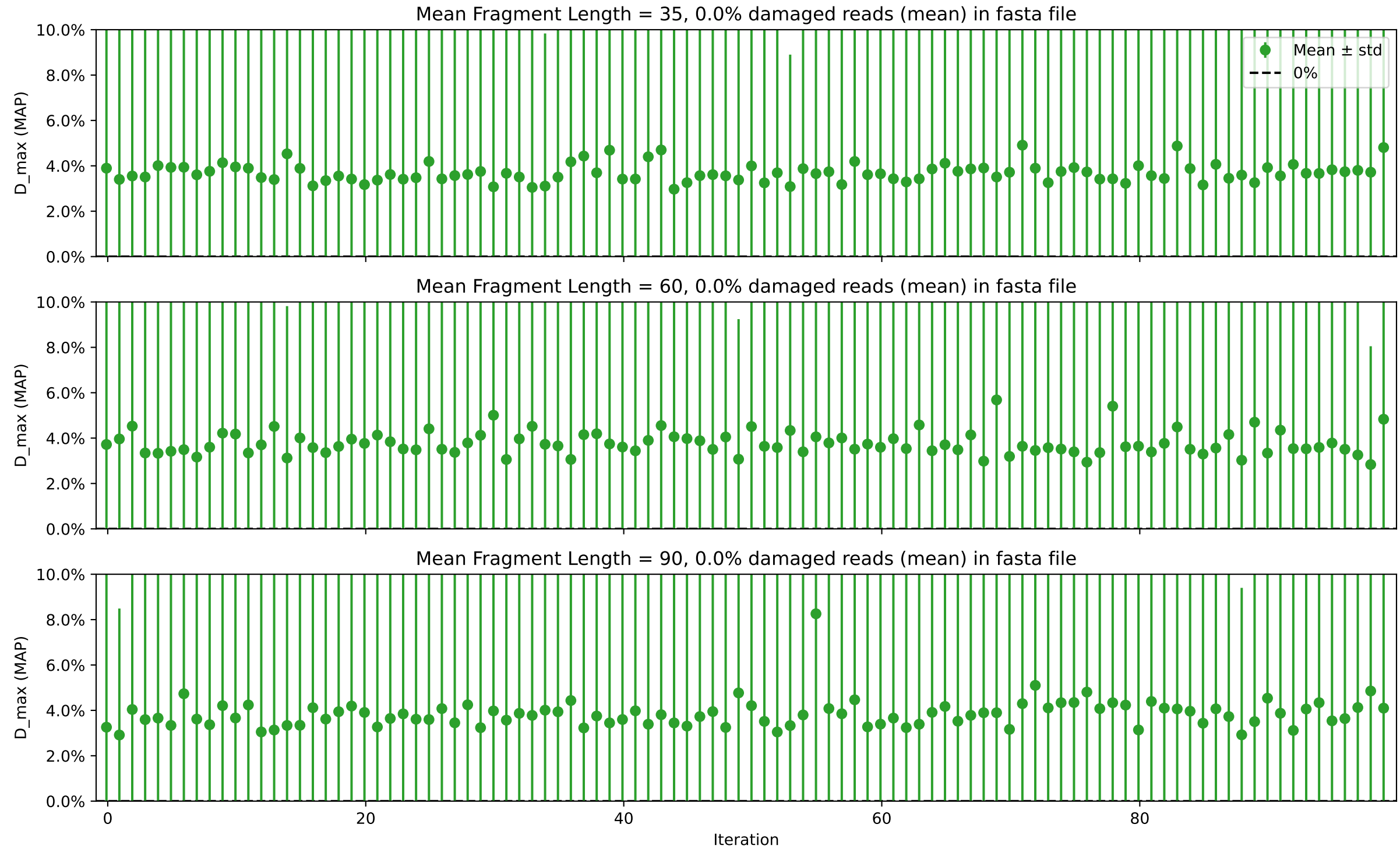
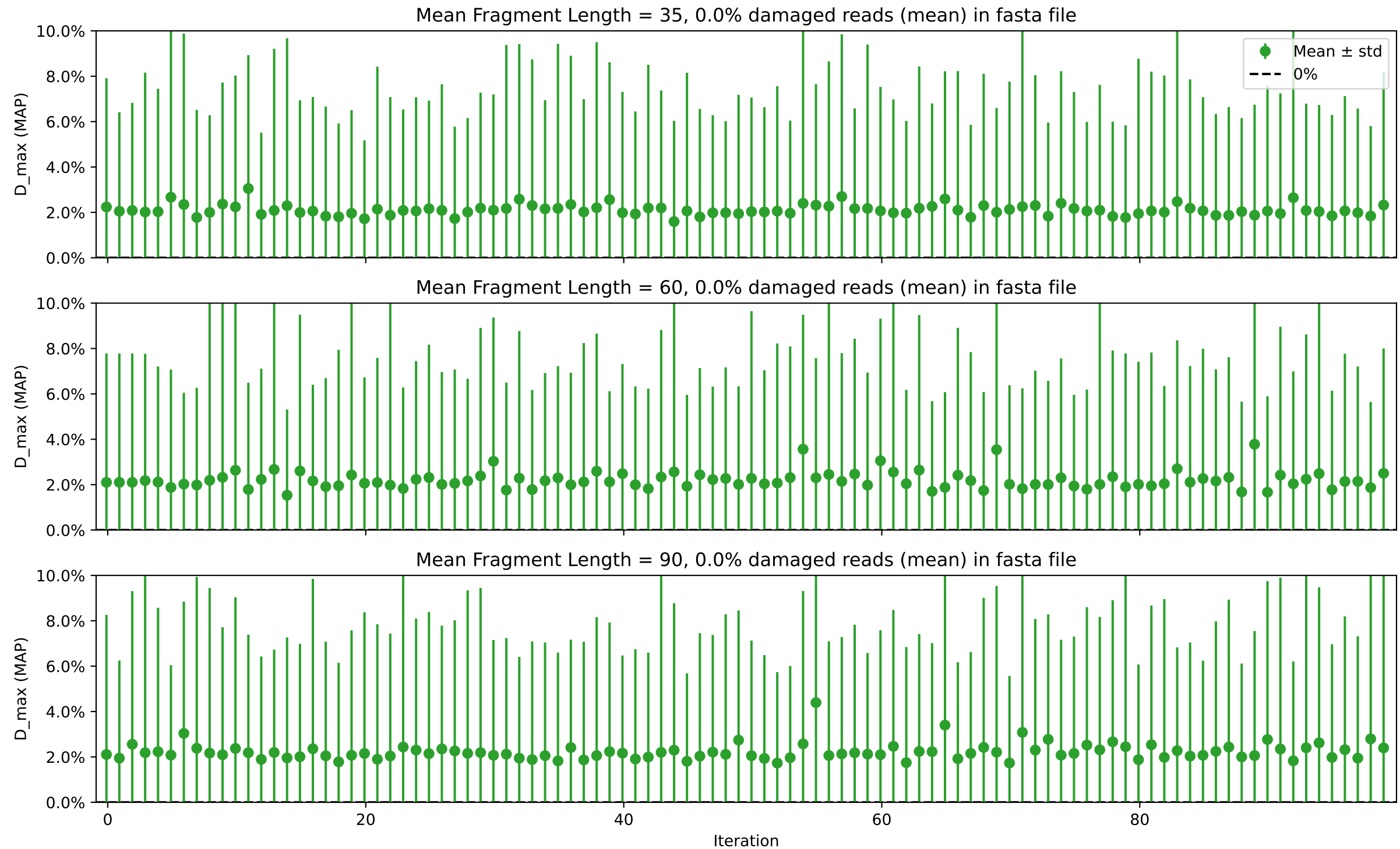


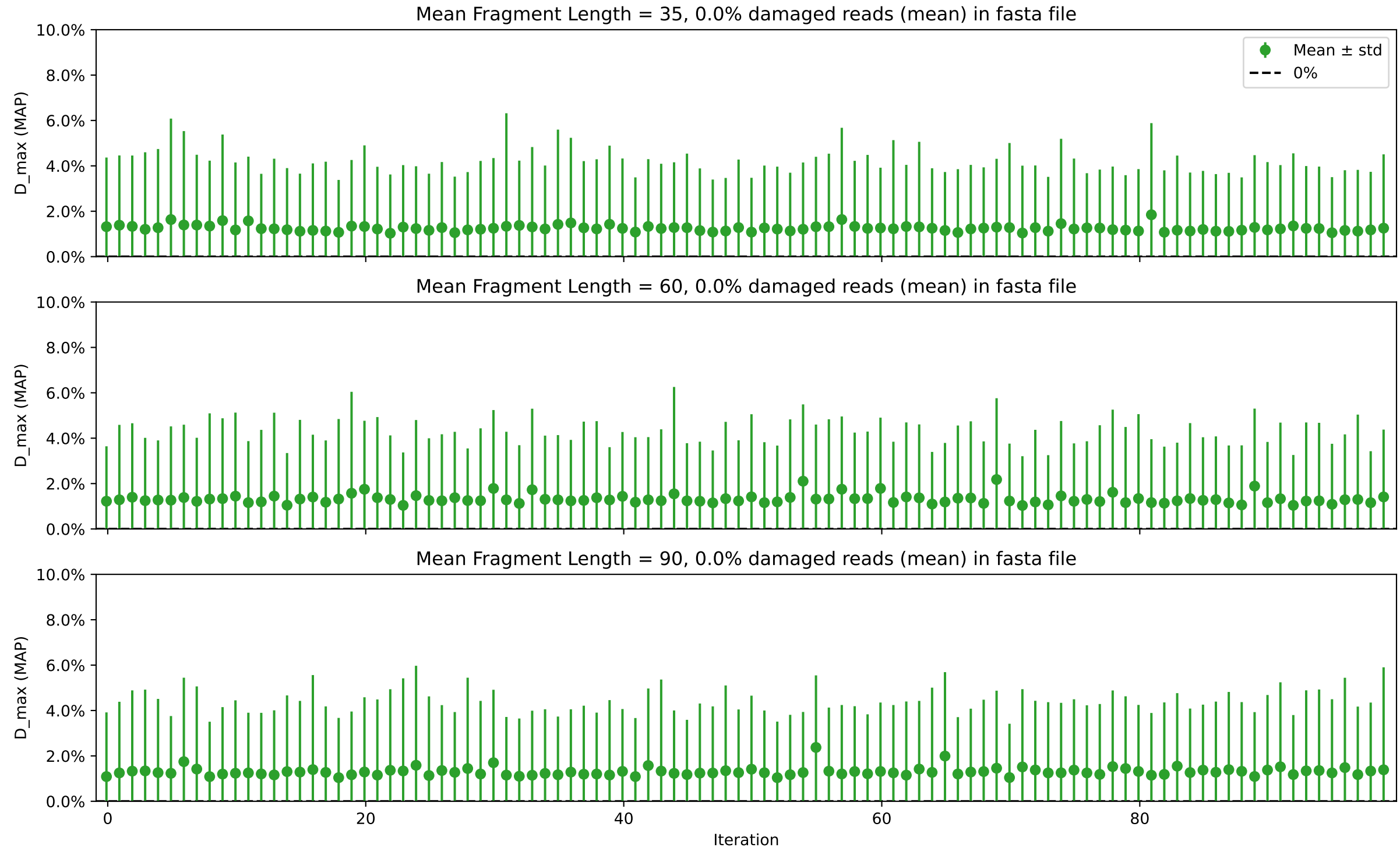
D\_max (MAP)  
Individual damages:  
10 reads  
Briggs damage = 0.0  
Damage percent = 0%



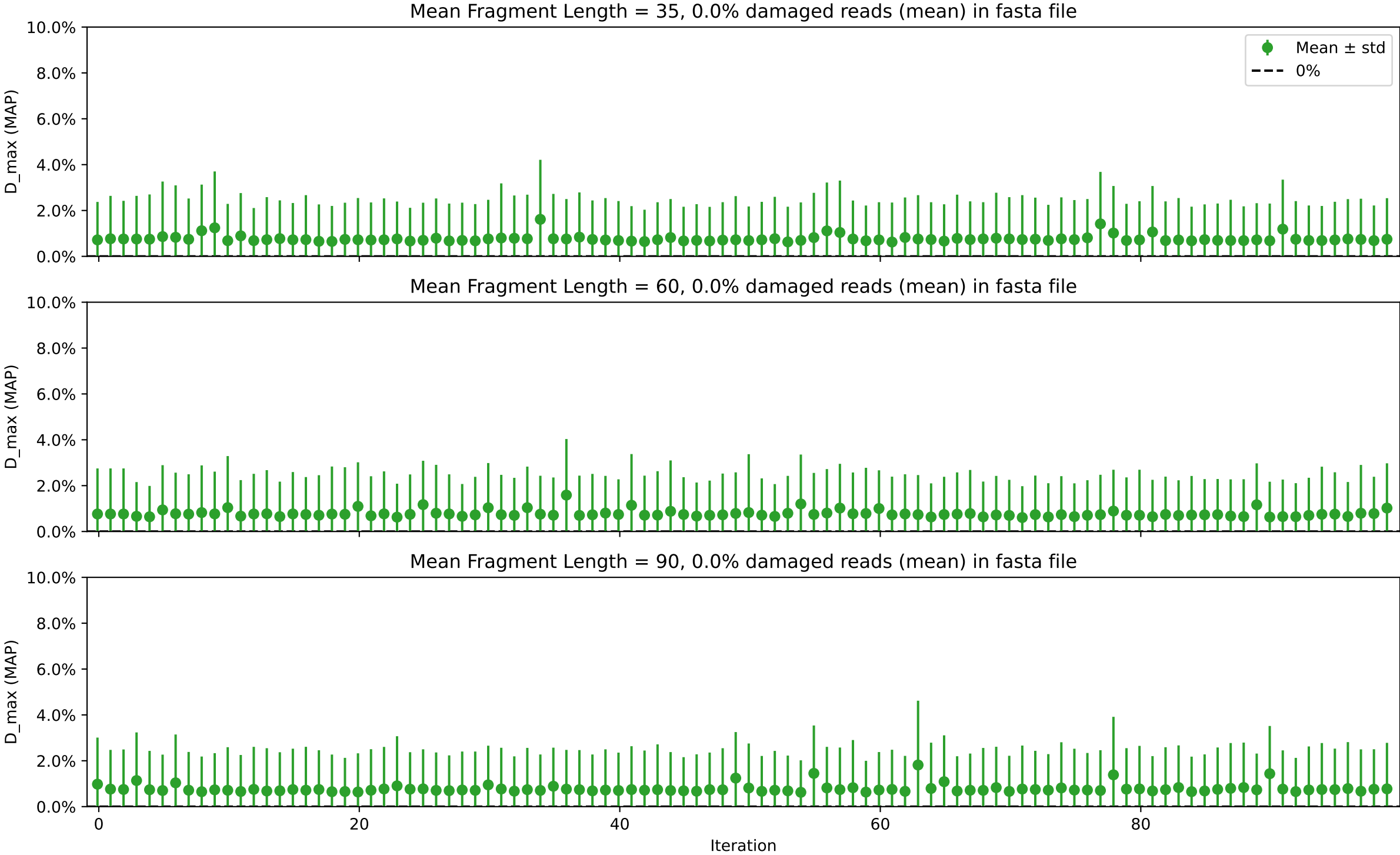
D\_max (MAP)  
Individual damages:  
25 reads  
Briggs damage = 0.0  
Damage percent = 0%



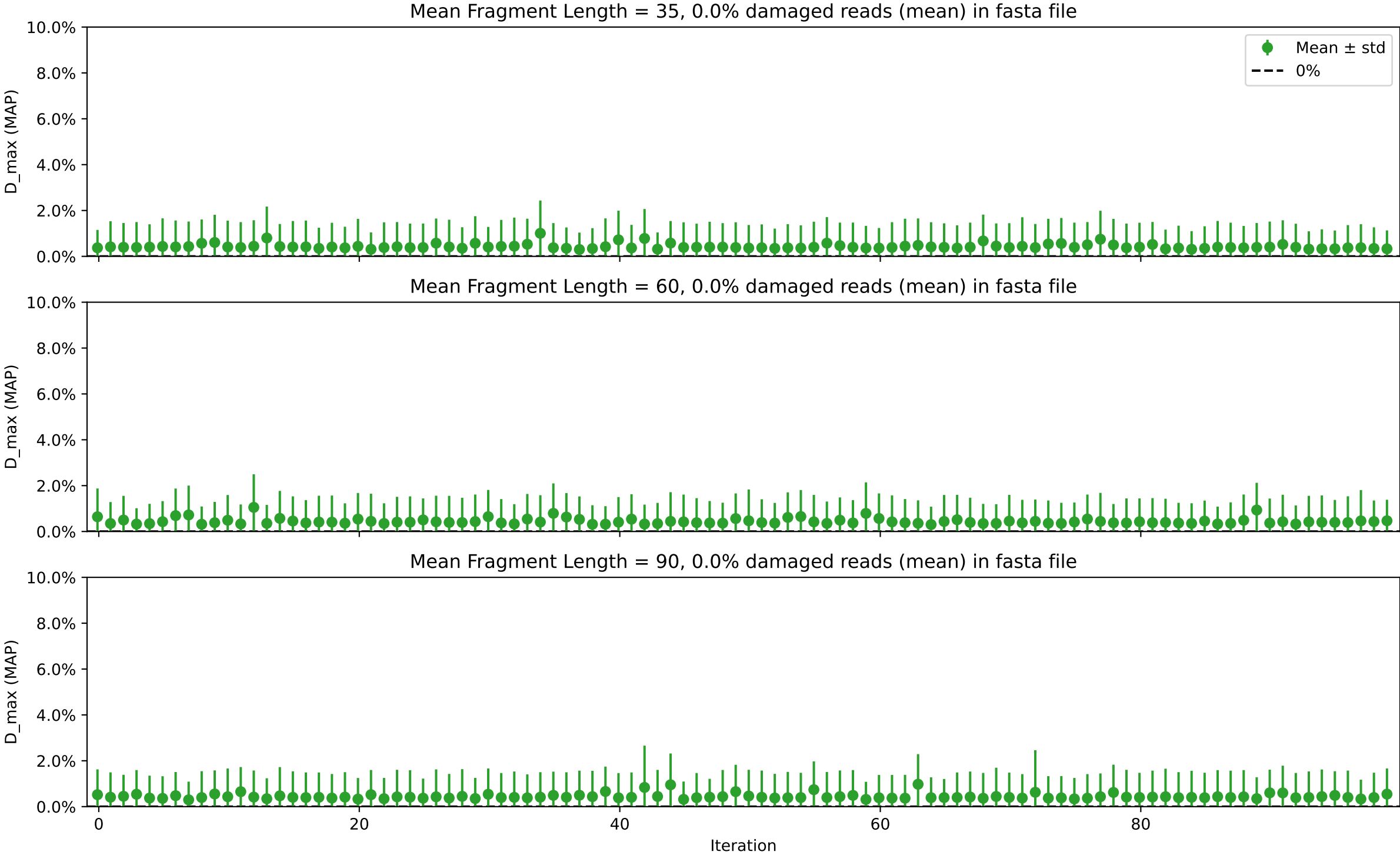
D\_max (MAP)  
Individual damages:  
50 reads  
Briggs damage = 0.0  
Damage percent = 0%



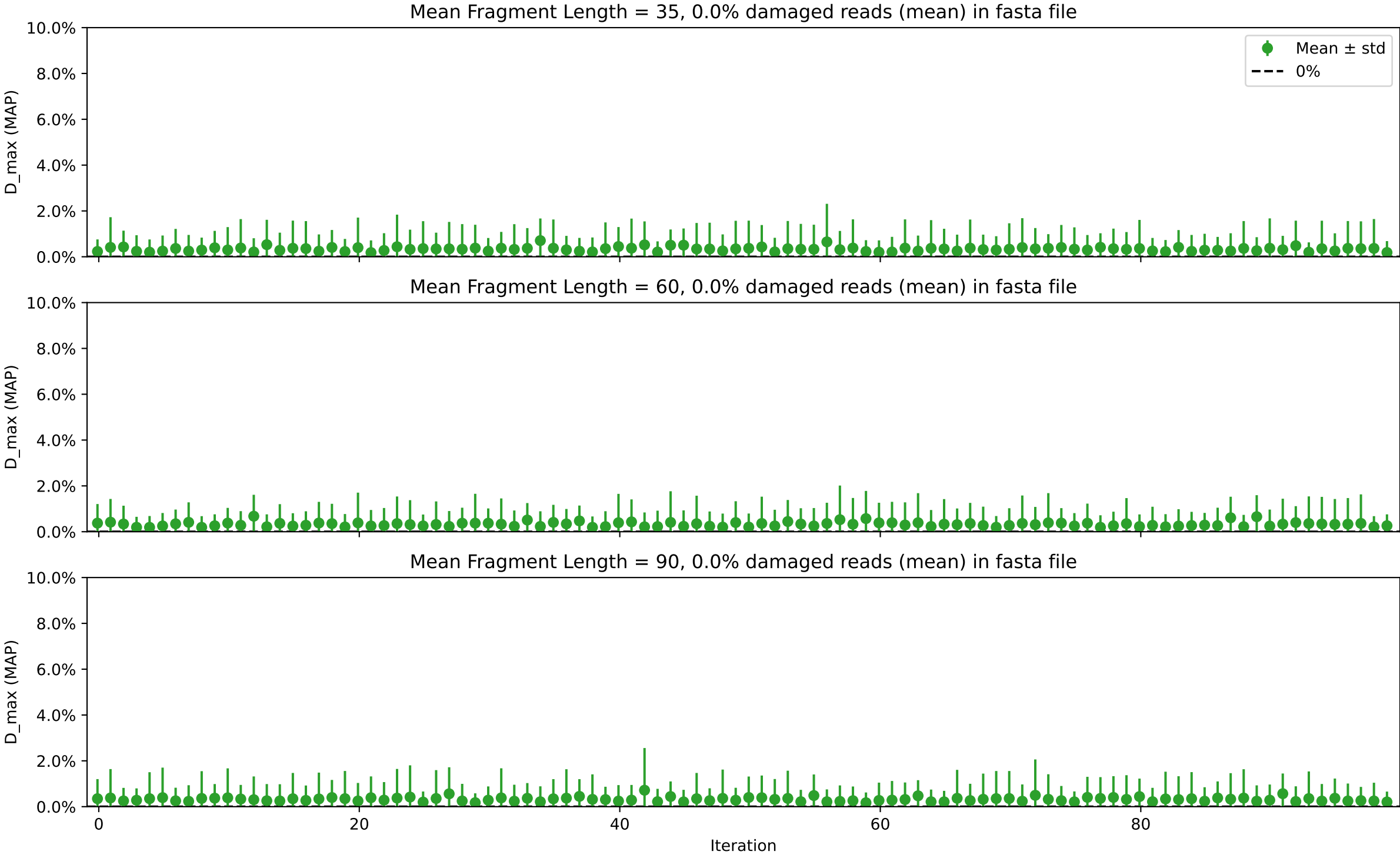
D\_max (MAP)  
Individual damages:  
100 reads  
Briggs damage = 0.0  
Damage percent = 0%



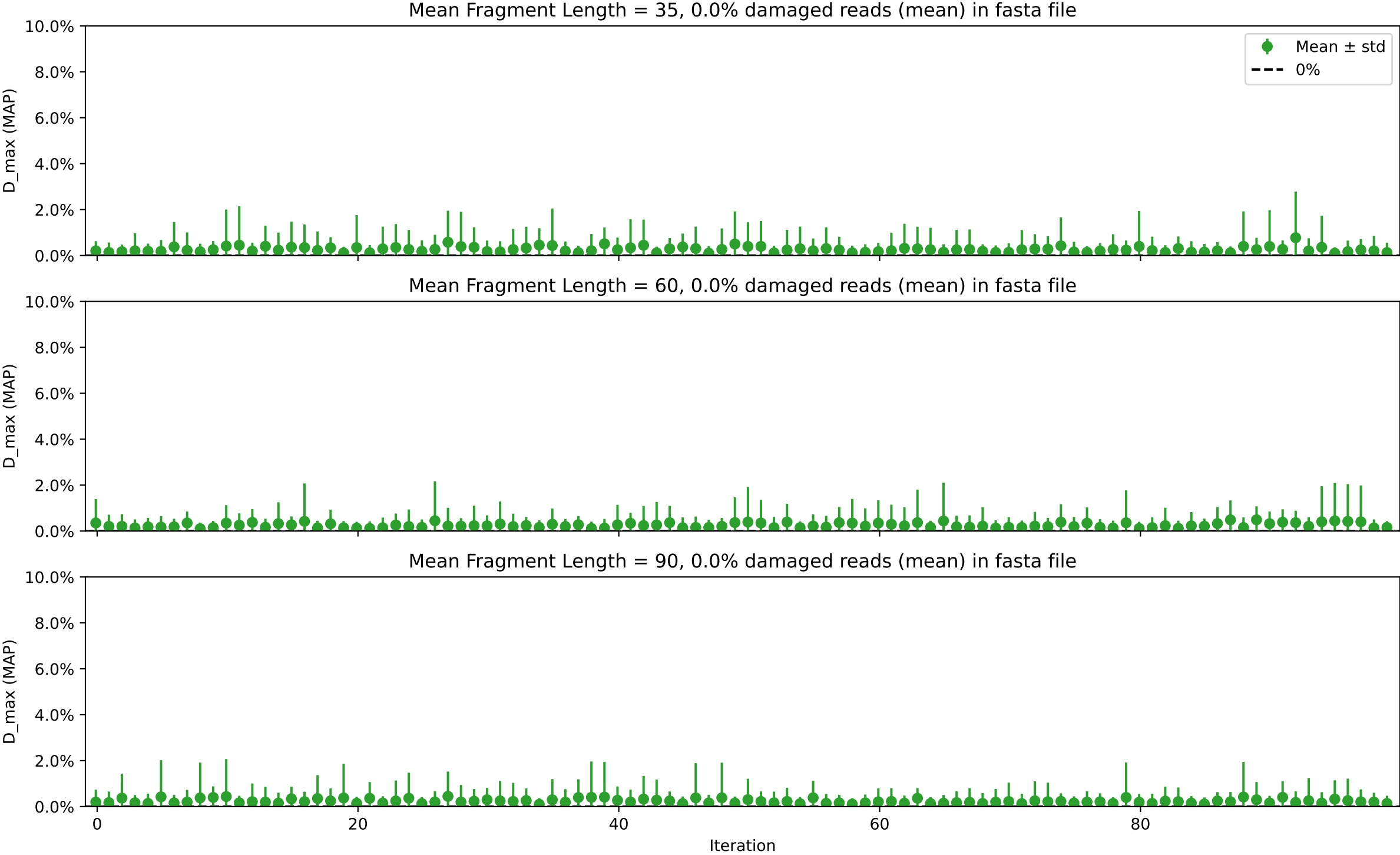
D\_max (MAP)  
Individual damages:  
250 reads  
Briggs damage = 0.0  
Damage percent = 0%



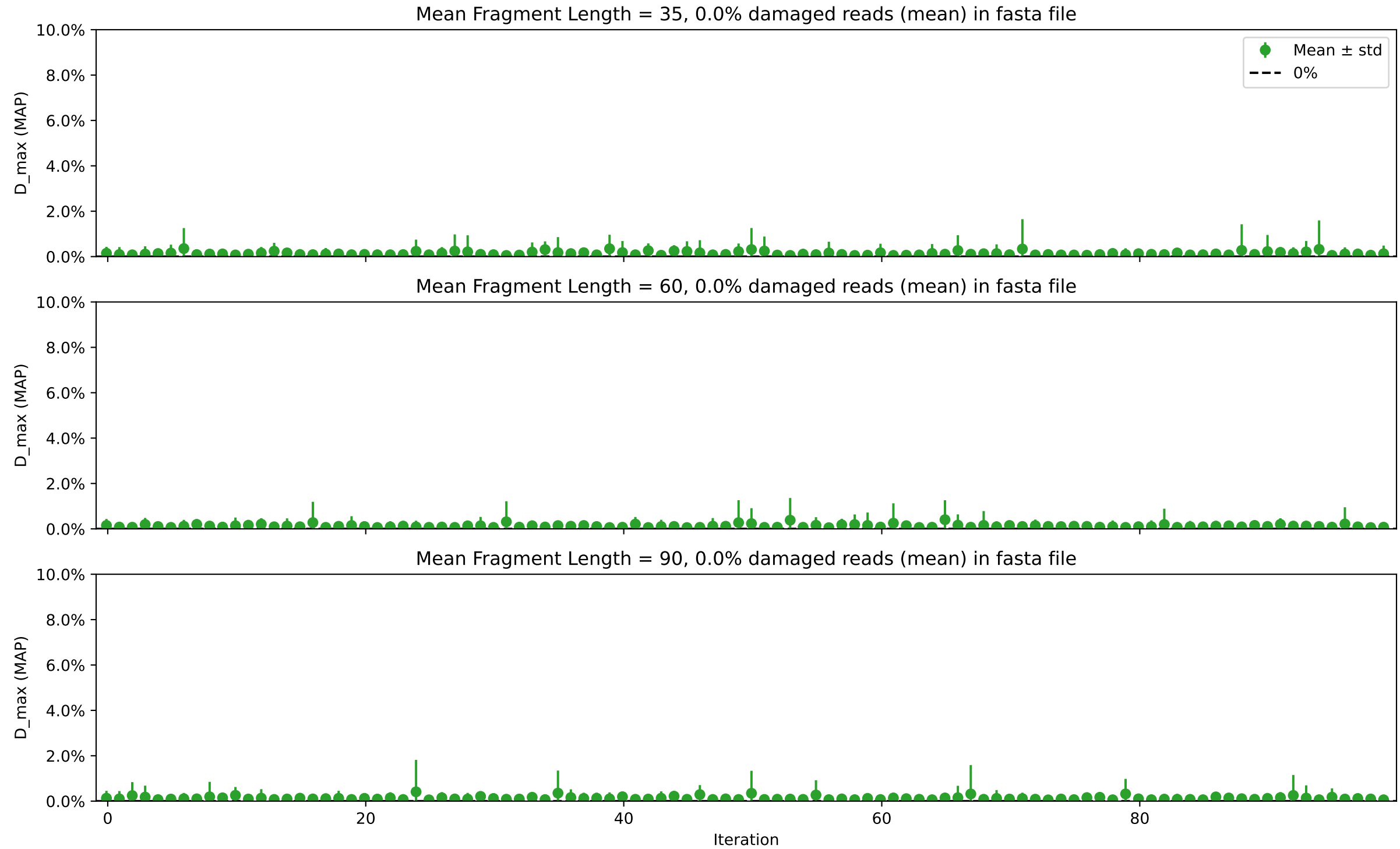
D\_max (MAP)  
Individual damages:  
500 reads  
Briggs damage = 0.0  
Damage percent = 0%



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

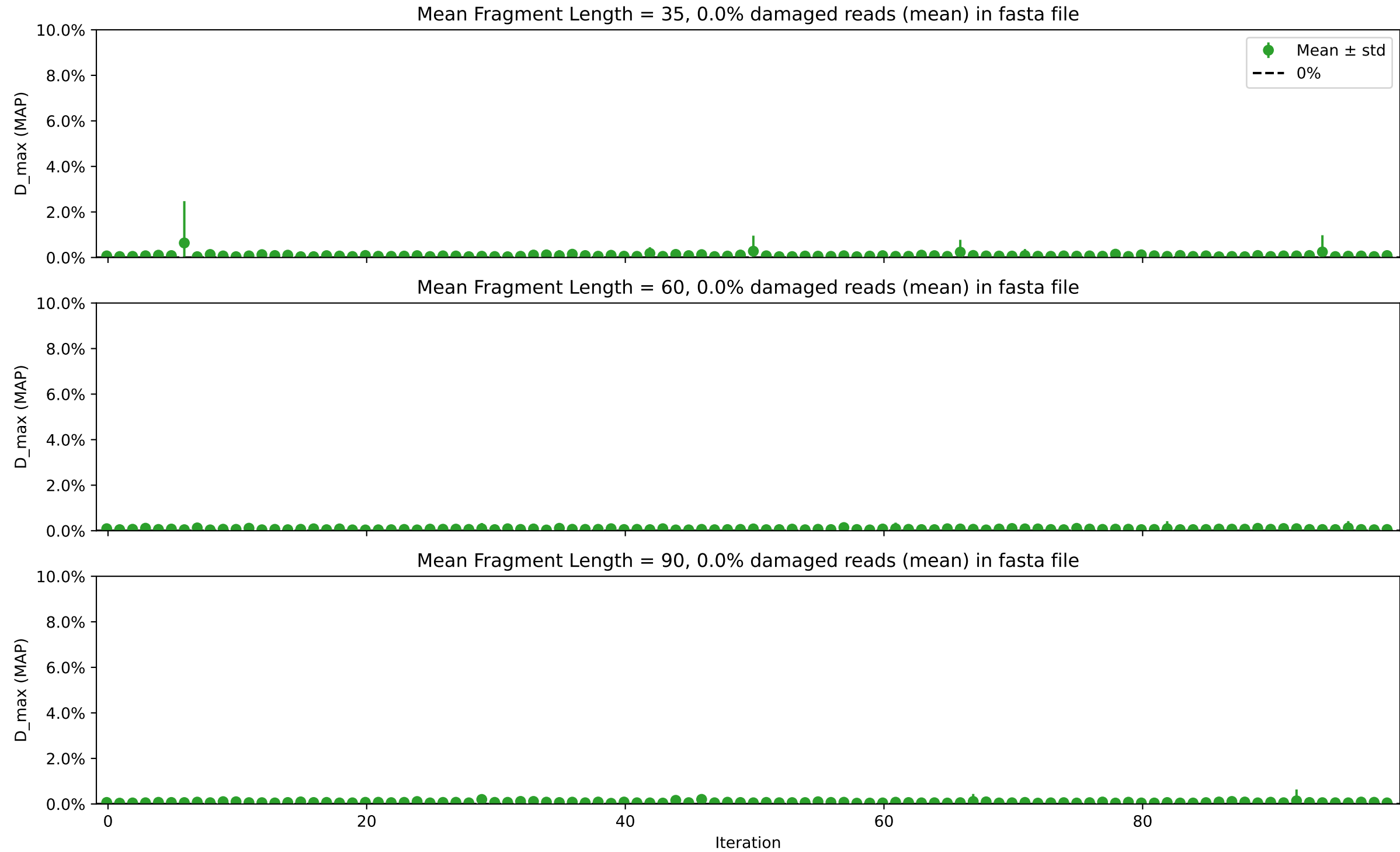


D\_max (MAP)  
Individual damages:  
2500 reads  
Briggs damage = 0.0  
Damage percent = 0%

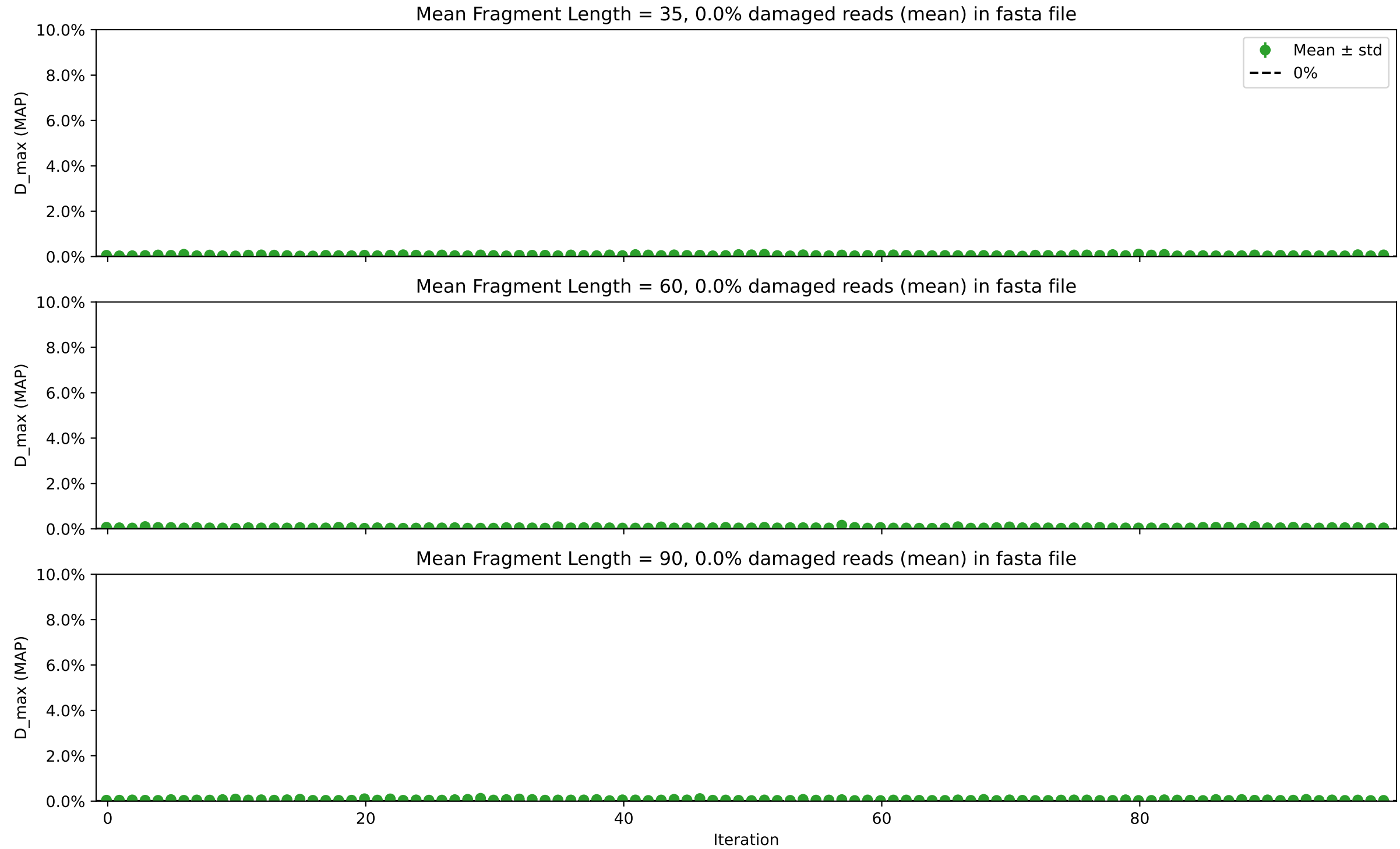




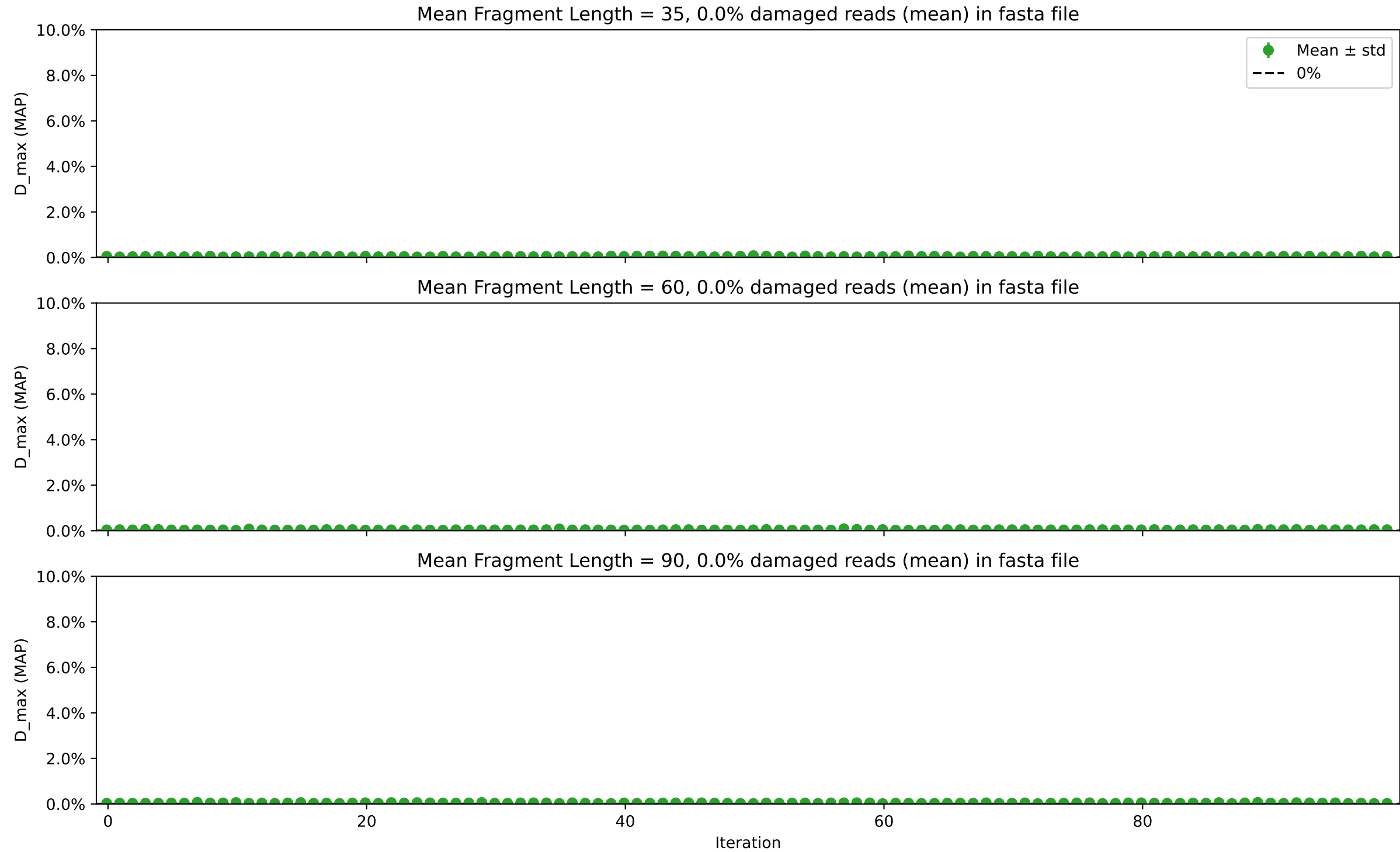
D\_max (MAP)  
Individual damages:  
5000 reads  
Briggs damage = 0.0  
Damage percent = 0%



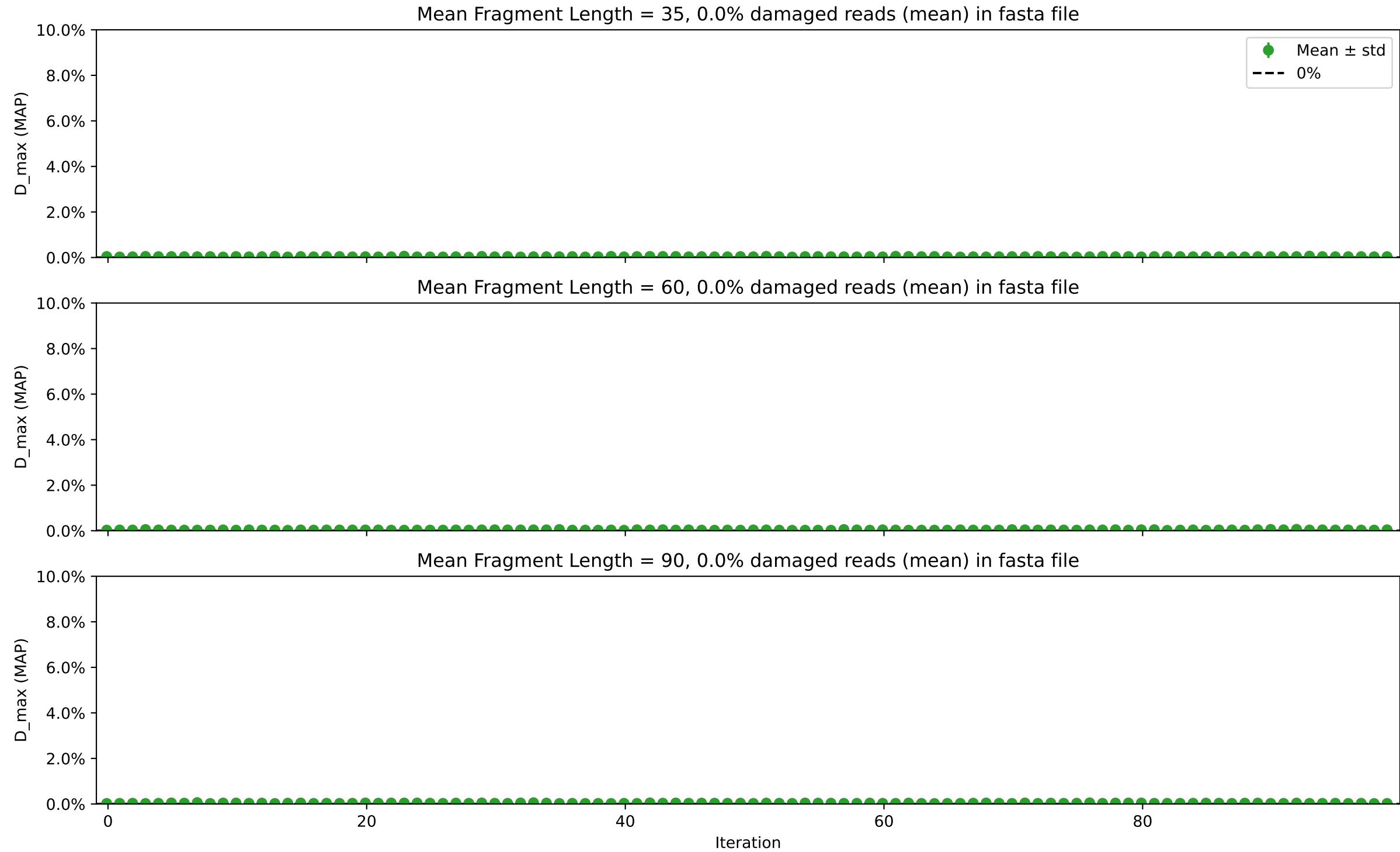
D\_max (MAP)  
Individual damages:  
10000 reads  
Briggs damage = 0.0  
Damage percent = 0%



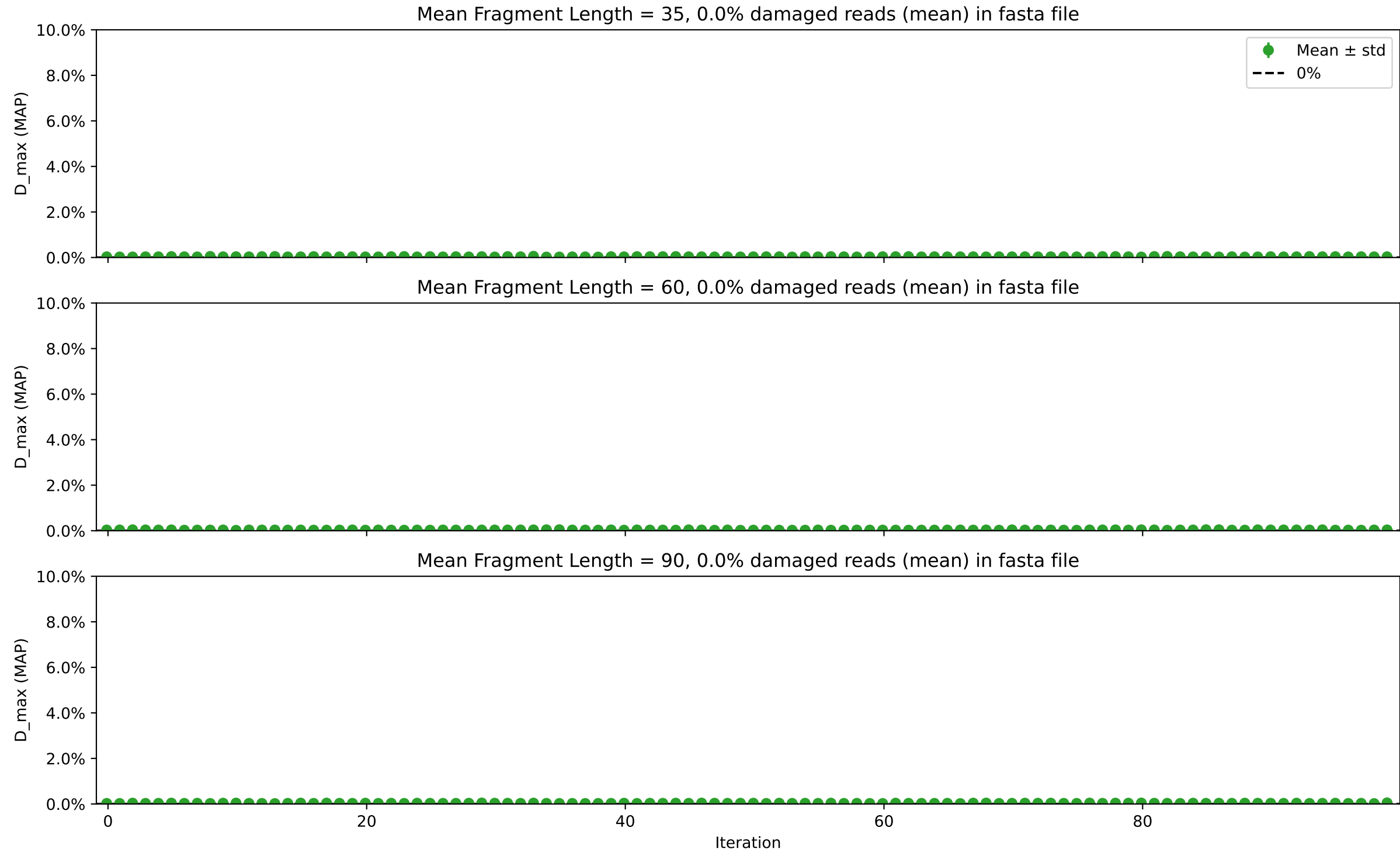
D\_max (MAP)  
Individual damages:  
25000 reads  
Briggs damage = 0.0  
Damage percent = 0%



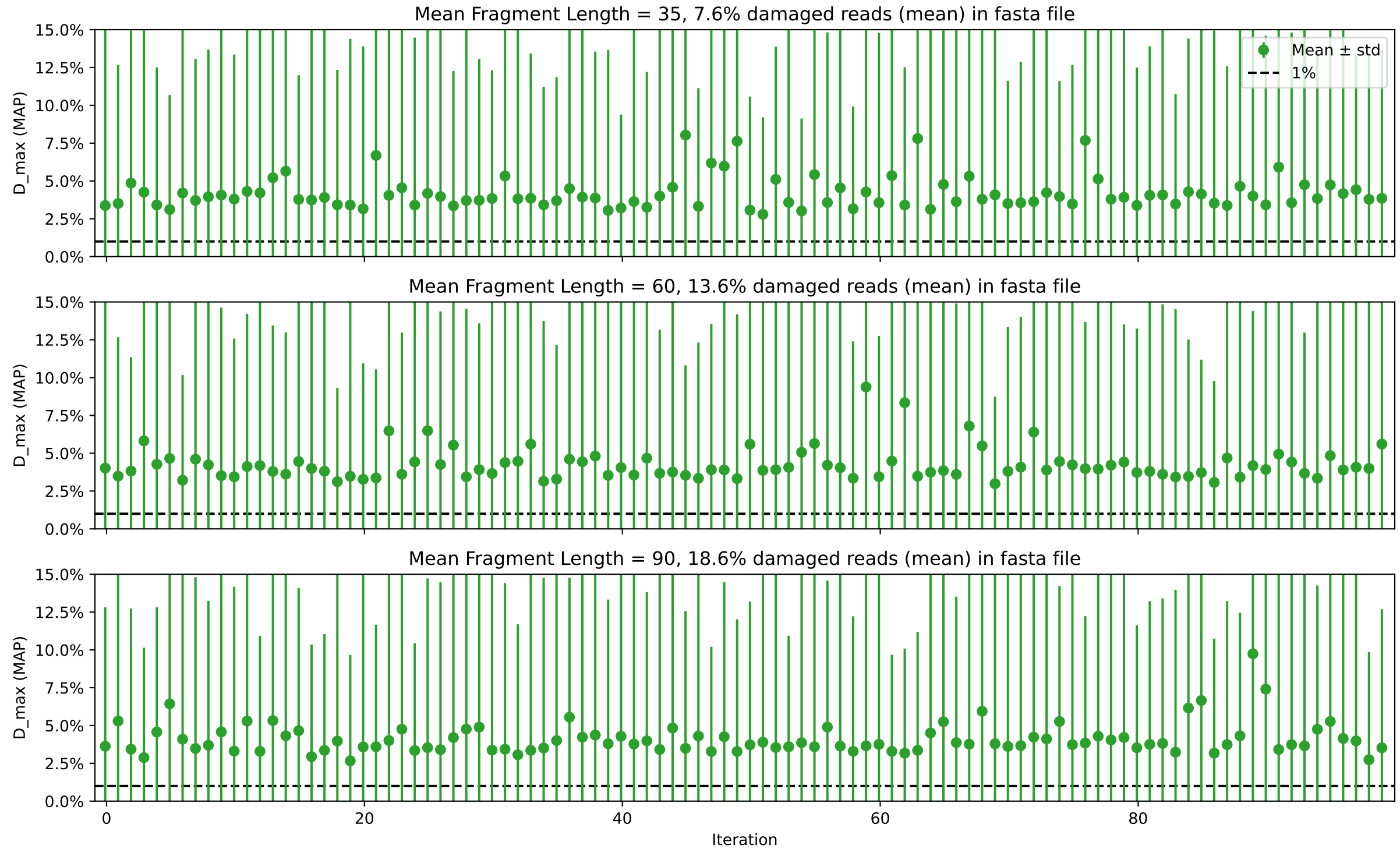
D\_max (MAP)  
Individual damages:  
50000 reads  
Briggs damage = 0.0  
Damage percent = 0%



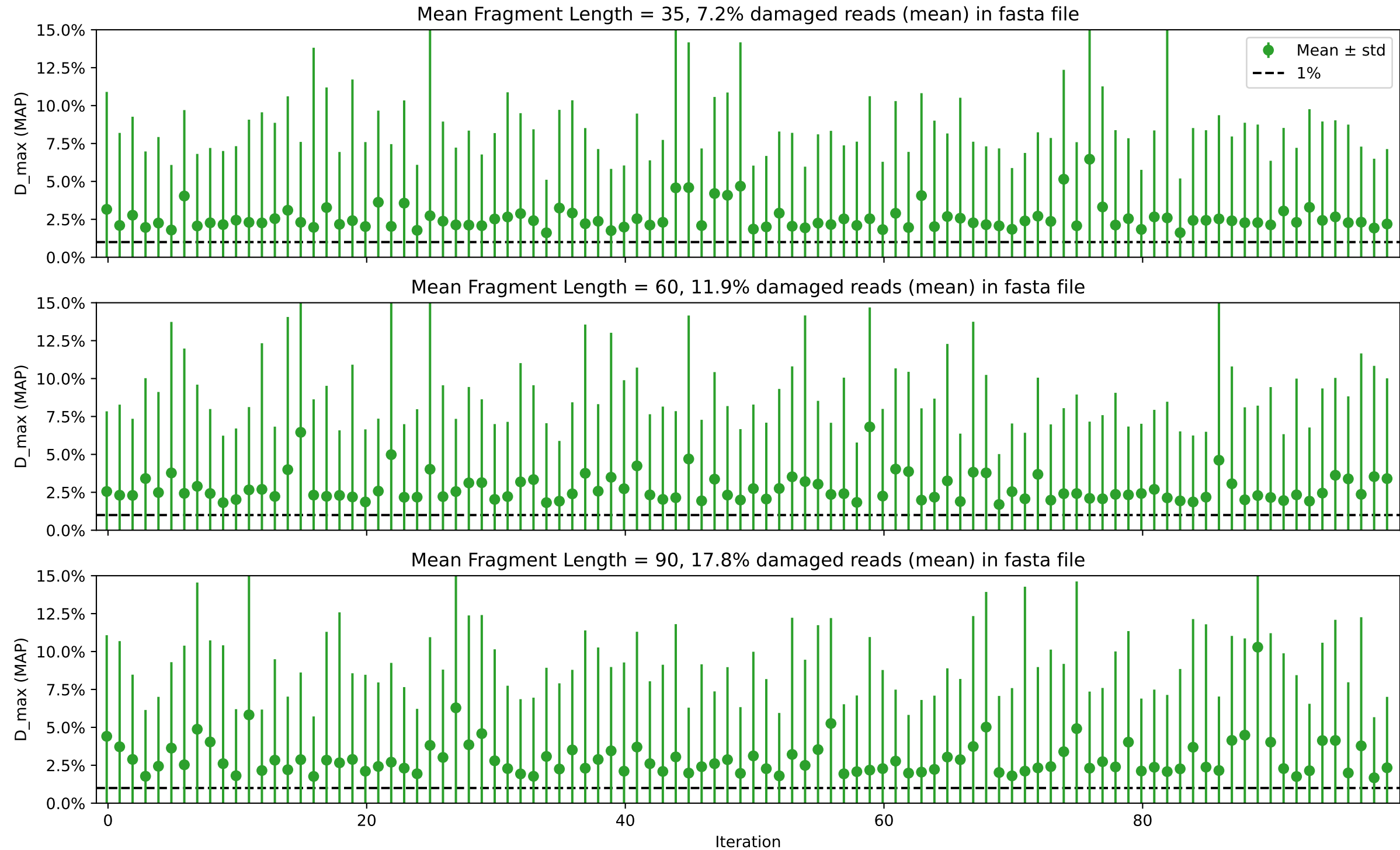
D\_max (MAP)  
Individual damages:  
100000 reads  
Briggs damage = 0.0  
Damage percent = 0%



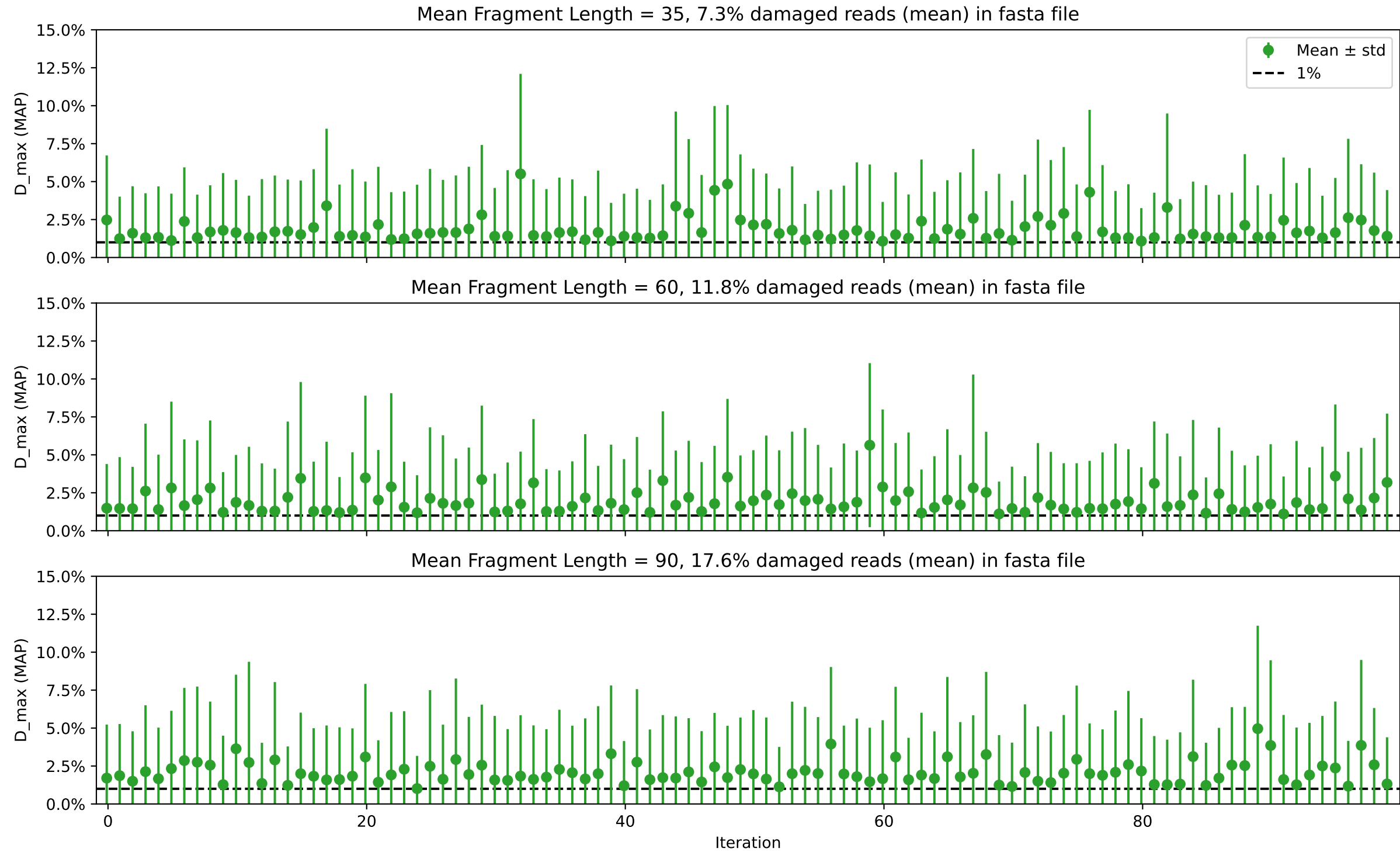
D\_max (MAP)  
Individual damages:  
10 reads  
Briggs damage = 0.014  
Damage percent = 1%



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

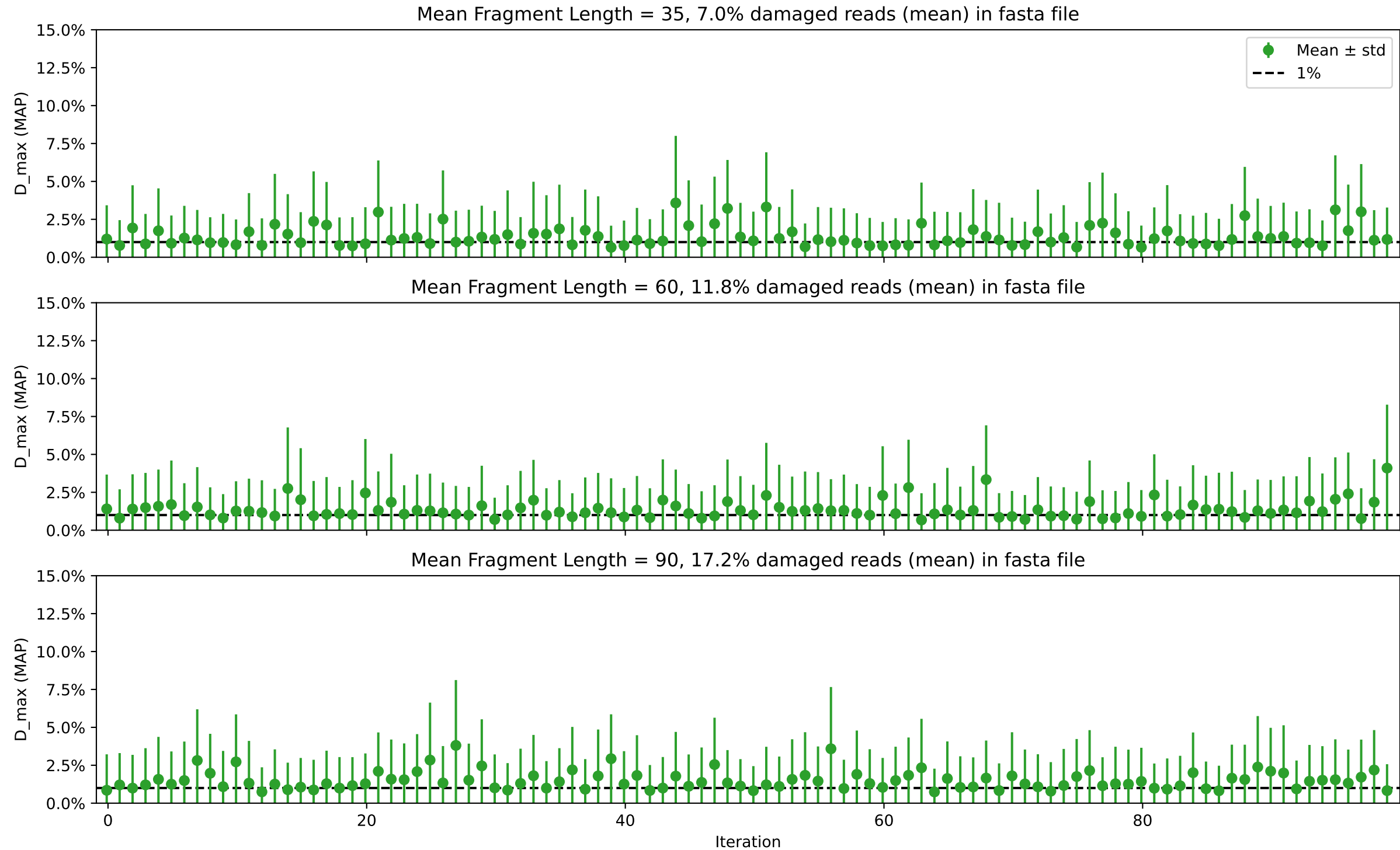


D\_max (MAP)  
Individual damages:  
50 reads  
Briggs damage = 0.014  
Damage percent = 1%

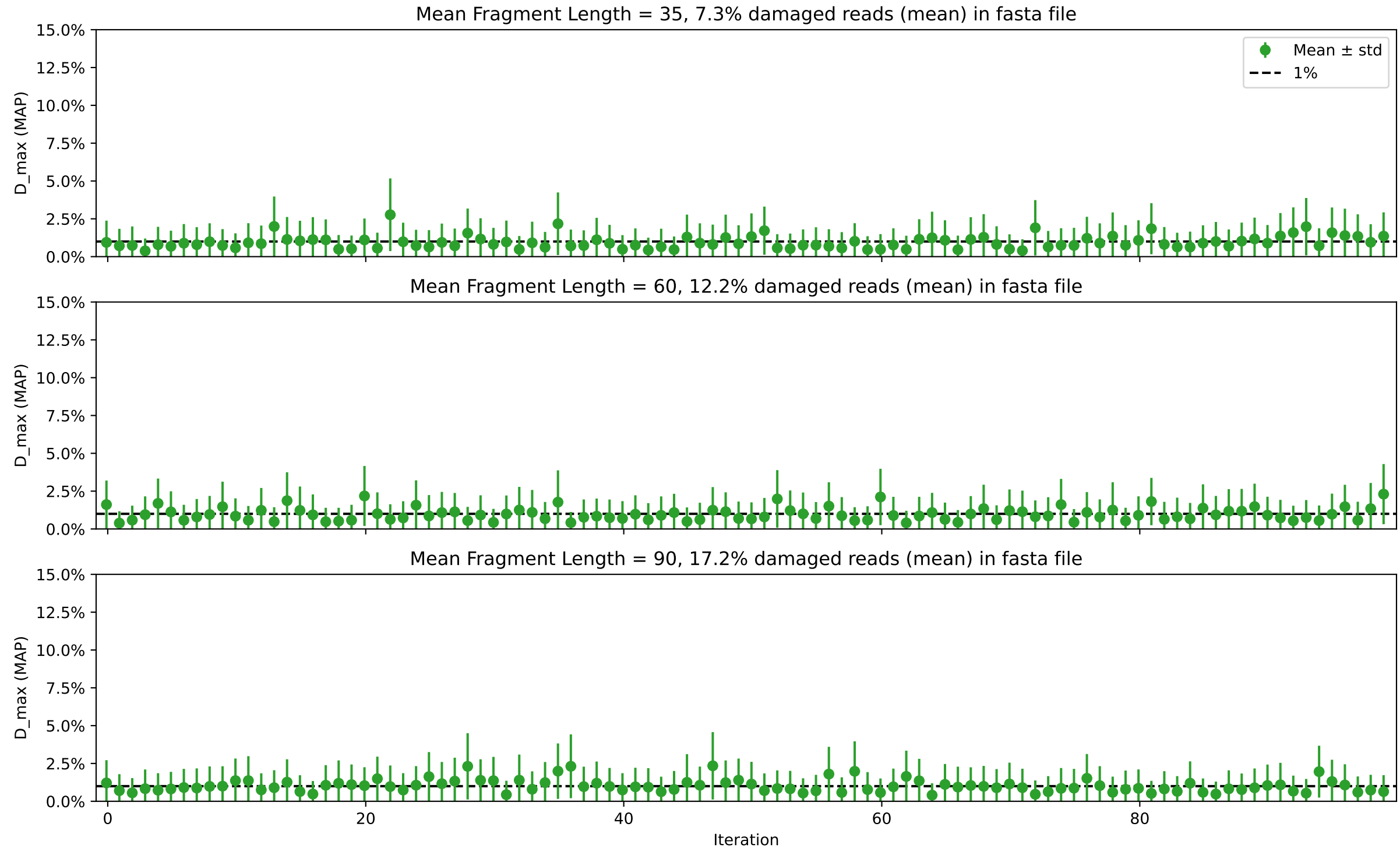




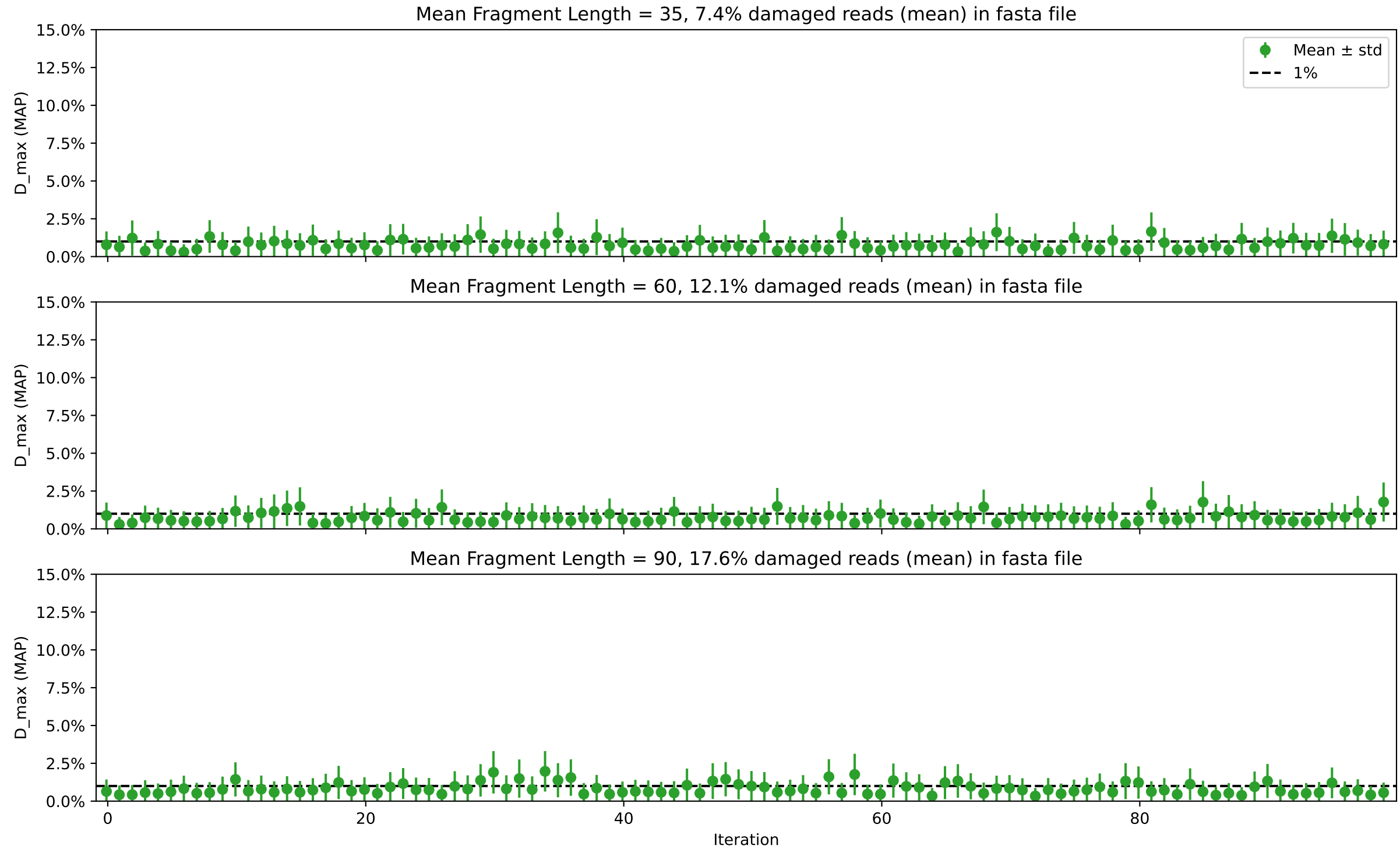
D\_max (MAP)  
Individual damages:  
100 reads  
Briggs damage = 0.014  
Damage percent = 1%



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%

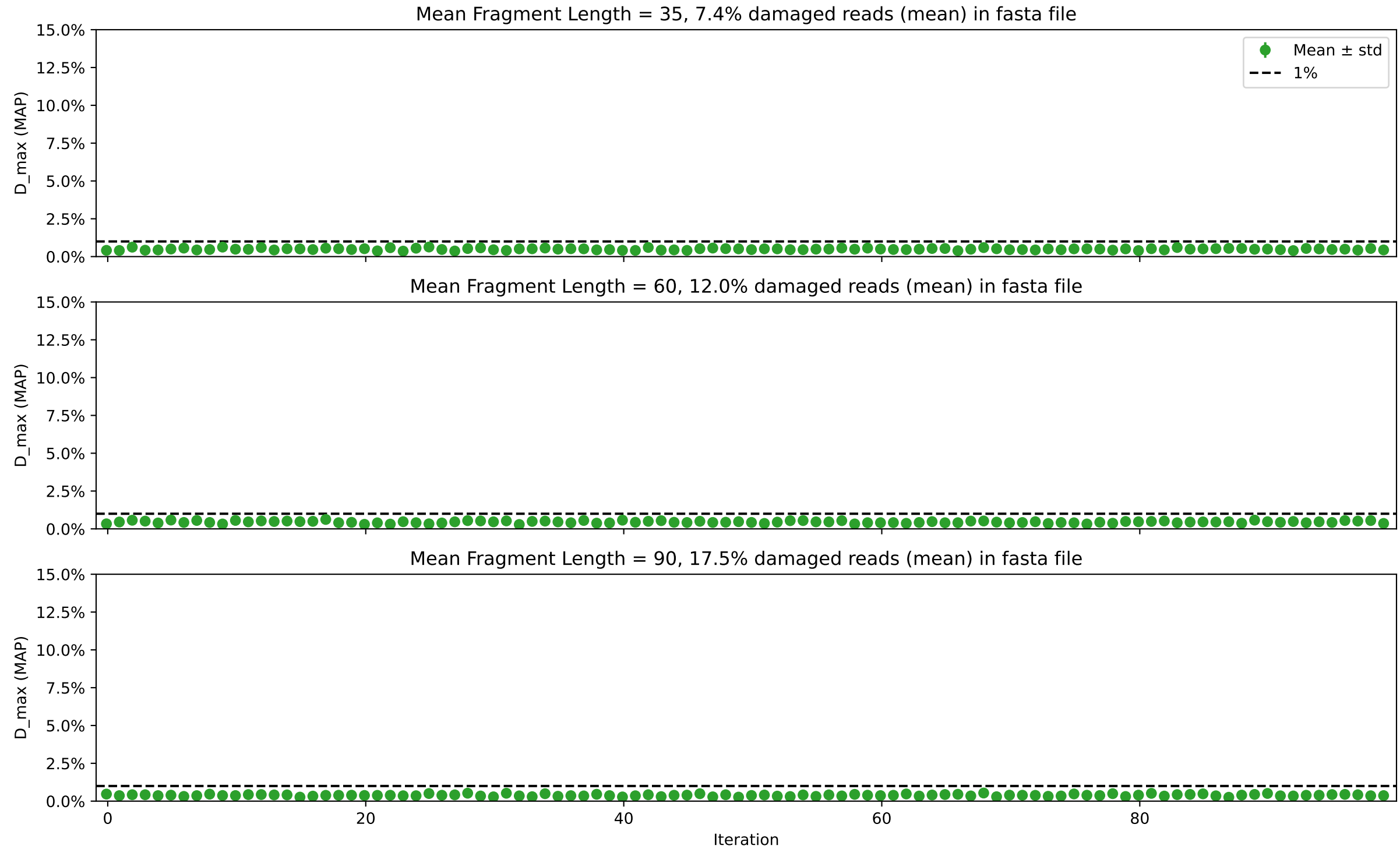


D\_max (MAP)  
Individual damages:  
25000 reads  
Briggs damage = 0.014  
Damage percent = 1%

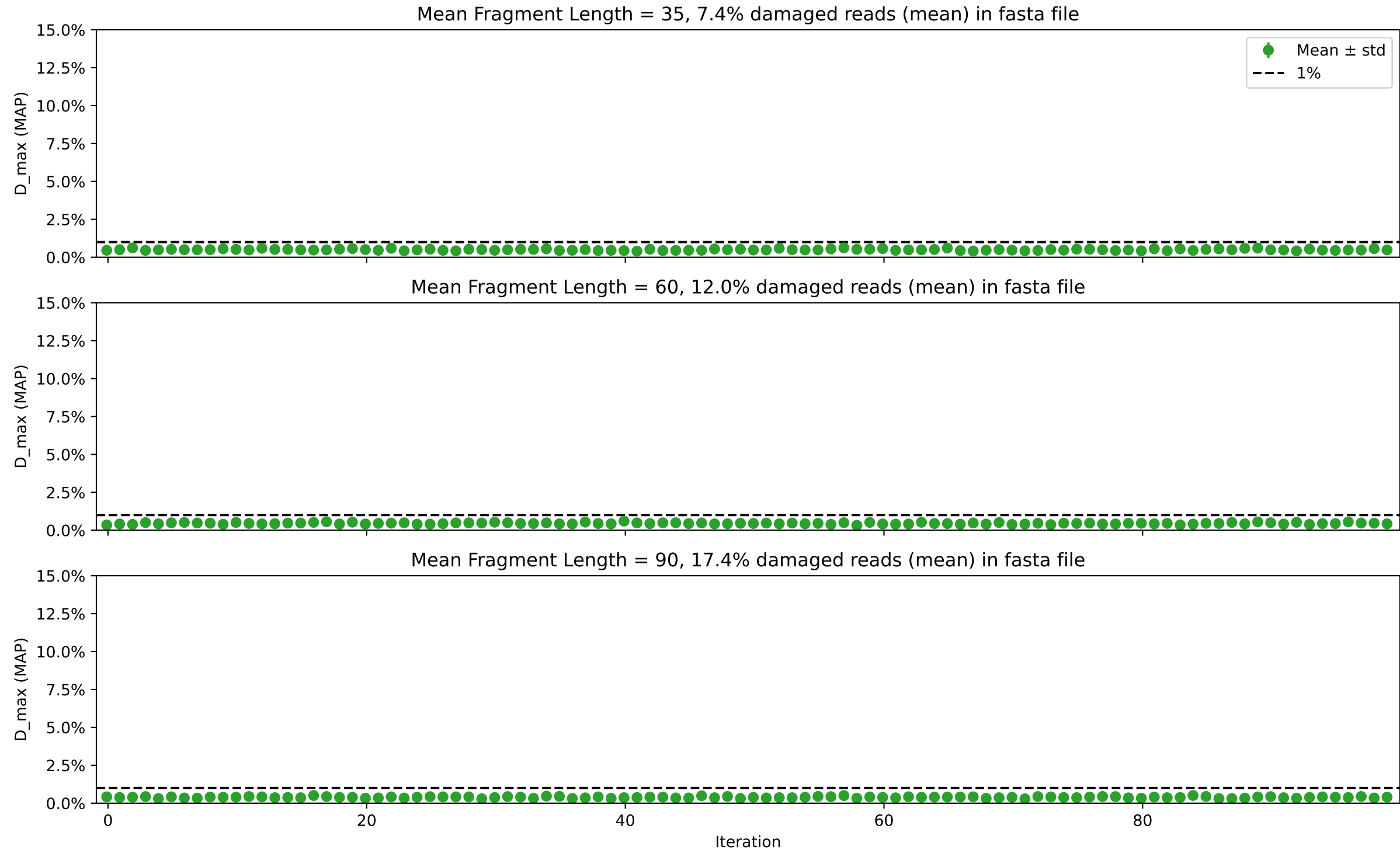




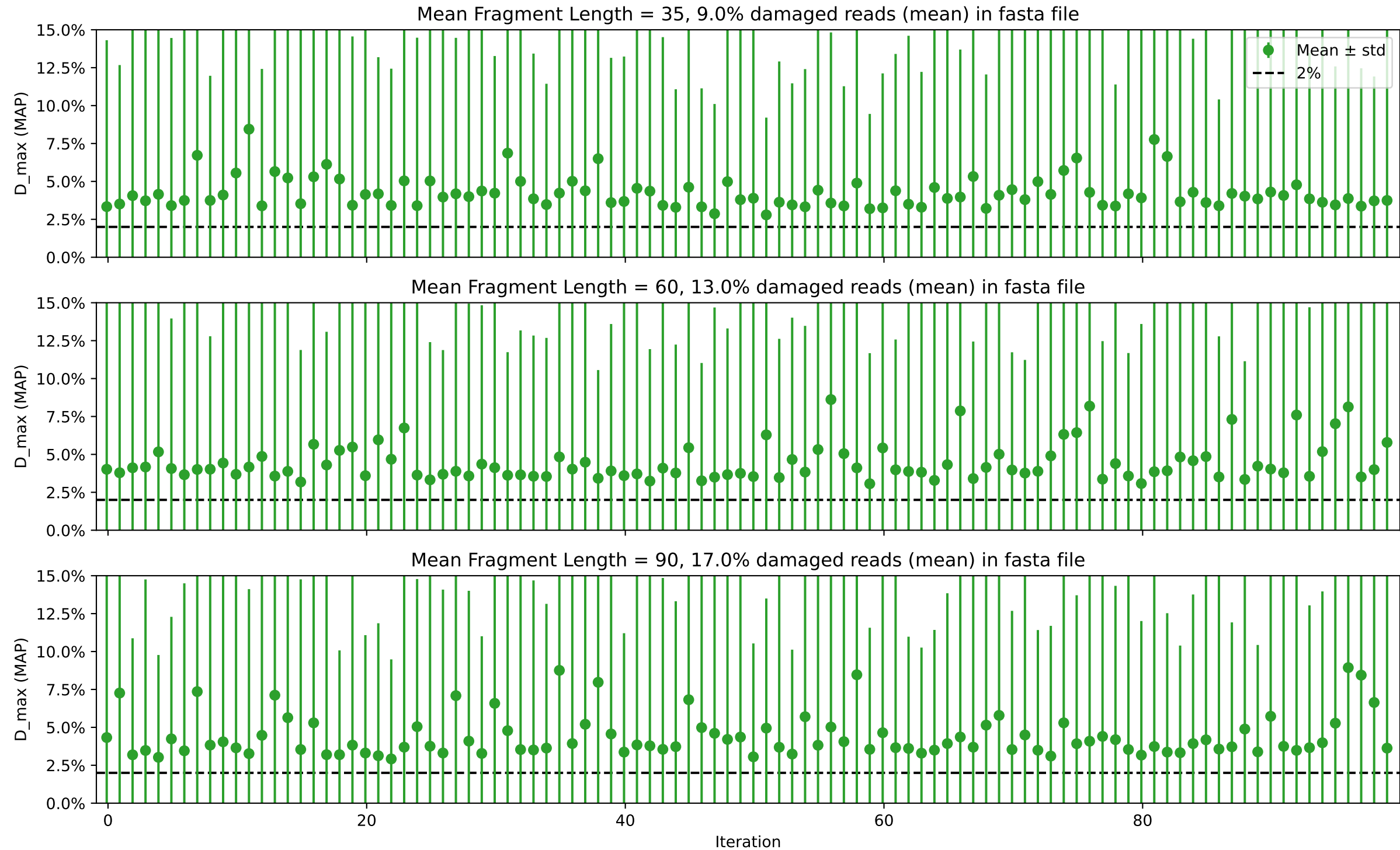
D\_max (MAP)  
Individual damages:  
50000 reads  
Briggs damage = 0.014  
Damage percent = 1%



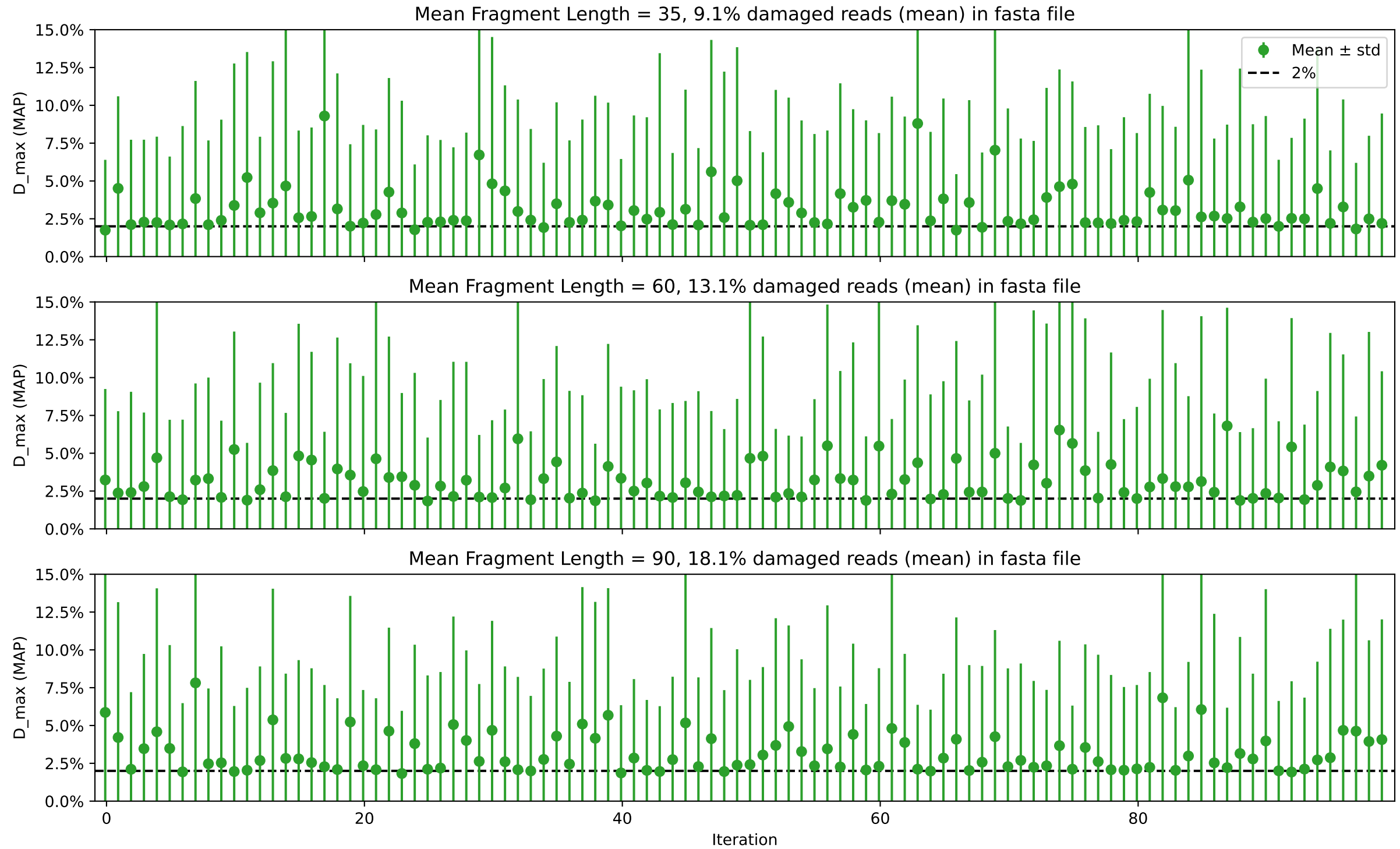
D\_max (MAP)  
Individual damages:  
100000 reads  
Briggs damage = 0.014  
Damage percent = 1%



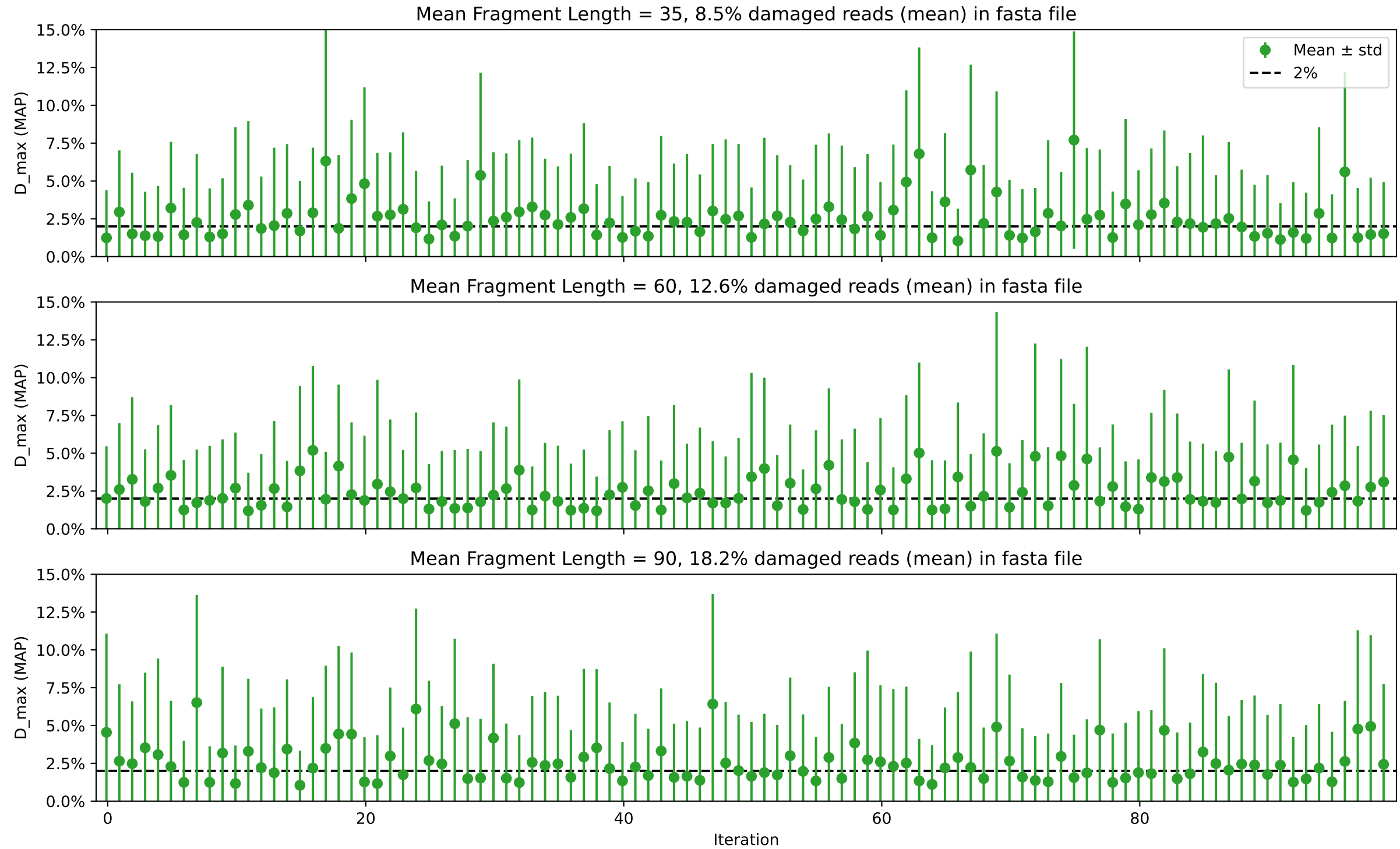
D\_max (MAP)  
Individual damages:  
10 reads  
Briggs damage = 0.047  
Damage percent = 2%



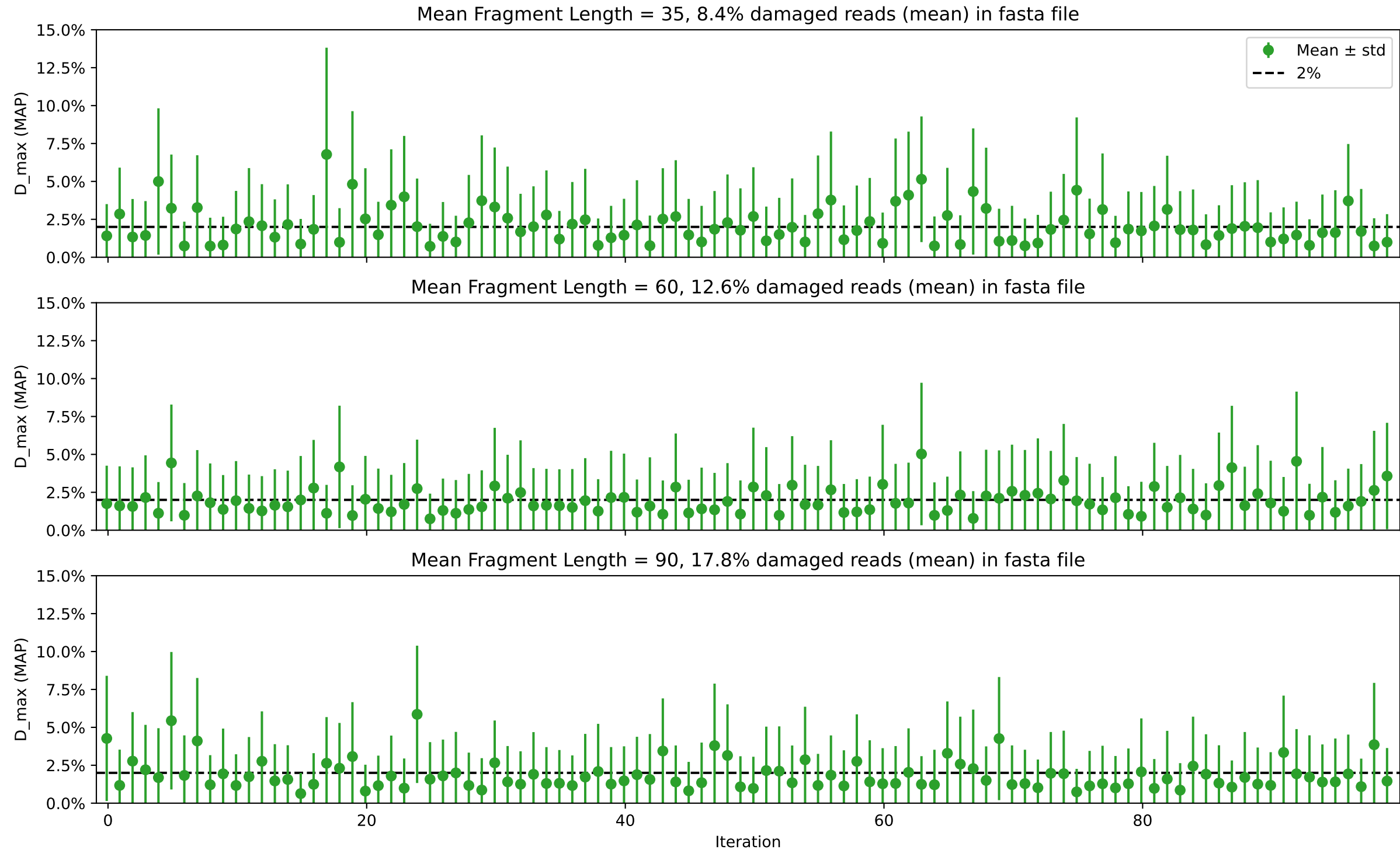
D\_max (MAP)  
Individual damages:  
25 reads  
Briggs damage = 0.047  
Damage percent = 2%



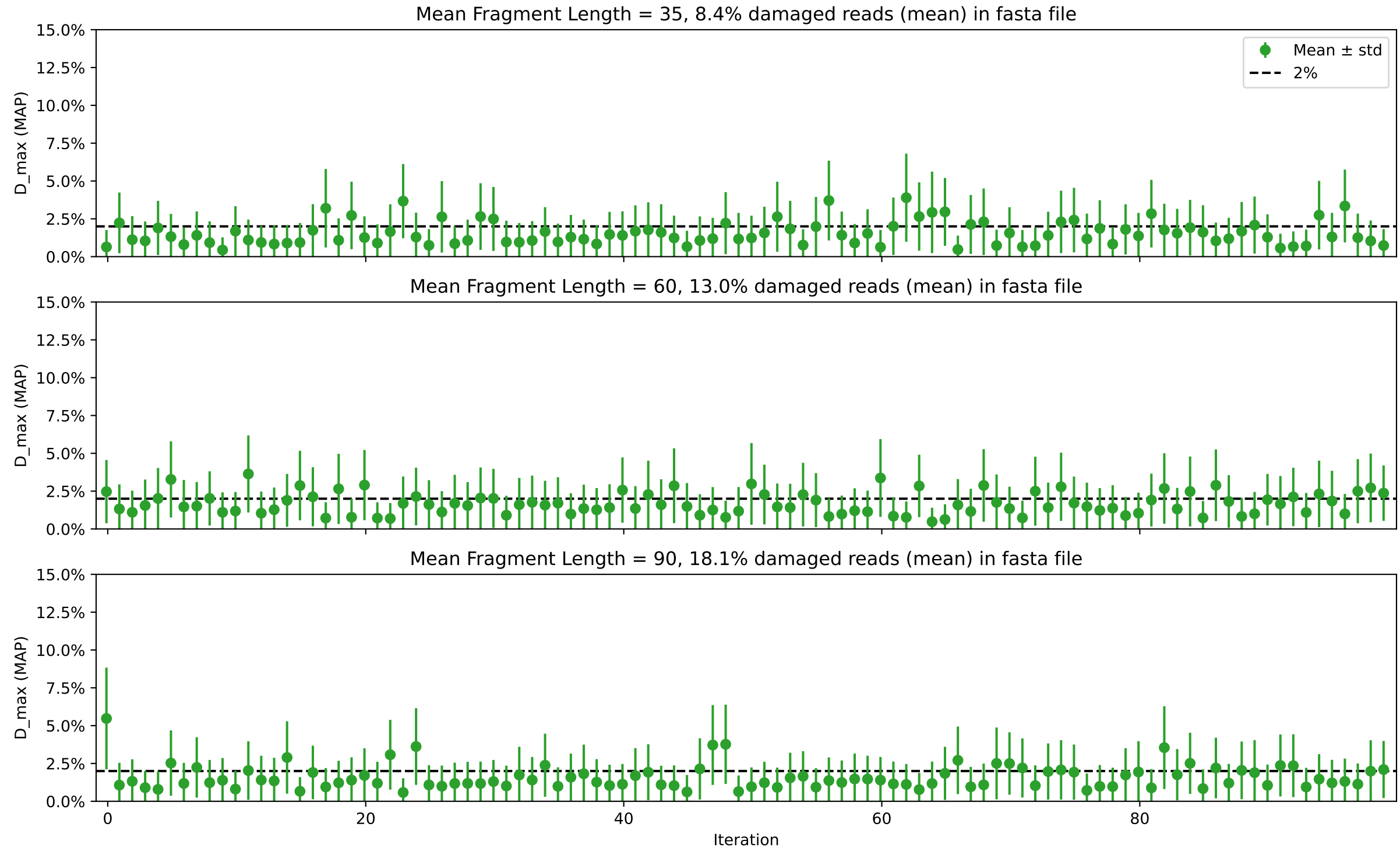
D\_max (MAP)  
Individual damages:  
50 reads  
Briggs damage = 0.047  
Damage percent = 2%



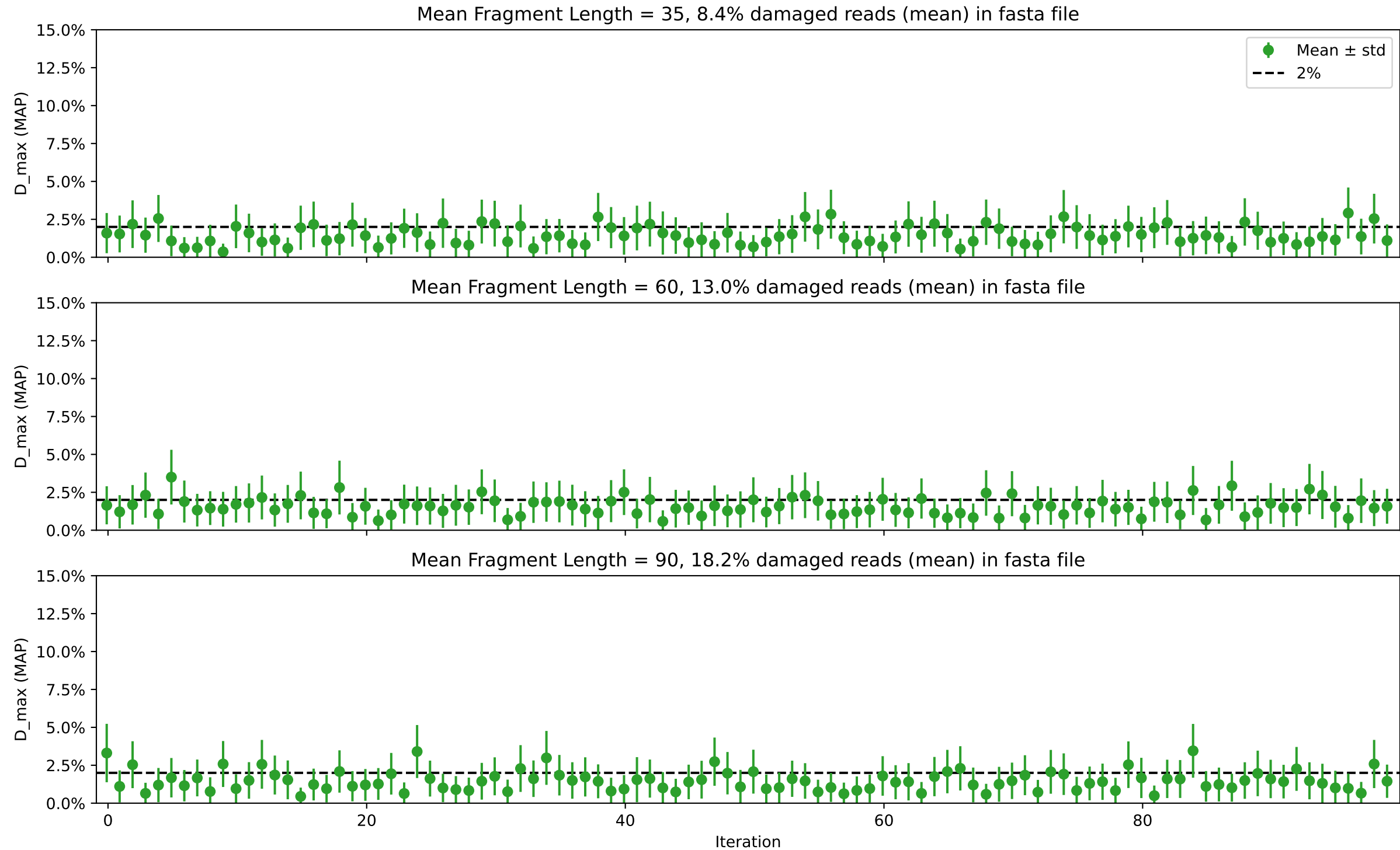
D\_max (MAP)  
Individual damages:  
100 reads  
Briggs damage = 0.047  
Damage percent = 2%



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

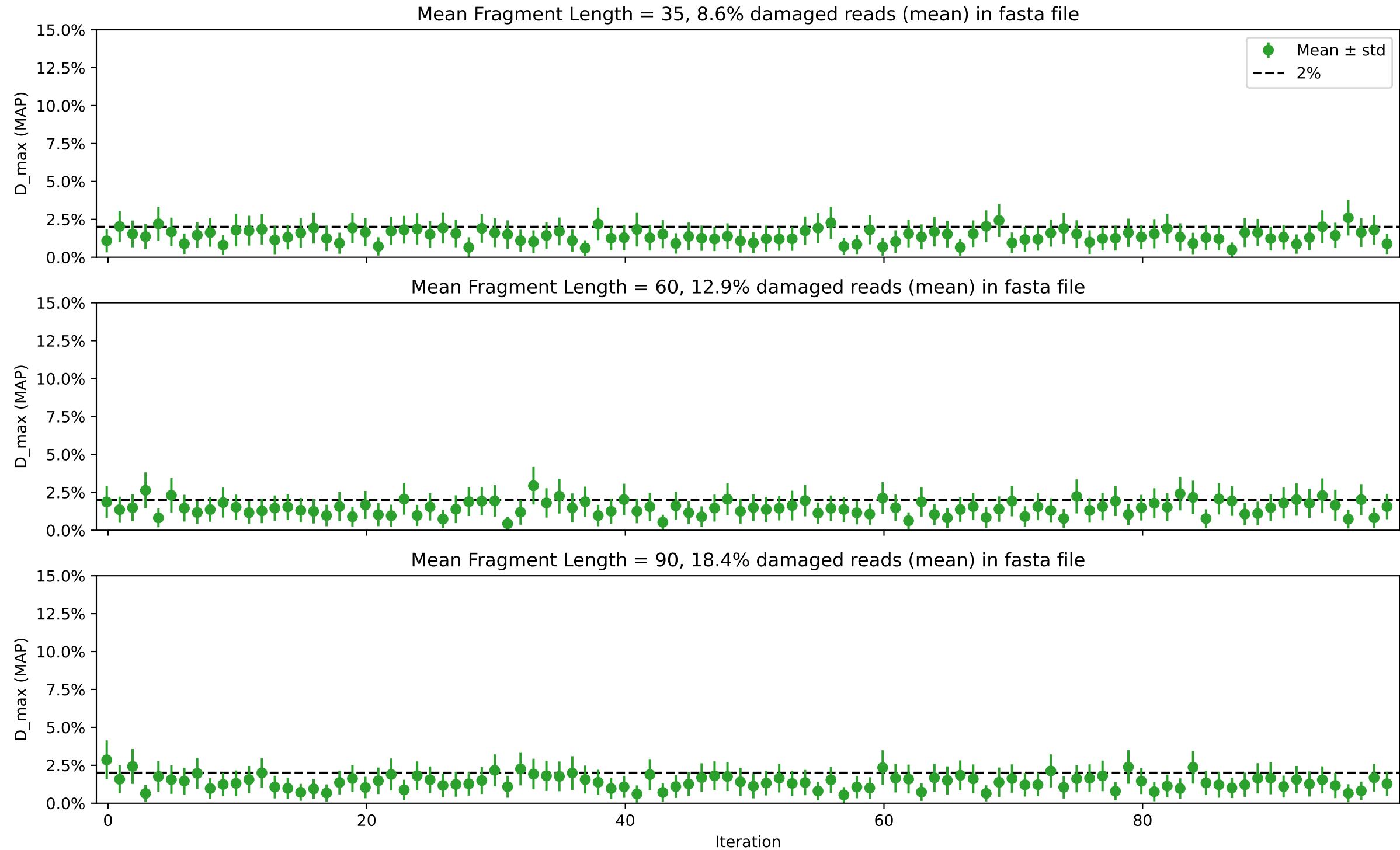


D\_max (MAP)  
Individual damages:  
500 reads  
Briggs damage = 0.047  
Damage percent = 2%

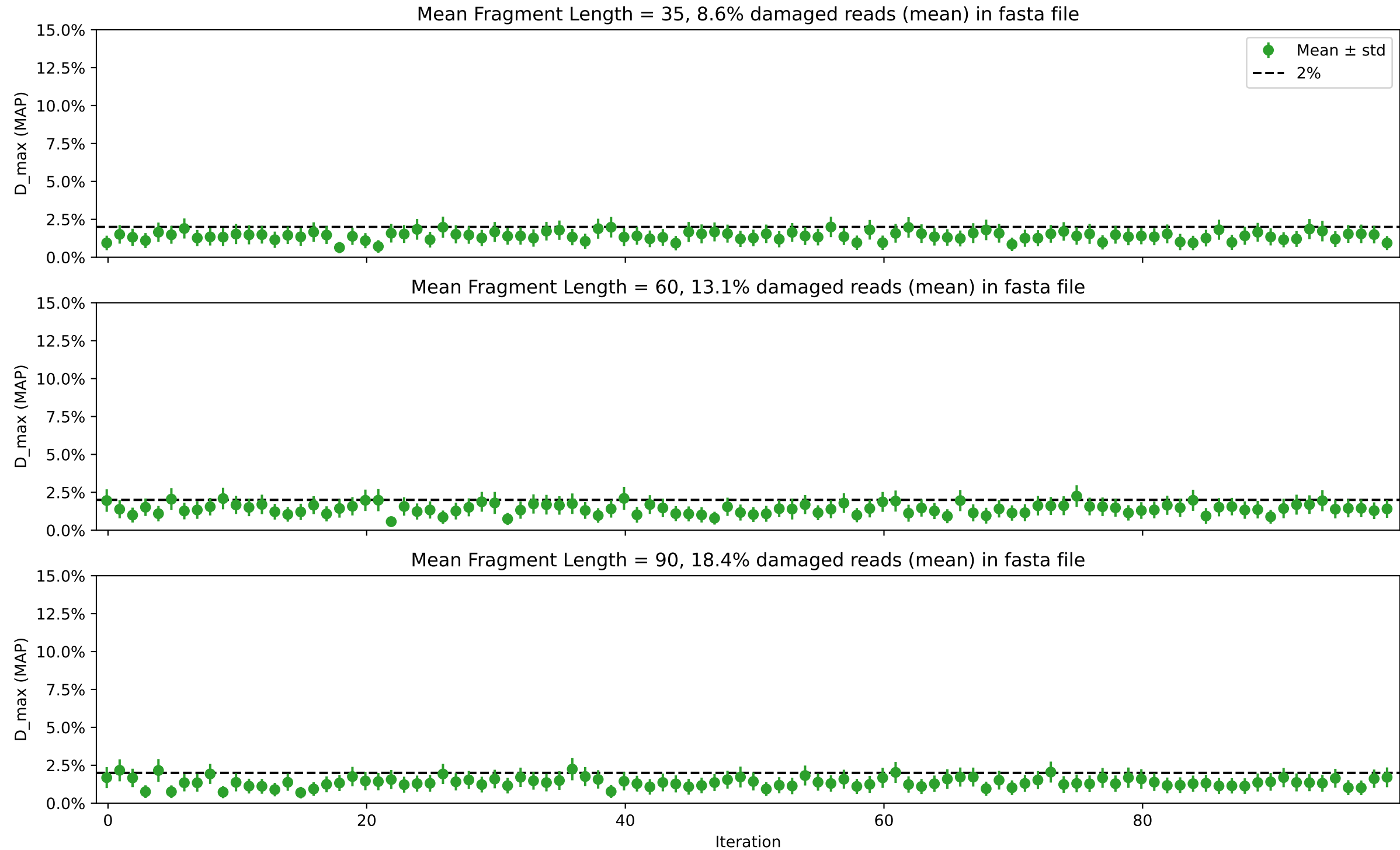




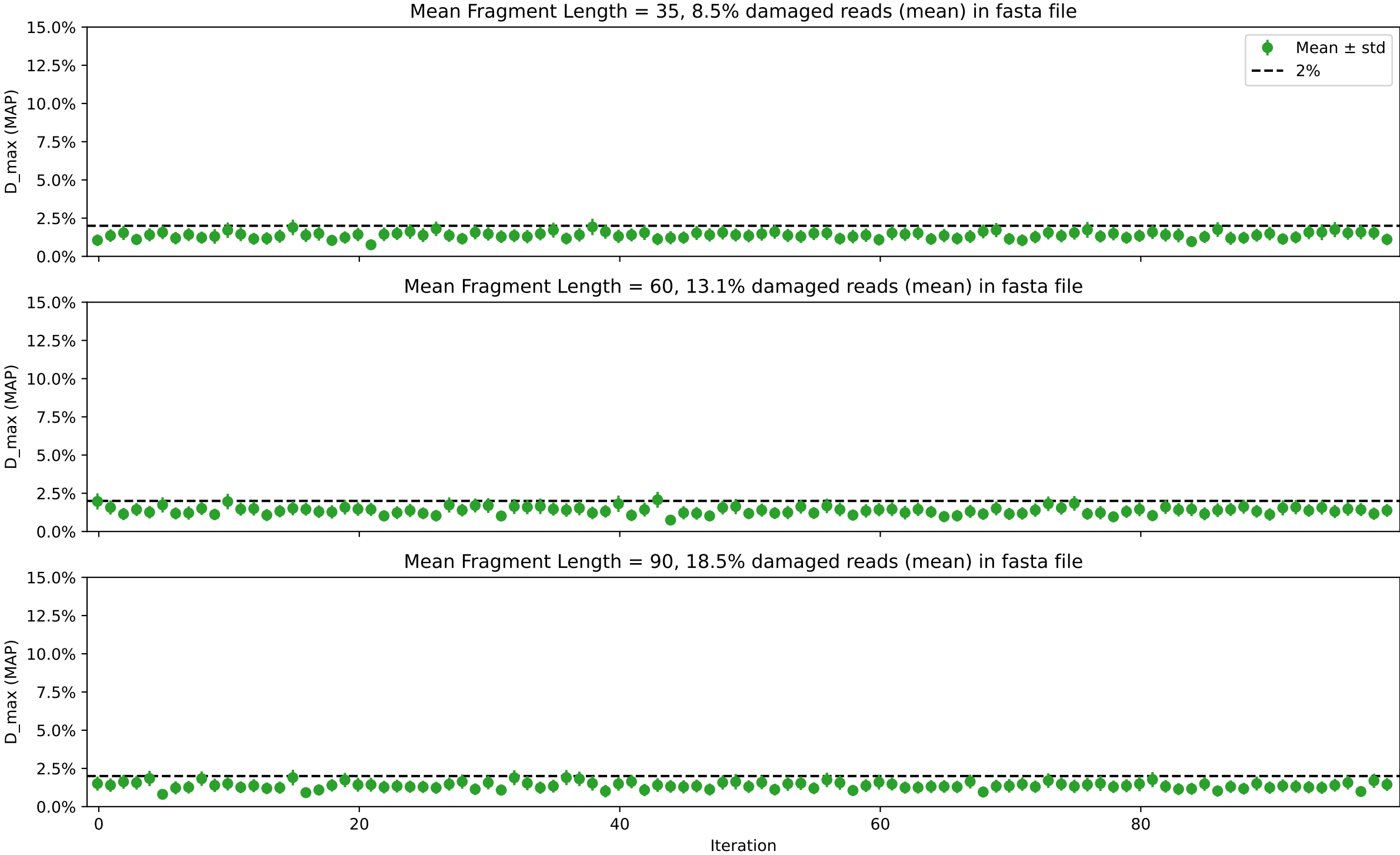
D\_max (MAP)  
Individual damages:  
1000 reads  
Briggs damage = 0.047  
Damage percent = 2%



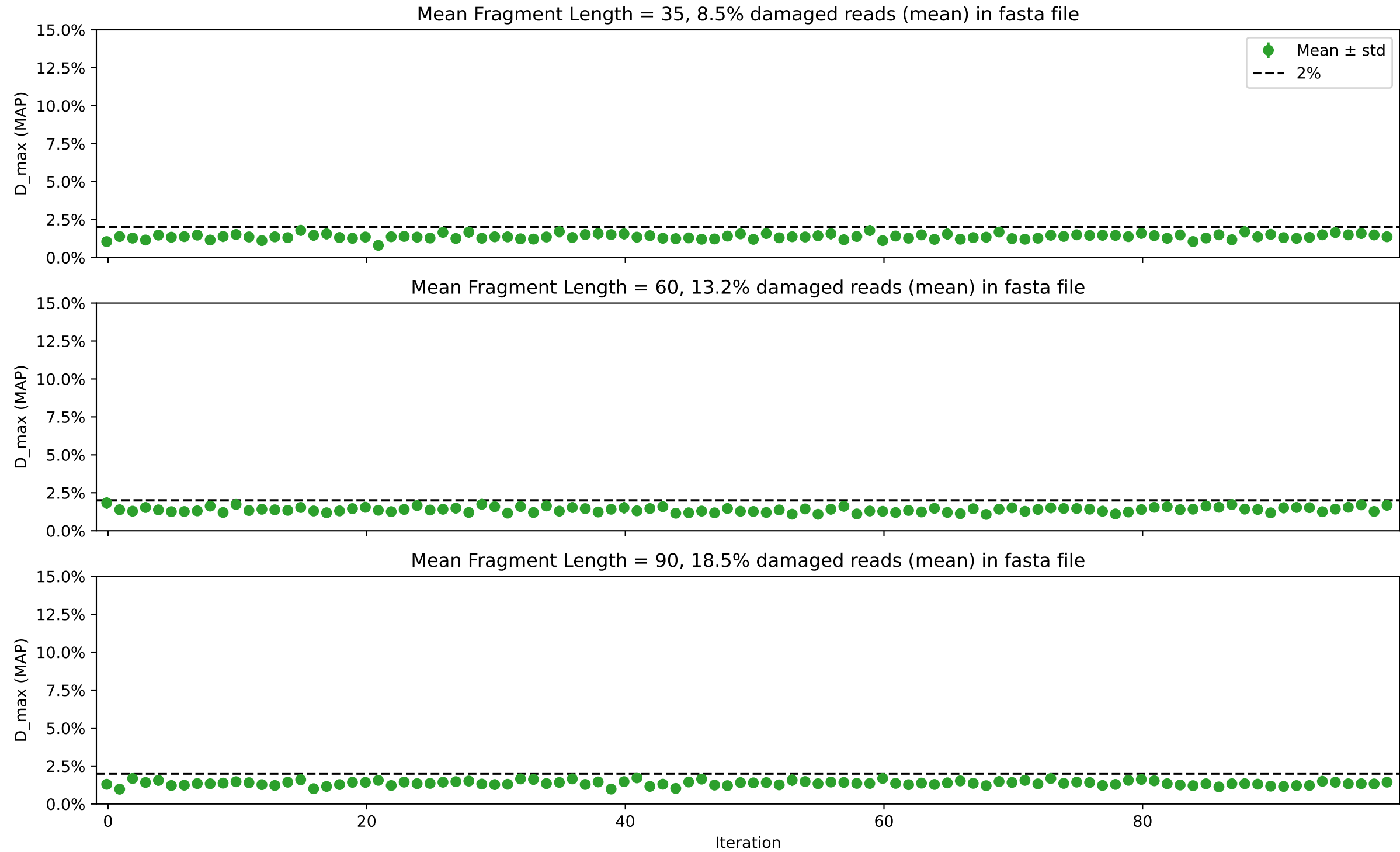
D\_max (MAP)  
Individual damages:  
2500 reads  
Briggs damage = 0.047  
Damage percent = 2%



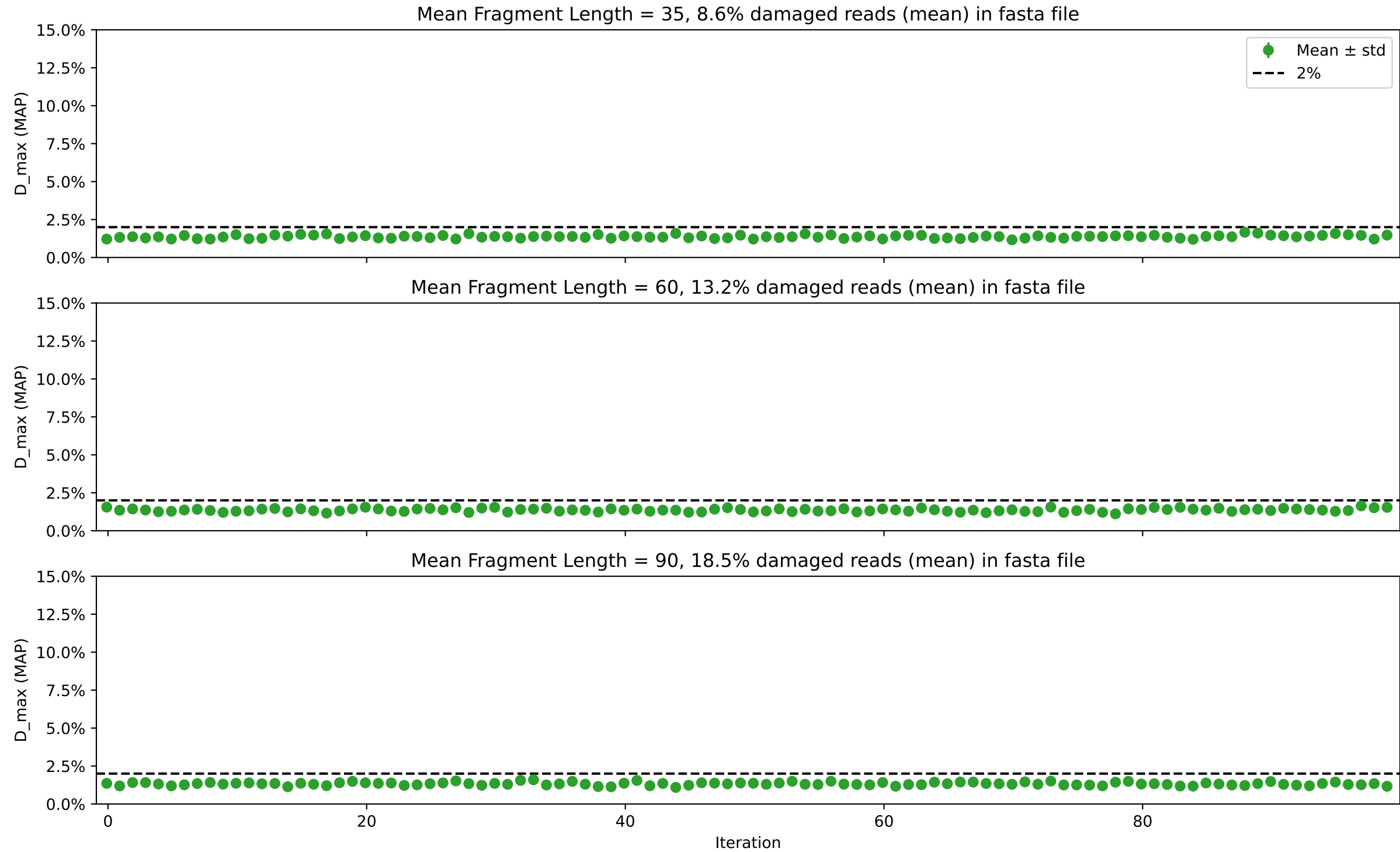
D\_max (MAP)  
Individual damages:  
5000 reads  
Briggs damage = 0.047  
Damage percent = 2%



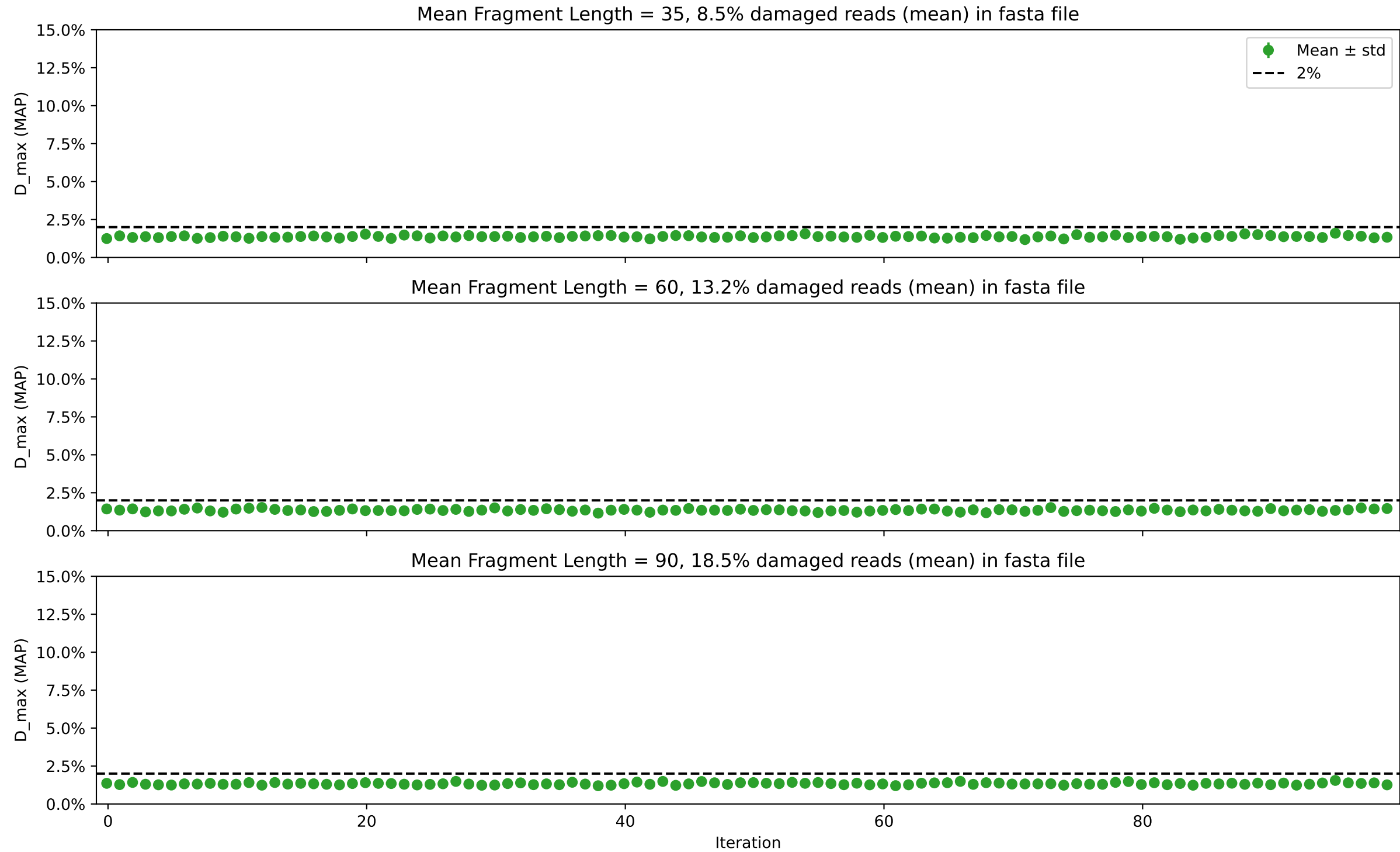
D\_max (MAP)  
Individual damages:  
10000 reads  
Briggs damage = 0.047  
Damage percent = 2%



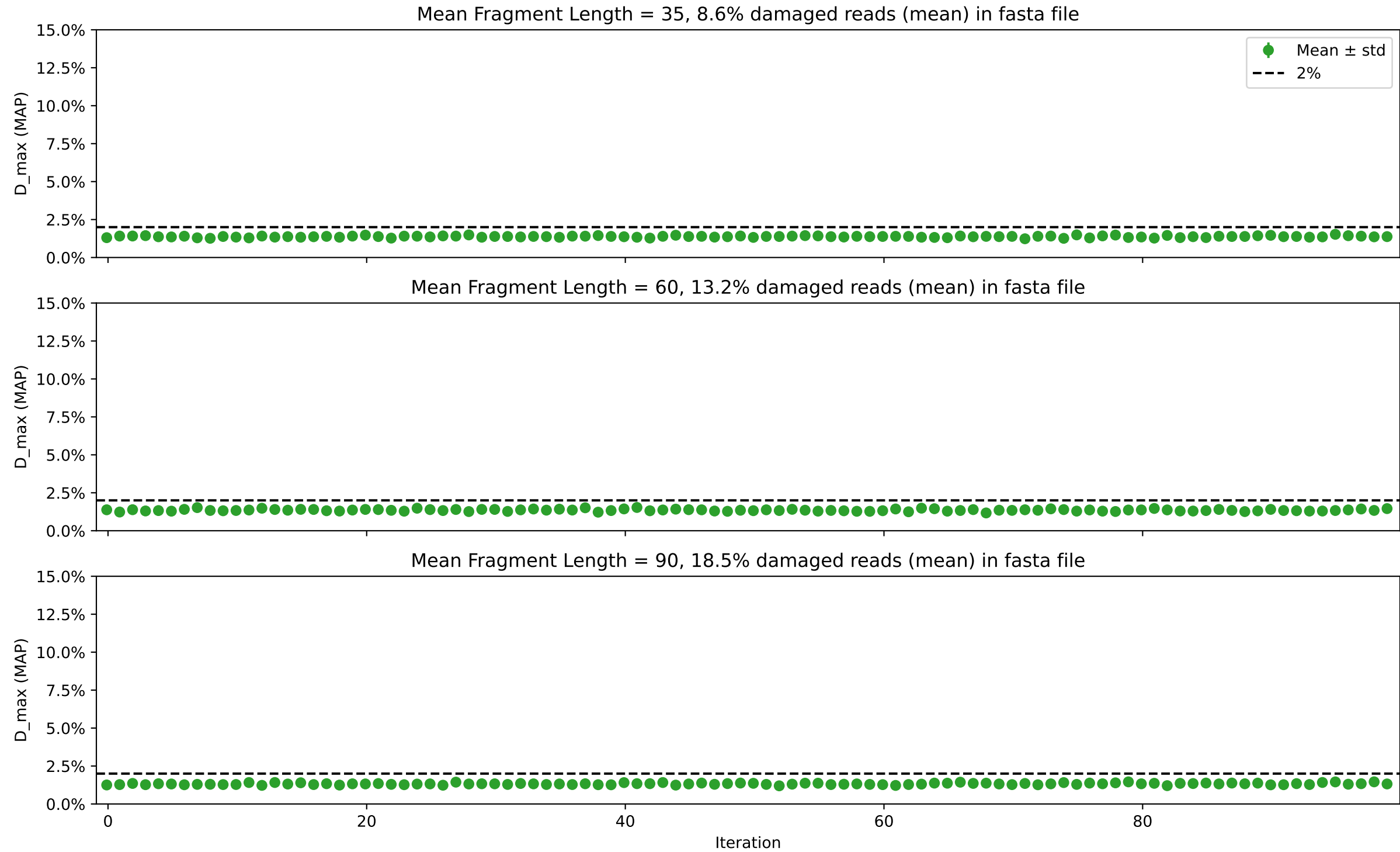
D\_max (MAP)  
Individual damages:  
25000 reads  
Briggs damage = 0.047  
Damage percent = 2%



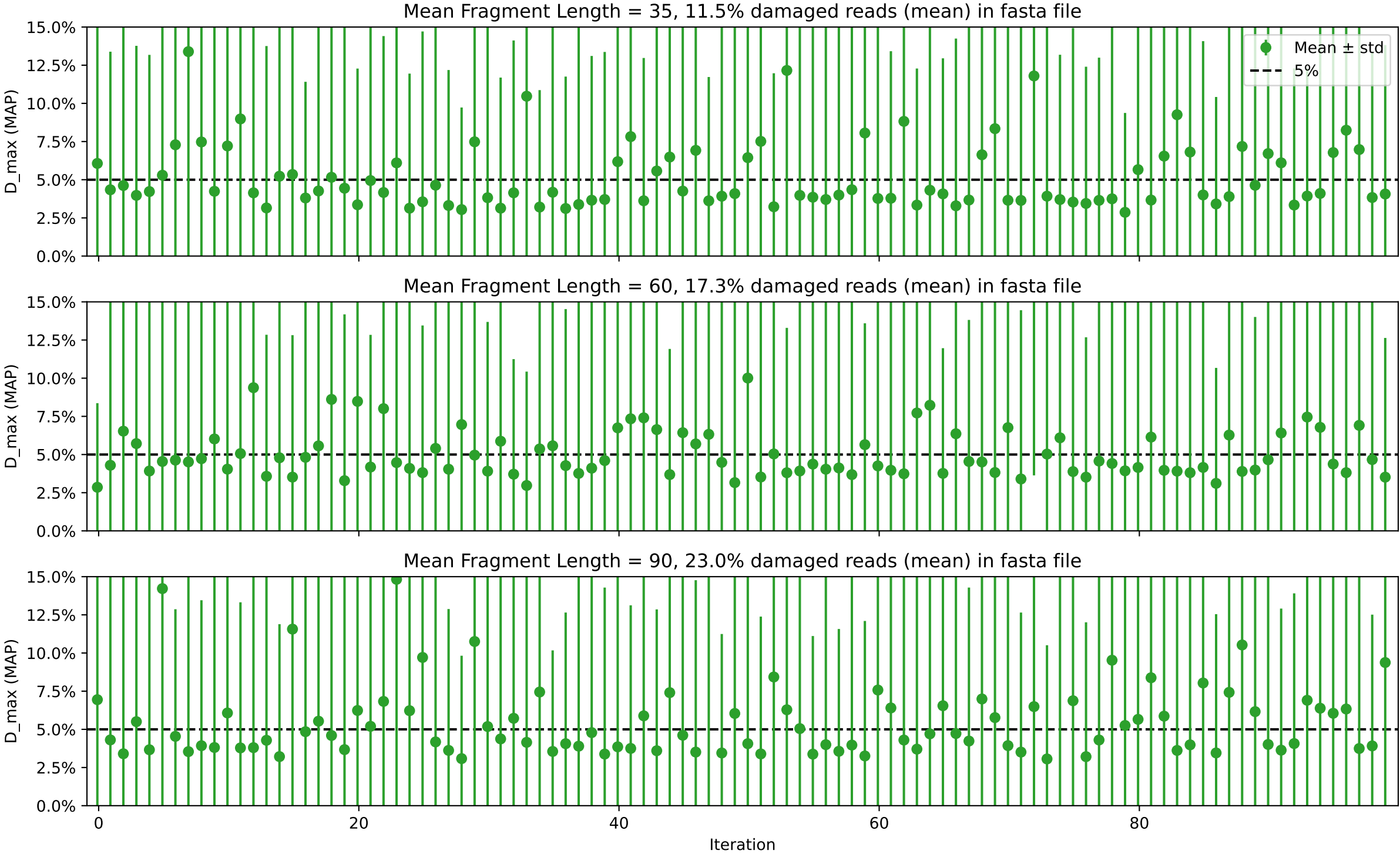
D\_max (MAP)  
Individual damages:  
50000 reads  
Briggs damage = 0.047  
Damage percent = 2%



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

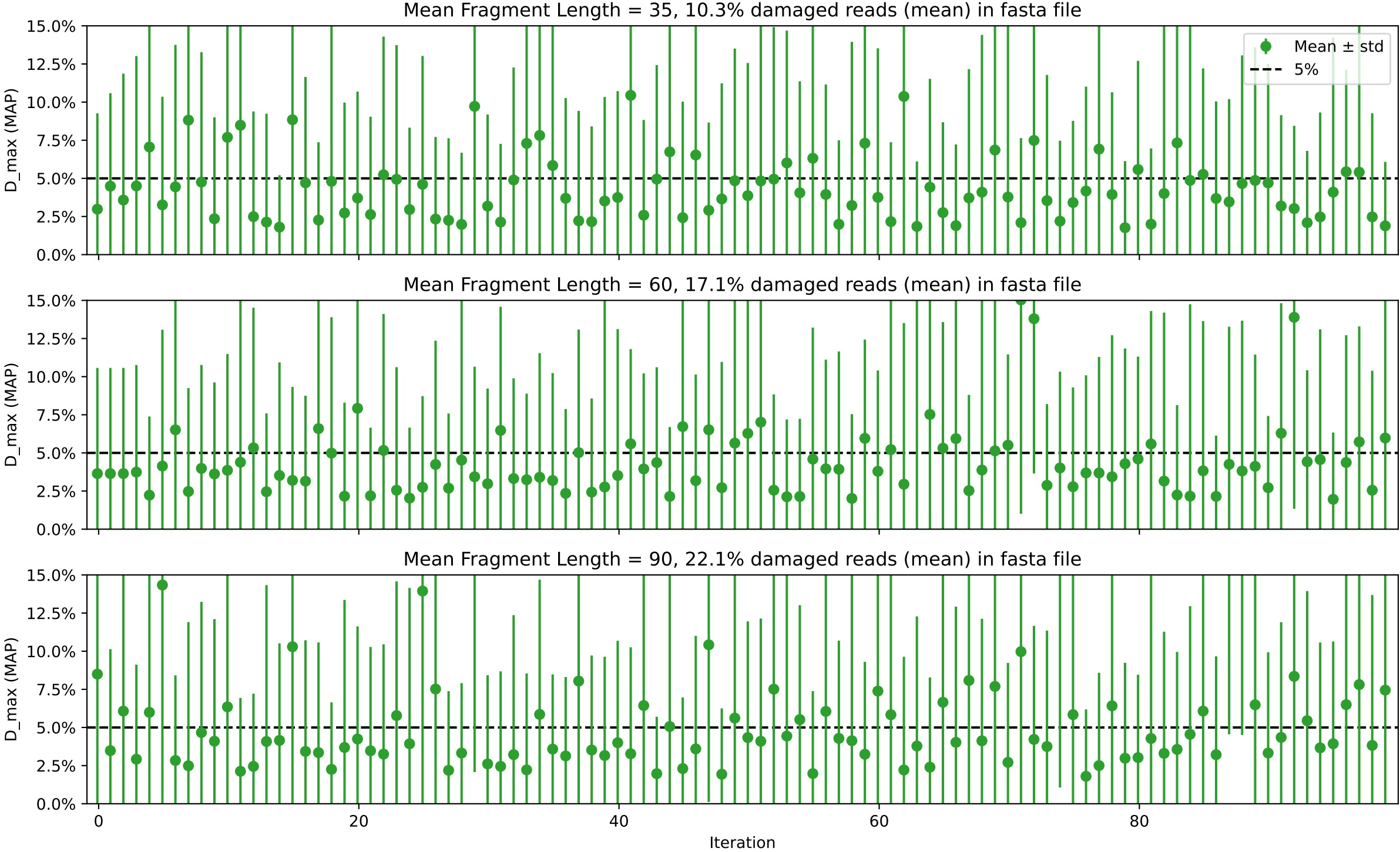


D\_max (MAP)  
Individual damages:  
10 reads  
Briggs damage = 0.138  
Damage percent = 5%

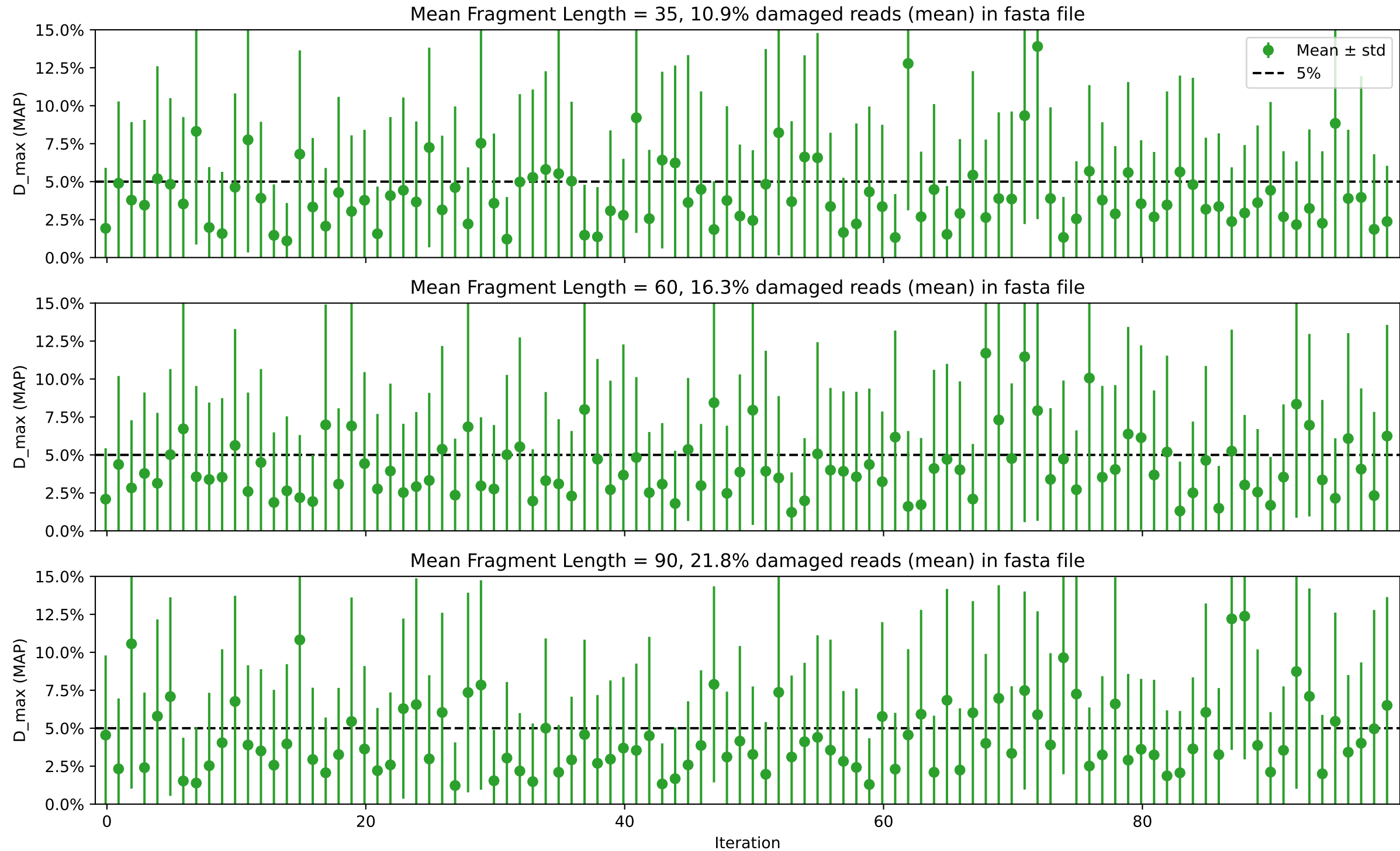




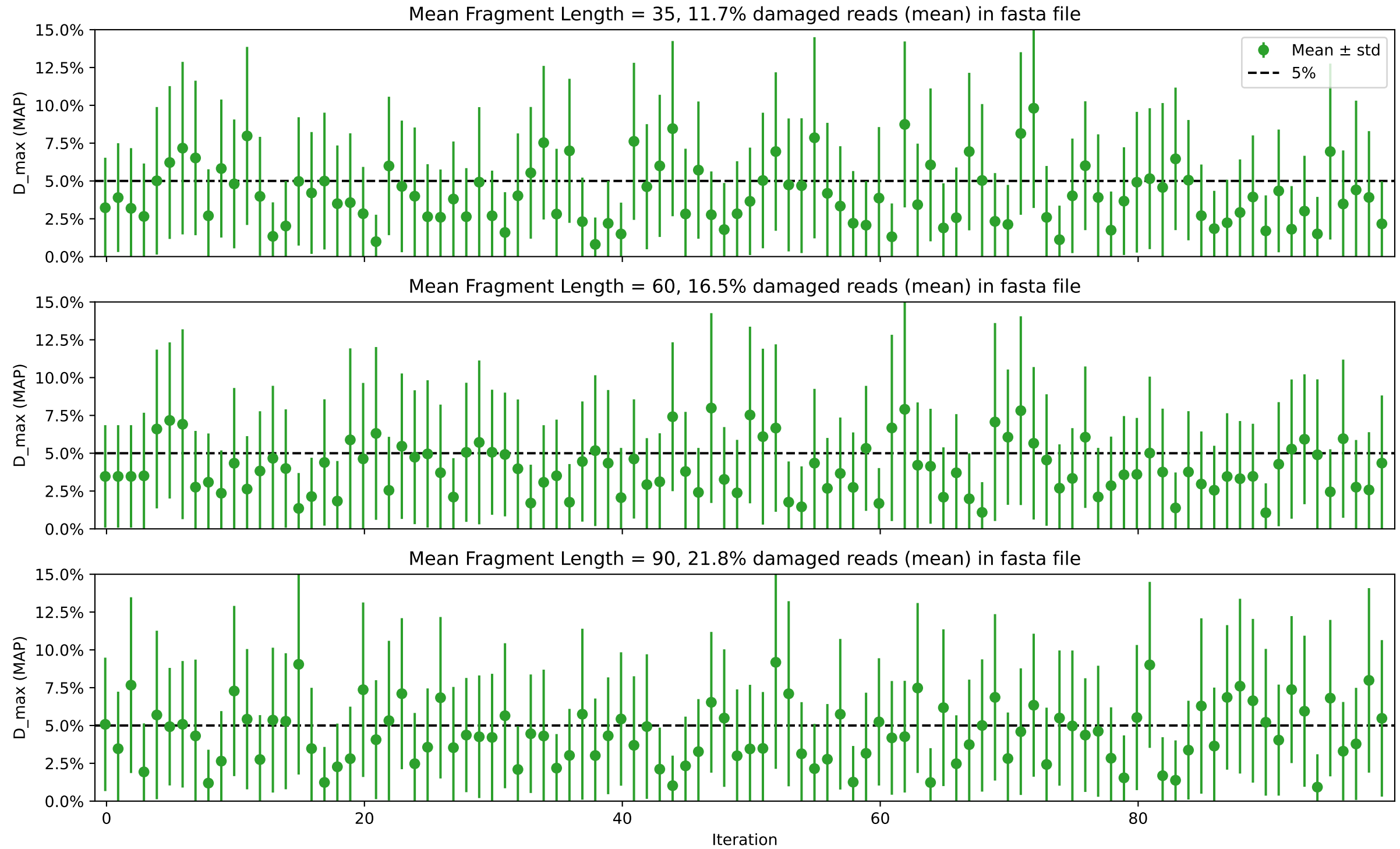
D\_max (MAP)  
Individual damages:  
25 reads  
Briggs damage = 0.138  
Damage percent = 5%



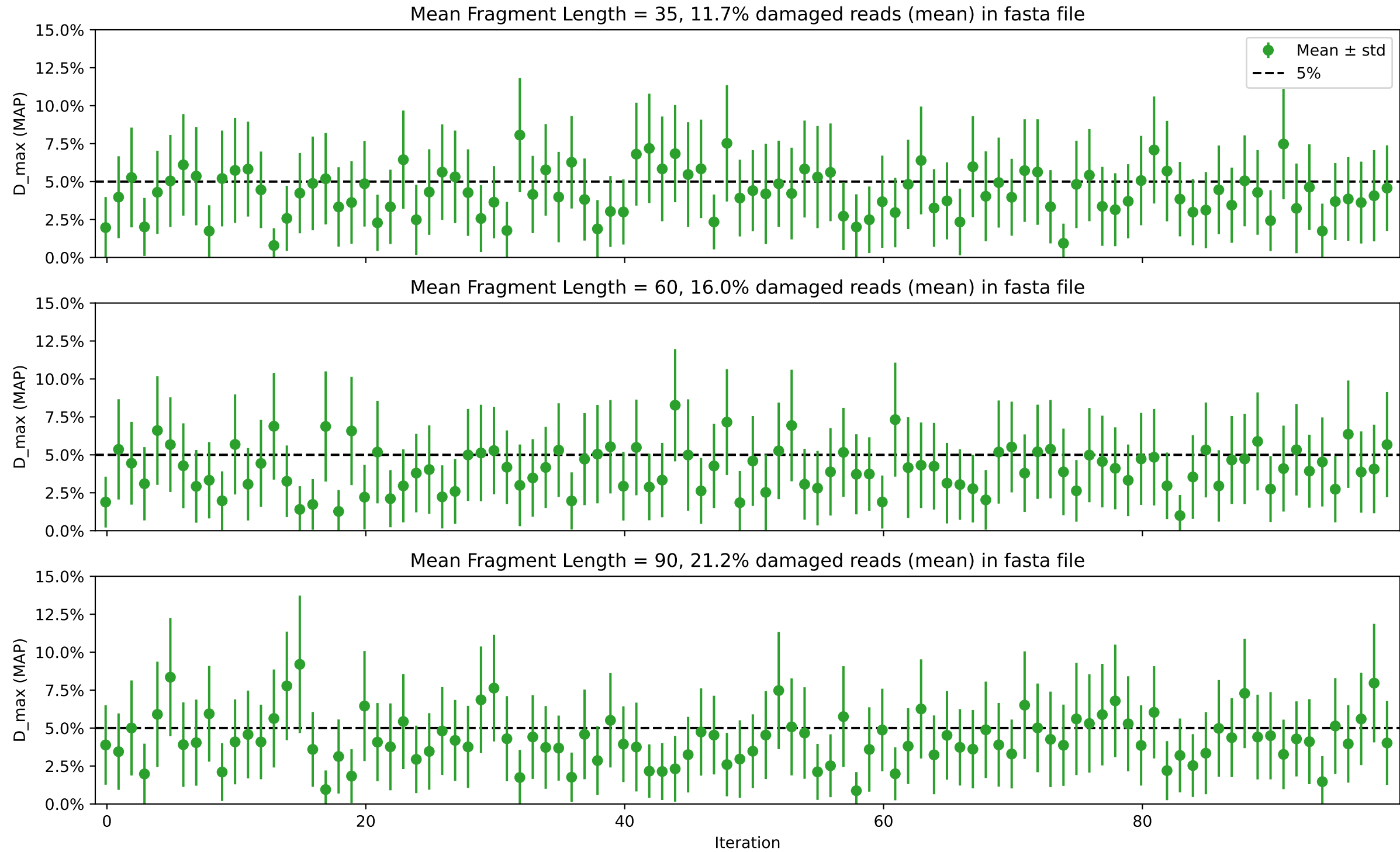
D\_max (MAP)  
Individual damages:  
50 reads  
Briggs damage = 0.138  
Damage percent = 5%



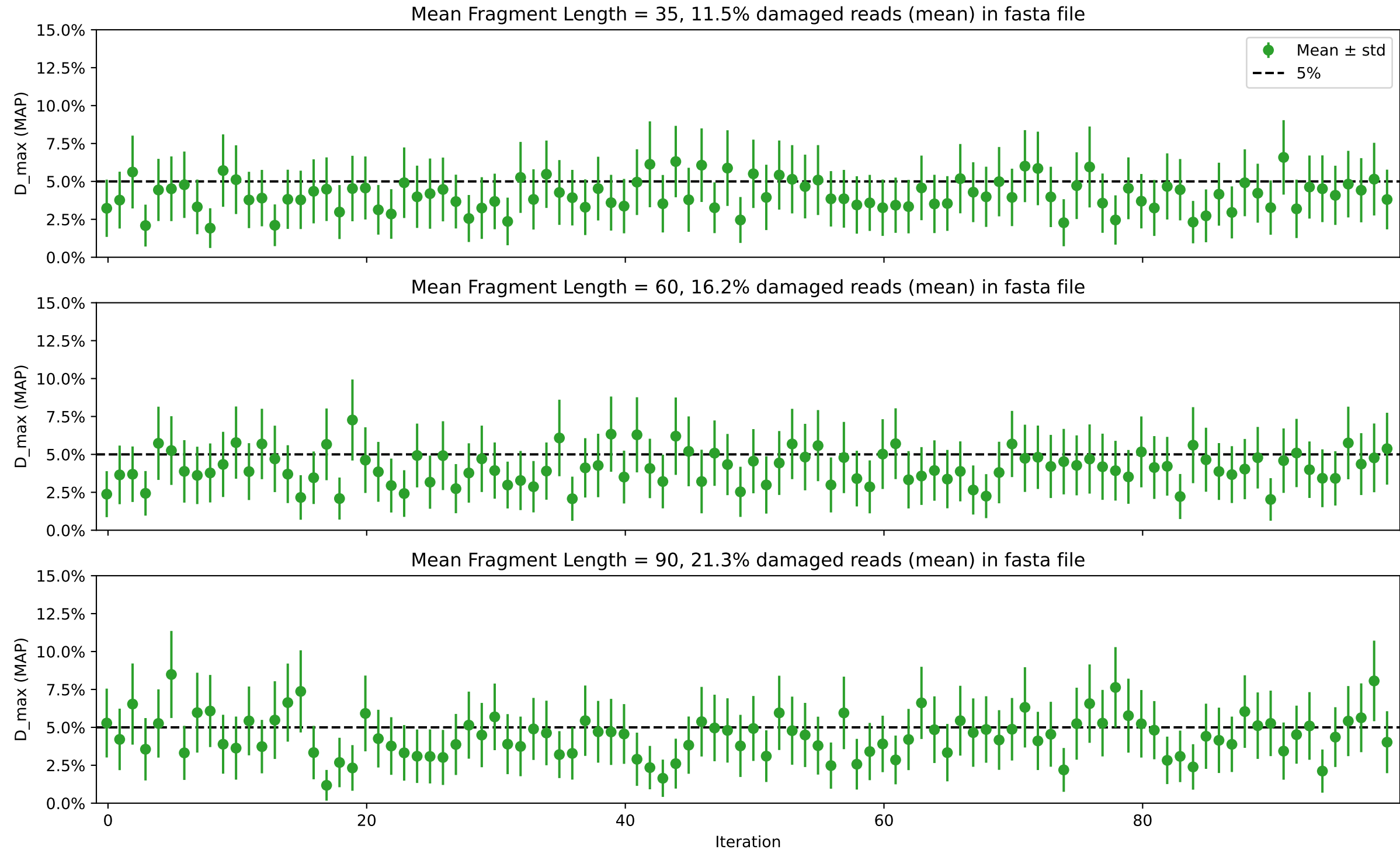
D\_max (MAP)  
Individual damages:  
100 reads  
Briggs damage = 0.138  
Damage percent = 5%



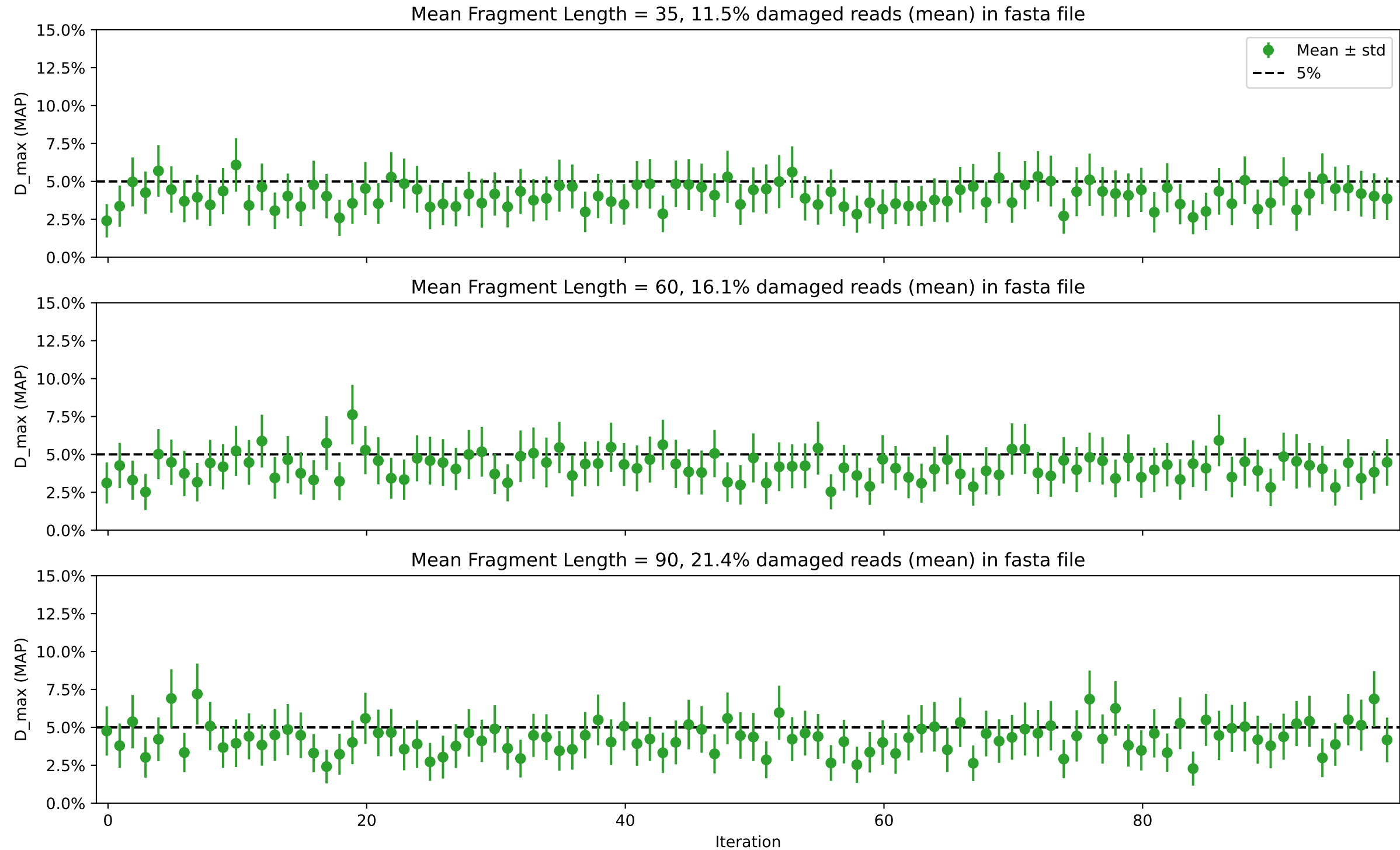
D\_max (MAP)  
Individual damages:  
250 reads  
Briggs damage = 0.138  
Damage percent = 5%



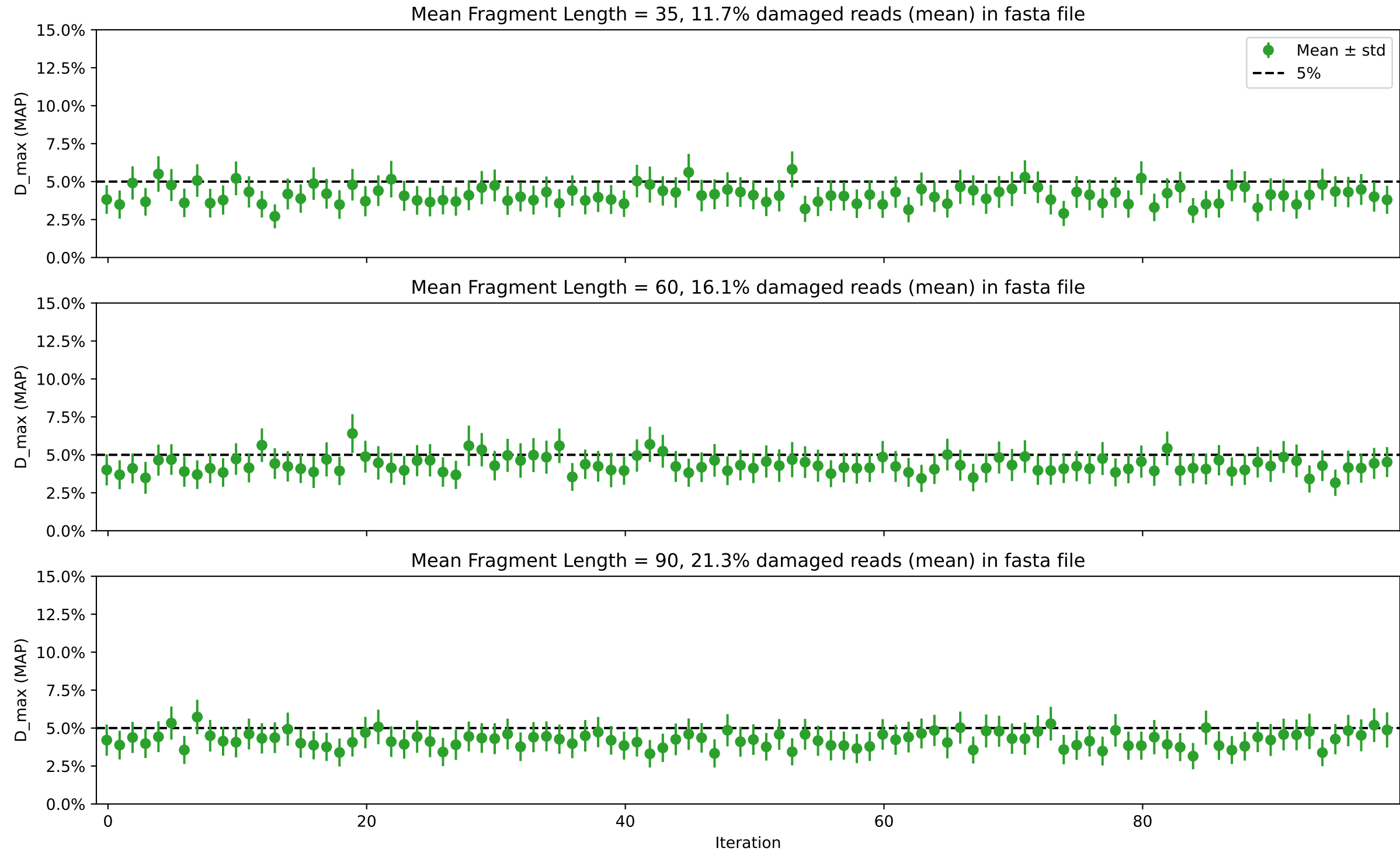
D\_max (MAP)  
Individual damages:  
500 reads  
Briggs damage = 0.138  
Damage percent = 5%



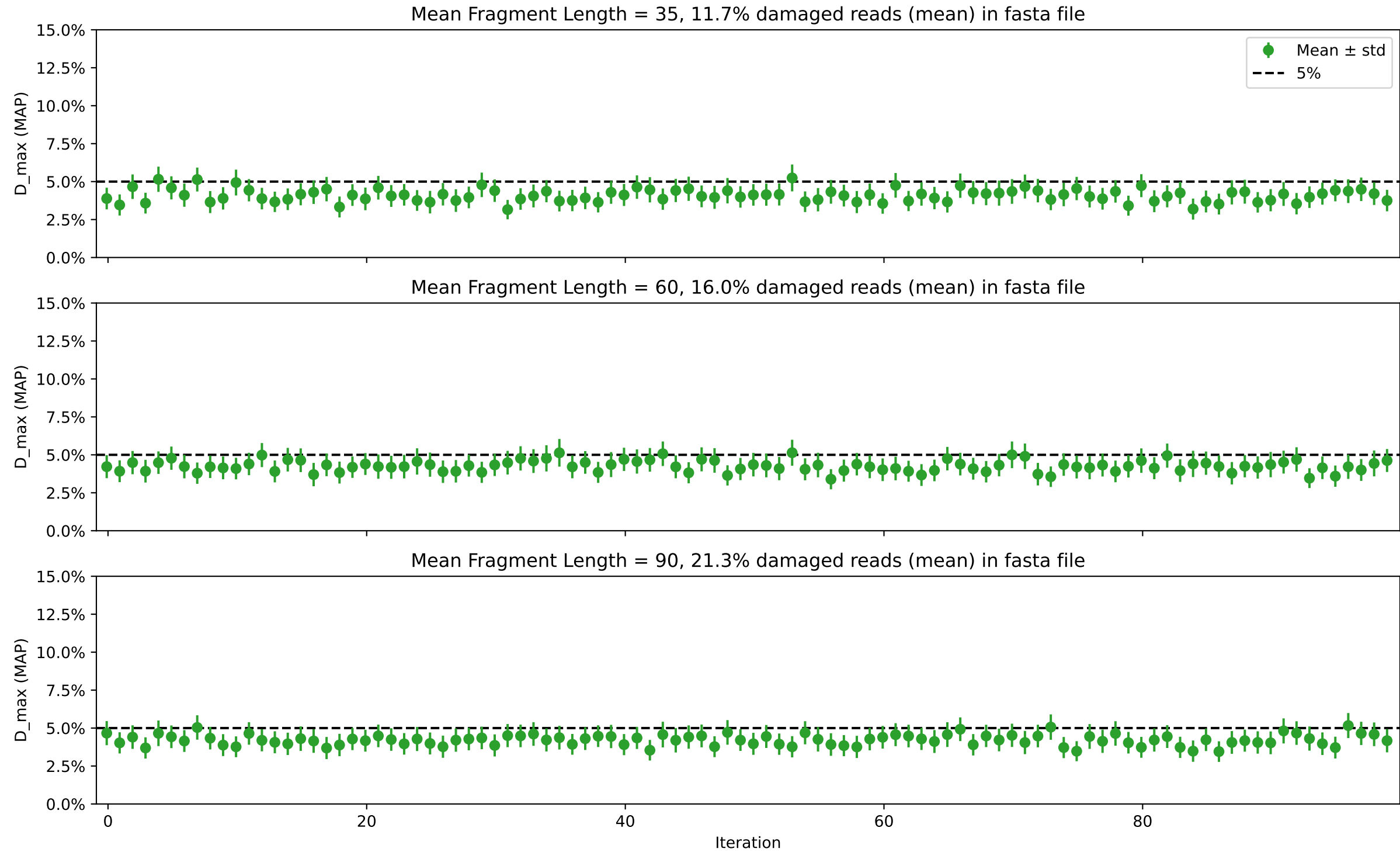
D\_max (MAP)  
Individual damages:  
1000 reads  
Briggs damage = 0.138  
Damage percent = 5%



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

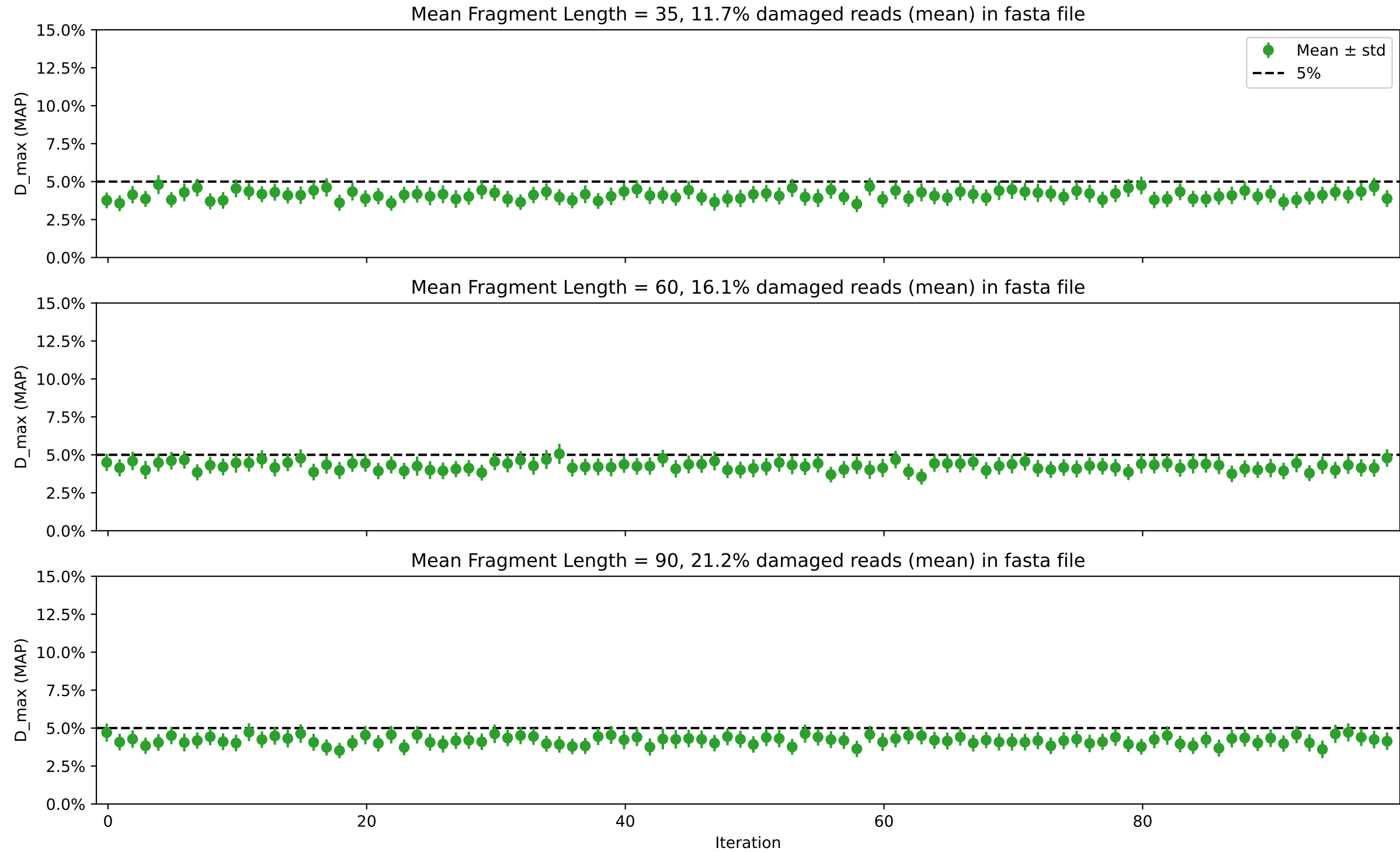


D\_max (MAP)  
Individual damages:  
5000 reads  
Briggs damage = 0.138  
Damage percent = 5%

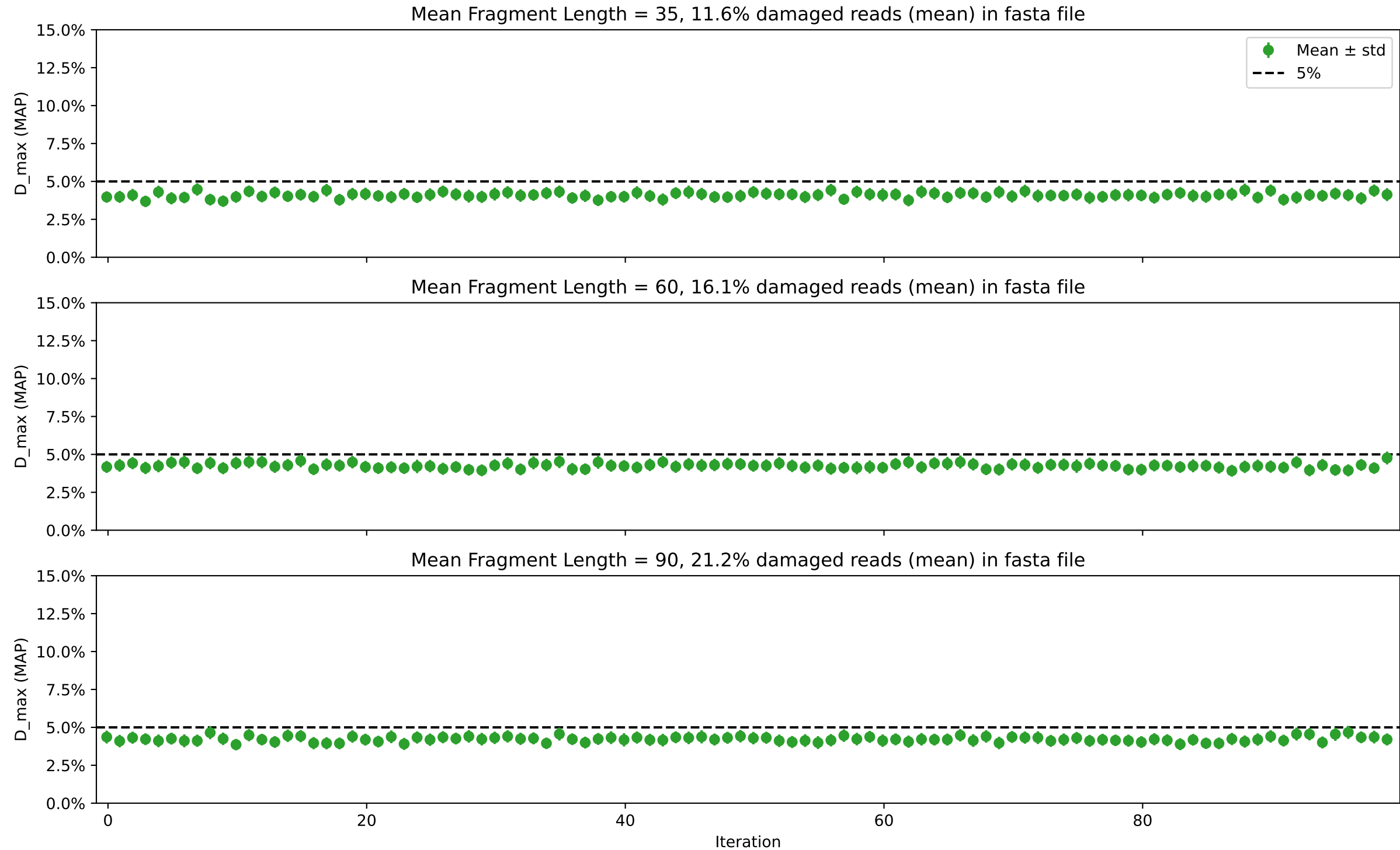




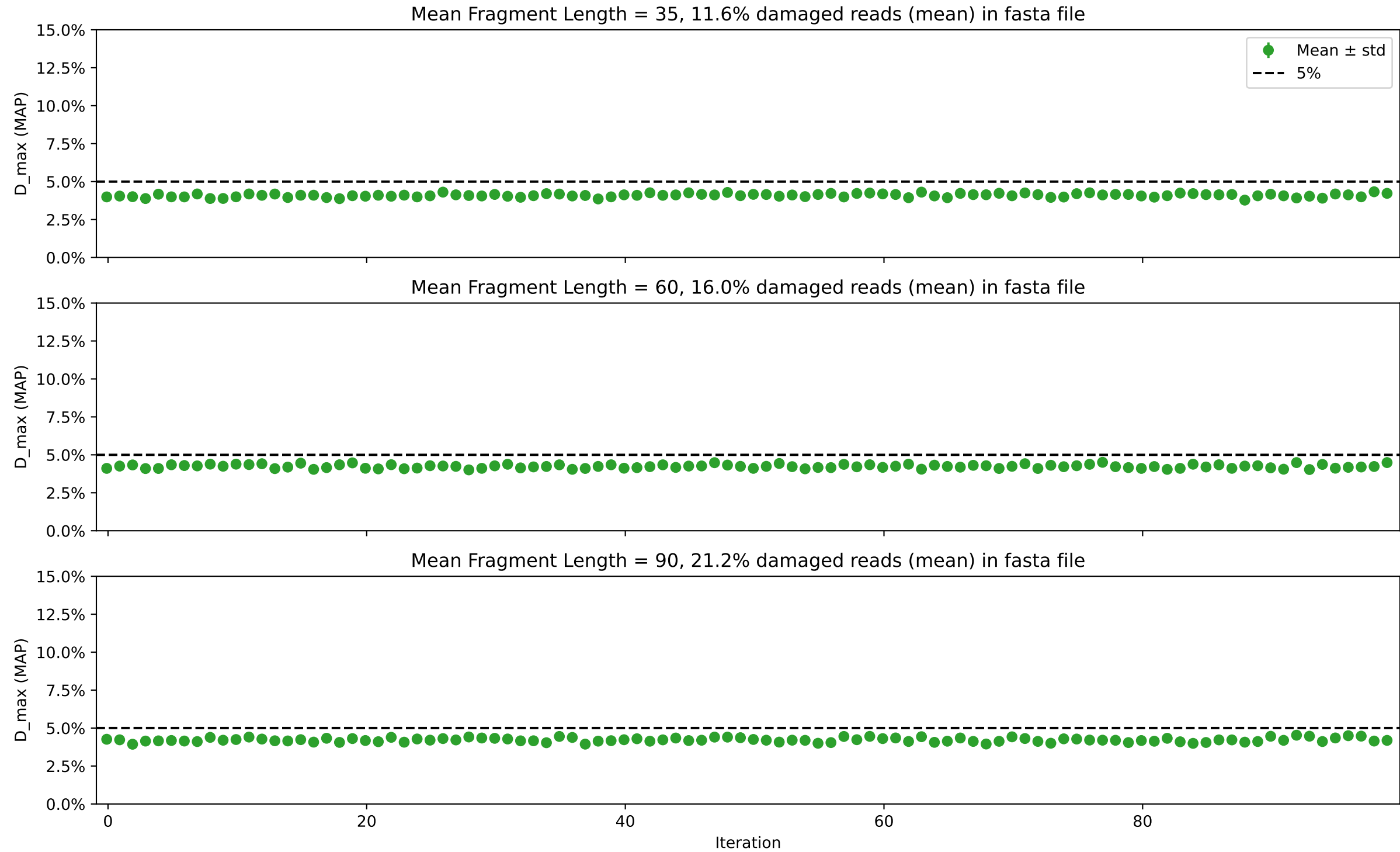
D\_max (MAP)  
Individual damages:  
10000 reads  
Briggs damage = 0.138  
Damage percent = 5%



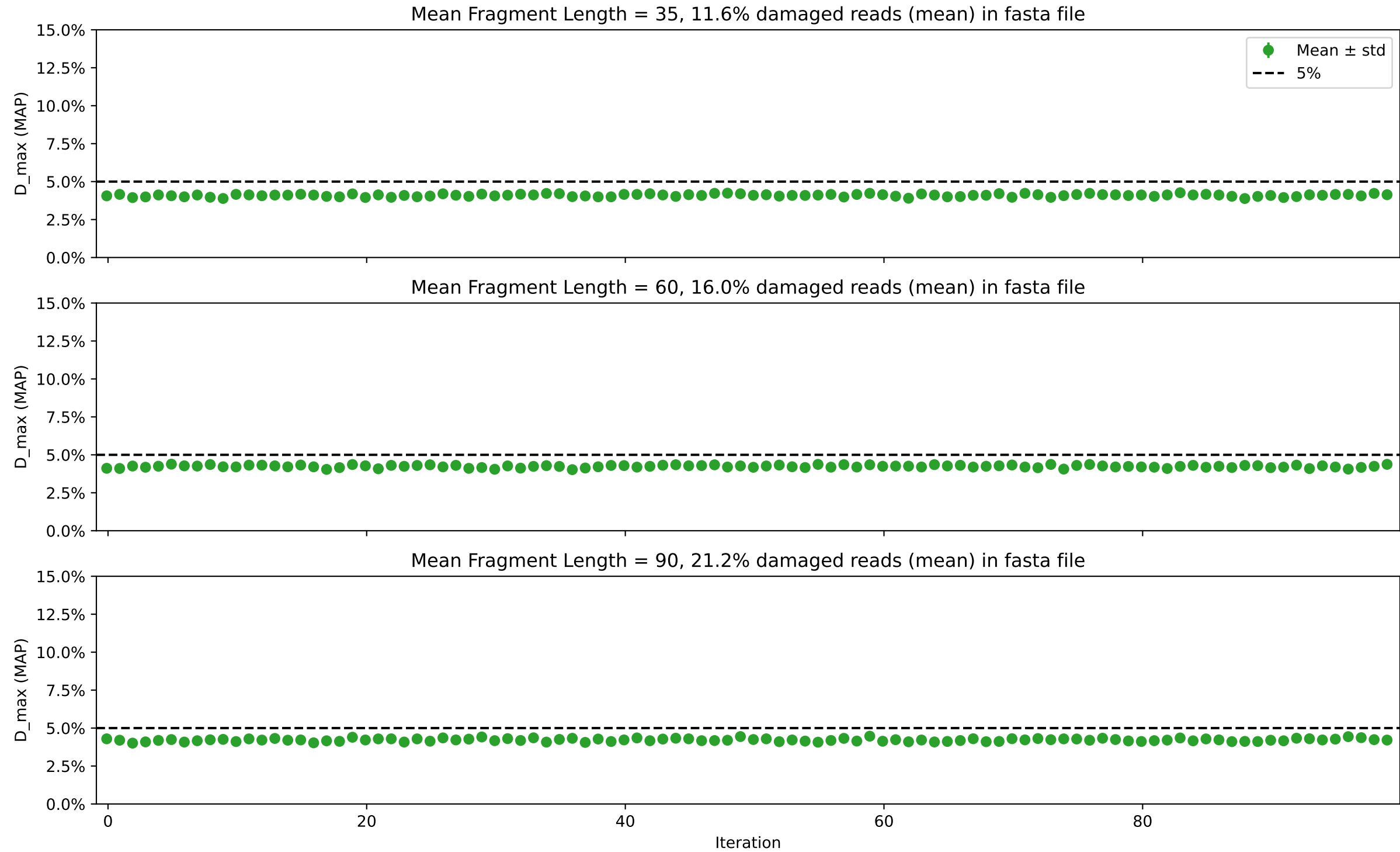
D\_max (MAP)  
Individual damages:  
25000 reads  
Briggs damage = 0.138  
Damage percent = 5%



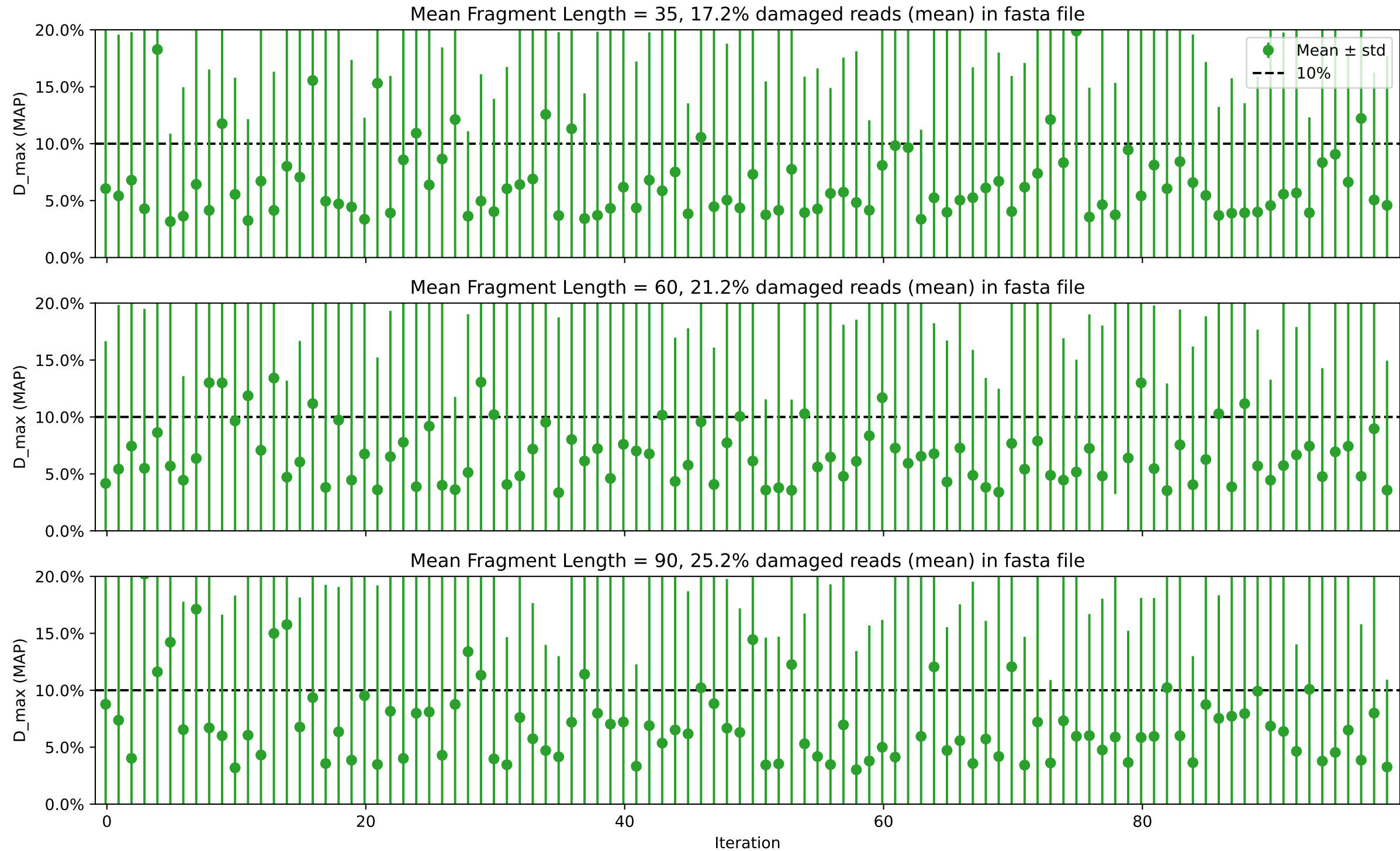
D\_max (MAP)  
Individual damages:  
50000 reads  
Briggs damage = 0.138  
Damage percent = 5%



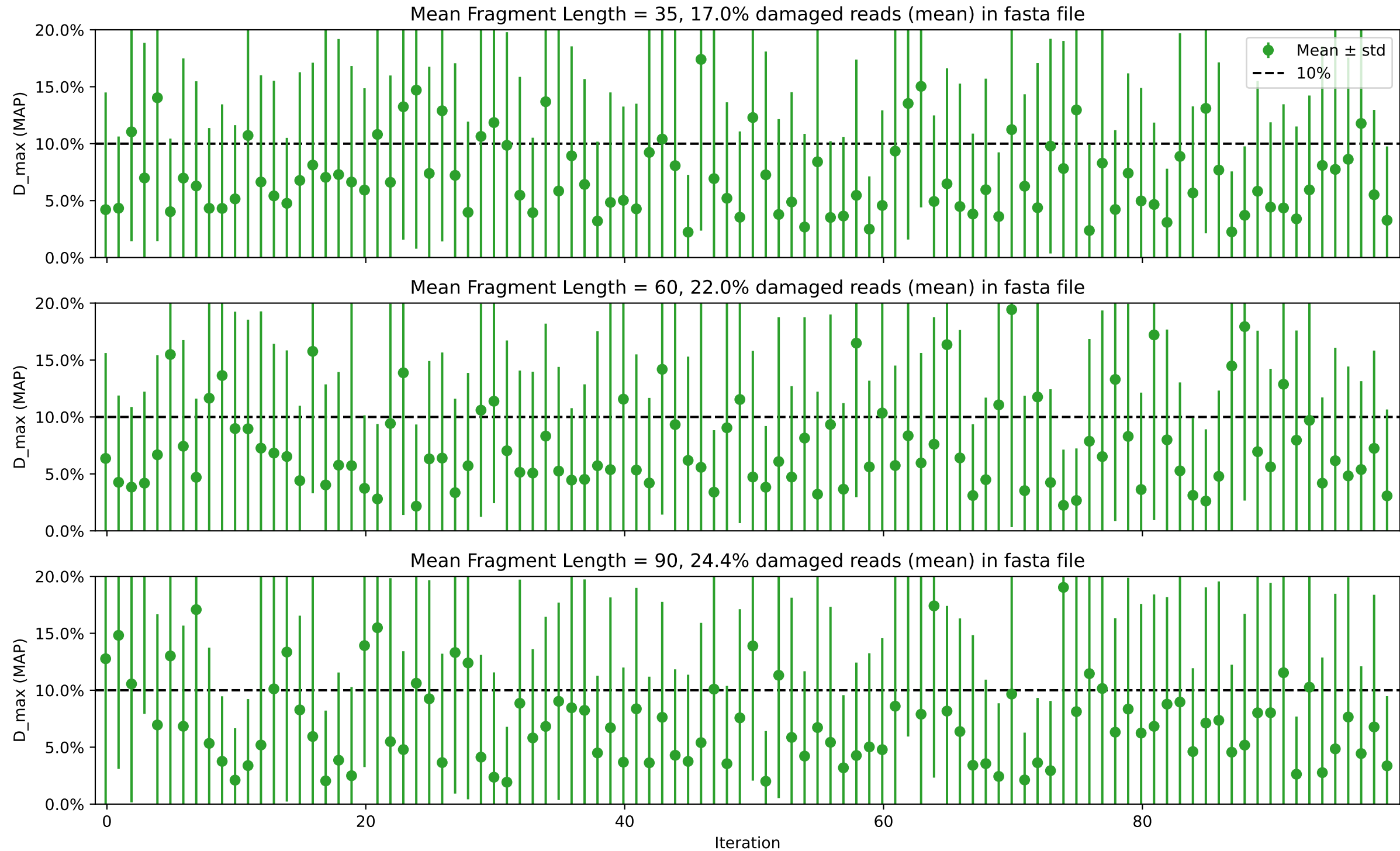
D\_max (MAP)  
Individual damages:  
100000 reads  
Briggs damage = 0.138  
Damage percent = 5%



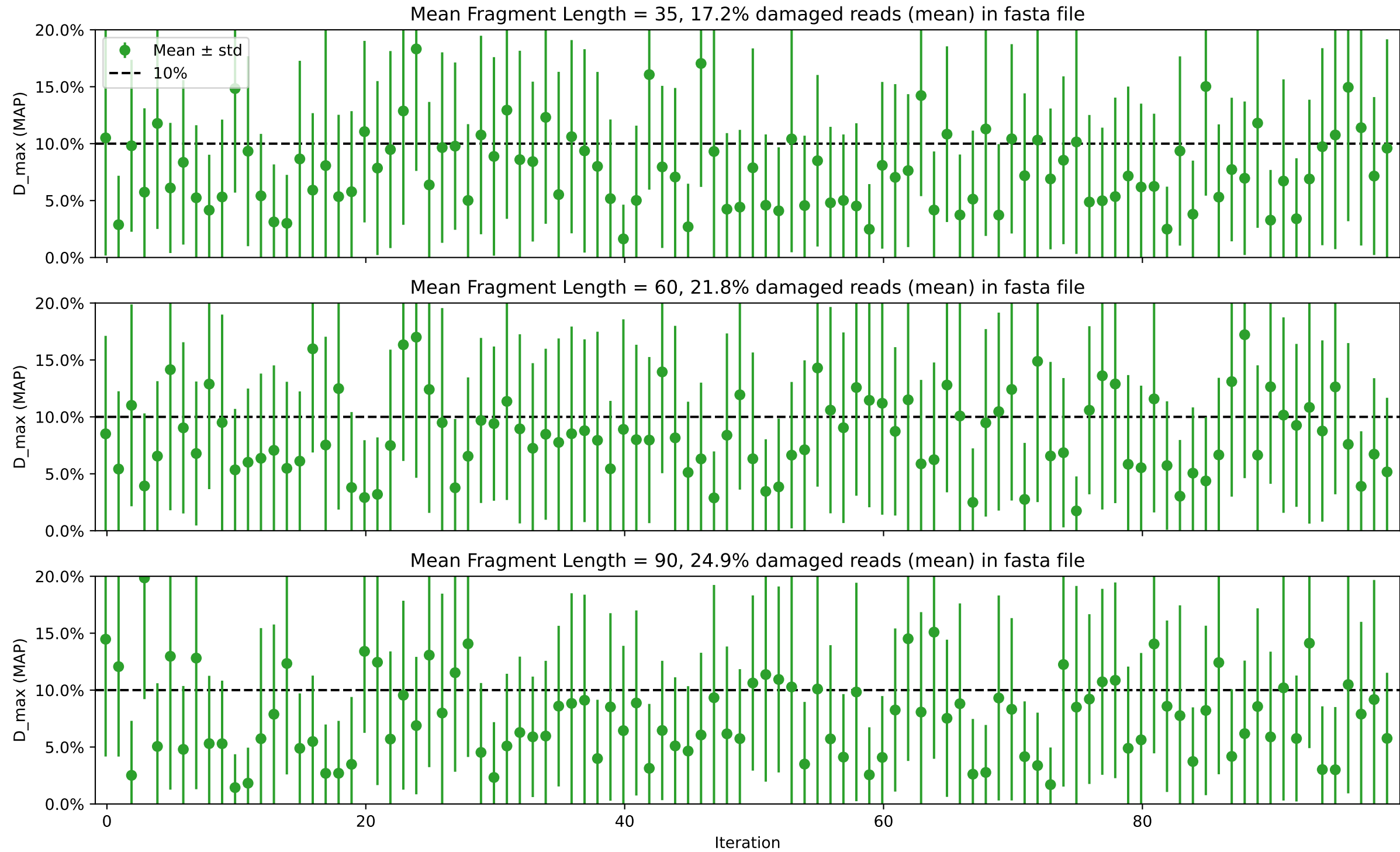
D\_max (MAP)  
Individual damages:  
10 reads  
Briggs damage = 0.303  
Damage percent = 10%



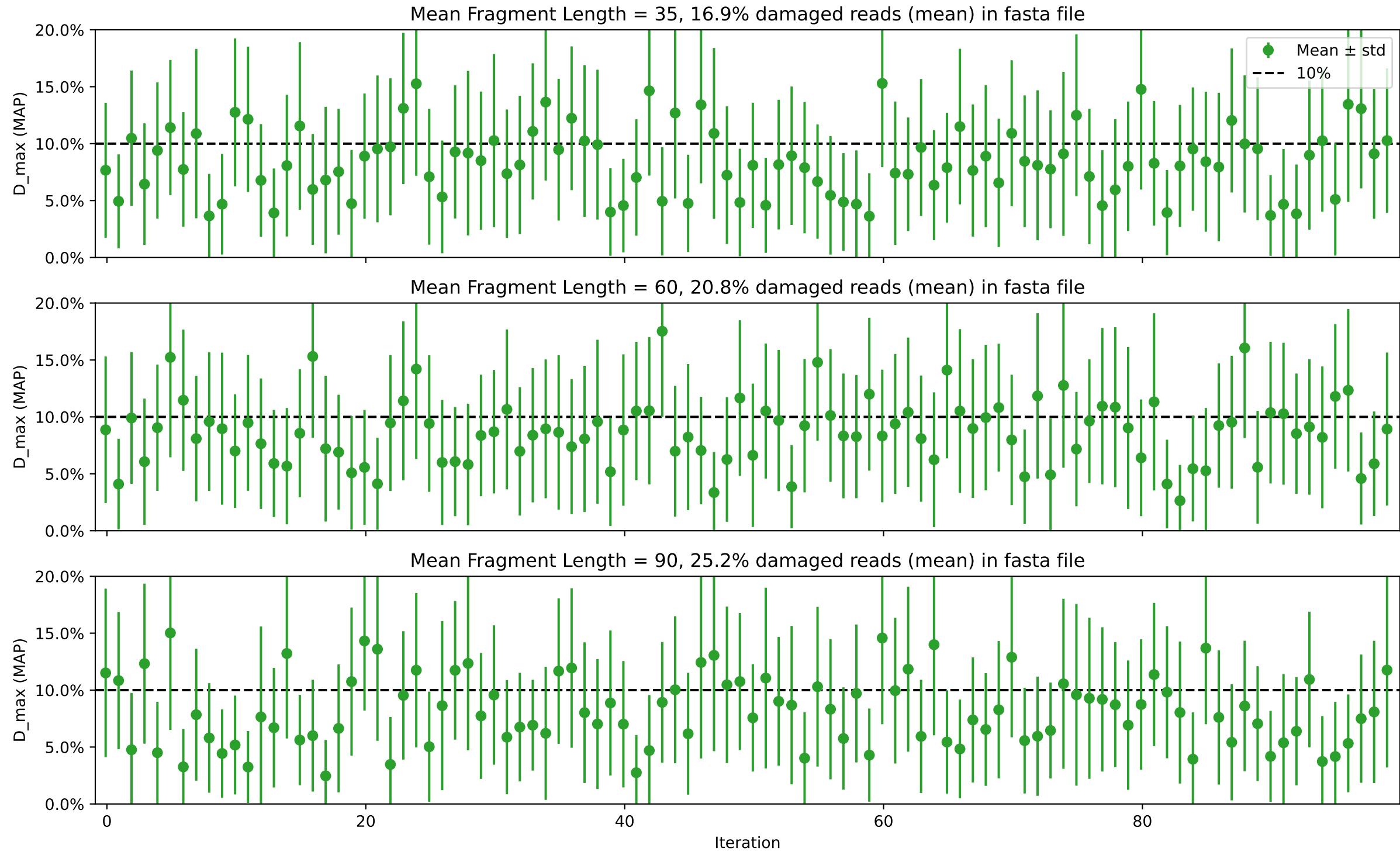
D\_max (MAP)  
Individual damages:  
25 reads  
Briggs damage = 0.303  
Damage percent = 10%



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

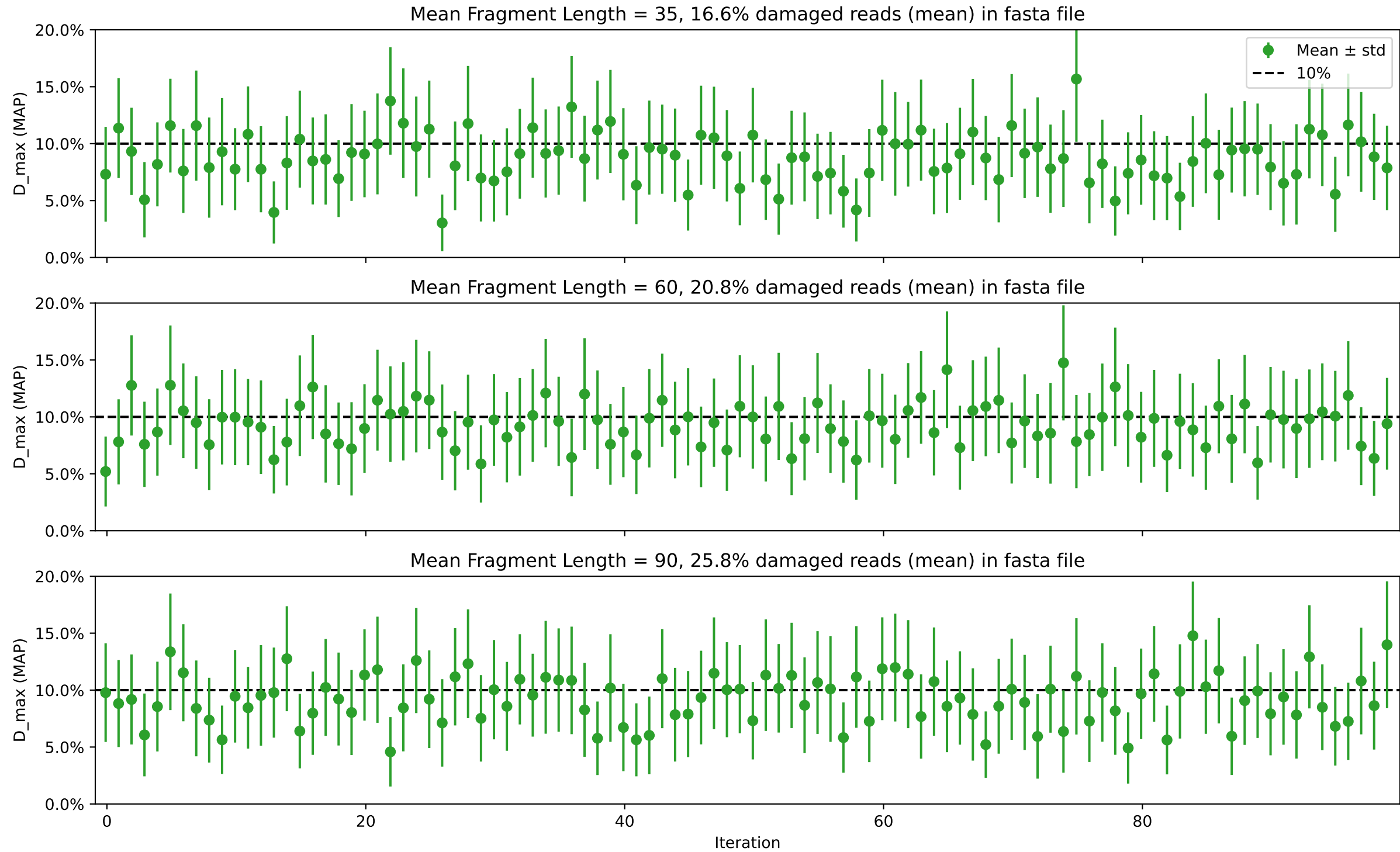


D\_max (MAP)  
Individual damages:  
100 reads  
Briggs damage = 0.303  
Damage percent = 10%

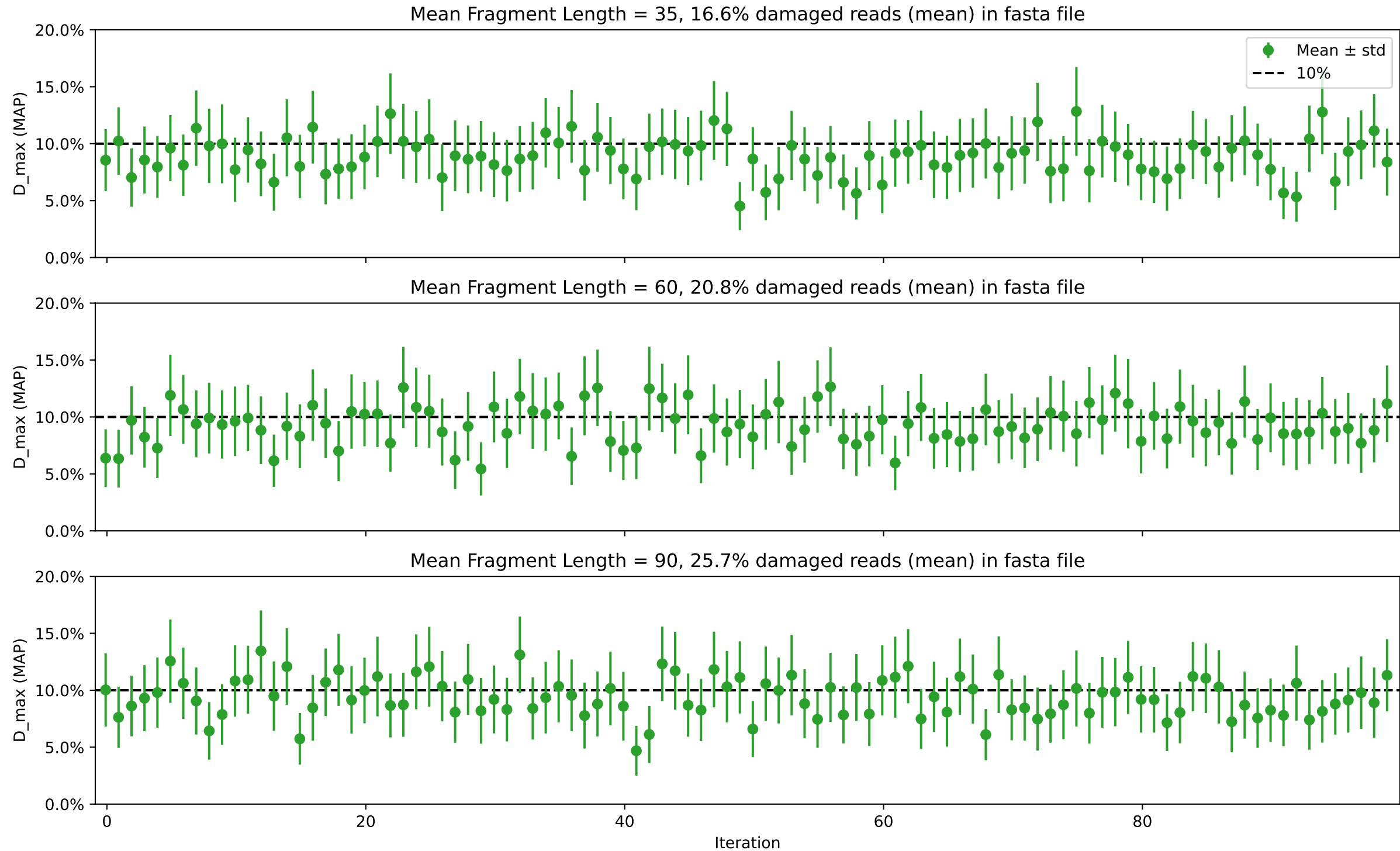




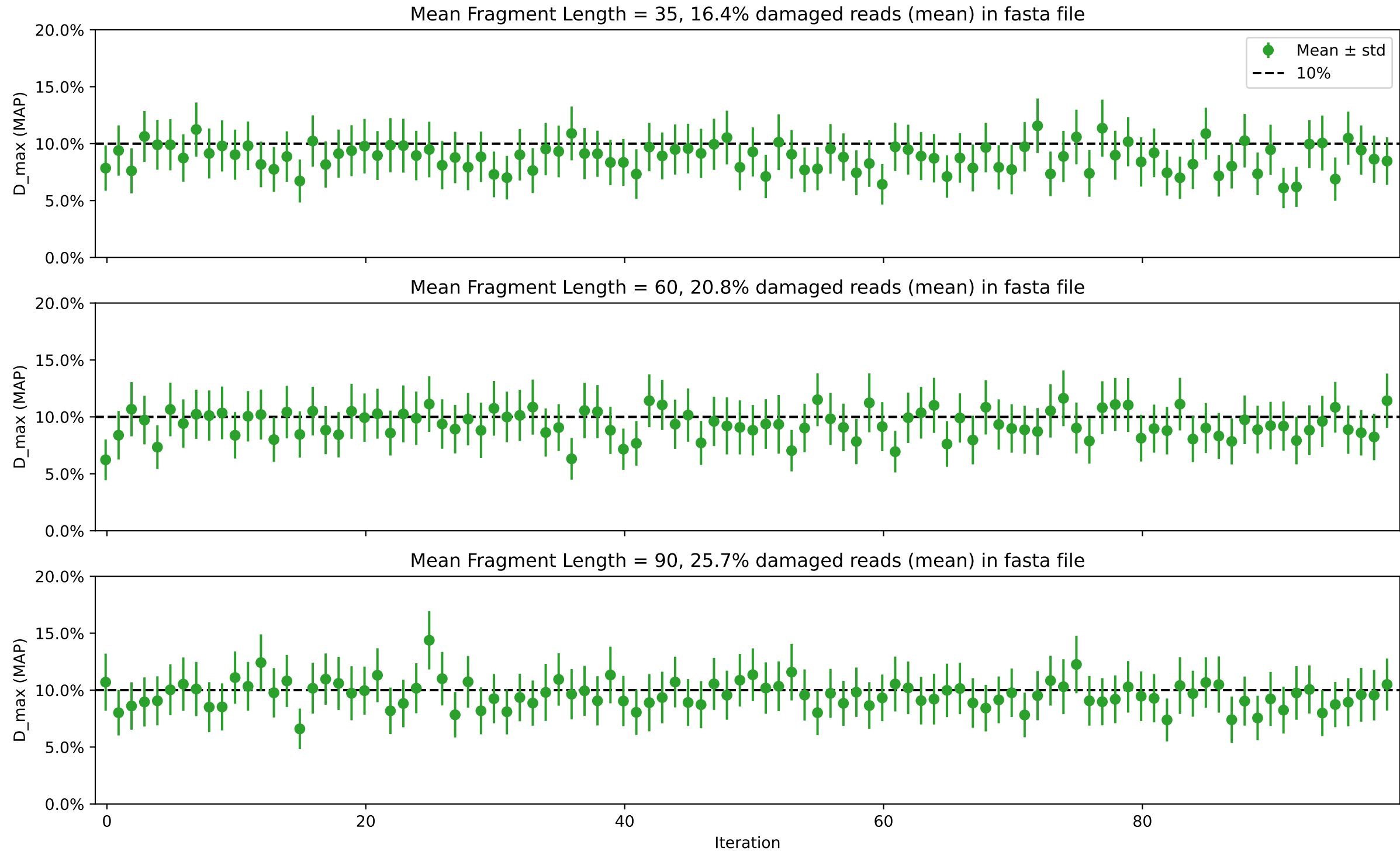
D\_max (MAP)  
Individual damages:  
250 reads  
Briggs damage = 0.303  
Damage percent = 10%



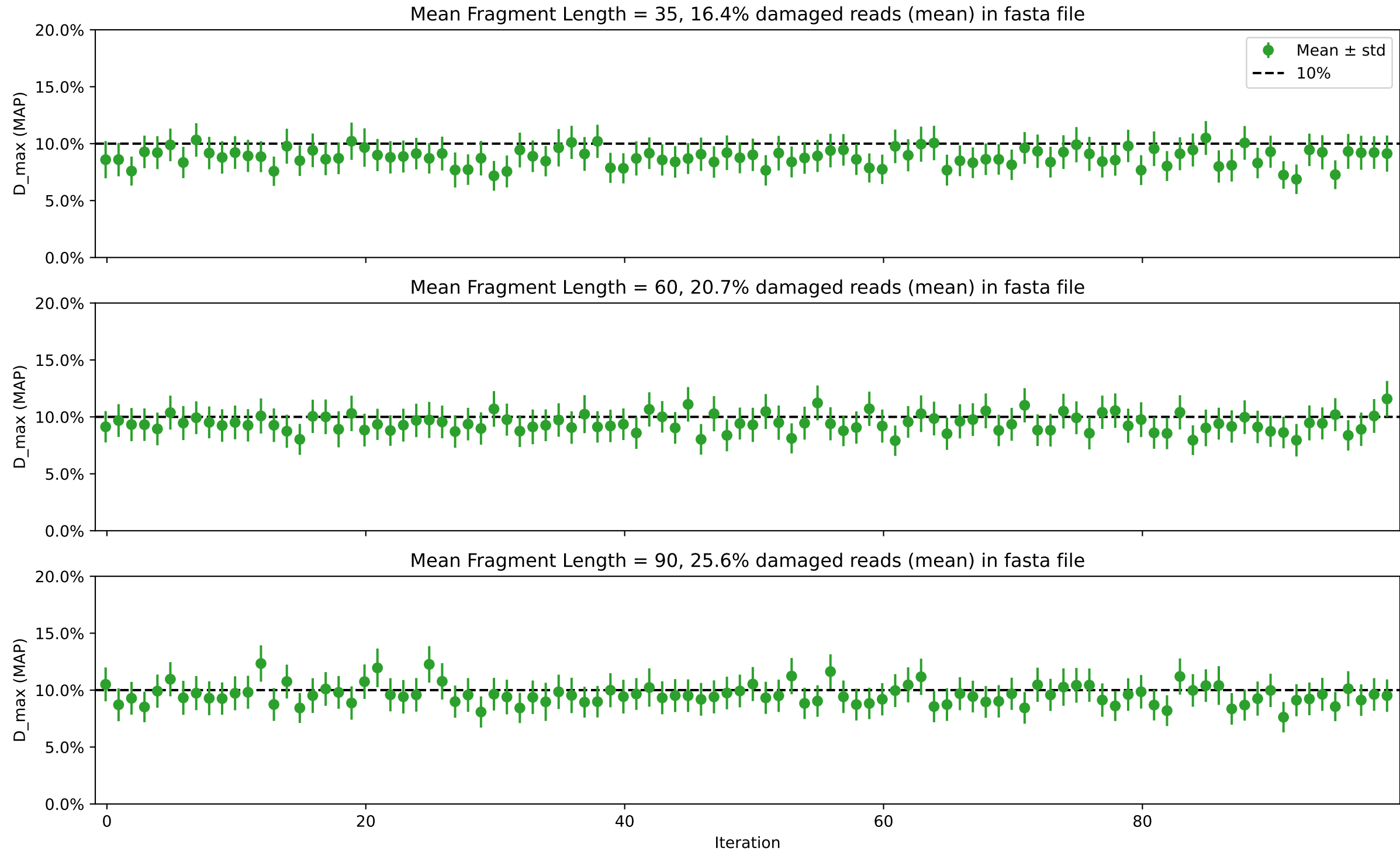
D\_max (MAP)  
Individual damages:  
500 reads  
Briggs damage = 0.303  
Damage percent = 10%



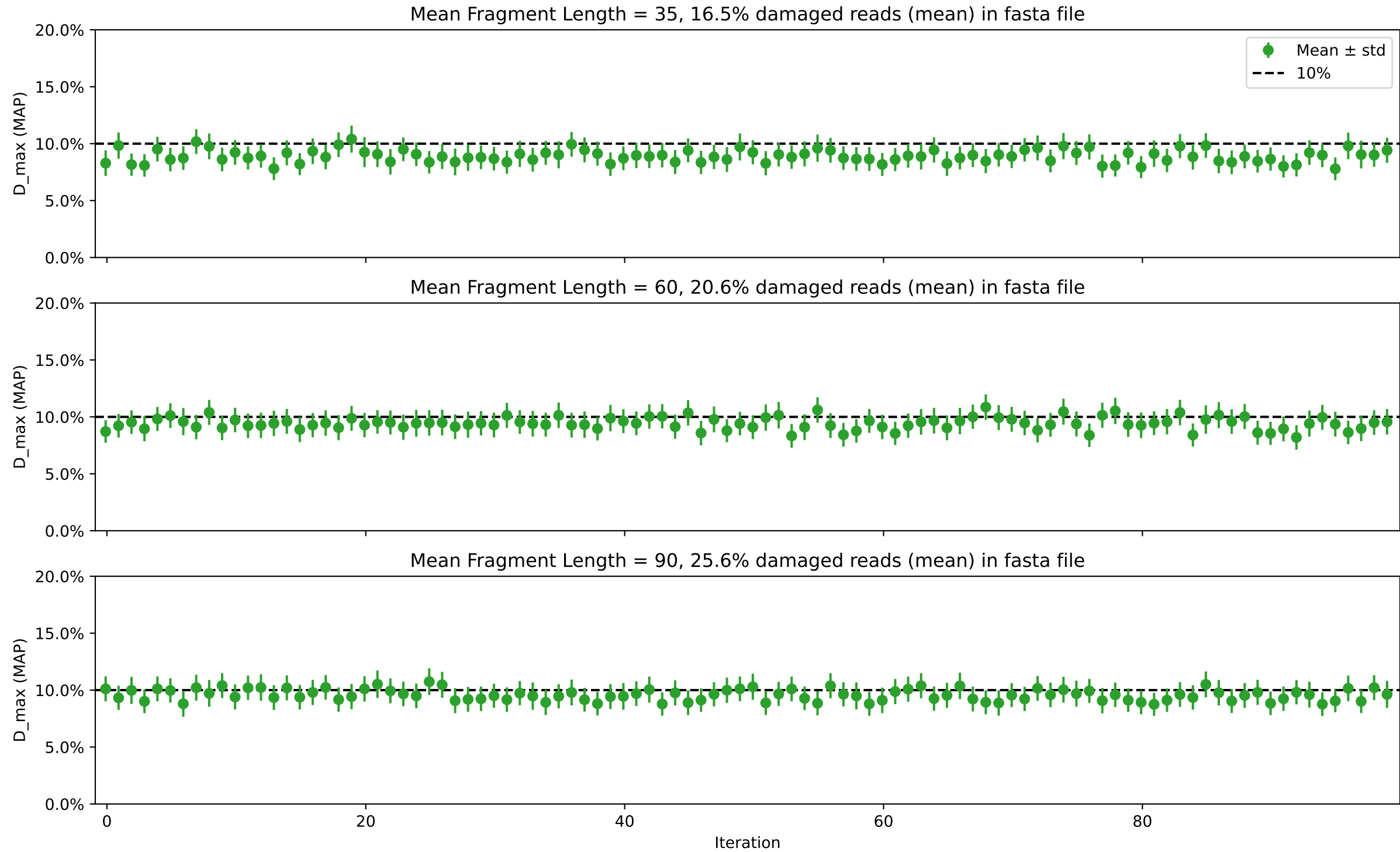
D\_max (MAP)  
Individual damages:  
1000 reads  
Briggs damage = 0.303  
Damage percent = 10%



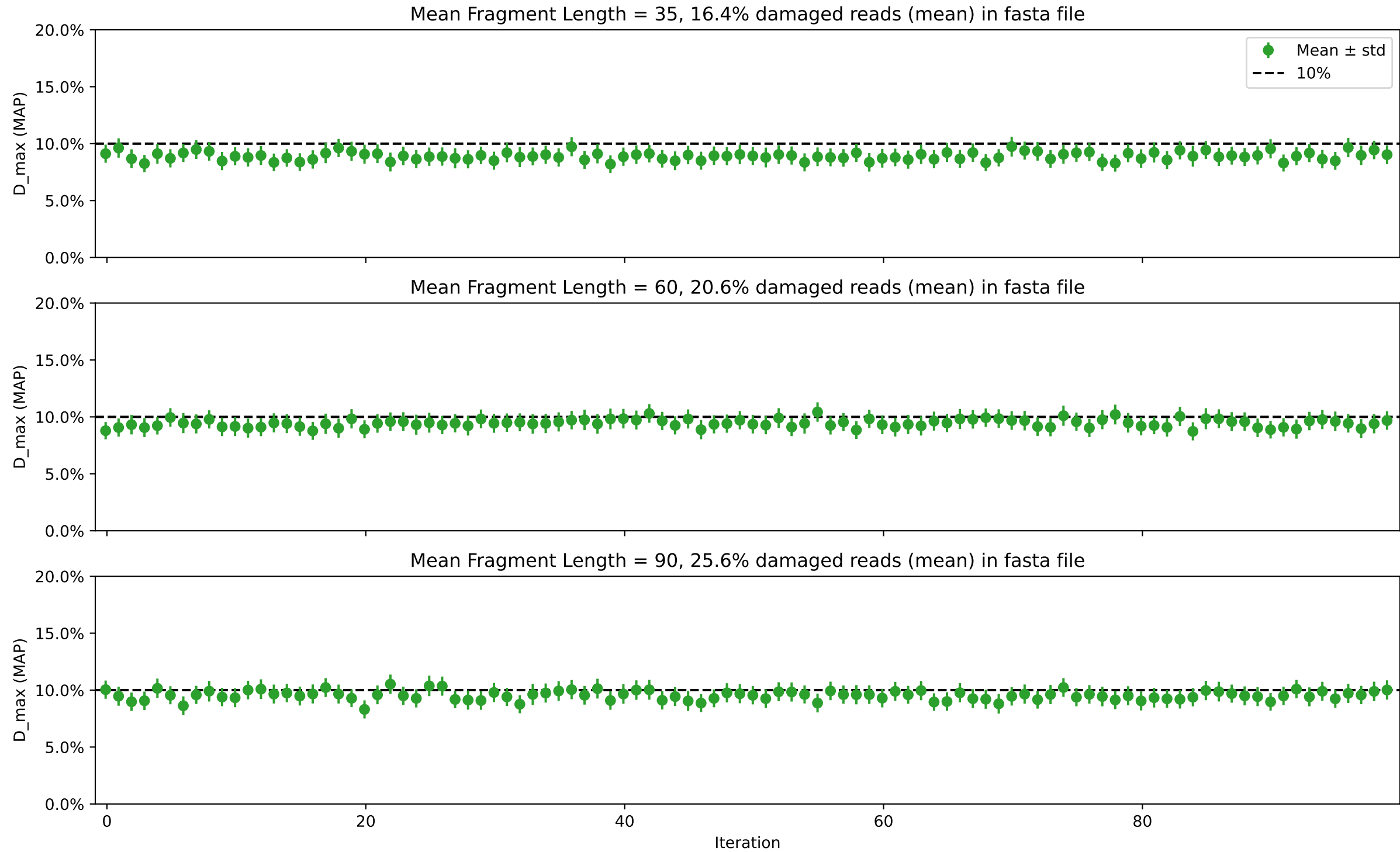
D\_max (MAP)  
Individual damages:  
2500 reads  
Briggs damage = 0.303  
Damage percent = 10%



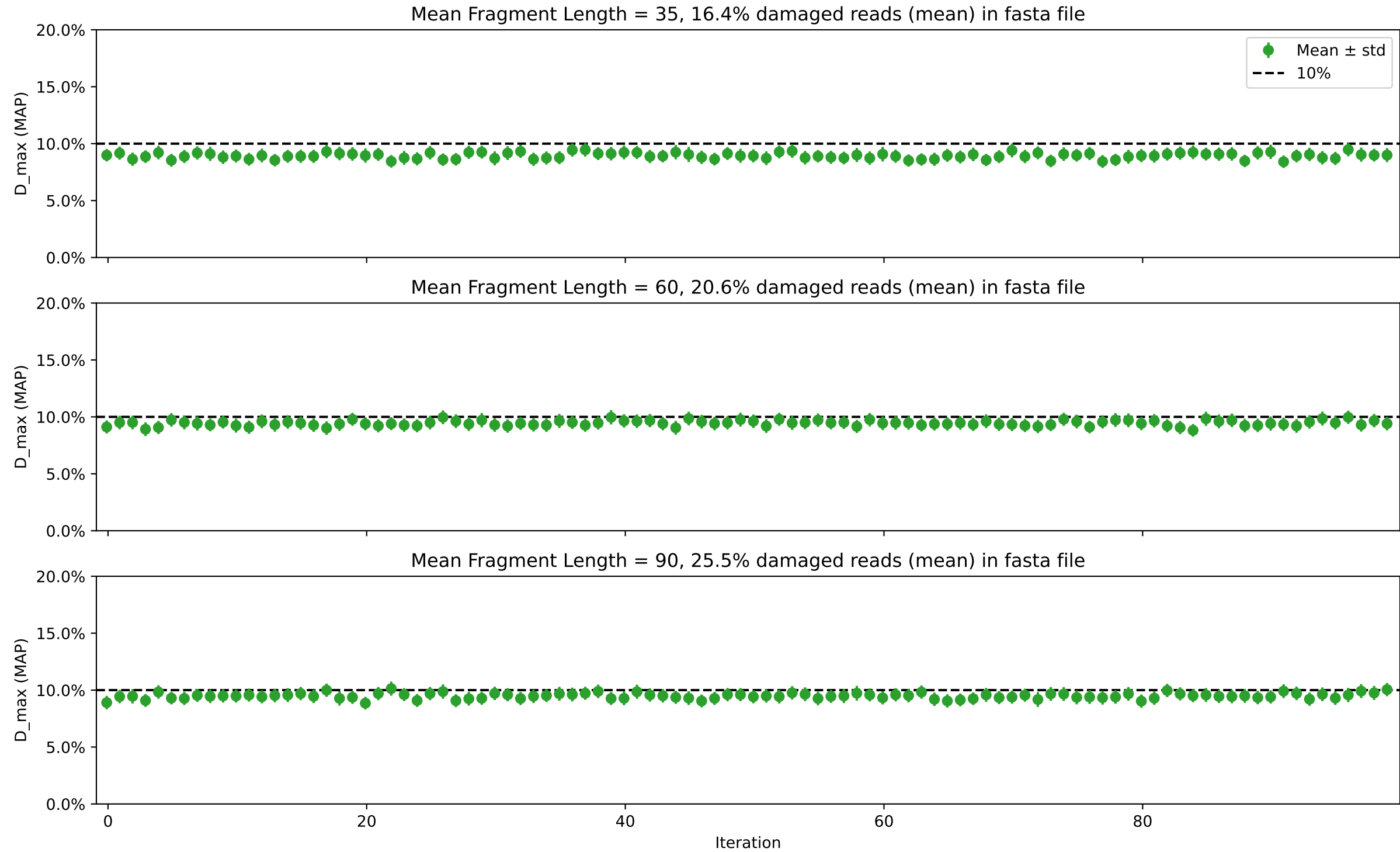
D\_max (MAP)  
Individual damages:  
5000 reads  
Briggs damage = 0.303  
Damage percent = 10%



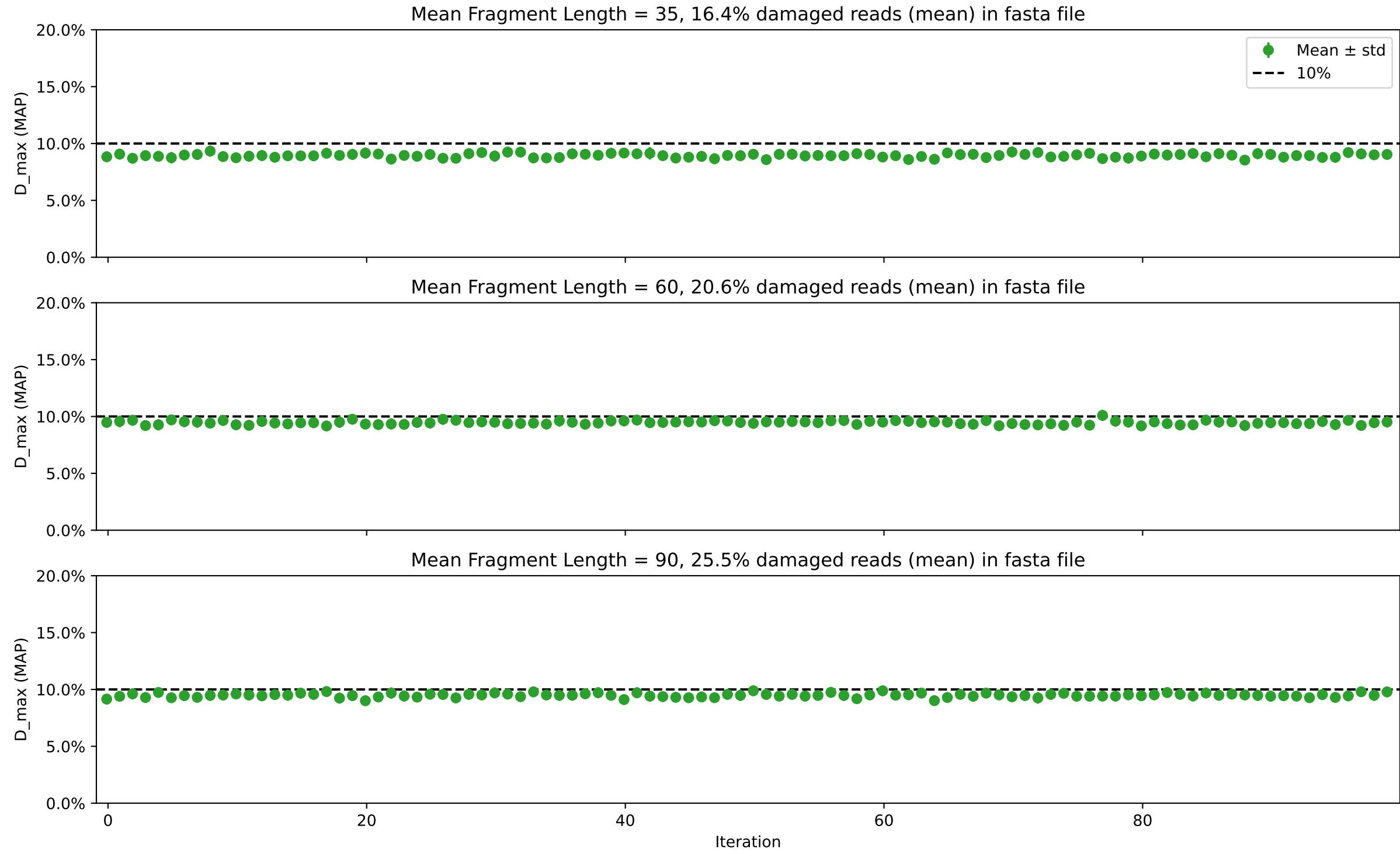
D\_max (MAP)  
Individual damages:  
10000 reads  
Briggs damage = 0.303  
Damage percent = 10%



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

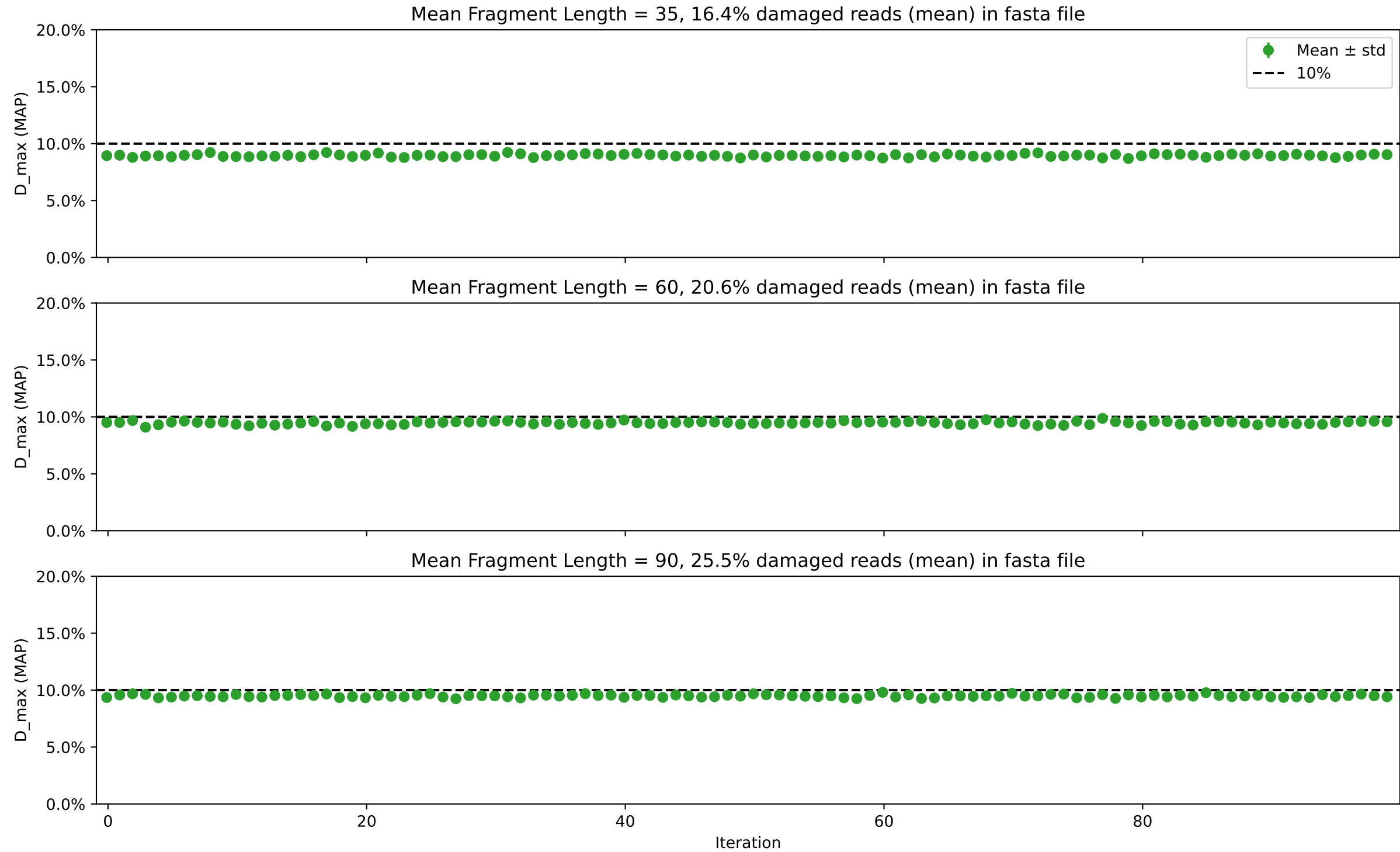


D\_max (MAP)  
Individual damages:  
50000 reads  
Briggs damage = 0.303  
Damage percent = 10%

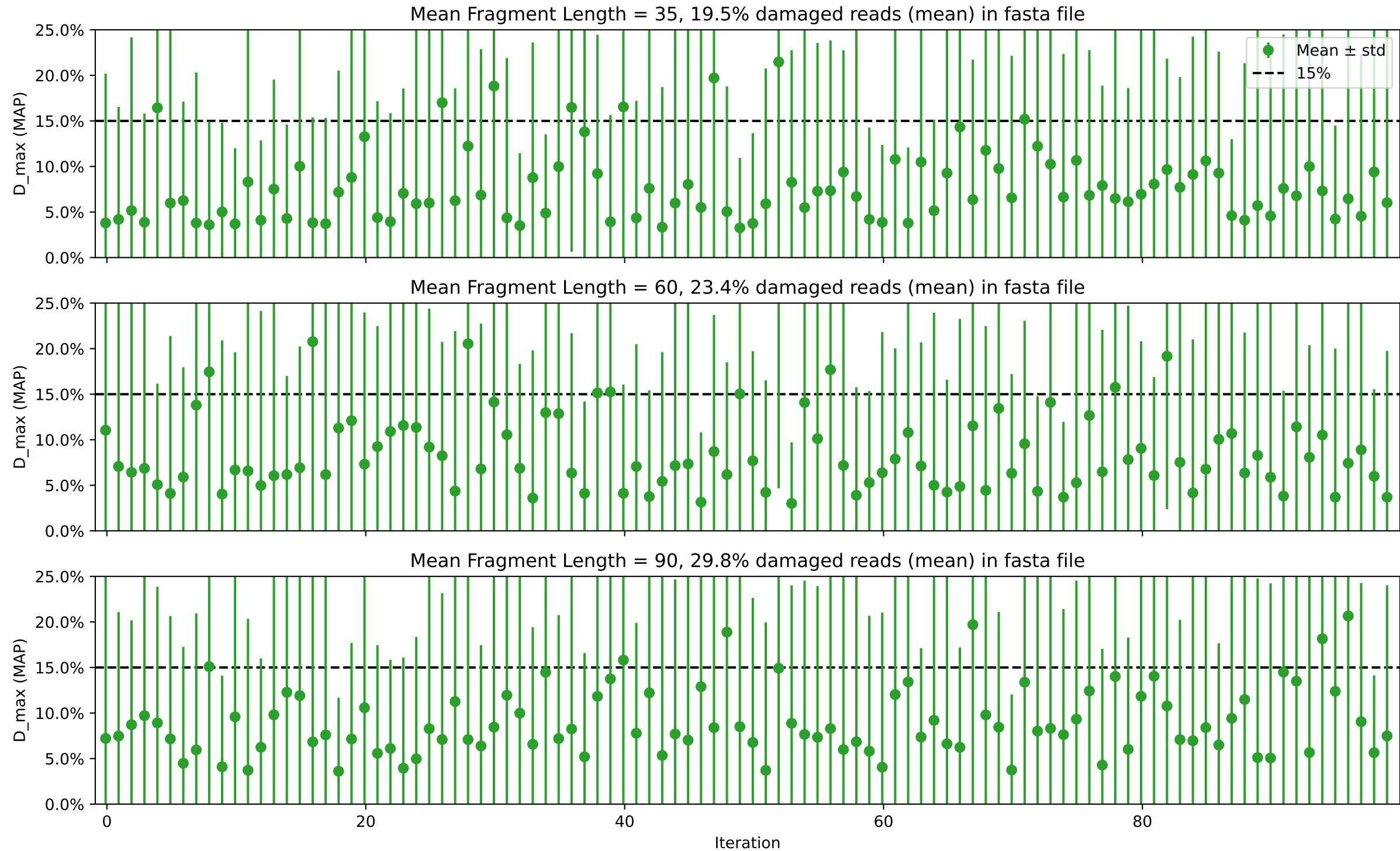




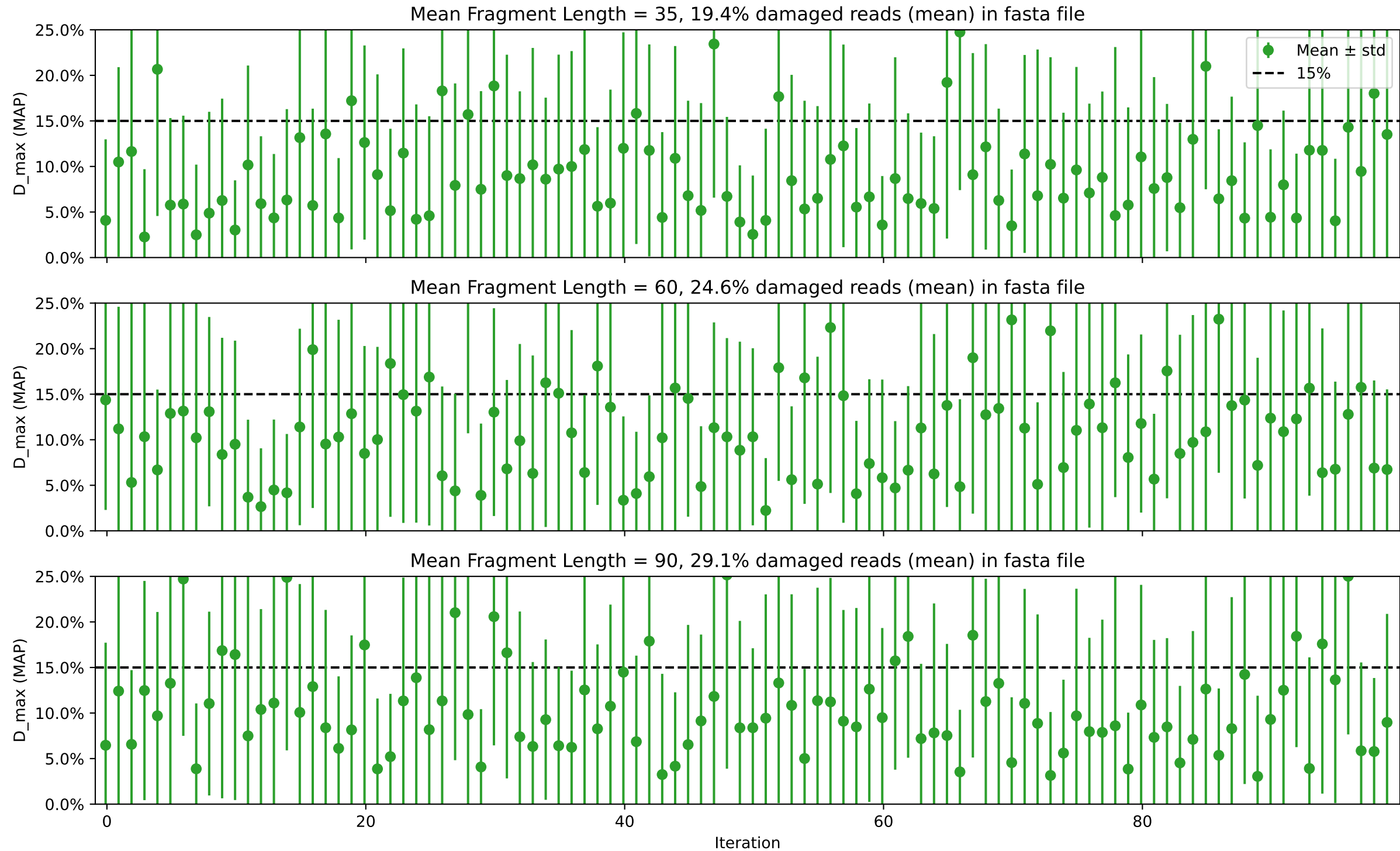
D\_max (MAP)  
Individual damages:  
100000 reads  
Briggs damage = 0.303  
Damage percent = 10%



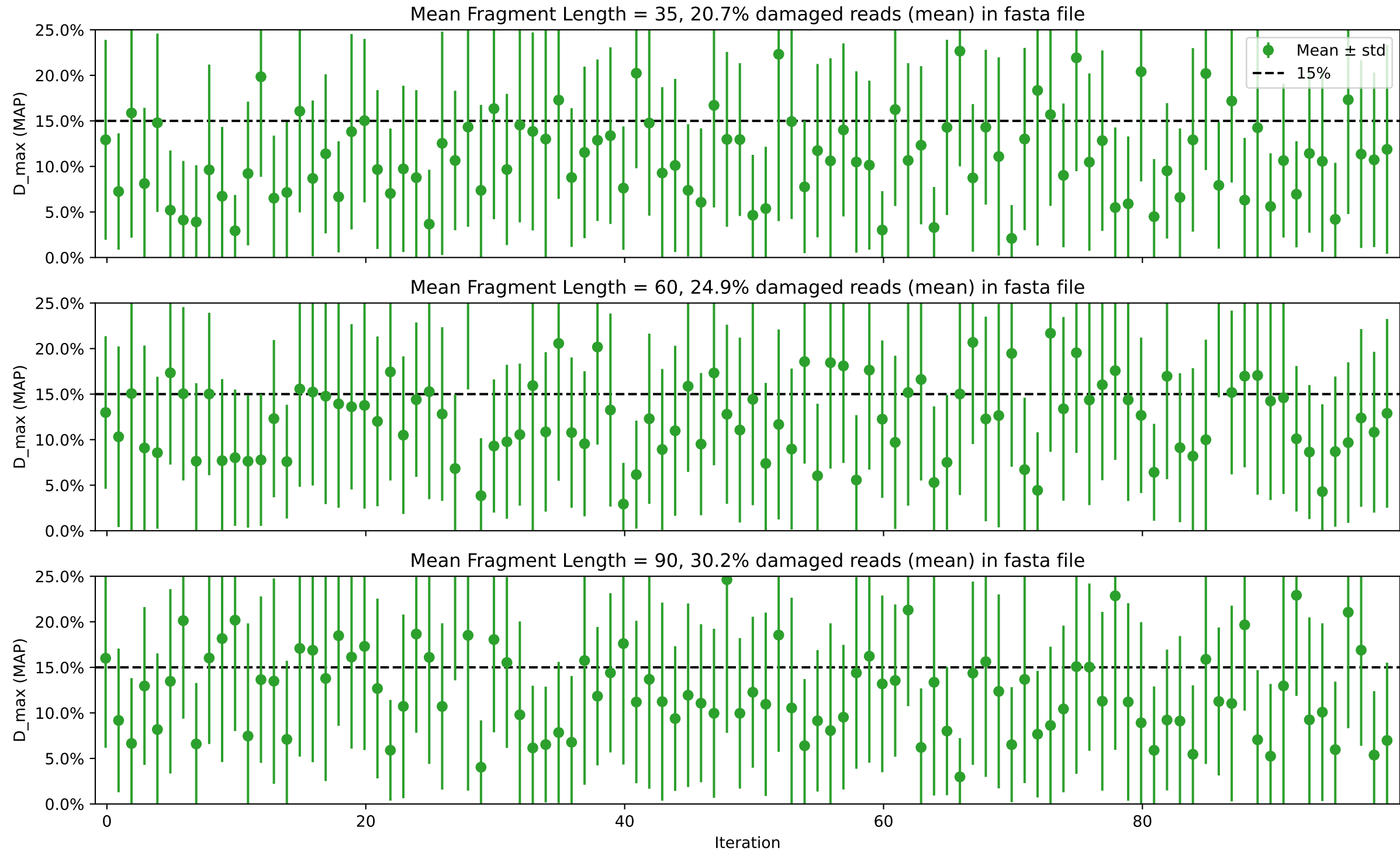
D\_max (MAP)  
Individual damages:  
10 reads  
Briggs damage = 0.466  
Damage percent = 15%



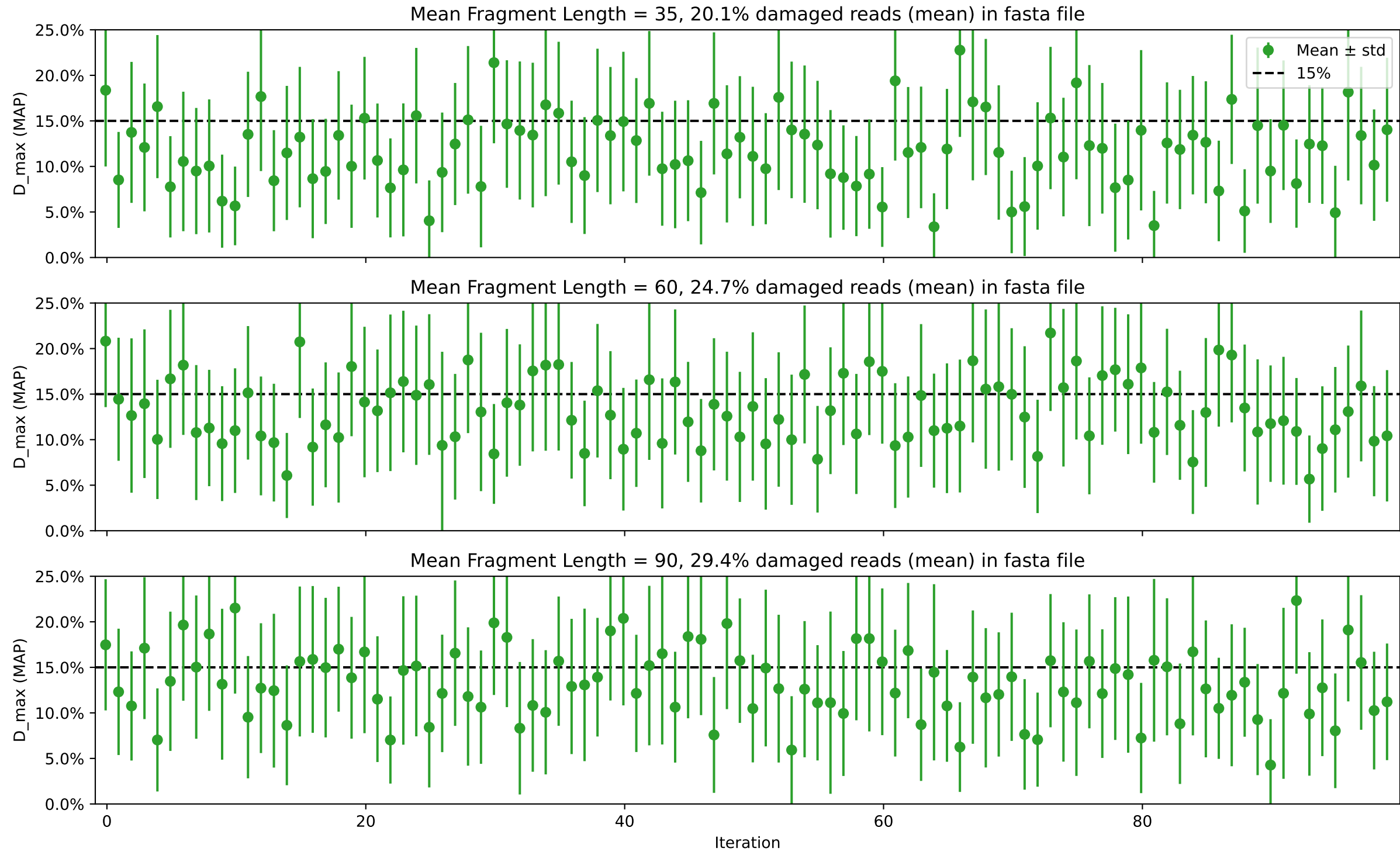
D\_max (MAP)  
Individual damages:  
25 reads  
Briggs damage = 0.466  
Damage percent = 15%



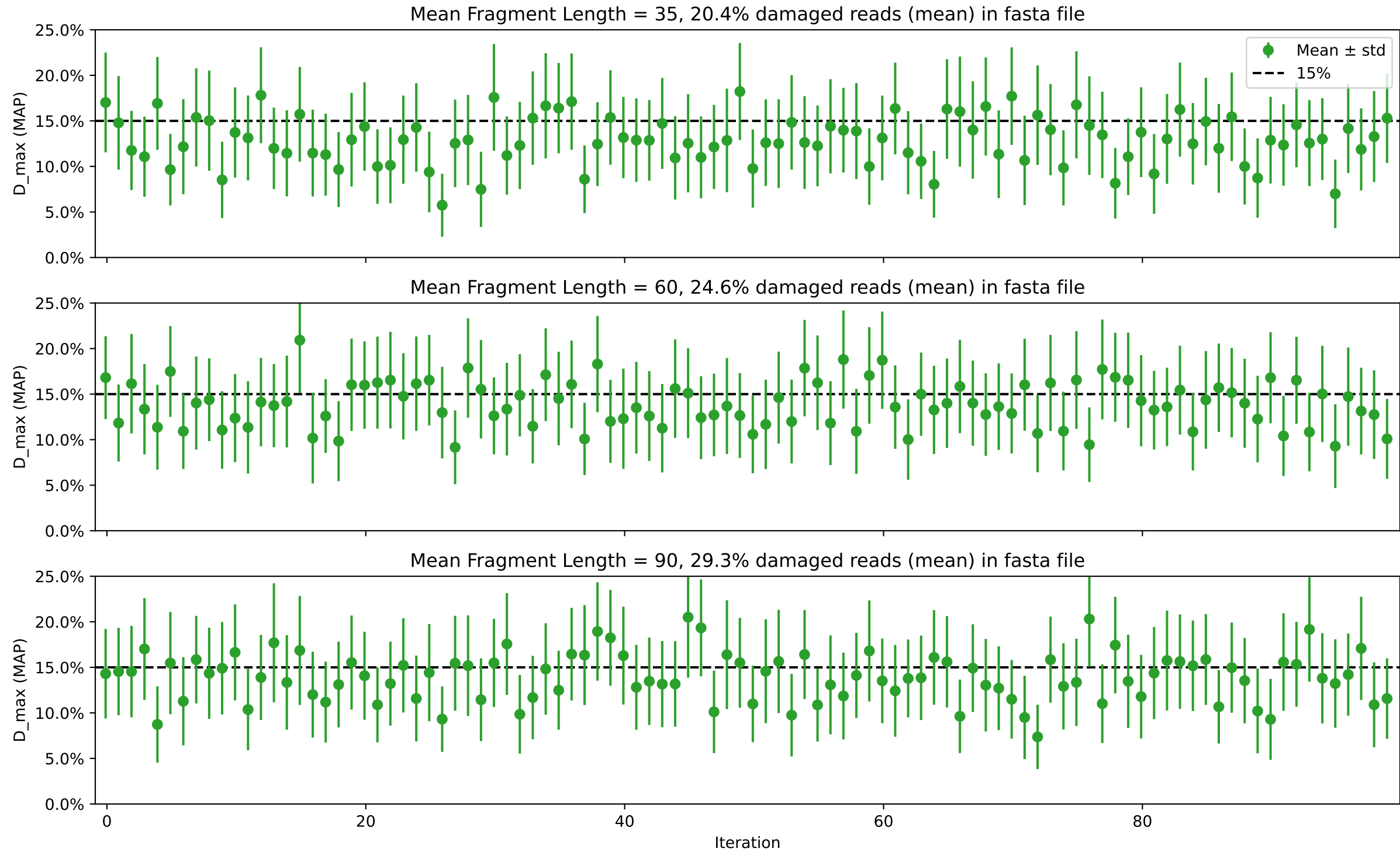
D\_max (MAP)  
Individual damages:  
50 reads  
Briggs damage = 0.466  
Damage percent = 15%



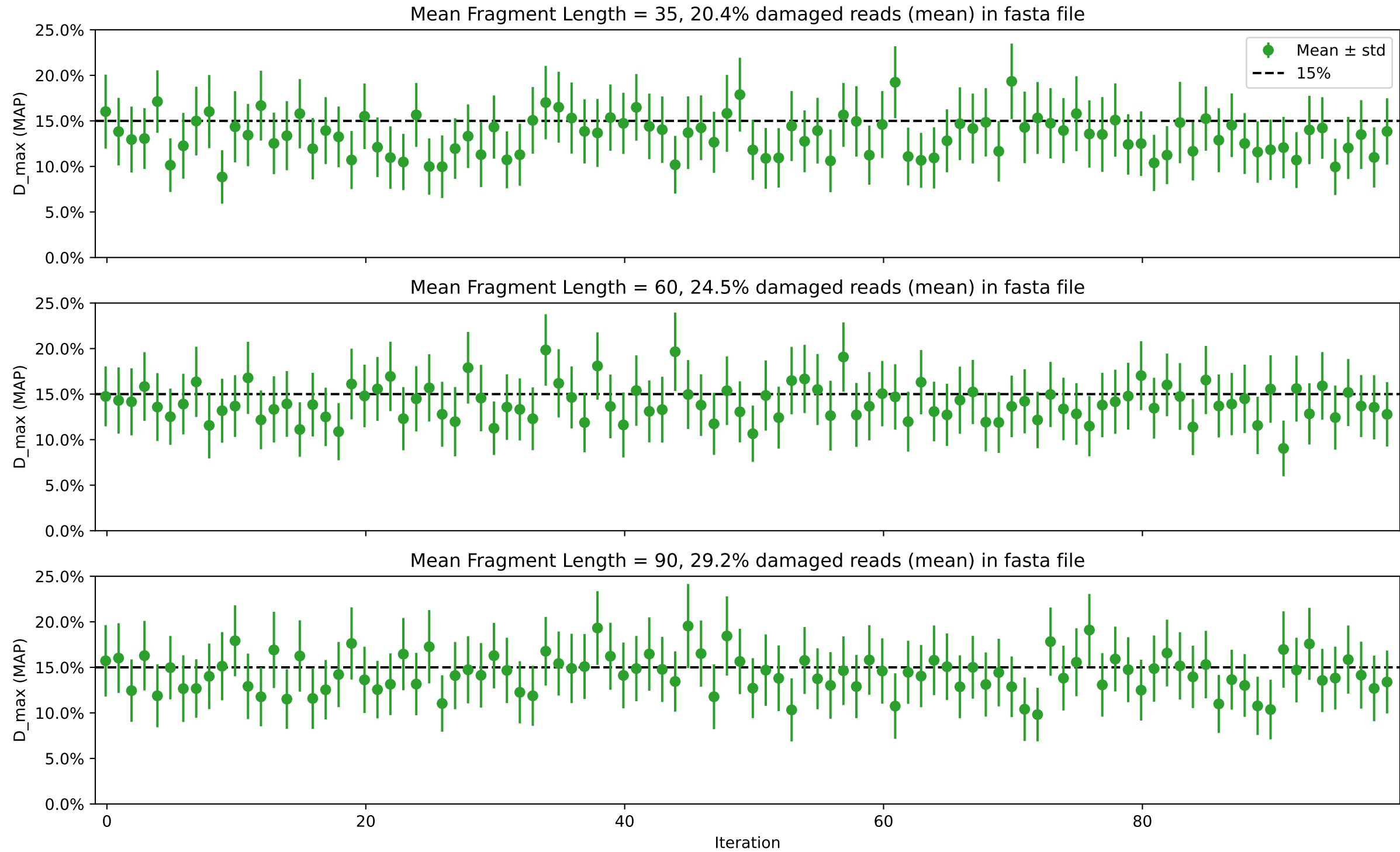
D\_max (MAP)  
Individual damages:  
100 reads  
Briggs damage = 0.466  
Damage percent = 15%



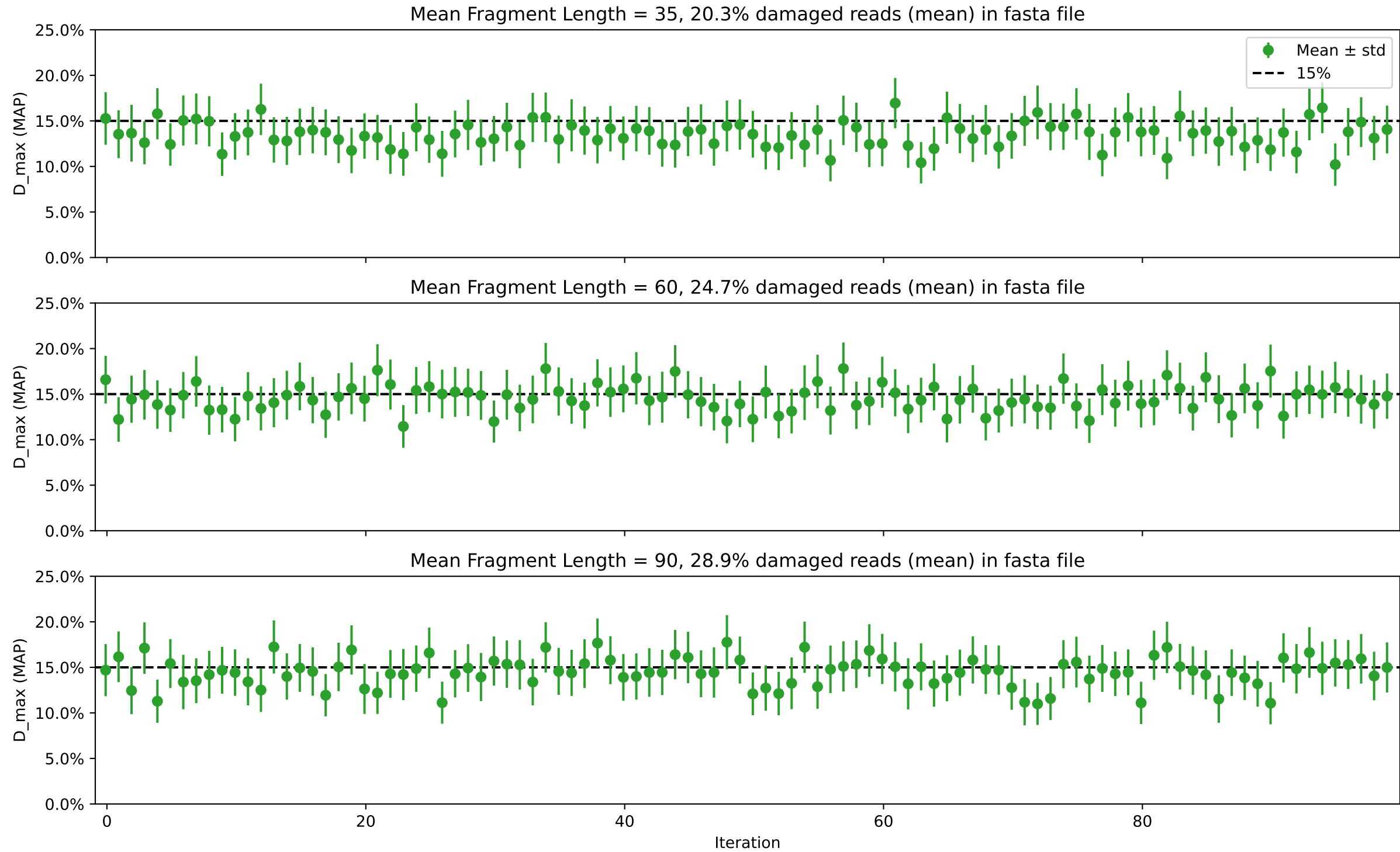
D\_max (MAP)  
Individual damages:  
250 reads  
Briggs damage = 0.466  
Damage percent = 15%



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

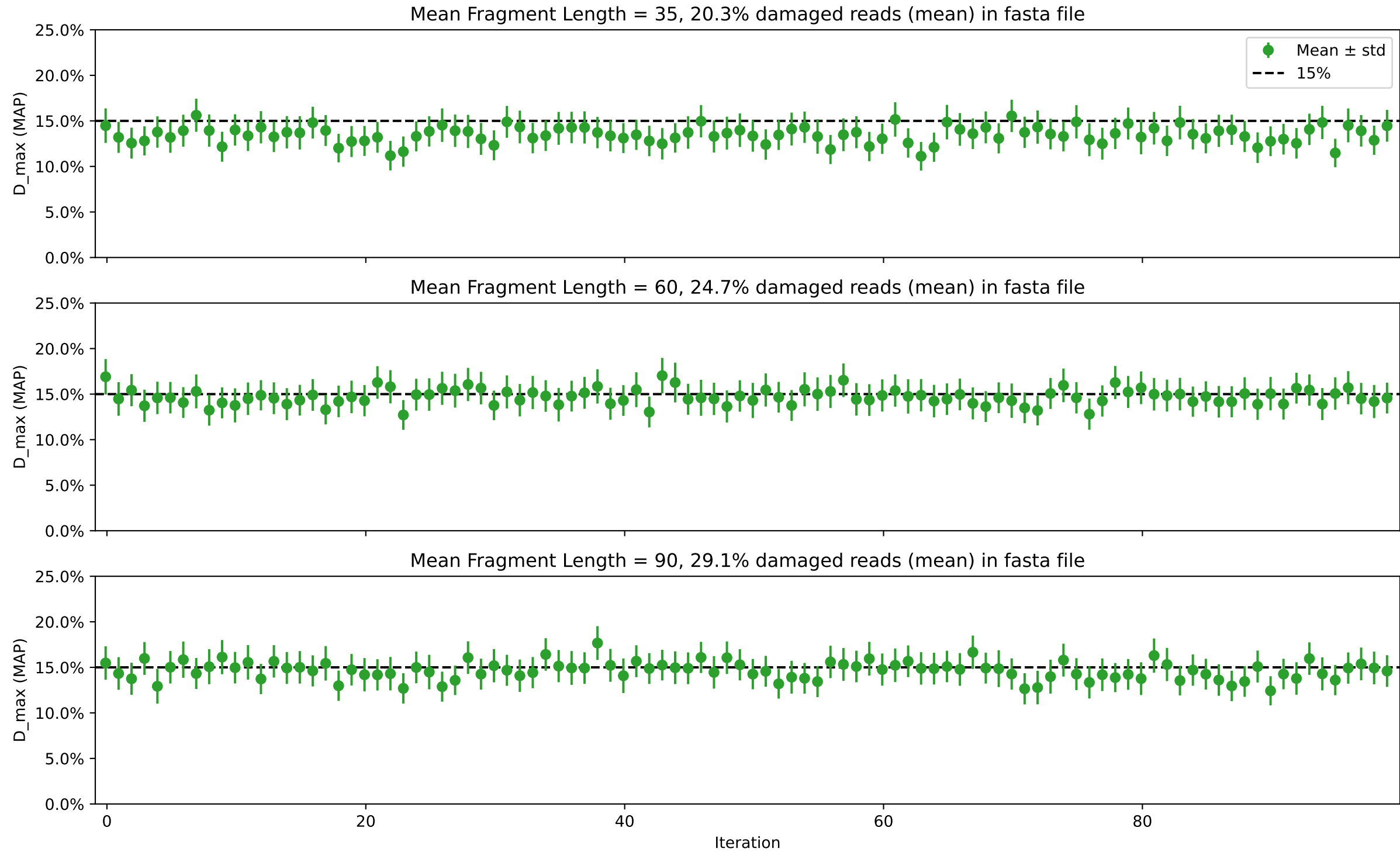


D\_max (MAP)  
Individual damages:  
1000 reads  
Briggs damage = 0.466  
Damage percent = 15%

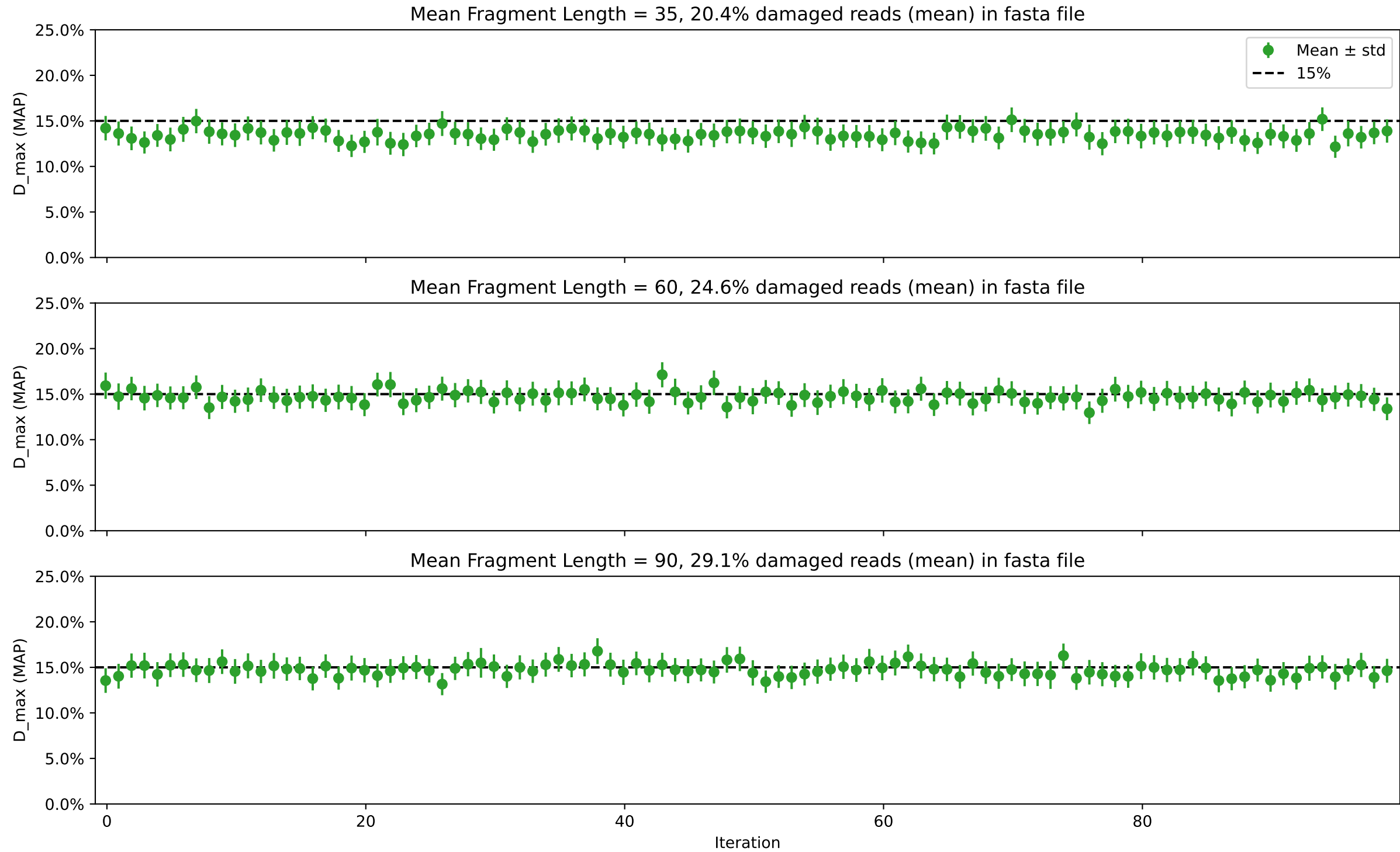




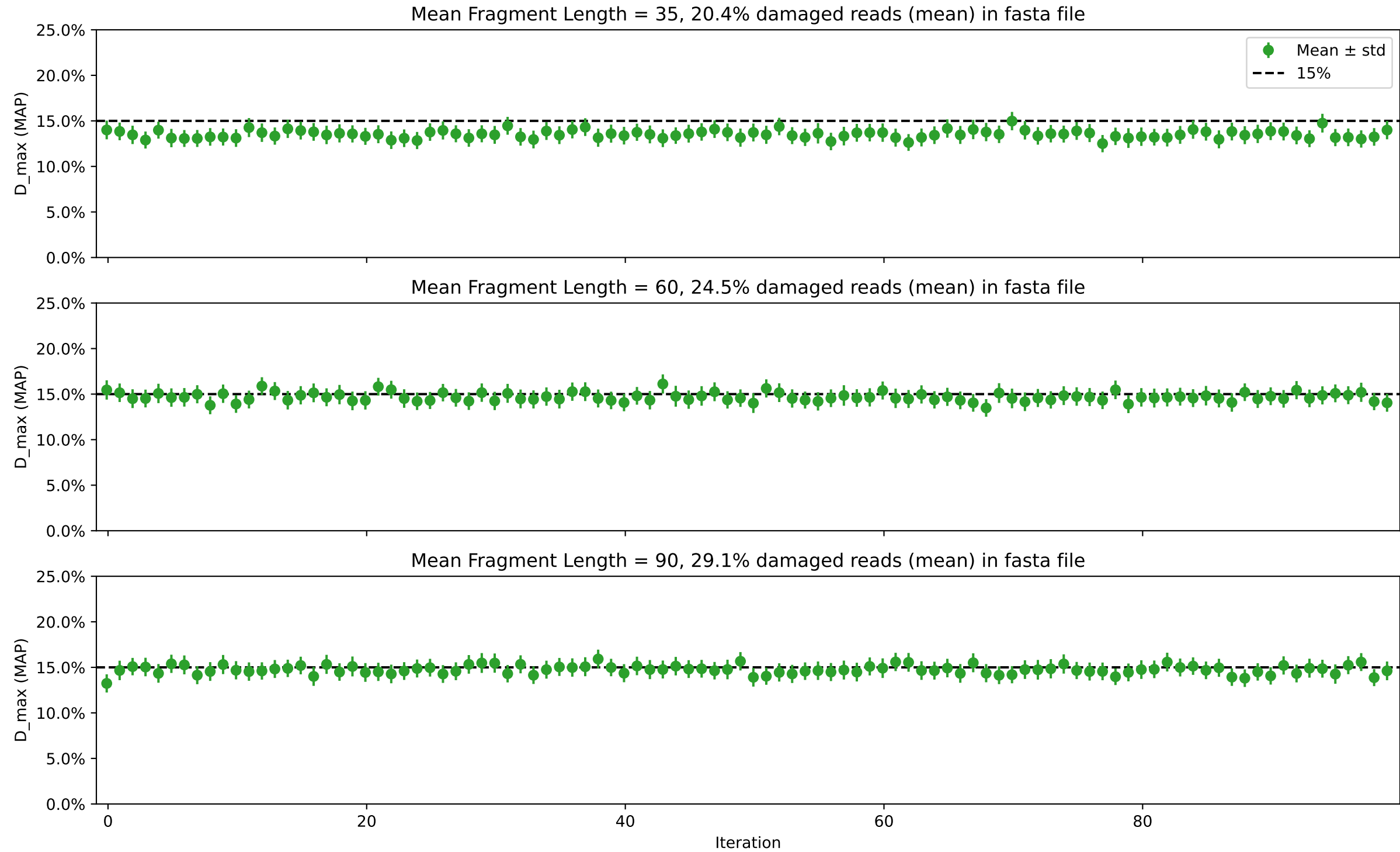
D\_max (MAP)  
Individual damages:  
2500 reads  
Briggs damage = 0.466  
Damage percent = 15%



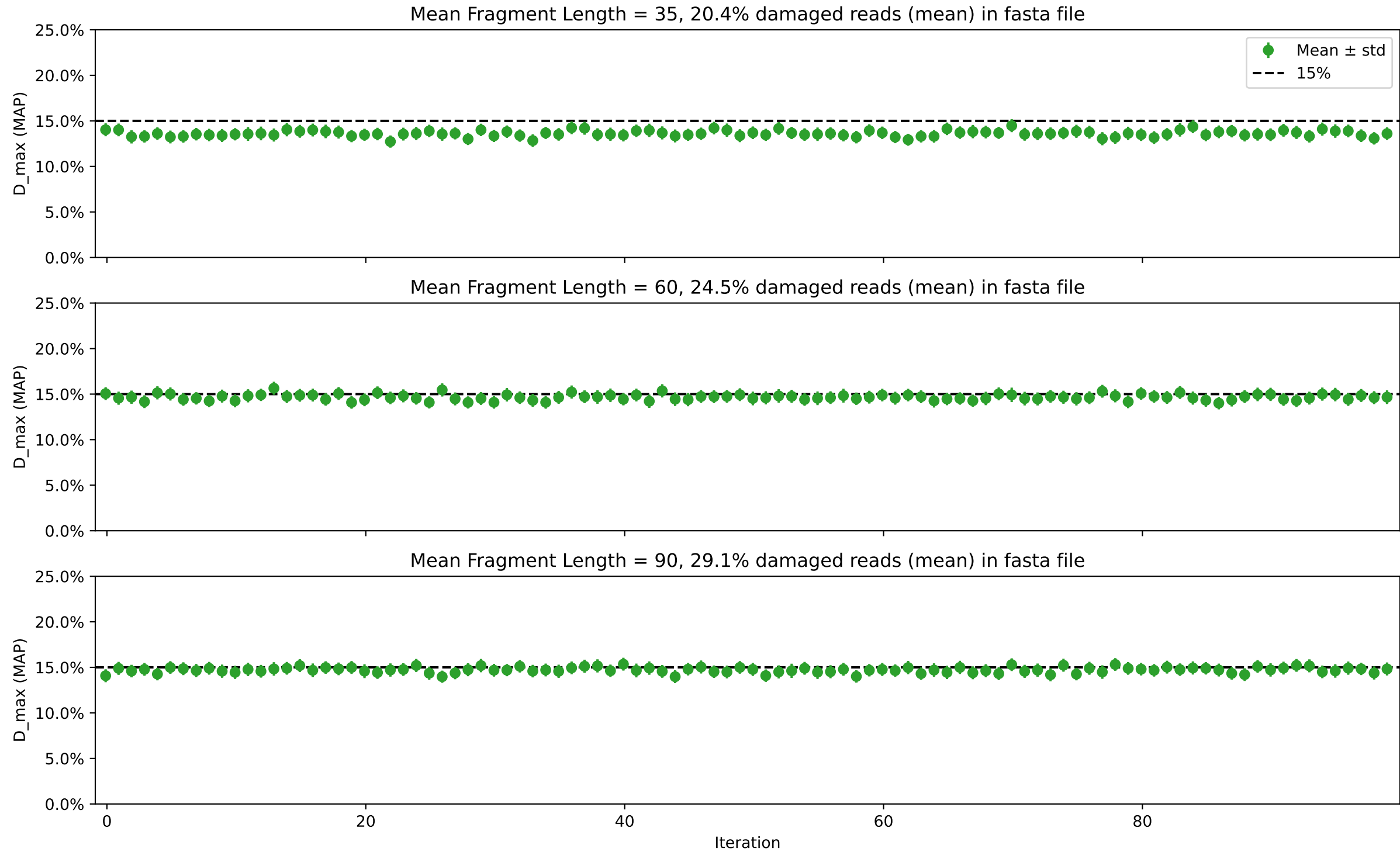
D\_max (MAP)  
Individual damages:  
5000 reads  
Briggs damage = 0.466  
Damage percent = 15%



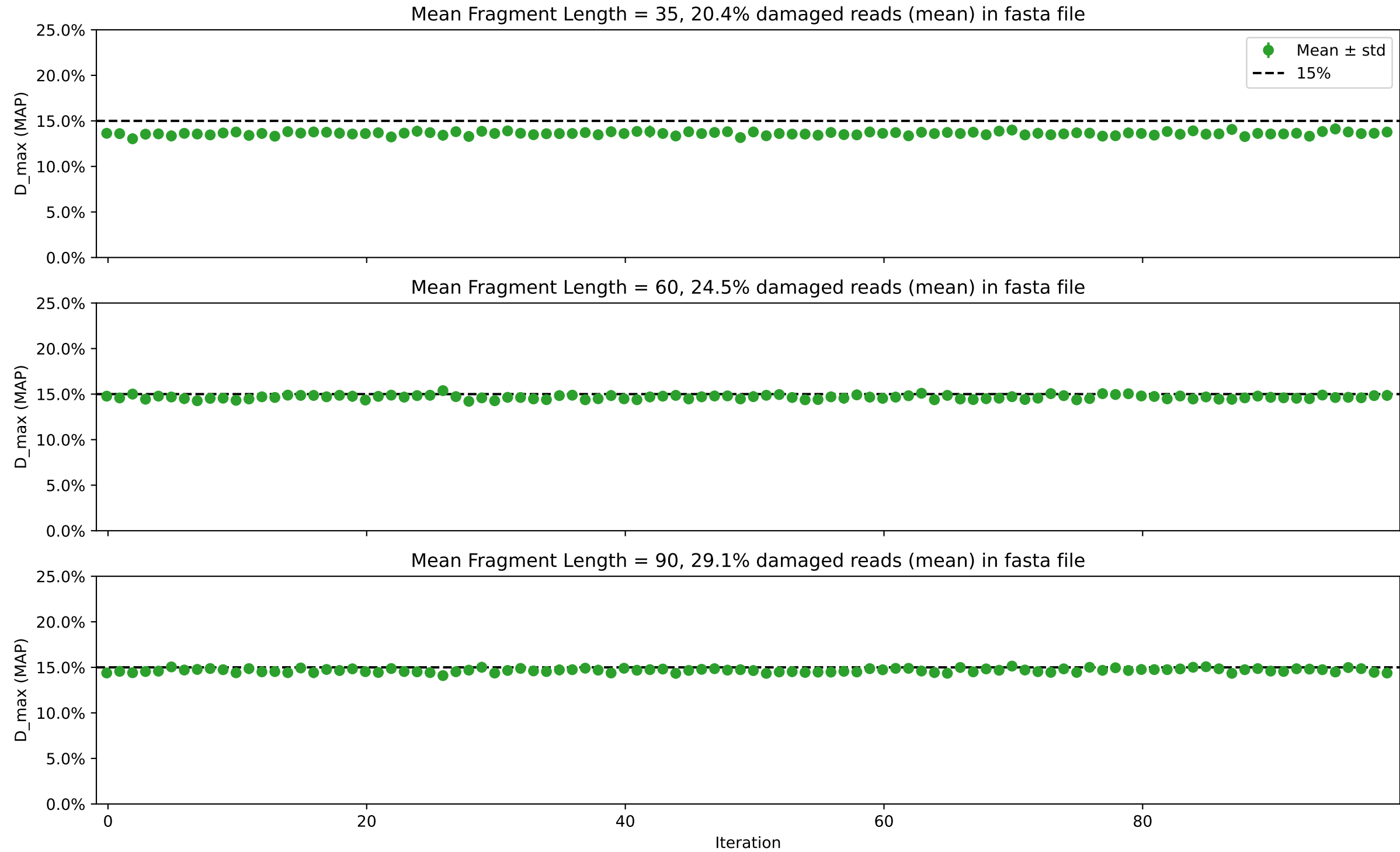
D\_max (MAP)  
Individual damages:  
10000 reads  
Briggs damage = 0.466  
Damage percent = 15%



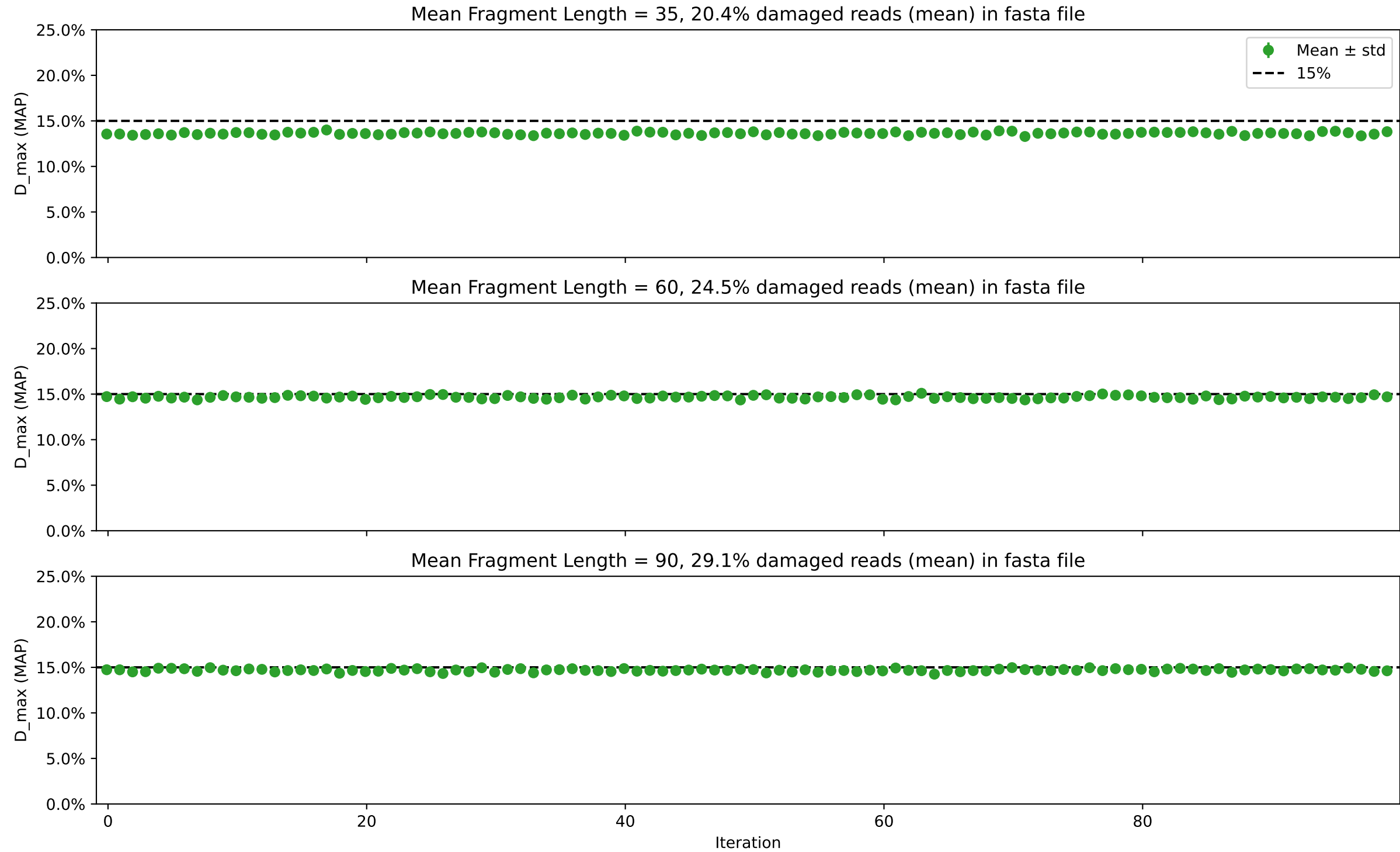
D\_max (MAP)  
Individual damages:  
25000 reads  
Briggs damage = 0.466  
Damage percent = 15%



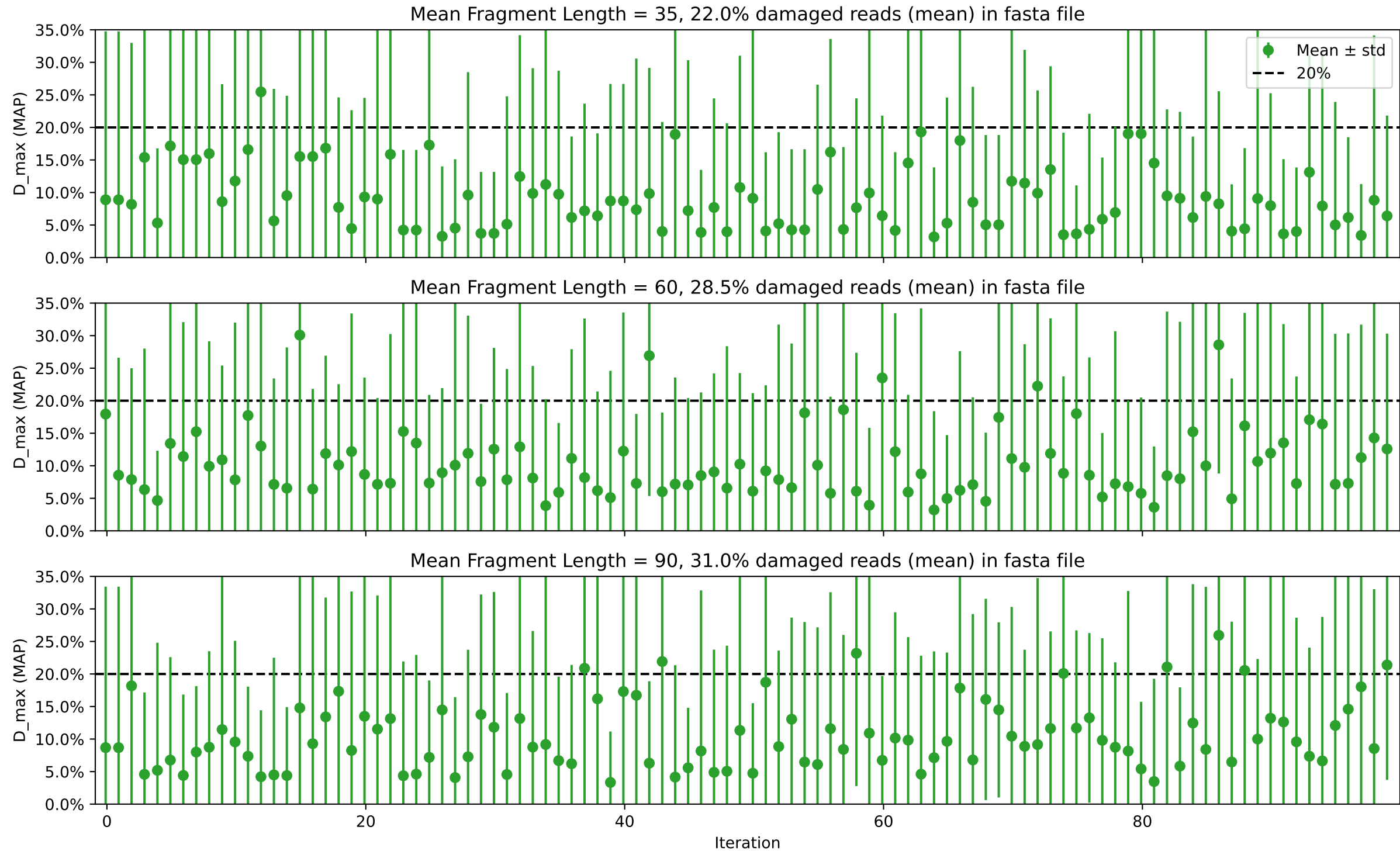
D\_max (MAP)  
Individual damages:  
50000 reads  
Briggs damage = 0.466  
Damage percent = 15%



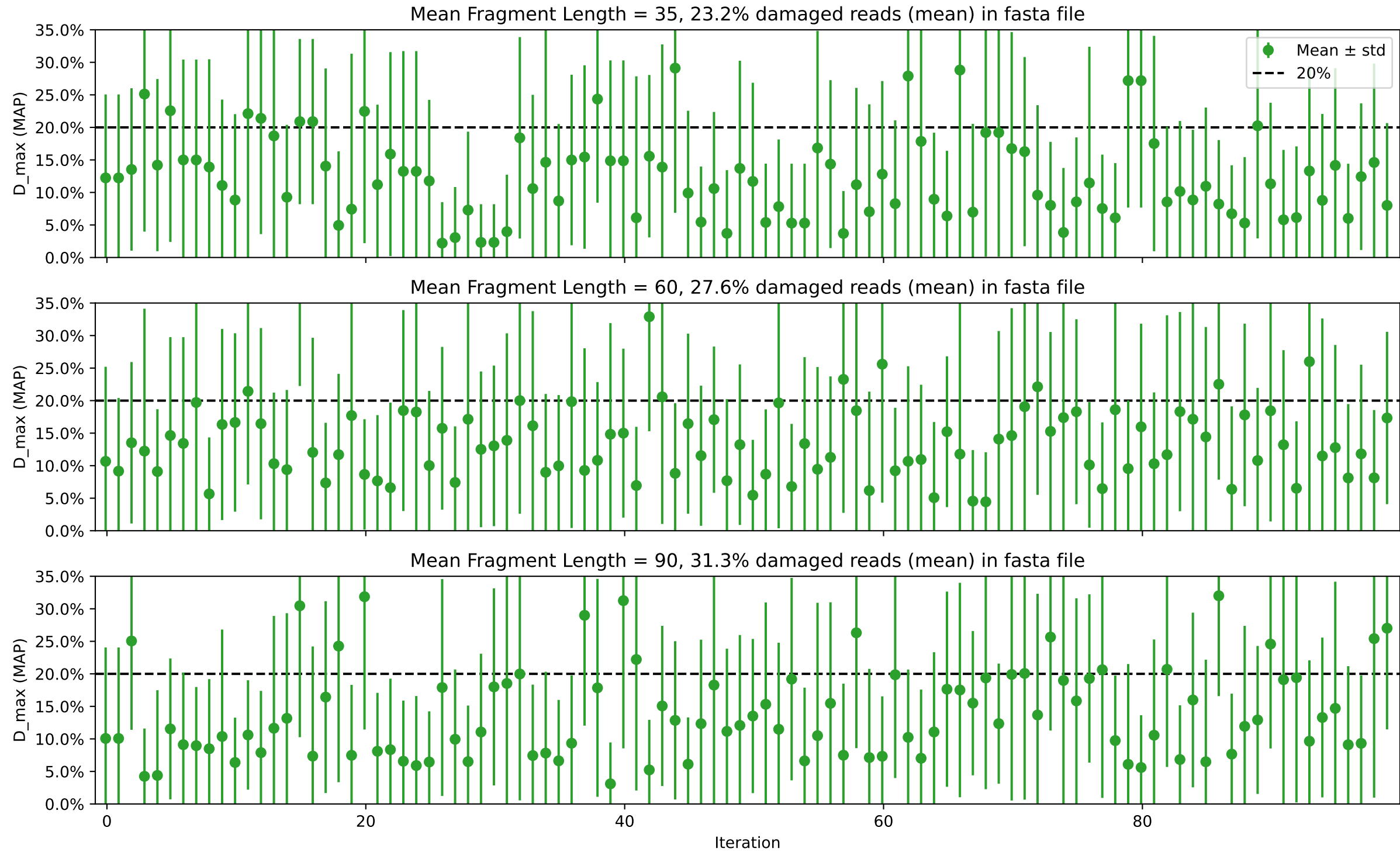
D\_max (MAP)  
Individual damages:  
100000 reads  
Briggs damage = 0.466  
Damage percent = 15%



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

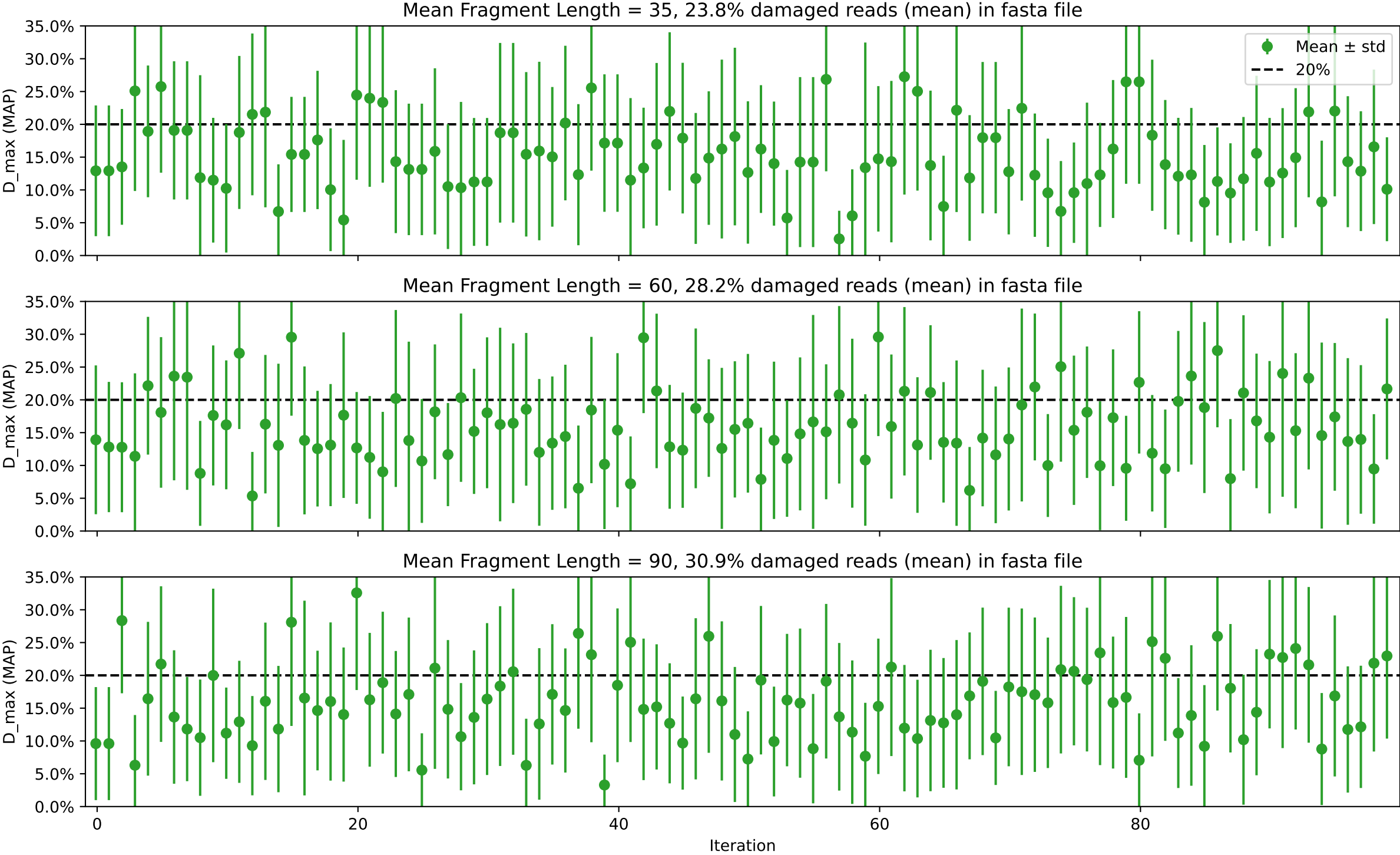


D\_max (MAP)  
Individual damages:  
25 reads  
Briggs damage = 0.626  
Damage percent = 20%

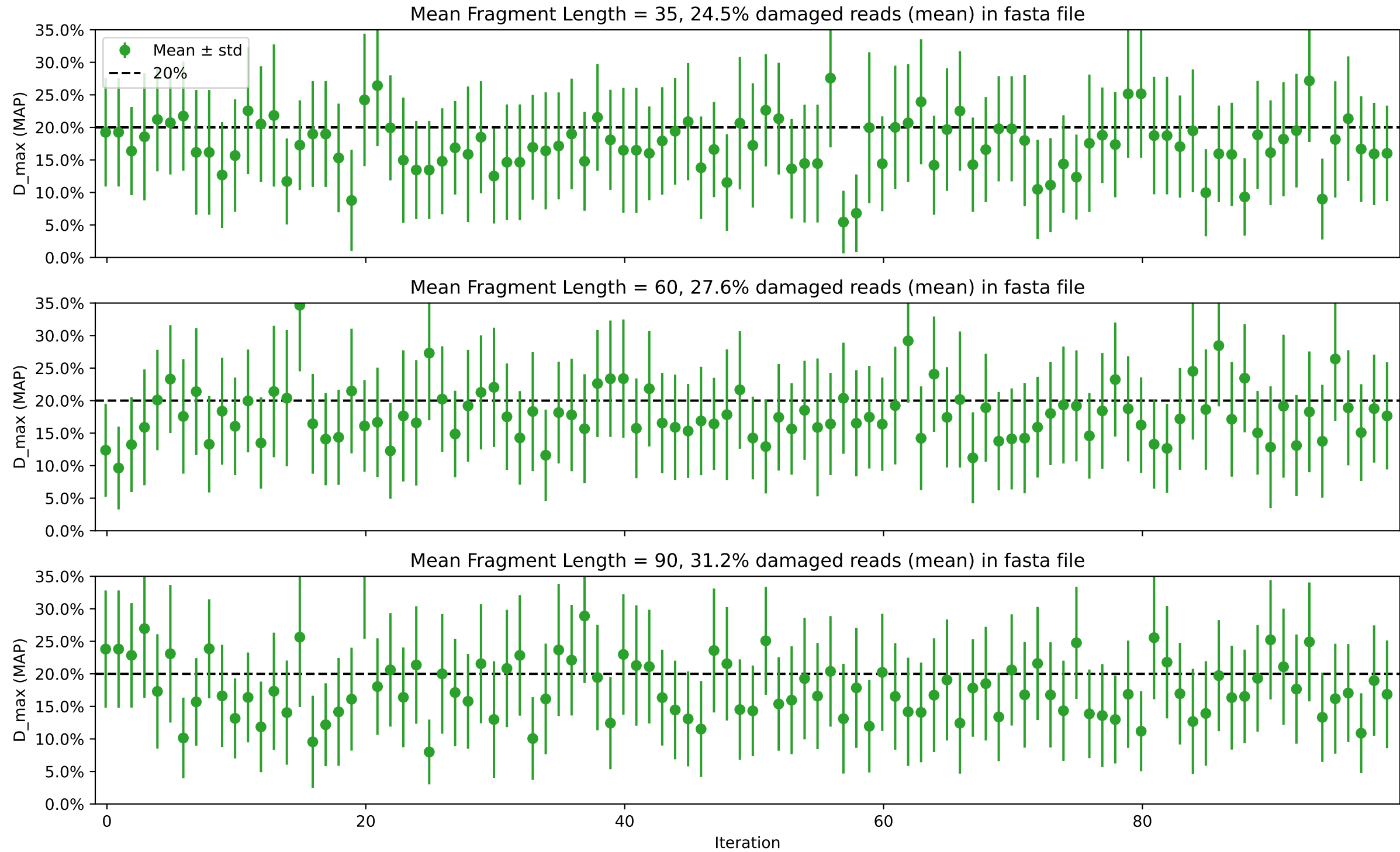




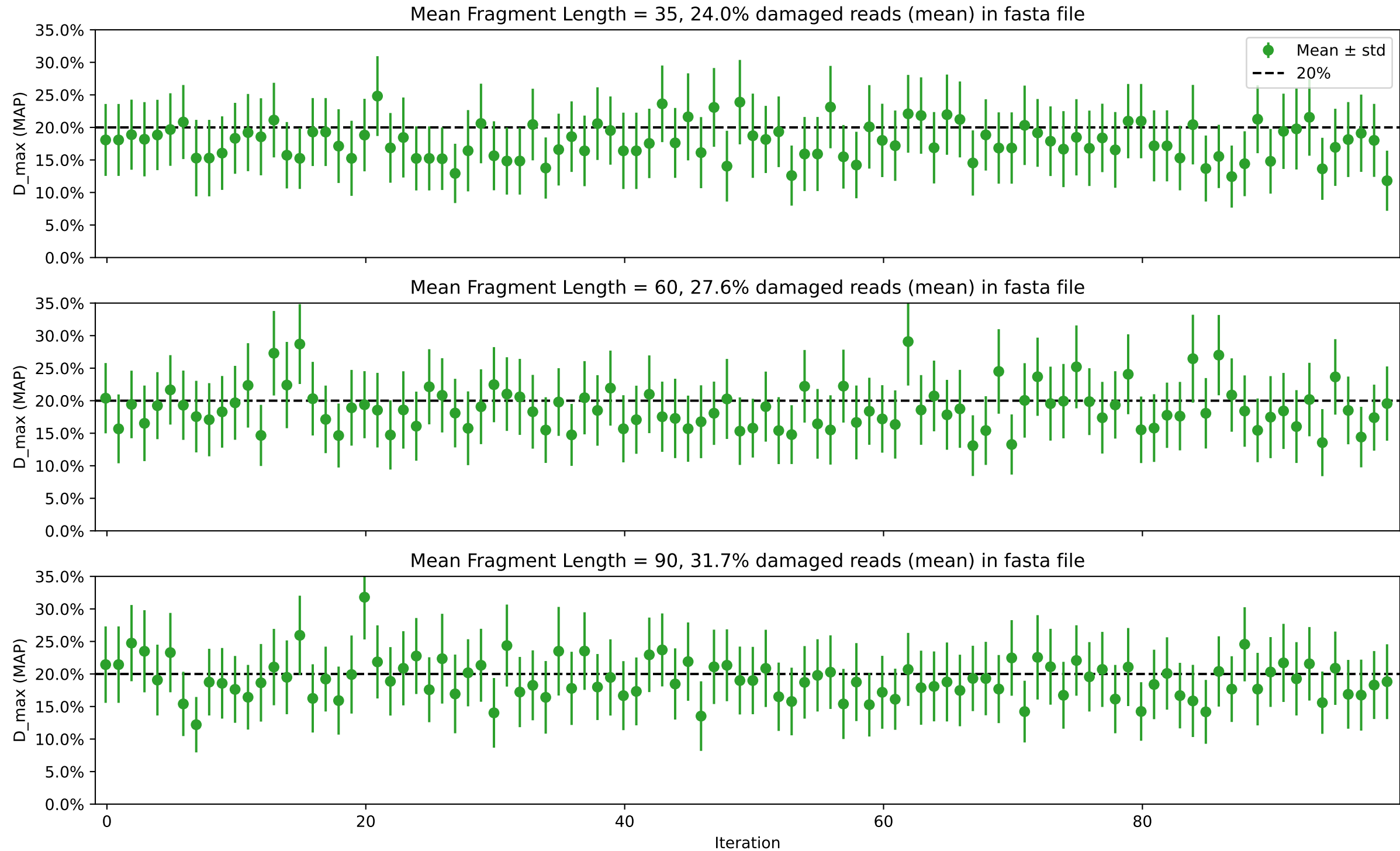
D\_max (MAP)  
Individual damages:  
50 reads  
Briggs damage = 0.626  
Damage percent = 20%



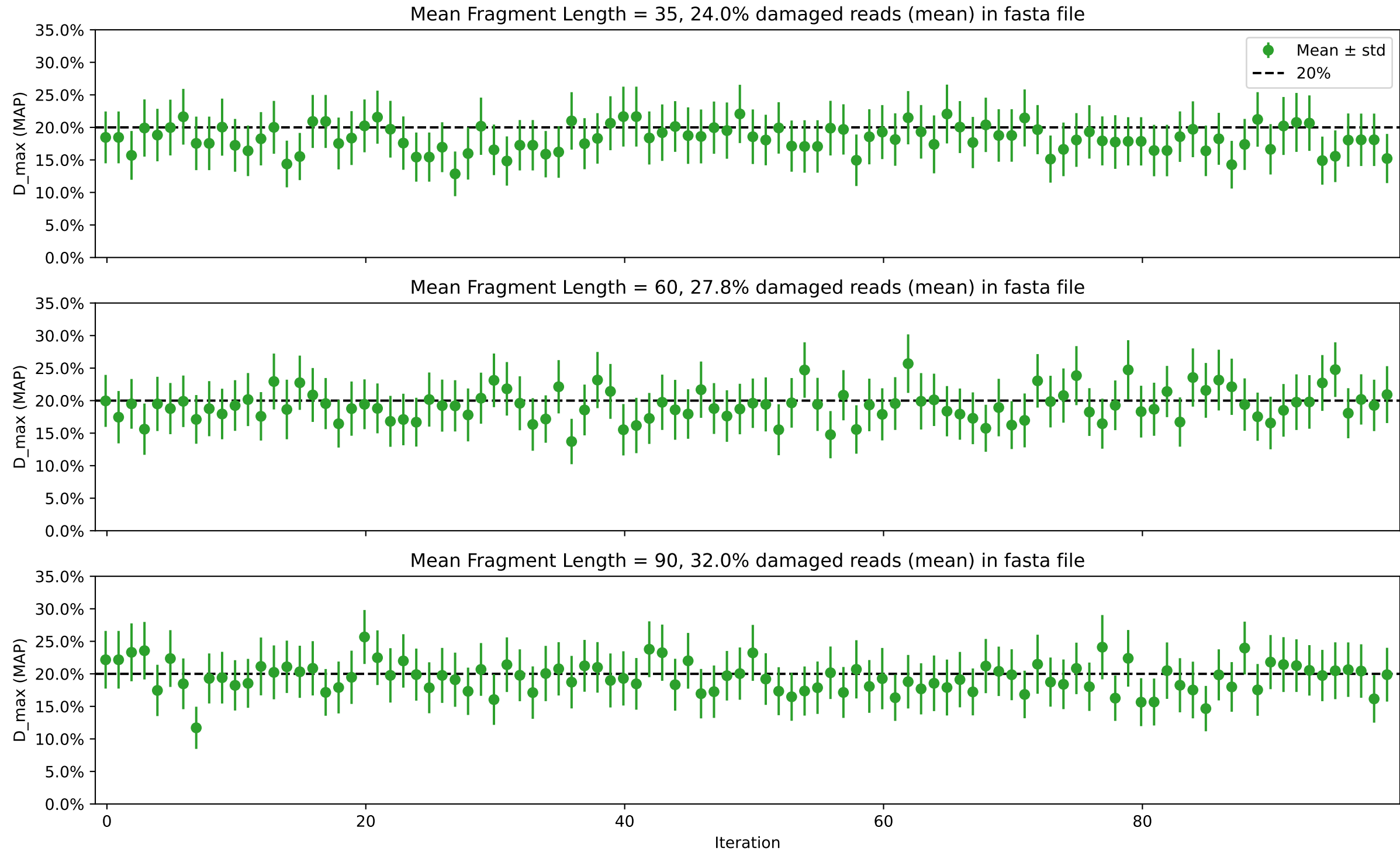
D\_max (MAP)  
Individual damages:  
100 reads  
Briggs damage = 0.626  
Damage percent = 20%



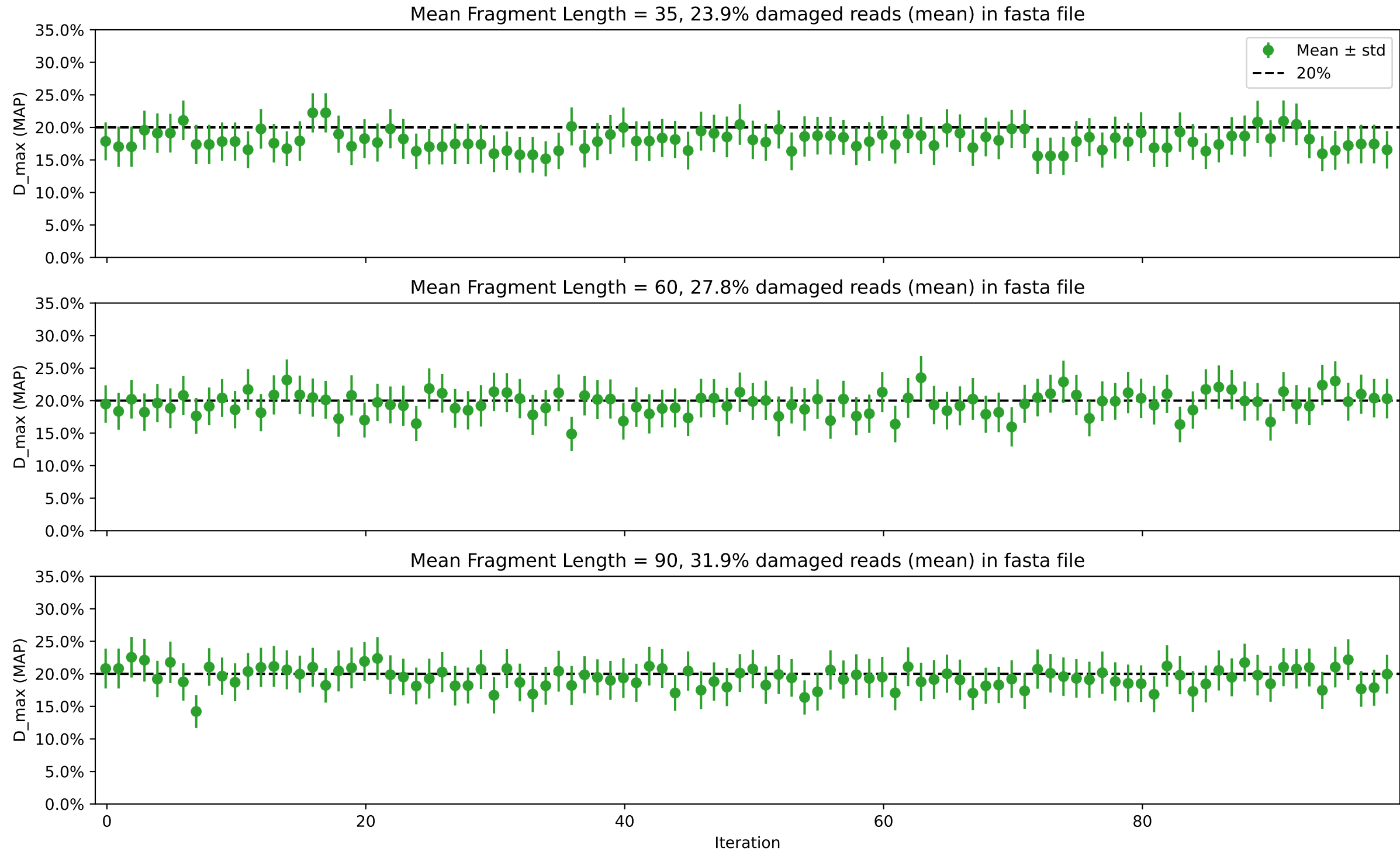
D\_max (MAP)  
Individual damages:  
250 reads  
Briggs damage = 0.626  
Damage percent = 20%



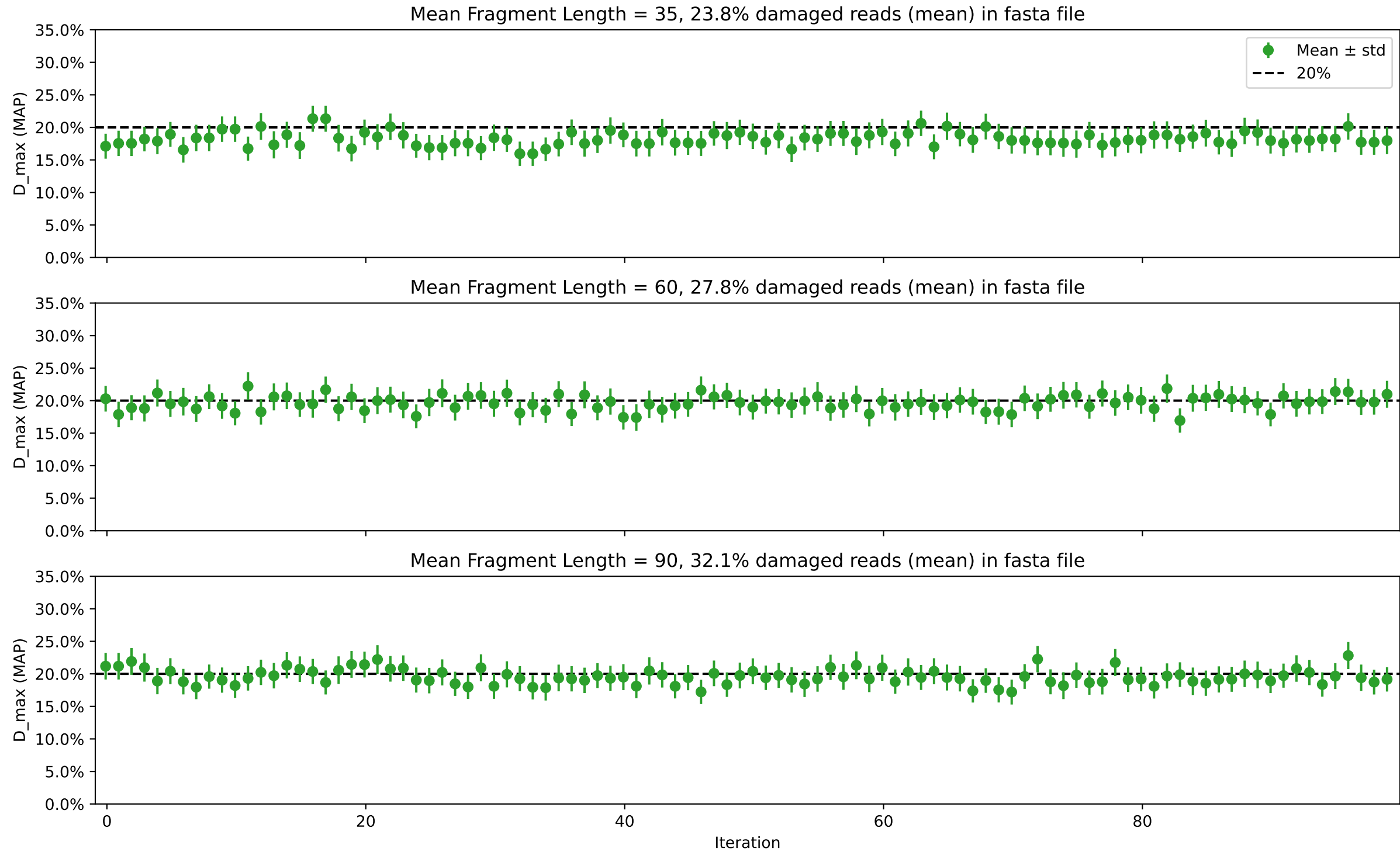
D\_max (MAP)  
Individual damages:  
500 reads  
Briggs damage = 0.626  
Damage percent = 20%



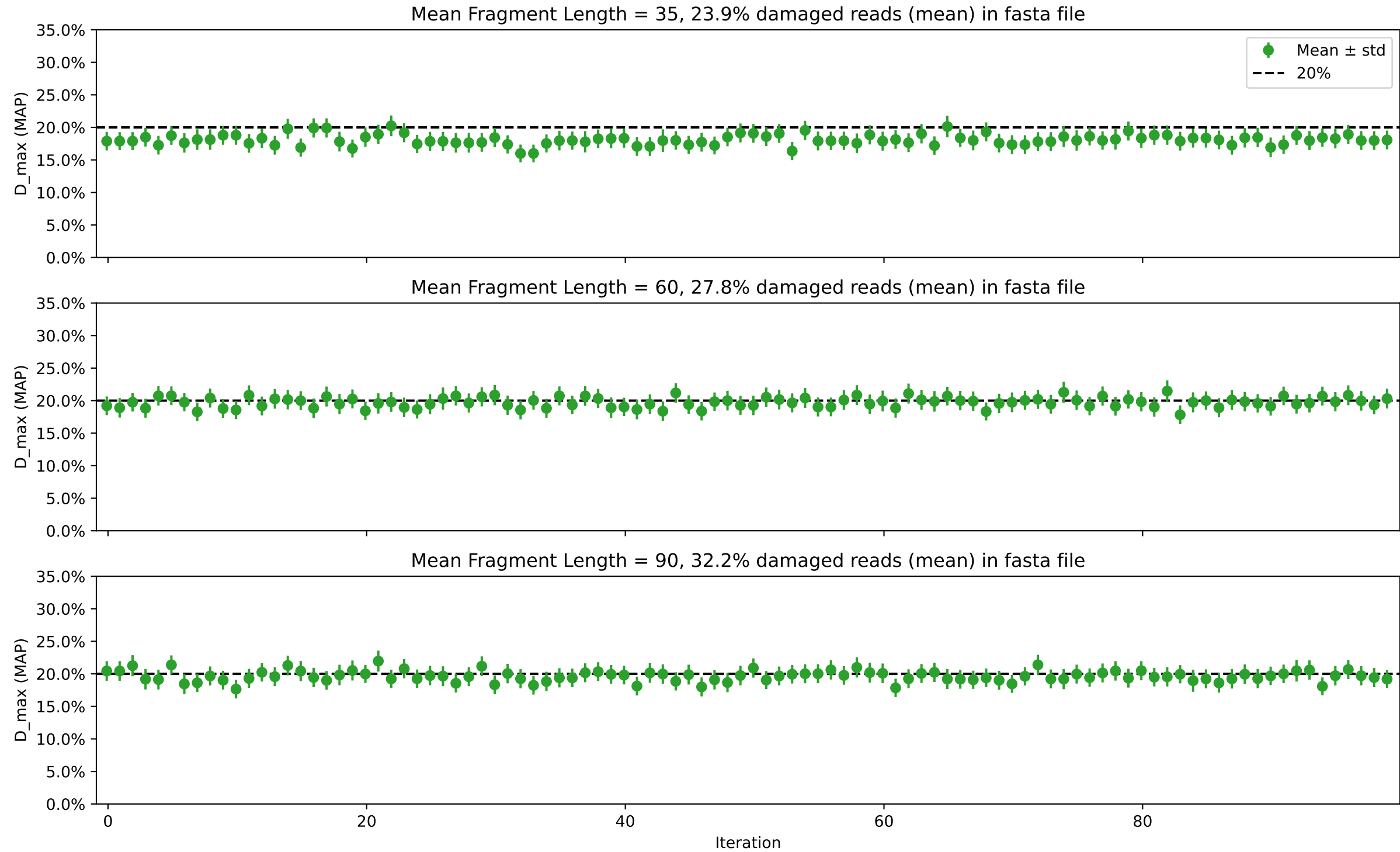
D\_max (MAP)  
Individual damages:  
1000 reads  
Briggs damage = 0.626  
Damage percent = 20%



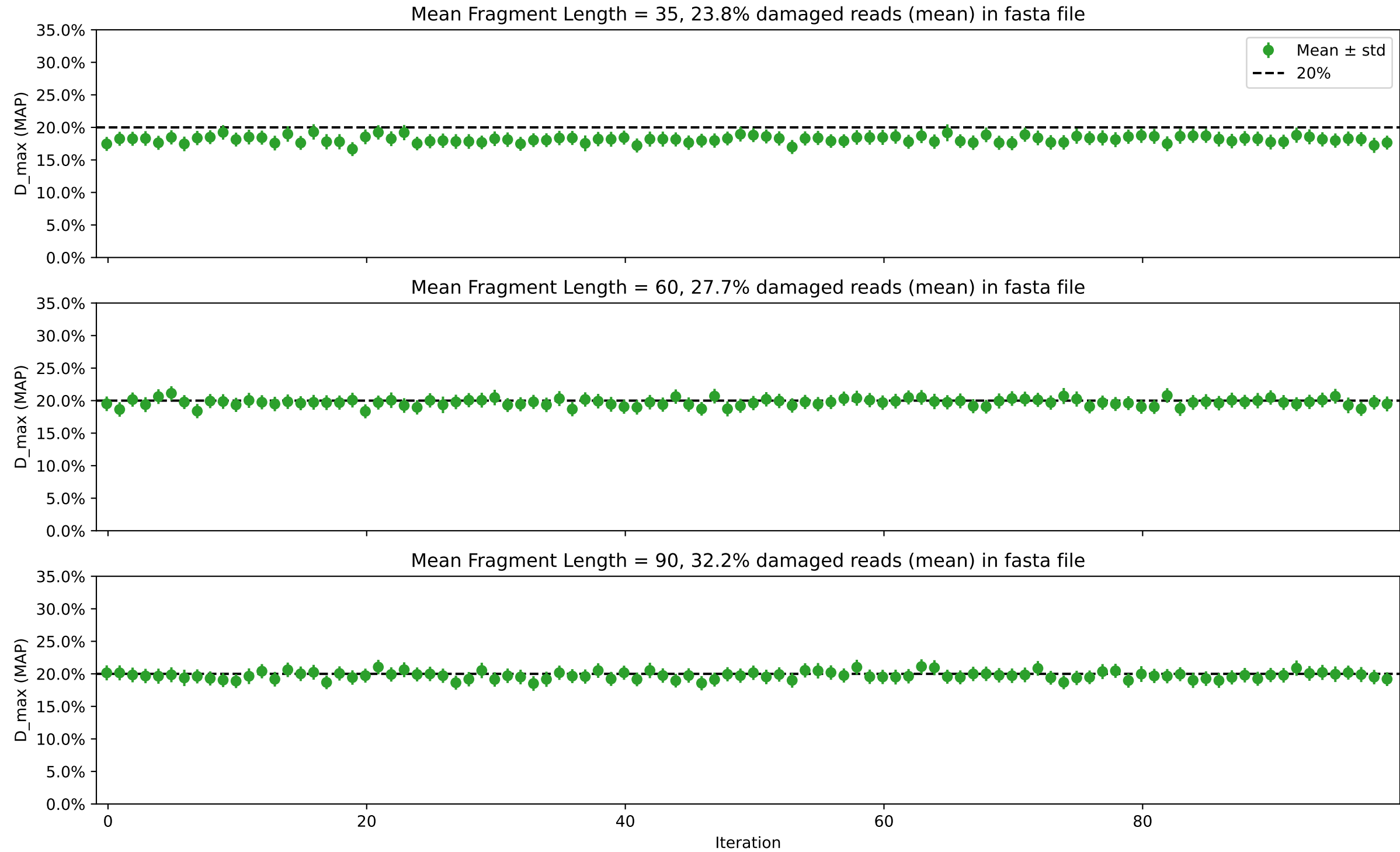
D\_max (MAP)  
Individual damages:  
2500 reads  
Briggs damage = 0.626  
Damage percent = 20%



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

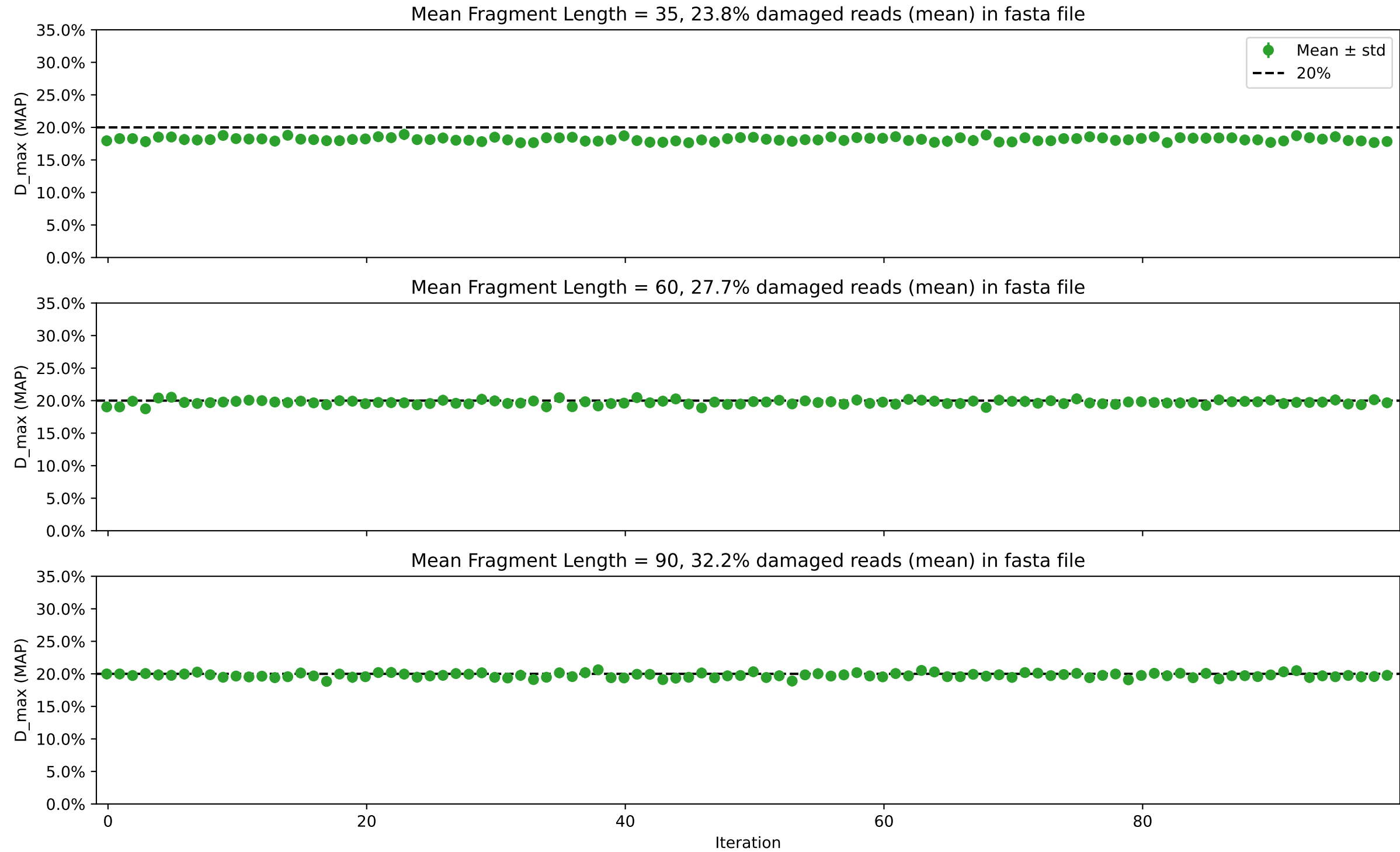


D\_max (MAP)  
Individual damages:  
10000 reads  
Briggs damage = 0.626  
Damage percent = 20%

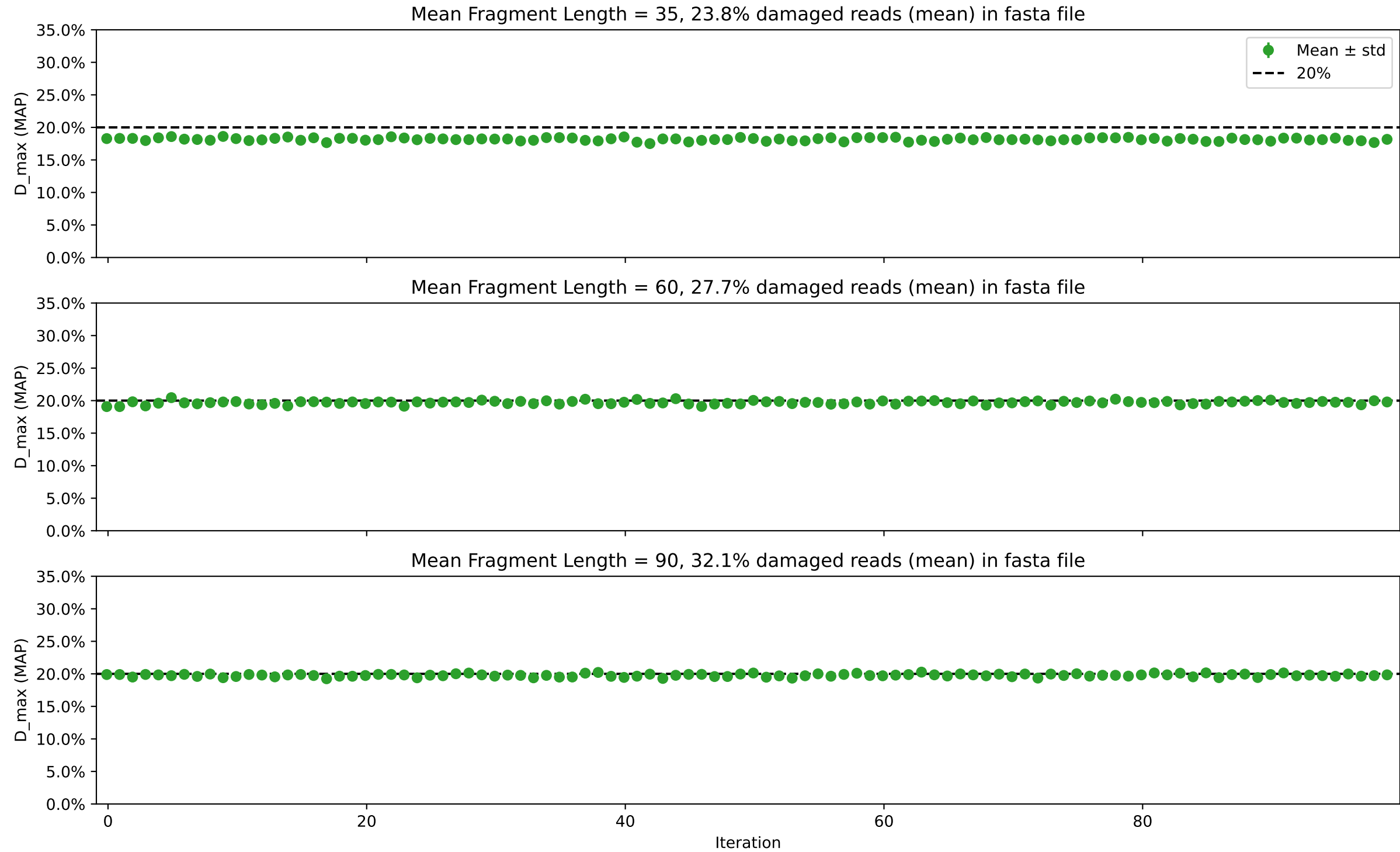




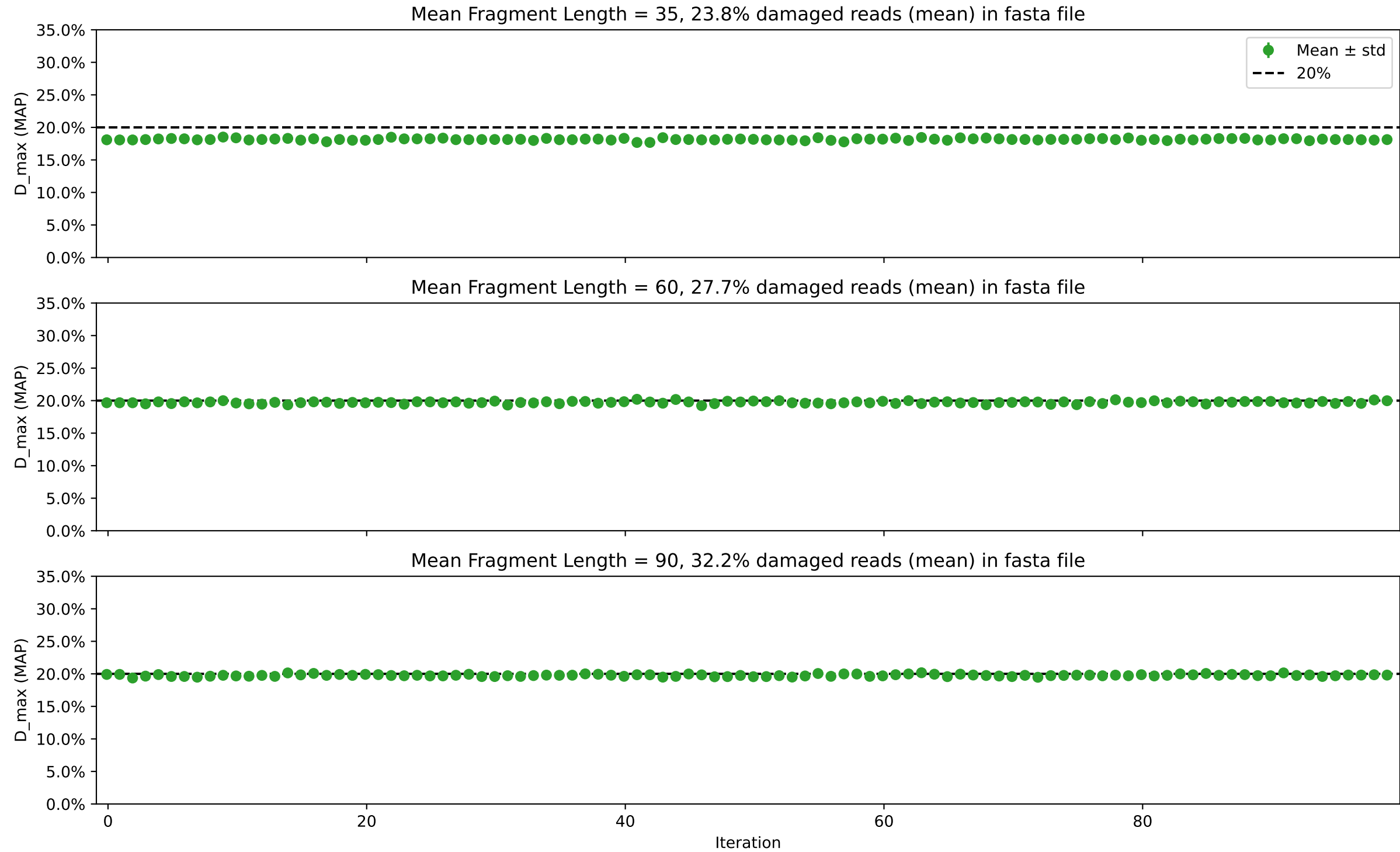
D\_max (MAP)  
Individual damages:  
25000 reads  
Briggs damage = 0.626  
Damage percent = 20%



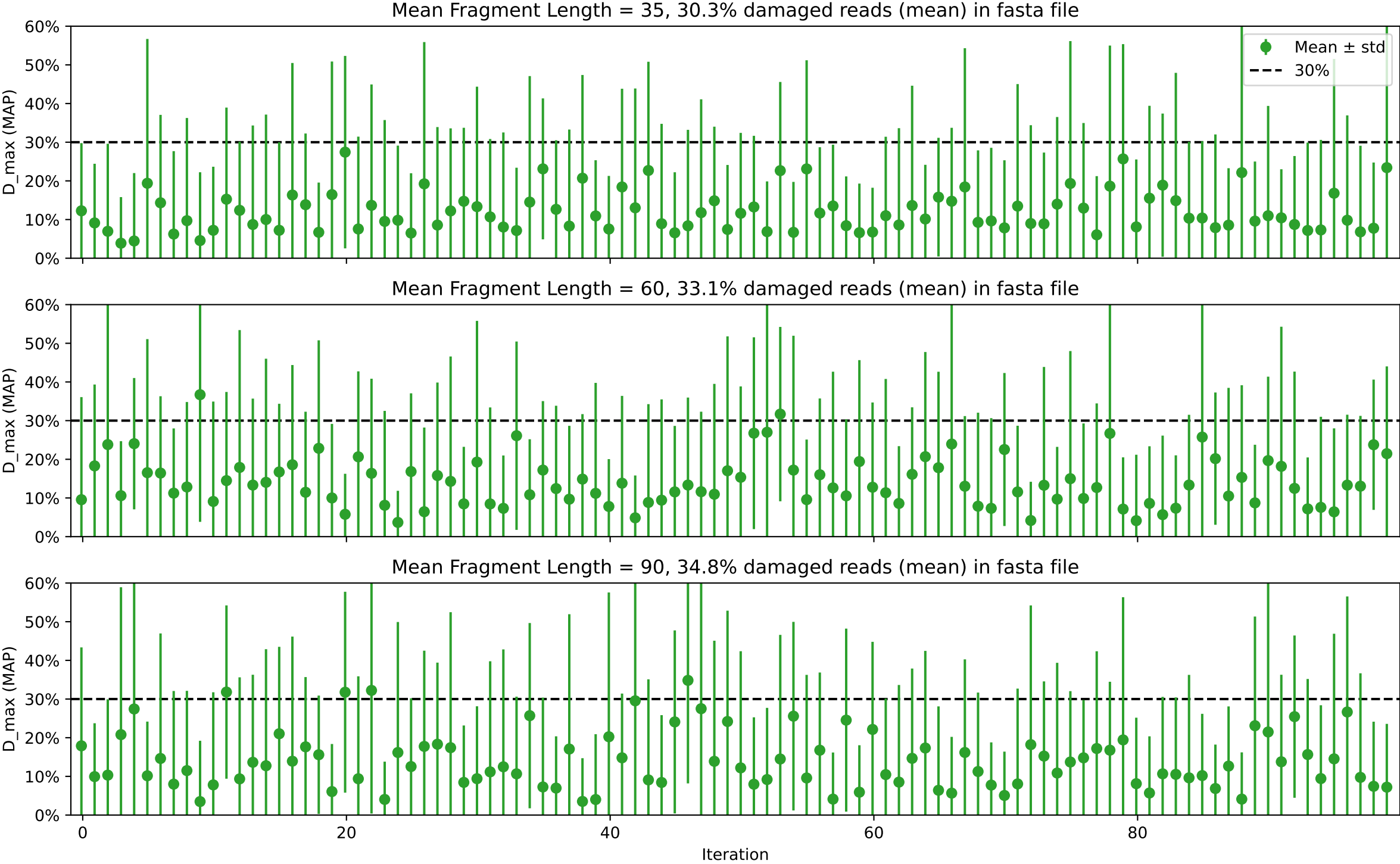
D\_max (MAP)  
Individual damages:  
50000 reads  
Briggs damage = 0.626  
Damage percent = 20%



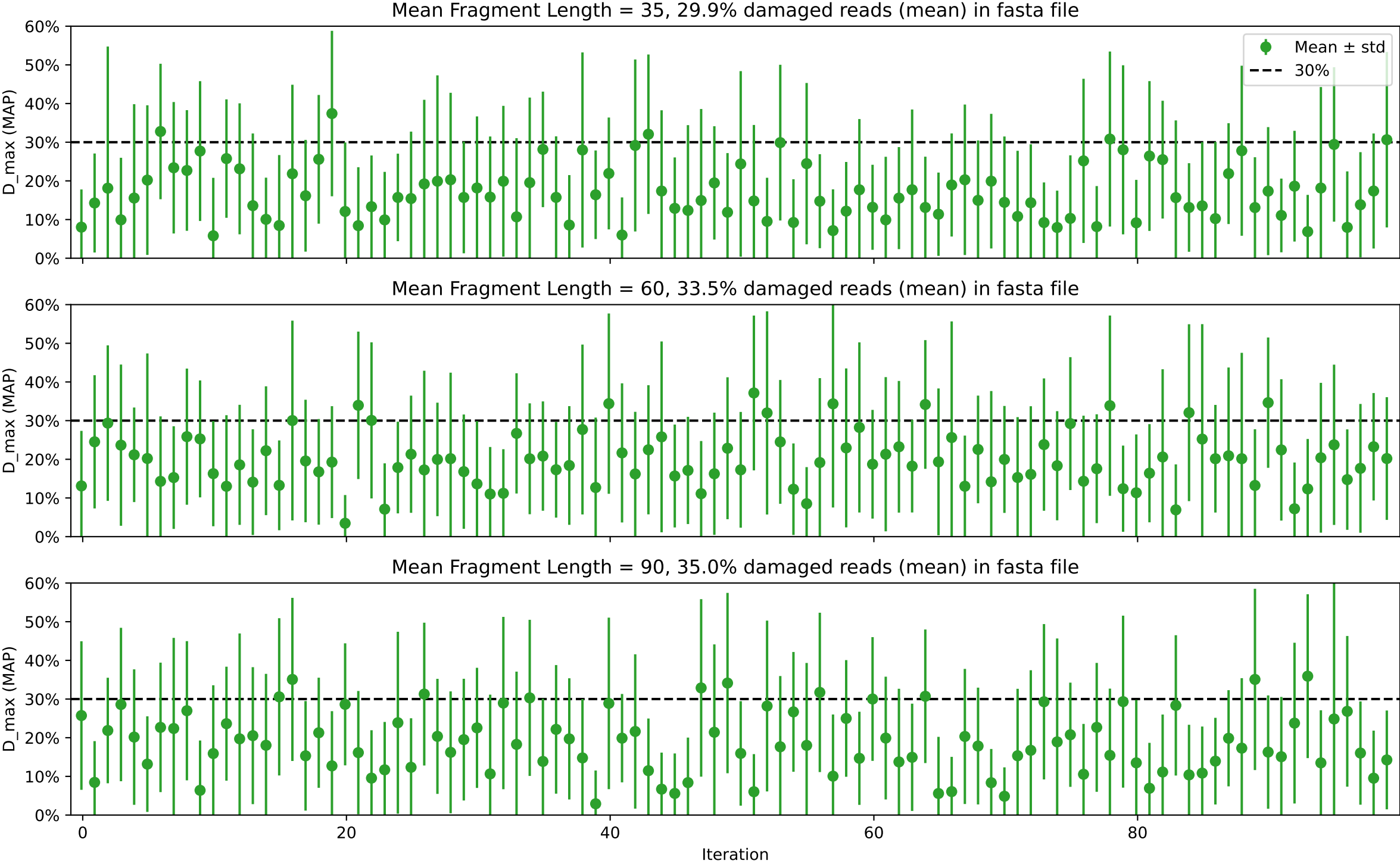
D\_max (MAP)  
Individual damages:  
100000 reads  
Briggs damage = 0.626  
Damage percent = 20%



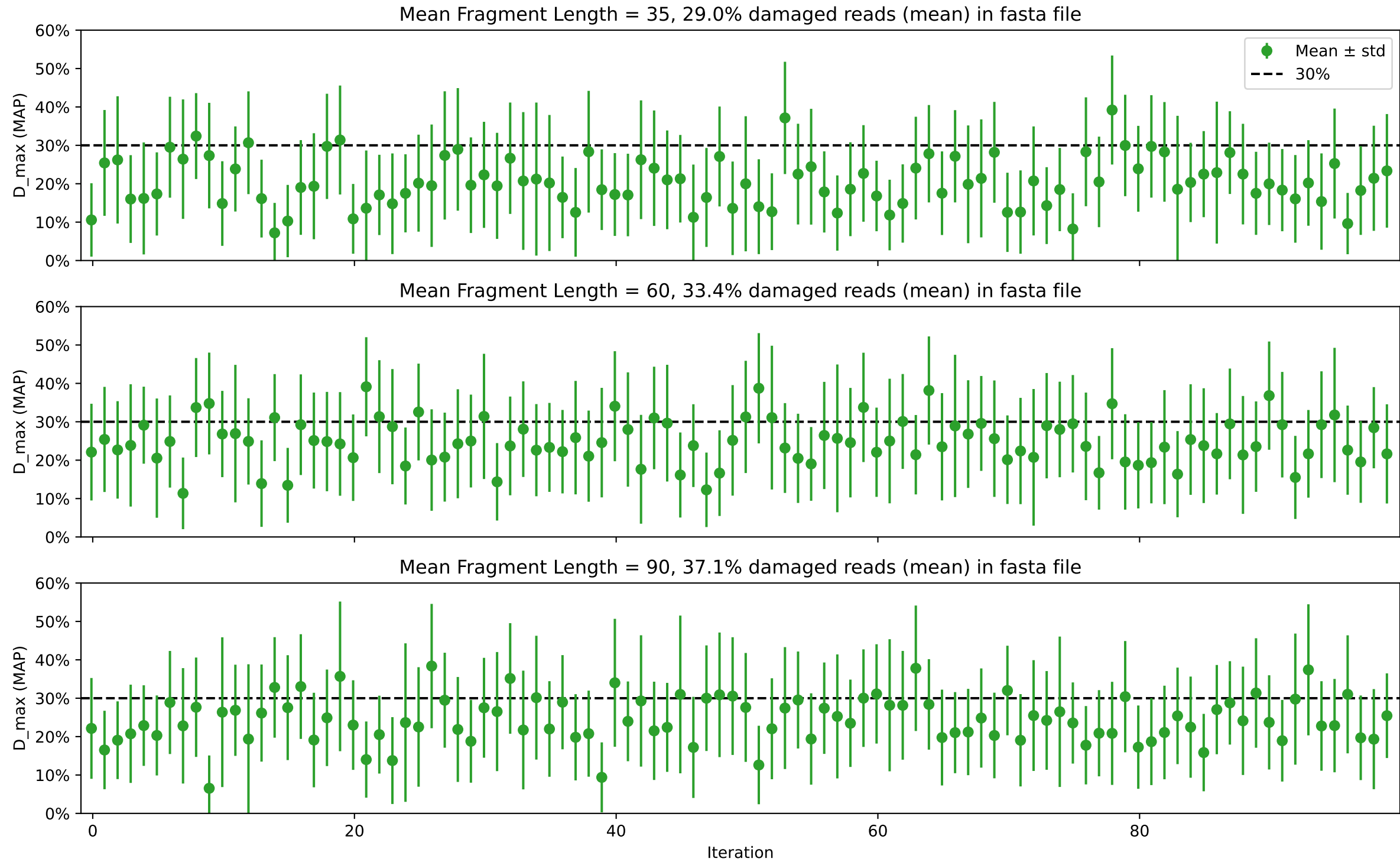
D\_max (MAP)  
Individual damages:  
10 reads  
Briggs damage = 0.96  
Damage percent = 30%



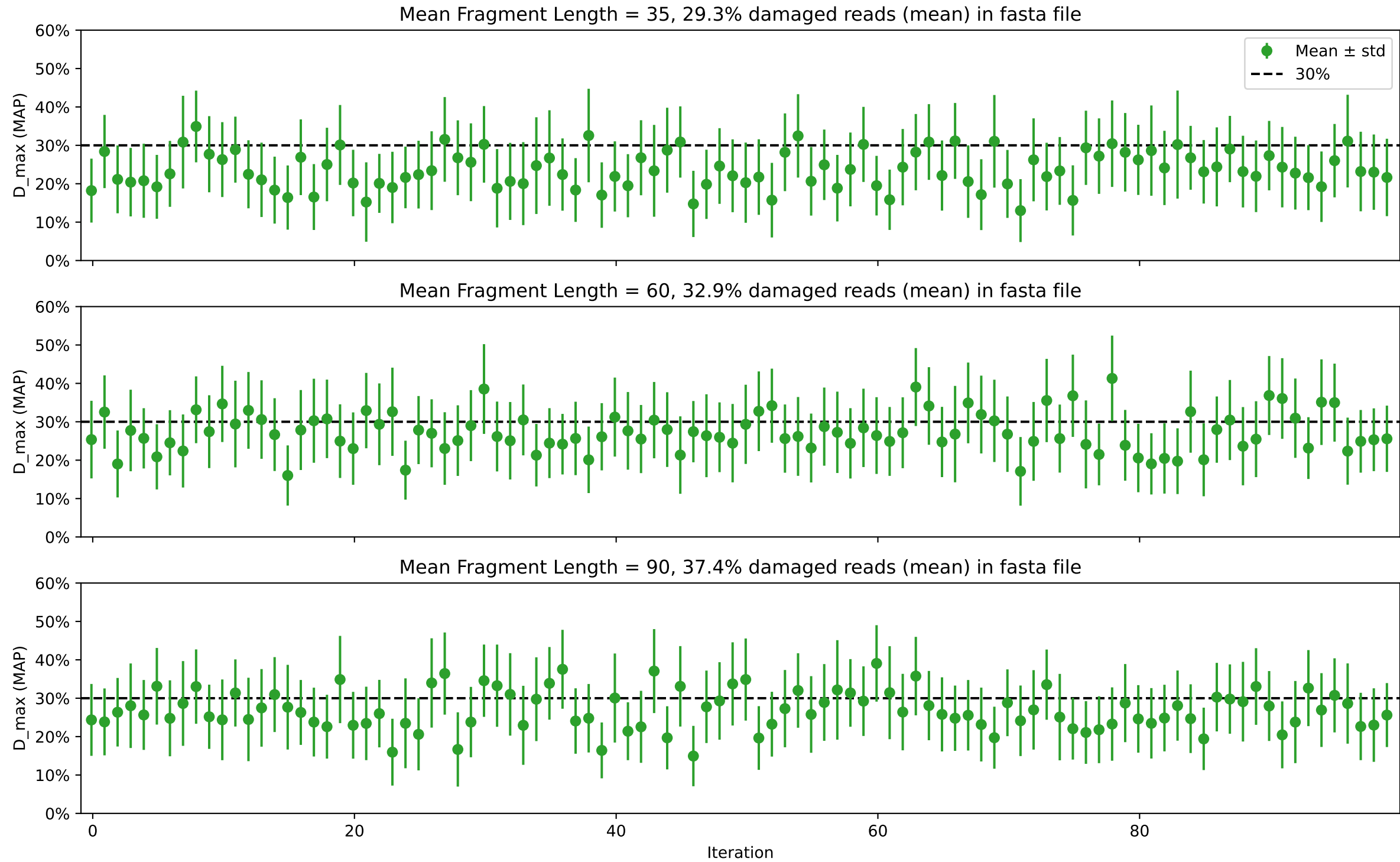
D\_max (MAP)  
Individual damages:  
25 reads  
Briggs damage = 0.96  
Damage percent = 30%



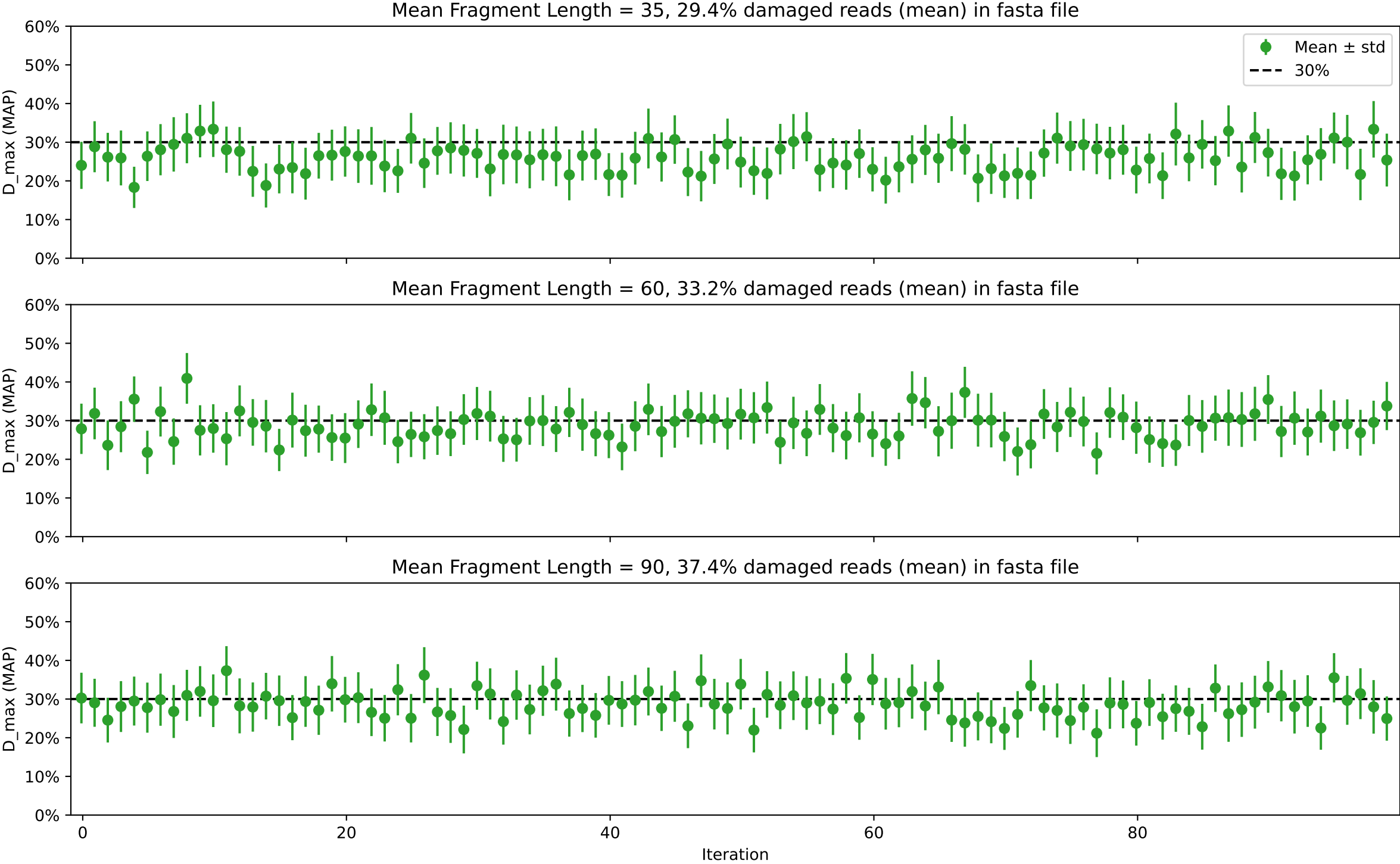
D\_max (MAP)  
Individual damages:  
50 reads  
Briggs damage = 0.96  
Damage percent = 30%



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

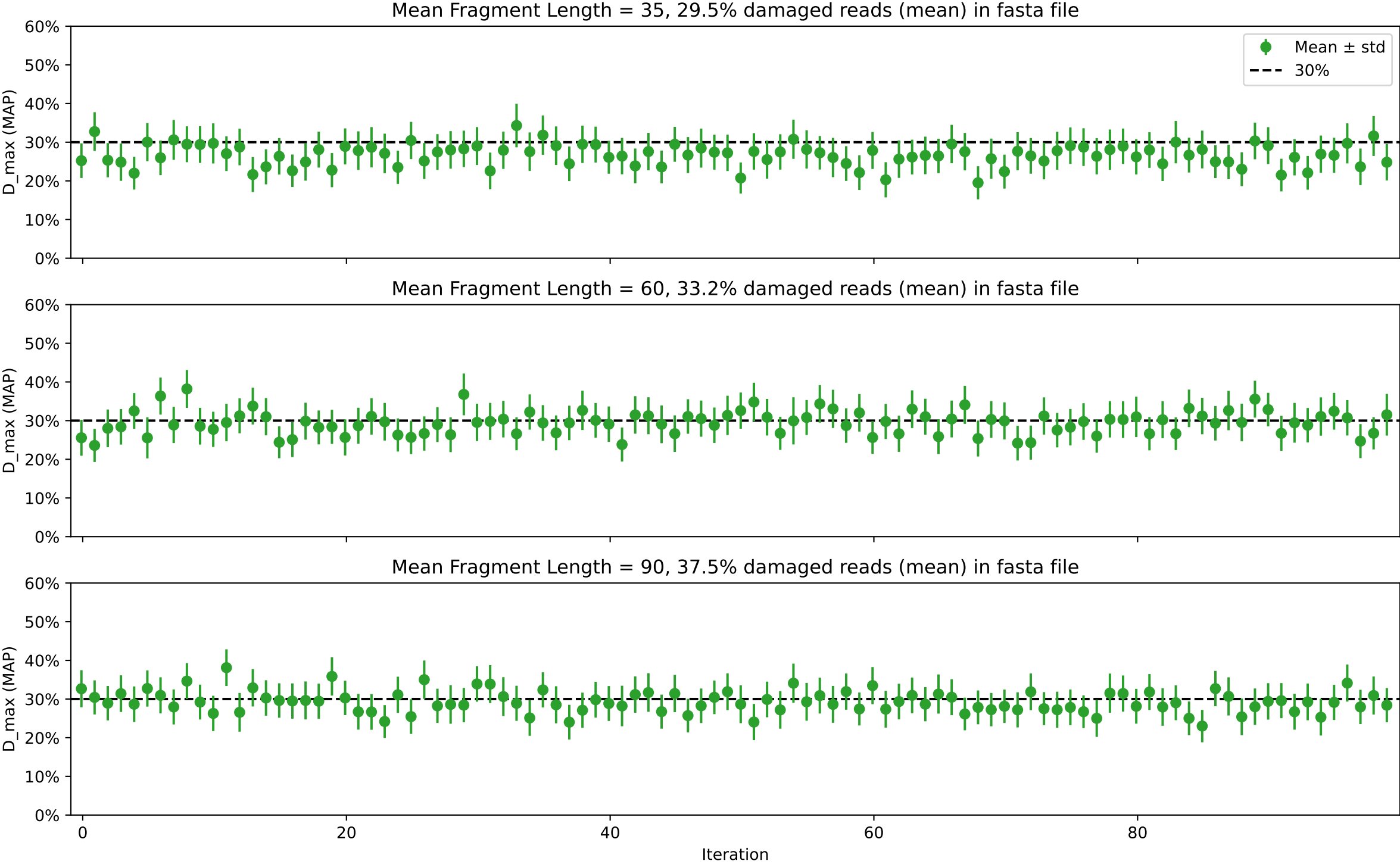


D\_max (MAP)  
Individual damages:  
250 reads  
Briggs damage = 0.96  
Damage percent = 30%

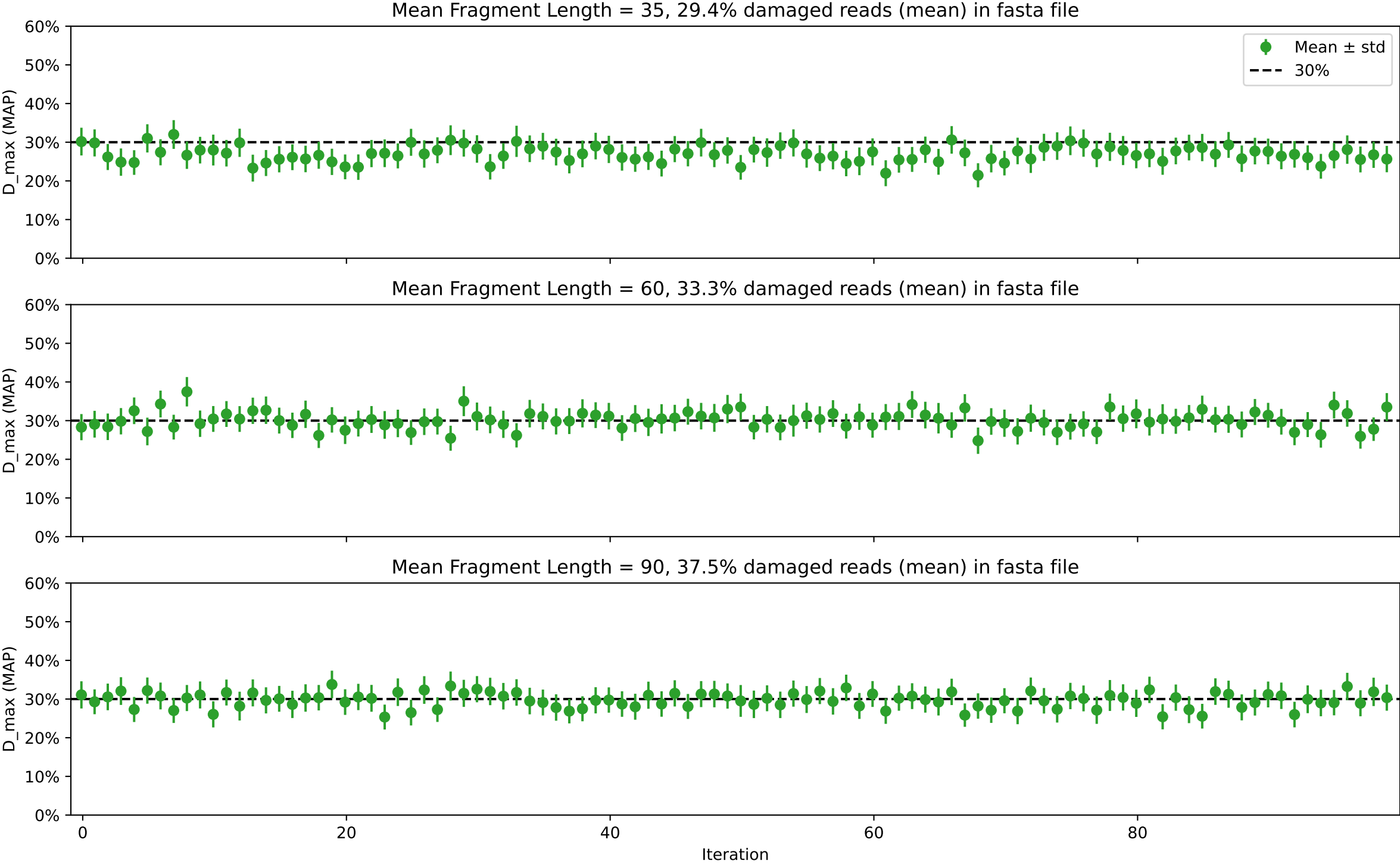




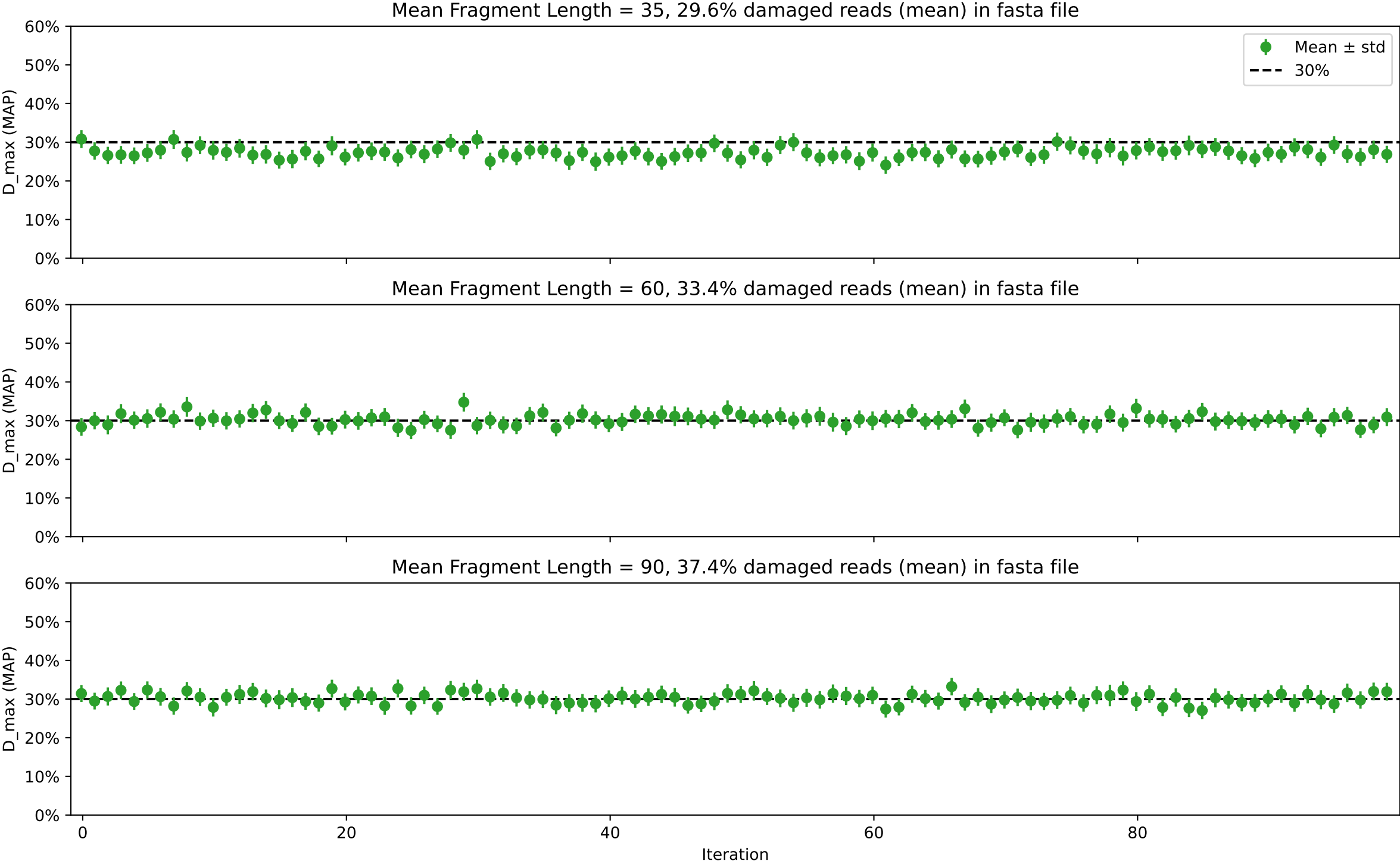
D\_max (MAP)  
Individual damages:  
500 reads  
Briggs damage = 0.96  
Damage percent = 30%



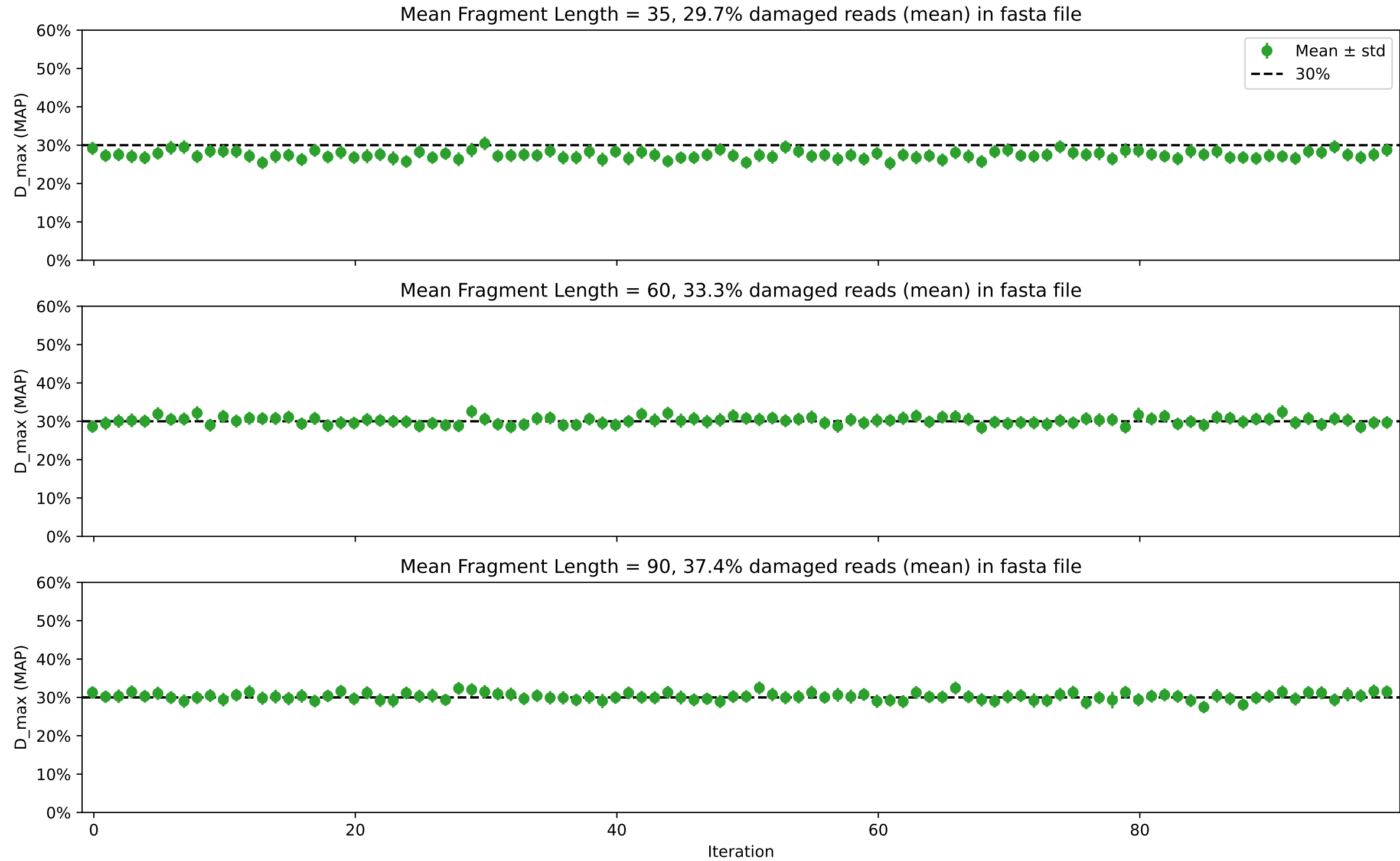
D\_max (MAP)  
Individual damages:  
1000 reads  
Briggs damage = 0.96  
Damage percent = 30%



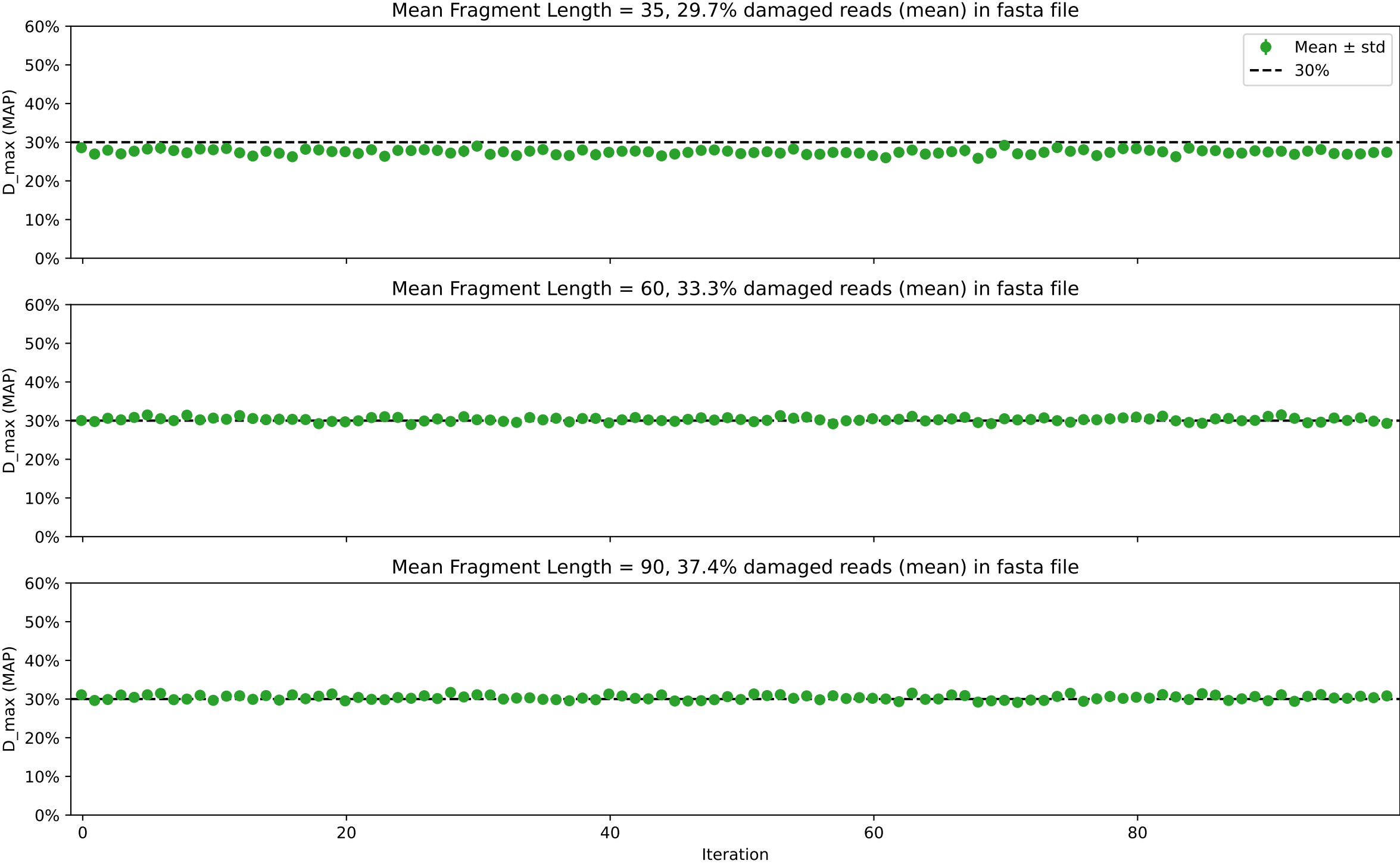
D\_max (MAP)  
Individual damages:  
2500 reads  
Briggs damage = 0.96  
Damage percent = 30%



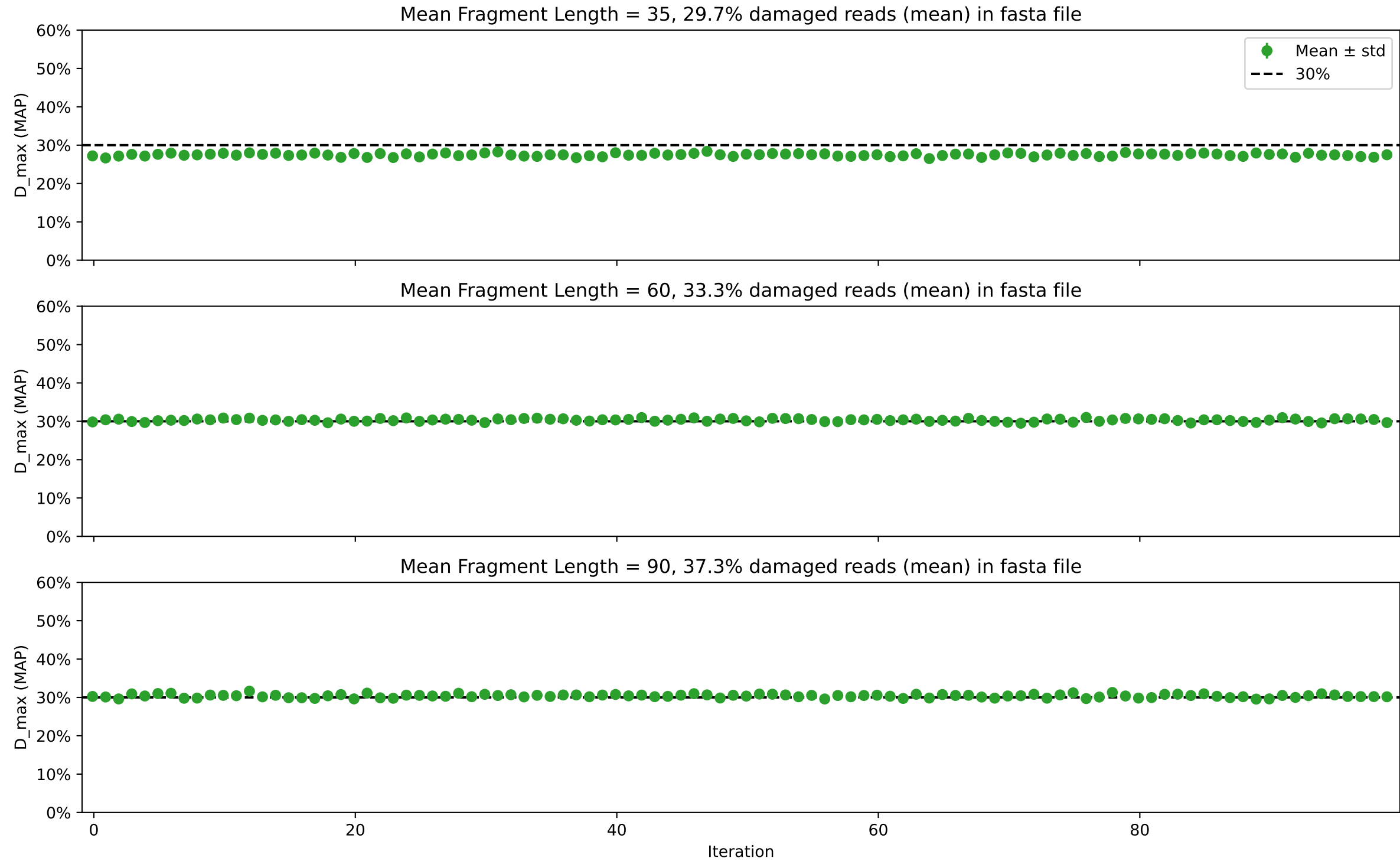
D\_max (MAP)  
Individual damages:  
5000 reads  
Briggs damage = 0.96  
Damage percent = 30%



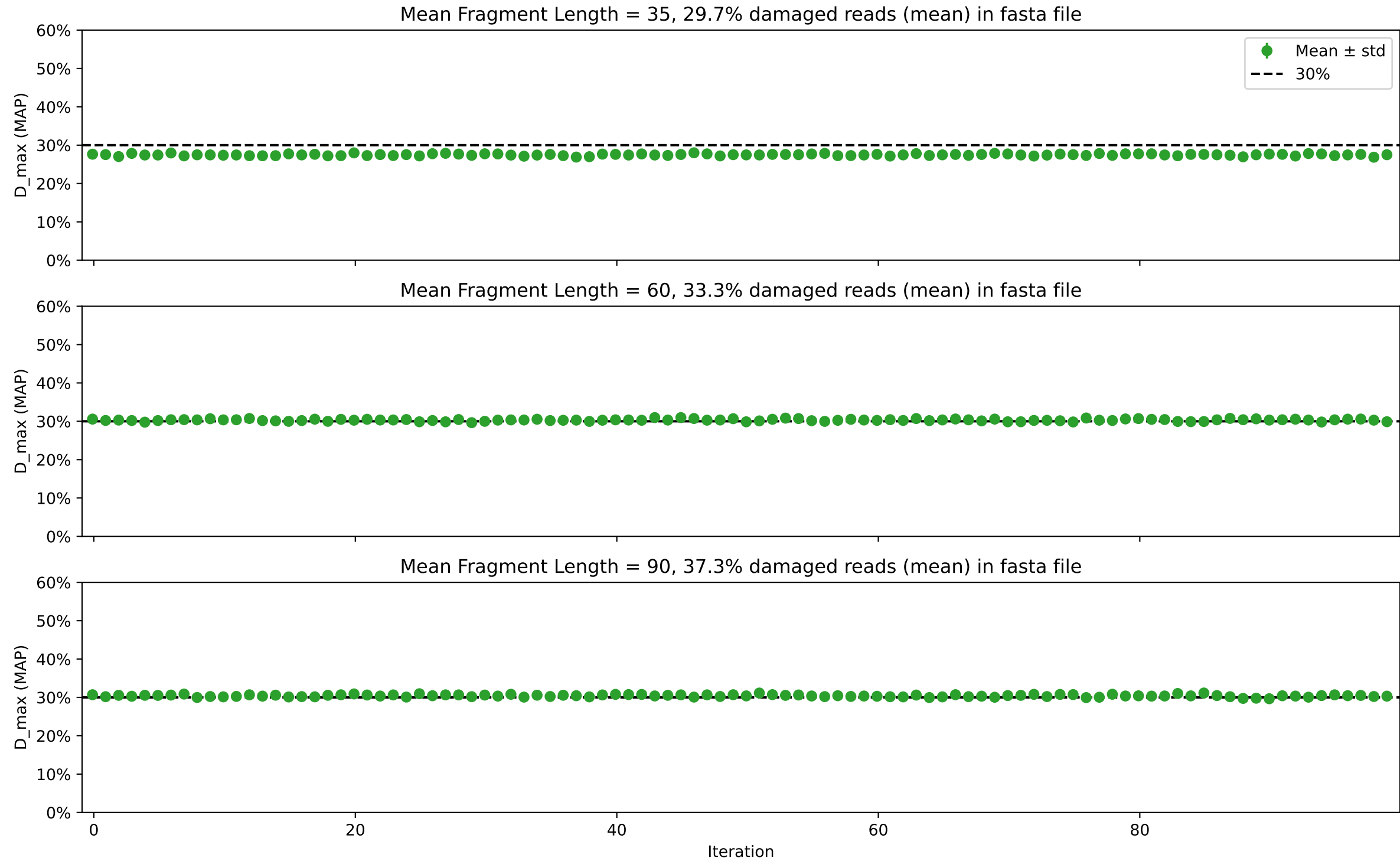
D\_max (MAP)  
Individual damages:  
10000 reads  
Briggs damage = 0.96  
Damage percent = 30%



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



D\_max (MAP)  
Individual damages:  
50000 reads  
Briggs damage = 0.96  
Damage percent = 30%



D\_max (MAP)  
Individual damages:  
100000 reads  
Briggs damage = 0.96  
Damage percent = 30%

