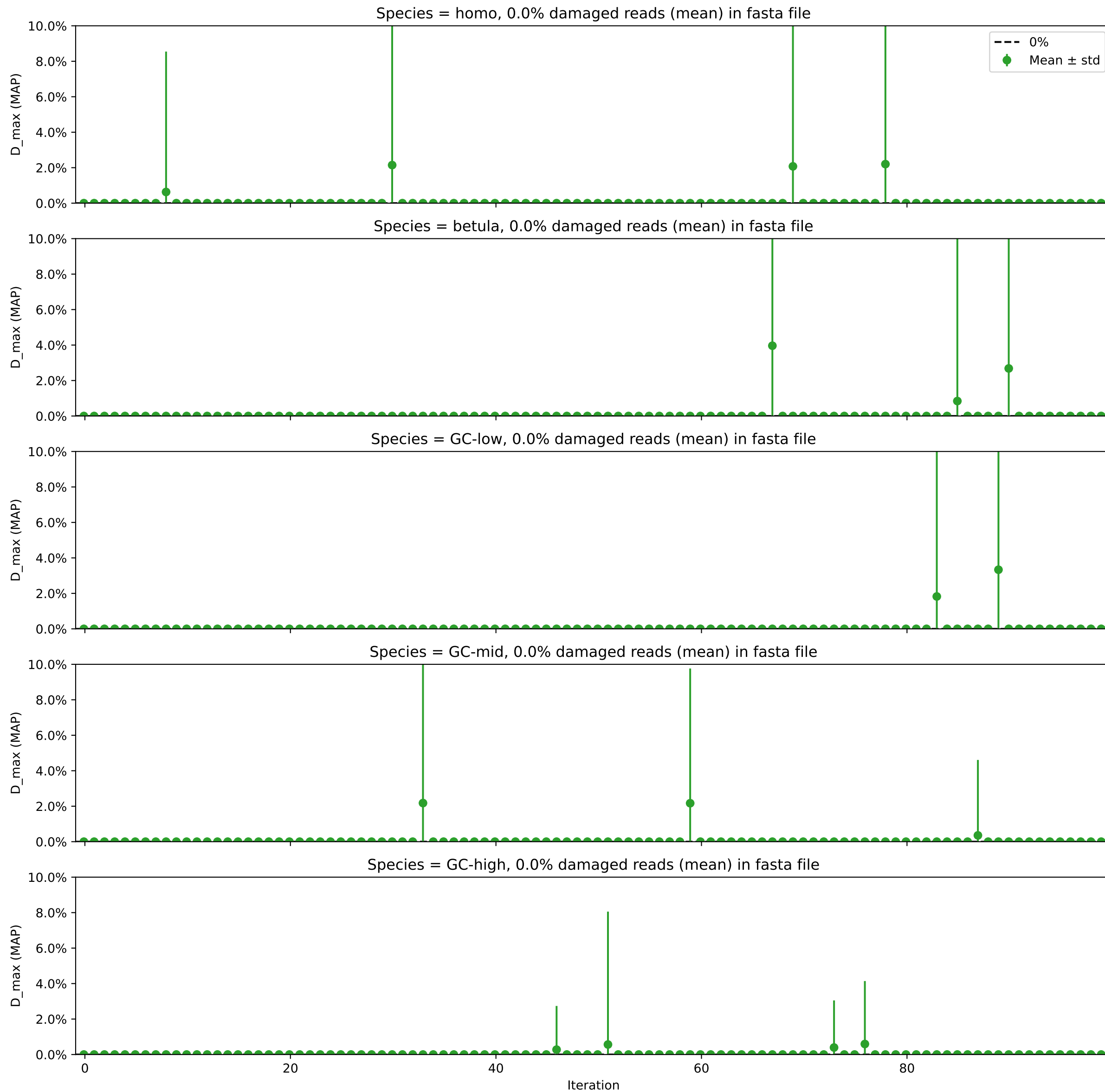
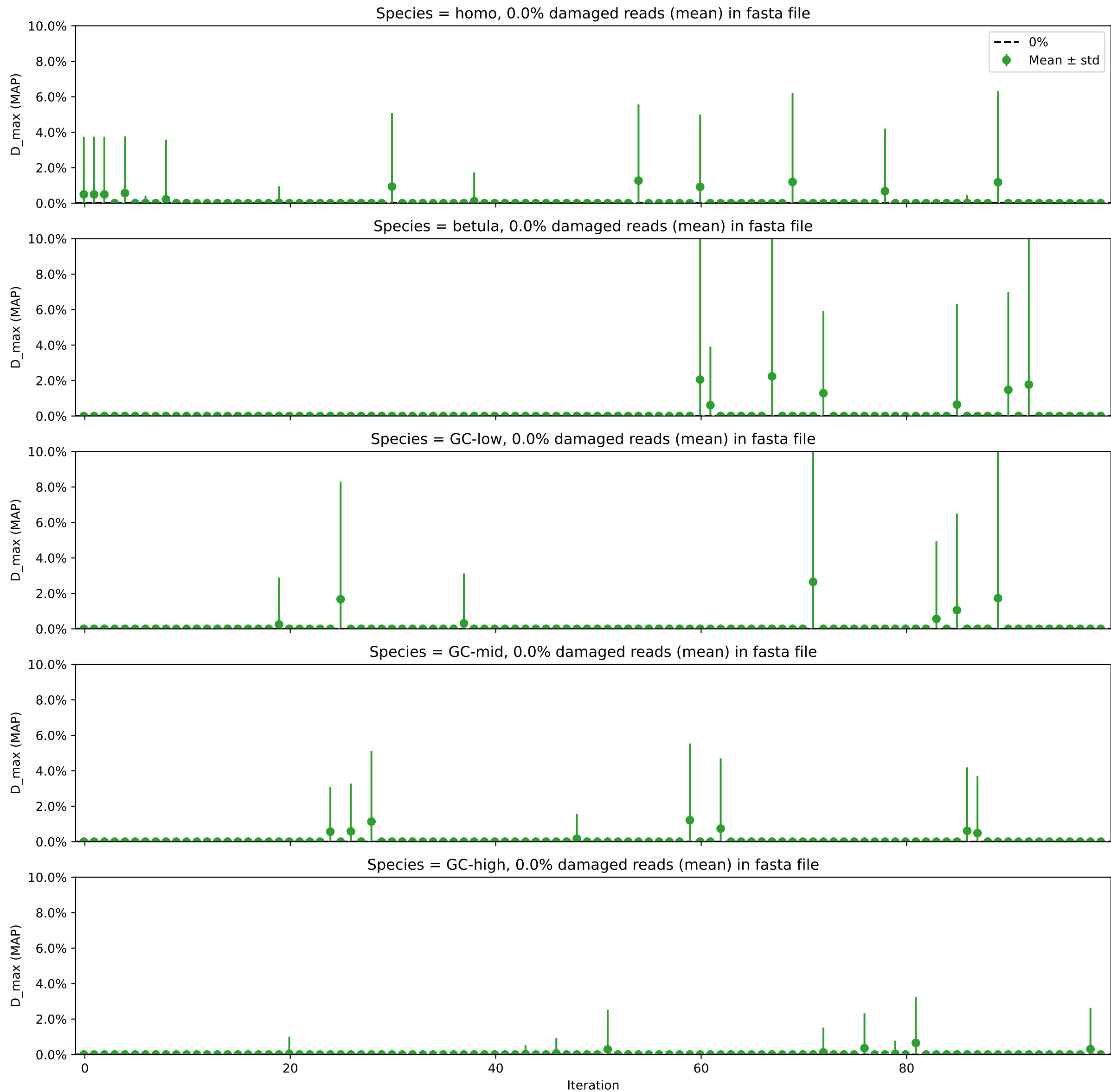


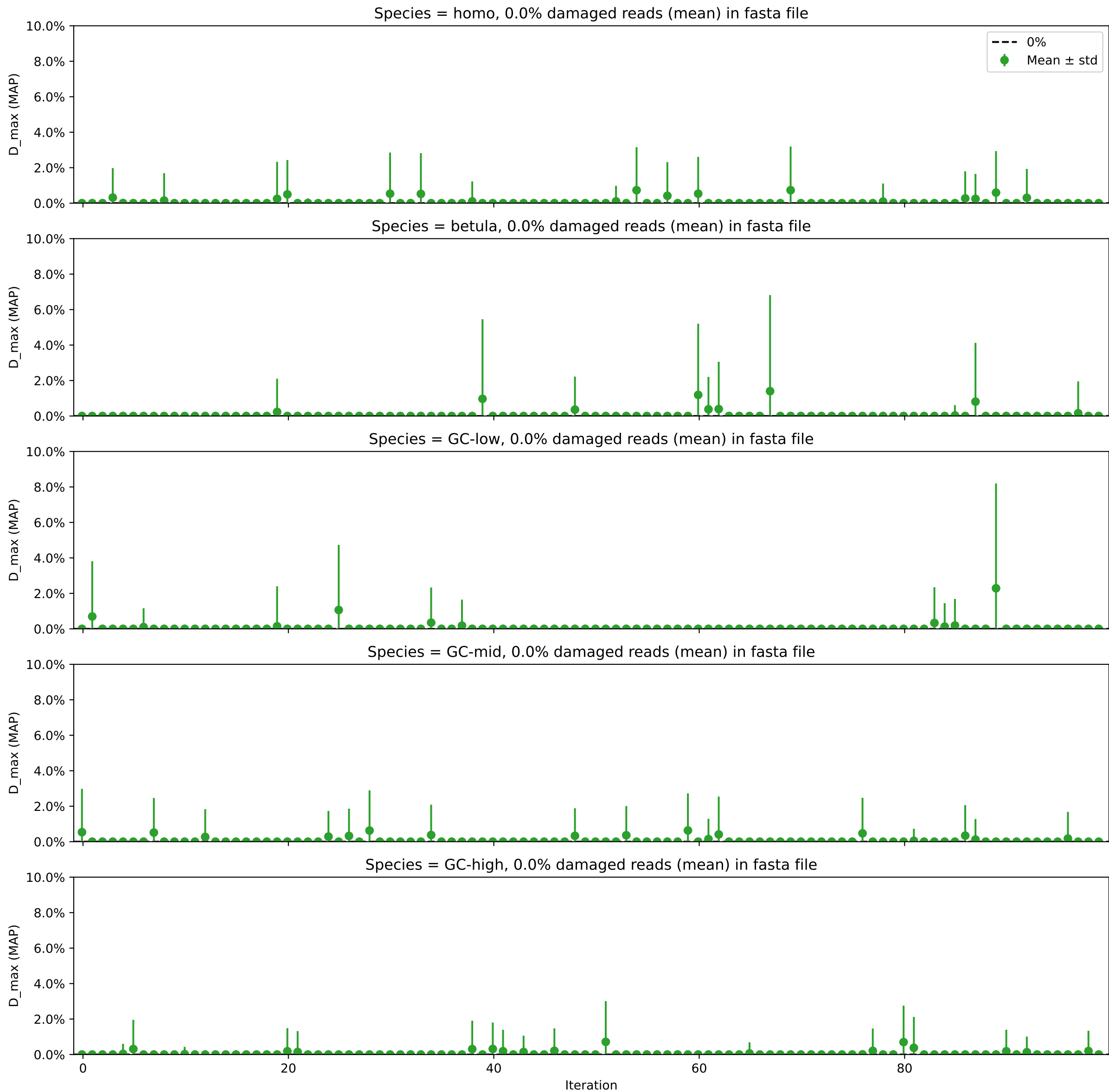
Individual damages:  
10 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



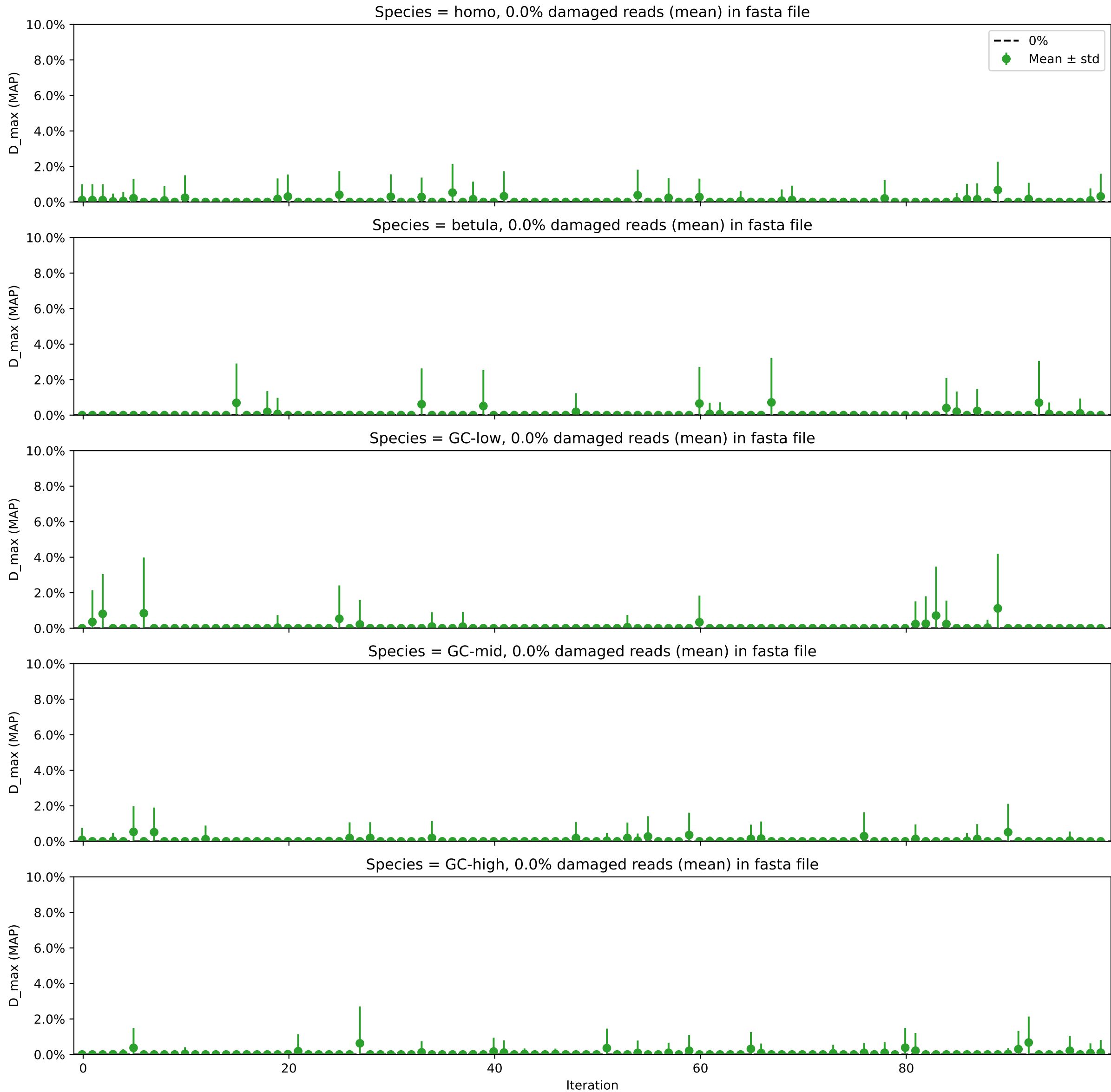
Individual damages:  
25 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



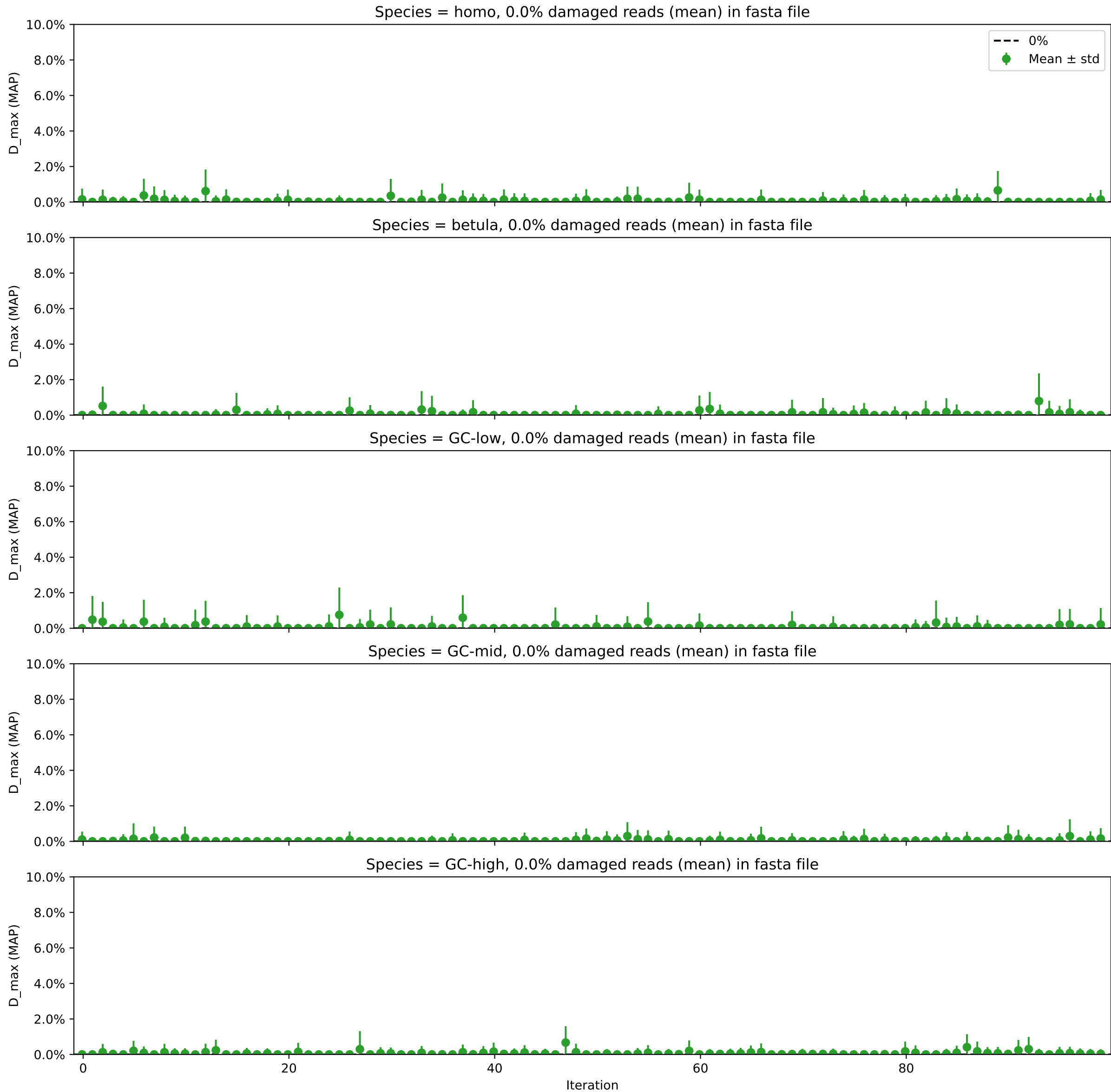
Individual damages:  
50 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



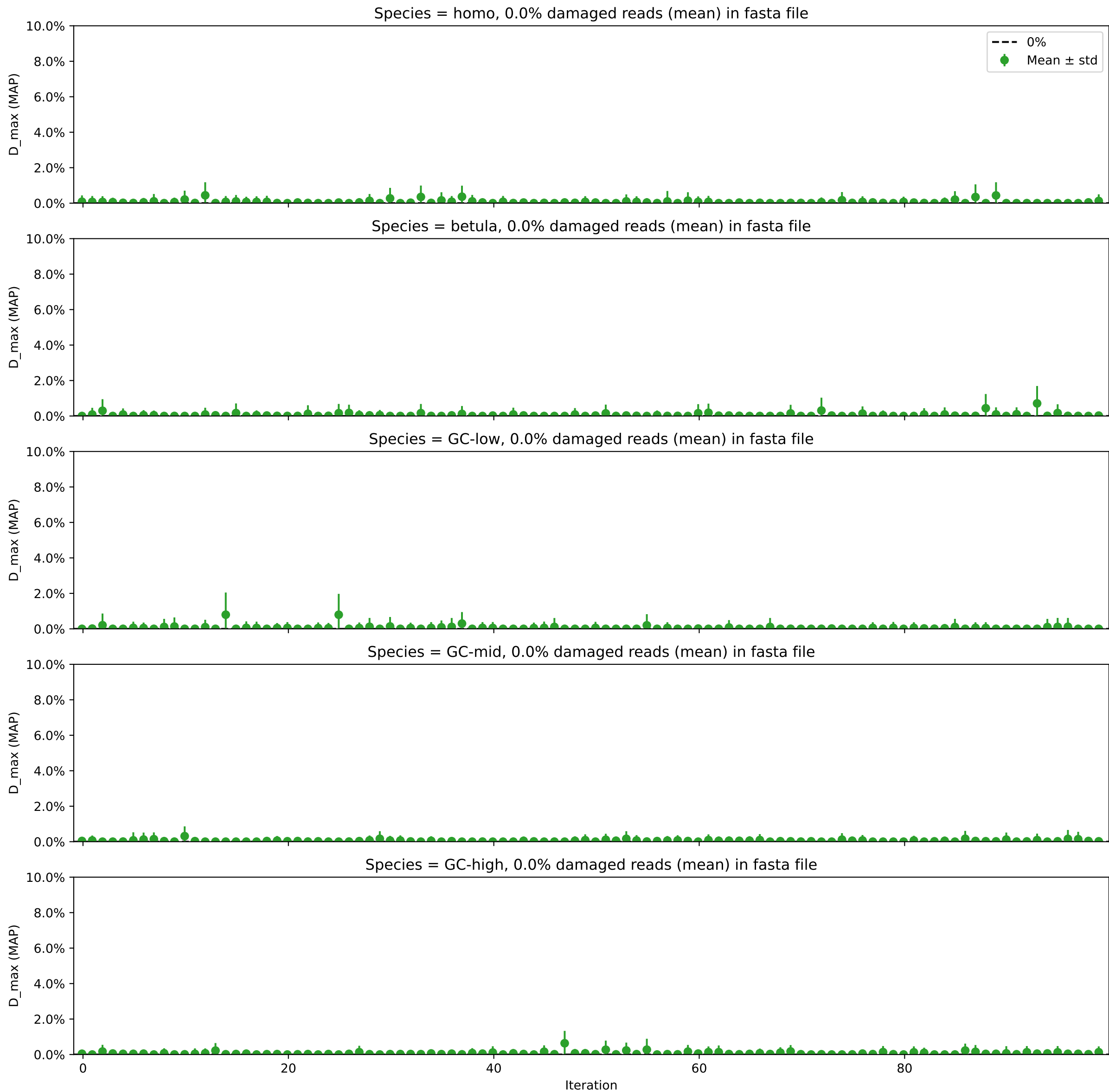
Individual damages:  
100 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



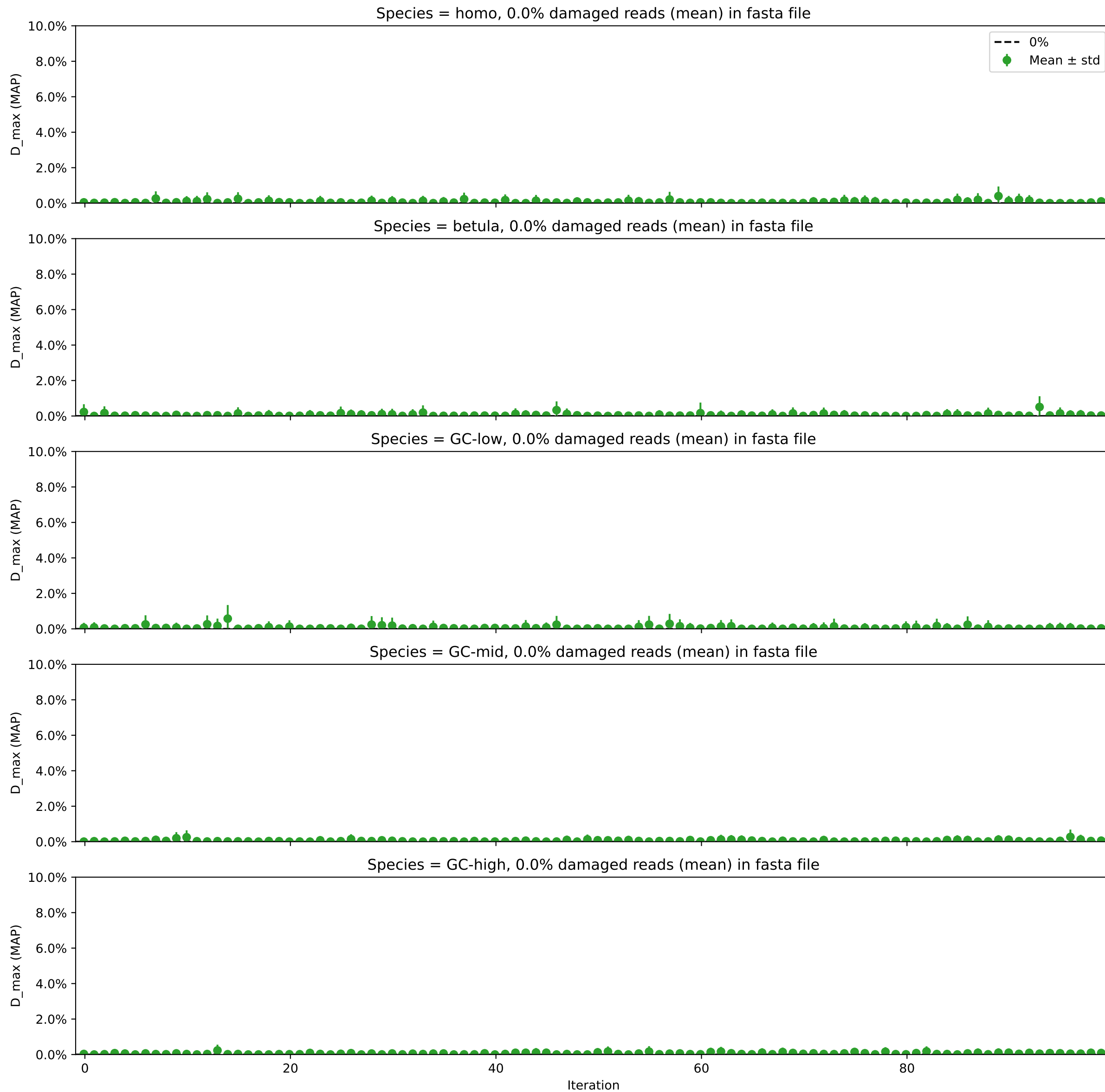
Individual damages:  
250 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



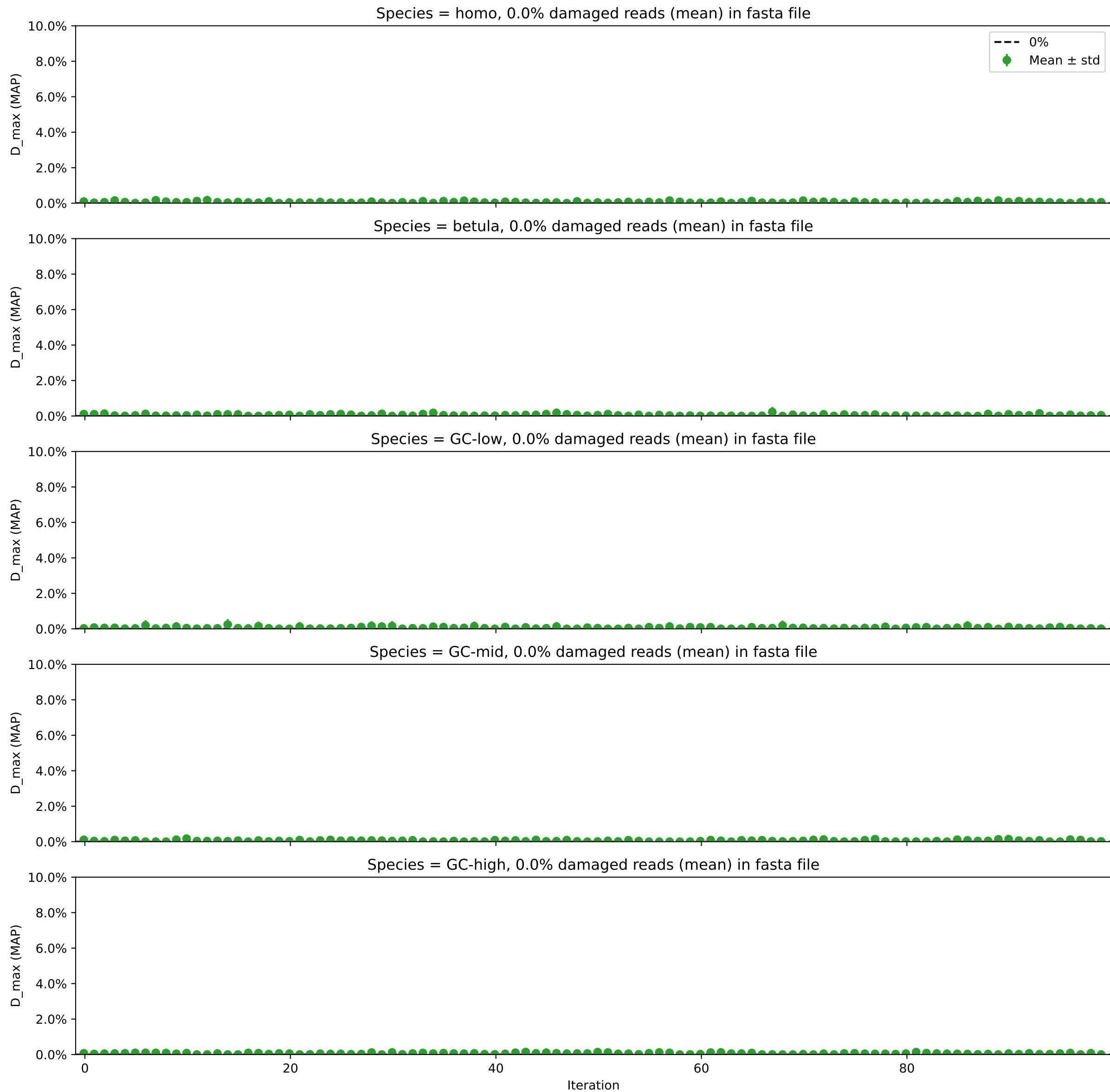
Individual damages:  
500 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



Individual damages:  
1000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)

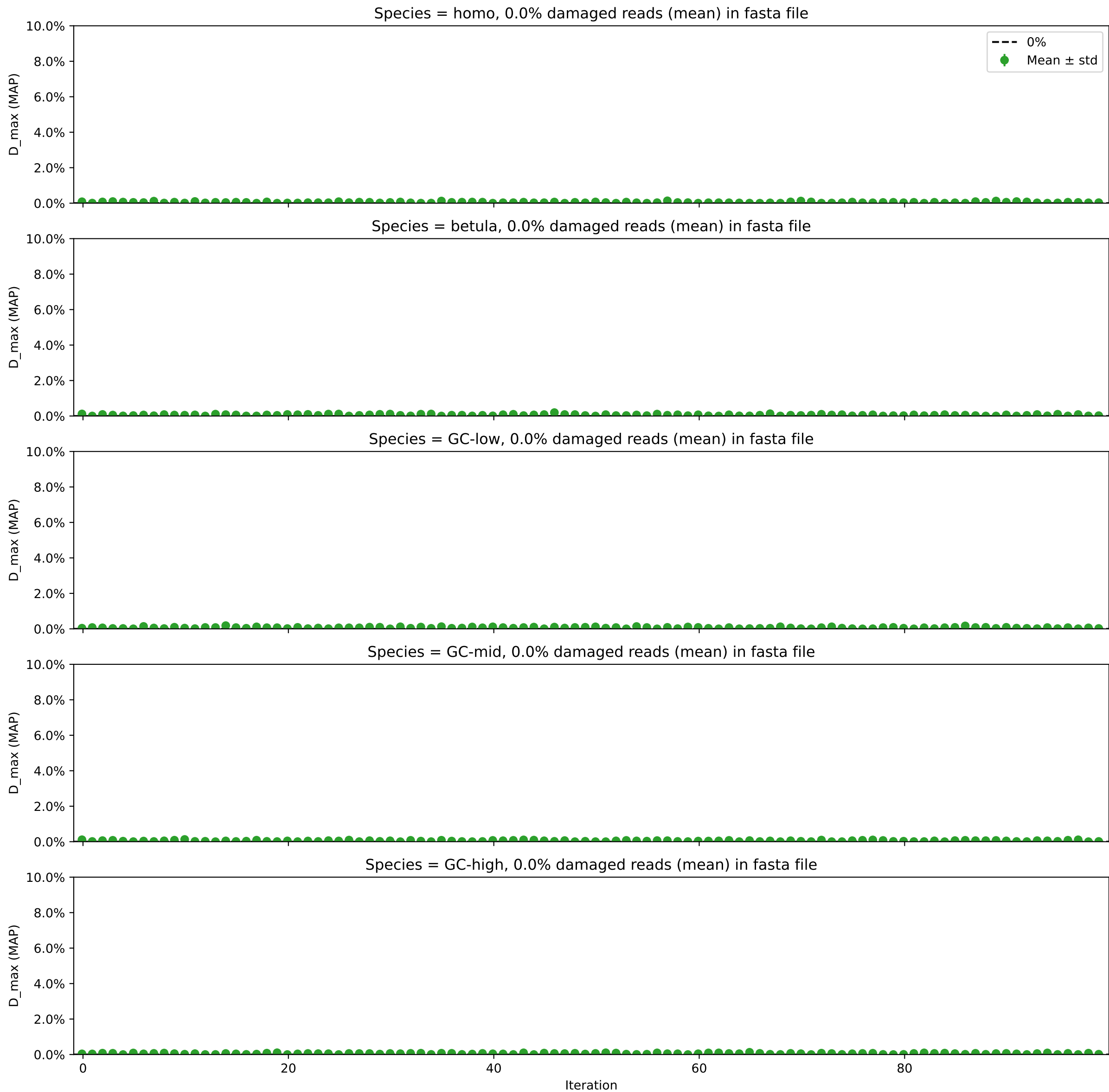


Individual damages:  
2500 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)

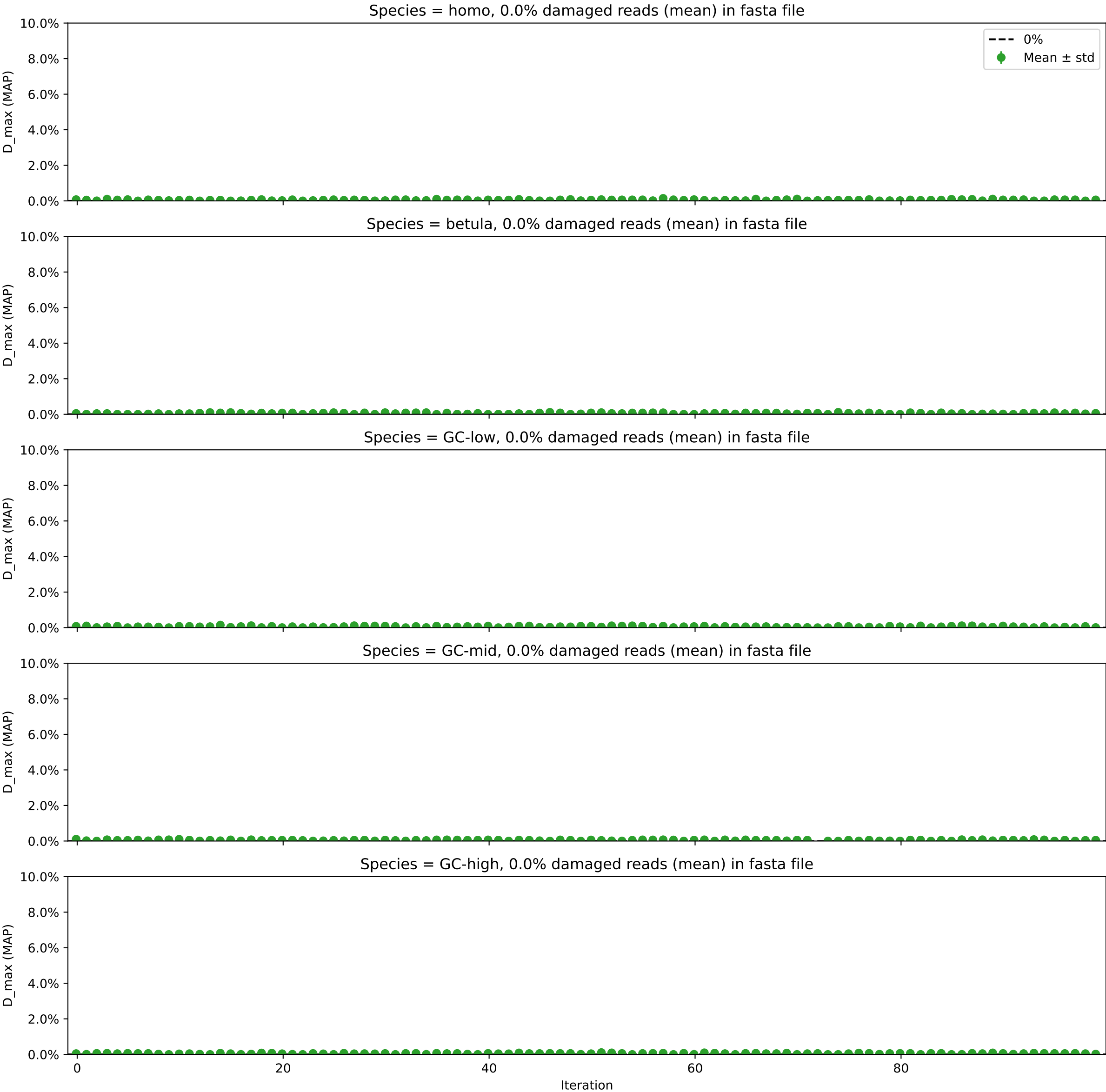




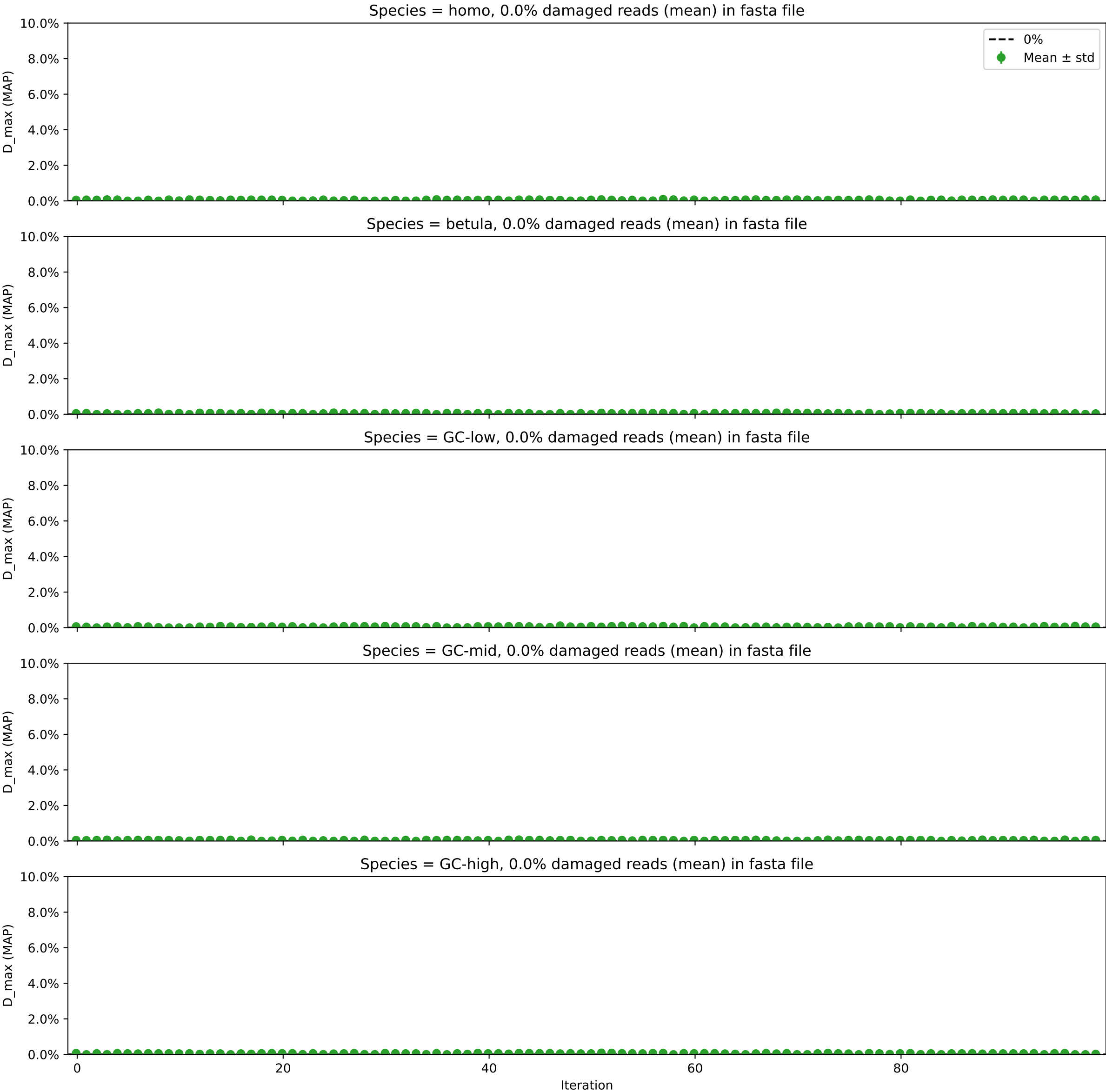
Individual damages:  
5000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



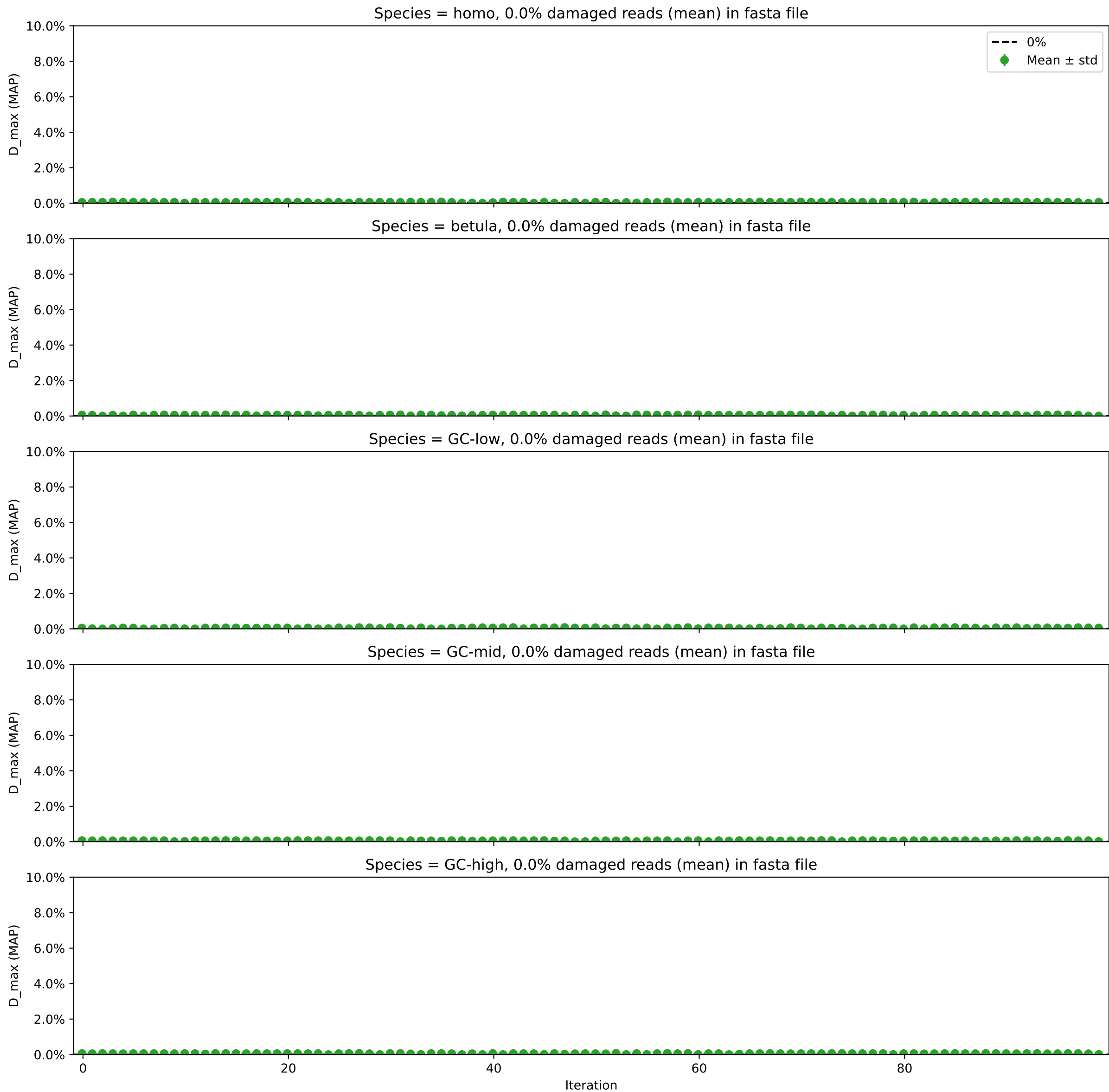
Individual damages:  
10000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



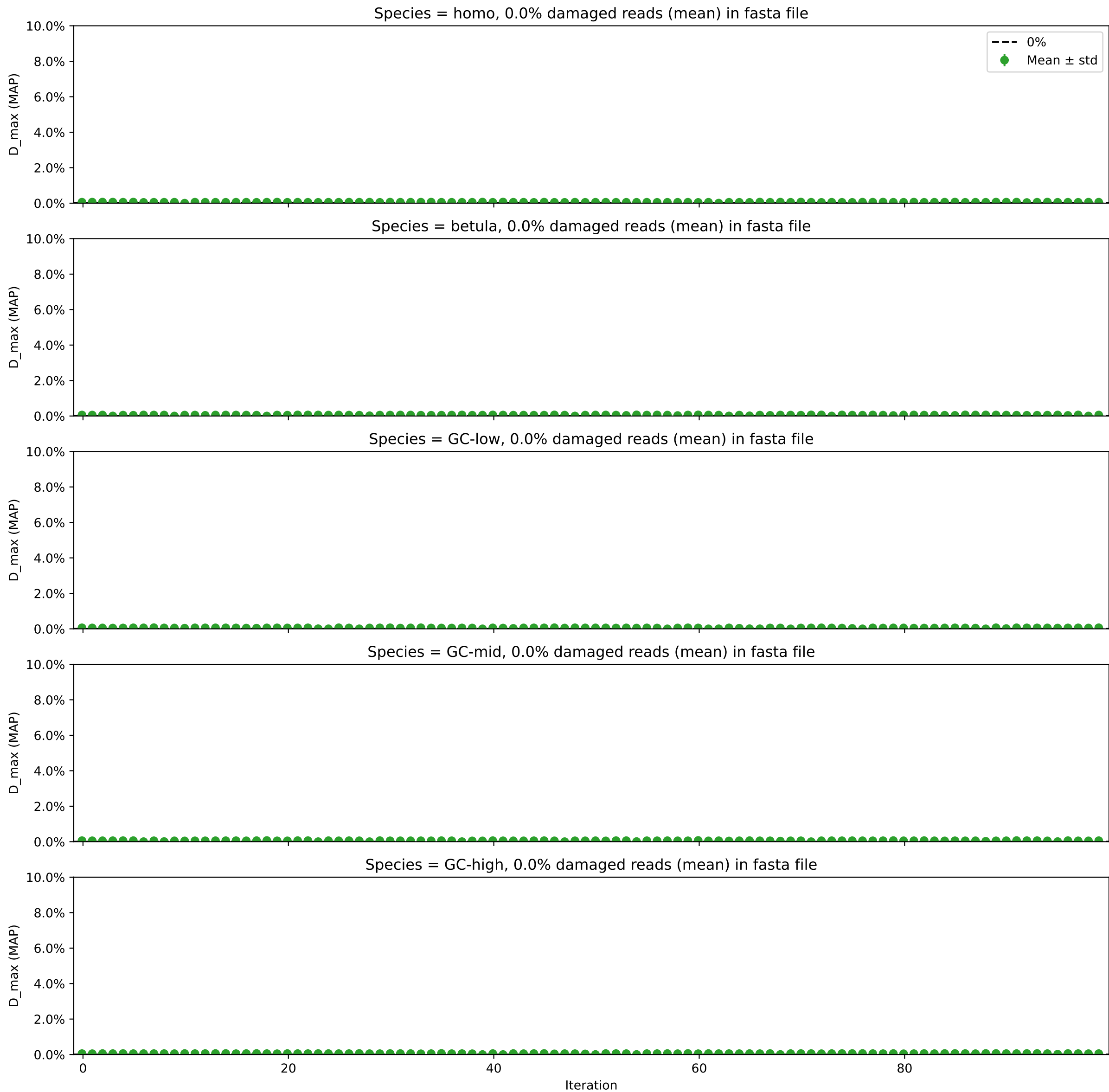
Individual damages:  
25000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



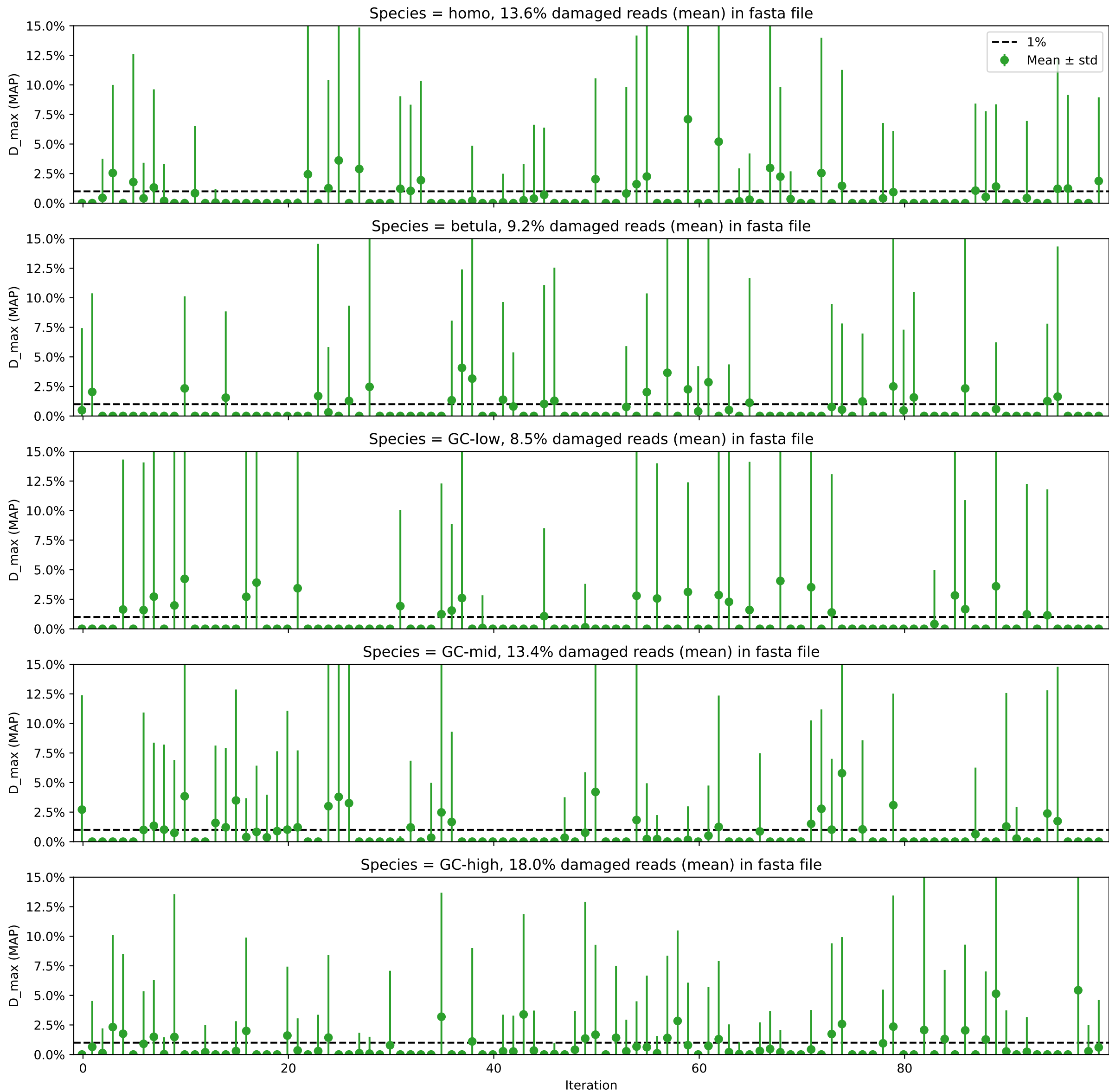
Individual damages:  
50000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



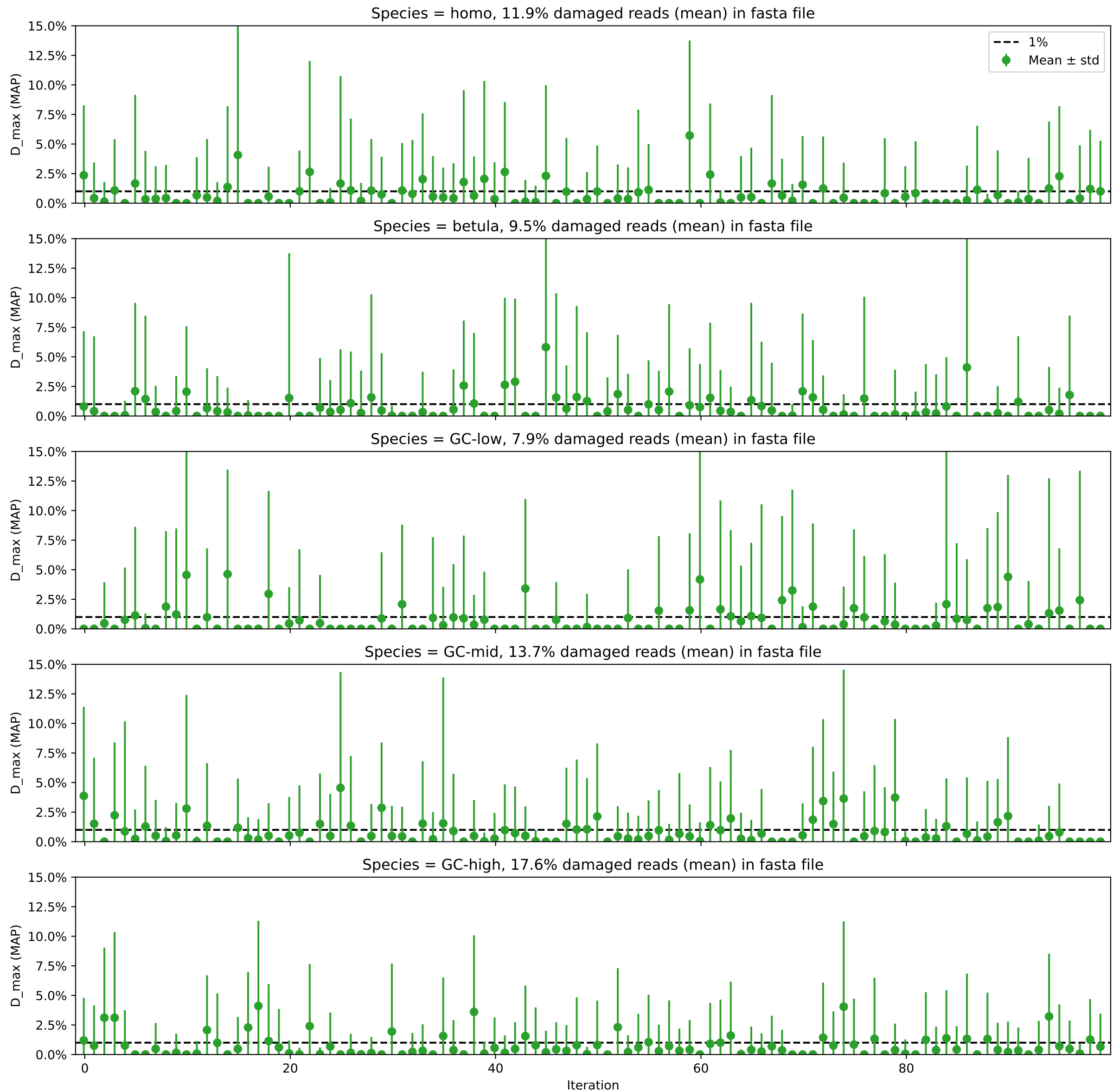
Individual damages:  
100000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



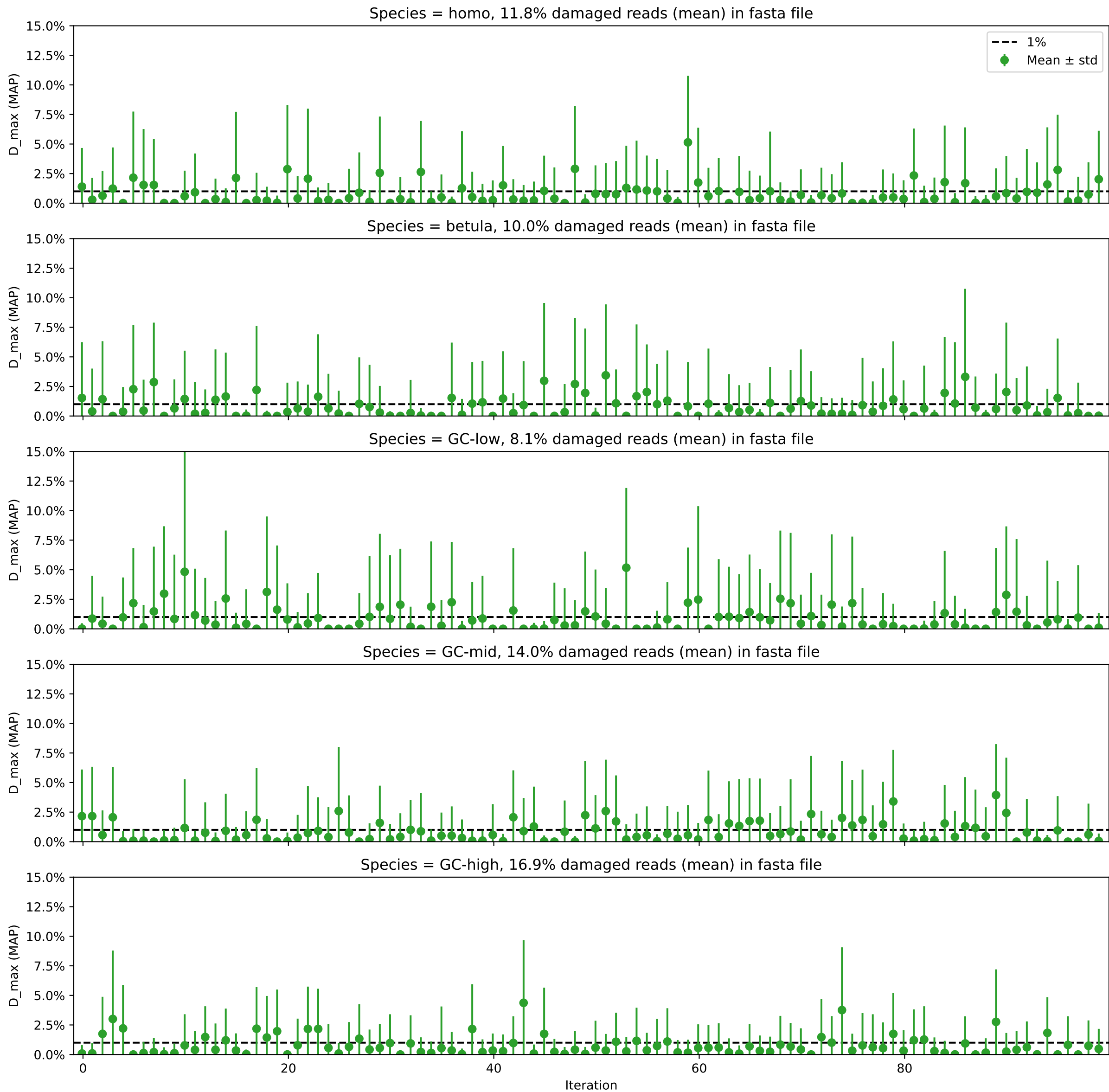
Individual damages:  
10 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



Individual damages:  
25 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)

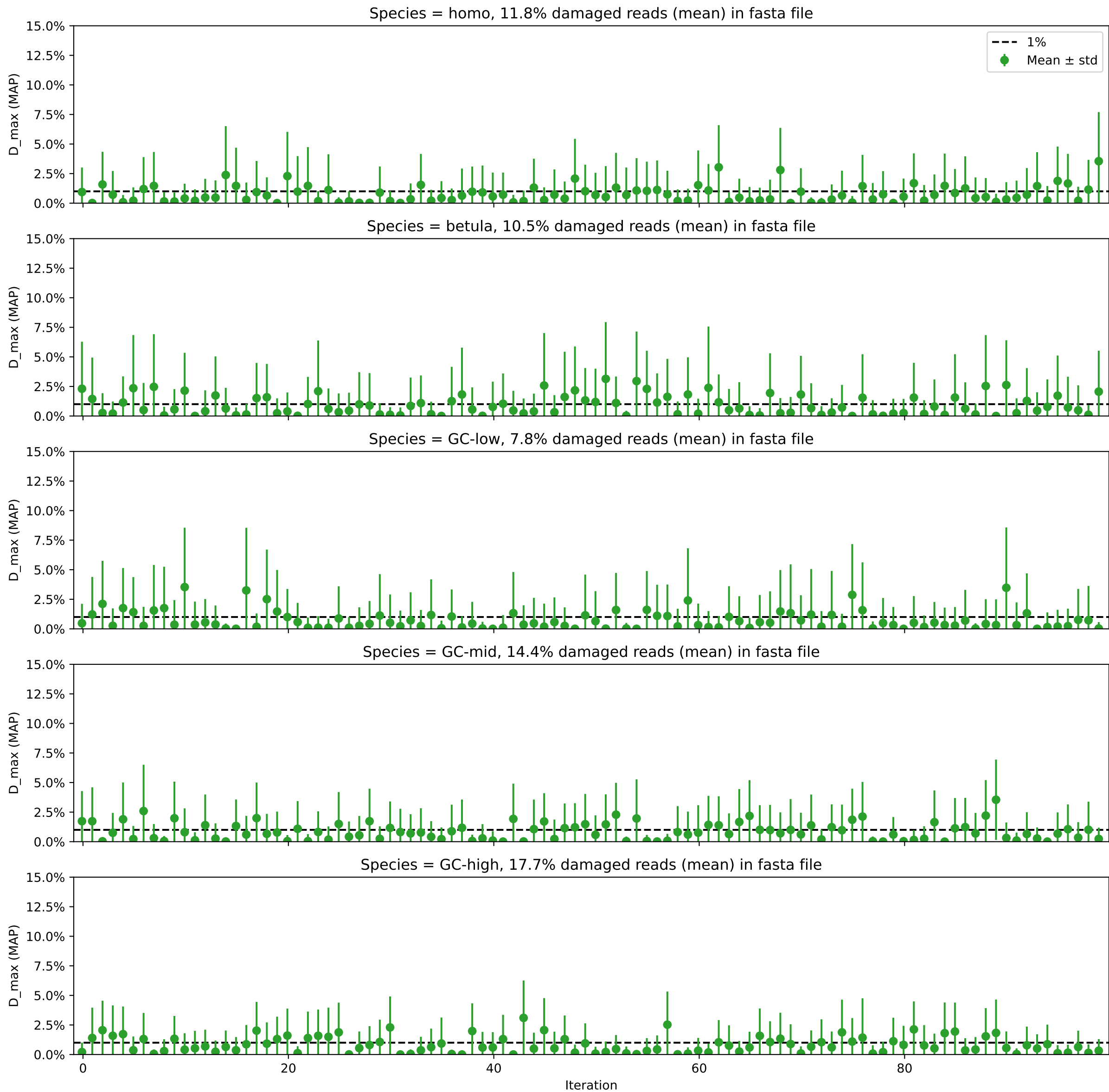


Individual damages:  
50 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)





Individual damages:  
100 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



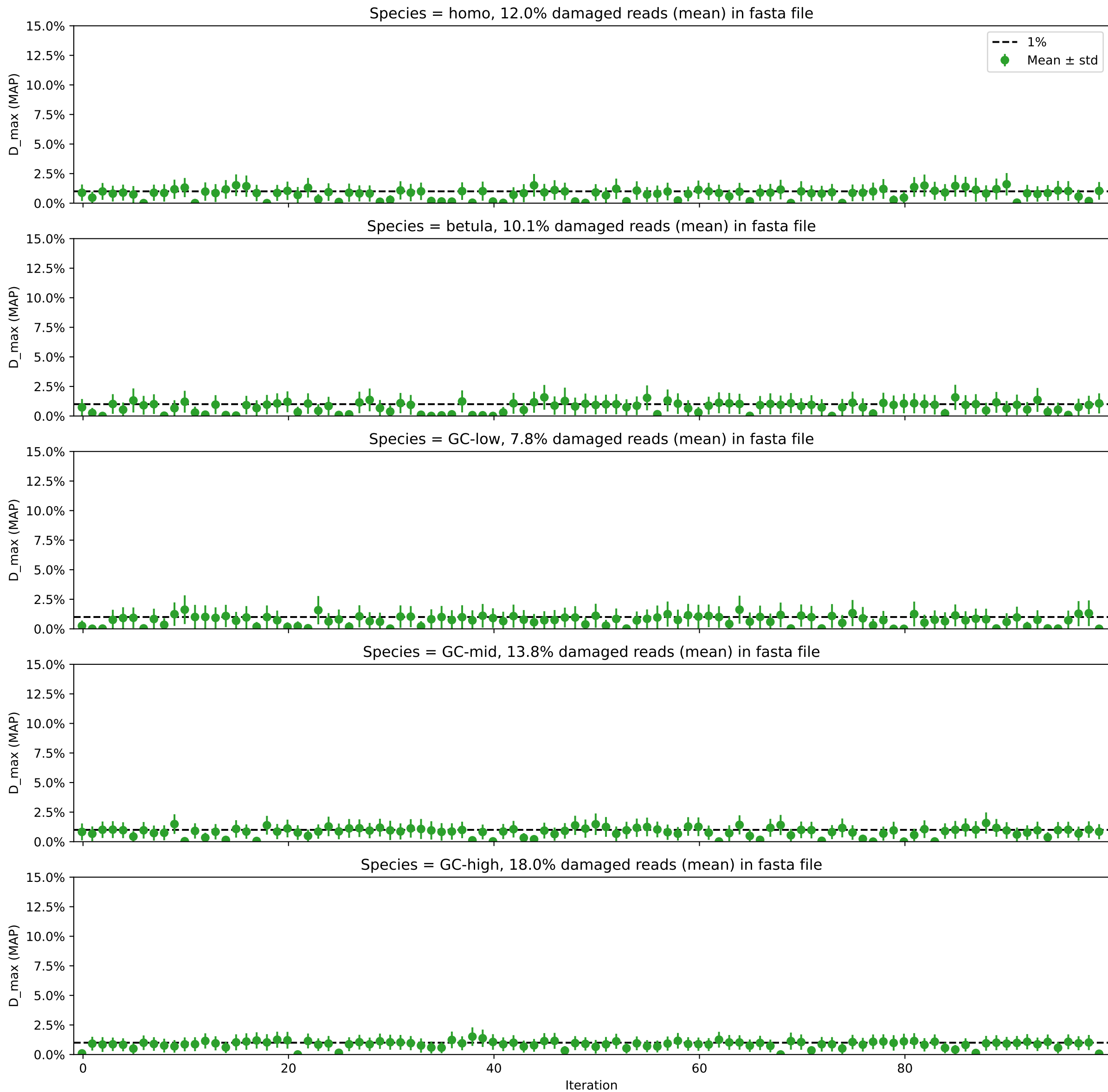
Individual damages:  
250 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



Individual damages:  
500 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



Individual damages:  
1000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



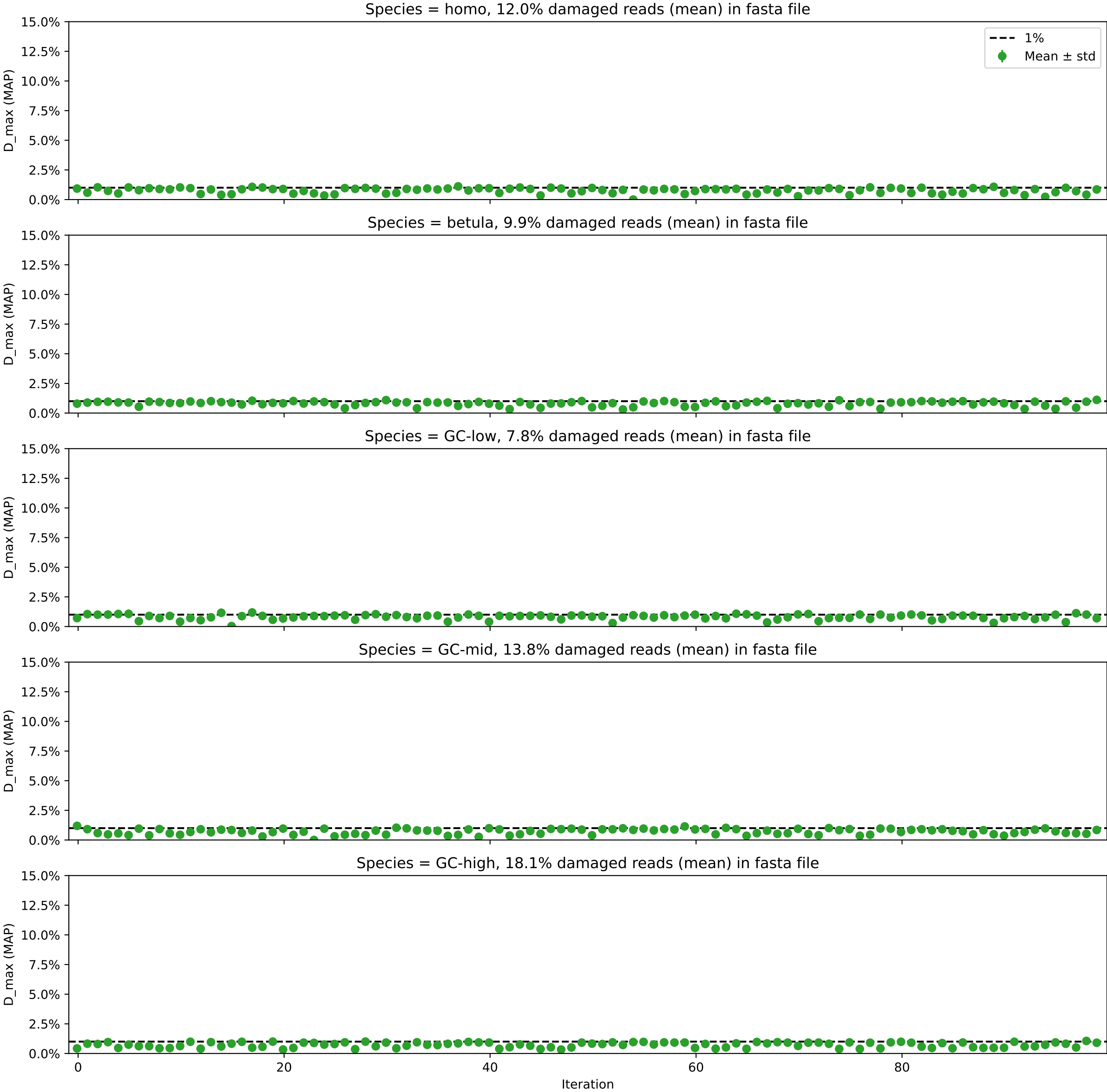
Individual damages:  
2500 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



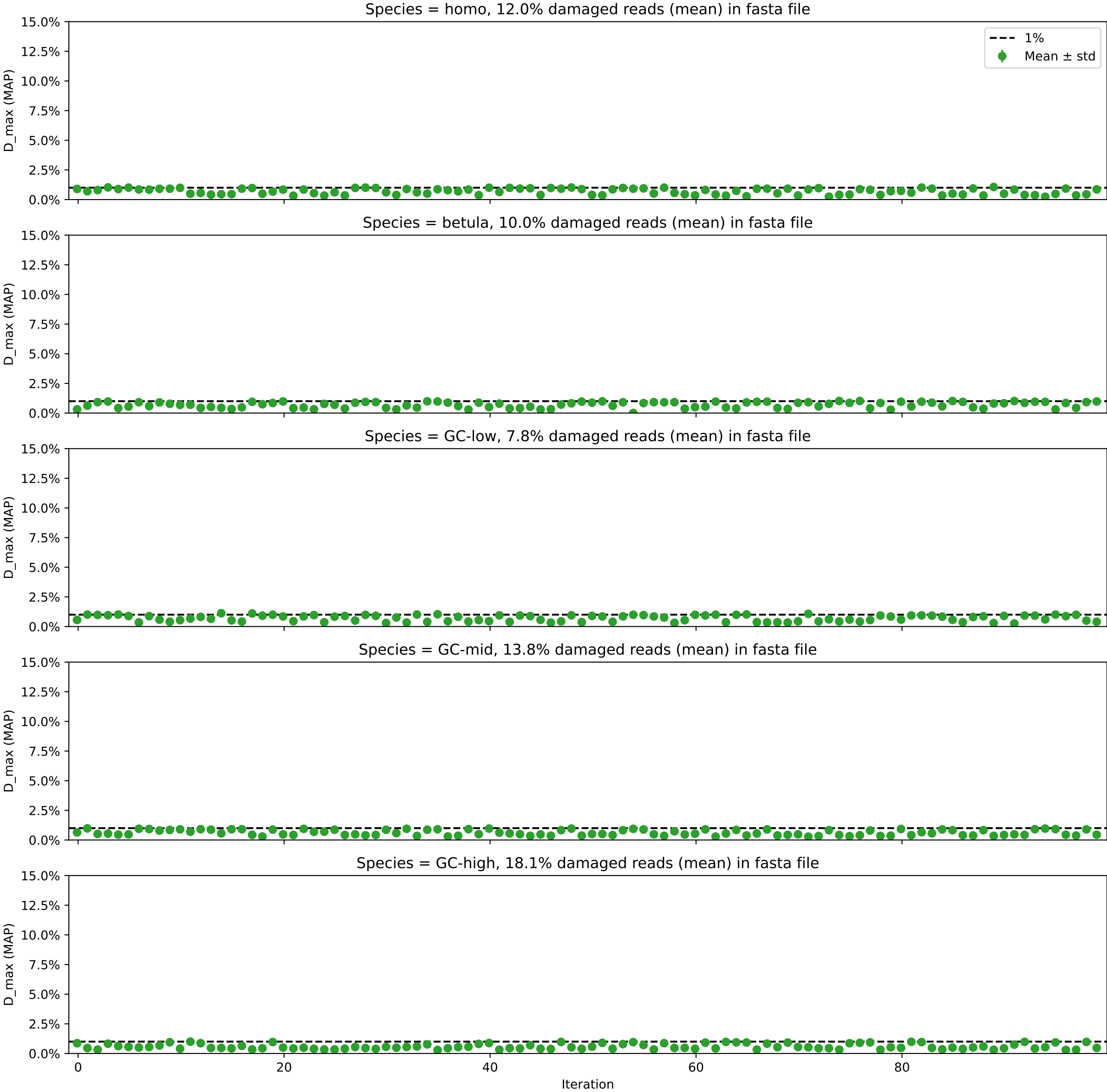
Individual damages:  
5000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



Individual damages:  
10000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)

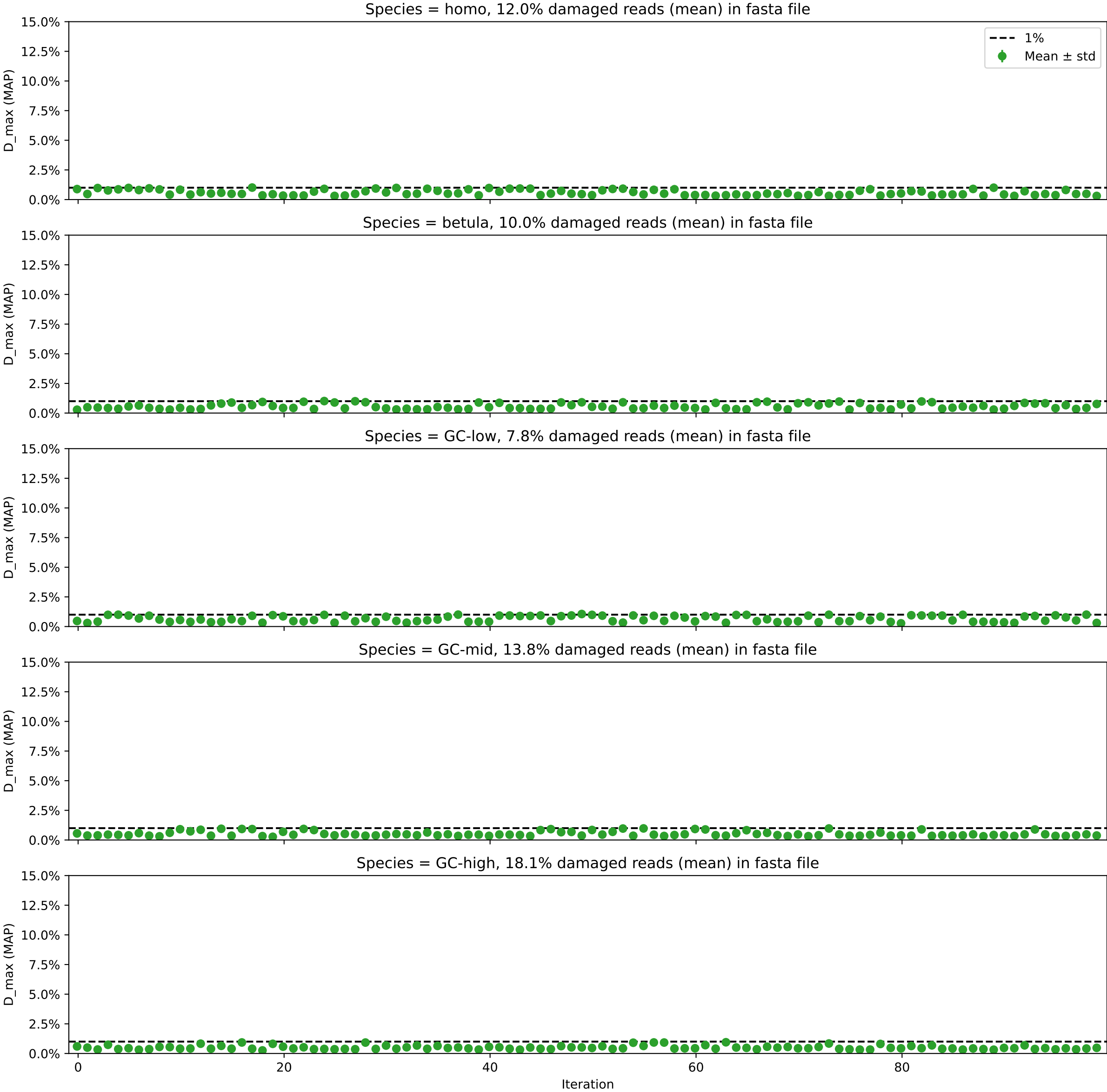


Individual damages:  
25000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)

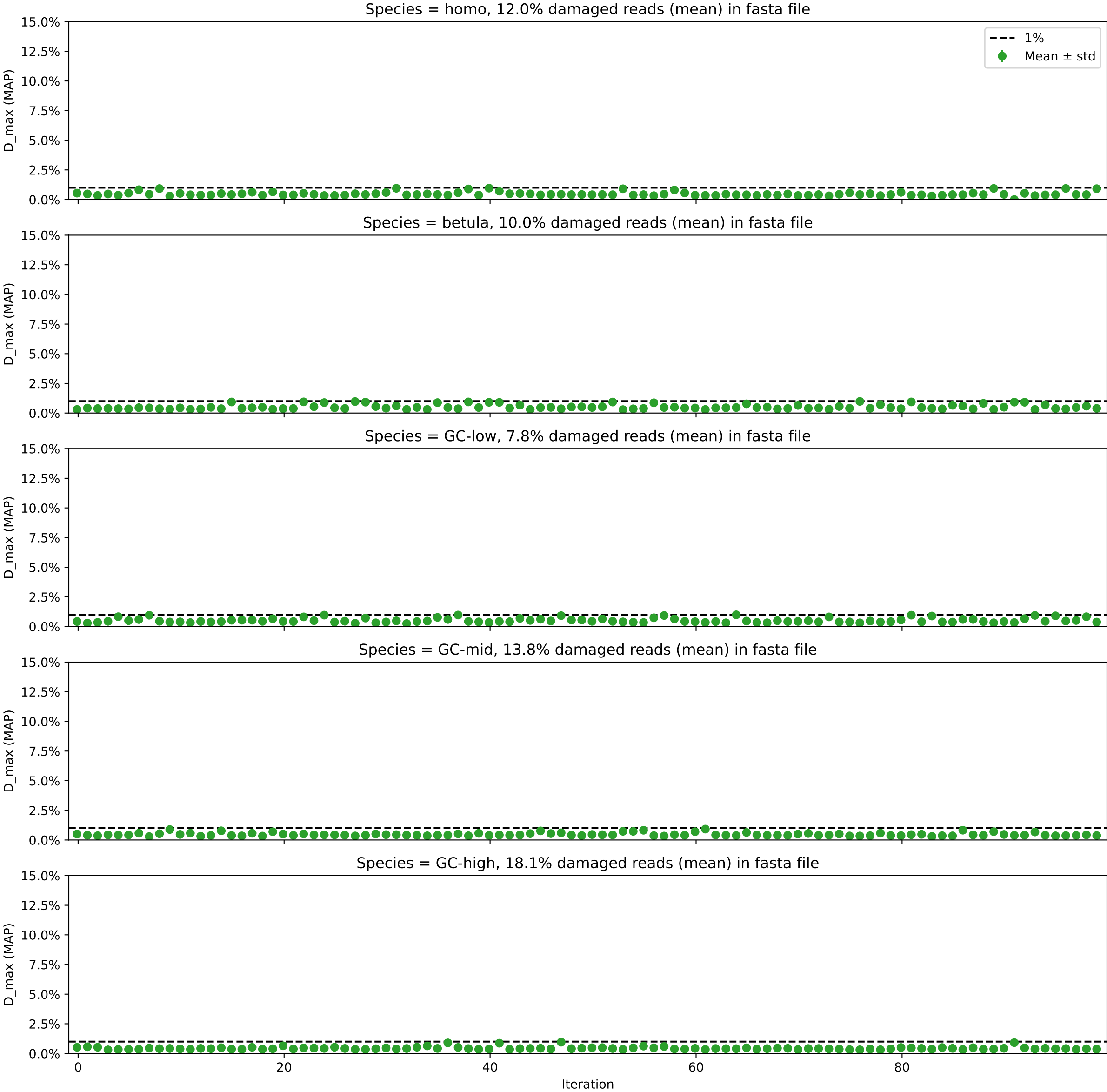




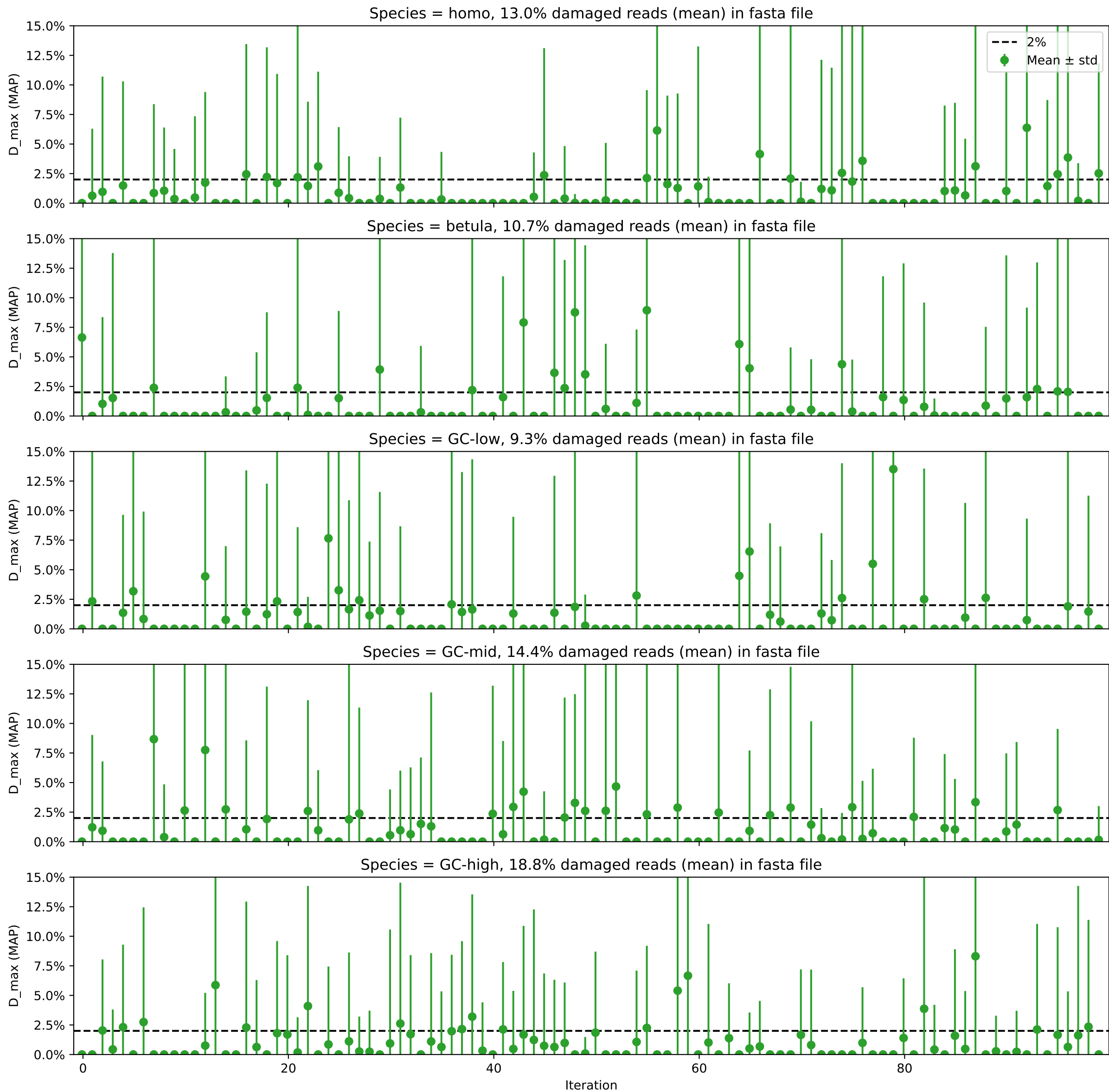
Individual damages:  
50000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



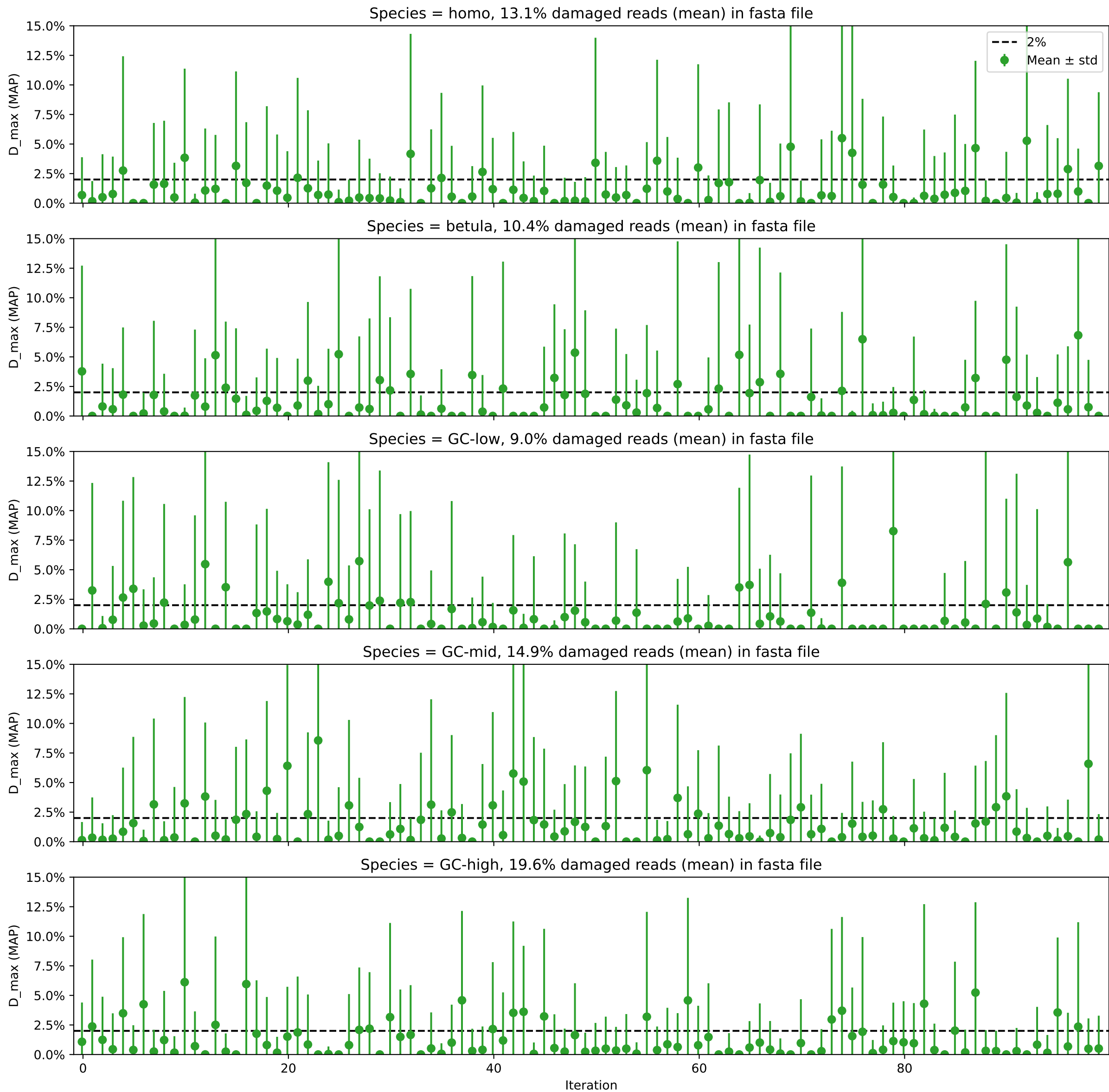
Individual damages:  
100000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



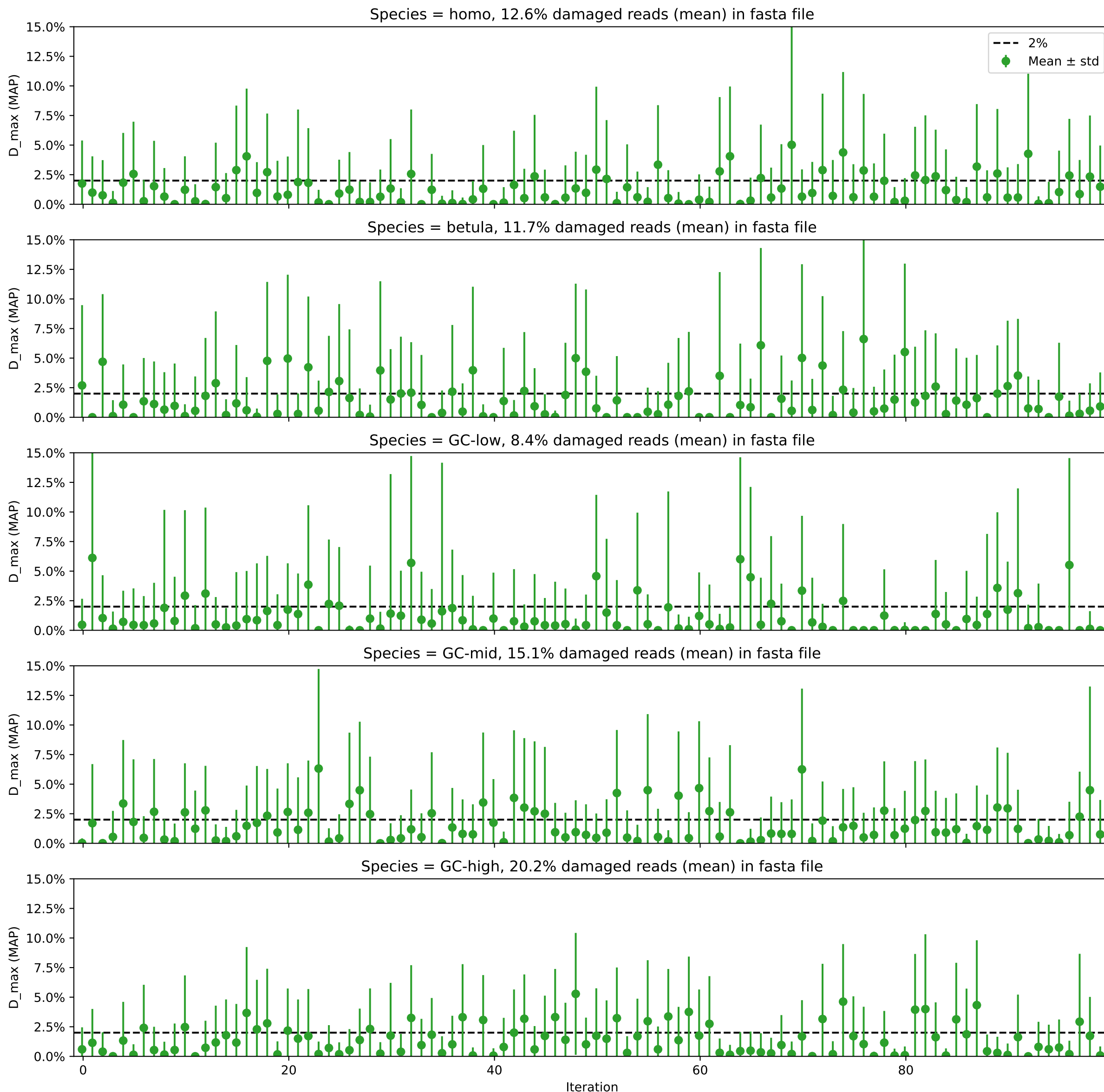
Individual damages:  
10 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



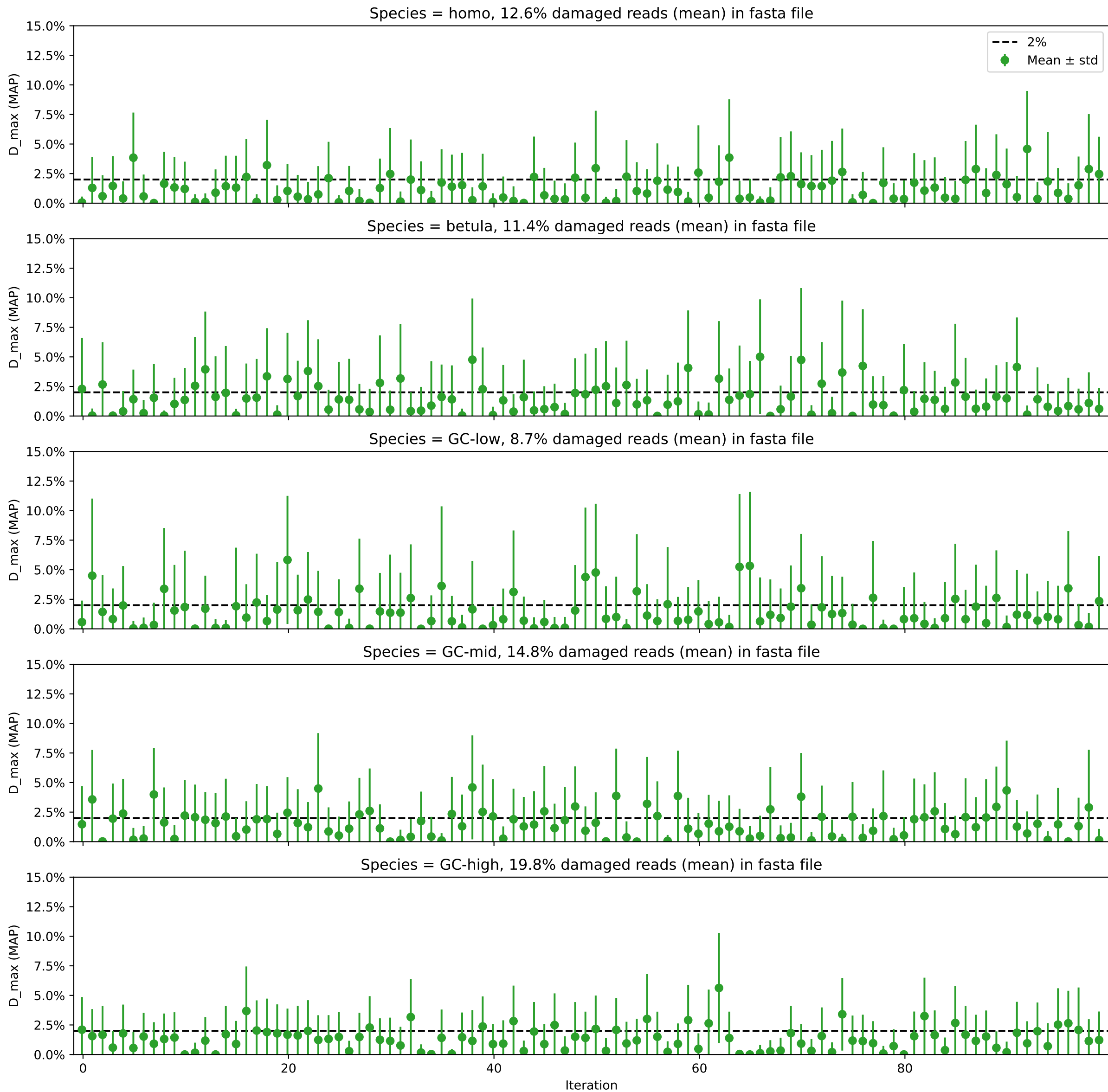
Individual damages:  
25 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



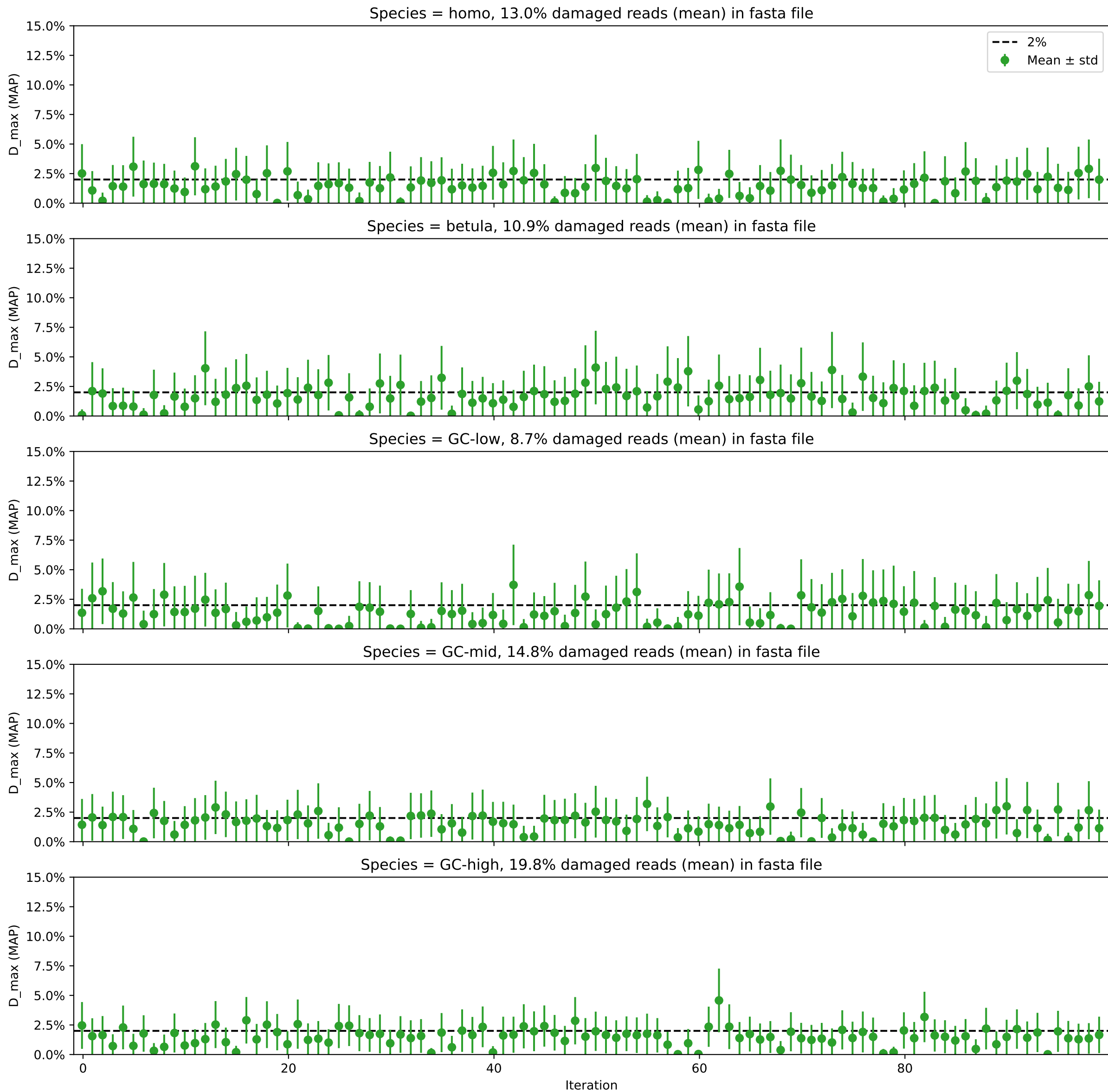
Individual damages:  
50 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



Individual damages:  
100 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



Individual damages:  
250 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)

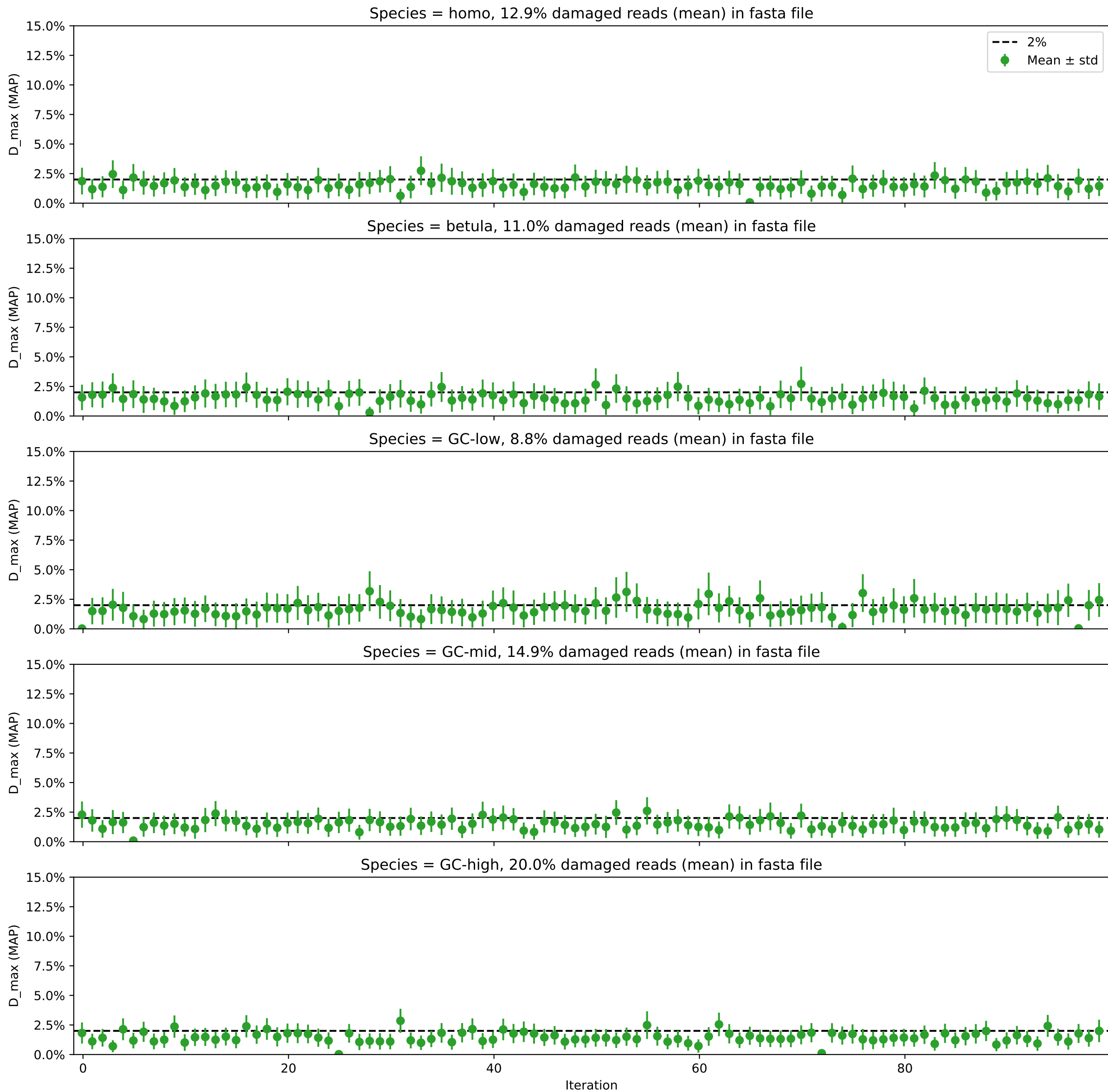


Individual damages:  
500 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)

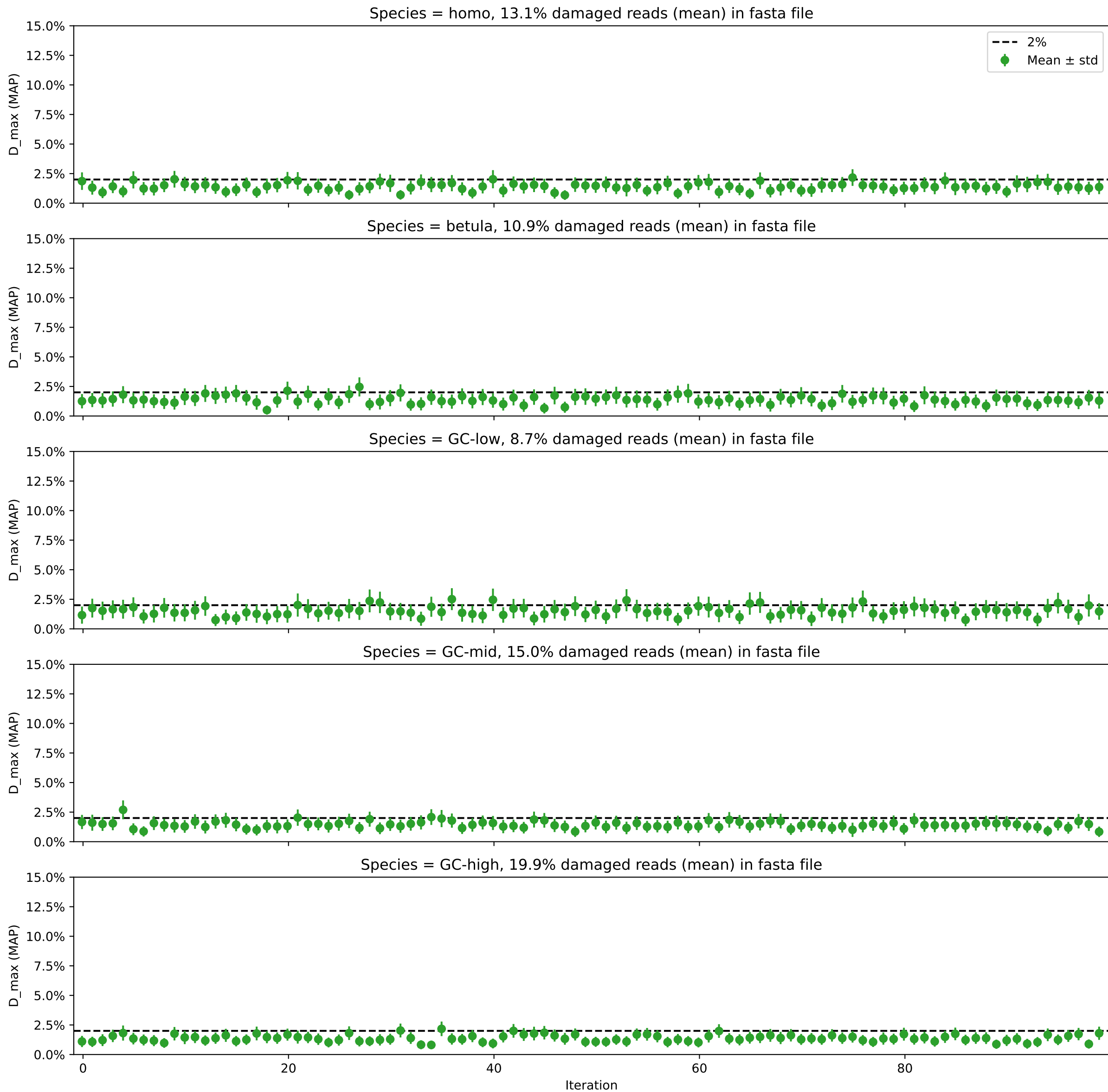




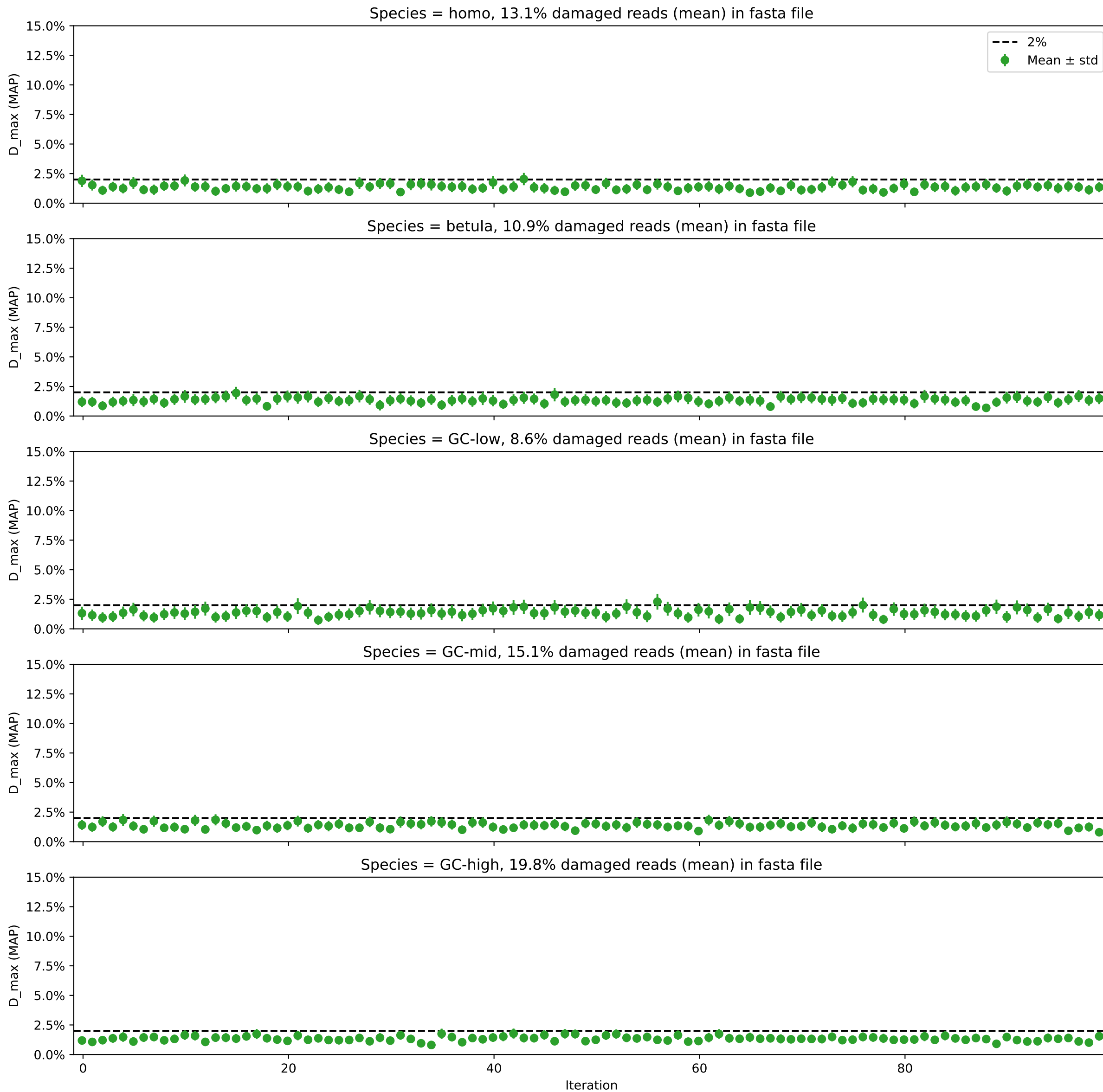
Individual damages:  
1000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



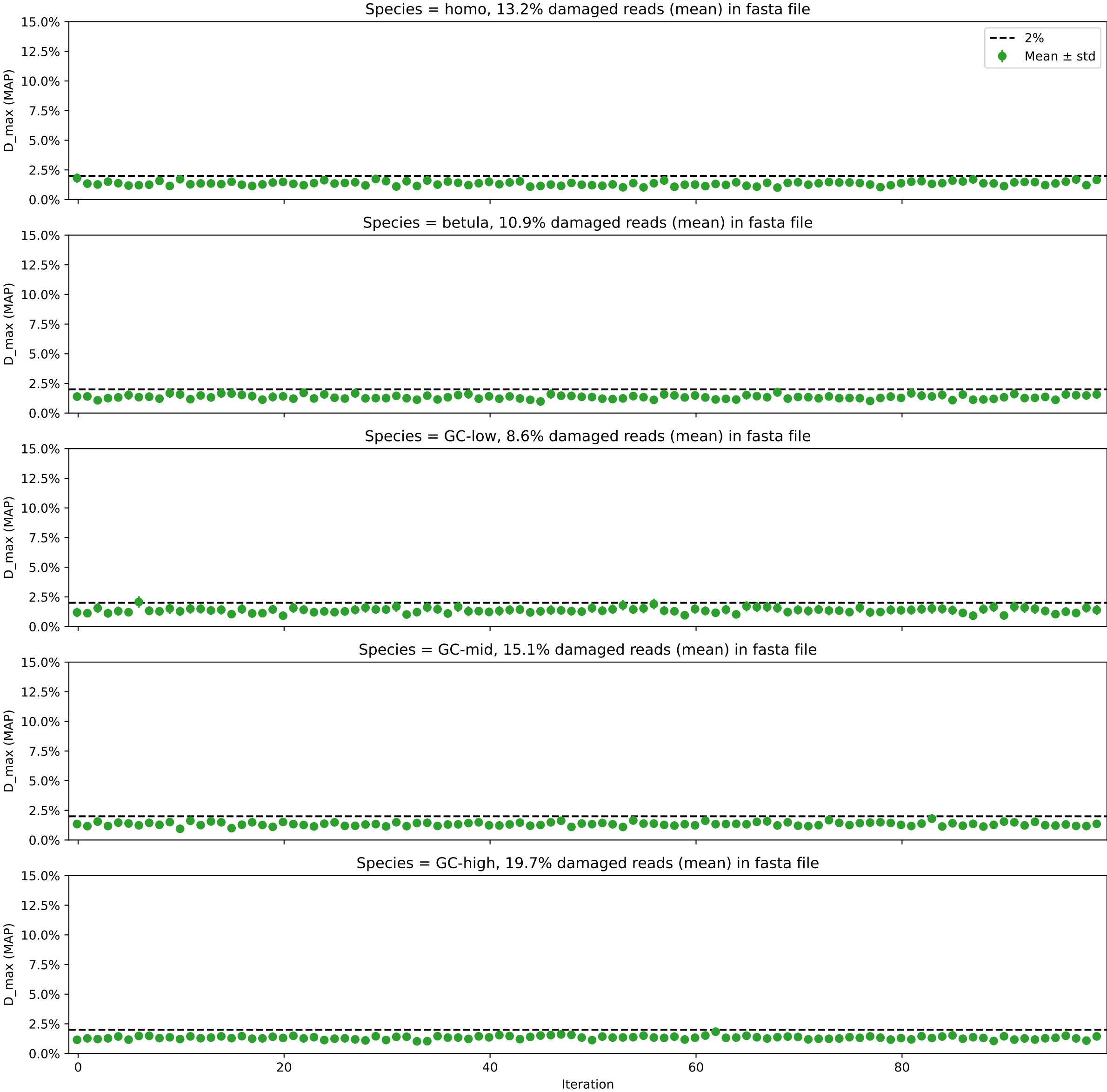
Individual damages:  
2500 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



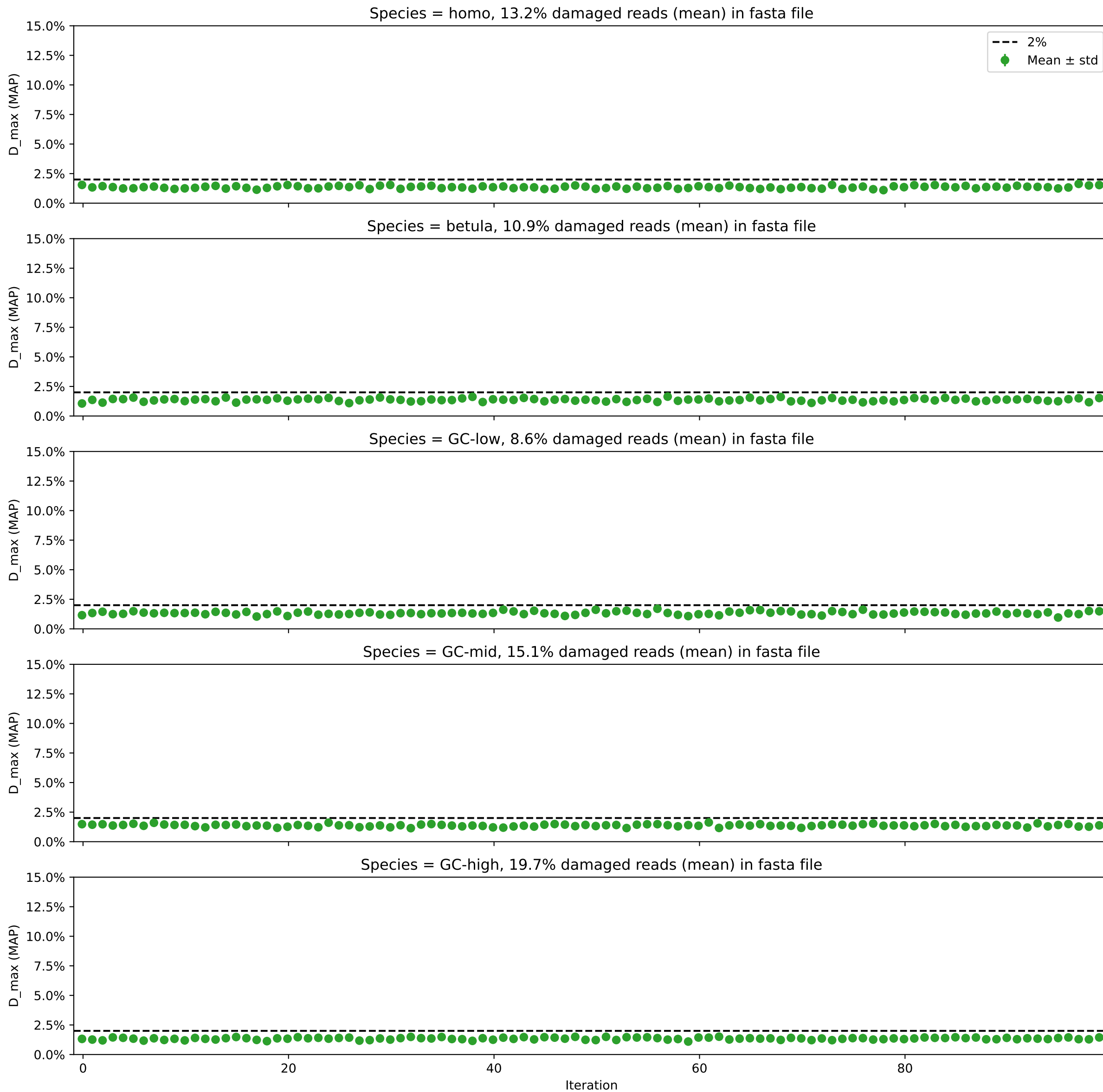
Individual damages:  
5000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



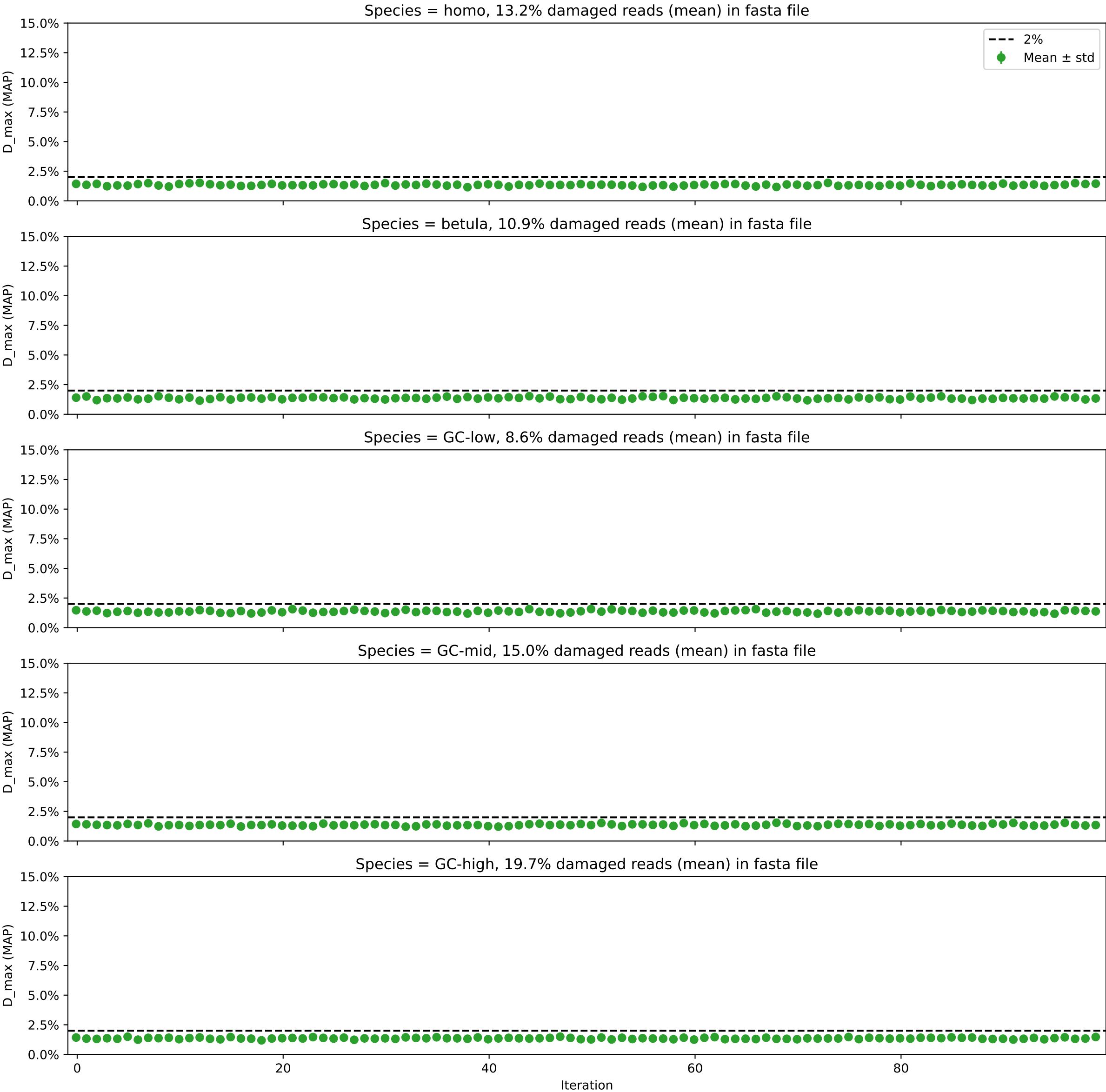
Individual damages:  
10000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



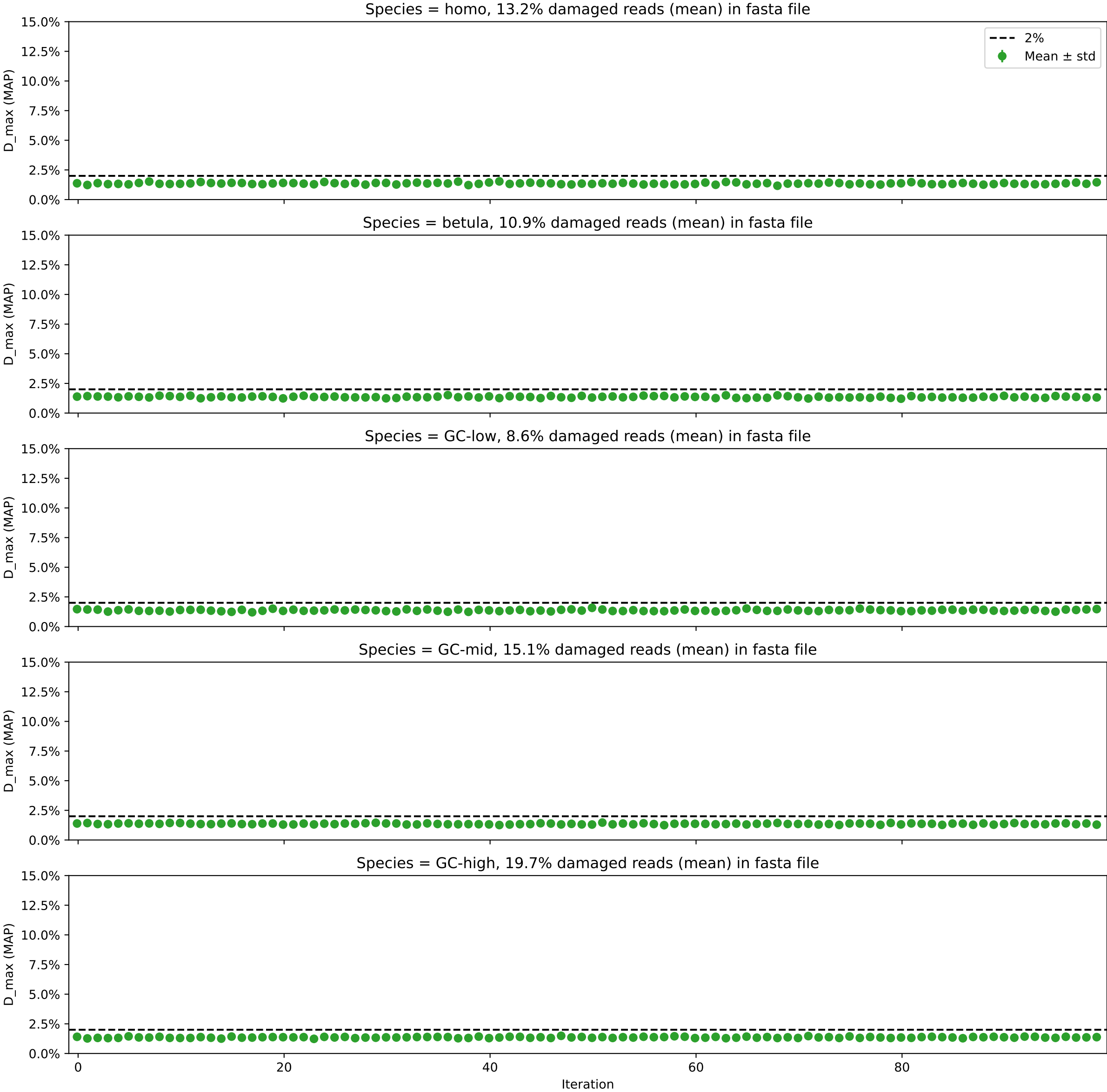
Individual damages:  
25000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



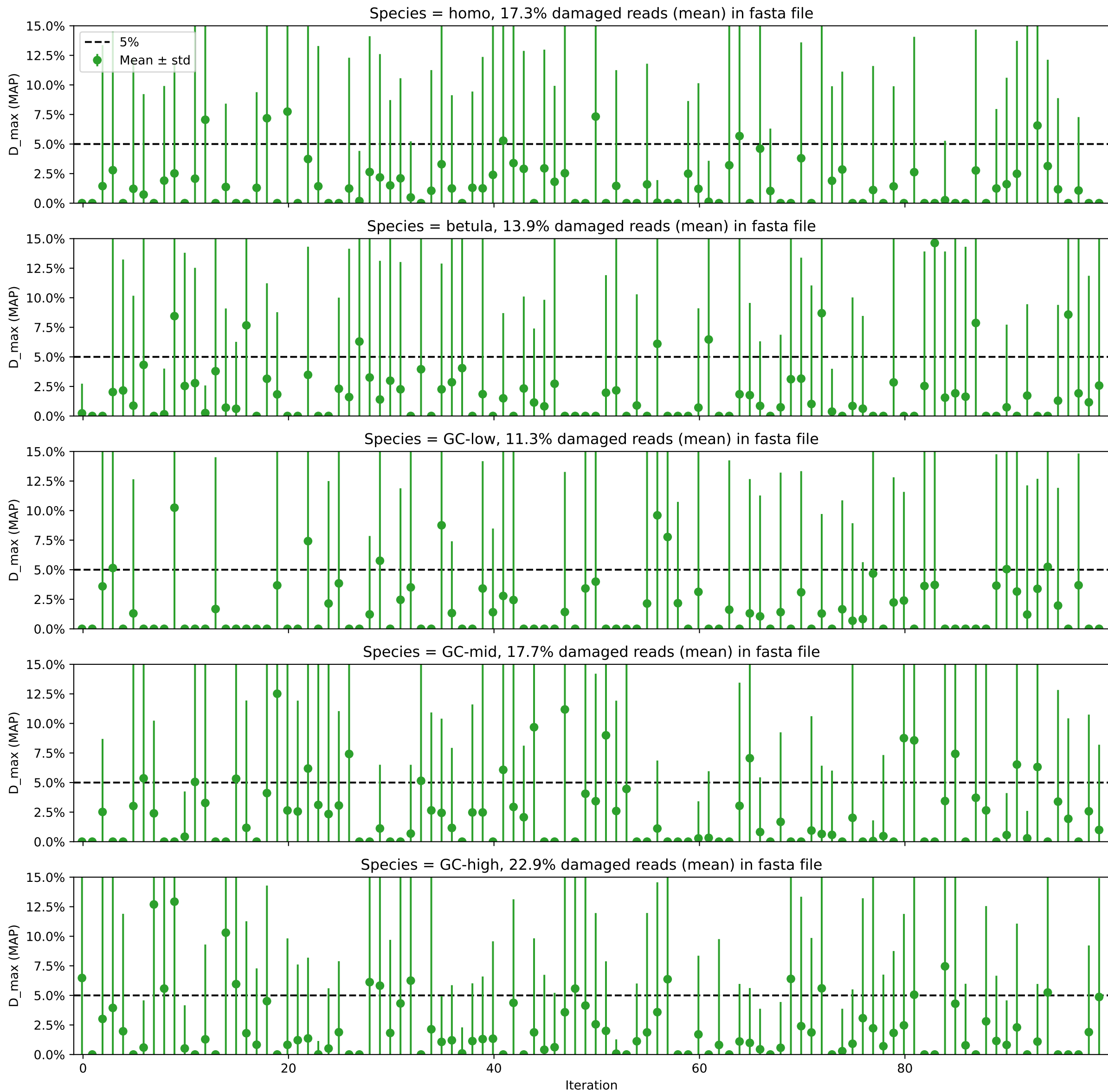
Individual damages:  
50000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



Individual damages:  
100000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)

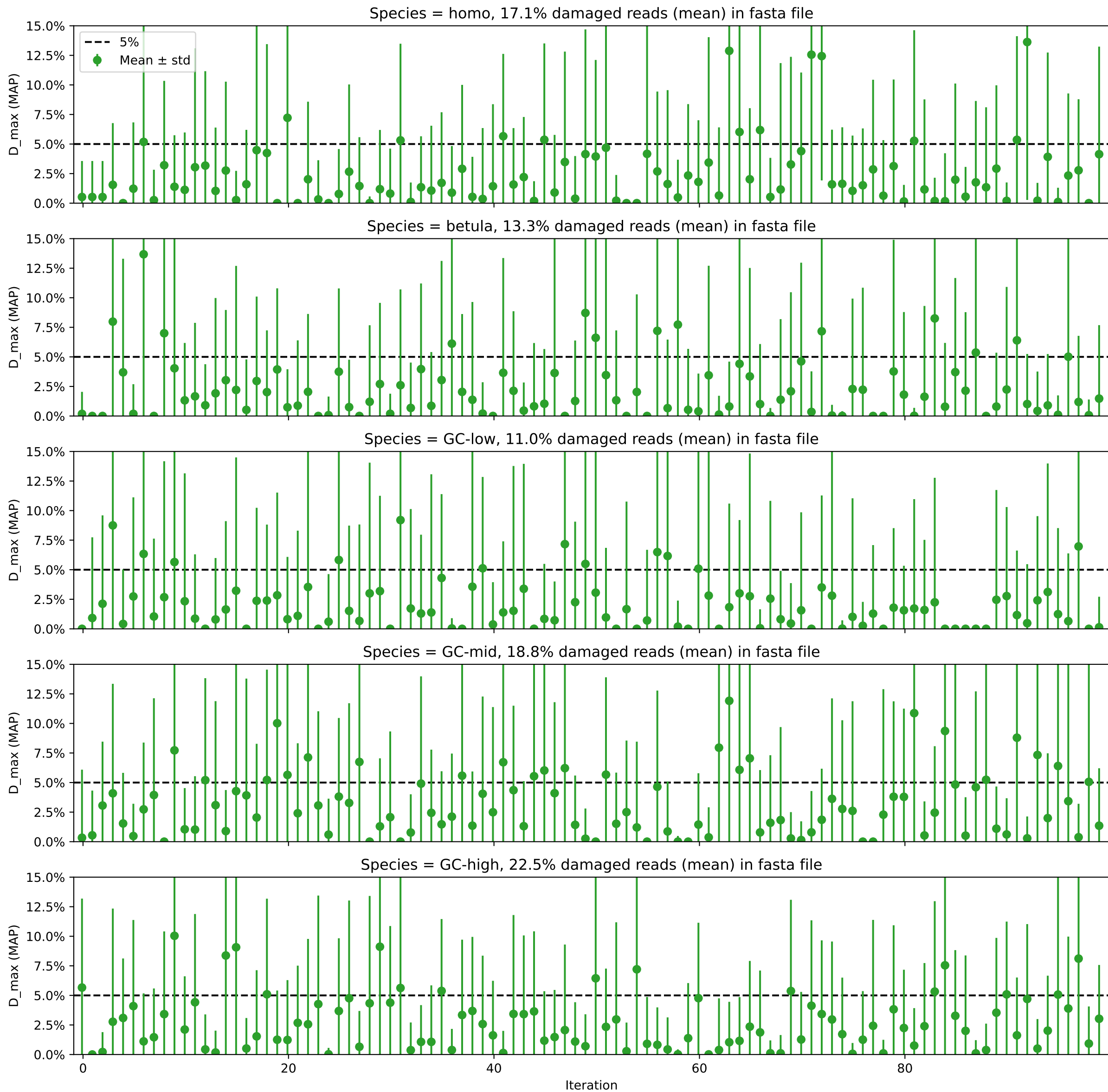


Individual damages:  
10 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)

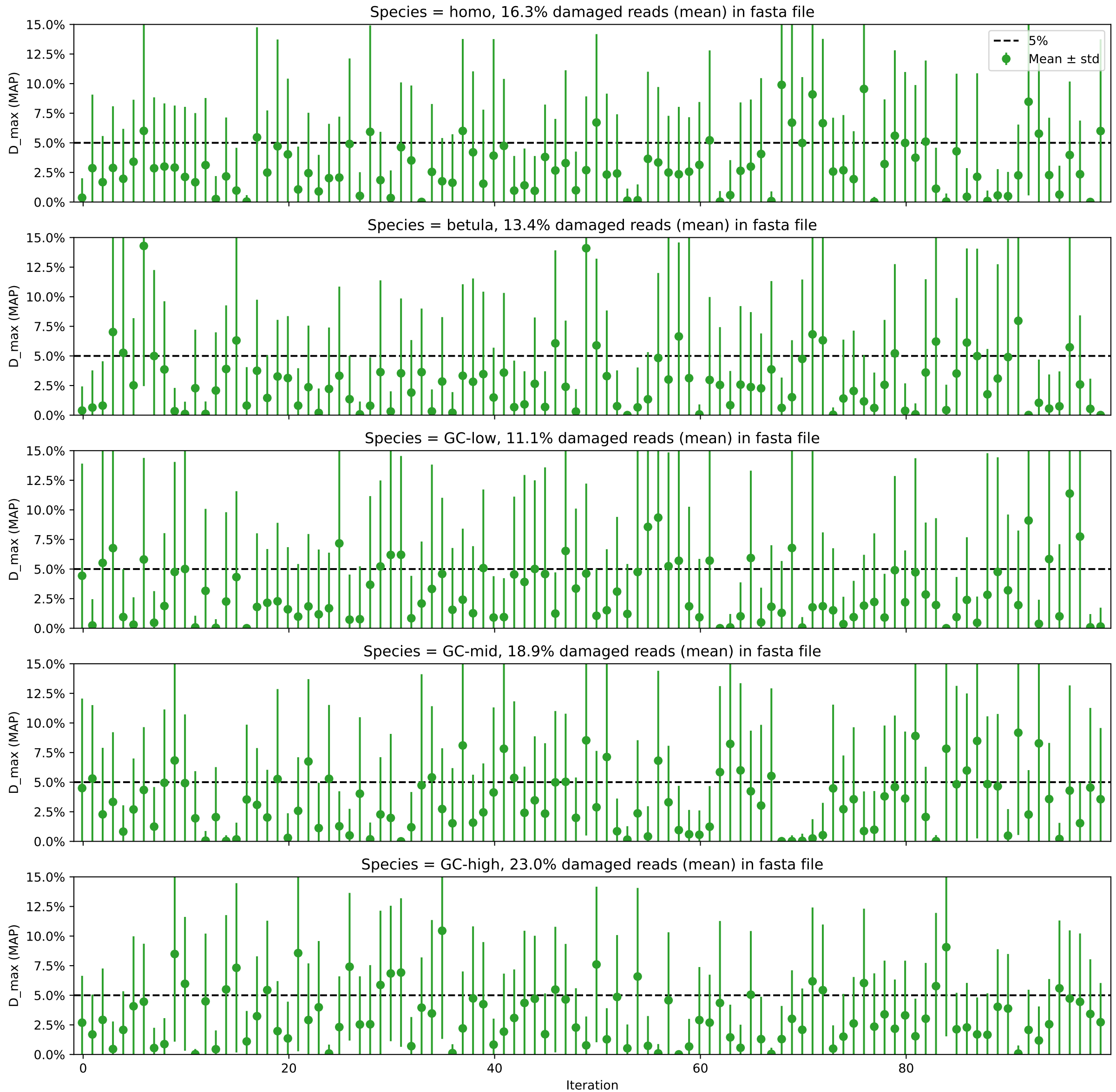




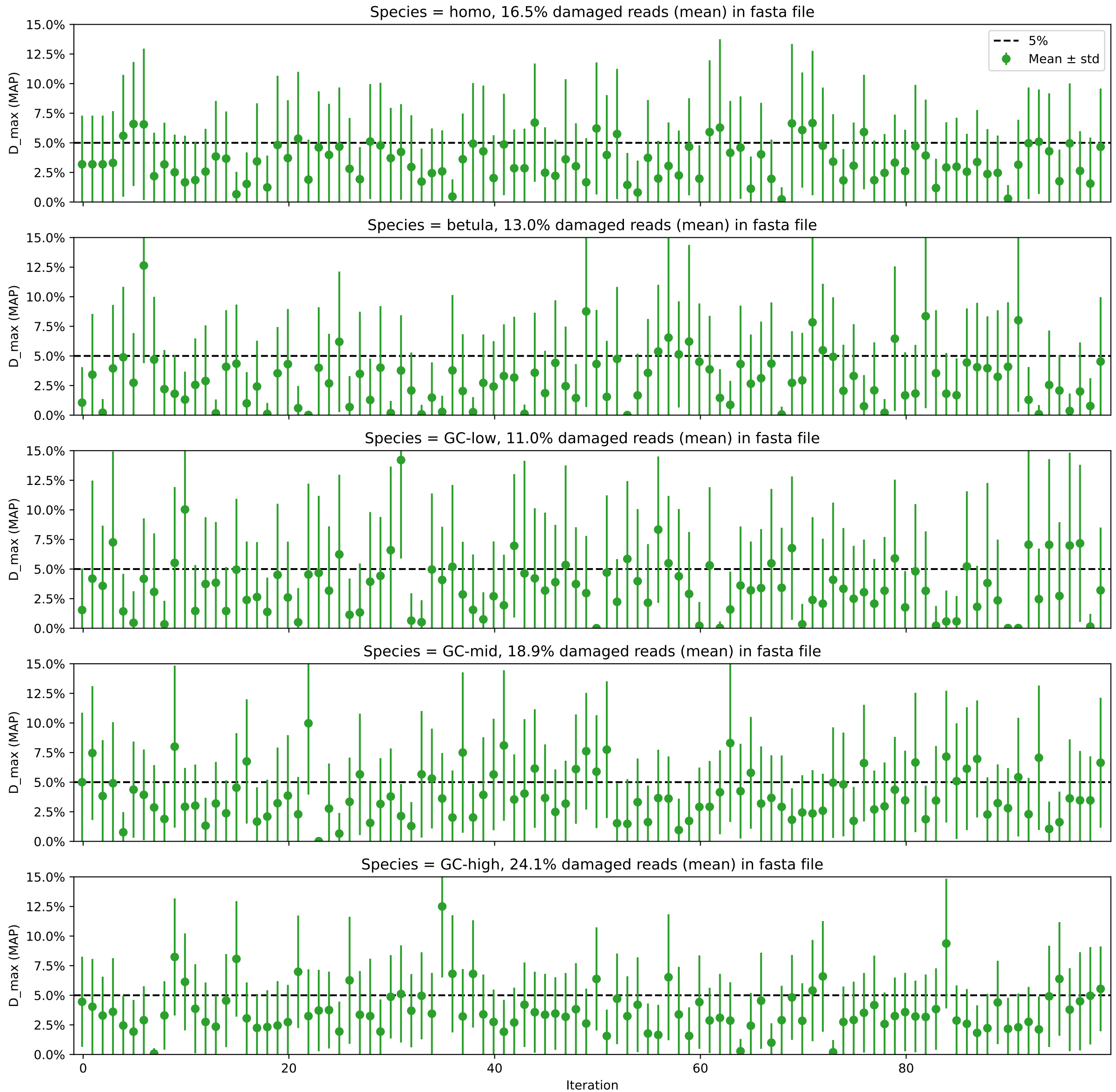
Individual damages:  
25 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



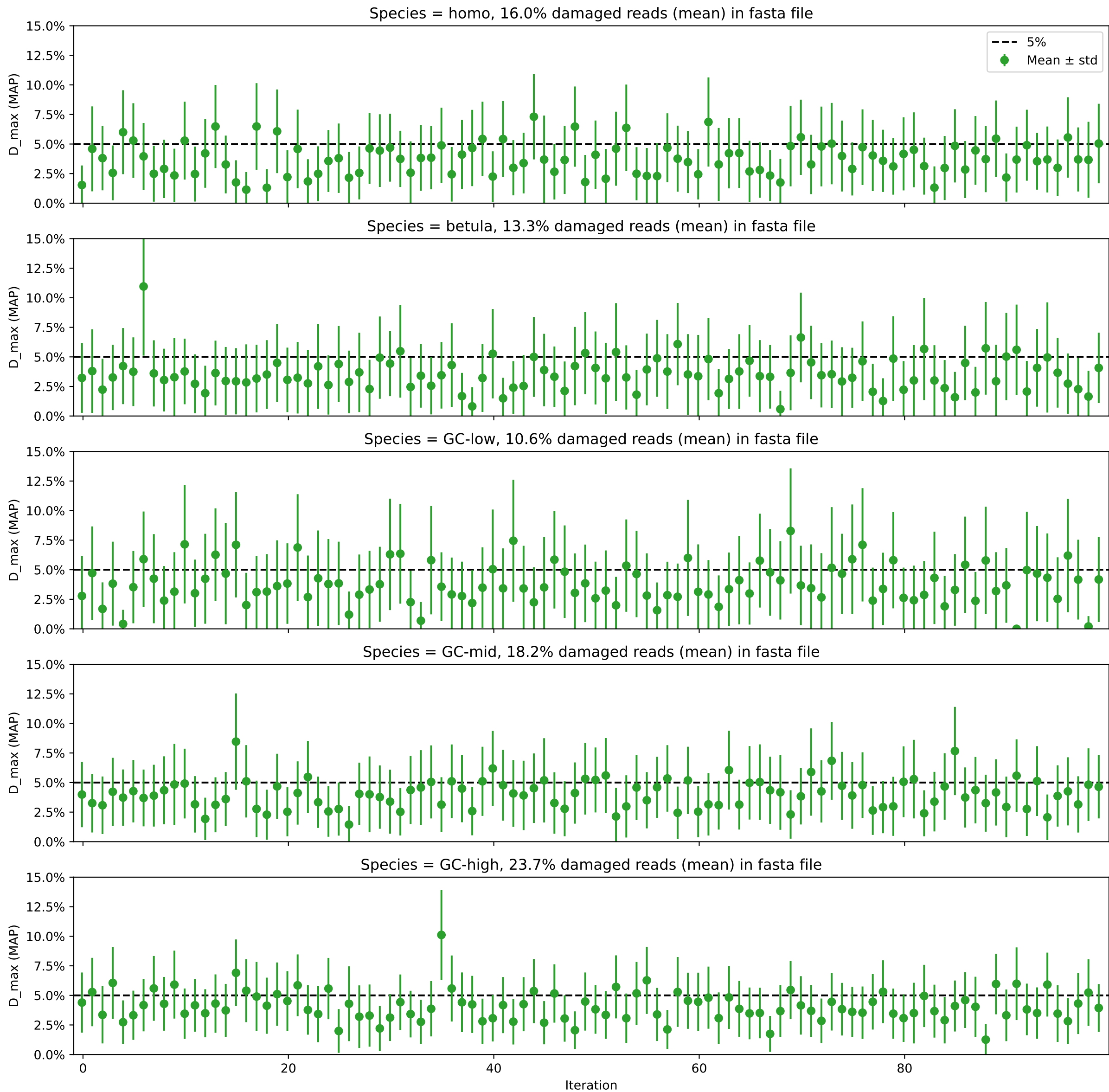
Individual damages:  
50 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



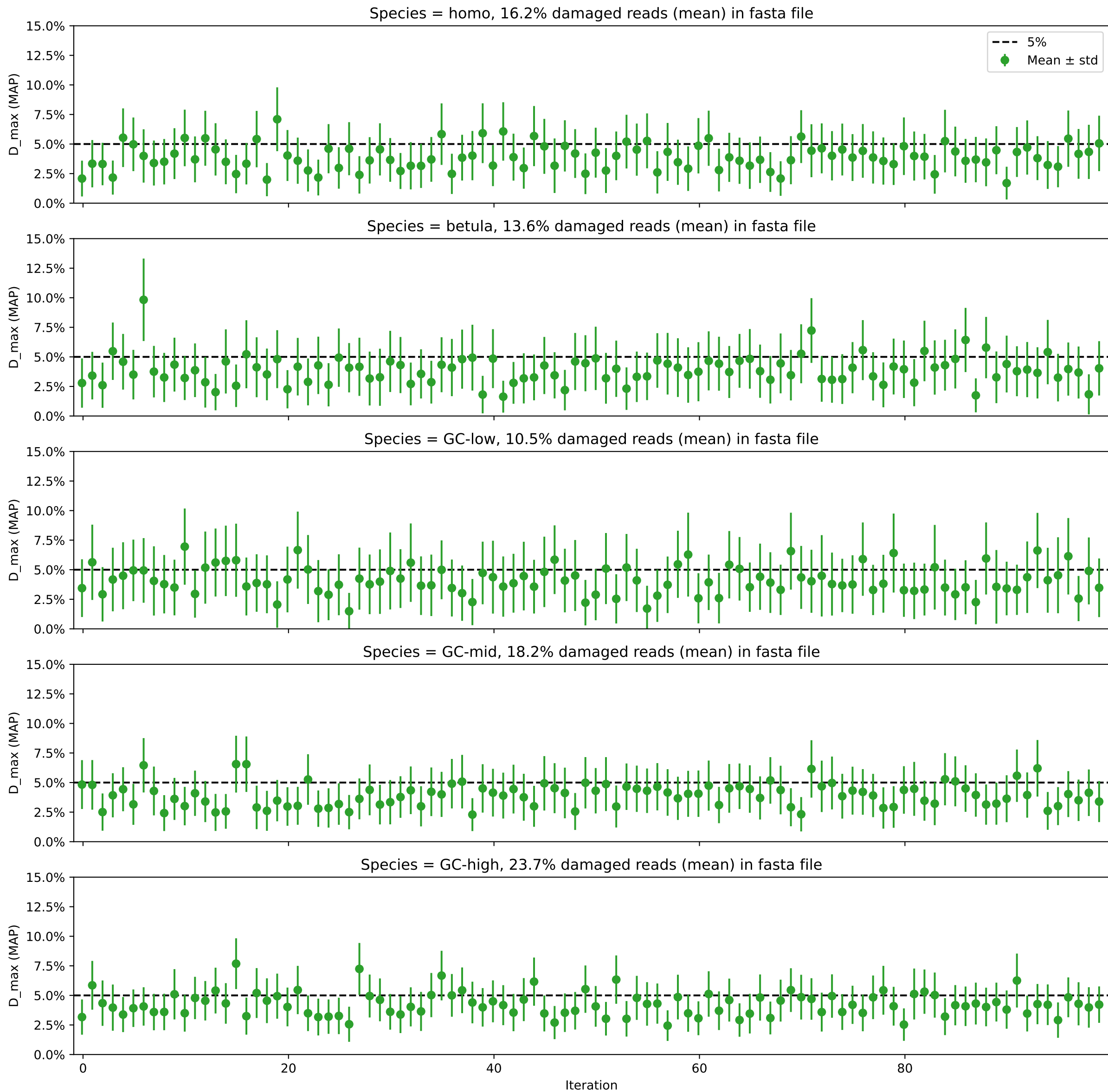
Individual damages:  
100 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



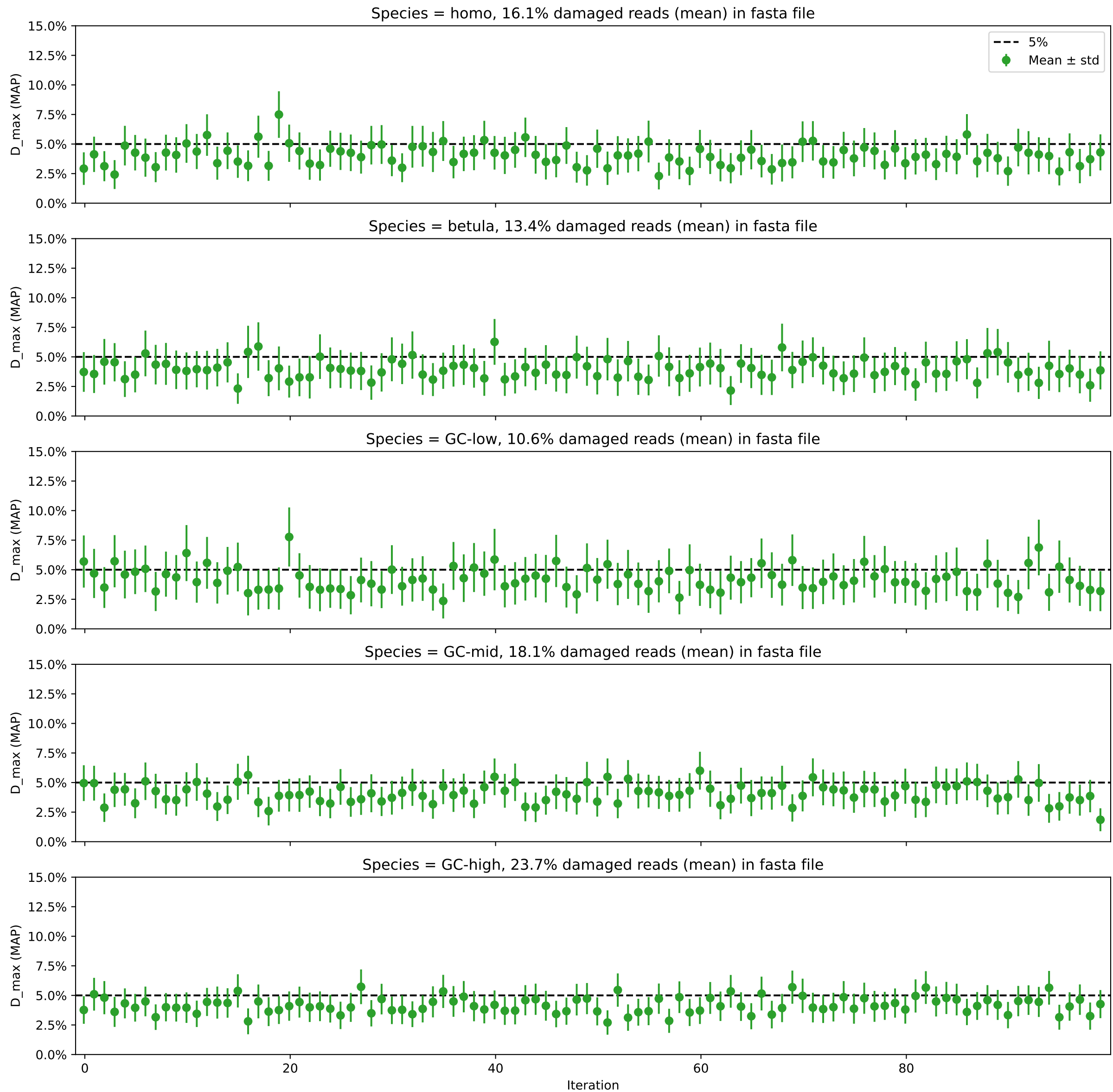
Individual damages:  
250 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



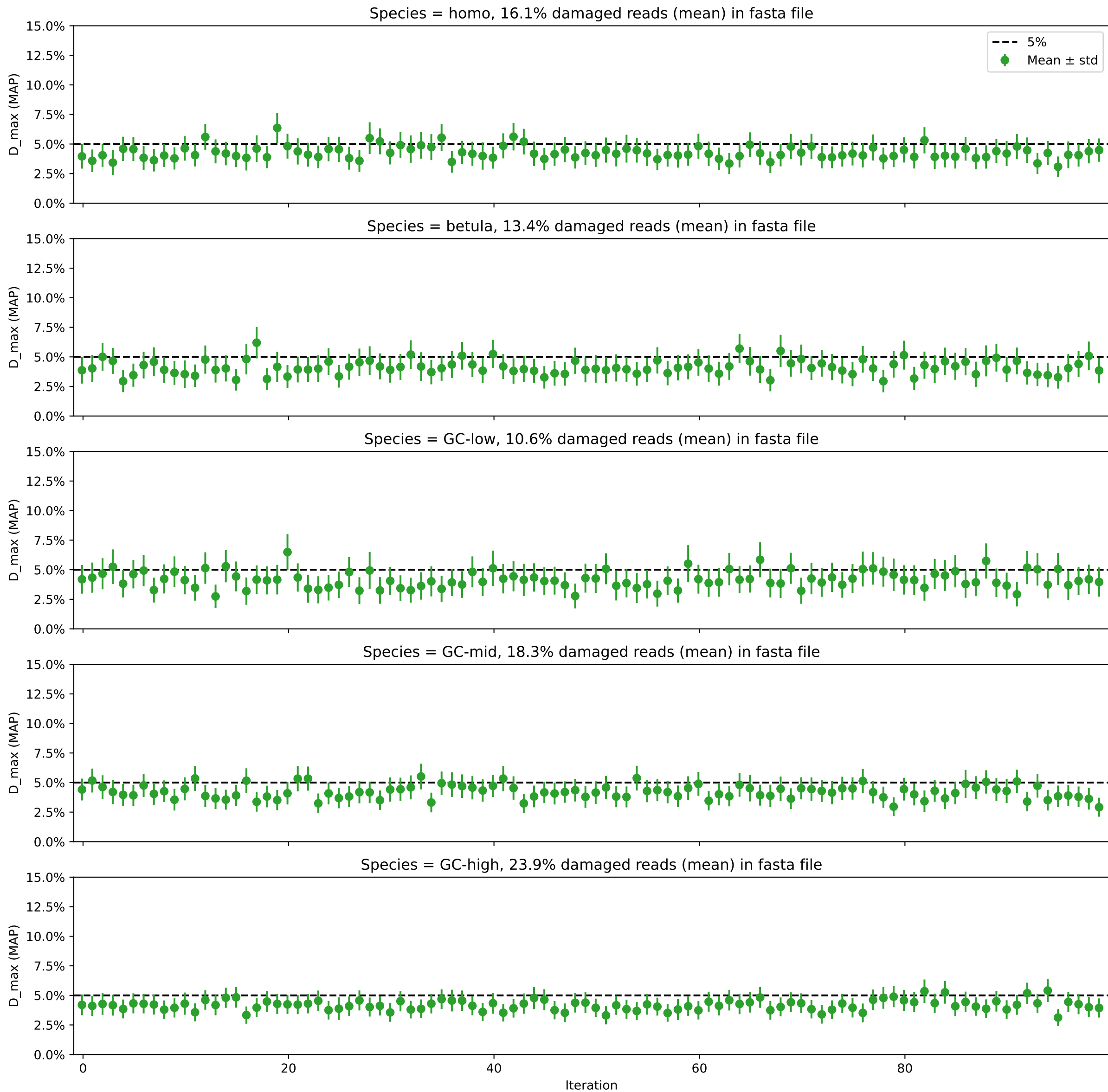
Individual damages:  
500 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



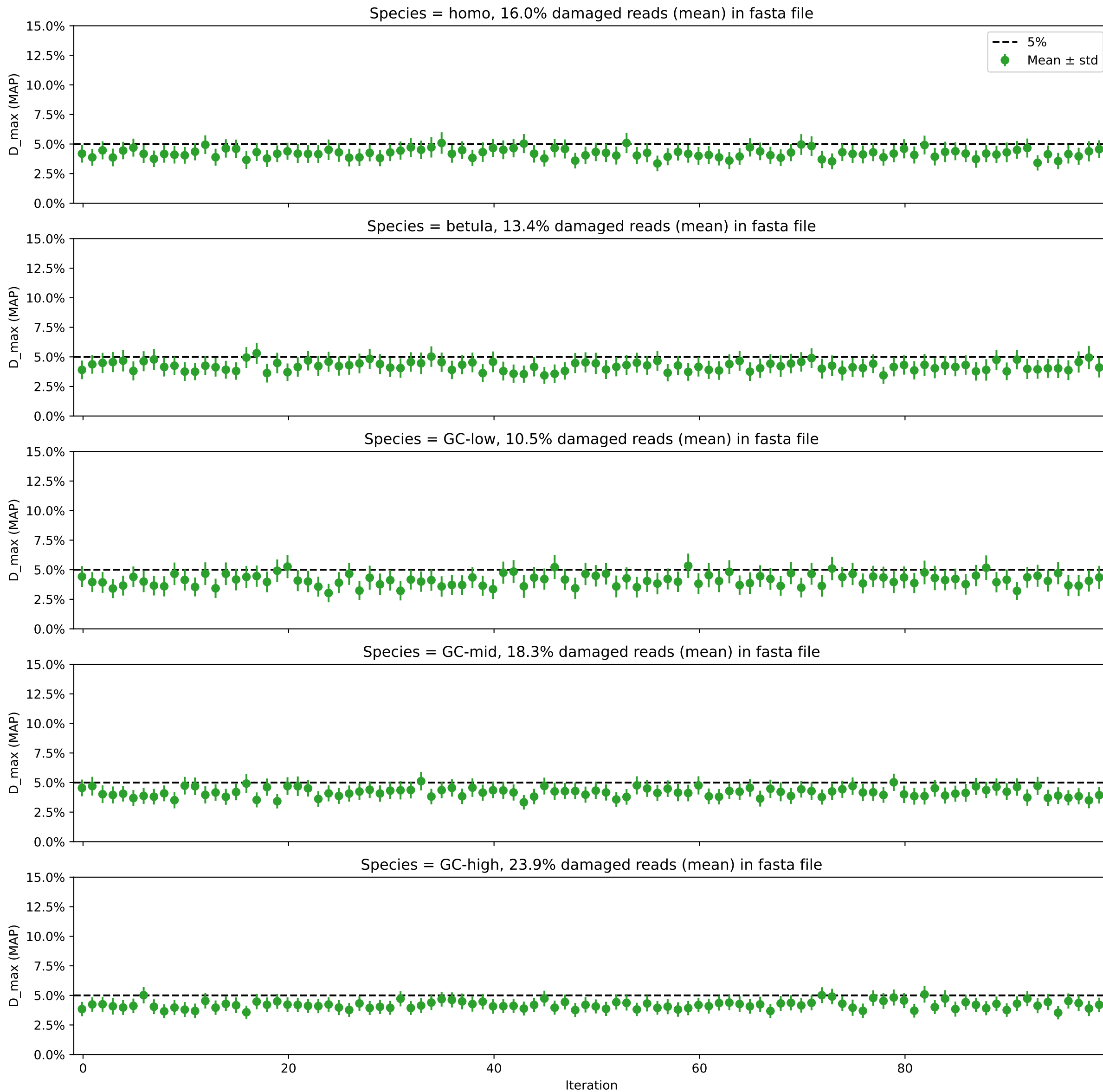
Individual damages:  
1000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



Individual damages:  
2500 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)

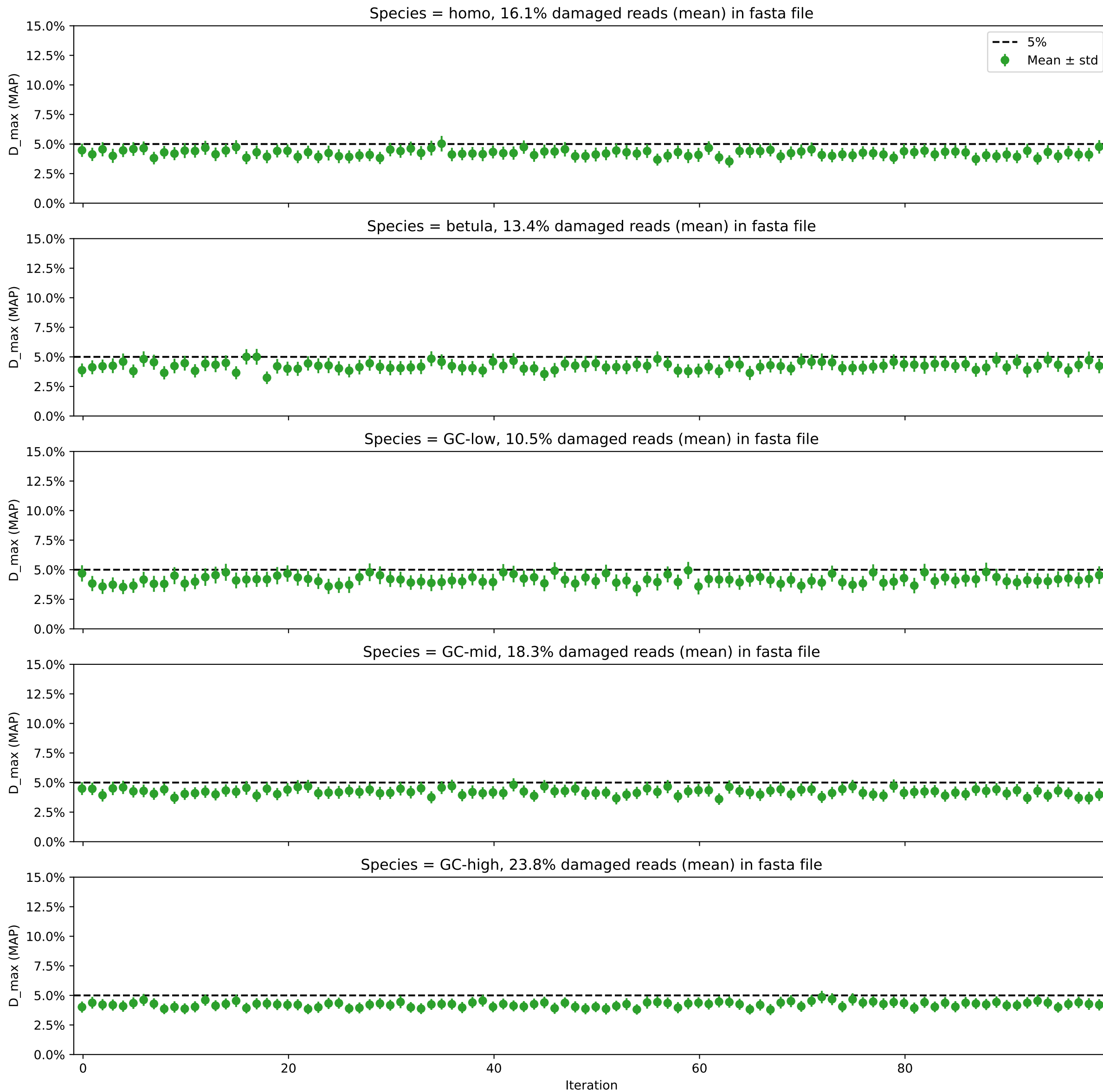


Individual damages:  
5000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)

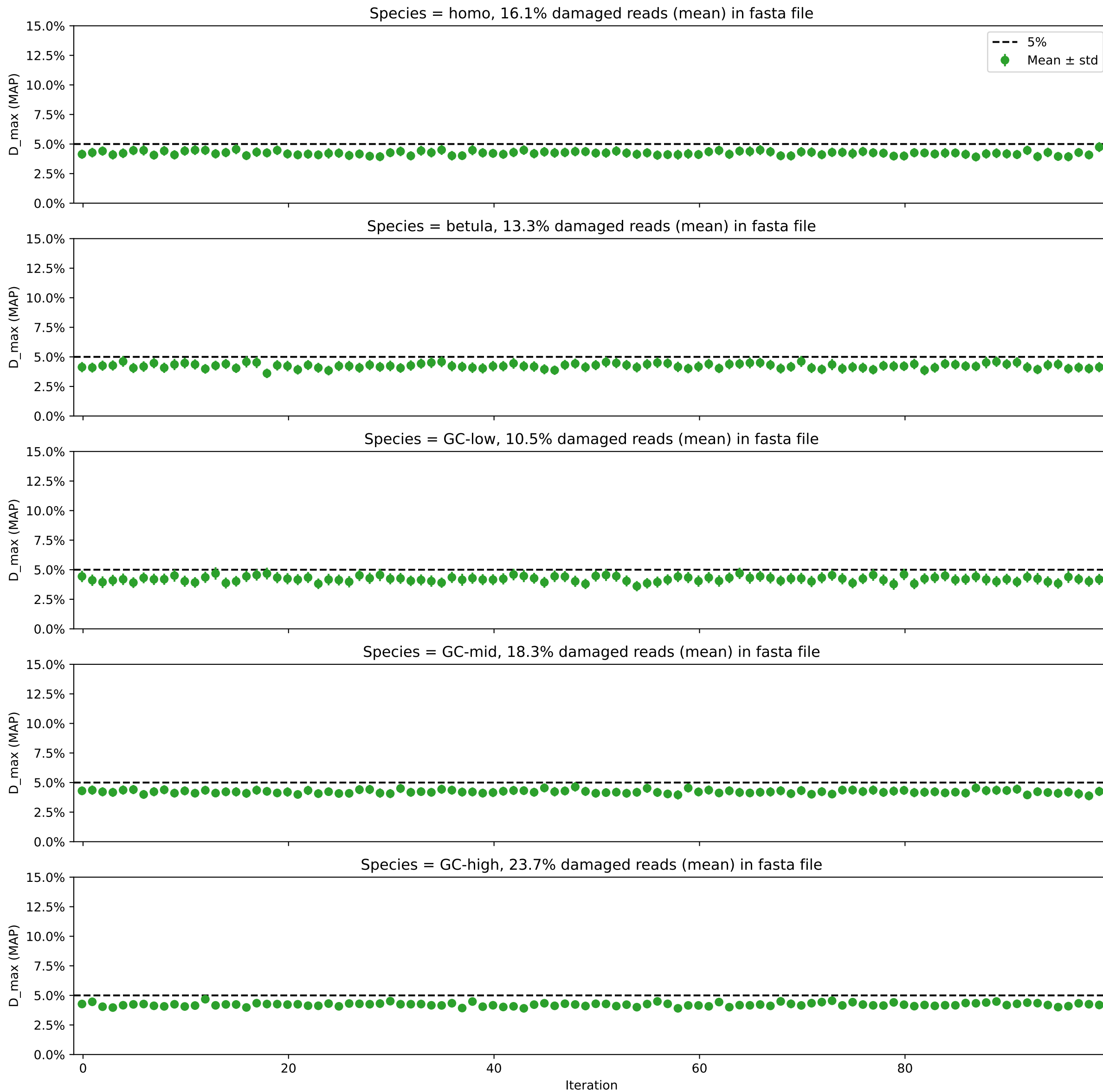




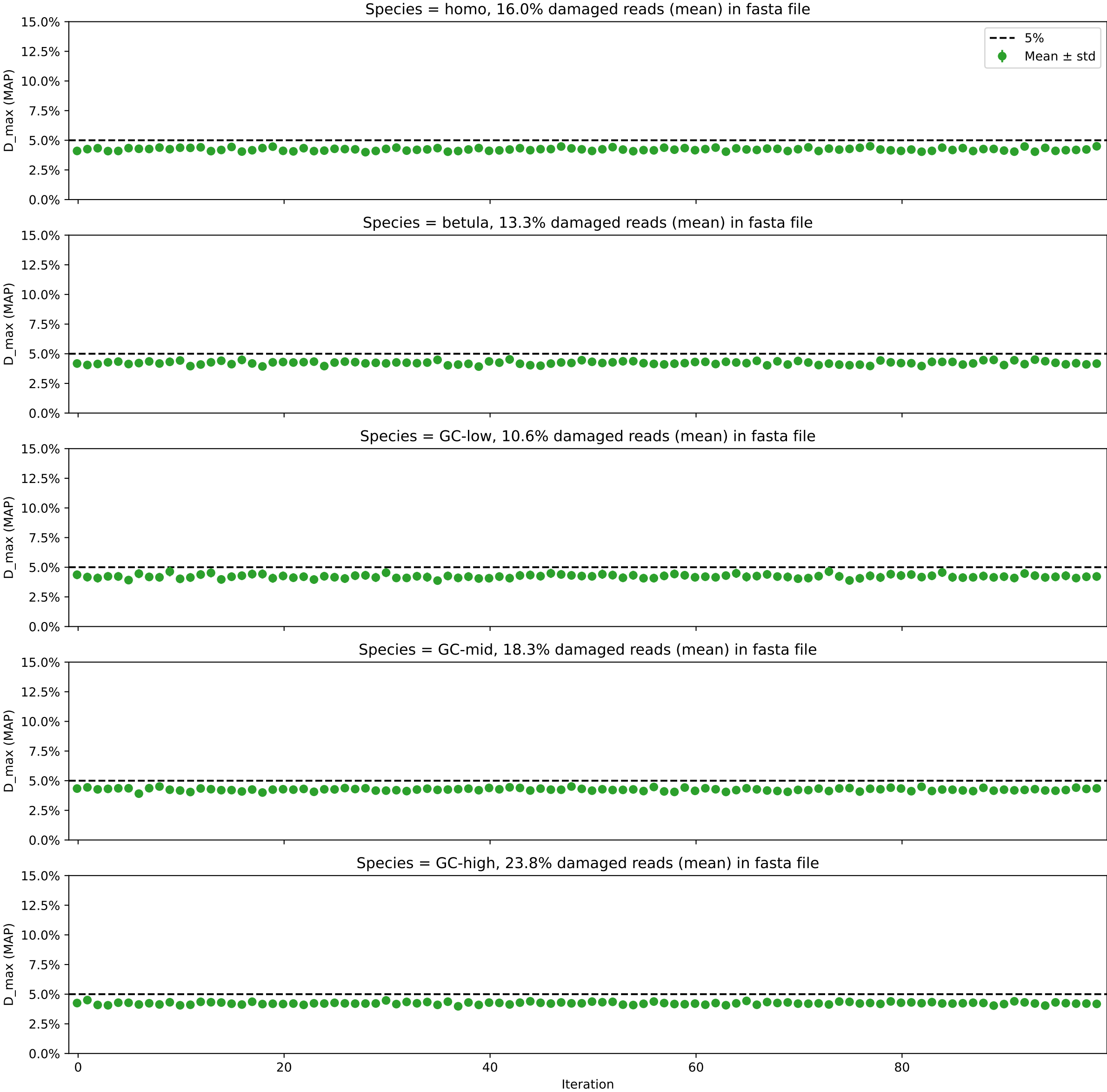
Individual damages:  
10000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



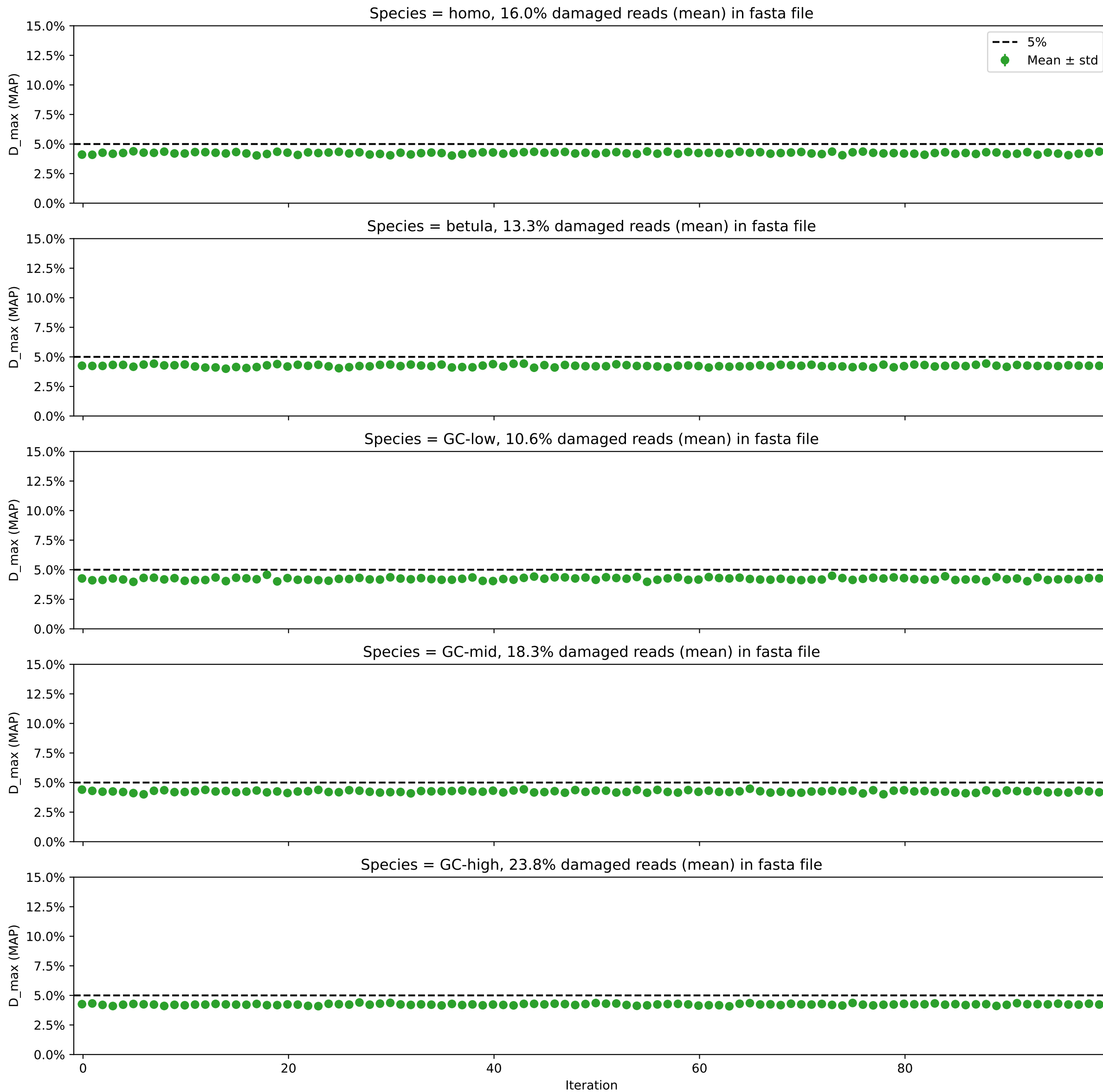
Individual damages:  
25000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



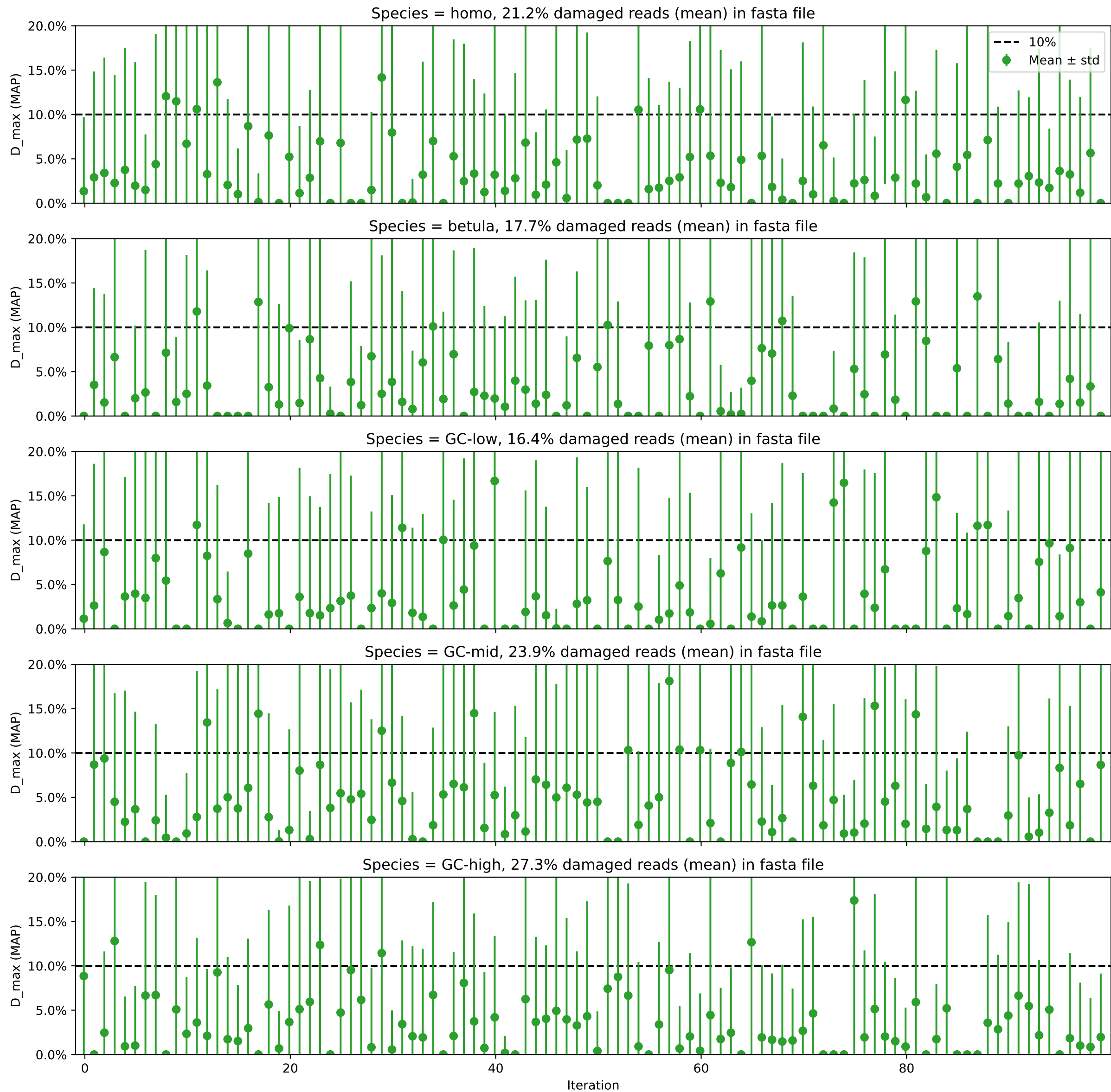
Individual damages:  
50000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



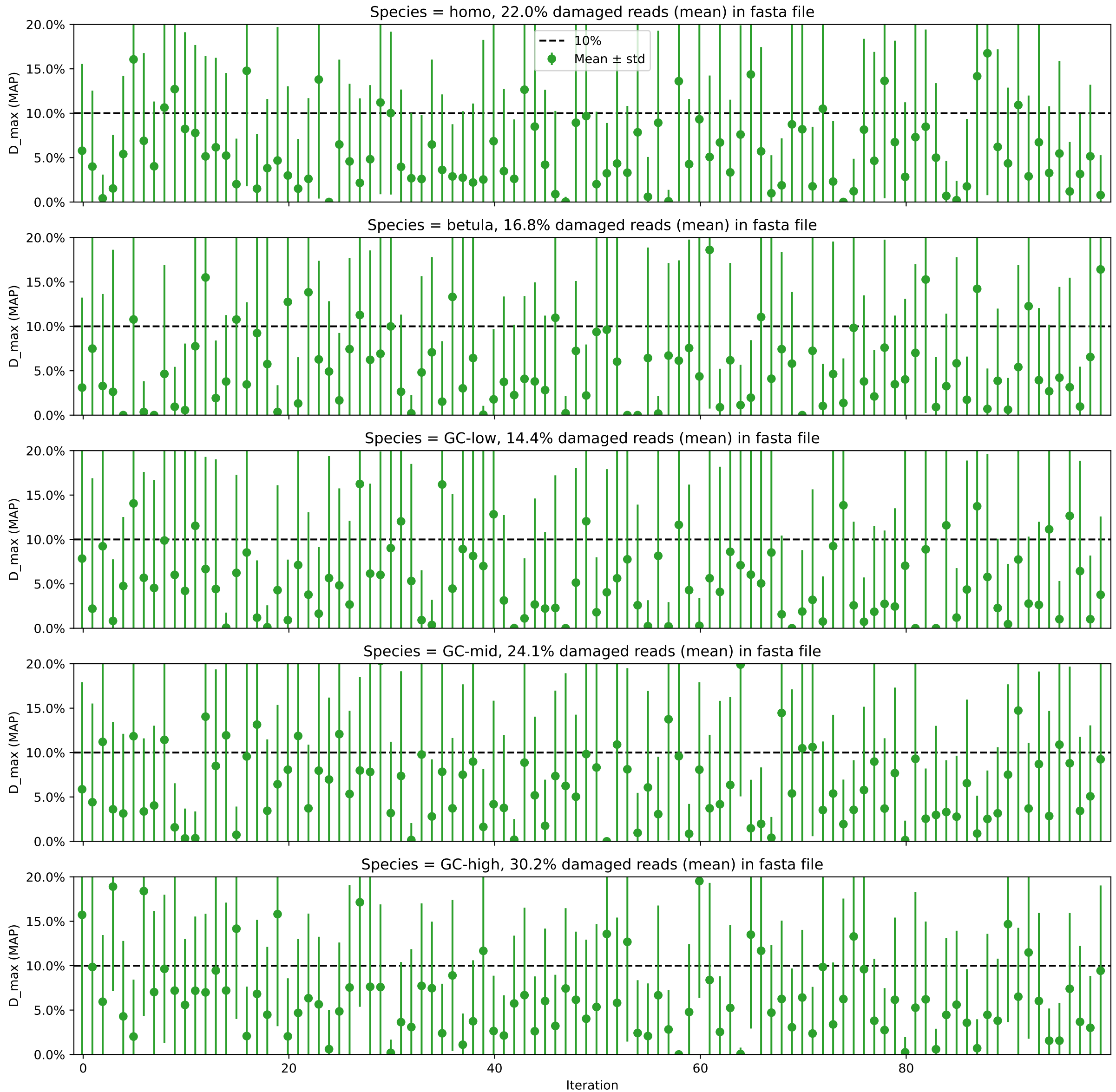
Individual damages:  
100000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



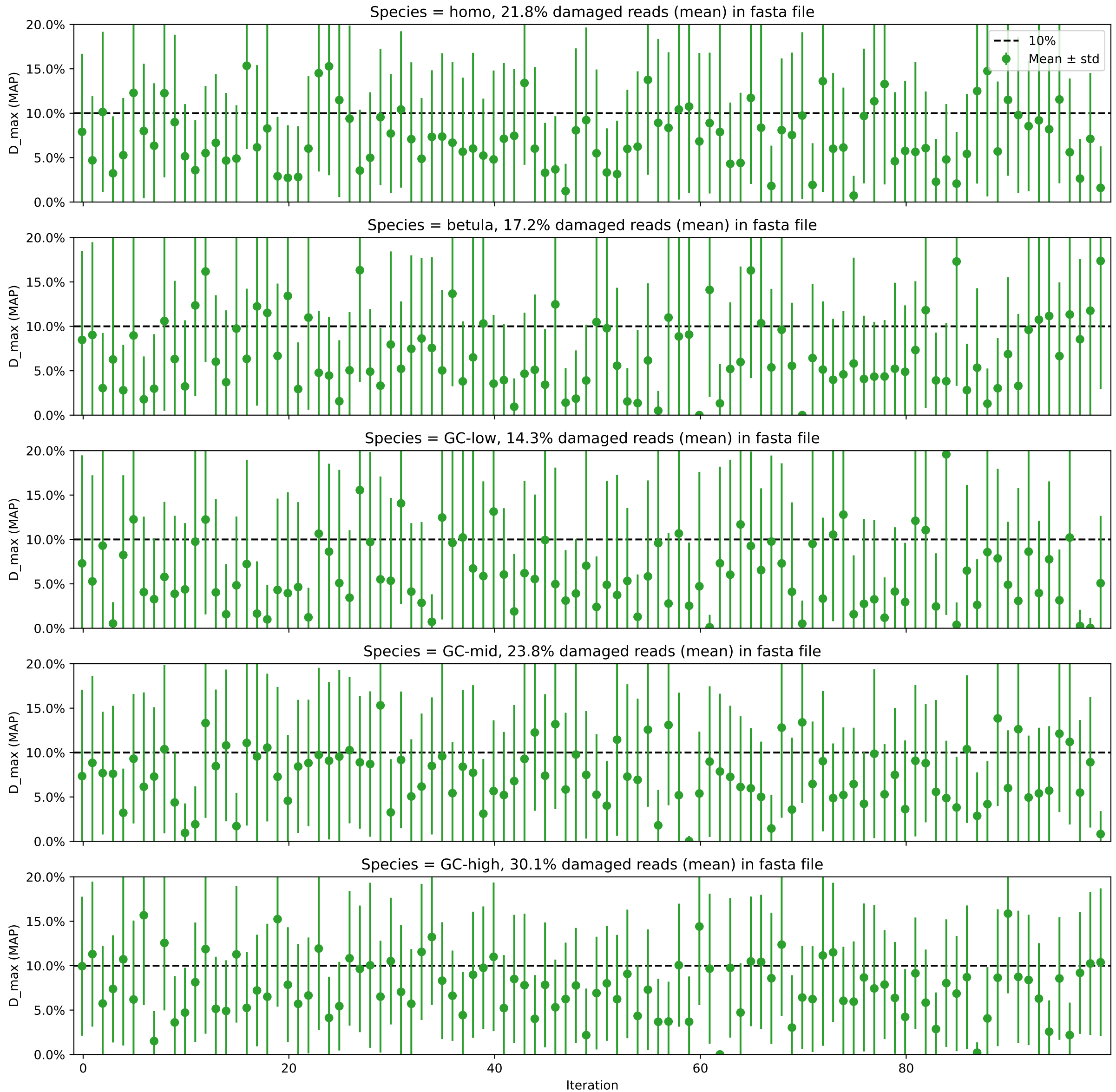
Individual damages:  
10 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



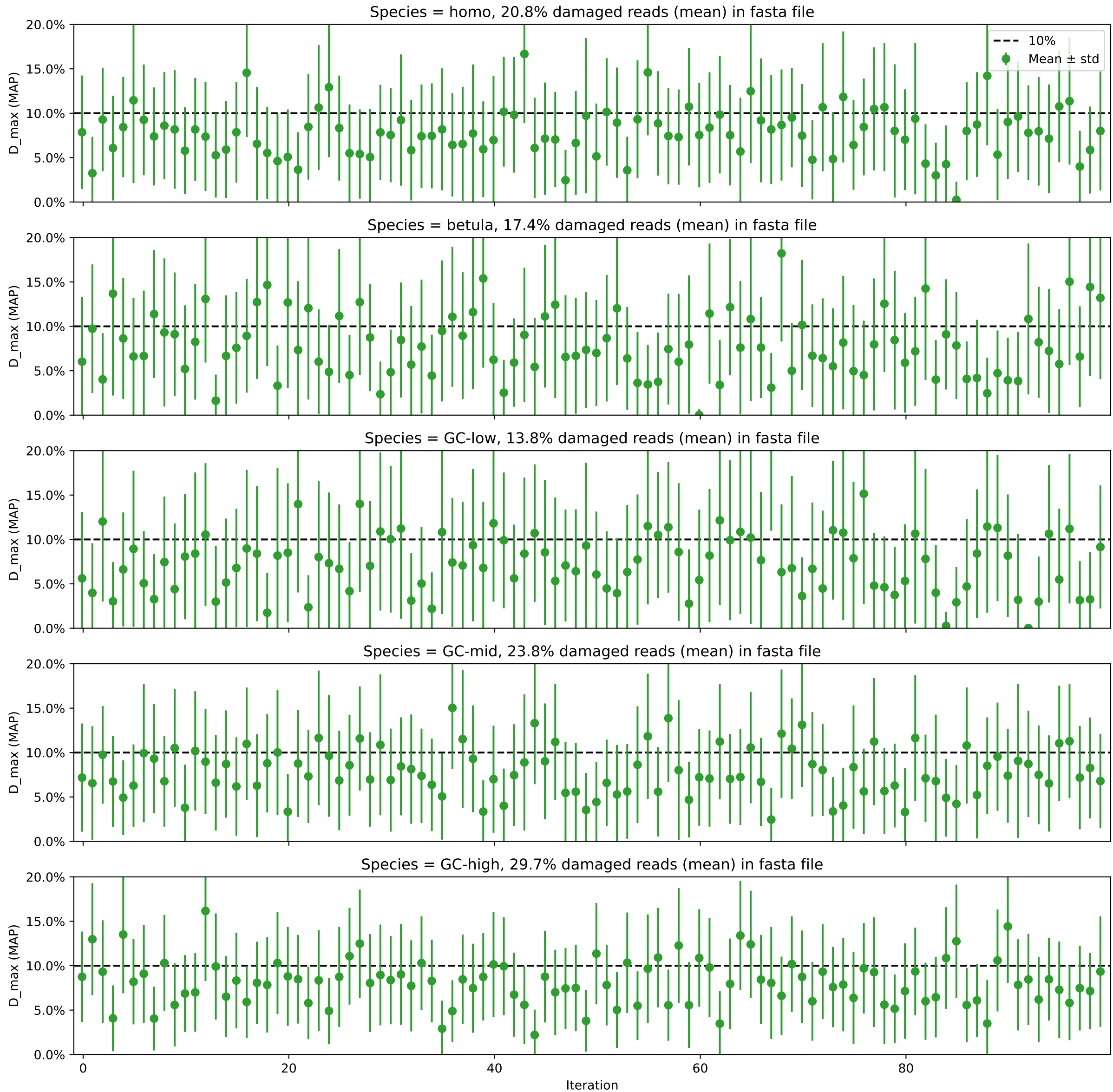
Individual damages:  
25 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



Individual damages:  
50 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)

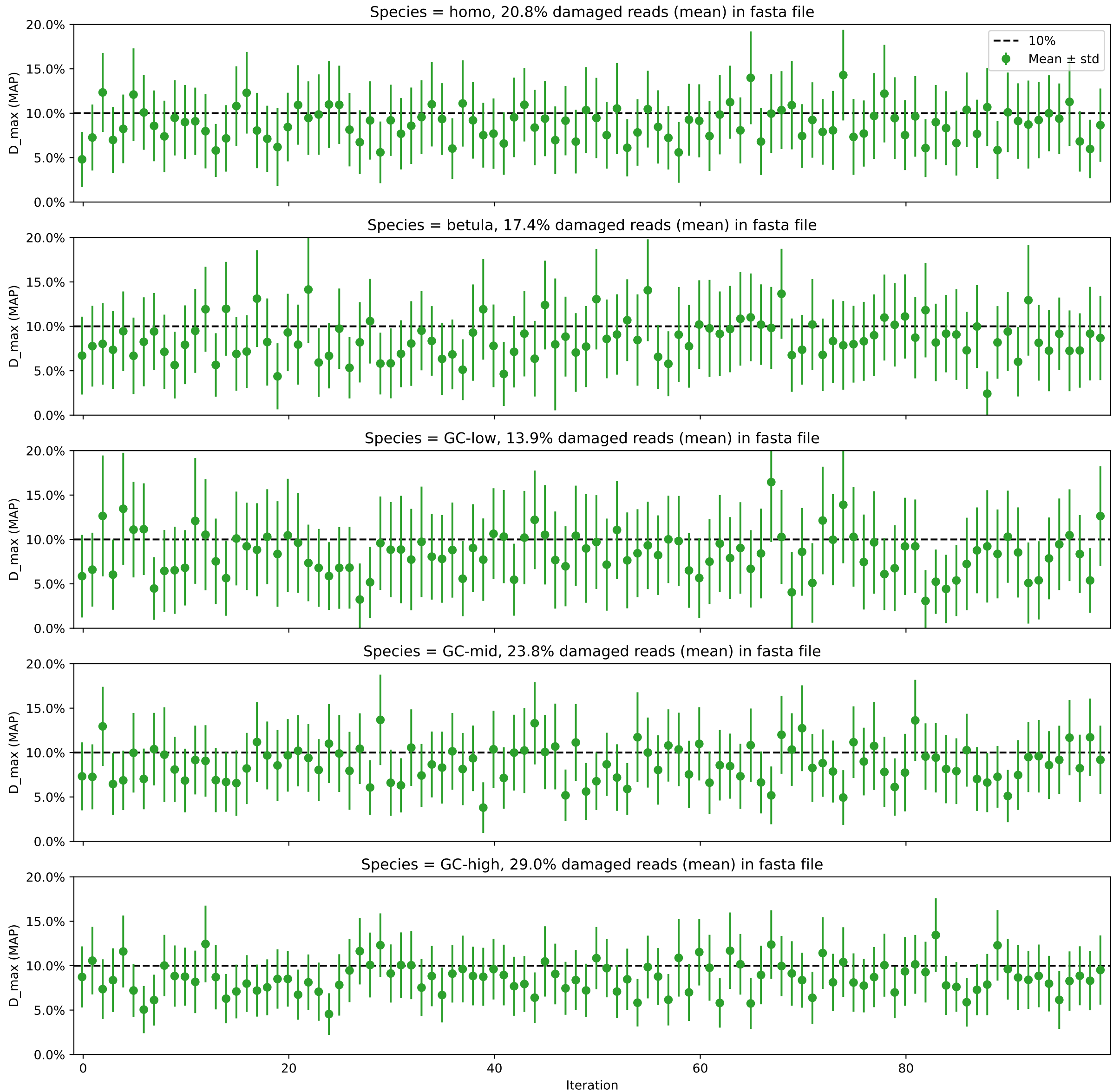


Individual damages:  
100 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)

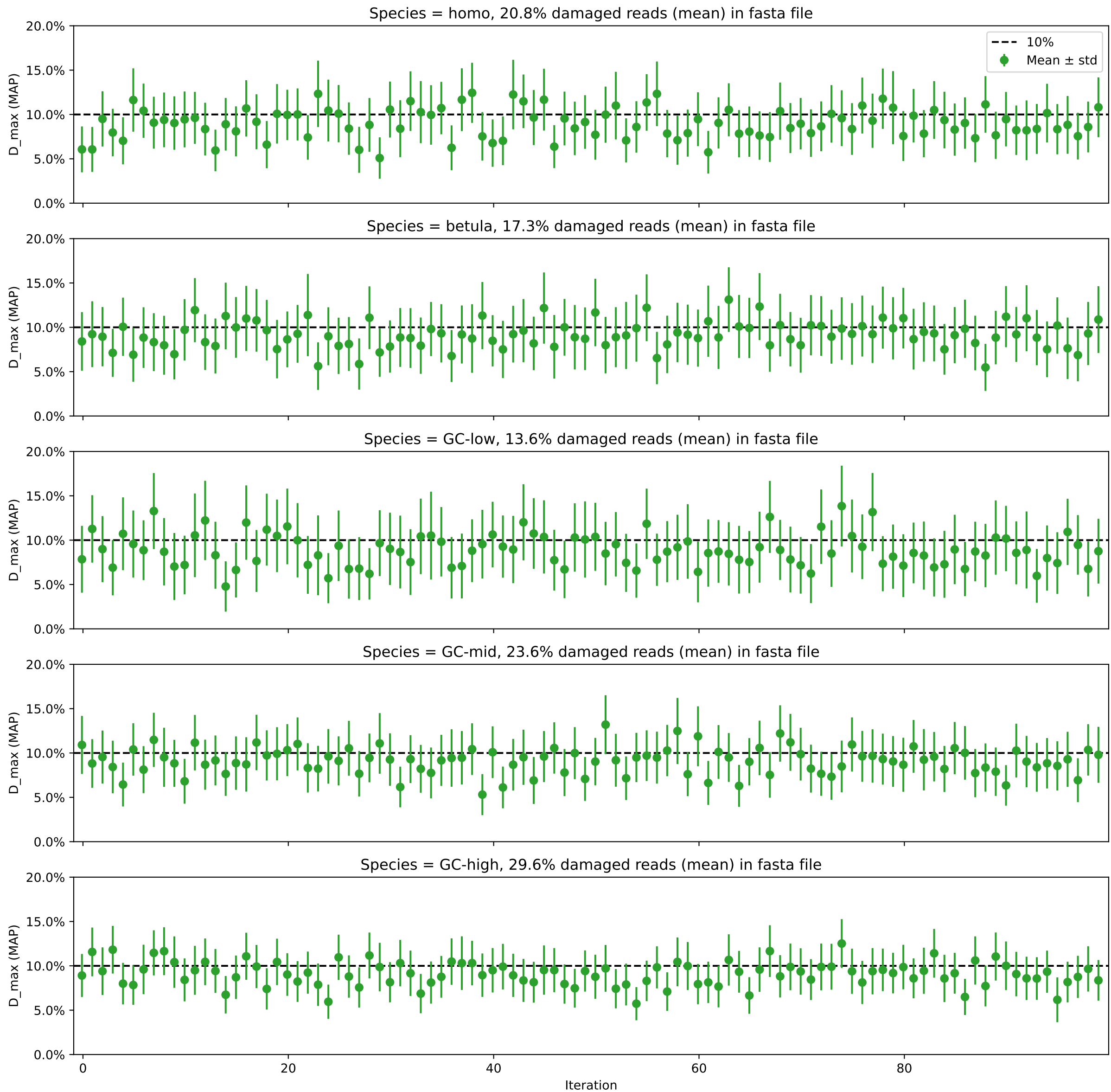




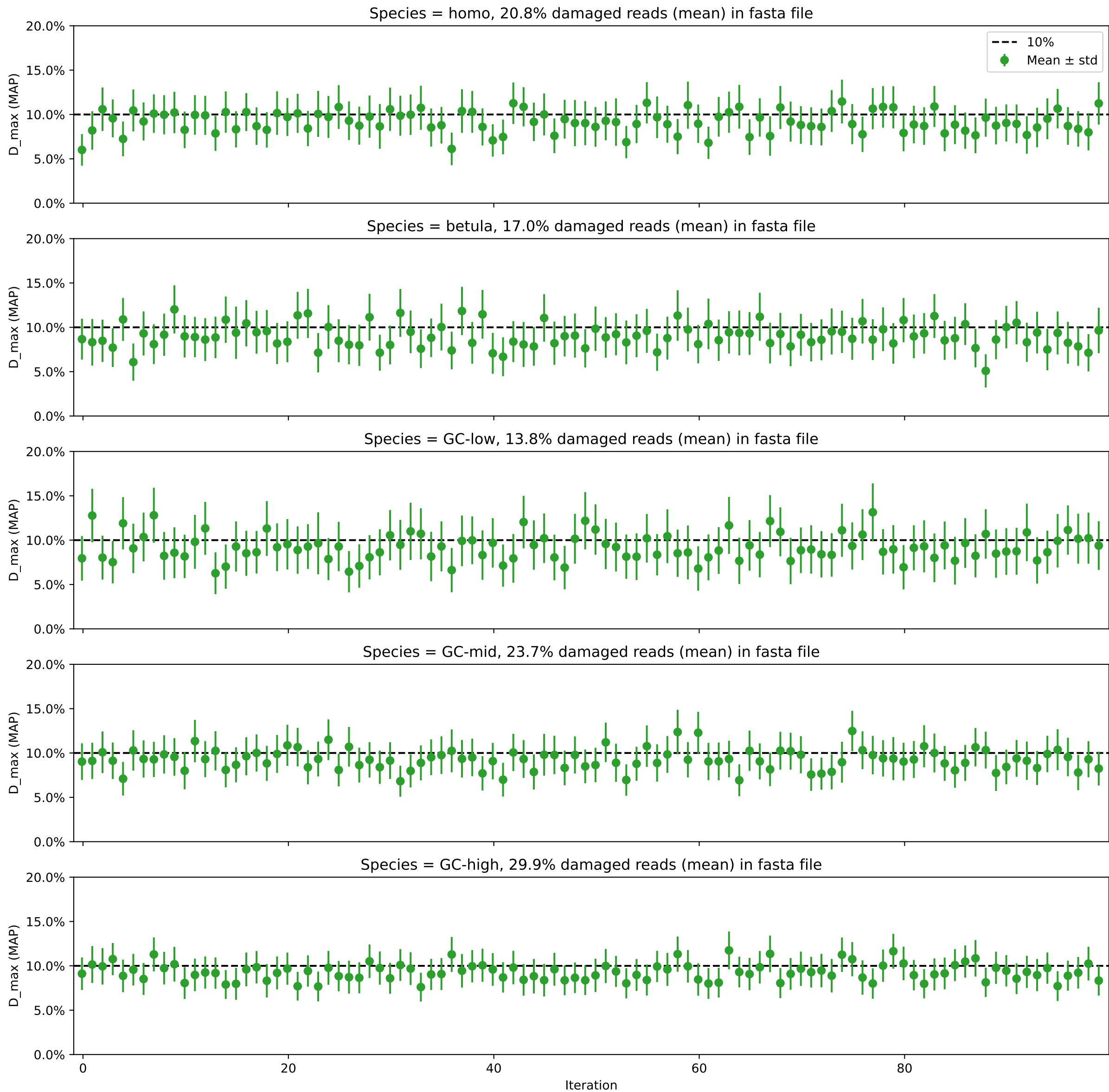
Individual damages:  
250 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



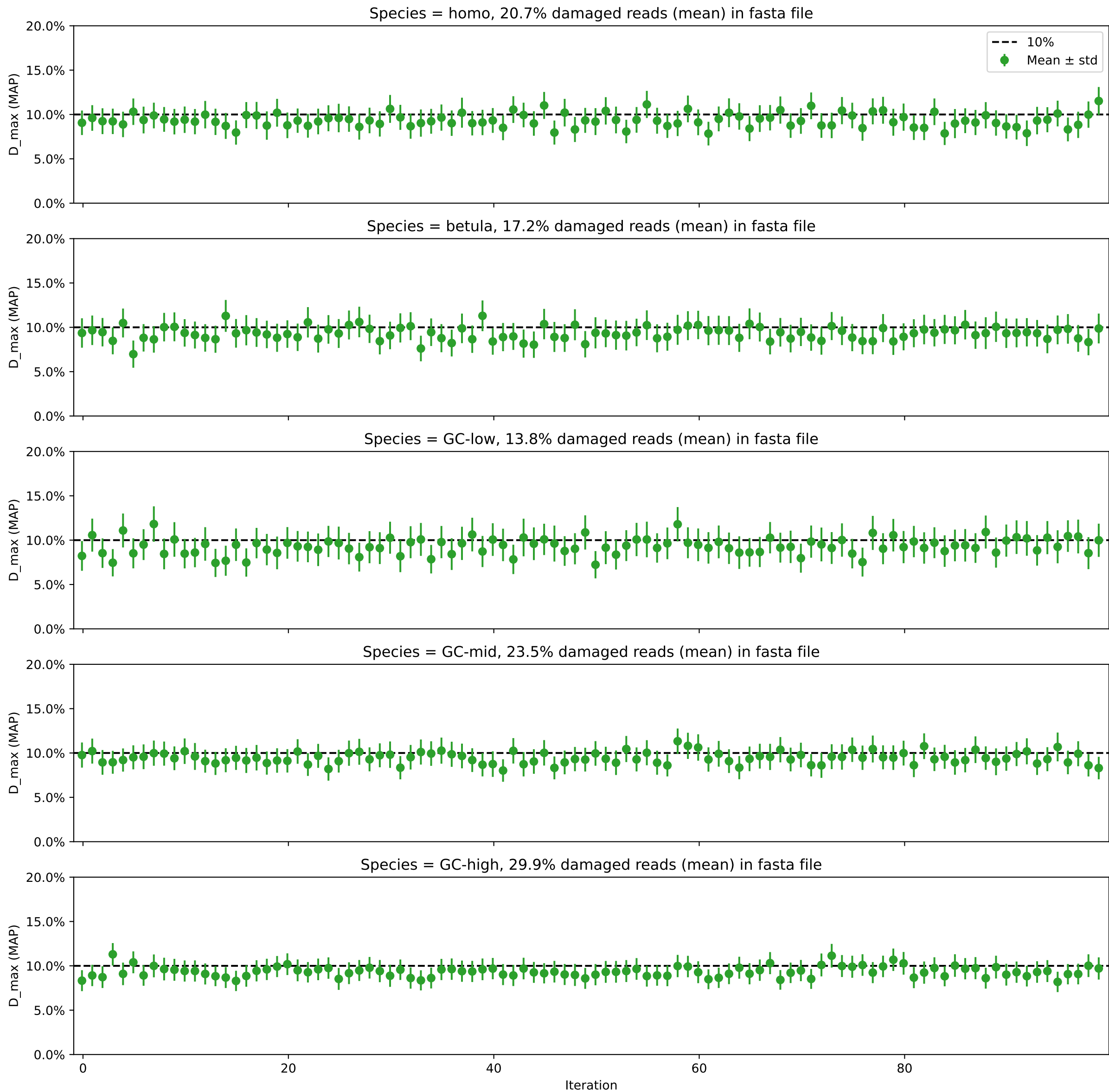
Individual damages:  
500 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



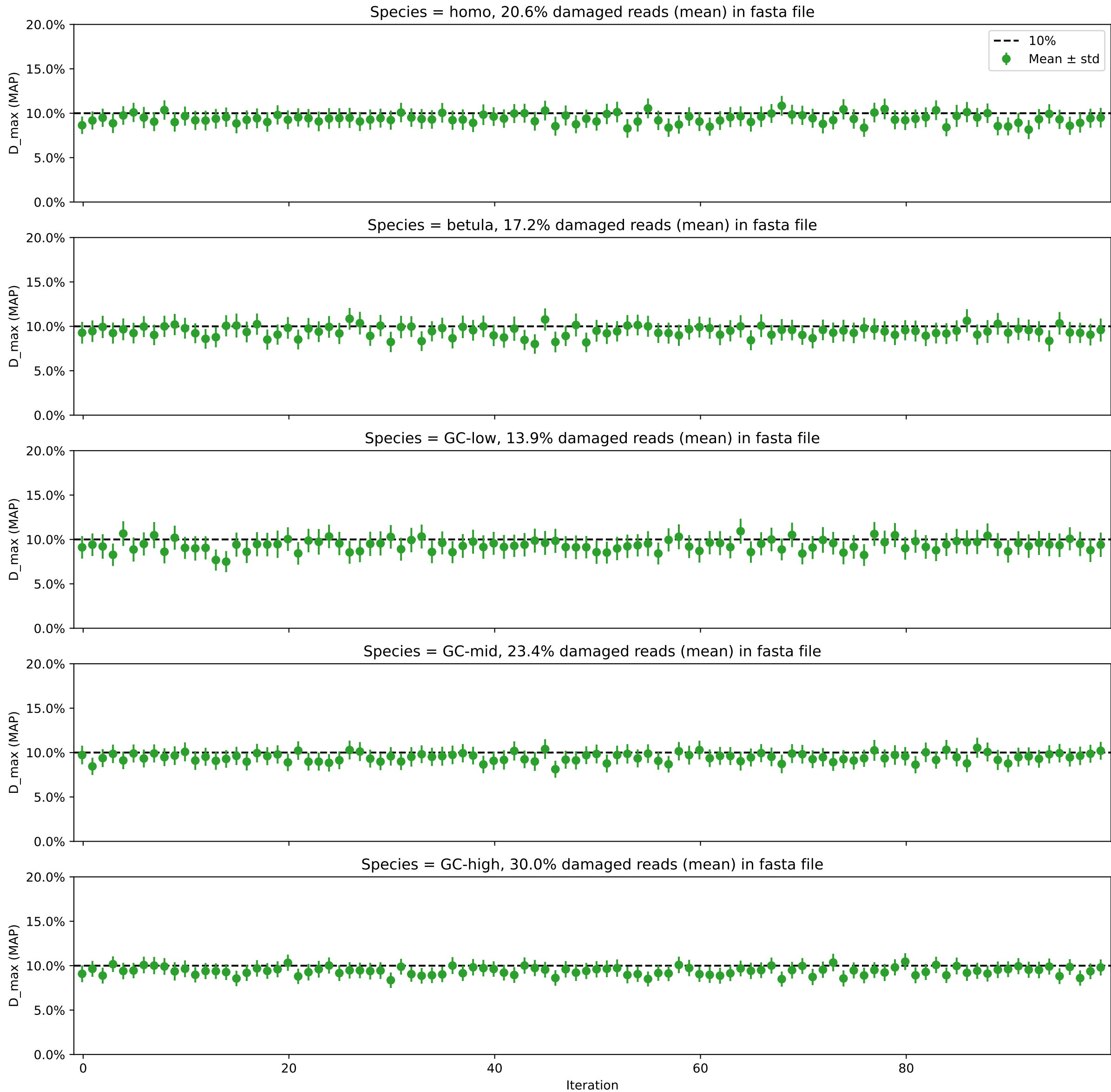
Individual damages:  
1000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



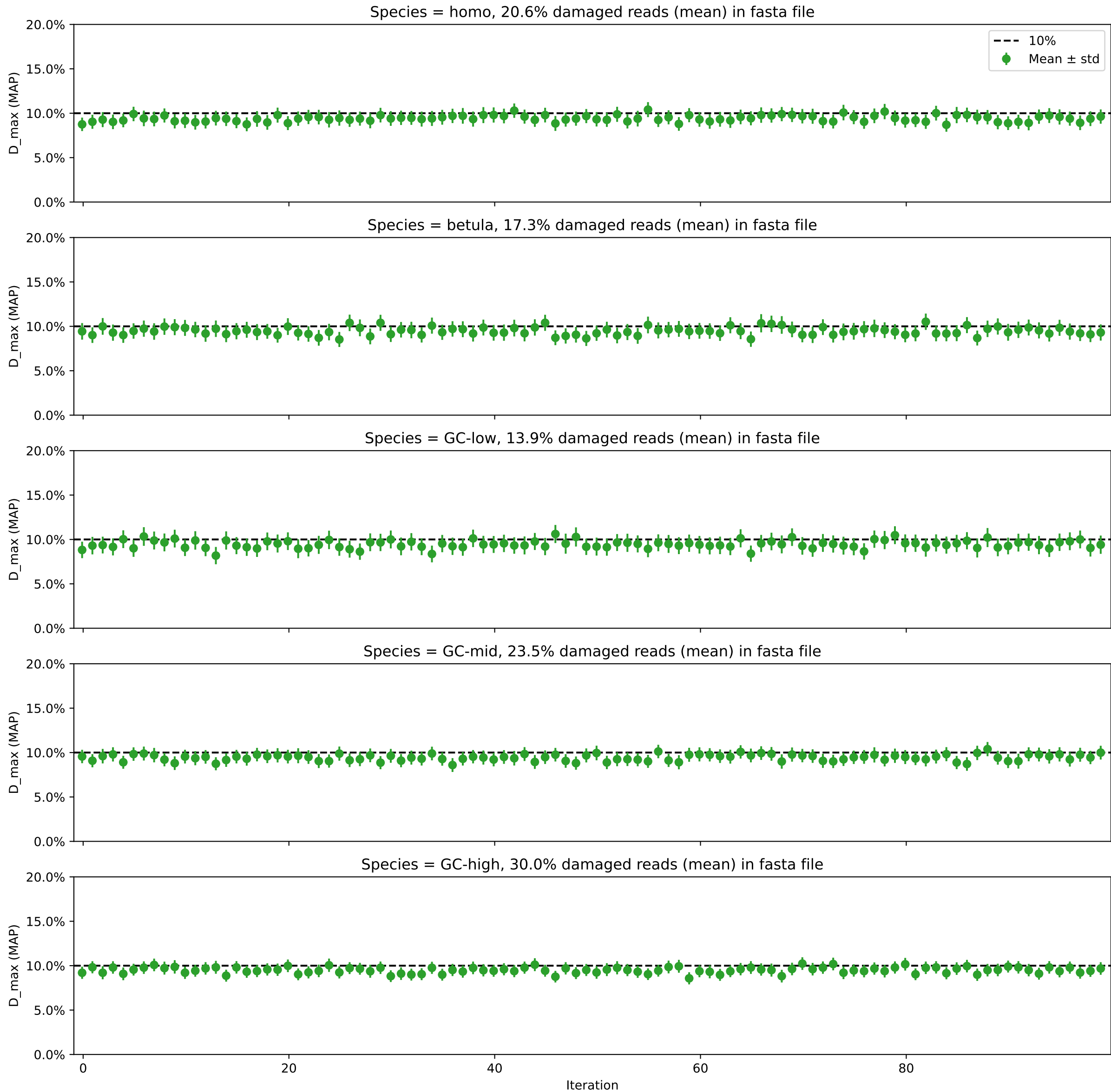
Individual damages:  
2500 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



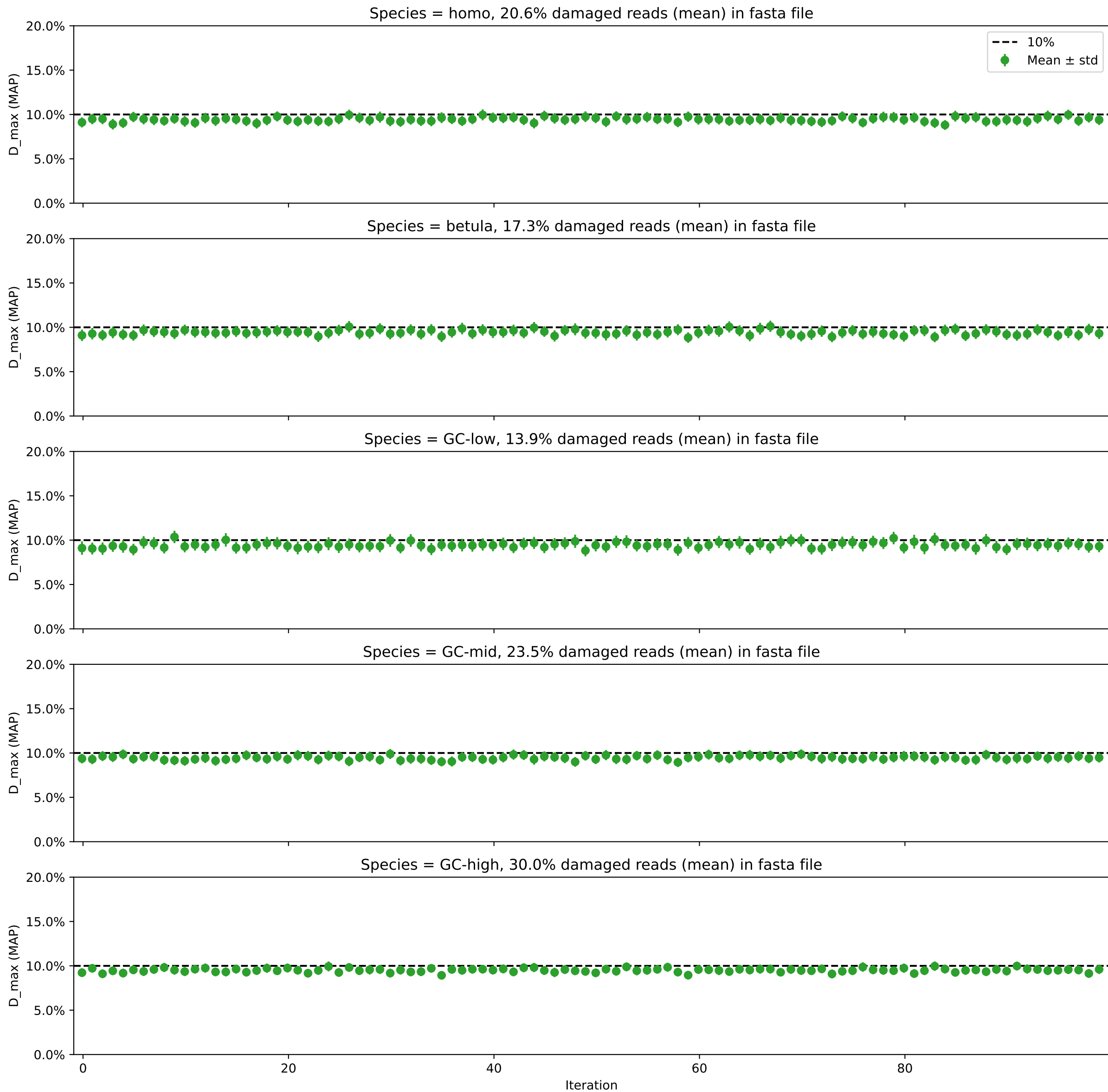
Individual damages:  
5000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



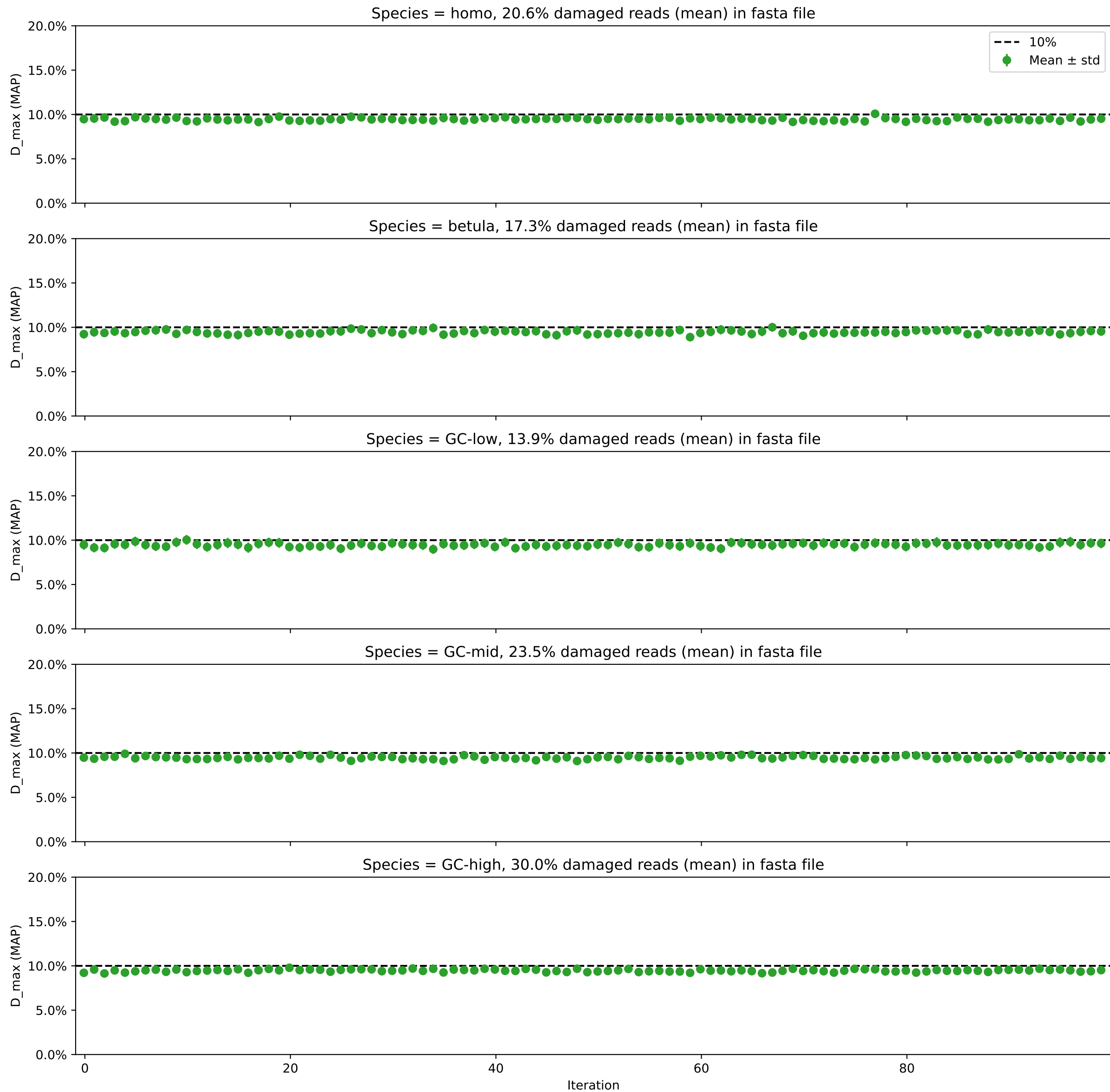
Individual damages:  
10000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



Individual damages:  
25000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)

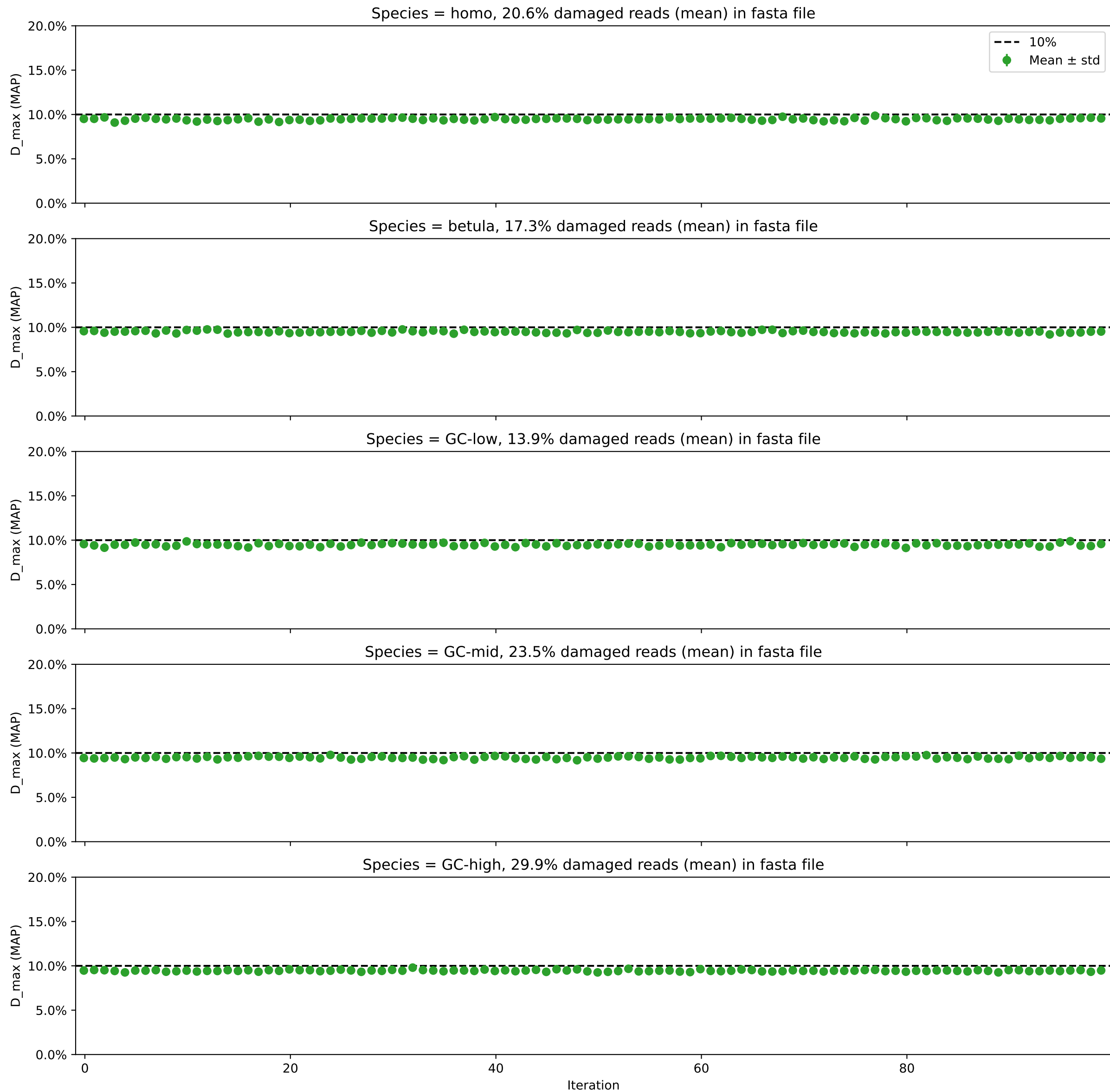


Individual damages:  
50000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)

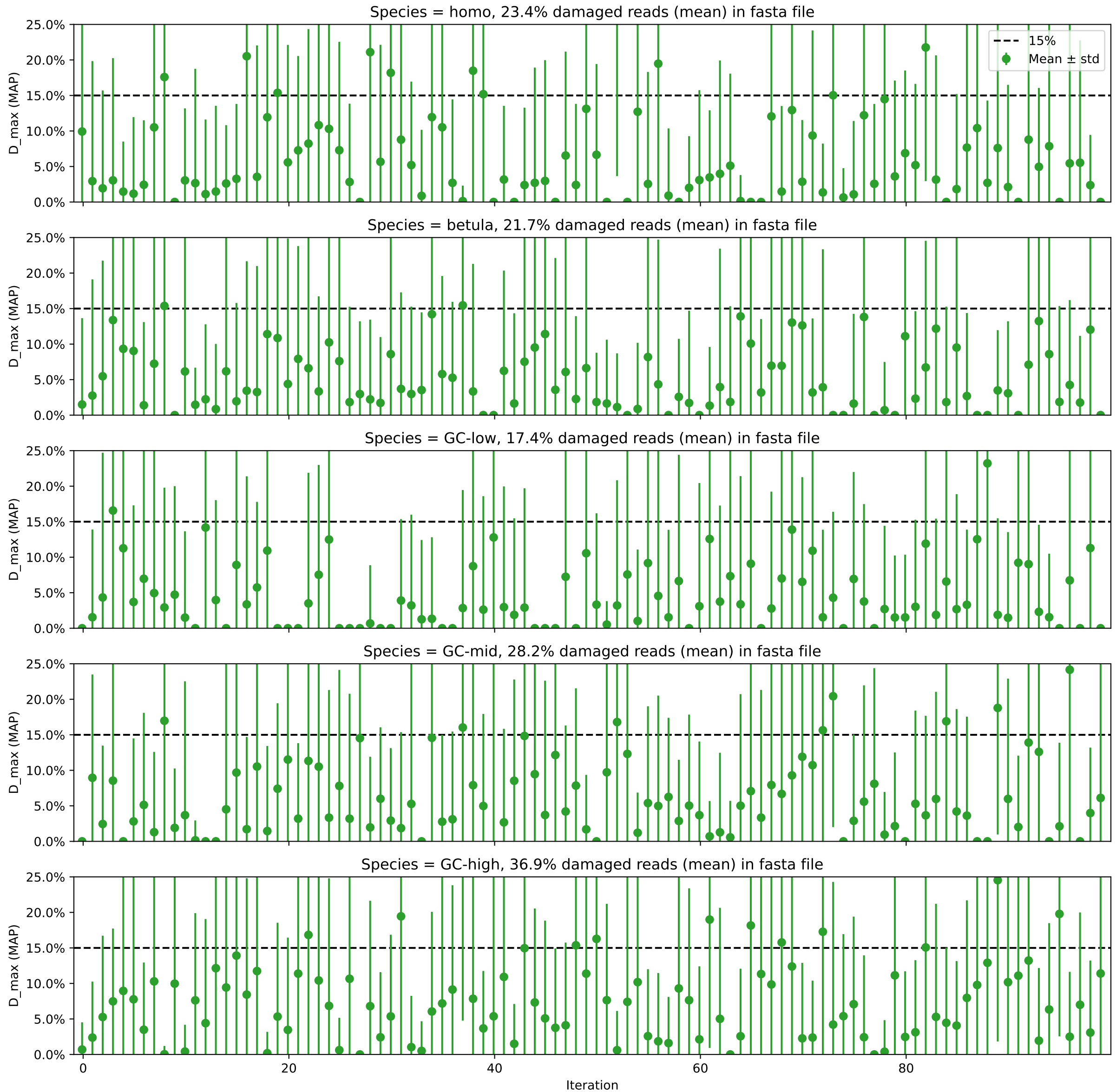




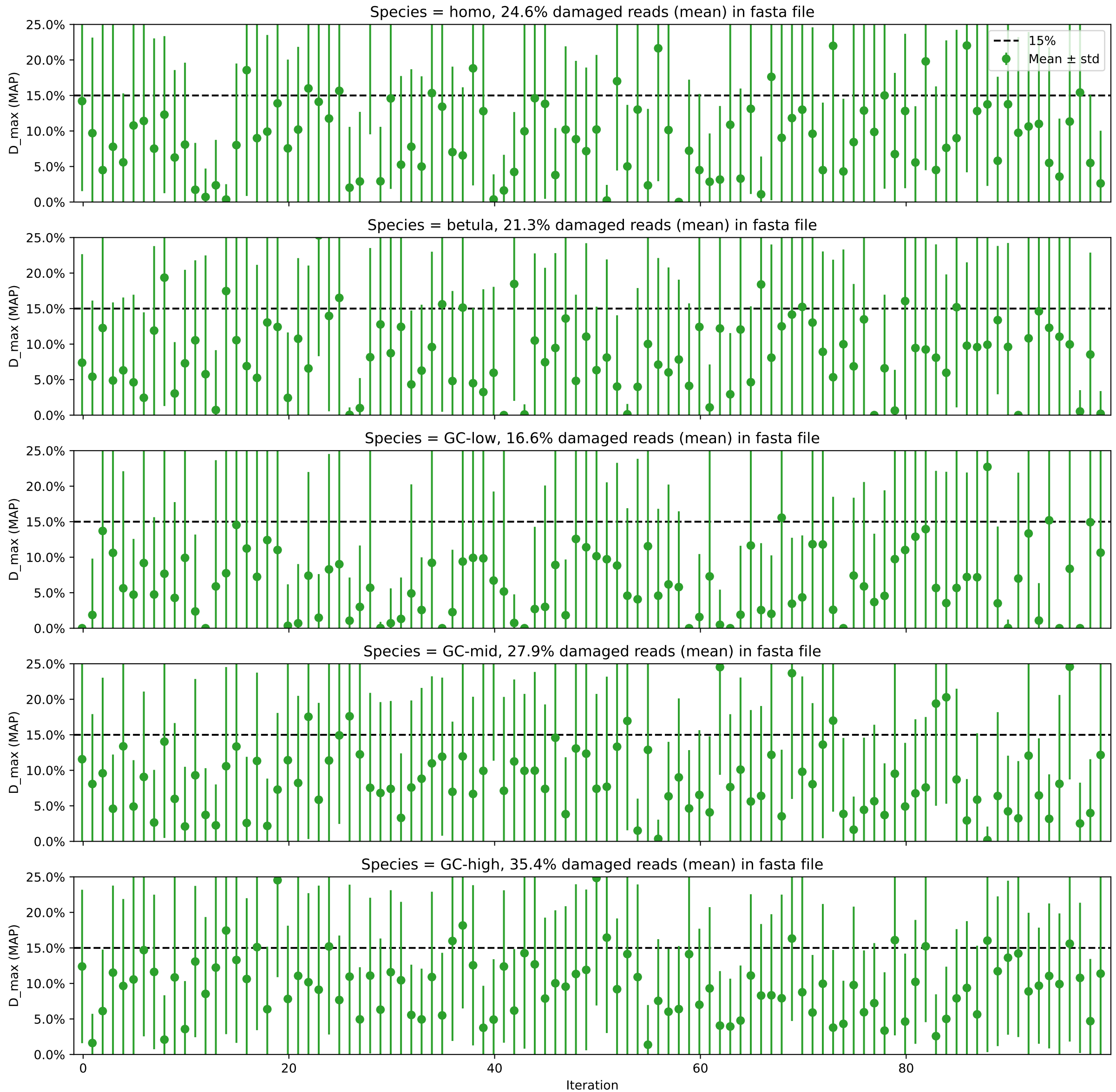
Individual damages:  
100000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



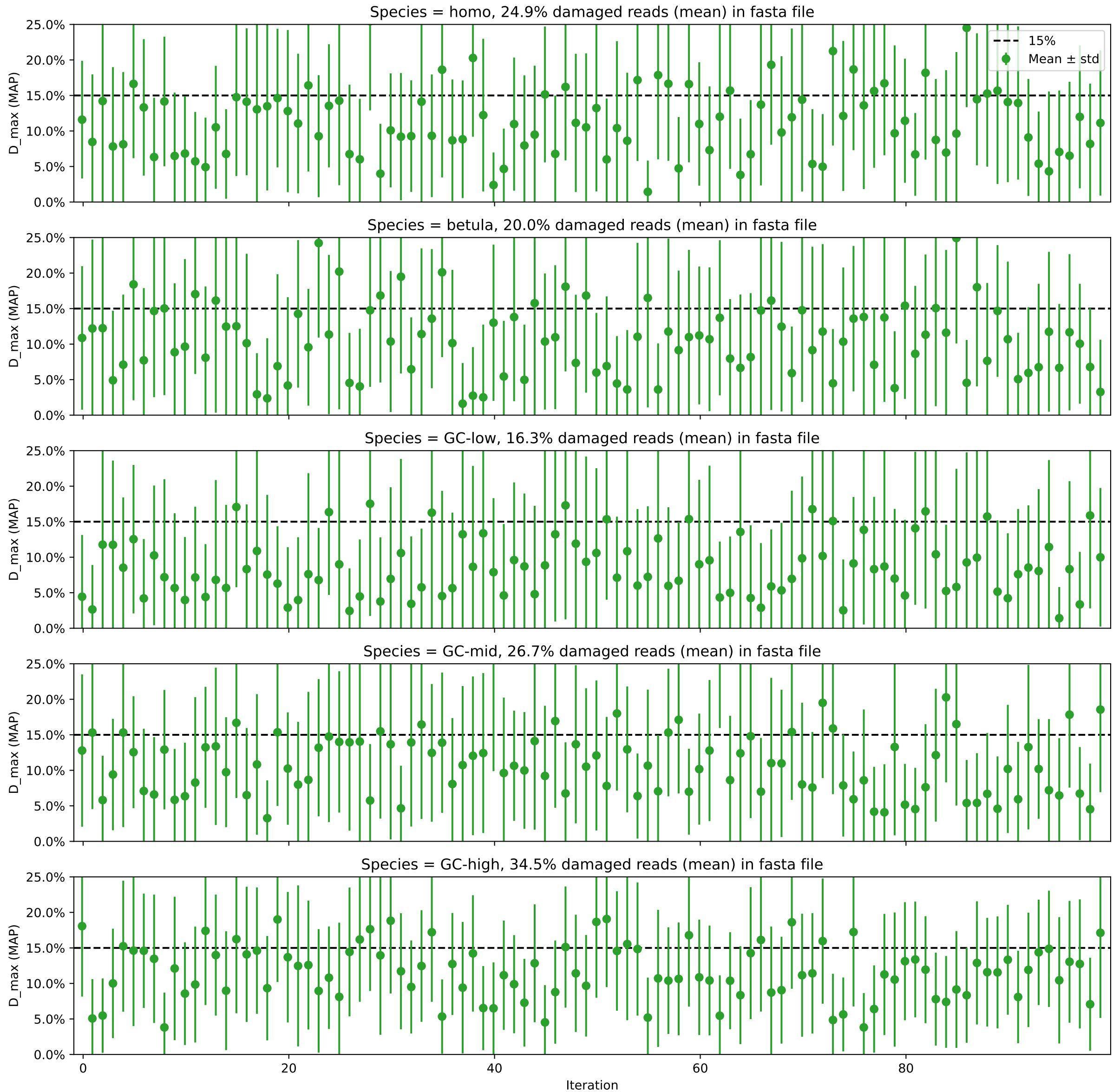
Individual damages:  
10 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



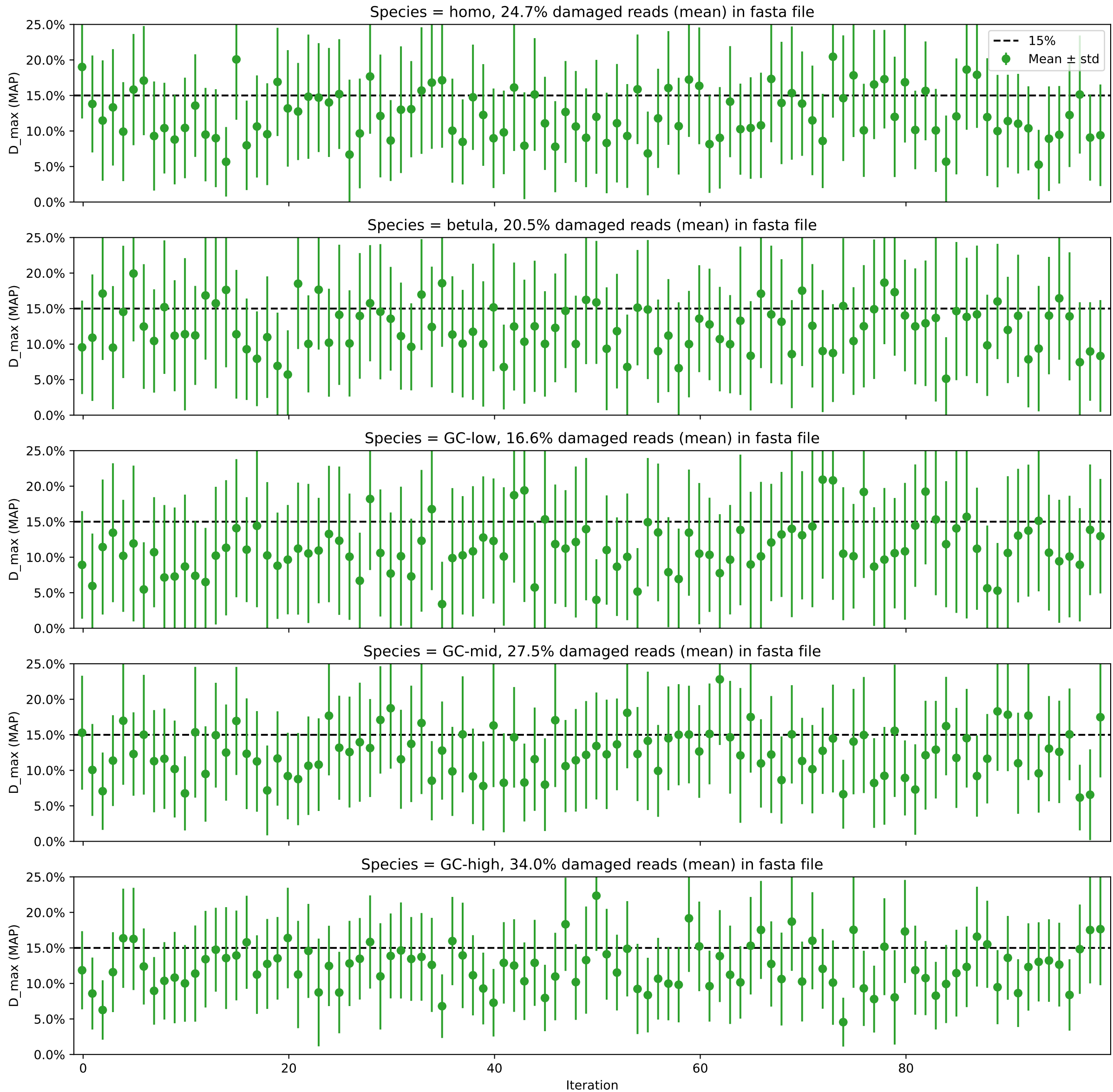
Individual damages:  
25 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



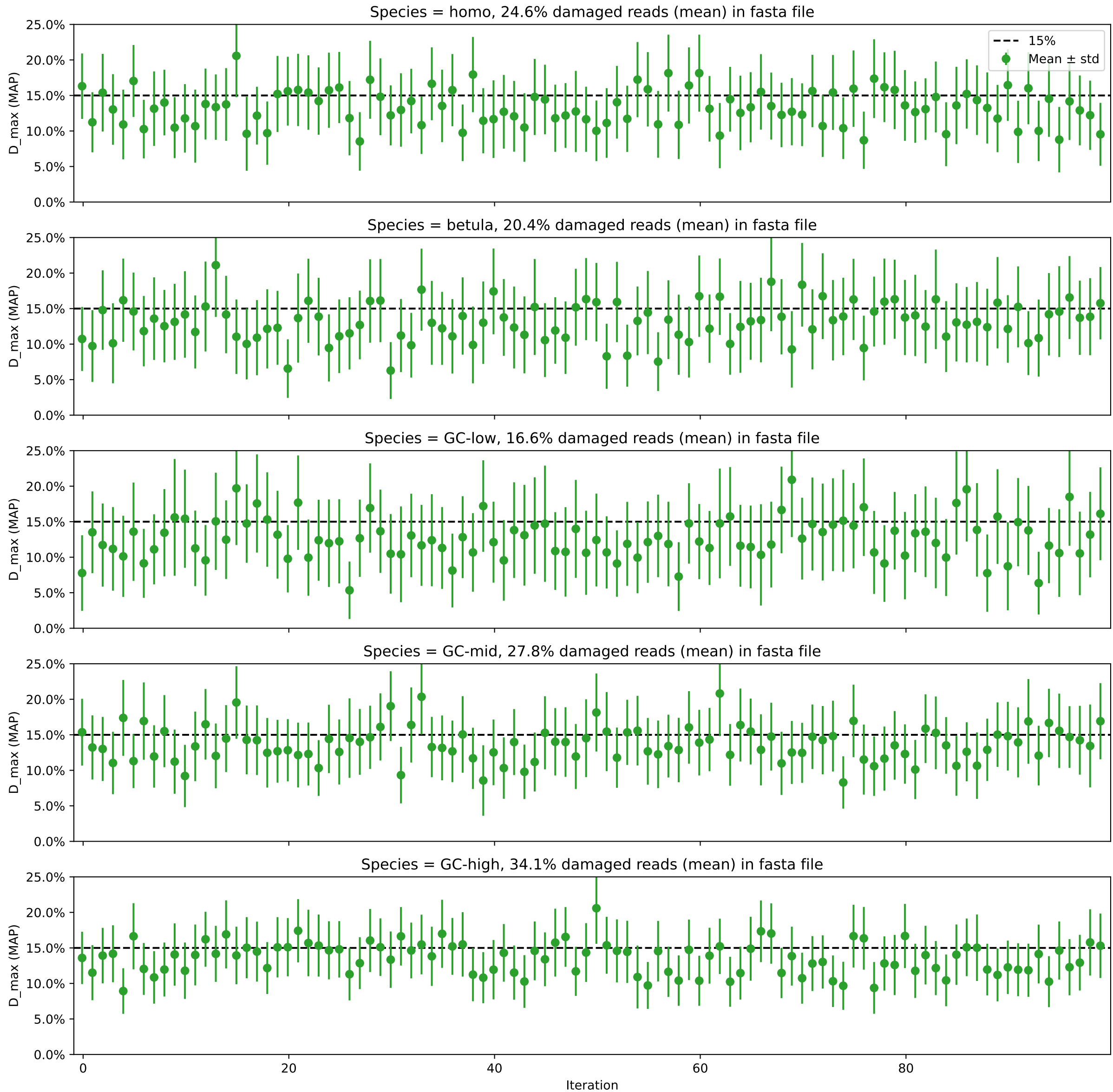
Individual damages:  
50 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



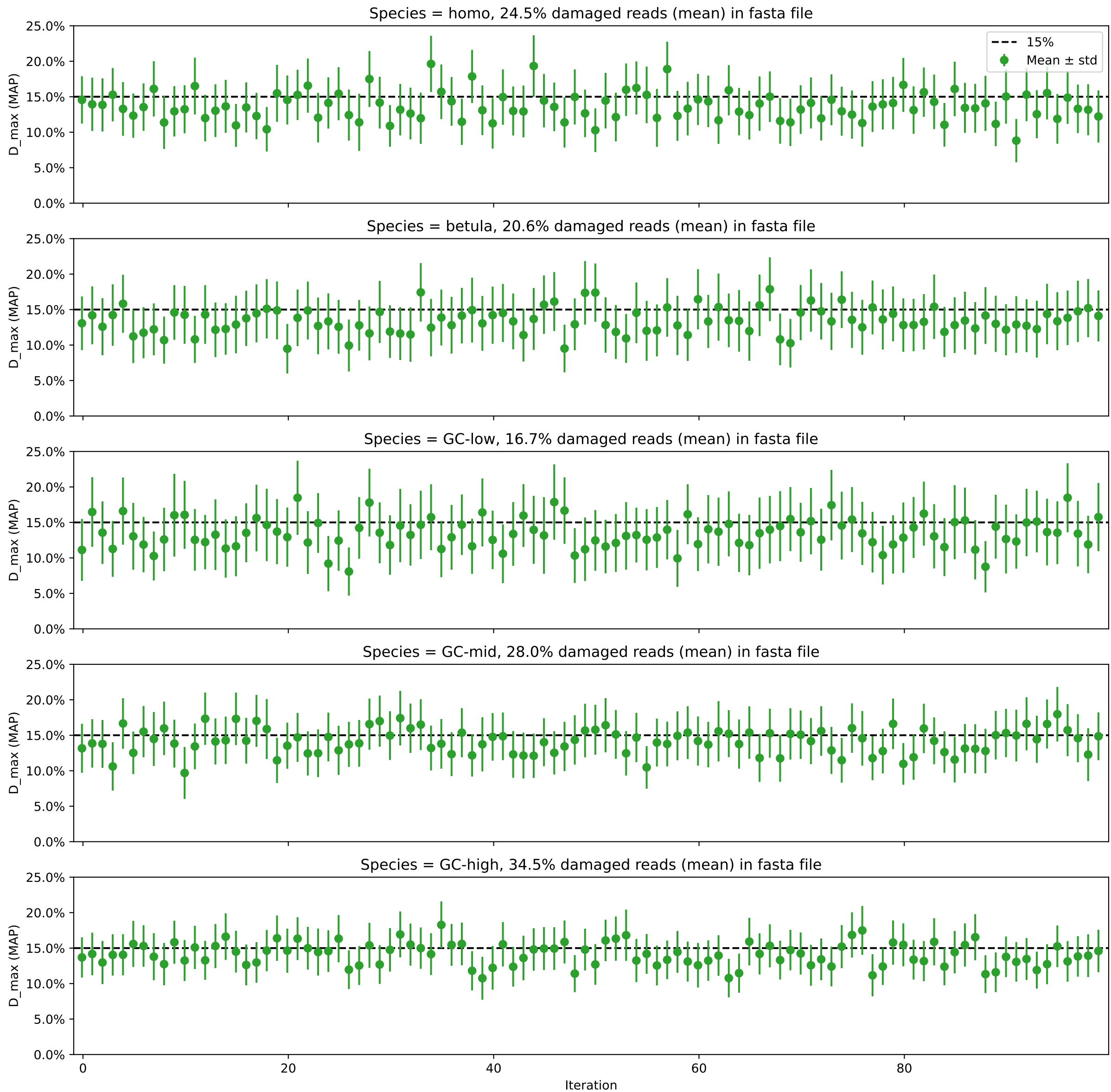
Individual damages:  
100 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



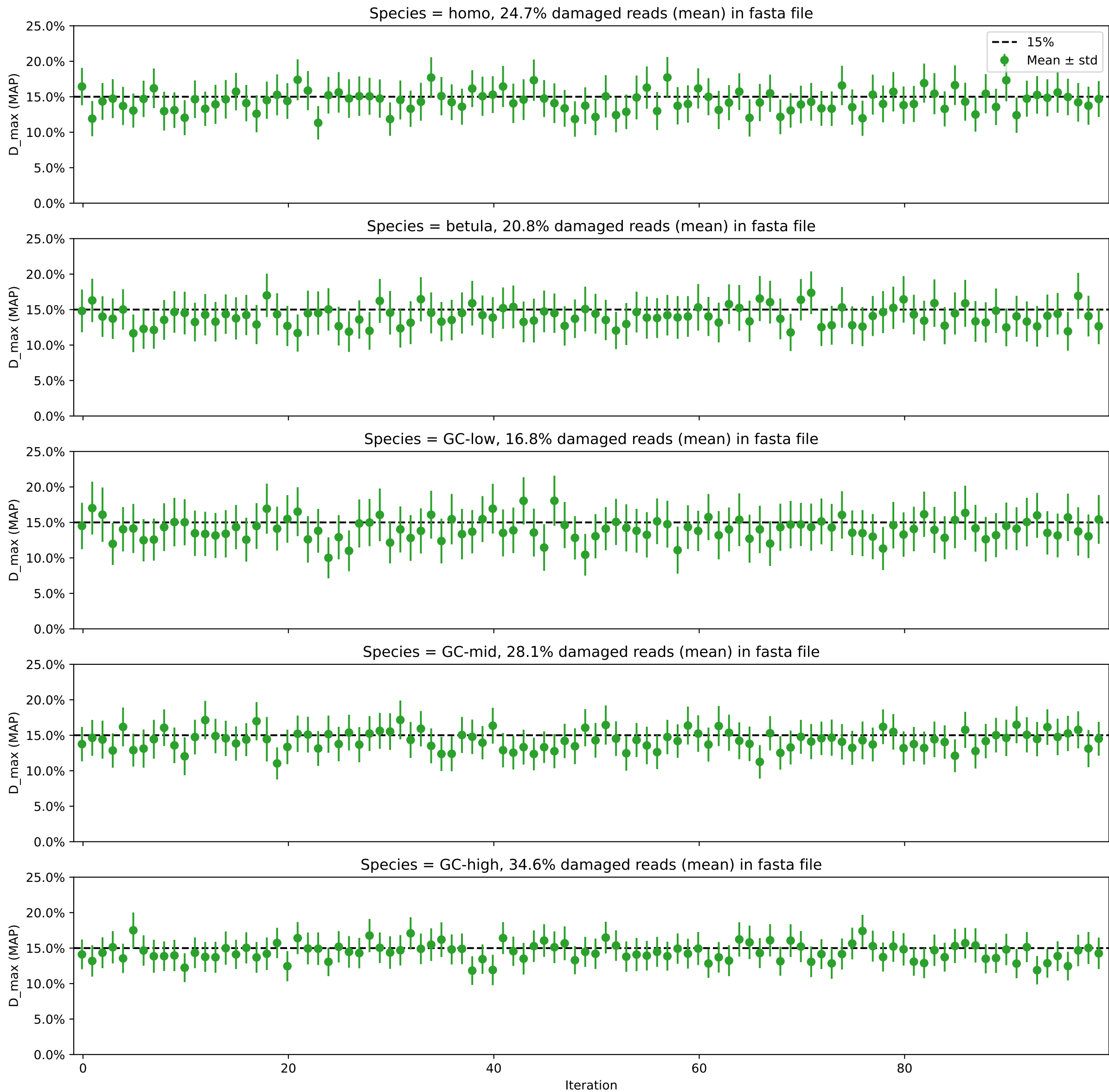
Individual damages:  
250 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



Individual damages:  
500 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)

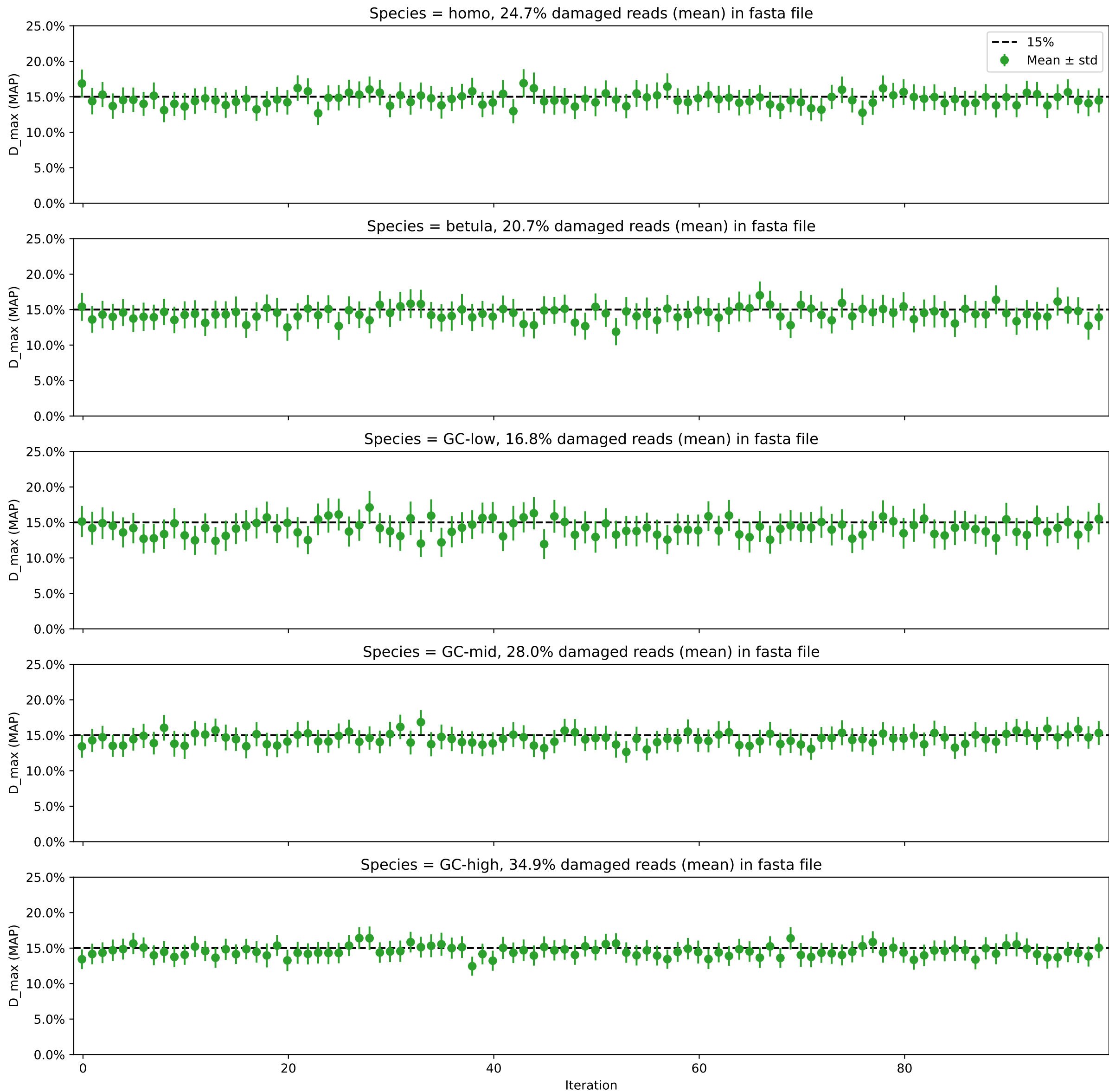


Individual damages:  
1000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)

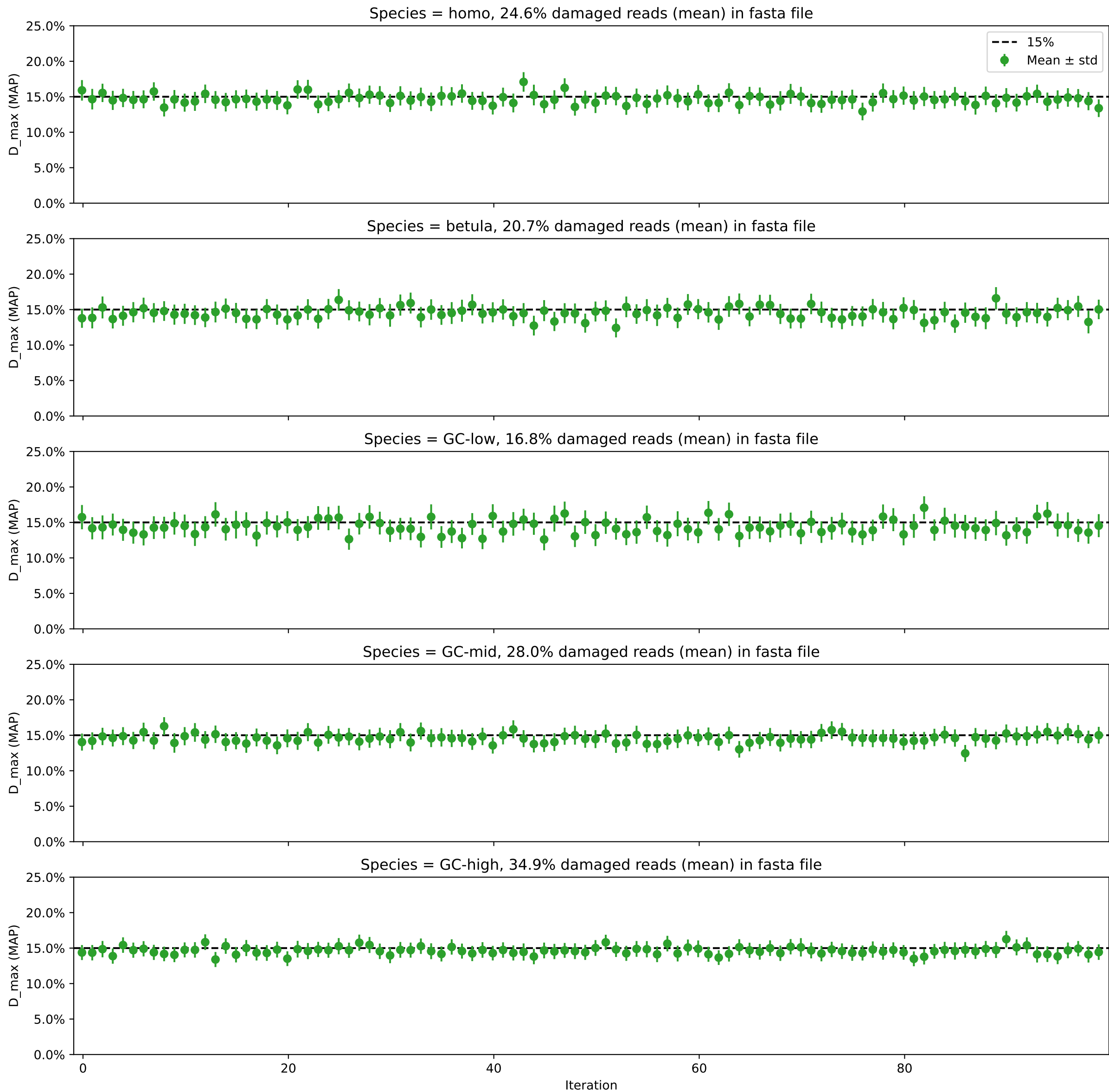




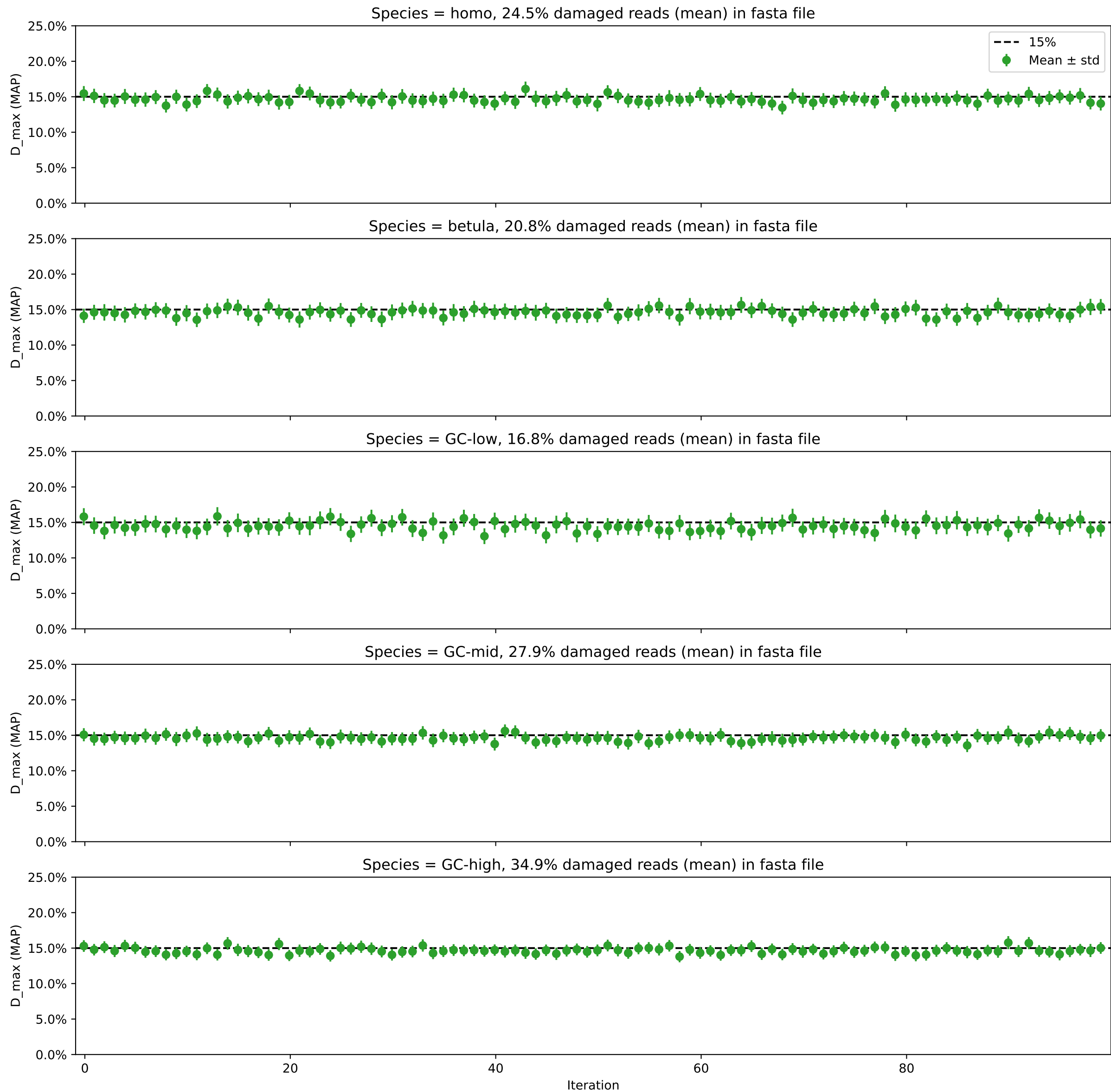
Individual damages:  
2500 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



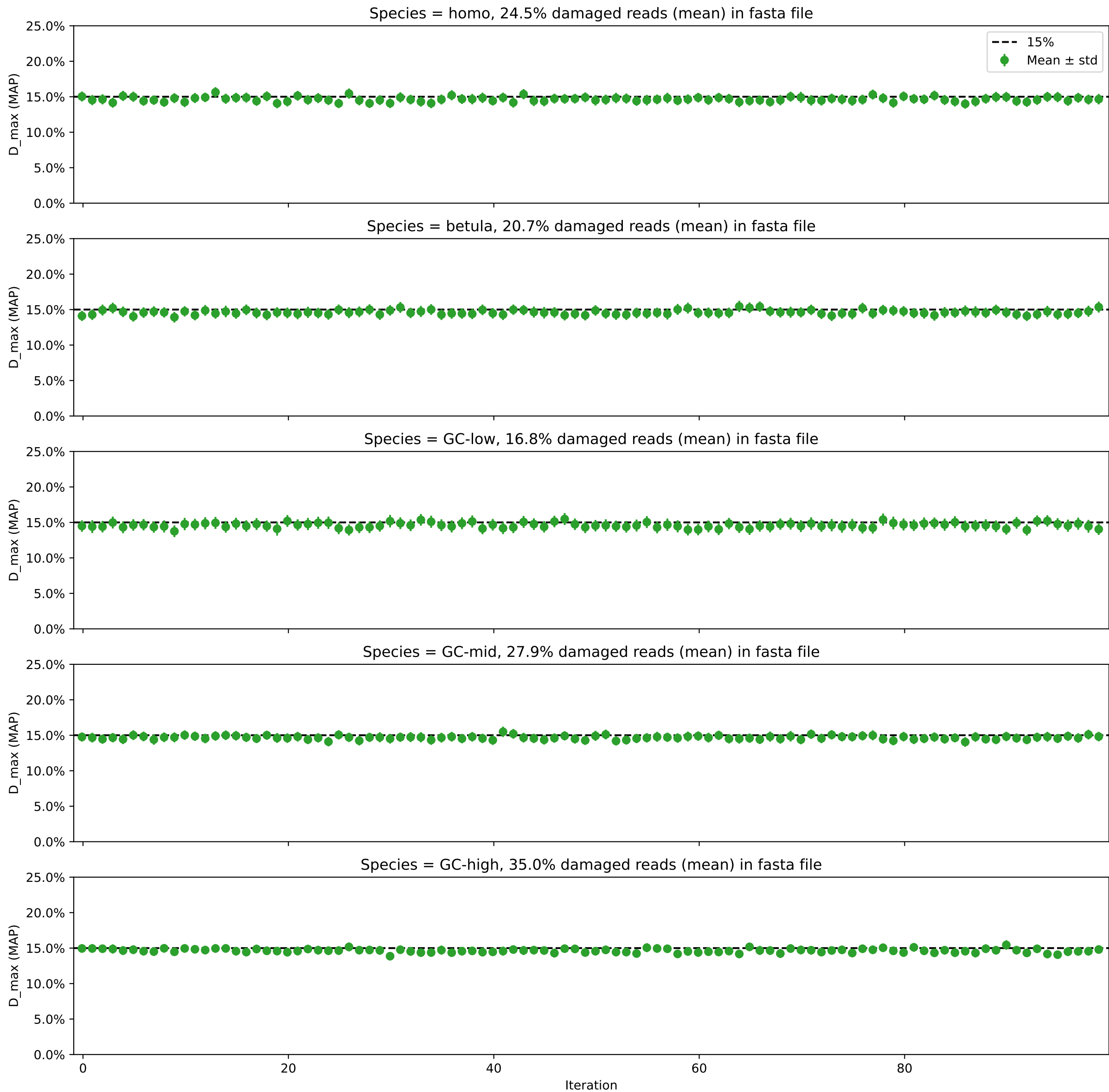
Individual damages:  
5000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



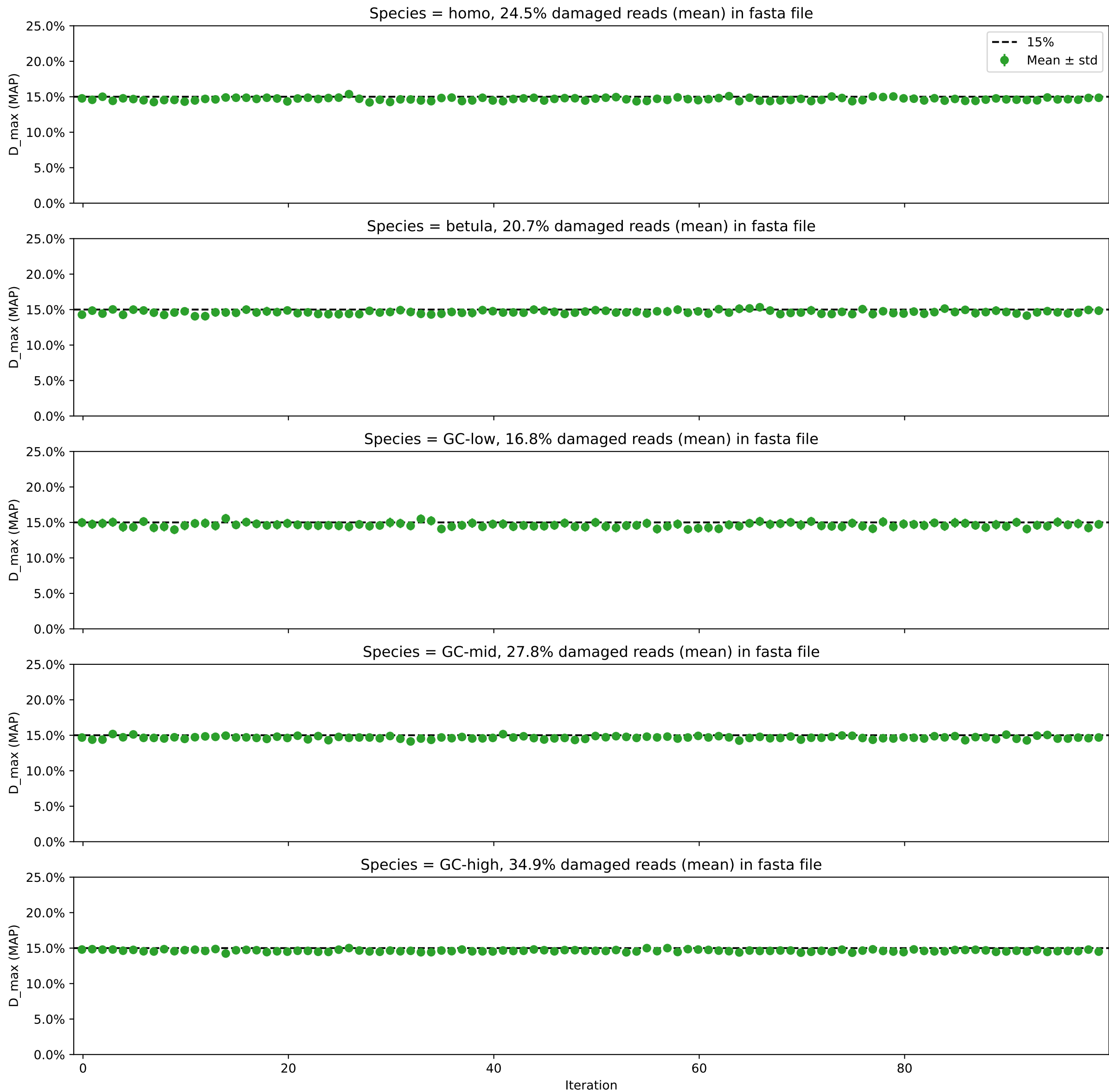
Individual damages:  
10000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



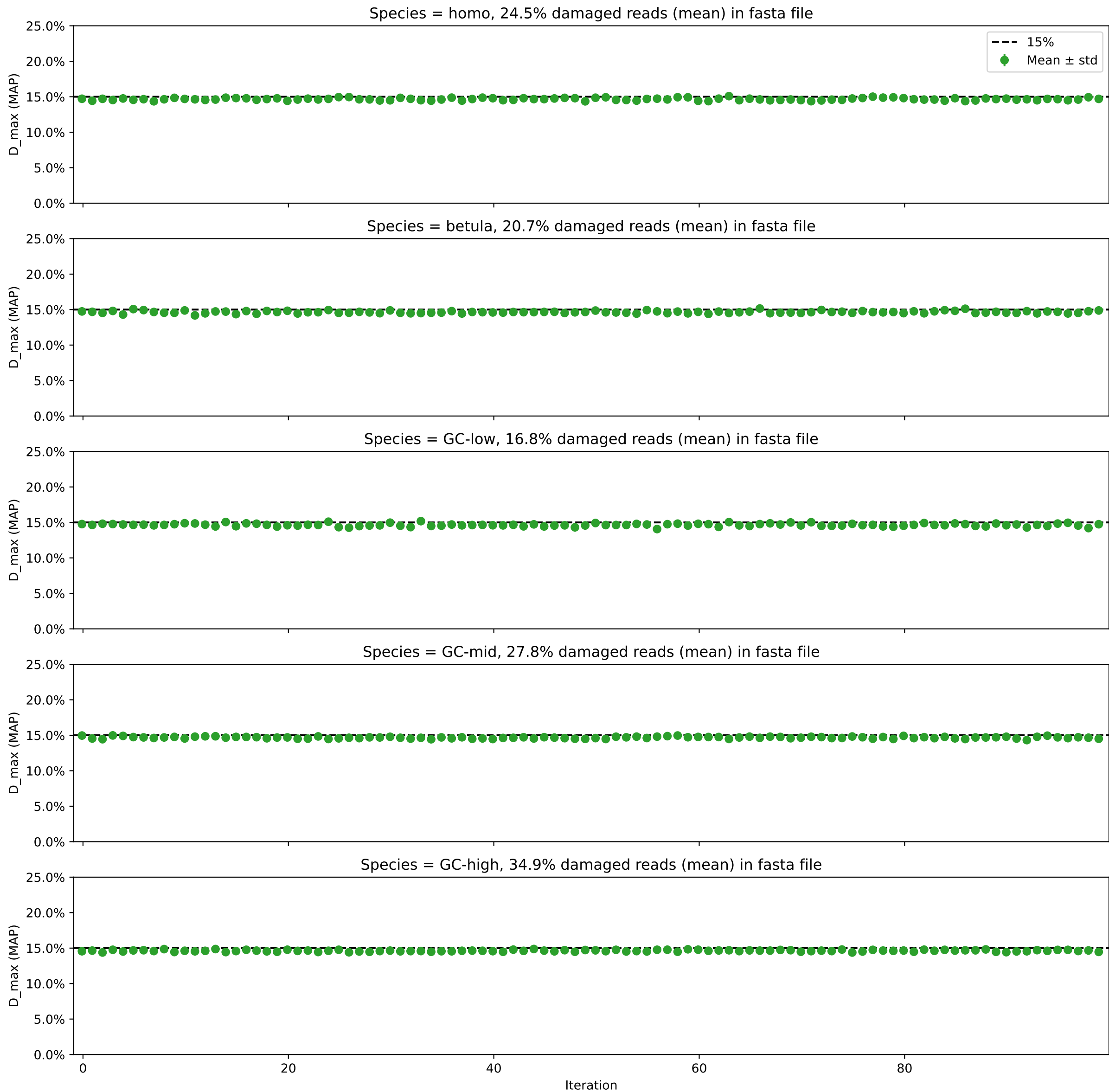
Individual damages:  
25000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



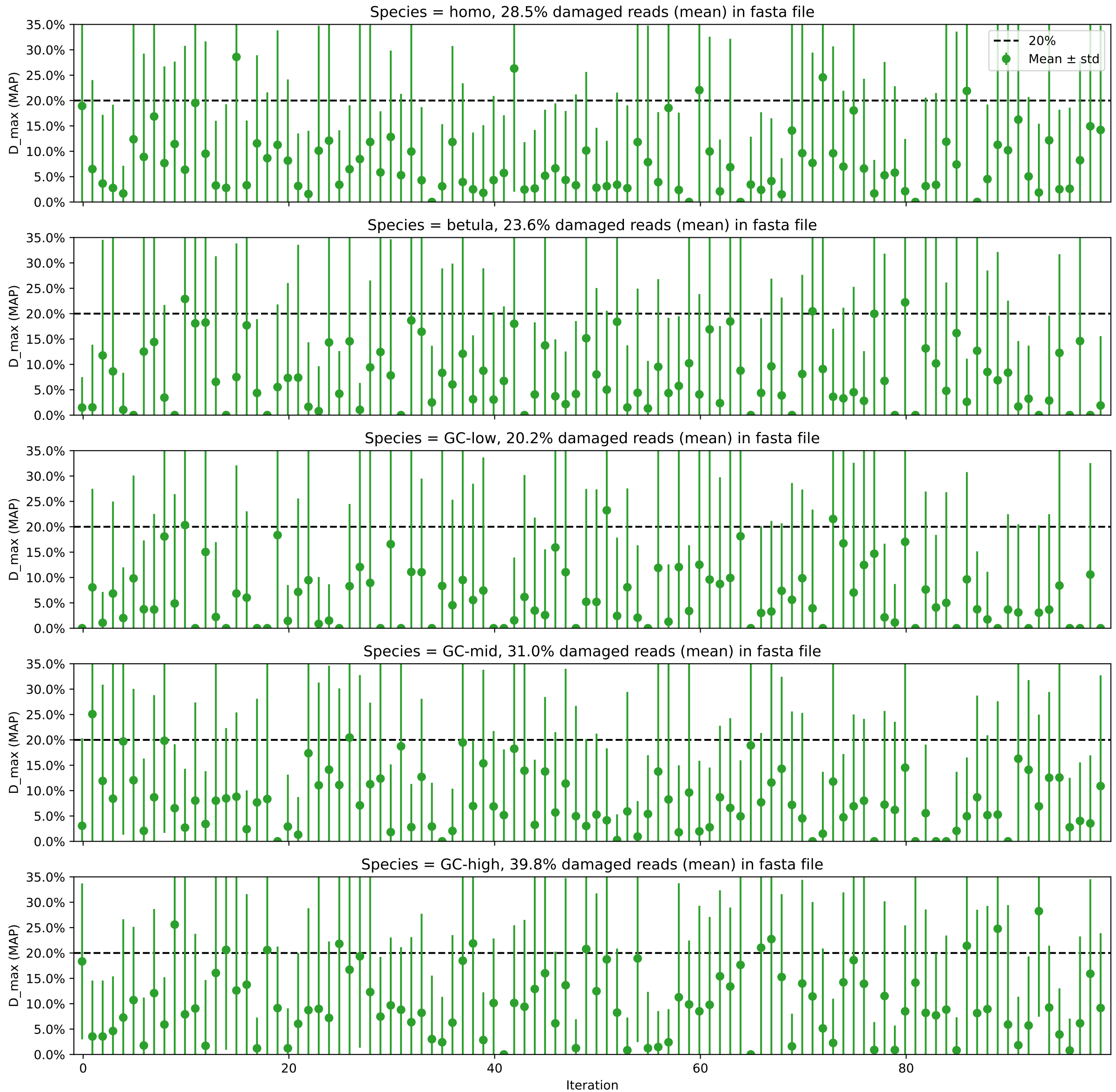
Individual damages:  
50000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



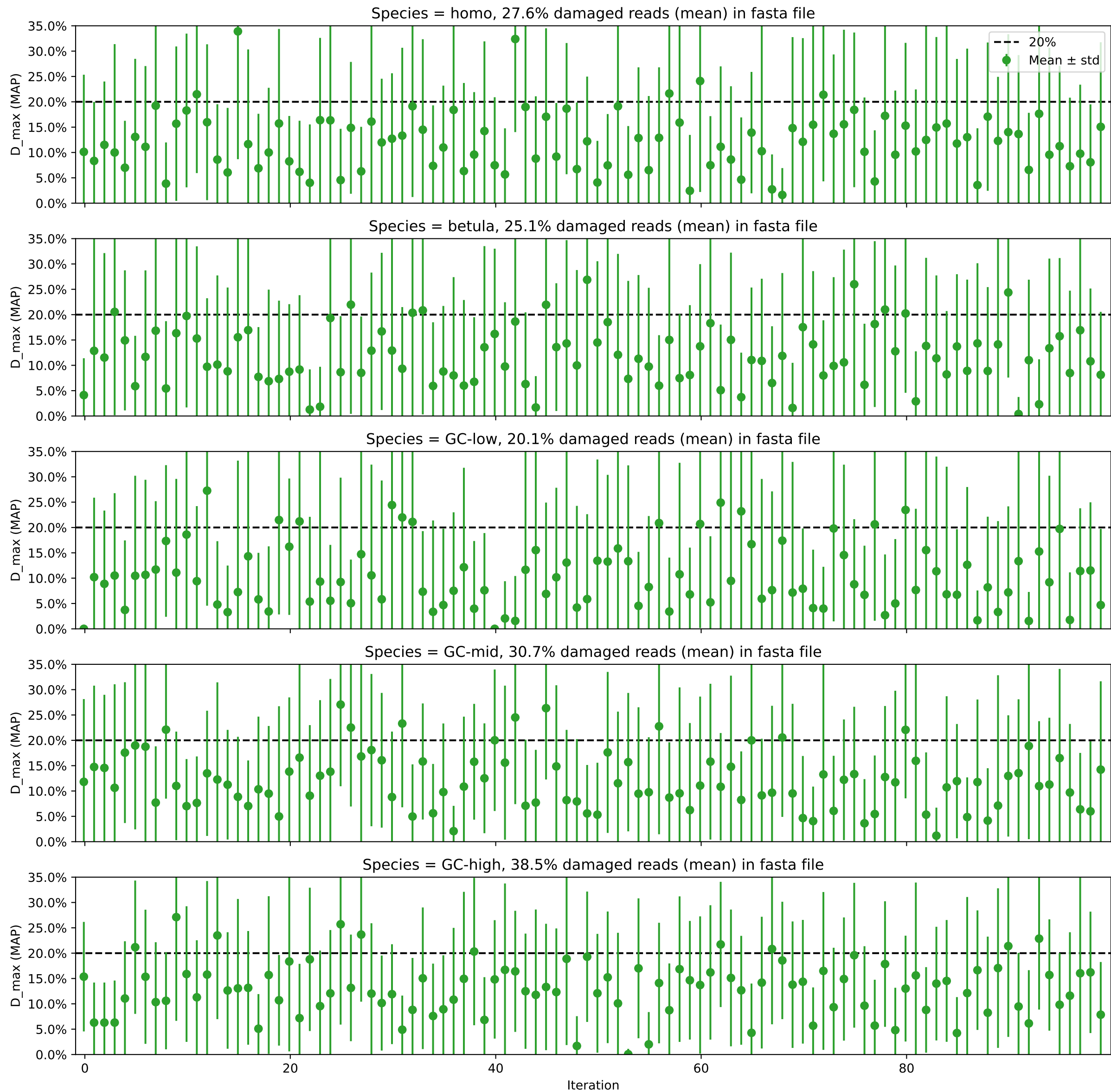
Individual damages:  
100000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



Individual damages:  
10 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)

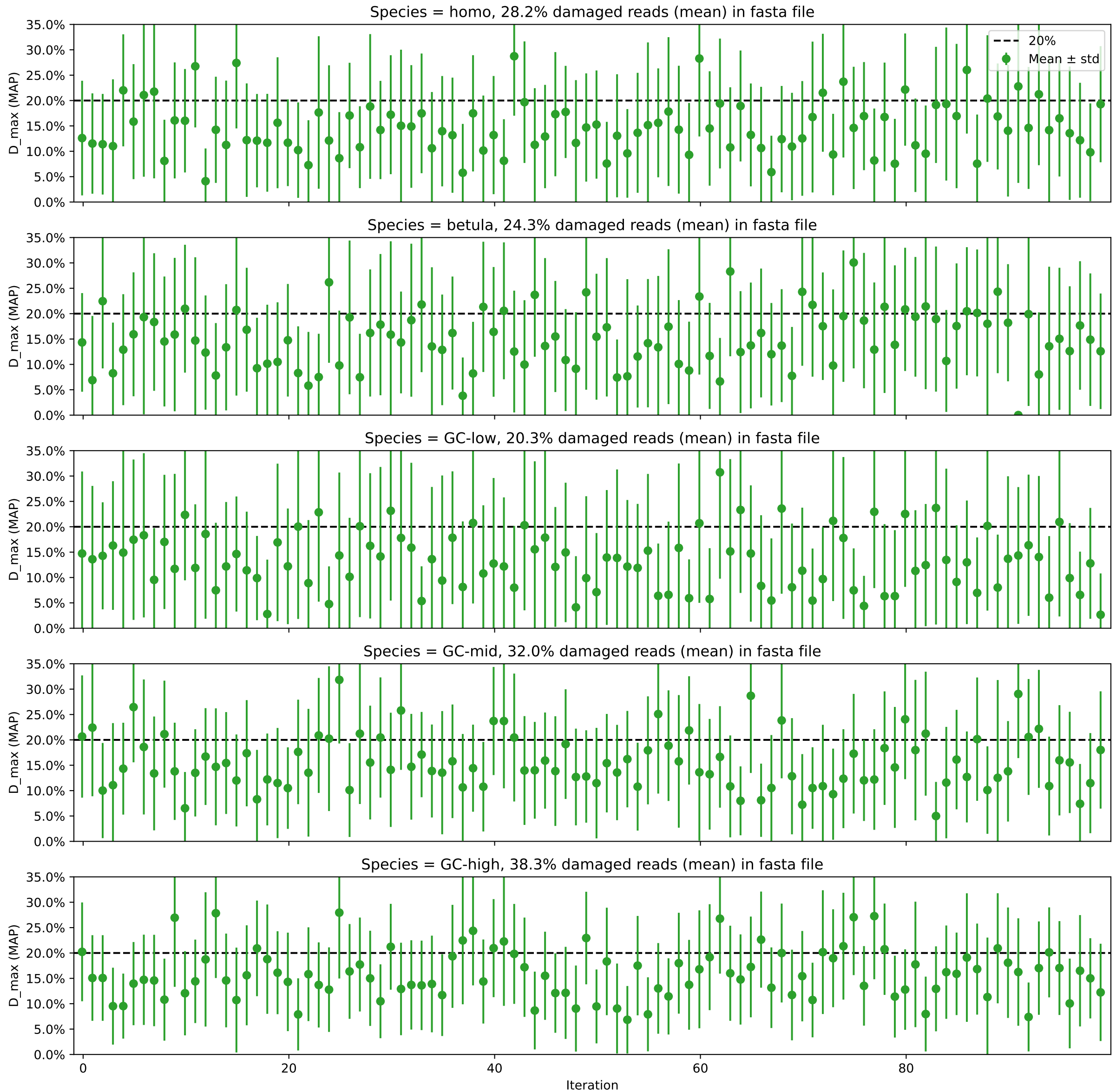


Individual damages:  
25 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)

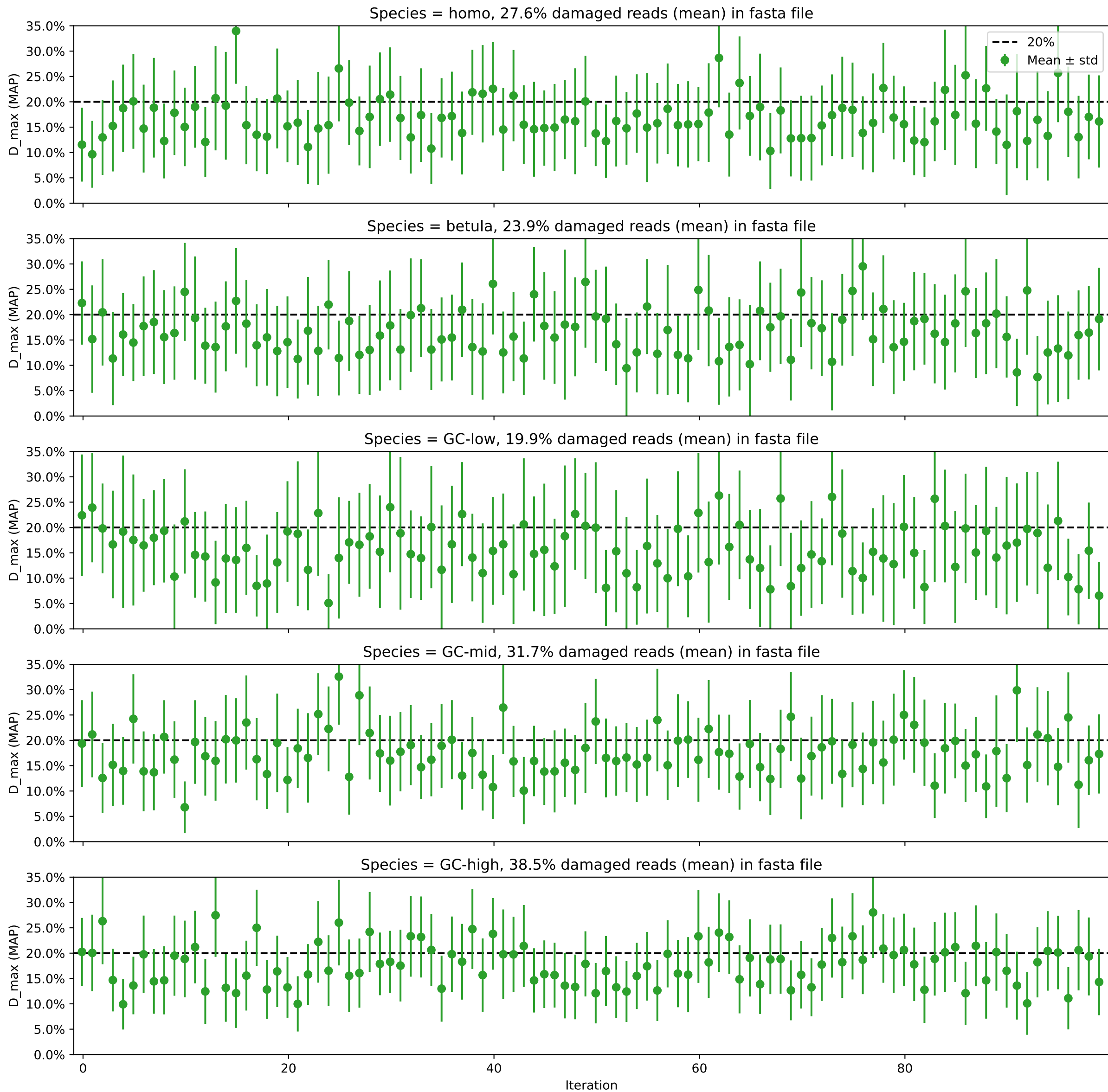




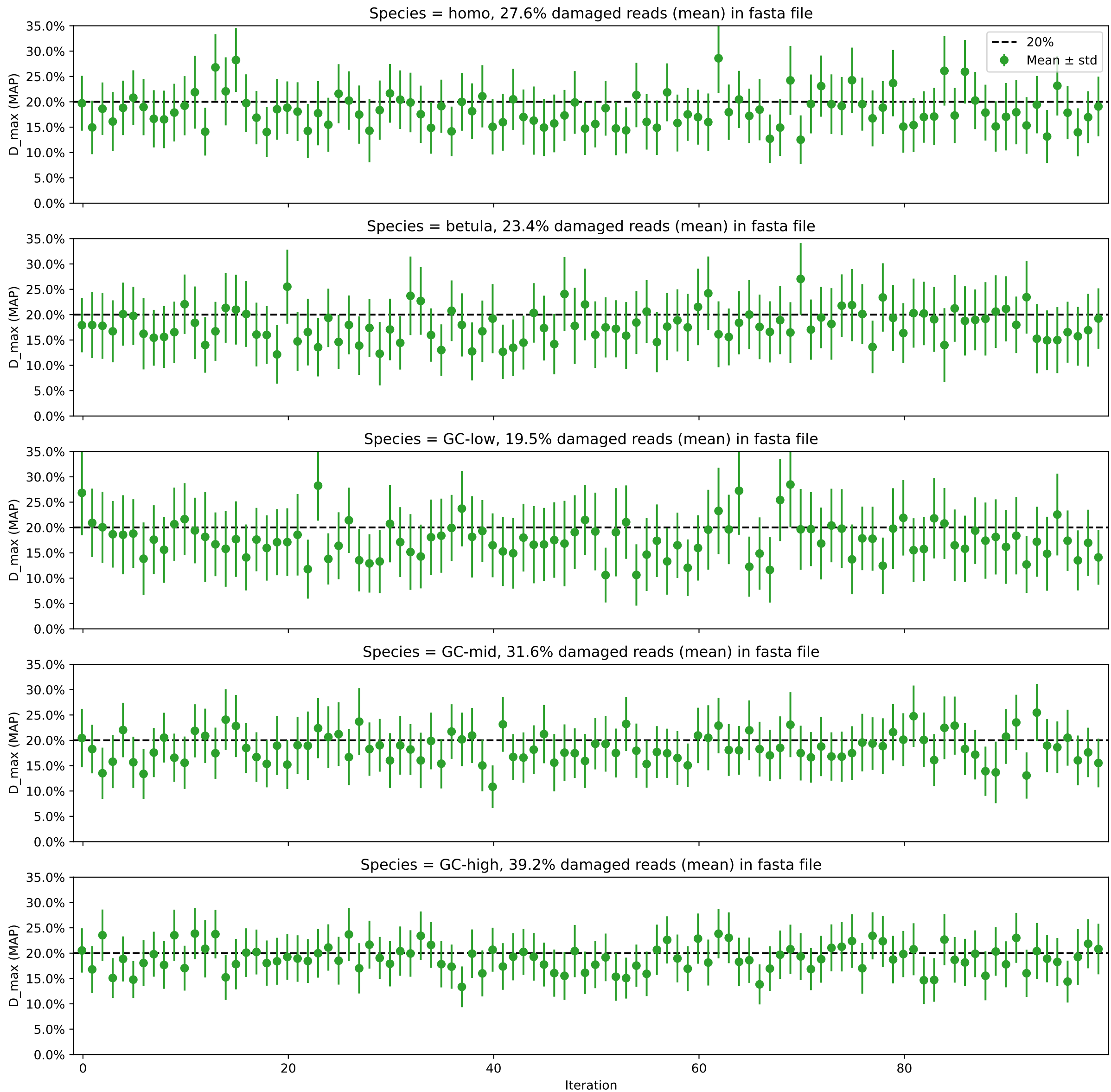
Individual damages:  
50 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



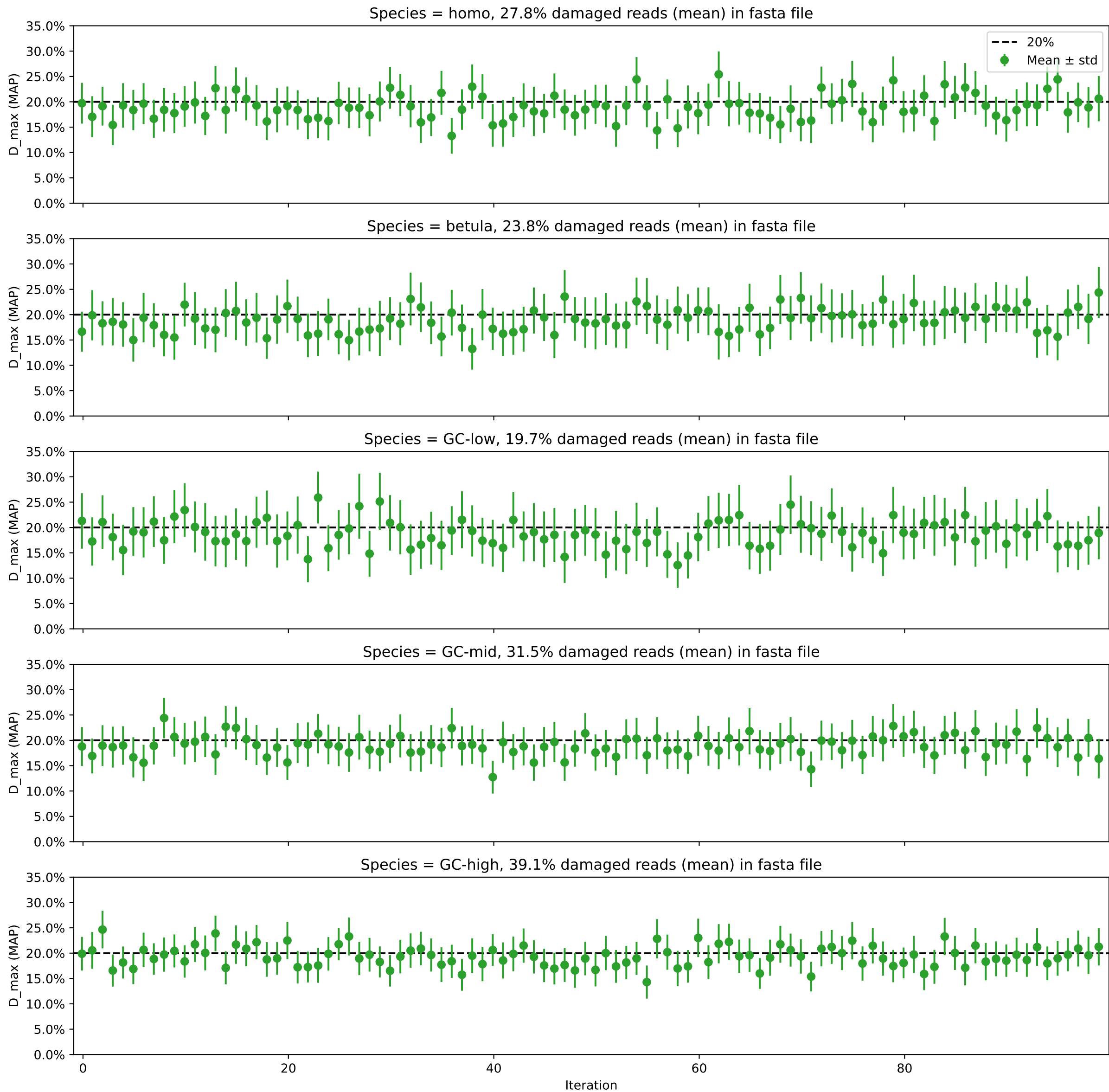
Individual damages:  
100 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



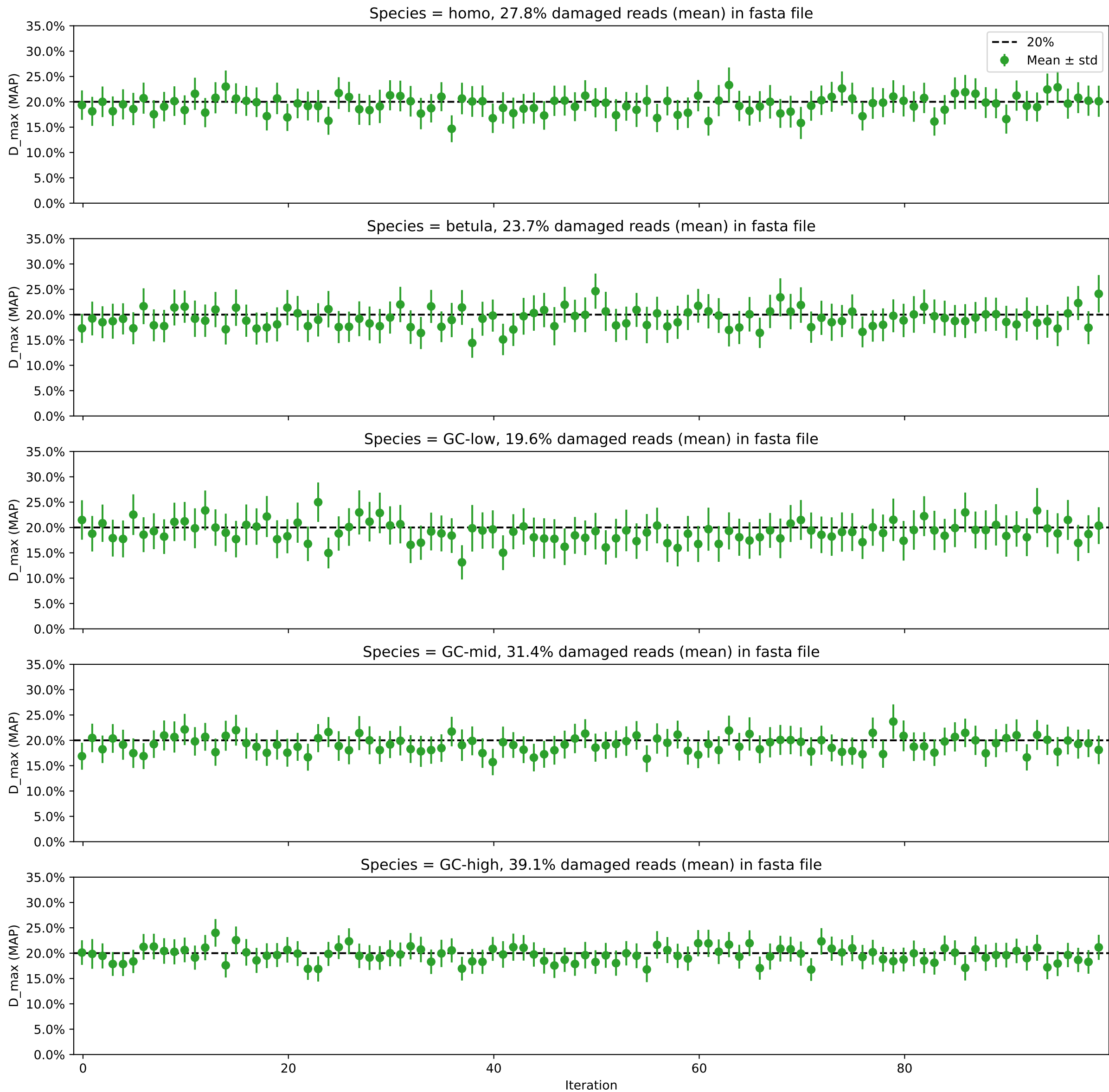
Individual damages:  
250 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



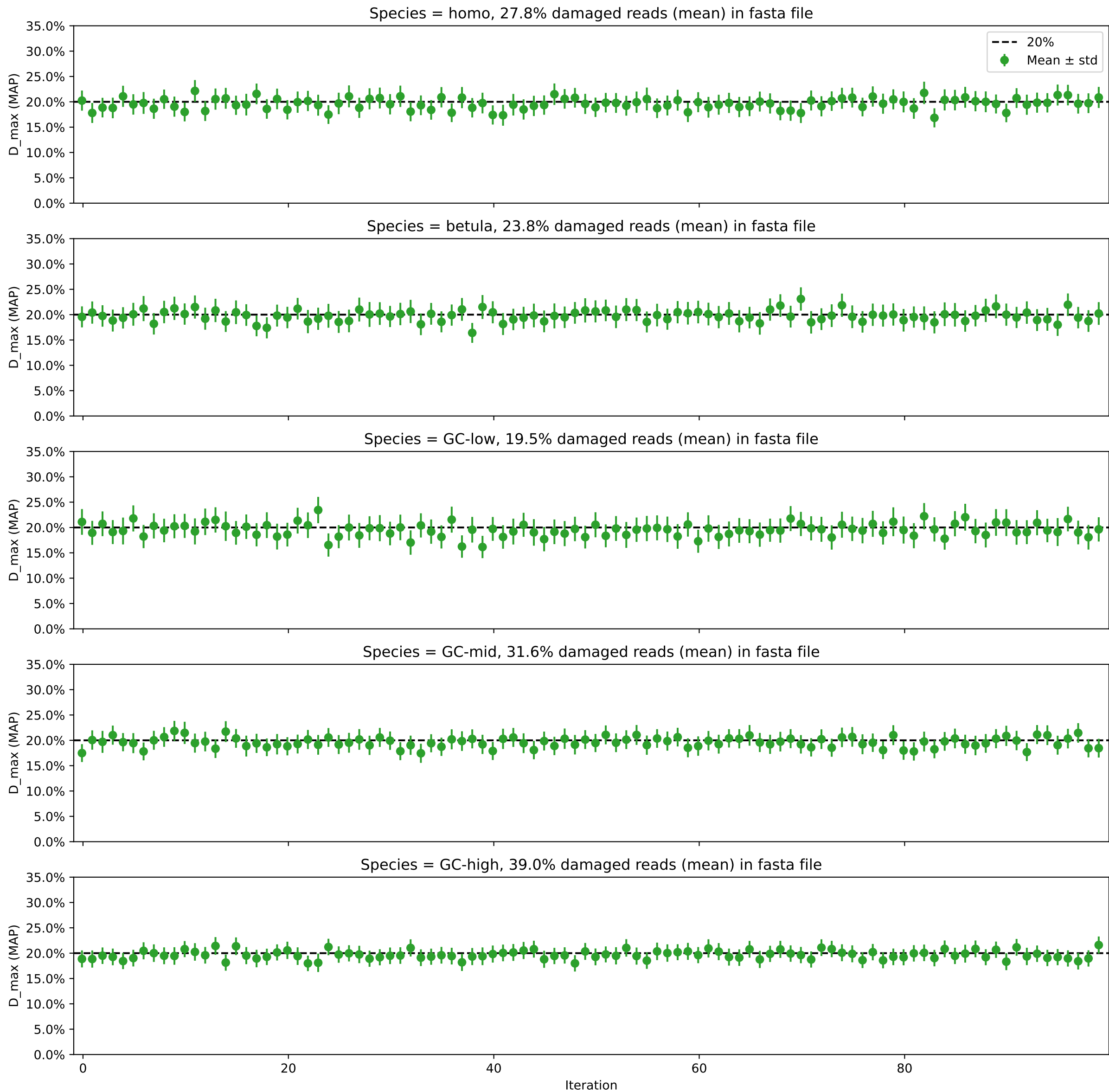
Individual damages:  
500 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



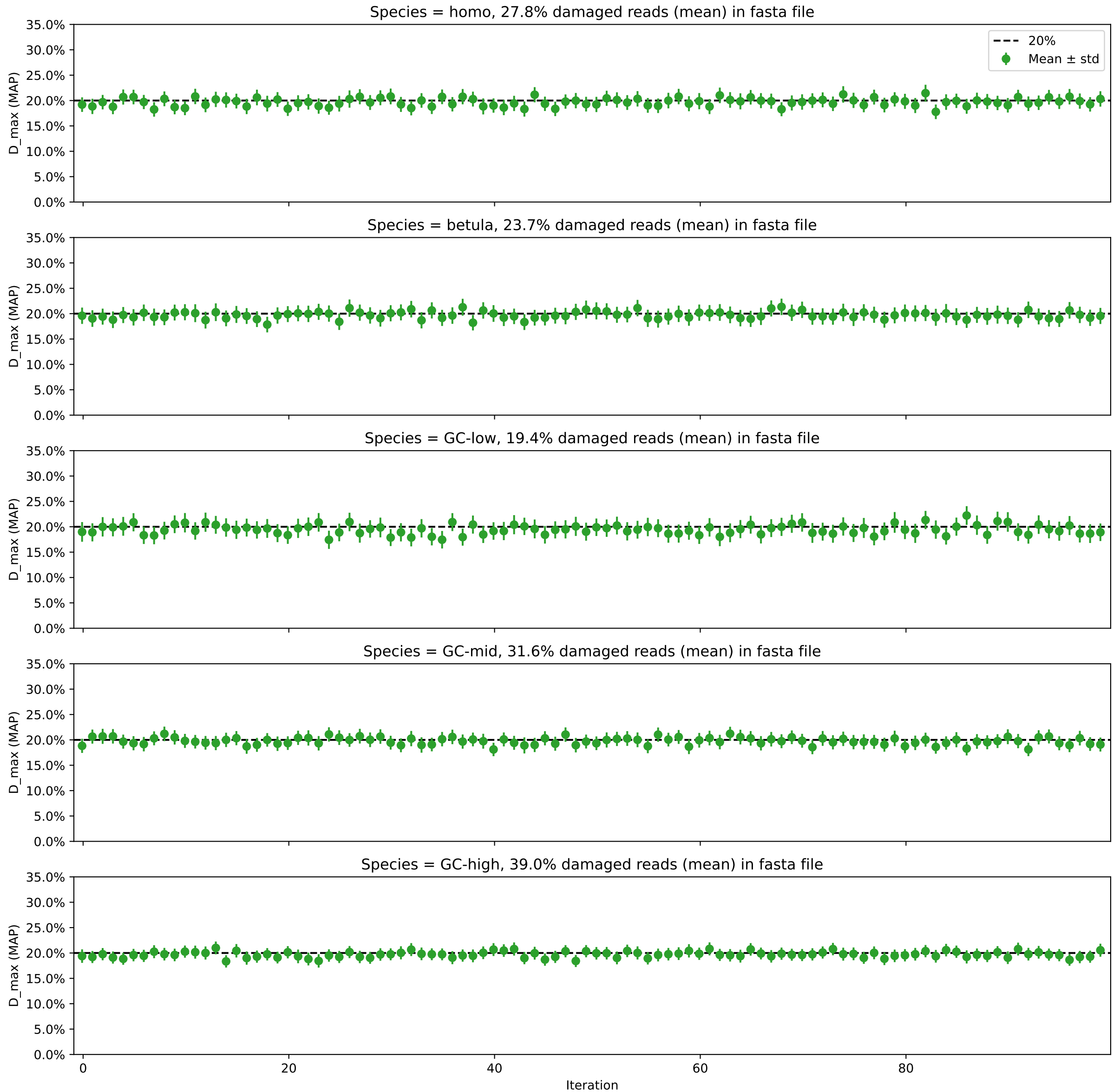
Individual damages:  
1000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



Individual damages:  
2500 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)

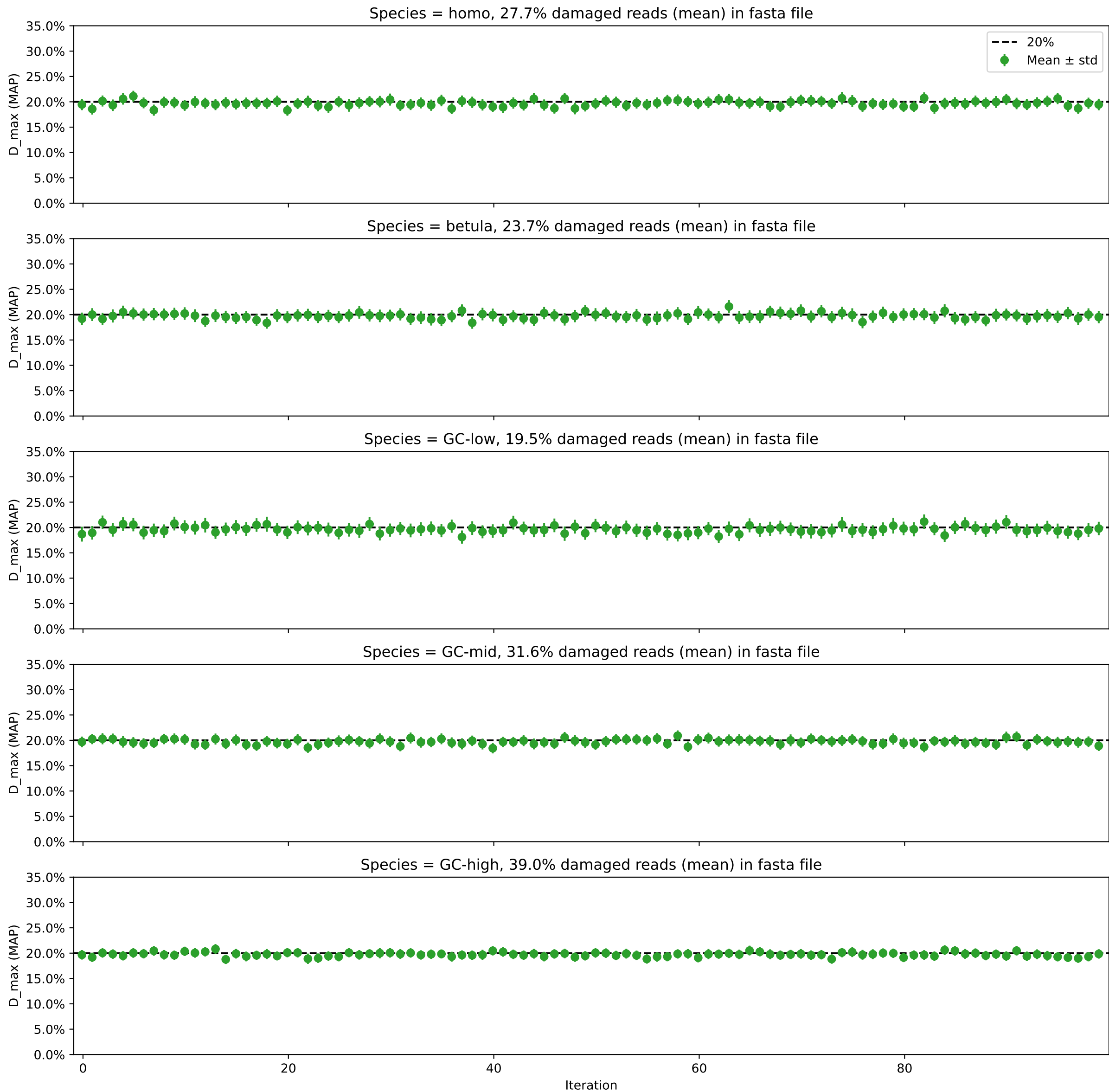


Individual damages:  
5000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



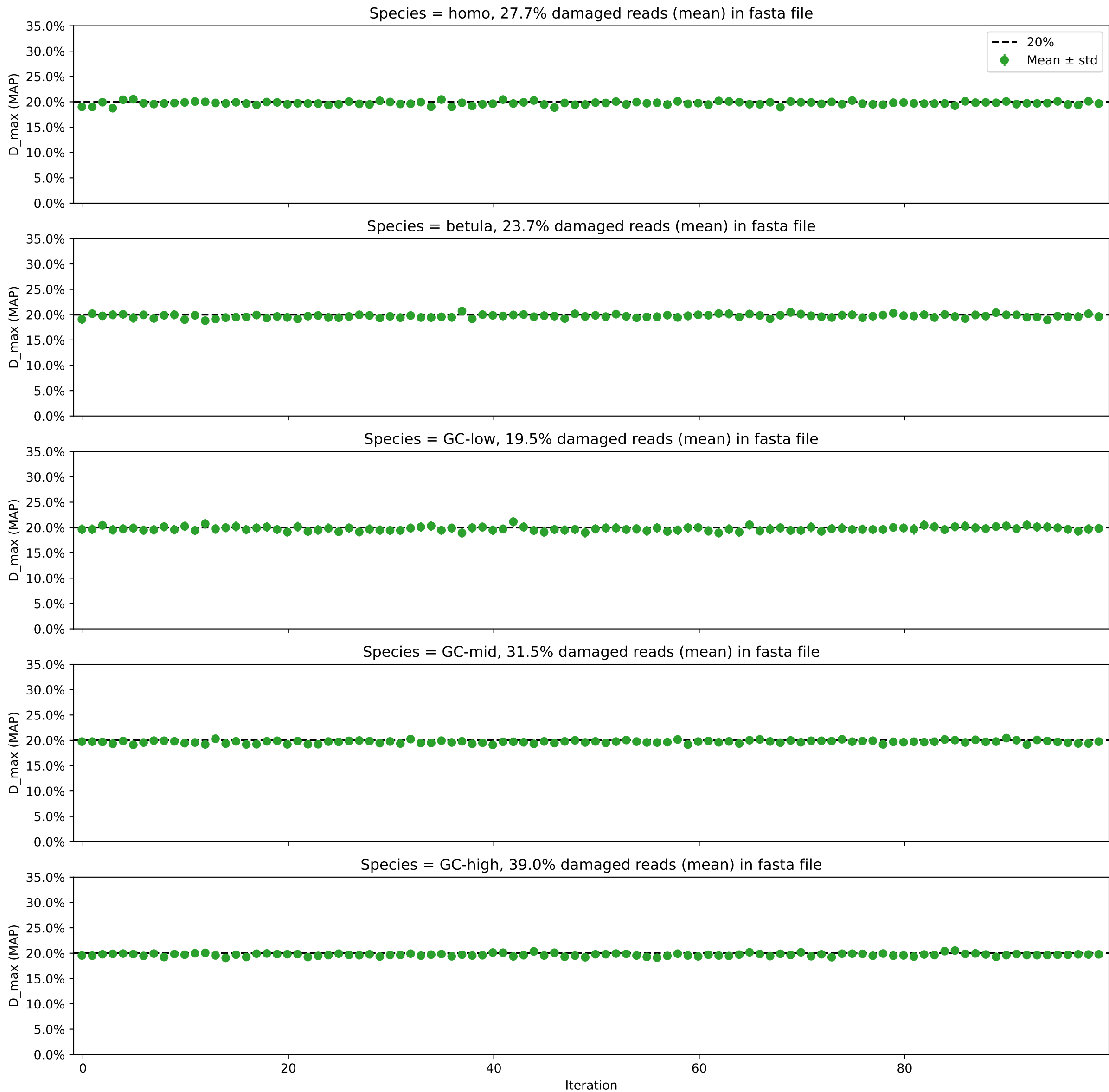


Individual damages:  
10000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)

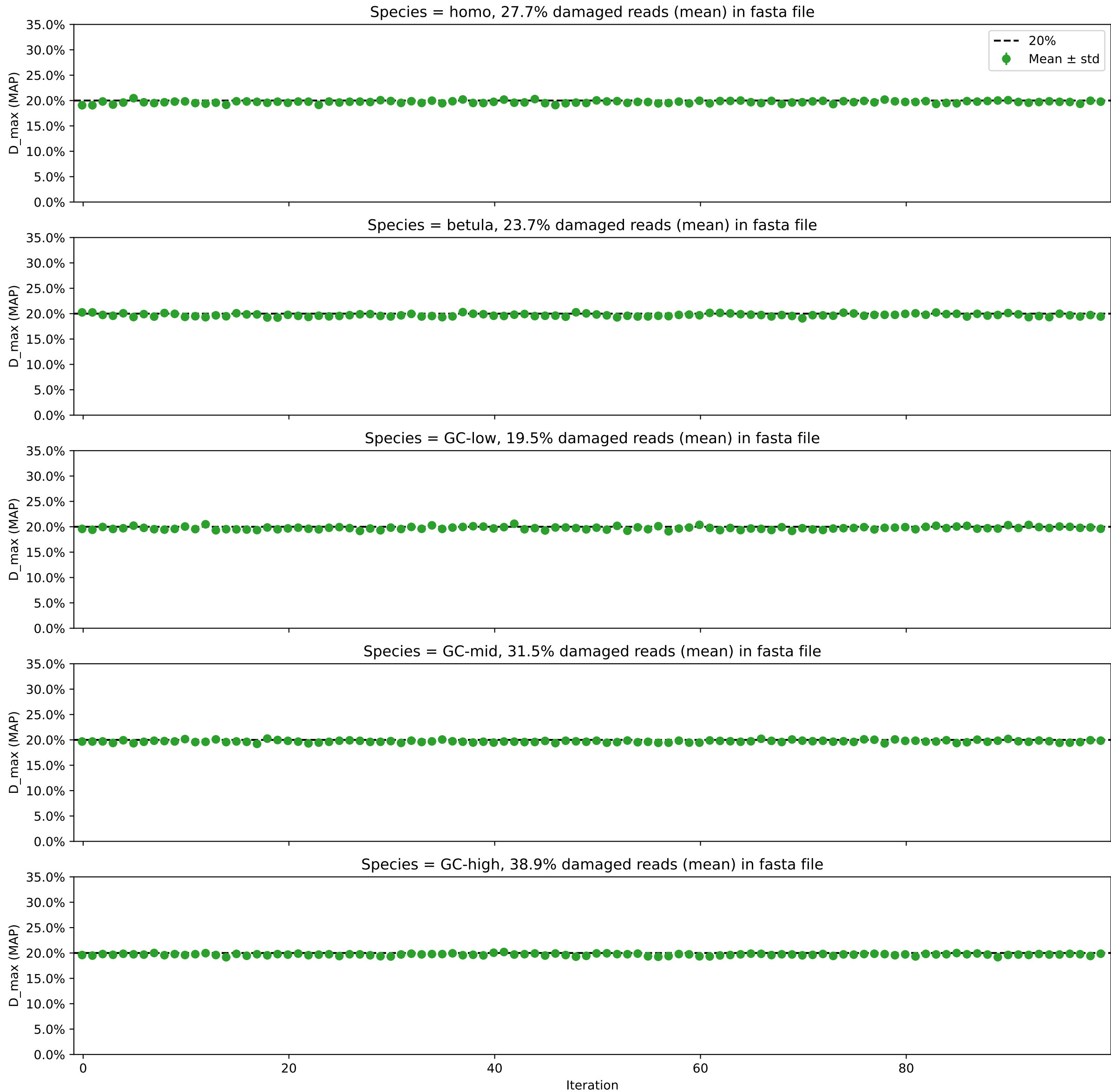




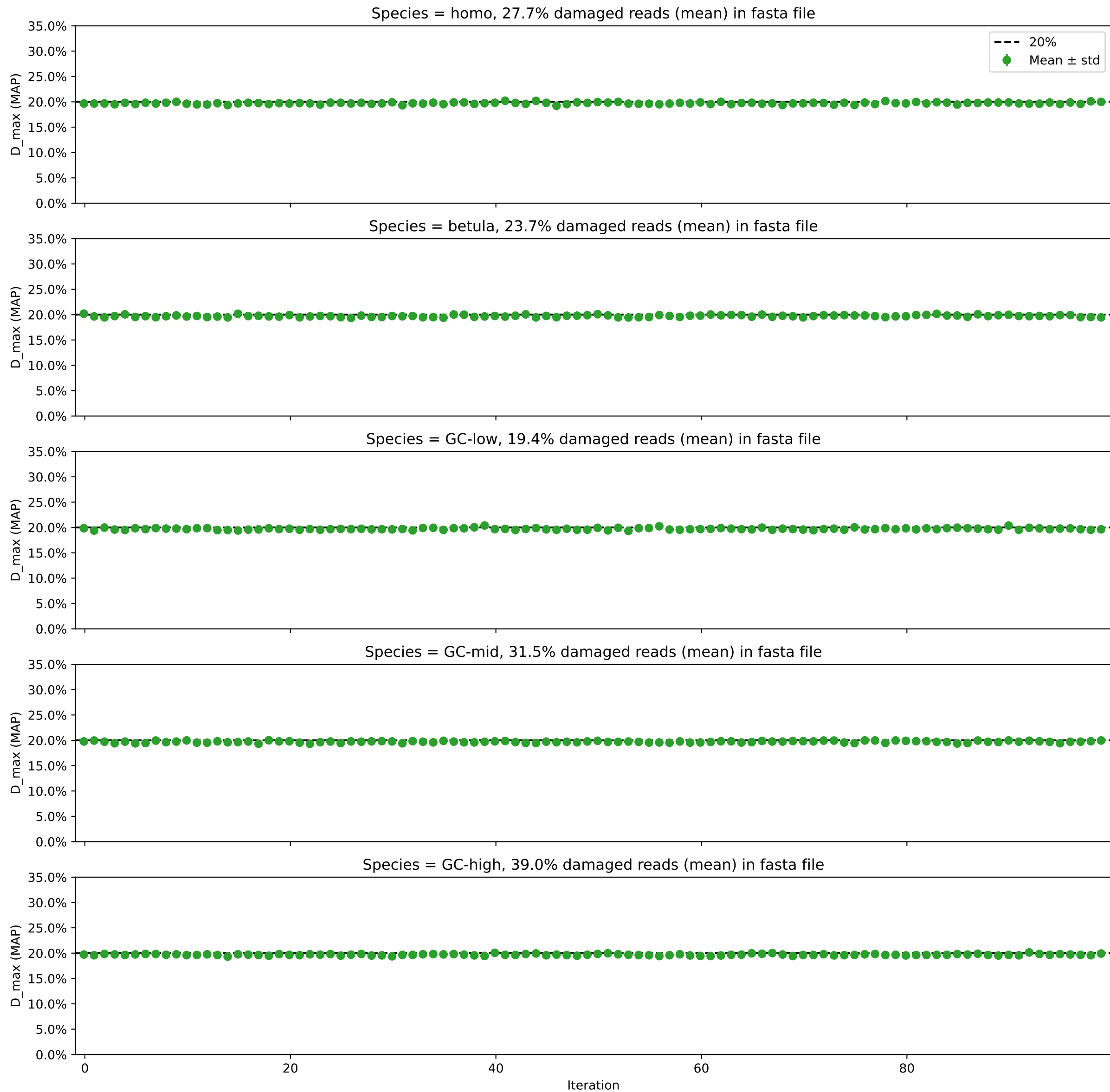
Individual damages:  
25000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



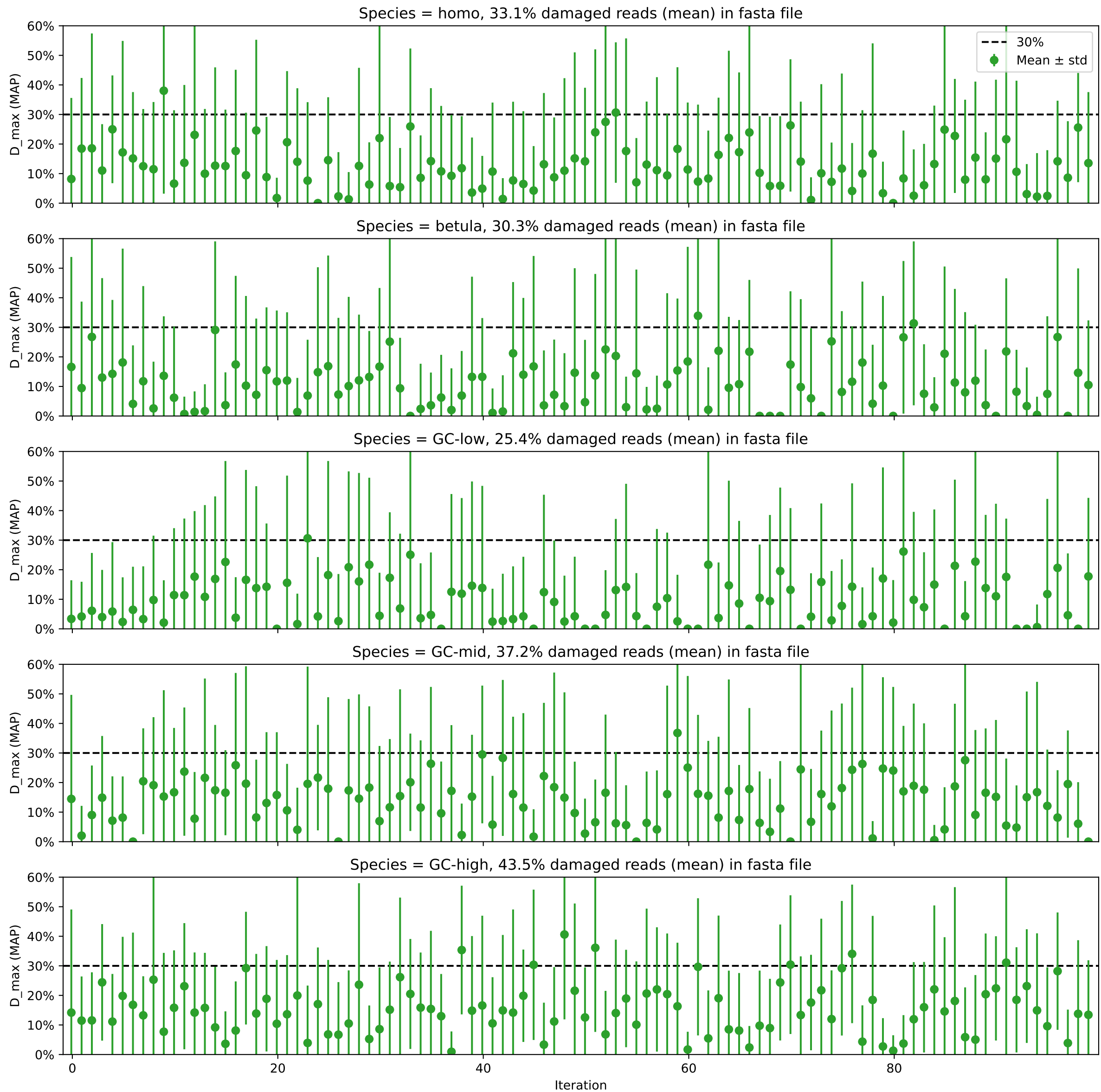
Individual damages:  
50000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



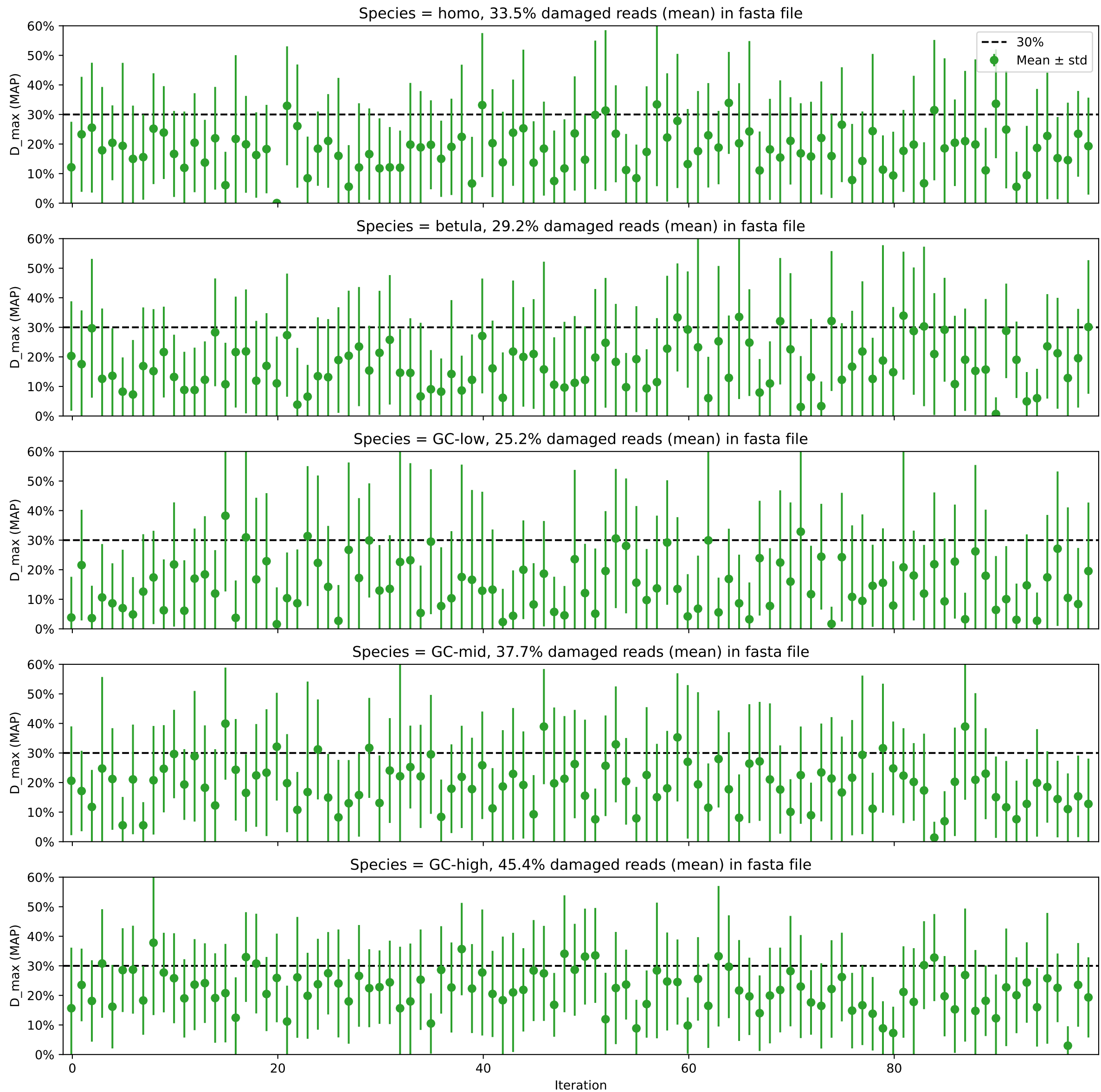
Individual damages:  
100000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



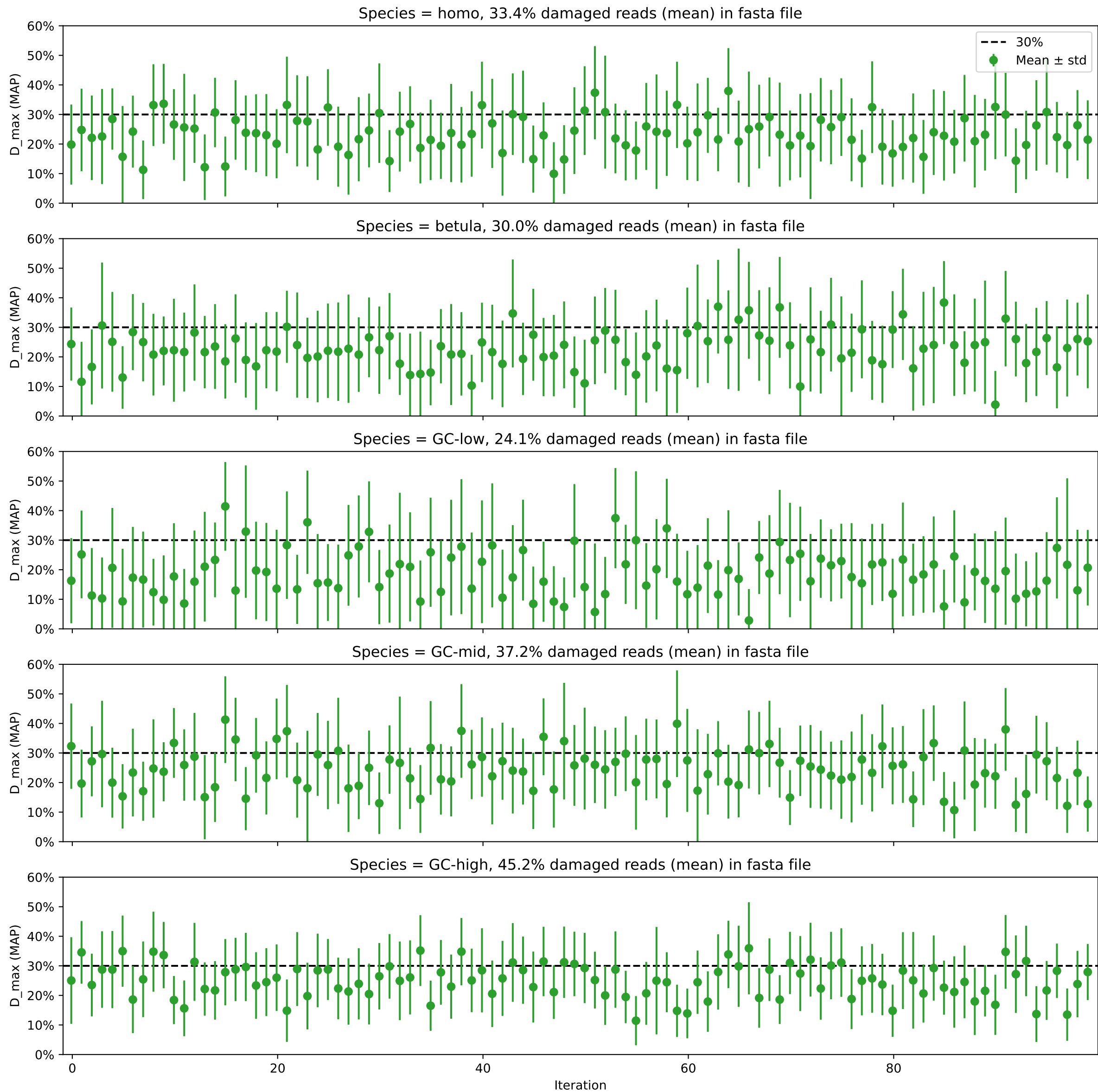
Individual damages:  
10 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



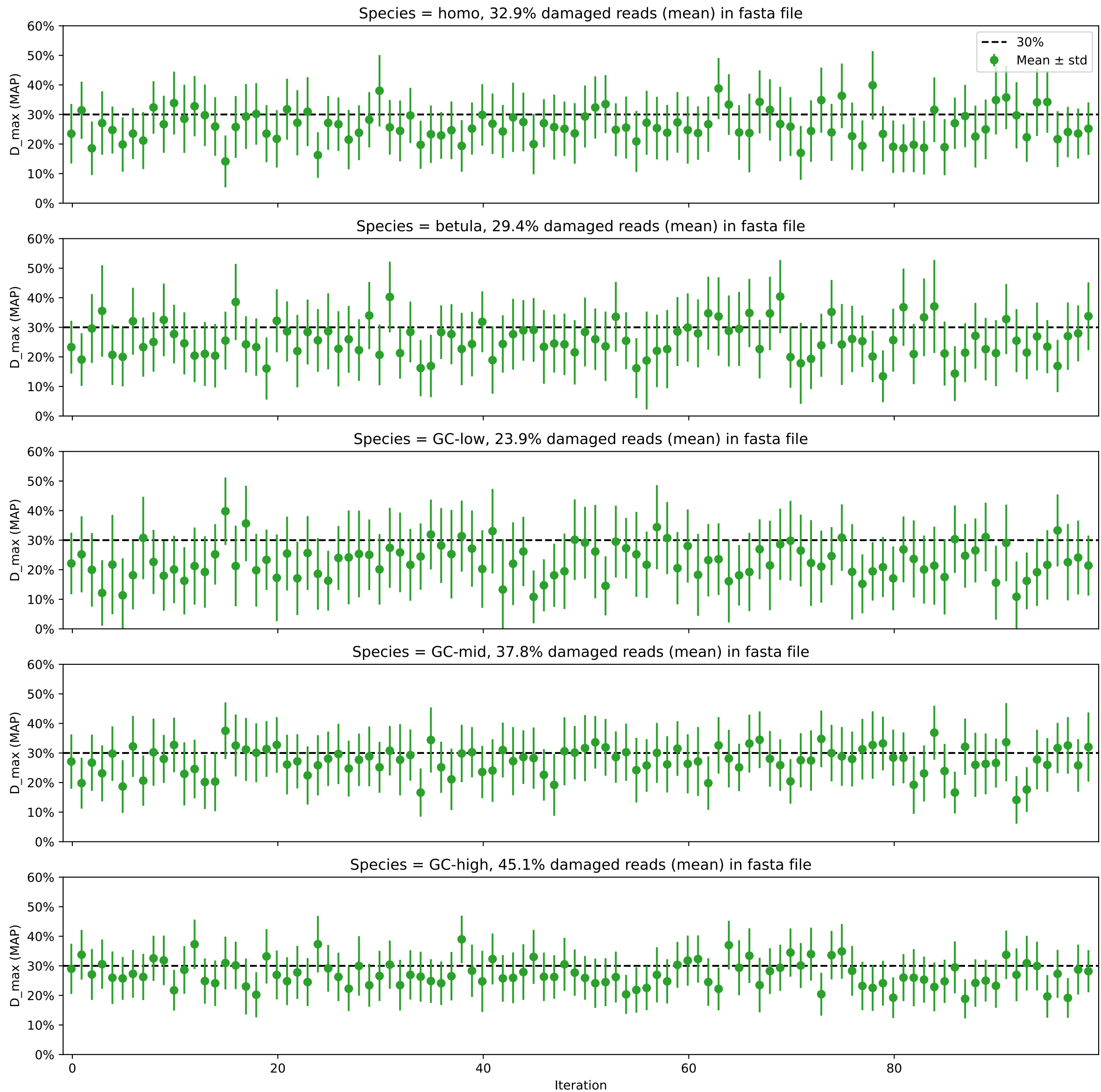
Individual damages:  
25 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



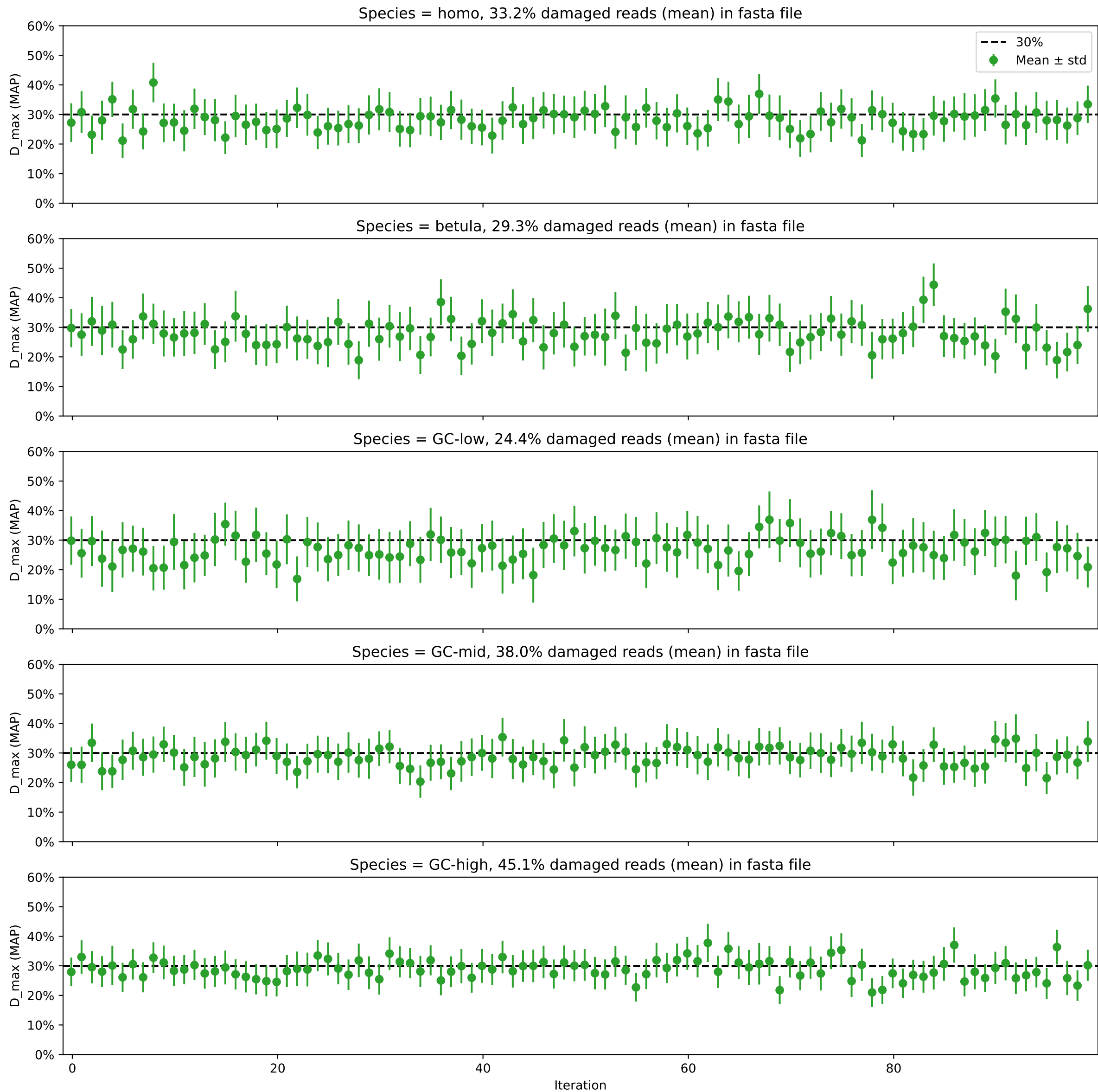
Individual damages:  
50 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



Individual damages:  
100 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)

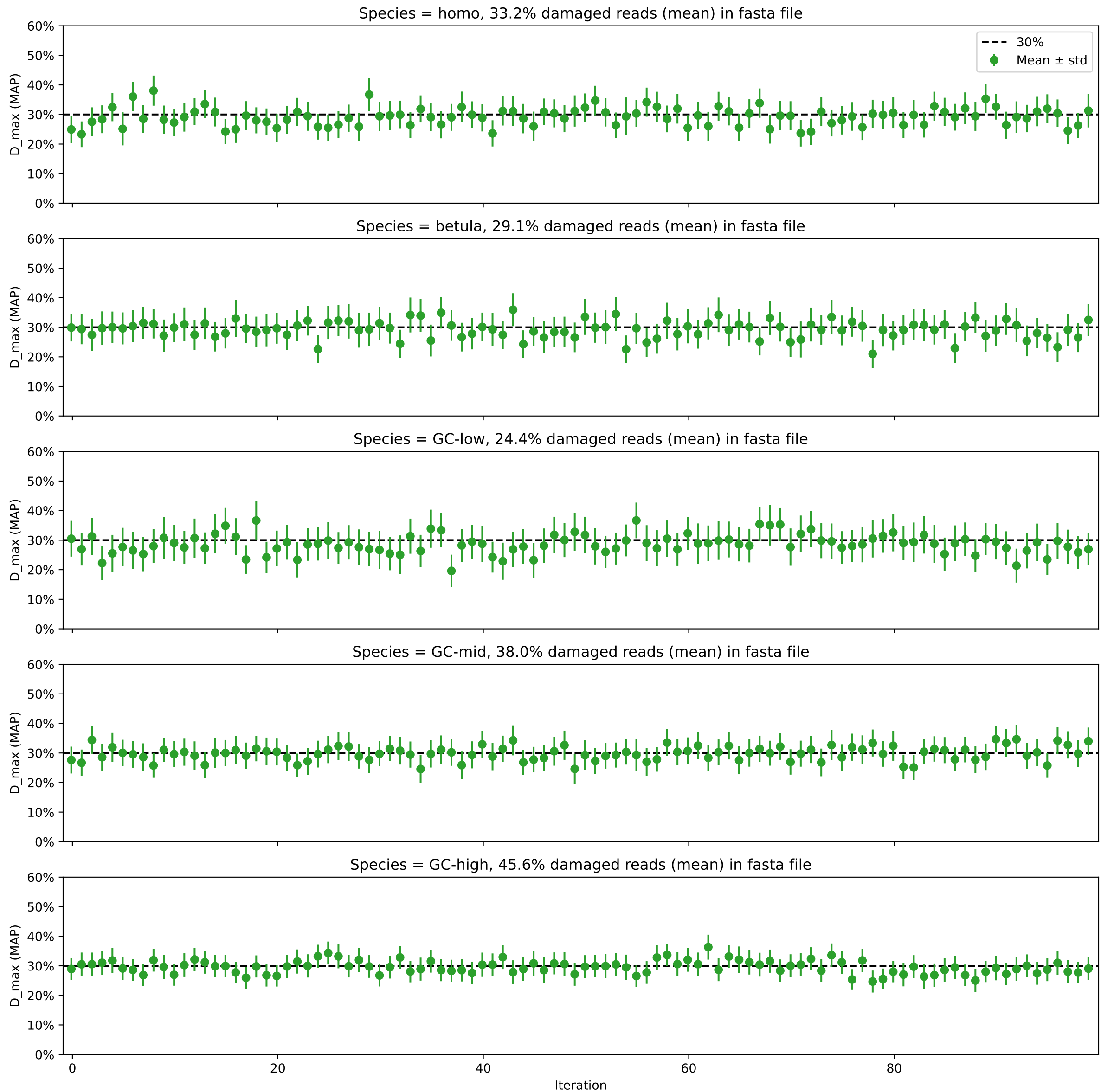


Individual damages:  
250 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)

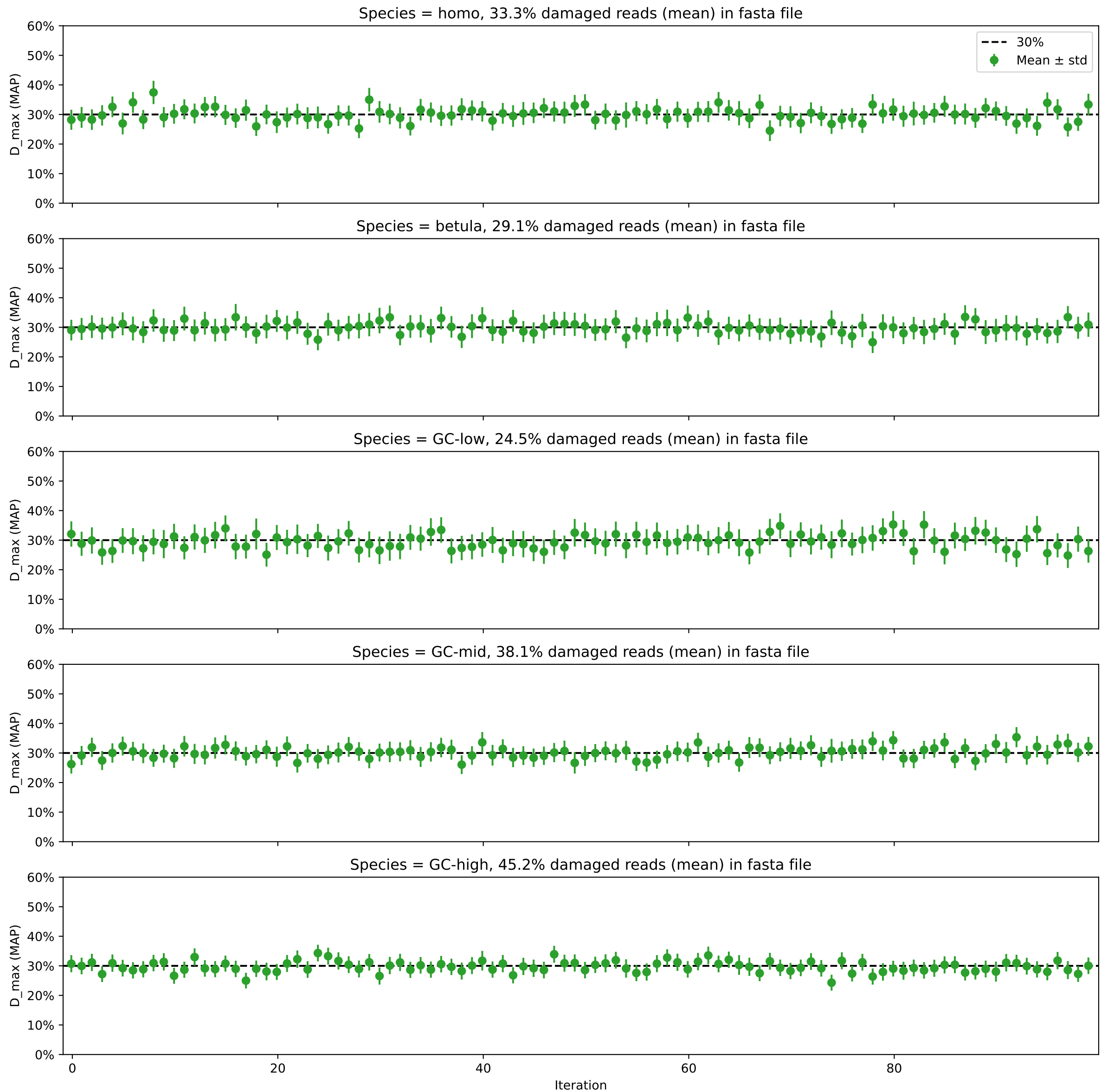




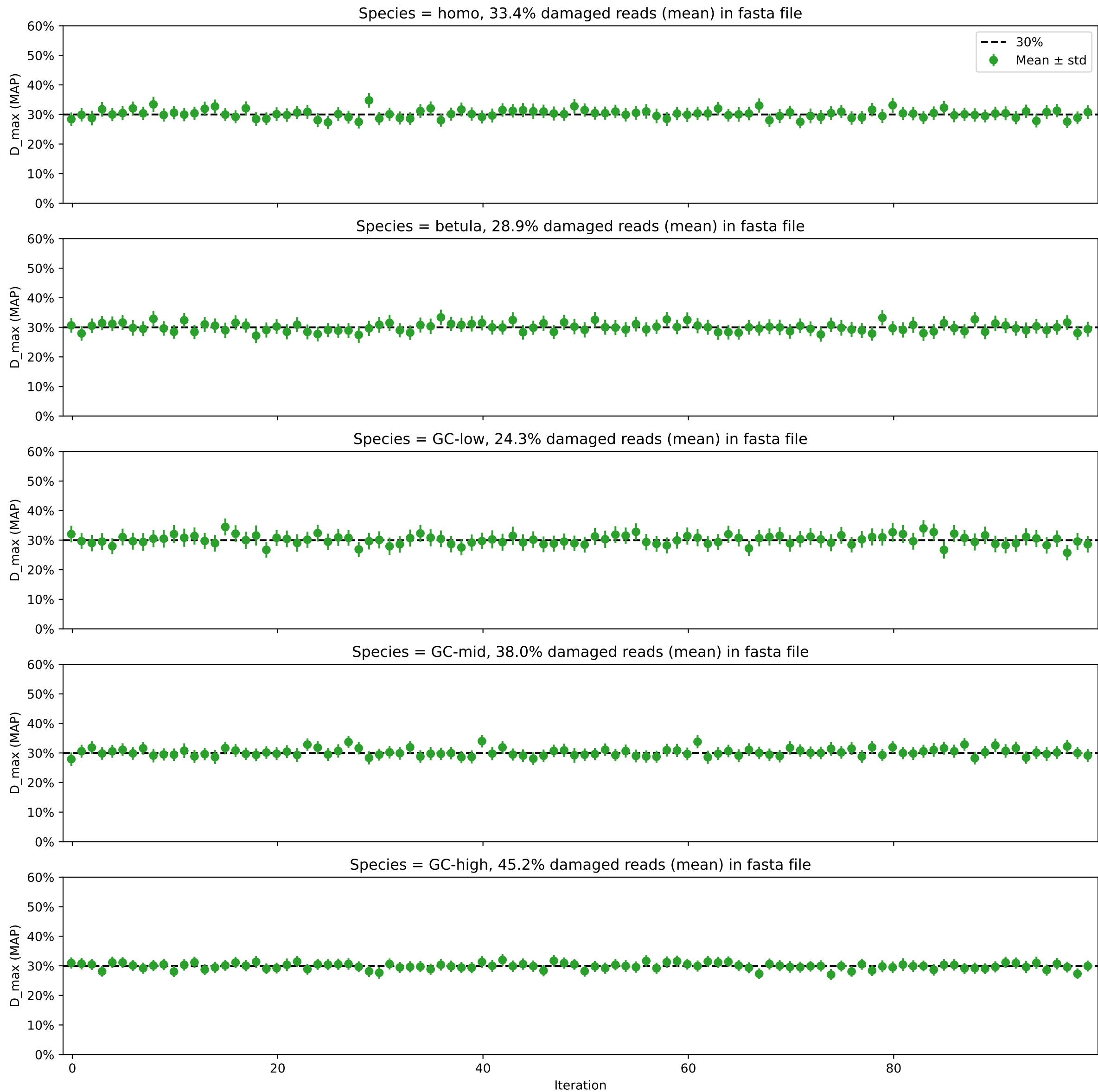
Individual damages:  
500 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



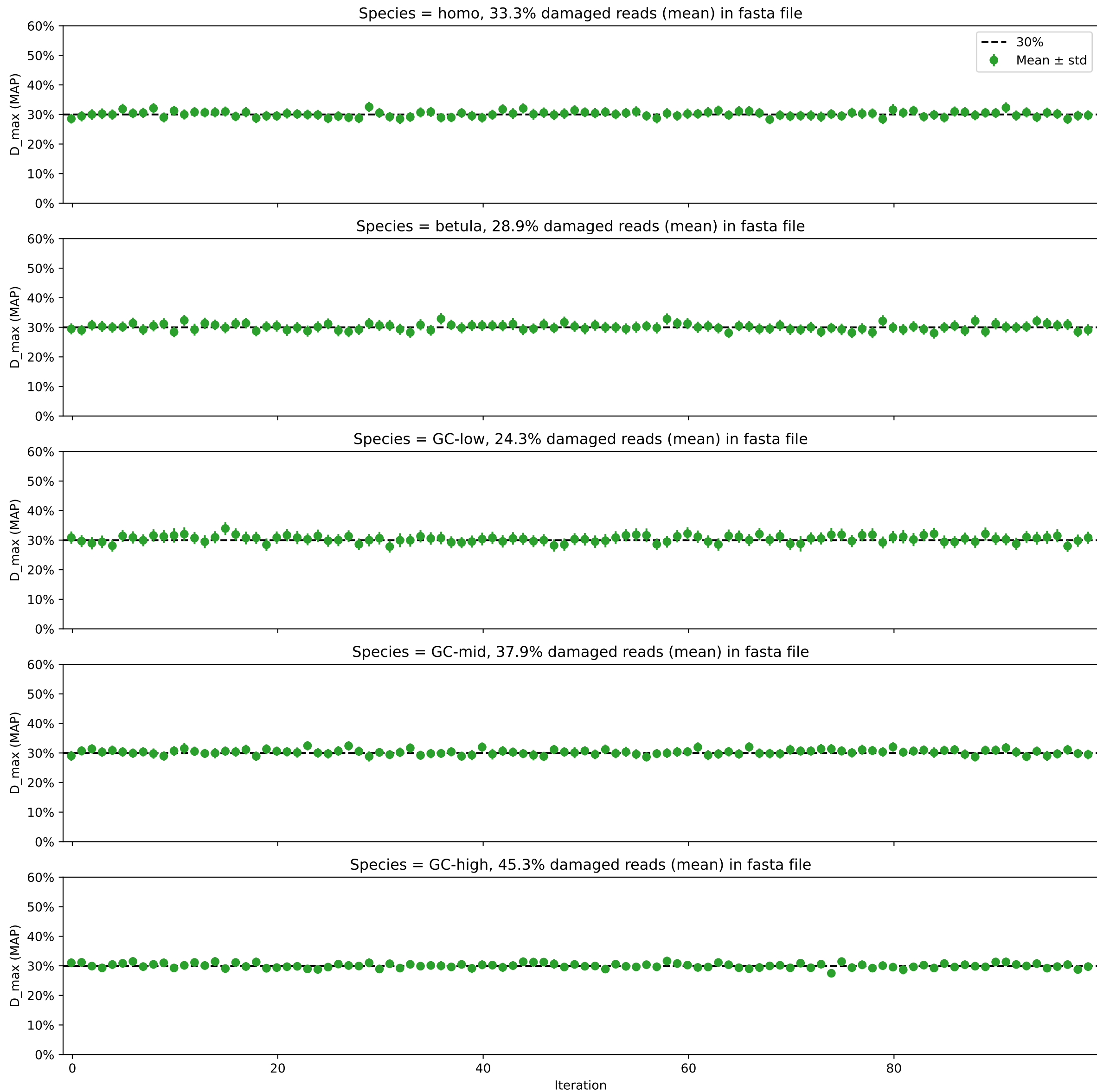
Individual damages:  
1000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



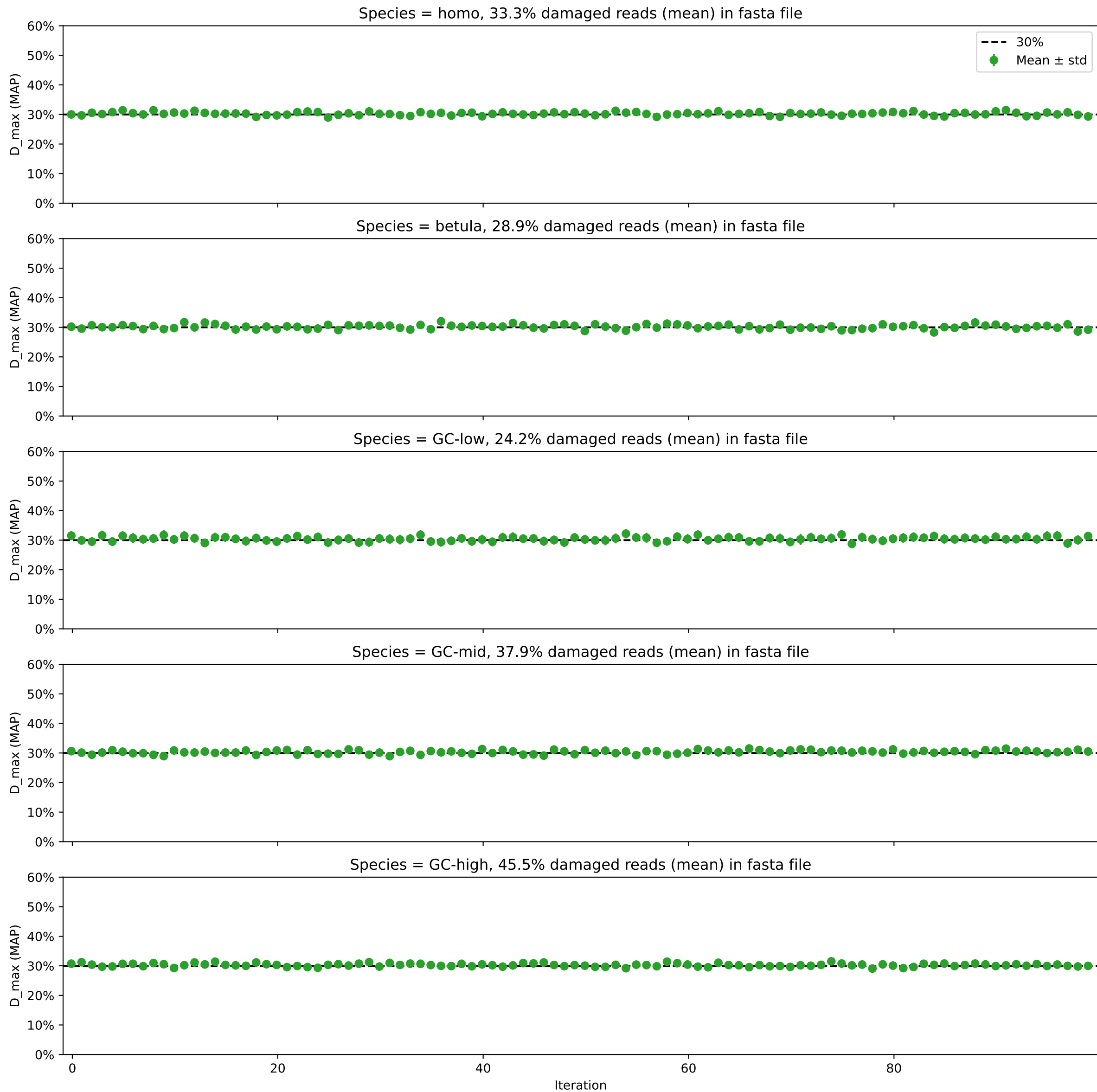
Individual damages:  
2500 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



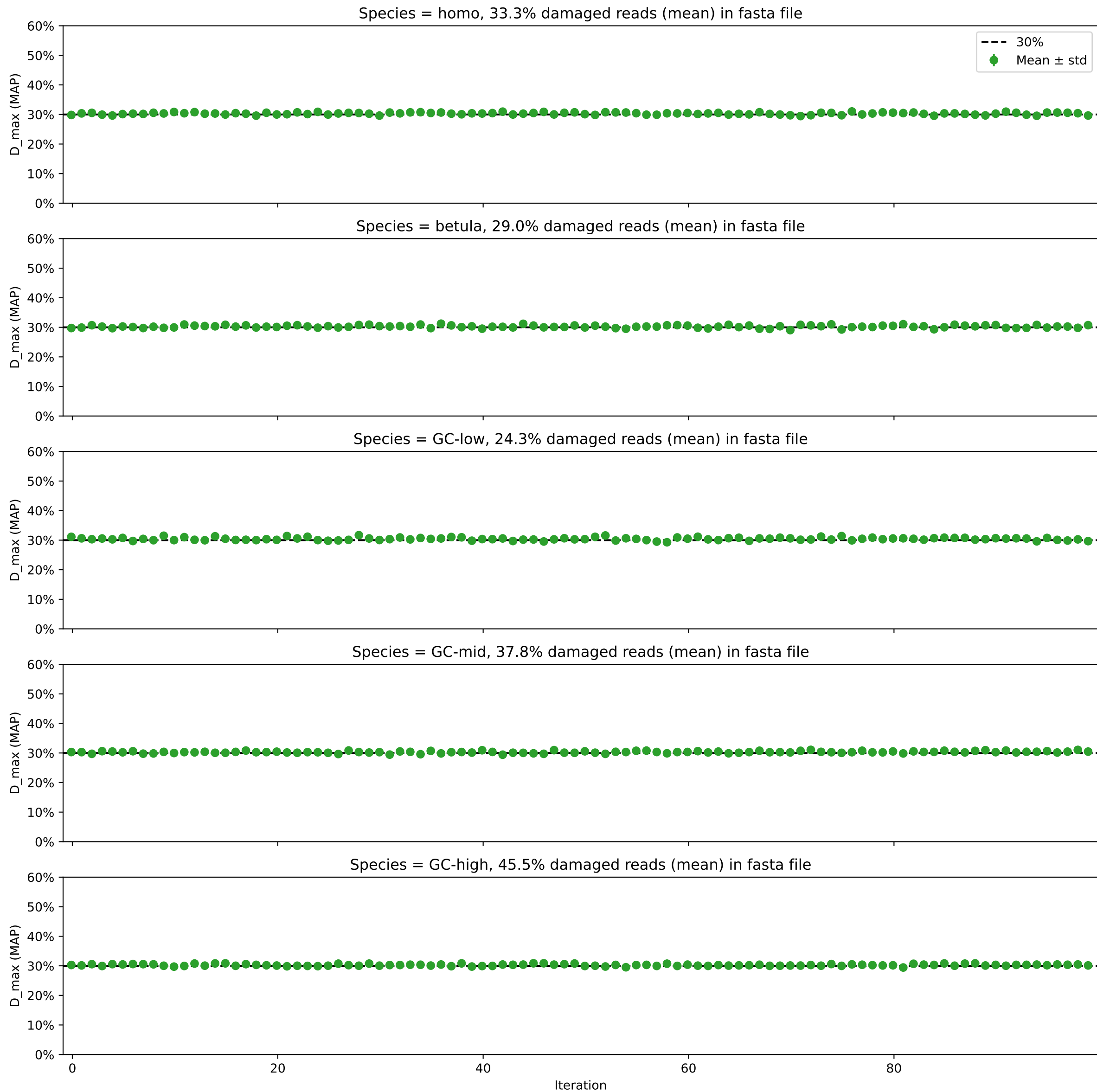
Individual damages:  
5000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



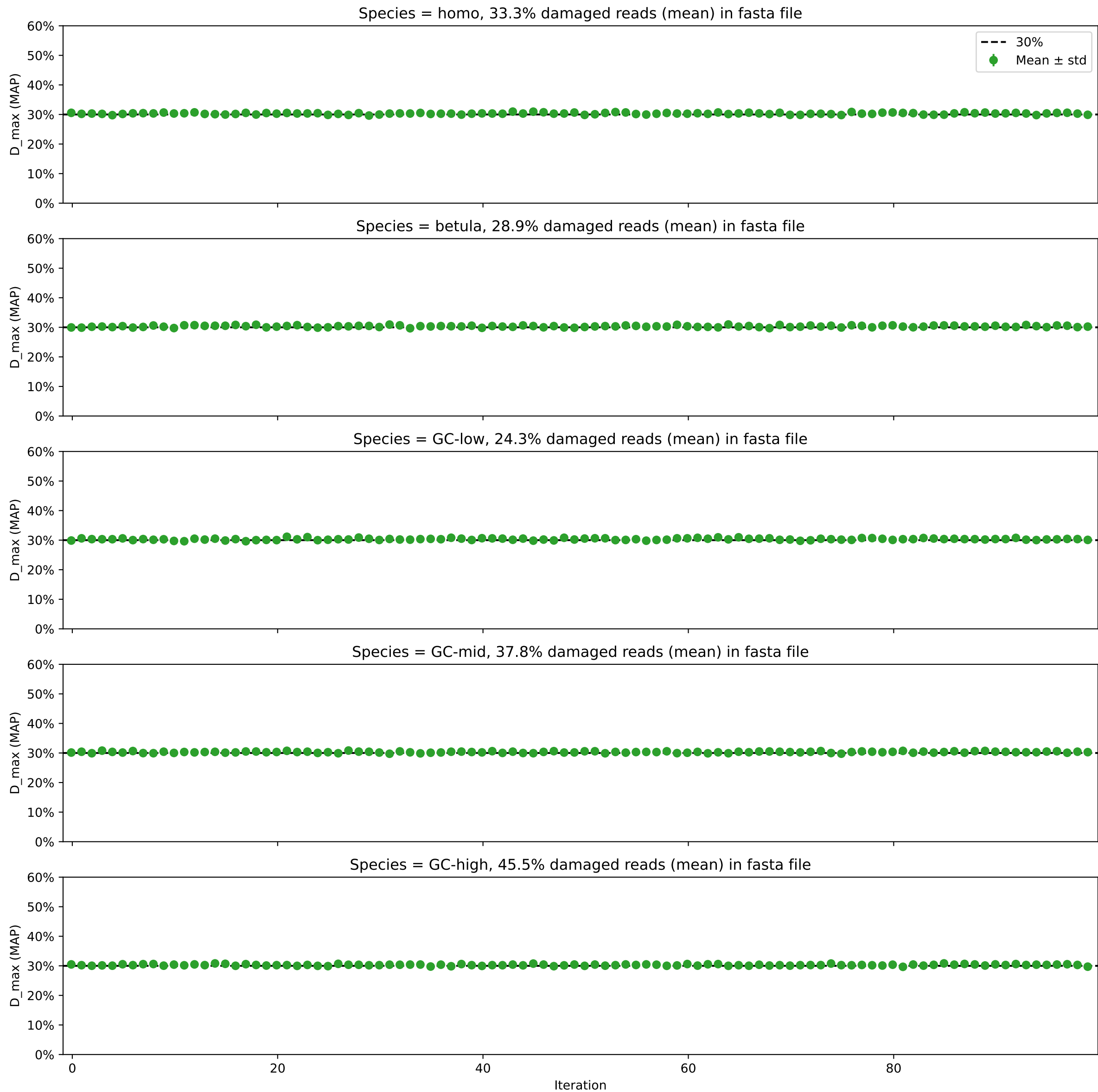
Individual damages:  
10000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



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25000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
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Damage percent = 30%  
D\_max (MAP)

