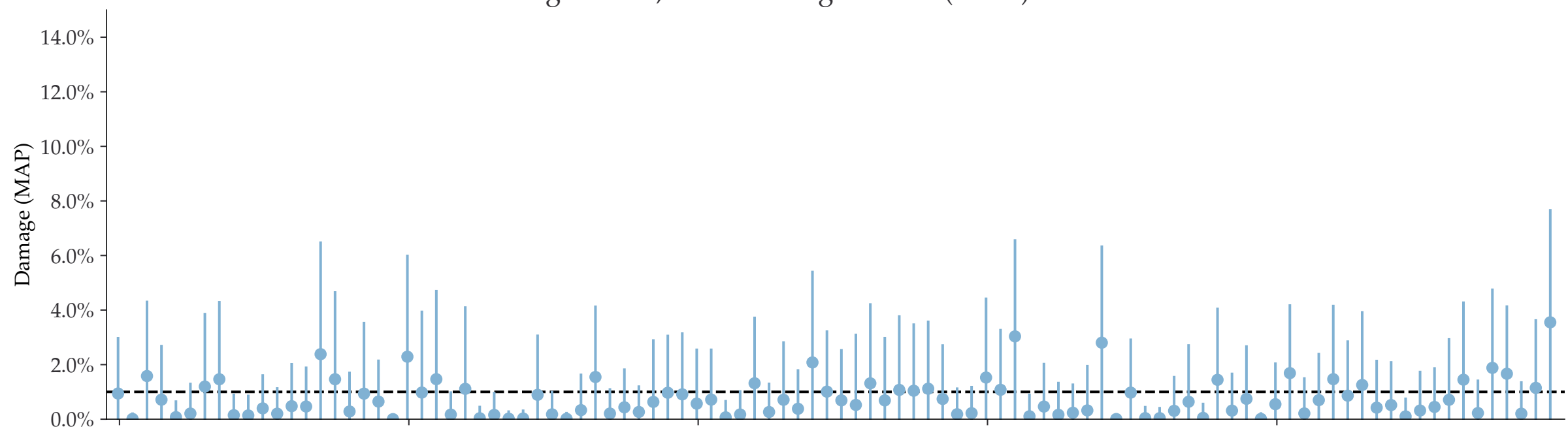


Individual damages:
100 reads
Briggs damage = 0.014
Damage percent = 1%

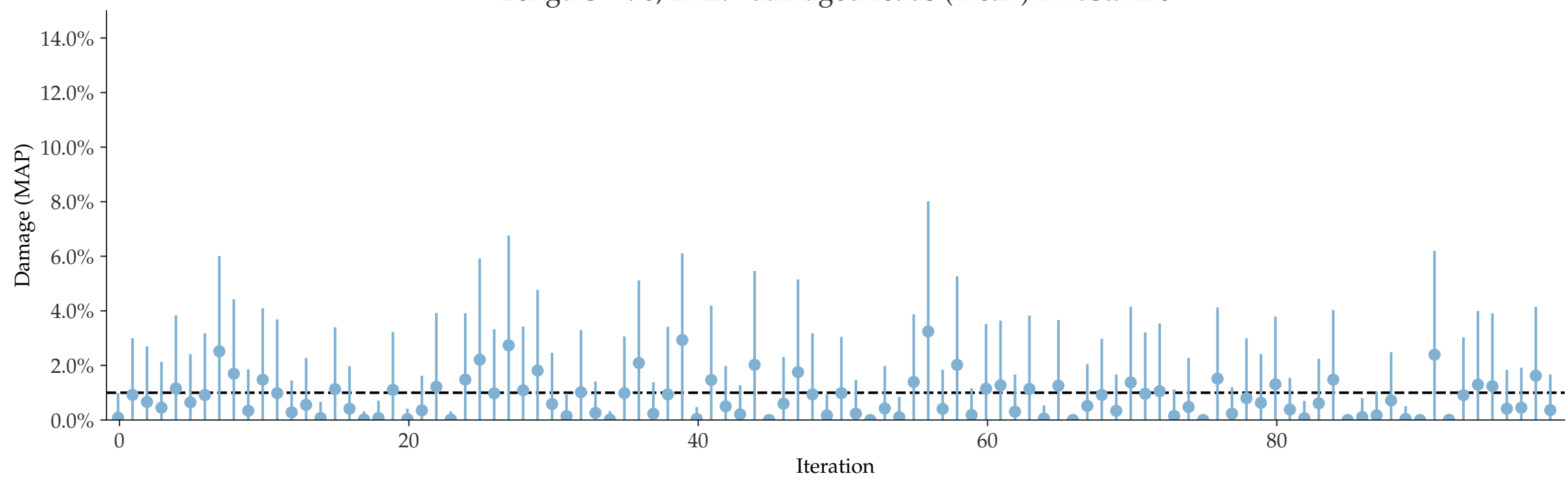
Lengths = 35, 7.0% damaged reads (mean) in fasta file



Lengths = 60, 11.8% damaged reads (mean) in fasta file

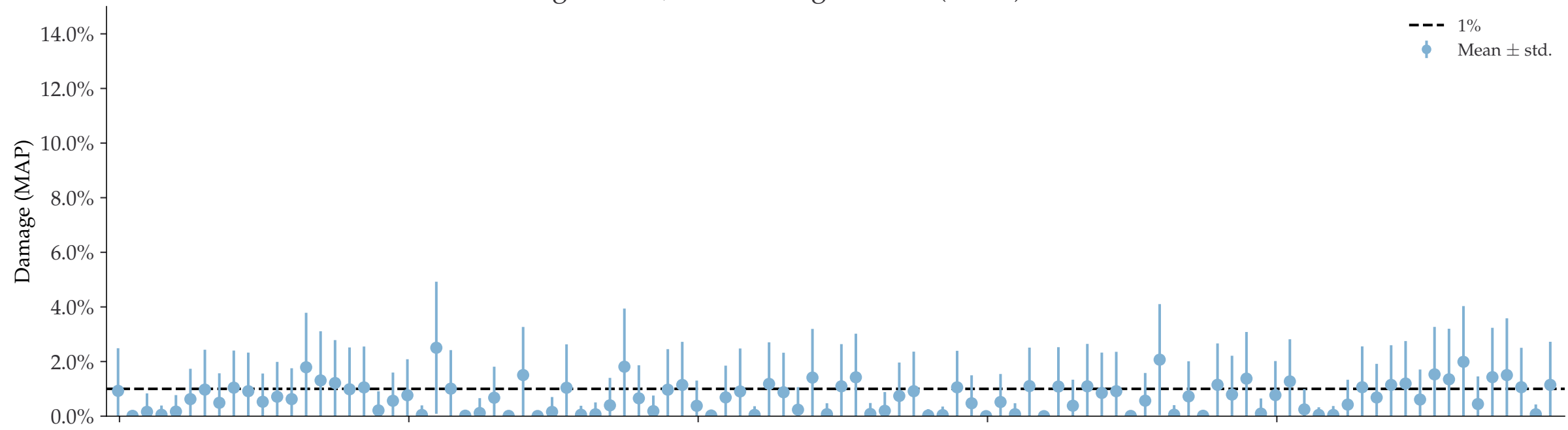


Lengths = 90, 17.2% damaged reads (mean) in fasta file

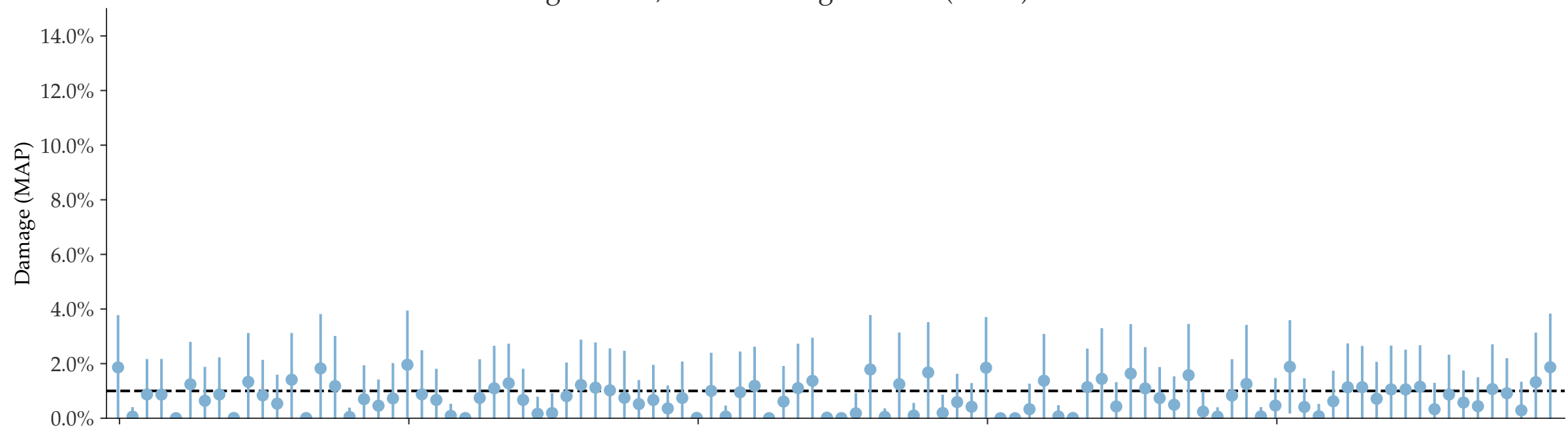


Individual damages:
250 reads
Briggs damage = 0.014
Damage percent = 1%

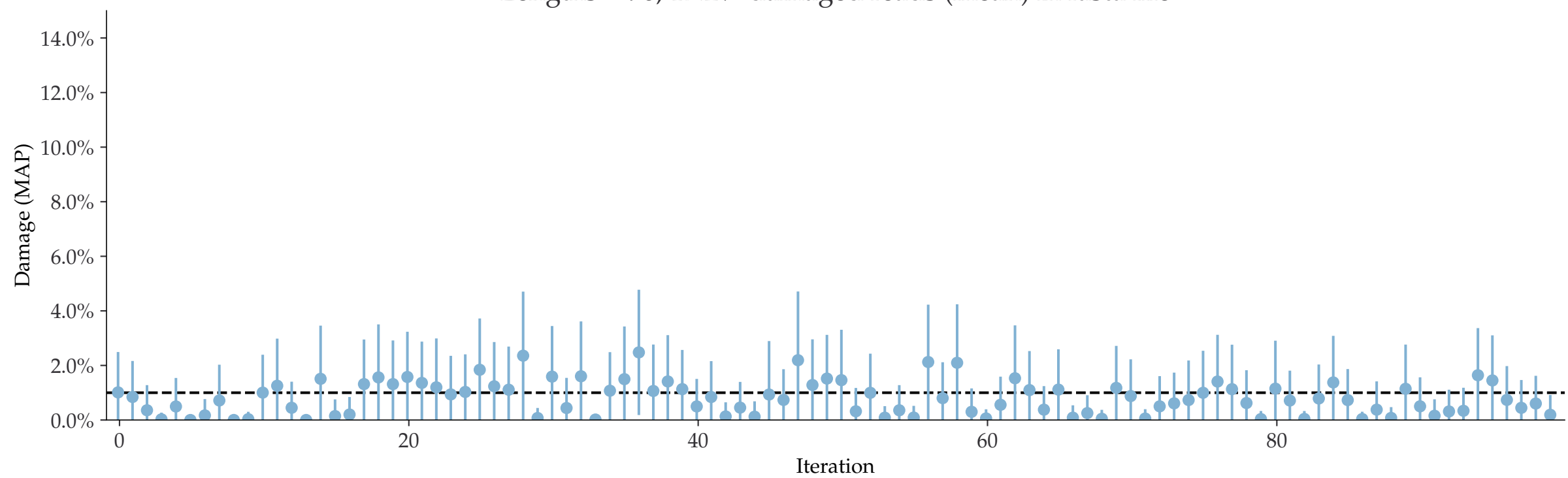
Lengths = 35, 7.3% damaged reads (mean) in fasta file



Lengths = 60, 12.2% damaged reads (mean) in fasta file

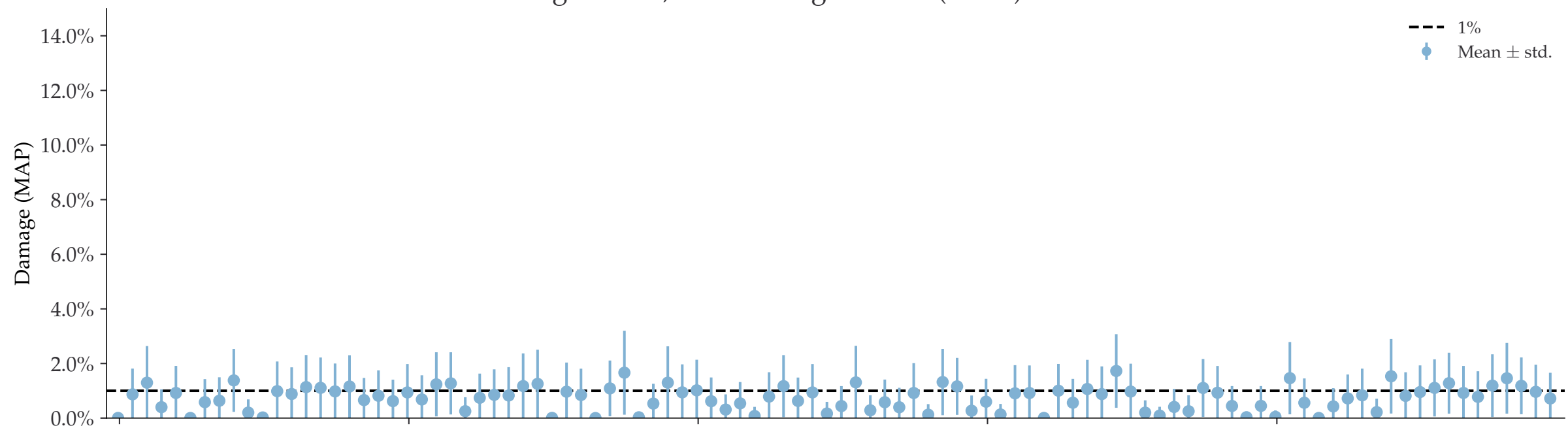


Lengths = 90, 17.2% damaged reads (mean) in fasta file

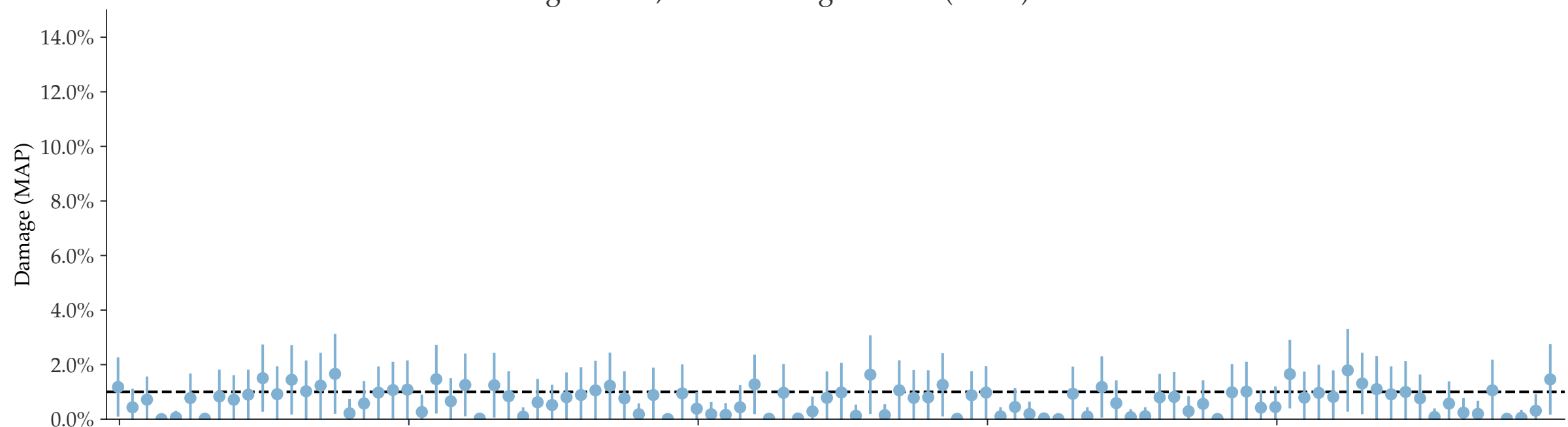


Individual damages:
500 reads
Briggs damage = 0.014
Damage percent = 1%

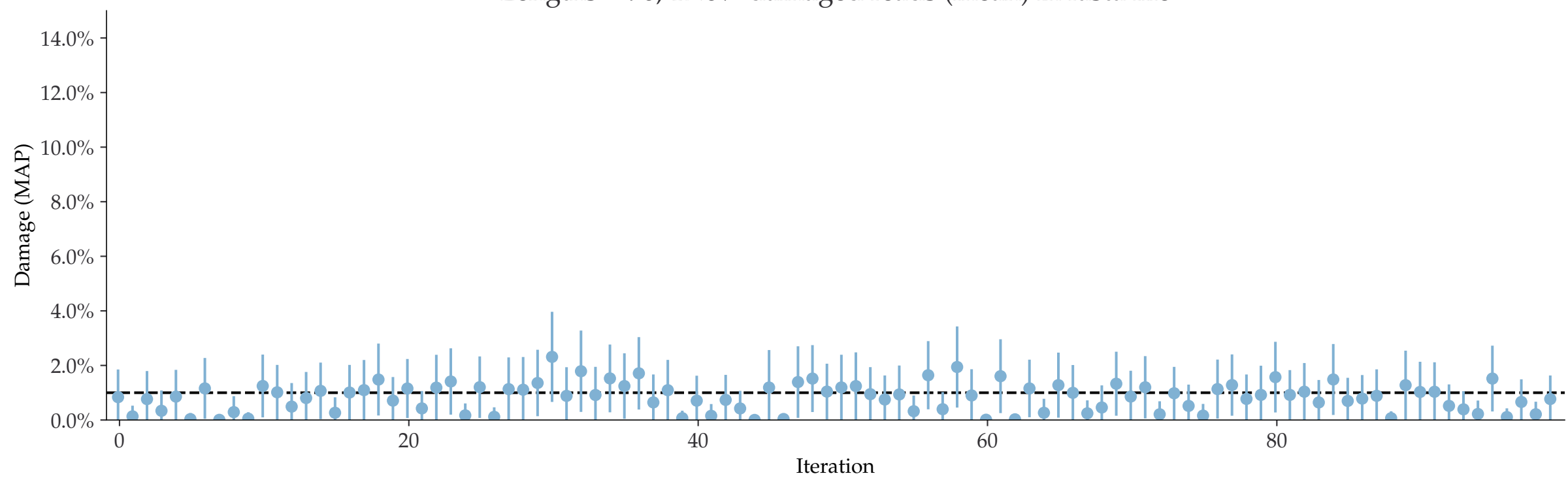
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.1% damaged reads (mean) in fasta file

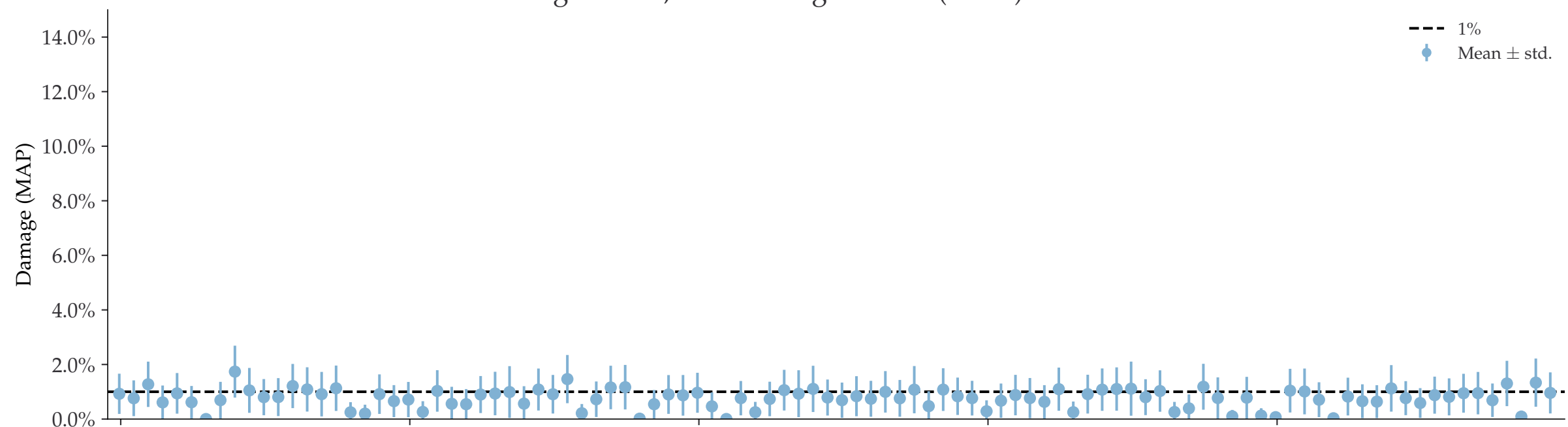


Lengths = 90, 17.6% damaged reads (mean) in fasta file



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

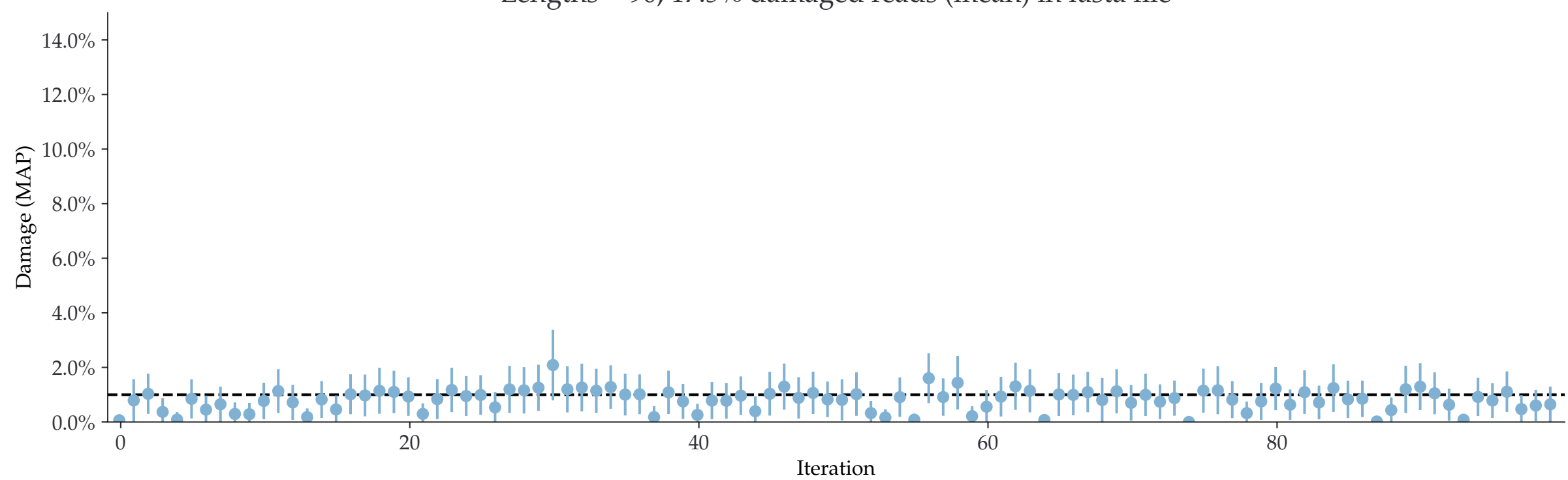
Lengths = 35, 7.3% damaged reads (mean) in fasta file



Lengths = 60, 12.0% damaged reads (mean) in fasta file

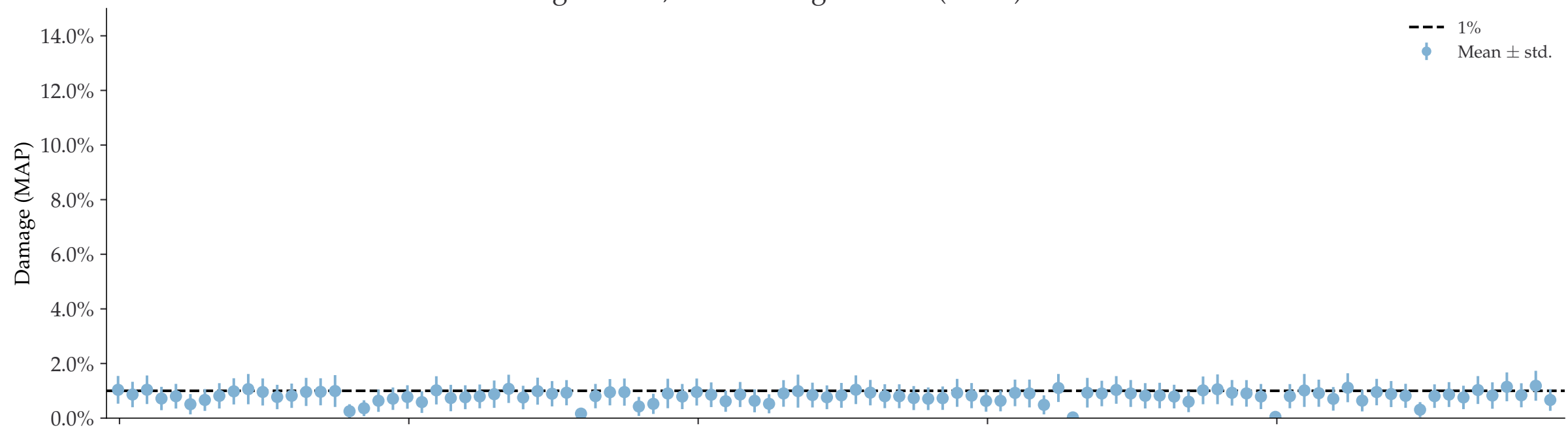


Lengths = 90, 17.5% damaged reads (mean) in fasta file

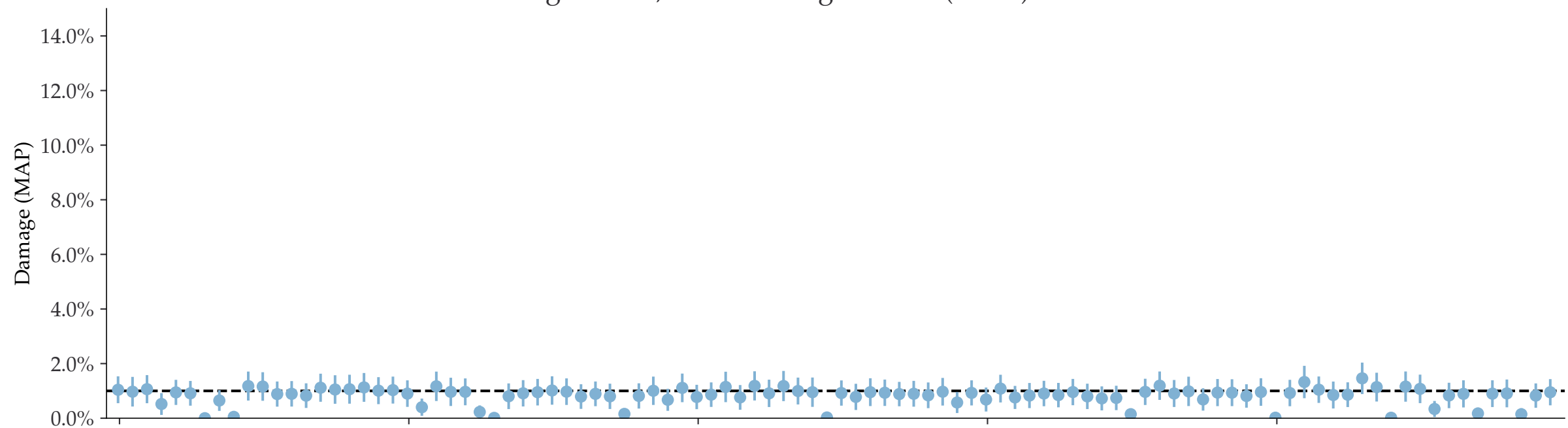


Individual damages:
2500 reads
Briggs damage = 0.014
Damage percent = 1%

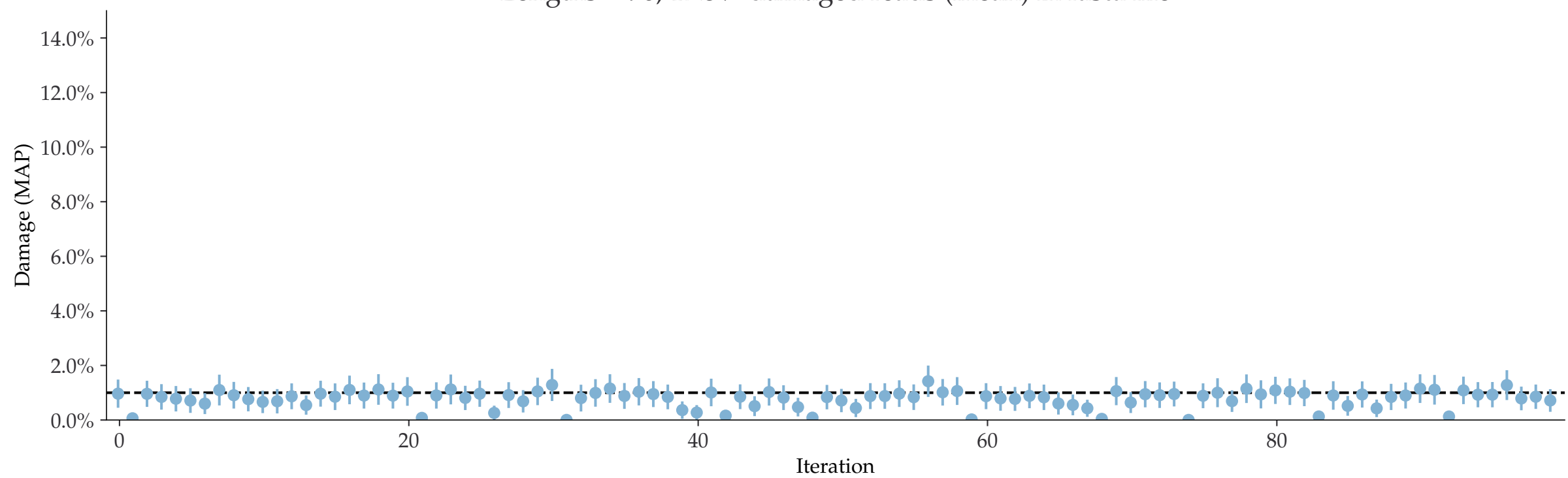
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.1% damaged reads (mean) in fasta file

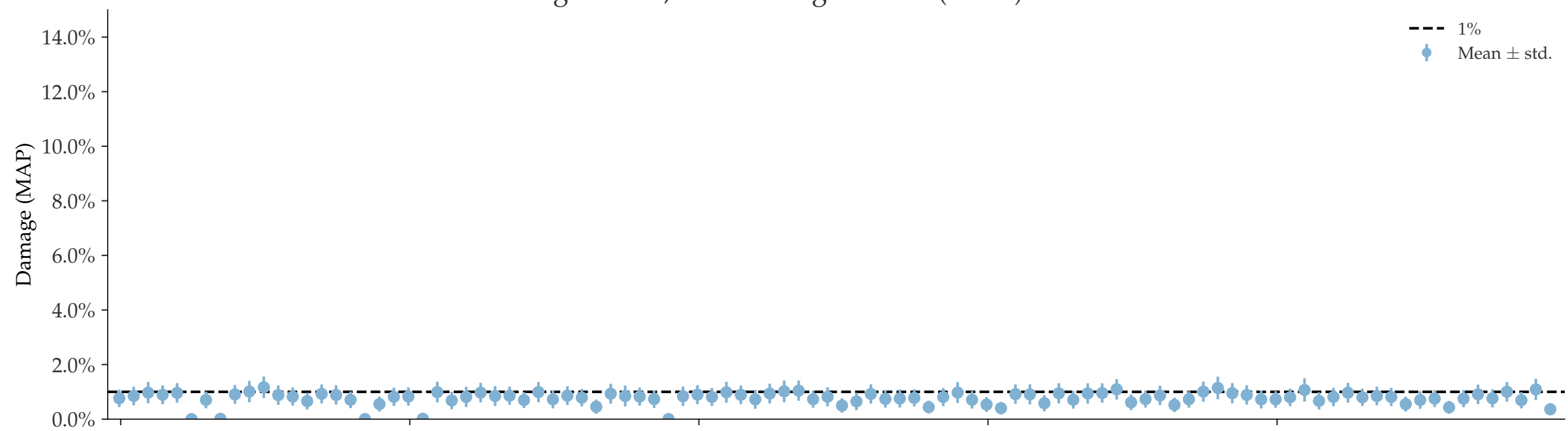


Lengths = 90, 17.5% damaged reads (mean) in fasta file

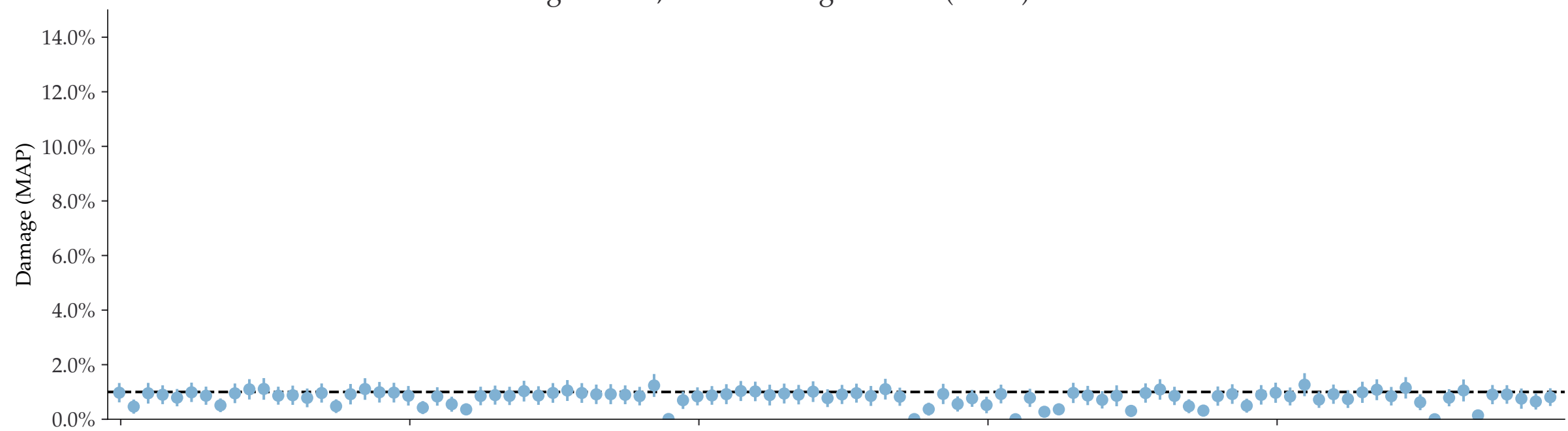


Individual damages:
5000 reads
Briggs damage = 0.014
Damage percent = 1%

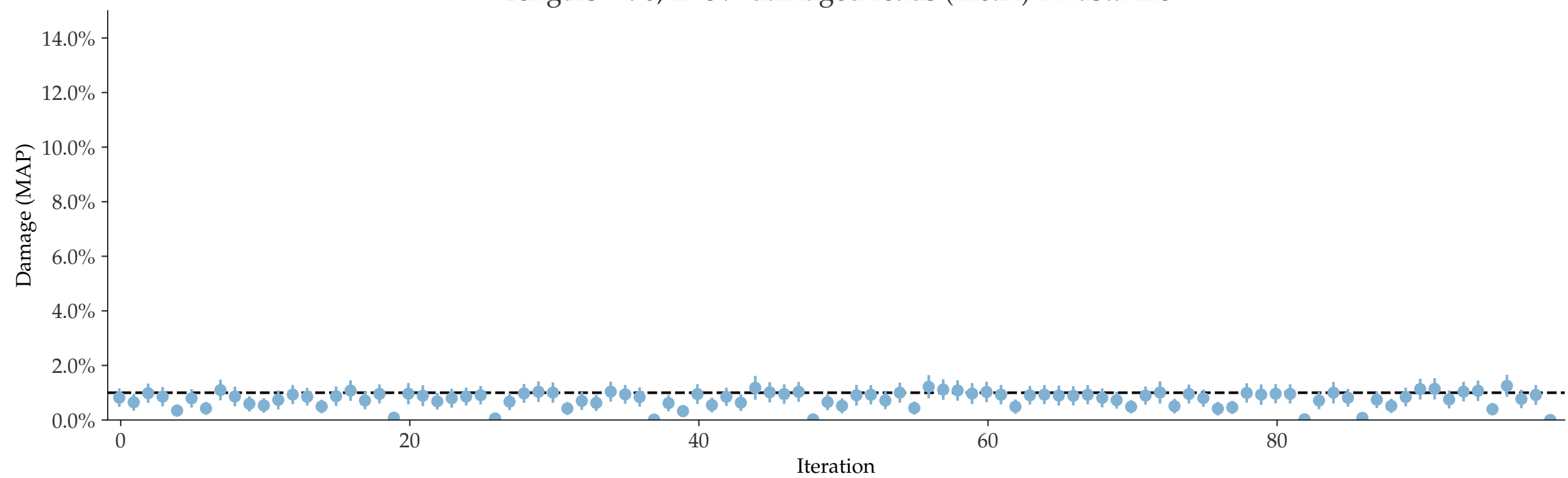
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.0% damaged reads (mean) in fasta file

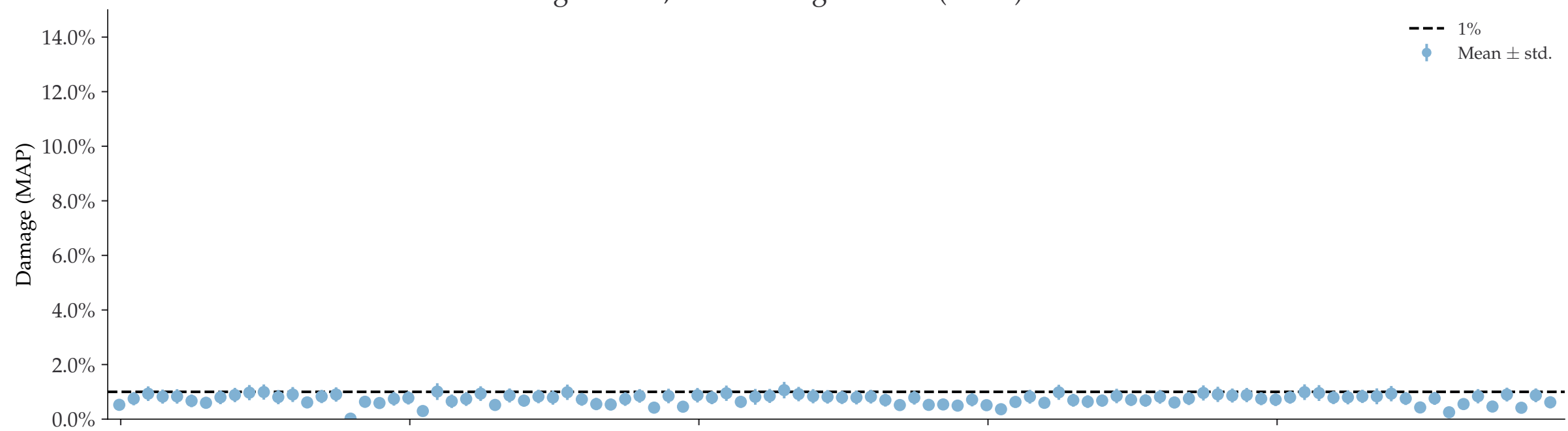


Lengths = 90, 17.5% damaged reads (mean) in fasta file

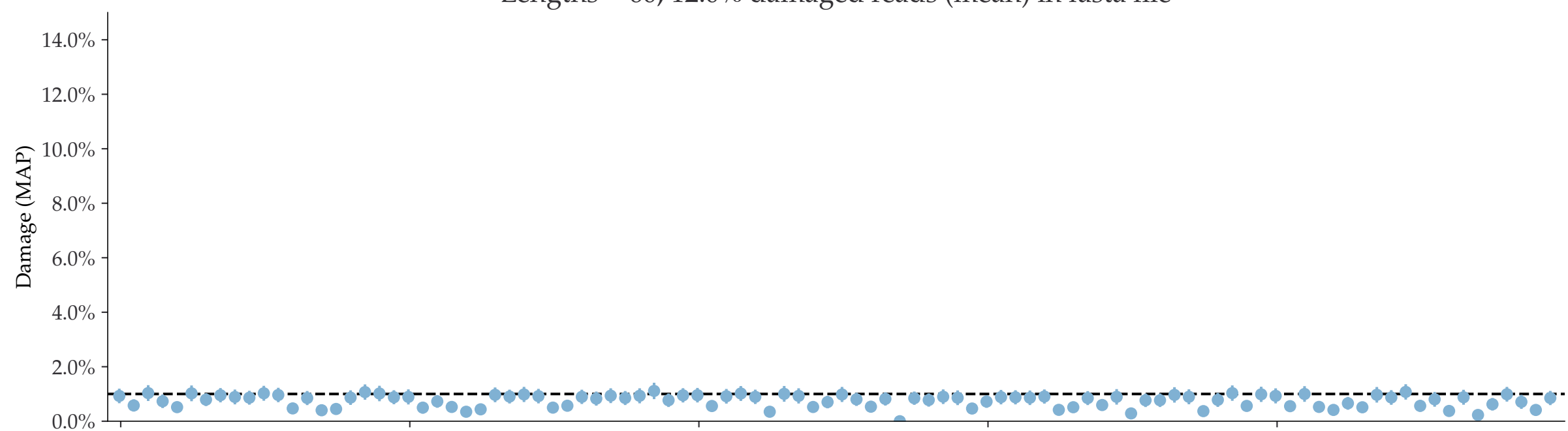


Individual damages:
10000 reads
Briggs damage = 0.014
Damage percent = 1%

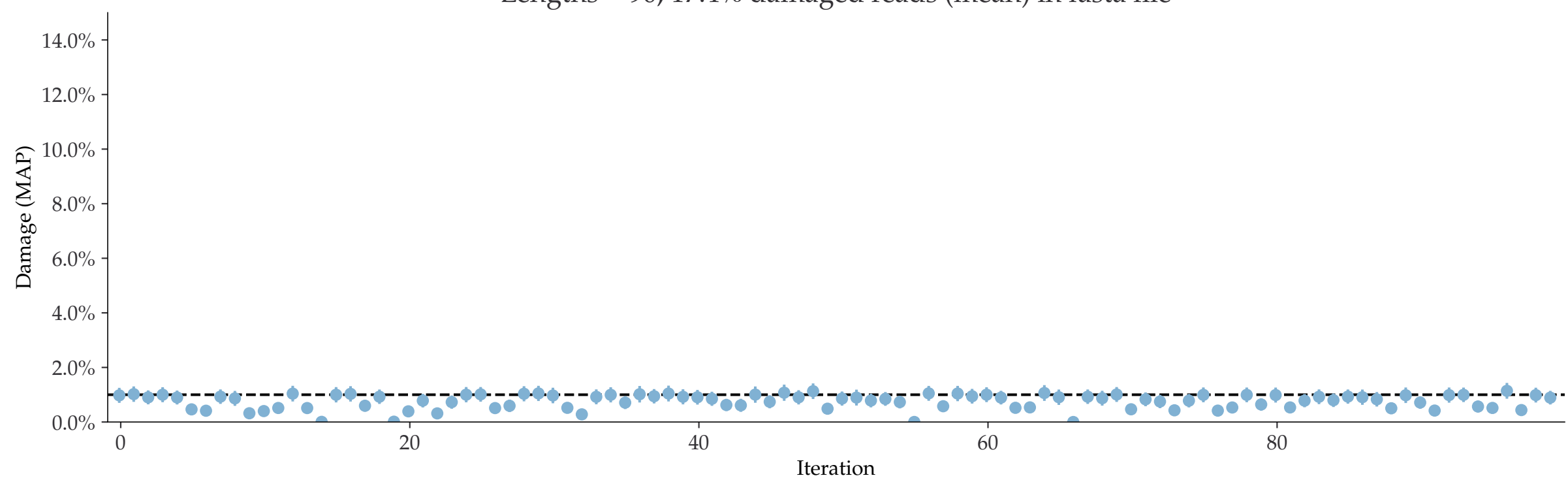
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.0% damaged reads (mean) in fasta file

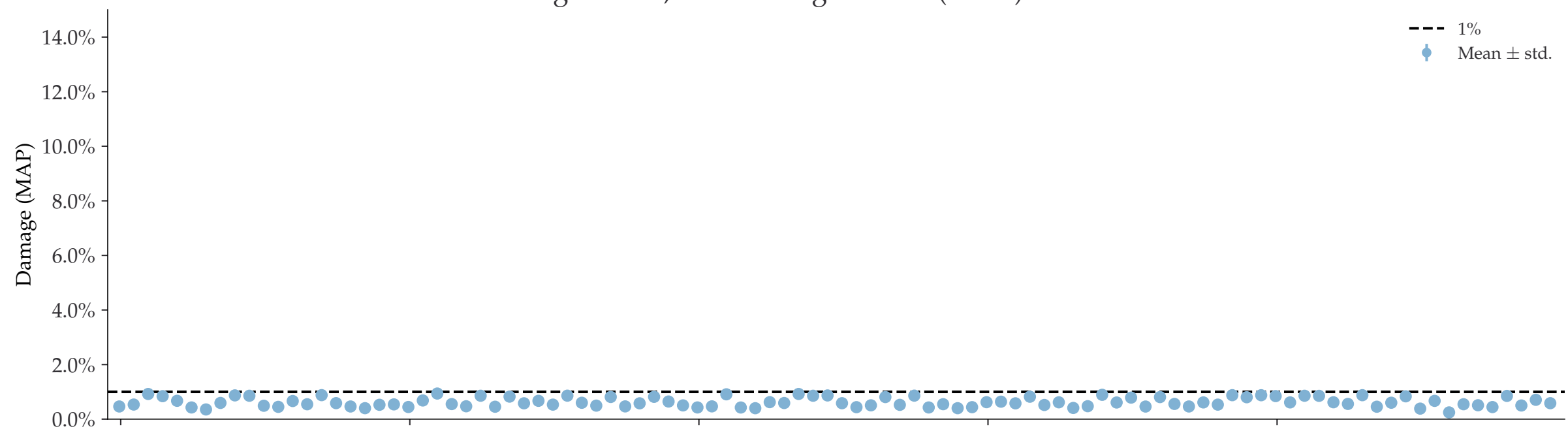


Lengths = 90, 17.4% damaged reads (mean) in fasta file

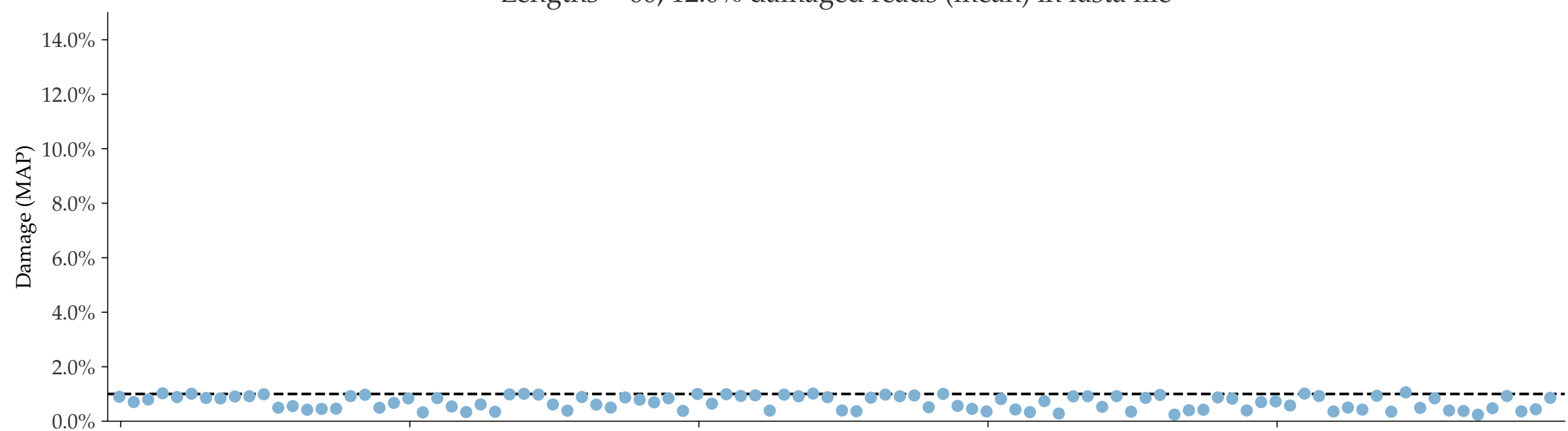


Individual damages:
25000 reads
Briggs damage = 0.014
Damage percent = 1%

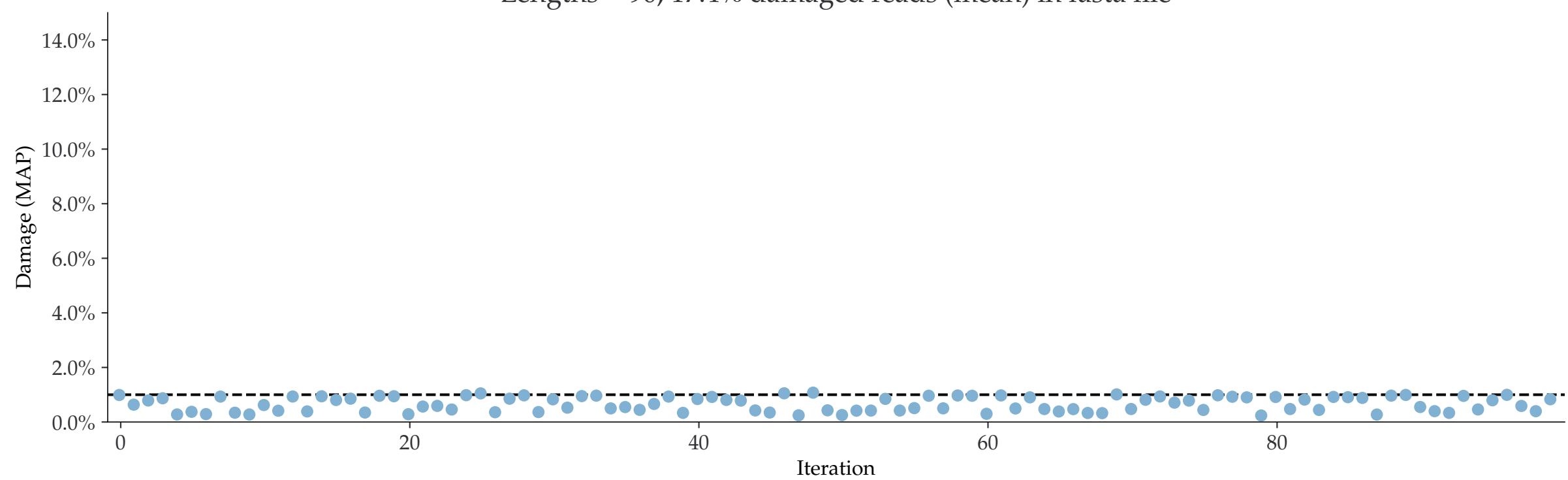
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.0% damaged reads (mean) in fasta file

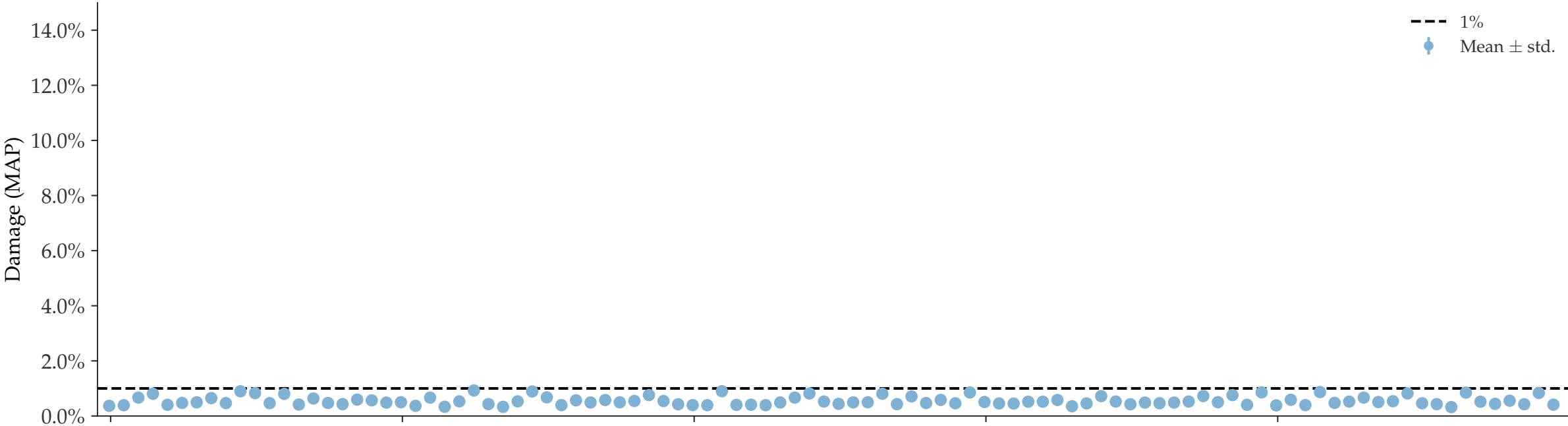


Lengths = 90, 17.4% damaged reads (mean) in fasta file

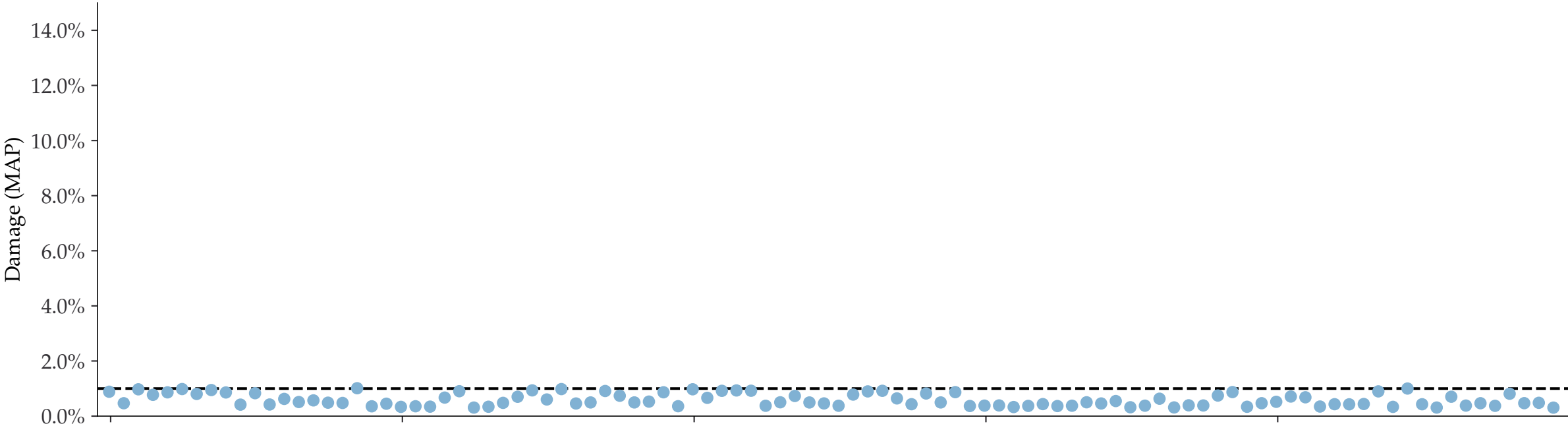


Individual damages:
50000 reads
Briggs damage = 0.014
Damage percent = 1%

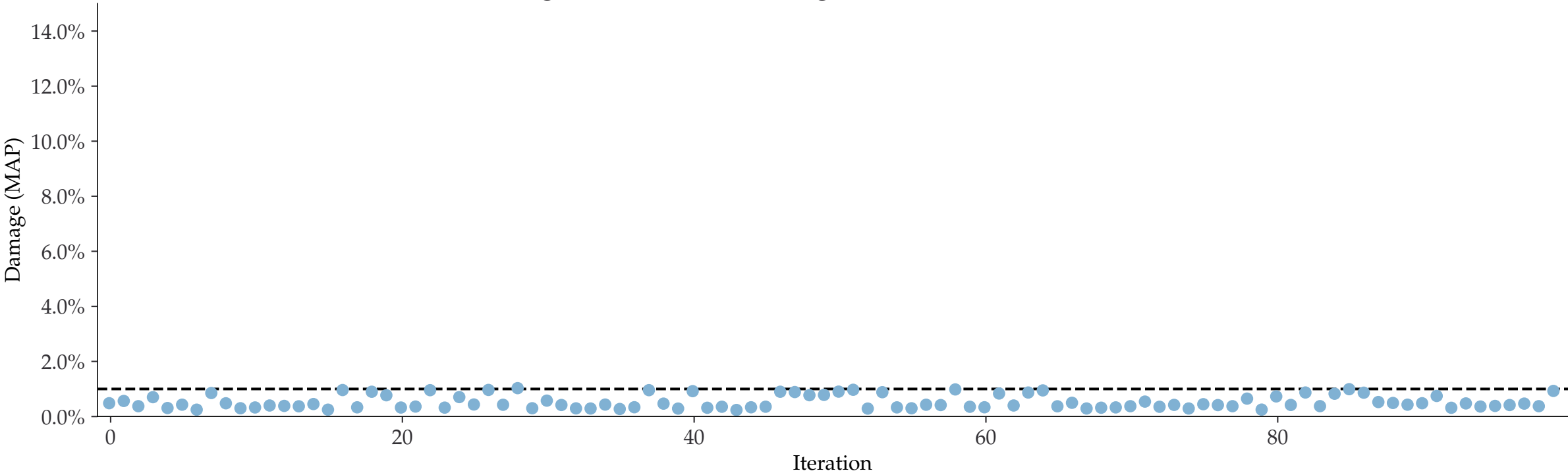
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.0% damaged reads (mean) in fasta file

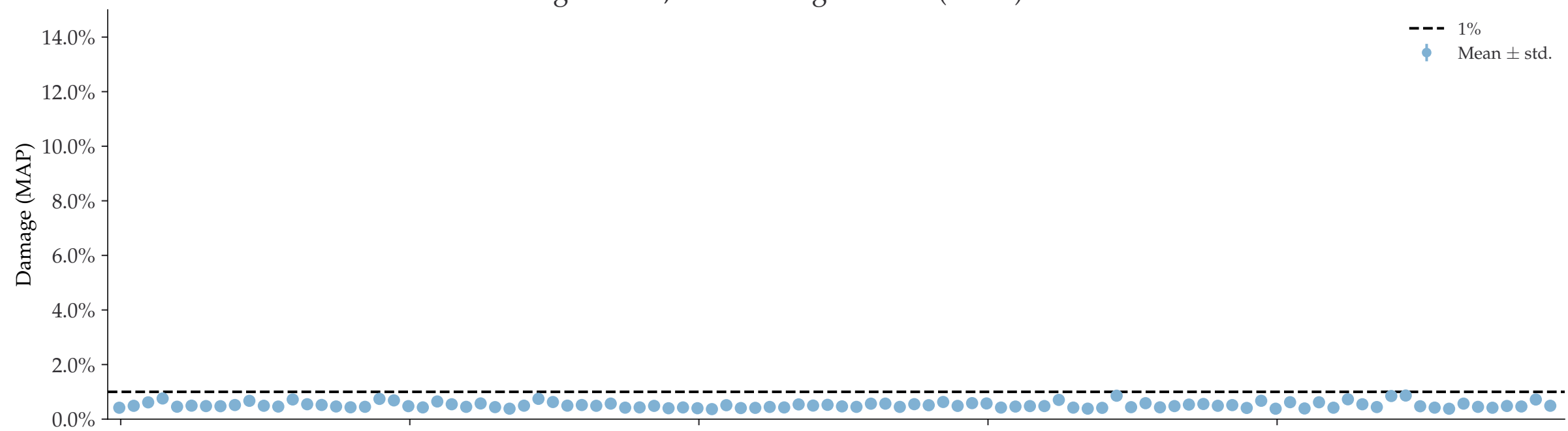


Lengths = 90, 17.5% damaged reads (mean) in fasta file

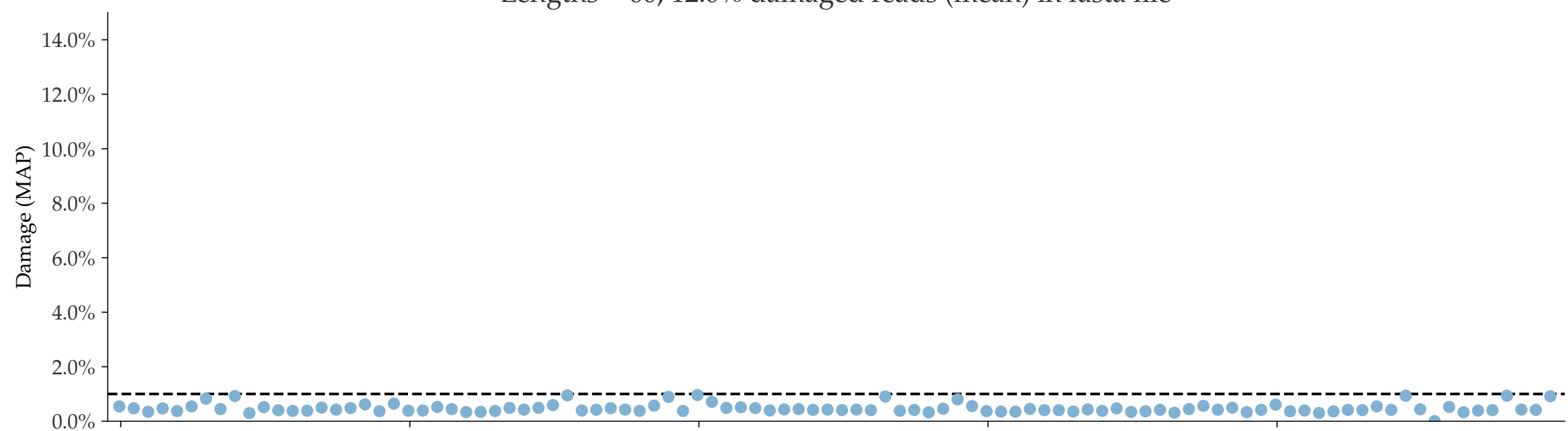


Individual damages:
100000 reads
Briggs damage = 0.014
Damage percent = 1%

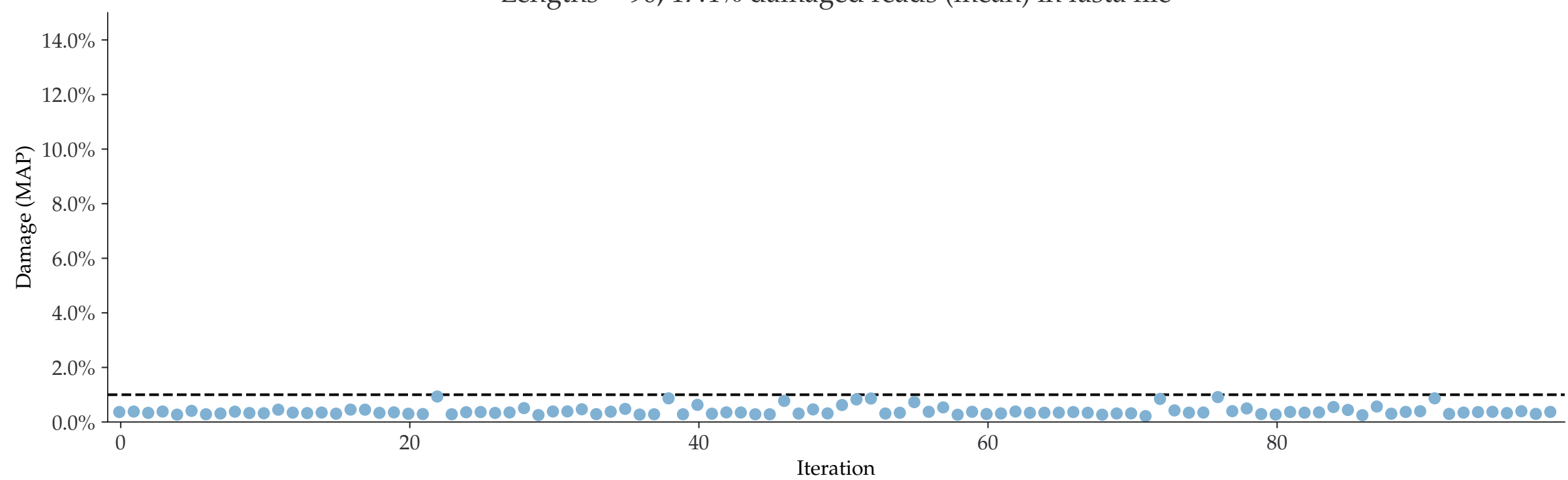
Lengths = 35, 7.4% damaged reads (mean) in fasta file



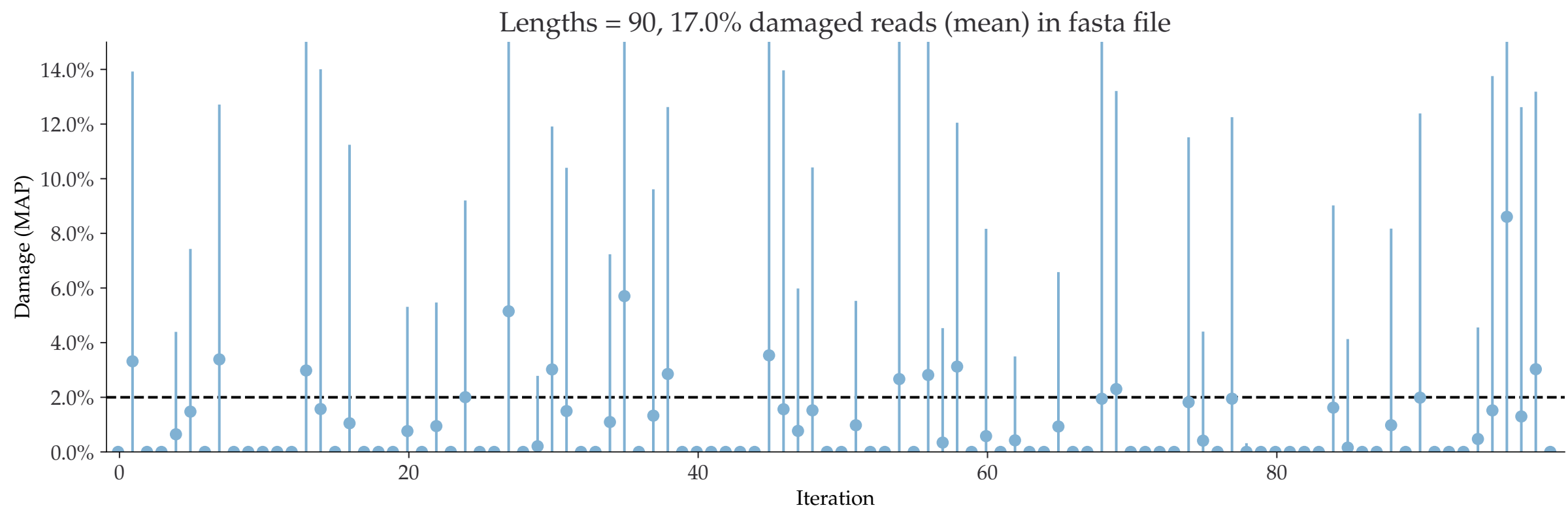
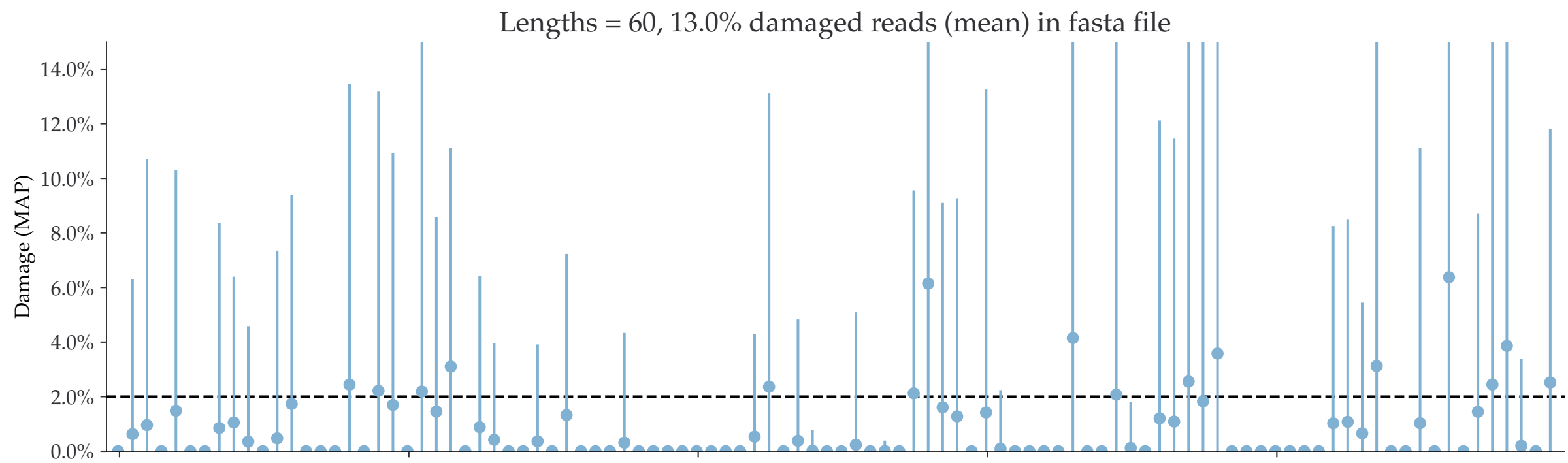
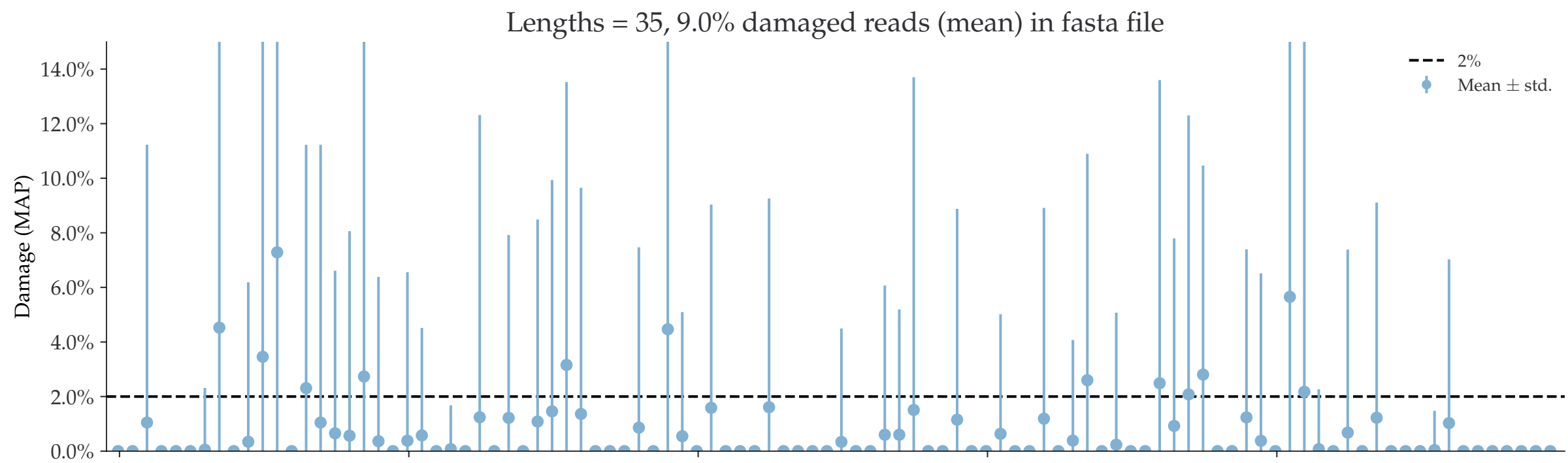
Lengths = 60, 12.0% damaged reads (mean) in fasta file



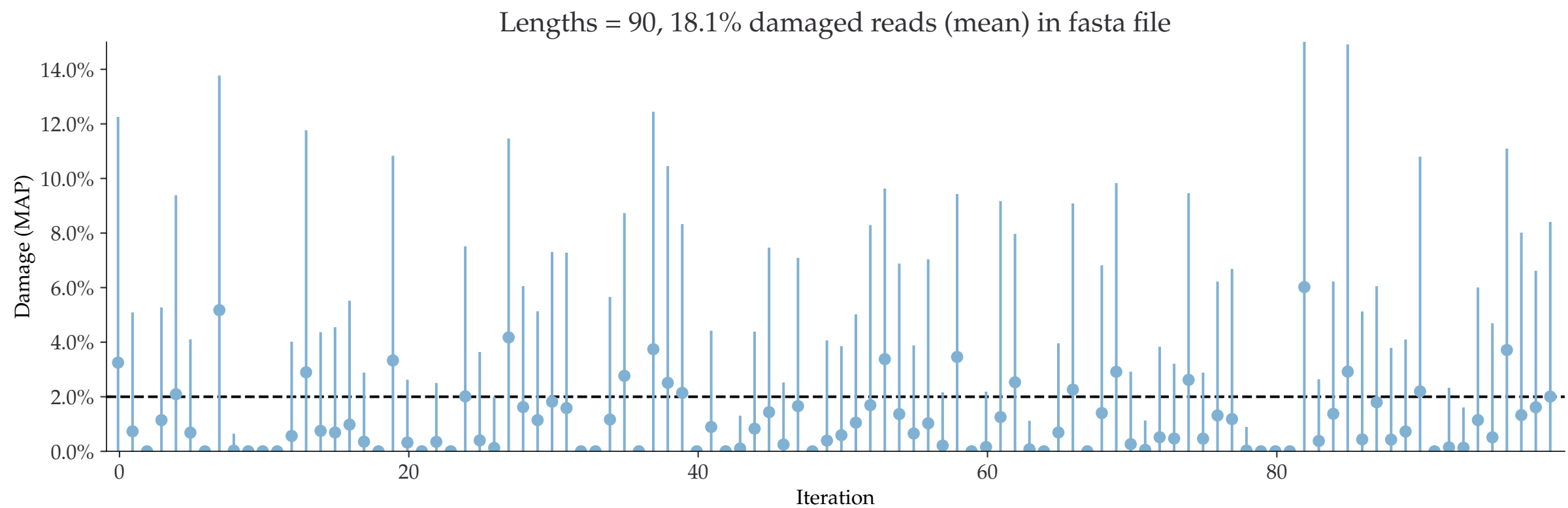
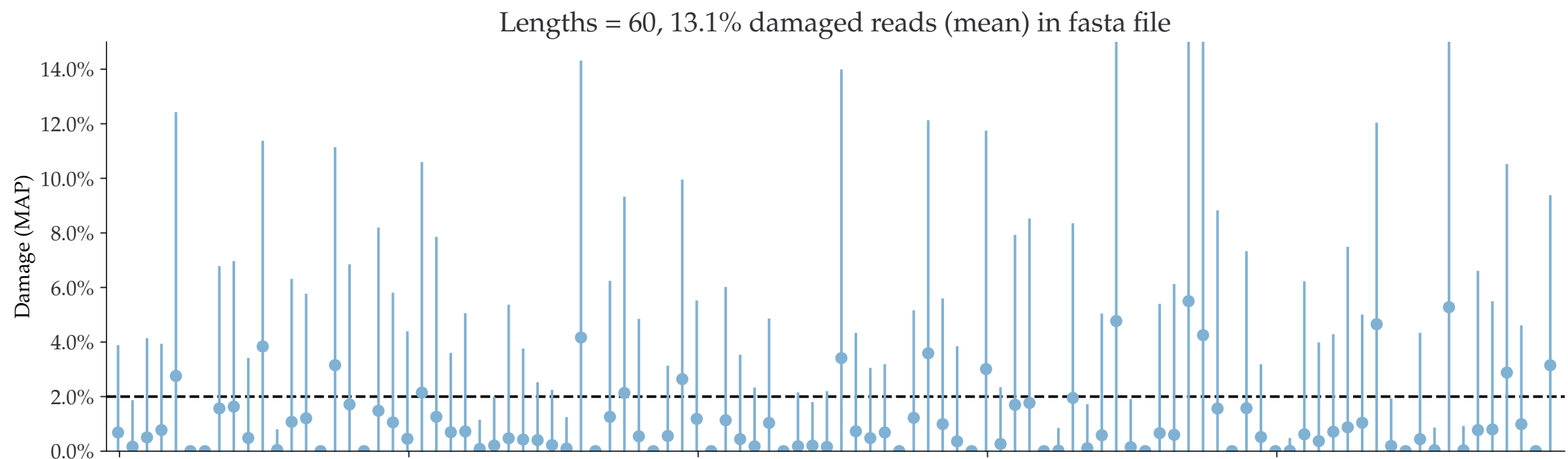
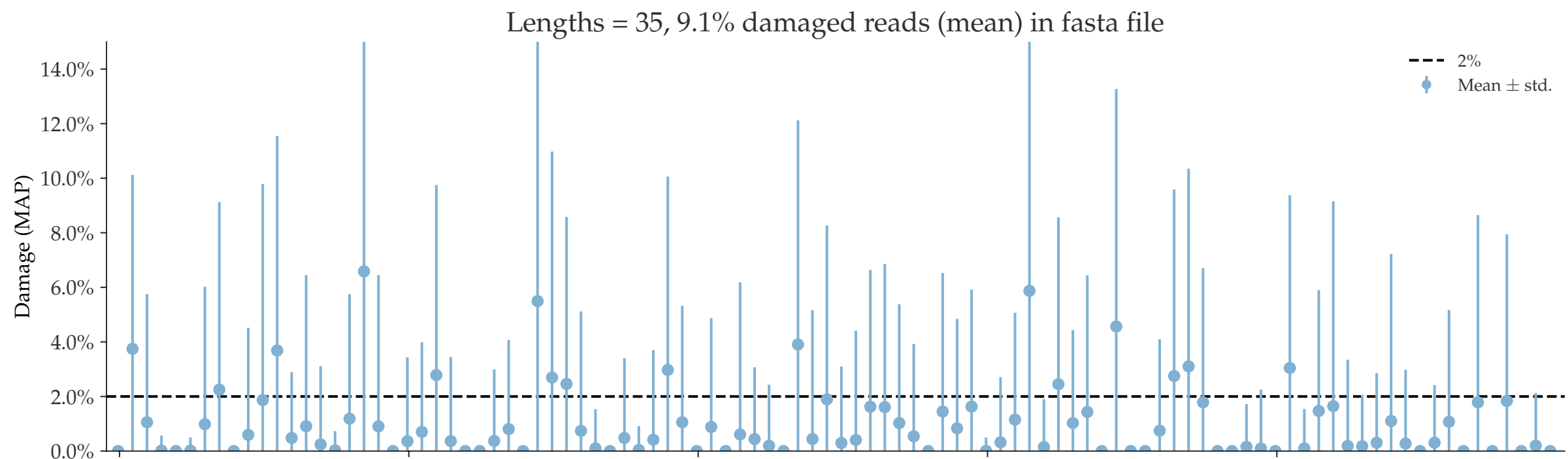
Lengths = 90, 17.4% damaged reads (mean) in fasta file



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

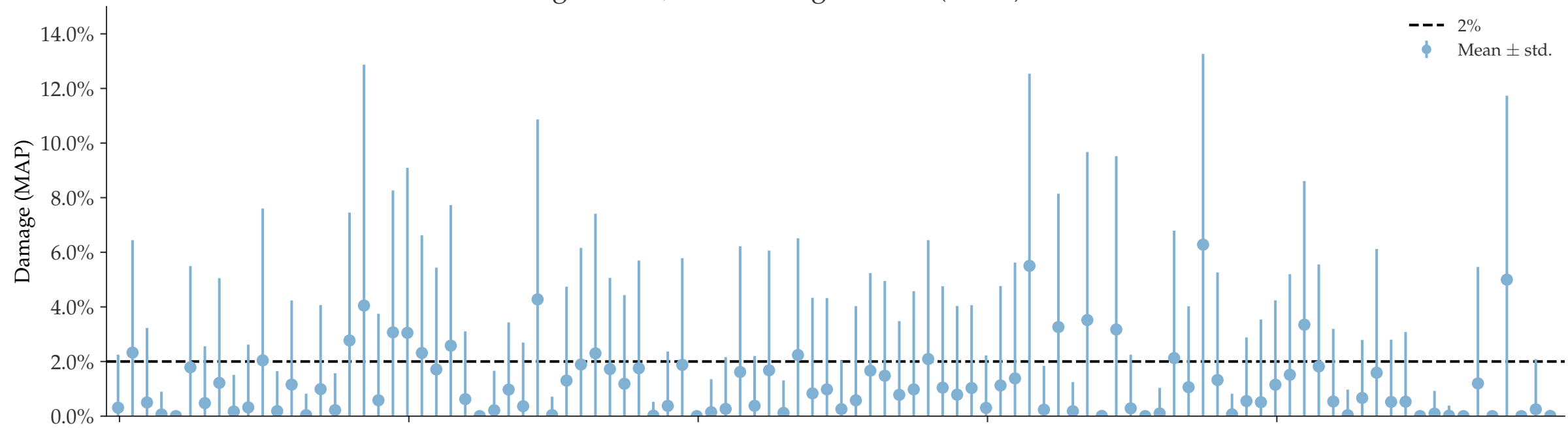


Individual damages:
25 reads
Briggs damage = 0.047
Damage percent = 2%

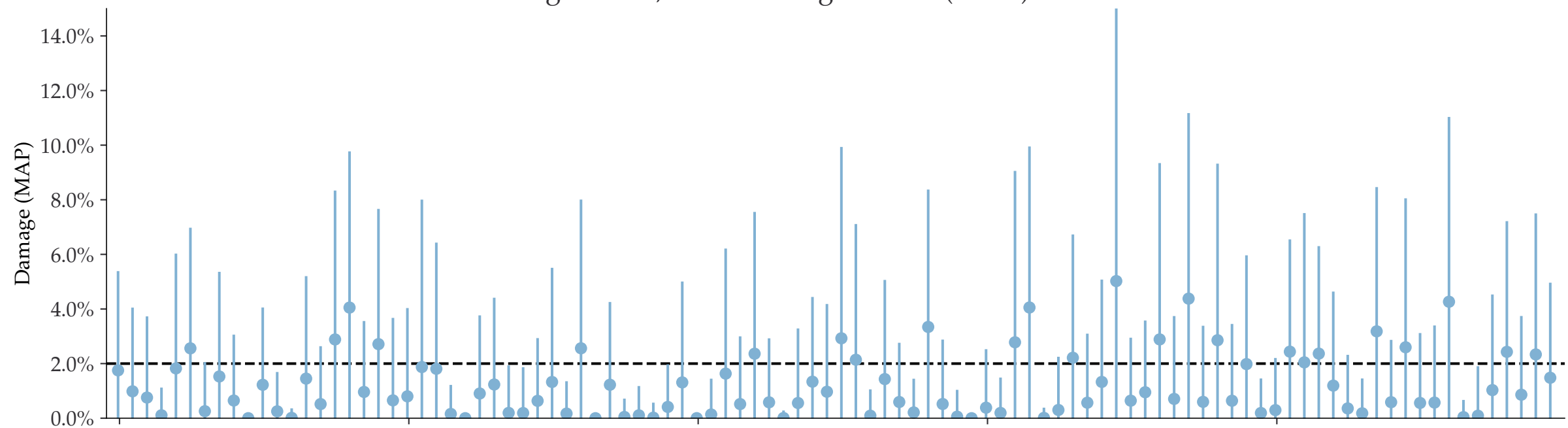


Individual damages:
50 reads
Briggs damage = 0.047
Damage percent = 2%

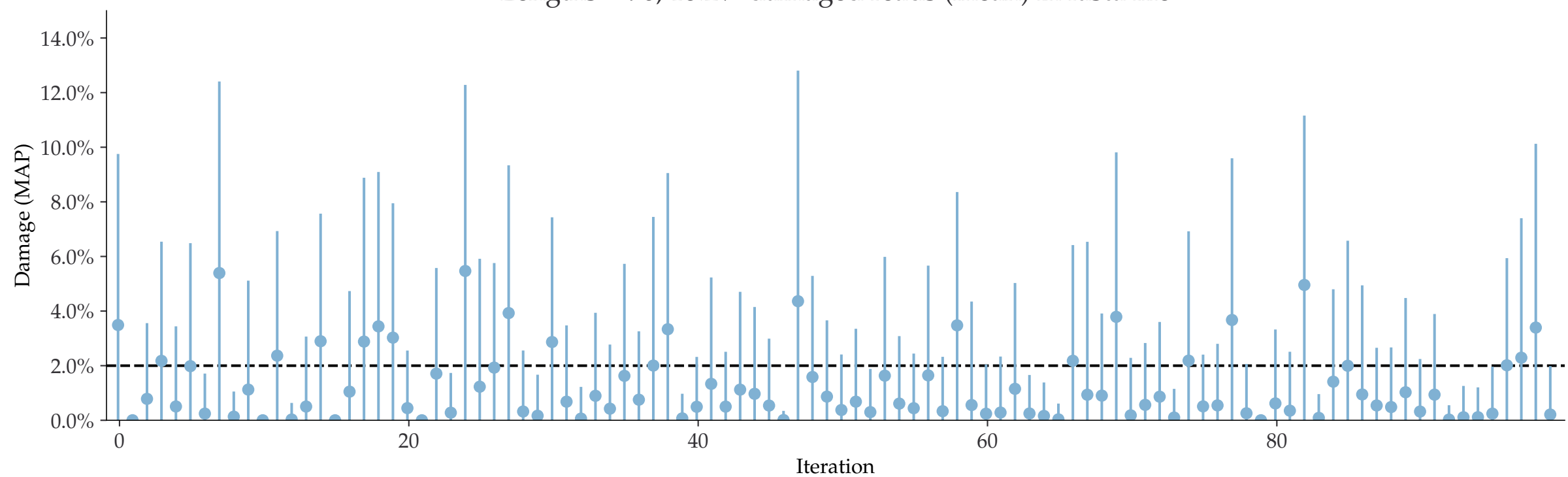
Lengths = 35, 8.5% damaged reads (mean) in fasta file



Lengths = 60, 12.6% damaged reads (mean) in fasta file

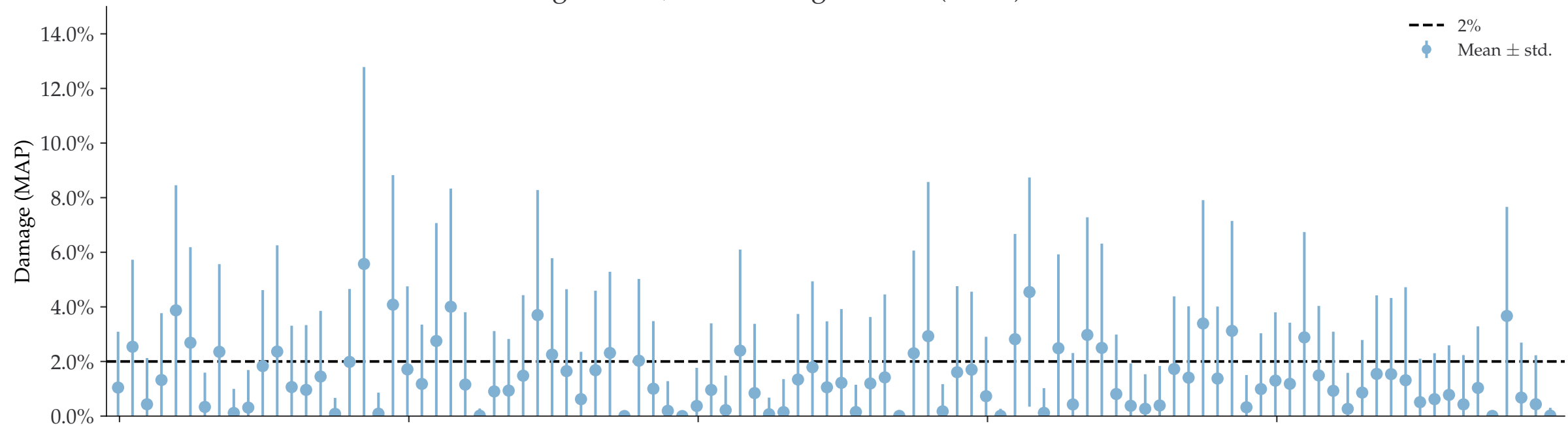


Lengths = 90, 18.2% damaged reads (mean) in fasta file

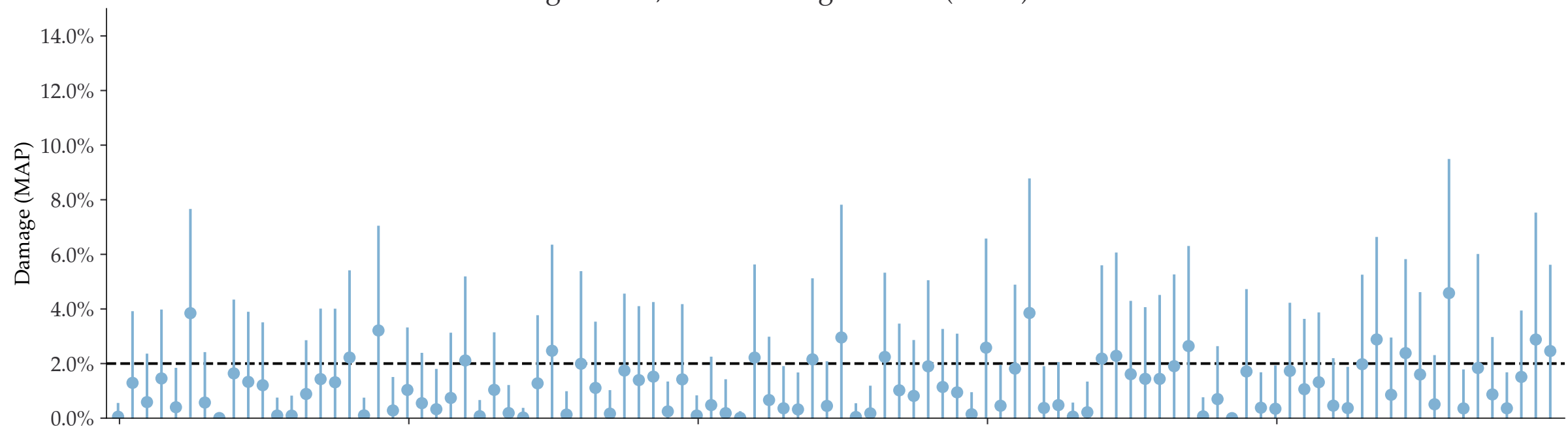


Individual damages:
100 reads
Briggs damage = 0.047
Damage percent = 2%

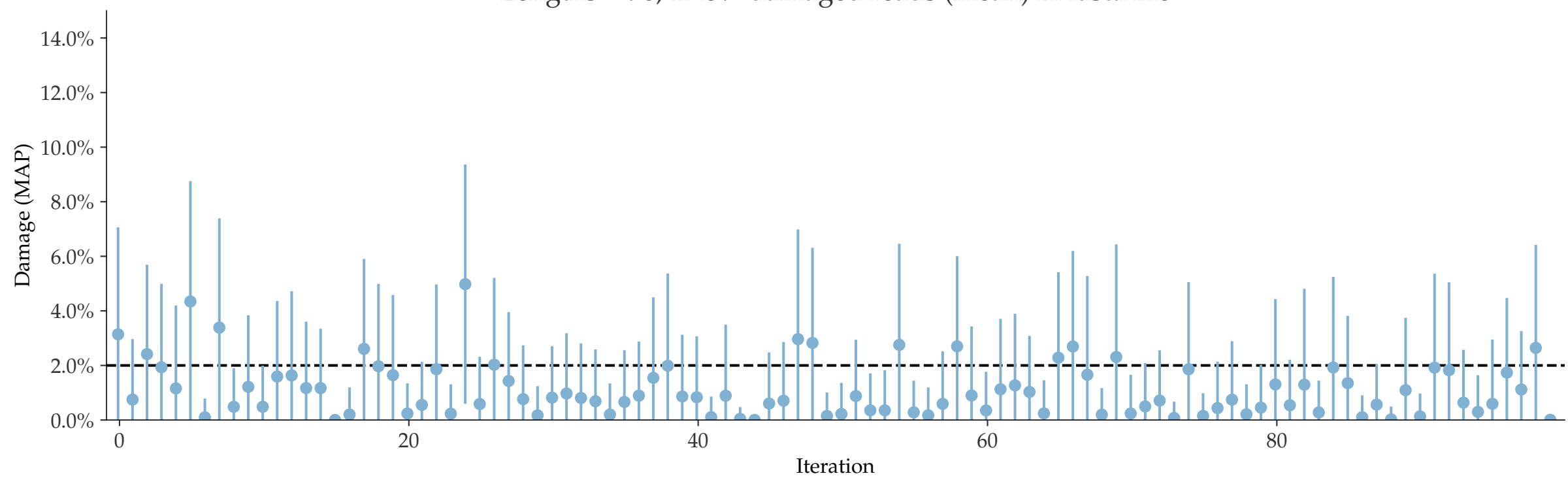
Lengths = 35, 8.4% damaged reads (mean) in fasta file



Lengths = 60, 12.6% damaged reads (mean) in fasta file

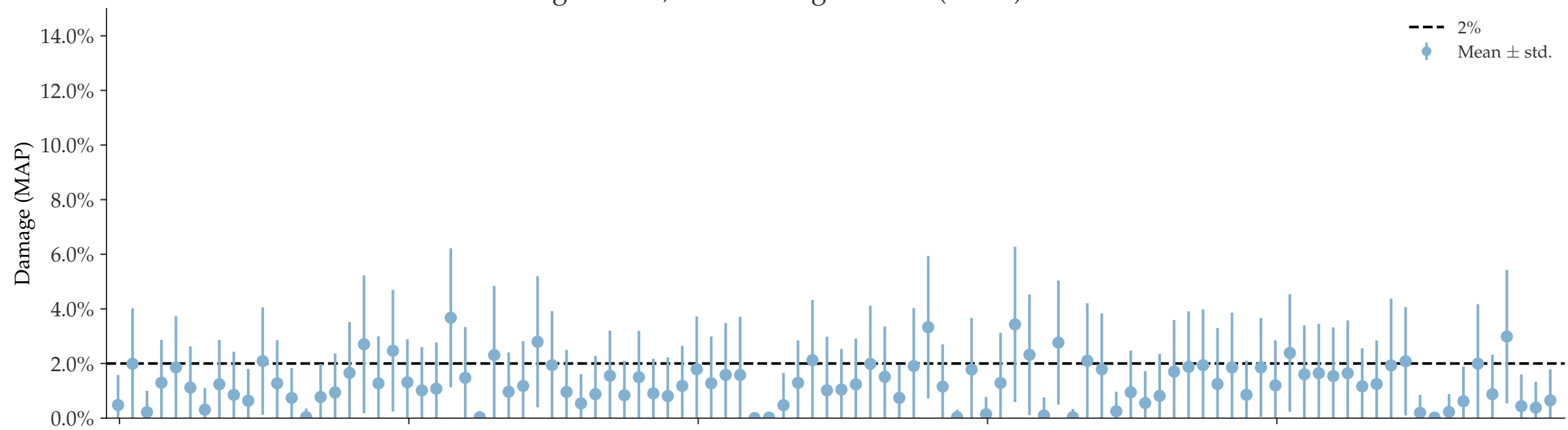


Lengths = 90, 17.8% damaged reads (mean) in fasta file

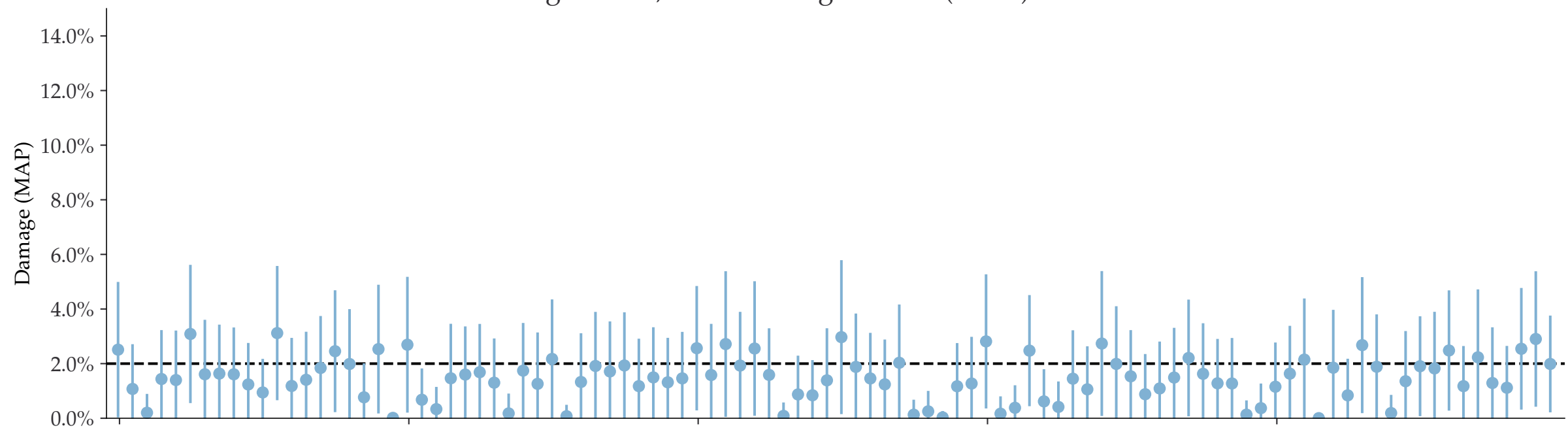


Individual damages:
250 reads
Briggs damage = 0.047
Damage percent = 2%

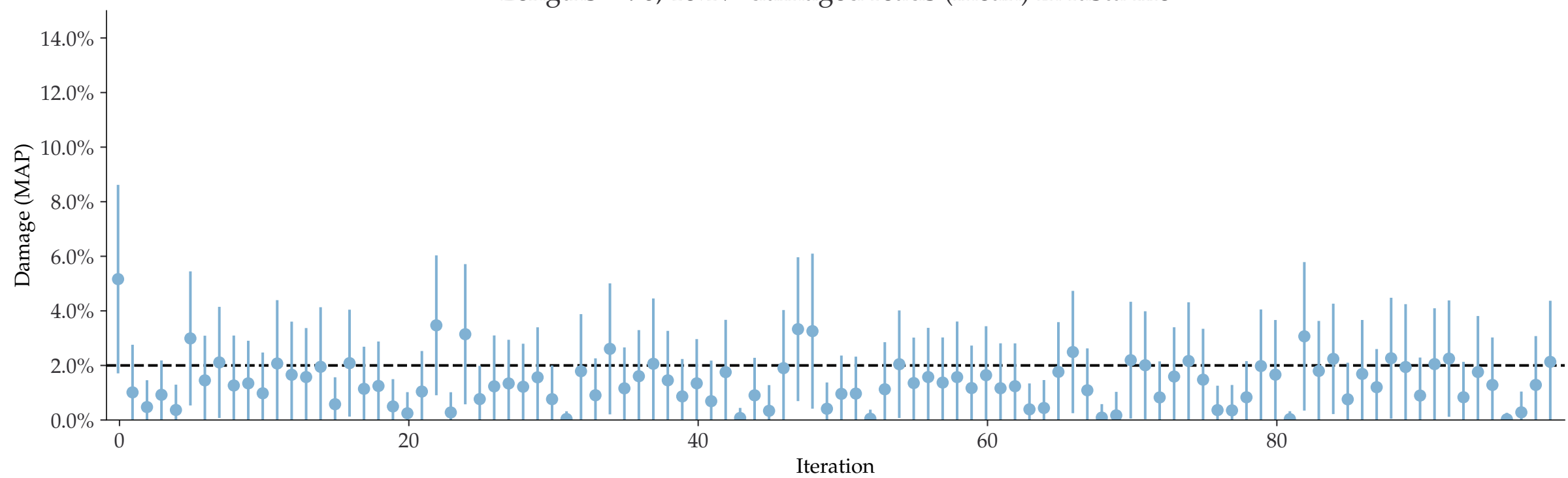
Lengths = 35, 8.4% damaged reads (mean) in fasta file



Lengths = 60, 13.0% damaged reads (mean) in fasta file

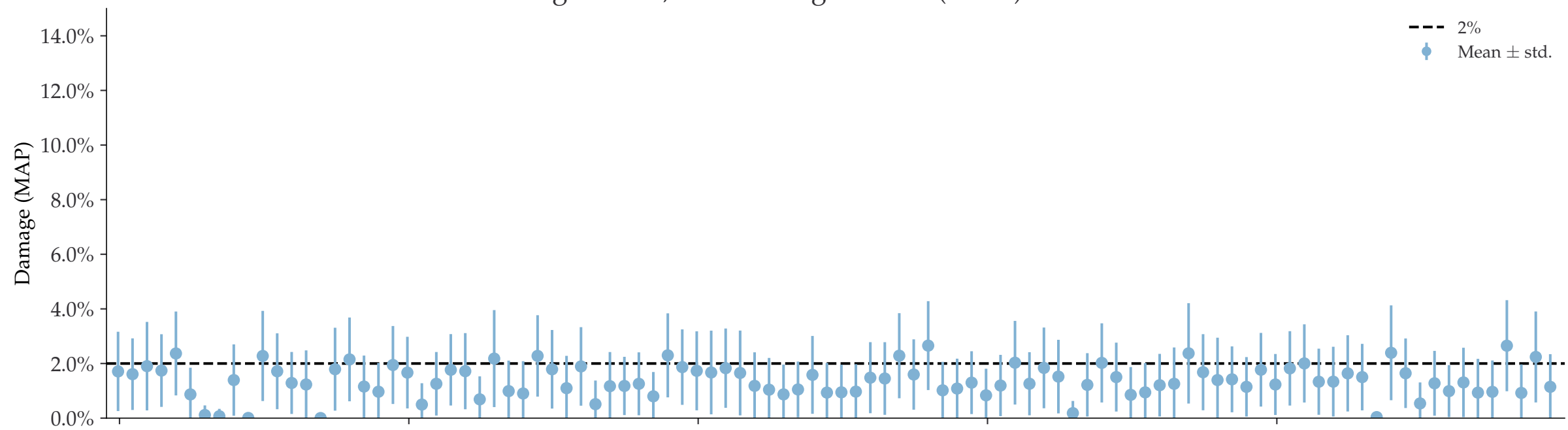


Lengths = 90, 18.1% damaged reads (mean) in fasta file

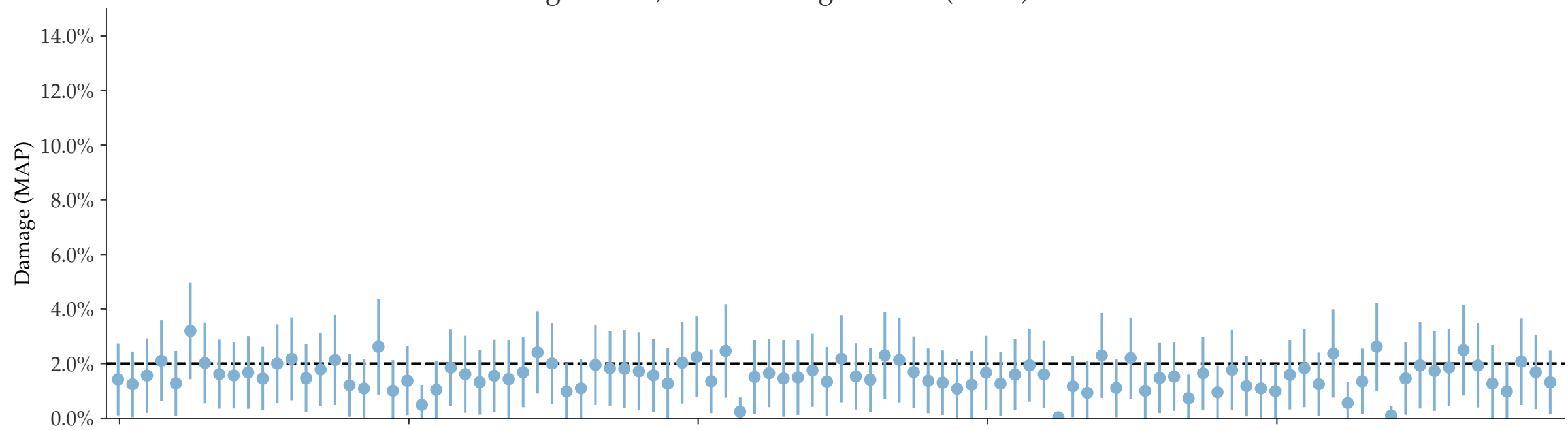


Individual damages:
500 reads
Briggs damage = 0.047
Damage percent = 2%

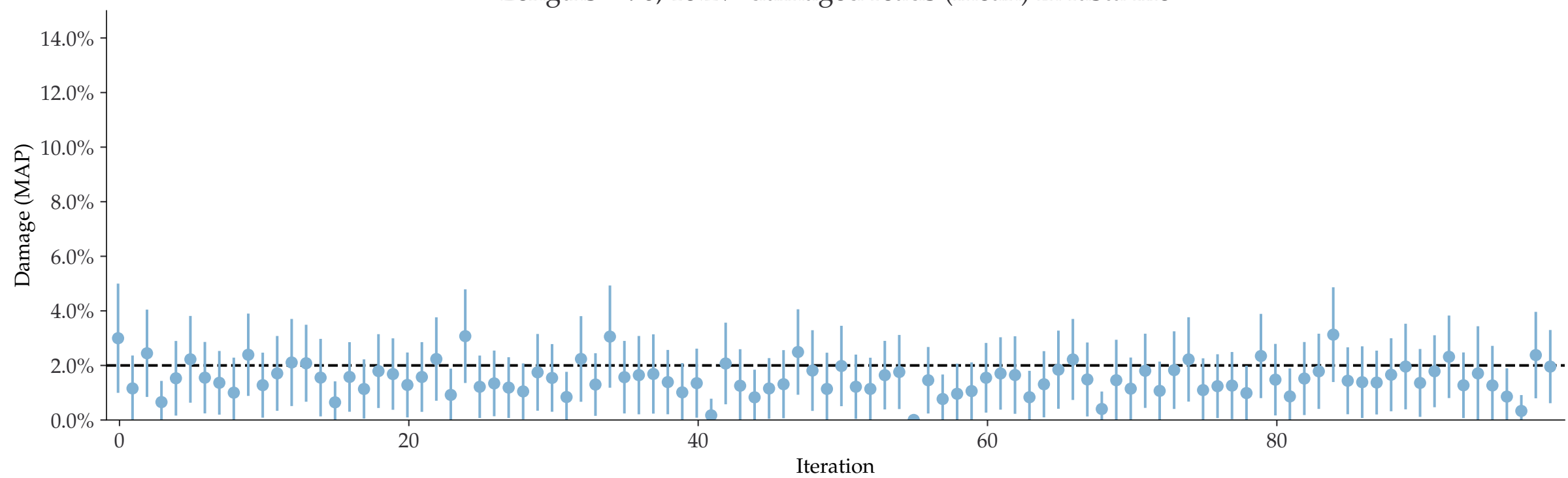
Lengths = 35, 8.4% damaged reads (mean) in fasta file



Lengths = 60, 13.0% damaged reads (mean) in fasta file

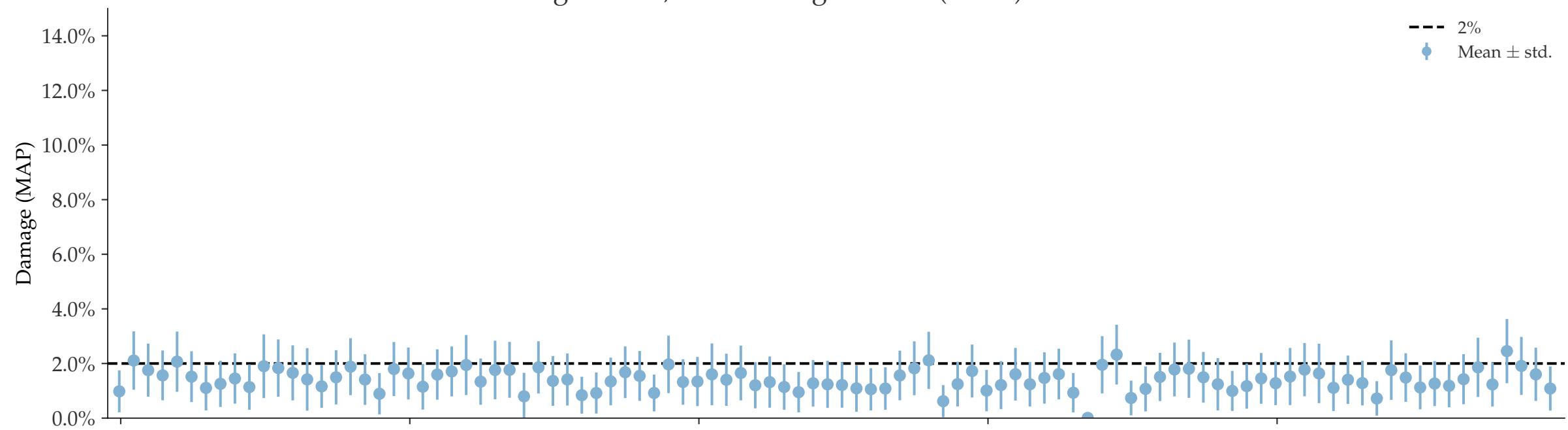


Lengths = 90, 18.2% damaged reads (mean) in fasta file

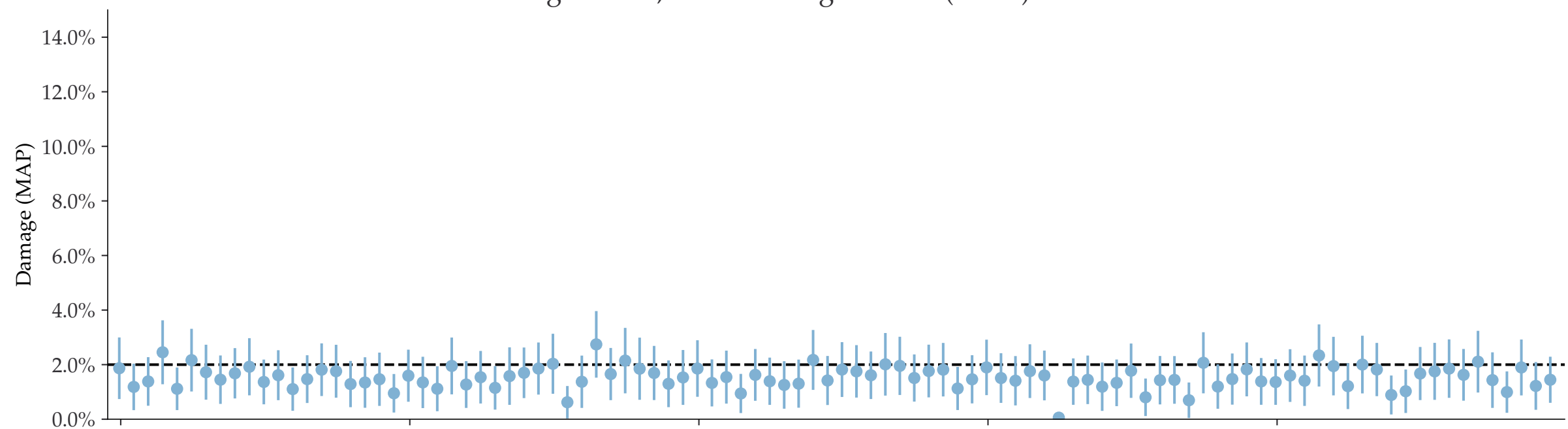


Individual damages:
1000 reads
Briggs damage = 0.047
Damage percent = 2%

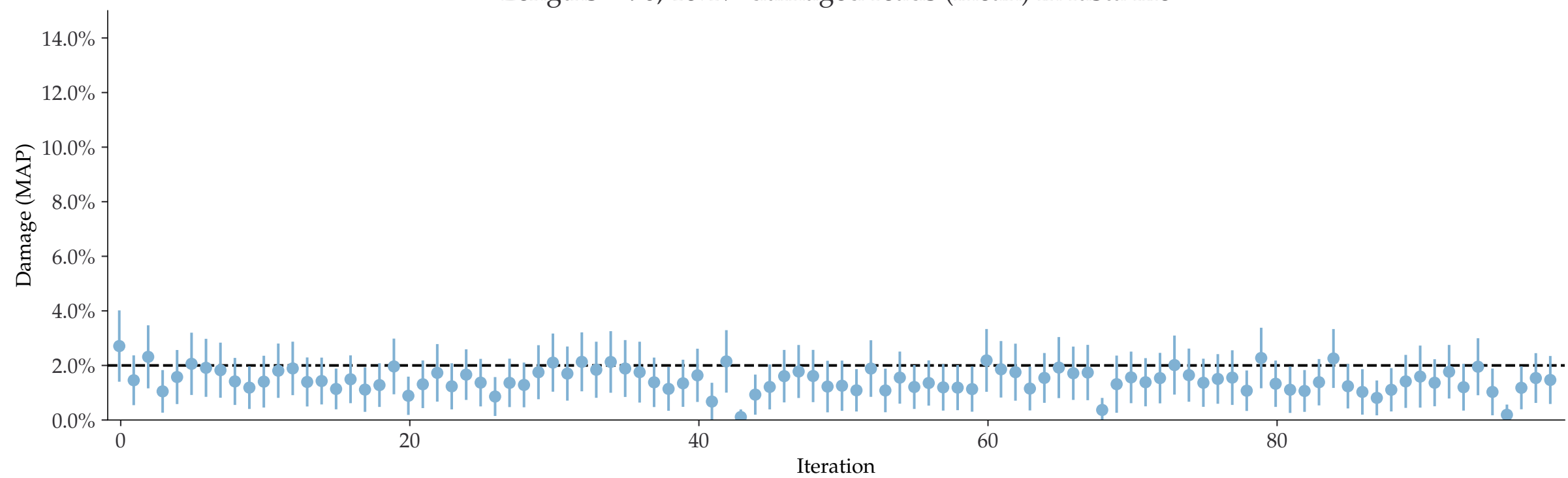
Lengths = 35, 8.6% damaged reads (mean) in fasta file



Lengths = 60, 12.9% damaged reads (mean) in fasta file

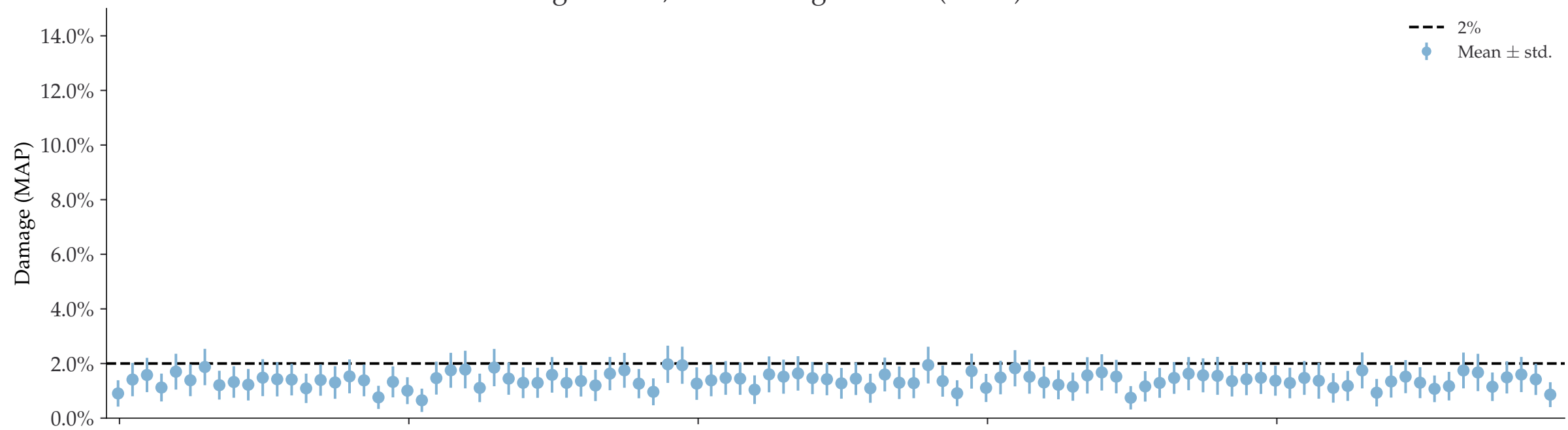


Lengths = 90, 18.4% damaged reads (mean) in fasta file

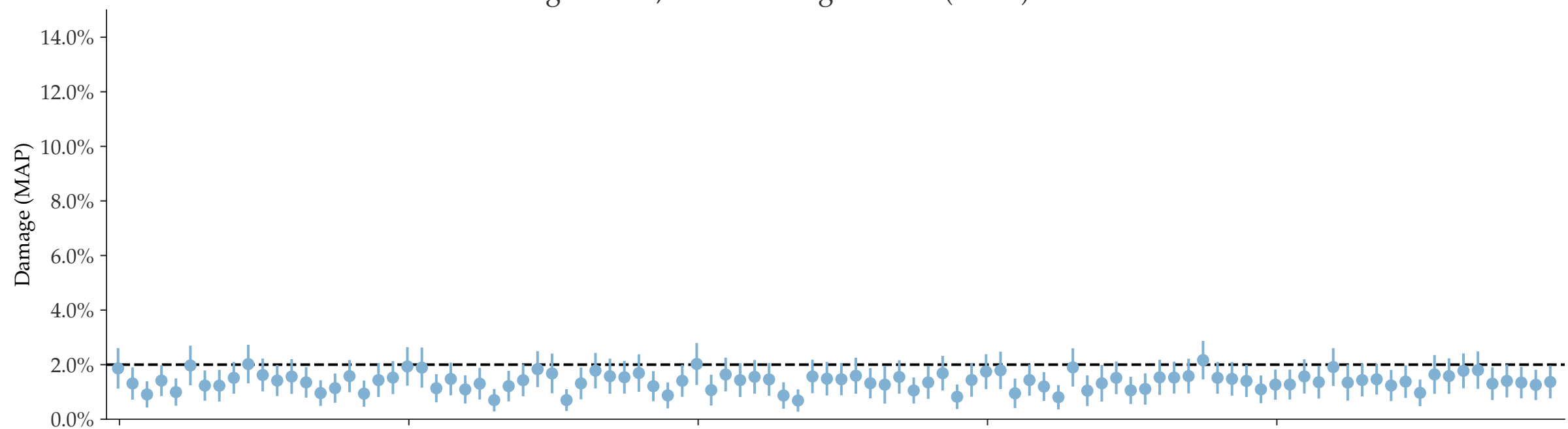


Individual damages:
2500 reads
Briggs damage = 0.047
Damage percent = 2%

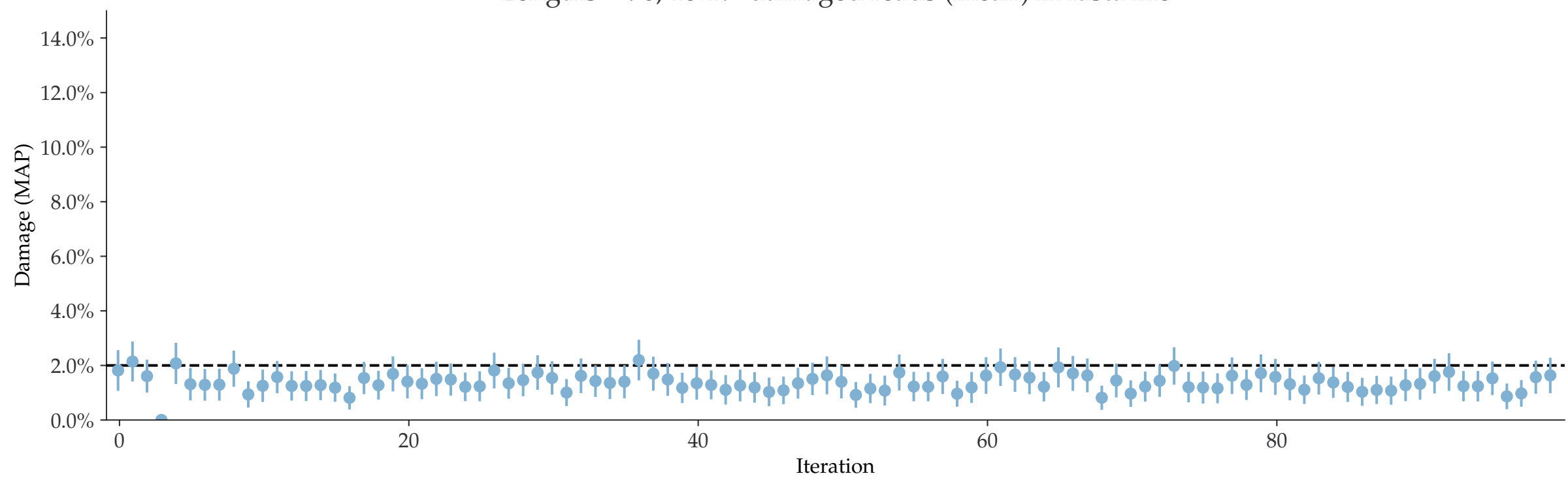
Lengths = 35, 8.6% damaged reads (mean) in fasta file



Lengths = 60, 13.1% damaged reads (mean) in fasta file

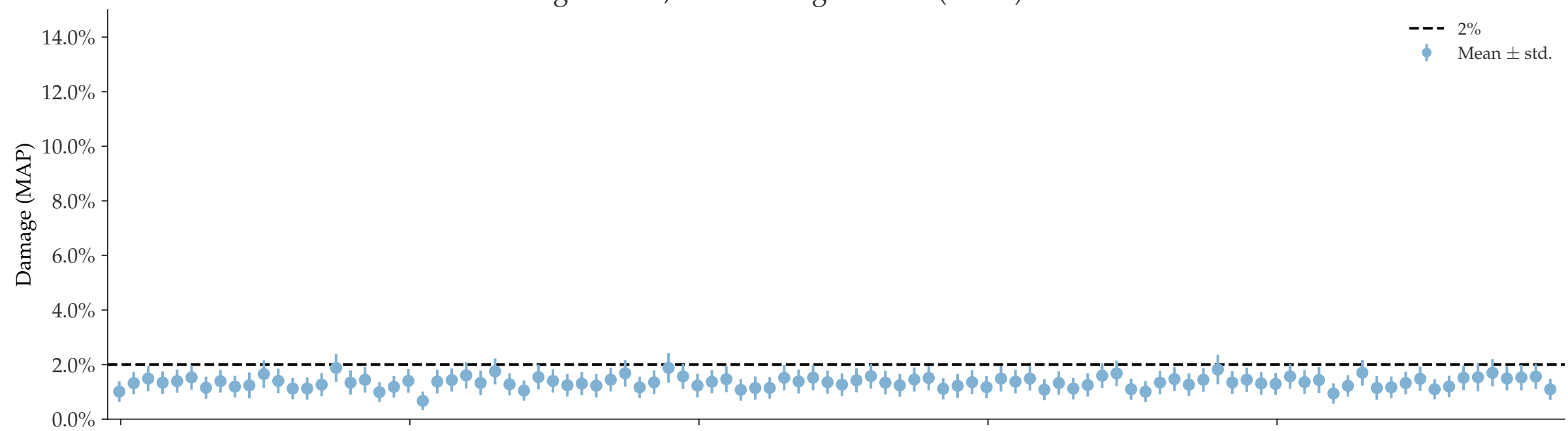


Lengths = 90, 18.4% damaged reads (mean) in fasta file

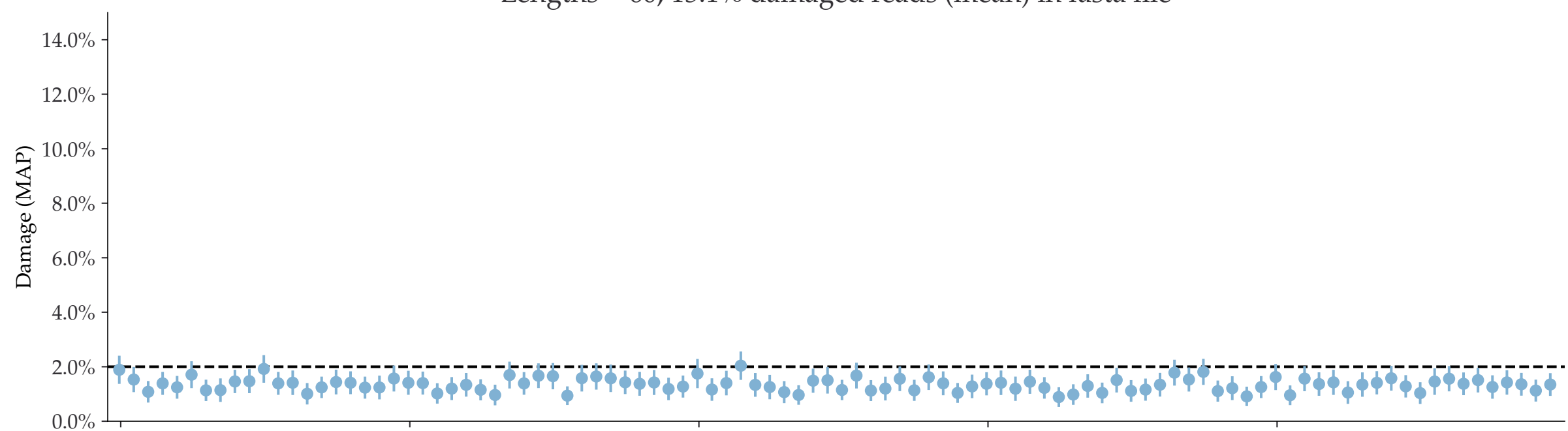


Individual damages:
5000 reads
Briggs damage = 0.047
Damage percent = 2%

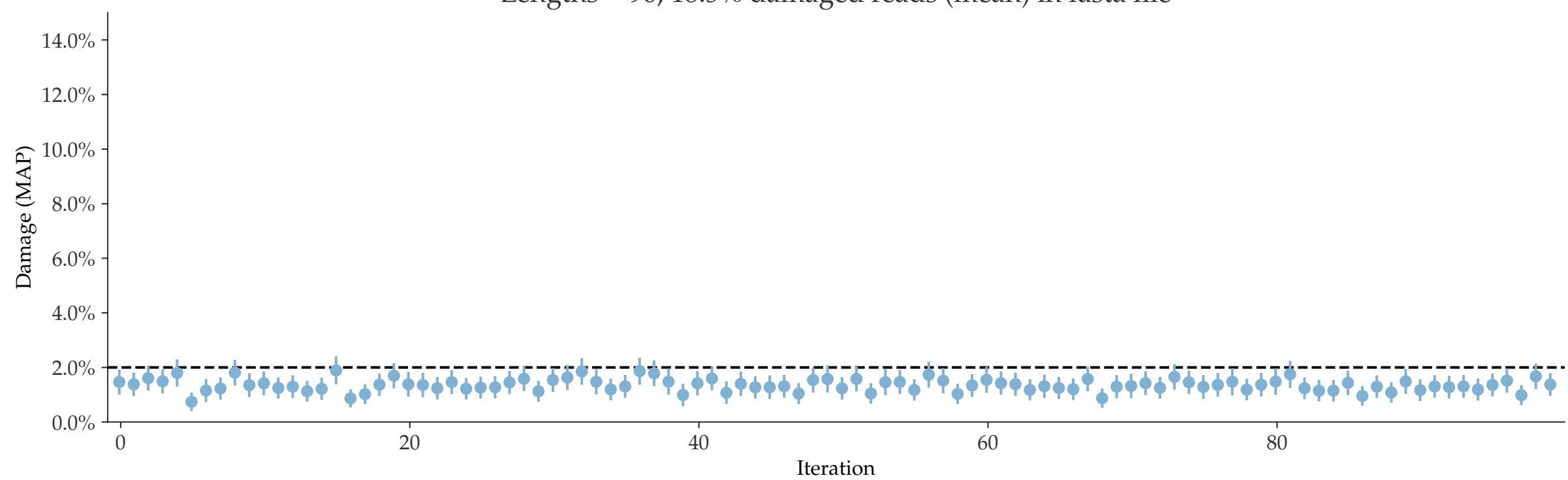
Lengths = 35, 8.5% damaged reads (mean) in fasta file



Lengths = 60, 13.1% damaged reads (mean) in fasta file

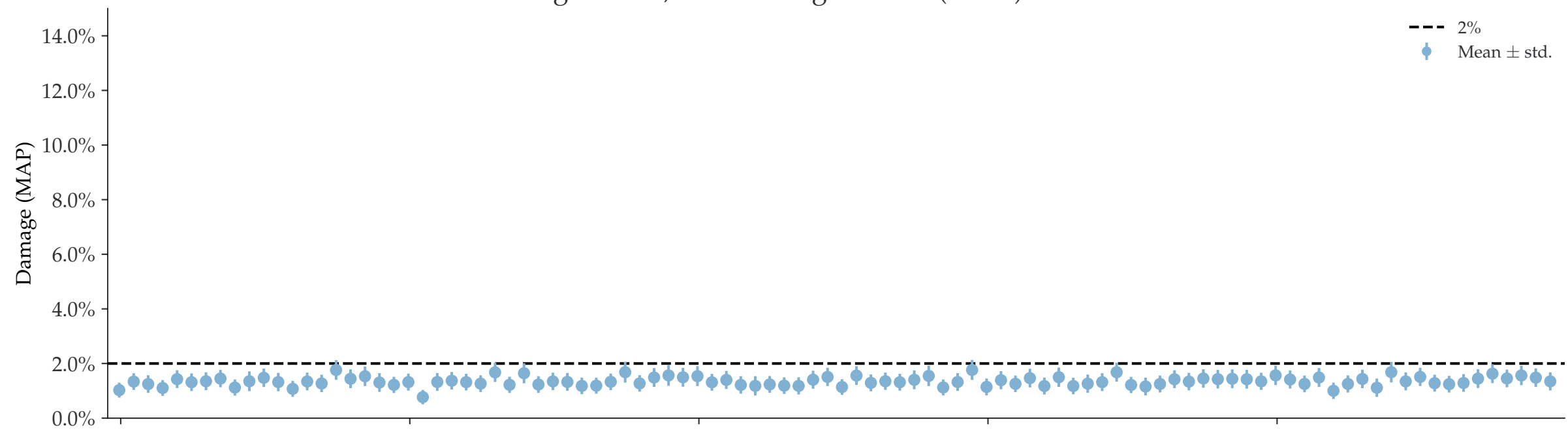


Lengths = 90, 18.5% damaged reads (mean) in fasta file

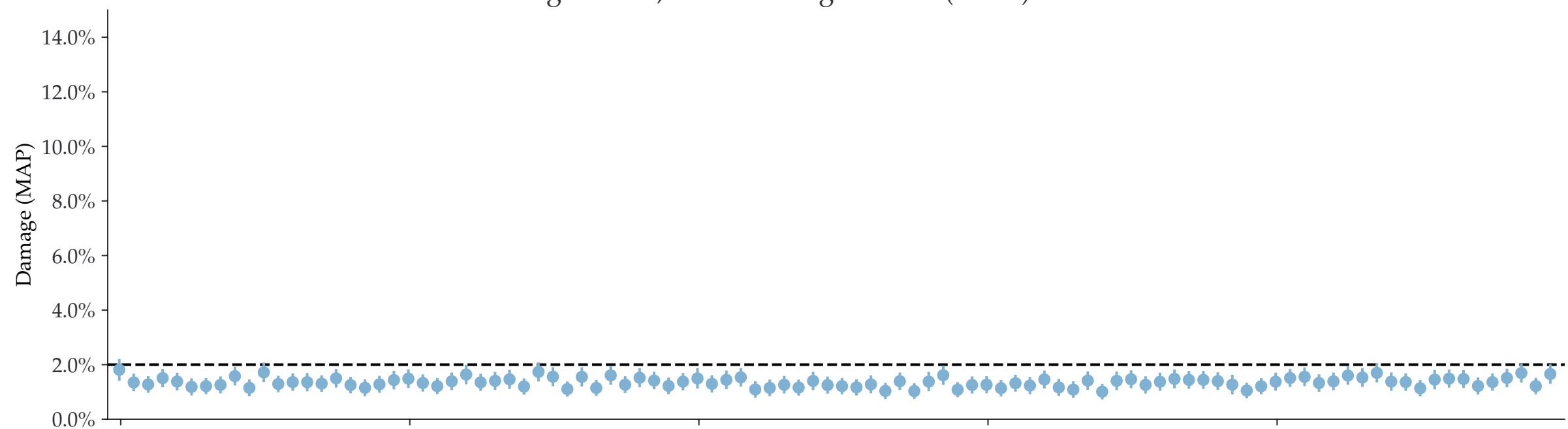


Individual damages:
10000 reads
Briggs damage = 0.047
Damage percent = 2%

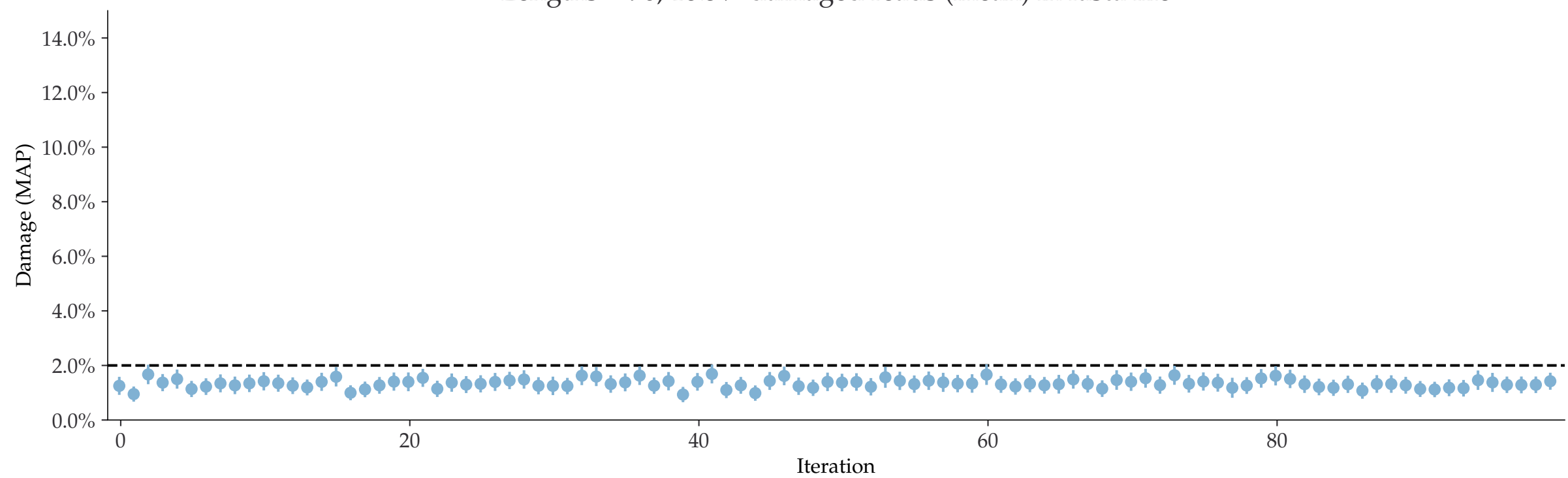
Lengths = 35, 8.5% damaged reads (mean) in fasta file



Lengths = 60, 13.2% damaged reads (mean) in fasta file

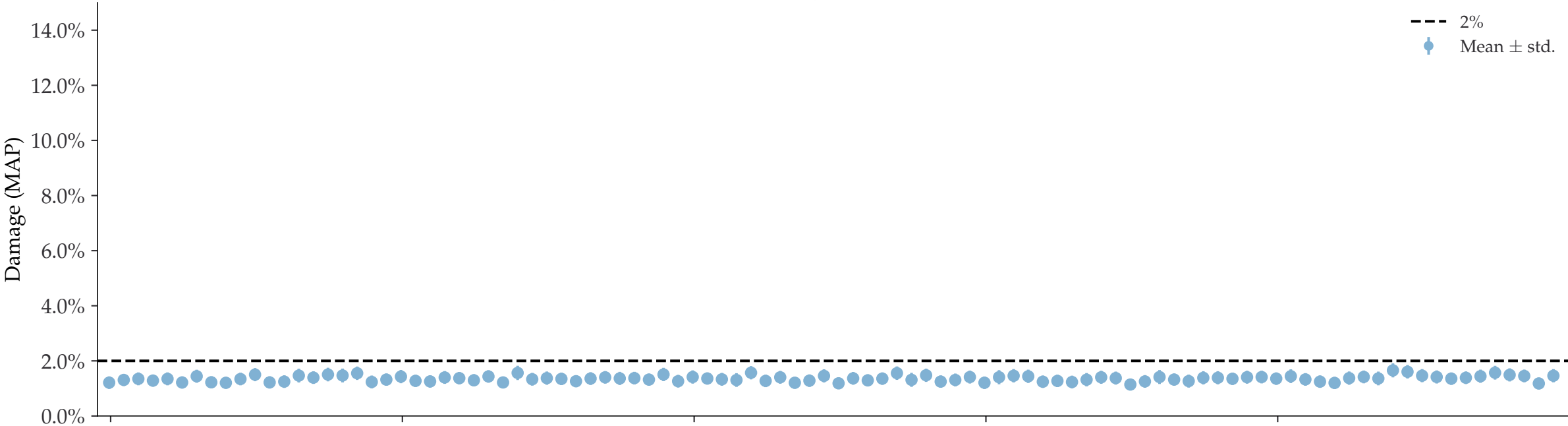


Lengths = 90, 18.5% damaged reads (mean) in fasta file

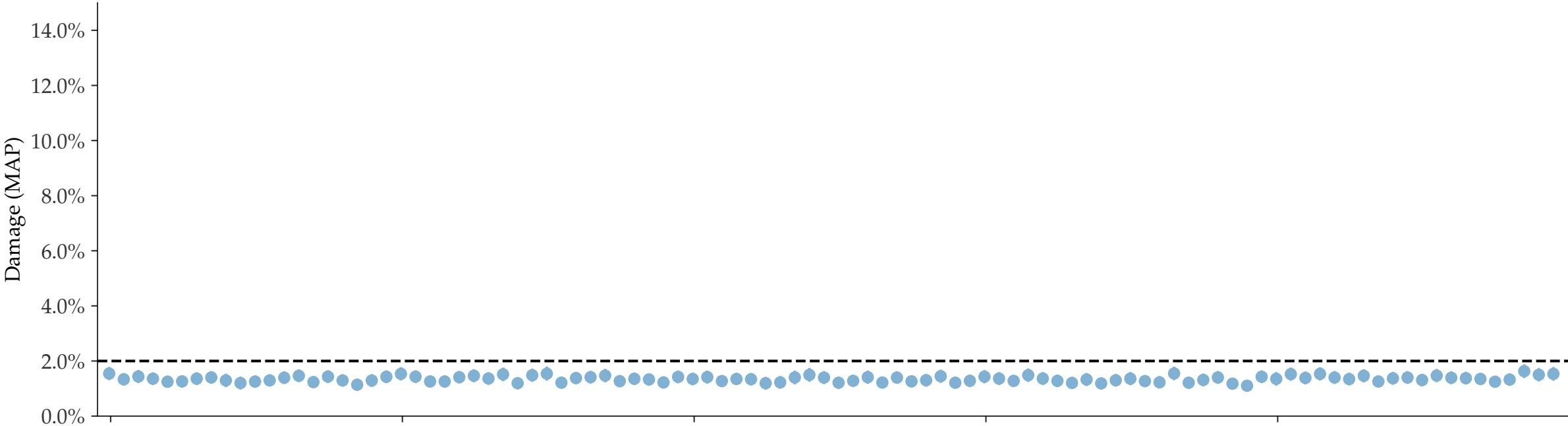


Individual damages:
25000 reads
Briggs damage = 0.047
Damage percent = 2%

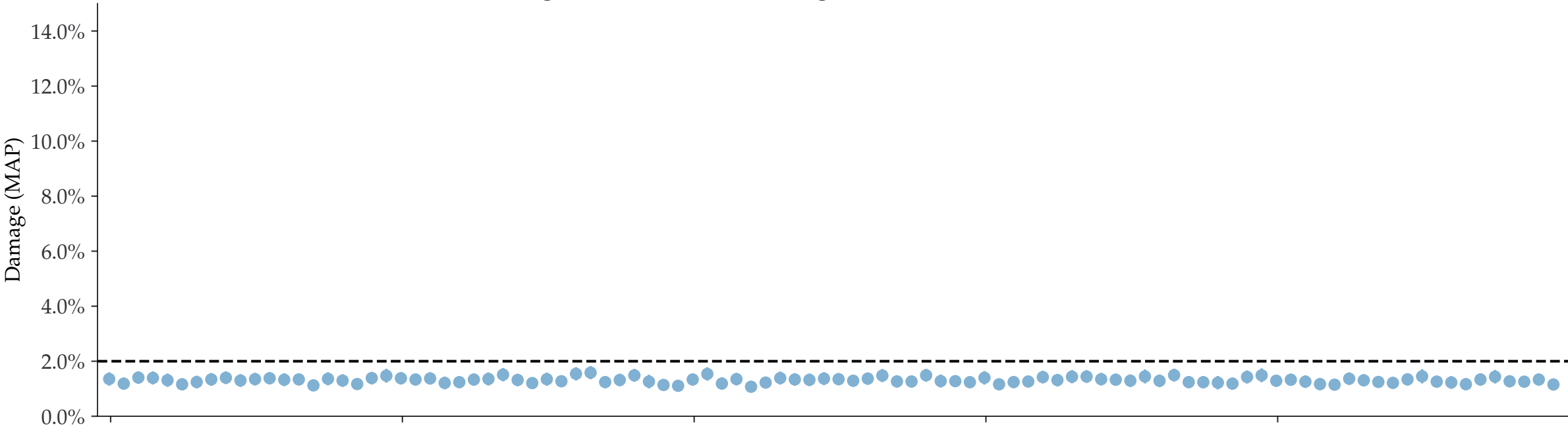
Lengths = 35, 8.6% damaged reads (mean) in fasta file



Lengths = 60, 13.2% damaged reads (mean) in fasta file



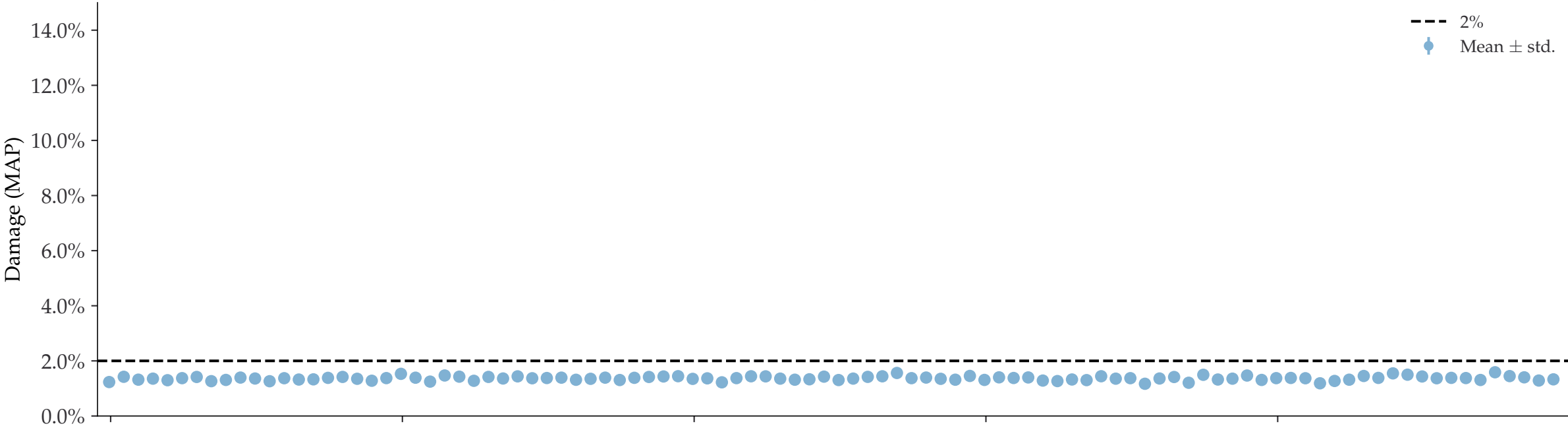
Lengths = 90, 18.5% damaged reads (mean) in fasta file



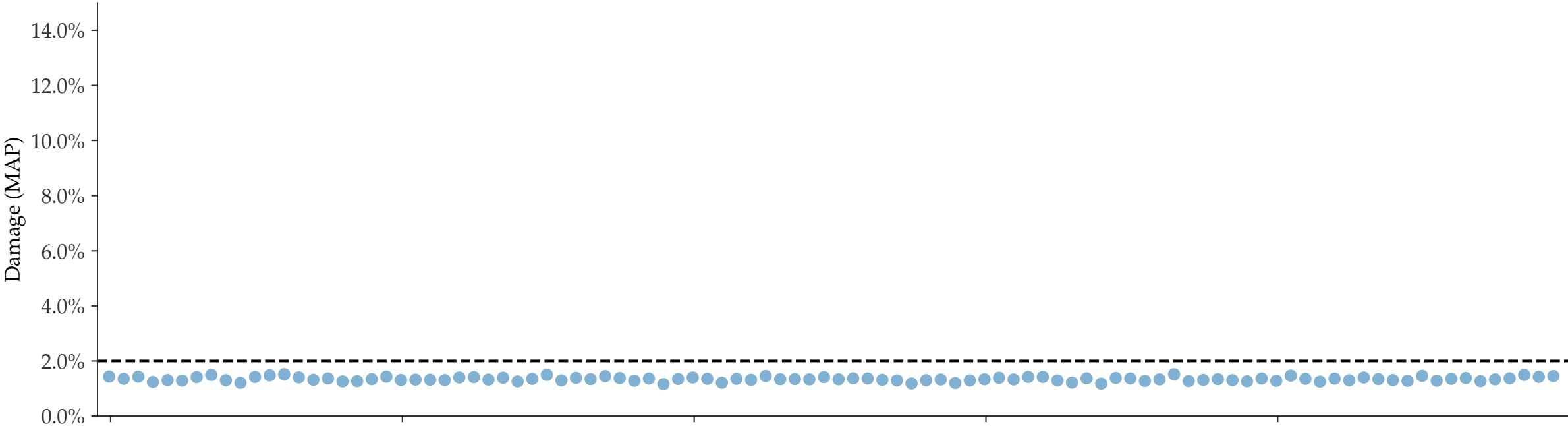
Iteration

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

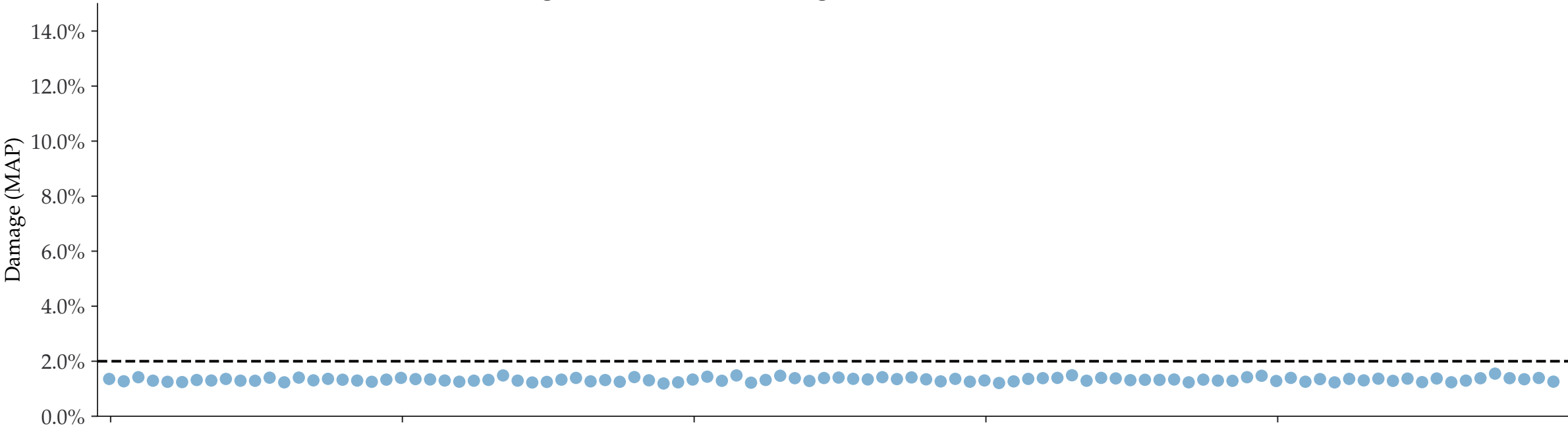
Lengths = 35, 8.5% damaged reads (mean) in fasta file



Lengths = 60, 13.2% damaged reads (mean) in fasta file



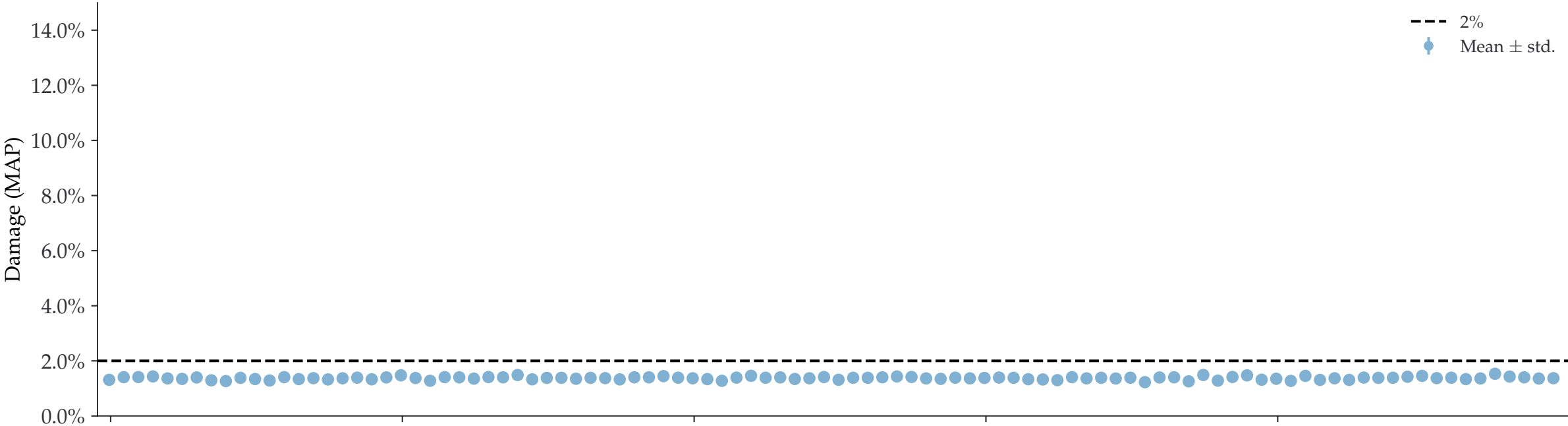
Lengths = 90, 18.5% damaged reads (mean) in fasta file



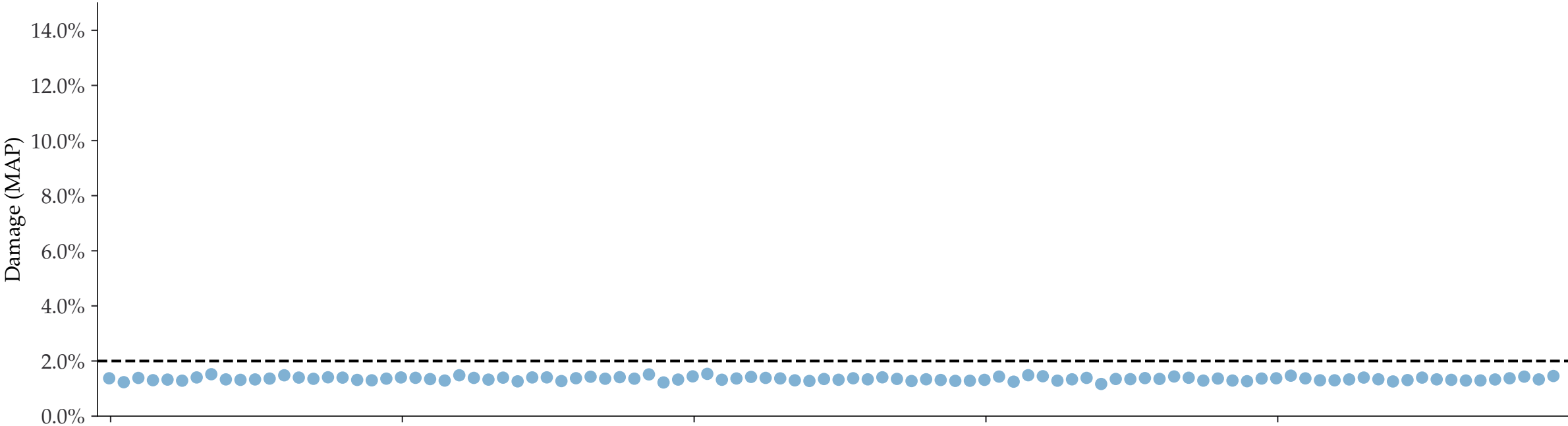
Iteration

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

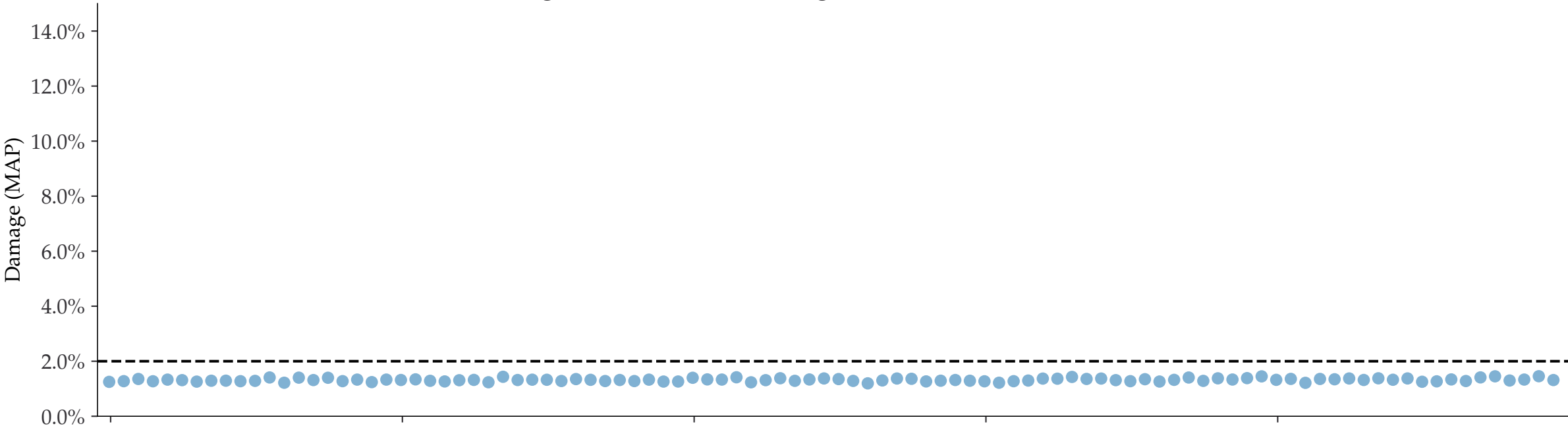
Lengths = 35, 8.6% damaged reads (mean) in fasta file



Lengths = 60, 13.2% damaged reads (mean) in fasta file

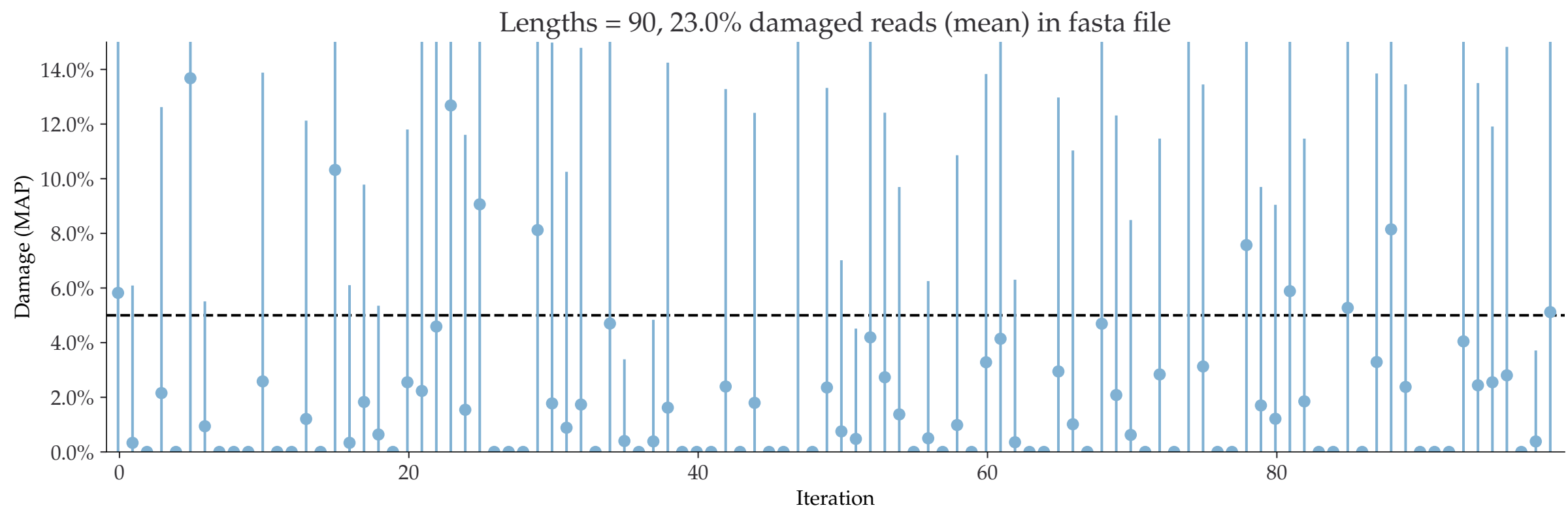
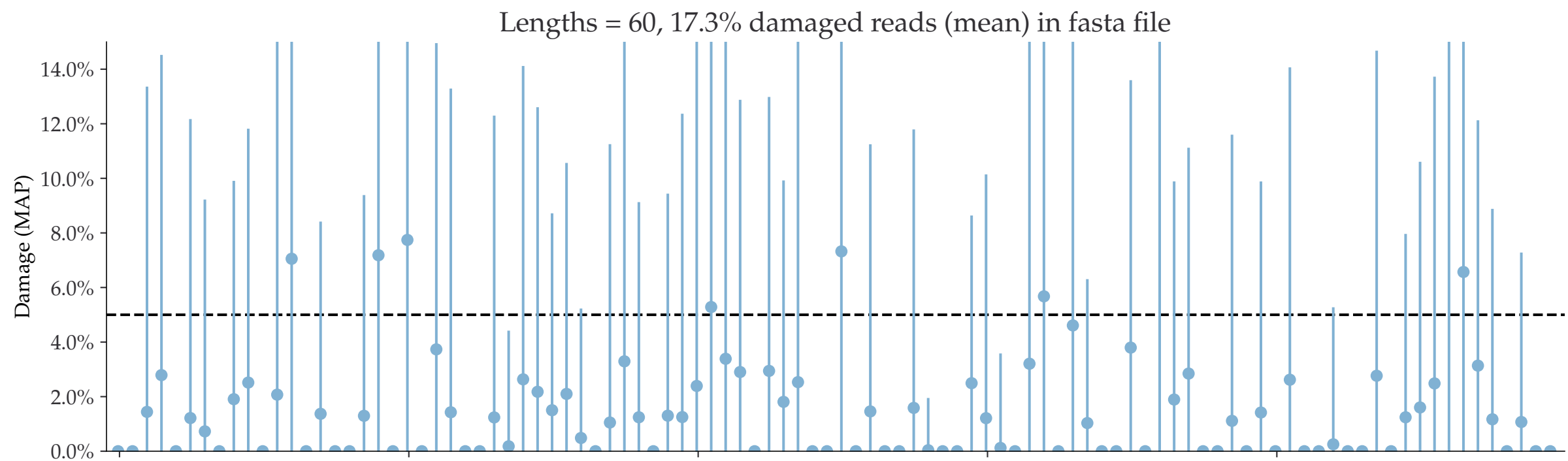
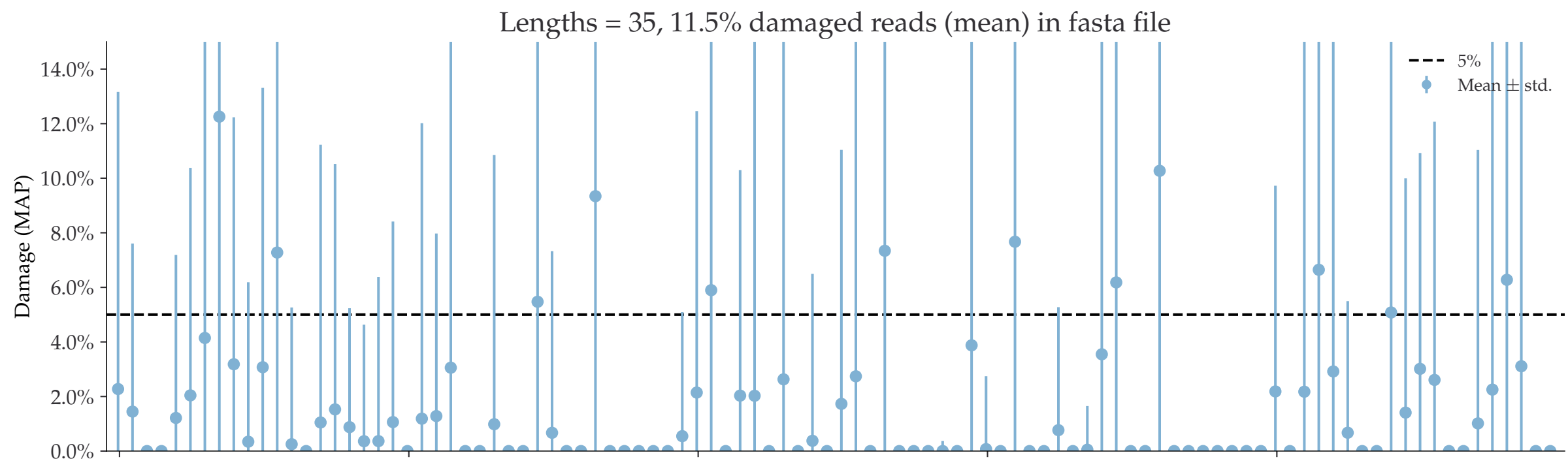


Lengths = 90, 18.5% damaged reads (mean) in fasta file

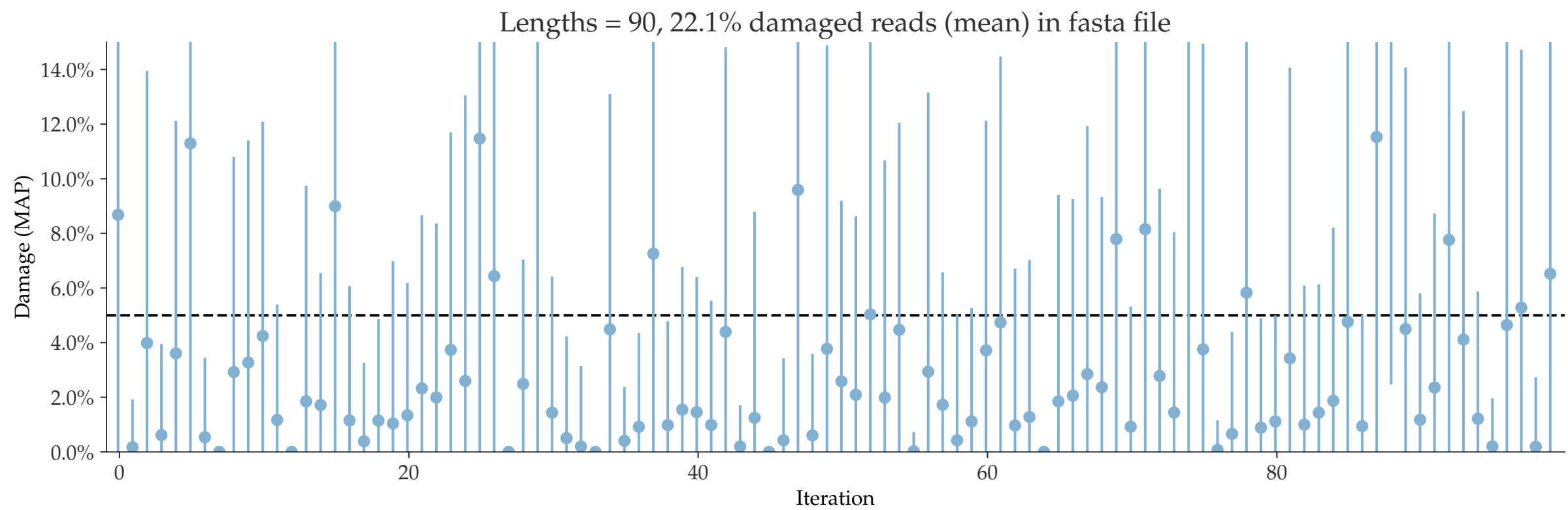
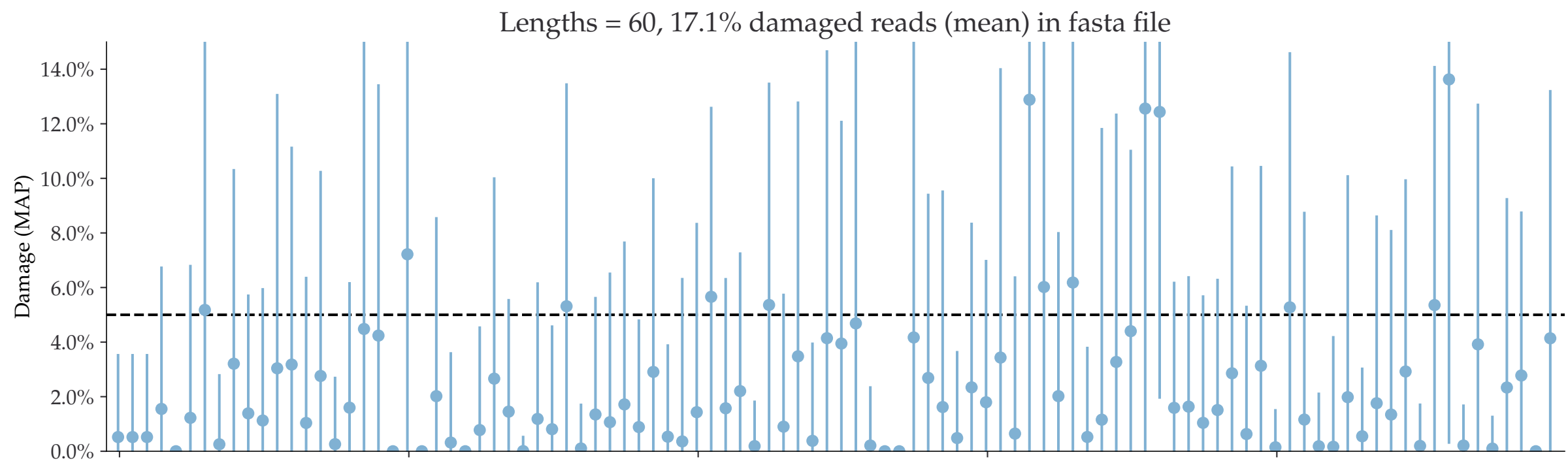
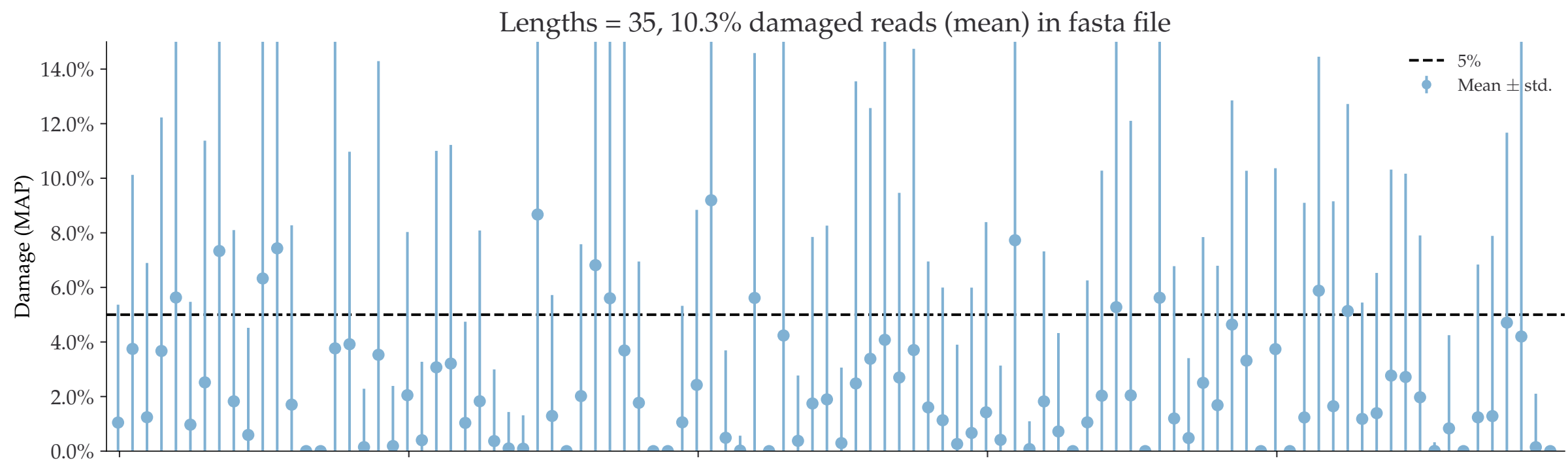


Iteration

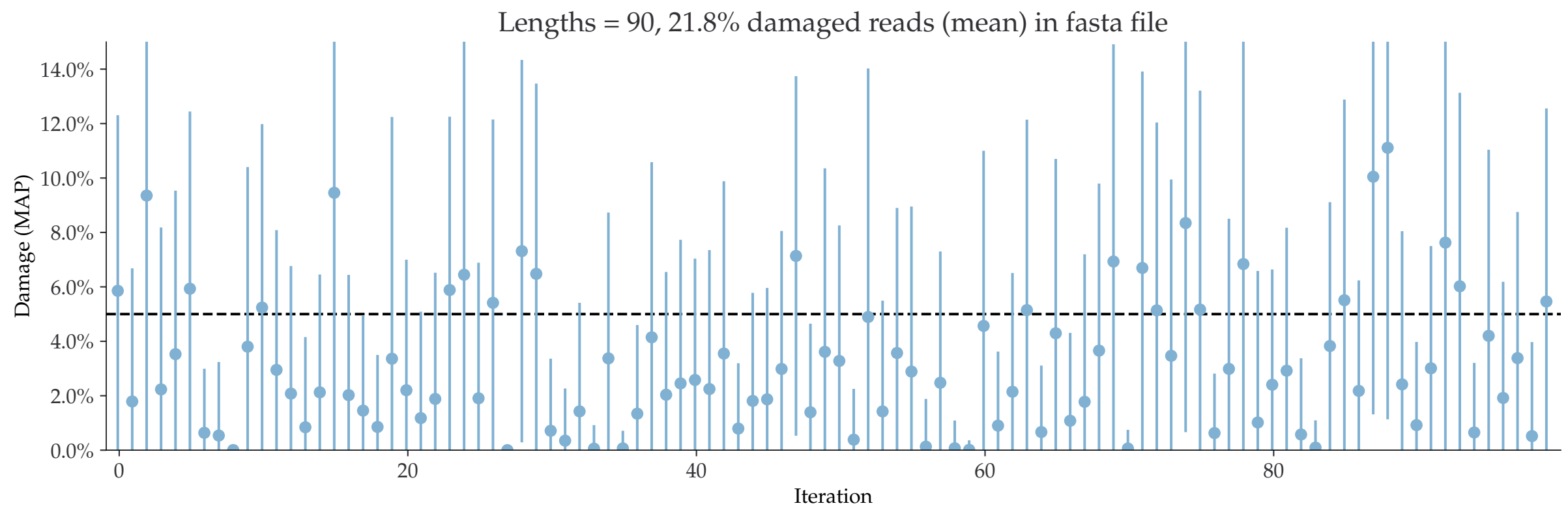
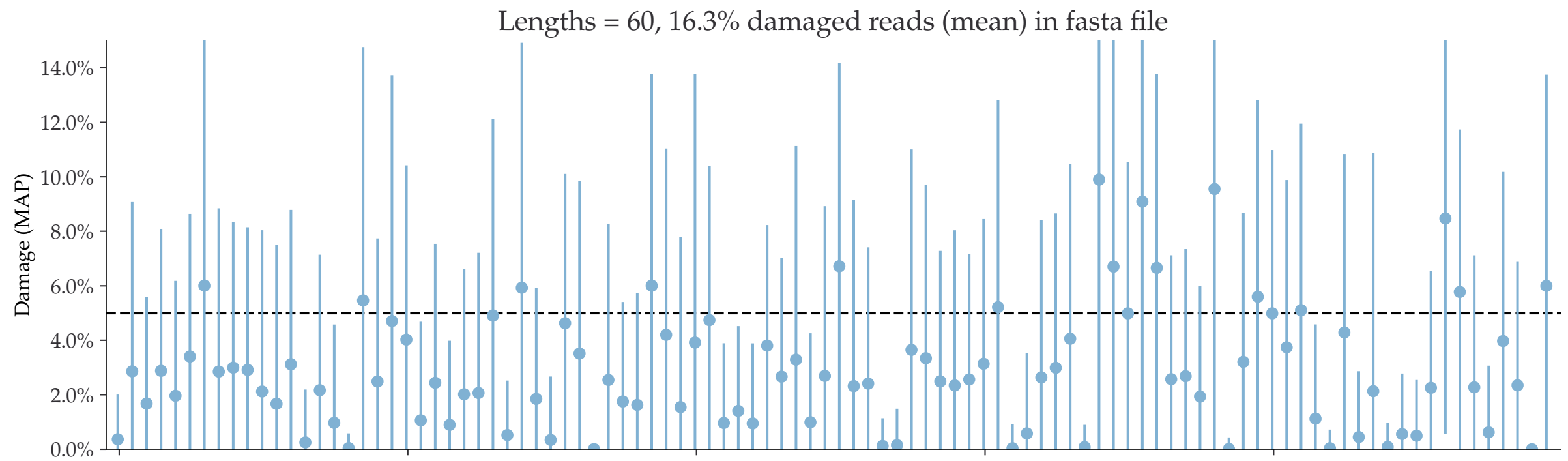
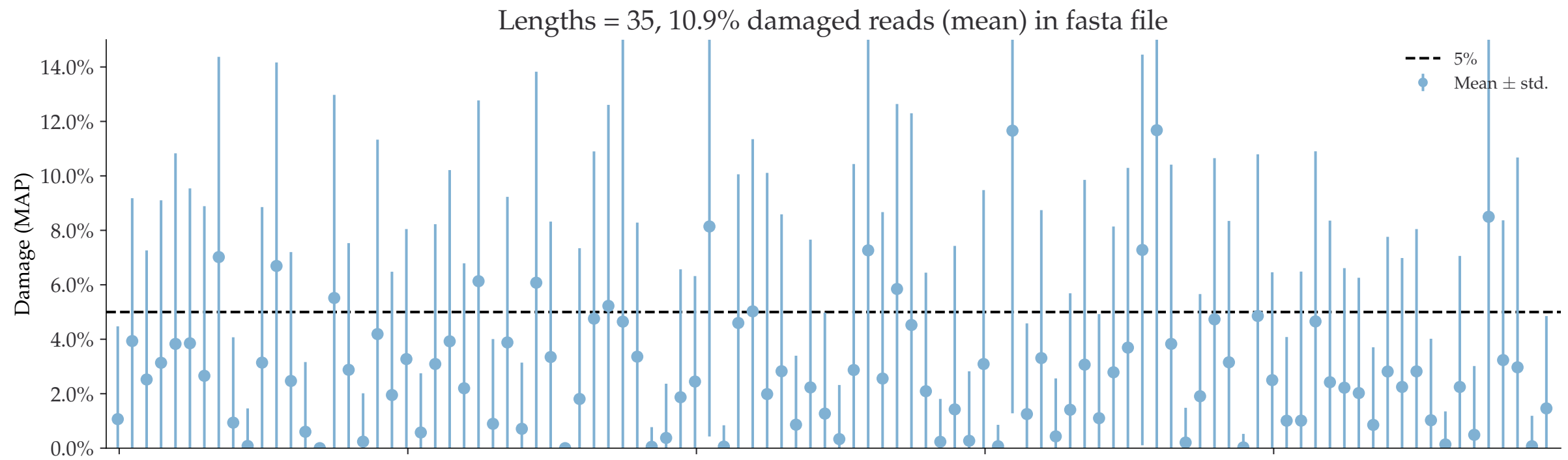
Individual damages:
10 reads
Briggs damage = 0.138
Damage percent = 5%



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

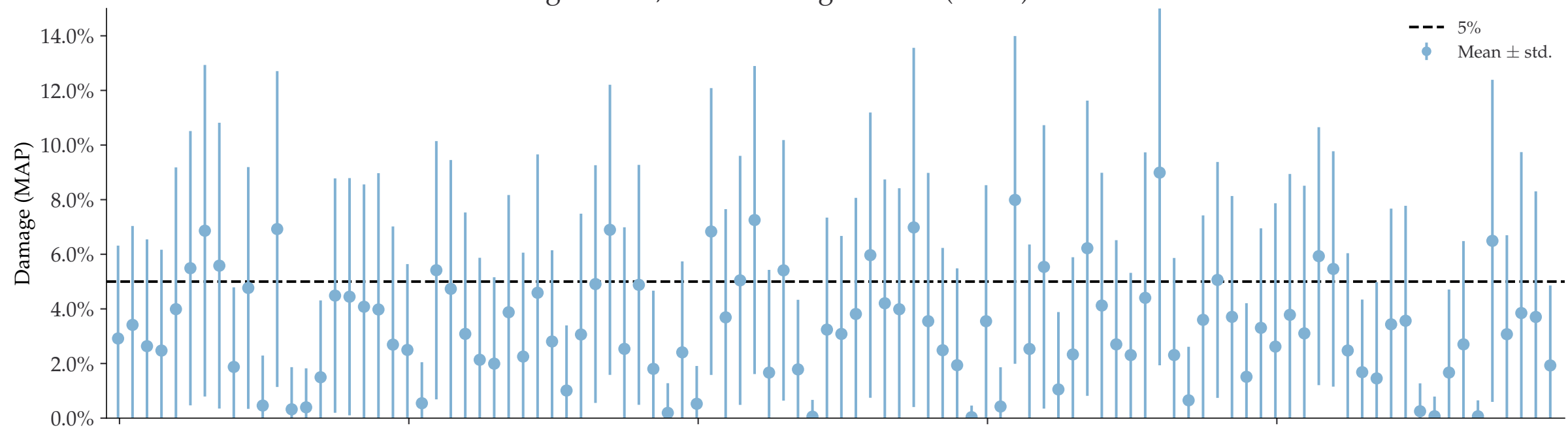


Individual damages:
50 reads
Briggs damage = 0.138
Damage percent = 5%

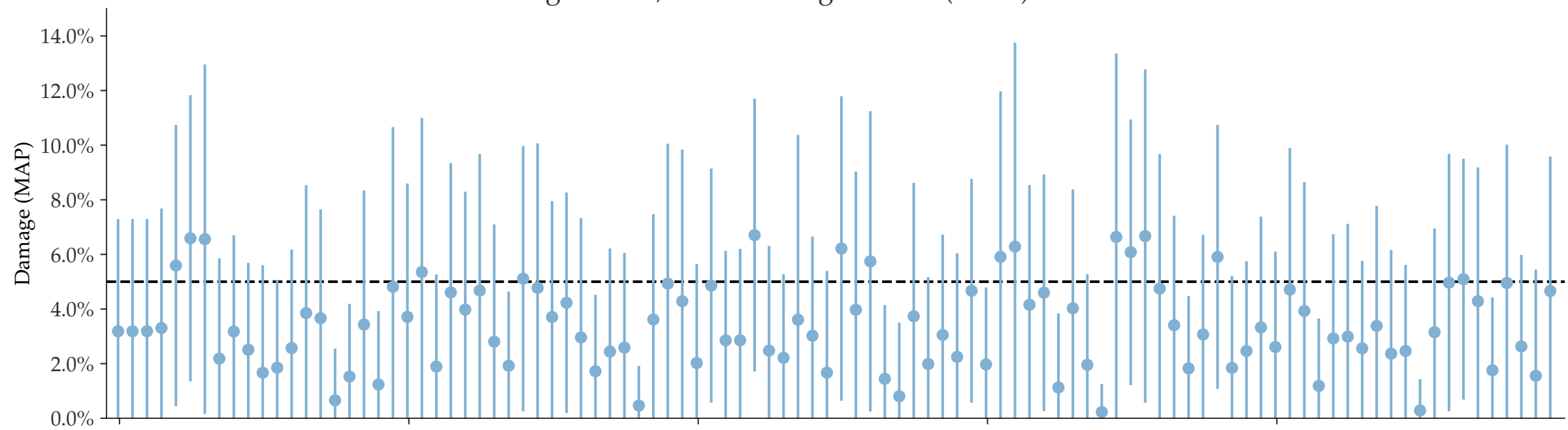


Individual damages:
100 reads
Briggs damage = 0.138
Damage percent = 5%

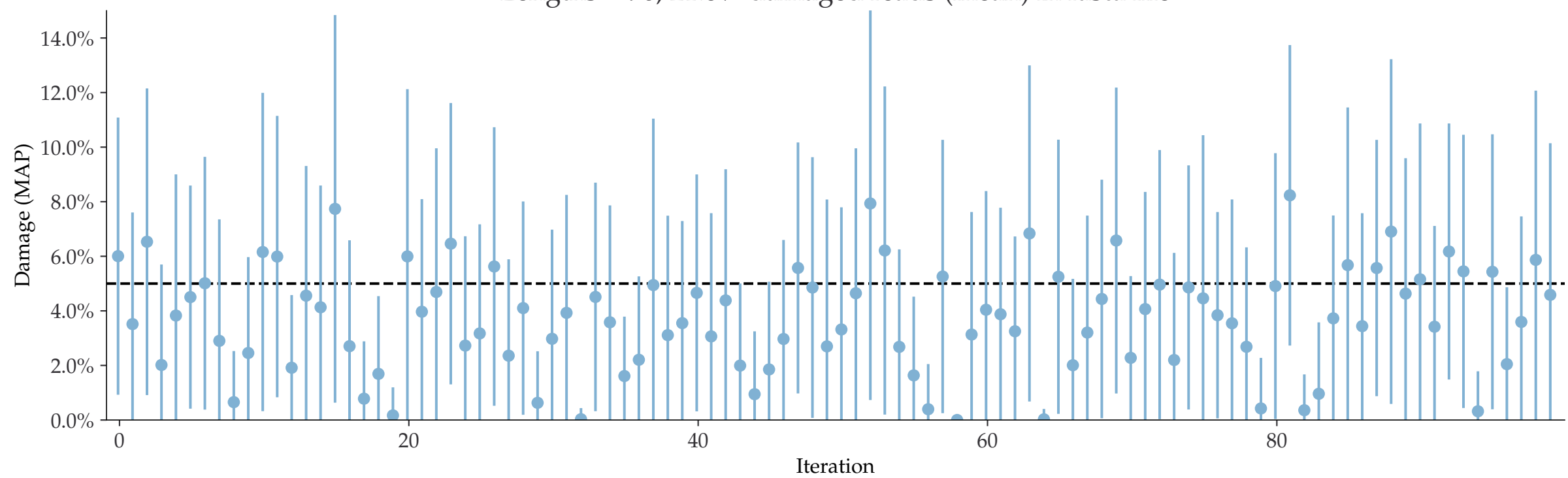
Lengths = 35, 11.7% damaged reads (mean) in fasta file



Lengths = 60, 16.5% damaged reads (mean) in fasta file

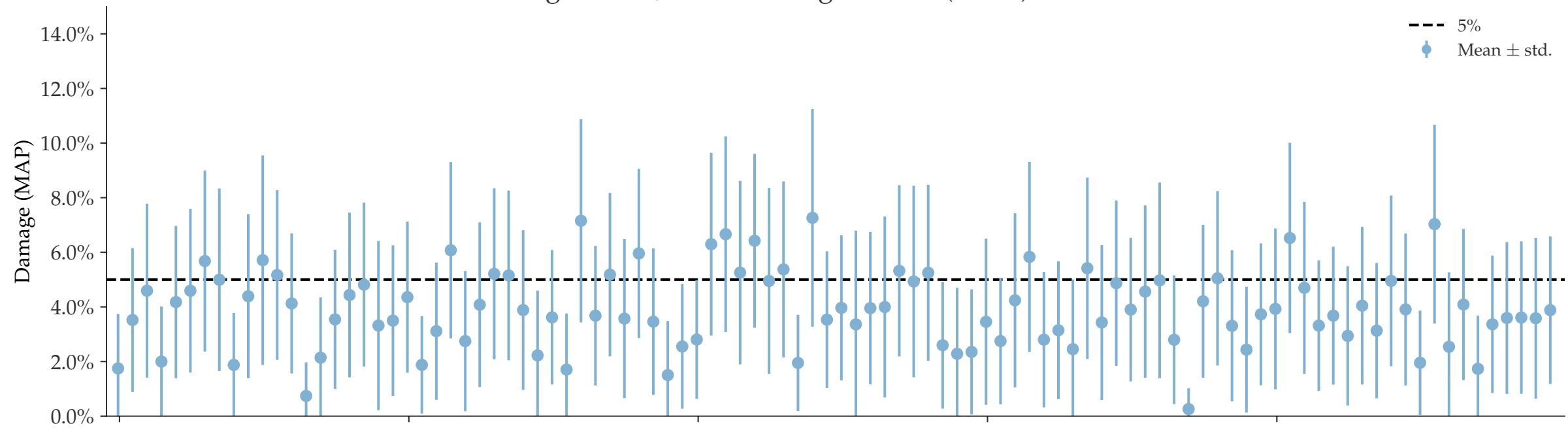


Lengths = 90, 21.8% damaged reads (mean) in fasta file

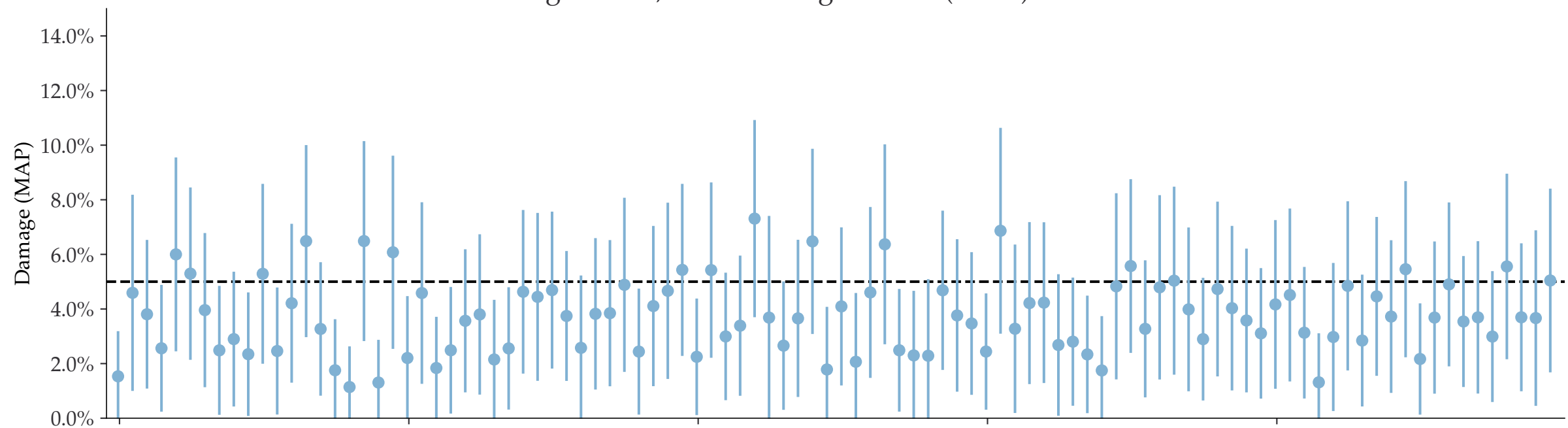


Individual damages:
250 reads
Briggs damage = 0.138
Damage percent = 5%

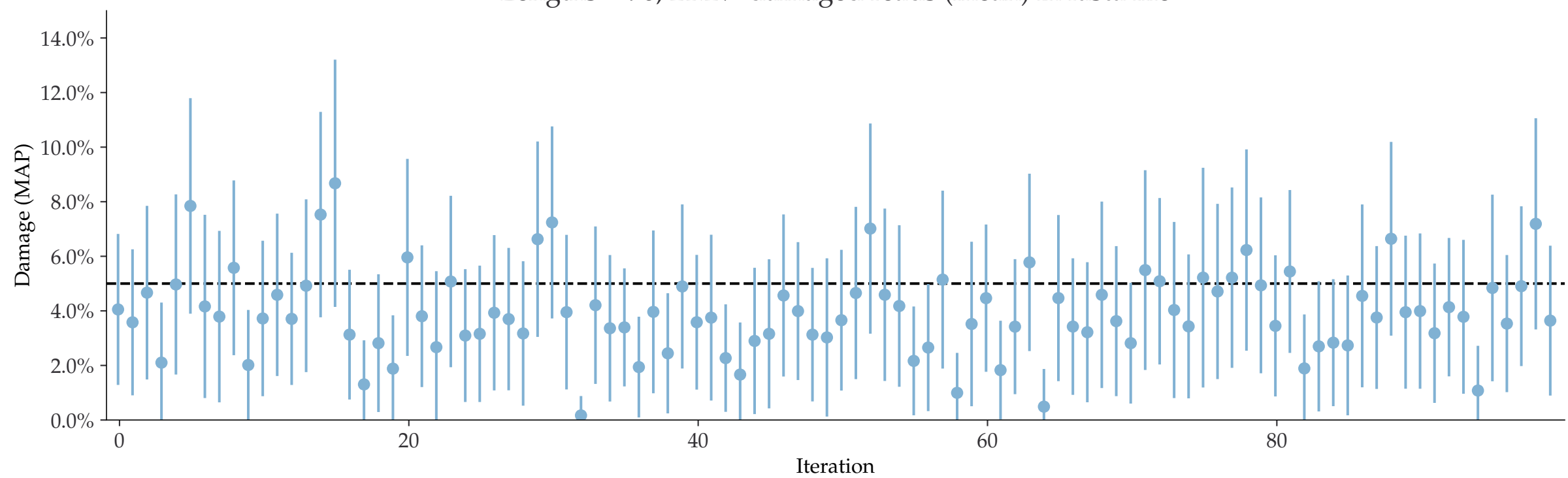
Lengths = 35, 11.7% damaged reads (mean) in fasta file



Lengths = 60, 16.0% damaged reads (mean) in fasta file

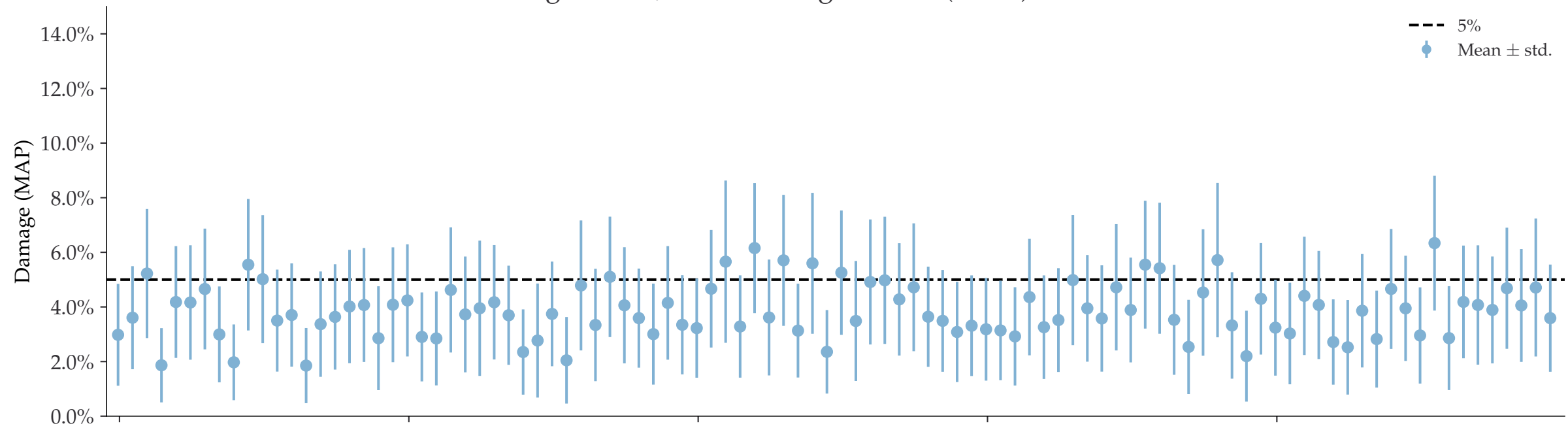


Lengths = 90, 21.2% damaged reads (mean) in fasta file

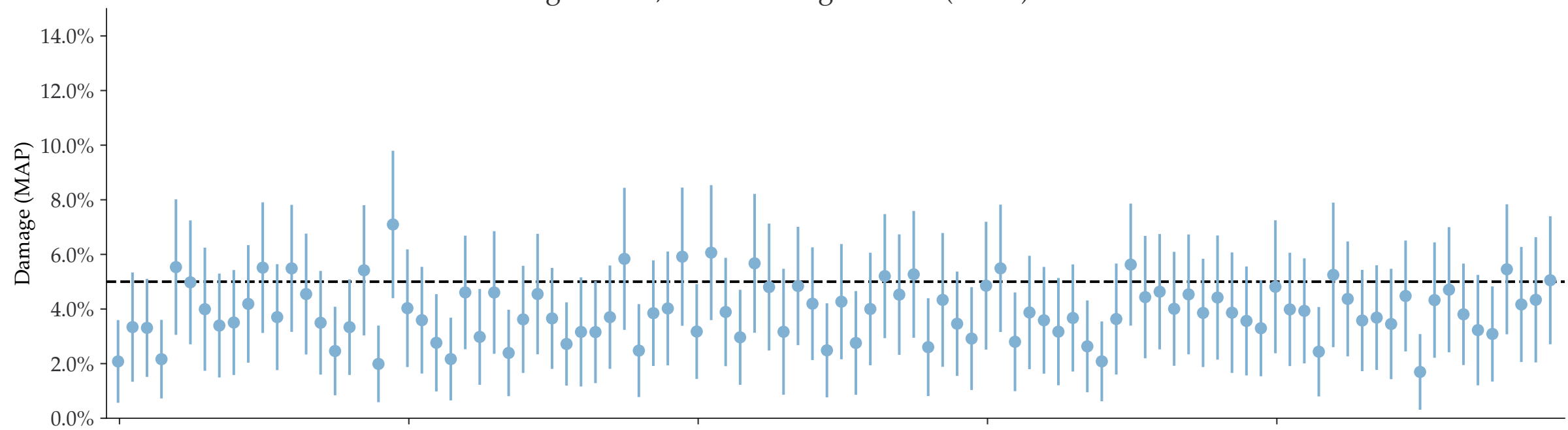


Individual damages:
500 reads
Briggs damage = 0.138
Damage percent = 5%

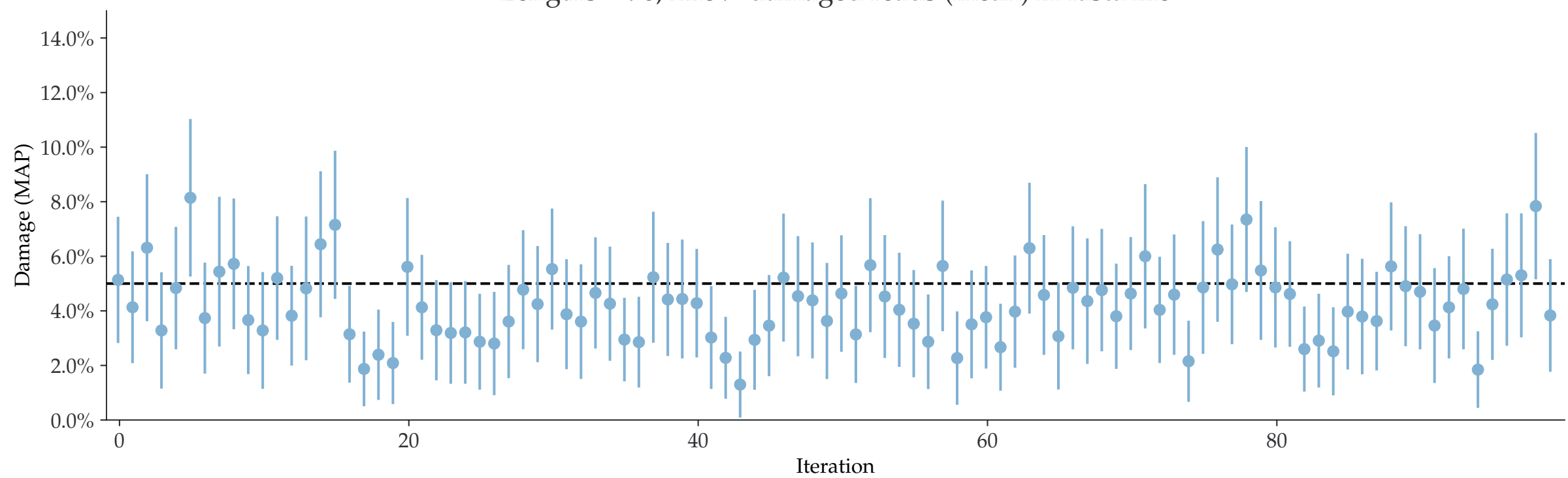
Lengths = 35, 11.5% damaged reads (mean) in fasta file



Lengths = 60, 16.2% damaged reads (mean) in fasta file

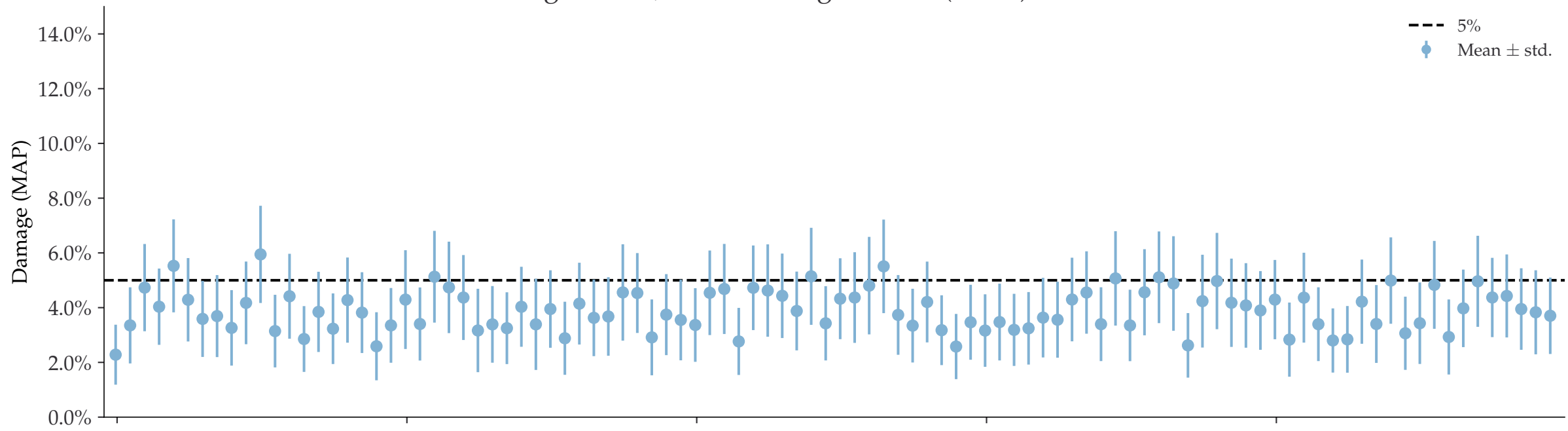


Lengths = 90, 21.3% damaged reads (mean) in fasta file

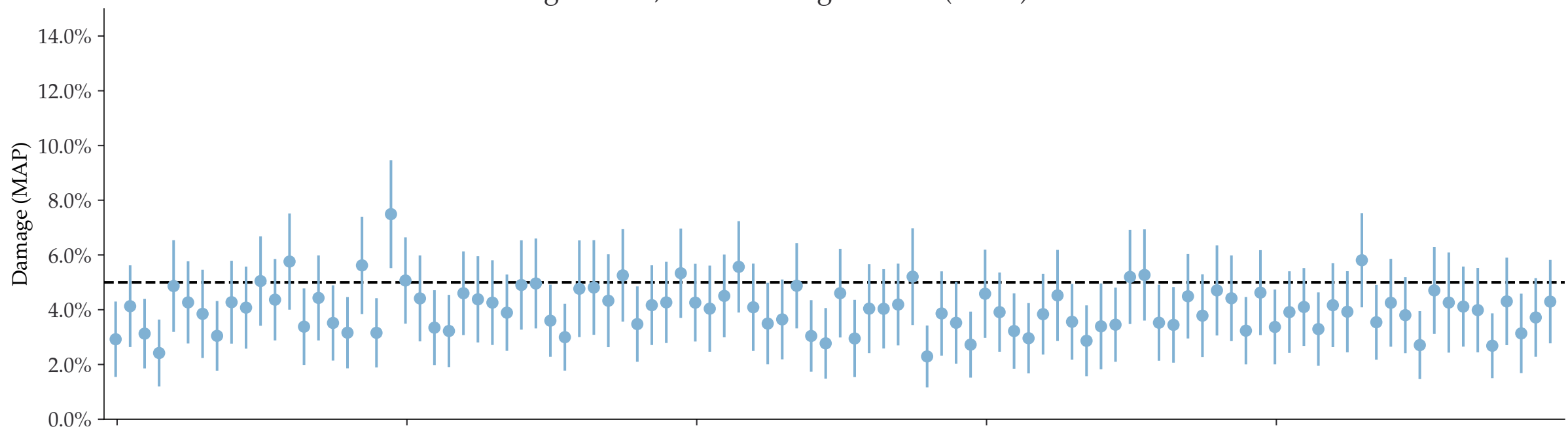


Individual damages:
1000 reads
Briggs damage = 0.138
Damage percent = 5%

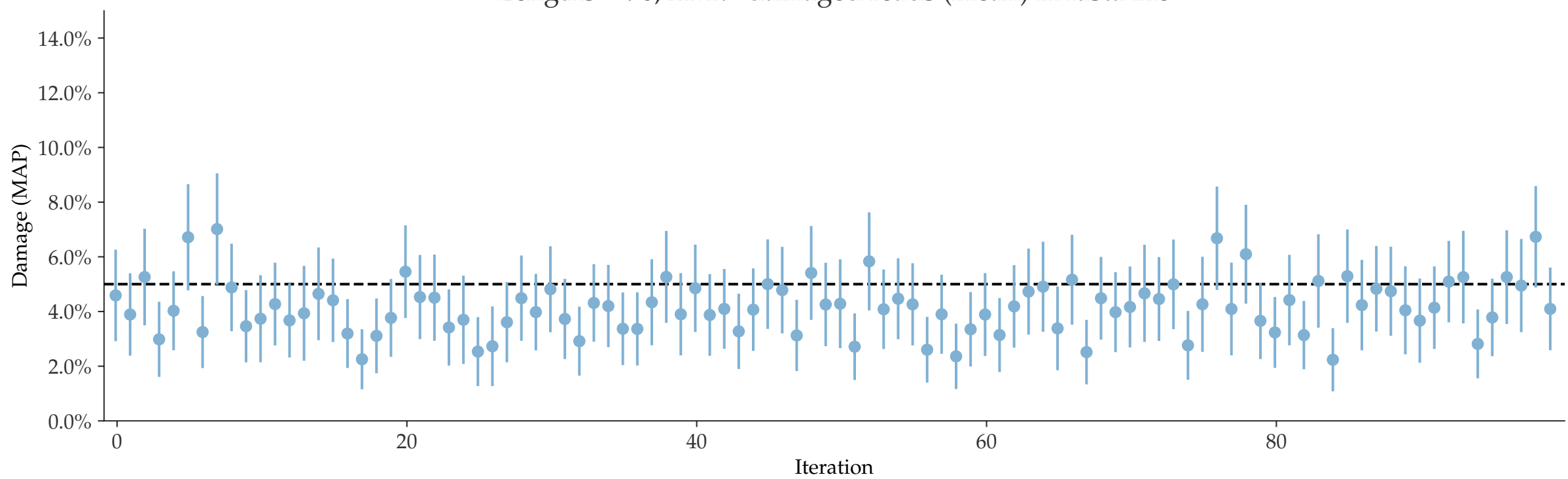
Lengths = 35, 11.5% damaged reads (mean) in fasta file



Lengths = 60, 16.1% damaged reads (mean) in fasta file

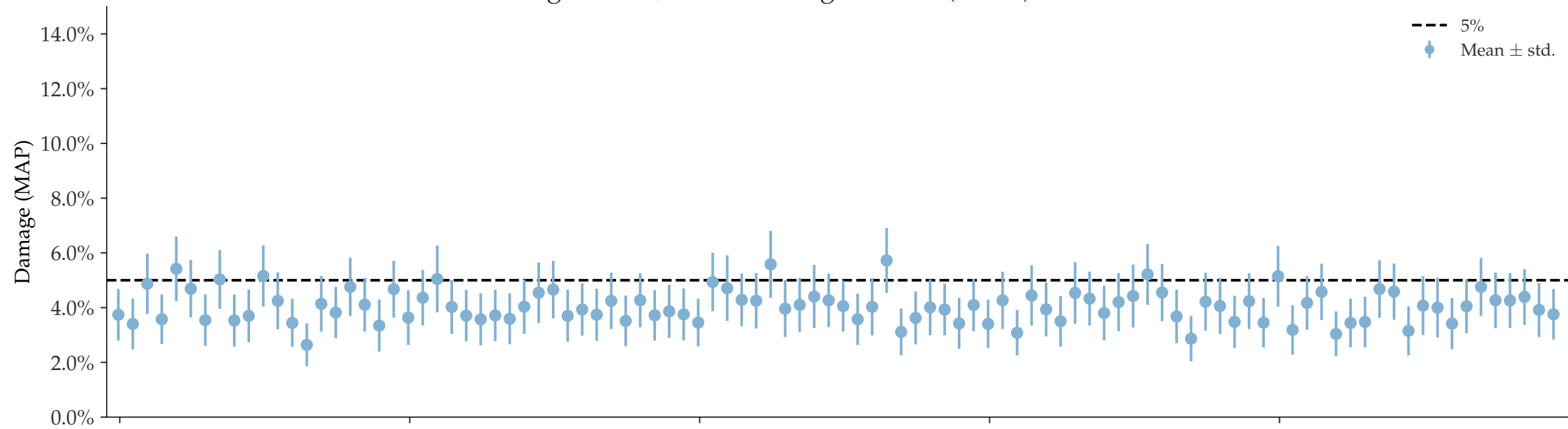


Lengths = 90, 21.4% damaged reads (mean) in fasta file

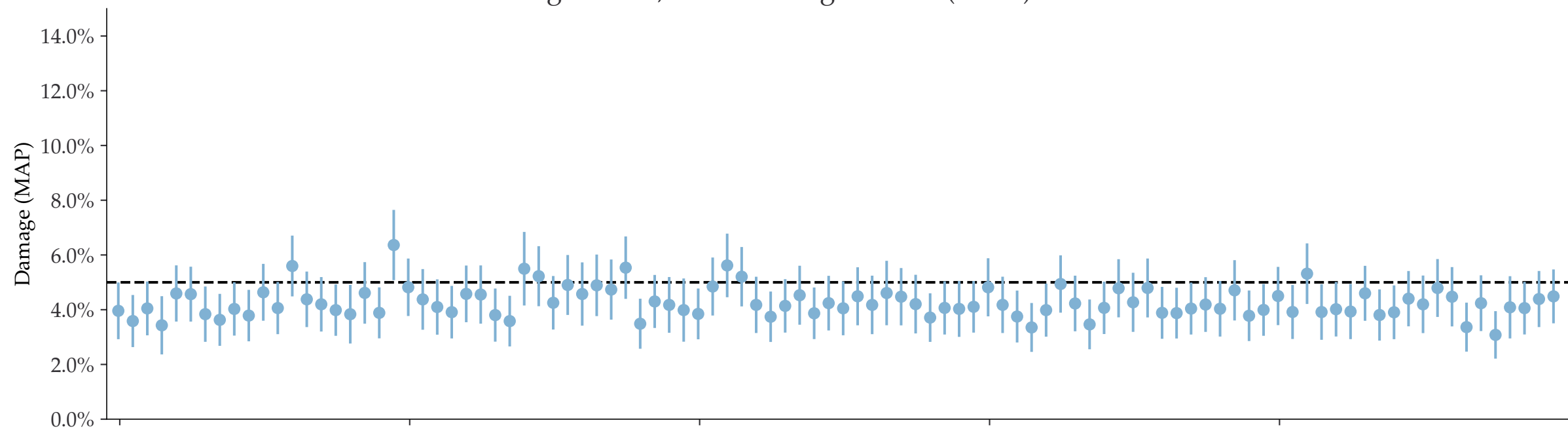


Individual damages:
2500 reads
Briggs damage = 0.138
Damage percent = 5%

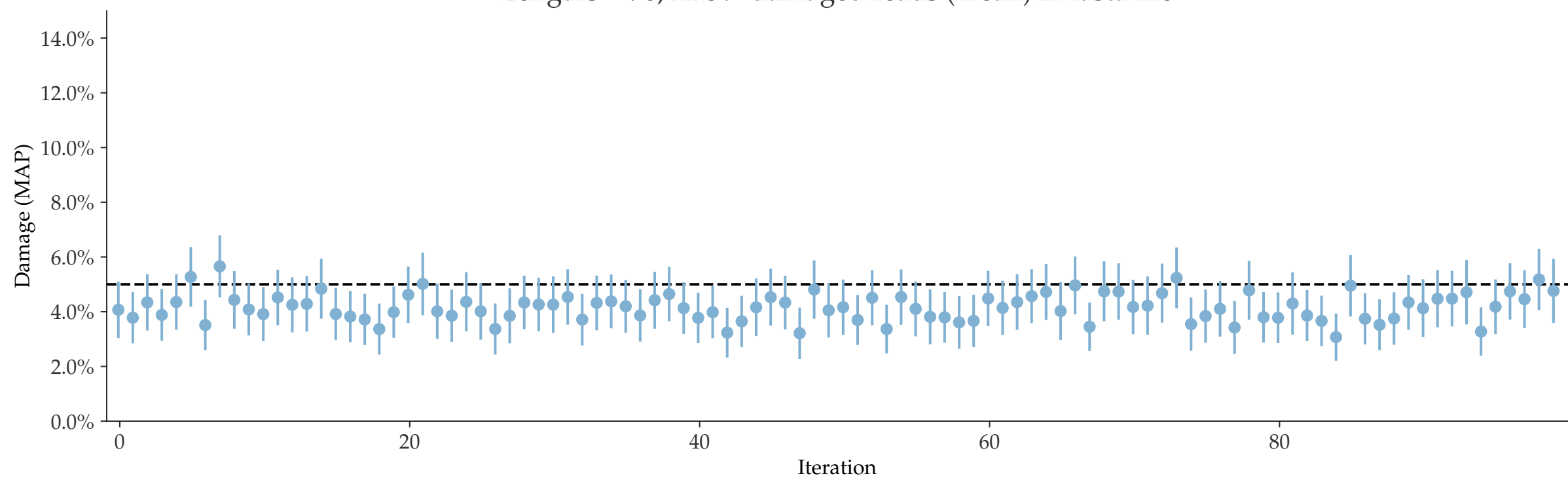
Lengths = 35, 11.7% damaged reads (mean) in fasta file



Lengths = 60, 16.1% damaged reads (mean) in fasta file

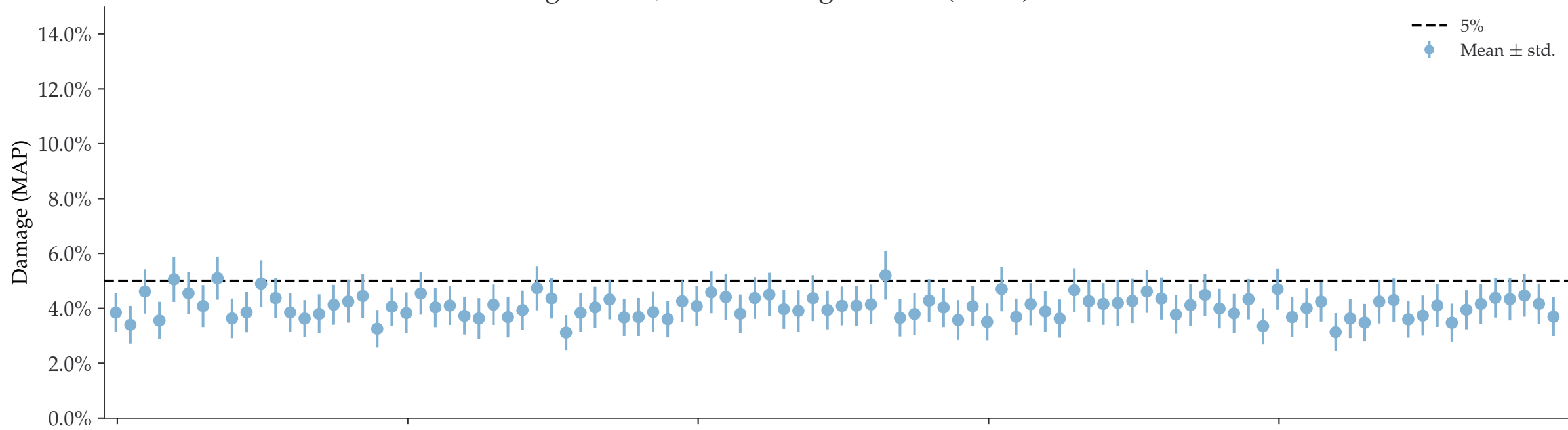


Lengths = 90, 21.3% damaged reads (mean) in fasta file

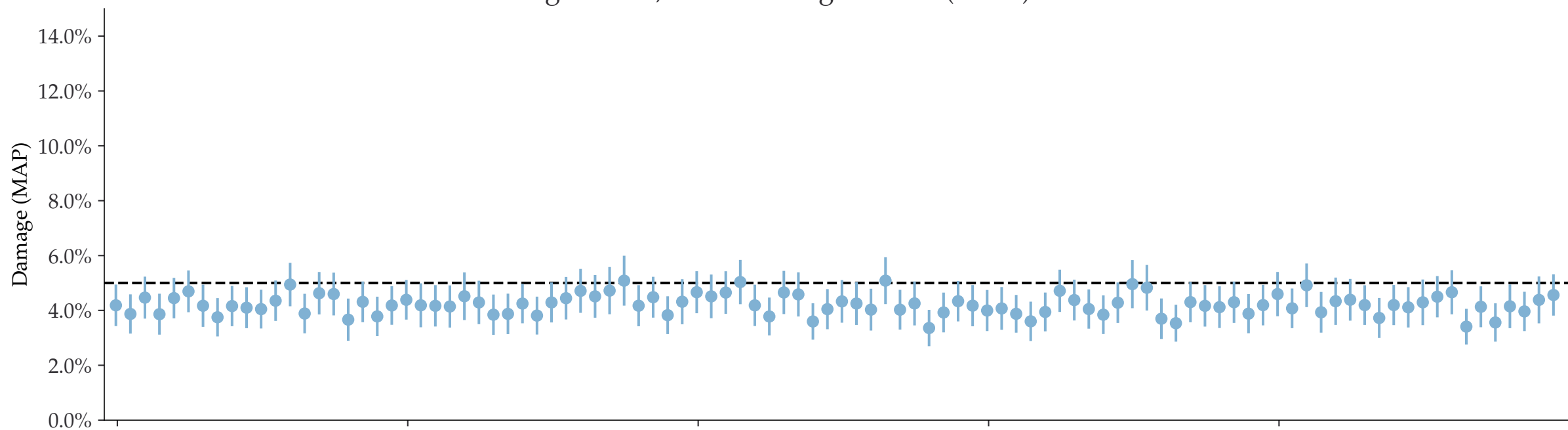


Individual damages:
5000 reads
Briggs damage = 0.138
Damage percent = 5%

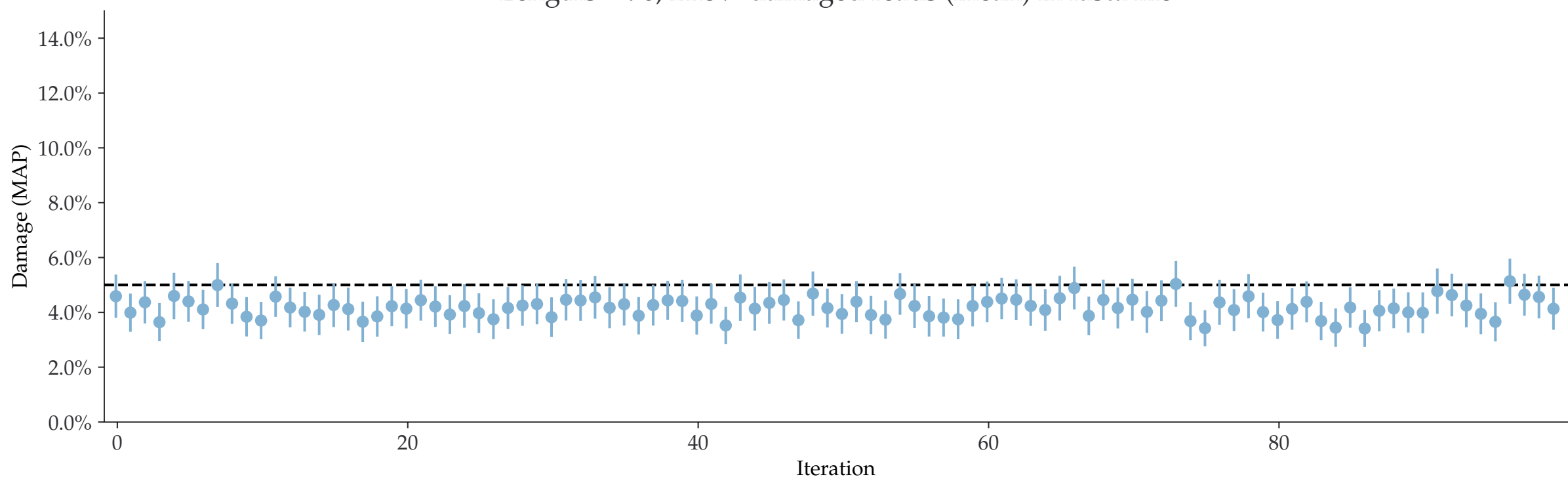
Lengths = 35, 11.7% damaged reads (mean) in fasta file



Lengths = 60, 16.0% damaged reads (mean) in fasta file

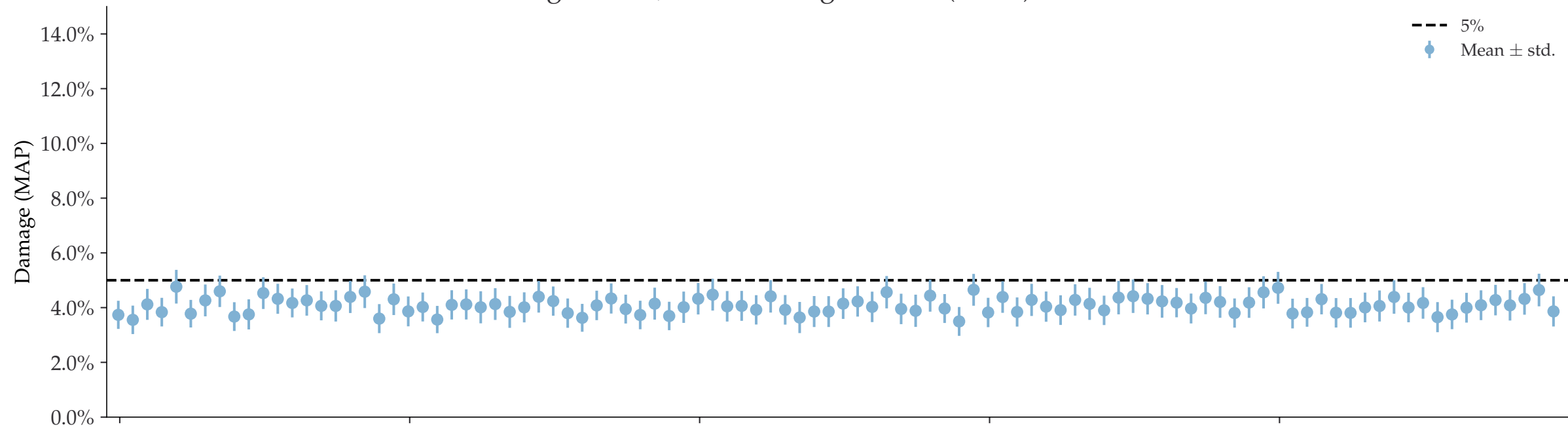


Lengths = 90, 21.3% damaged reads (mean) in fasta file

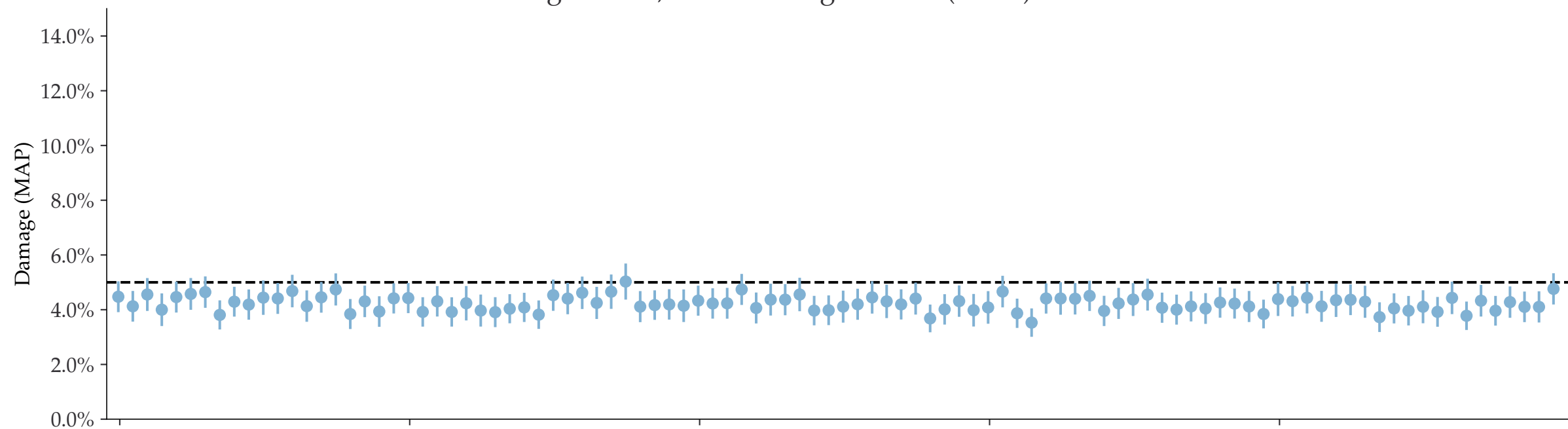


Individual damages:
10000 reads
Briggs damage = 0.138
Damage percent = 5%

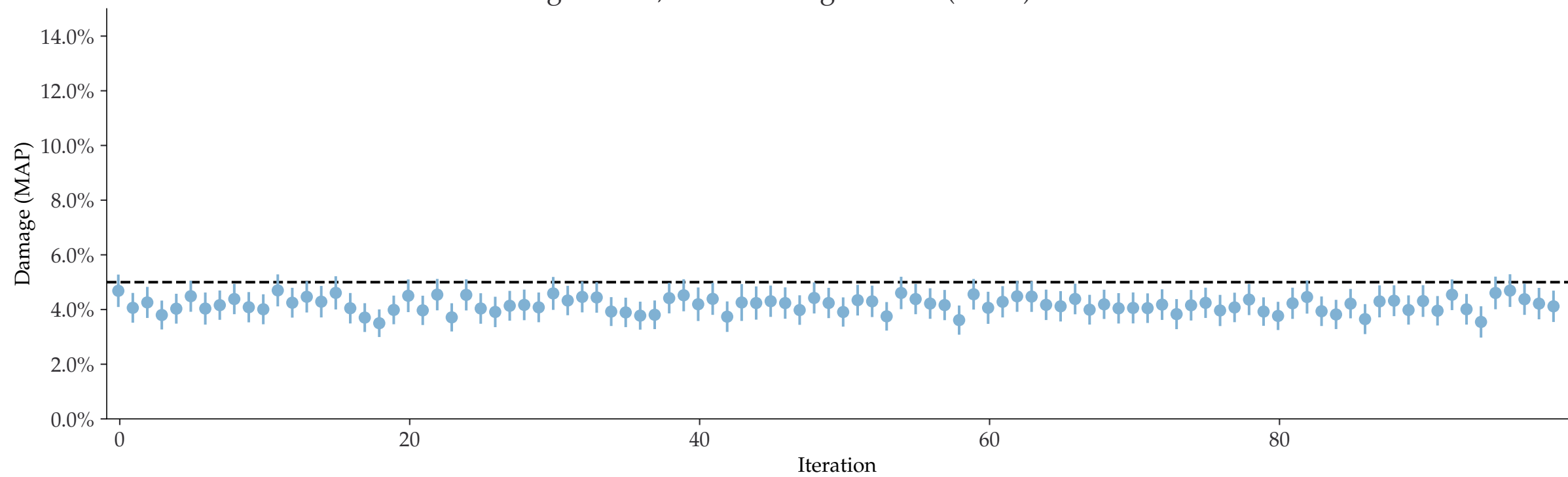
Lengths = 35, 11.7% damaged reads (mean) in fasta file



Lengths = 60, 16.1% damaged reads (mean) in fasta file

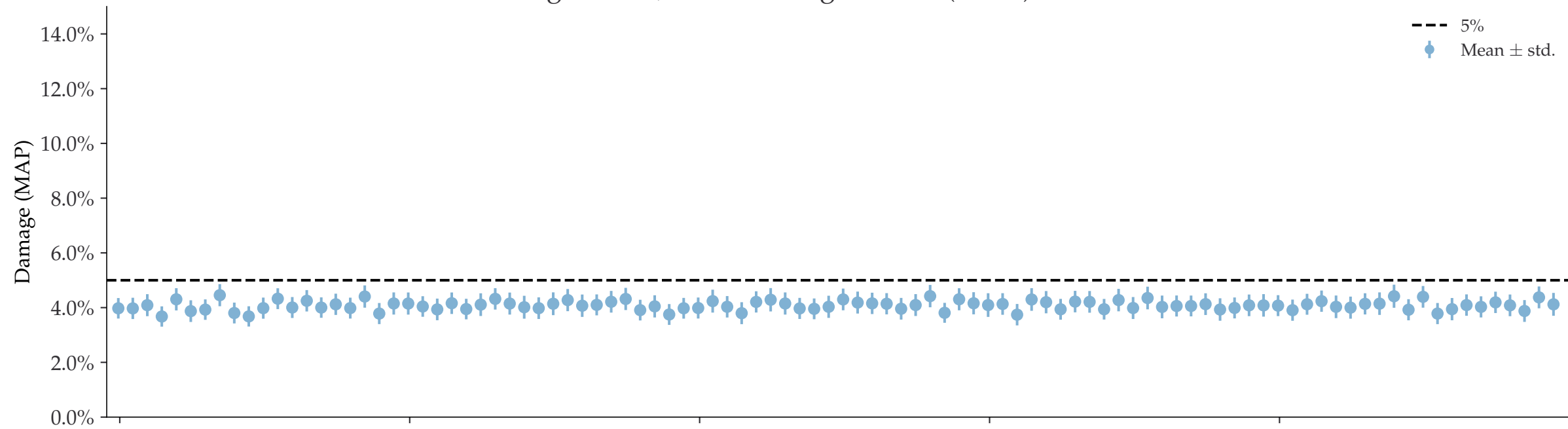


Lengths = 90, 21.2% damaged reads (mean) in fasta file

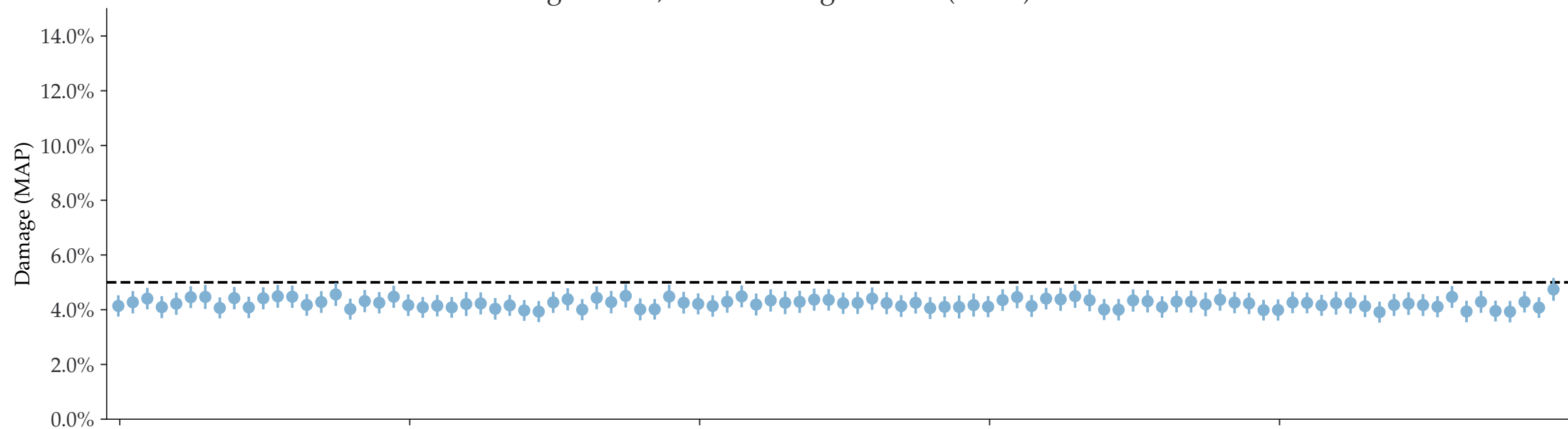


Individual damages:
25000 reads
Briggs damage = 0.138
Damage percent = 5%

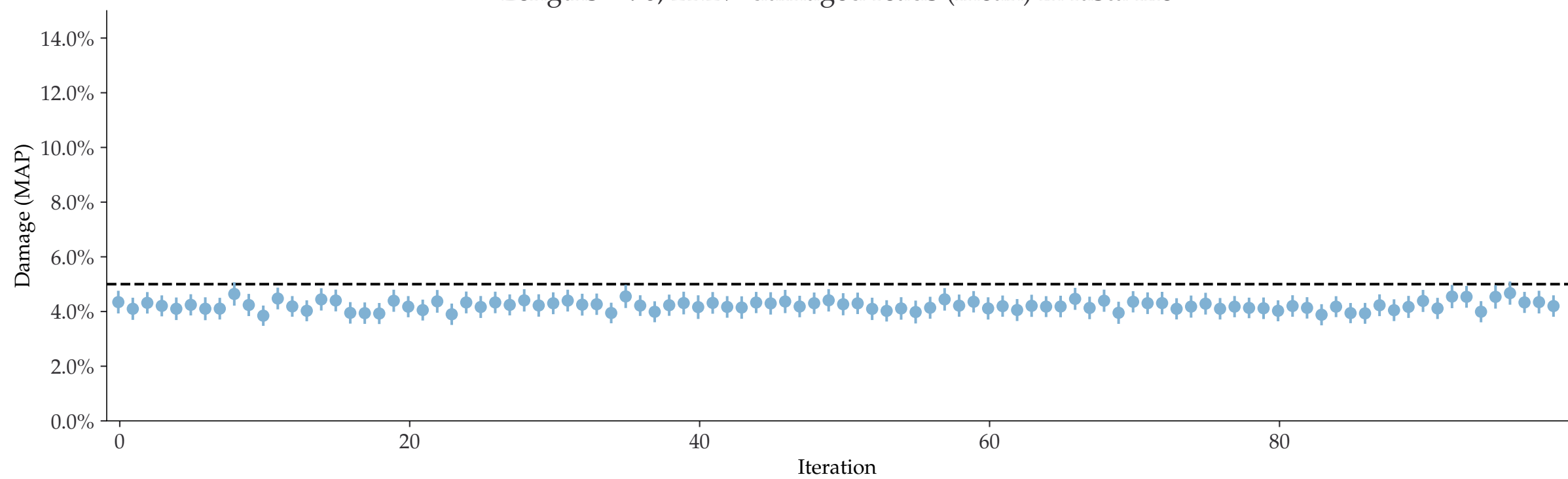
Lengths = 35, 11.6% damaged reads (mean) in fasta file



Lengths = 60, 16.1% damaged reads (mean) in fasta file

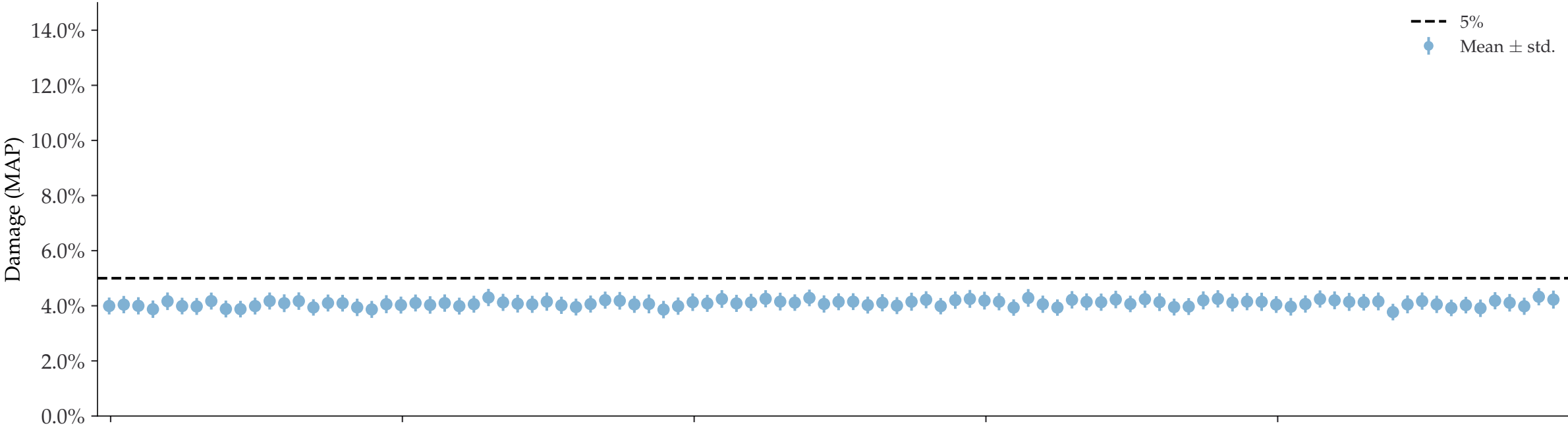


Lengths = 90, 21.2% damaged reads (mean) in fasta file

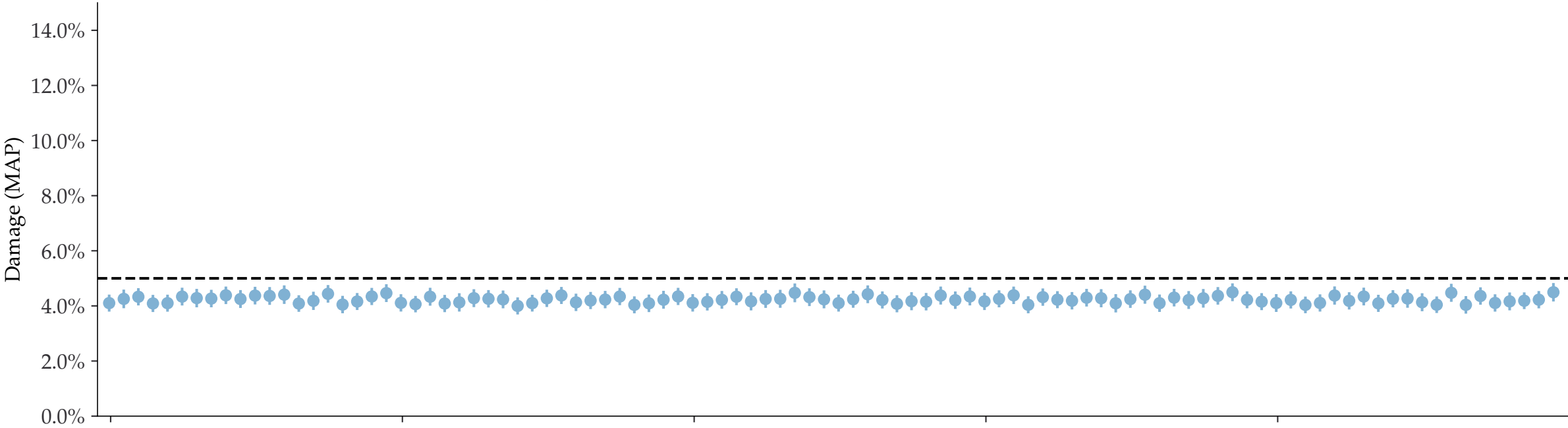


Individual damages:
50000 reads
Briggs damage = 0.138
Damage percent = 5%

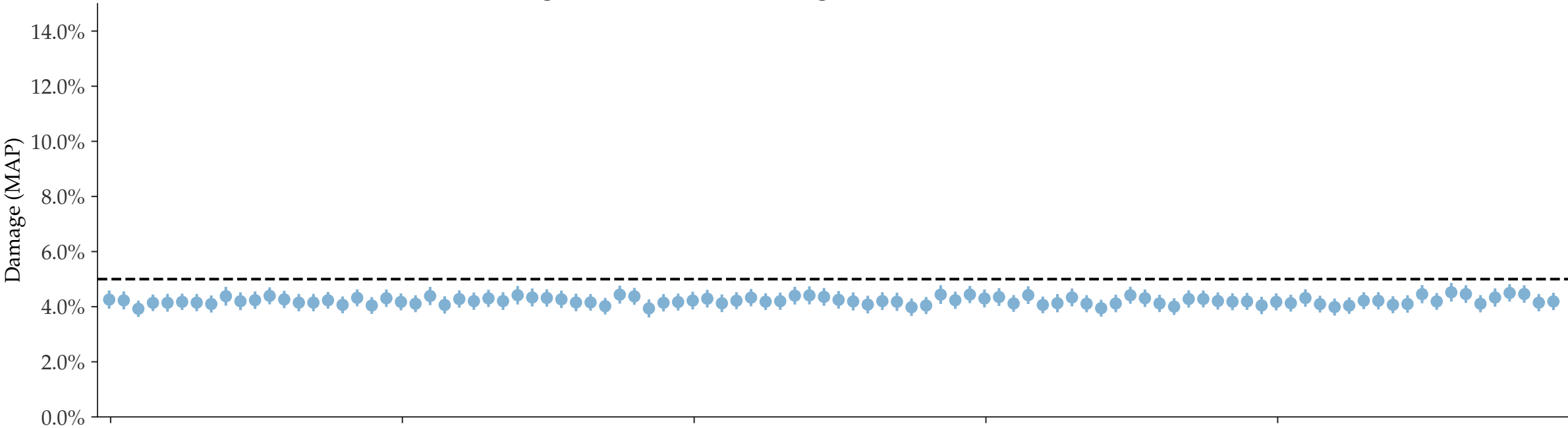
Lengths = 35, 11.6% damaged reads (mean) in fasta file



Lengths = 60, 16.0% damaged reads (mean) in fasta file



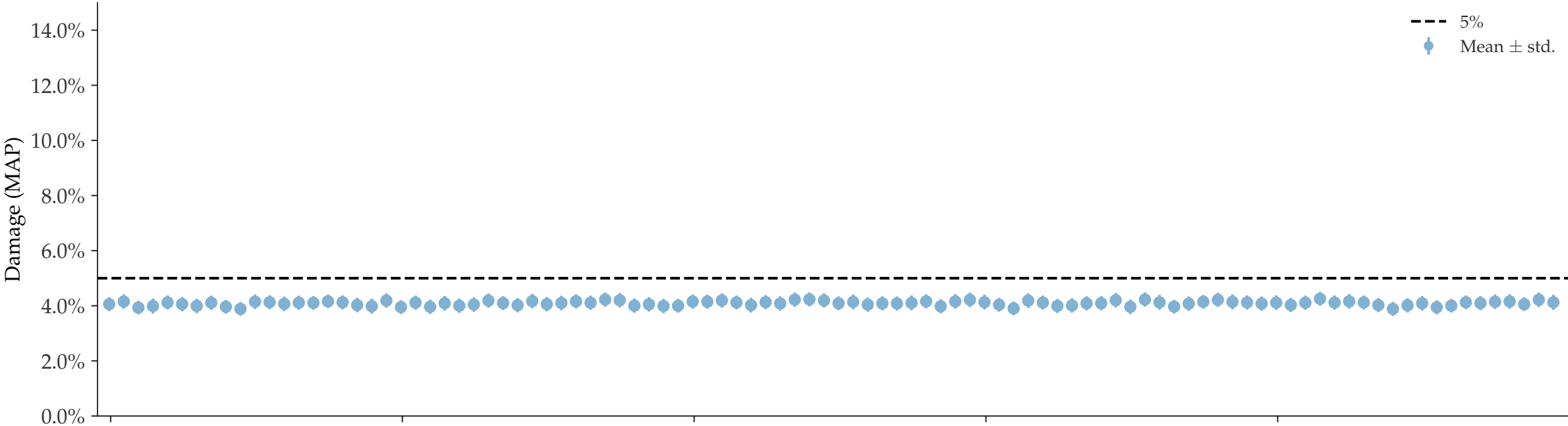
Lengths = 90, 21.2% damaged reads (mean) in fasta file



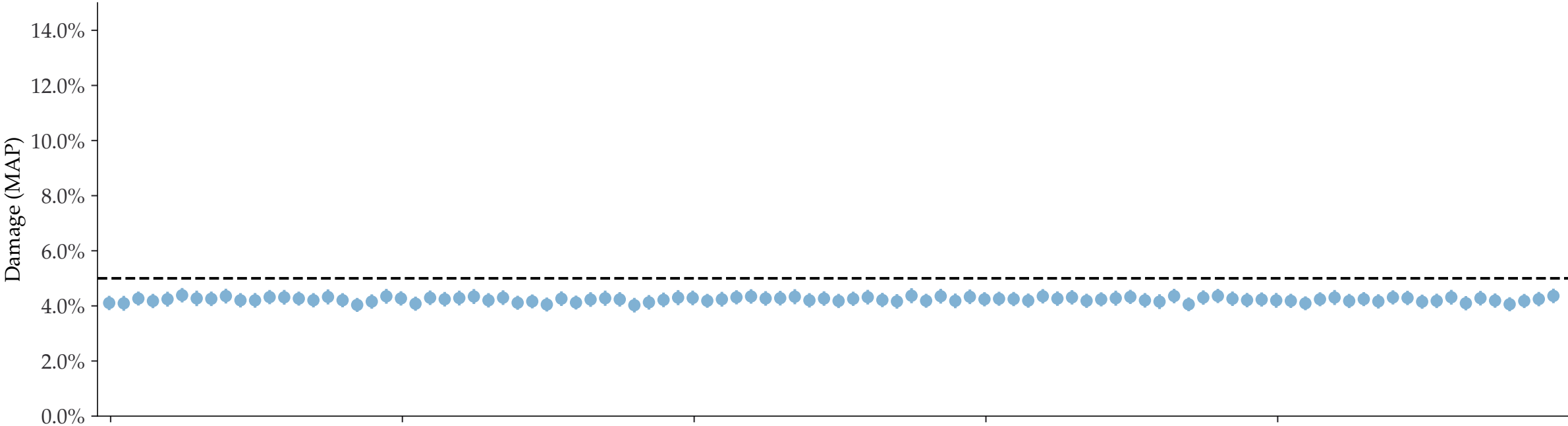
Iteration

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

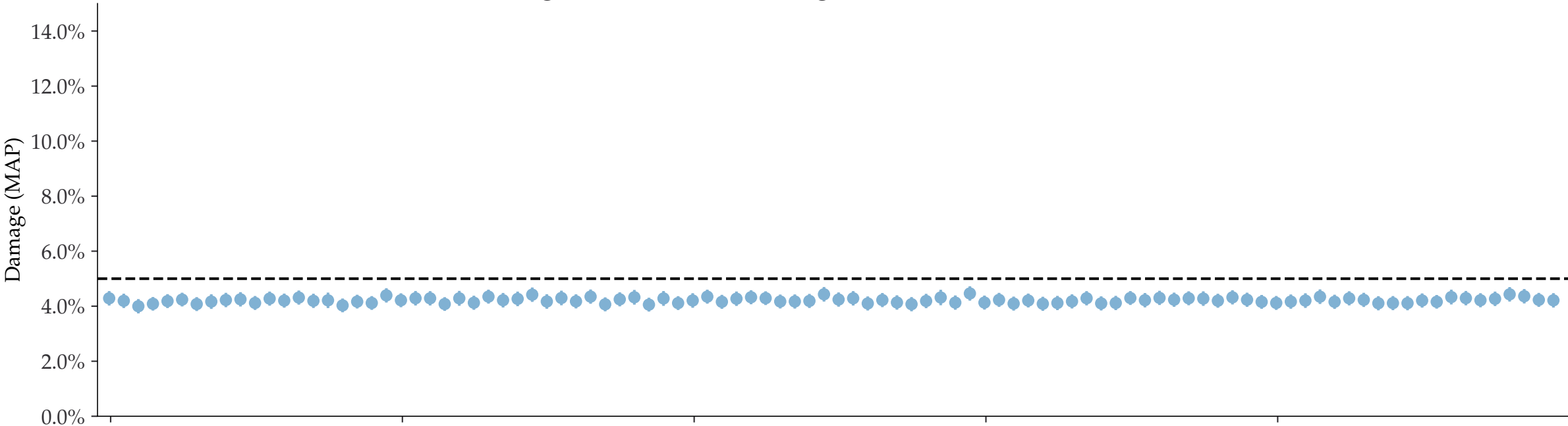
Lengths = 35, 11.6% damaged reads (mean) in fasta file



Lengths = 60, 16.0% damaged reads (mean) in fasta file

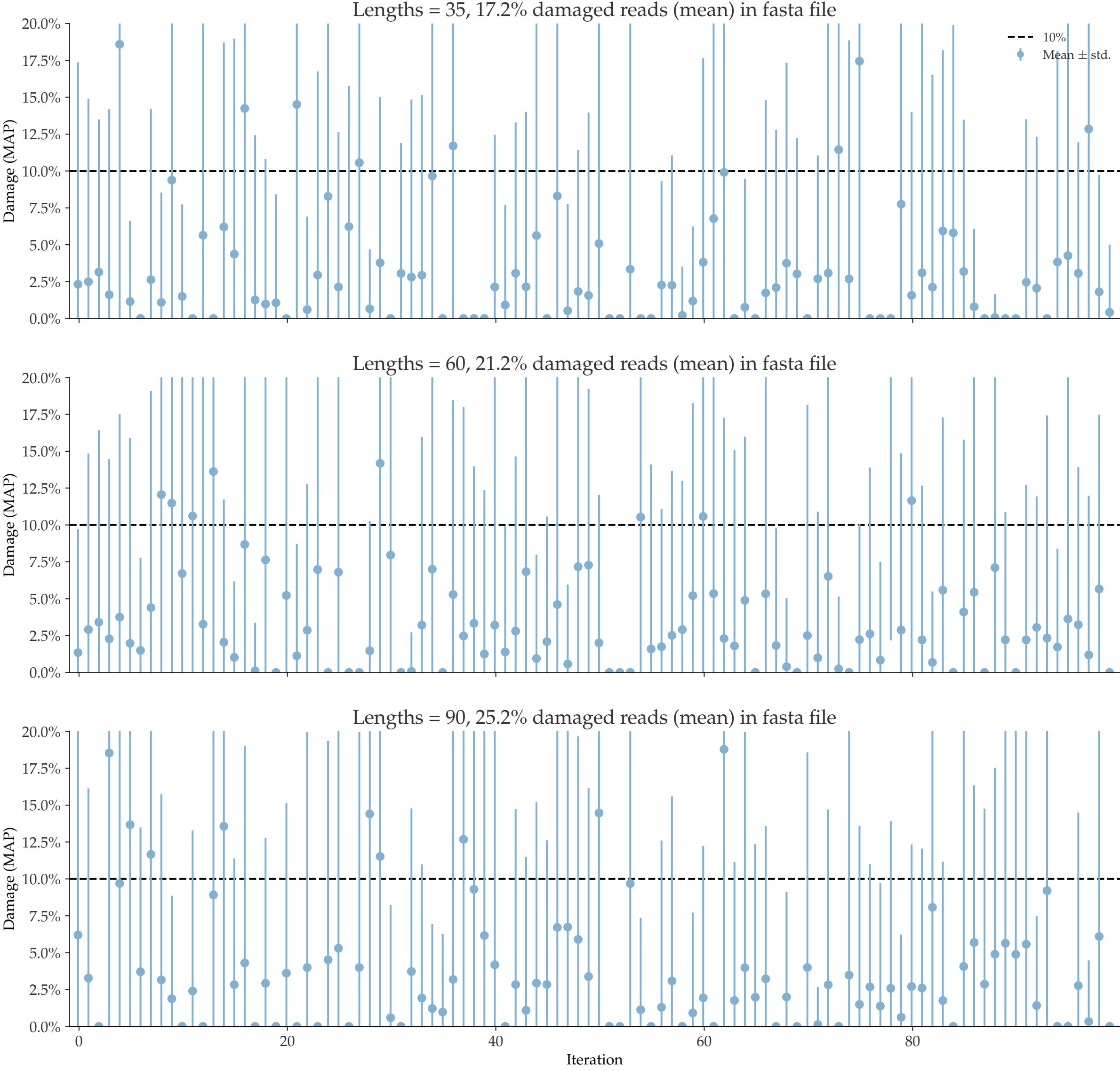


Lengths = 90, 21.2% damaged reads (mean) in fasta file

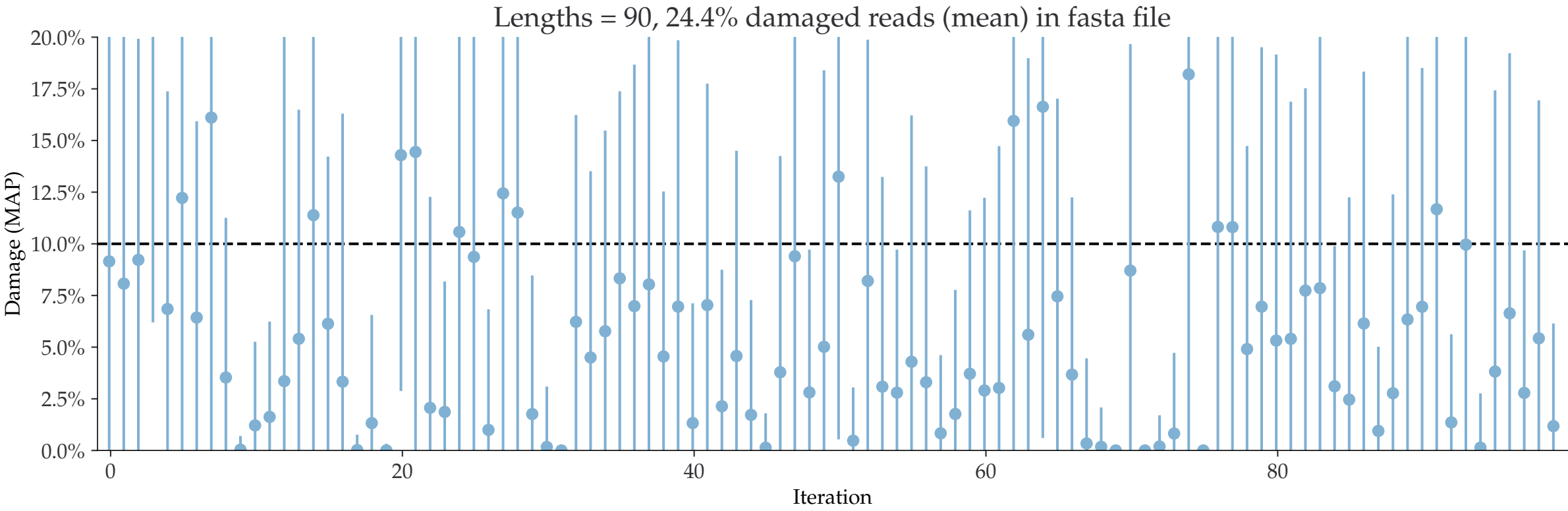
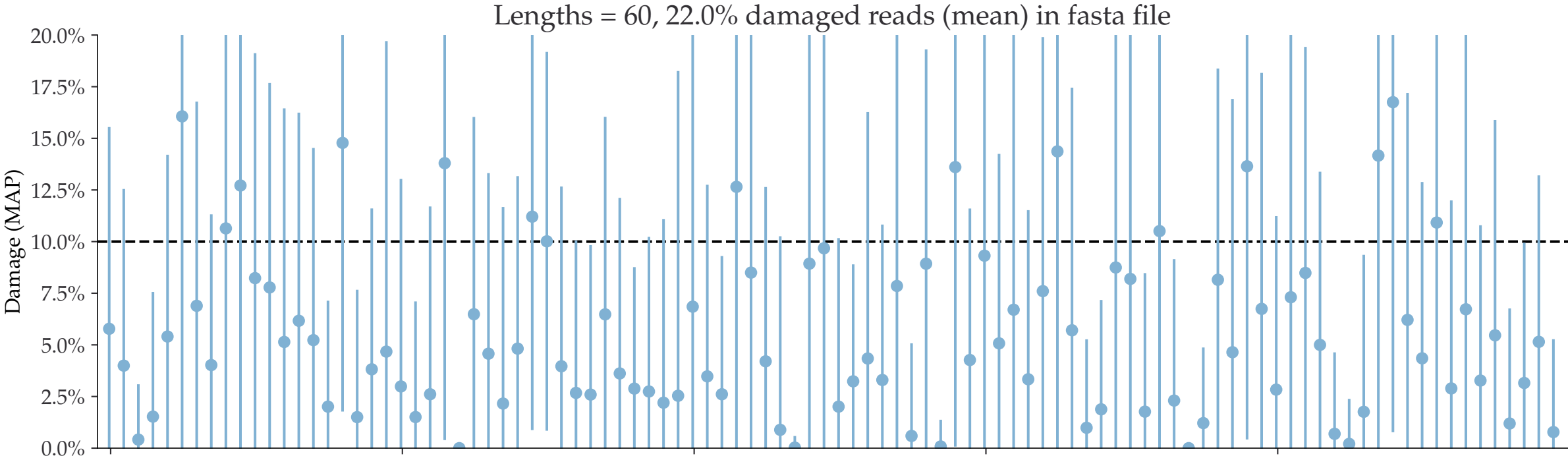
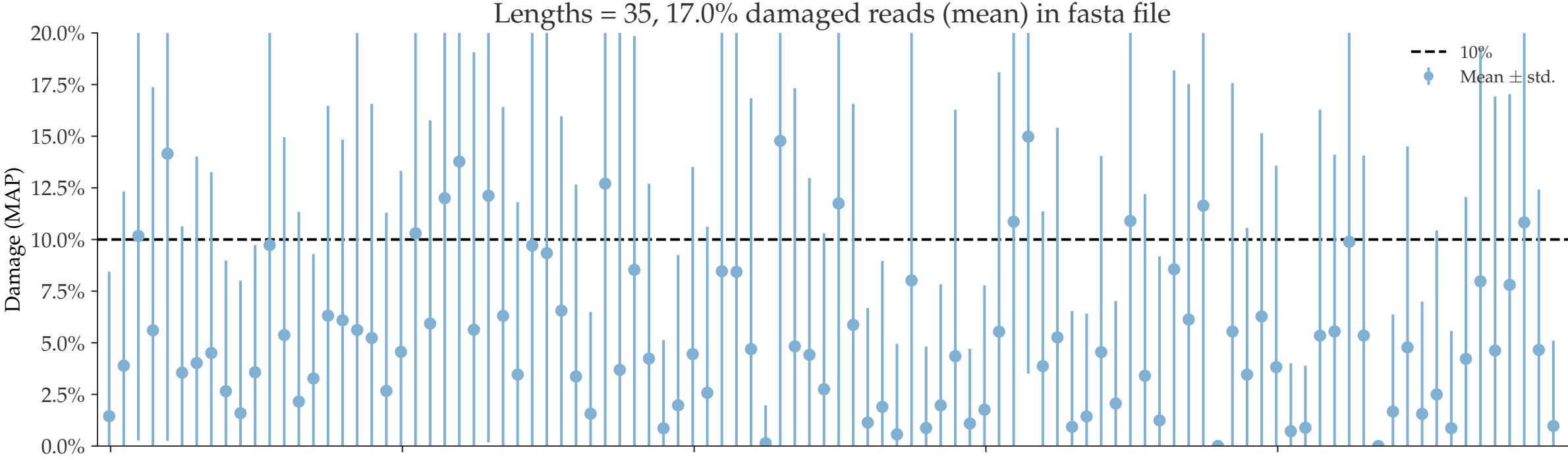


Iteration

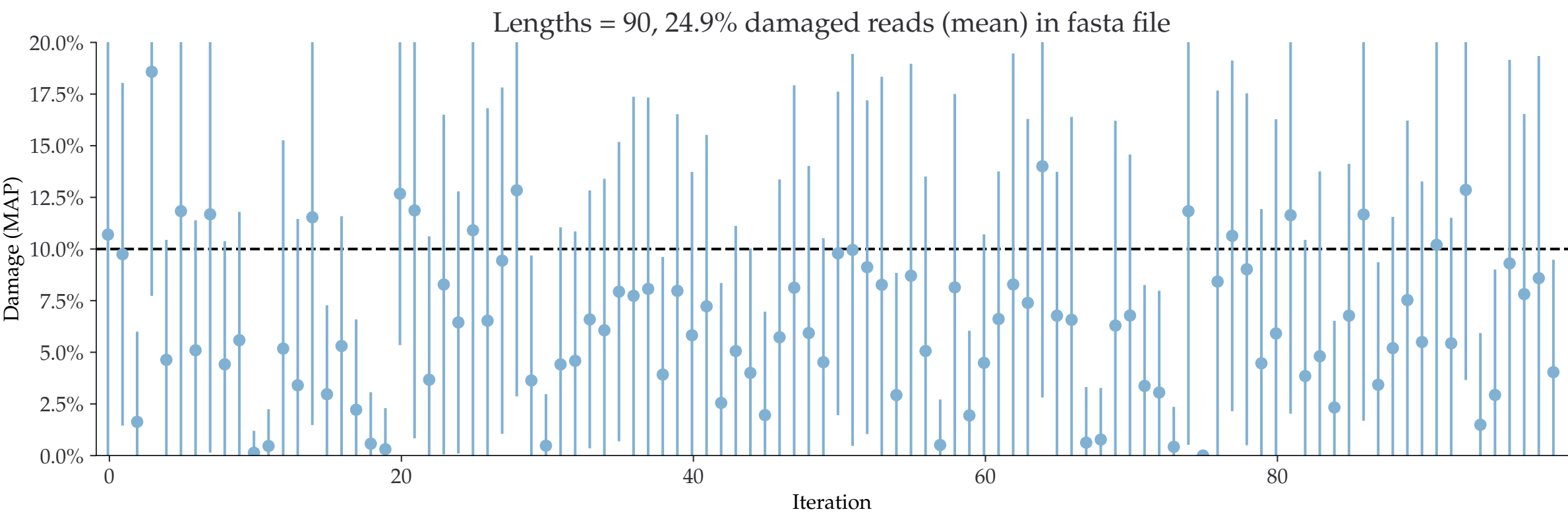
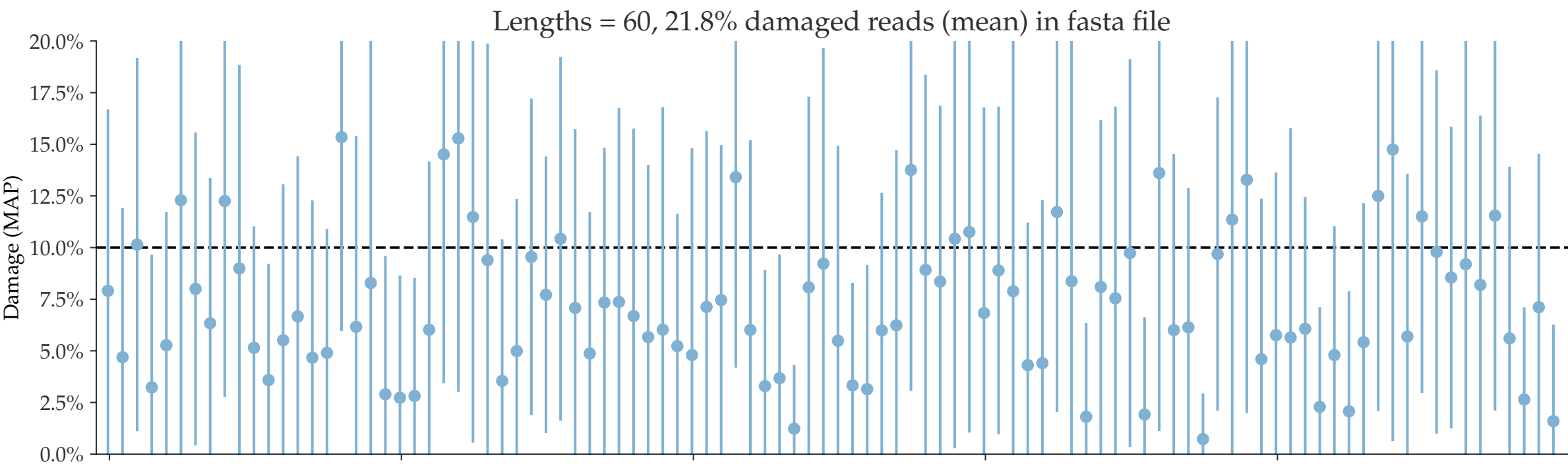
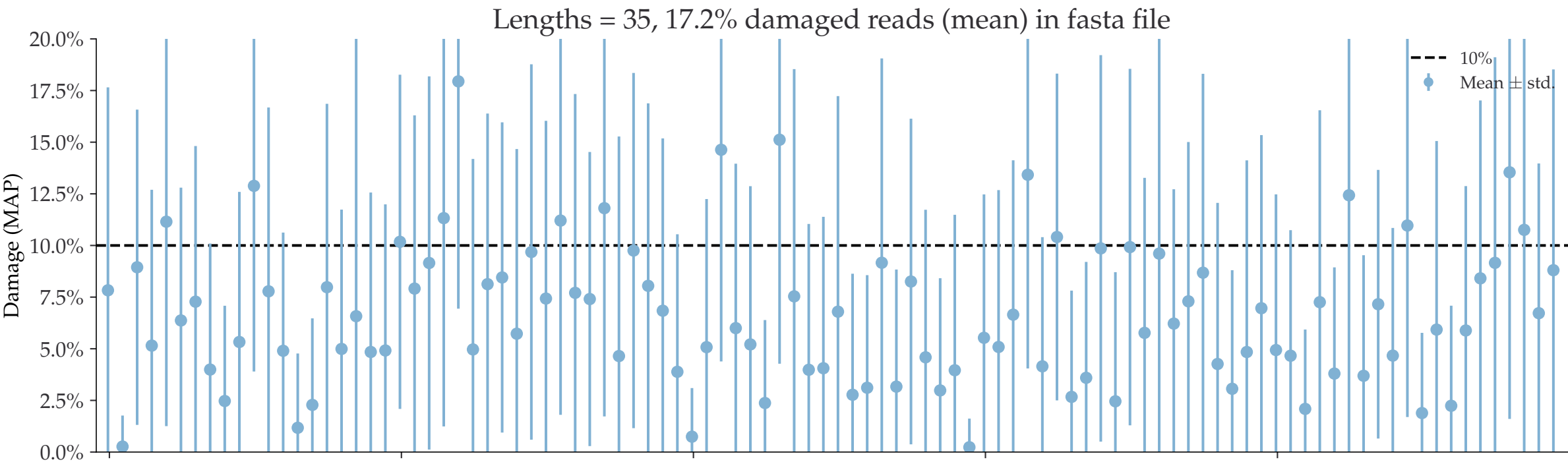
Individual damages:
10 reads
Briggs damage = 0.303
Damage percent = 10%



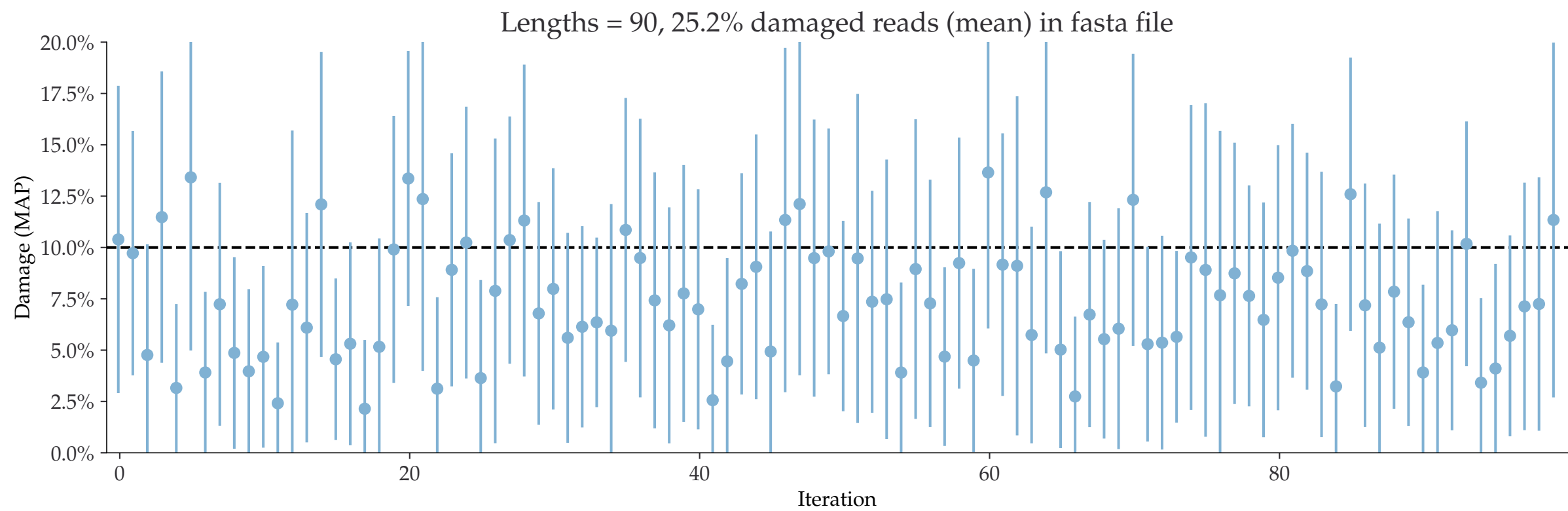
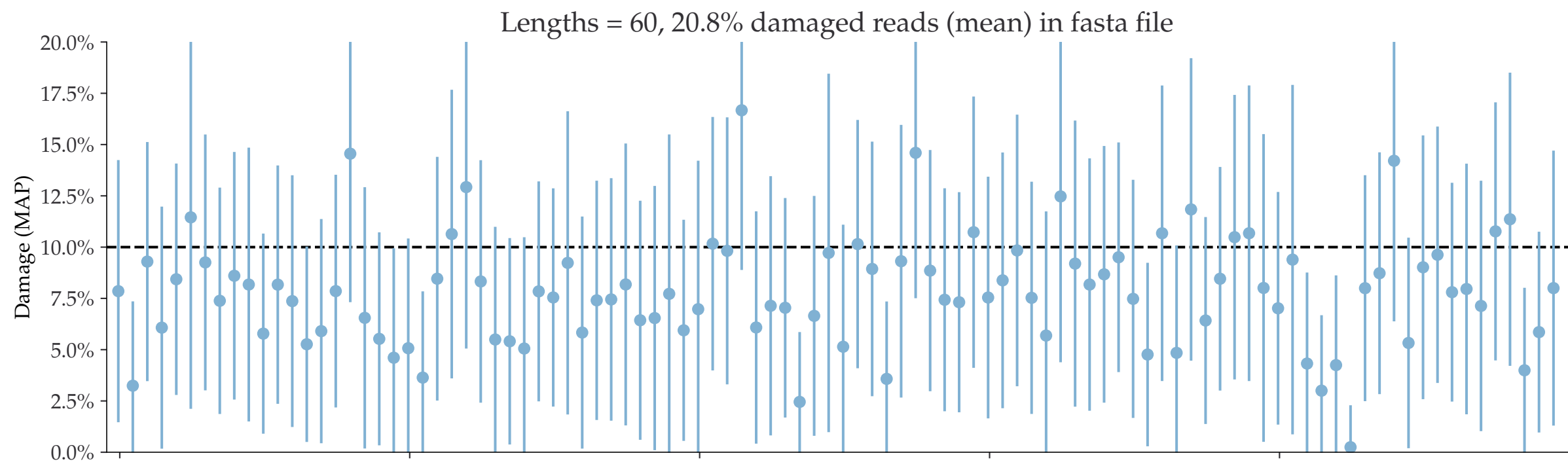
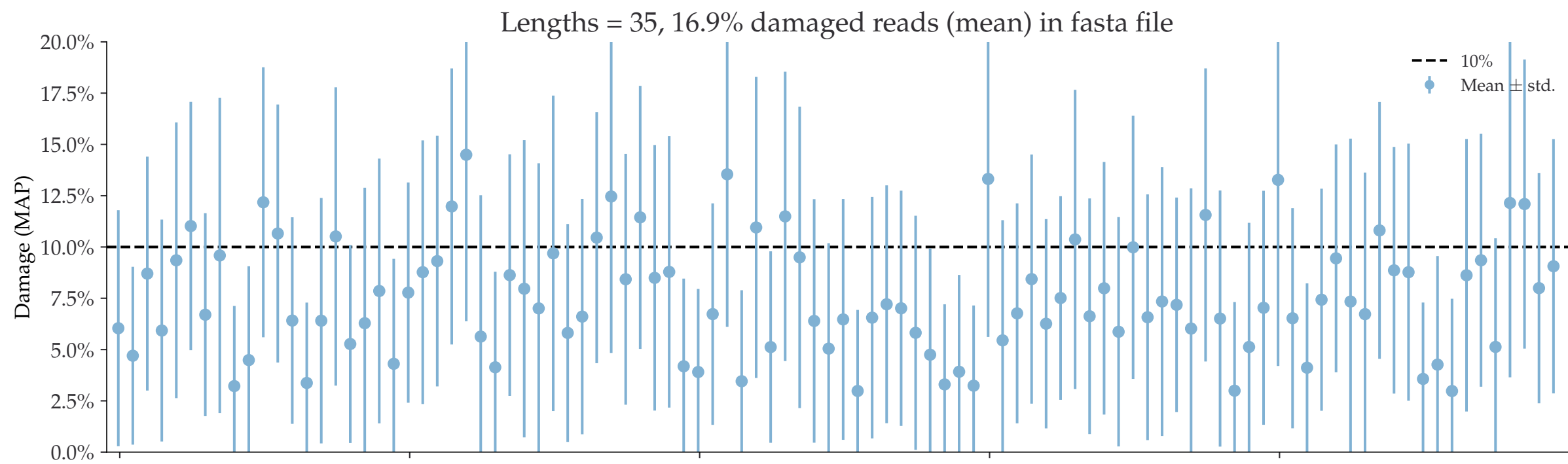
Individual damages:
25 reads
Briggs damage = 0.303
Damage percent = 10%



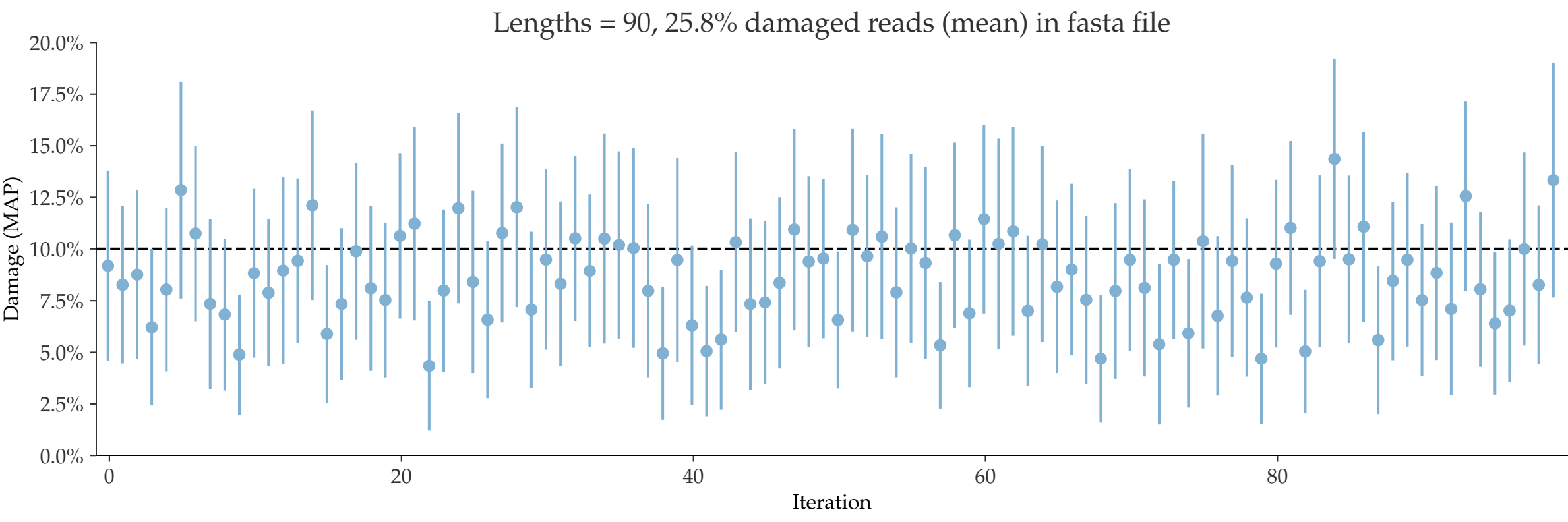
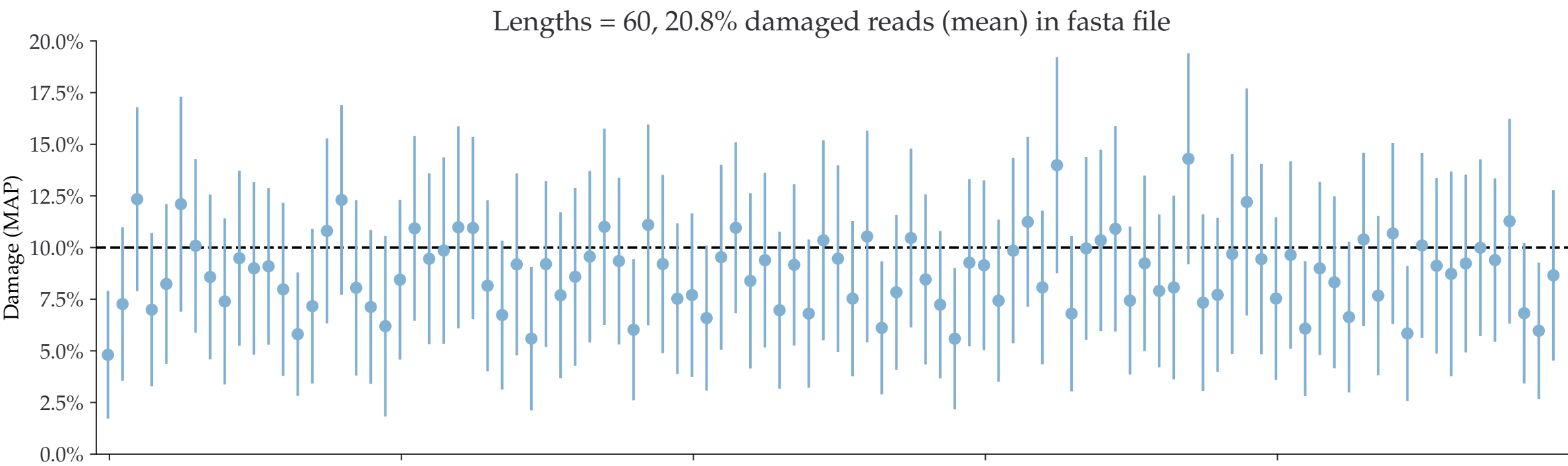
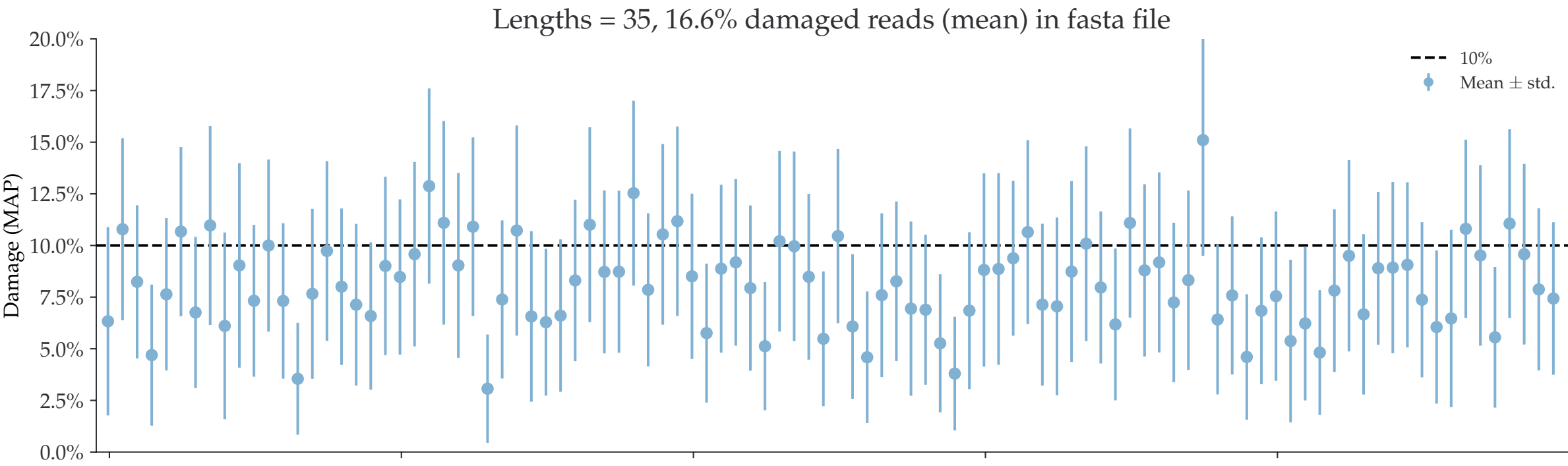
Individual damages:
50 reads
Briggs damage = 0.303
Damage percent = 10%



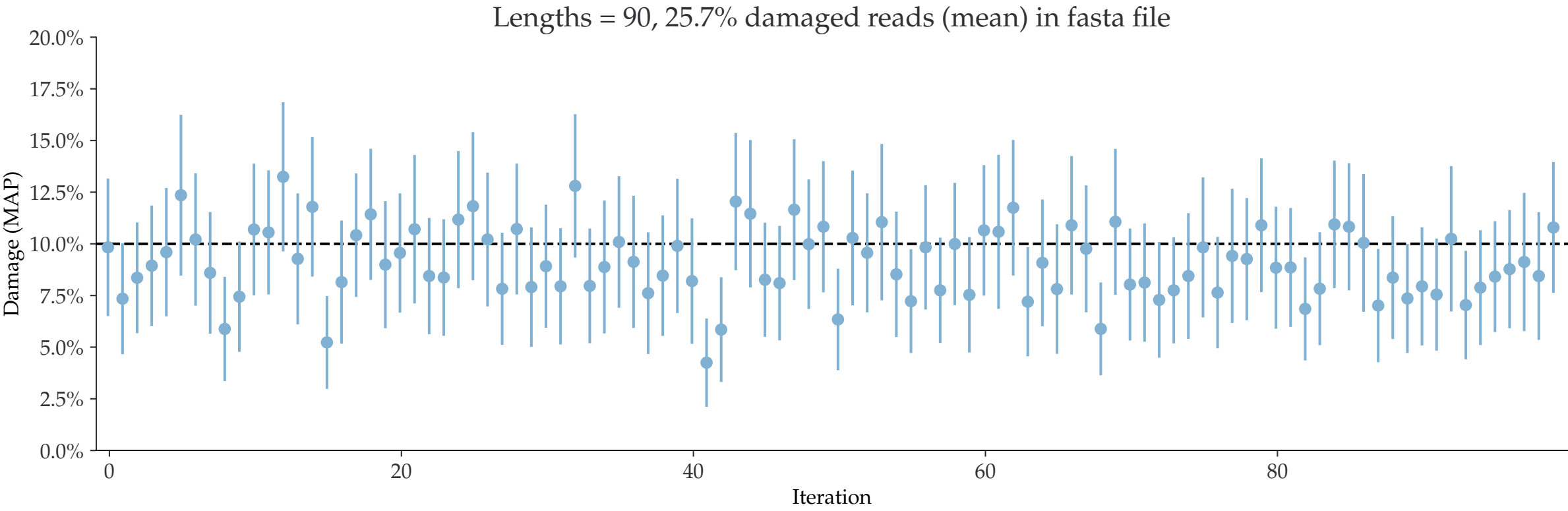
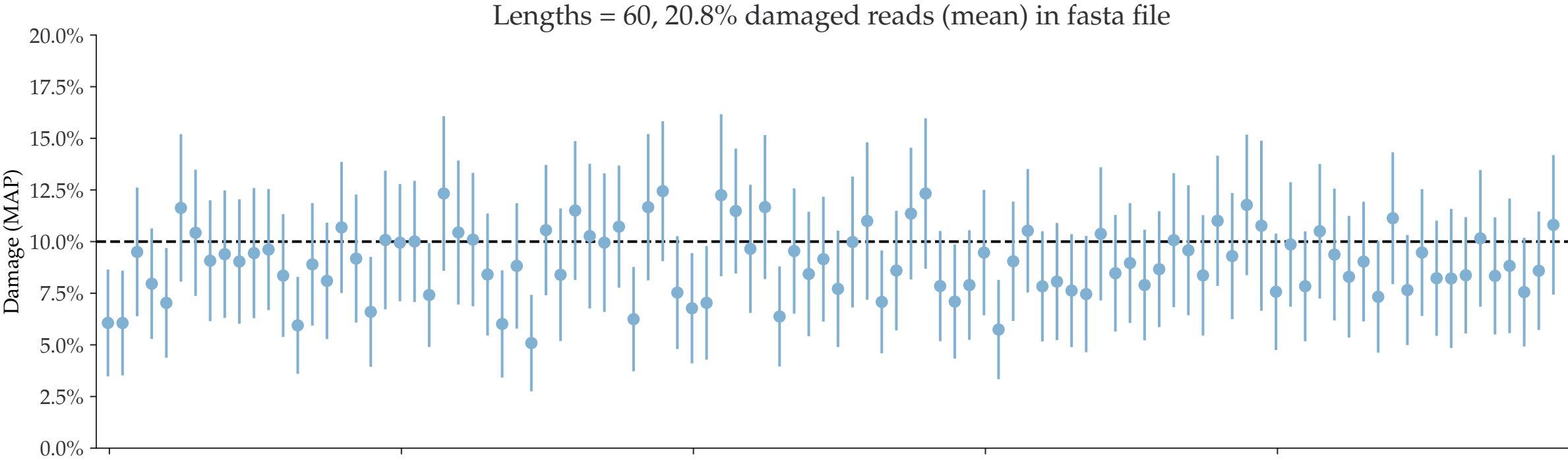
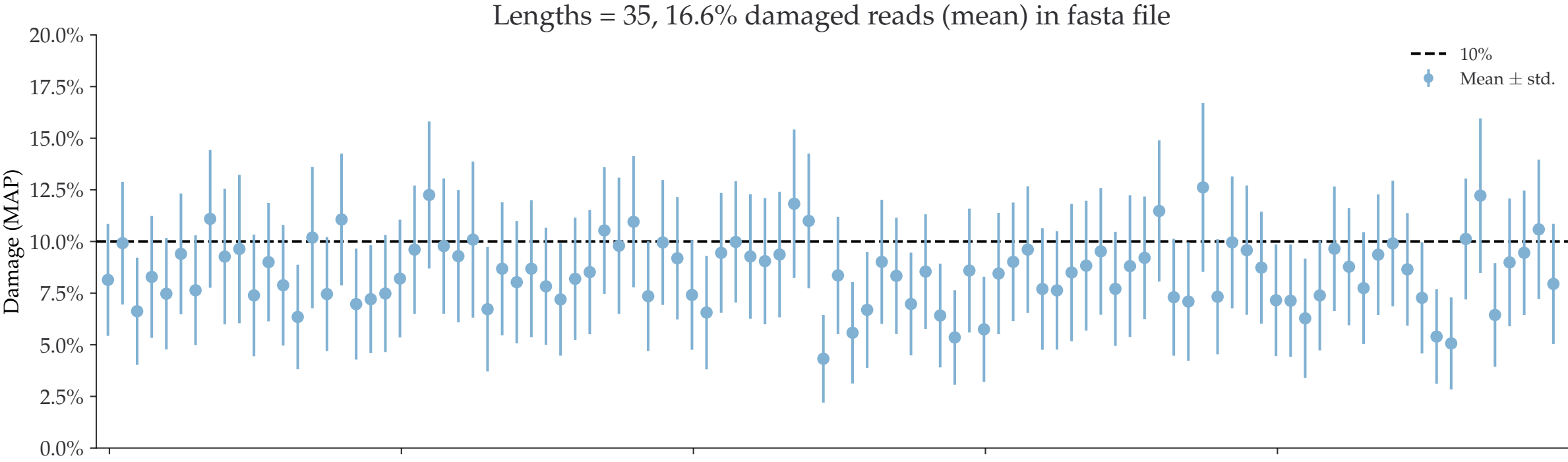
Individual damages:
100 reads
Briggs damage = 0.303
Damage percent = 10%



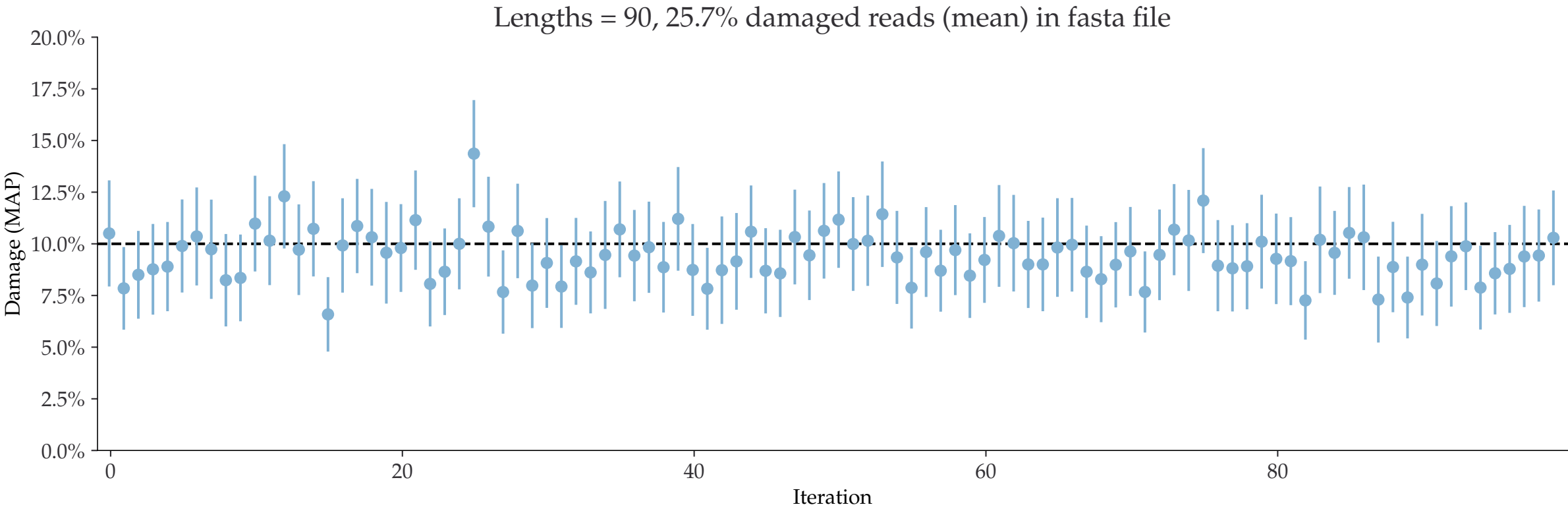
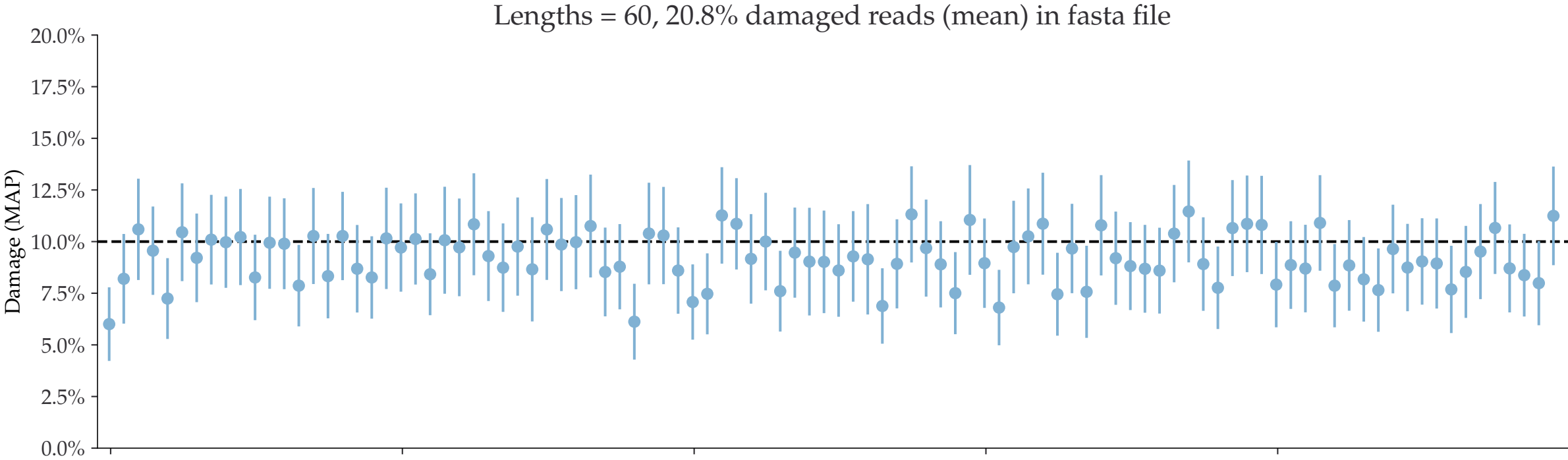
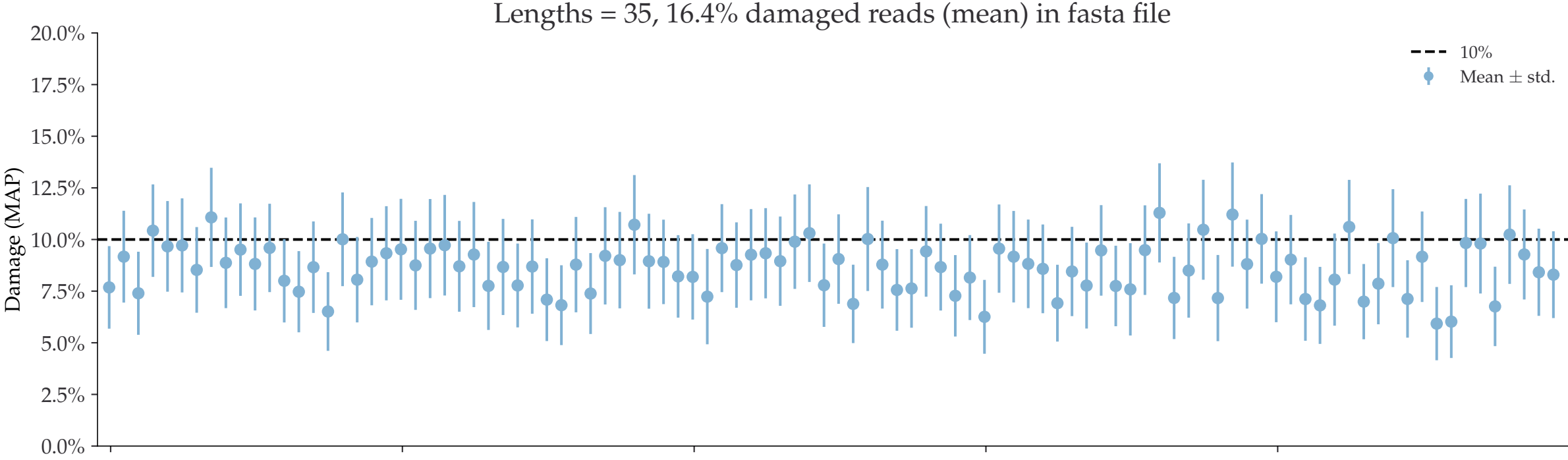
Individual damages:
250 reads
Briggs damage = 0.303
Damage percent = 10%



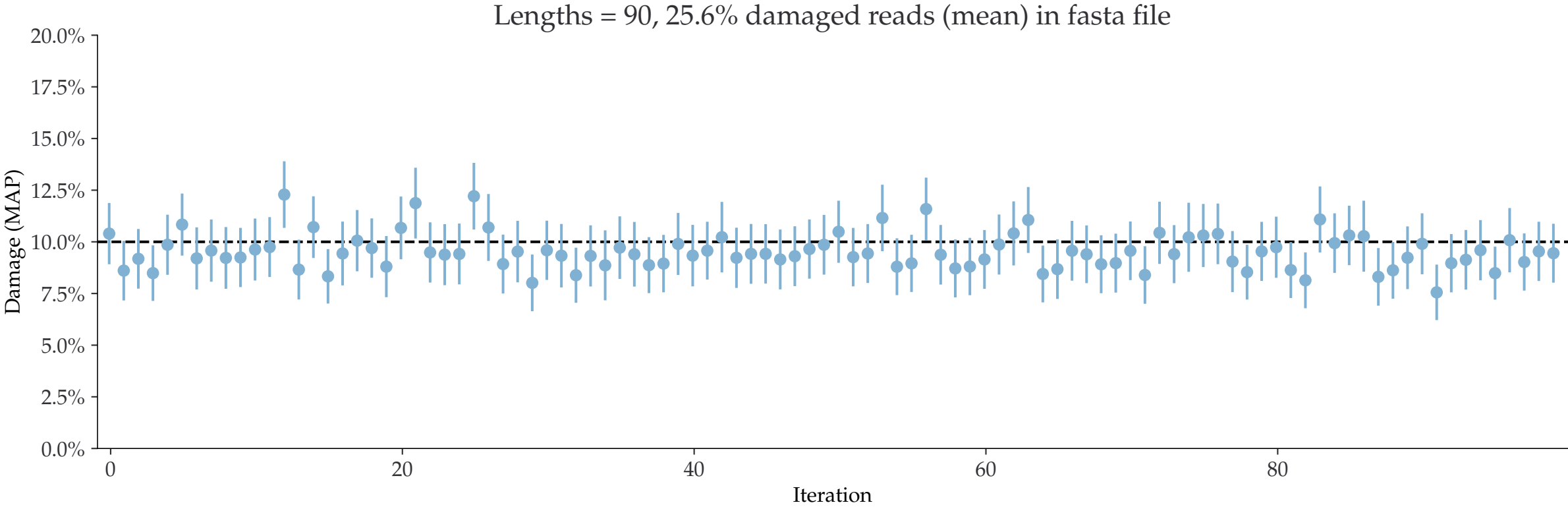
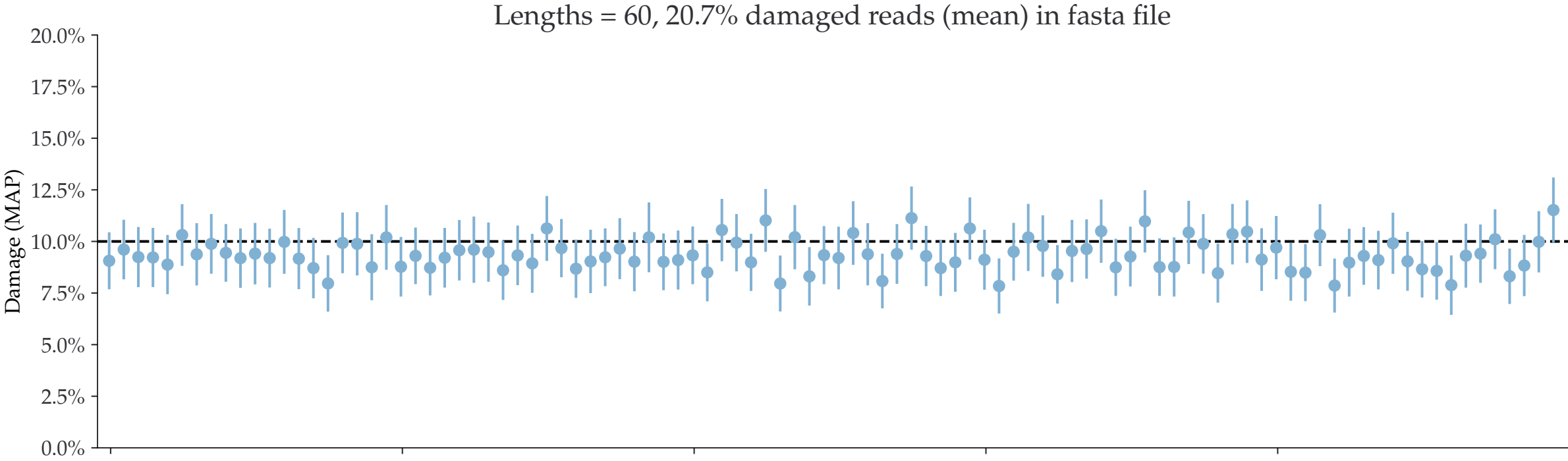
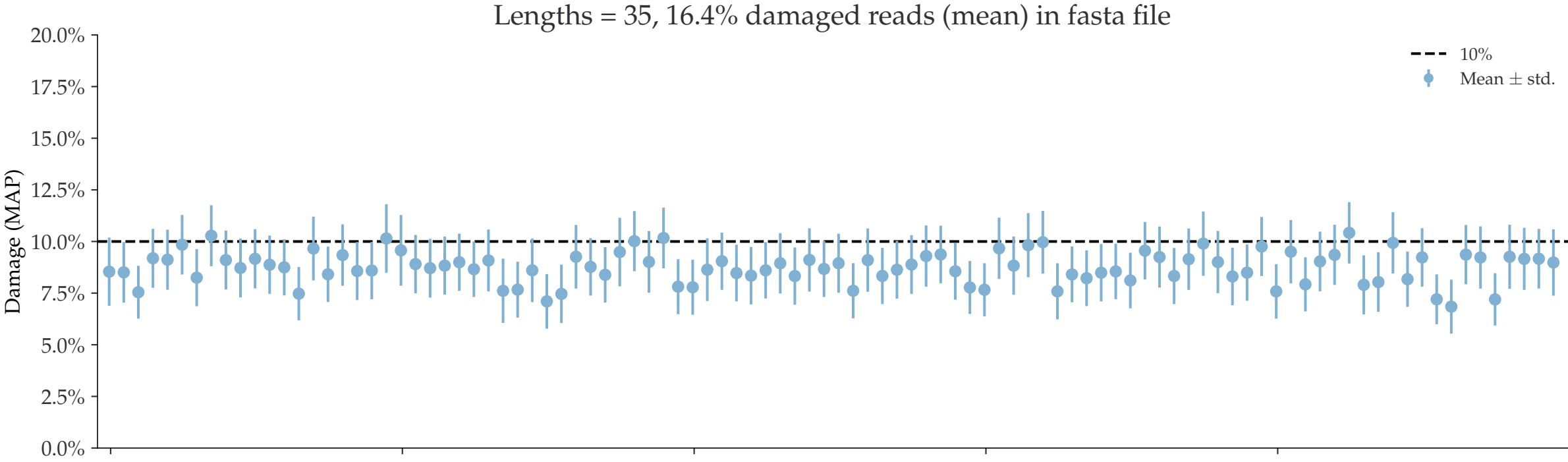
Individual damages:
500 reads
Briggs damage = 0.303
Damage percent = 10%



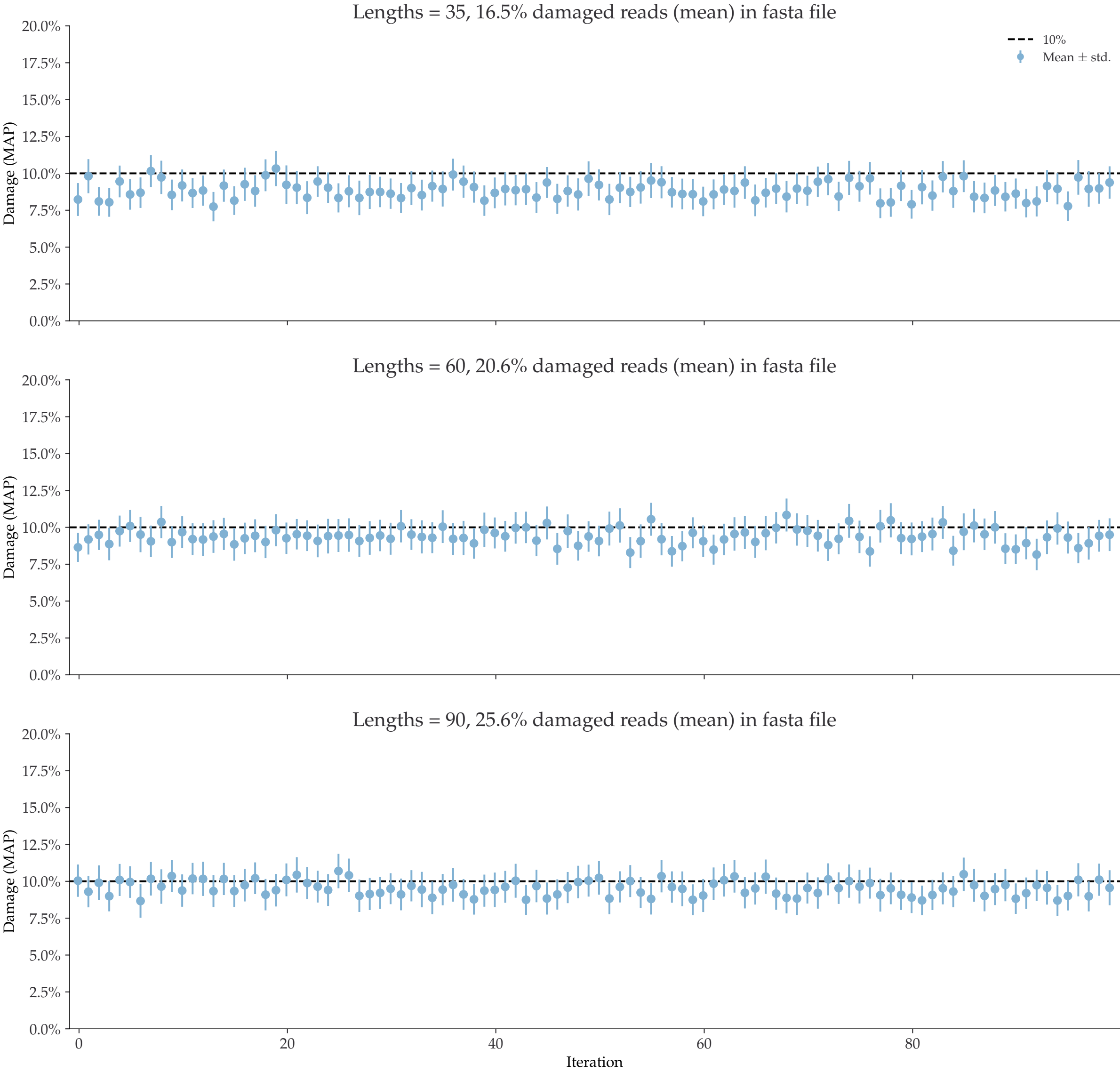
Individual damages:
1000 reads
Briggs damage = 0.303
Damage percent = 10%



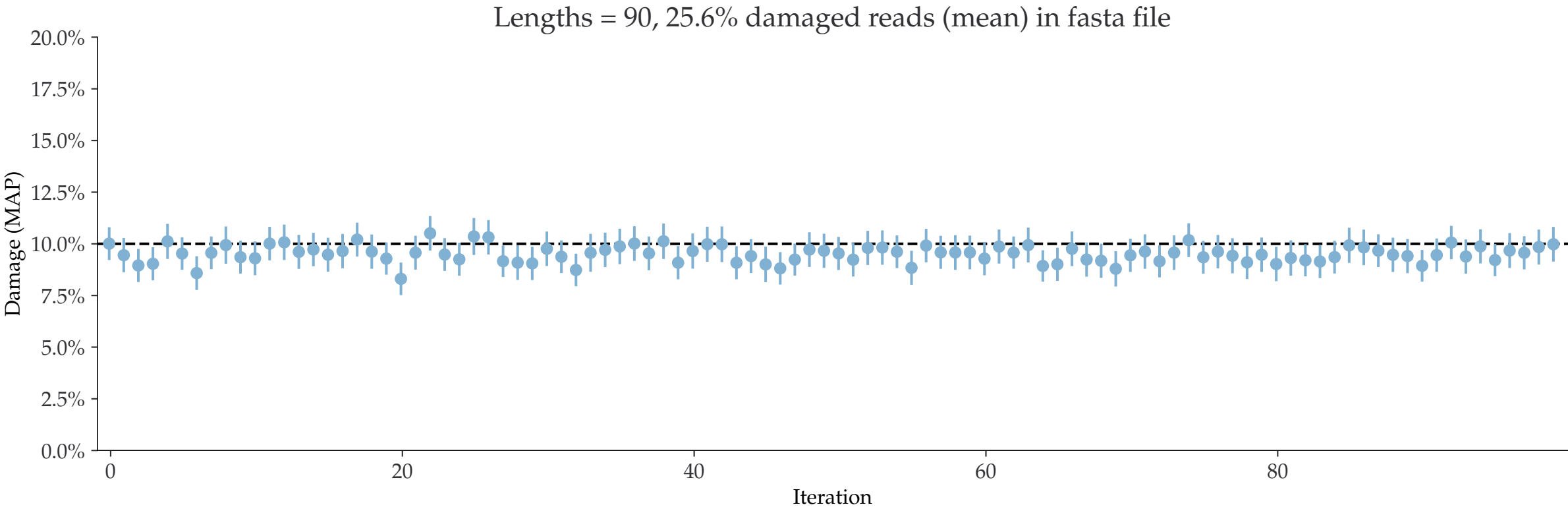
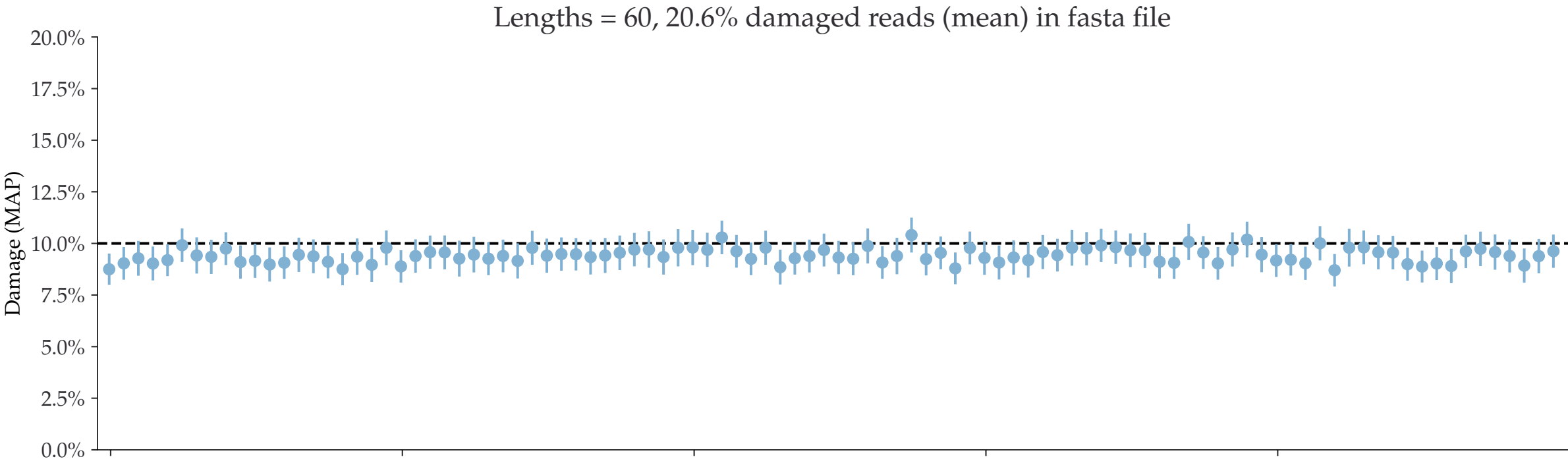
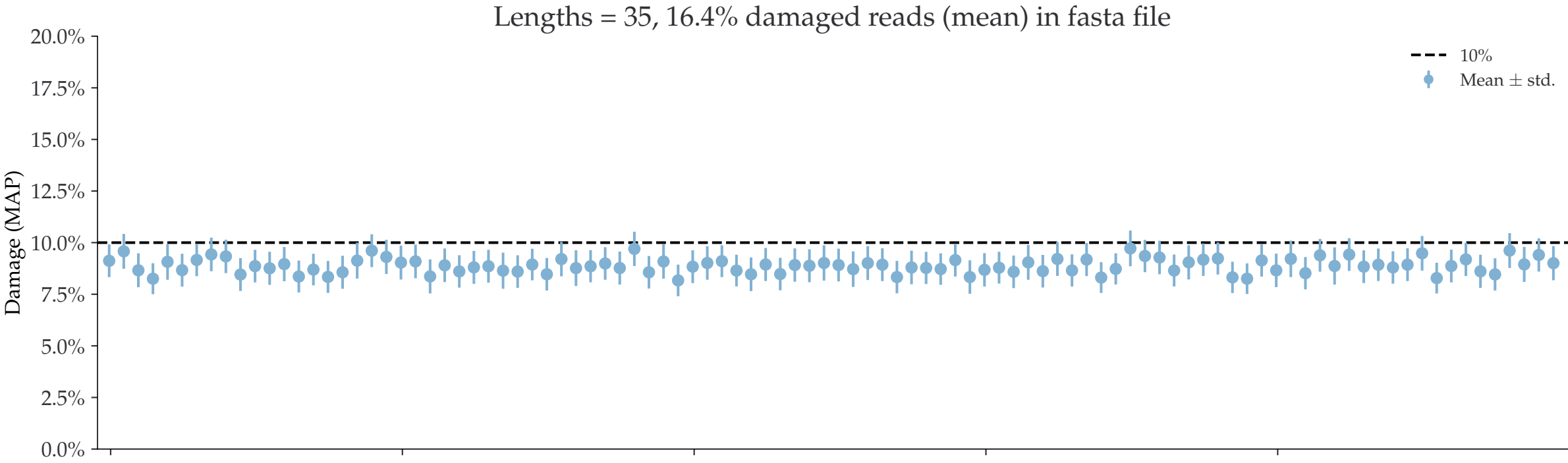
Individual damages:
2500 reads
Briggs damage = 0.303
Damage percent = 10%



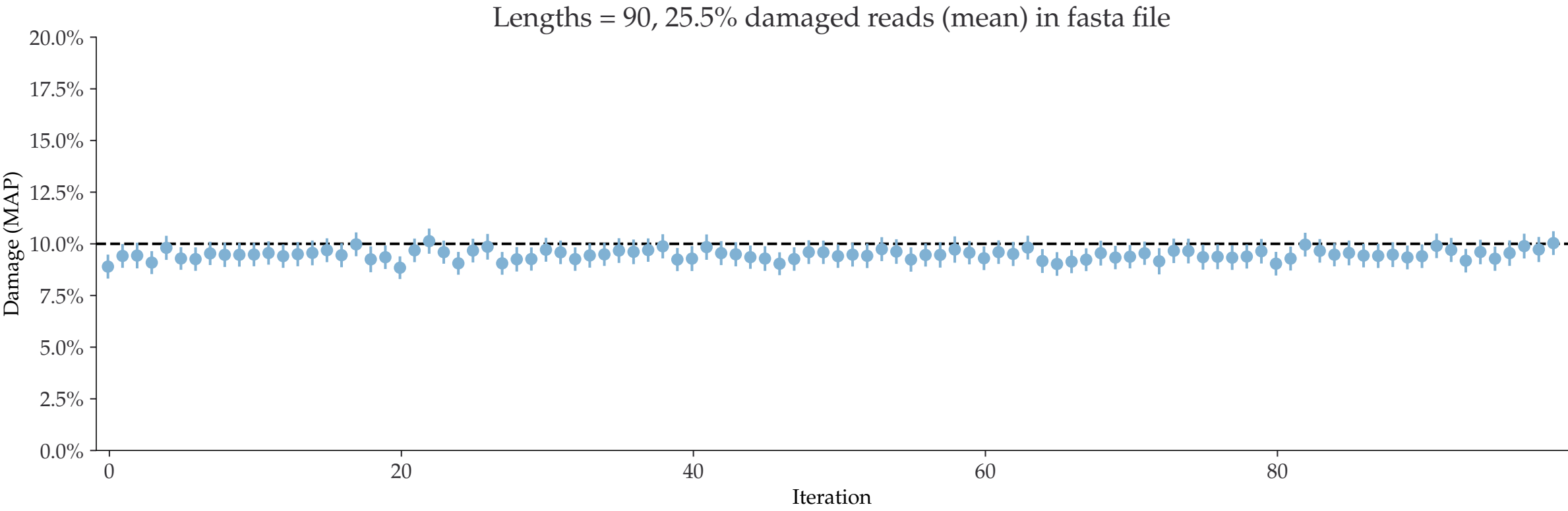
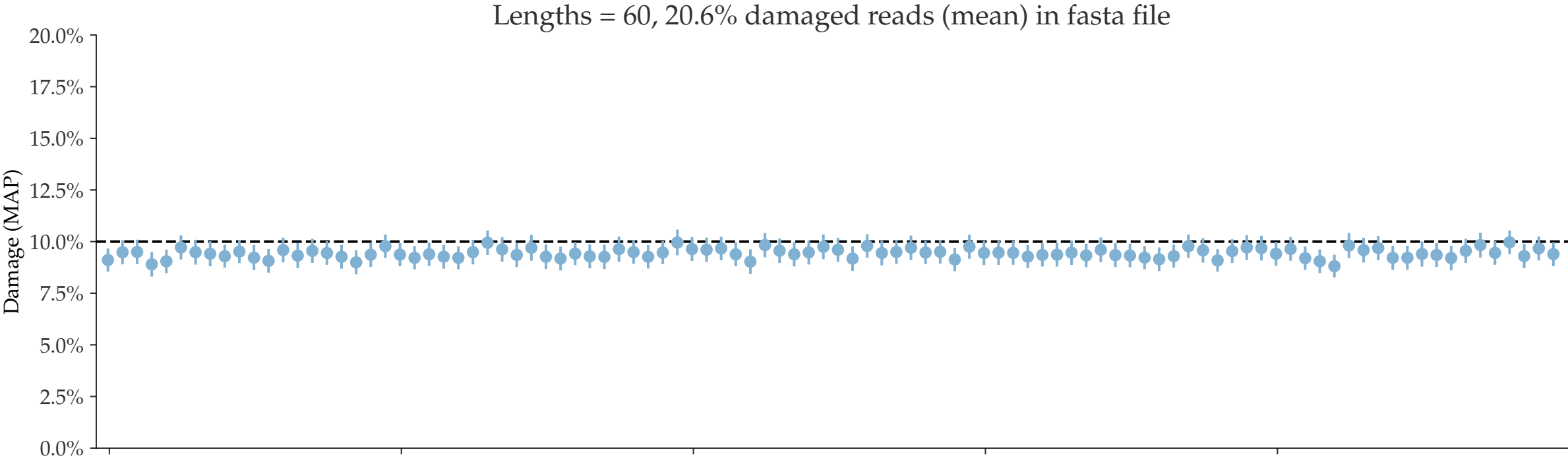
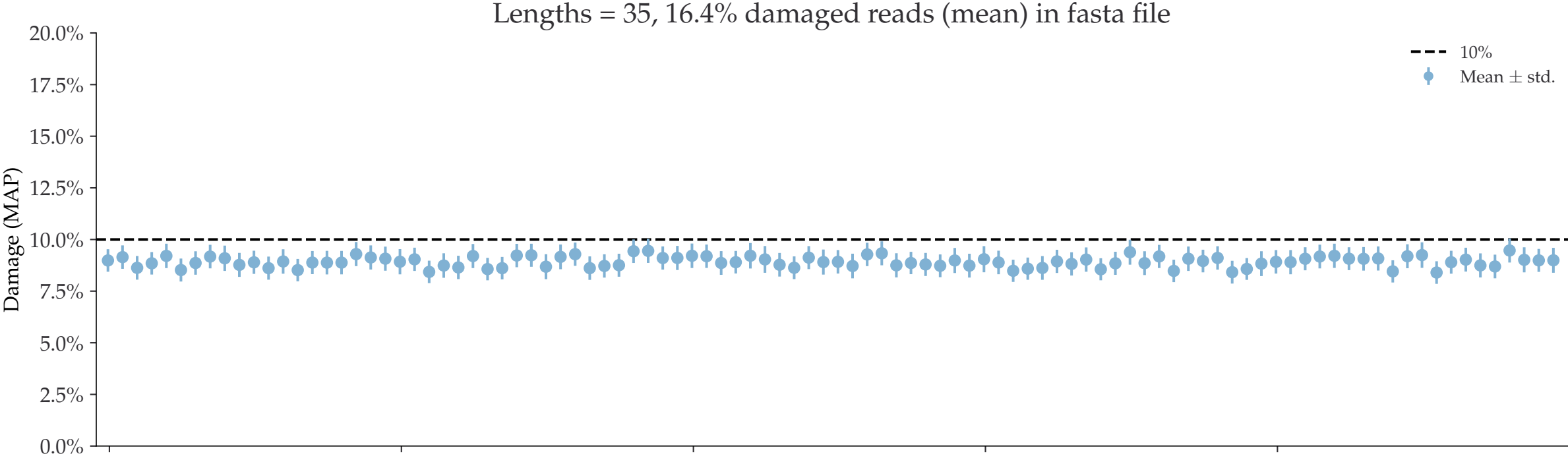
Individual damages:
5000 reads
Briggs damage = 0.303
Damage percent = 10%



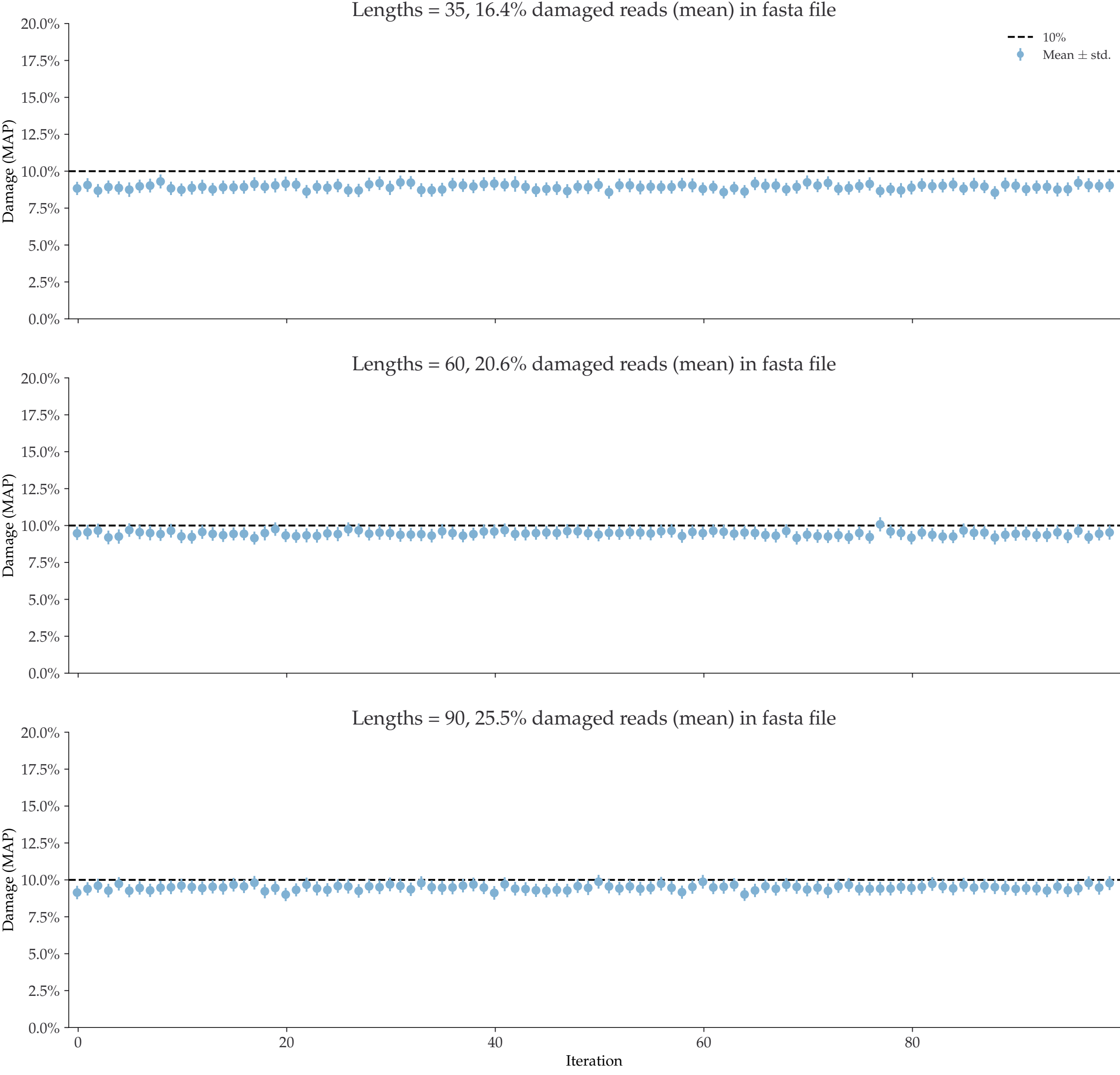
Individual damages:
10000 reads
Briggs damage = 0.303
Damage percent = 10%



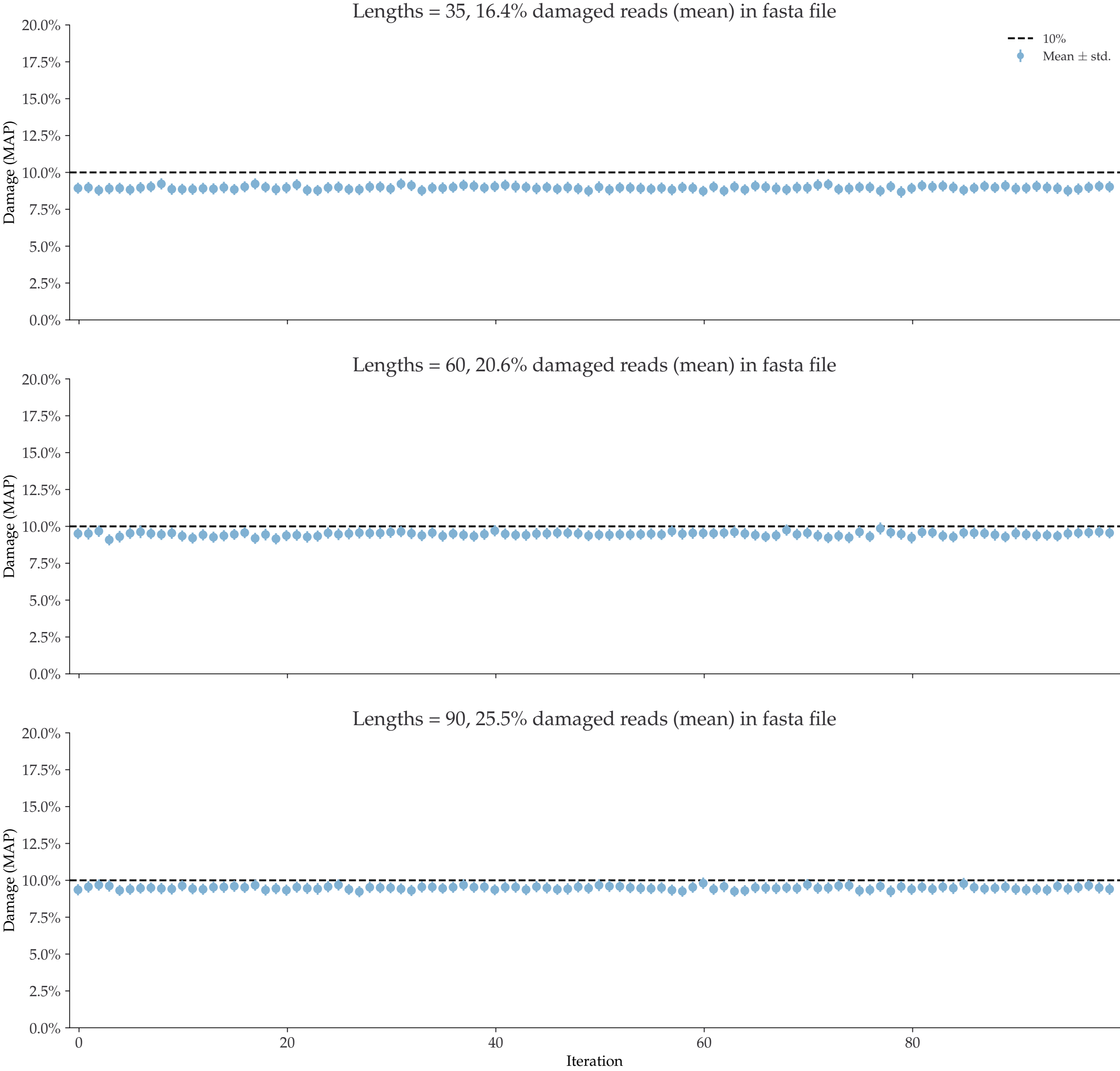
Individual damages:
25000 reads
Briggs damage = 0.303
Damage percent = 10%



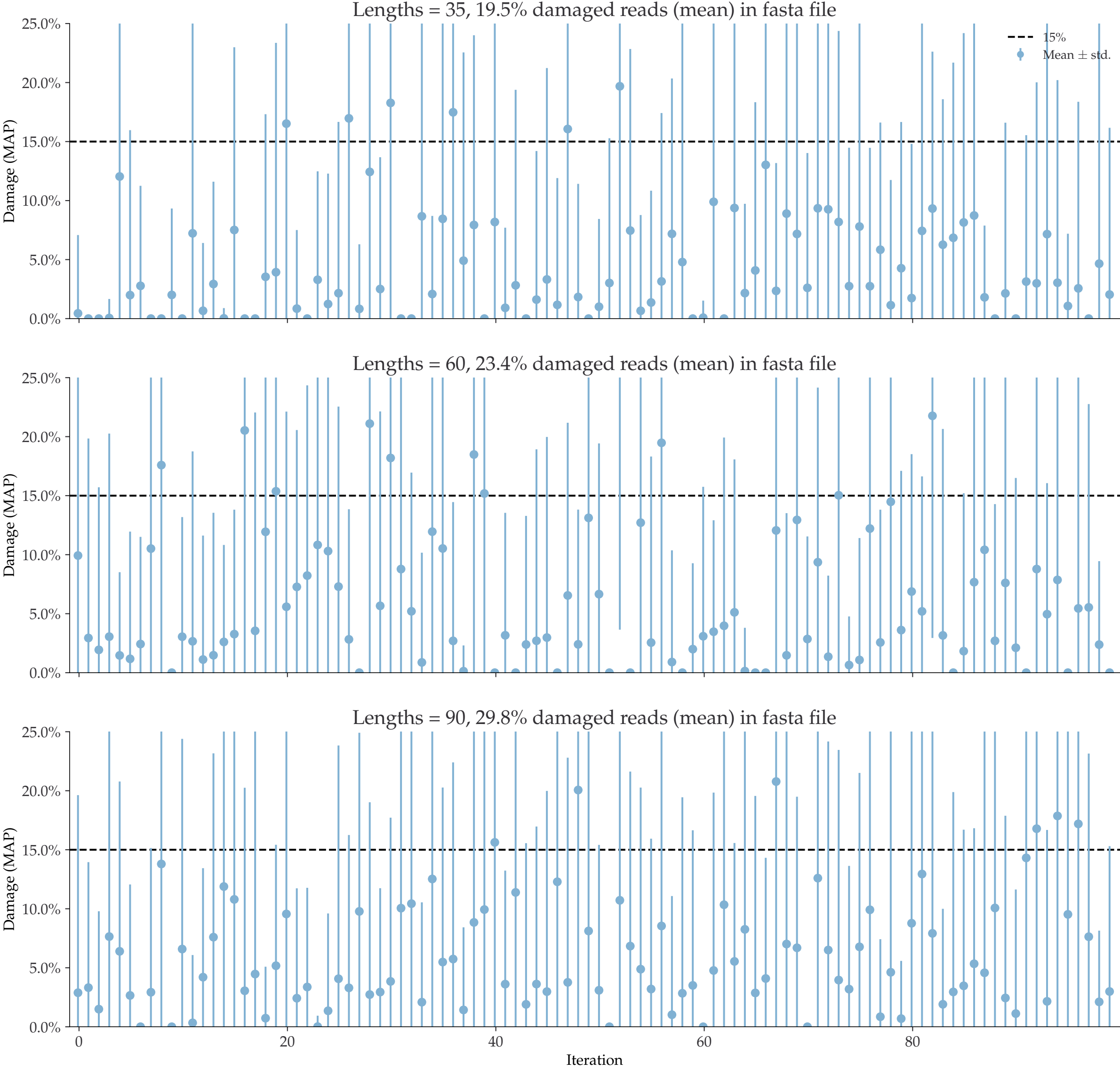
Individual damages:
50000 reads
Briggs damage = 0.303
Damage percent = 10%



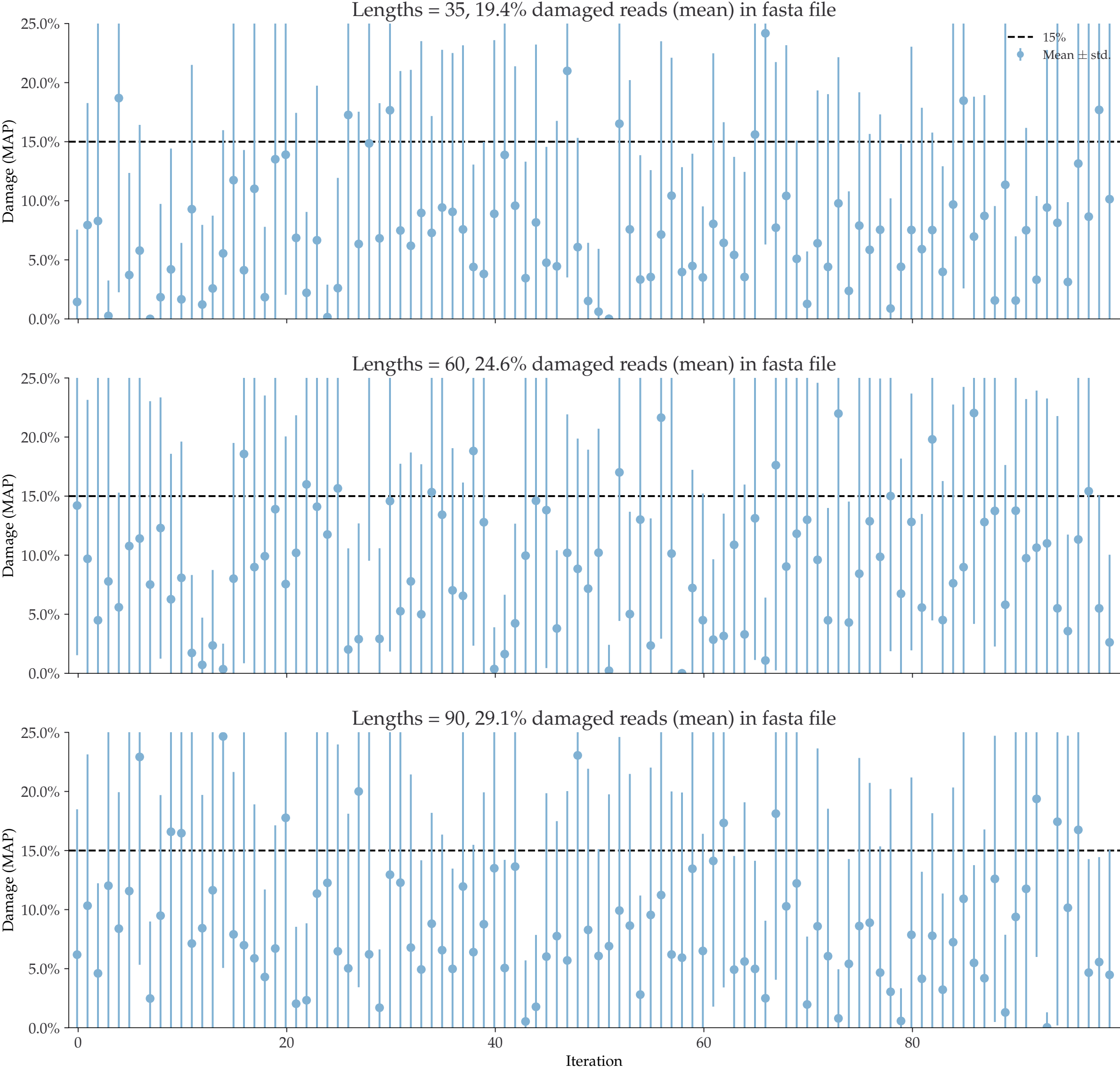
Individual damages:
100000 reads
Briggs damage = 0.303
Damage percent = 10%



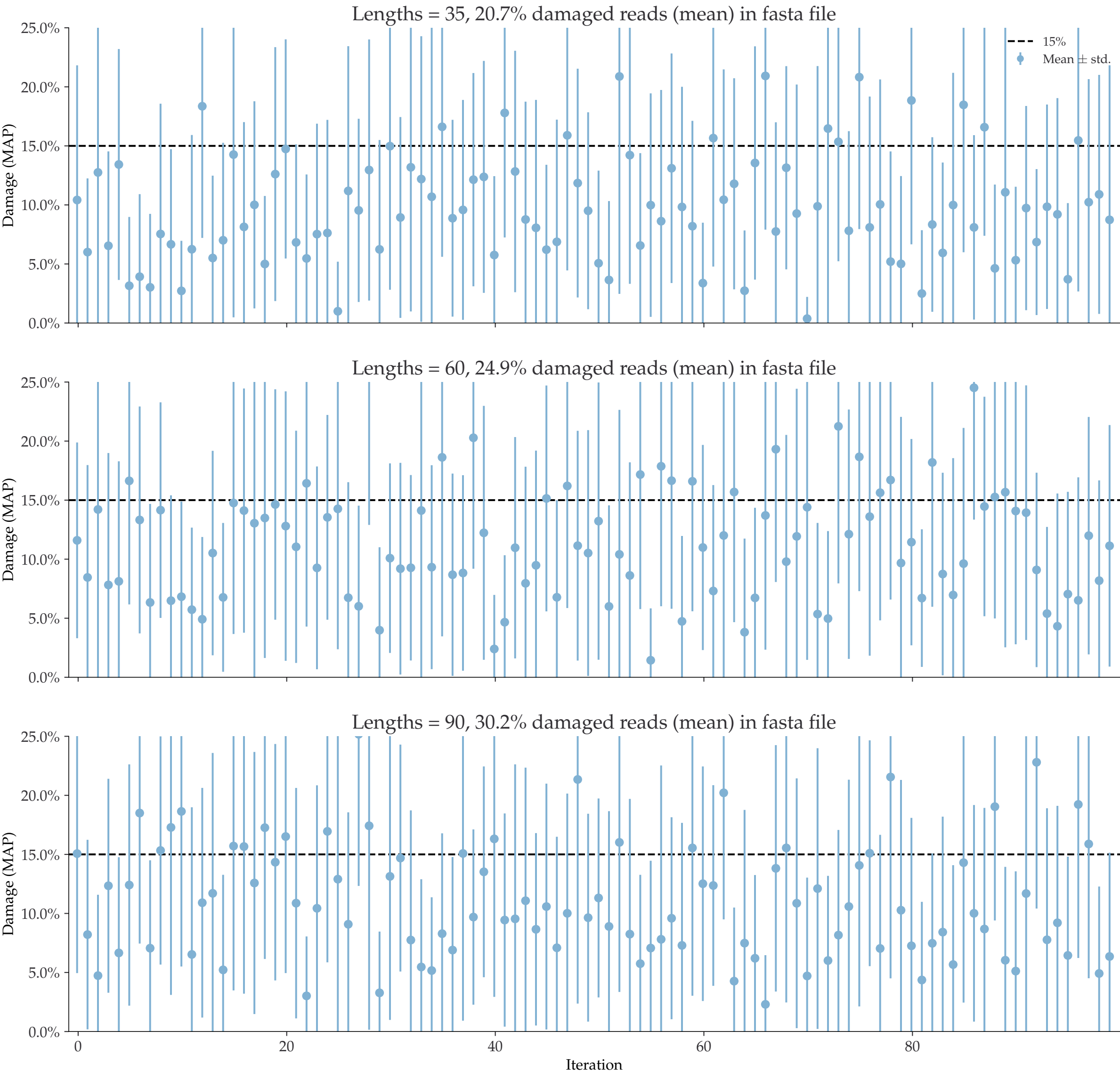
Individual damages:
10 reads
Briggs damage = 0.466
Damage percent = 15%



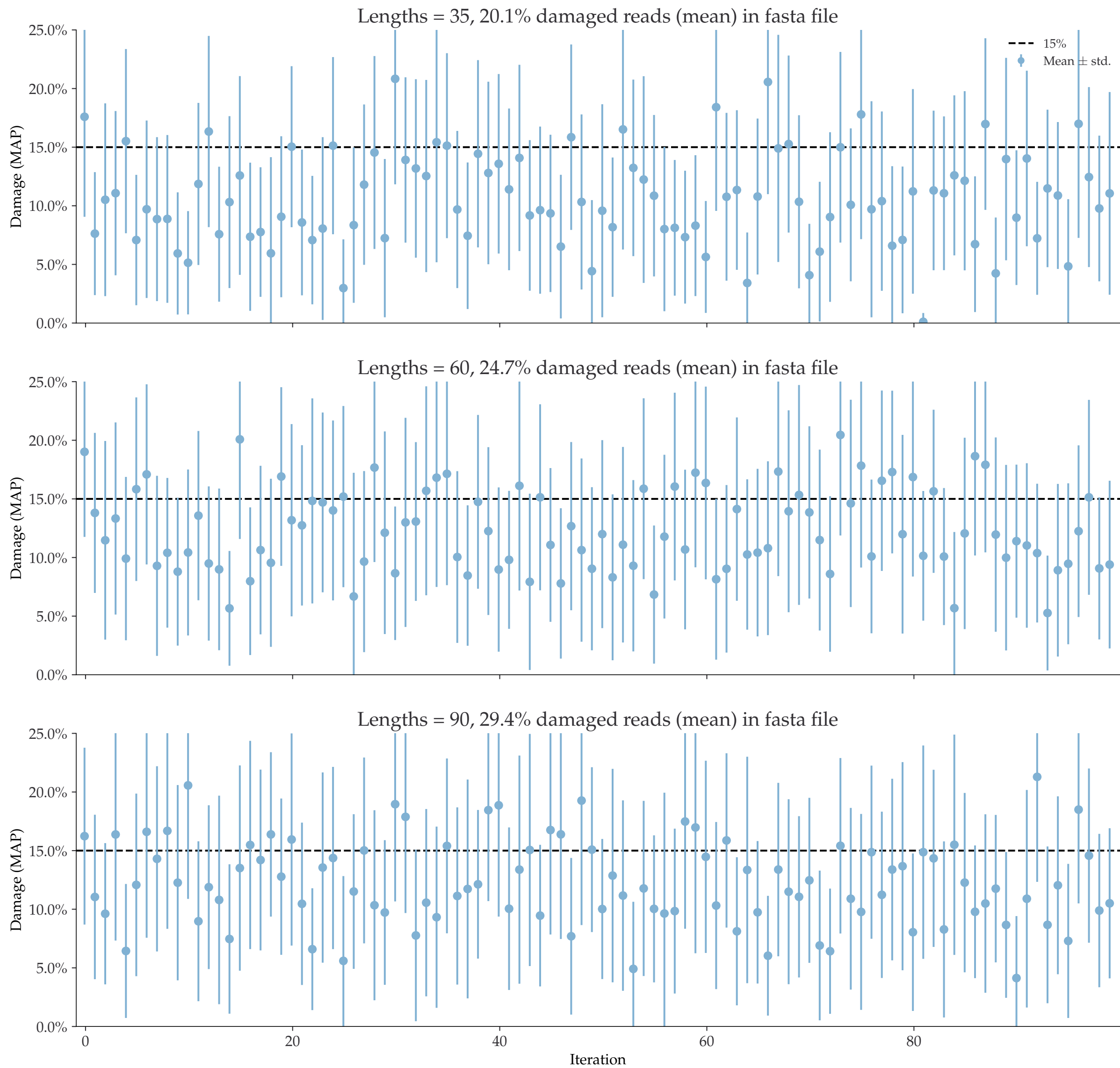
Individual damages:
25 reads
Briggs damage = 0.466
Damage percent = 15%



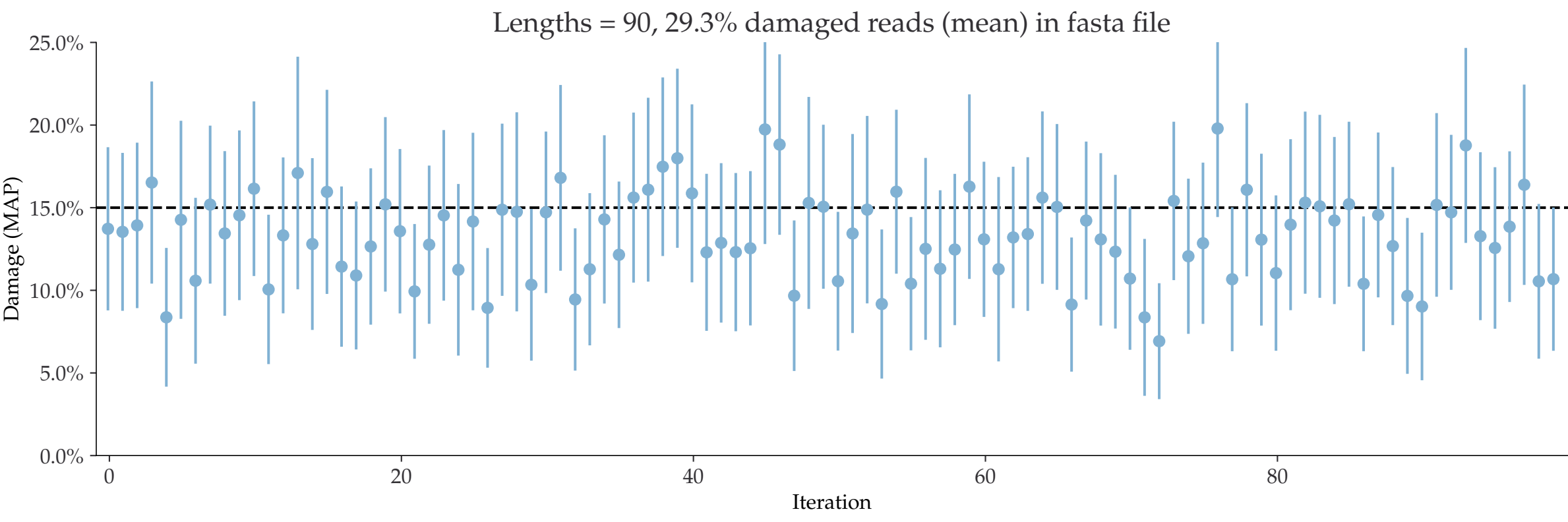
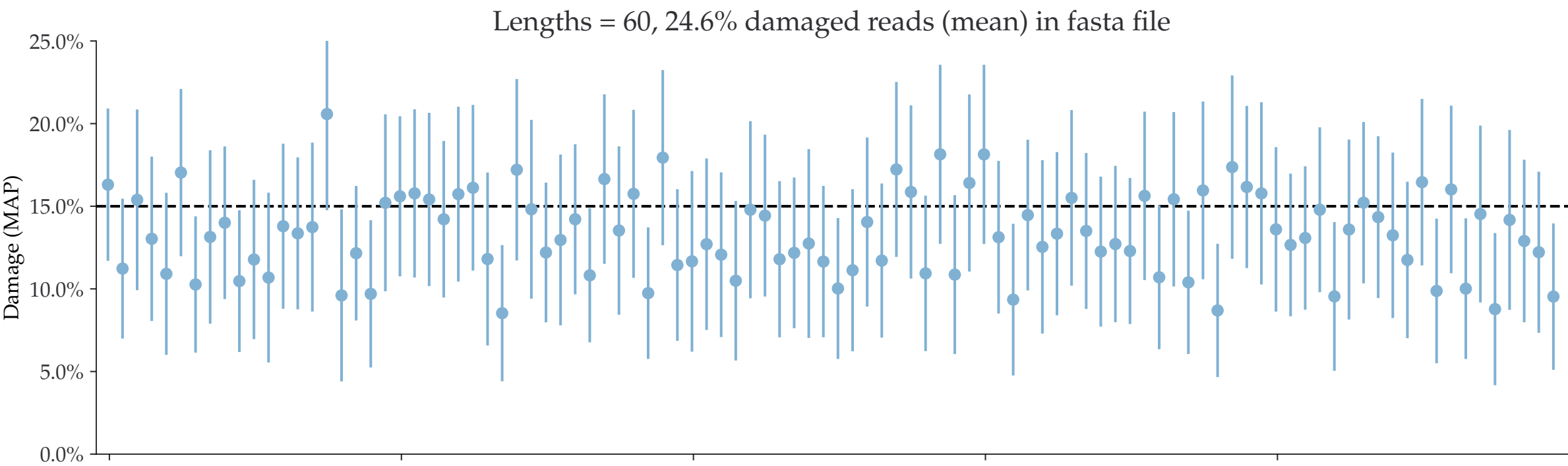
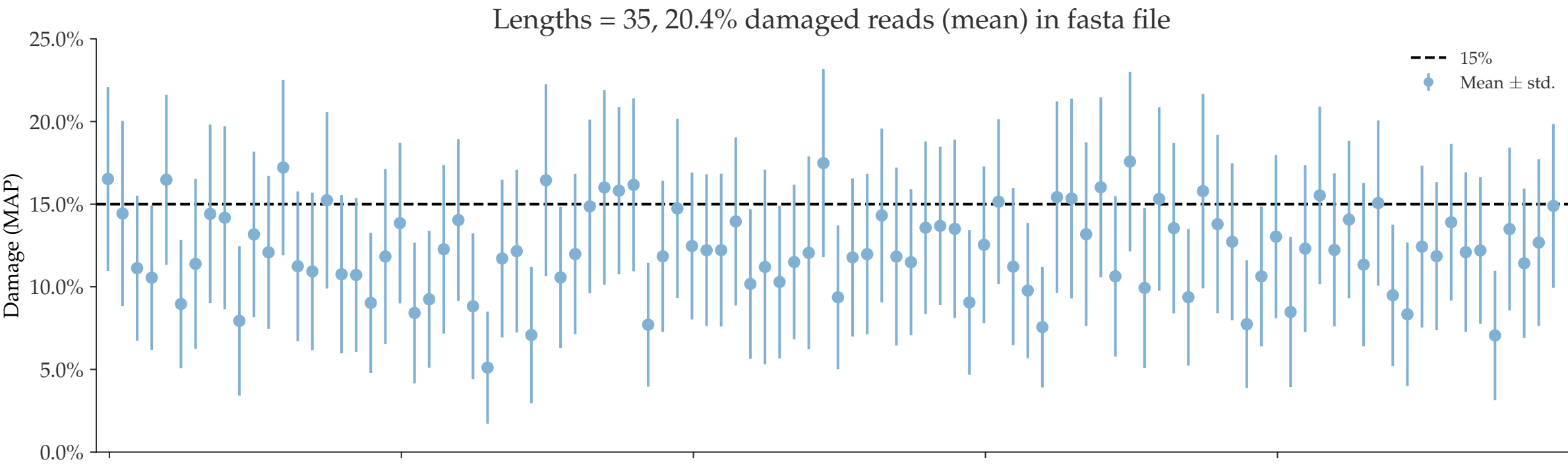
Individual damages:
50 reads
Briggs damage = 0.466
Damage percent = 15%



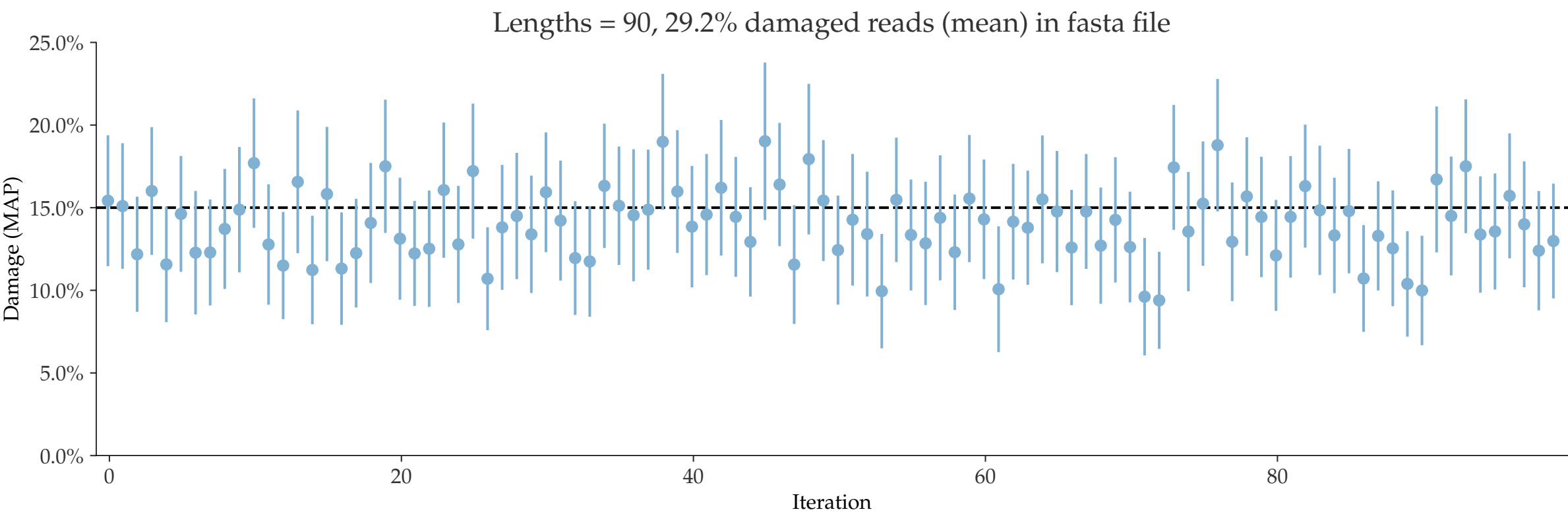
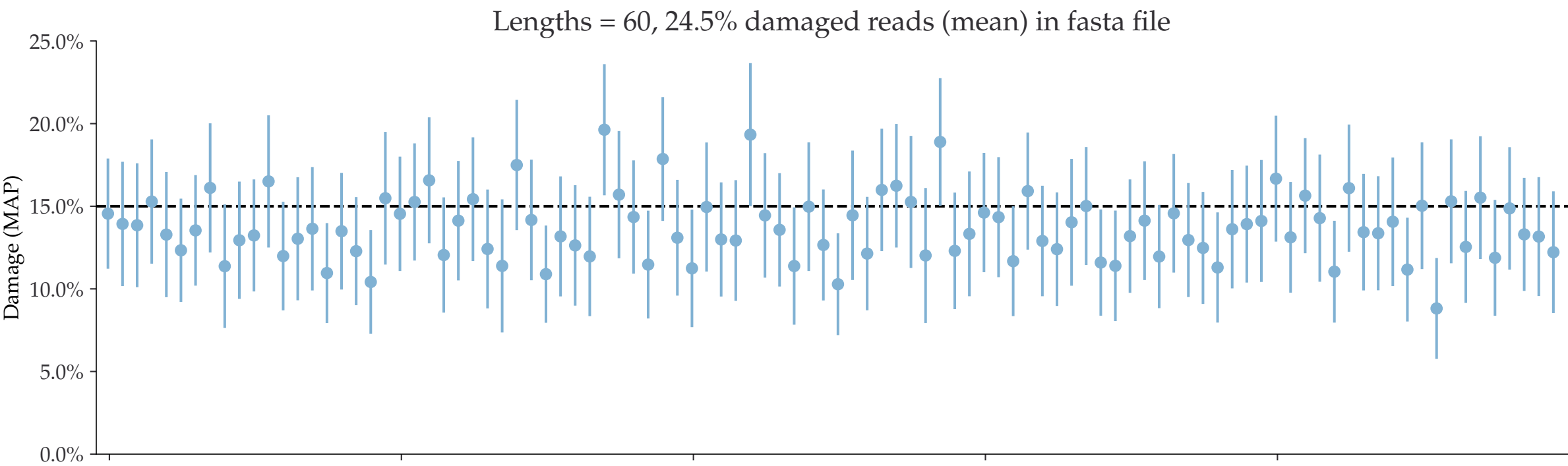
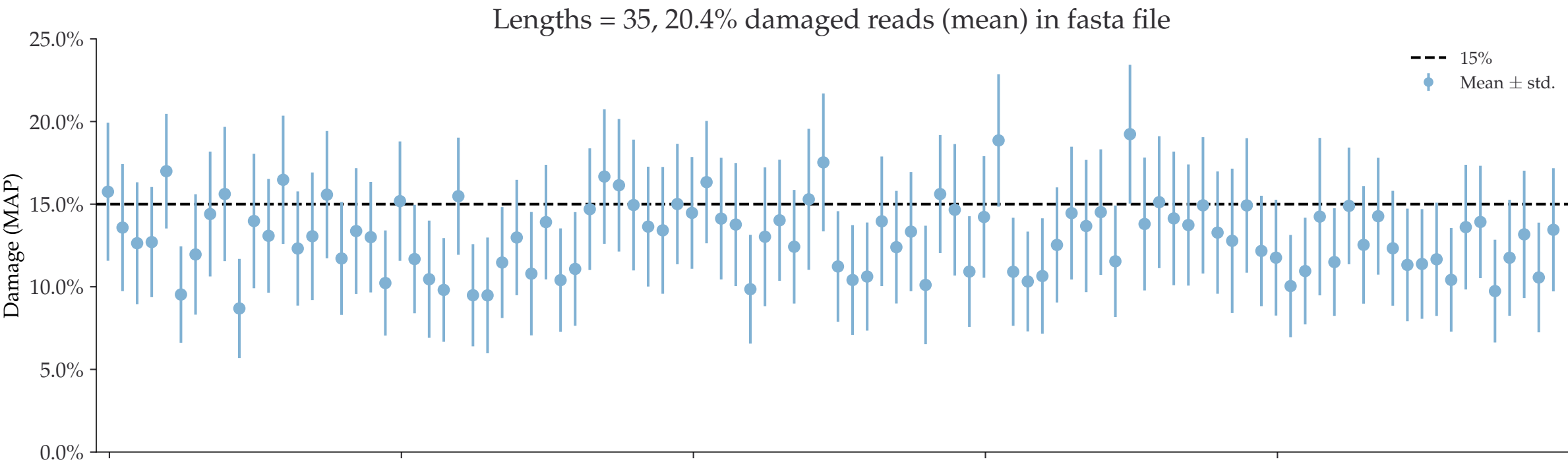
Individual damages:
100 reads
Briggs damage = 0.466
Damage percent = 15%



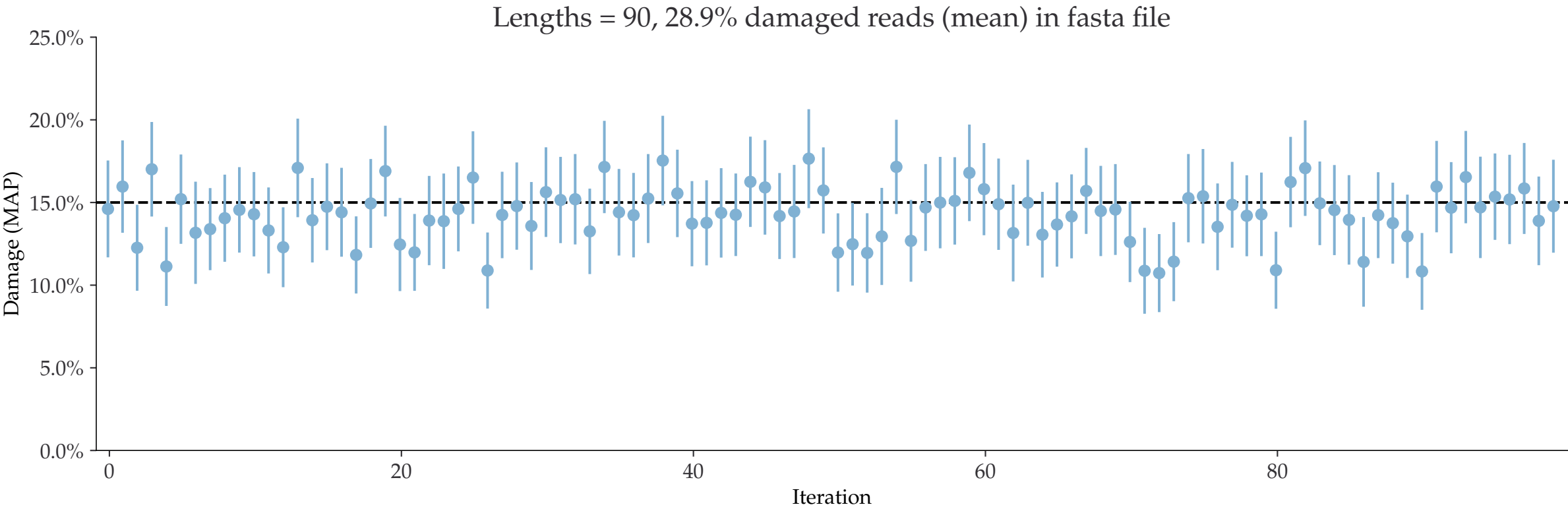
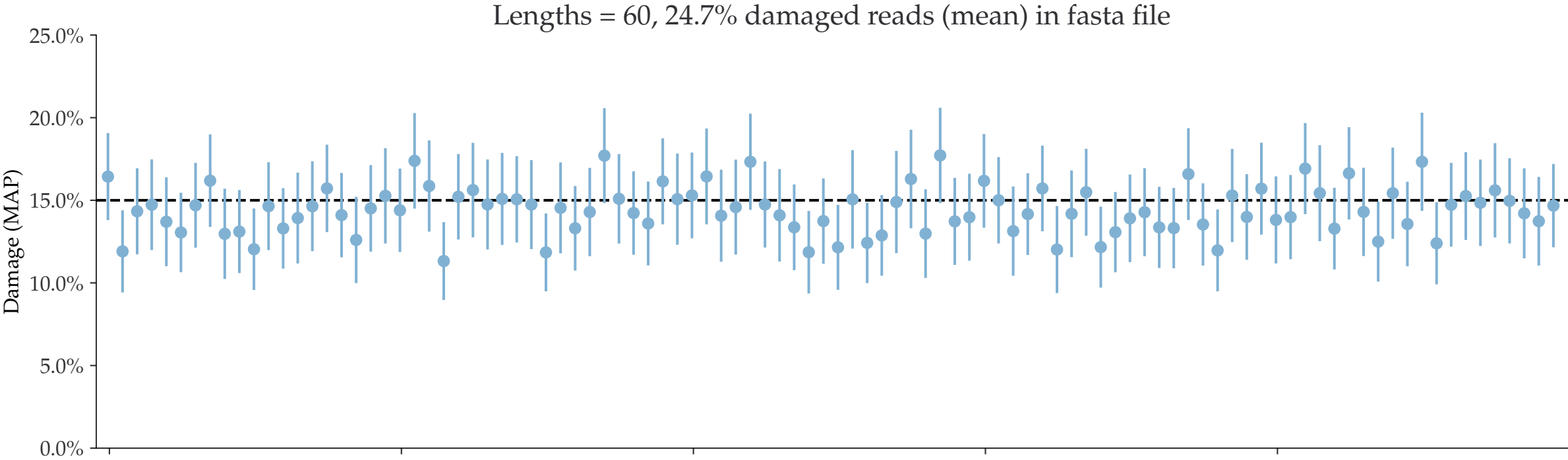
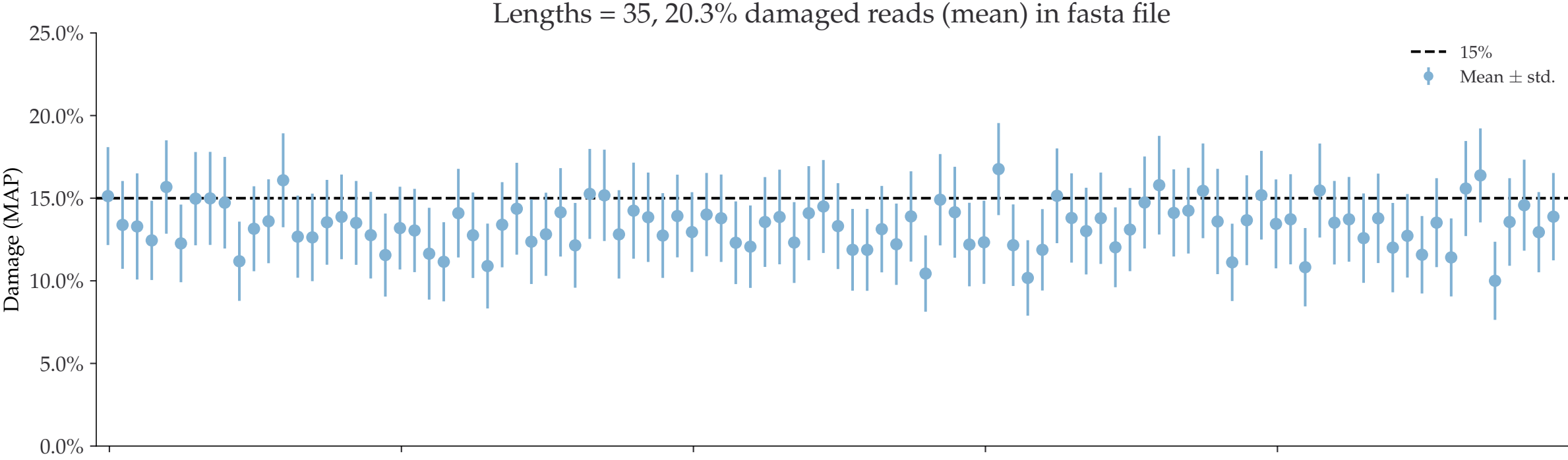
Individual damages:
250 reads
Briggs damage = 0.466
Damage percent = 15%



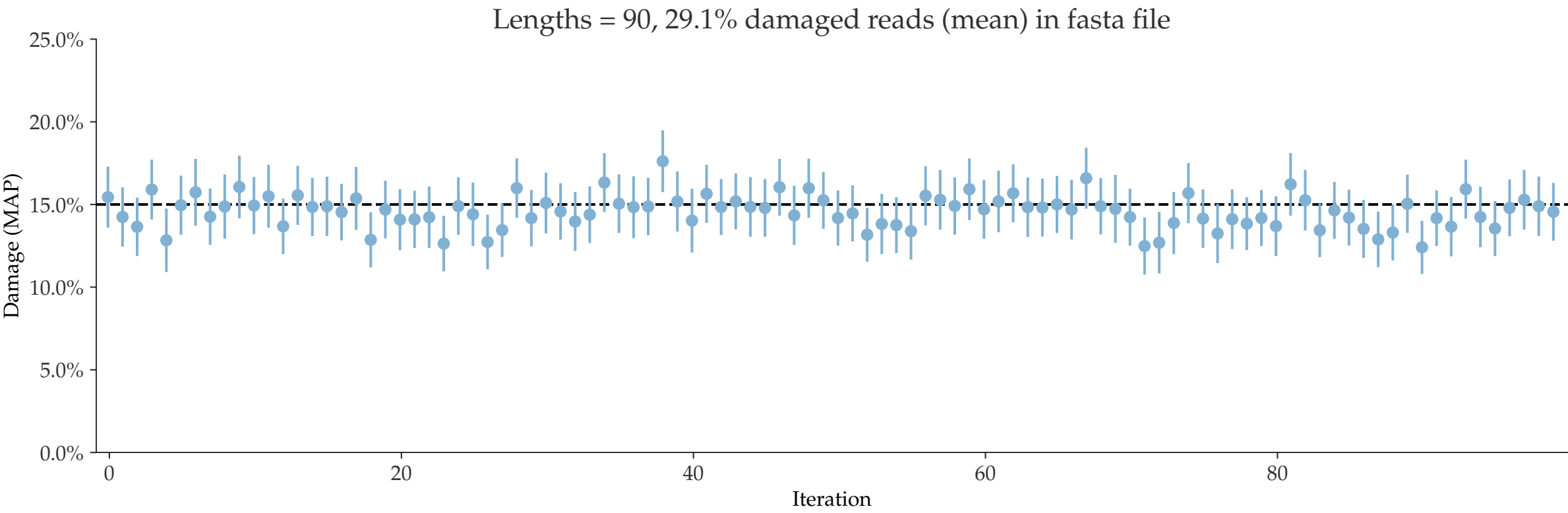
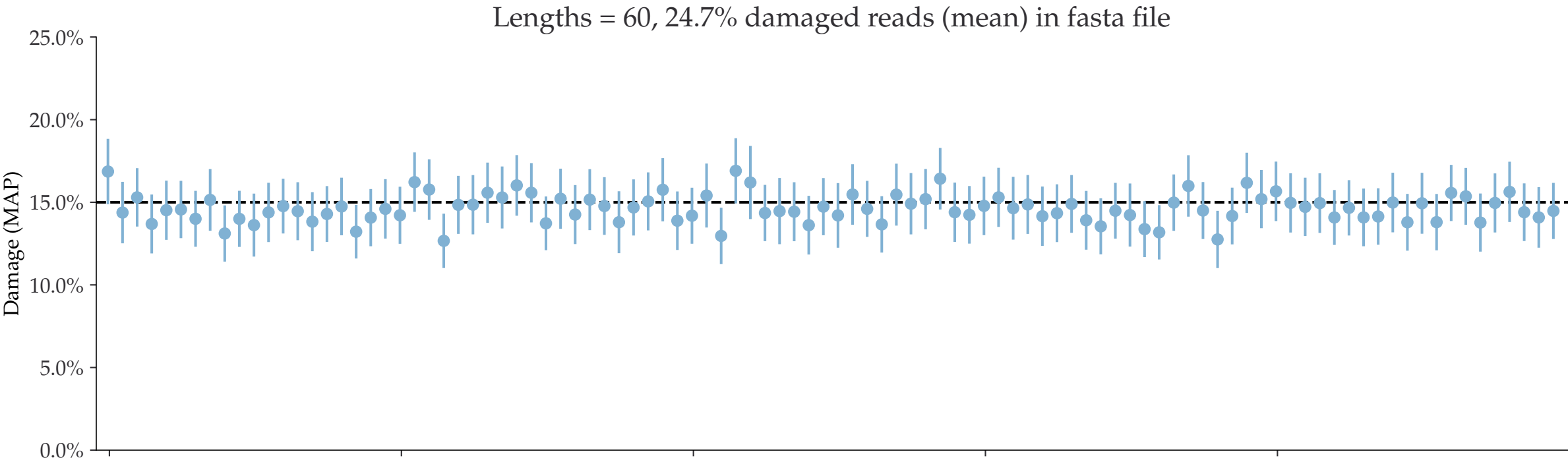
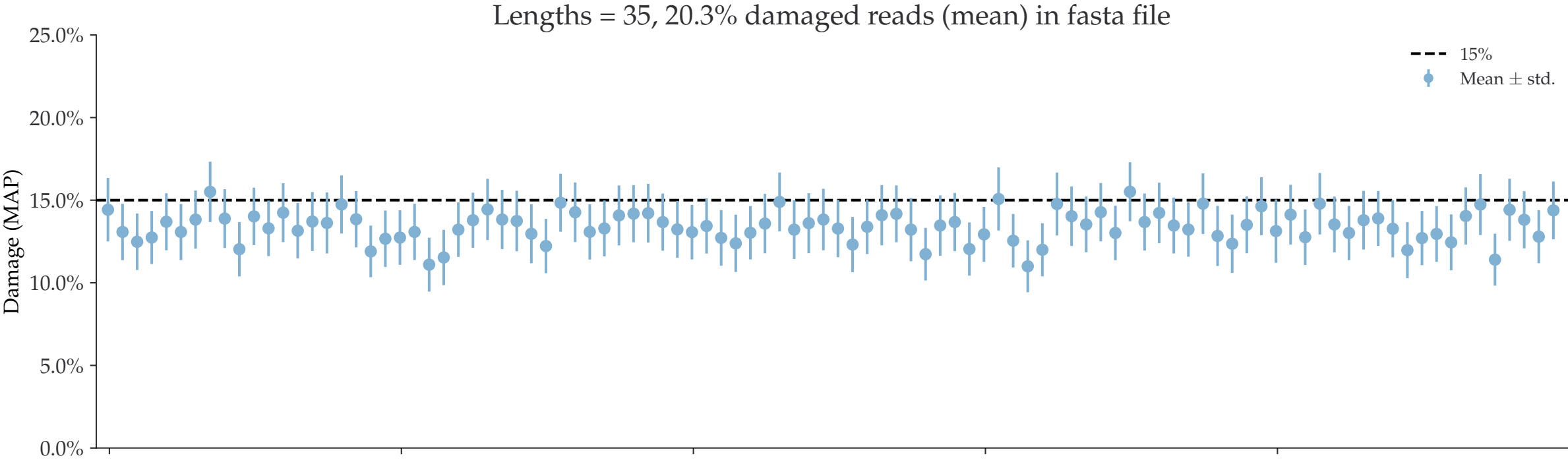
Individual damages:
500 reads
Briggs damage = 0.466
Damage percent = 15%



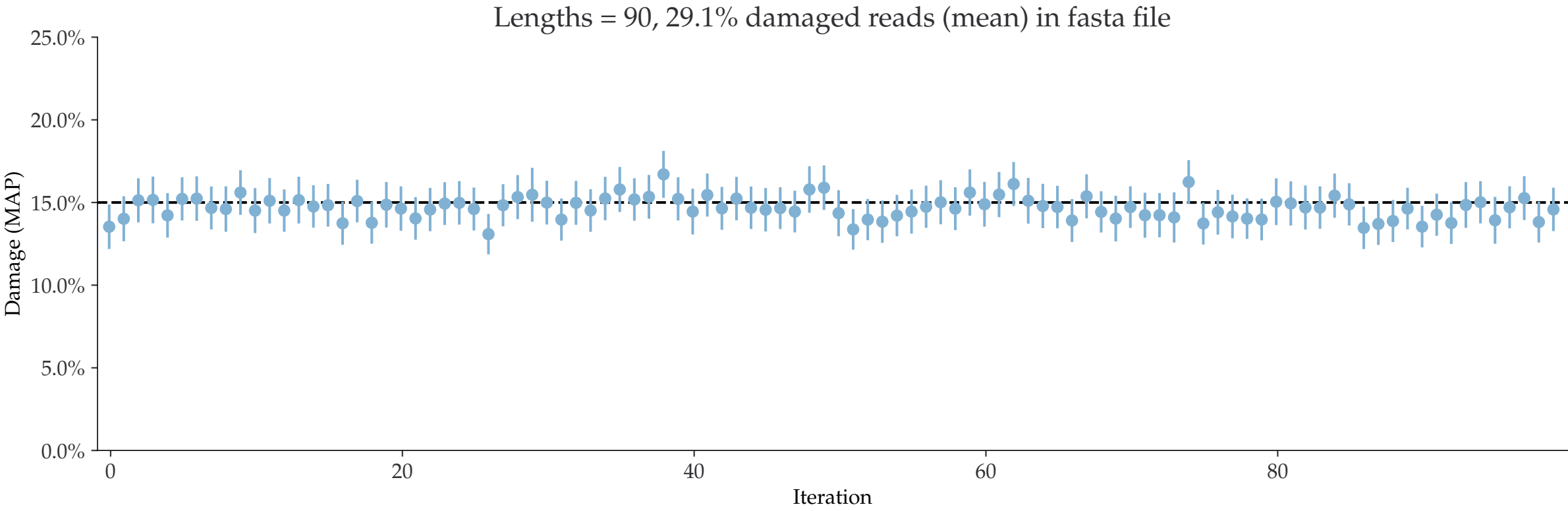
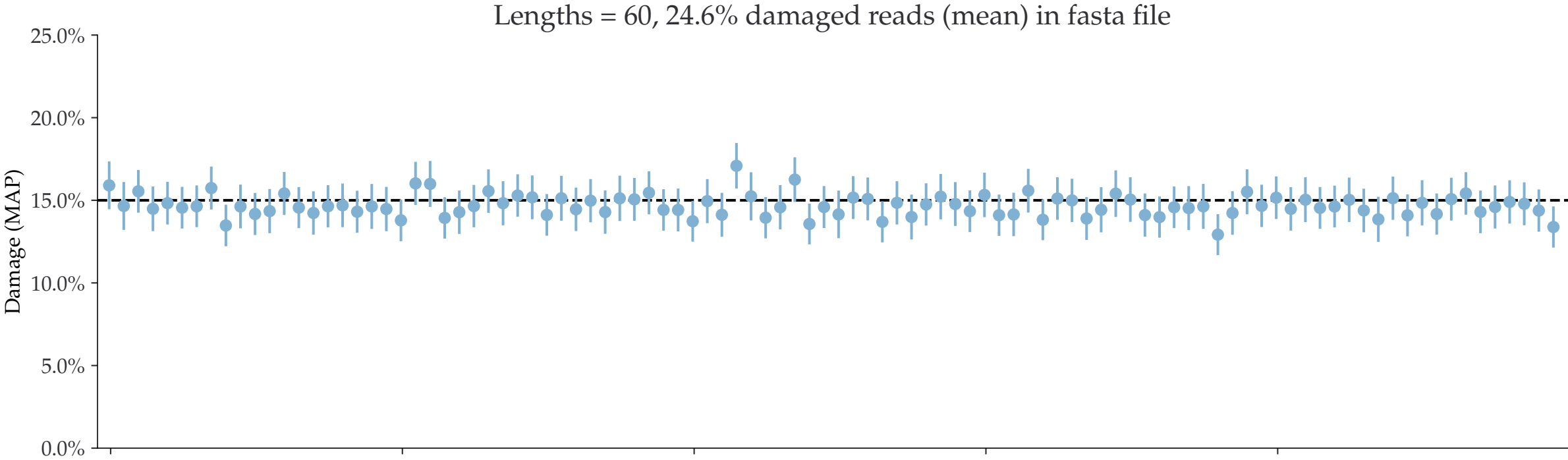
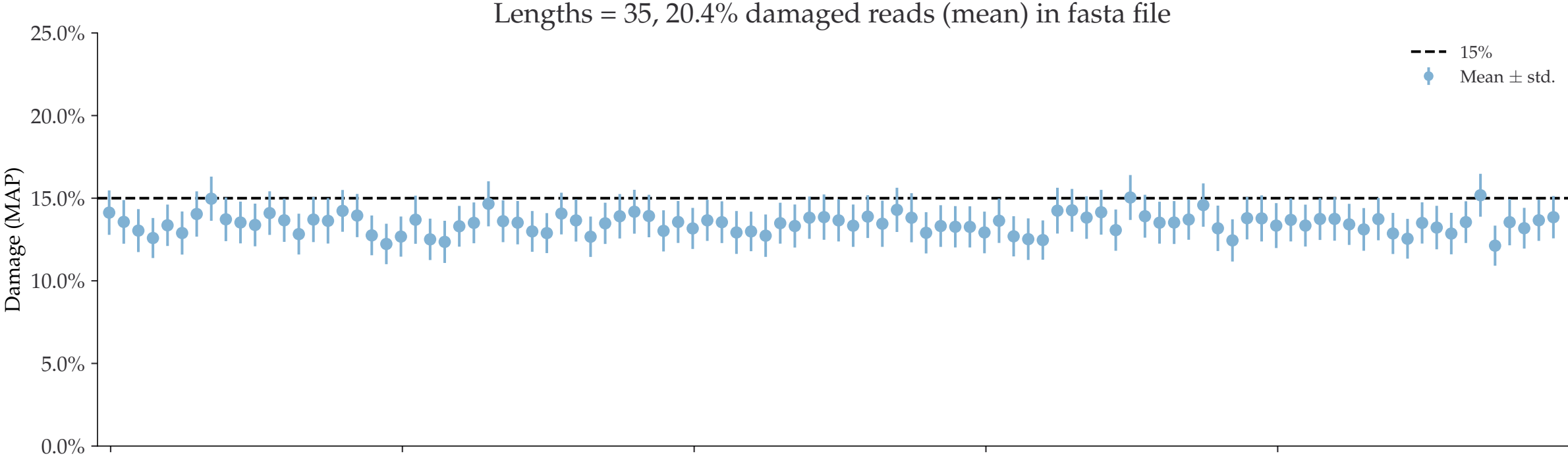
Individual damages:
1000 reads
Briggs damage = 0.466
Damage percent = 15%



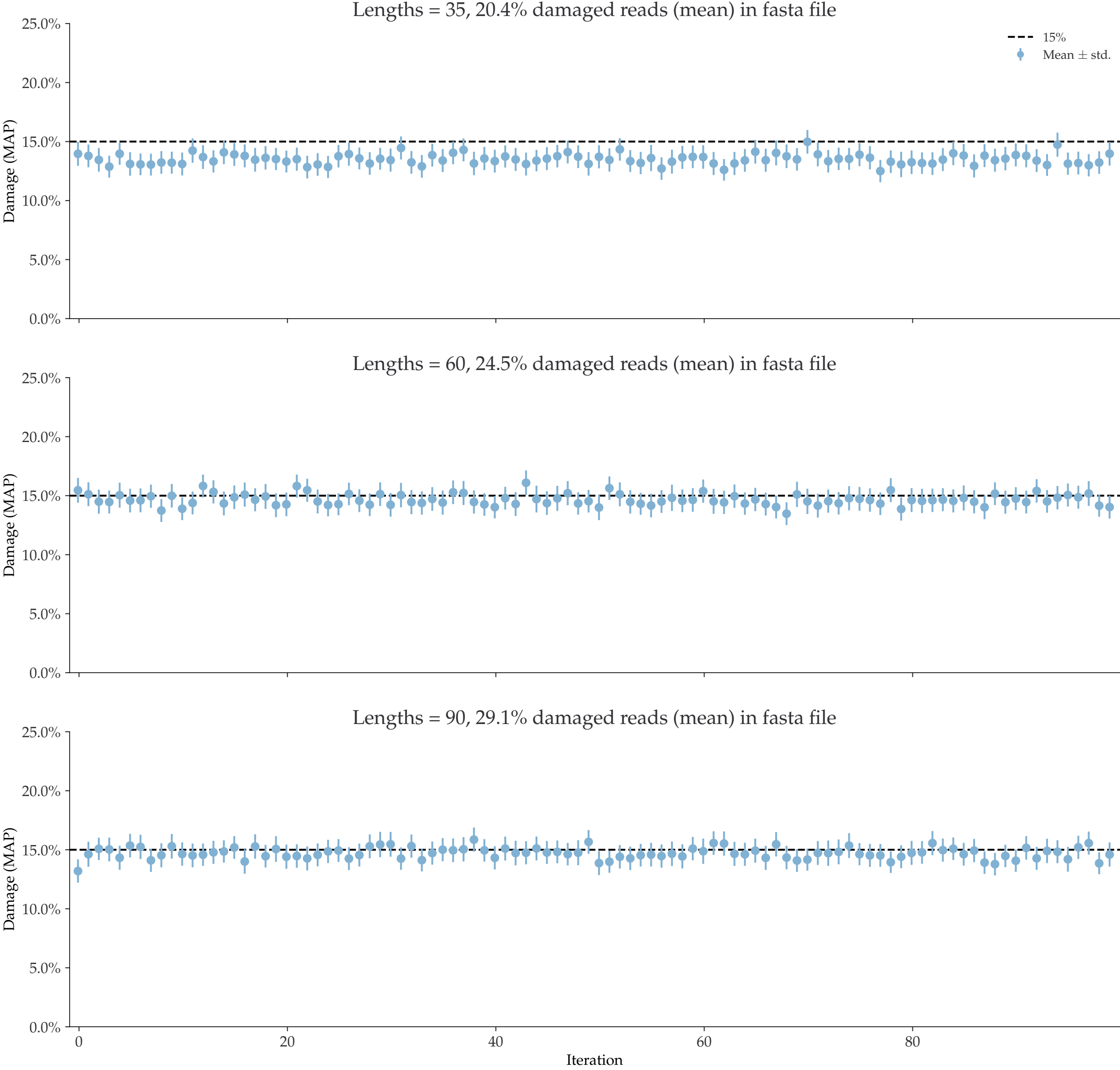
Individual damages:
2500 reads
Briggs damage = 0.466
Damage percent = 15%



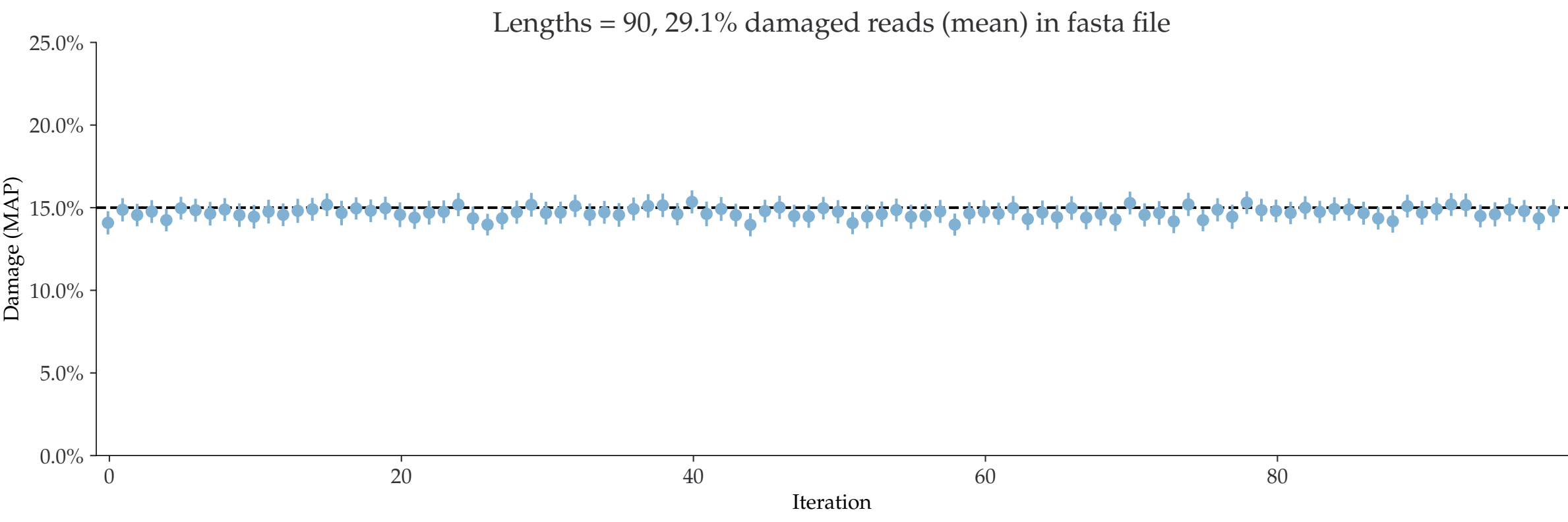
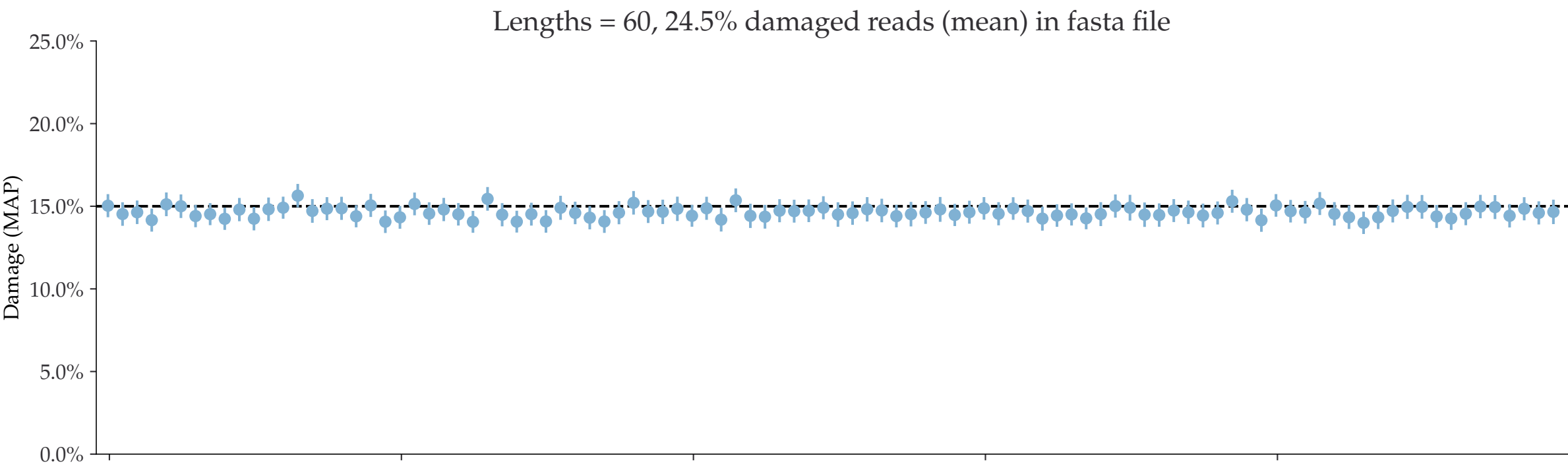
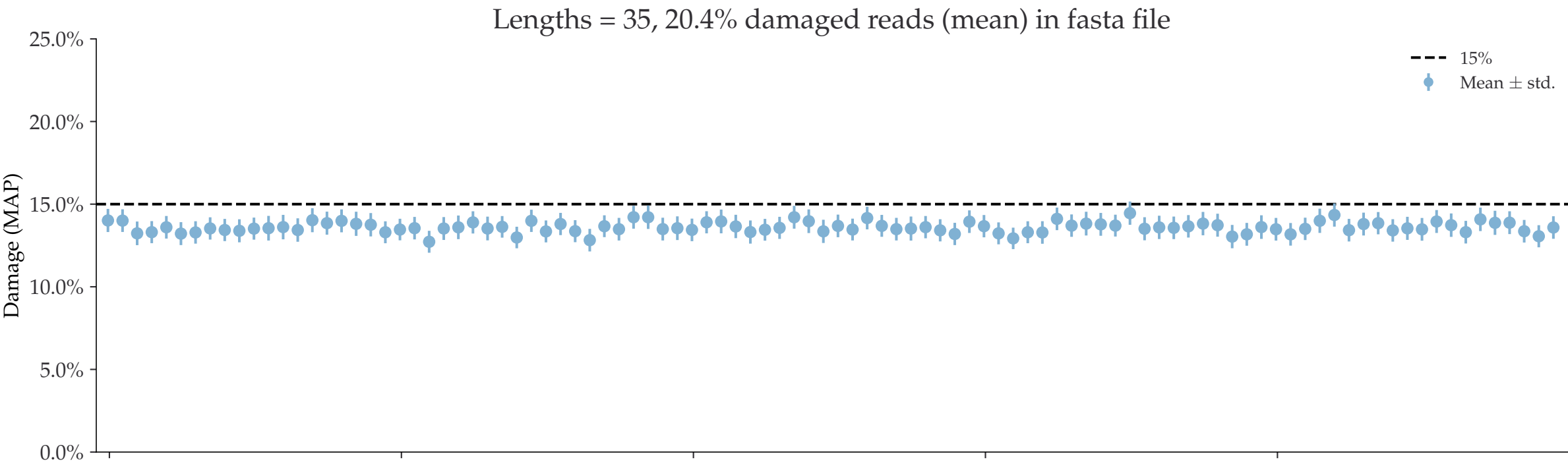
Individual damages:
5000 reads
Briggs damage = 0.466
Damage percent = 15%



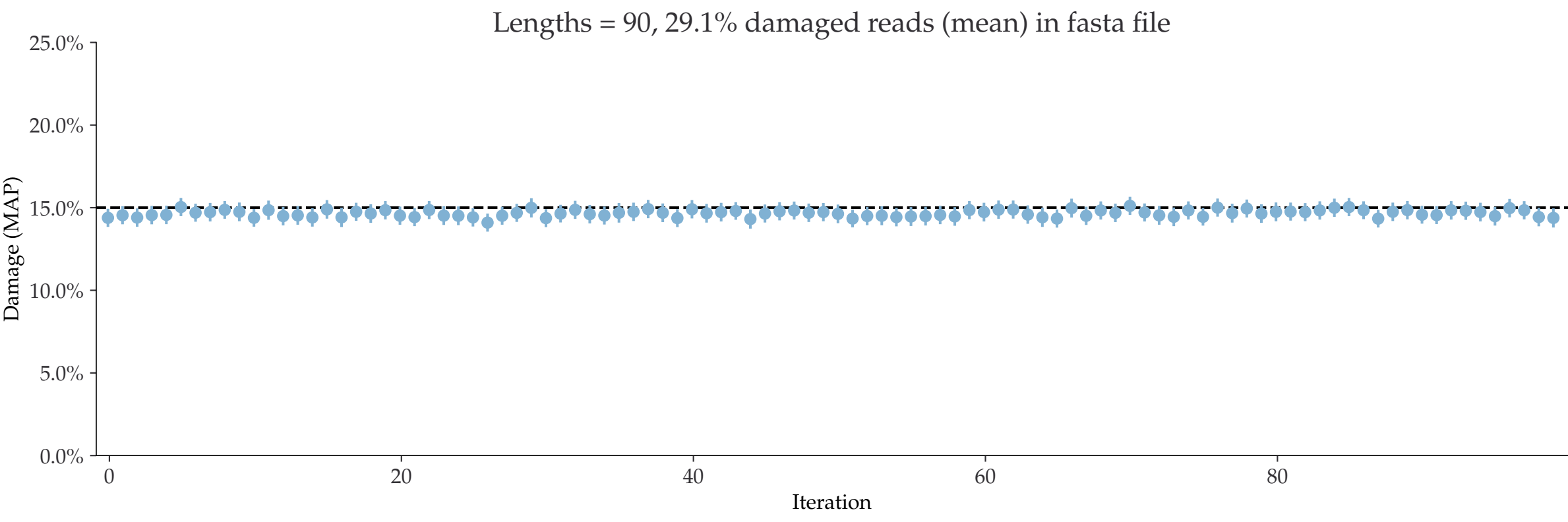
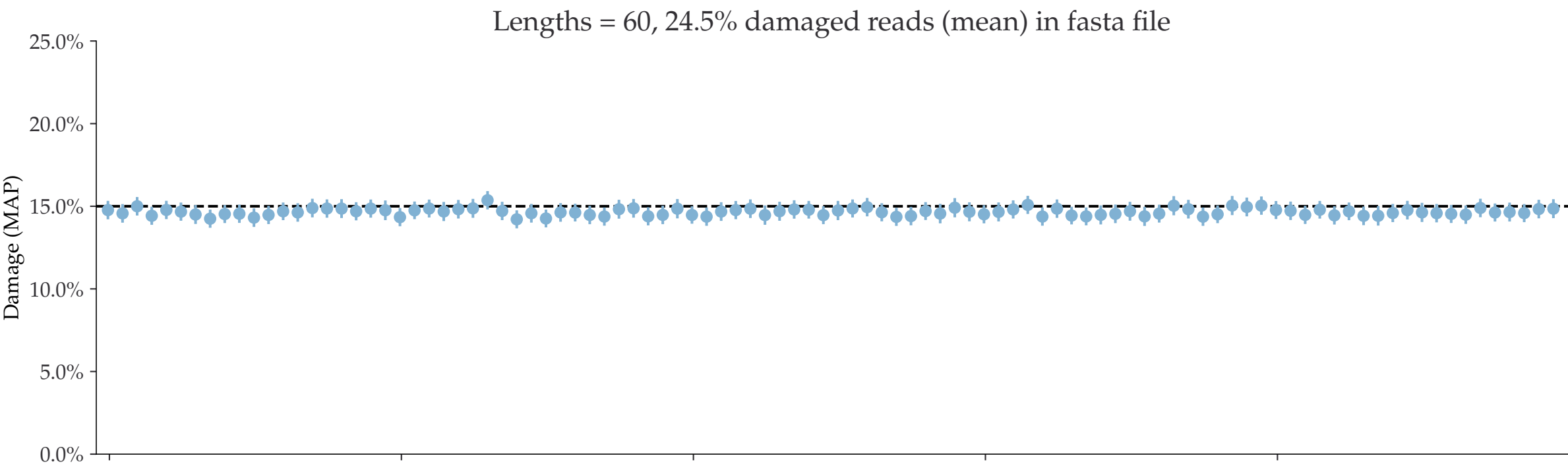
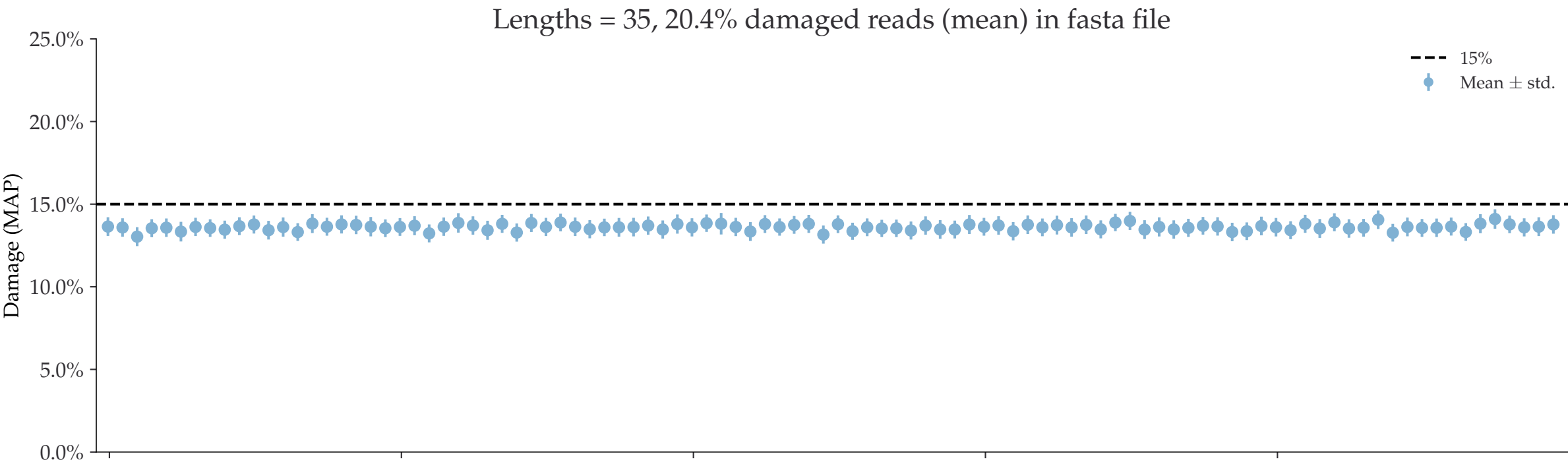
Individual damages:
10000 reads
Briggs damage = 0.466
Damage percent = 15%



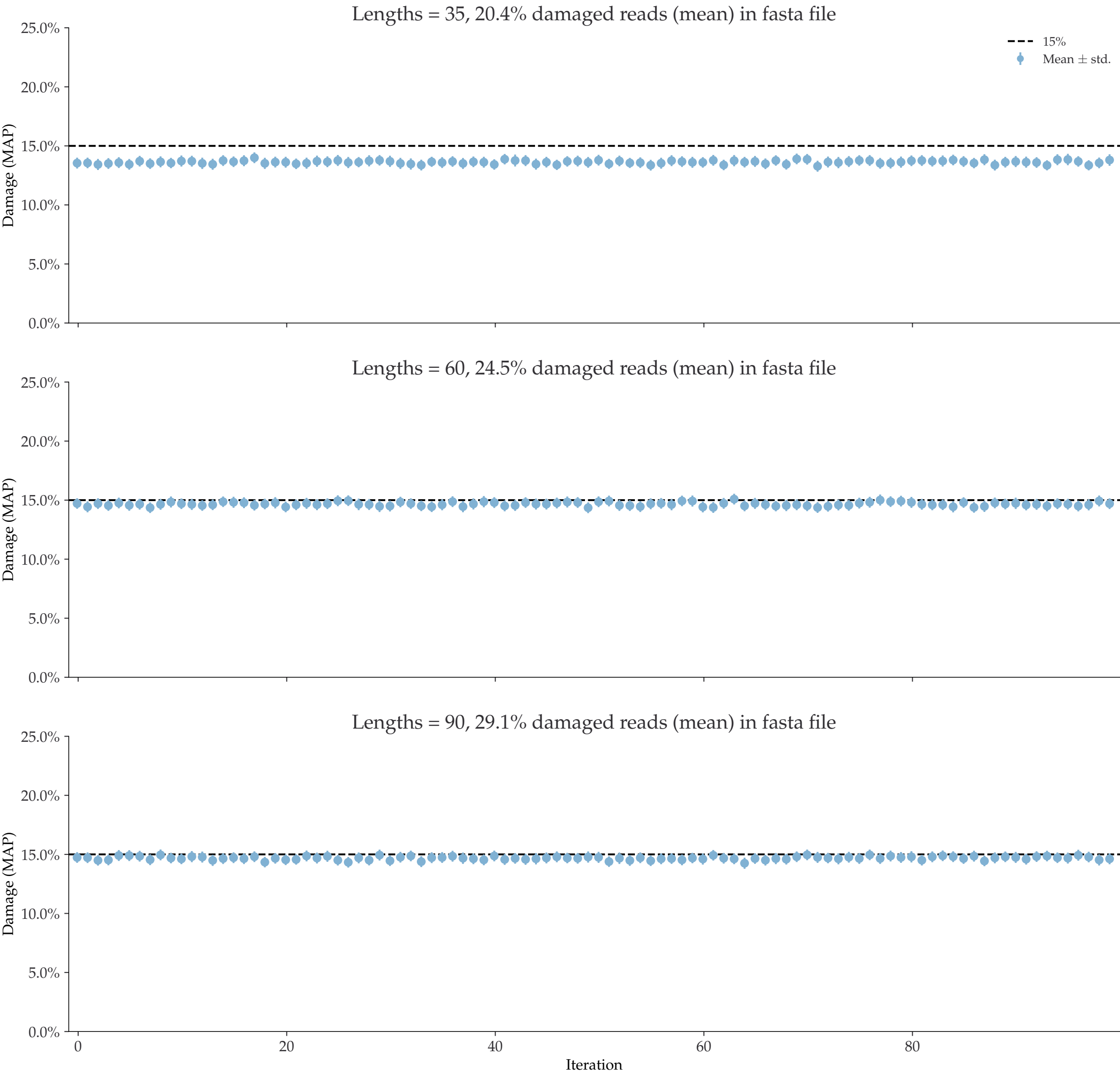
Individual damages:
25000 reads
Briggs damage = 0.466
Damage percent = 15%



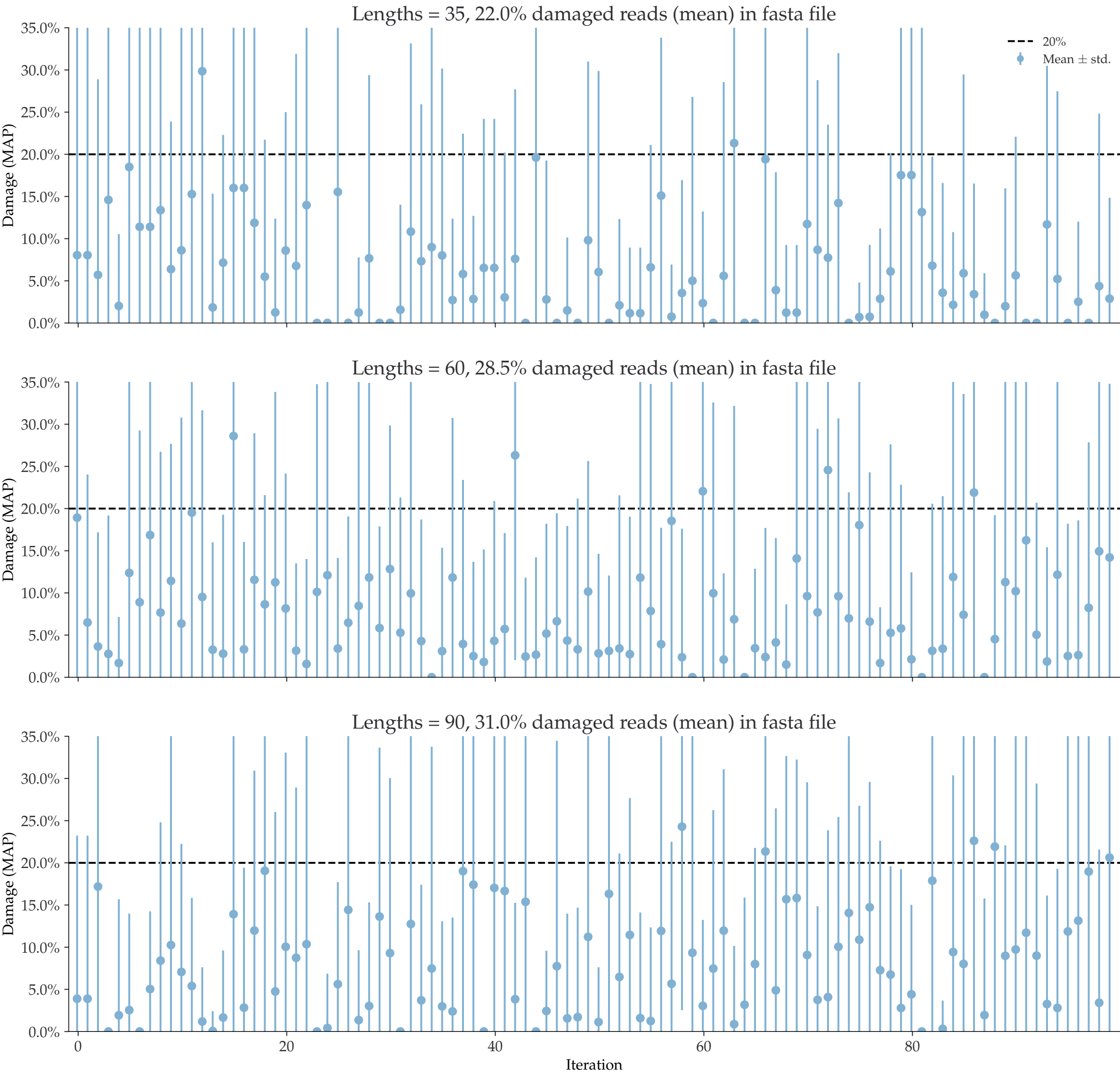
Individual damages:
50000 reads
Briggs damage = 0.466
Damage percent = 15%



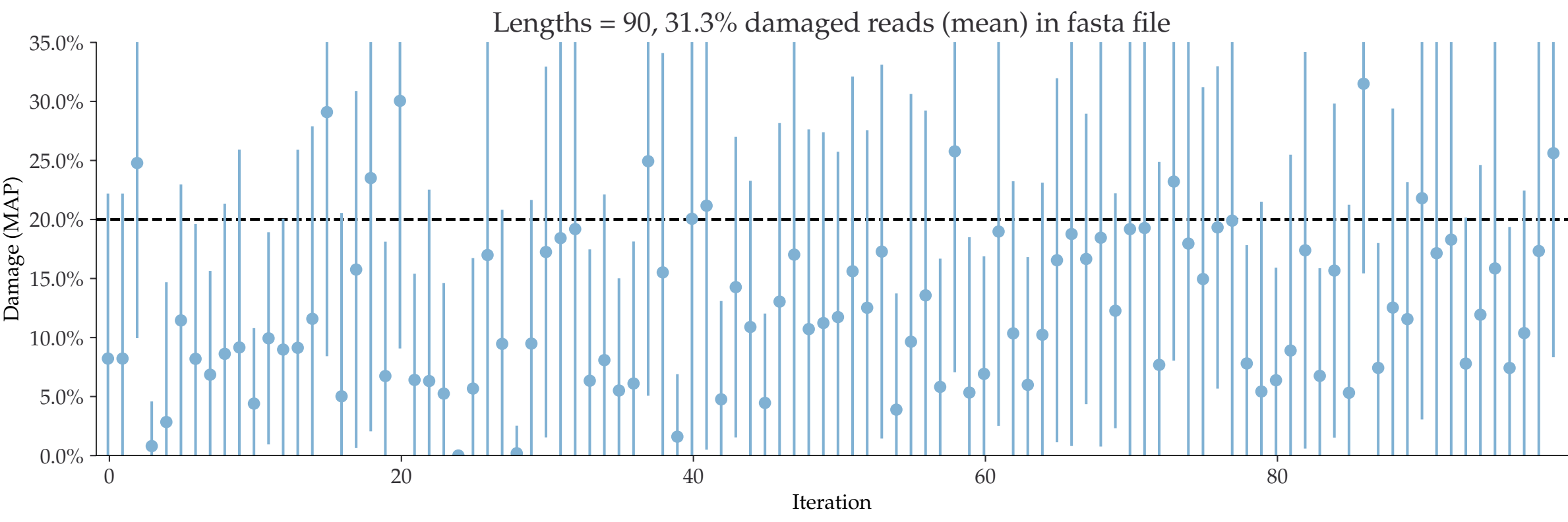
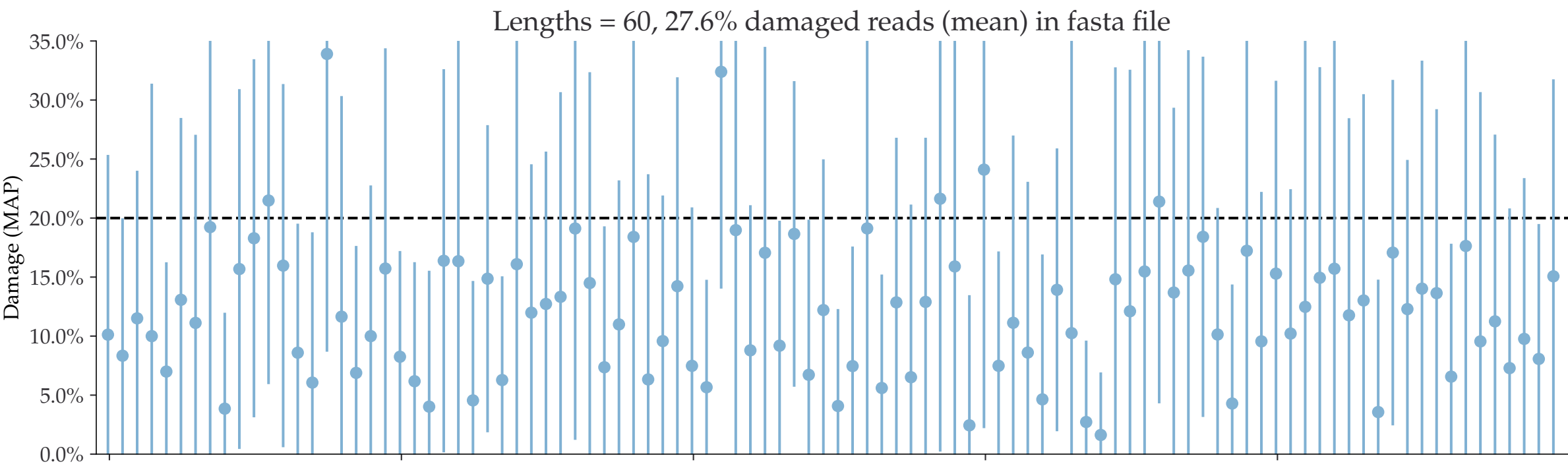
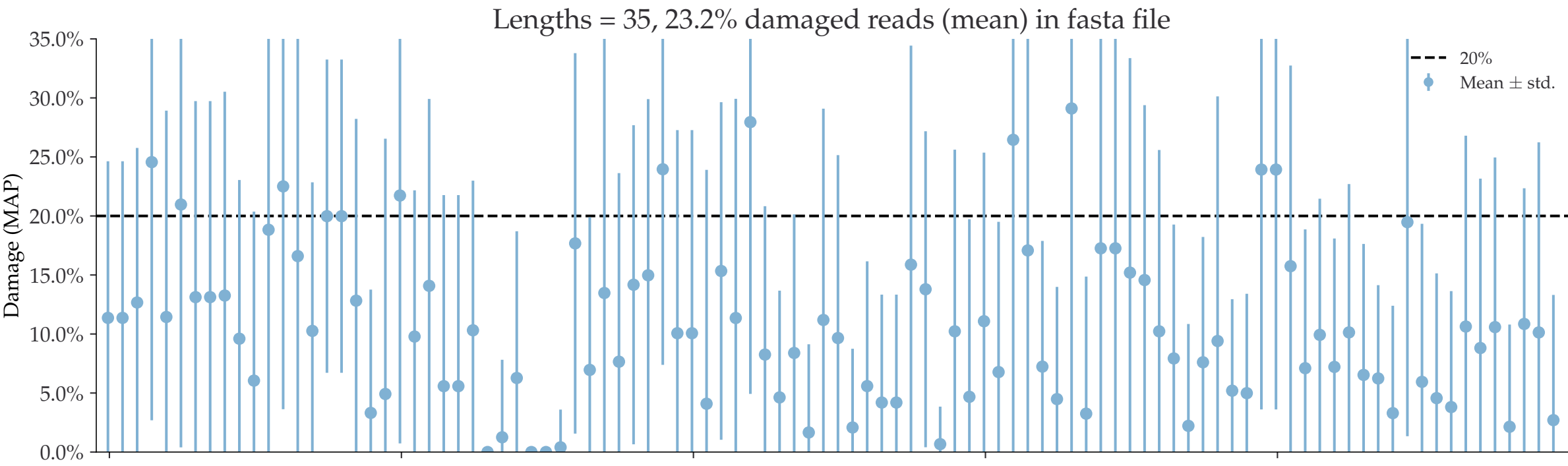
Individual damages:
100000 reads
Briggs damage = 0.466
Damage percent = 15%



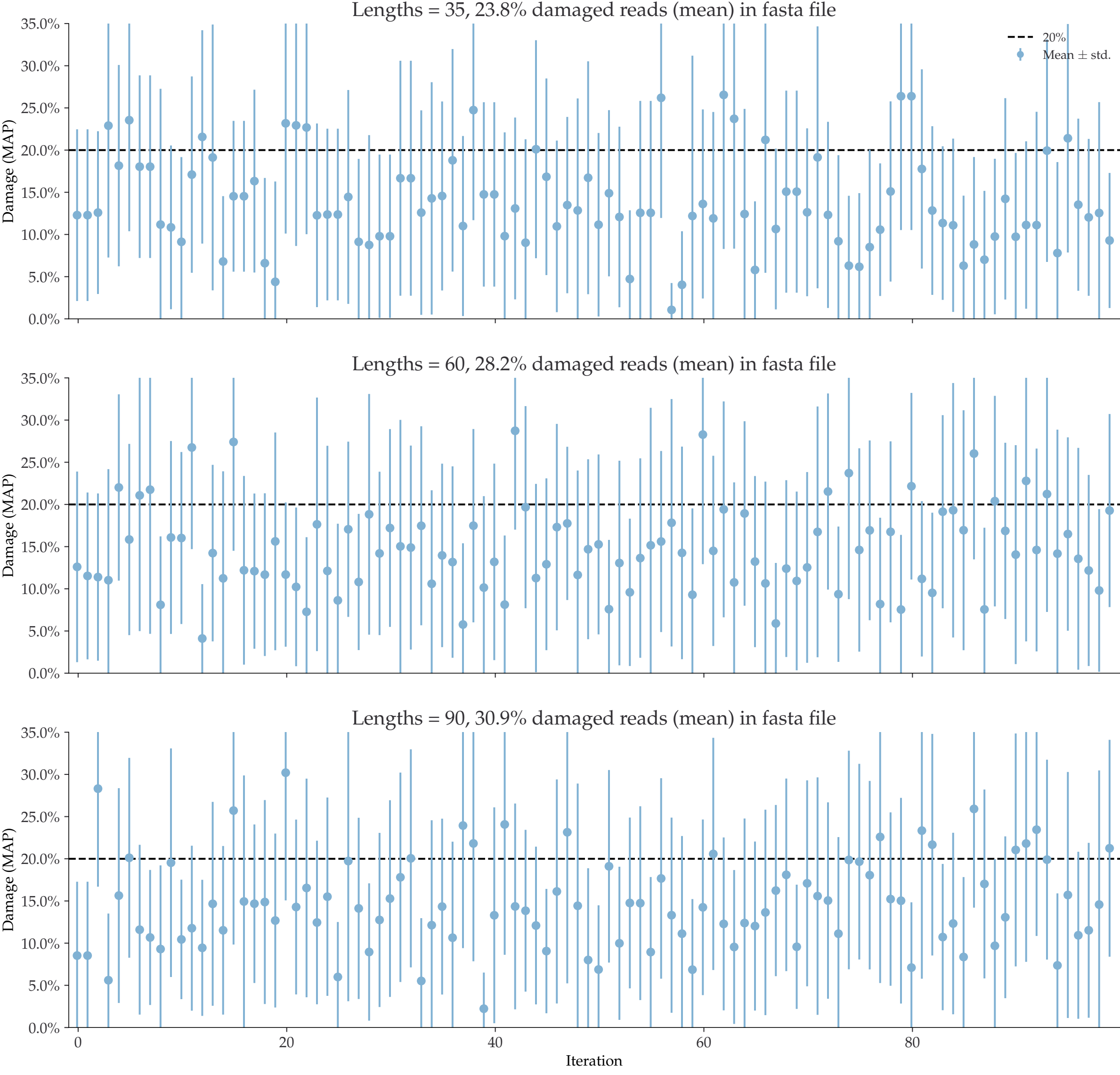
Individual damages:
10 reads
Briggs damage = 0.626
Damage percent = 20%



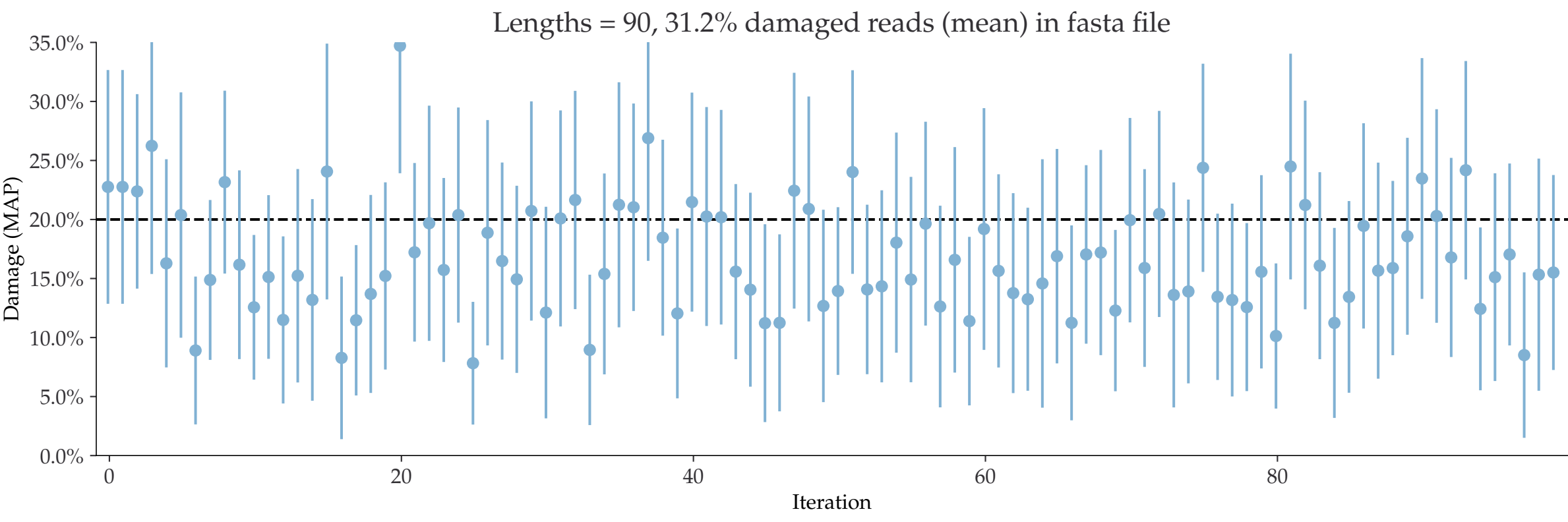
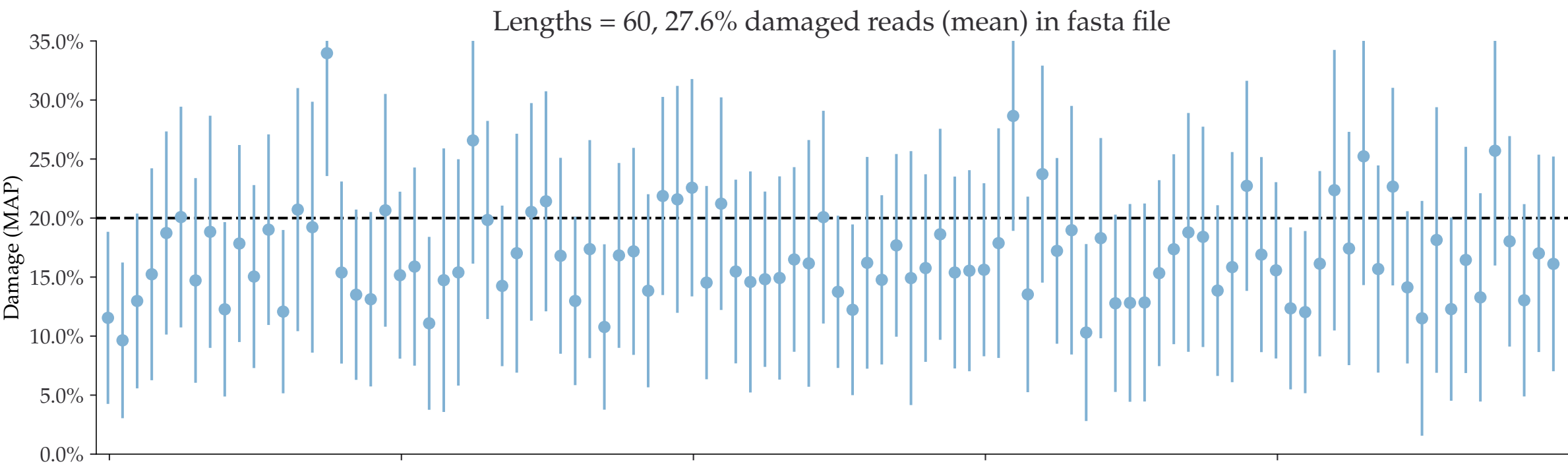
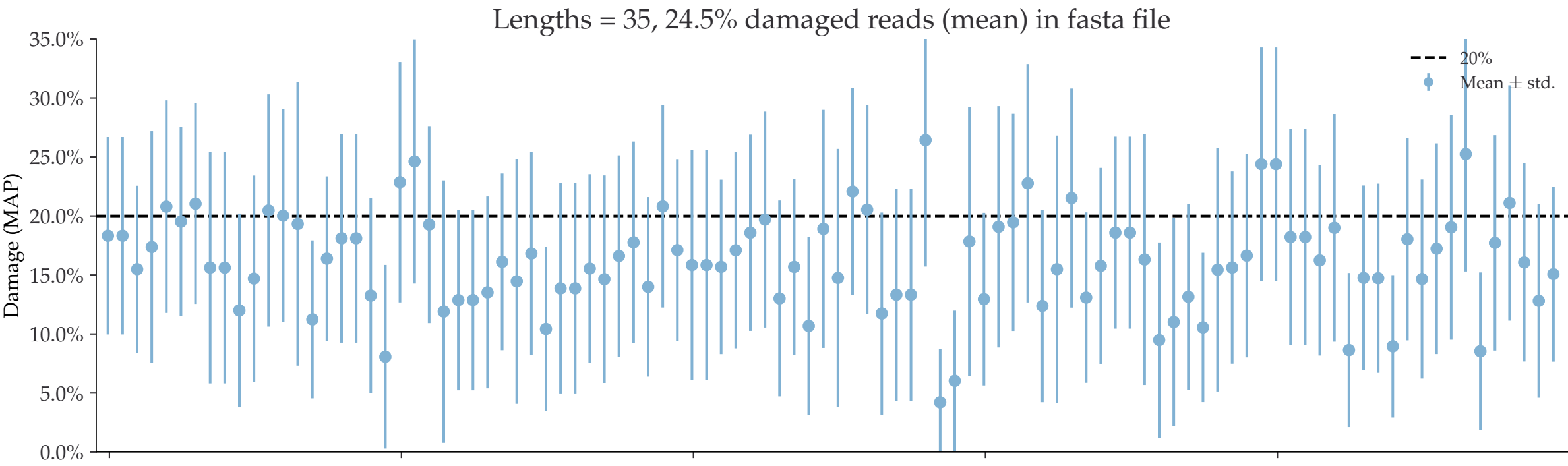
Individual damages:
25 reads
Briggs damage = 0.626
Damage percent = 20%



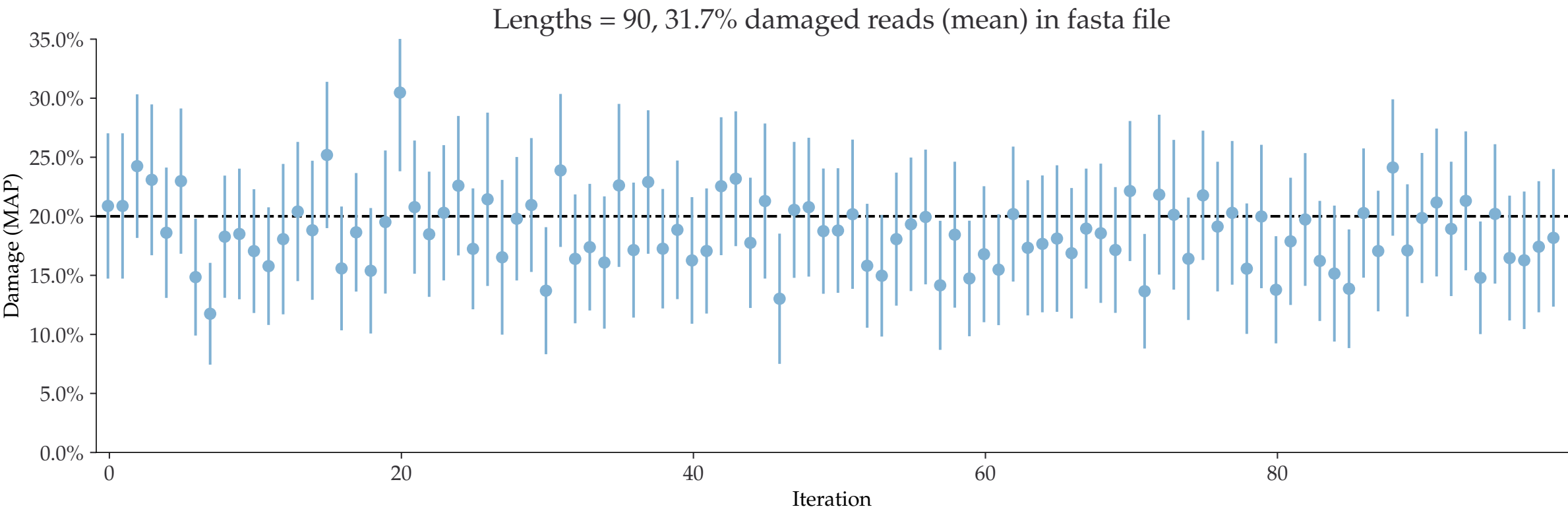
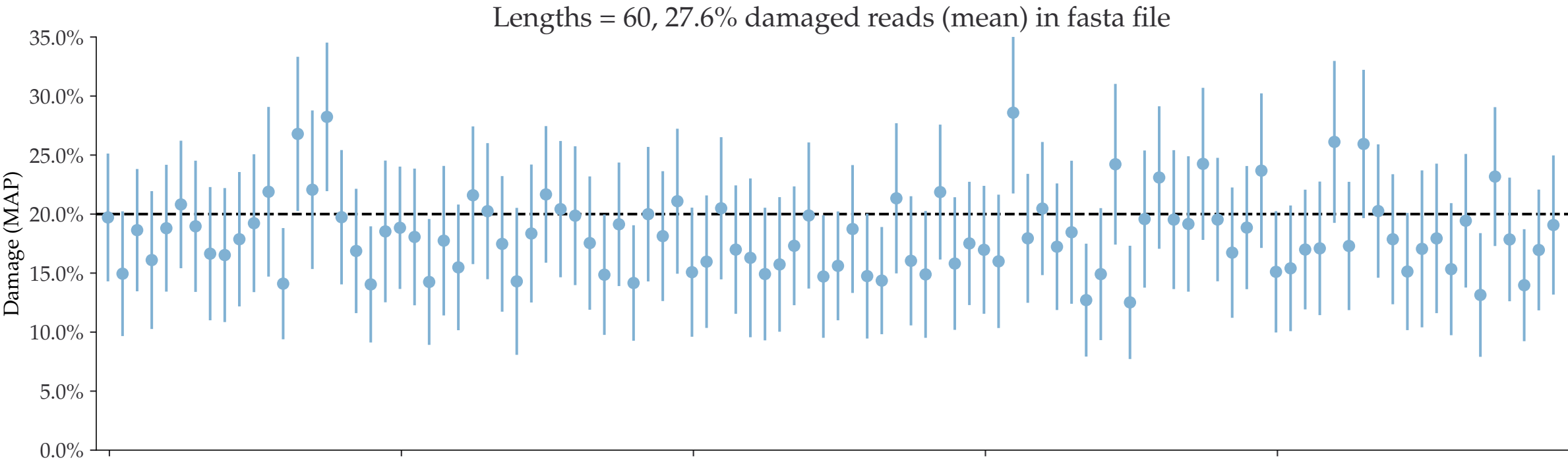
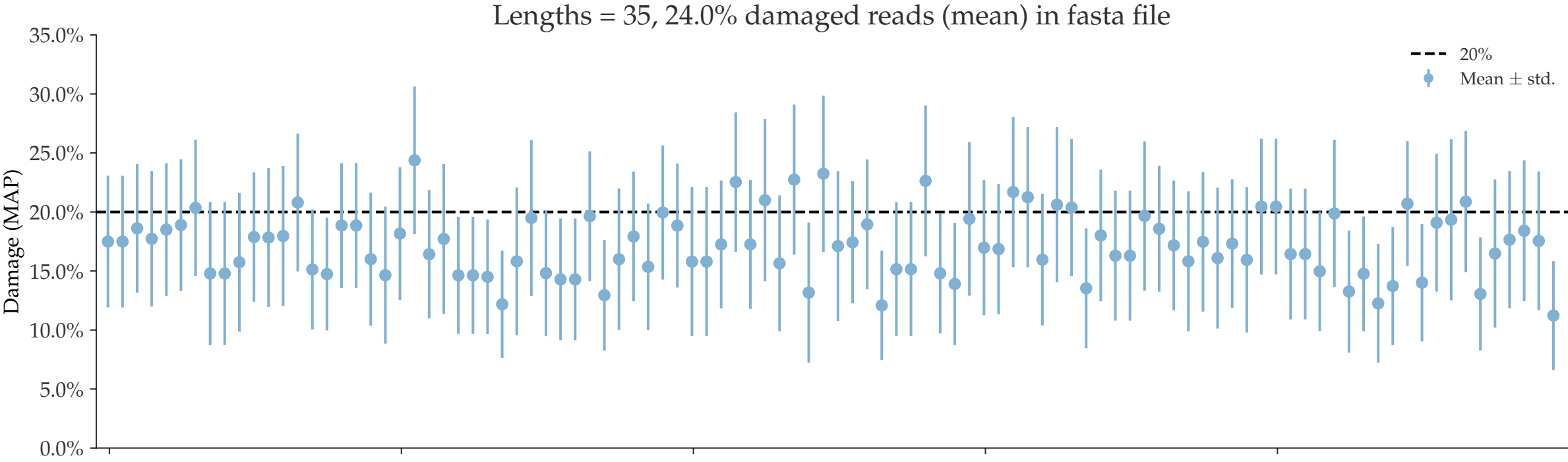
Individual damages:
50 reads
Briggs damage = 0.626
Damage percent = 20%



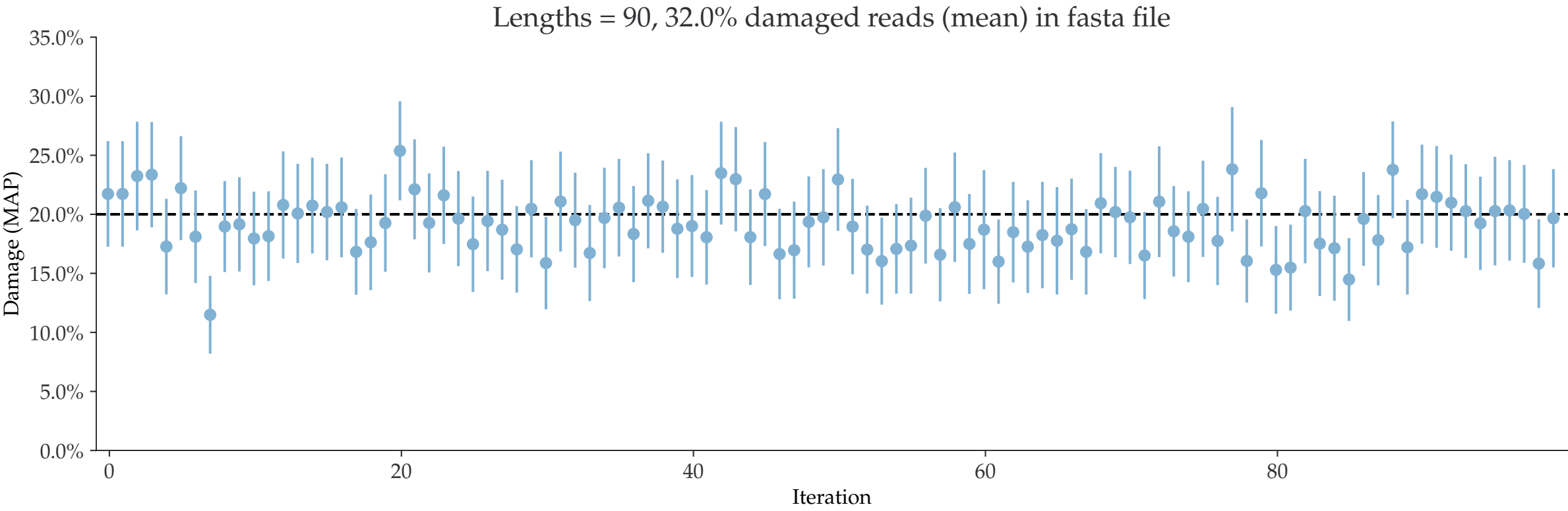
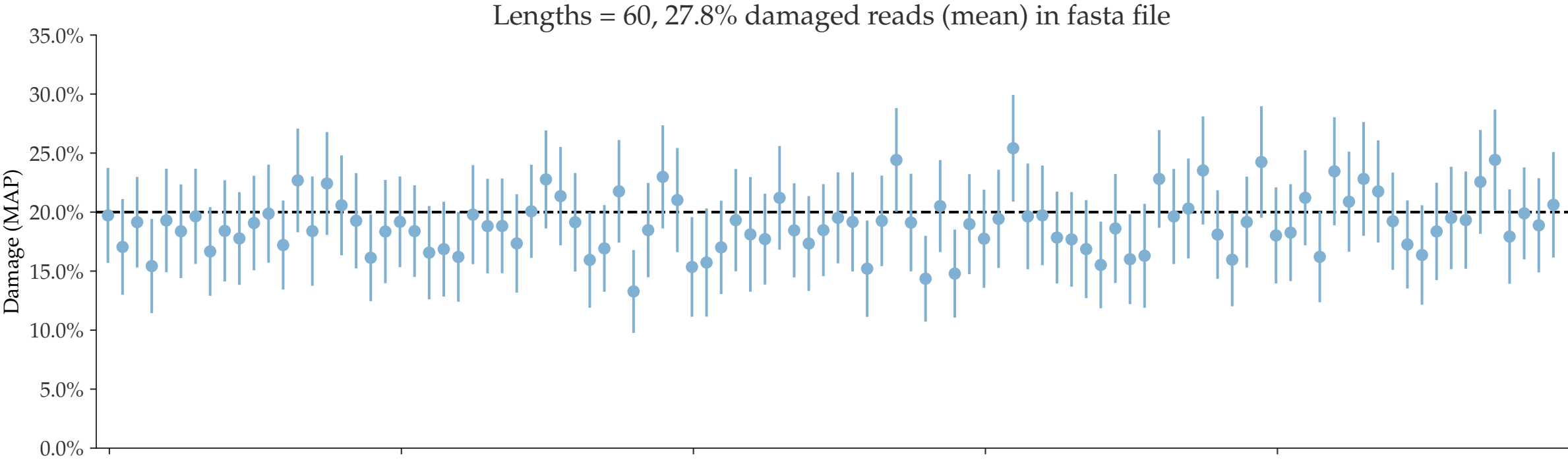
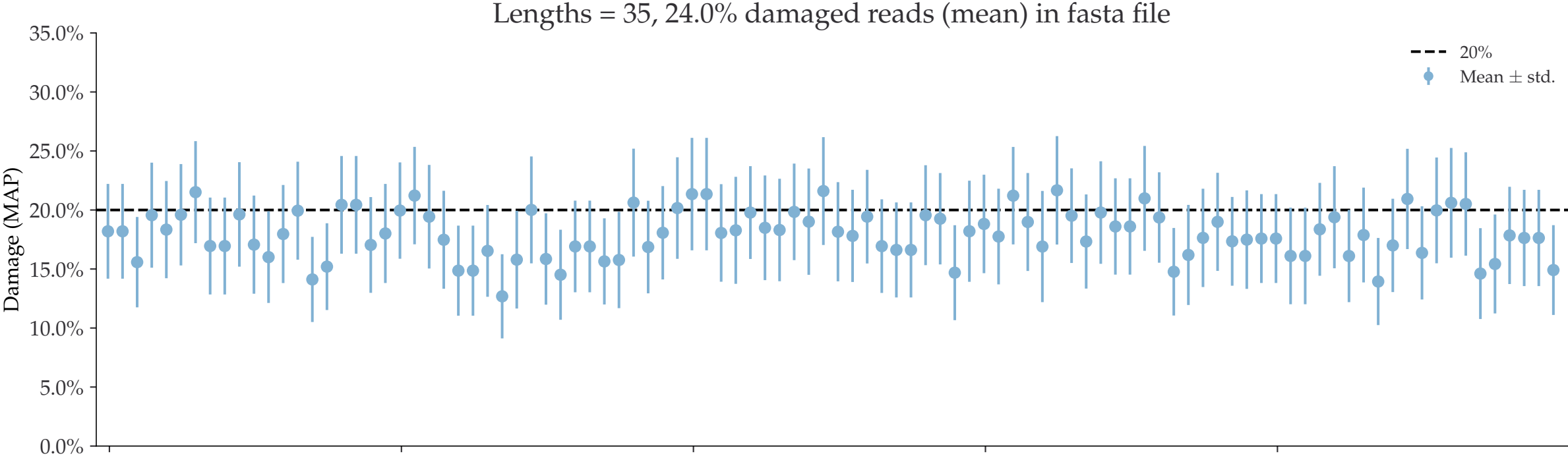
Individual damages:
100 reads
Briggs damage = 0.626
Damage percent = 20%



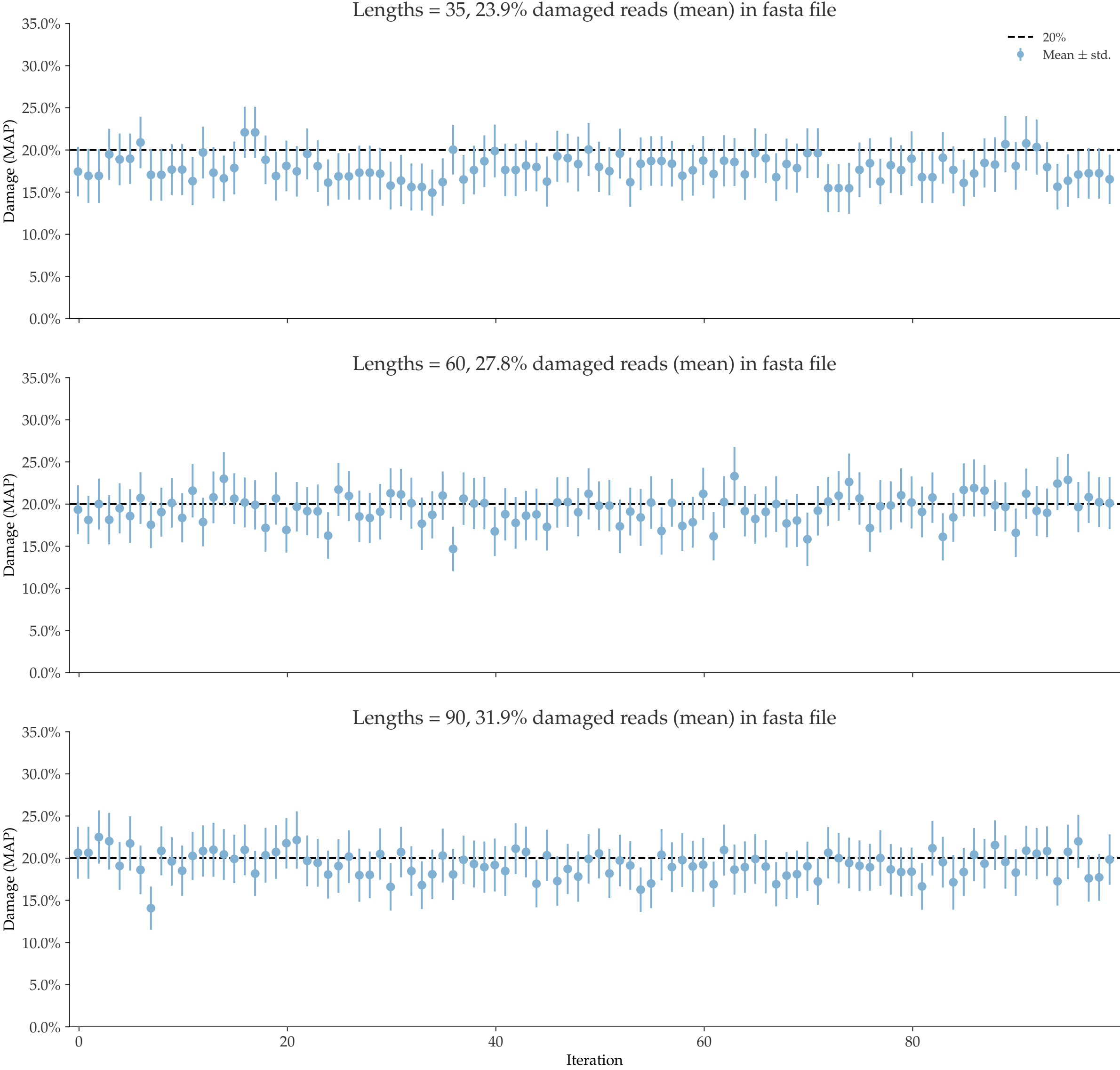
Individual damages:
250 reads
Briggs damage = 0.626
Damage percent = 20%



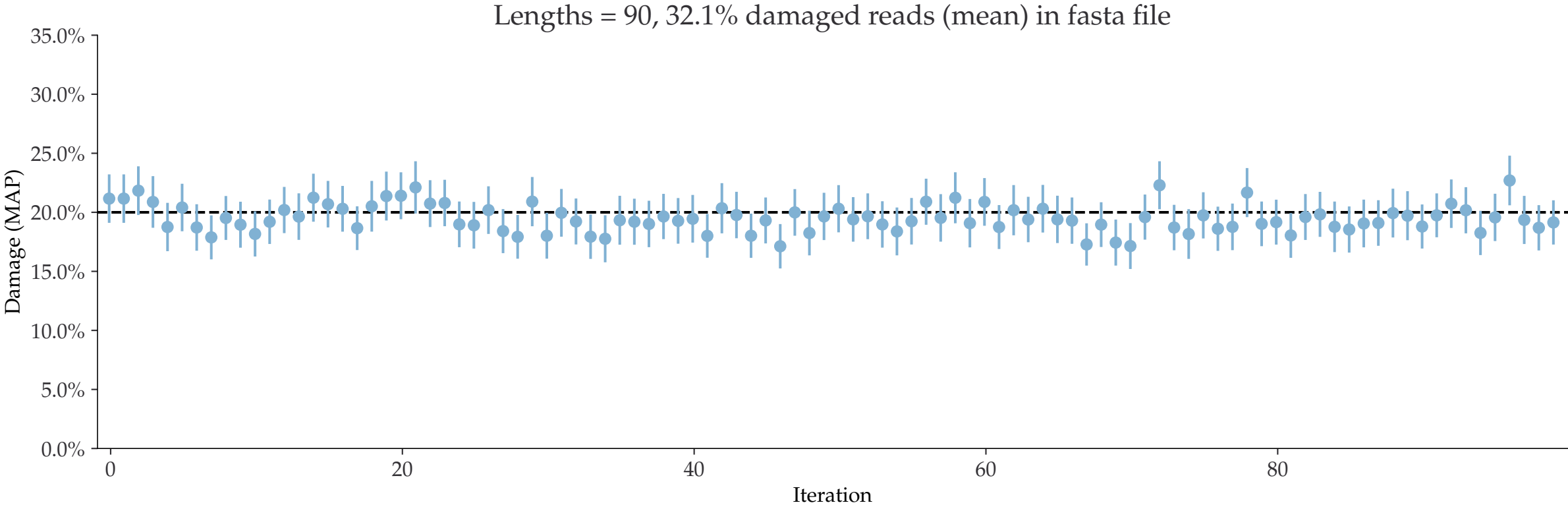
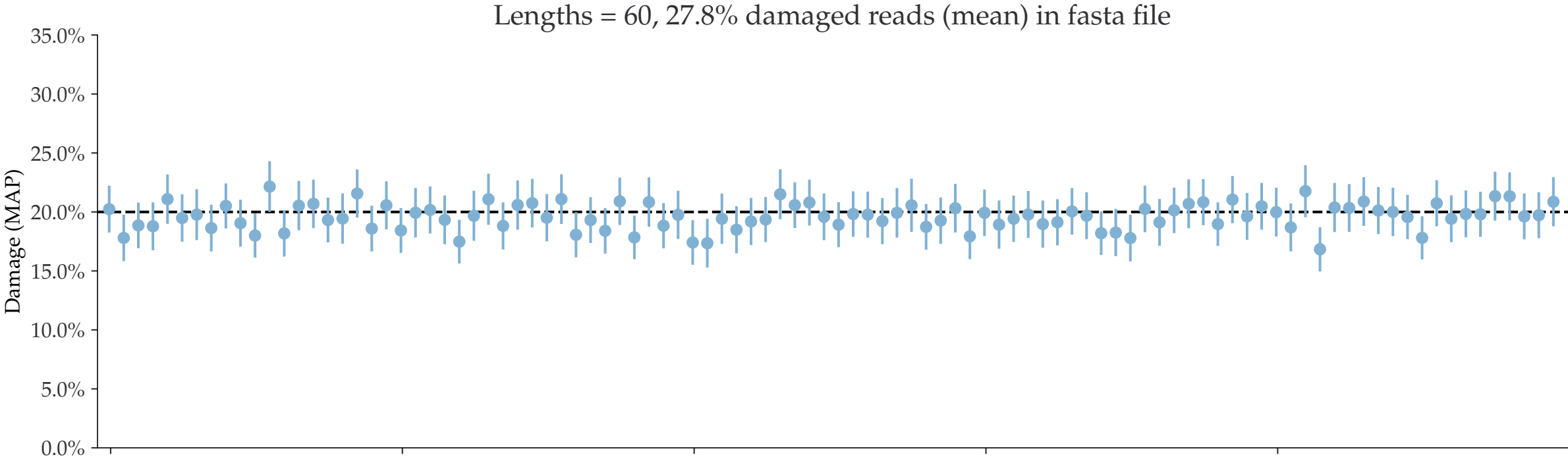
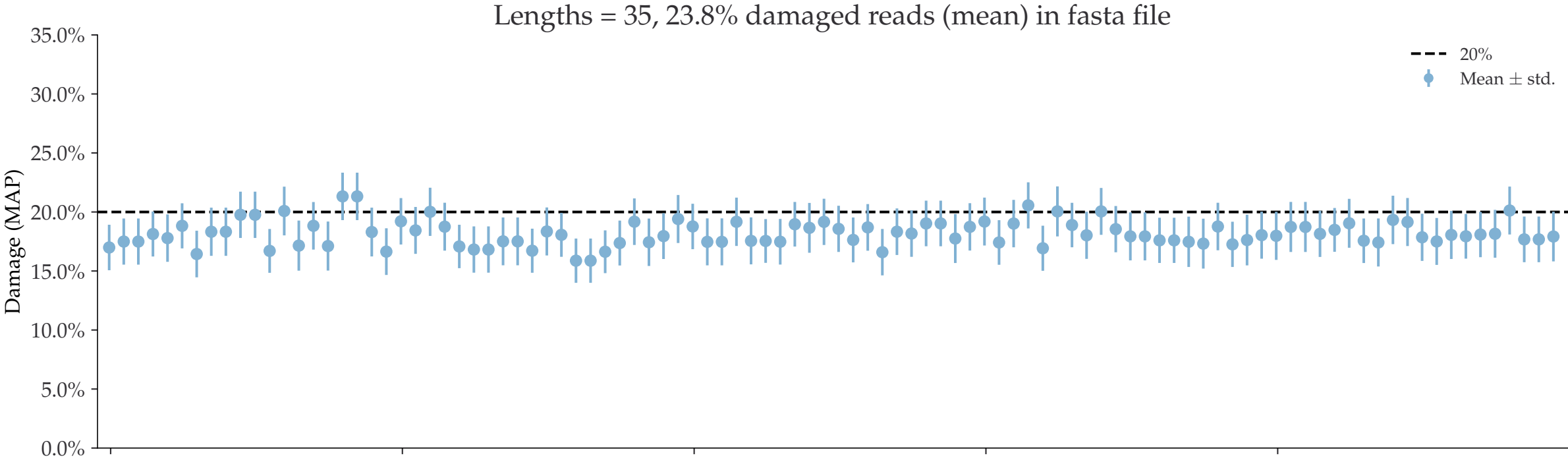
Individual damages:
500 reads
Briggs damage = 0.626
Damage percent = 20%



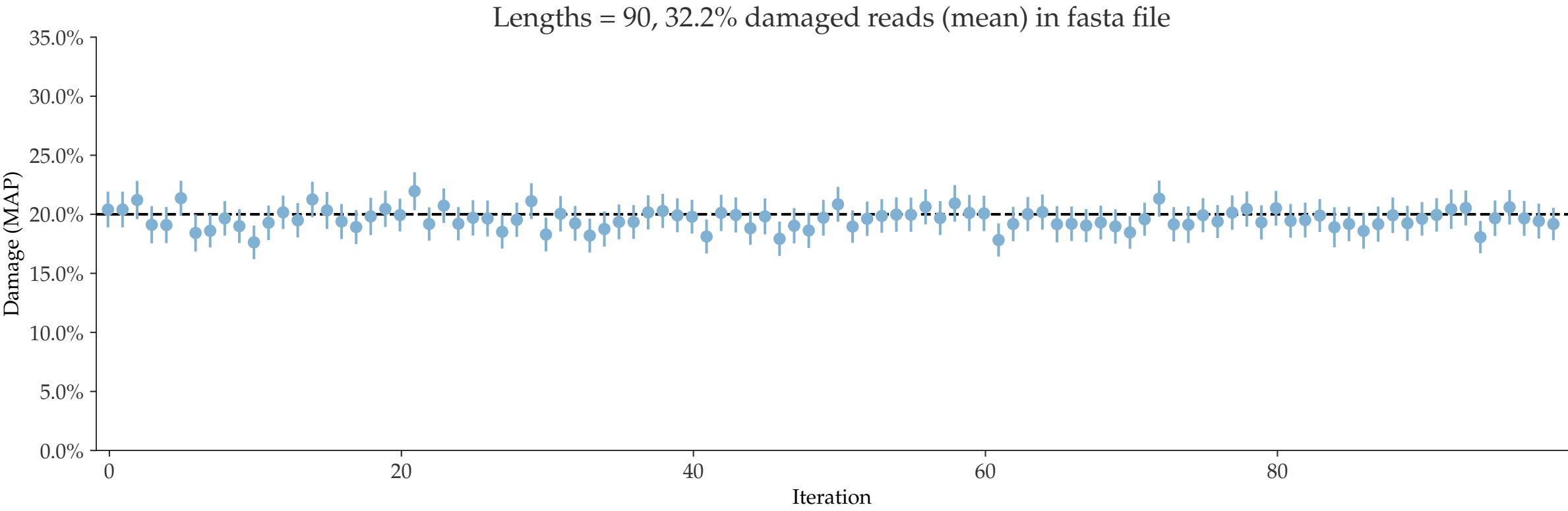
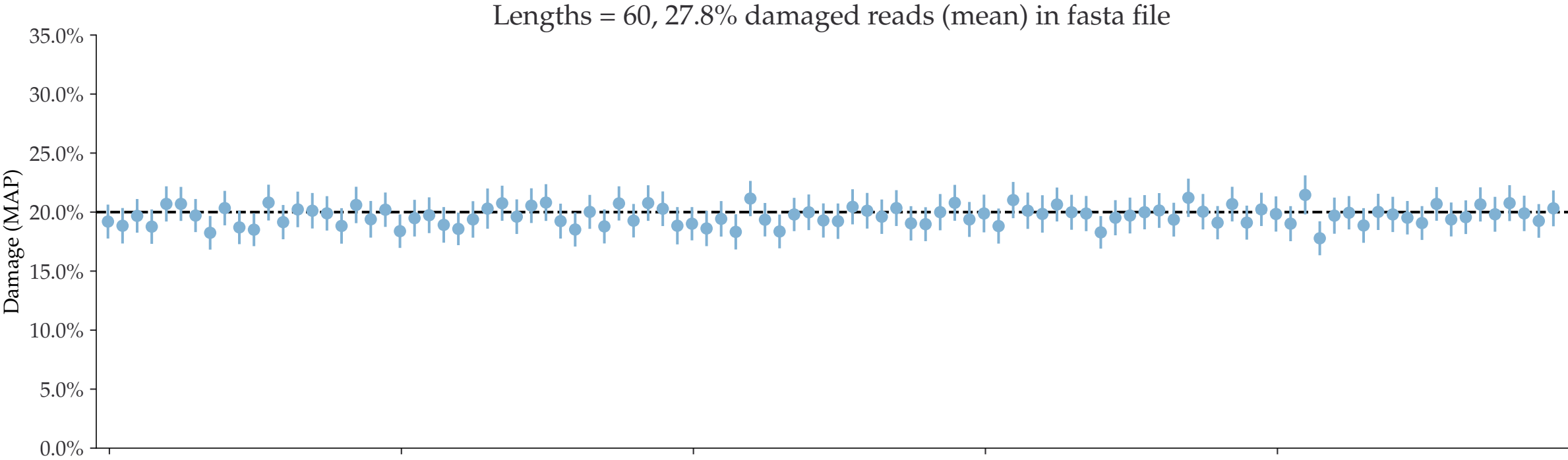
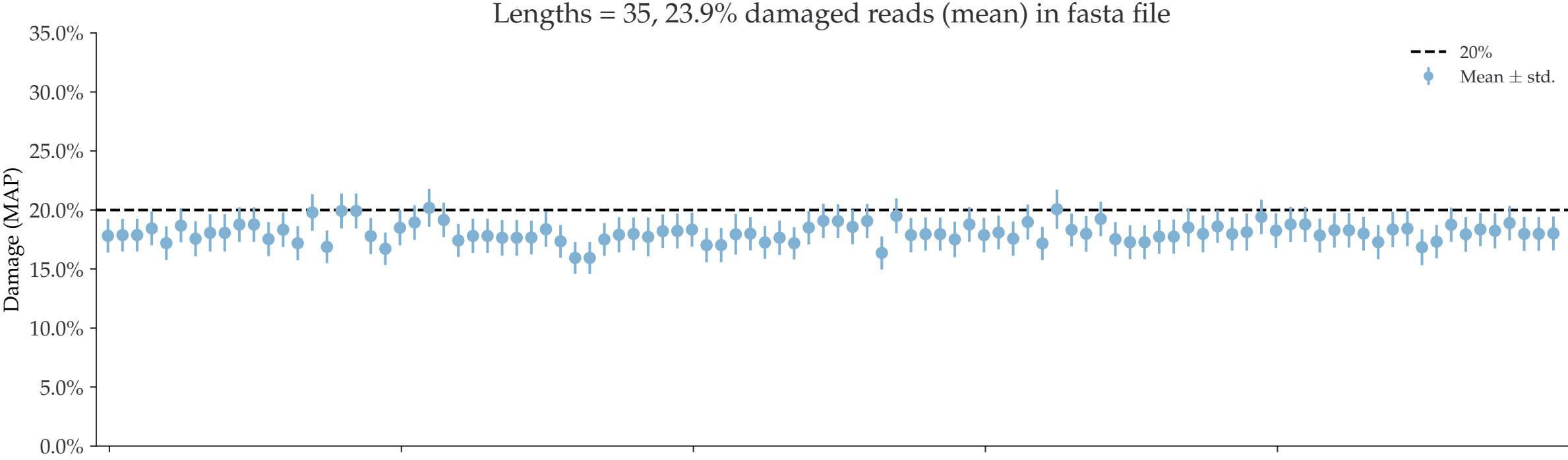
Individual damages:
1000 reads
Briggs damage = 0.626
Damage percent = 20%



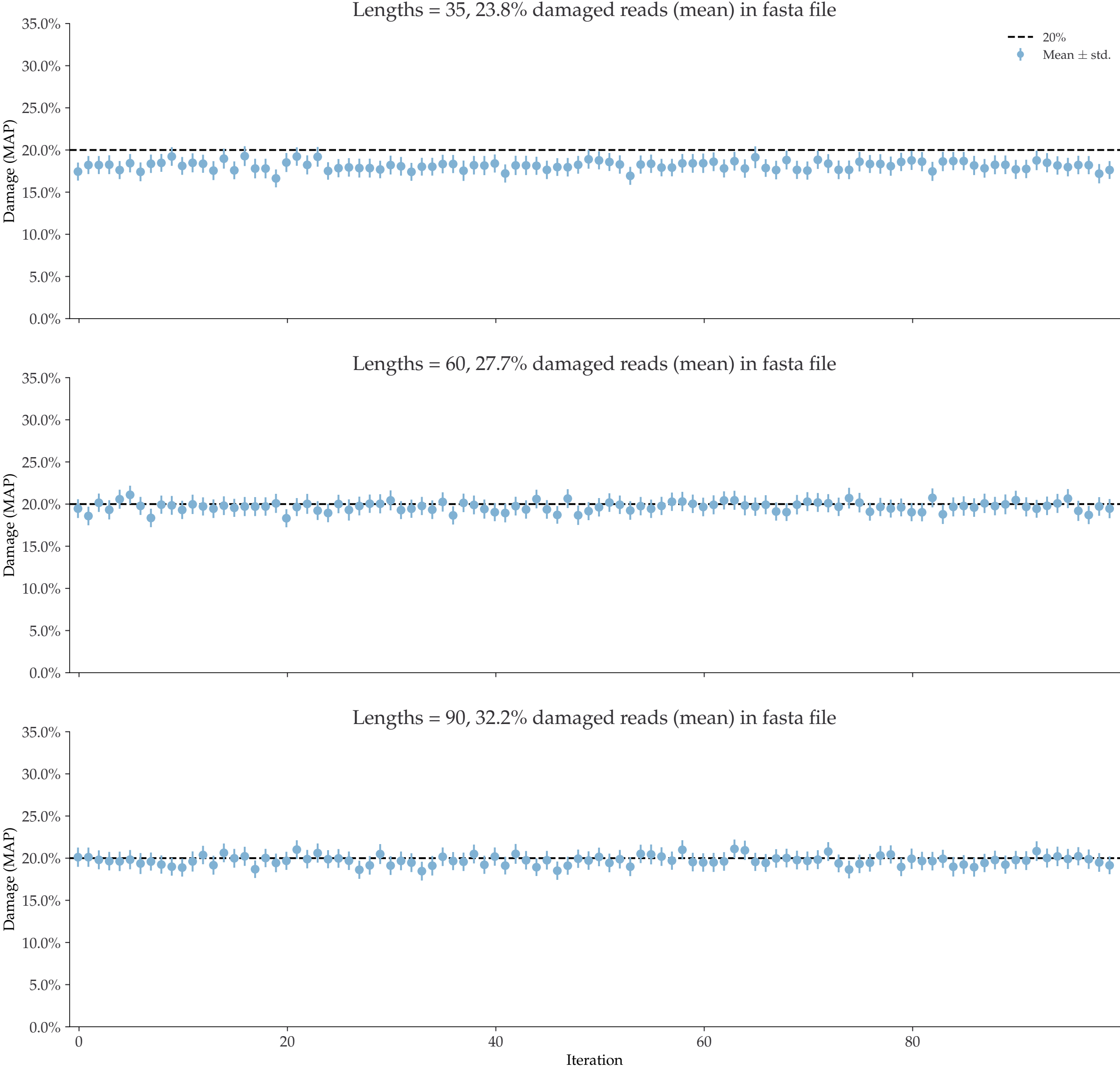
Individual damages:
2500 reads
Briggs damage = 0.626
Damage percent = 20%



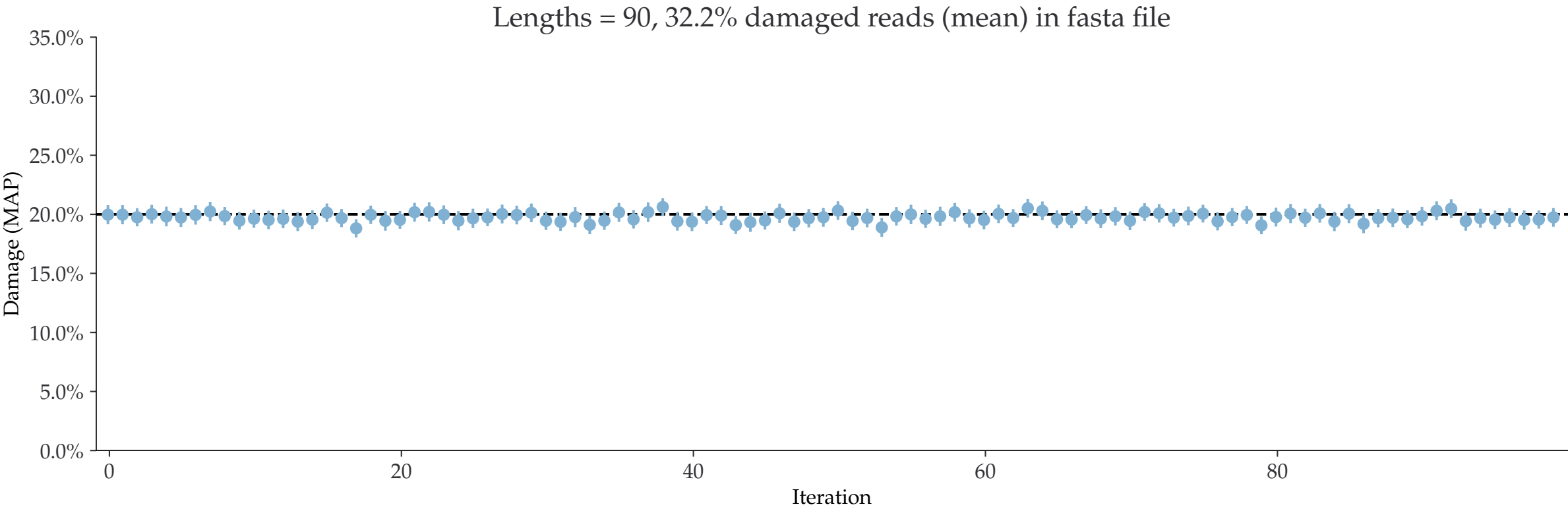
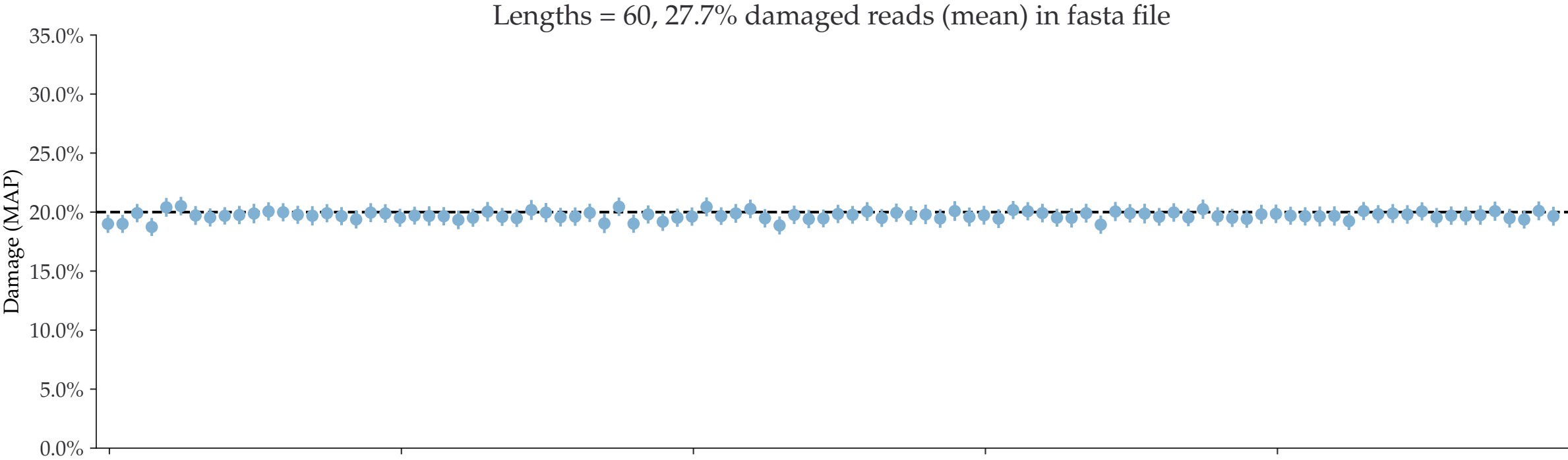
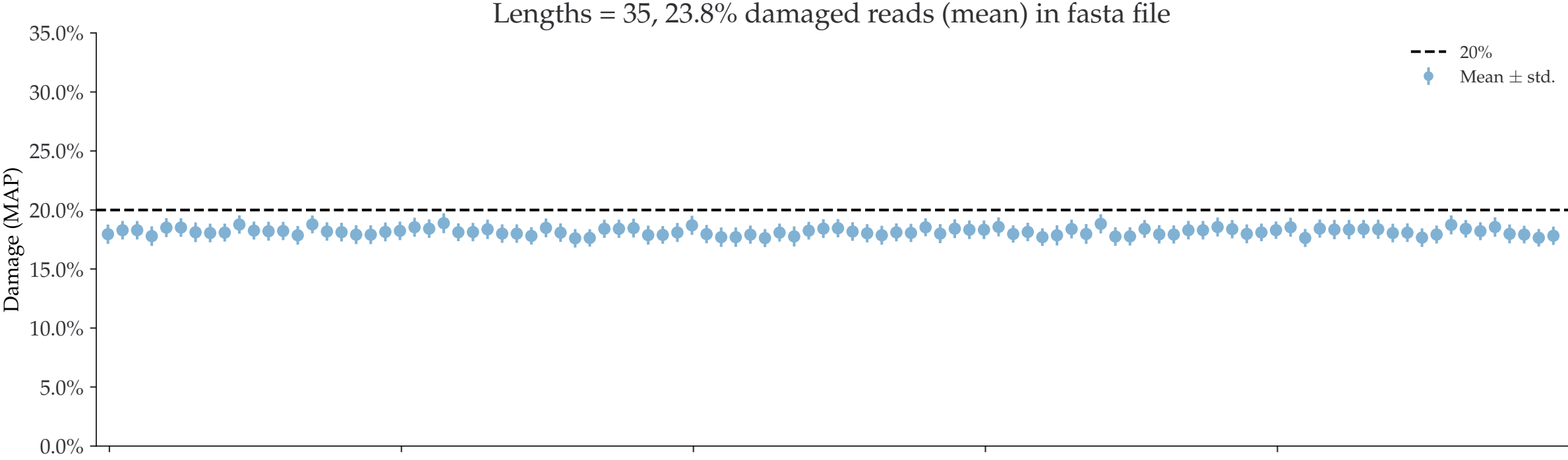
Individual damages:
5000 reads
Briggs damage = 0.626
Damage percent = 20%



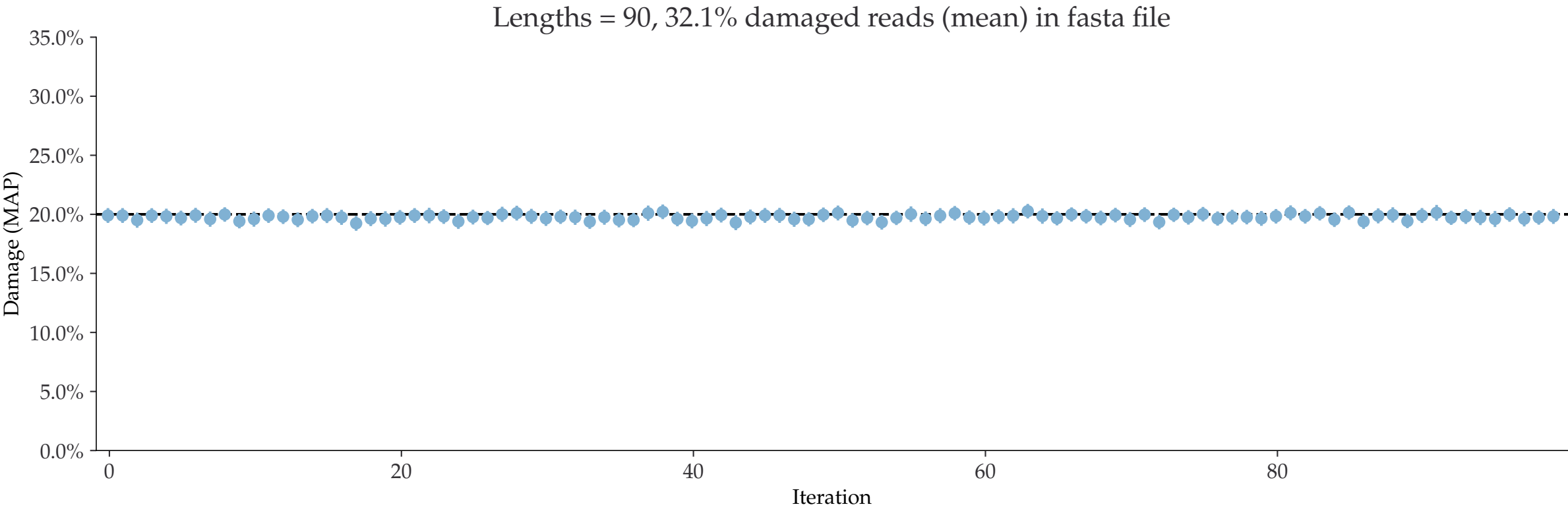
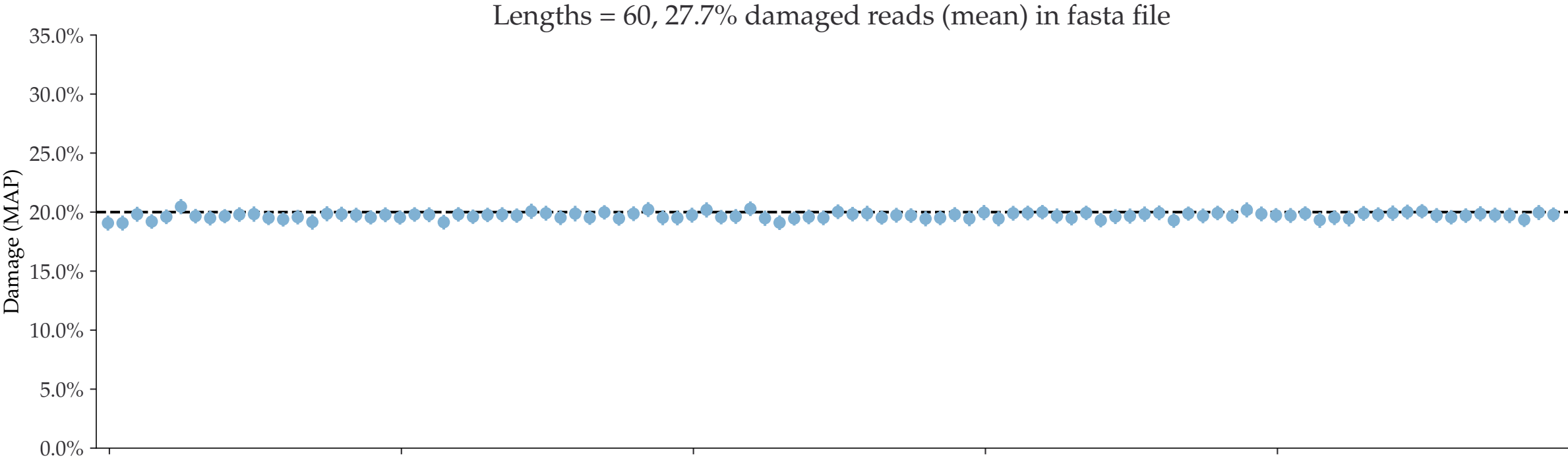
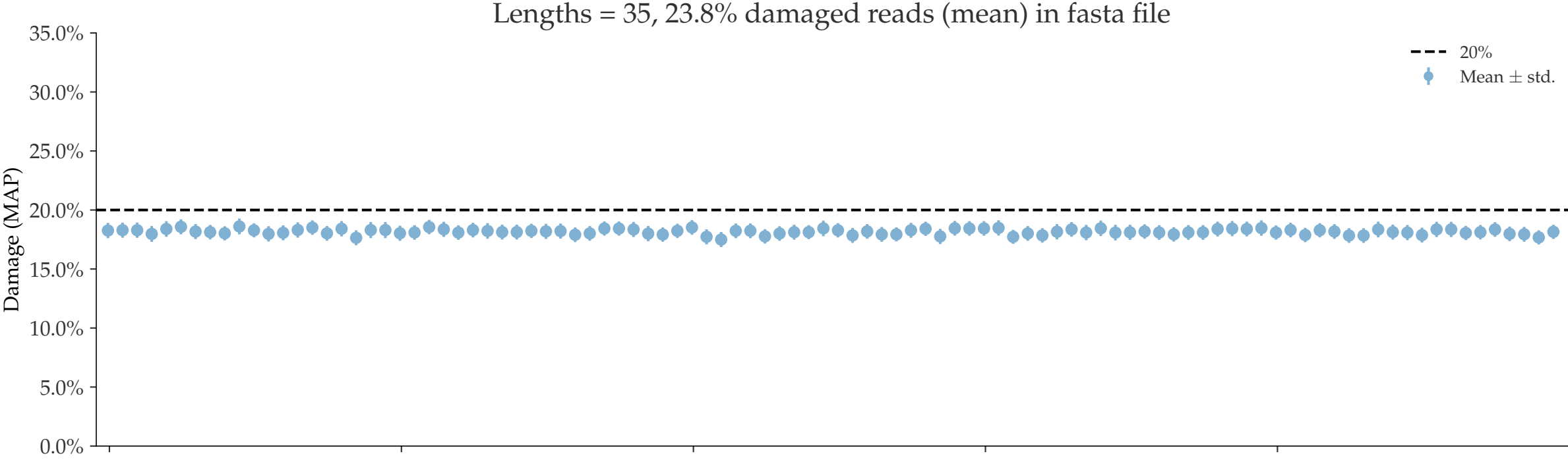
Individual damages:
10000 reads
Briggs damage = 0.626
Damage percent = 20%



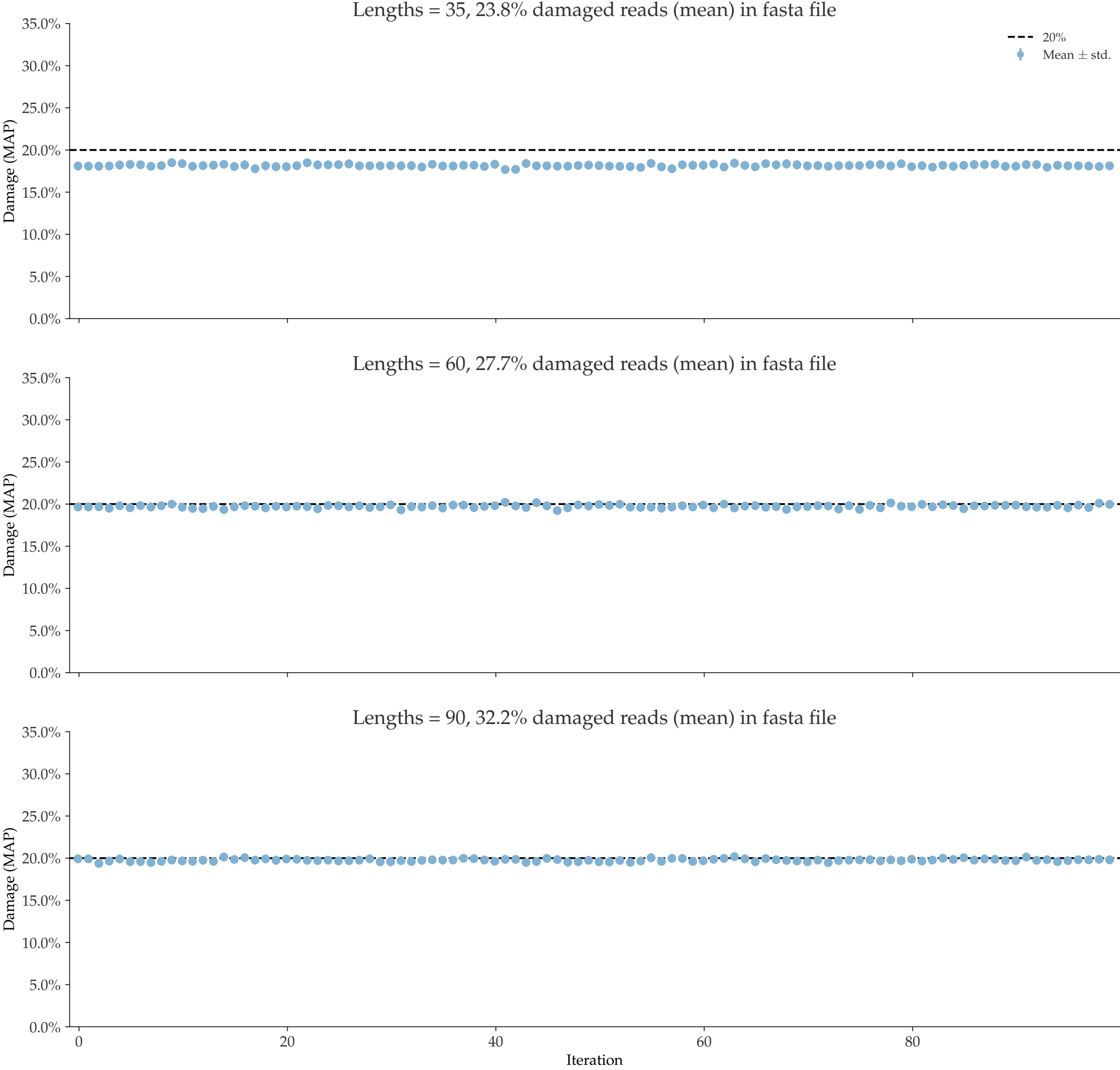
Individual damages:
25000 reads
Briggs damage = 0.626
Damage percent = 20%



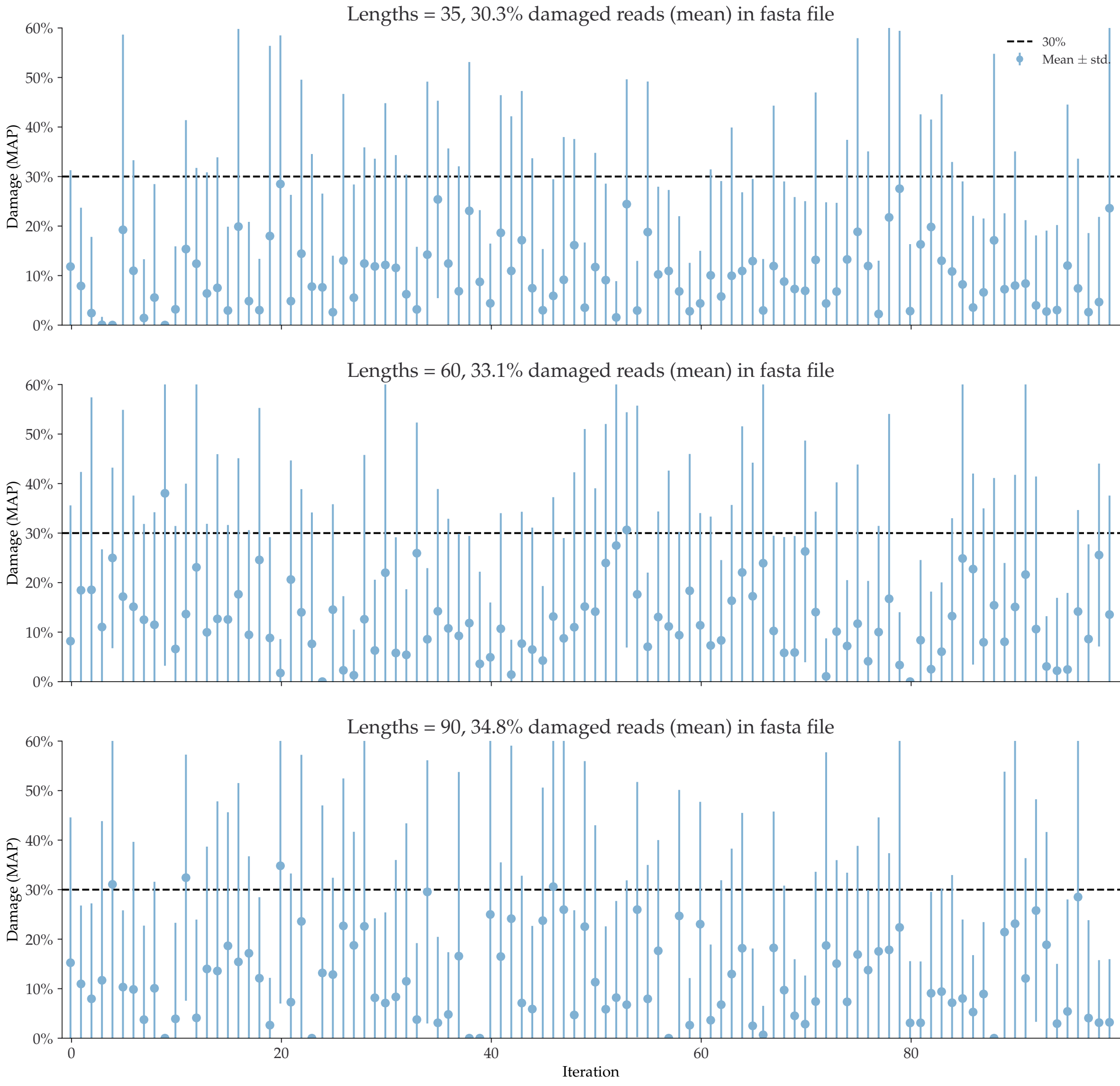
Individual damages:
50000 reads
Briggs damage = 0.626
Damage percent = 20%



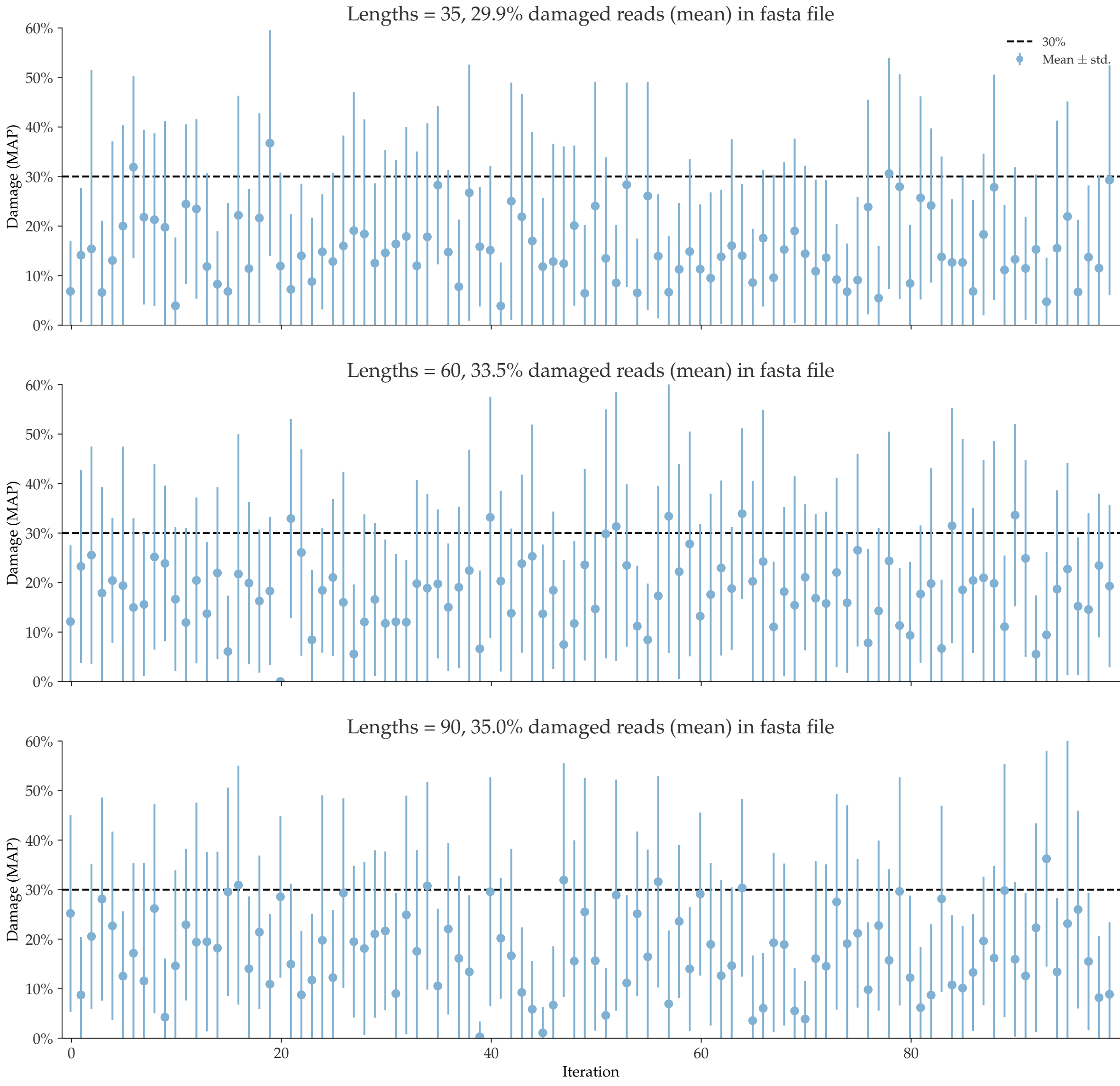
Individual damages:
100000 reads
Briggs damage = 0.626
Damage percent = 20%



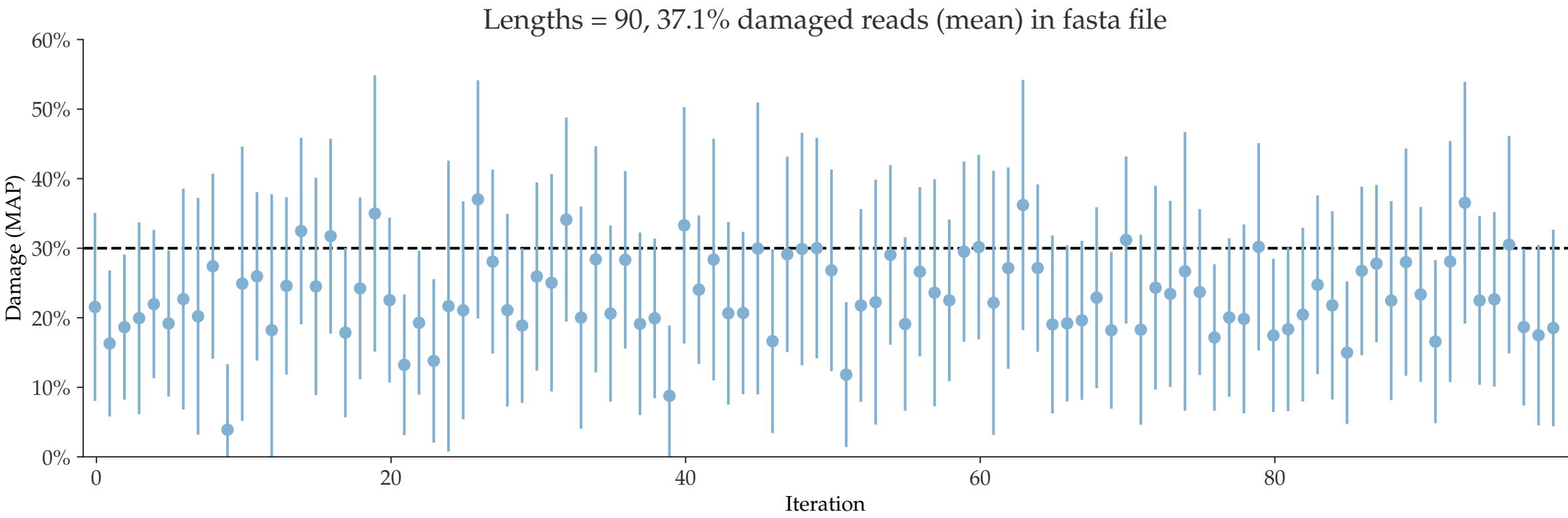
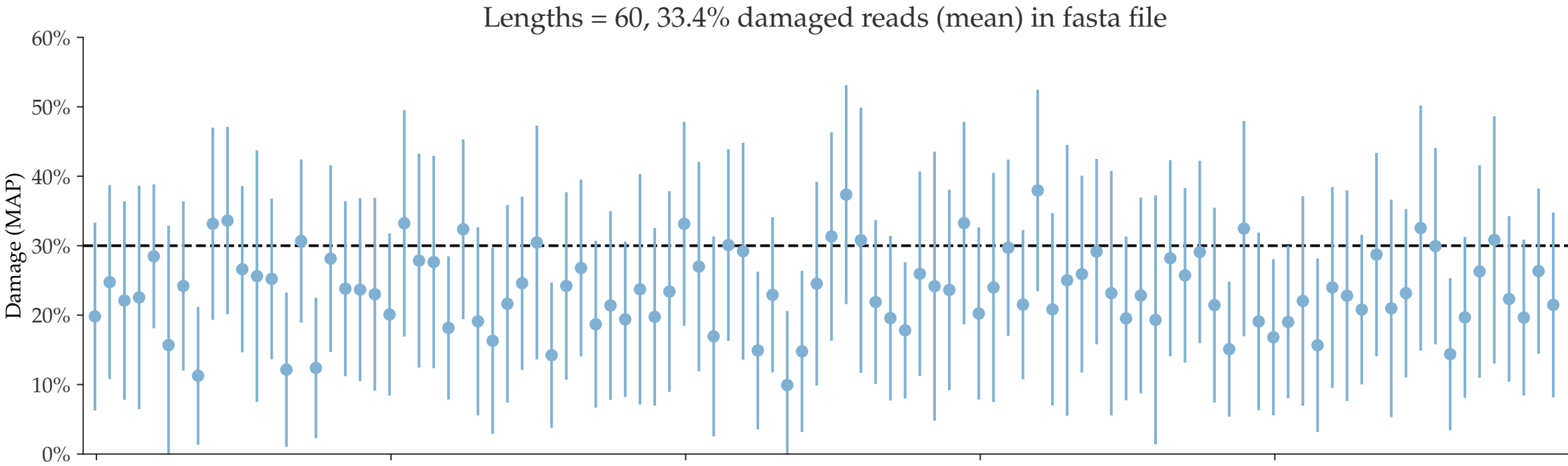
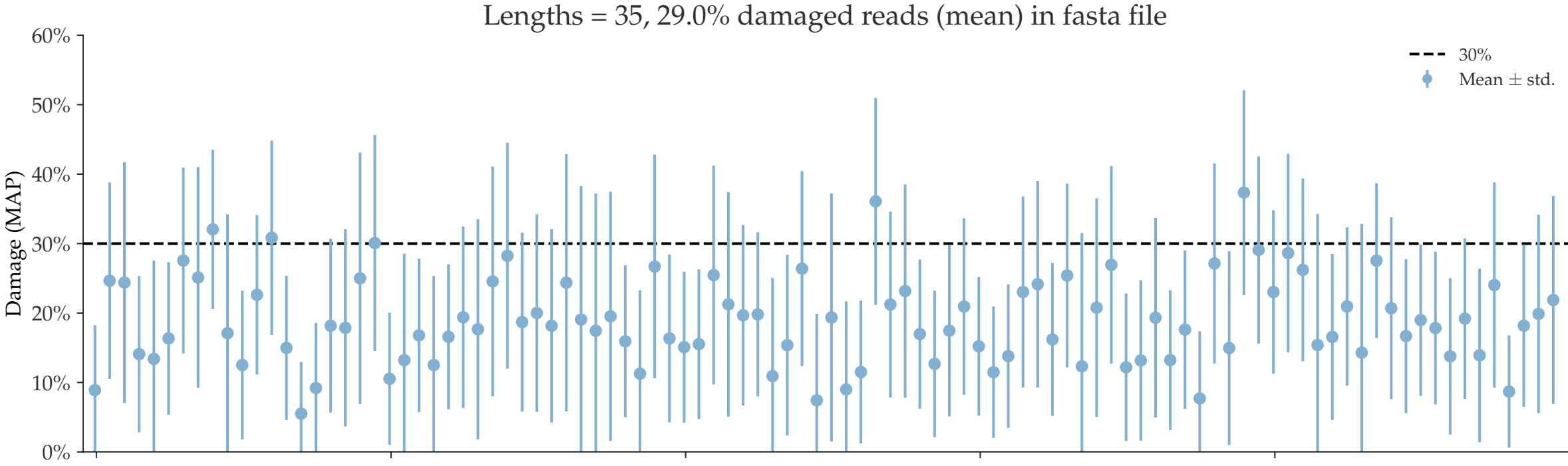
Individual damages:
10 reads
Briggs damage = 0.96
Damage percent = 30%



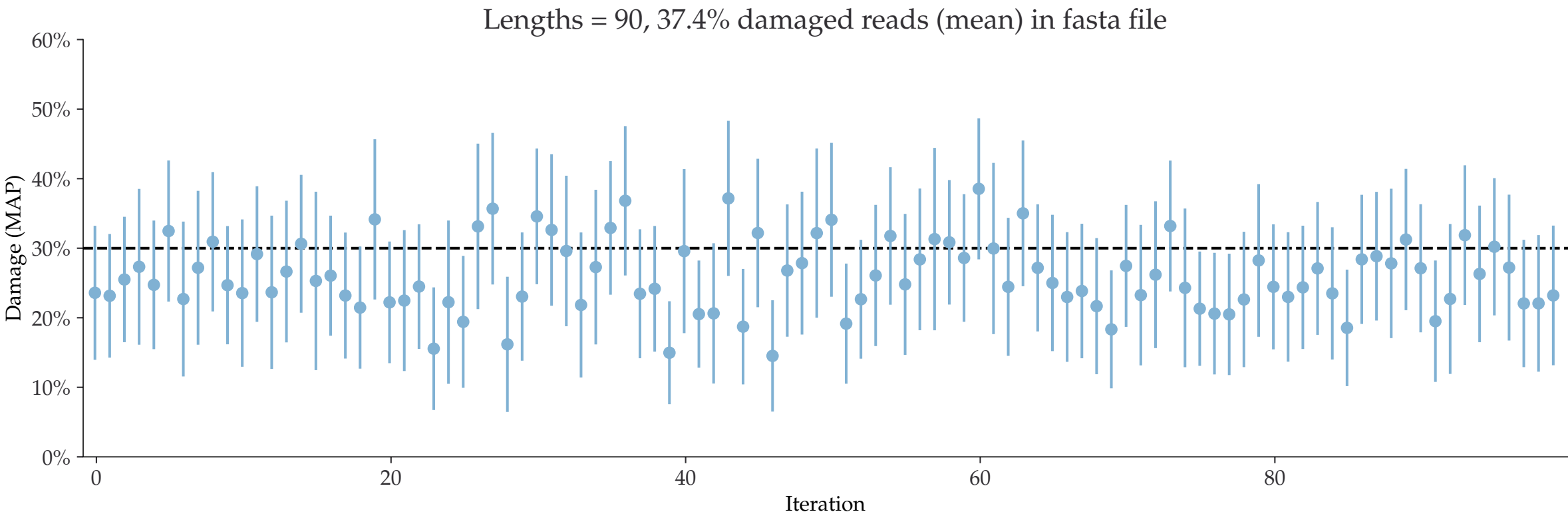
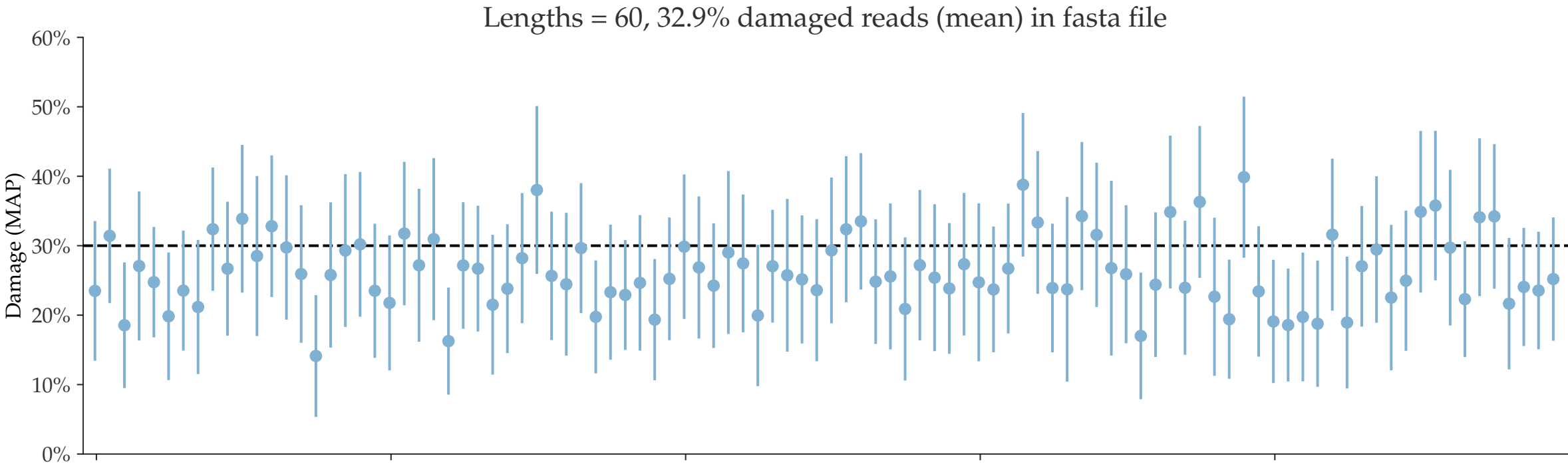
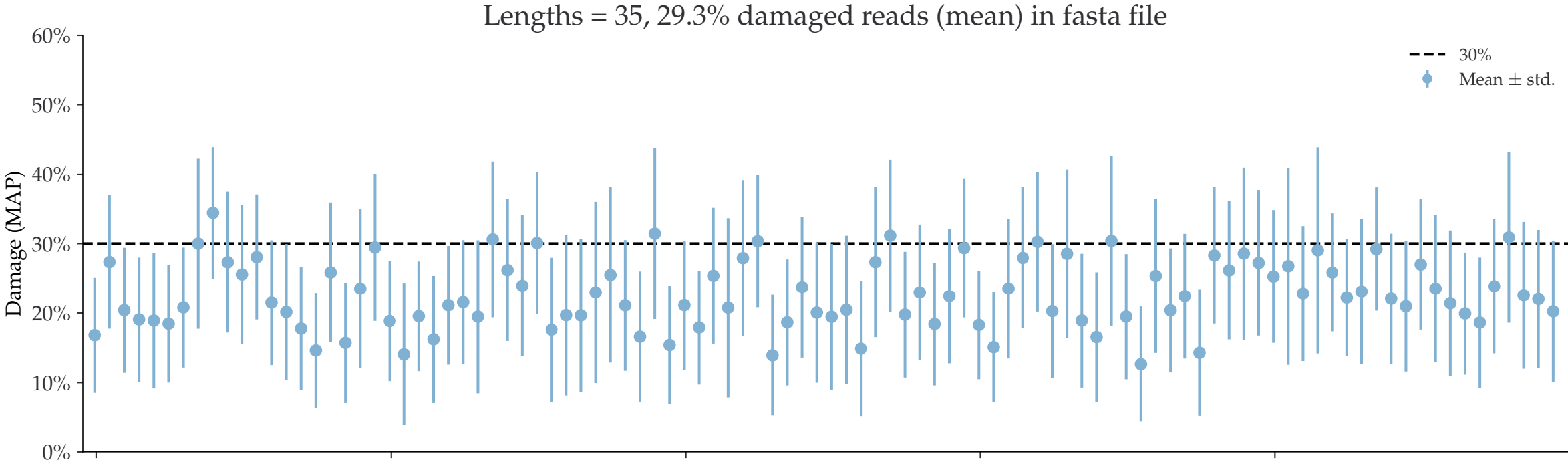
Individual damages:
25 reads
Briggs damage = 0.96
Damage percent = 30%



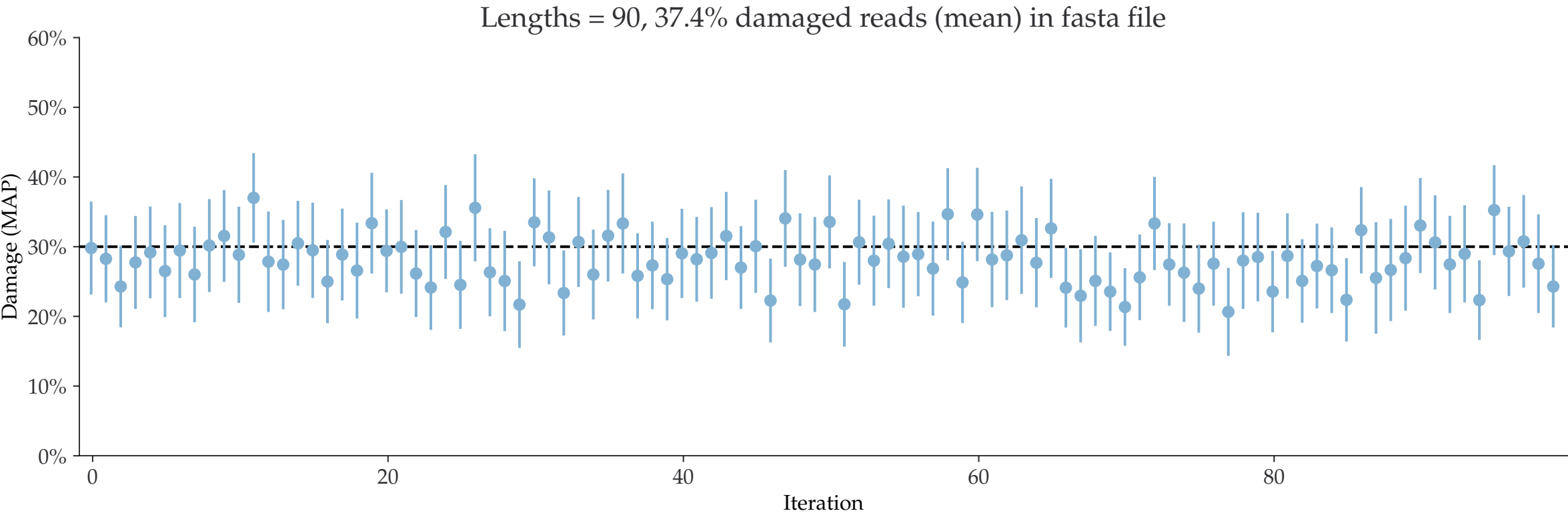
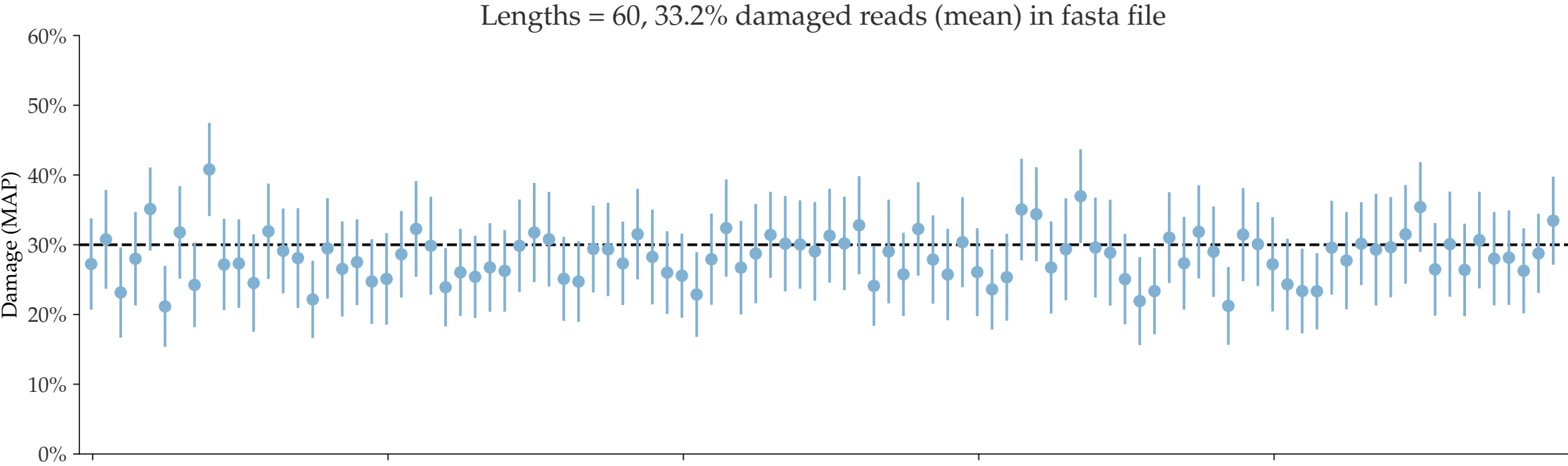
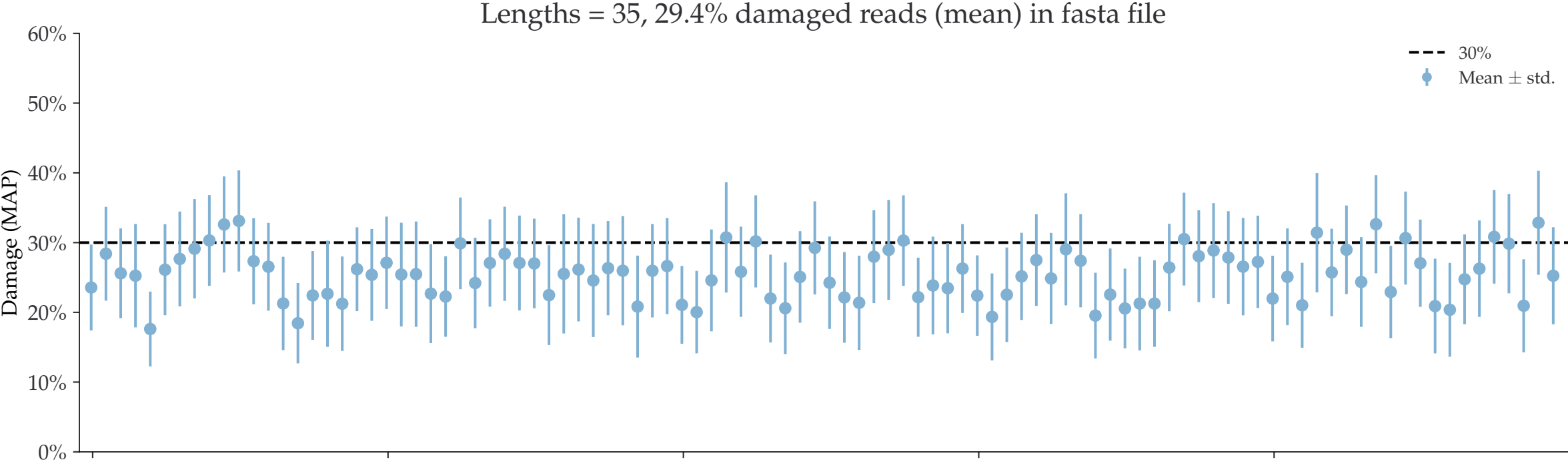
Individual damages:
50 reads
Briggs damage = 0.96
Damage percent = 30%



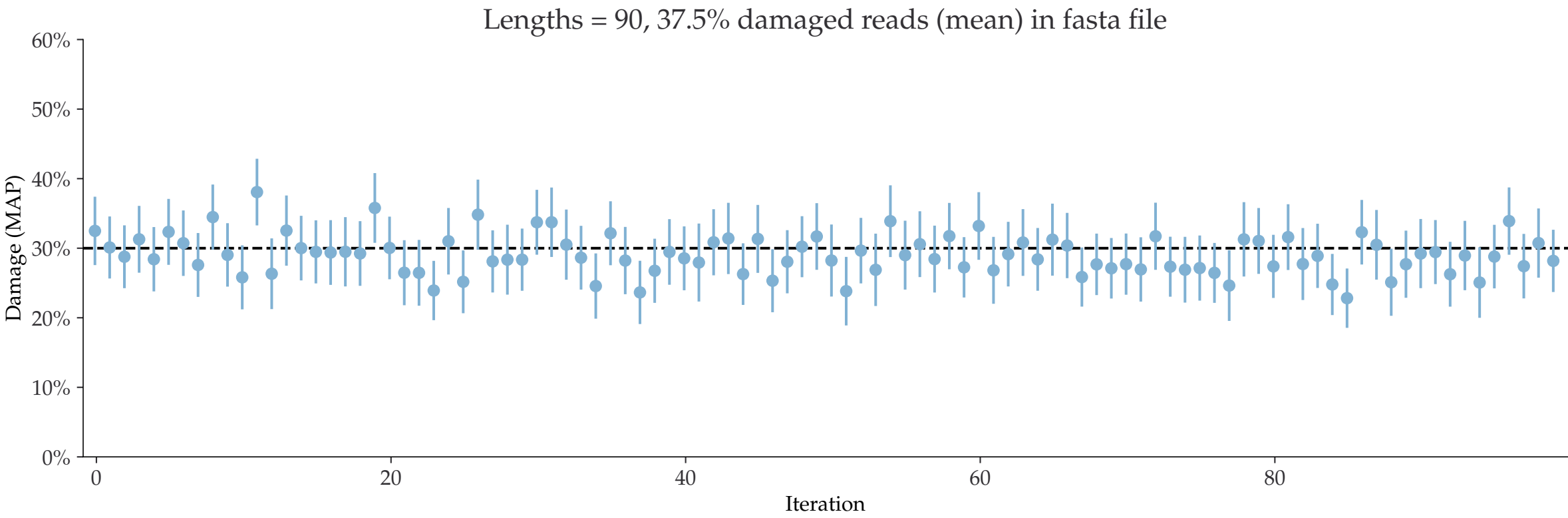
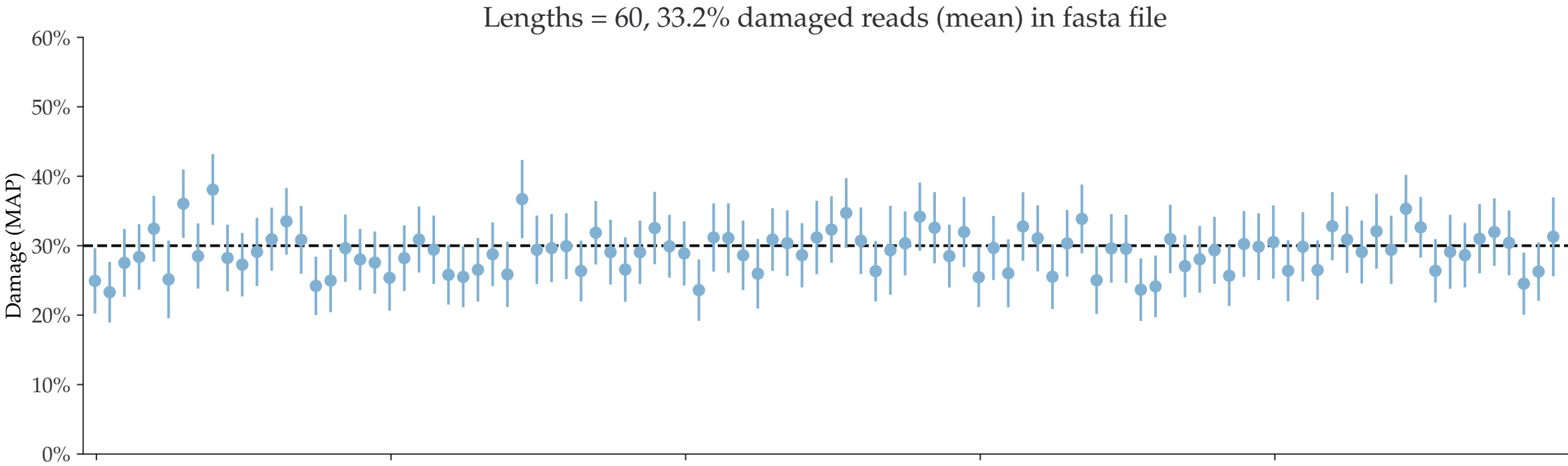
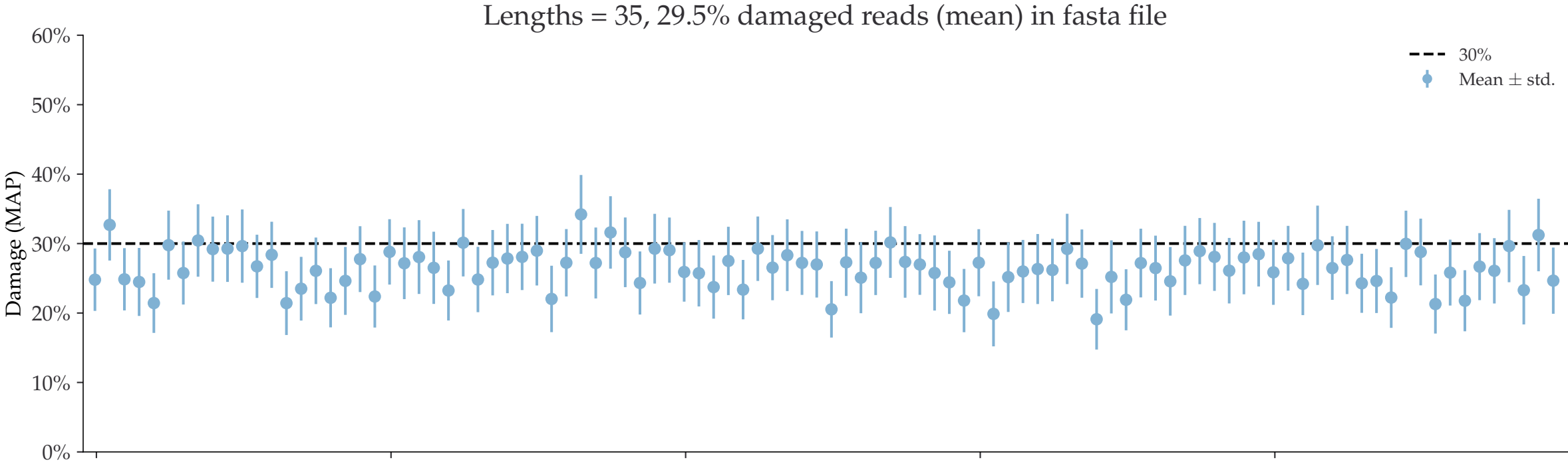
Individual damages:
100 reads
Briggs damage = 0.96
Damage percent = 30%



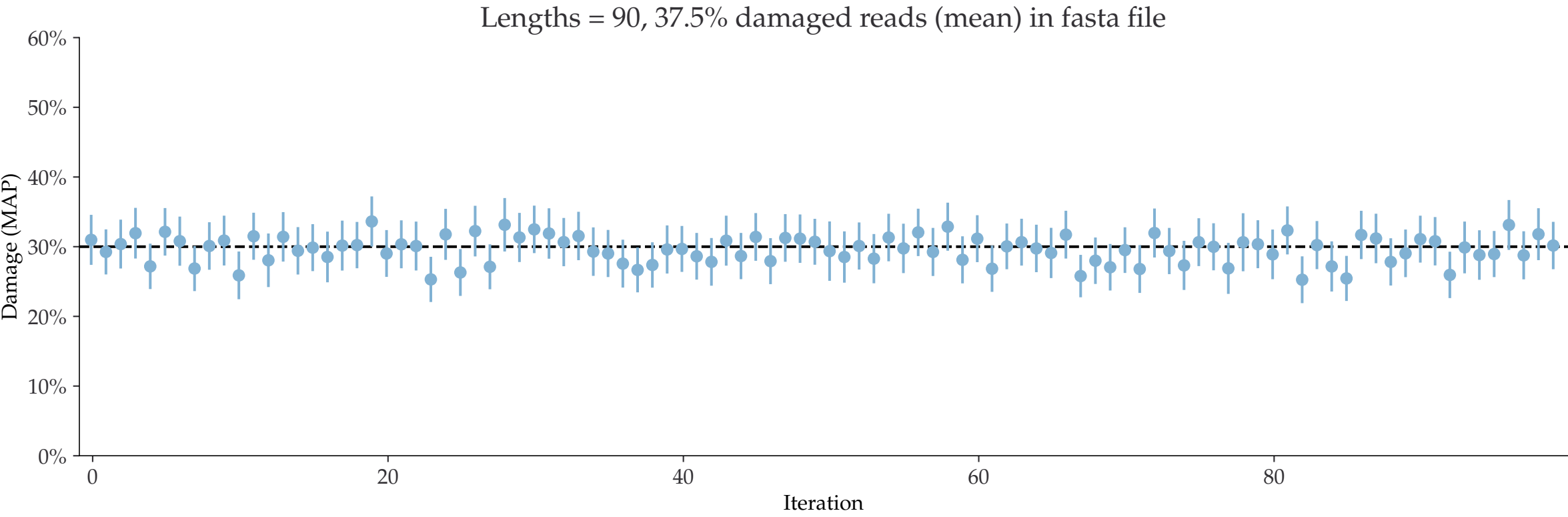
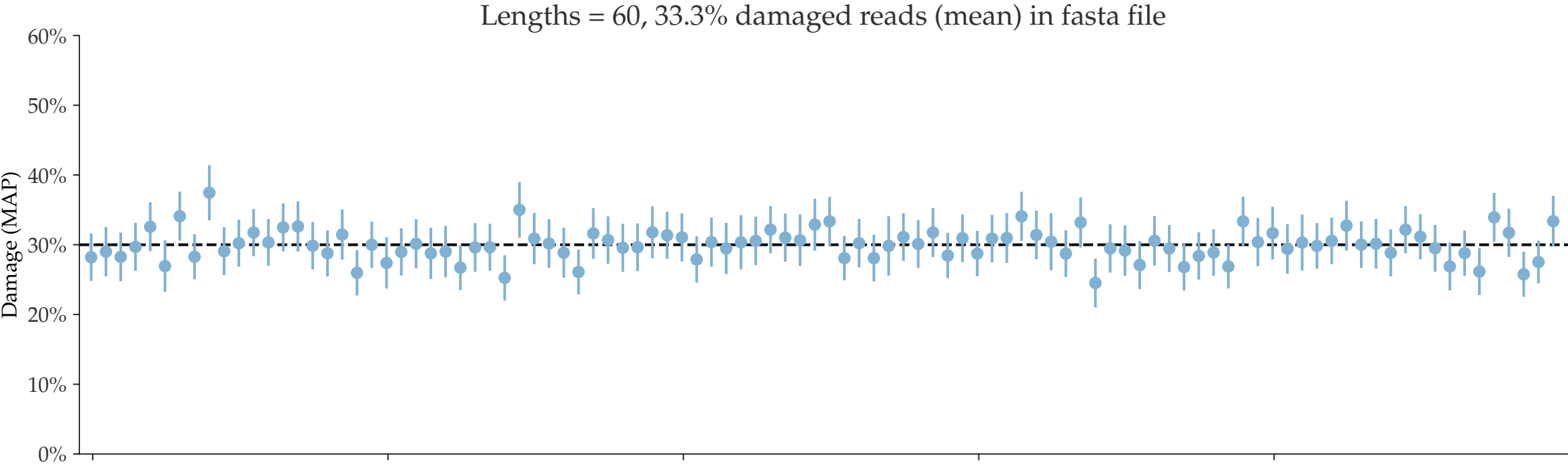
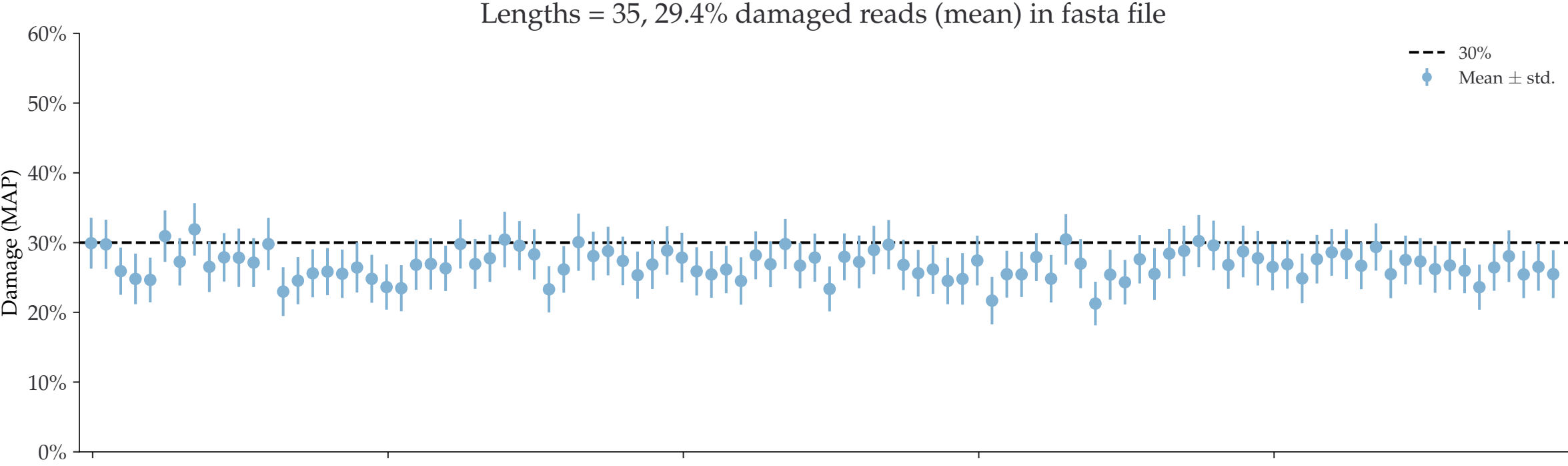
Individual damages:
250 reads
Briggs damage = 0.96
Damage percent = 30%



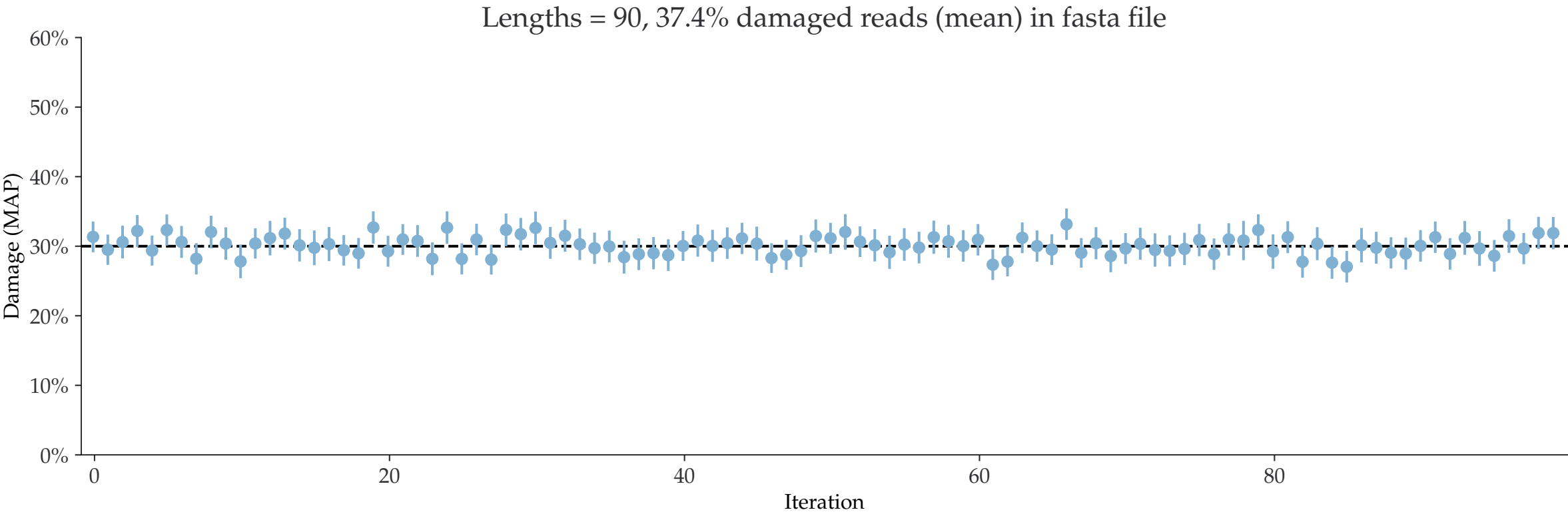
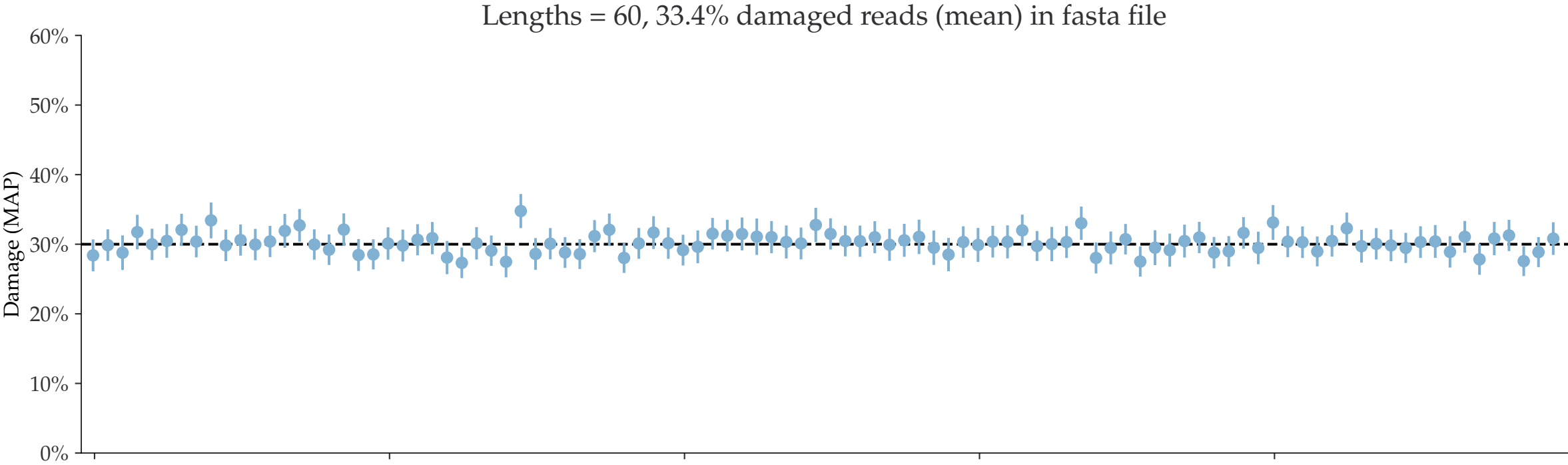
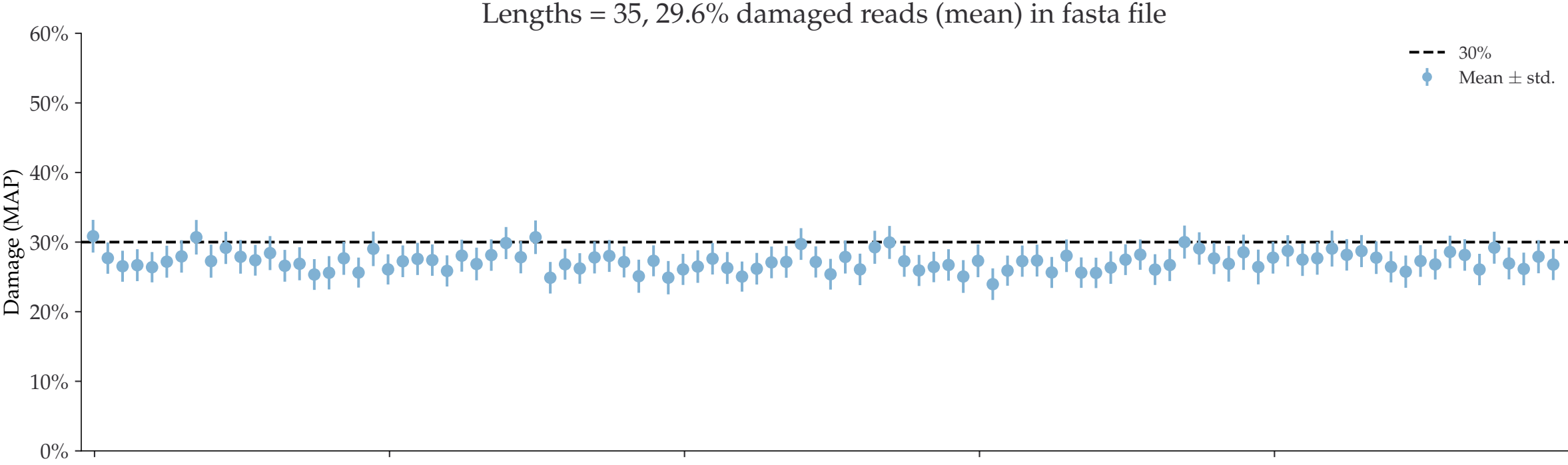
Individual damages:
500 reads
Briggs damage = 0.96
Damage percent = 30%



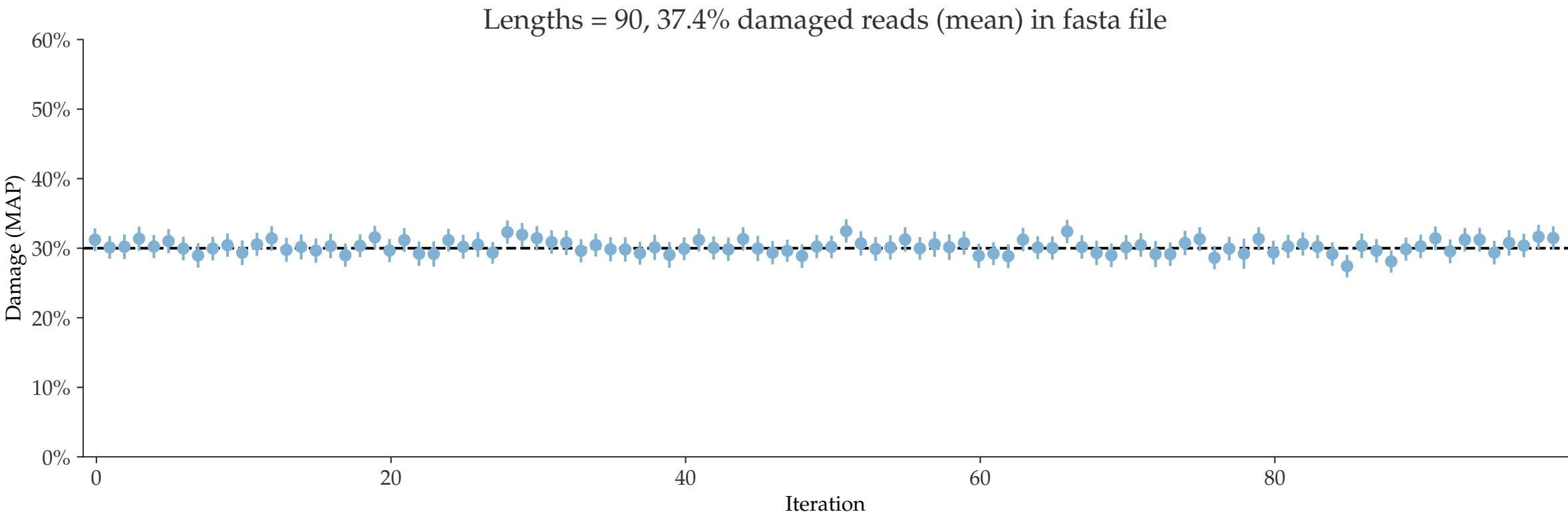
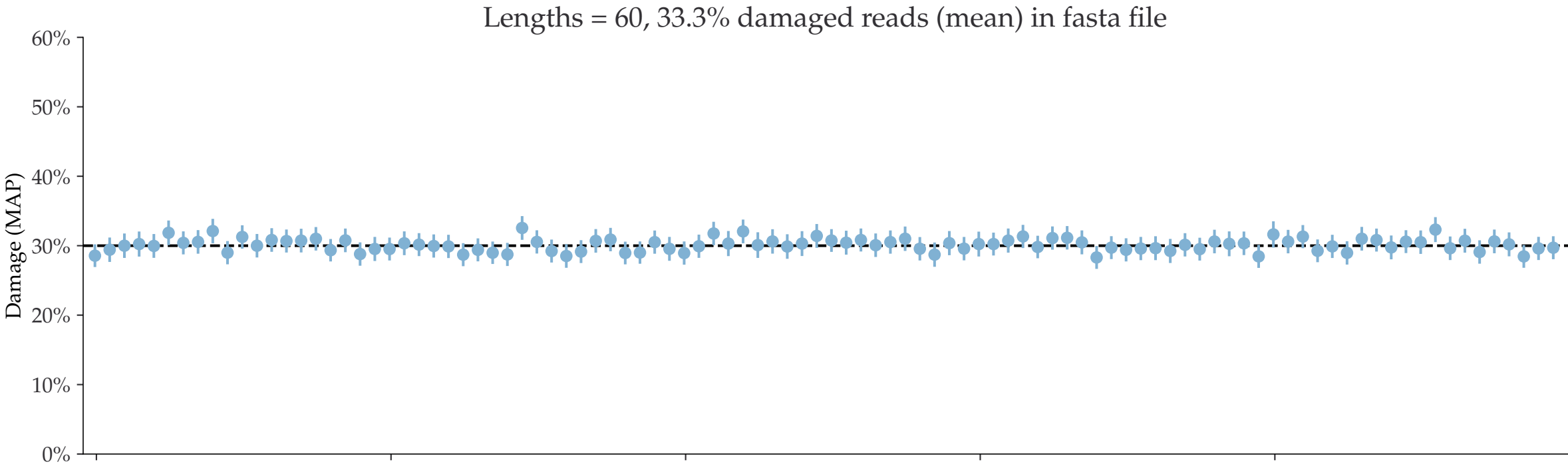
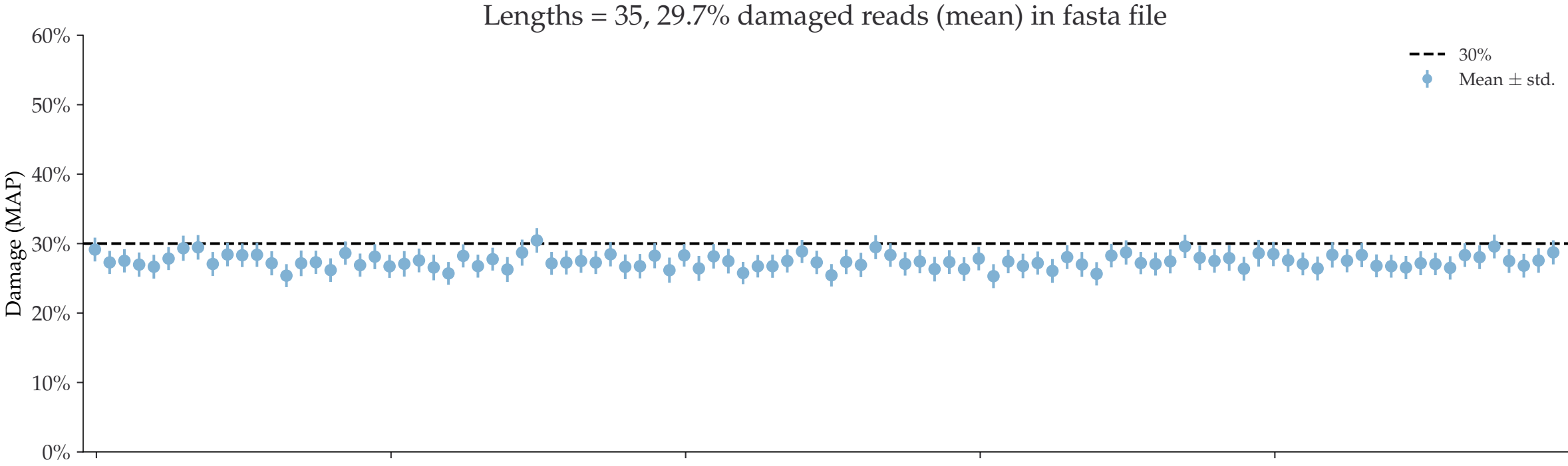
Individual damages:
1000 reads
Briggs damage = 0.96
Damage percent = 30%



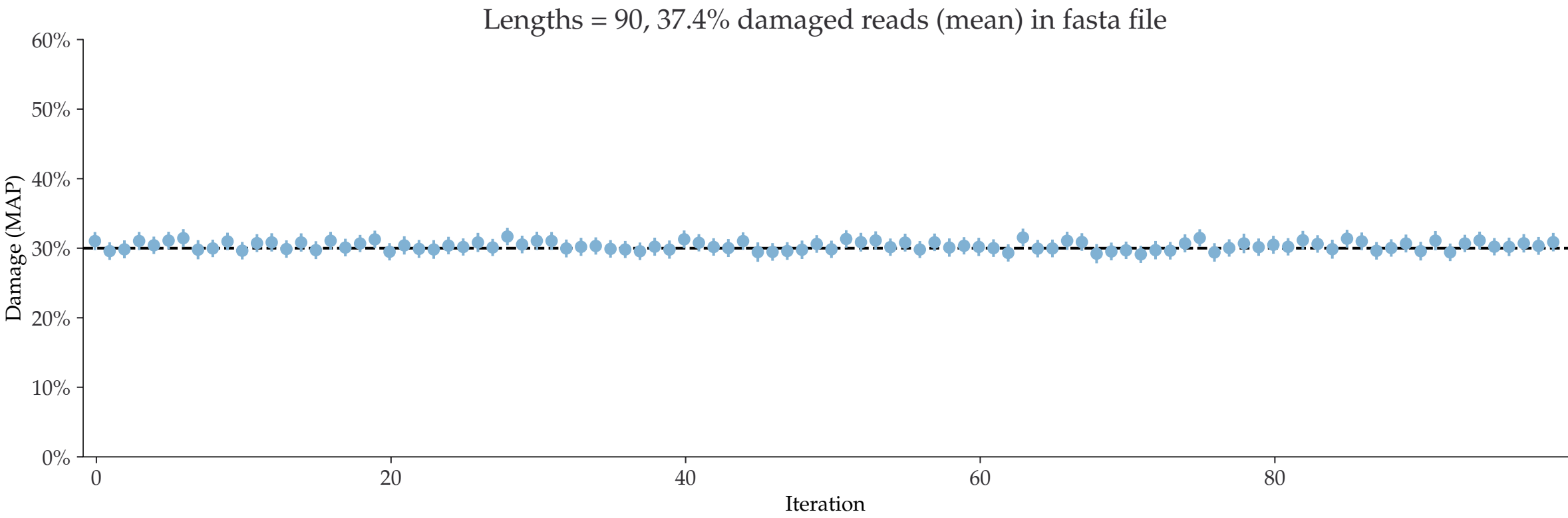
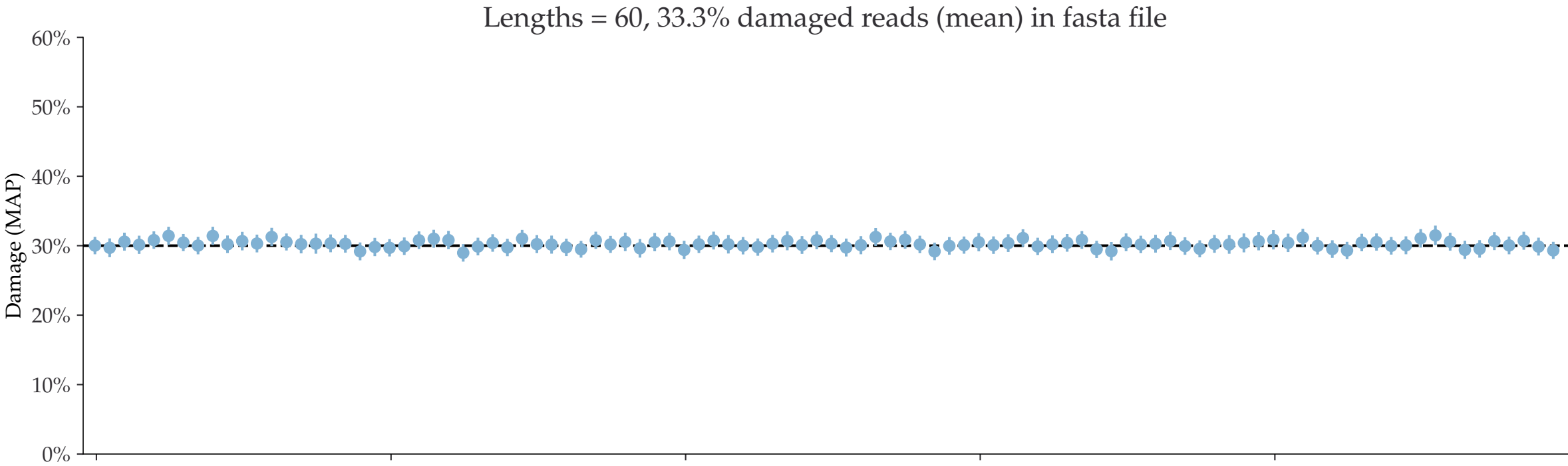
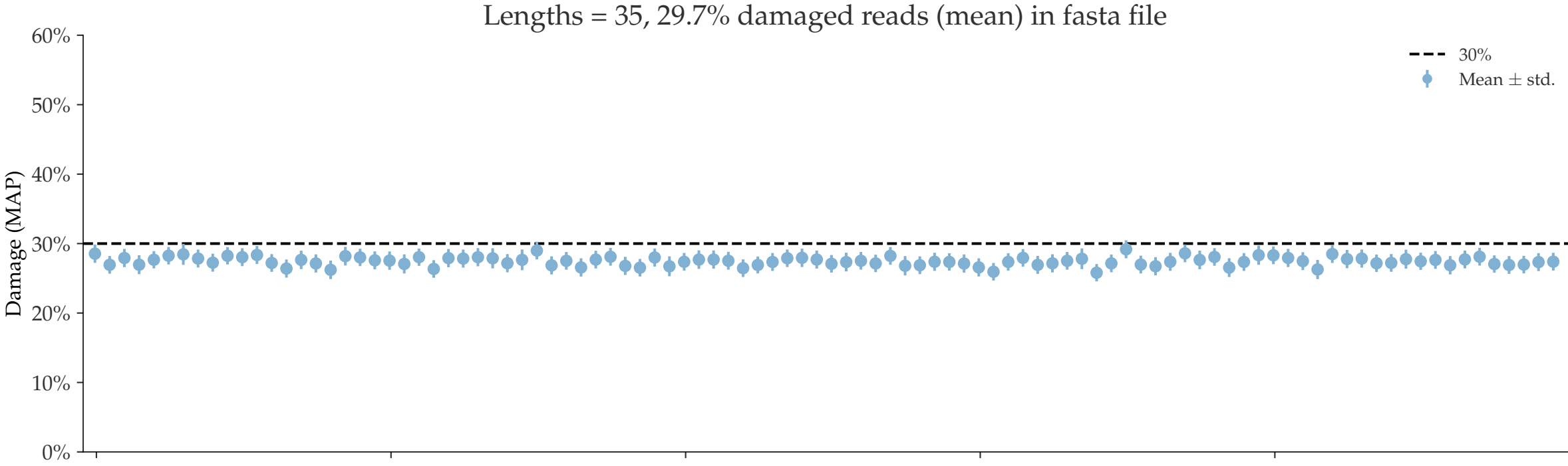
Individual damages:
2500 reads
Briggs damage = 0.96
Damage percent = 30%



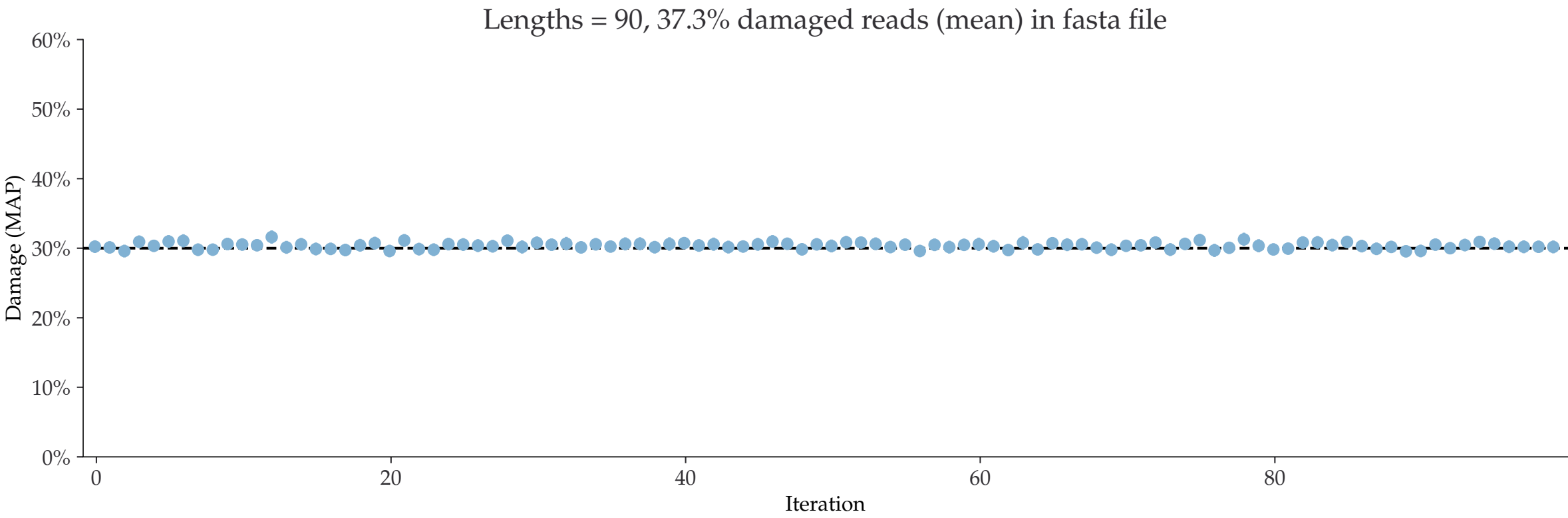
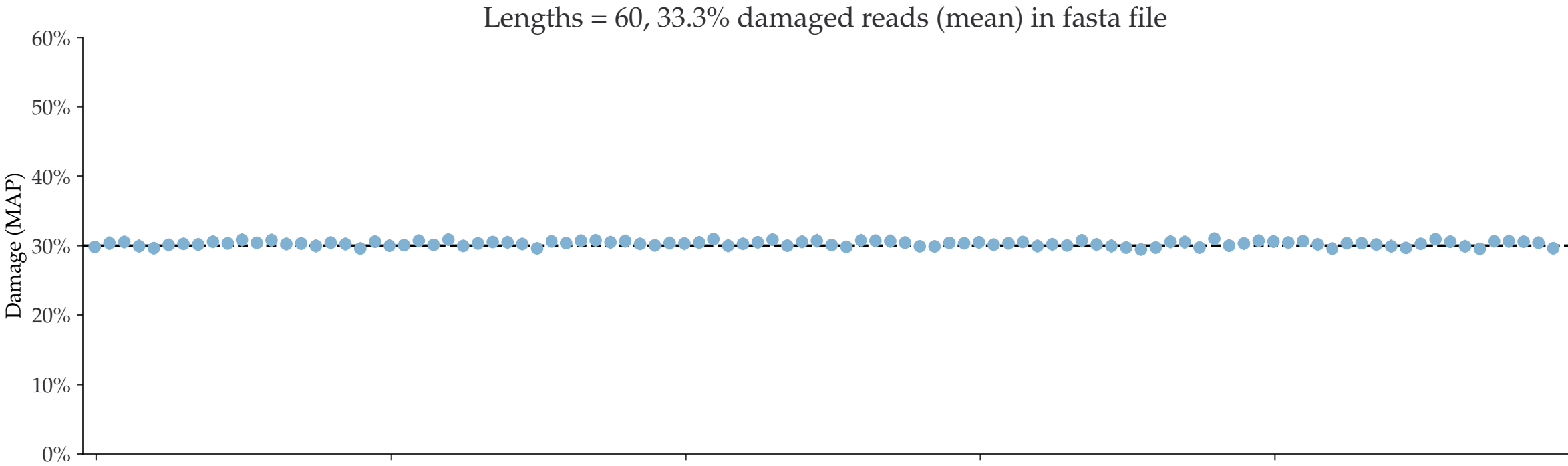
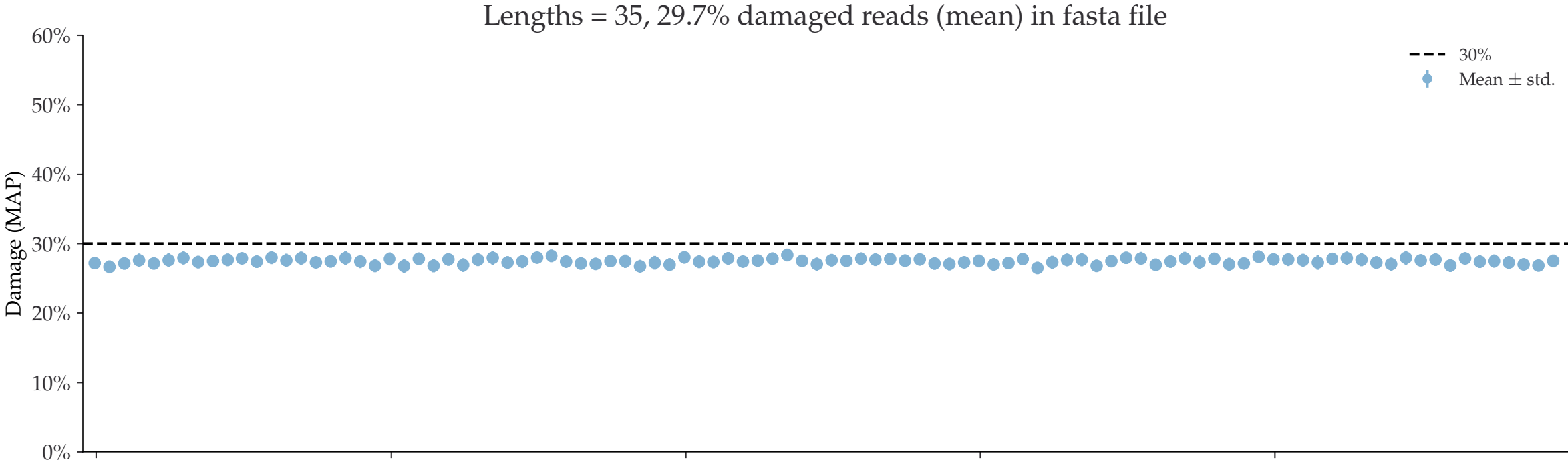
Individual damages:
5000 reads
Briggs damage = 0.96
Damage percent = 30%



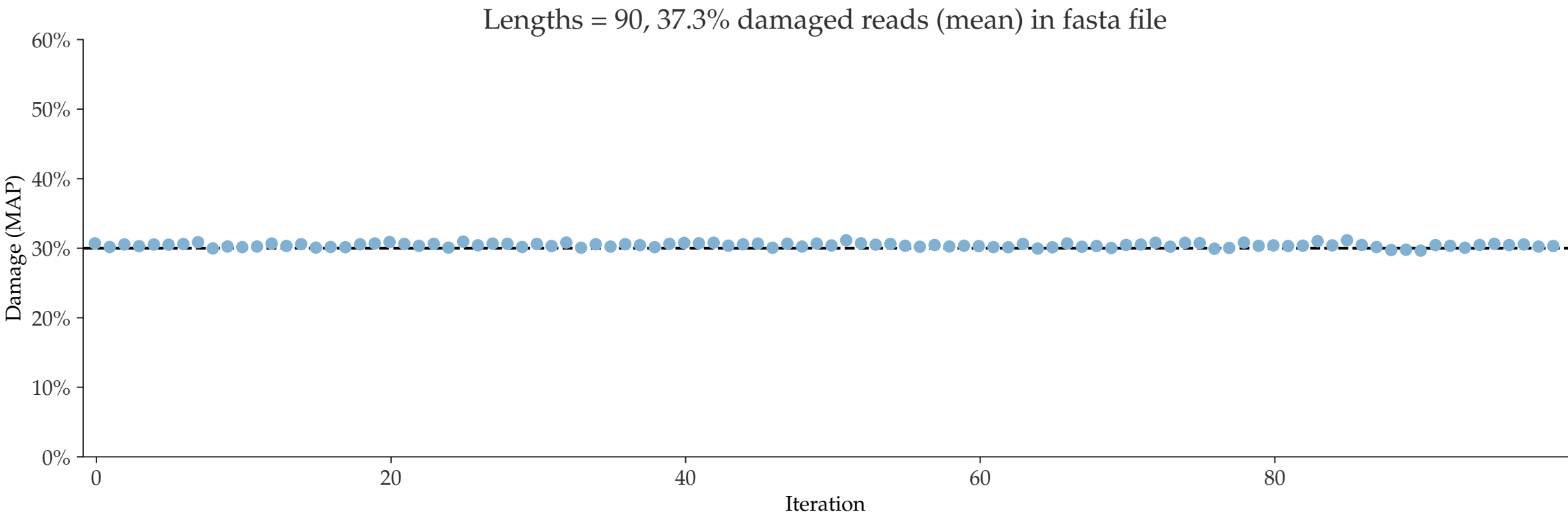
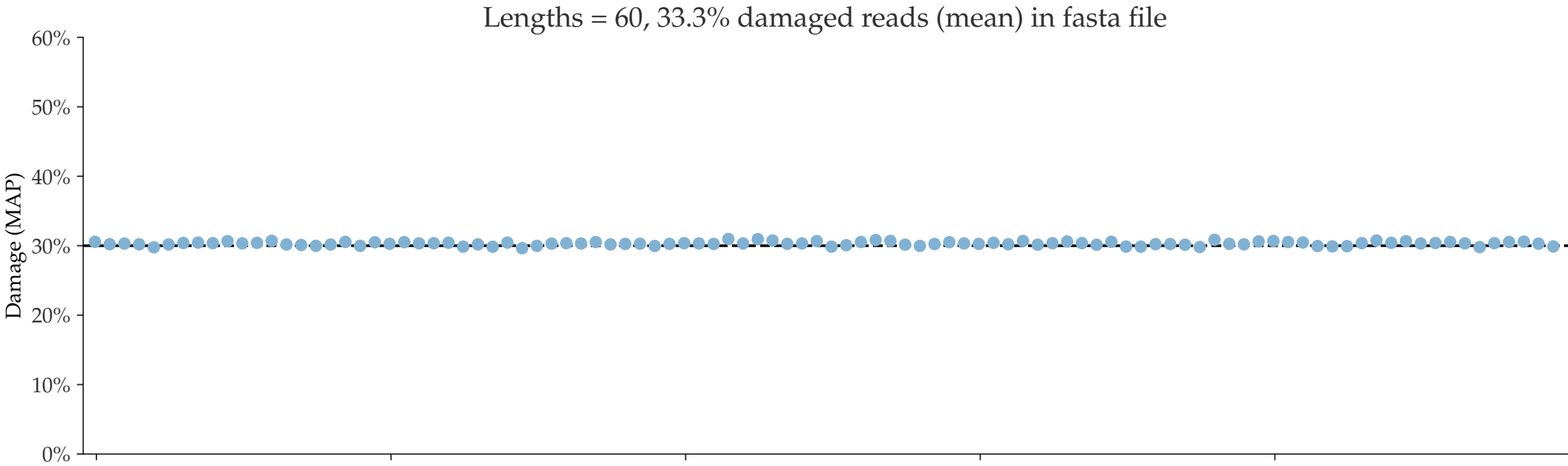
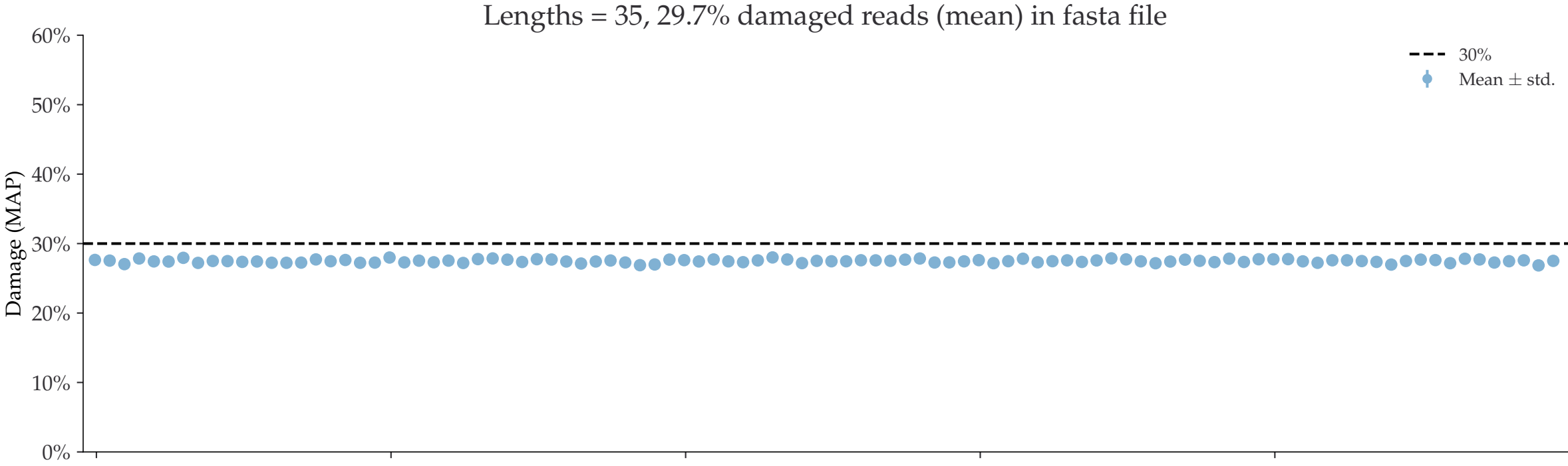
Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent = 30%



Individual damages:
25000 reads
Briggs damage = 0.96
Damage percent = 30%



Individual damages:
50000 reads
Briggs damage = 0.96
Damage percent = 30%



Individual damages:
100000 reads
Briggs damage = 0.96
Damage percent = 30%

