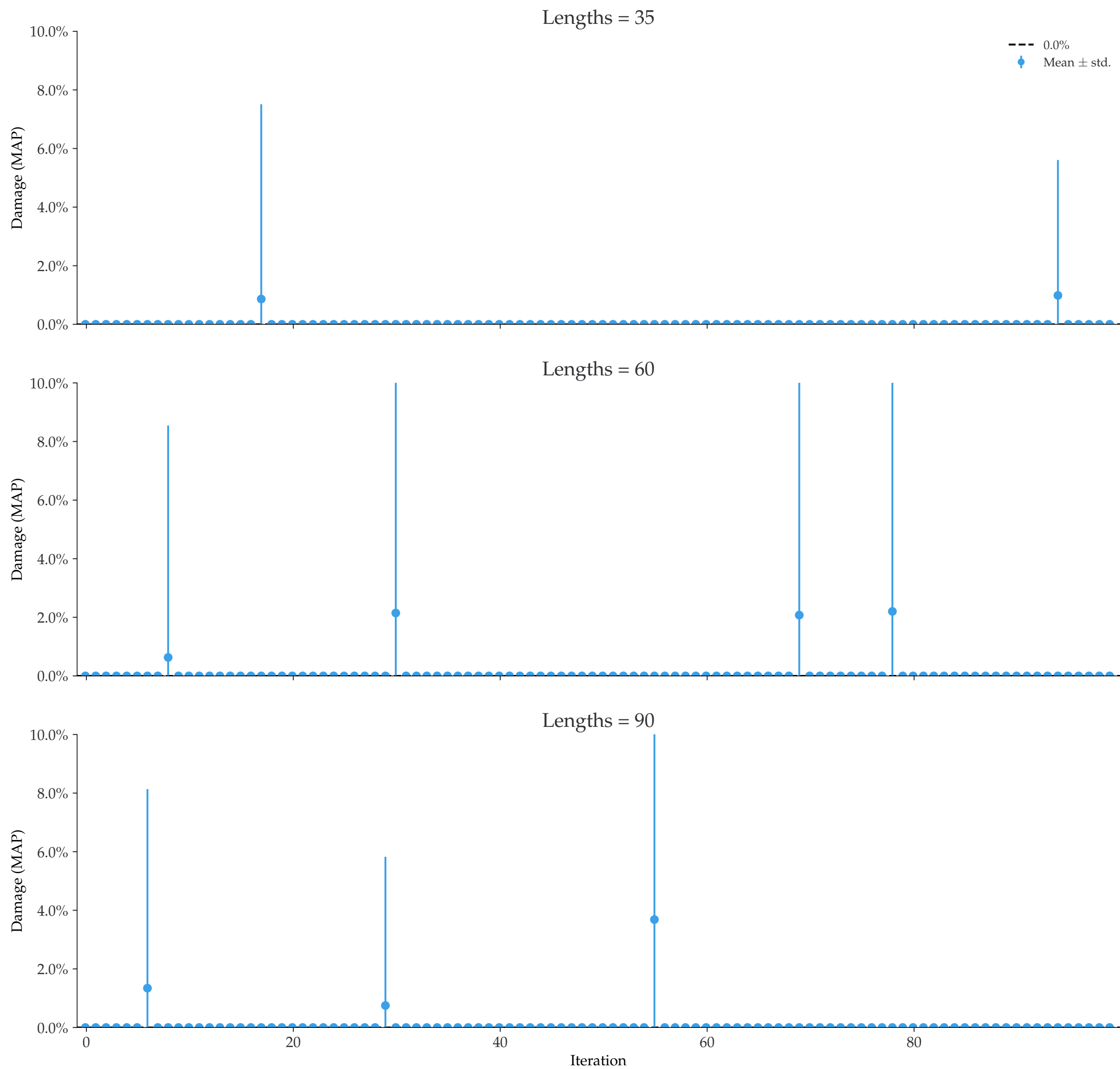
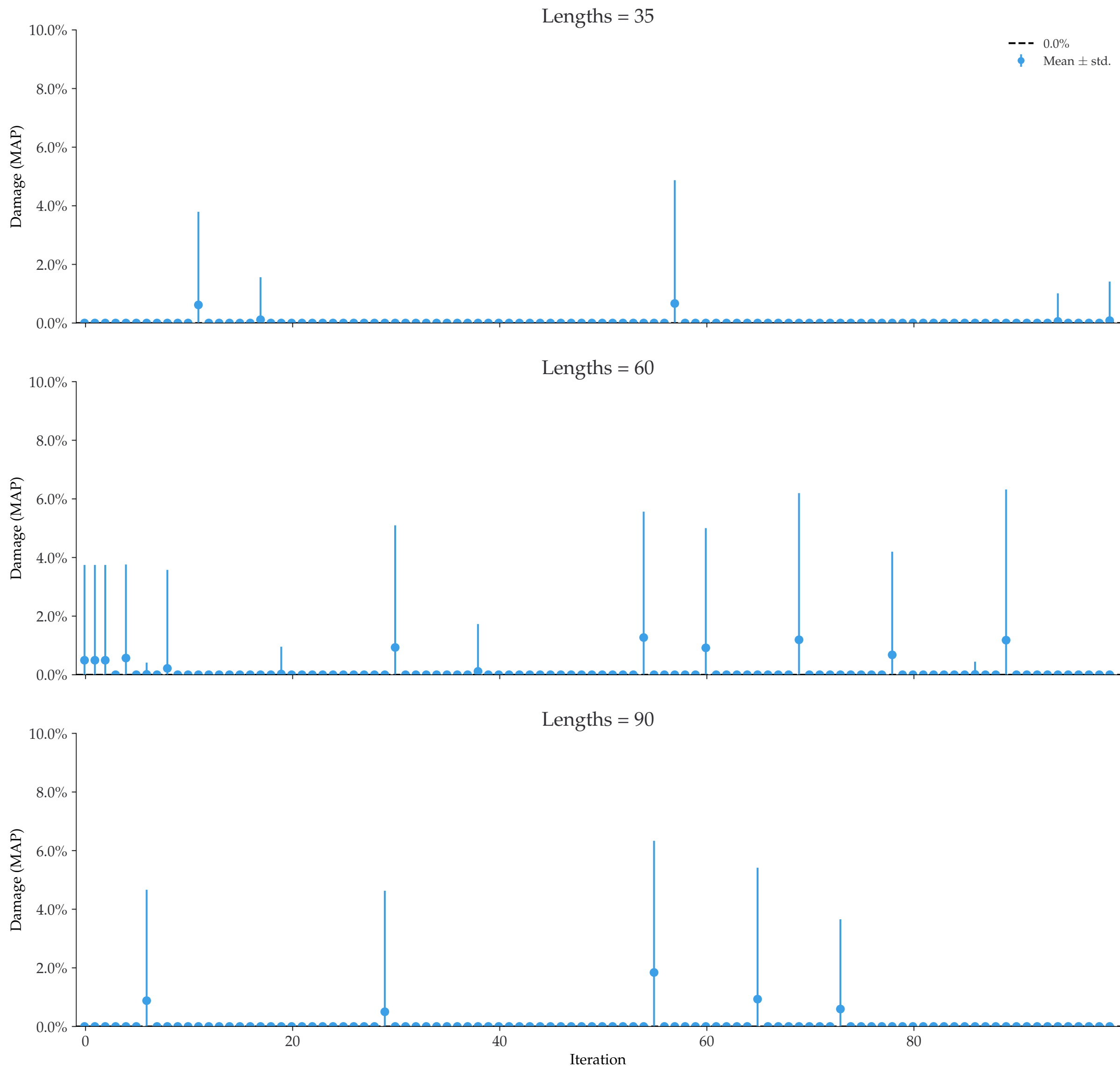


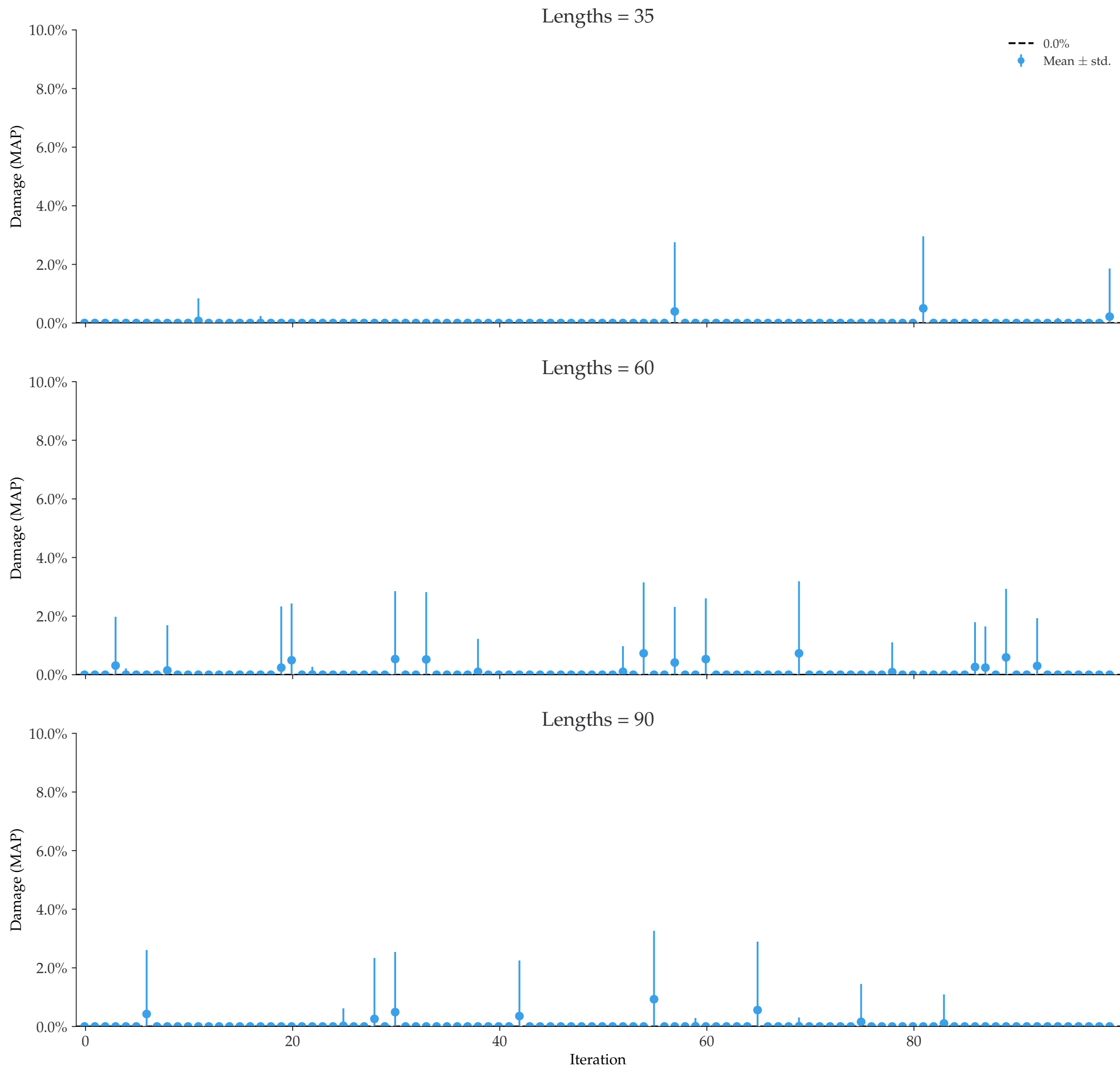
Individual damages:
10 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



Individual damages:
25 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

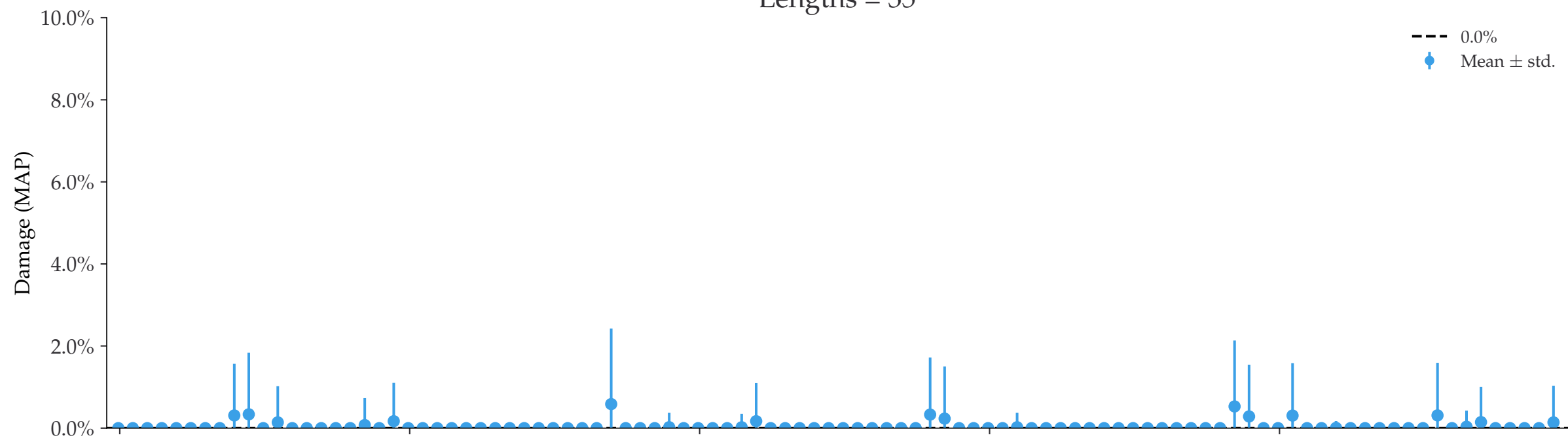


Individual damages:
50 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

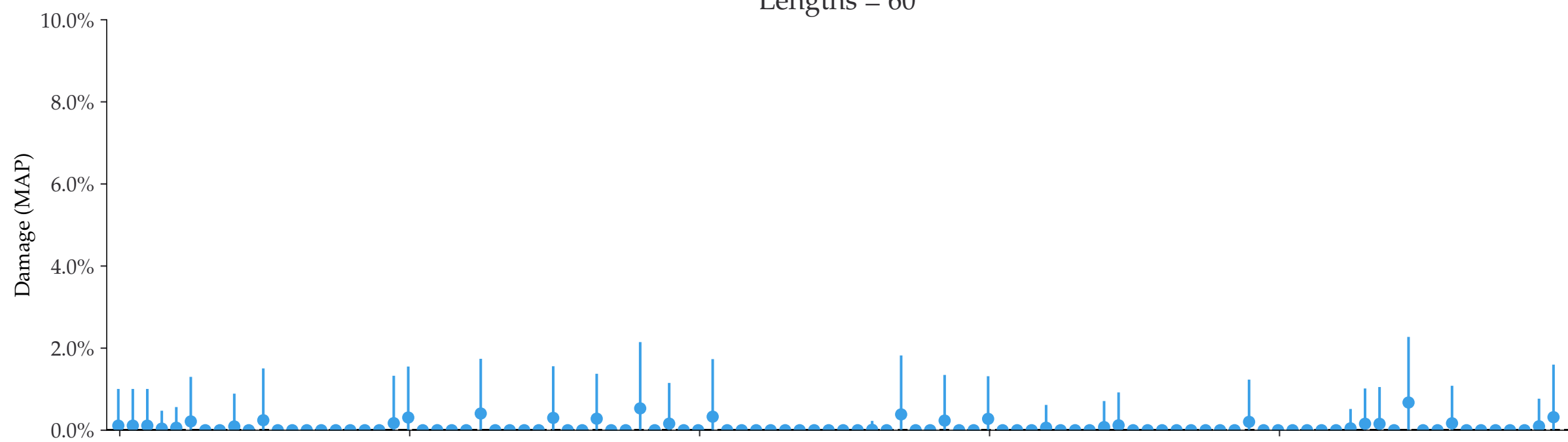


Individual damages:
100 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

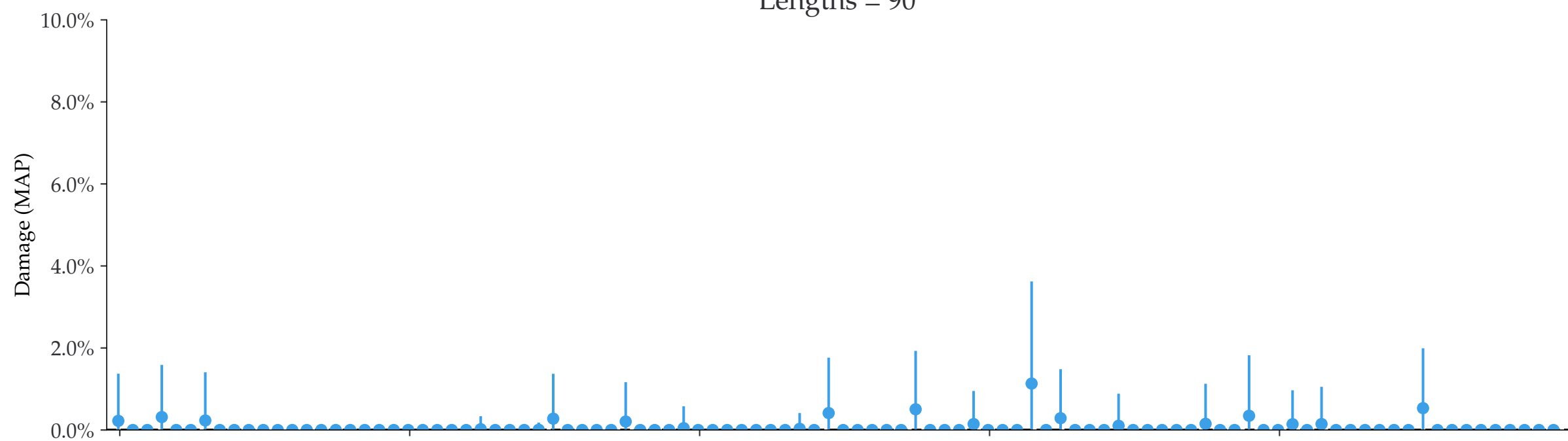
Lengths = 35



Lengths = 60

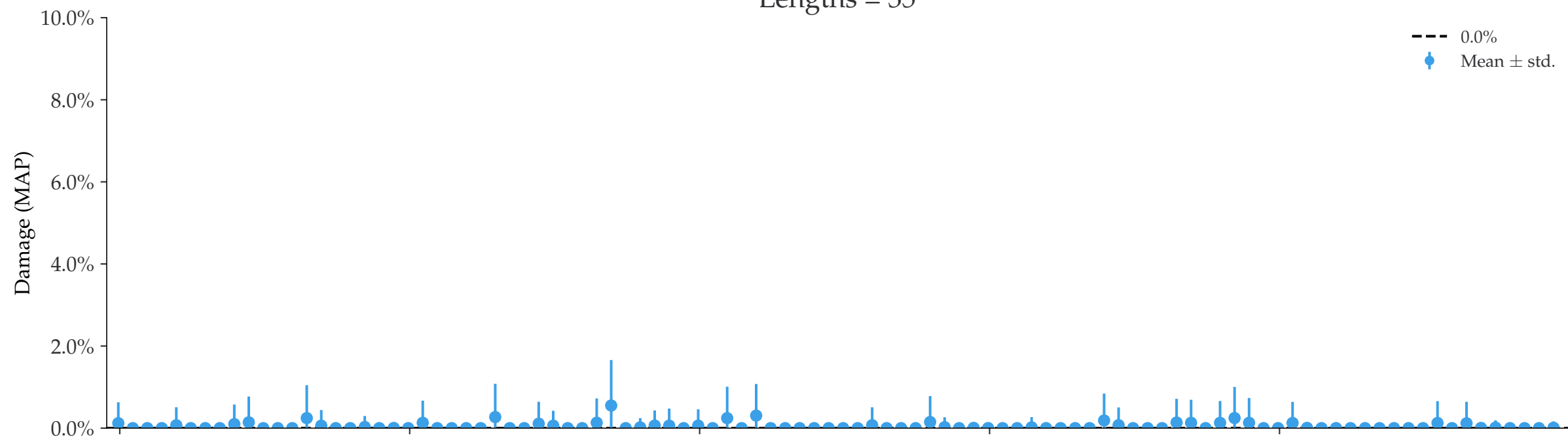


Lengths = 90

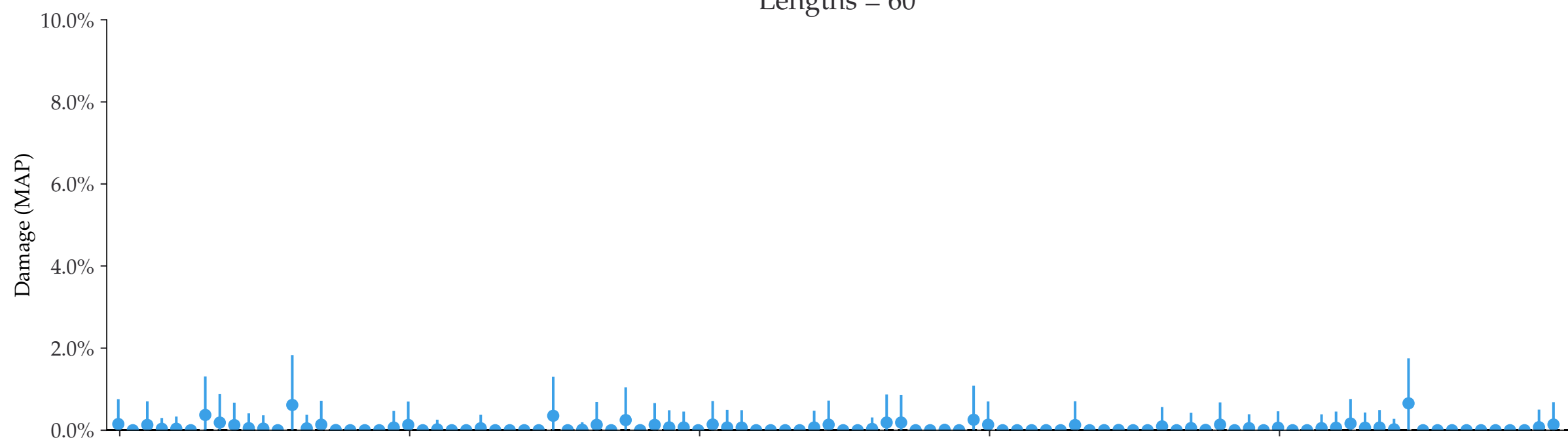


Individual damages:
250 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

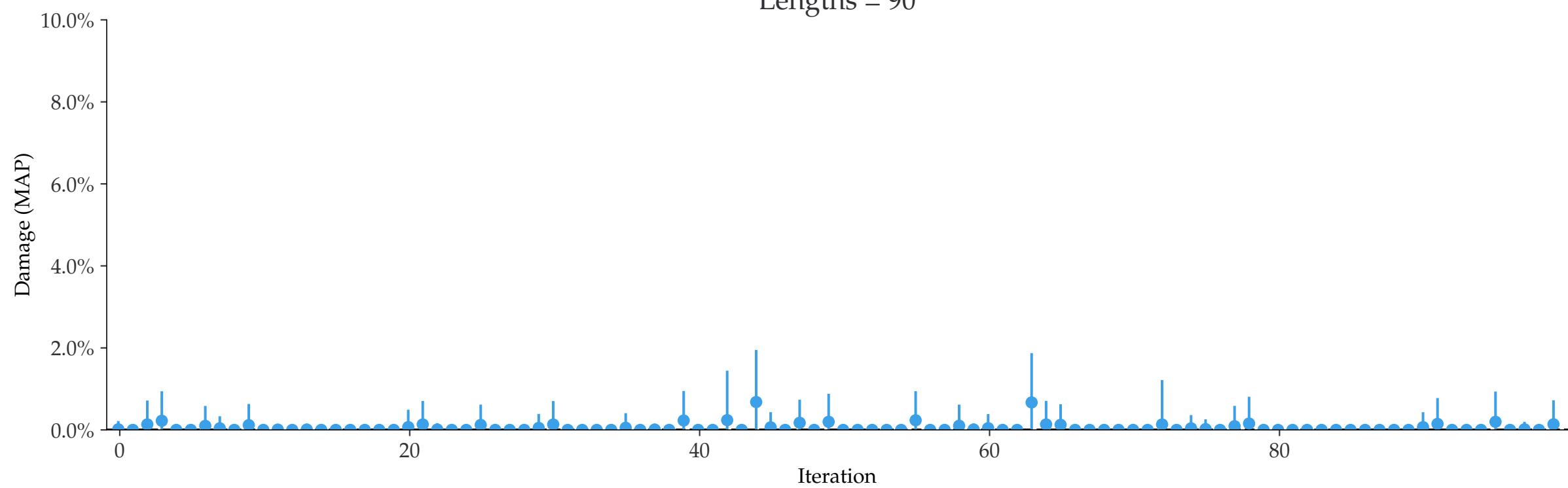
Lengths = 35



Lengths = 60

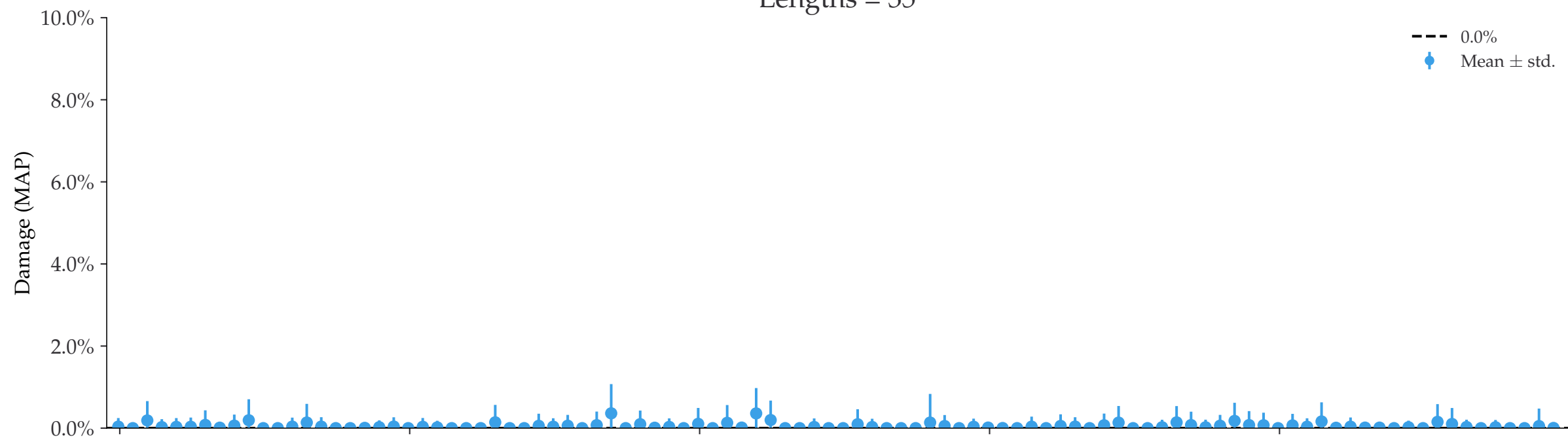


Lengths = 90

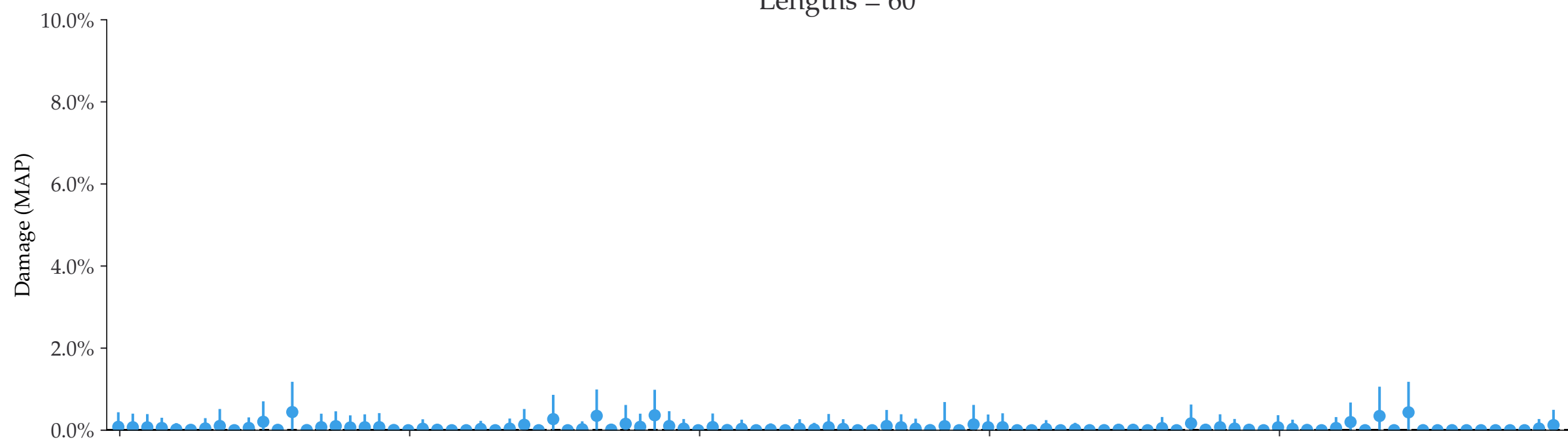


Individual damages:
500 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

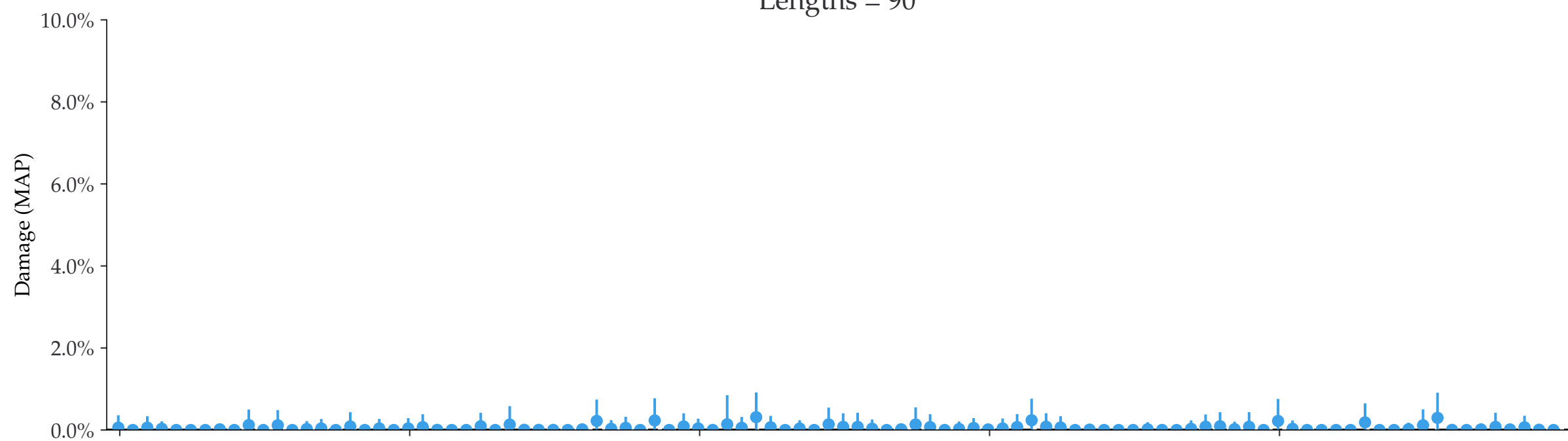
Lengths = 35



Lengths = 60

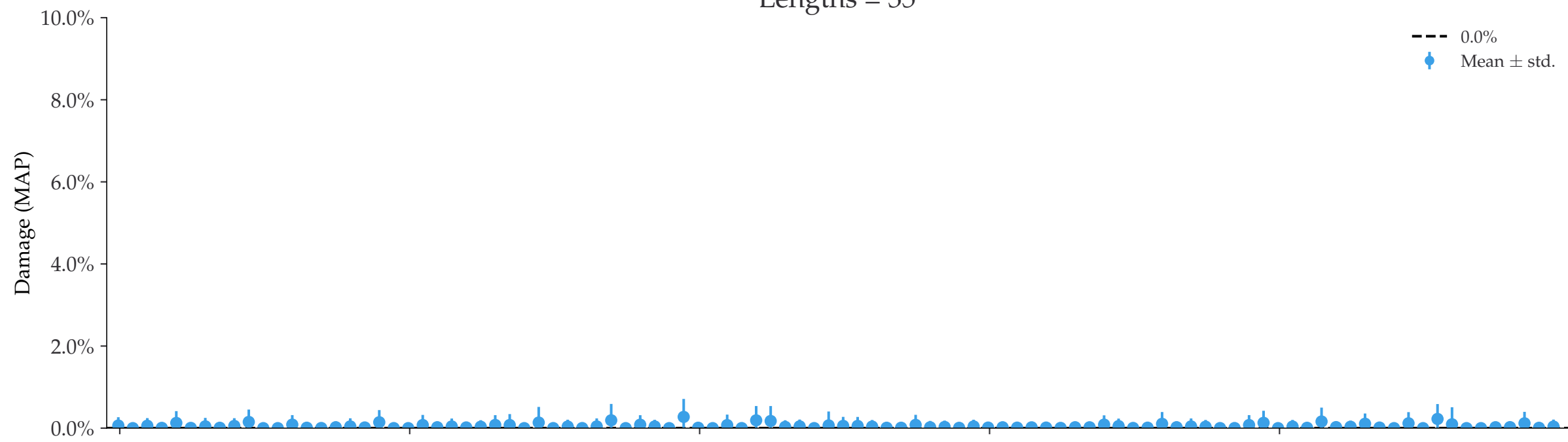


Lengths = 90

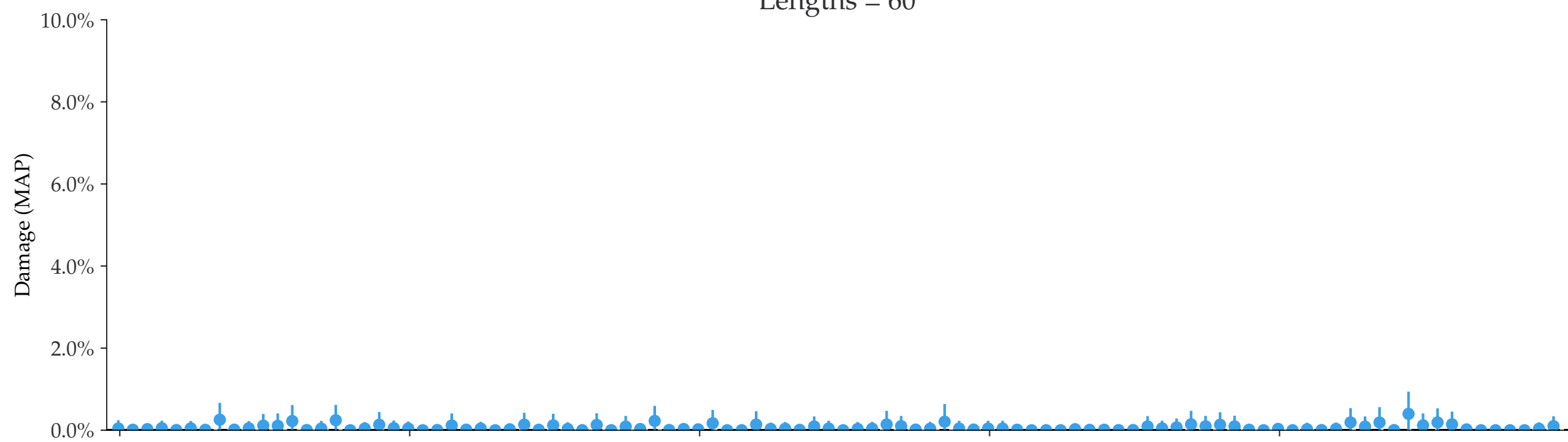


Individual damages:
1000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

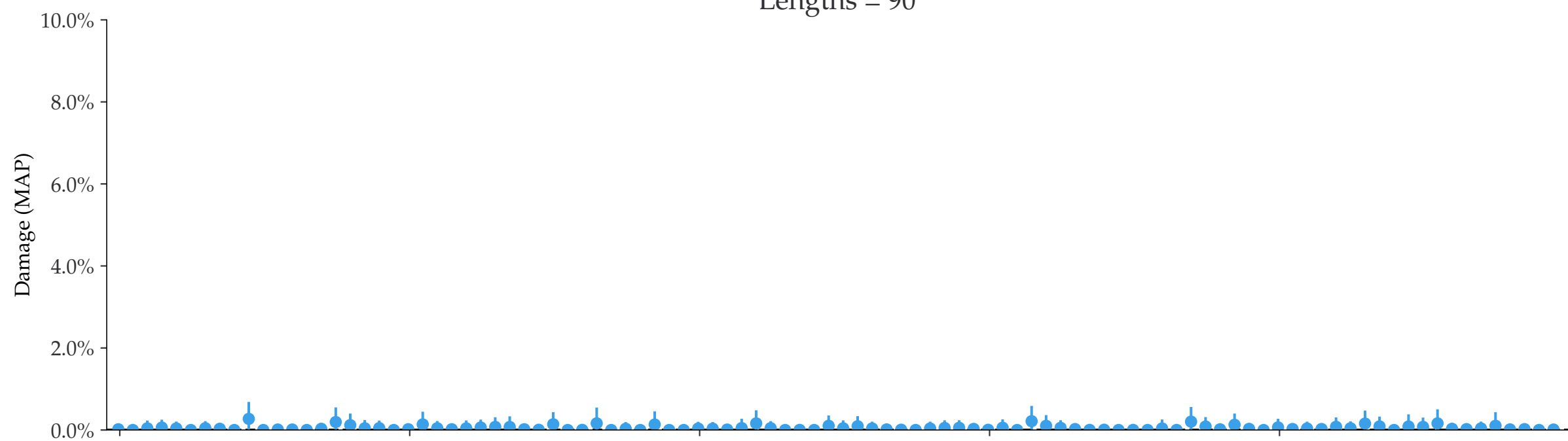
Lengths = 35



Lengths = 60

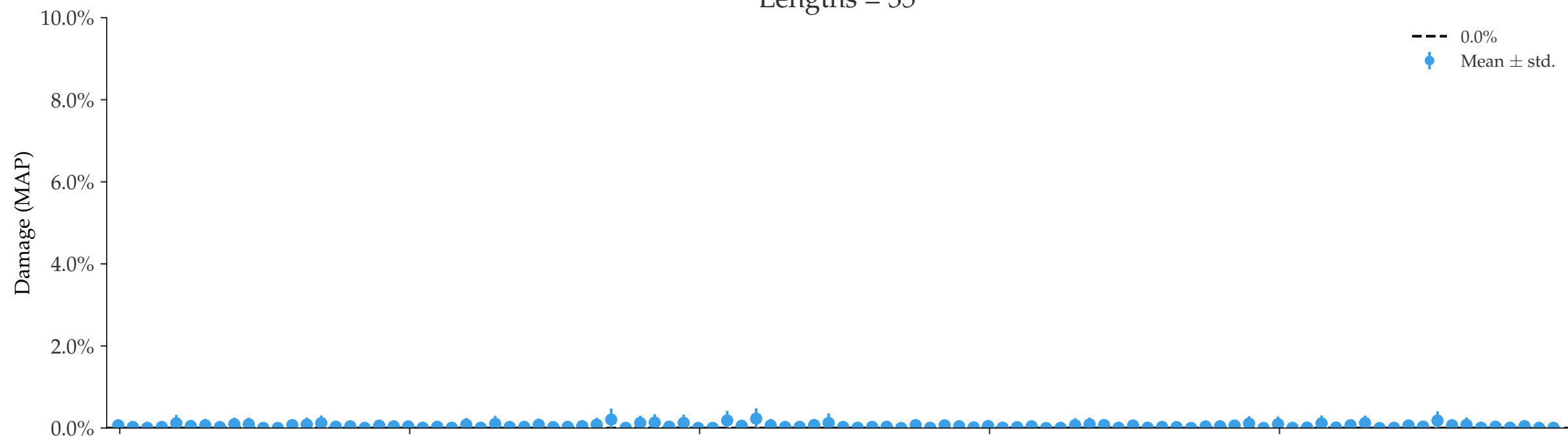


Lengths = 90

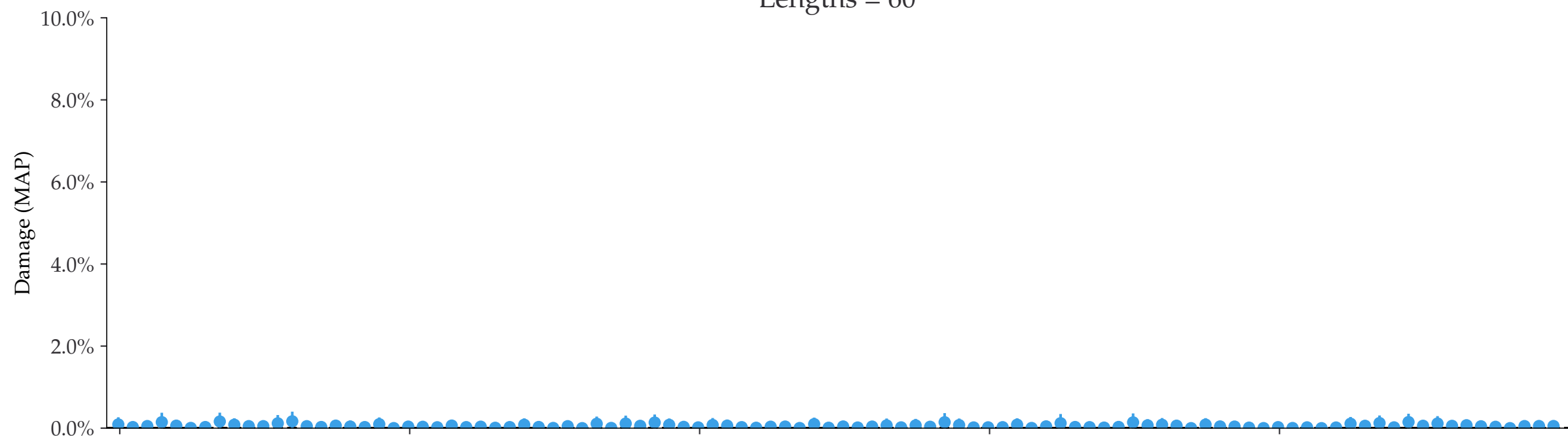


Individual damages:
2500 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

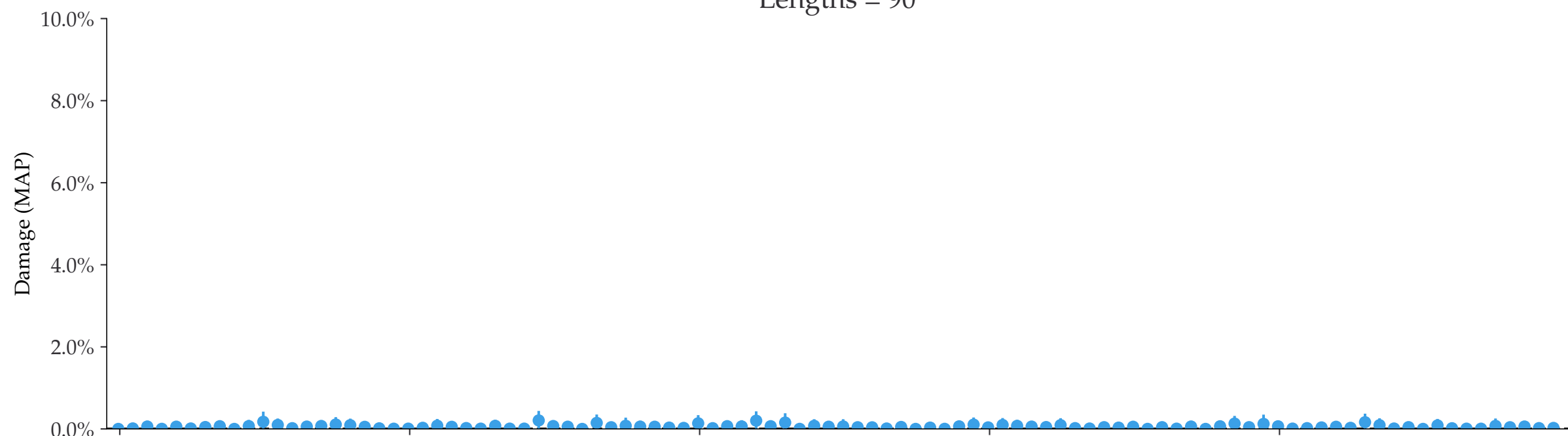
Lengths = 35



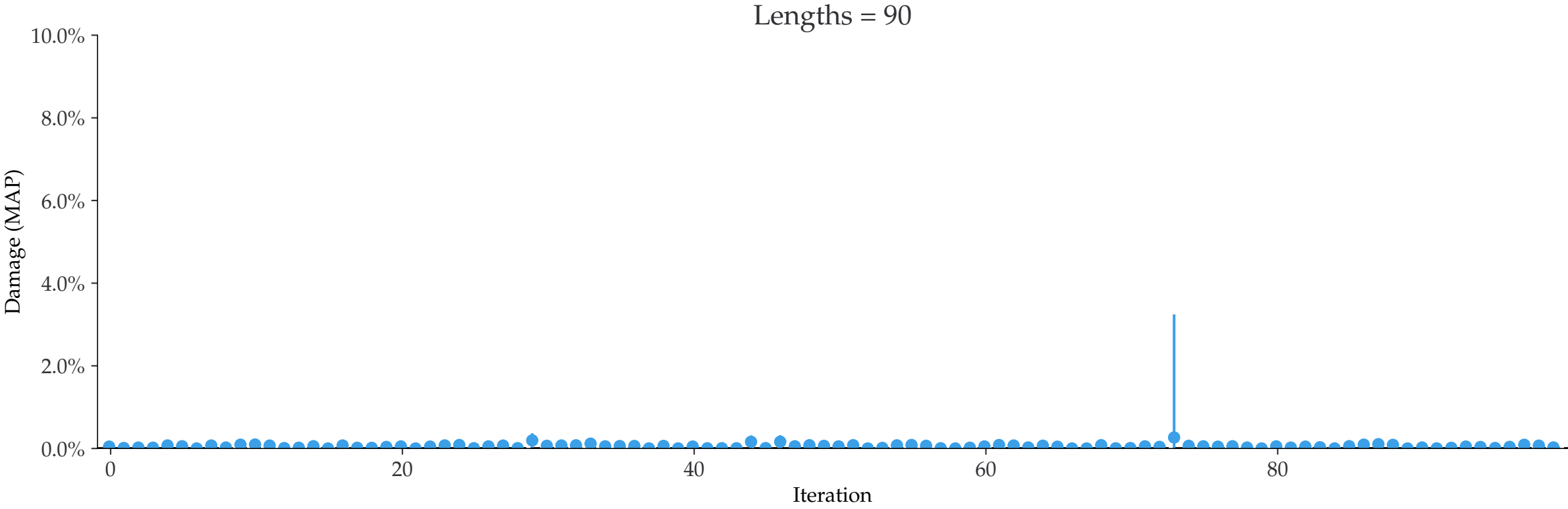
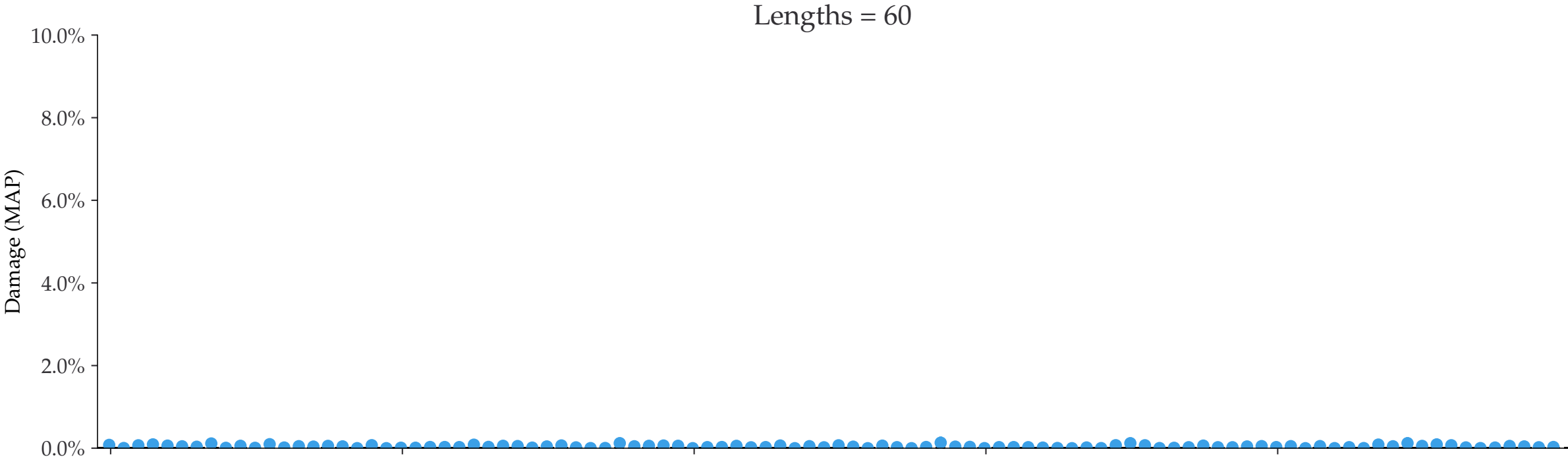
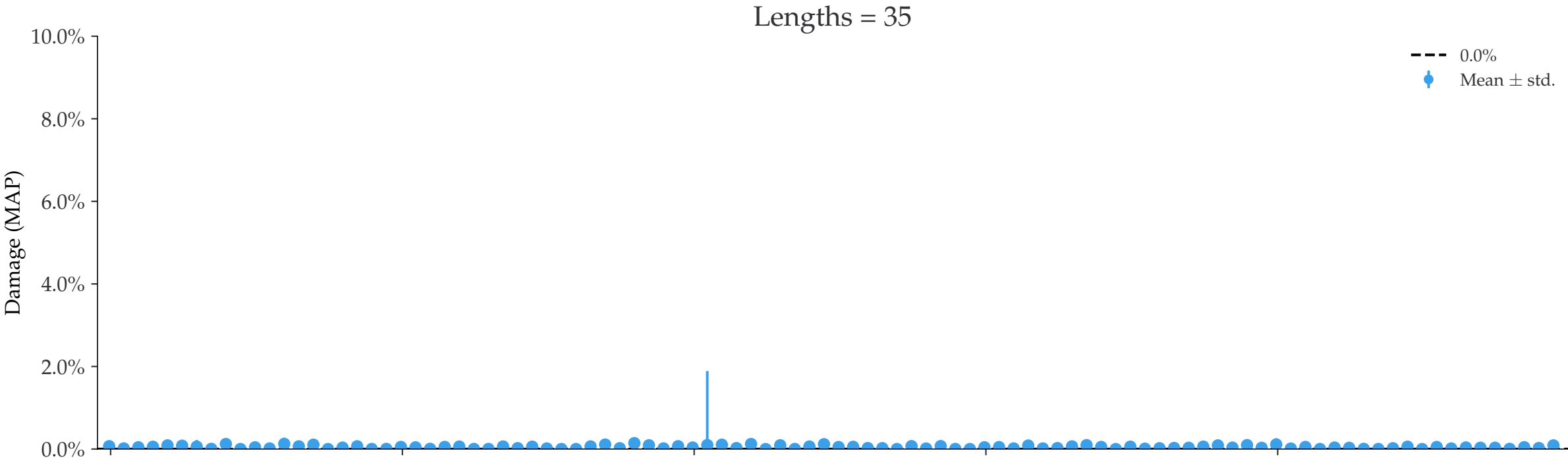
Lengths = 60



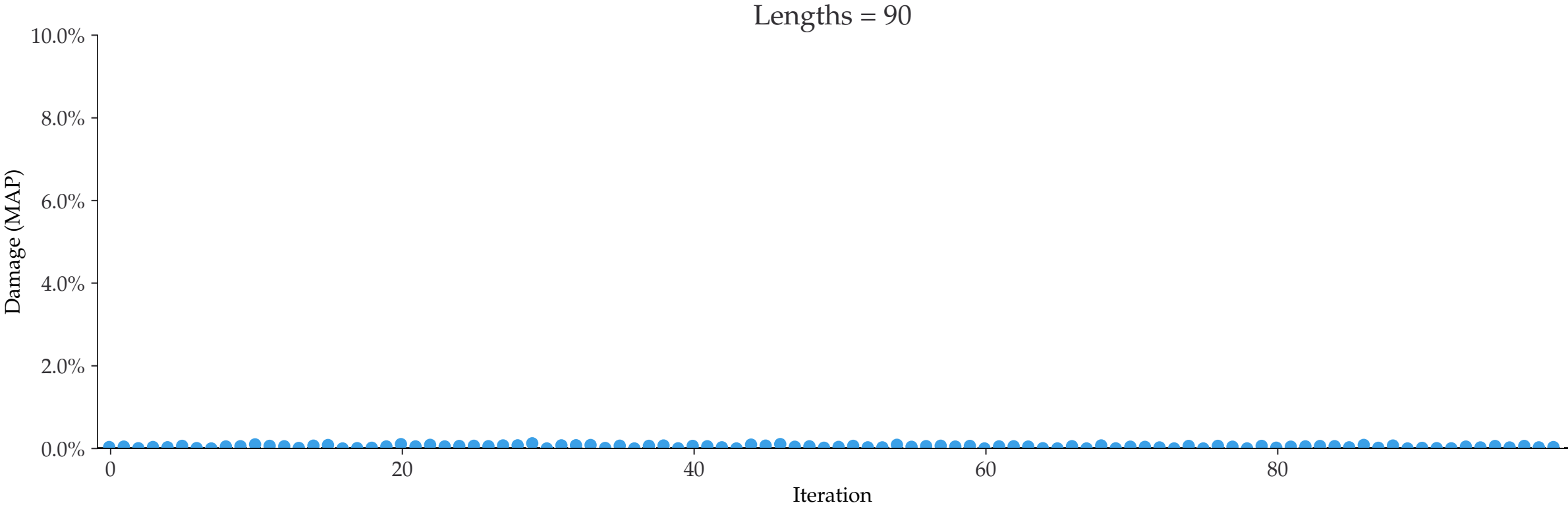
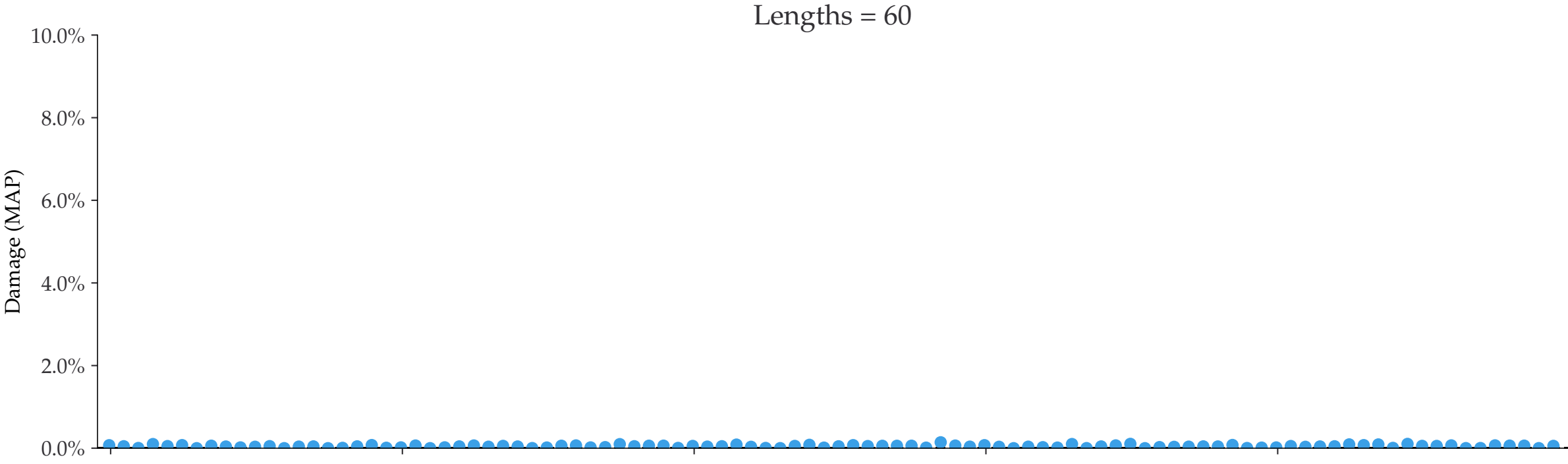
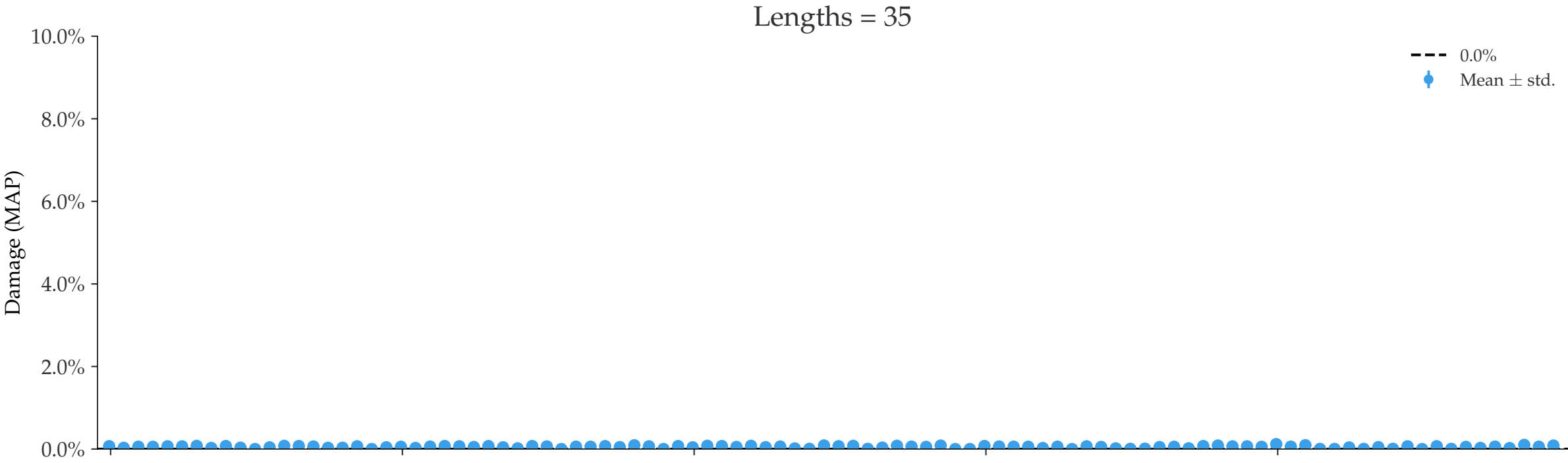
Lengths = 90



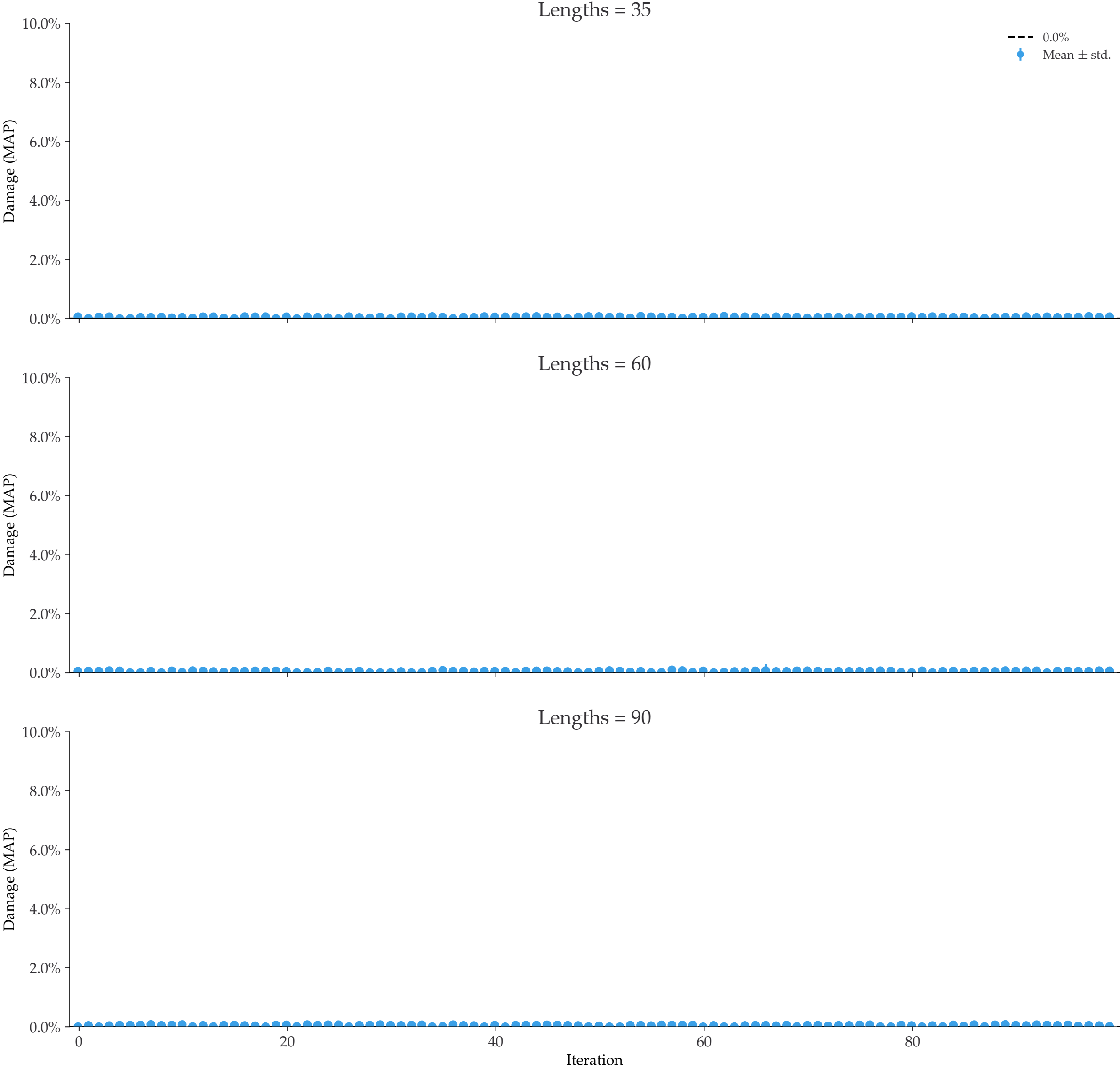
Individual damages:
5000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



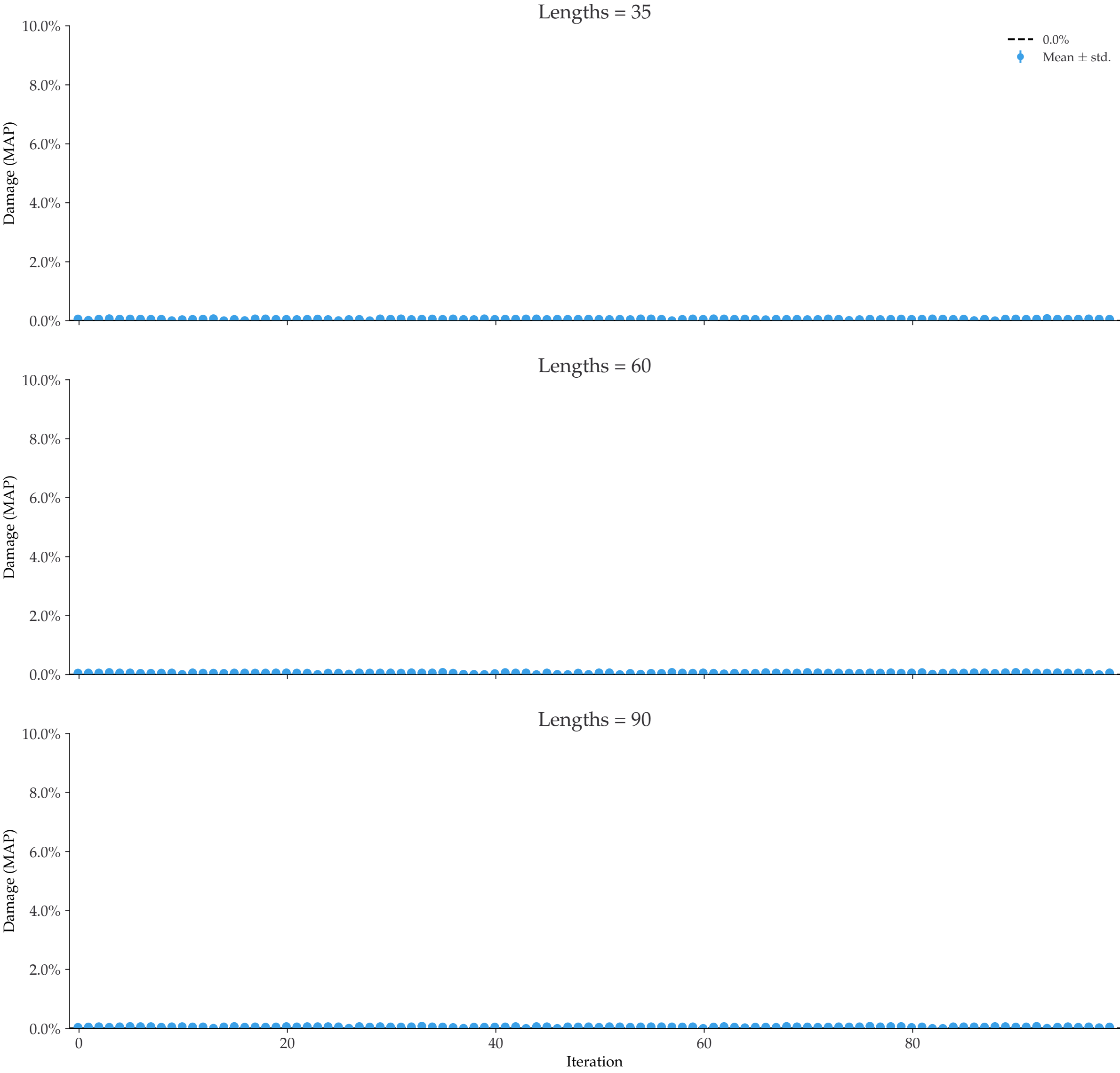
Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



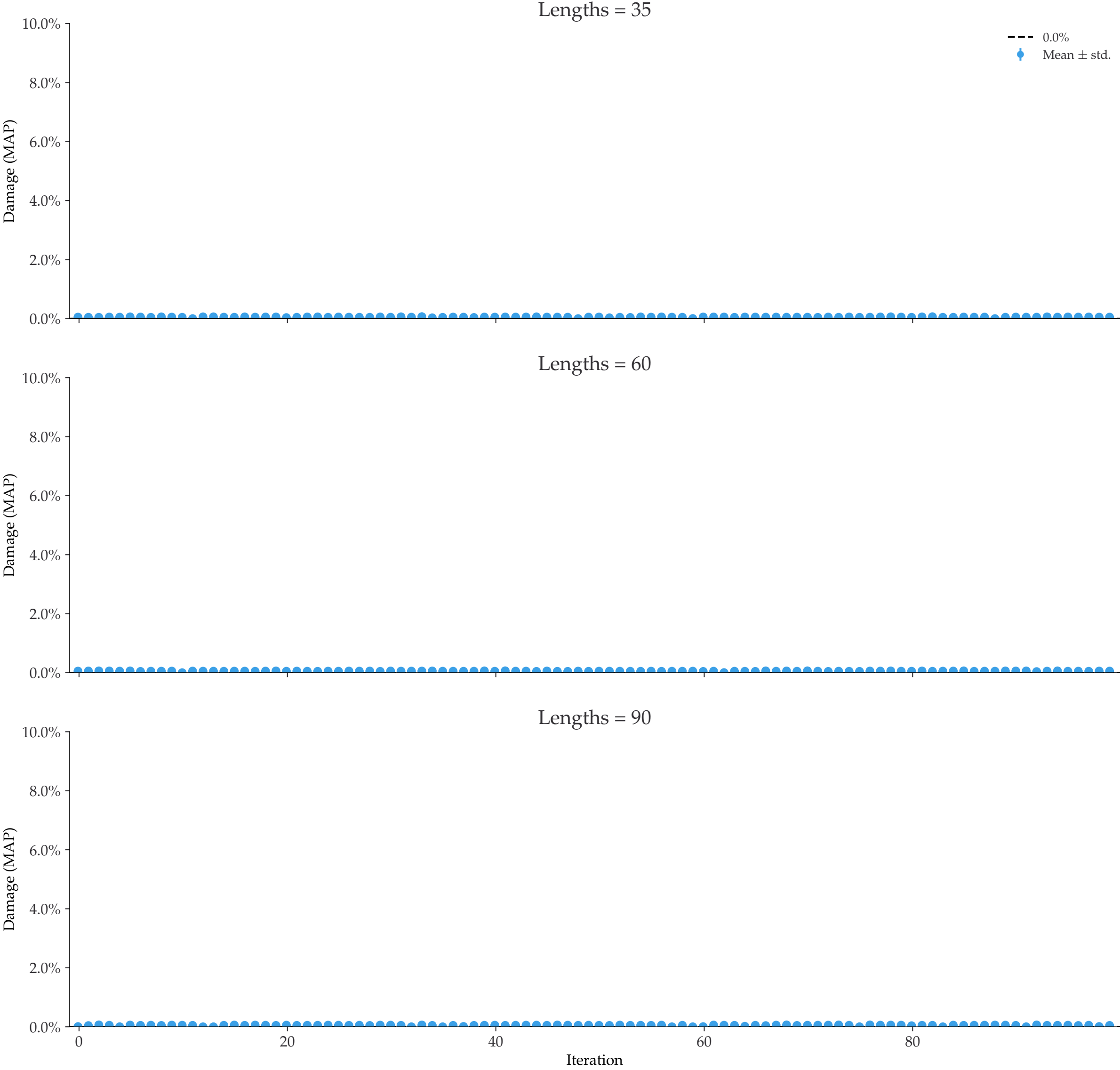
Individual damages:
25000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



Individual damages:
50000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

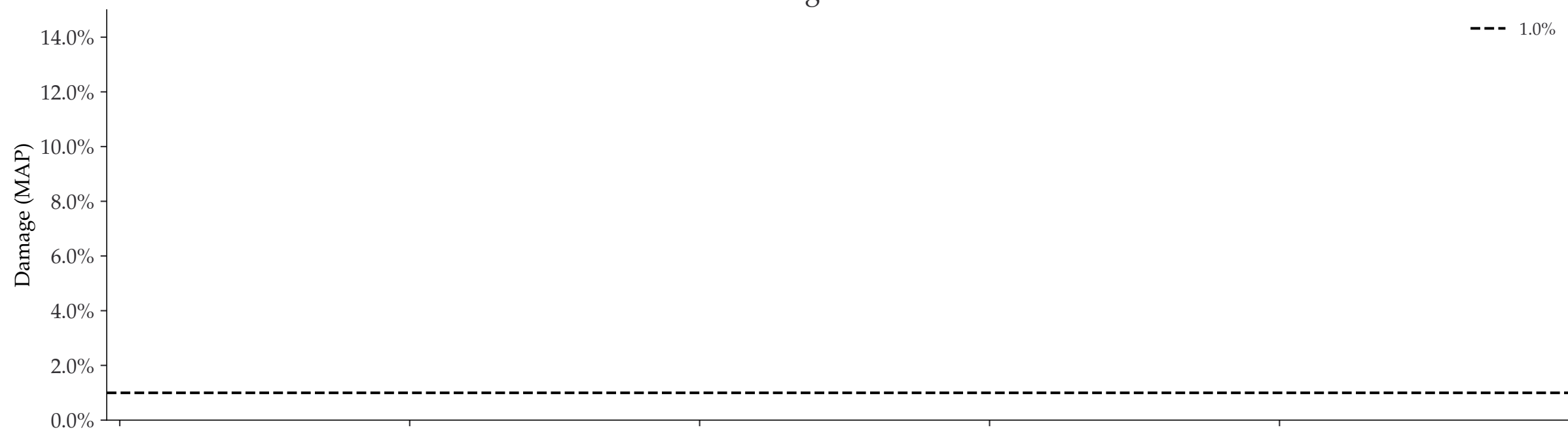


Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

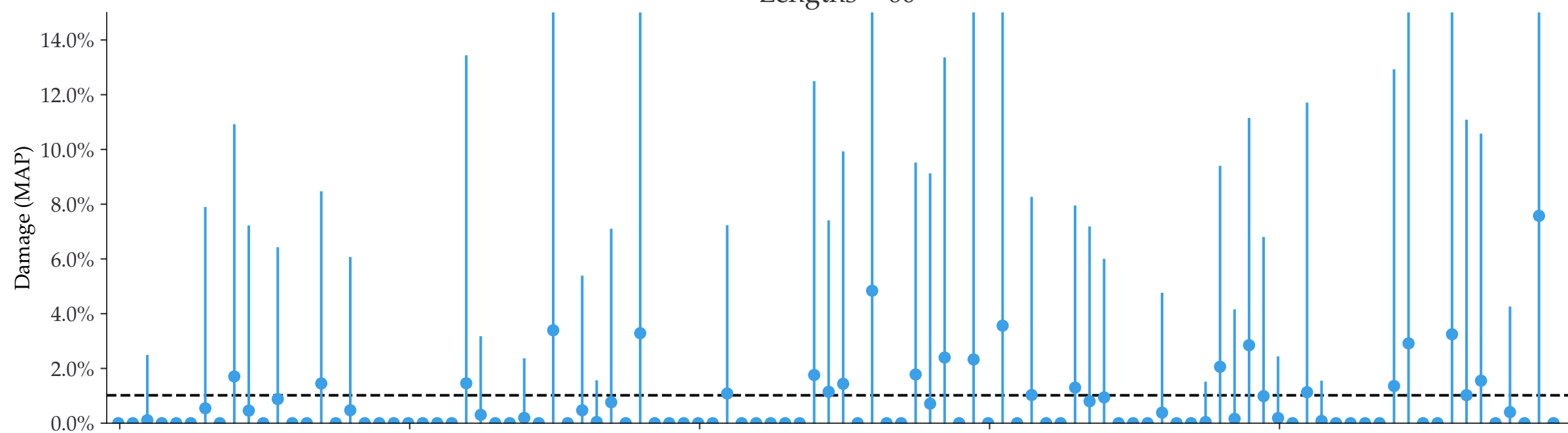


Individual damages:
10 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

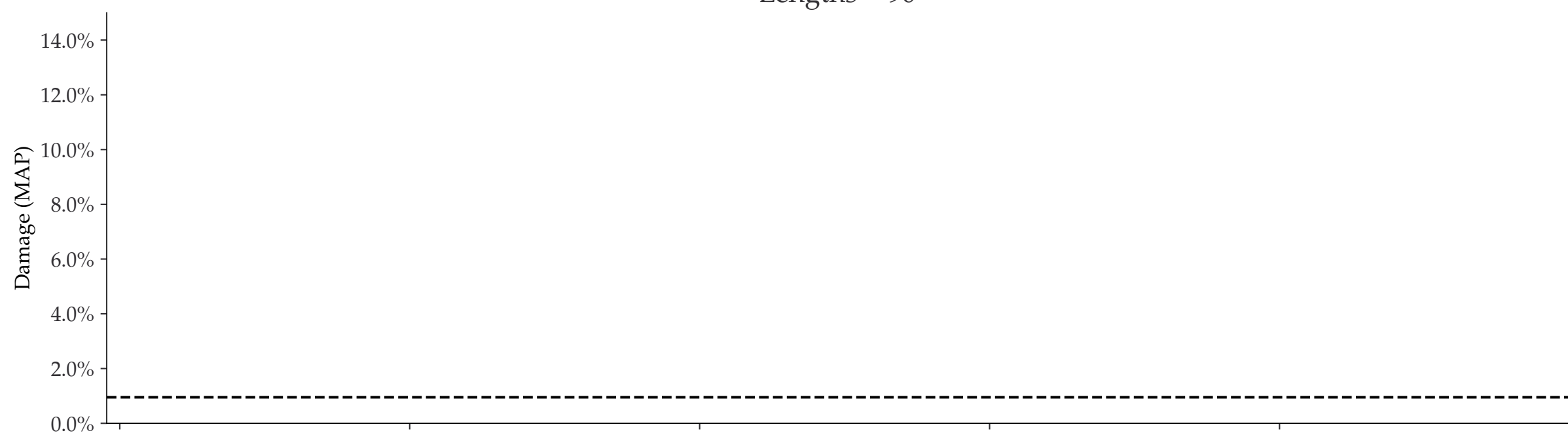
Lengths = 35



Lengths = 60



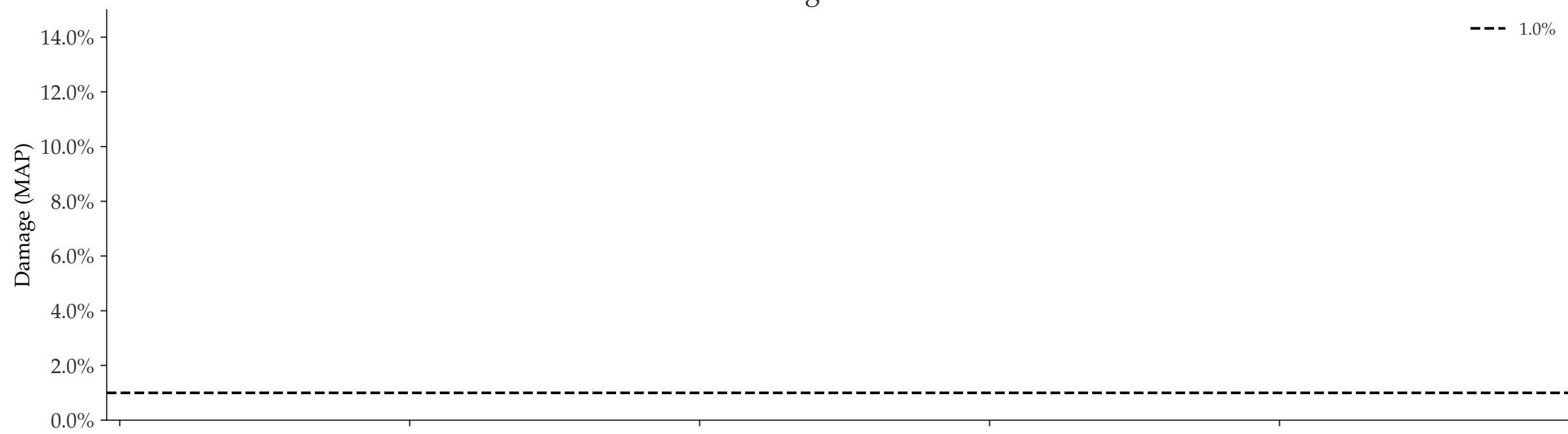
Lengths = 90



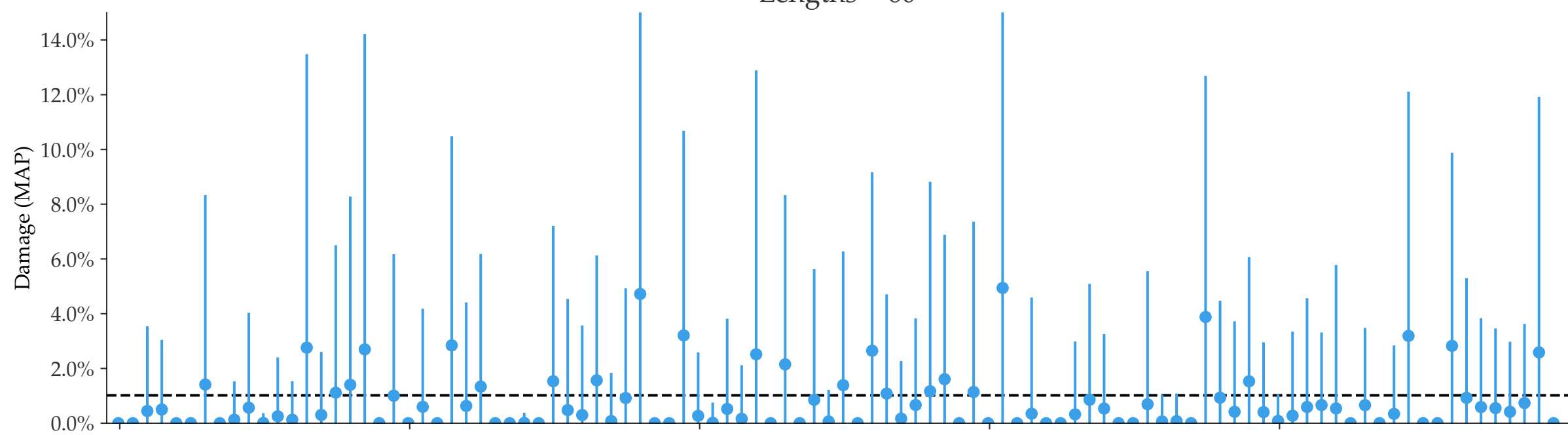
Iteration

Individual damages:
25 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

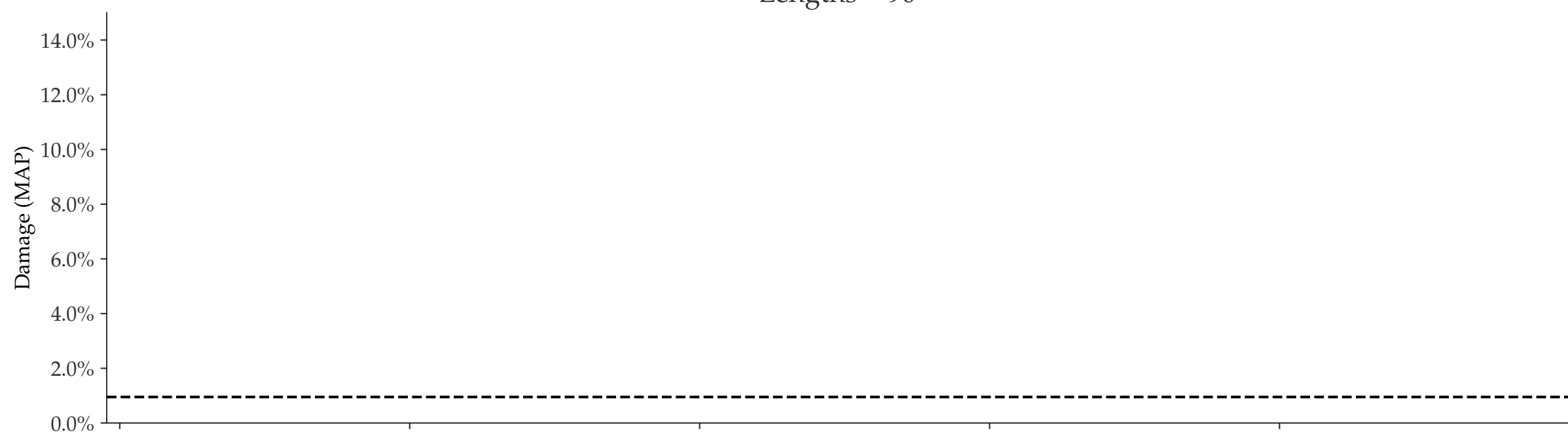
Lengths = 35



Lengths = 60



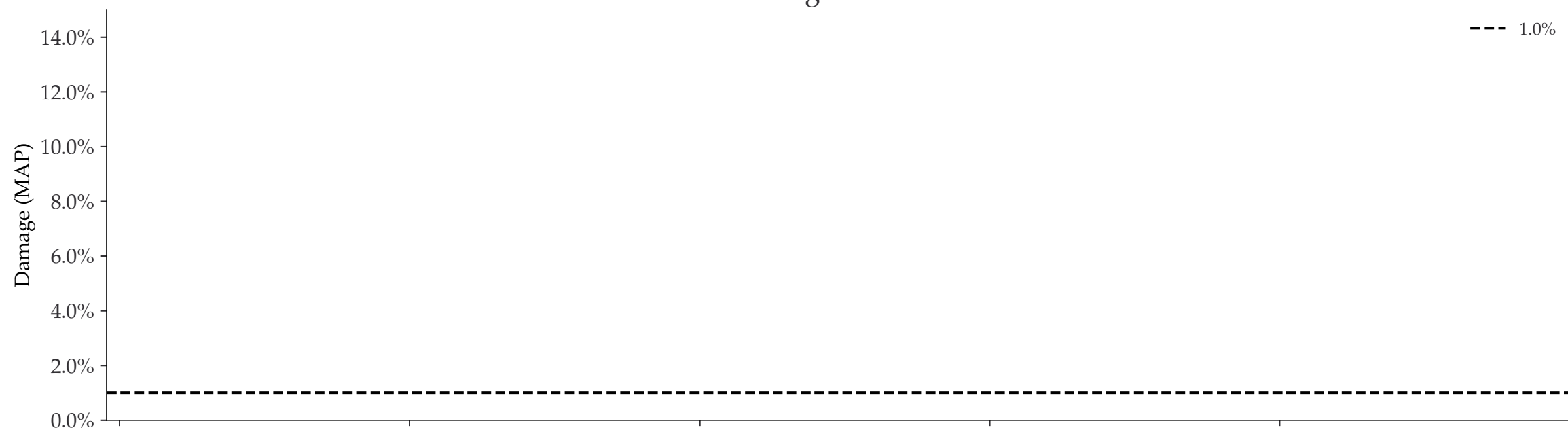
Lengths = 90



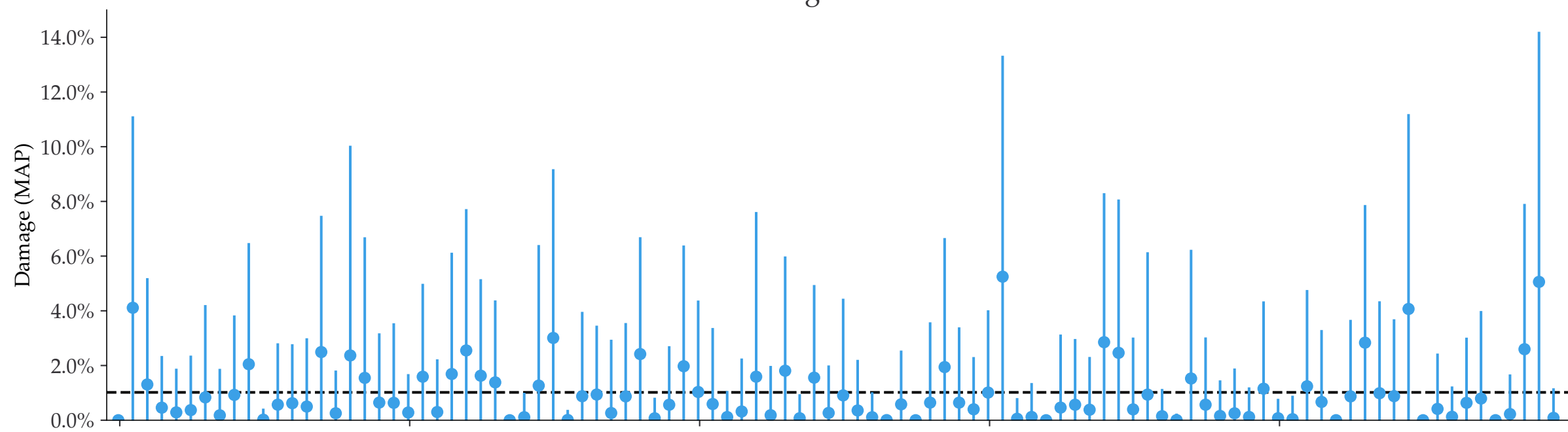
Iteration

Individual damages:
50 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

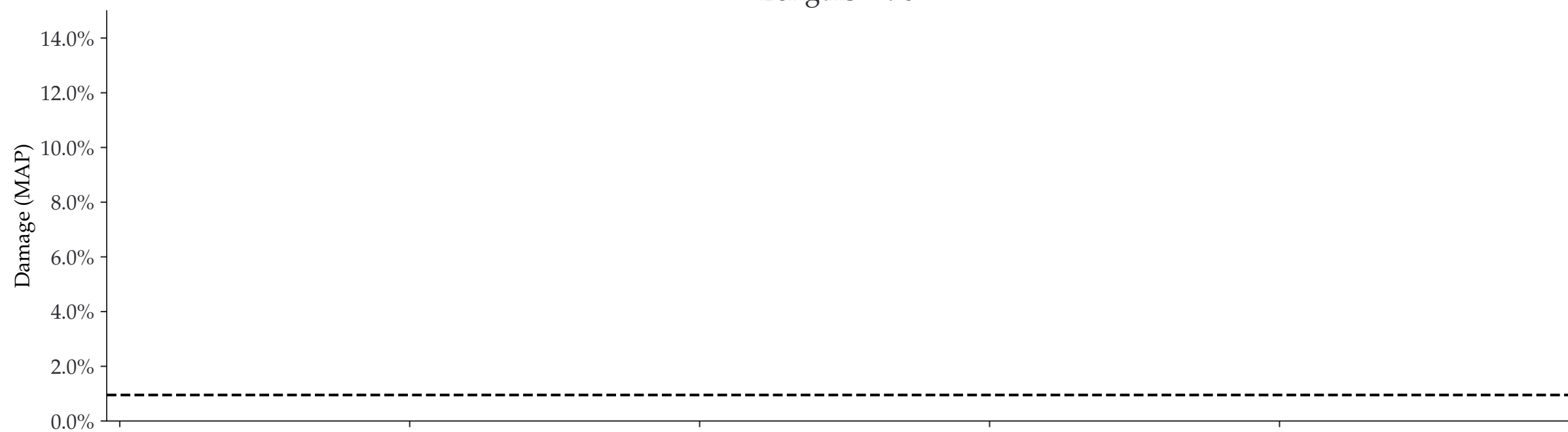
Lengths = 35



Lengths = 60



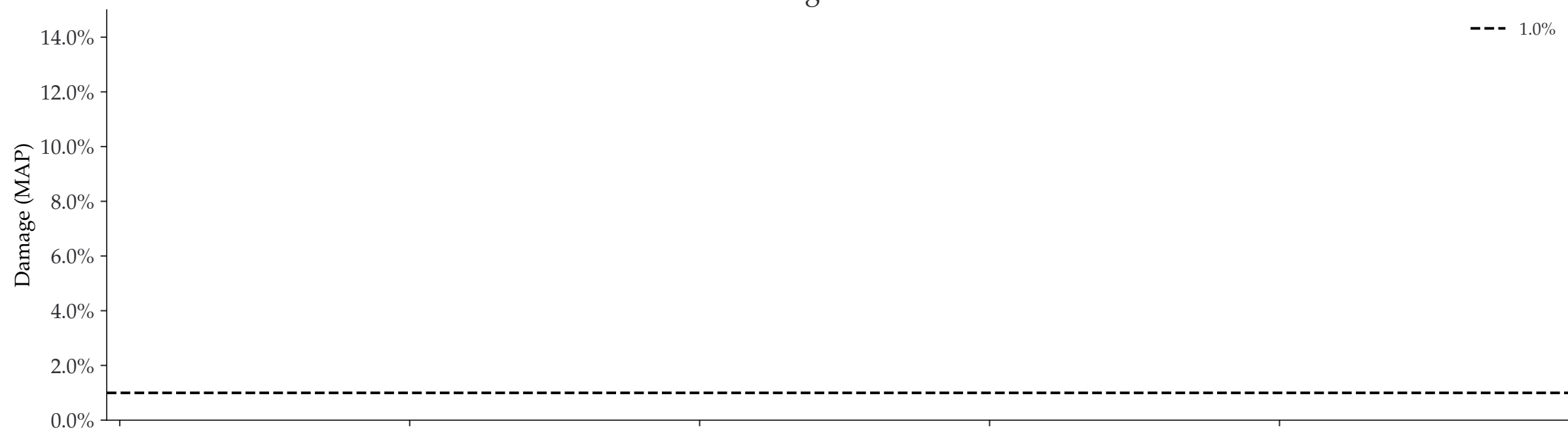
Lengths = 90



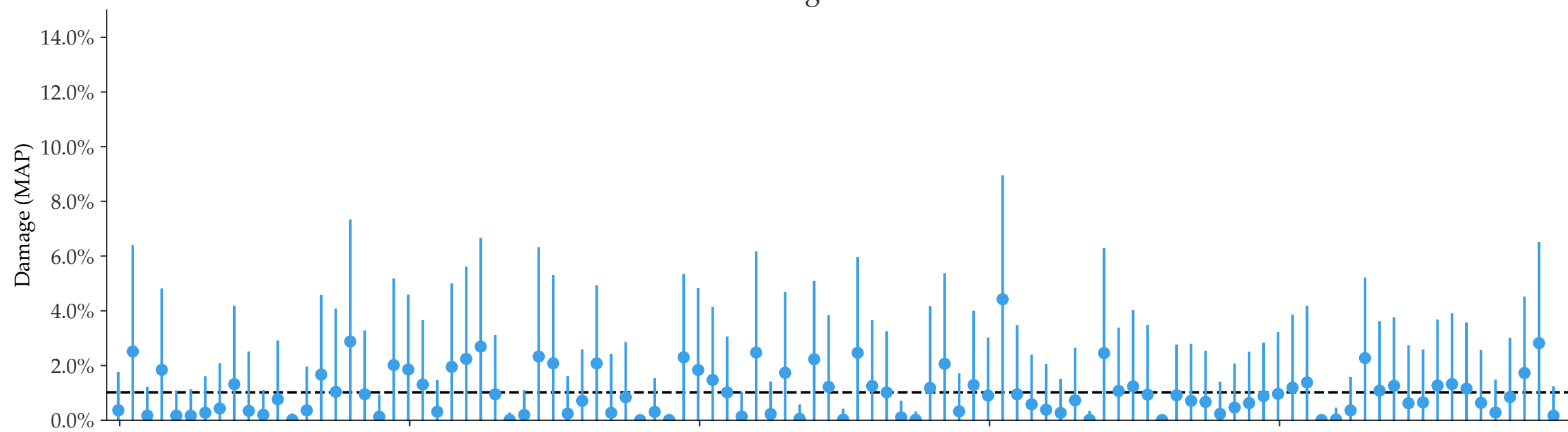
Iteration

Individual damages:
100 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

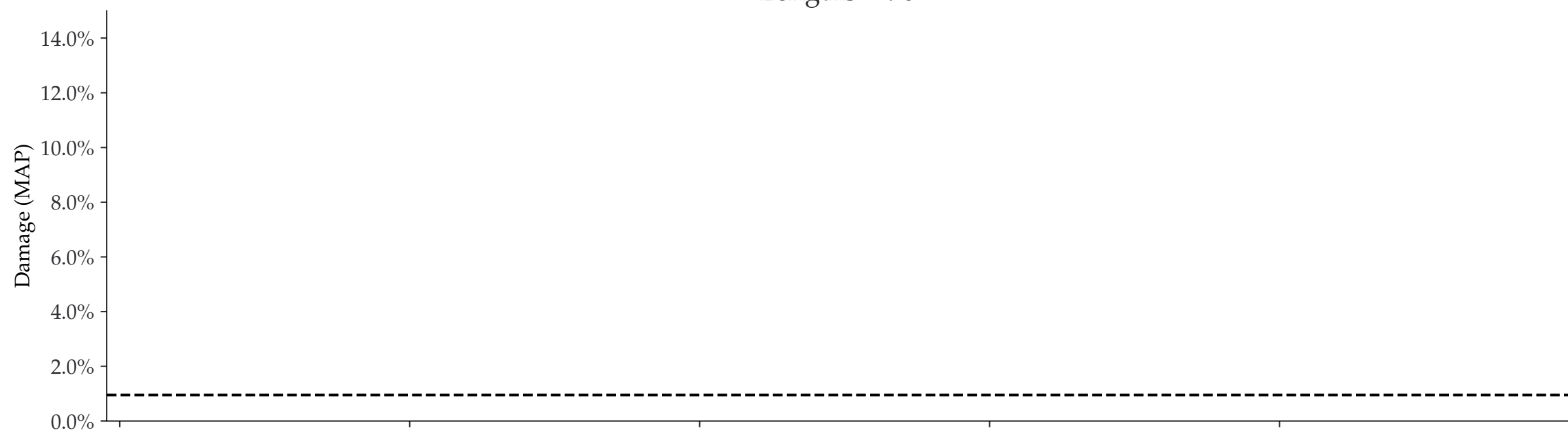
Lengths = 35



Lengths = 60



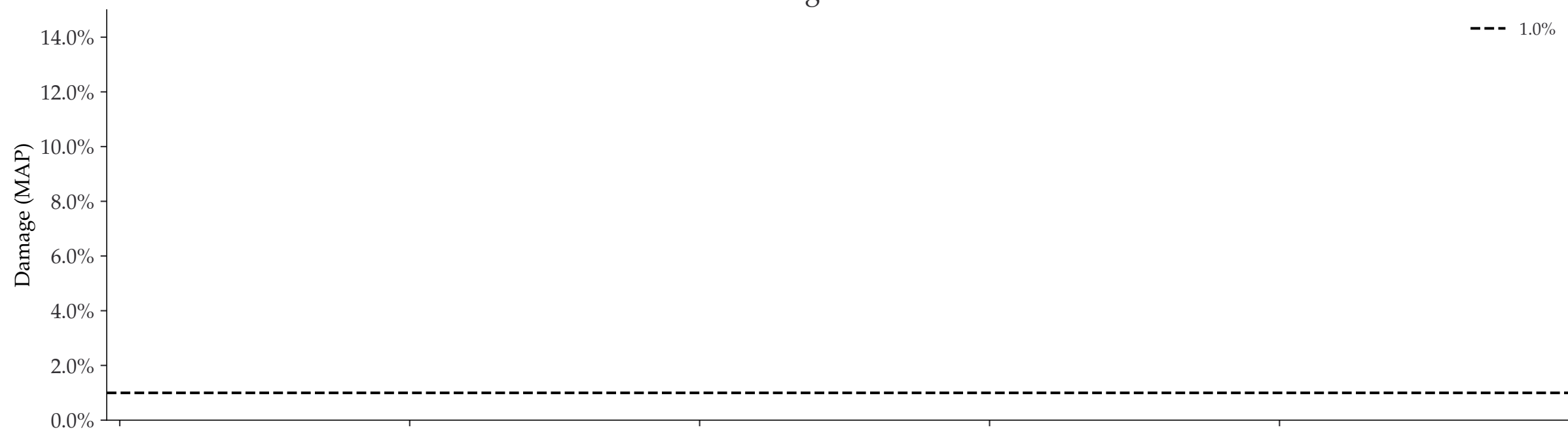
Lengths = 90



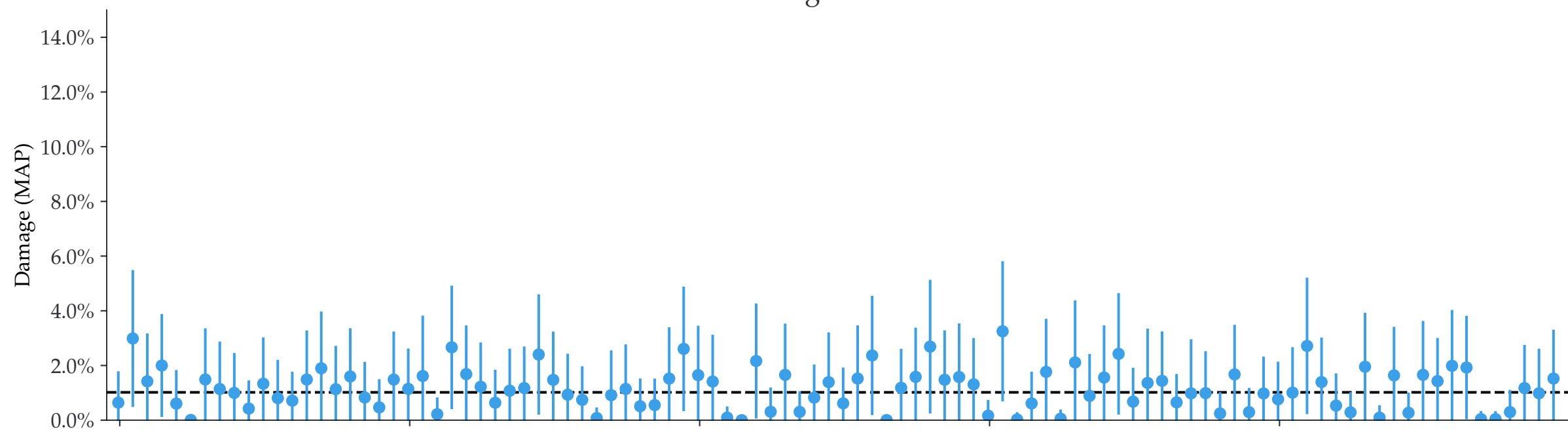
Iteration

Individual damages:
250 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

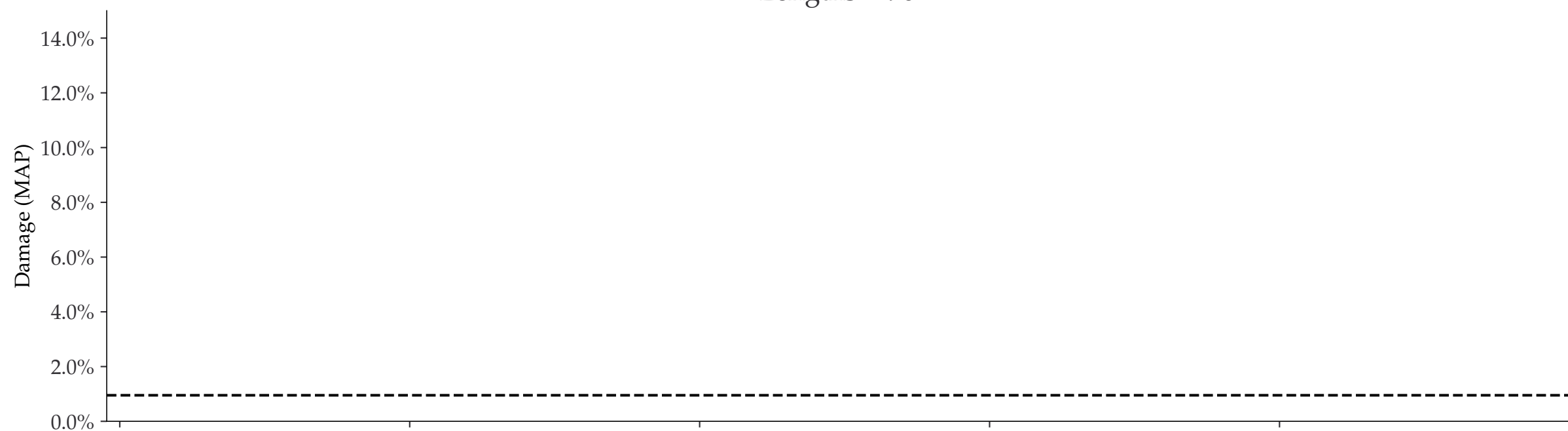
Lengths = 35



Lengths = 60



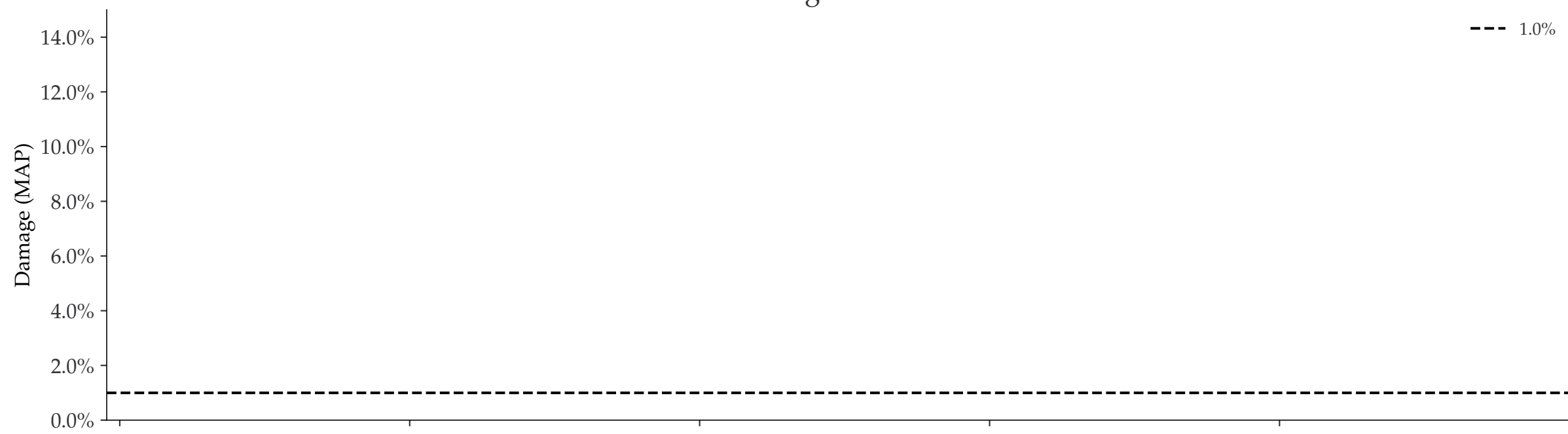
Lengths = 90



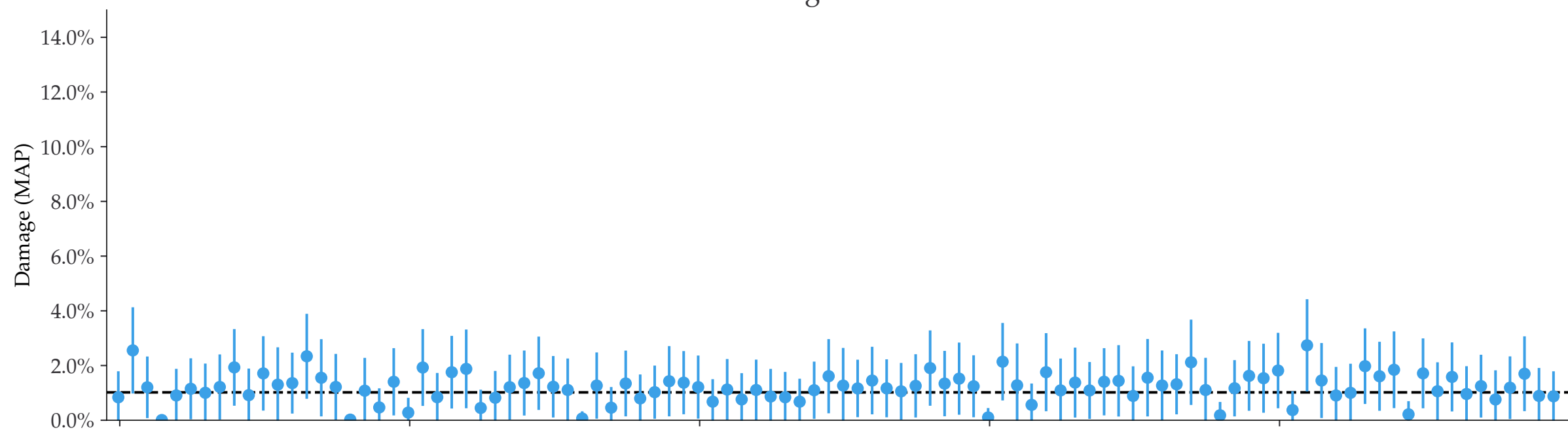
Iteration

Individual damages:
500 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

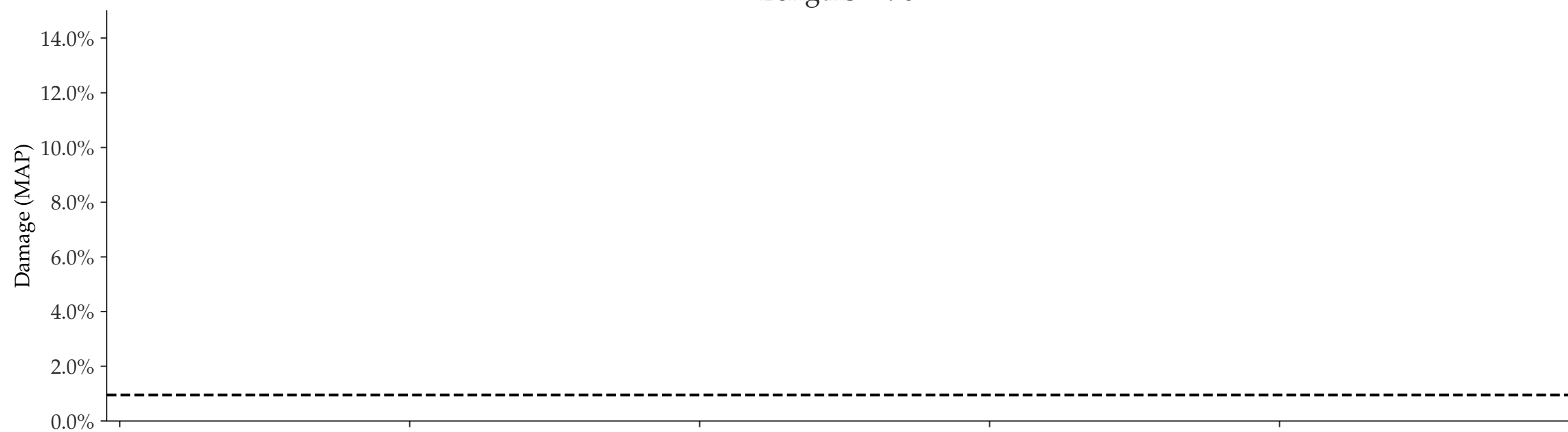
Lengths = 35



Lengths = 60

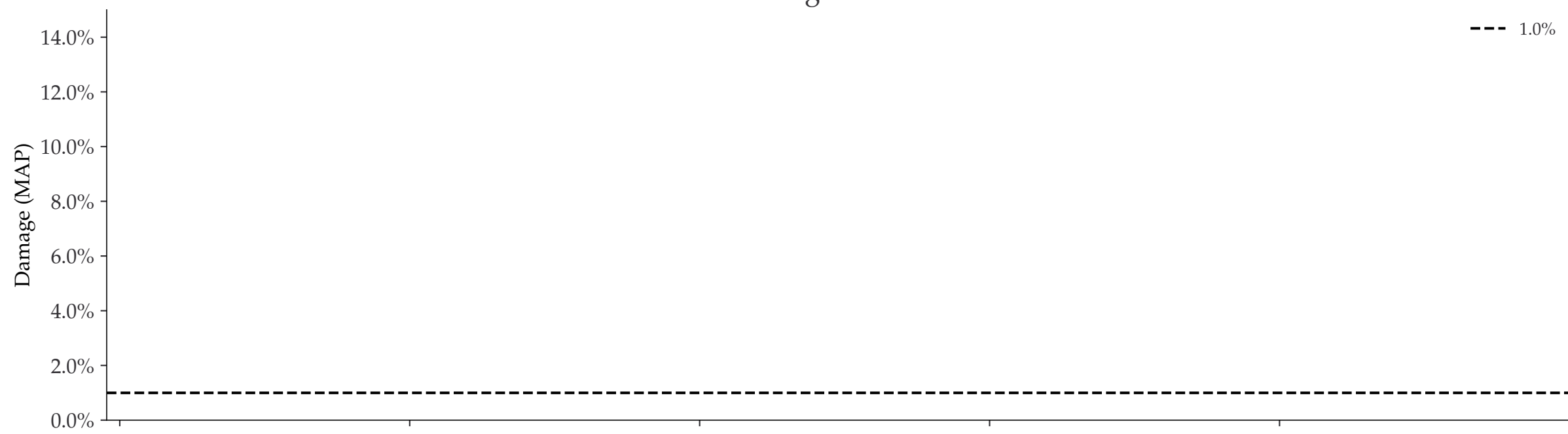


Lengths = 90

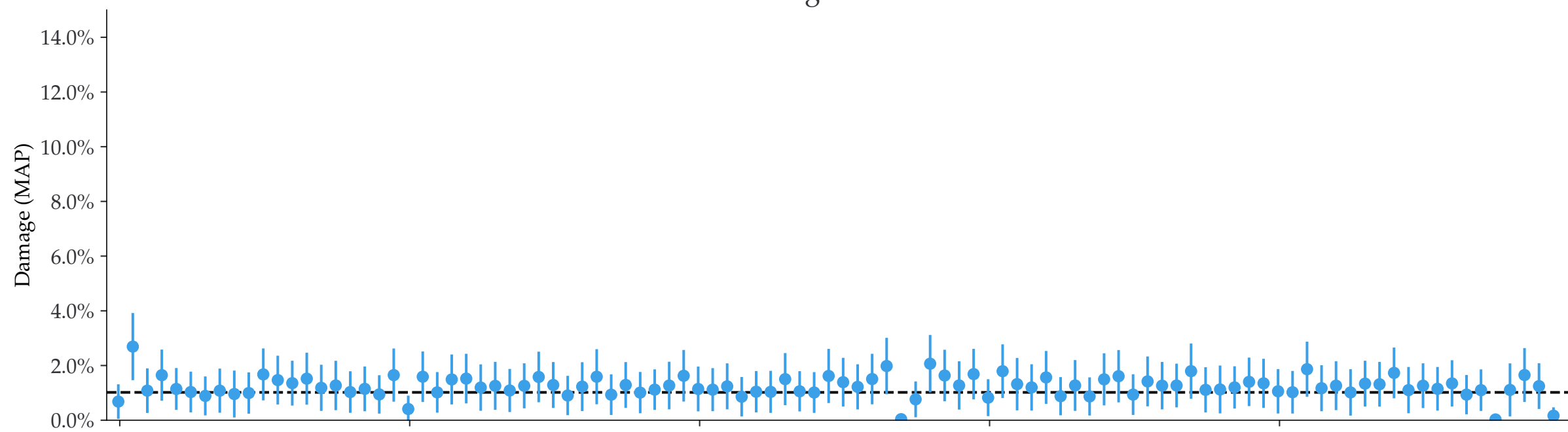


Individual damages:
1000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

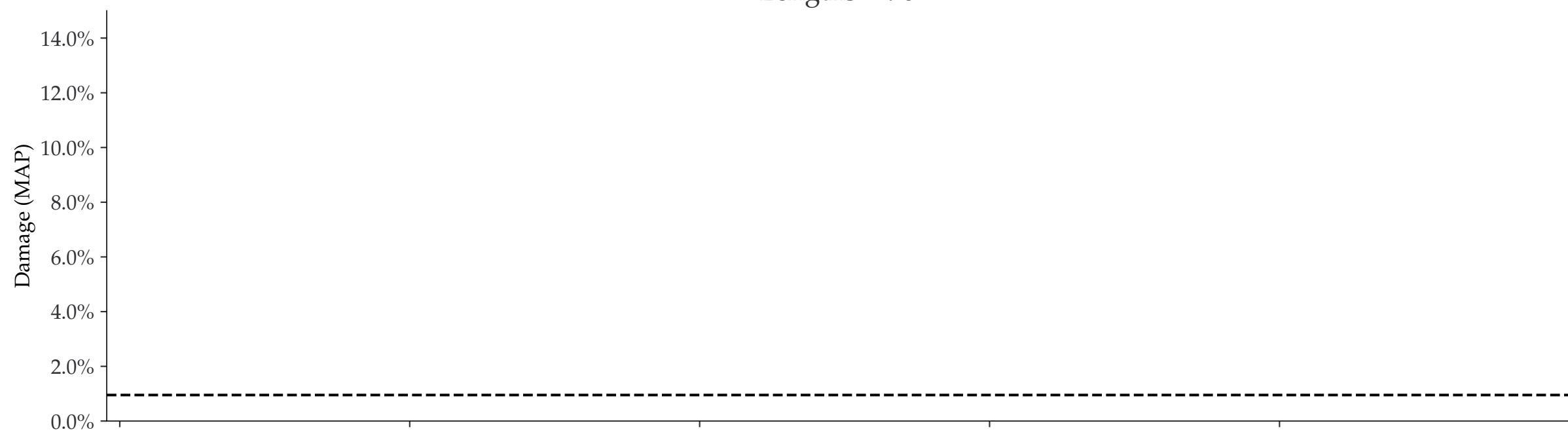
Lengths = 35



Lengths = 60

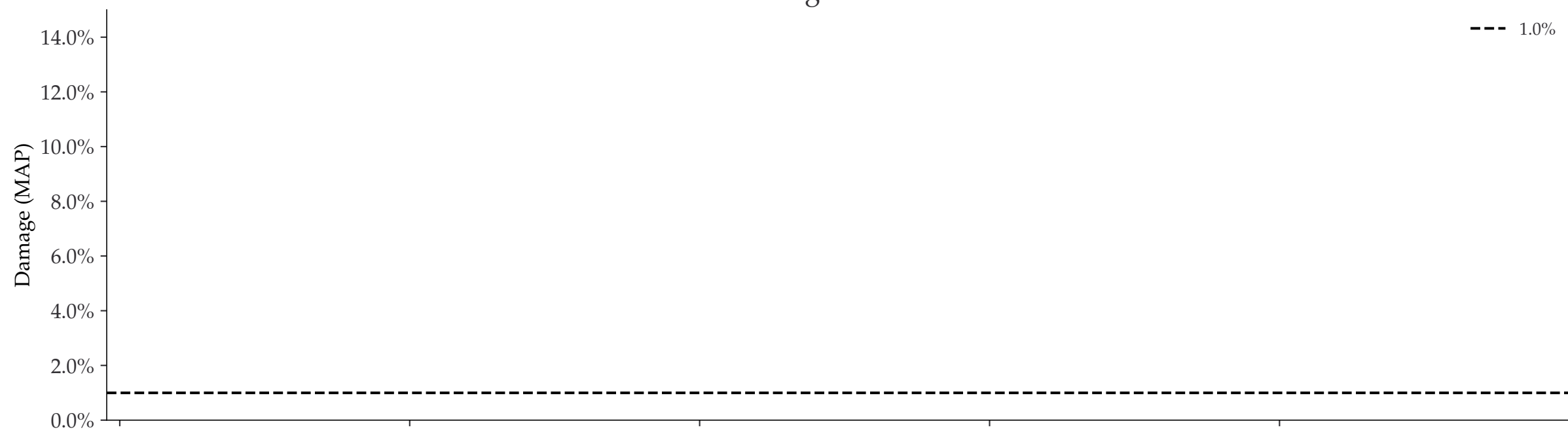


Lengths = 90

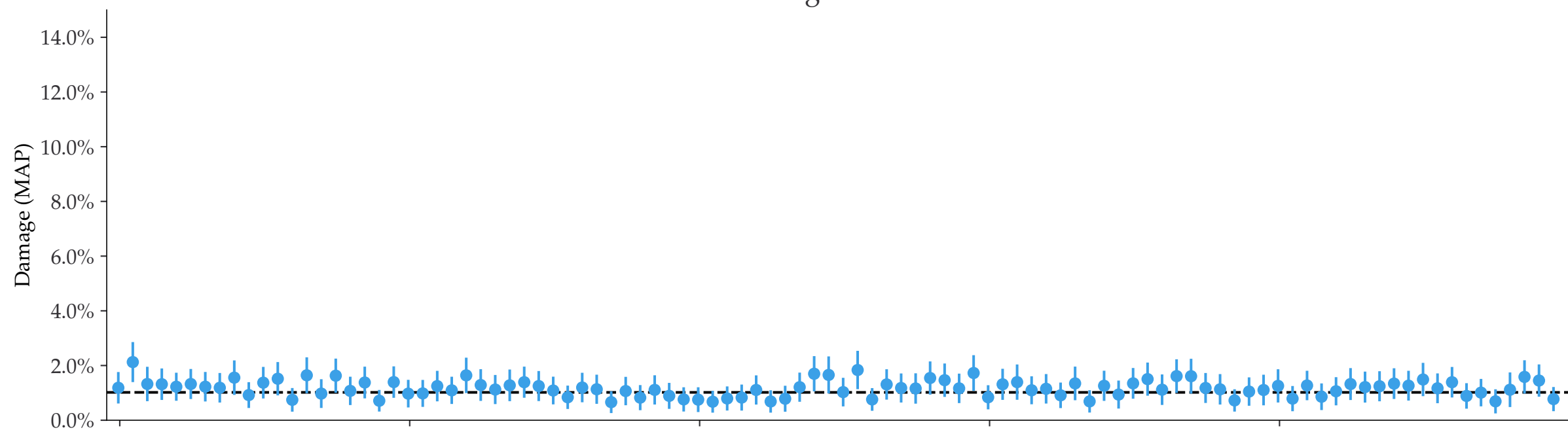


Individual damages:
2500 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

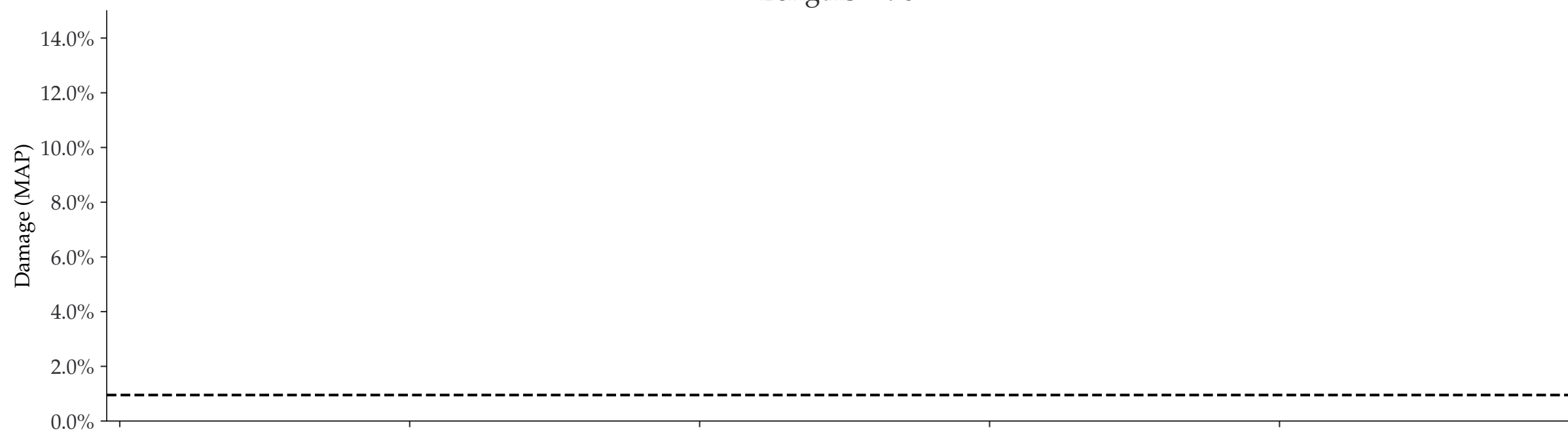
Lengths = 35



Lengths = 60

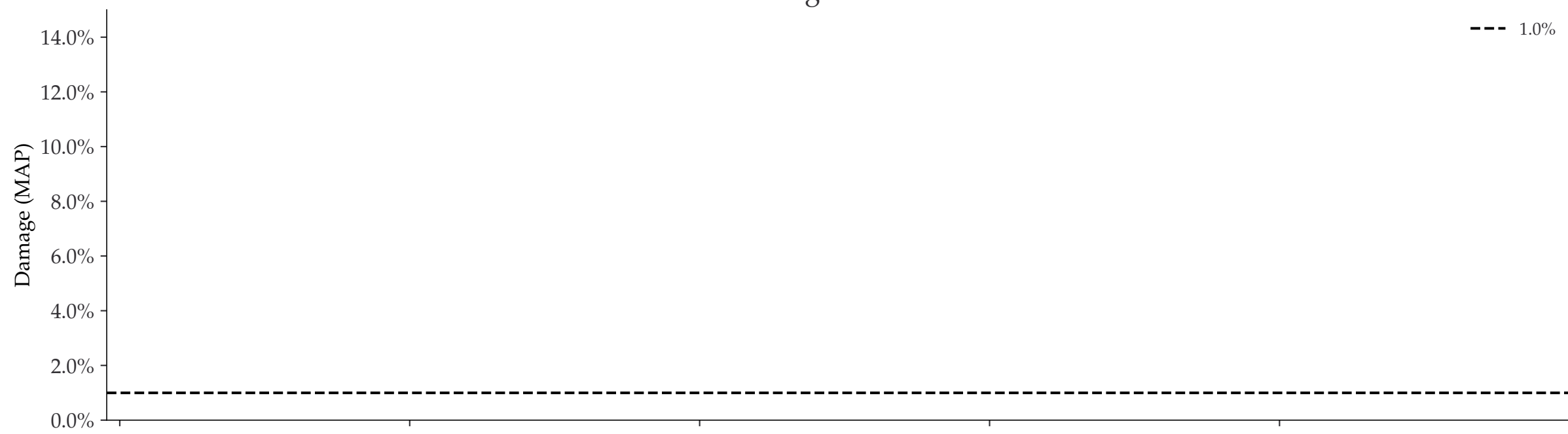


Lengths = 90

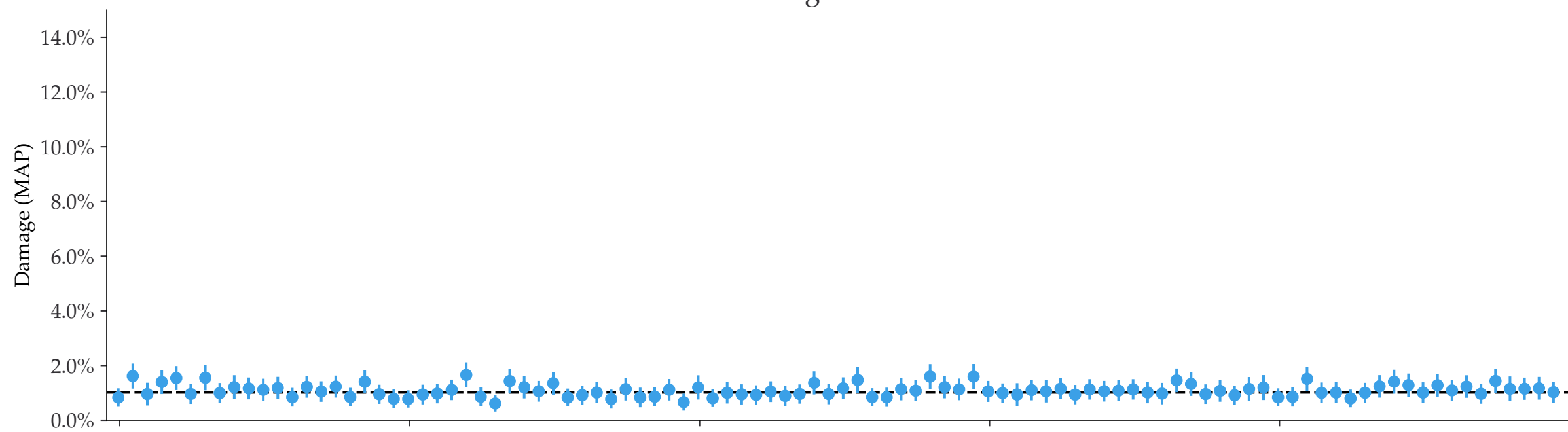


Individual damages:
5000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

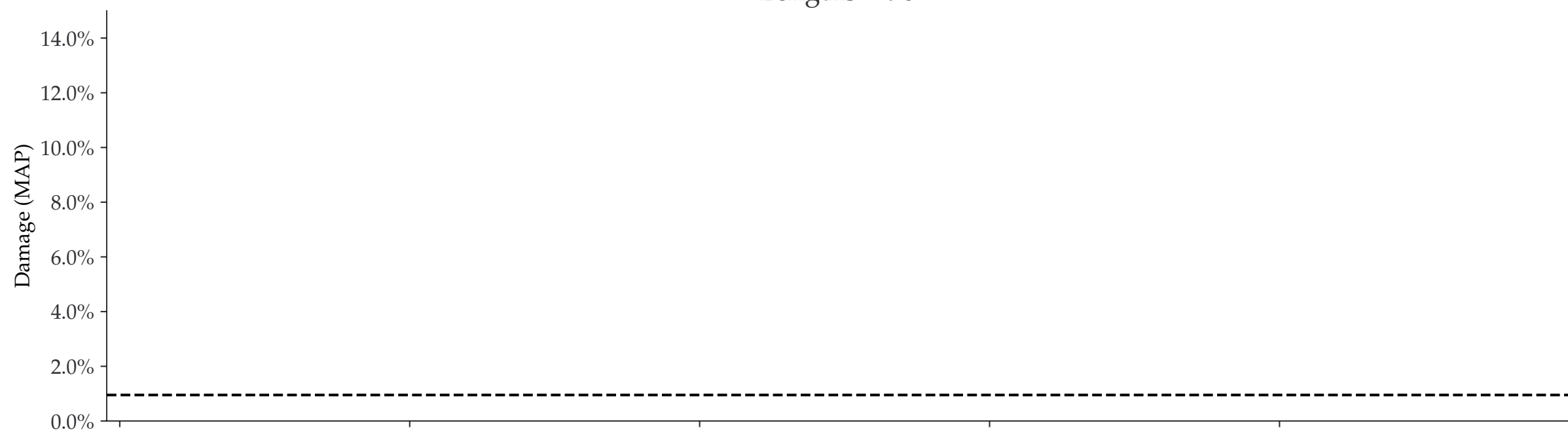
Lengths = 35



Lengths = 60



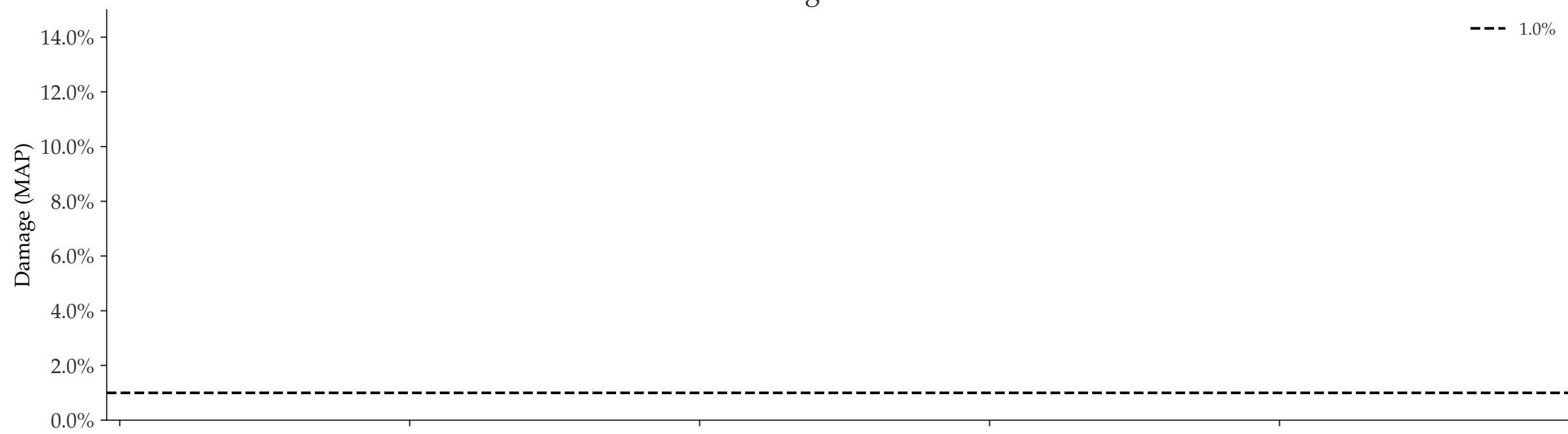
Lengths = 90



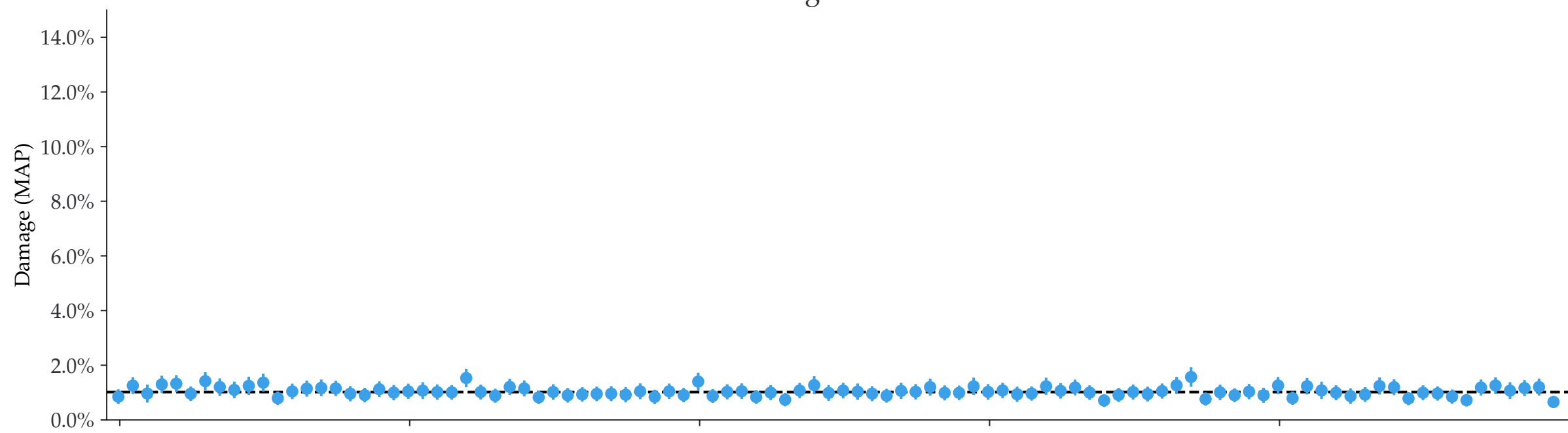
Iteration

Individual damages:
10000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

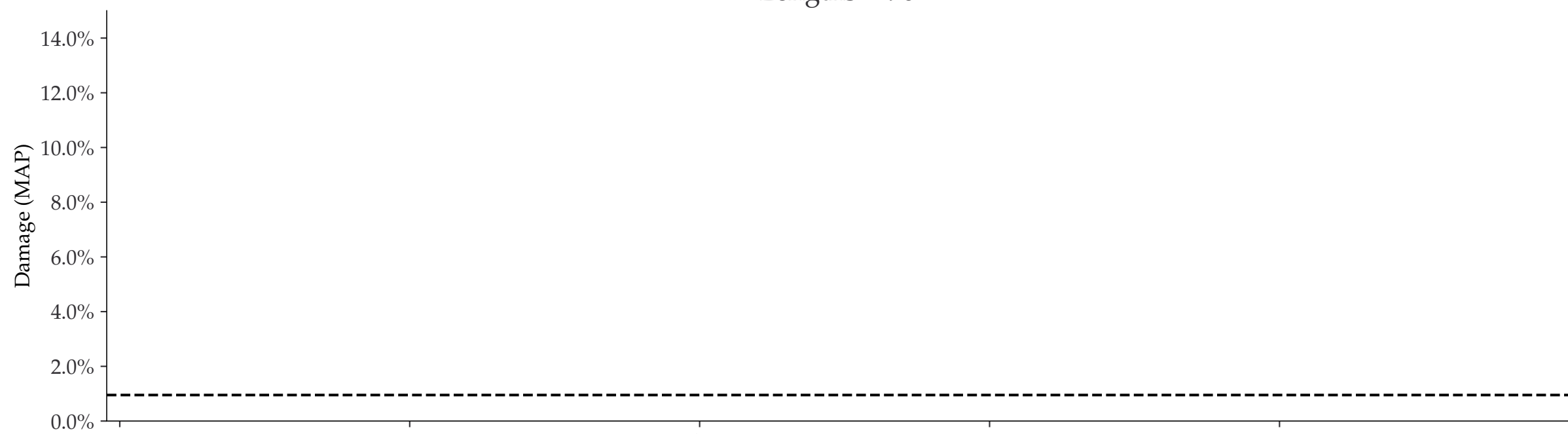
Lengths = 35



Lengths = 60

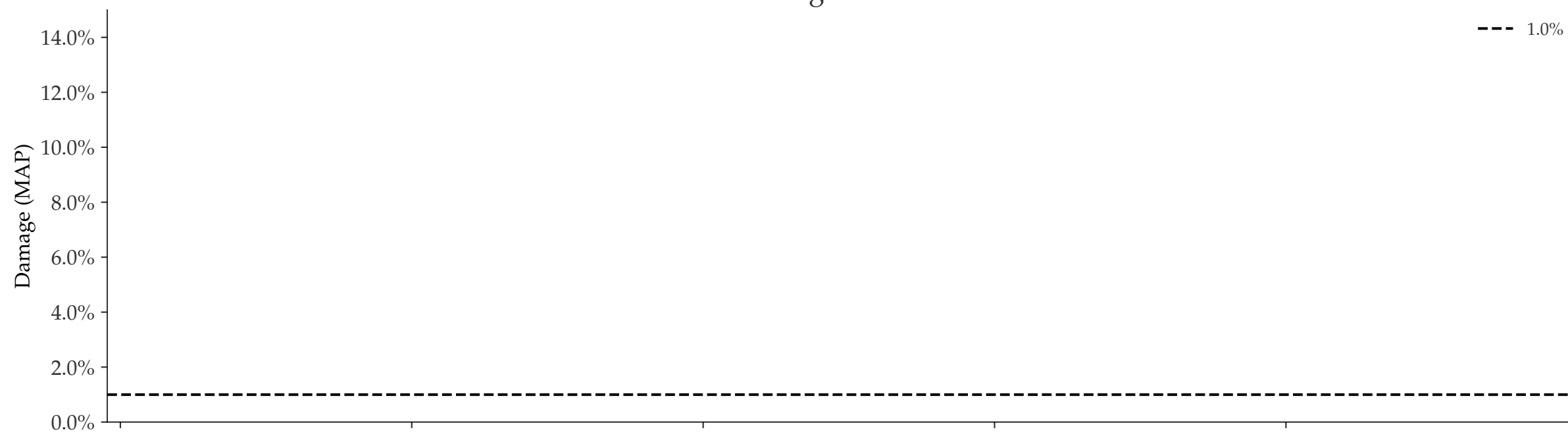


Lengths = 90

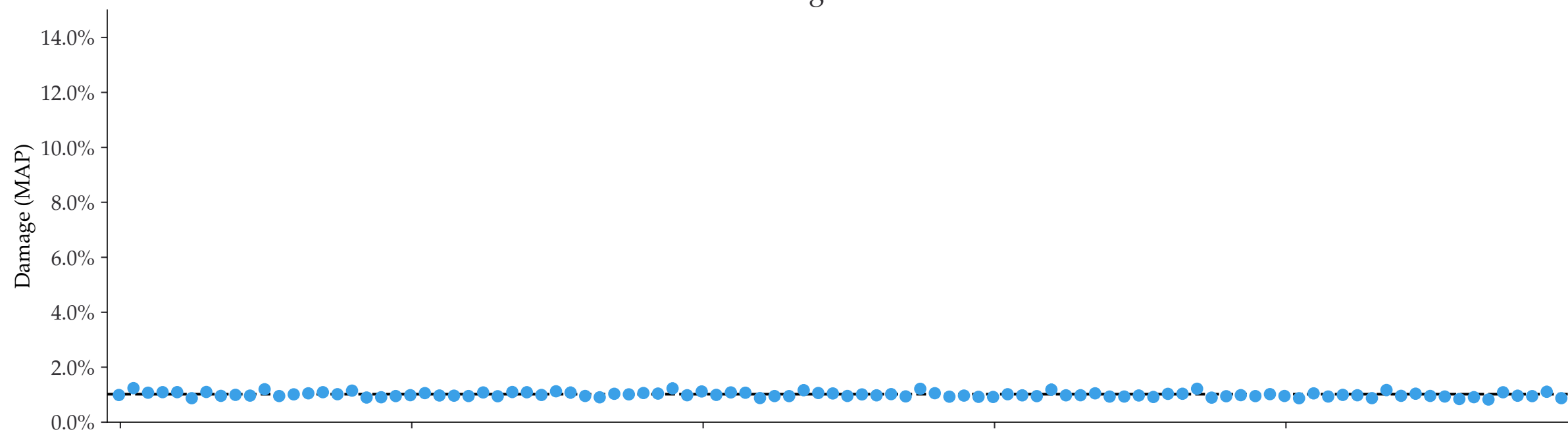


Individual damages:
25000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

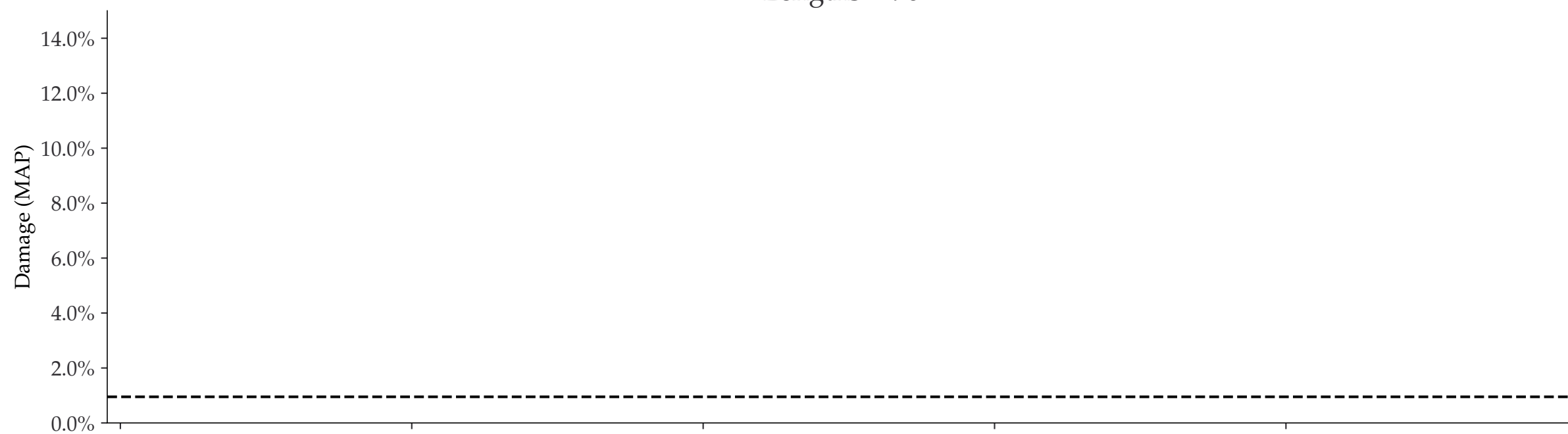
Lengths = 35



Lengths = 60

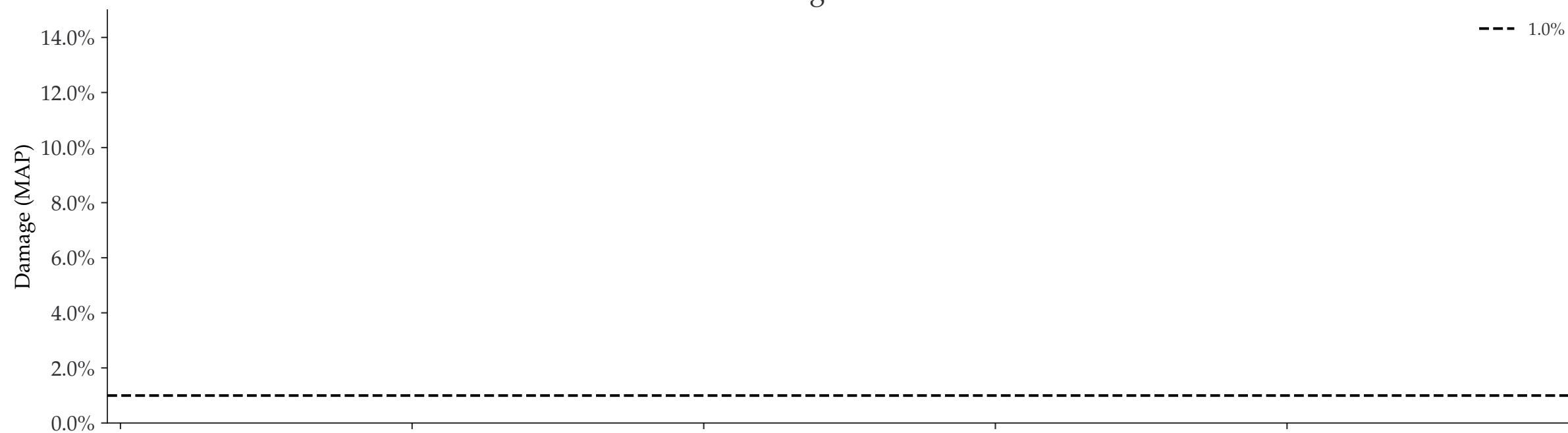


Lengths = 90

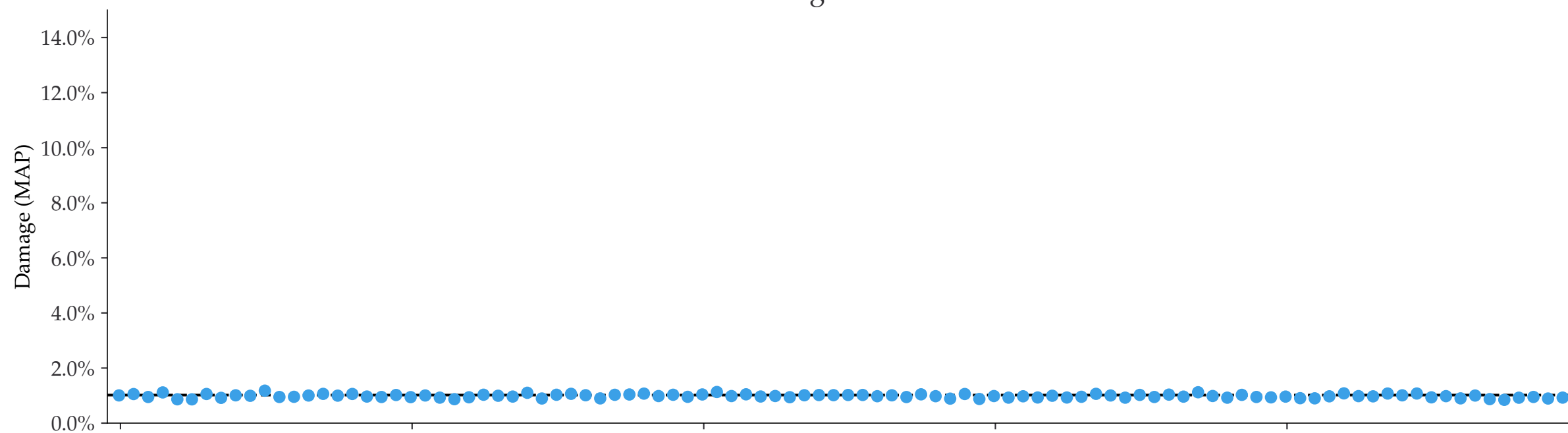


Individual damages:
50000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

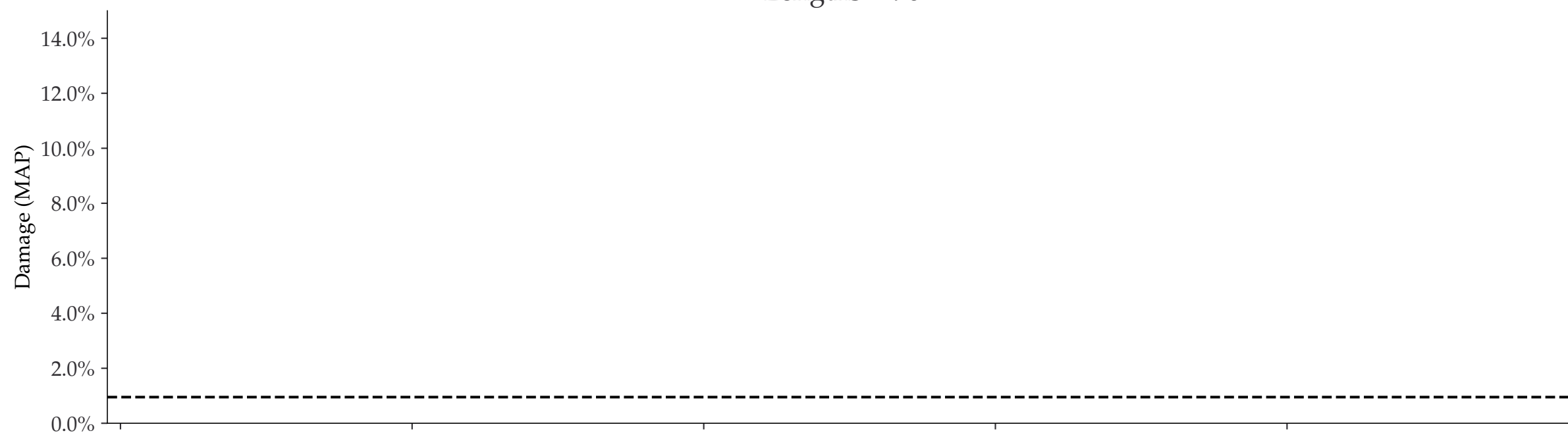
Lengths = 35



Lengths = 60



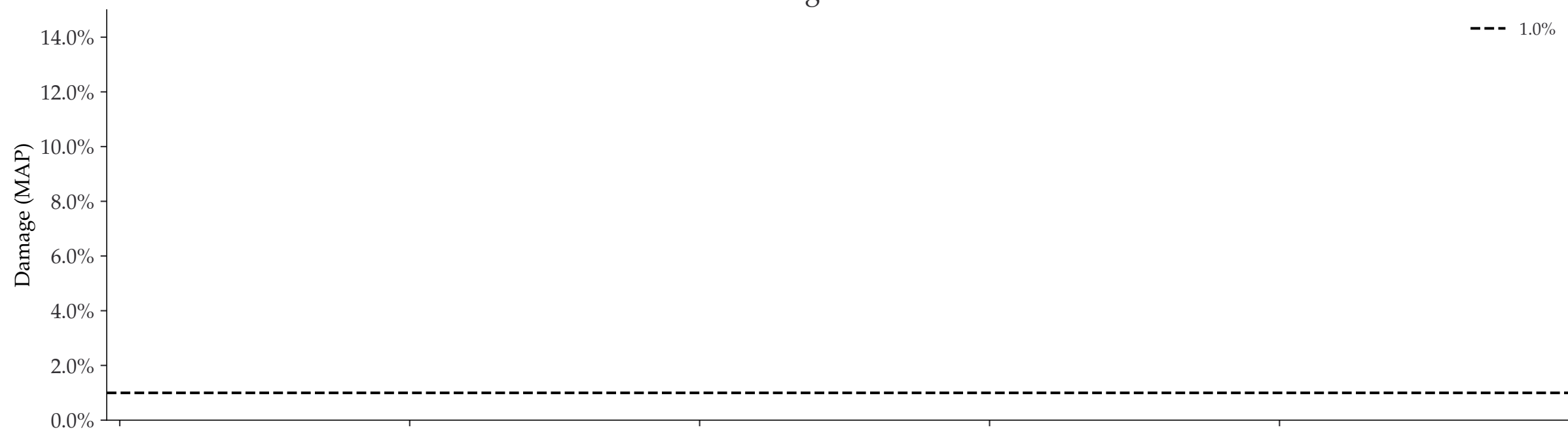
Lengths = 90



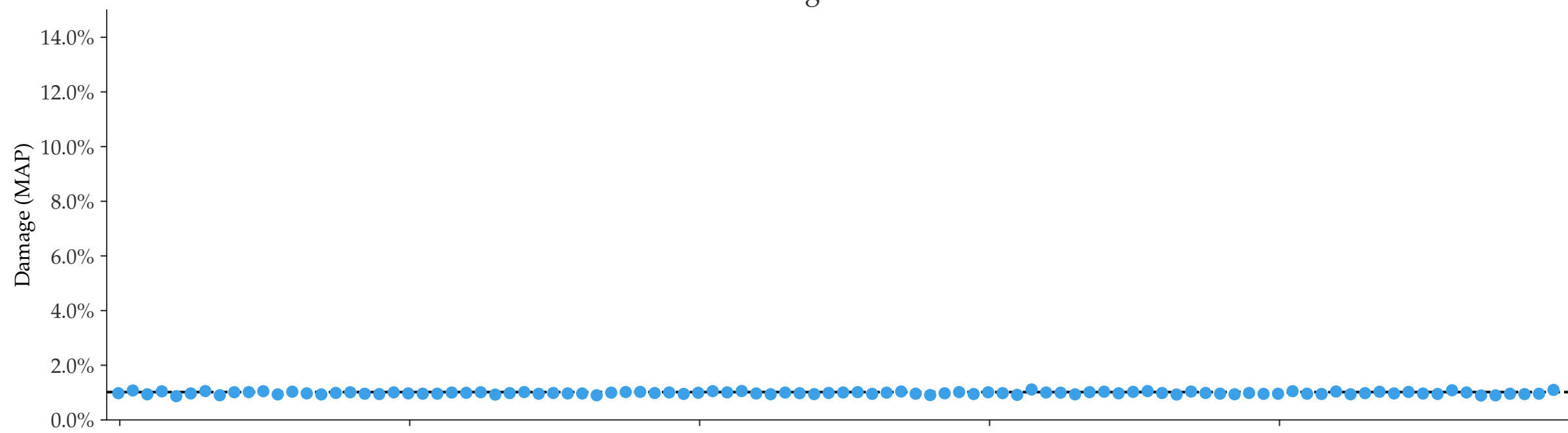
Iteration

Individual damages:
100000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%

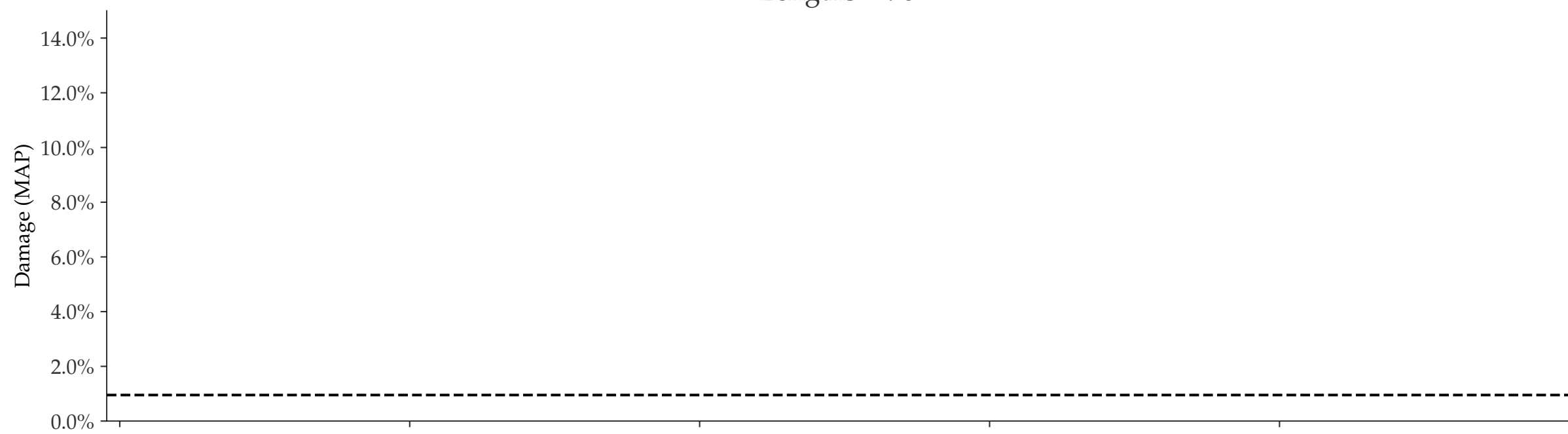
Lengths = 35



Lengths = 60

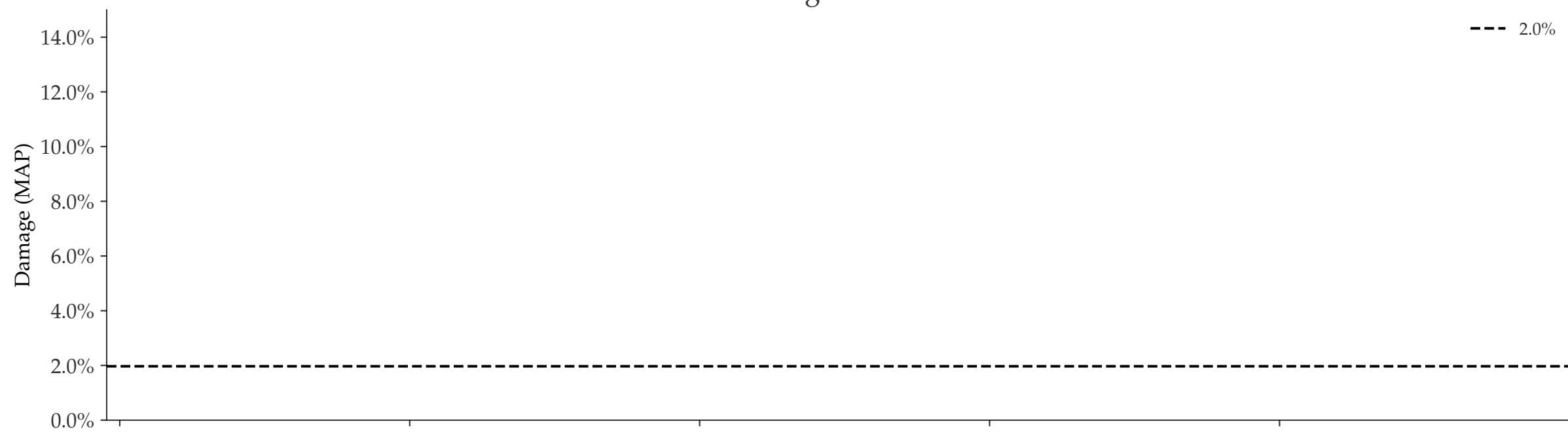


Lengths = 90

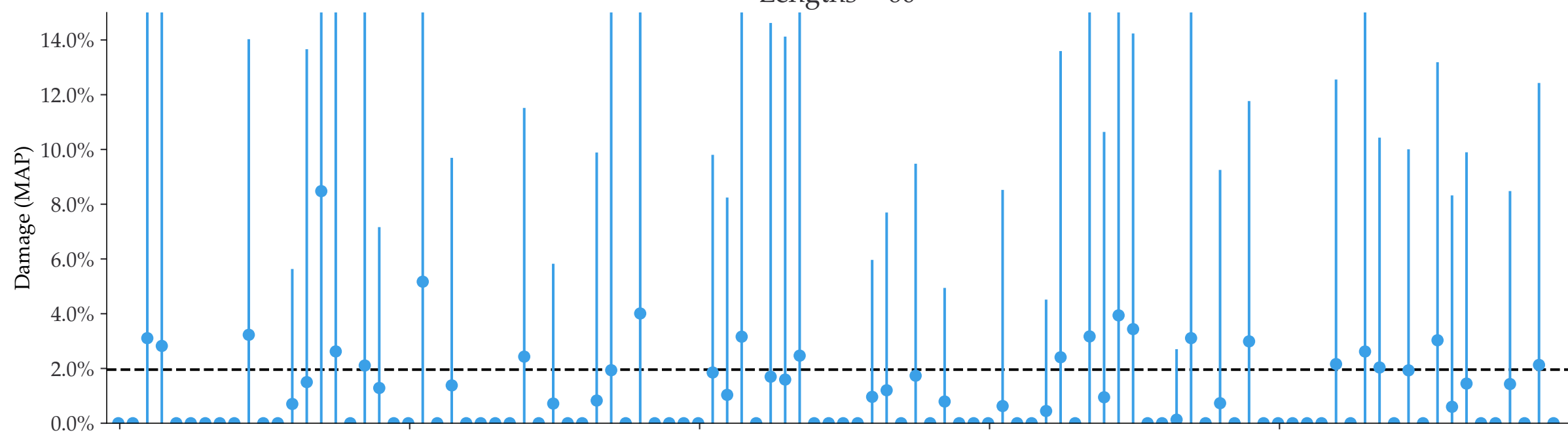


Individual damages:
10 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

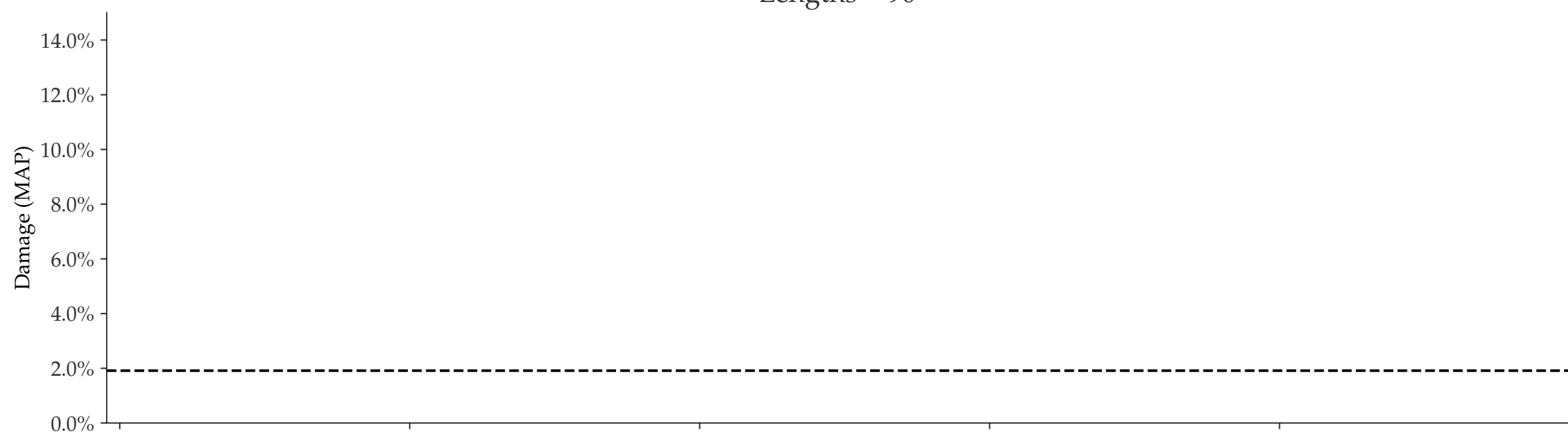
Lengths = 35



Lengths = 60



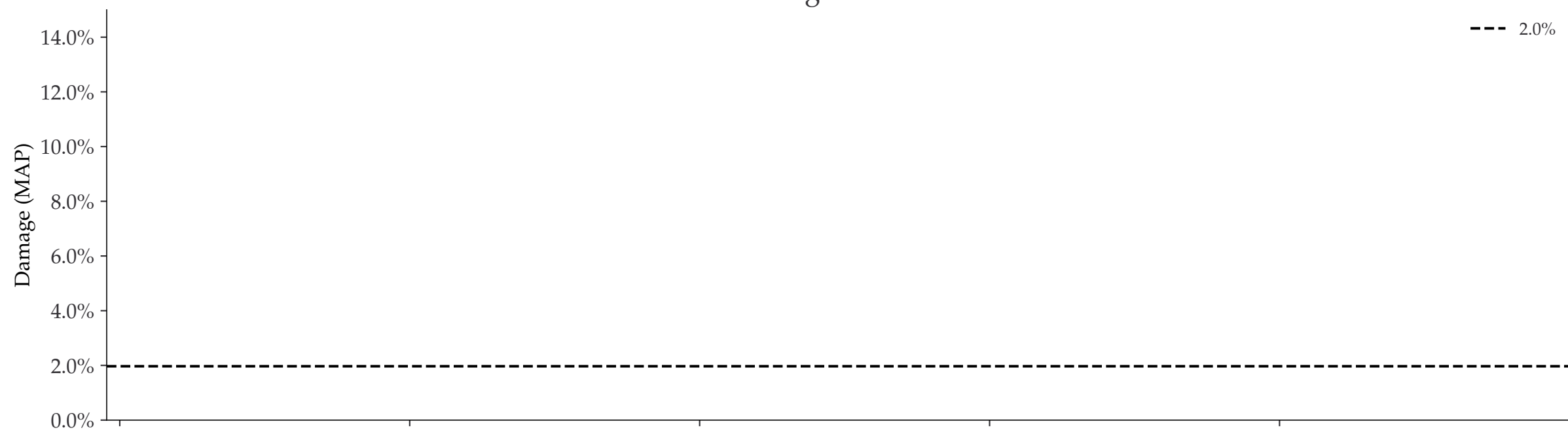
Lengths = 90



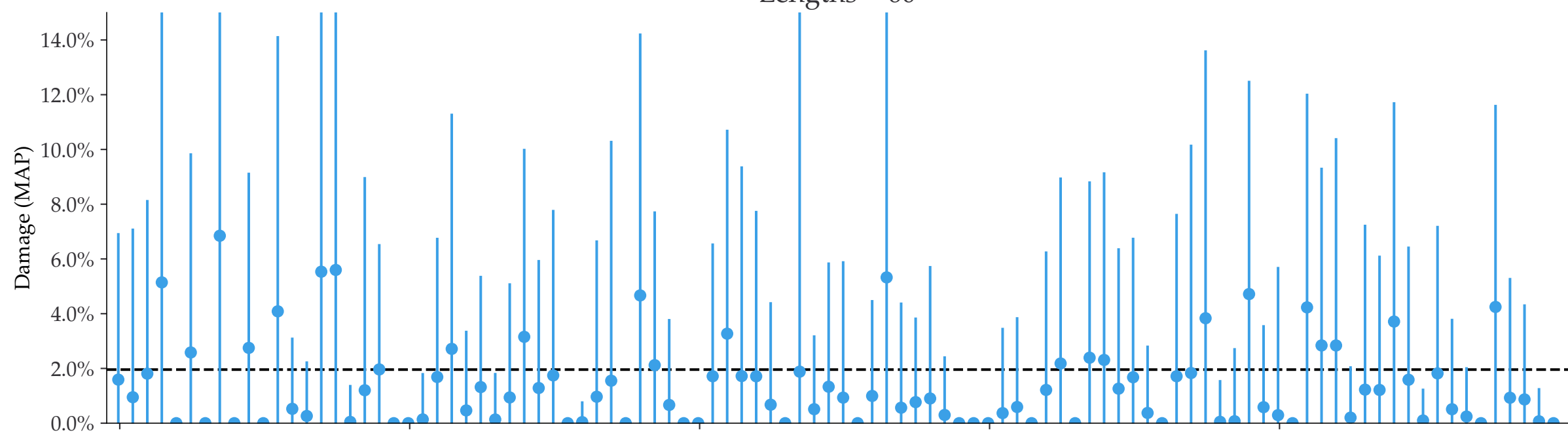
Iteration

Individual damages:
25 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

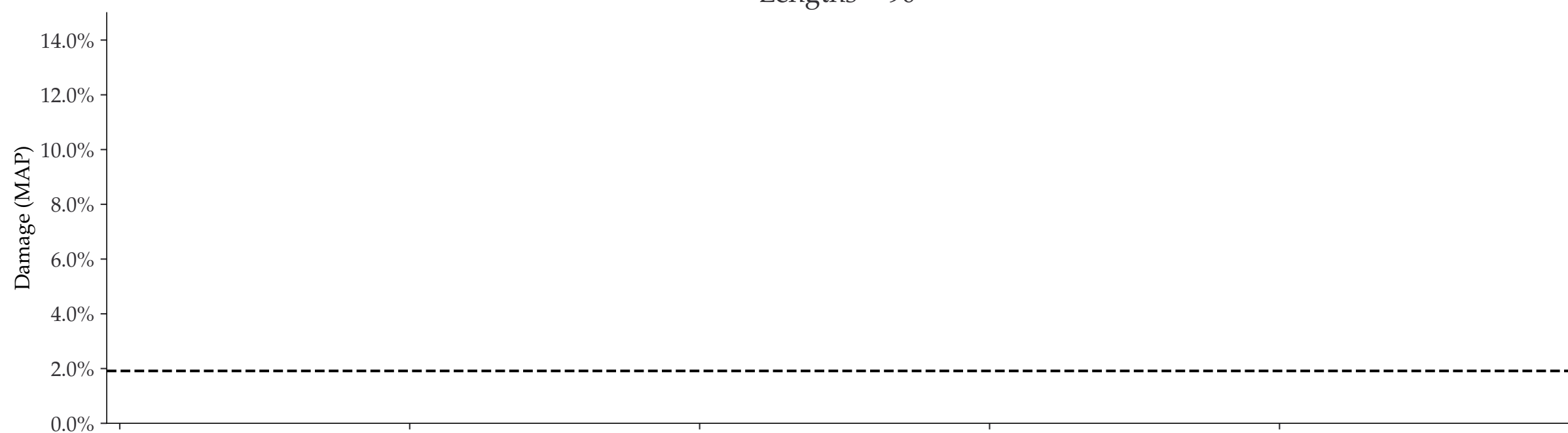
Lengths = 35



Lengths = 60



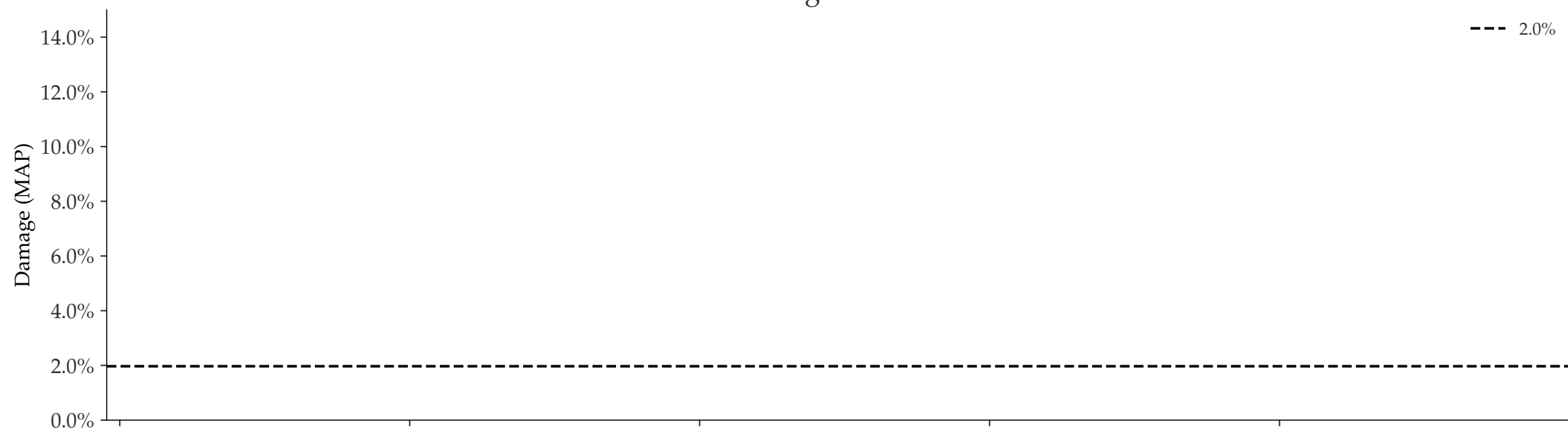
Lengths = 90



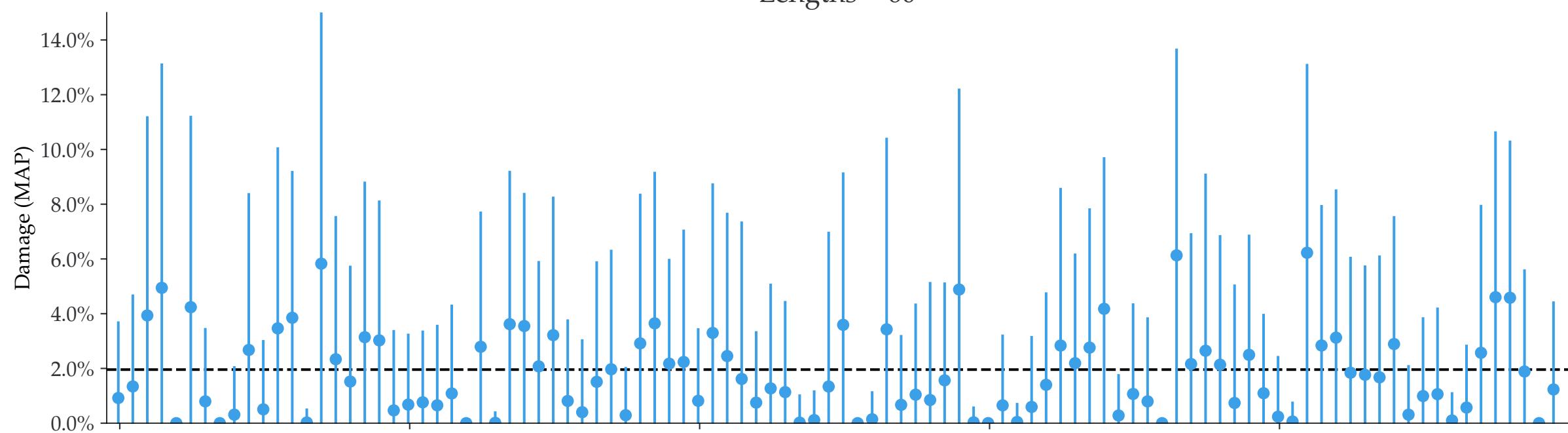
Iteration

Individual damages:
50 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

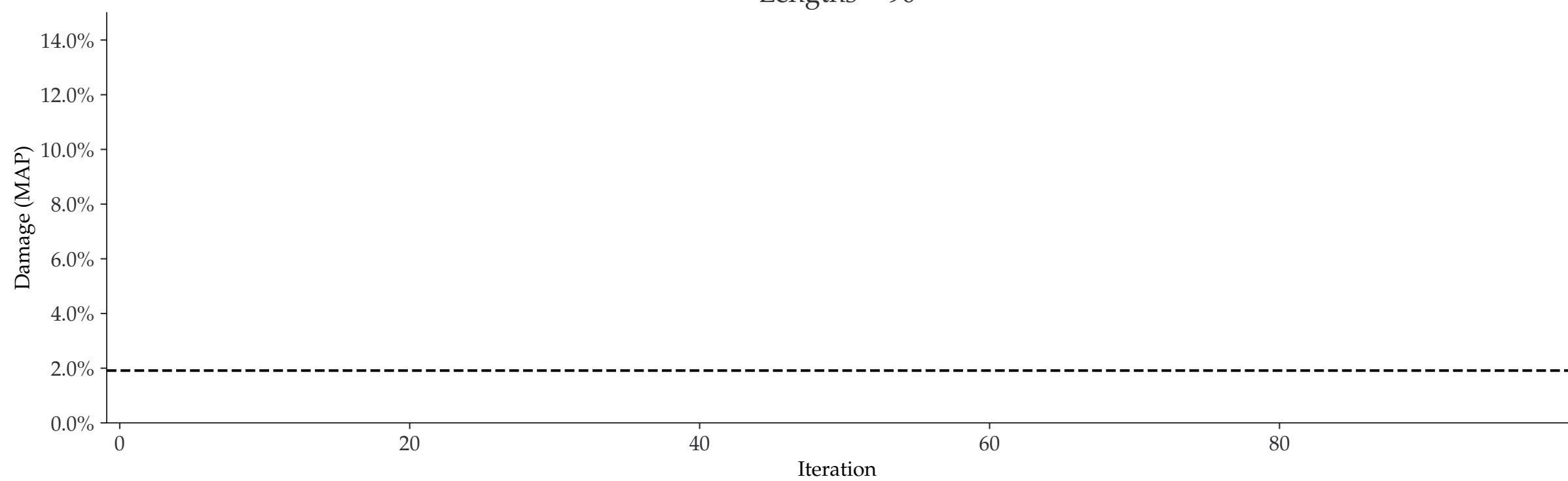
Lengths = 35



Lengths = 60

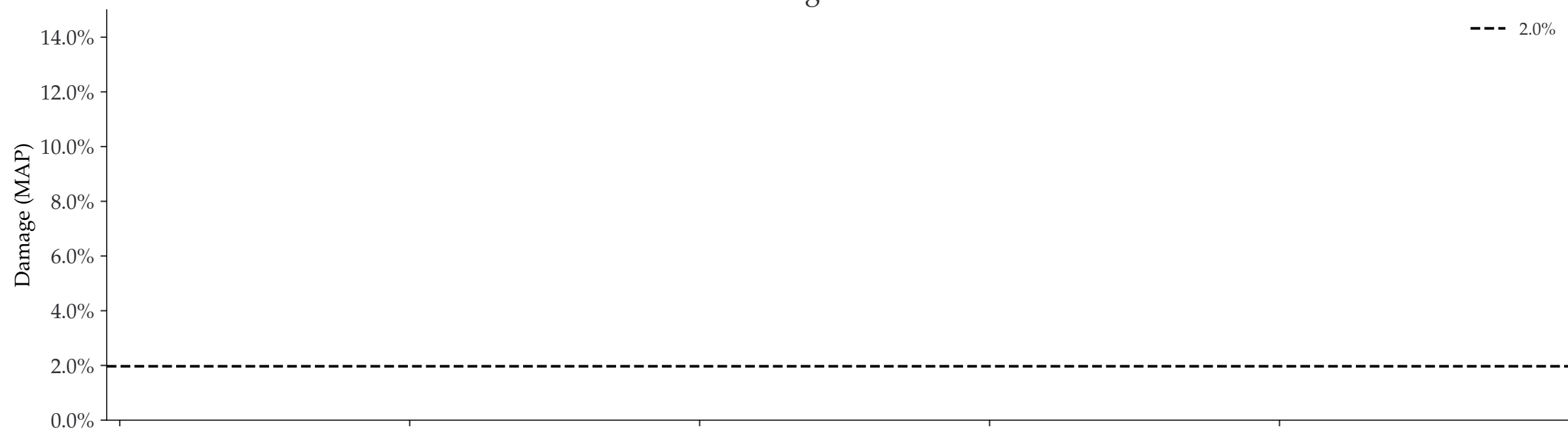


Lengths = 90

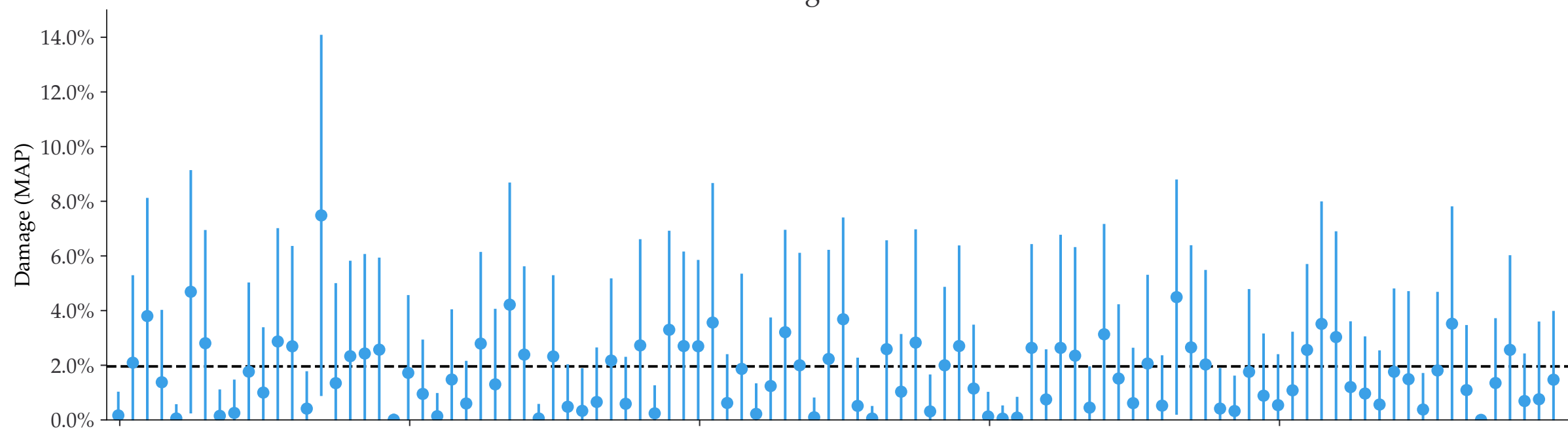


Individual damages:
100 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

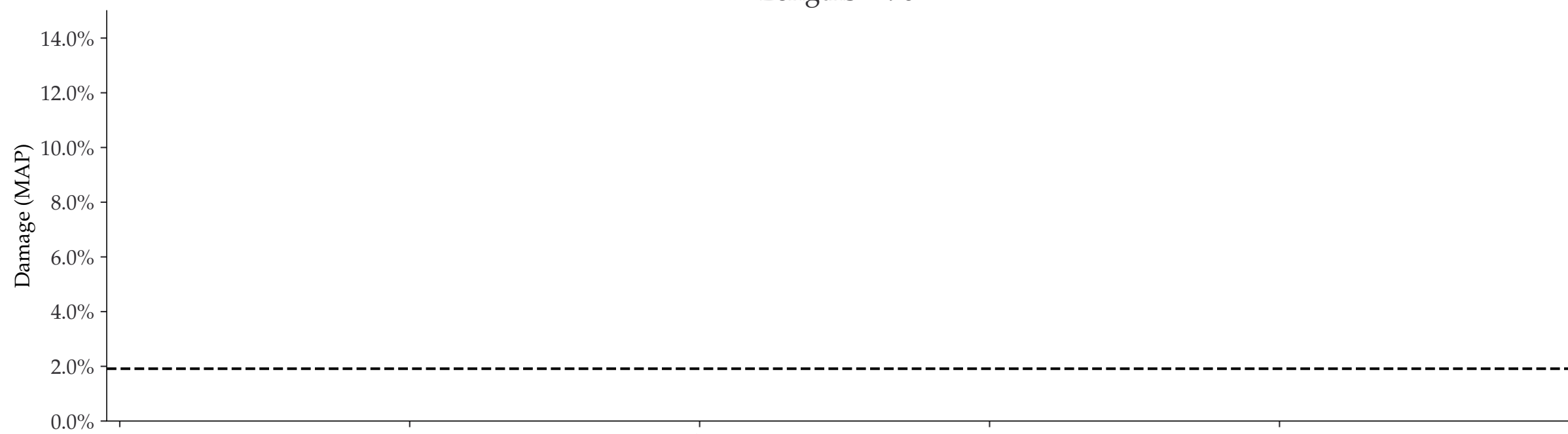
Lengths = 35



Lengths = 60



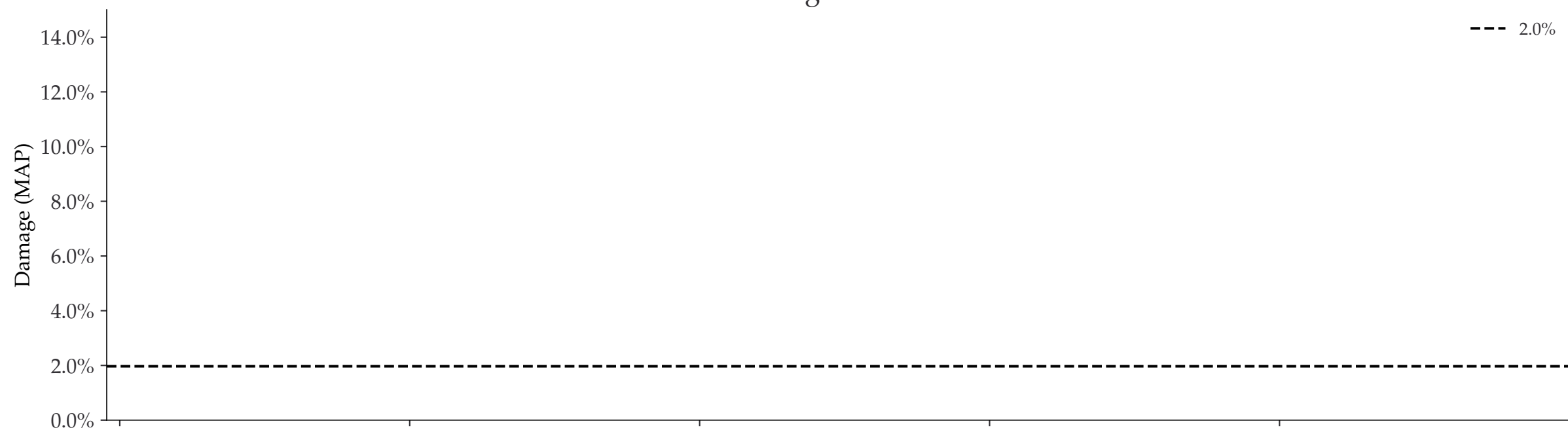
Lengths = 90



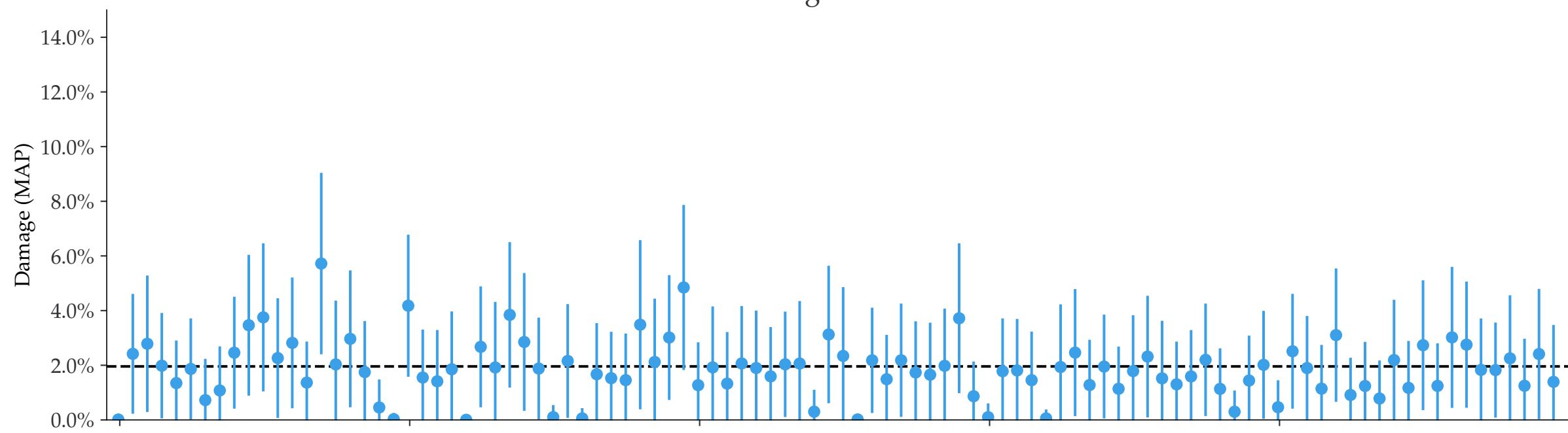
Iteration

Individual damages:
250 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

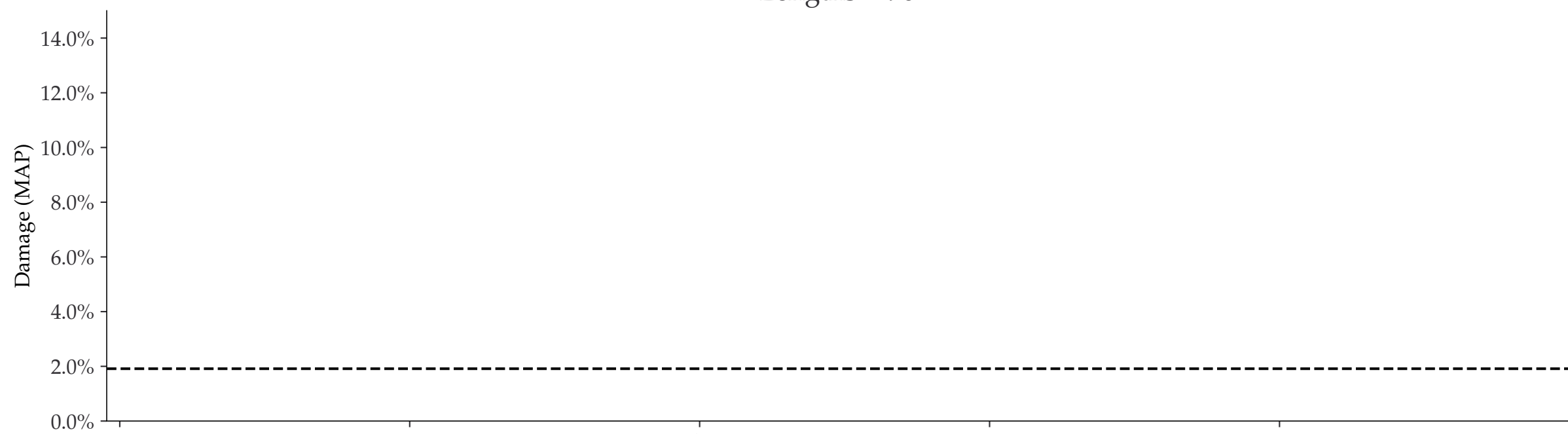
Lengths = 35



Lengths = 60



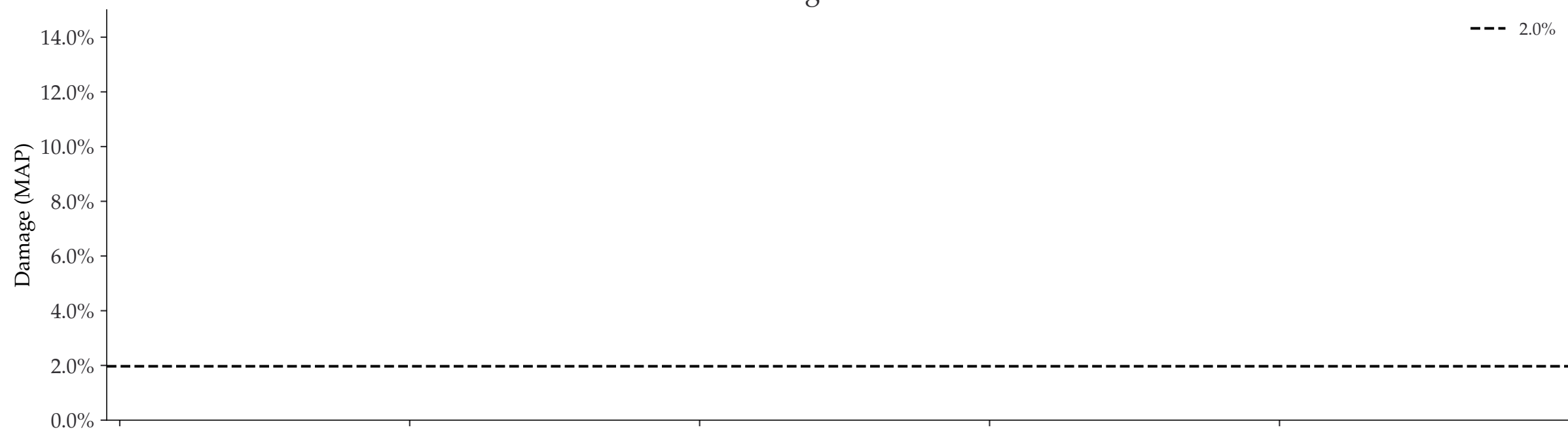
Lengths = 90



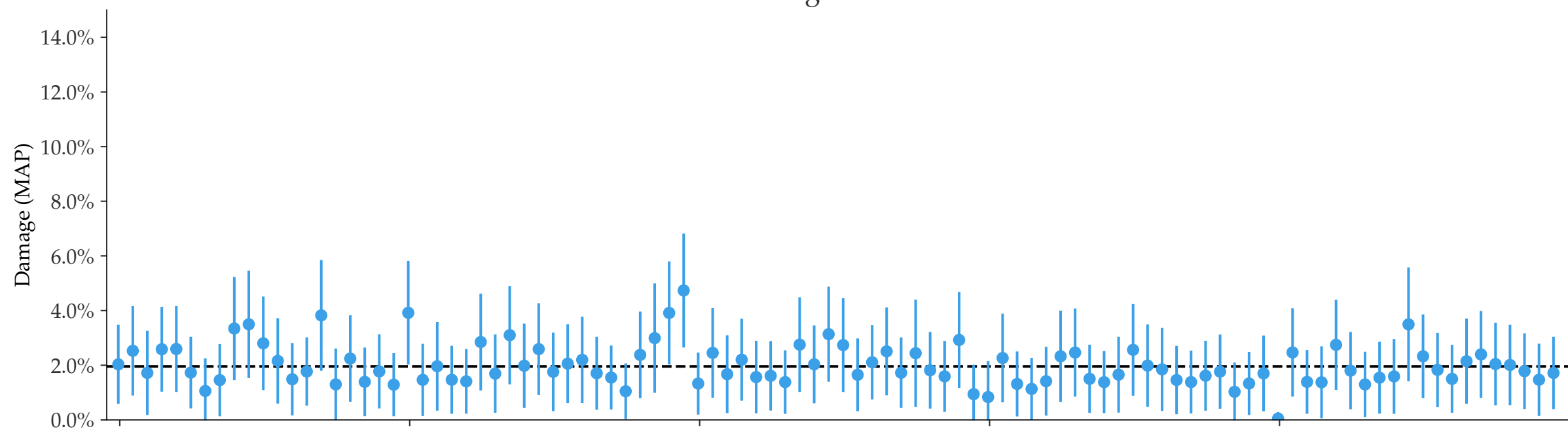
Iteration

Individual damages:
500 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

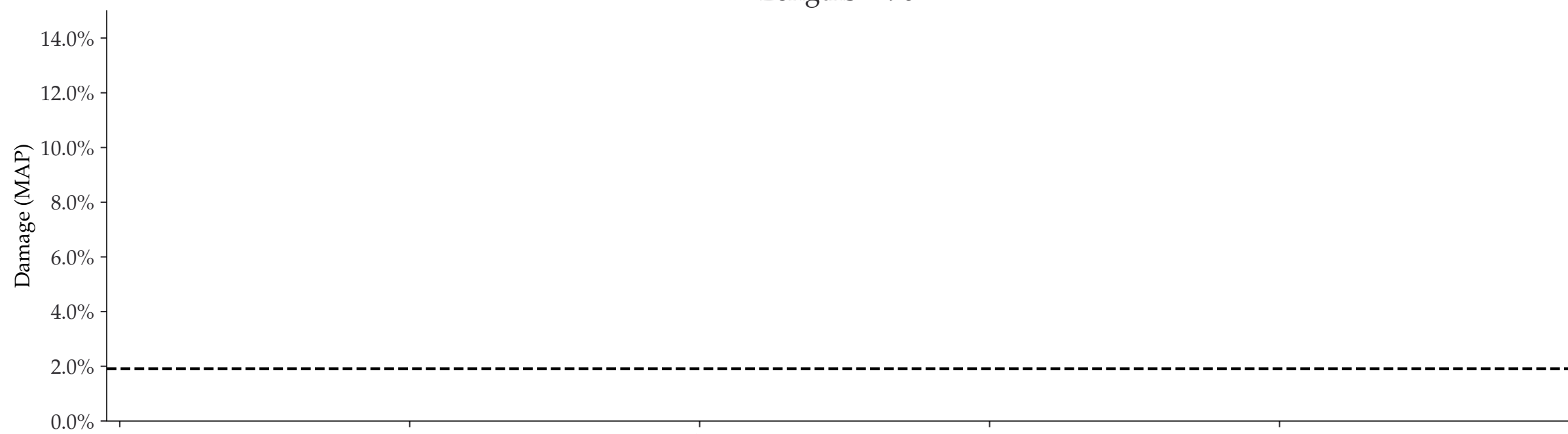
Lengths = 35



Lengths = 60



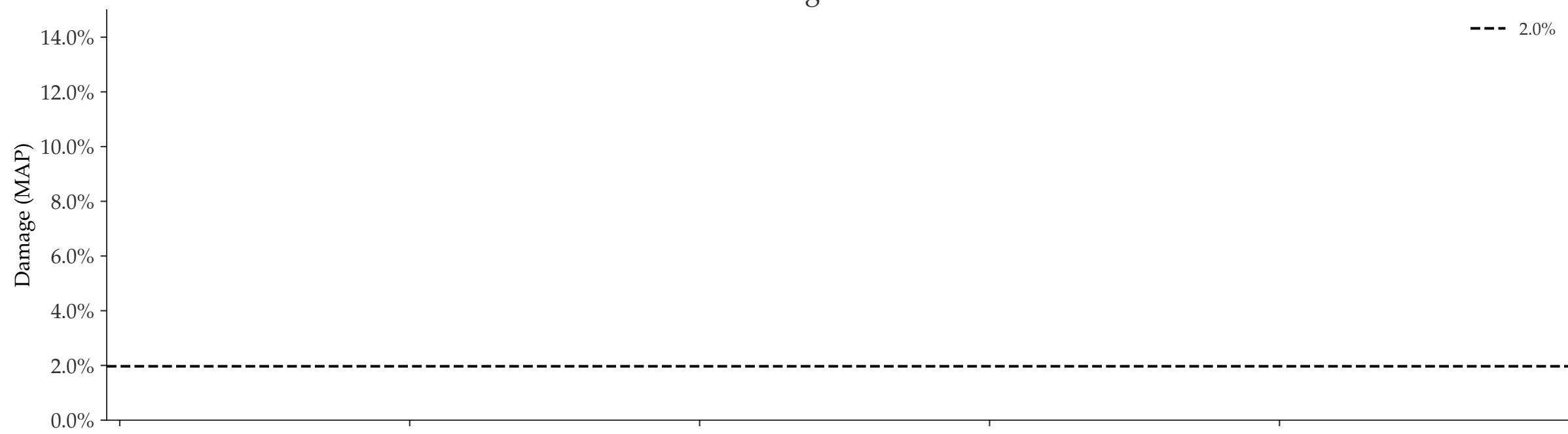
Lengths = 90



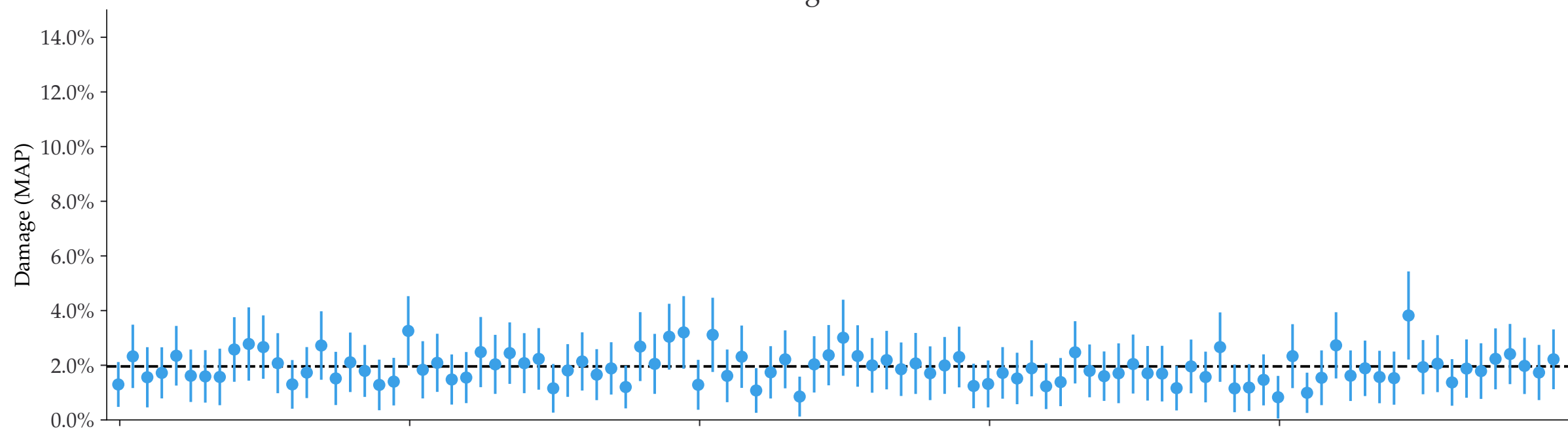
Iteration

Individual damages:
1000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

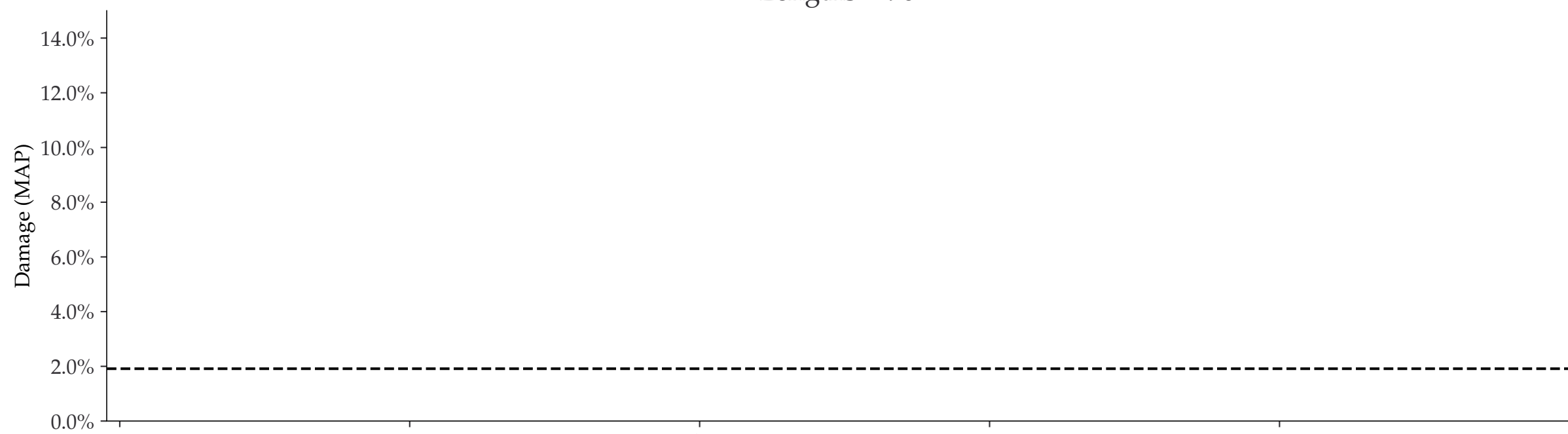
Lengths = 35



Lengths = 60

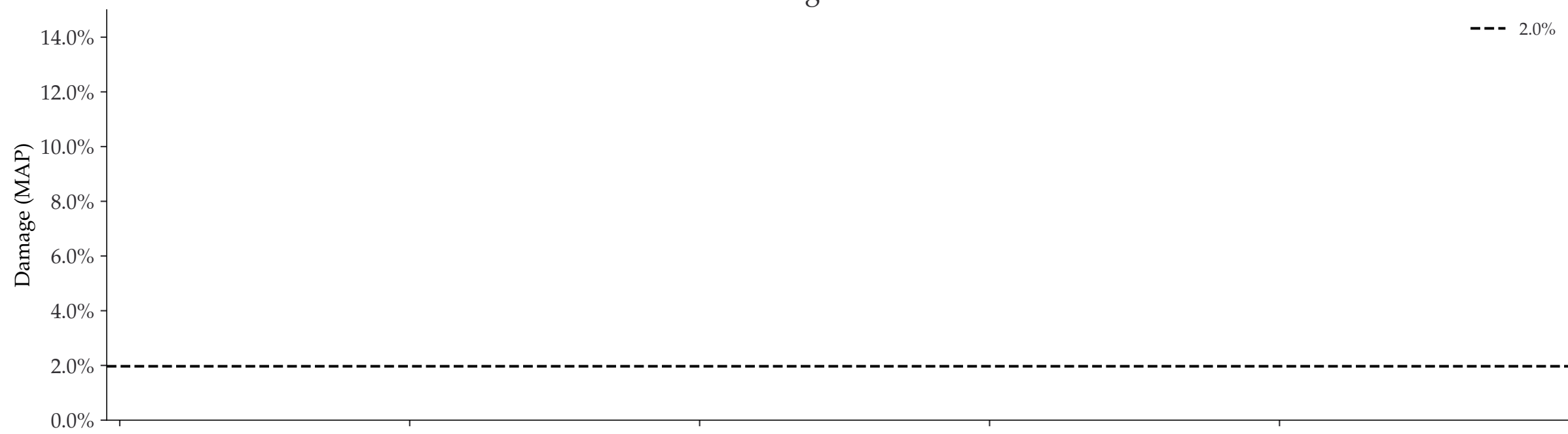


Lengths = 90

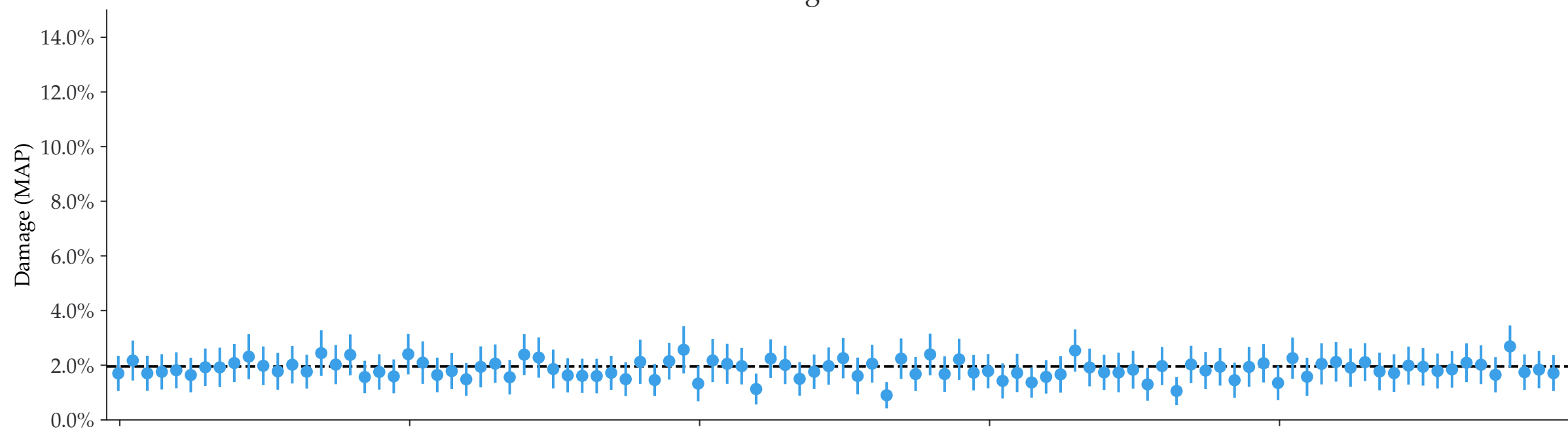


Individual damages:
2500 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

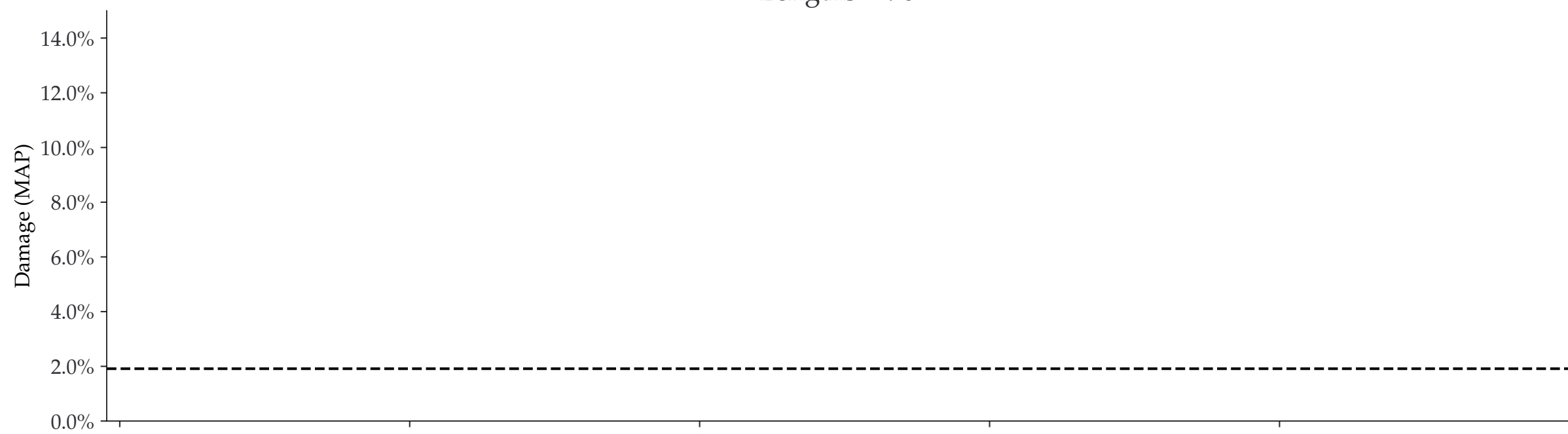
Lengths = 35



Lengths = 60



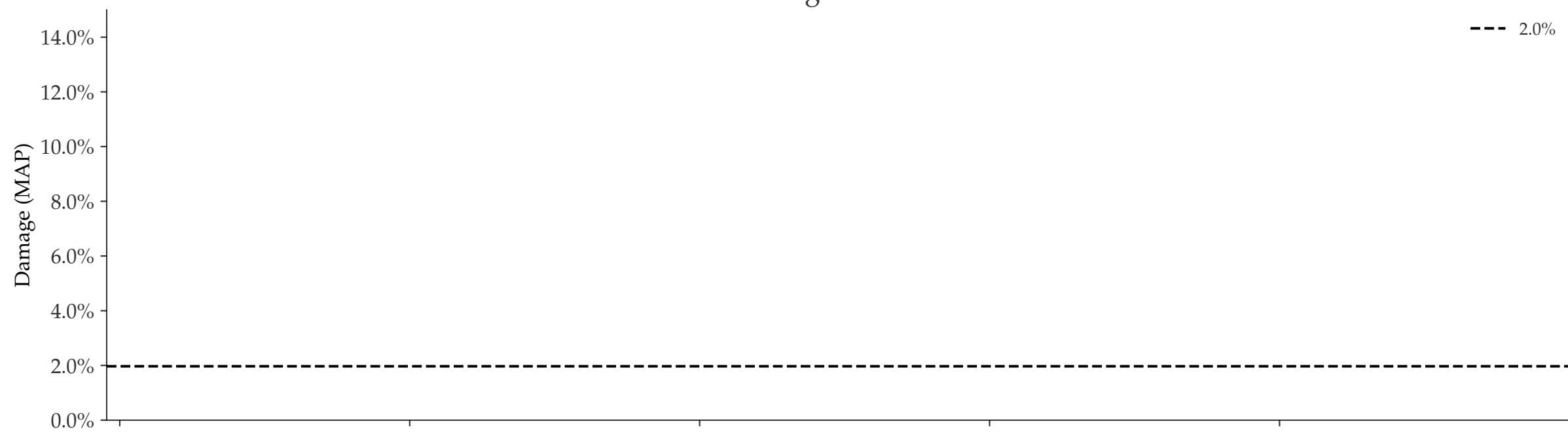
Lengths = 90



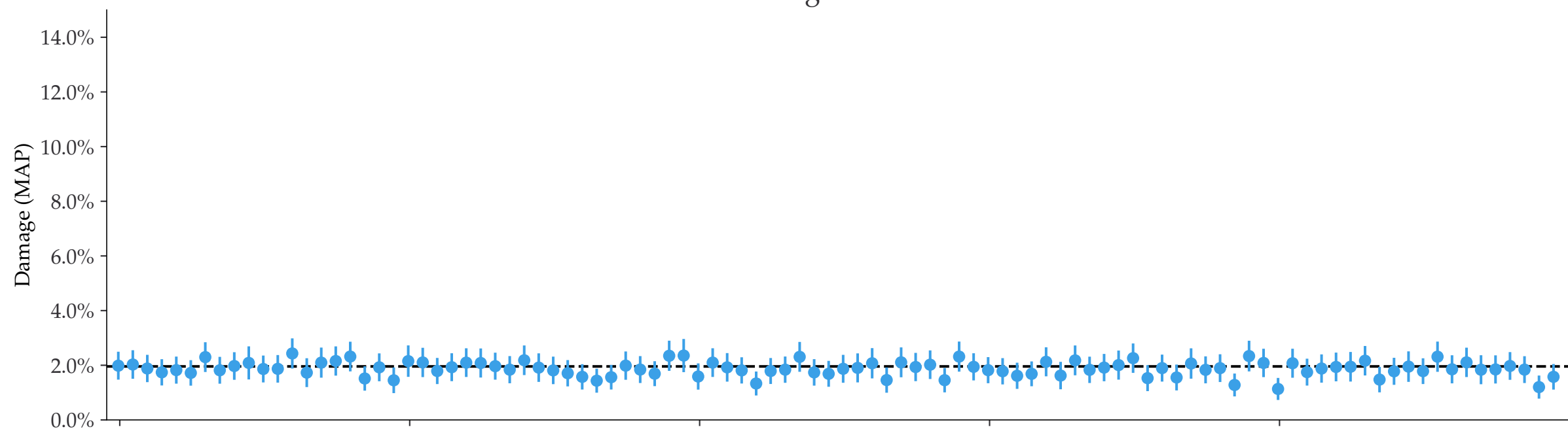
Iteration

Individual damages:
5000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

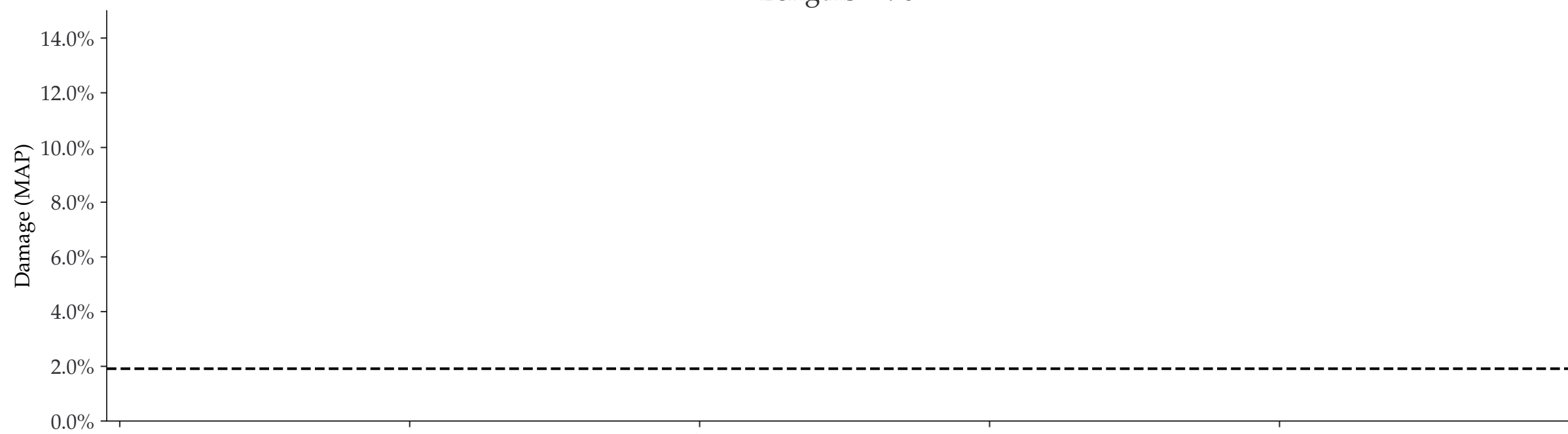
Lengths = 35



Lengths = 60



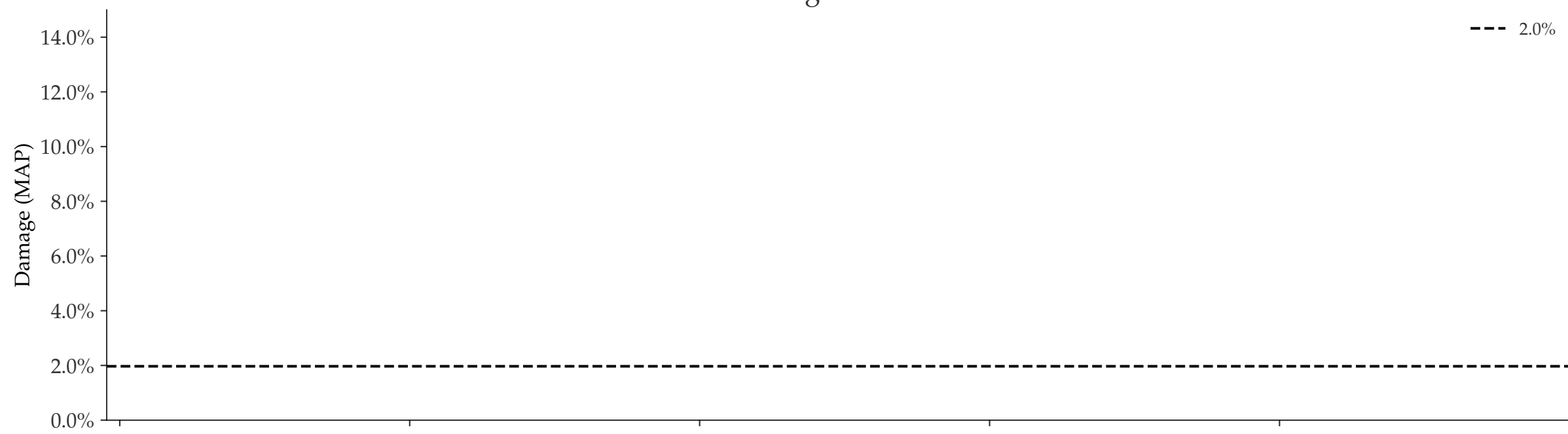
Lengths = 90



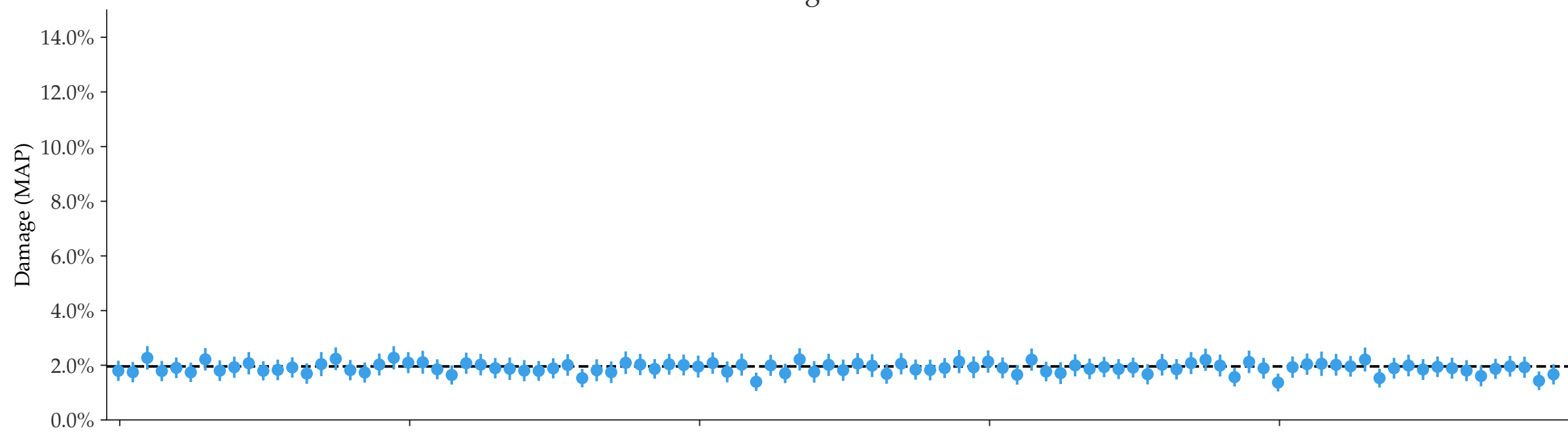
Iteration

Individual damages:
10000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

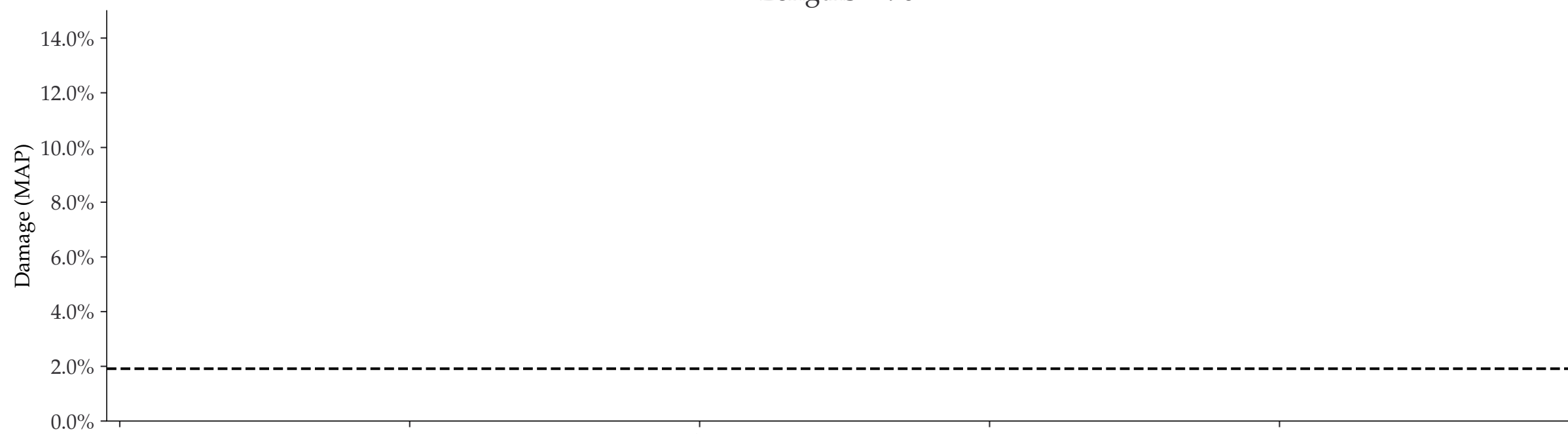
Lengths = 35



Lengths = 60

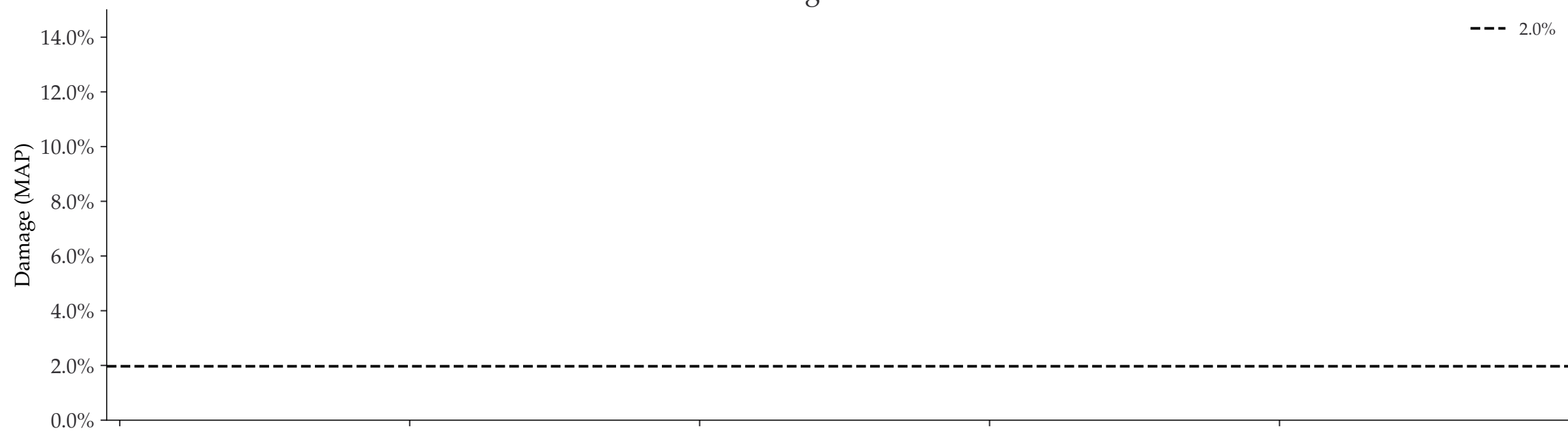


Lengths = 90

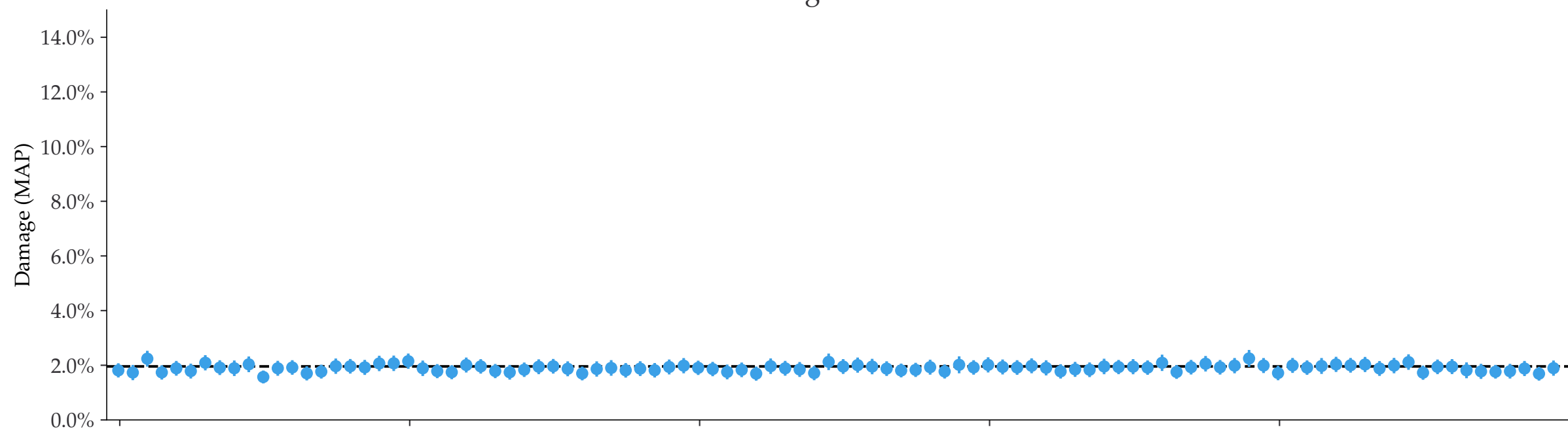


Individual damages:
25000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

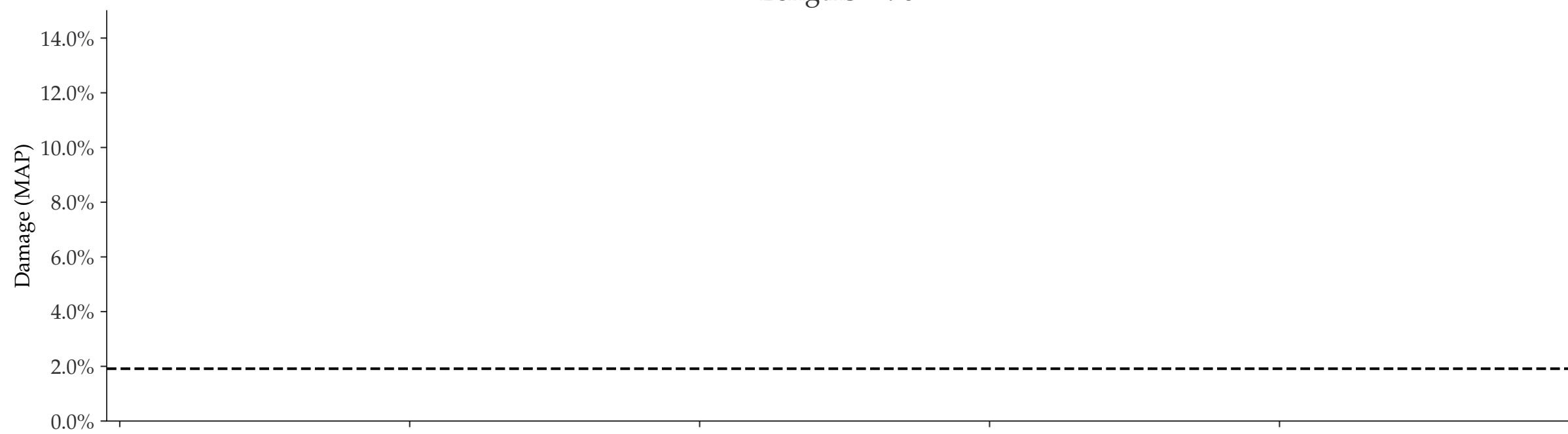
Lengths = 35



Lengths = 60



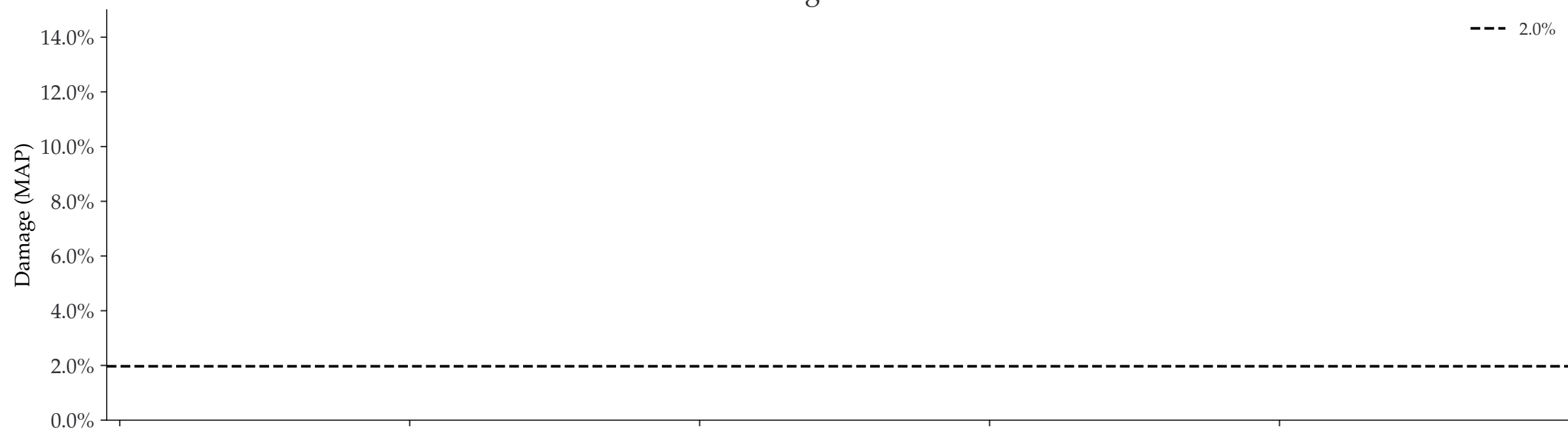
Lengths = 90



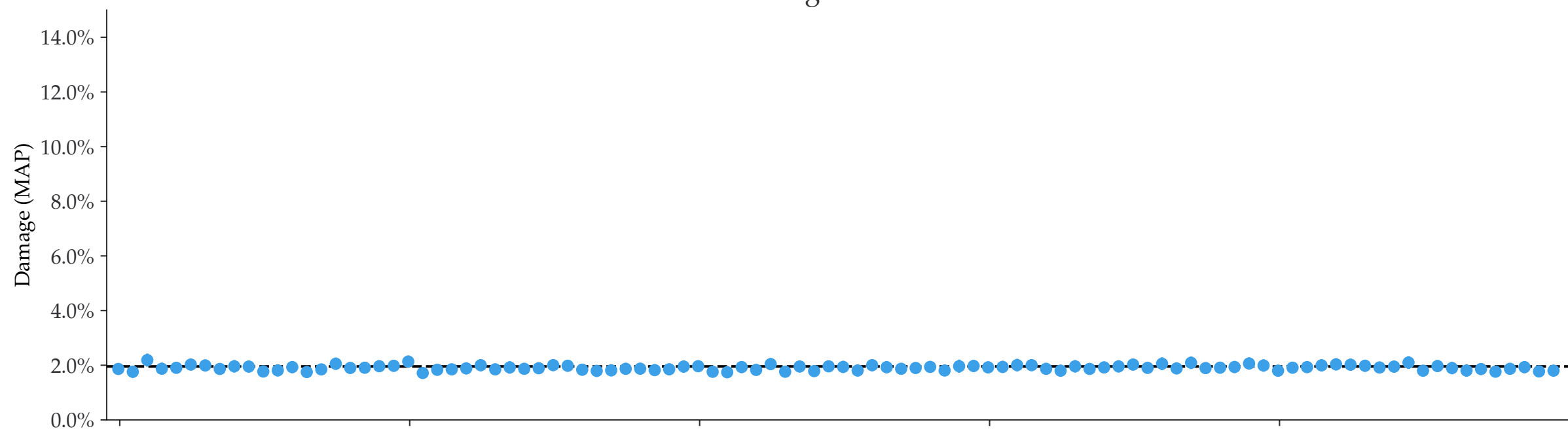
Iteration

Individual damages:
50000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

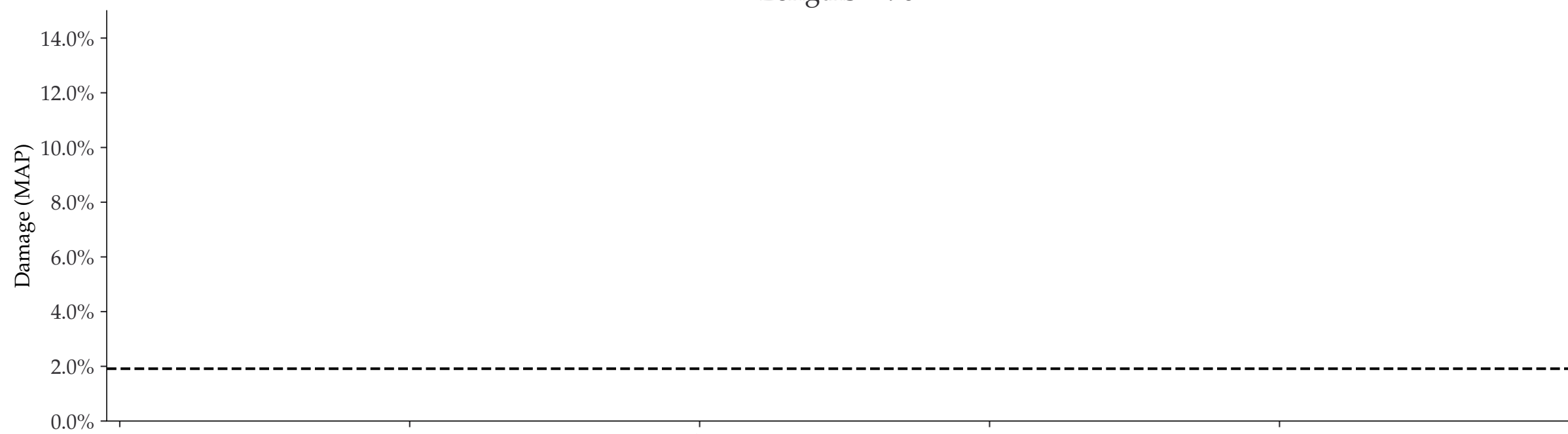
Lengths = 35



Lengths = 60



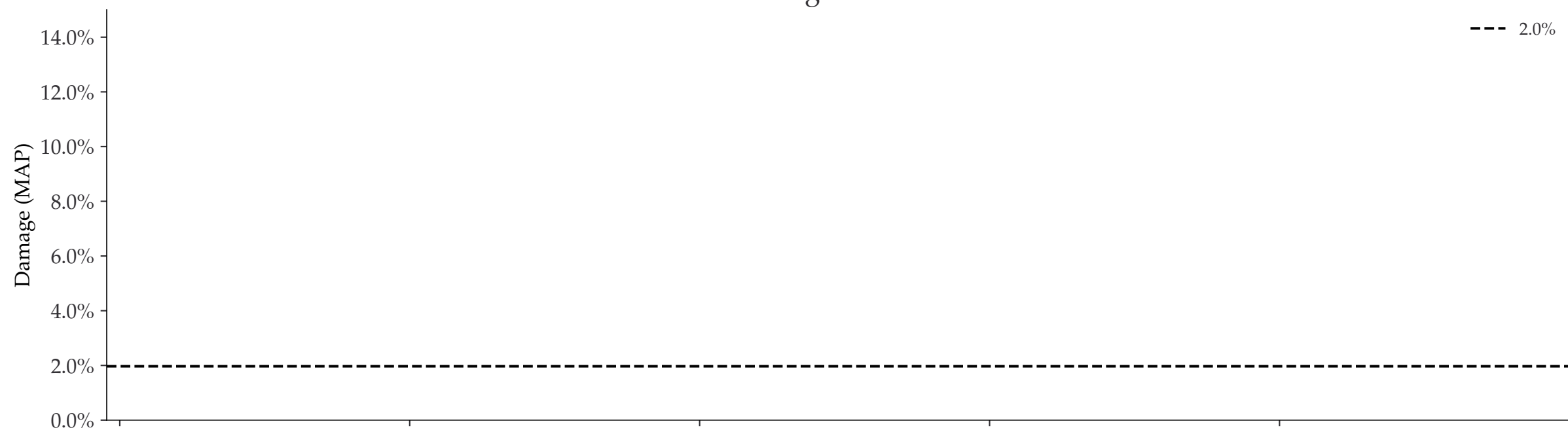
Lengths = 90



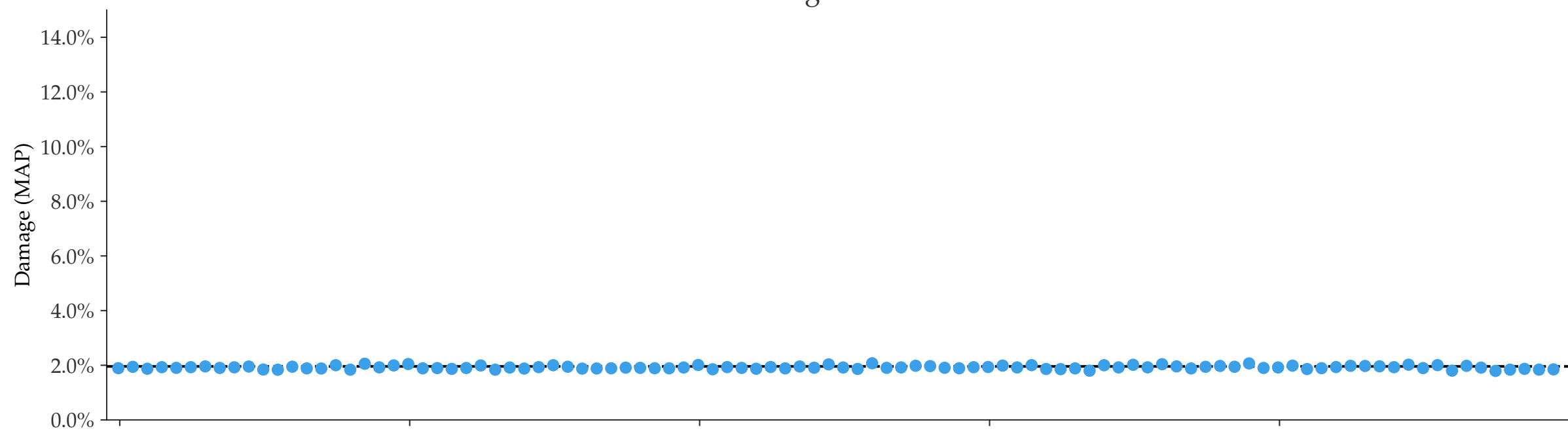
Iteration

Individual damages:
100000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%

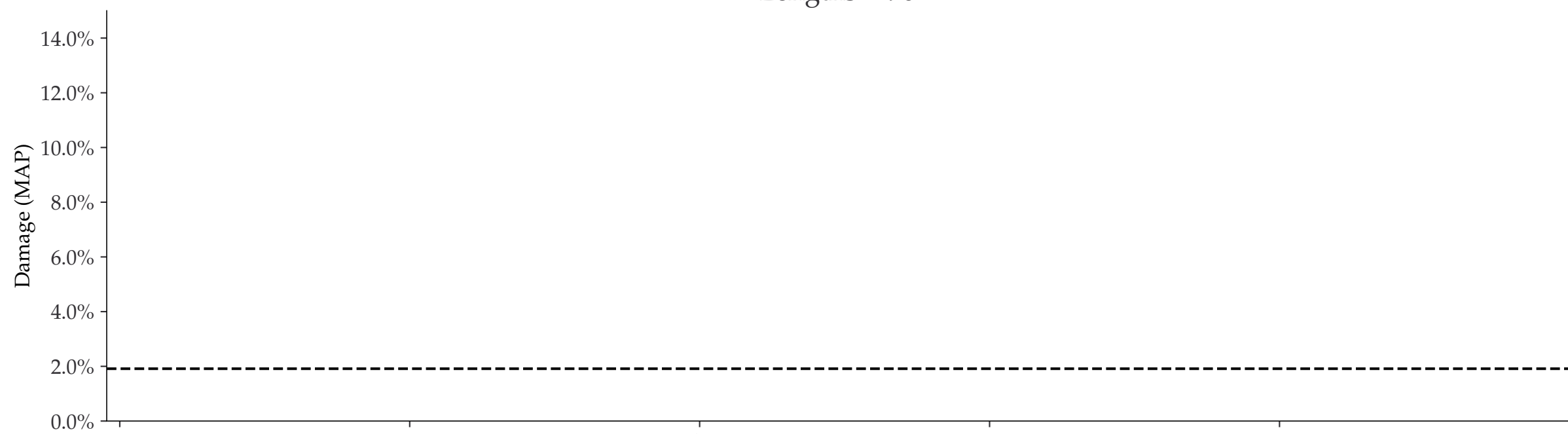
Lengths = 35



Lengths = 60



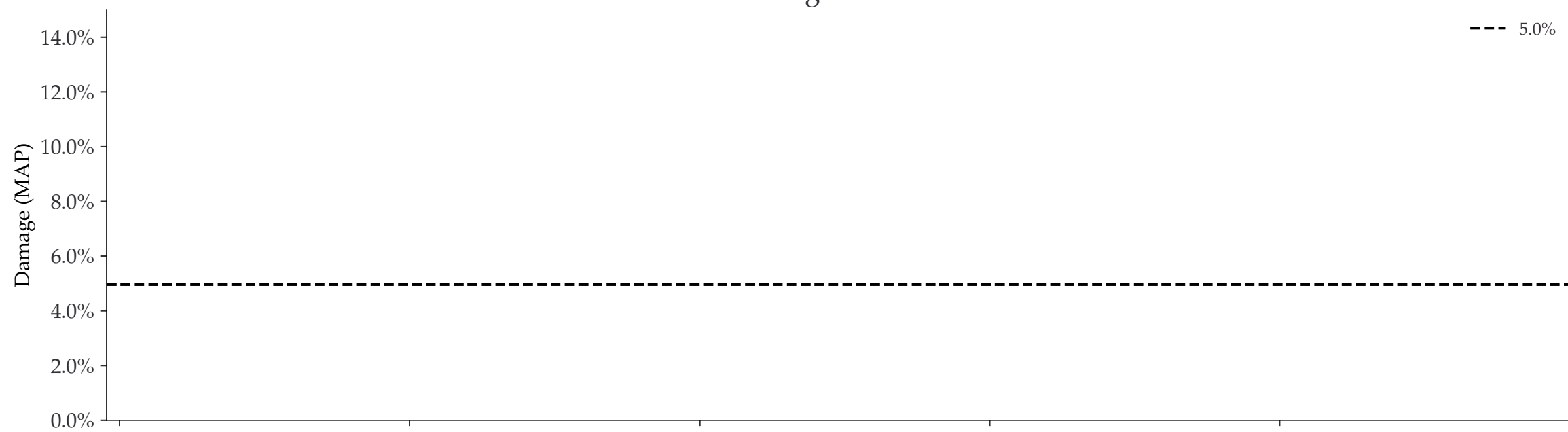
Lengths = 90



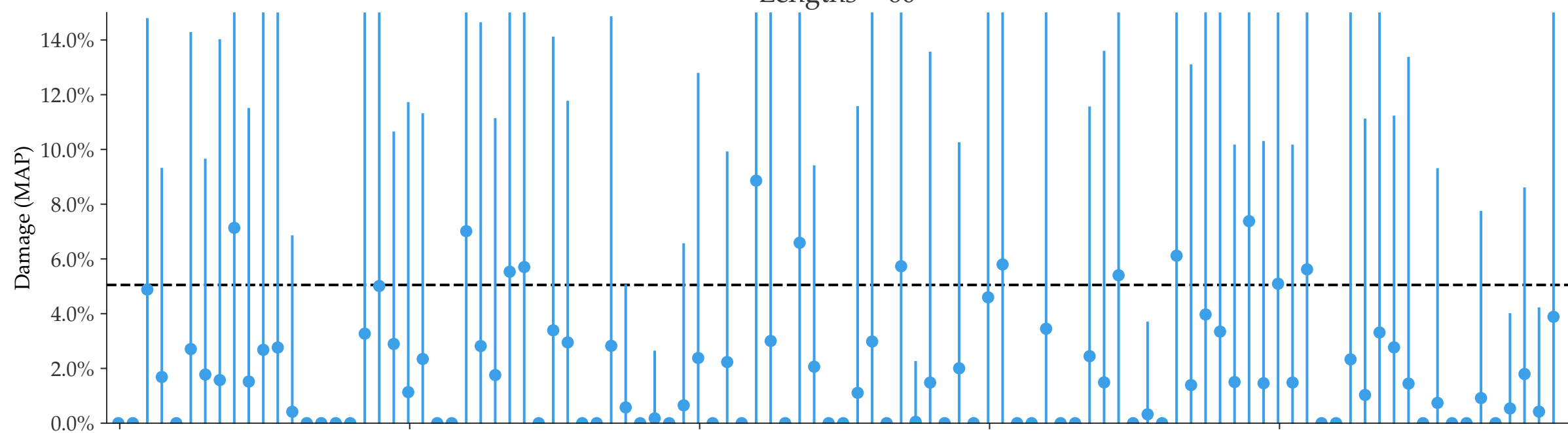
Iteration

Individual damages:
10 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

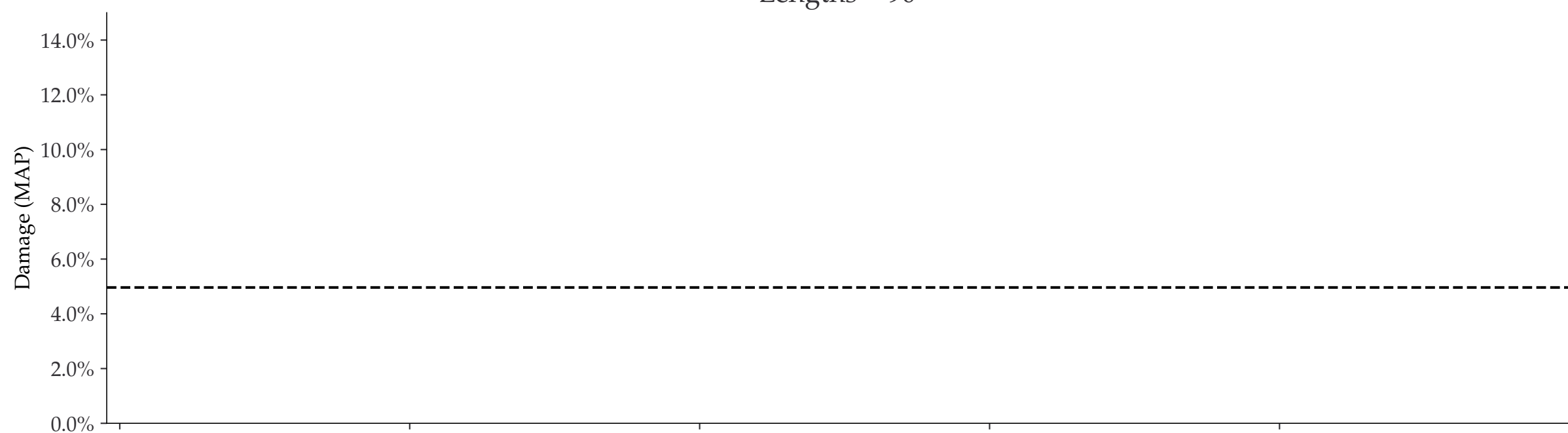
Lengths = 35



Lengths = 60



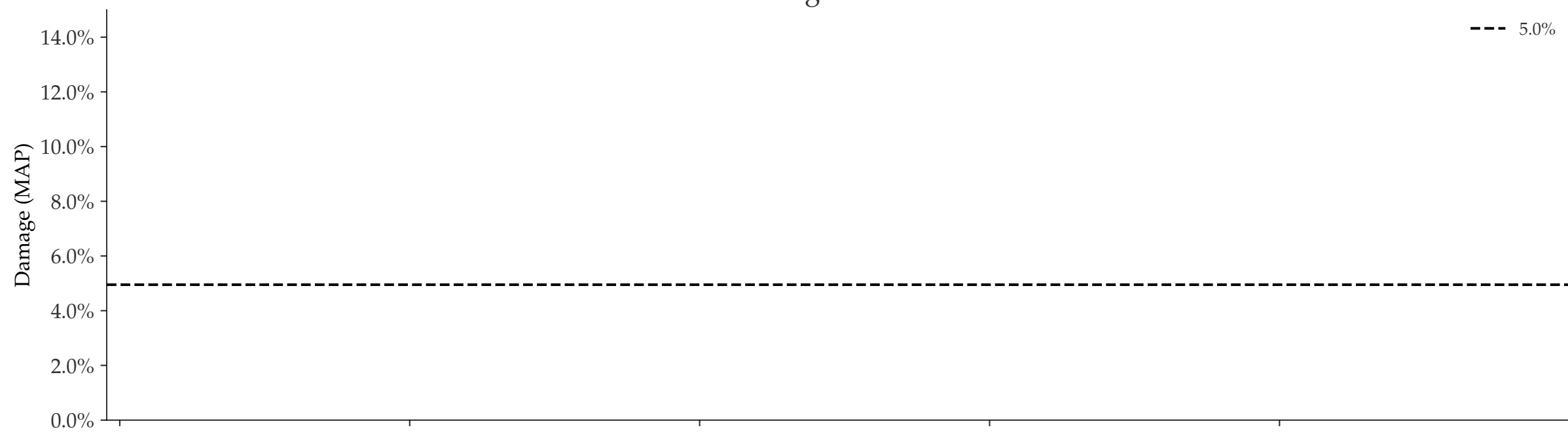
Lengths = 90



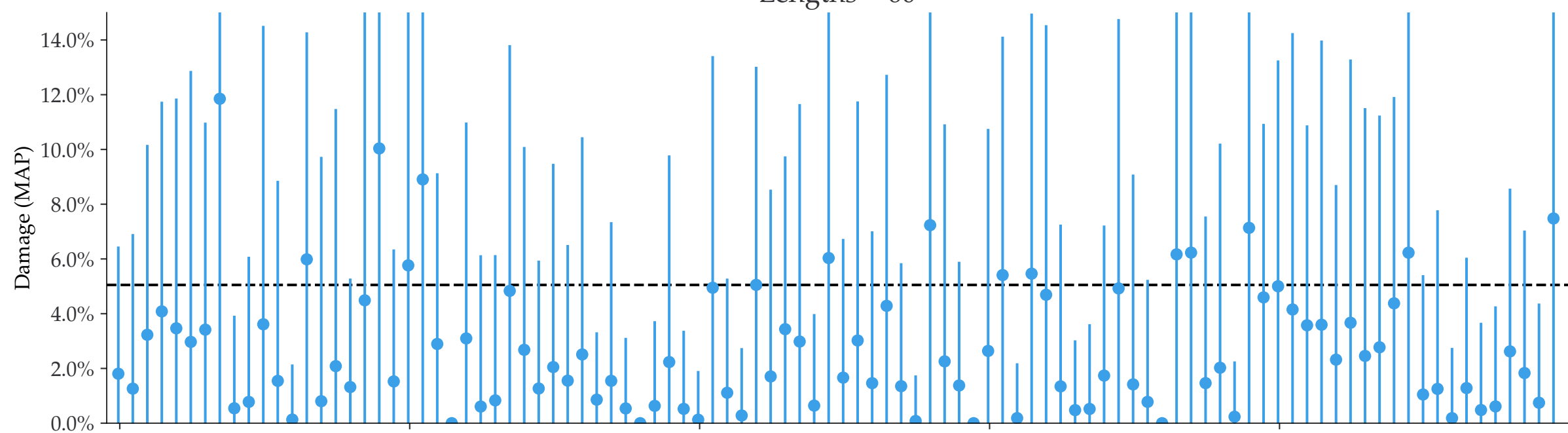
Iteration

Individual damages:
25 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

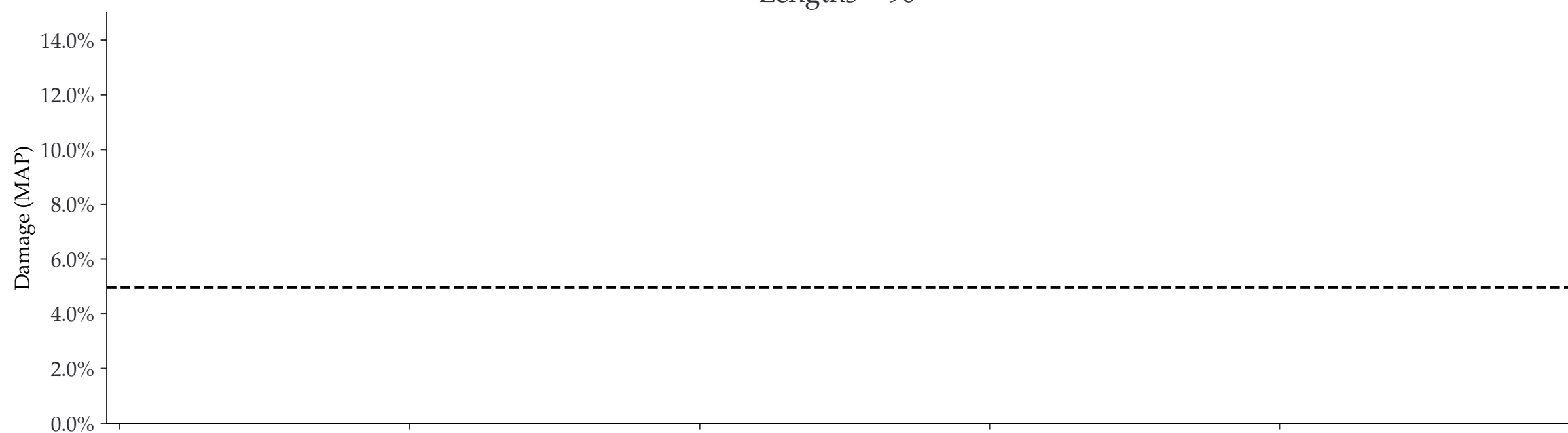
Lengths = 35



Lengths = 60



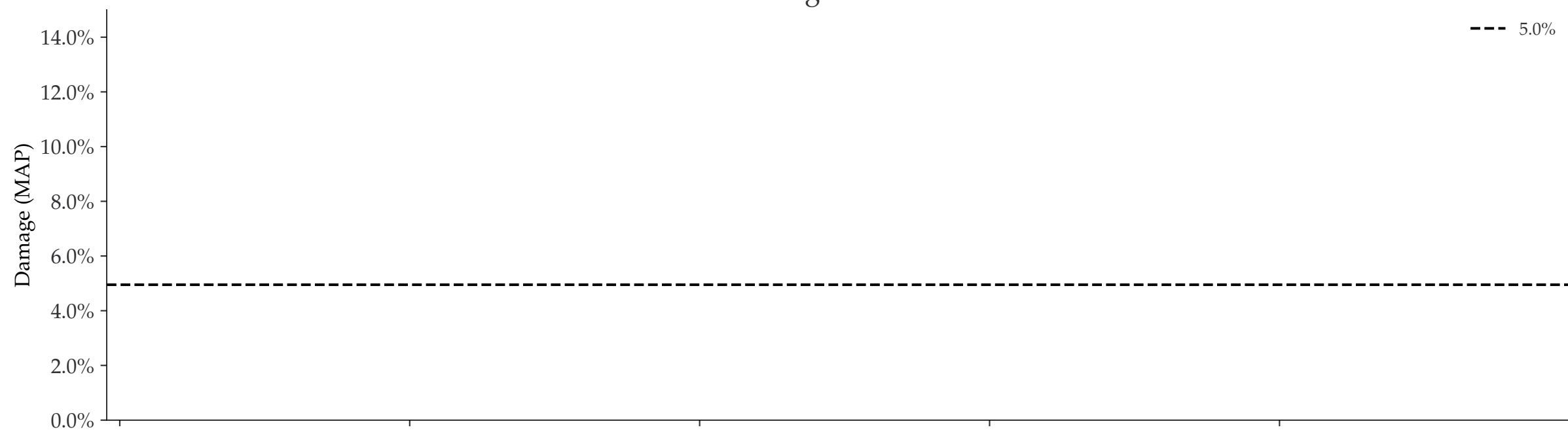
Lengths = 90



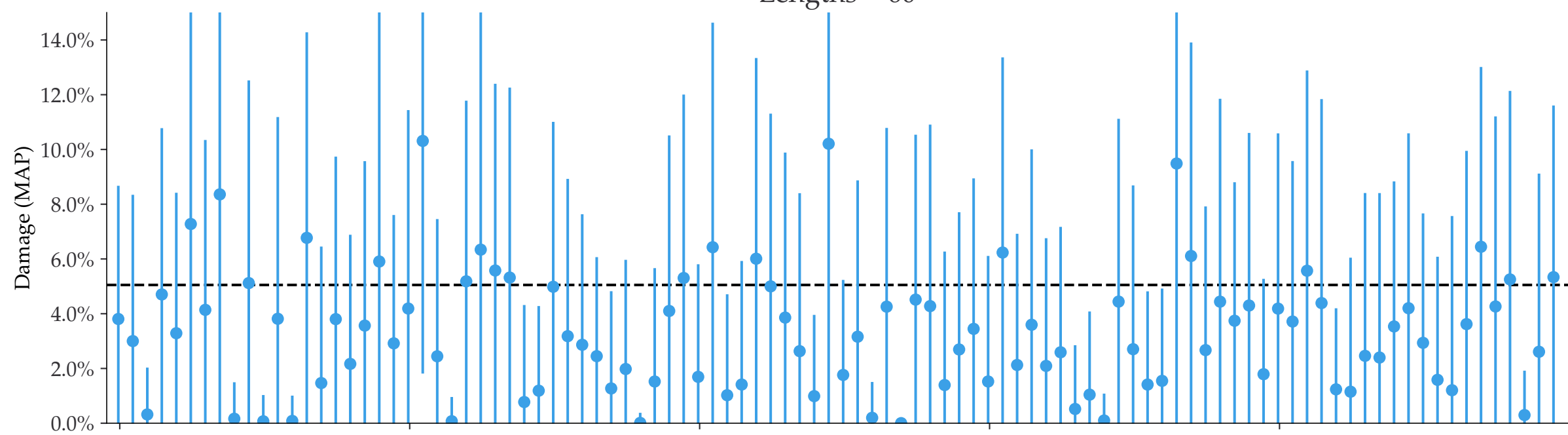
Iteration

Individual damages:
50 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

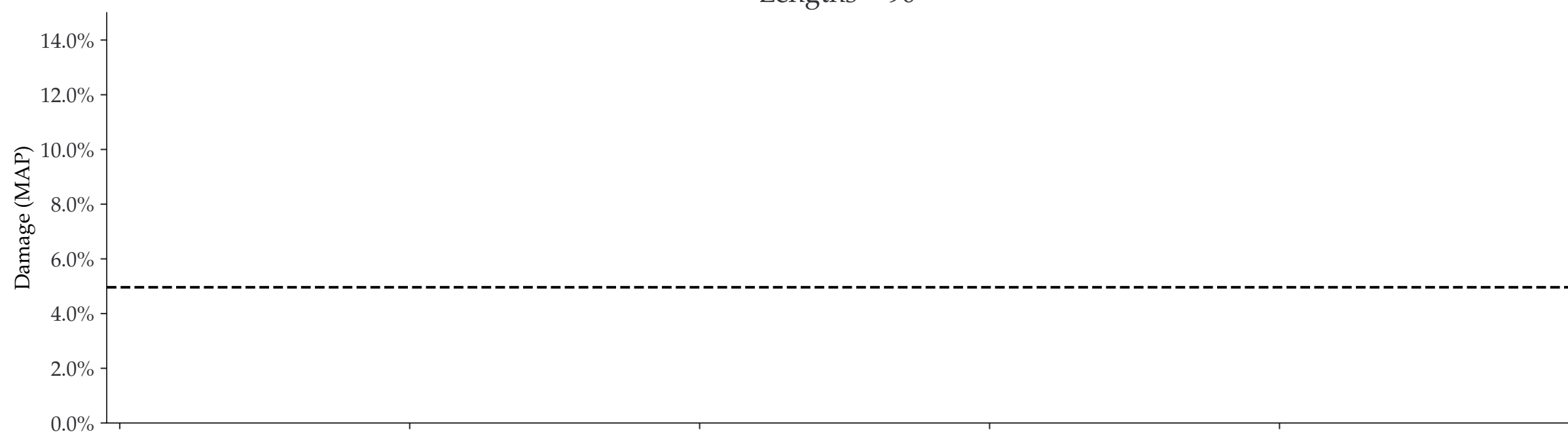
Lengths = 35



Lengths = 60



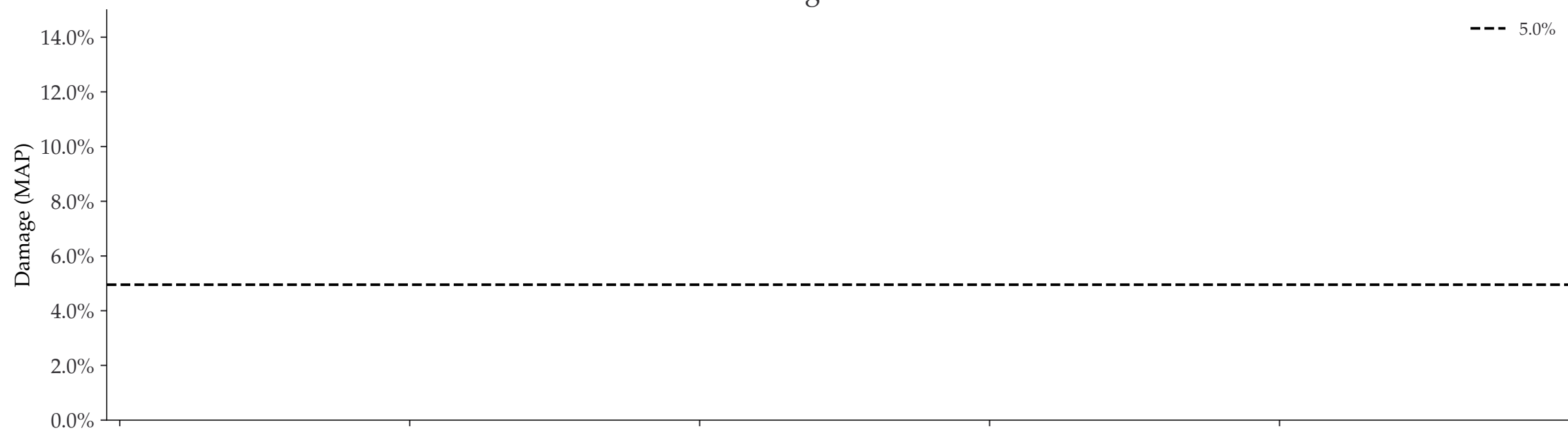
Lengths = 90



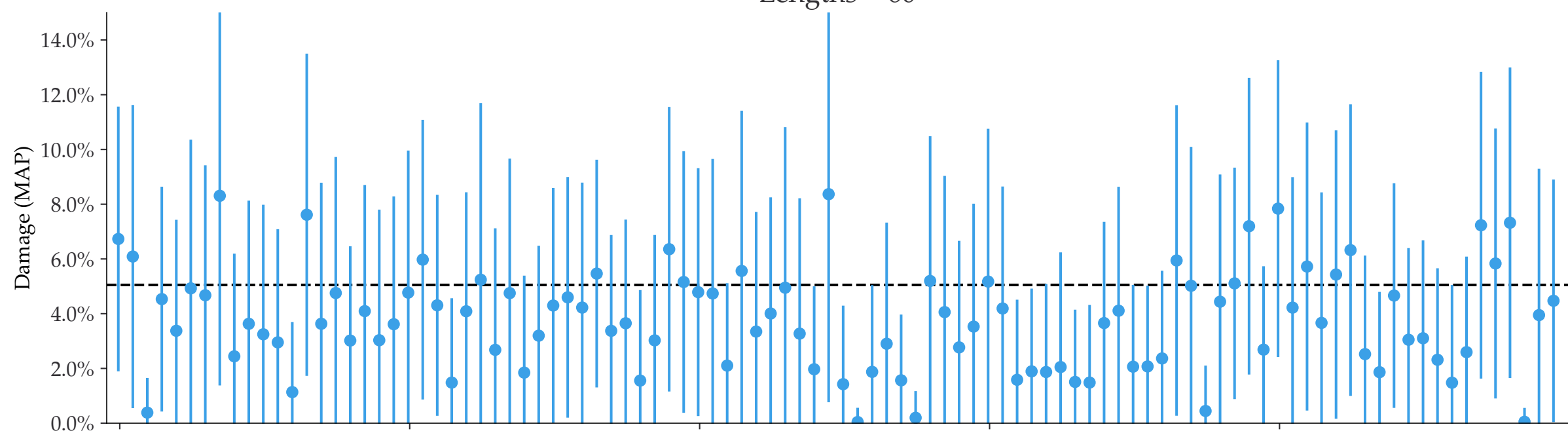
Iteration

Individual damages:
100 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

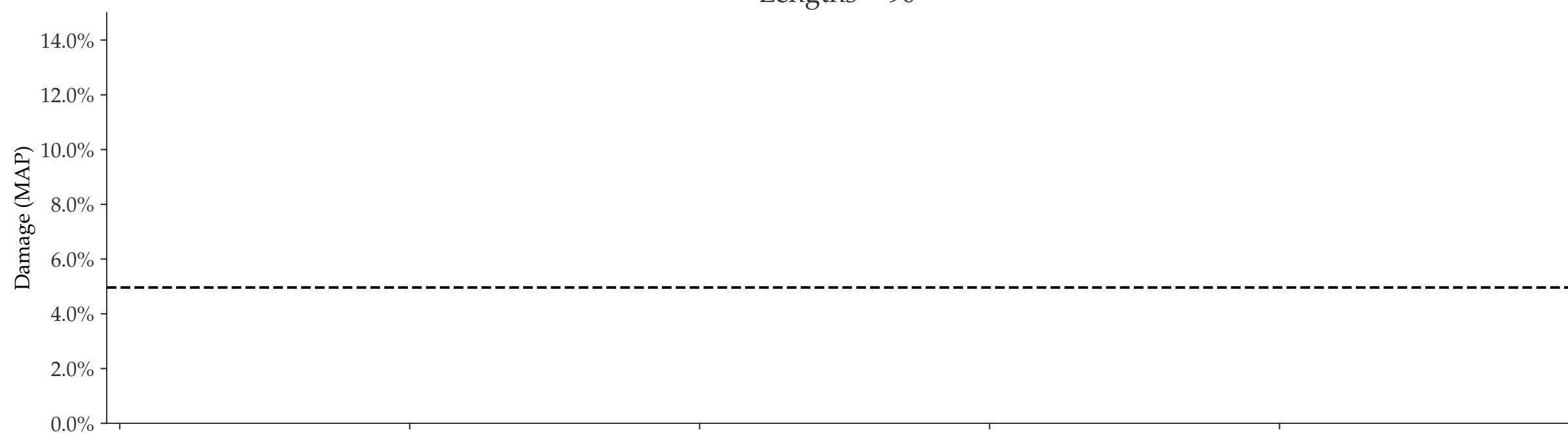
Lengths = 35



Lengths = 60



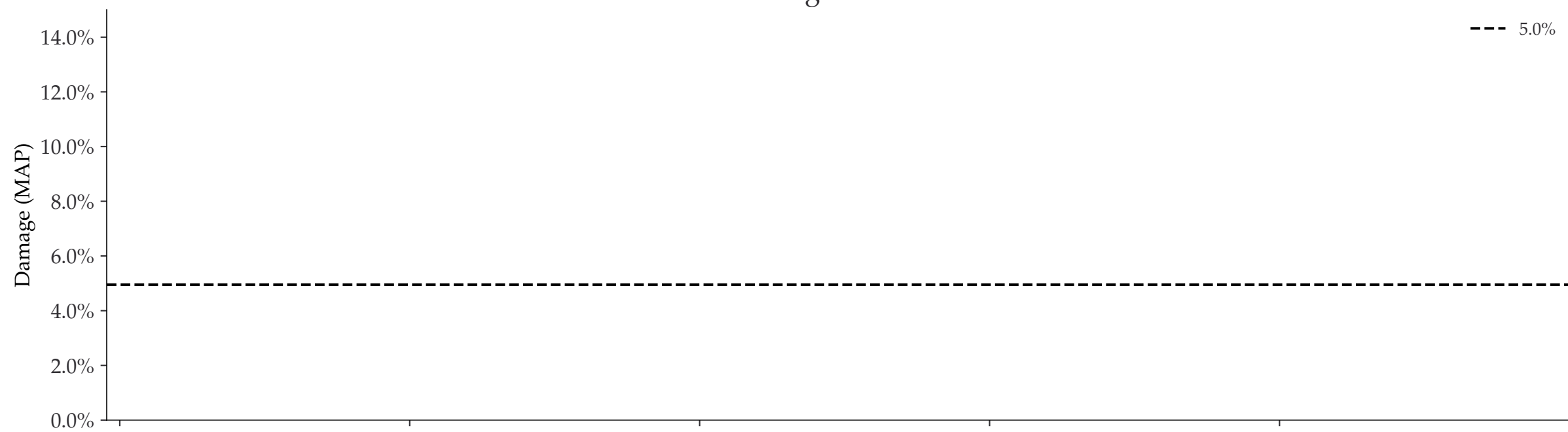
Lengths = 90



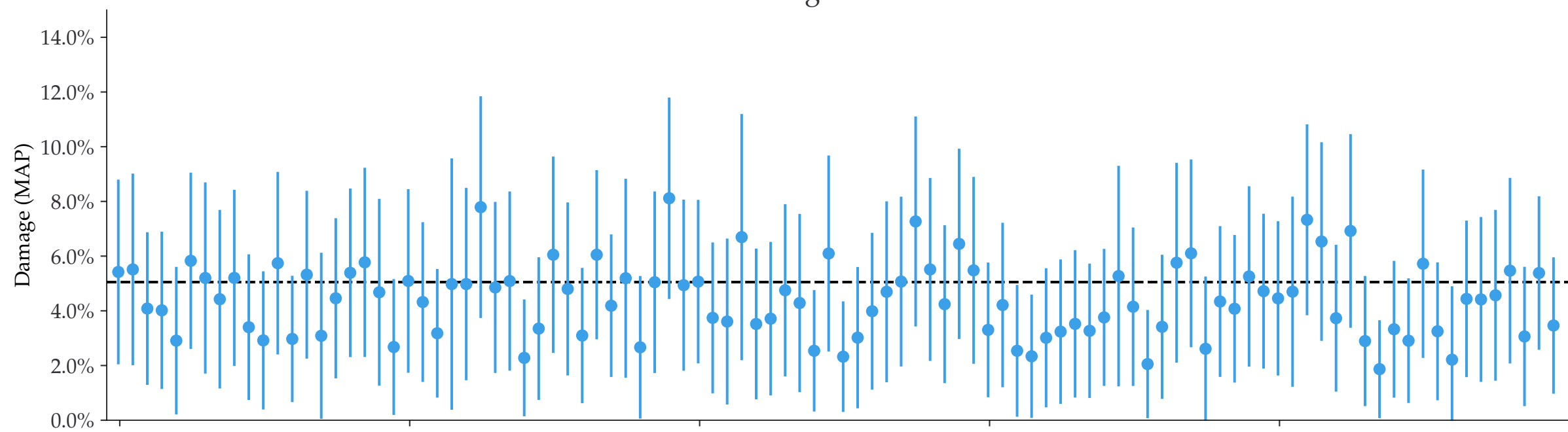
Iteration

Individual damages:
250 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

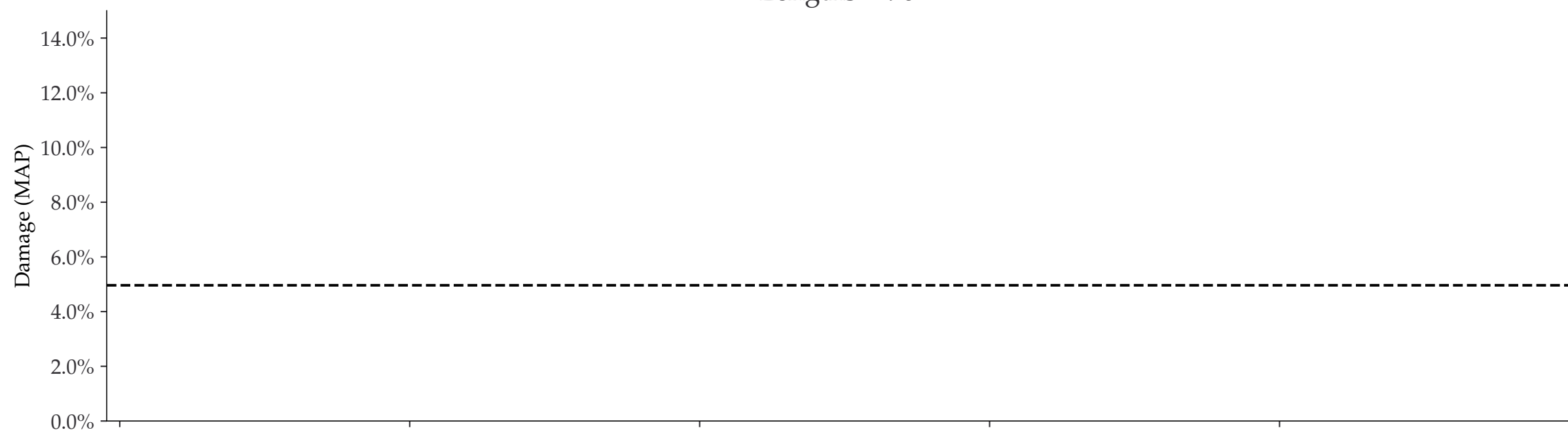
Lengths = 35



Lengths = 60



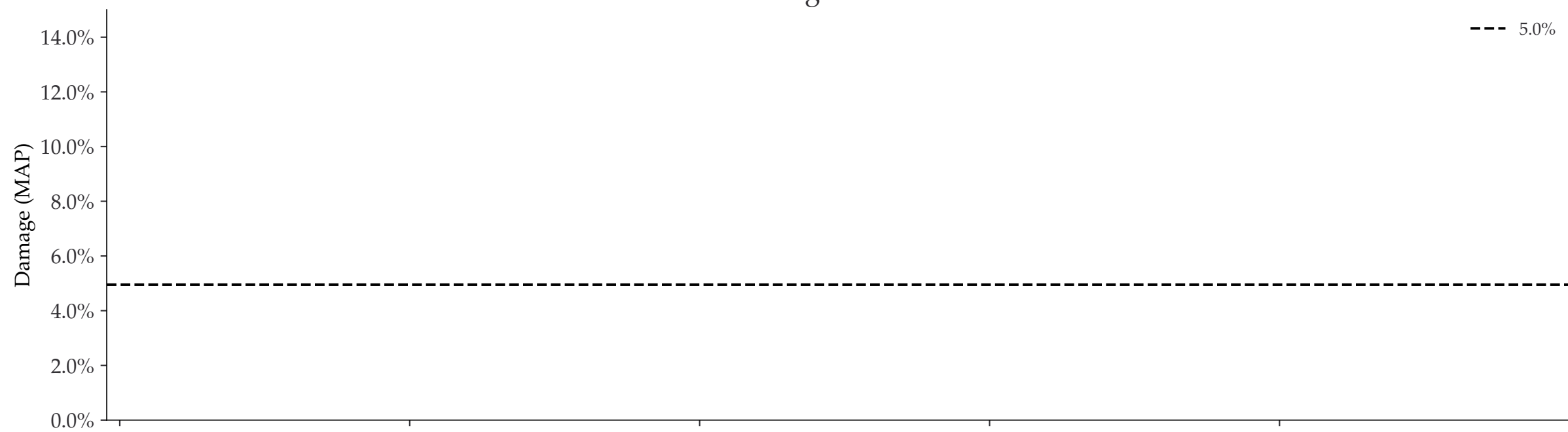
Lengths = 90



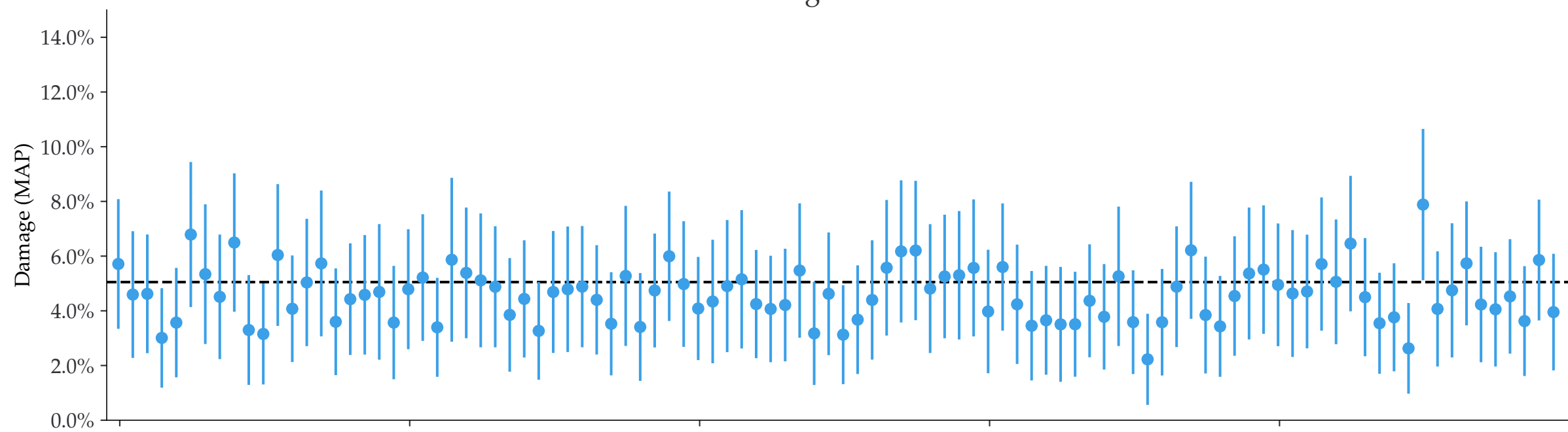
Iteration

Individual damages:
500 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

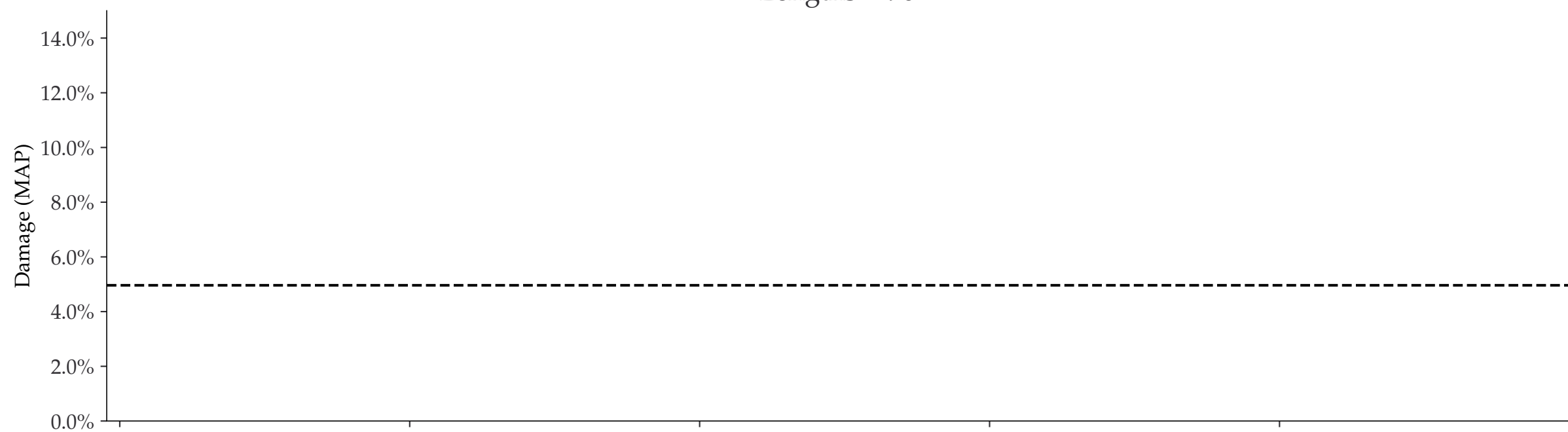
Lengths = 35



Lengths = 60



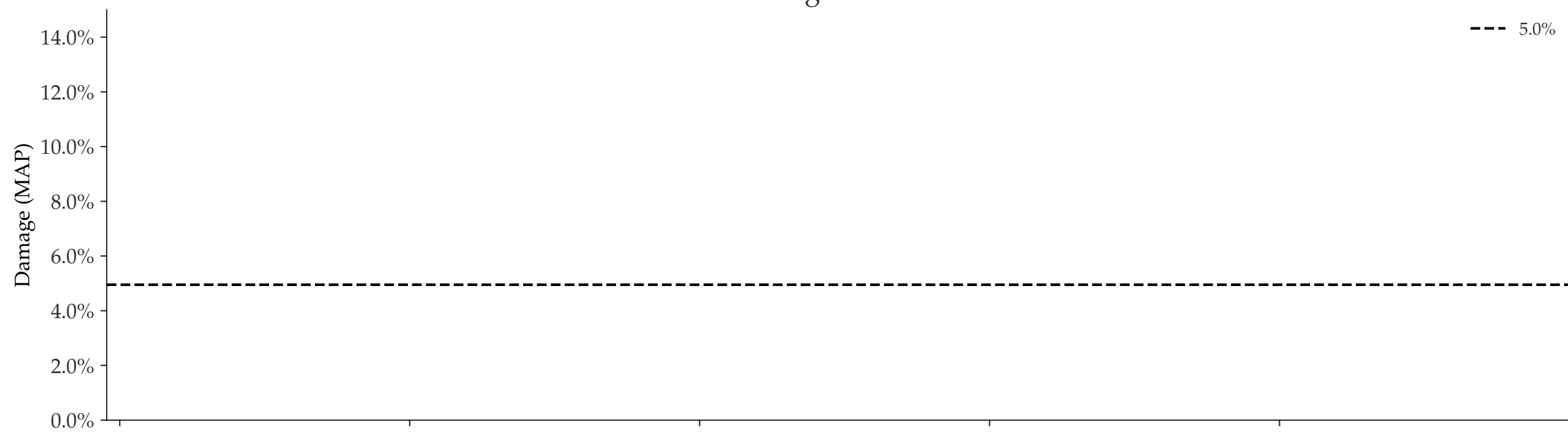
Lengths = 90



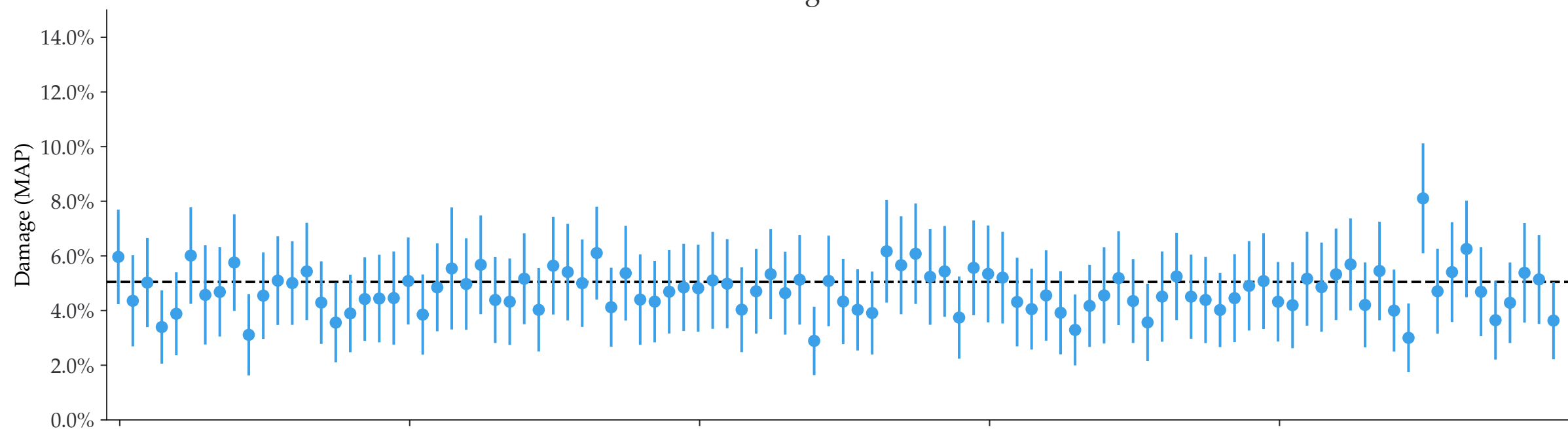
Iteration

Individual damages:
1000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

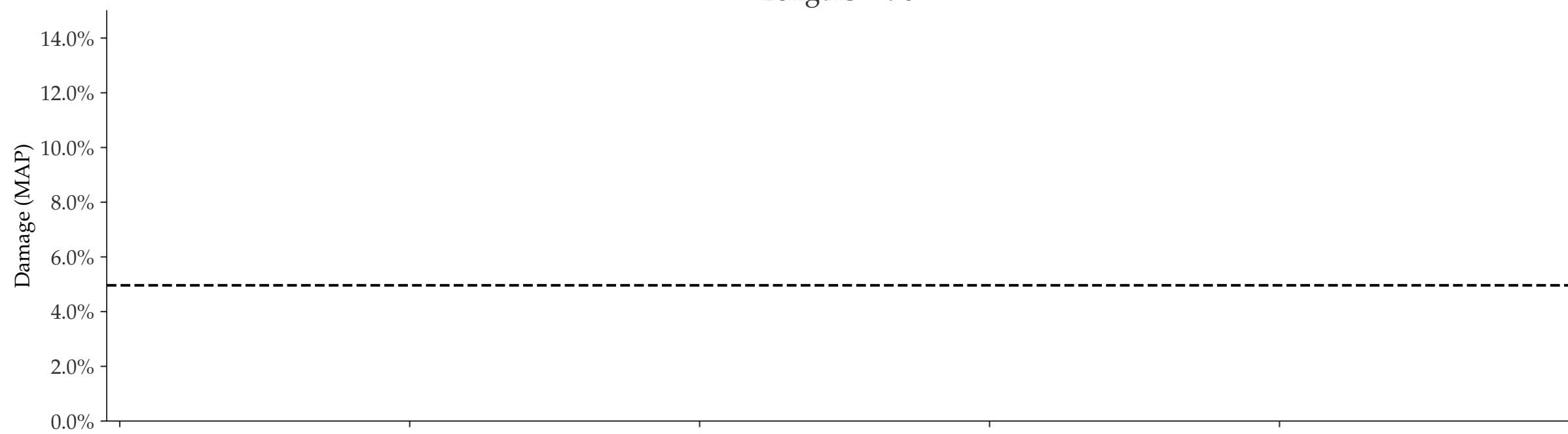
Lengths = 35



Lengths = 60



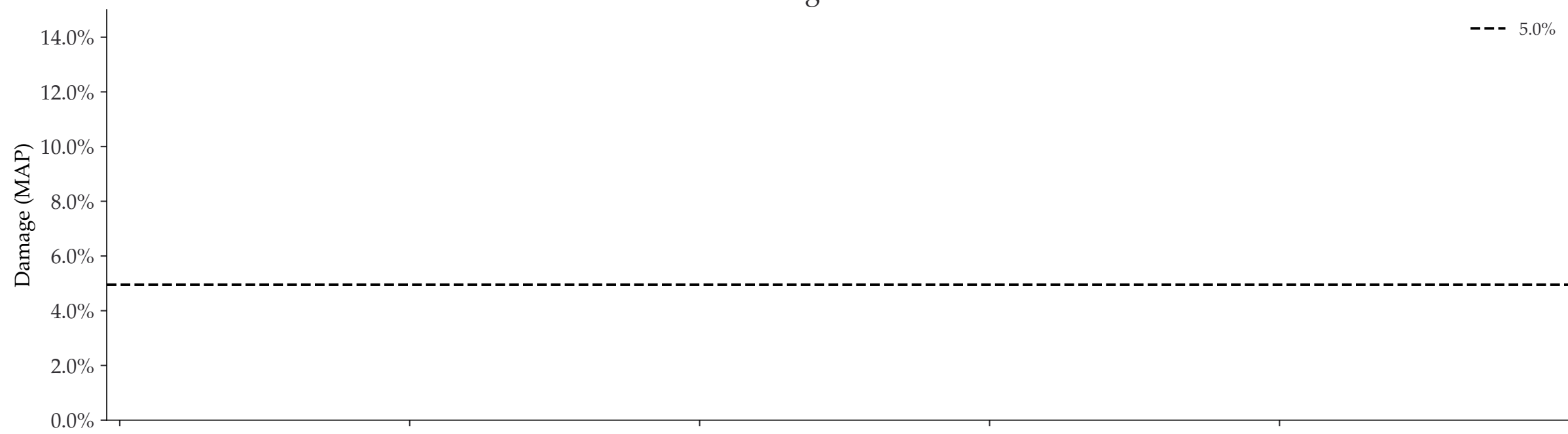
Lengths = 90



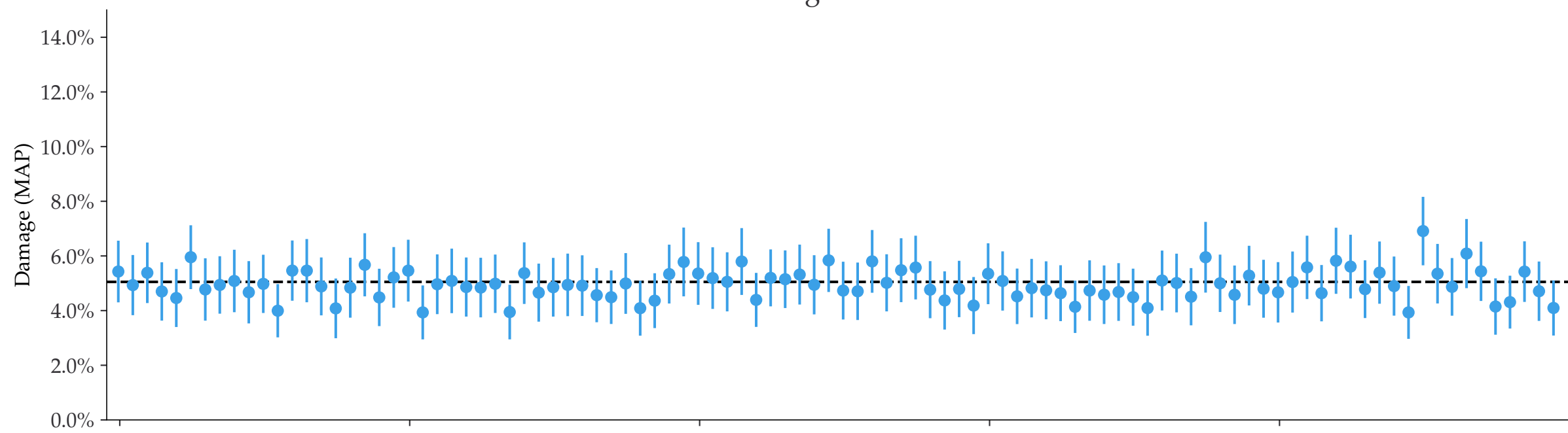
Iteration

Individual damages:
2500 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

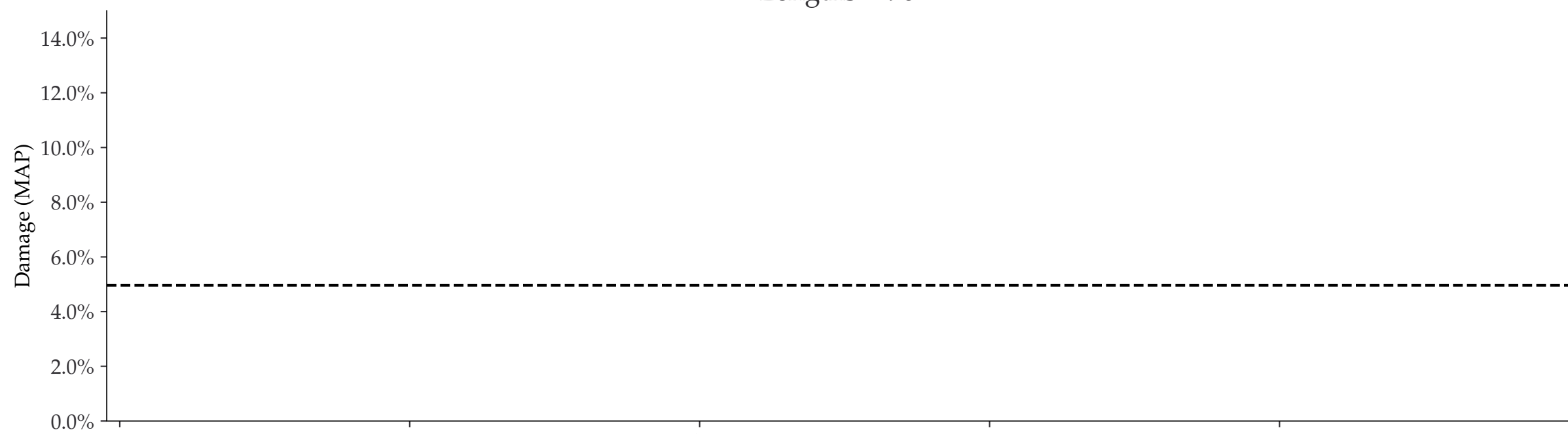
Lengths = 35



Lengths = 60



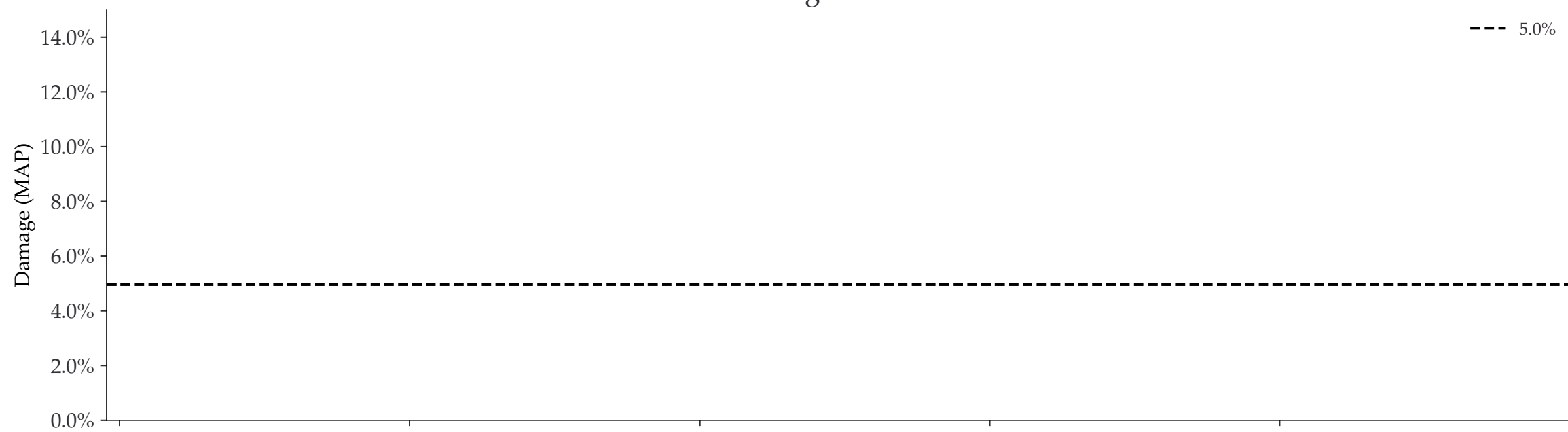
Lengths = 90



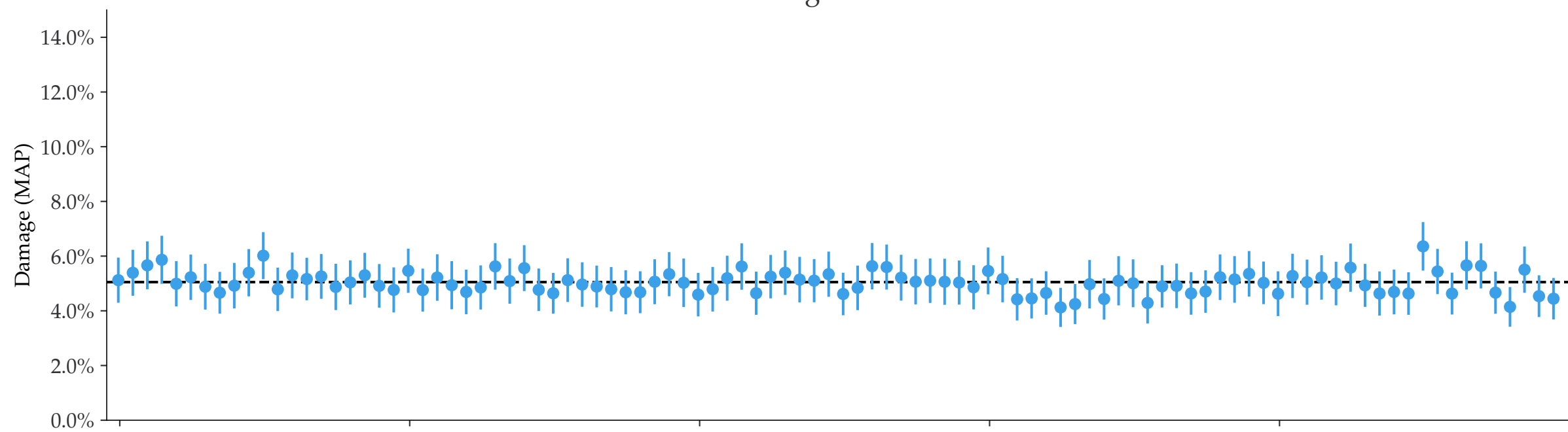
Iteration

Individual damages:
5000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

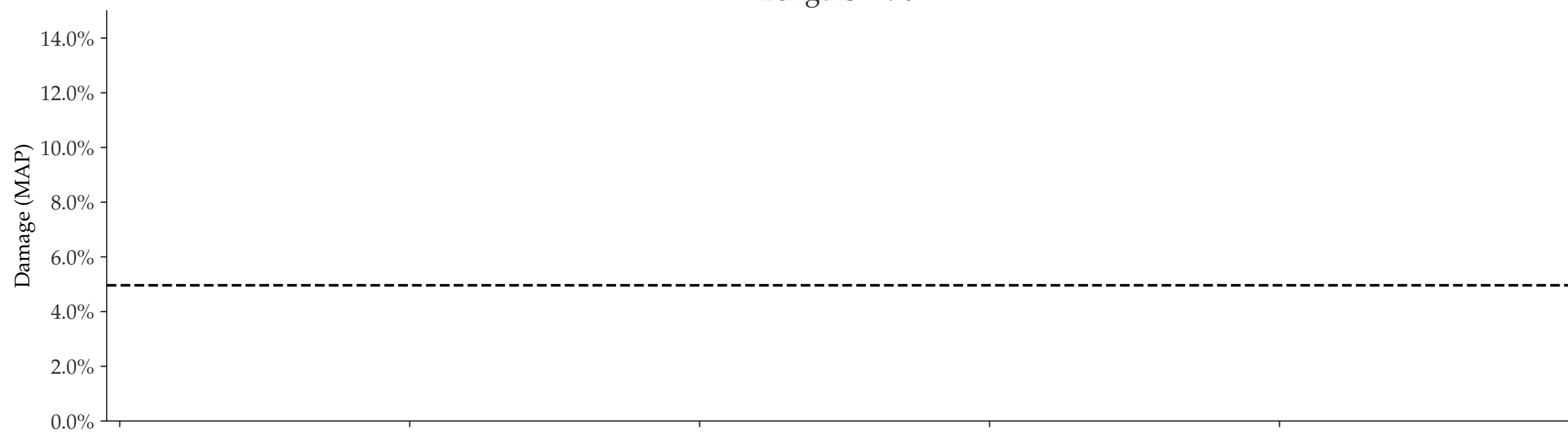
Lengths = 35



Lengths = 60



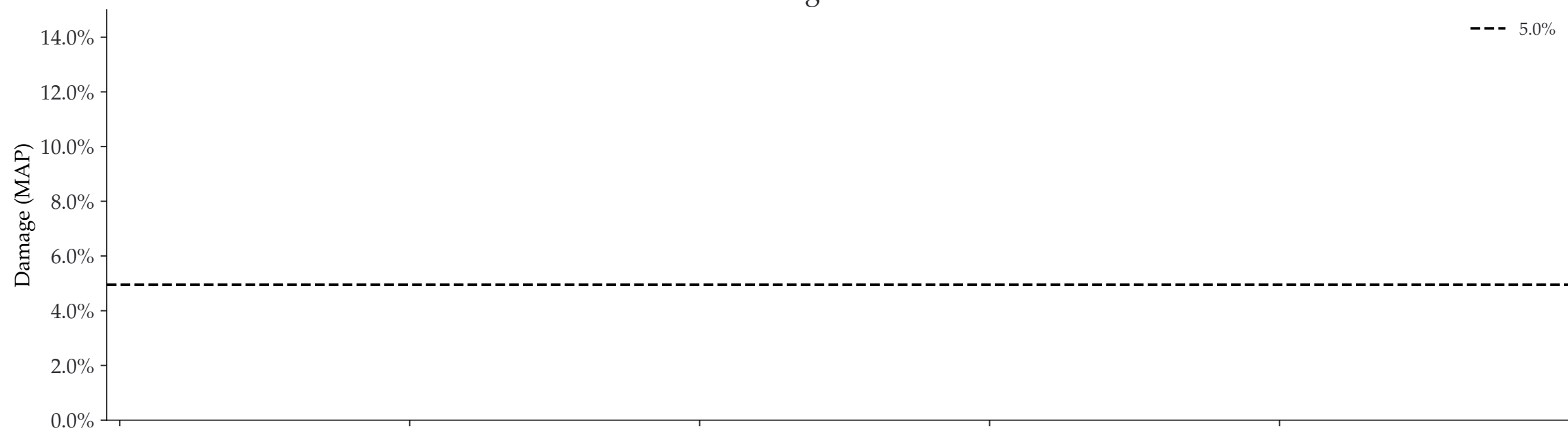
Lengths = 90



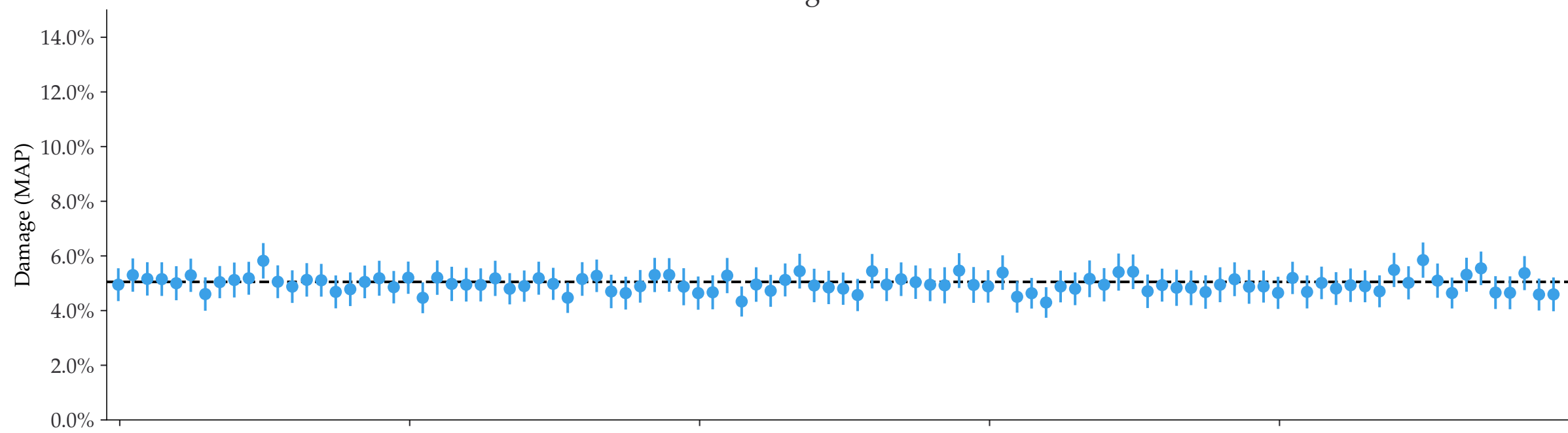
Iteration

Individual damages:
10000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

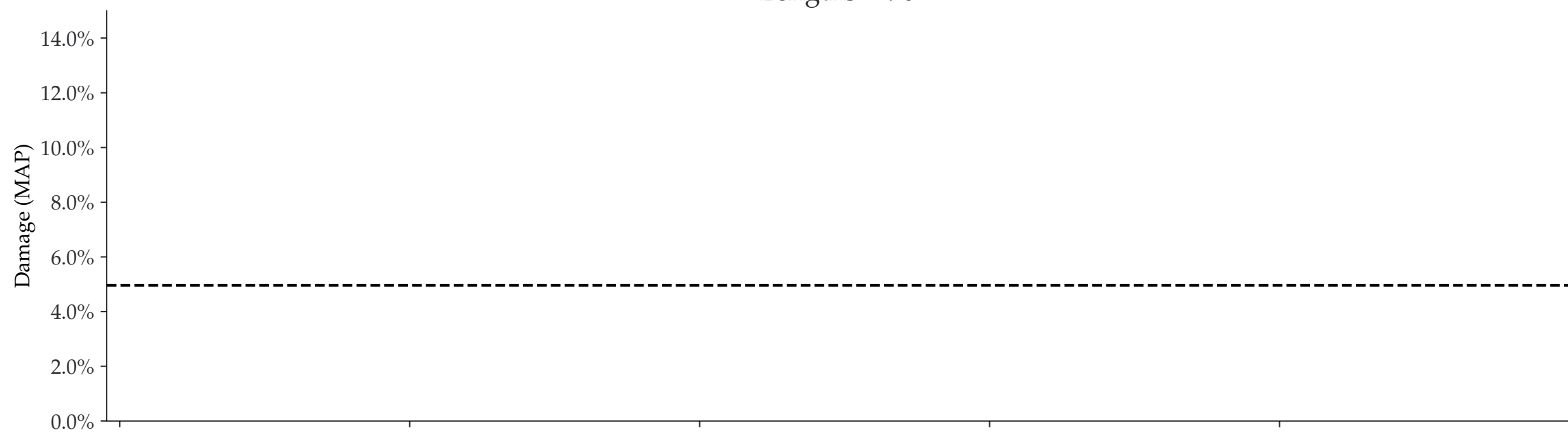
Lengths = 35



Lengths = 60



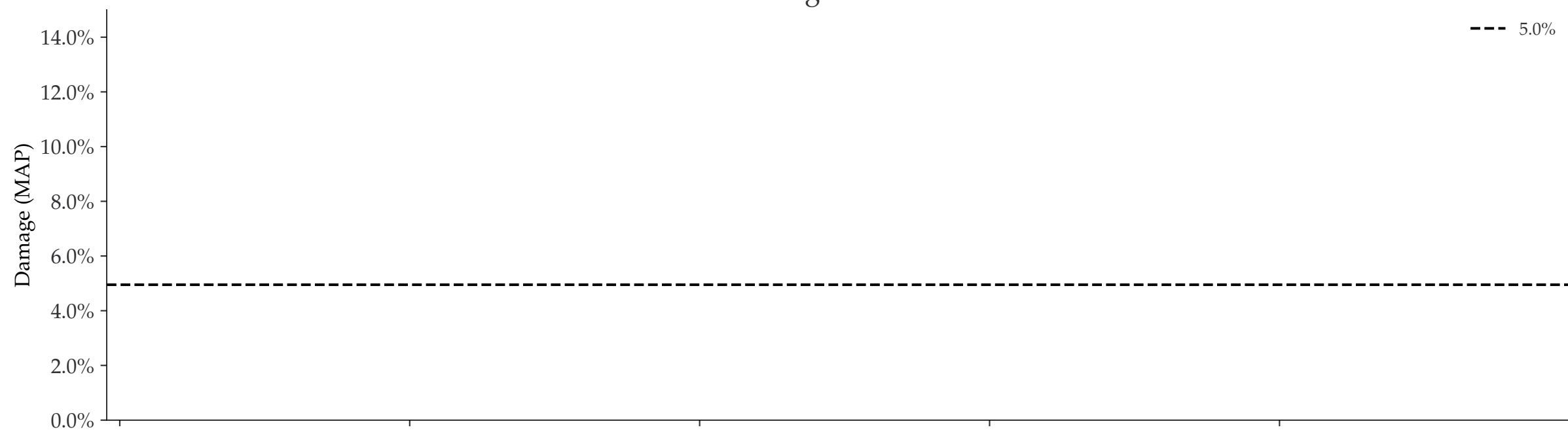
Lengths = 90



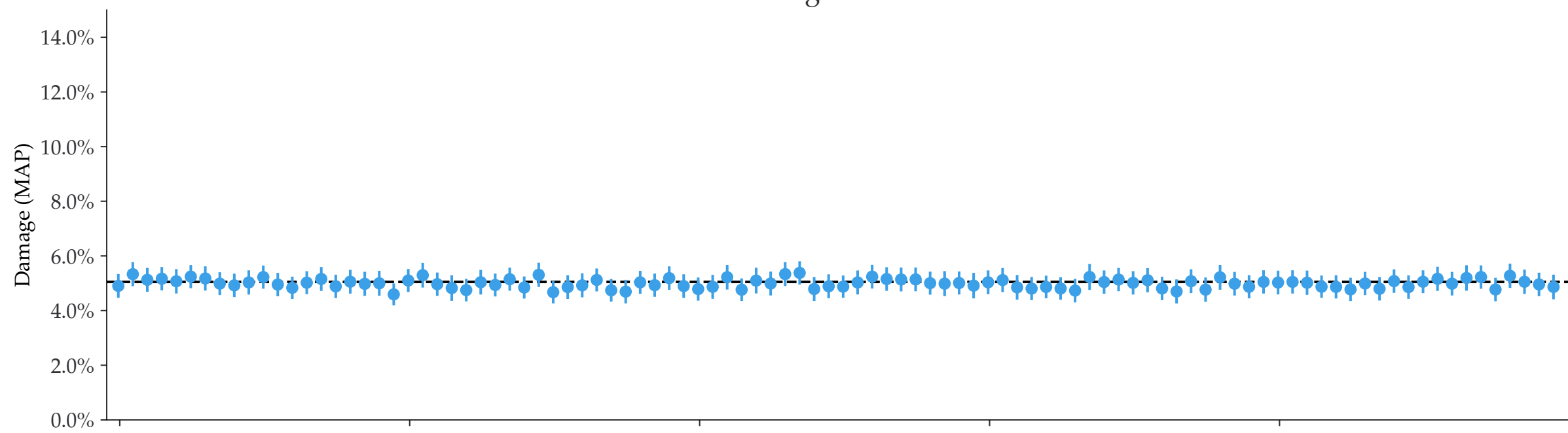
Iteration

Individual damages:
25000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

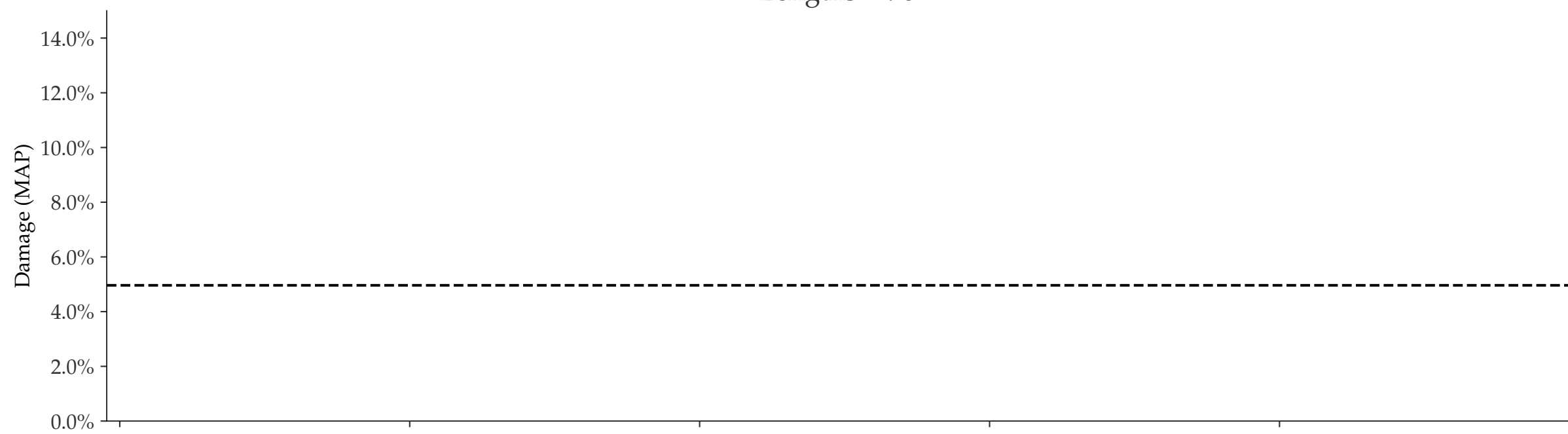
Lengths = 35



Lengths = 60



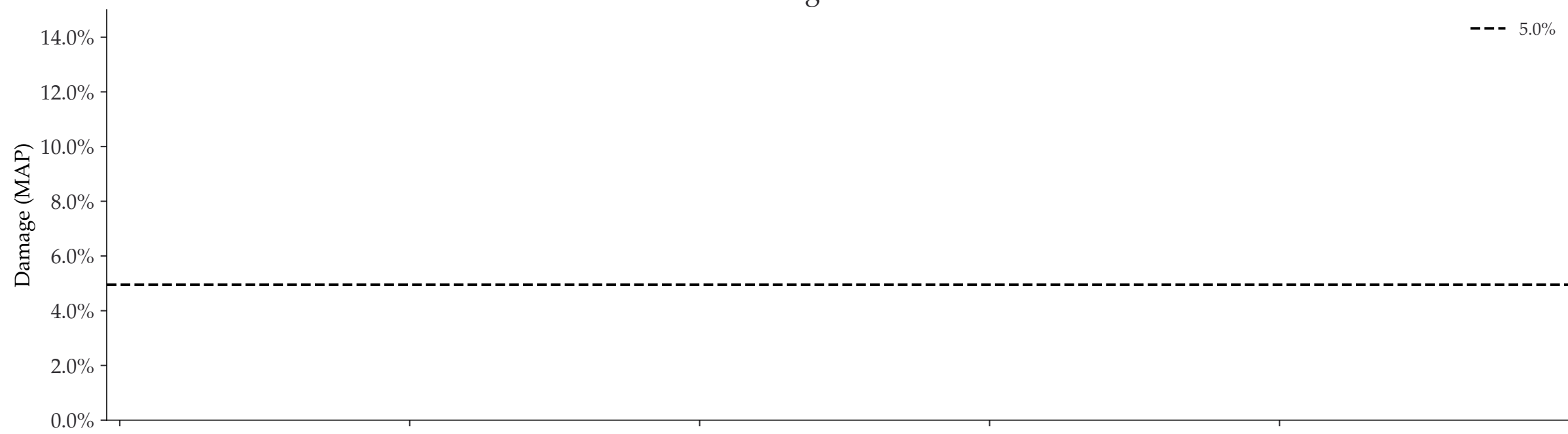
Lengths = 90



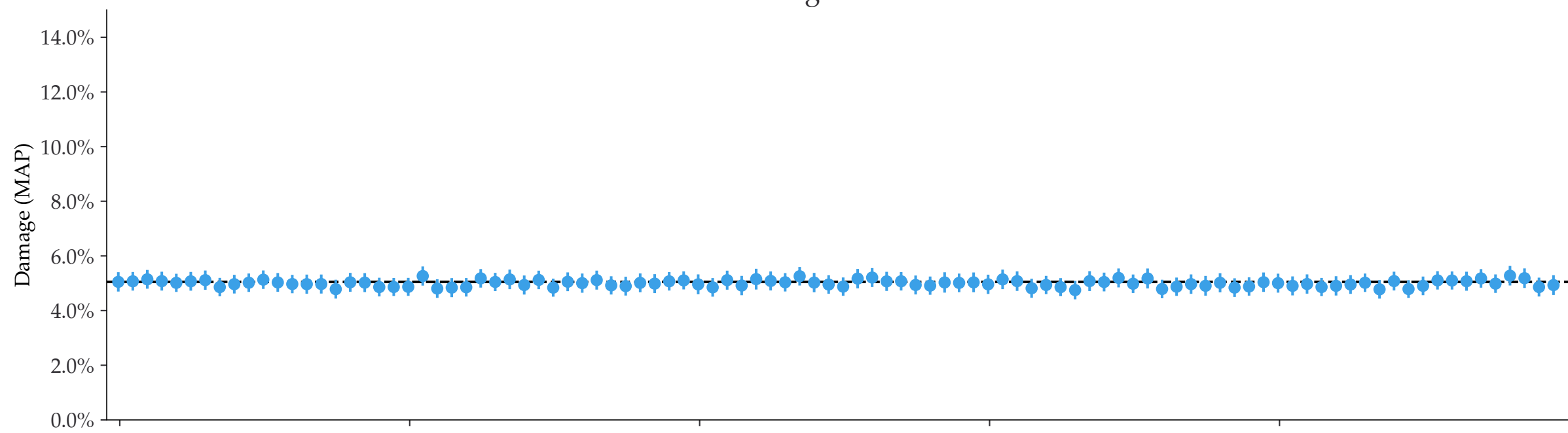
Iteration

Individual damages:
50000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

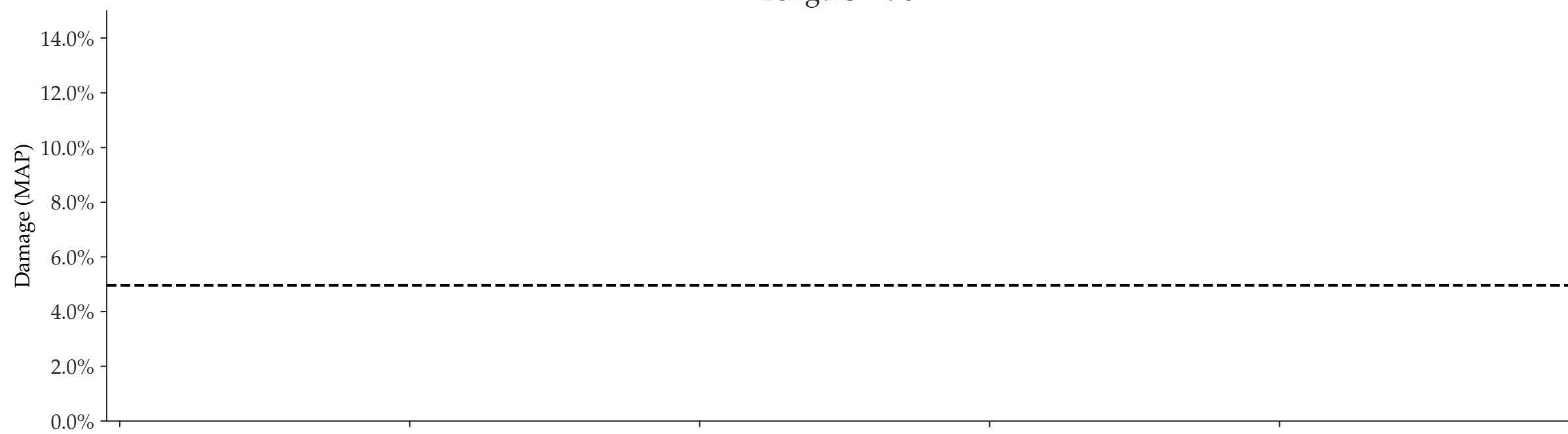
Lengths = 35



Lengths = 60

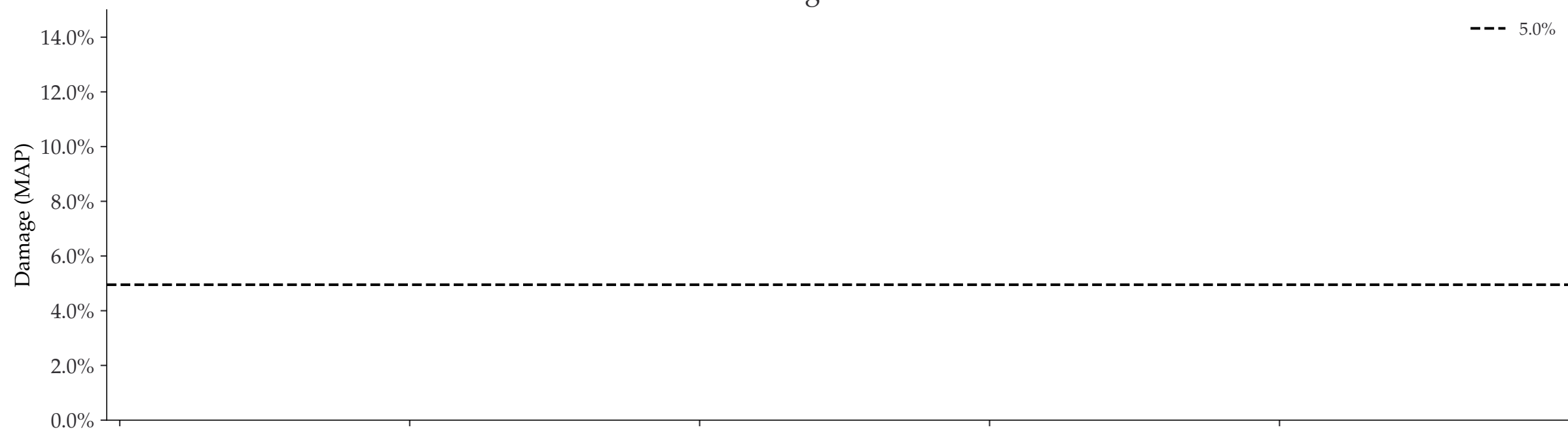


Lengths = 90

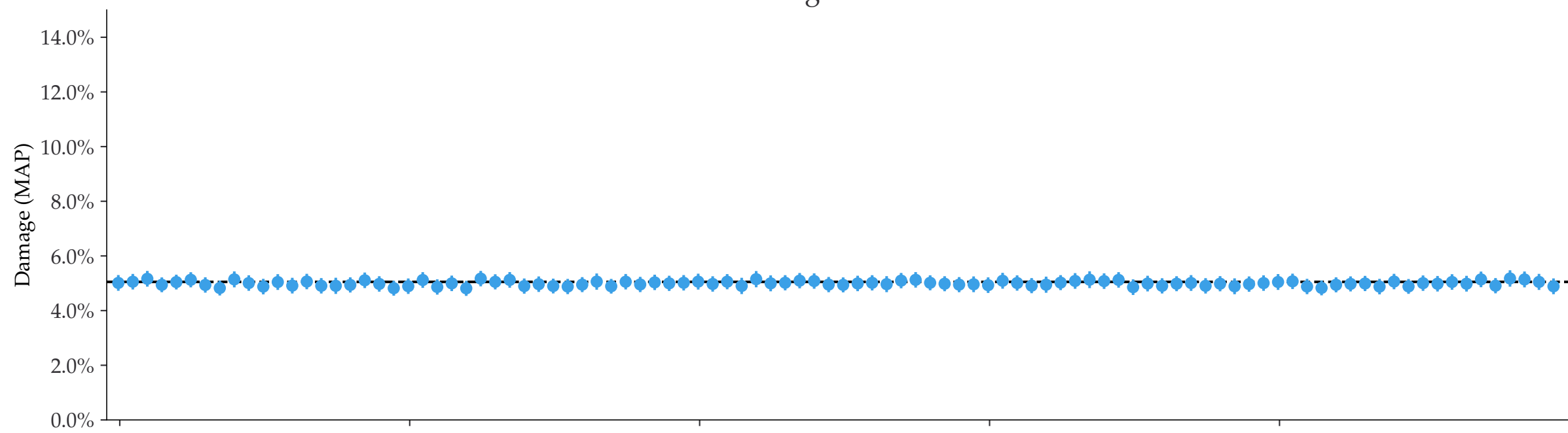


Individual damages:
100000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%

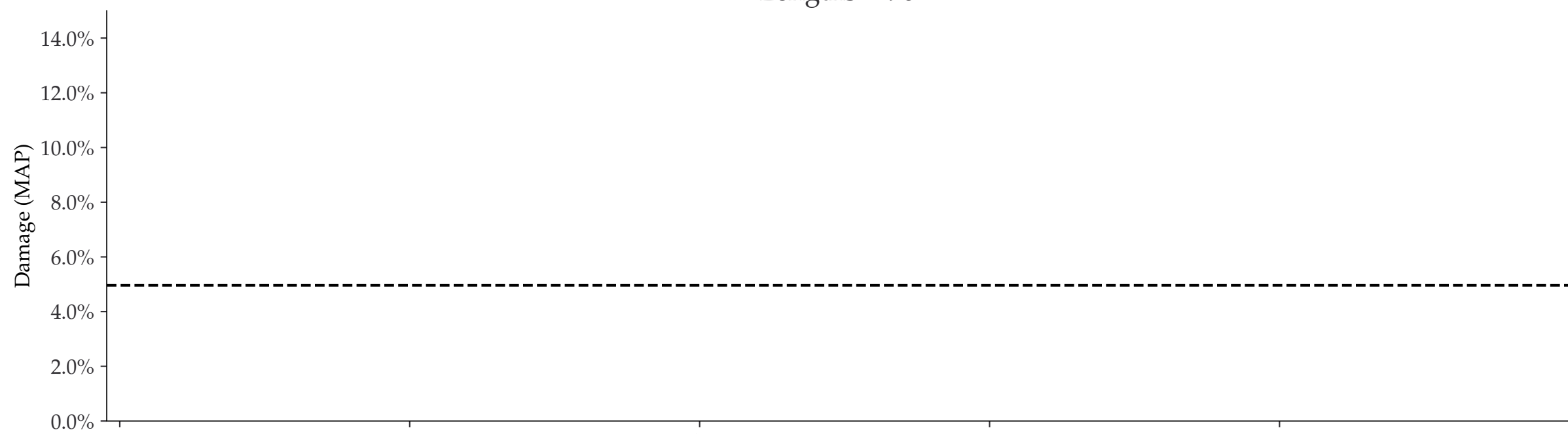
Lengths = 35



Lengths = 60

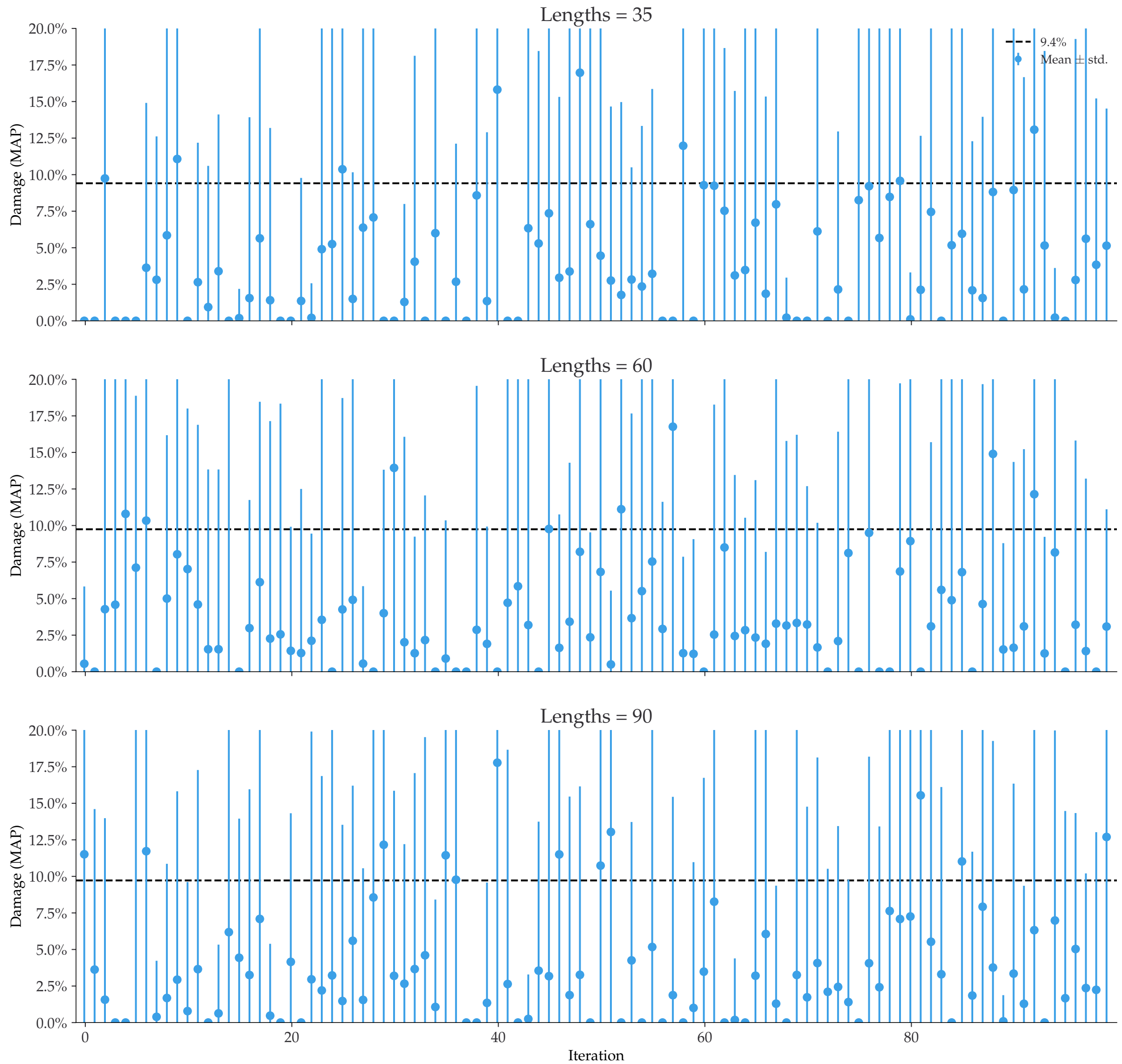


Lengths = 90

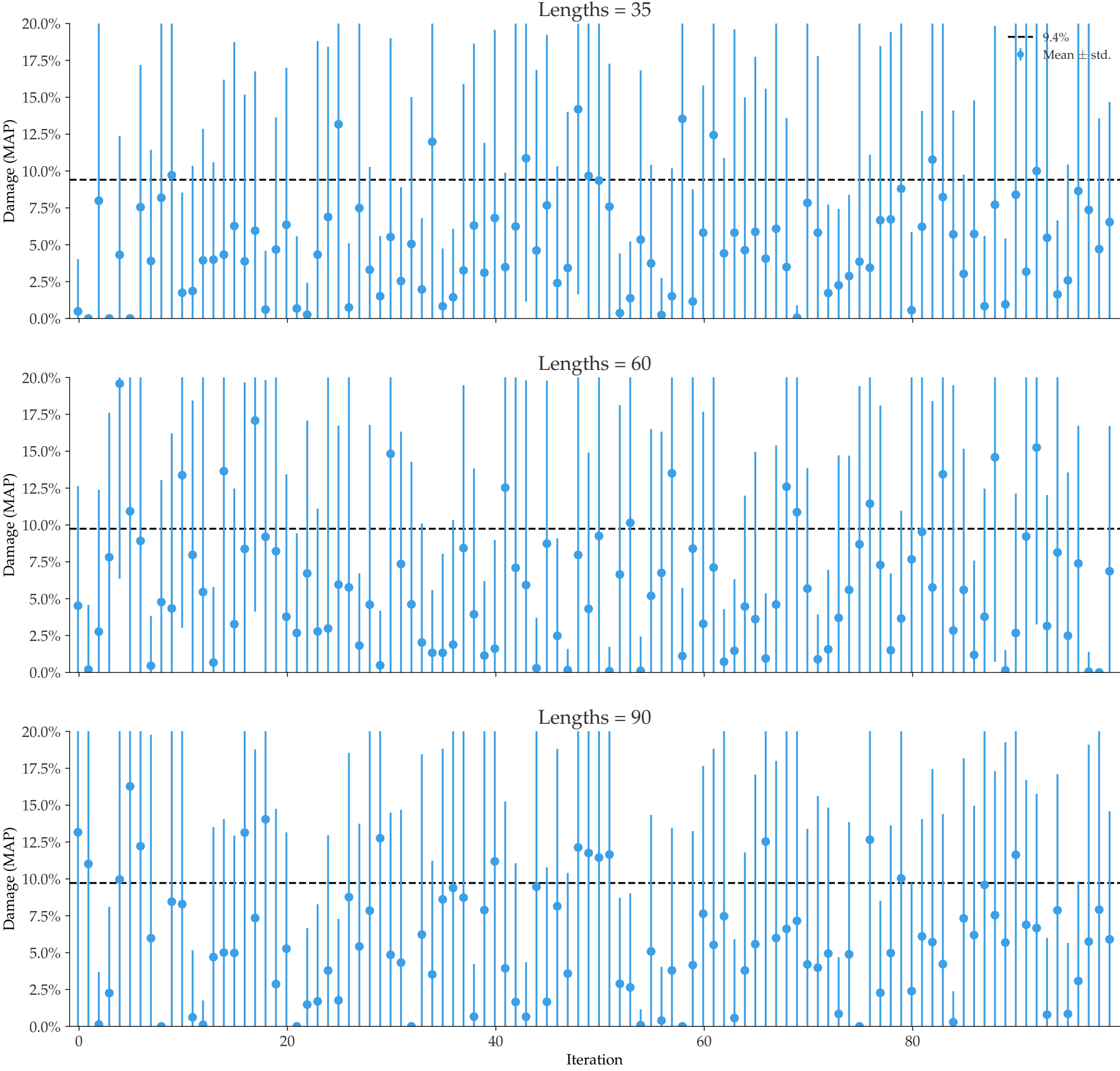


Iteration

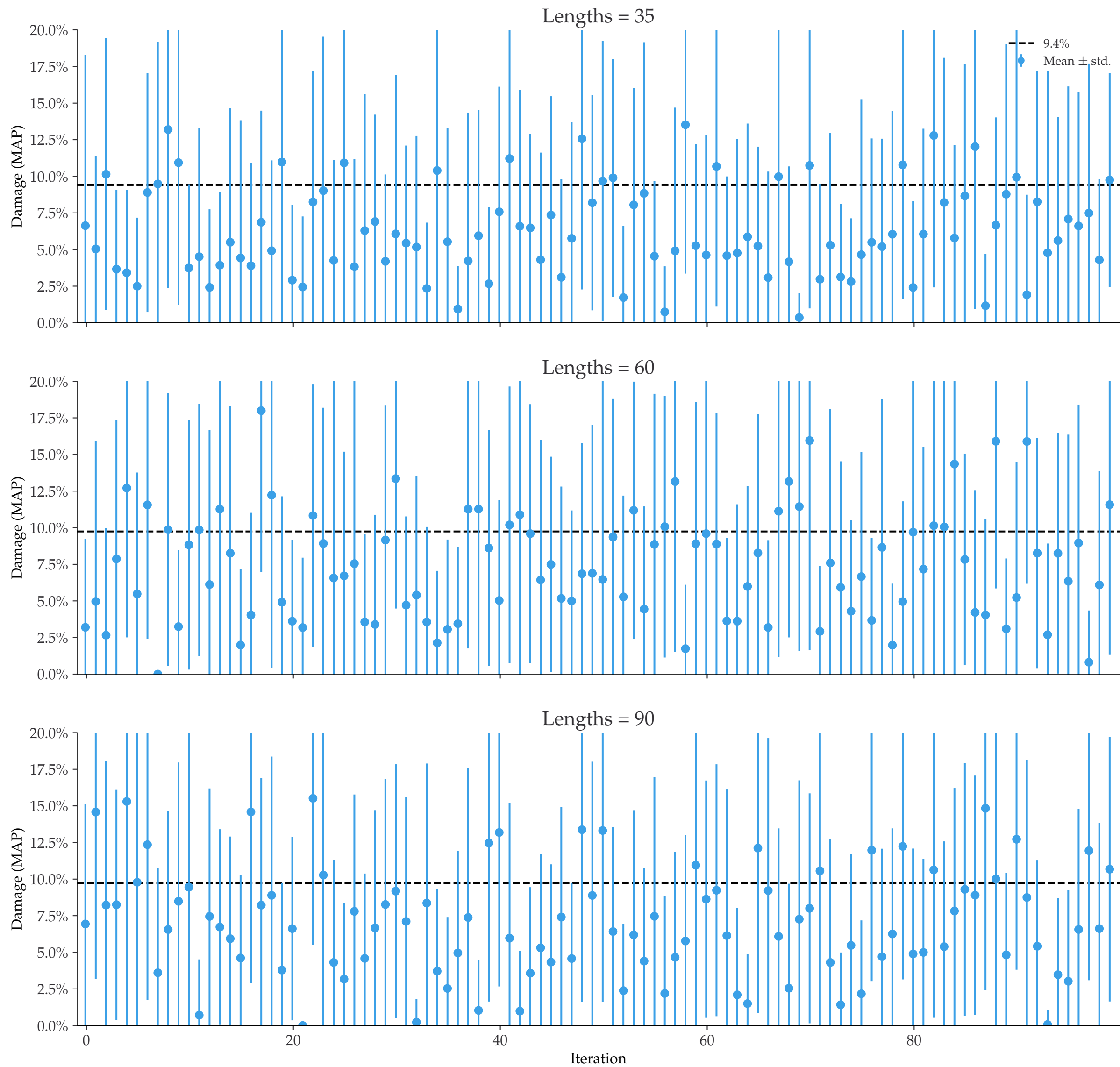
Individual damages:
10 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



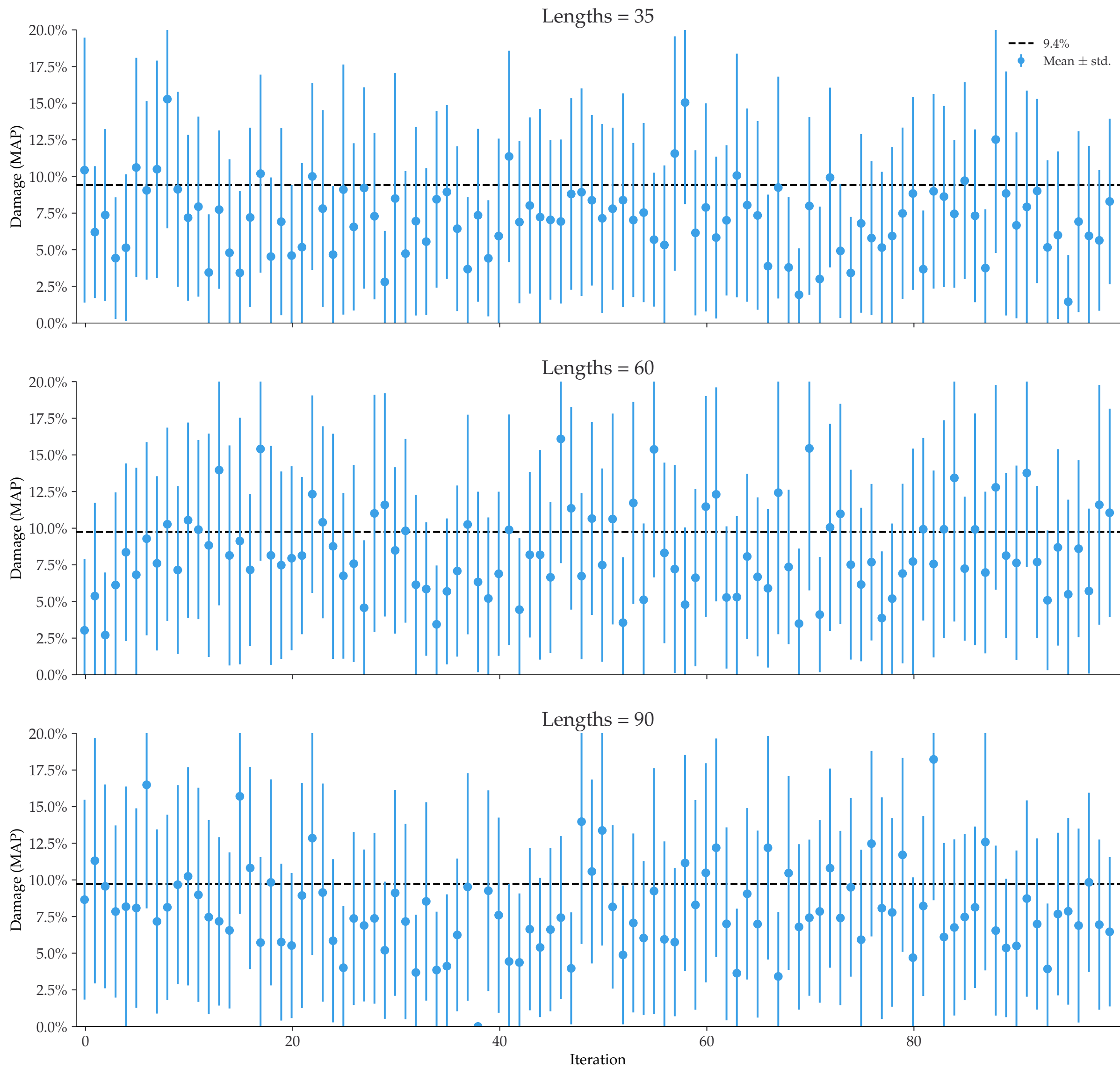
Individual damages:
25 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



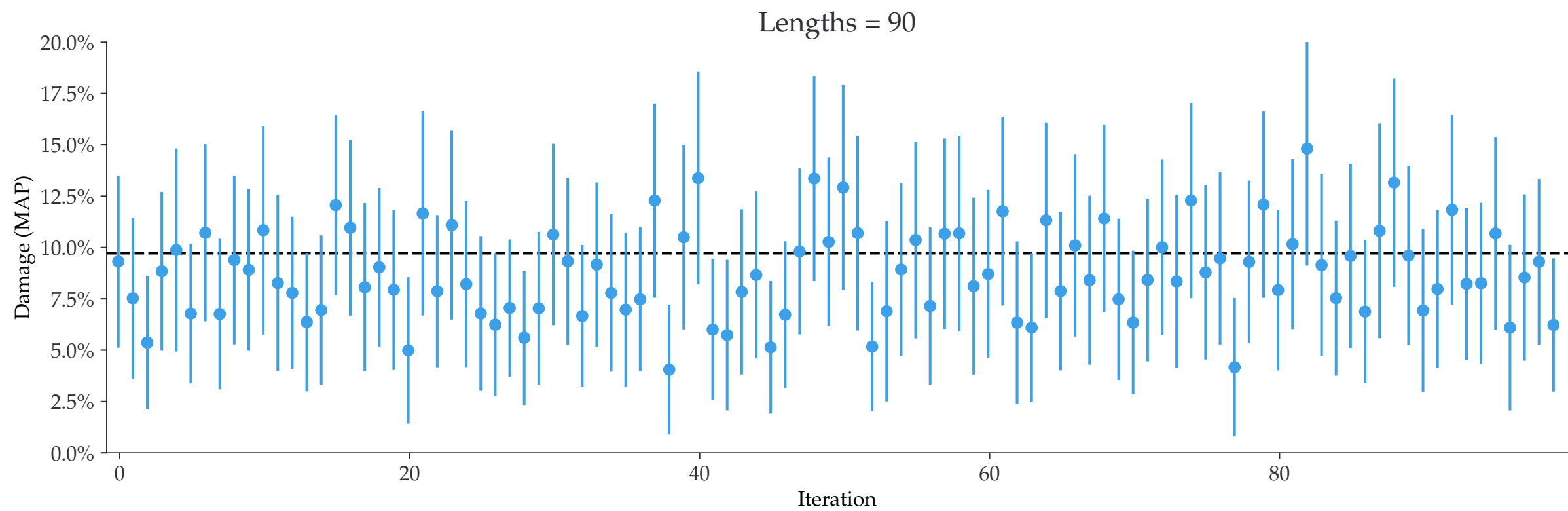
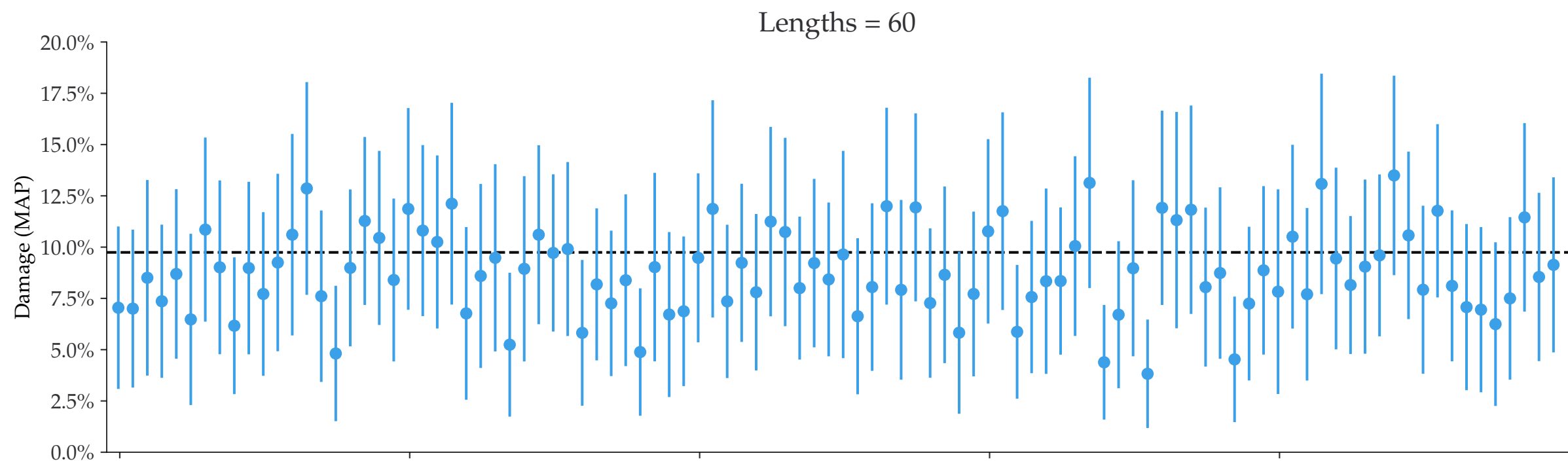
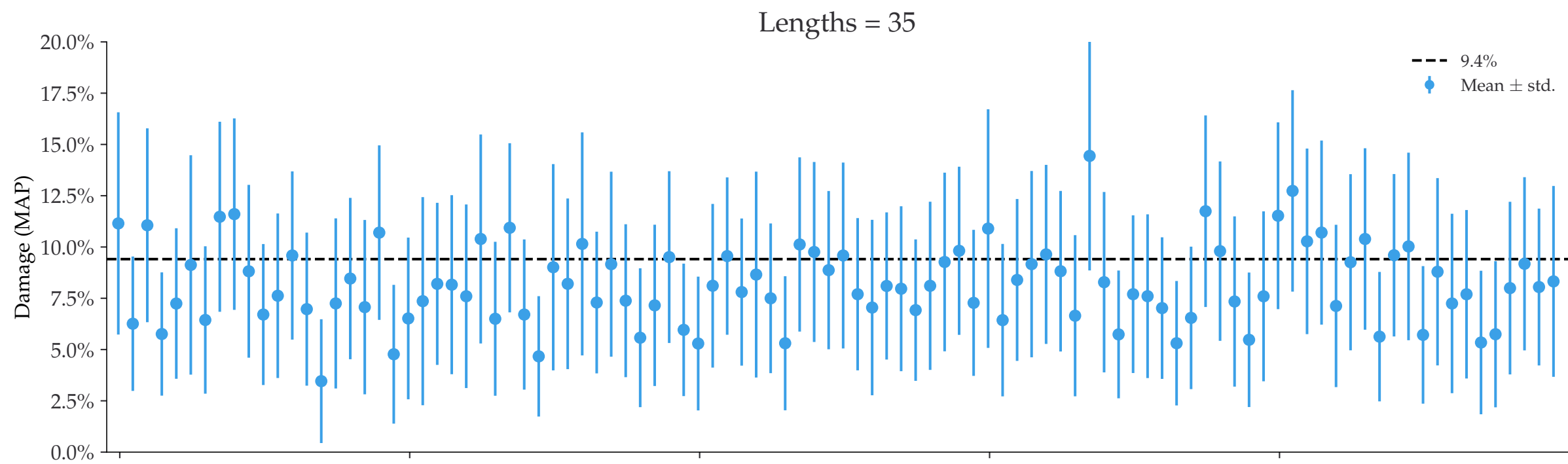
Individual damages:
50 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



Individual damages:
100 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

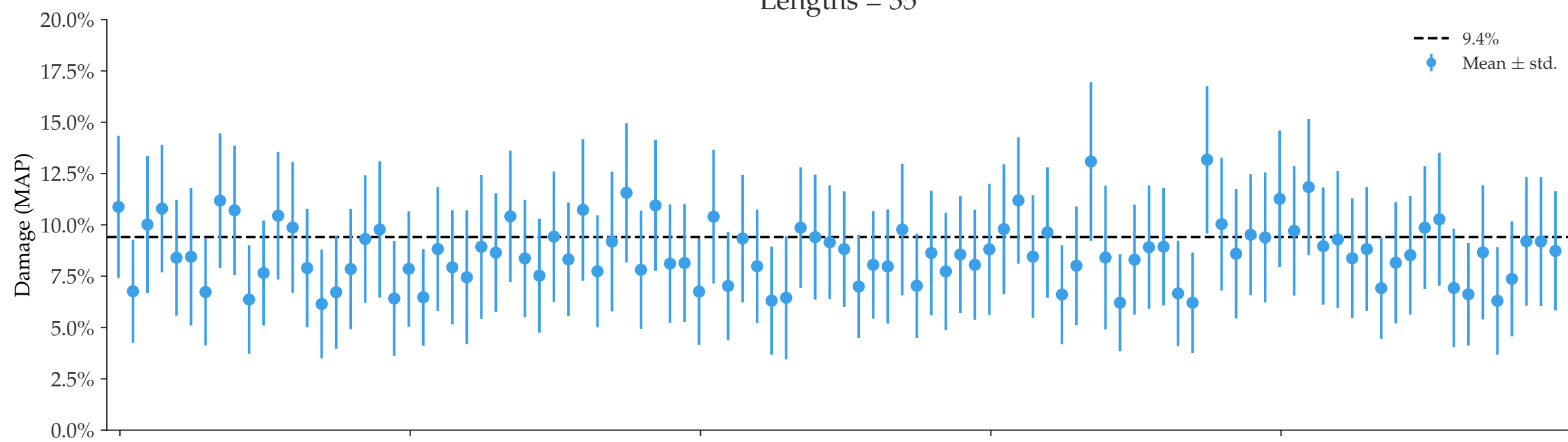


Individual damages:
250 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

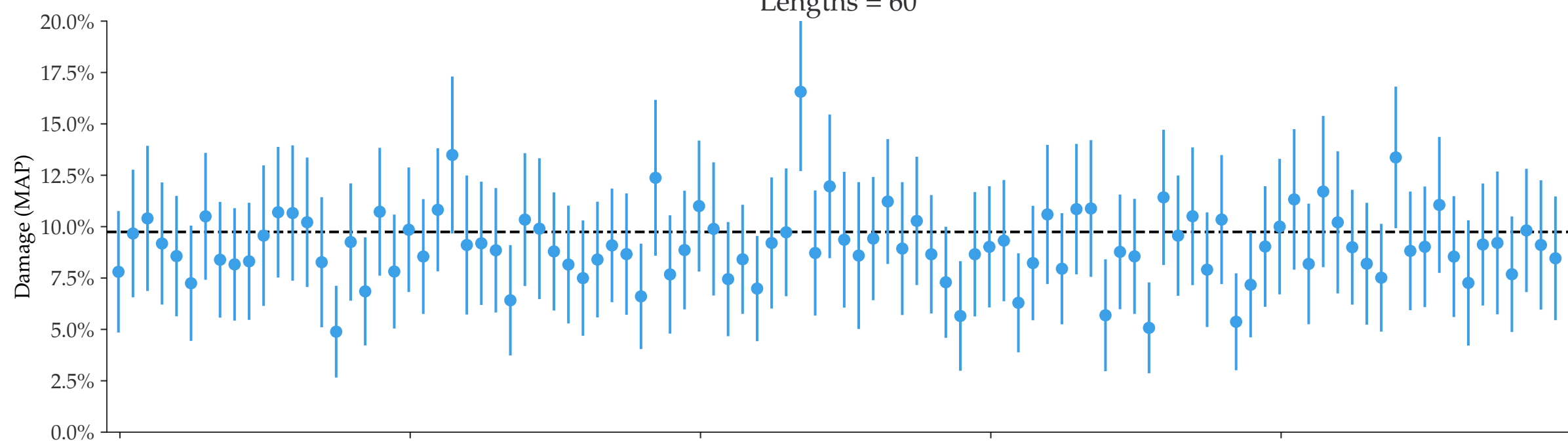


Individual damages:
500 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

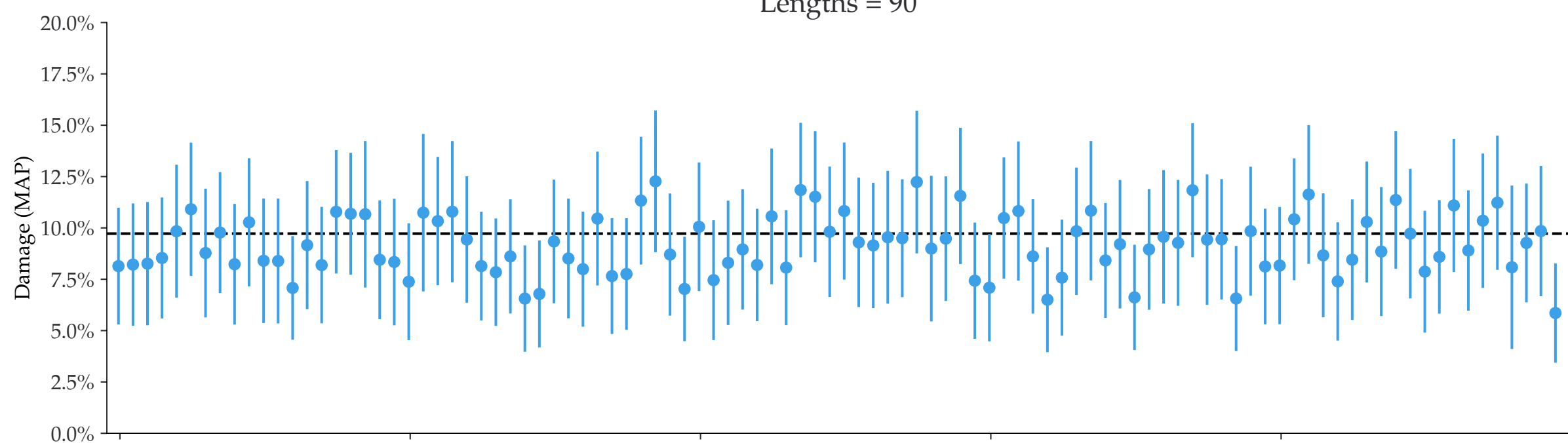
Lengths = 35



Lengths = 60

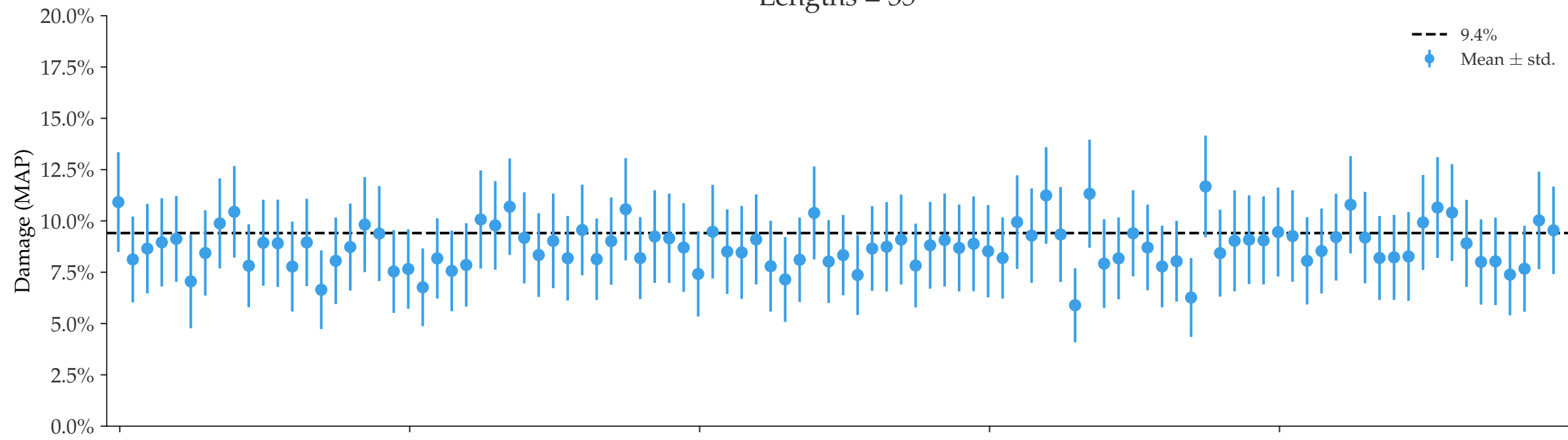


Lengths = 90

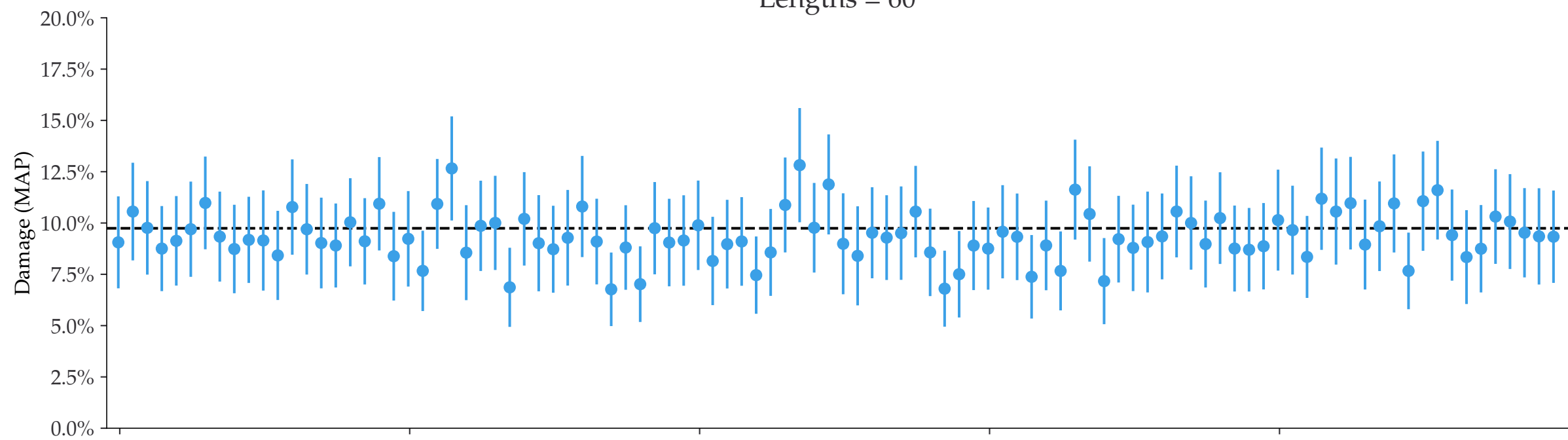


Individual damages:
1000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

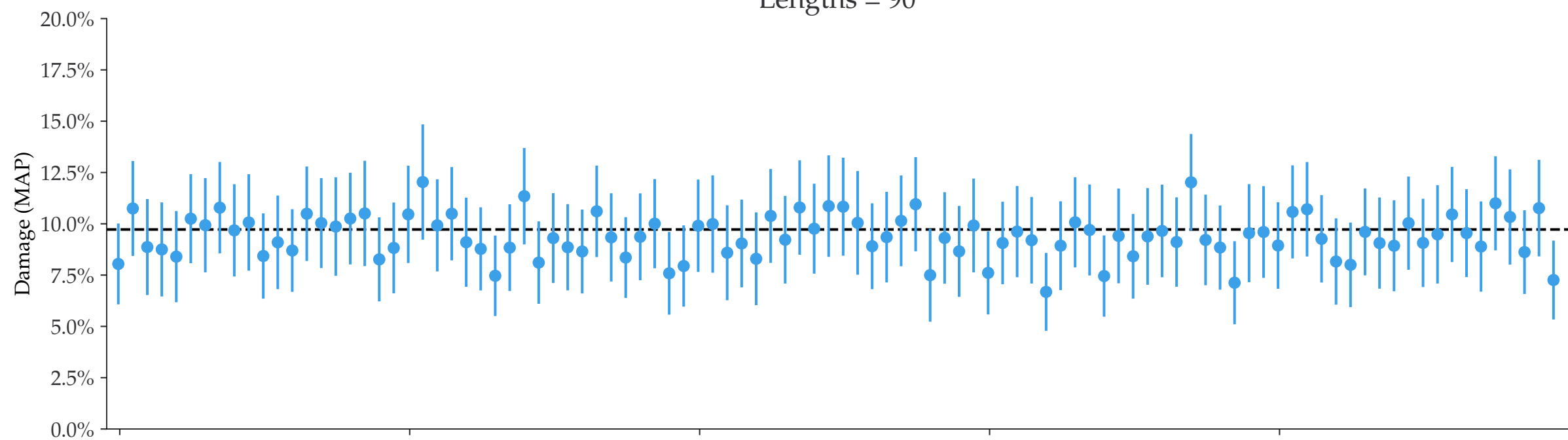
Lengths = 35



Lengths = 60

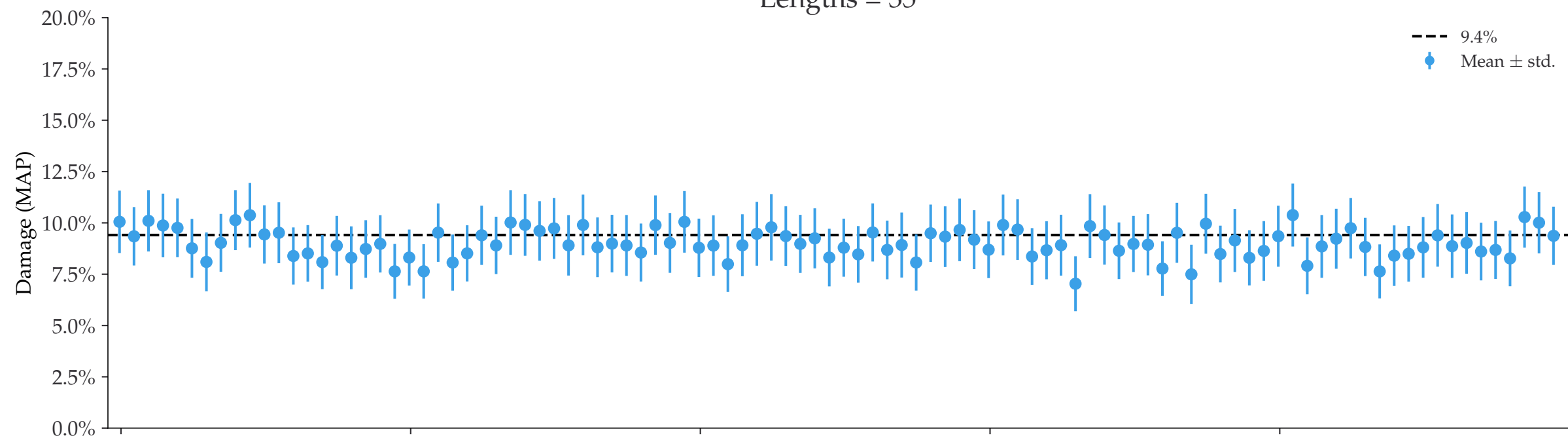


Lengths = 90

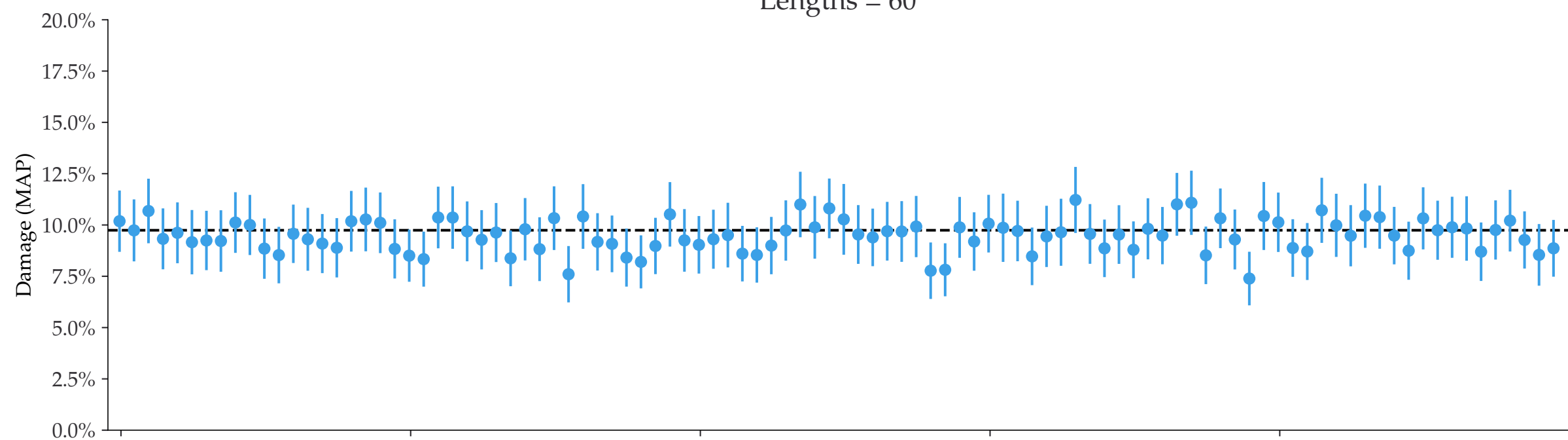


Individual damages:
2500 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

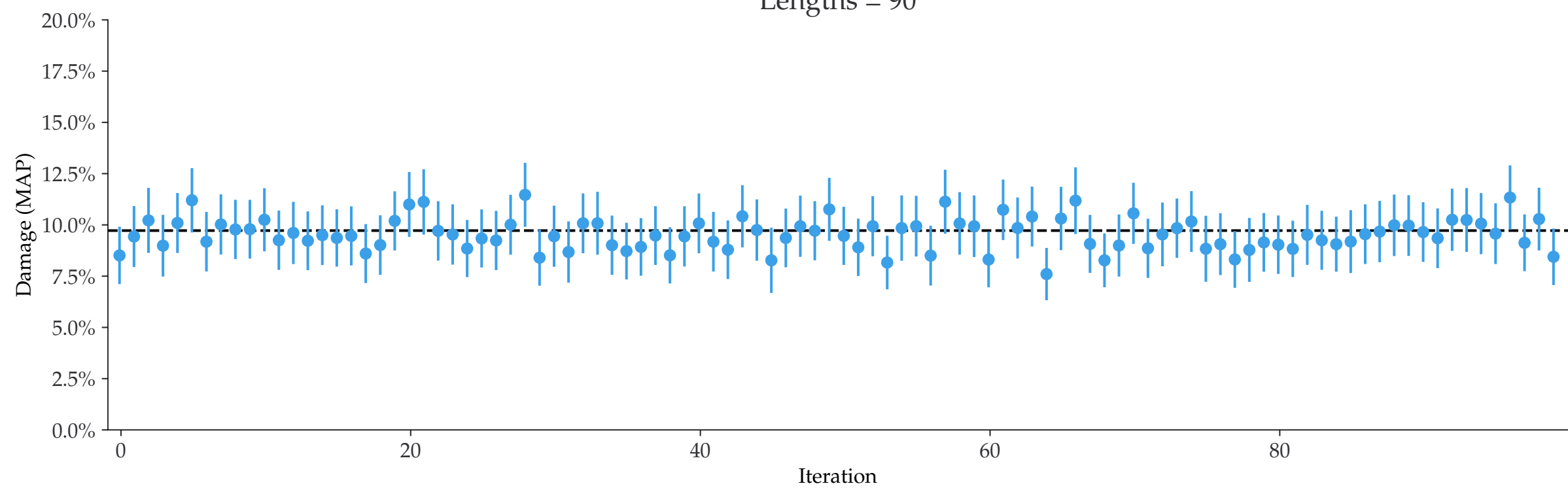
Lengths = 35



Lengths = 60

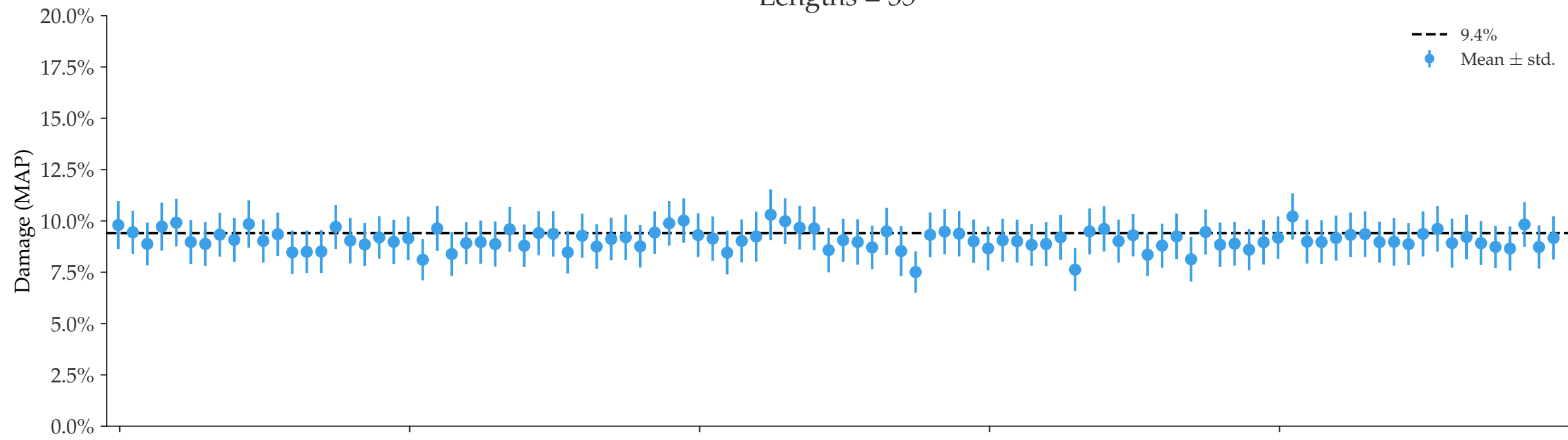


Lengths = 90

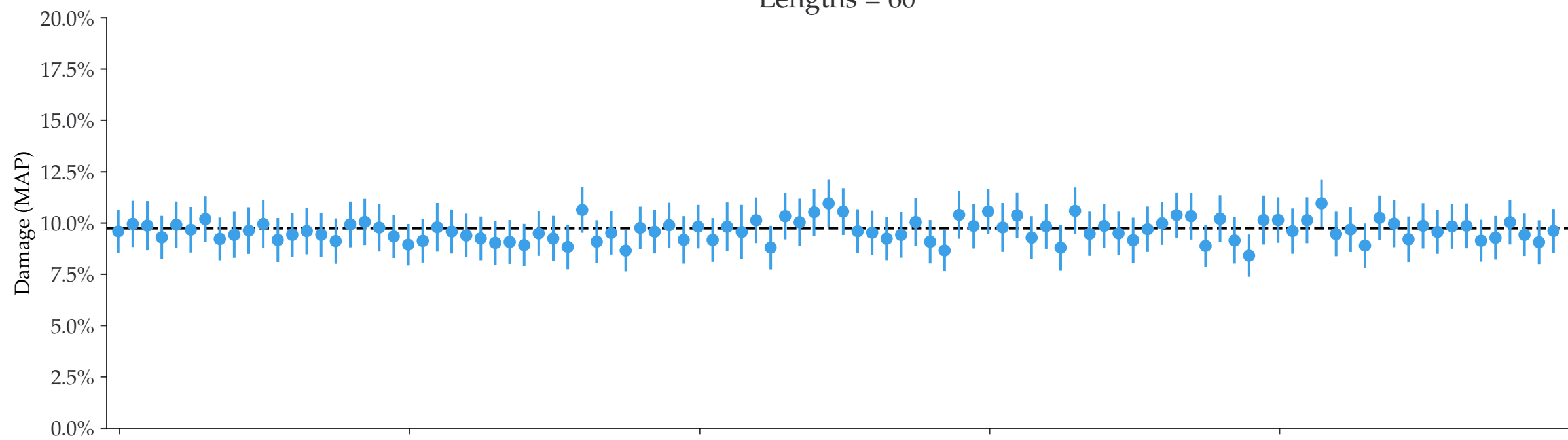


Individual damages:
5000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%

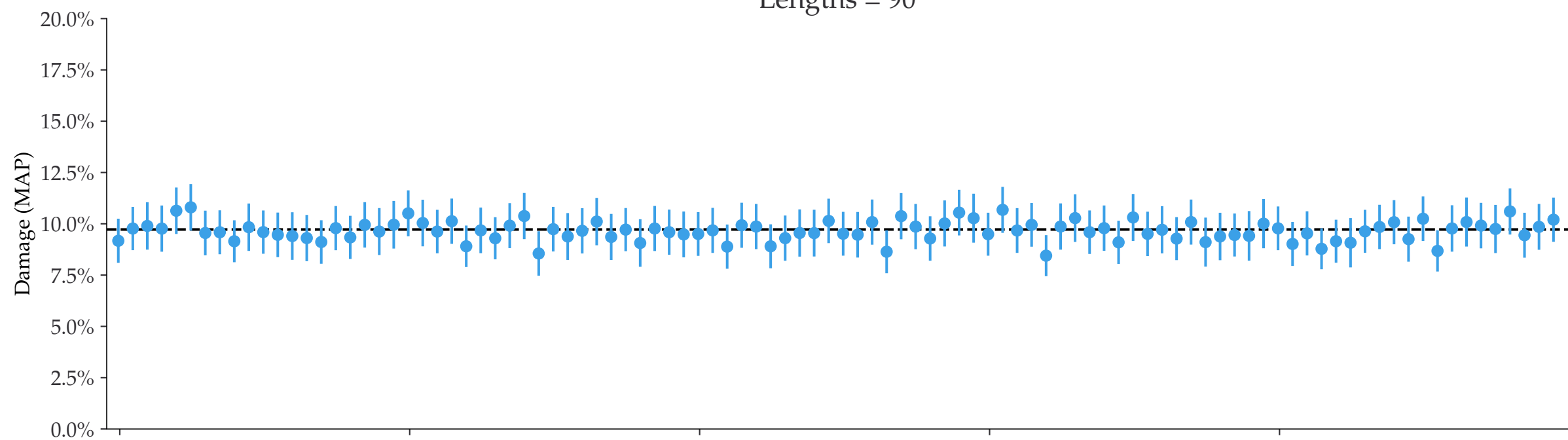
Lengths = 35



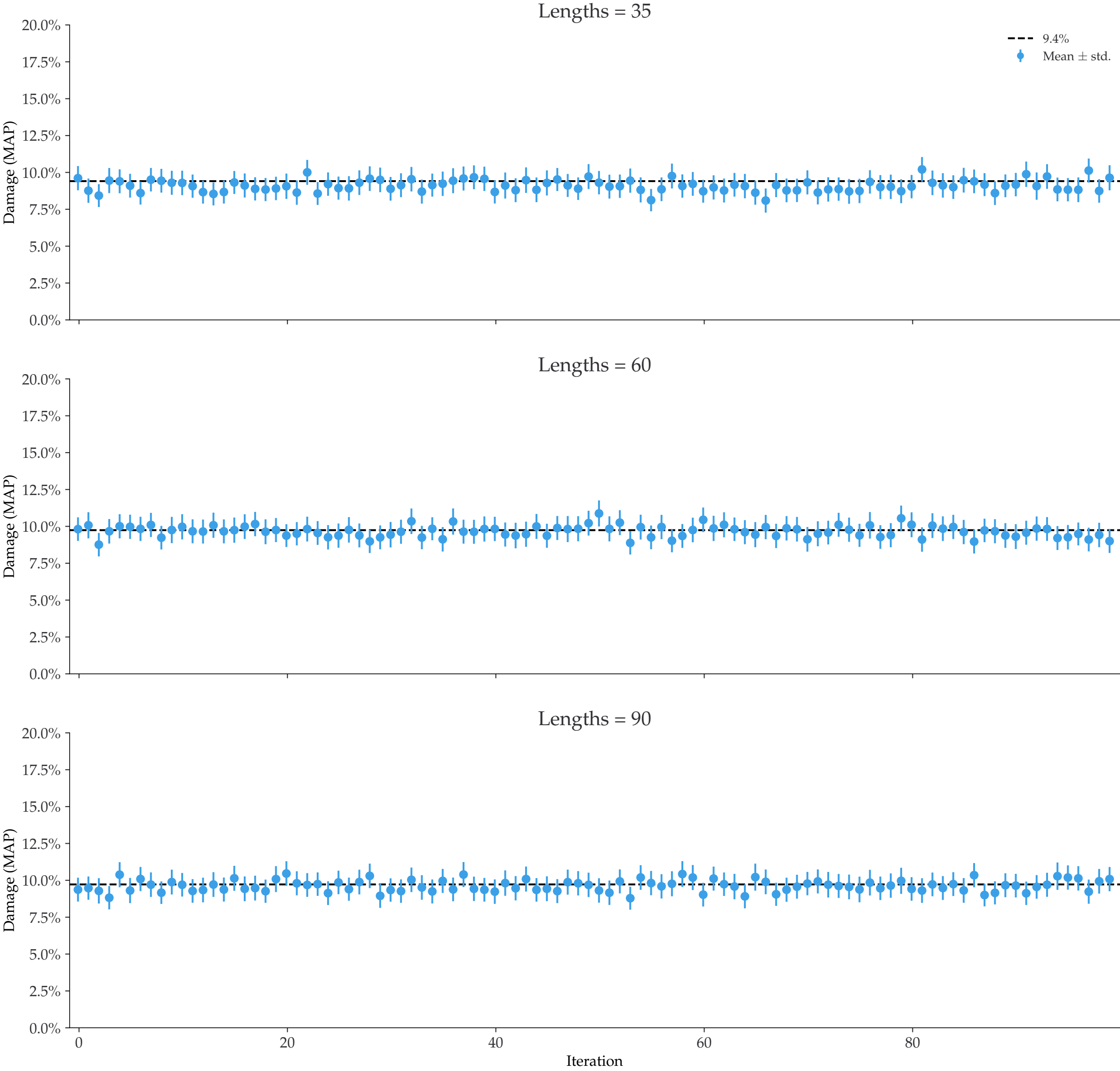
Lengths = 60



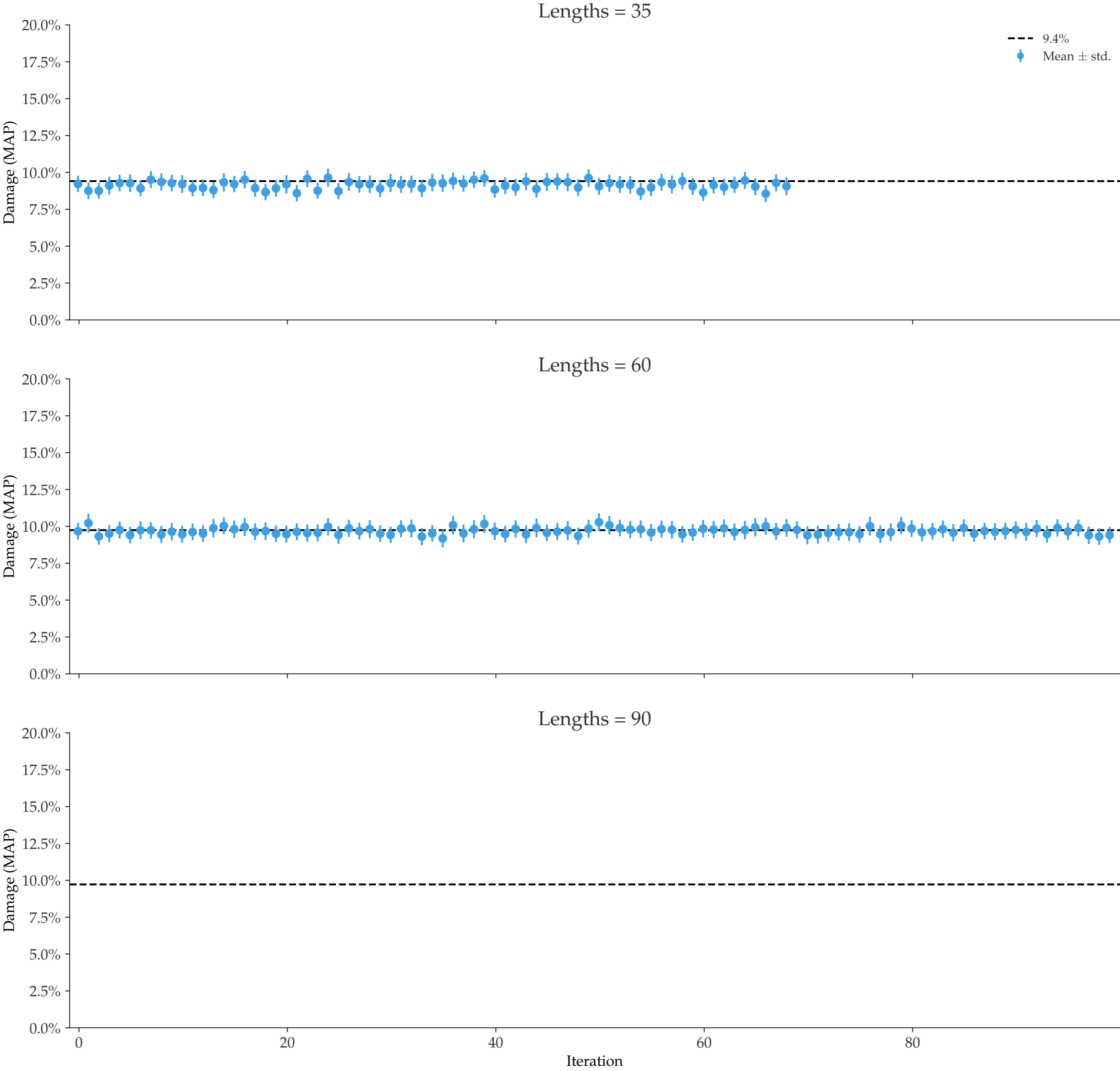
Lengths = 90



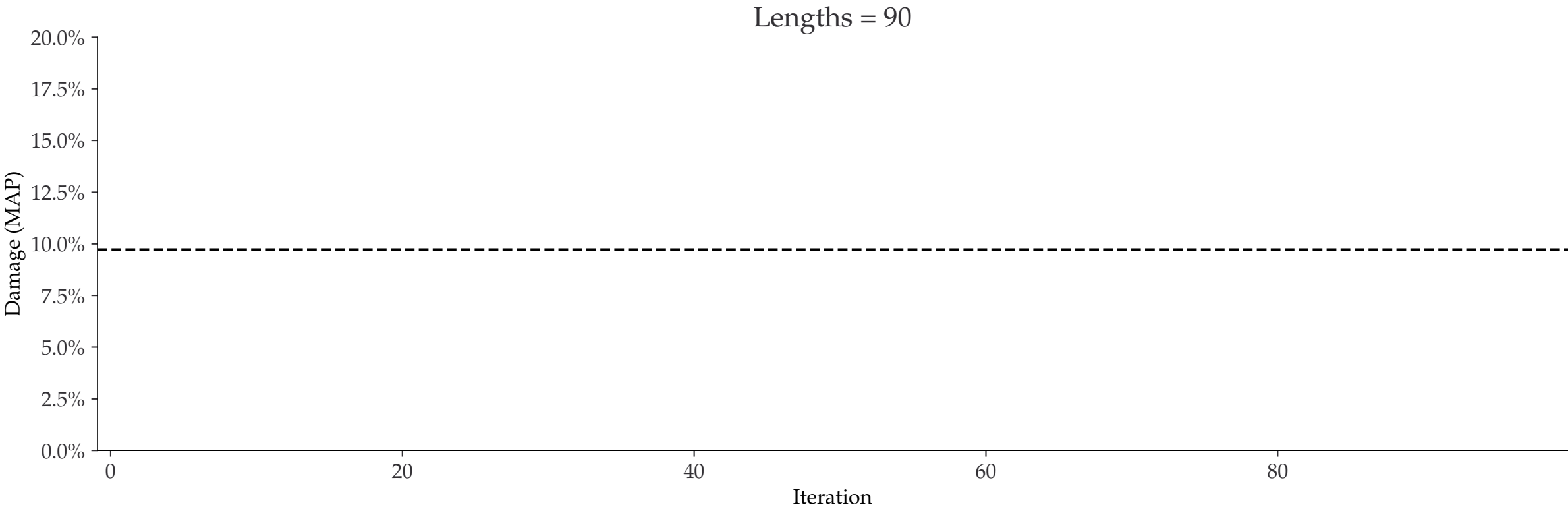
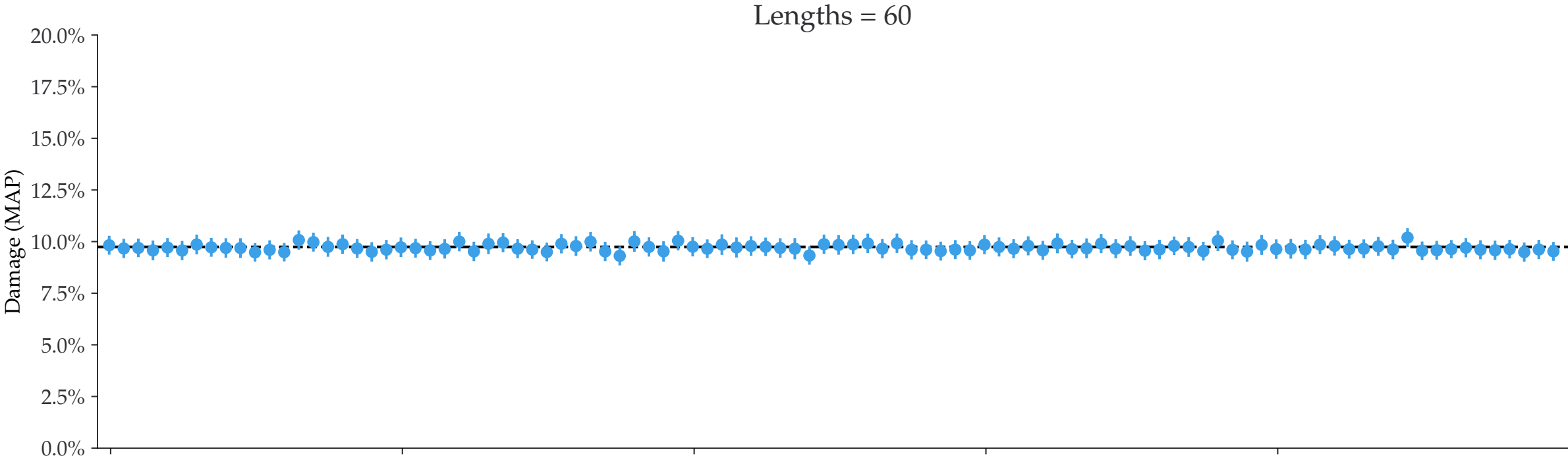
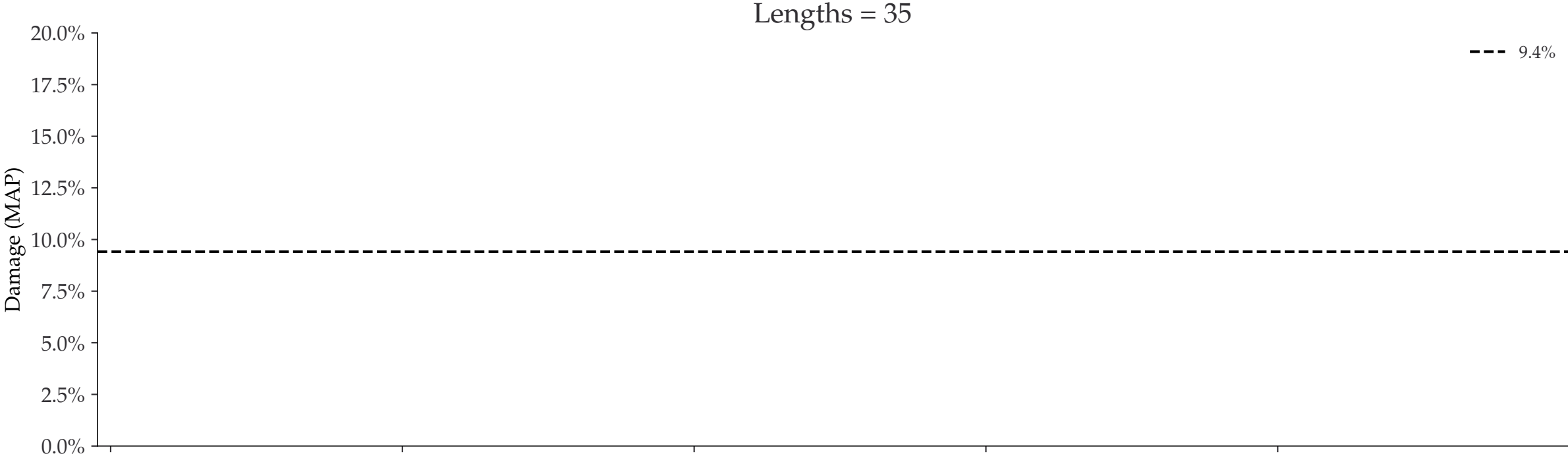
Individual damages:
10000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



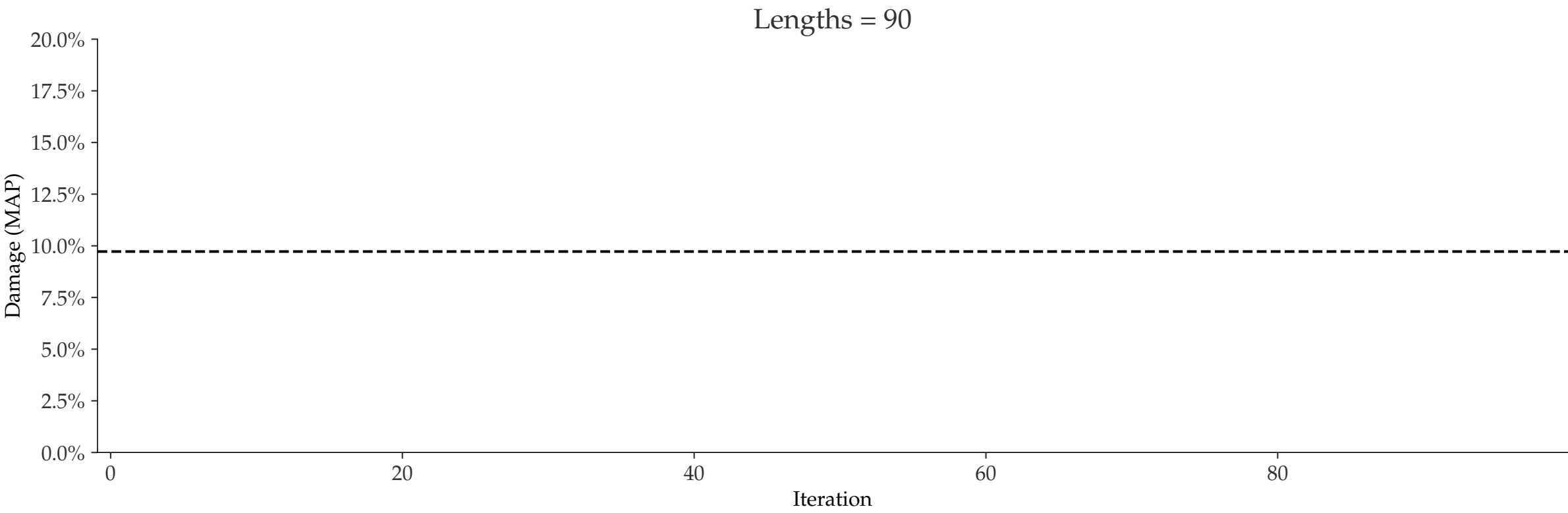
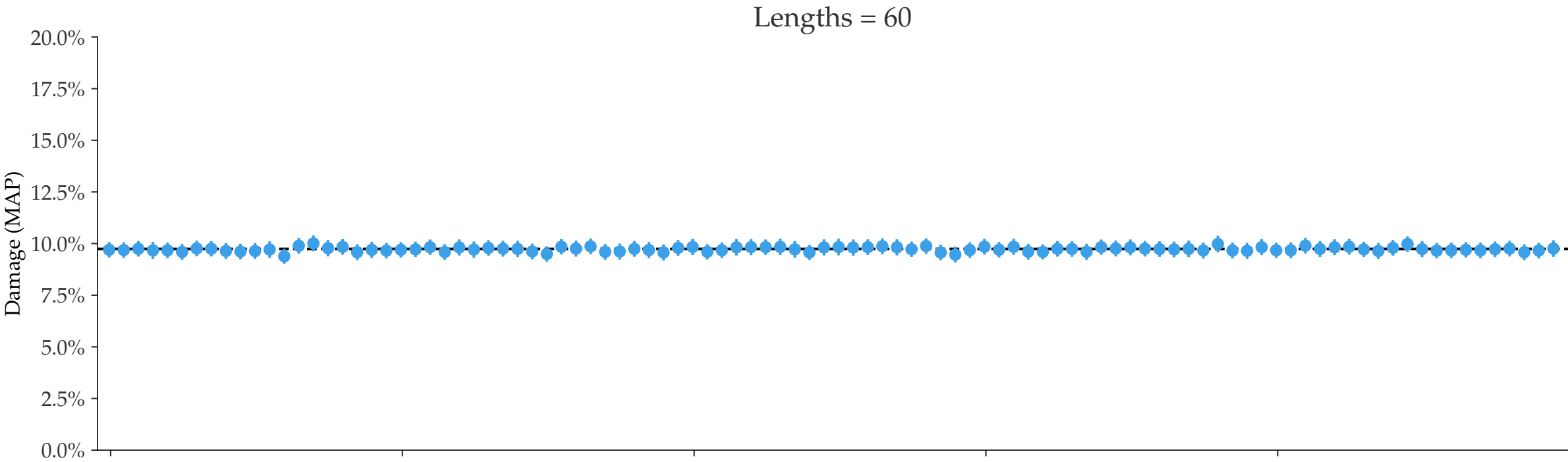
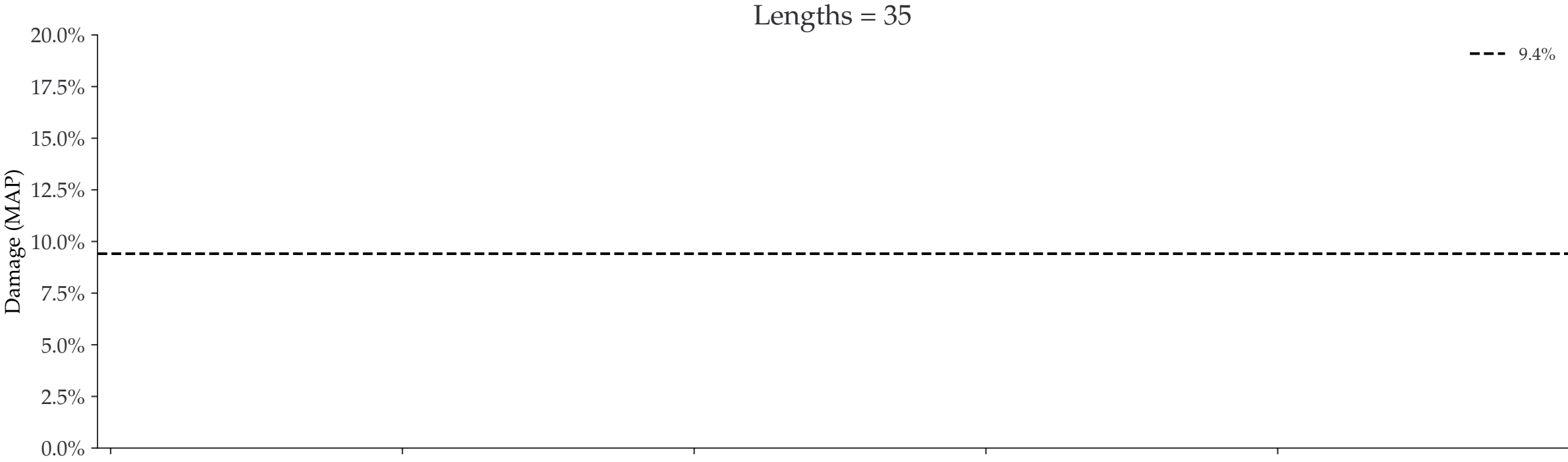
Individual damages:
25000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



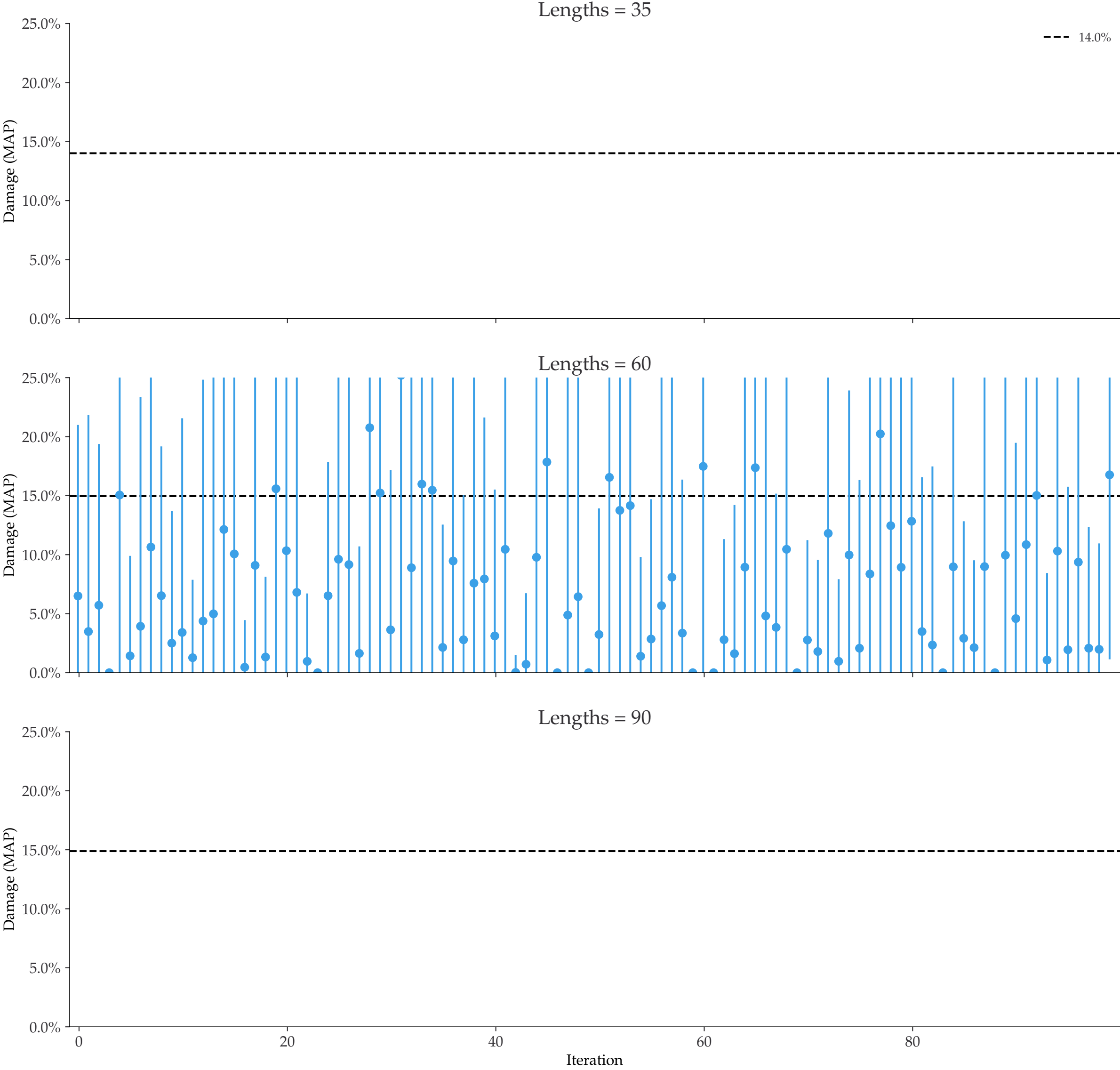
Individual damages:
50000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



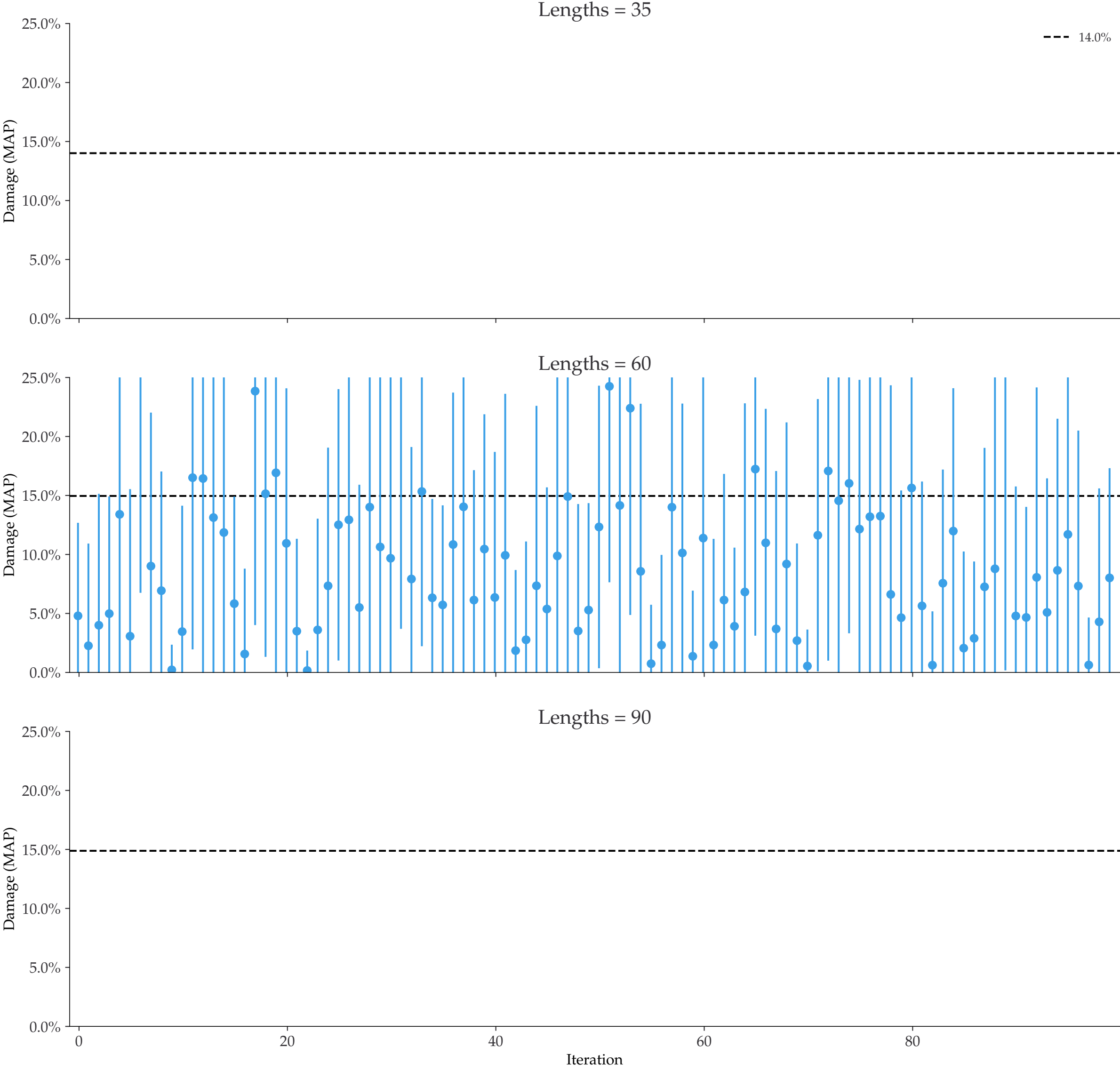
Individual damages:
100000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



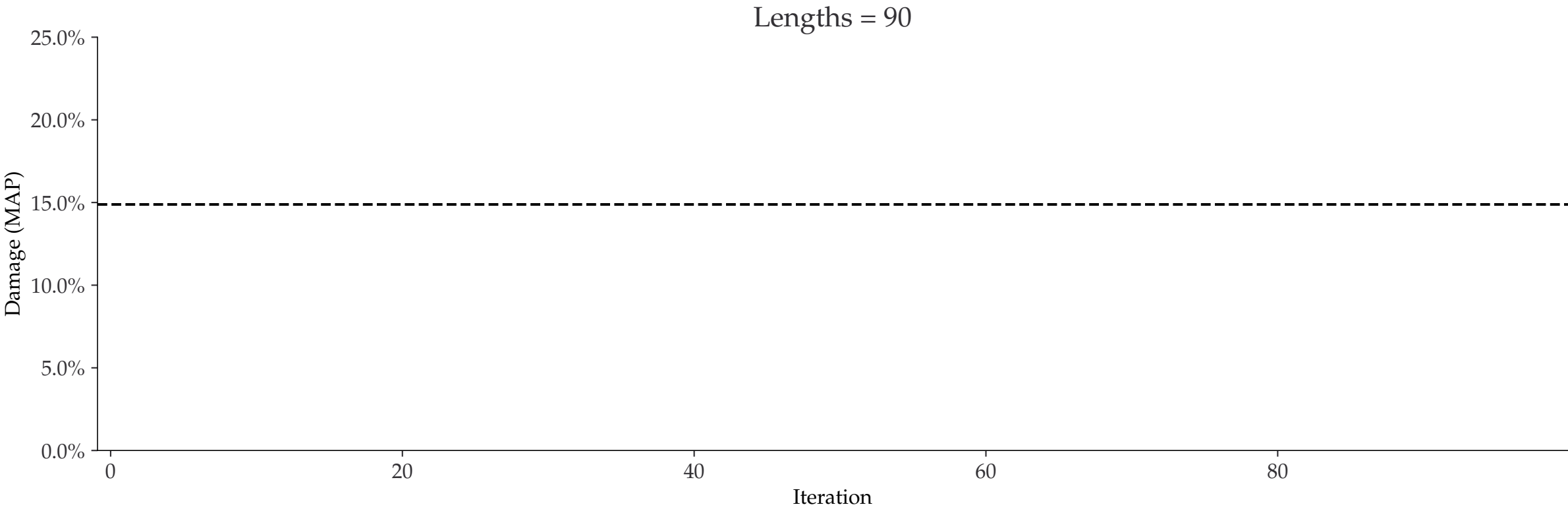
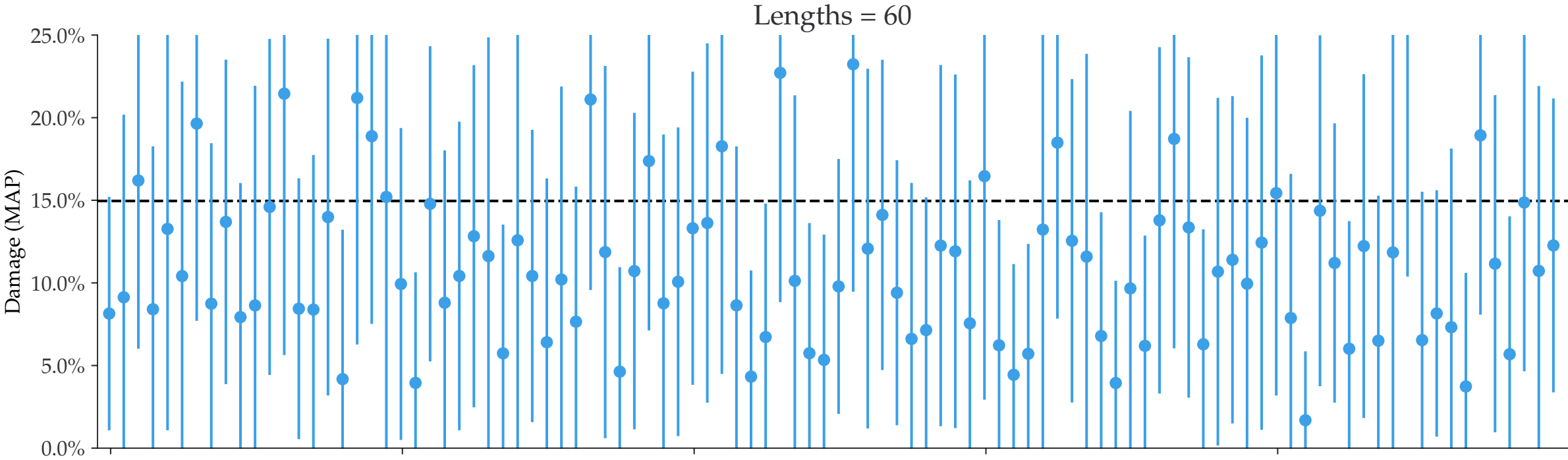
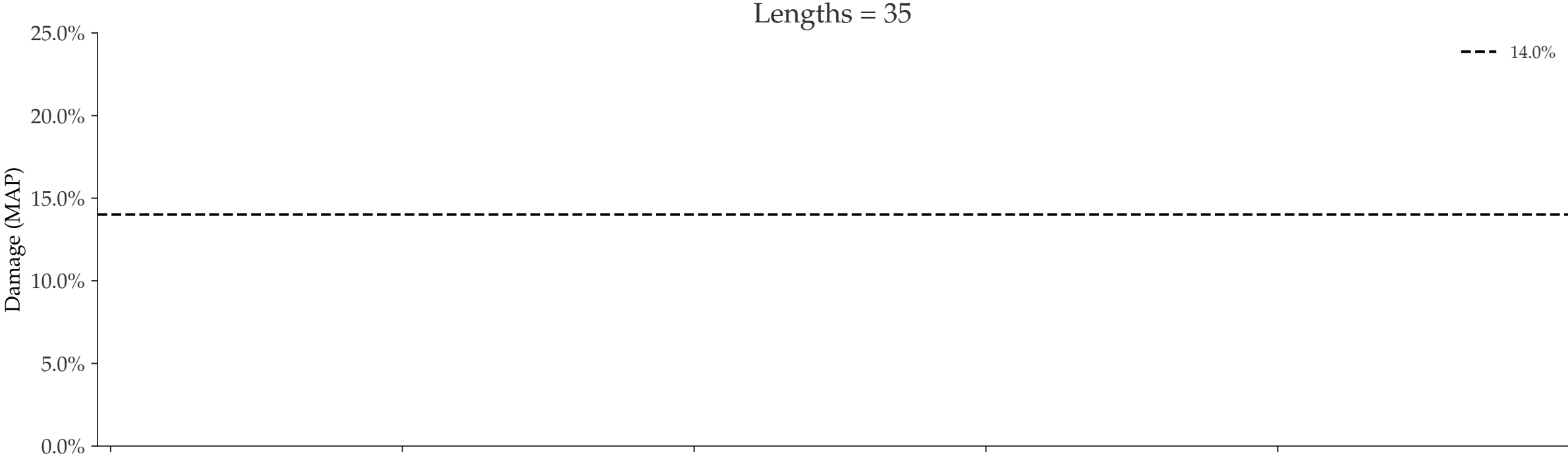
Individual damages:
10 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



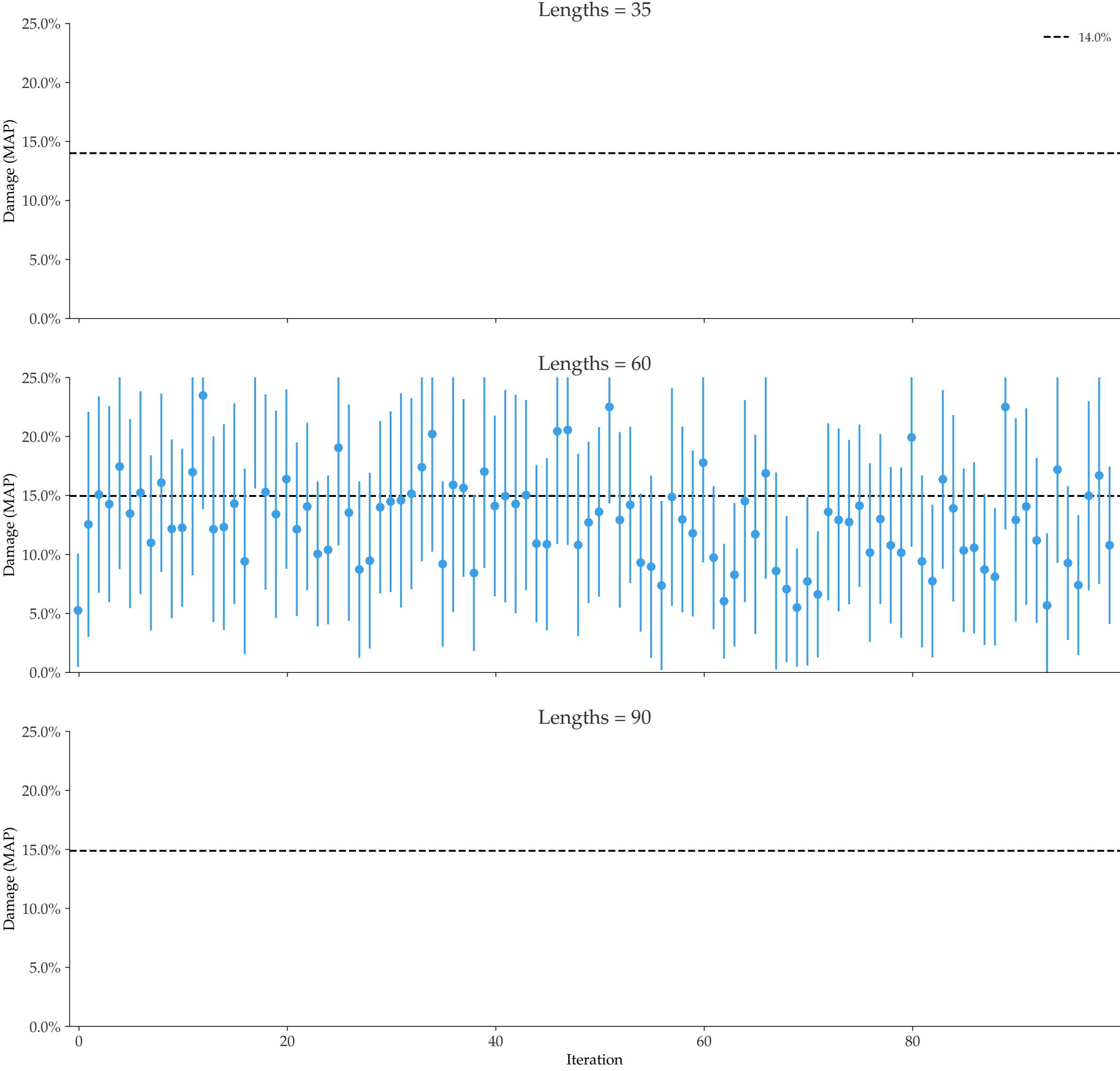
Individual damages:
25 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



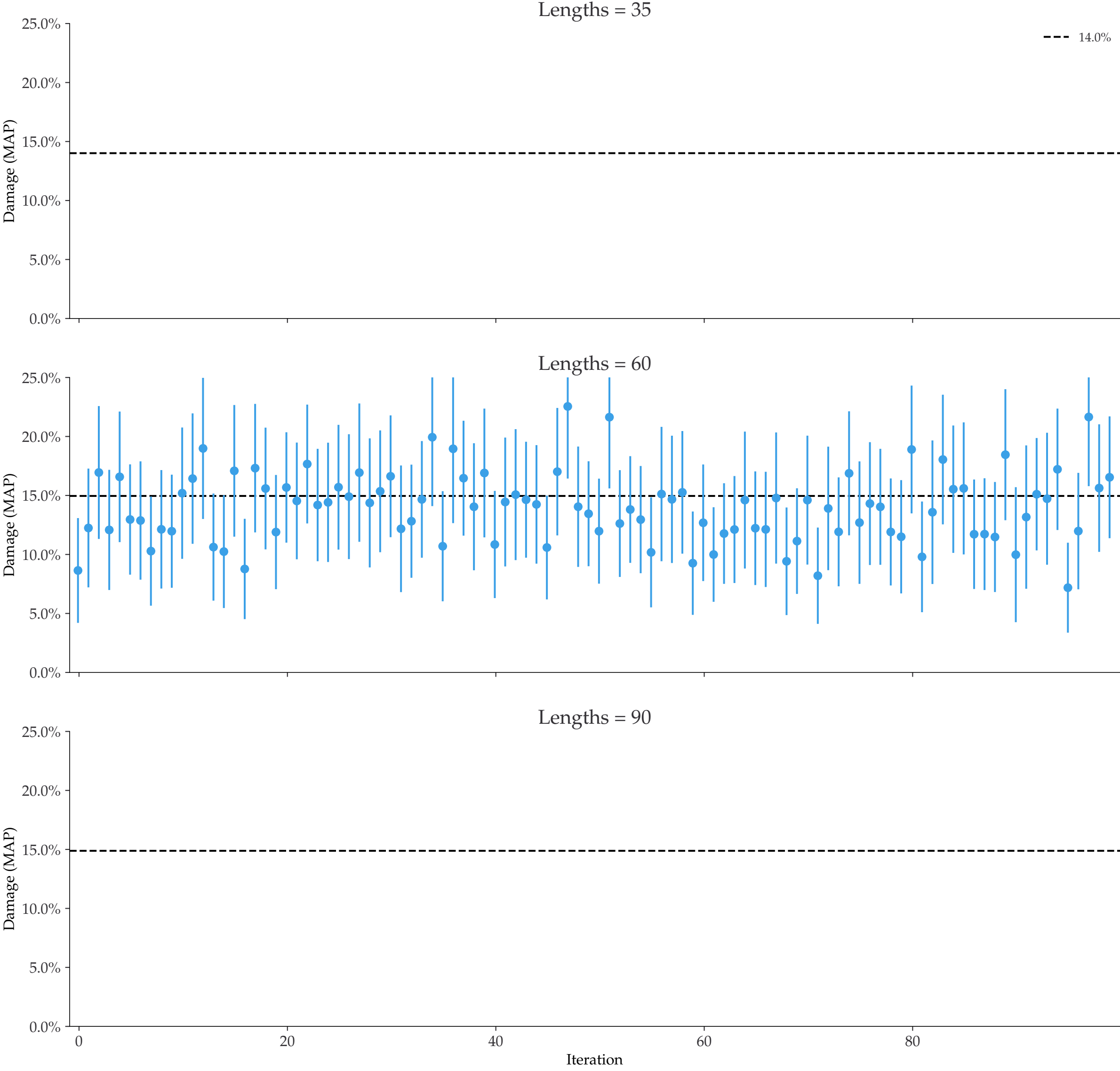
Individual damages:
50 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



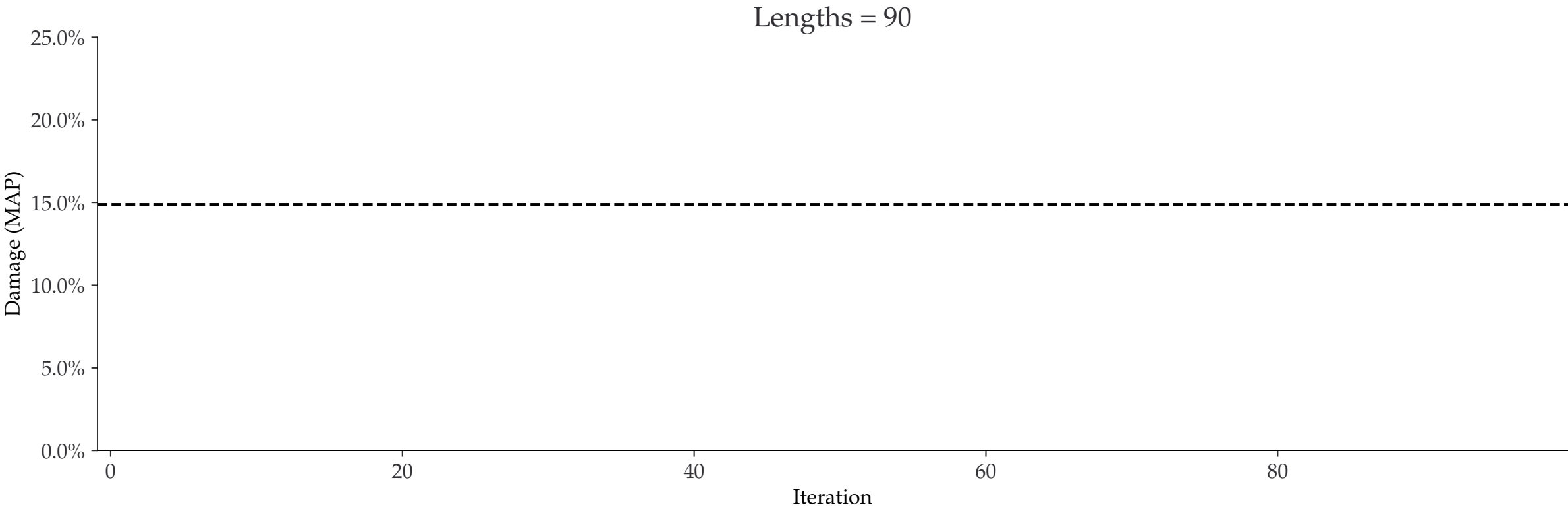
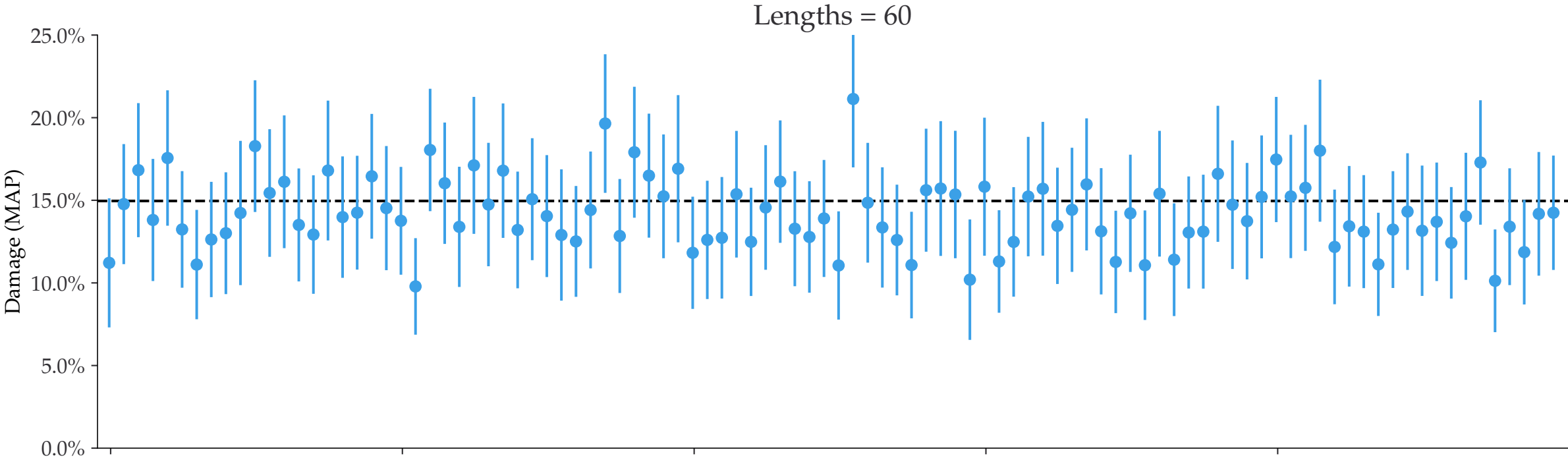
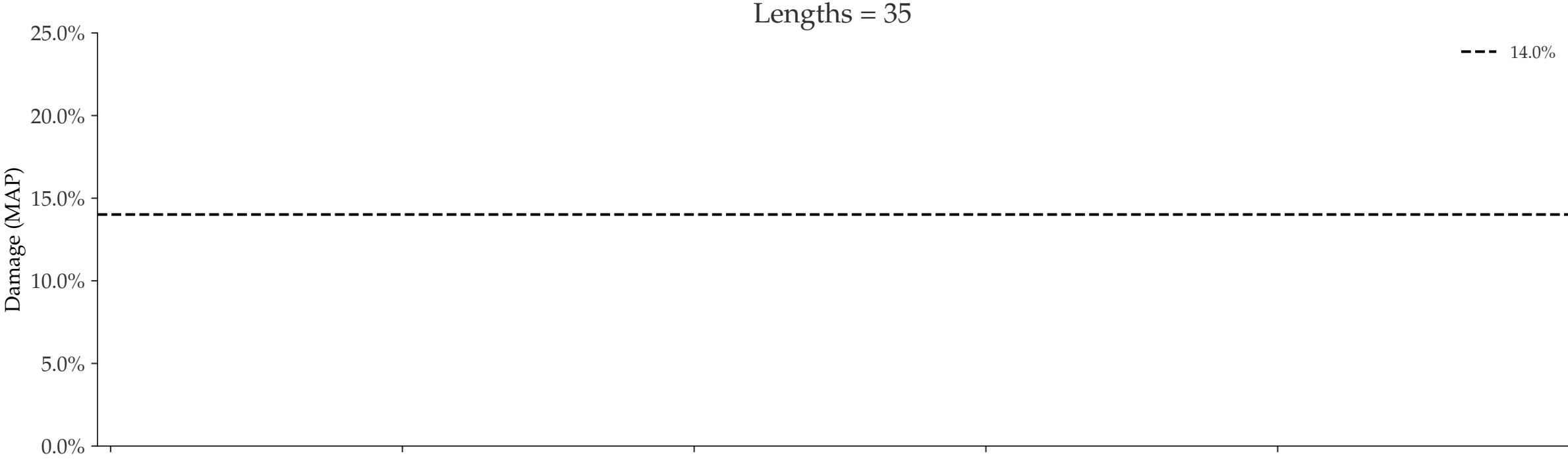
Individual damages:
100 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



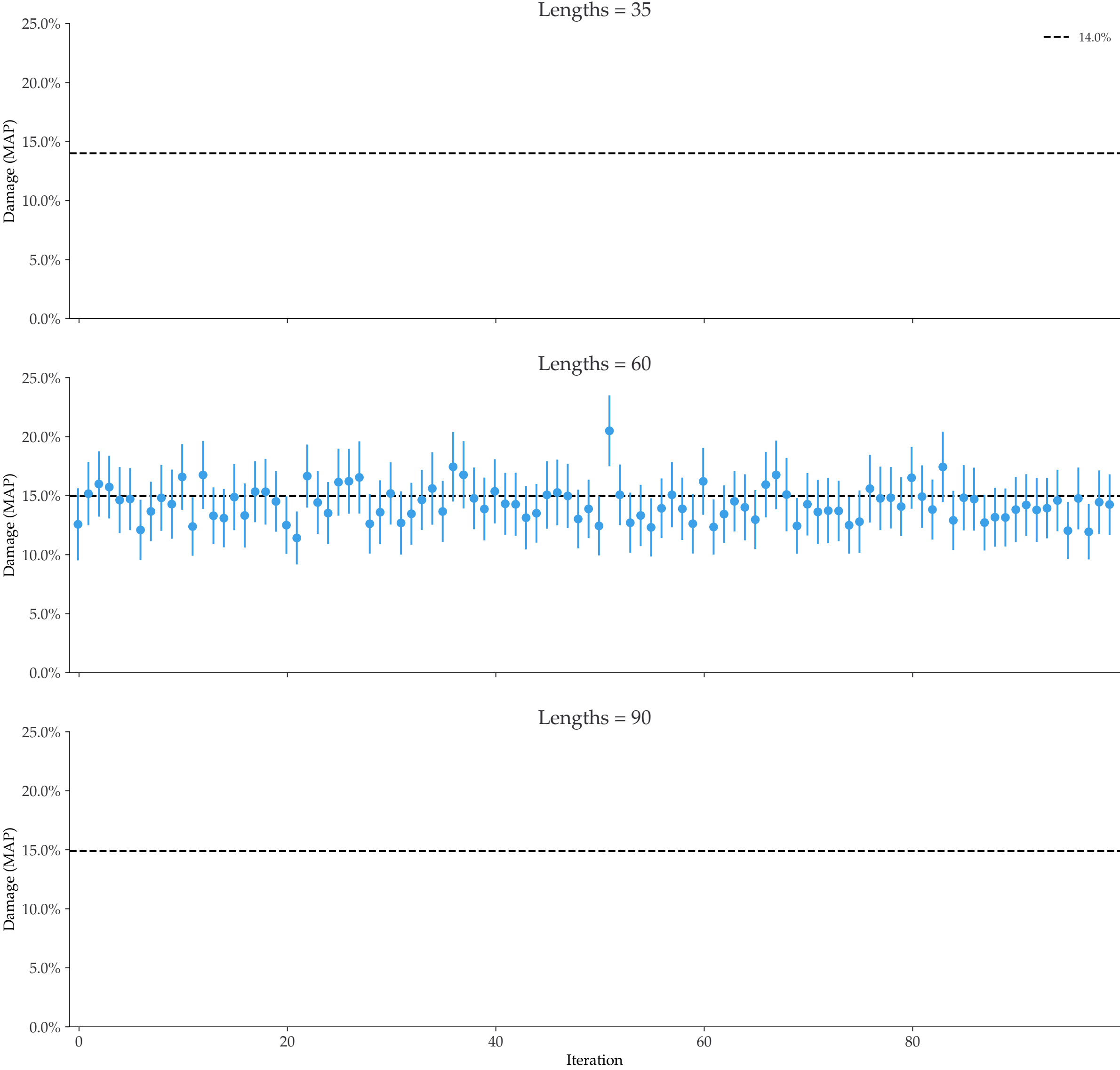
Individual damages:
250 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



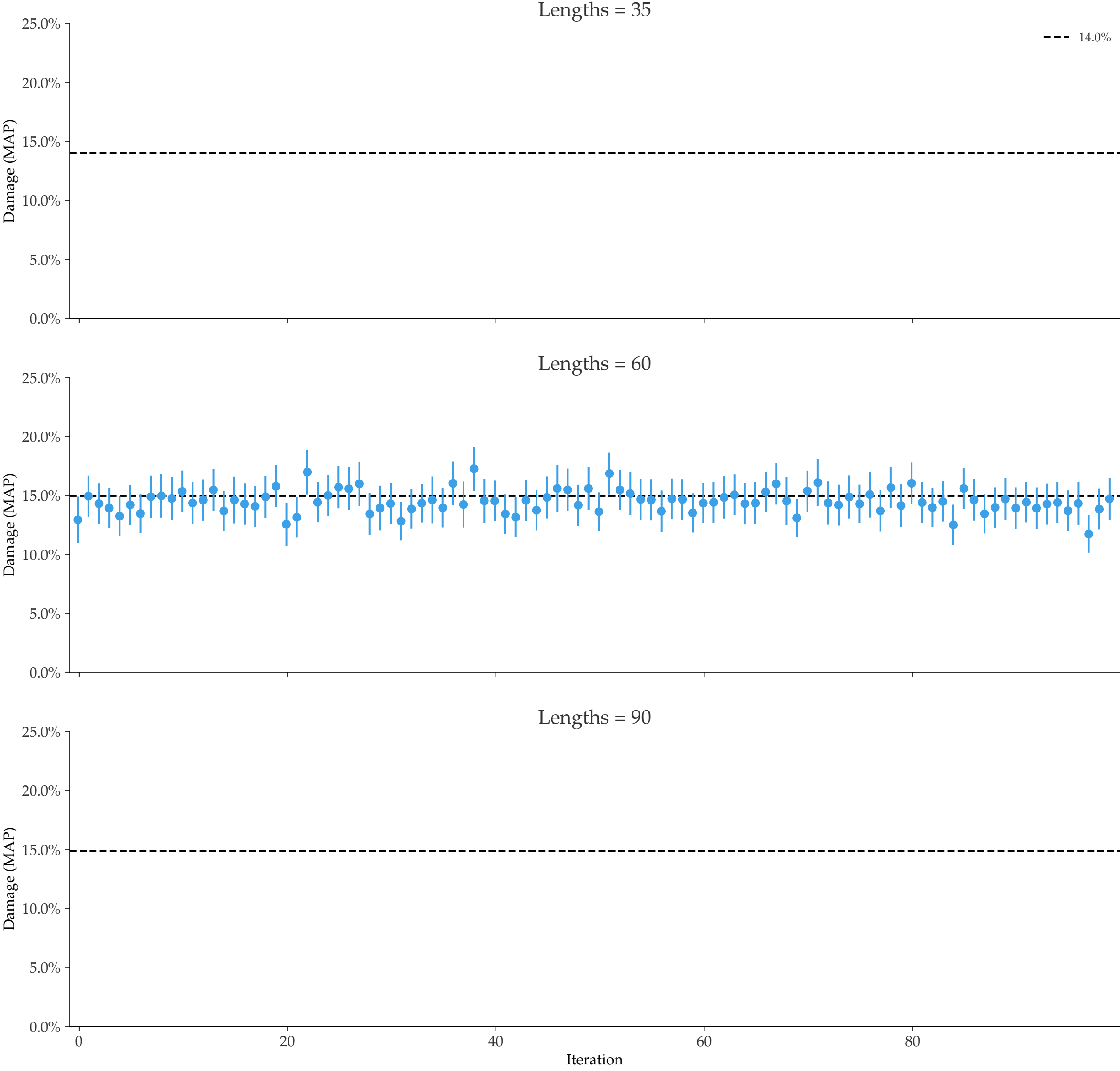
Individual damages:
500 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



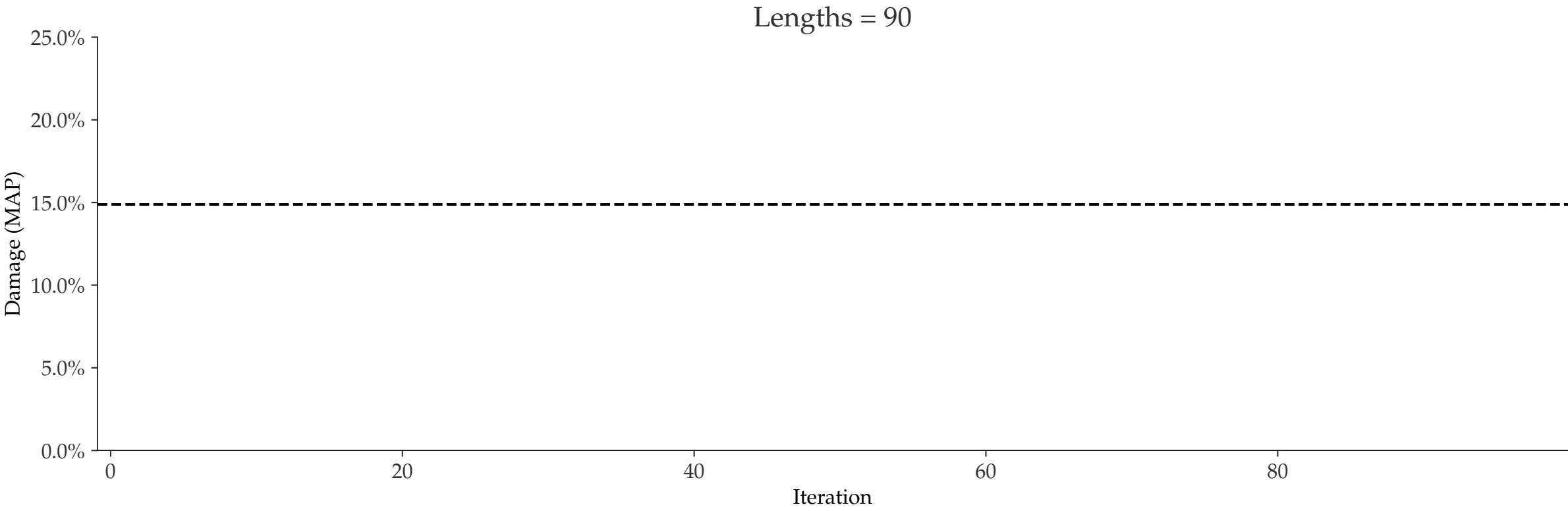
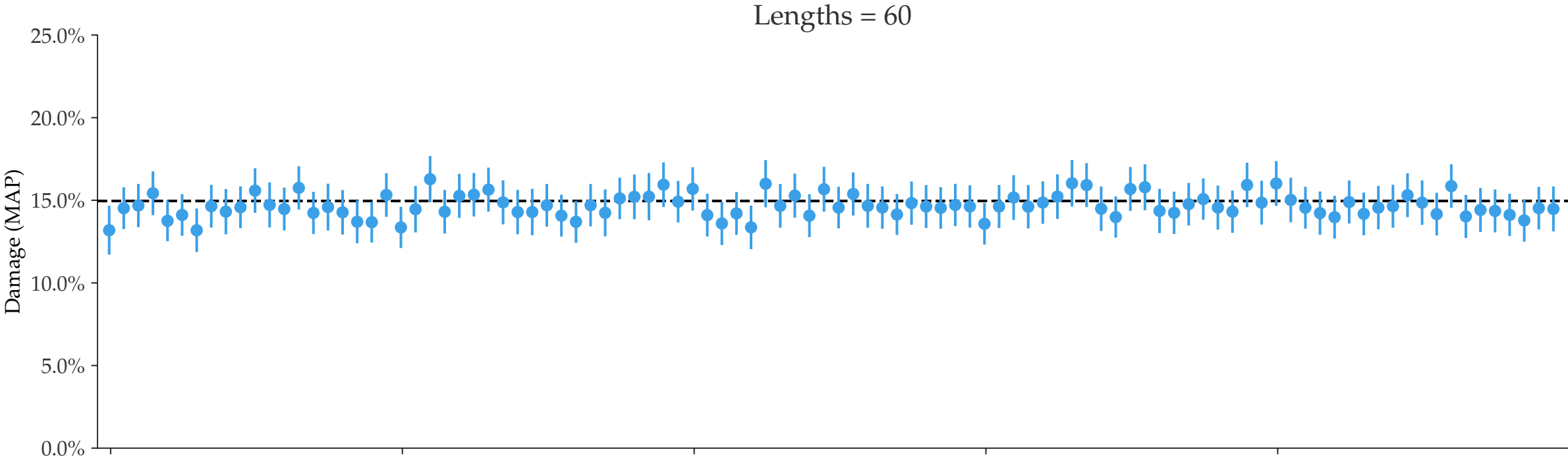
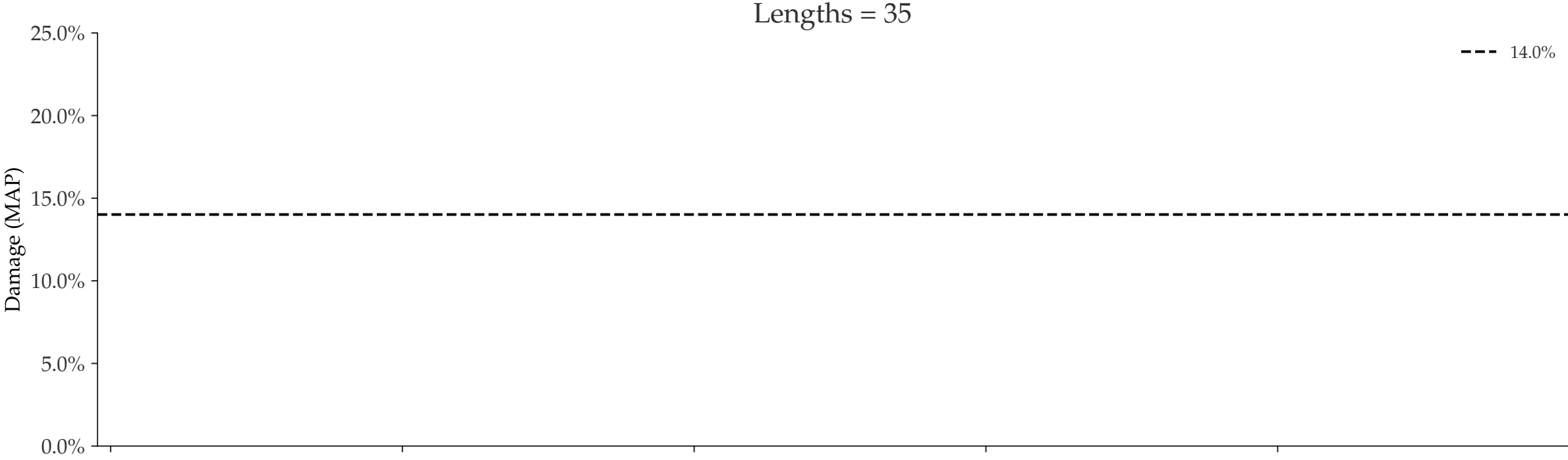
Individual damages:
1000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



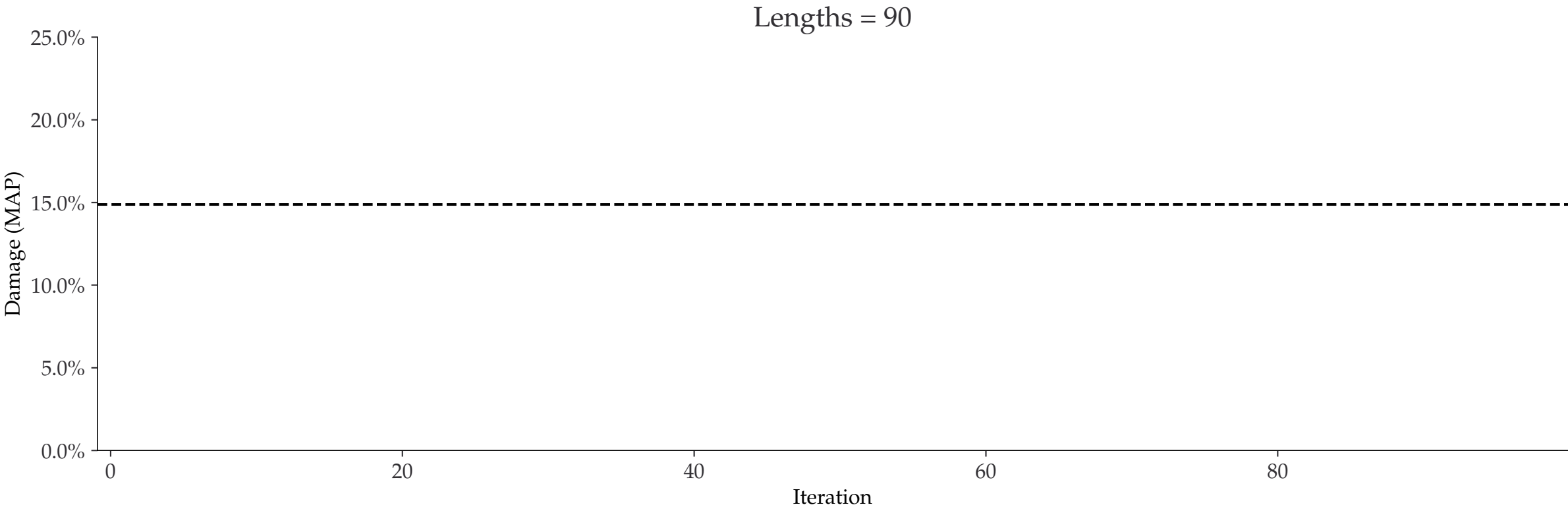
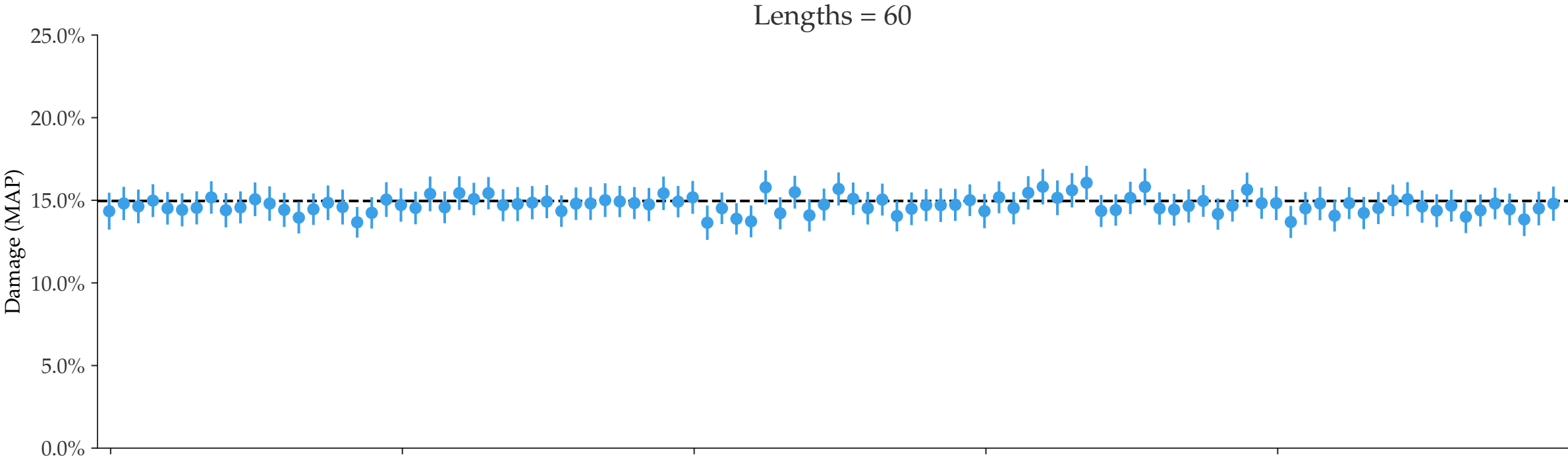
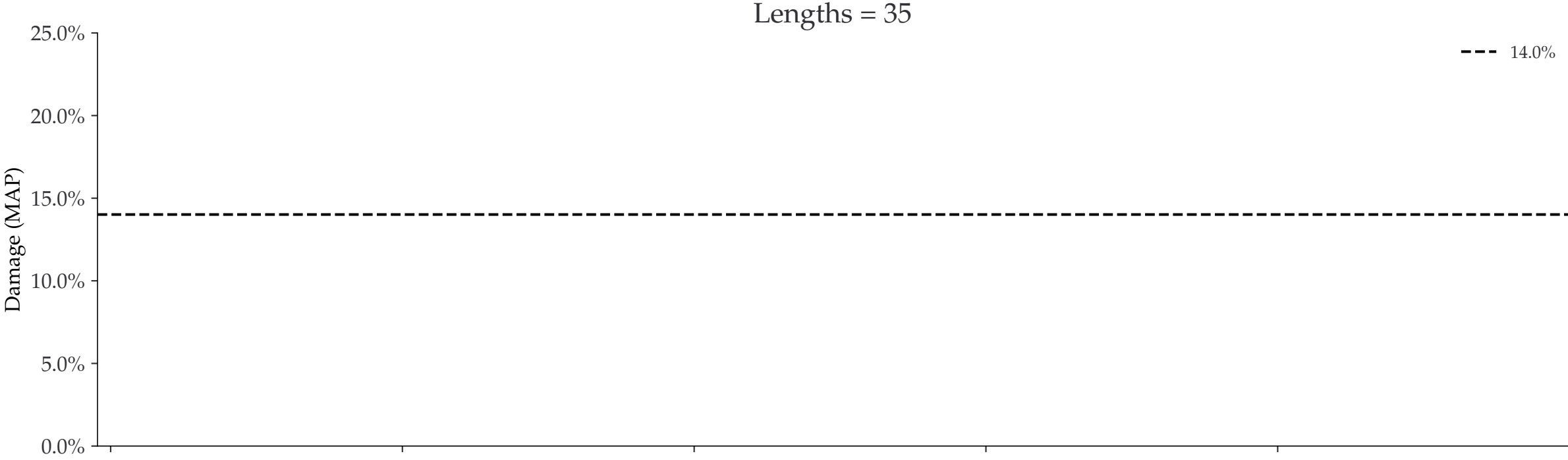
Individual damages:
2500 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



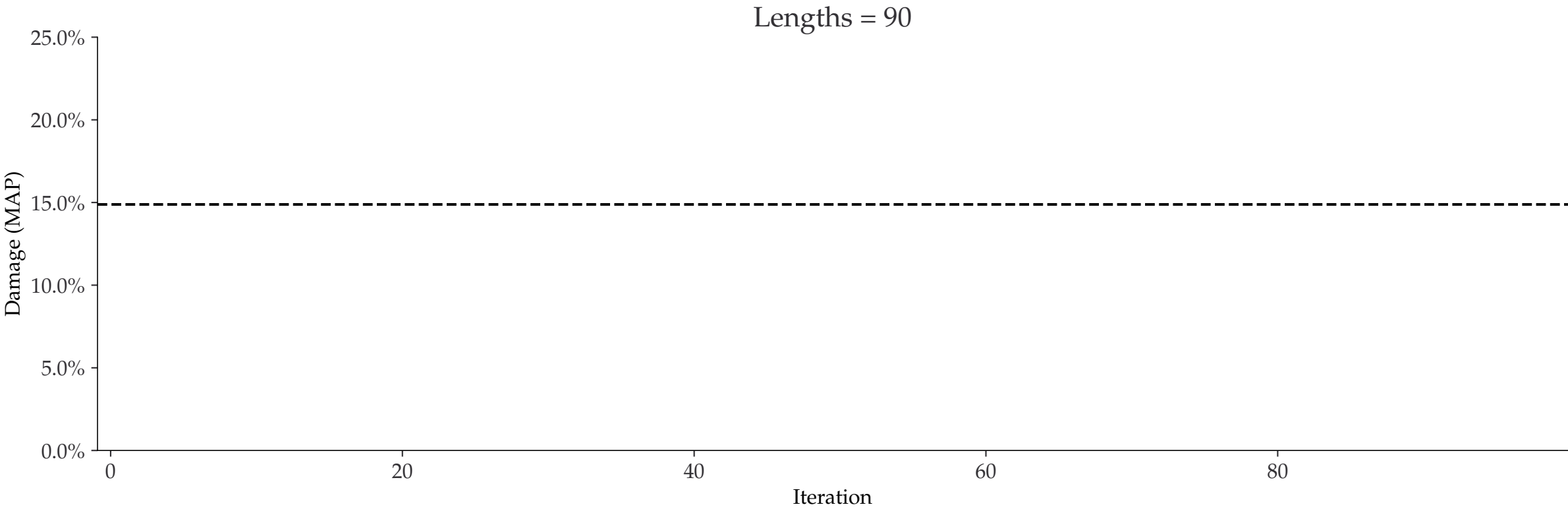
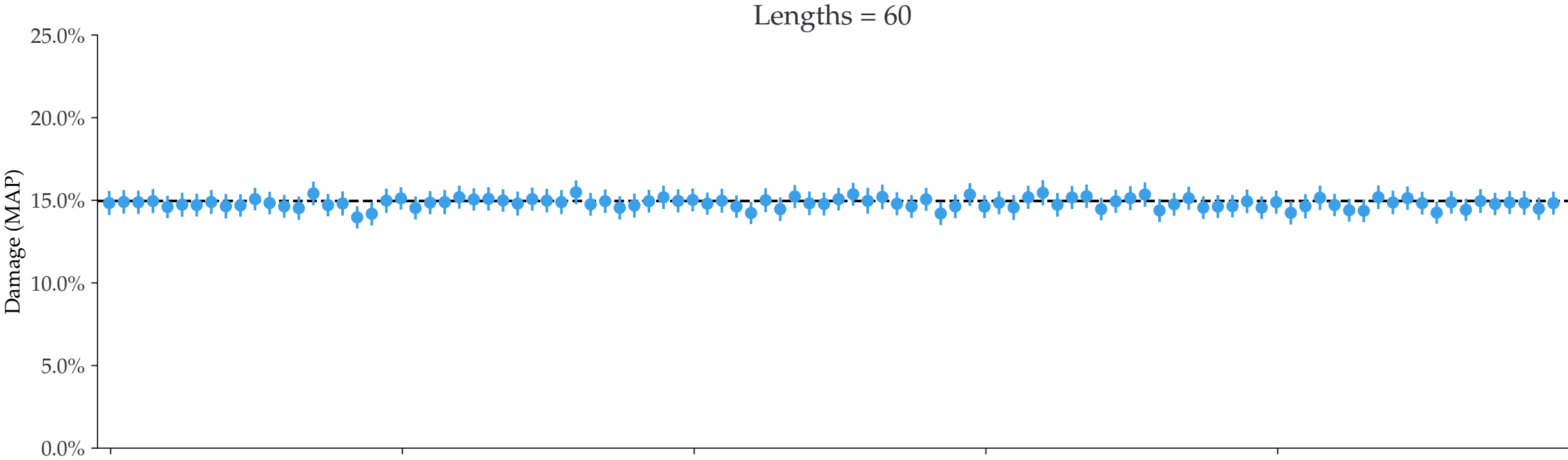
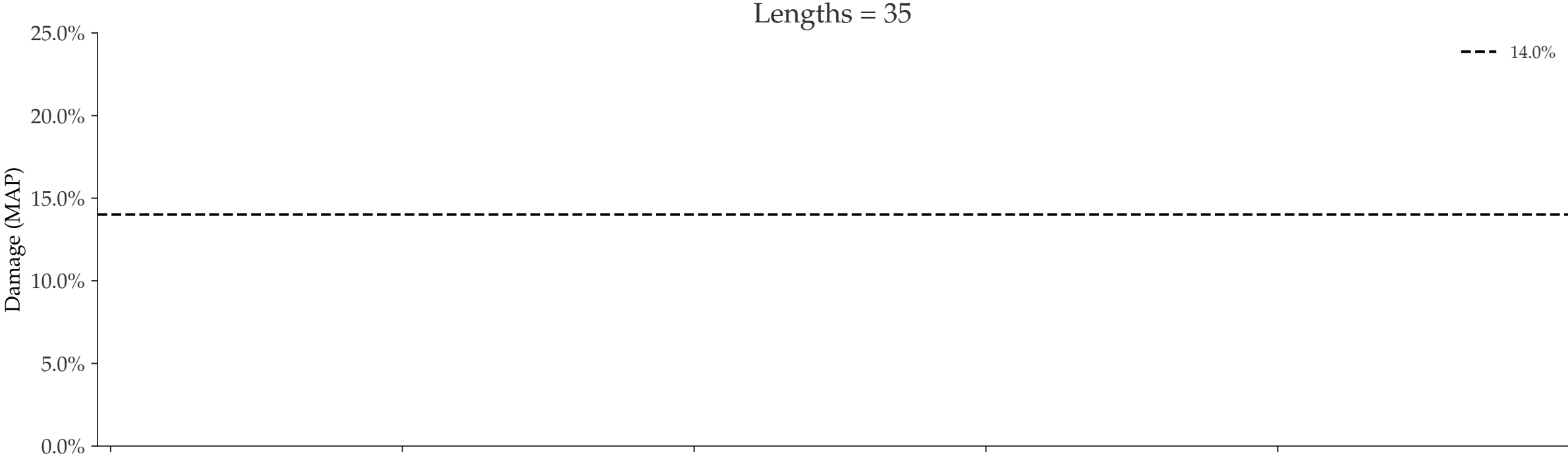
Individual damages:
5000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



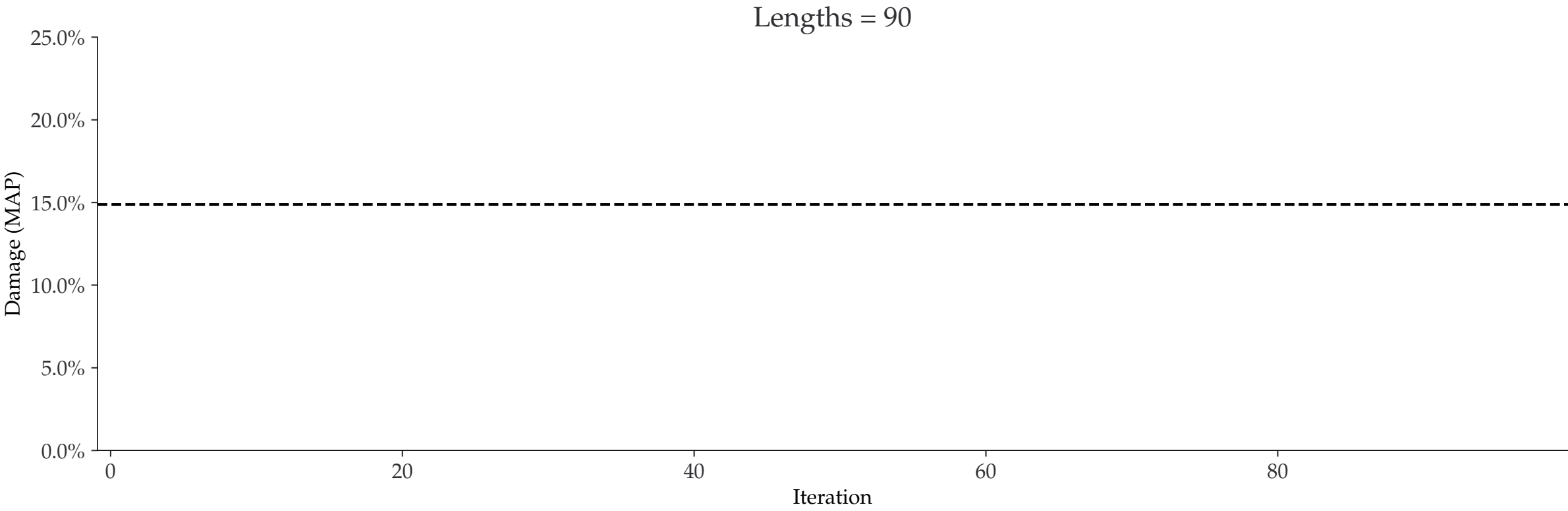
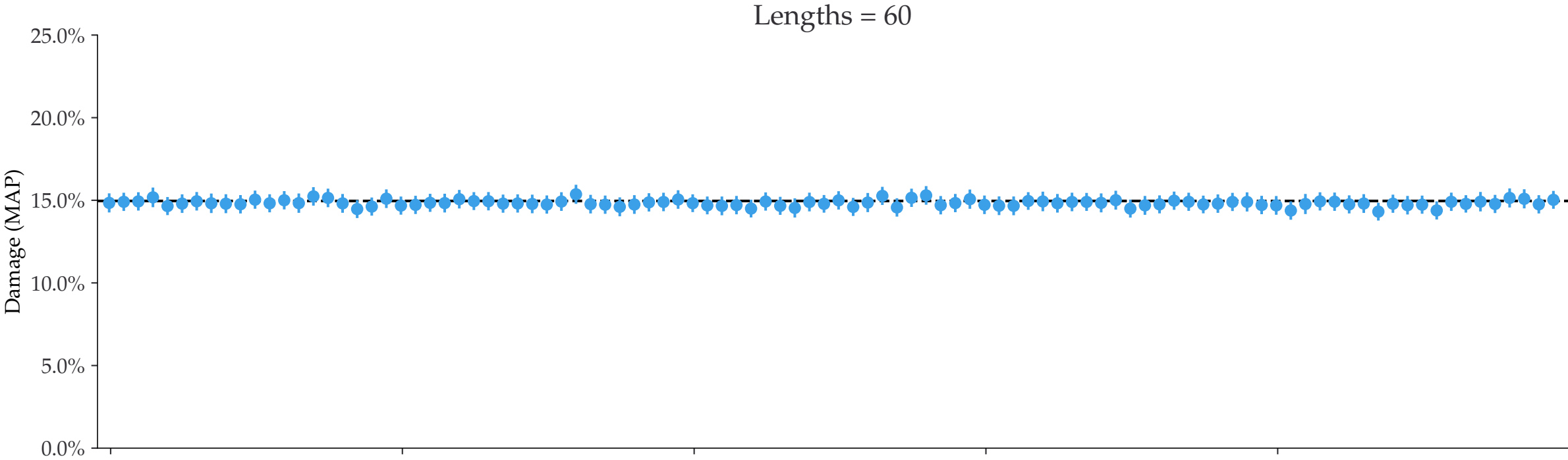
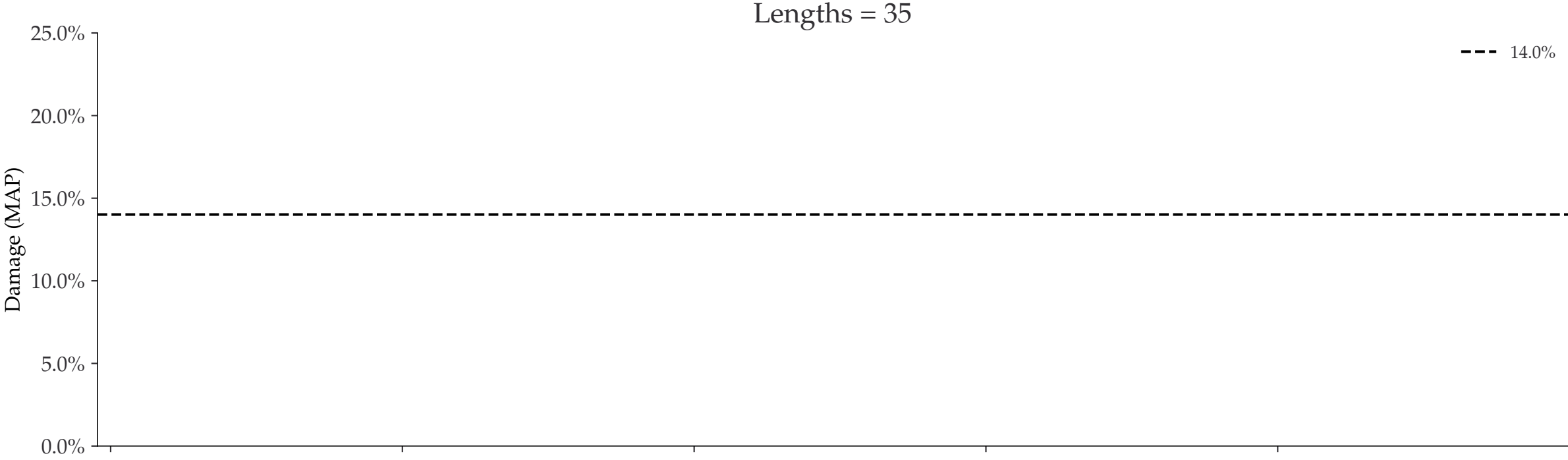
Individual damages:
10000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



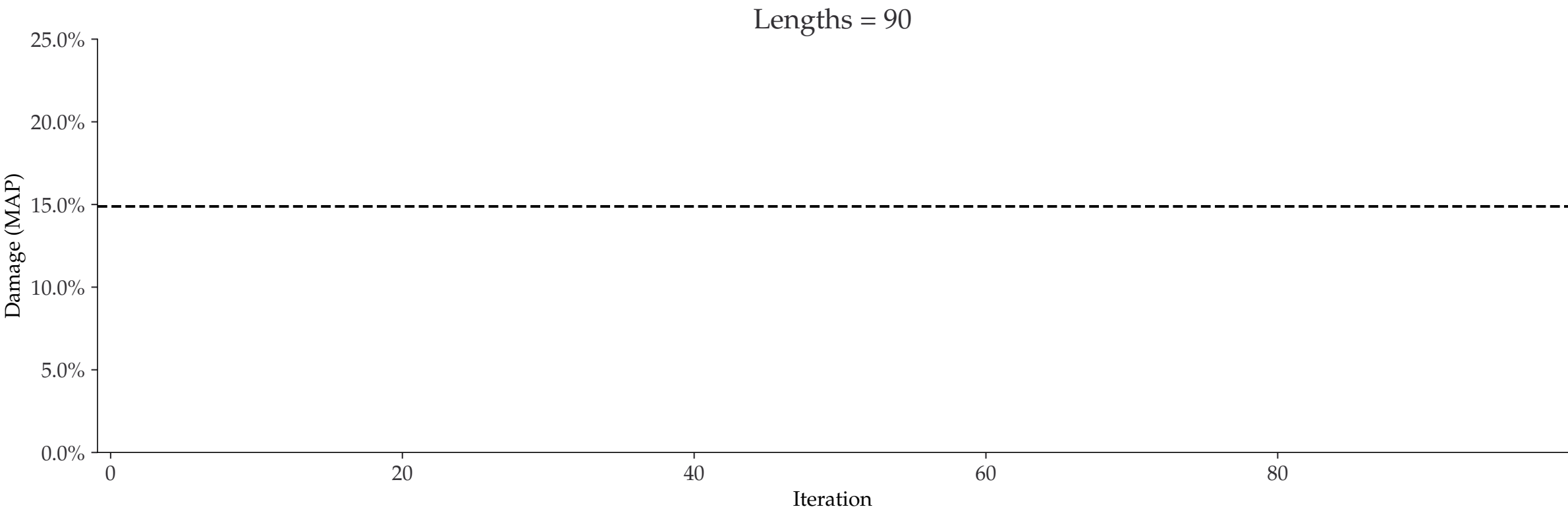
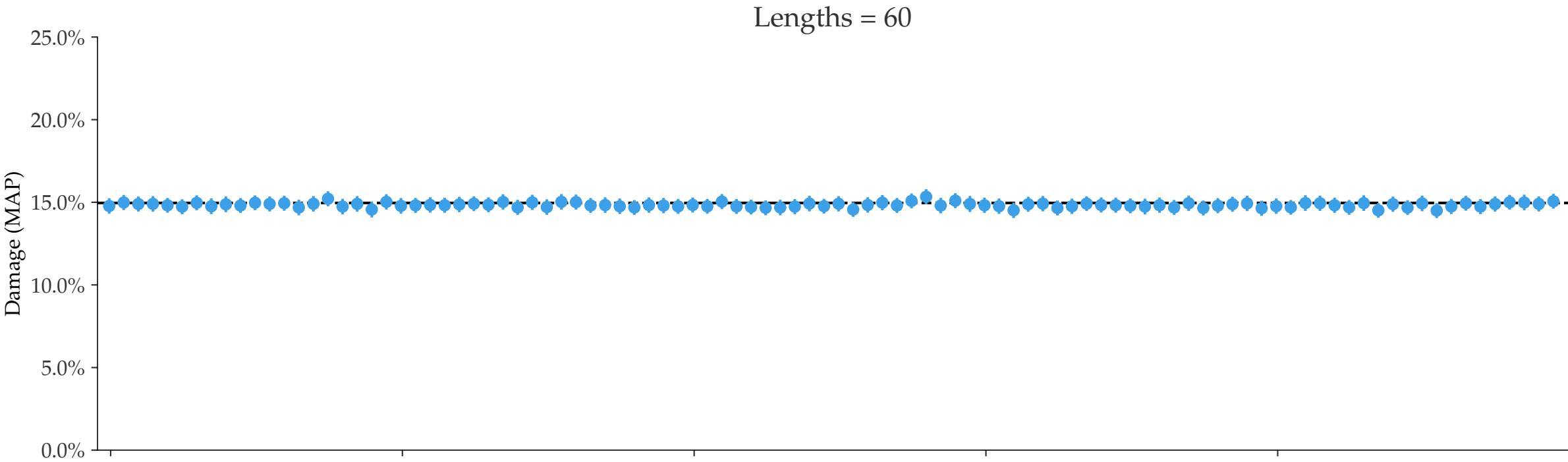
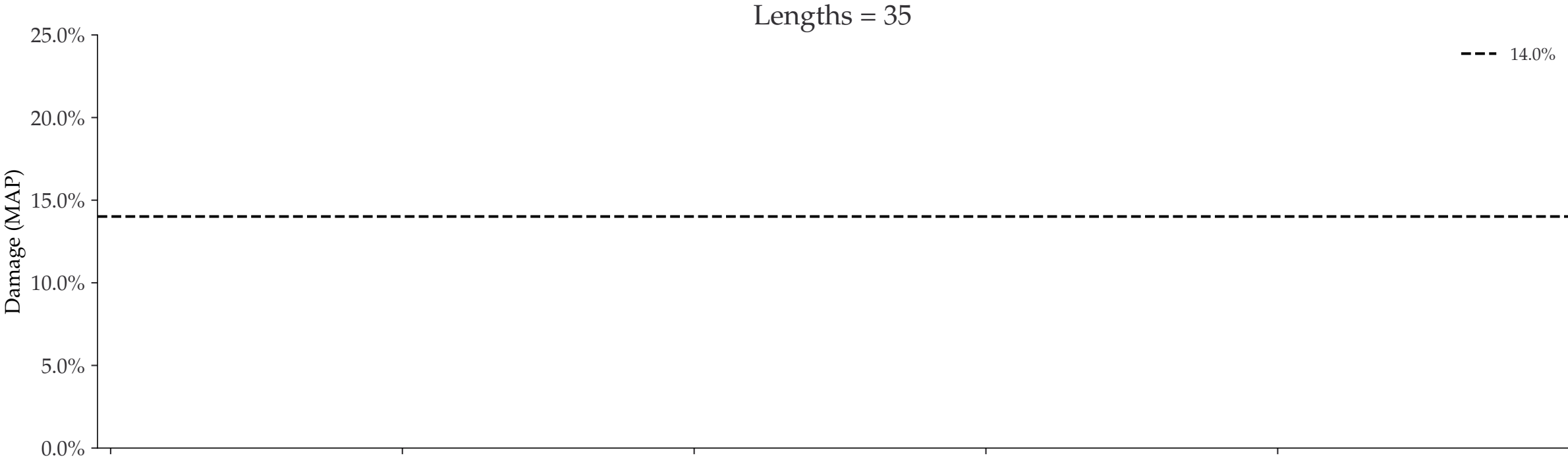
Individual damages:
25000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



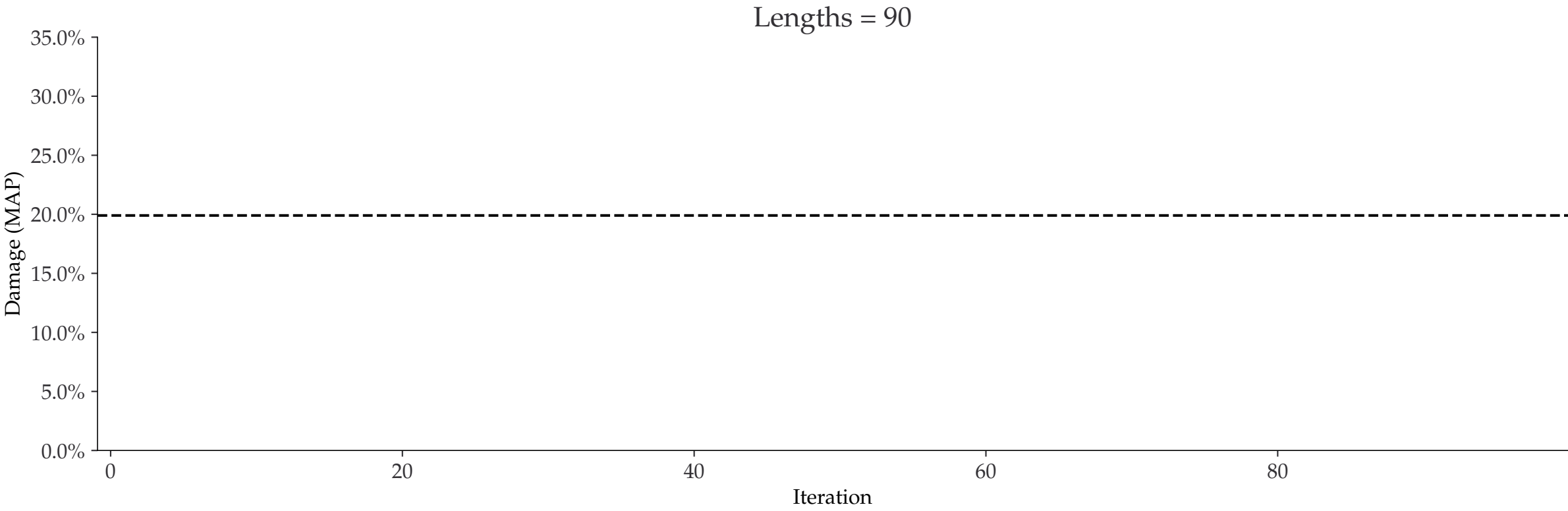
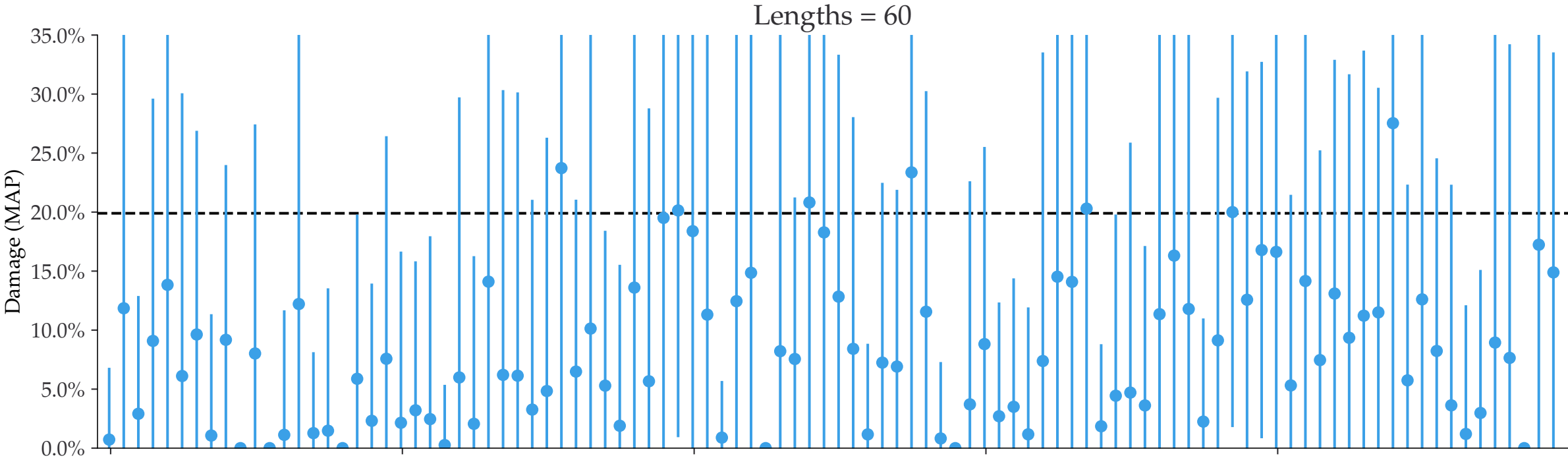
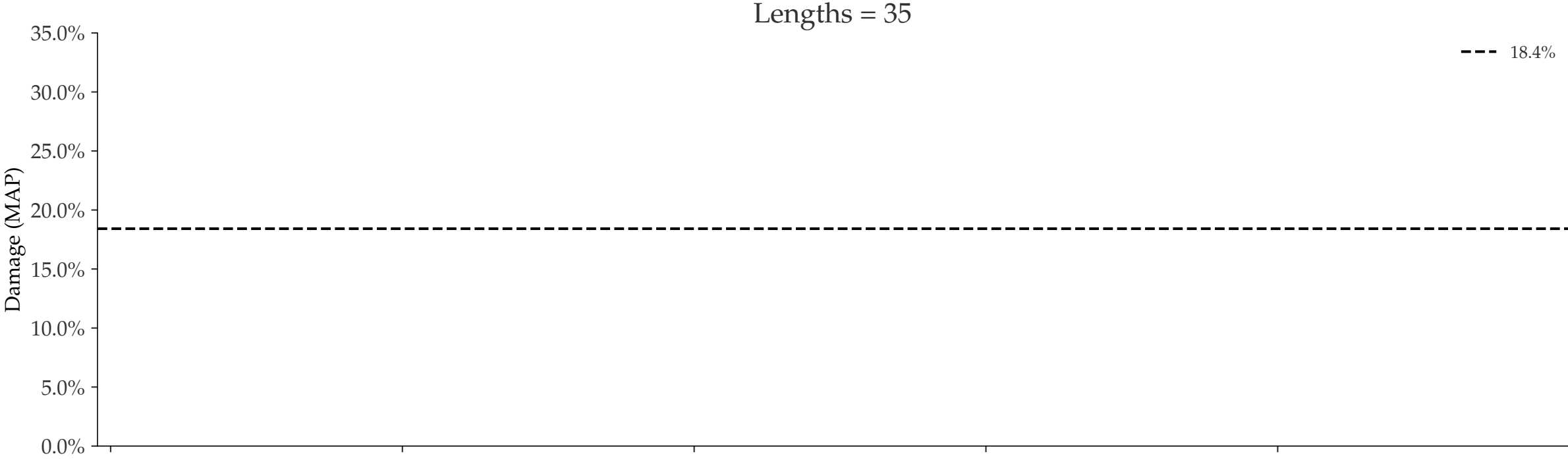
Individual damages:
50000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



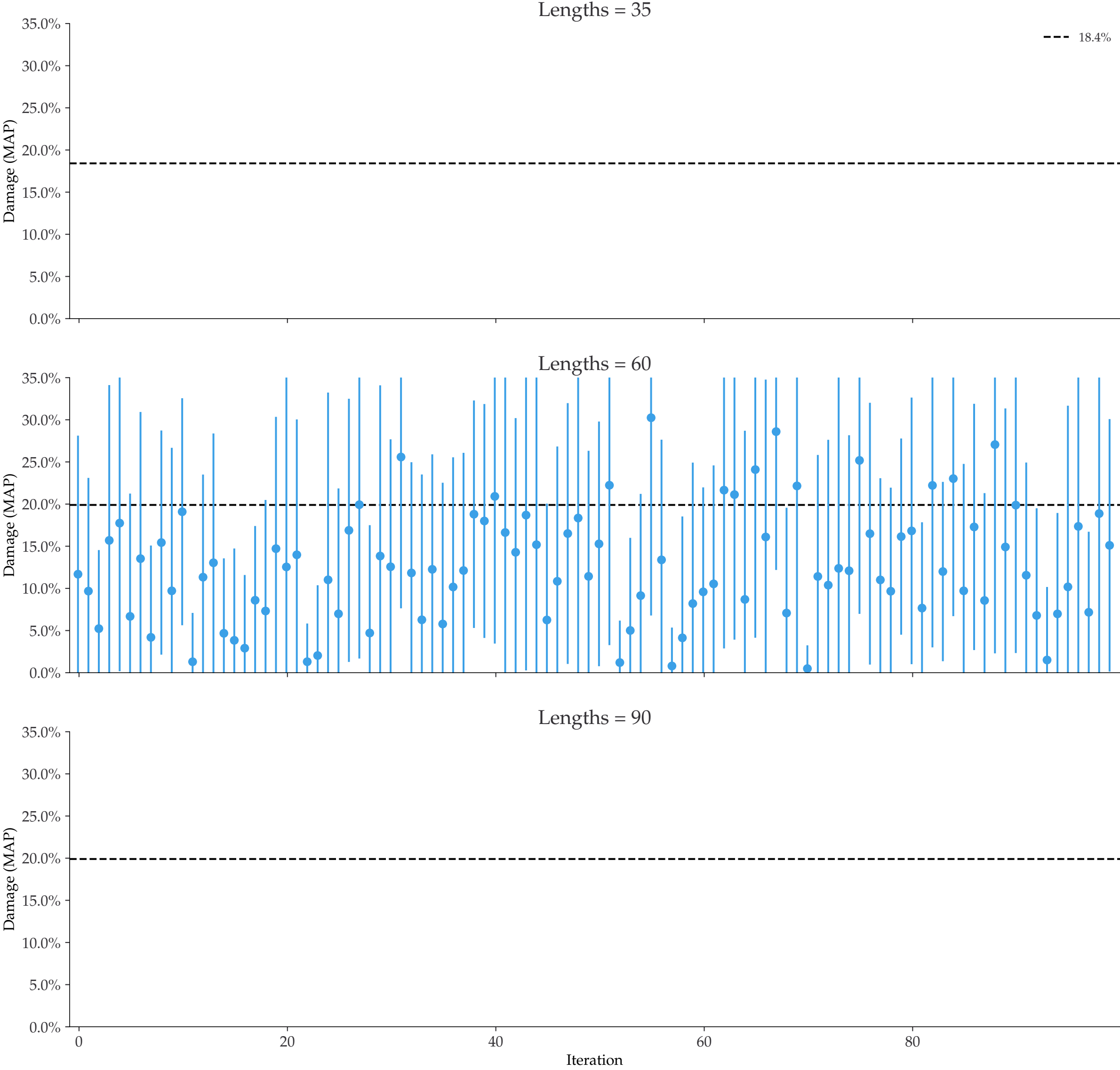
Individual damages:
100000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



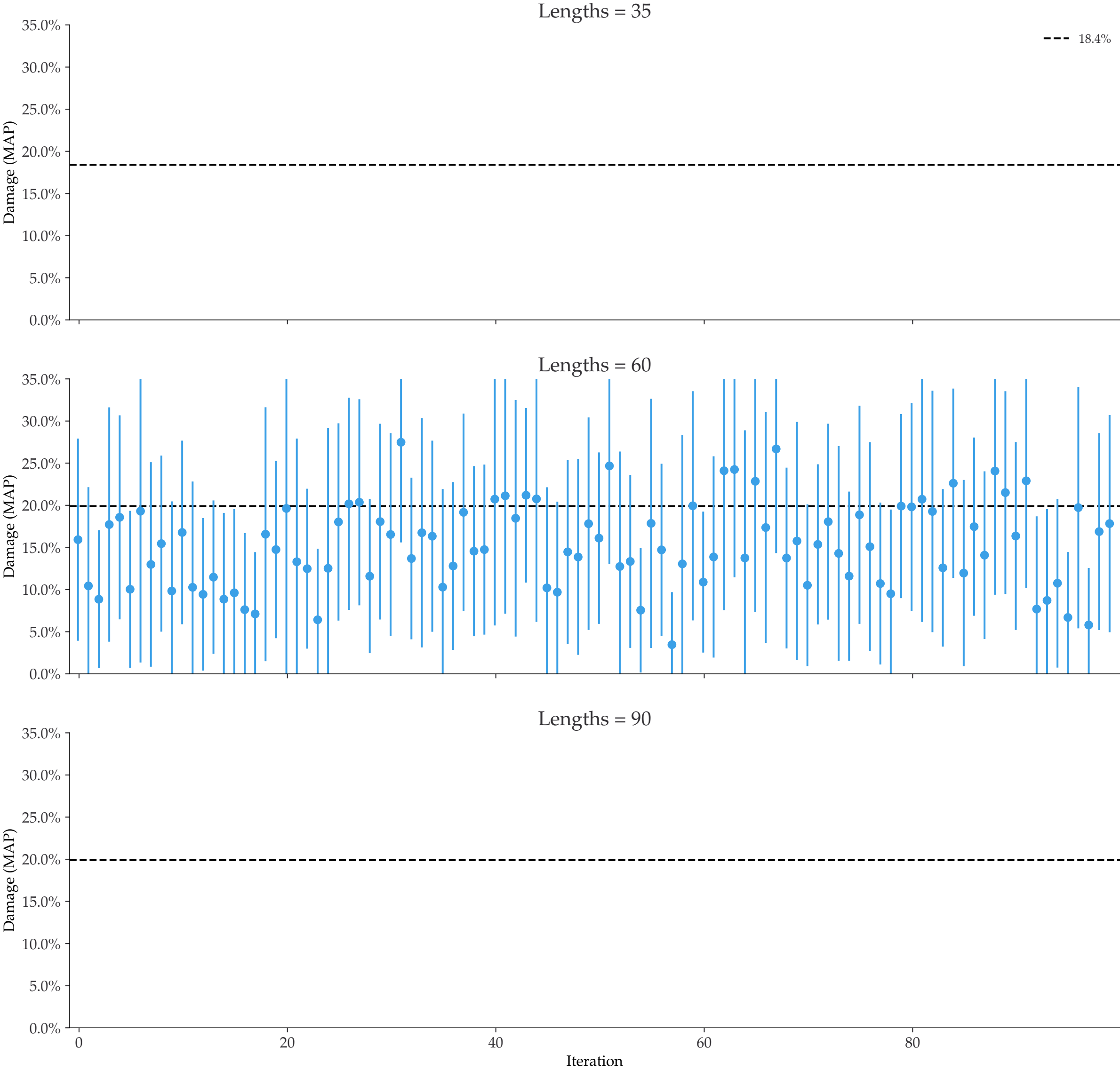
Individual damages:
10 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



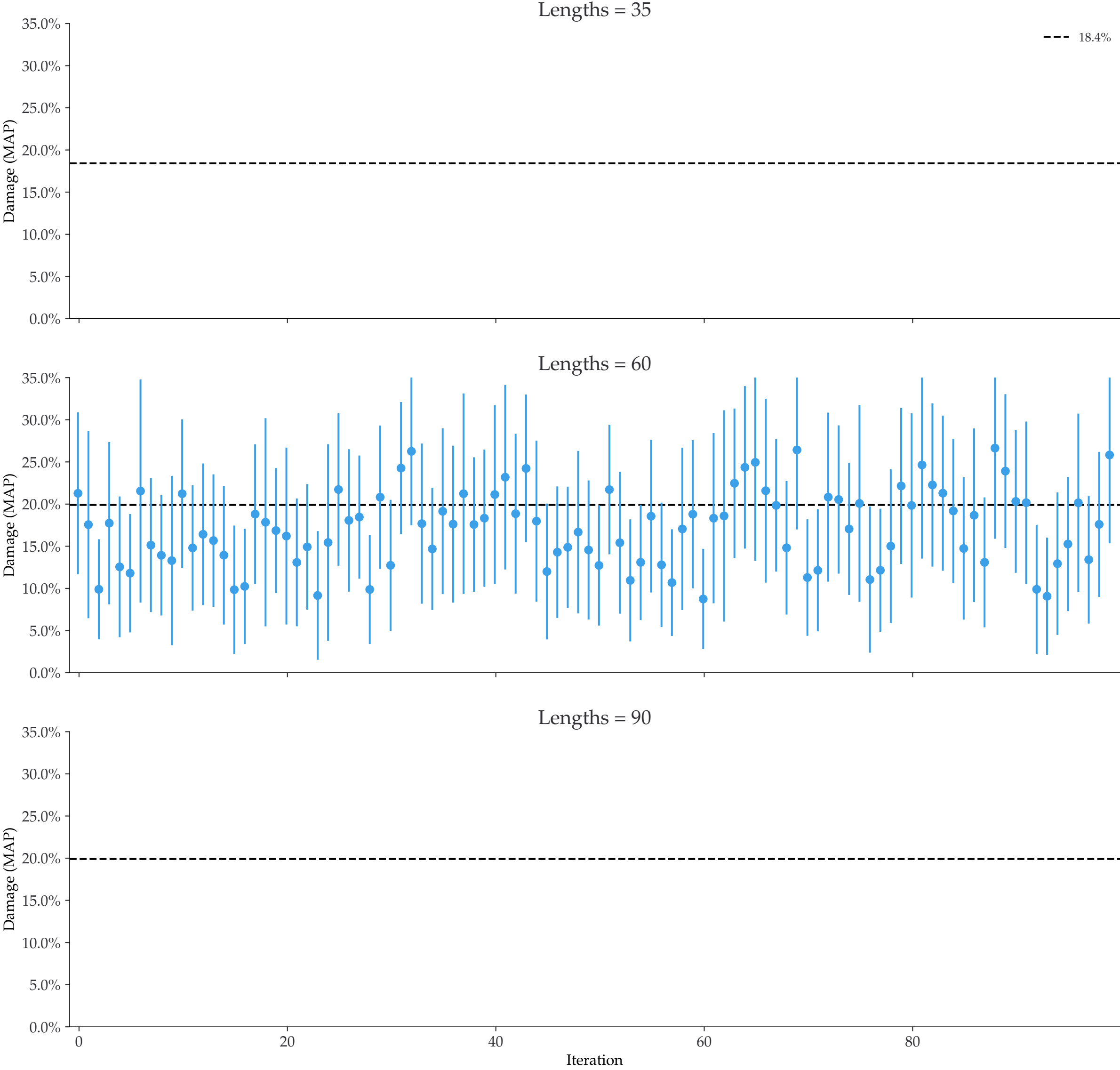
Individual damages:
25 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



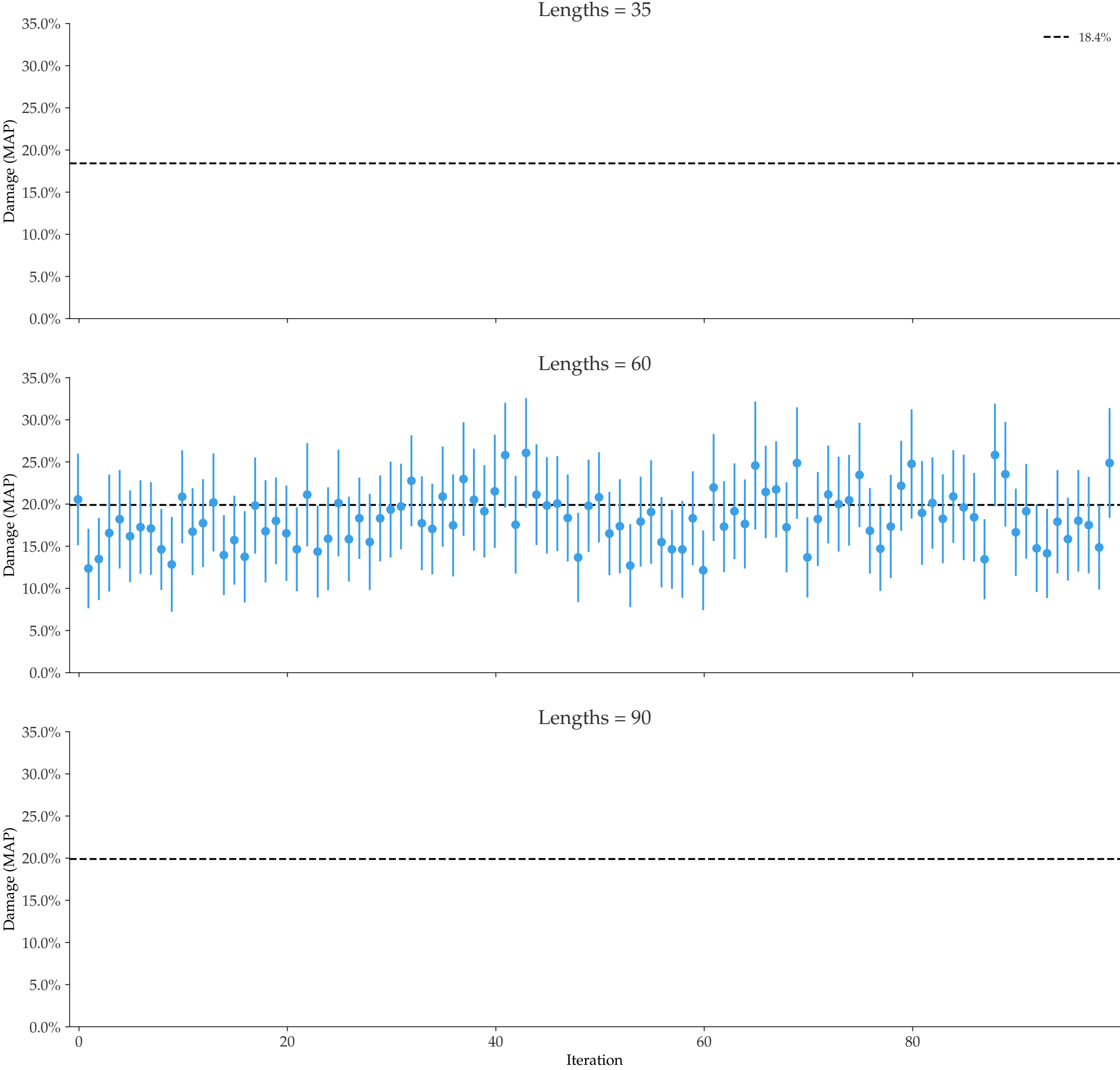
Individual damages:
50 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



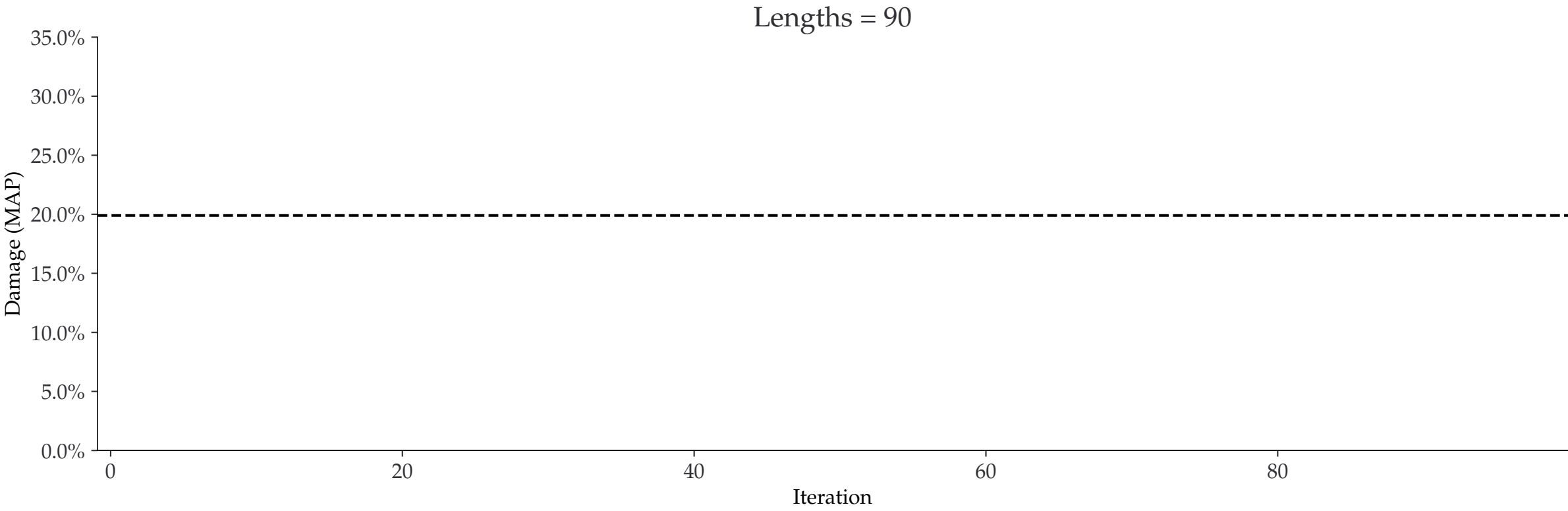
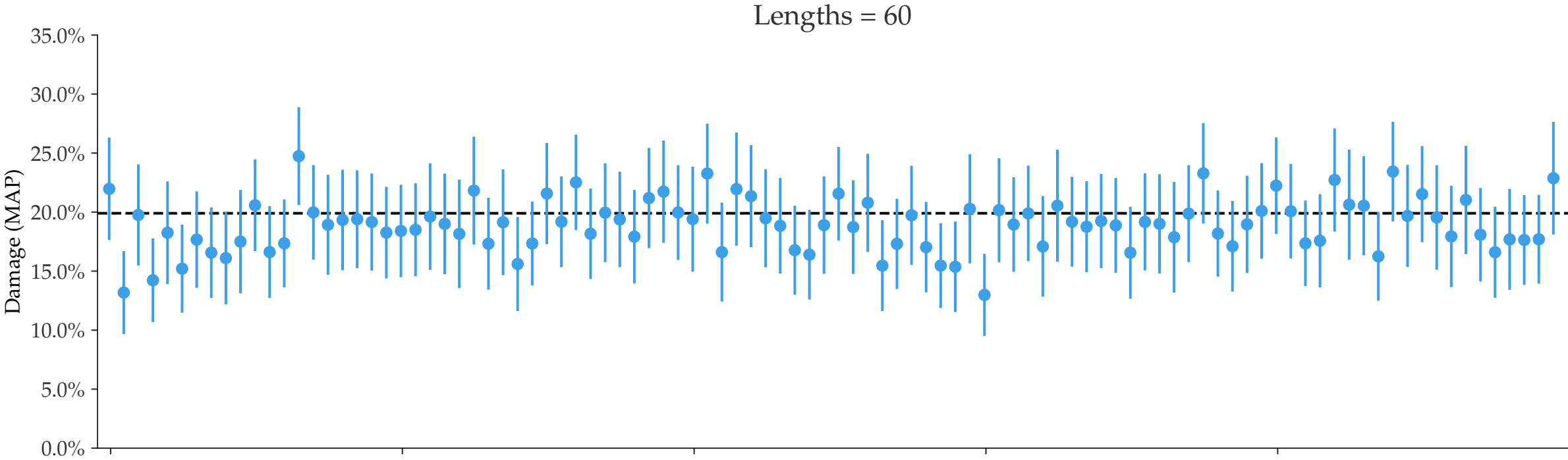
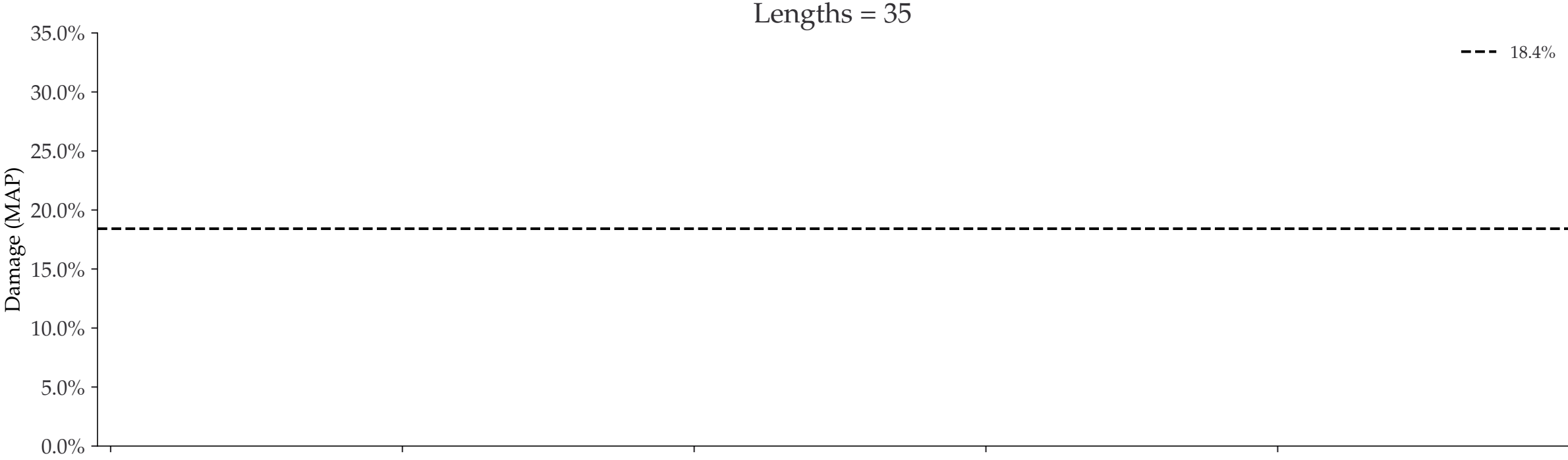
Individual damages:
100 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



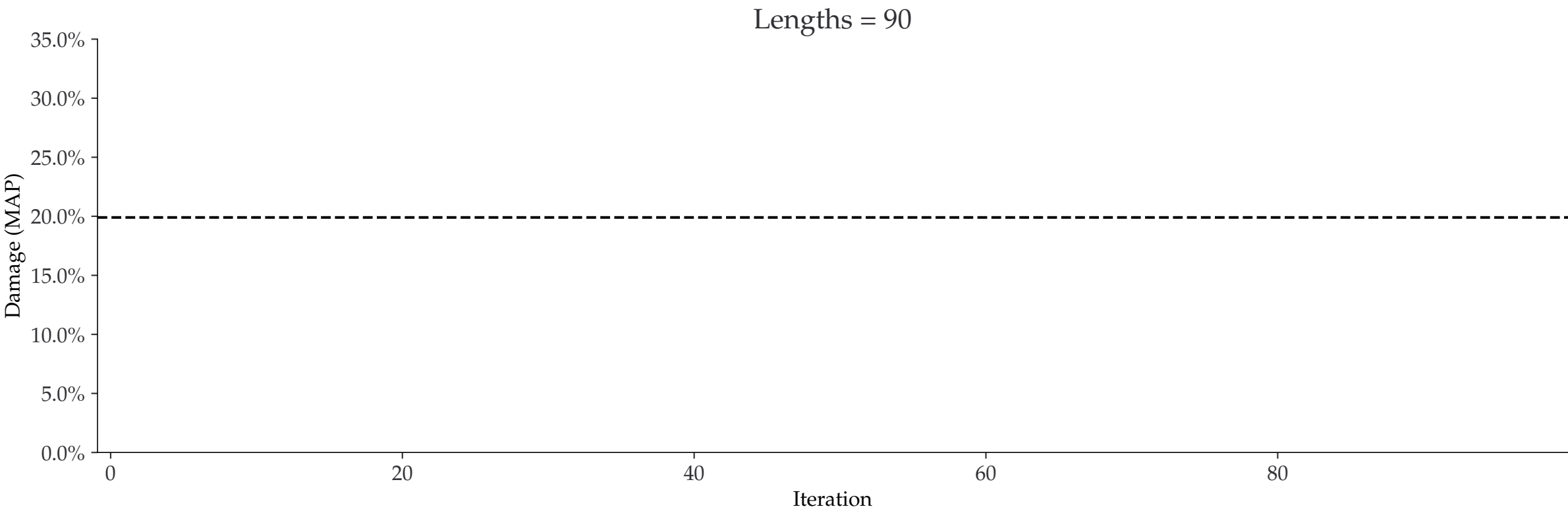
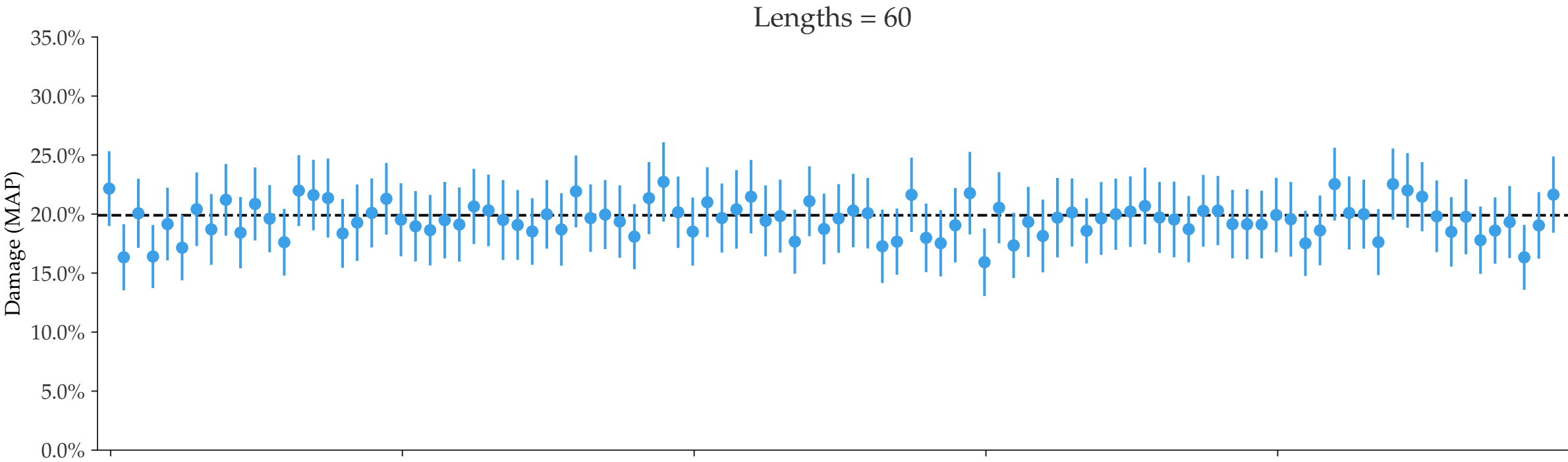
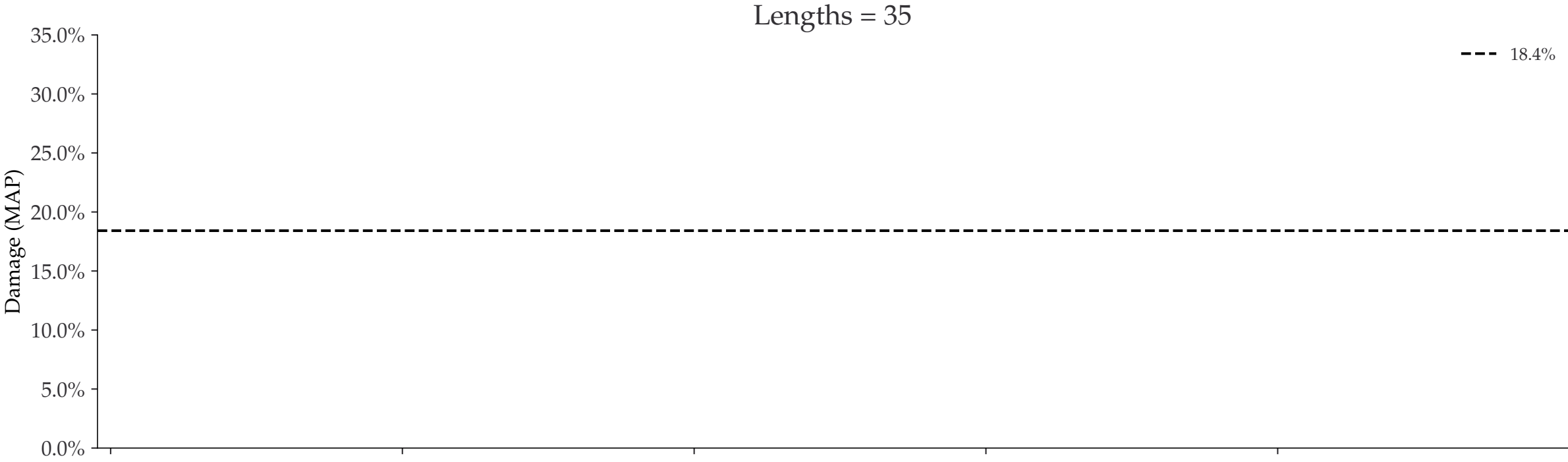
Individual damages:
250 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



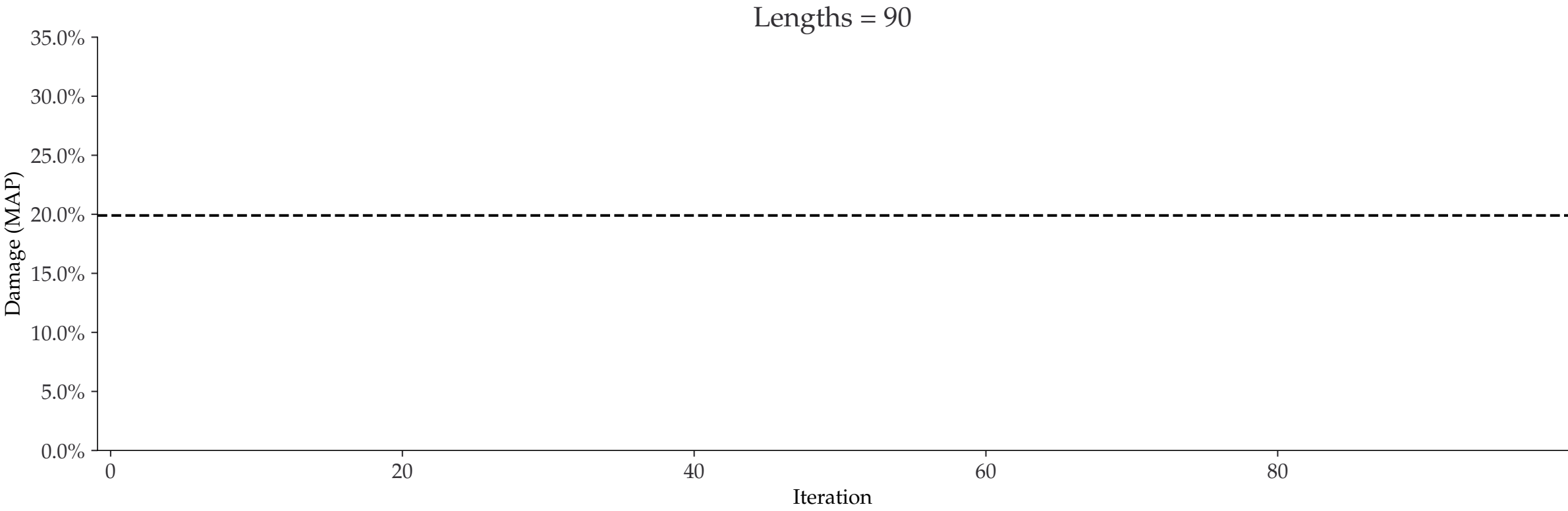
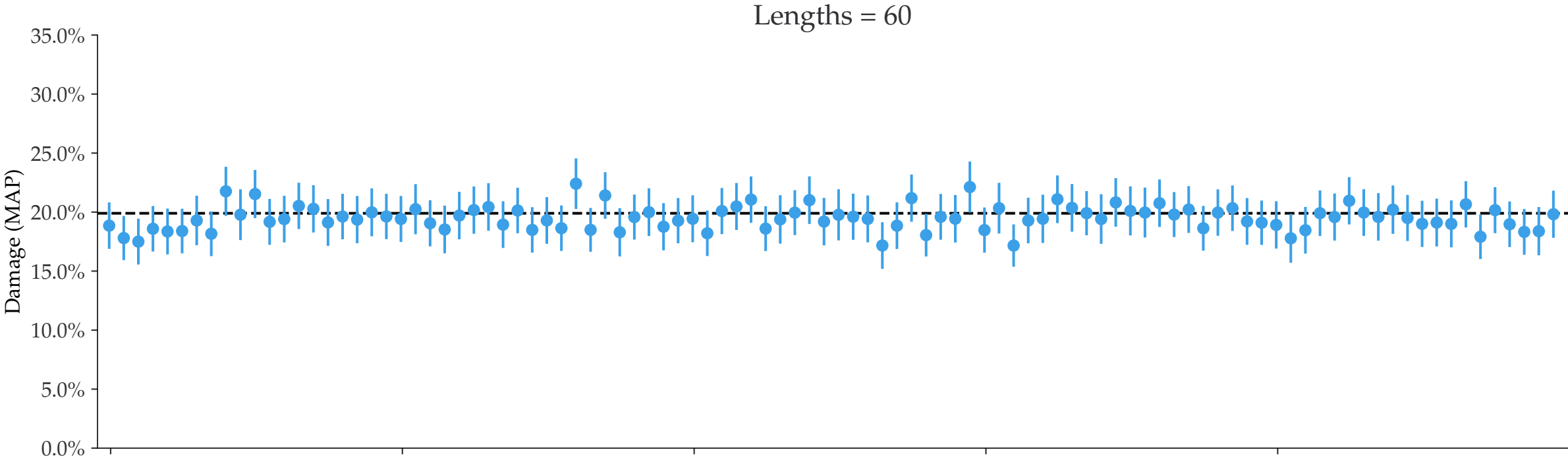
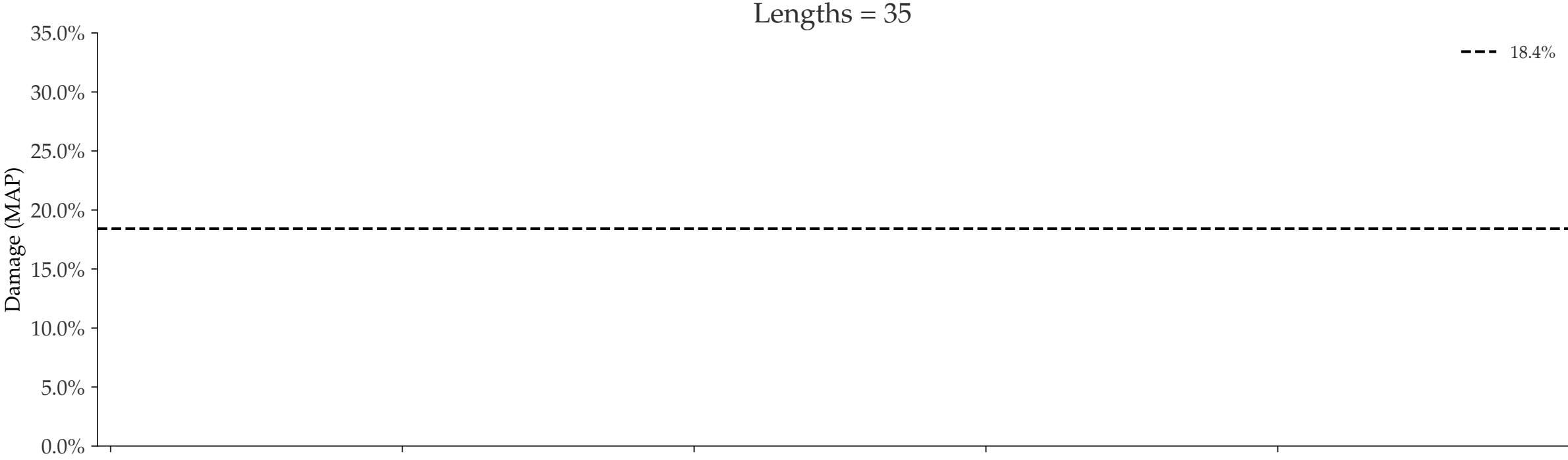
Individual damages:
500 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



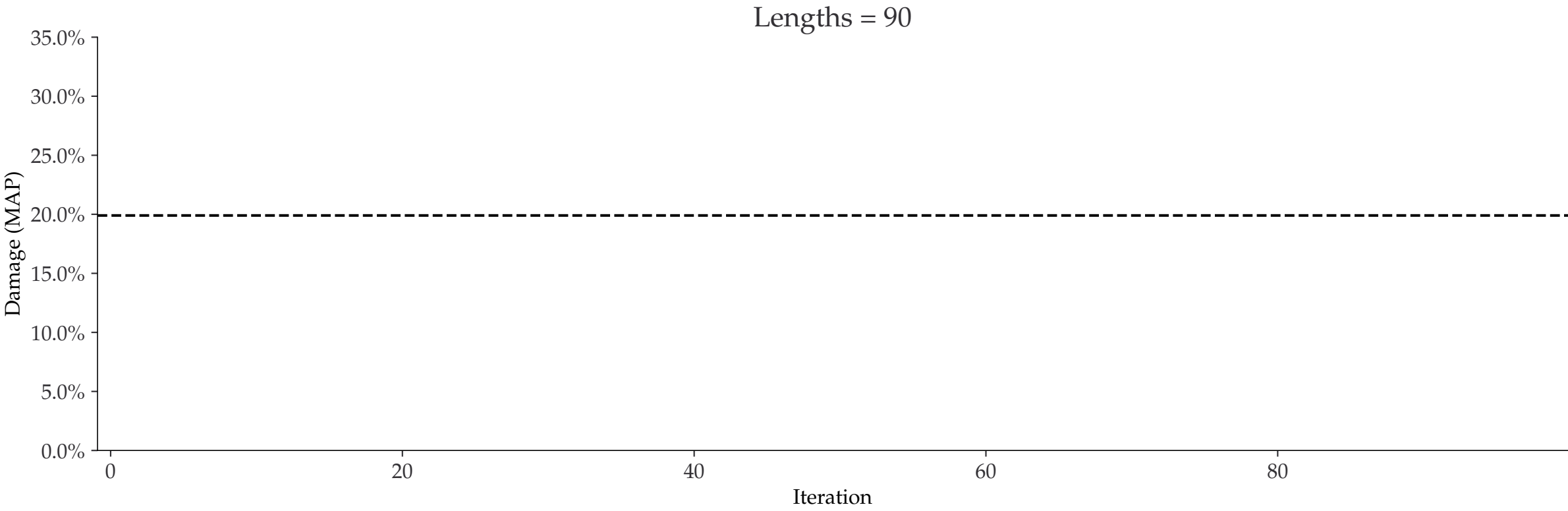
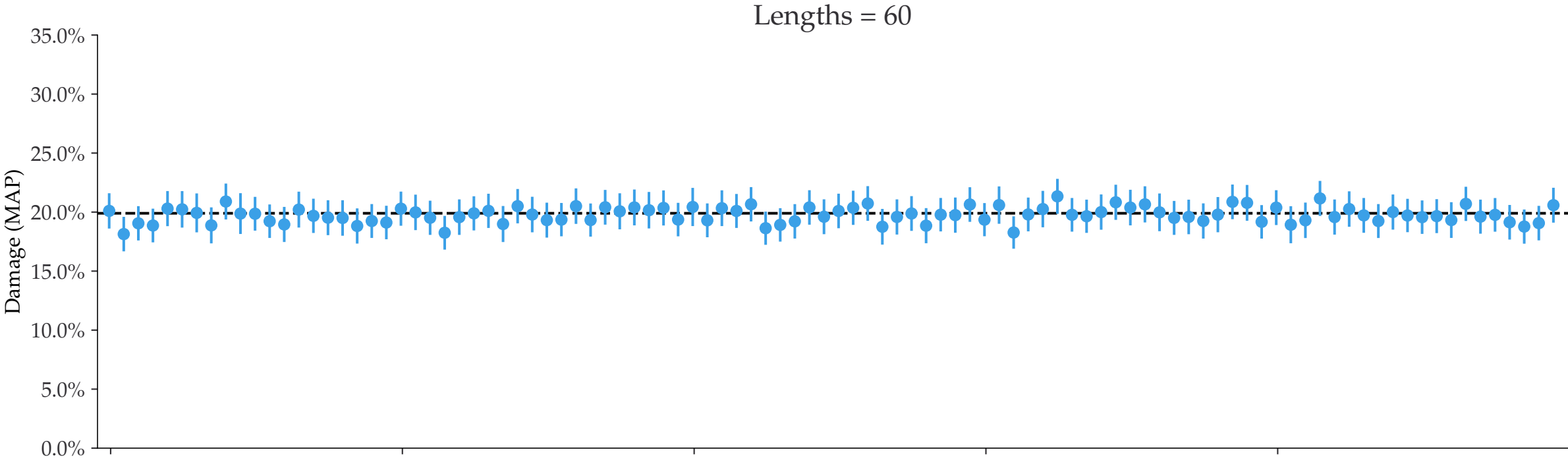
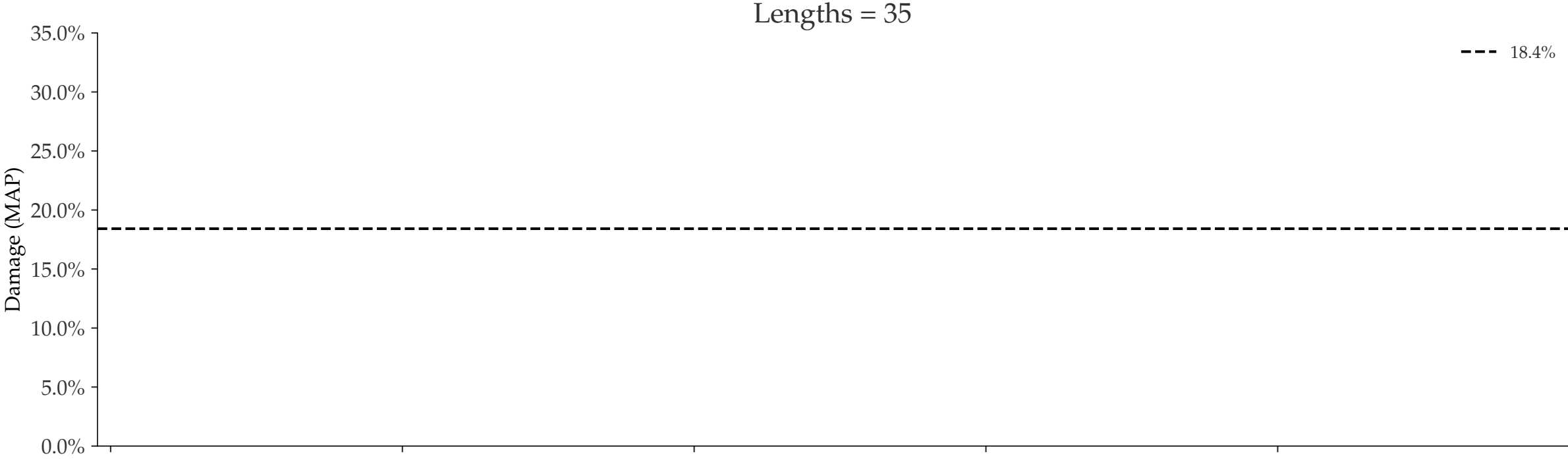
Individual damages:
1000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



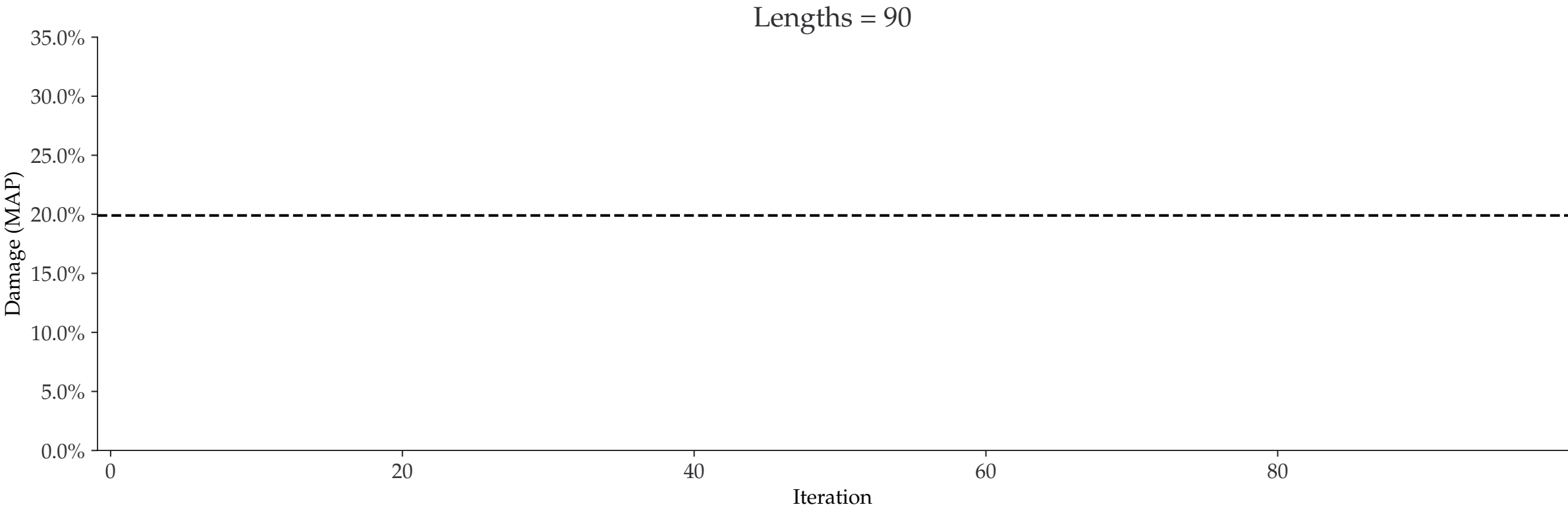
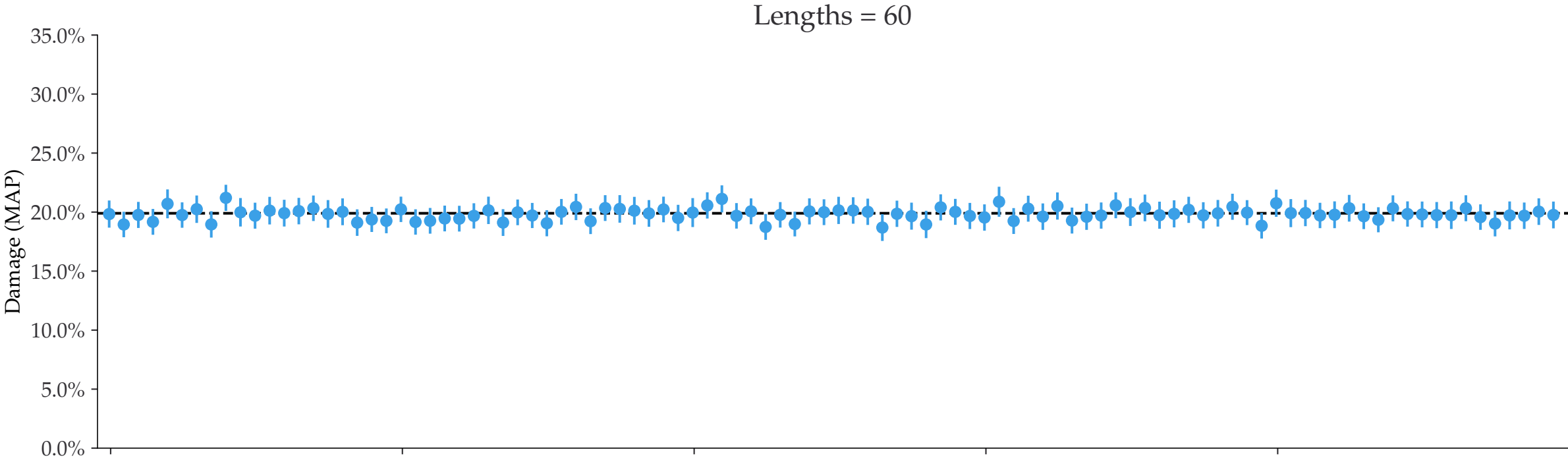
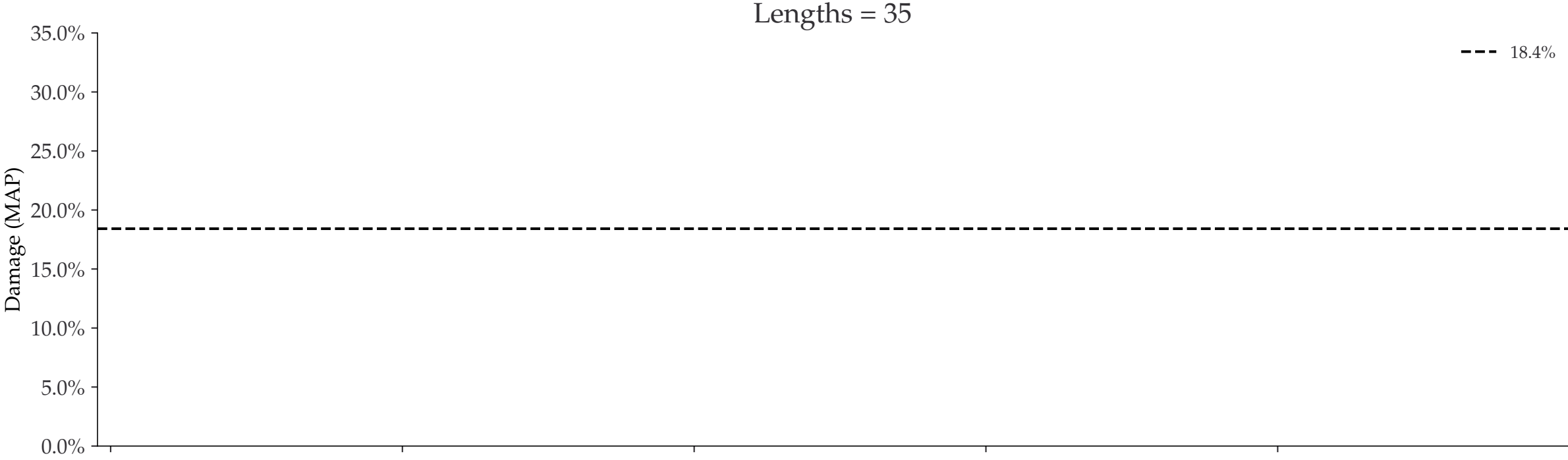
Individual damages:
2500 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



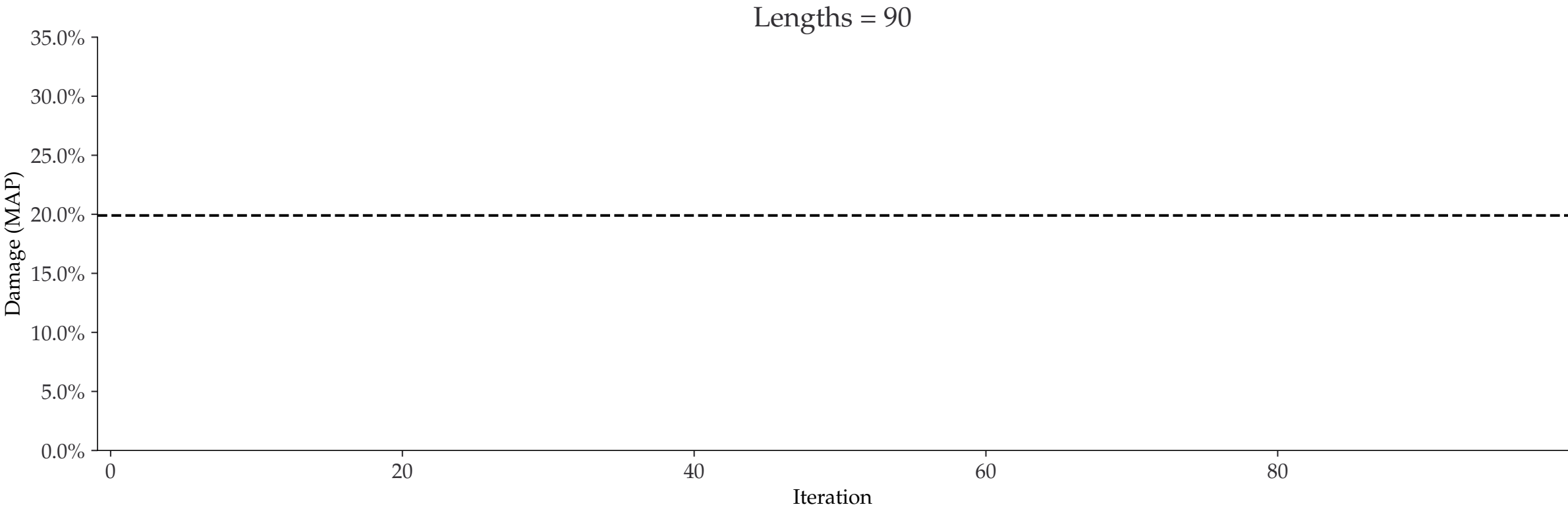
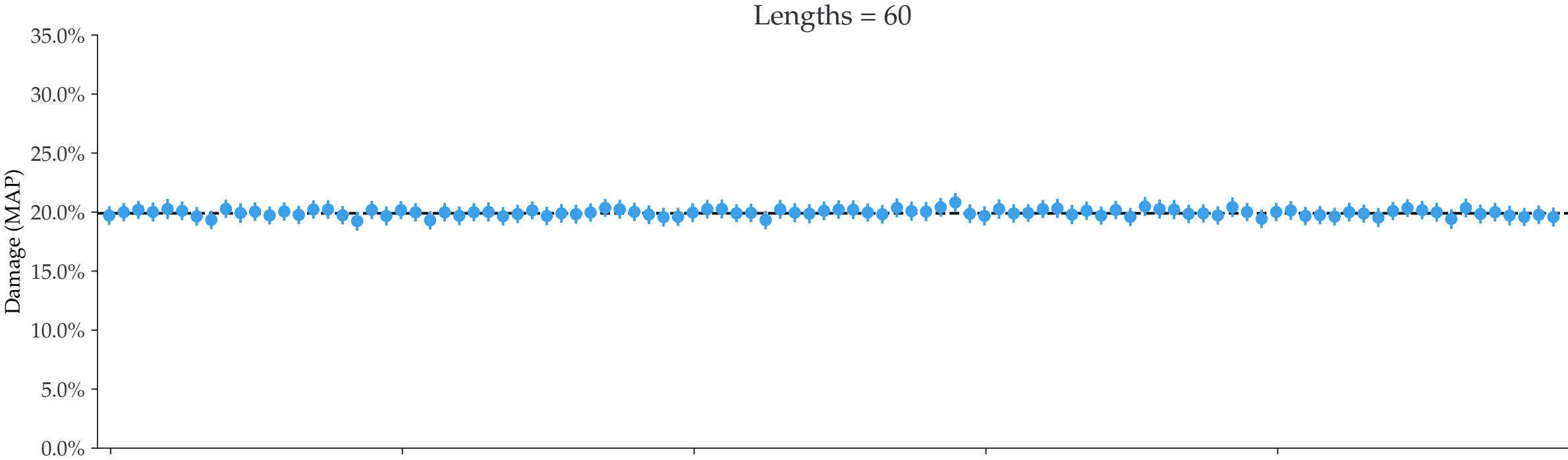
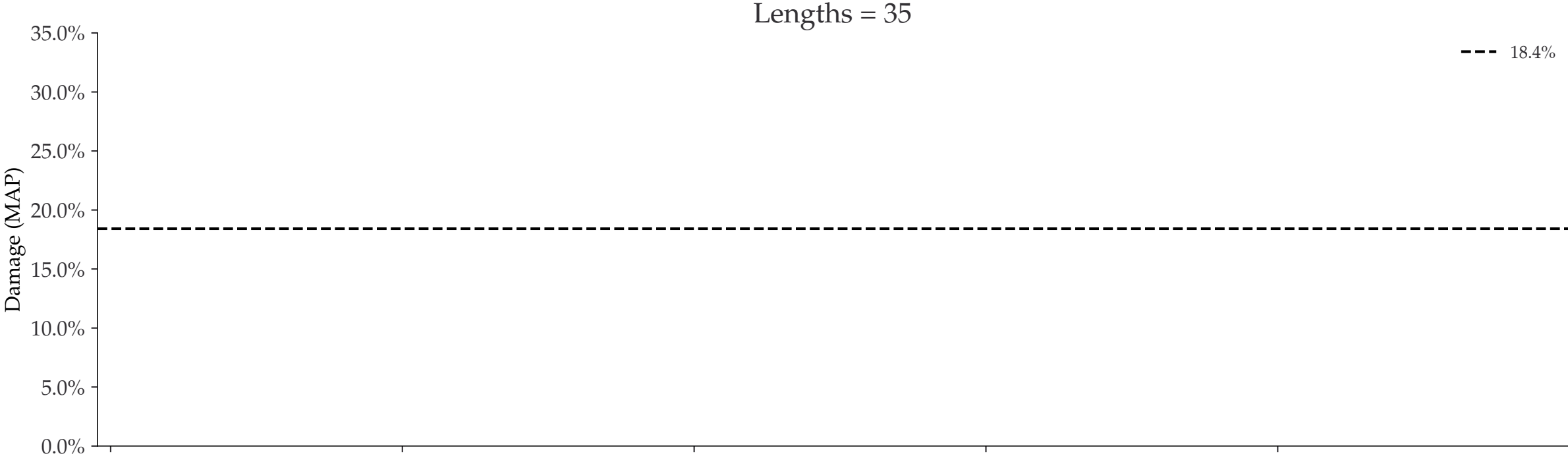
Individual damages:
5000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



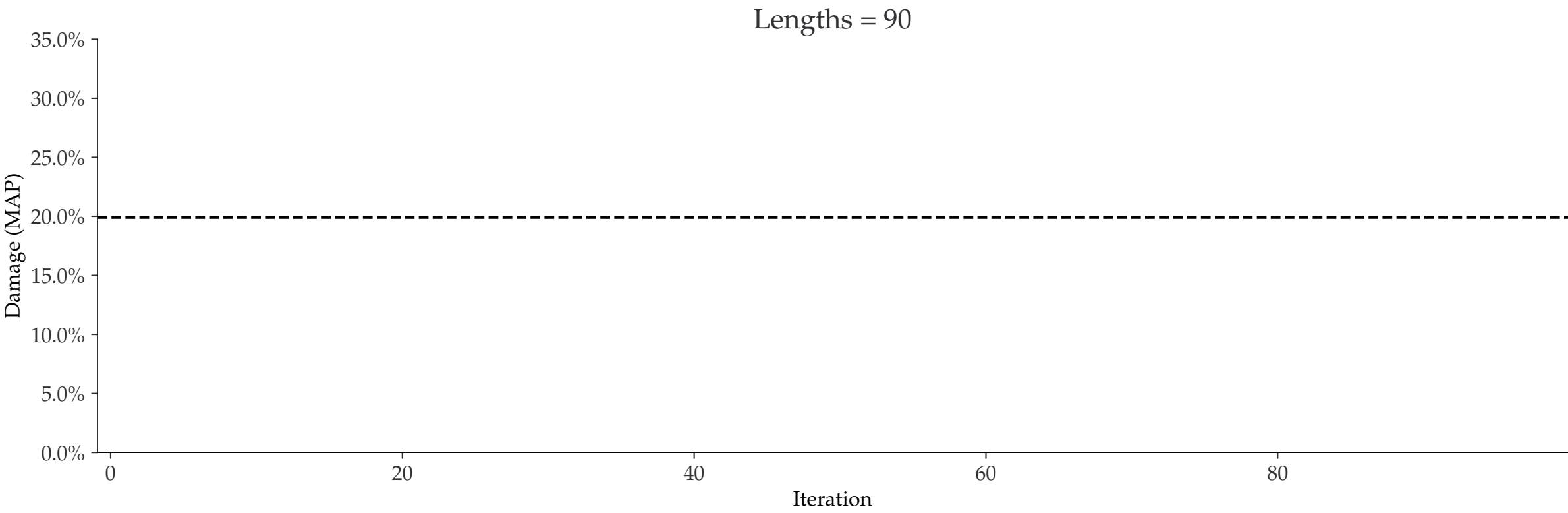
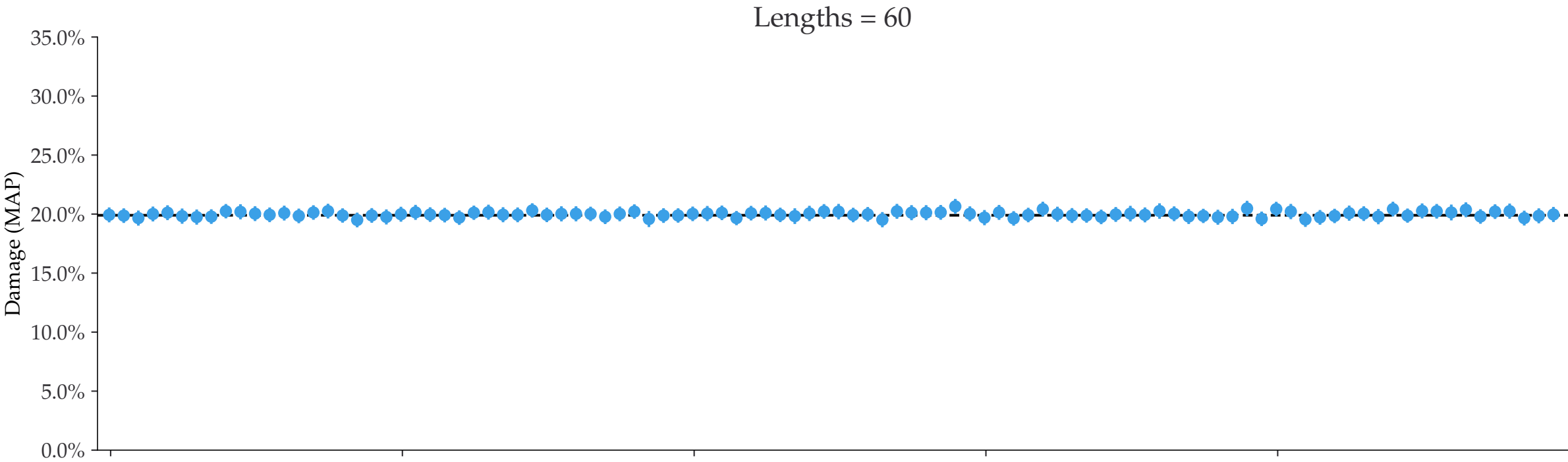
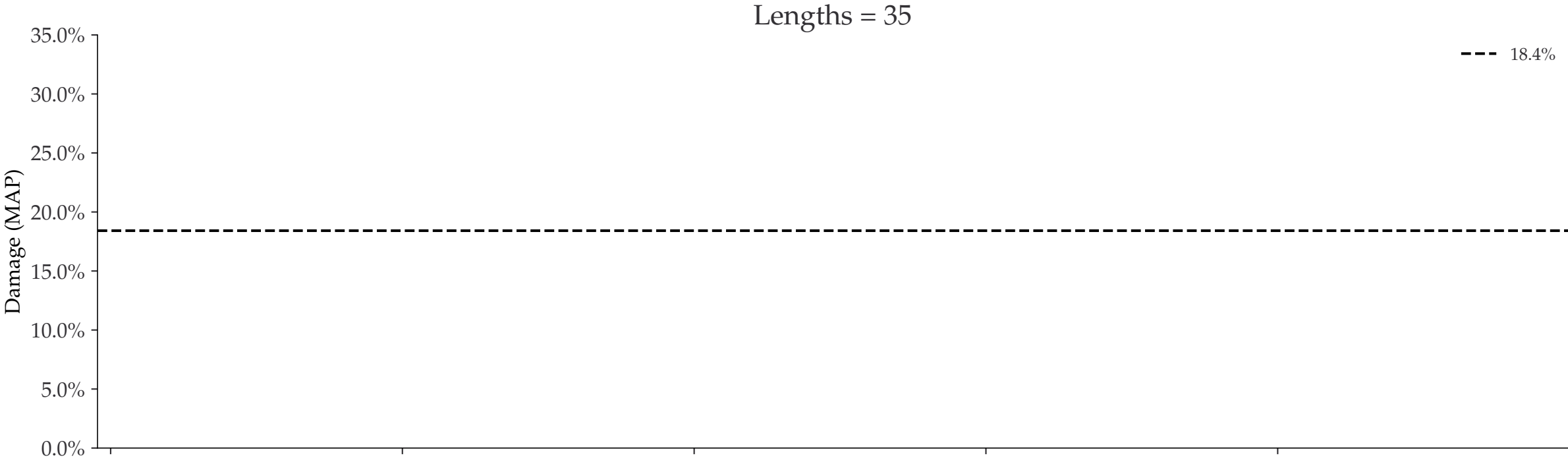
Individual damages:
10000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



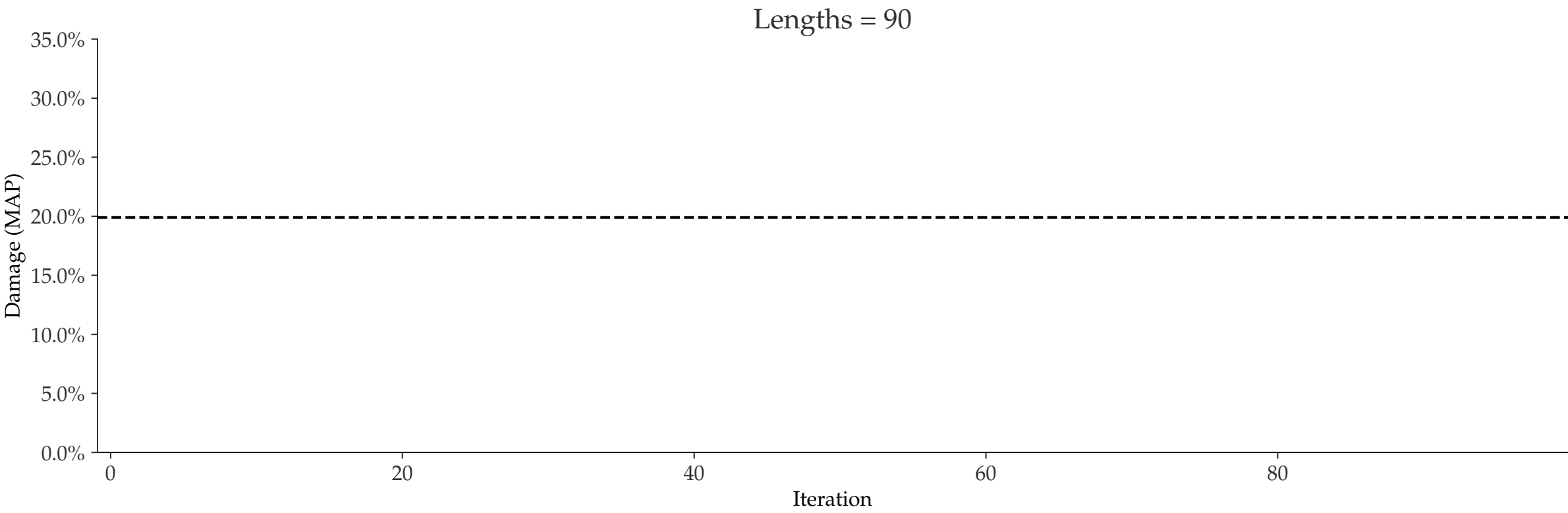
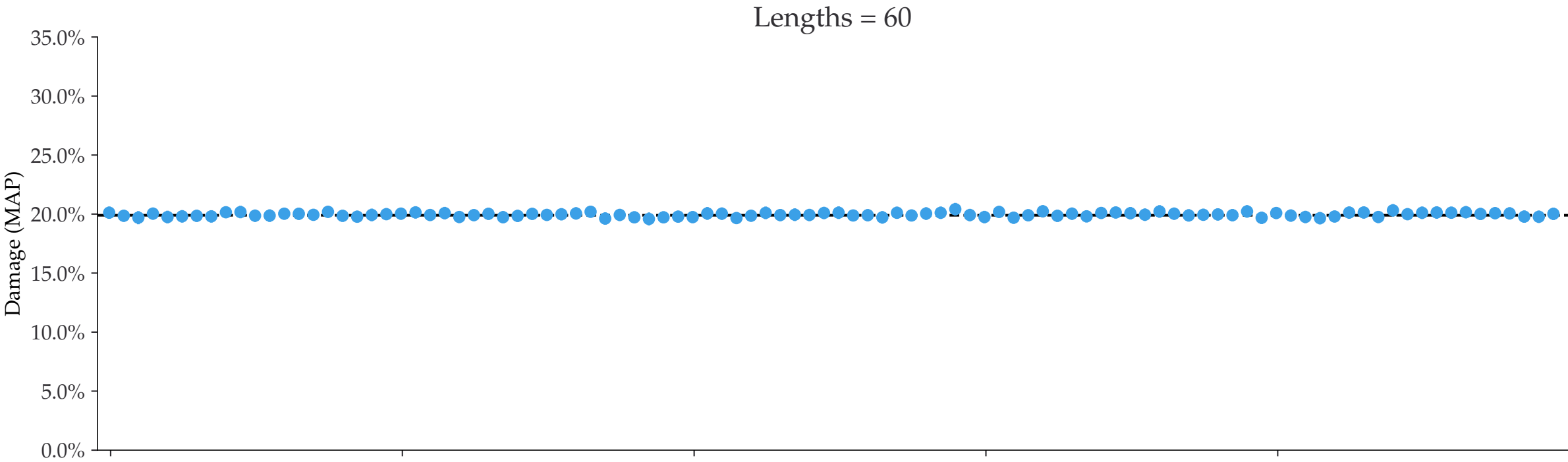
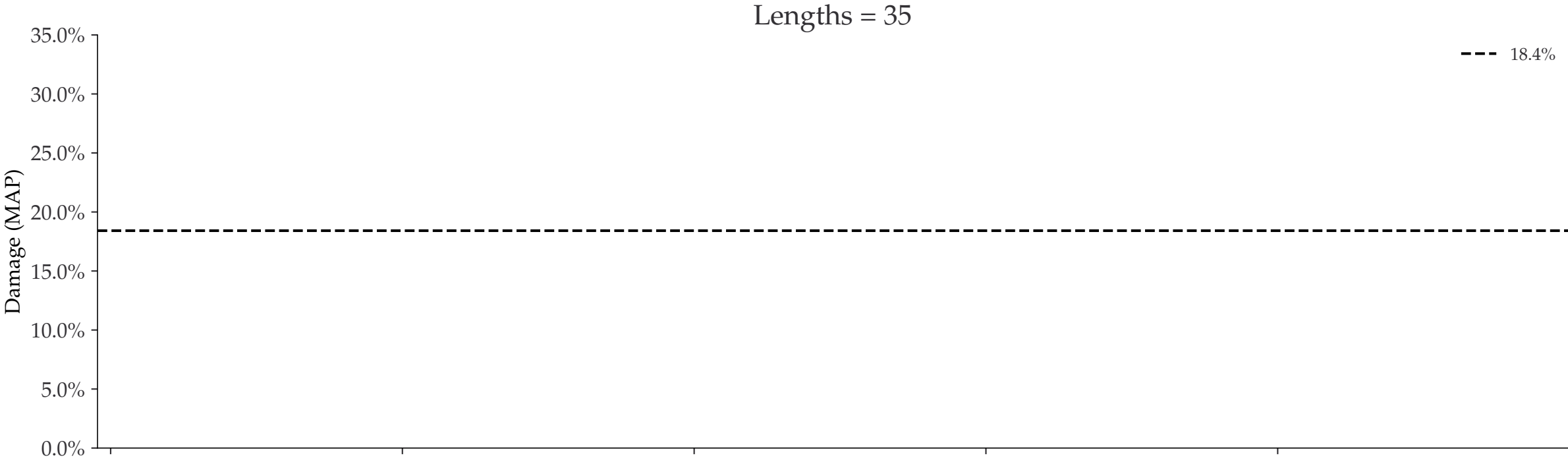
Individual damages:
25000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



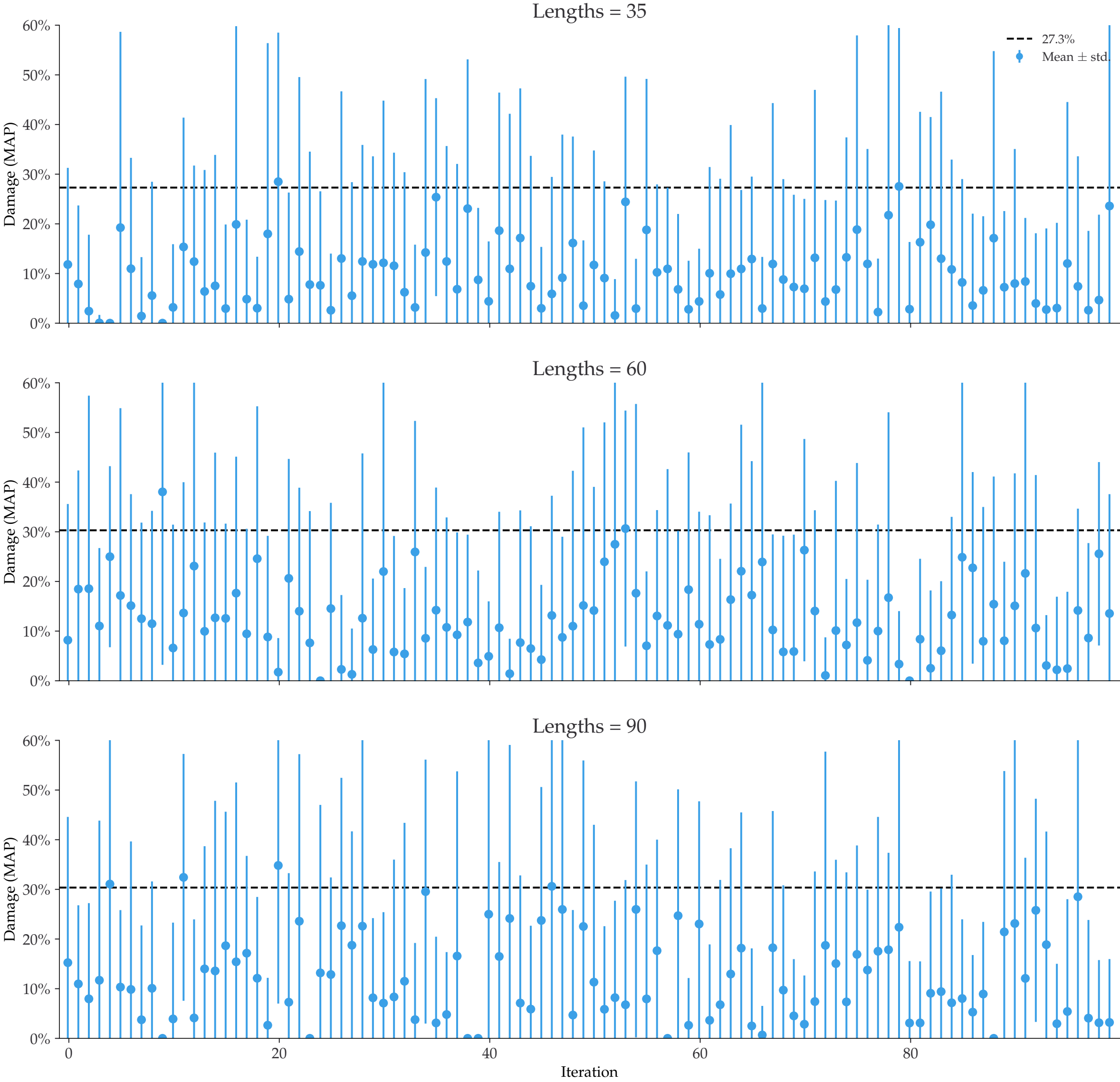
Individual damages:
50000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



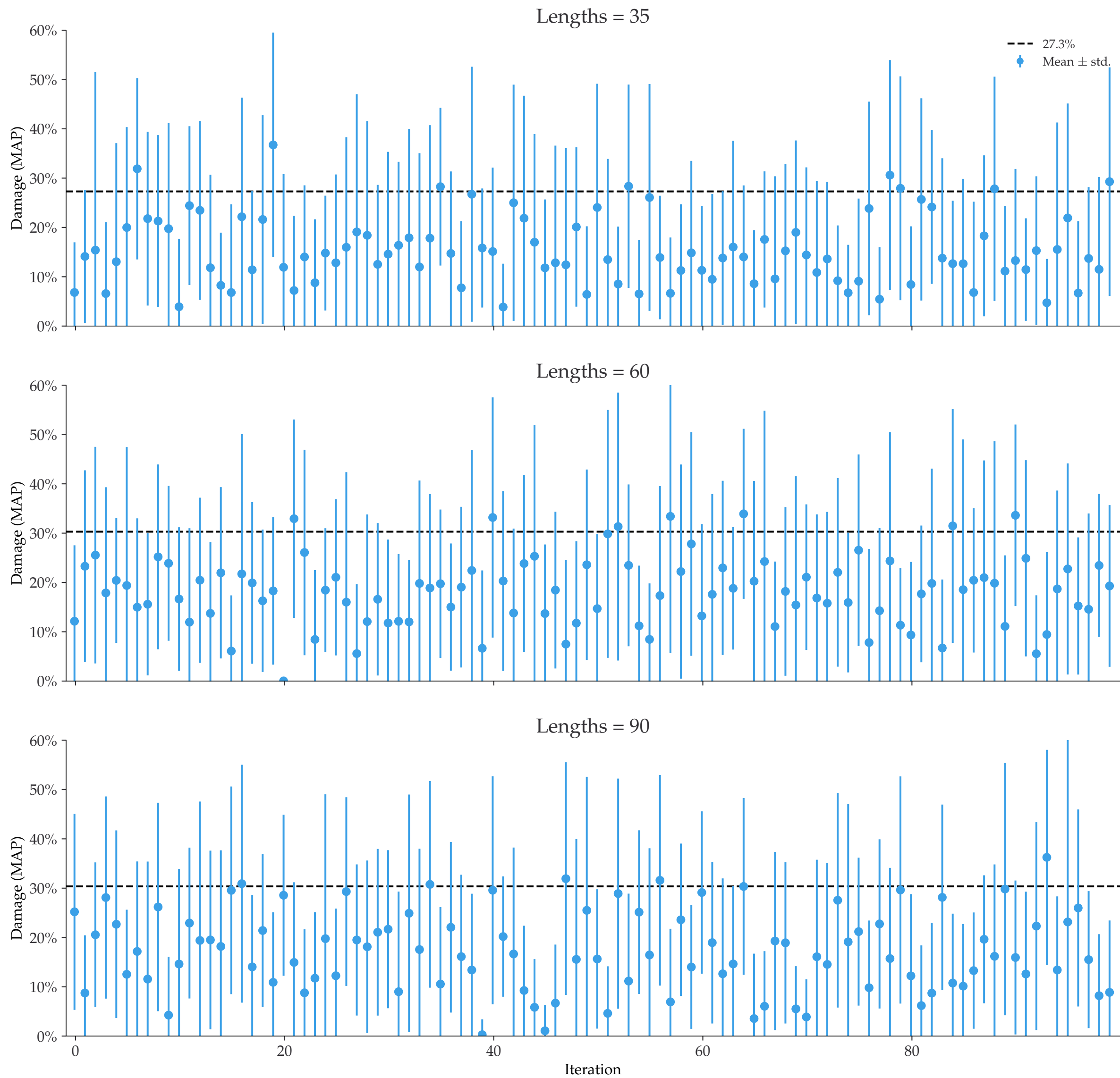
Individual damages:
100000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



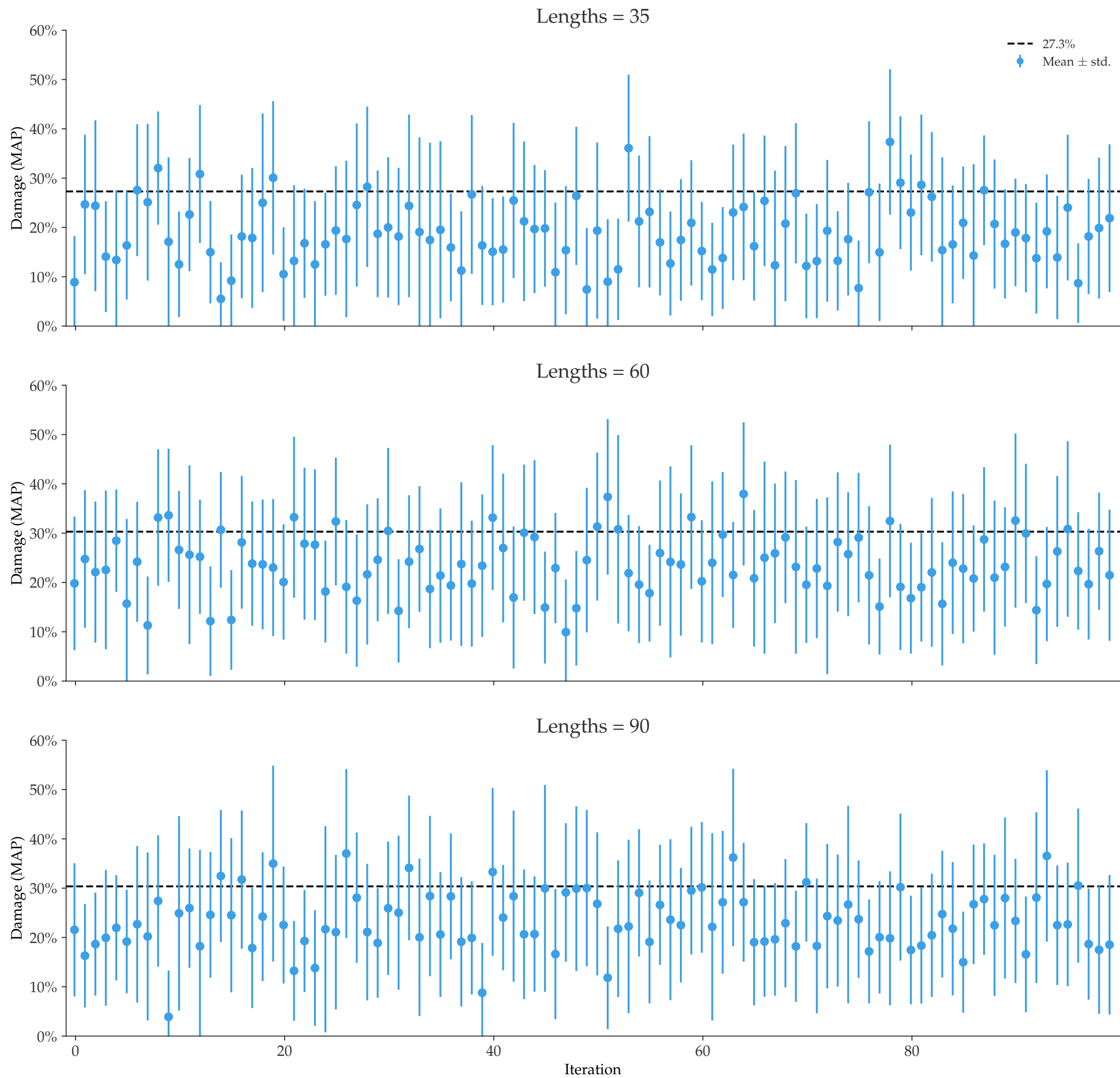
Individual damages:
10 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



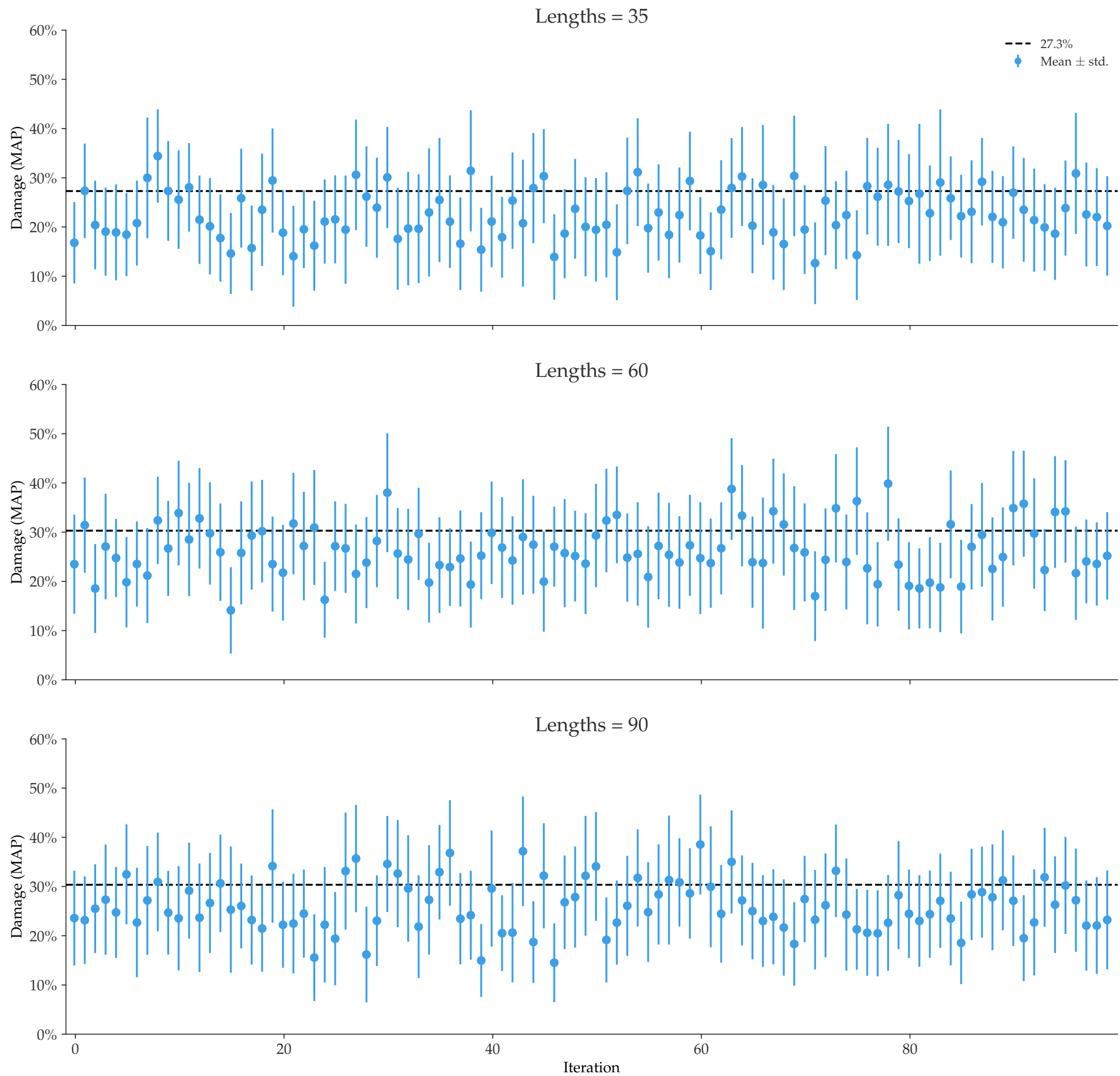
Individual damages:
25 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



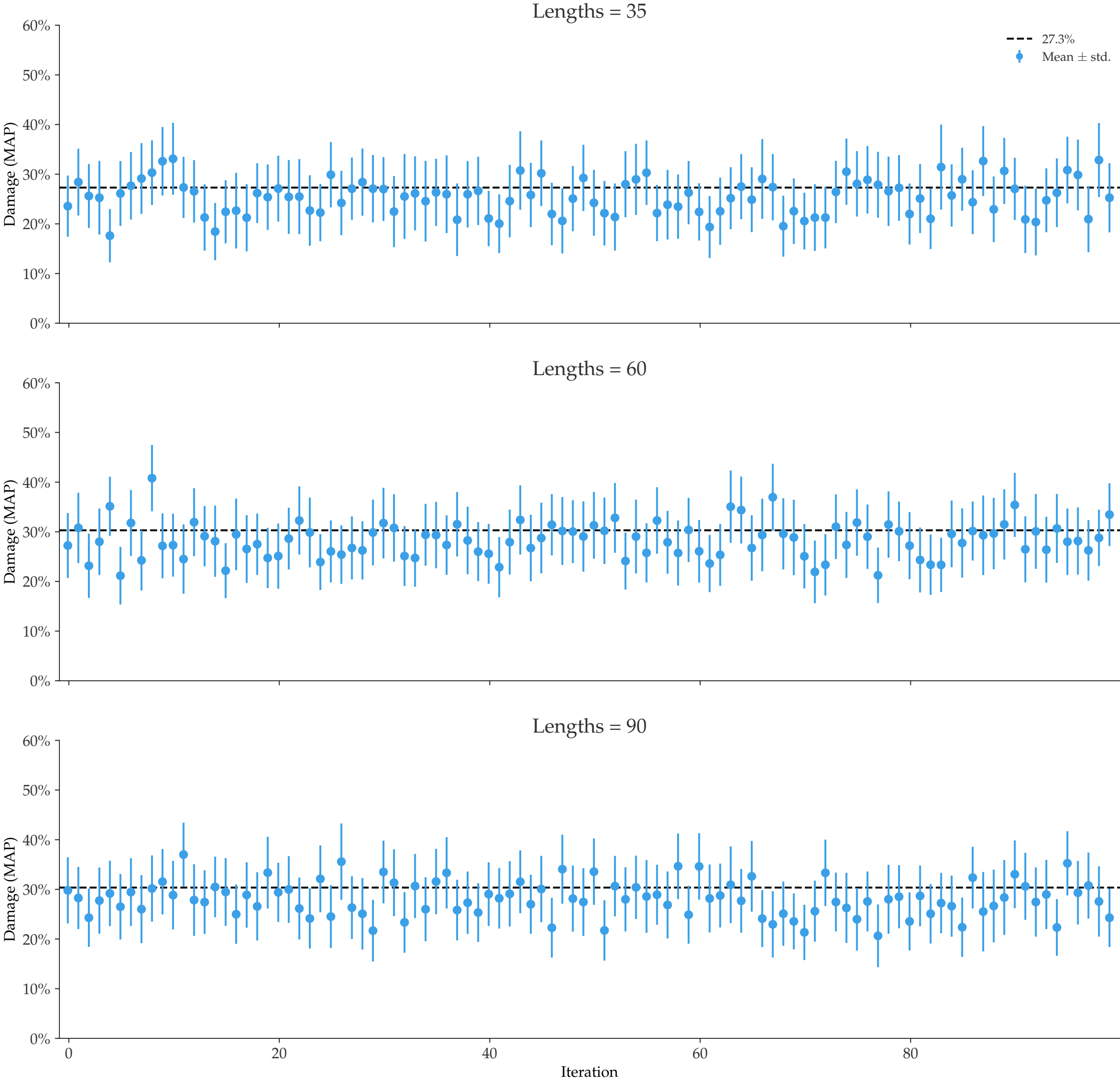
Individual damages:
50 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



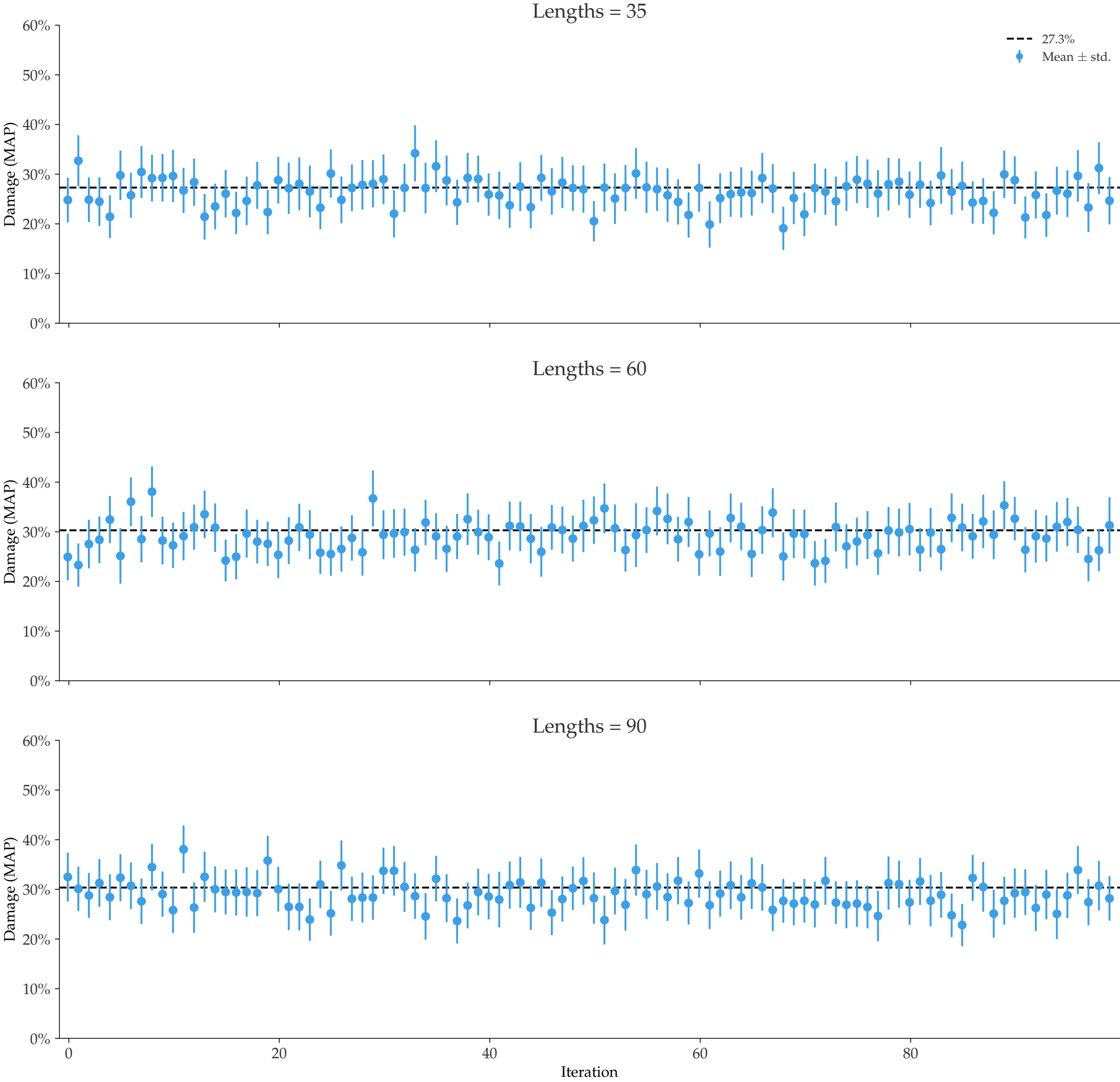
Individual damages:
100 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



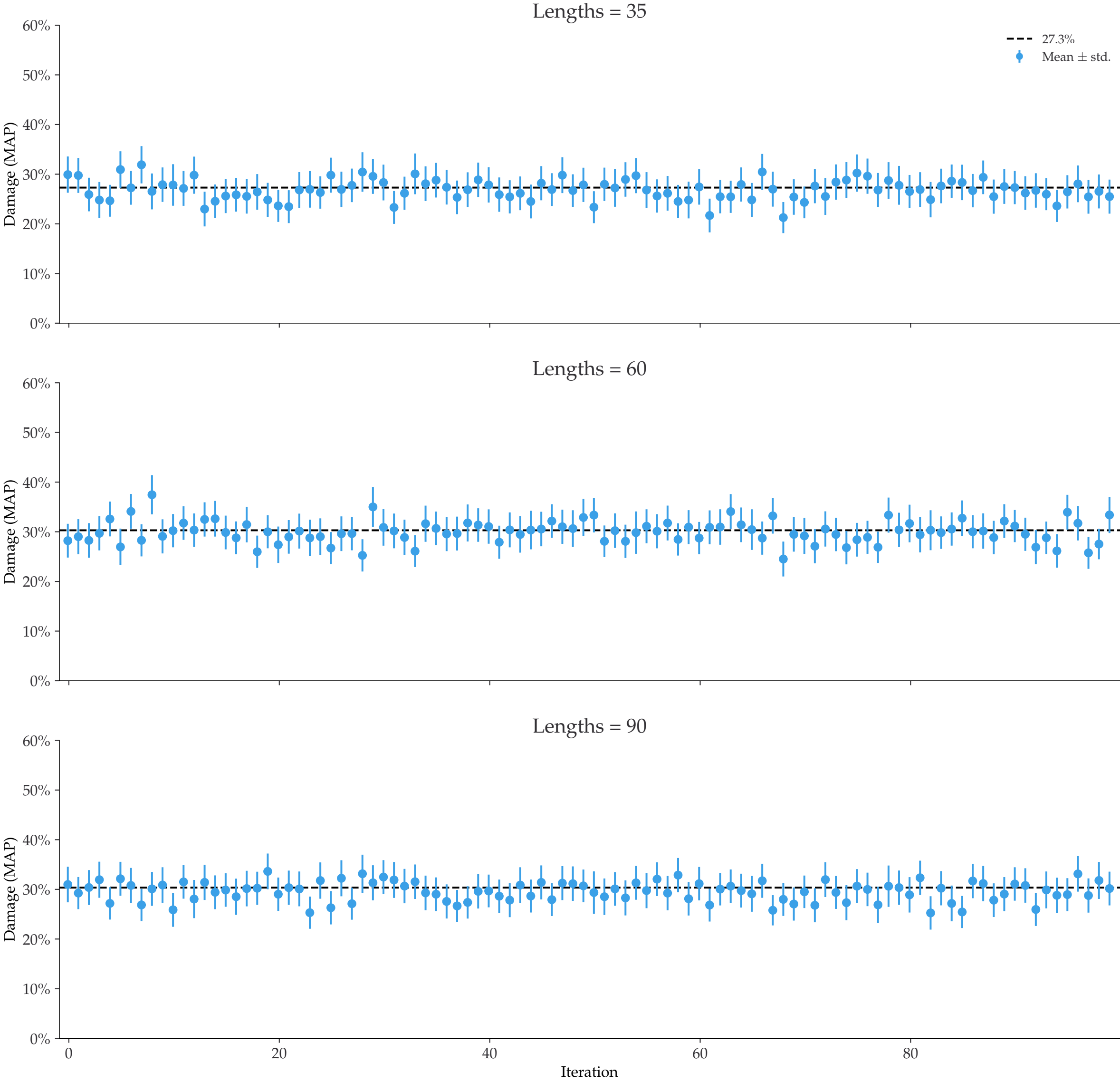
Individual damages:
250 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



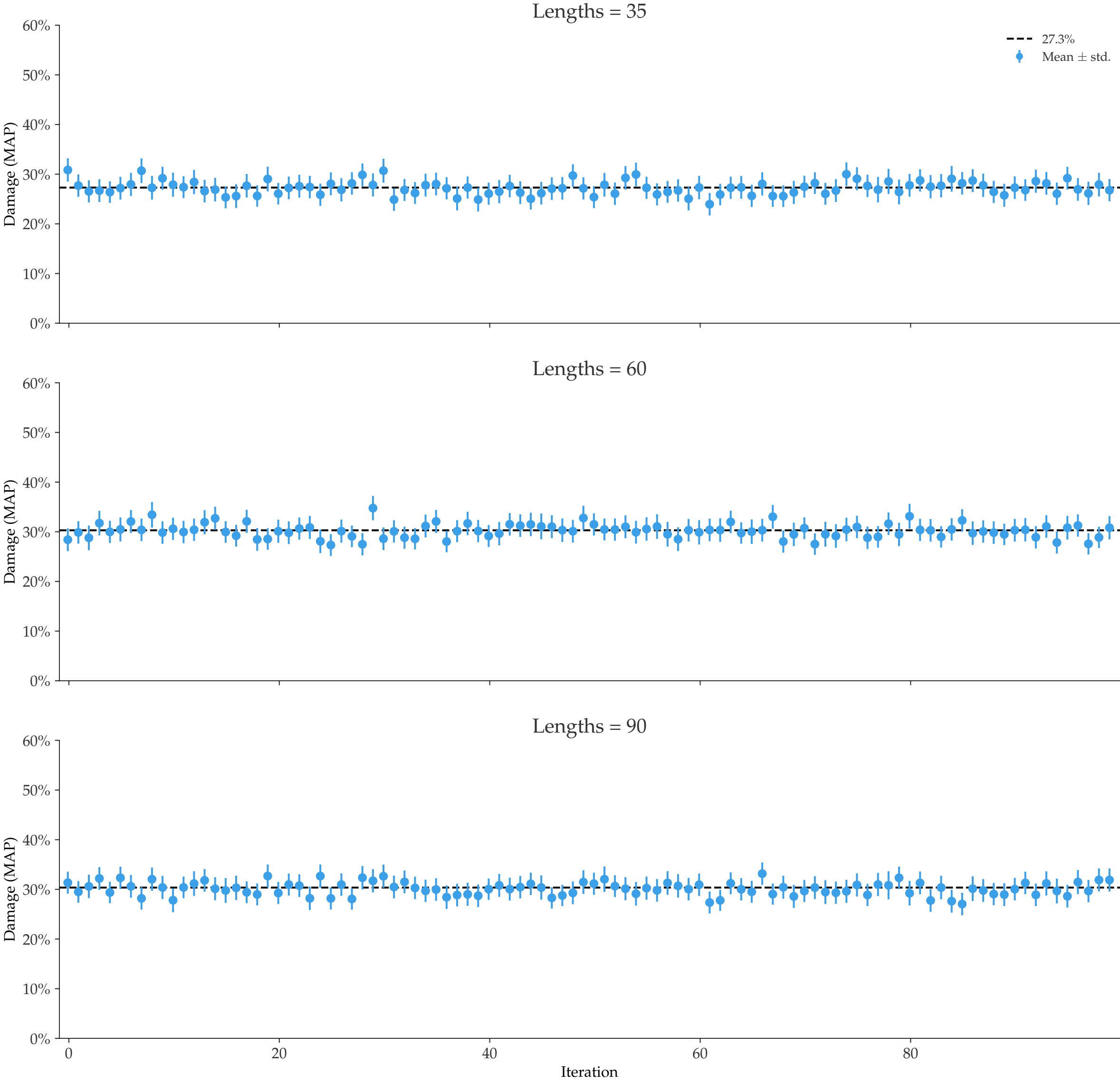
Individual damages:
500 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



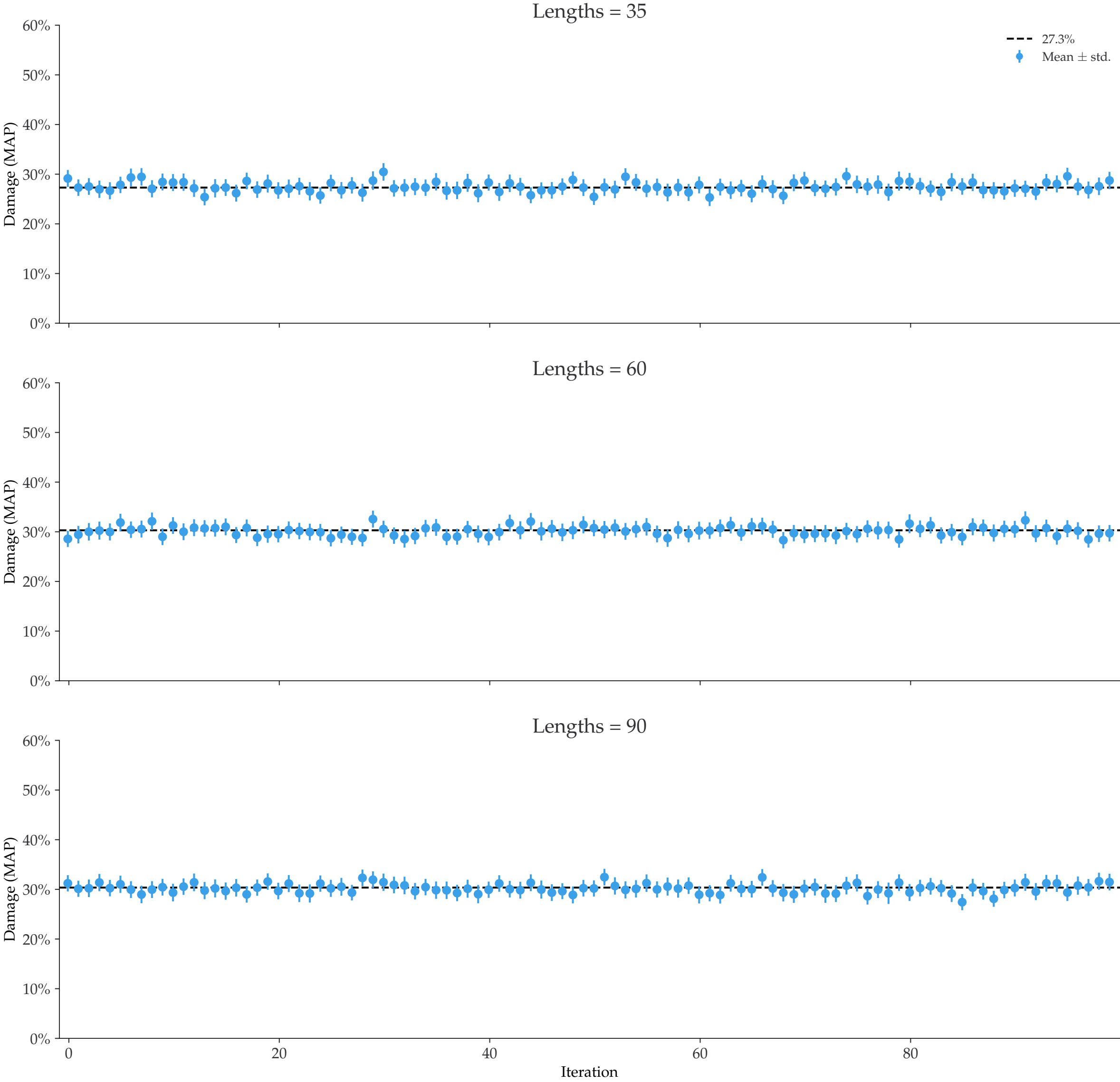
Individual damages:
1000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



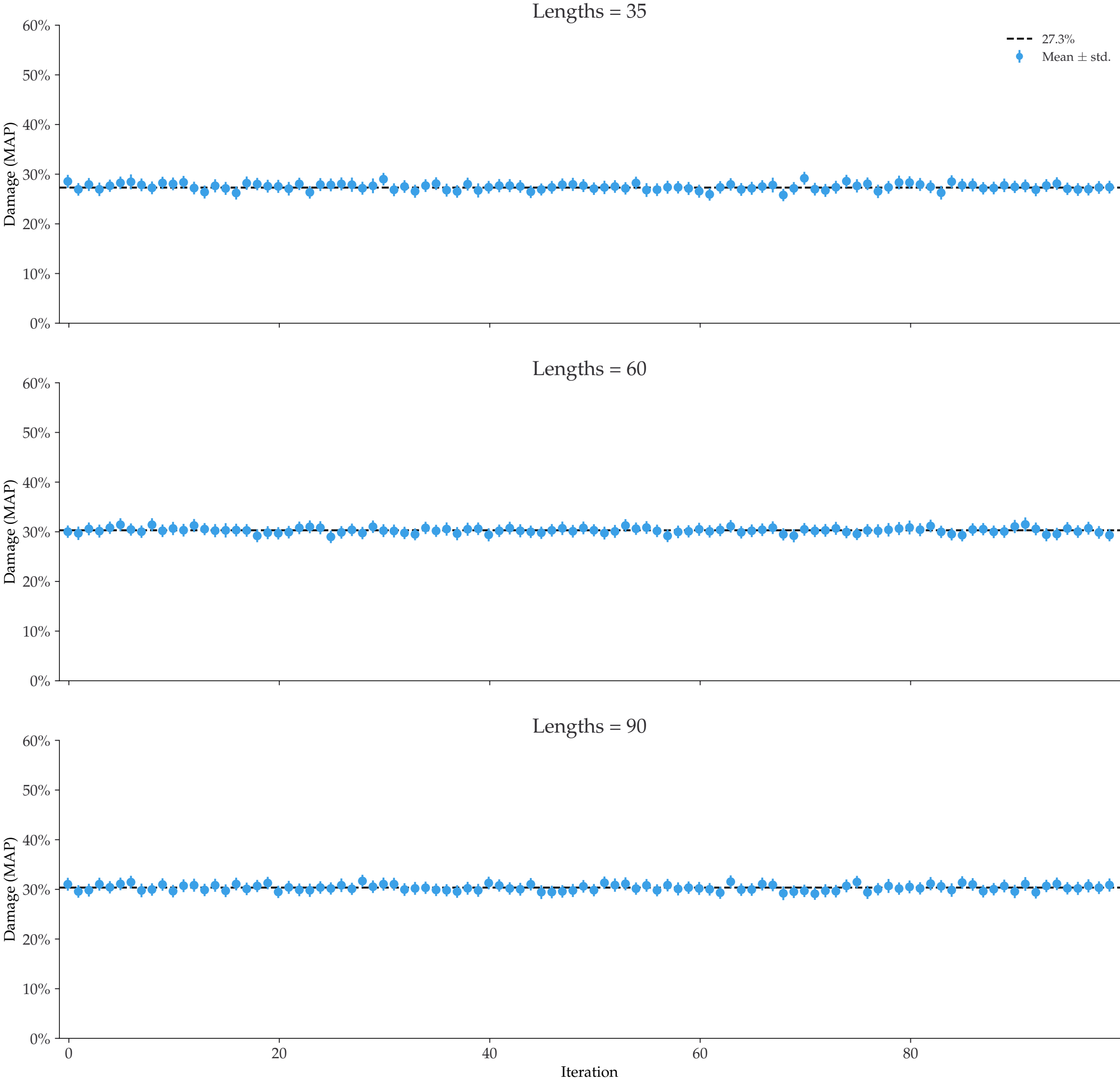
Individual damages:
2500 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



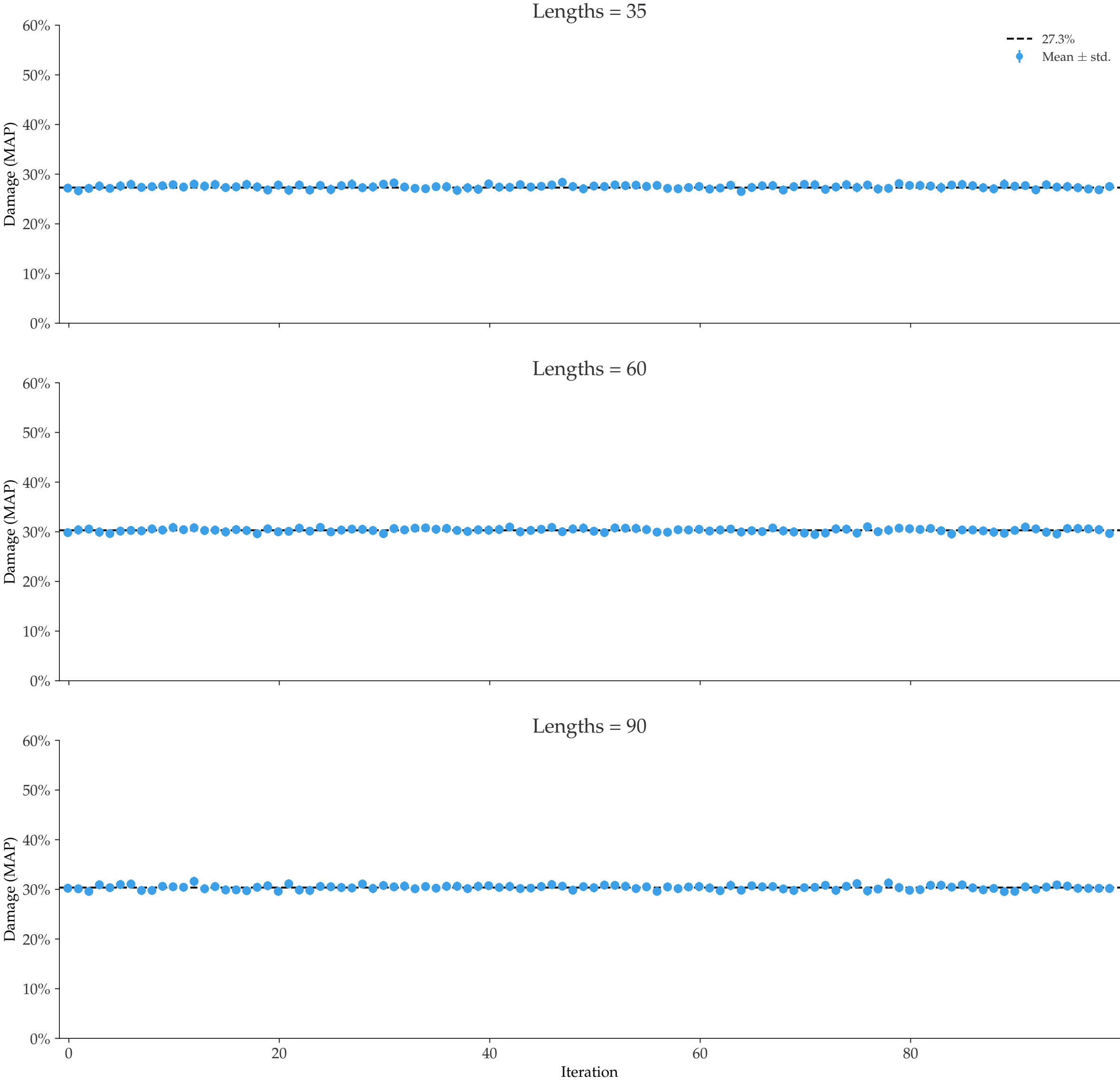
Individual damages:
5000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



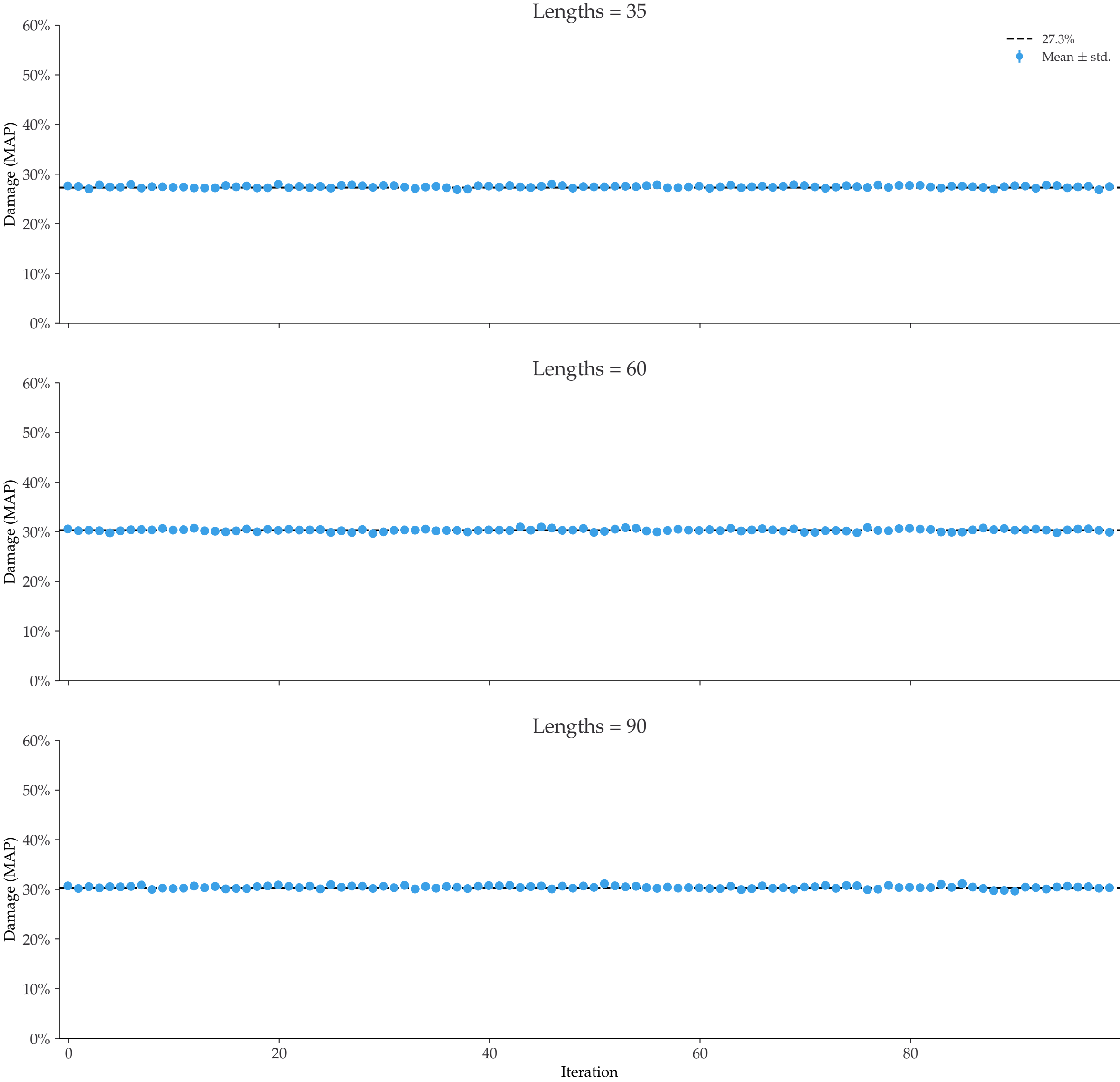
Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



Individual damages:
25000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



Individual damages:
50000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



Individual damages:
100000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%

