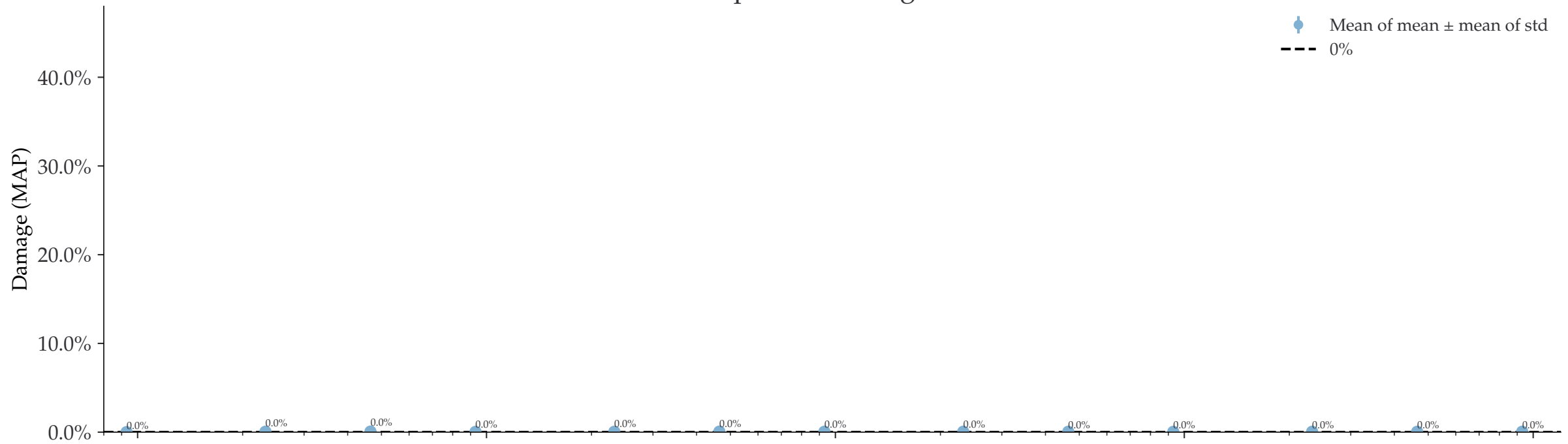
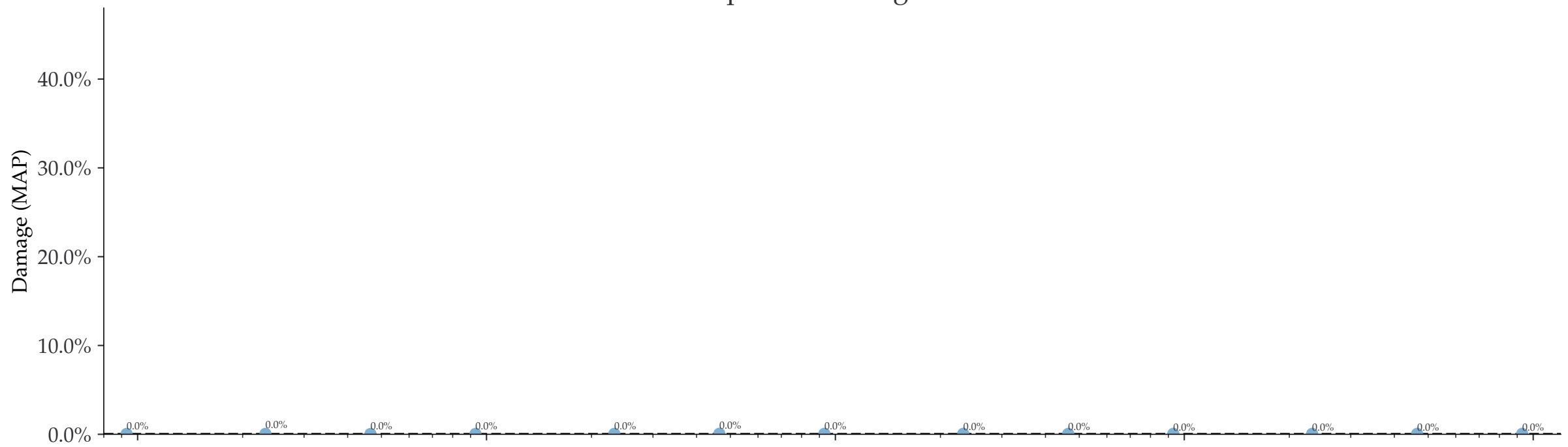


Damage (MAP)  
Briggs damage = 0.0  
Damage percent = 0%

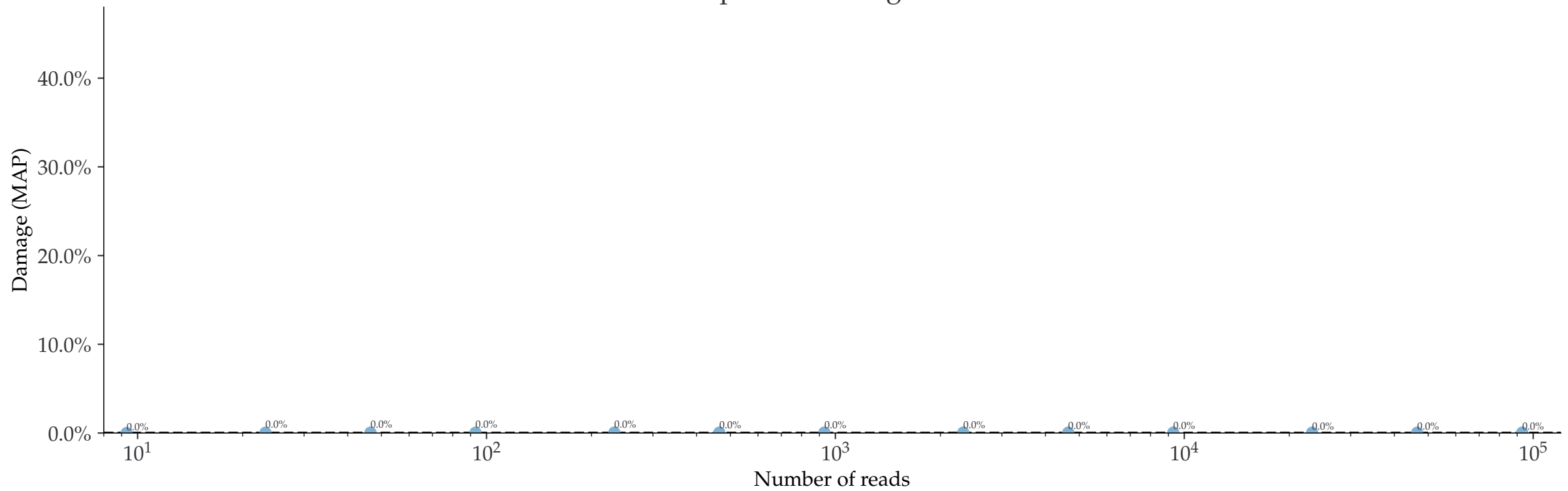
Species = contig1k



Species = contig10k

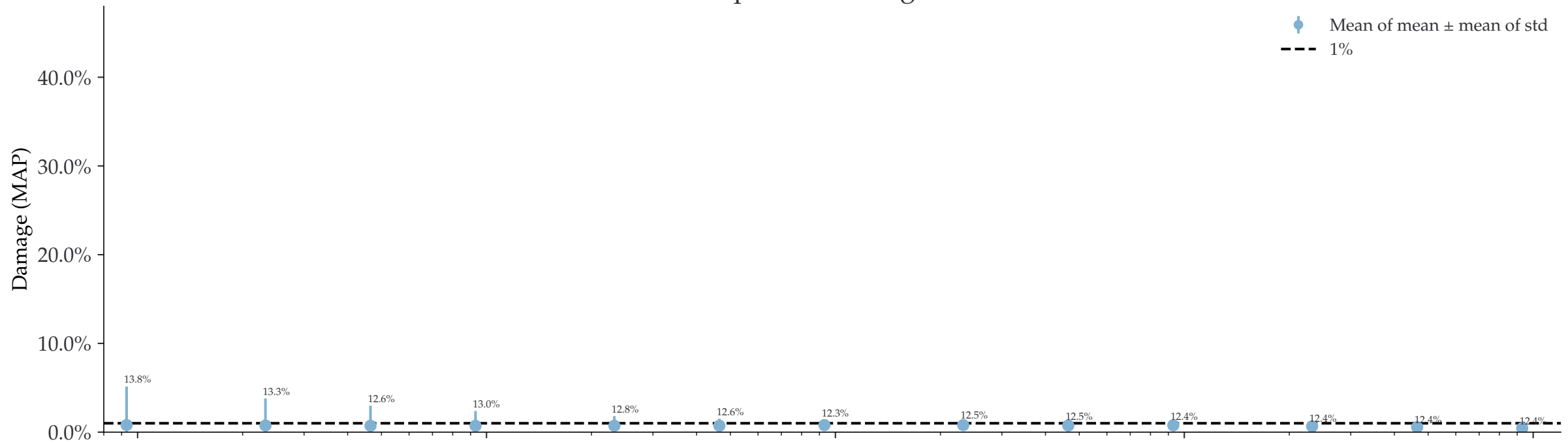


Species = contig100k

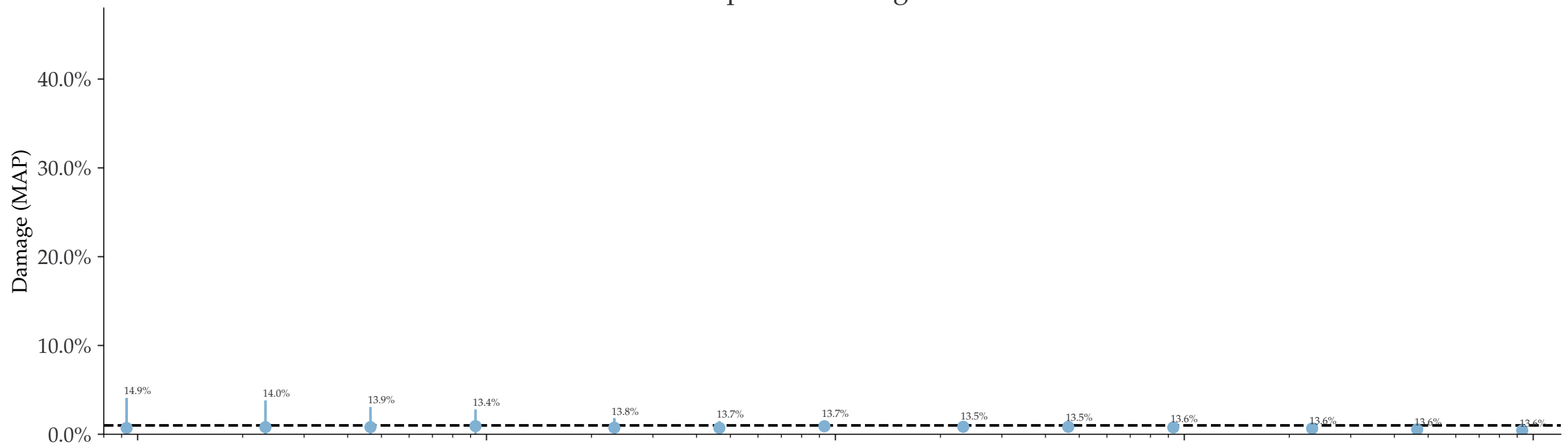


Damage (MAP)  
Briggs damage = 0.014  
Damage percent = 1%

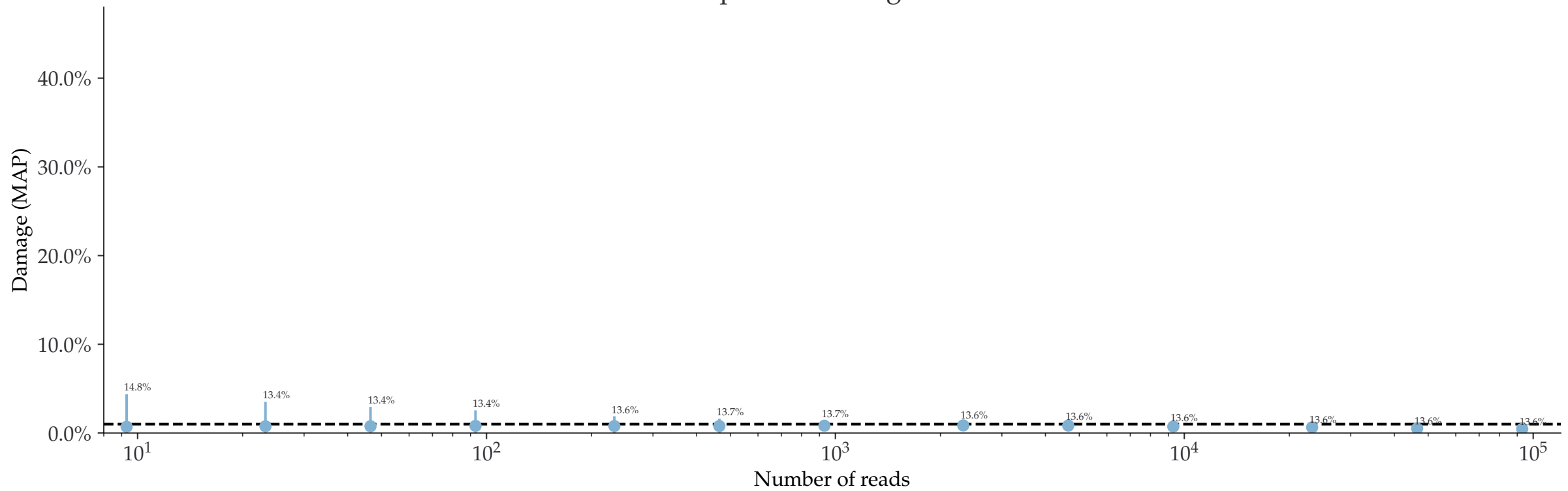
Species = contig1k



Species = contig10k

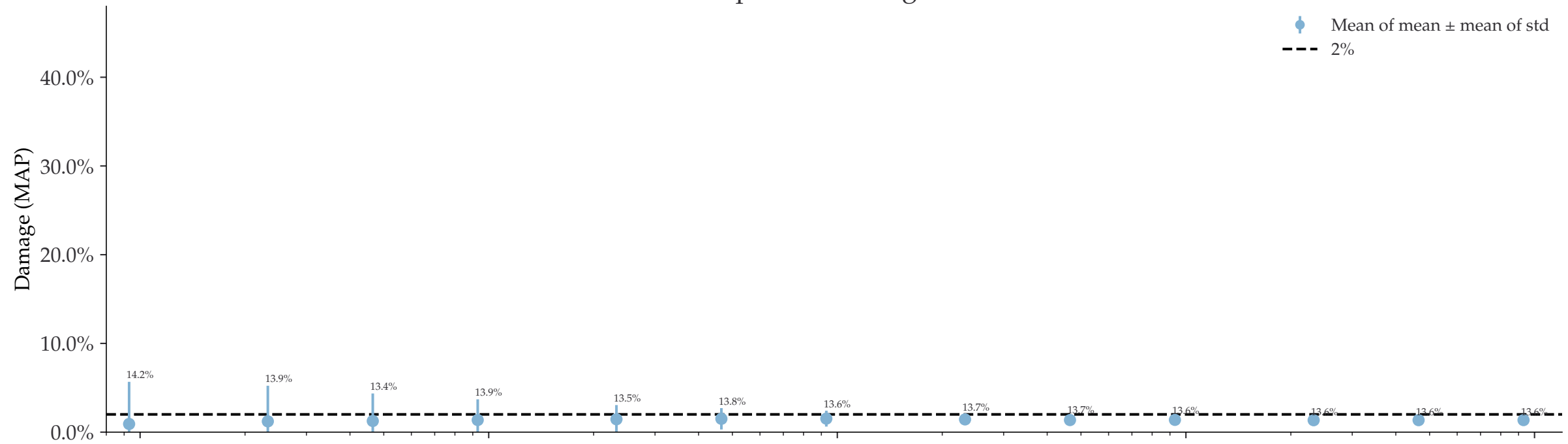


Species = contig100k

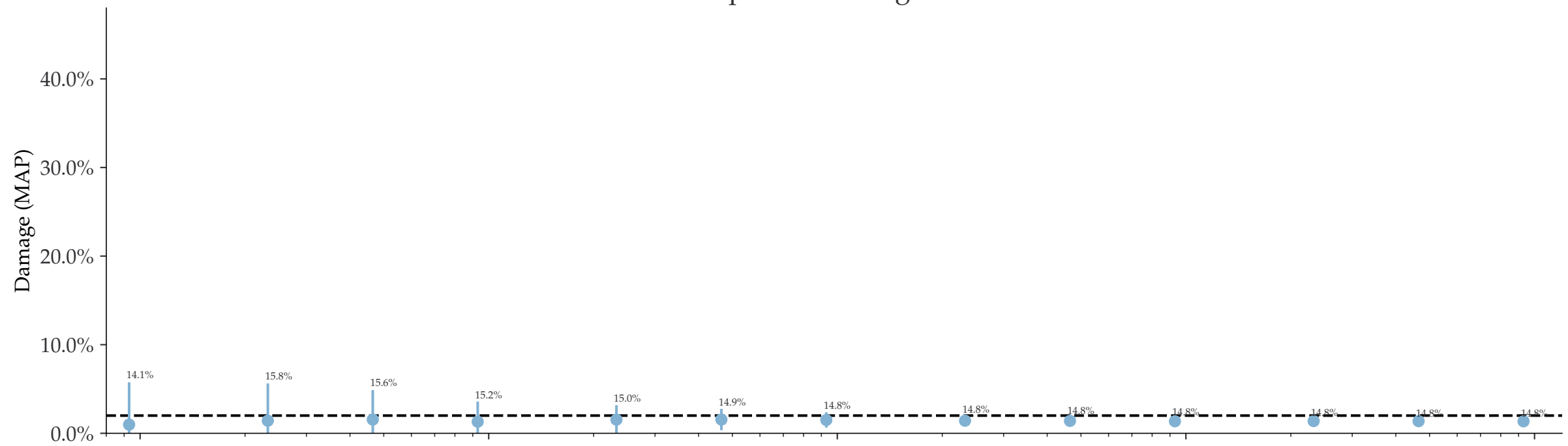


Damage (MAP)  
Briggs damage = 0.047  
Damage percent = 2%

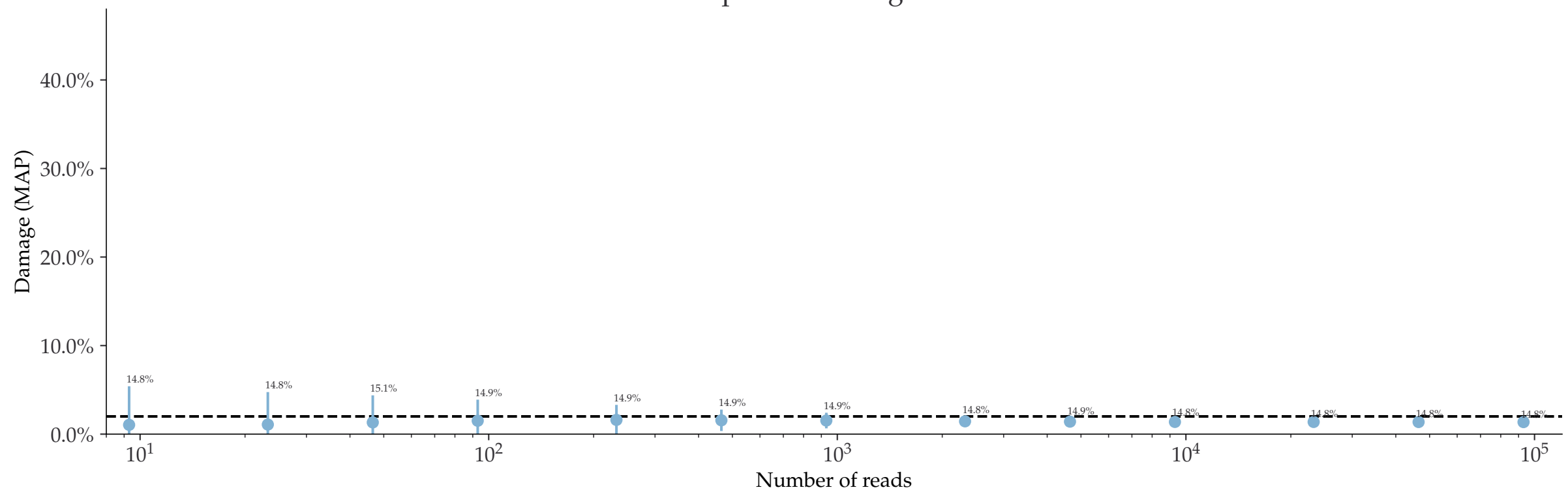
Species = contig1k



Species = contig10k

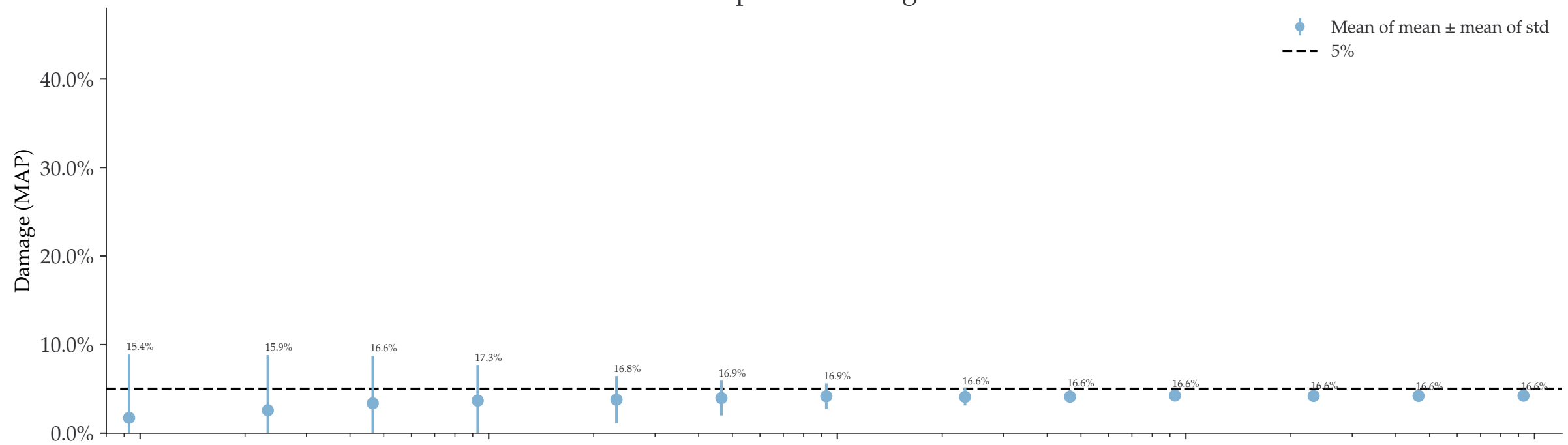


Species = contig100k

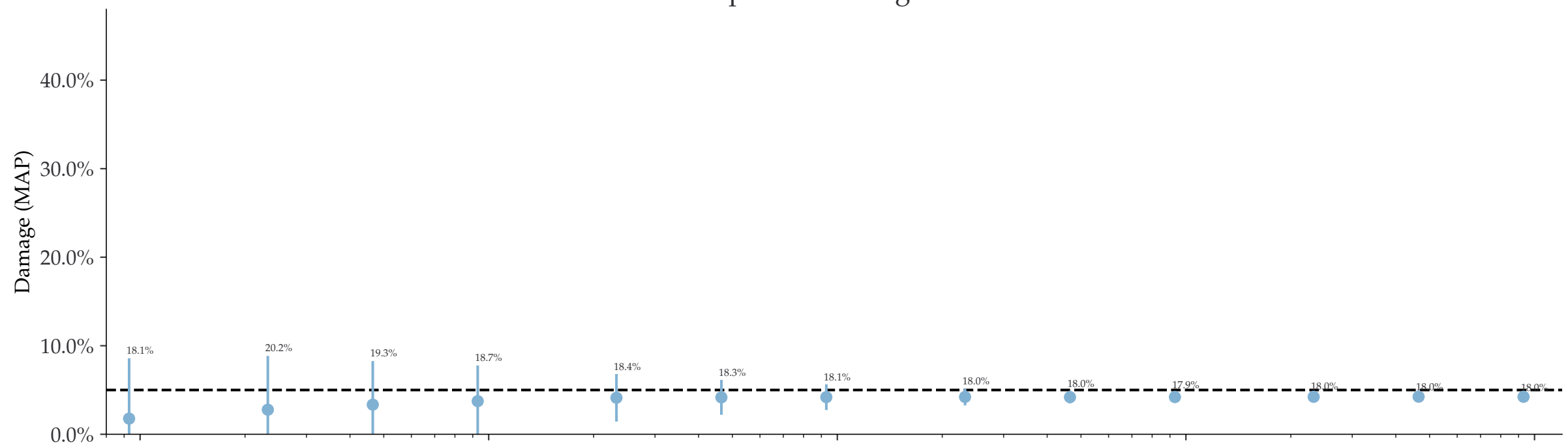


Damage (MAP)  
Briggs damage = 0.138  
Damage percent = 5%

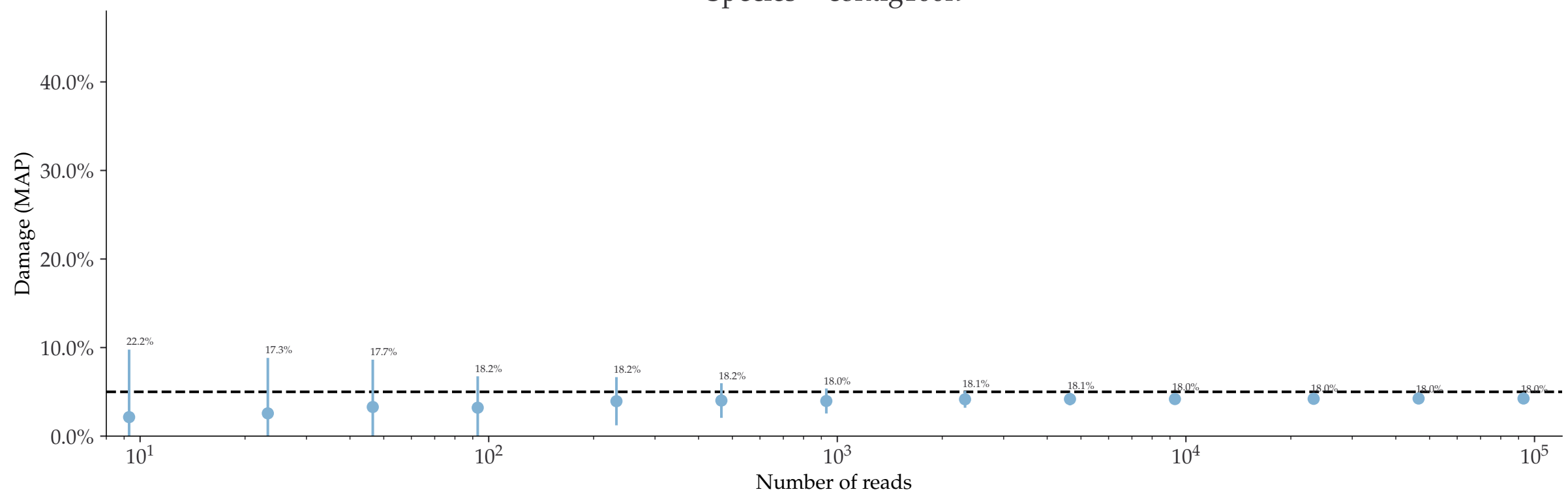
Species = contig1k



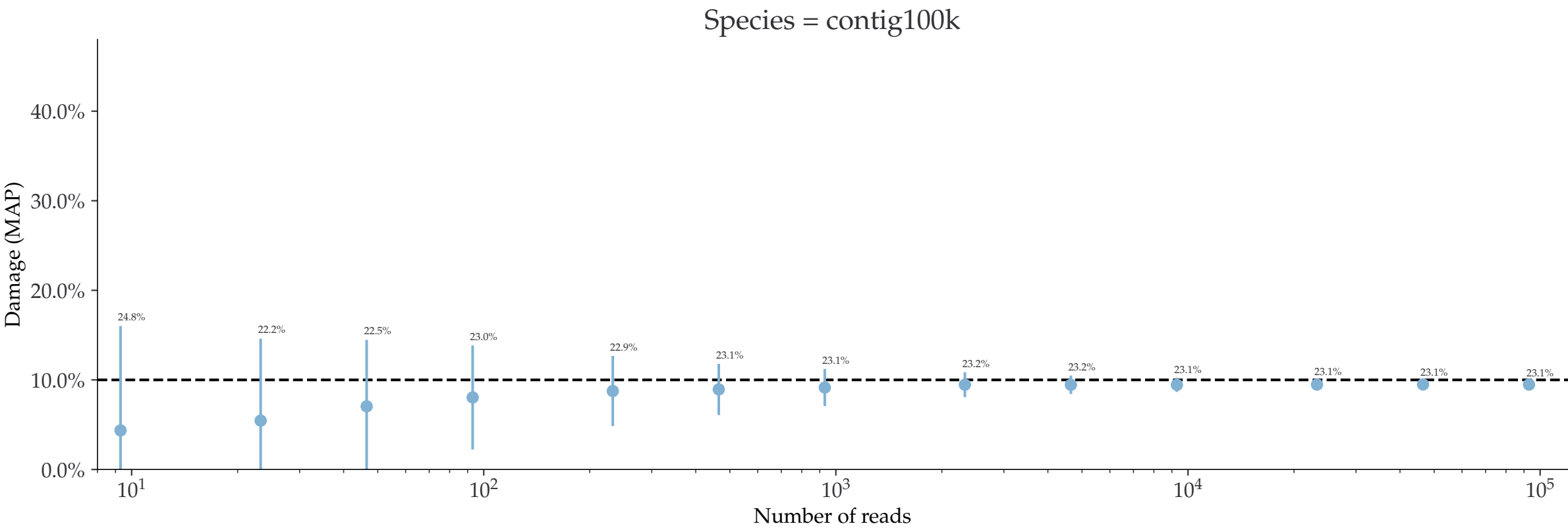
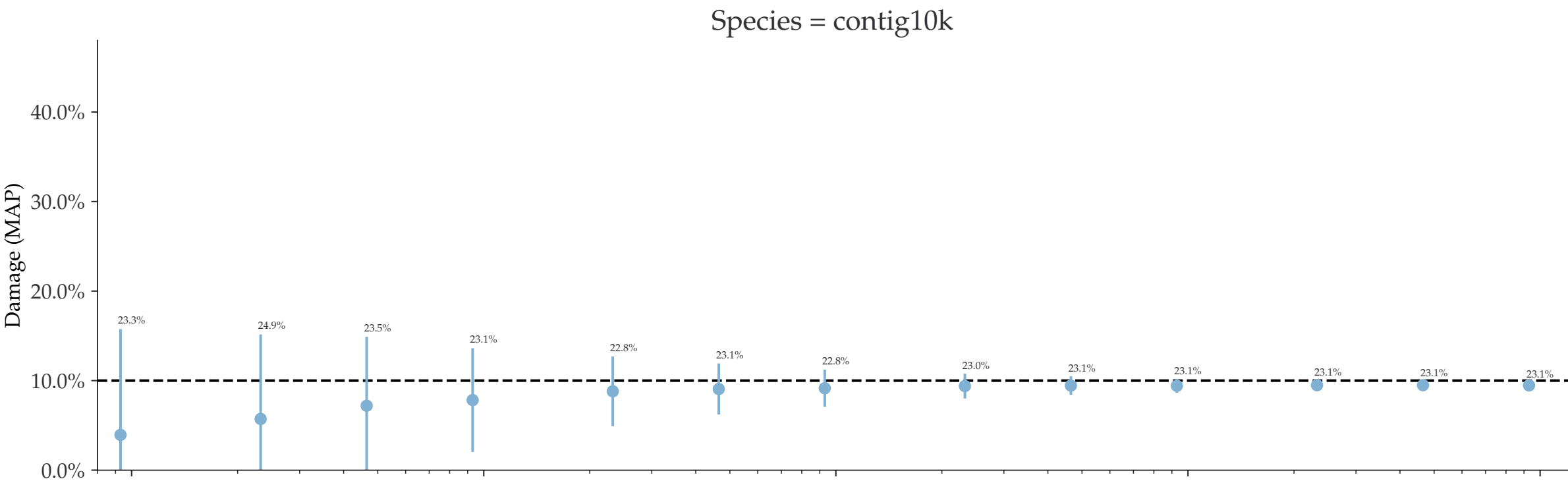
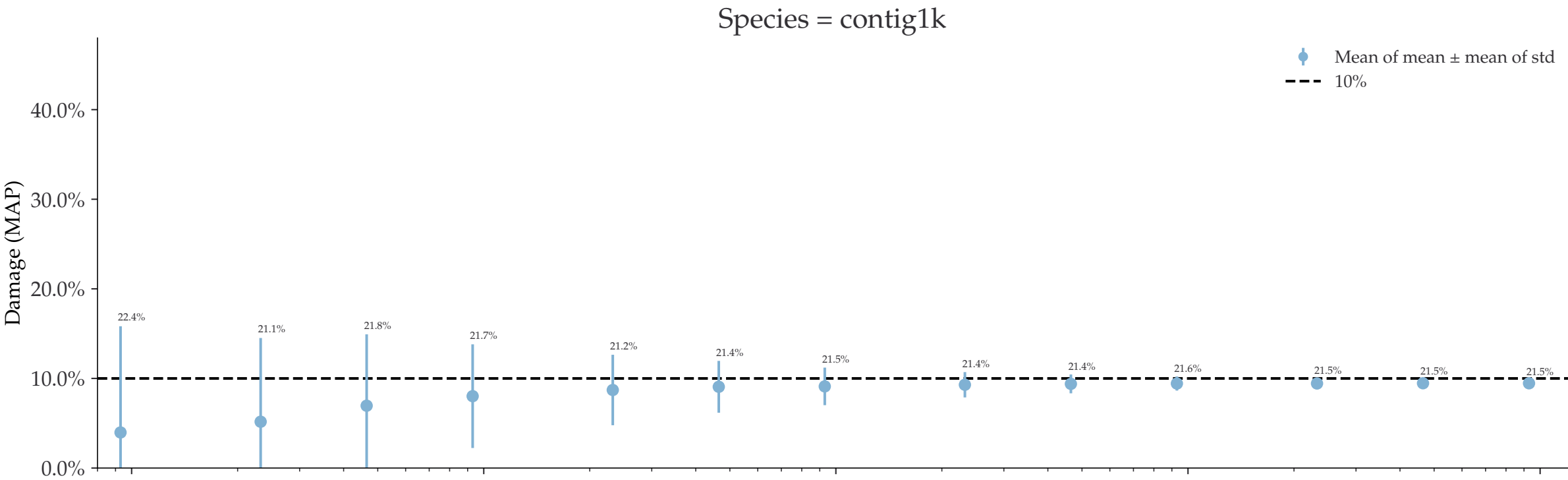
Species = contig10k



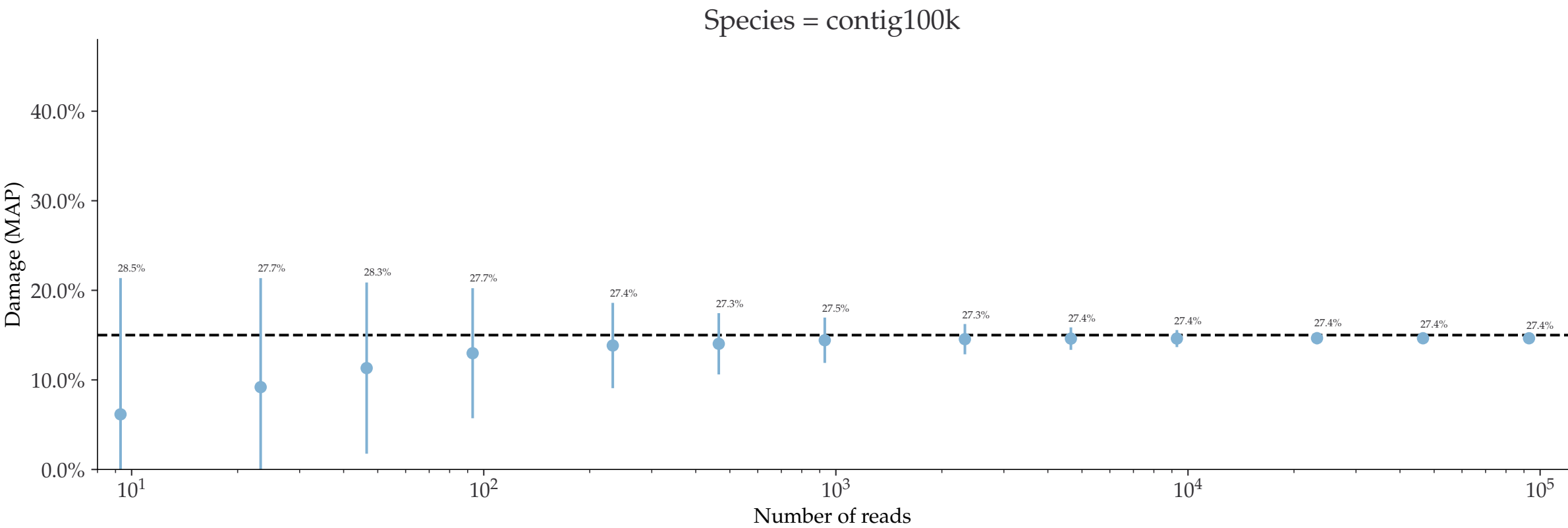
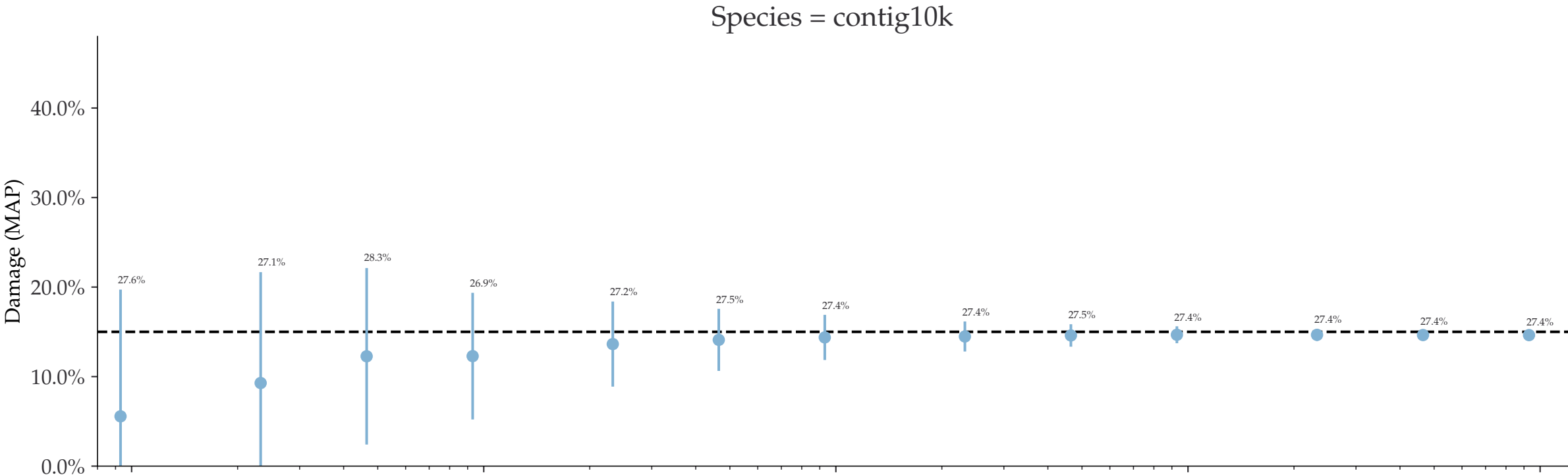
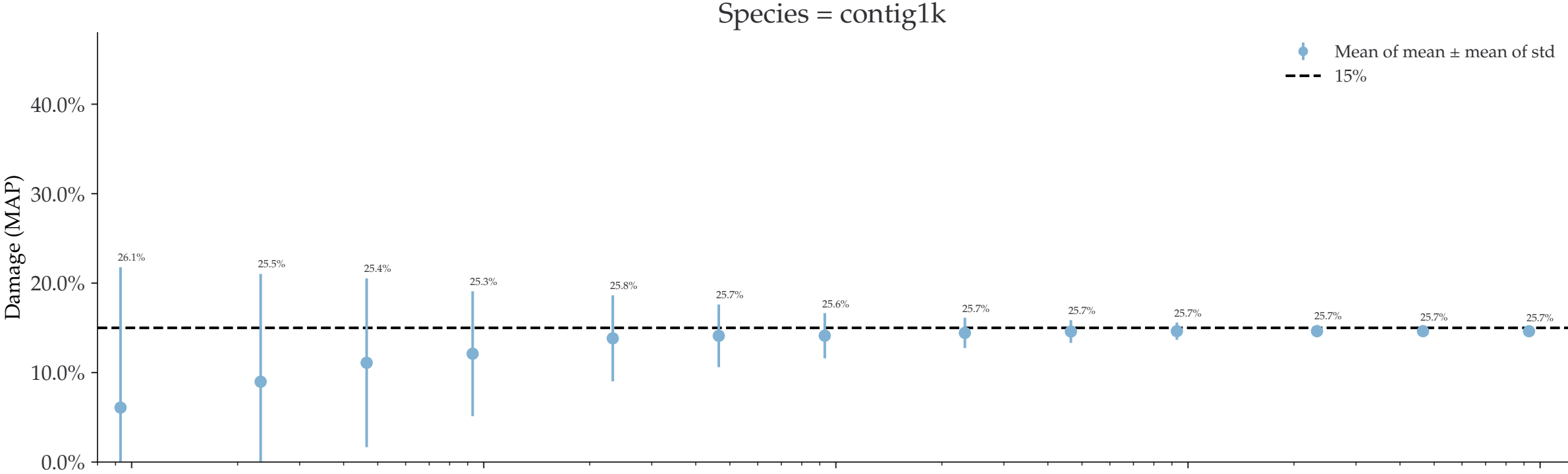
Species = contig100k



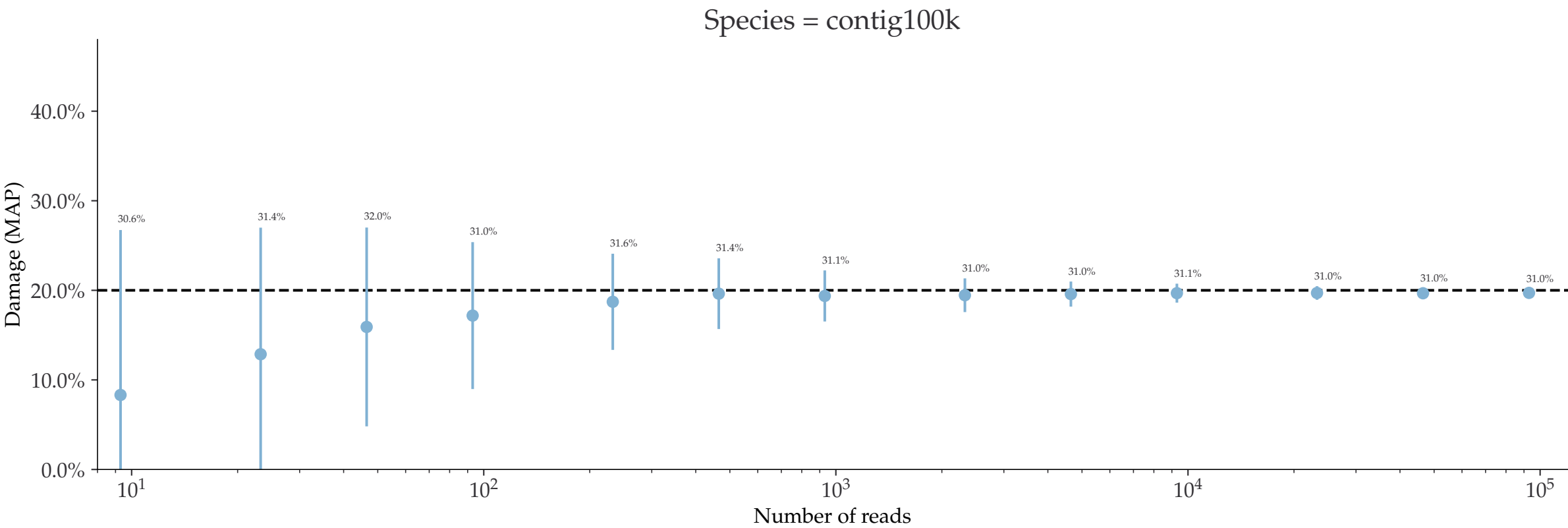
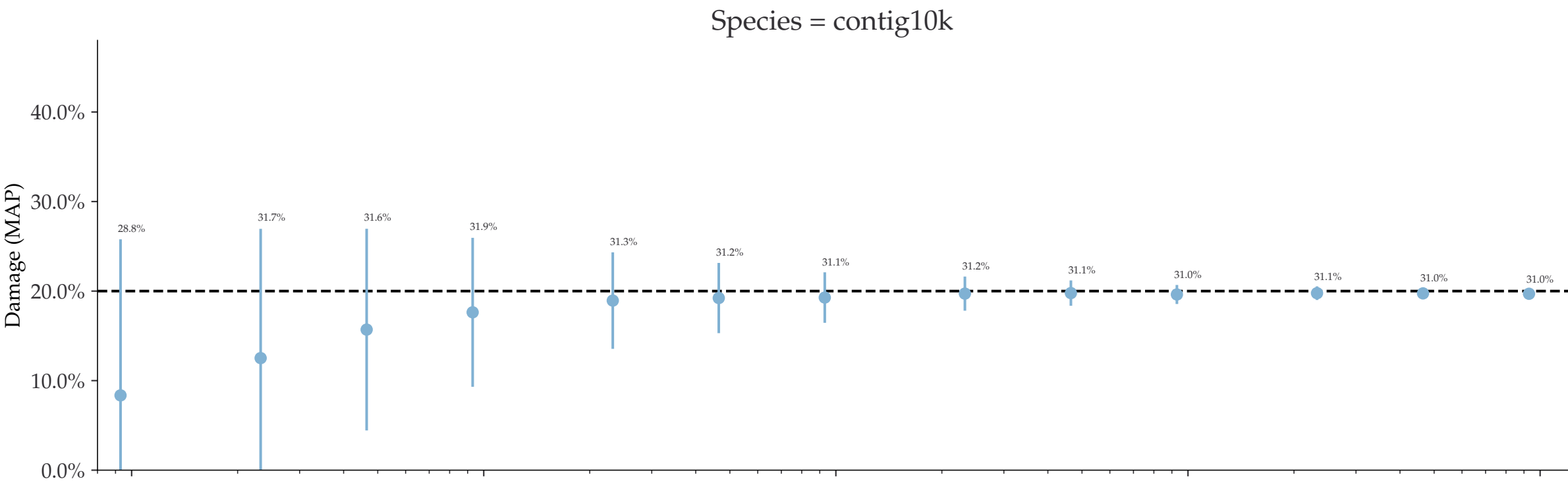
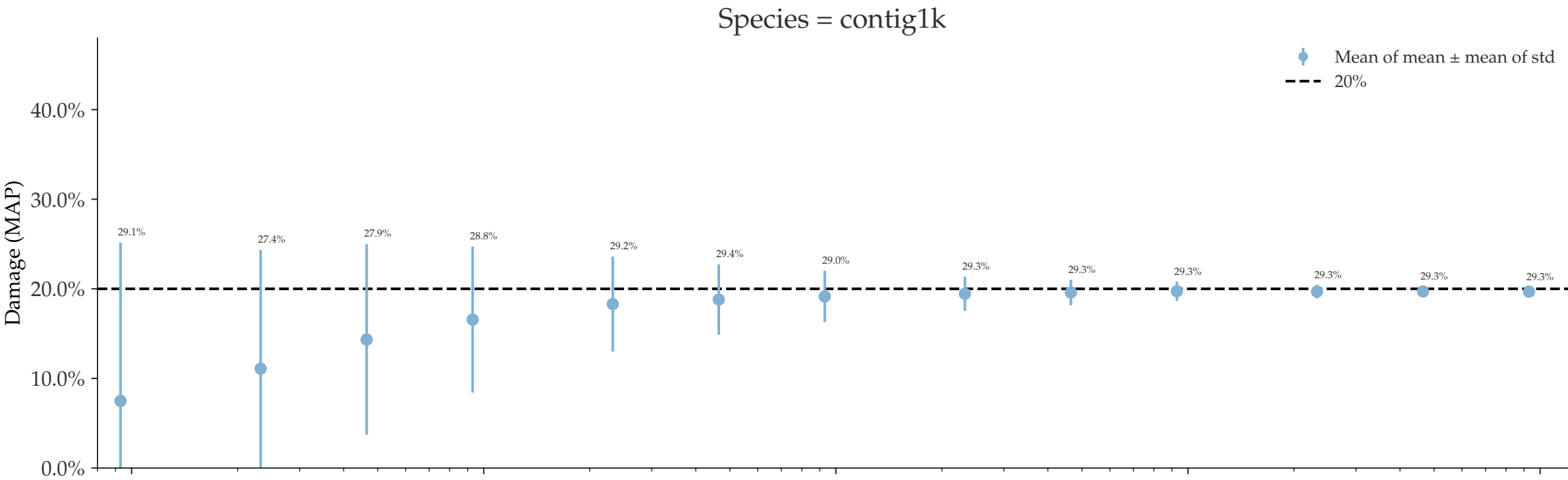
Damage (MAP)  
Briggs damage = 0.303  
Damage percent = 10%



Damage (MAP)  
Briggs damage = 0.466  
Damage percent = 15%



Damage (MAP)  
Briggs damage = 0.626  
Damage percent = 20%



Damage (MAP)  
Briggs damage = 0.96  
Damage percent = 30%

