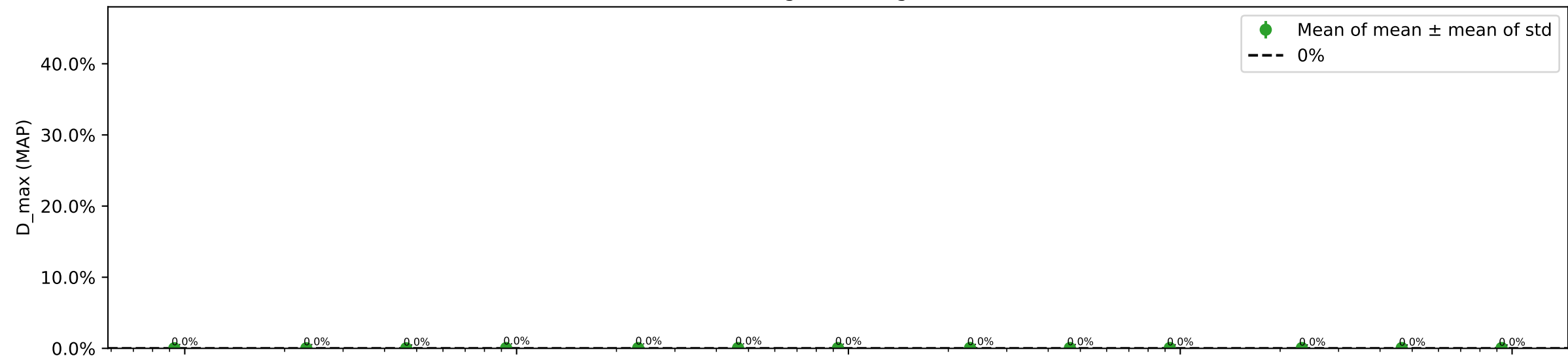
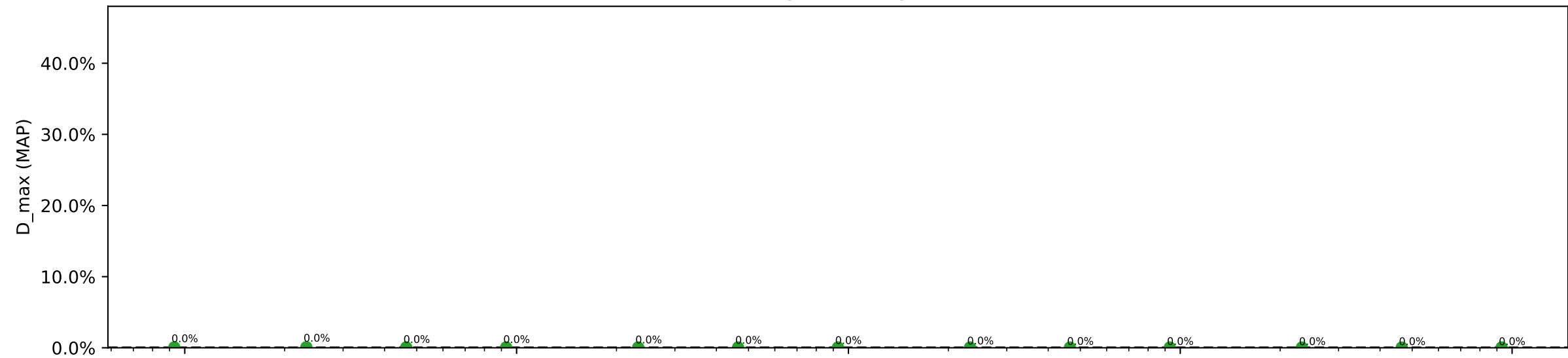


D\_max (MAP)  
Briggs damage = 0.0  
Damage percent = 0%

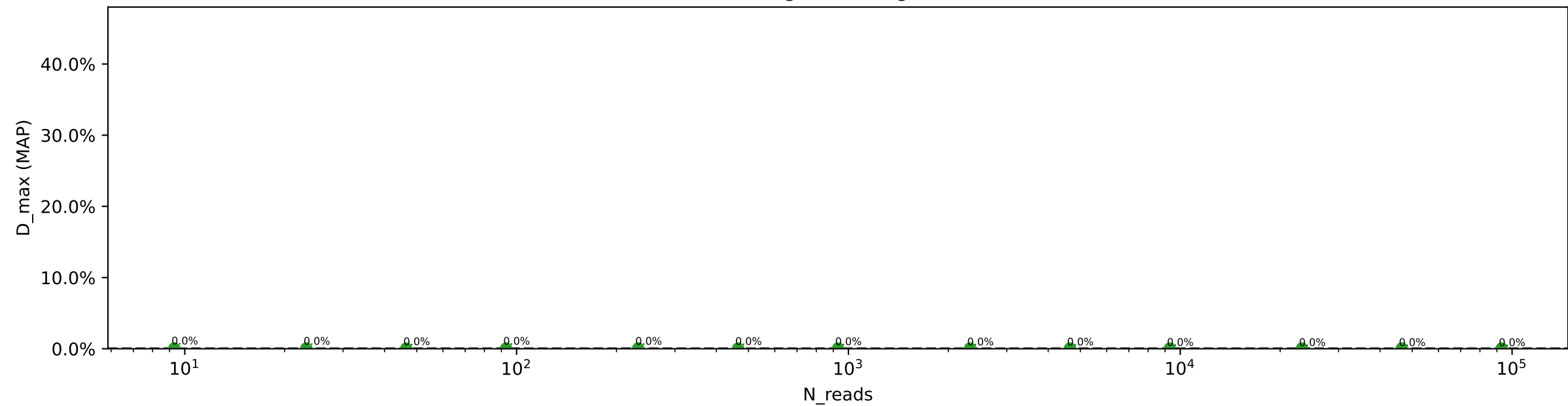
Mean Fragment Length = 35



Mean Fragment Length = 60

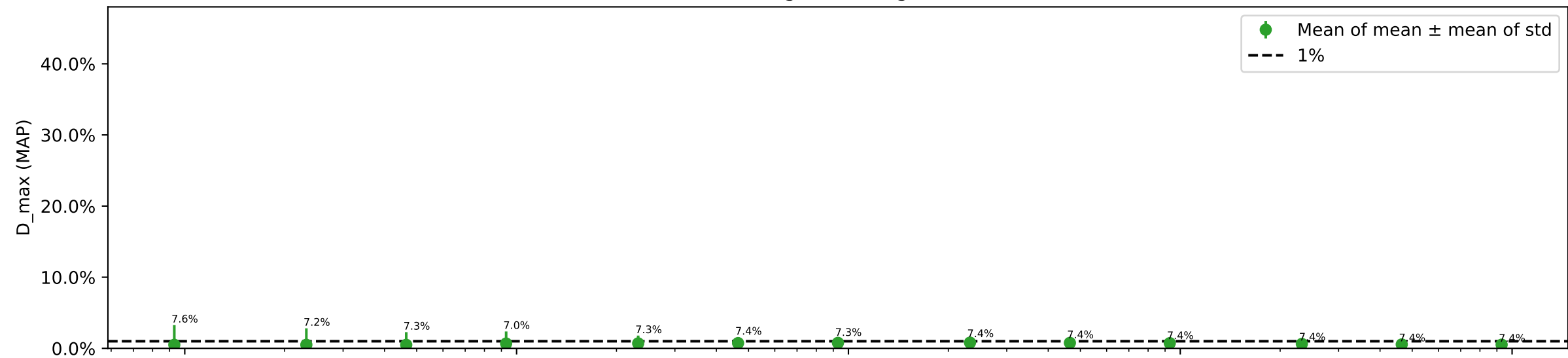


Mean Fragment Length = 90

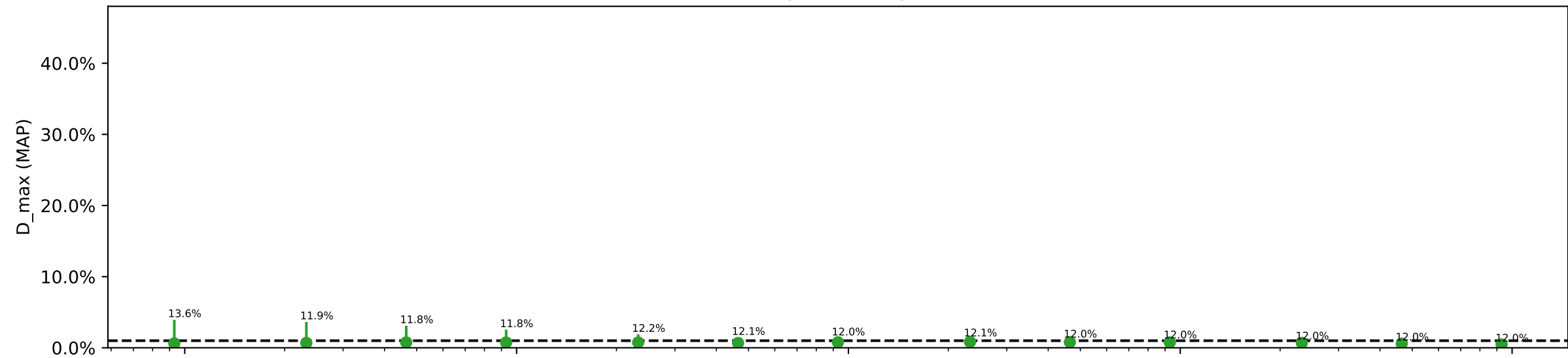


D\_max (MAP)  
Briggs damage = 0.014  
Damage percent = 1%

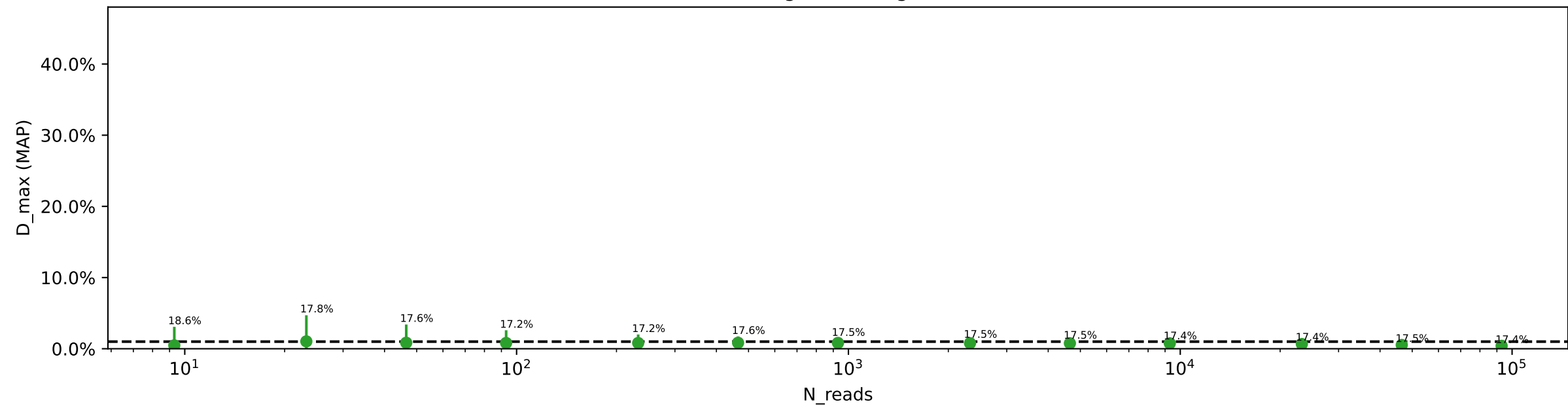
Mean Fragment Length = 35



Mean Fragment Length = 60

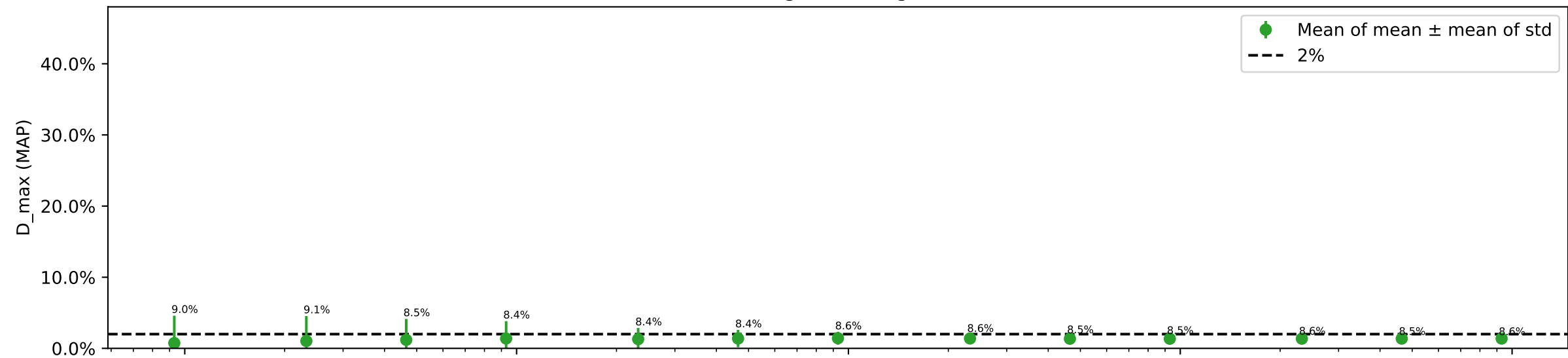


Mean Fragment Length = 90

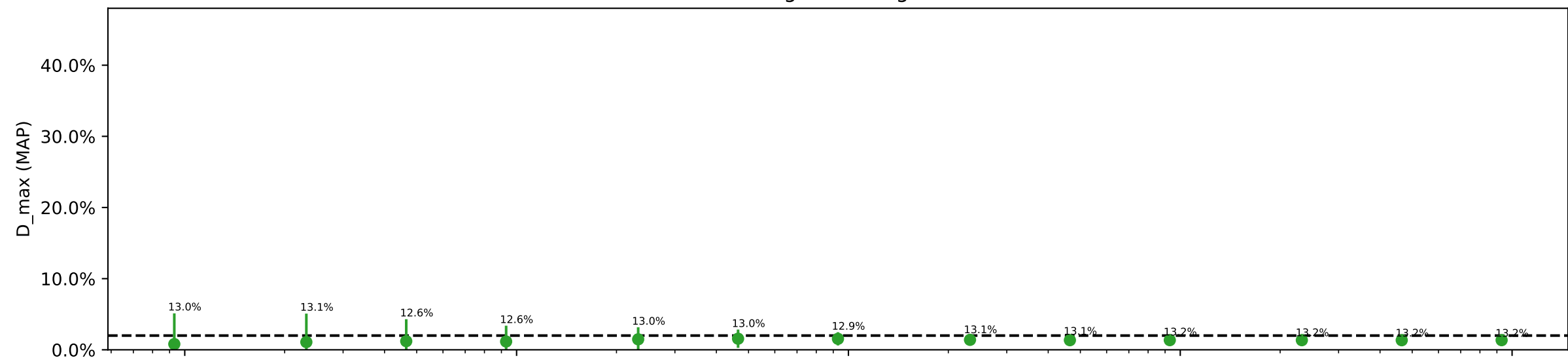


D\_max (MAP)  
Briggs damage = 0.047  
Damage percent = 2%

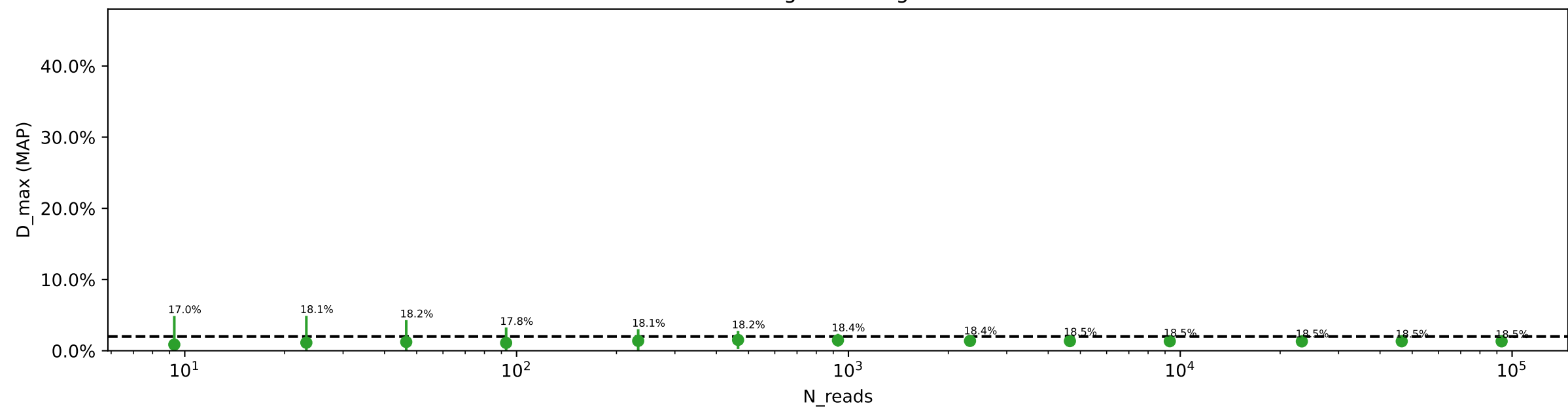
Mean Fragment Length = 35



Mean Fragment Length = 60

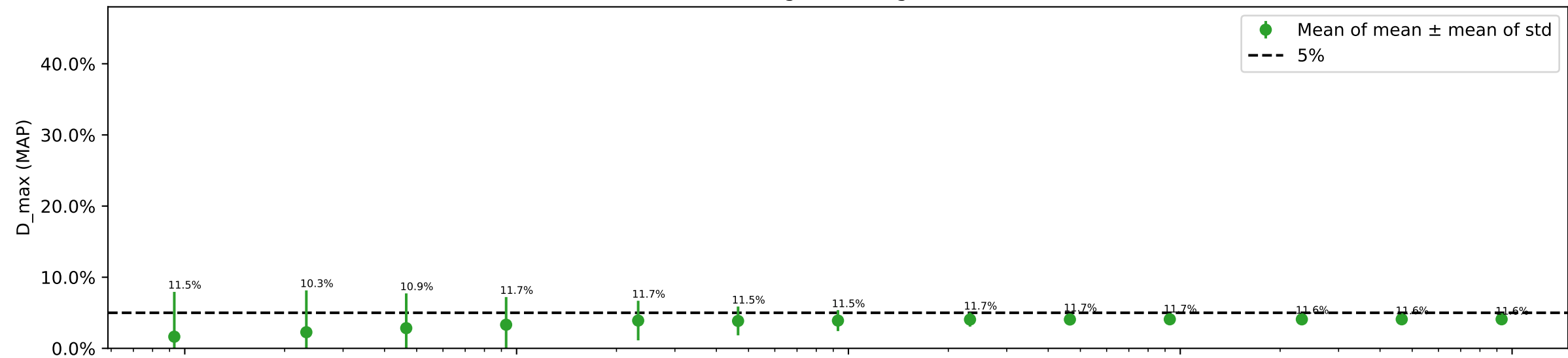


Mean Fragment Length = 90

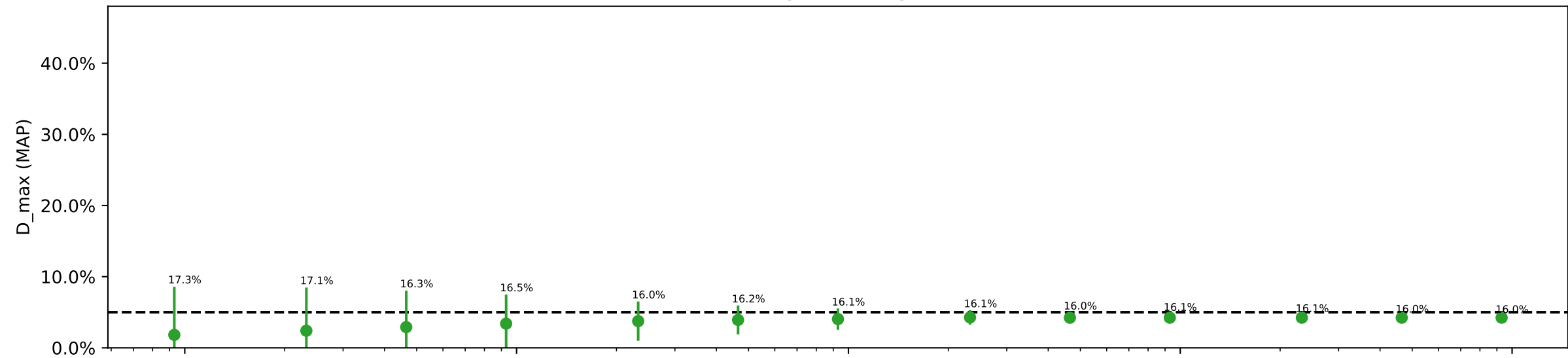


D\_max (MAP)  
Briggs damage = 0.138  
Damage percent = 5%

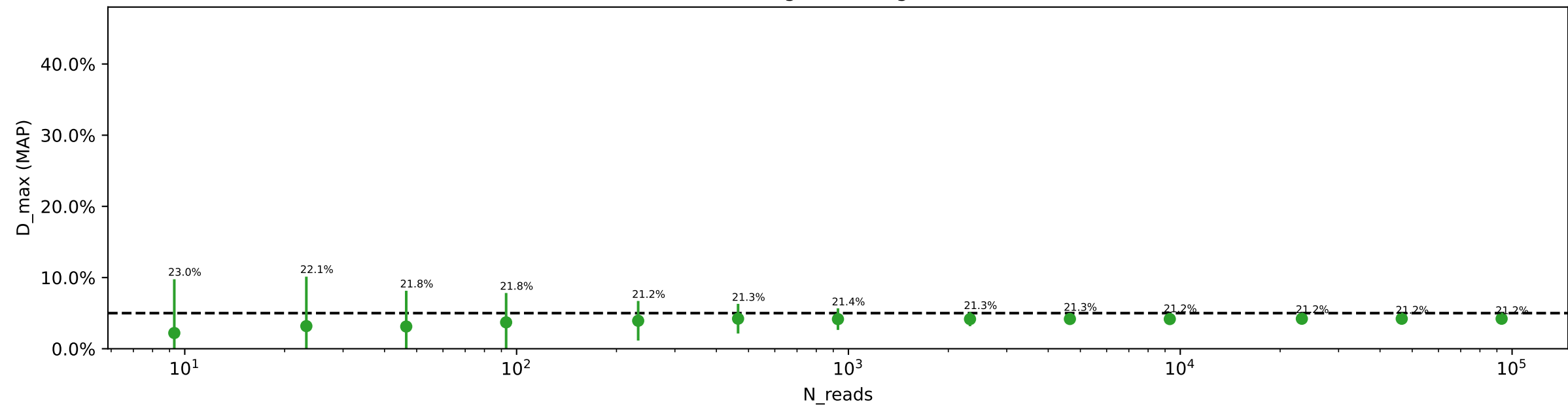
Mean Fragment Length = 35



Mean Fragment Length = 60

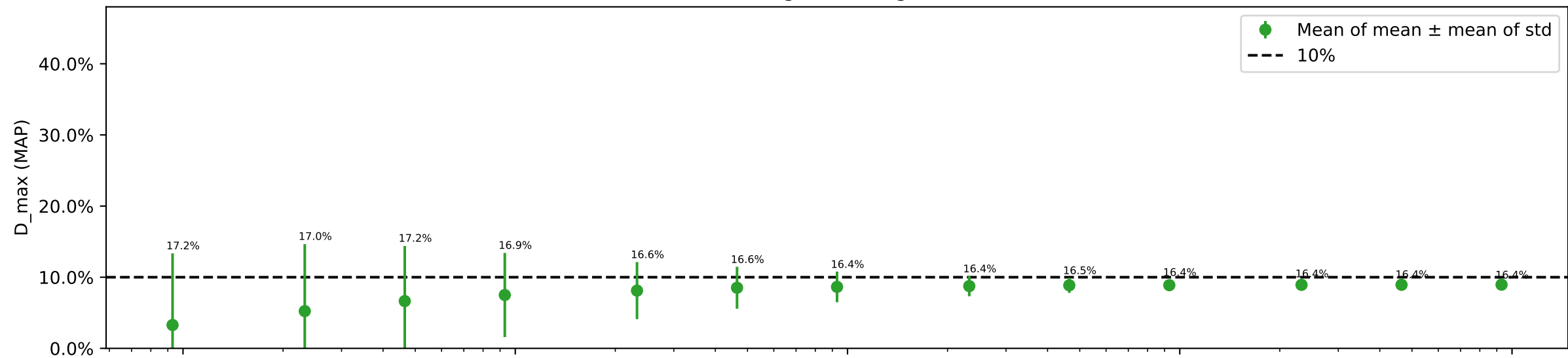


Mean Fragment Length = 90

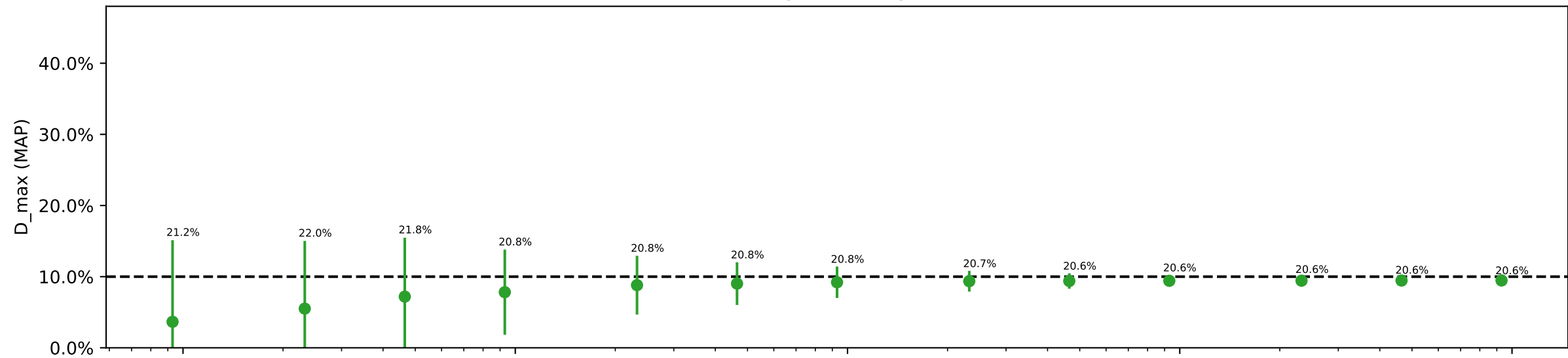


D\_max (MAP)  
Briggs damage = 0.303  
Damage percent = 10%

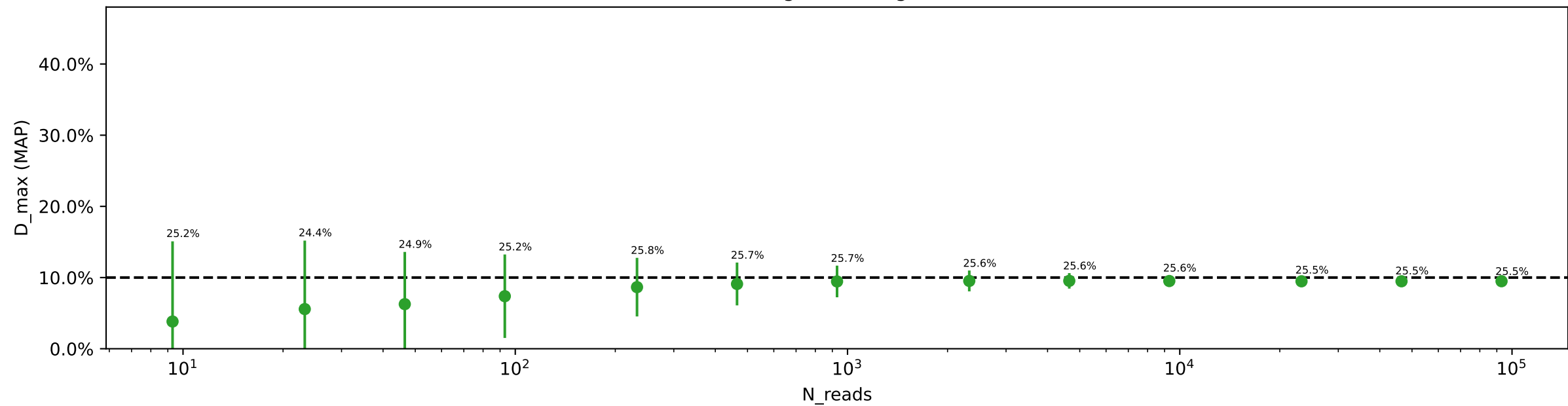
Mean Fragment Length = 35



Mean Fragment Length = 60

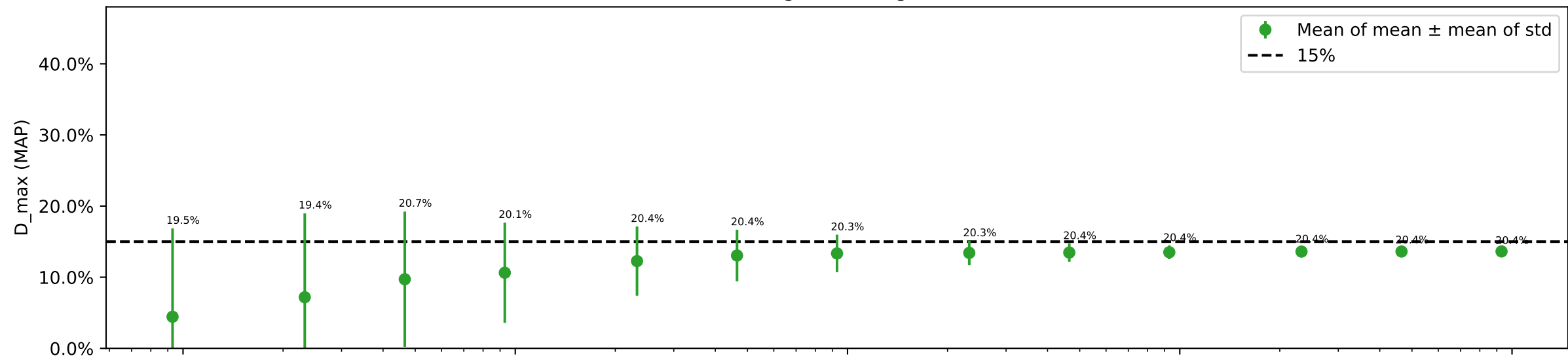


Mean Fragment Length = 90

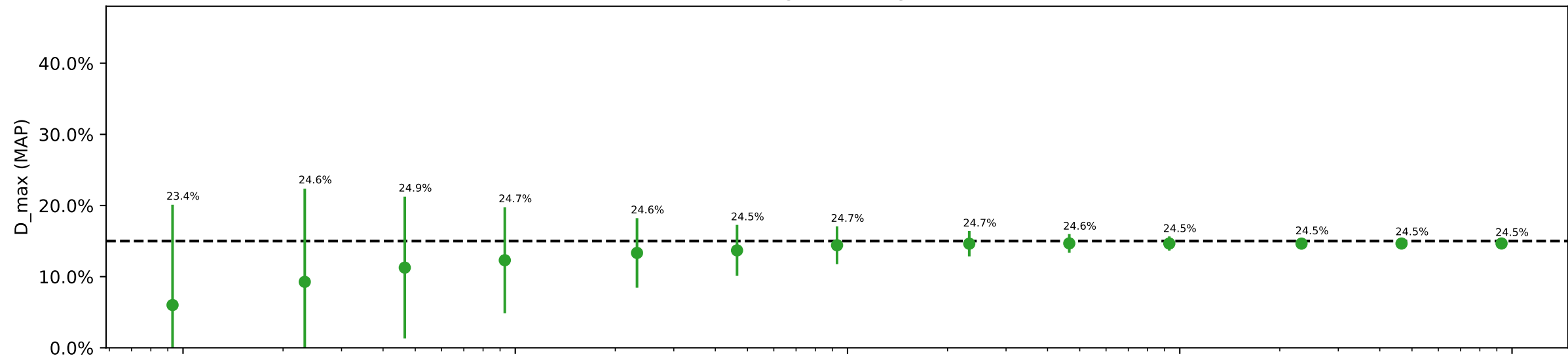


D\_max (MAP)  
Briggs damage = 0.466  
Damage percent = 15%

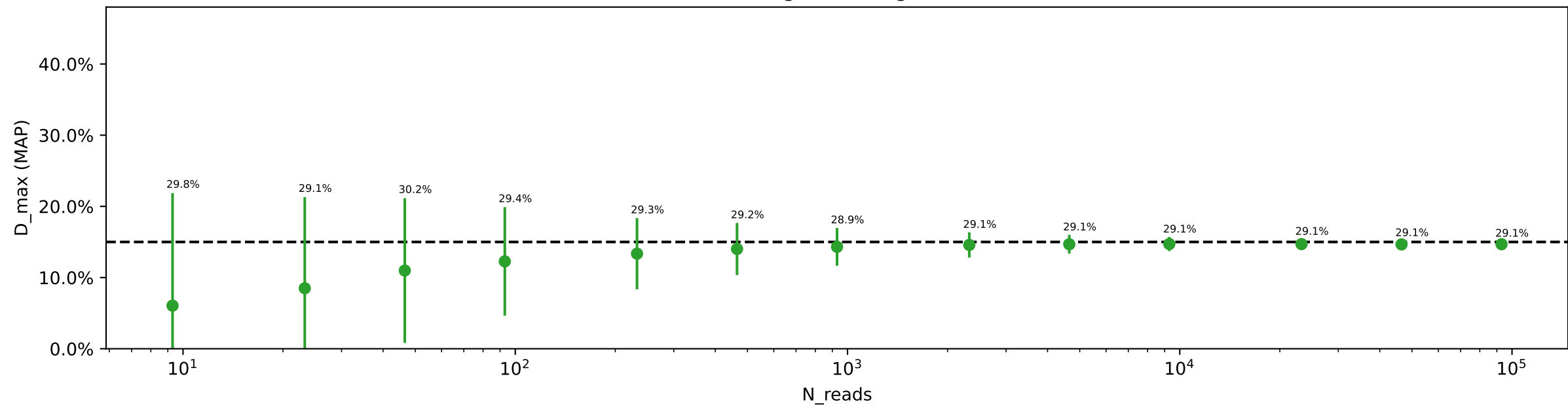
Mean Fragment Length = 35



Mean Fragment Length = 60

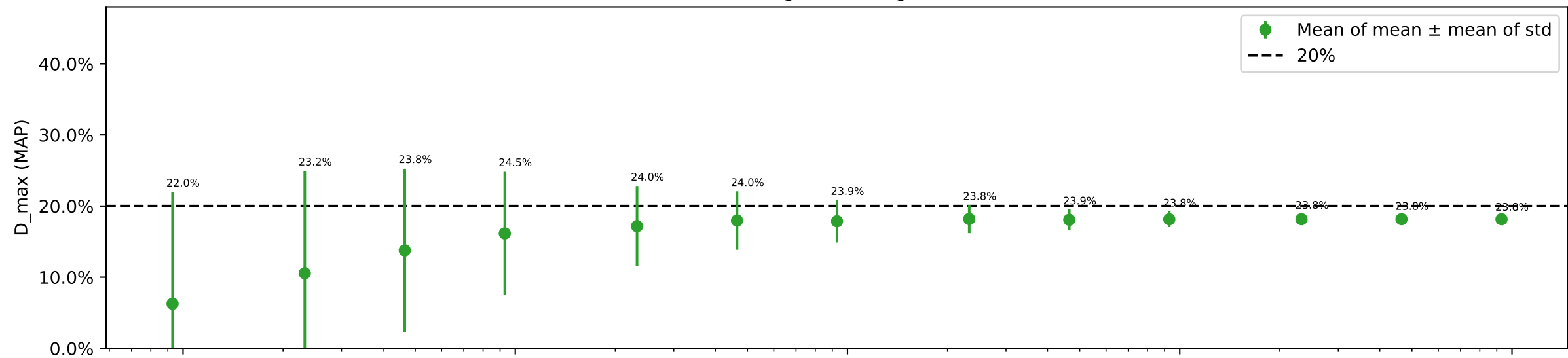


Mean Fragment Length = 90

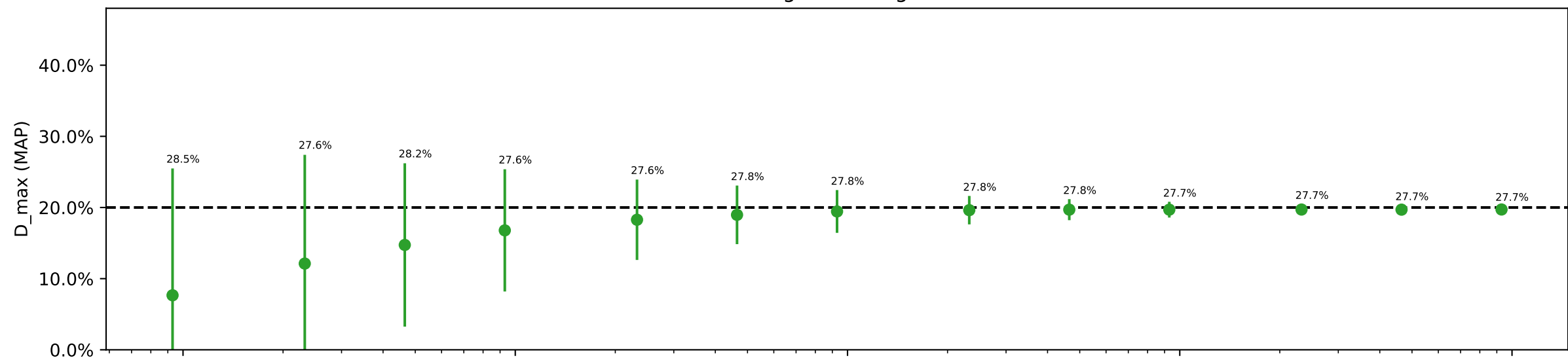


D\_max (MAP)  
Briggs damage = 0.626  
Damage percent = 20%

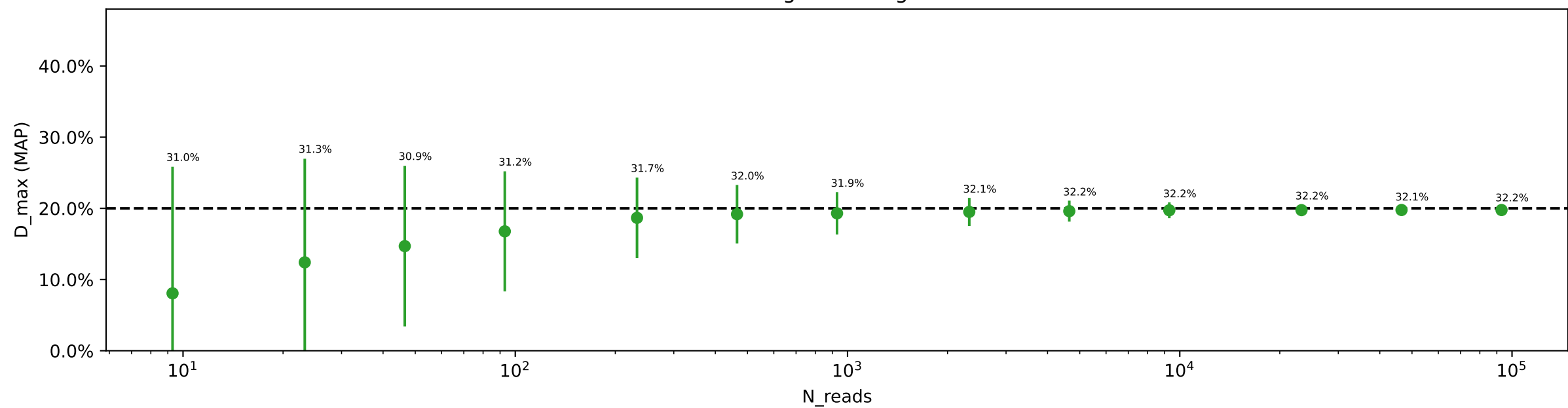
Mean Fragment Length = 35



Mean Fragment Length = 60

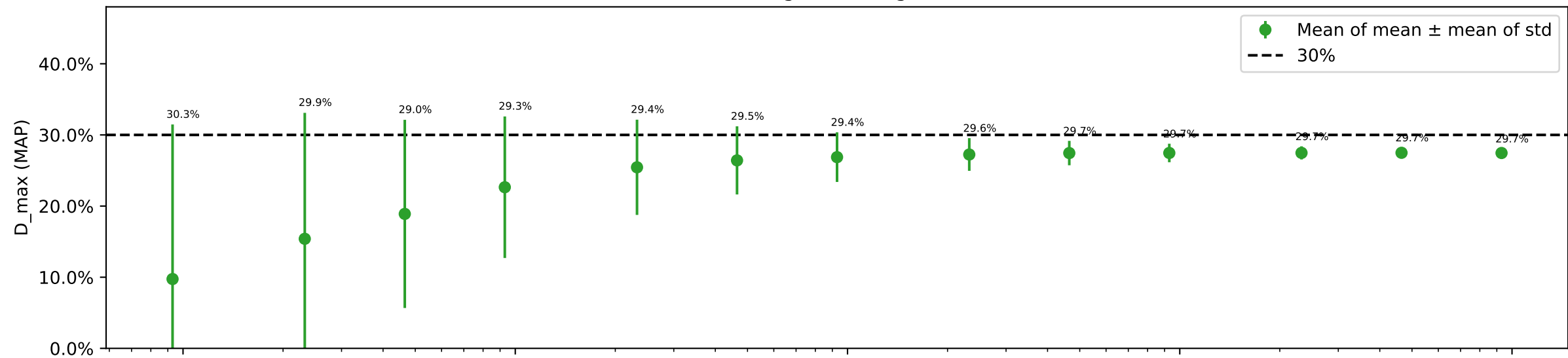


Mean Fragment Length = 90

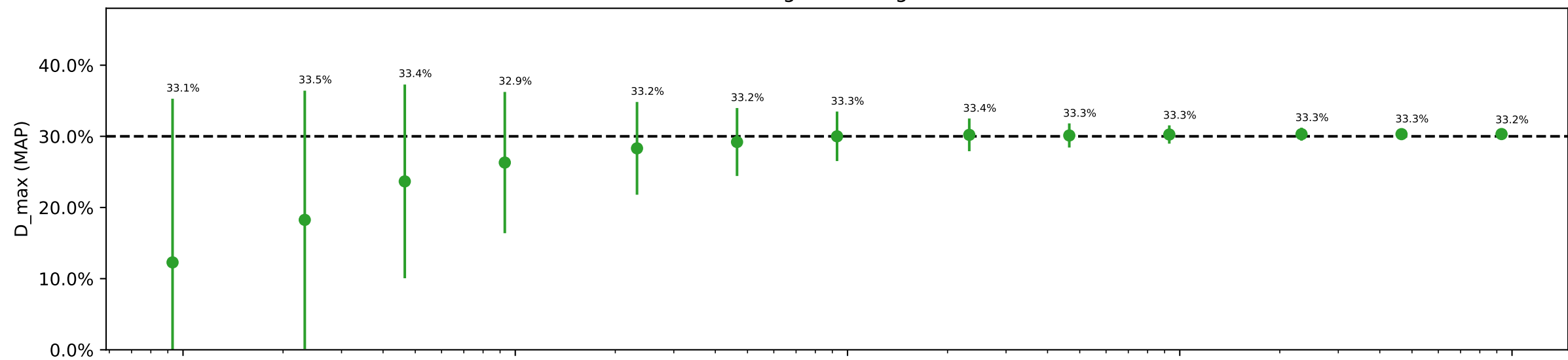


D\_max (MAP)  
Briggs damage = 0.96  
Damage percent = 30%

Mean Fragment Length = 35



Mean Fragment Length = 60



Mean Fragment Length = 90

