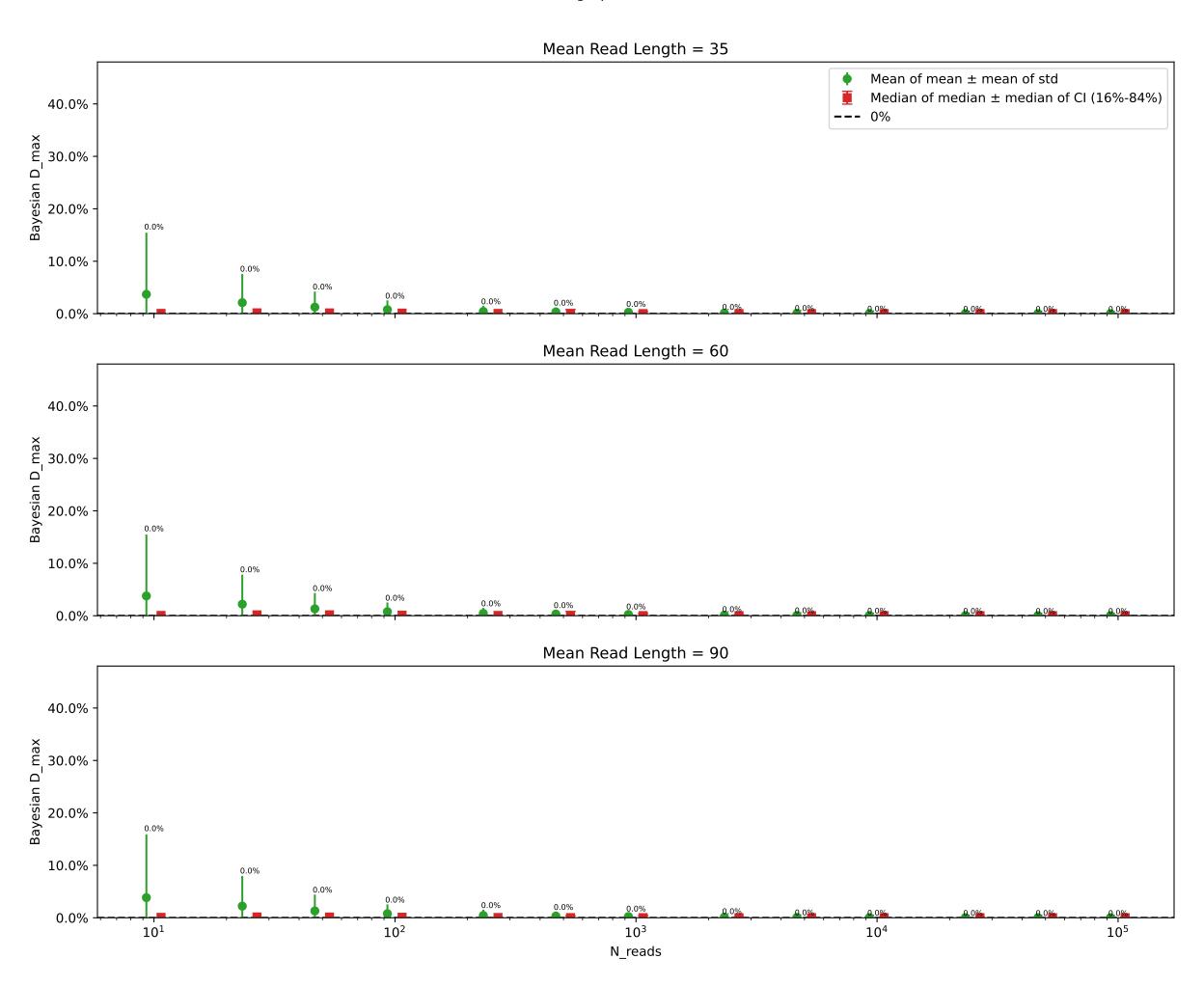
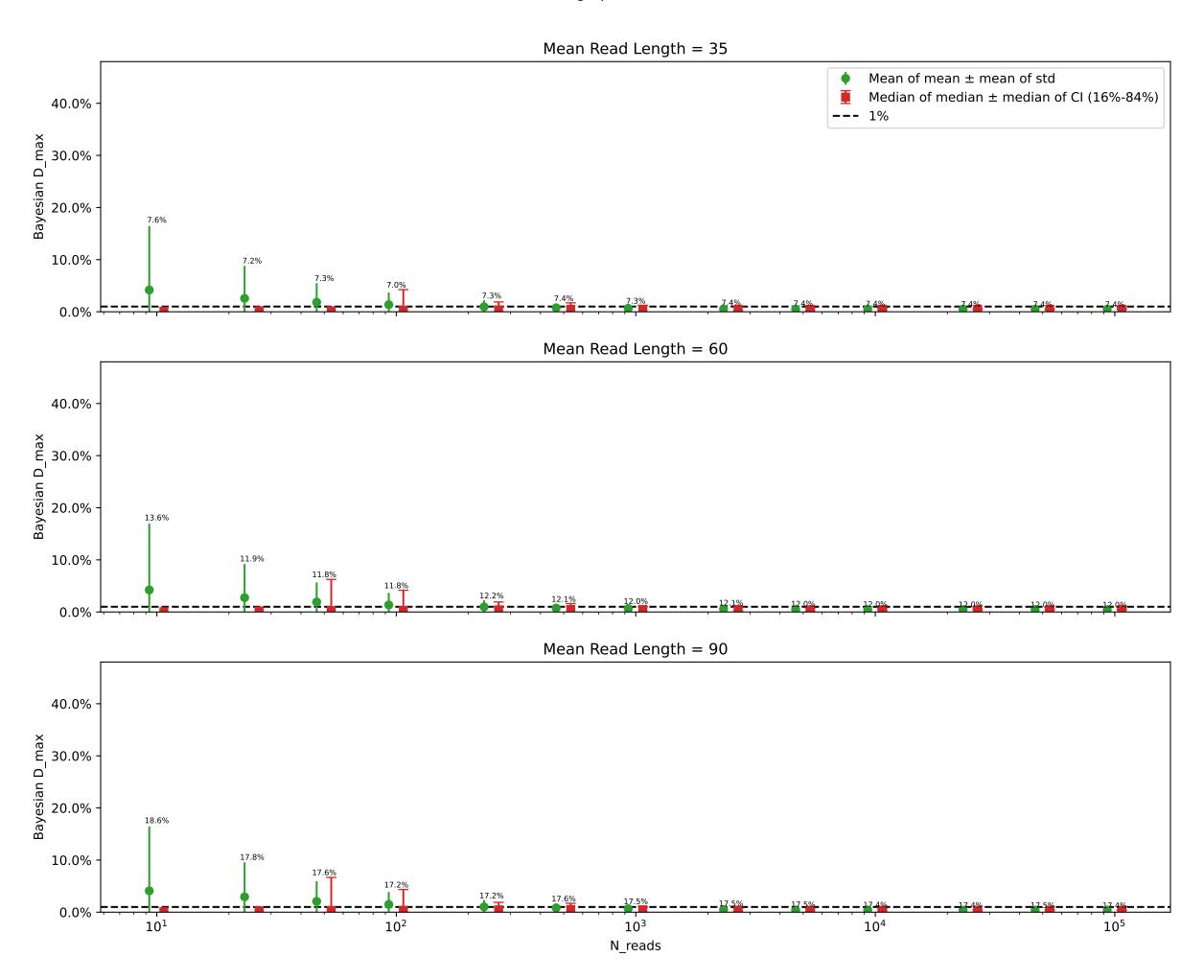
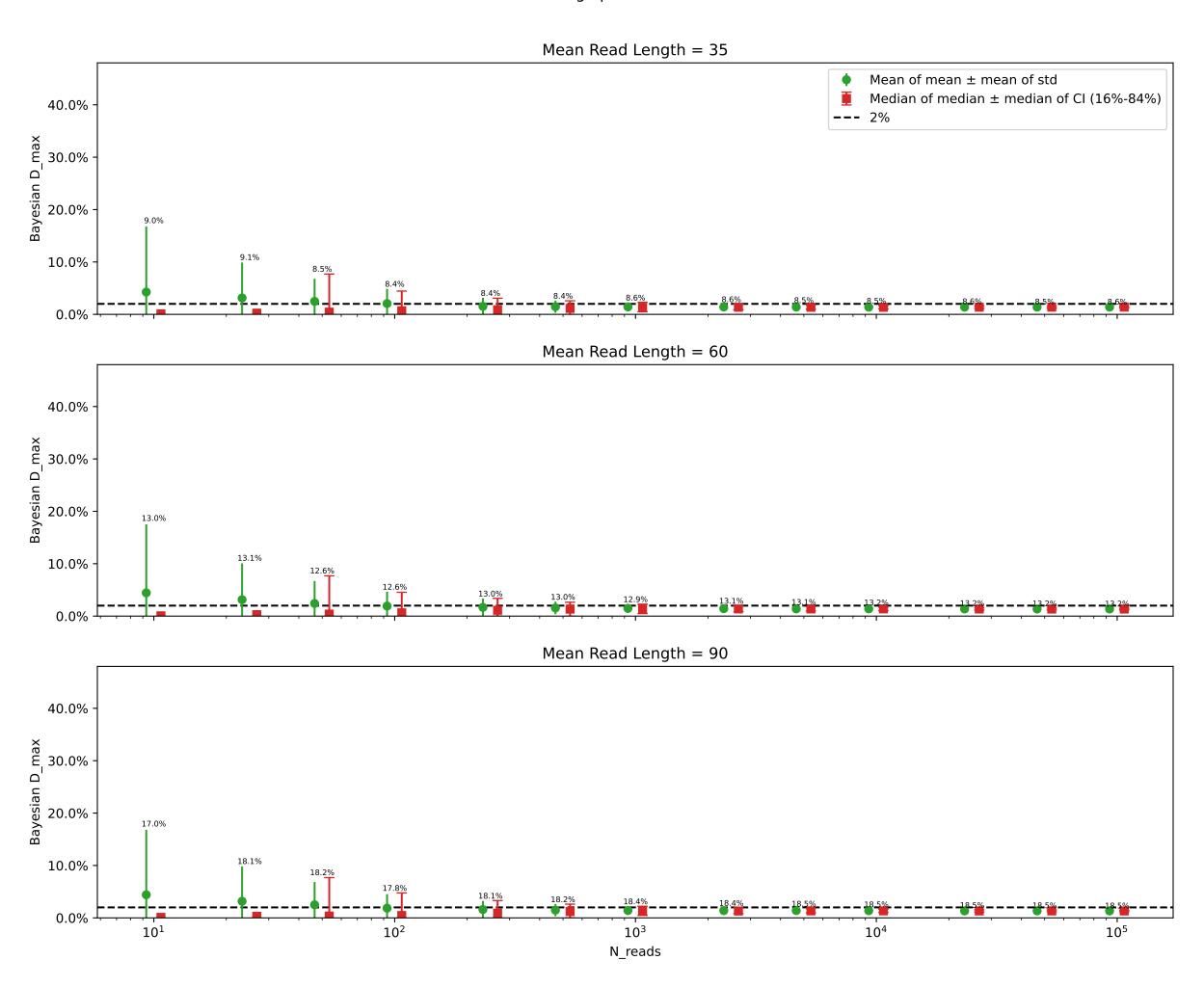
Bayesian D_max Briggs damage = 0.0 Damage percent = 0%



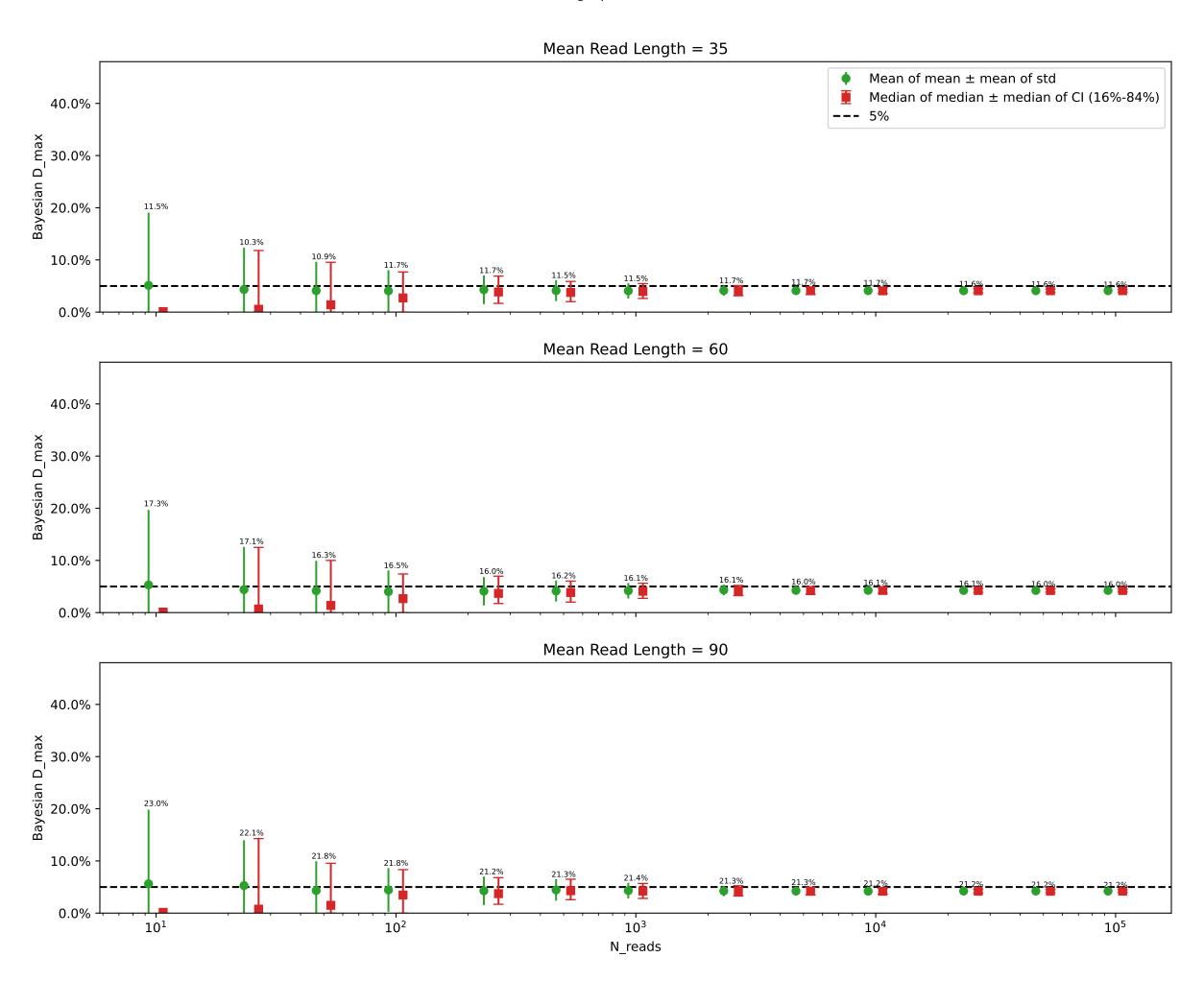
Bayesian D_max Briggs damage = 0.014 Damage percent = 1%



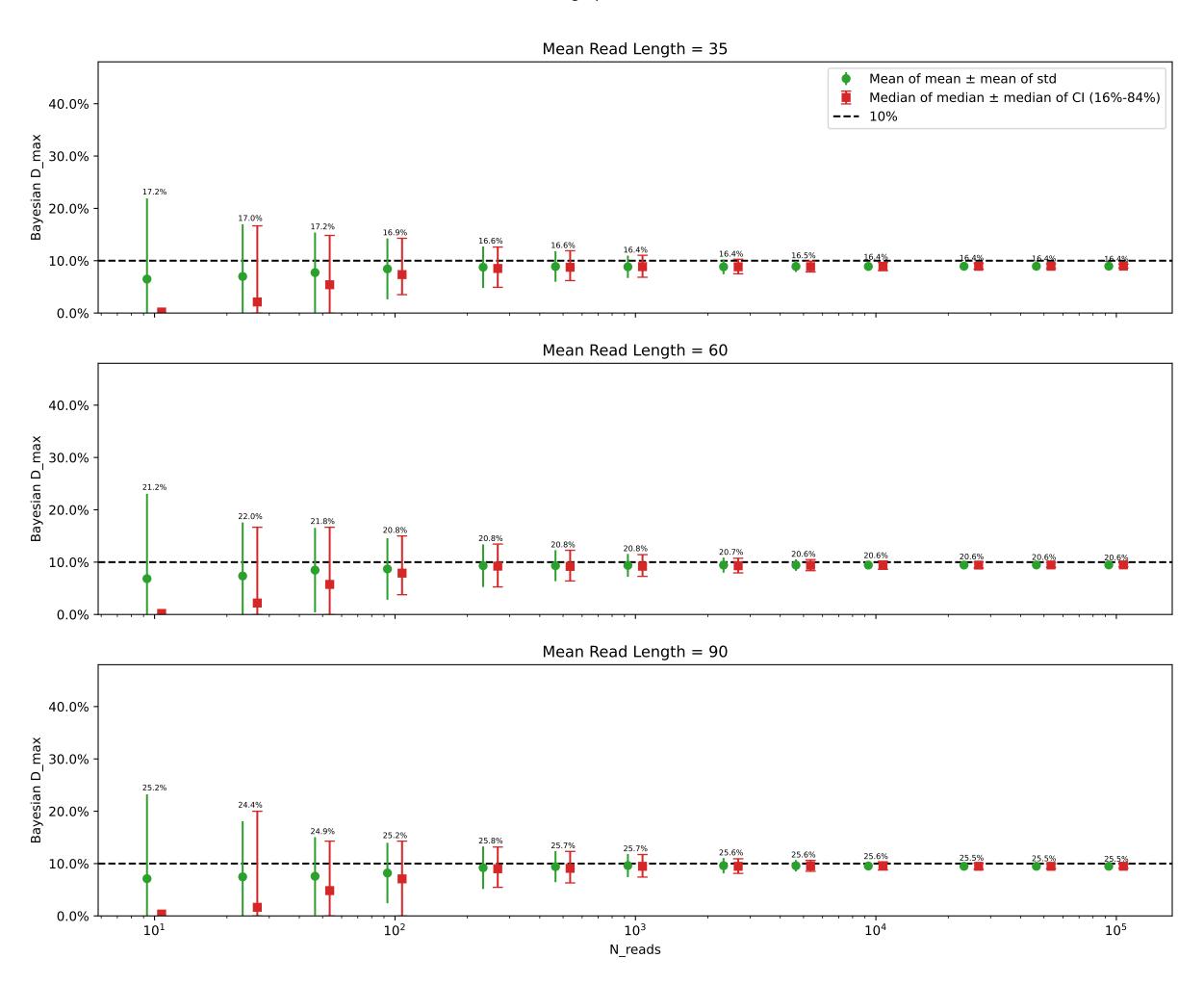
Bayesian D_max Briggs damage = 0.047 Damage percent = 2%



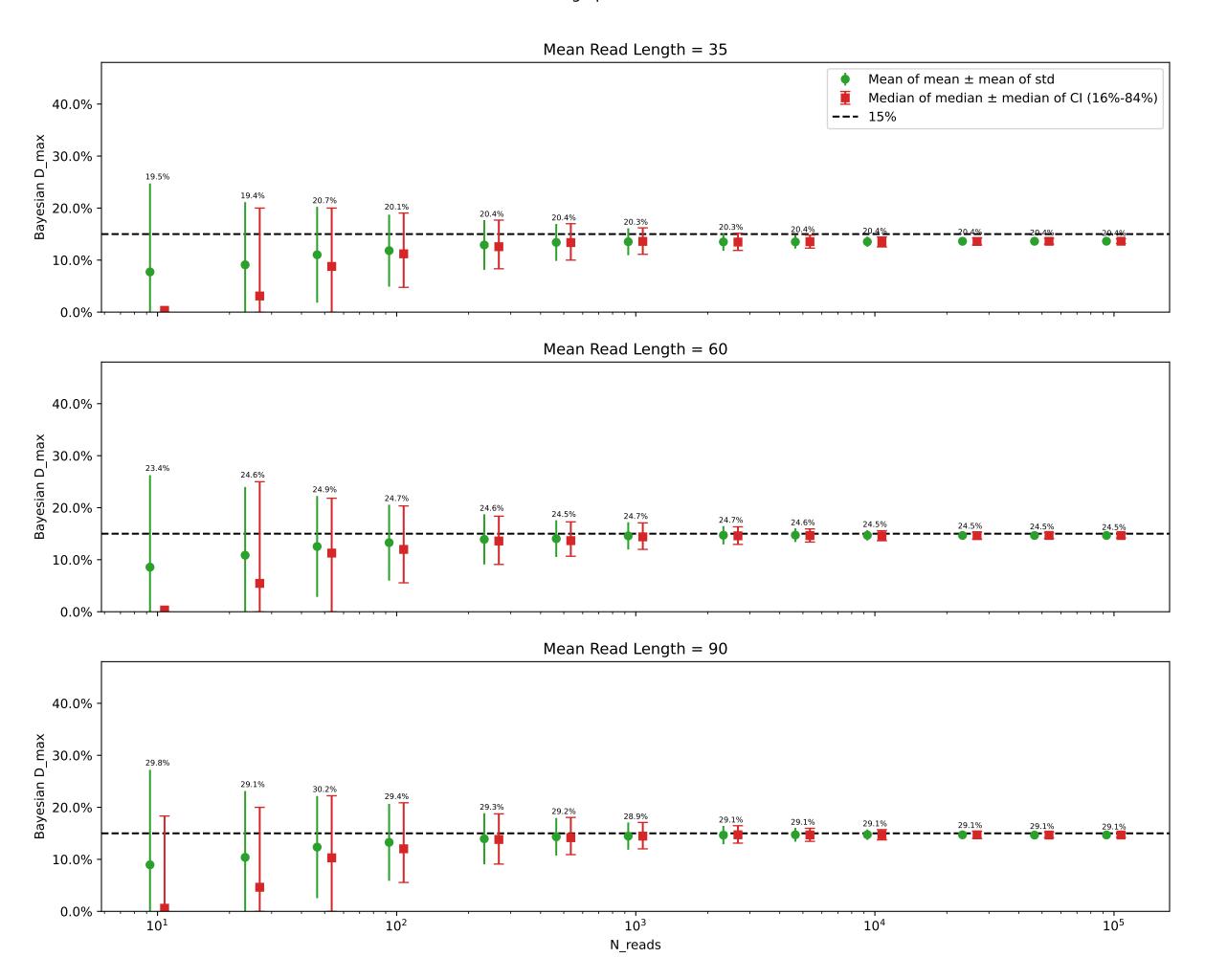
Bayesian D_max Briggs damage = 0.138 Damage percent = 5%



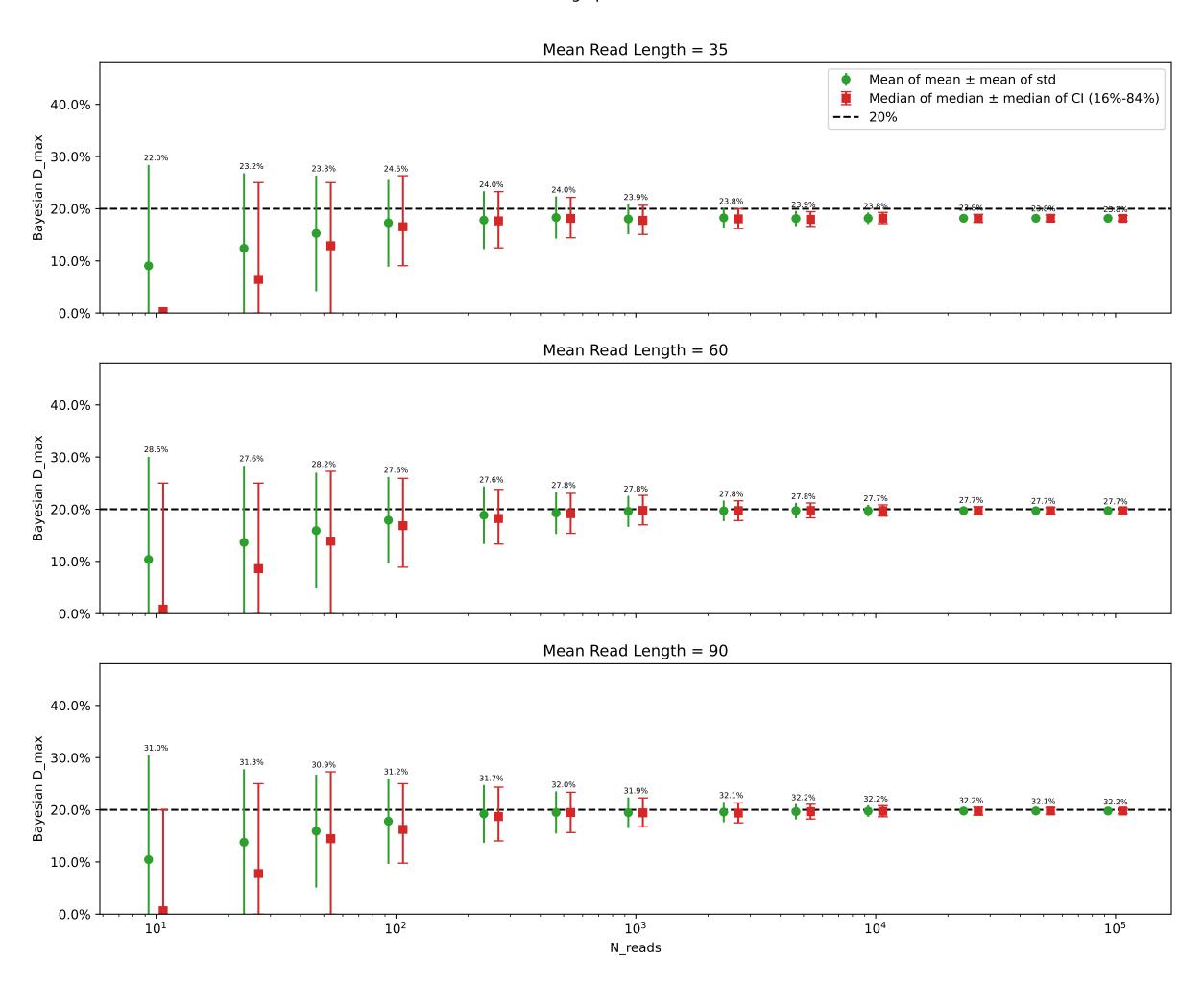
Bayesian D_max Briggs damage = 0.303 Damage percent = 10%



Bayesian D_max Briggs damage = 0.466 Damage percent = 15%



Bayesian D_max Briggs damage = 0.626 Damage percent = 20%



Bayesian D_max Briggs damage = 0.96 Damage percent = 30%

