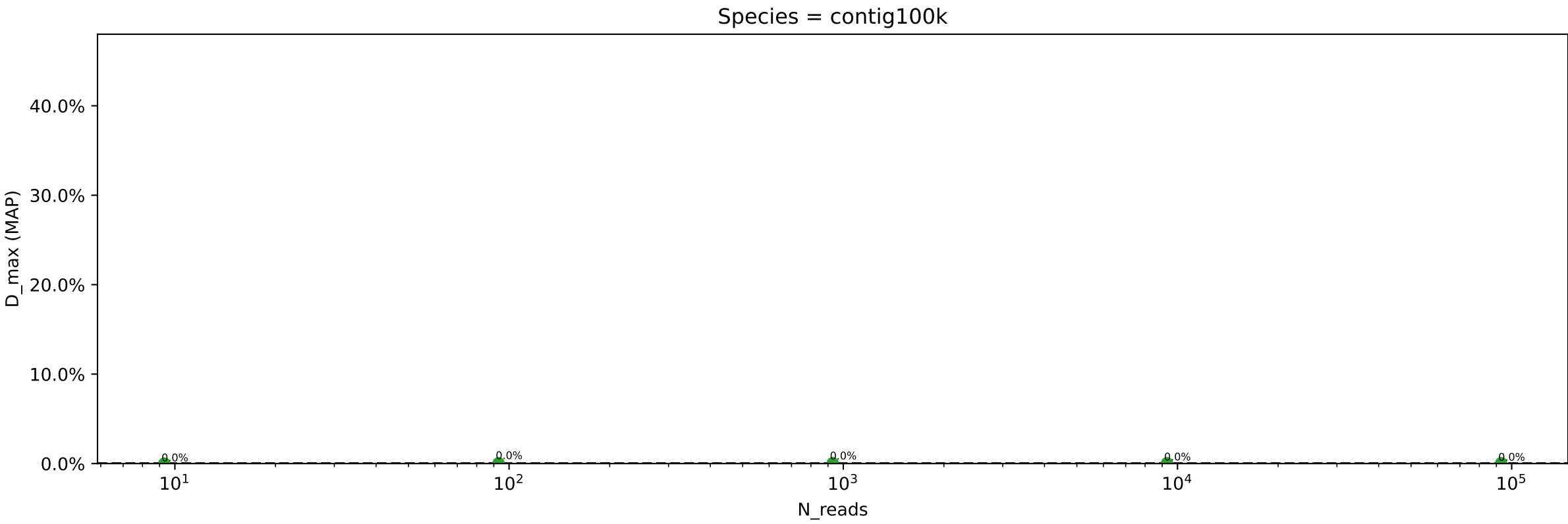
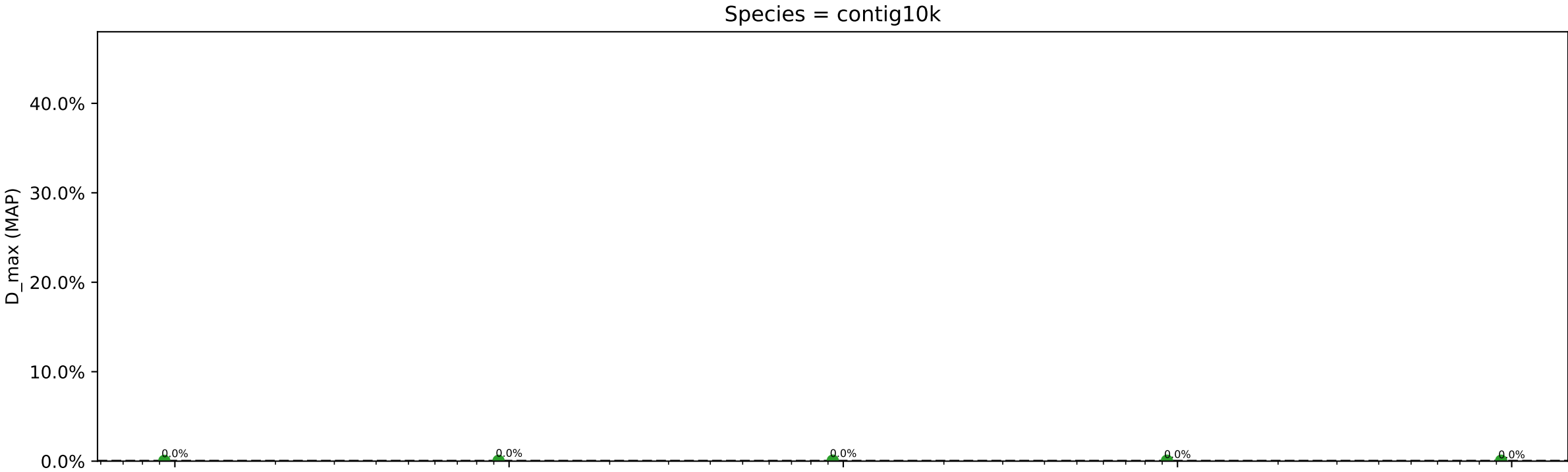
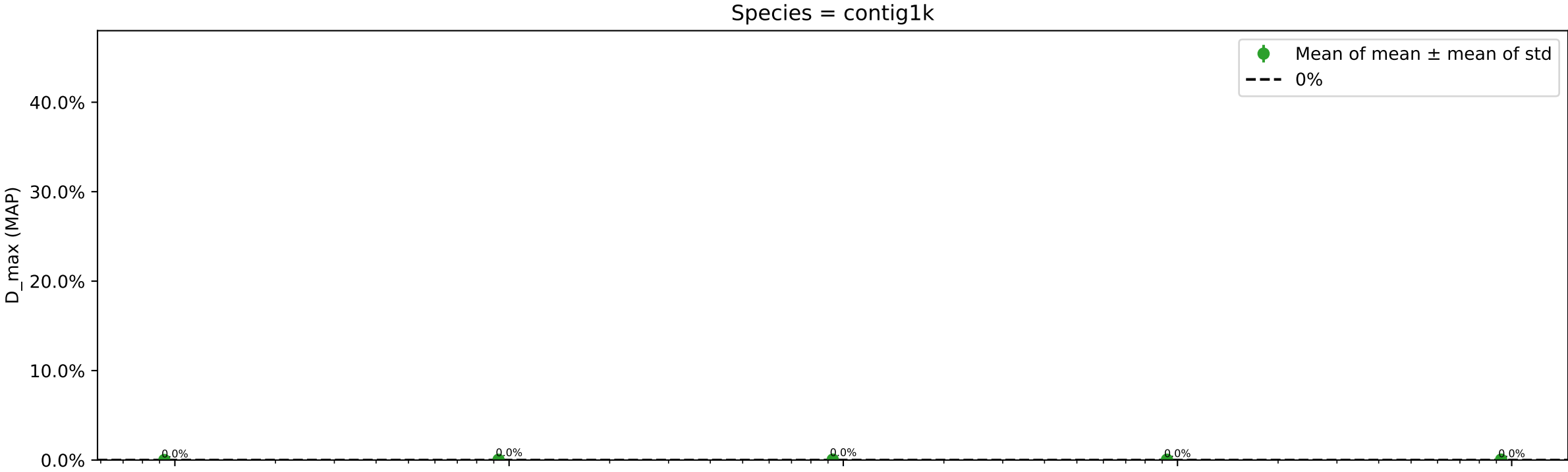
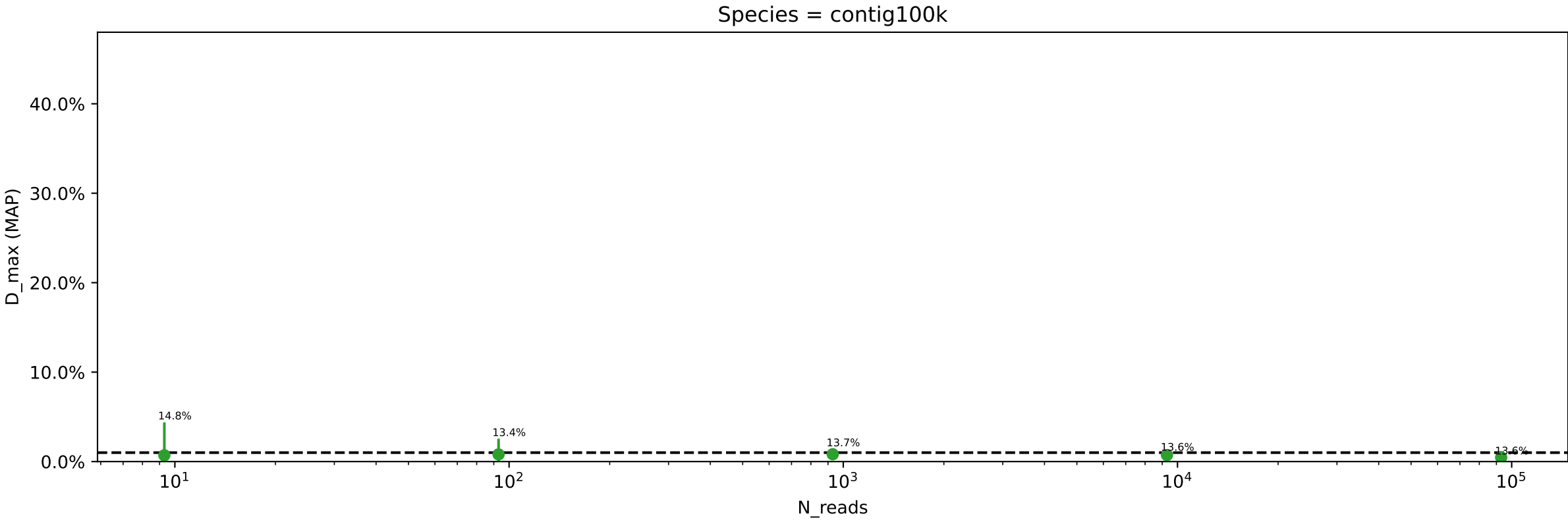
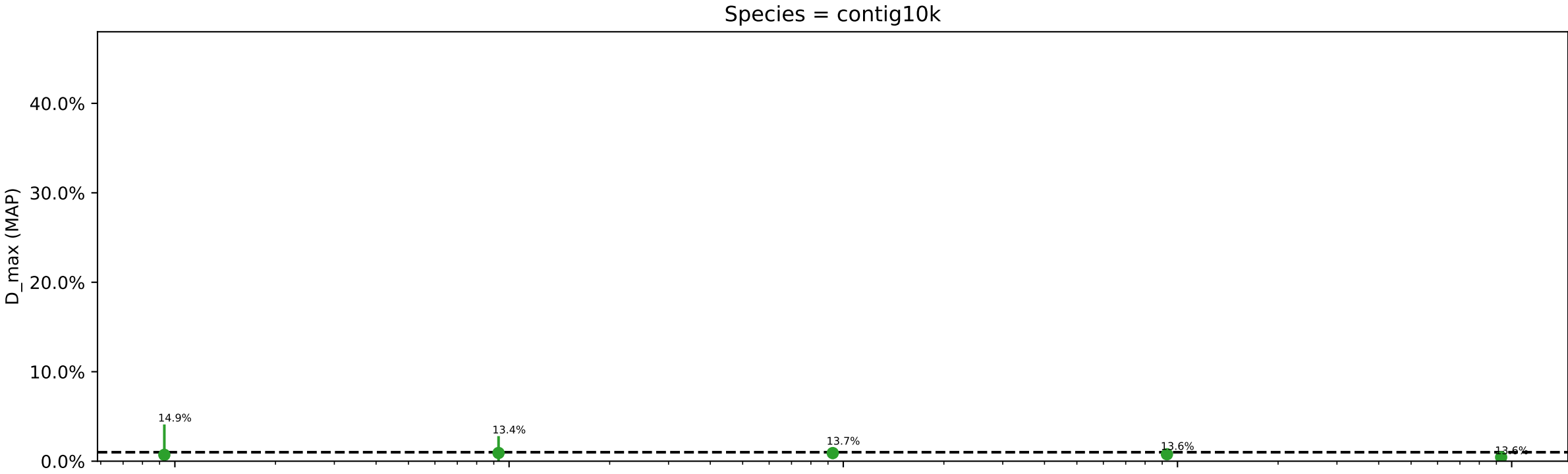
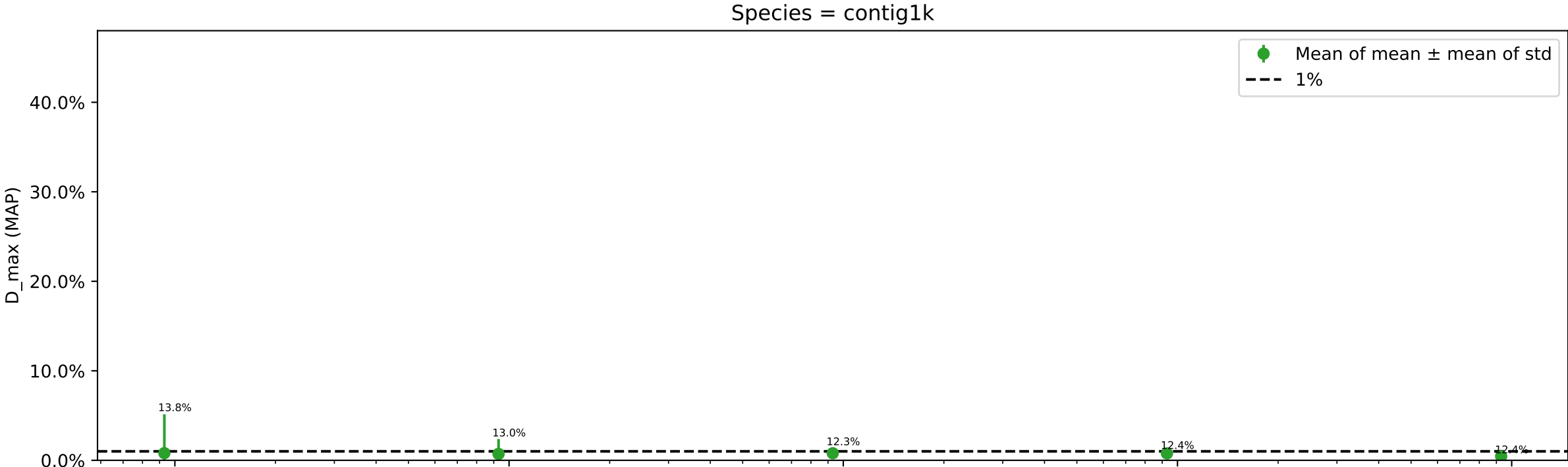


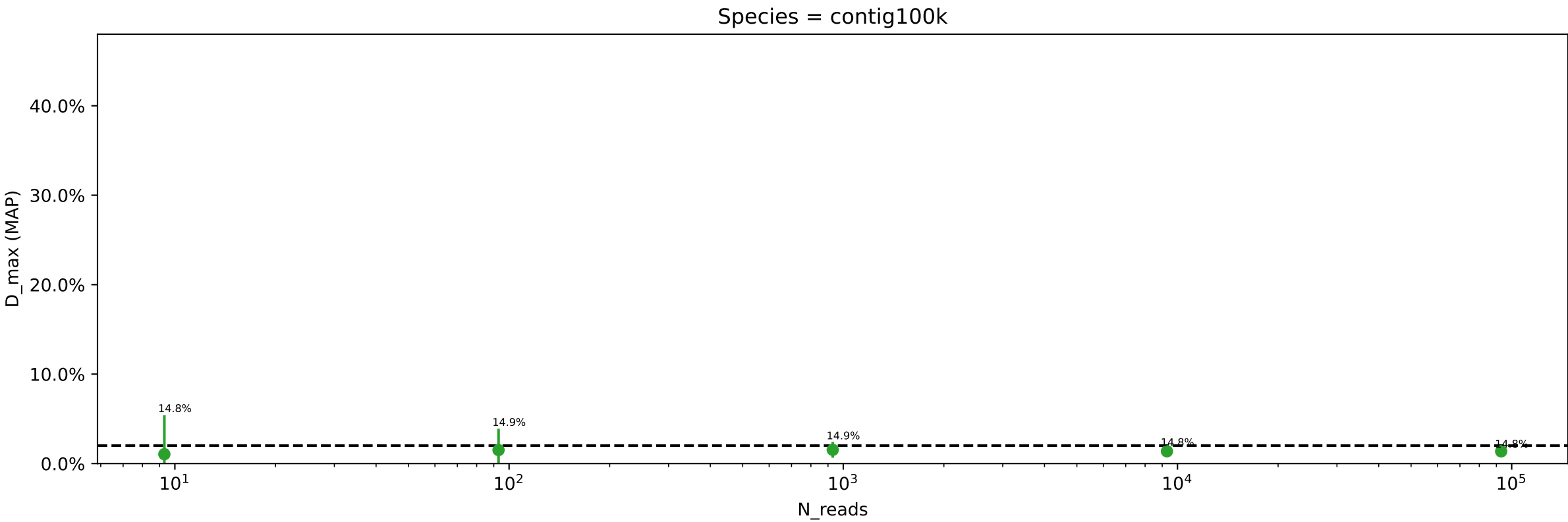
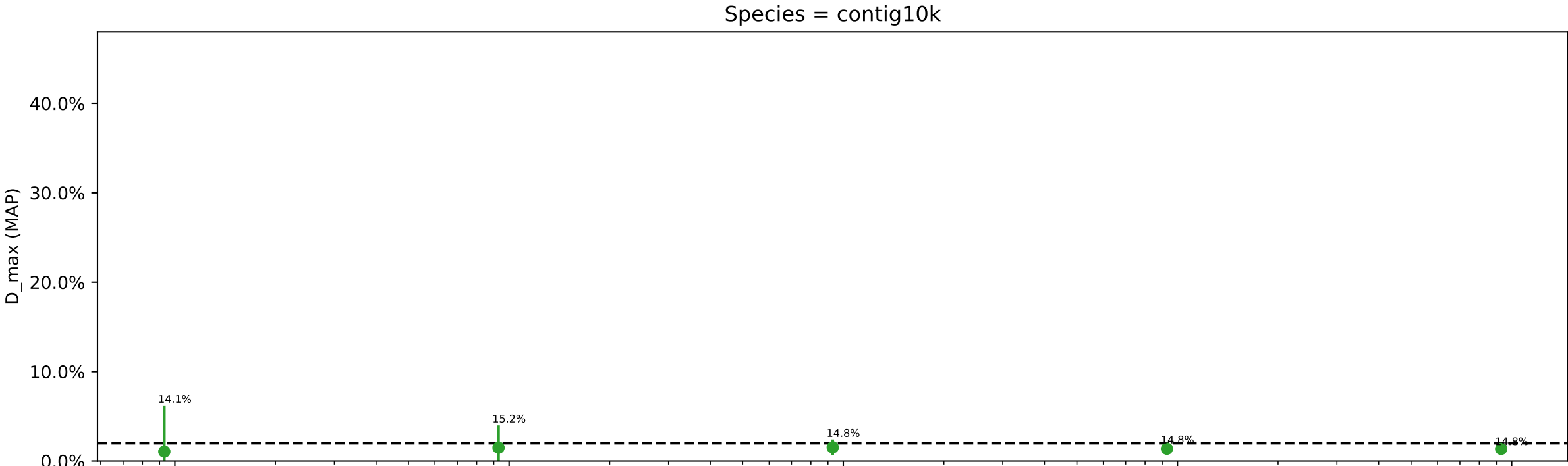
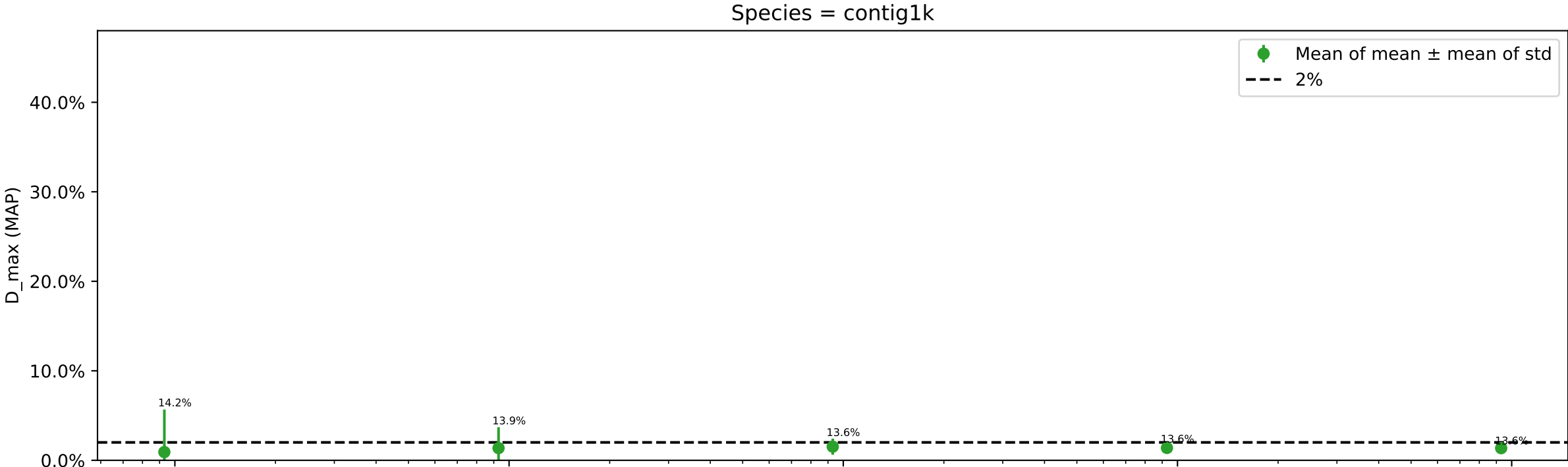
D_max (MAP)
Briggs damage = 0.0
Damage percent = 0%



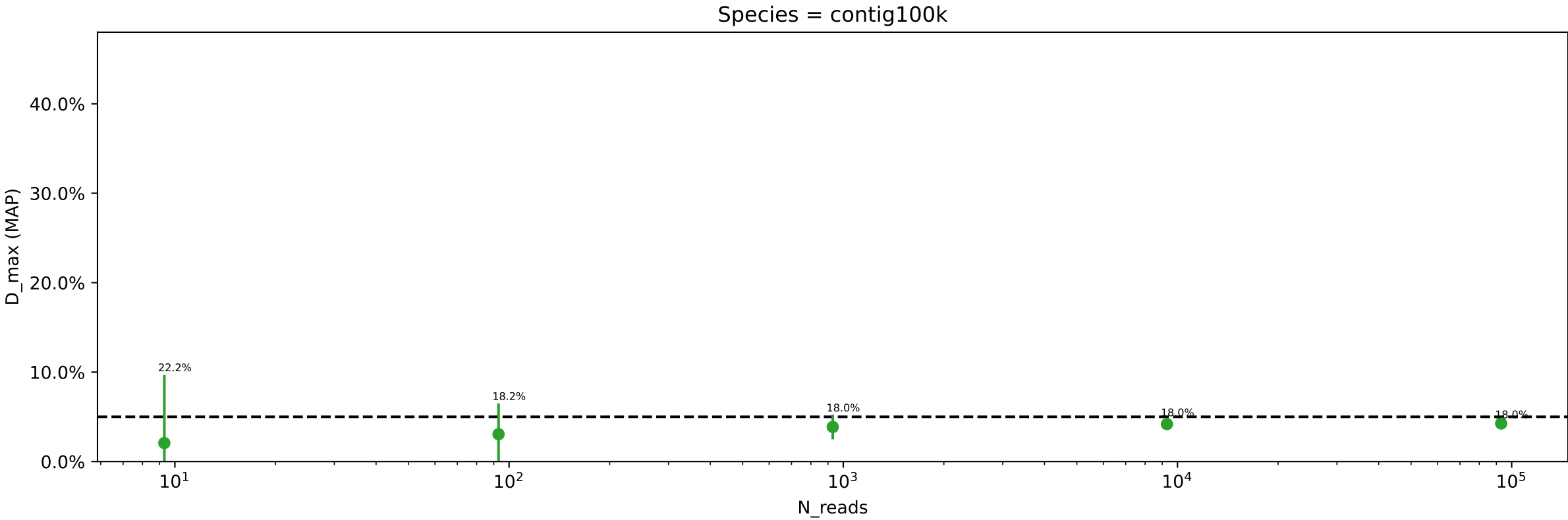
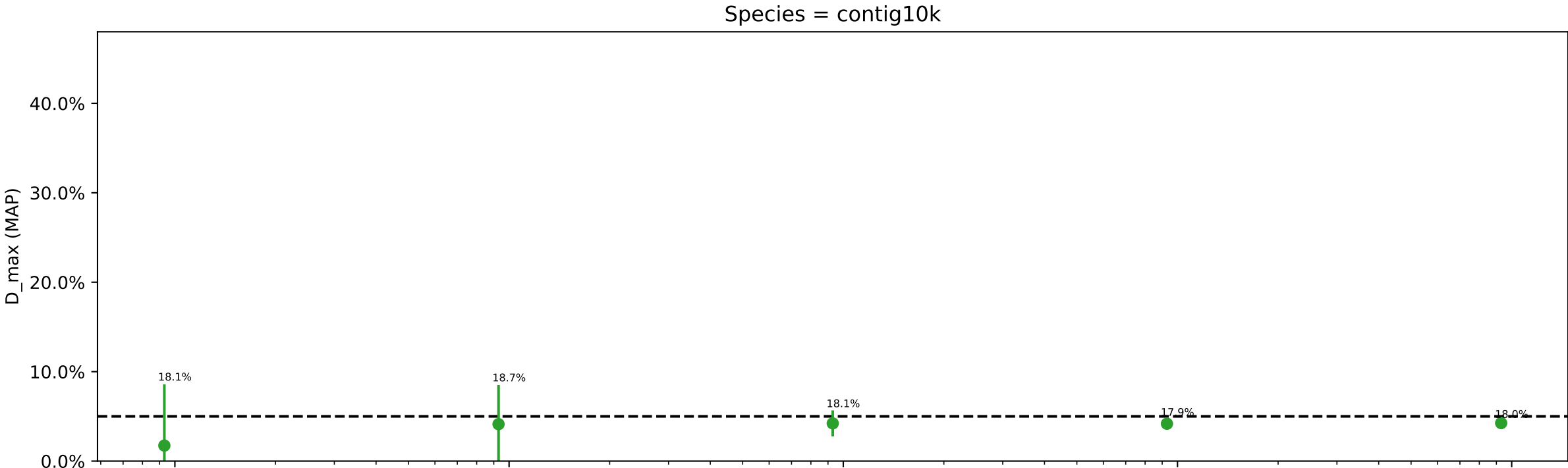
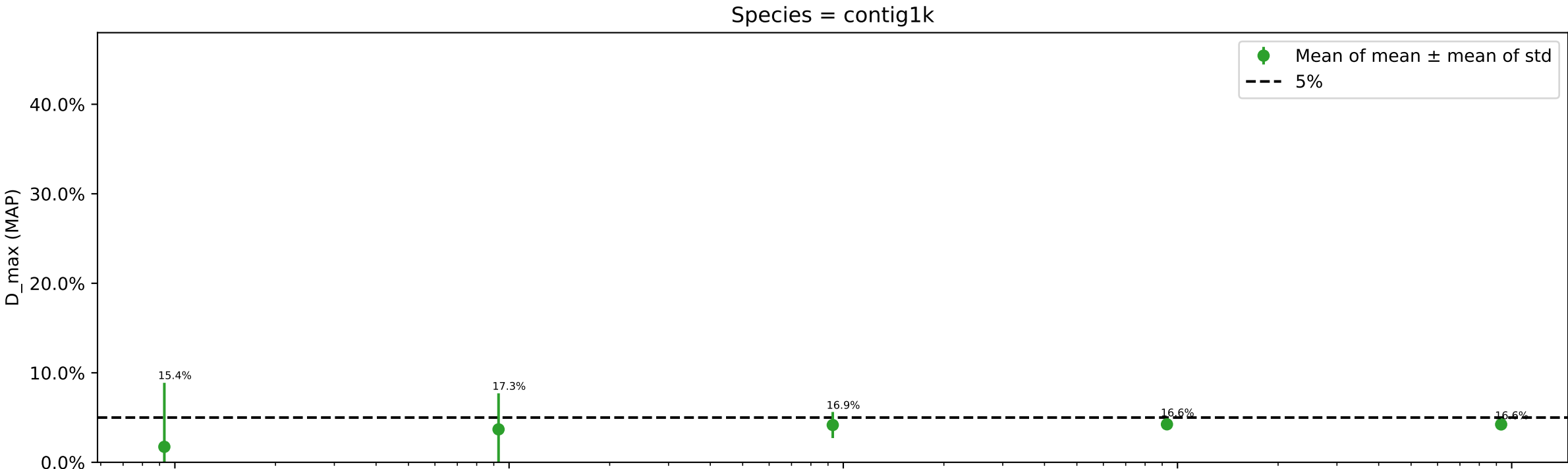
D_max (MAP)
Briggs damage = 0.014
Damage percent = 1%



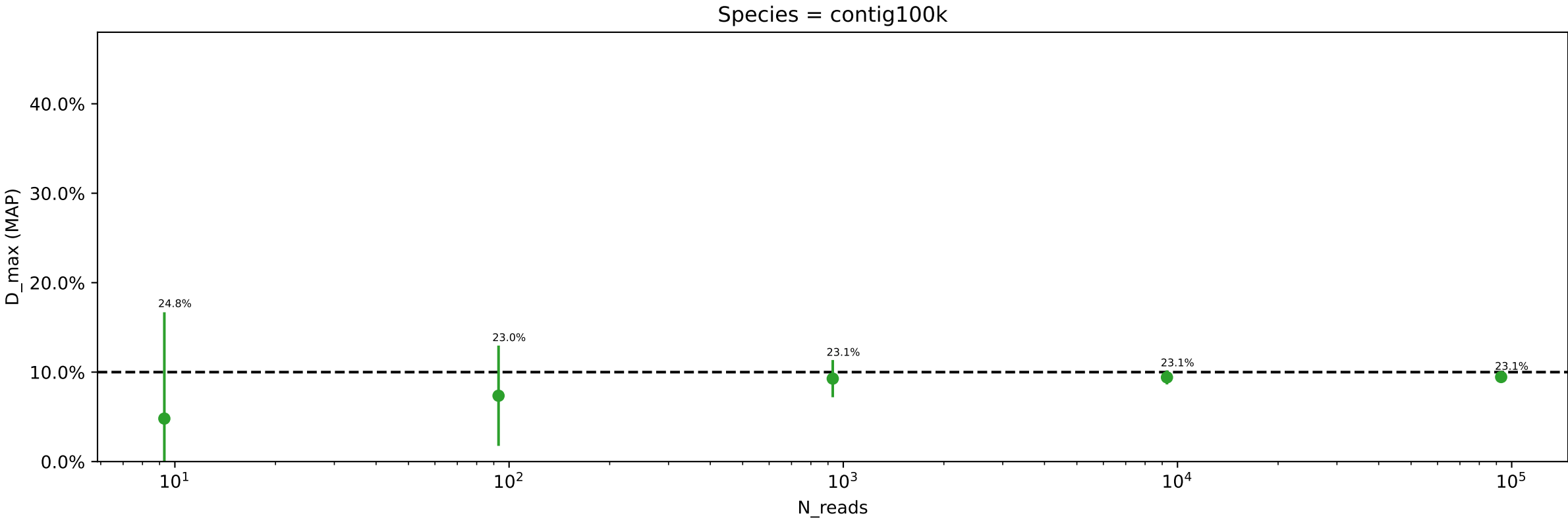
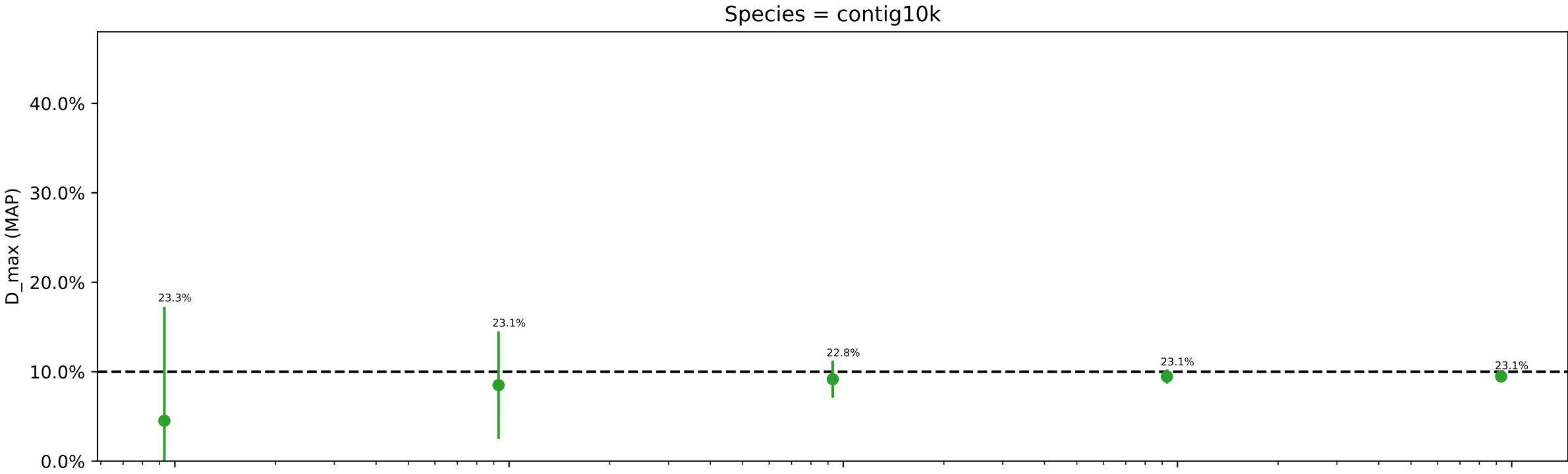
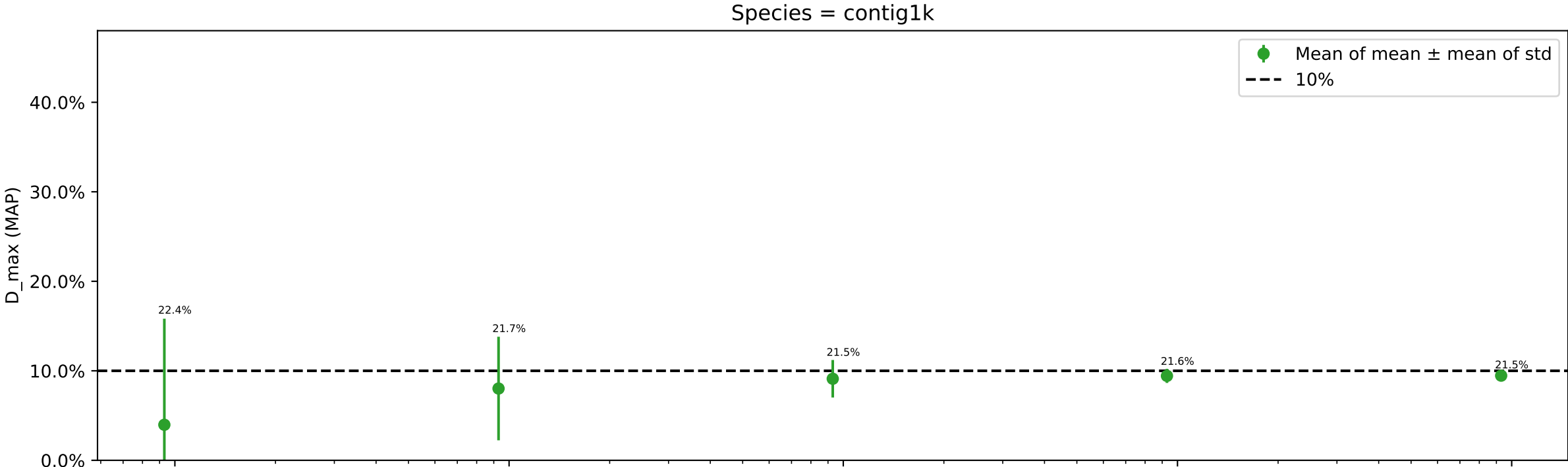
D_max (MAP)
Briggs damage = 0.047
Damage percent = 2%



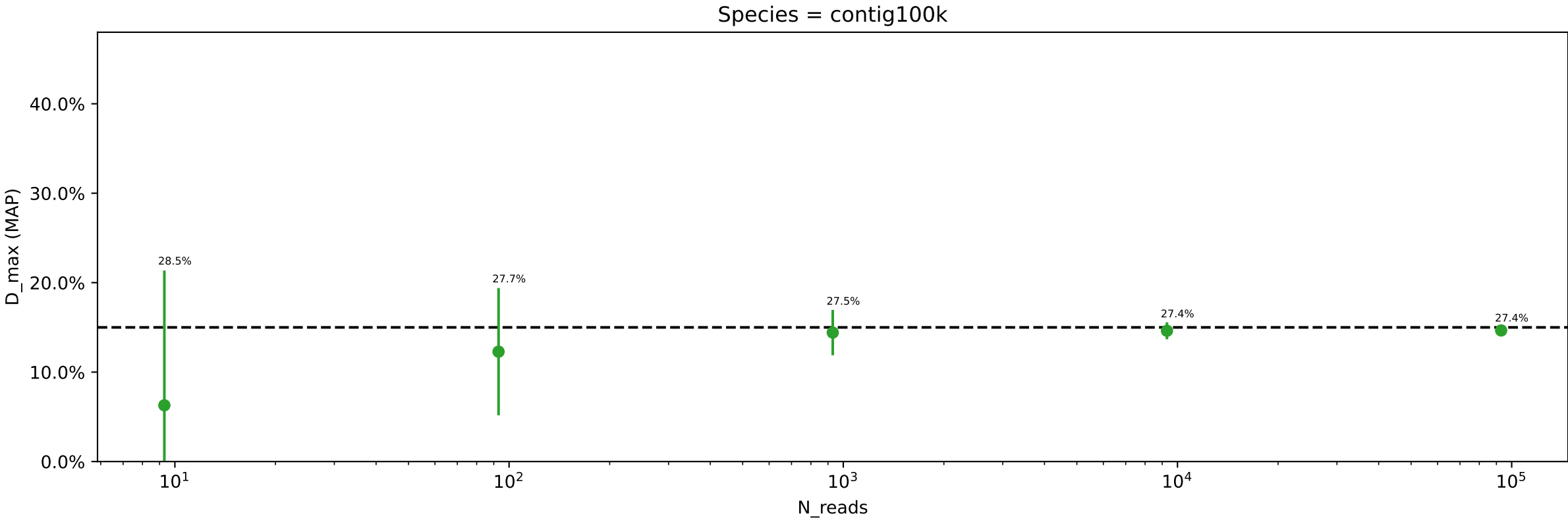
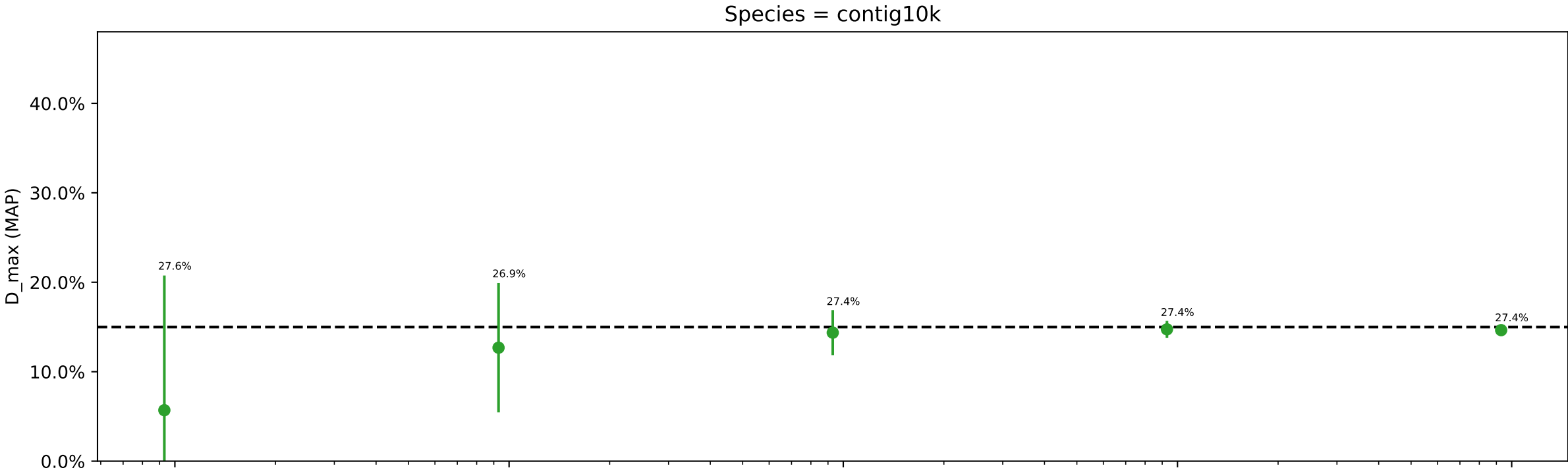
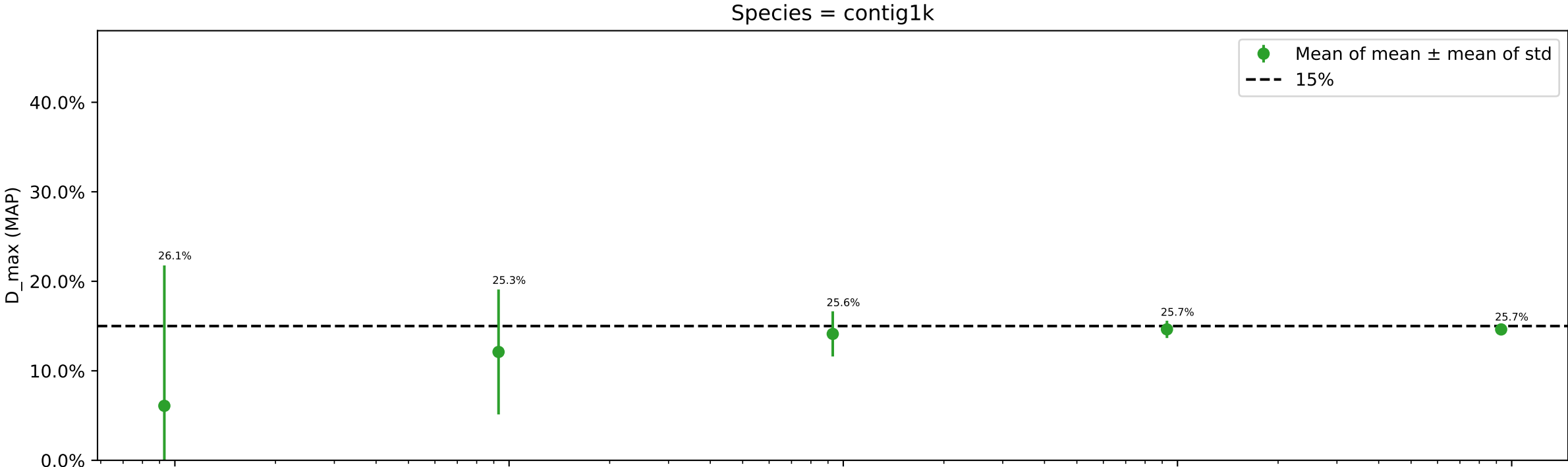
D_max (MAP)
Briggs damage = 0.138
Damage percent = 5%



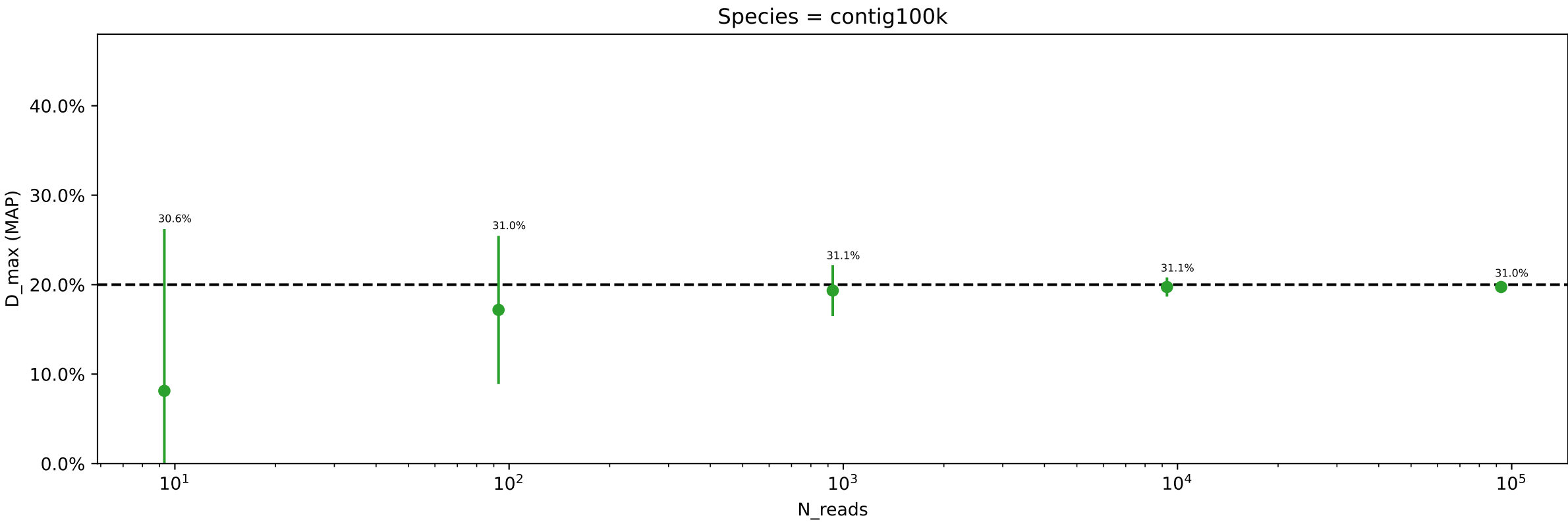
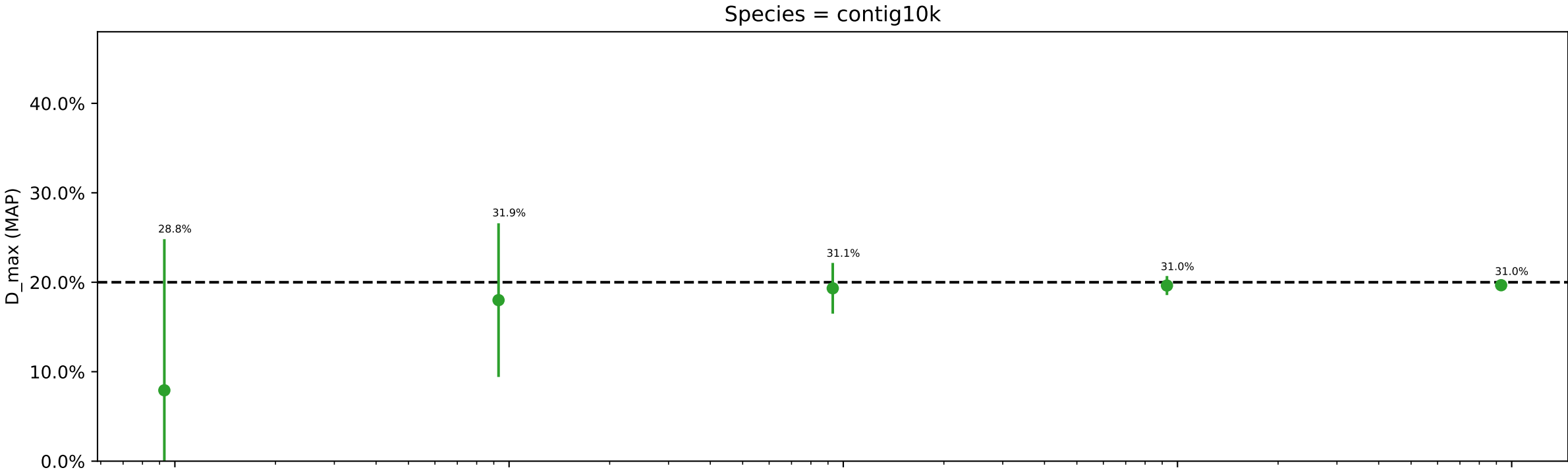
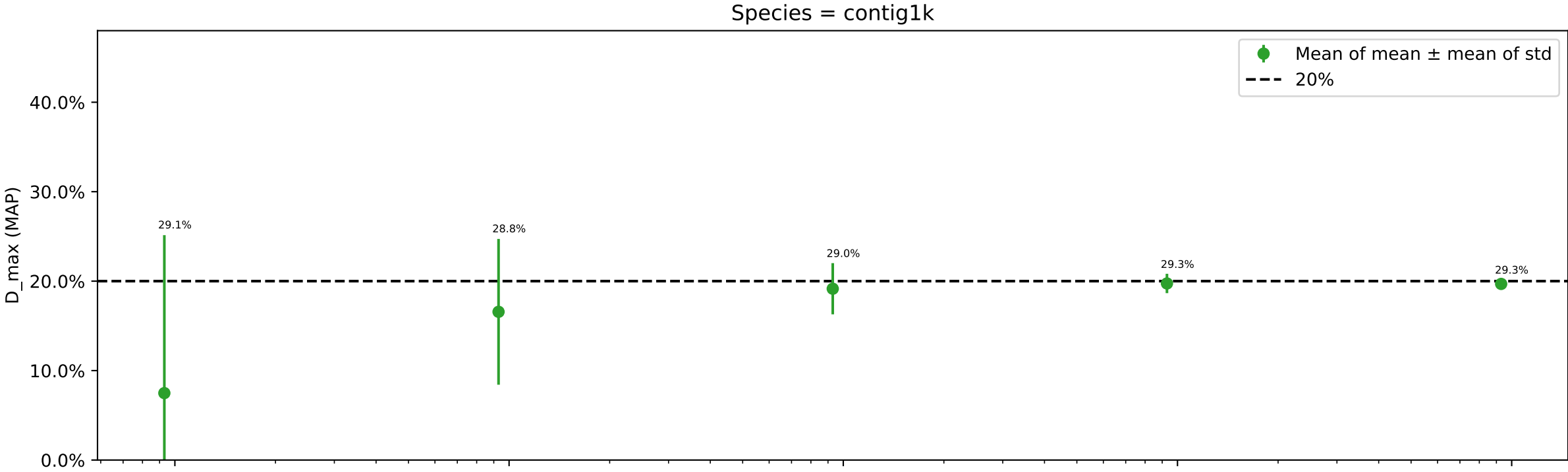
D_max (MAP)
Briggs damage = 0.303
Damage percent = 10%



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



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



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

