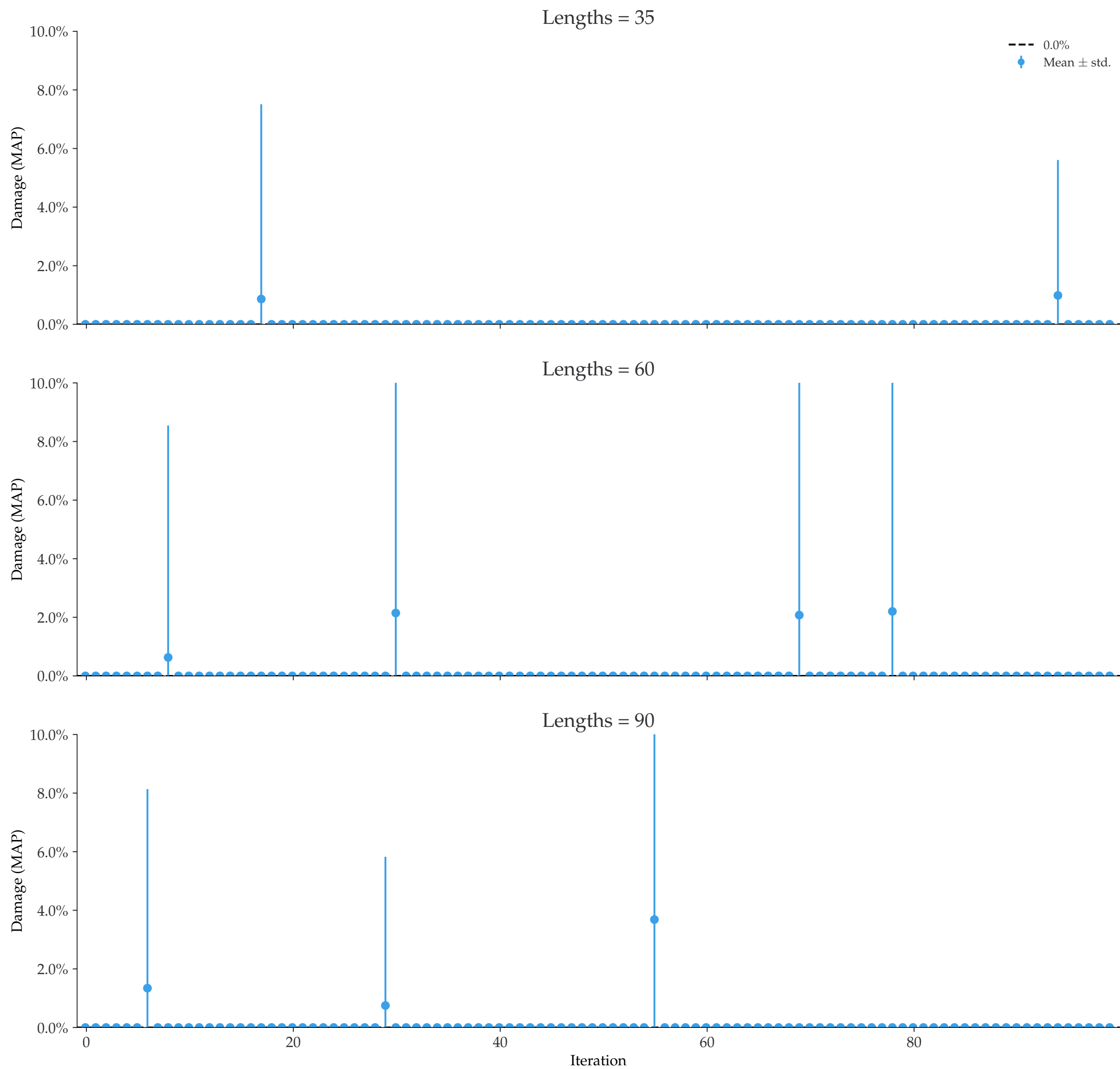
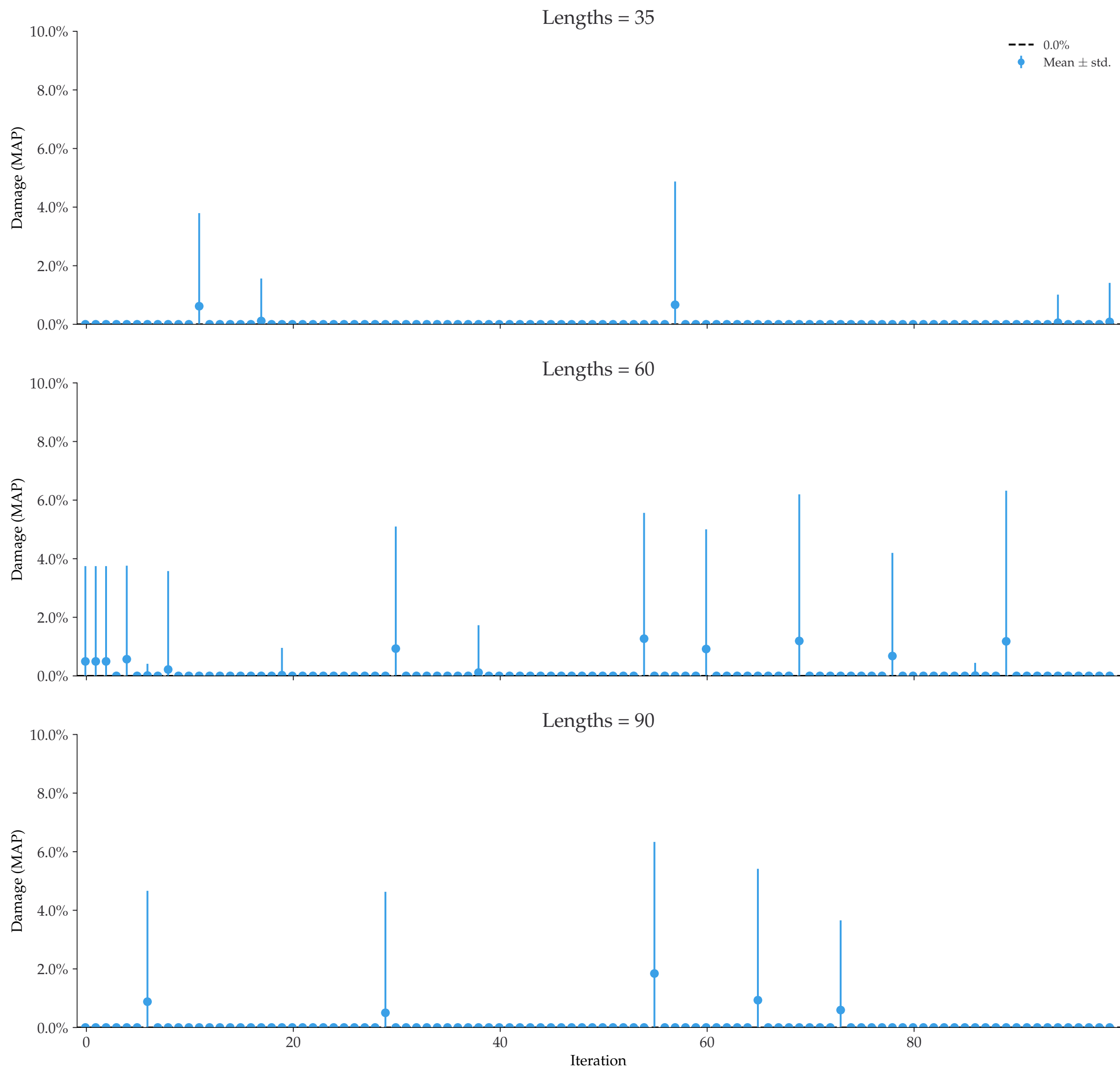


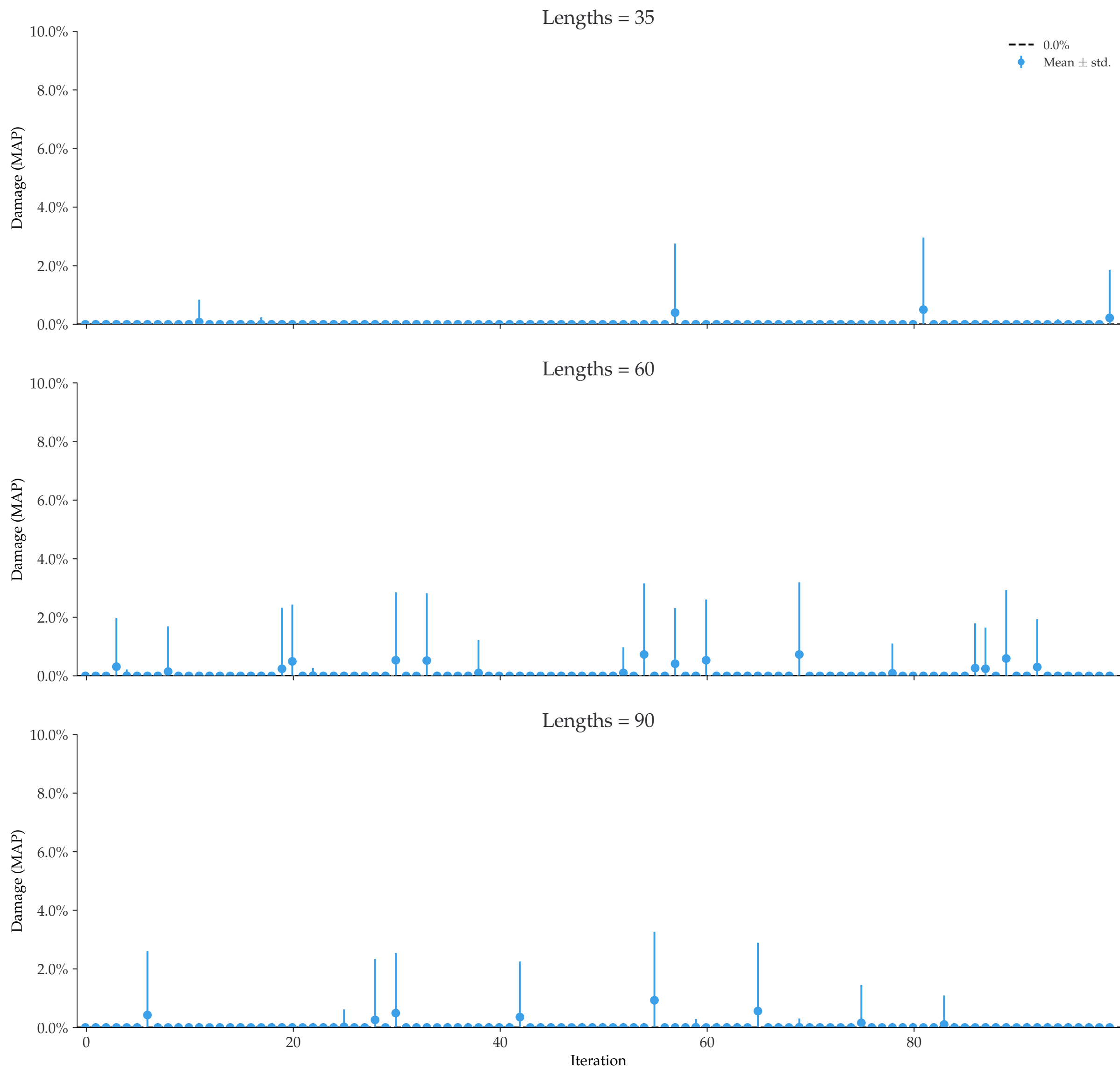
Individual damages:  
10 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



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

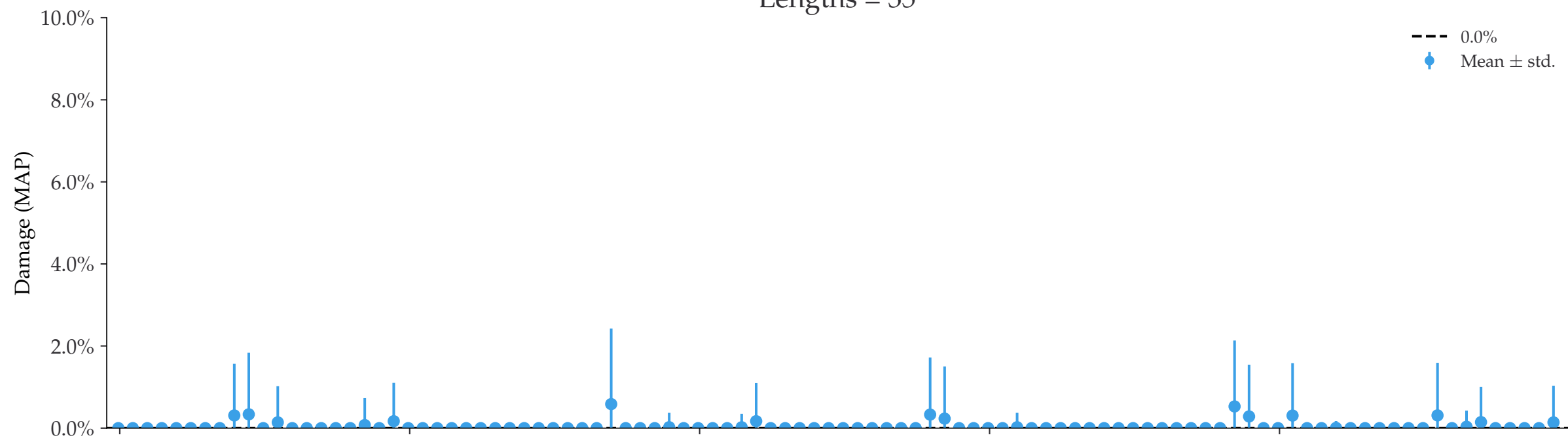


Individual damages:  
50 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%

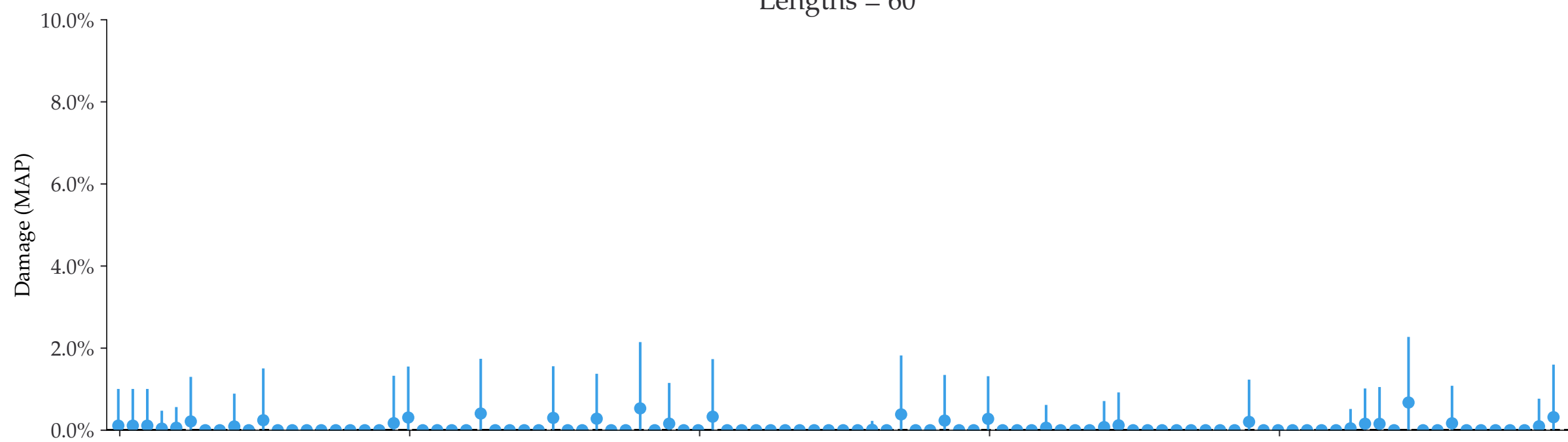


Individual damages:  
100 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%

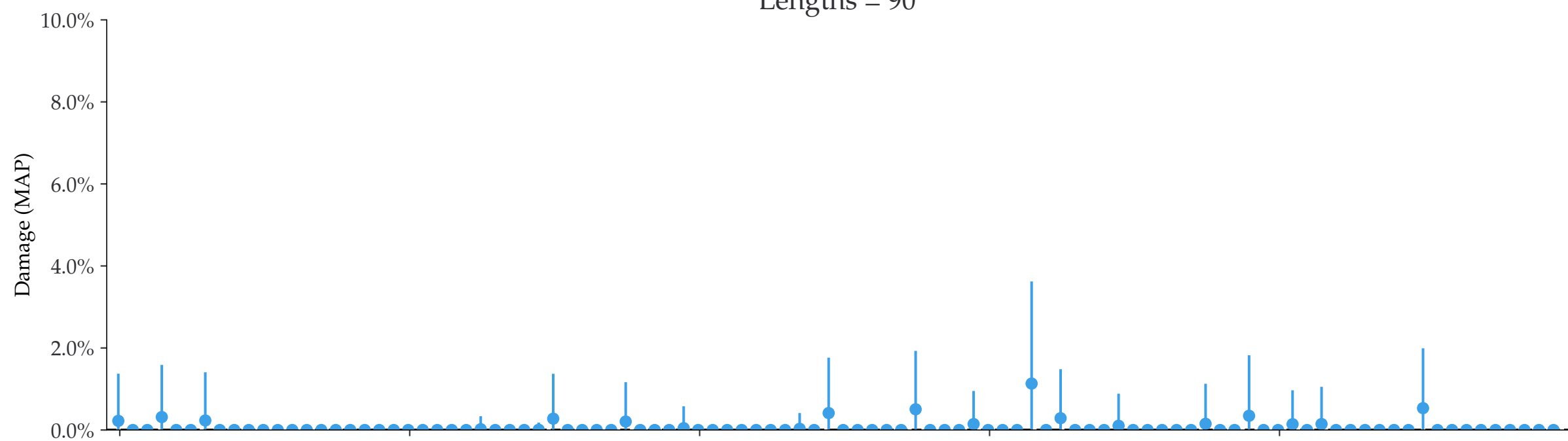
Lengths = 35



Lengths = 60

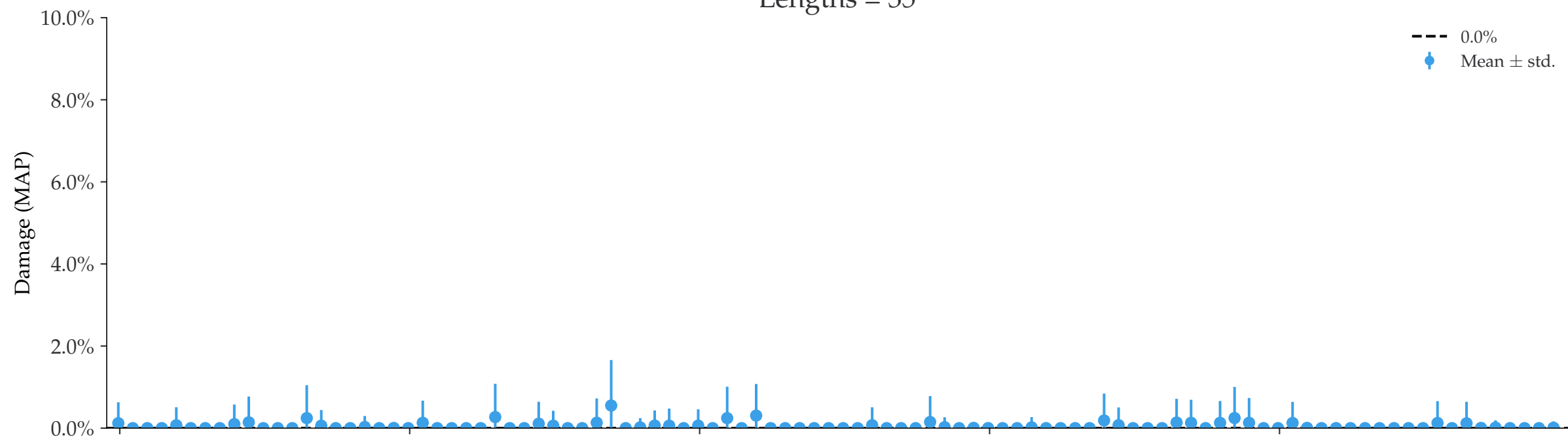


Lengths = 90

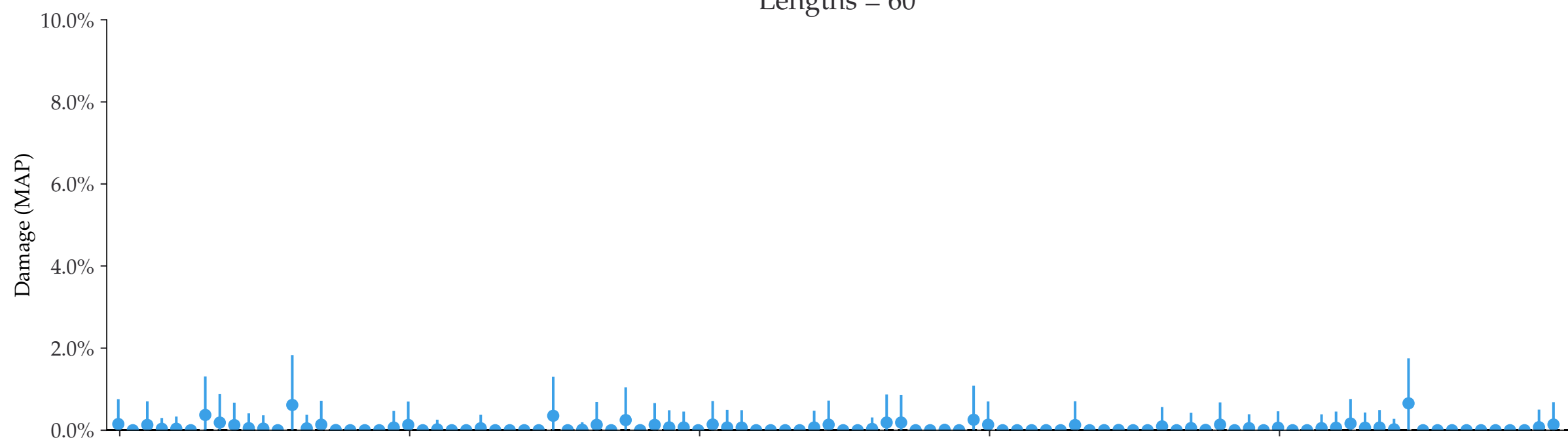


Individual damages:  
250 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%

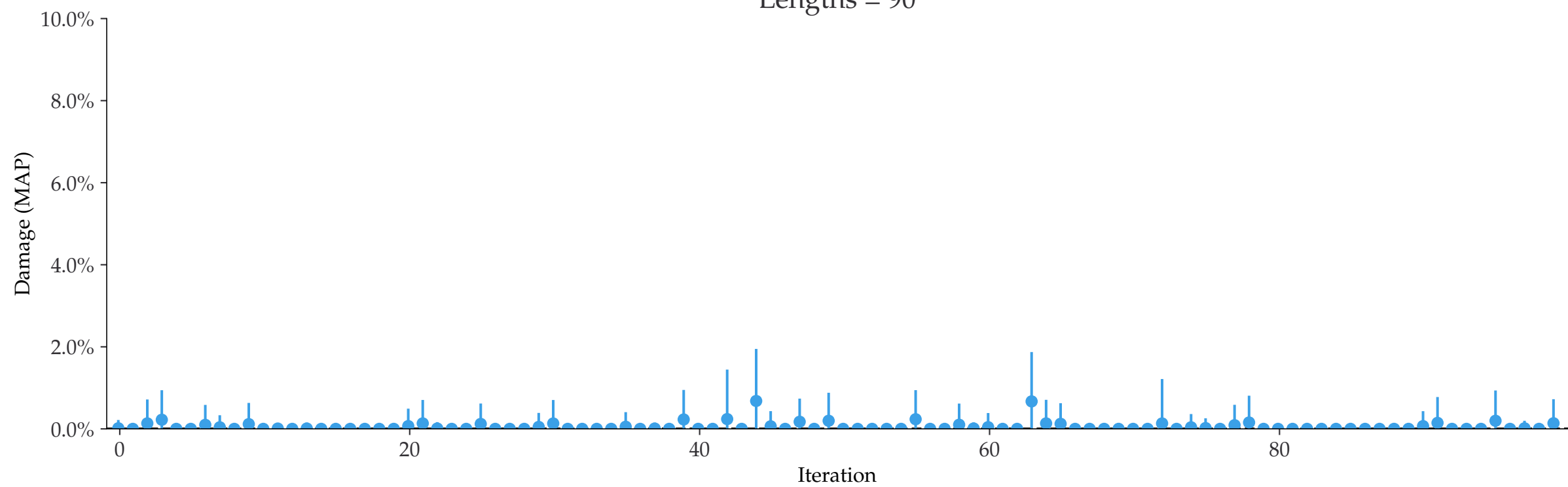
Lengths = 35



Lengths = 60

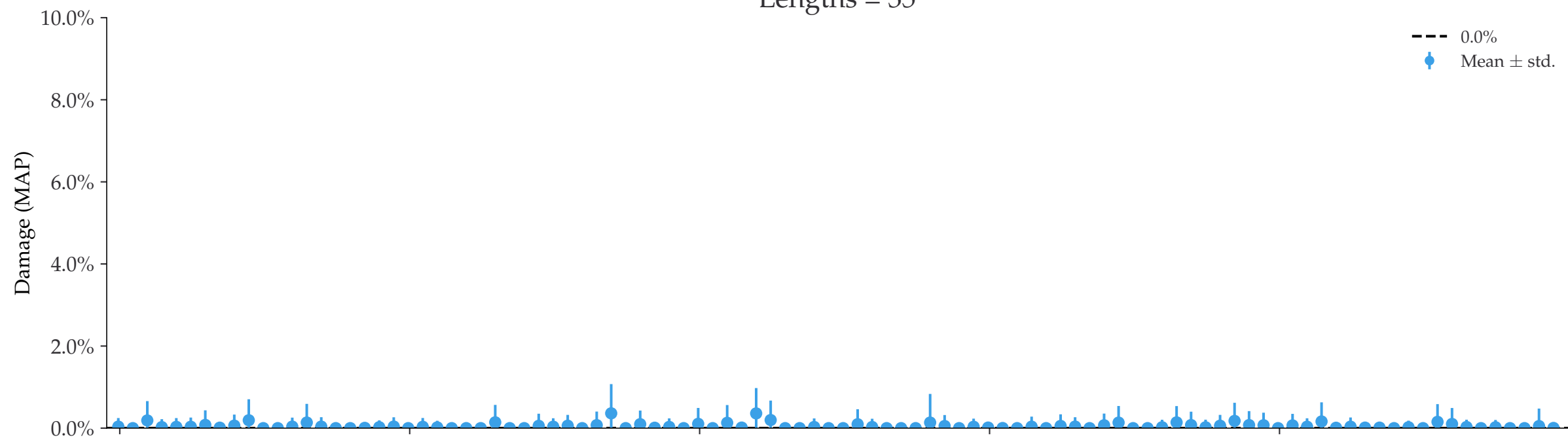


Lengths = 90

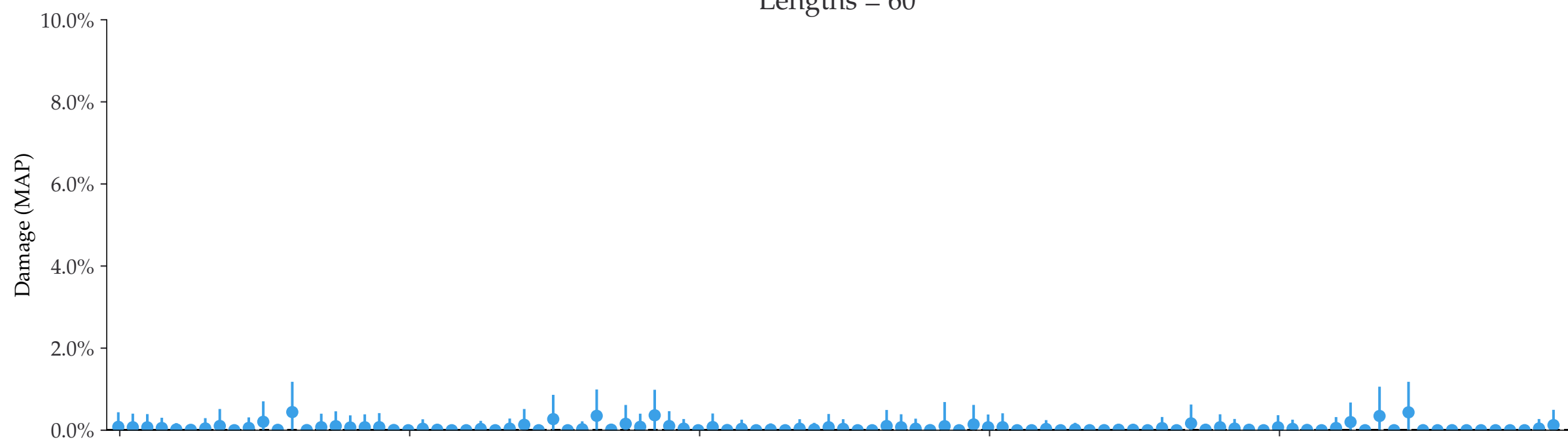


Individual damages:  
500 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%

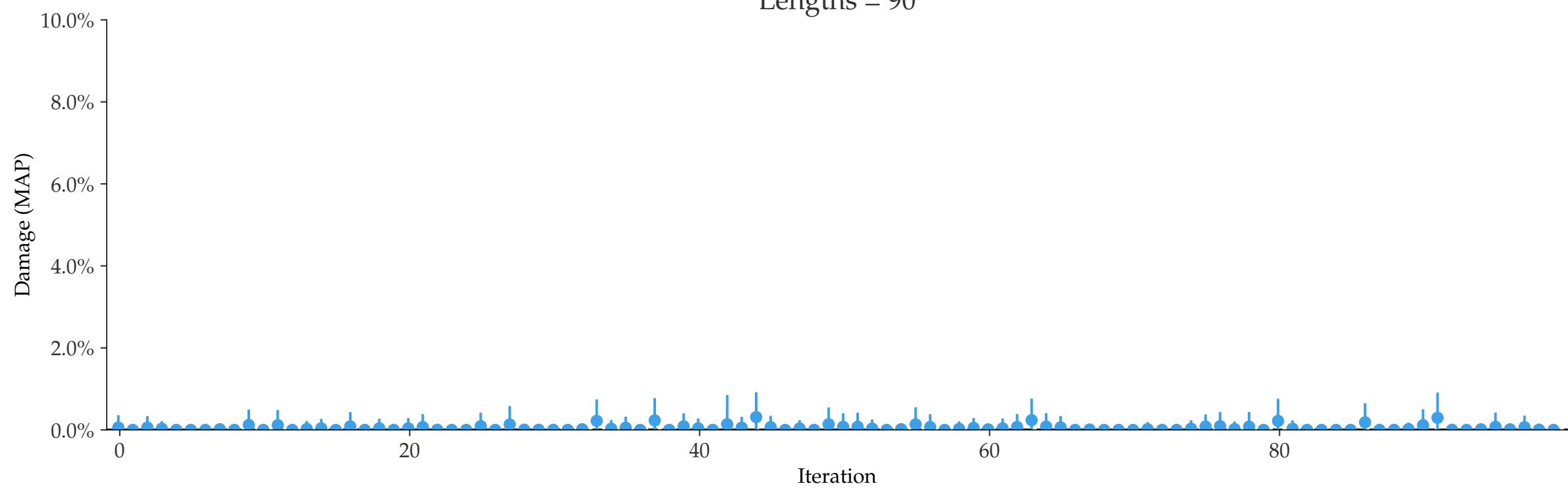
Lengths = 35



Lengths = 60

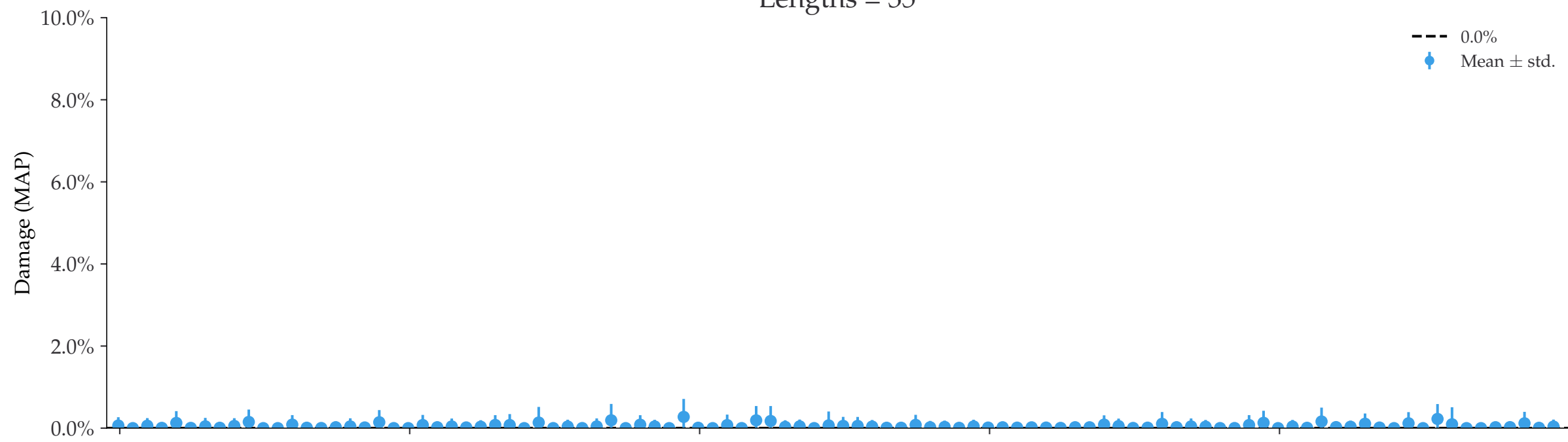


Lengths = 90

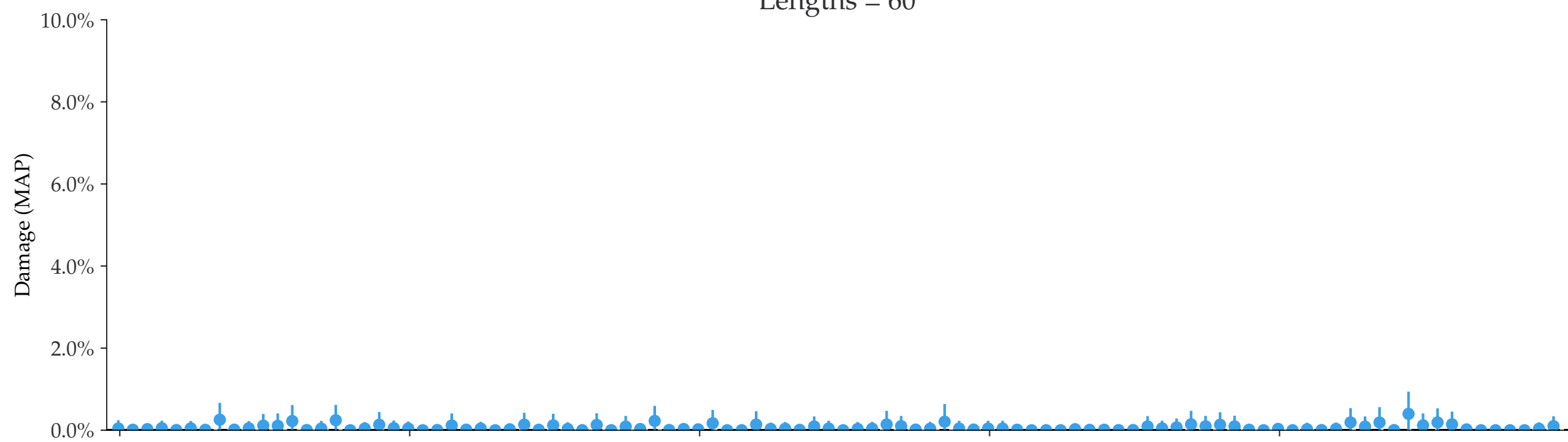


Individual damages:  
1000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%

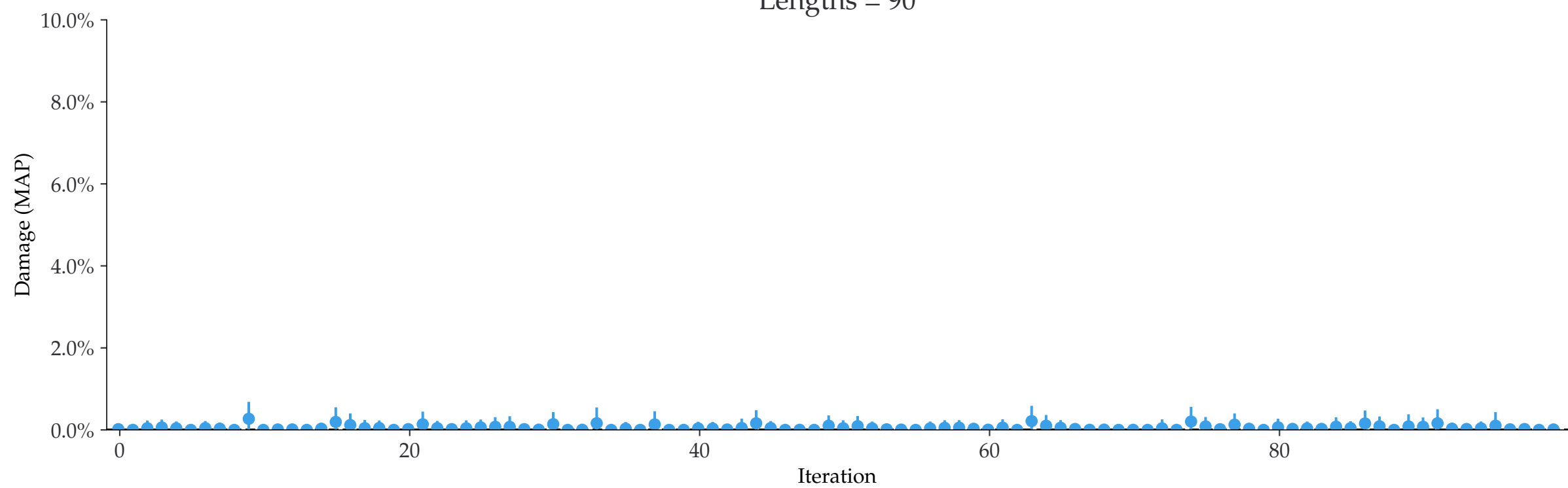
Lengths = 35



Lengths = 60

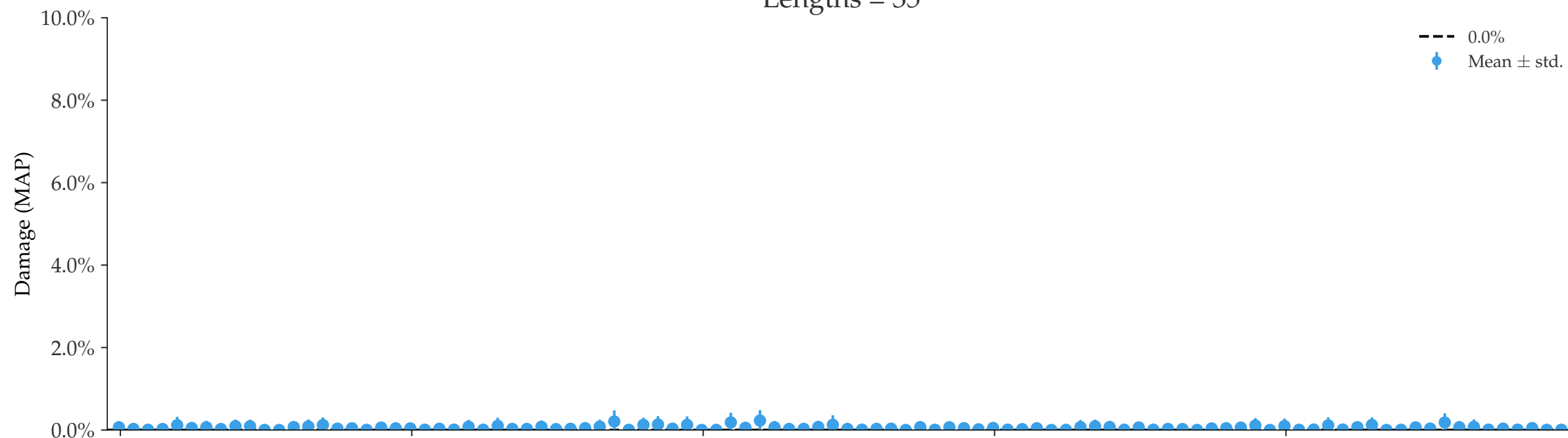


Lengths = 90

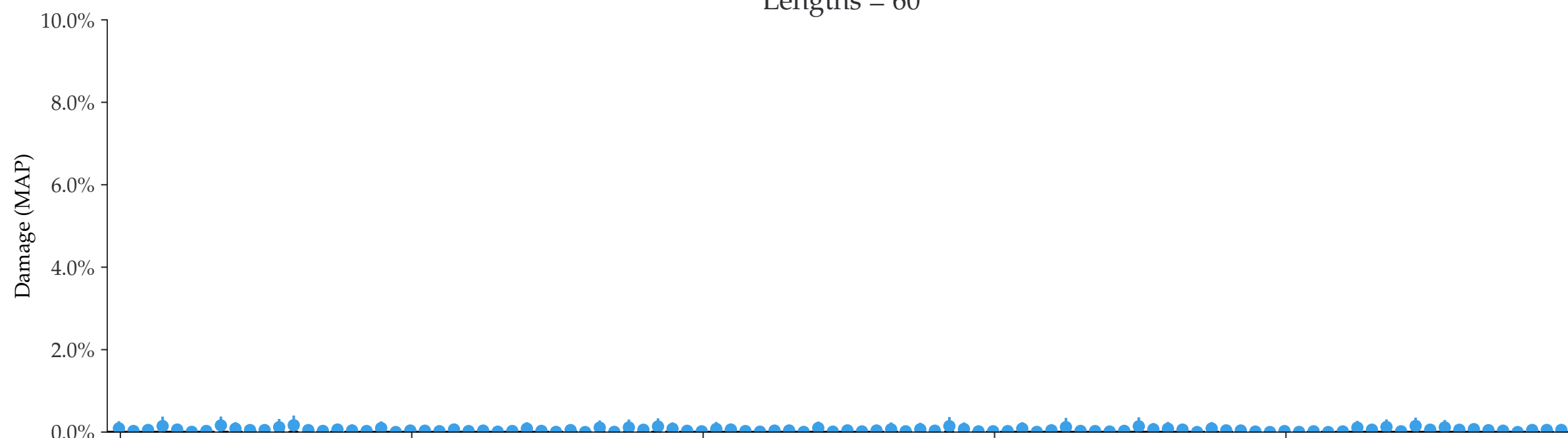


Individual damages:  
2500 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%

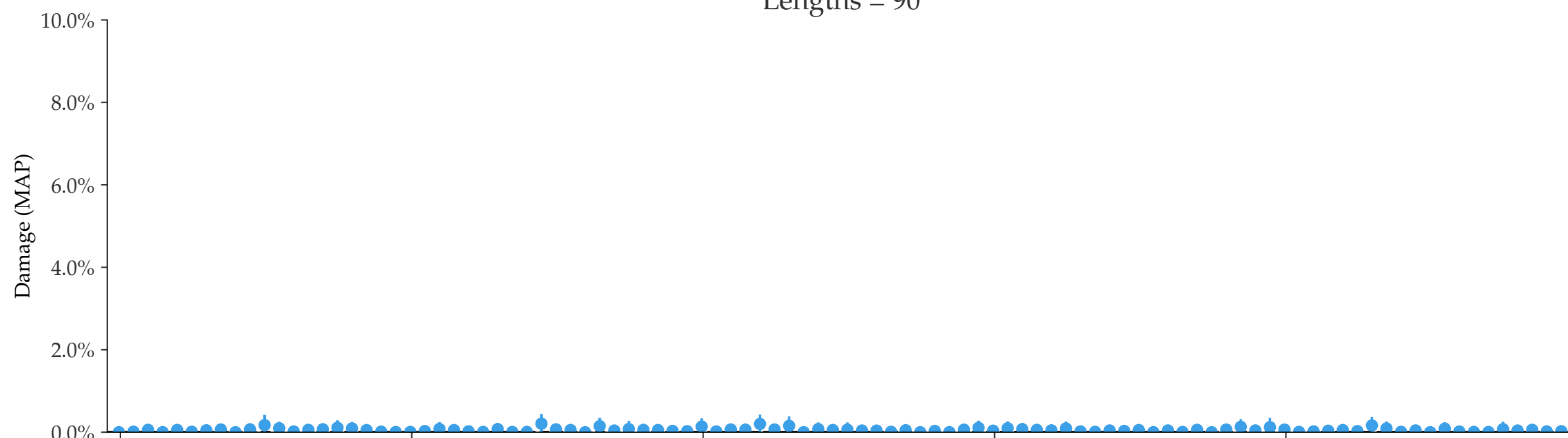
Lengths = 35



Lengths = 60

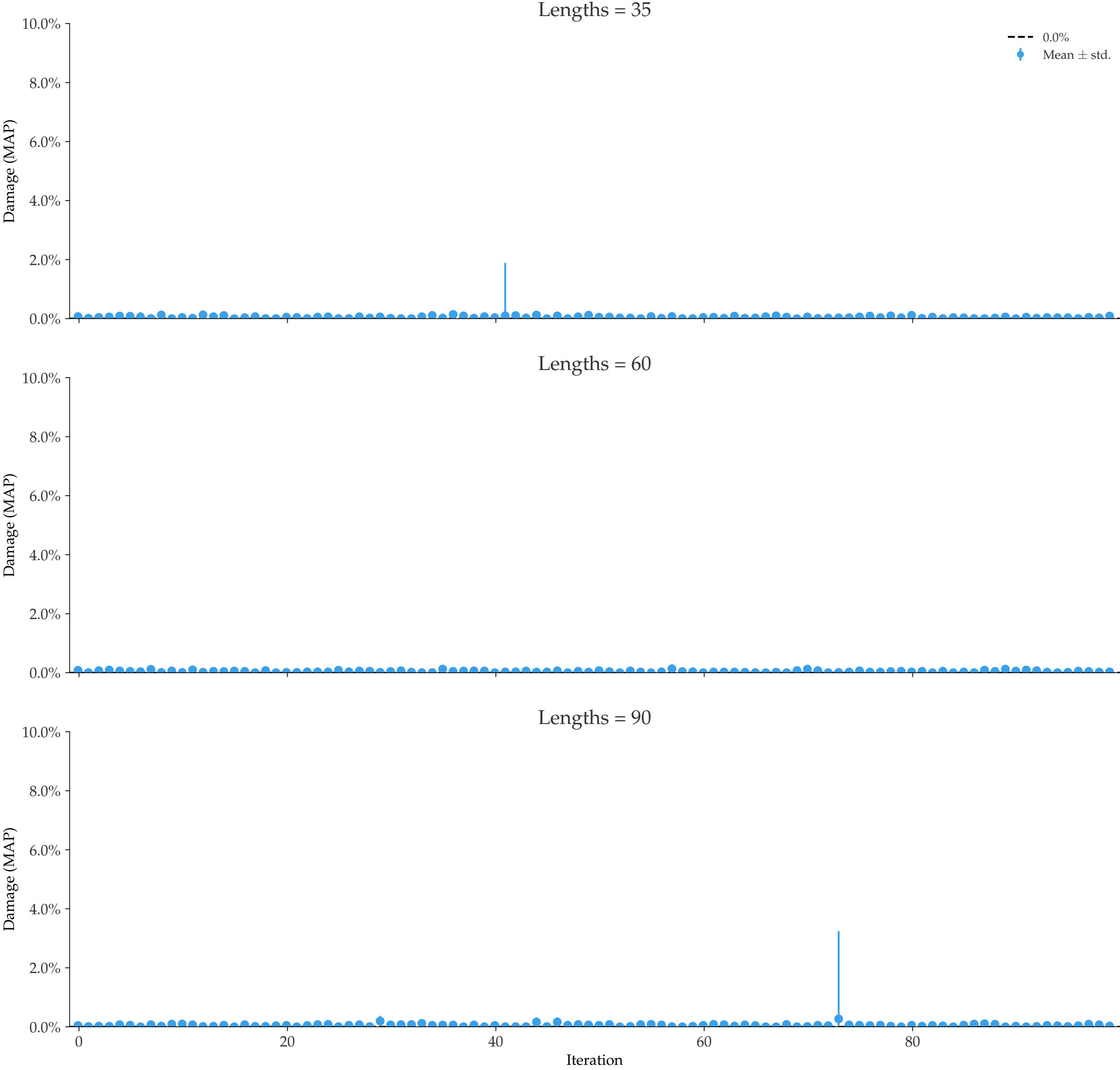


Lengths = 90

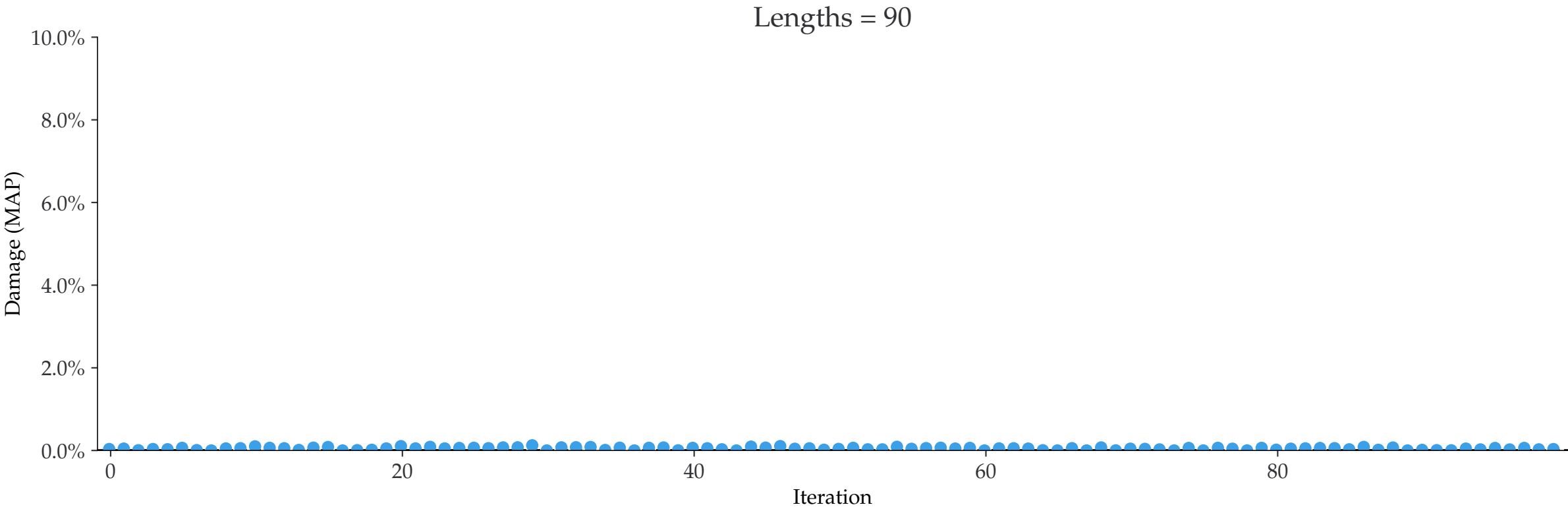
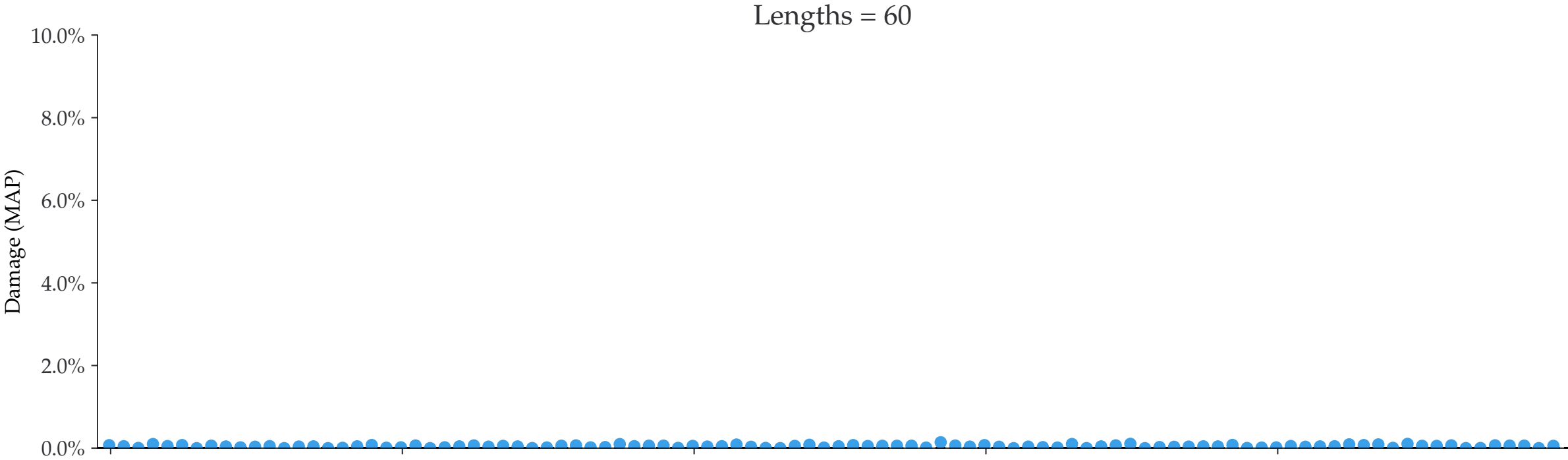
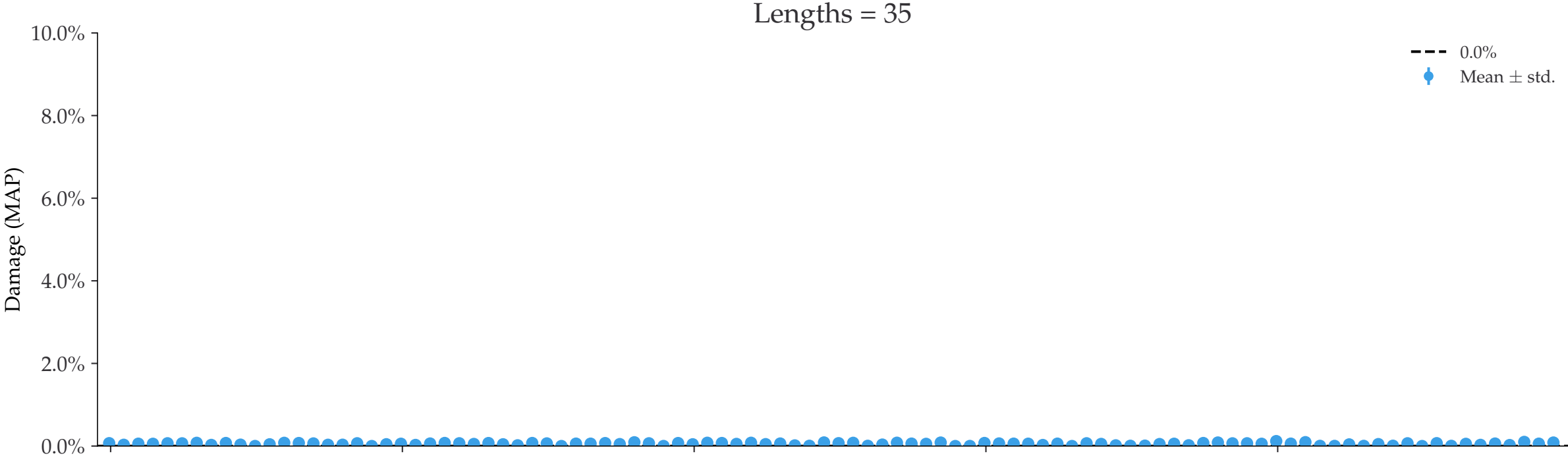




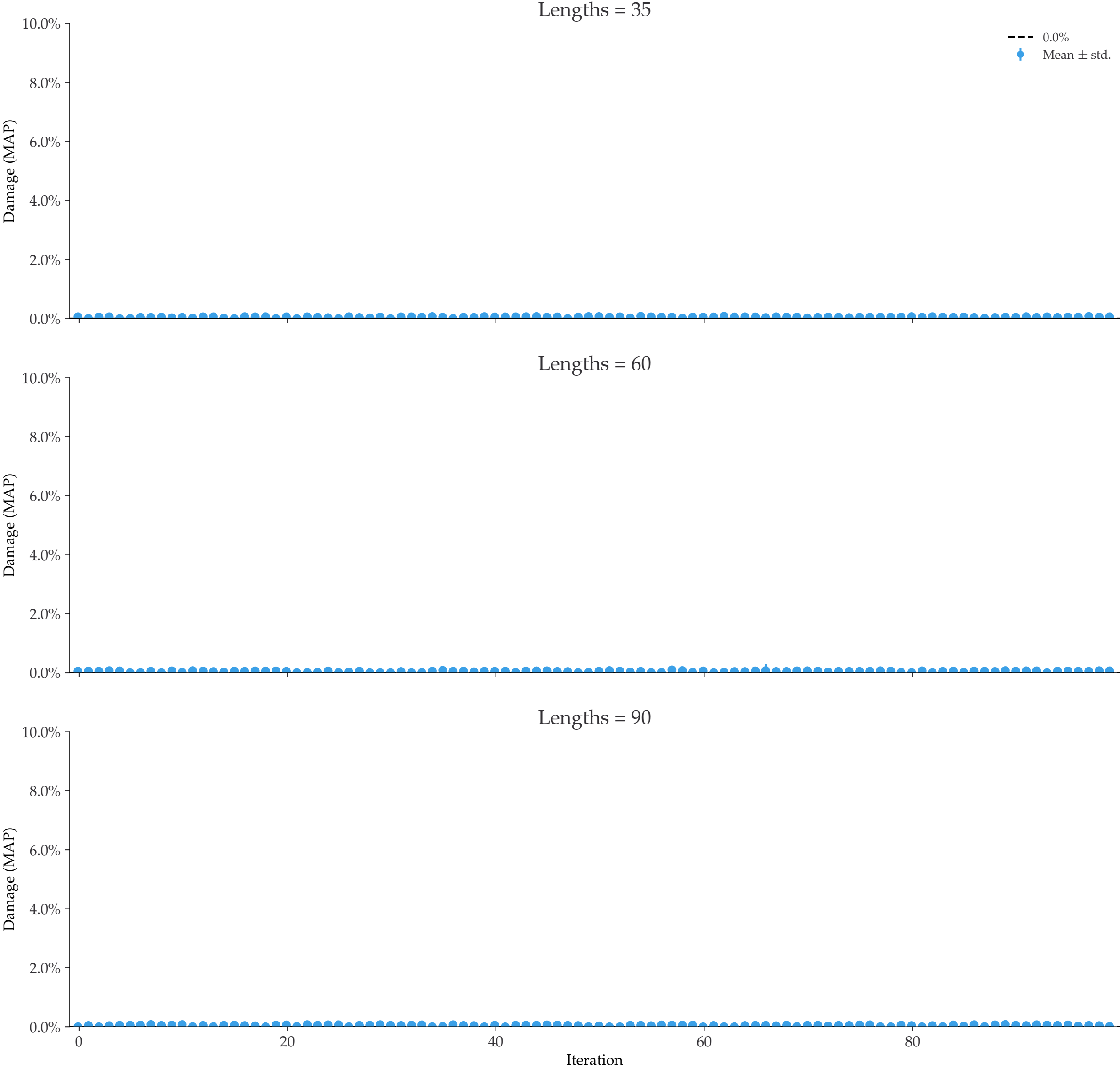
Individual damages:  
5000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



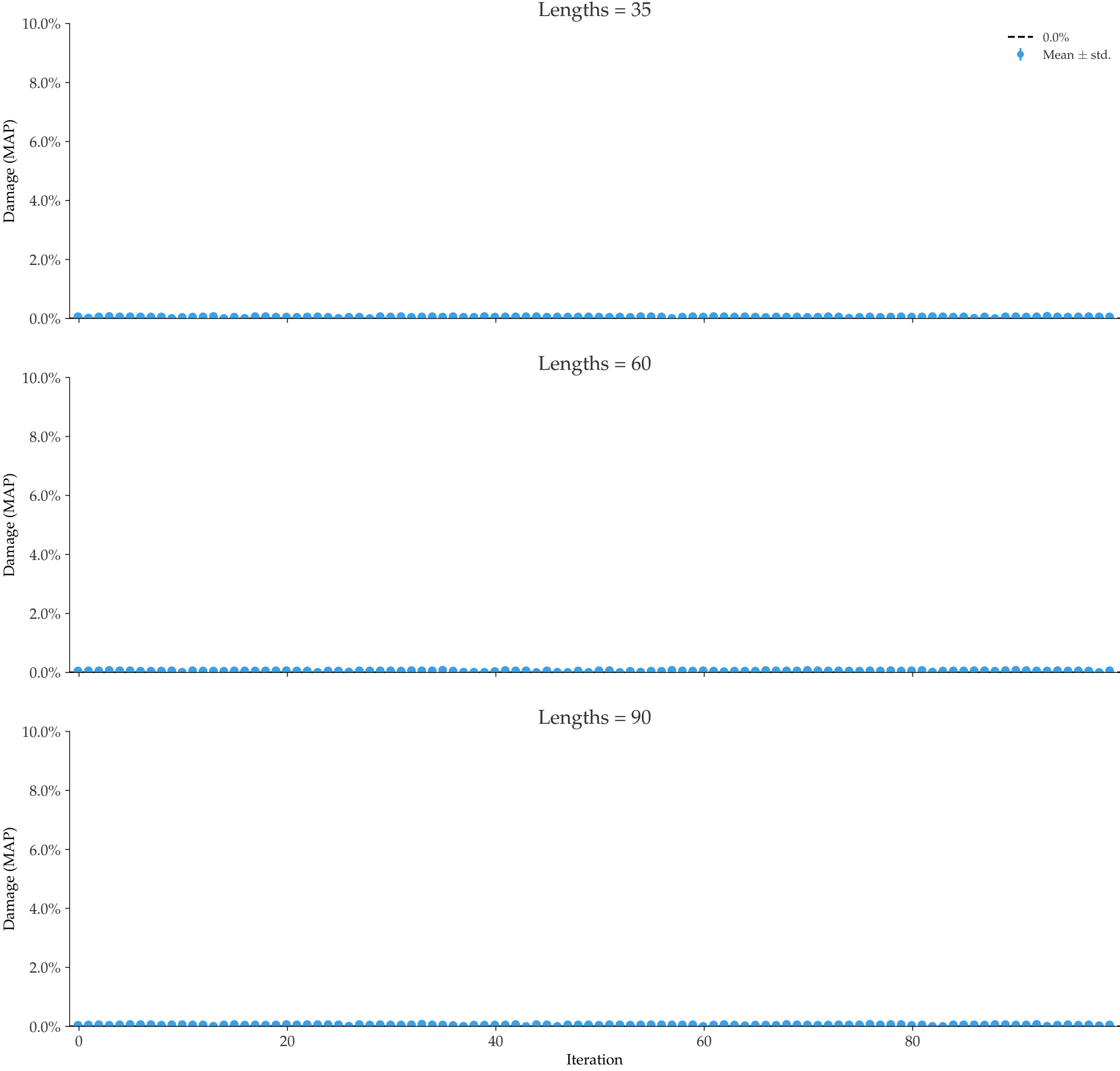
Individual damages:  
10000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%



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

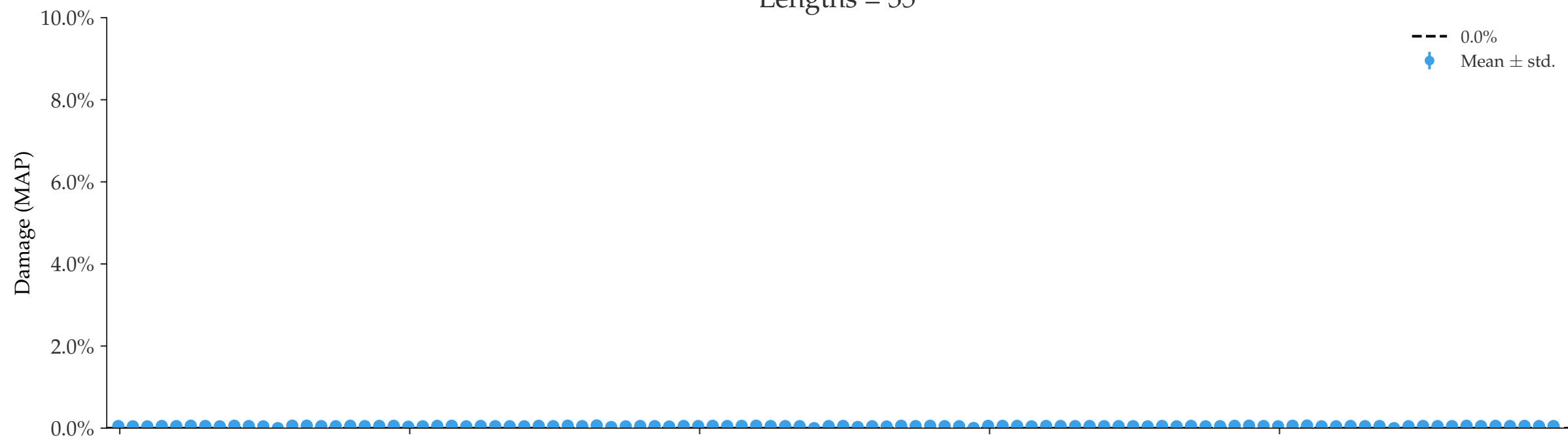


Individual damages:  
50000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%

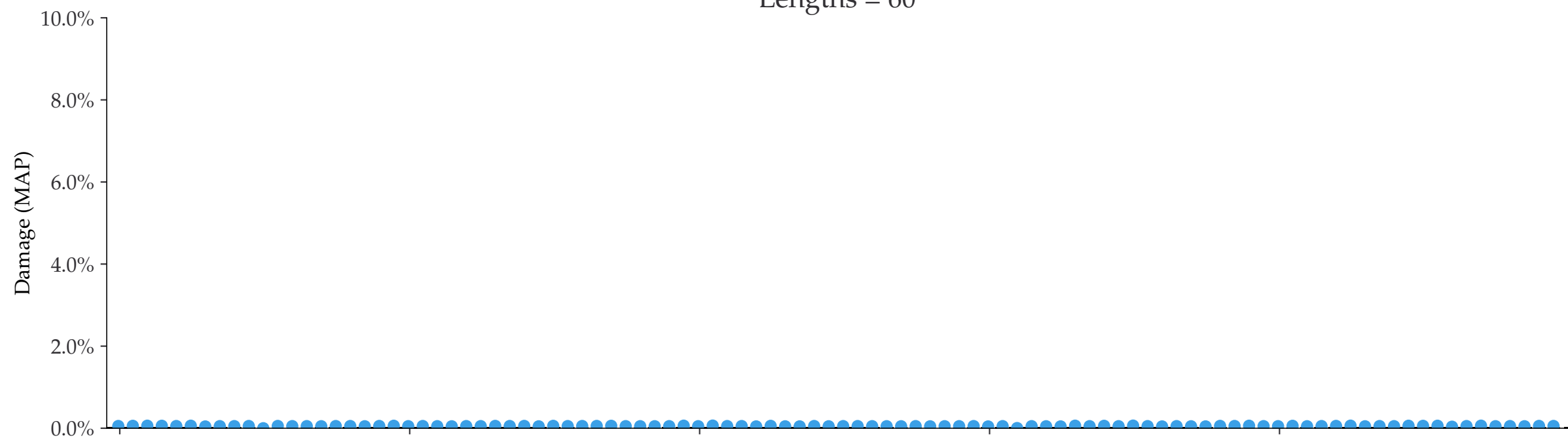


Individual damages:  
100000 reads  
Briggs damage = 0.0  
Damage percent (approx) = 0%

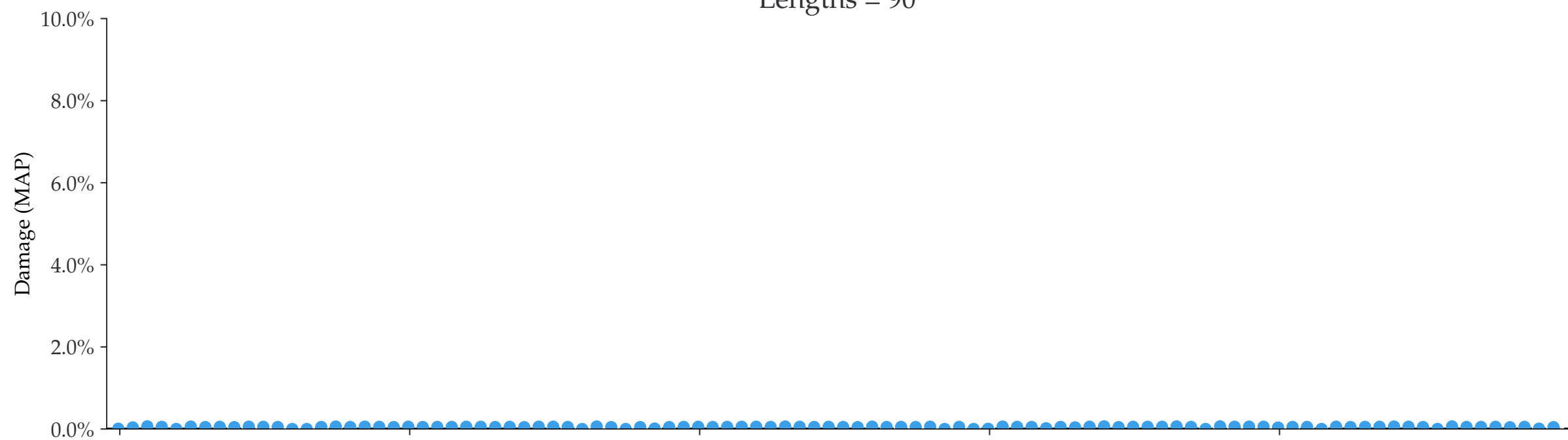
Lengths = 35



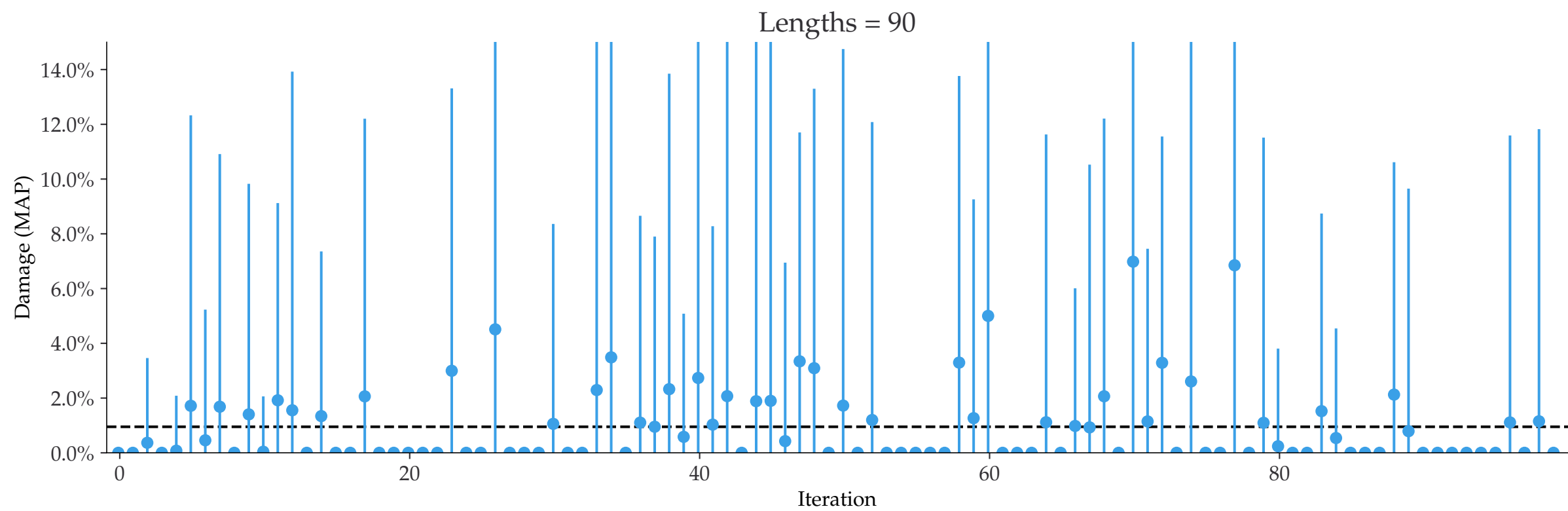
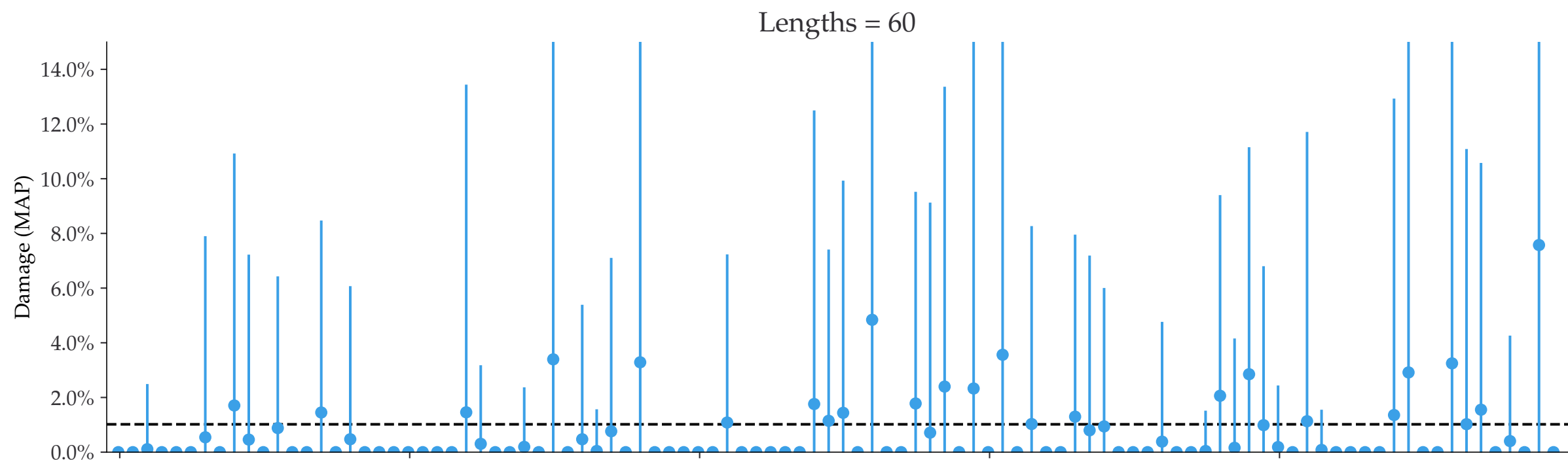
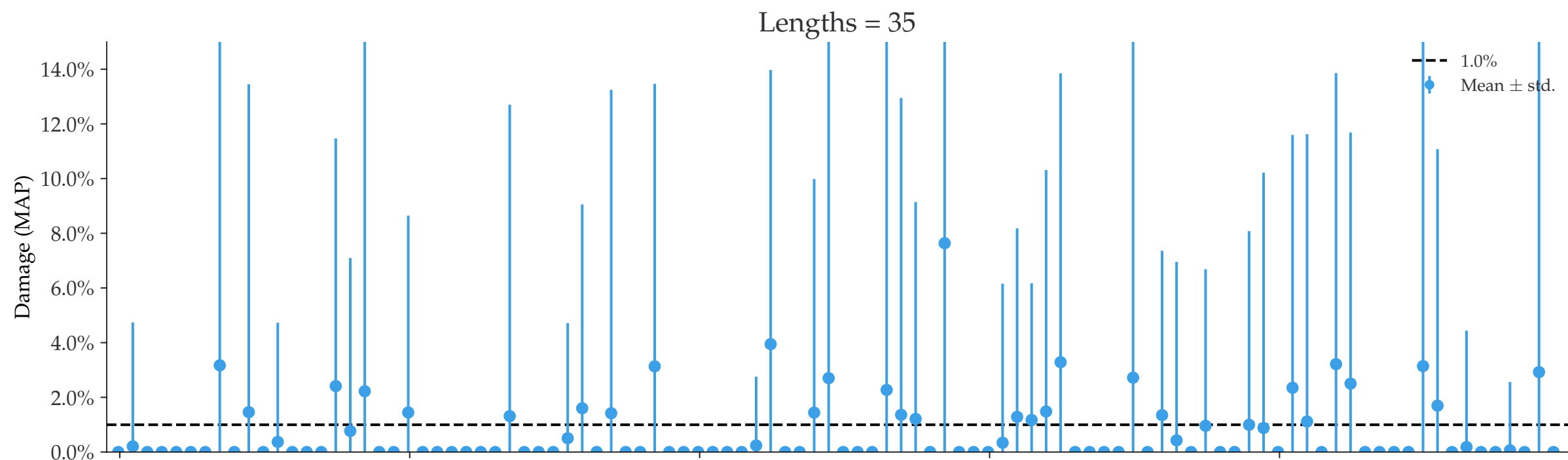
Lengths = 60



Lengths = 90

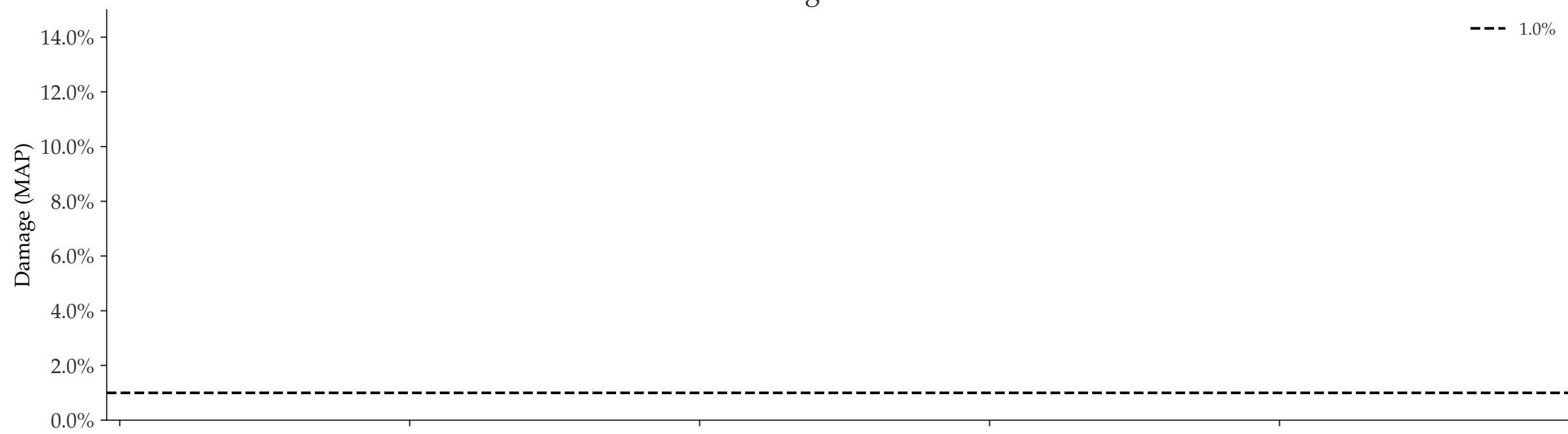


Individual damages:  
10 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

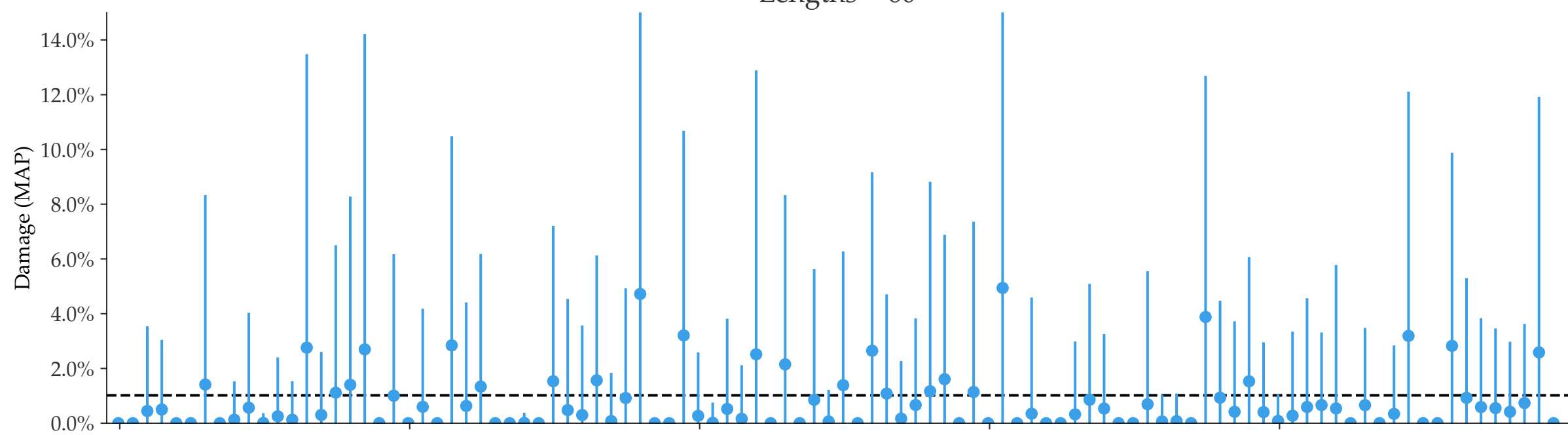


Individual damages:  
25 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

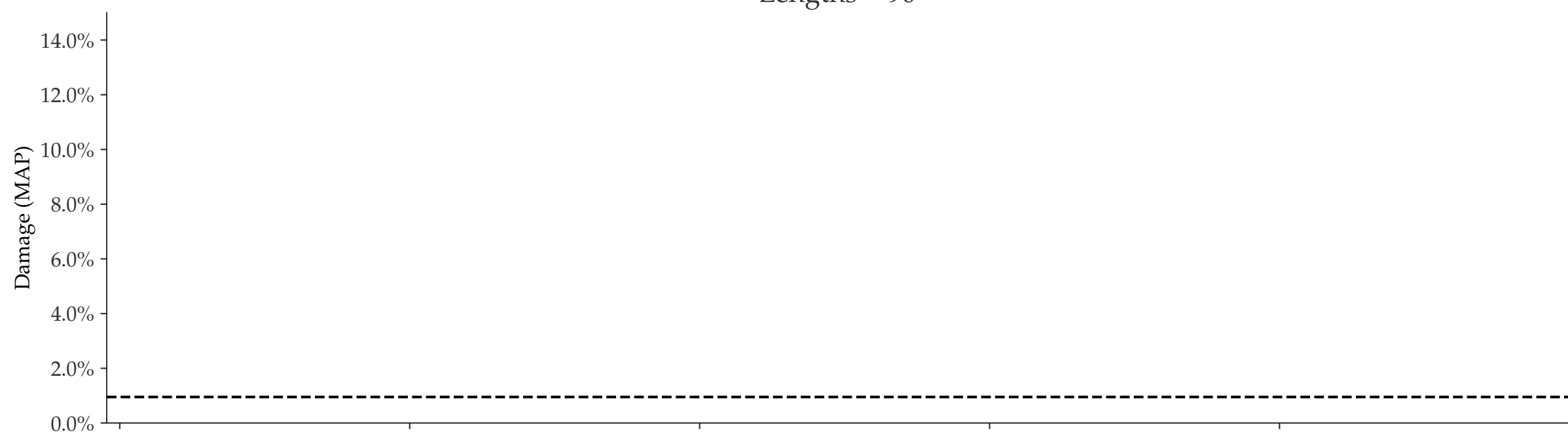
Lengths = 35



Lengths = 60



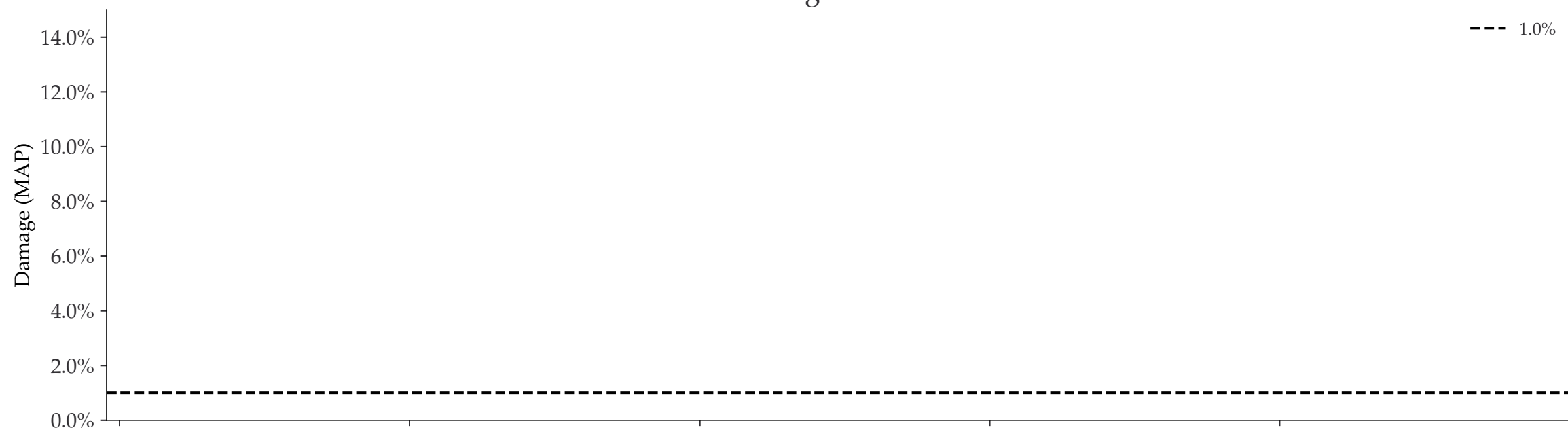
Lengths = 90



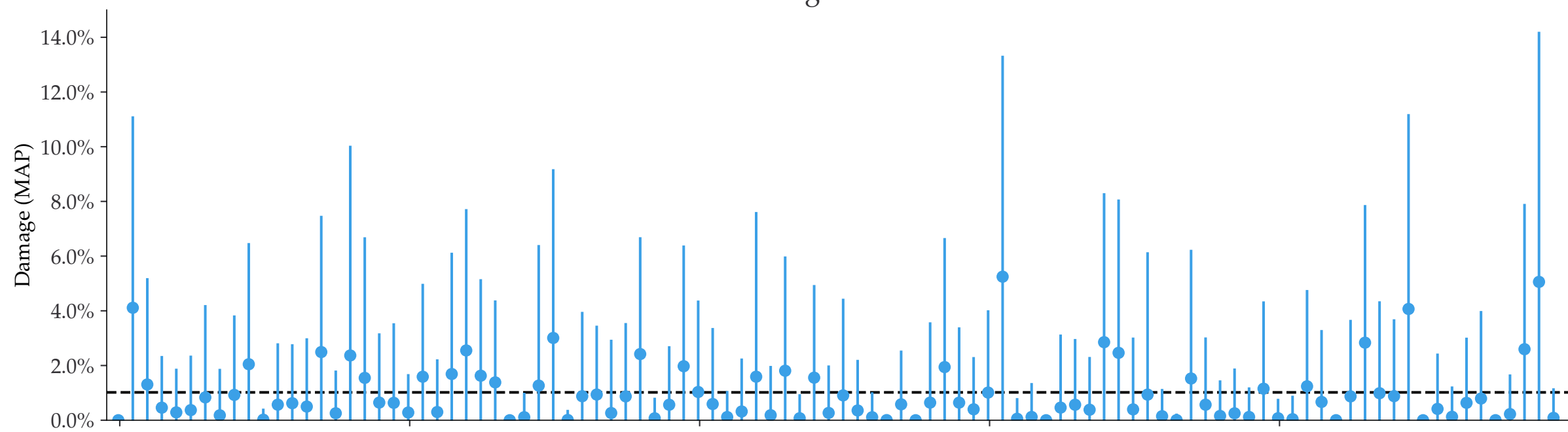
Iteration

Individual damages:  
50 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

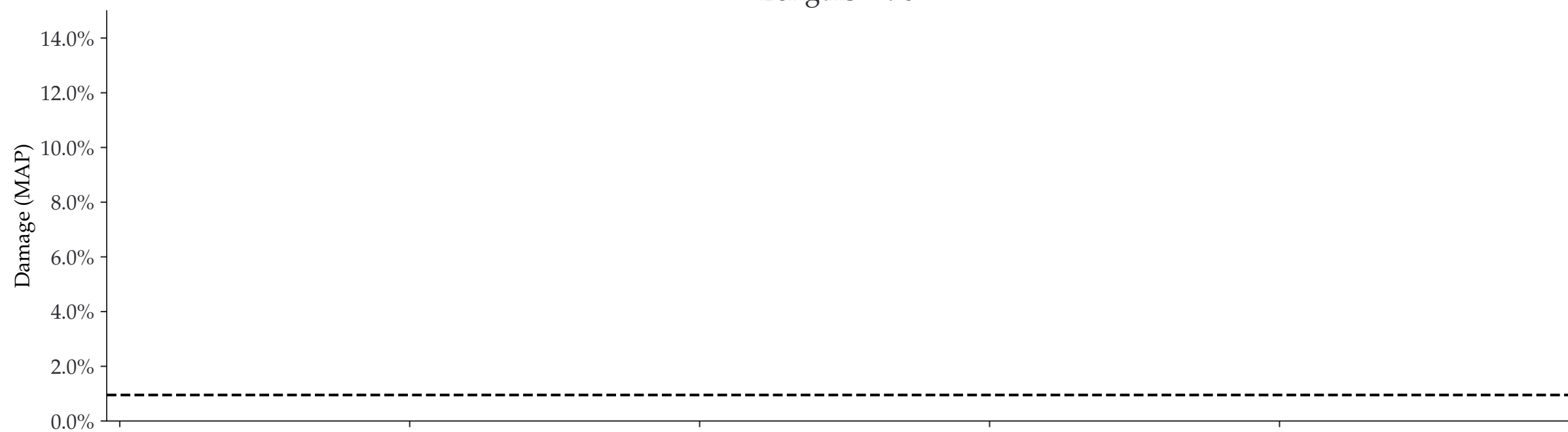
Lengths = 35



Lengths = 60



Lengths = 90

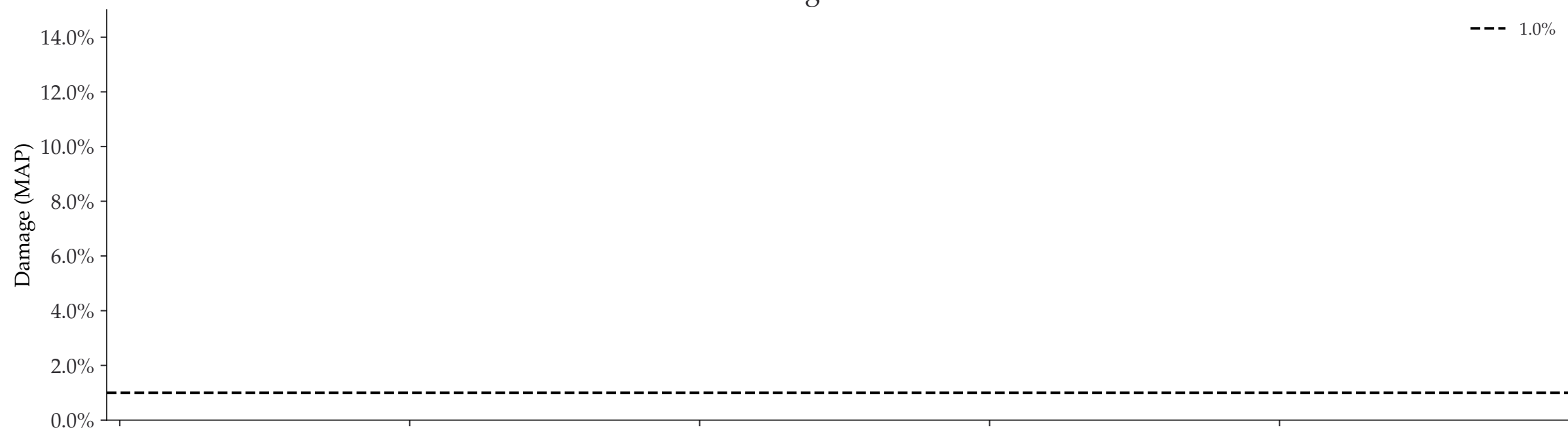


Iteration

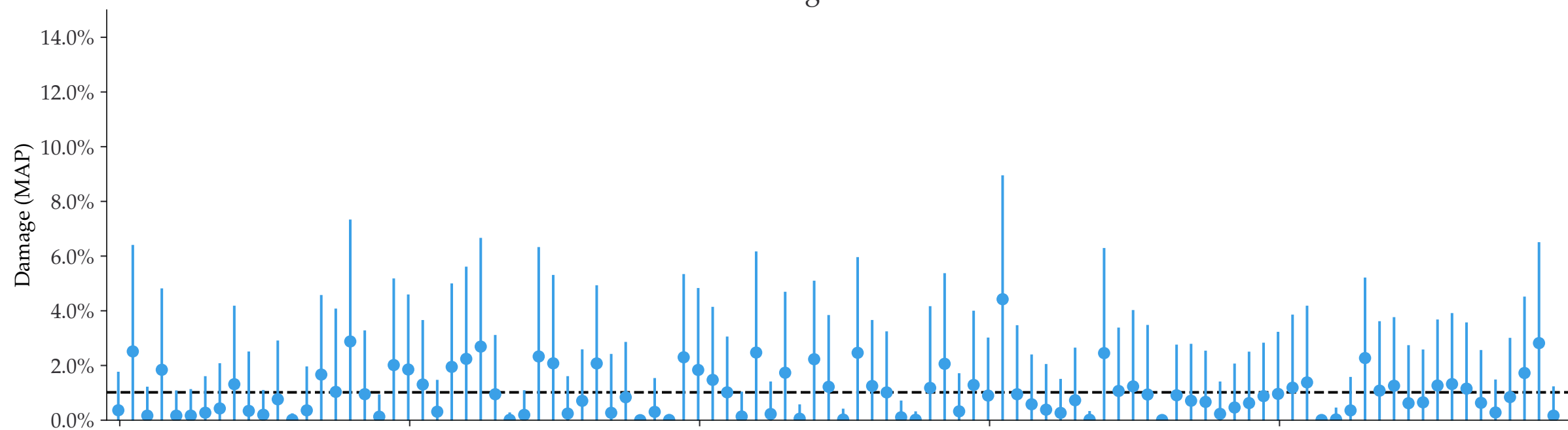


Individual damages:  
100 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

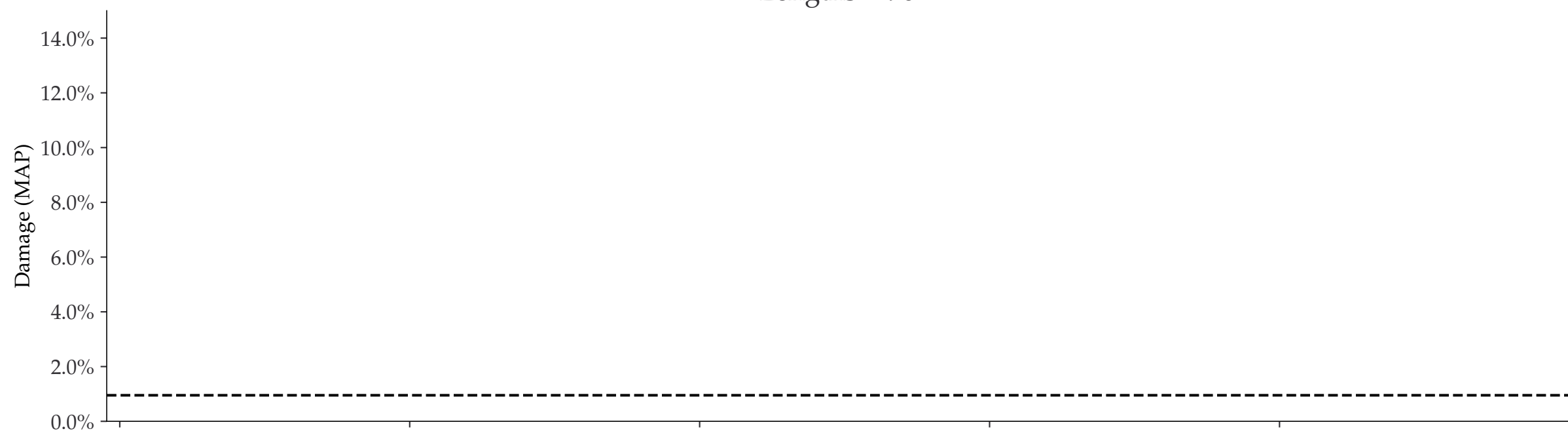
Lengths = 35



Lengths = 60



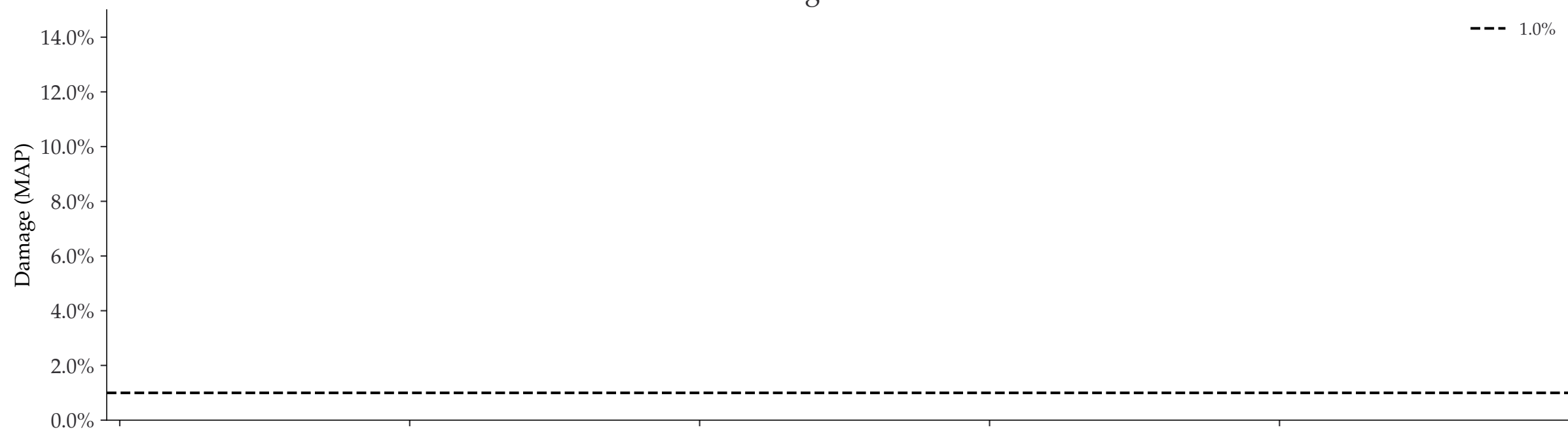
Lengths = 90



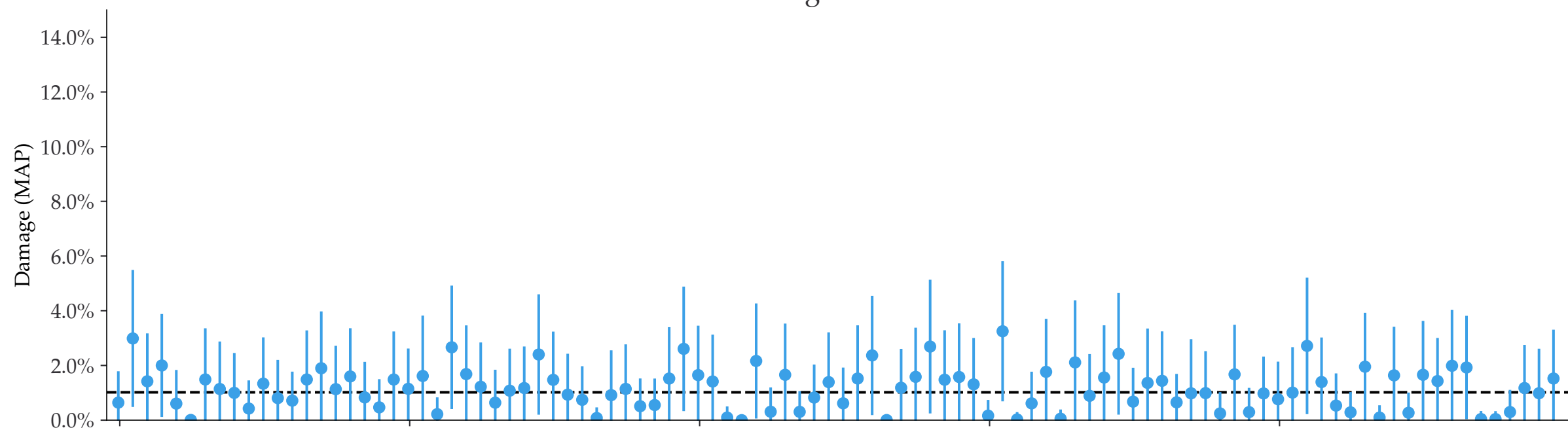
Iteration

Individual damages:  
250 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

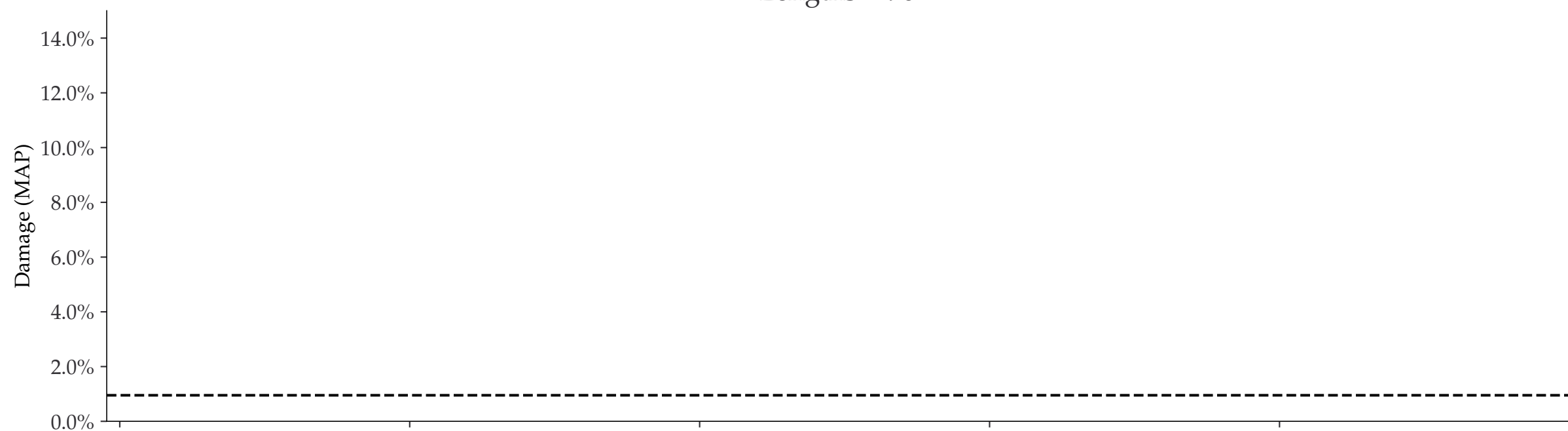
Lengths = 35



Lengths = 60



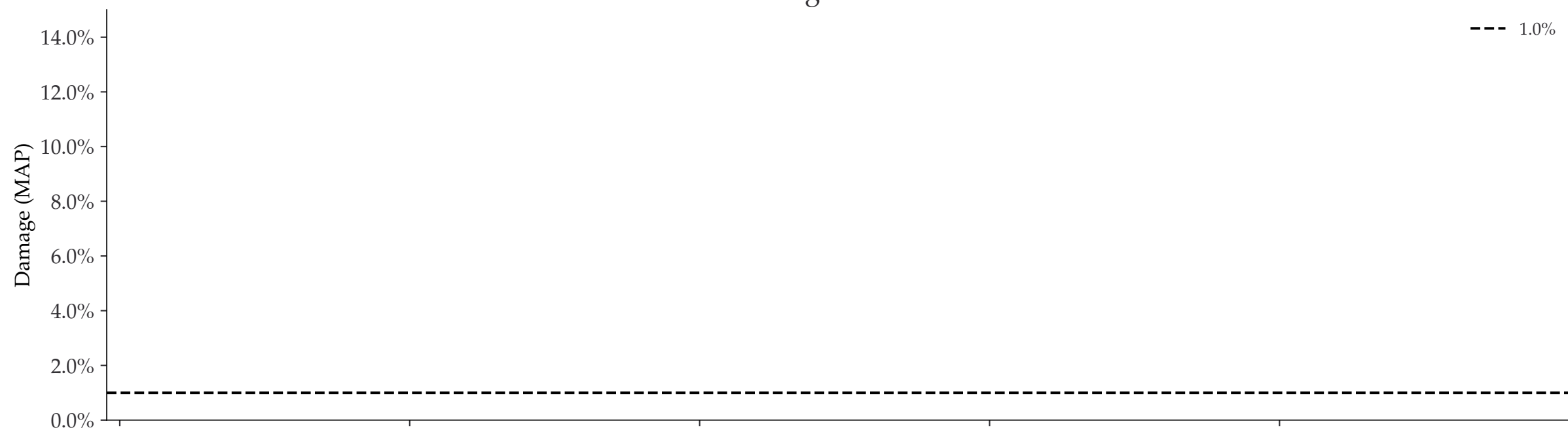
Lengths = 90



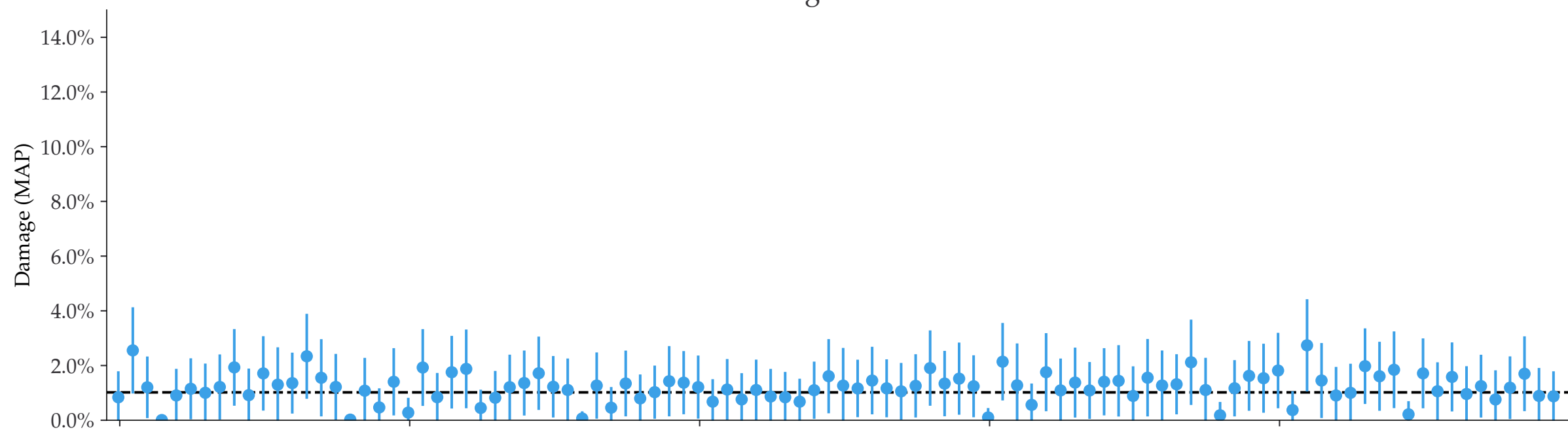
Iteration

Individual damages:  
500 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

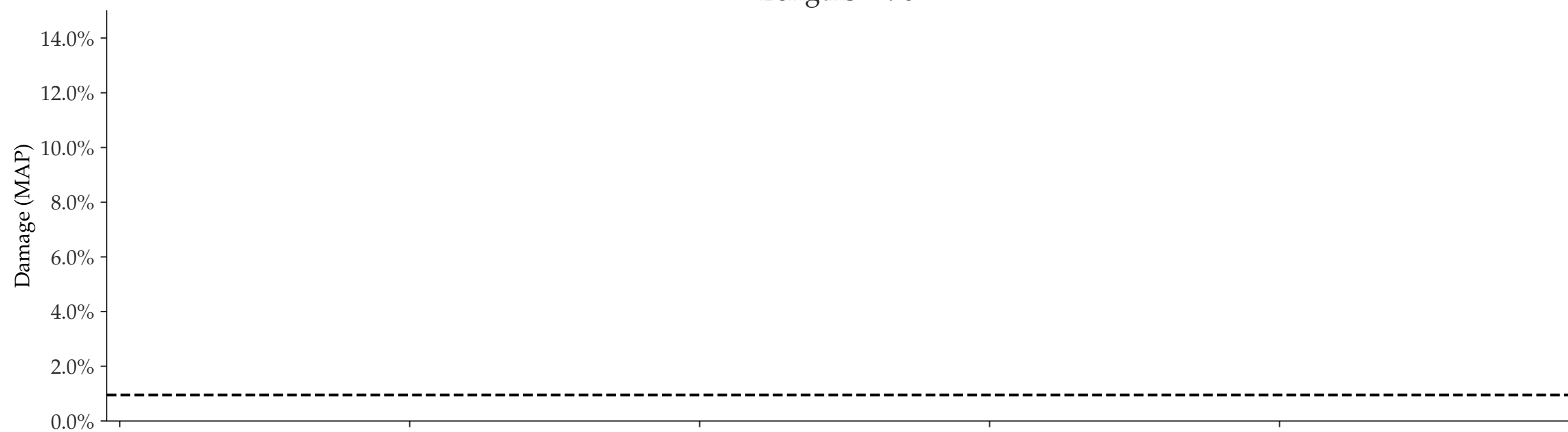
Lengths = 35



Lengths = 60

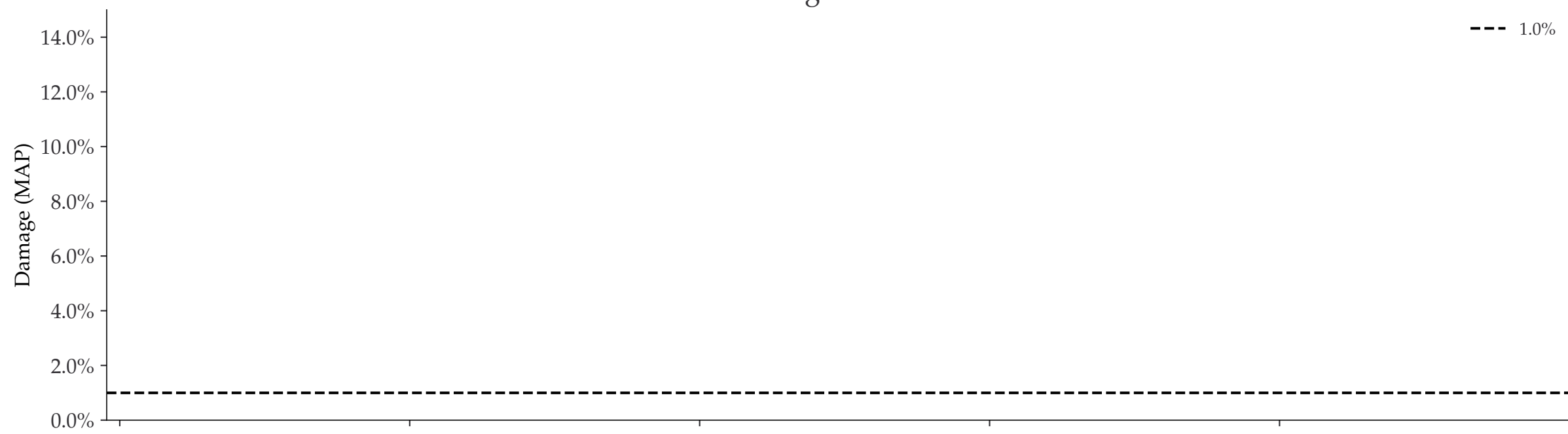


Lengths = 90

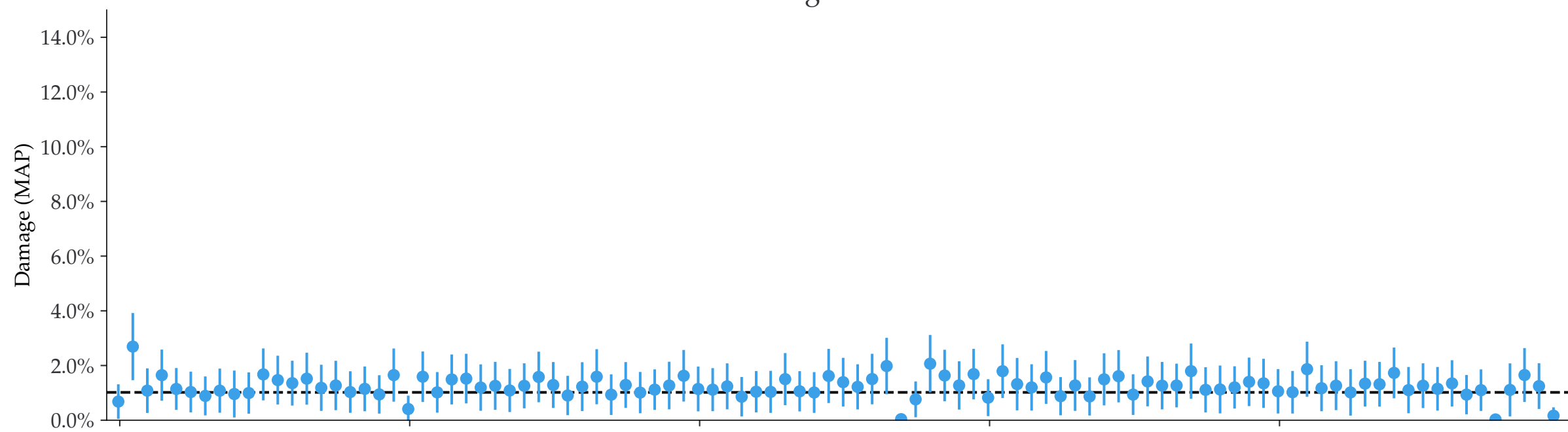


Individual damages:  
1000 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

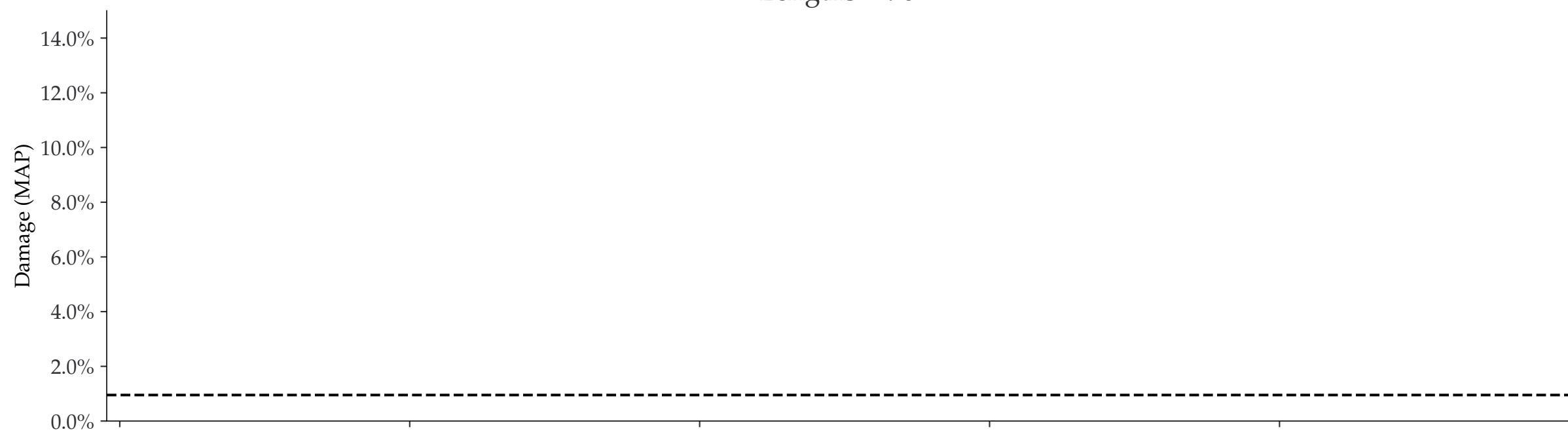
Lengths = 35



Lengths = 60



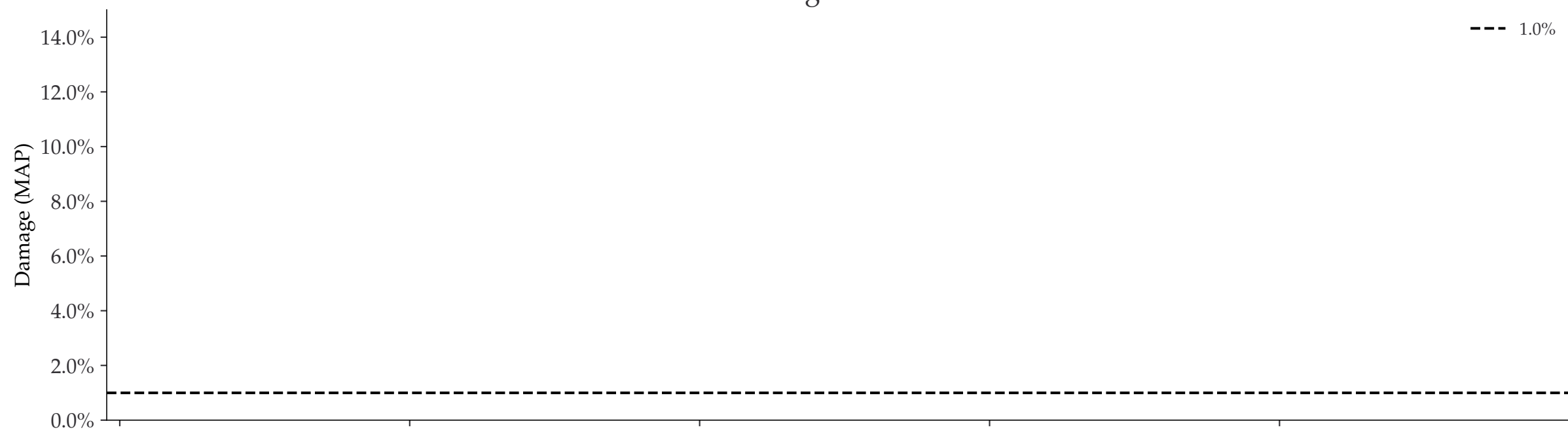
Lengths = 90



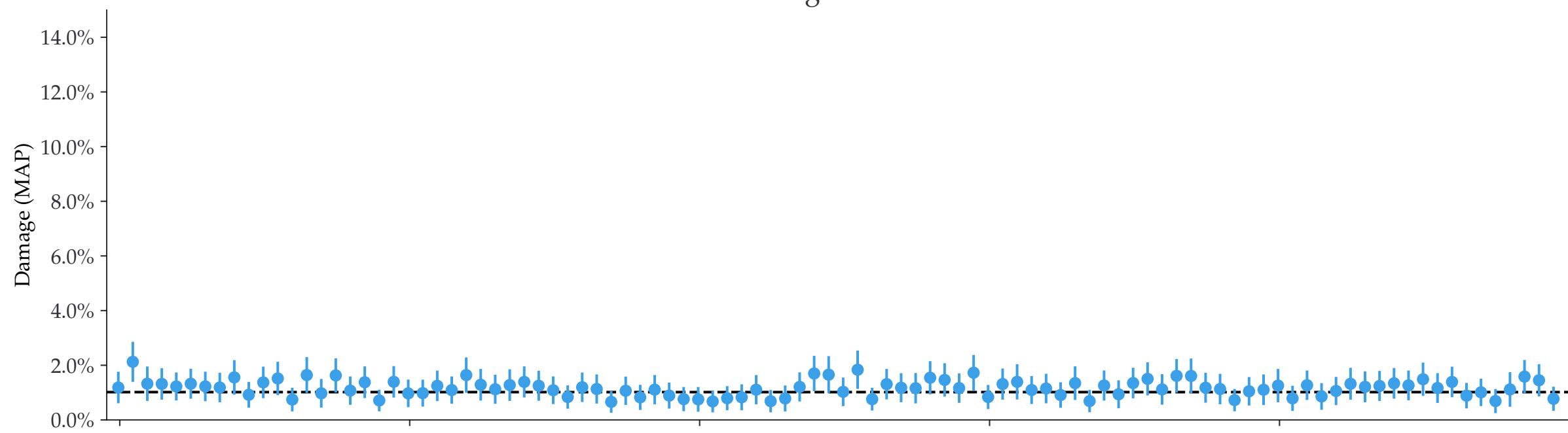
Iteration

Individual damages:  
2500 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

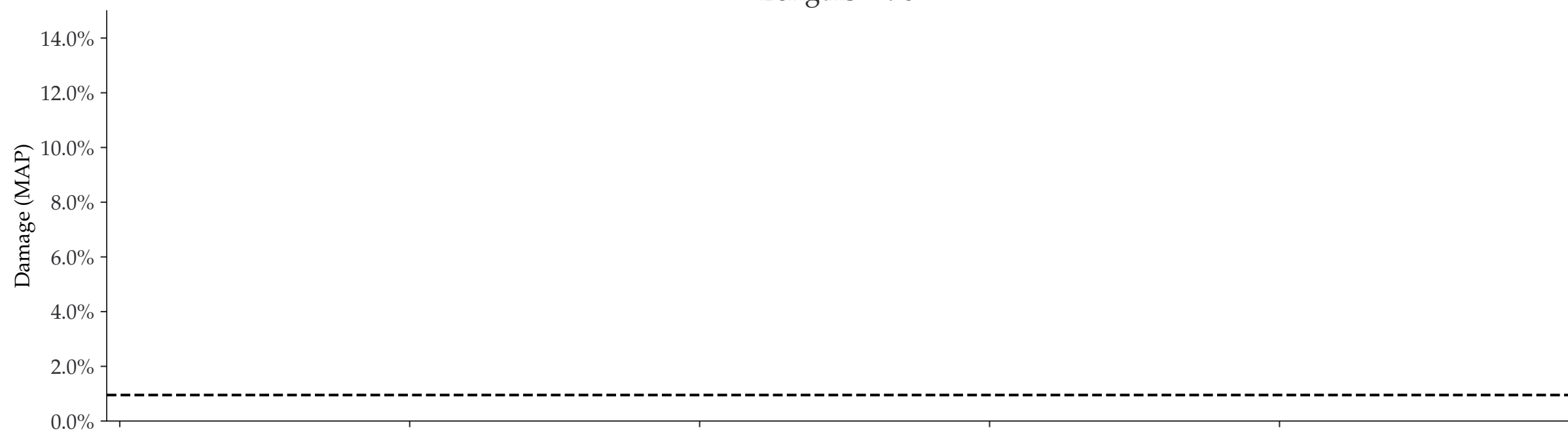
Lengths = 35



Lengths = 60

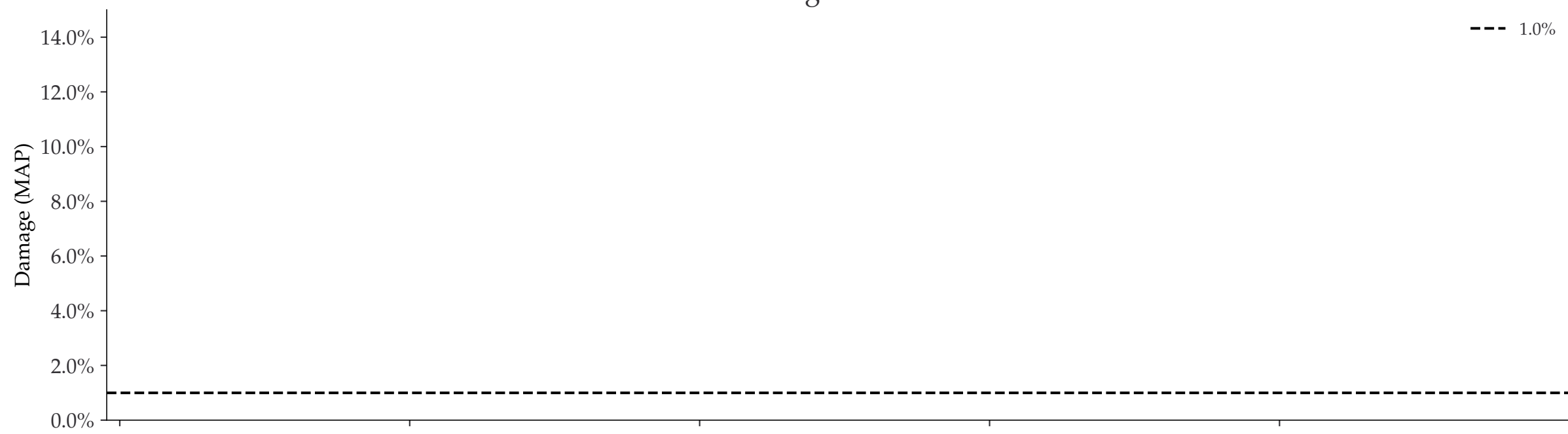


Lengths = 90

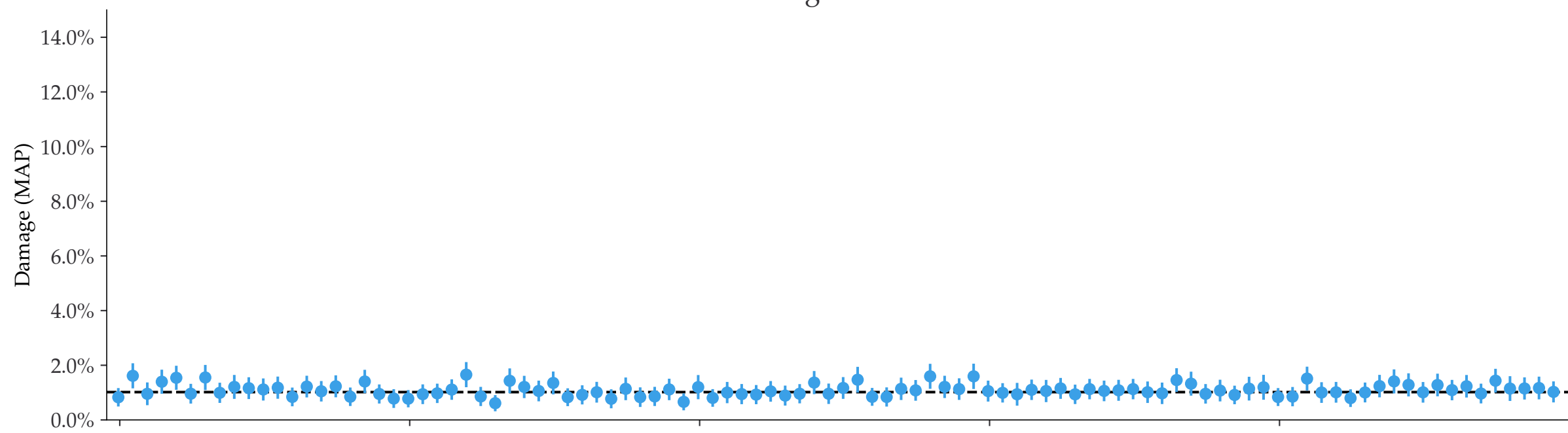


Individual damages:  
5000 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

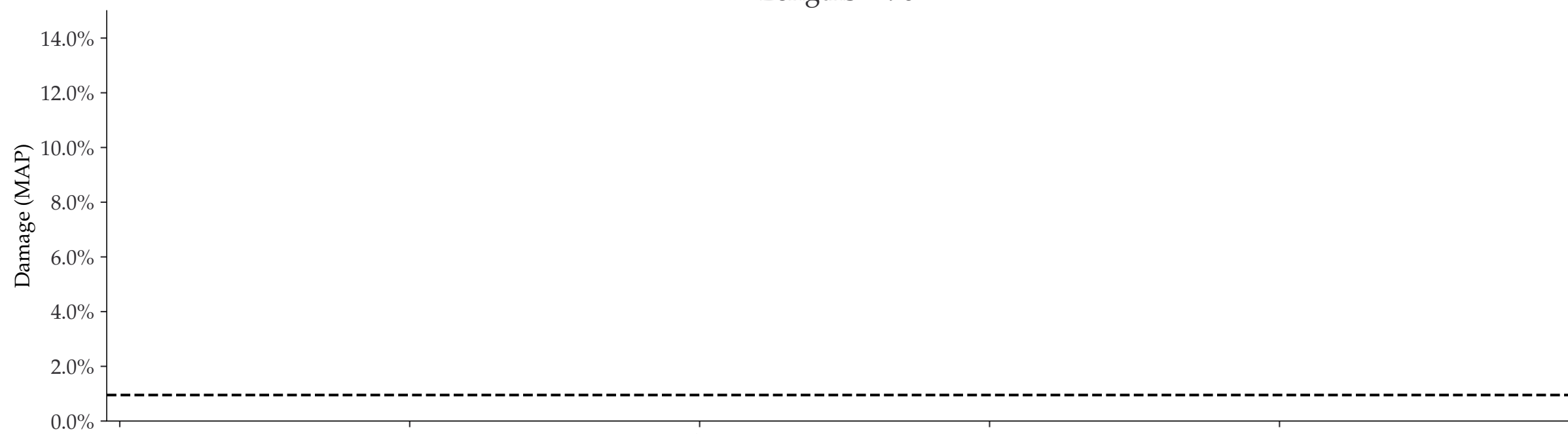
Lengths = 35



Lengths = 60

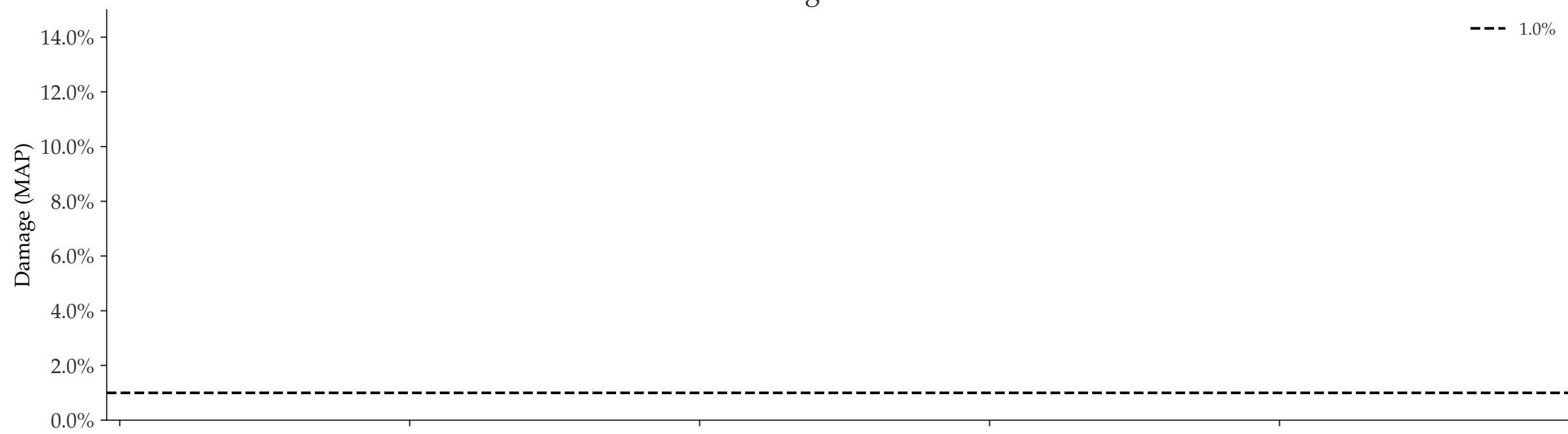


Lengths = 90

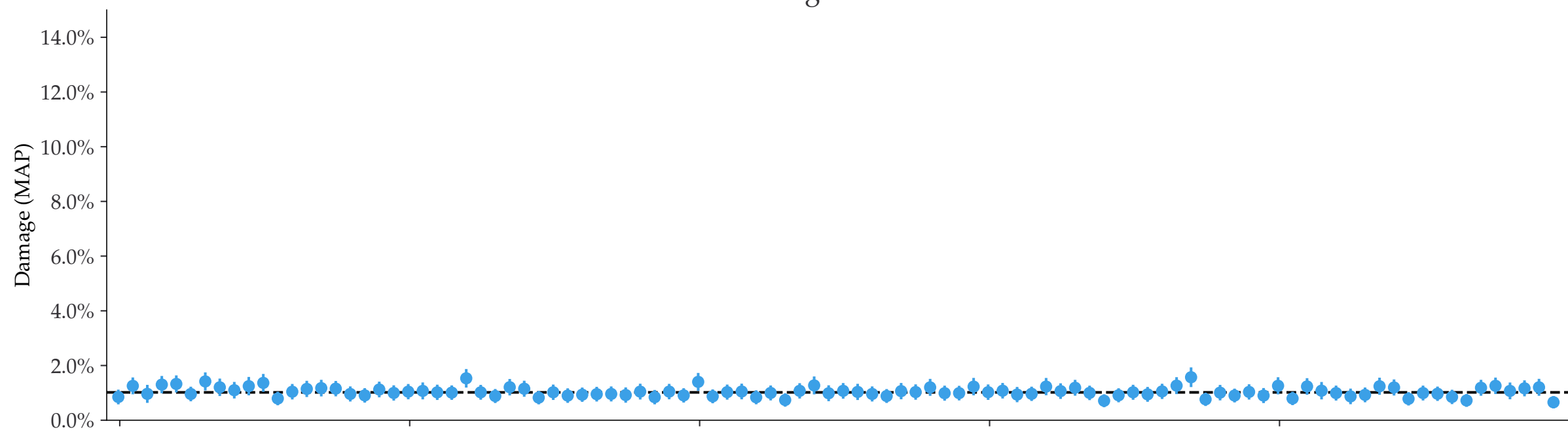


Individual damages:  
10000 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

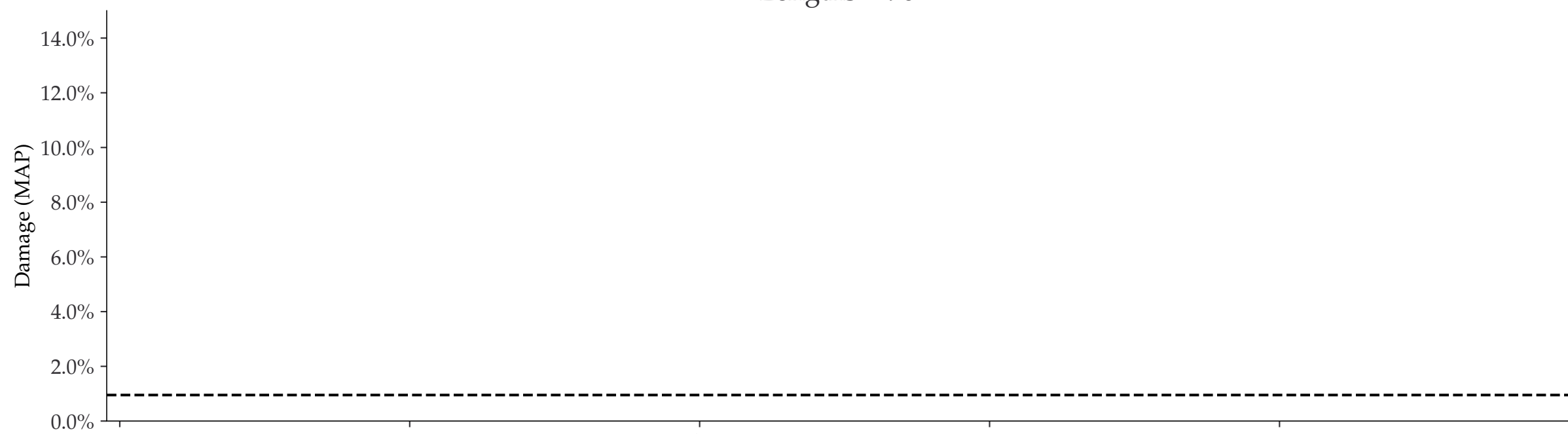
Lengths = 35



Lengths = 60

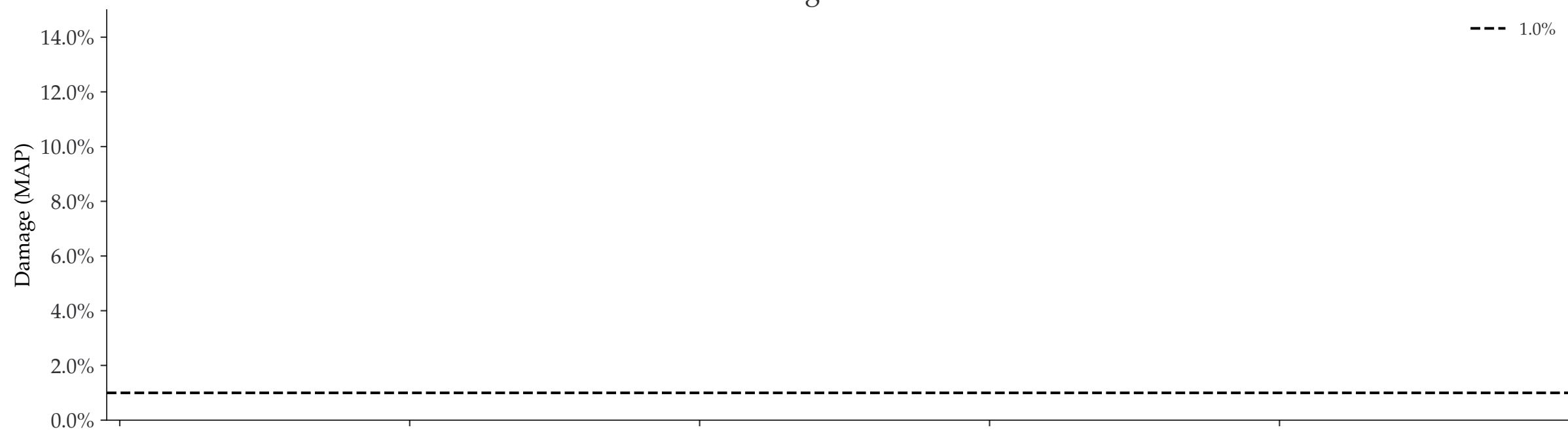


Lengths = 90

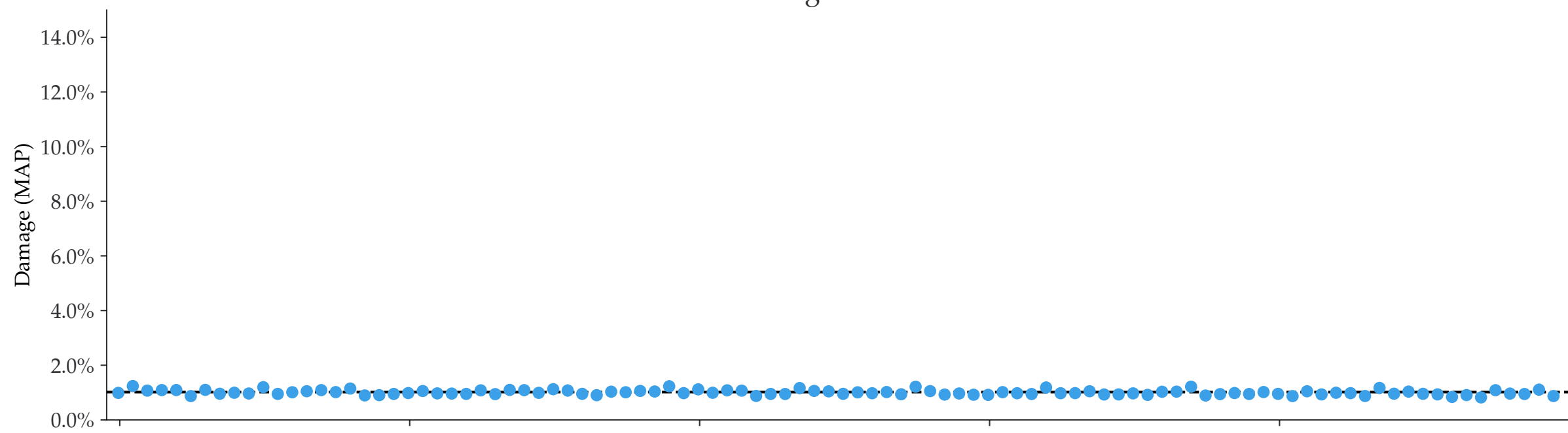


Individual damages:  
25000 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

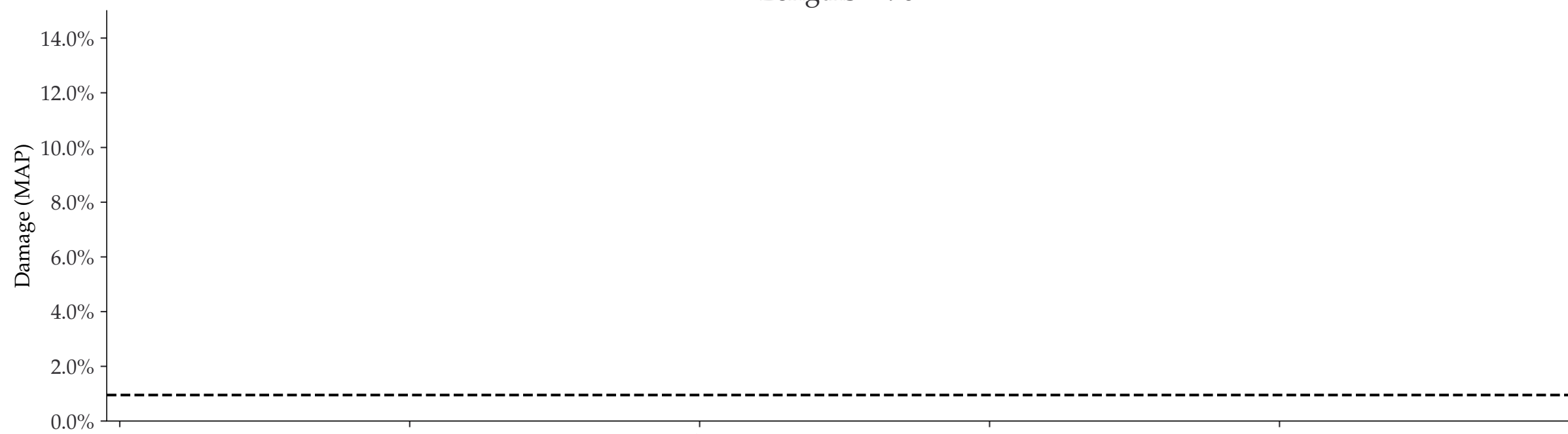
Lengths = 35



Lengths = 60



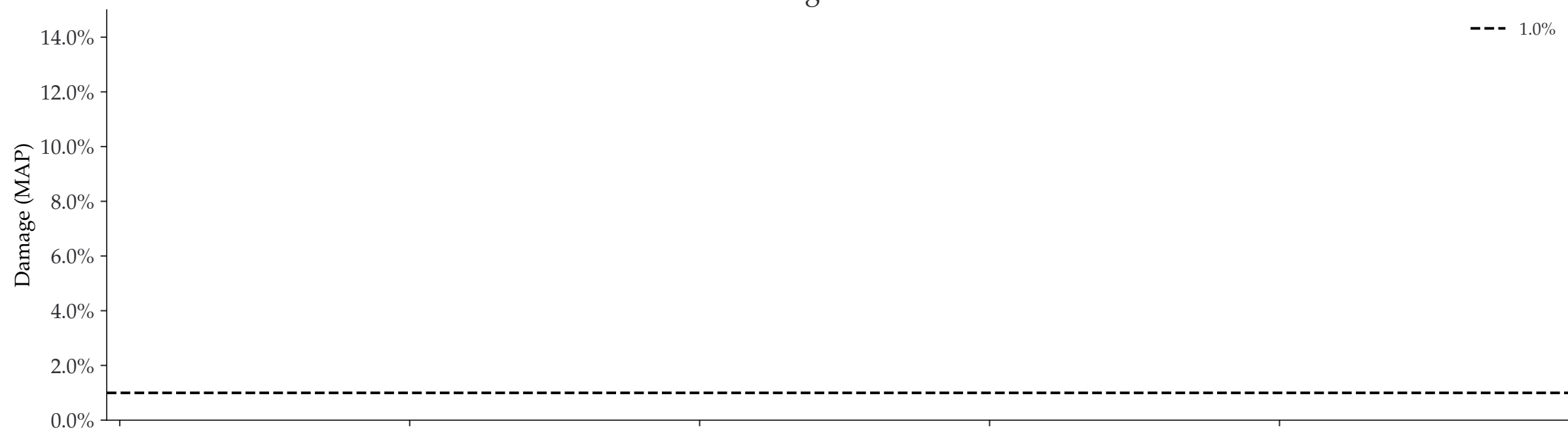
Lengths = 90



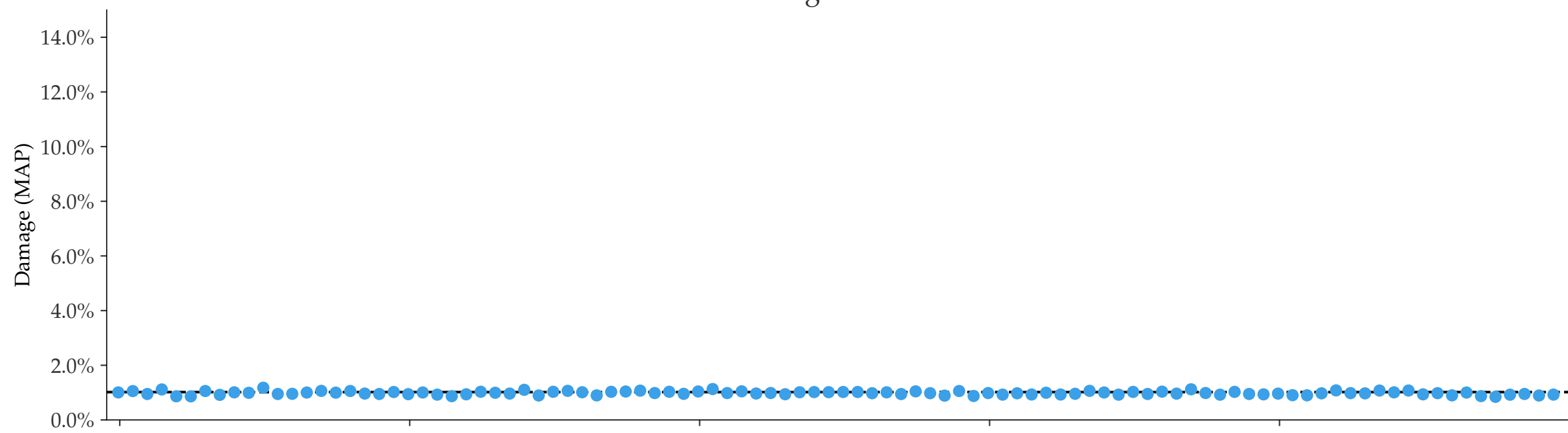


Individual damages:  
50000 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

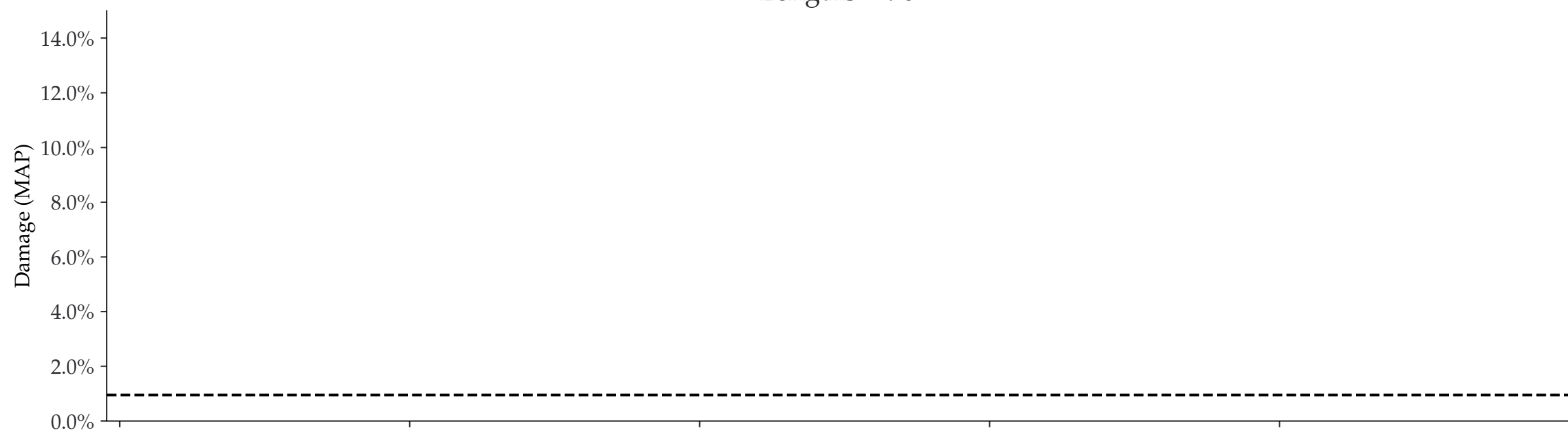
Lengths = 35



Lengths = 60



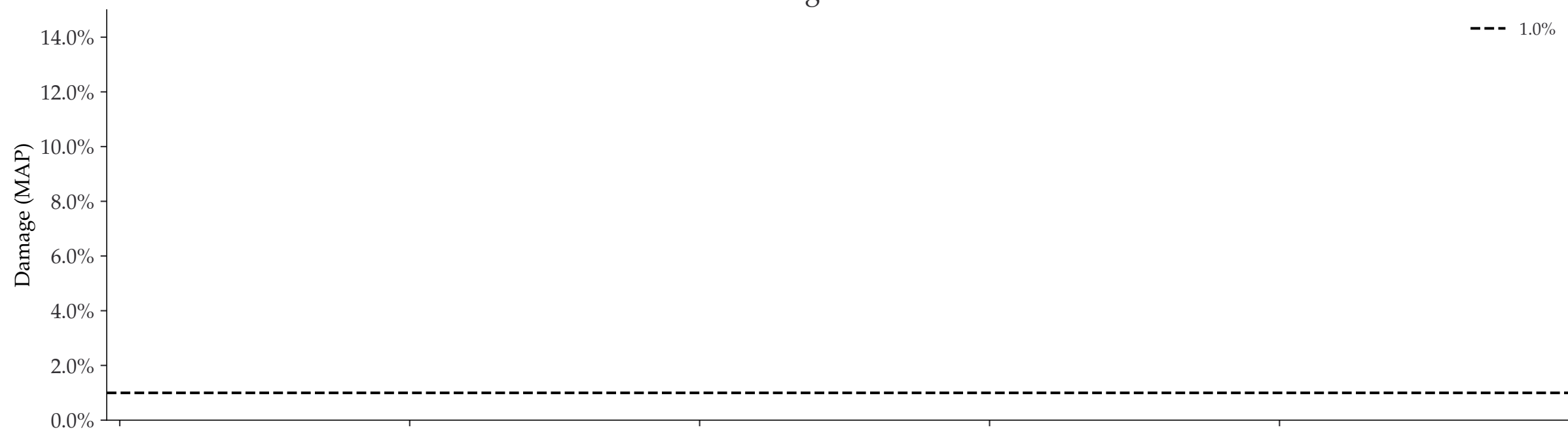
Lengths = 90



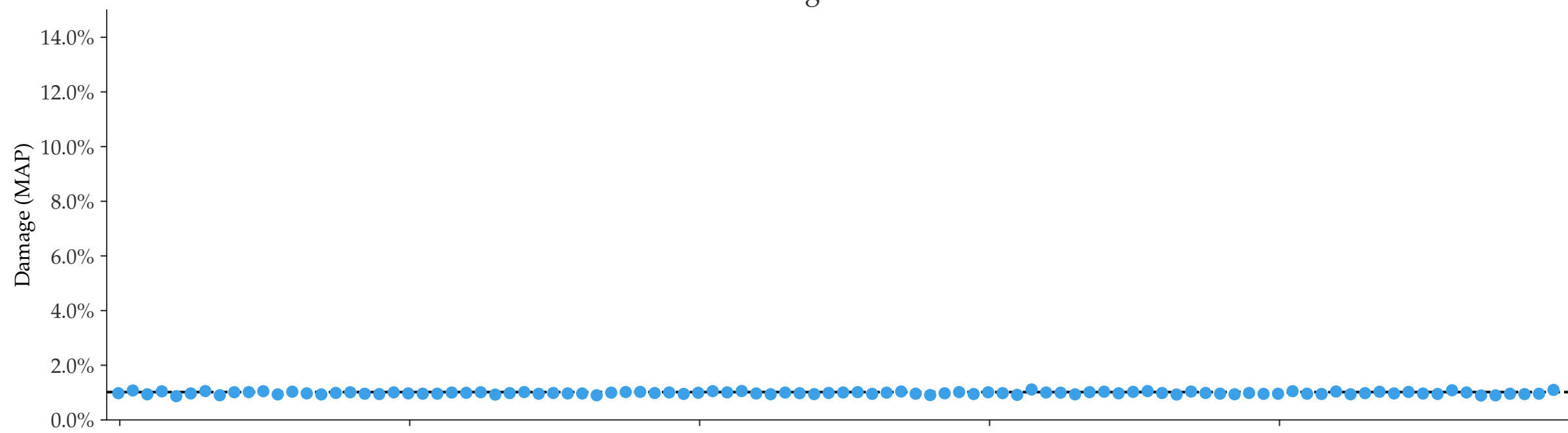
Iteration

Individual damages:  
100000 reads  
Briggs damage = 0.035  
Damage percent (approx) = 1%

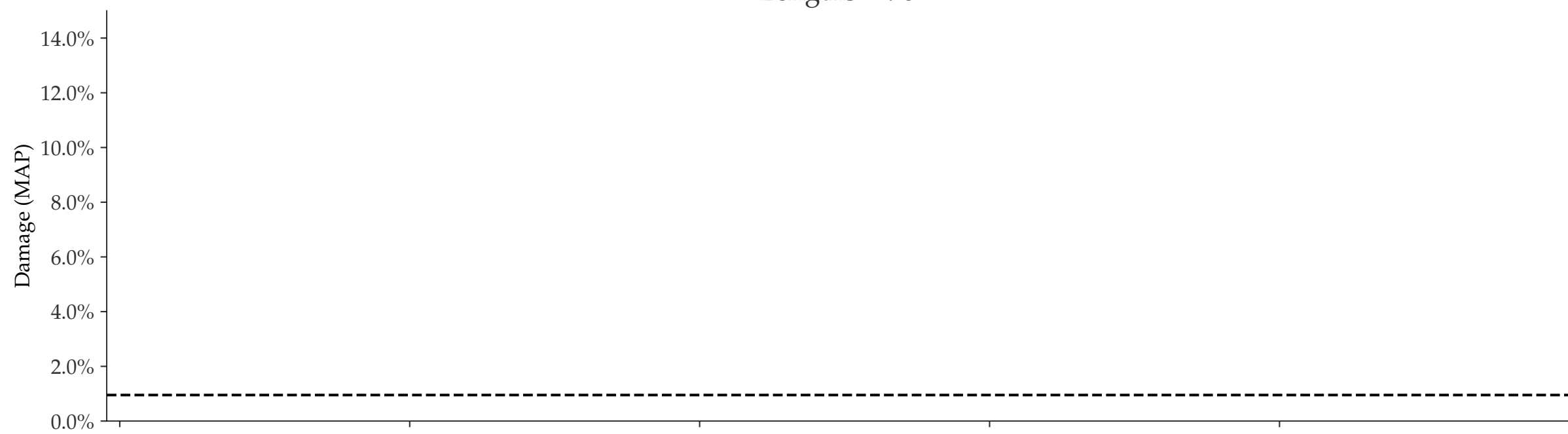
Lengths = 35



Lengths = 60

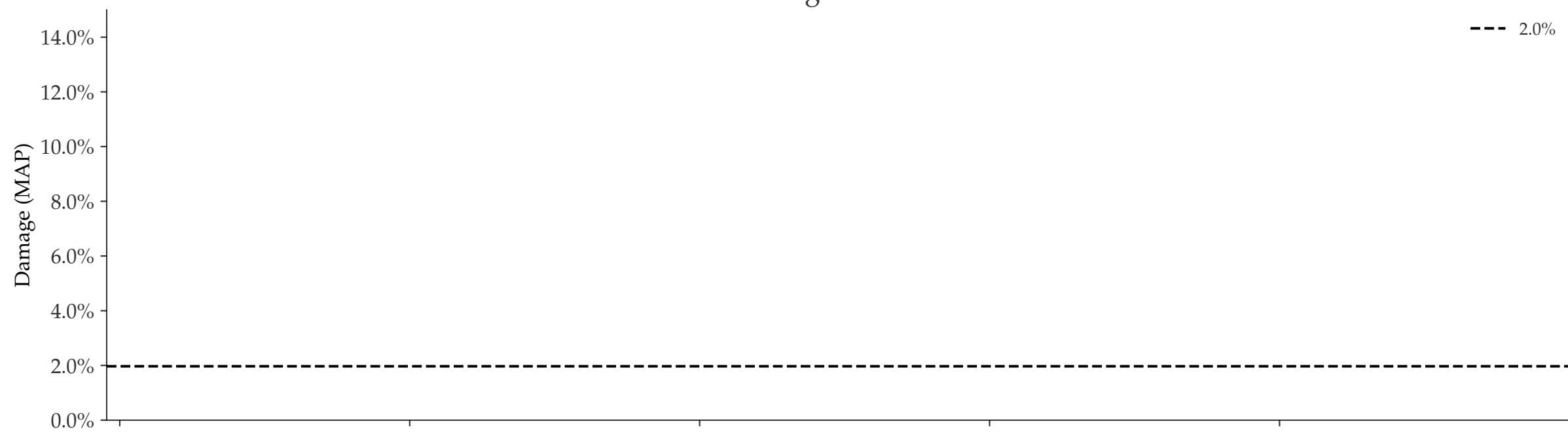


Lengths = 90

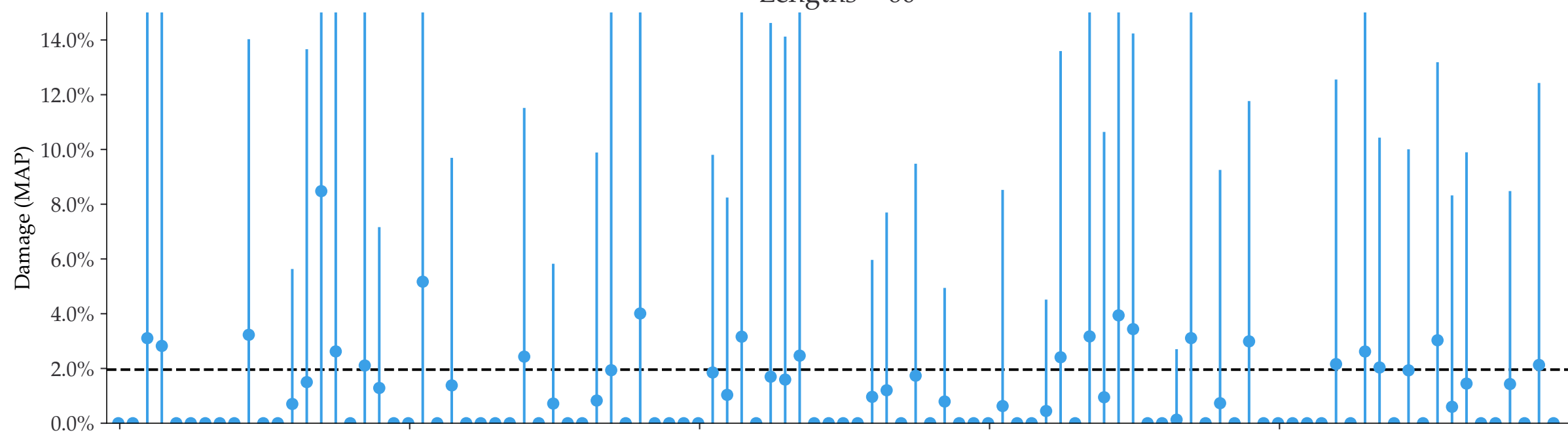


Individual damages:  
10 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

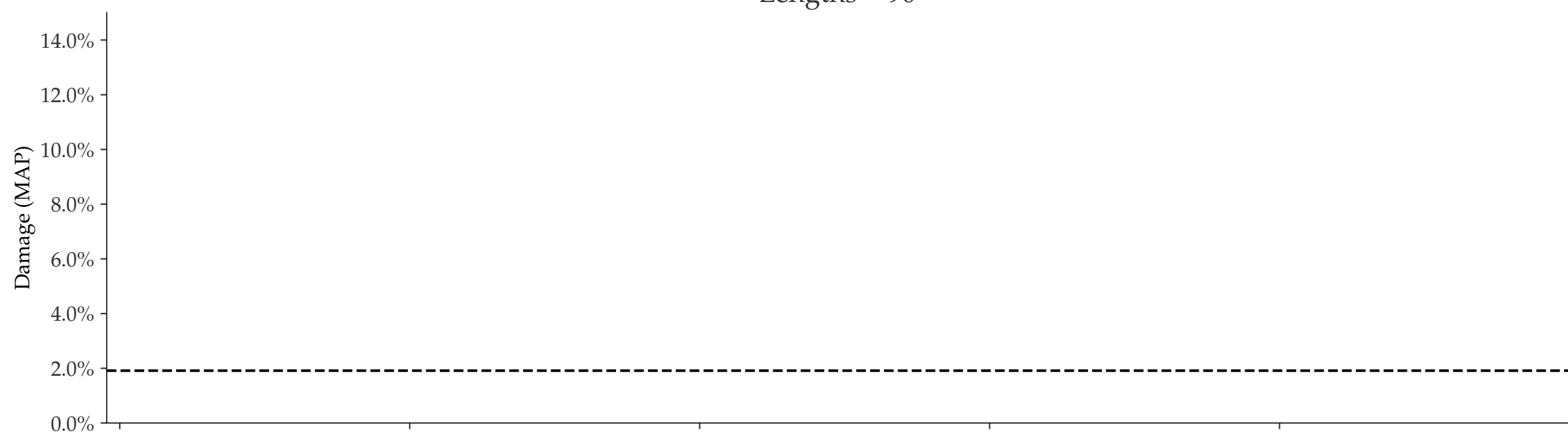
Lengths = 35



Lengths = 60



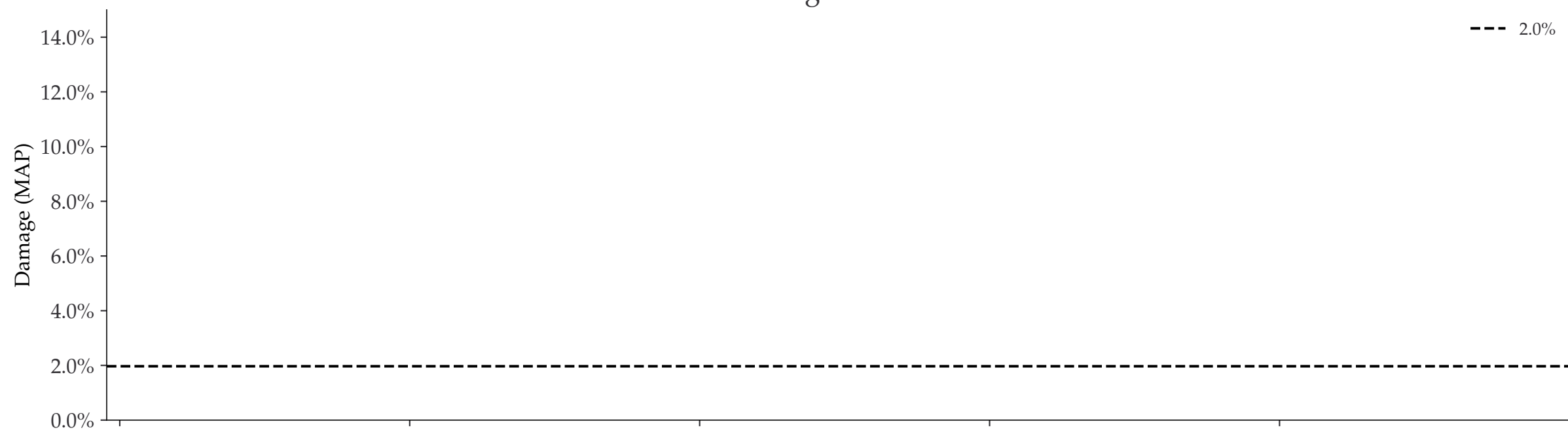
Lengths = 90



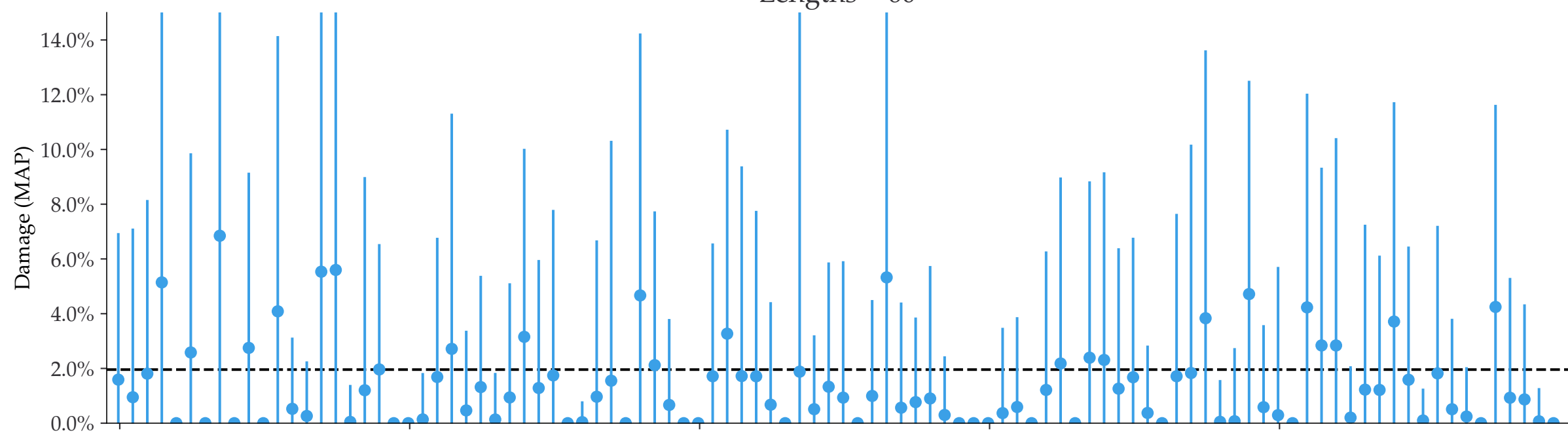
Iteration

Individual damages:  
25 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

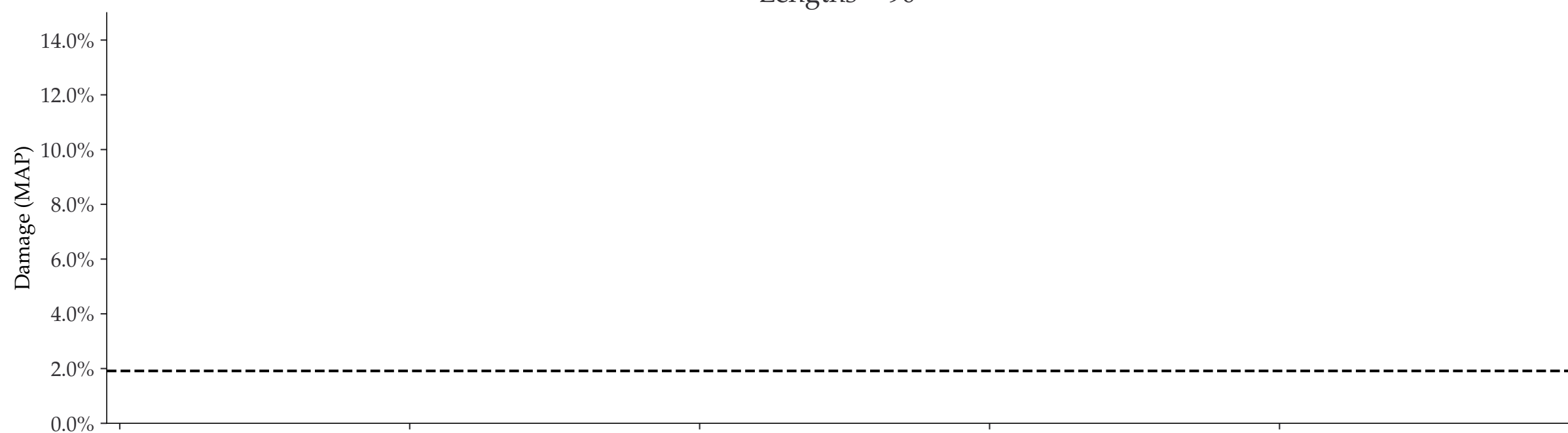
Lengths = 35



Lengths = 60



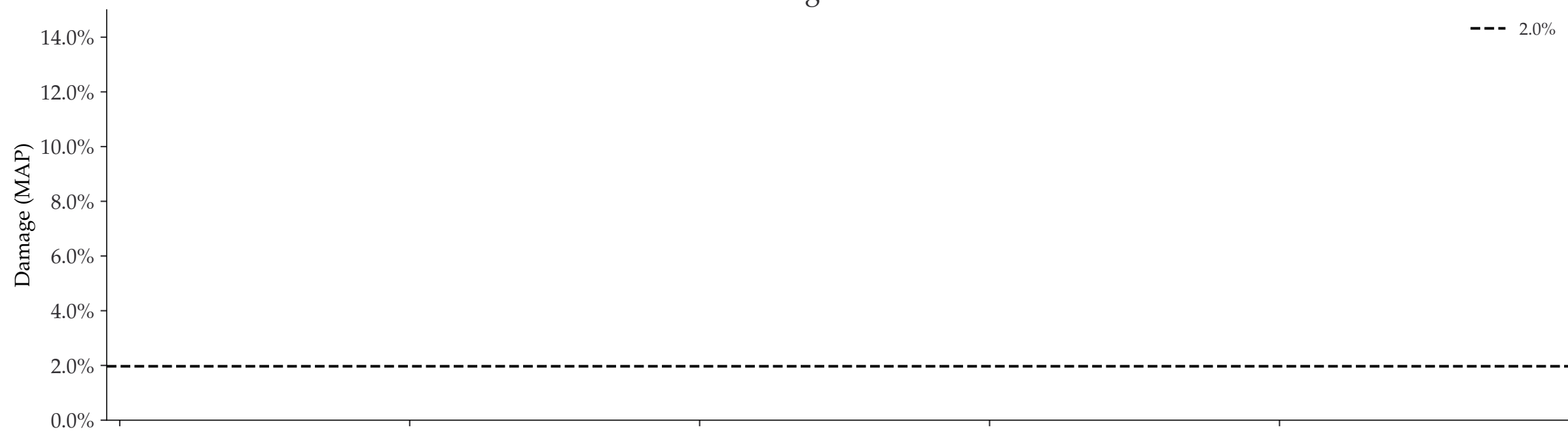
Lengths = 90



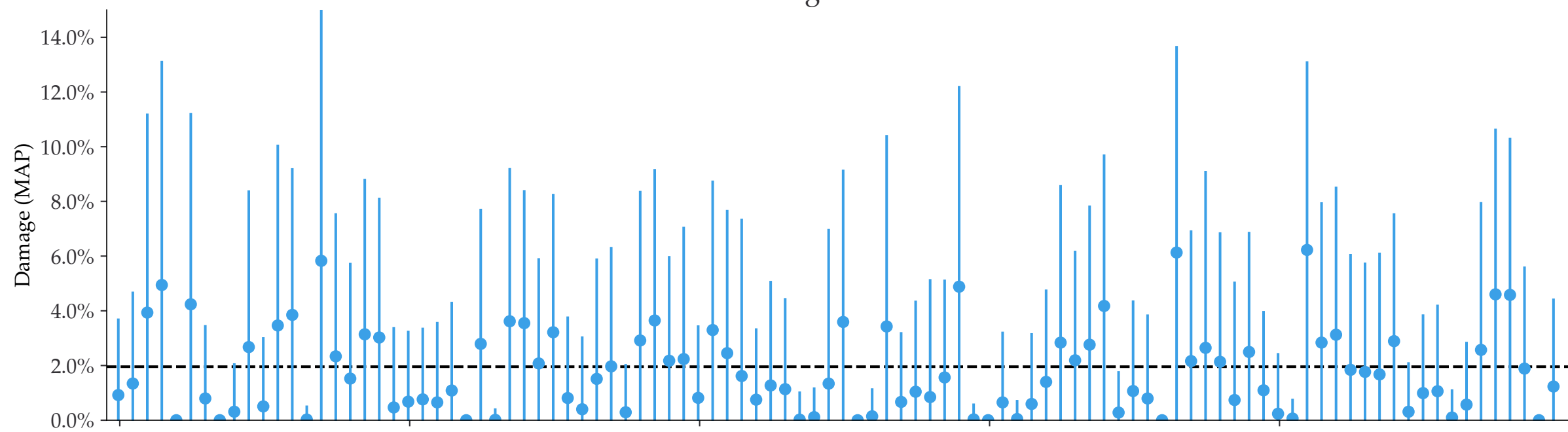
Iteration

Individual damages:  
50 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

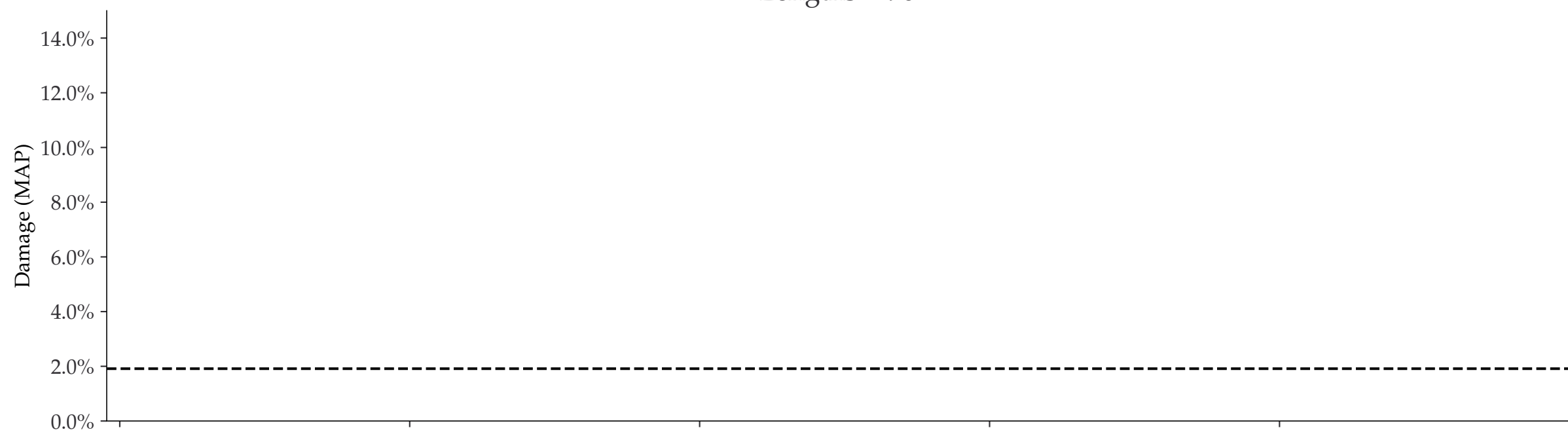
Lengths = 35



Lengths = 60



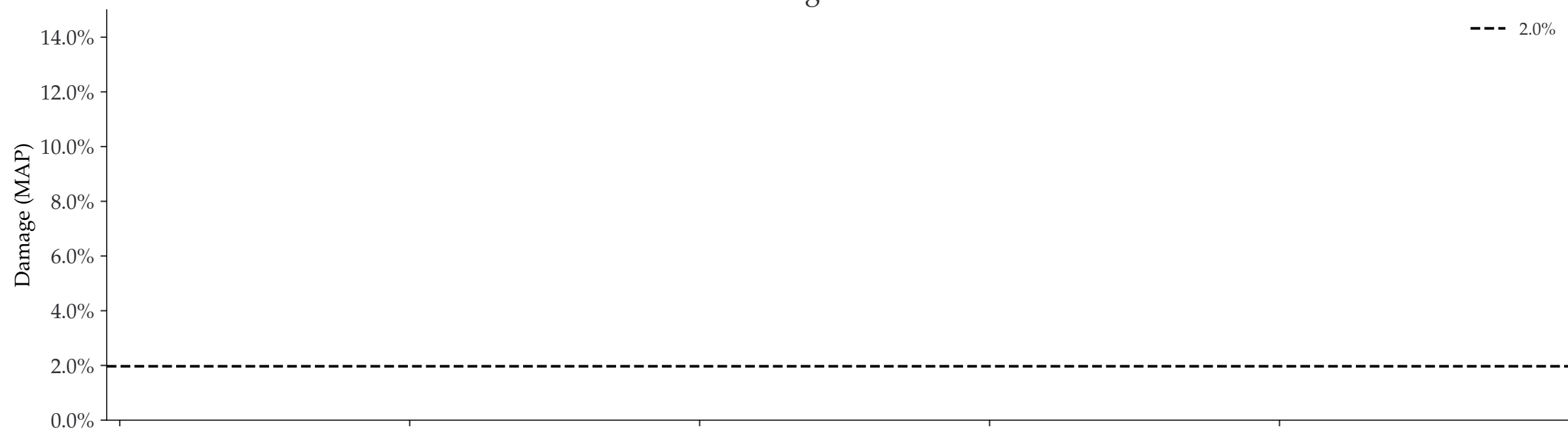
Lengths = 90



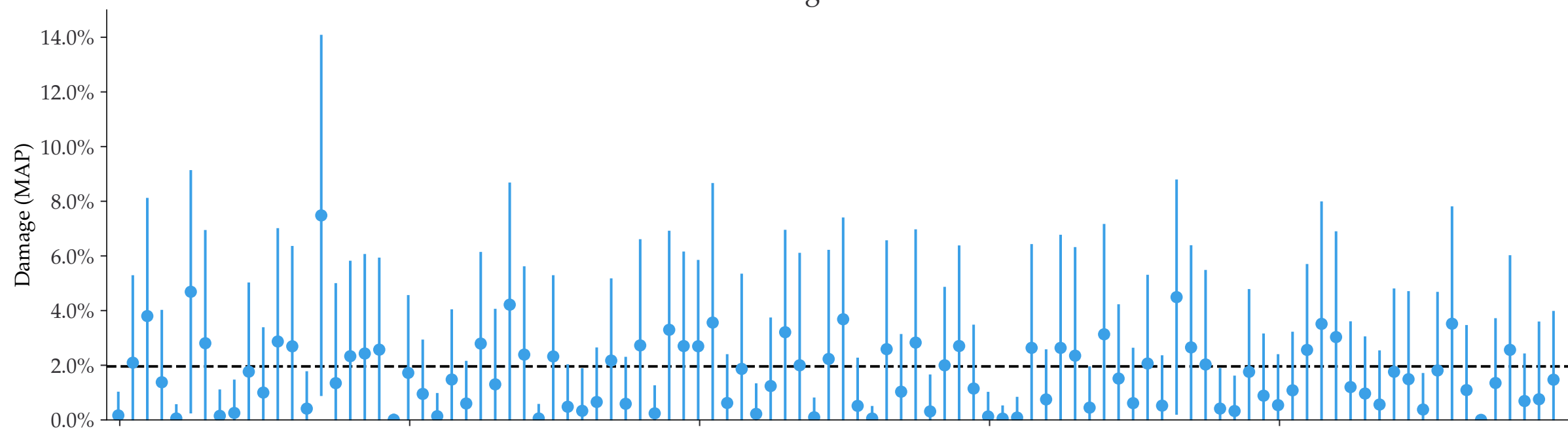
Iteration

Individual damages:  
100 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

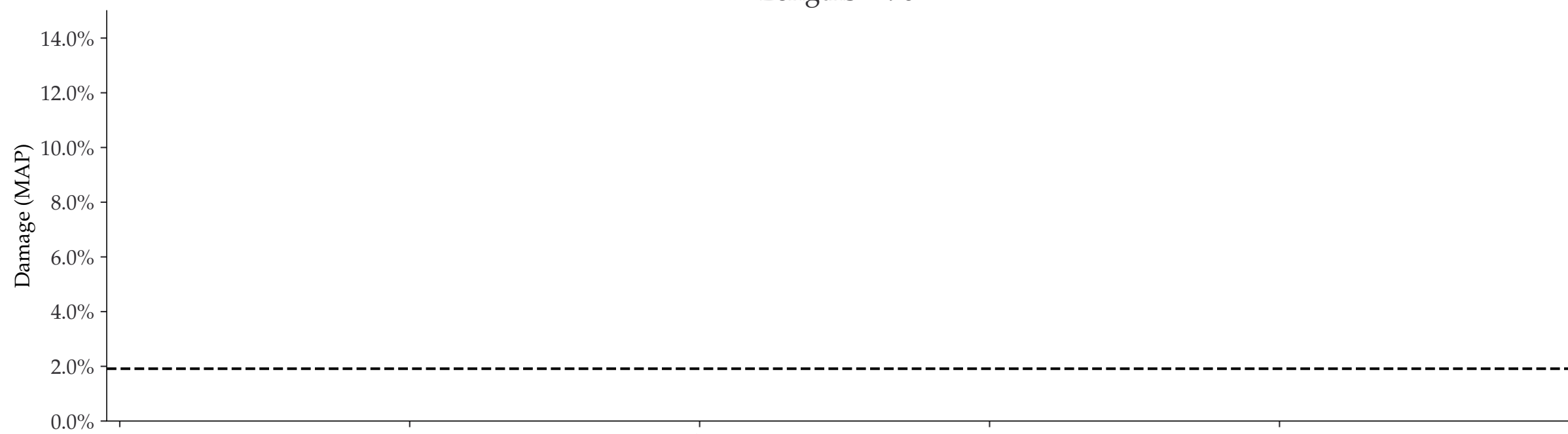
Lengths = 35



Lengths = 60



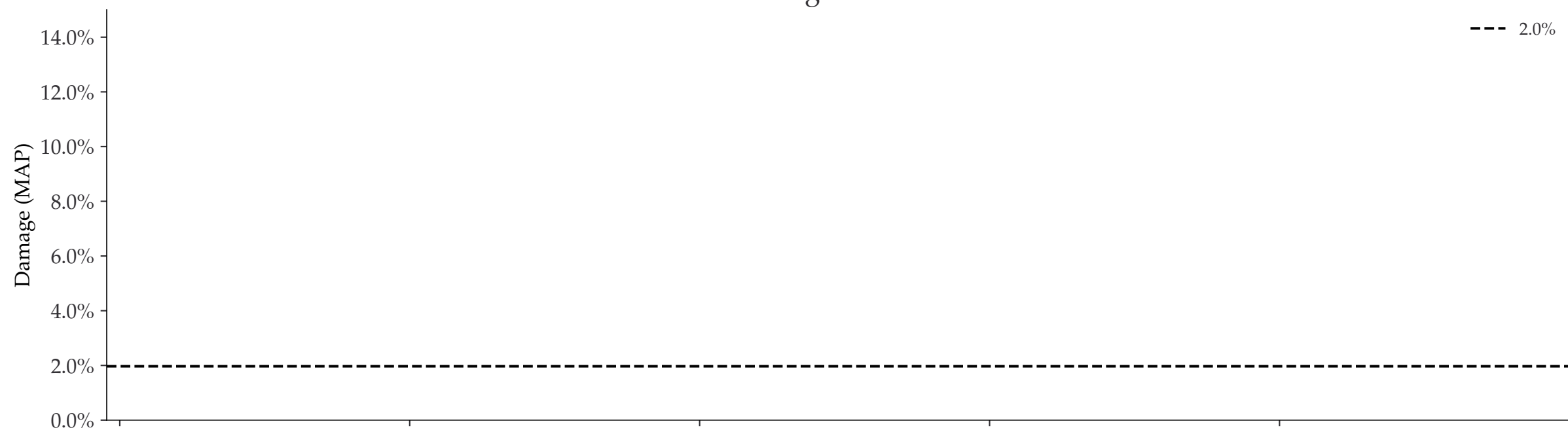
Lengths = 90



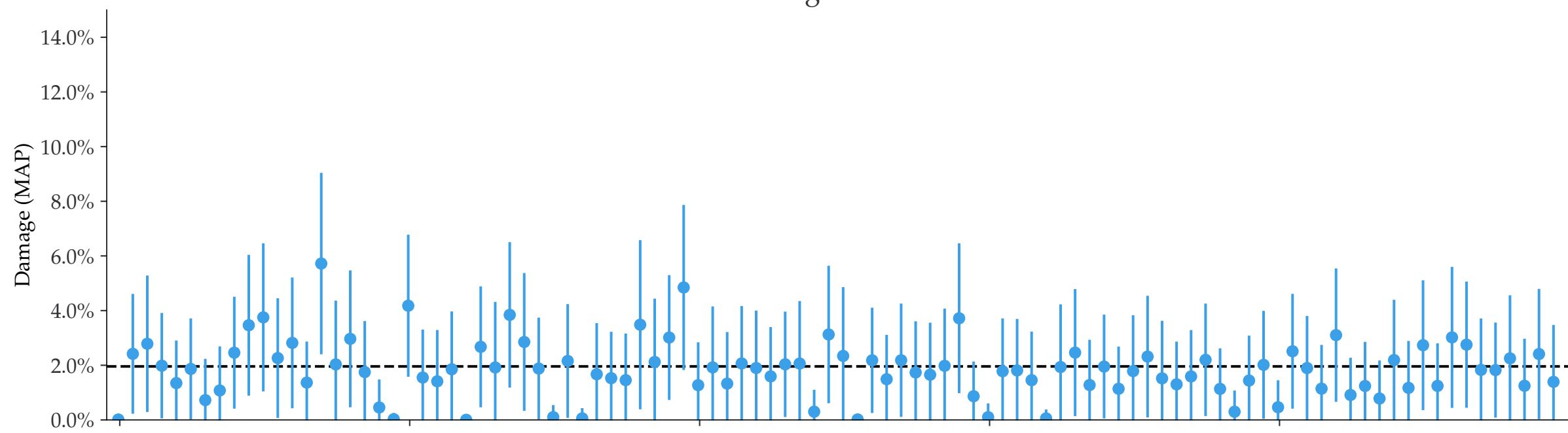
Iteration

Individual damages:  
250 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

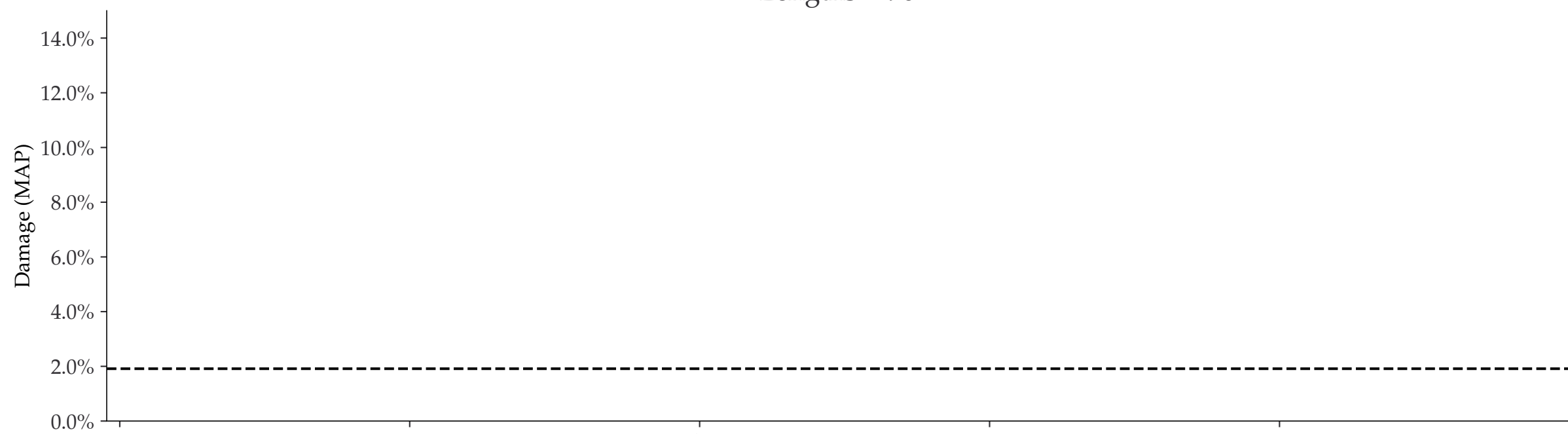
Lengths = 35



Lengths = 60



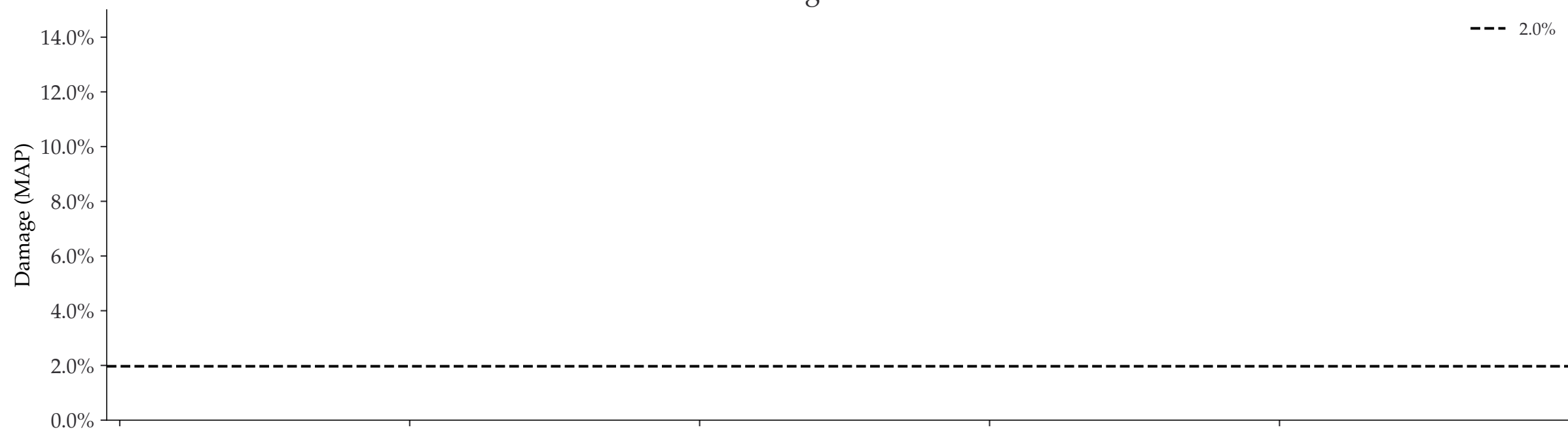
Lengths = 90



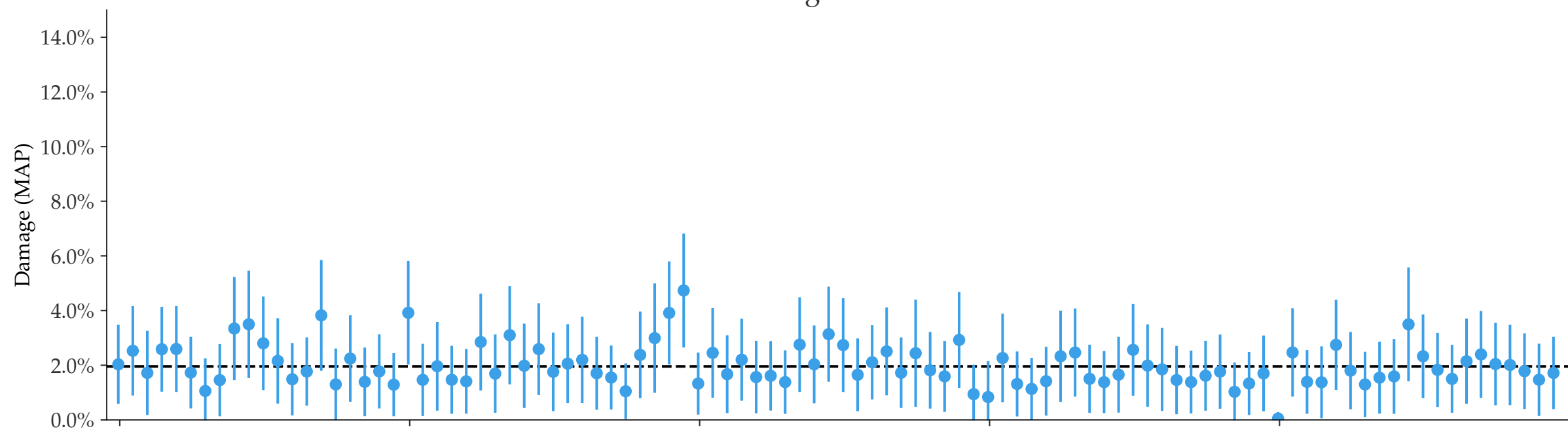
Iteration

Individual damages:  
500 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

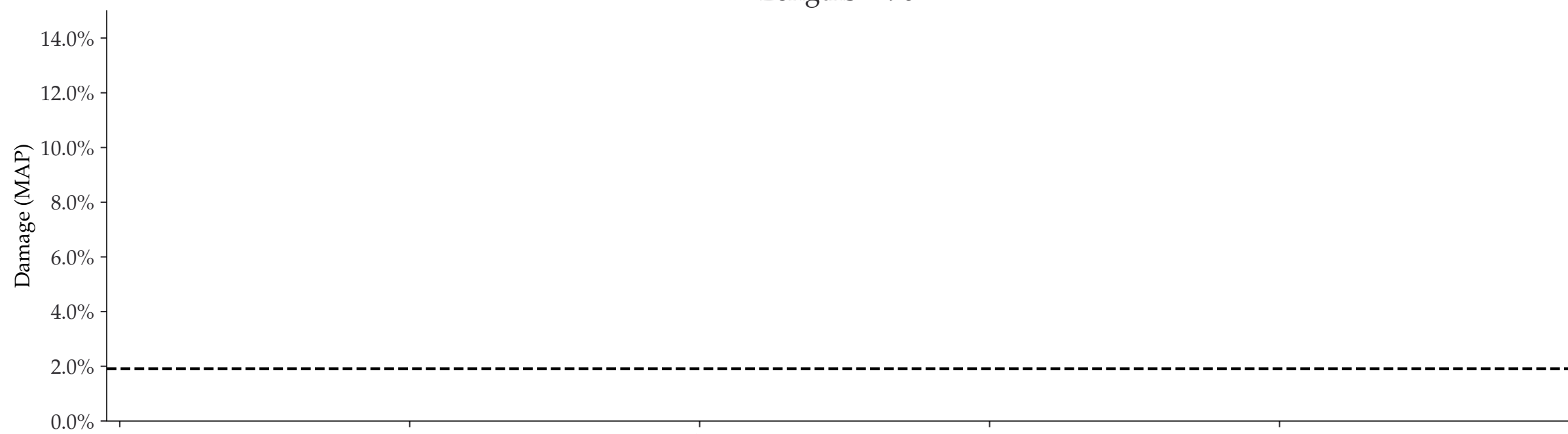
Lengths = 35



Lengths = 60



Lengths = 90

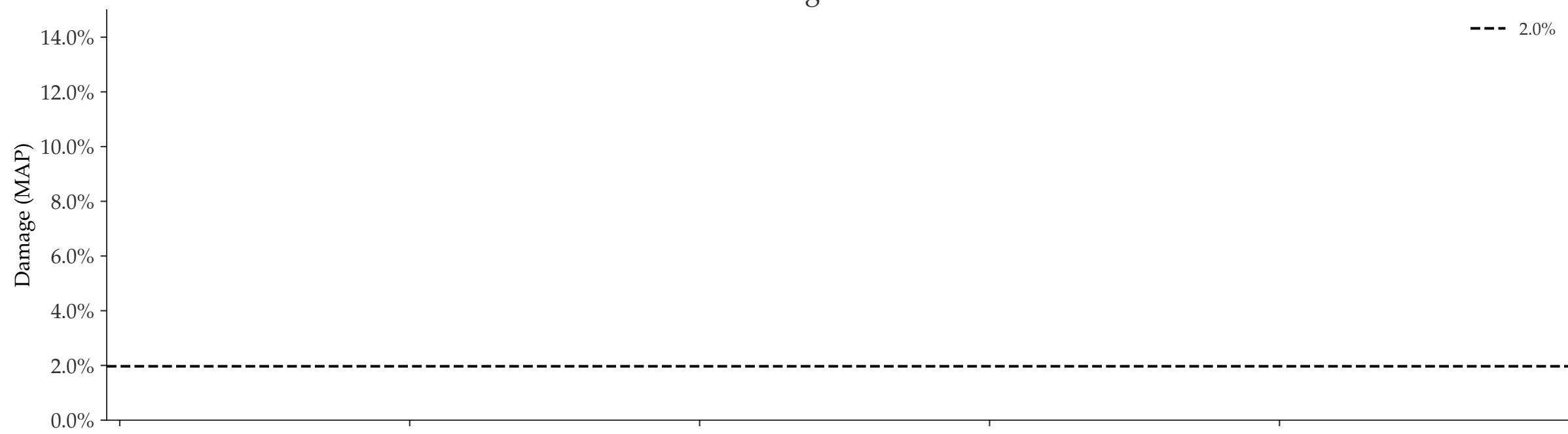


Iteration

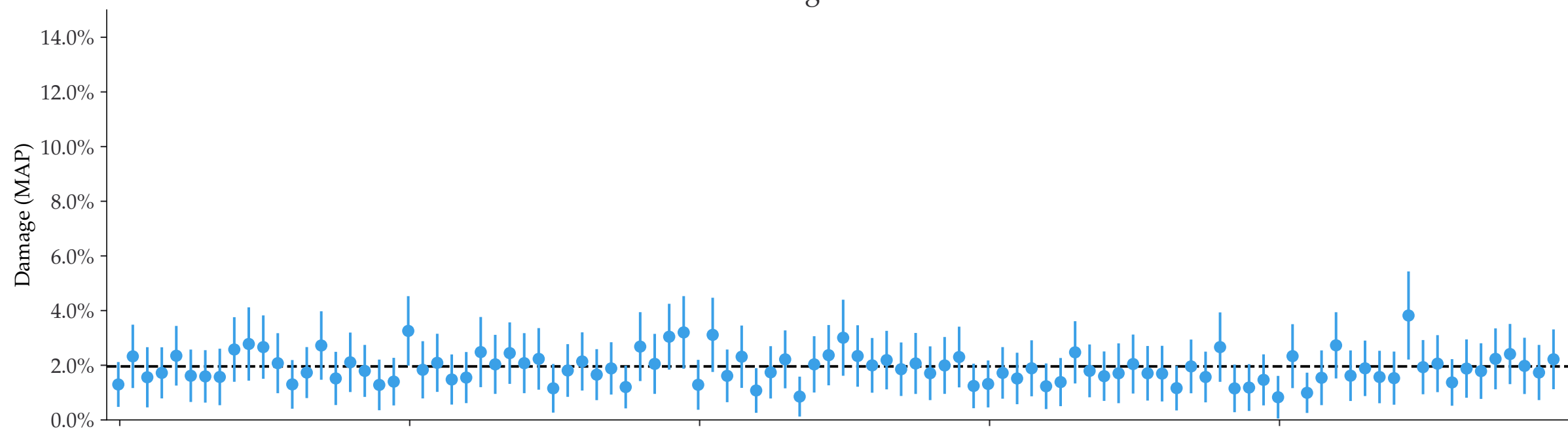


Individual damages:  
1000 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

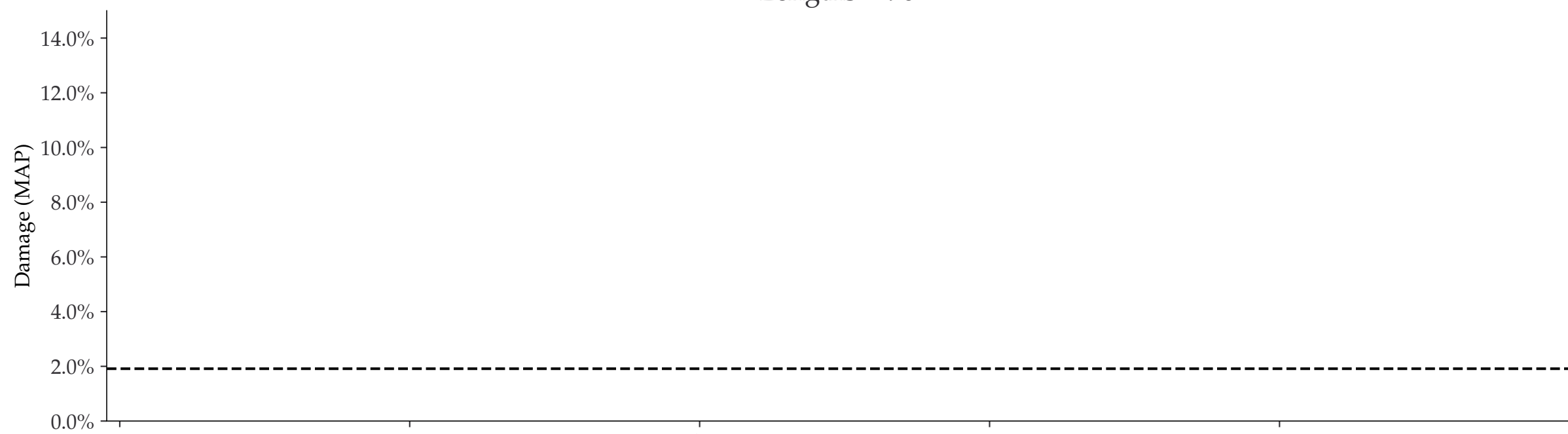
Lengths = 35



Lengths = 60



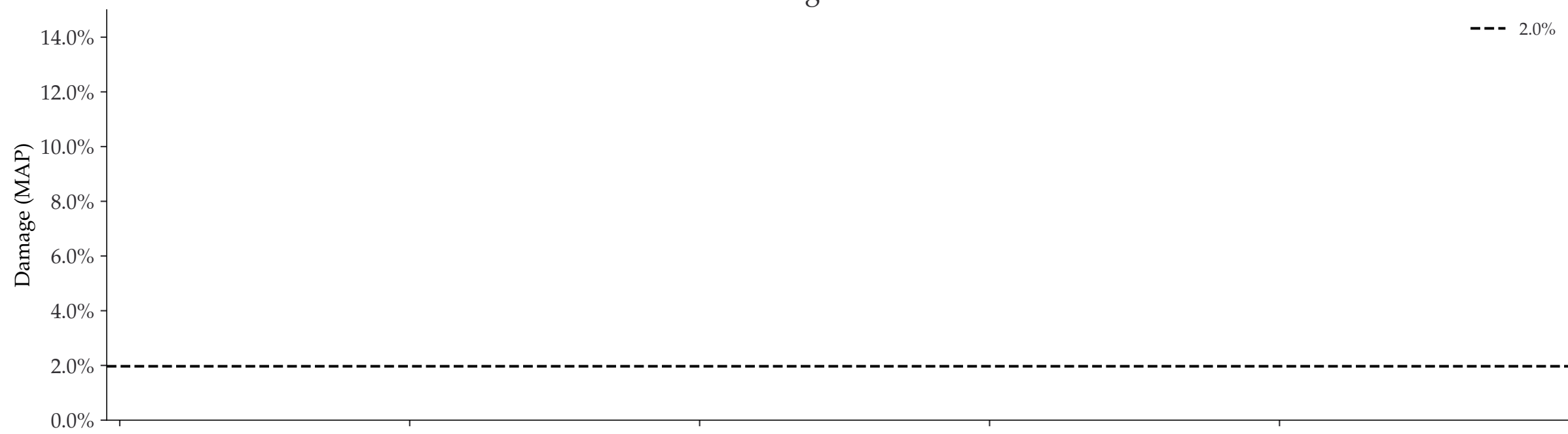
Lengths = 90



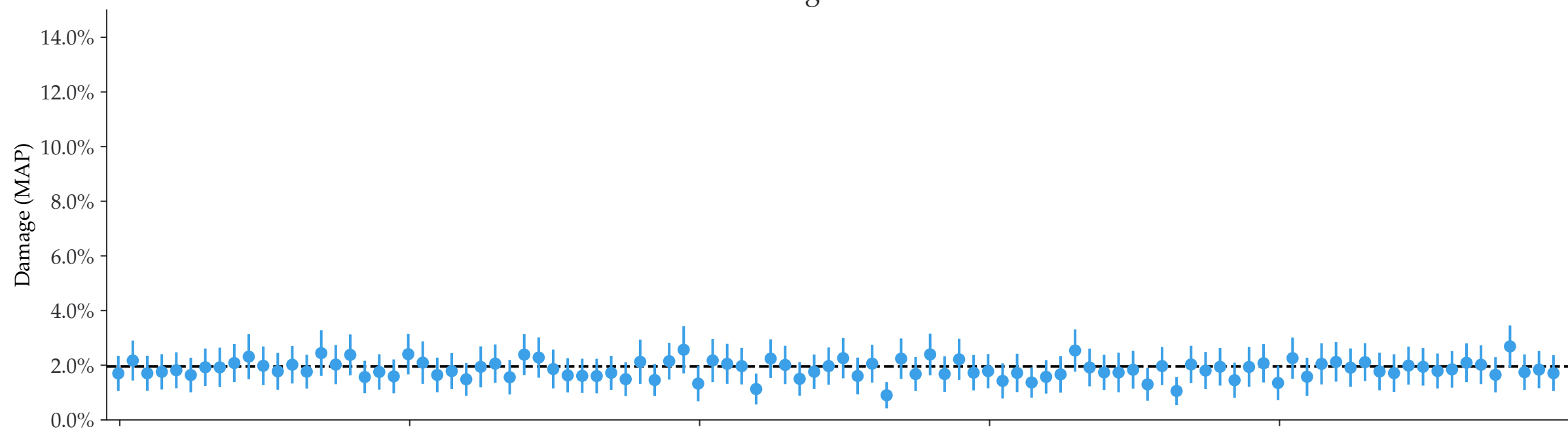
Iteration

Individual damages:  
2500 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

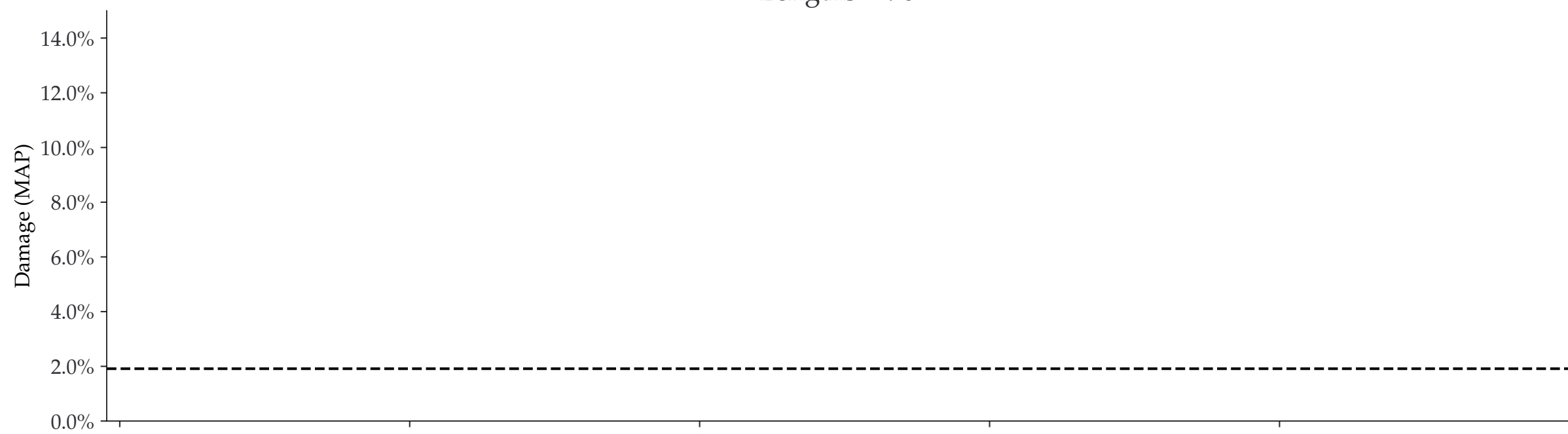
Lengths = 35



Lengths = 60



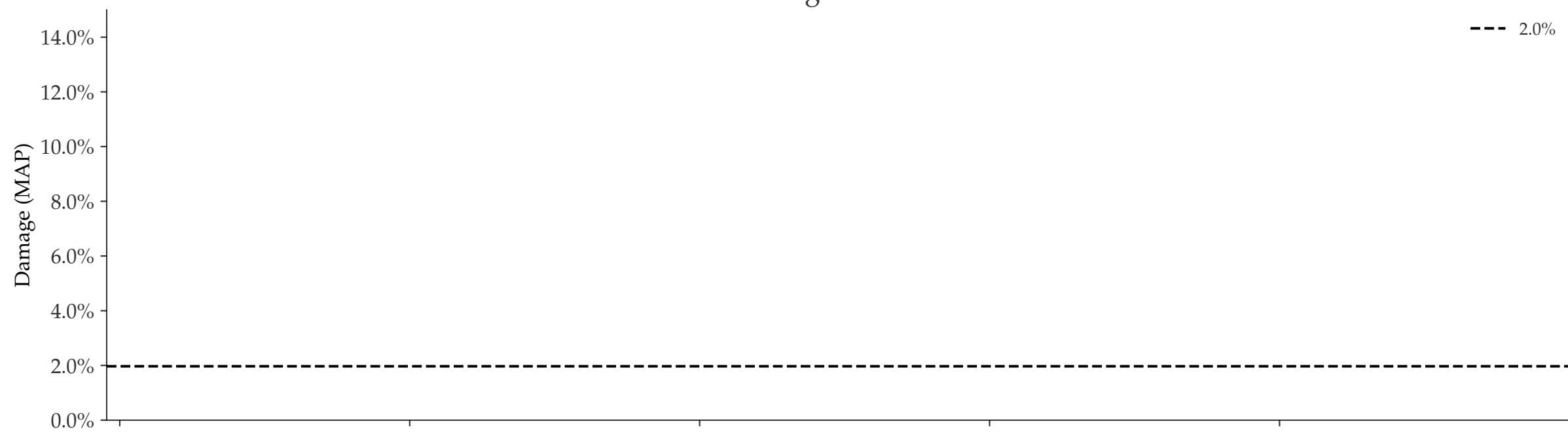
Lengths = 90



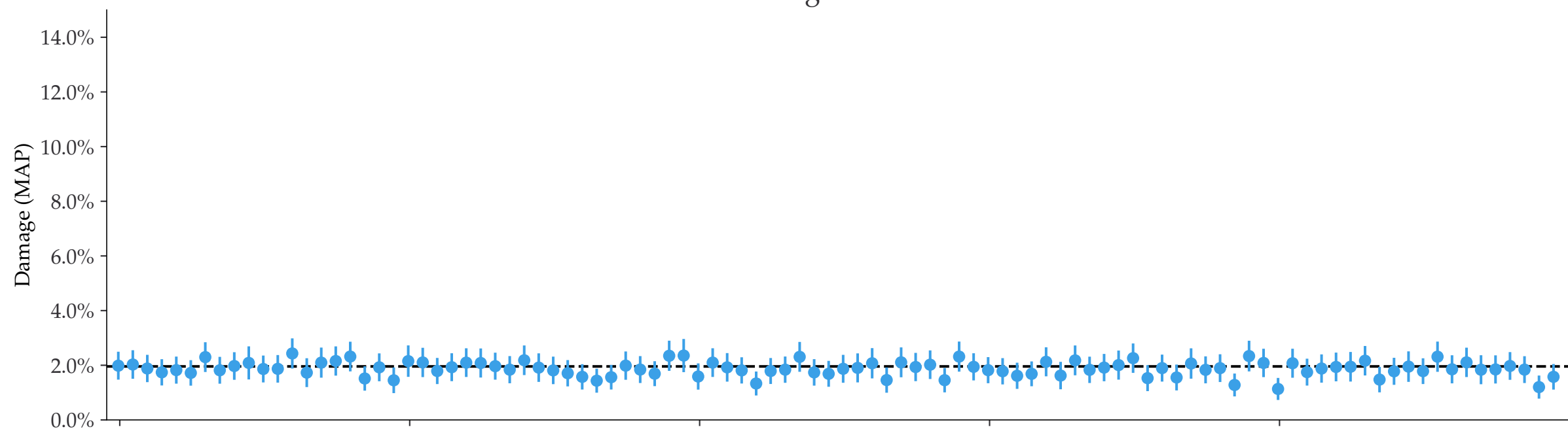
Iteration

Individual damages:  
5000 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

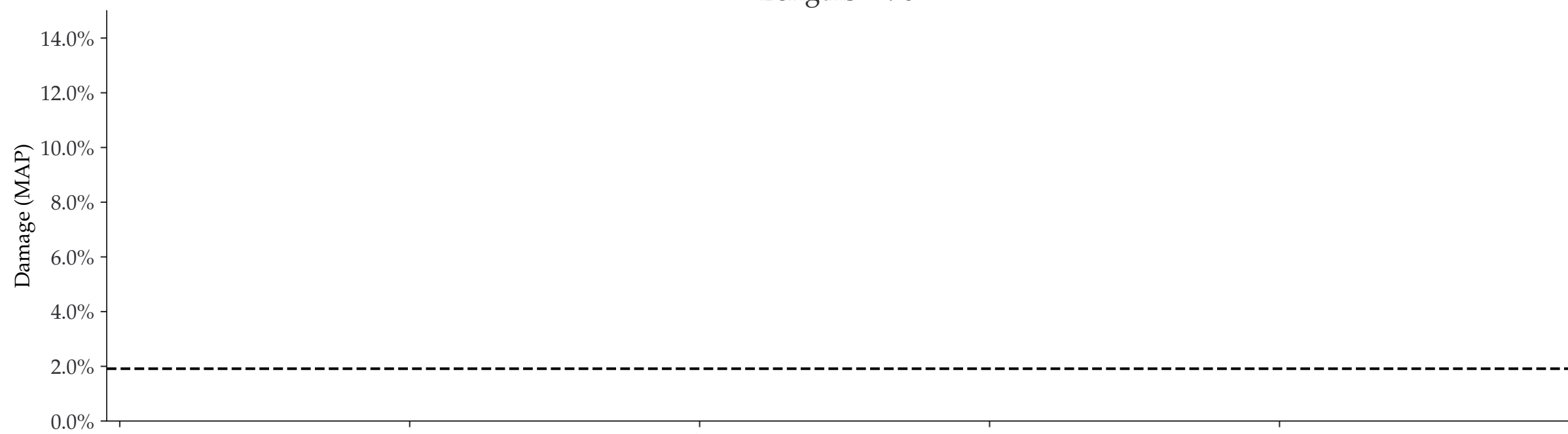
Lengths = 35



Lengths = 60



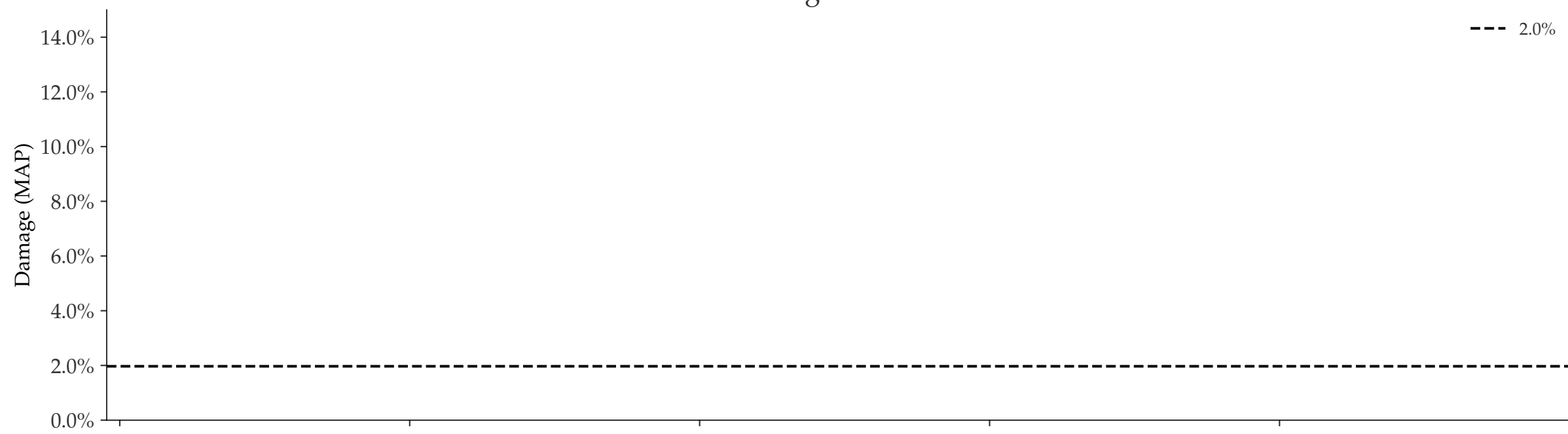
Lengths = 90



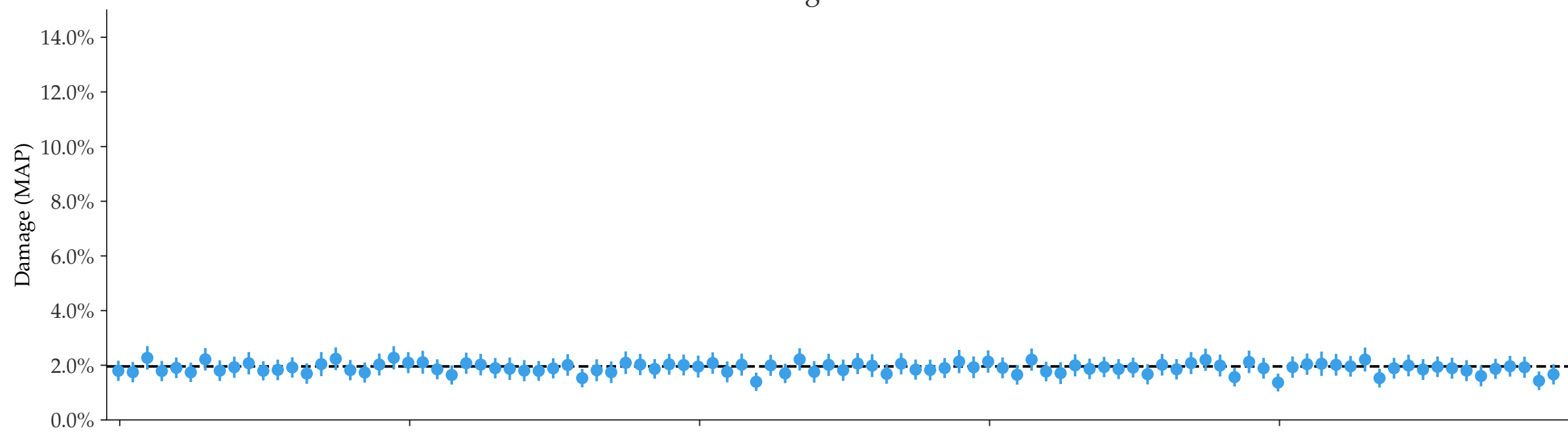
Iteration

Individual damages:  
10000 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

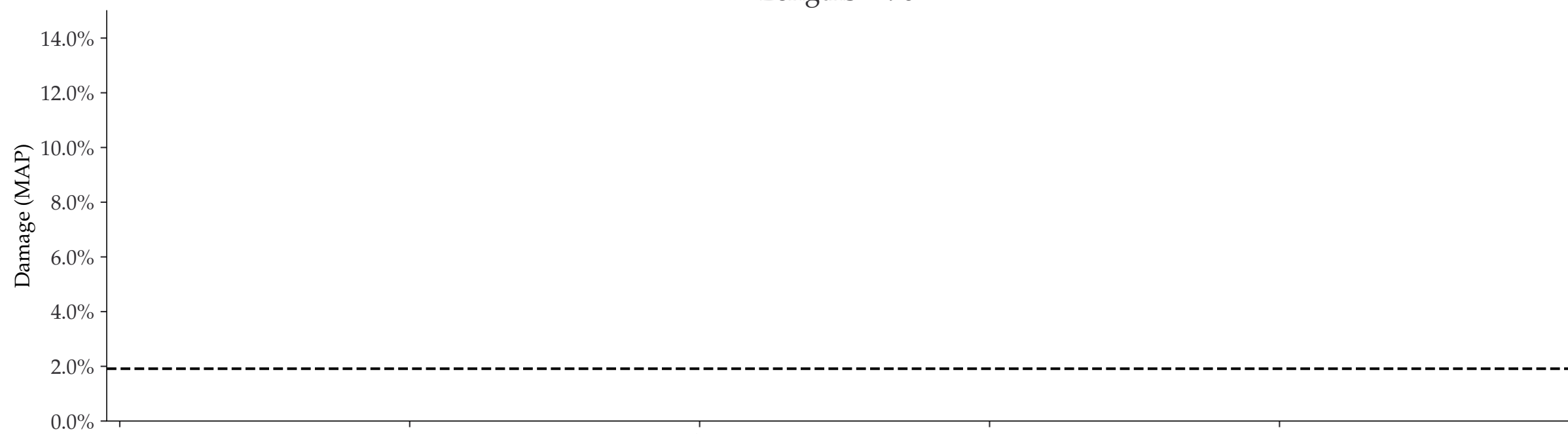
Lengths = 35



Lengths = 60

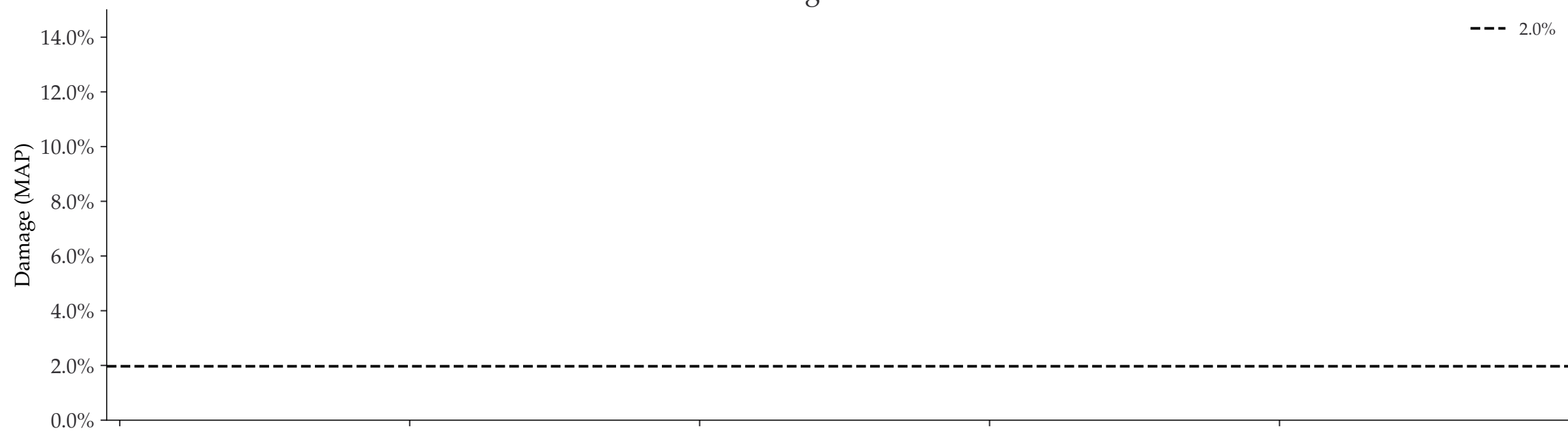


Lengths = 90

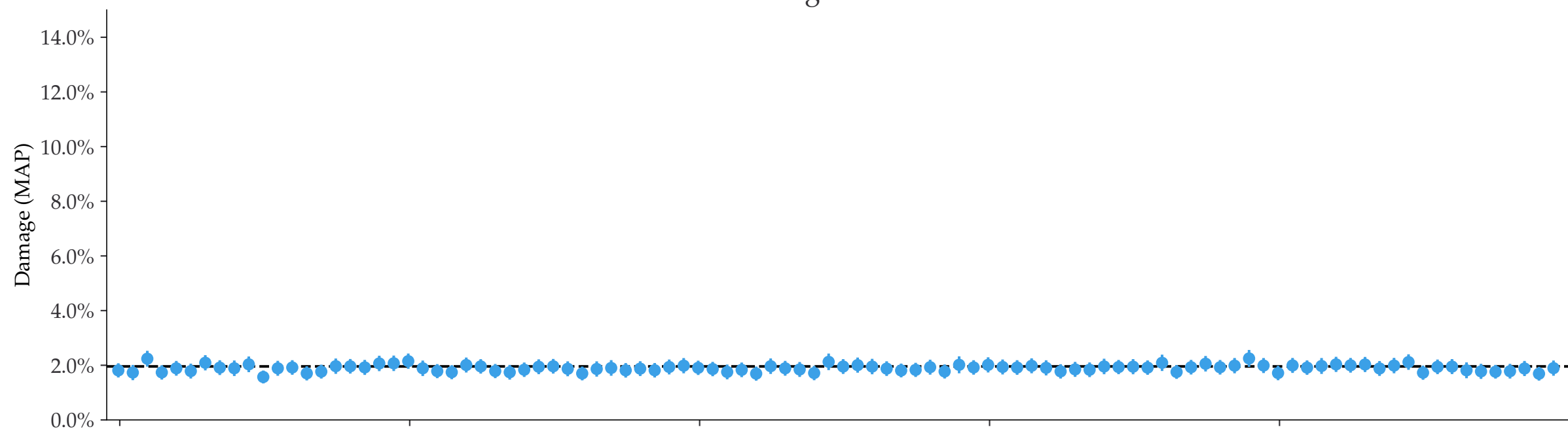


Individual damages:  
25000 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

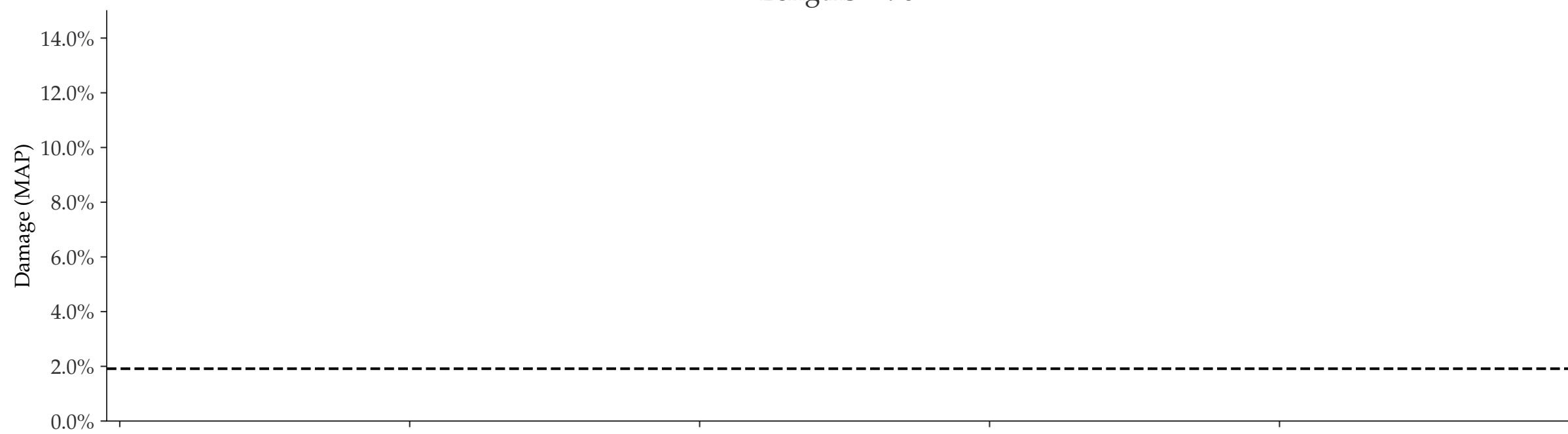
Lengths = 35



Lengths = 60



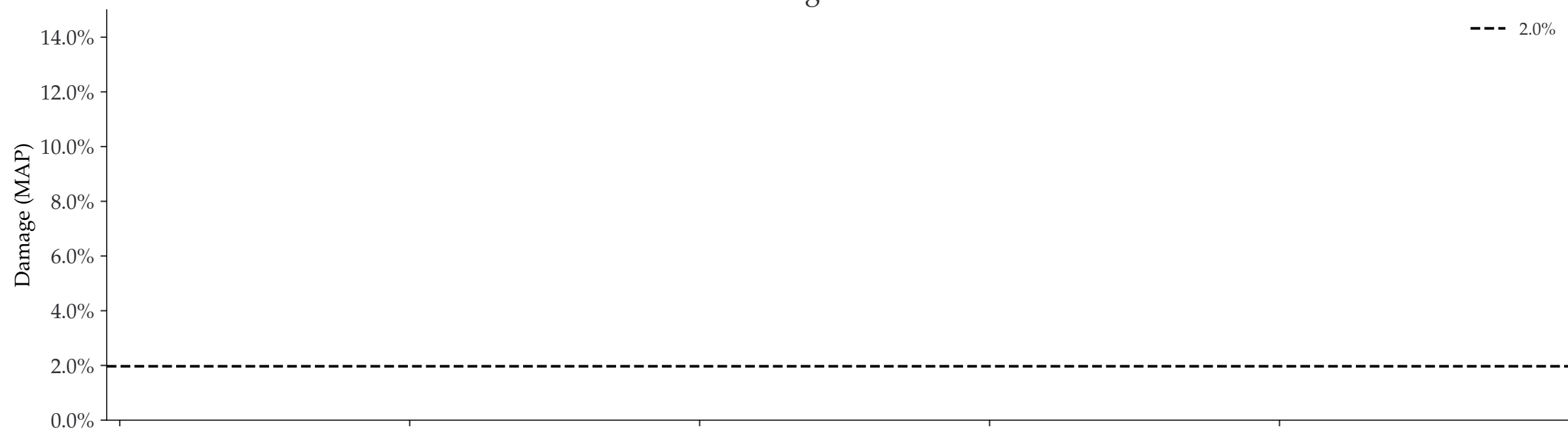
Lengths = 90



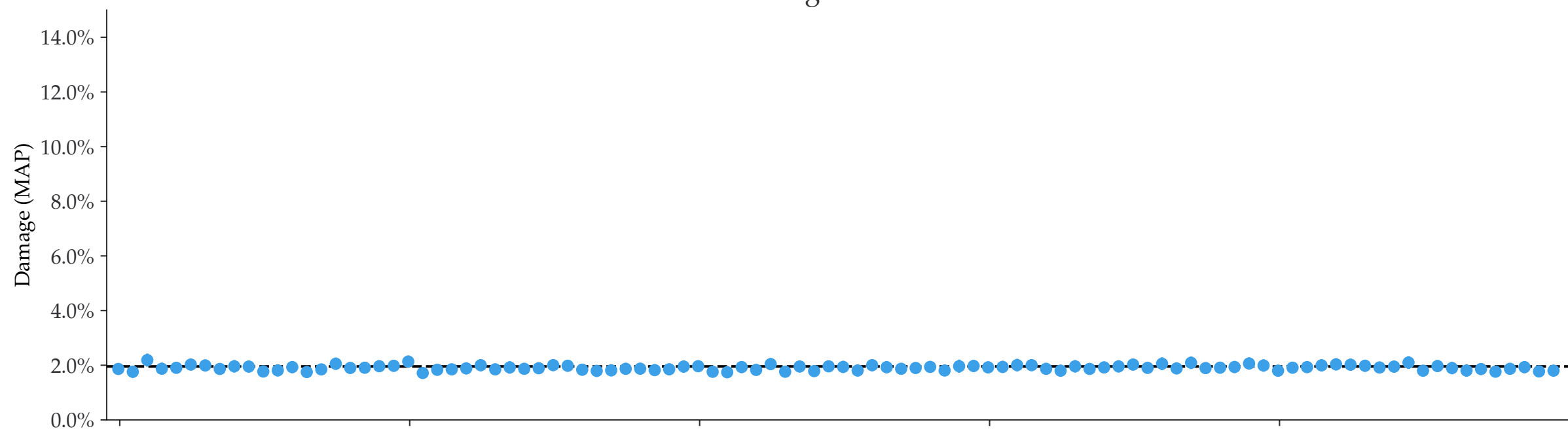
Iteration

Individual damages:  
50000 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

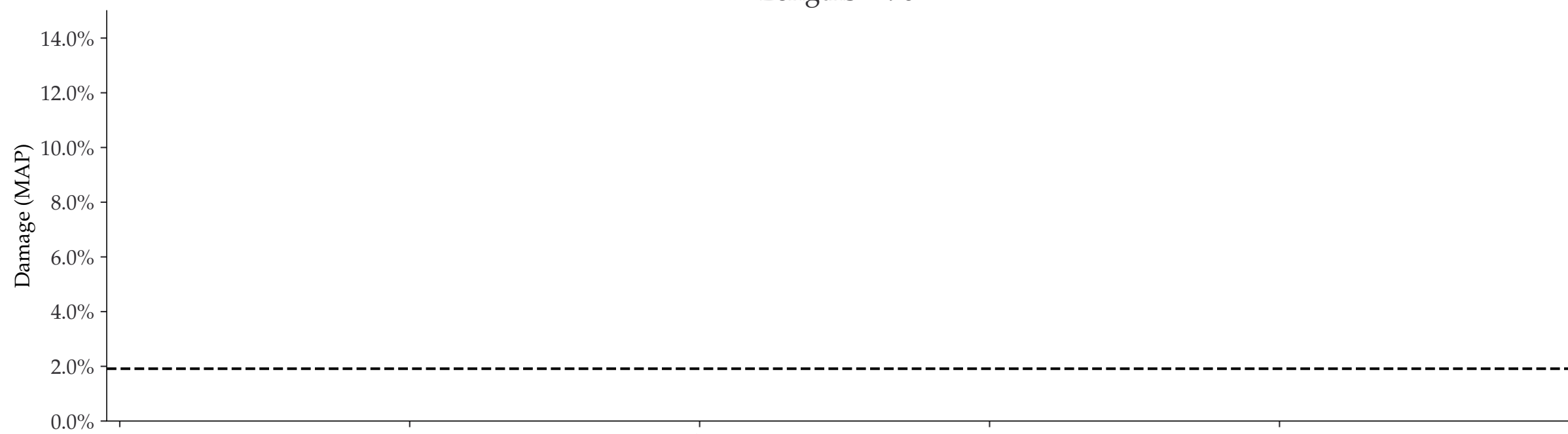
Lengths = 35



Lengths = 60



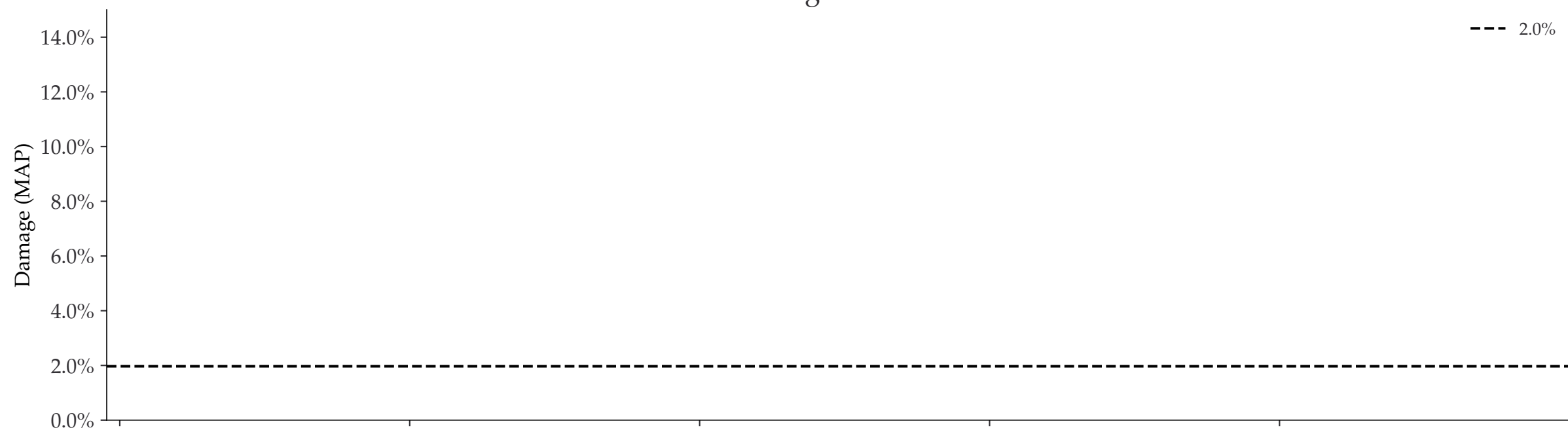
Lengths = 90



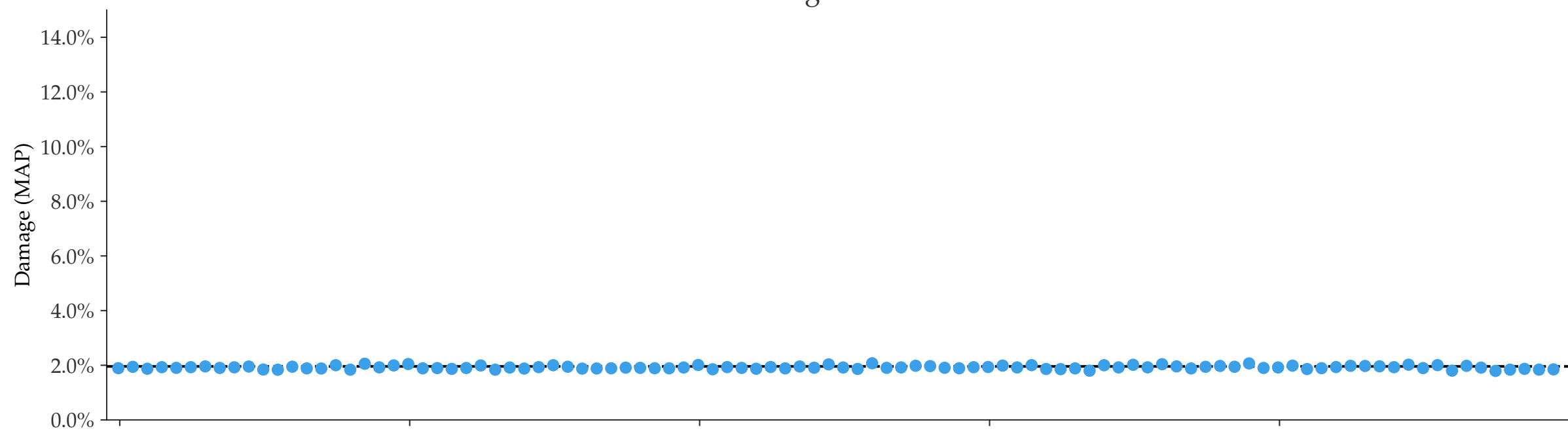
Iteration

Individual damages:  
100000 reads  
Briggs damage = 0.065  
Damage percent (approx) = 2%

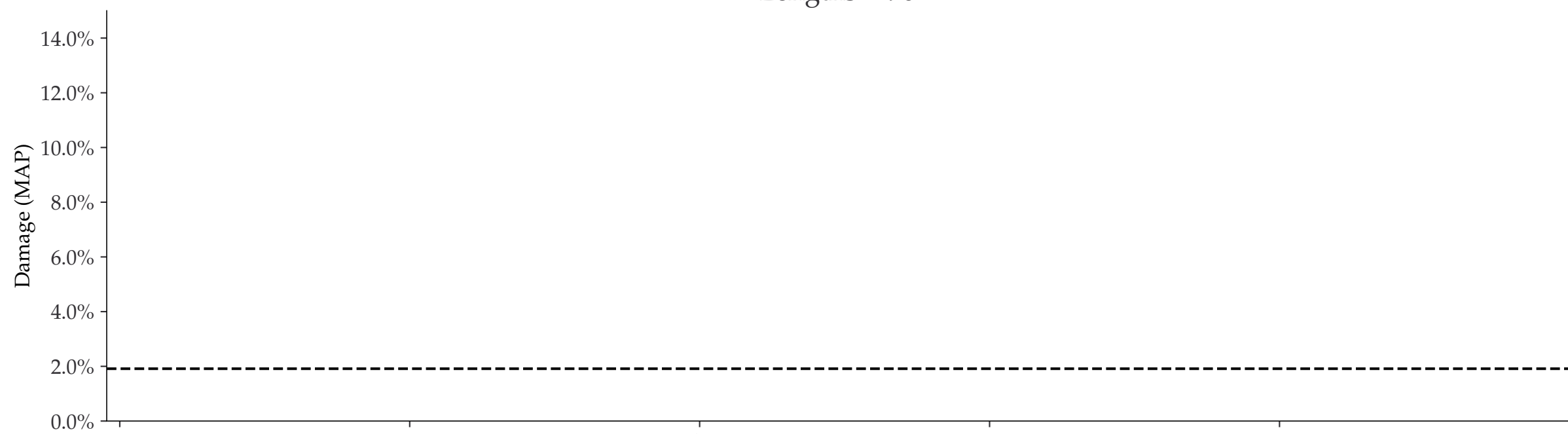
Lengths = 35



Lengths = 60



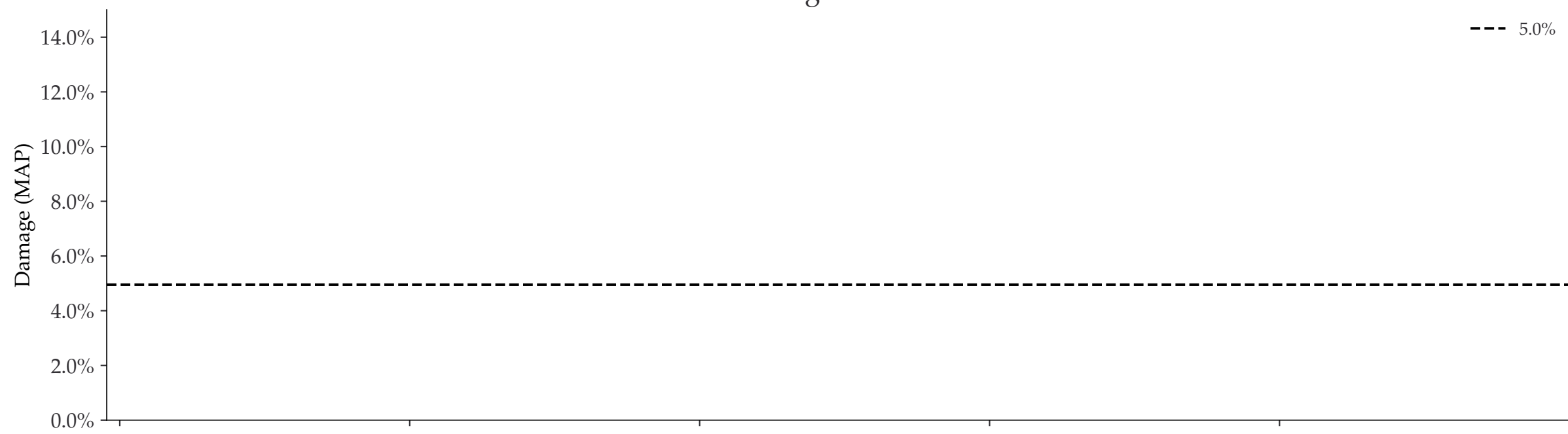
Lengths = 90



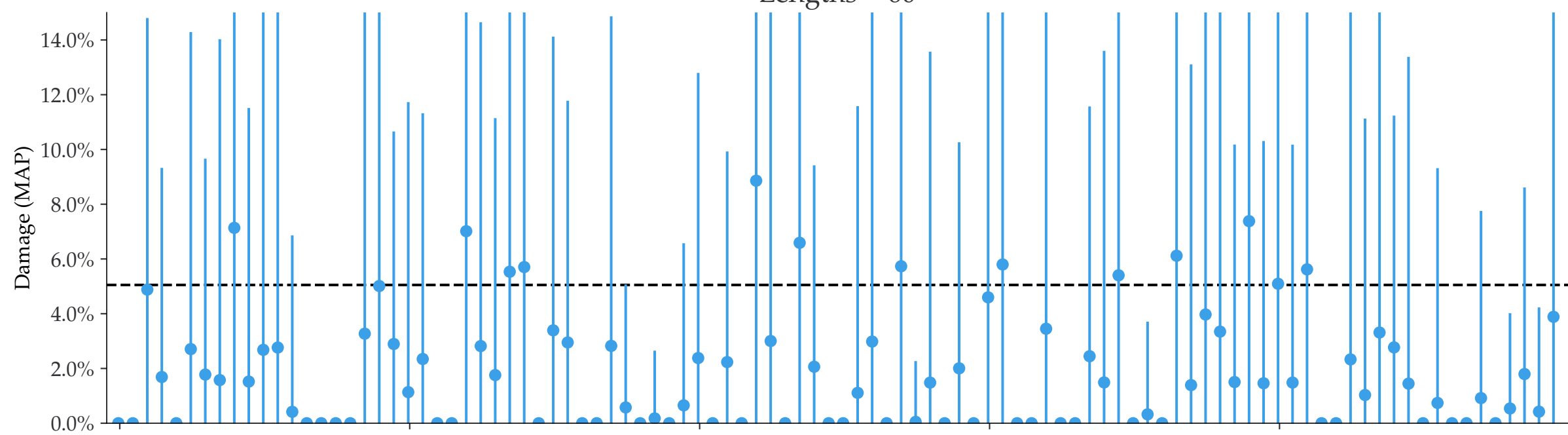
Iteration

Individual damages:  
10 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

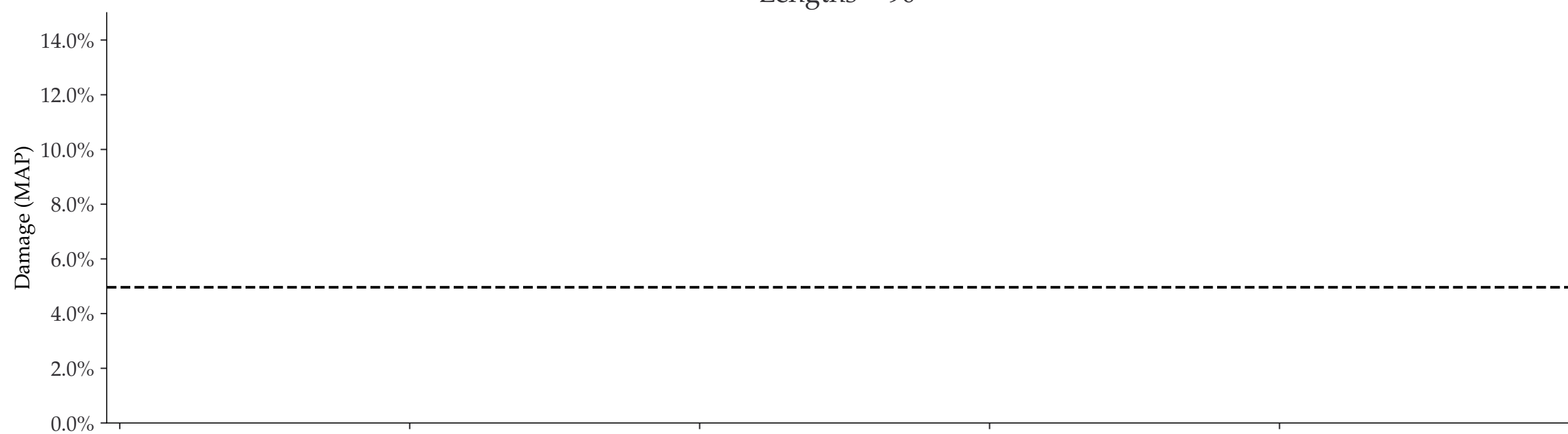
Lengths = 35



Lengths = 60



Lengths = 90

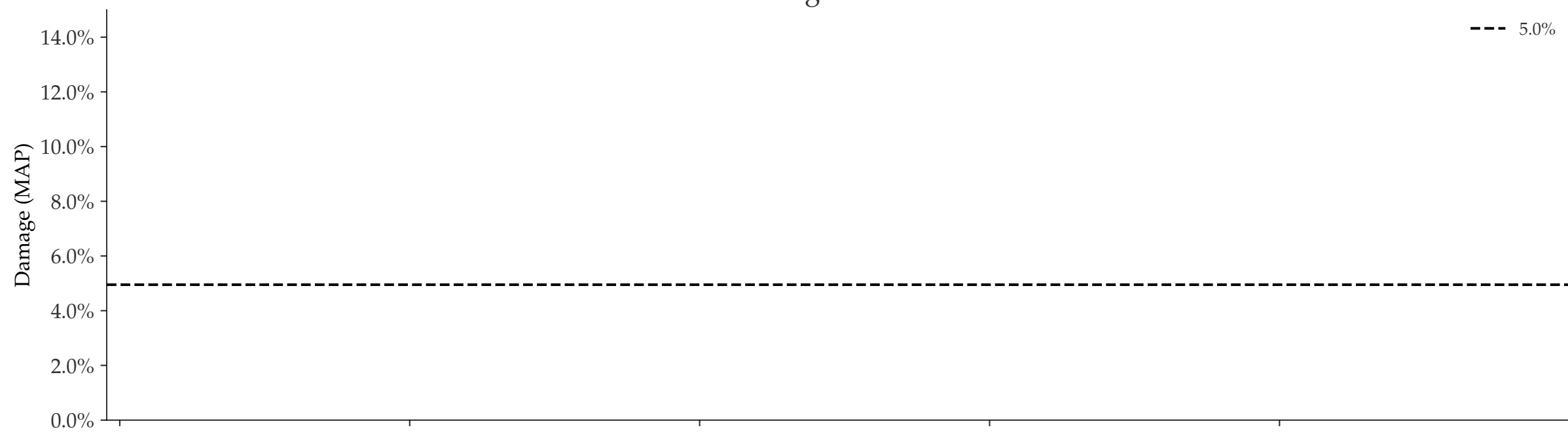


Iteration

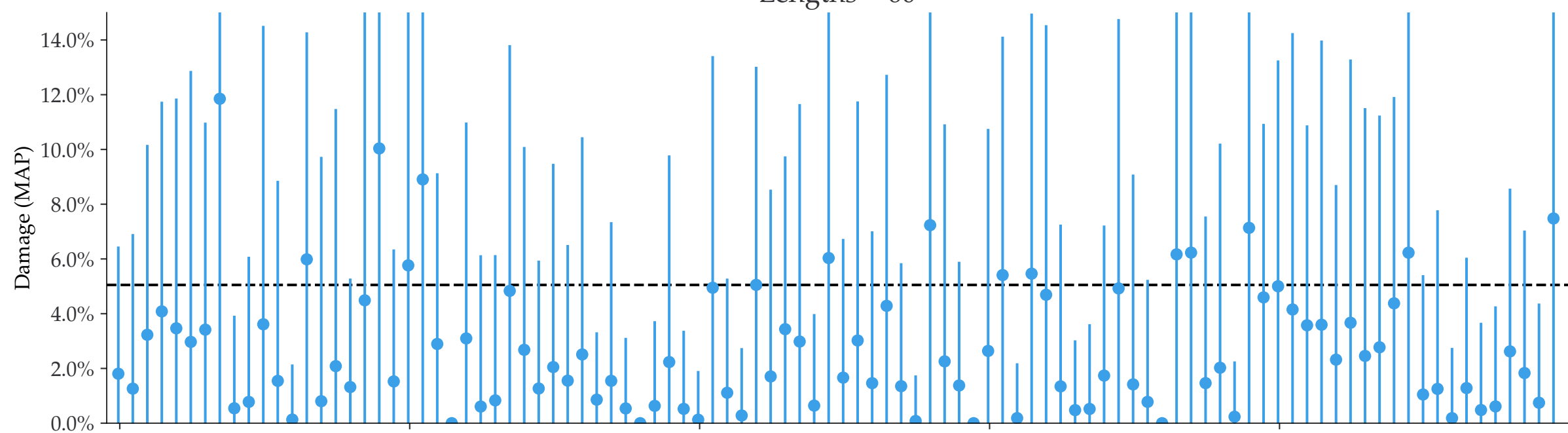


Individual damages:  
25 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

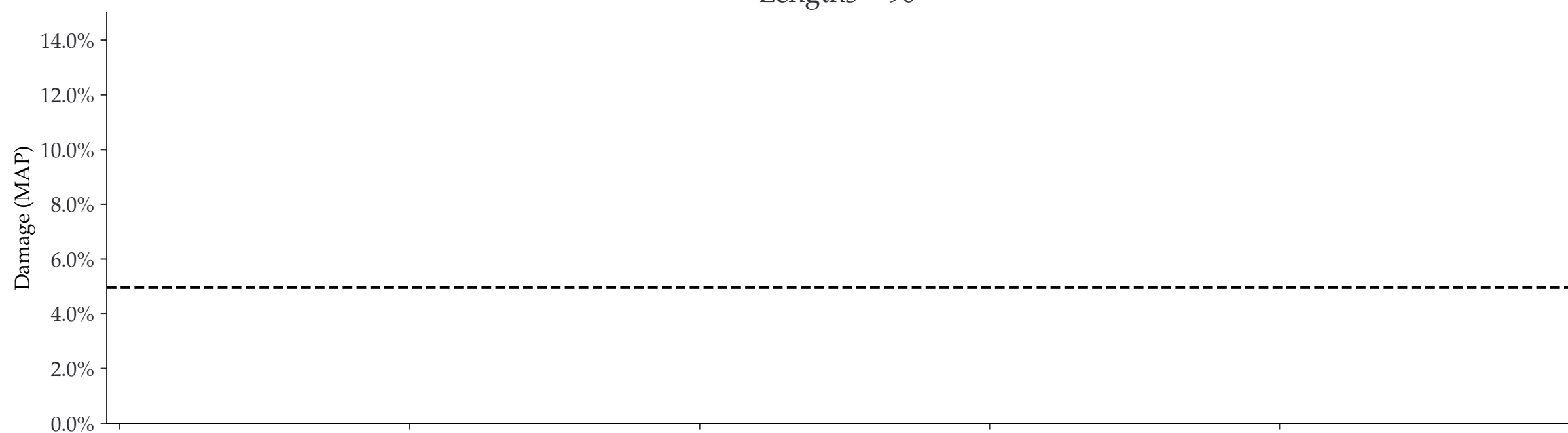
Lengths = 35



Lengths = 60



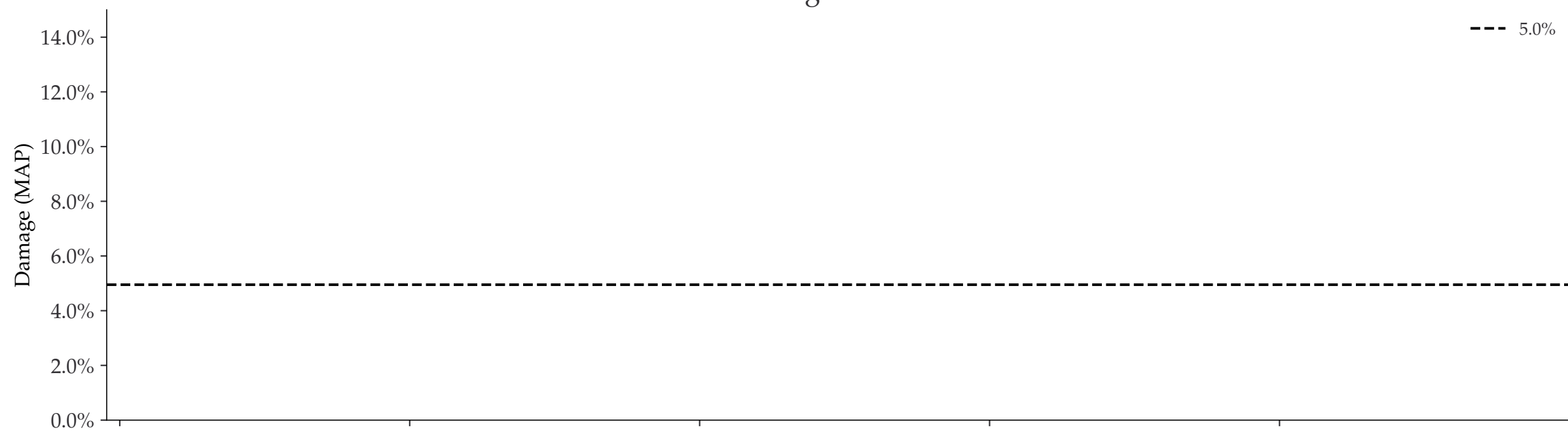
Lengths = 90



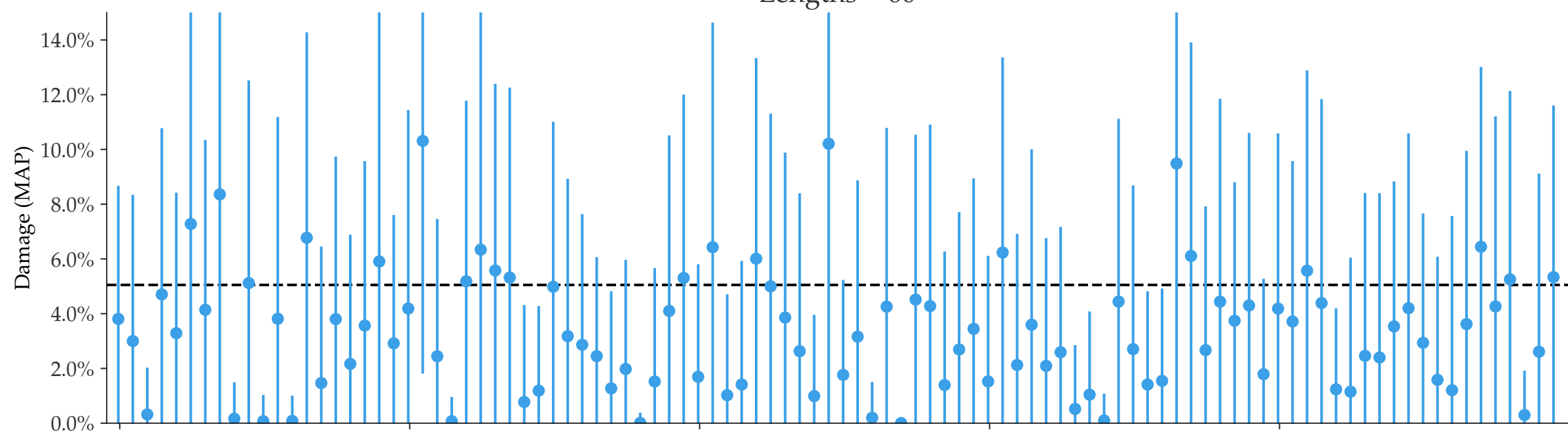
Iteration

Individual damages:  
50 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

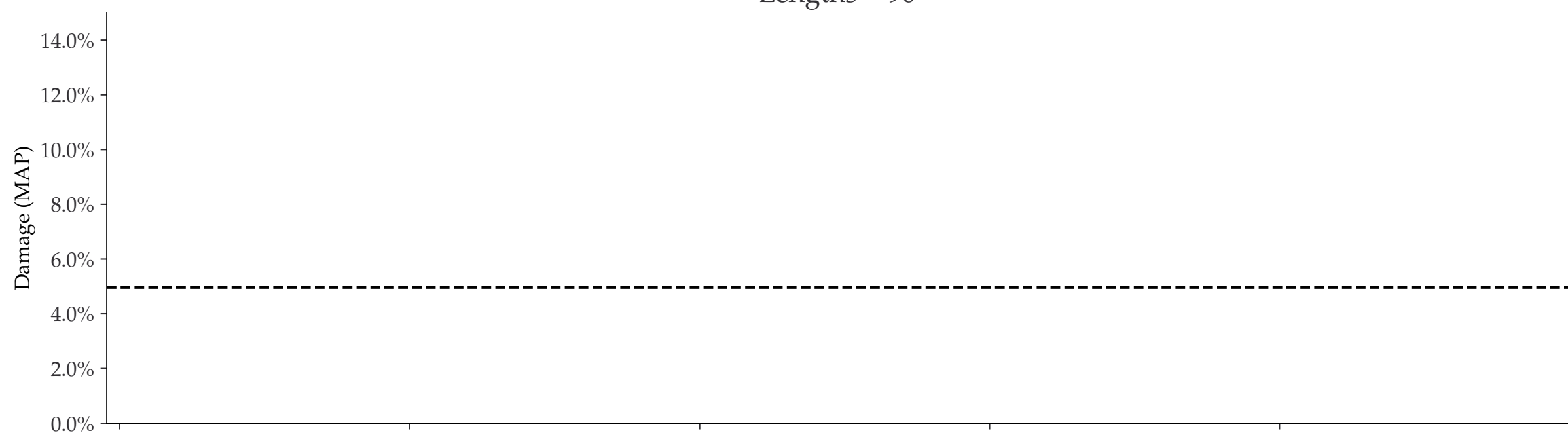
Lengths = 35



Lengths = 60



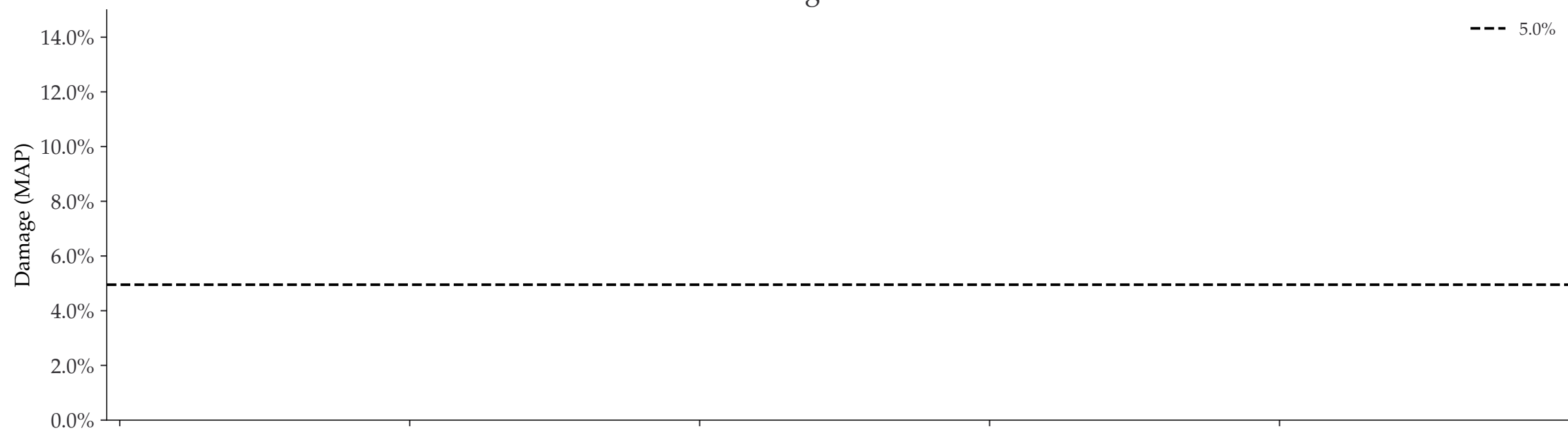
Lengths = 90



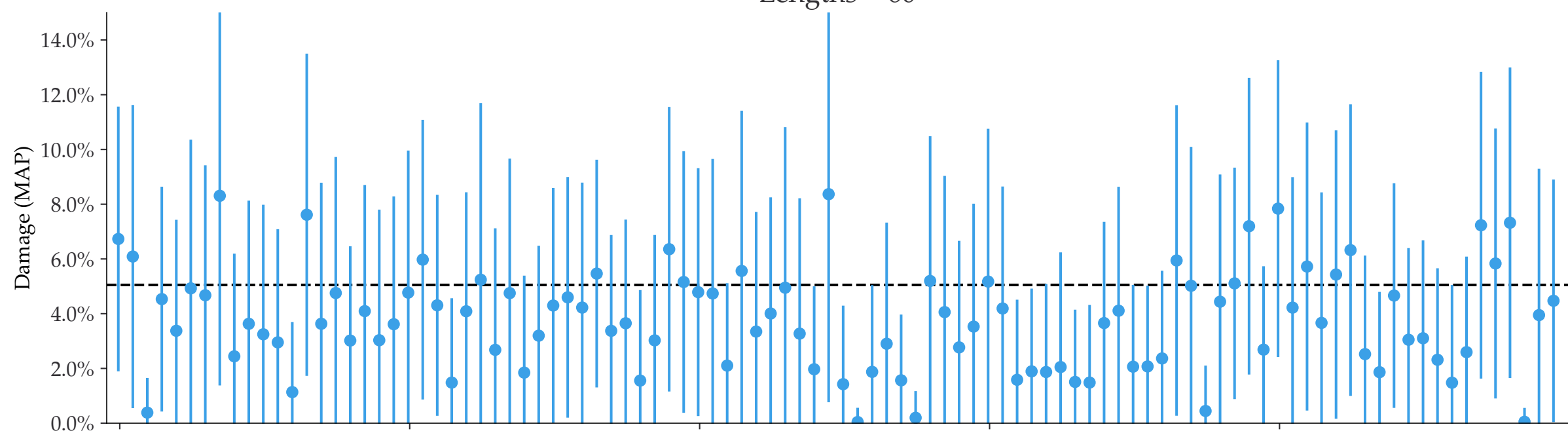
Iteration

Individual damages:  
100 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

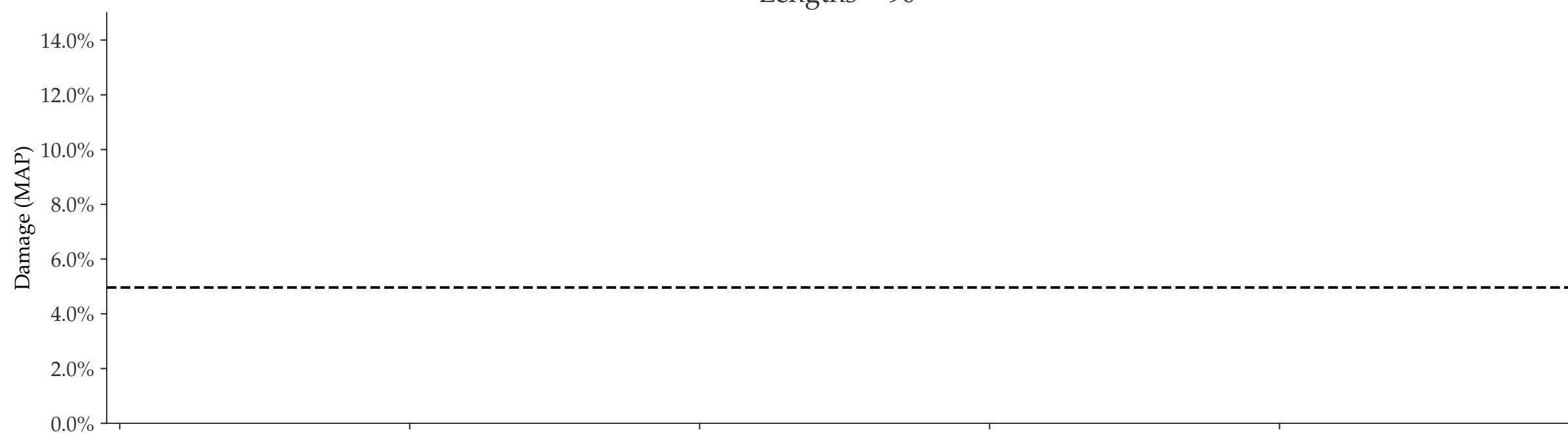
Lengths = 35



Lengths = 60



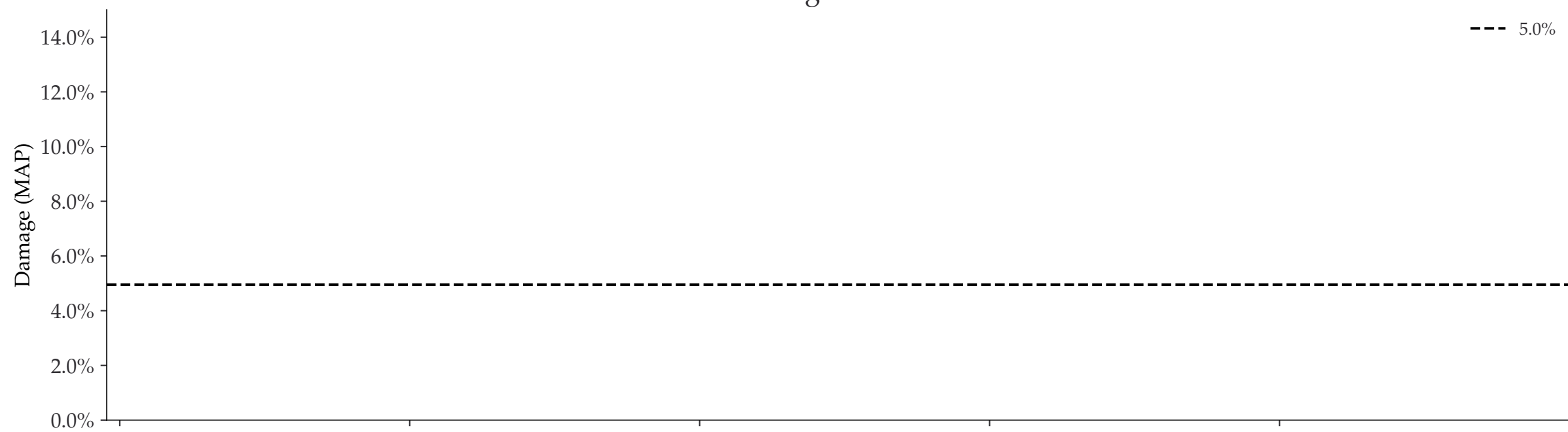
Lengths = 90



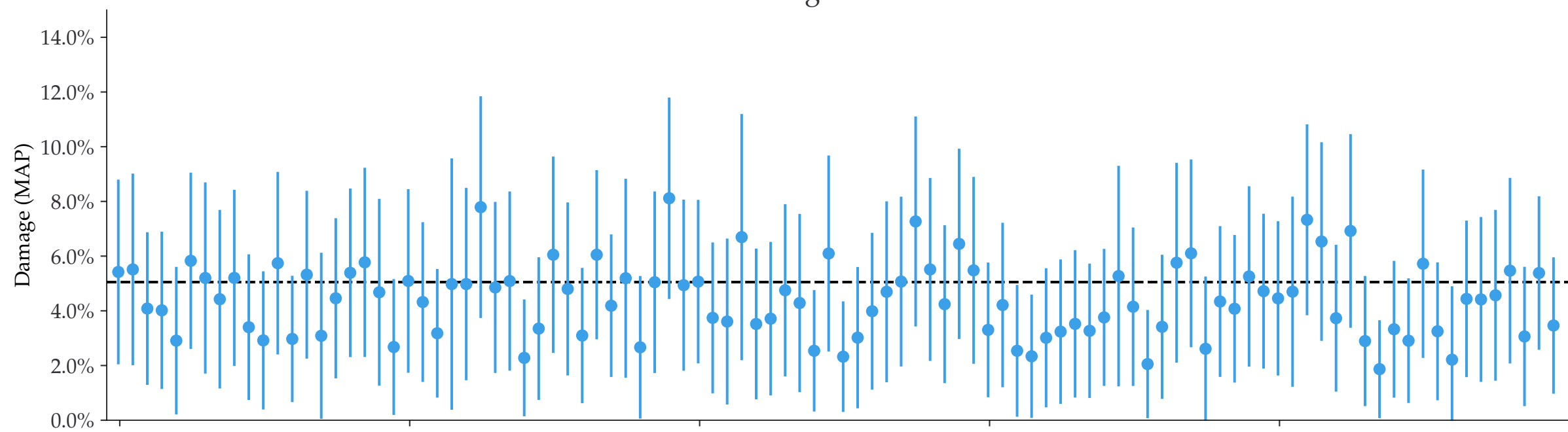
Iteration

Individual damages:  
250 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

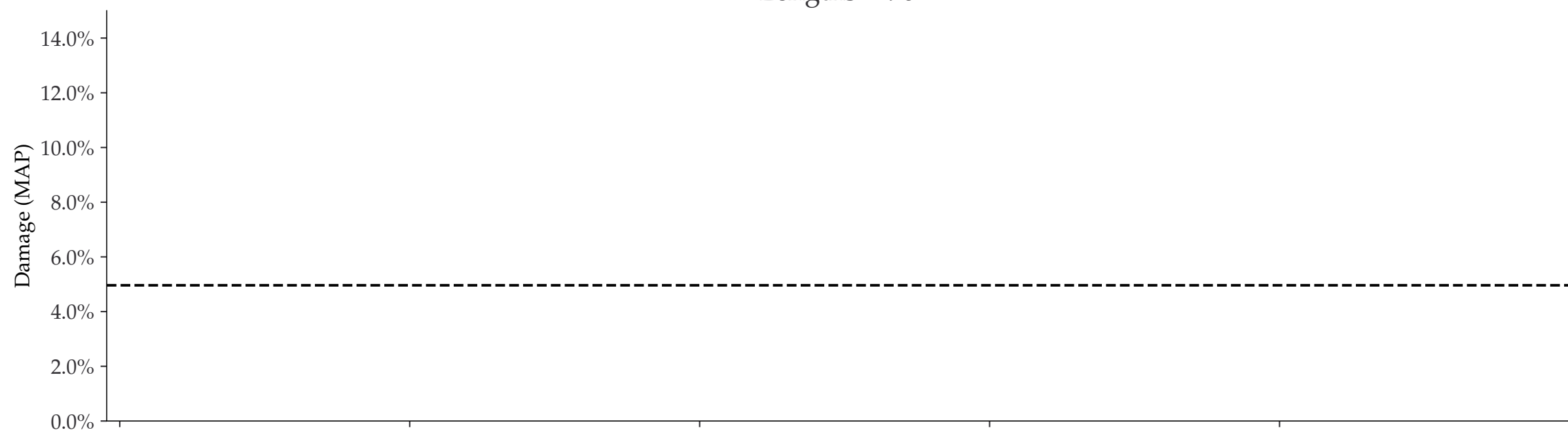
Lengths = 35



Lengths = 60



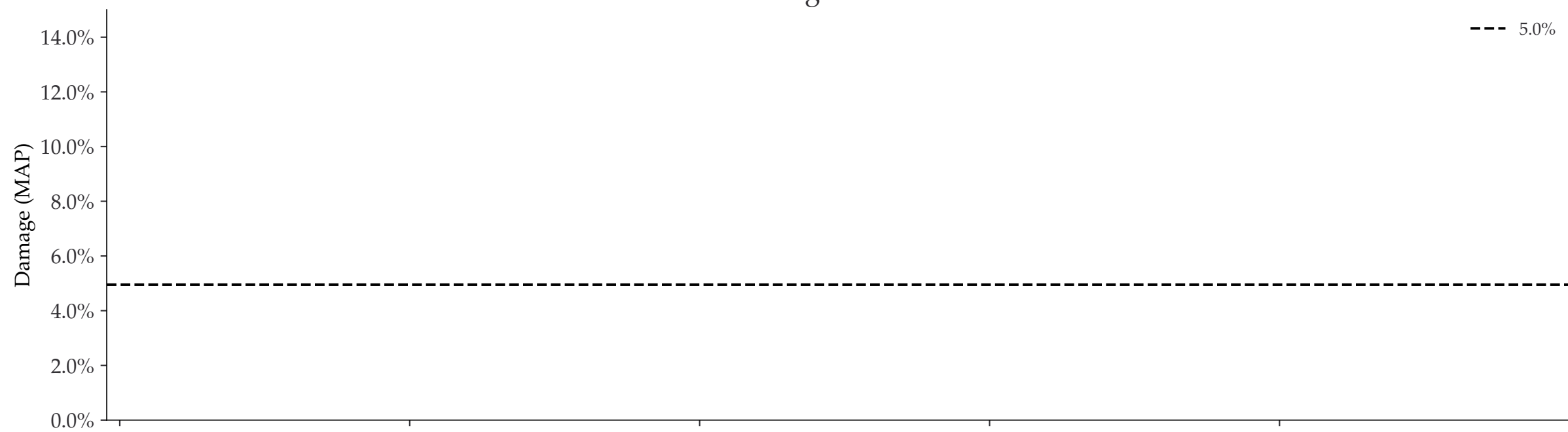
Lengths = 90



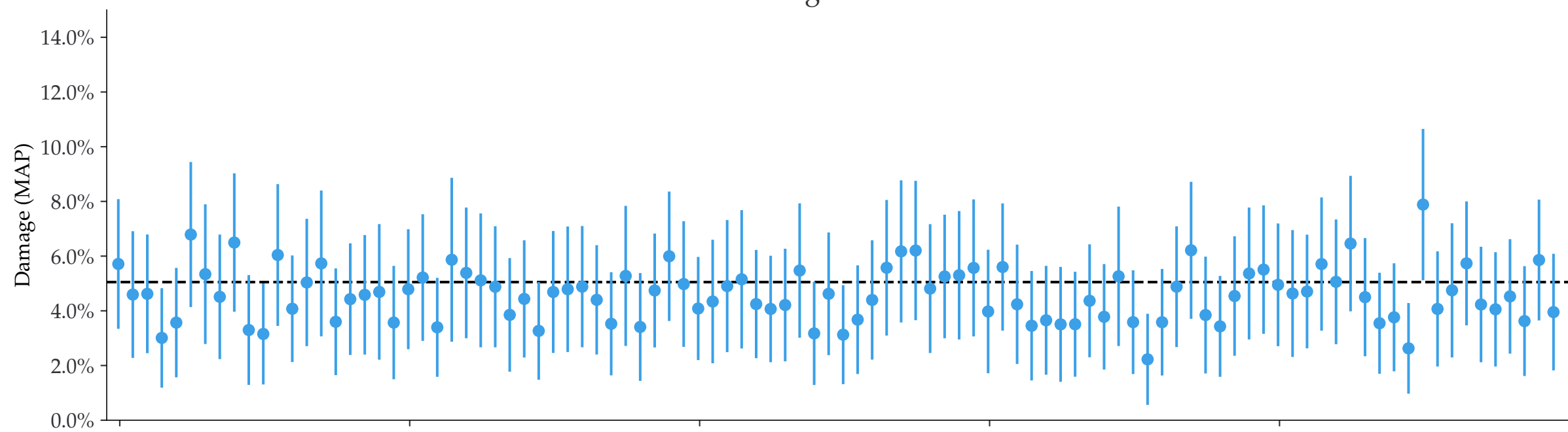
Iteration

Individual damages:  
500 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

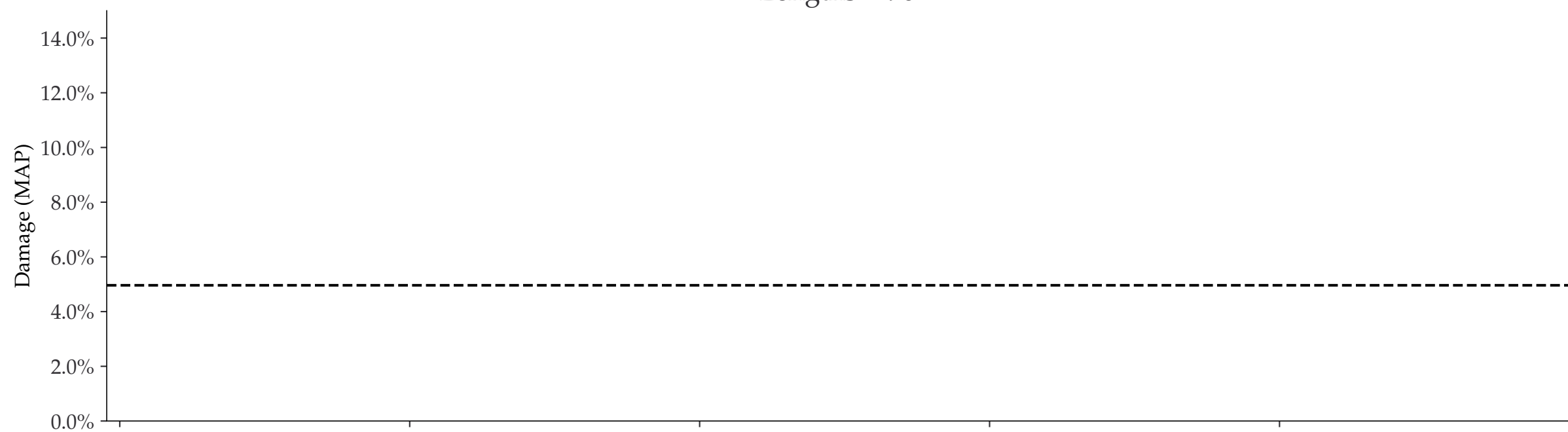
Lengths = 35



Lengths = 60



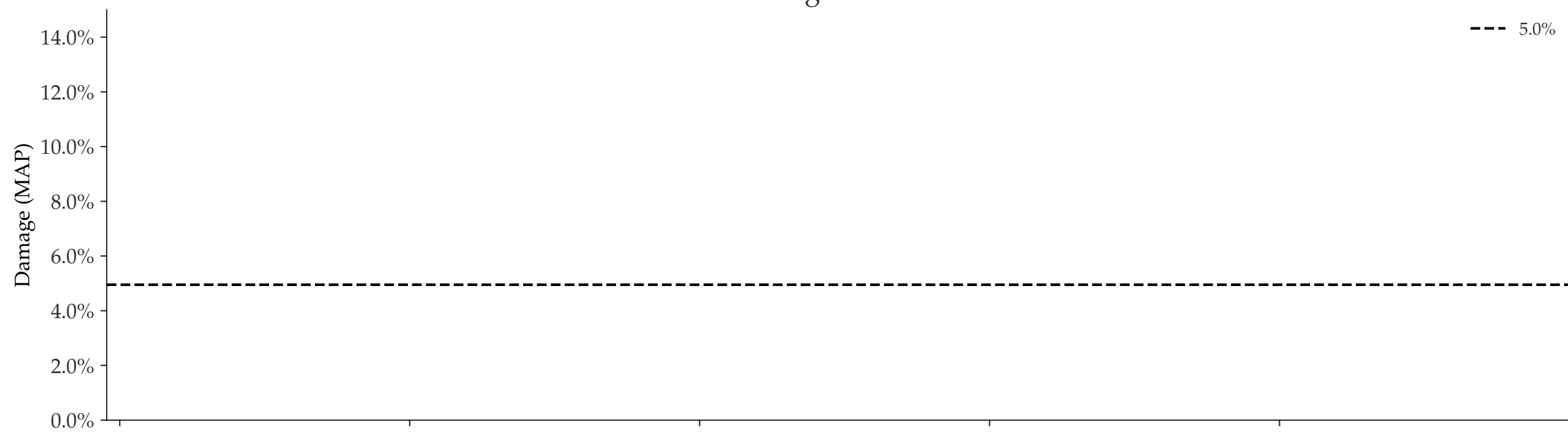
Lengths = 90



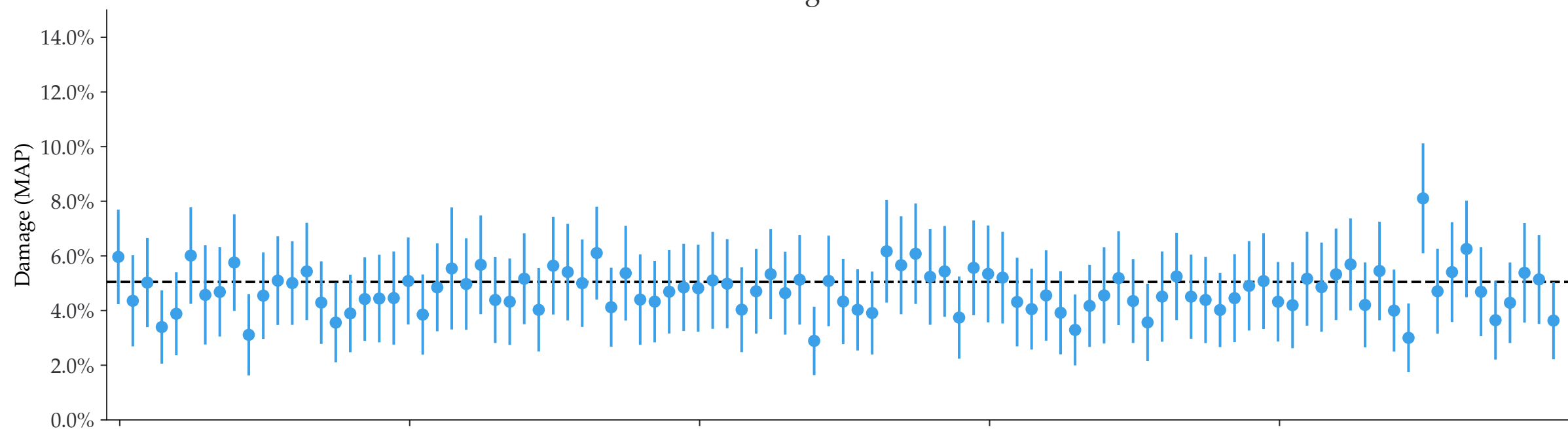
Iteration

Individual damages:  
1000 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

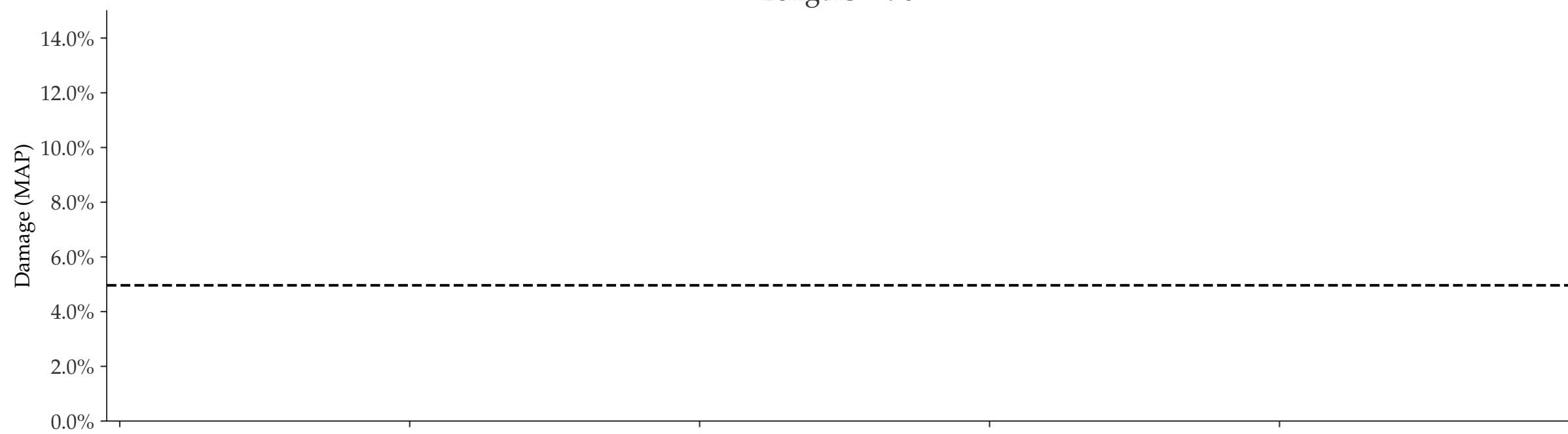
Lengths = 35



Lengths = 60



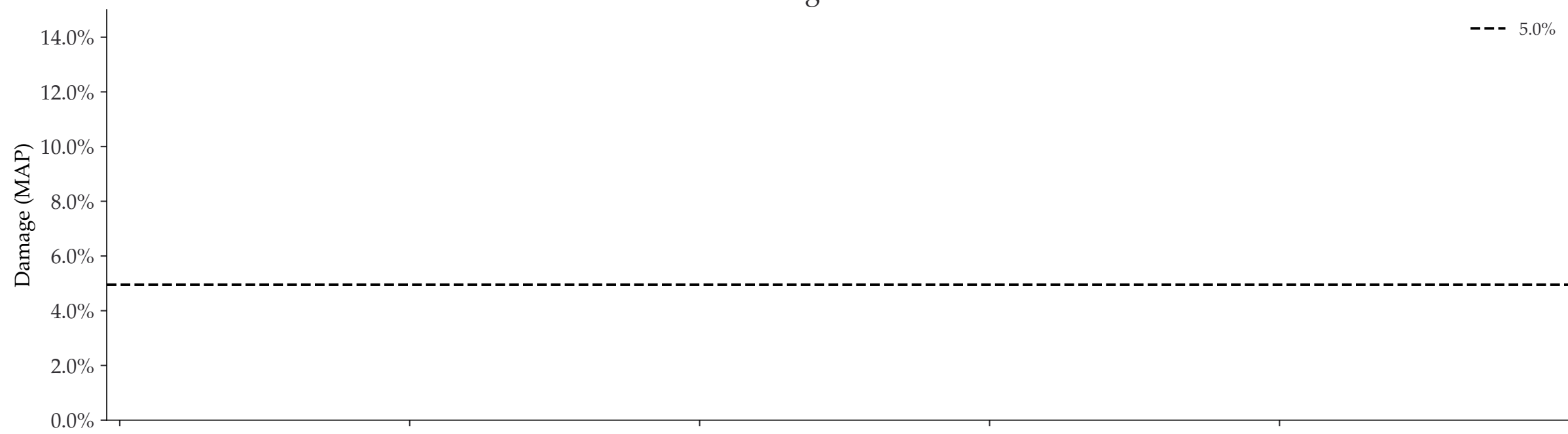
Lengths = 90



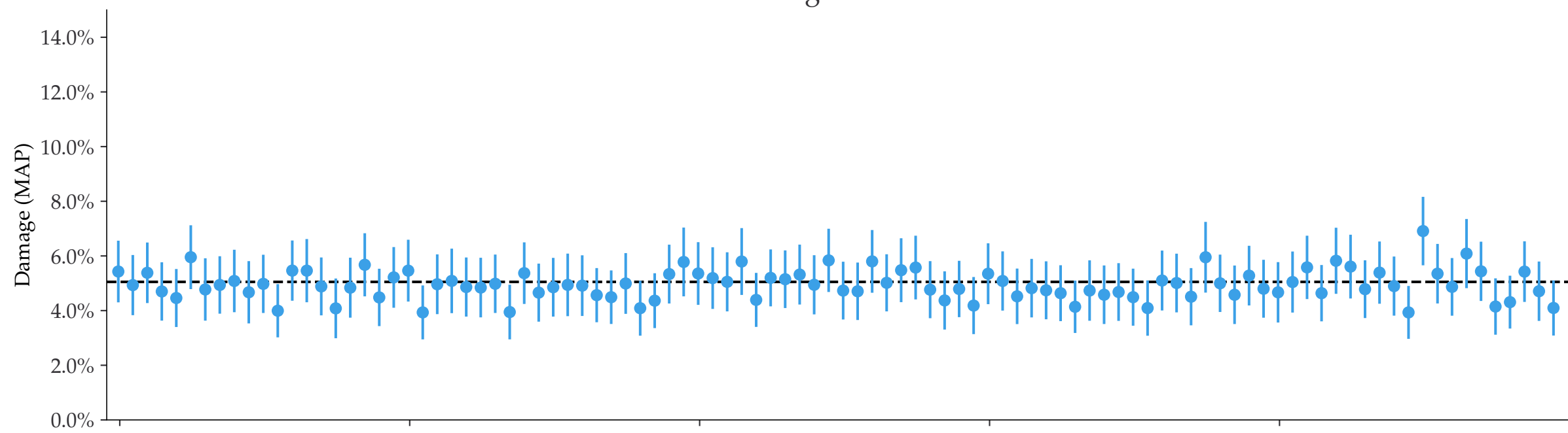
Iteration

Individual damages:  
2500 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

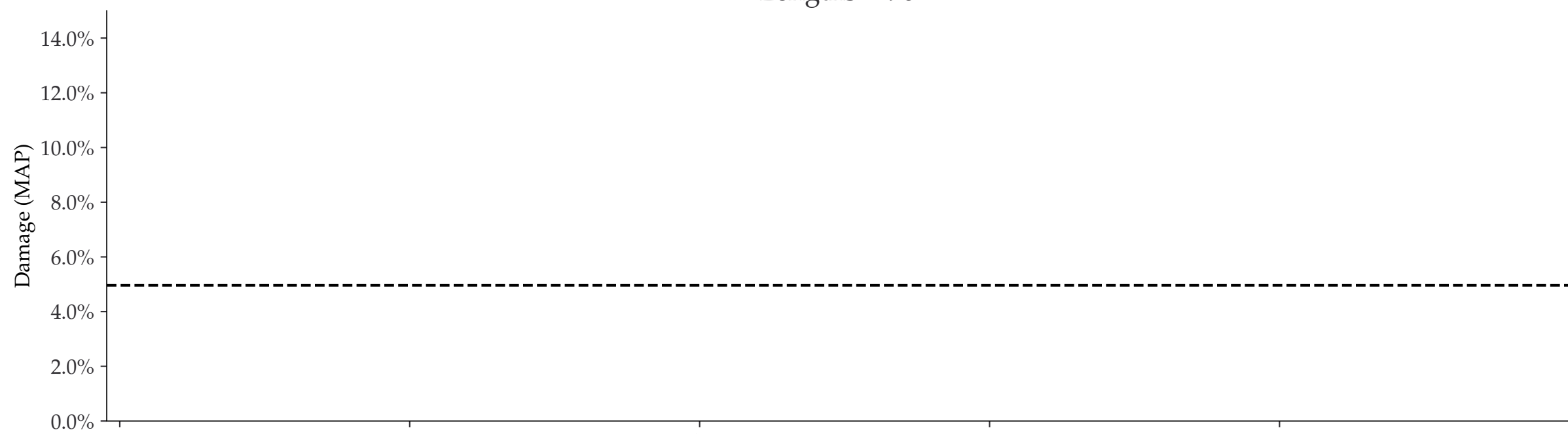
Lengths = 35



Lengths = 60



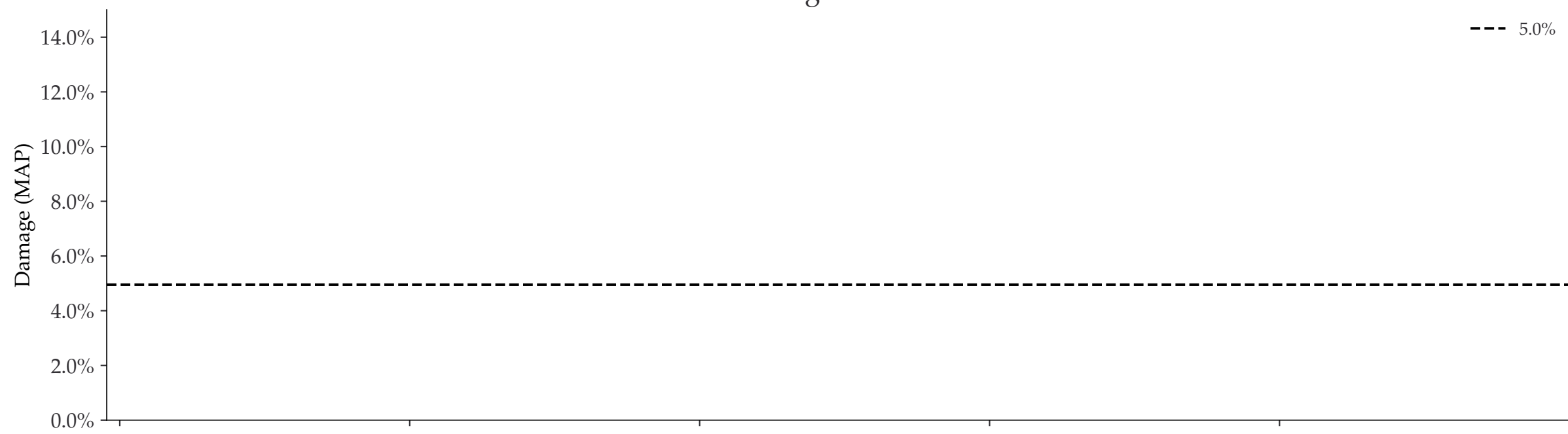
Lengths = 90



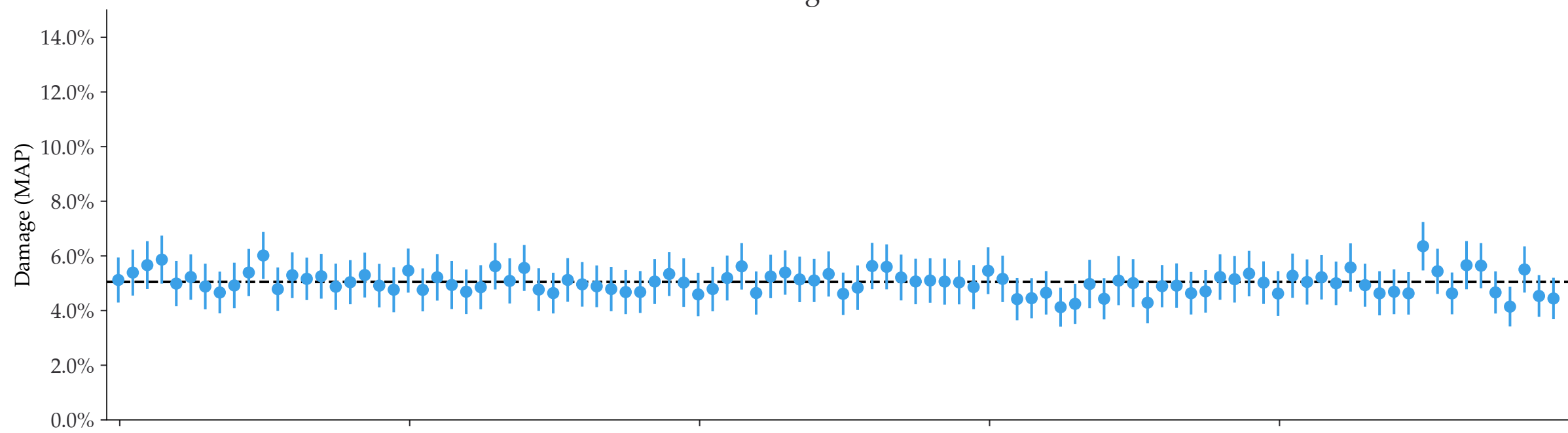
Iteration

Individual damages:  
5000 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

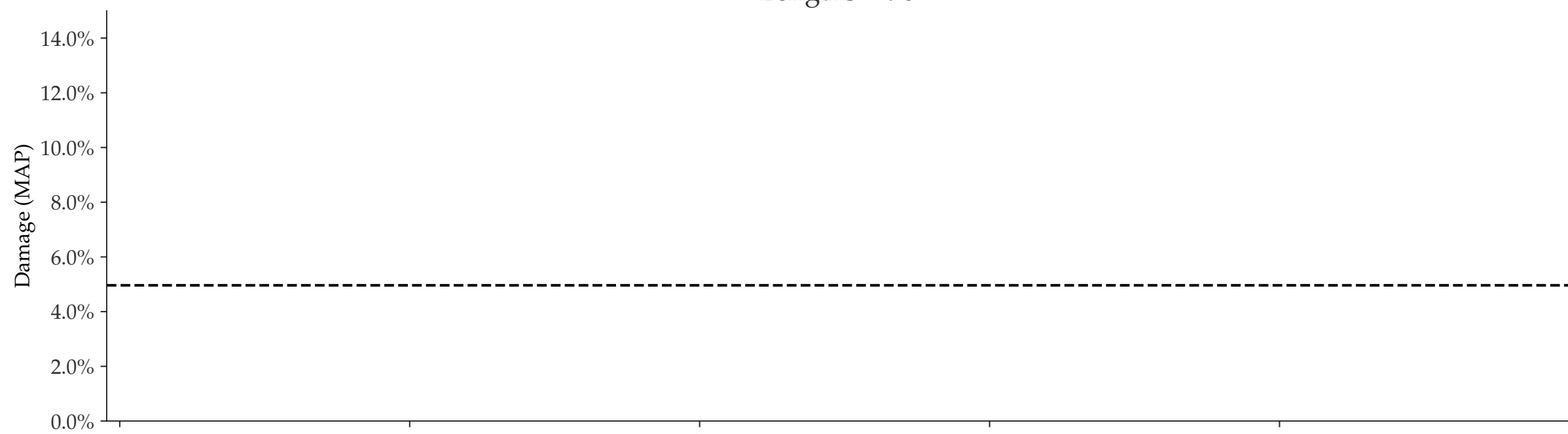
Lengths = 35



Lengths = 60



Lengths = 90

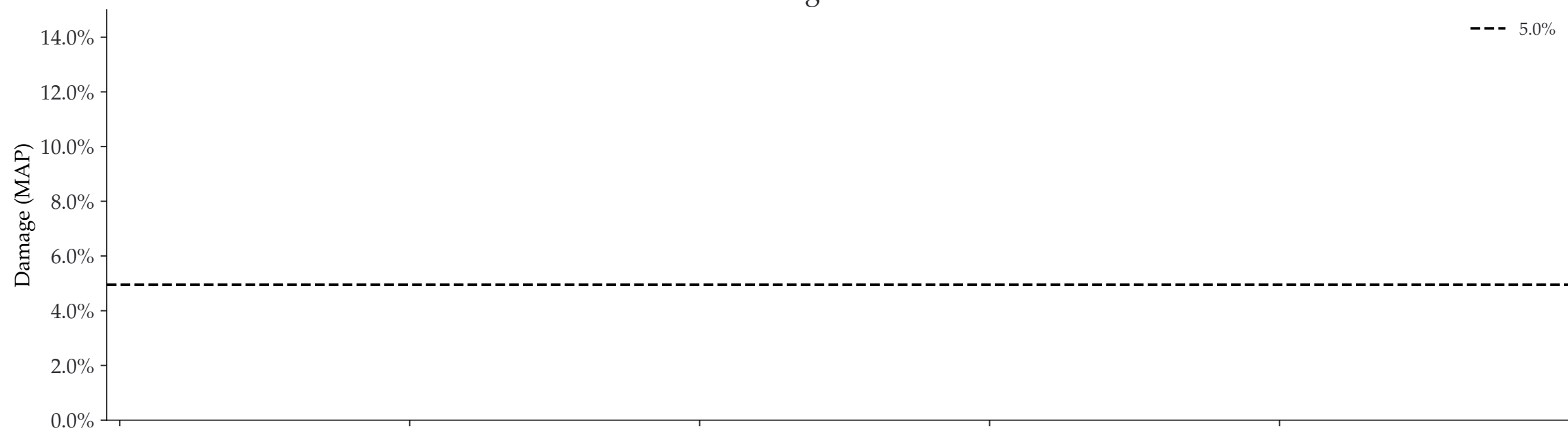


Iteration

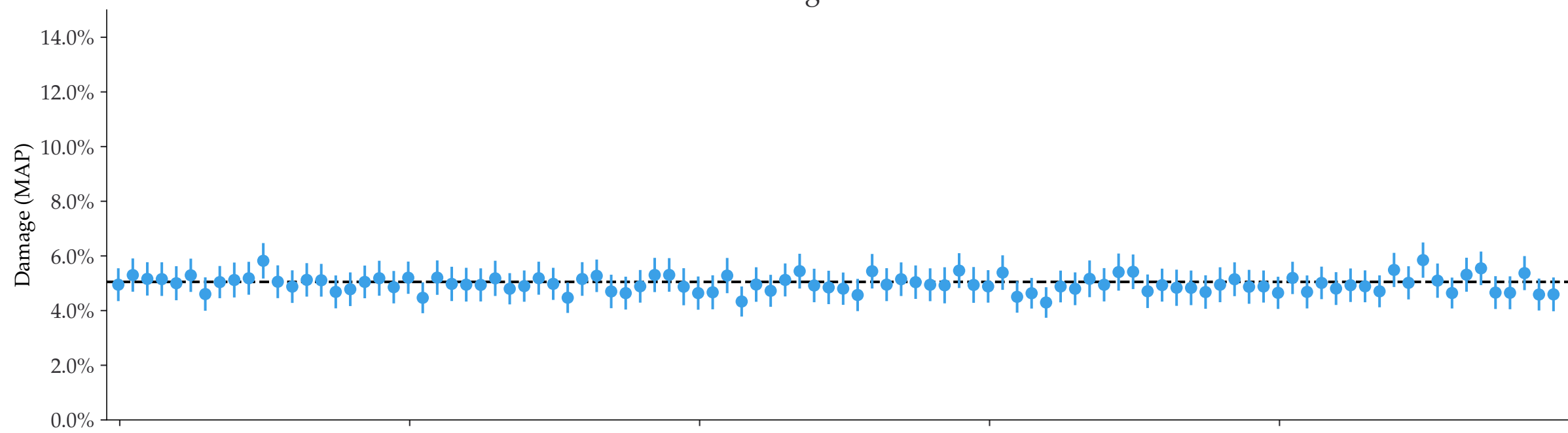


Individual damages:  
10000 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

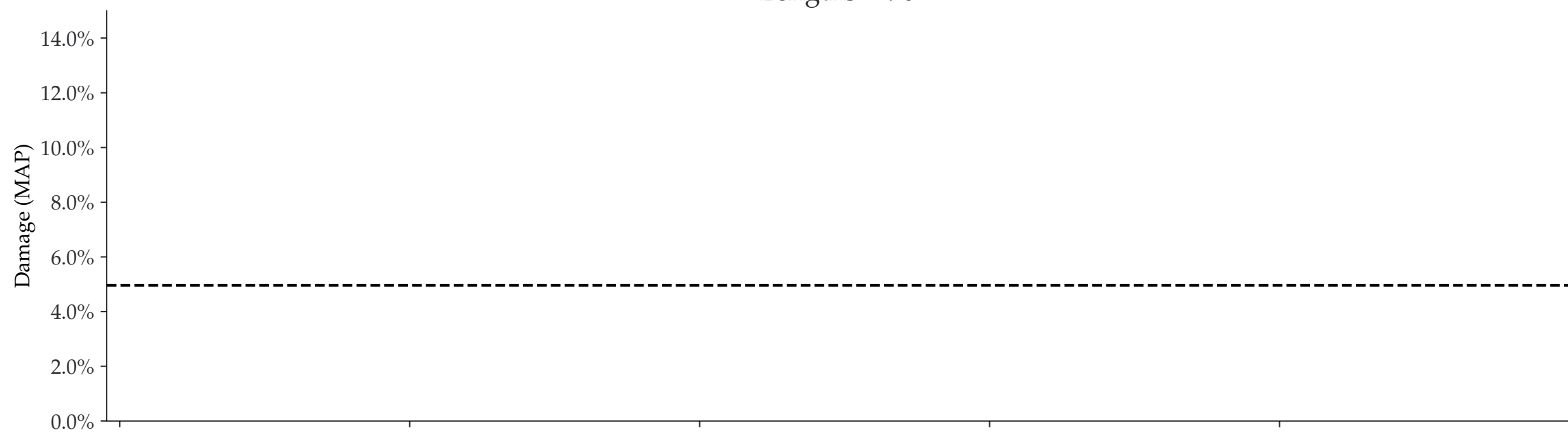
Lengths = 35



Lengths = 60

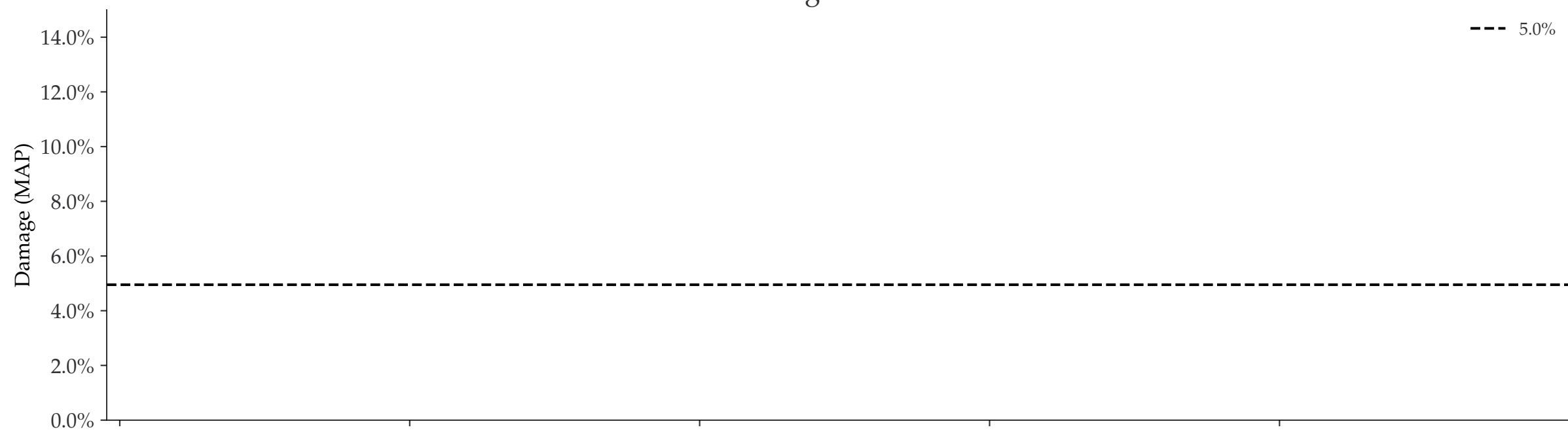


Lengths = 90

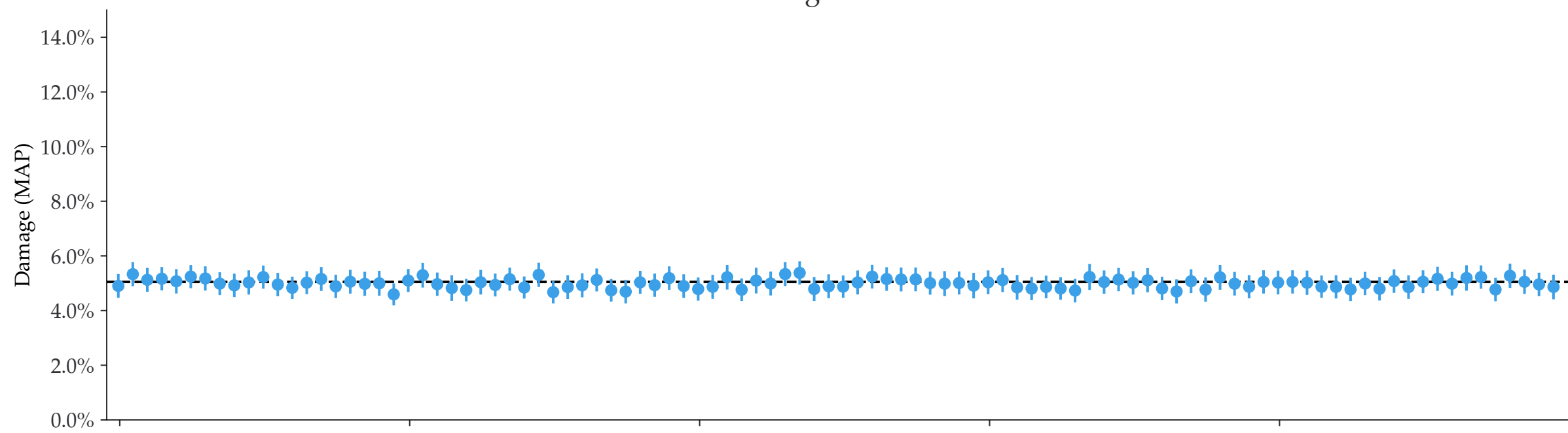


Individual damages:  
25000 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

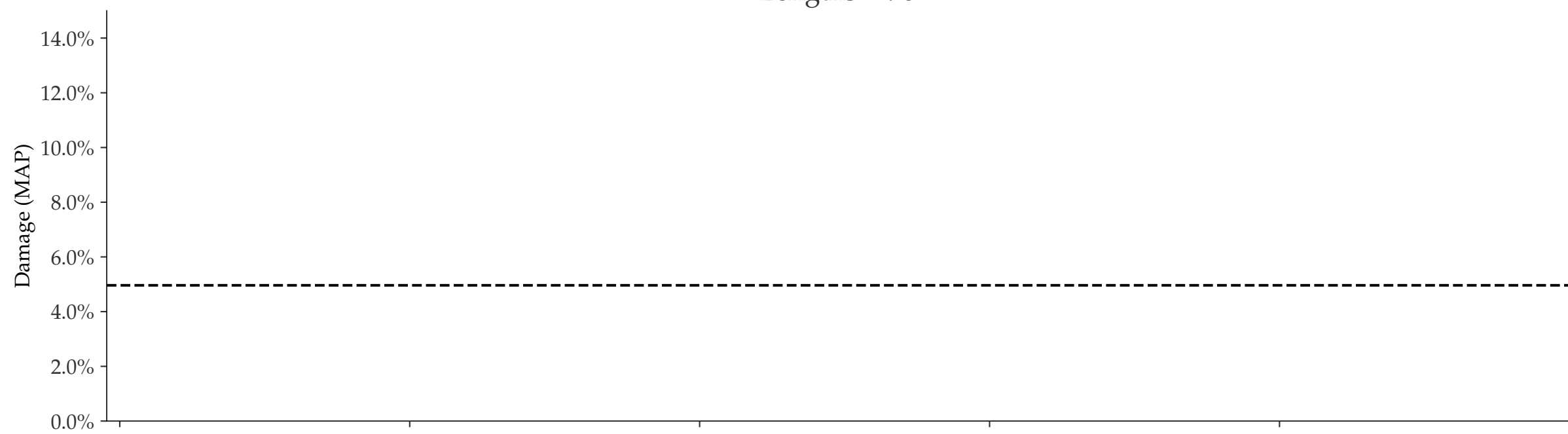
Lengths = 35



Lengths = 60



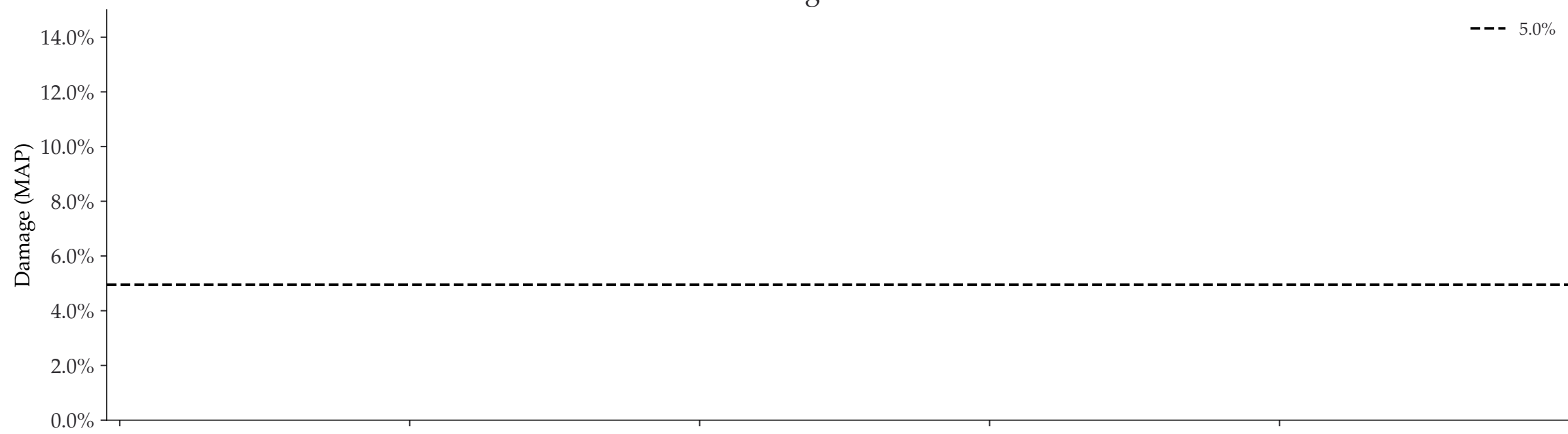
Lengths = 90



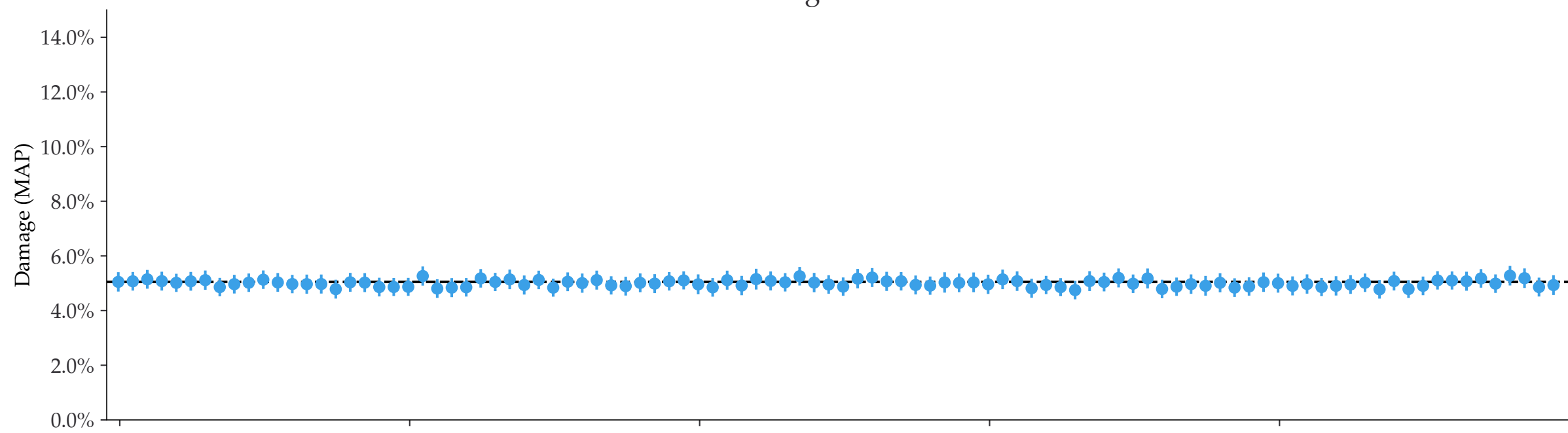
Iteration

Individual damages:  
50000 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

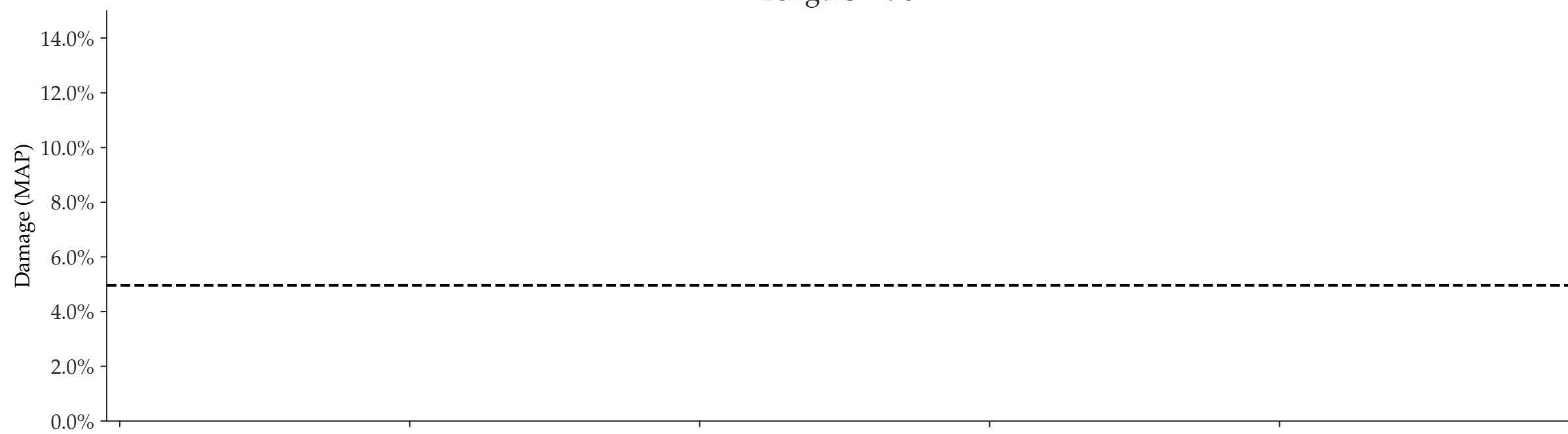
Lengths = 35



Lengths = 60



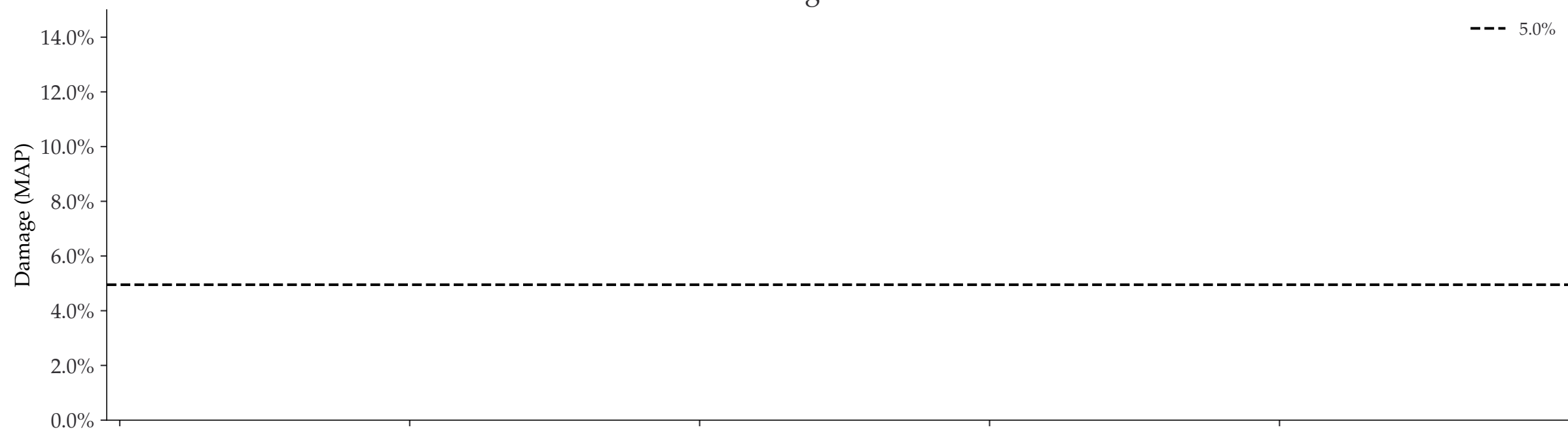
Lengths = 90



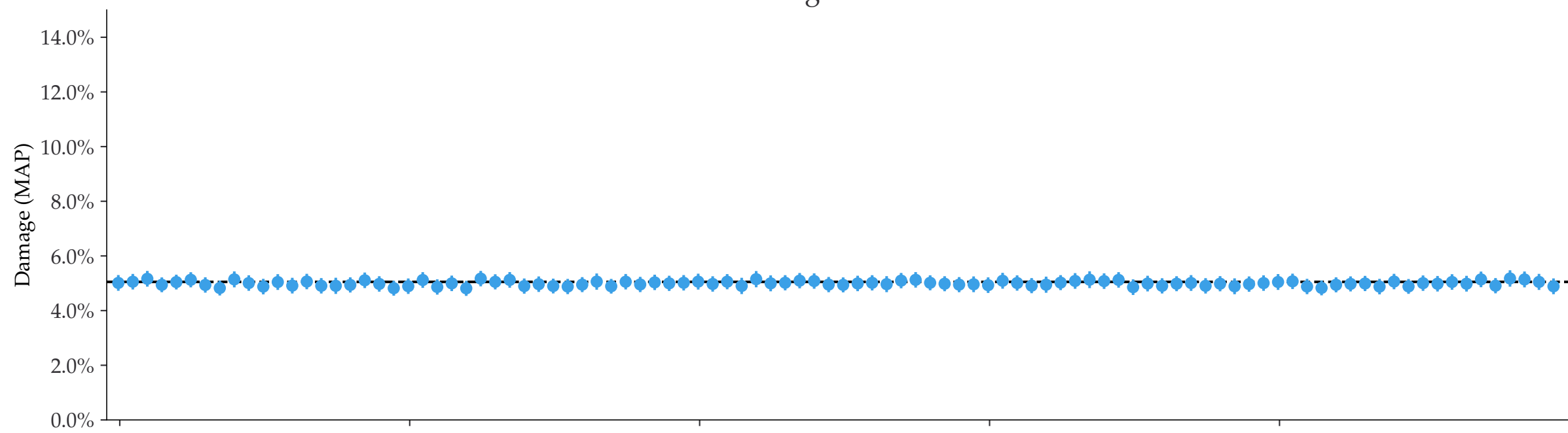
Iteration

Individual damages:  
100000 reads  
Briggs damage = 0.162  
Damage percent (approx) = 5%

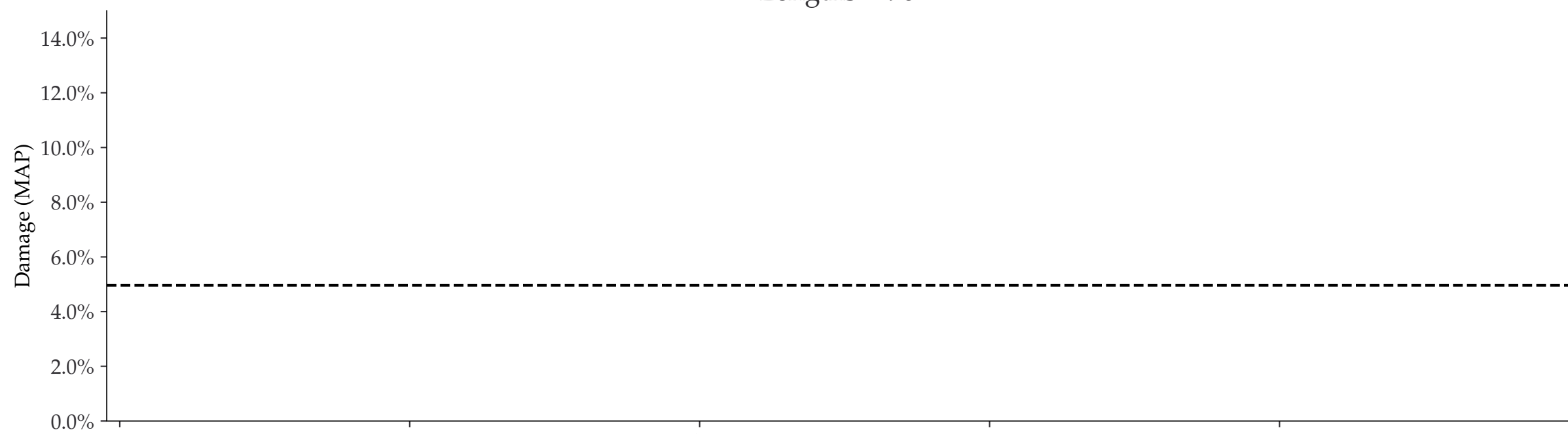
Lengths = 35



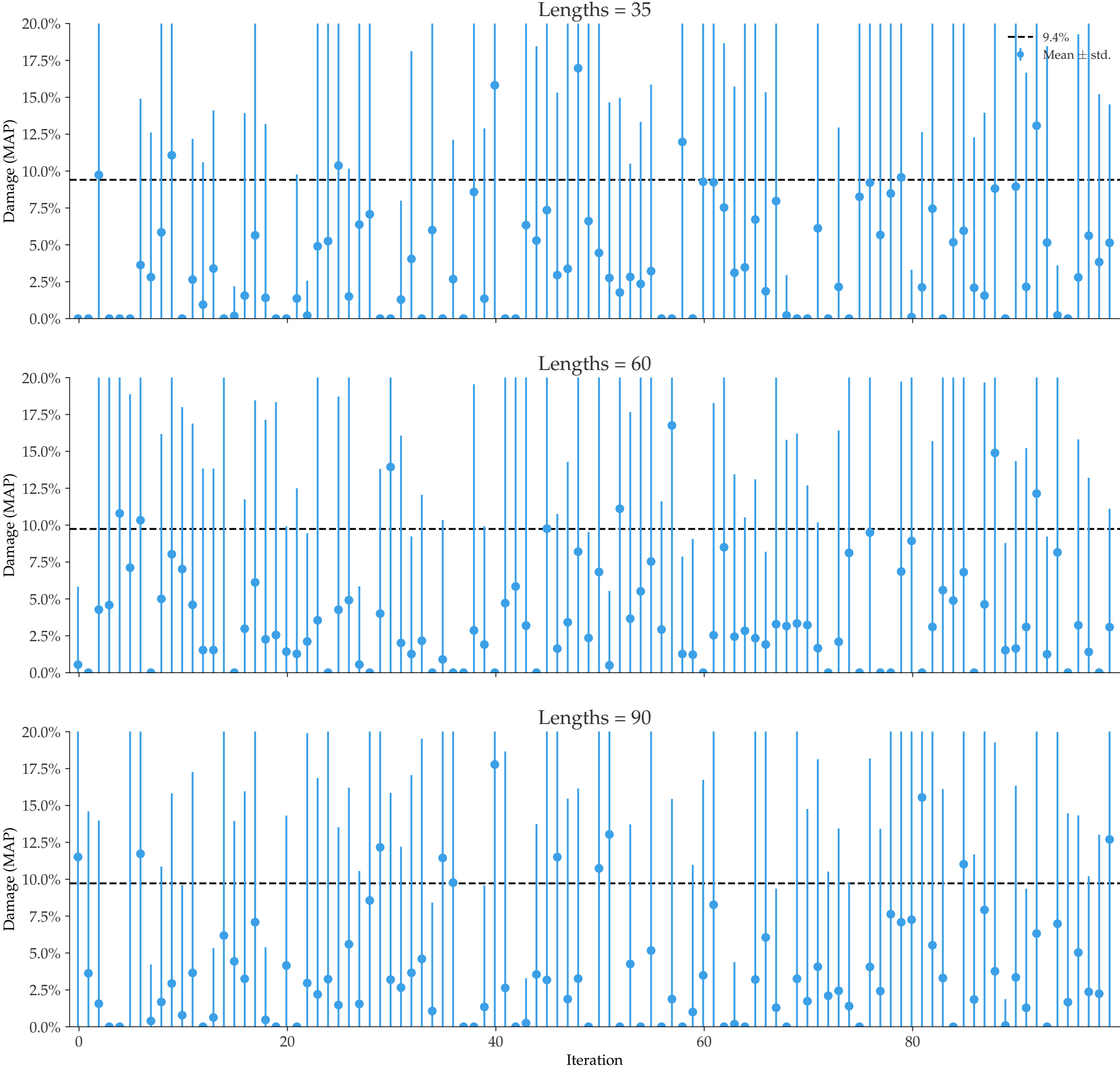
Lengths = 60



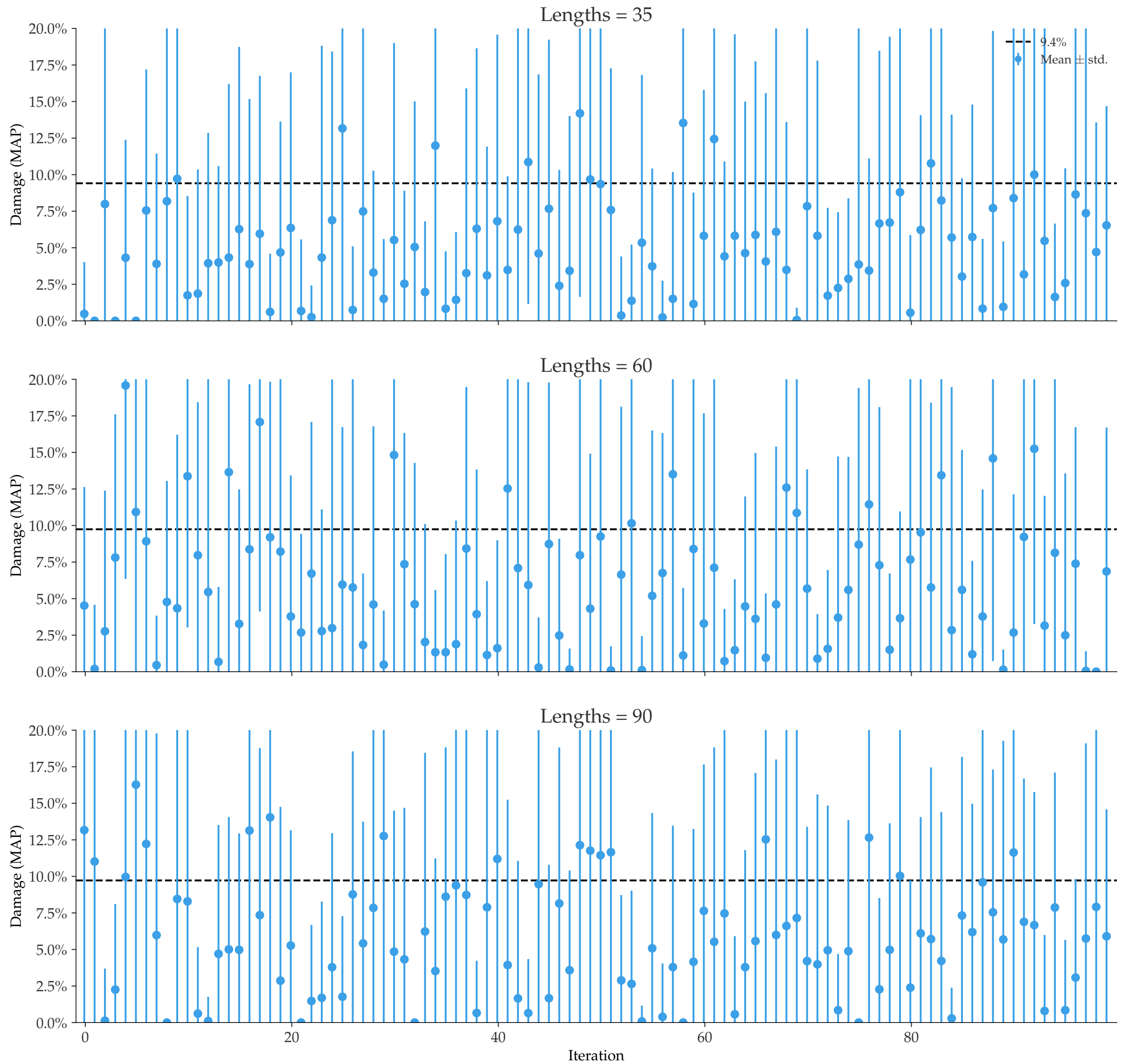
Lengths = 90



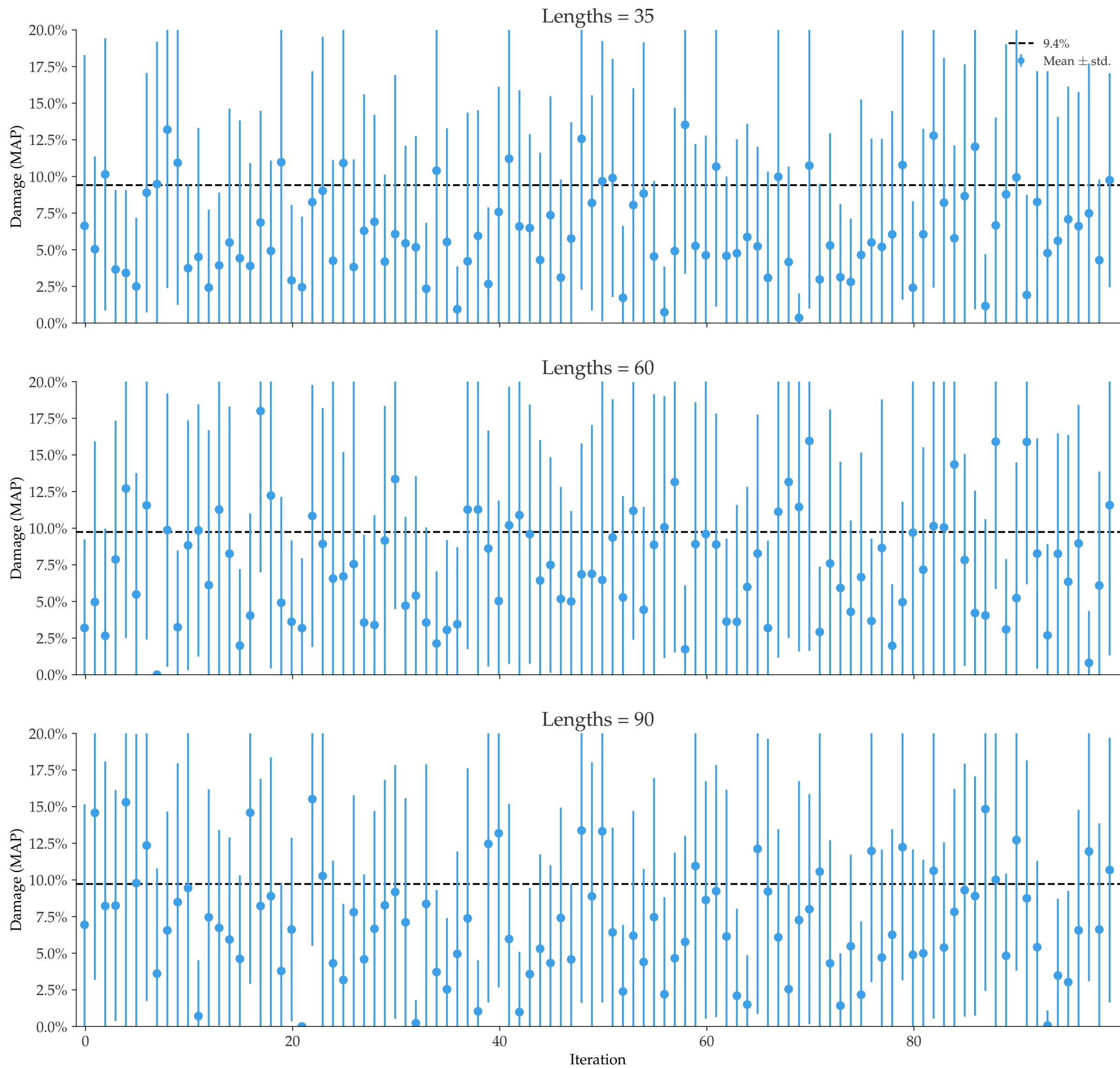
Individual damages:  
10 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%



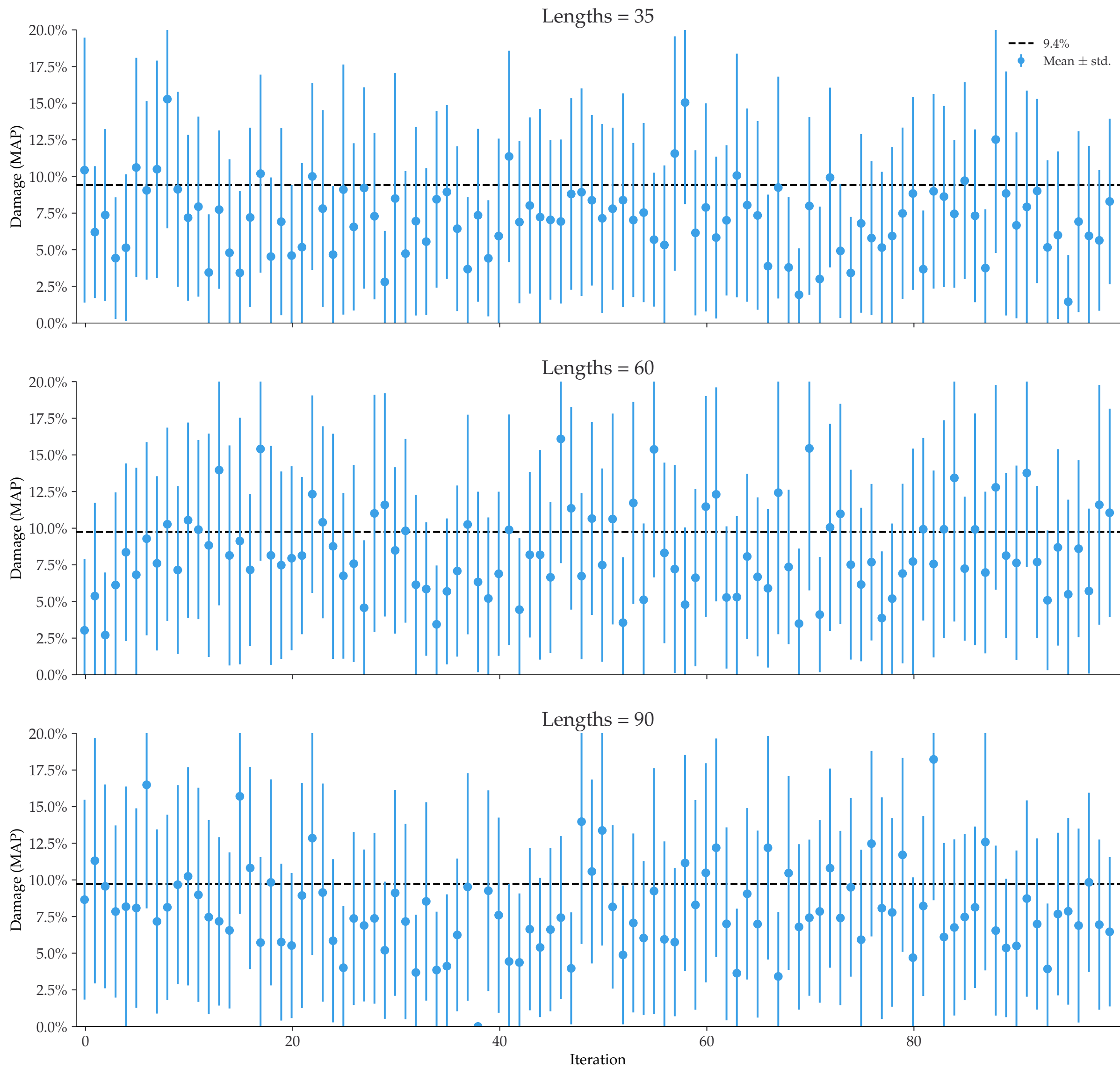
Individual damages:  
25 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%



Individual damages:  
50 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%

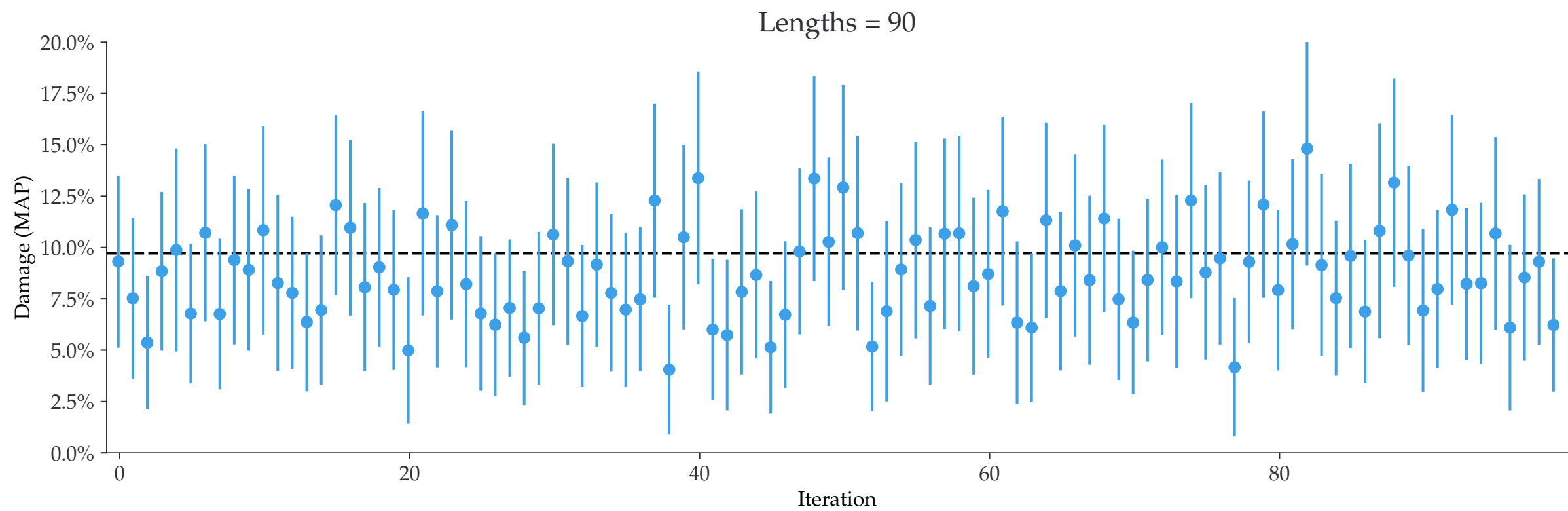
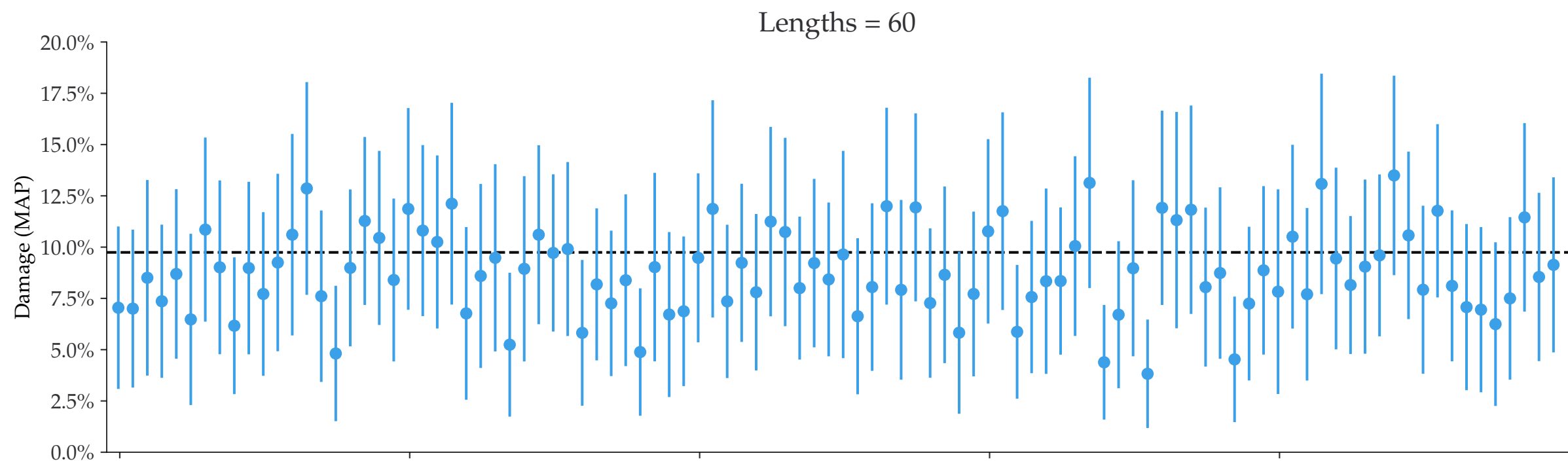
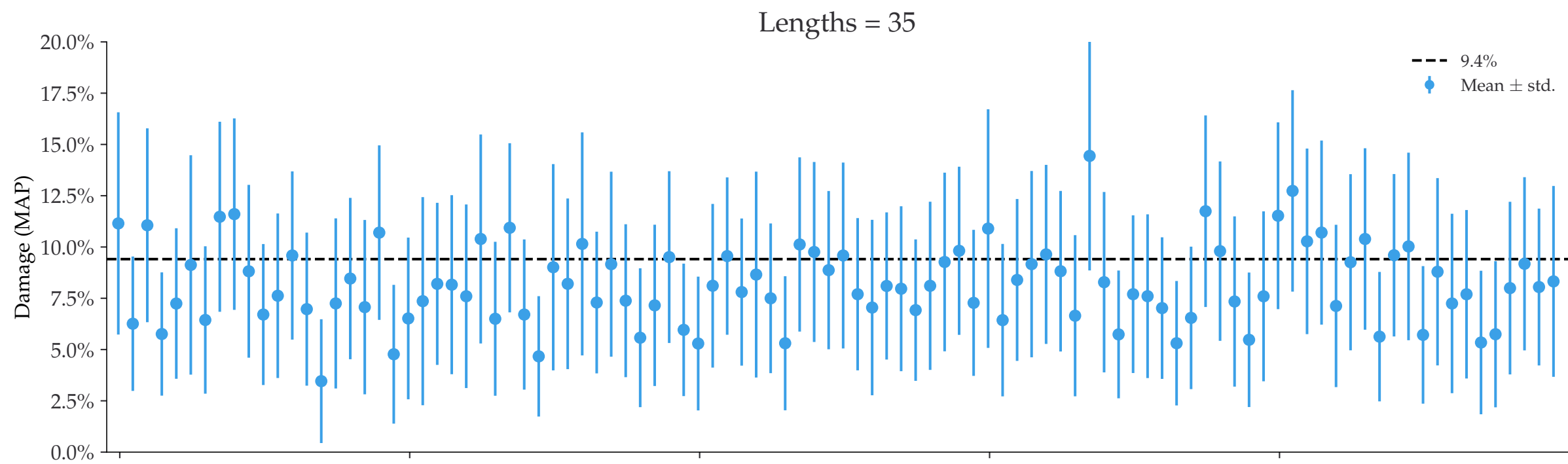


Individual damages:  
100 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%



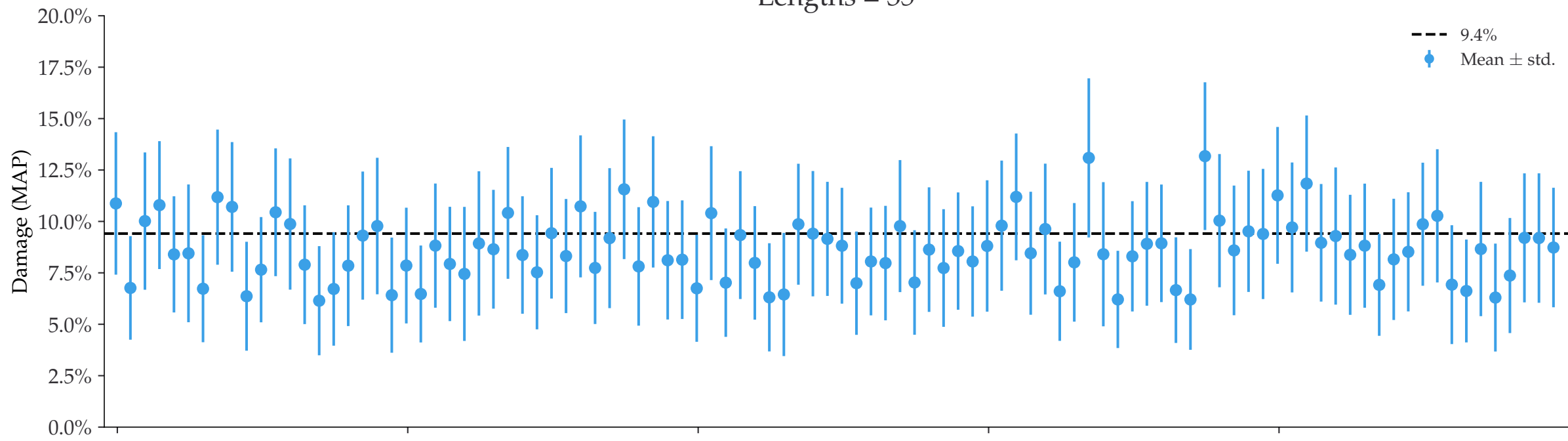


Individual damages:  
250 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%

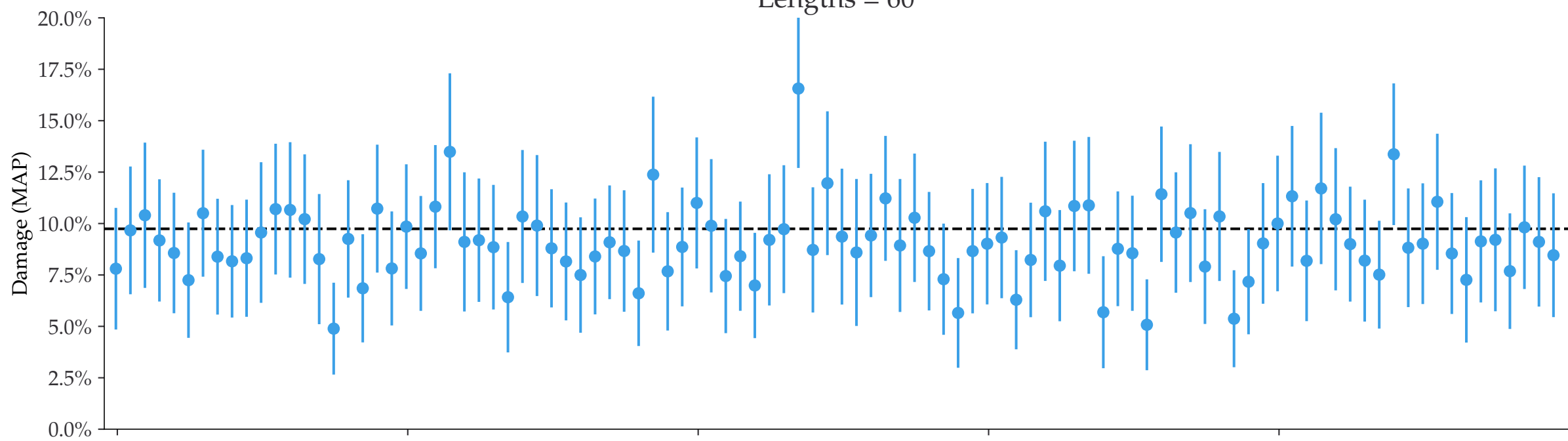


Individual damages:  
500 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%

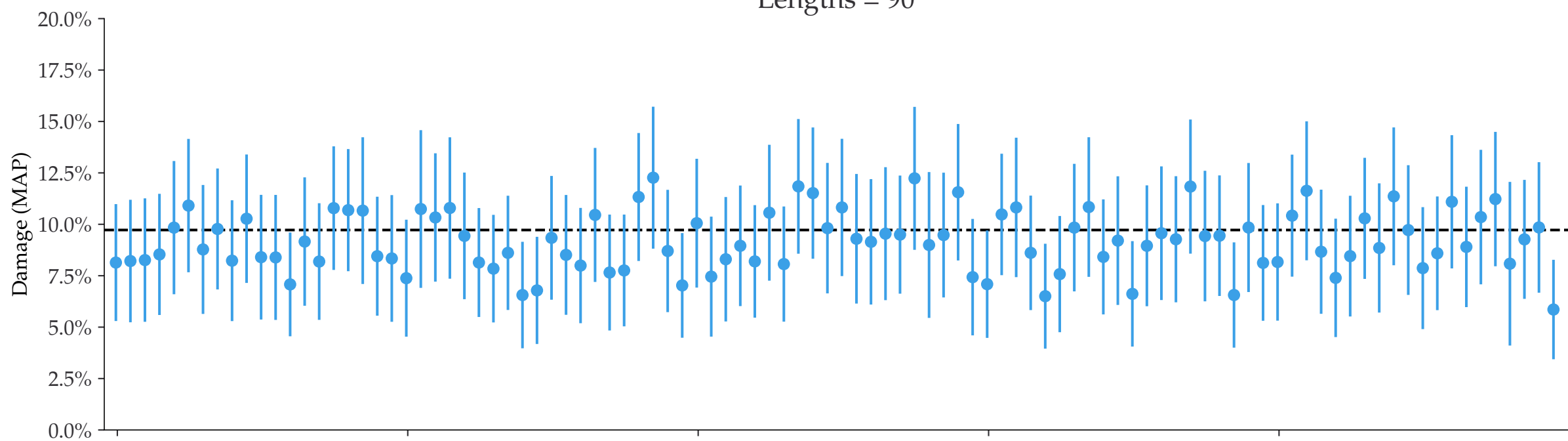
Lengths = 35



Lengths = 60

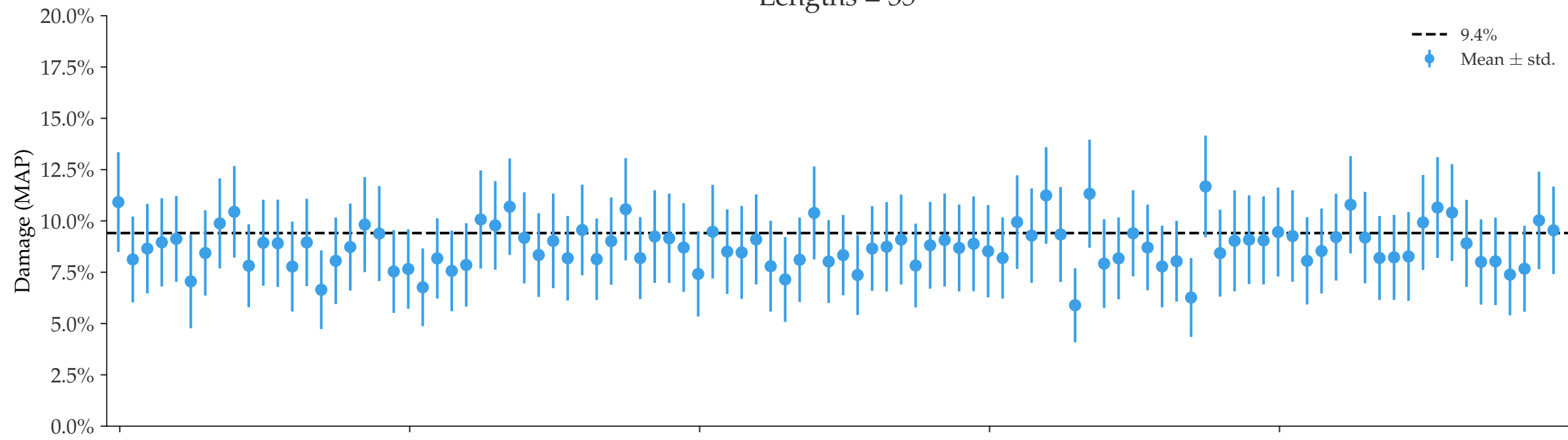


Lengths = 90

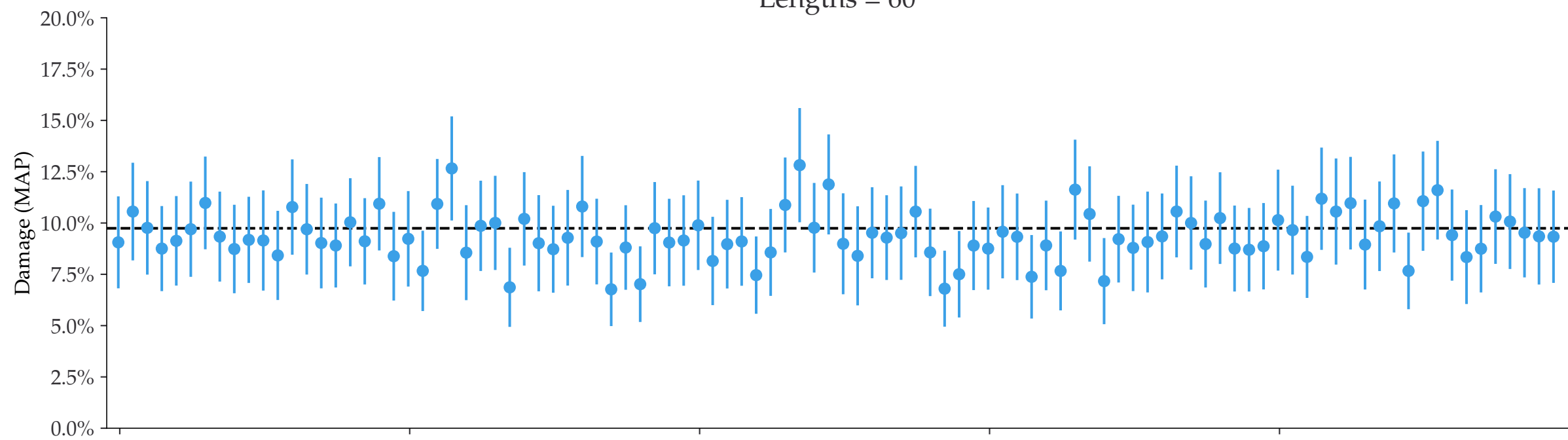


Individual damages:  
1000 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%

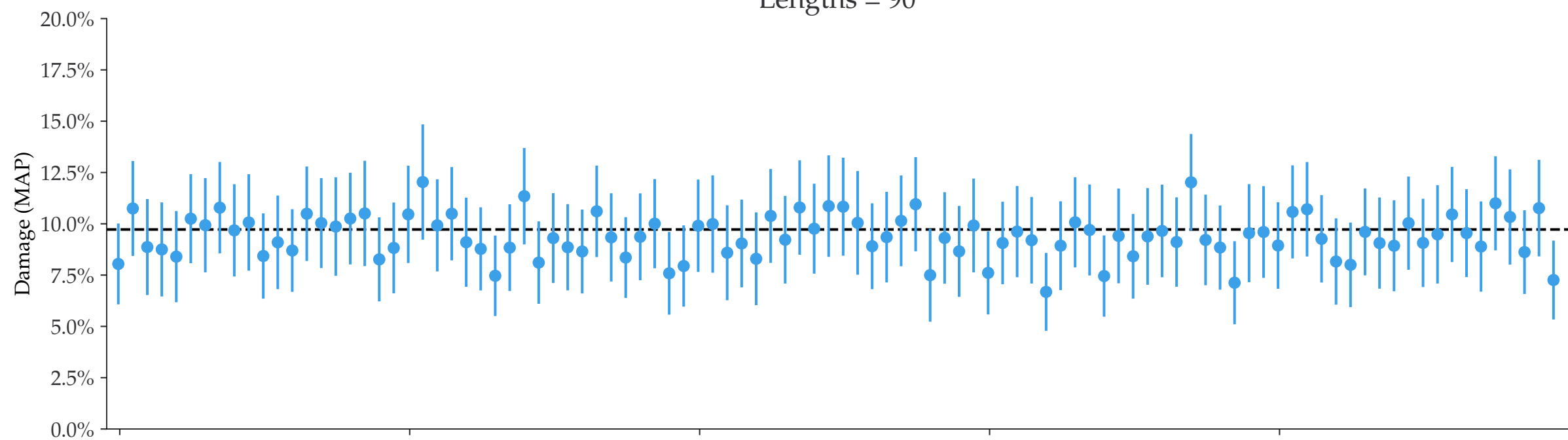
Lengths = 35



Lengths = 60



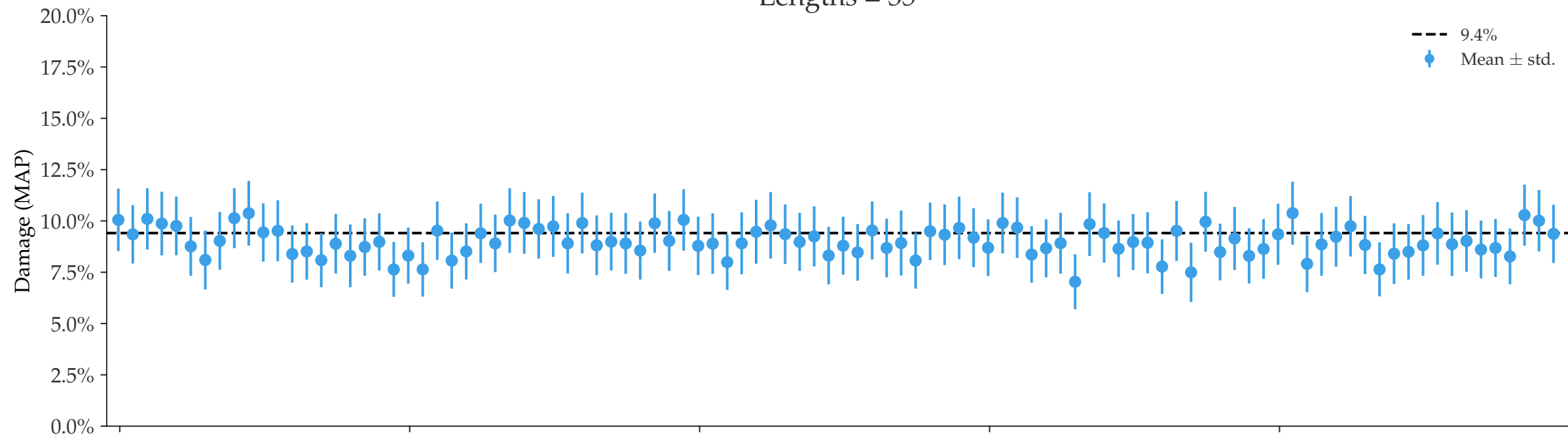
Lengths = 90



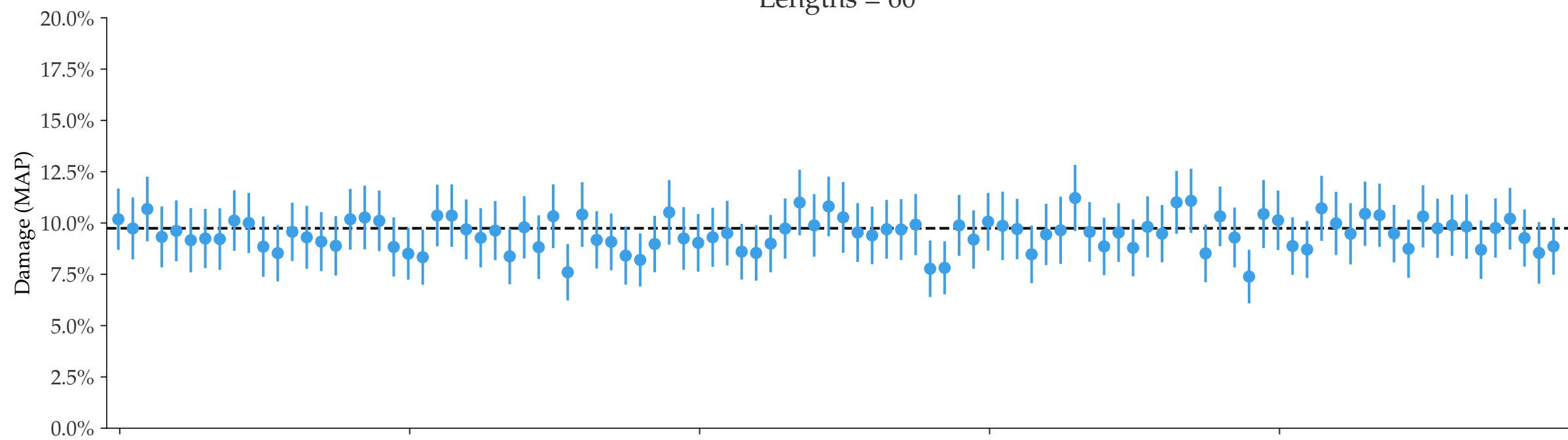
Iteration

Individual damages:  
2500 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%

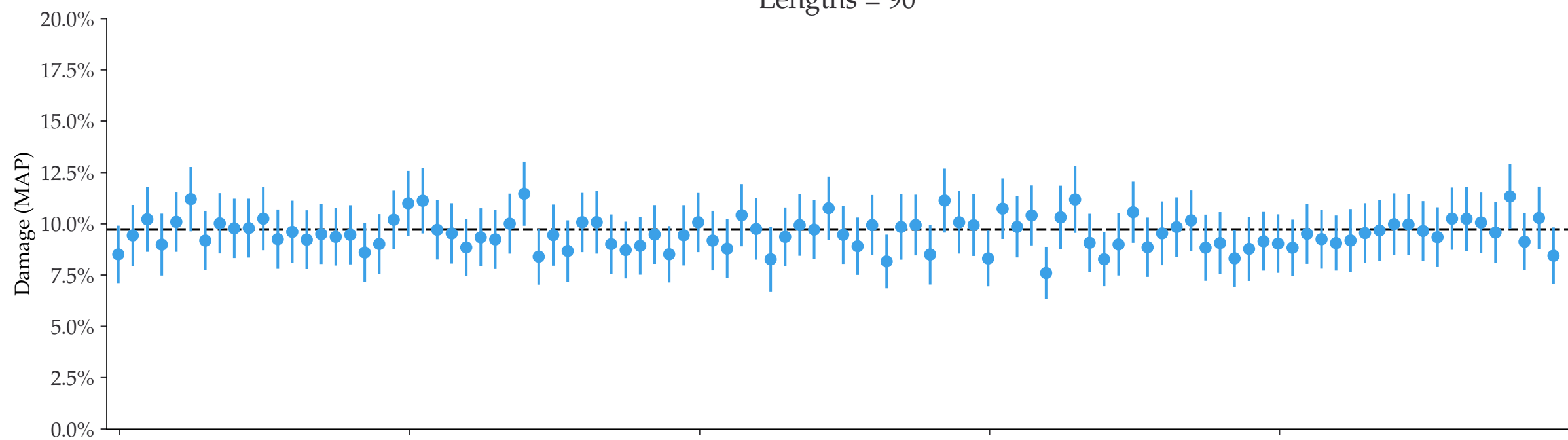
Lengths = 35



Lengths = 60

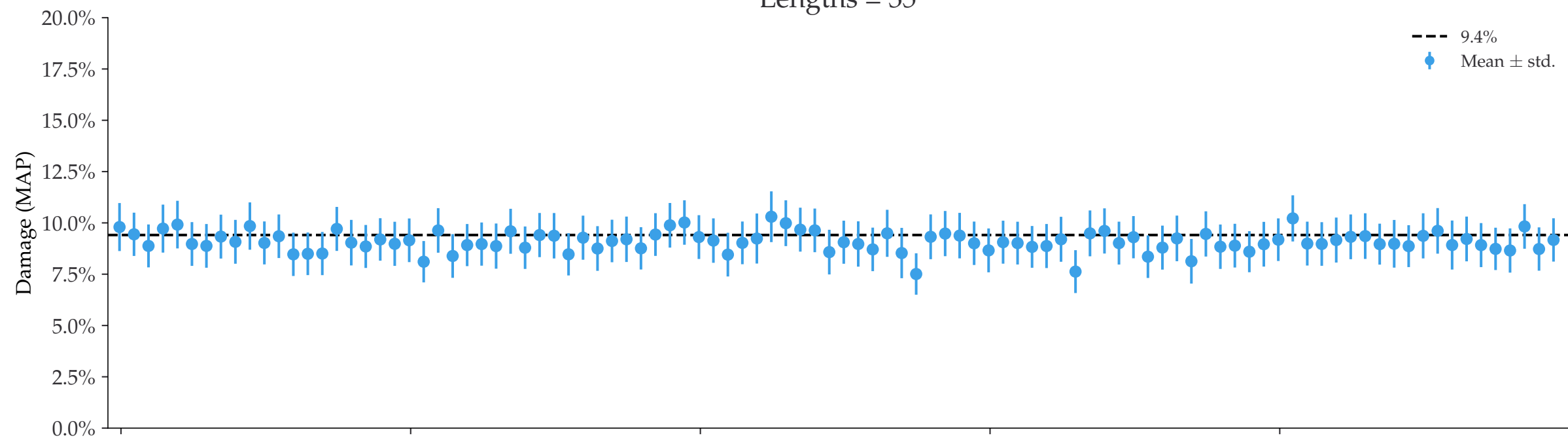


Lengths = 90

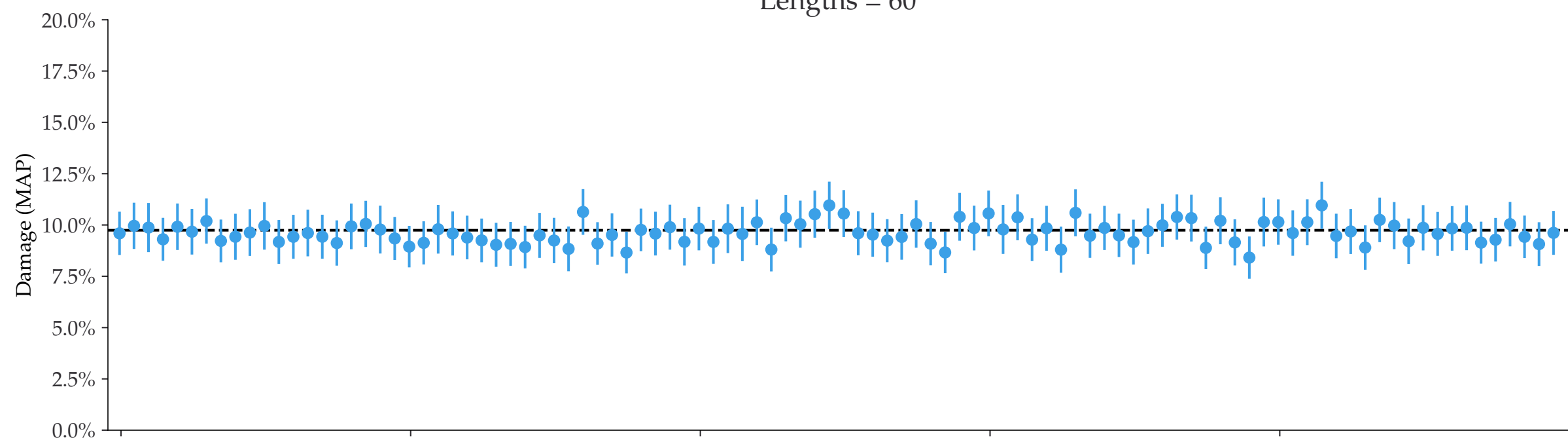


Individual damages:  
5000 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%

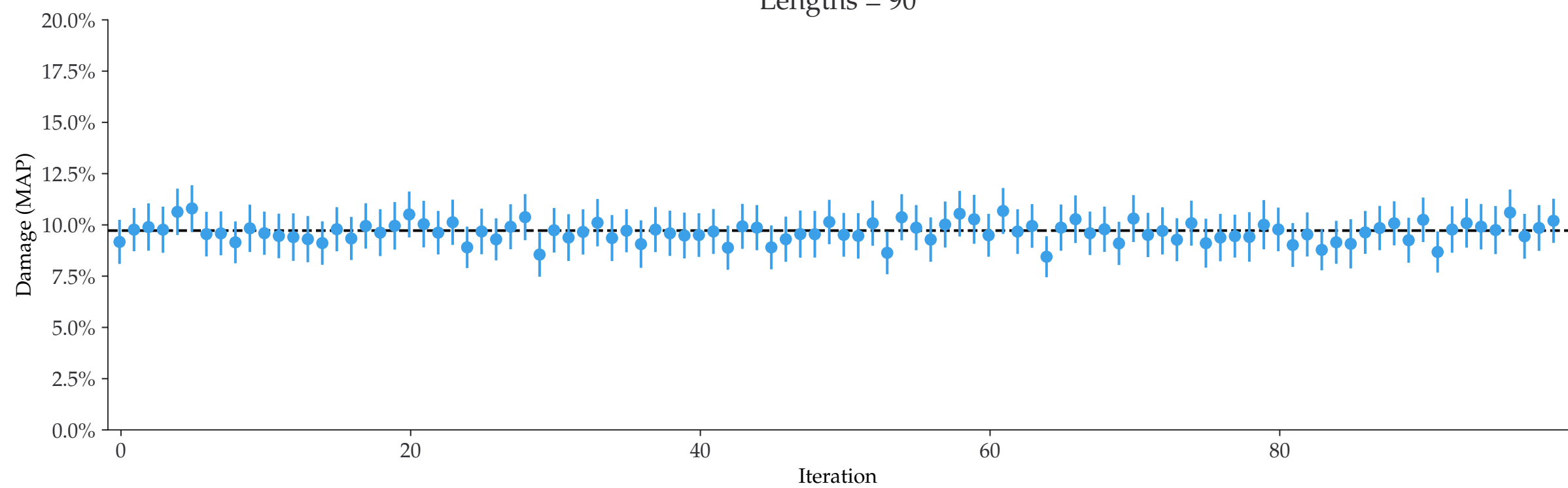
Lengths = 35



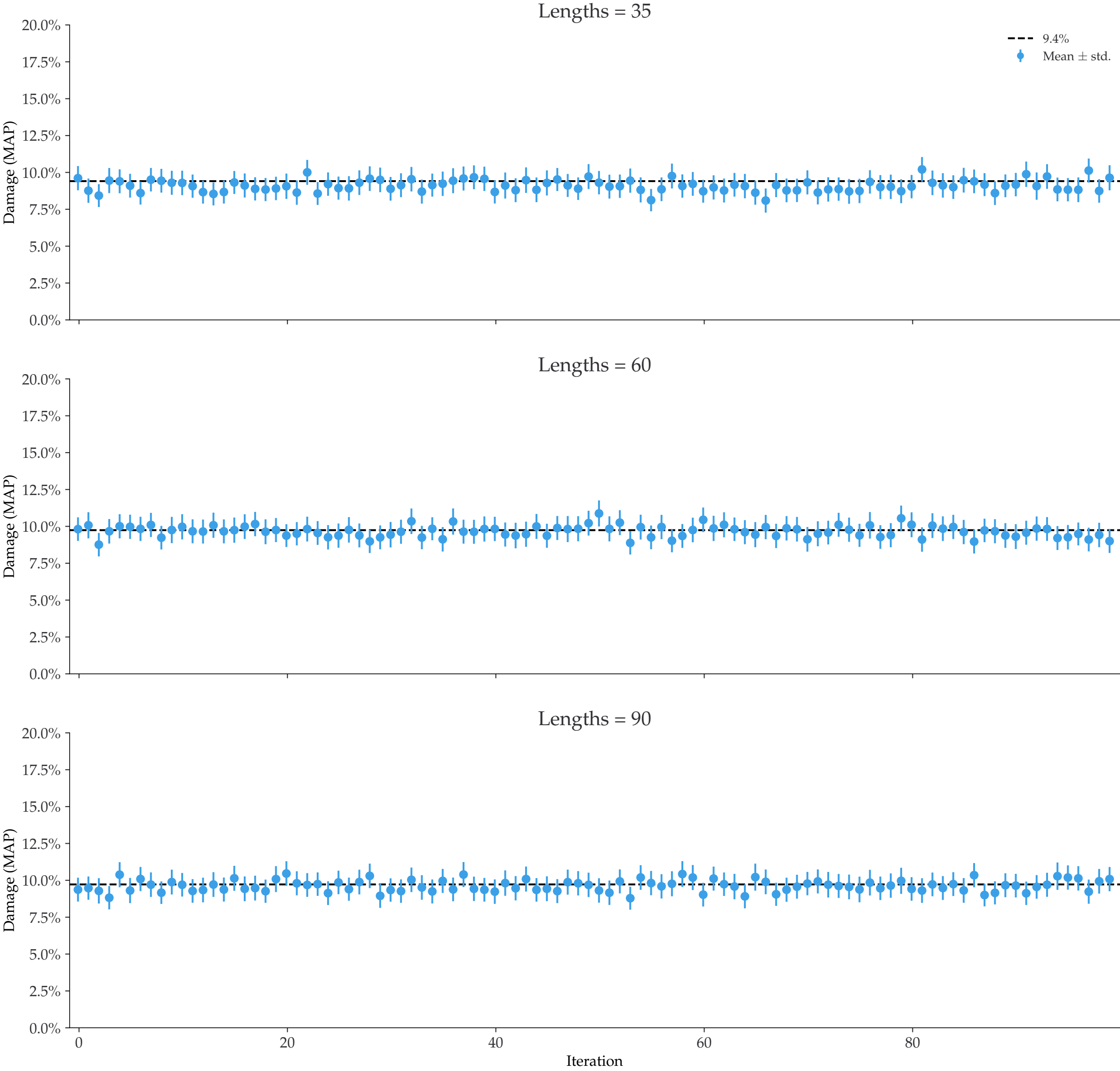
Lengths = 60



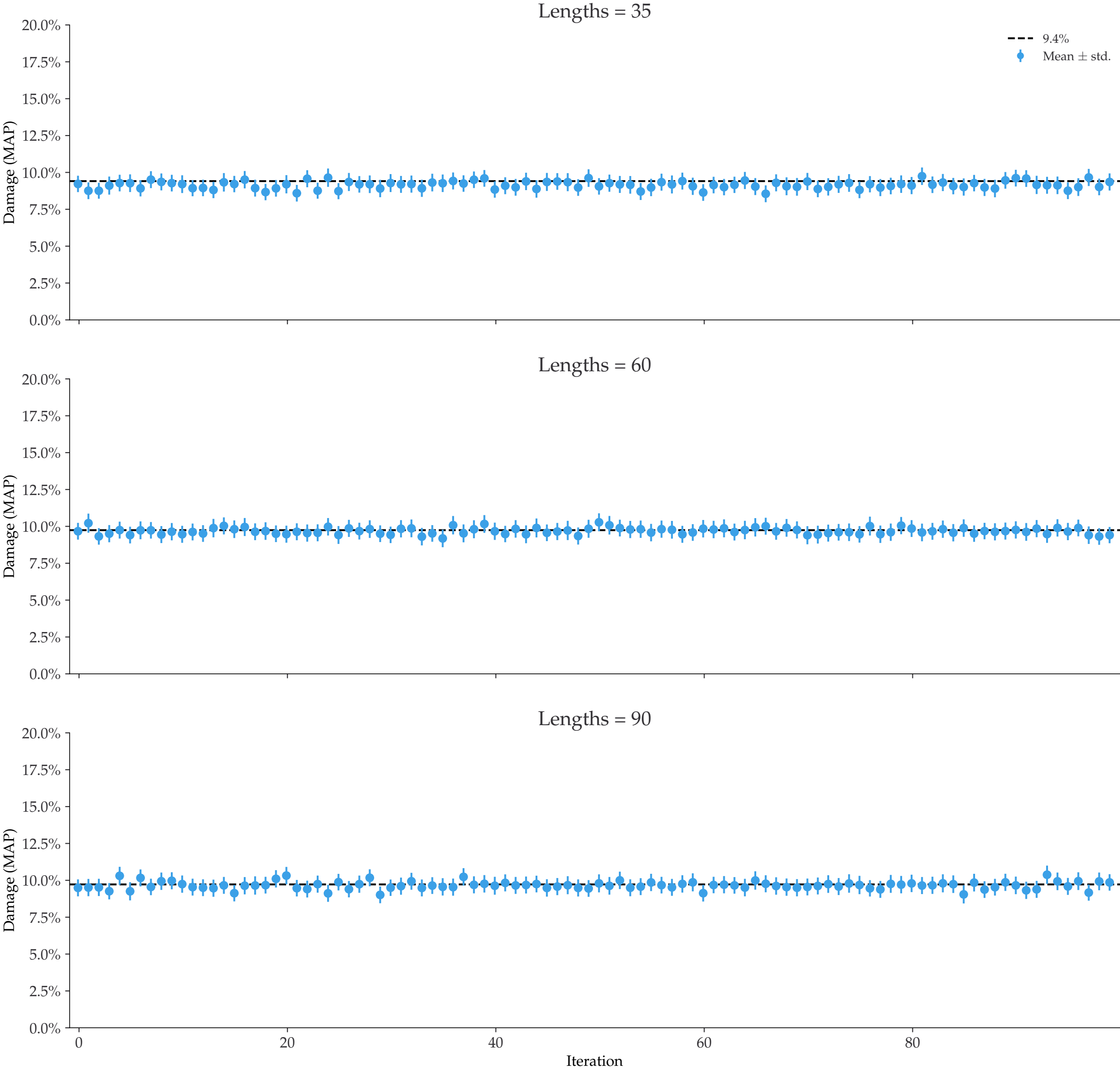
Lengths = 90



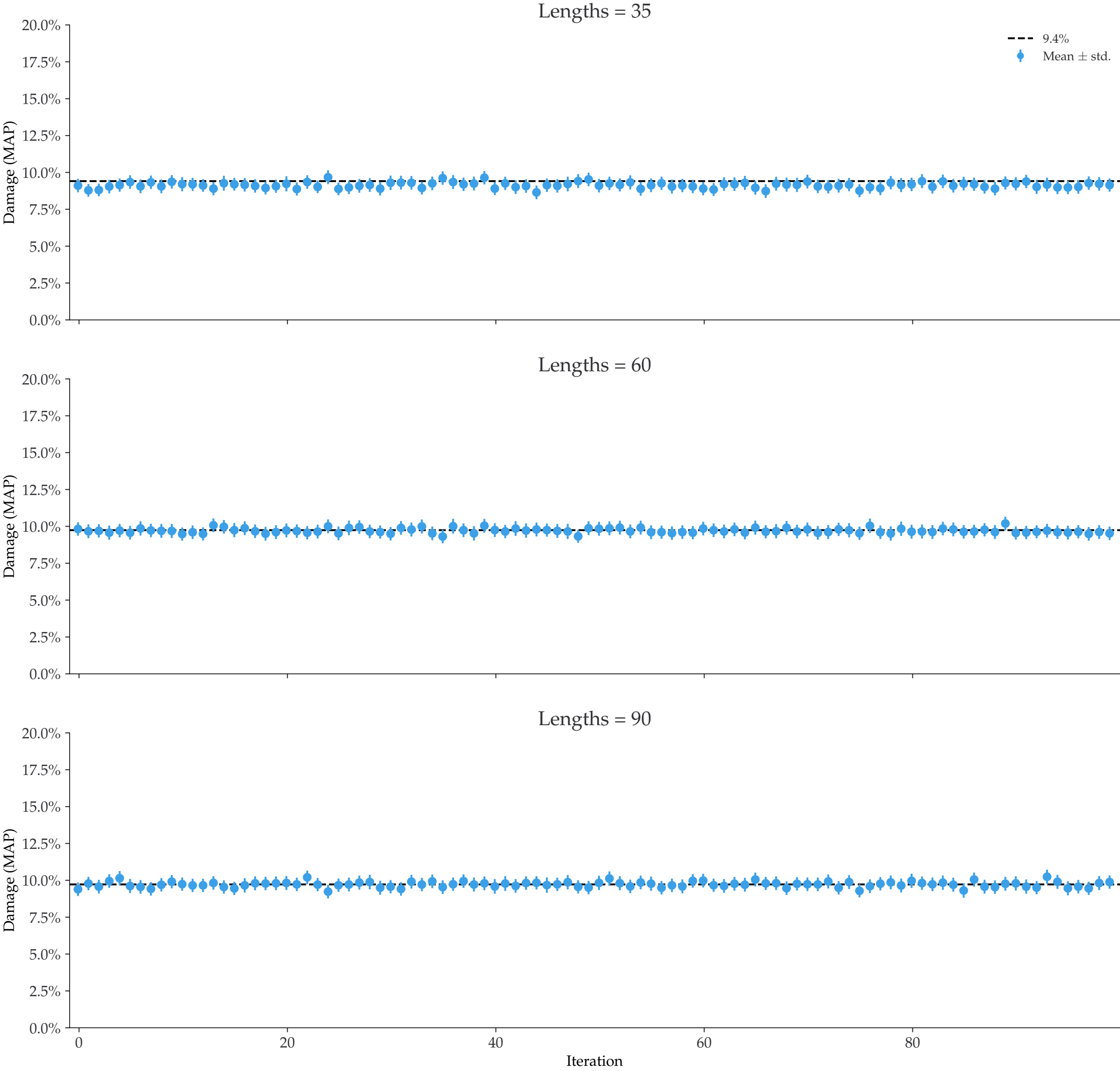
Individual damages:  
10000 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%



Individual damages:  
25000 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%

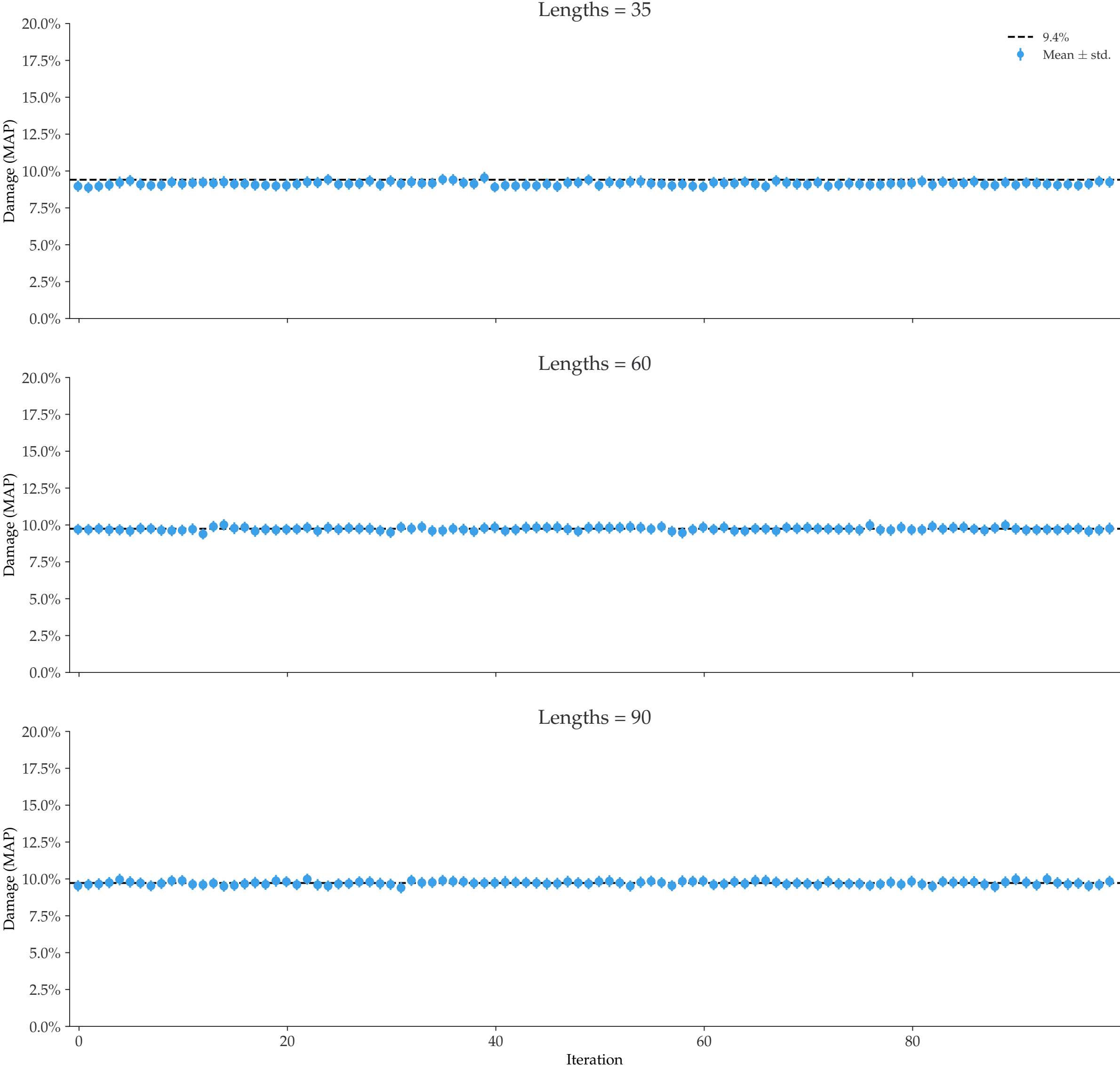


Individual damages:  
50000 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%

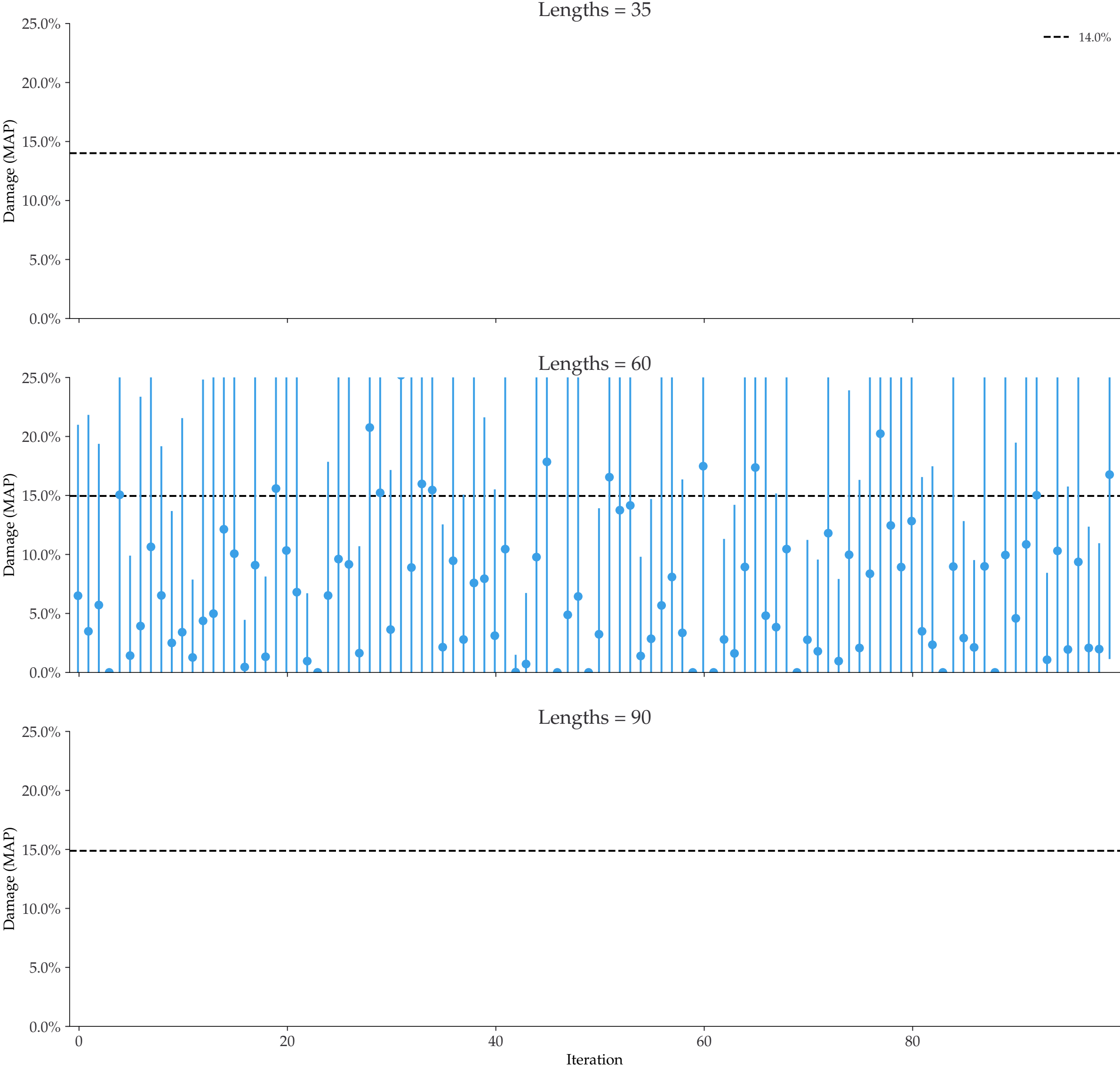




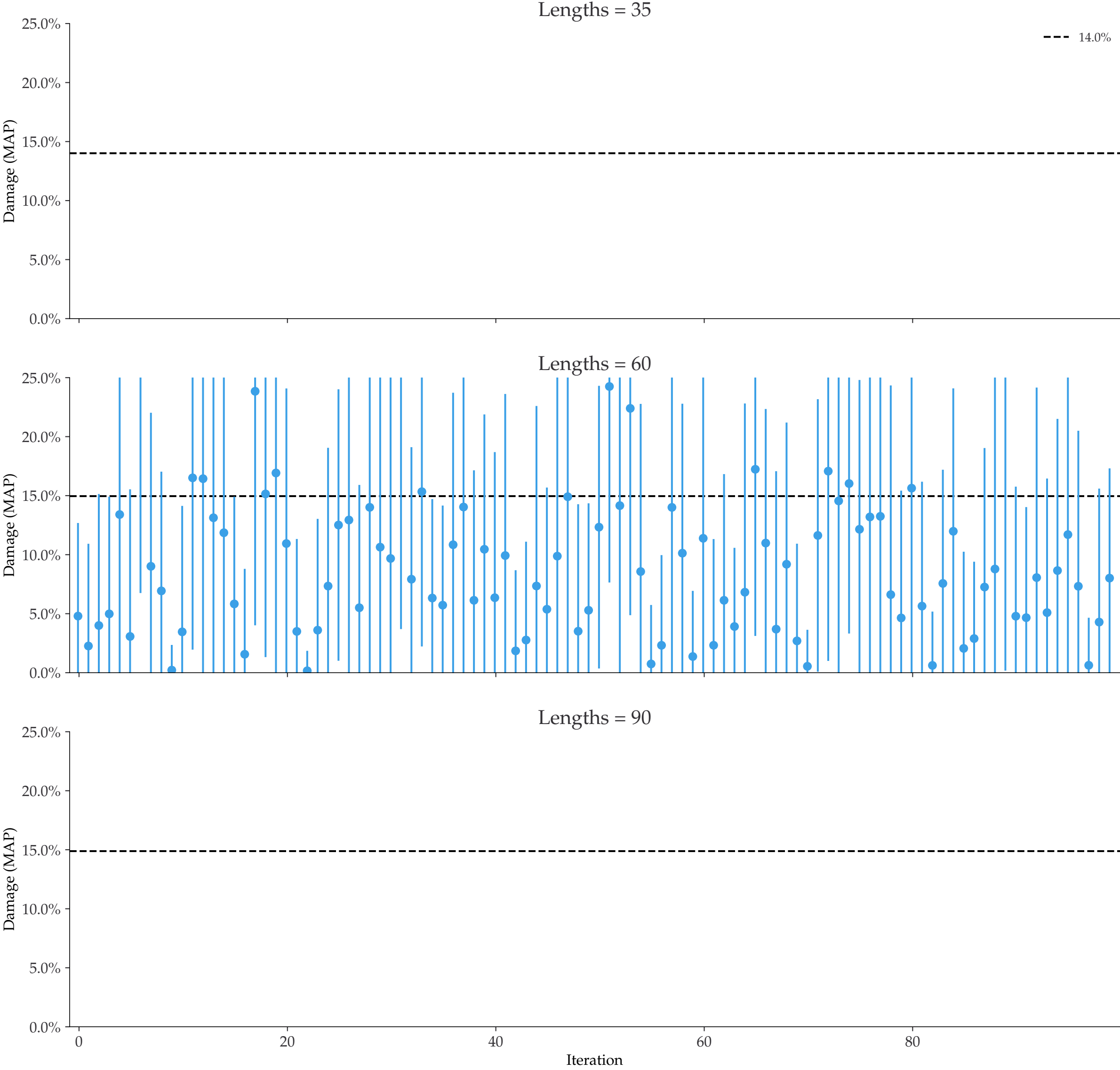
Individual damages:  
100000 reads  
Briggs damage = 0.31  
Damage percent (approx) = 10%



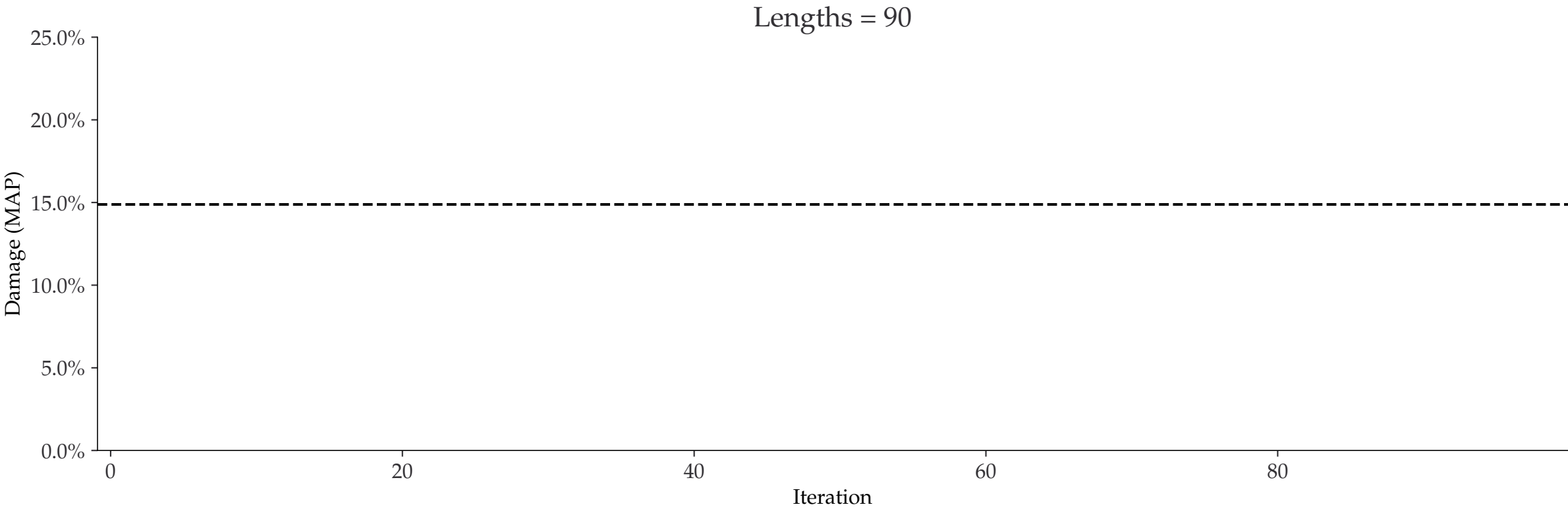
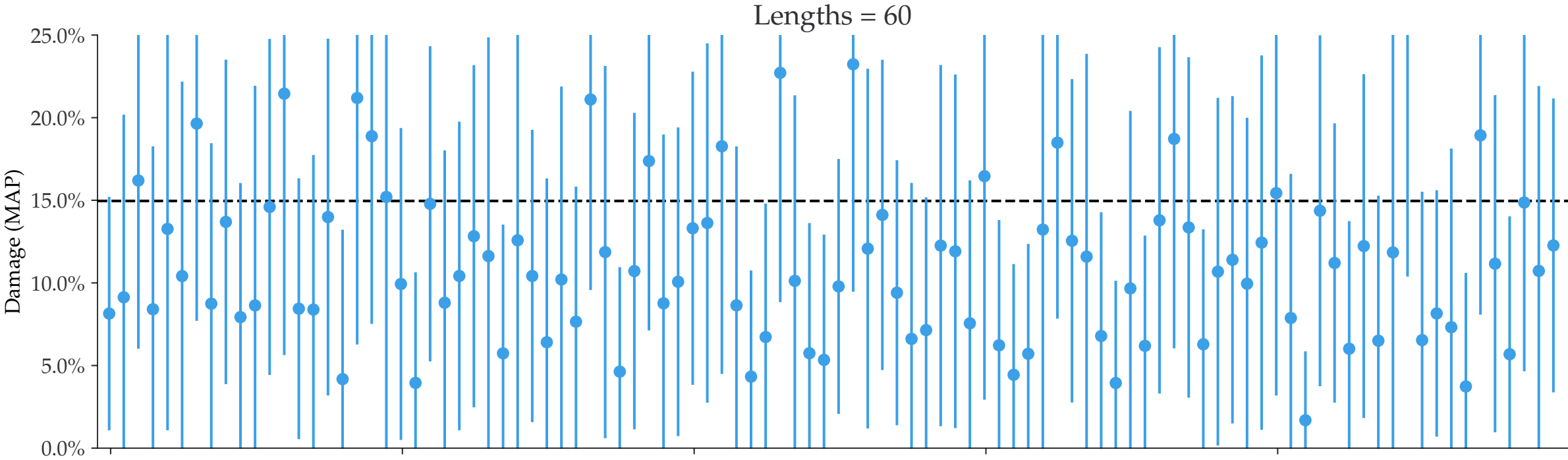
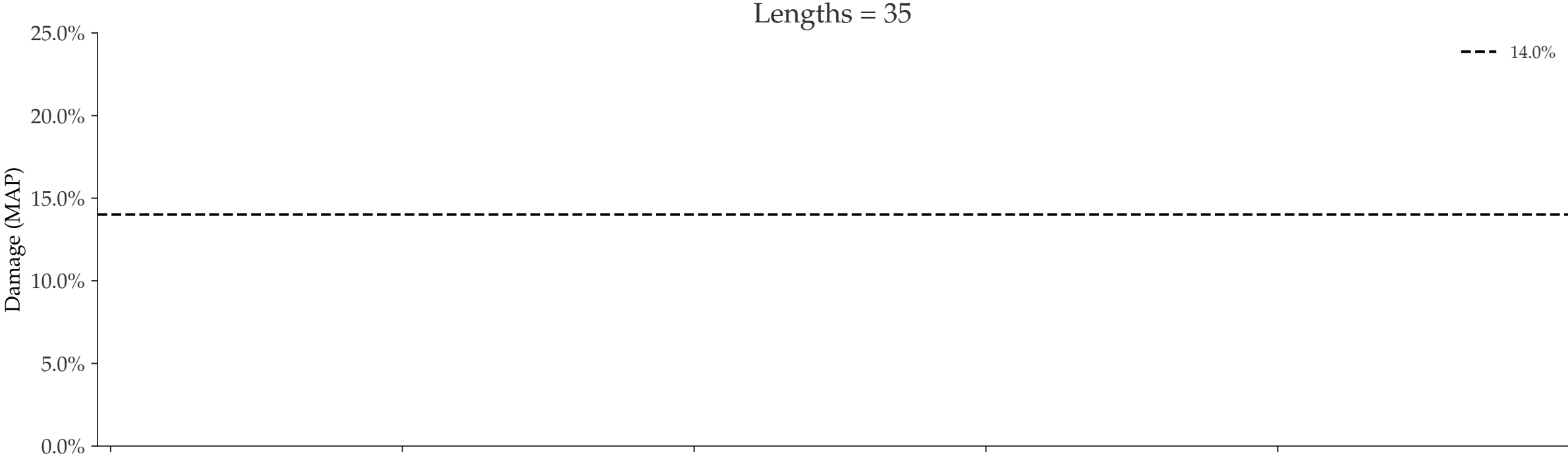
Individual damages:  
10 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



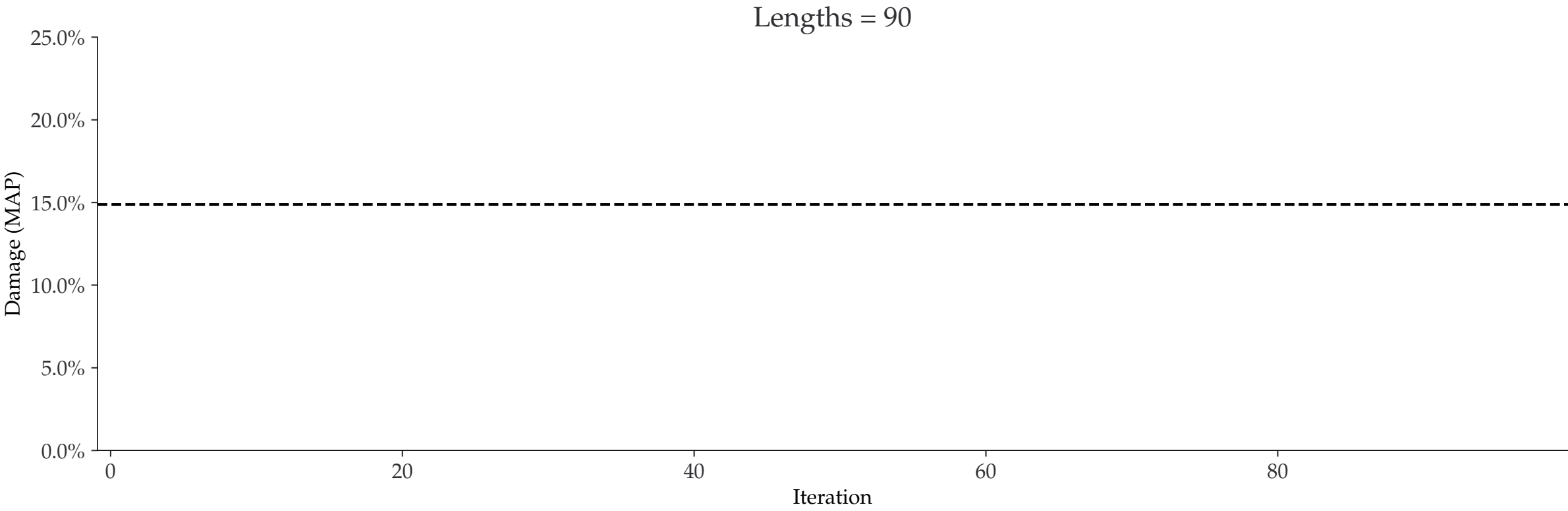
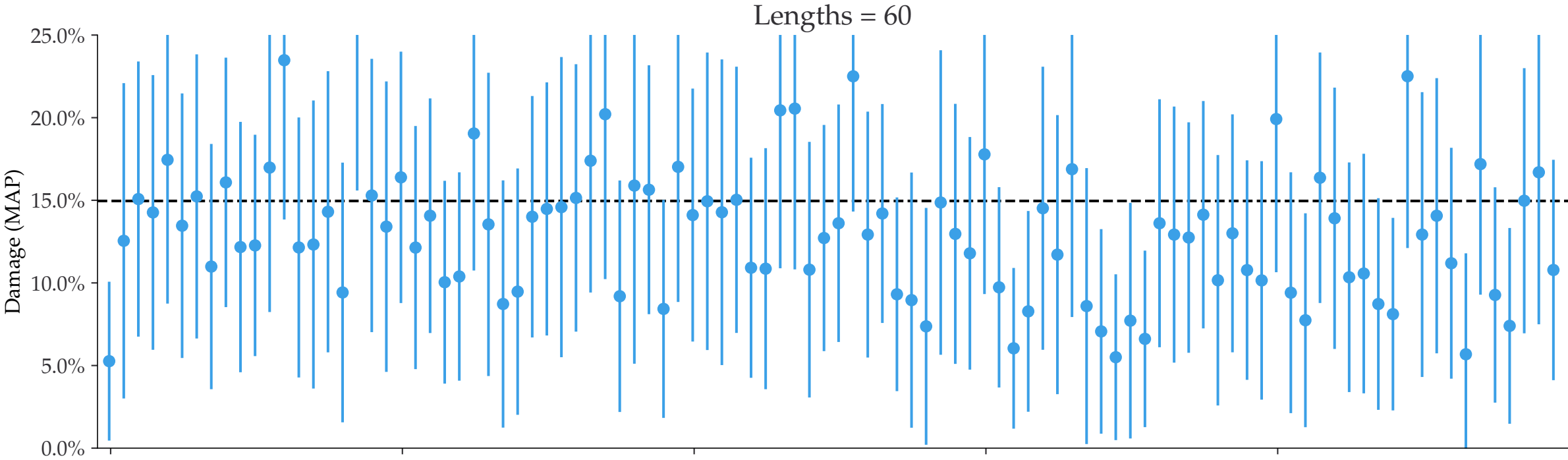
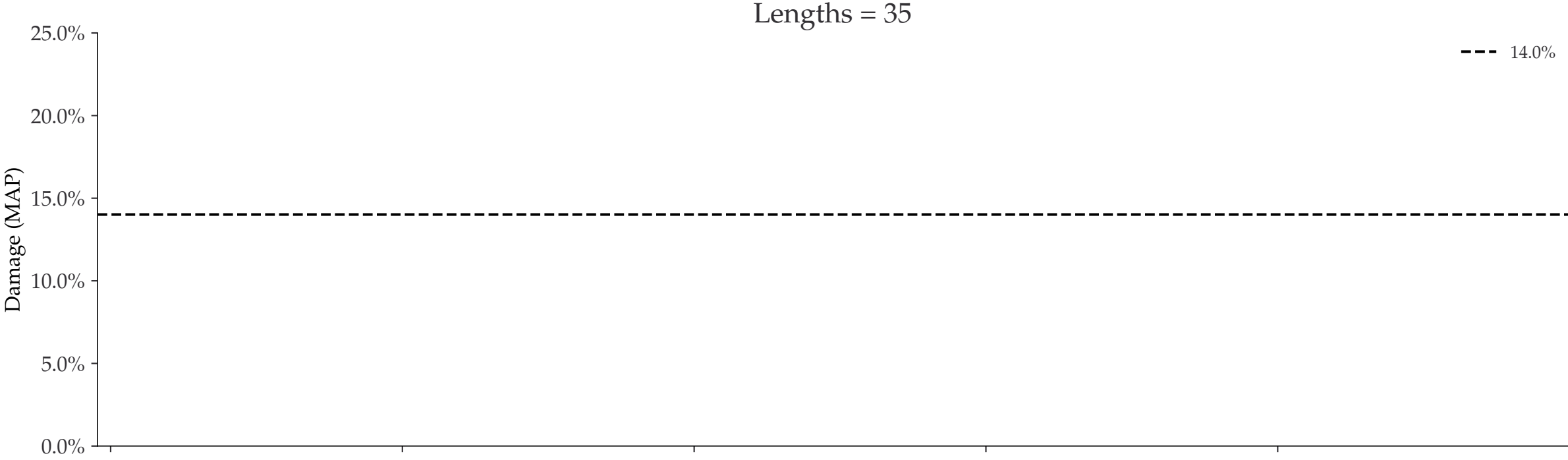
Individual damages:  
25 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



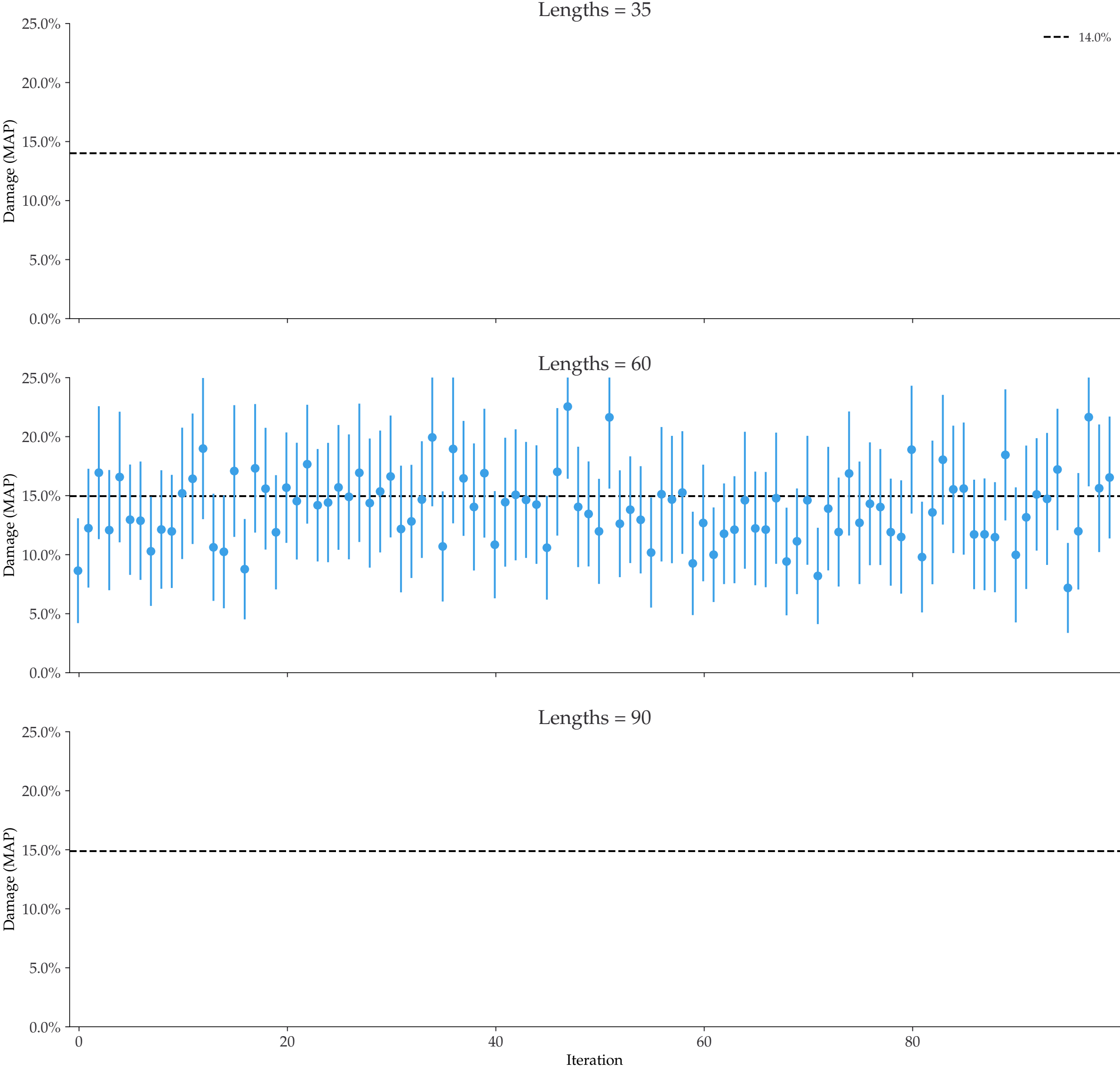
Individual damages:  
50 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



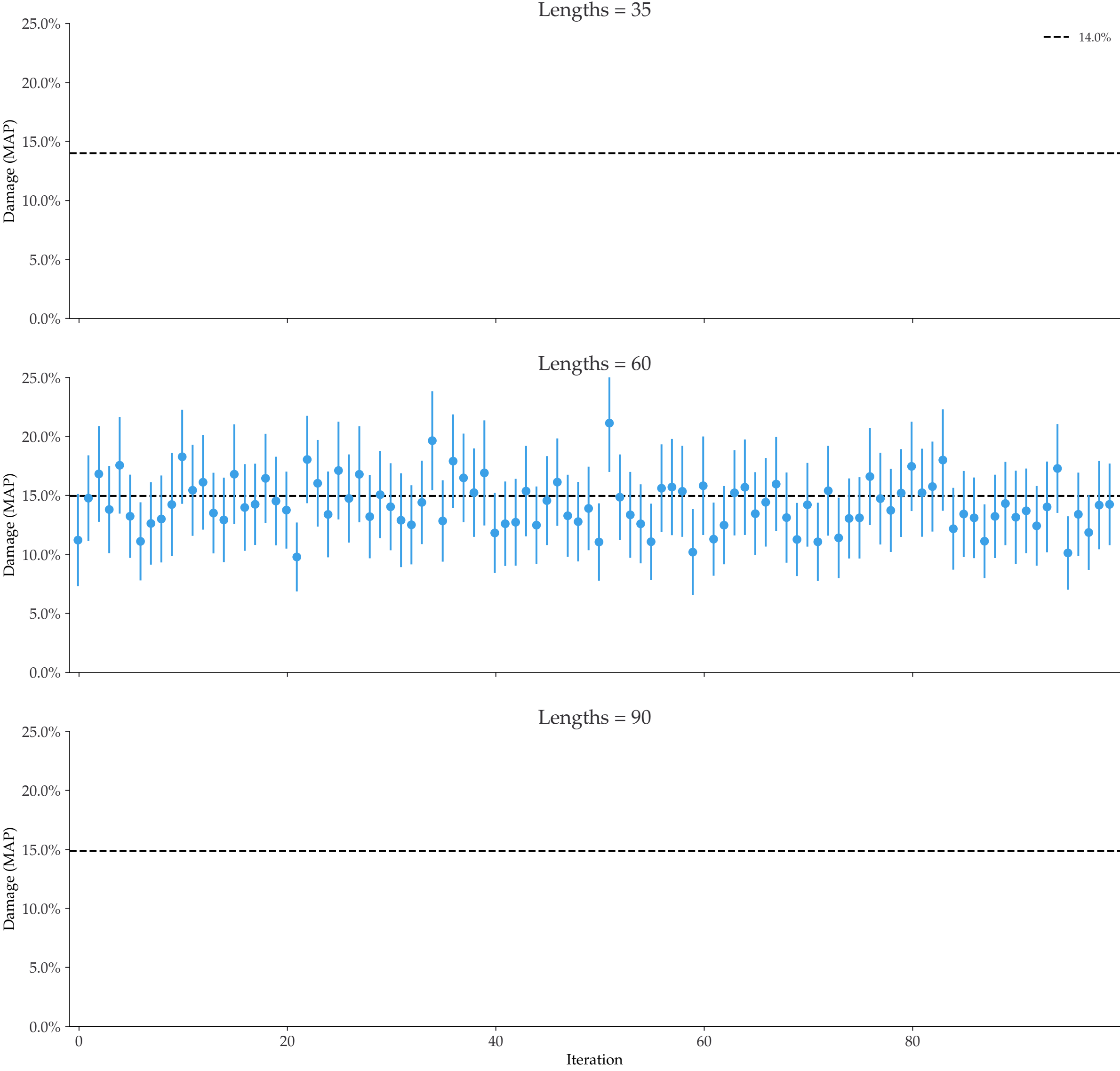
Individual damages:  
100 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



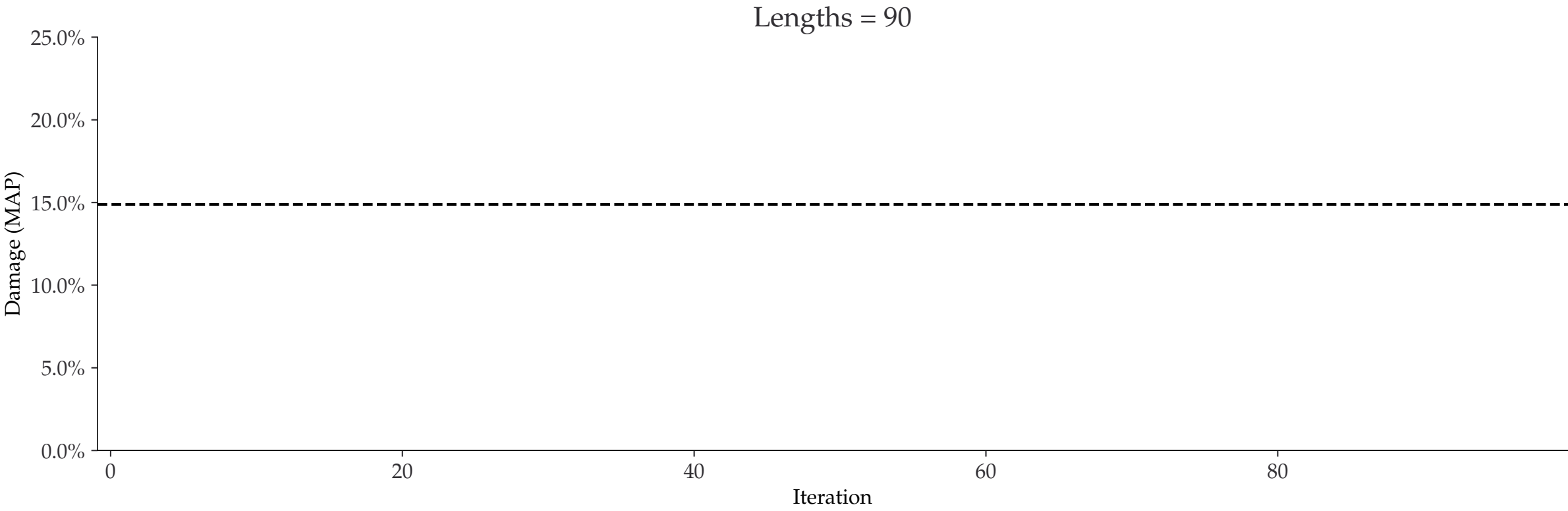
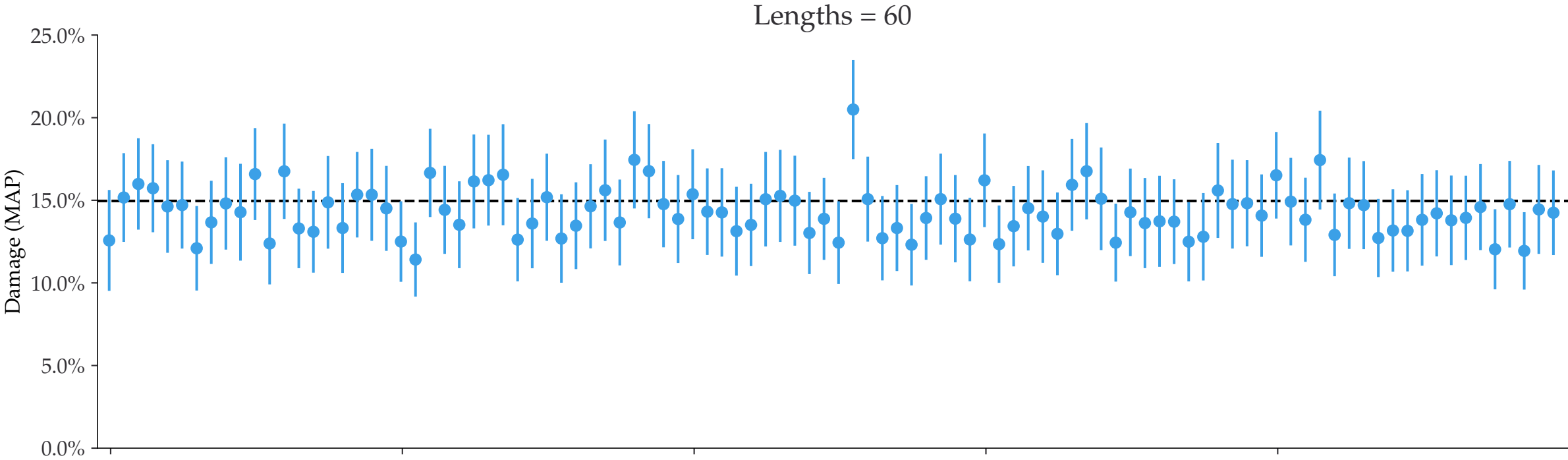
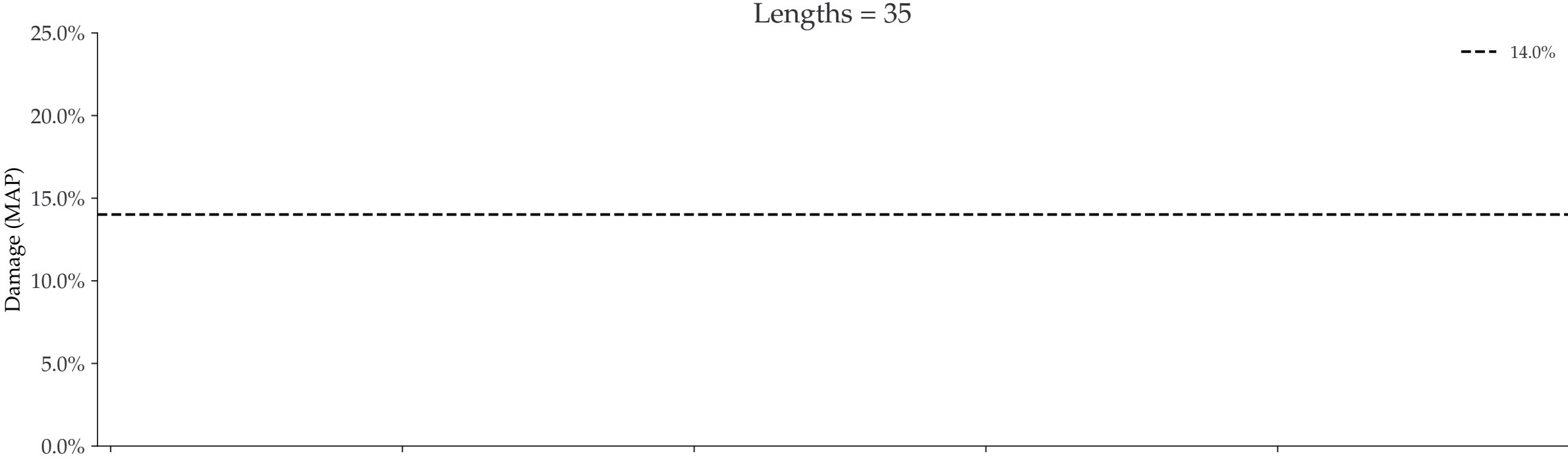
Individual damages:  
250 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



Individual damages:  
500 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%

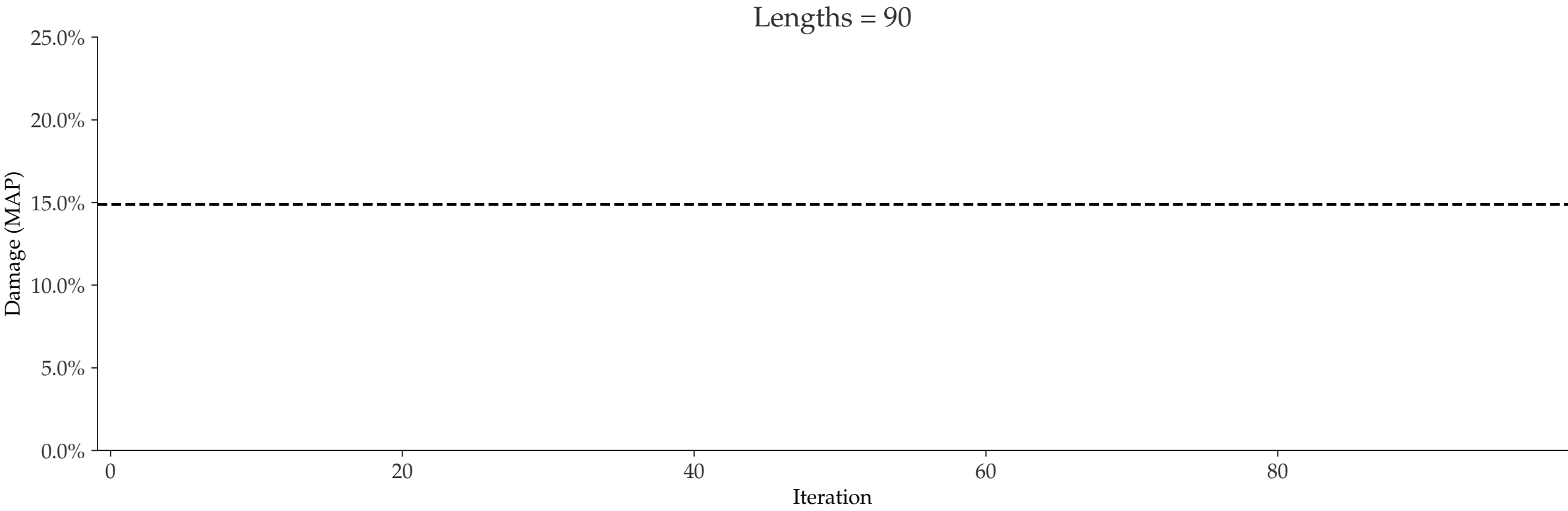
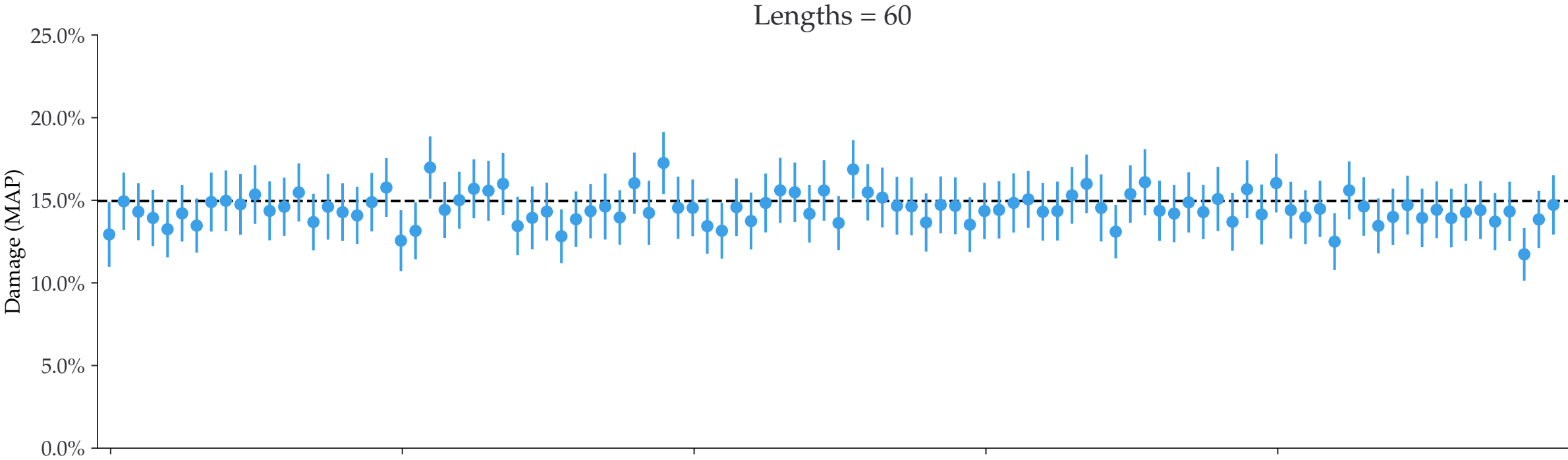
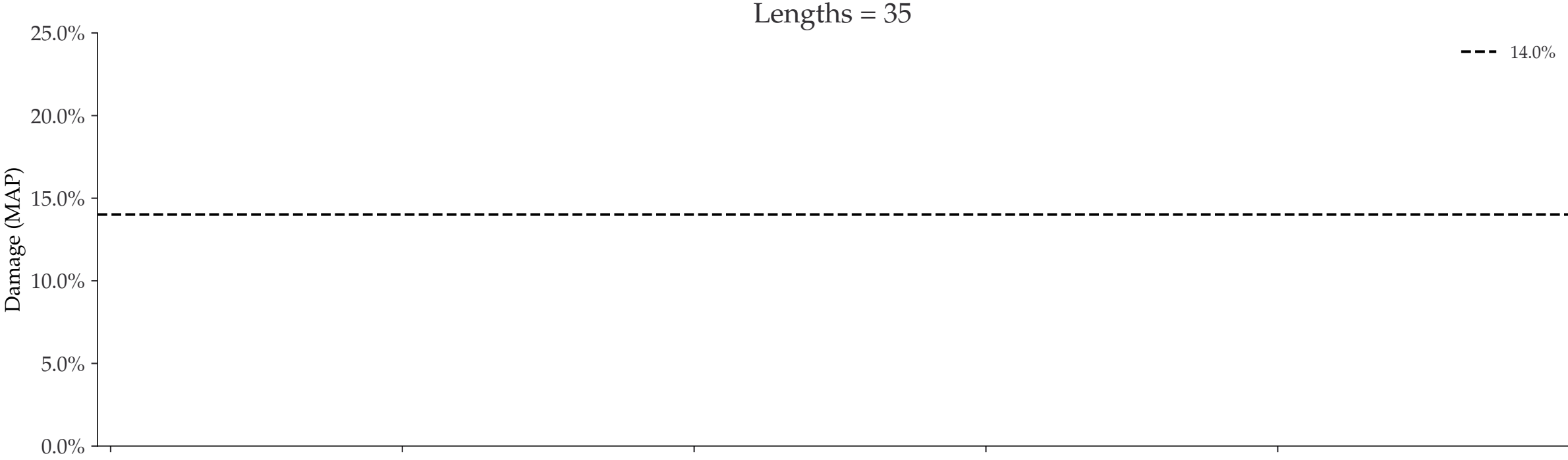


Individual damages:  
1000 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%

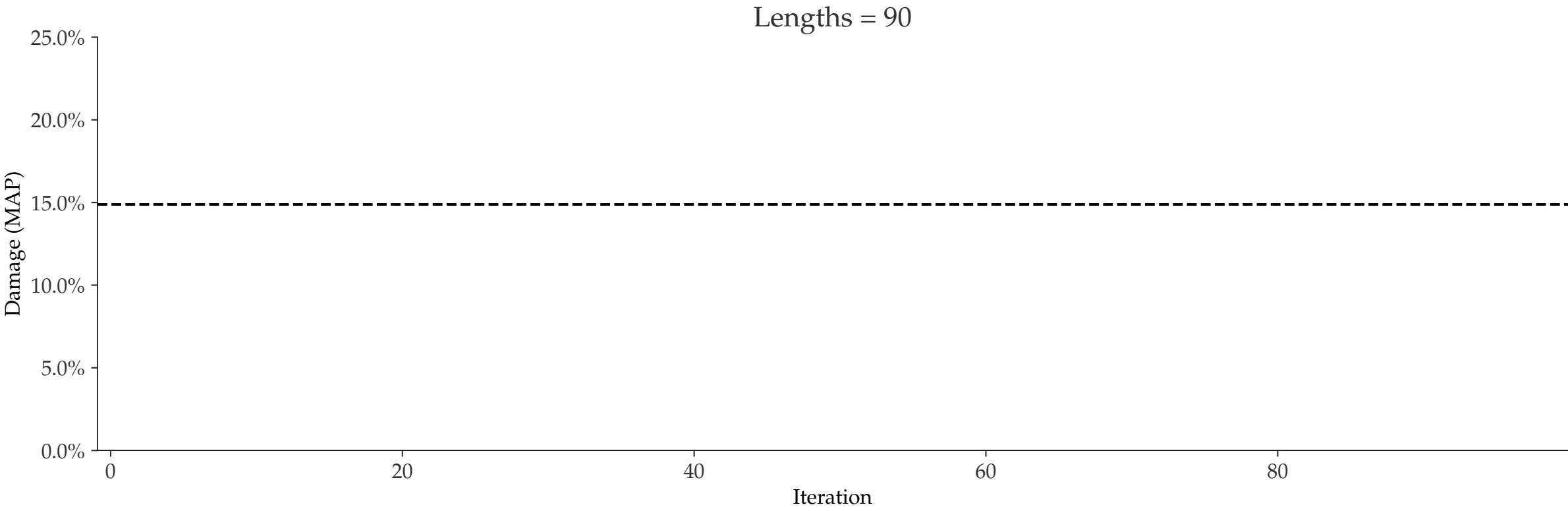
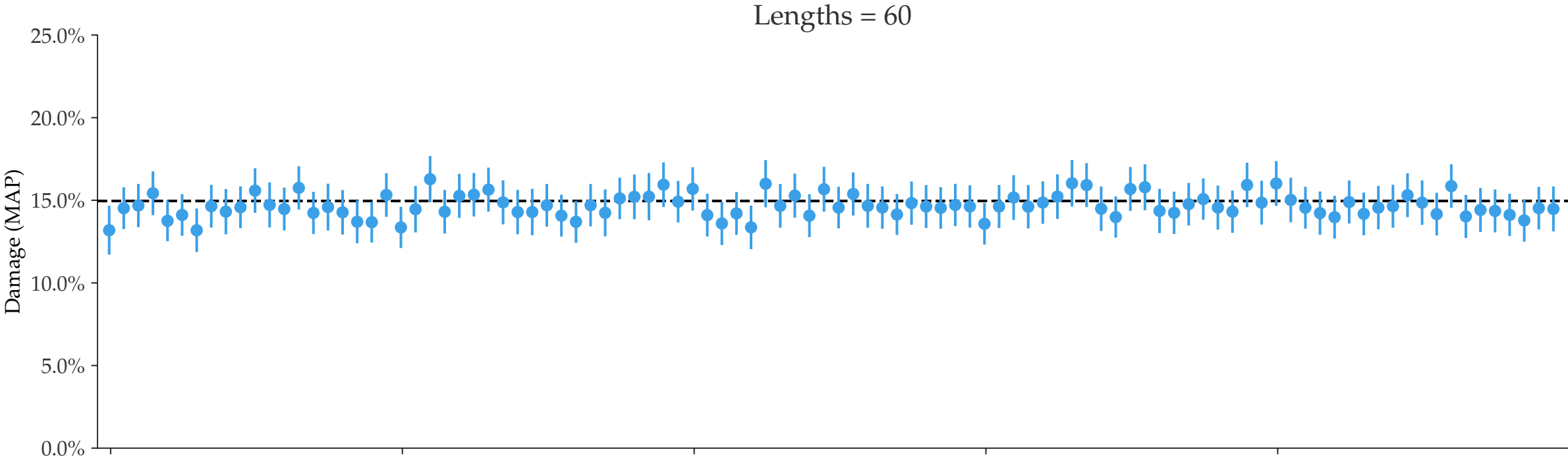
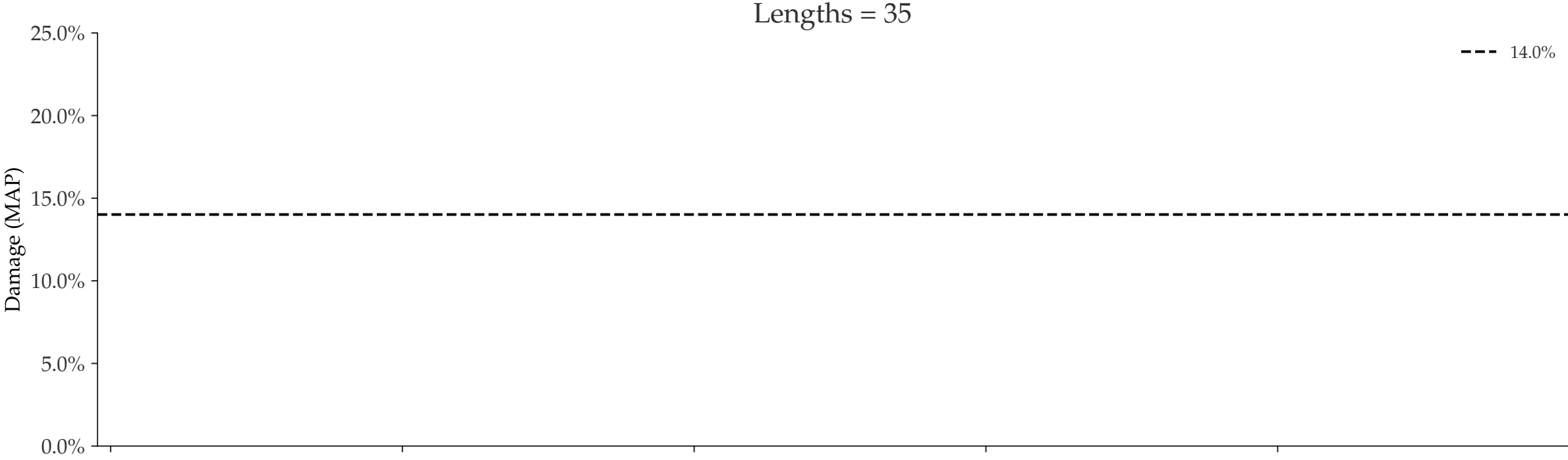




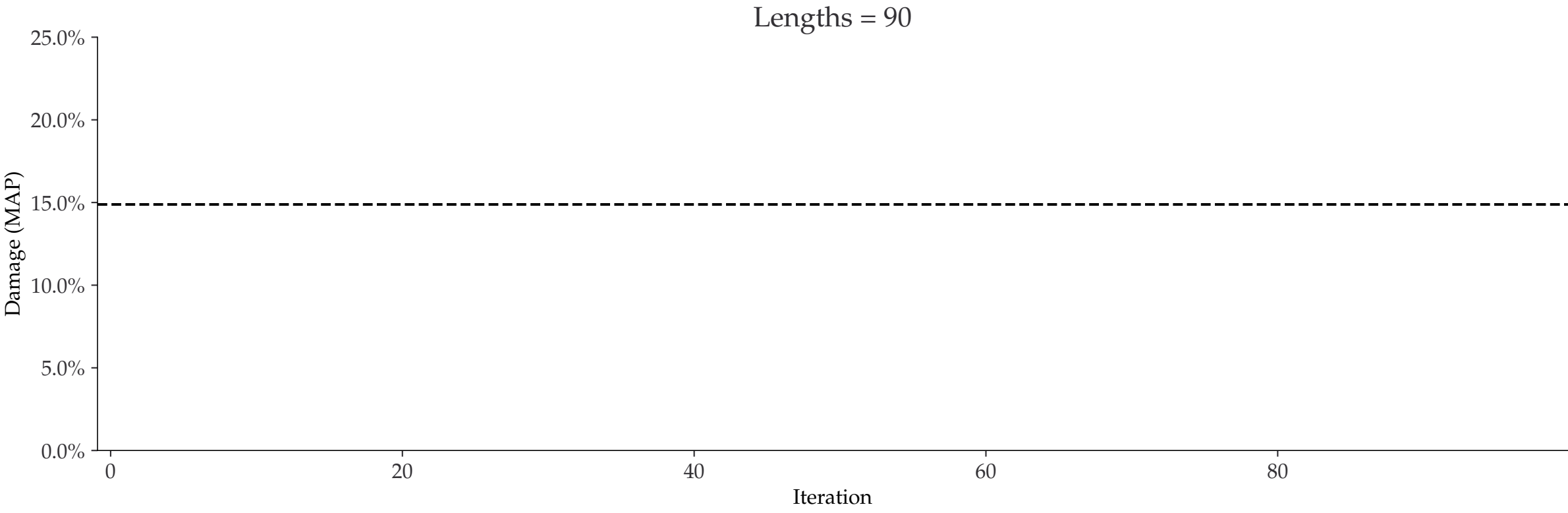
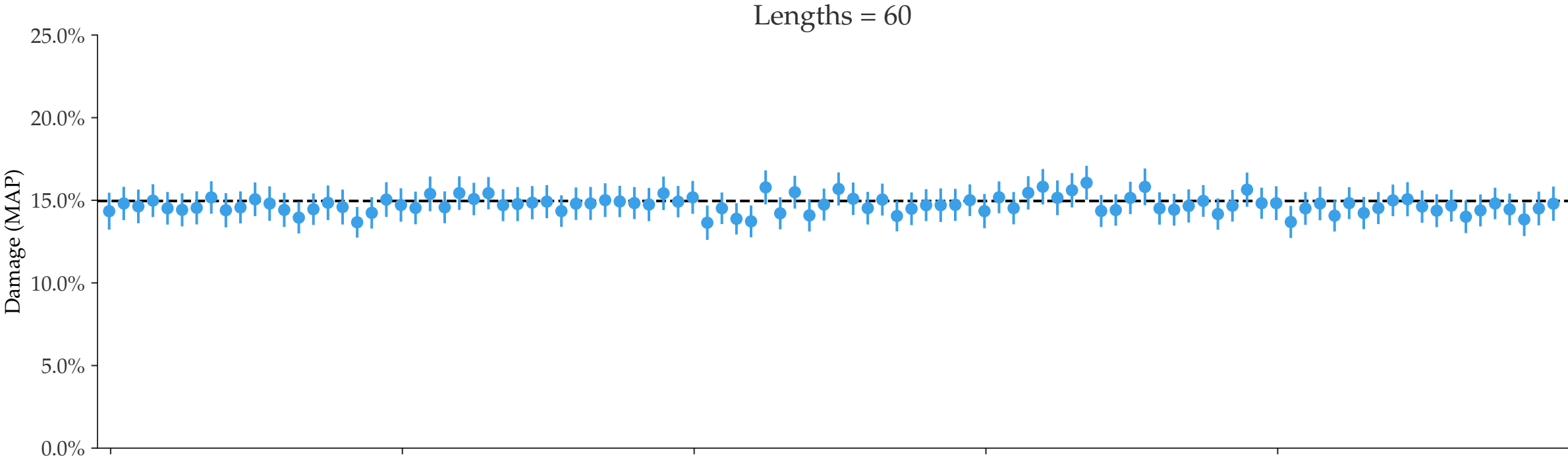
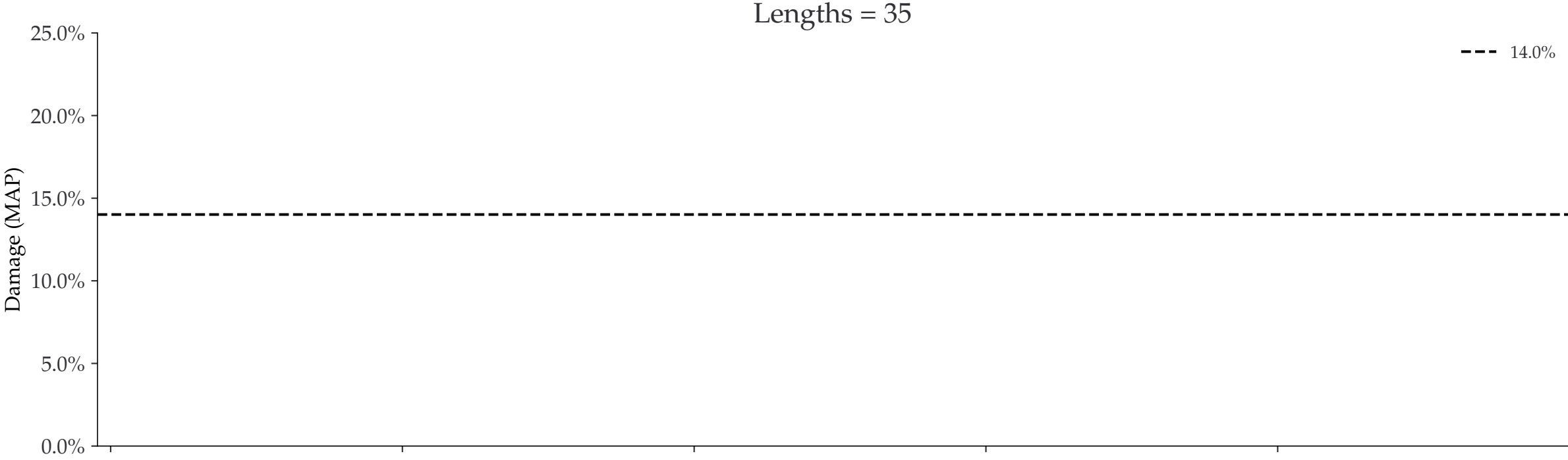
Individual damages:  
2500 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



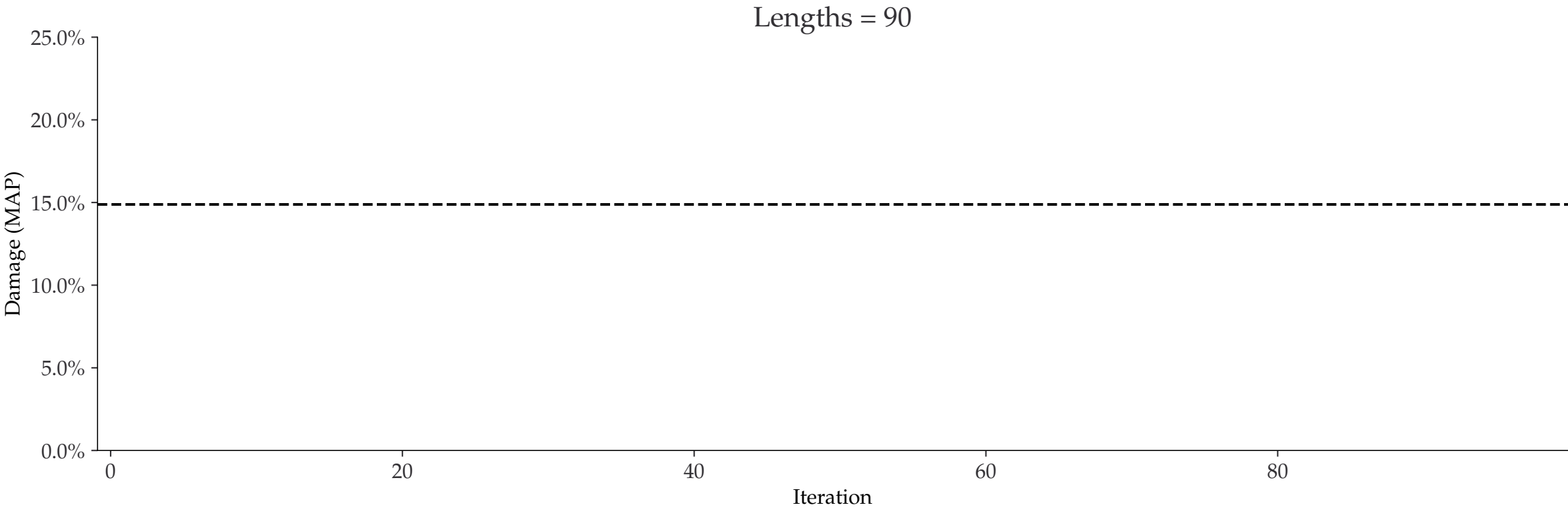
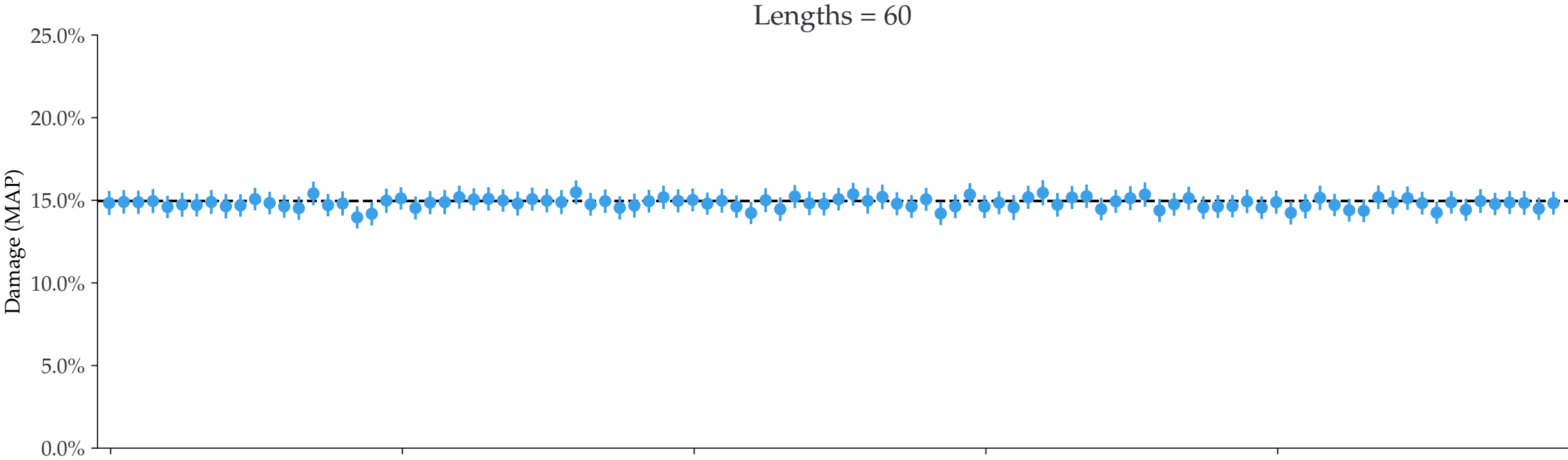
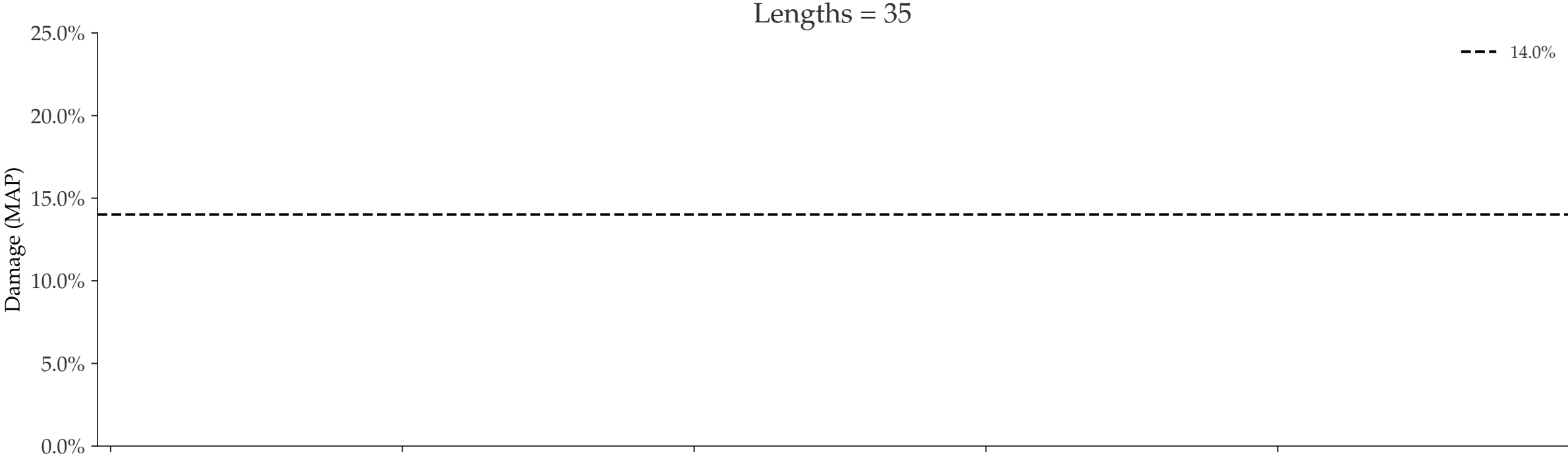
Individual damages:  
5000 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



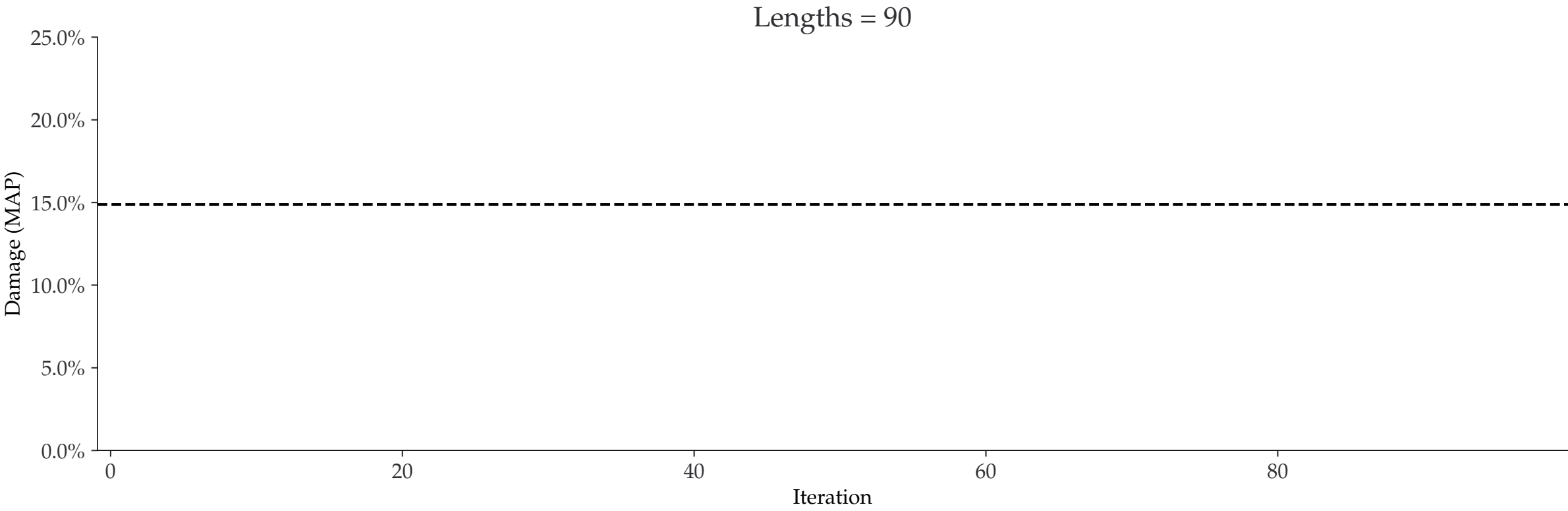
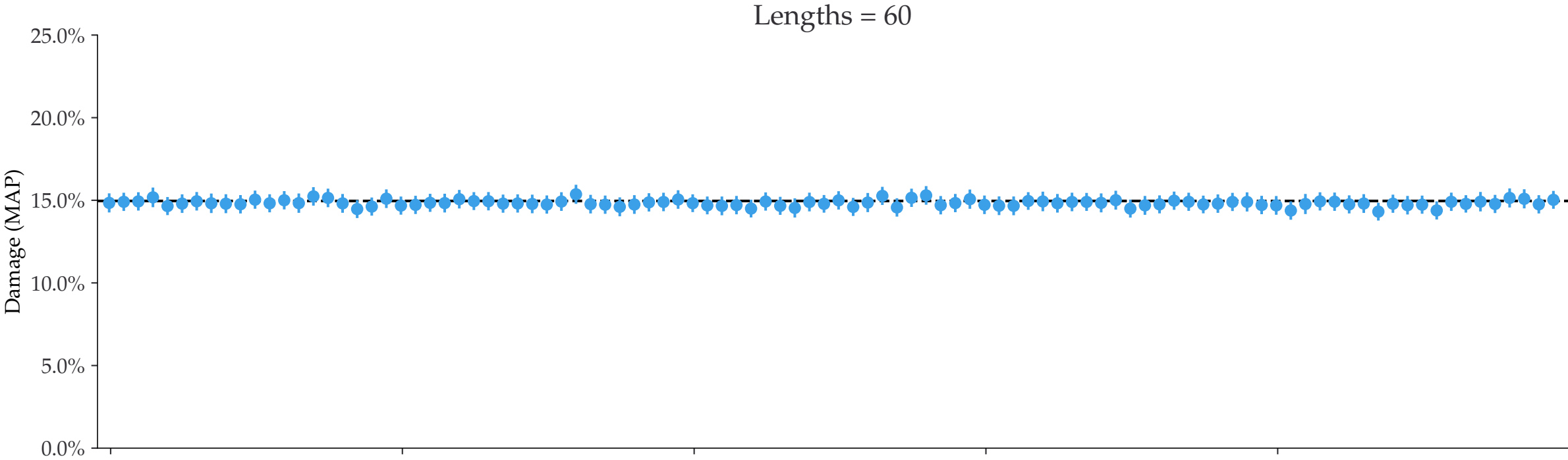
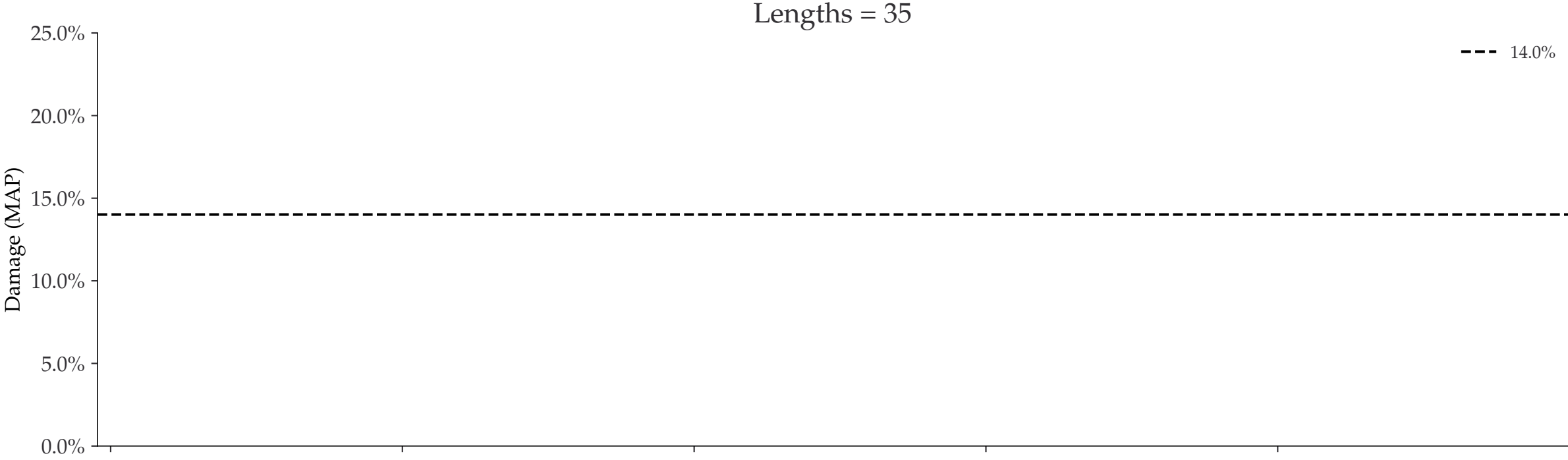
Individual damages:  
10000 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



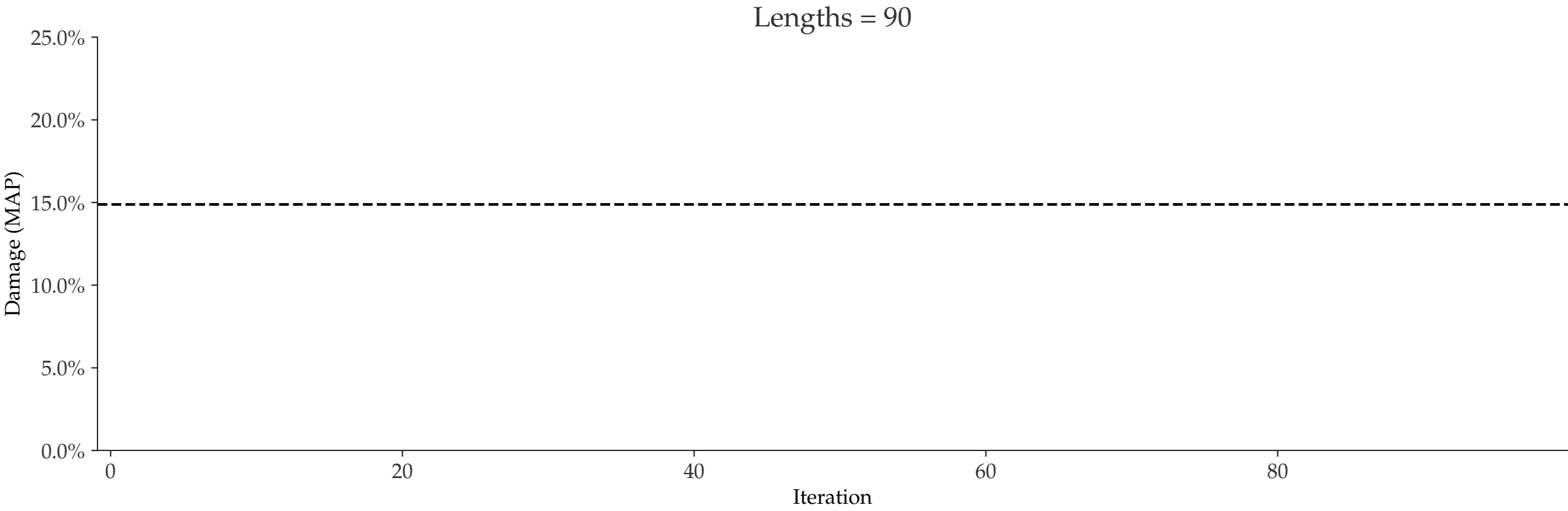
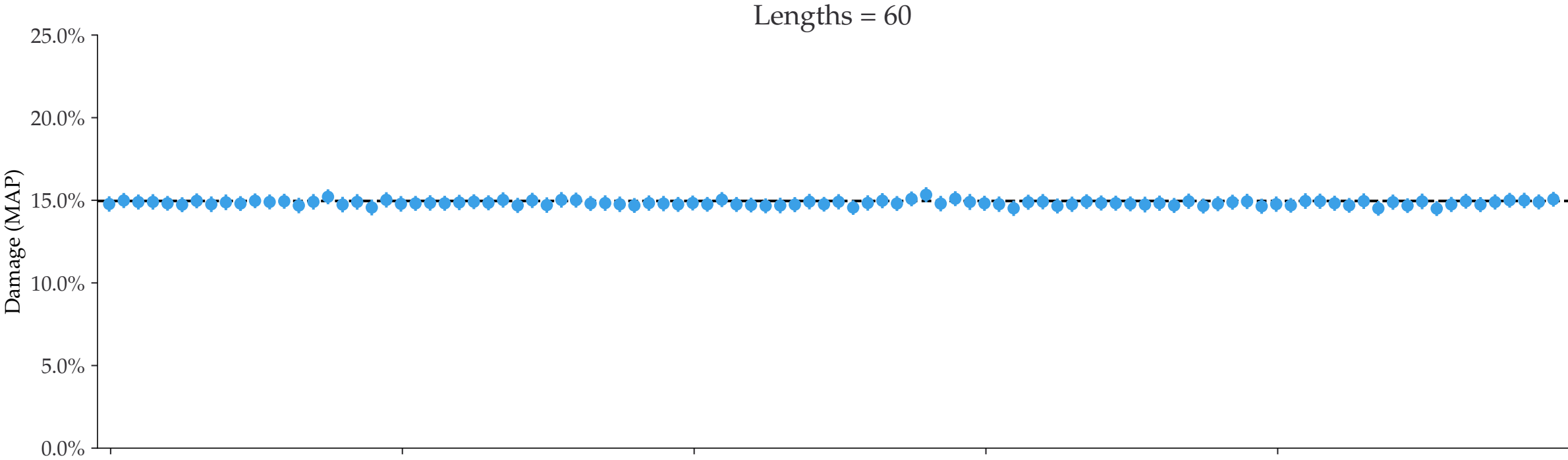
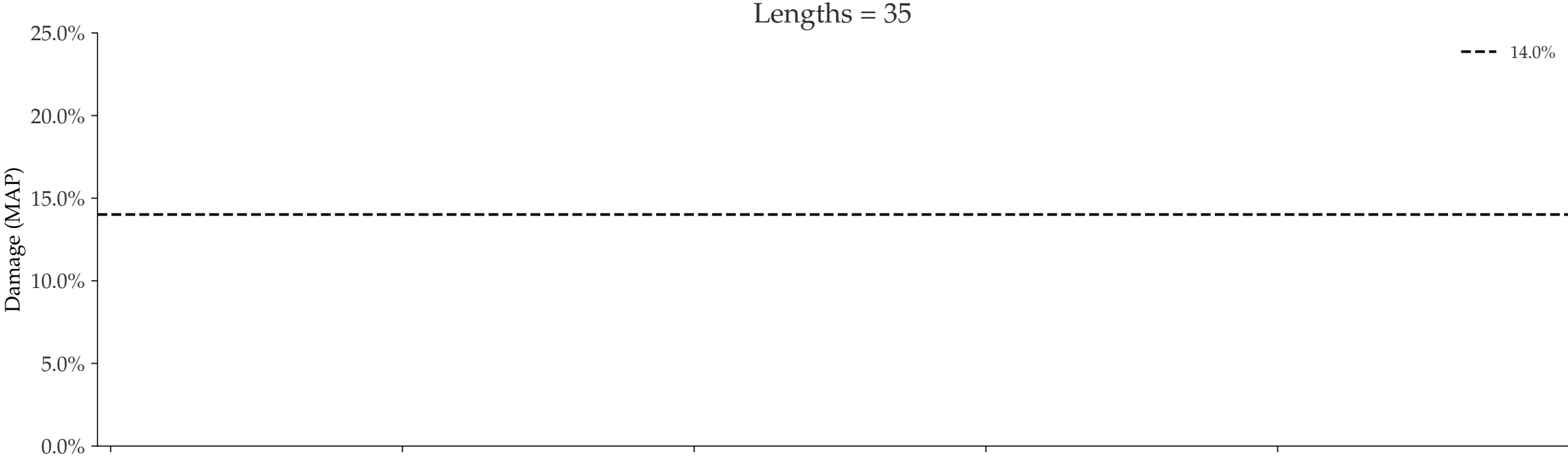
Individual damages:  
25000 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



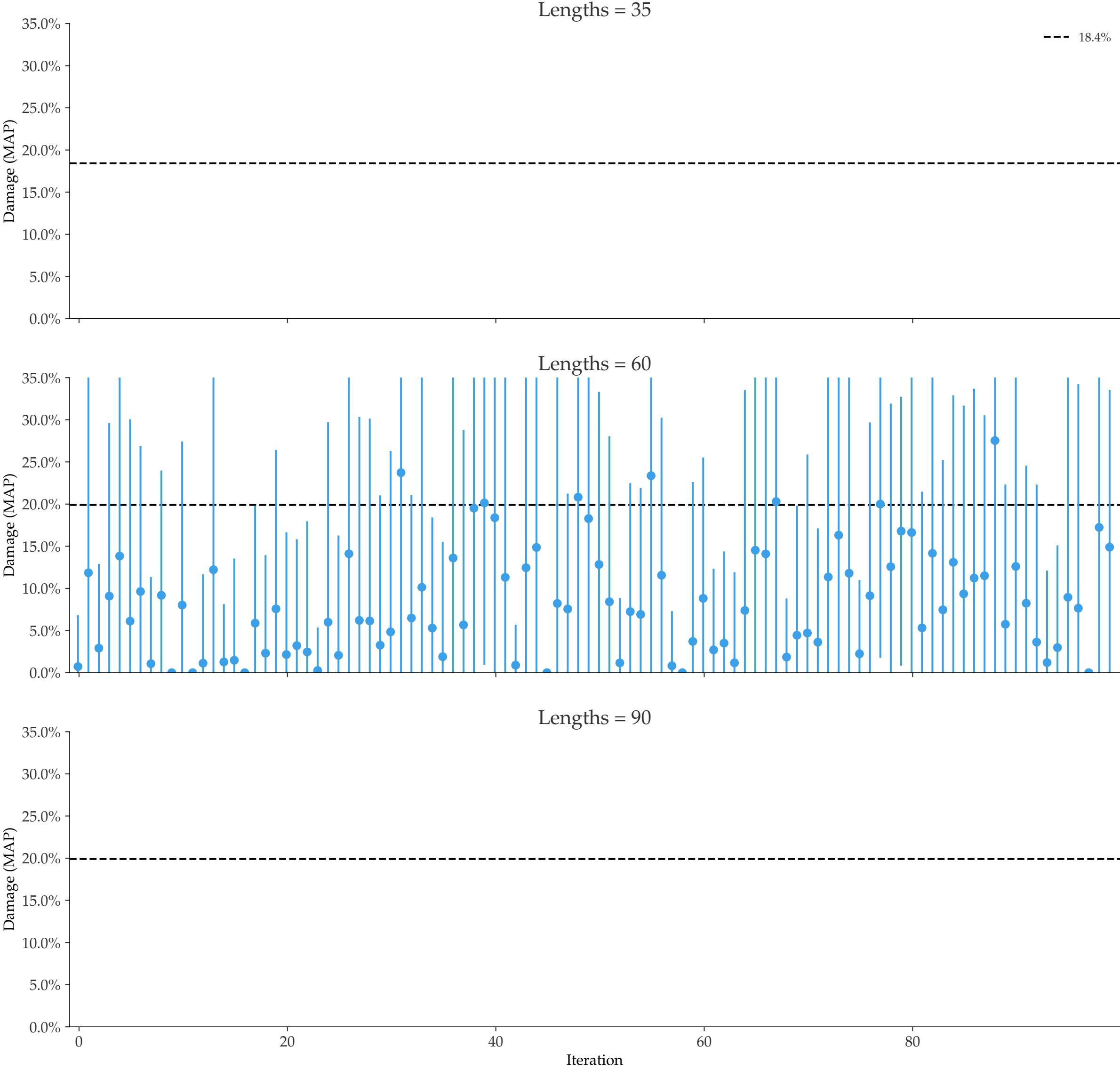
Individual damages:  
50000 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



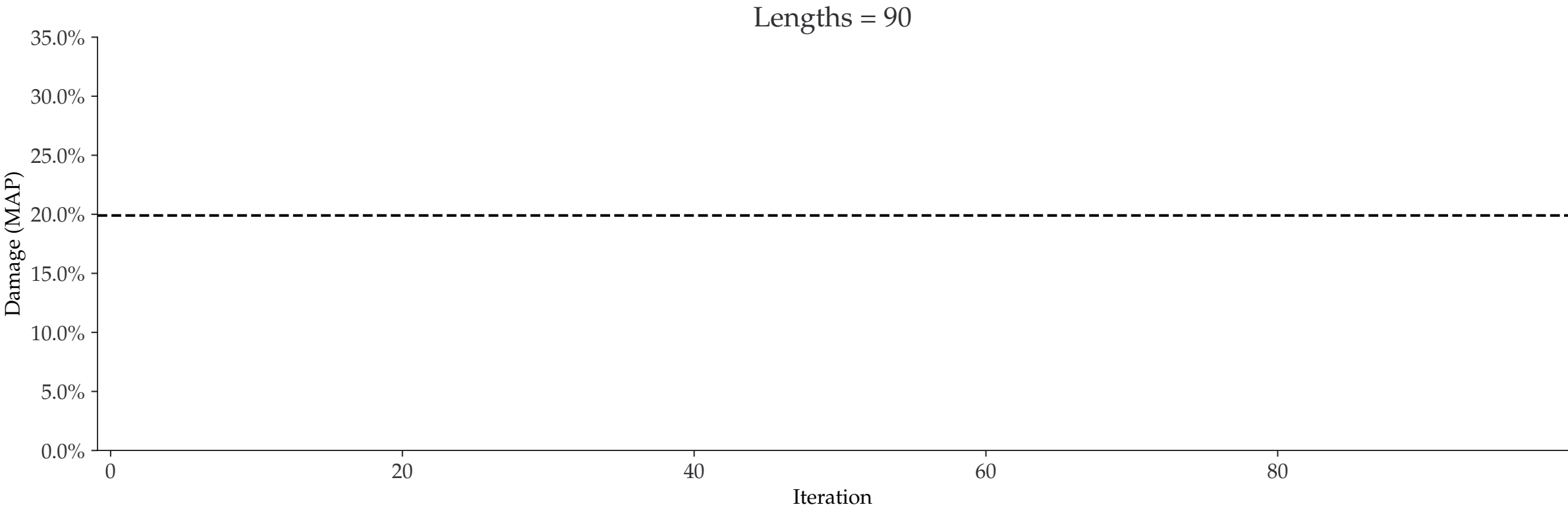
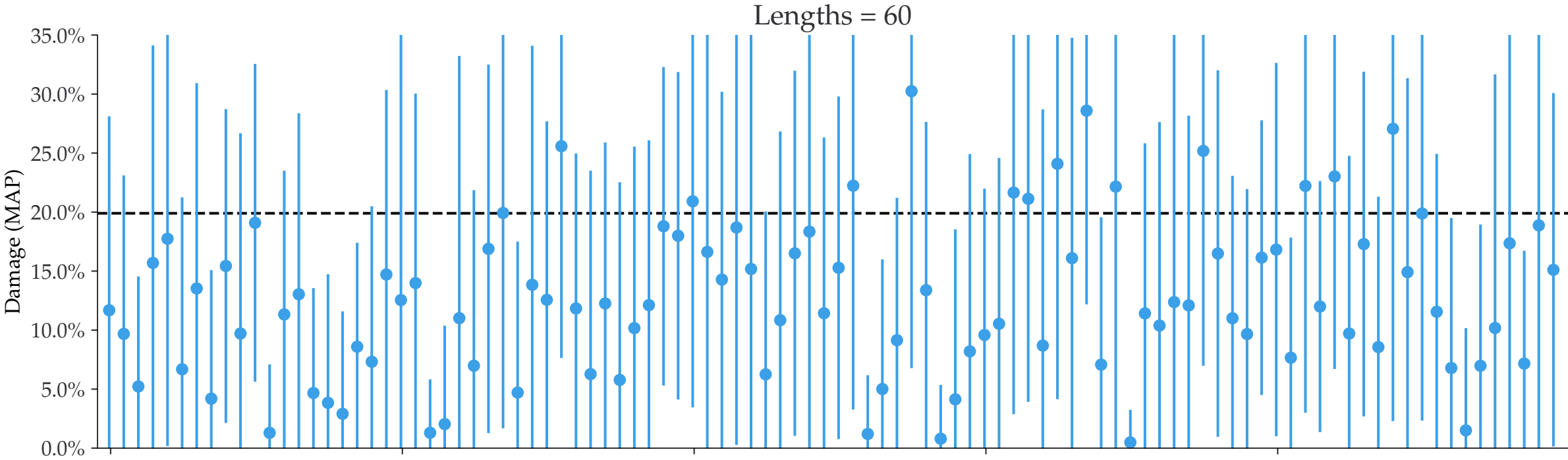
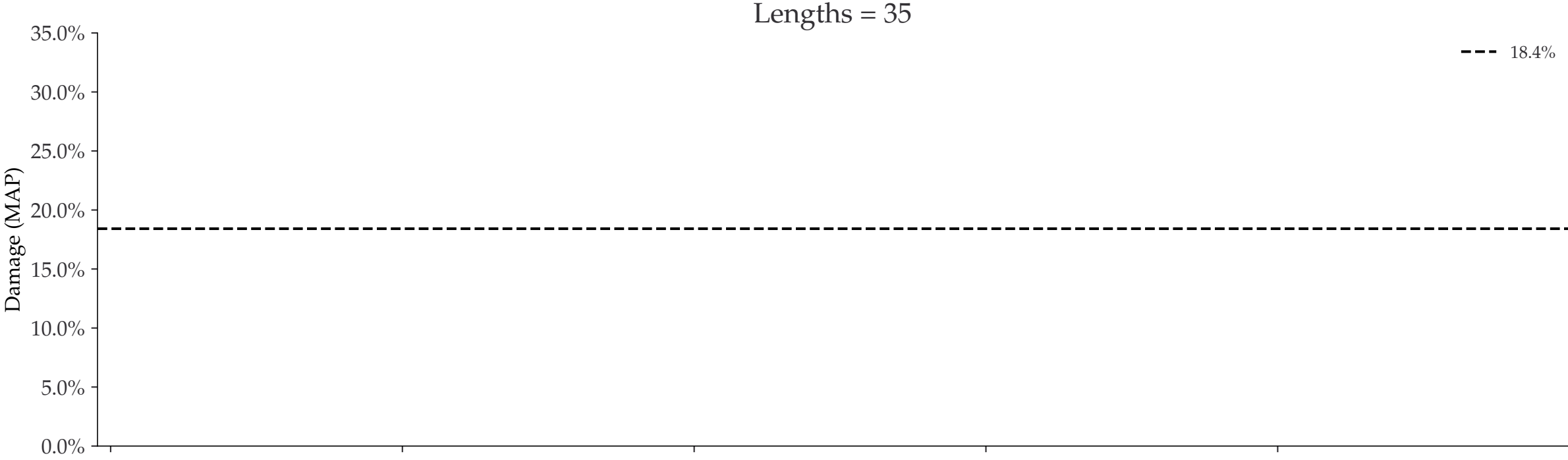
Individual damages:  
100000 reads  
Briggs damage = 0.472  
Damage percent (approx) = 15%



Individual damages:  
10 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%

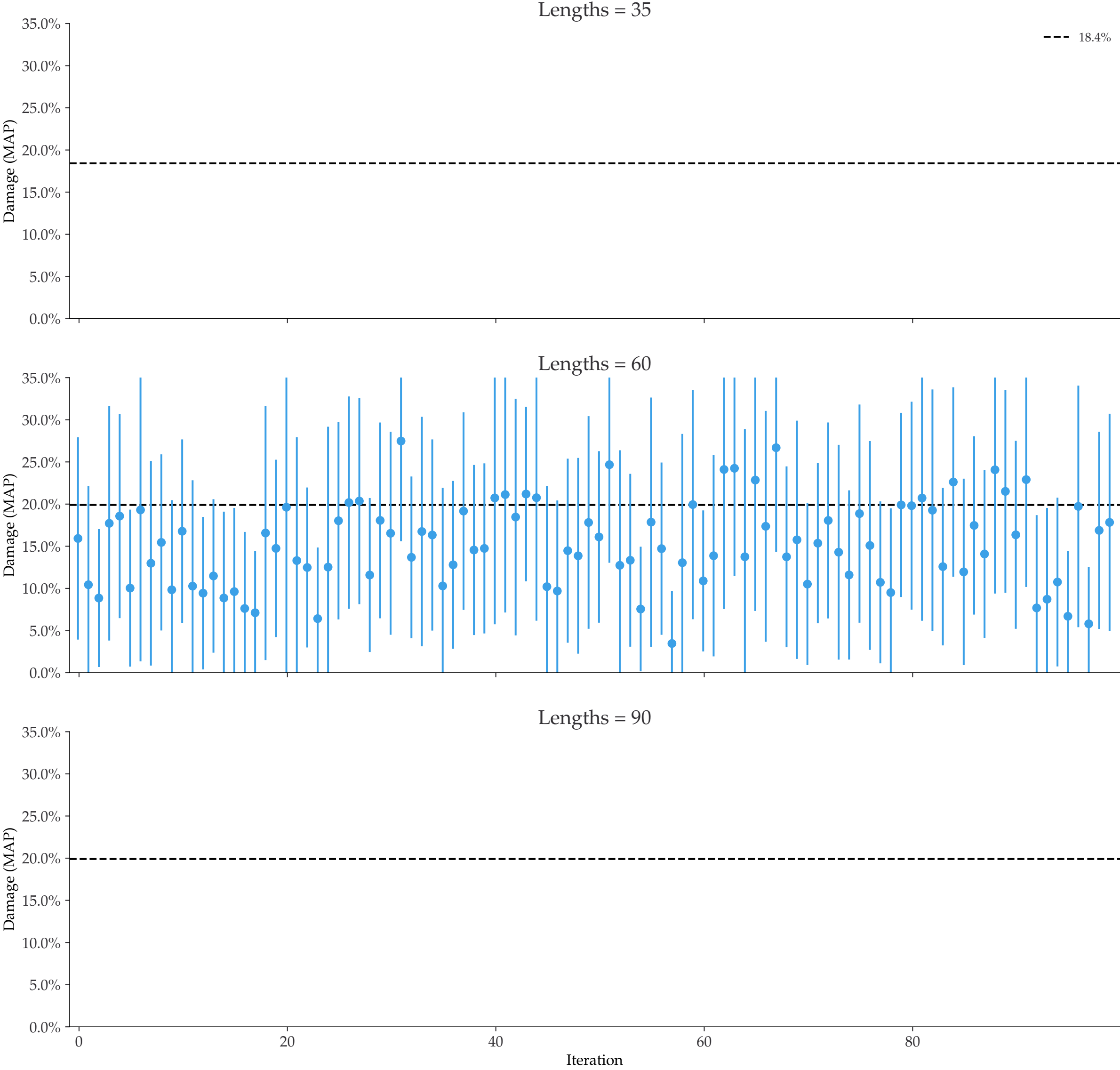


Individual damages:  
25 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%

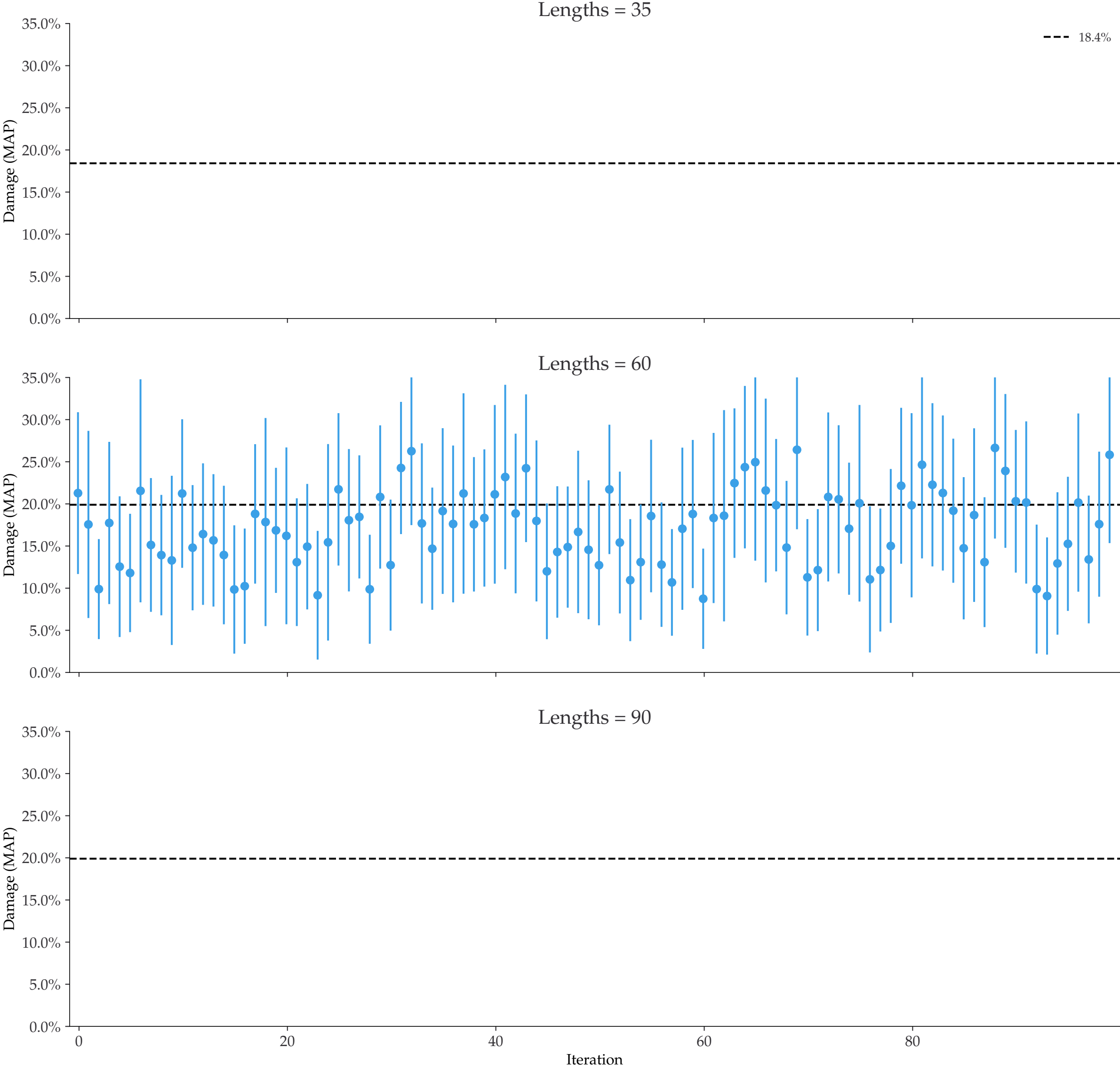




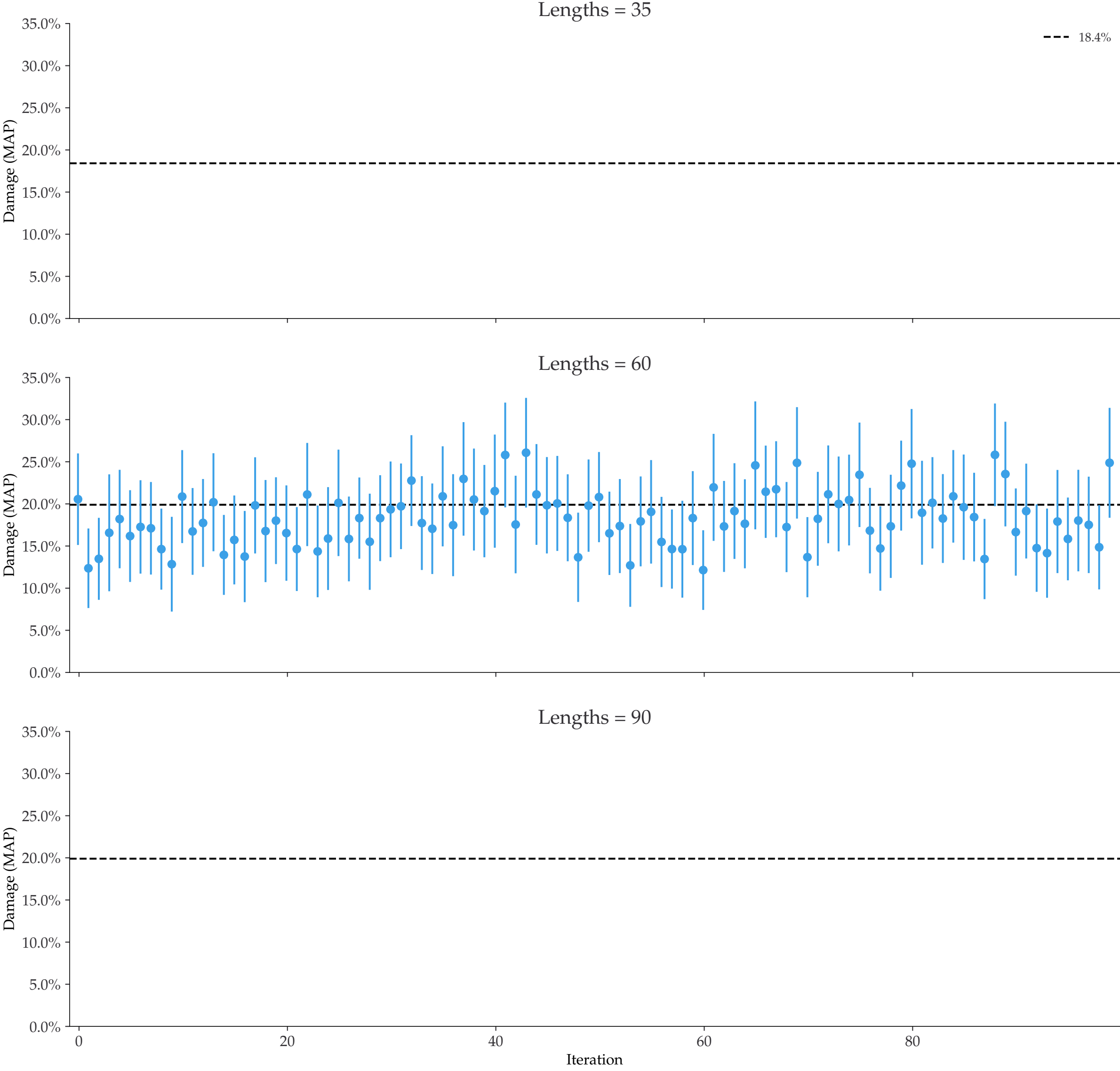
Individual damages:  
50 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%



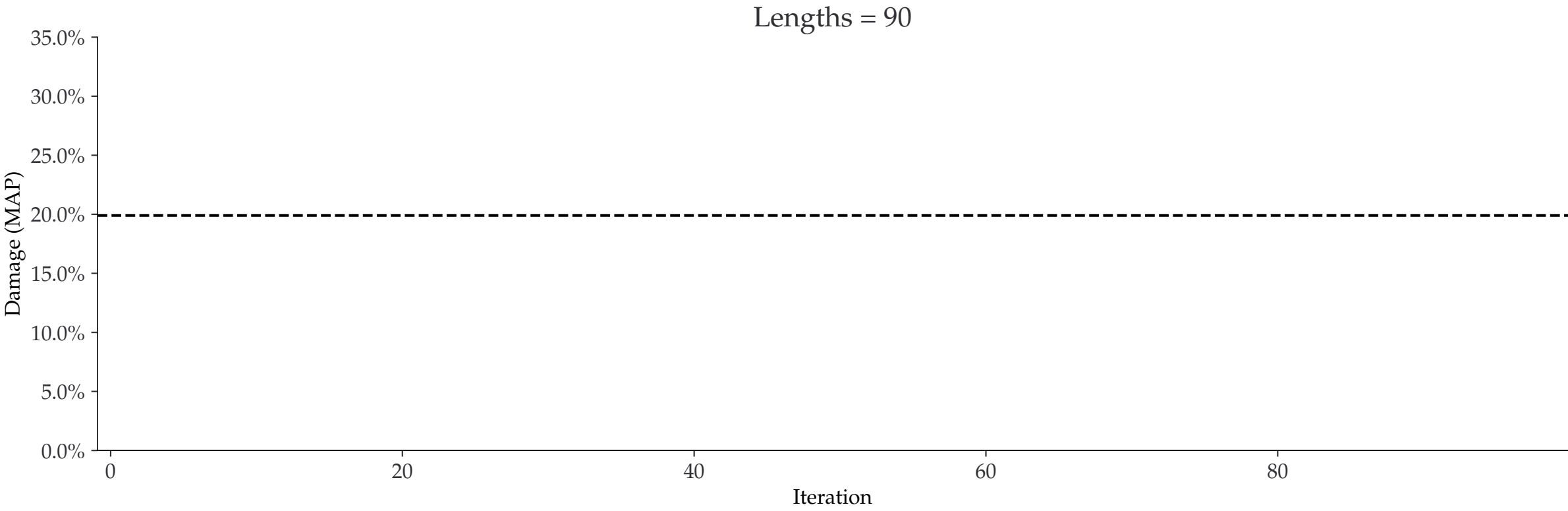
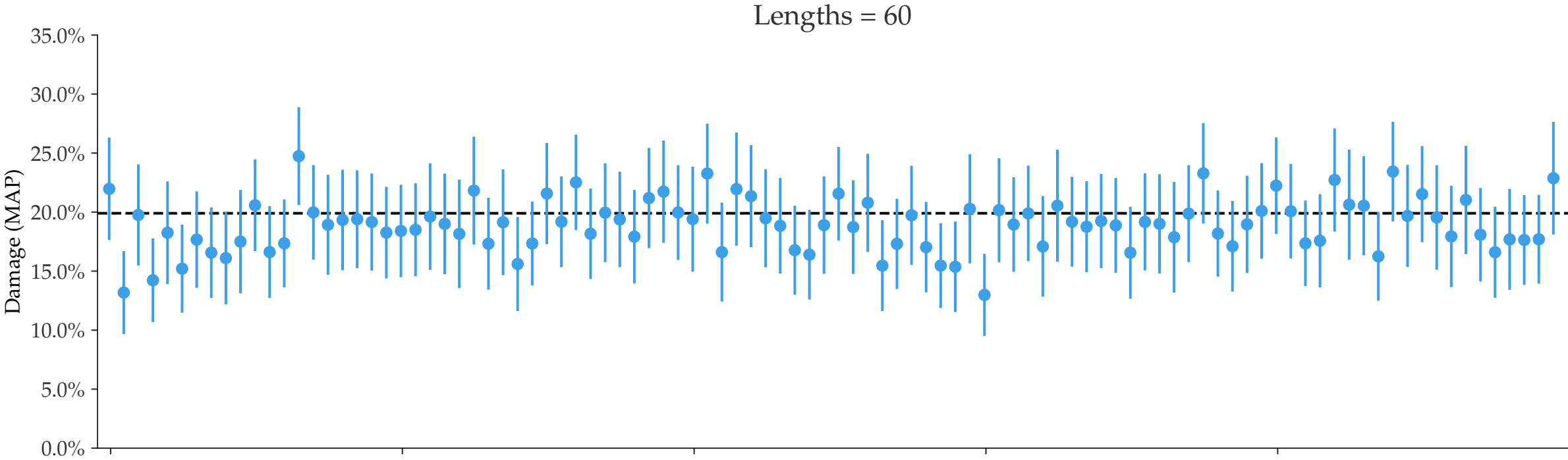
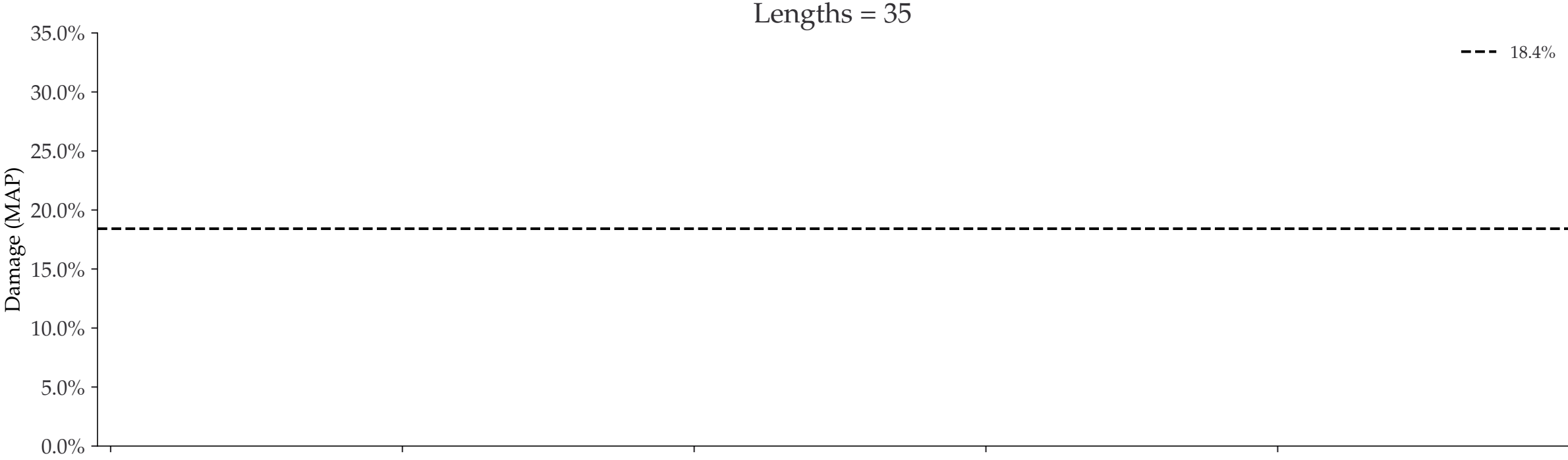
Individual damages:  
100 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%



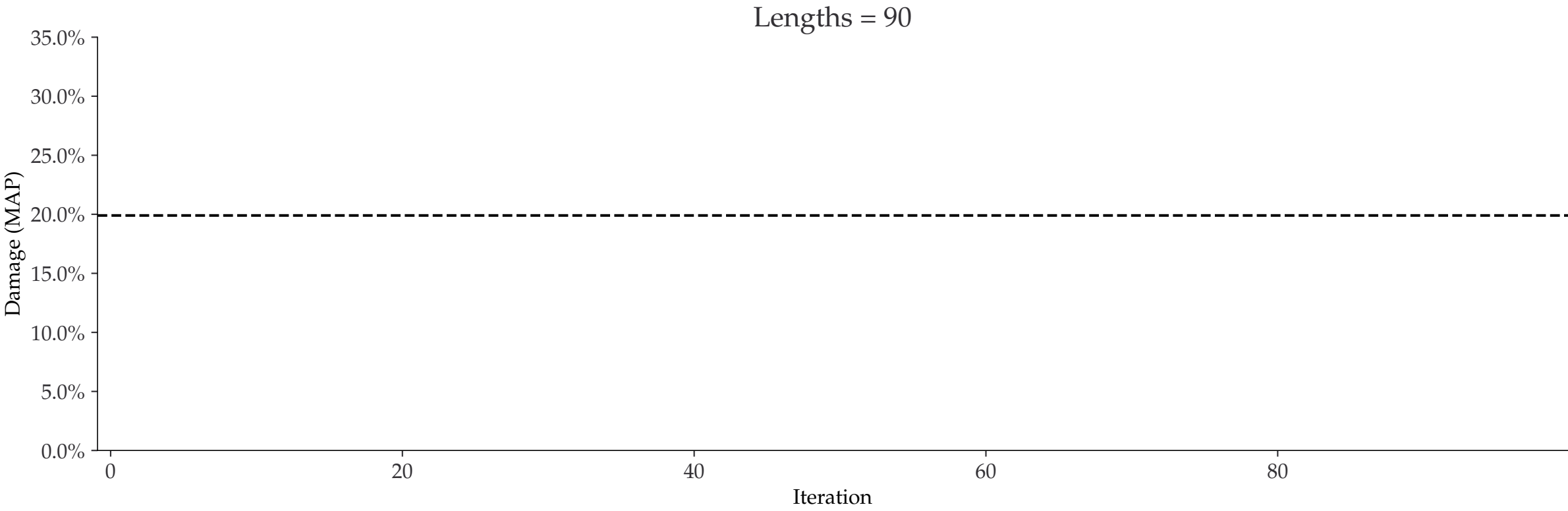
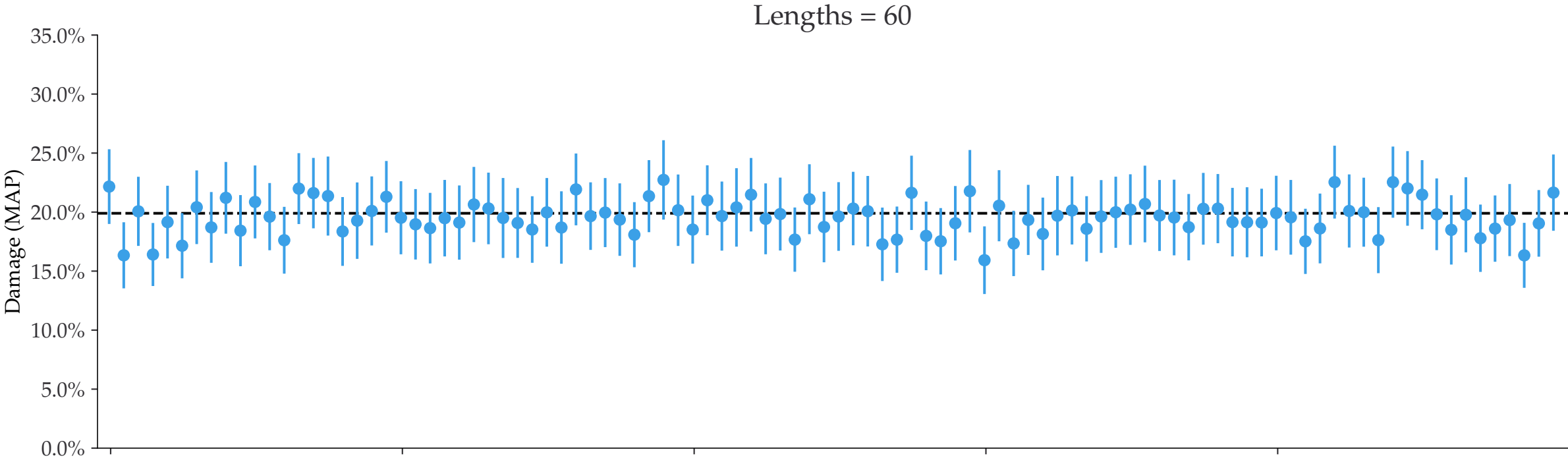
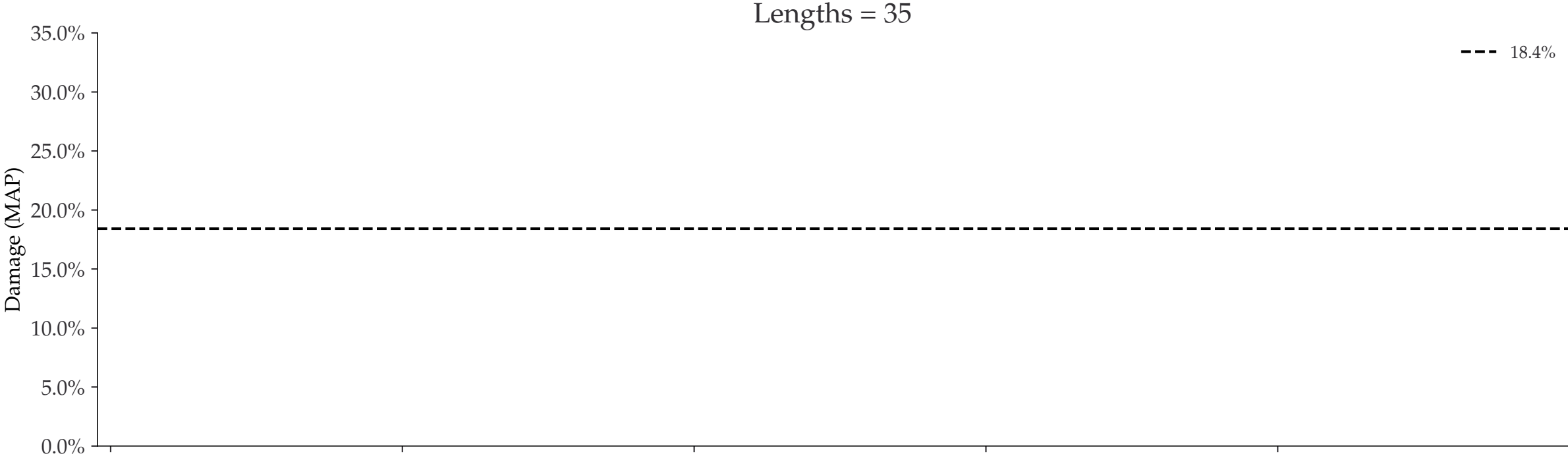
Individual damages:  
250 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%



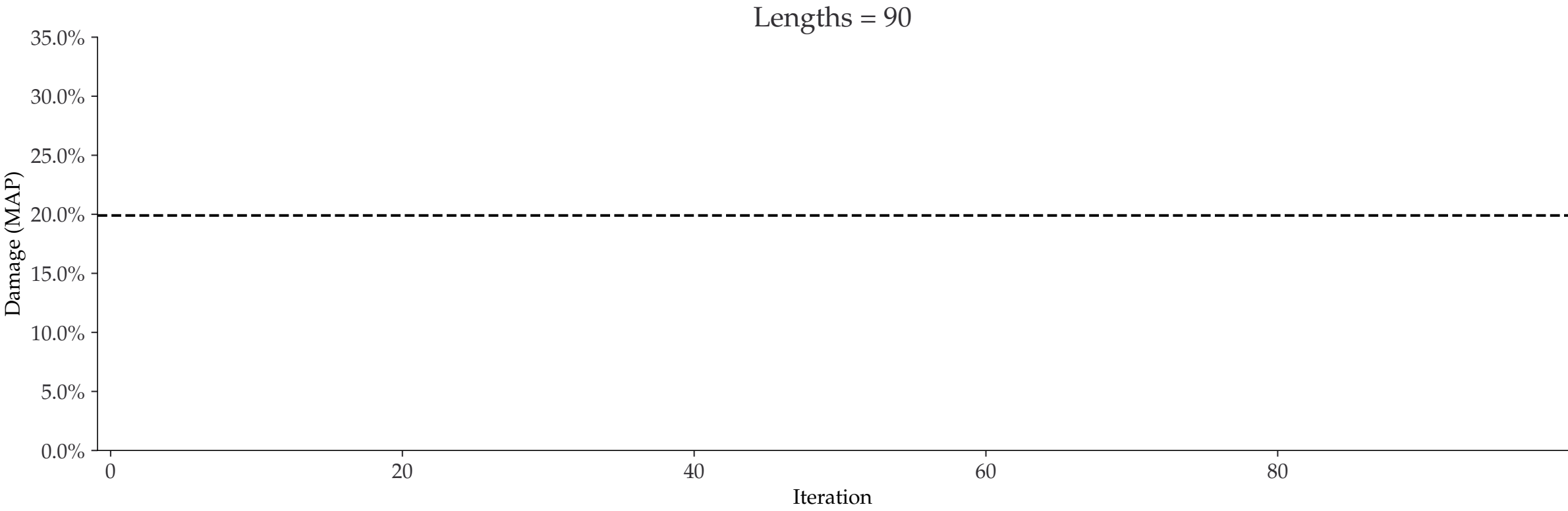
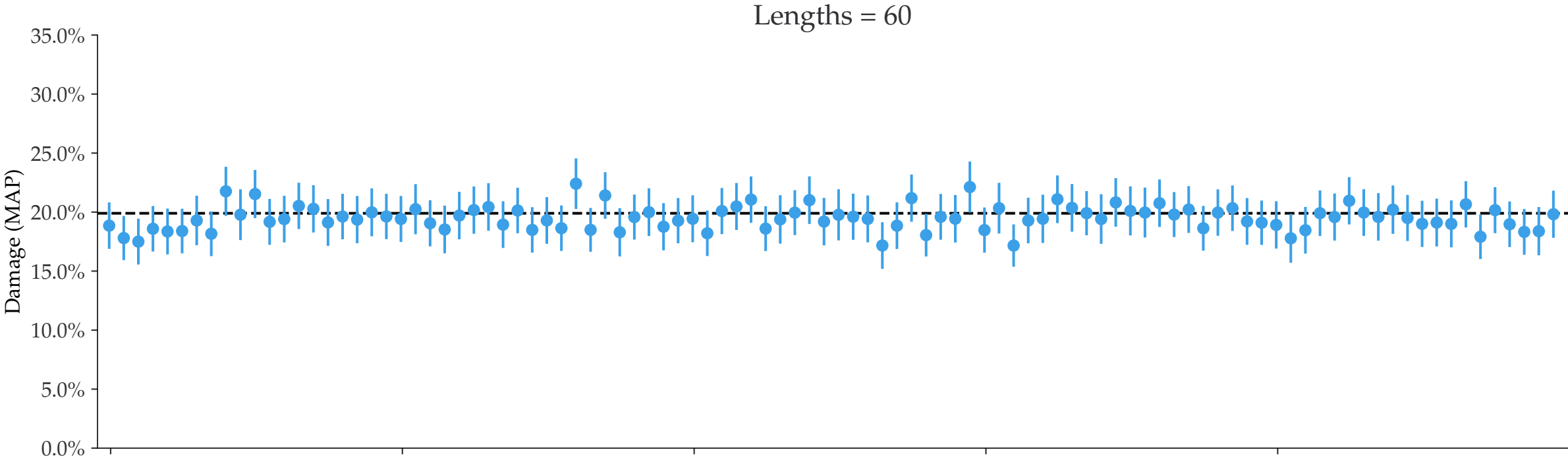
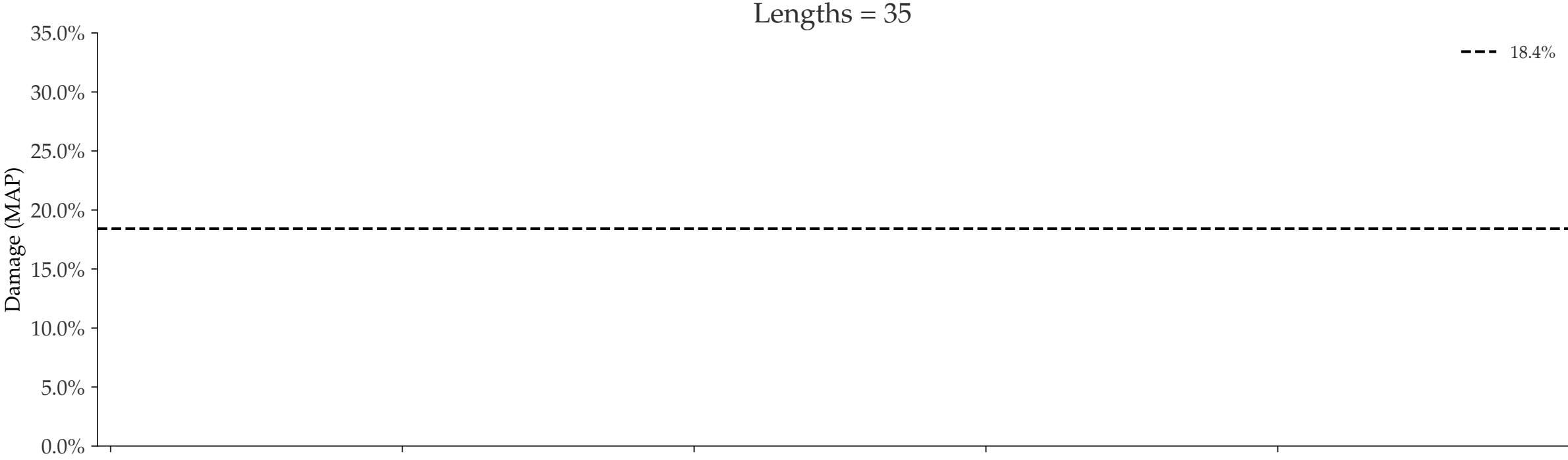
Individual damages:  
500 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%



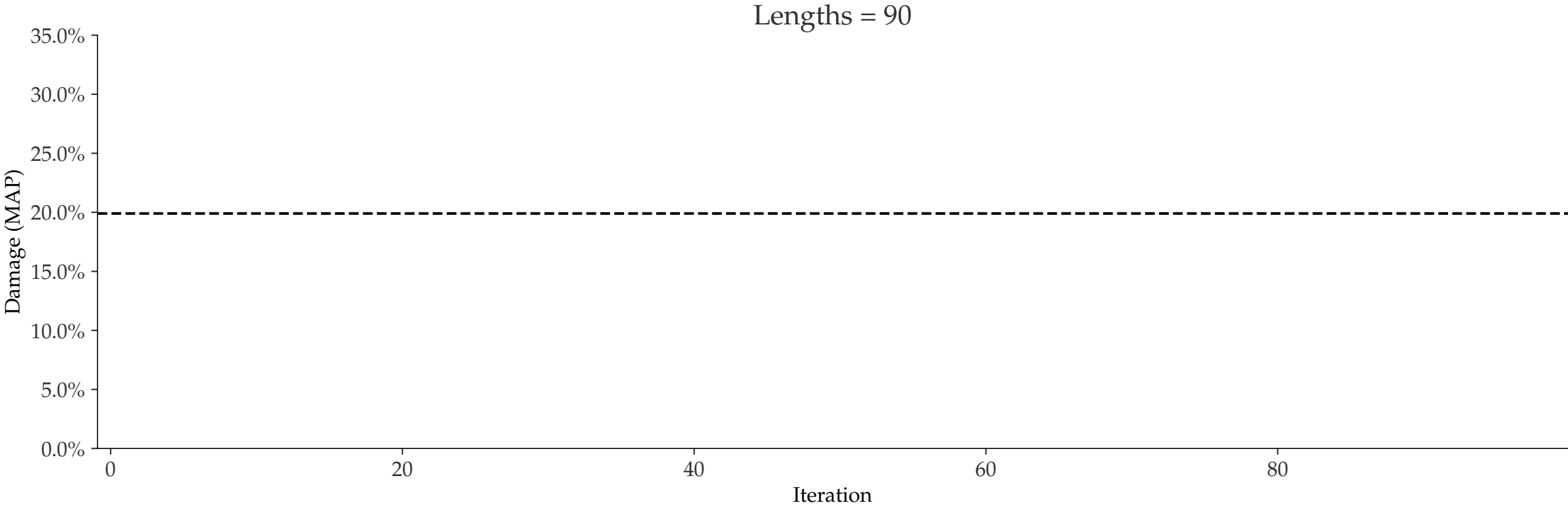
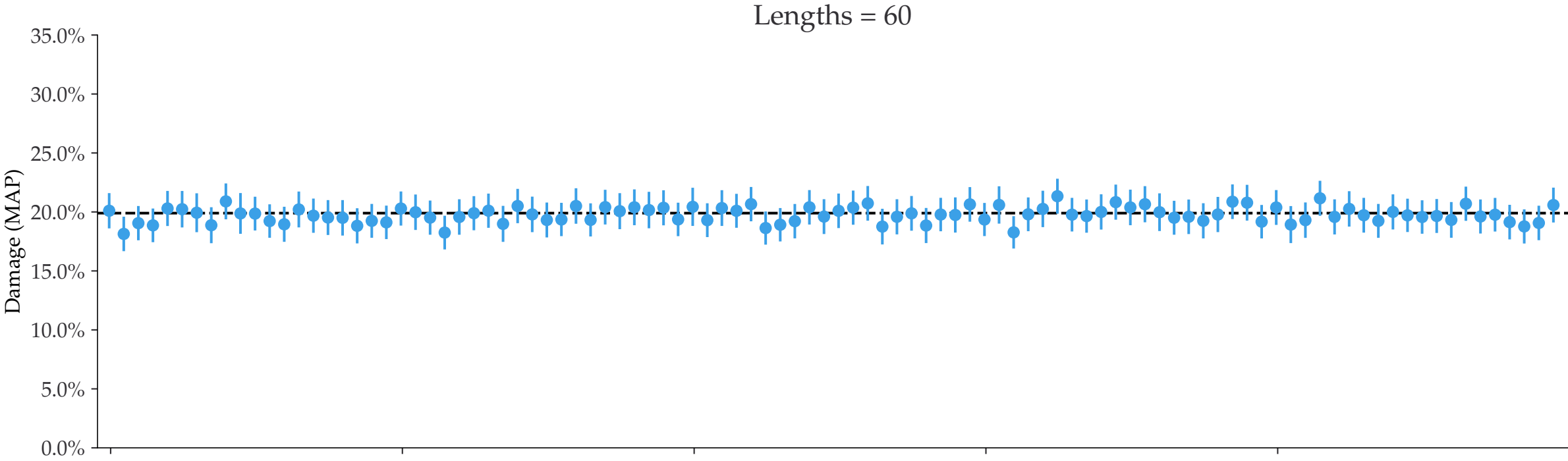
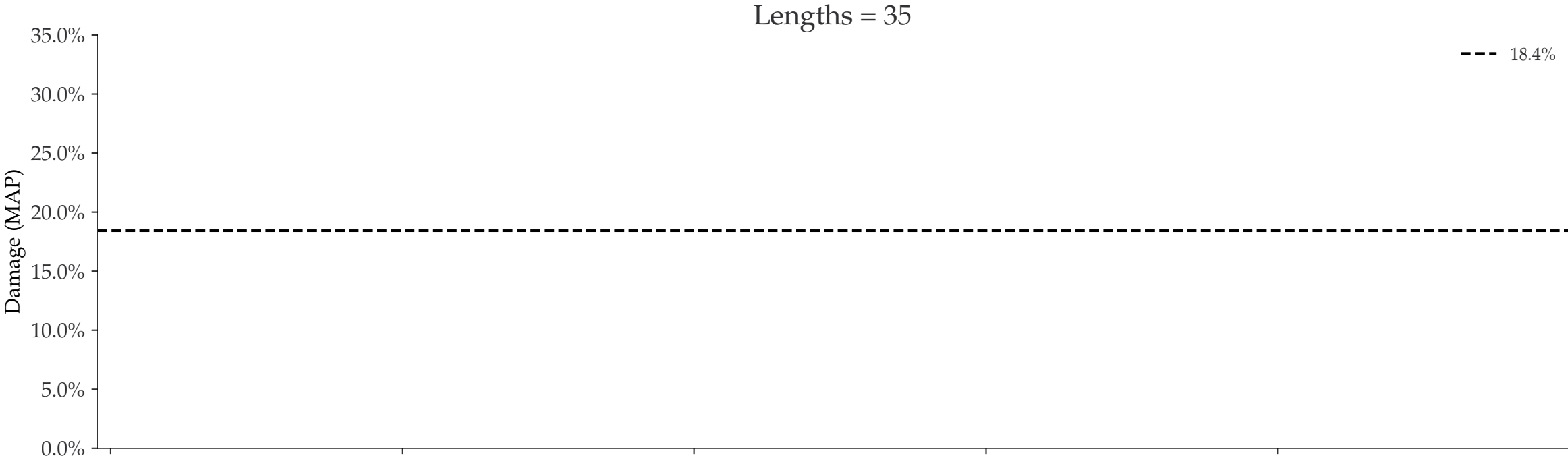
Individual damages:  
1000 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%



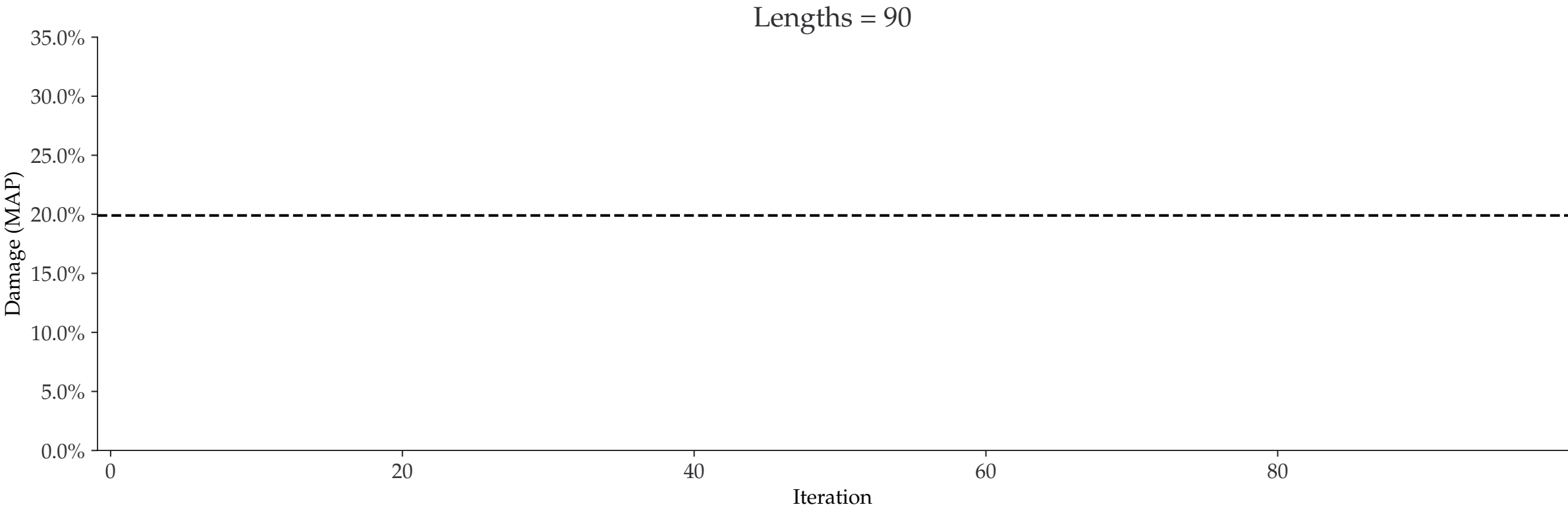
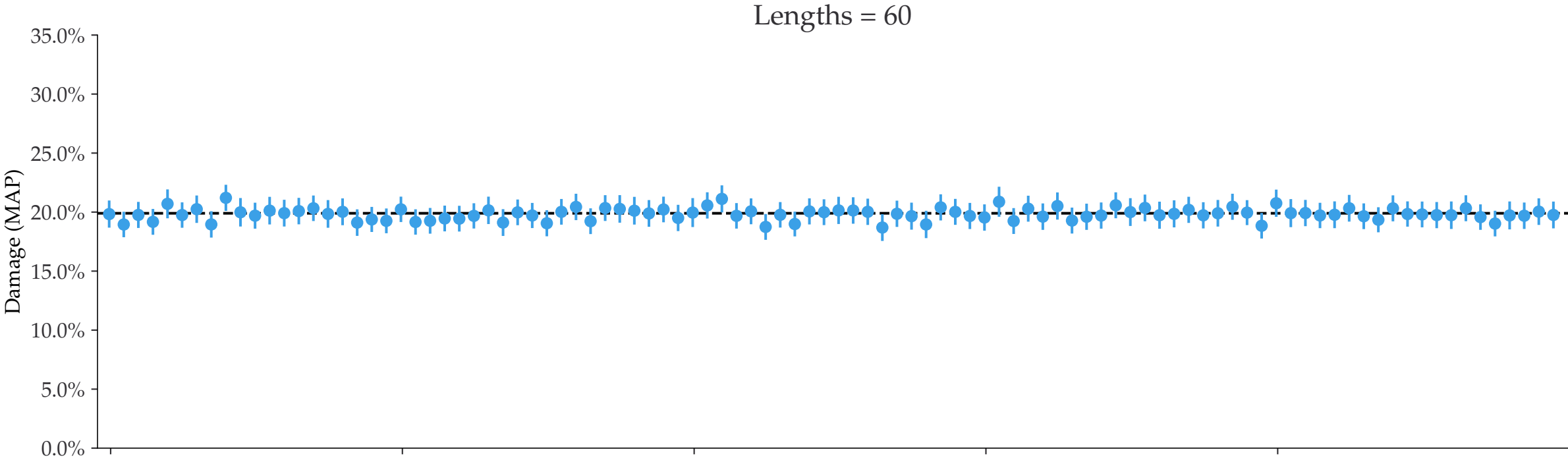
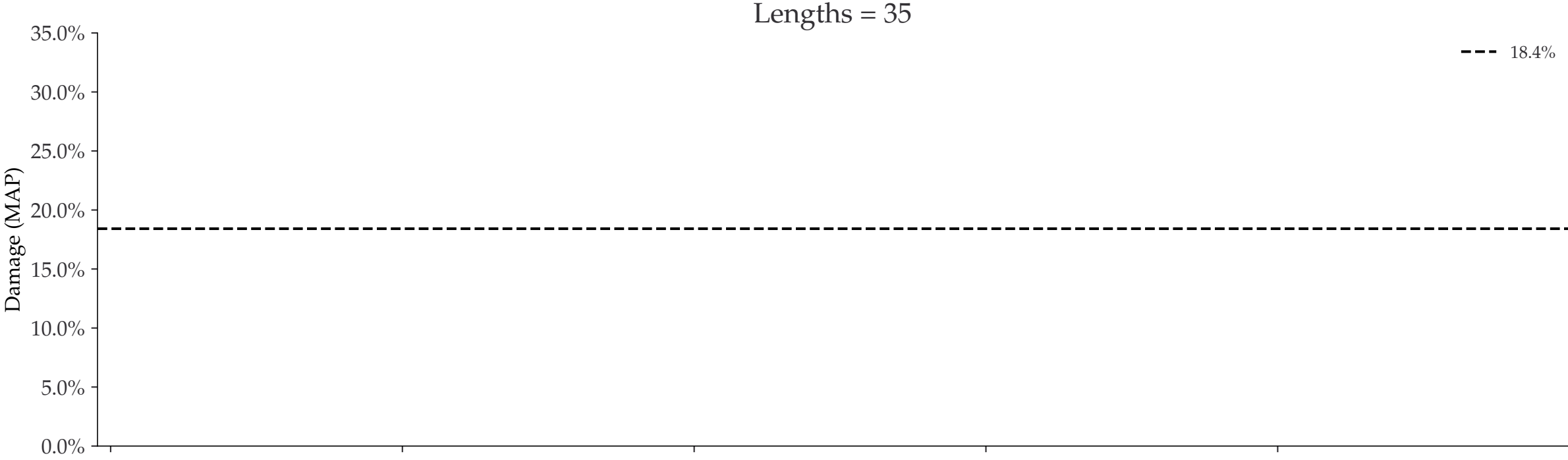
Individual damages:  
2500 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%



Individual damages:  
5000 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%

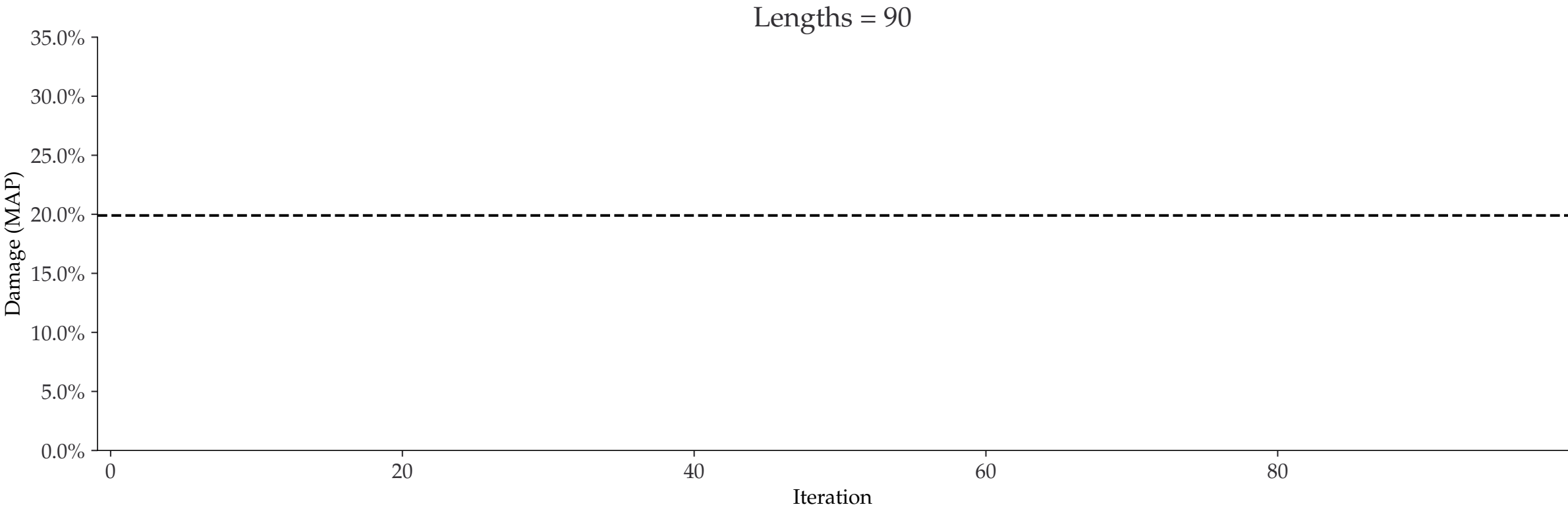
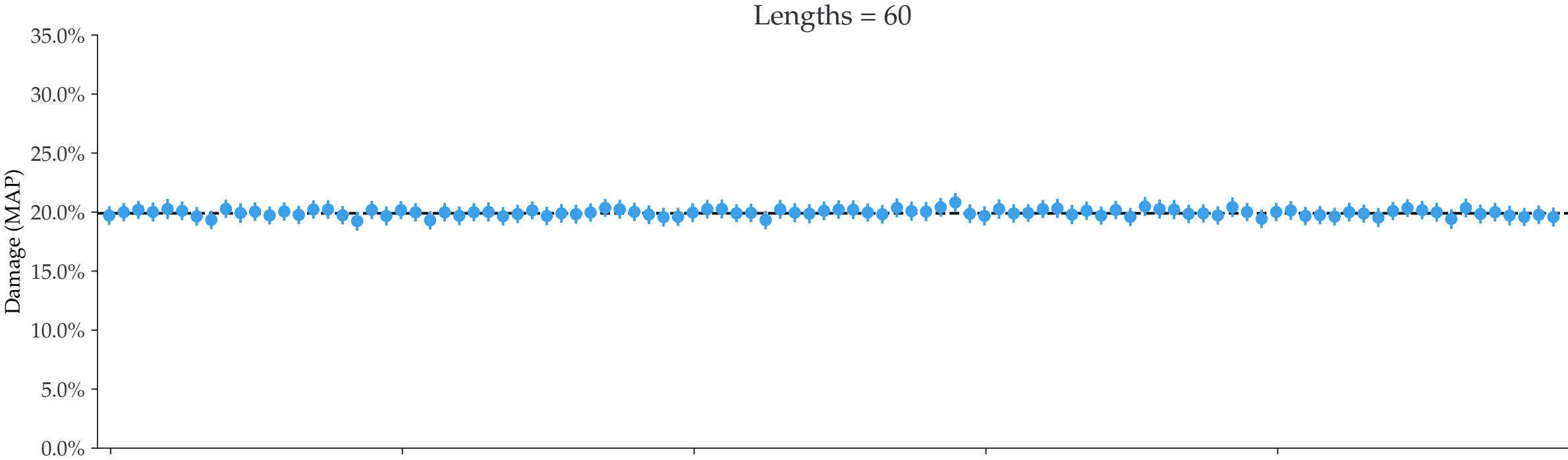
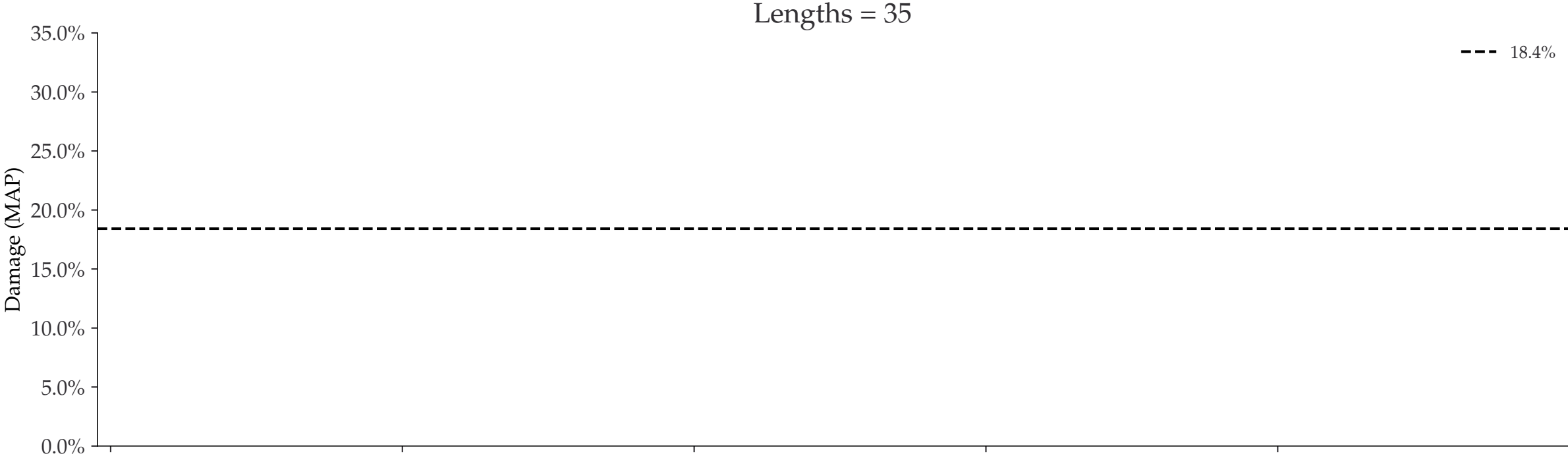


Individual damages:  
10000 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%

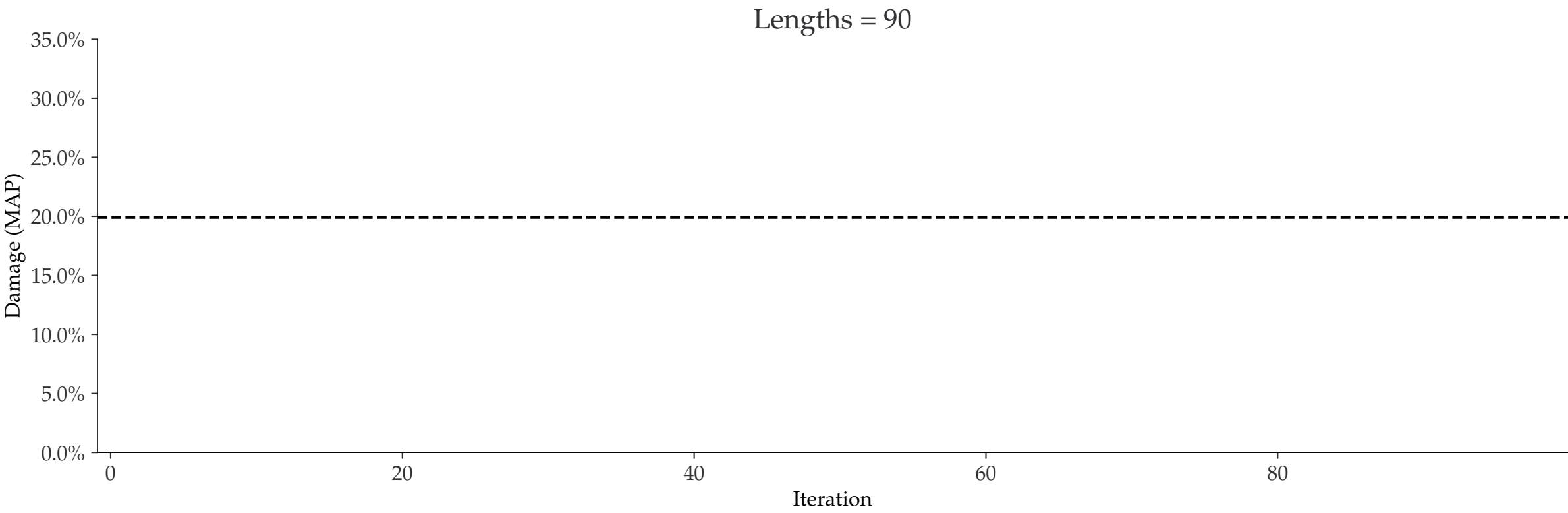
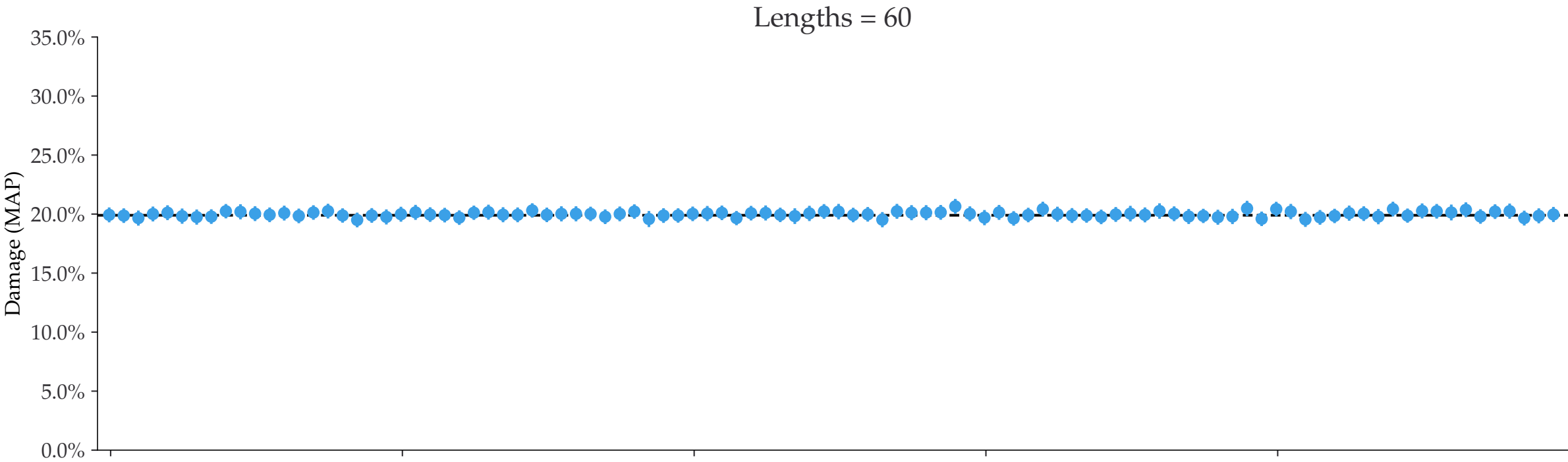
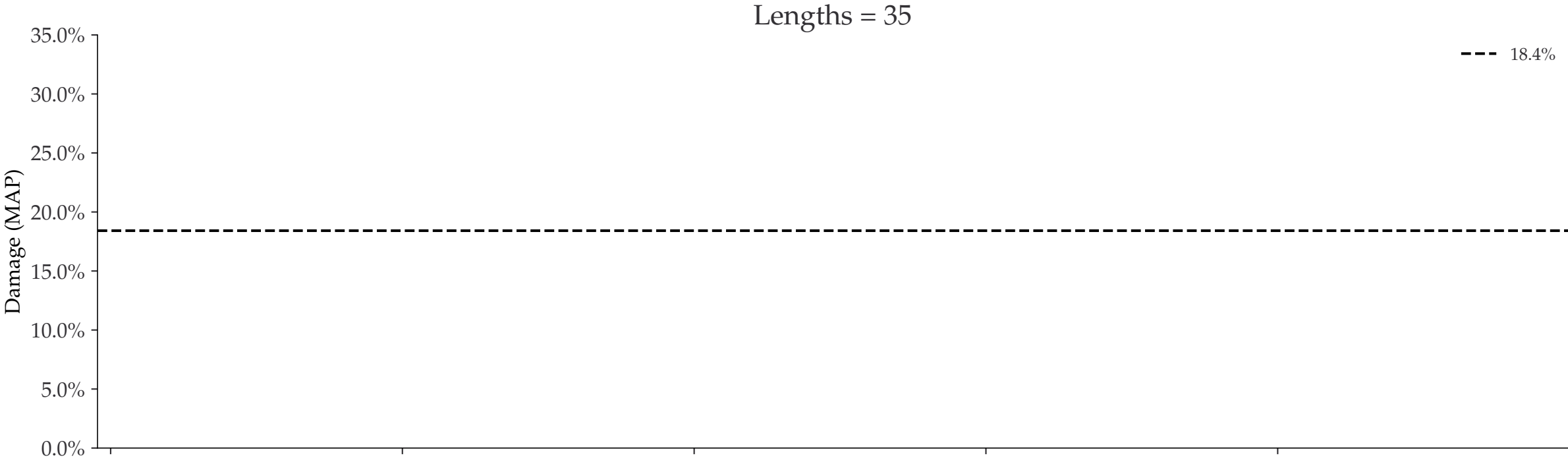




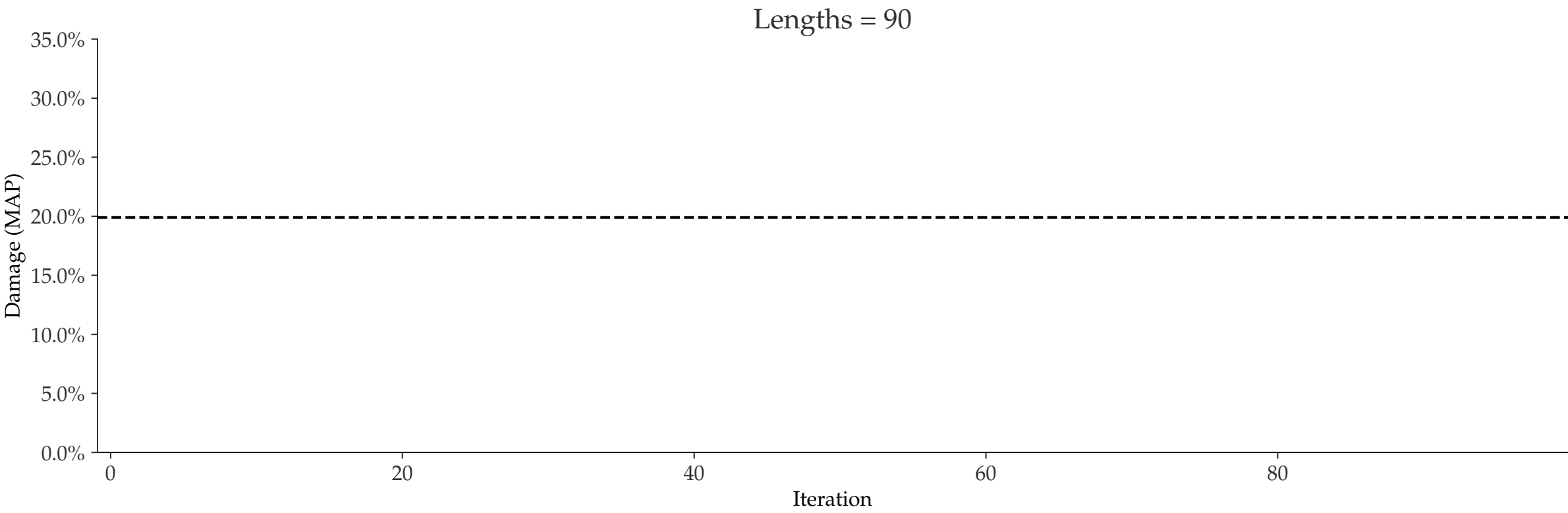
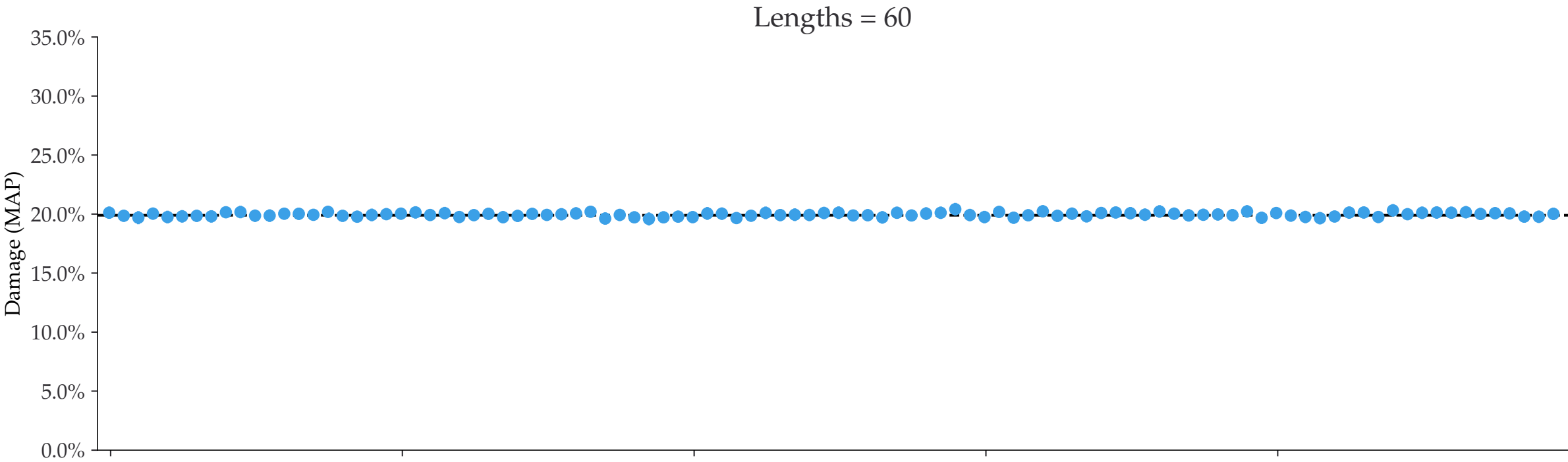
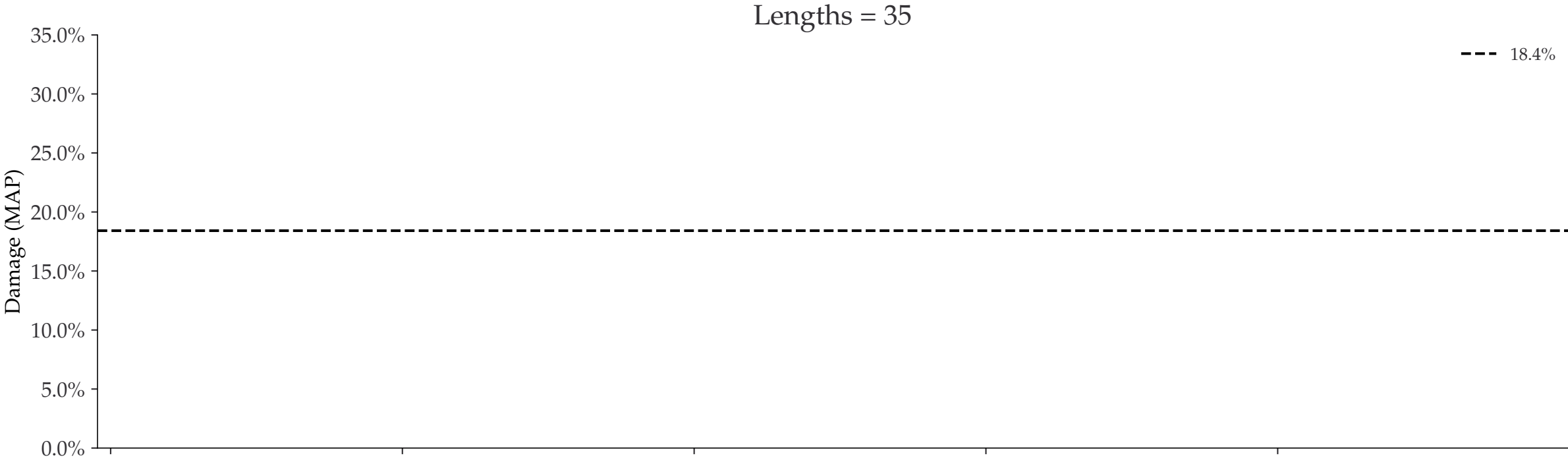
Individual damages:  
25000 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%



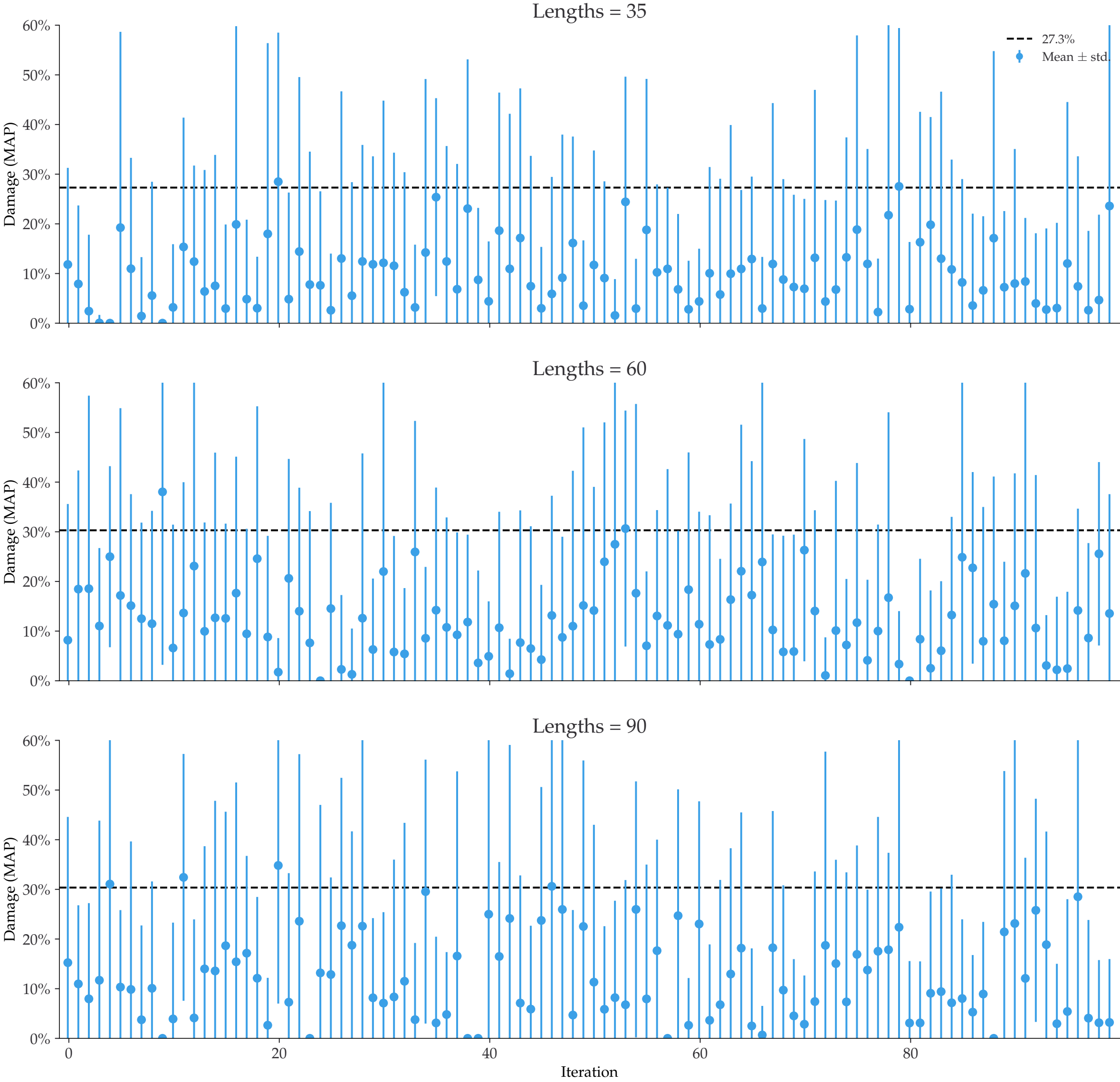
Individual damages:  
50000 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%



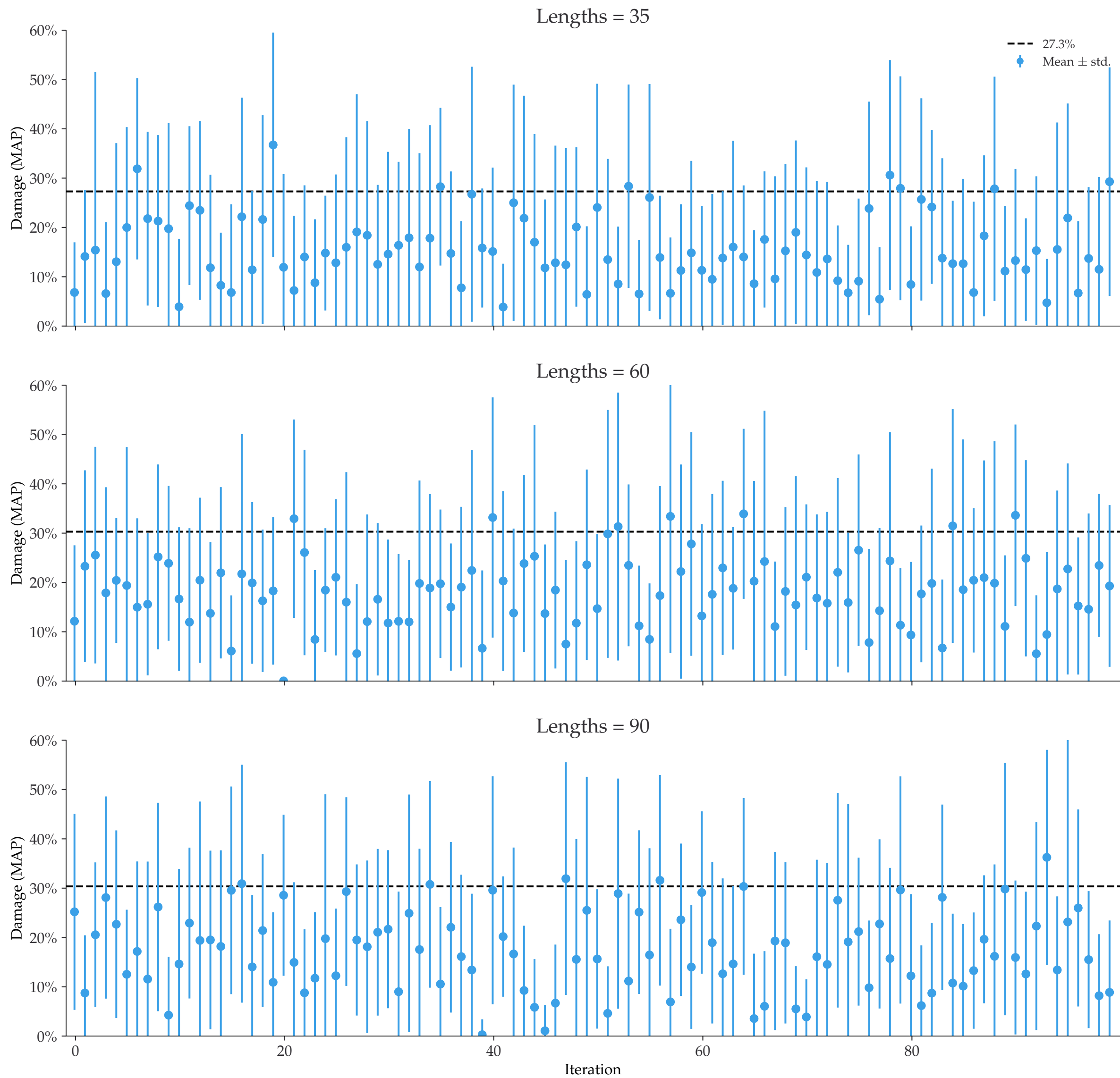
Individual damages:  
100000 reads  
Briggs damage = 0.633  
Damage percent (approx) = 20%



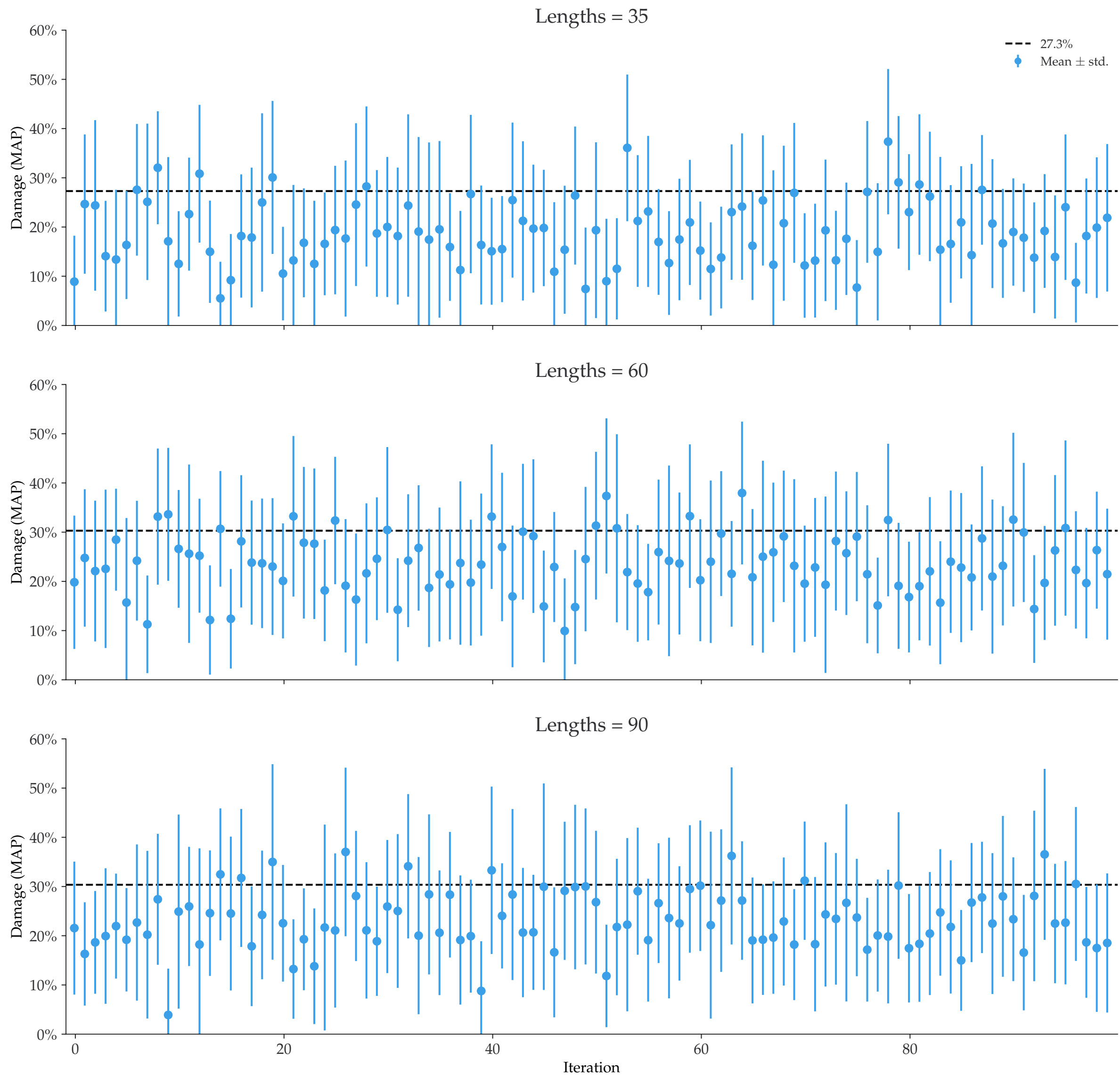
Individual damages:  
10 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



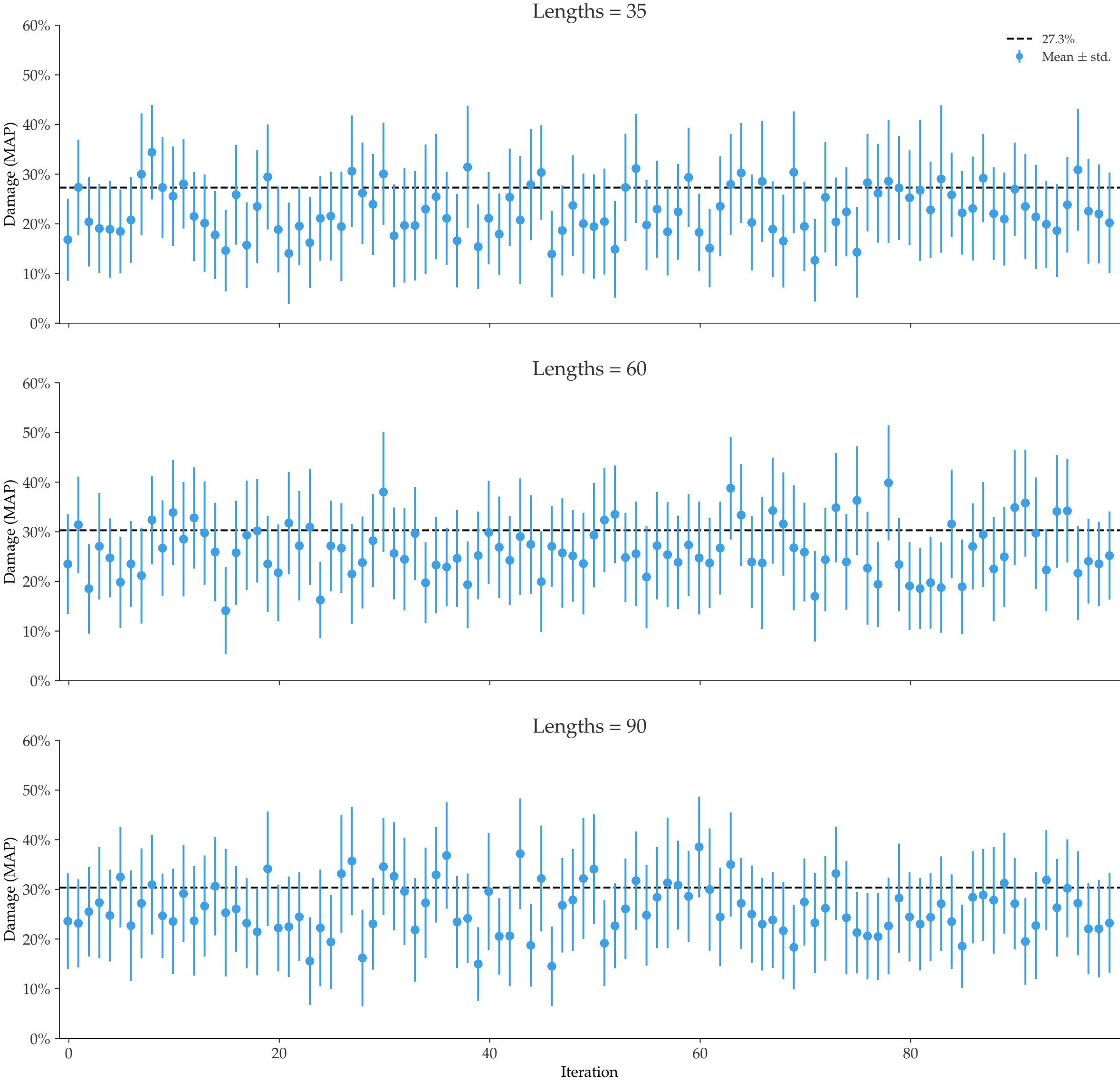
Individual damages:  
25 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



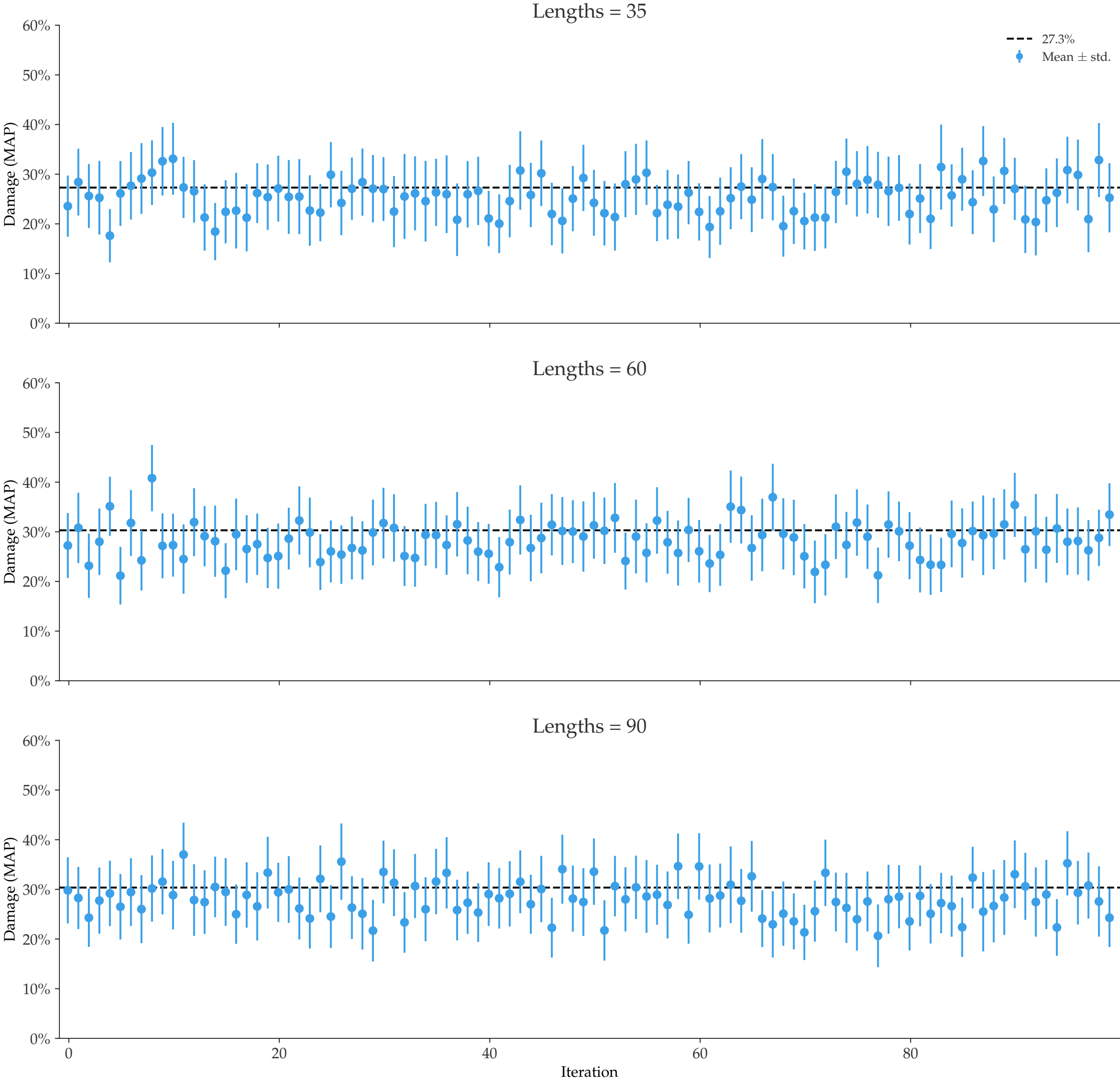
Individual damages:  
50 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



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

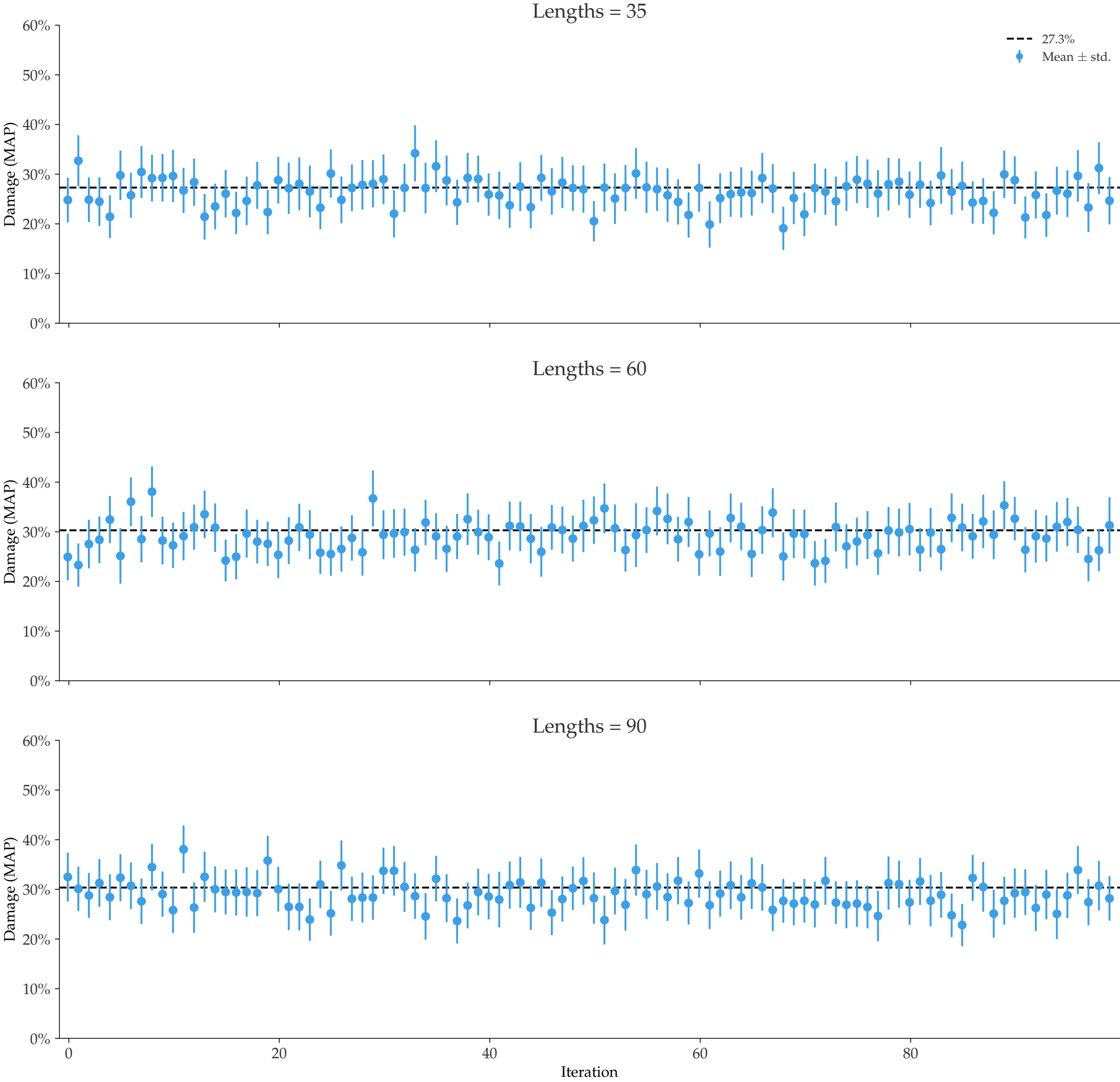


Individual damages:  
250 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%

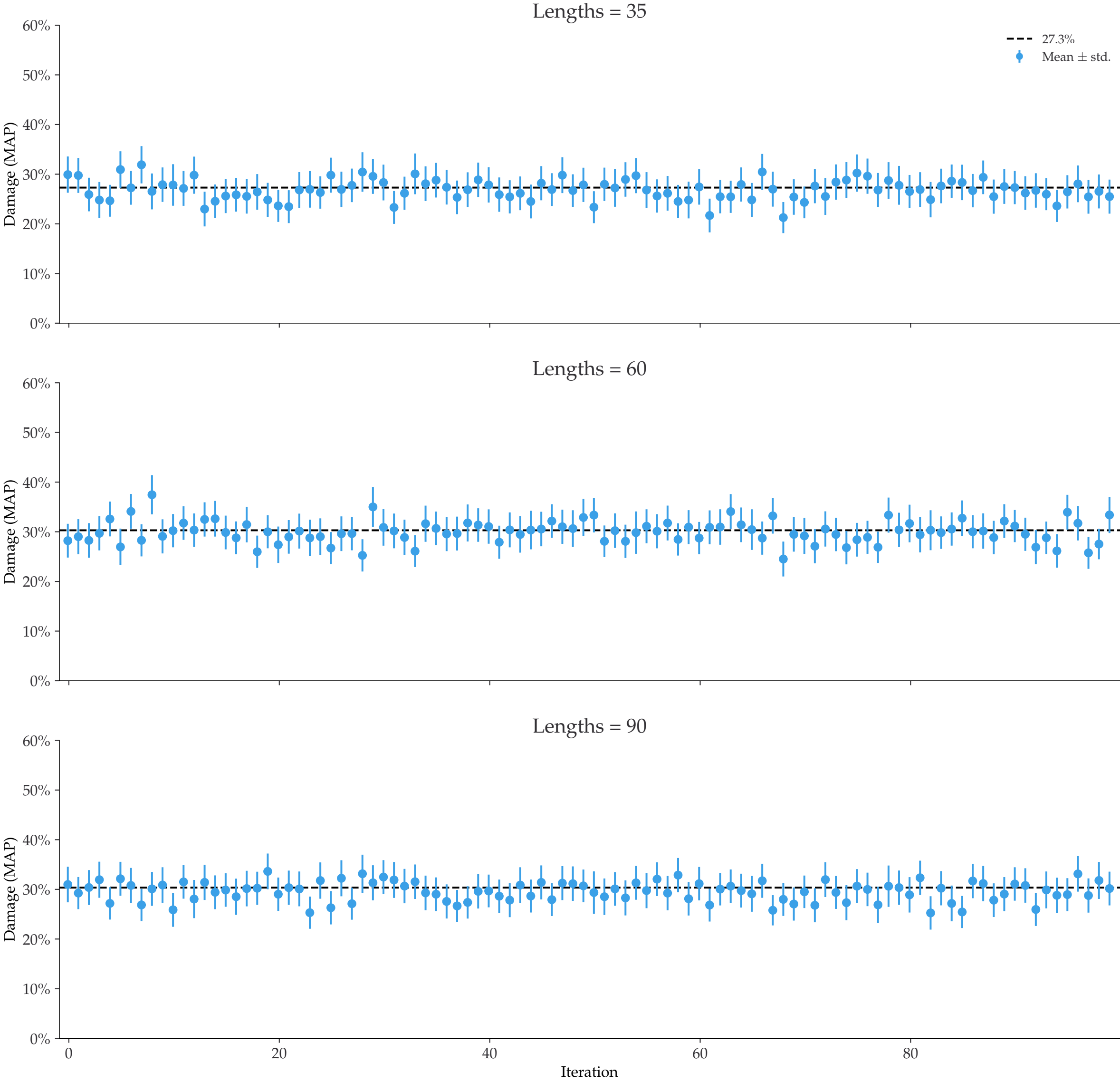




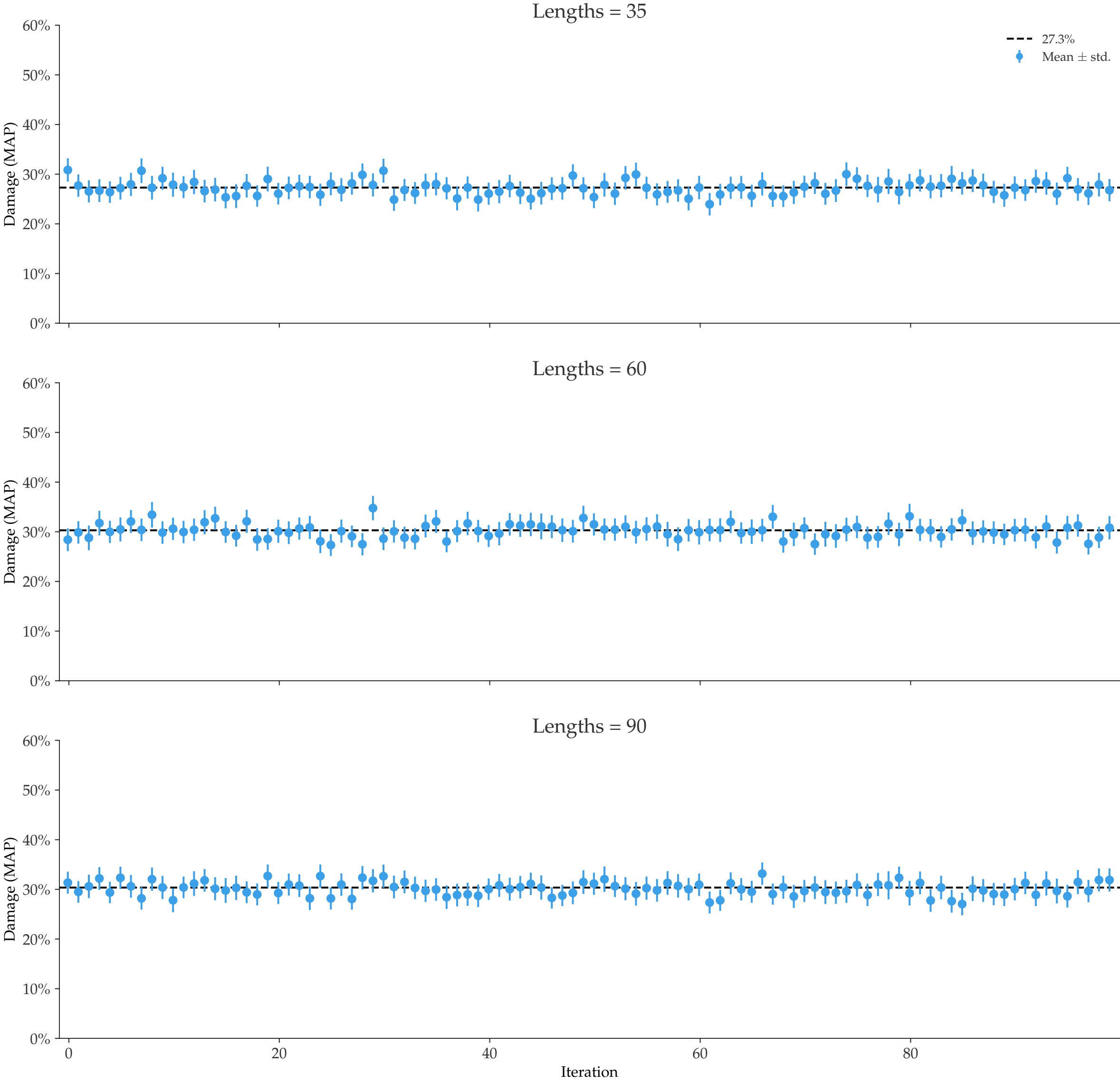
Individual damages:  
500 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



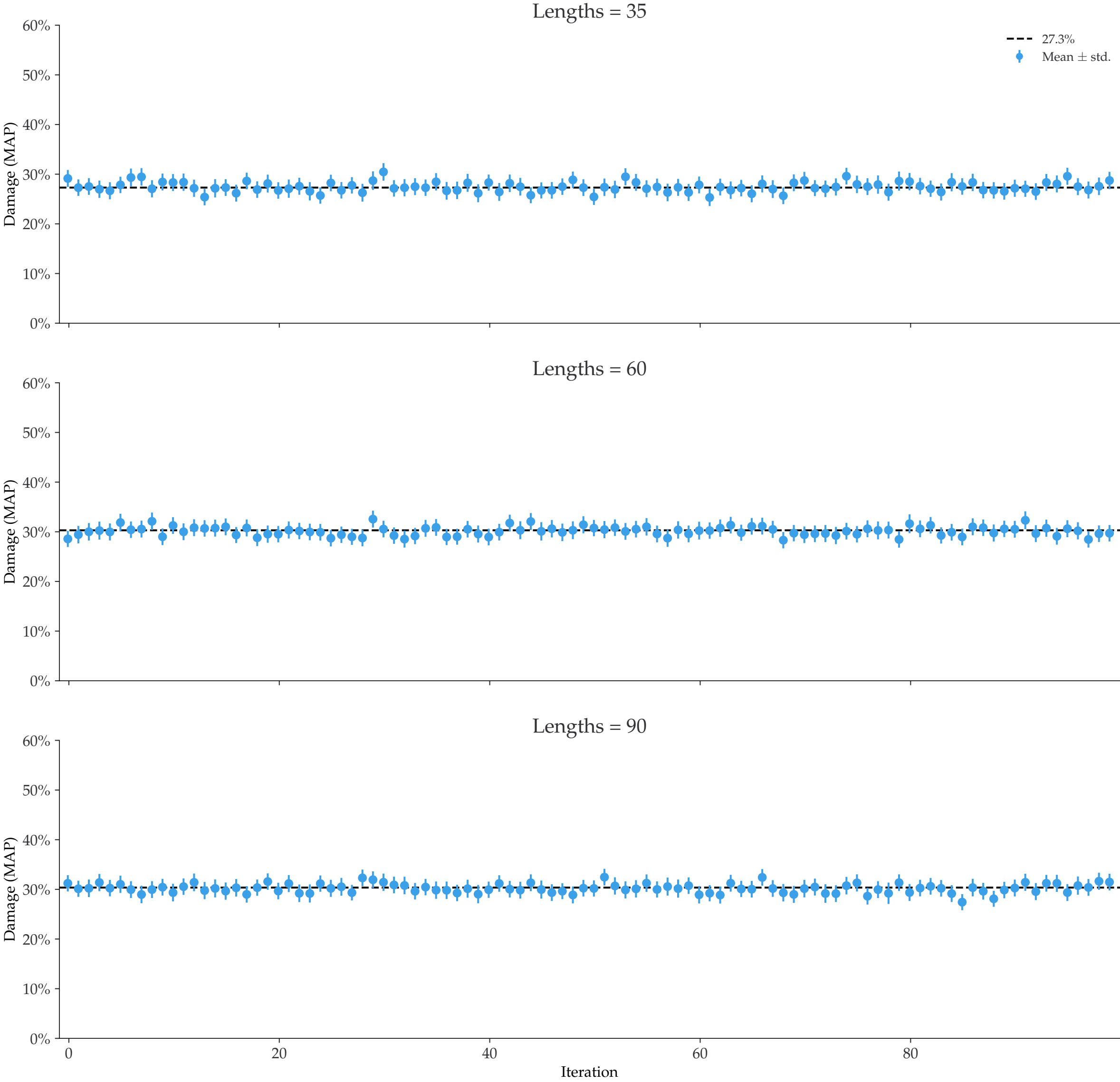
Individual damages:  
1000 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



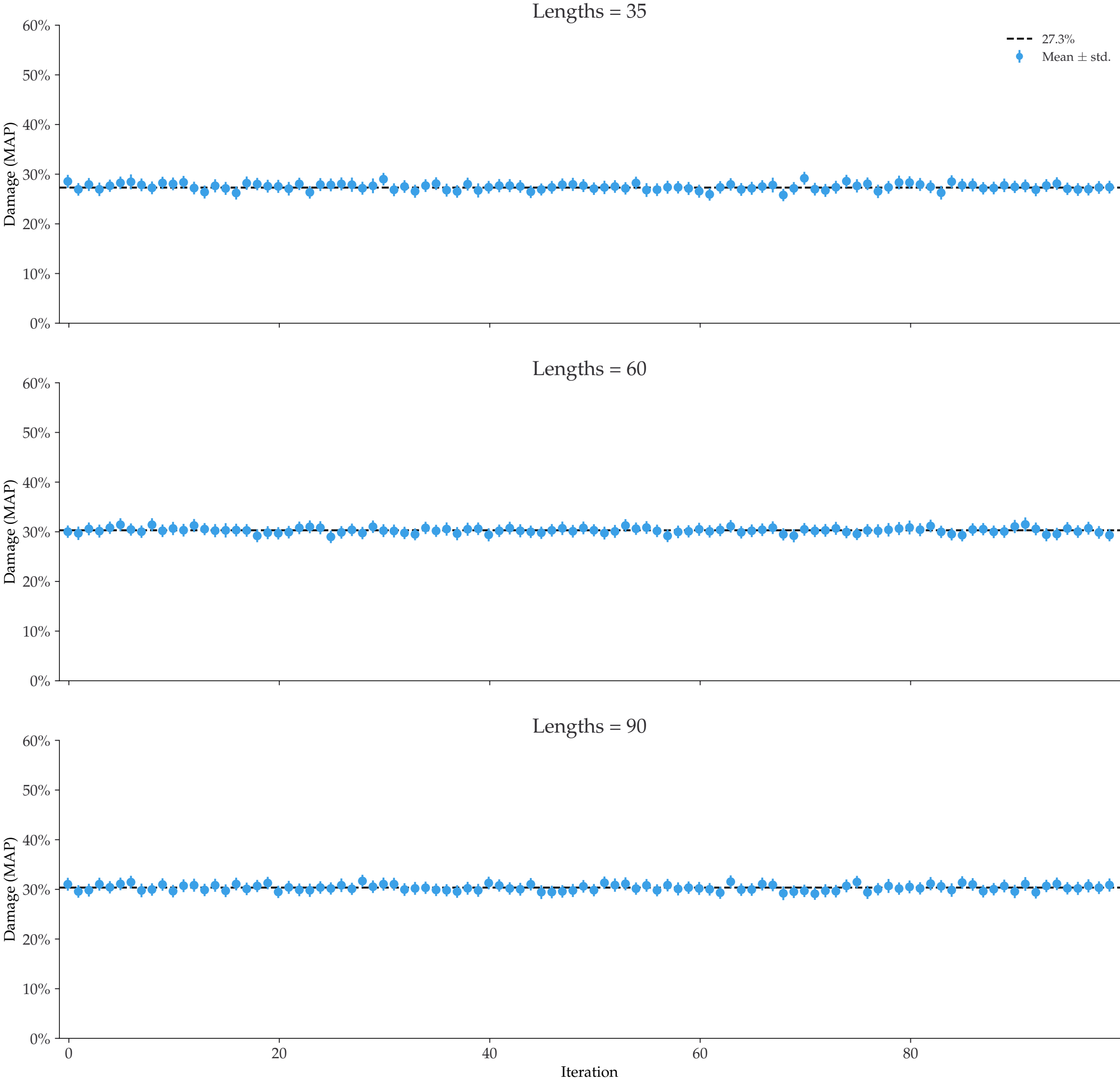
Individual damages:  
2500 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



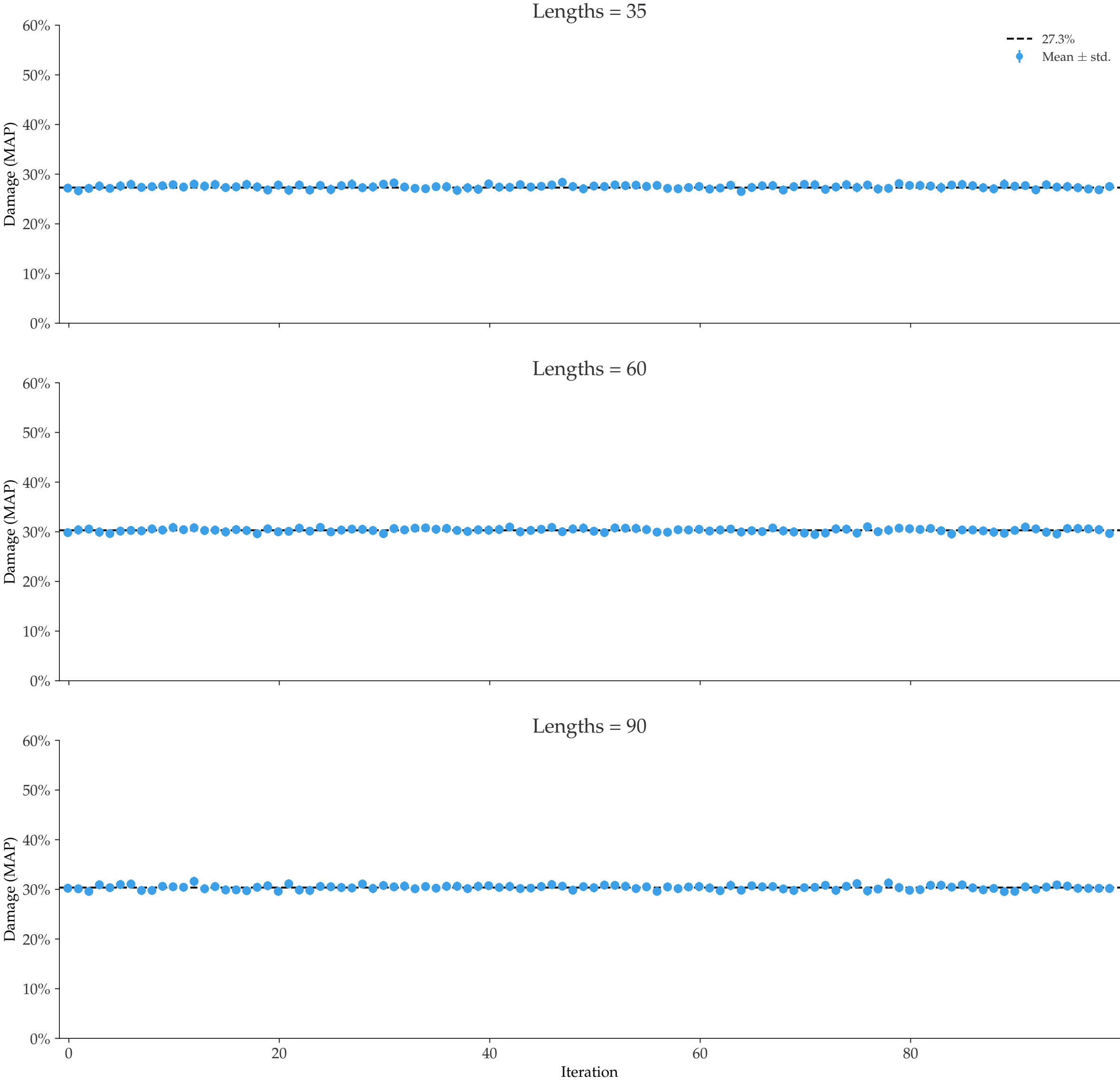
Individual damages:  
5000 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



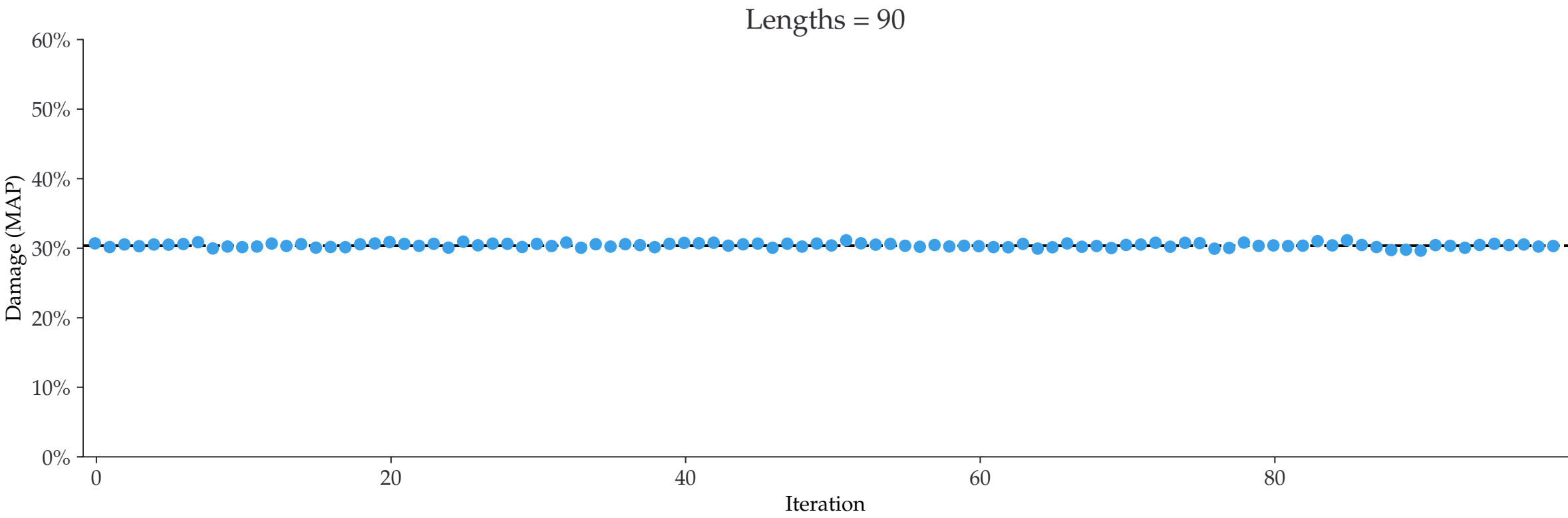
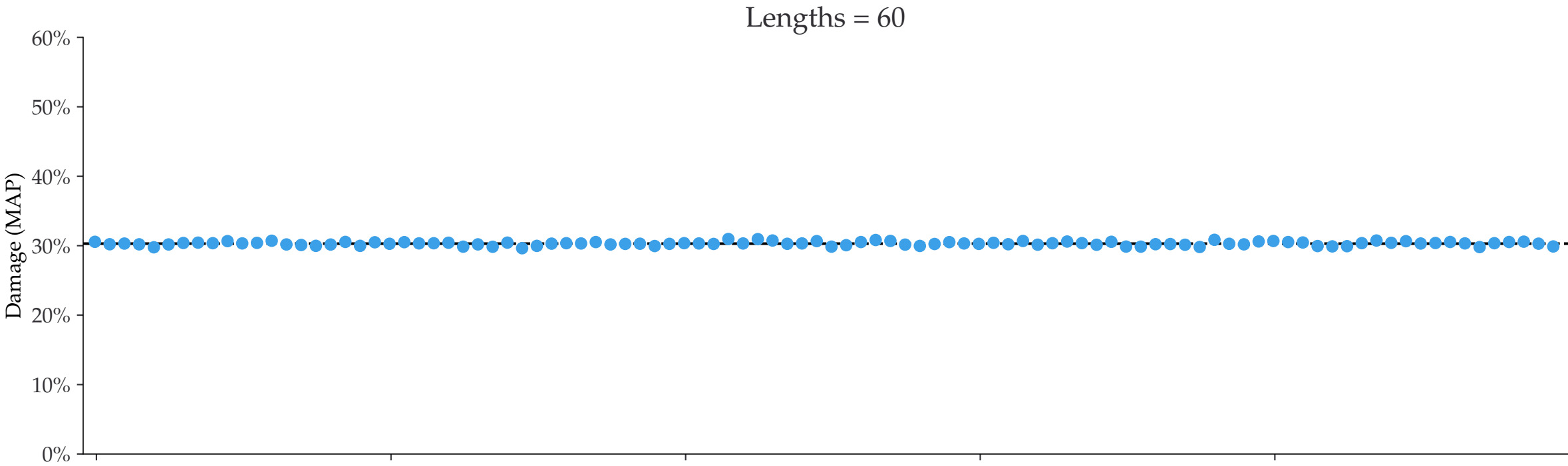
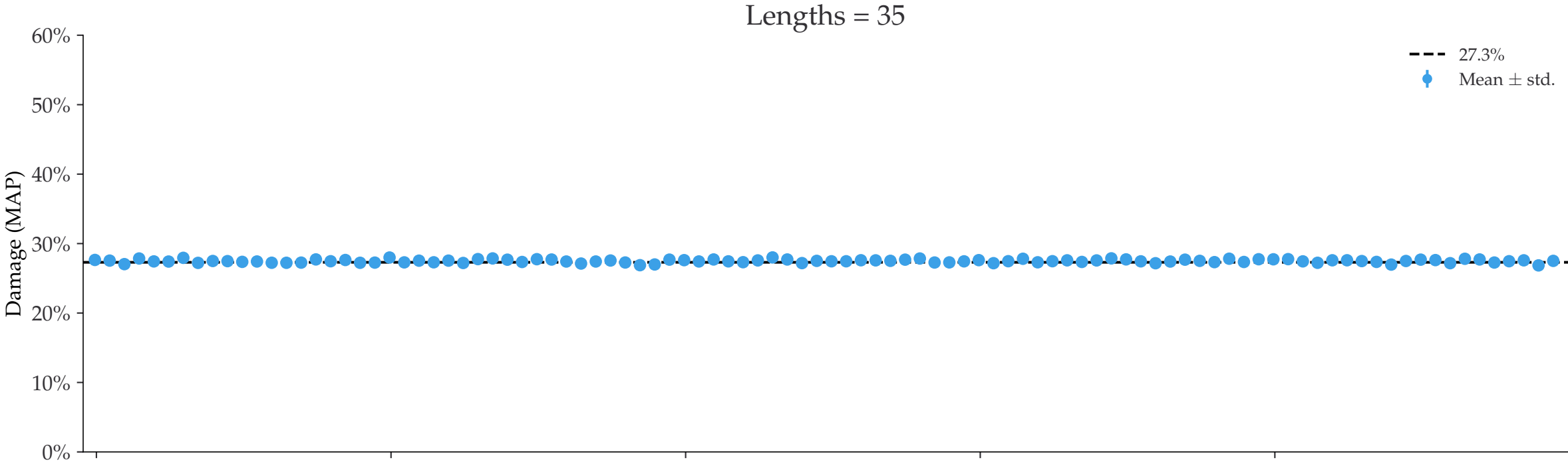
Individual damages:  
10000 reads  
Briggs damage = 0.96  
Damage percent (approx) = 30%



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



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



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

