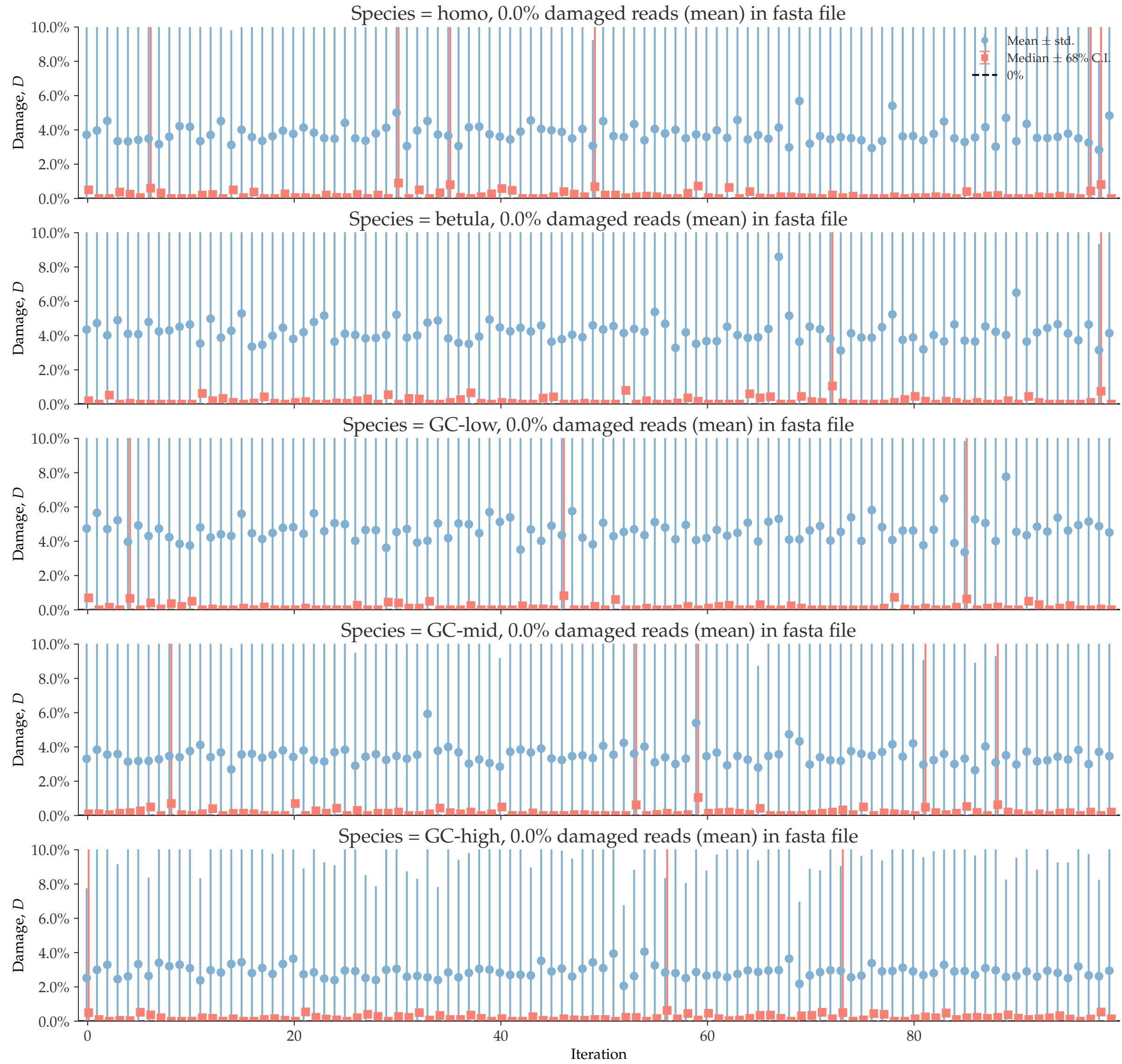
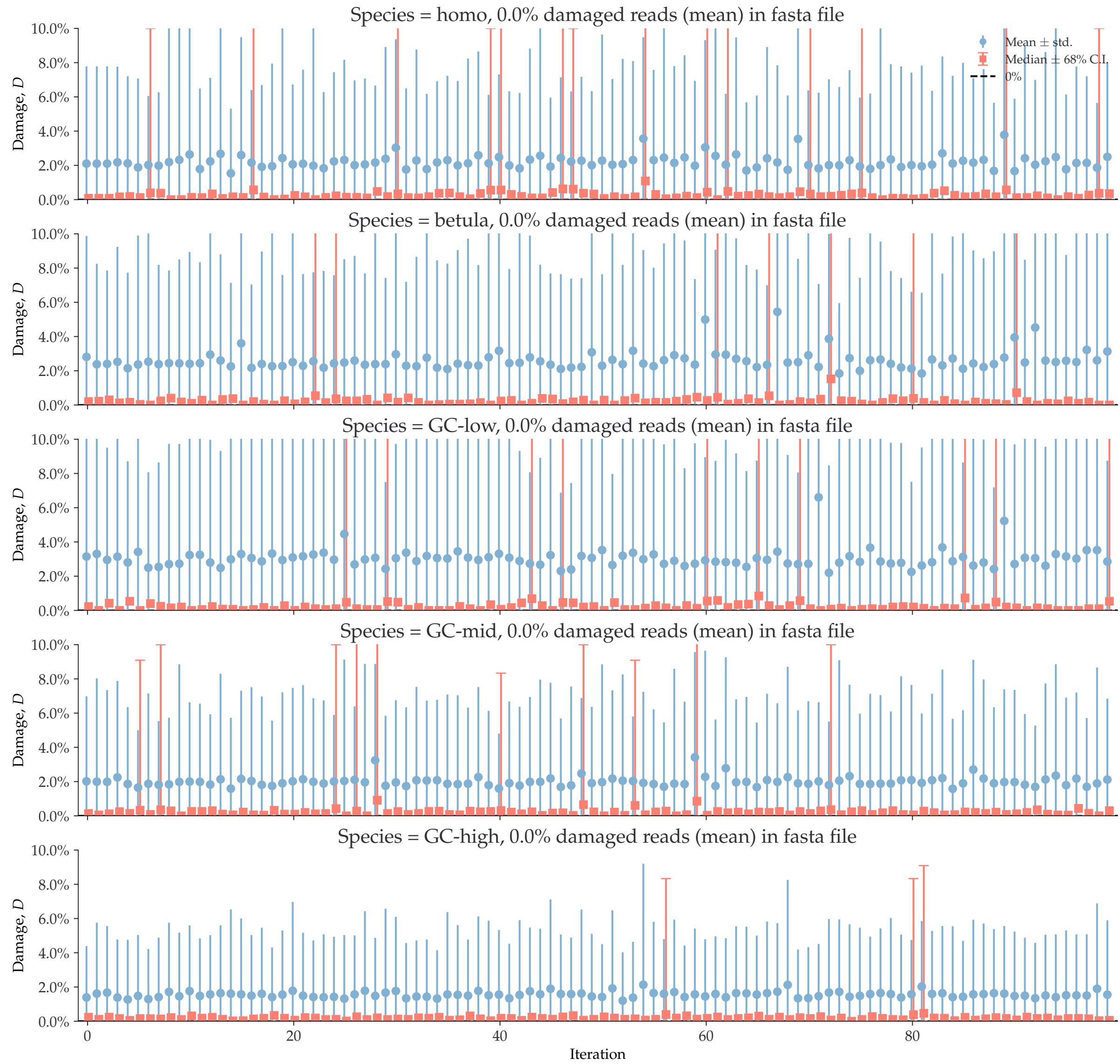


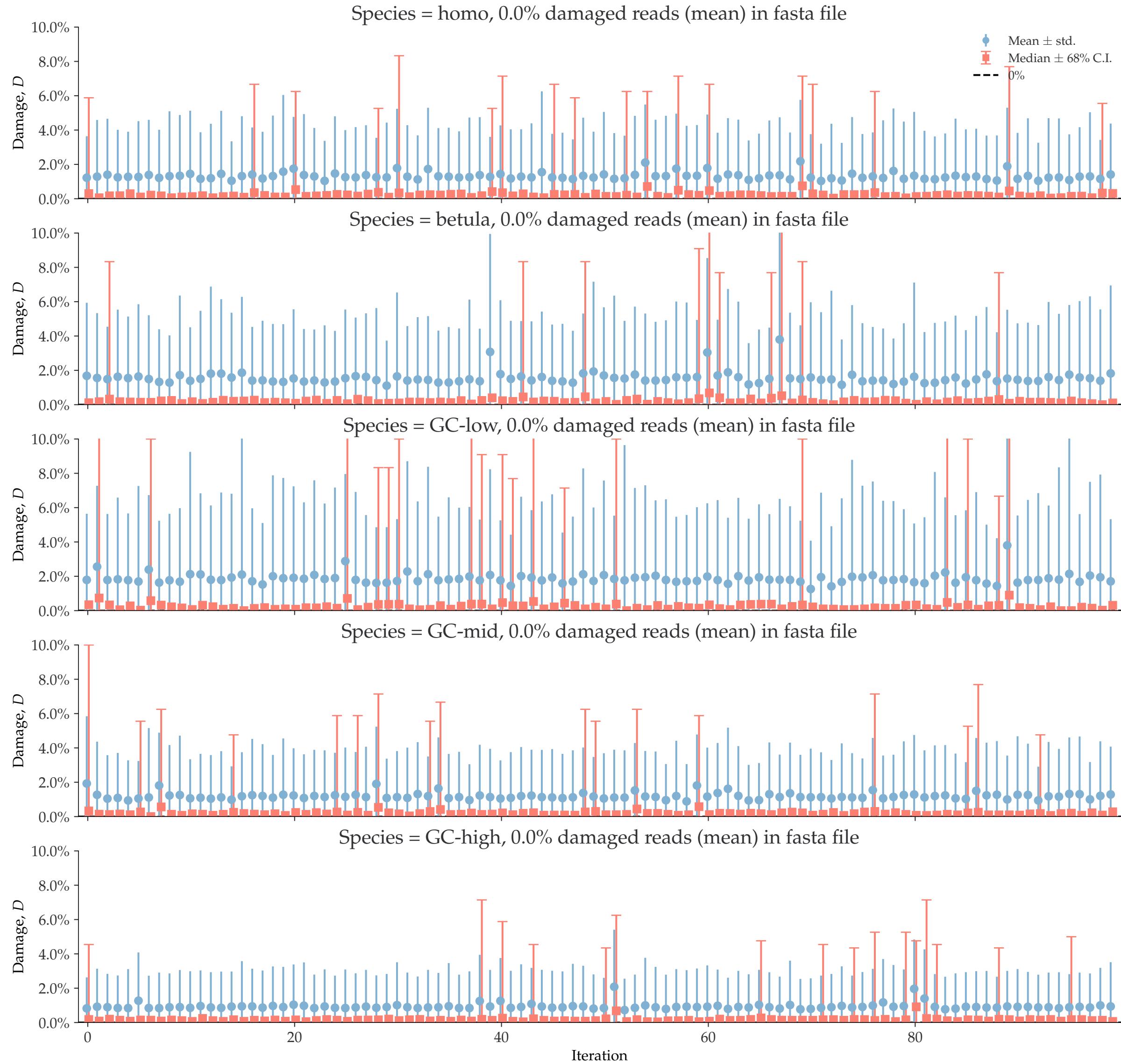
Individual damages:  
 10 reads  
 Briggs damage = 0.0  
 Damage percent = 0%  
 Damage,  $D$



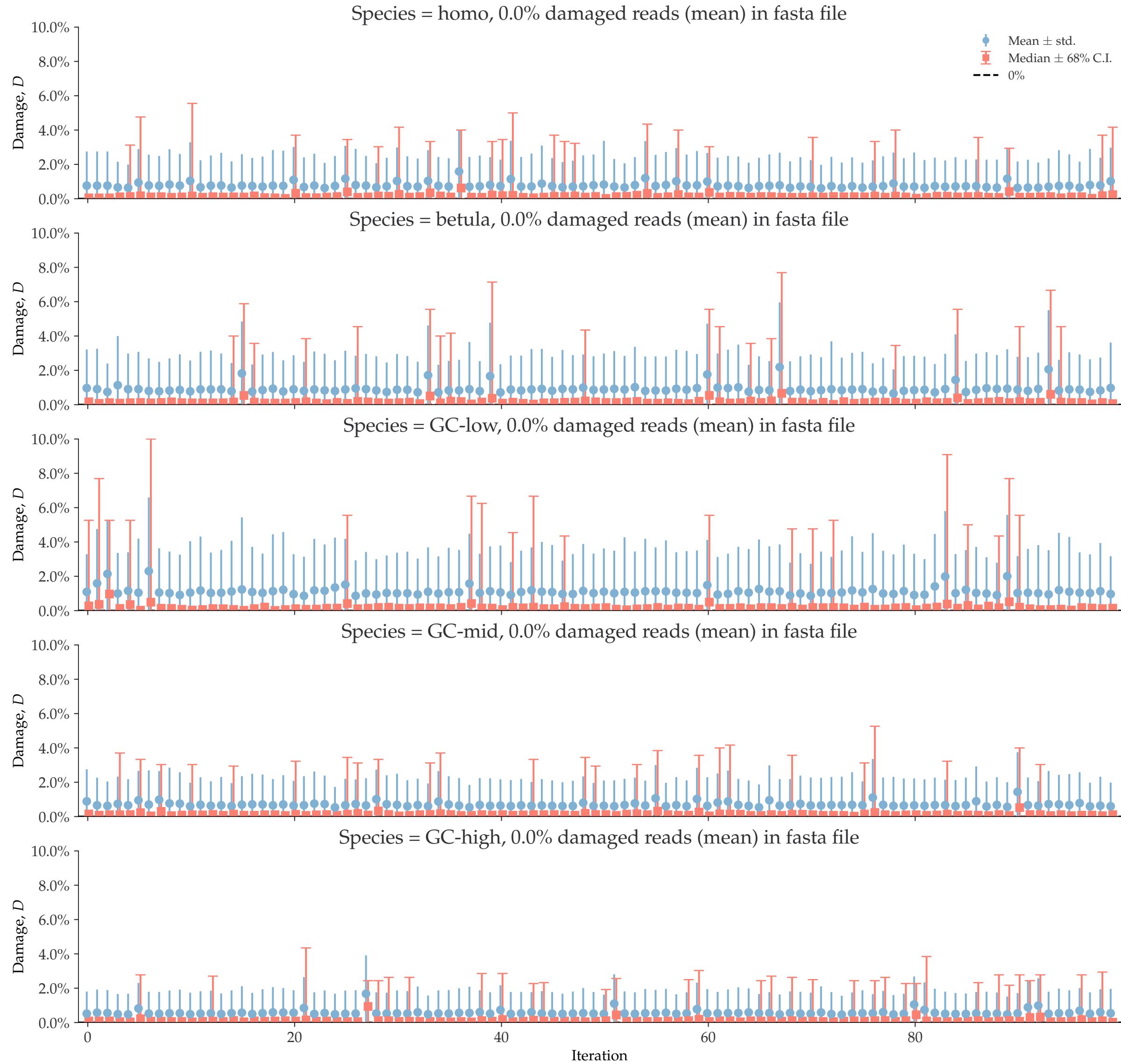
Individual damages:  
 25 reads  
 Briggs damage = 0.0  
 Damage percent = 0%  
 Damage,  $D$



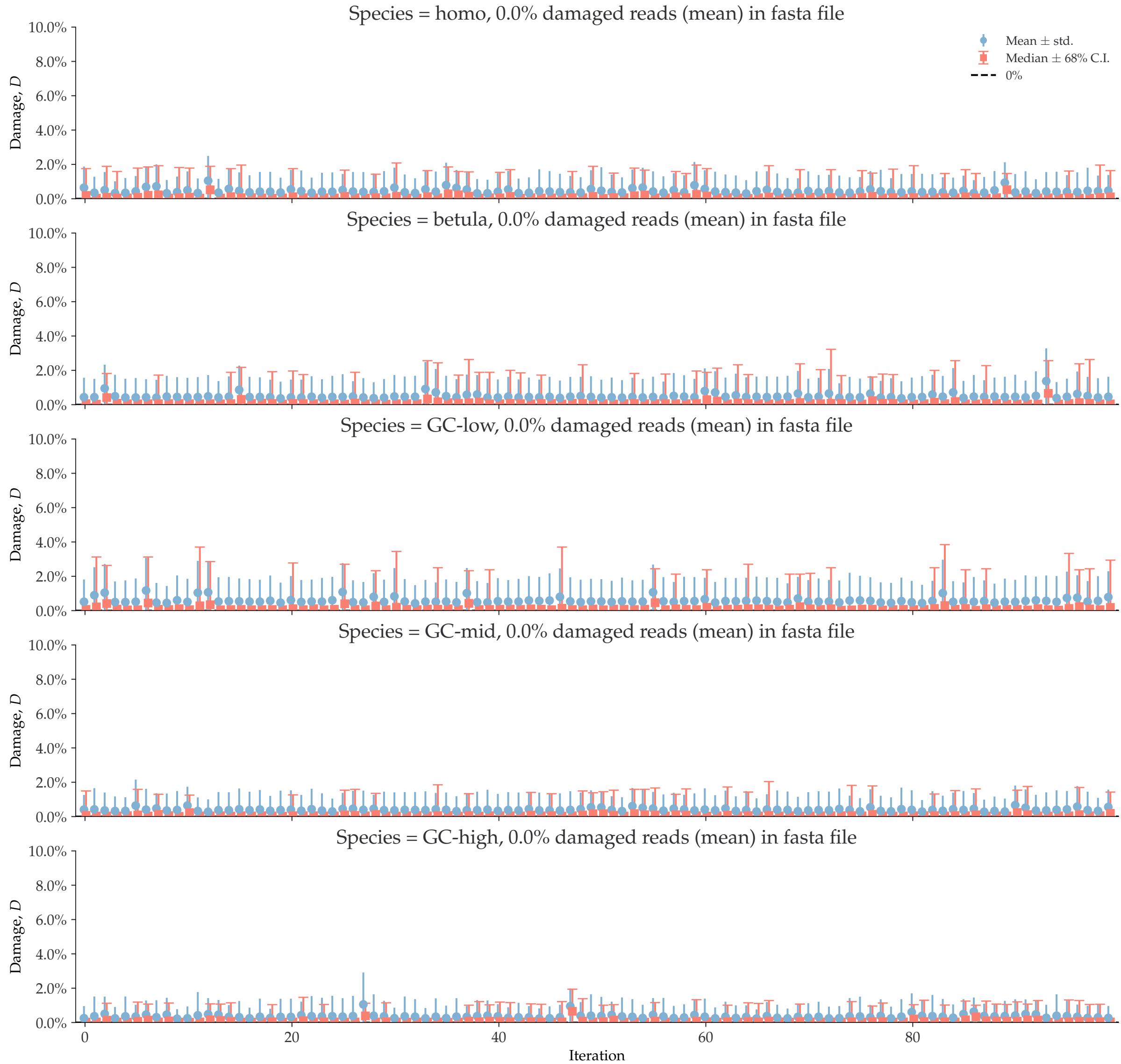
Individual damages:  
 50 reads  
 Briggs damage = 0.0  
 Damage percent = 0%  
 Damage,  $D$



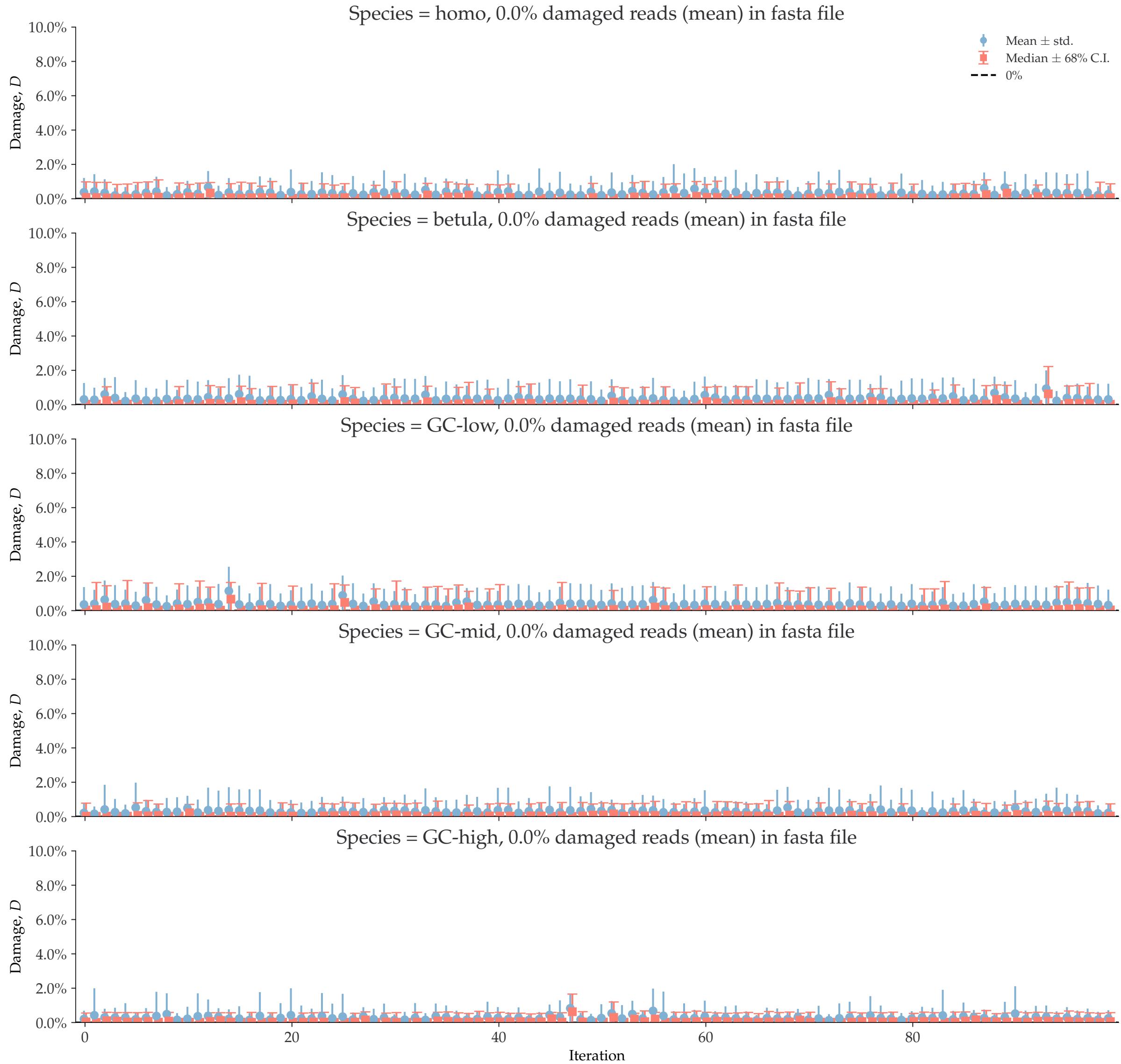
Individual damages:  
 100 reads  
 Briggs damage = 0.0  
 Damage percent = 0%  
 Damage,  $D$



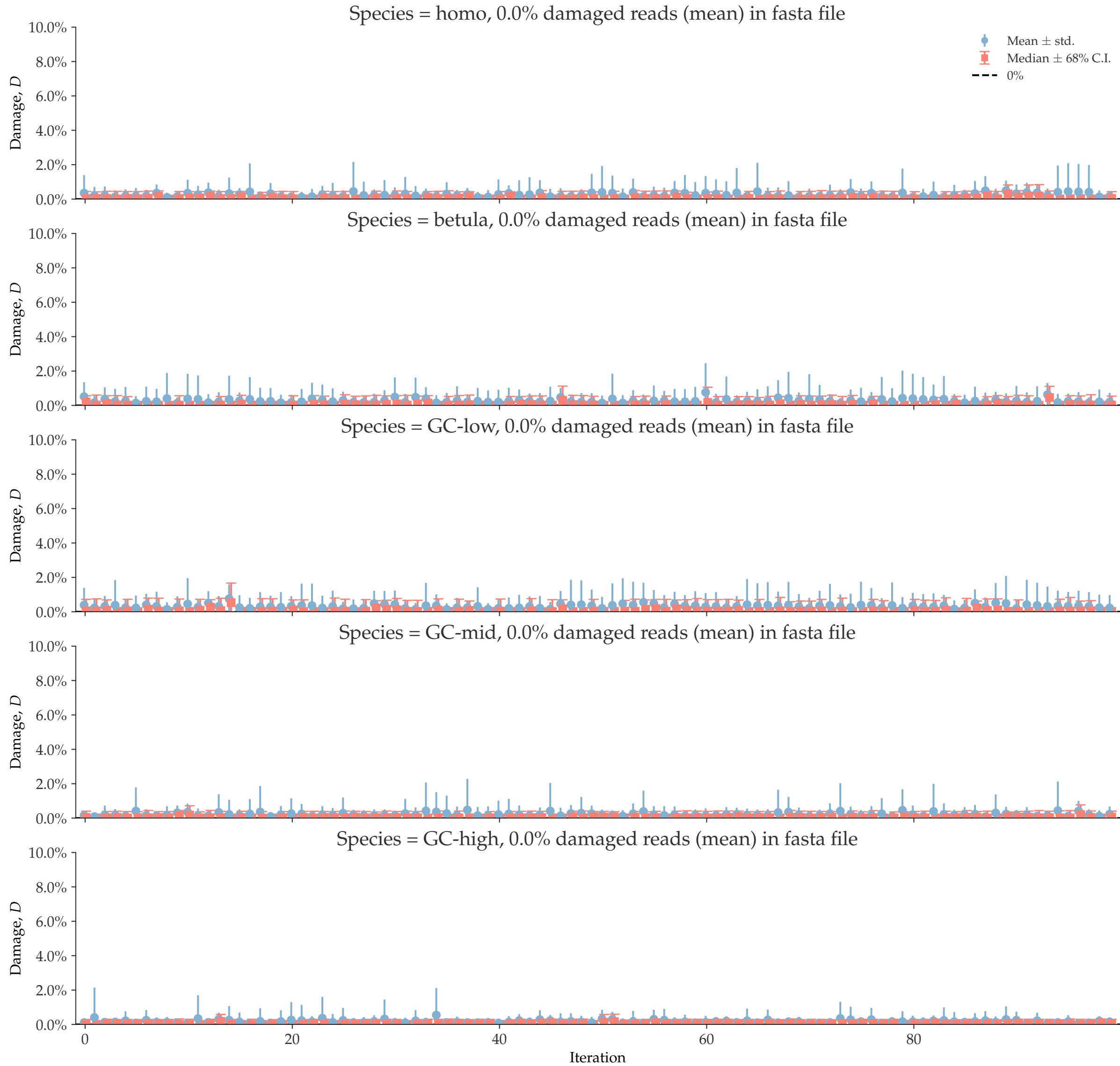
Individual damages:  
 250 reads  
 Briggs damage = 0.0  
 Damage percent = 0%  
 Damage,  $D$



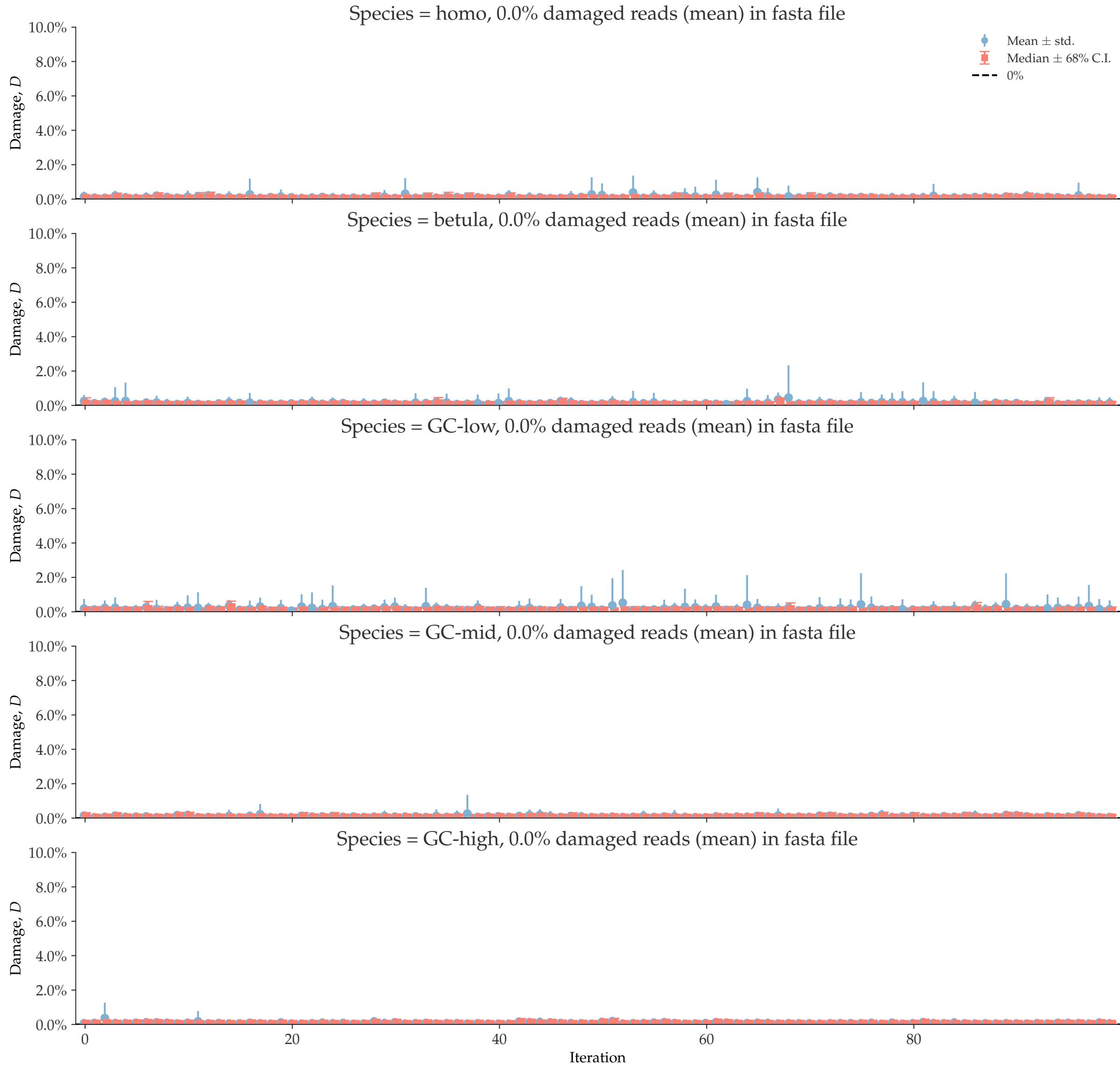
Individual damages:  
500 reads  
Briggs damage = 0.0  
Damage percent = 0%  
Damage,  $D$



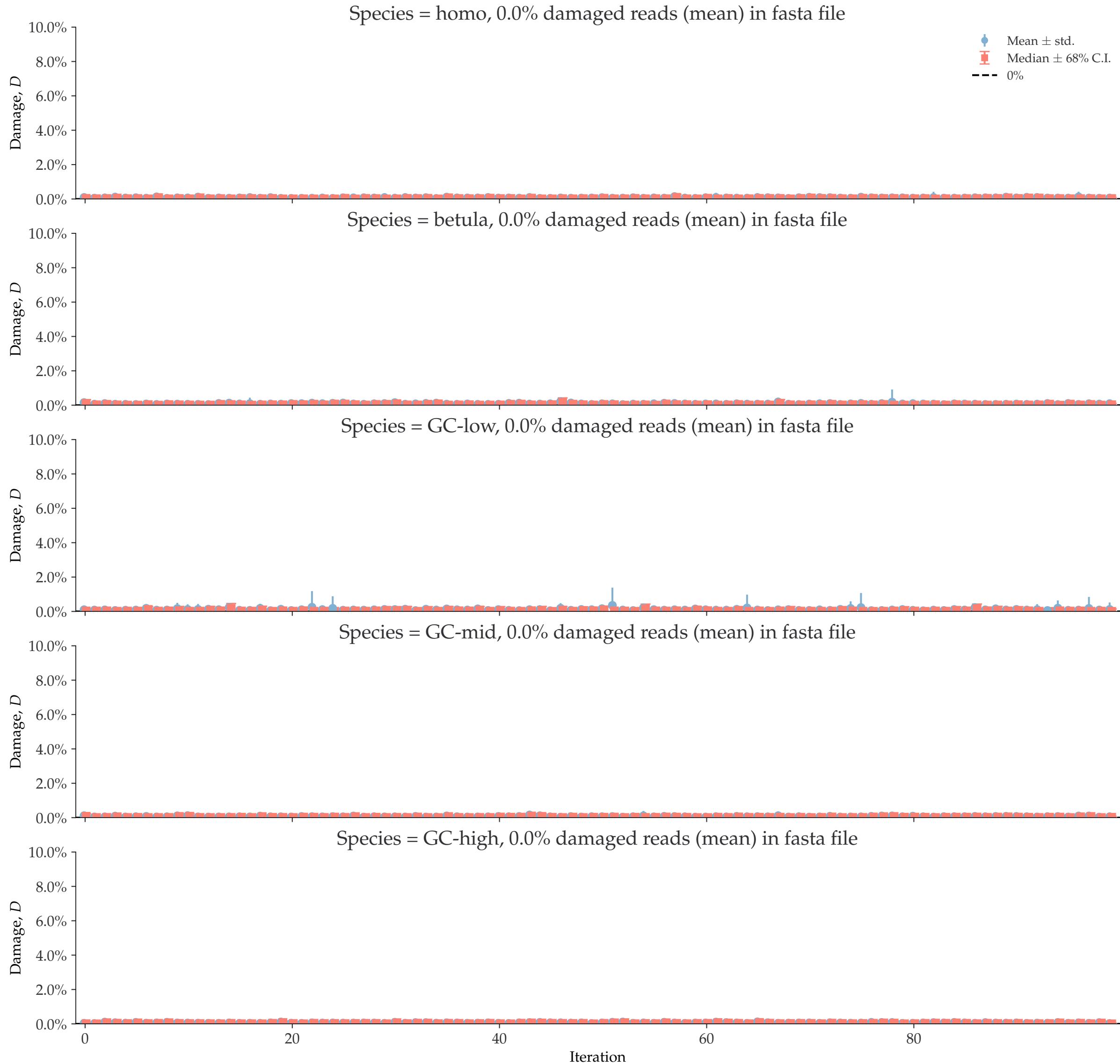
Individual damages:  
1000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
Damage,  $D$



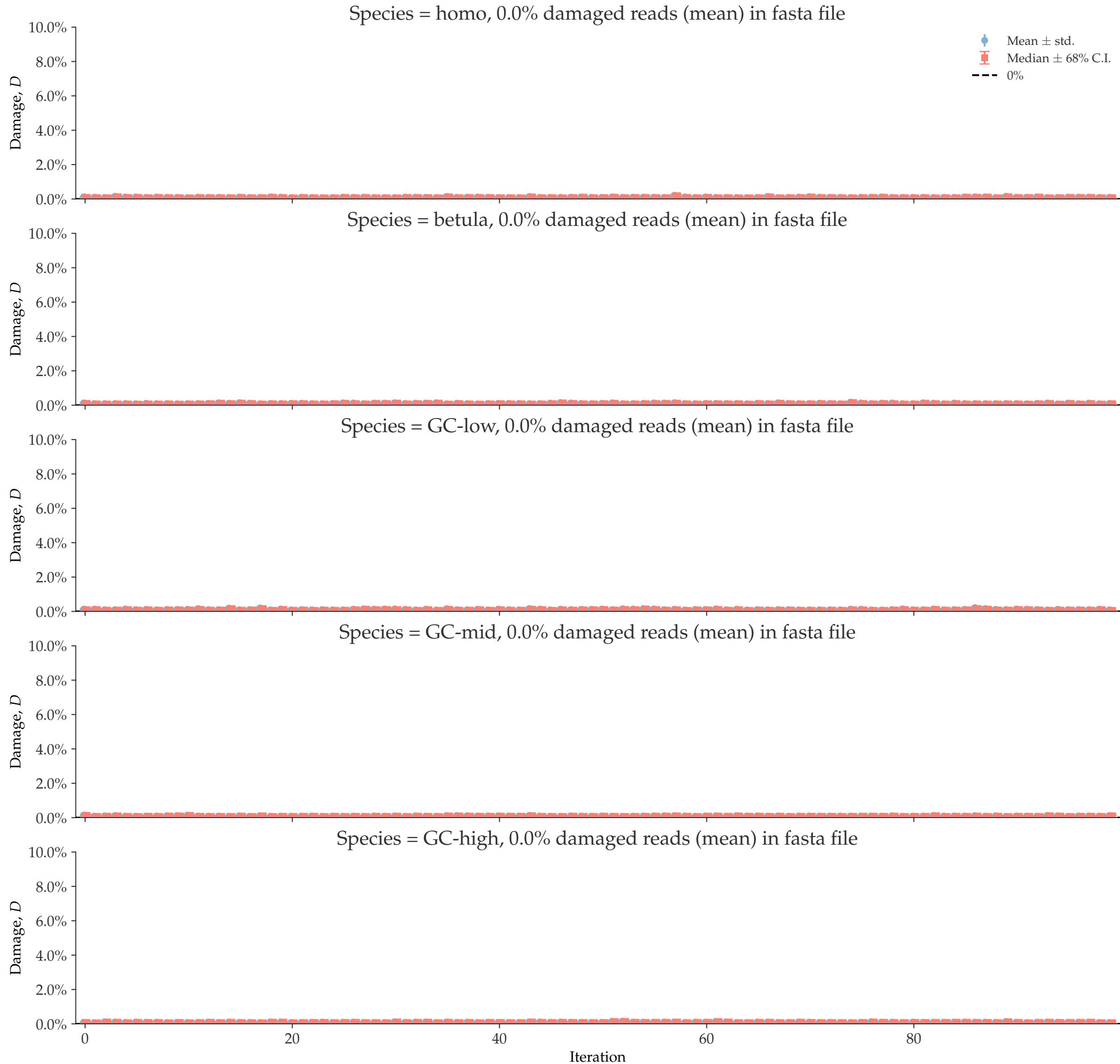
Individual damages:  
2500 reads  
Briggs damage = 0.0  
Damage percent = 0%  
Damage,  $D$



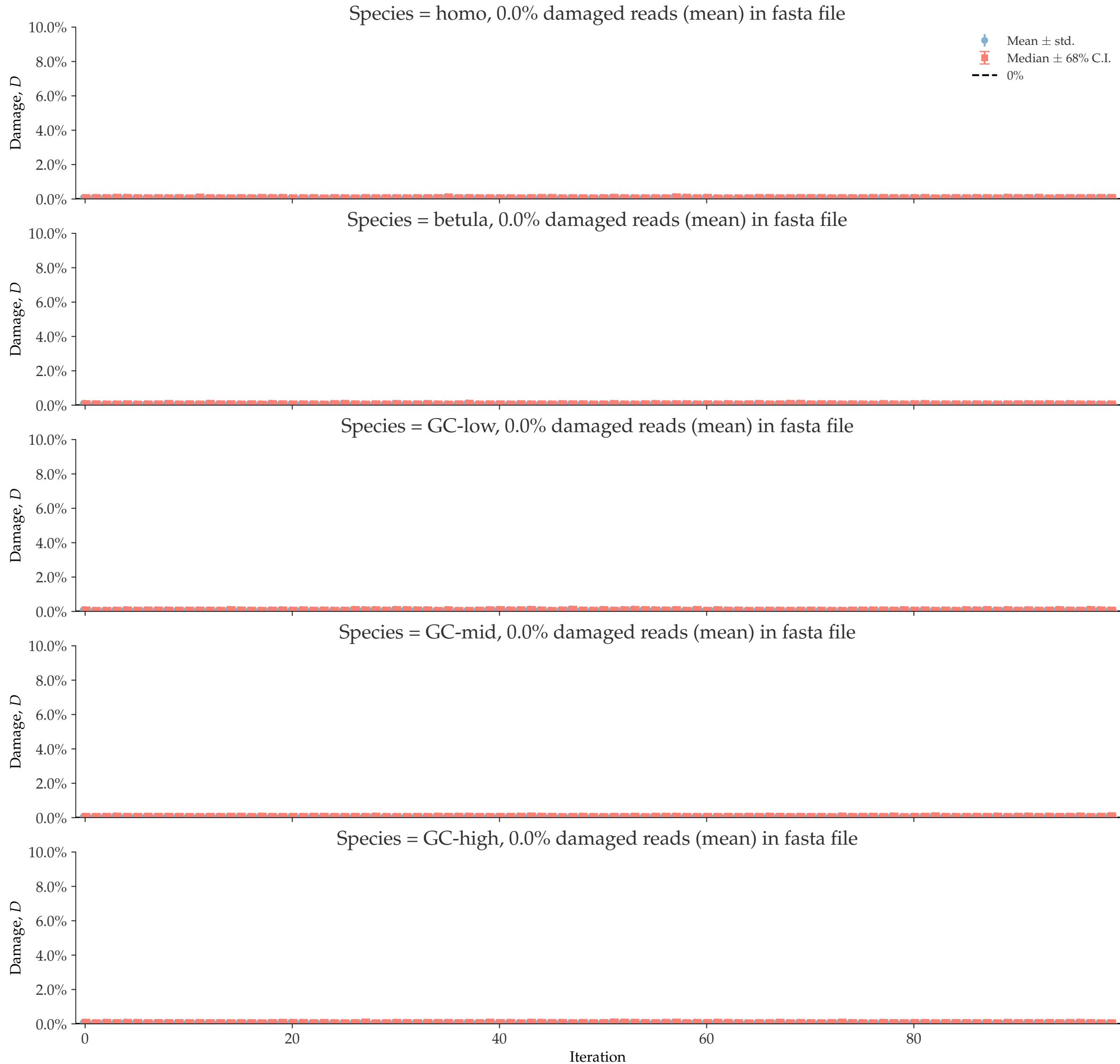
Individual damages:  
5000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
Damage,  $D$



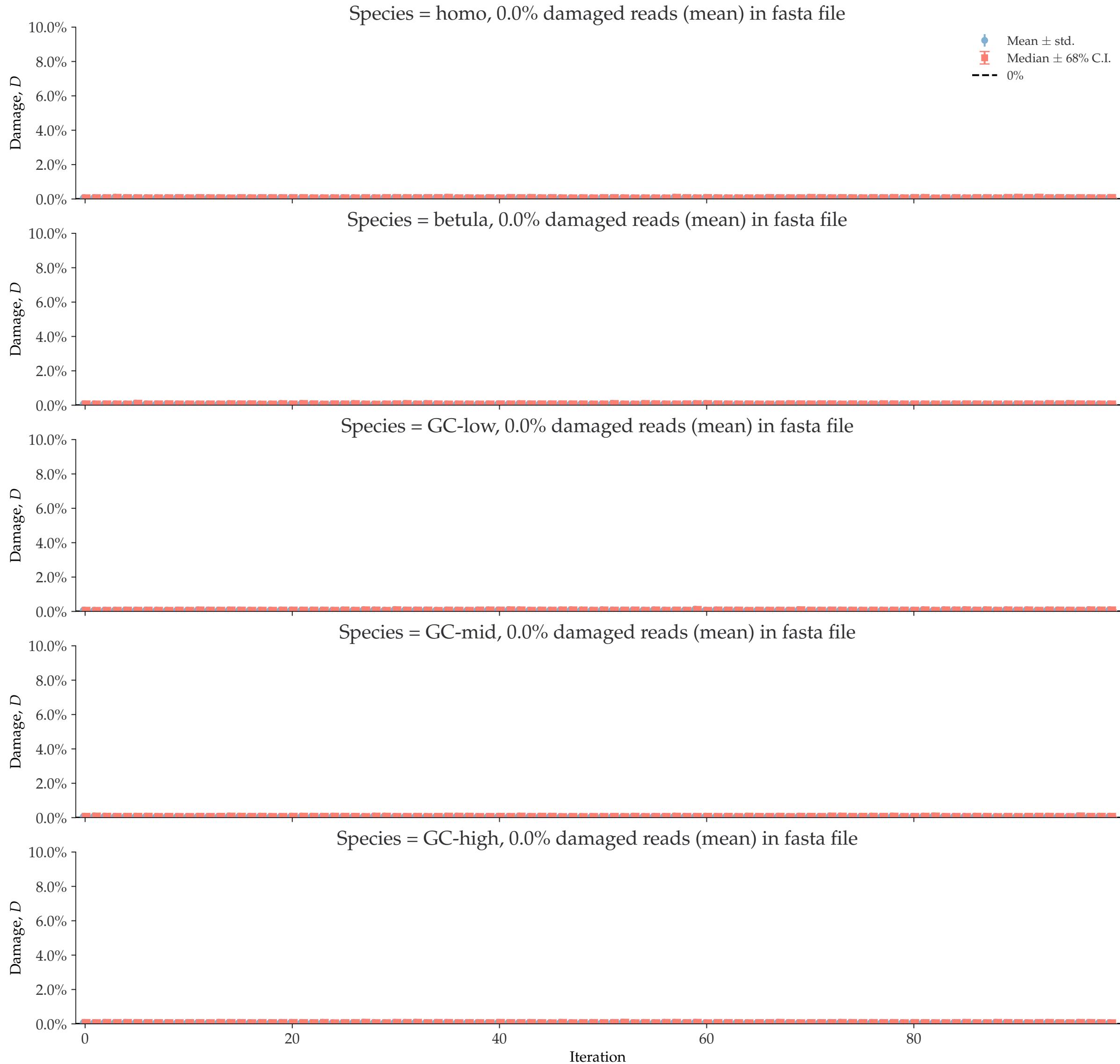
Individual damages:  
10000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
Damage,  $D$



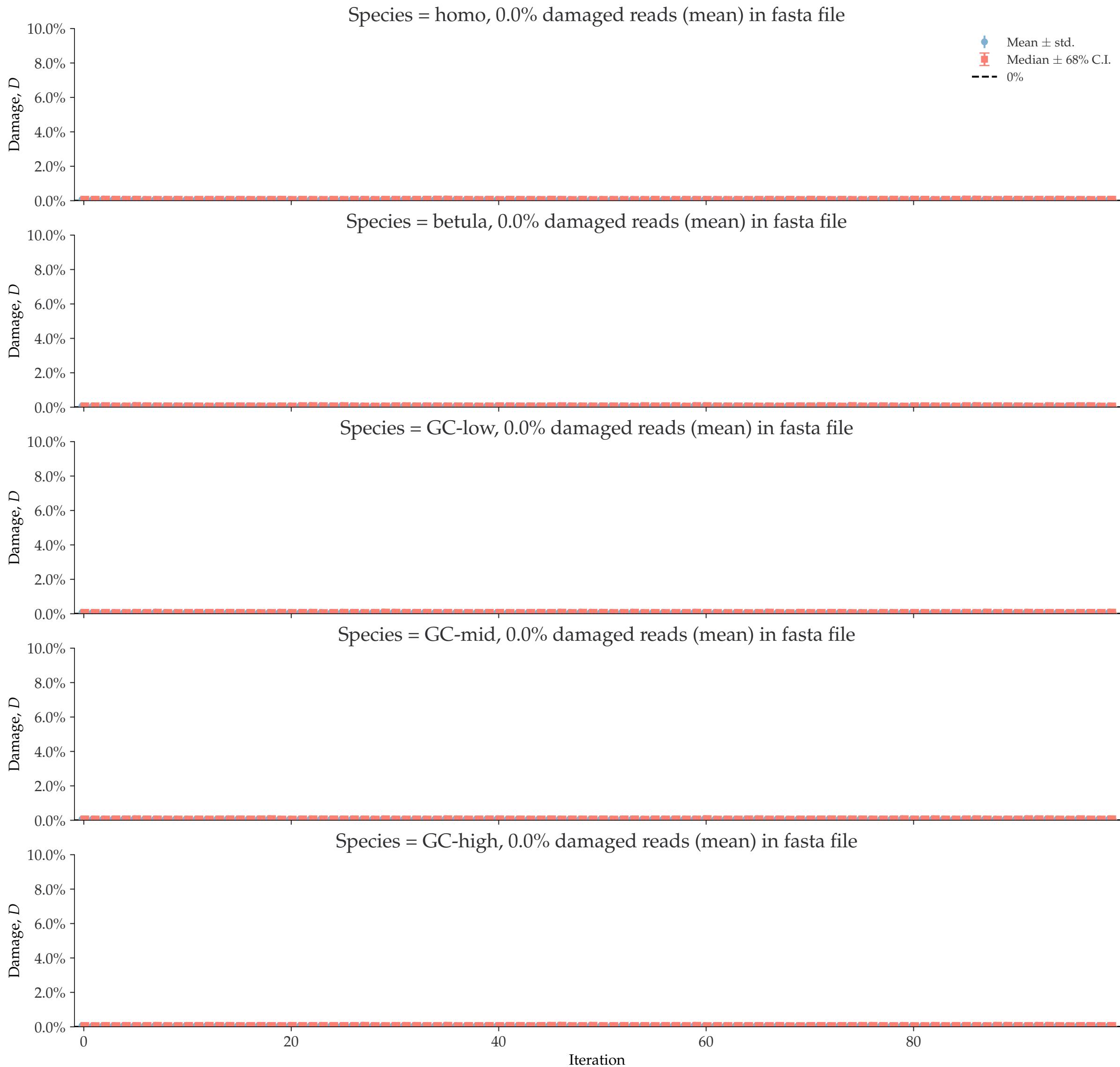
Individual damages:  
25000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
Damage,  $D$



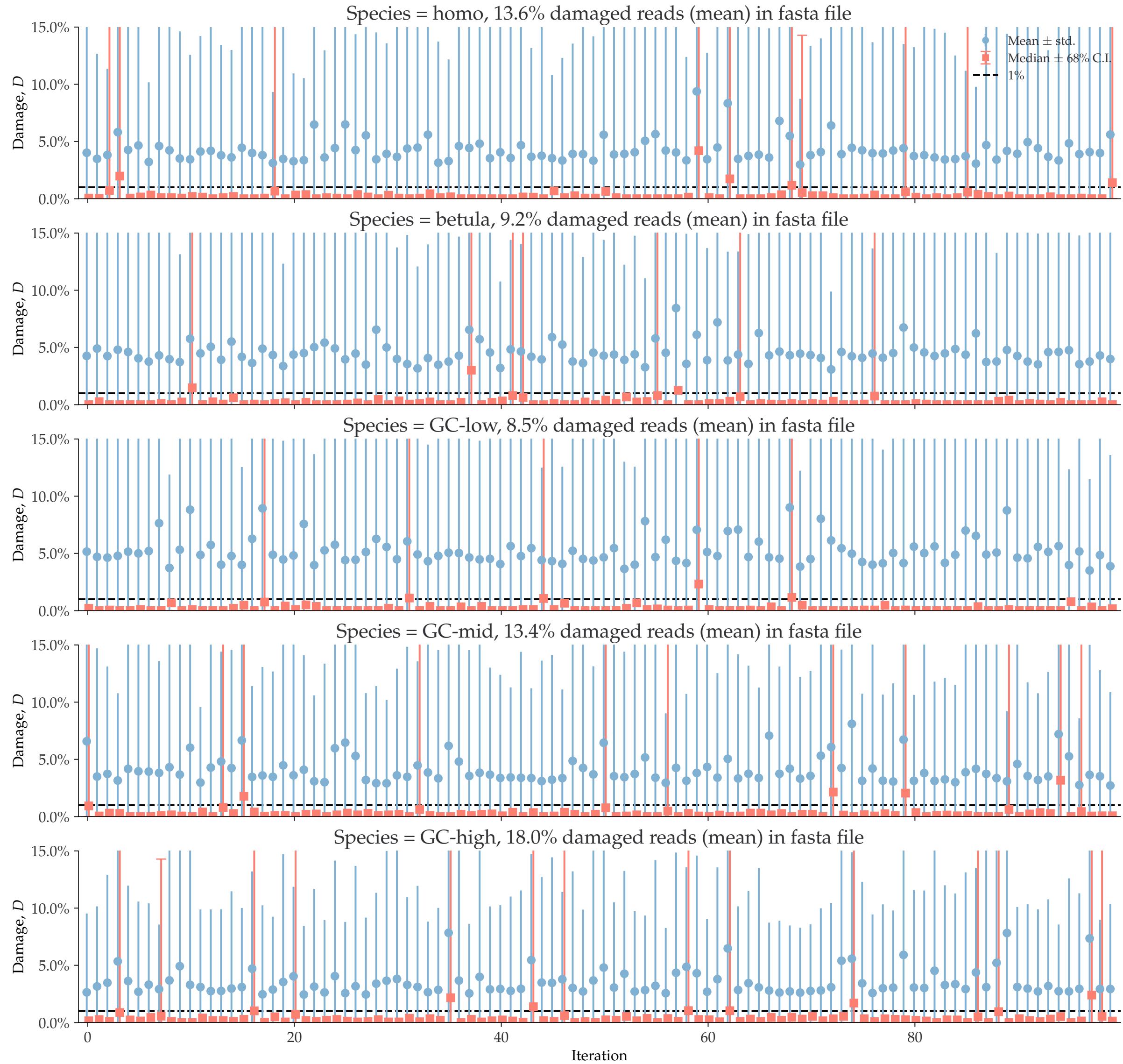
Individual damages:  
50000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
Damage,  $D$



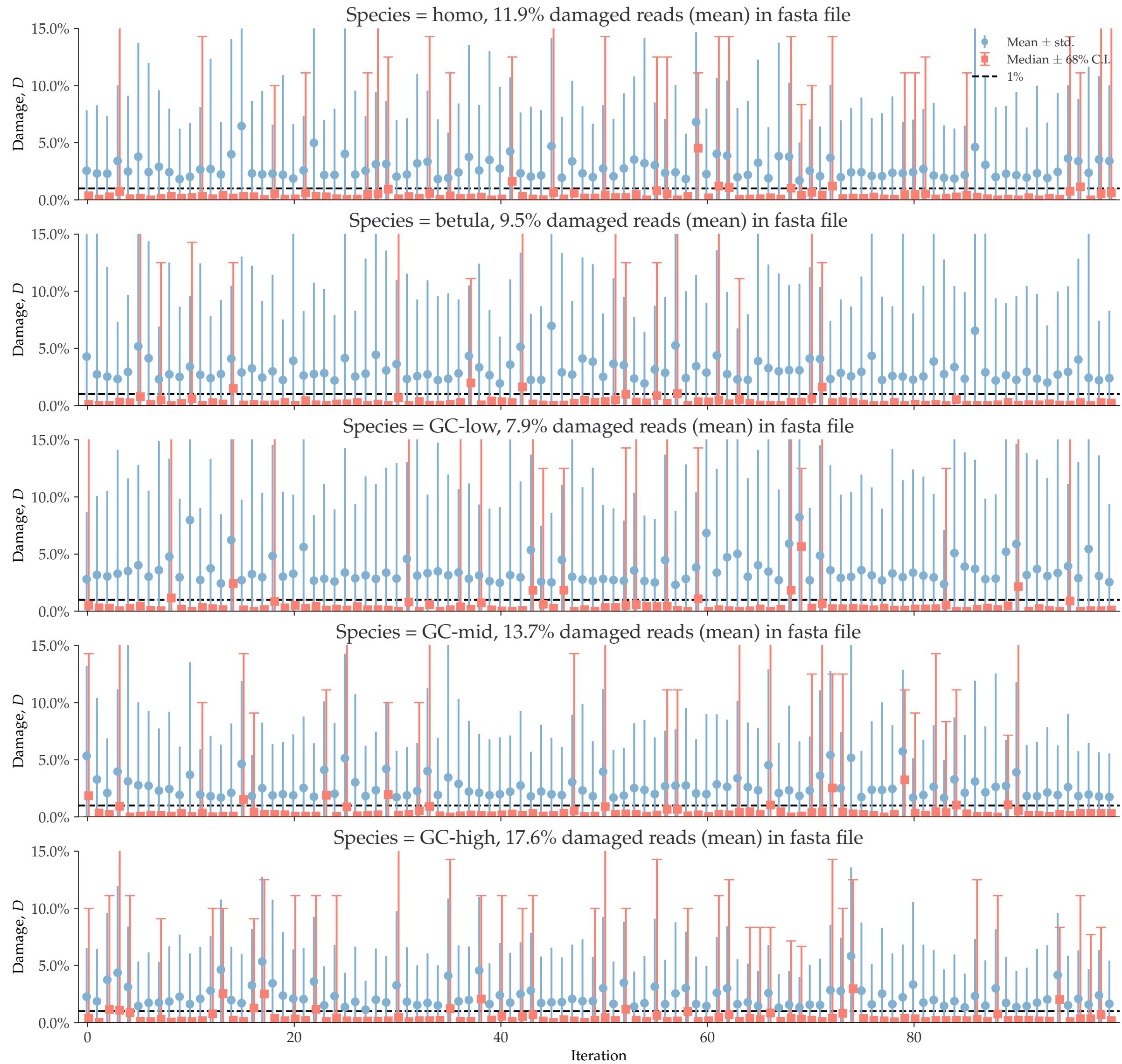
Individual damages:  
100000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
Damage,  $D$



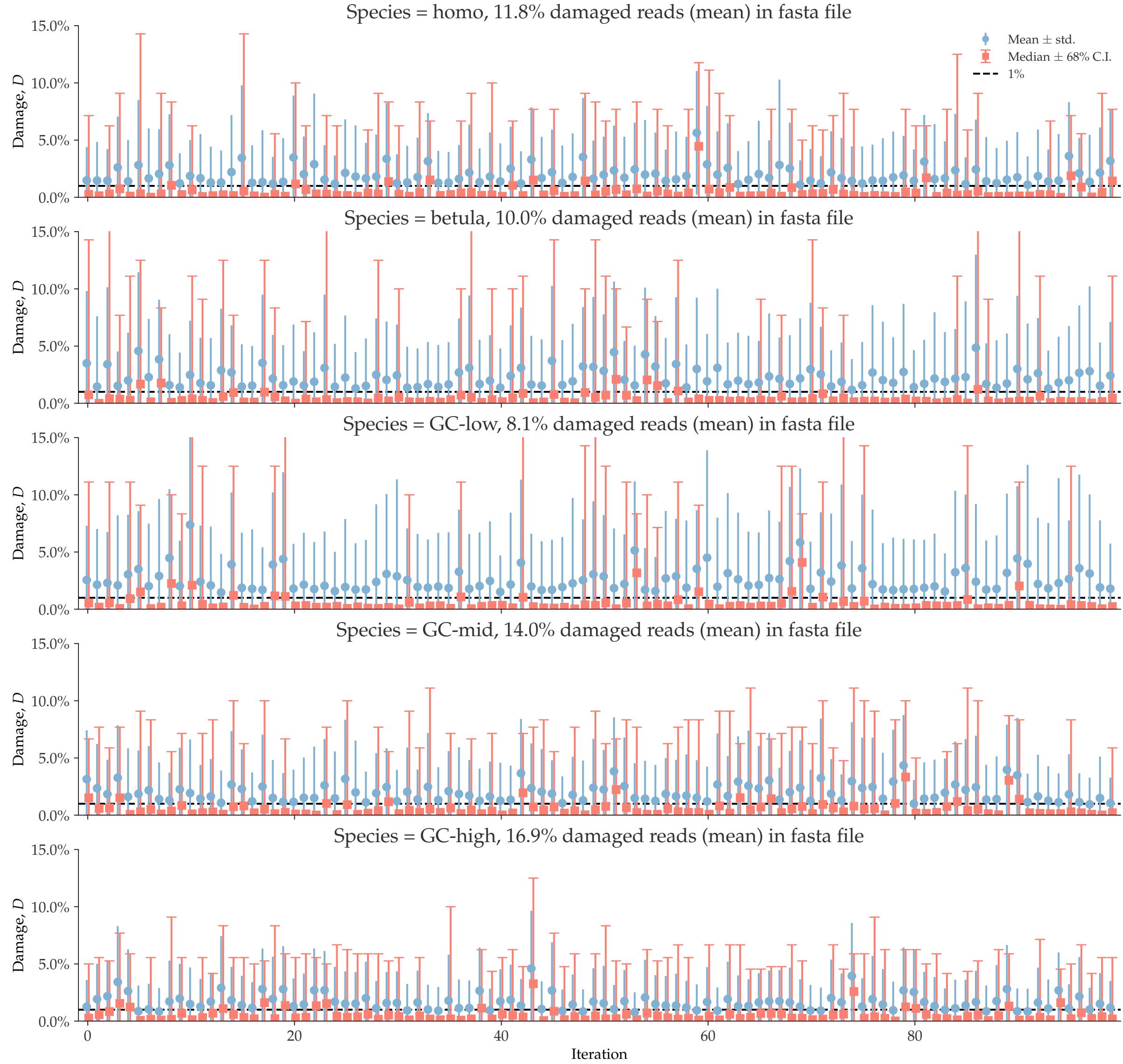
Individual damages:  
 10 reads  
 Briggs damage = 0.014  
 Damage percent = 1%  
 Damage,  $D$



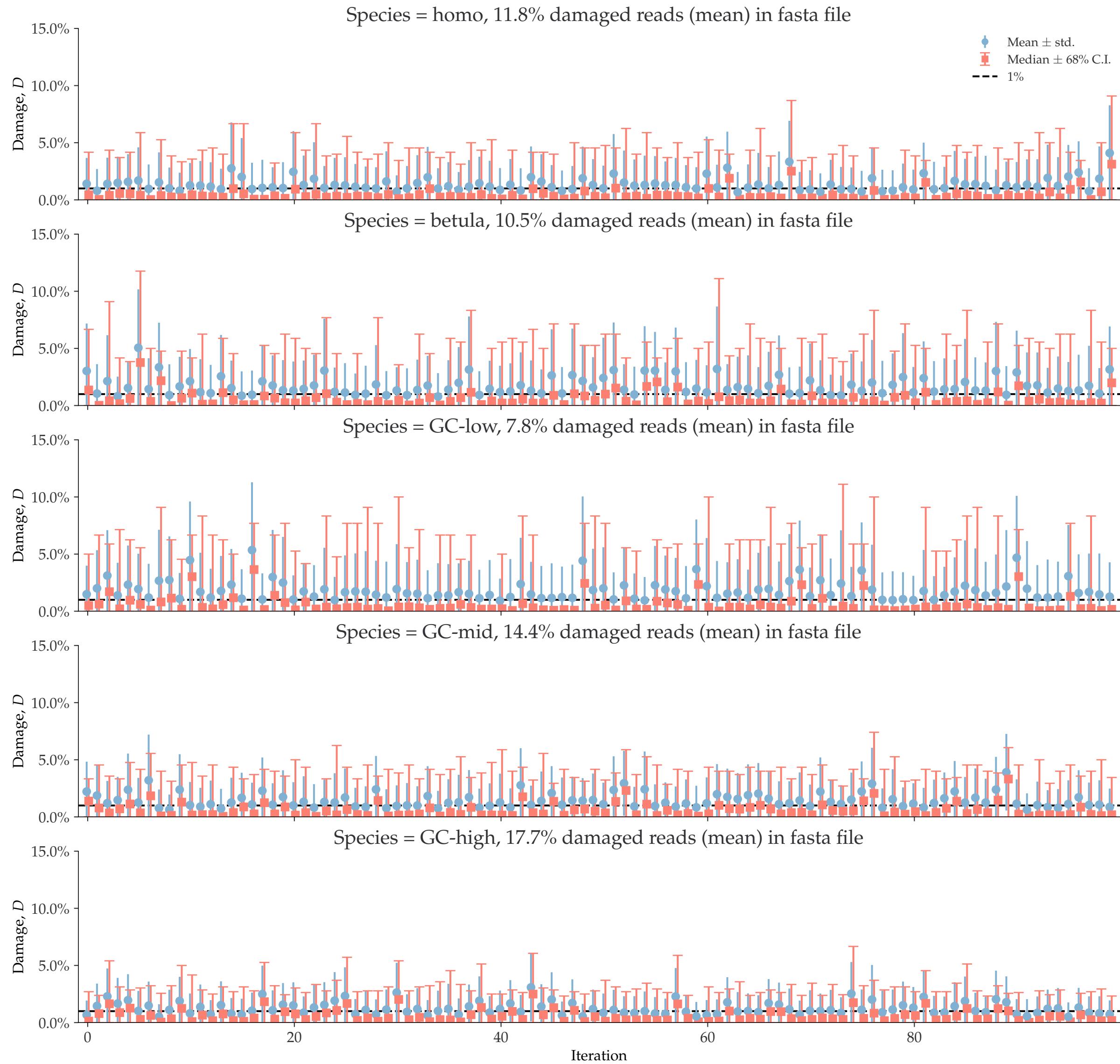
Individual damages:  
 25 reads  
 Briggs damage = 0.014  
 Damage percent = 1%  
 Damage,  $D$



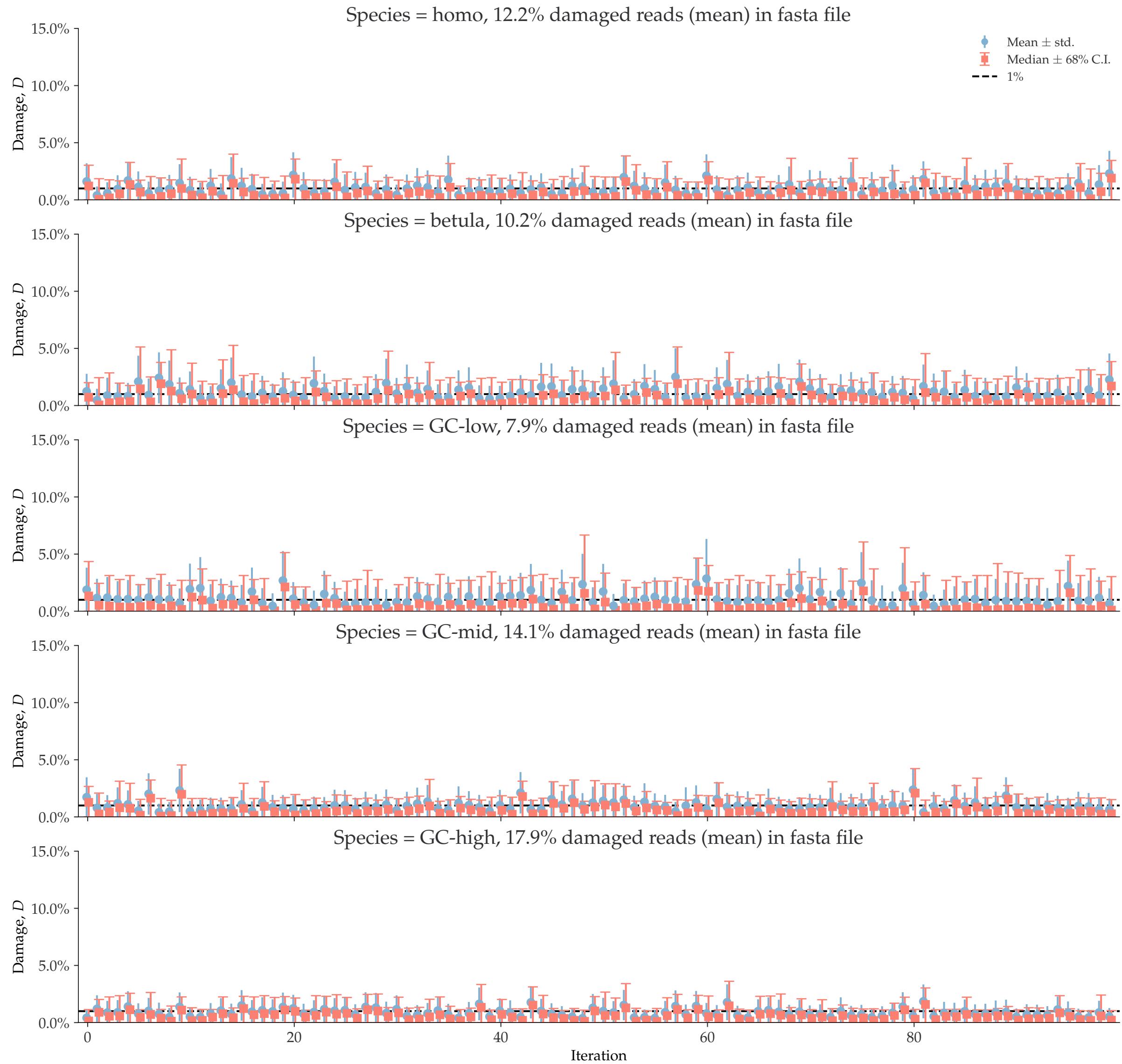
Individual damages:  
 50 reads  
 Briggs damage = 0.014  
 Damage percent = 1%  
 Damage,  $D$



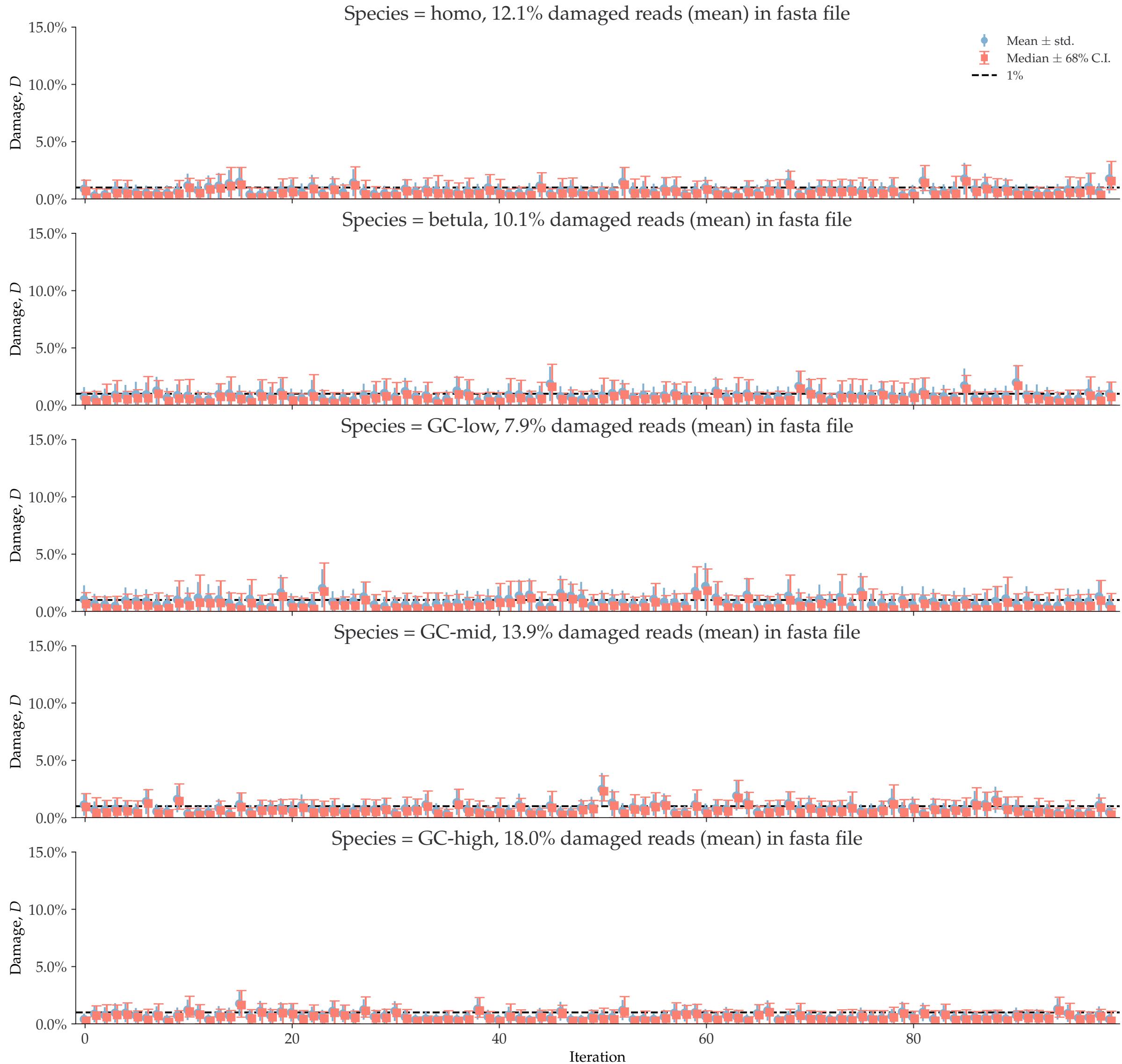
Individual damages:  
 100 reads  
 Briggs damage = 0.014  
 Damage percent = 1%  
 Damage,  $D$



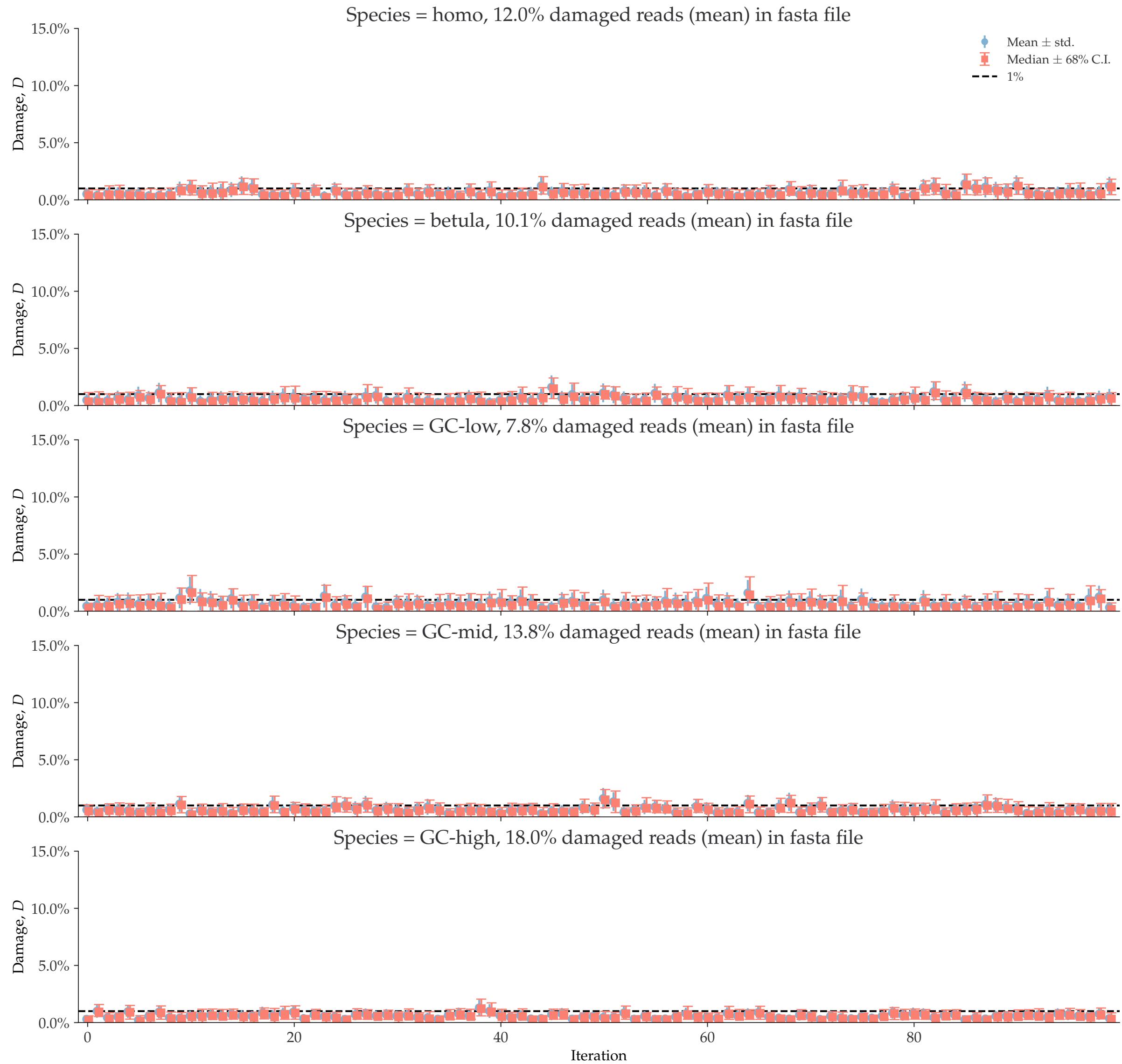
Individual damages:  
 250 reads  
 Briggs damage = 0.014  
 Damage percent = 1%  
 Damage,  $D$



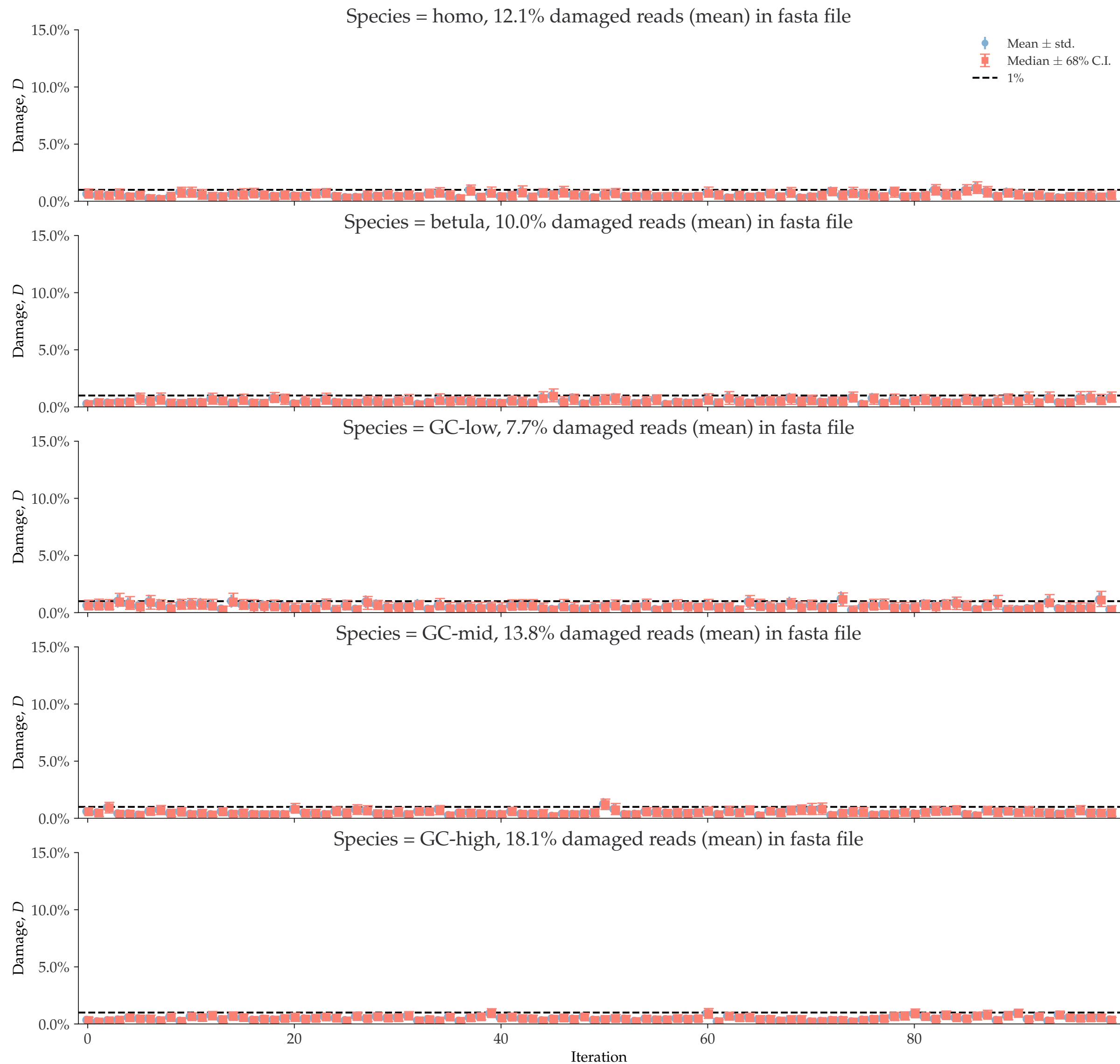
Individual damages:  
 500 reads  
 Briggs damage = 0.014  
 Damage percent = 1%  
 Damage,  $D$



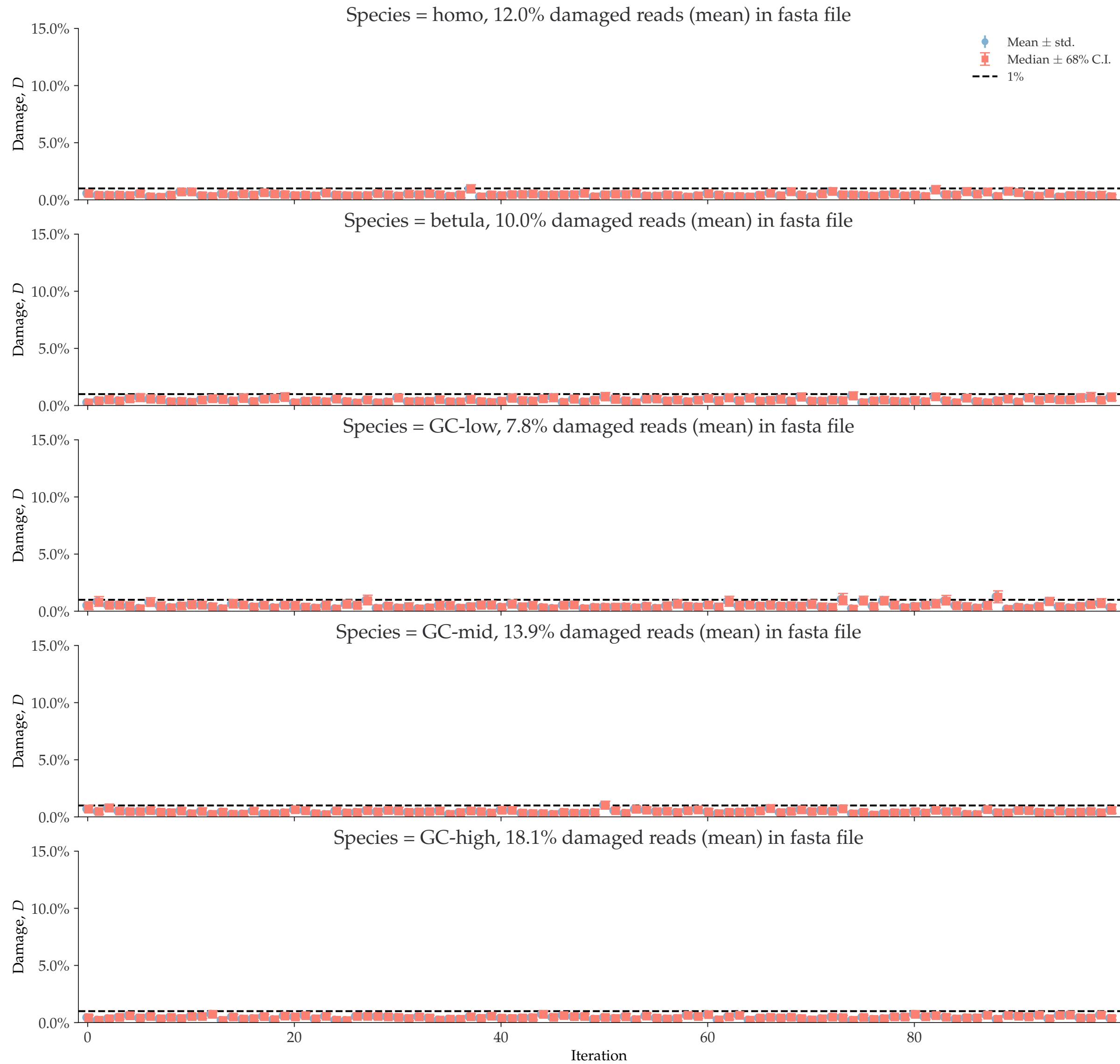
Individual damages:  
1000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
Damage,  $D$



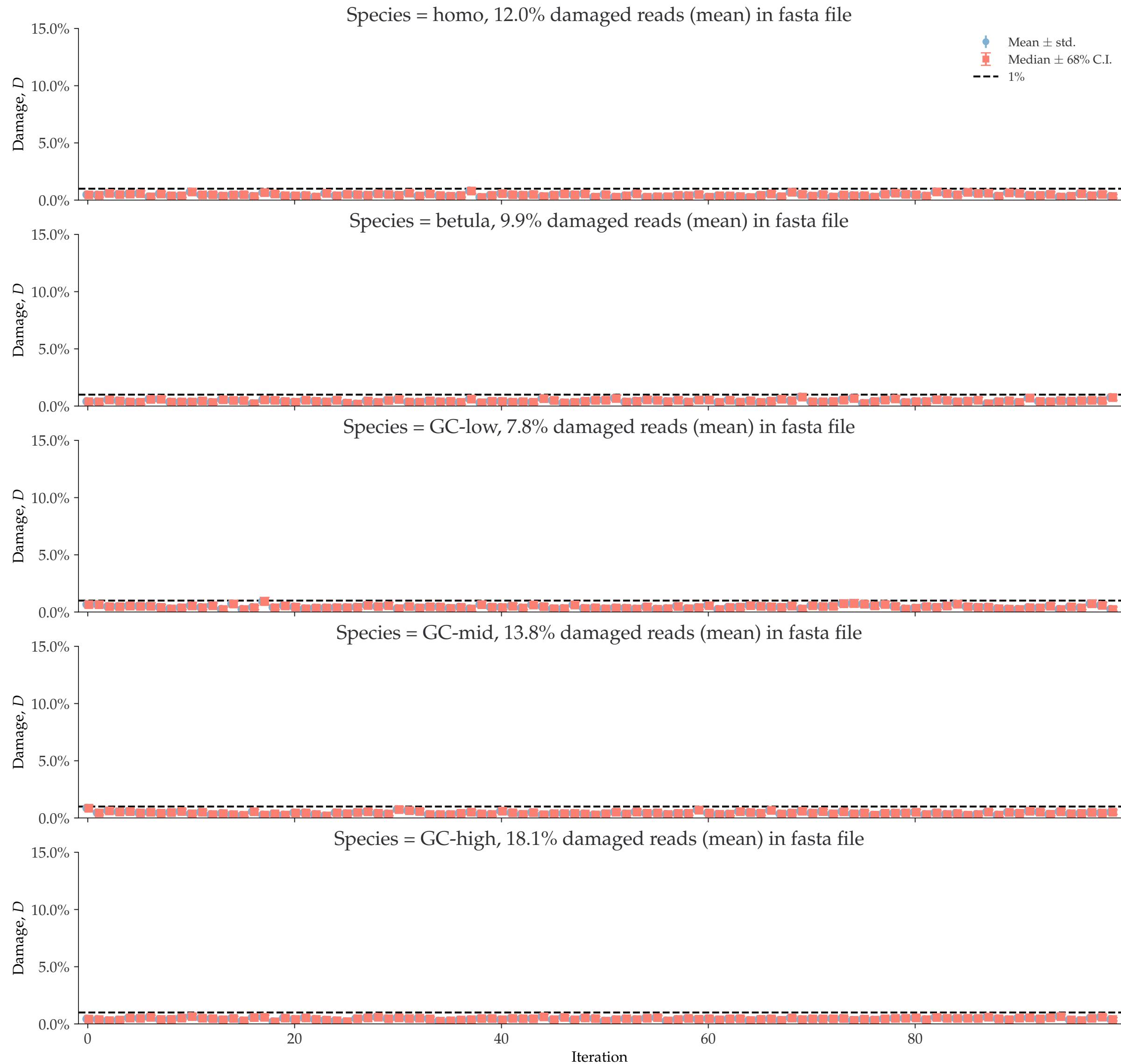
Individual damages:  
2500 reads  
Briggs damage = 0.014  
Damage percent = 1%  
Damage,  $D$



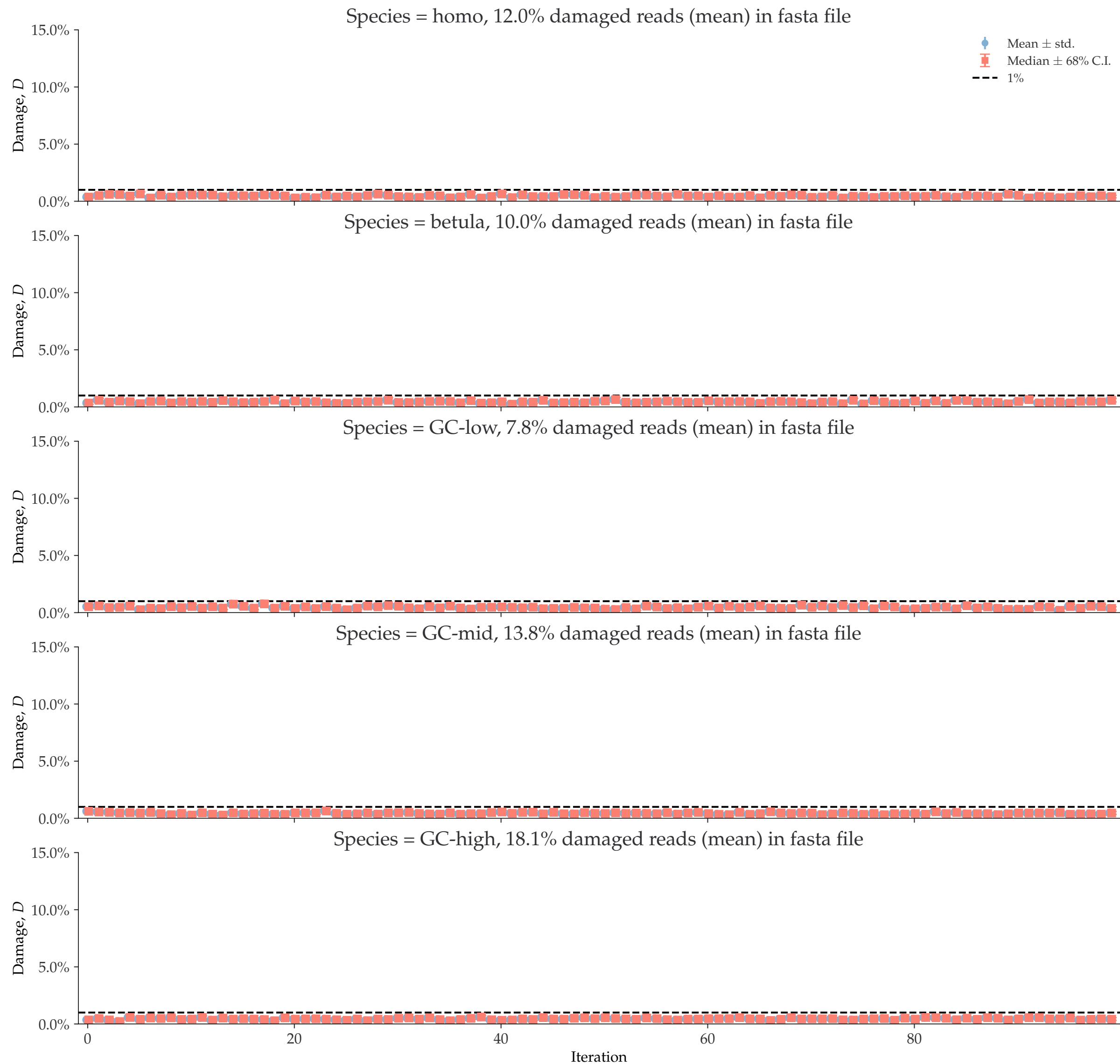
Individual damages:  
5000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
Damage,  $D$



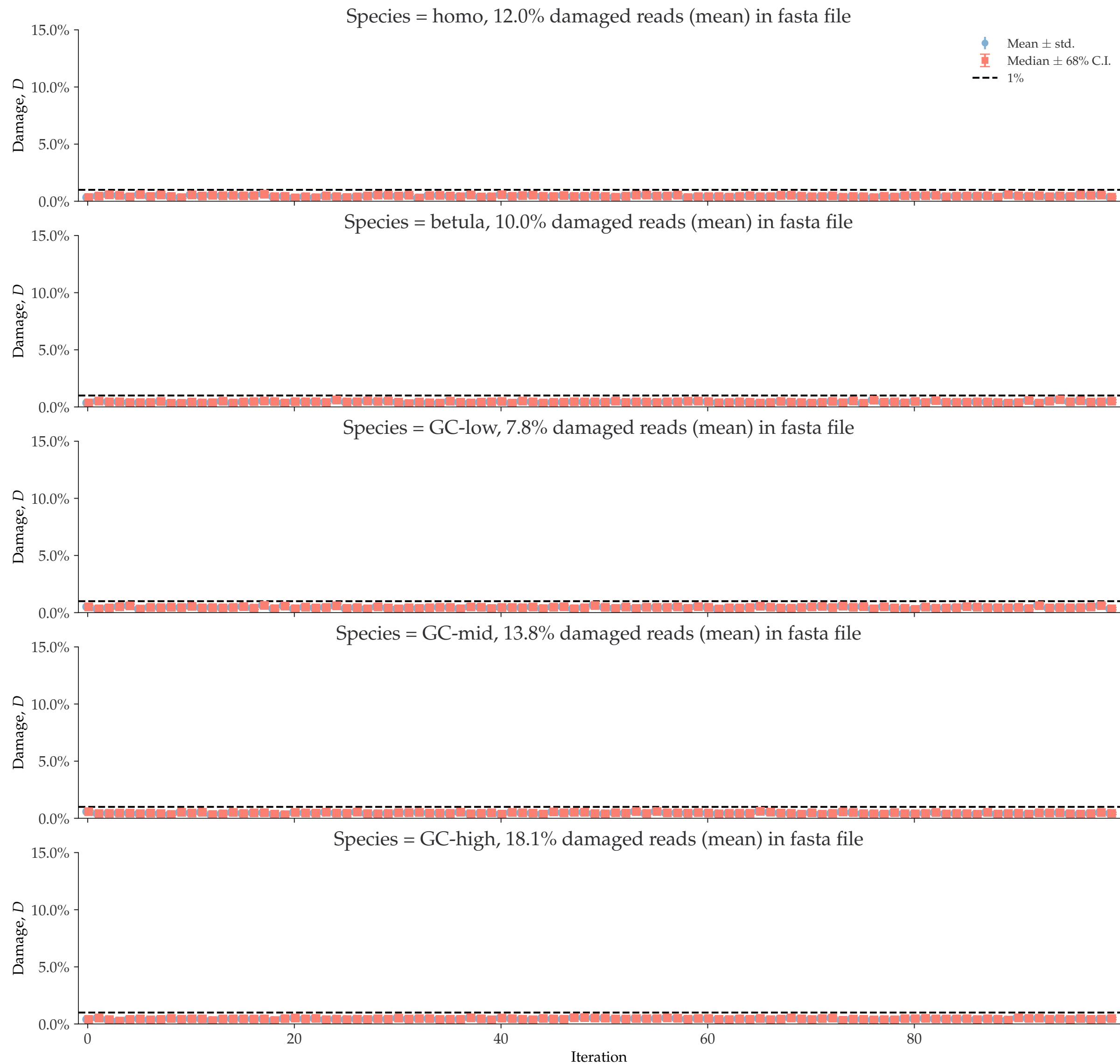
Individual damages:  
10000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
Damage,  $D$



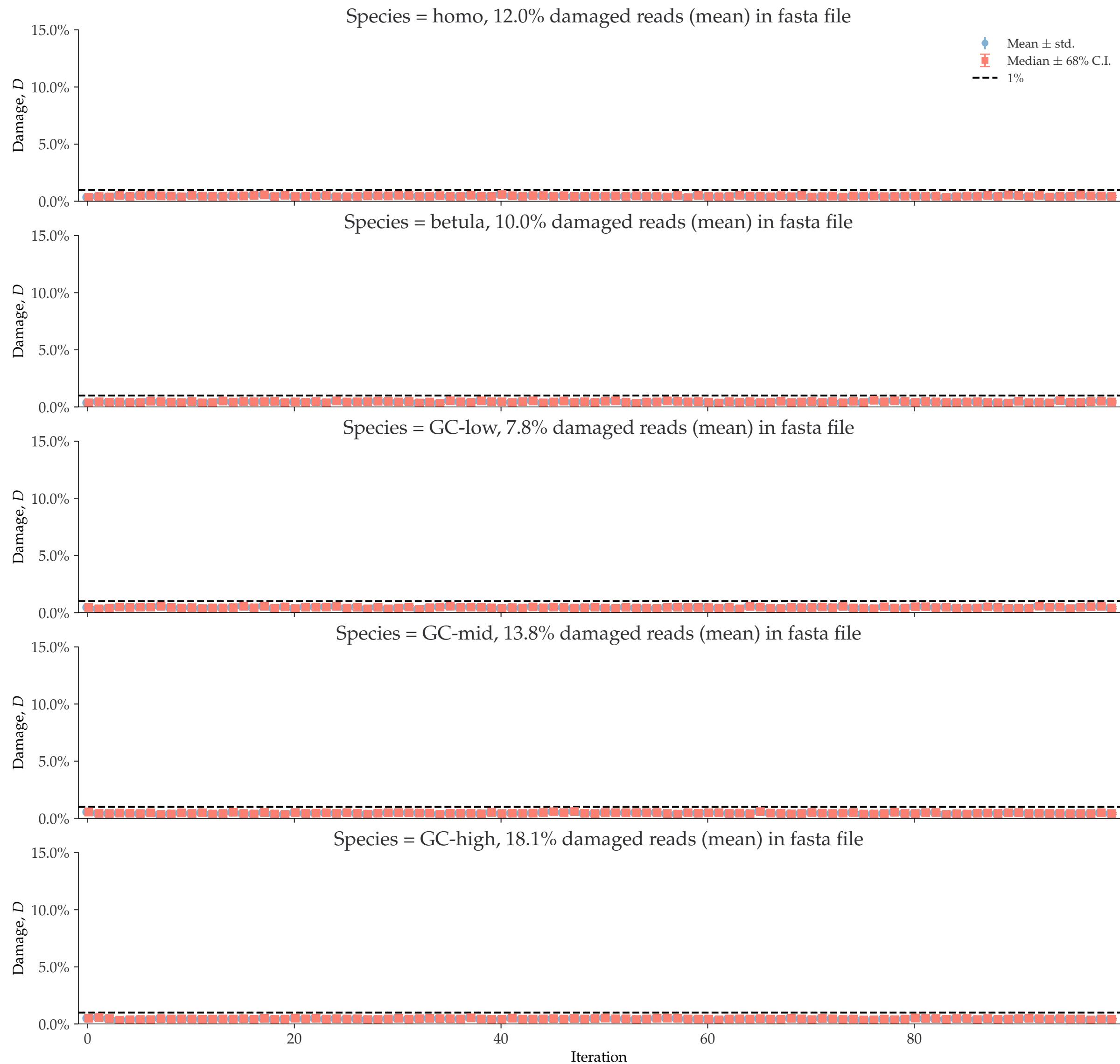
Individual damages:  
25000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
Damage,  $D$



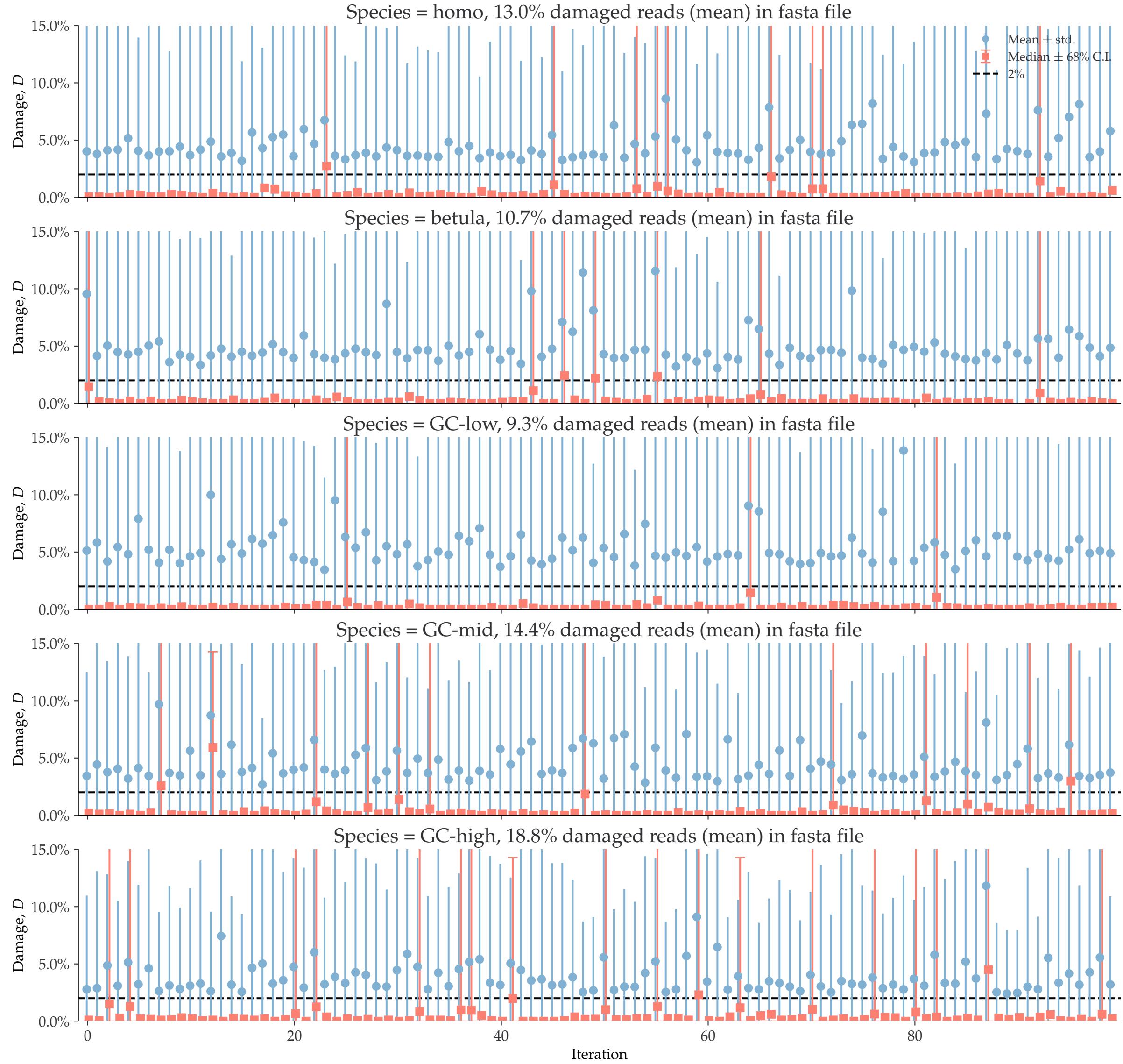
Individual damages:  
50000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
Damage,  $D$



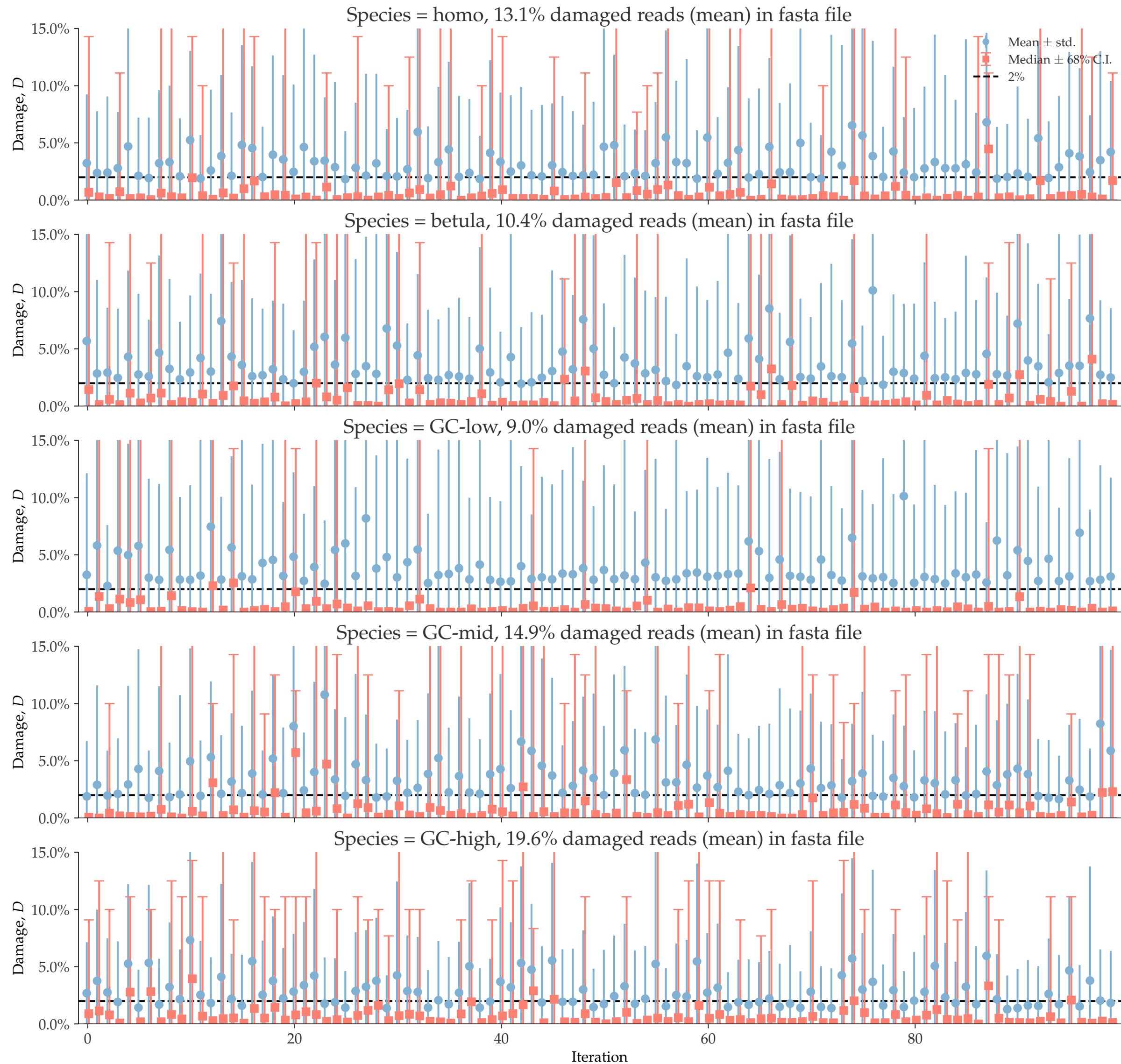
Individual damages:  
100000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
Damage,  $D$



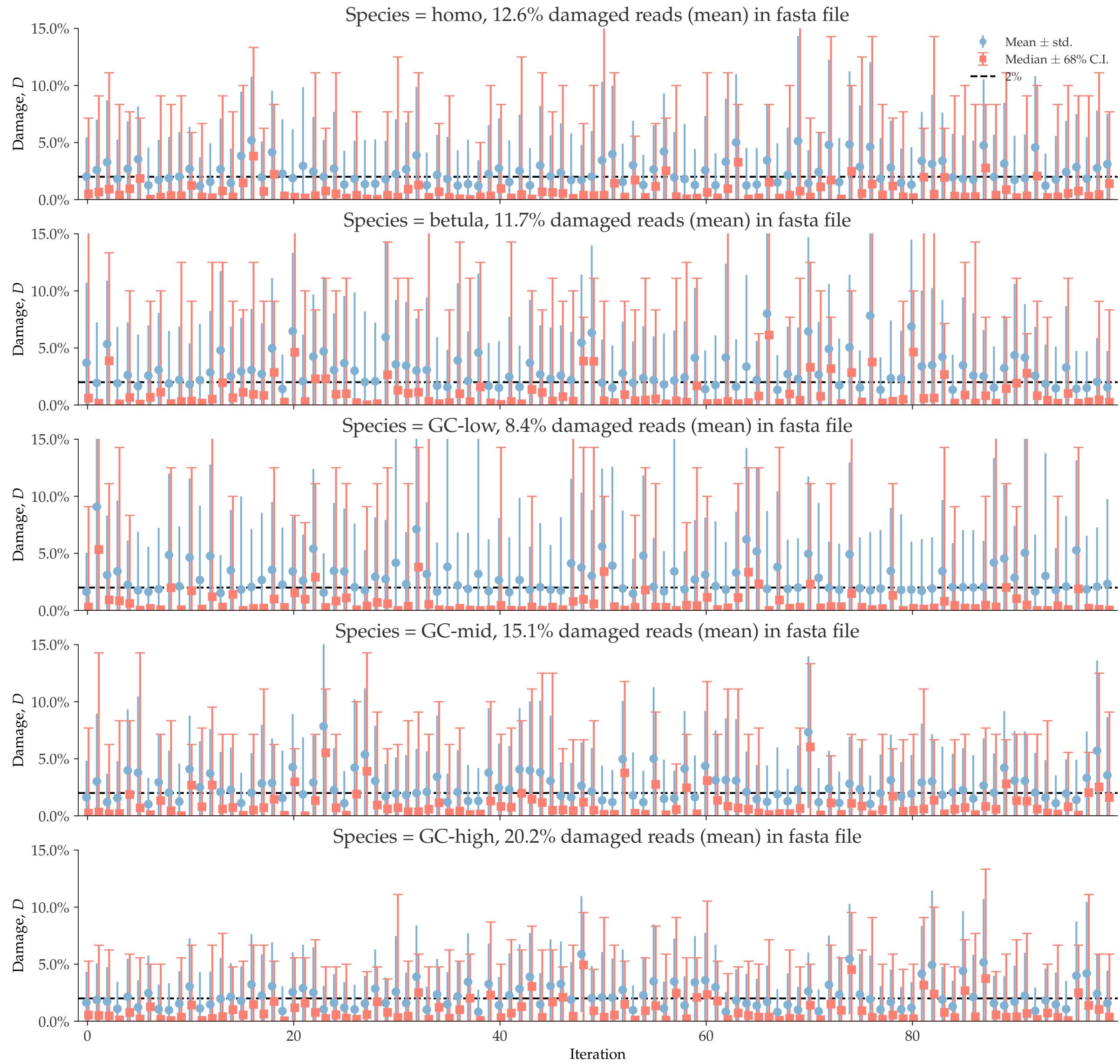
Individual damages:  
 10 reads  
 Briggs damage = 0.047  
 Damage percent = 2%  
 Damage,  $D$



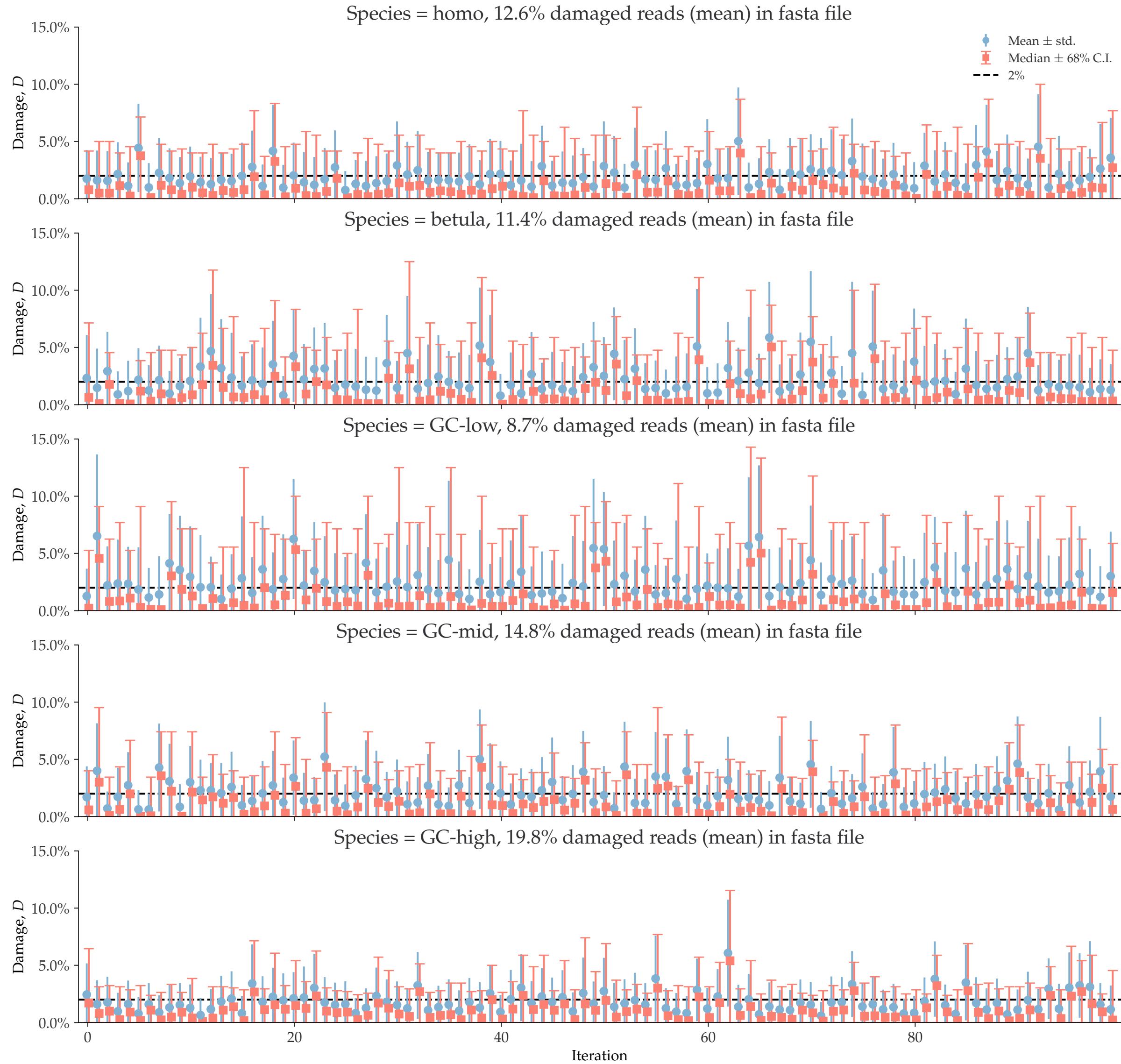
Individual damages:  
 25 reads  
 Briggs damage = 0.047  
 Damage percent = 2%  
 Damage,  $D$



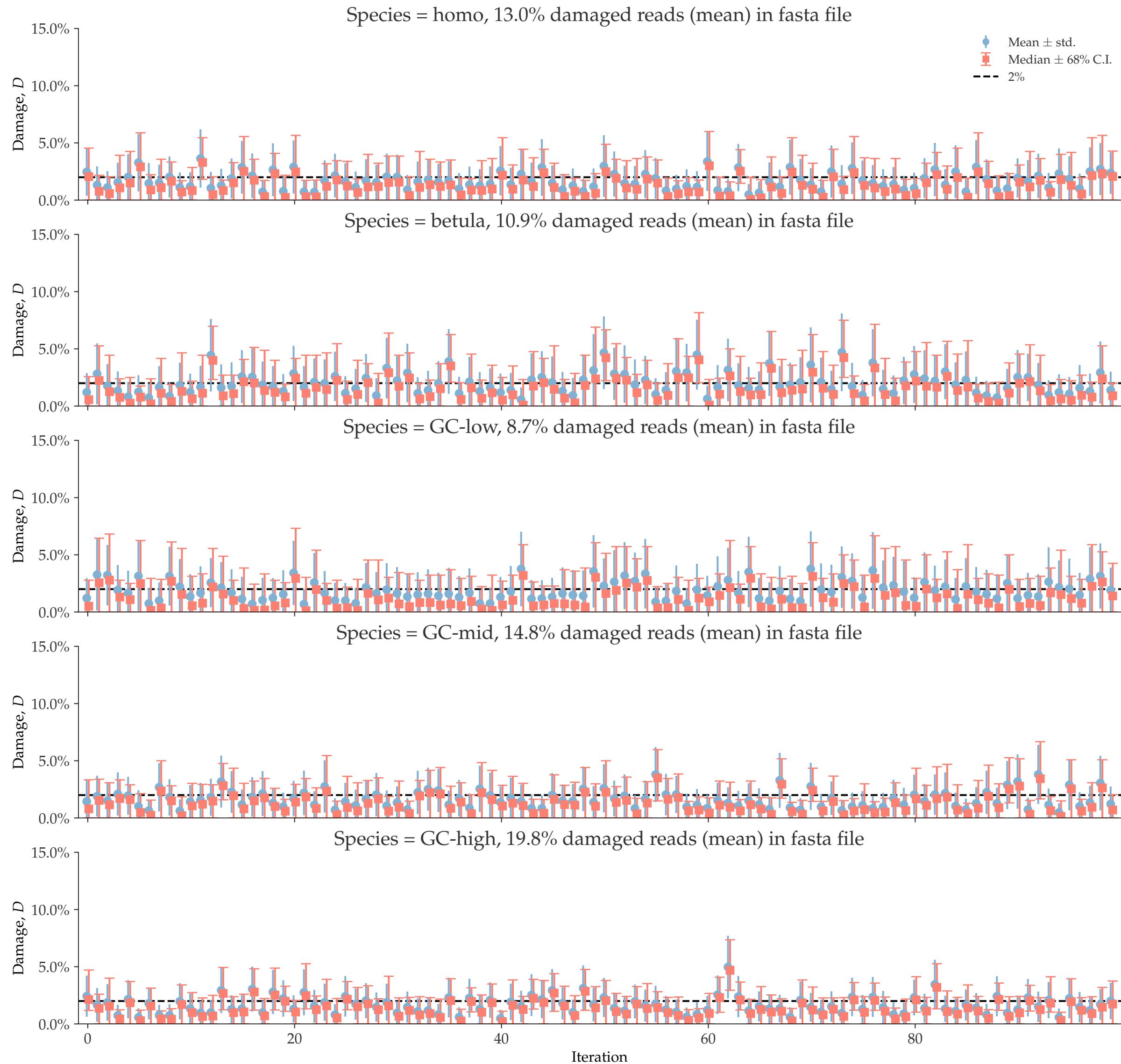
Individual damages:  
 50 reads  
 Briggs damage = 0.047  
 Damage percent = 2%  
 Damage,  $D$



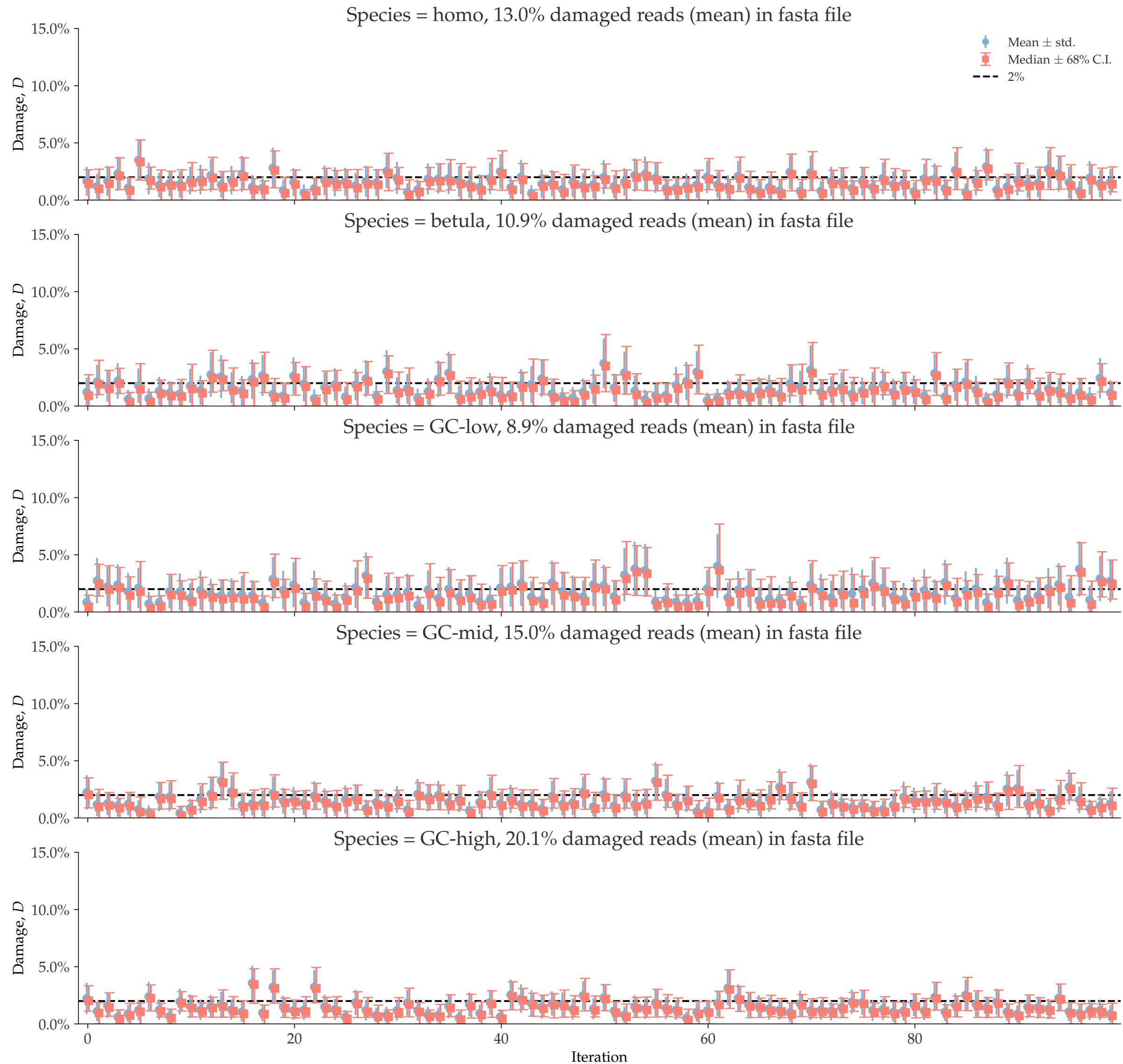
Individual damages:  
 100 reads  
 Briggs damage = 0.047  
 Damage percent = 2%  
 Damage,  $D$



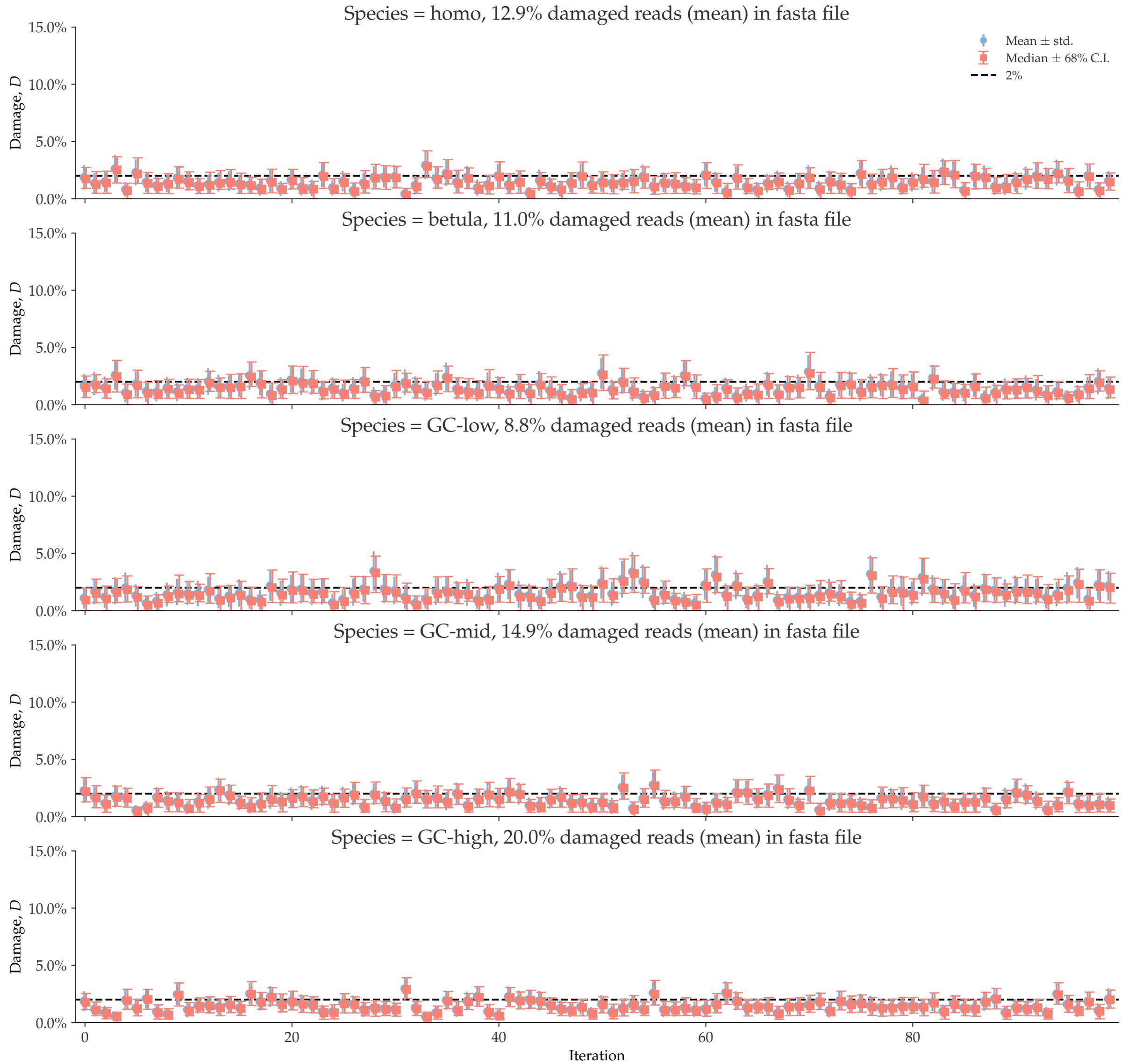
Individual damages:  
 250 reads  
 Briggs damage = 0.047  
 Damage percent = 2%  
 Damage,  $D$



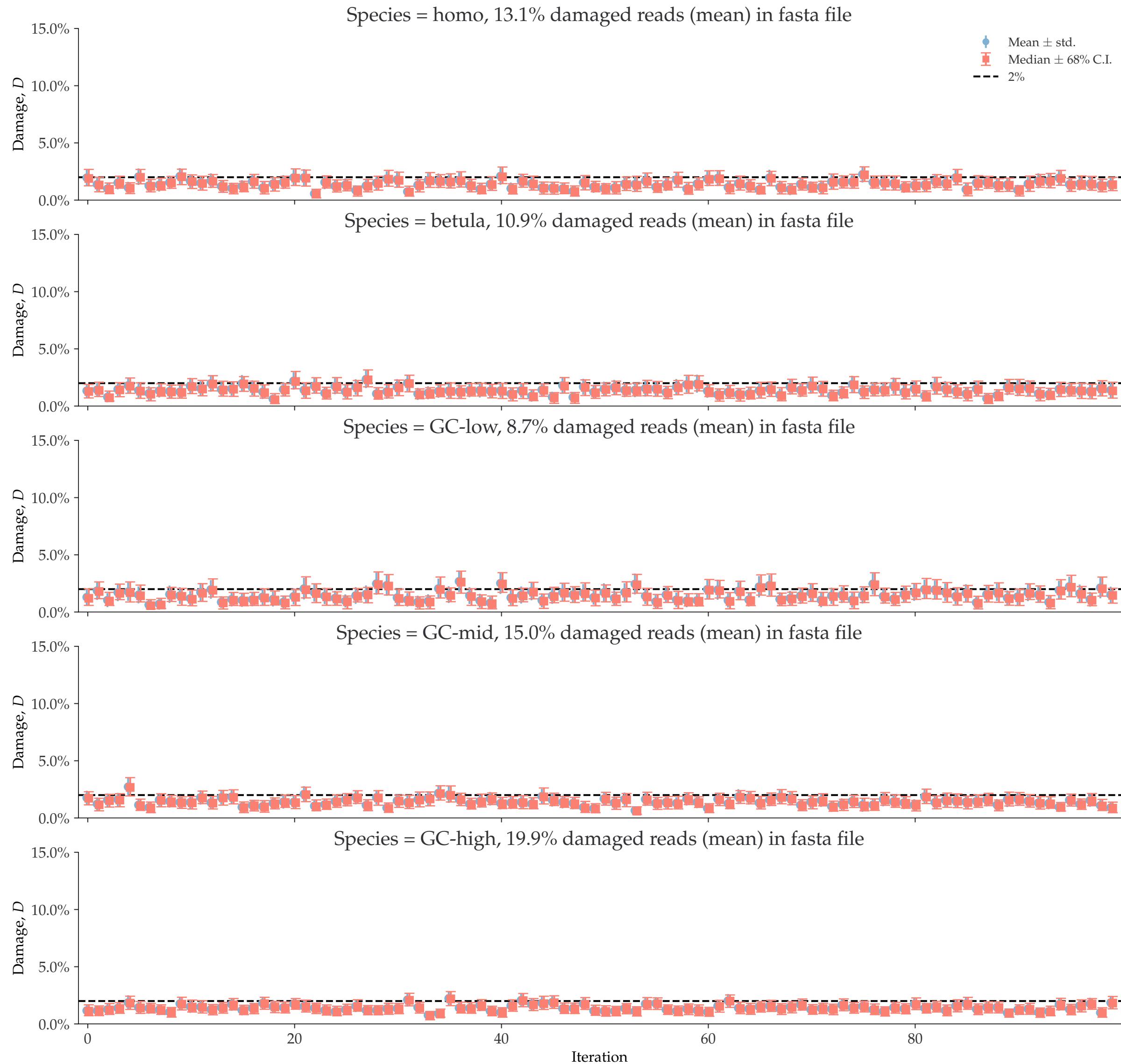
Individual damages:  
 500 reads  
 Briggs damage = 0.047  
 Damage percent = 2%  
 Damage,  $D$



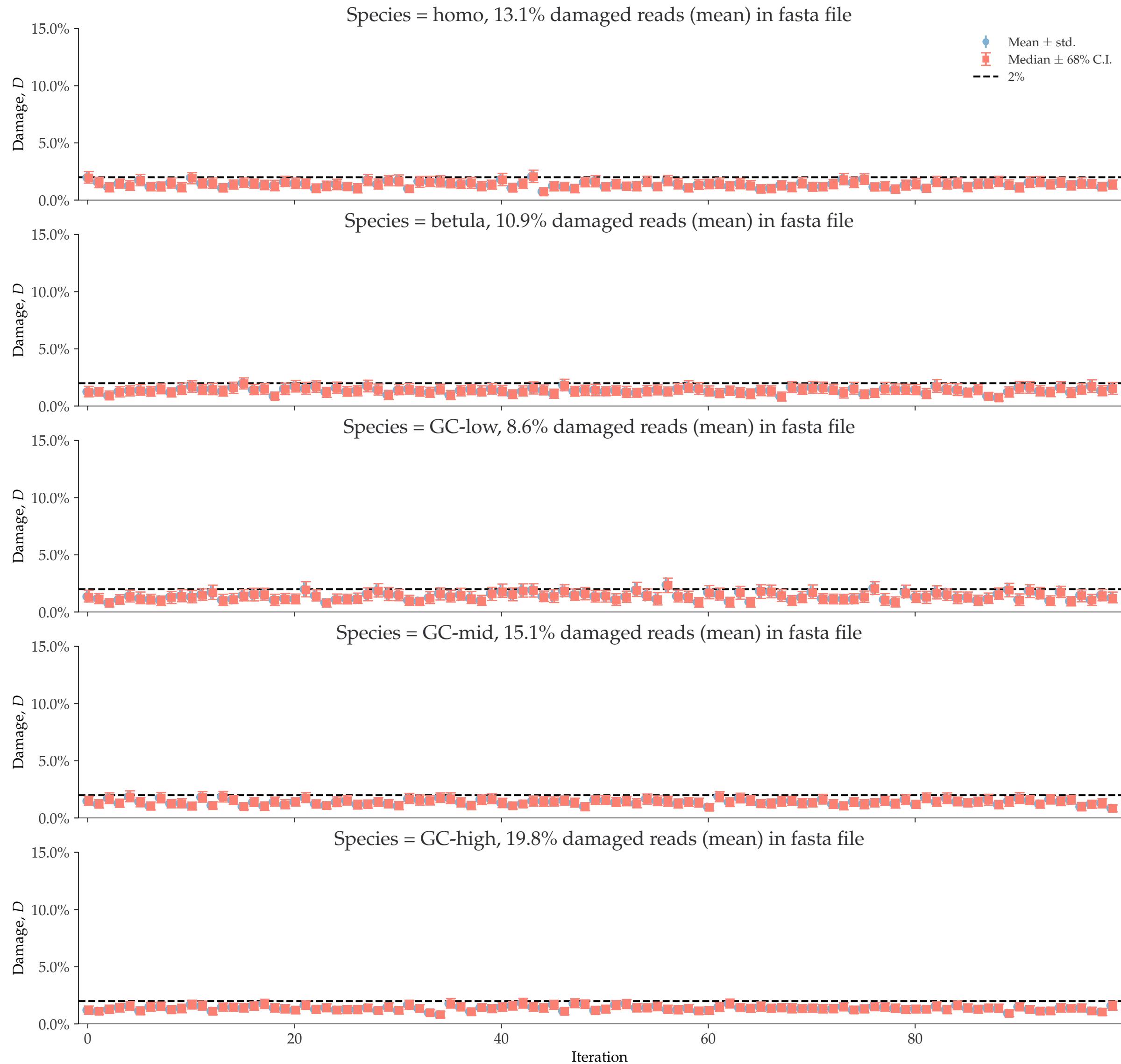
Individual damages:  
 1000 reads  
 Briggs damage = 0.047  
 Damage percent = 2%  
 Damage,  $D$



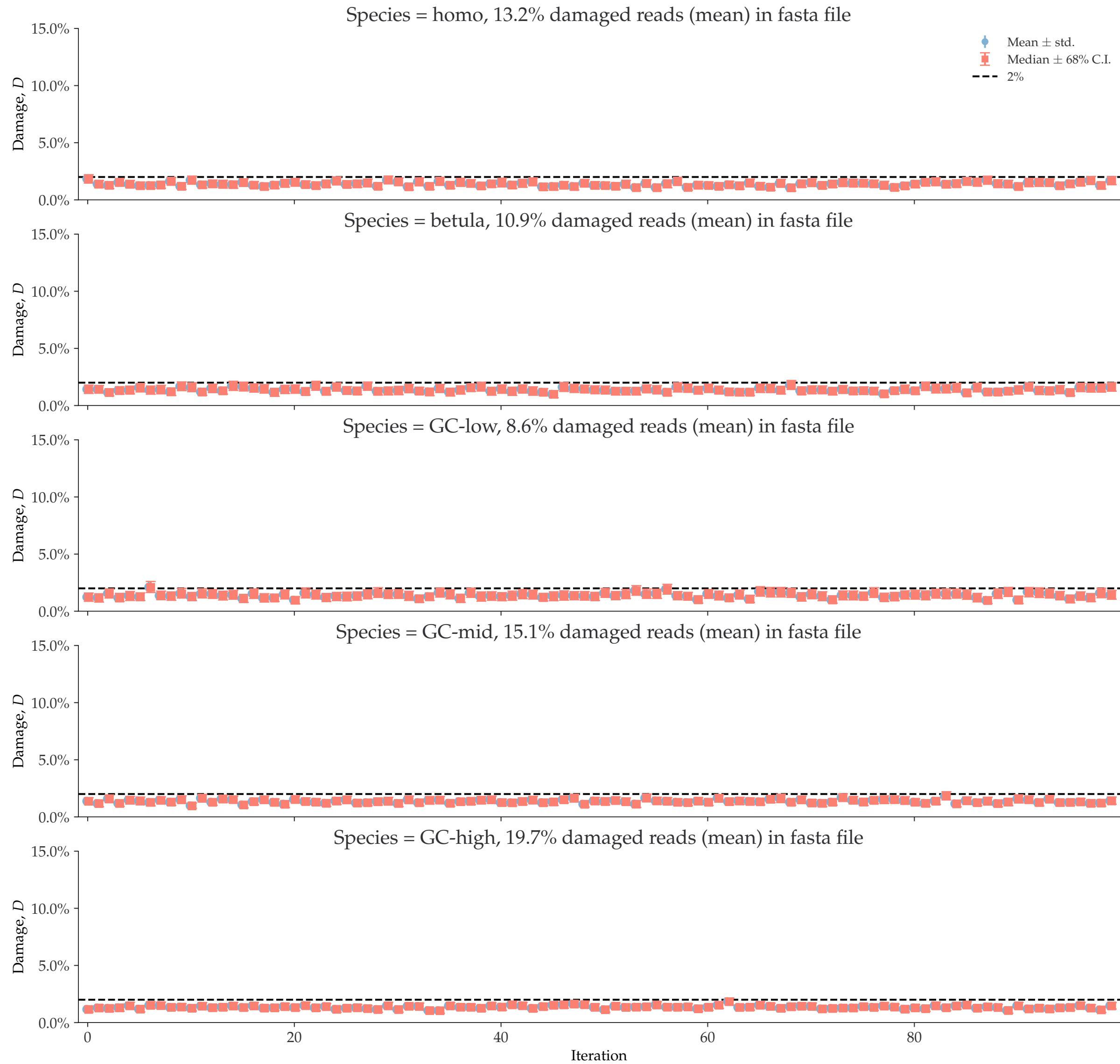
Individual damages:  
 2500 reads  
 Briggs damage = 0.047  
 Damage percent = 2%  
 Damage,  $D$



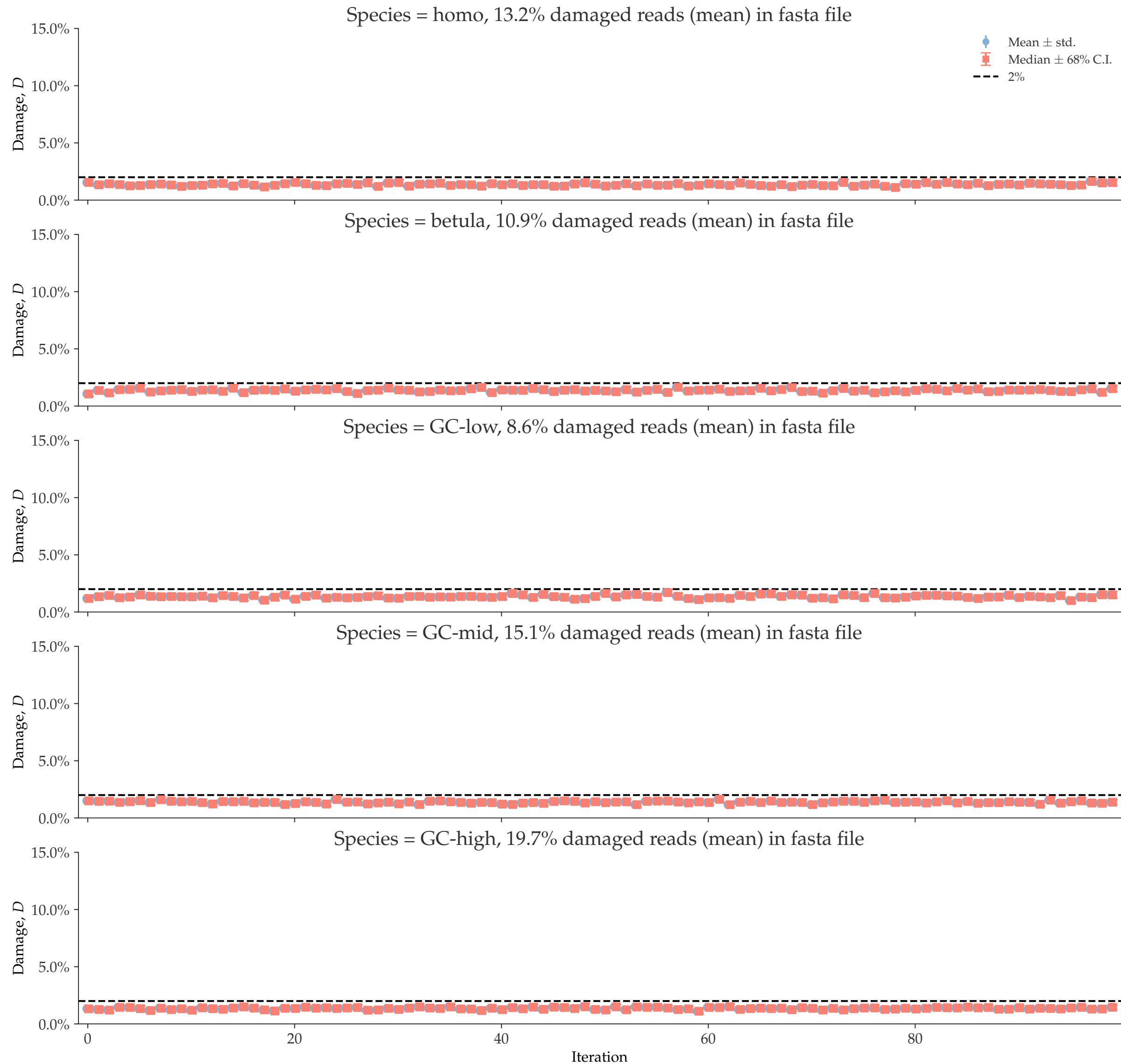
Individual damages:  
5000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
Damage,  $D$



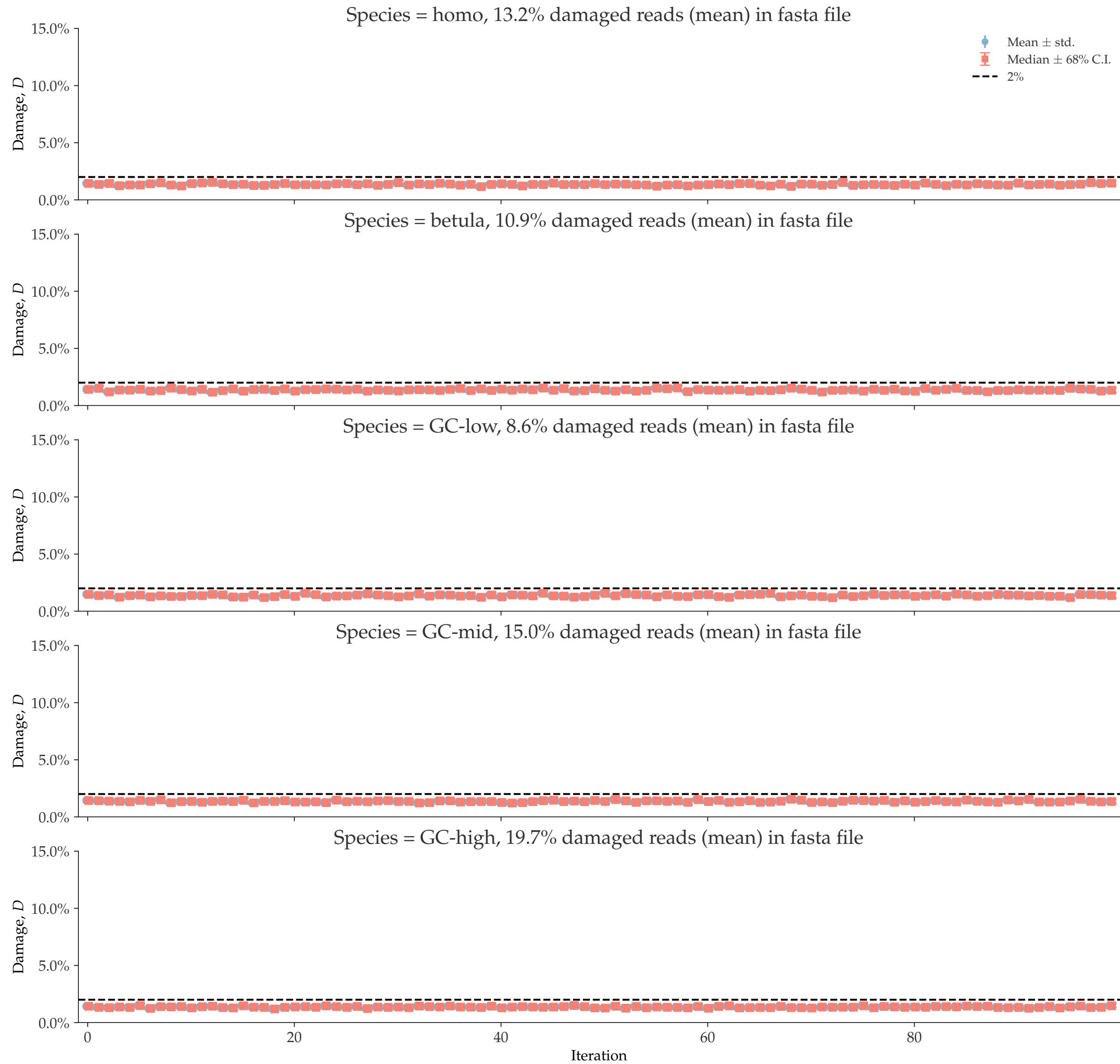
Individual damages:  
10000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
Damage,  $D$



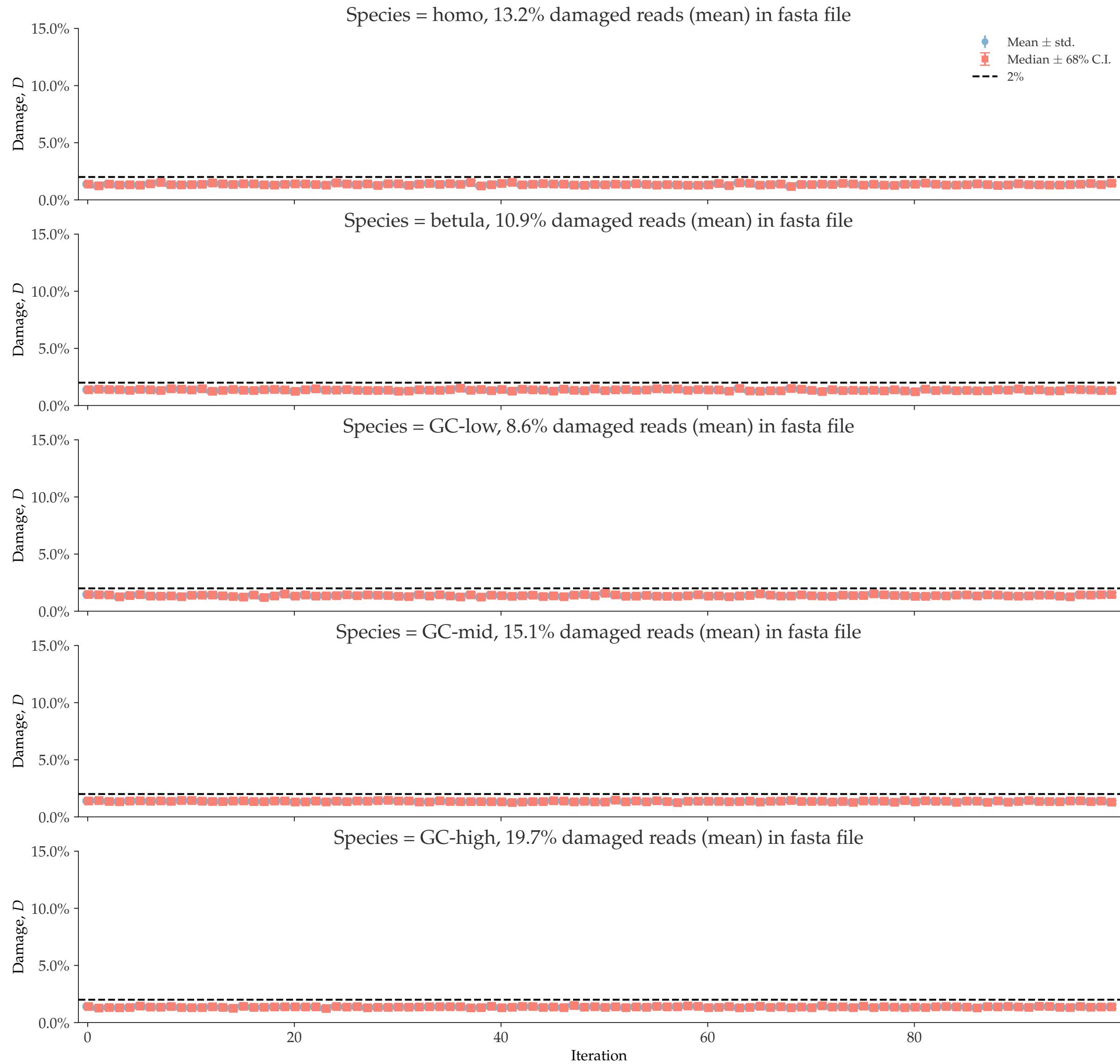
Individual damages:  
25000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
Damage,  $D$



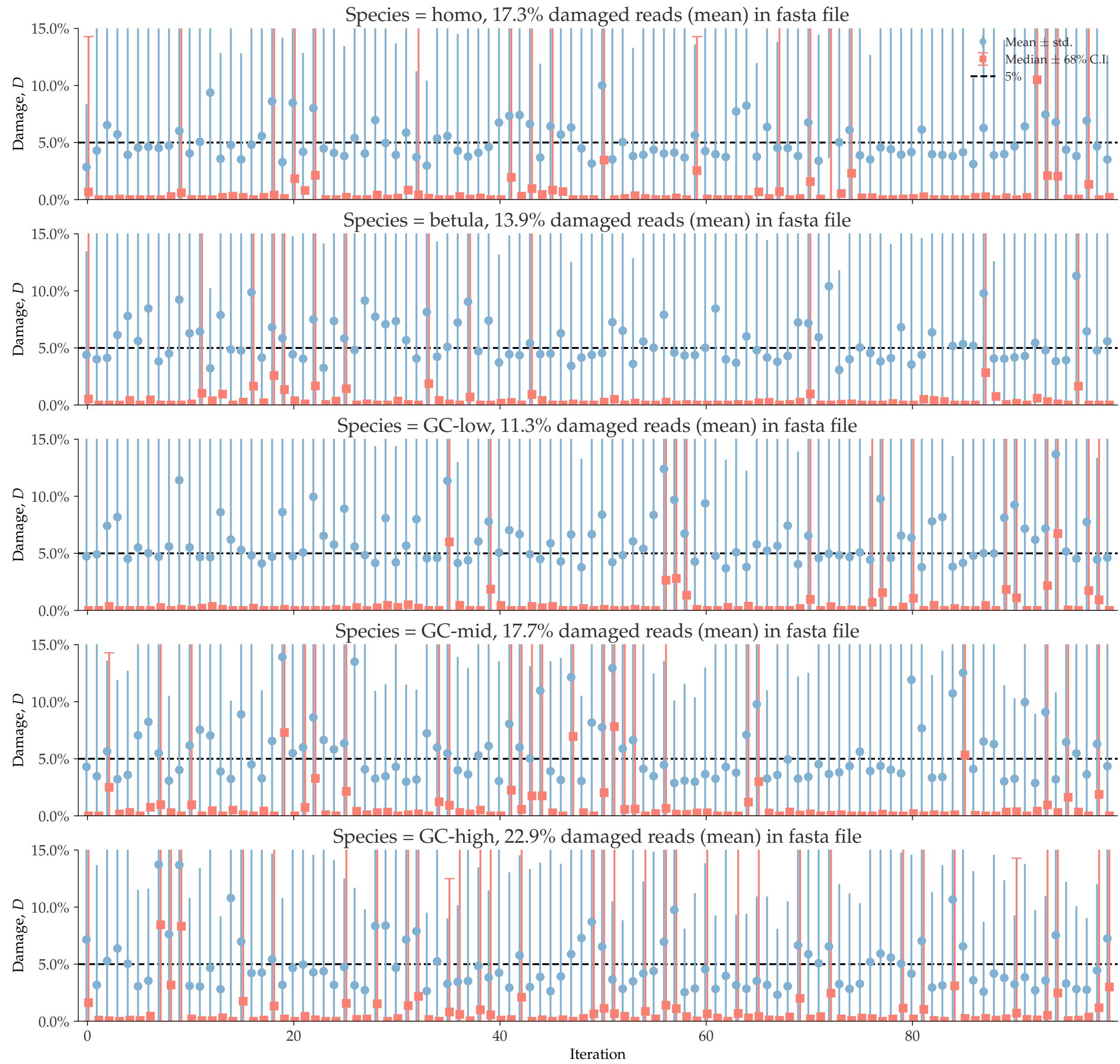
Individual damages:  
50000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
Damage,  $D$



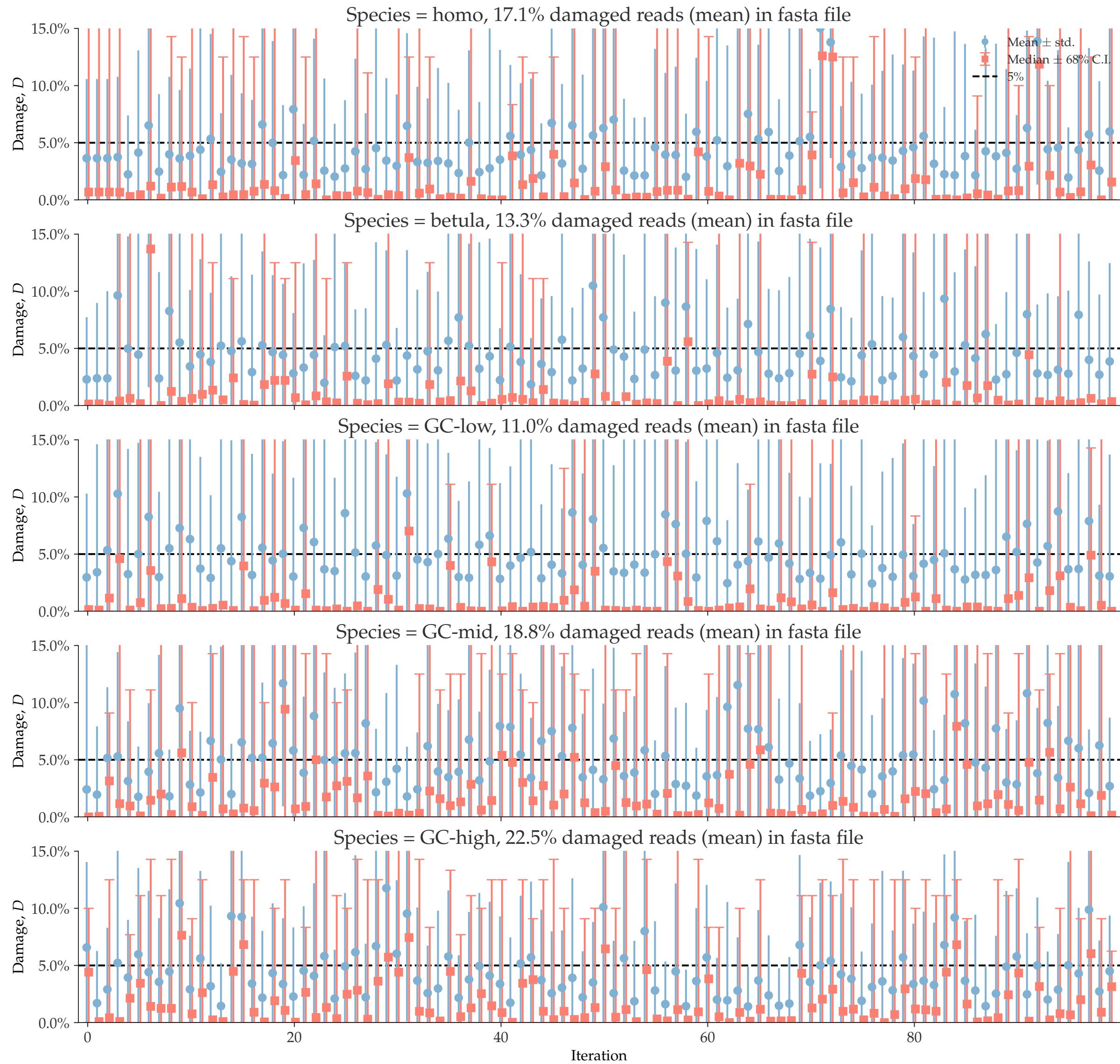
Individual damages:  
100000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
Damage,  $D$



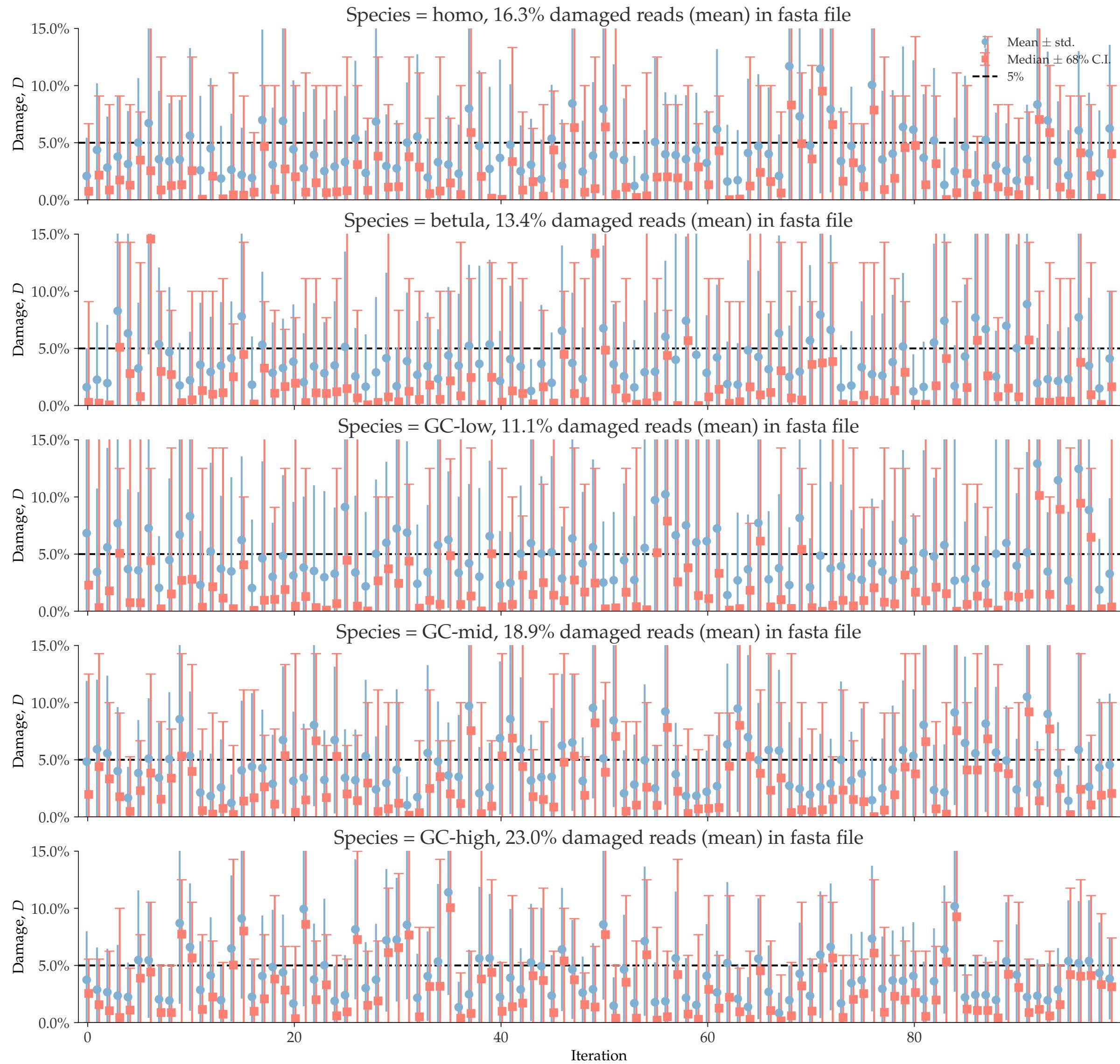
Individual damages:  
 10 reads  
 Briggs damage = 0.138  
 Damage percent = 5%  
 Damage,  $D$



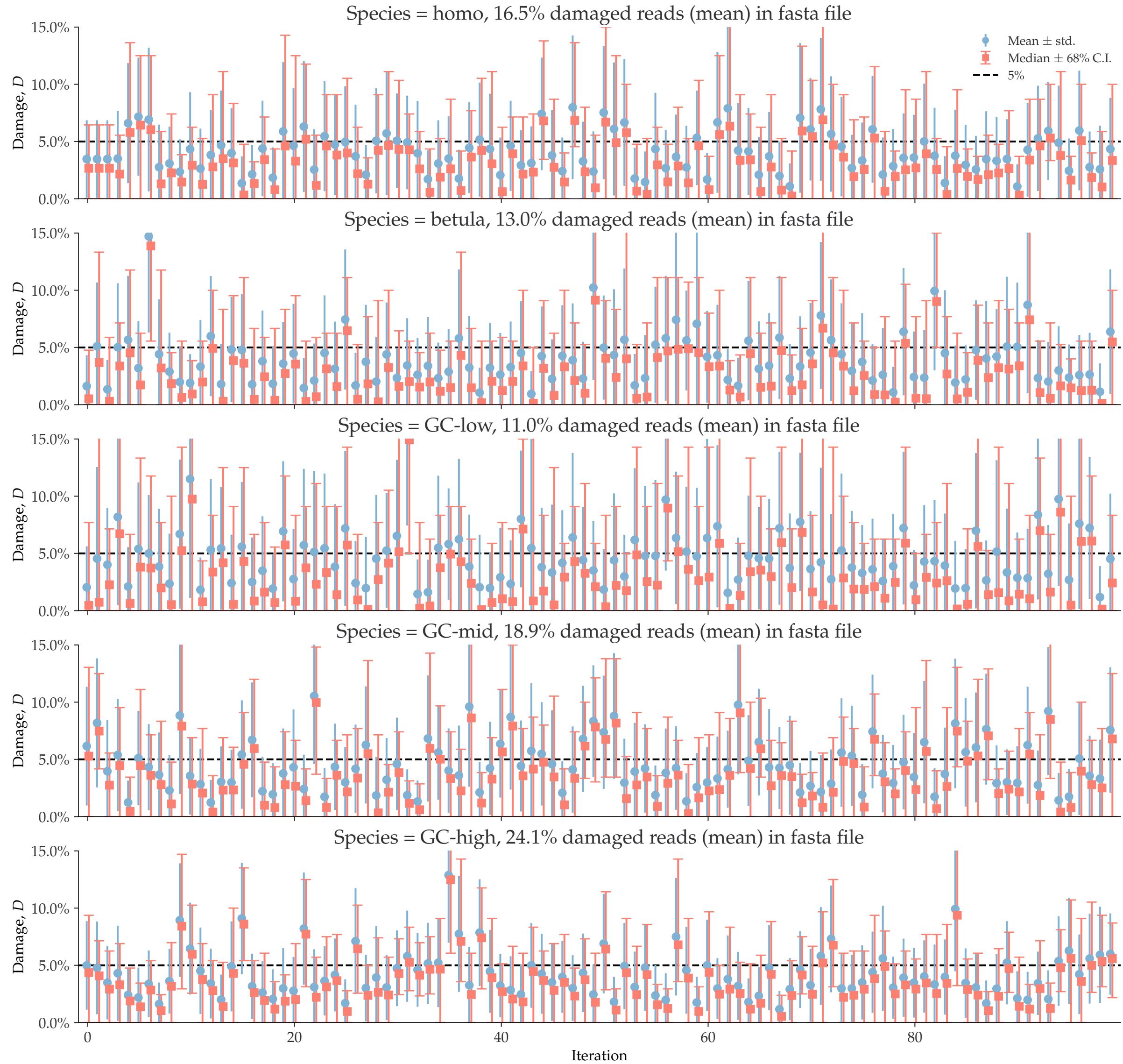
Individual damages:  
 25 reads  
 Briggs damage = 0.138  
 Damage percent = 5%  
 Damage,  $D$



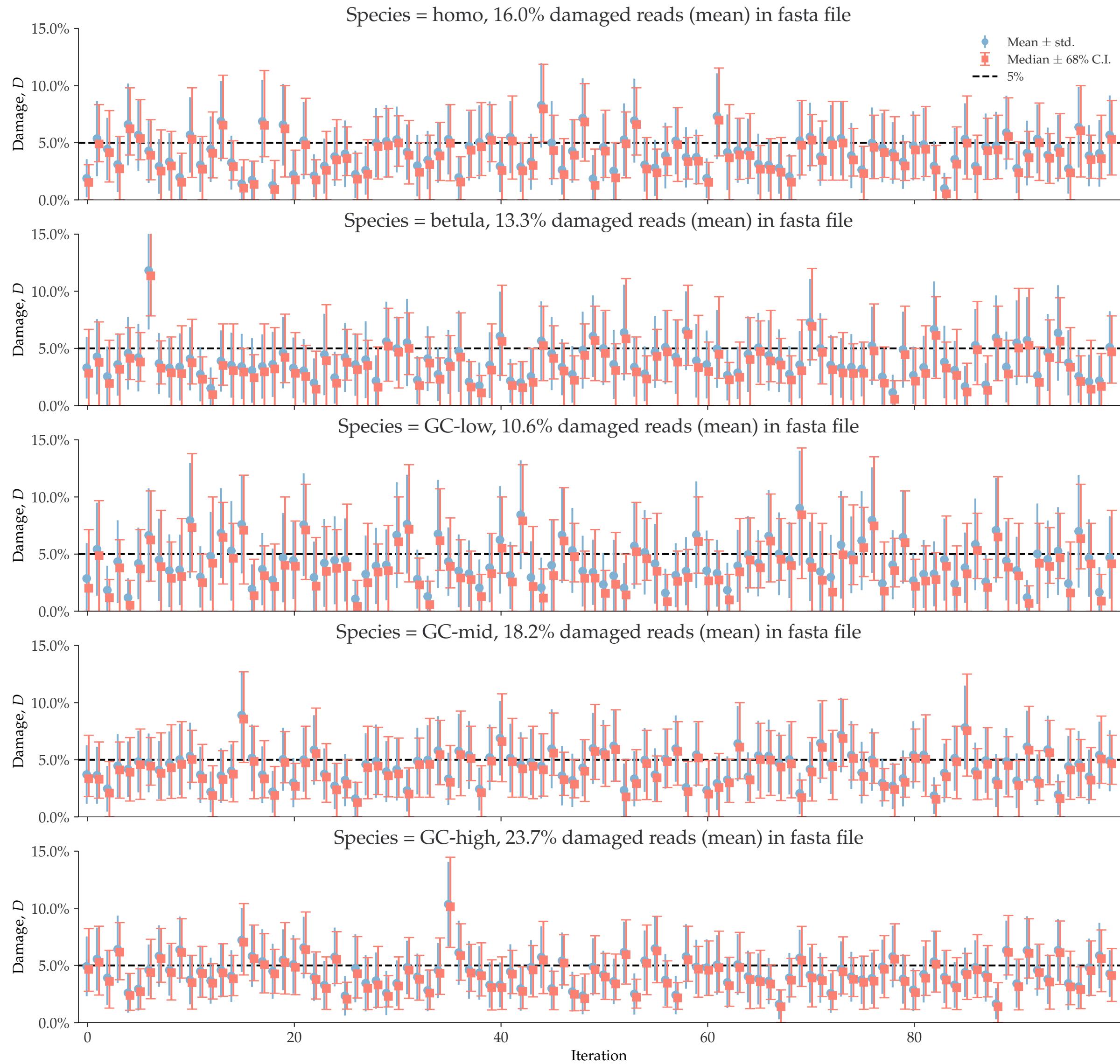
Individual damages:  
 50 reads  
 Briggs damage = 0.138  
 Damage percent = 5%  
 Damage,  $D$



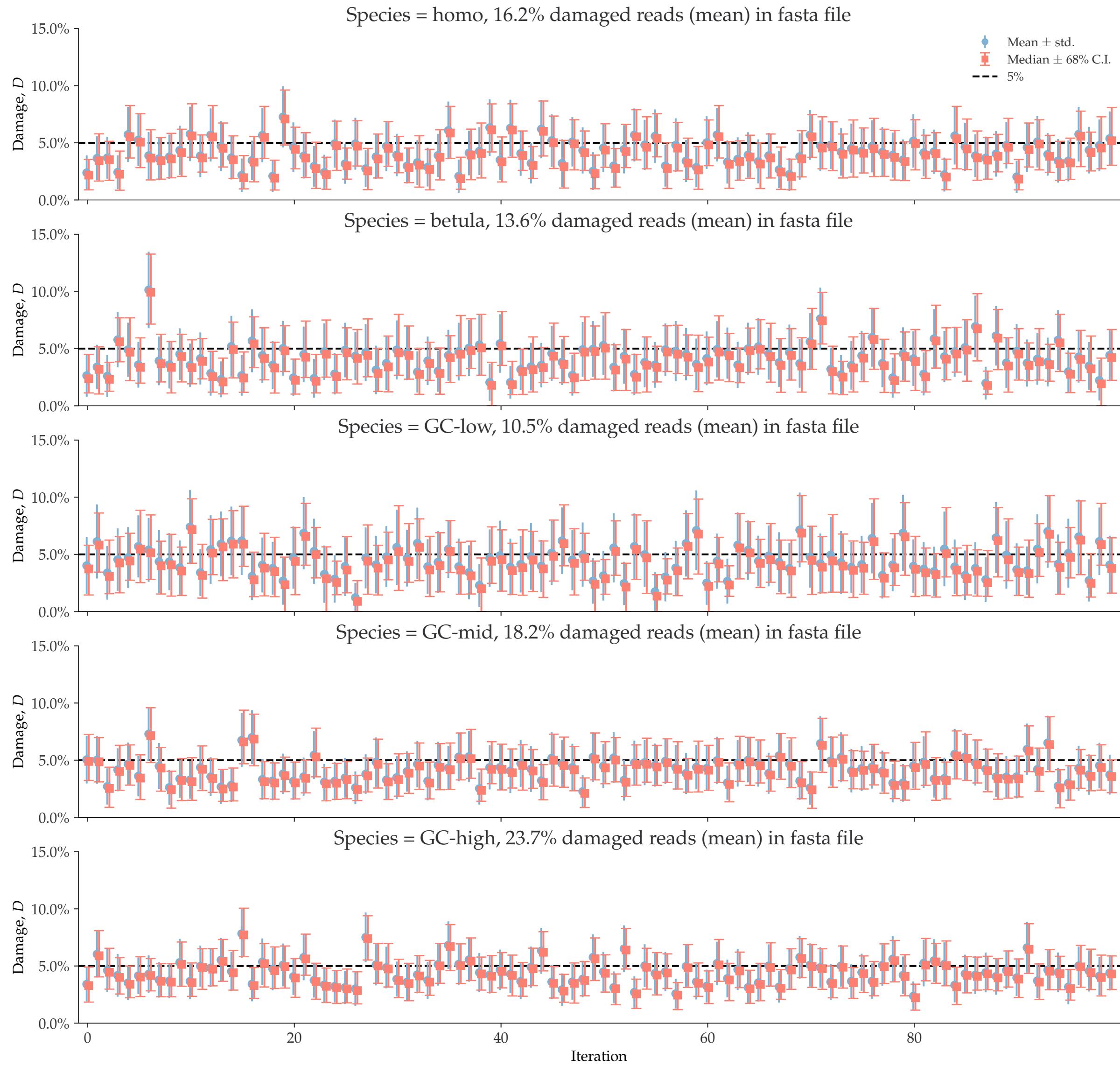
Individual damages:  
 100 reads  
 Briggs damage = 0.138  
 Damage percent = 5%  
 Damage,  $D$



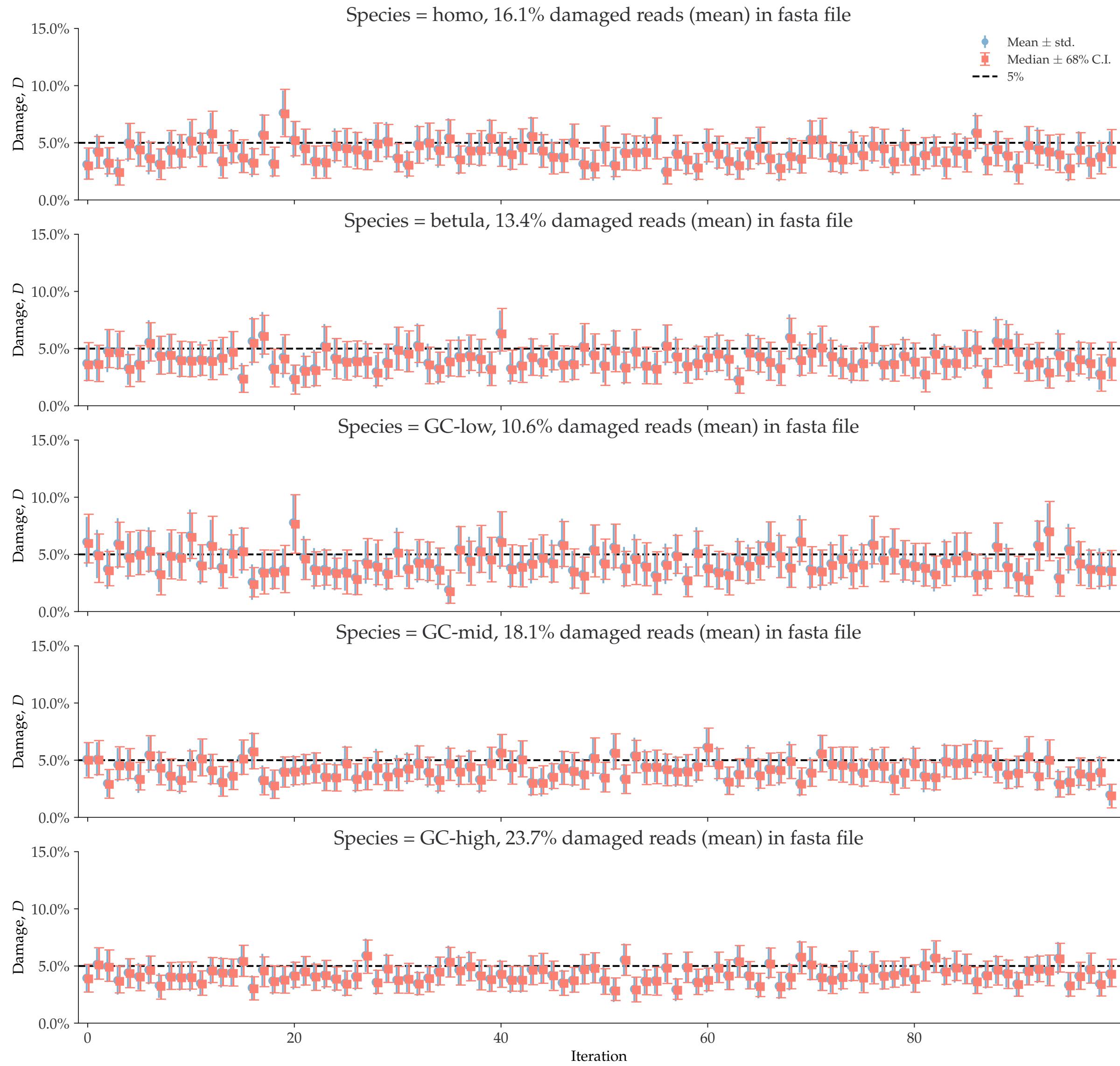
Individual damages:  
 250 reads  
 Briggs damage = 0.138  
 Damage percent = 5%  
 Damage,  $D$



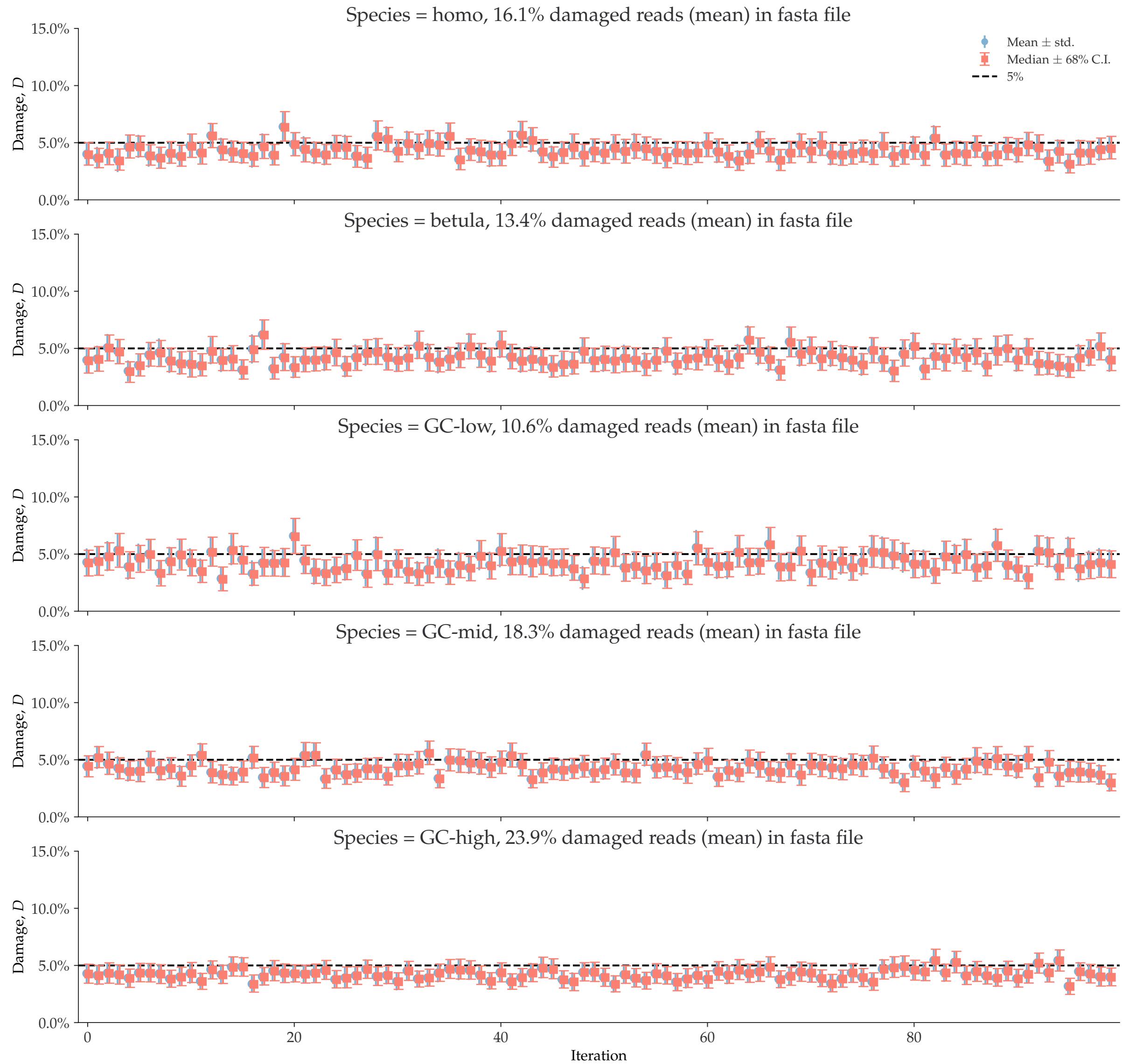
Individual damages:  
 500 reads  
 Briggs damage = 0.138  
 Damage percent = 5%  
 Damage,  $D$



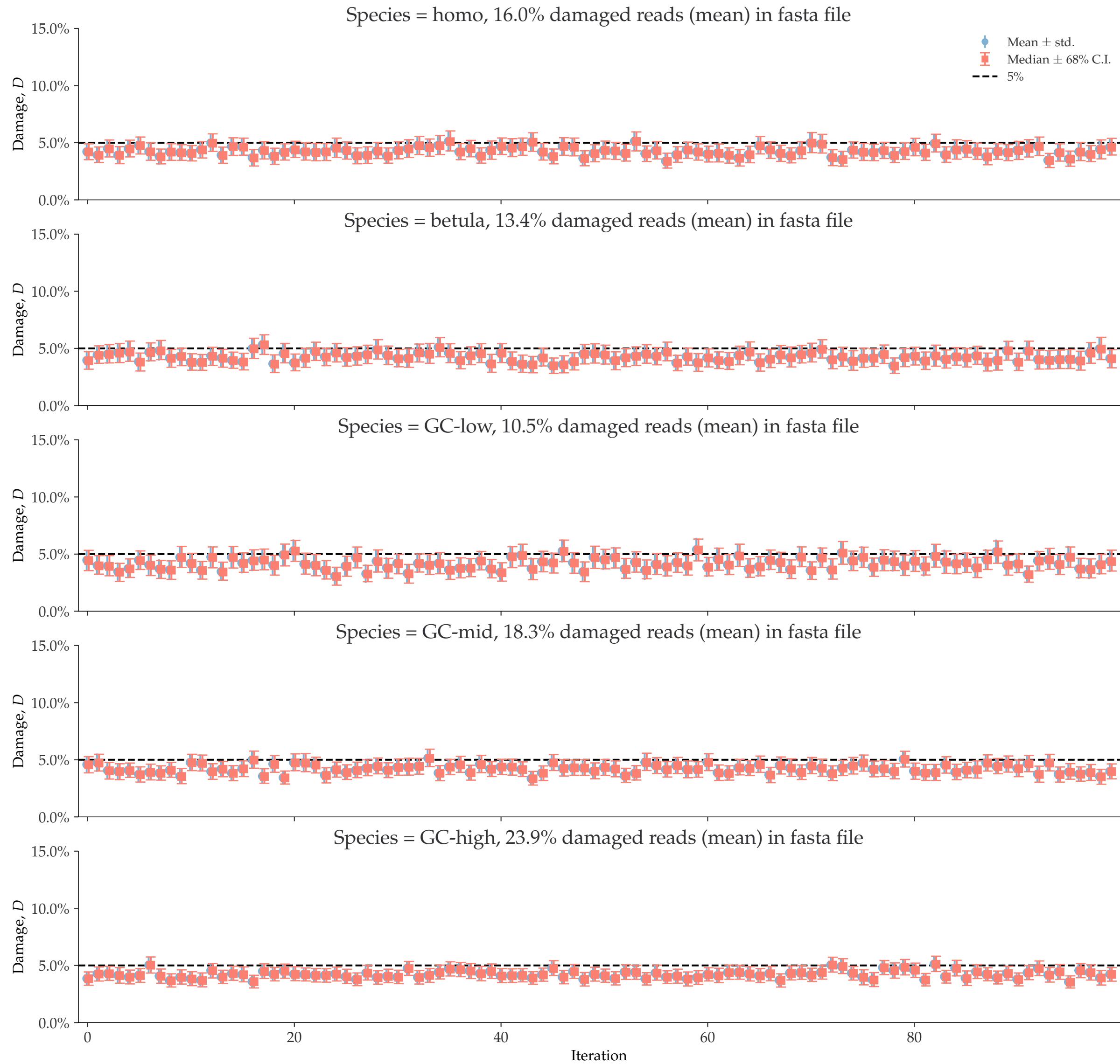
Individual damages:  
 1000 reads  
 Briggs damage = 0.138  
 Damage percent = 5%  
 Damage,  $D$



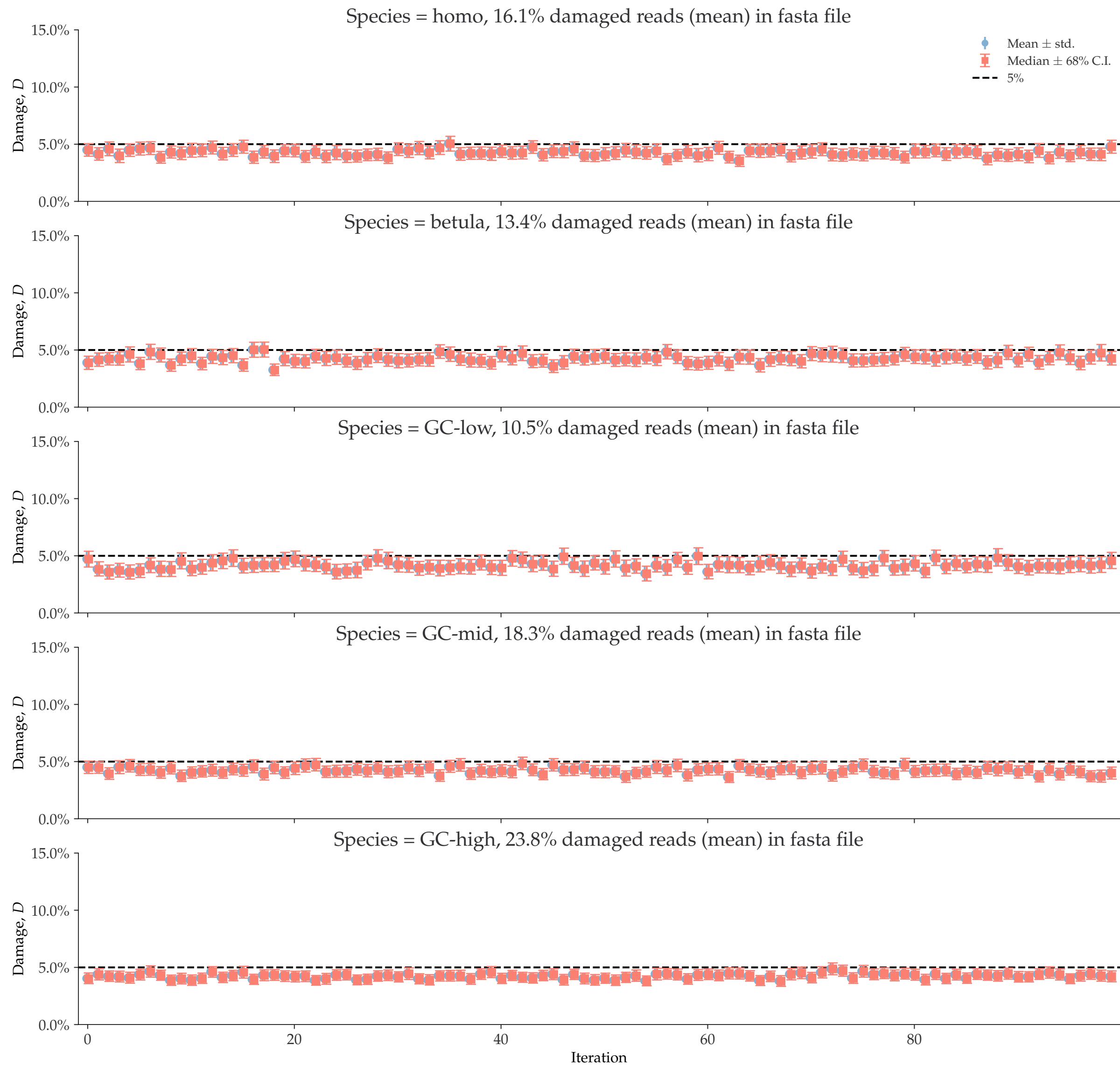
Individual damages:  
 2500 reads  
 Briggs damage = 0.138  
 Damage percent = 5%  
 Damage,  $D$



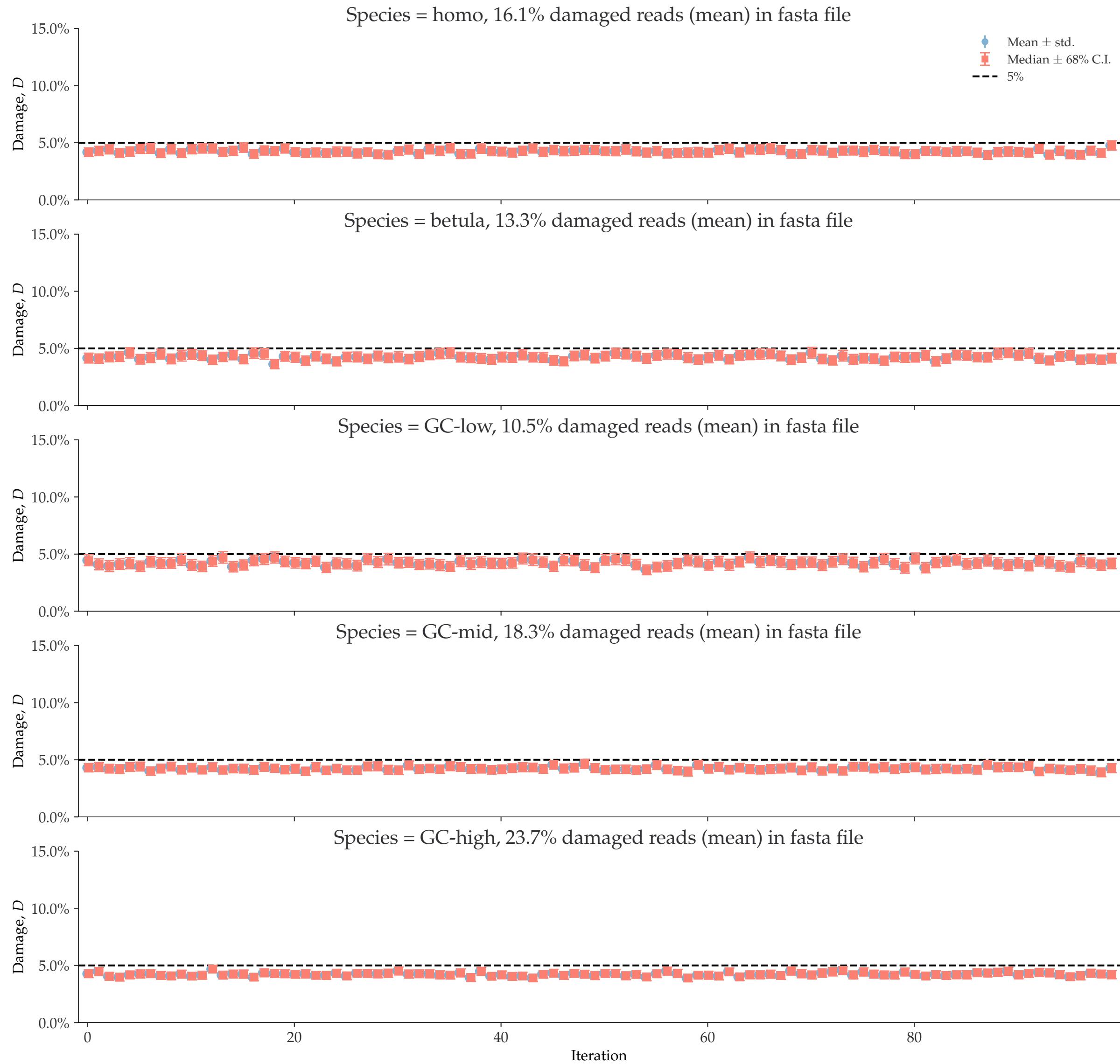
Individual damages:  
5000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
Damage,  $D$



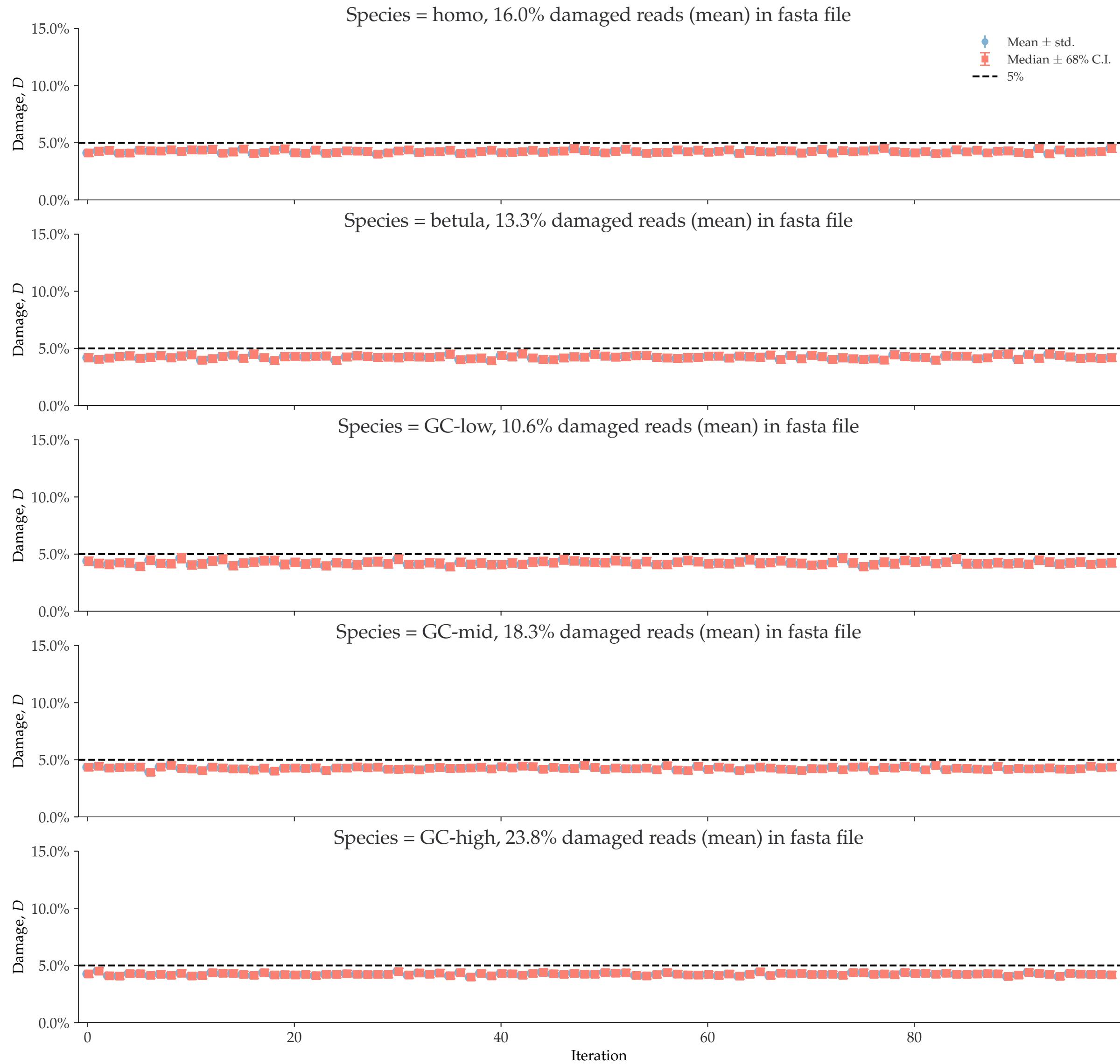
Individual damages:  
10000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
Damage,  $D$



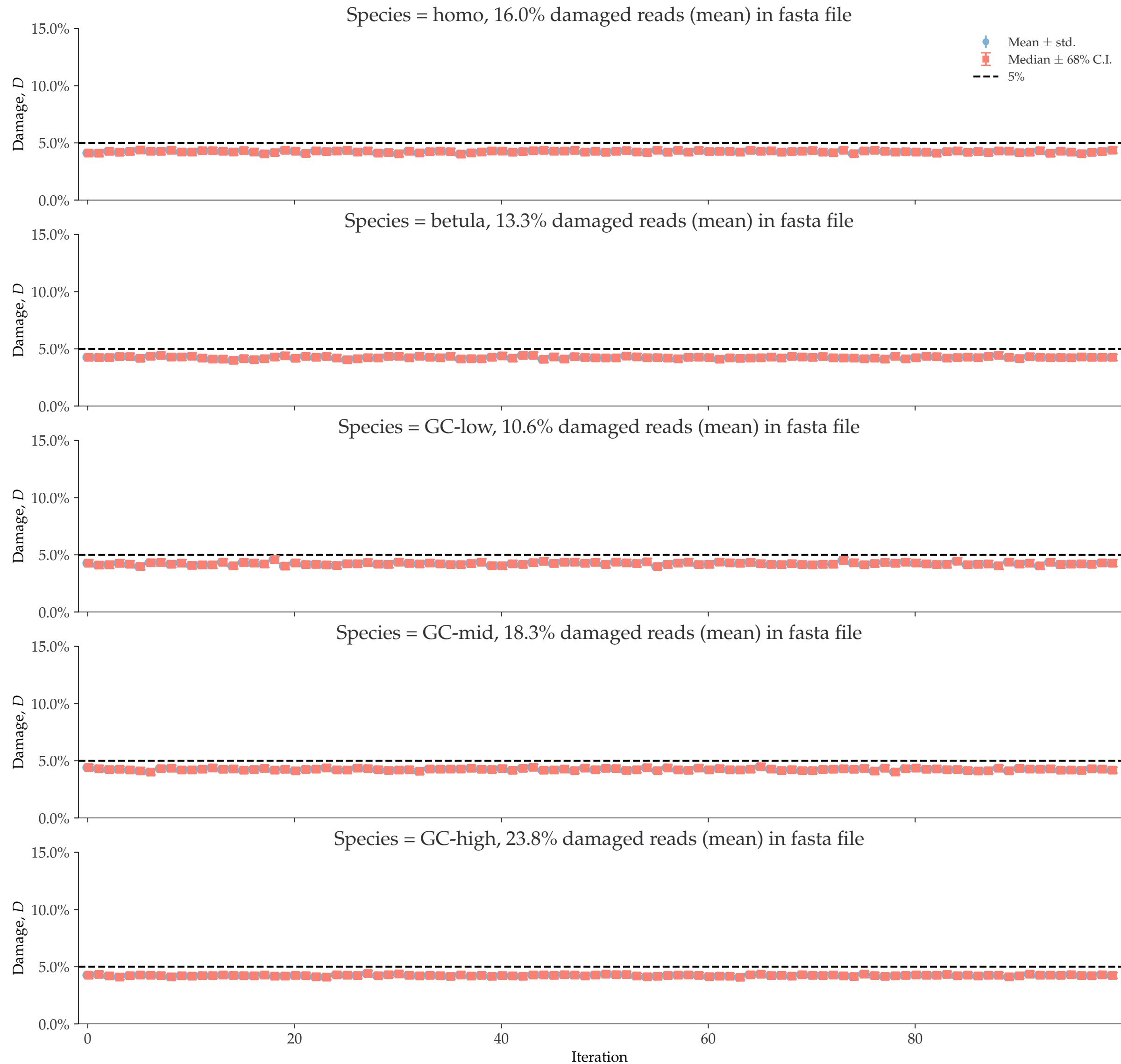
Individual damages:  
25000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
Damage,  $D$



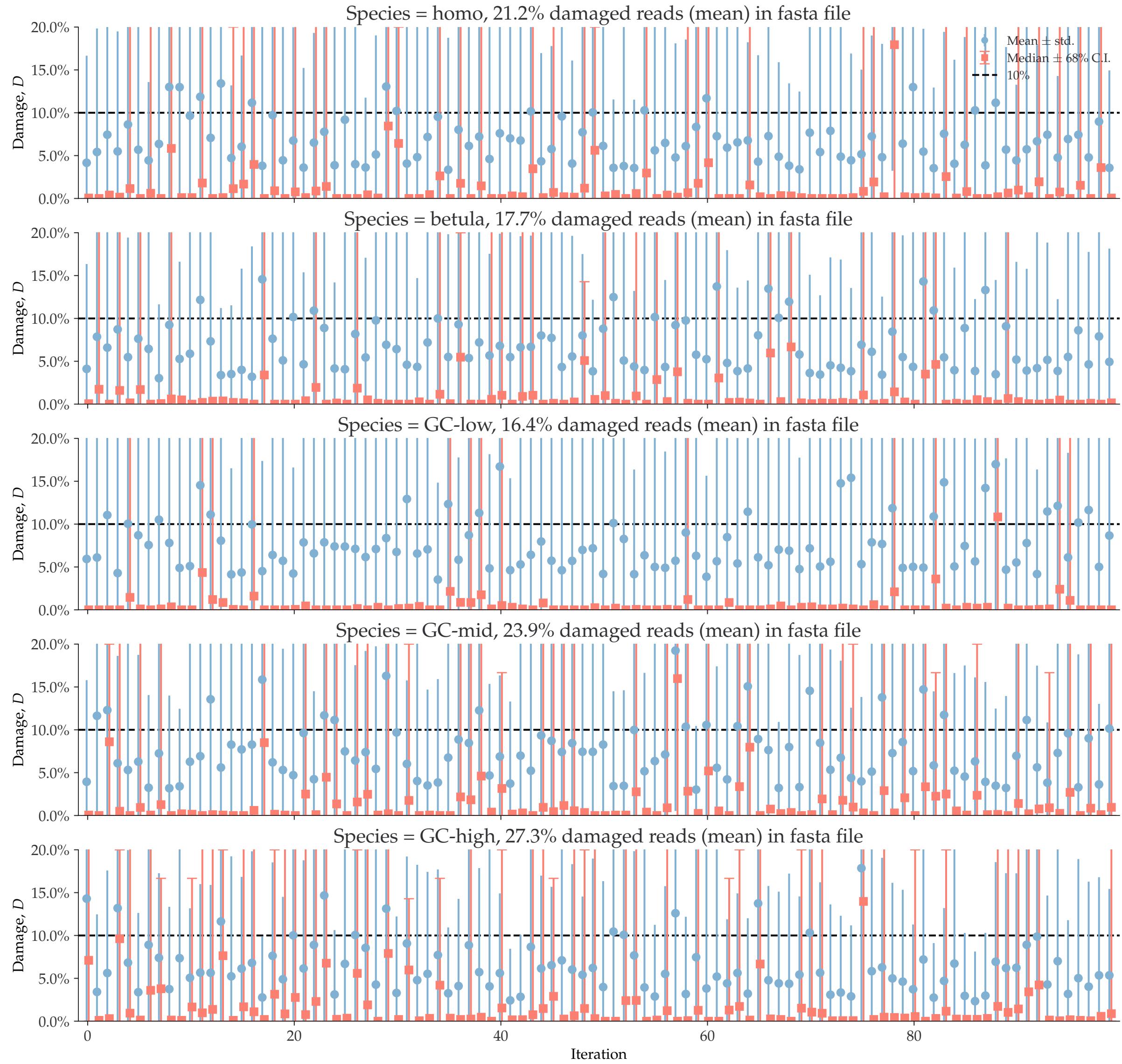
Individual damages:  
50000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
Damage,  $D$



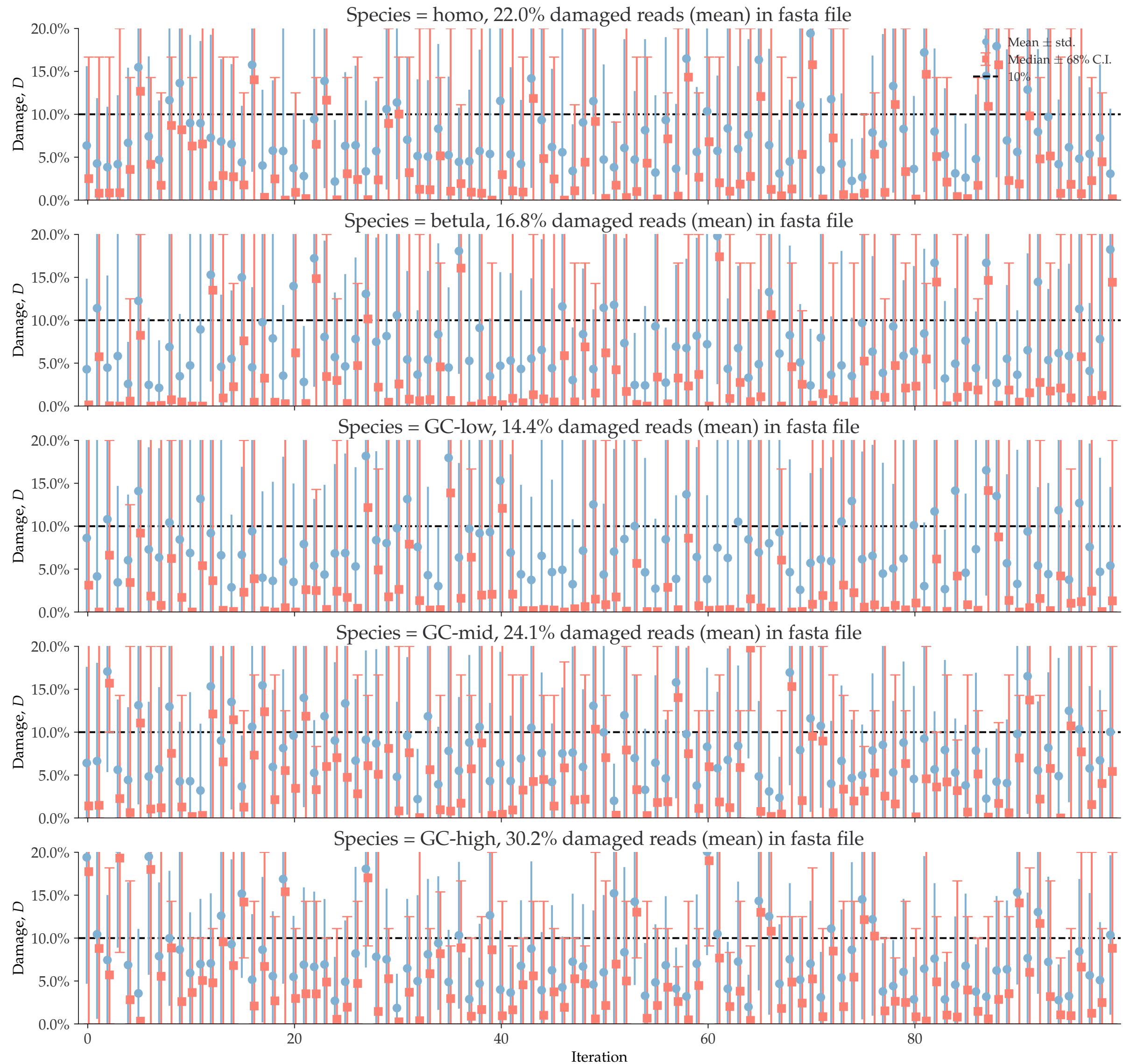
Individual damages:  
100000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
Damage,  $D$



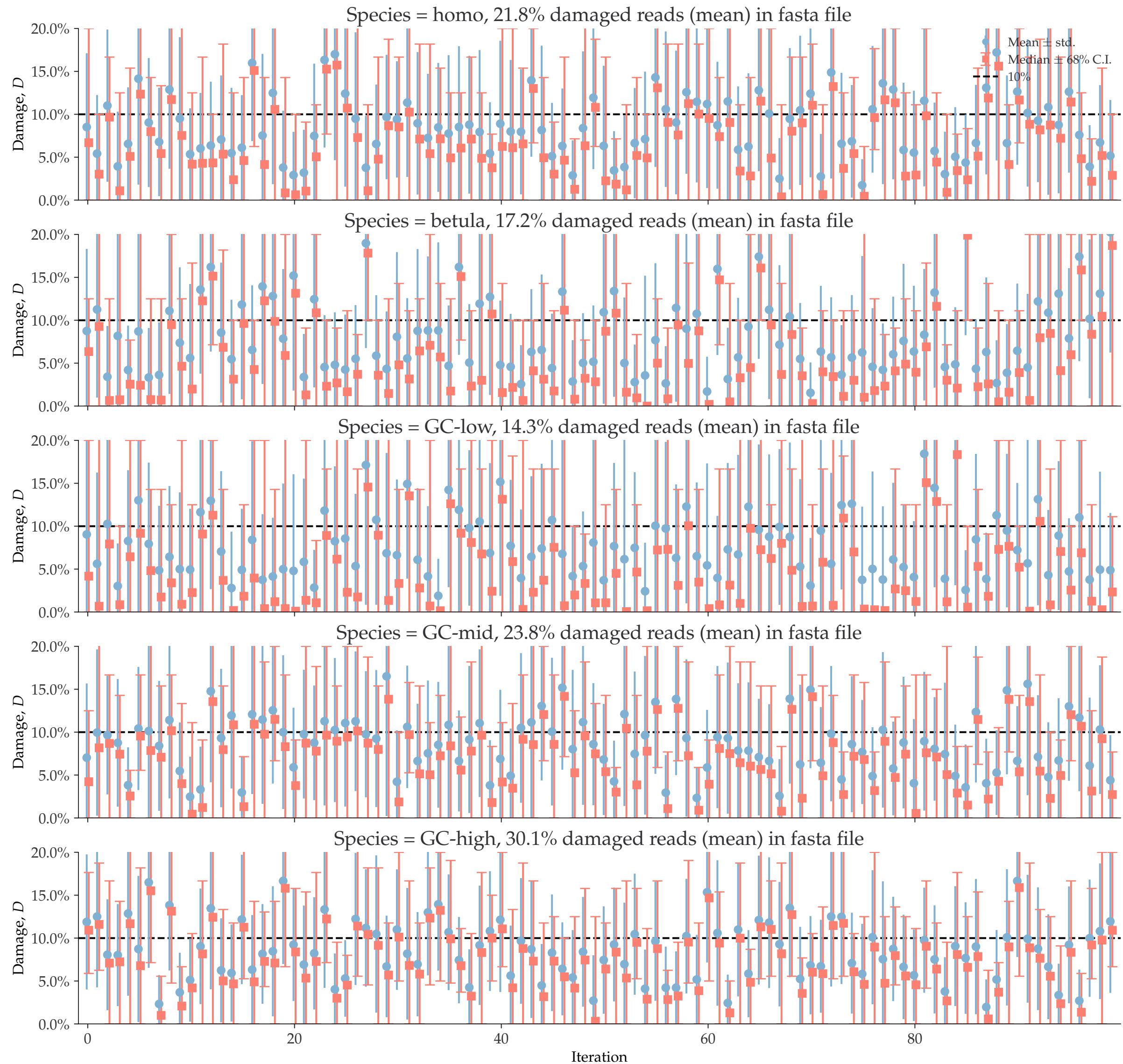
Individual damages:  
 10 reads  
 Briggs damage = 0.303  
 Damage percent = 10%  
 Damage,  $D$



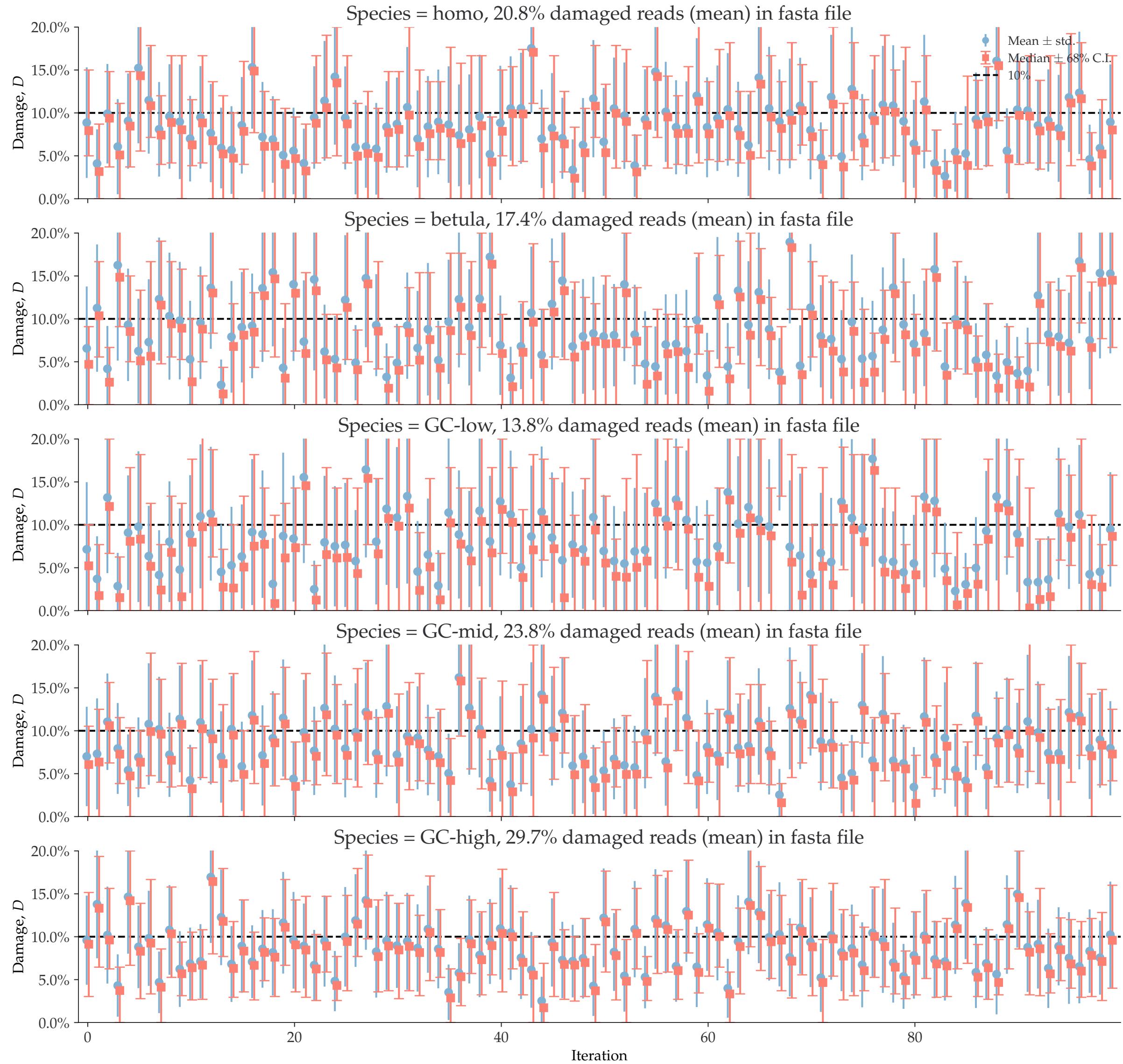
Individual damages:  
 25 reads  
 Briggs damage = 0.303  
 Damage percent = 10%  
 Damage,  $D$



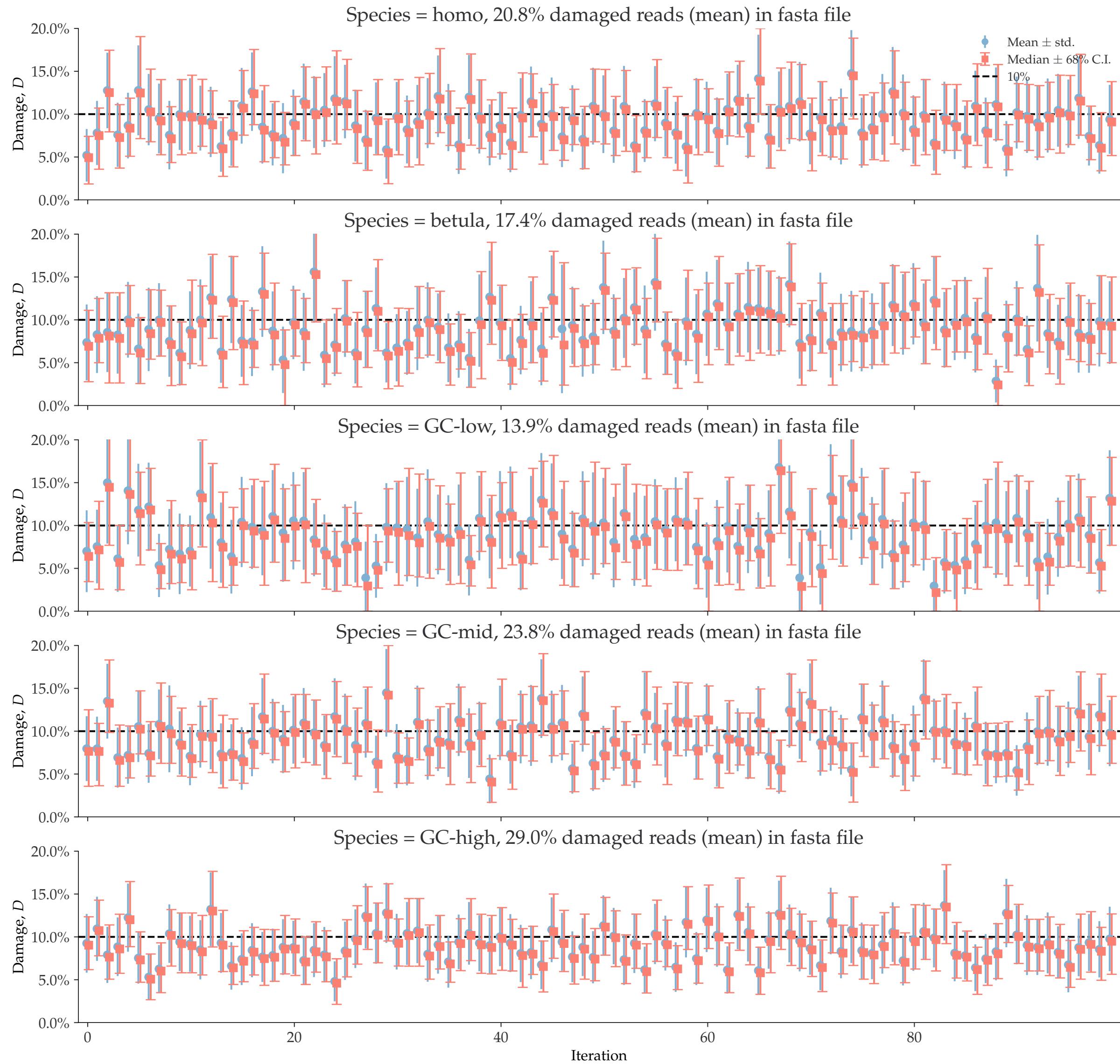
Individual damages:  
 50 reads  
 Briggs damage = 0.303  
 Damage percent = 10%  
 Damage,  $D$



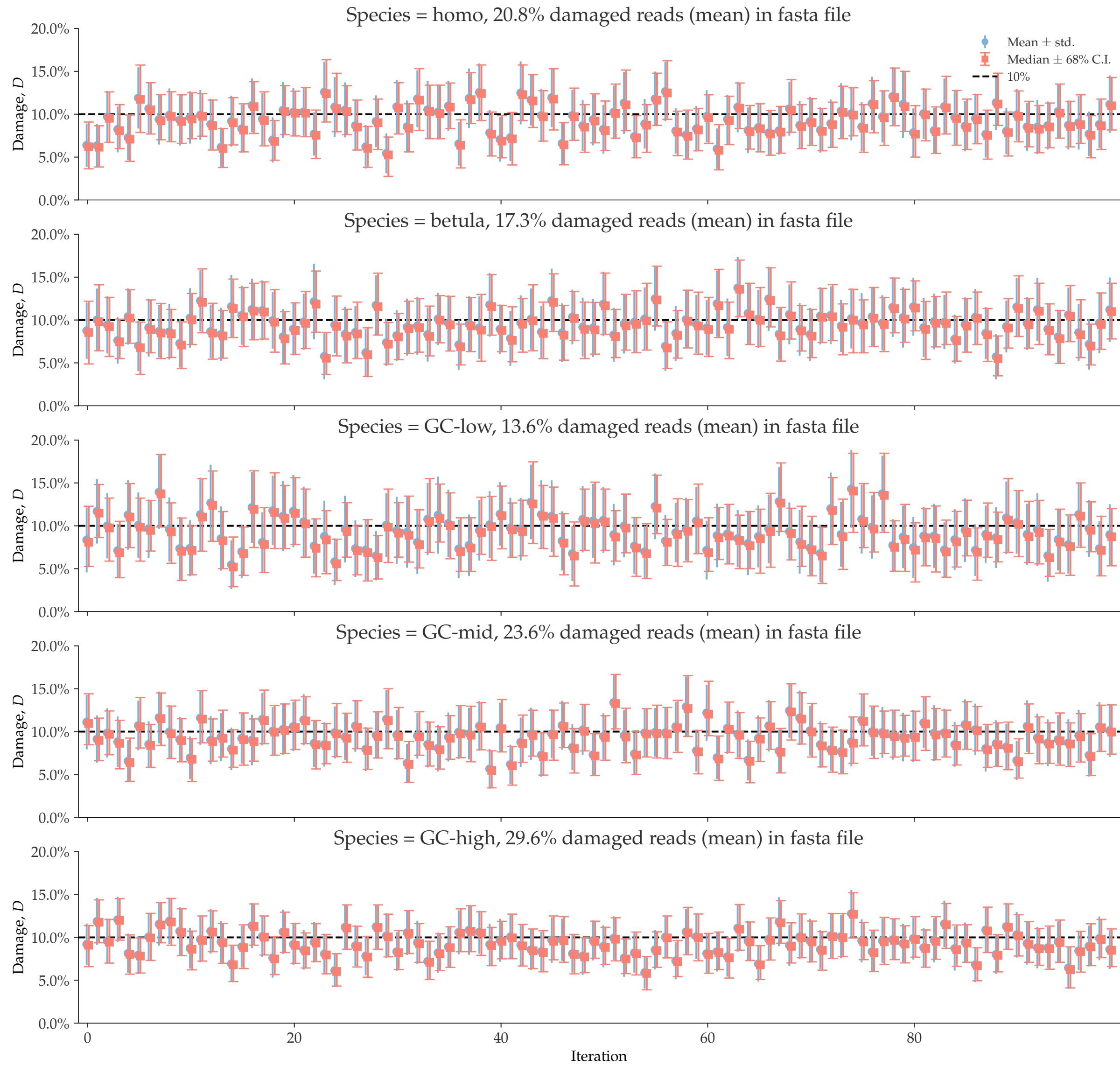
Individual damages:  
 100 reads  
 Briggs damage = 0.303  
 Damage percent = 10%  
 Damage,  $D$



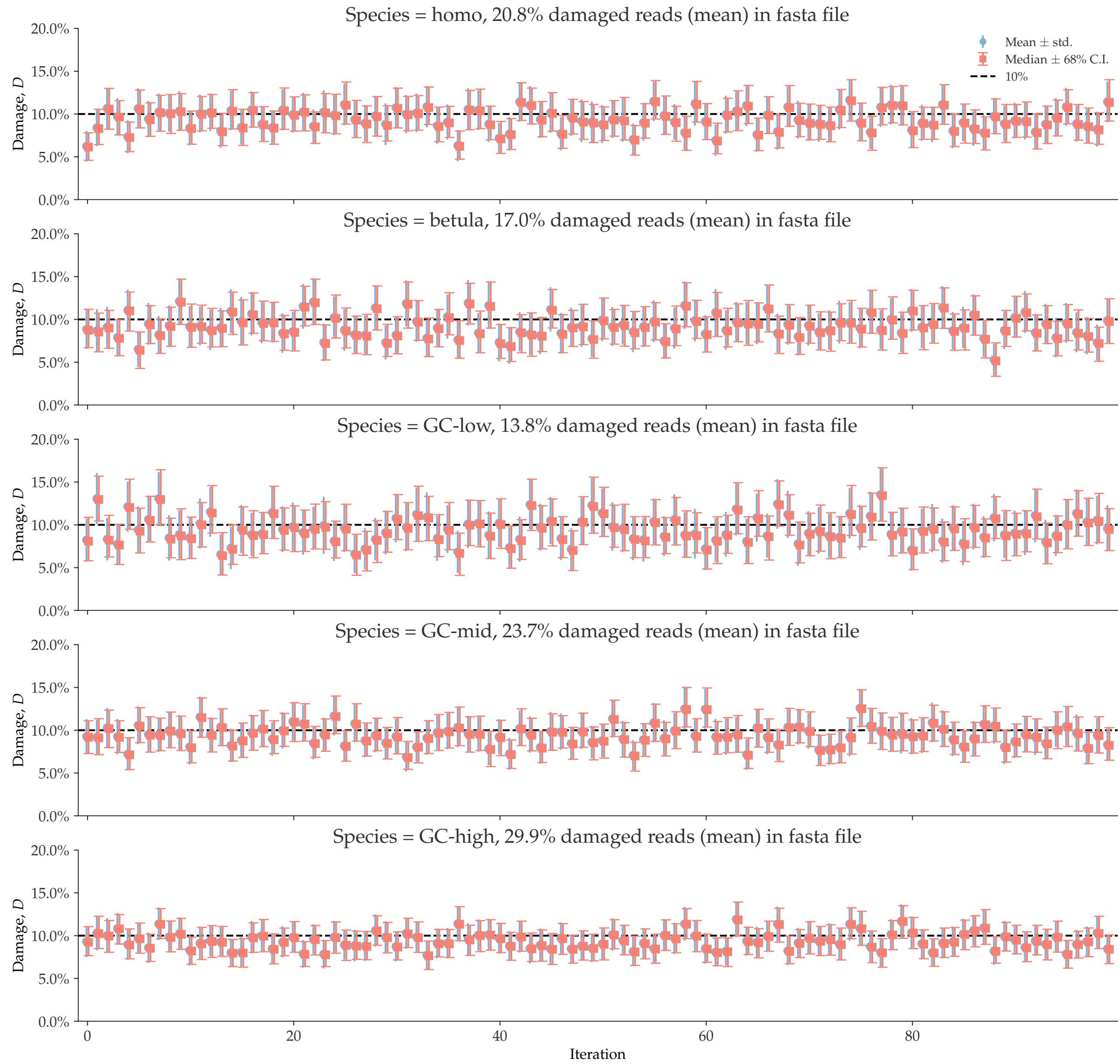
Individual damages:  
 250 reads  
 Briggs damage = 0.303  
 Damage percent = 10%  
 Damage,  $D$



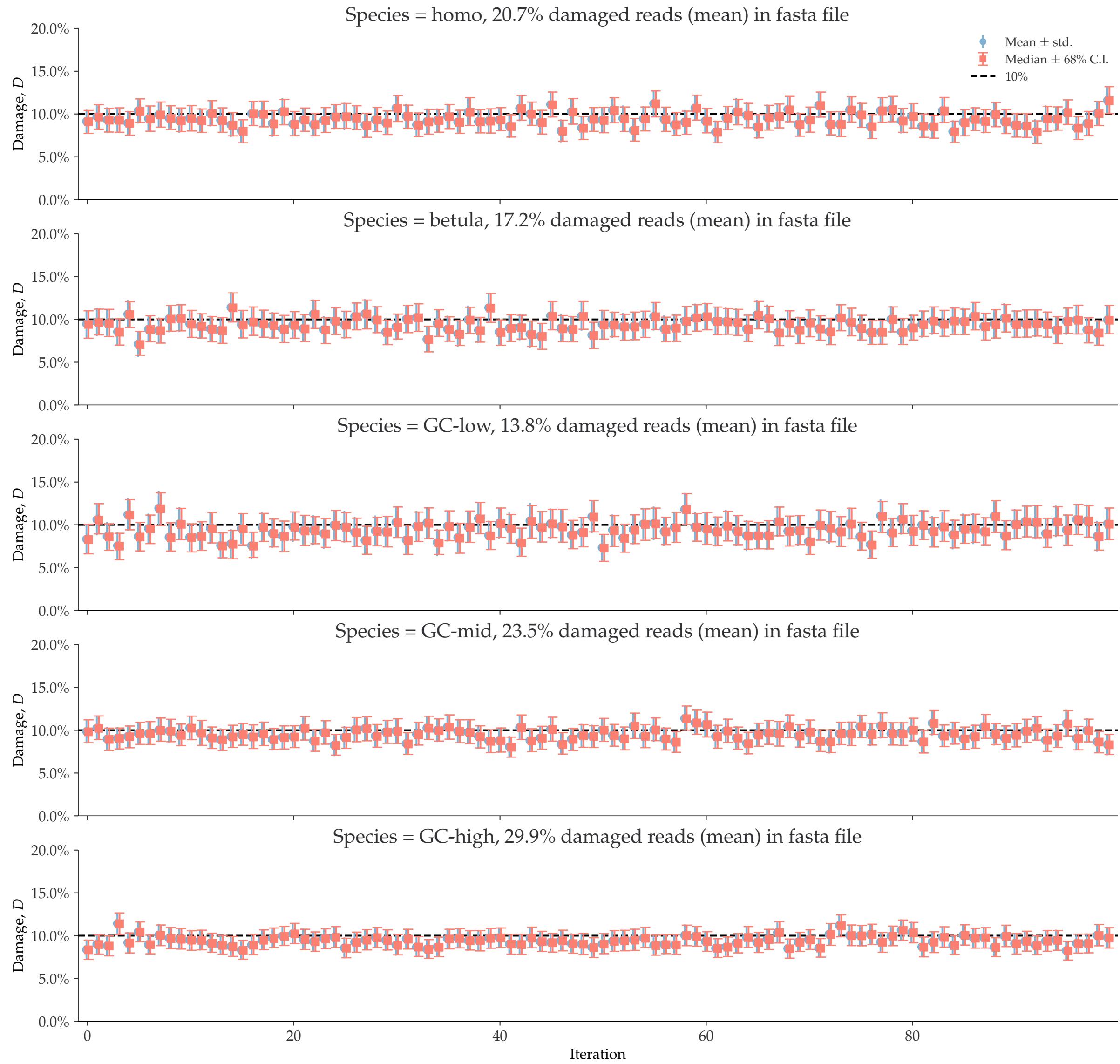
Individual damages:  
 500 reads  
 Briggs damage = 0.303  
 Damage percent = 10%  
 Damage,  $D$



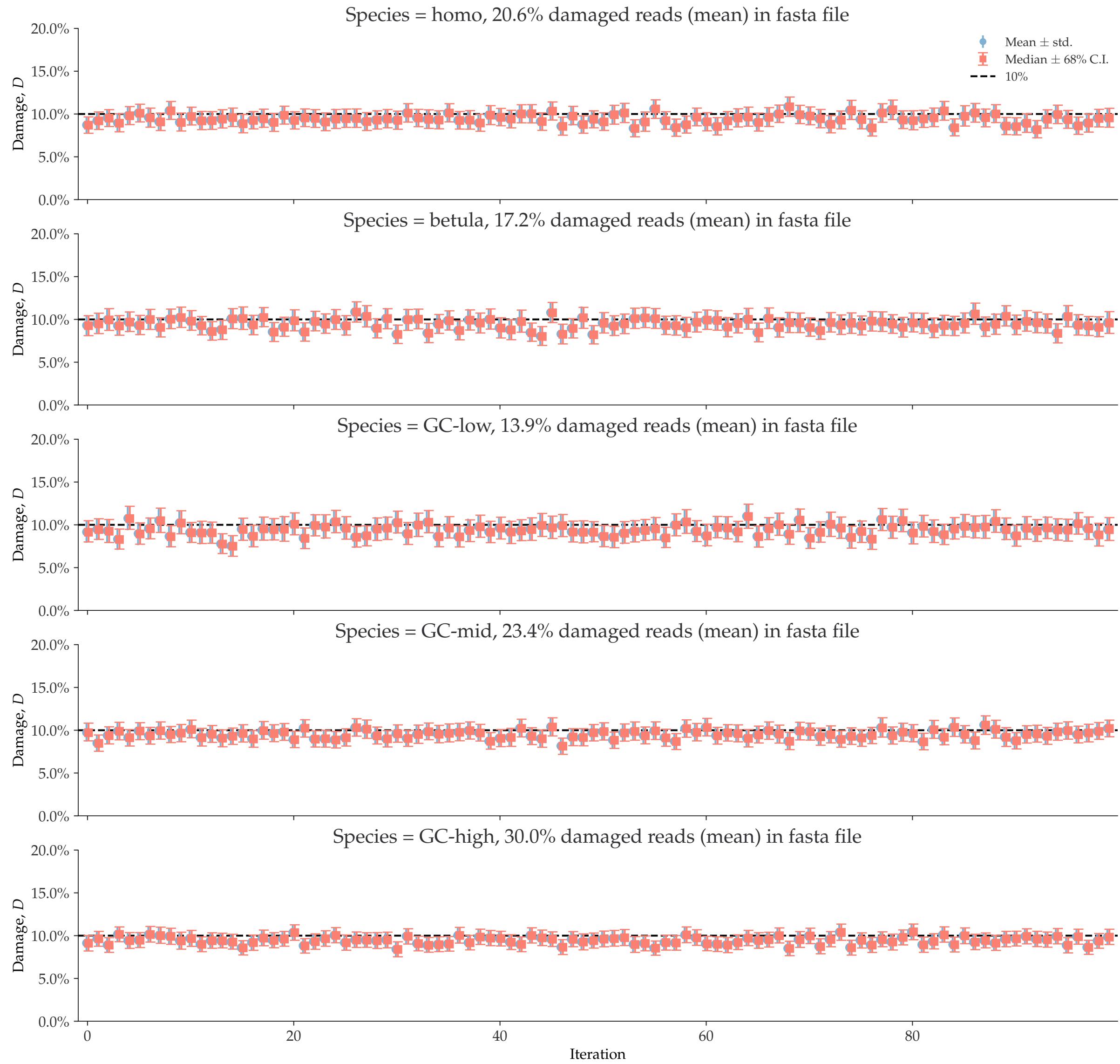
Individual damages:  
 1000 reads  
 Briggs damage = 0.303  
 Damage percent = 10%  
 Damage,  $D$



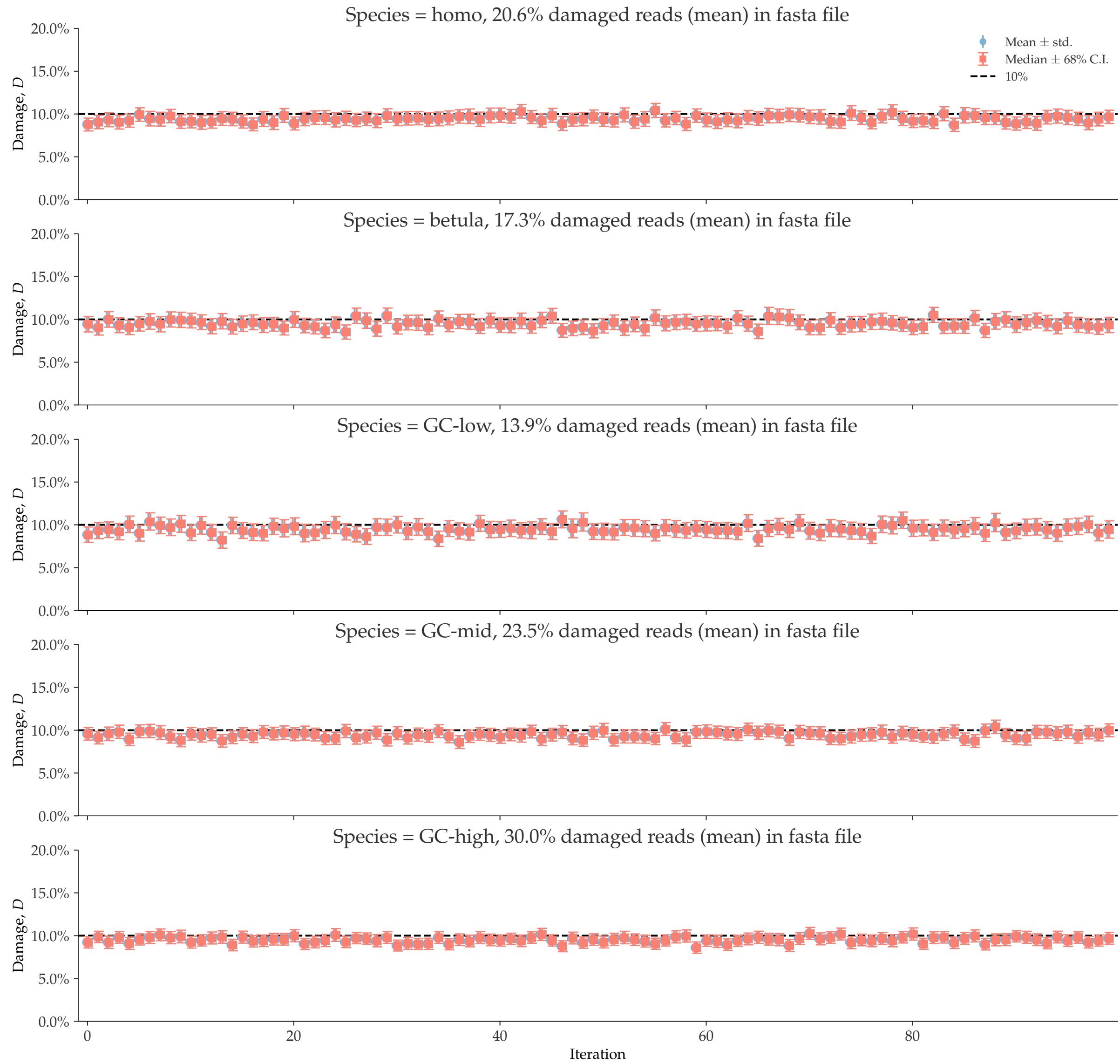
Individual damages:  
 2500 reads  
 Briggs damage = 0.303  
 Damage percent = 10%  
 Damage,  $D$



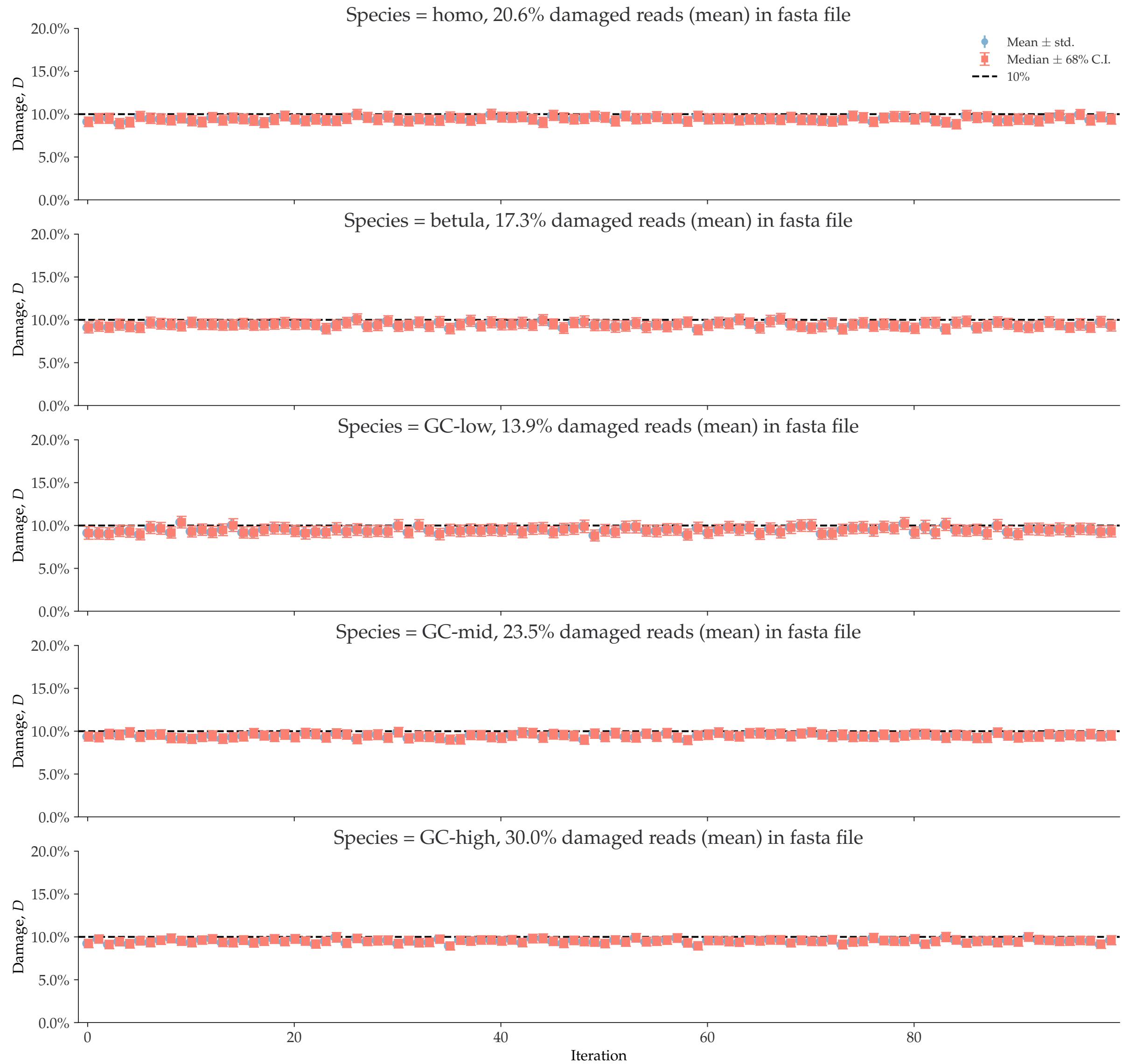
Individual damages:  
5000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
Damage,  $D$



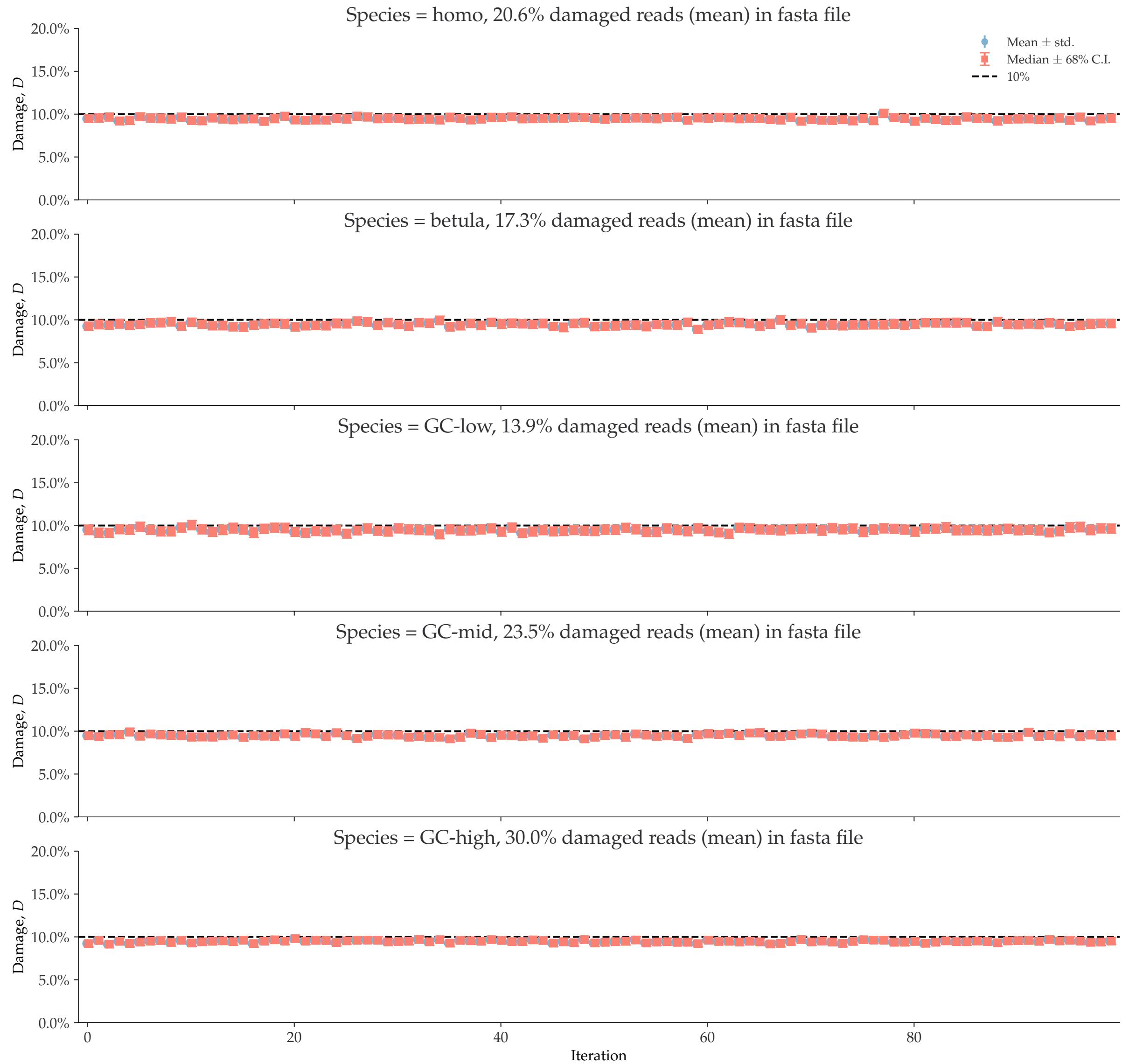
Individual damages:  
10000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
Damage,  $D$



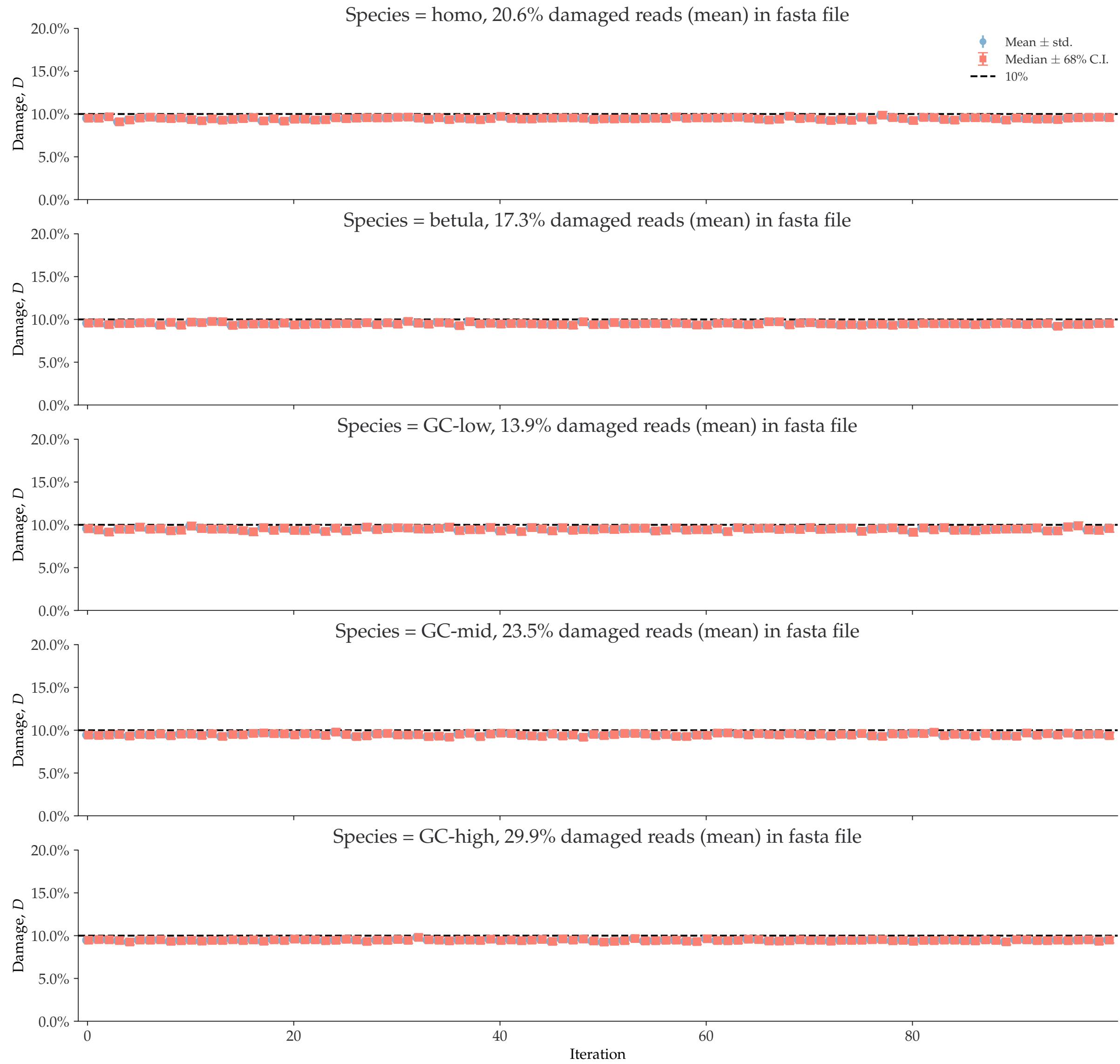
Individual damages:  
25000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
Damage,  $D$



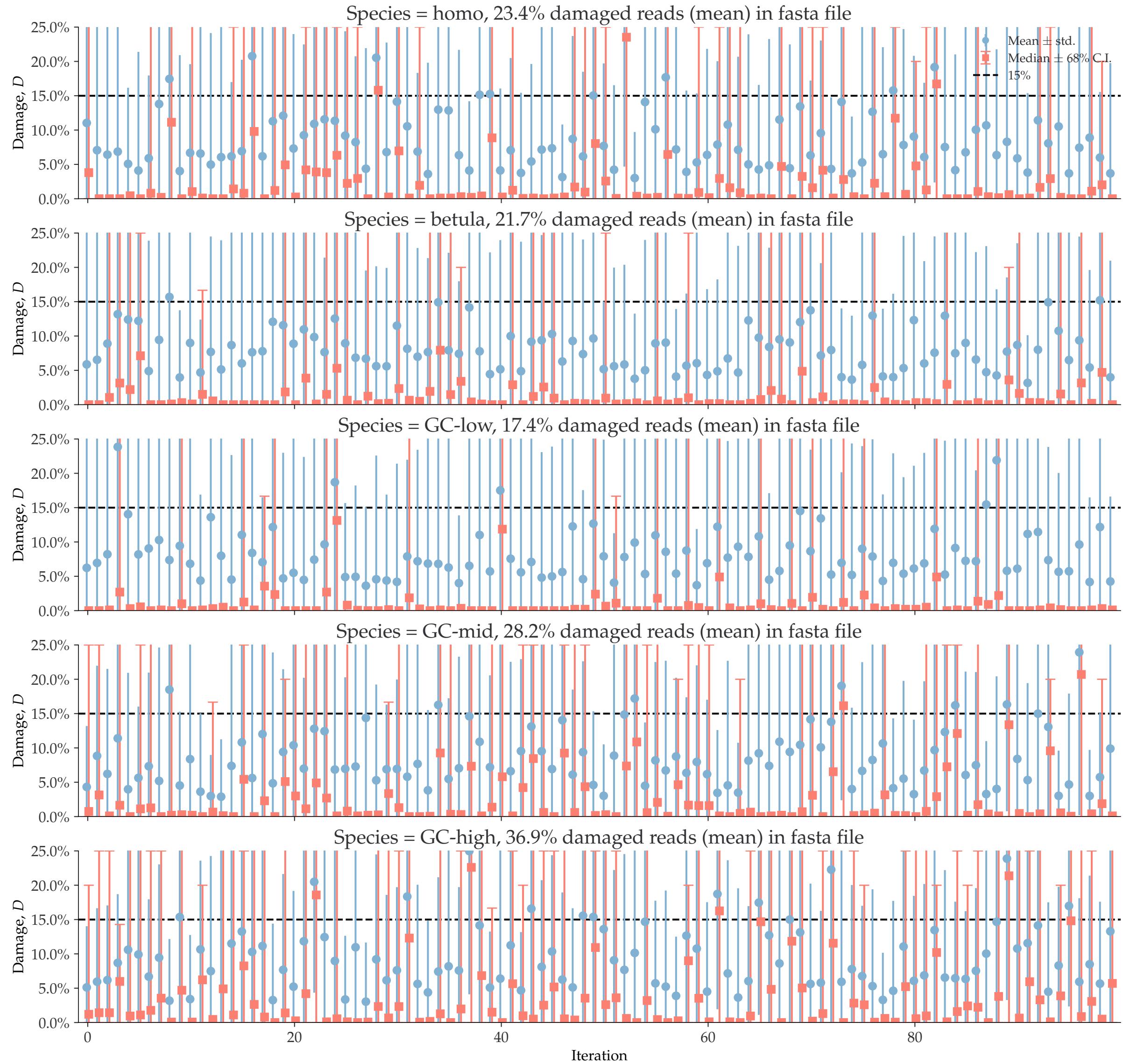
Individual damages:  
50000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
Damage,  $D$



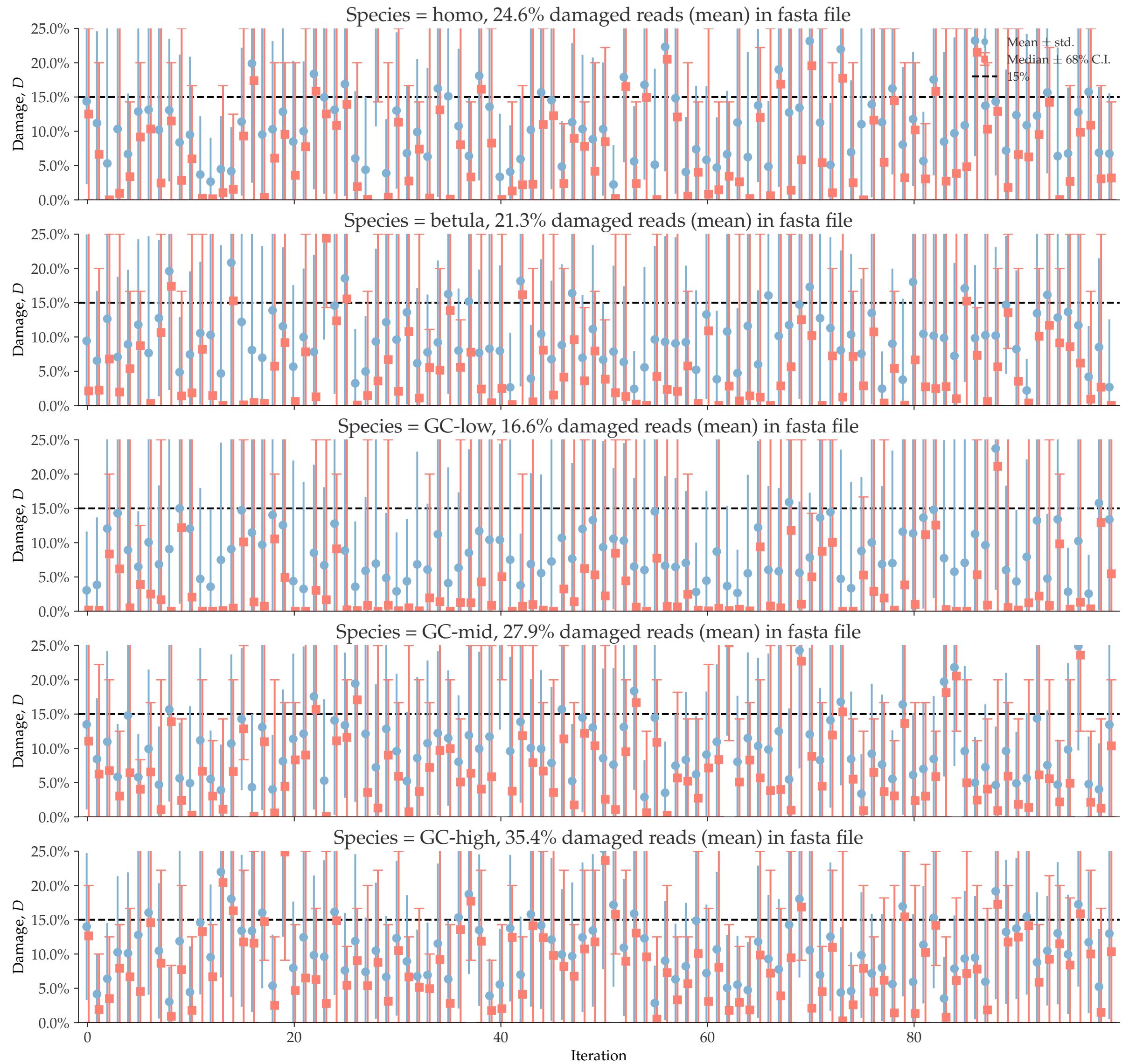
Individual damages:  
100000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
Damage,  $D$



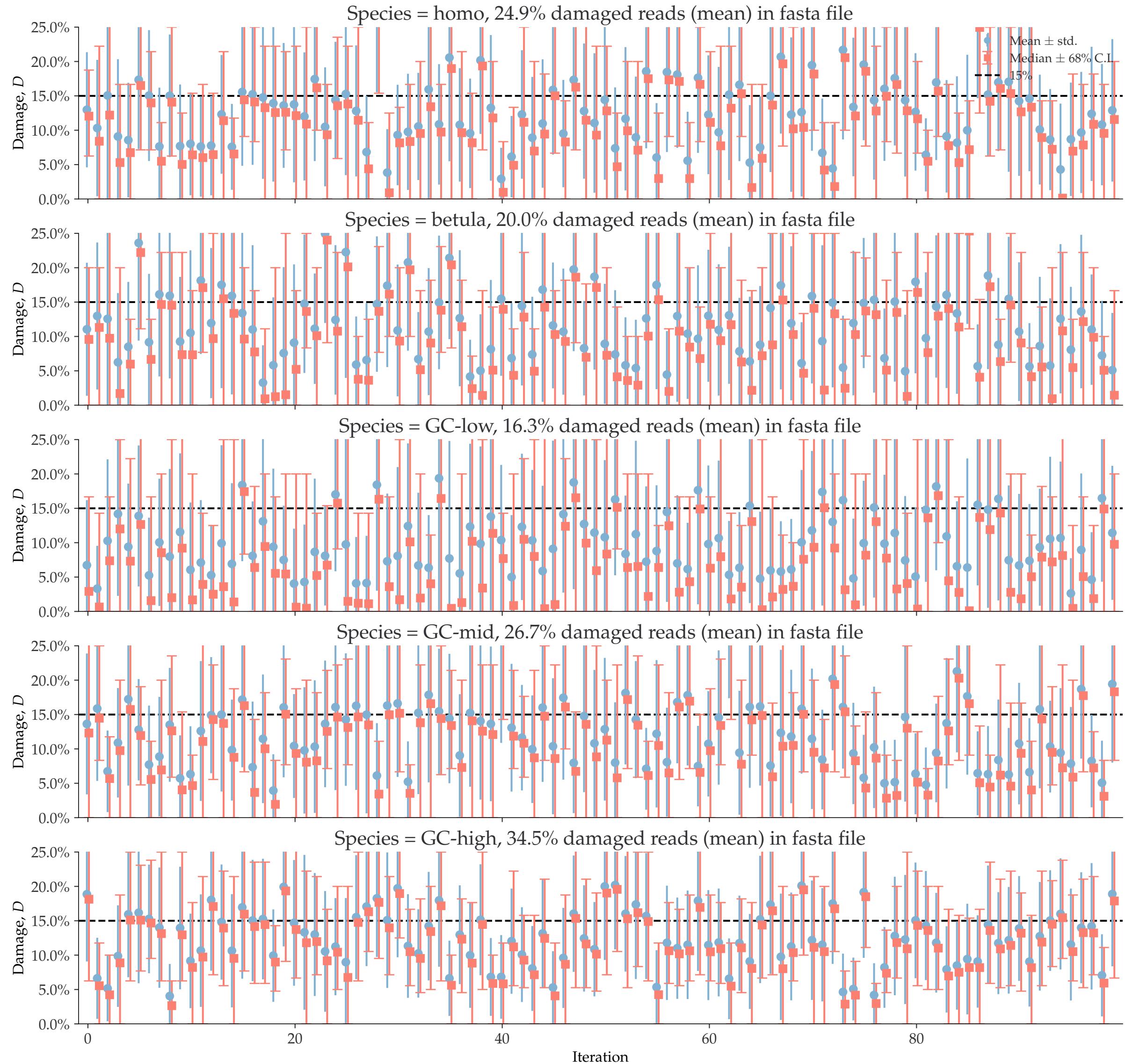
Individual damages:  
 10 reads  
 Briggs damage = 0.466  
 Damage percent = 15%  
 Damage,  $D$



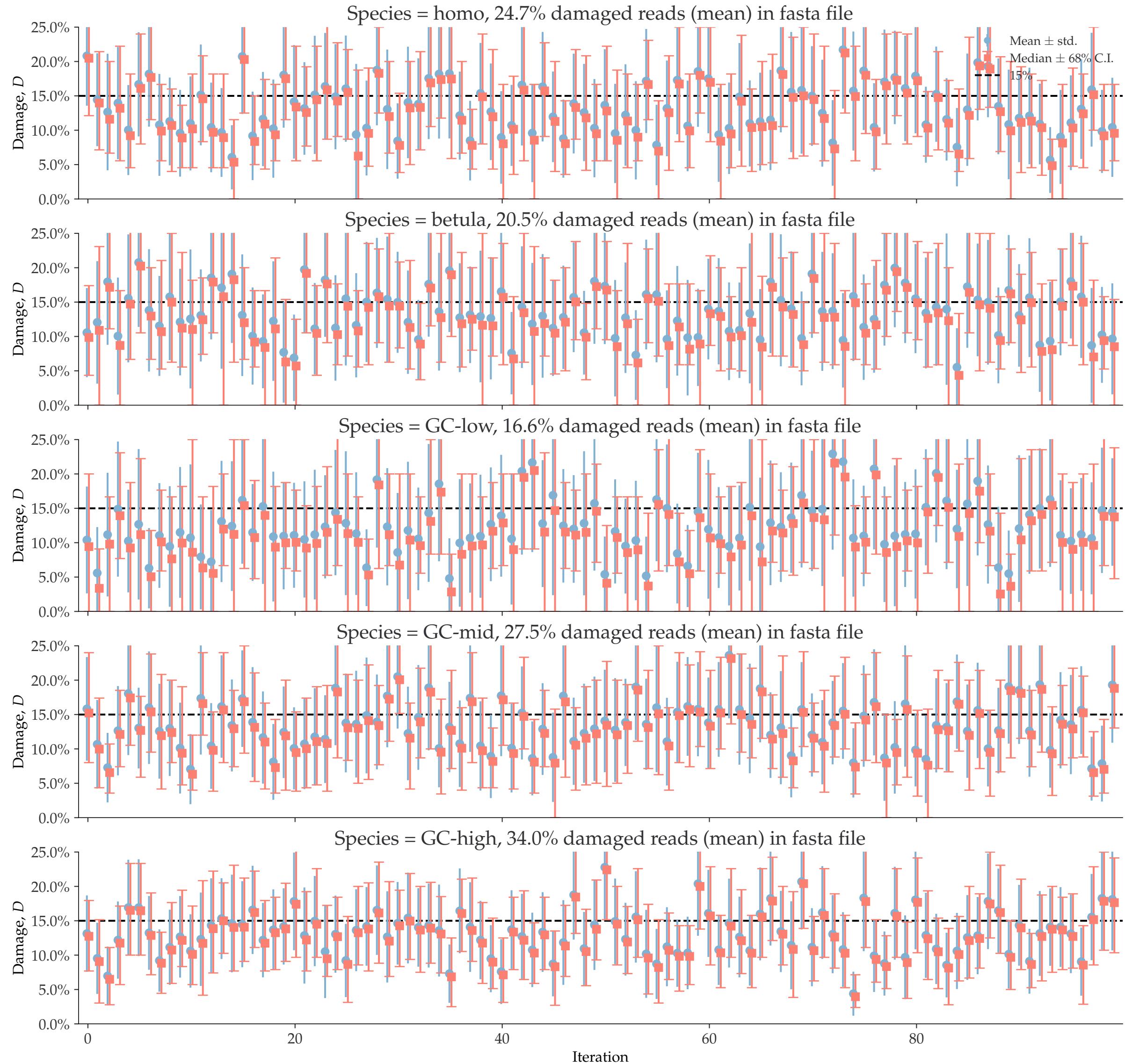
Individual damages:  
 25 reads  
 Briggs damage = 0.466  
 Damage percent = 15%  
 Damage,  $D$



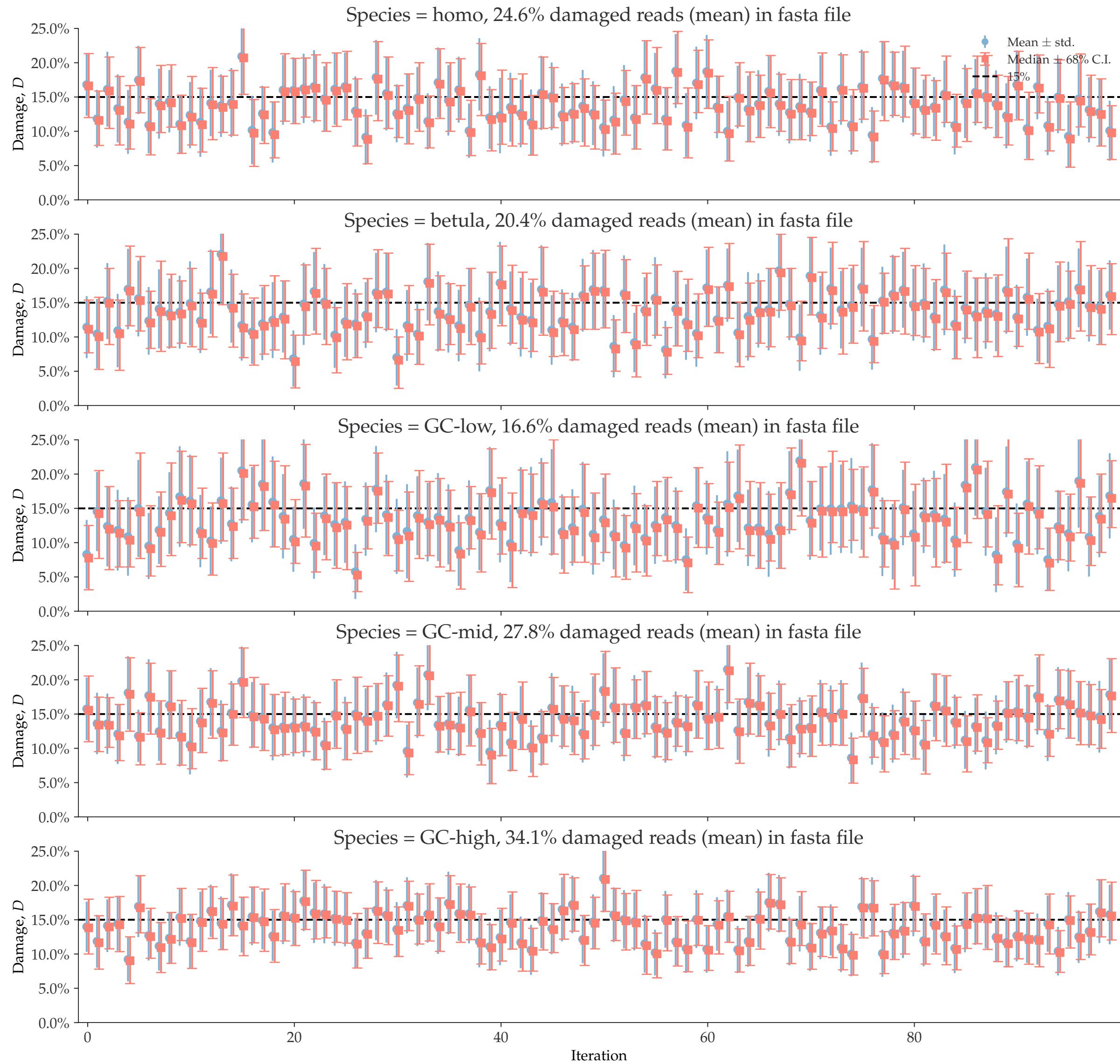
Individual damages:  
 50 reads  
 Briggs damage = 0.466  
 Damage percent = 15%  
 Damage,  $D$



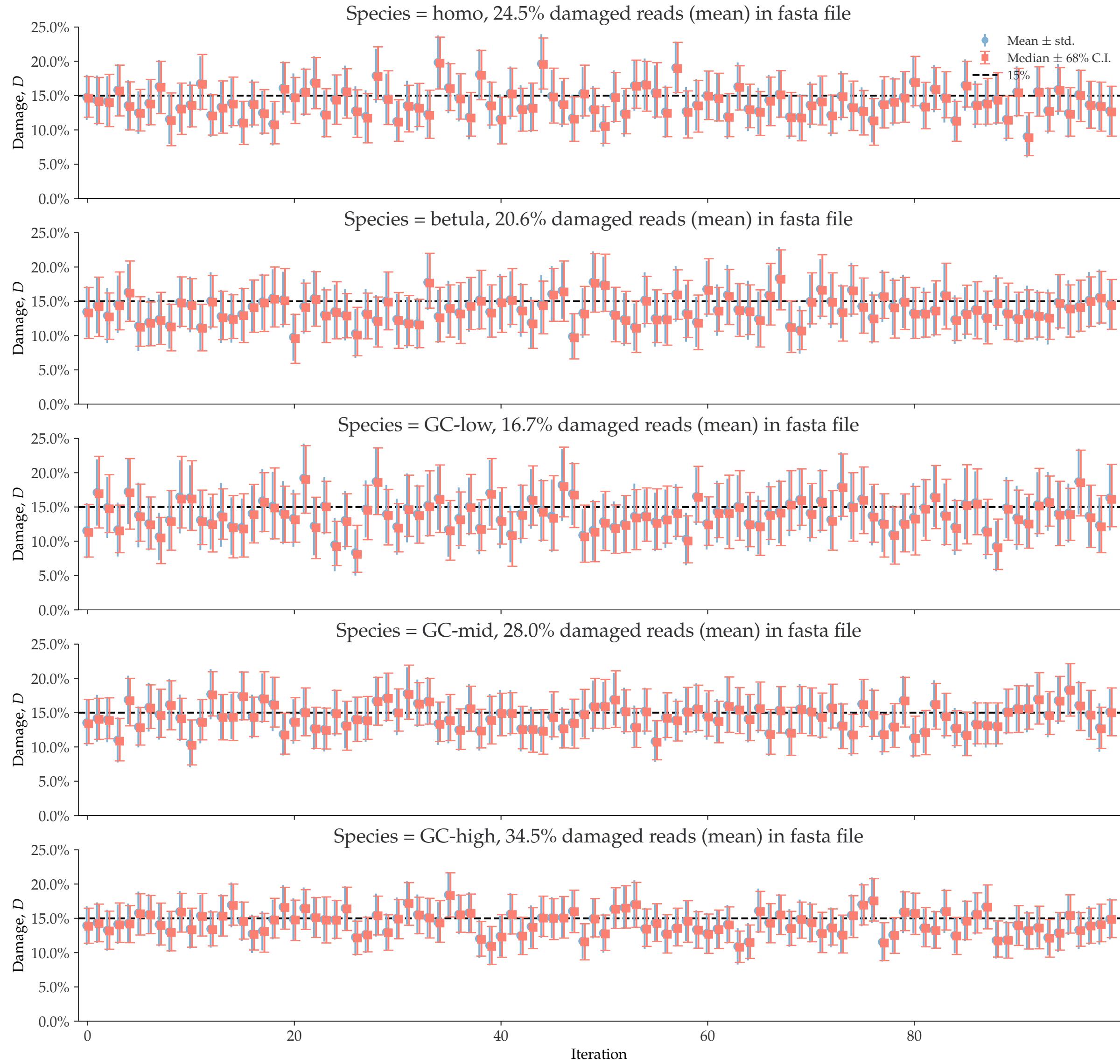
Individual damages:  
 100 reads  
 Briggs damage = 0.466  
 Damage percent = 15%  
 Damage,  $D$



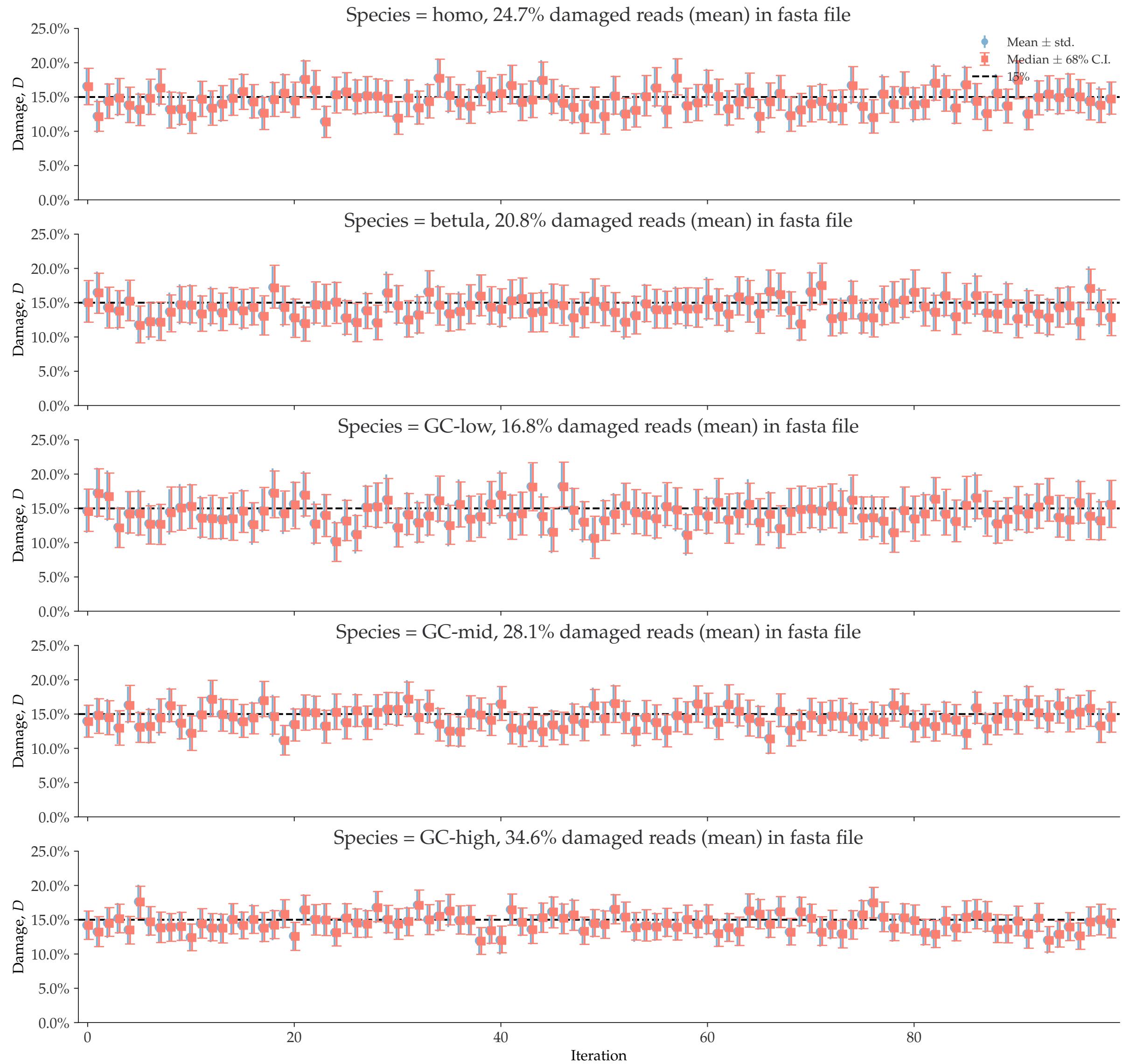
Individual damages:  
 250 reads  
 Briggs damage = 0.466  
 Damage percent = 15%  
 Damage,  $D$



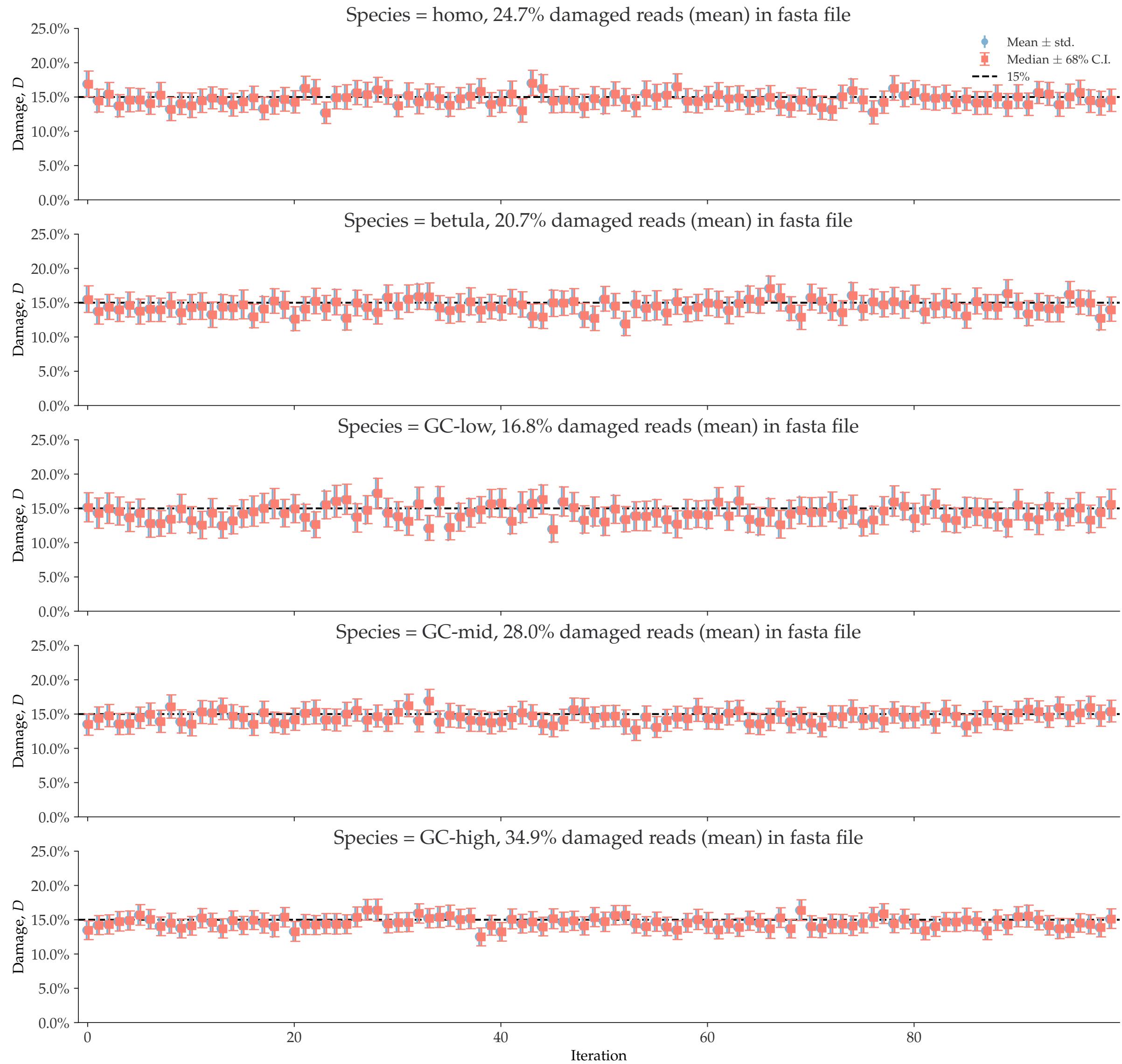
Individual damages:  
 500 reads  
 Briggs damage = 0.466  
 Damage percent = 15%  
 Damage,  $D$



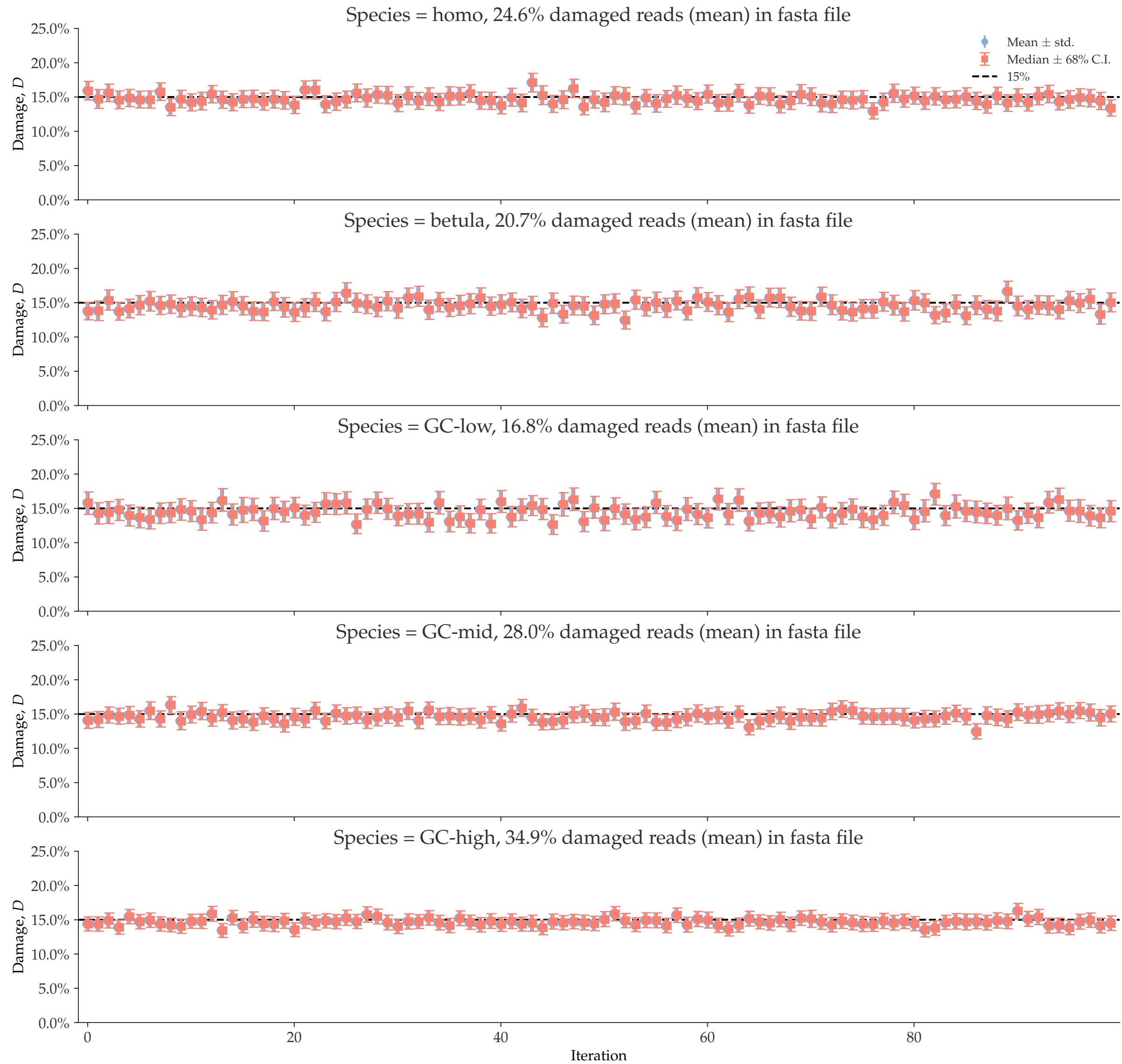
Individual damages:  
 1000 reads  
 Briggs damage = 0.466  
 Damage percent = 15%  
 Damage,  $D$



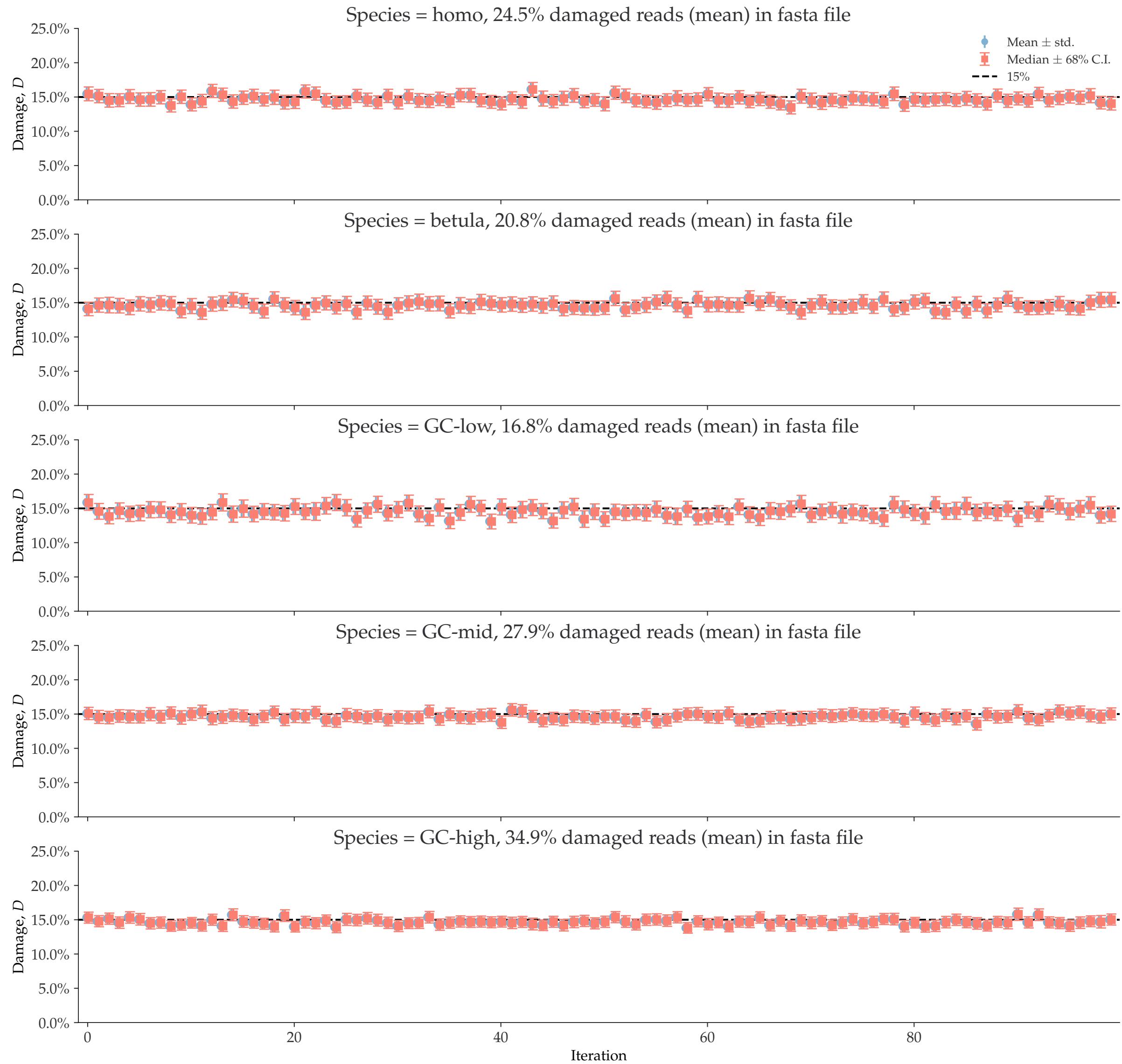
Individual damages:  
 2500 reads  
 Briggs damage = 0.466  
 Damage percent = 15%  
 Damage,  $D$



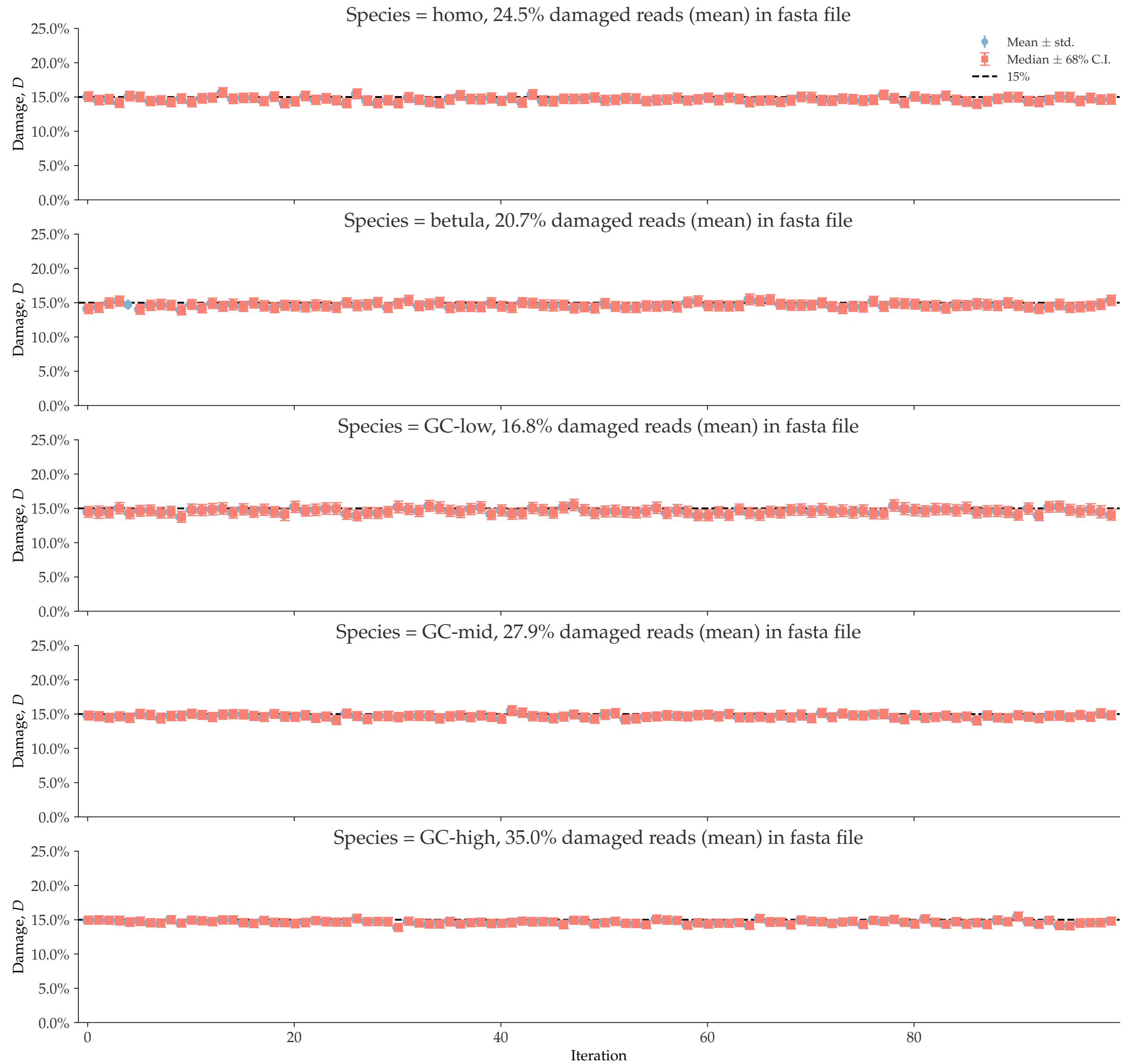
Individual damages:  
 5000 reads  
 Briggs damage = 0.466  
 Damage percent = 15%  
 Damage,  $D$



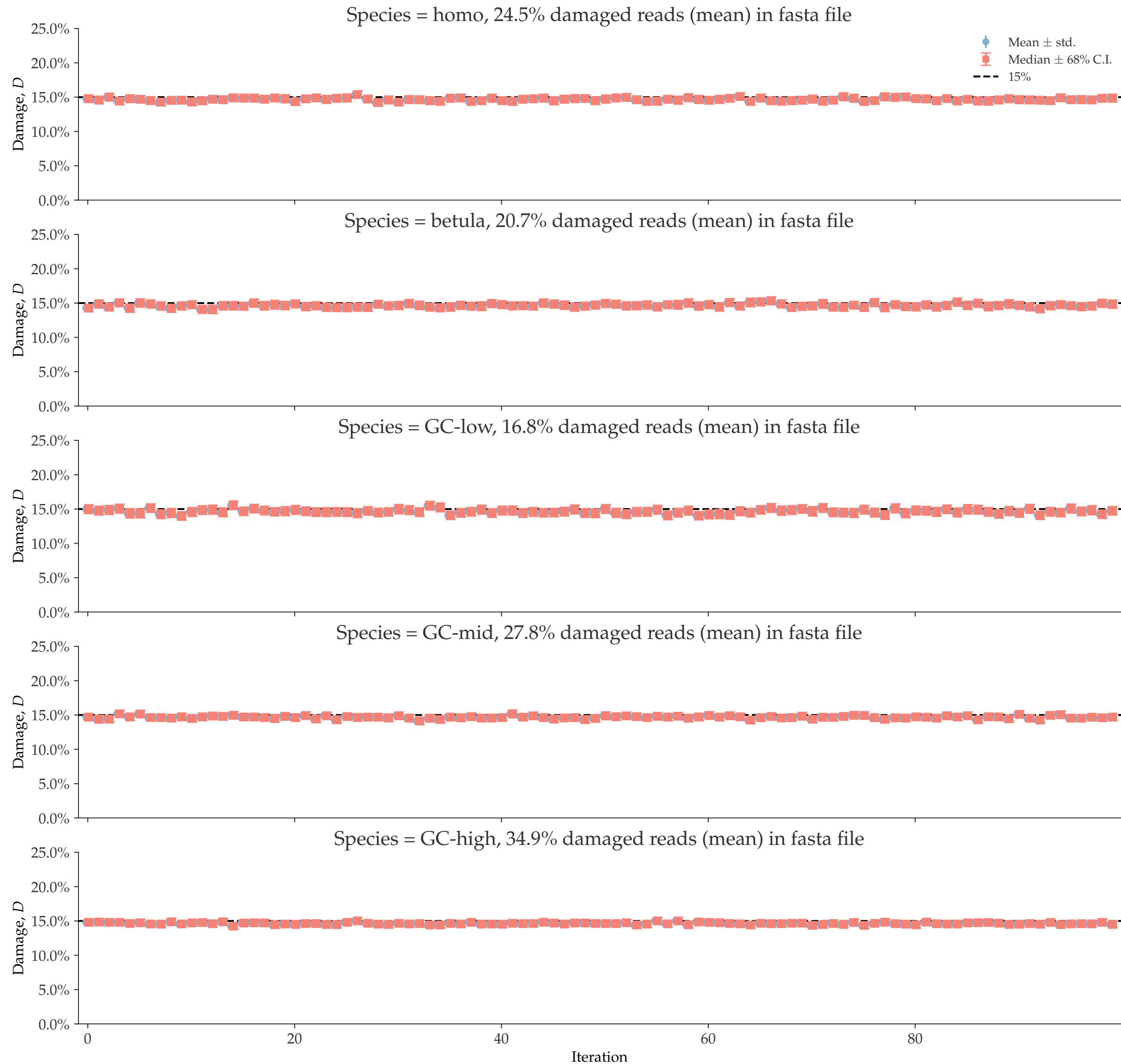
Individual damages:  
10000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
Damage,  $D$



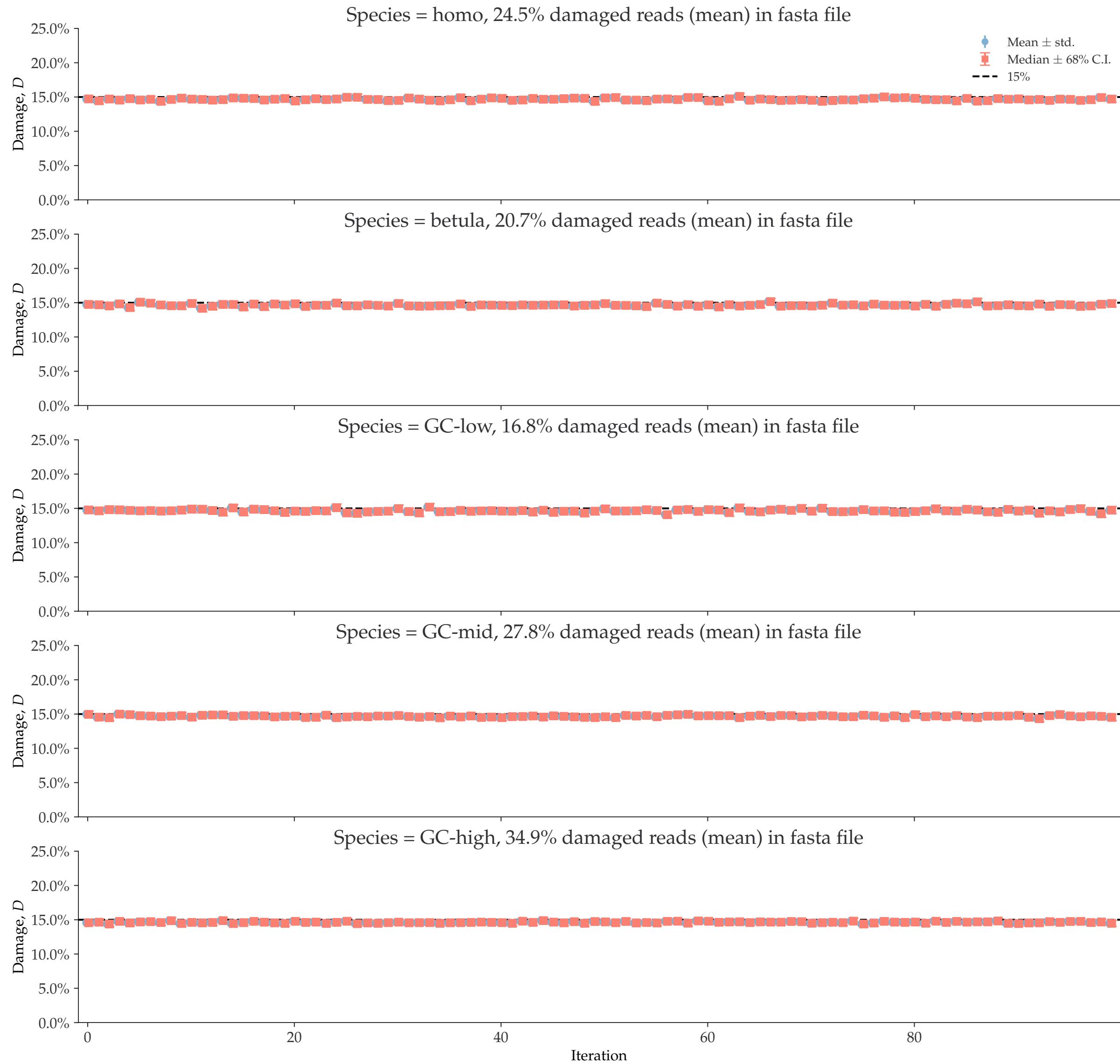
Individual damages:  
25000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
Damage,  $D$



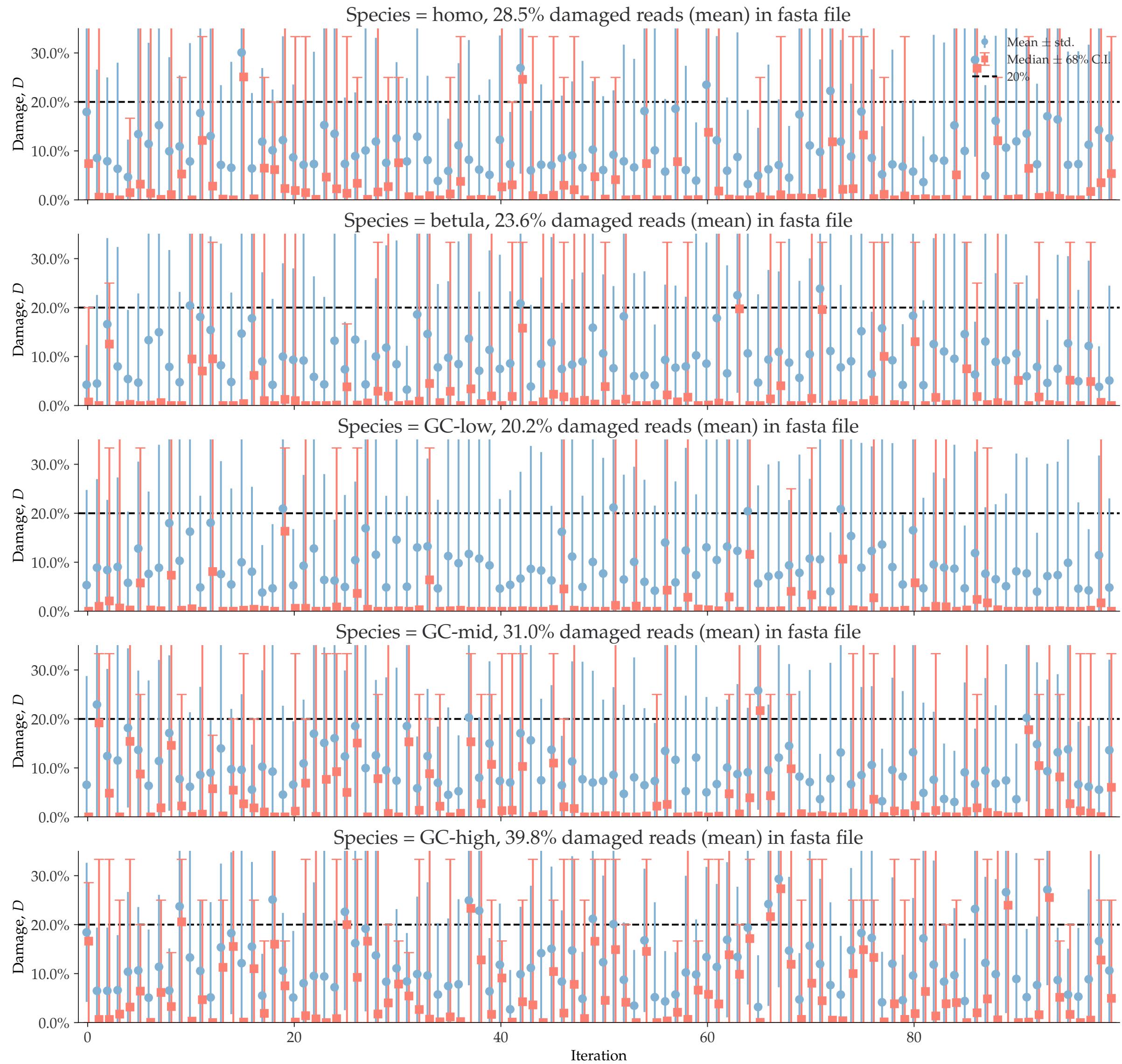
Individual damages:  
50000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
Damage,  $D$



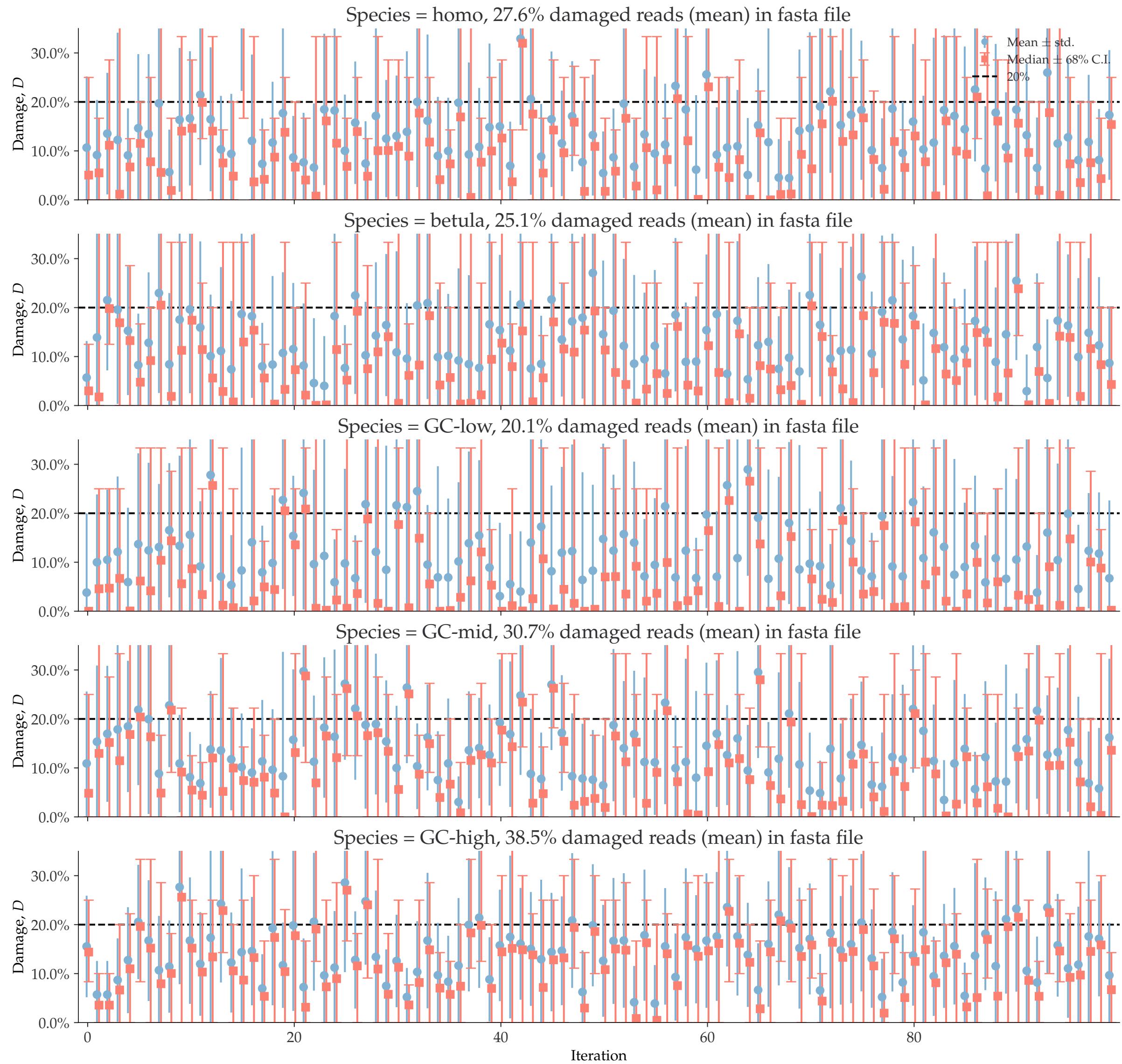
Individual damages:  
100000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
Damage,  $D$



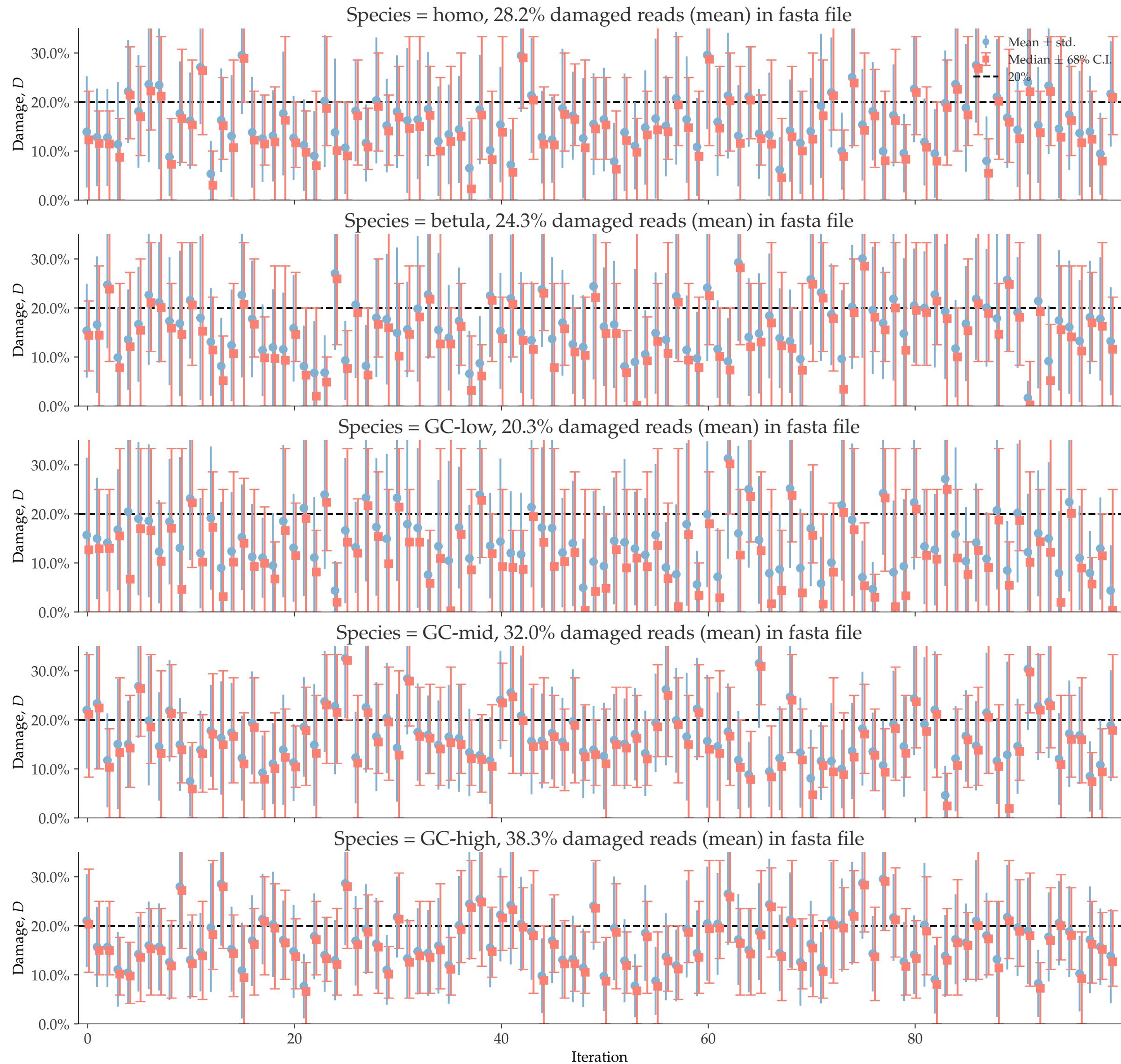
Individual damages:  
 10 reads  
 Briggs damage = 0.626  
 Damage percent = 20%  
 Damage,  $D$



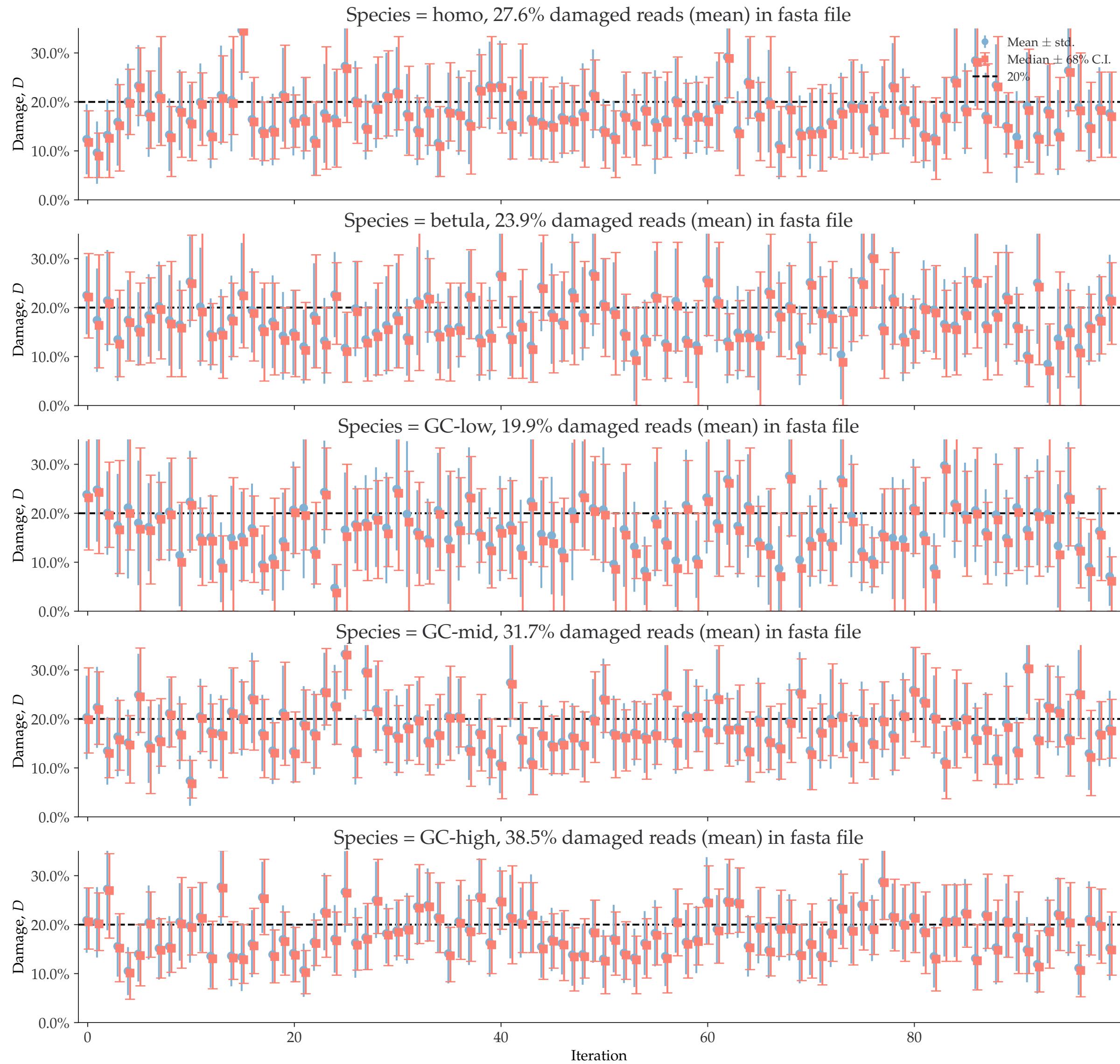
Individual damages:  
 25 reads  
 Briggs damage = 0.626  
 Damage percent = 20%  
 Damage,  $D$



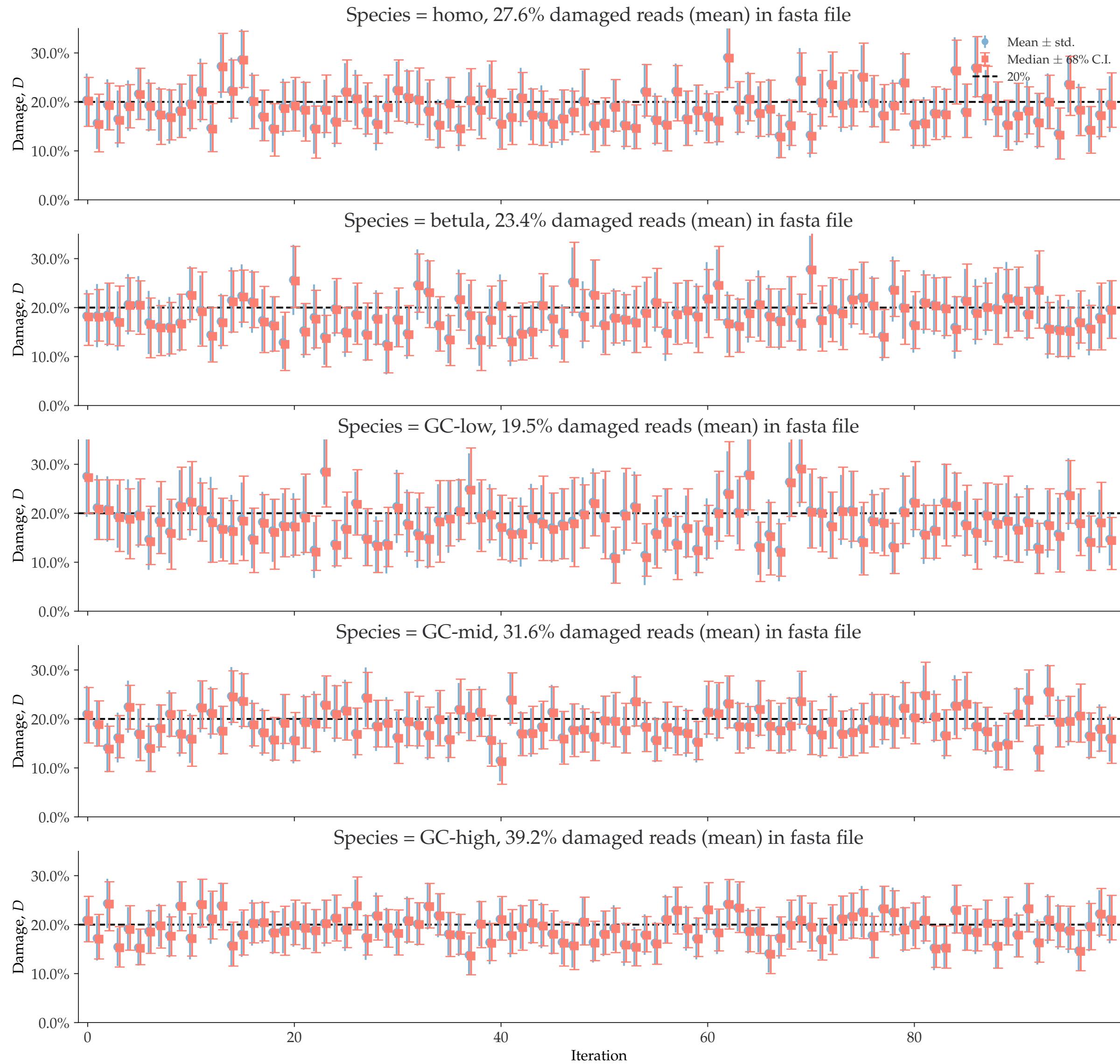
Individual damages:  
 50 reads  
 Briggs damage = 0.626  
 Damage percent = 20%  
 Damage,  $D$



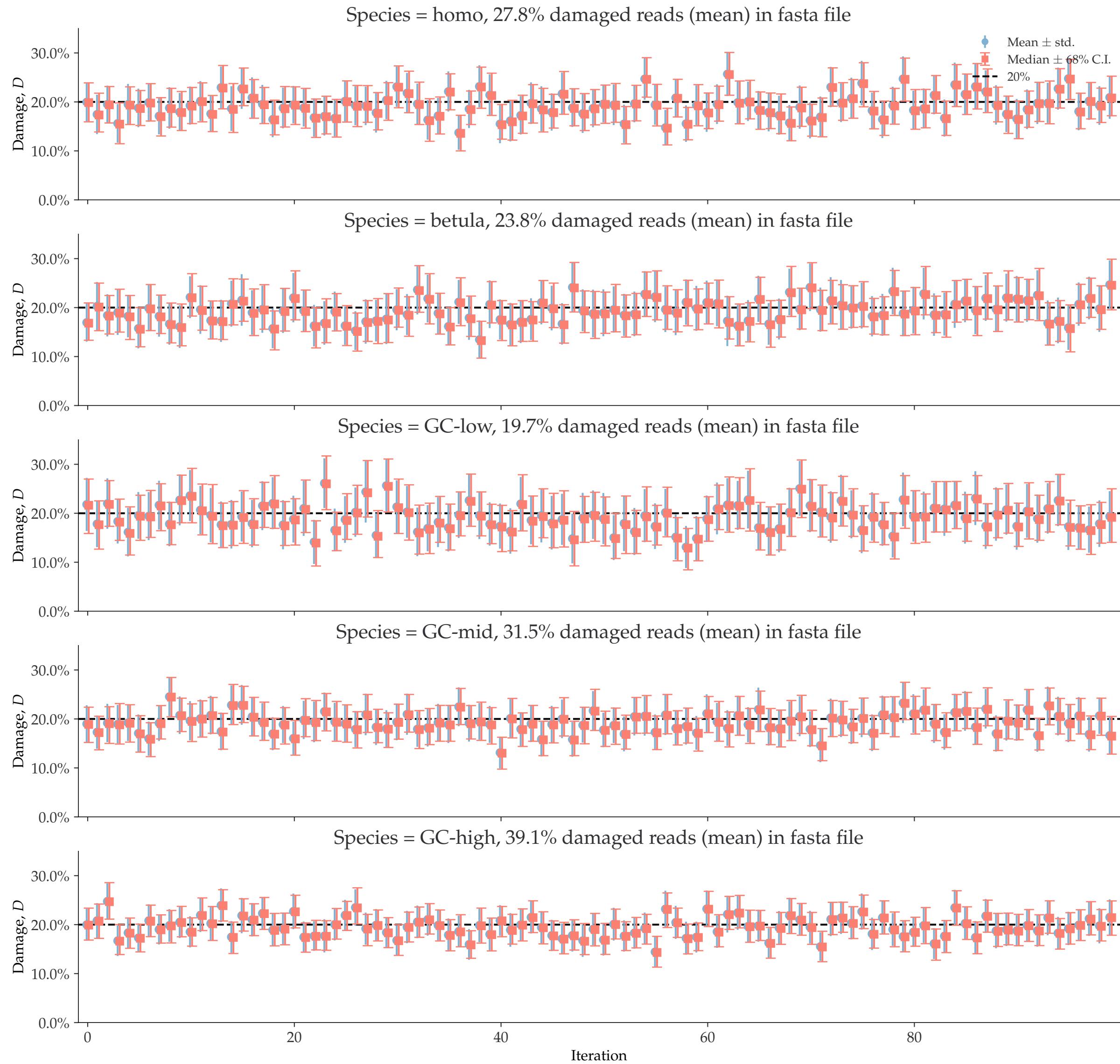
Individual damages:  
 100 reads  
 Briggs damage = 0.626  
 Damage percent = 20%  
 Damage,  $D$



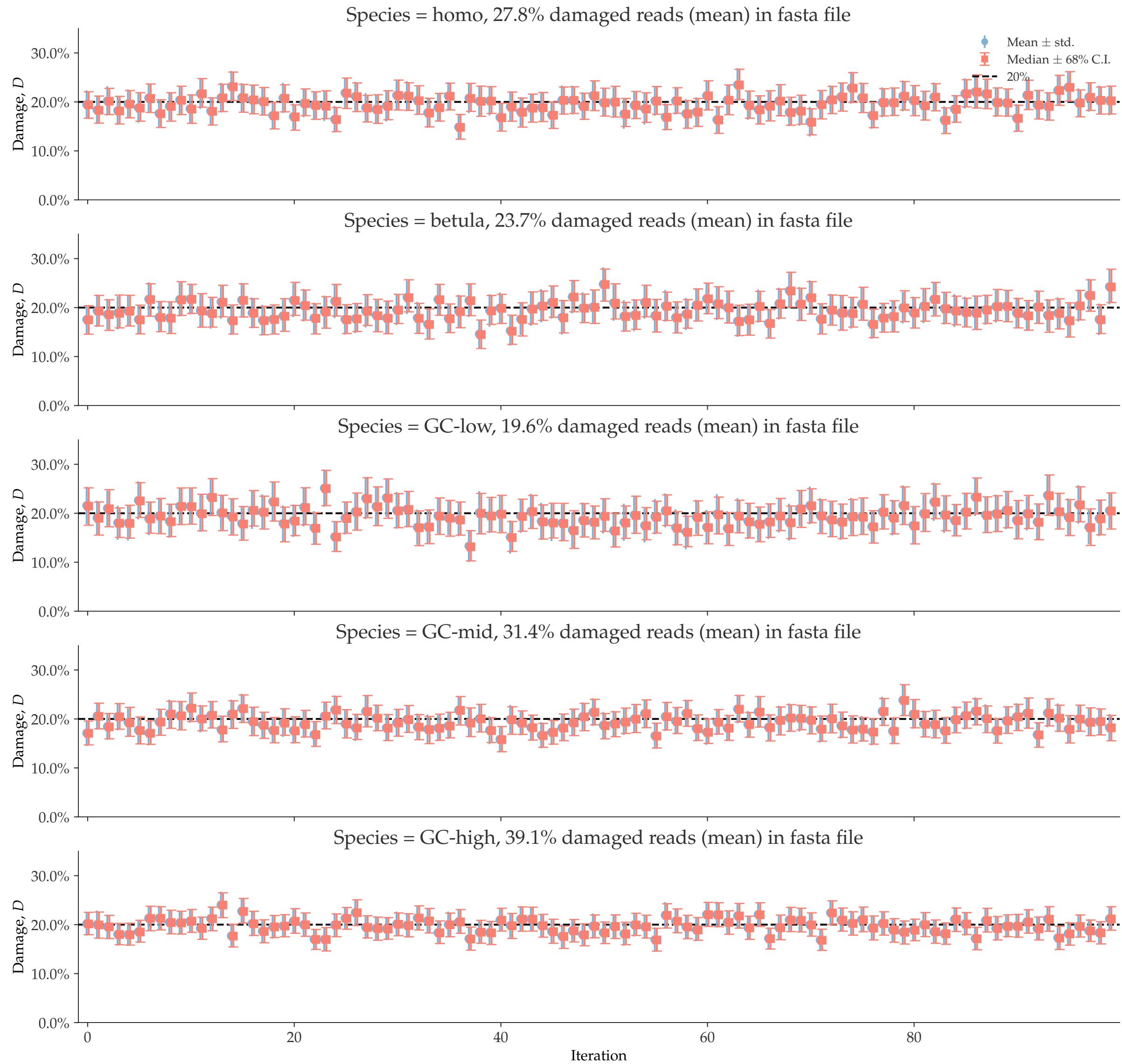
Individual damages:  
 250 reads  
 Briggs damage = 0.626  
 Damage percent = 20%  
 Damage,  $D$



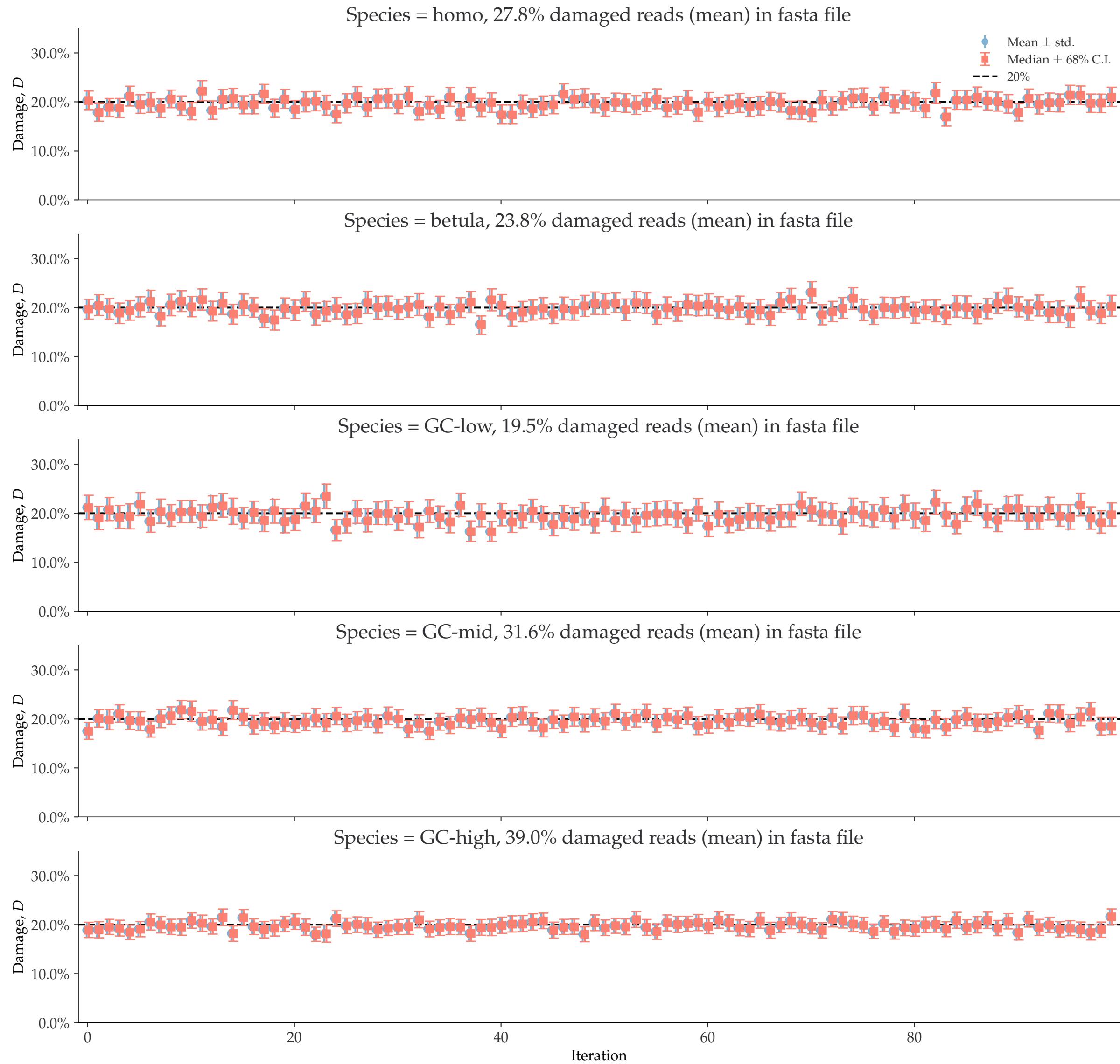
Individual damages:  
 500 reads  
 Briggs damage = 0.626  
 Damage percent = 20%  
 Damage,  $D$



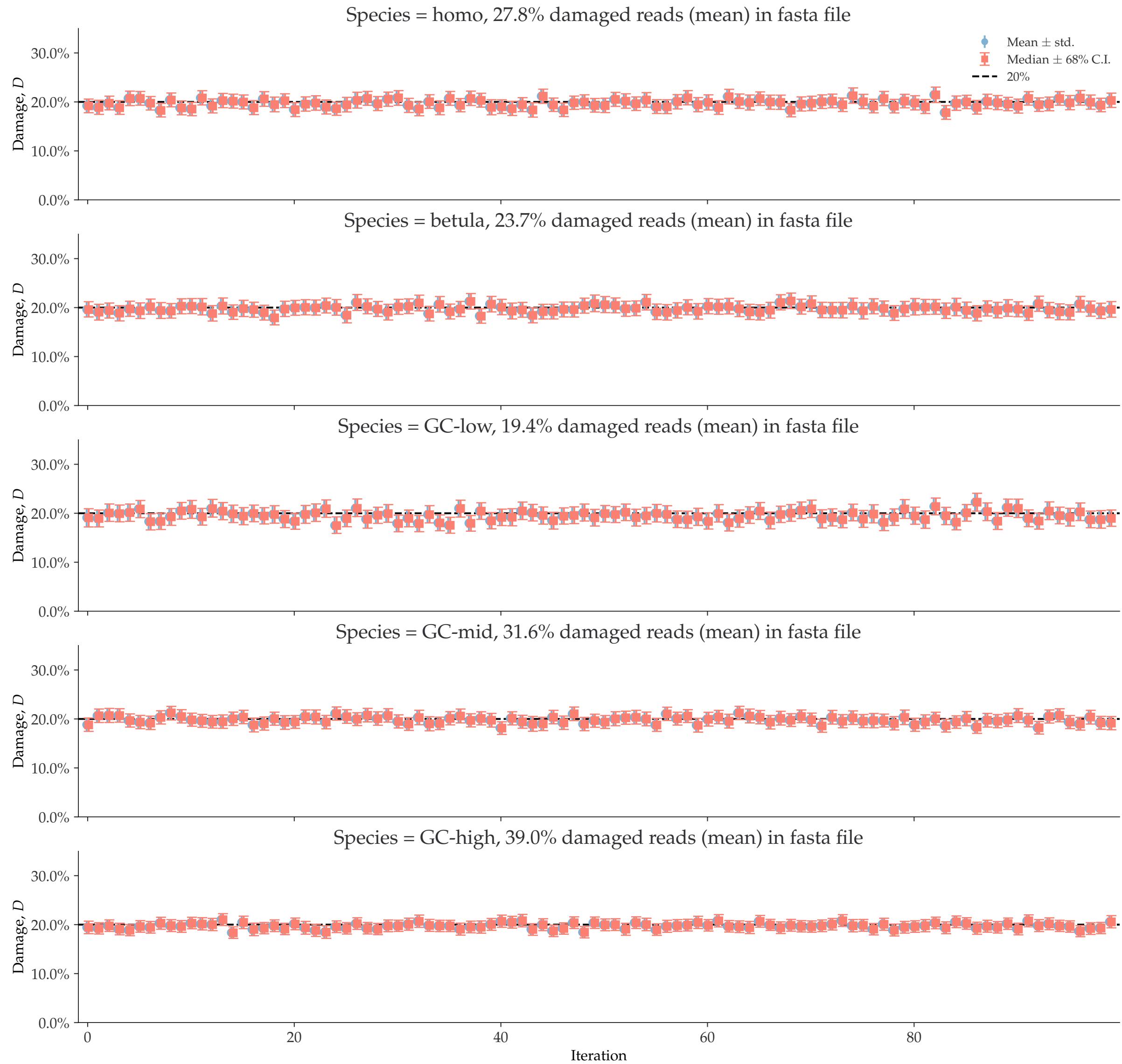
Individual damages:  
 1000 reads  
 Briggs damage = 0.626  
 Damage percent = 20%  
 Damage,  $D$



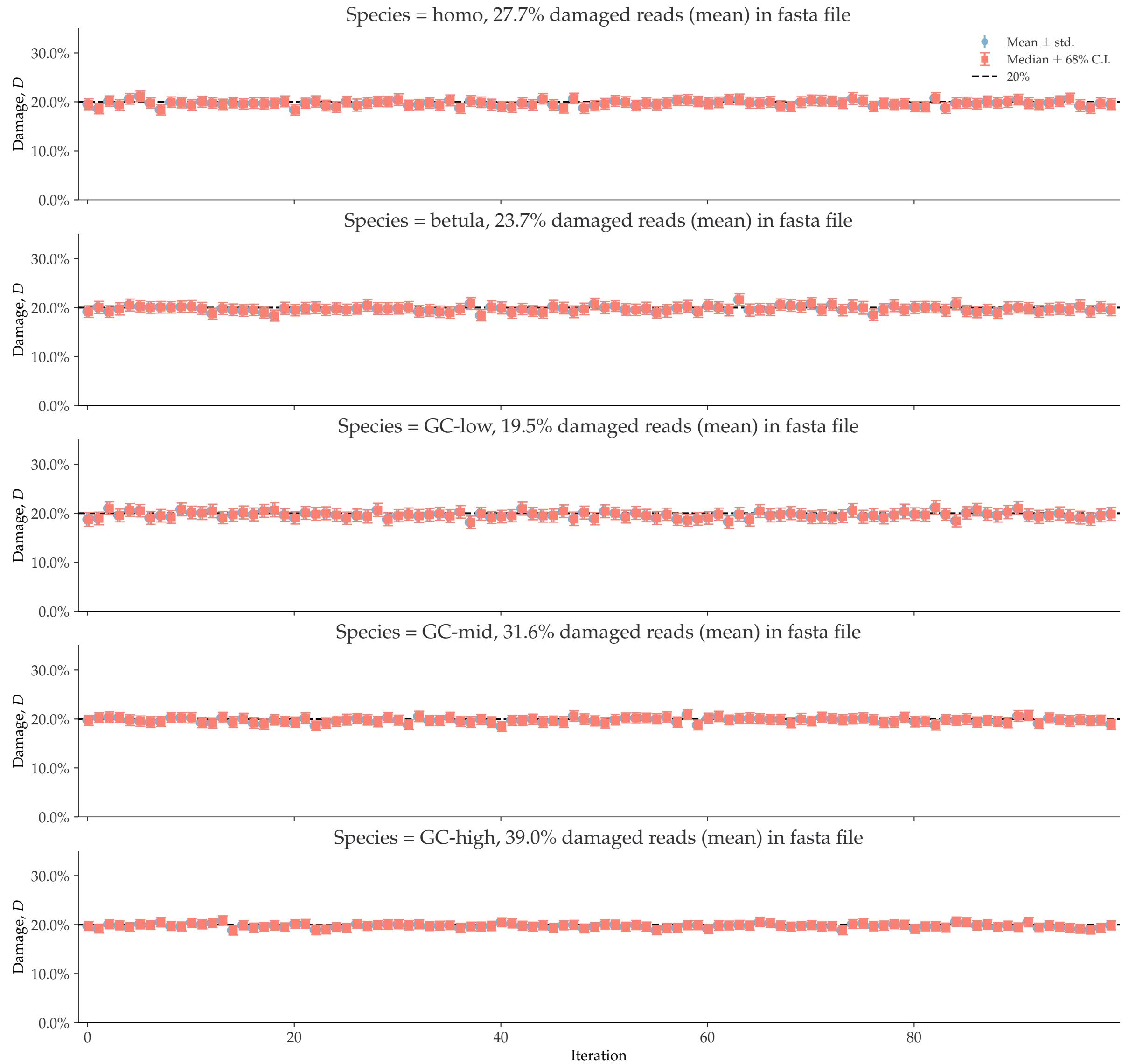
Individual damages:  
2500 reads  
Briggs damage = 0.626  
Damage percent = 20%  
Damage,  $D$



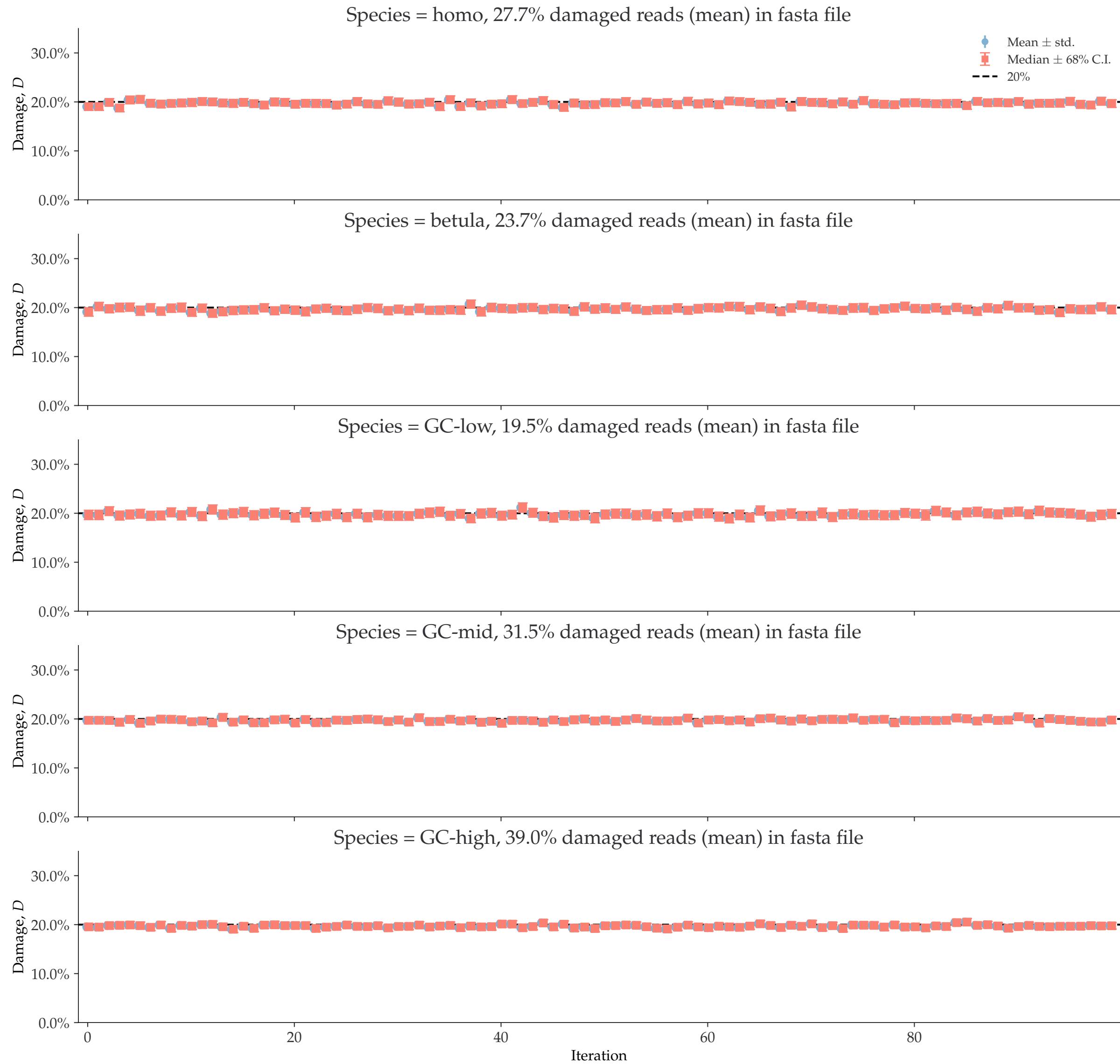
Individual damages:  
5000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
Damage,  $D$



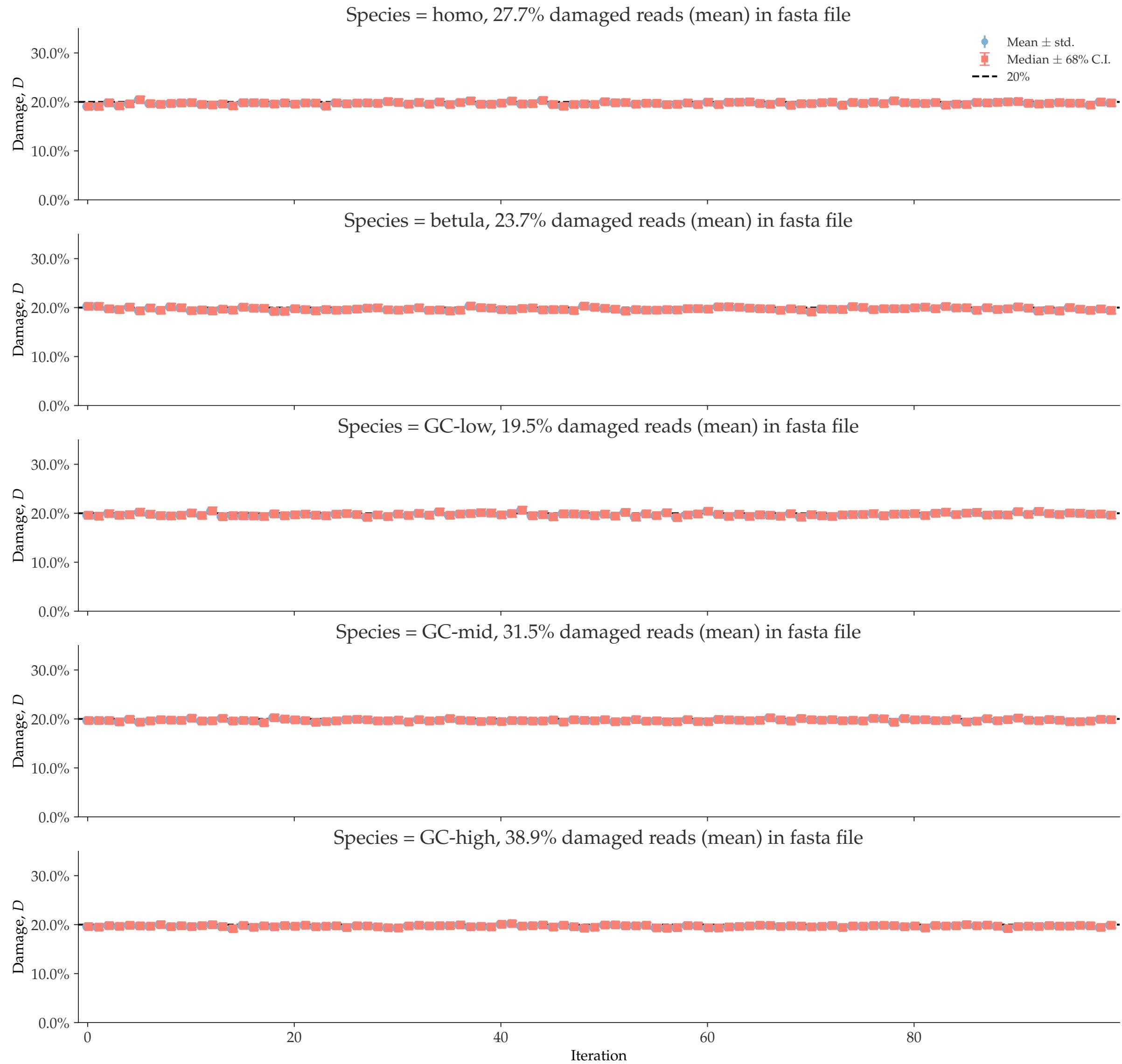
Individual damages:  
10000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
Damage,  $D$



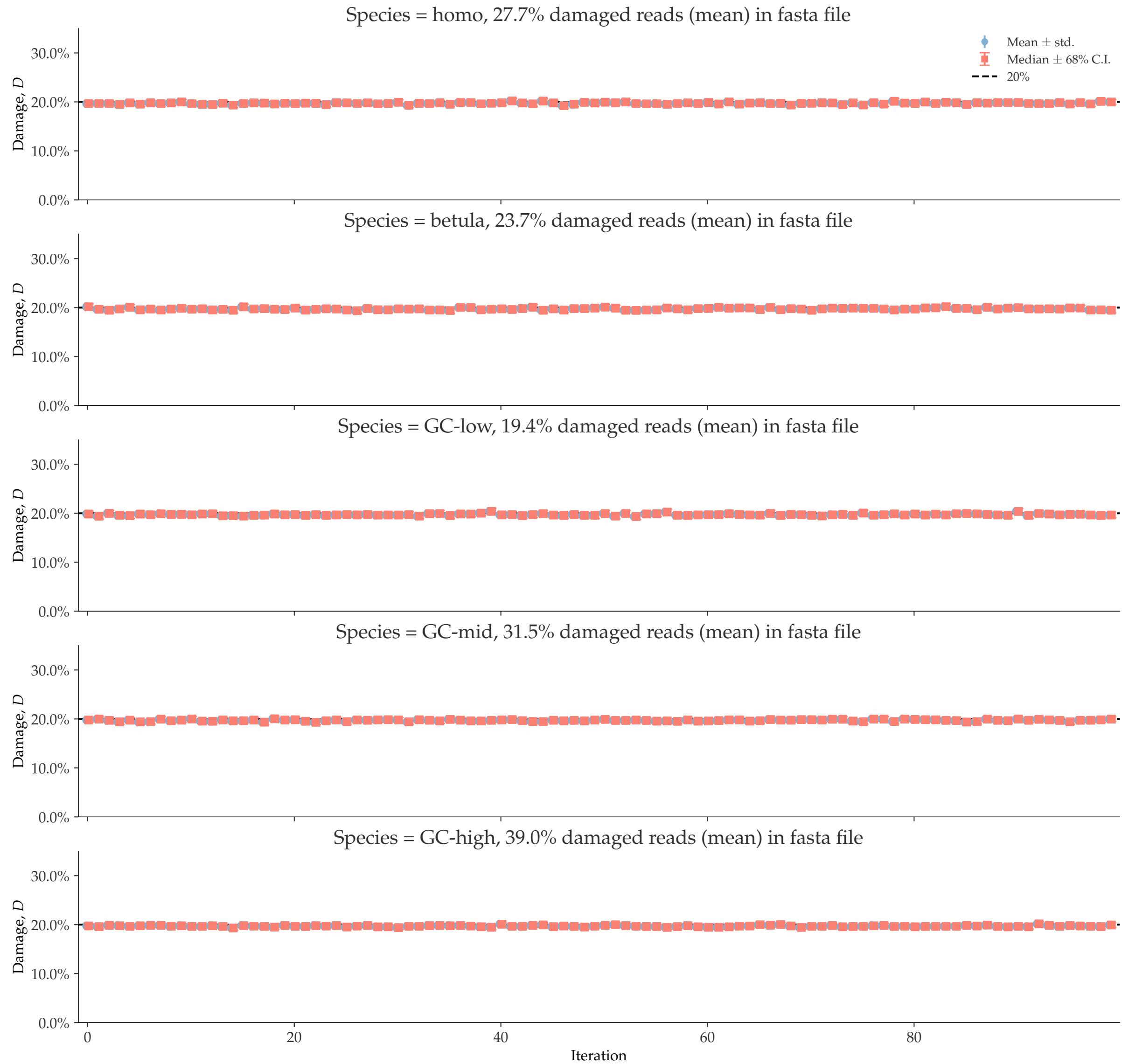
Individual damages:  
25000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
Damage,  $D$



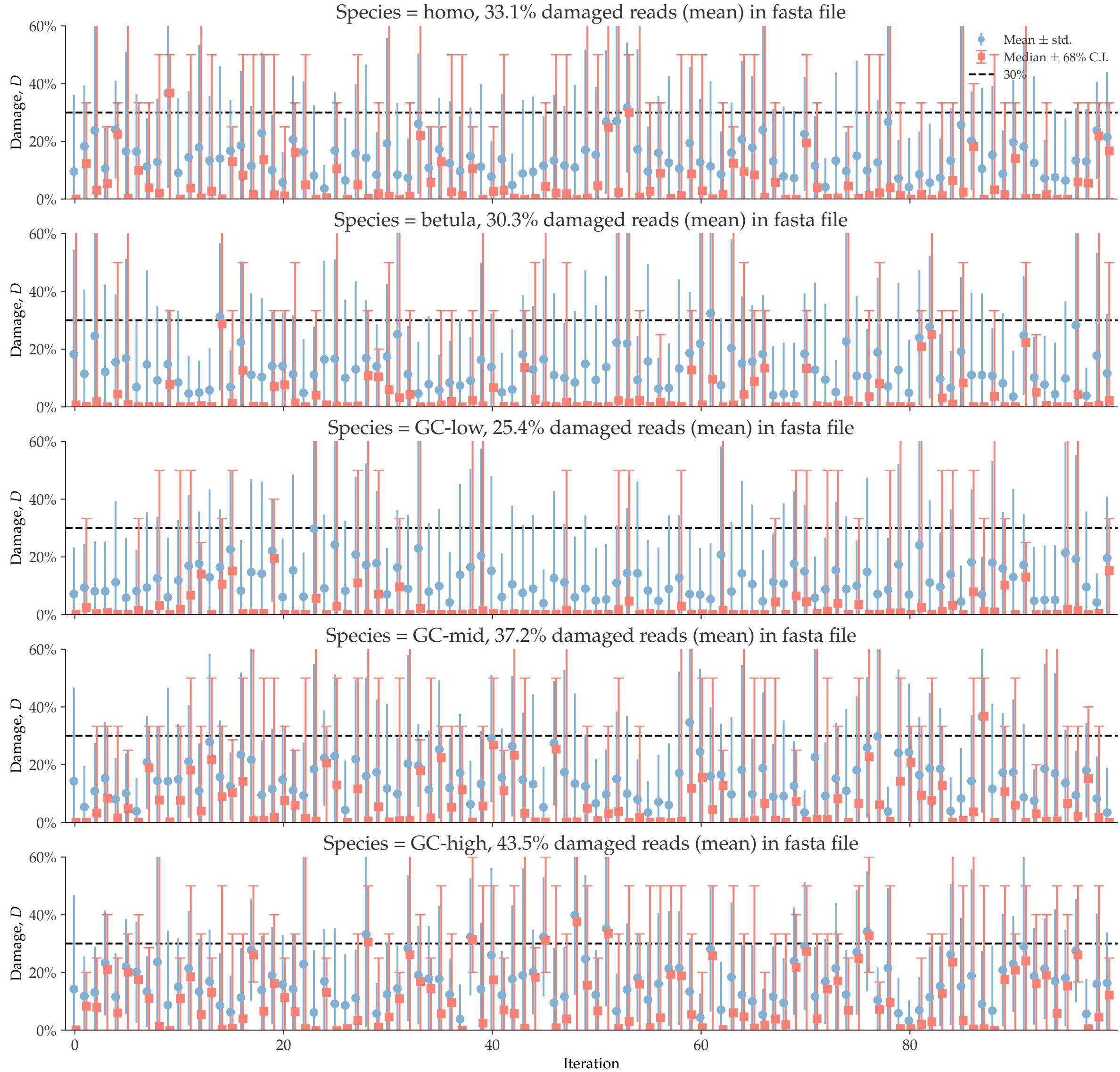
Individual damages:  
50000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
Damage,  $D$



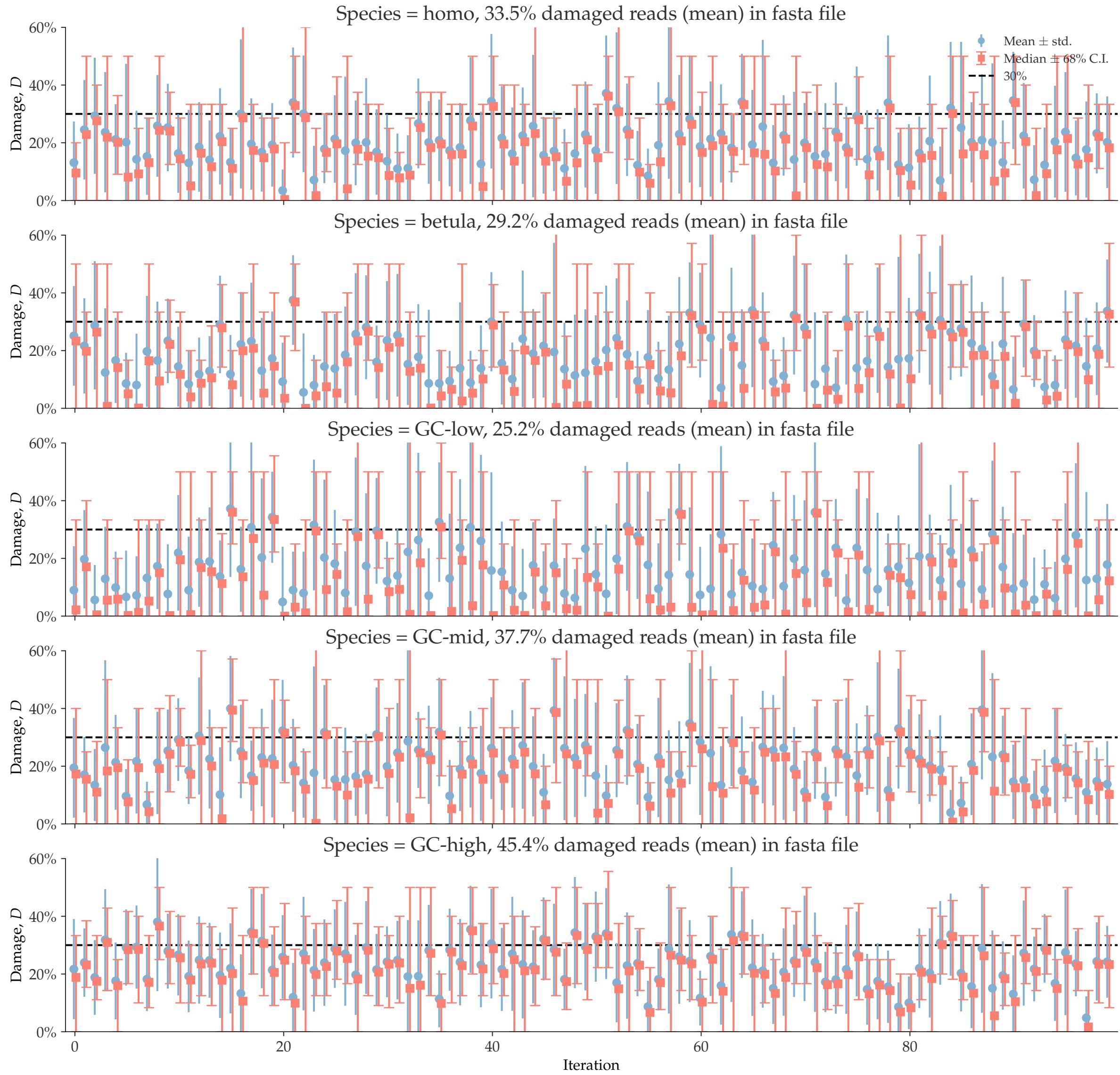
Individual damages:  
100000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
Damage,  $D$



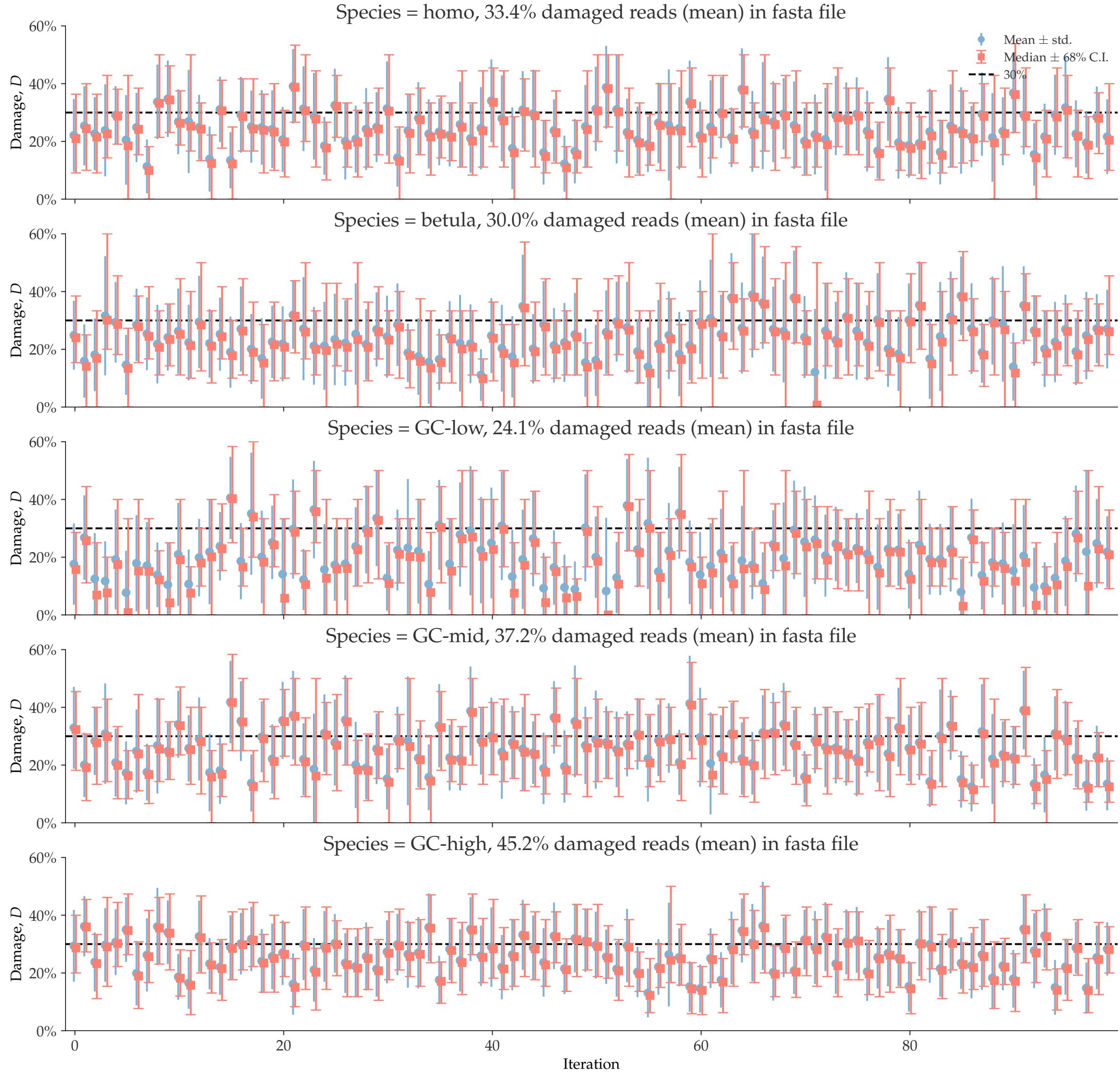
Individual damages:  
 10 reads  
 Briggs damage = 0.96  
 Damage percent = 30%  
 Damage,  $D$



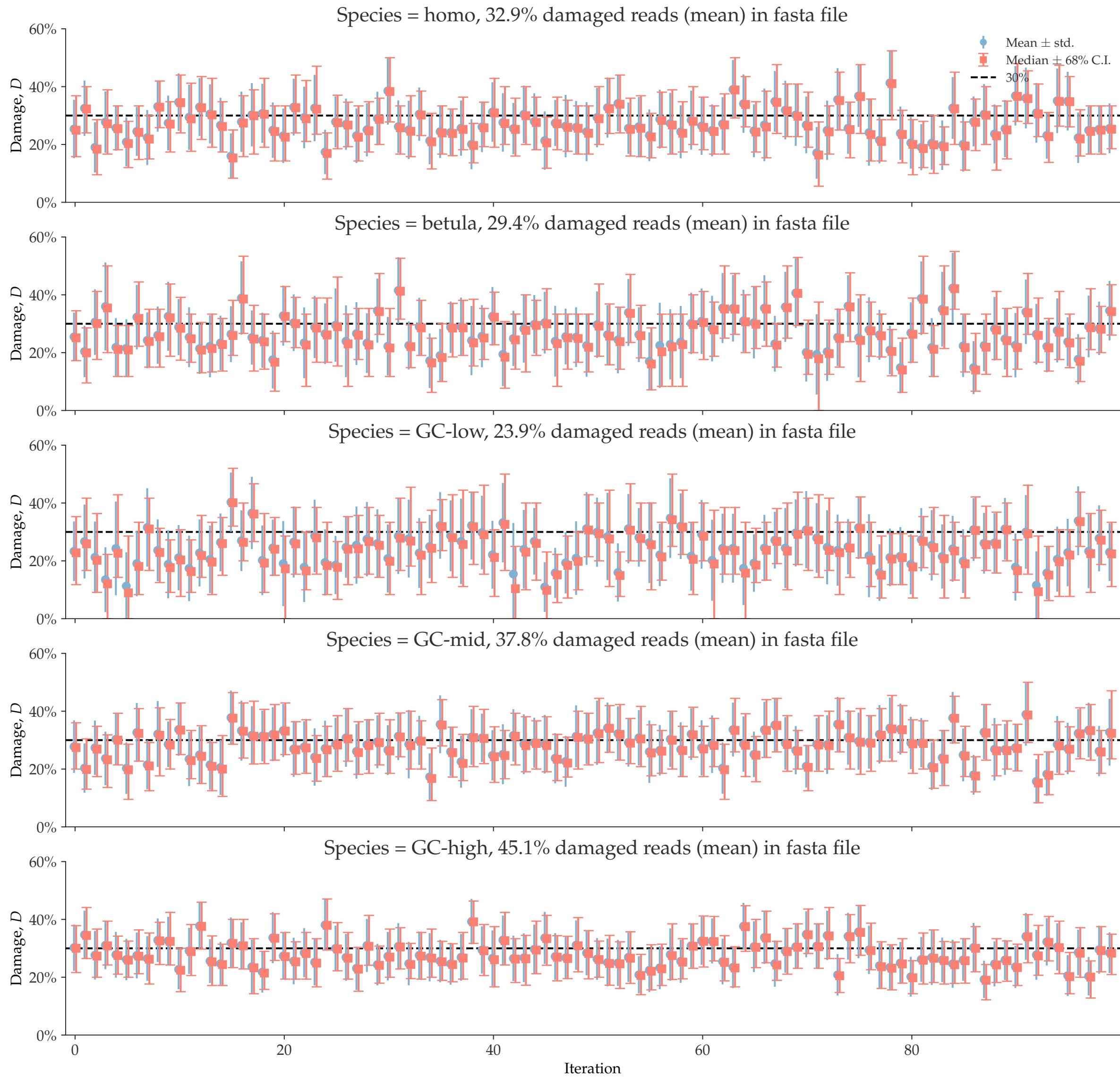
Individual damages:  
 25 reads  
 Briggs damage = 0.96  
 Damage percent = 30%  
 Damage,  $D$



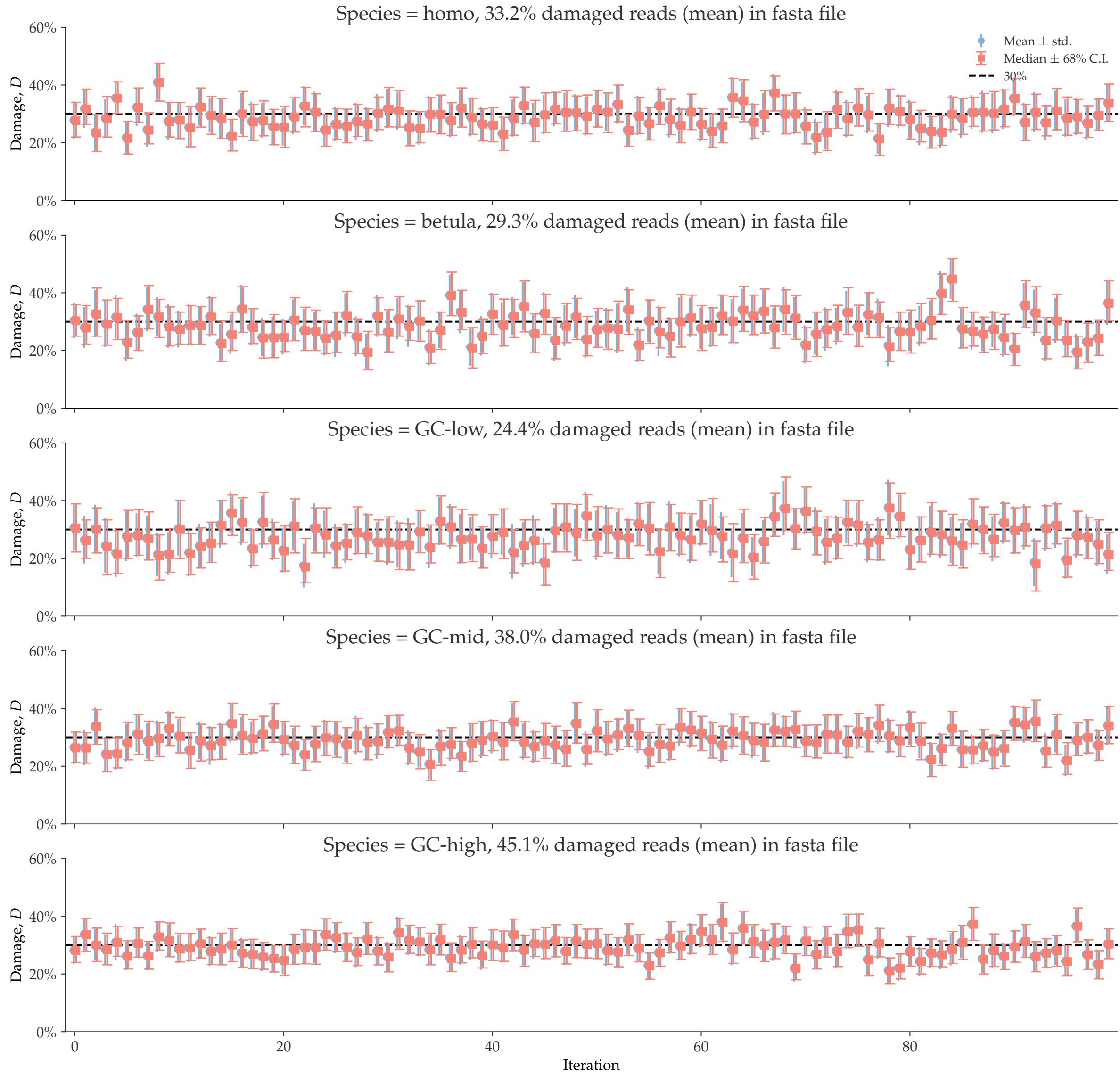
Individual damages:  
 50 reads  
 Briggs damage = 0.96  
 Damage percent = 30%  
 Damage,  $D$



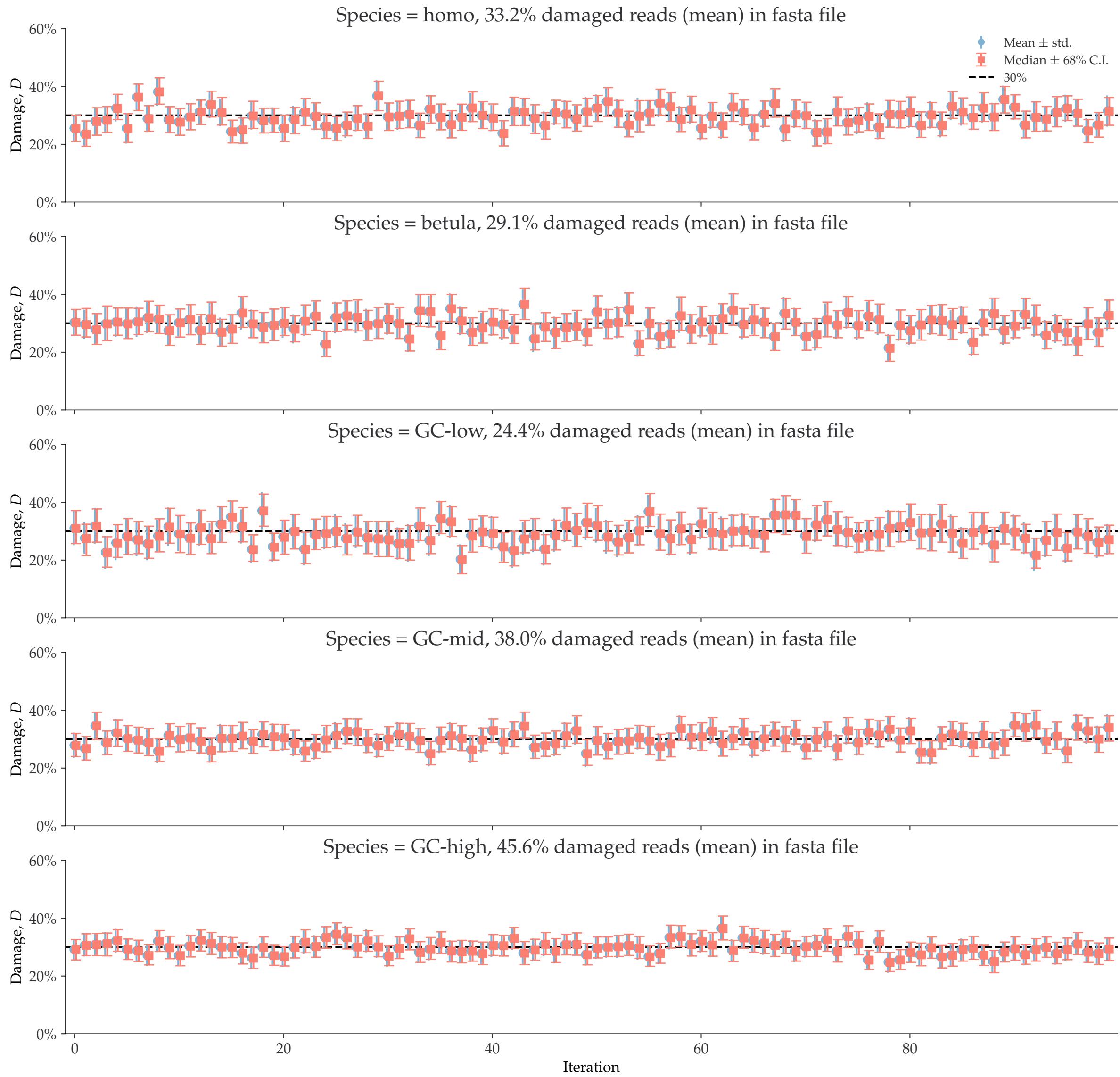
Individual damages:  
 100 reads  
 Briggs damage = 0.96  
 Damage percent = 30%  
 Damage,  $D$



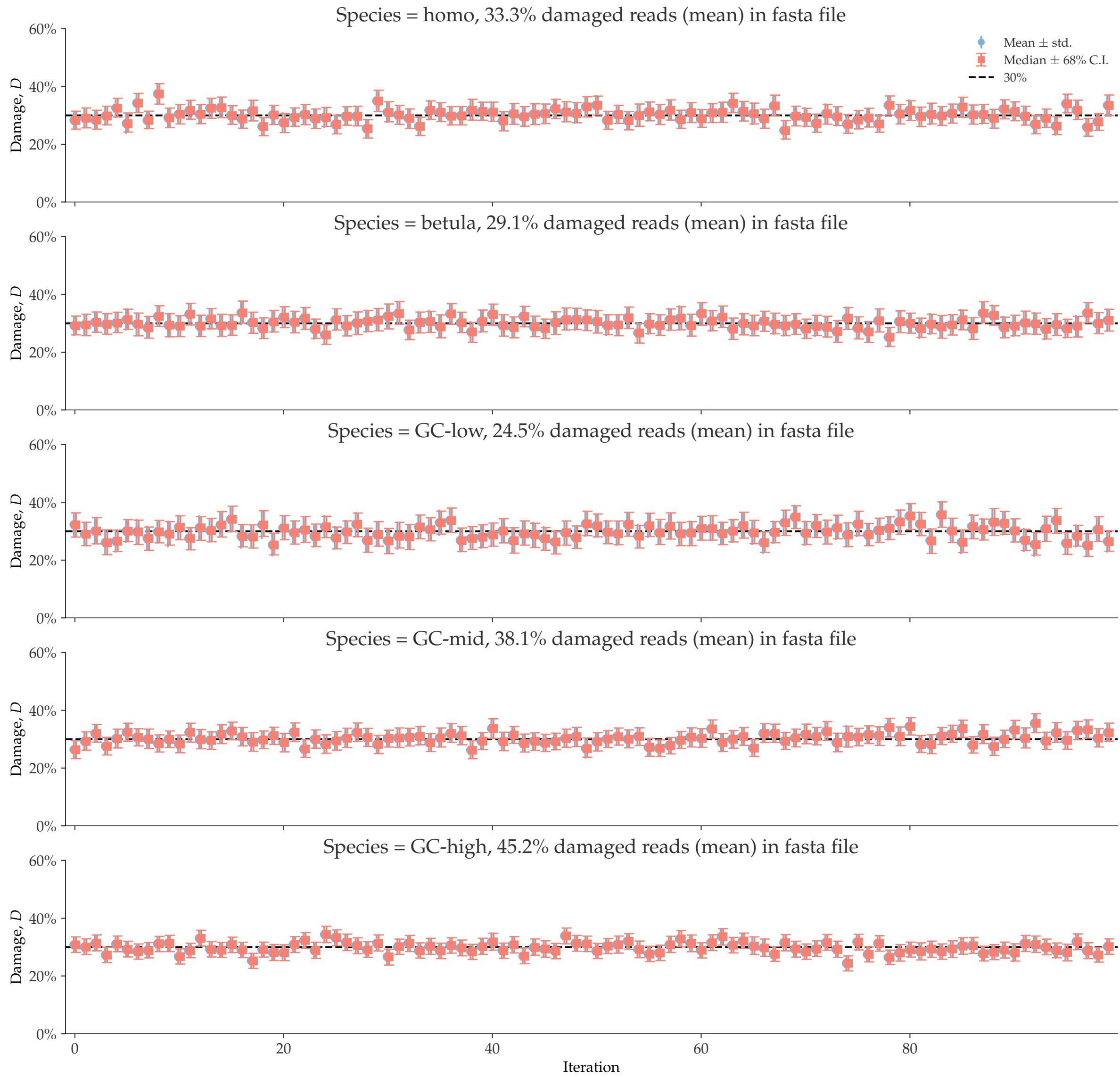
Individual damages:  
 250 reads  
 Briggs damage = 0.96  
 Damage percent = 30%  
 Damage,  $D$



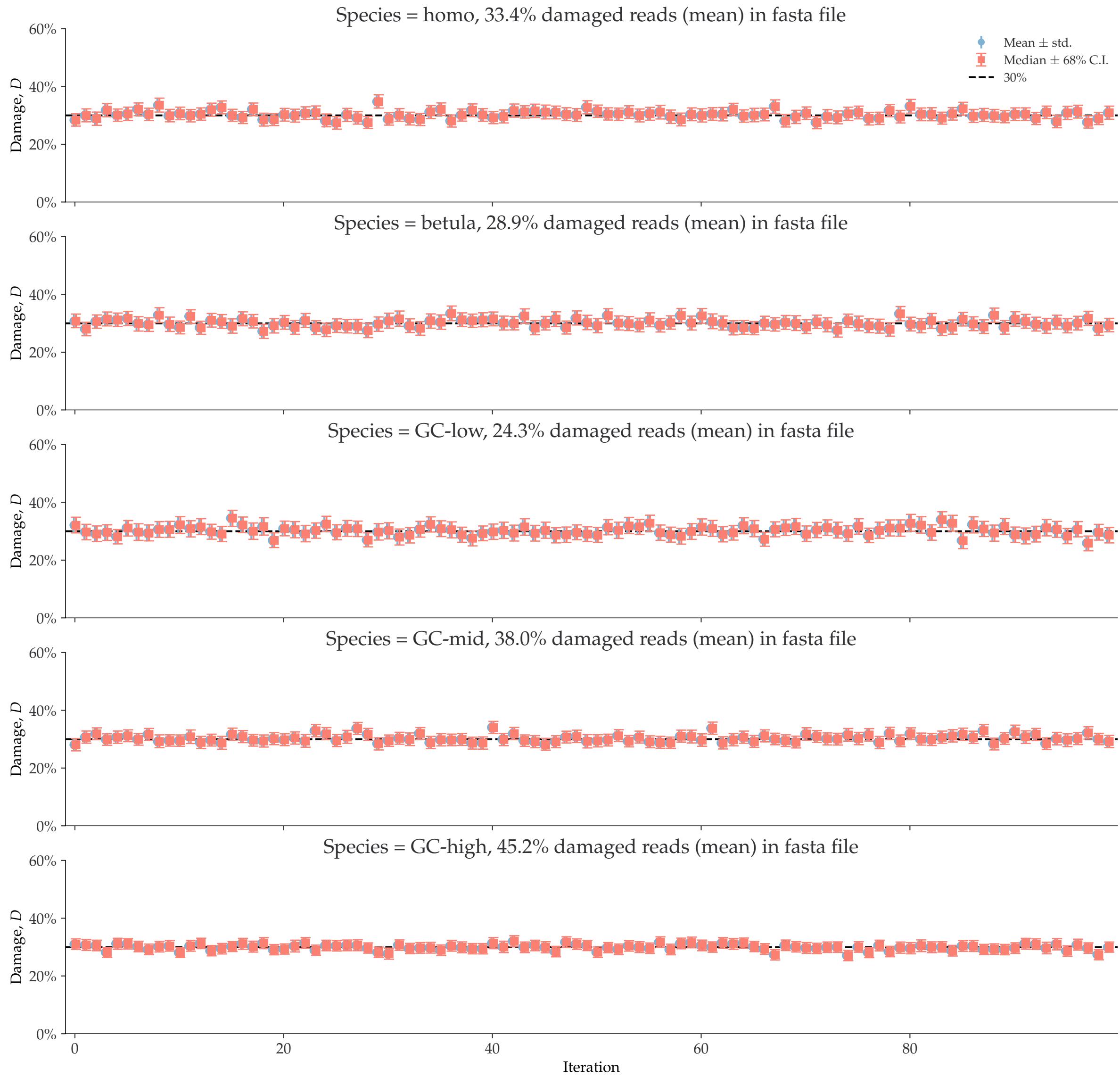
Individual damages:  
 500 reads  
 Briggs damage = 0.96  
 Damage percent = 30%  
 Damage,  $D$



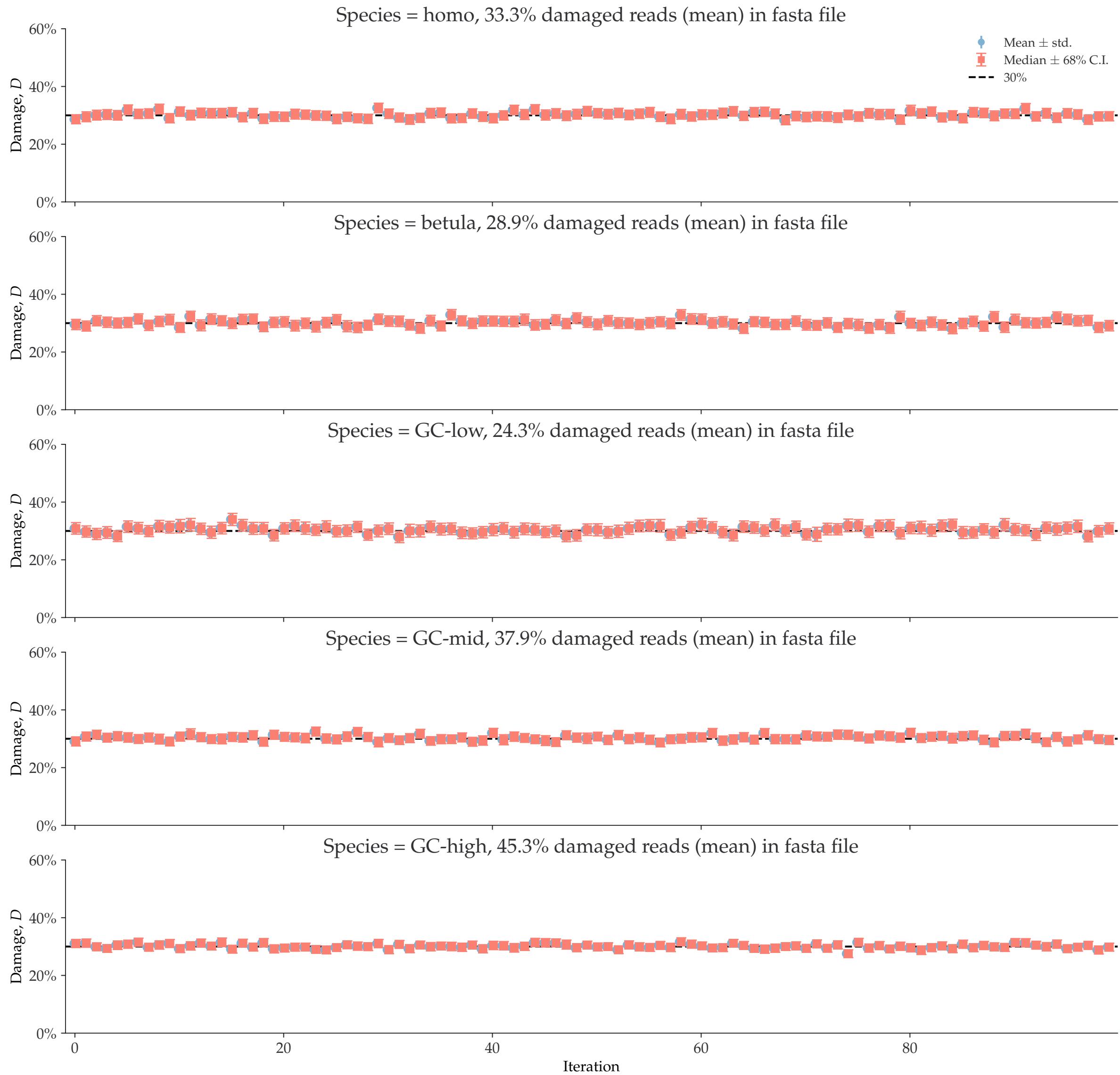
Individual damages:  
1000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
Damage,  $D$



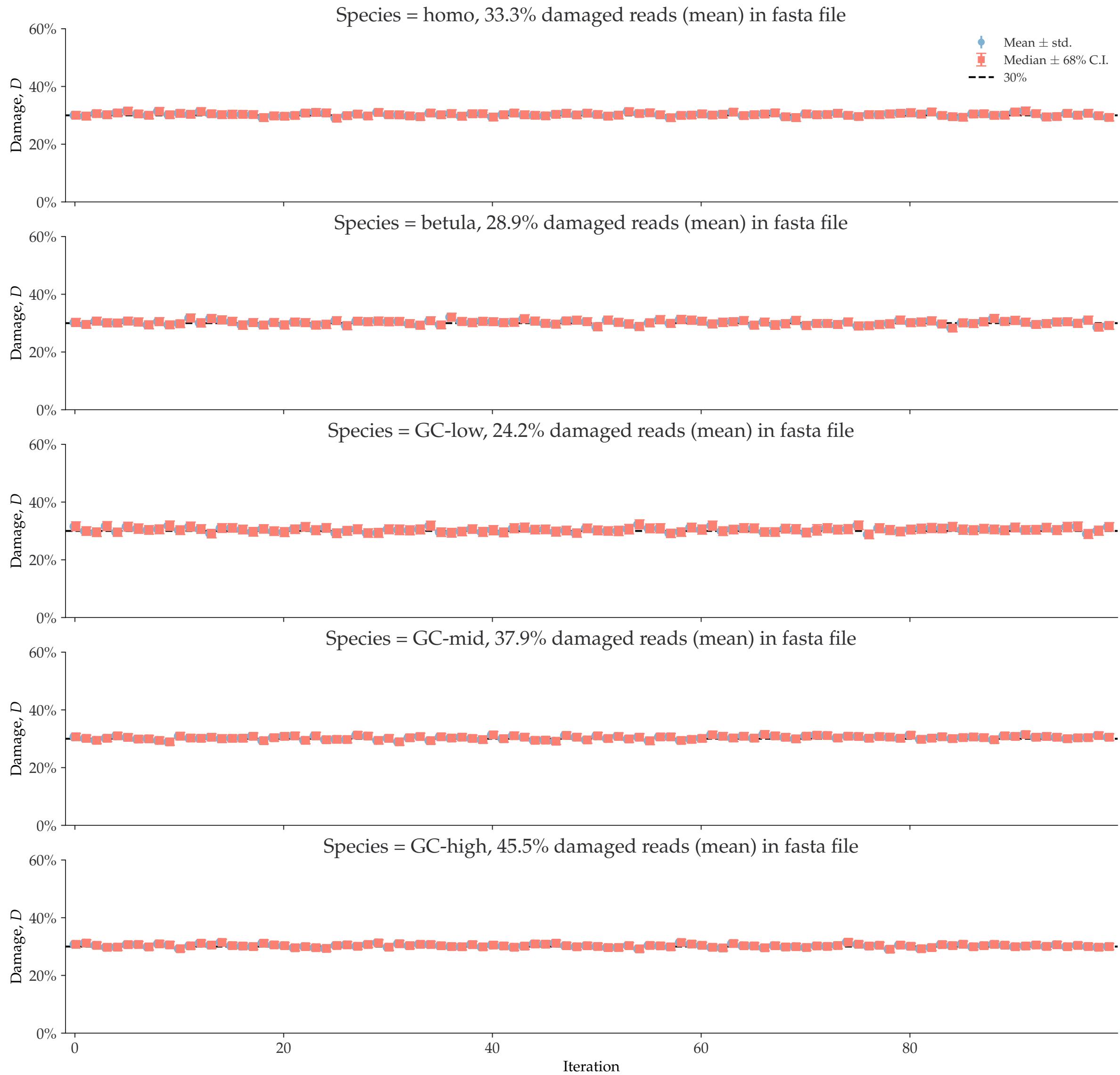
Individual damages:  
2500 reads  
Briggs damage = 0.96  
Damage percent = 30%  
Damage,  $D$



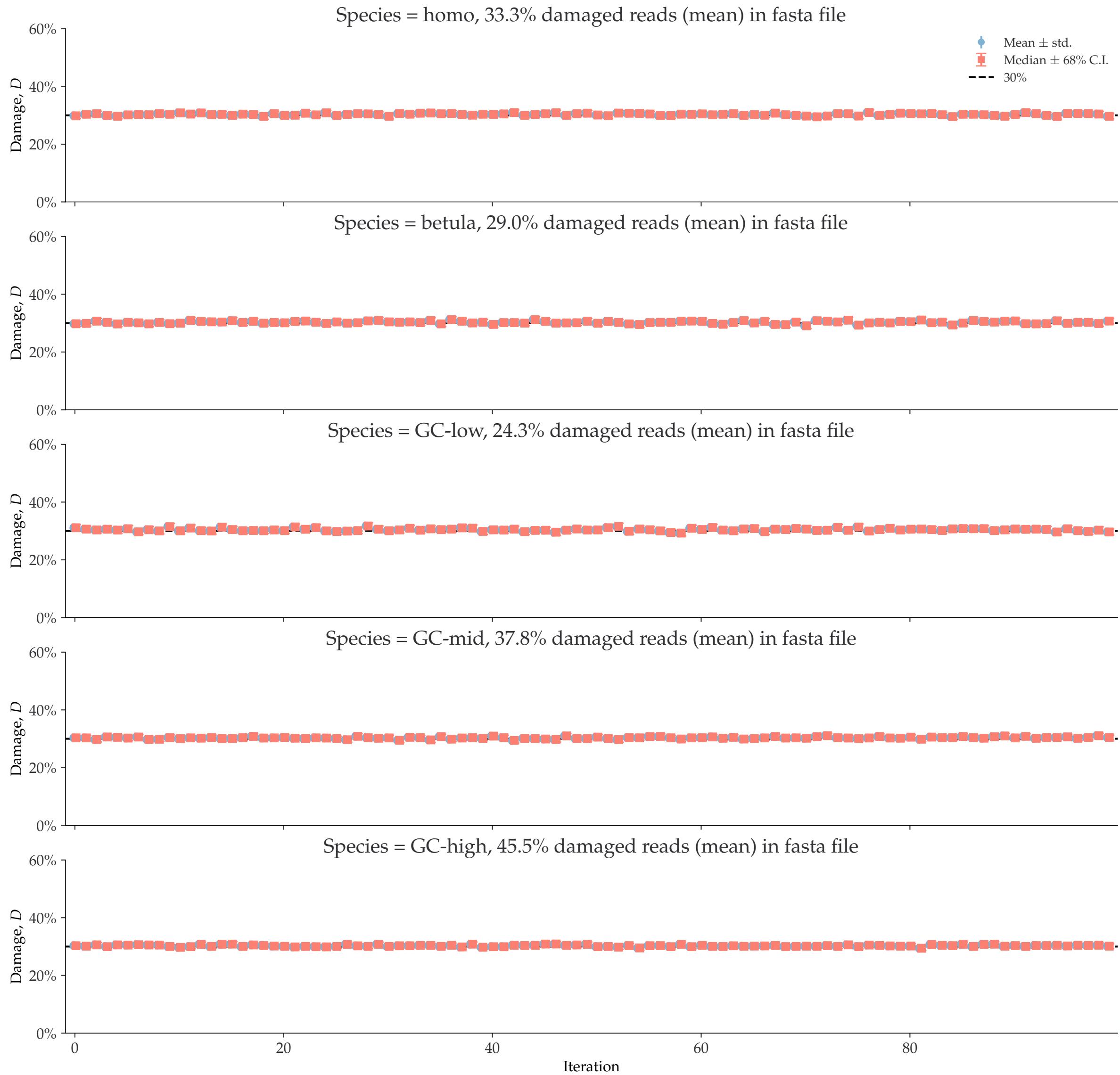
Individual damages:  
5000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
Damage,  $D$



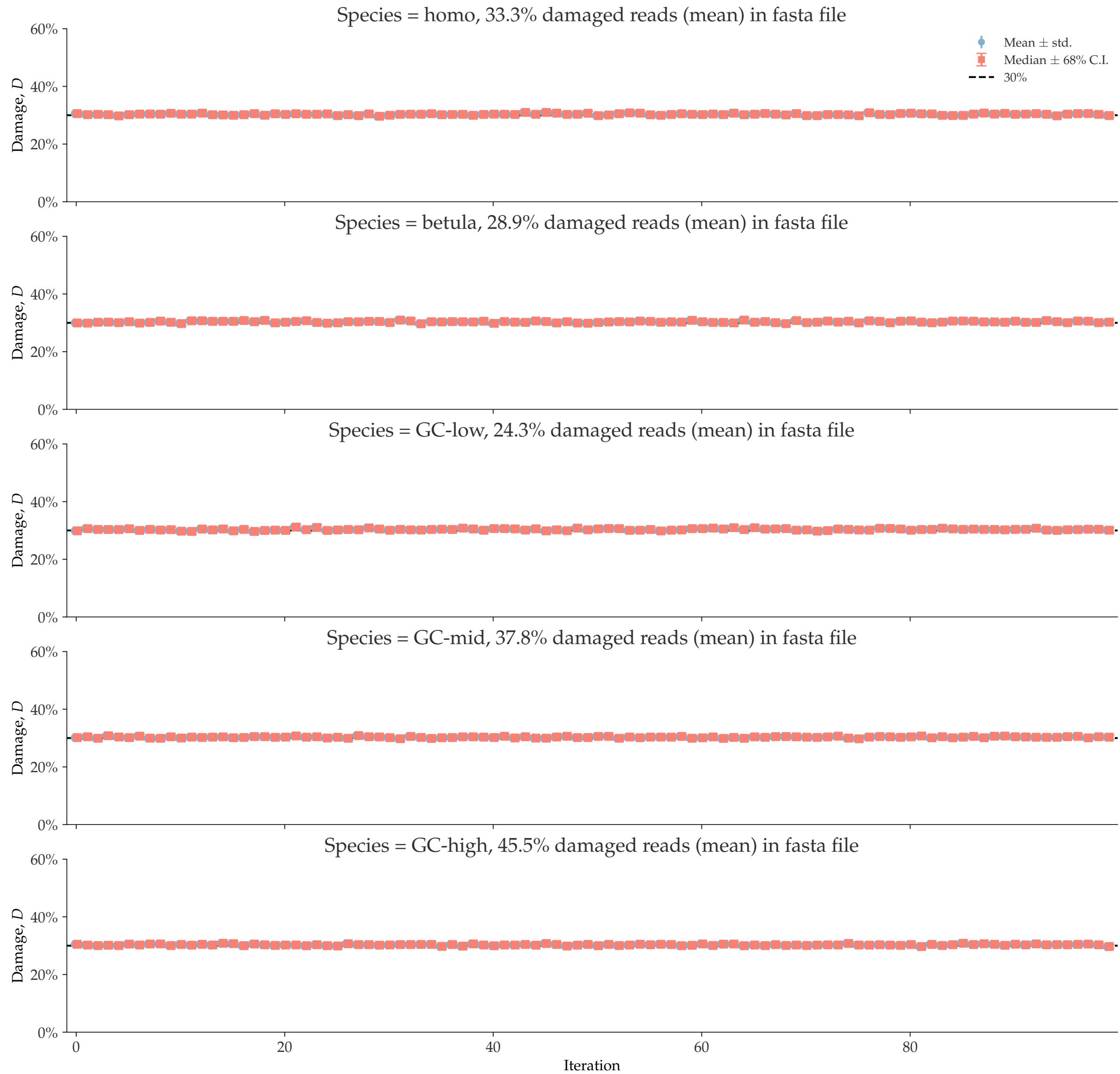
Individual damages:  
10000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
Damage,  $D$



Individual damages:  
25000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
Damage,  $D$



Individual damages:  
50000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
Damage,  $D$



Individual damages:  
100000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
Damage,  $D$

