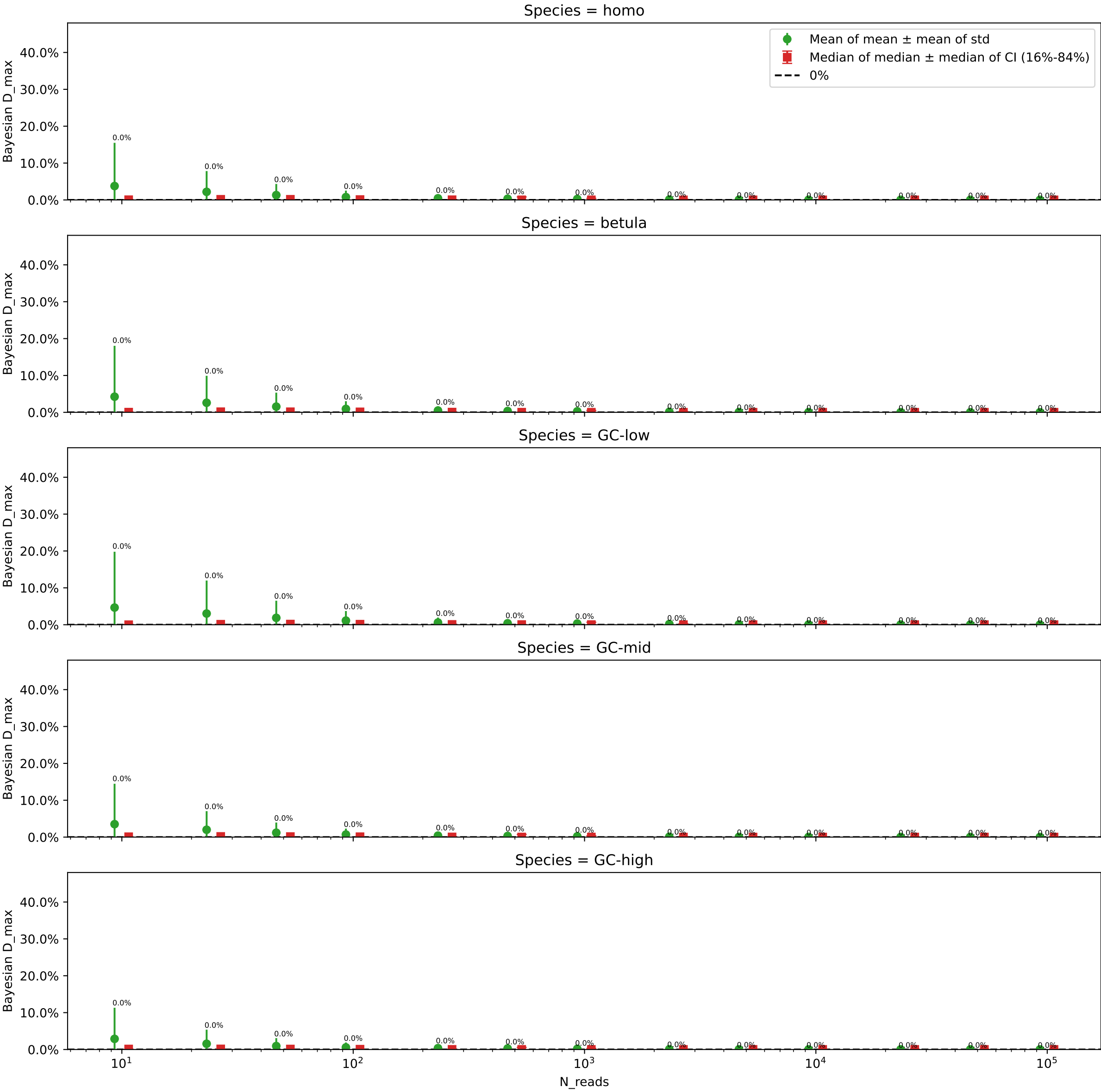
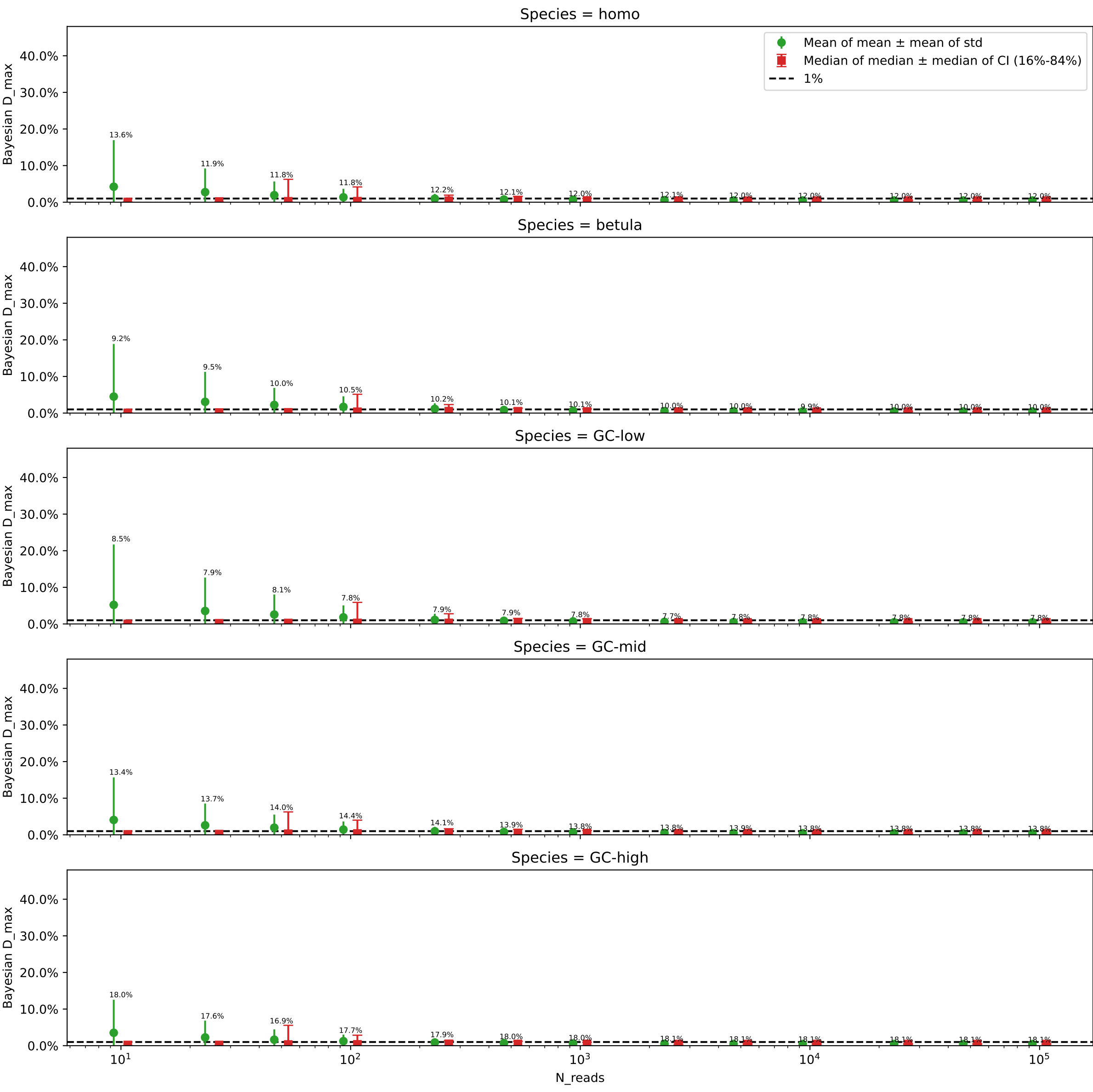


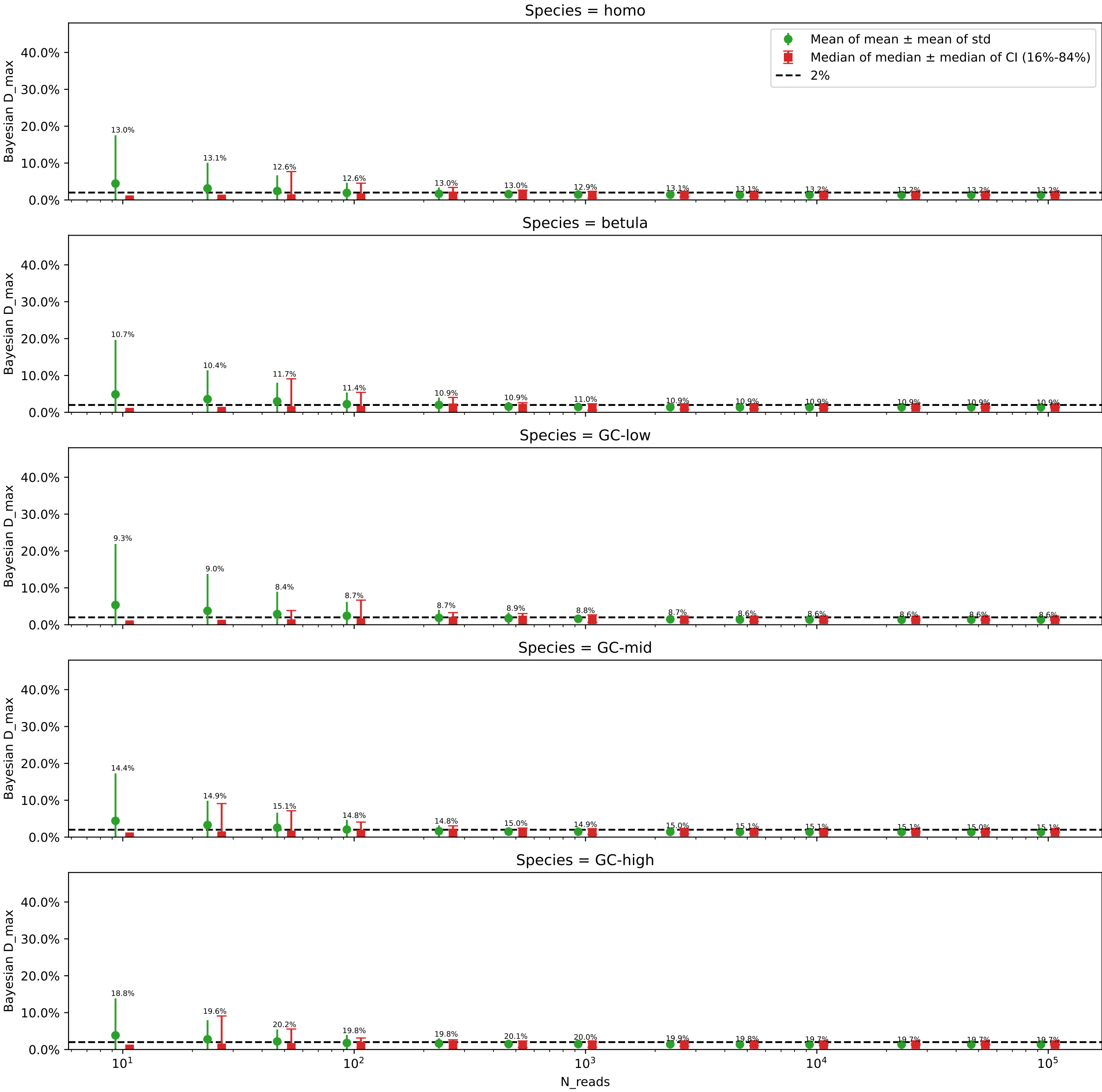
Bayesian D\_max  
Briggs damage = 0.0  
Damage percent = 0%



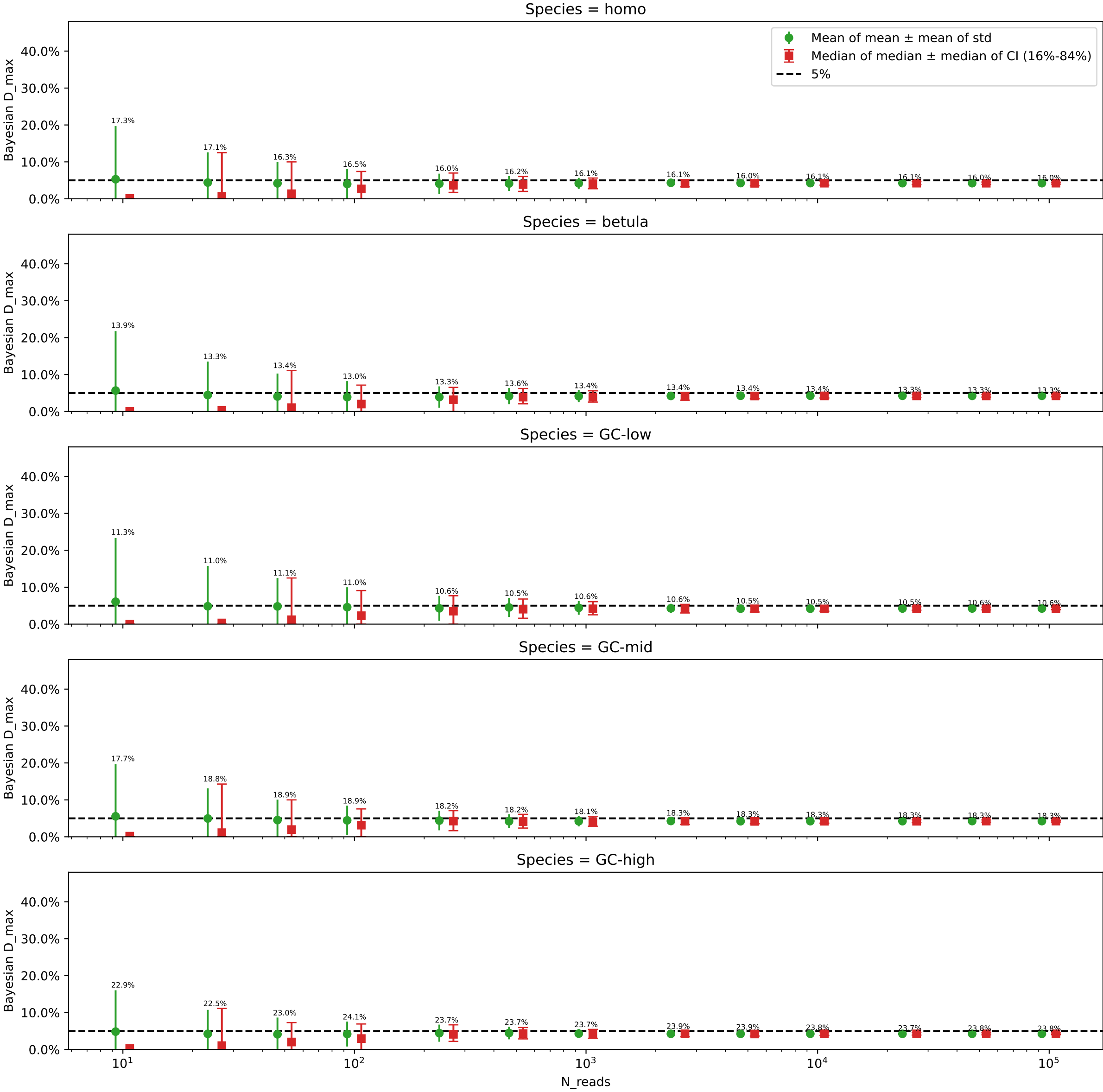
Bayesian D\_max  
Briggs damage = 0.014  
Damage percent = 1%



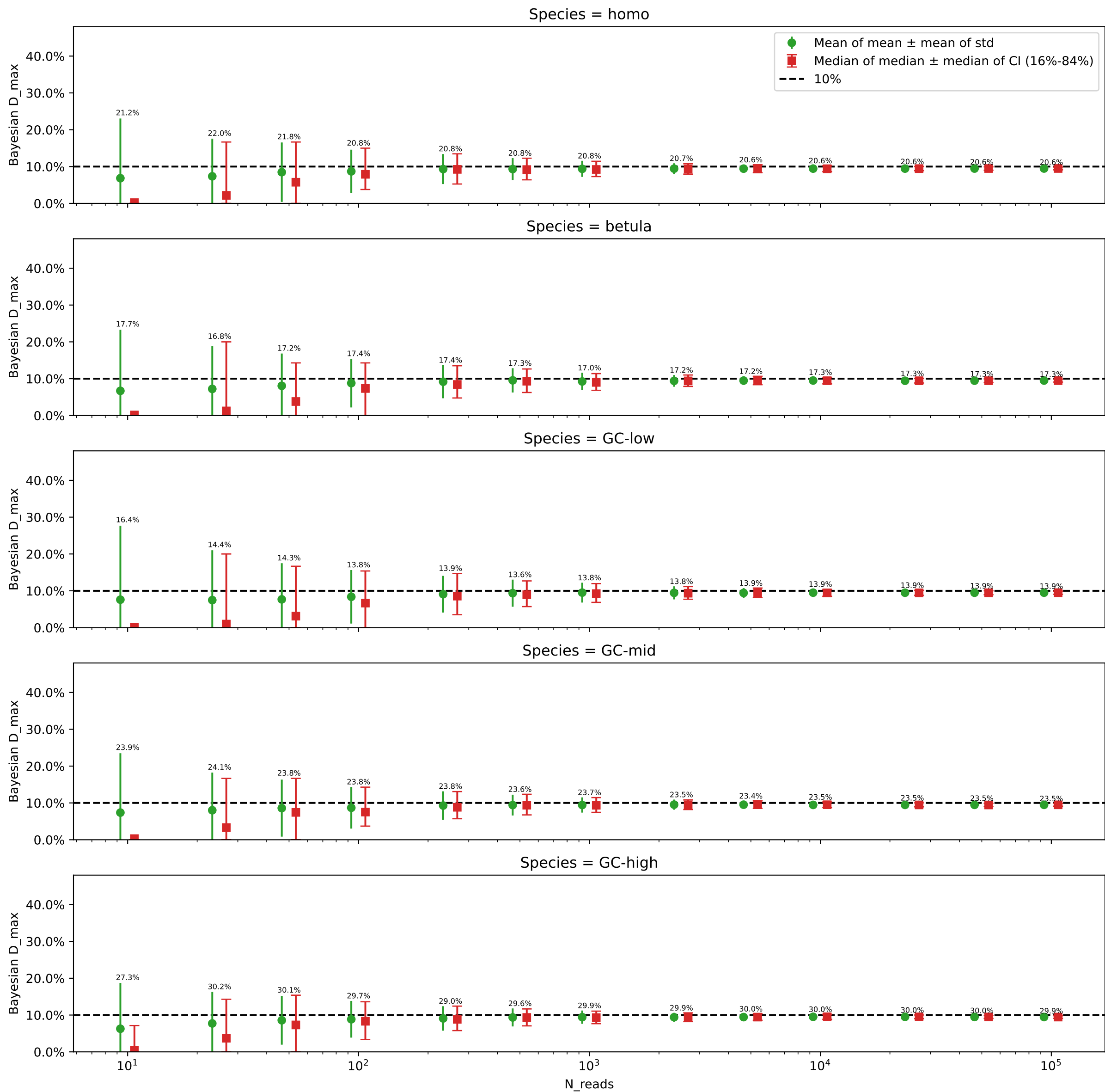
Bayesian D\_max  
Briggs damage = 0.047  
Damage percent = 2%



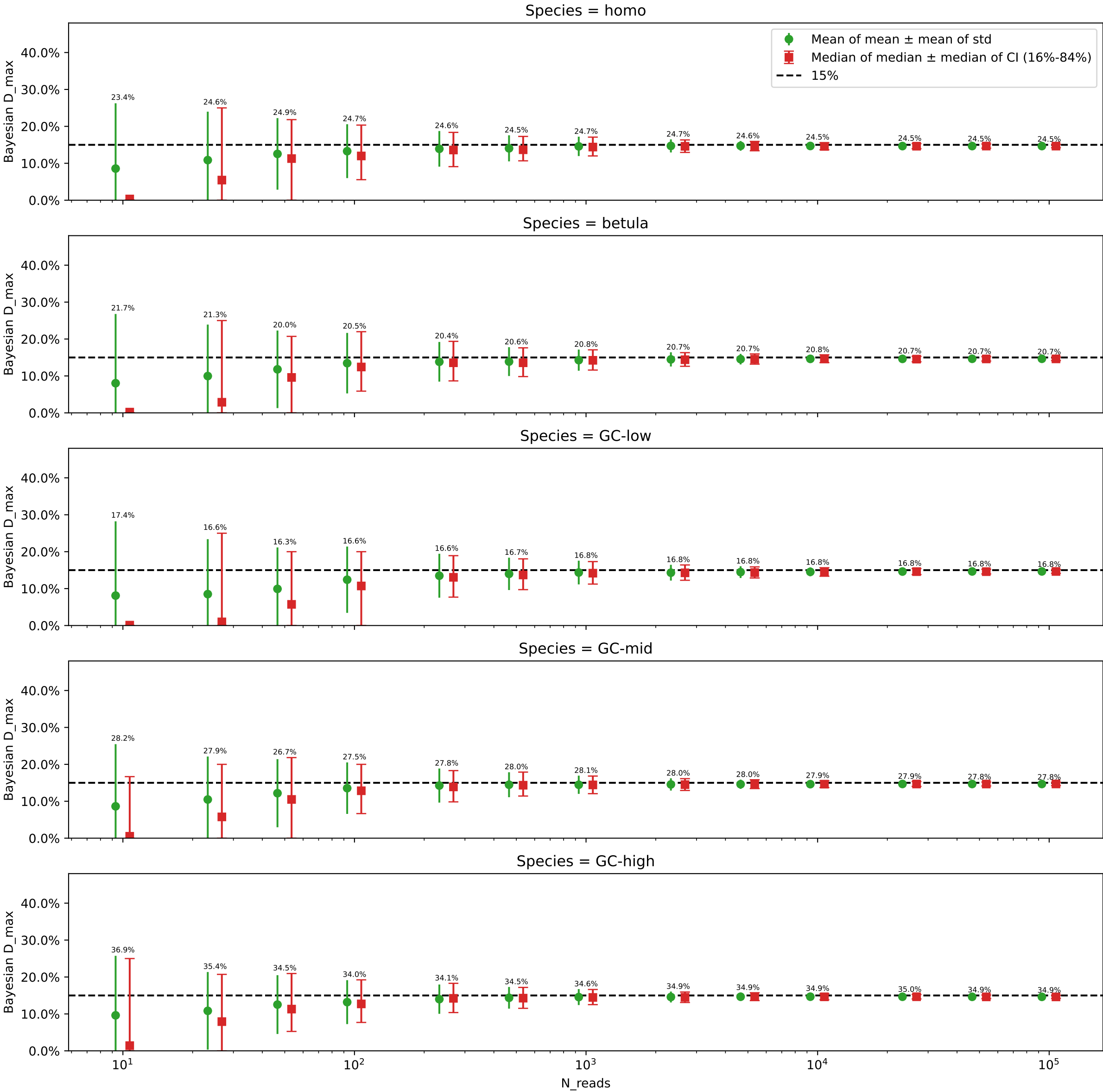
Bayesian D\_max  
Briggs damage = 0.138  
Damage percent = 5%



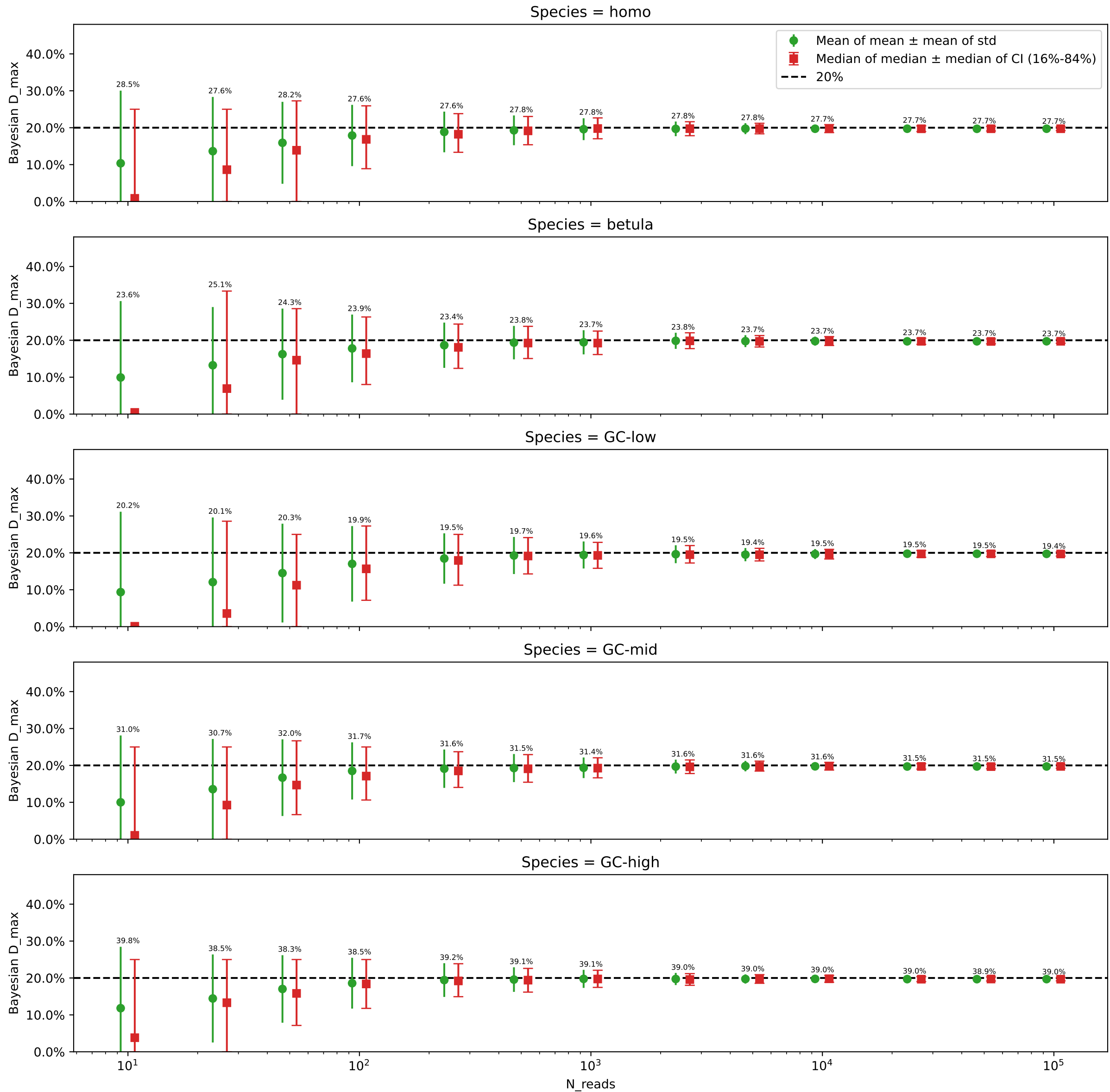
Bayesian D\_max  
Briggs damage = 0.303  
Damage percent = 10%



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%

