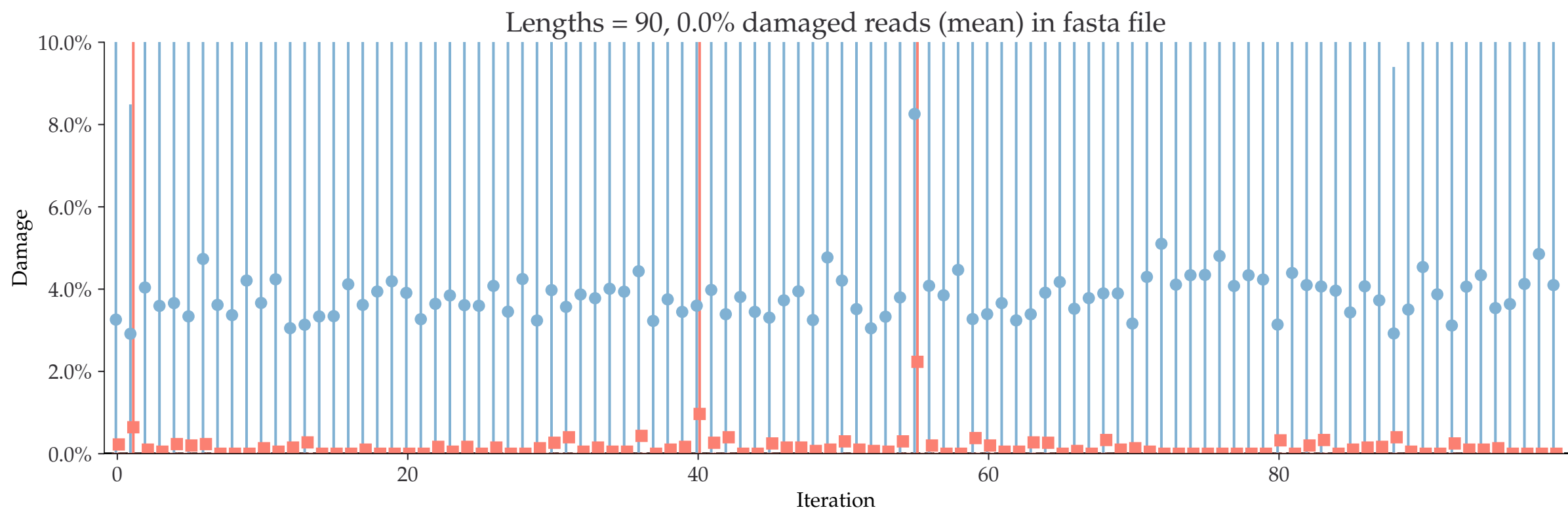
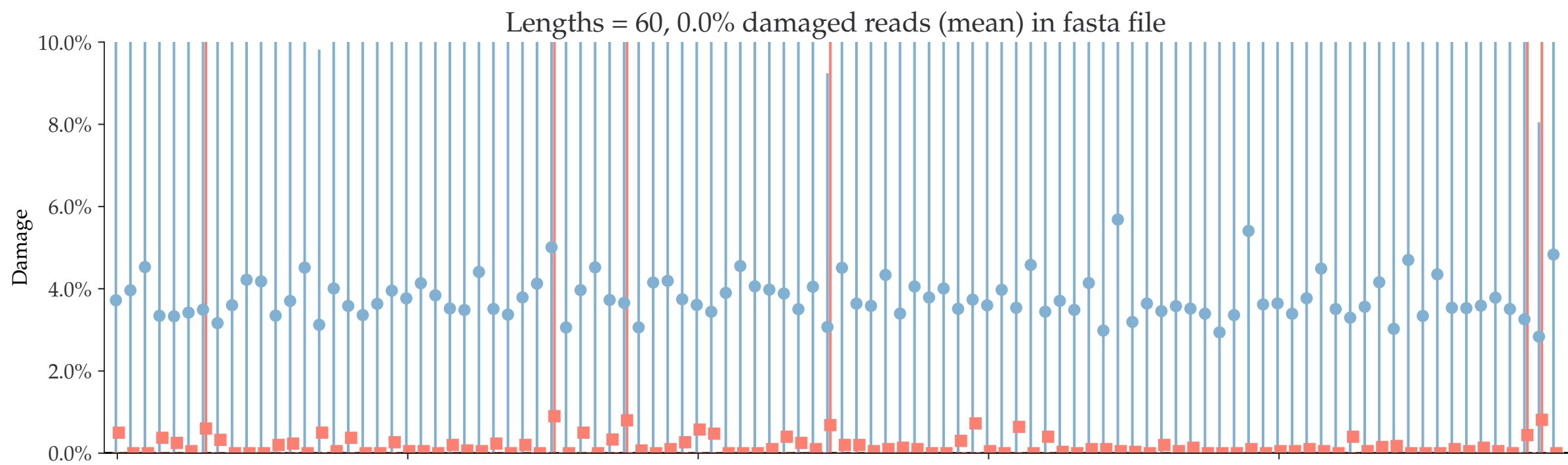
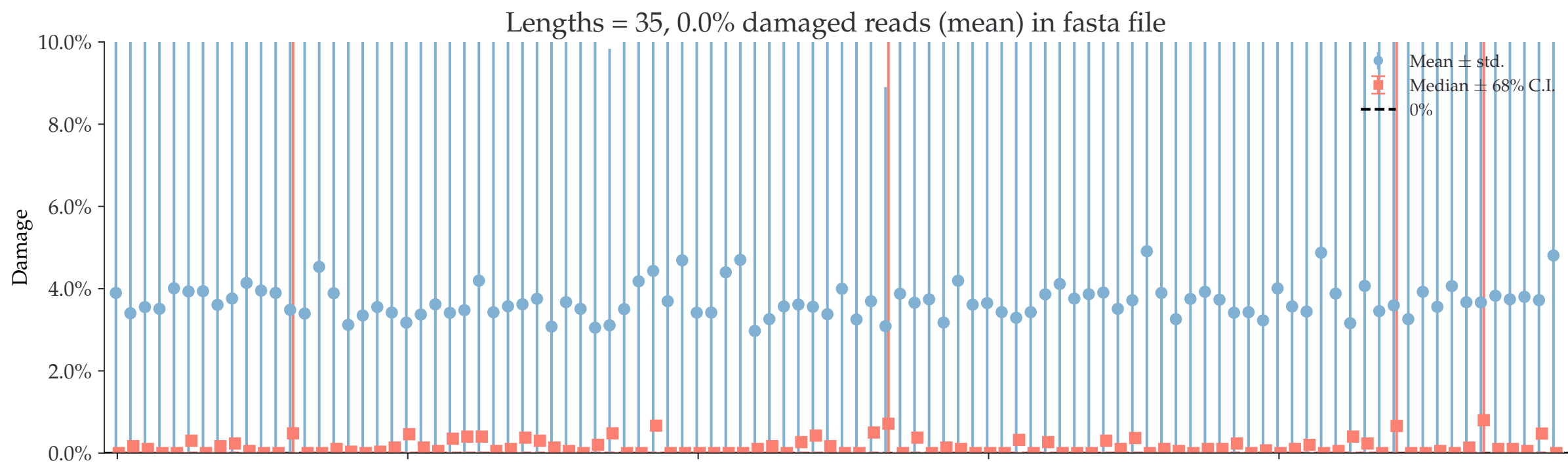
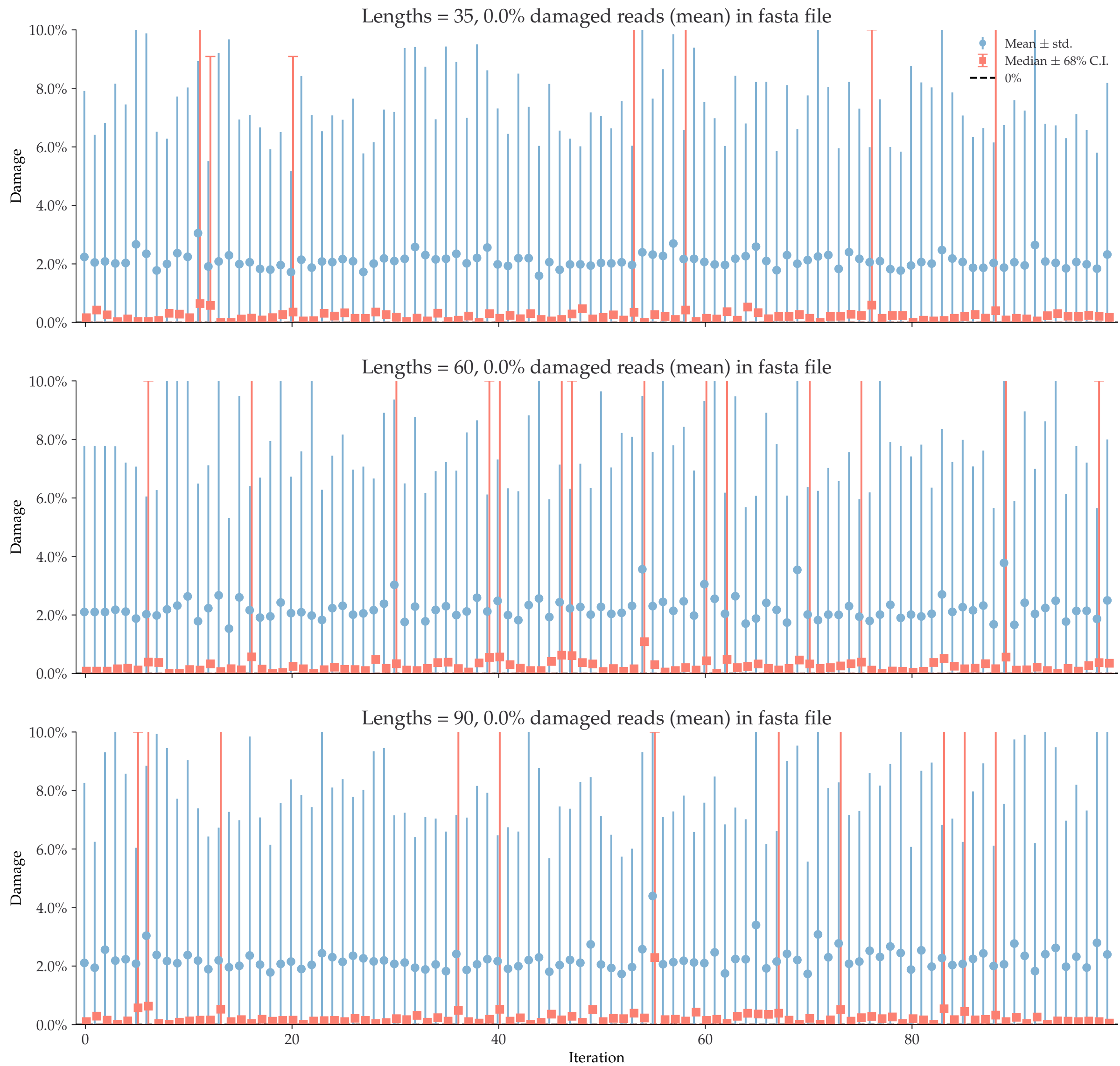


Individual damages:  
10 reads  
Briggs damage = 0.0  
Damage percent = 0%

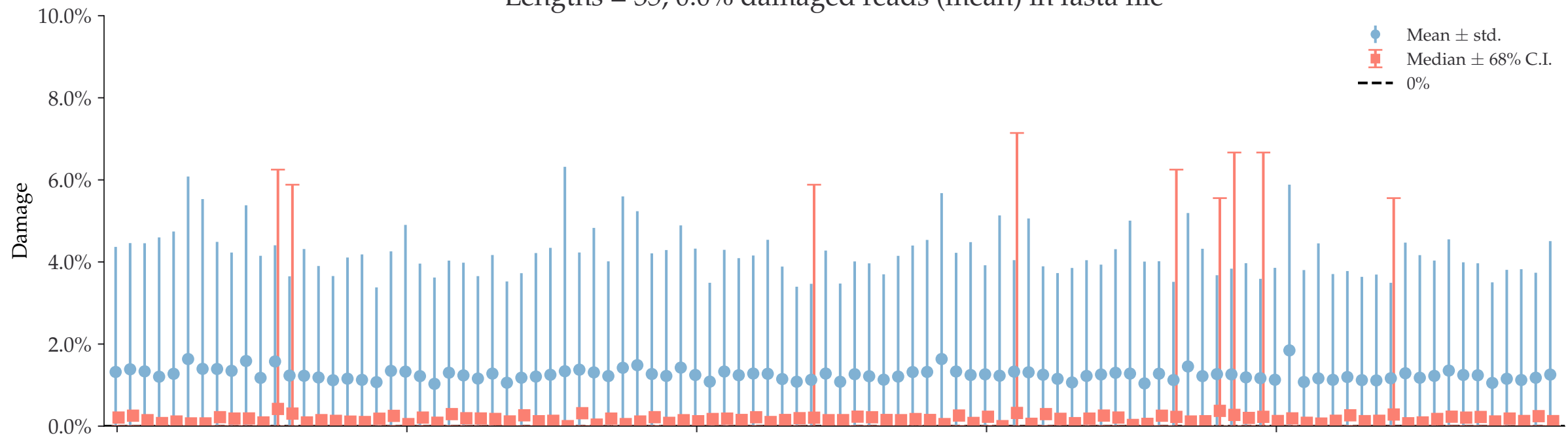


Individual damages:  
25 reads  
Briggs damage = 0.0  
Damage percent = 0%



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

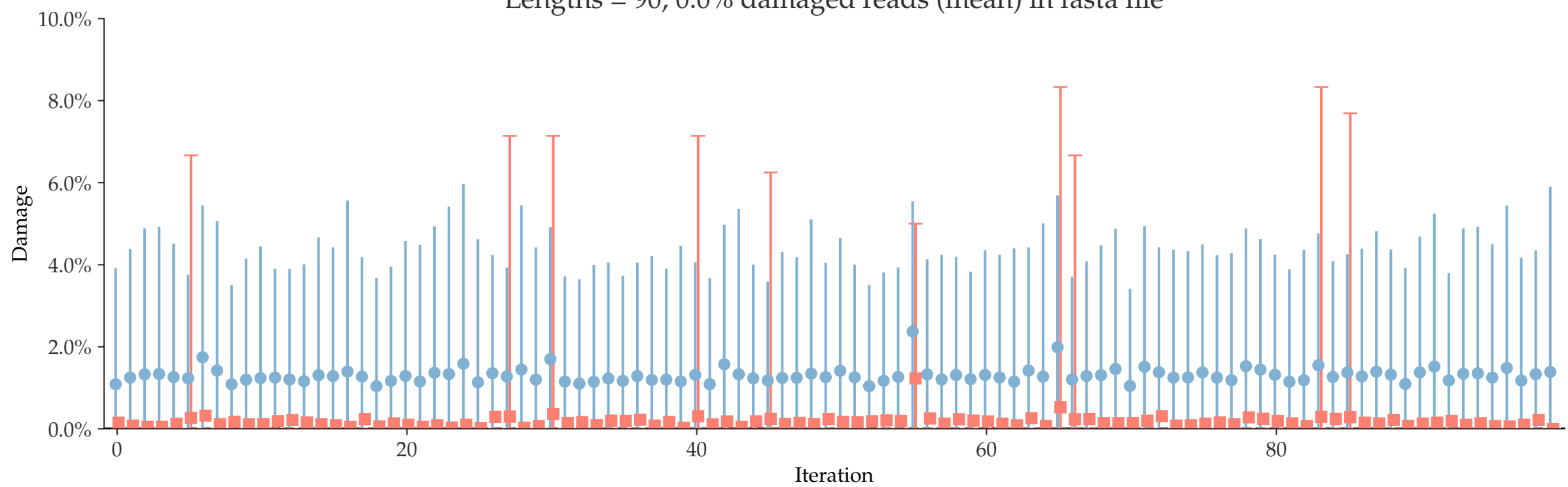
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

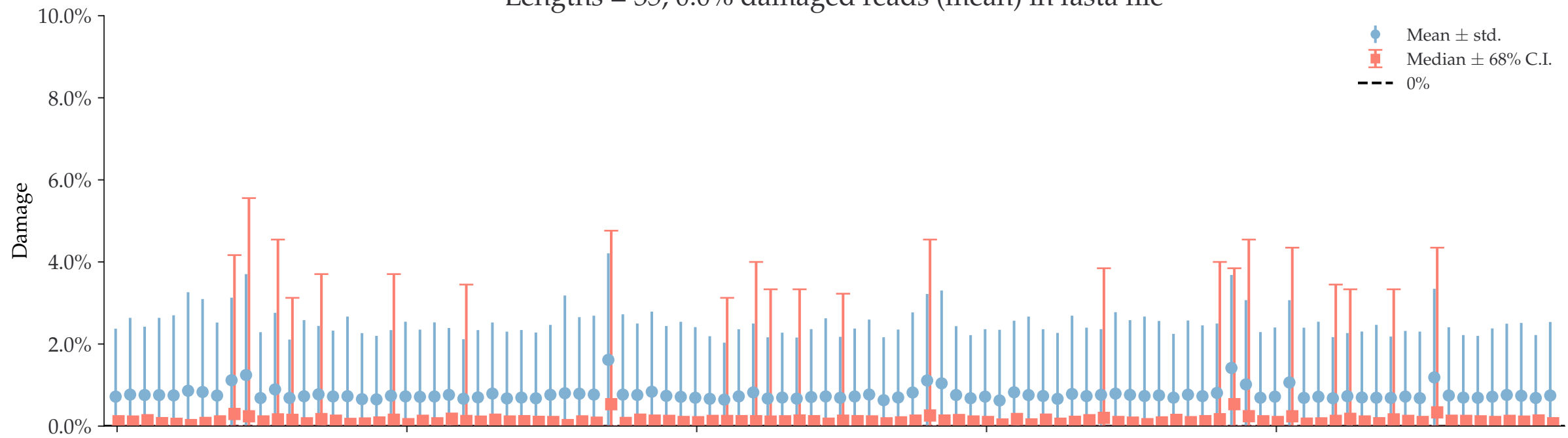


Lengths = 90, 0.0% damaged reads (mean) in fasta file

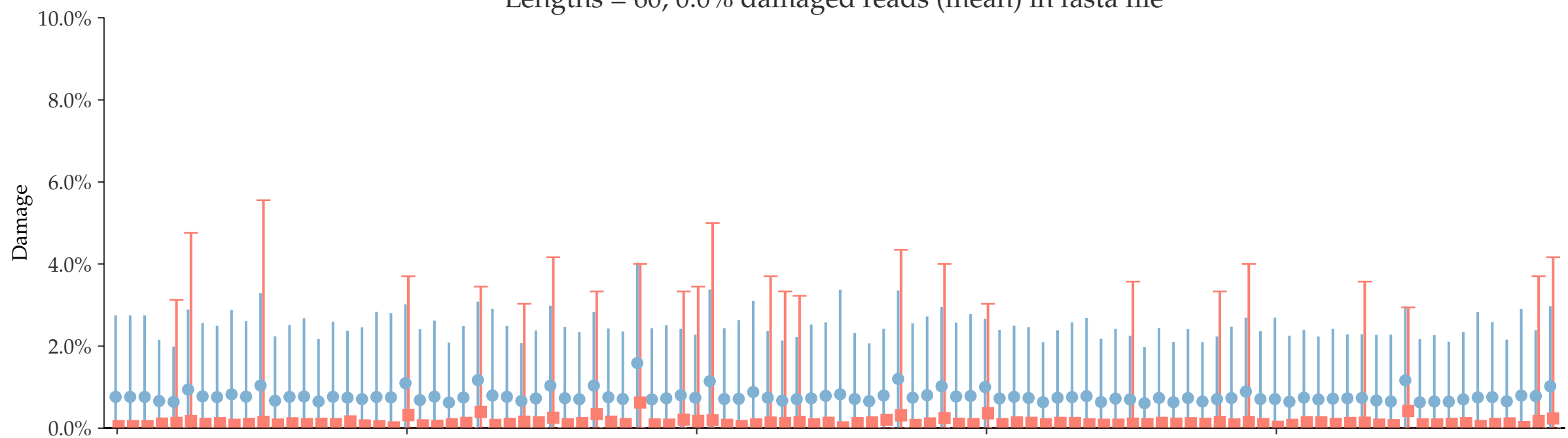


Individual damages:  
100 reads  
Briggs damage = 0.0  
Damage percent = 0%

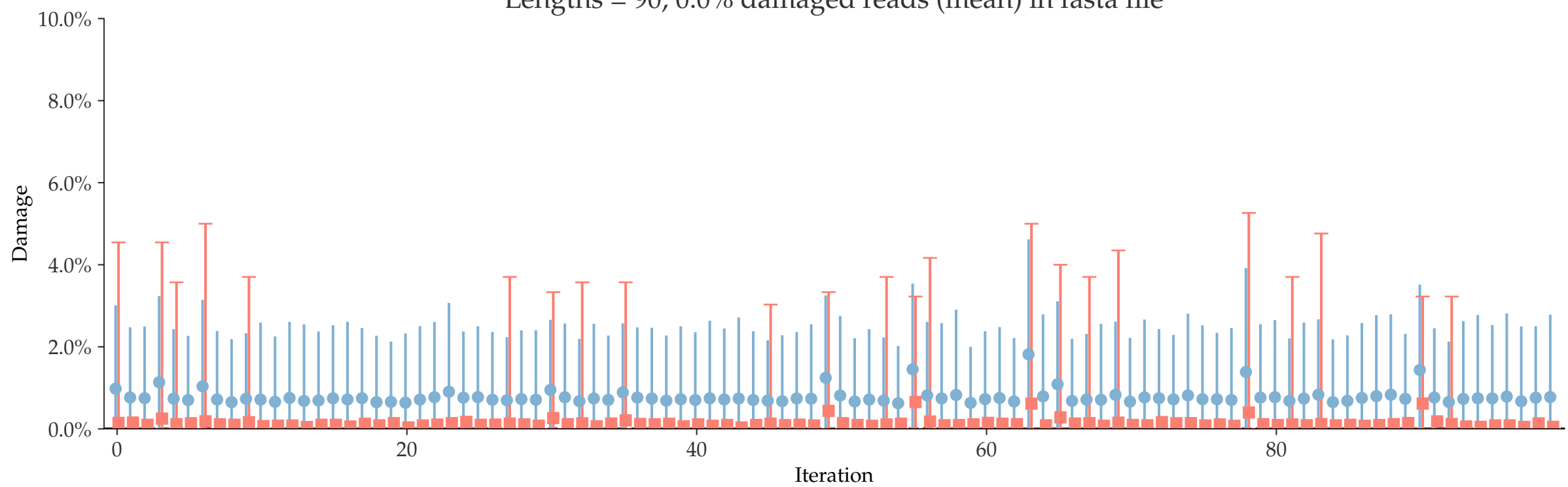
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

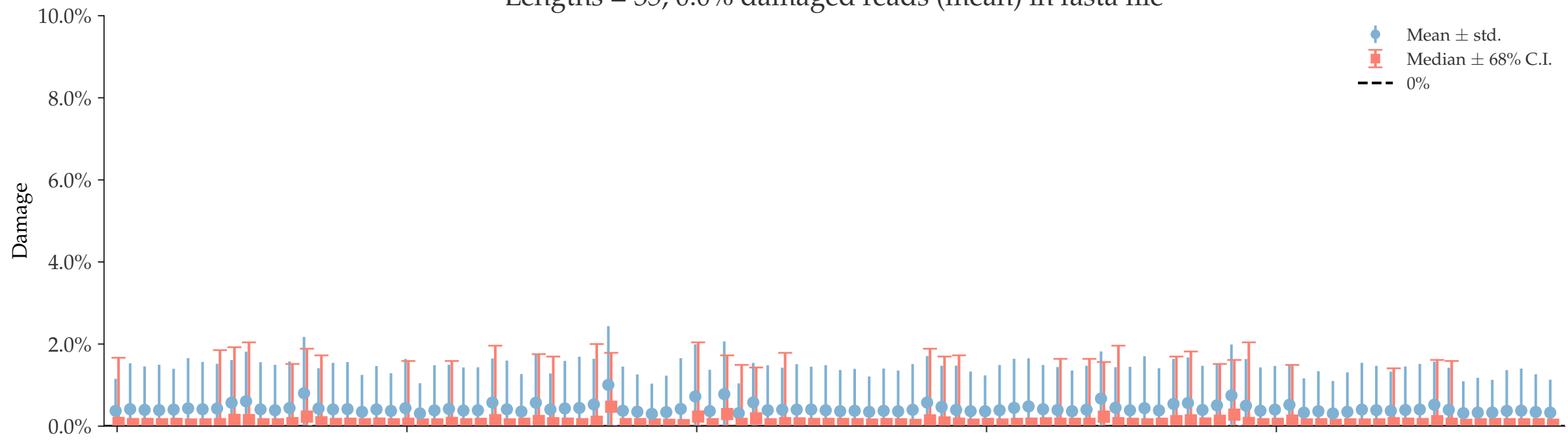


Lengths = 90, 0.0% damaged reads (mean) in fasta file

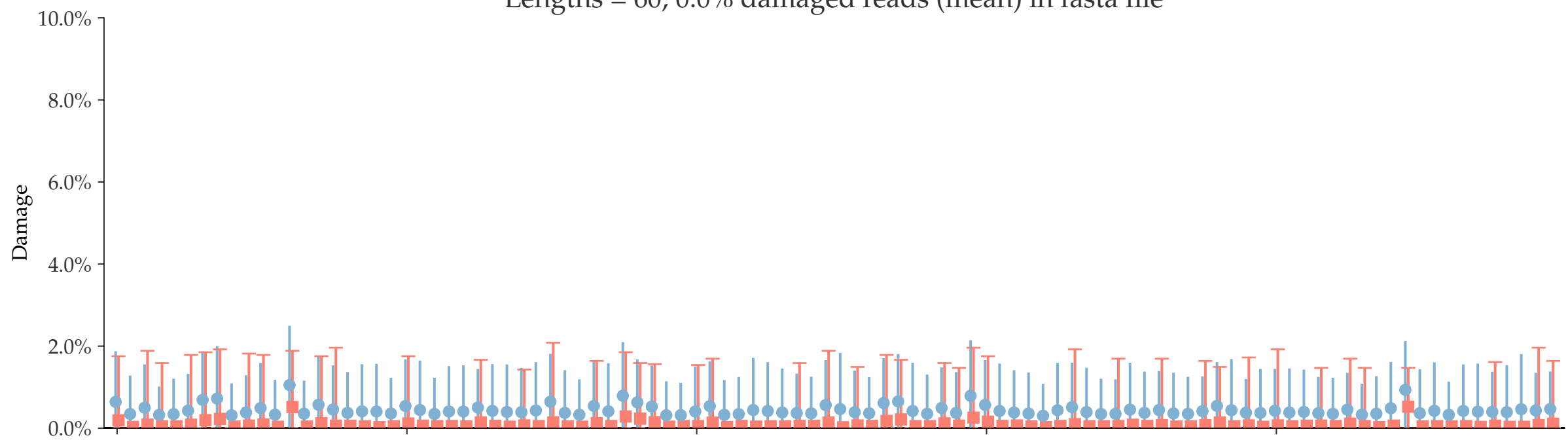


Individual damages:  
250 reads  
Briggs damage = 0.0  
Damage percent = 0%

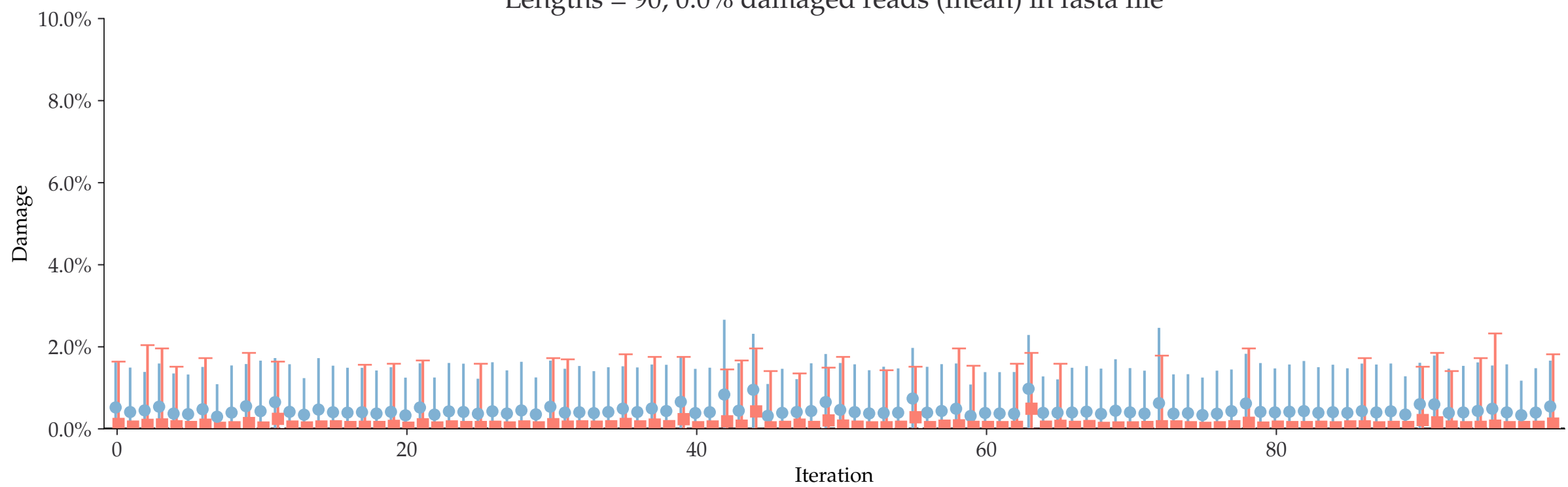
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

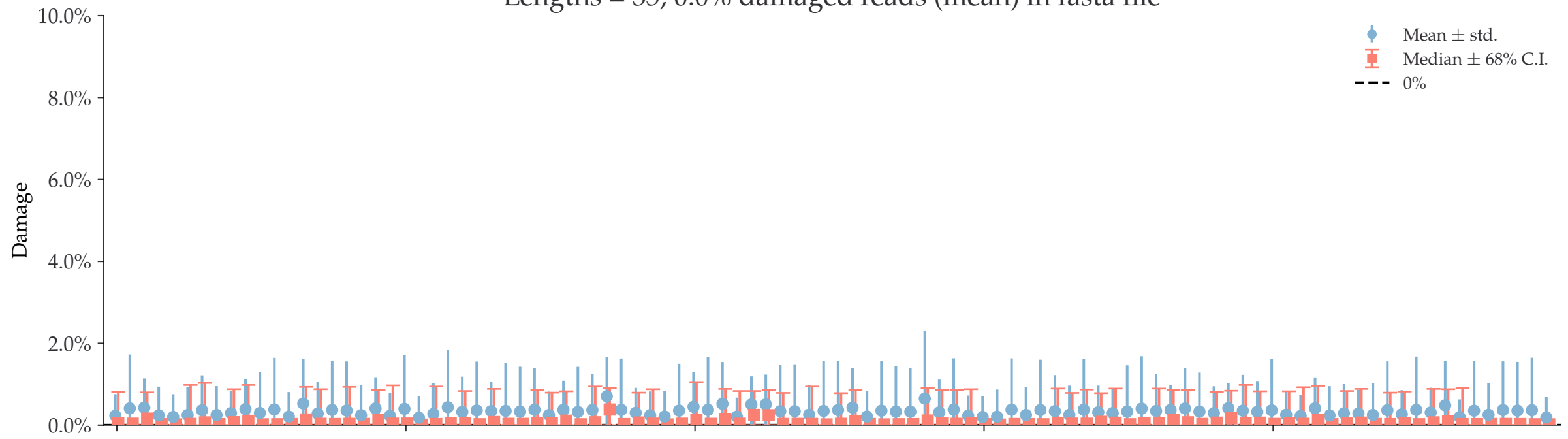


Lengths = 90, 0.0% damaged reads (mean) in fasta file

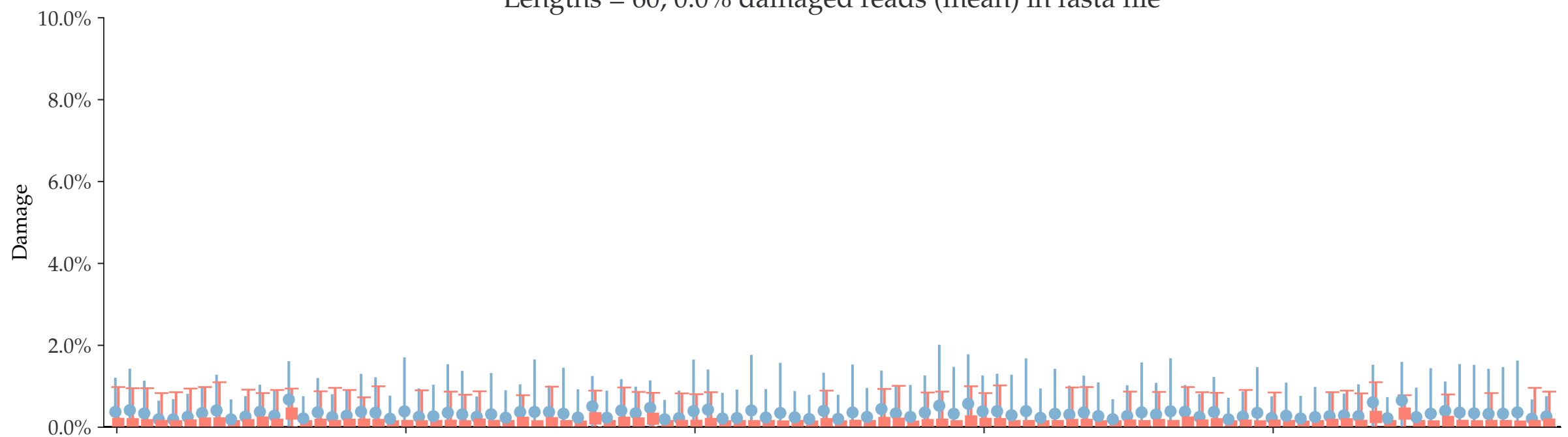


Individual damages:  
500 reads  
Briggs damage = 0.0  
Damage percent = 0%

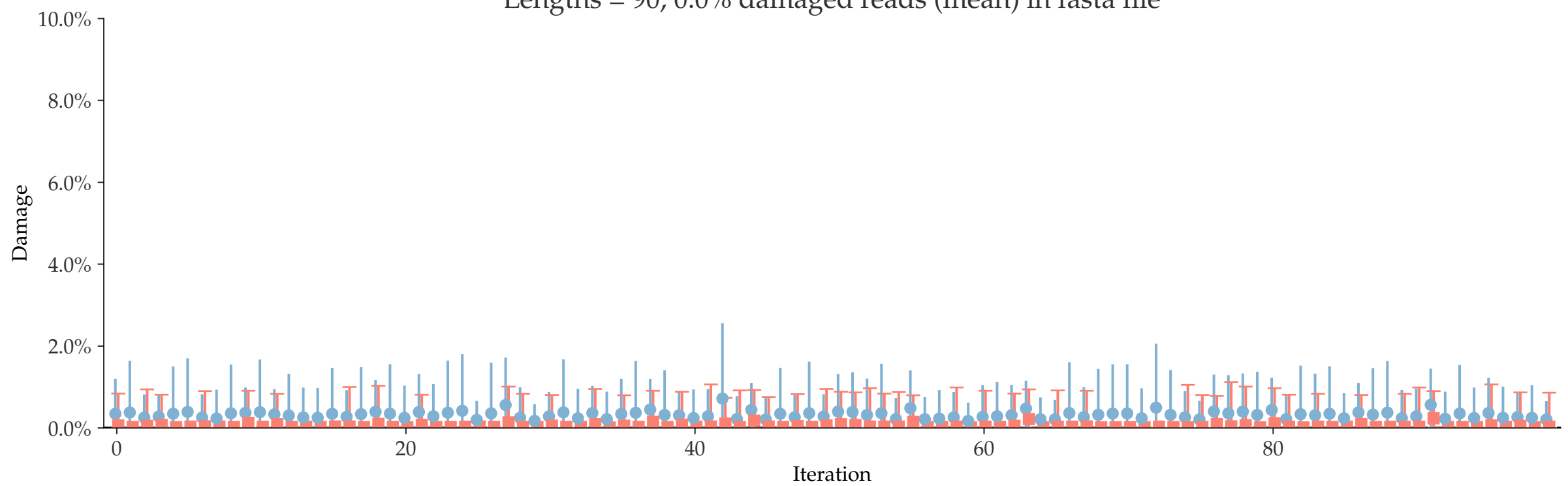
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

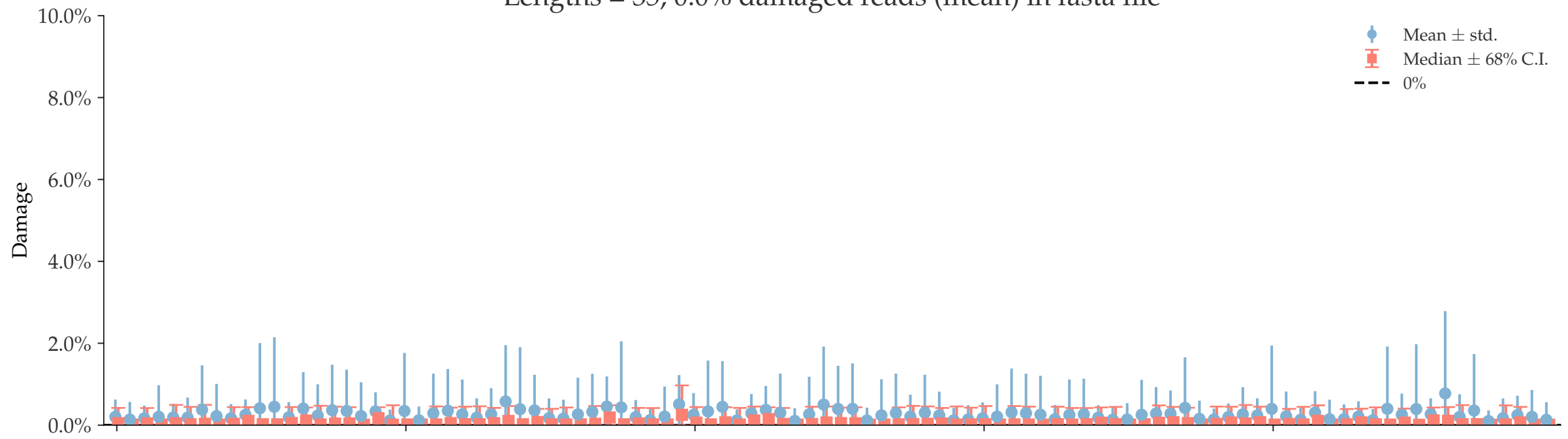


Lengths = 90, 0.0% damaged reads (mean) in fasta file

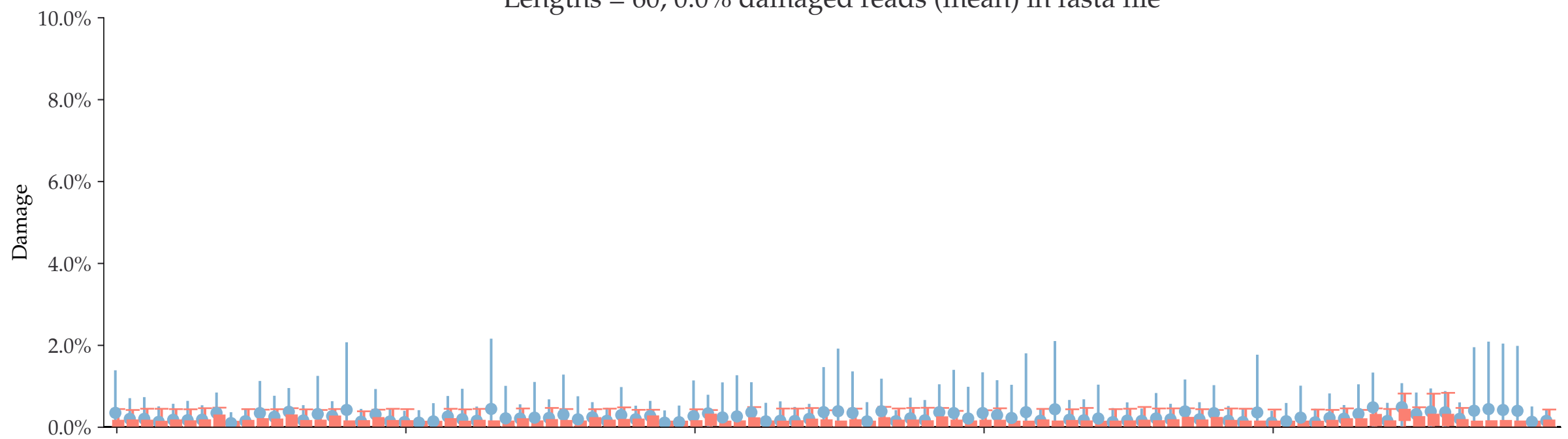


Individual damages:  
1000 reads  
Briggs damage = 0.0  
Damage percent = 0%

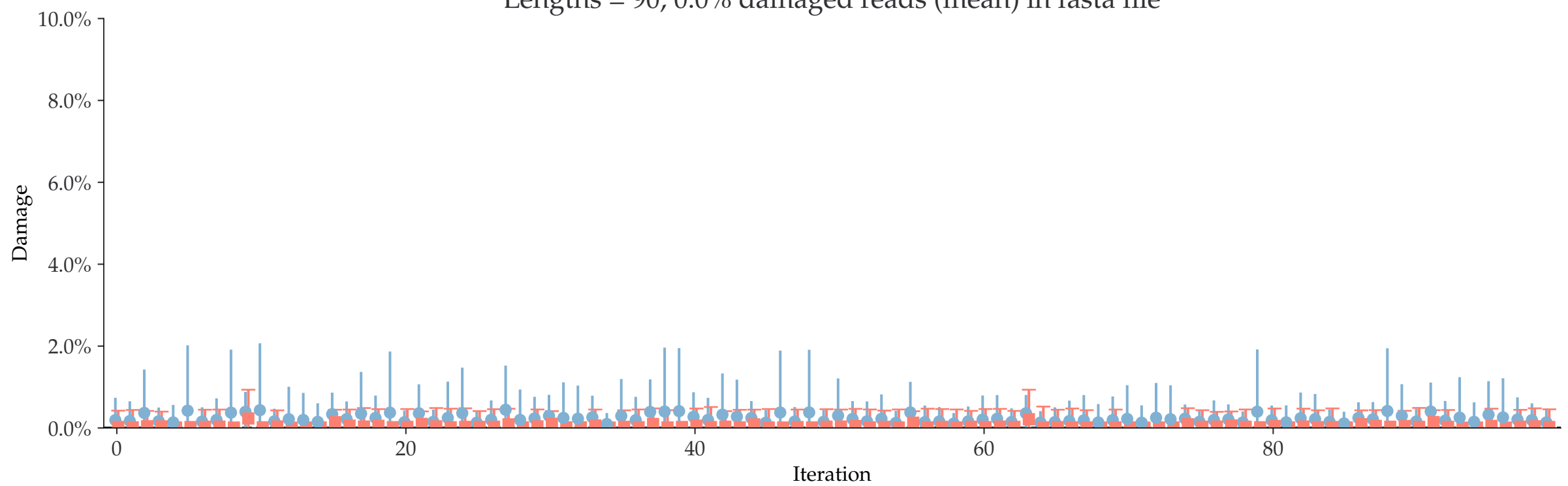
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

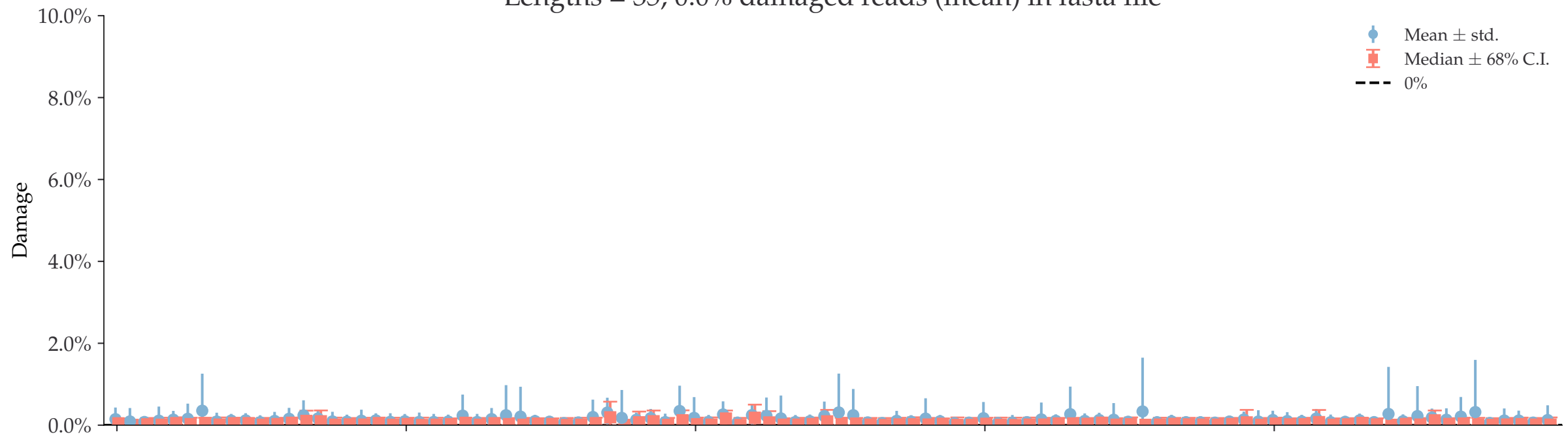


Lengths = 90, 0.0% damaged reads (mean) in fasta file

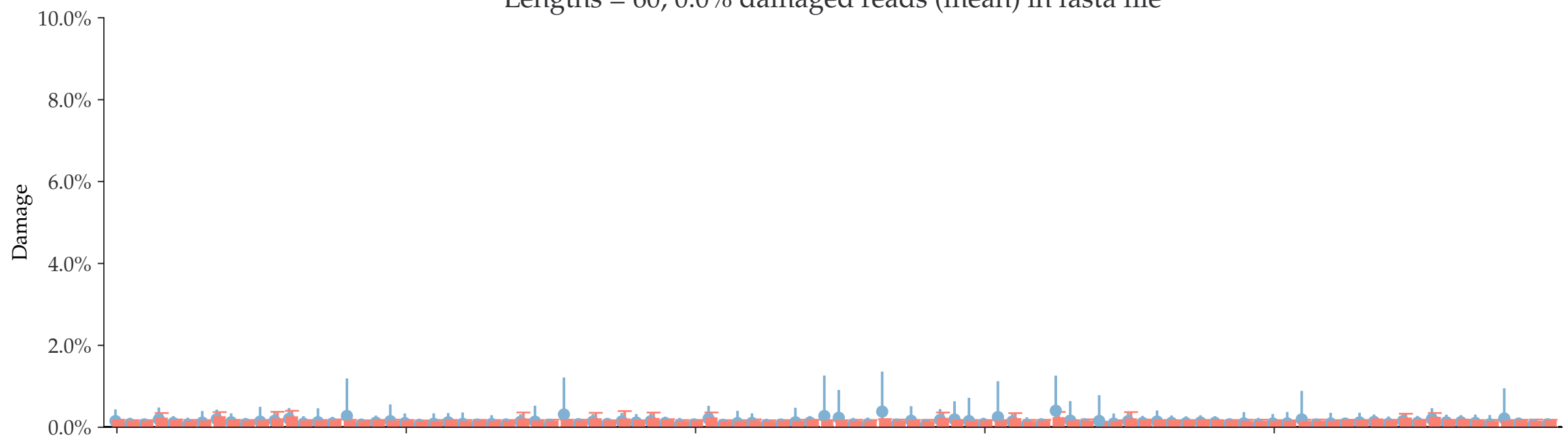


Individual damages:  
2500 reads  
Briggs damage = 0.0  
Damage percent = 0%

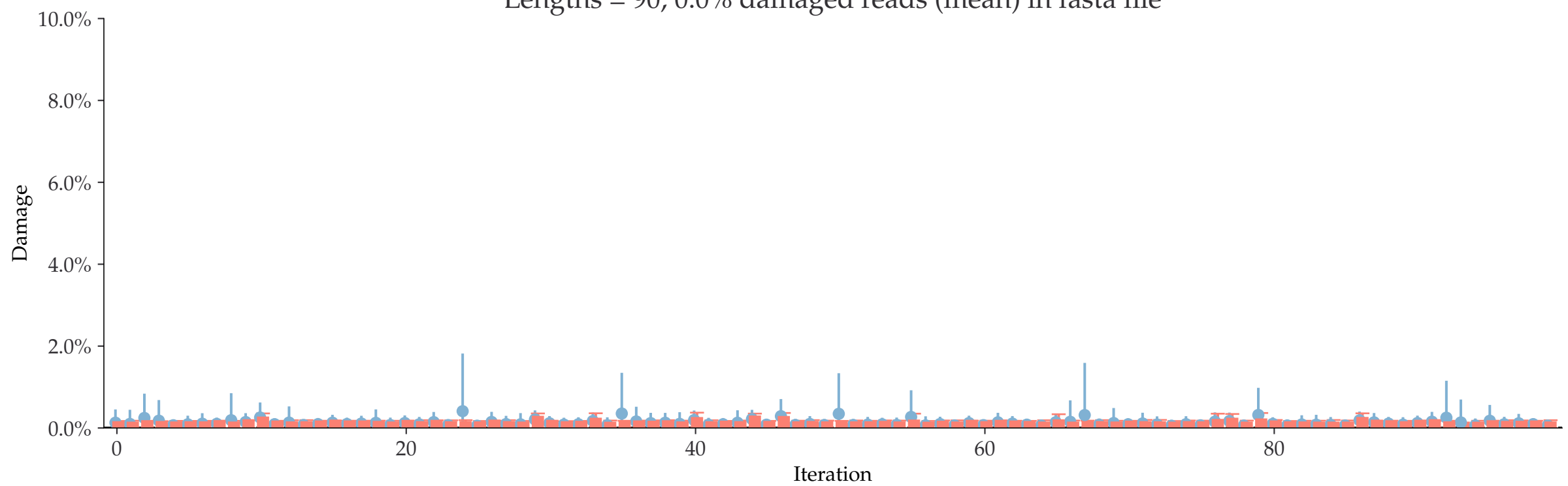
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file



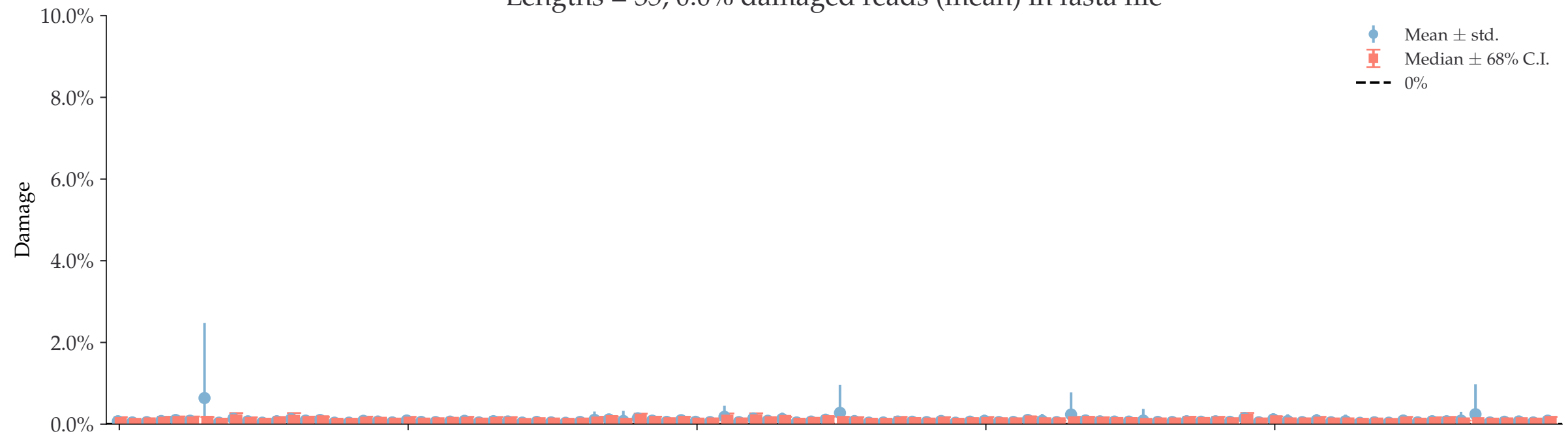
Lengths = 90, 0.0% damaged reads (mean) in fasta file



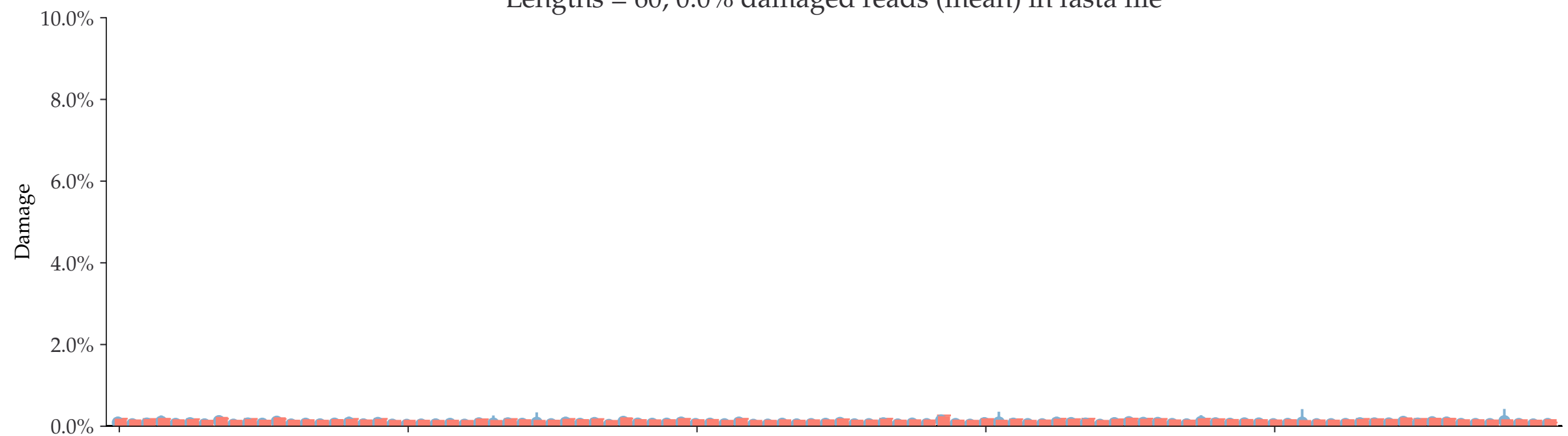


Individual damages:  
5000 reads  
Briggs damage = 0.0  
Damage percent = 0%

Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

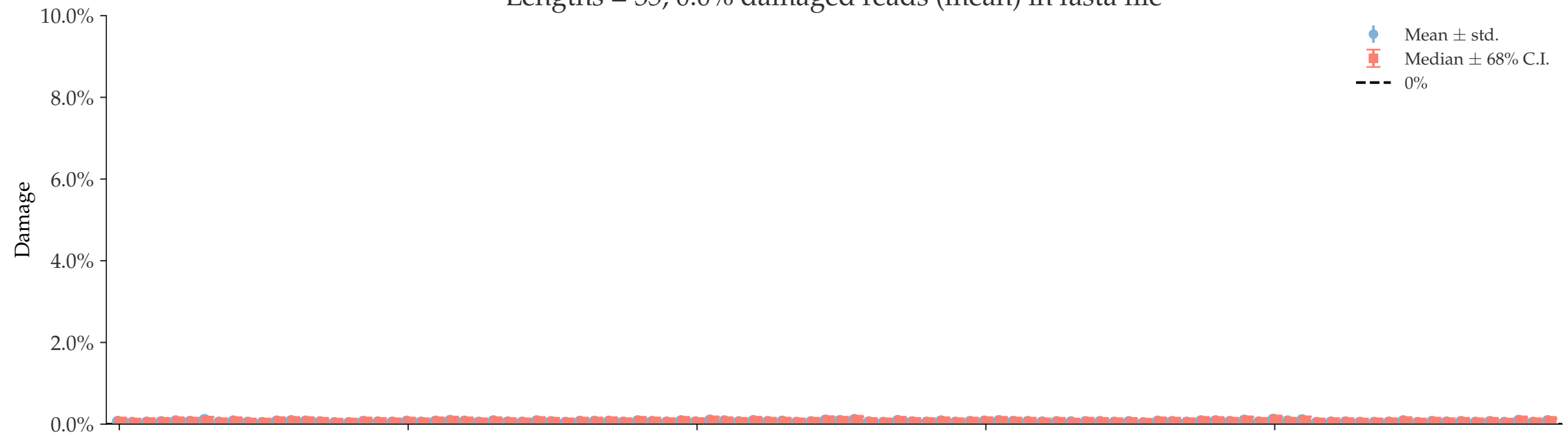


Lengths = 90, 0.0% damaged reads (mean) in fasta file

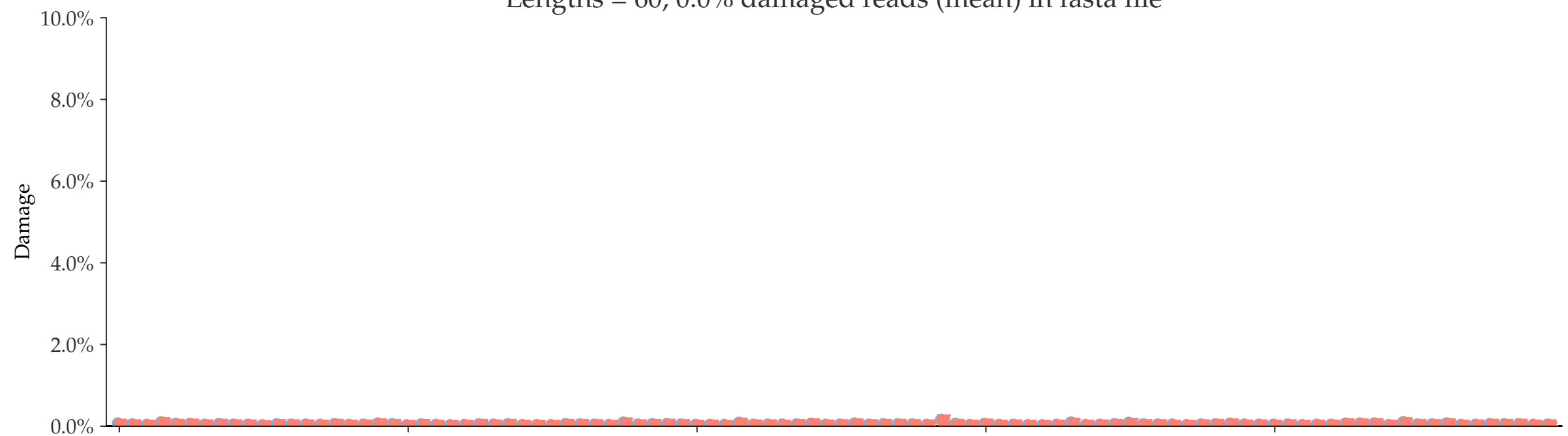


Individual damages:  
10000 reads  
Briggs damage = 0.0  
Damage percent = 0%

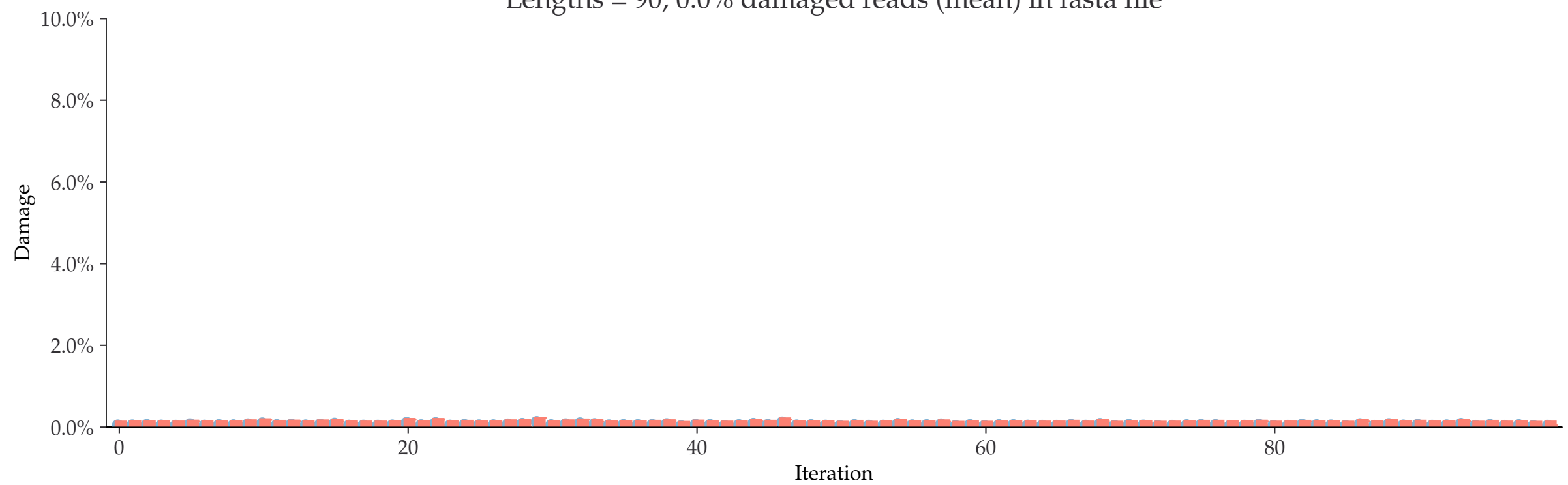
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

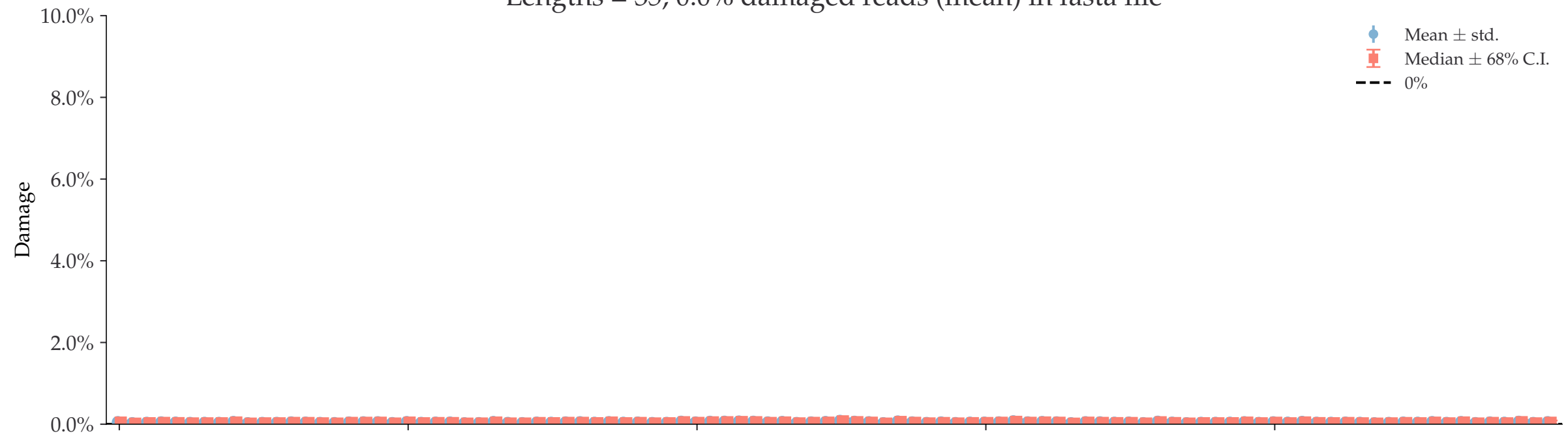


Lengths = 90, 0.0% damaged reads (mean) in fasta file

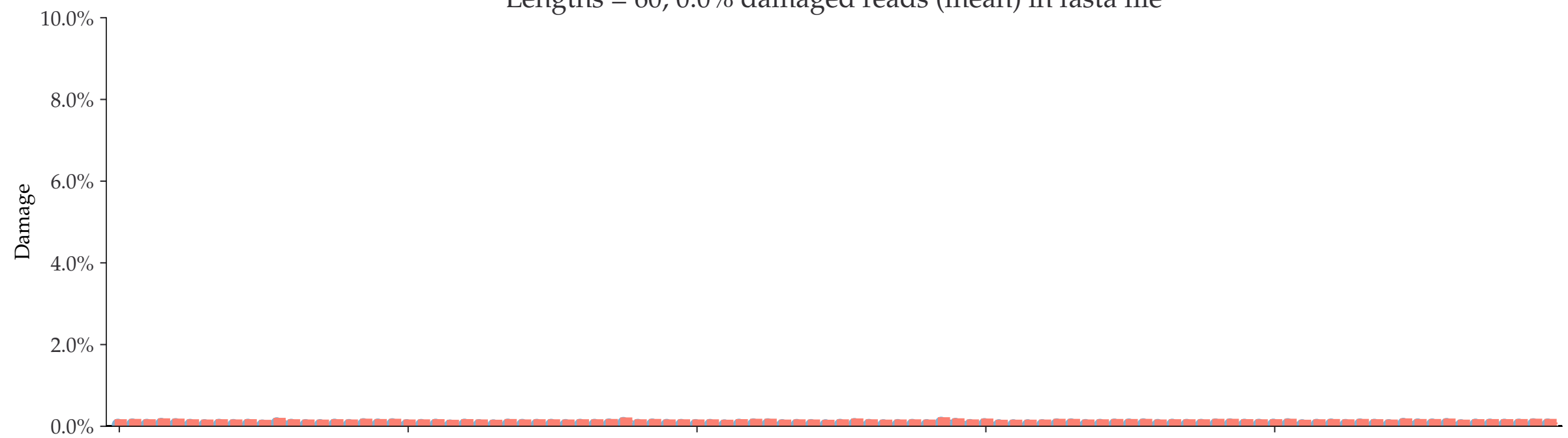


Individual damages:  
25000 reads  
Briggs damage = 0.0  
Damage percent = 0%

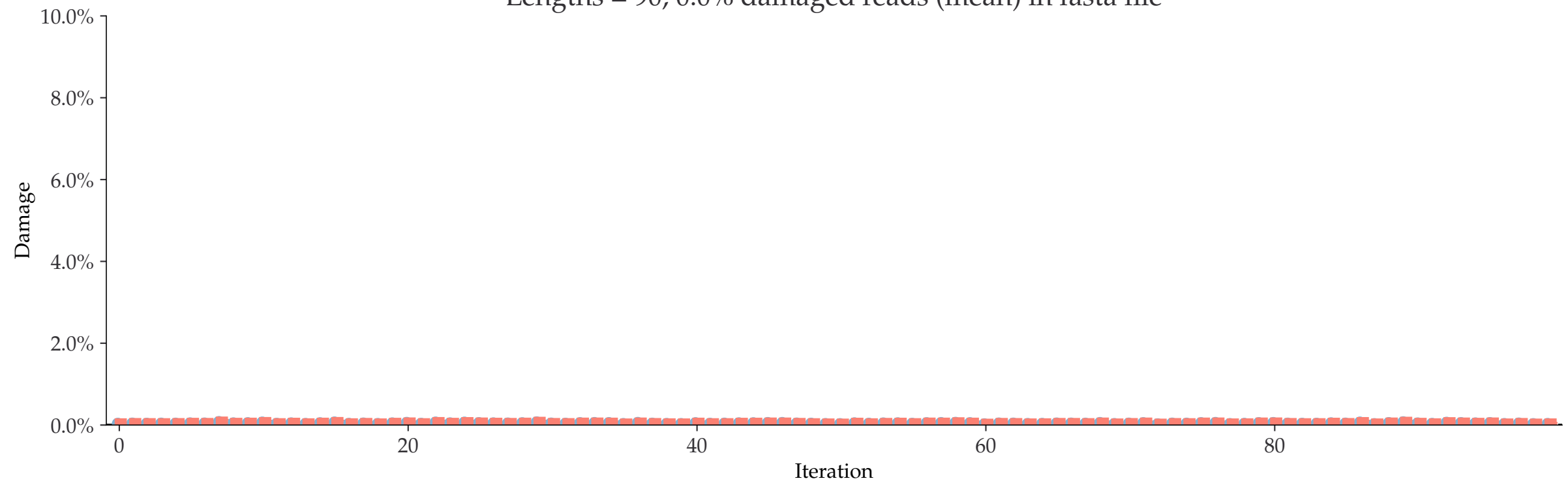
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file



Lengths = 90, 0.0% damaged reads (mean) in fasta file

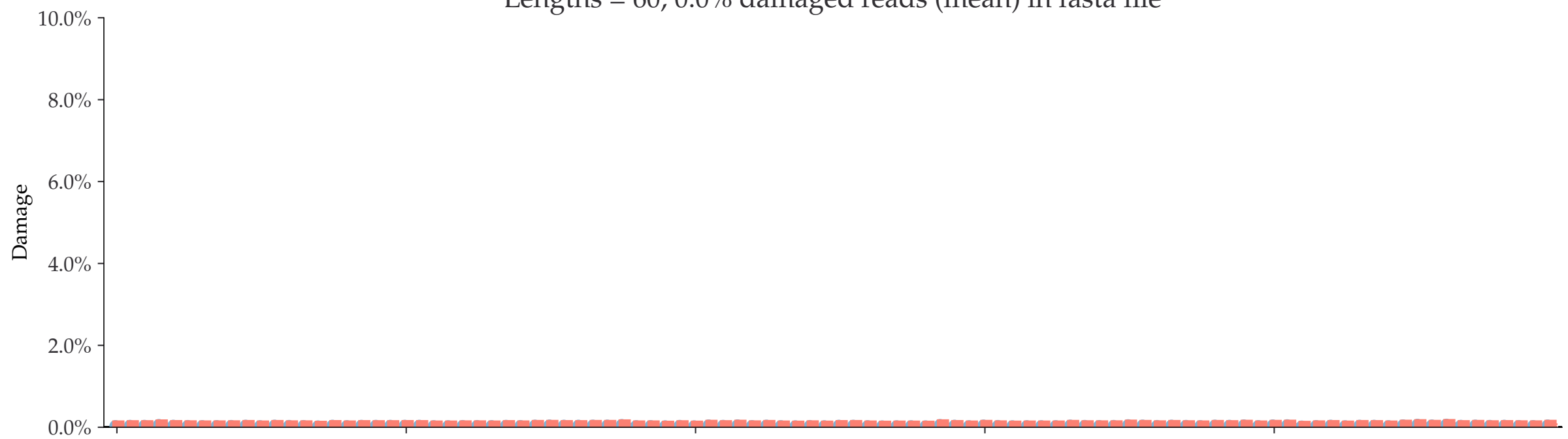


Individual damages:  
50000 reads  
Briggs damage = 0.0  
Damage percent = 0%

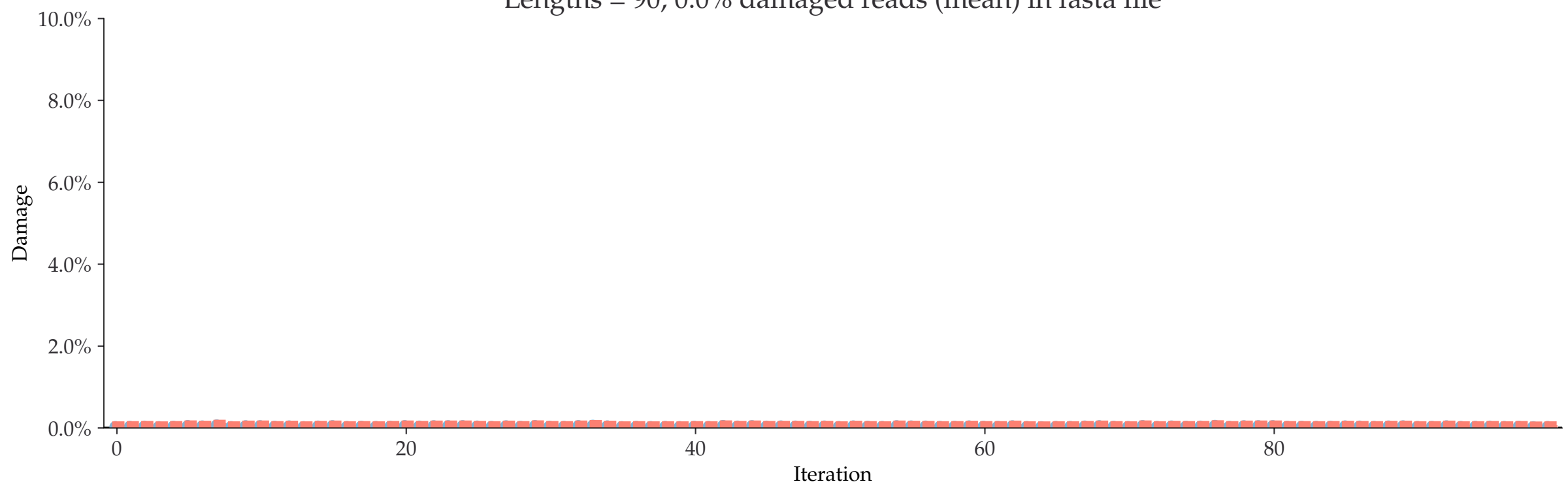
Lengths = 35, 0.0% damaged reads (mean) in fasta file



Lengths = 60, 0.0% damaged reads (mean) in fasta file

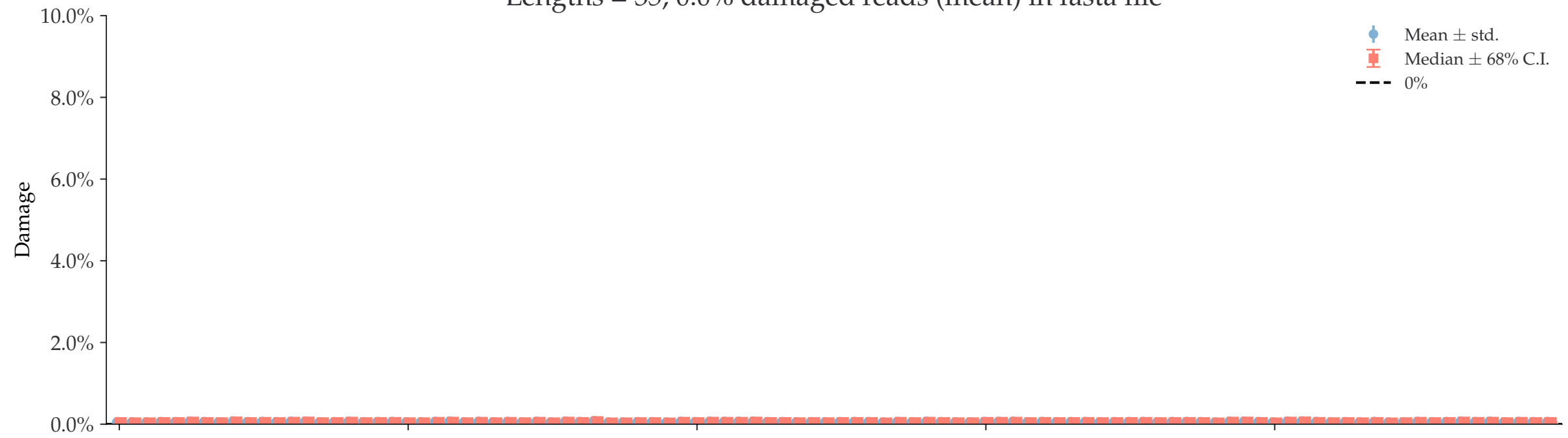


Lengths = 90, 0.0% damaged reads (mean) in fasta file

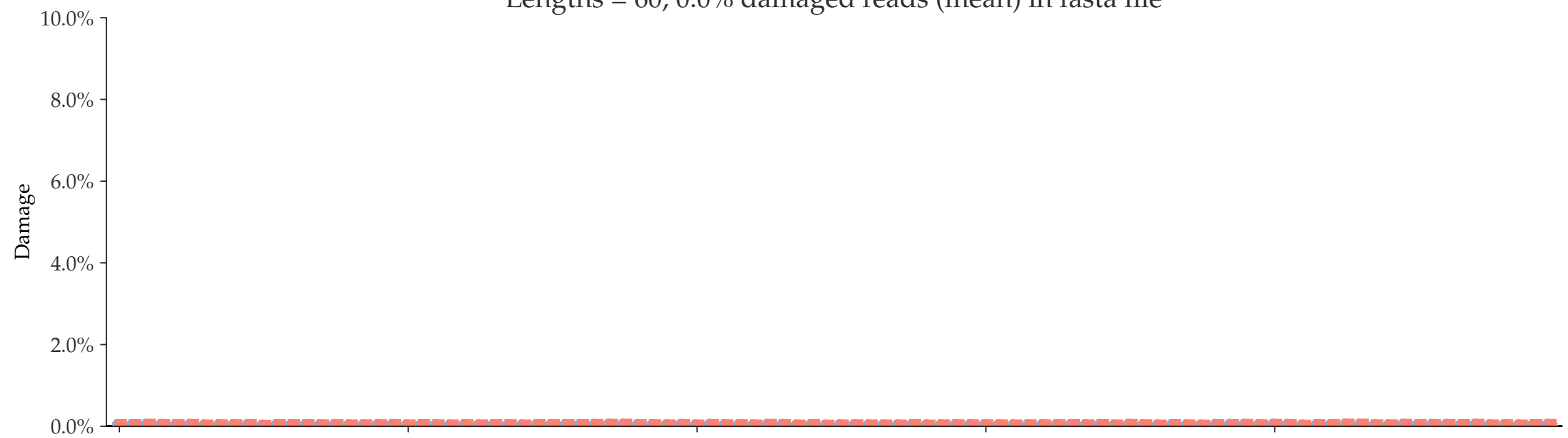


Individual damages:  
100000 reads  
Briggs damage = 0.0  
Damage percent = 0%

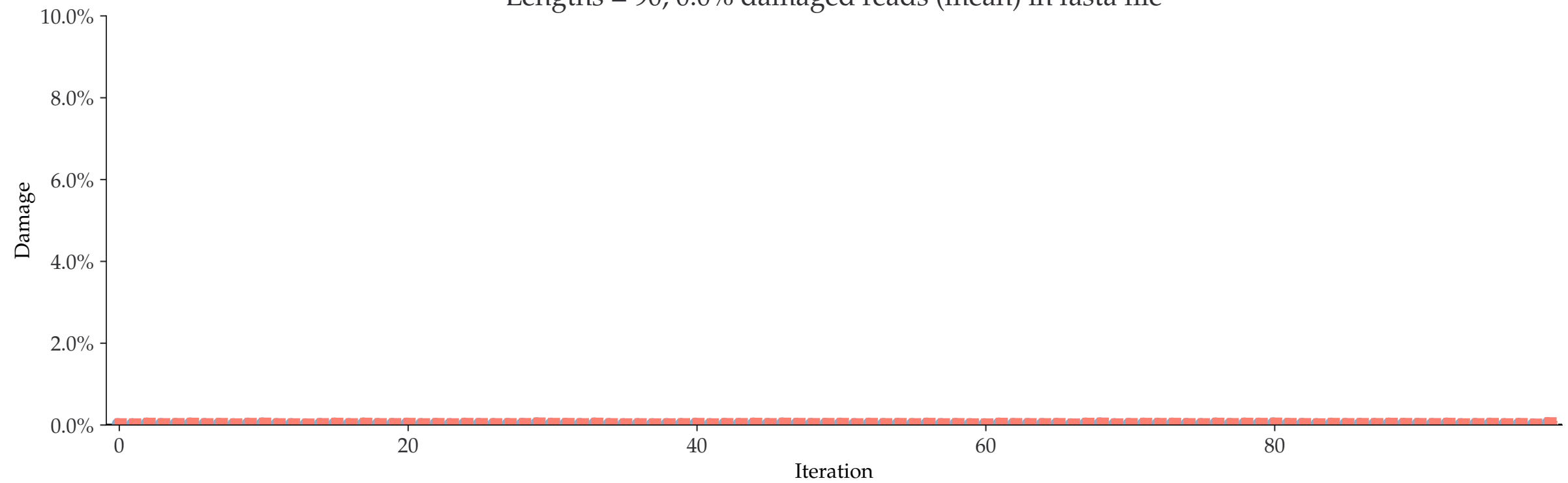
Lengths = 35, 0.0% damaged reads (mean) in fasta file



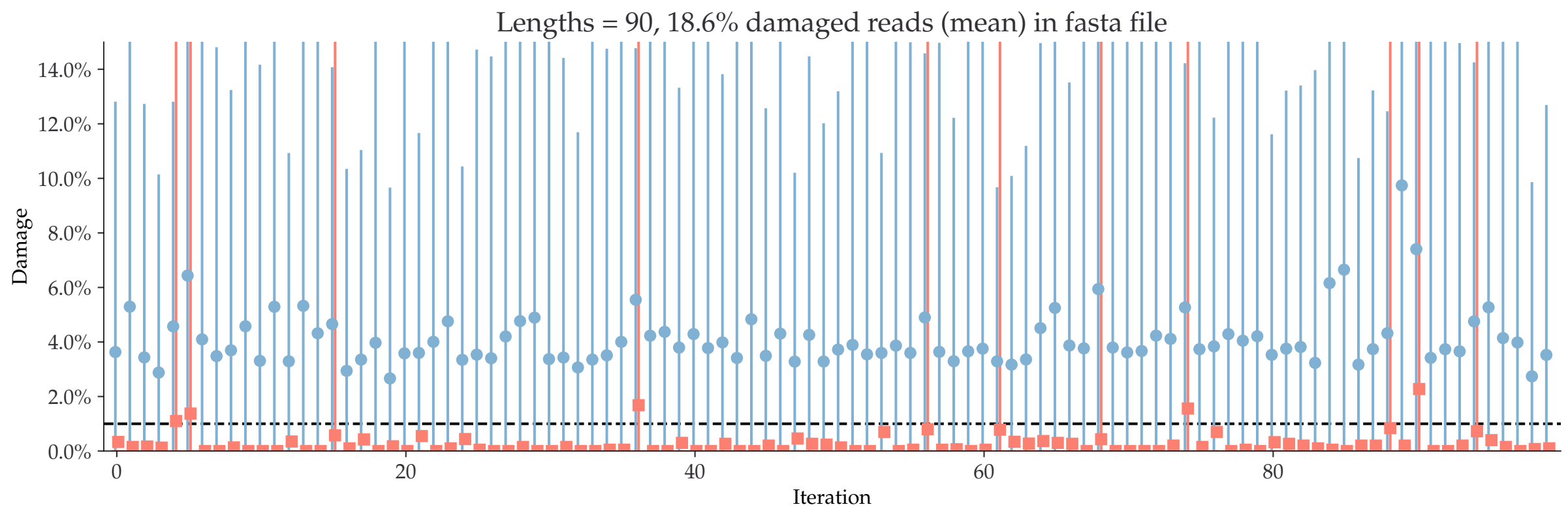
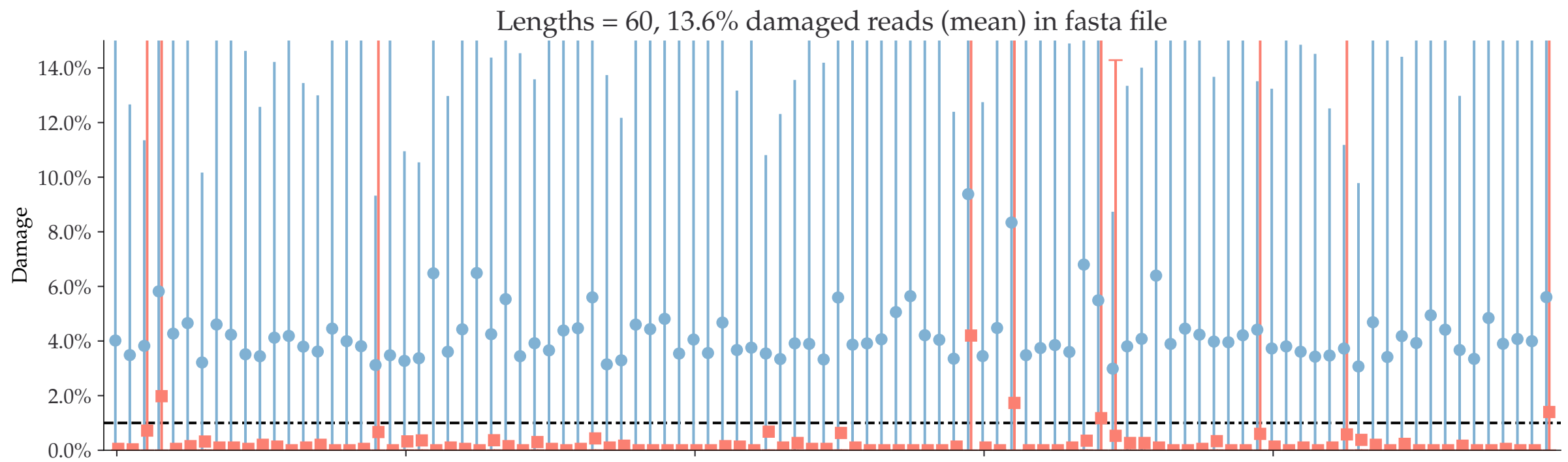
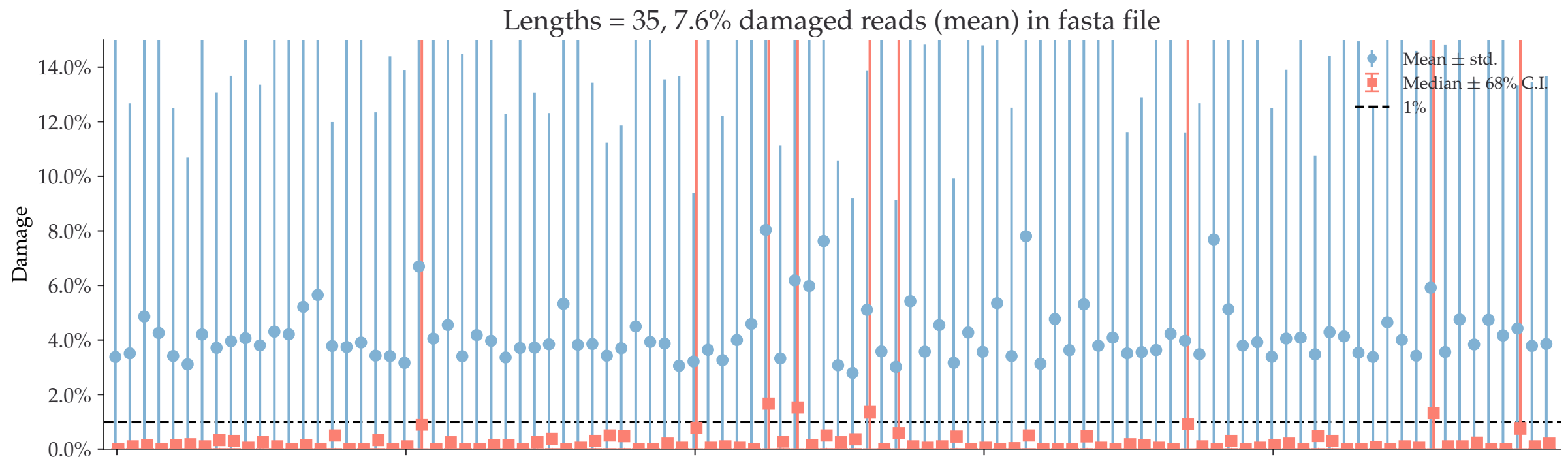
Lengths = 60, 0.0% damaged reads (mean) in fasta file



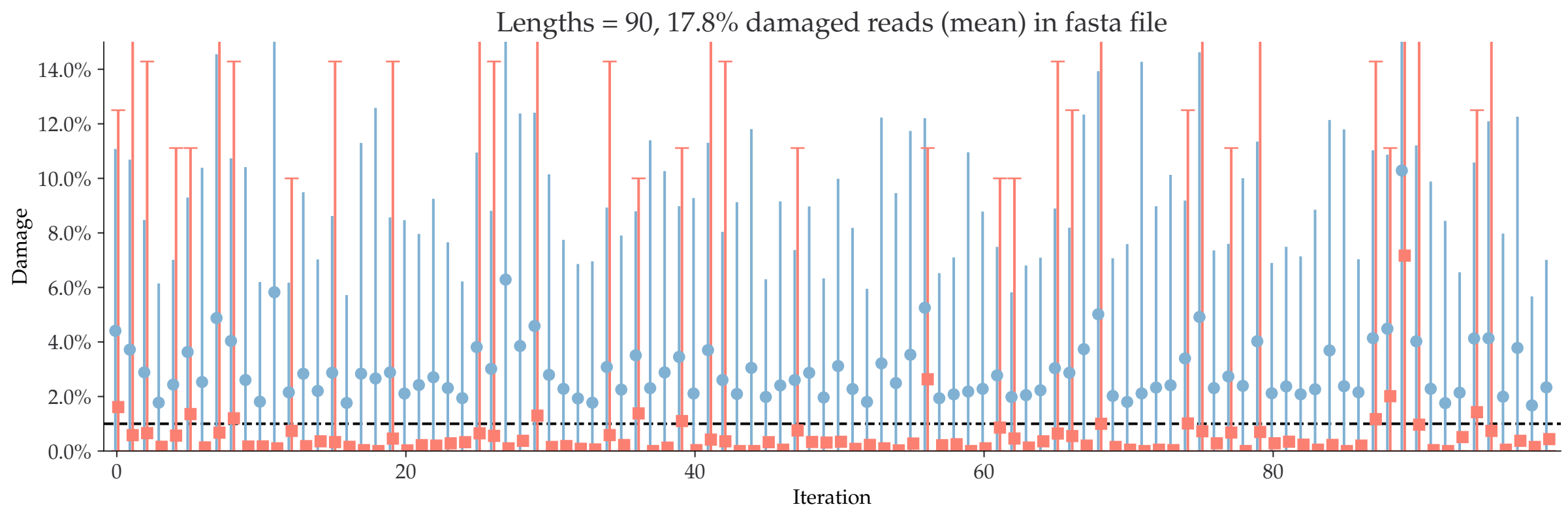
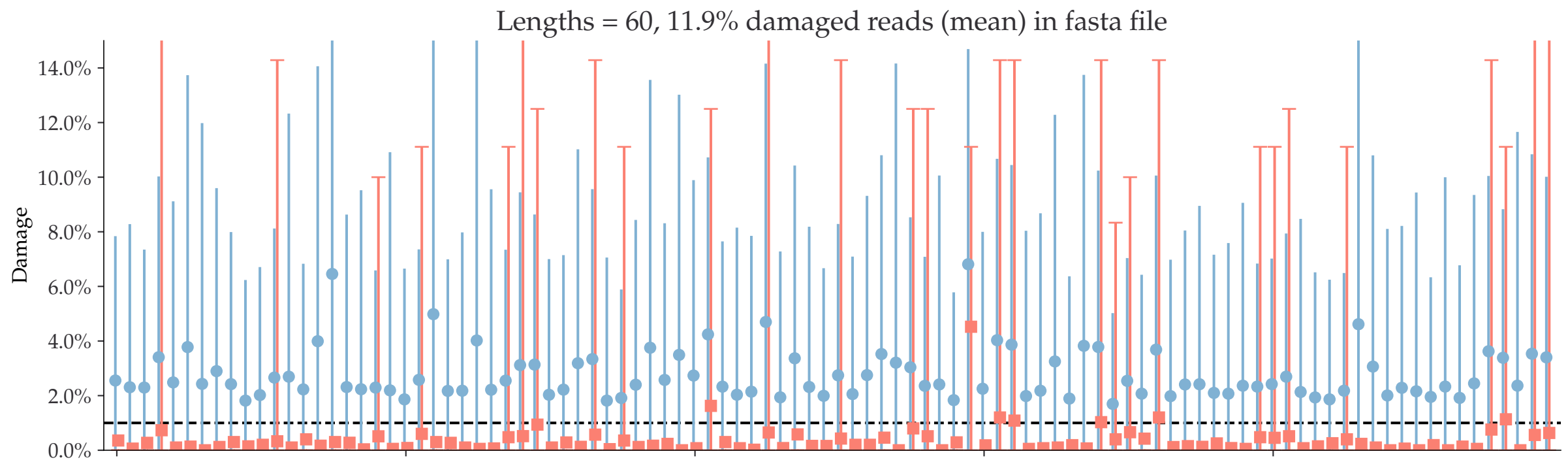
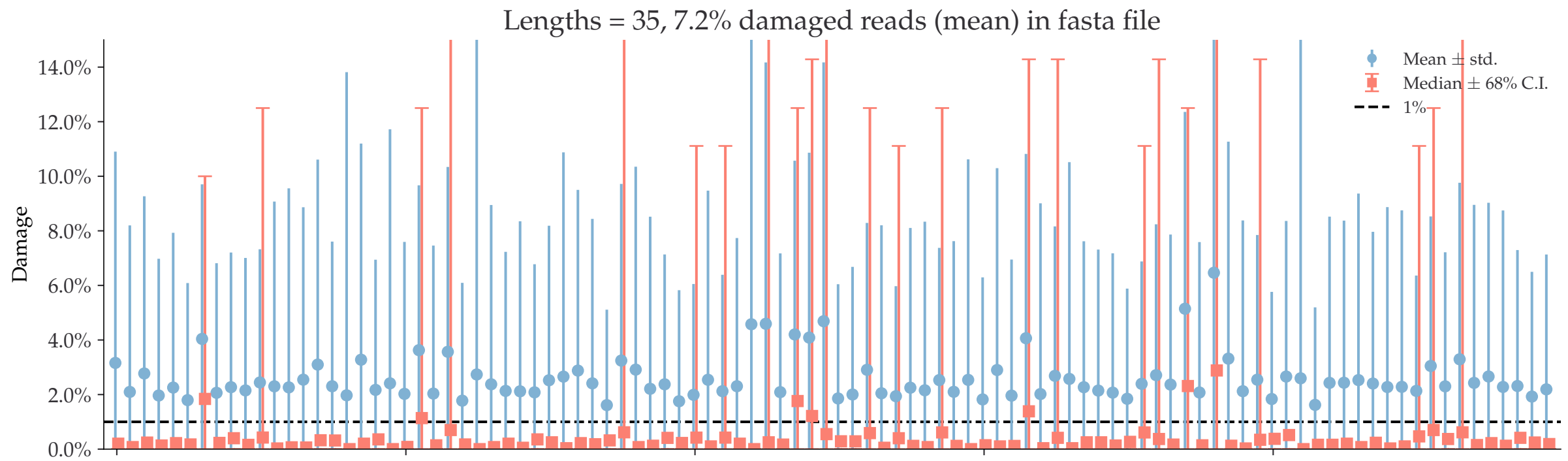
Lengths = 90, 0.0% damaged reads (mean) in fasta file



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

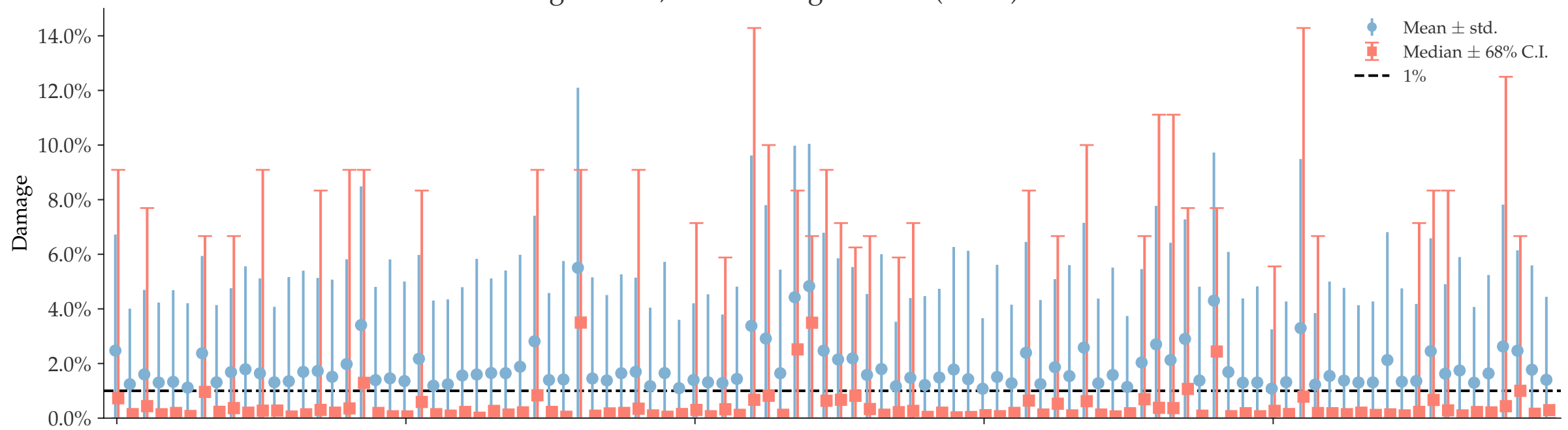


Individual damages:  
25 reads  
Briggs damage = 0.014  
Damage percent = 1%

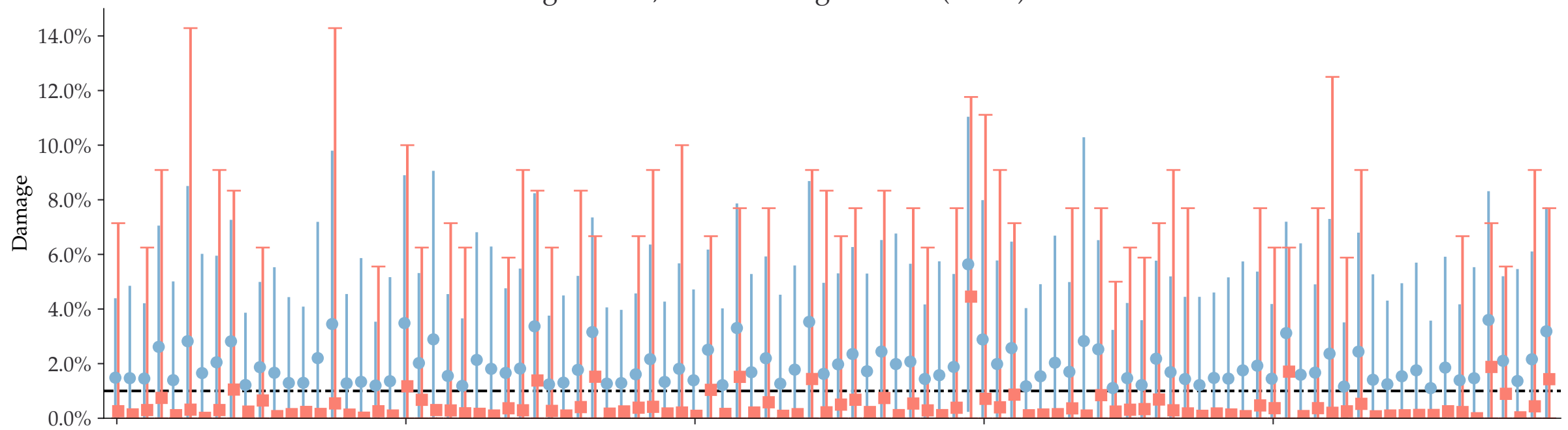


Individual damages:  
50 reads  
Briggs damage = 0.014  
Damage percent = 1%

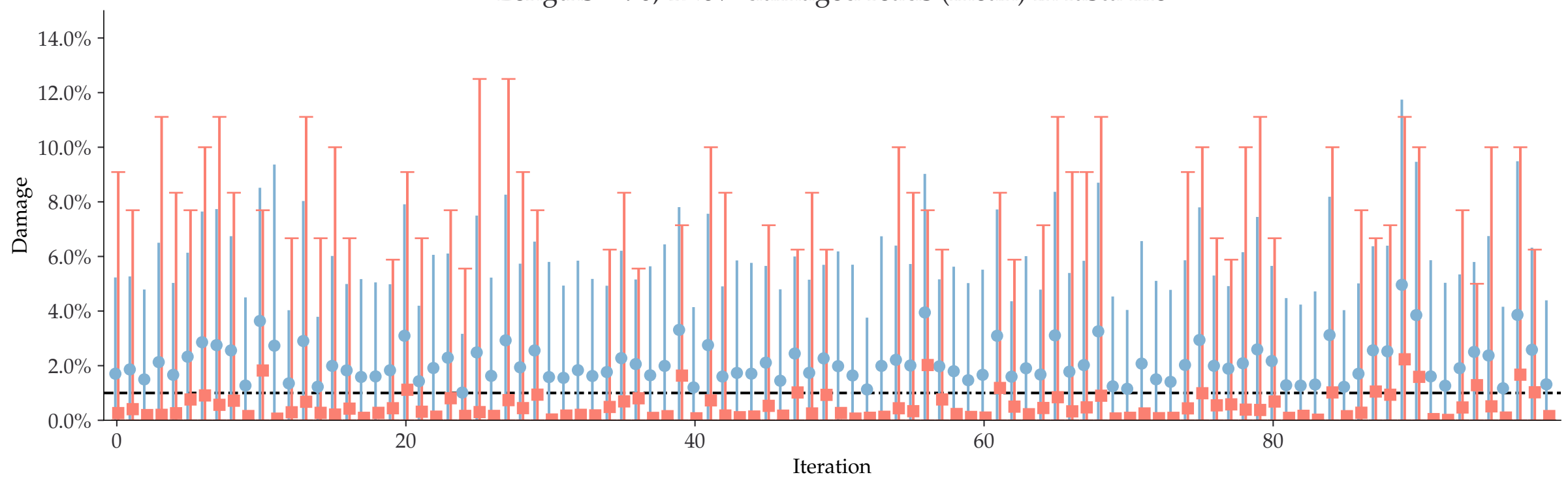
Lengths = 35, 7.3% damaged reads (mean) in fasta file



Lengths = 60, 11.8% damaged reads (mean) in fasta file



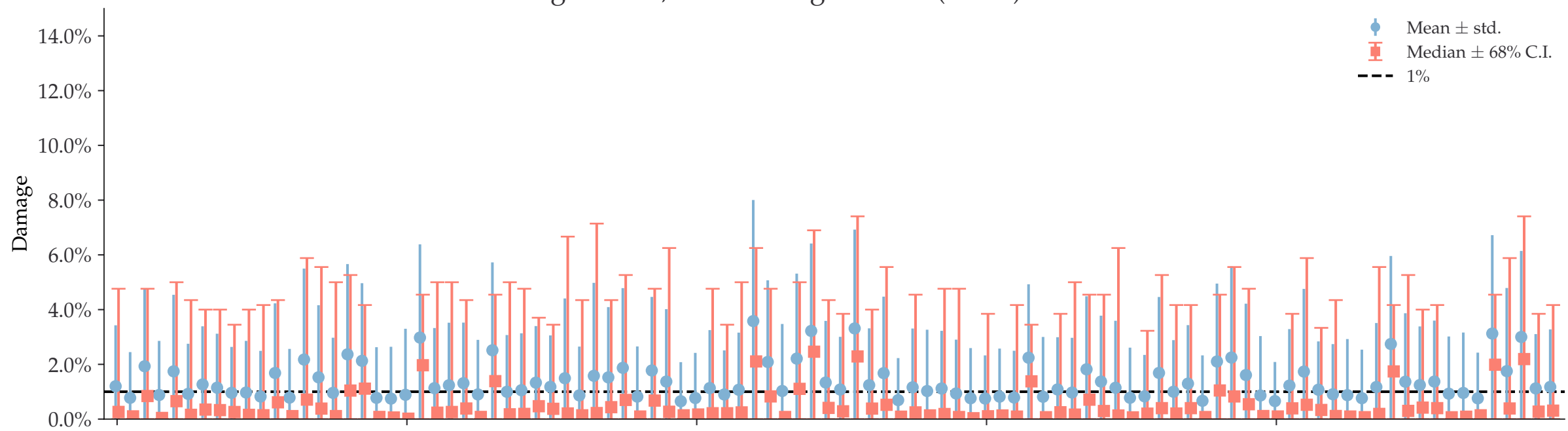
Lengths = 90, 17.6% damaged reads (mean) in fasta file



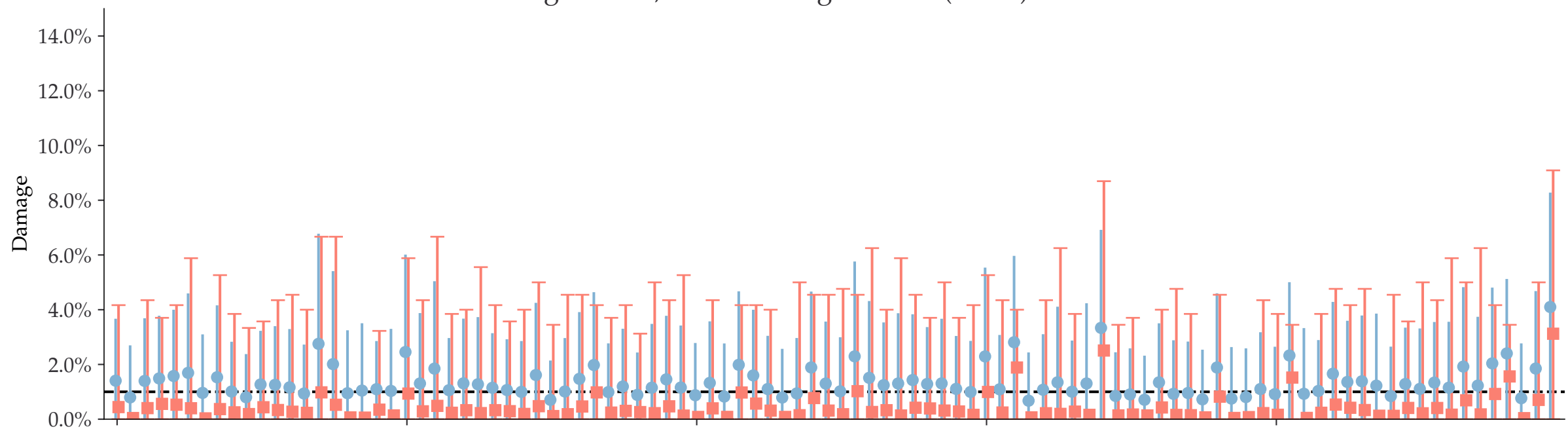


Individual damages:  
100 reads  
Briggs damage = 0.014  
Damage percent = 1%

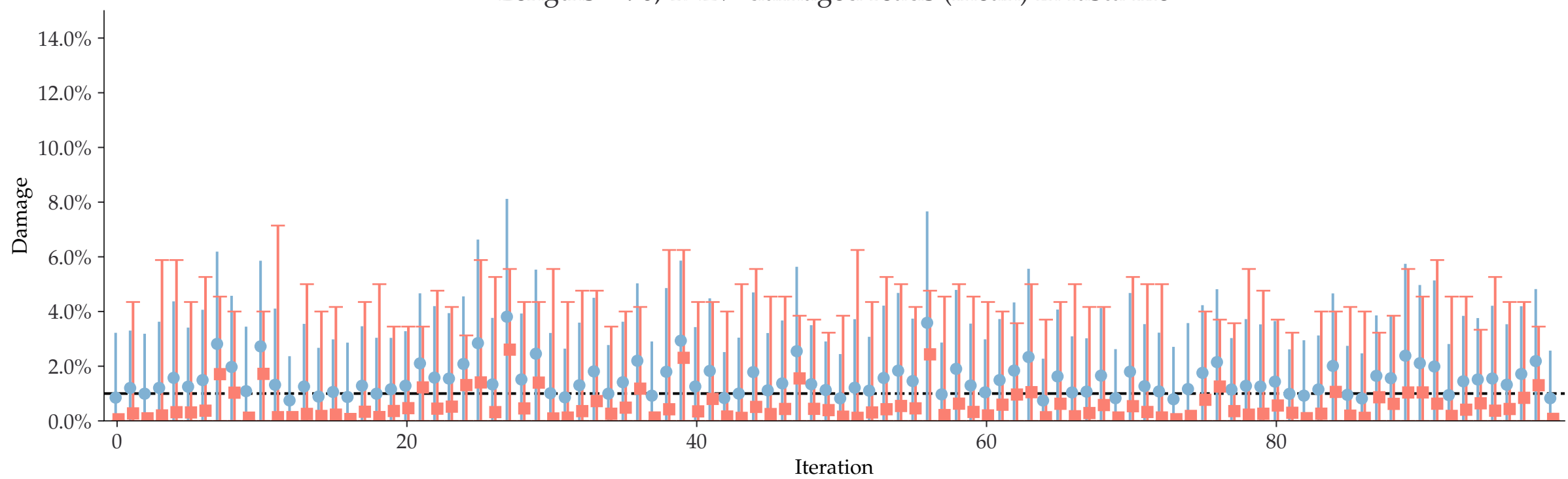
Lengths = 35, 7.0% damaged reads (mean) in fasta file



Lengths = 60, 11.8% damaged reads (mean) in fasta file

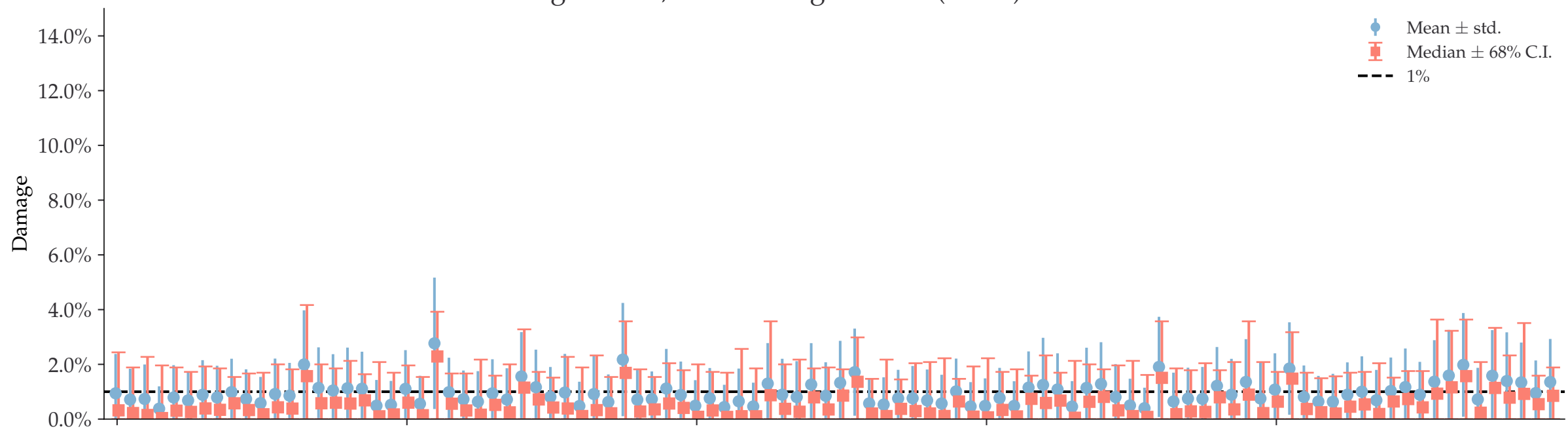


Lengths = 90, 17.2% damaged reads (mean) in fasta file

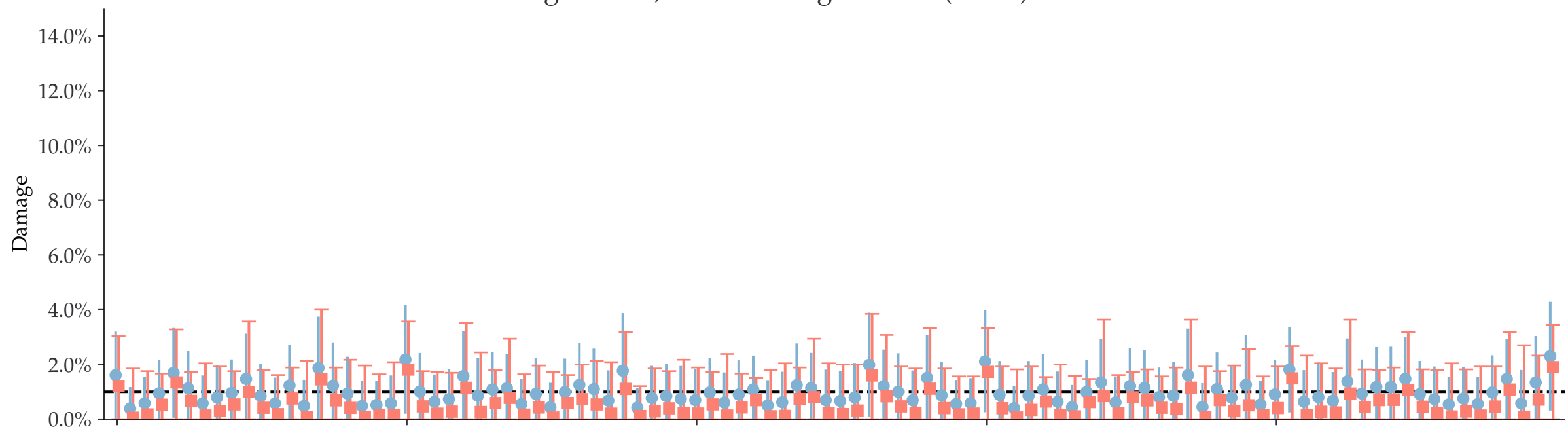


Individual damages:  
250 reads  
Briggs damage = 0.014  
Damage percent = 1%

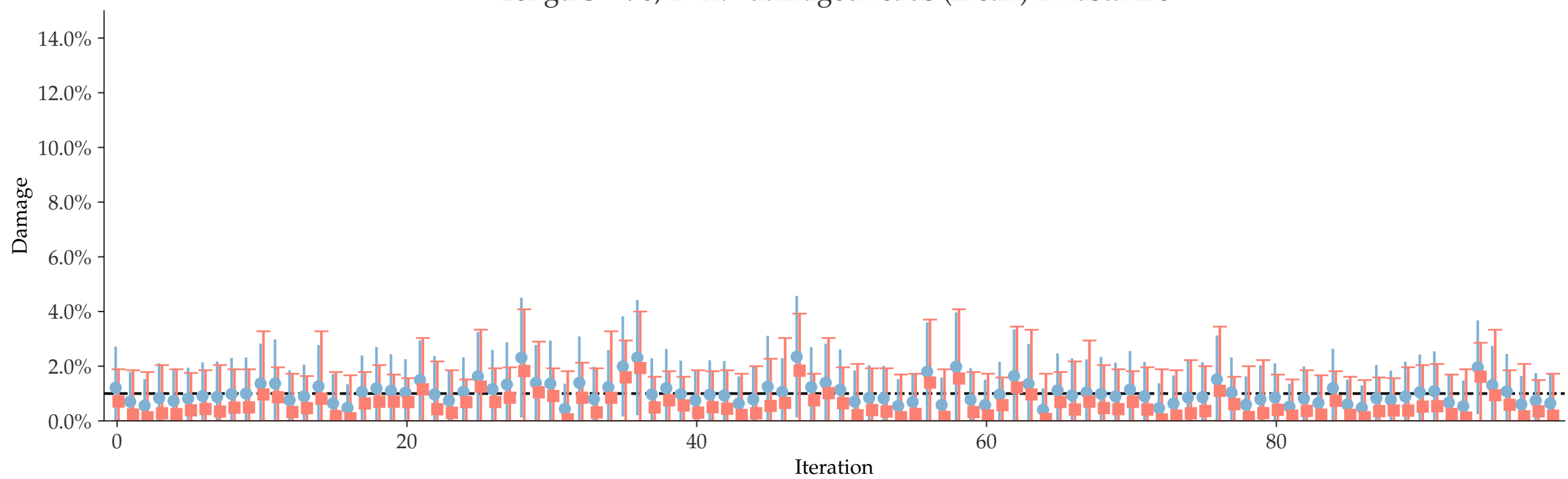
Lengths = 35, 7.3% damaged reads (mean) in fasta file



Lengths = 60, 12.2% damaged reads (mean) in fasta file

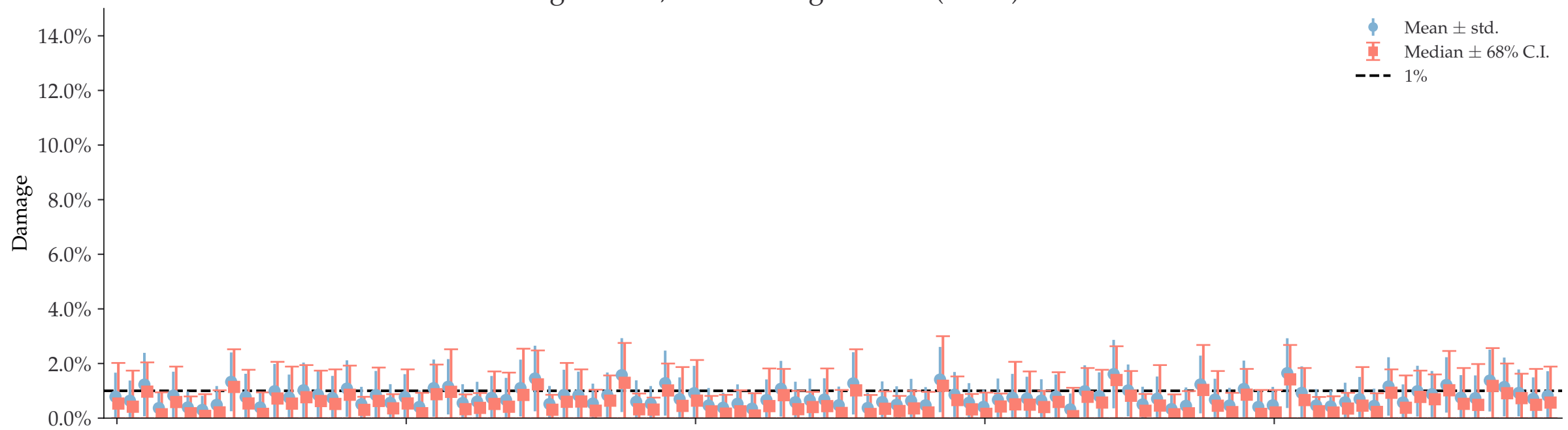


Lengths = 90, 17.2% damaged reads (mean) in fasta file

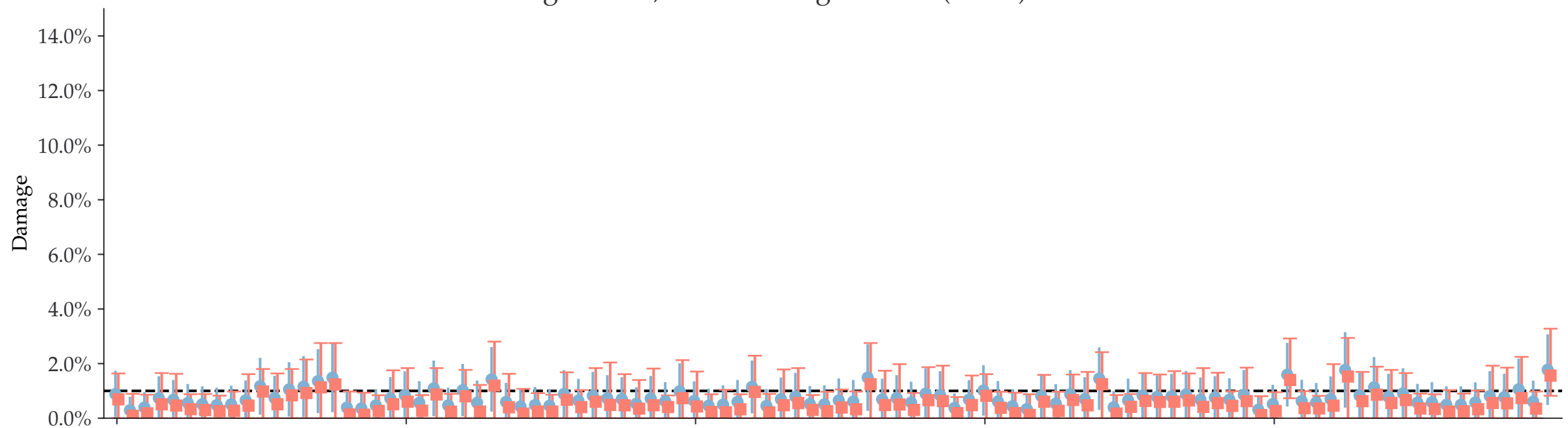


Individual damages:  
500 reads  
Briggs damage = 0.014  
Damage percent = 1%

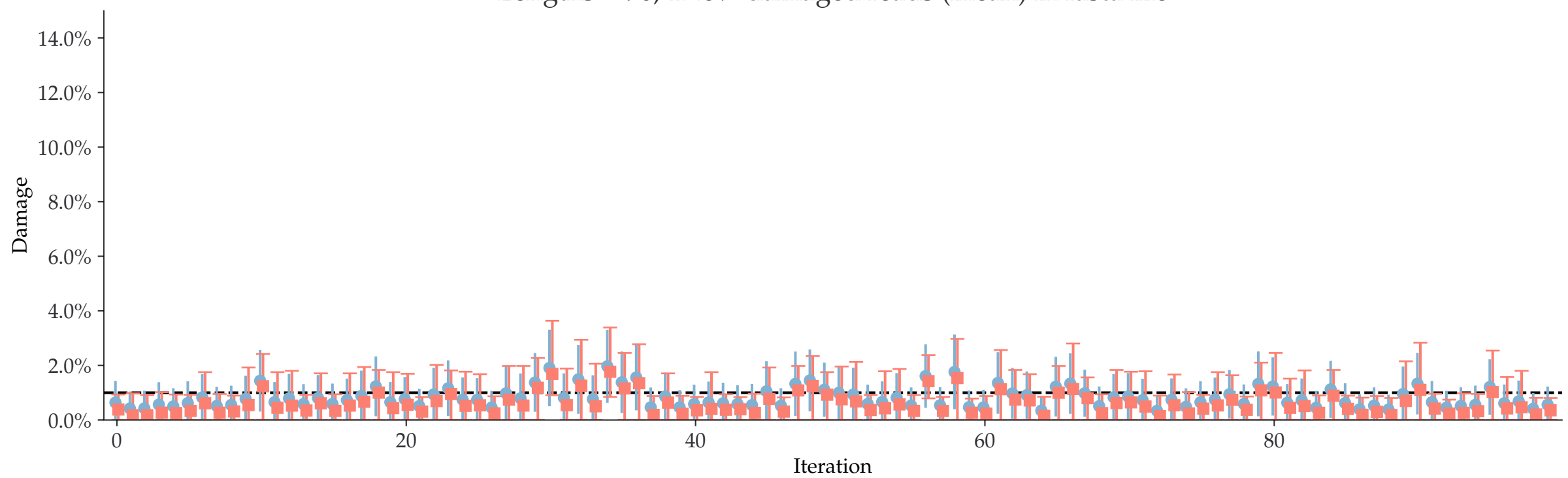
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.1% damaged reads (mean) in fasta file

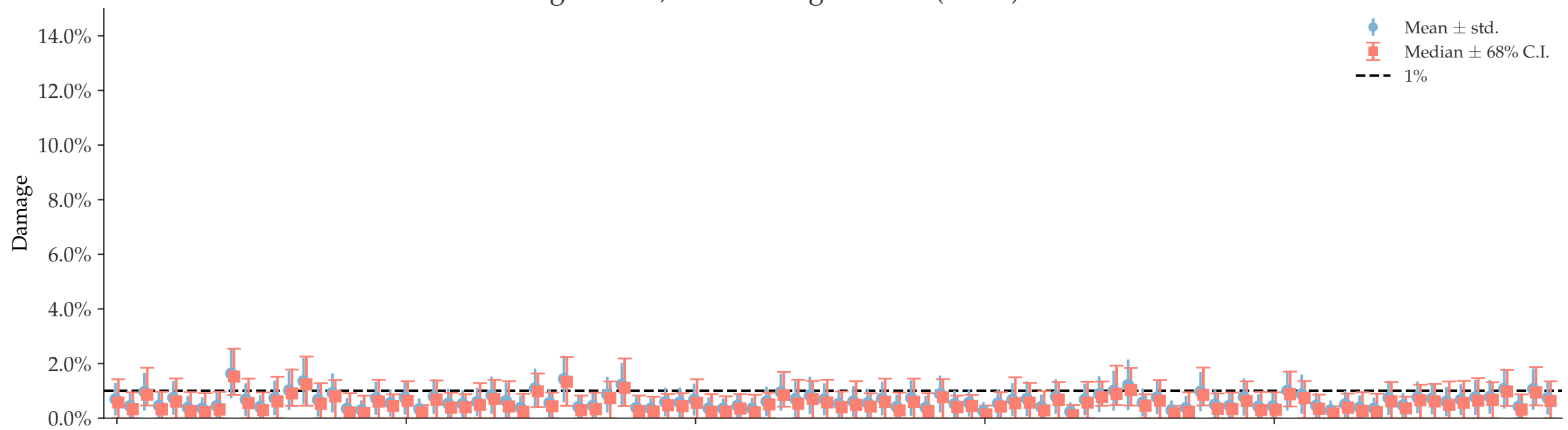


Lengths = 90, 17.6% damaged reads (mean) in fasta file

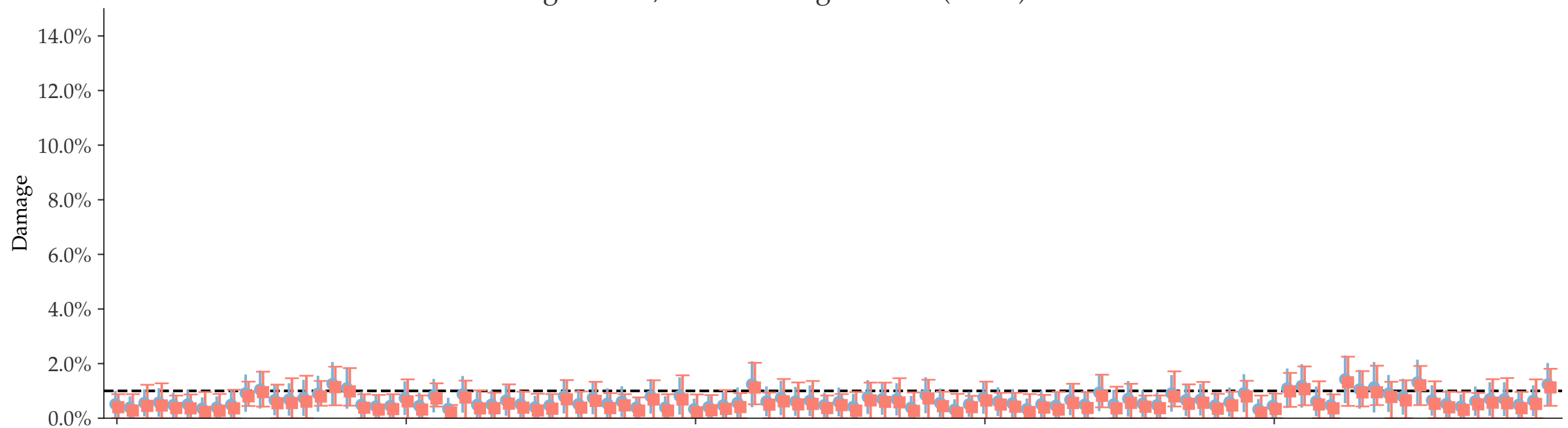


Individual damages:  
1000 reads  
Briggs damage = 0.014  
Damage percent = 1%

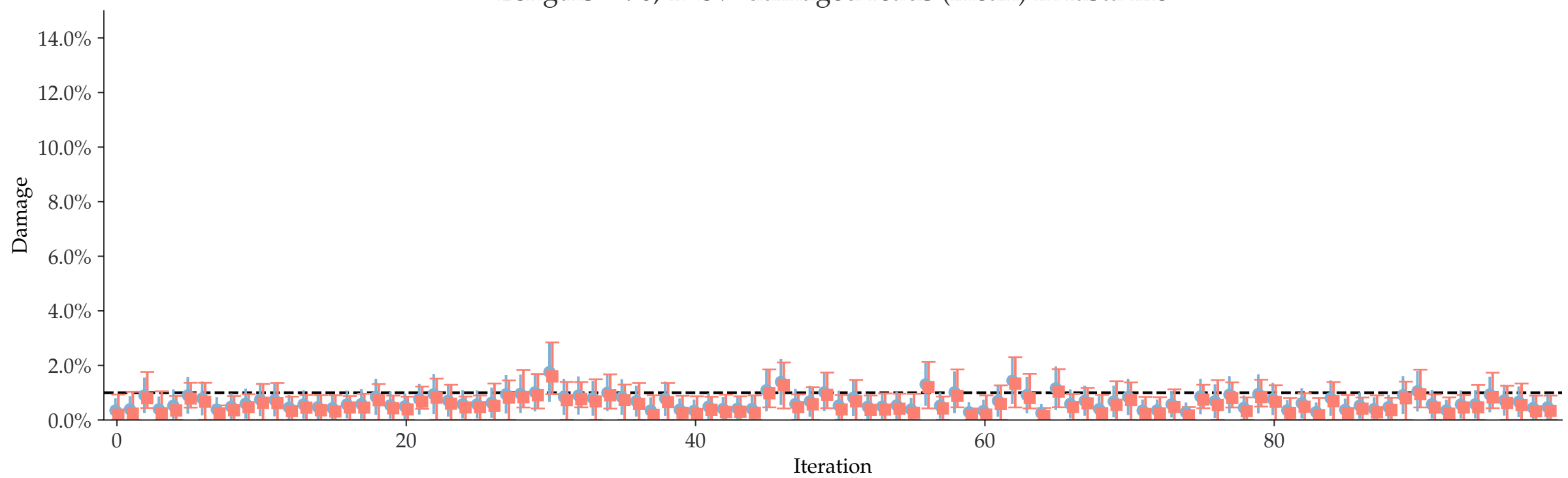
Lengths = 35, 7.3% damaged reads (mean) in fasta file



Lengths = 60, 12.0% damaged reads (mean) in fasta file

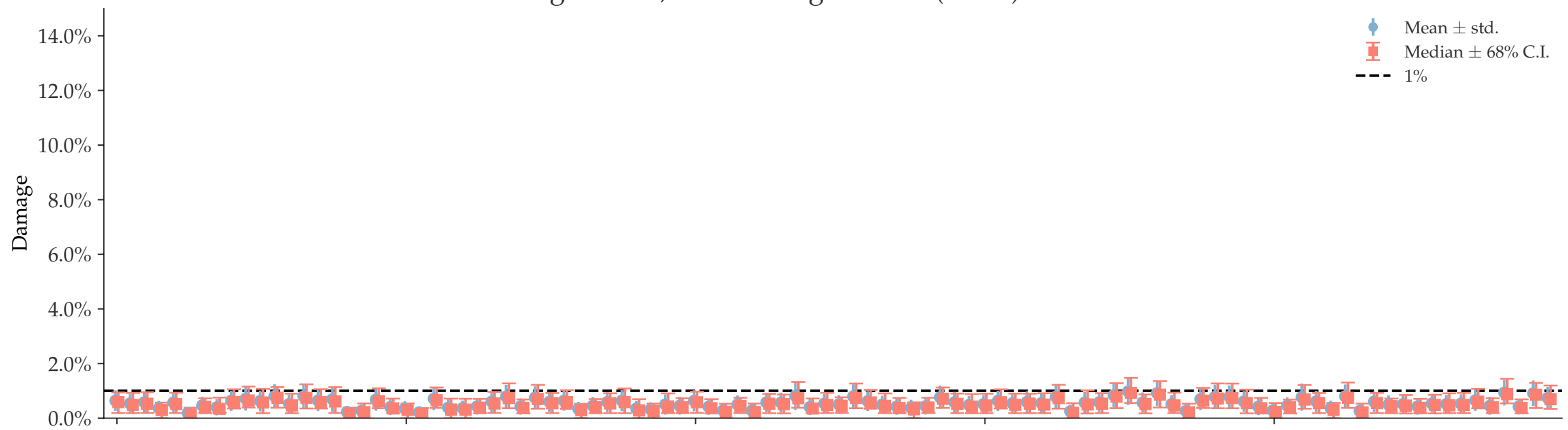


Lengths = 90, 17.5% damaged reads (mean) in fasta file

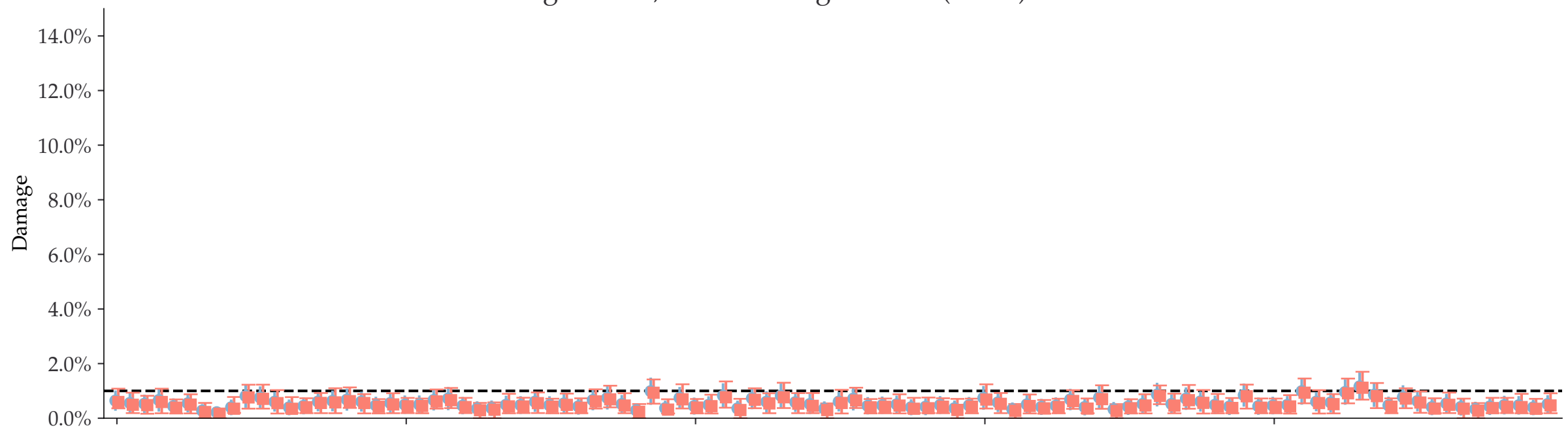


Individual damages:  
2500 reads  
Briggs damage = 0.014  
Damage percent = 1%

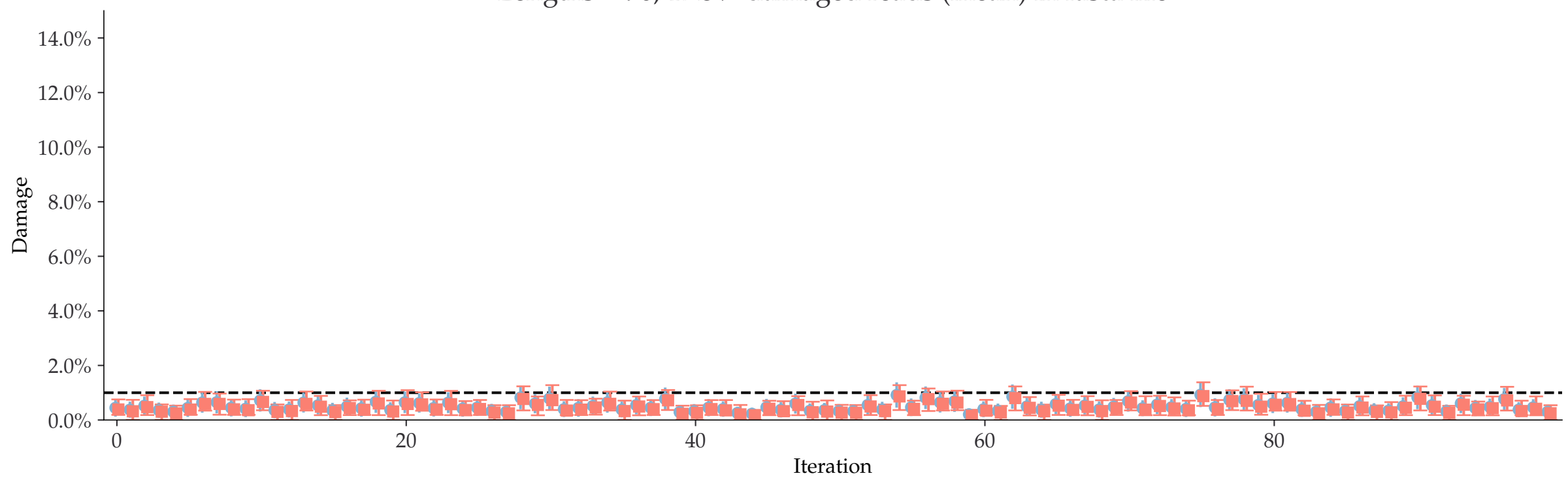
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.1% damaged reads (mean) in fasta file

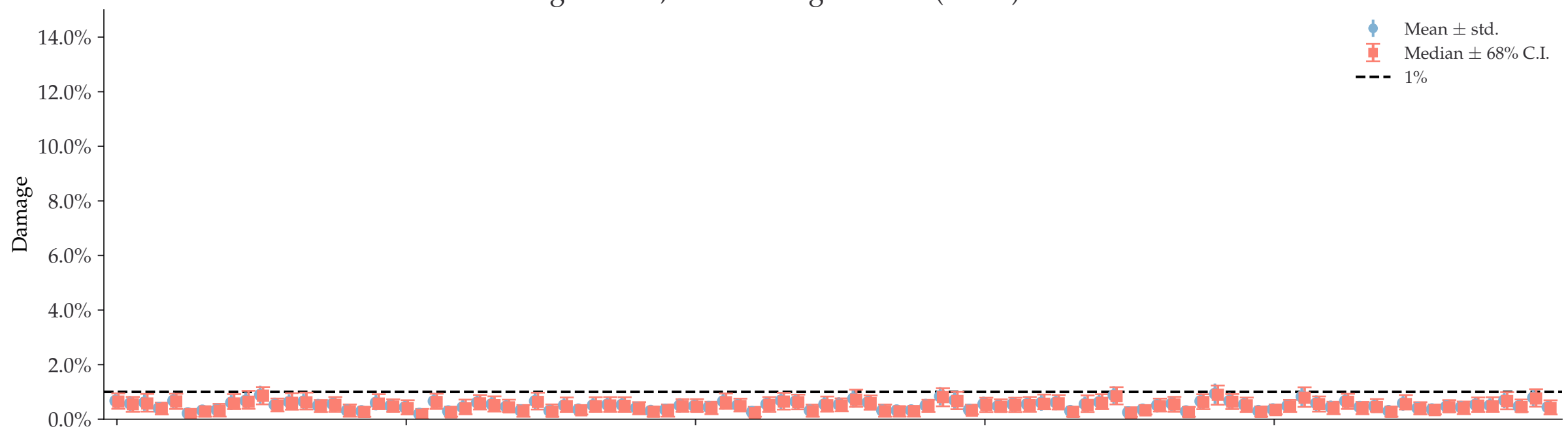


Lengths = 90, 17.5% damaged reads (mean) in fasta file

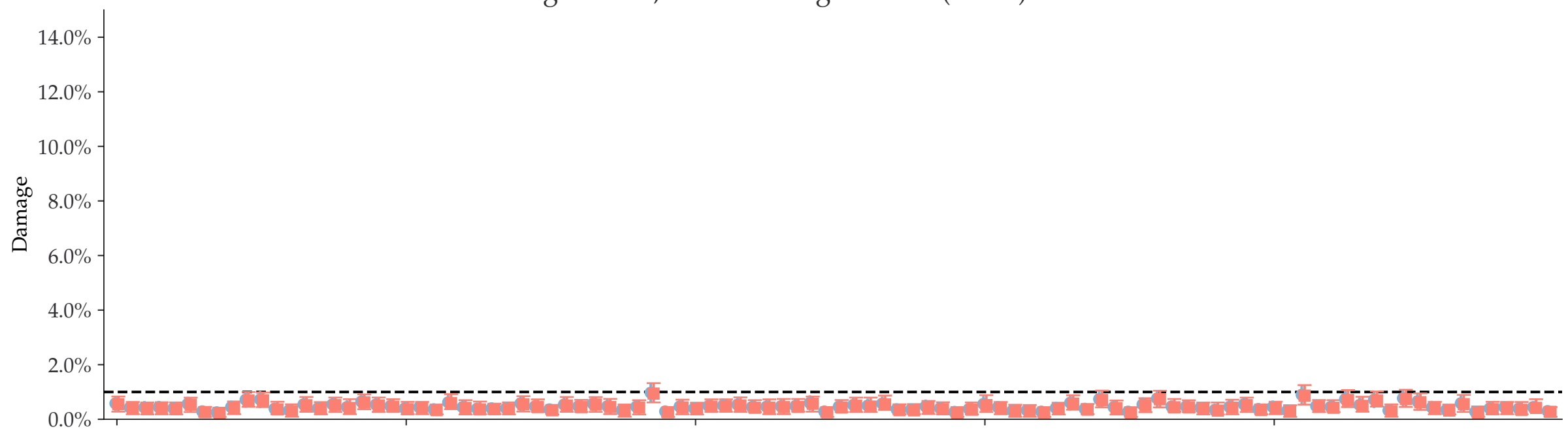


Individual damages:  
5000 reads  
Briggs damage = 0.014  
Damage percent = 1%

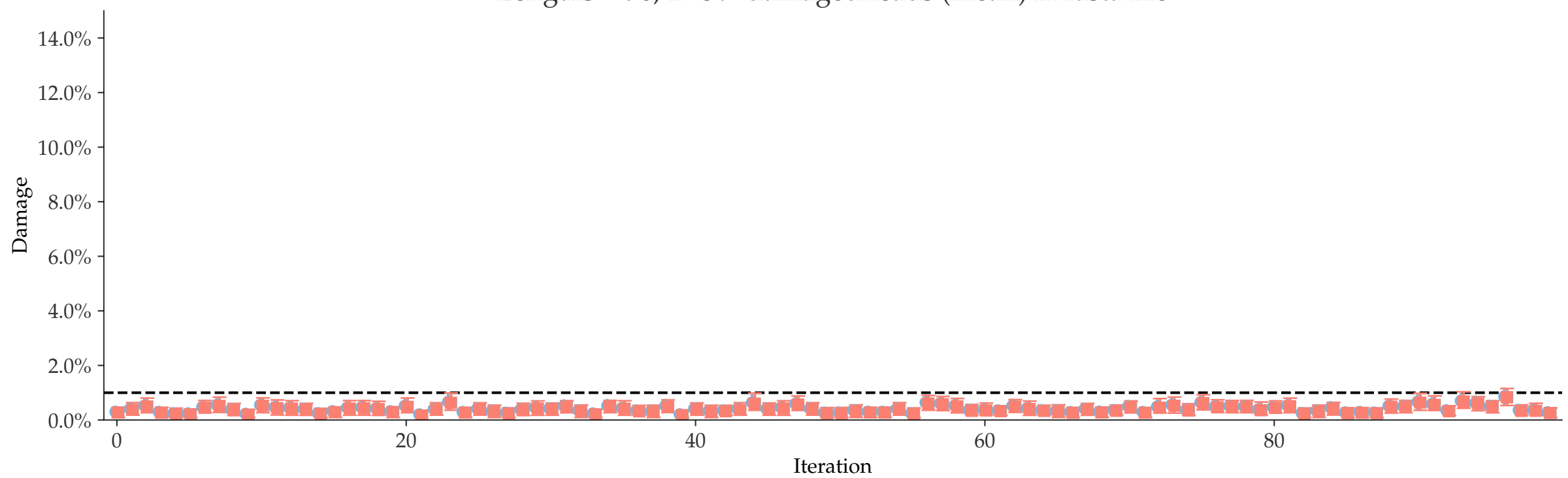
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.0% damaged reads (mean) in fasta file

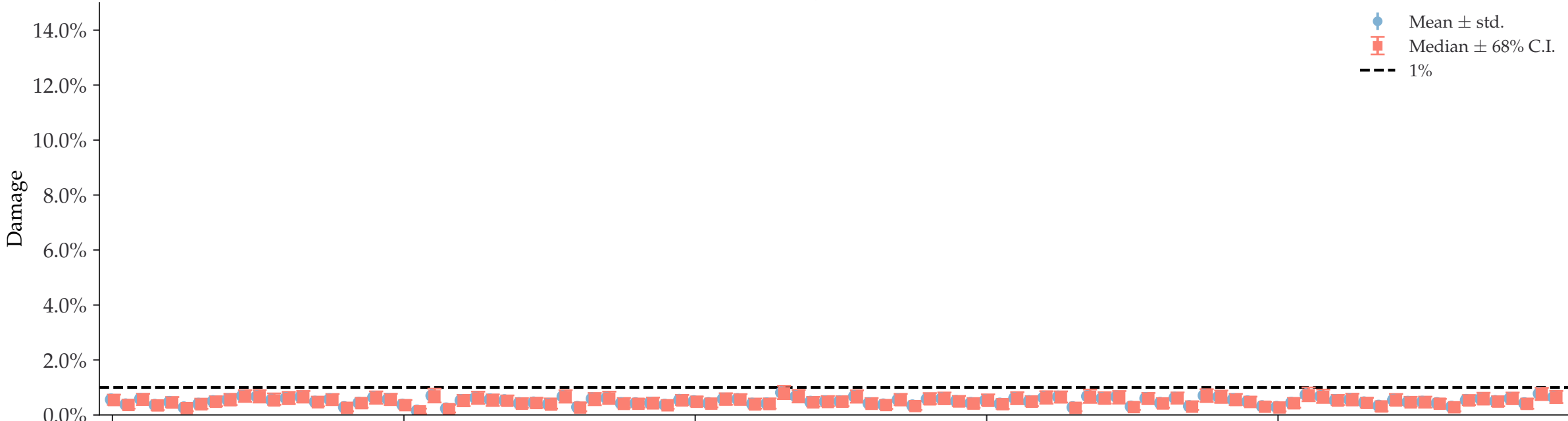


Lengths = 90, 17.5% damaged reads (mean) in fasta file

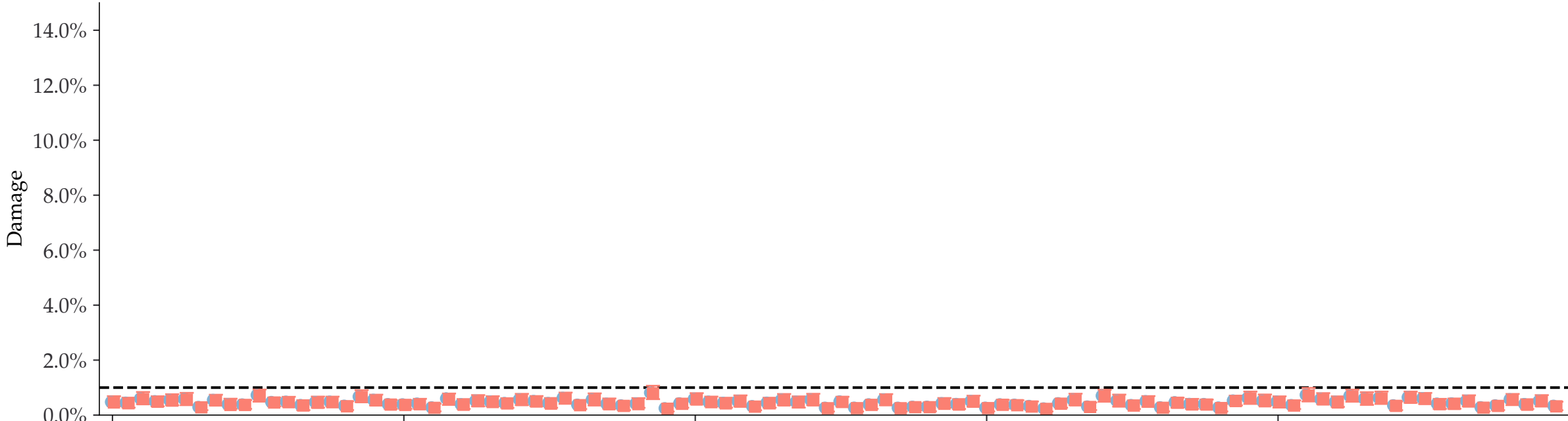


Individual damages:  
10000 reads  
Briggs damage = 0.014  
Damage percent = 1%

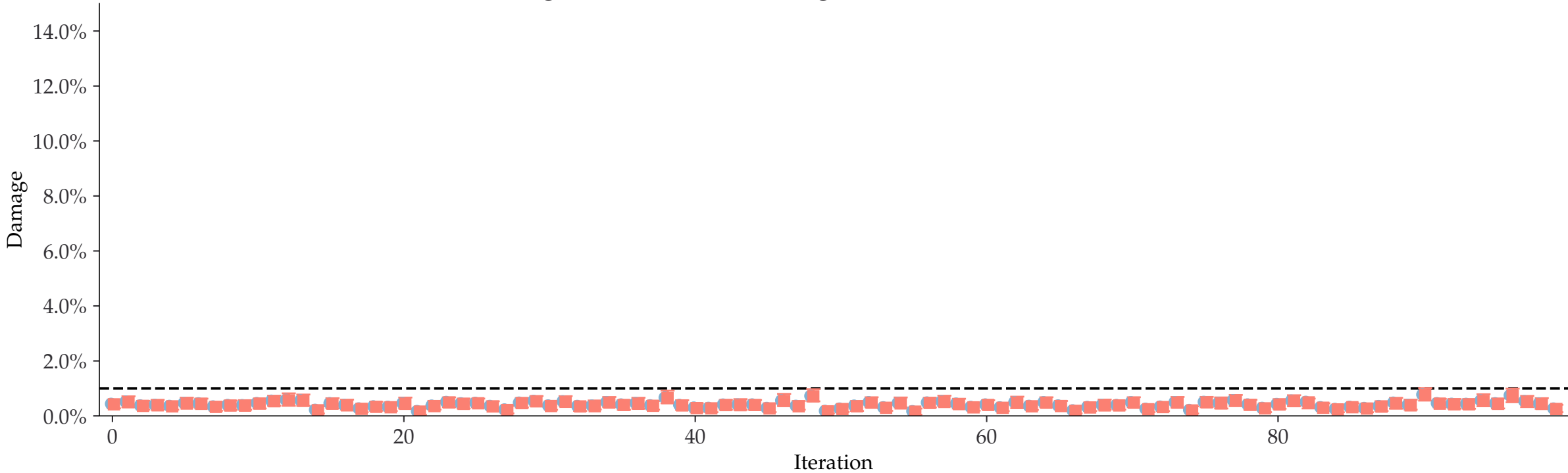
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.0% damaged reads (mean) in fasta file

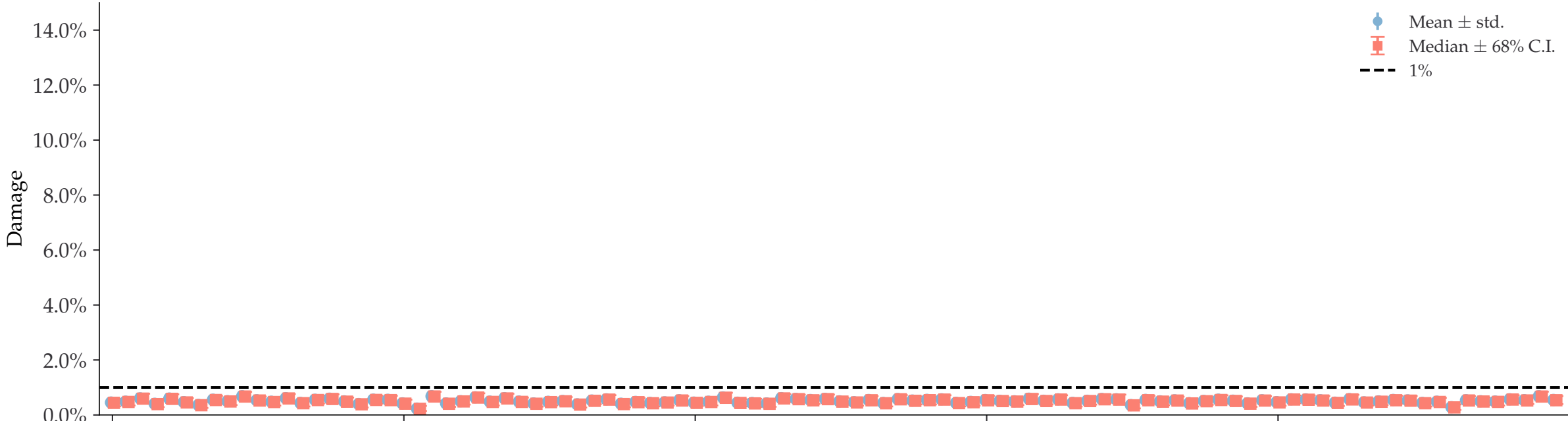


Lengths = 90, 17.4% damaged reads (mean) in fasta file

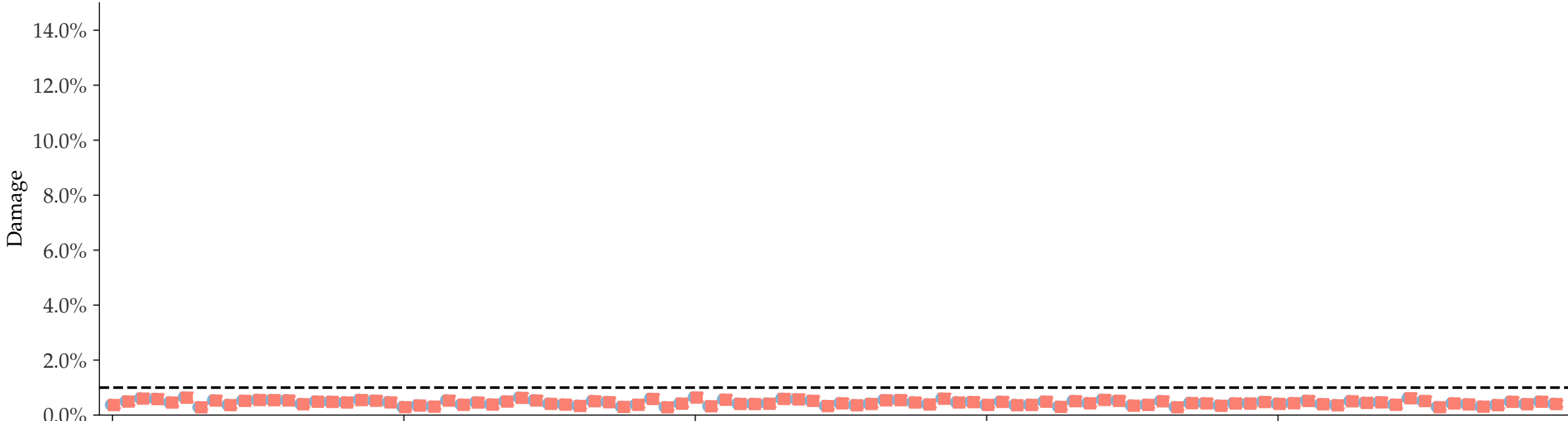


Individual damages:  
25000 reads  
Briggs damage = 0.014  
Damage percent = 1%

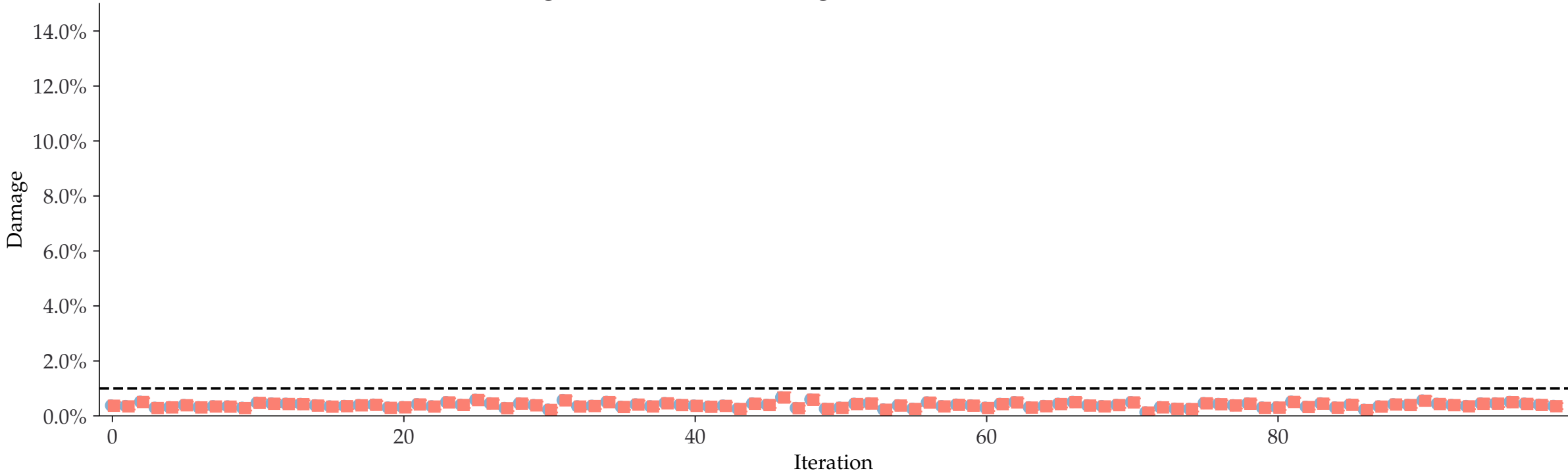
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.0% damaged reads (mean) in fasta file



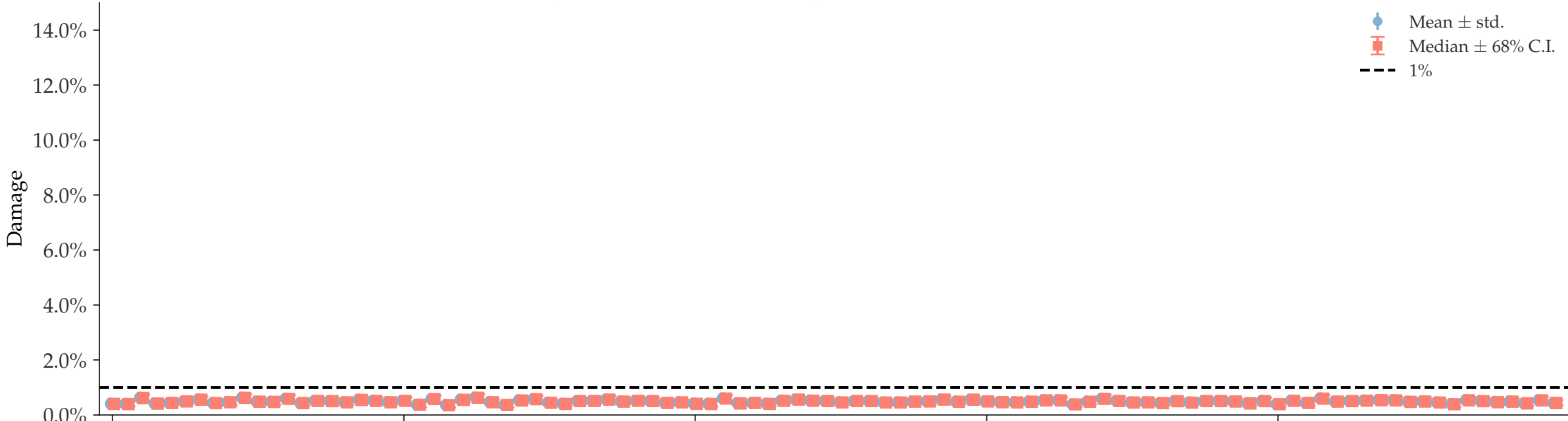
Lengths = 90, 17.4% damaged reads (mean) in fasta file



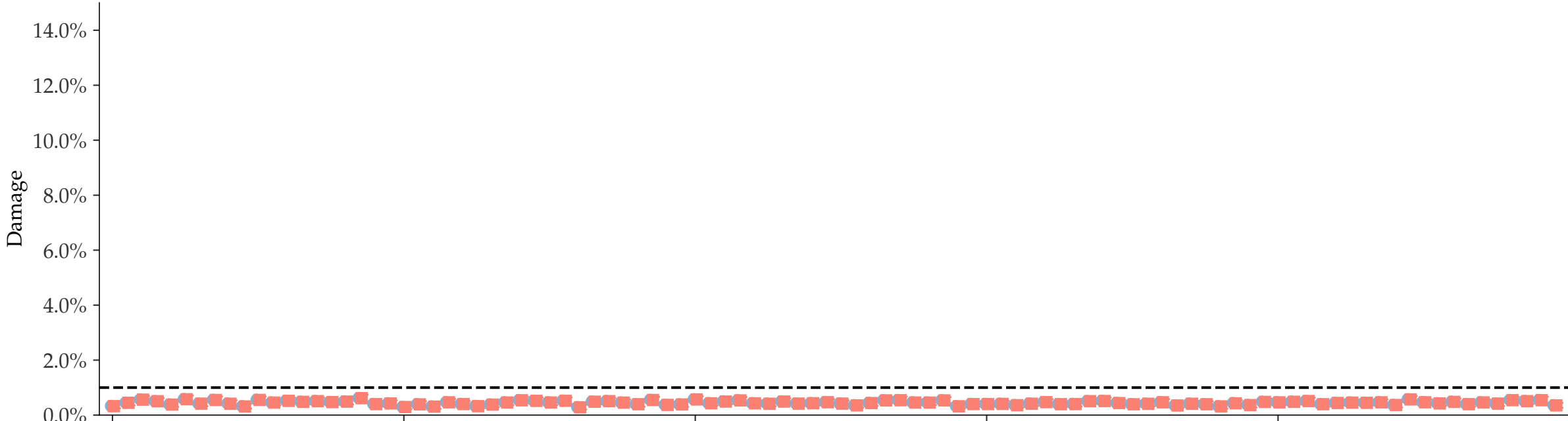


Individual damages:  
50000 reads  
Briggs damage = 0.014  
Damage percent = 1%

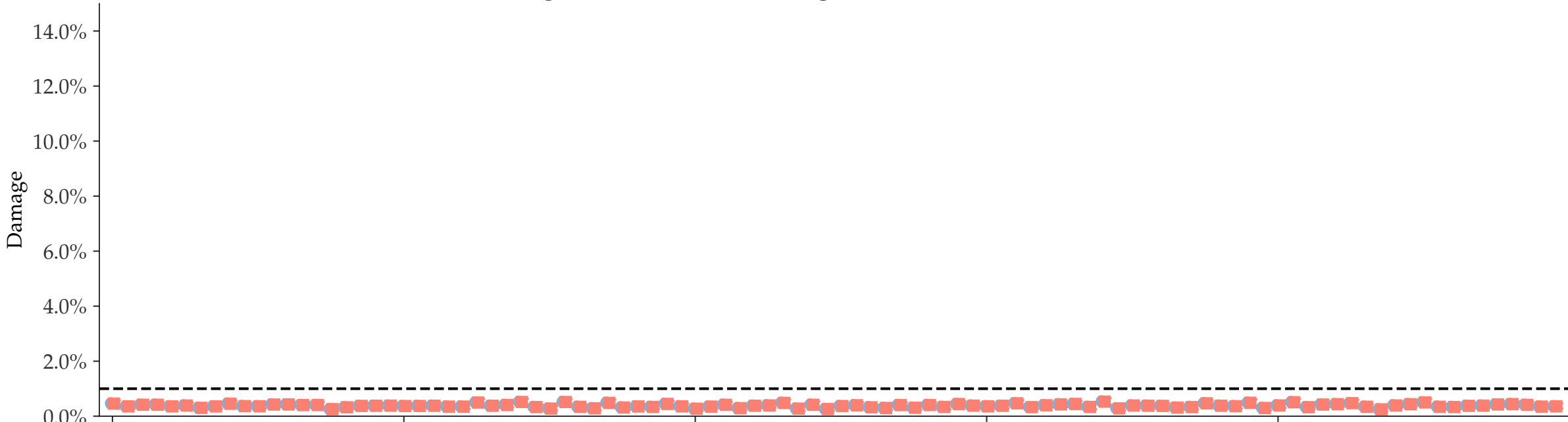
Lengths = 35, 7.4% damaged reads (mean) in fasta file



Lengths = 60, 12.0% damaged reads (mean) in fasta file

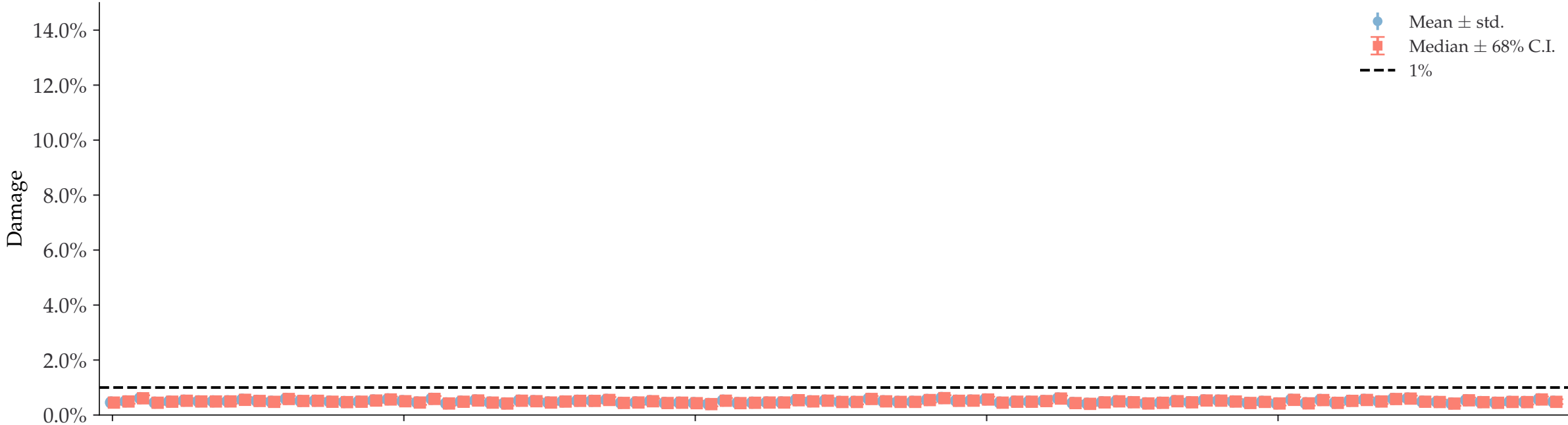


Lengths = 90, 17.5% damaged reads (mean) in fasta file

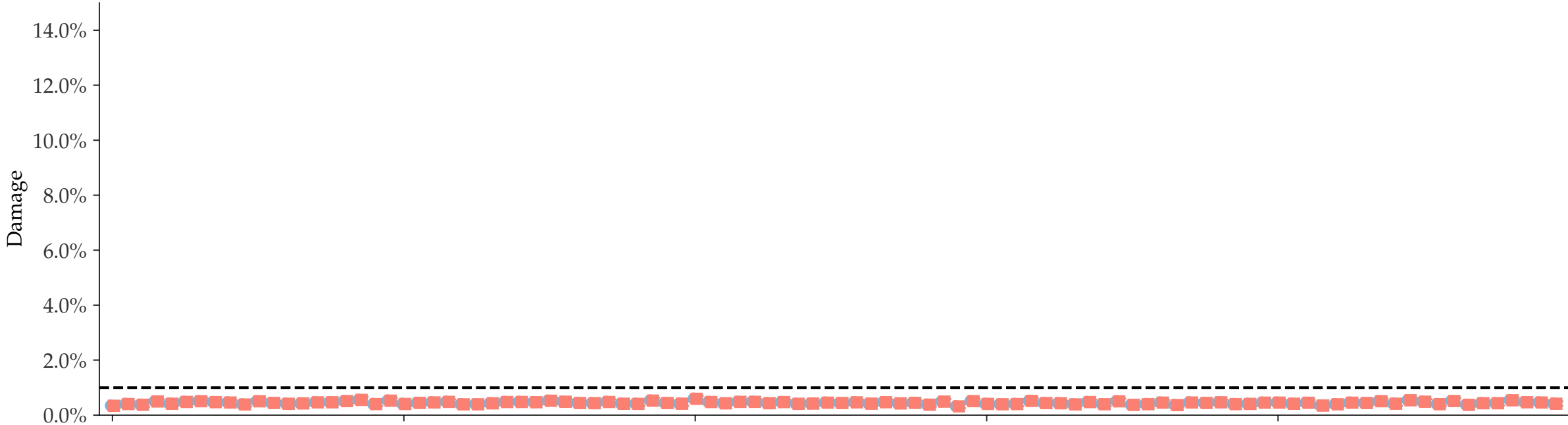


Individual damages:  
100000 reads  
Briggs damage = 0.014  
Damage percent = 1%

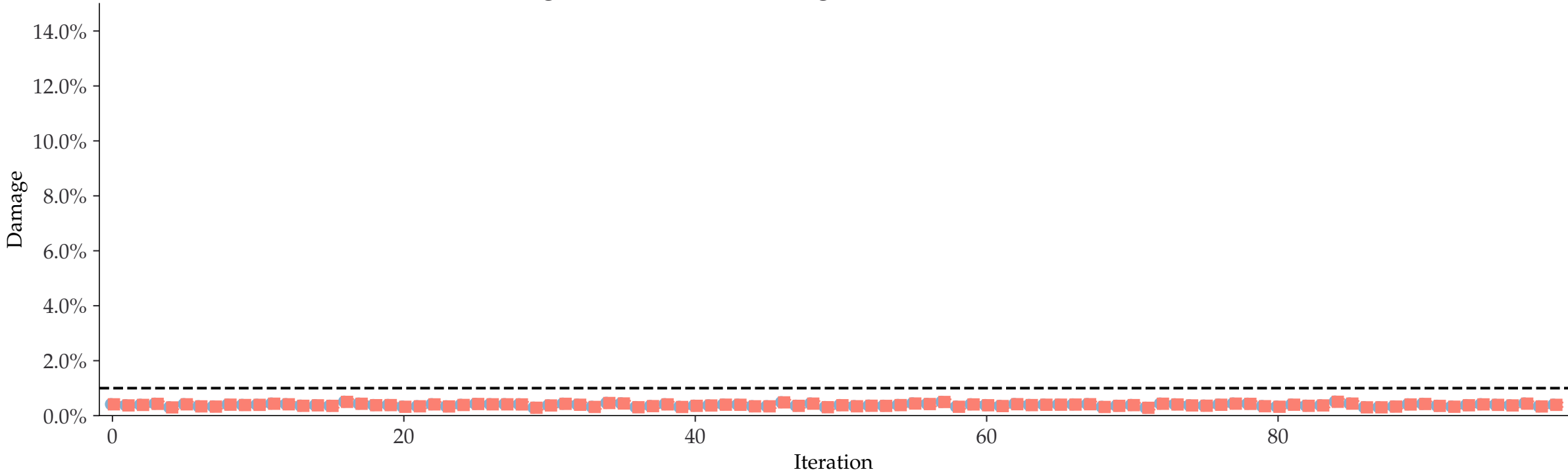
Lengths = 35, 7.4% damaged reads (mean) in fasta file



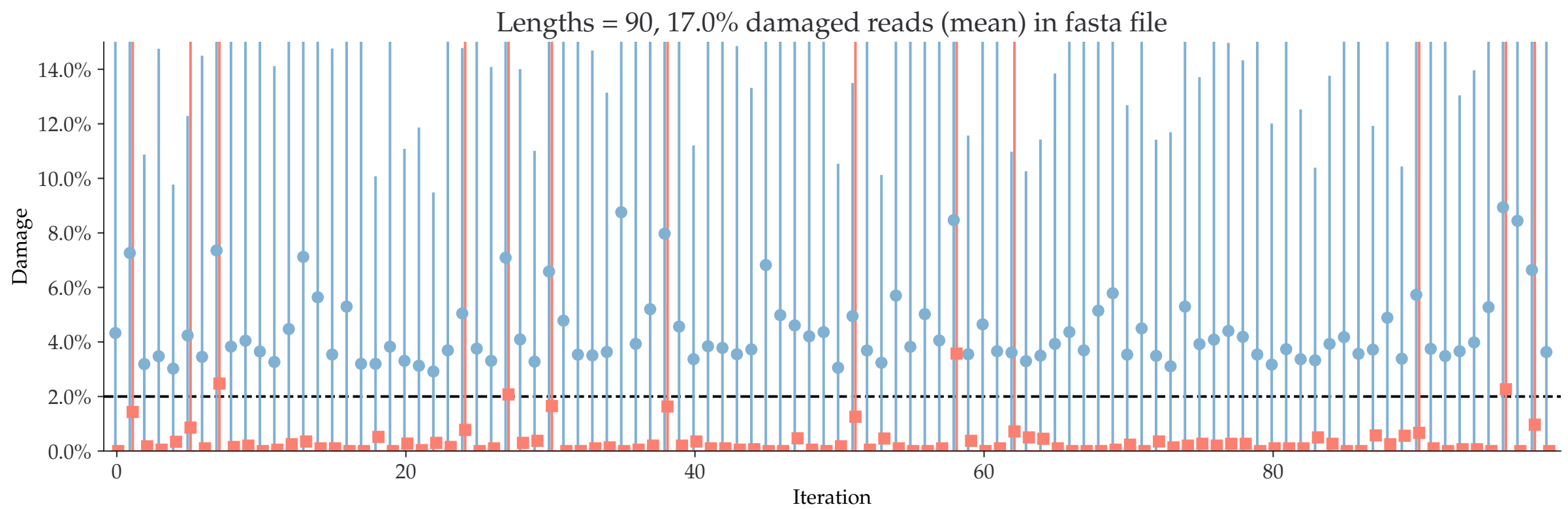
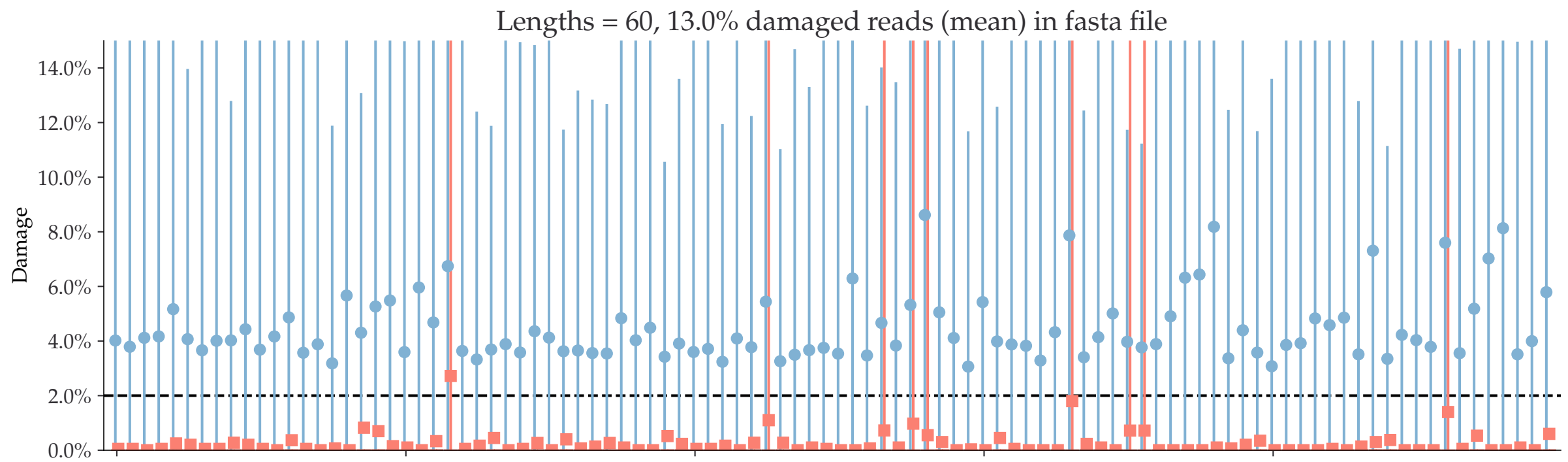
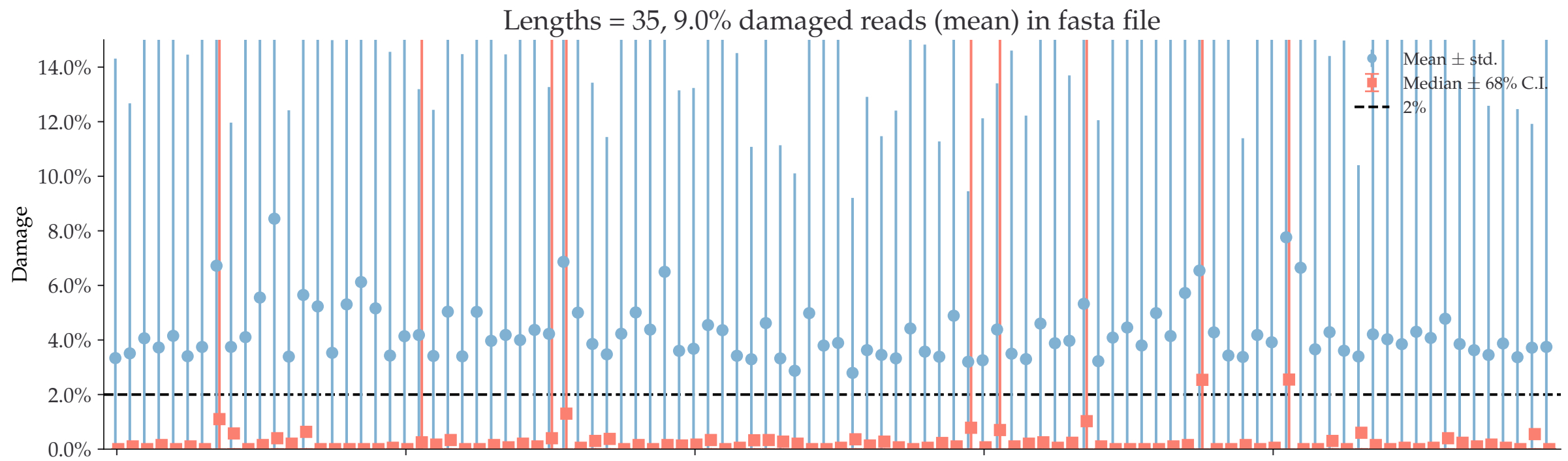
Lengths = 60, 12.0% damaged reads (mean) in fasta file



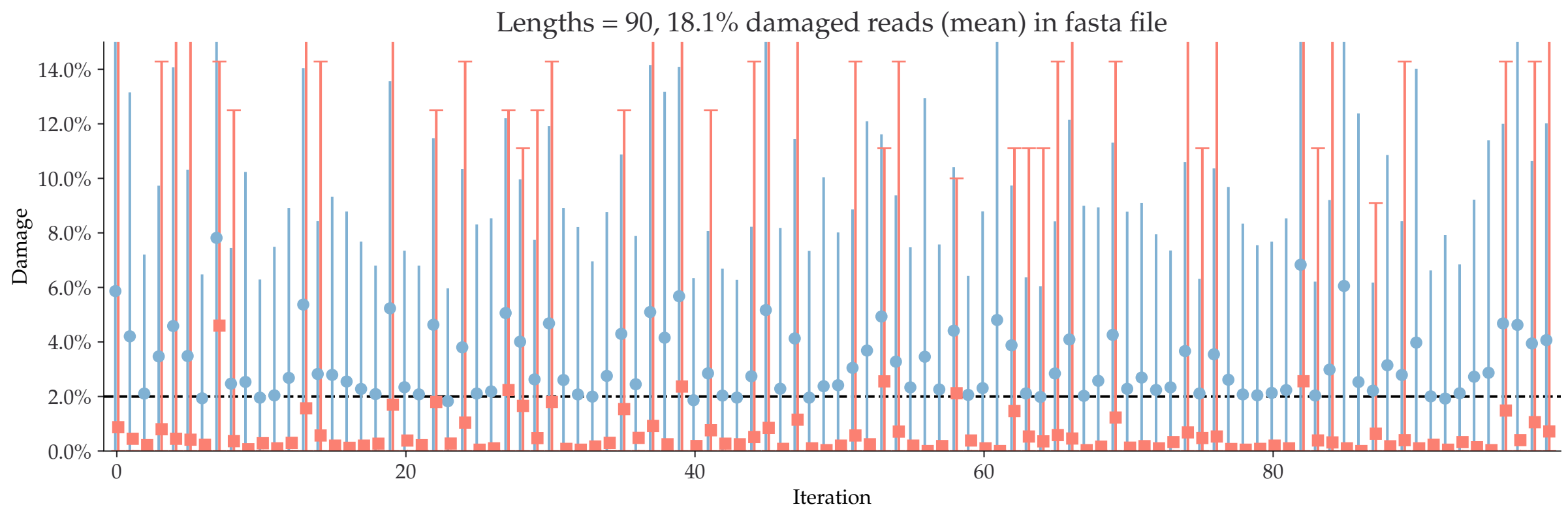
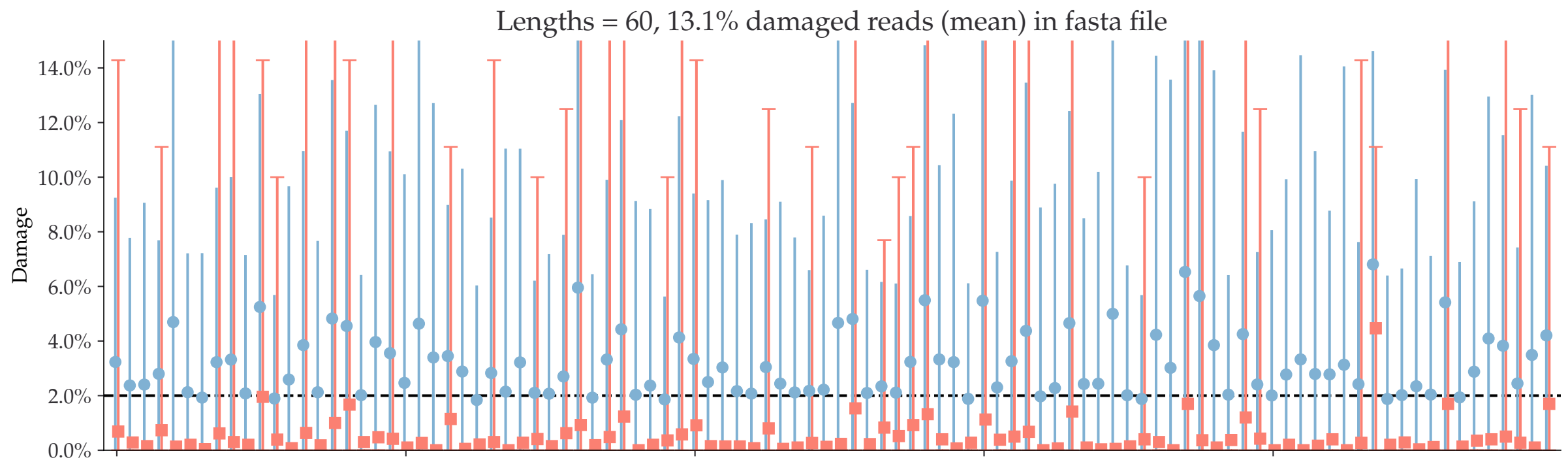
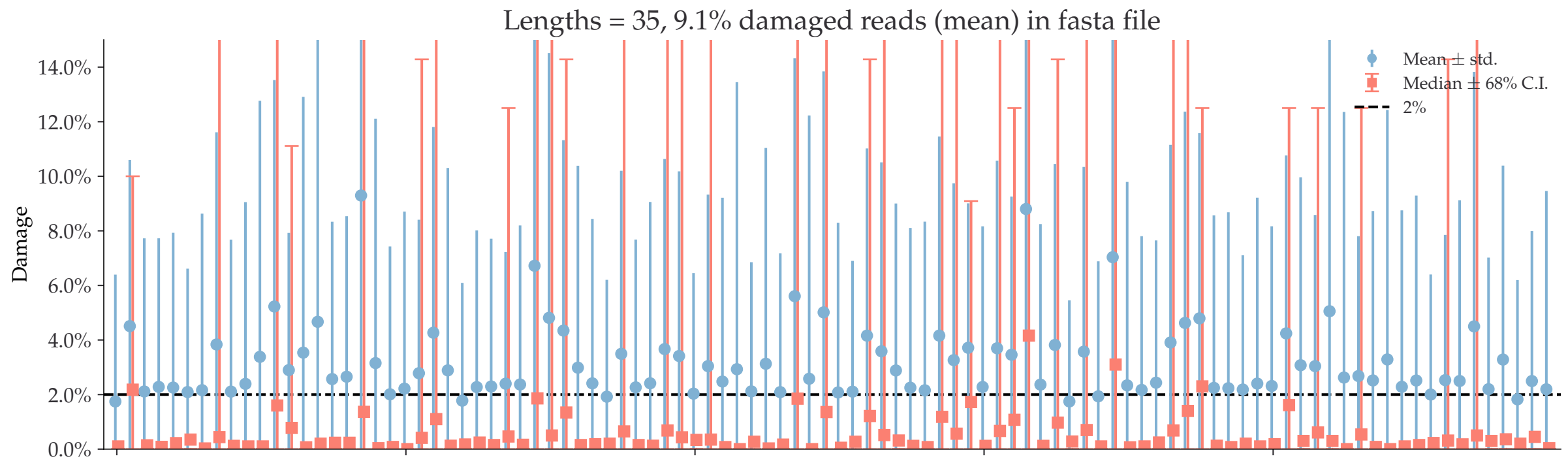
Lengths = 90, 17.4% damaged reads (mean) in fasta file



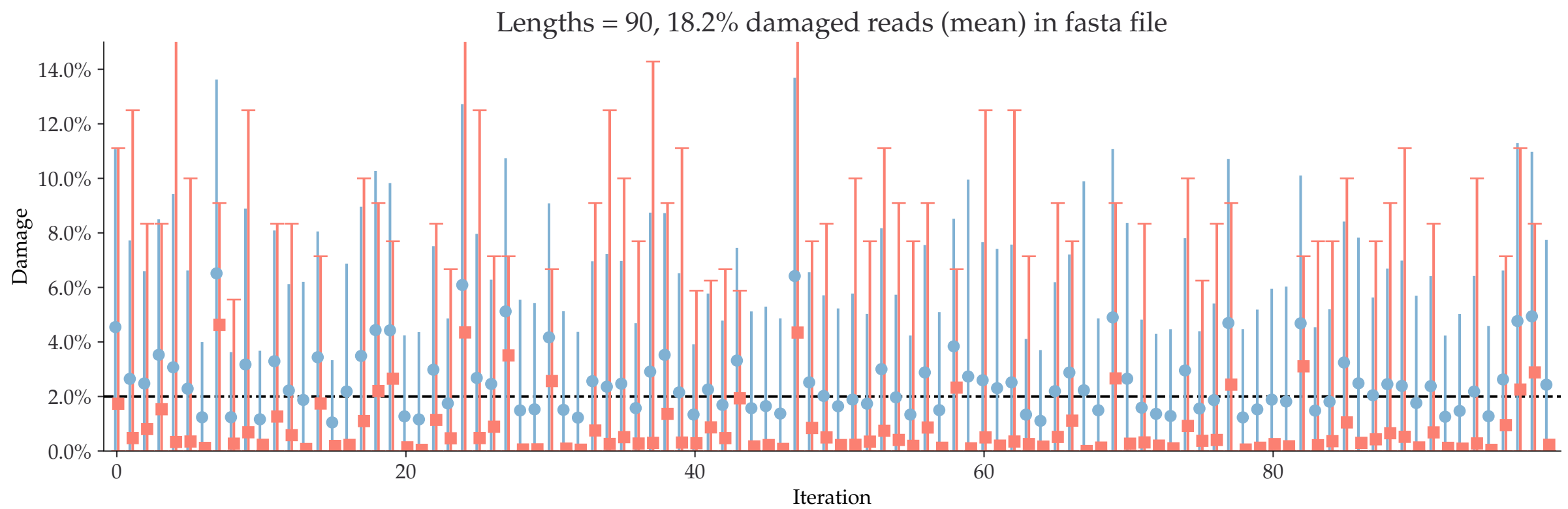
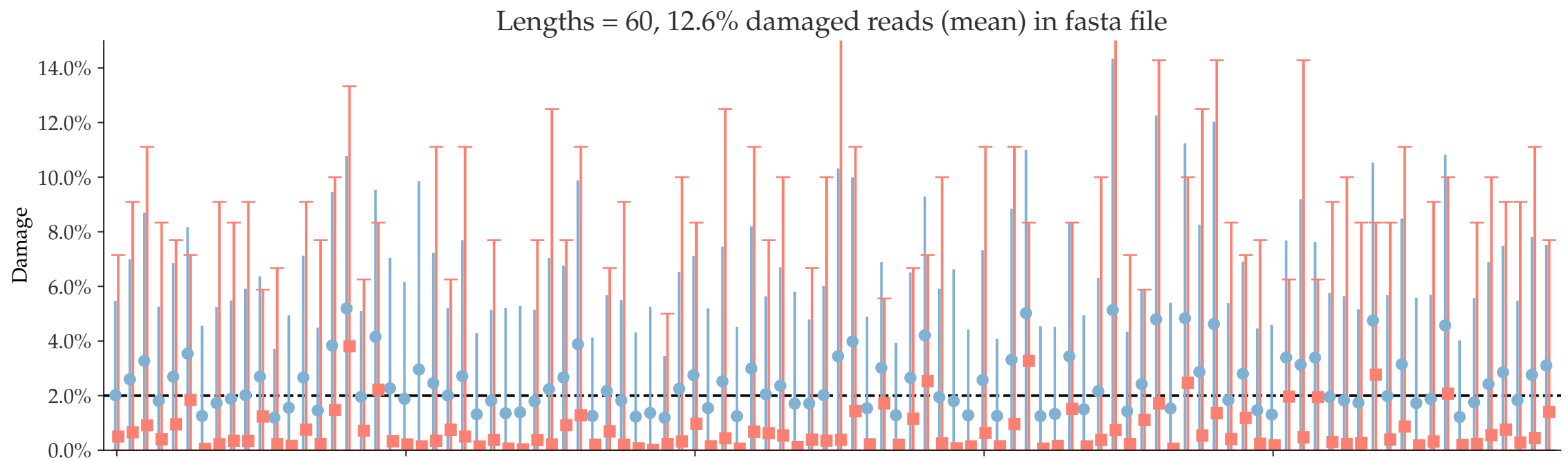
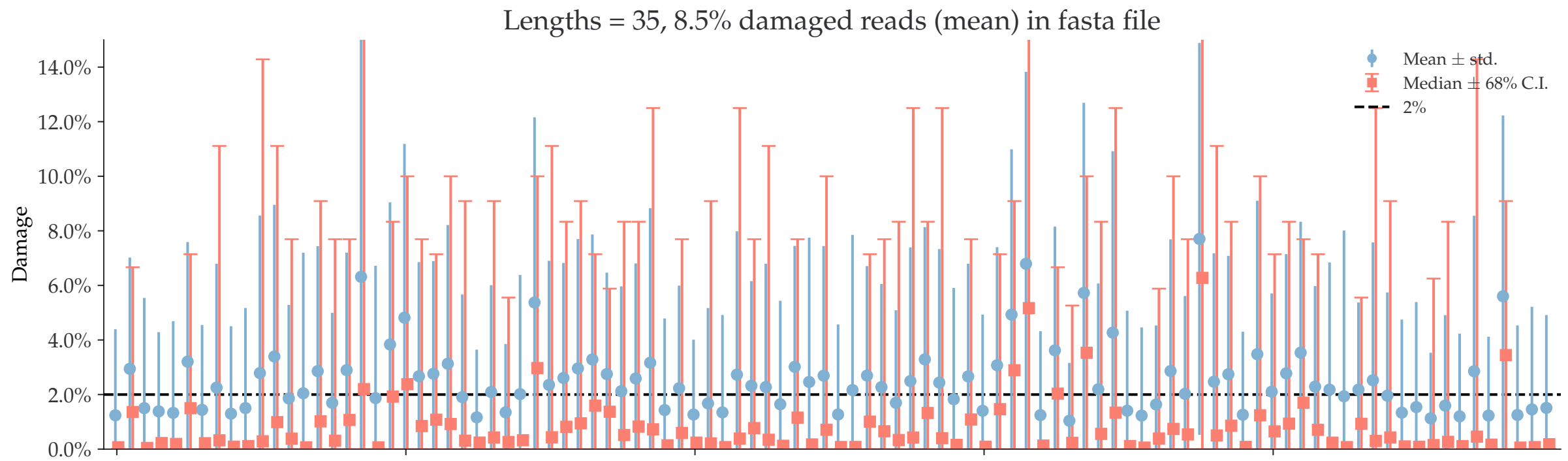
Individual damages:  
10 reads  
Briggs damage = 0.047  
Damage percent = 2%



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

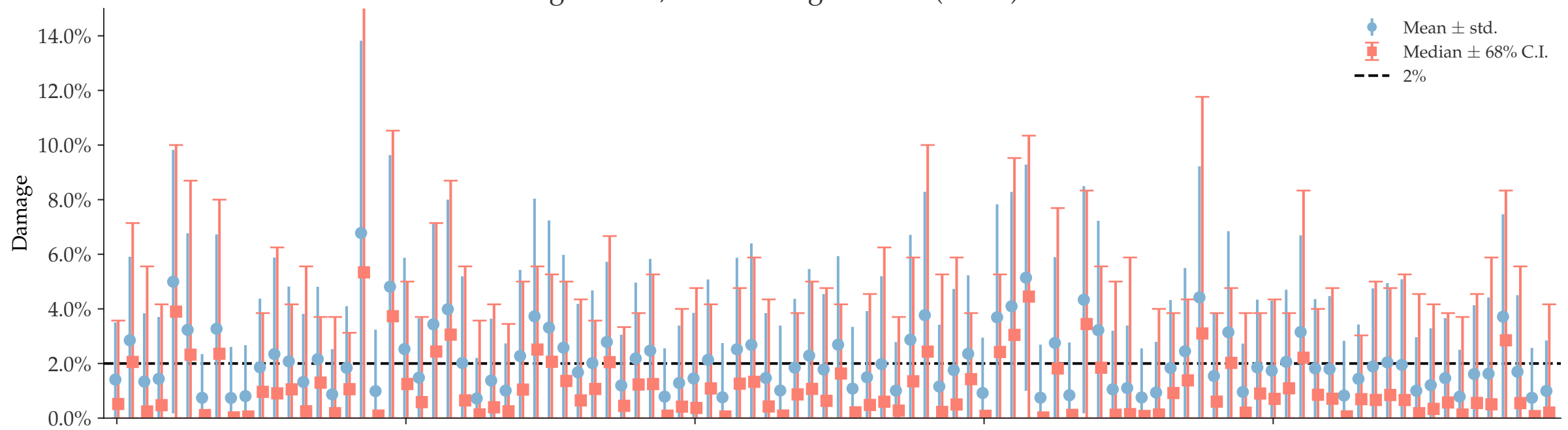


Individual damages:  
50 reads  
Briggs damage = 0.047  
Damage percent = 2%

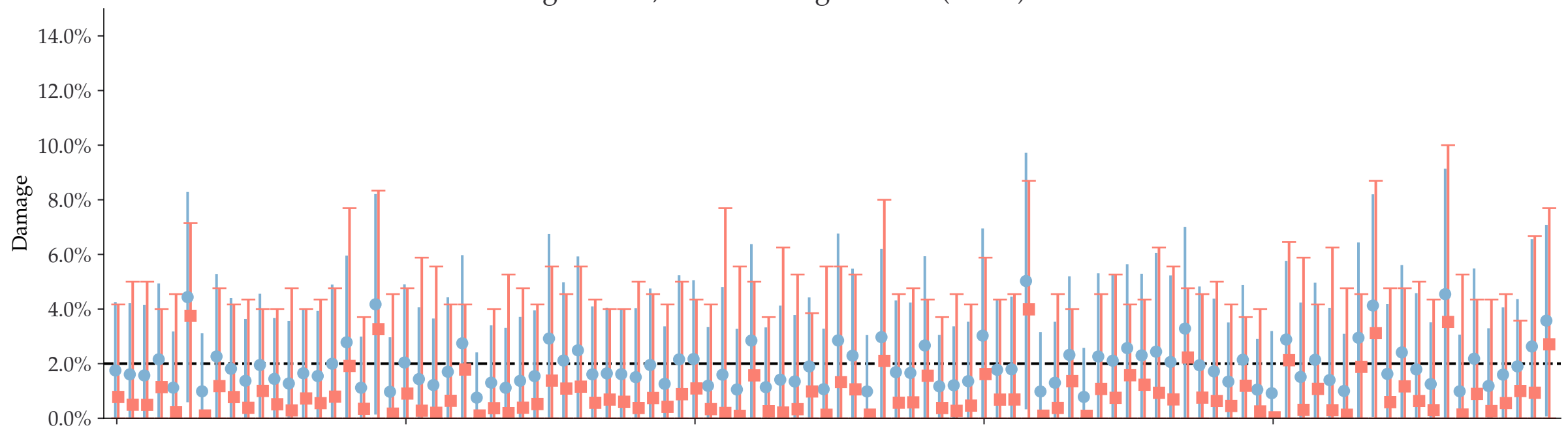


Individual damages:  
100 reads  
Briggs damage = 0.047  
Damage percent = 2%

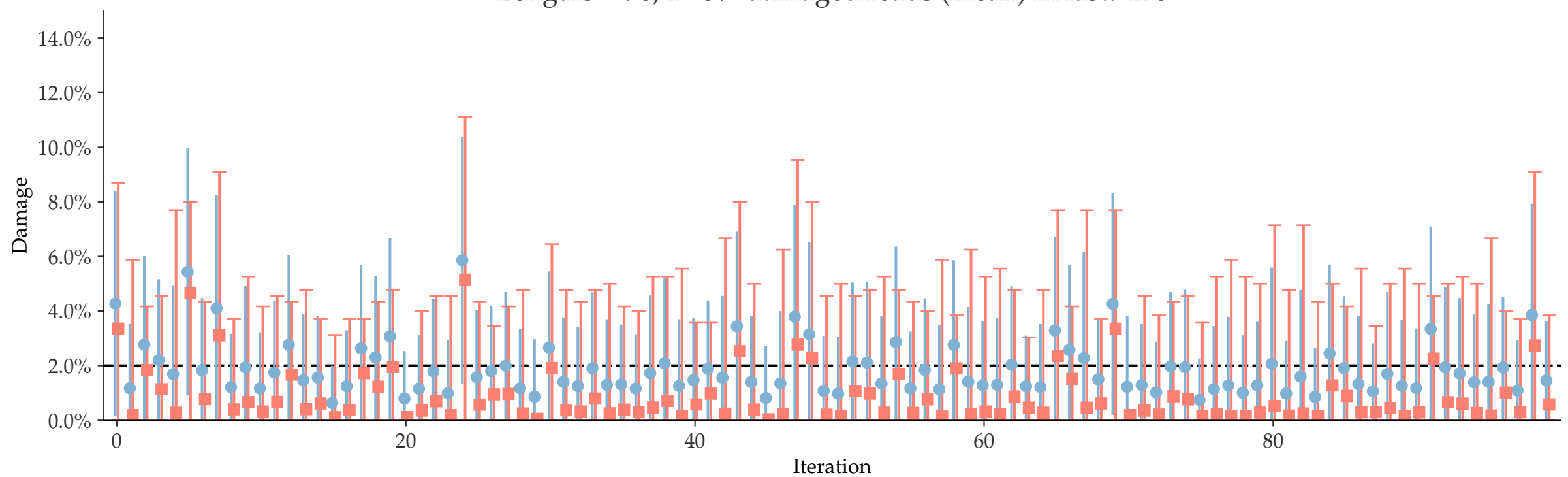
Lengths = 35, 8.4% damaged reads (mean) in fasta file



Lengths = 60, 12.6% damaged reads (mean) in fasta file

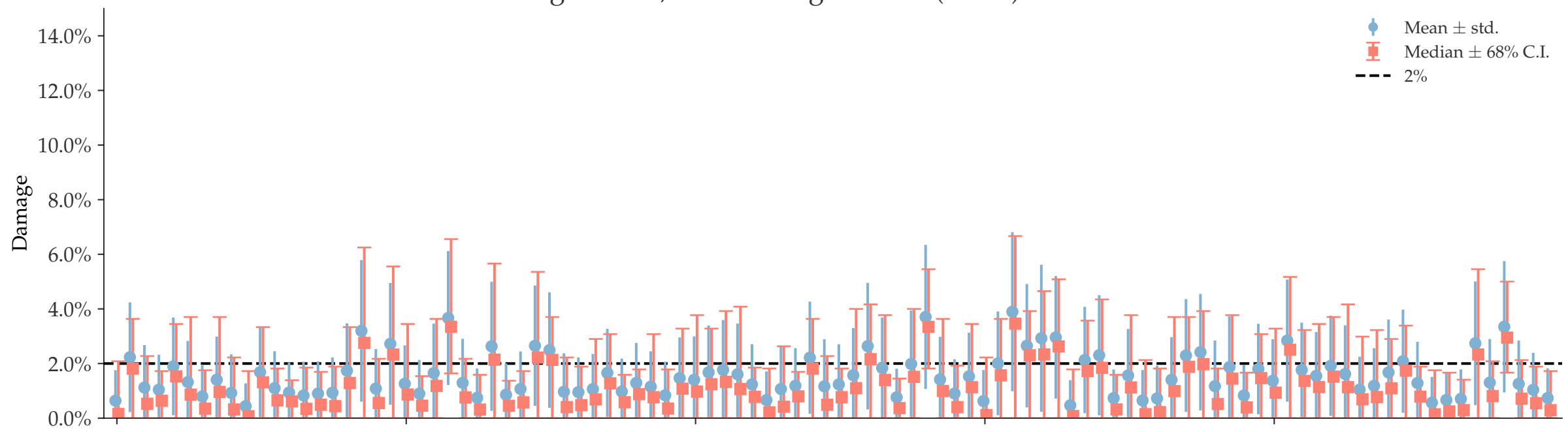


Lengths = 90, 17.8% damaged reads (mean) in fasta file

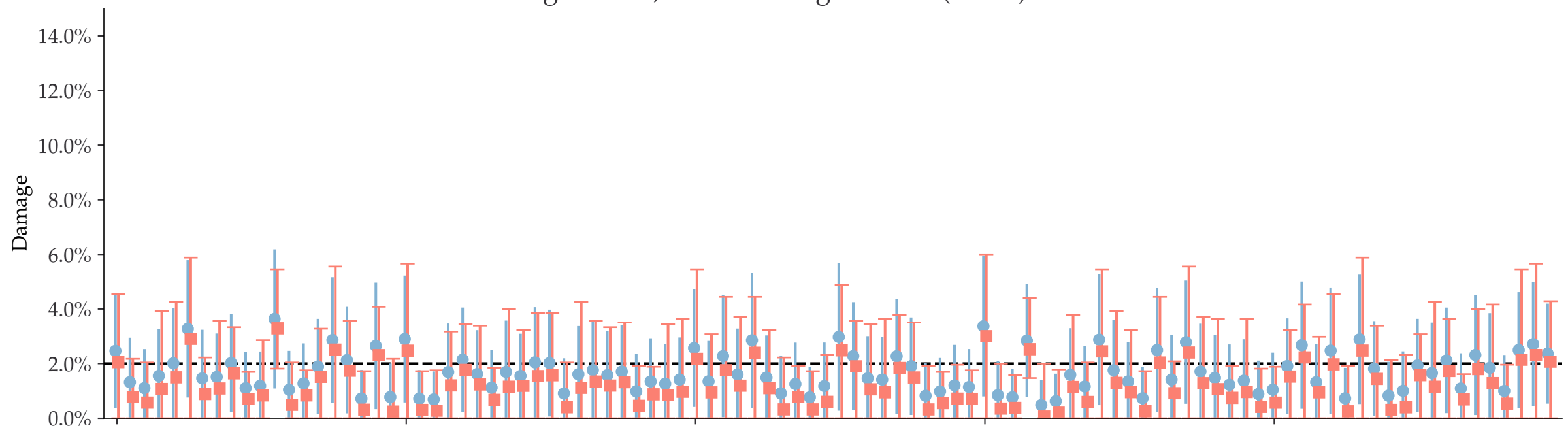


Individual damages:  
250 reads  
Briggs damage = 0.047  
Damage percent = 2%

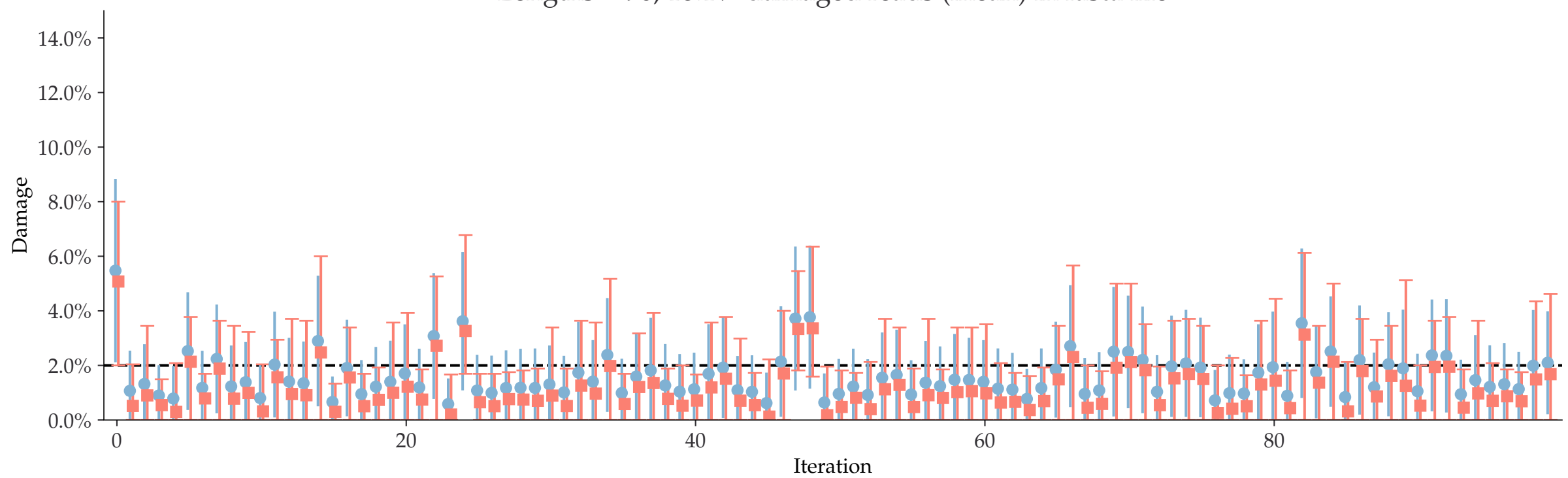
Lengths = 35, 8.4% damaged reads (mean) in fasta file



Lengths = 60, 13.0% damaged reads (mean) in fasta file

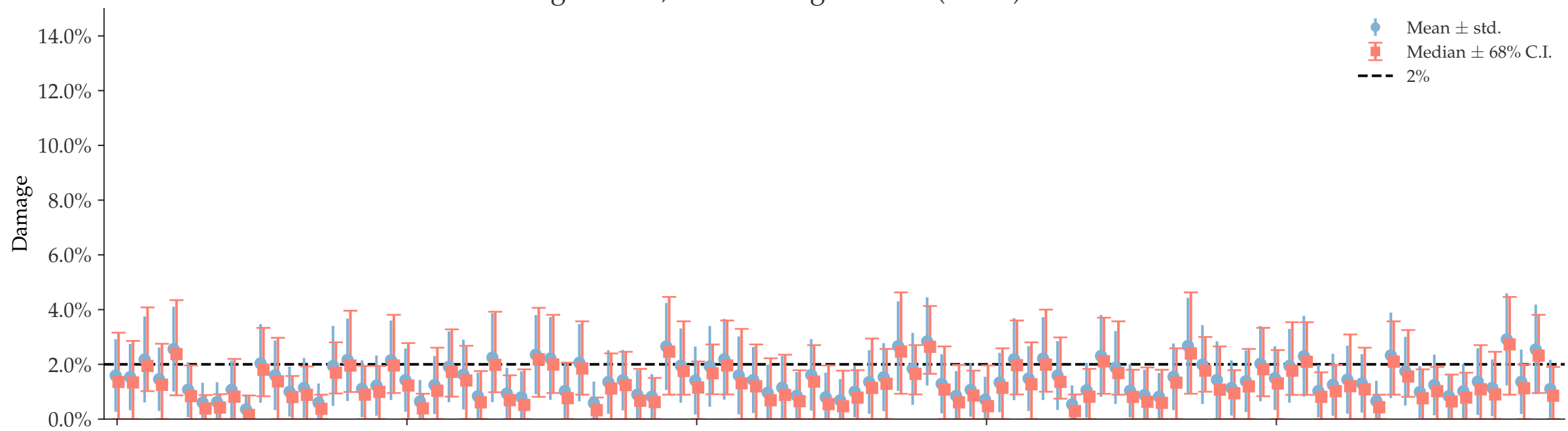


Lengths = 90, 18.1% damaged reads (mean) in fasta file

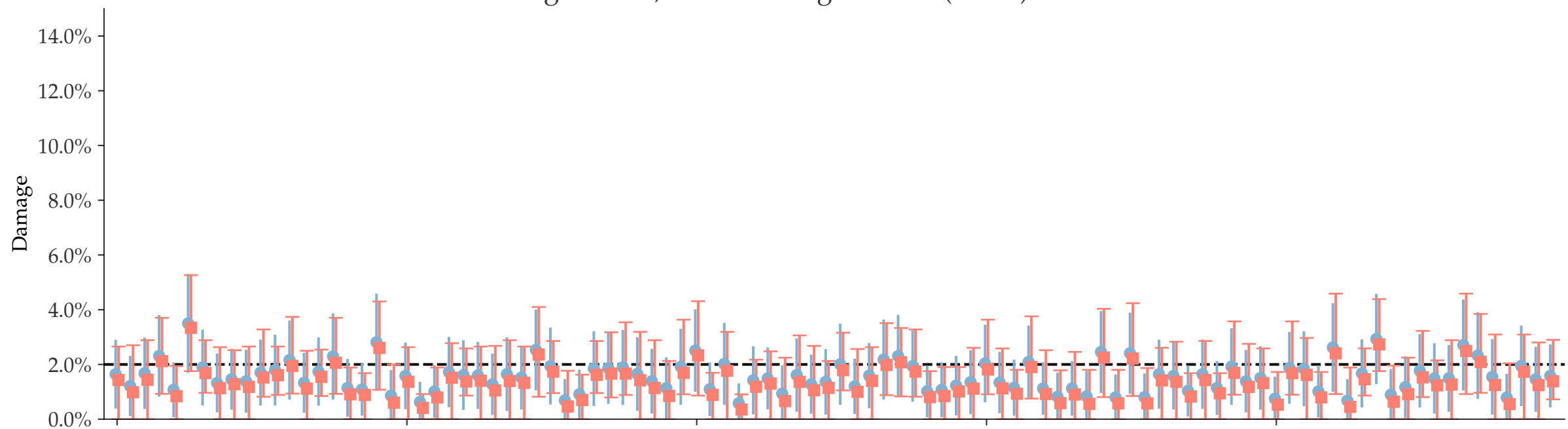


Individual damages:  
500 reads  
Briggs damage = 0.047  
Damage percent = 2%

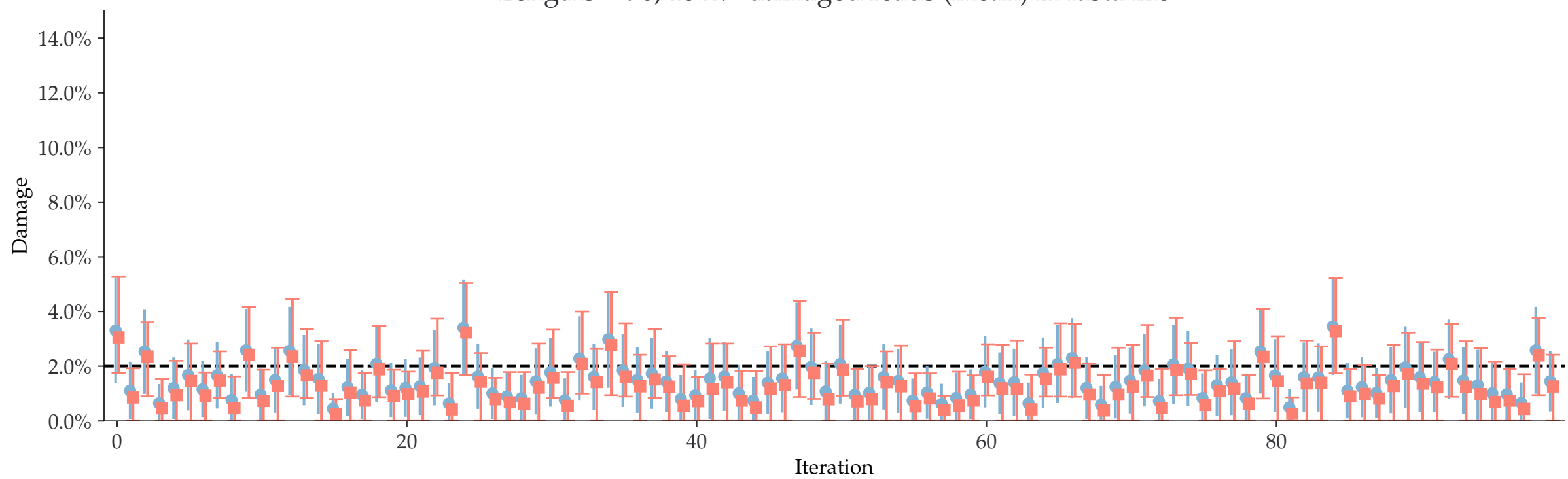
Lengths = 35, 8.4% damaged reads (mean) in fasta file



Lengths = 60, 13.0% damaged reads (mean) in fasta file



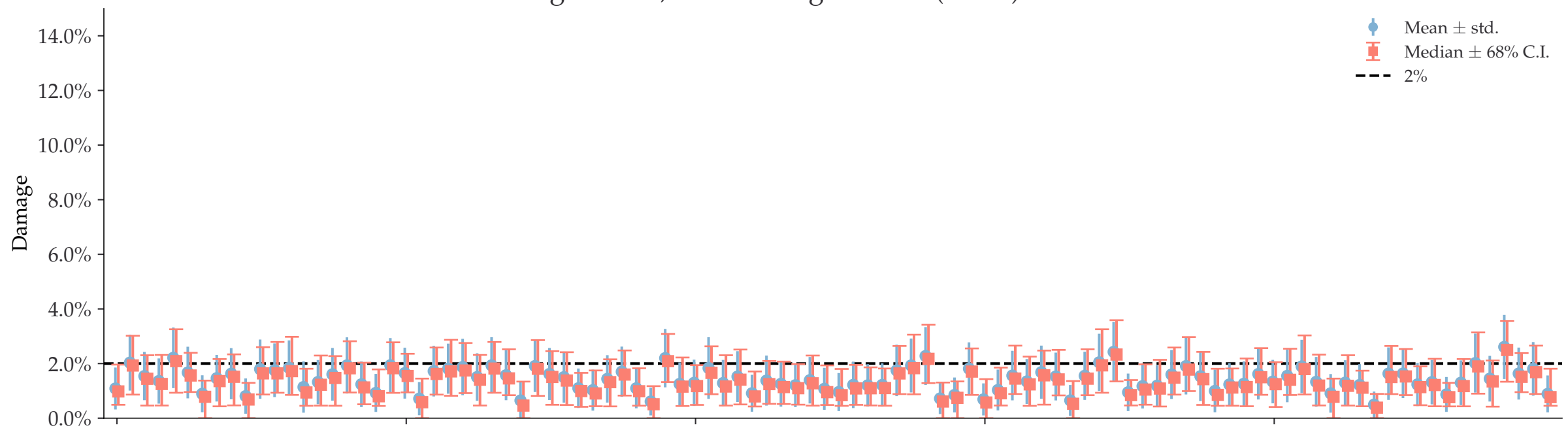
Lengths = 90, 18.2% damaged reads (mean) in fasta file



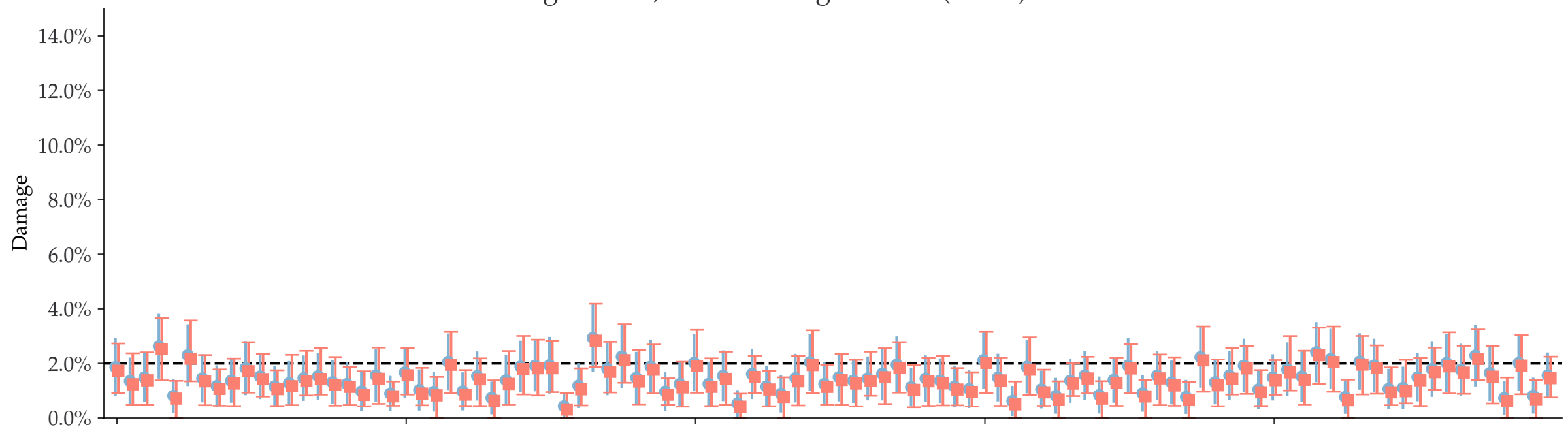


Individual damages:  
1000 reads  
Briggs damage = 0.047  
Damage percent = 2%

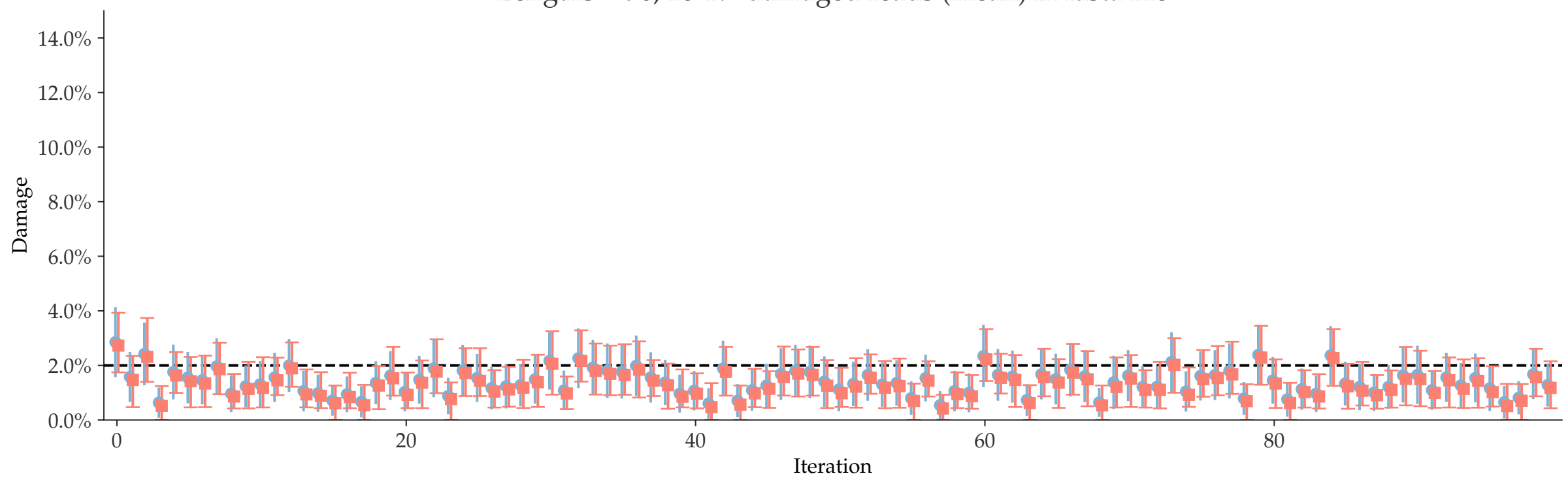
Lengths = 35, 8.6% damaged reads (mean) in fasta file



Lengths = 60, 12.9% damaged reads (mean) in fasta file

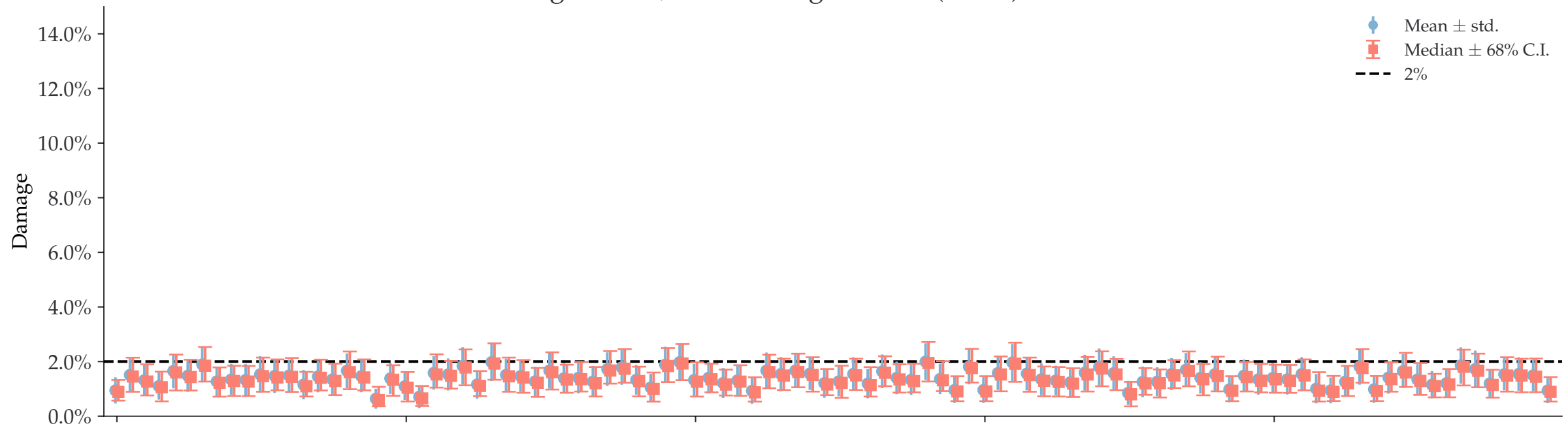


Lengths = 90, 18.4% damaged reads (mean) in fasta file

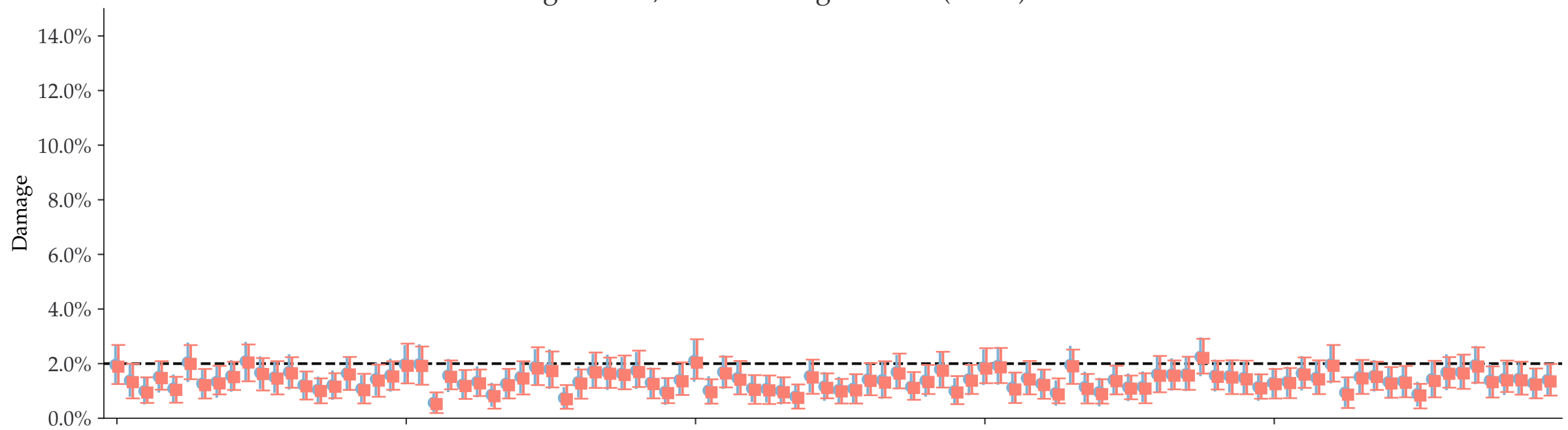


Individual damages:  
2500 reads  
Briggs damage = 0.047  
Damage percent = 2%

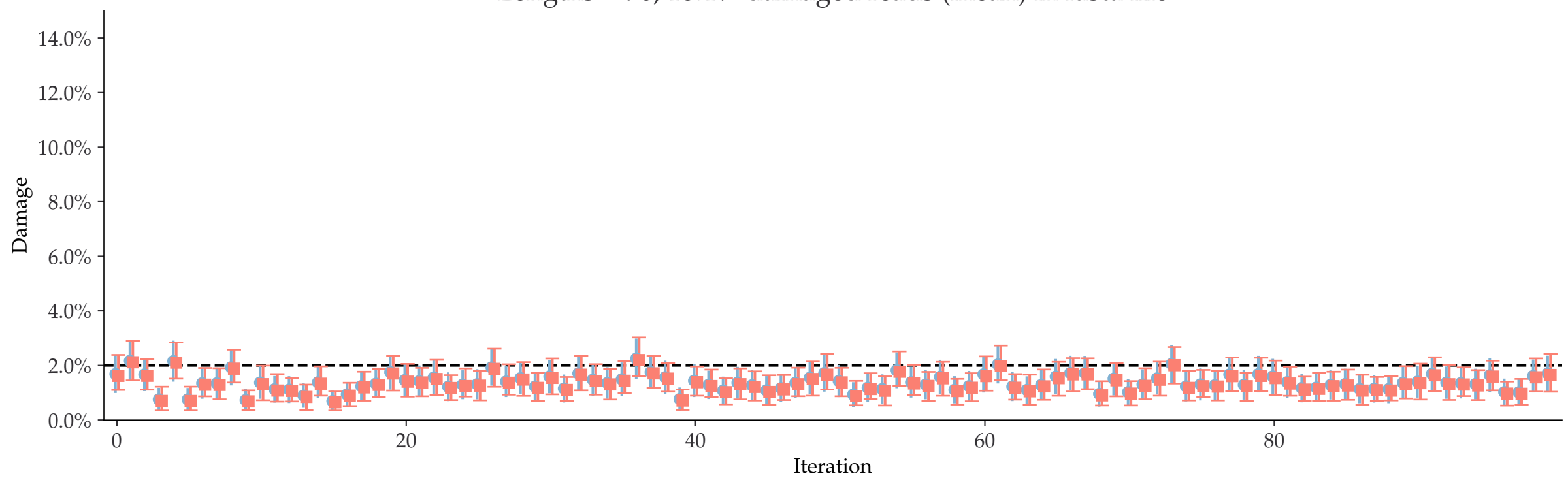
Lengths = 35, 8.6% damaged reads (mean) in fasta file



Lengths = 60, 13.1% damaged reads (mean) in fasta file

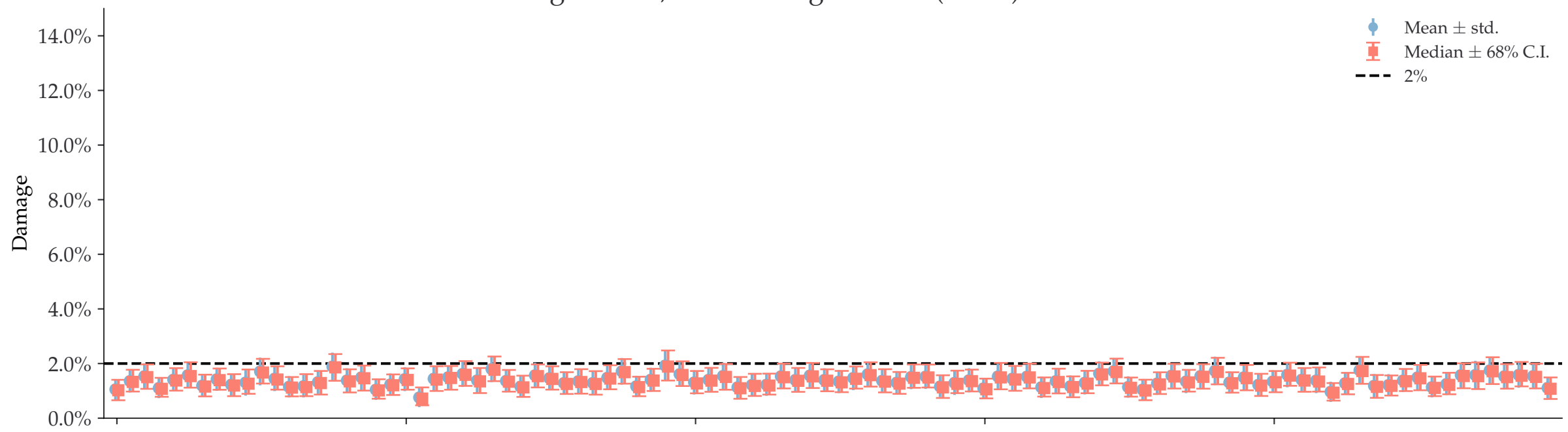


Lengths = 90, 18.4% damaged reads (mean) in fasta file

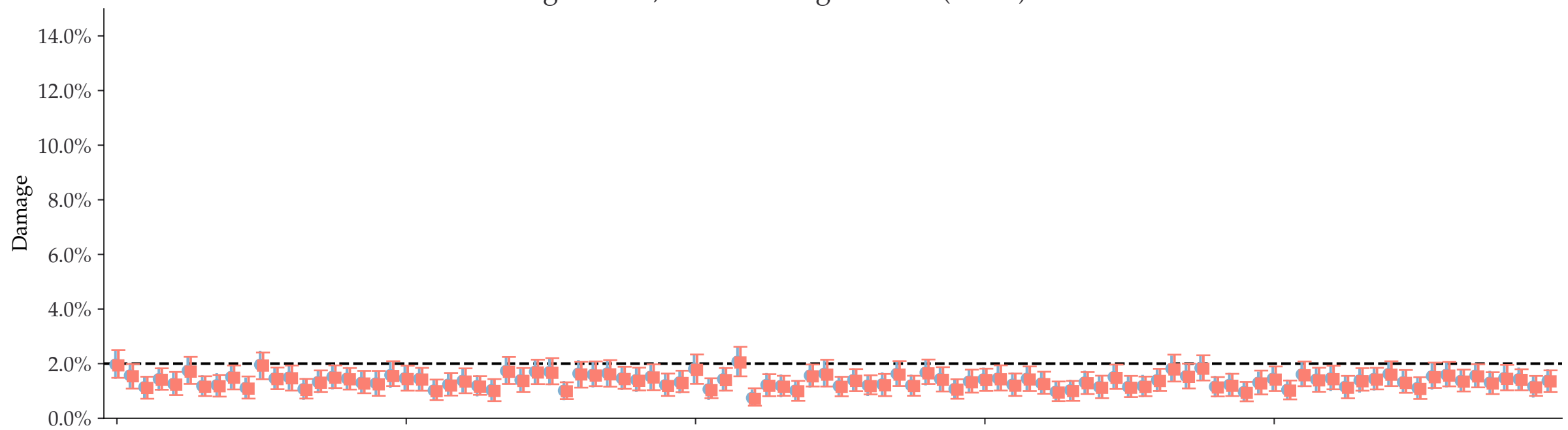


Individual damages:  
5000 reads  
Briggs damage = 0.047  
Damage percent = 2%

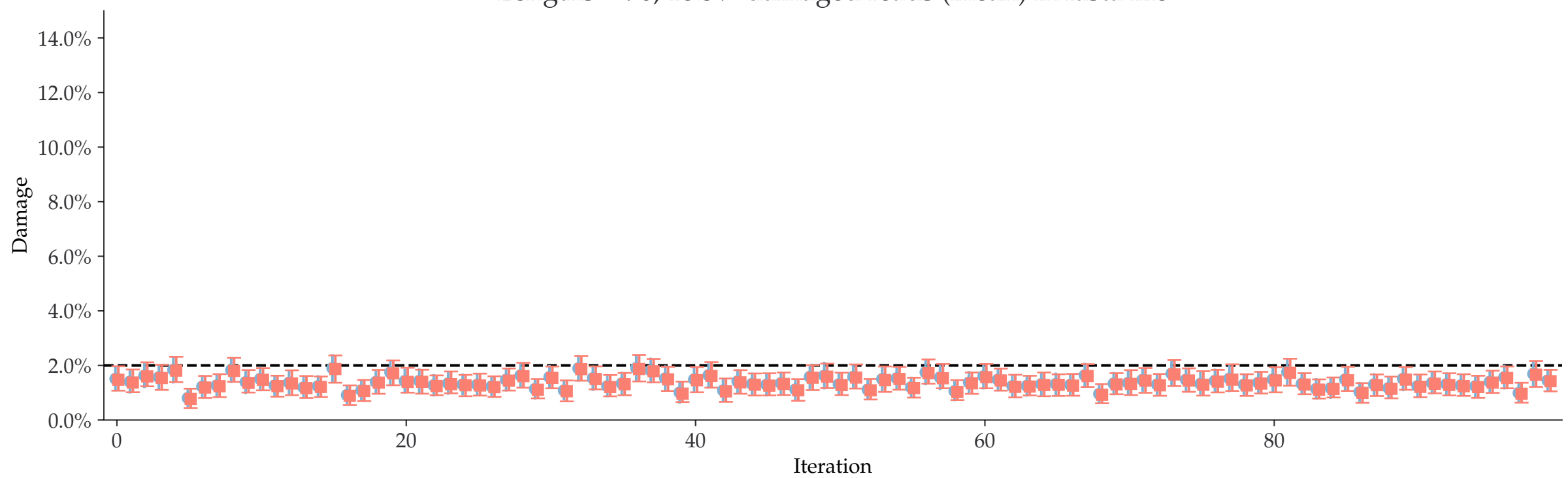
Lengths = 35, 8.5% damaged reads (mean) in fasta file



Lengths = 60, 13.1% damaged reads (mean) in fasta file

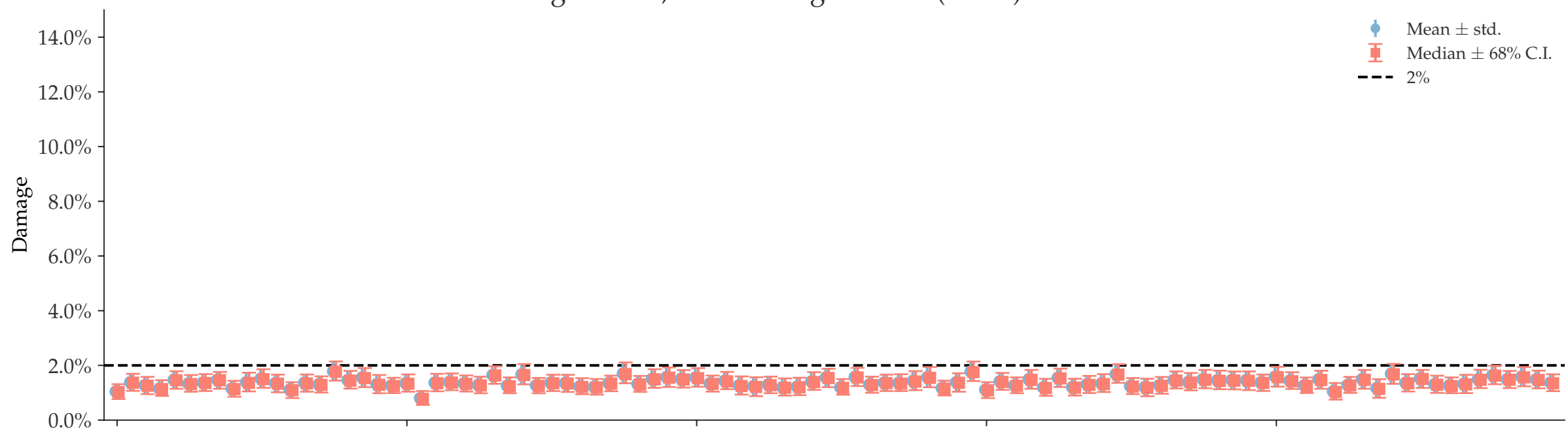


Lengths = 90, 18.5% damaged reads (mean) in fasta file

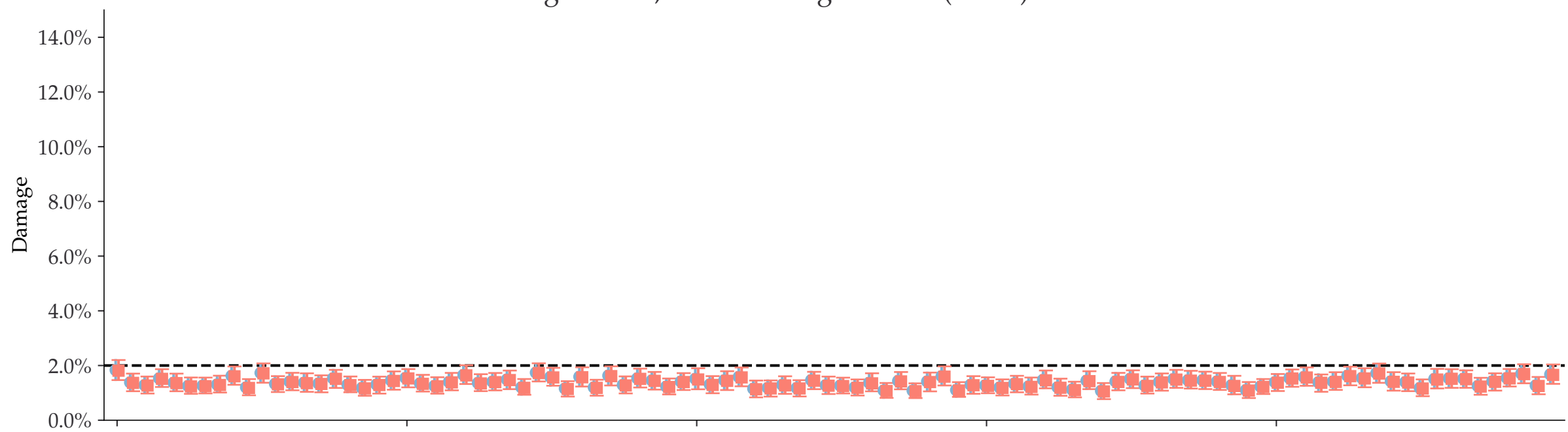


Individual damages:  
10000 reads  
Briggs damage = 0.047  
Damage percent = 2%

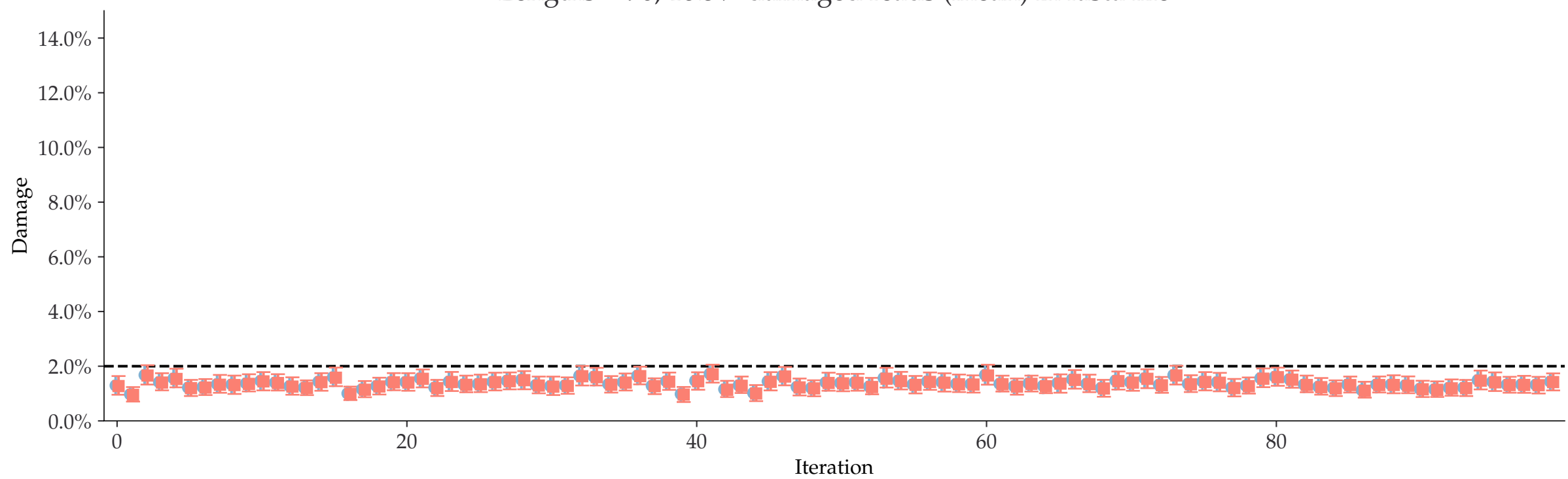
Lengths = 35, 8.5% damaged reads (mean) in fasta file



Lengths = 60, 13.2% damaged reads (mean) in fasta file

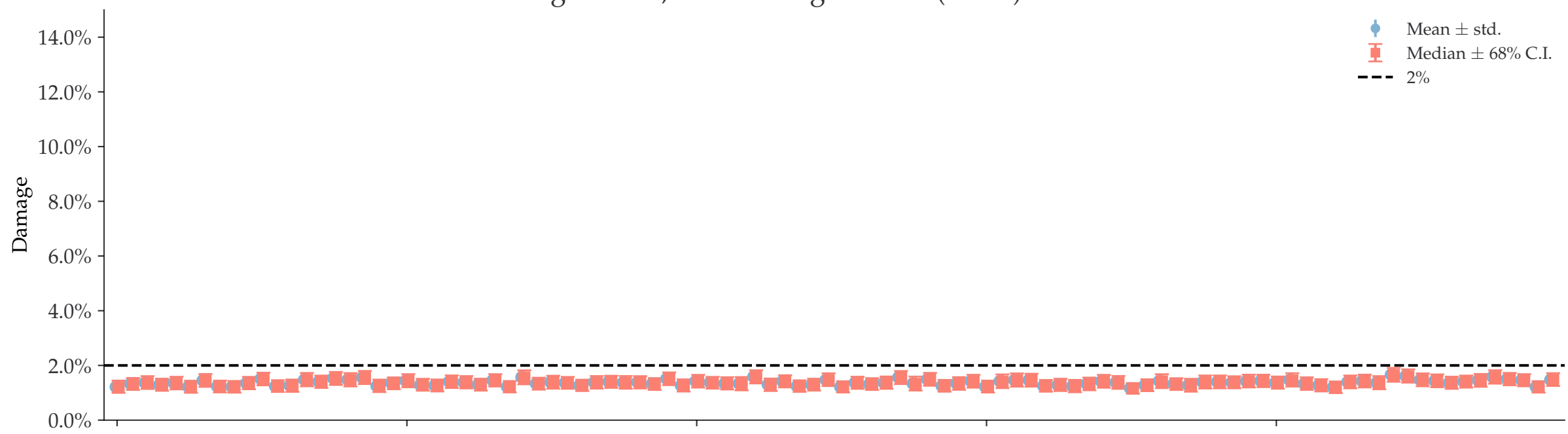


Lengths = 90, 18.5% damaged reads (mean) in fasta file

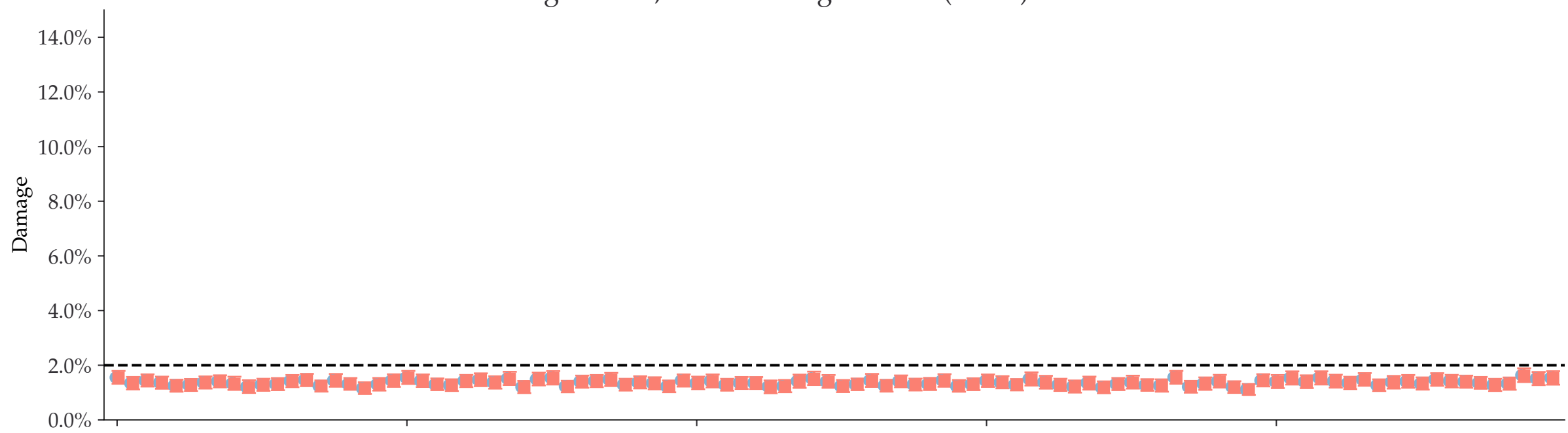


Individual damages:  
25000 reads  
Briggs damage = 0.047  
Damage percent = 2%

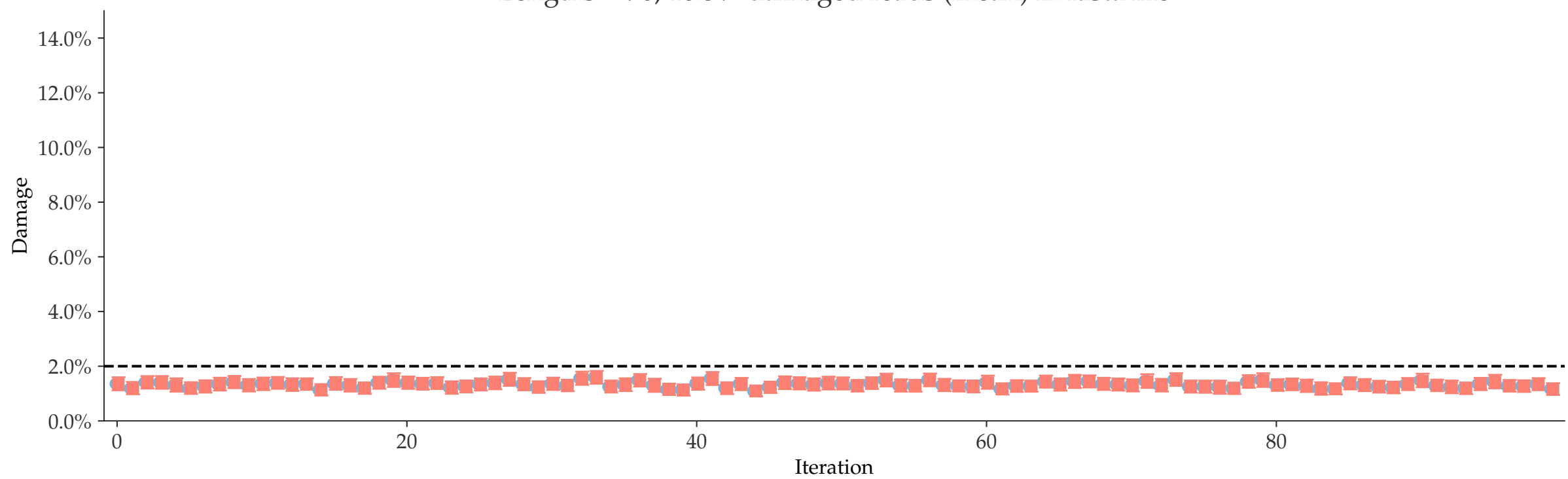
Lengths = 35, 8.6% damaged reads (mean) in fasta file



Lengths = 60, 13.2% damaged reads (mean) in fasta file

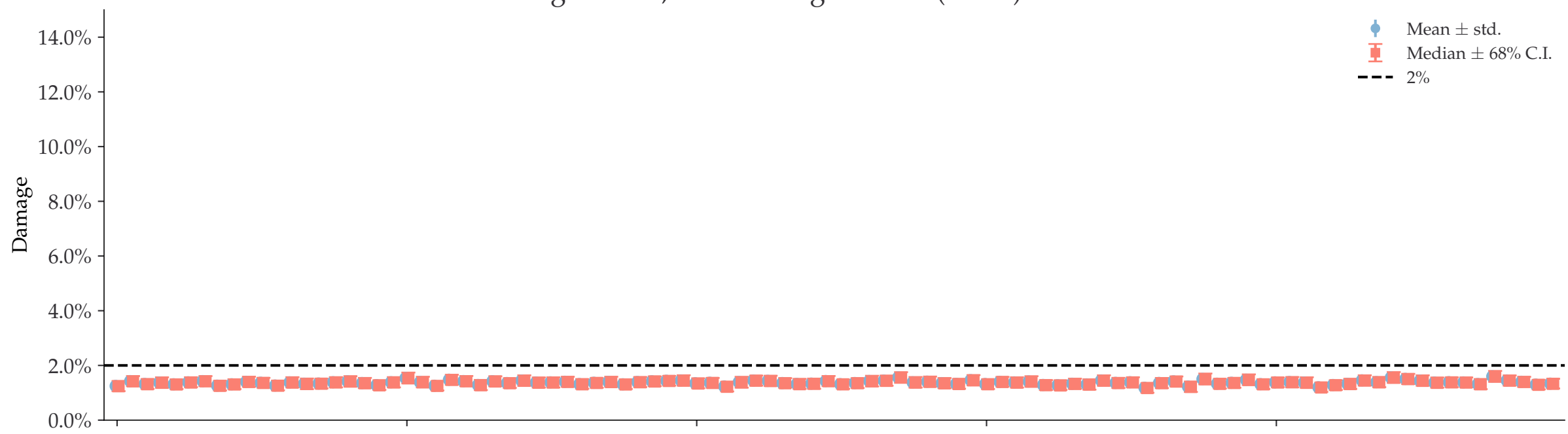


Lengths = 90, 18.5% damaged reads (mean) in fasta file

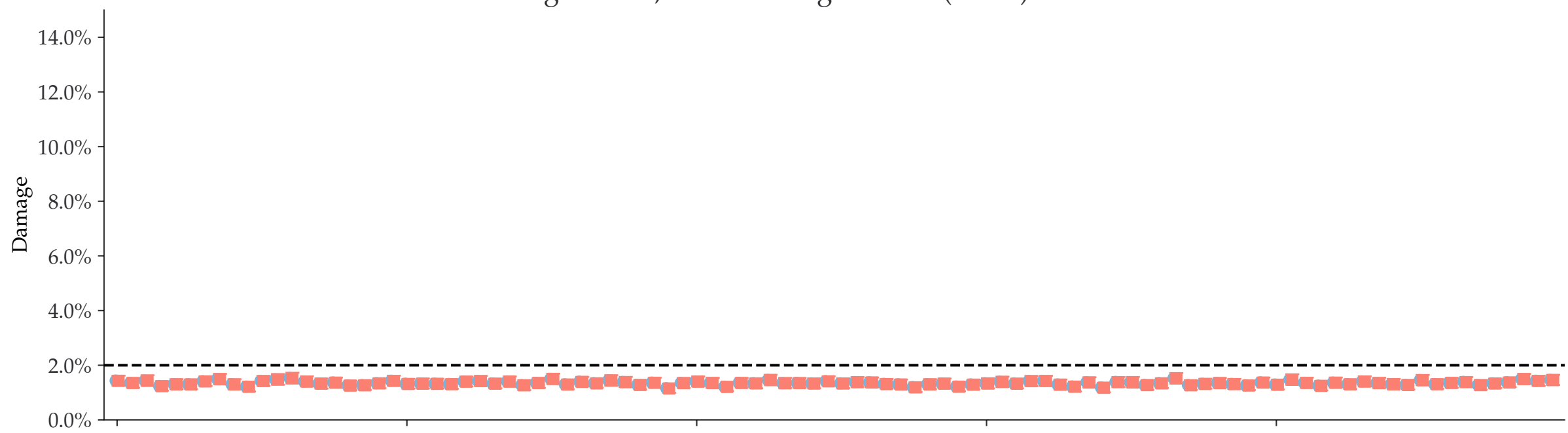


Individual damages:  
50000 reads  
Briggs damage = 0.047  
Damage percent = 2%

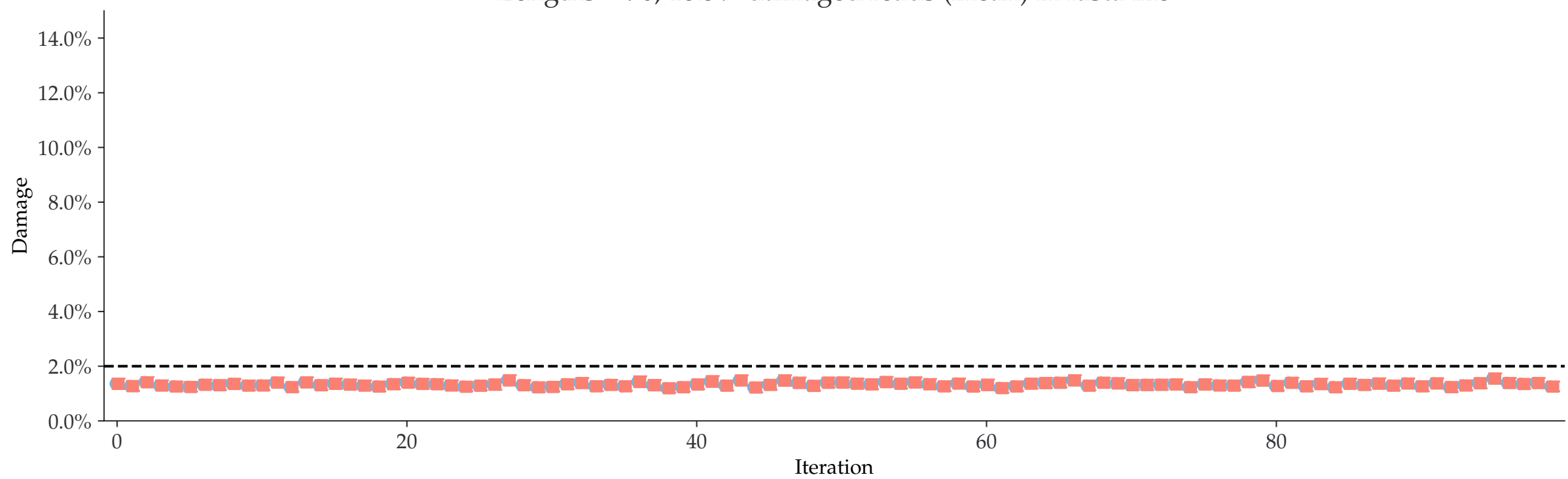
Lengths = 35, 8.5% damaged reads (mean) in fasta file



Lengths = 60, 13.2% damaged reads (mean) in fasta file

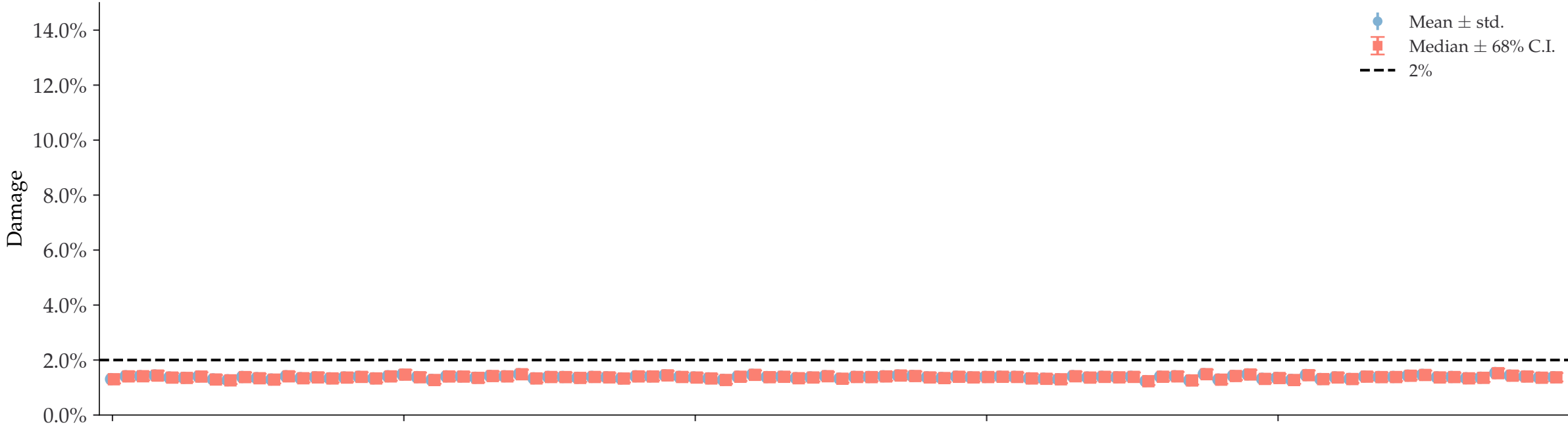


Lengths = 90, 18.5% damaged reads (mean) in fasta file

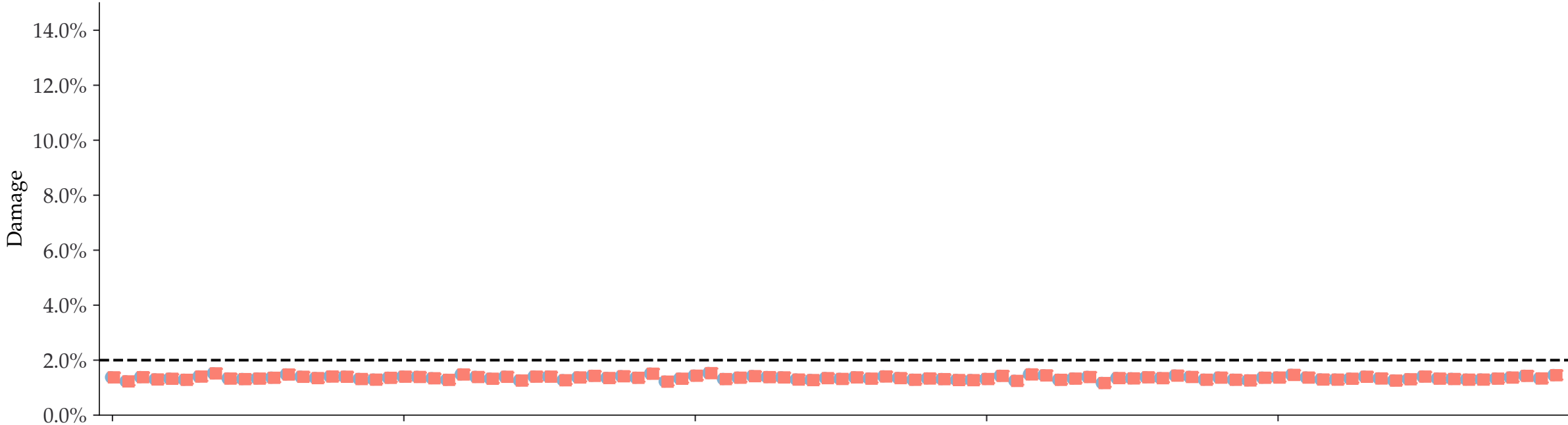


Individual damages:  
100000 reads  
Briggs damage = 0.047  
Damage percent = 2%

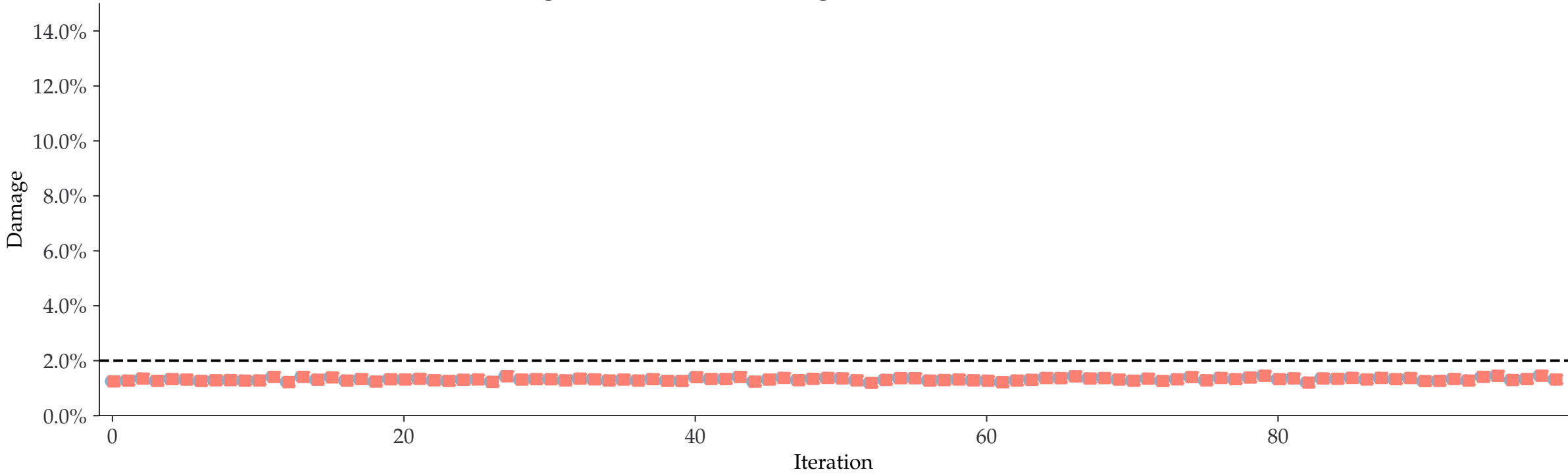
Lengths = 35, 8.6% damaged reads (mean) in fasta file



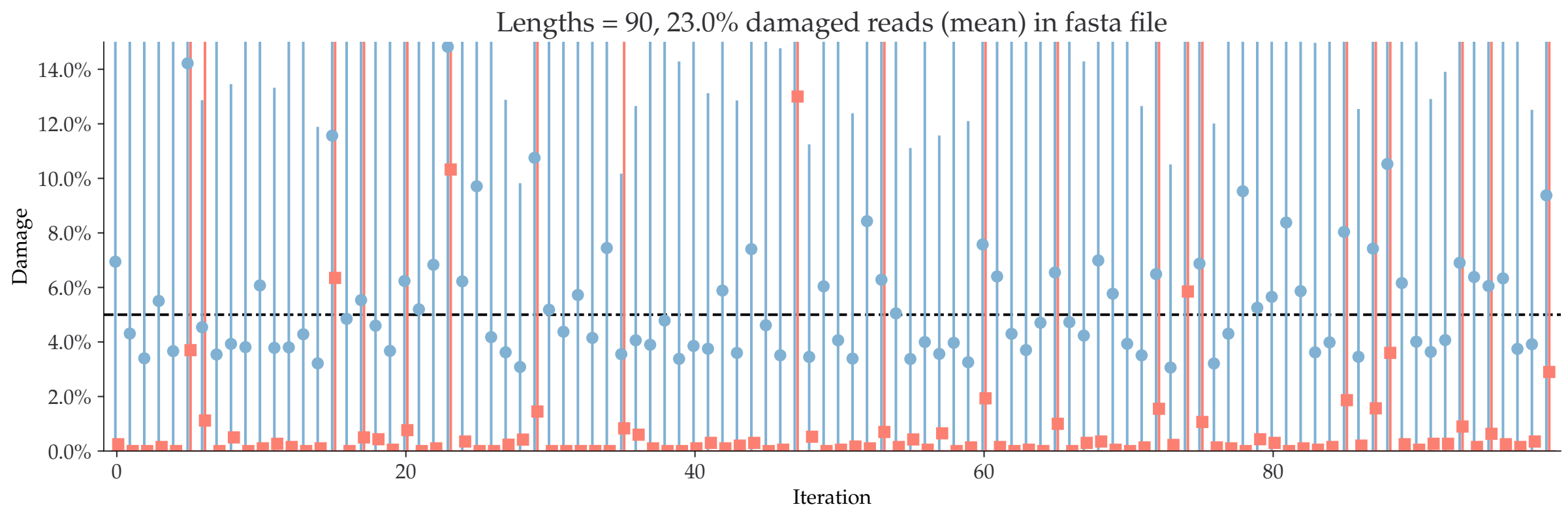
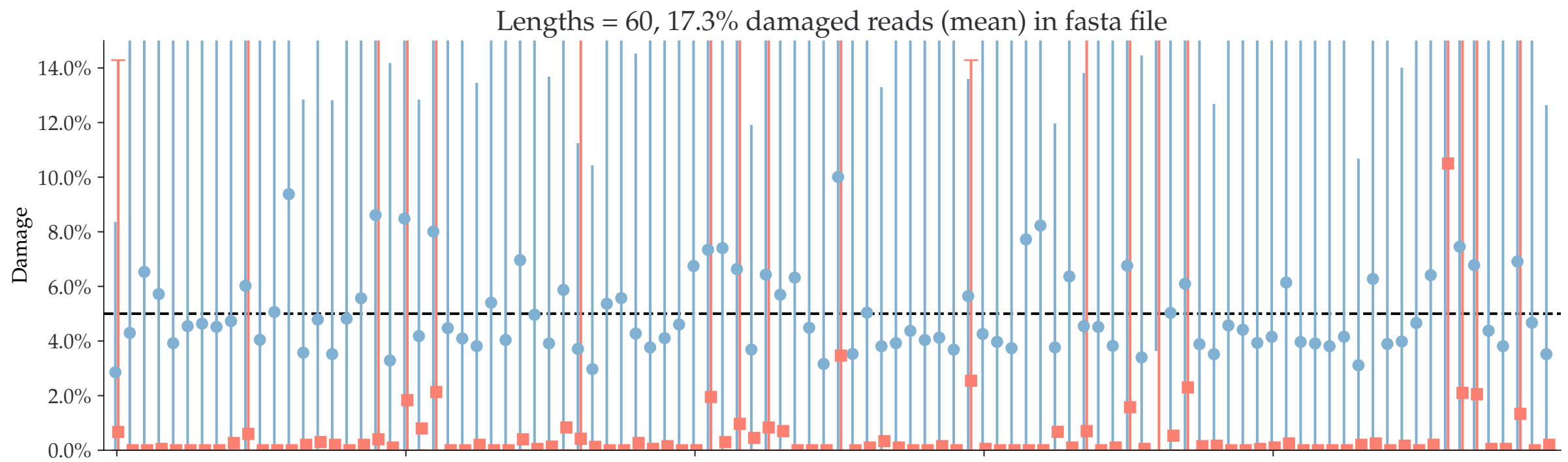
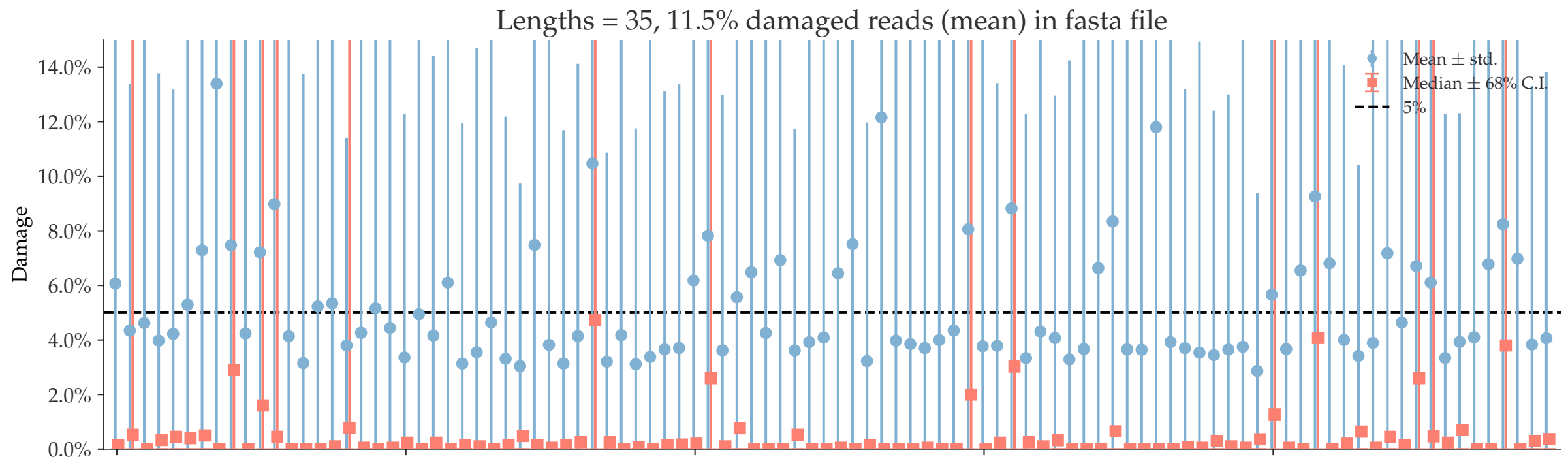
Lengths = 60, 13.2% damaged reads (mean) in fasta file



Lengths = 90, 18.5% damaged reads (mean) in fasta file

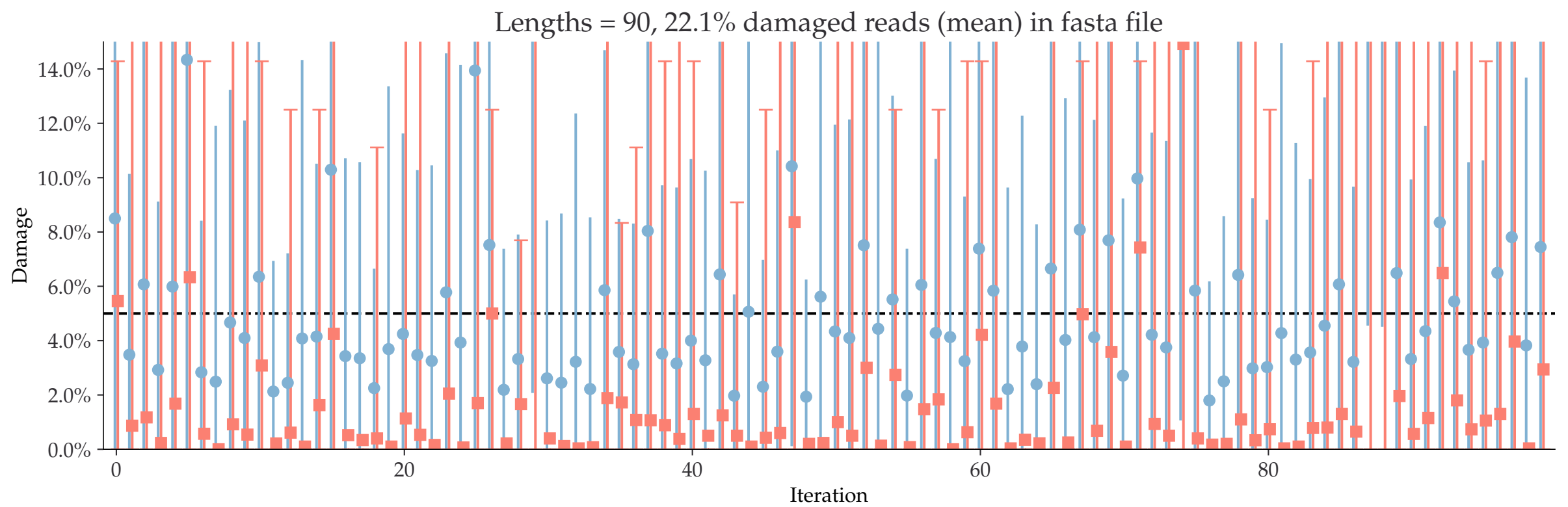
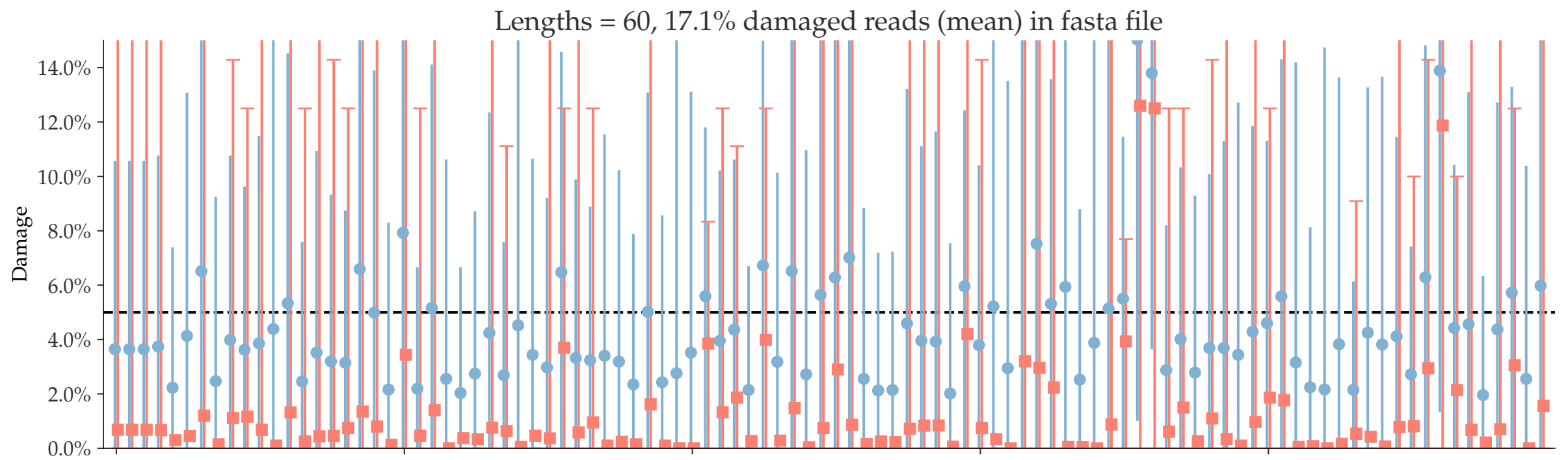
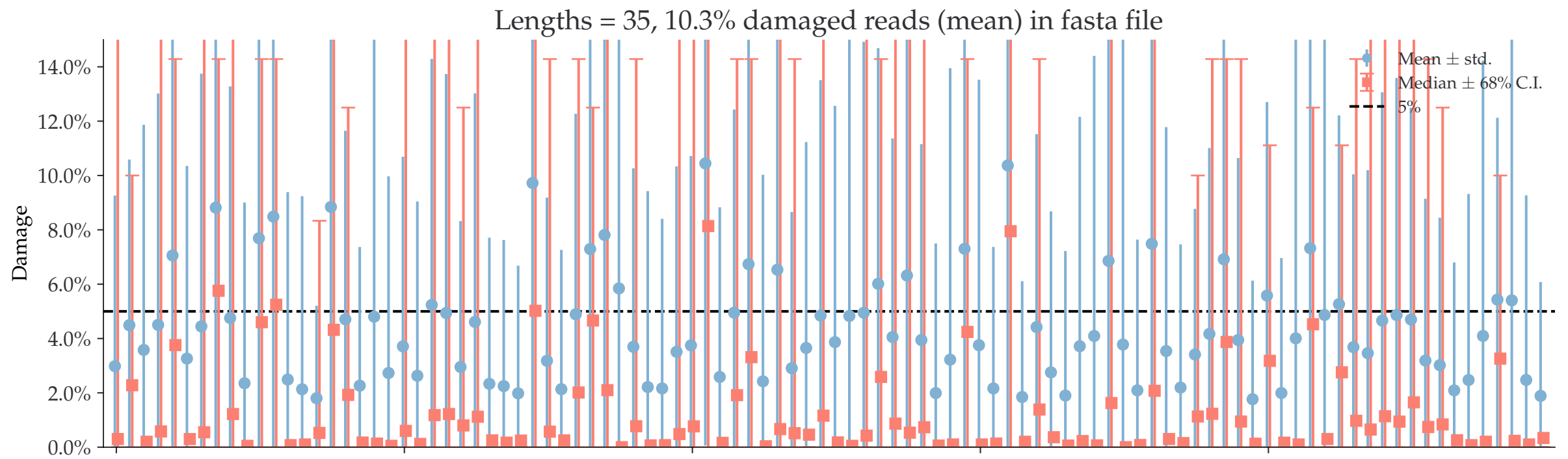


Individual damages:  
10 reads  
Briggs damage = 0.138  
Damage percent = 5%

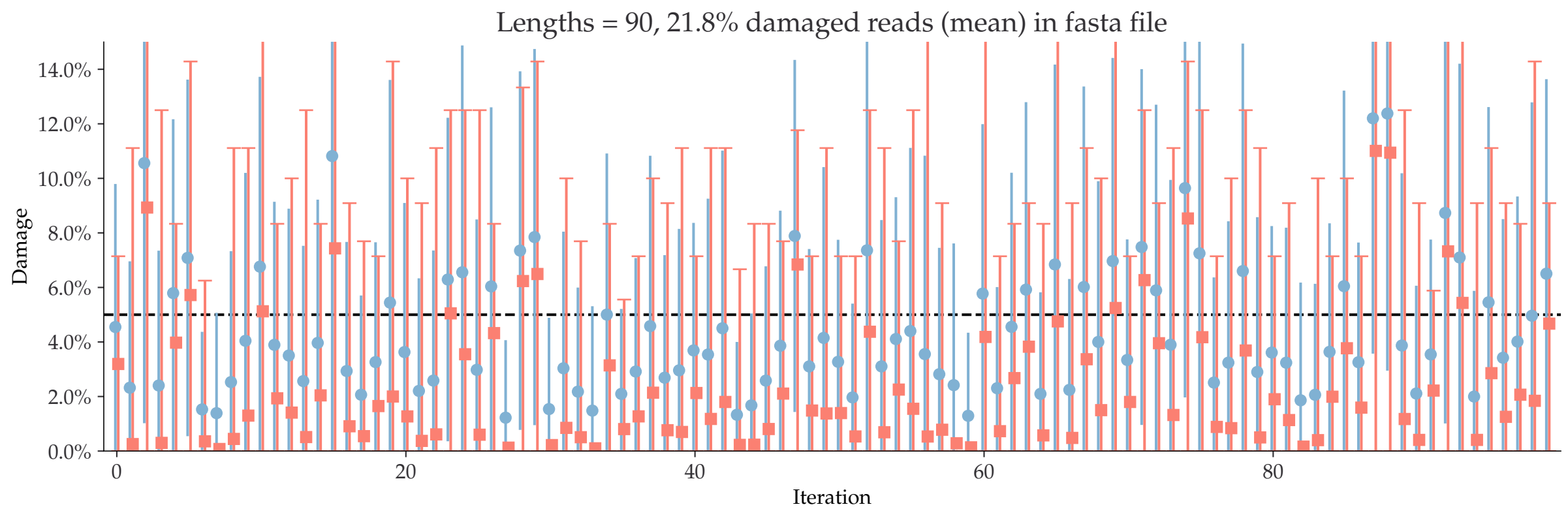
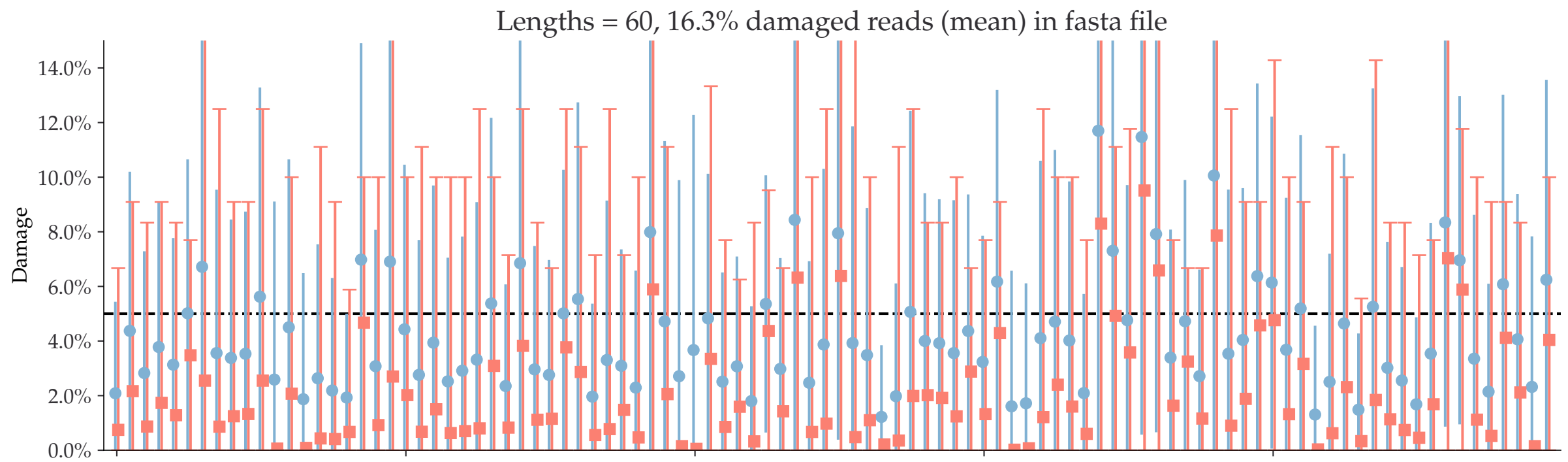
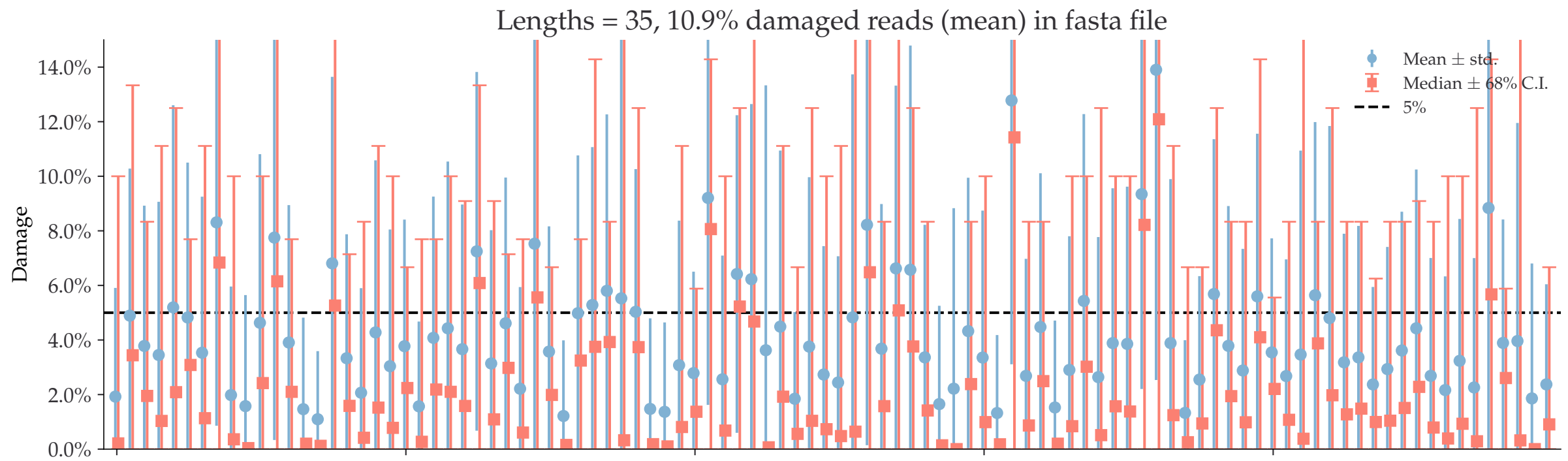




Individual damages:  
25 reads  
Briggs damage = 0.138  
Damage percent = 5%

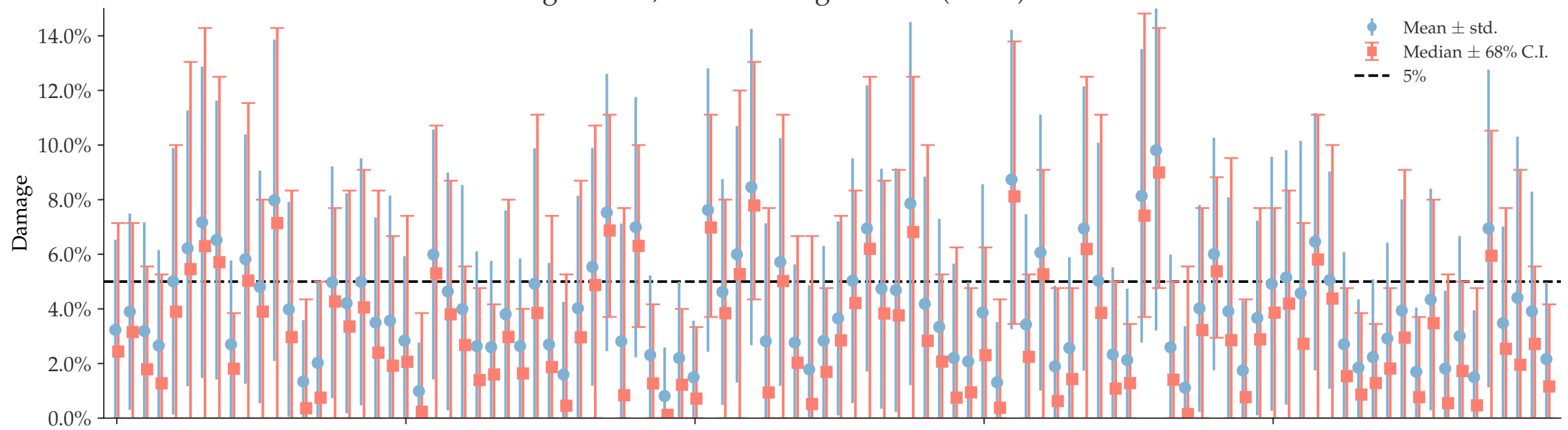


Individual damages:  
50 reads  
Briggs damage = 0.138  
Damage percent = 5%

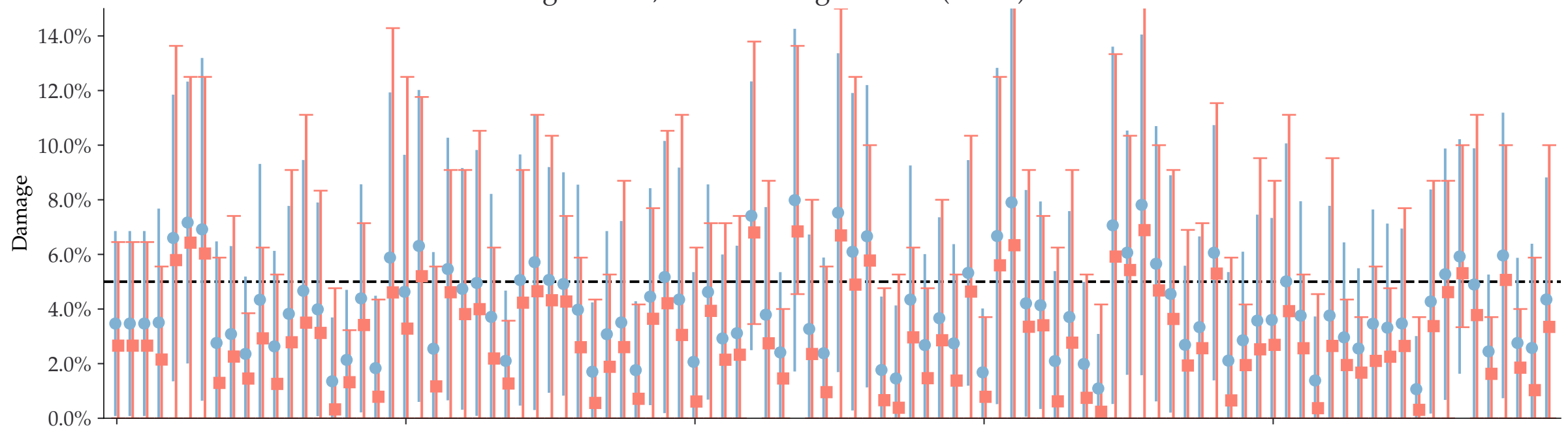


Individual damages:  
100 reads  
Briggs damage = 0.138  
Damage percent = 5%

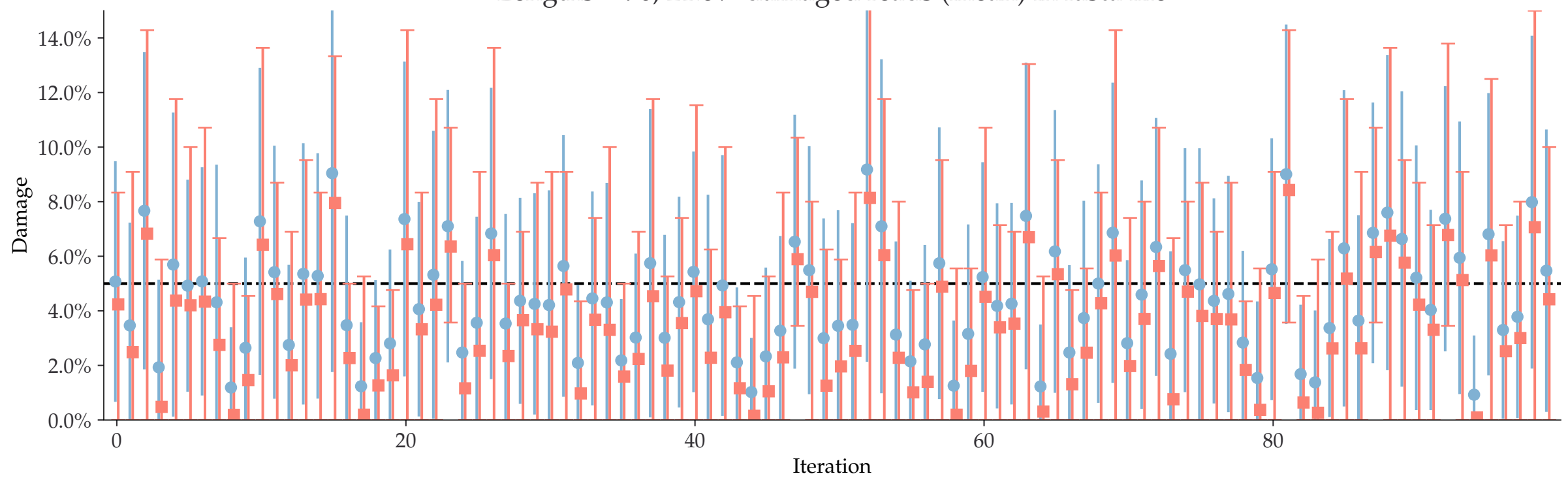
Lengths = 35, 11.7% damaged reads (mean) in fasta file



Lengths = 60, 16.5% damaged reads (mean) in fasta file

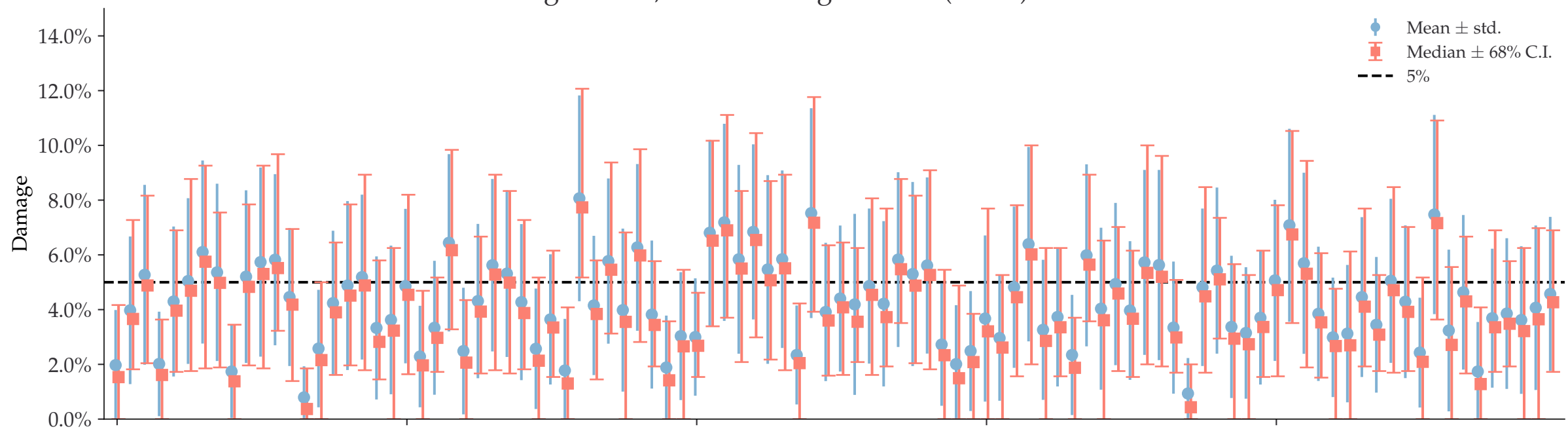


Lengths = 90, 21.8% damaged reads (mean) in fasta file

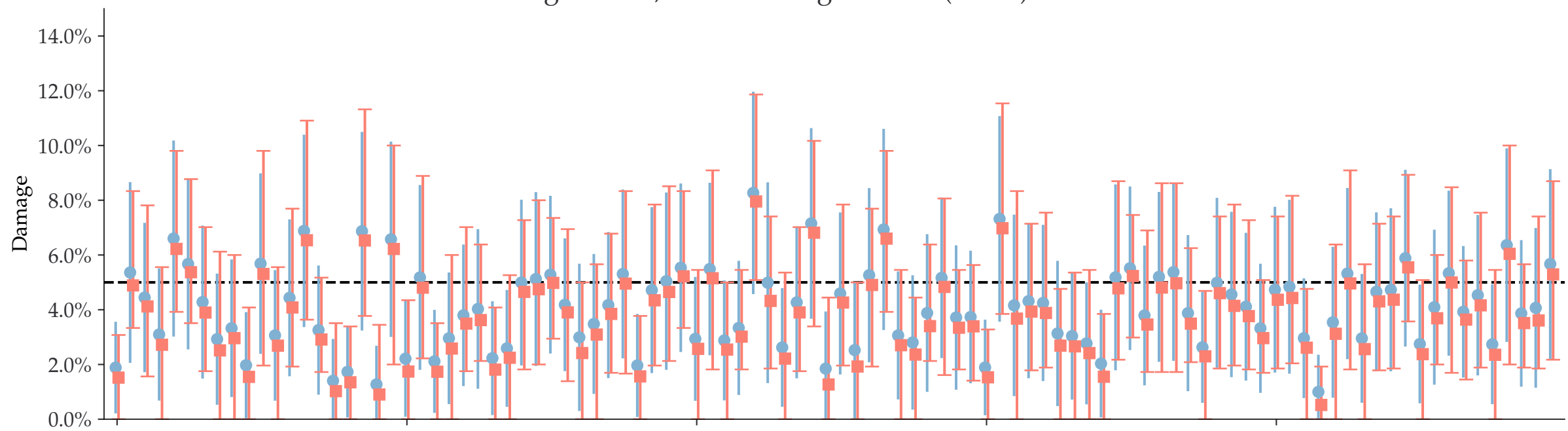


Individual damages:  
250 reads  
Briggs damage = 0.138  
Damage percent = 5%

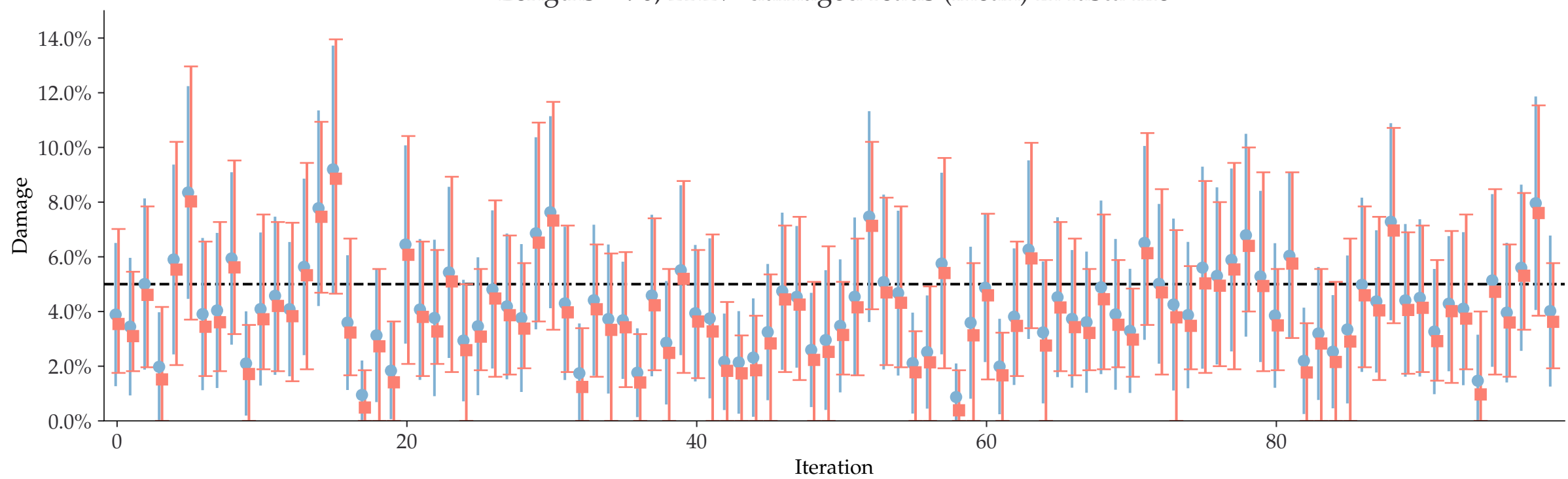
Lengths = 35, 11.7% damaged reads (mean) in fasta file



Lengths = 60, 16.0% damaged reads (mean) in fasta file

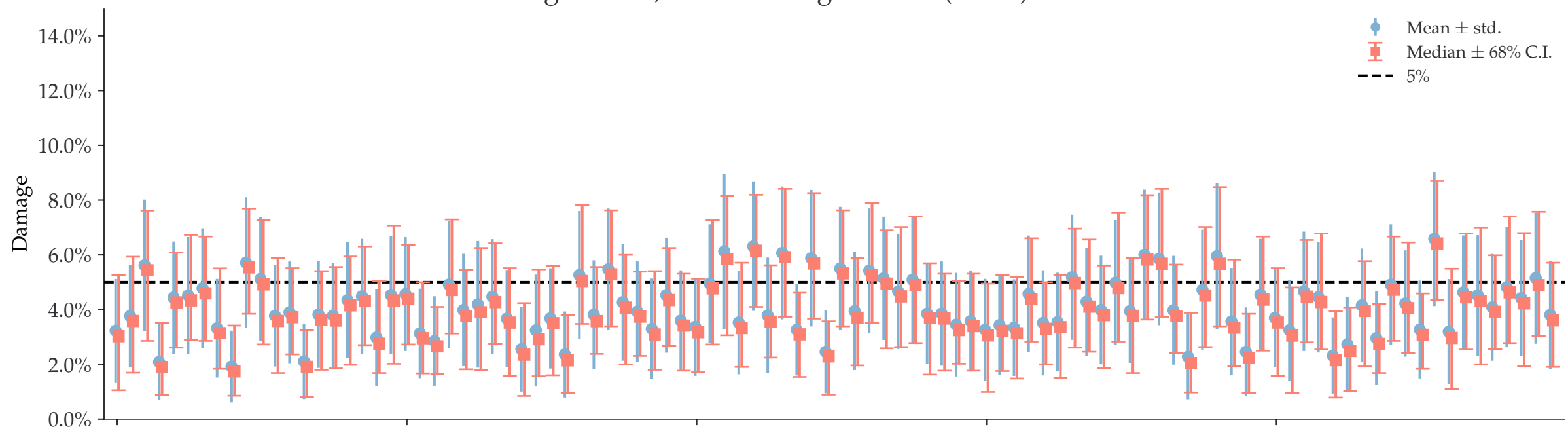


Lengths = 90, 21.2% damaged reads (mean) in fasta file

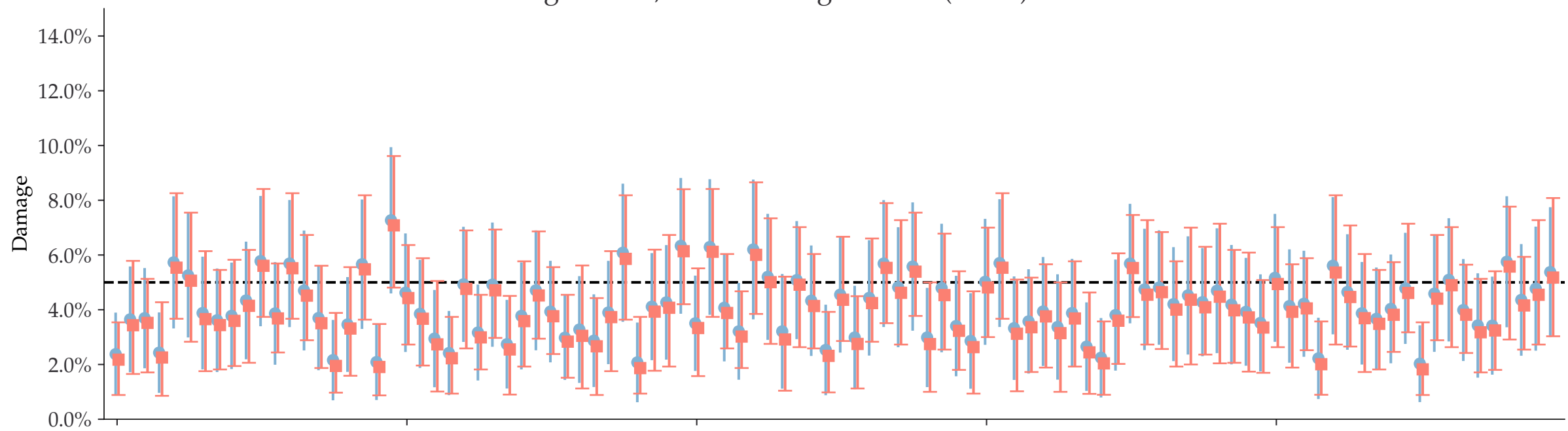


Individual damages:  
500 reads  
Briggs damage = 0.138  
Damage percent = 5%

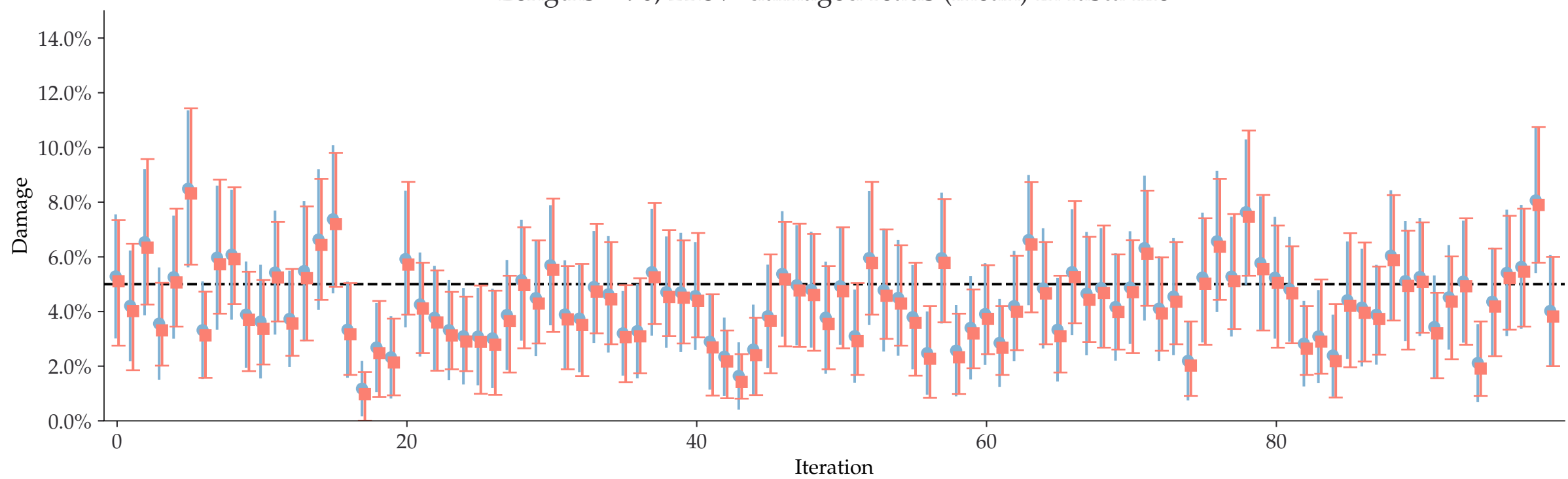
Lengths = 35, 11.5% damaged reads (mean) in fasta file



Lengths = 60, 16.2% damaged reads (mean) in fasta file

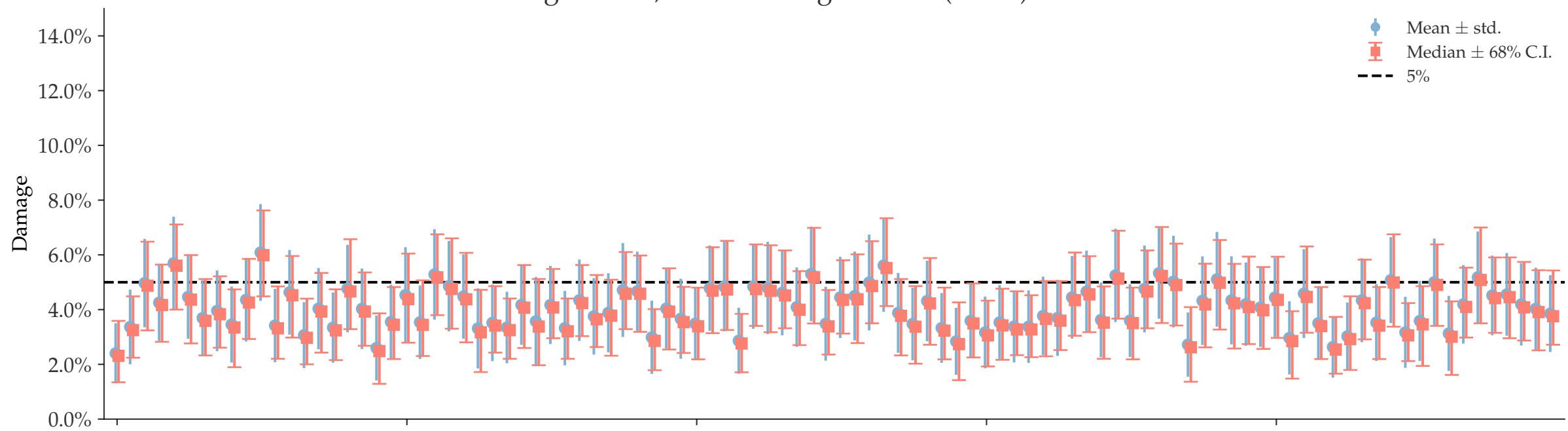


Lengths = 90, 21.3% damaged reads (mean) in fasta file

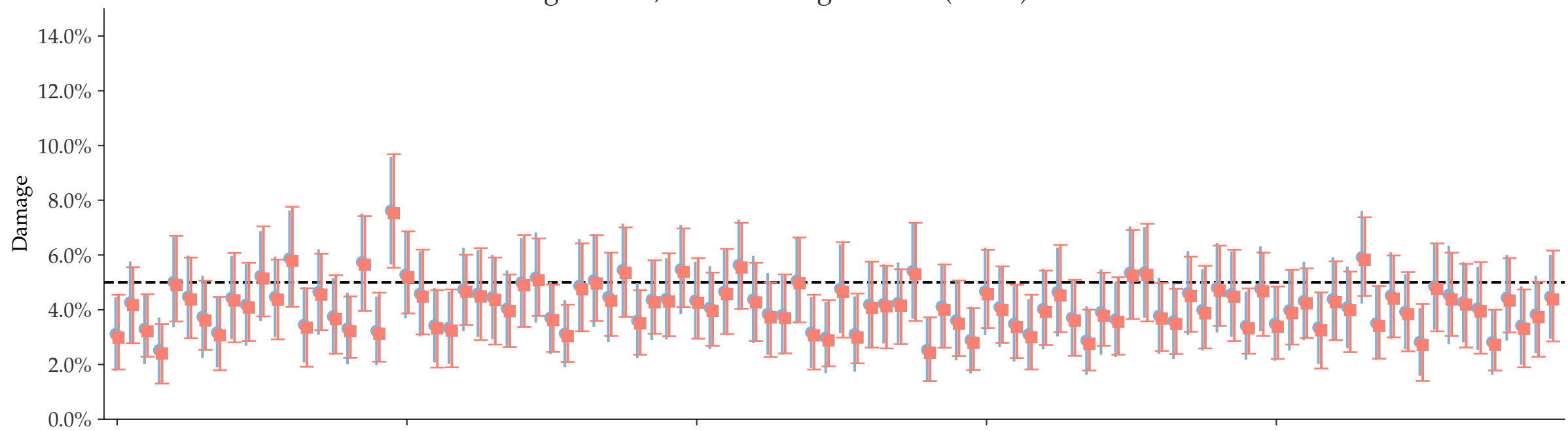


Individual damages:  
1000 reads  
Briggs damage = 0.138  
Damage percent = 5%

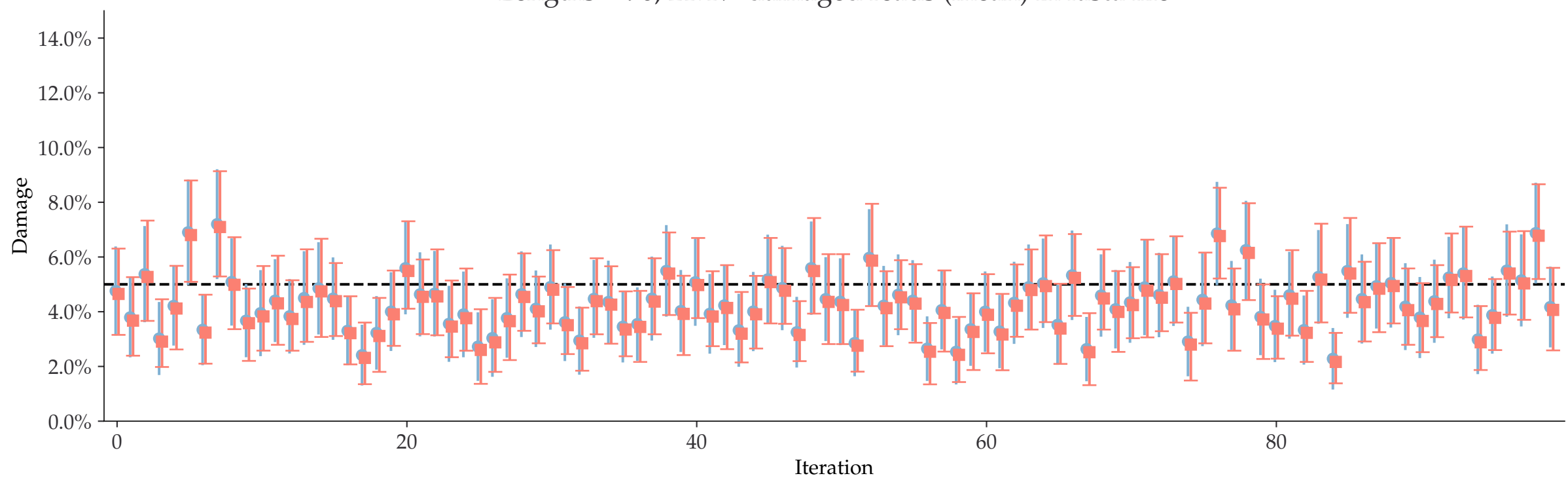
Lengths = 35, 11.5% damaged reads (mean) in fasta file



Lengths = 60, 16.1% damaged reads (mean) in fasta file

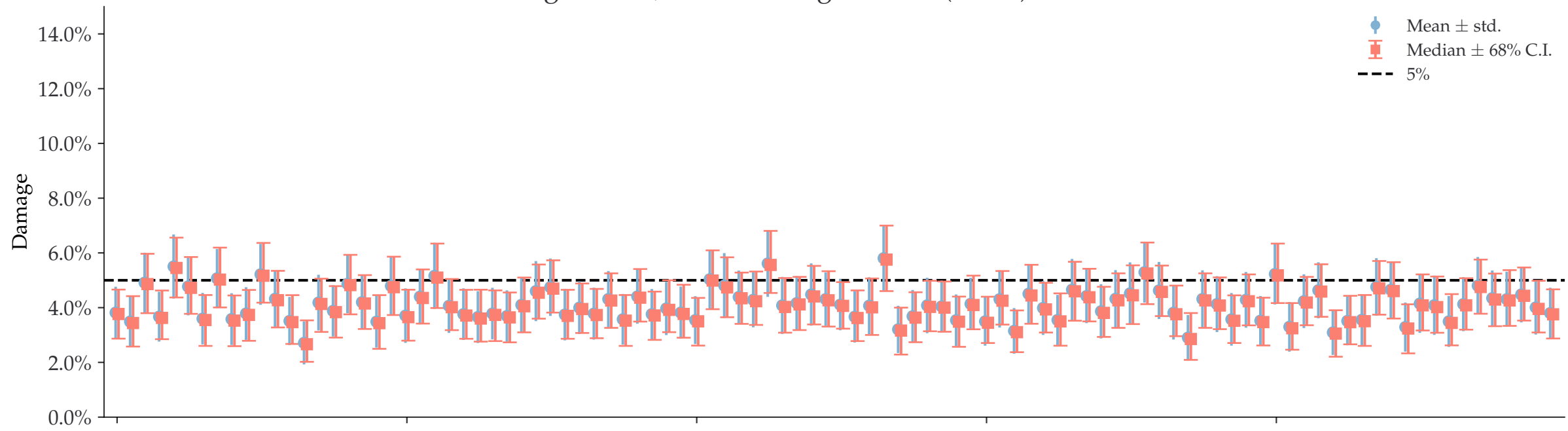


Lengths = 90, 21.4% damaged reads (mean) in fasta file

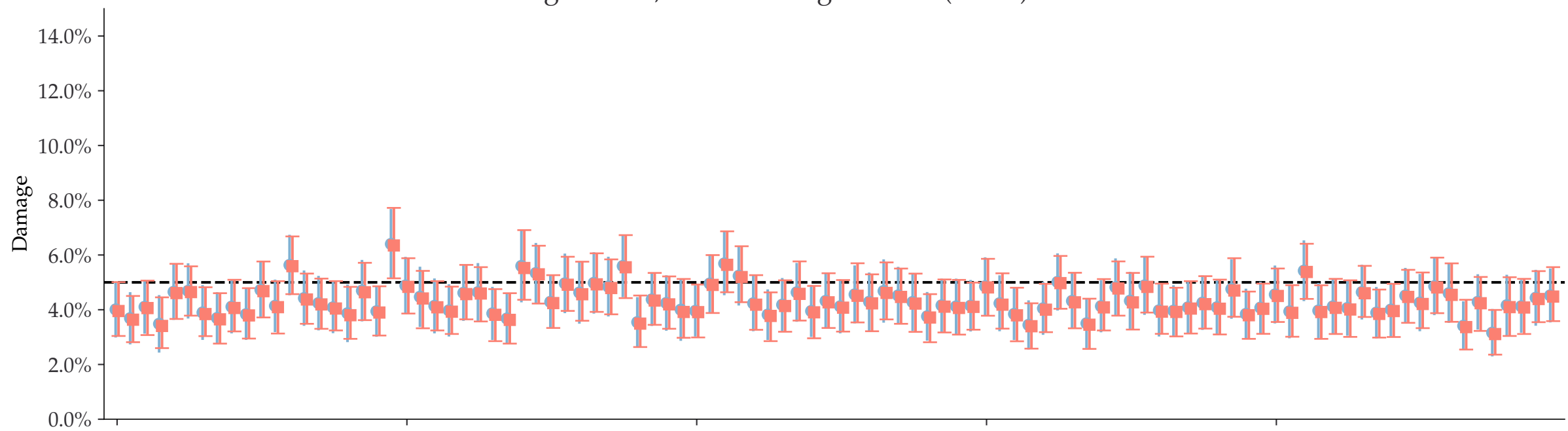


Individual damages:  
2500 reads  
Briggs damage = 0.138  
Damage percent = 5%

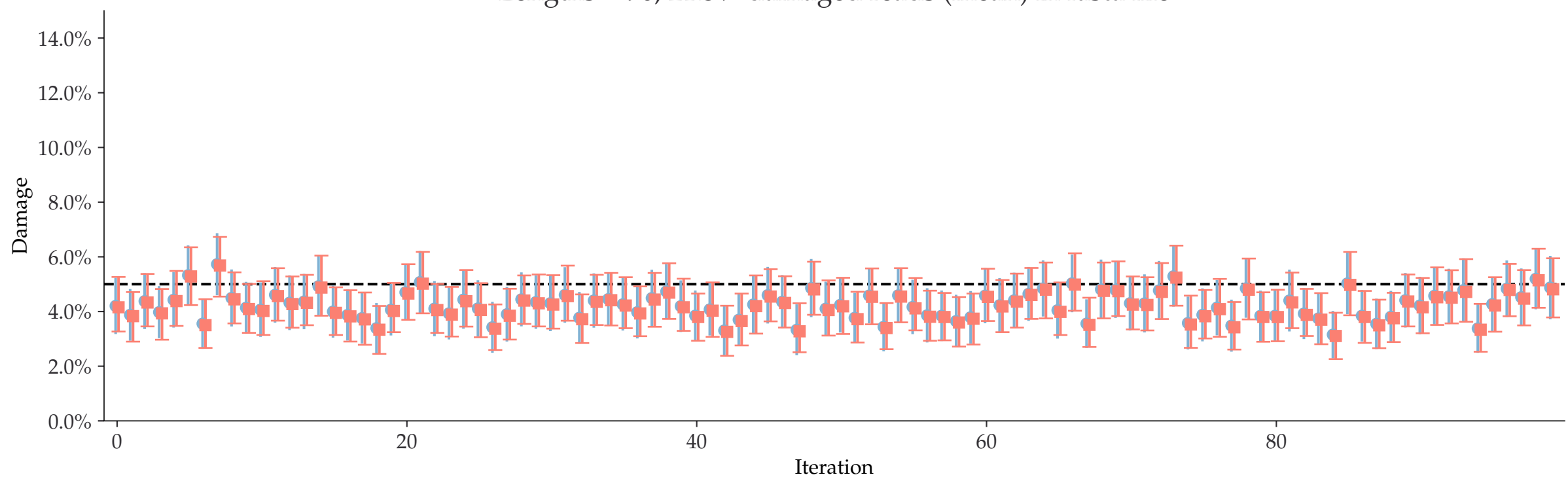
Lengths = 35, 11.7% damaged reads (mean) in fasta file



Lengths = 60, 16.1% damaged reads (mean) in fasta file

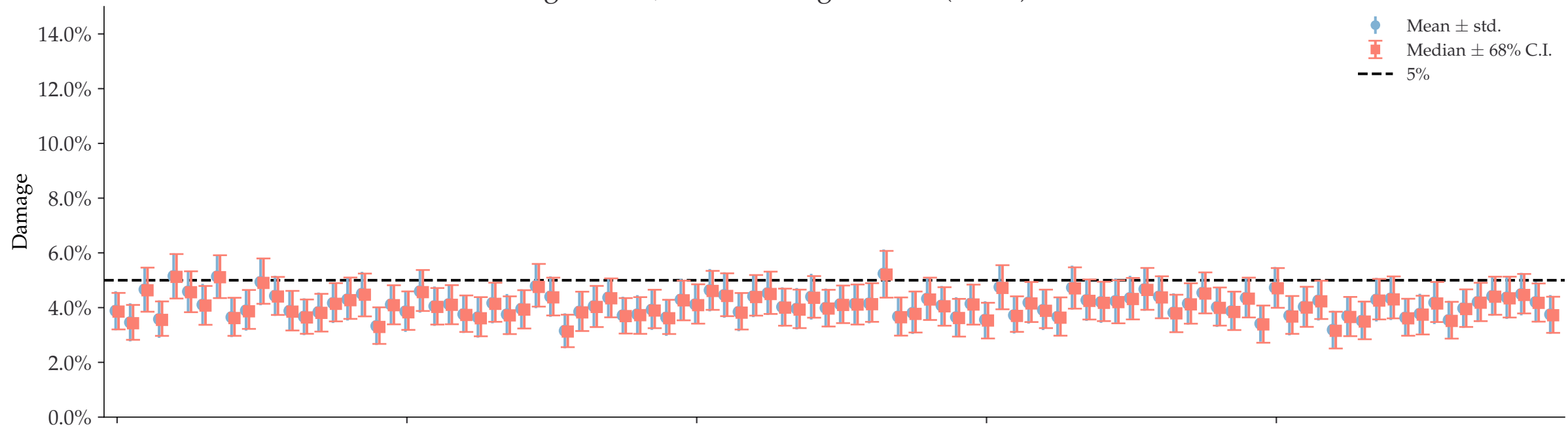


Lengths = 90, 21.3% damaged reads (mean) in fasta file

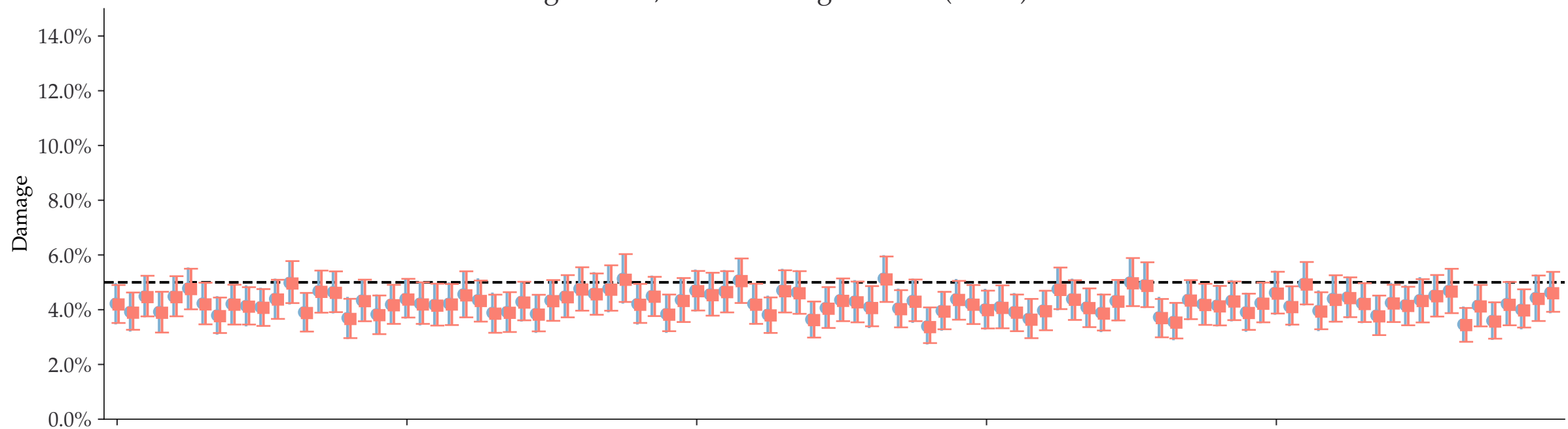


Individual damages:  
5000 reads  
Briggs damage = 0.138  
Damage percent = 5%

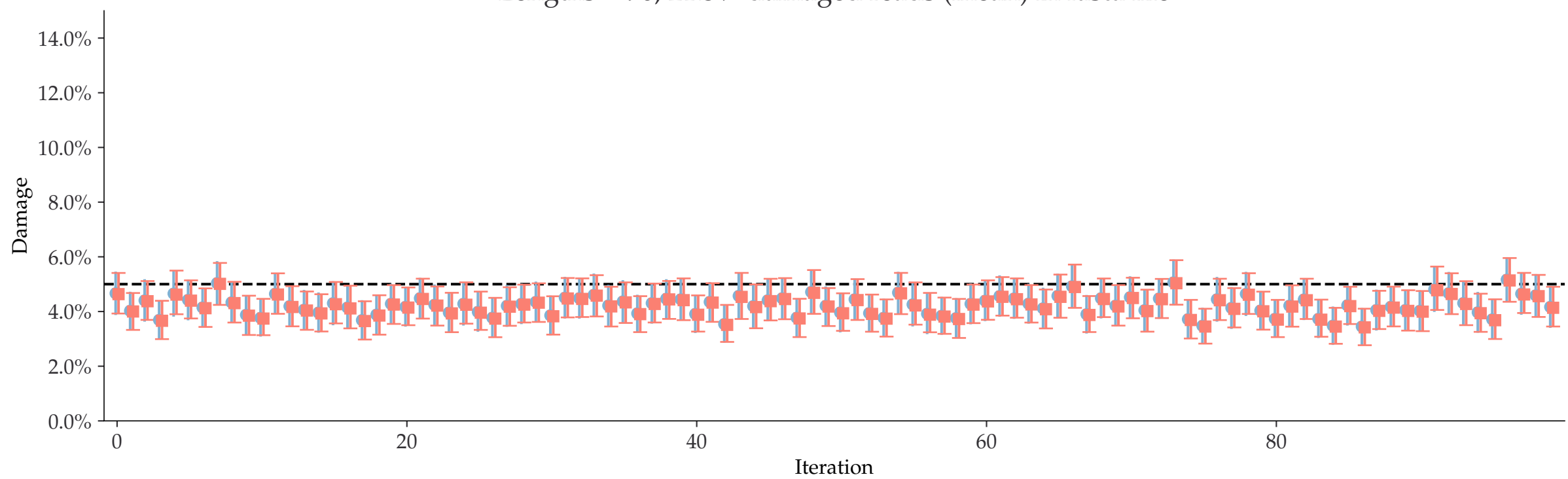
Lengths = 35, 11.7% damaged reads (mean) in fasta file



Lengths = 60, 16.0% damaged reads (mean) in fasta file



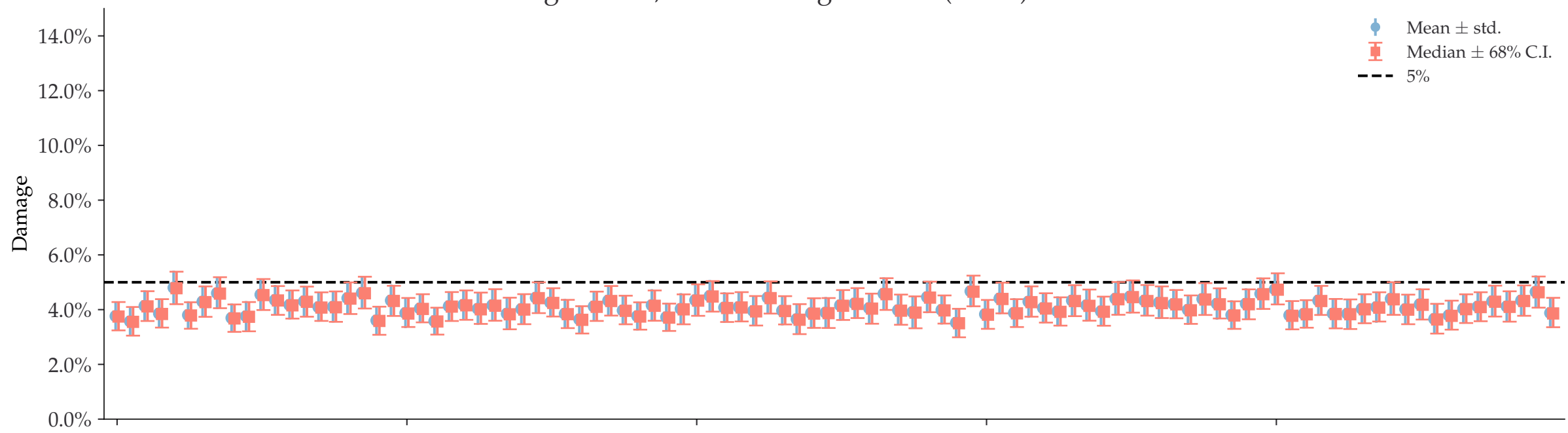
Lengths = 90, 21.3% damaged reads (mean) in fasta file



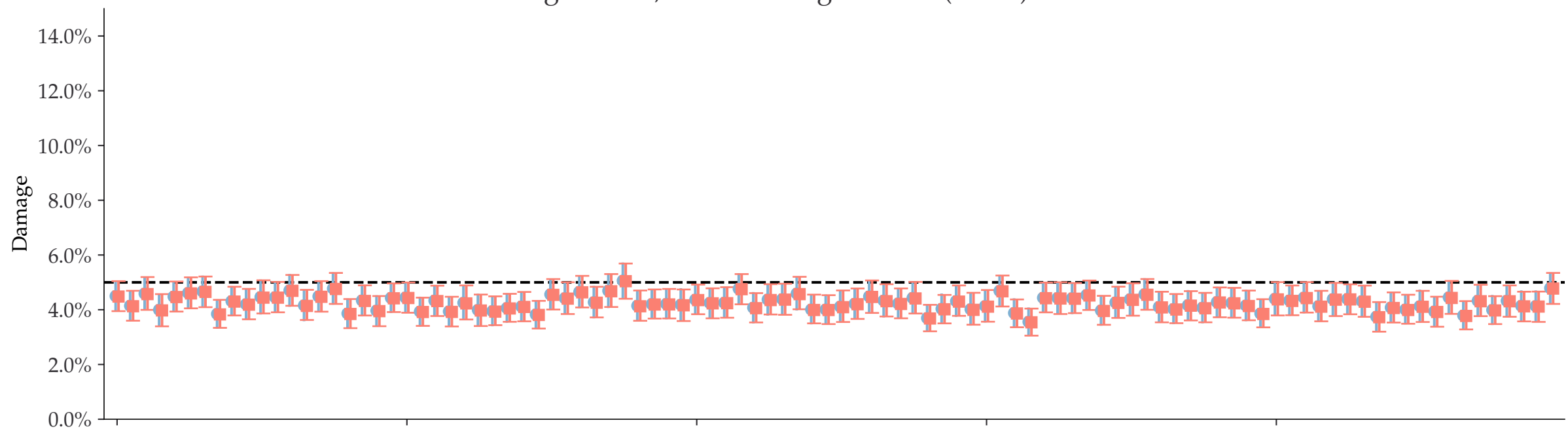


Individual damages:  
10000 reads  
Briggs damage = 0.138  
Damage percent = 5%

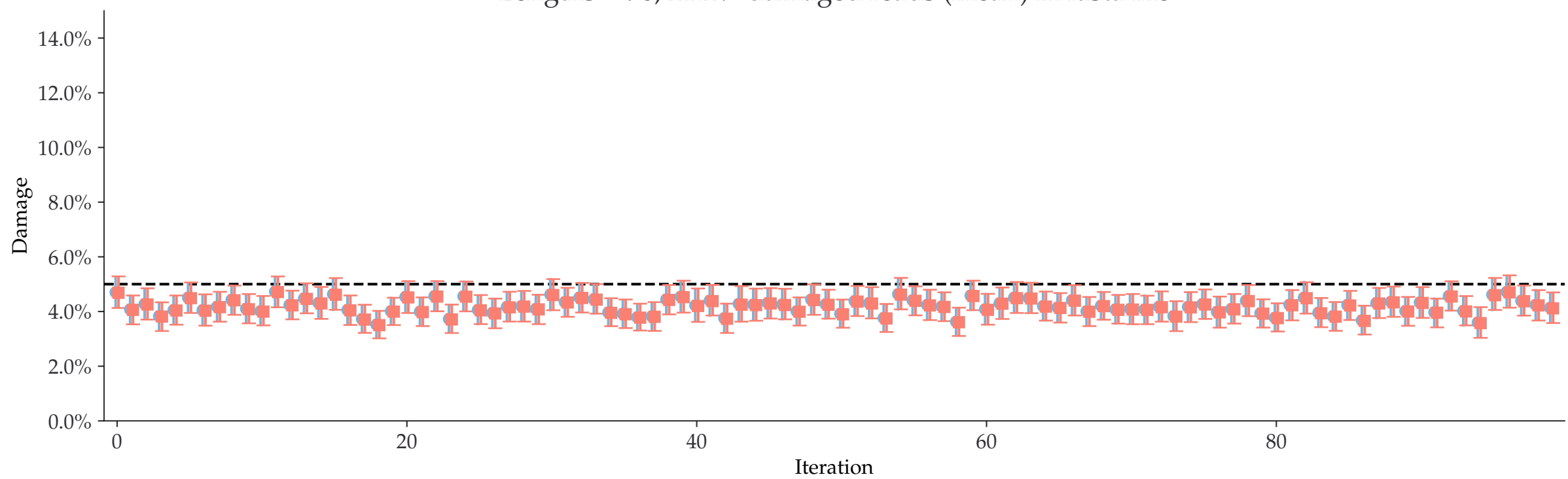
Lengths = 35, 11.7% damaged reads (mean) in fasta file



Lengths = 60, 16.1% damaged reads (mean) in fasta file

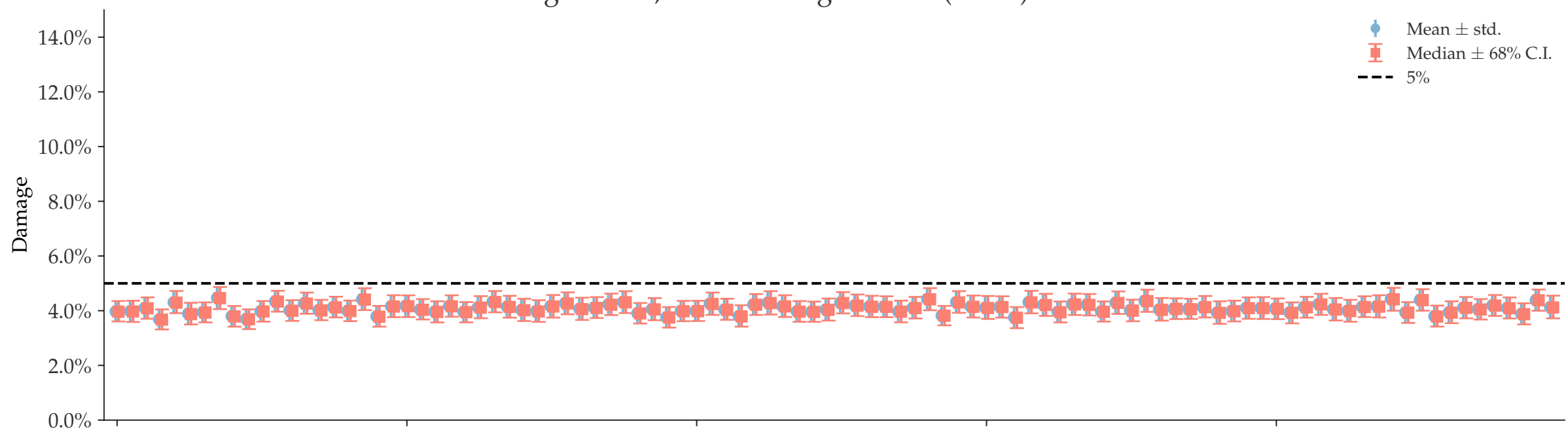


Lengths = 90, 21.2% damaged reads (mean) in fasta file

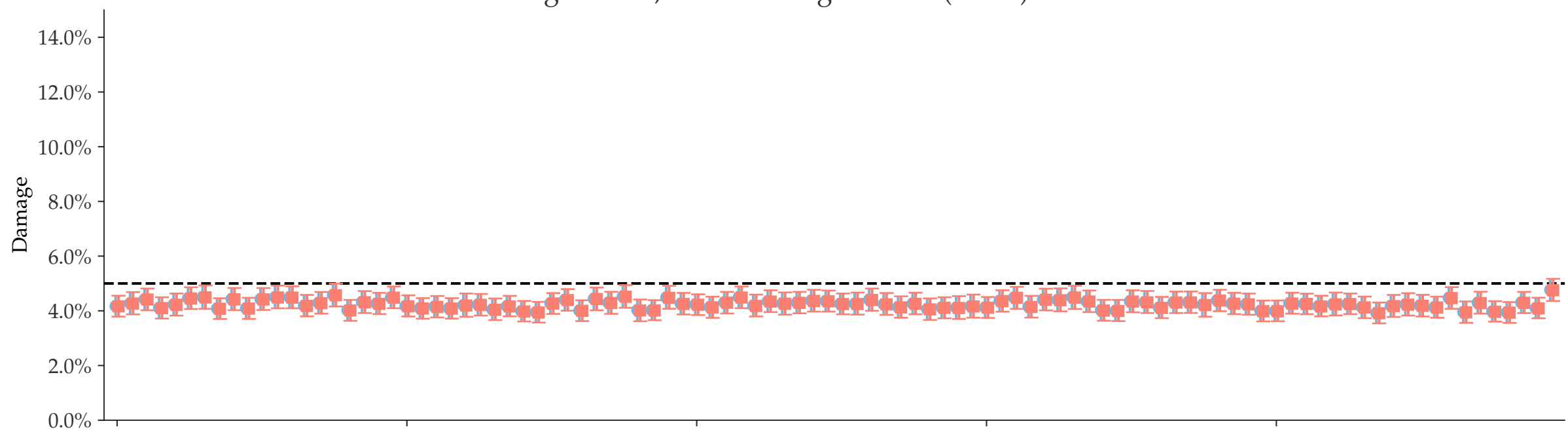


Individual damages:  
25000 reads  
Briggs damage = 0.138  
Damage percent = 5%

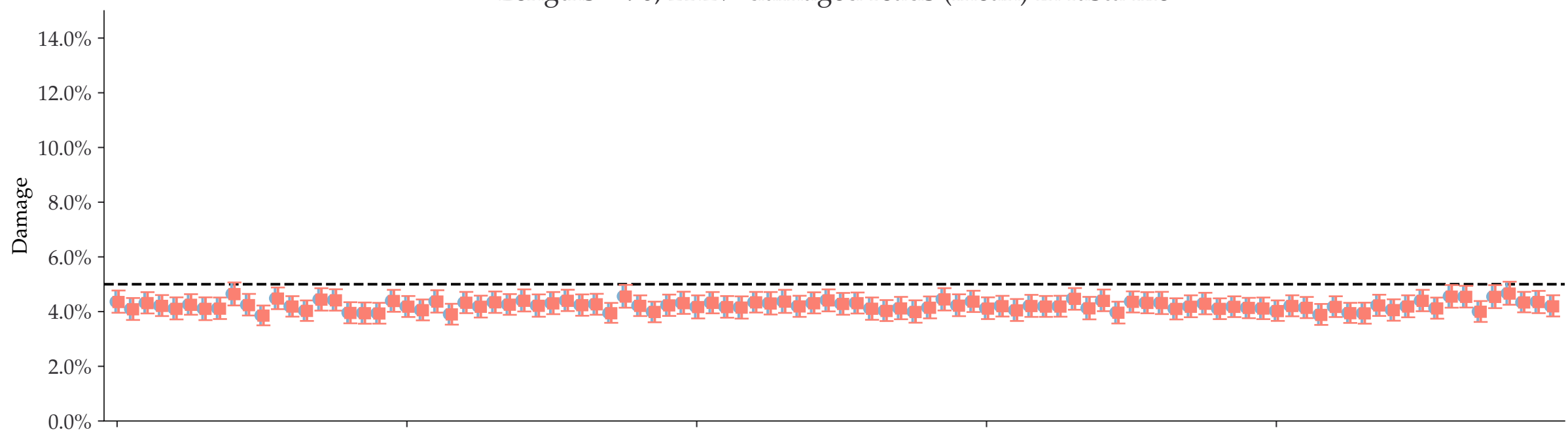
Lengths = 35, 11.6% damaged reads (mean) in fasta file



Lengths = 60, 16.1% damaged reads (mean) in fasta file



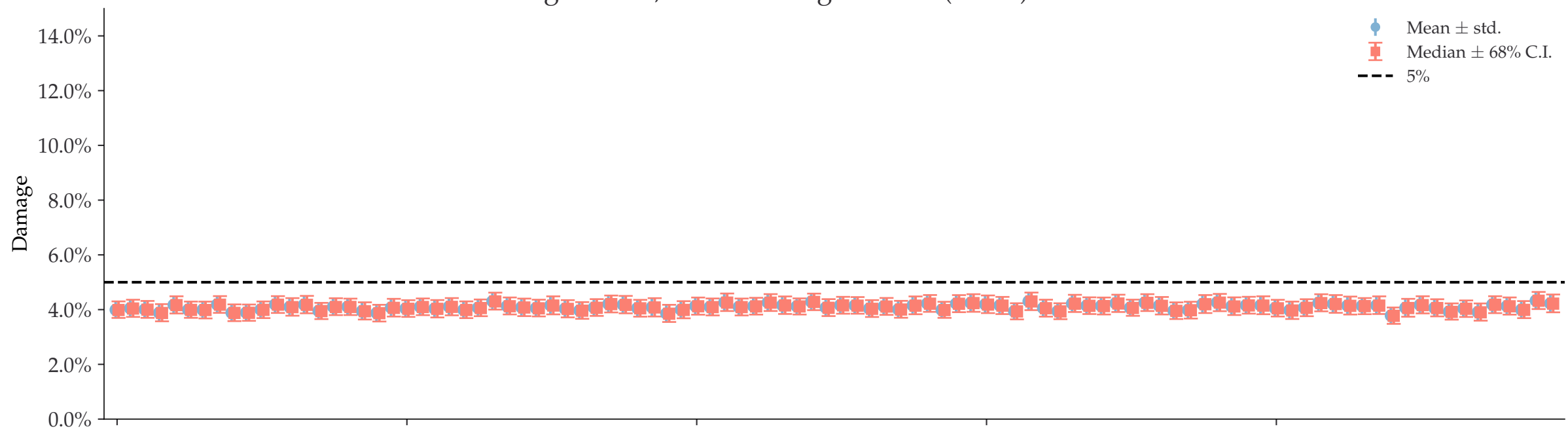
Lengths = 90, 21.2% damaged reads (mean) in fasta file



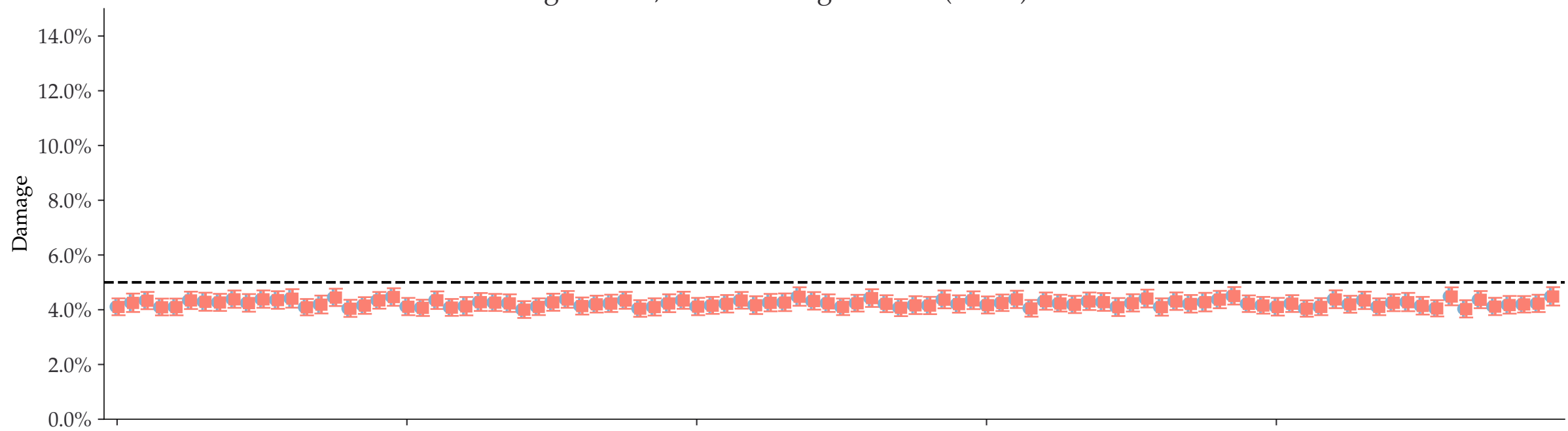
Iteration

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

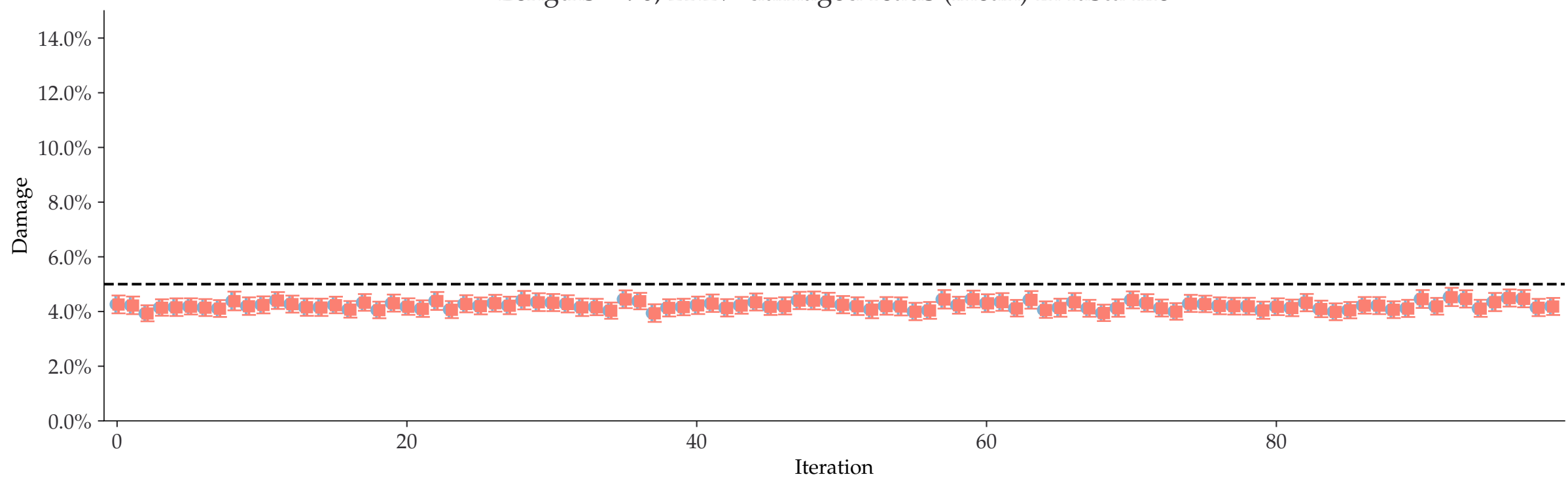
Lengths = 35, 11.6% damaged reads (mean) in fasta file



Lengths = 60, 16.0% damaged reads (mean) in fasta file

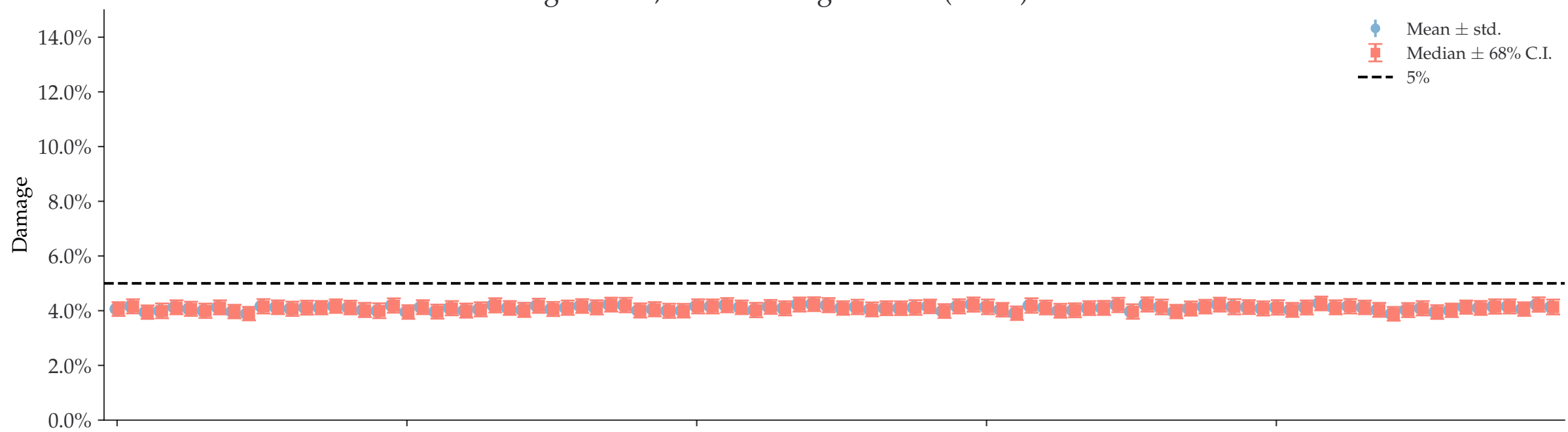


Lengths = 90, 21.2% damaged reads (mean) in fasta file

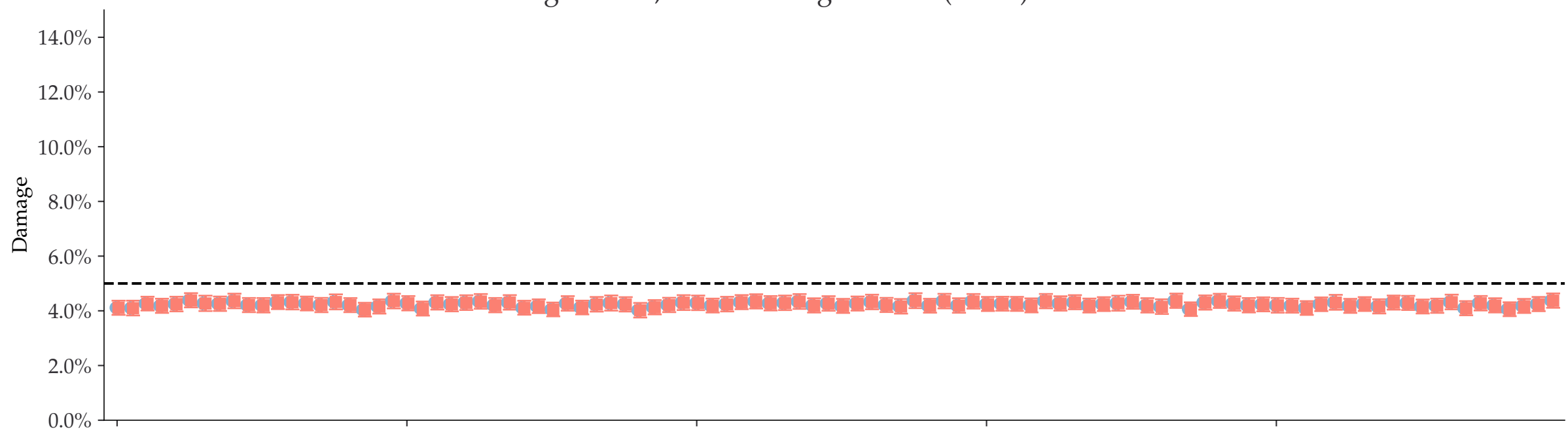


Individual damages:  
100000 reads  
Briggs damage = 0.138  
Damage percent = 5%

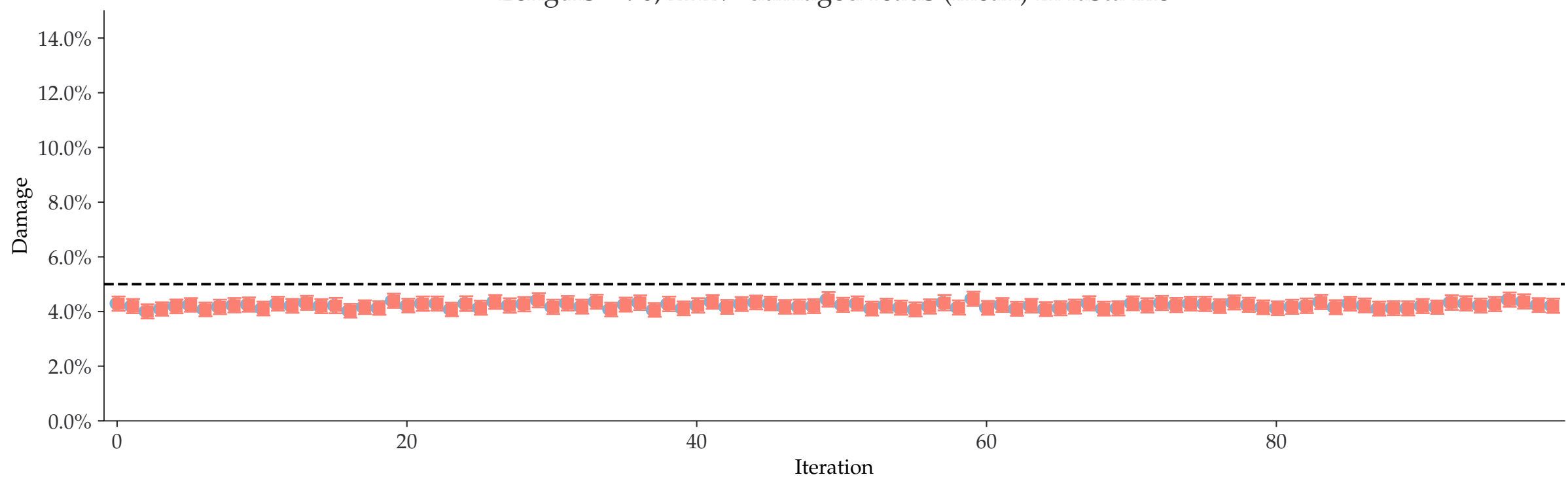
Lengths = 35, 11.6% damaged reads (mean) in fasta file



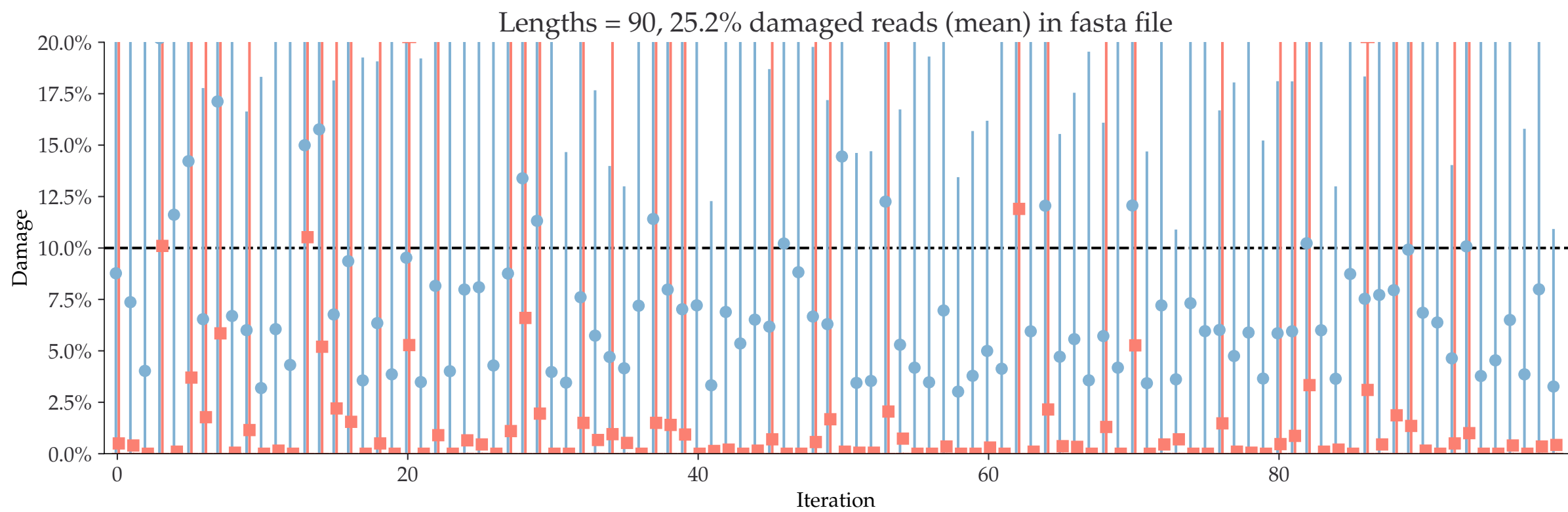
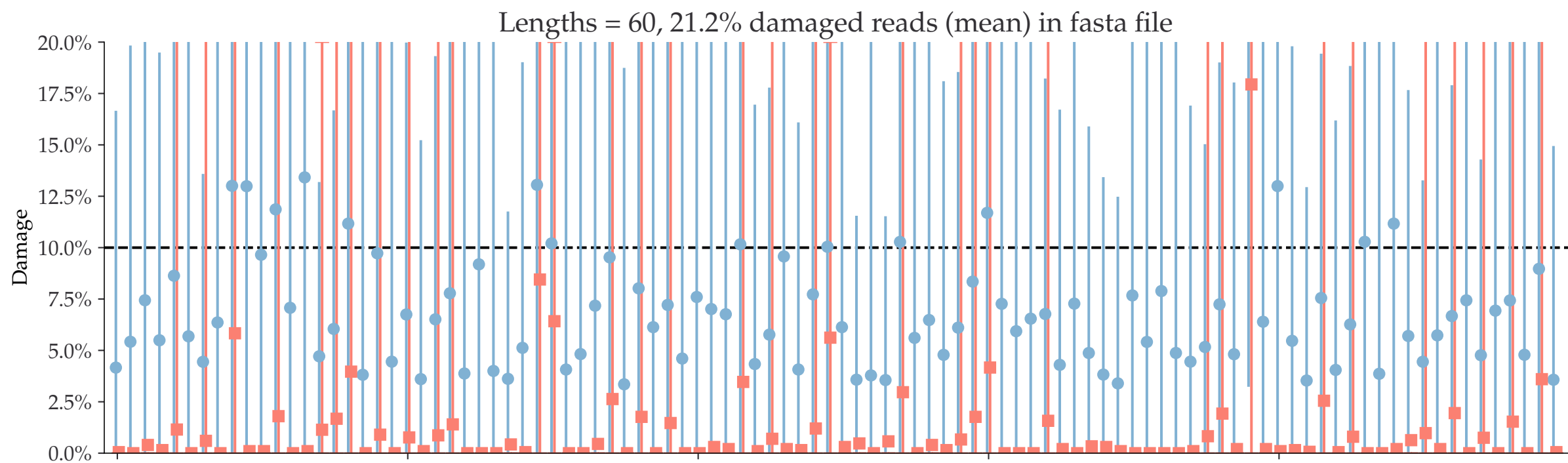
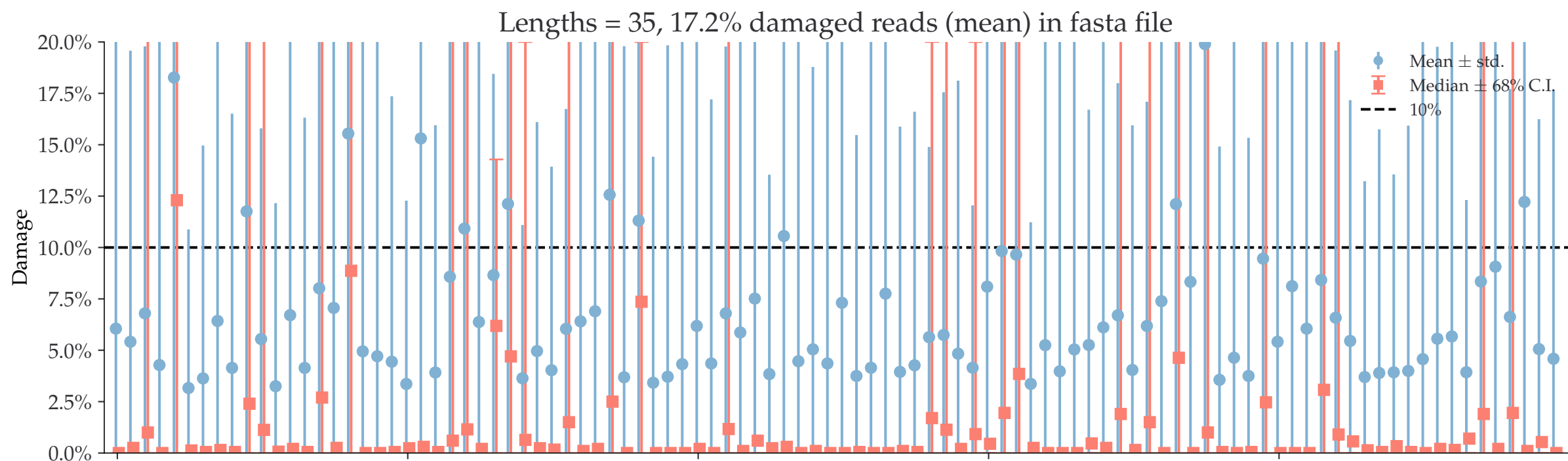
Lengths = 60, 16.0% damaged reads (mean) in fasta file



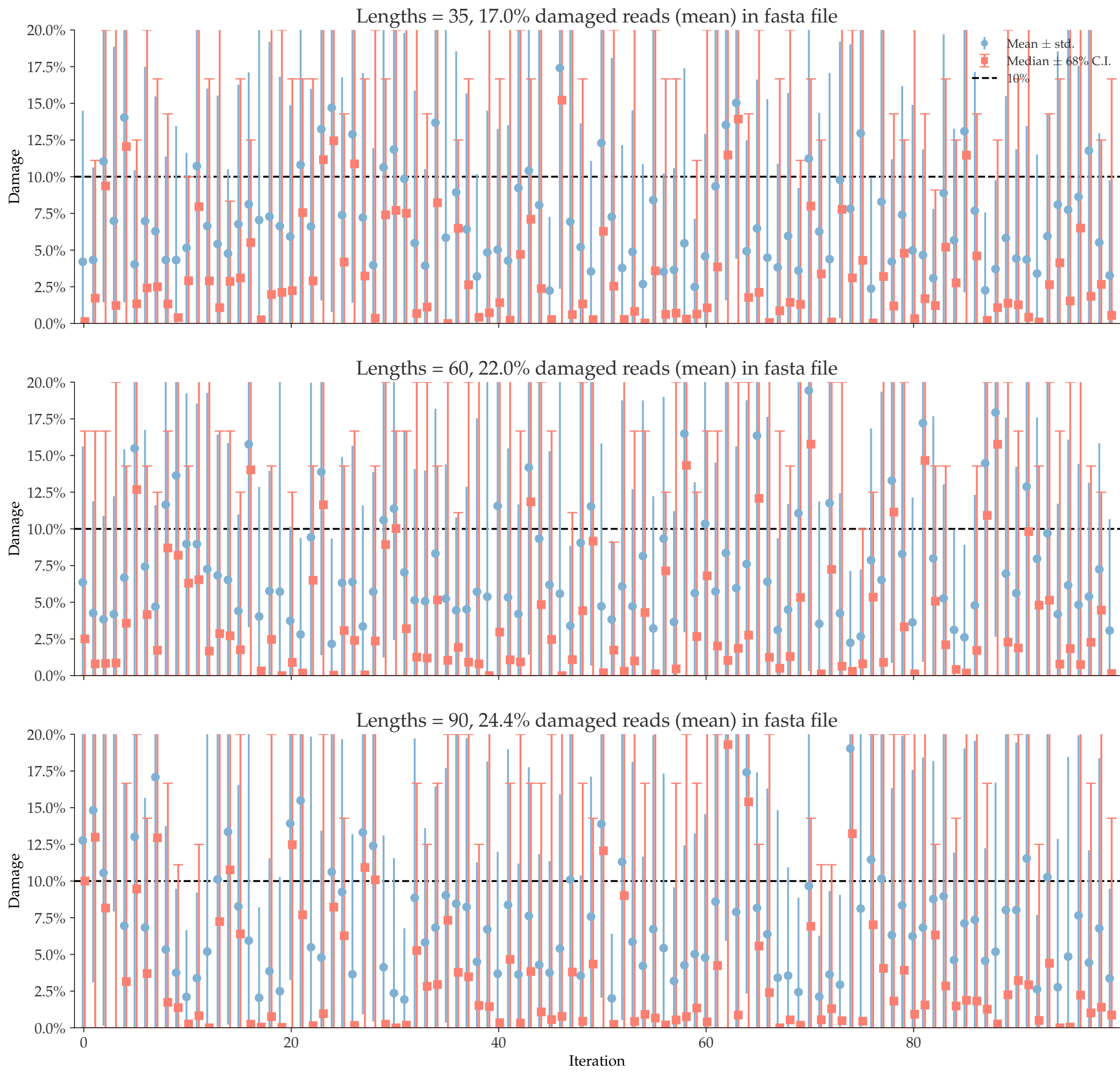
Lengths = 90, 21.2% damaged reads (mean) in fasta file



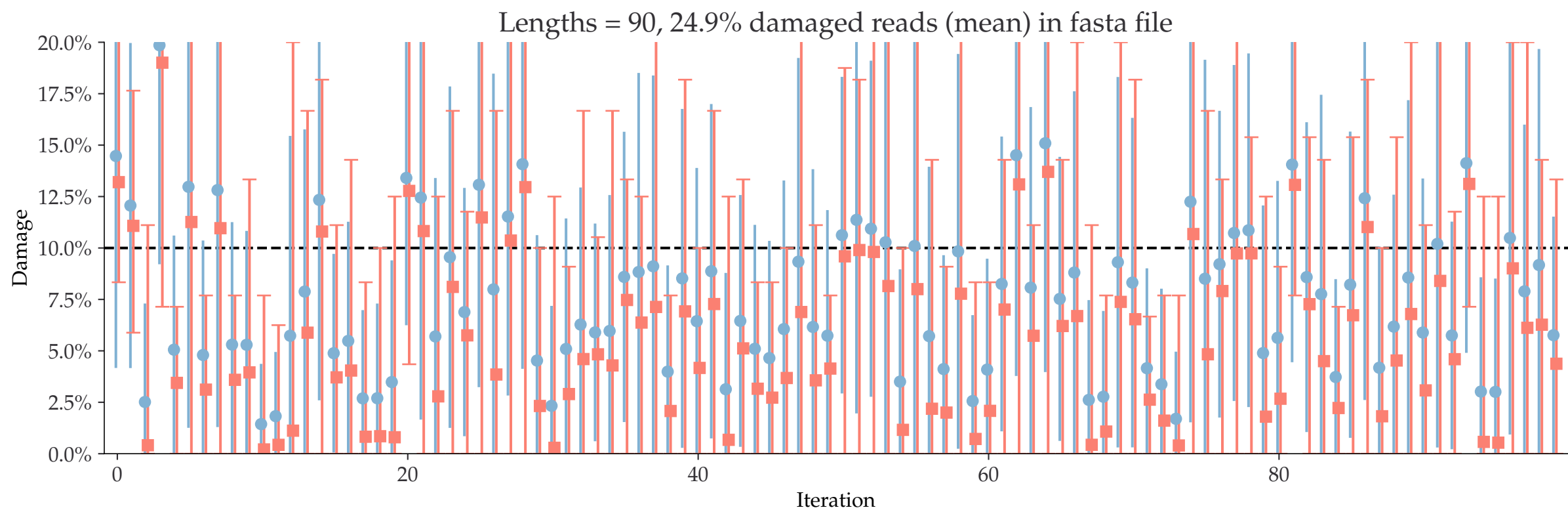
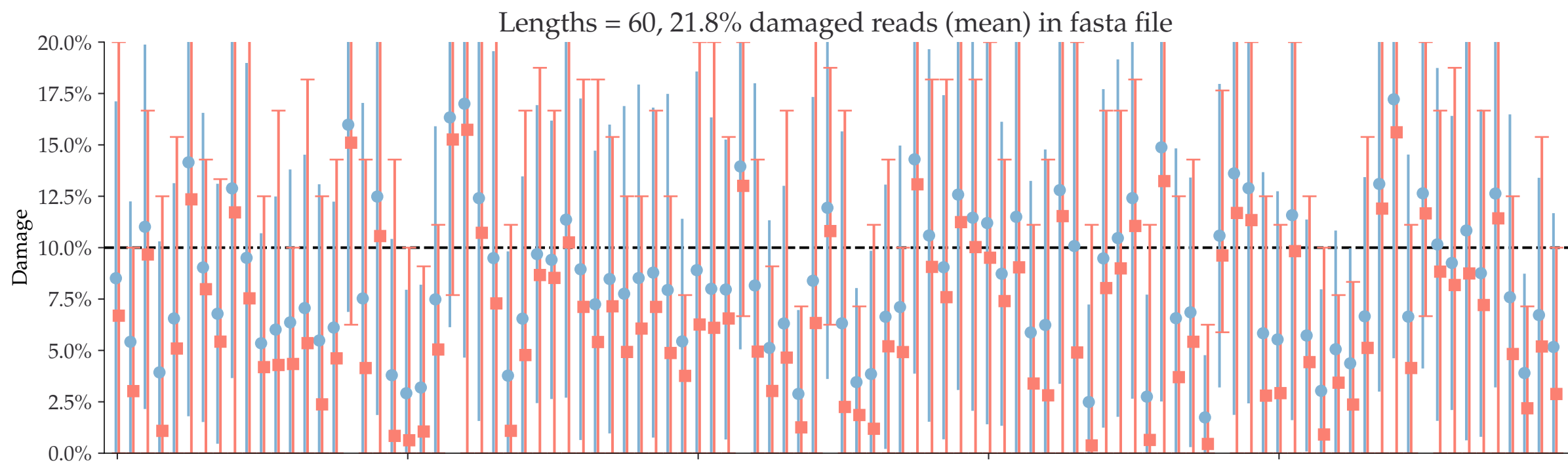
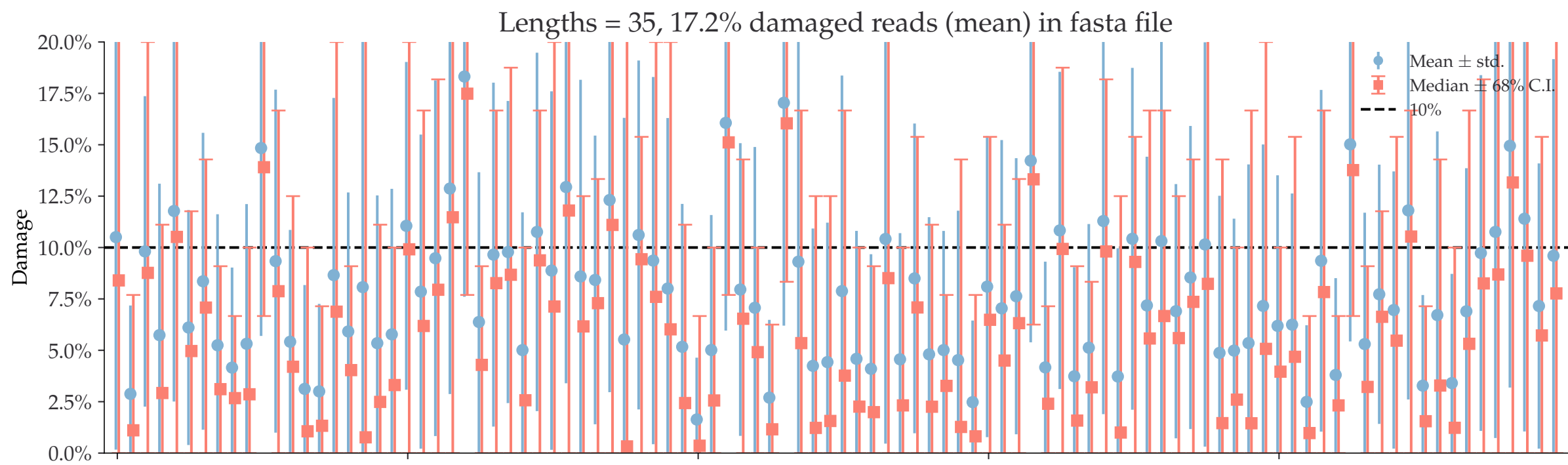
Individual damages:  
10 reads  
Briggs damage = 0.303  
Damage percent = 10%



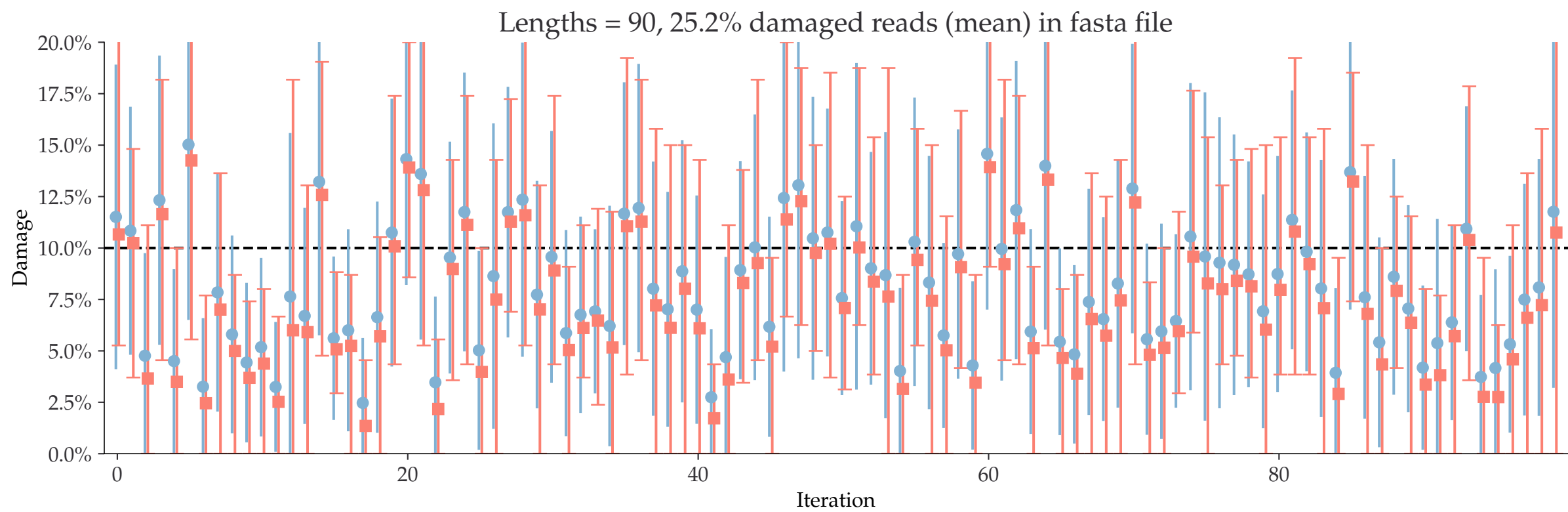
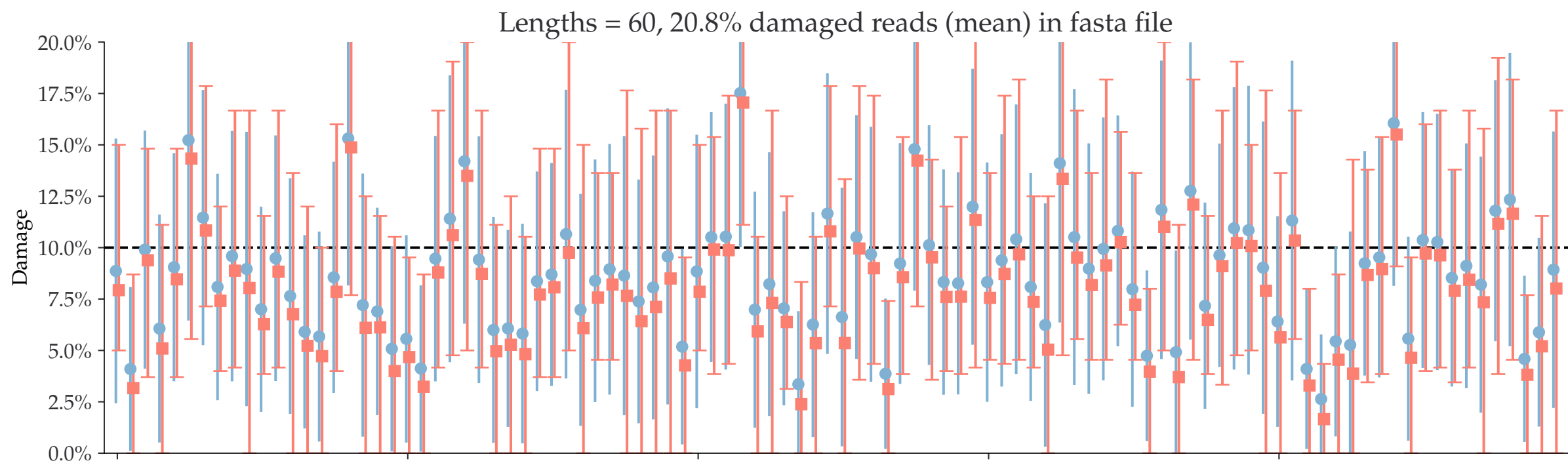
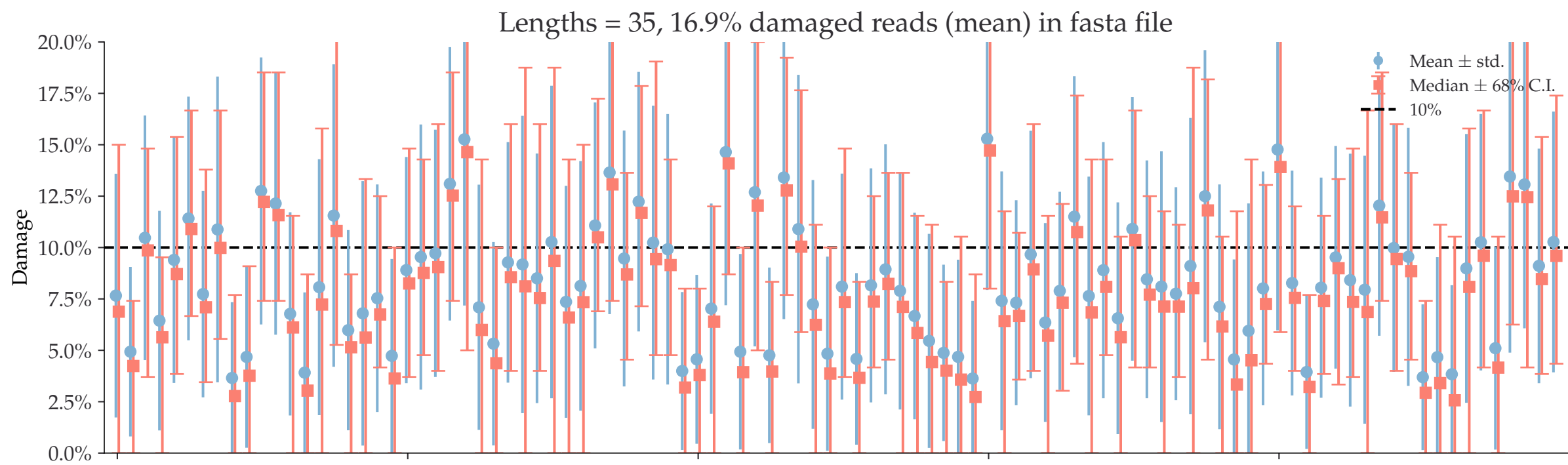
Individual damages:  
25 reads  
Briggs damage = 0.303  
Damage percent = 10%



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

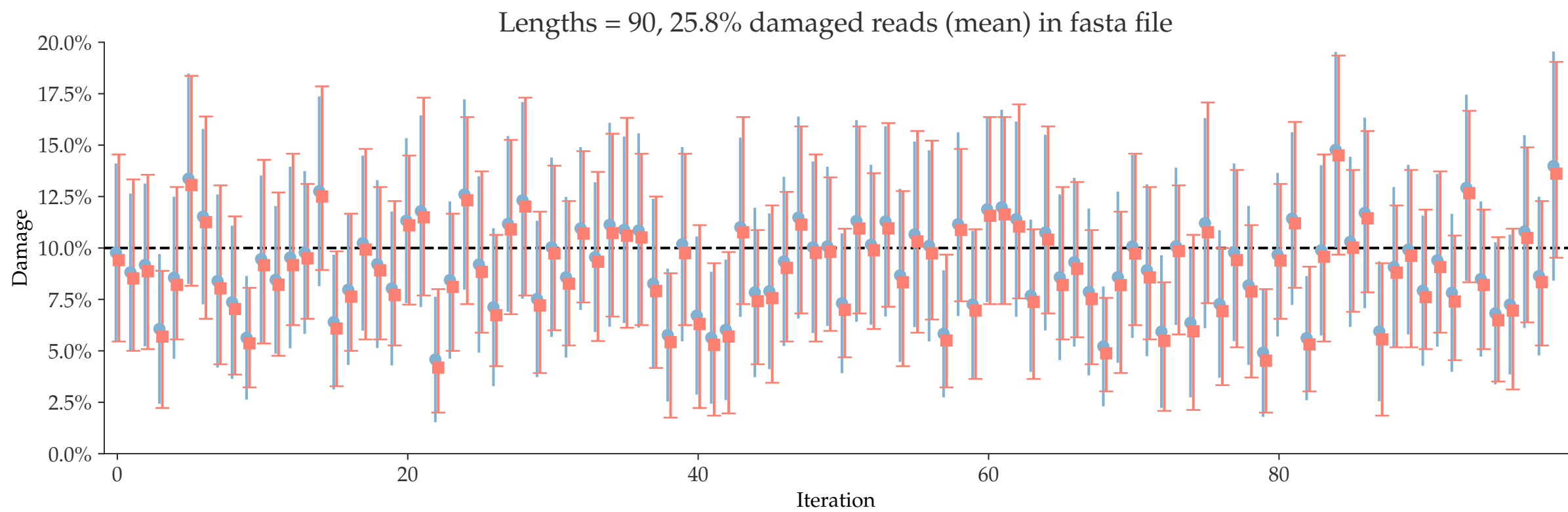
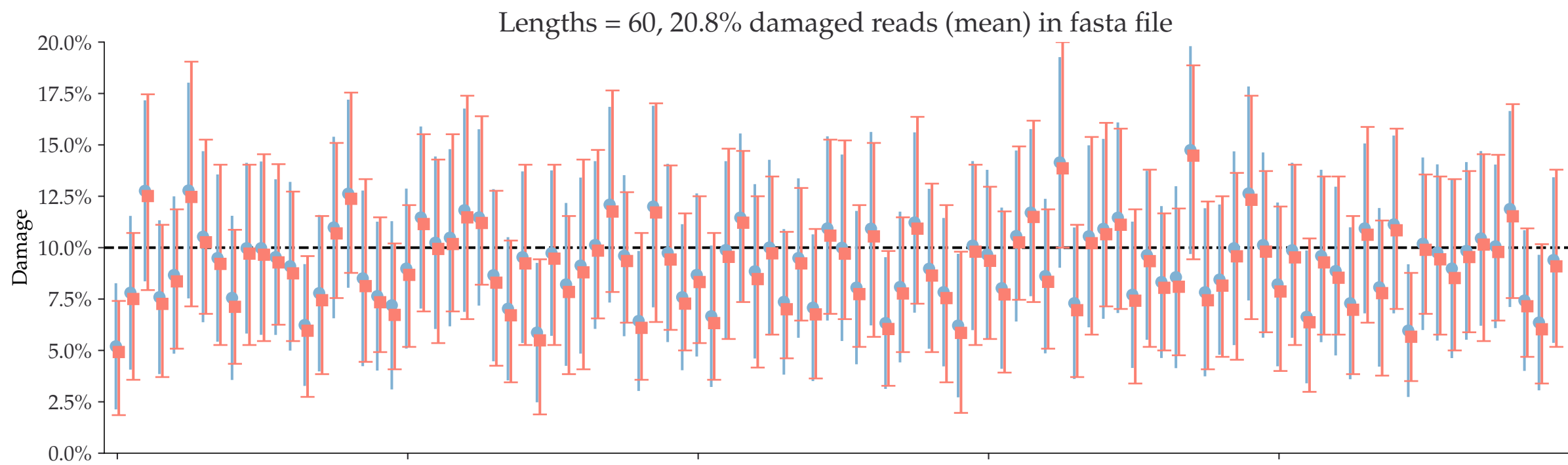
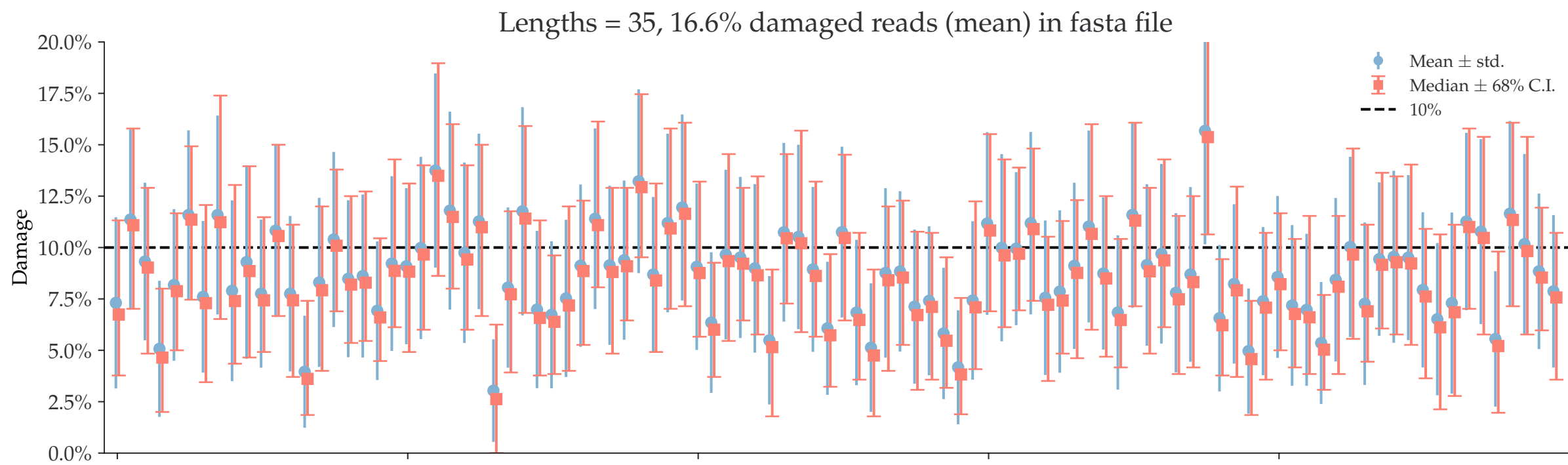


Individual damages:  
100 reads  
Briggs damage = 0.303  
Damage percent = 10%



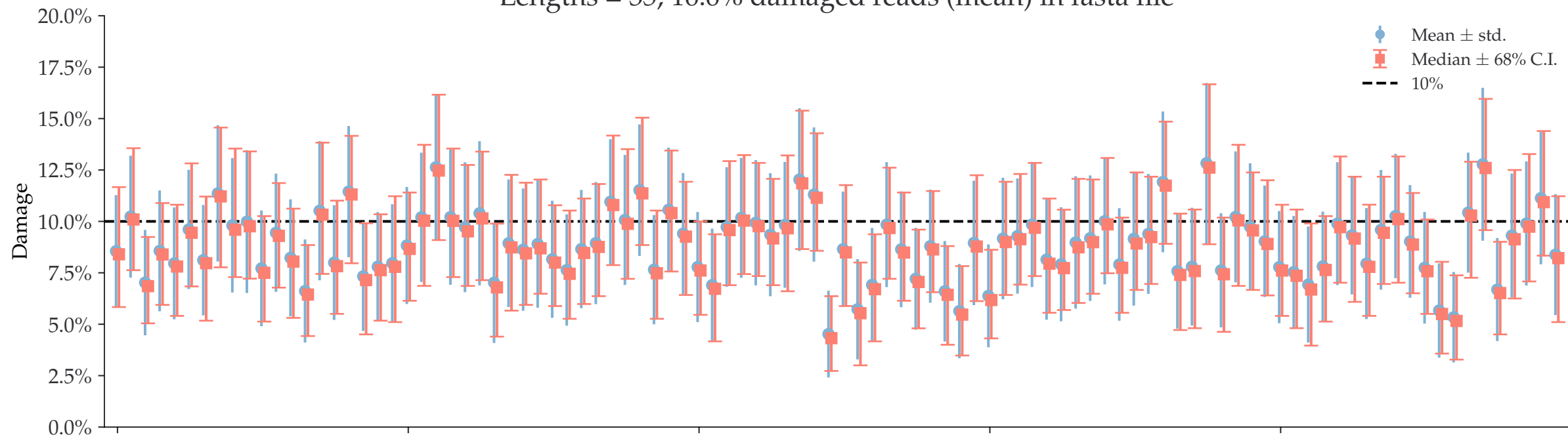


Individual damages:  
250 reads  
Briggs damage = 0.303  
Damage percent = 10%

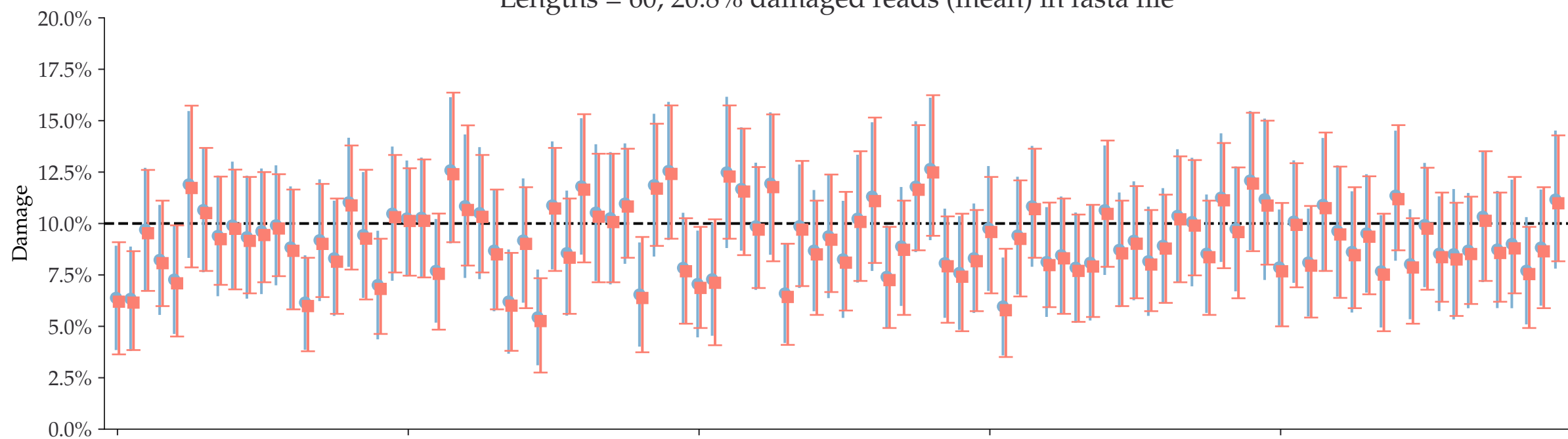


Individual damages:  
500 reads  
Briggs damage = 0.303  
Damage percent = 10%

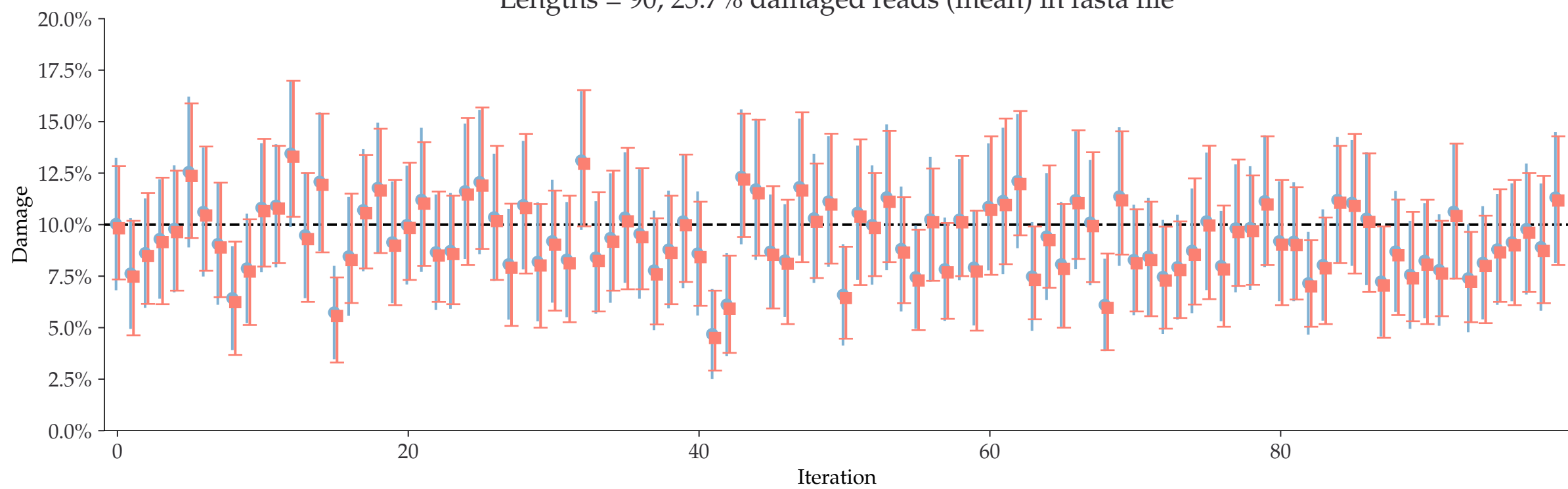
Lengths = 35, 16.6% damaged reads (mean) in fasta file



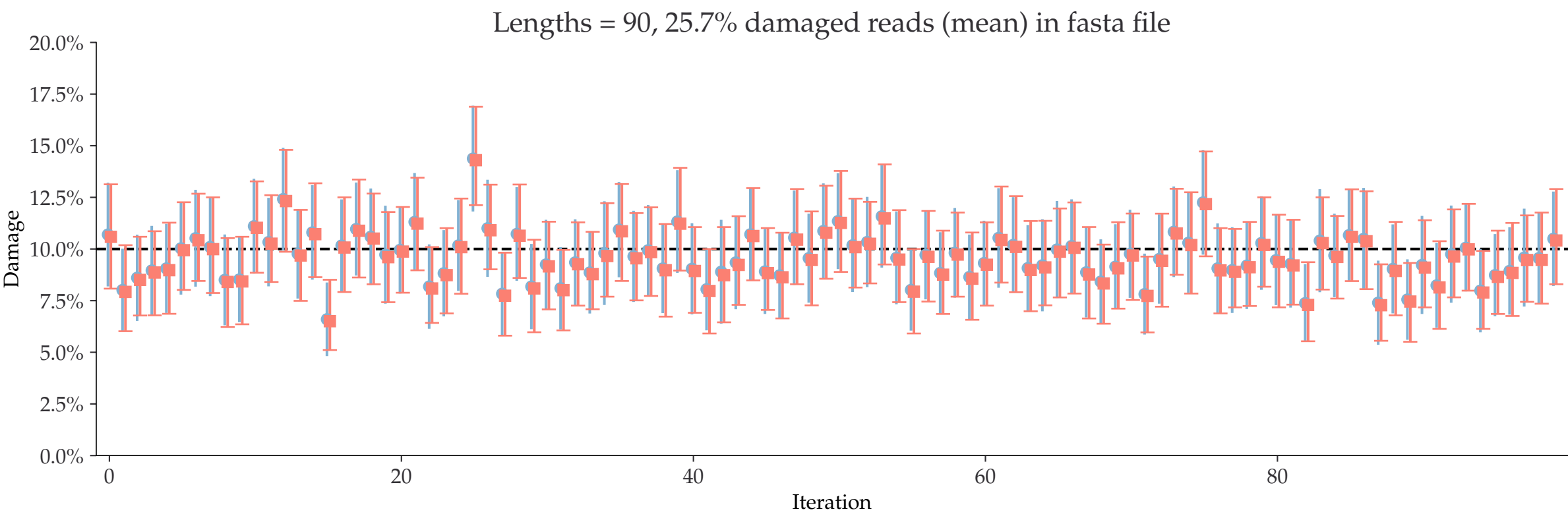
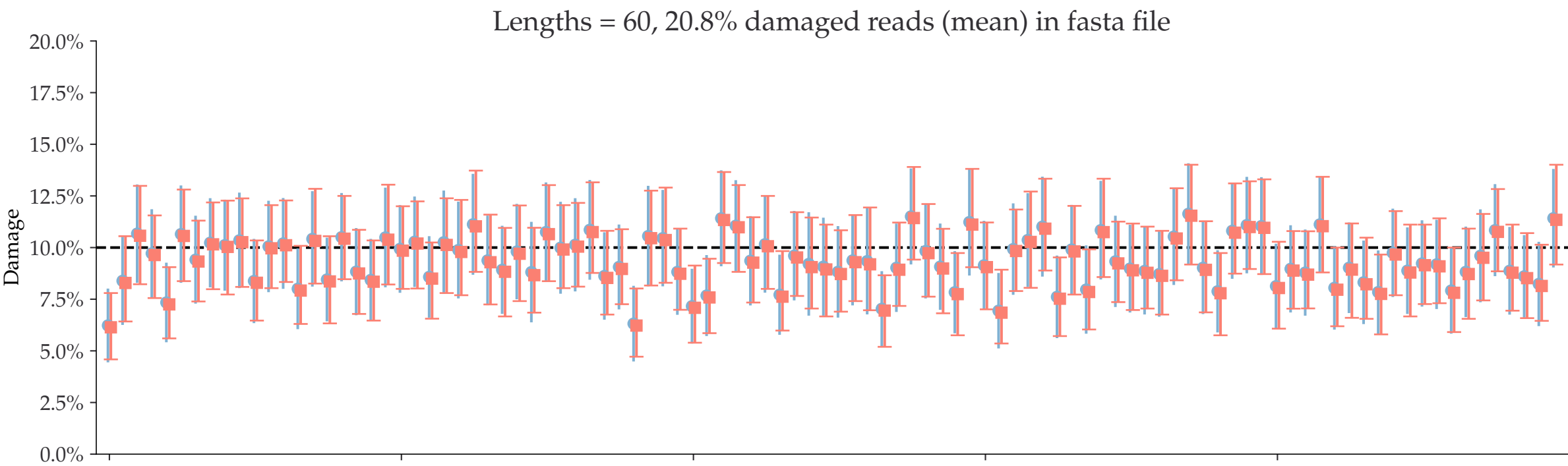
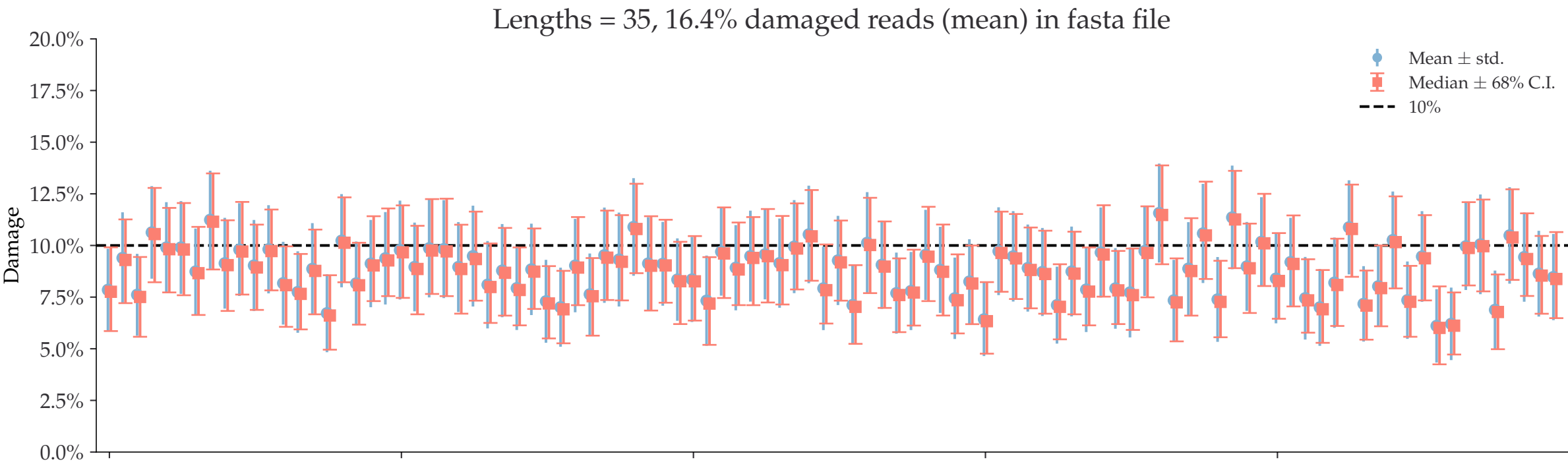
Lengths = 60, 20.8% damaged reads (mean) in fasta file



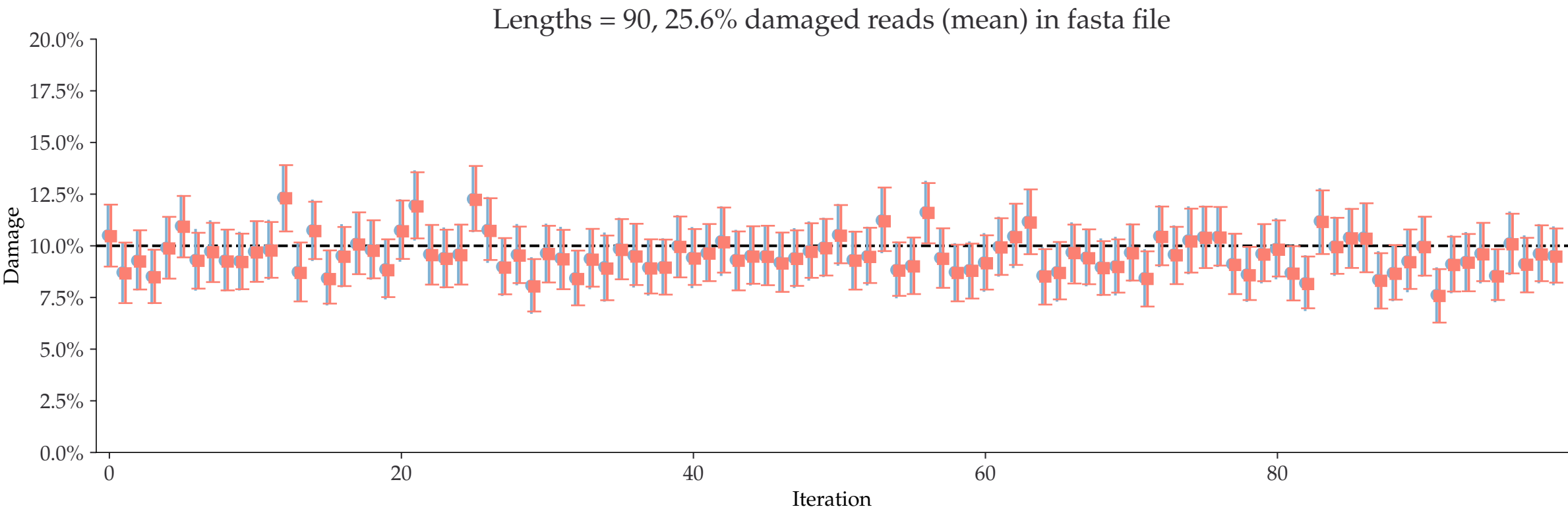
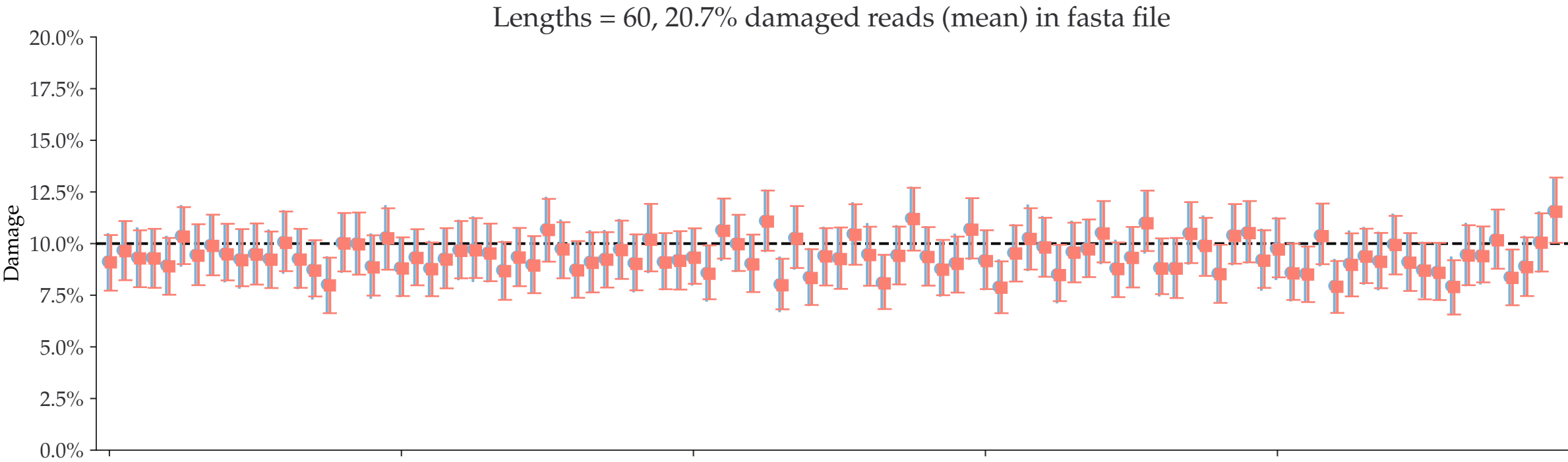
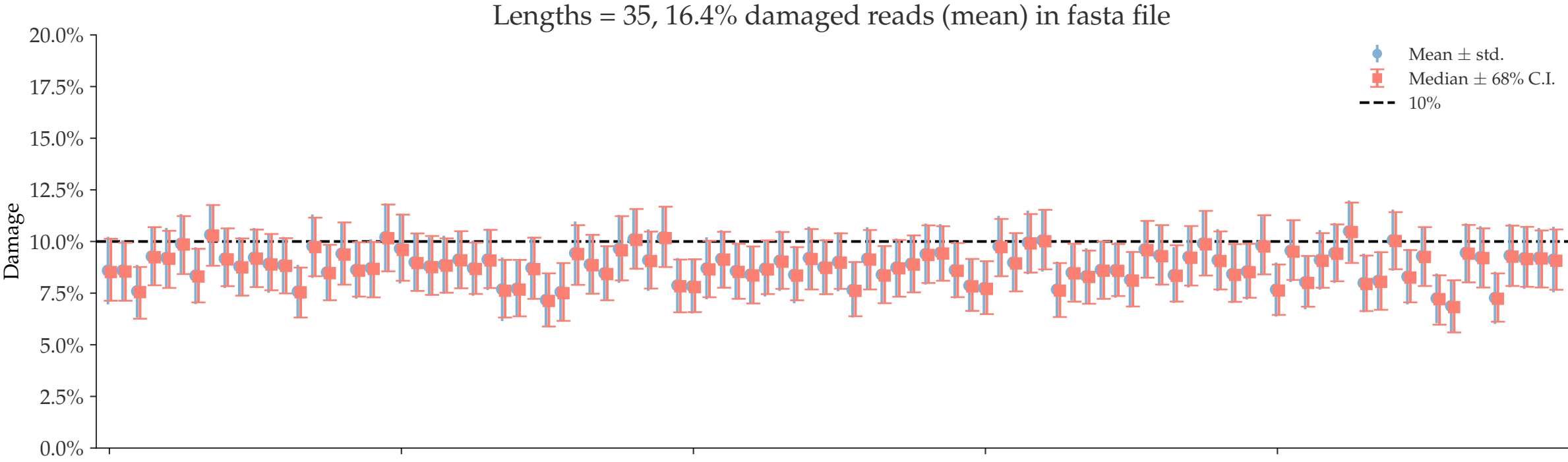
Lengths = 90, 25.7% damaged reads (mean) in fasta file



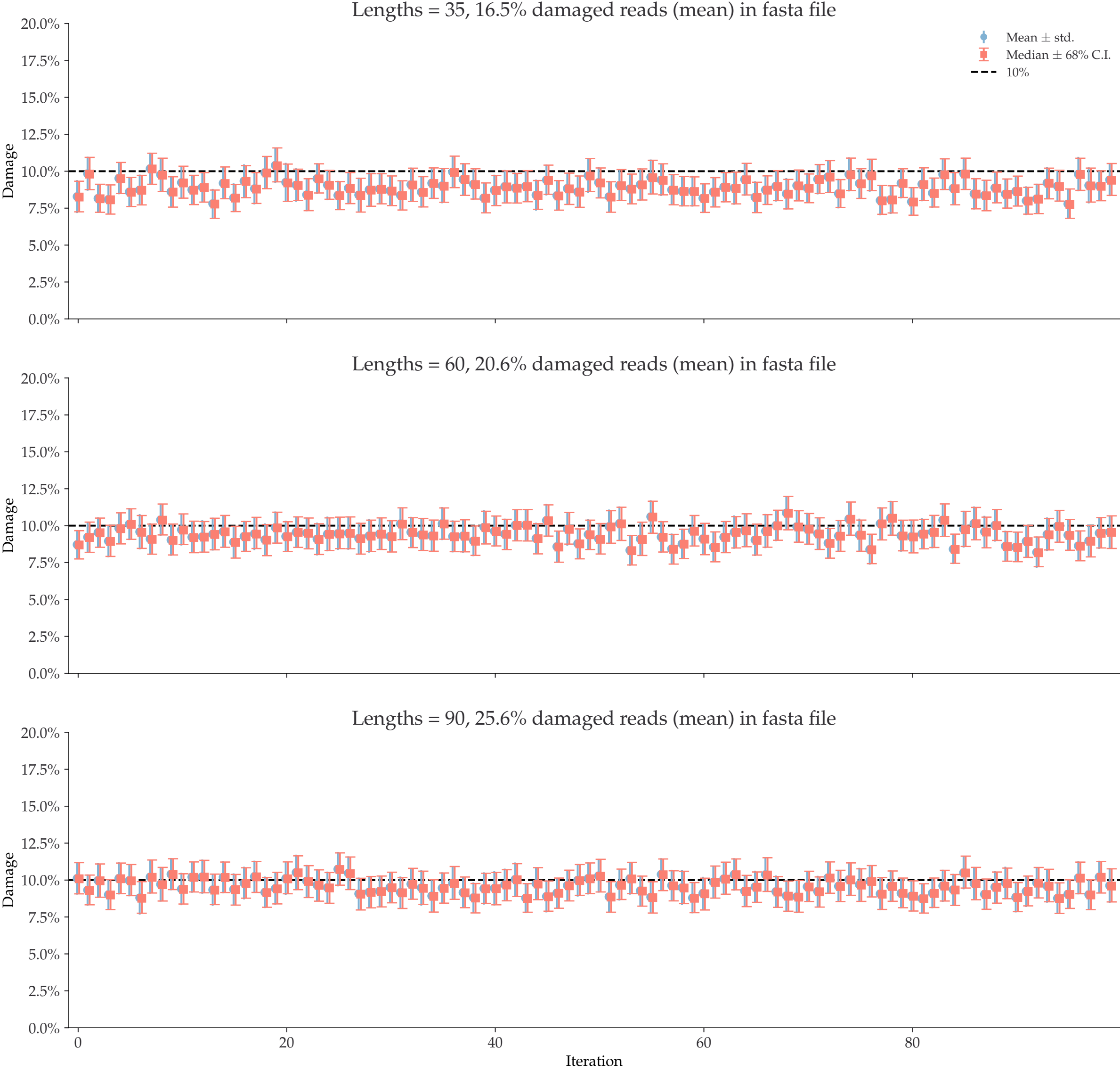
Individual damages:  
1000 reads  
Briggs damage = 0.303  
Damage percent = 10%



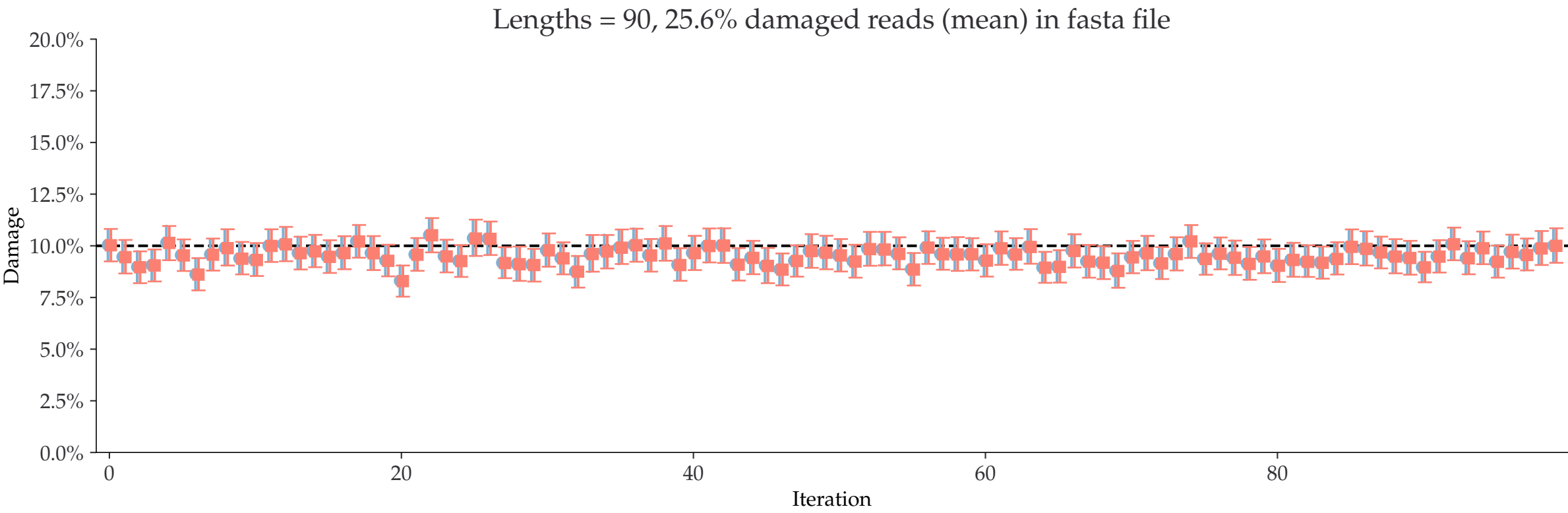
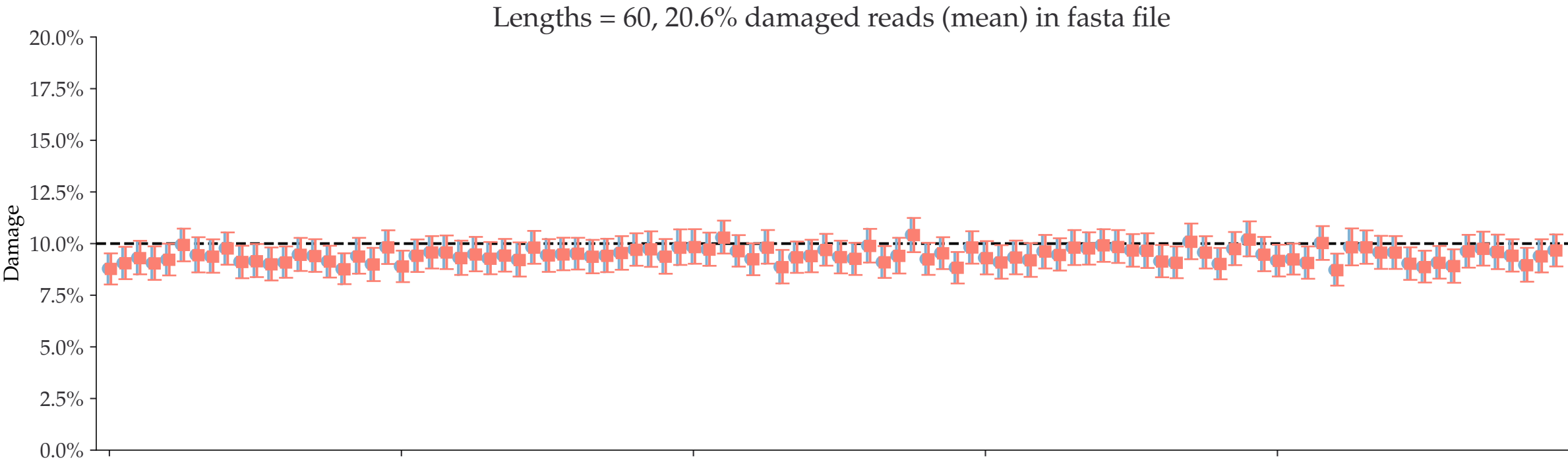
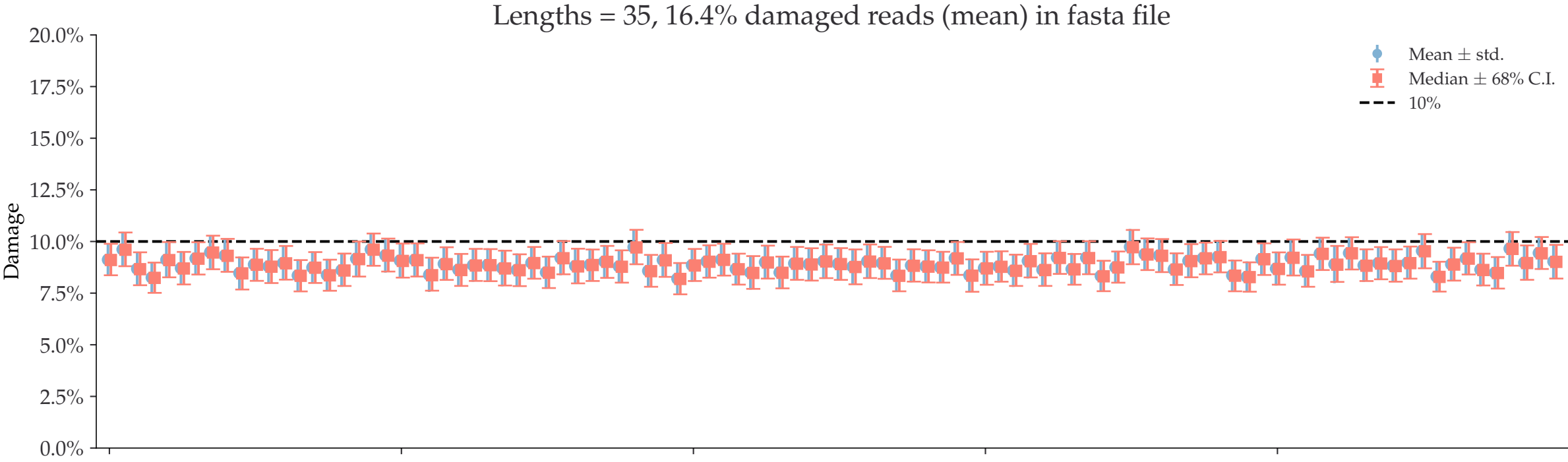
Individual damages:  
2500 reads  
Briggs damage = 0.303  
Damage percent = 10%



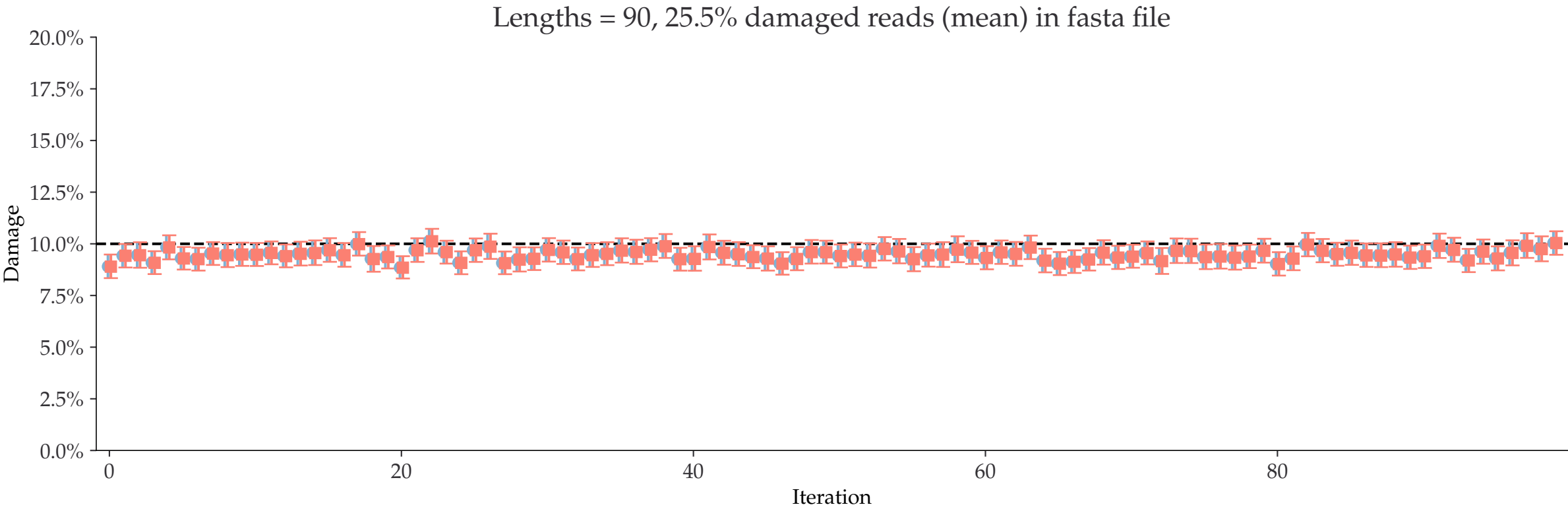
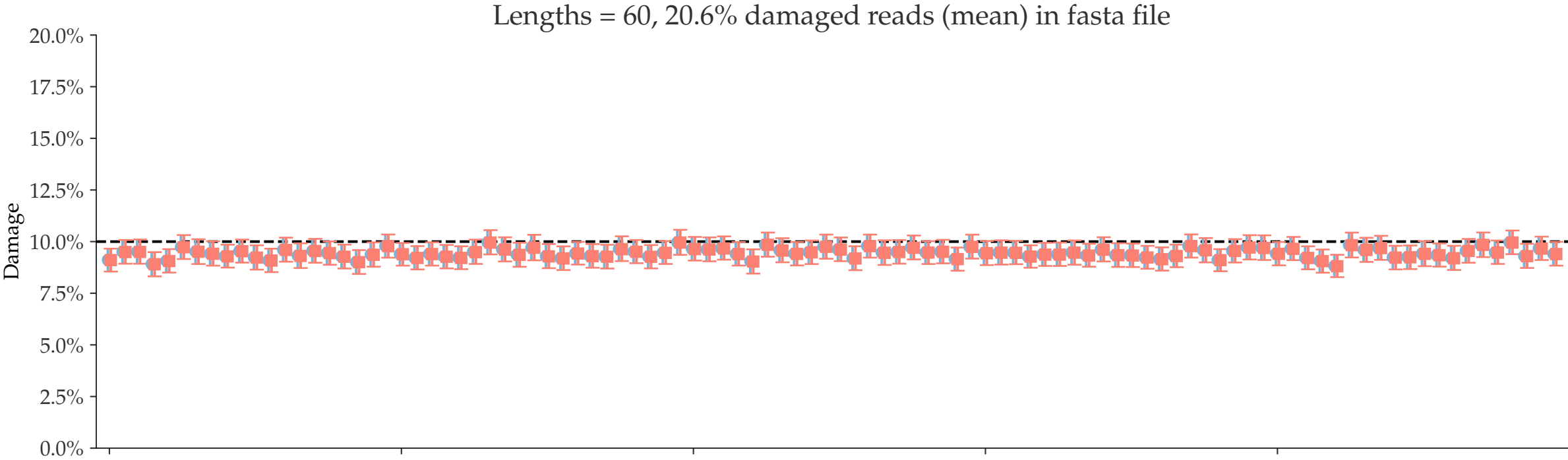
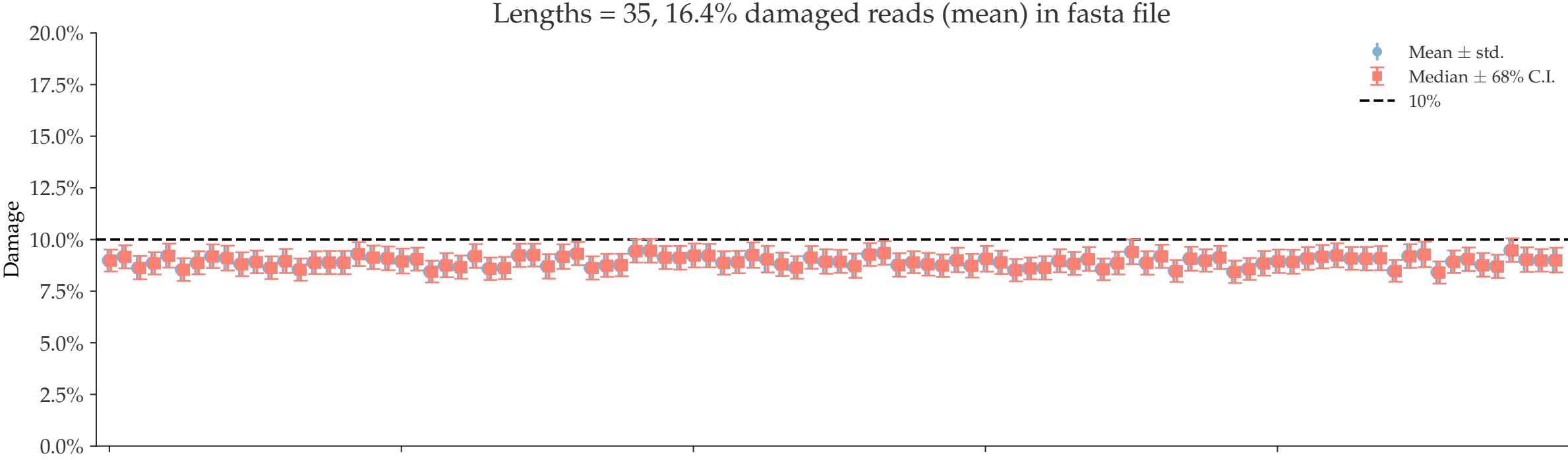
Individual damages:  
5000 reads  
Briggs damage = 0.303  
Damage percent = 10%



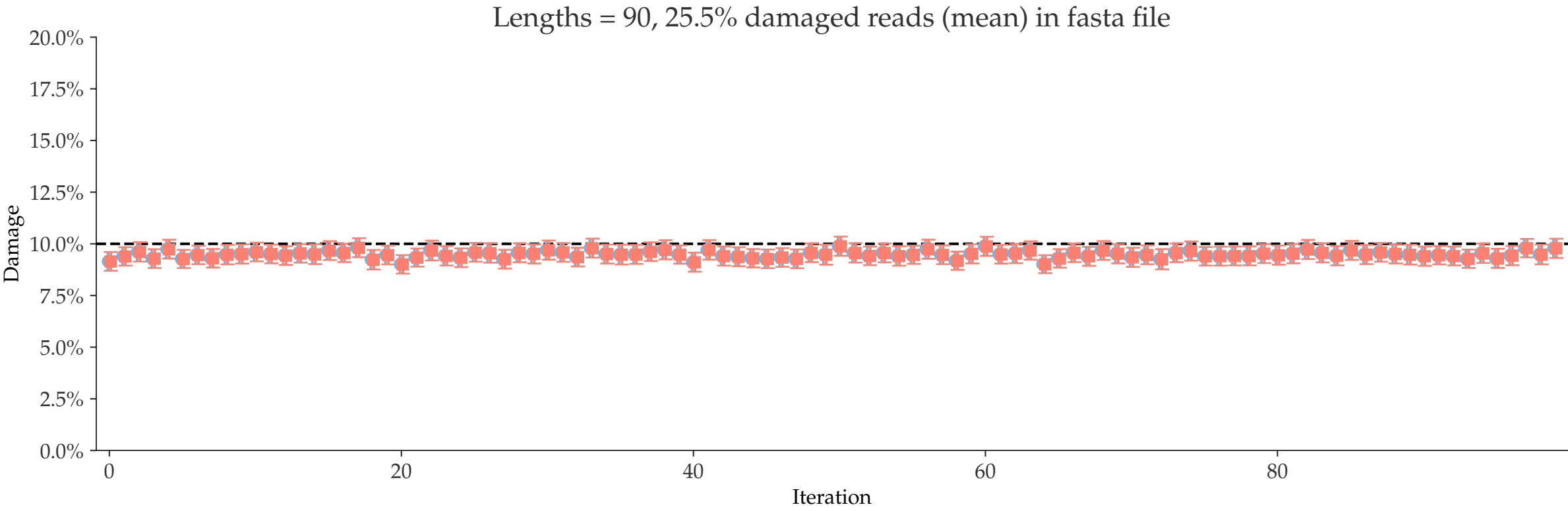
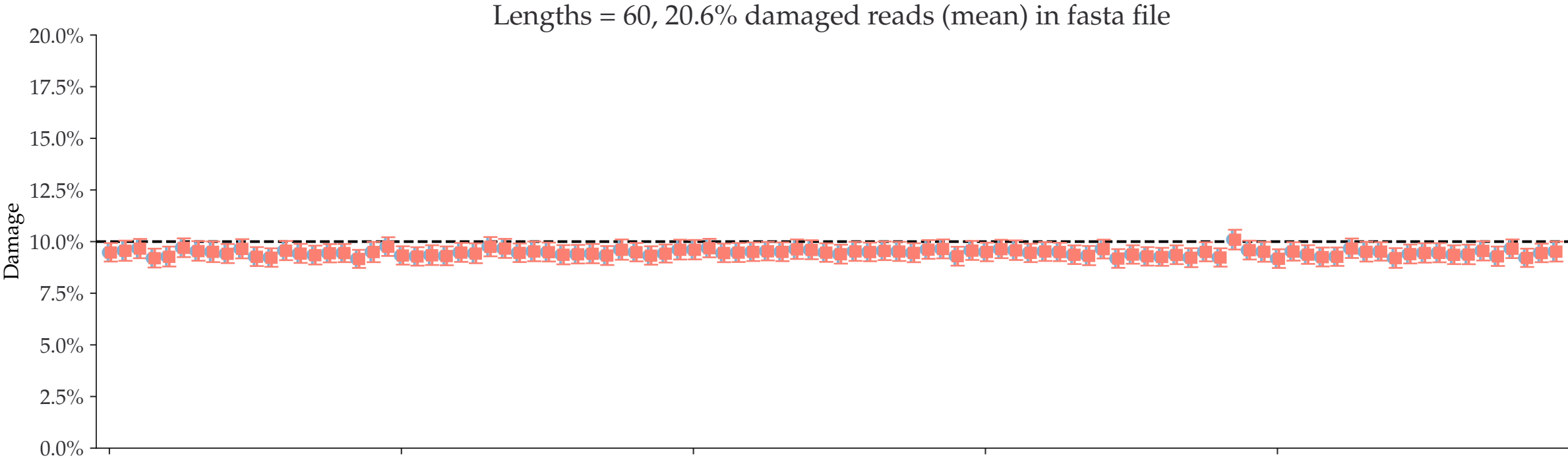
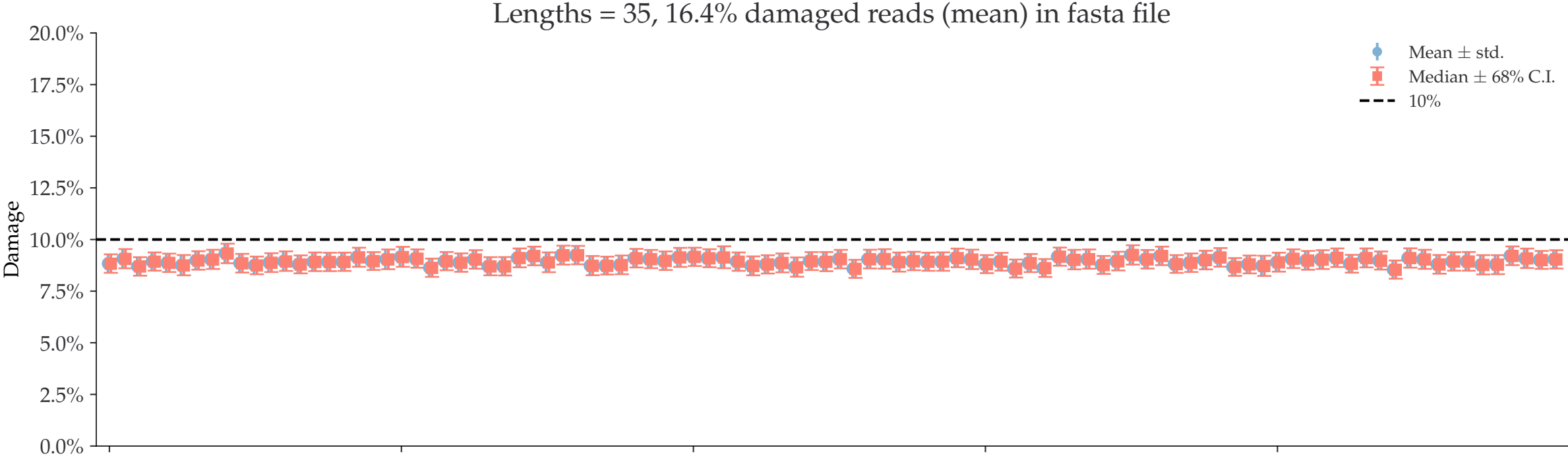
Individual damages:  
10000 reads  
Briggs damage = 0.303  
Damage percent = 10%



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

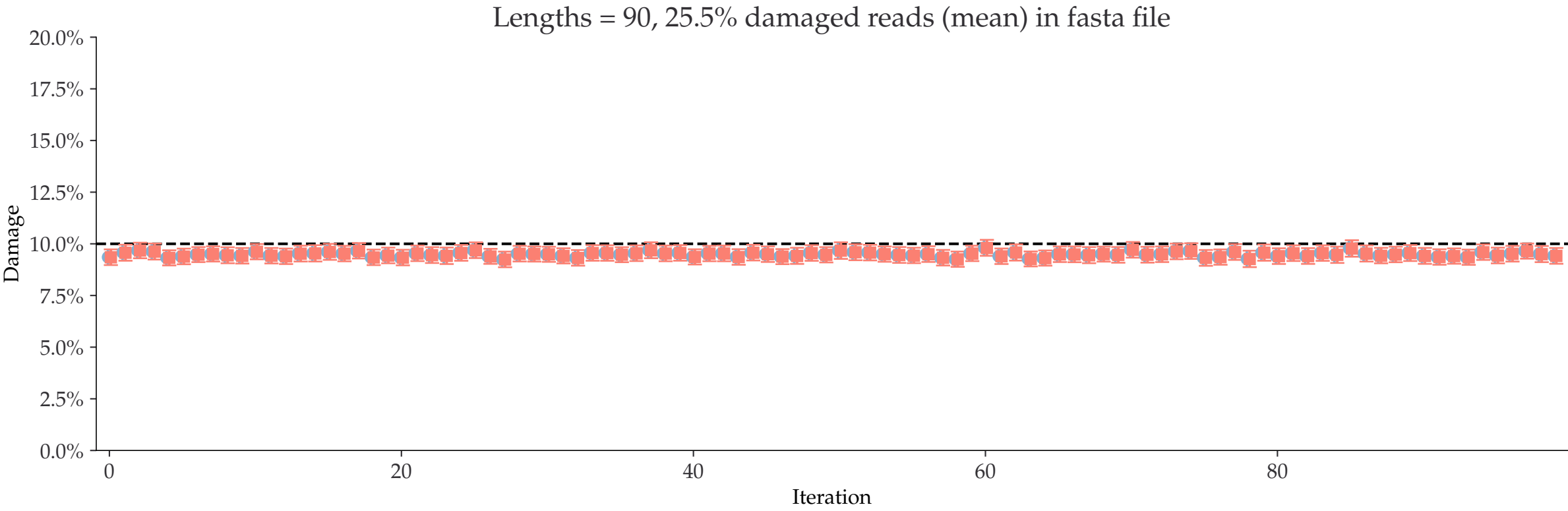
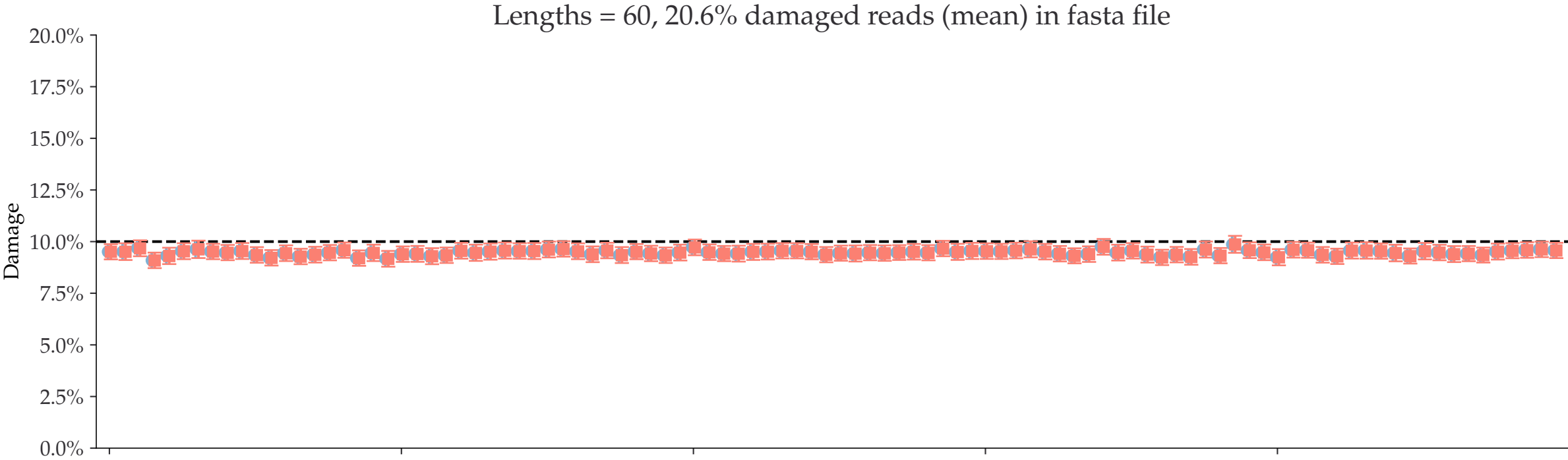
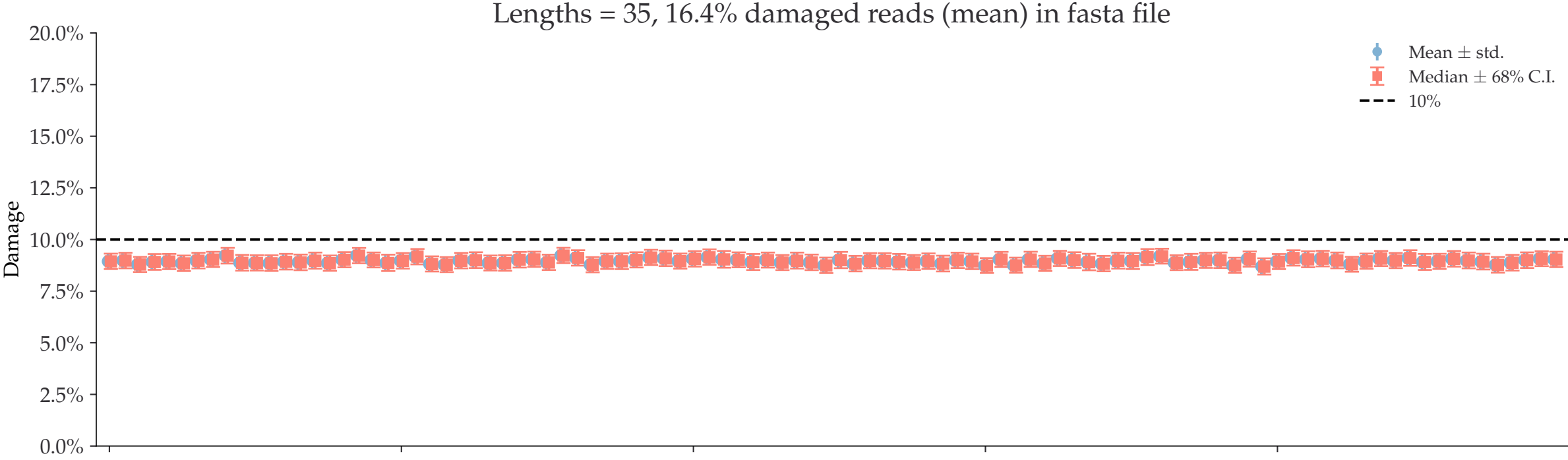


Individual damages:  
50000 reads  
Briggs damage = 0.303  
Damage percent = 10%

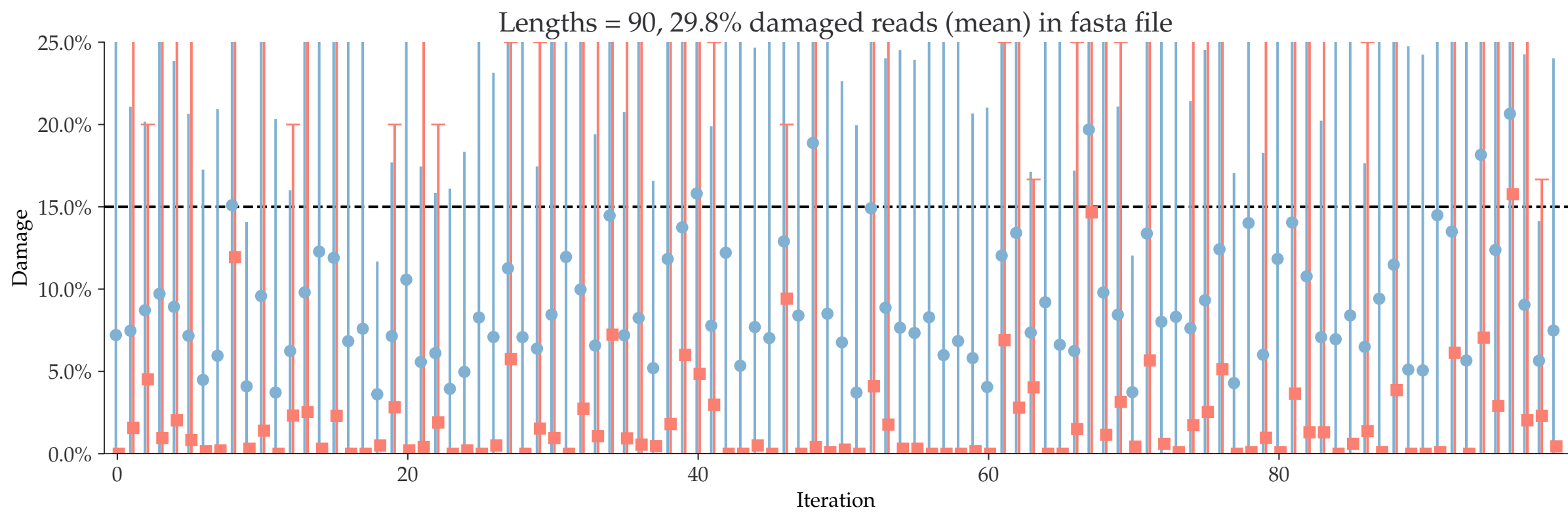
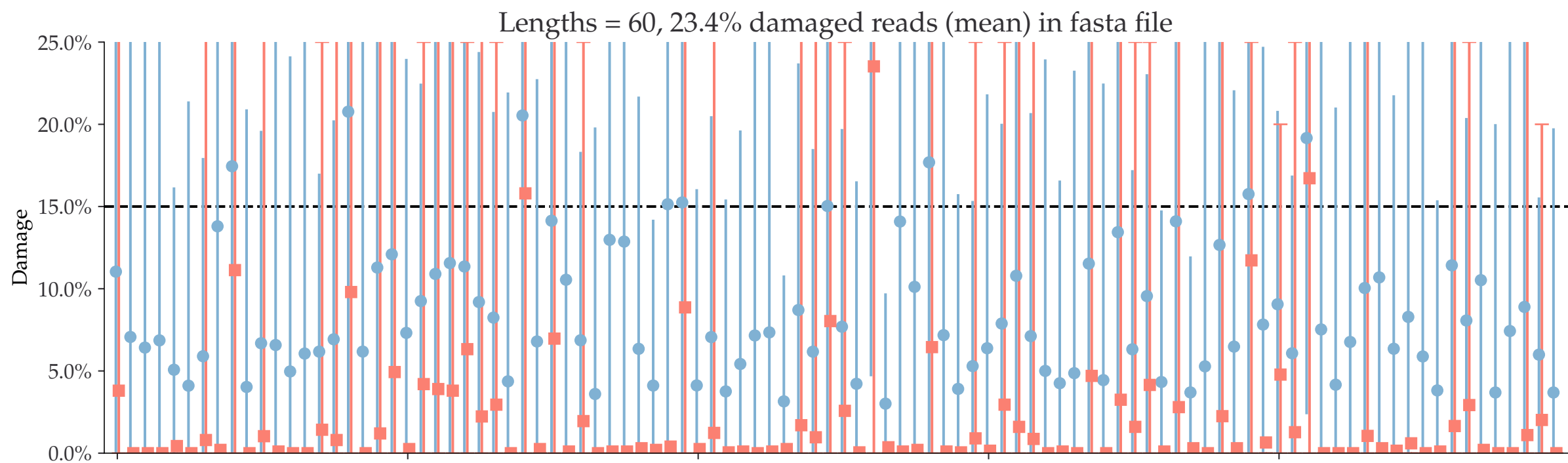
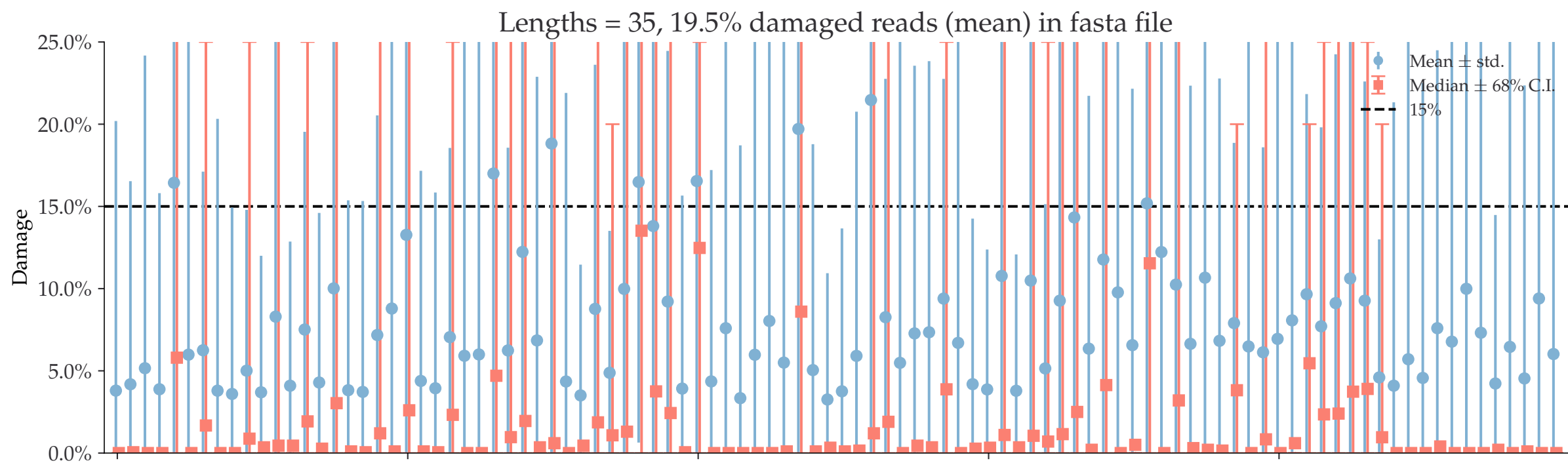




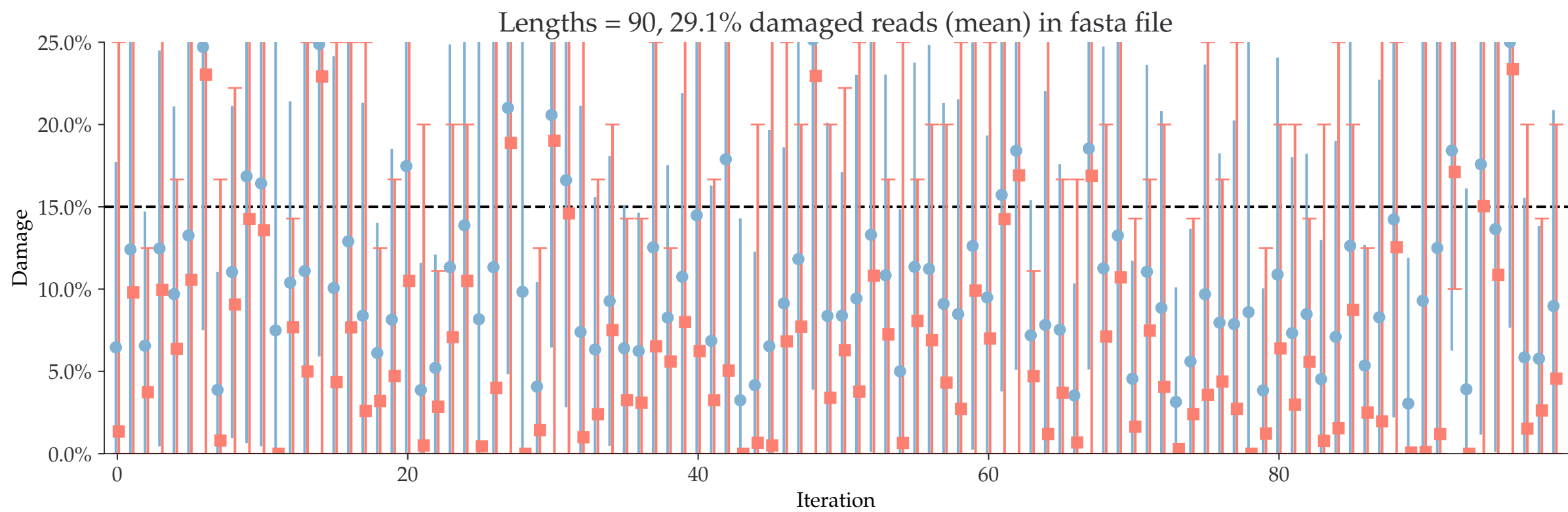
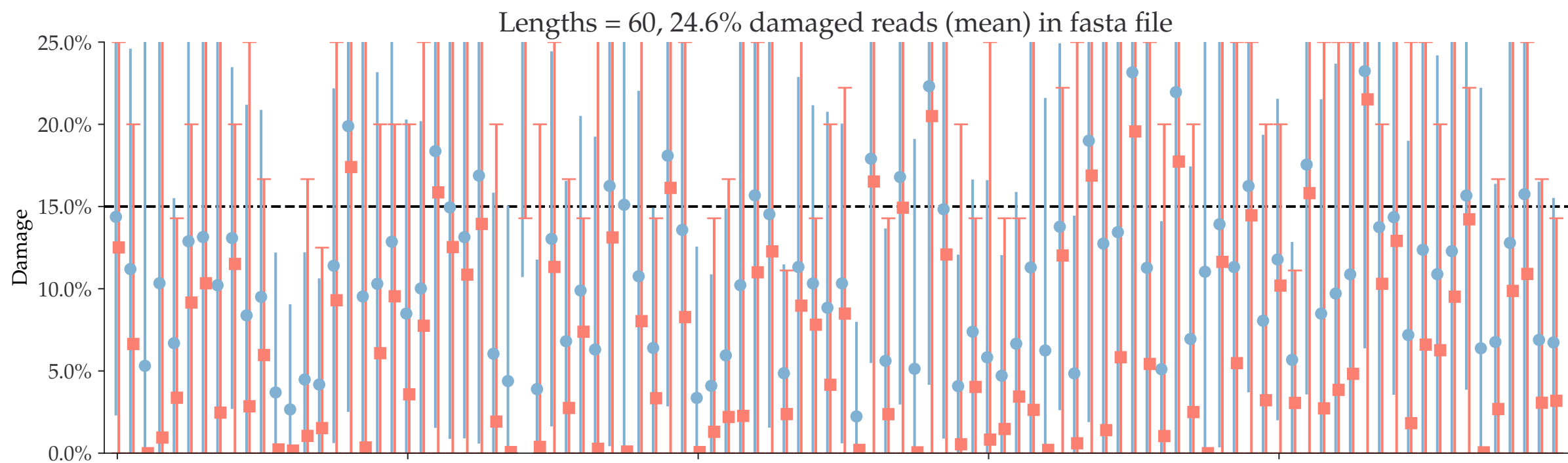
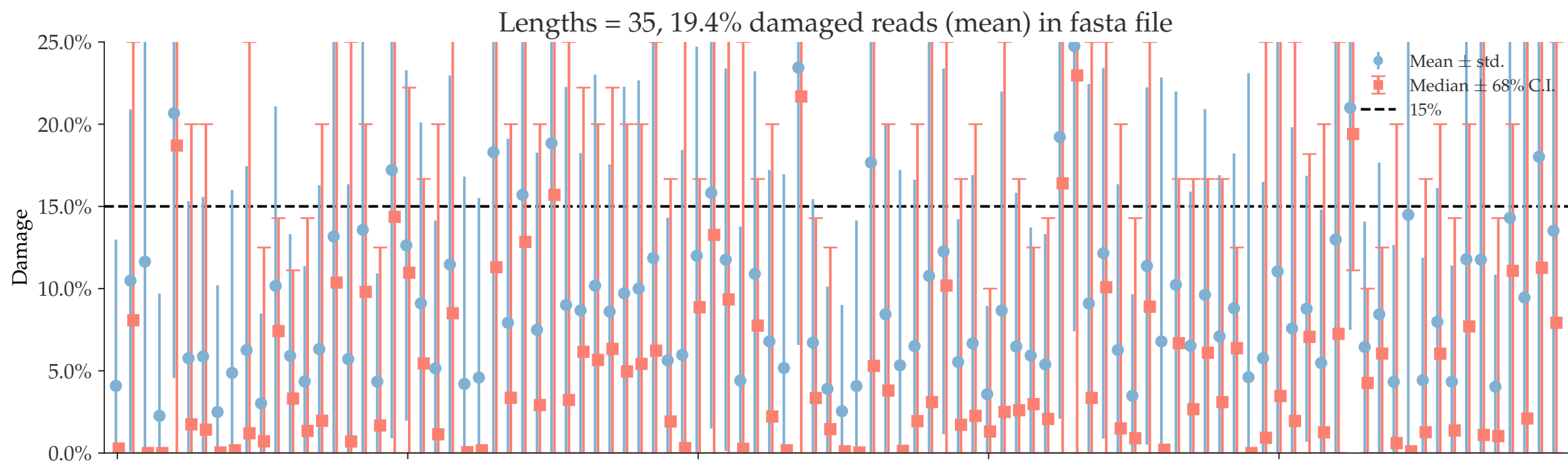
Individual damages:  
100000 reads  
Briggs damage = 0.303  
Damage percent = 10%



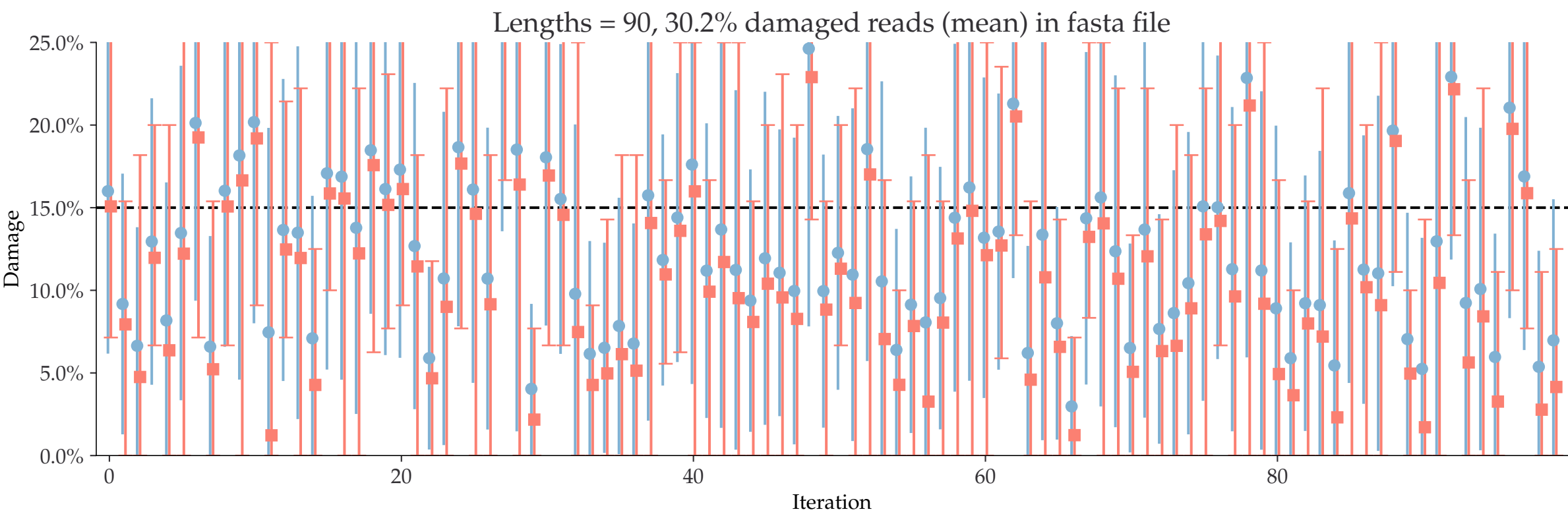
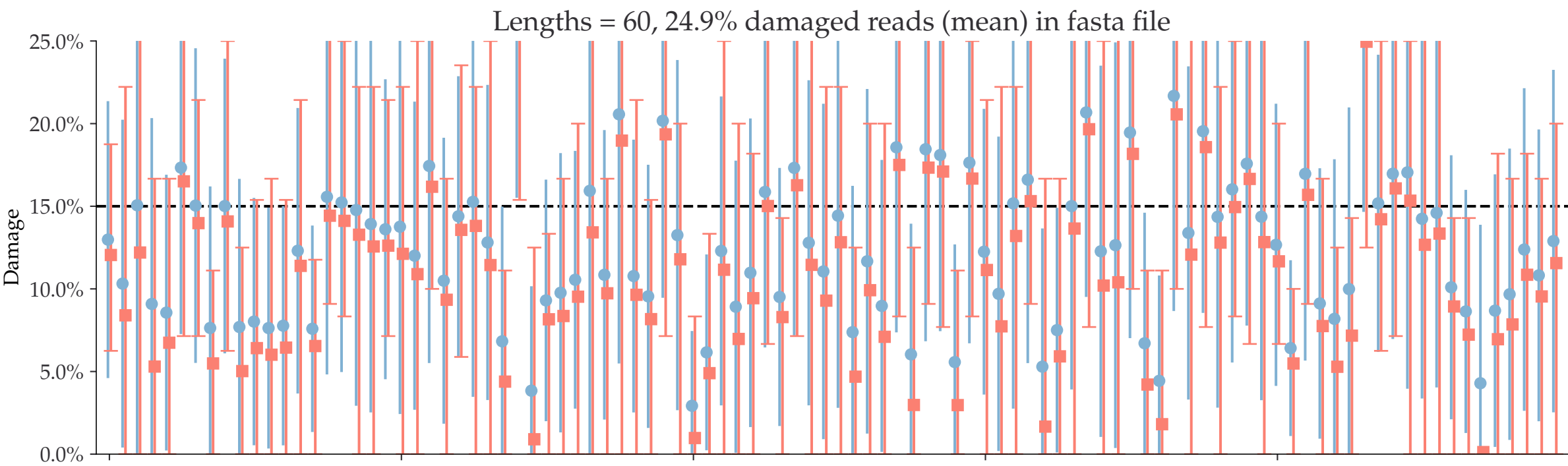
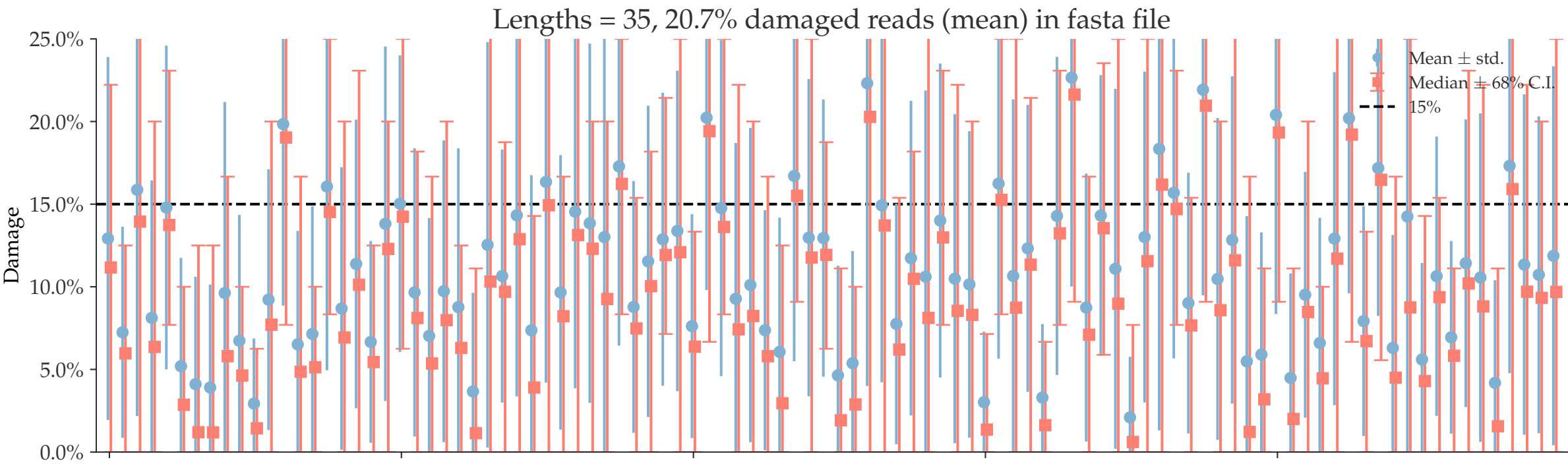
Individual damages:  
10 reads  
Briggs damage = 0.466  
Damage percent = 15%



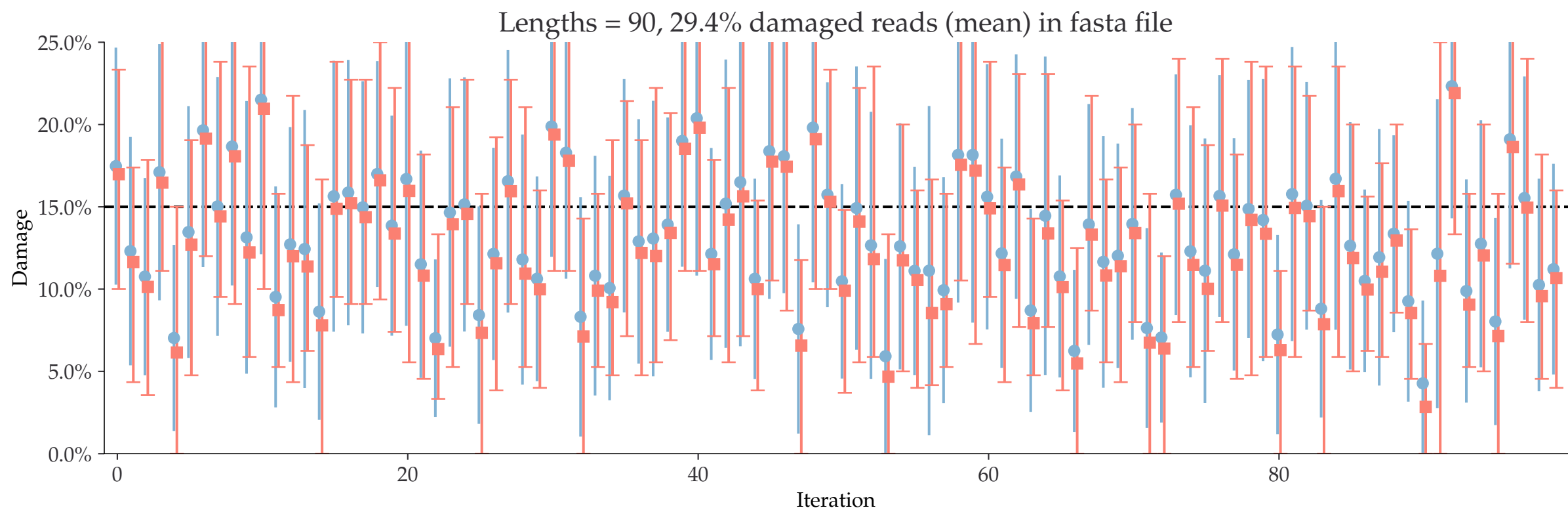
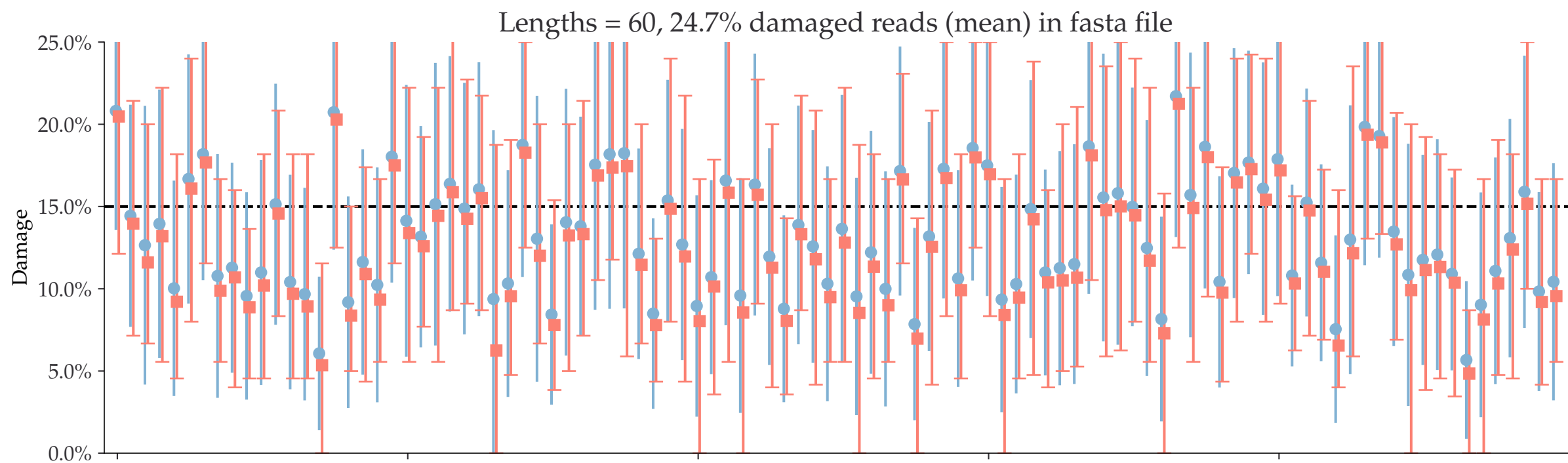
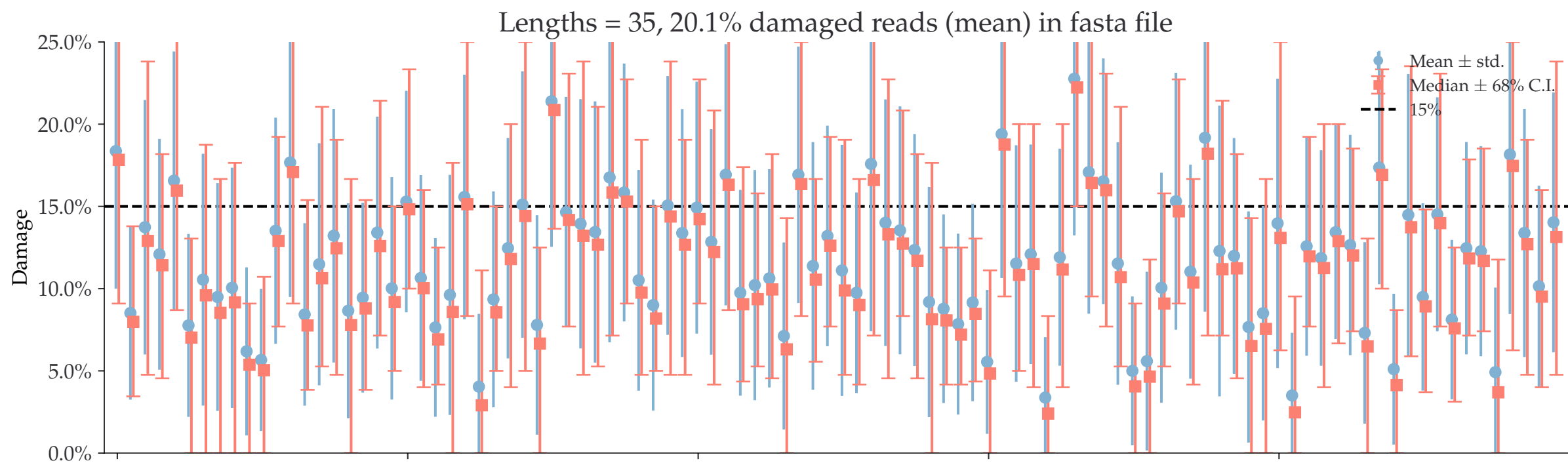
Individual damages:  
25 reads  
Briggs damage = 0.466  
Damage percent = 15%



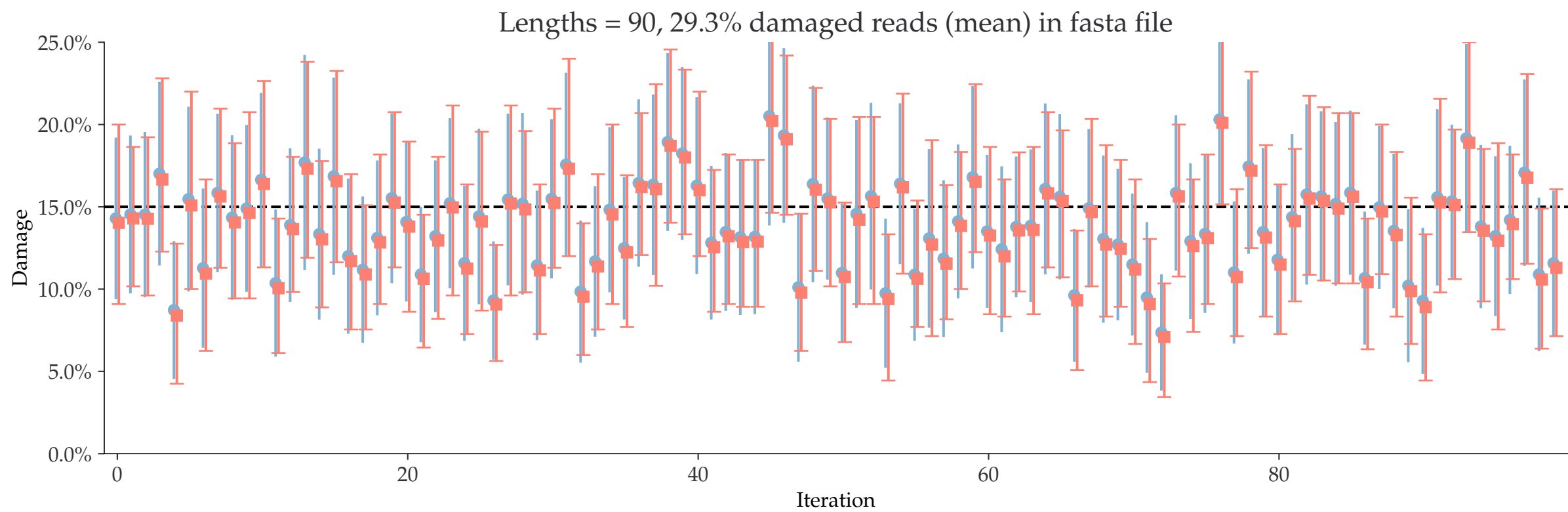
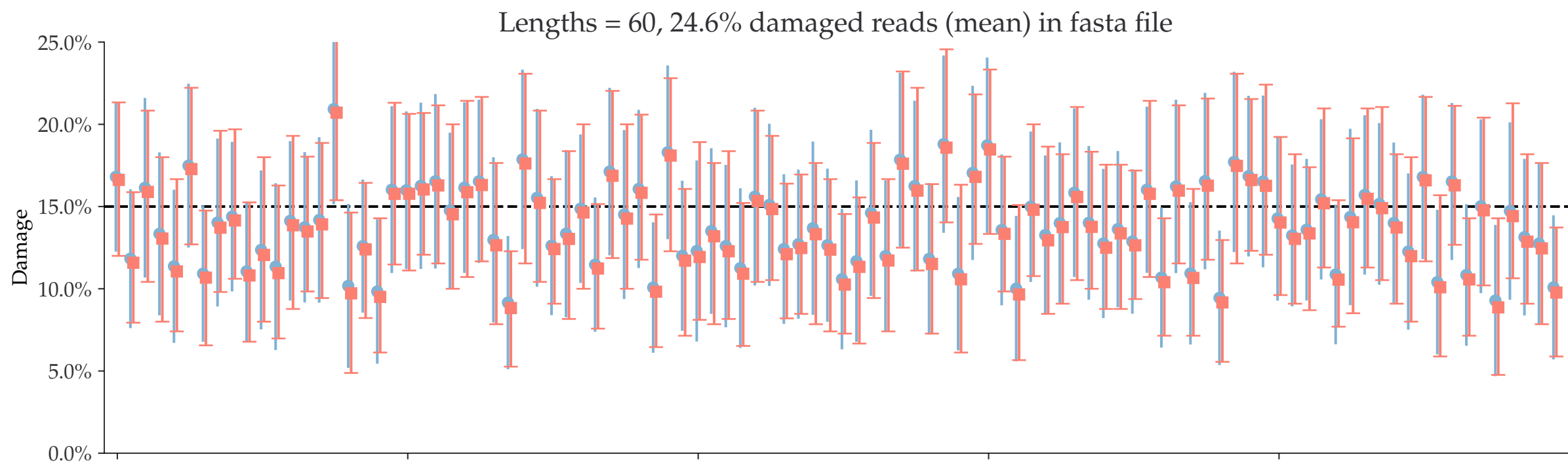
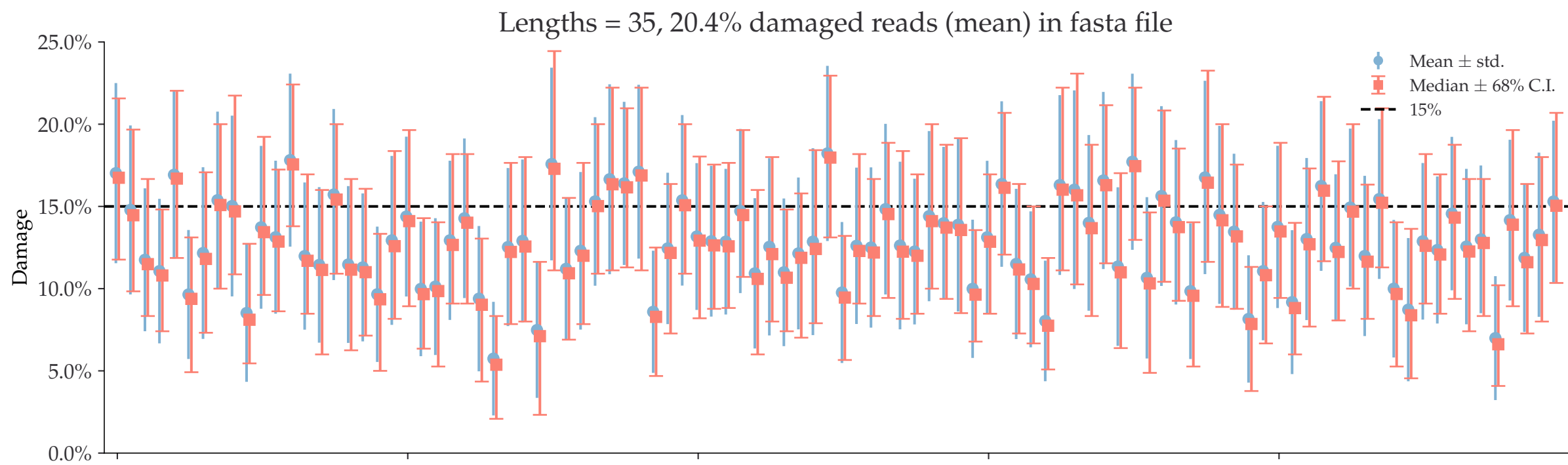
Individual damages:  
50 reads  
Briggs damage = 0.466  
Damage percent = 15%



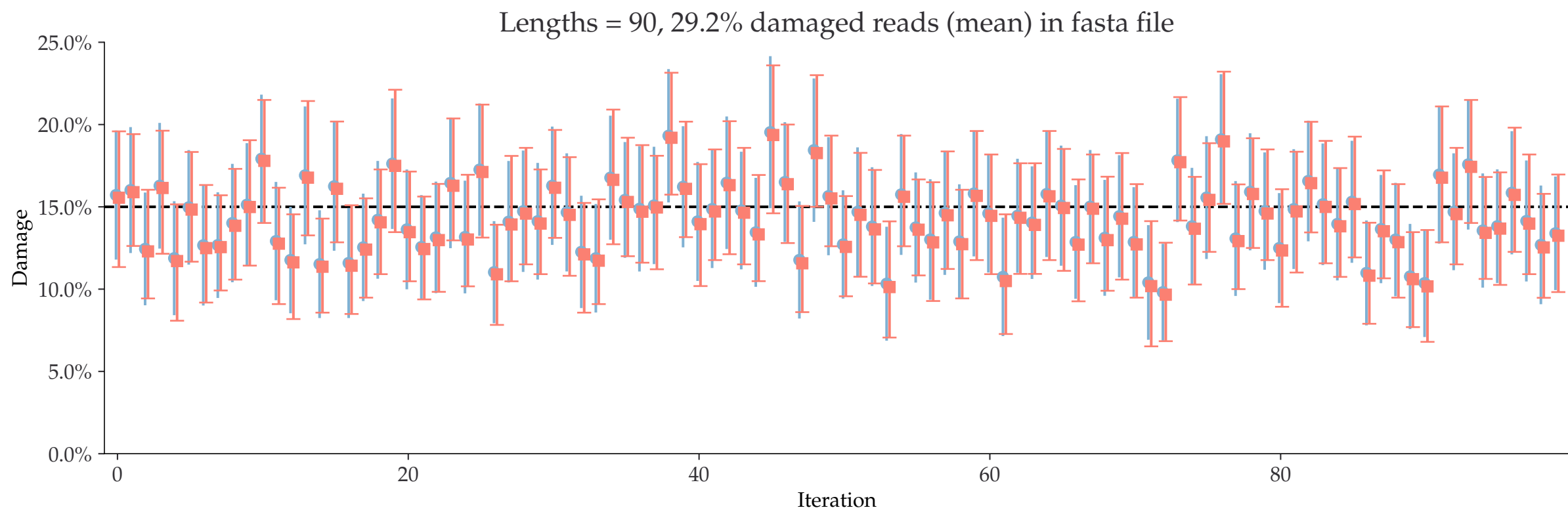
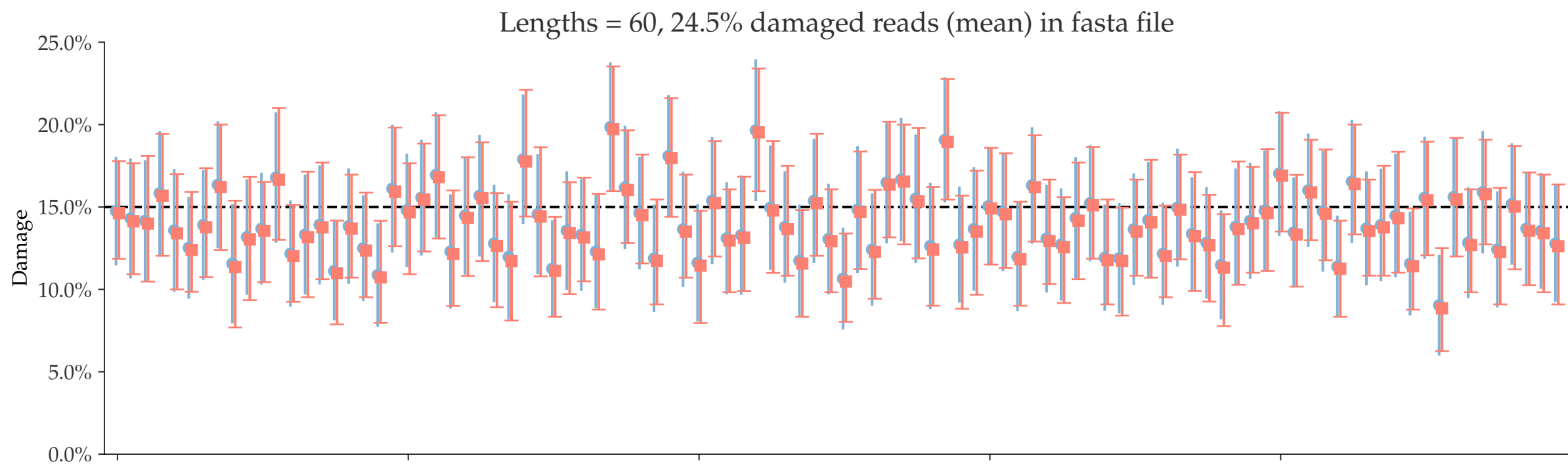
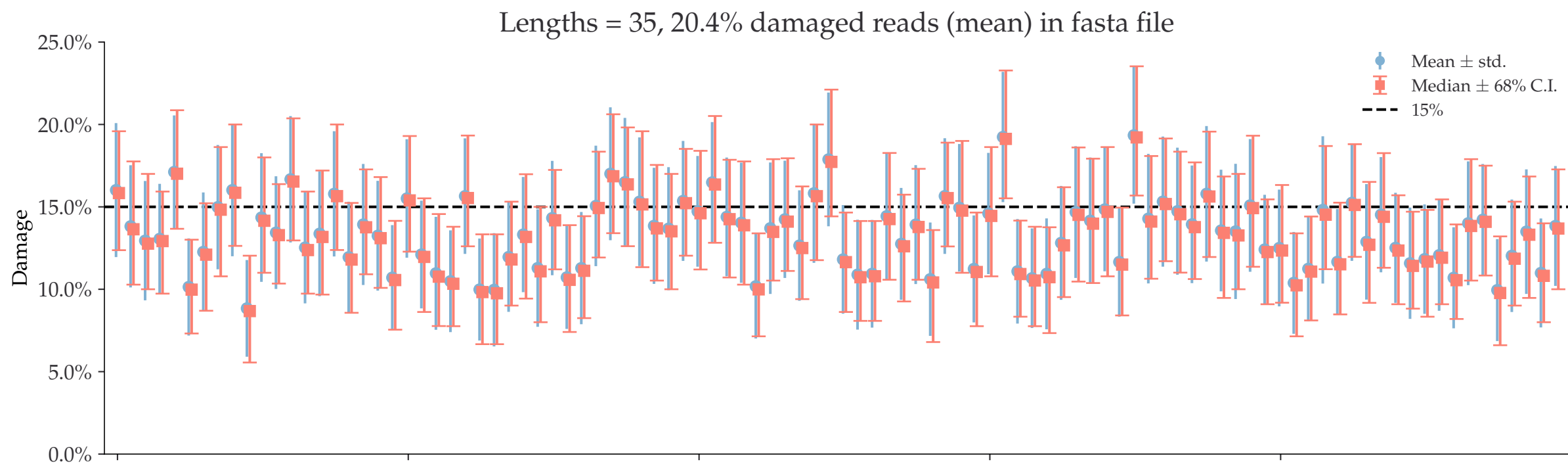
Individual damages:  
100 reads  
Briggs damage = 0.466  
Damage percent = 15%



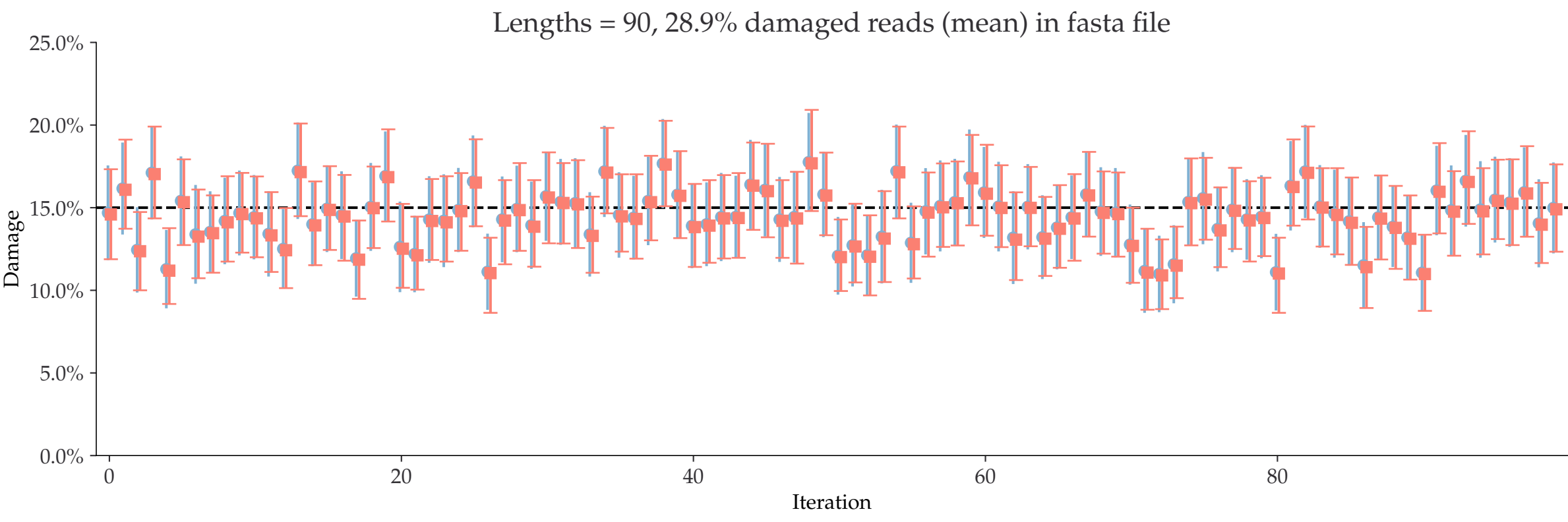
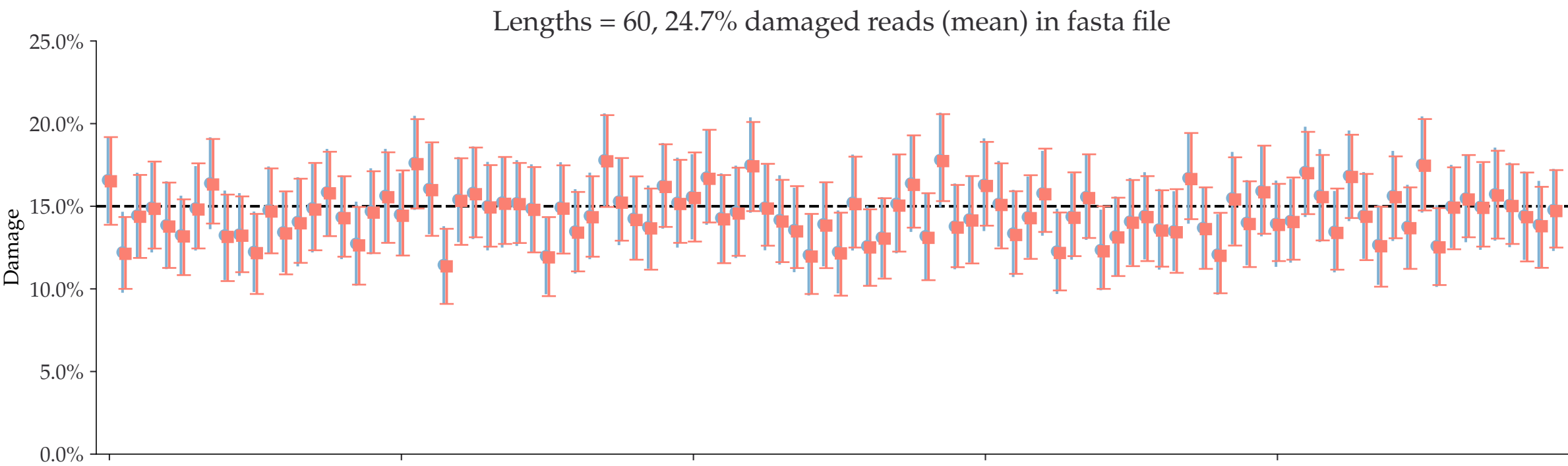
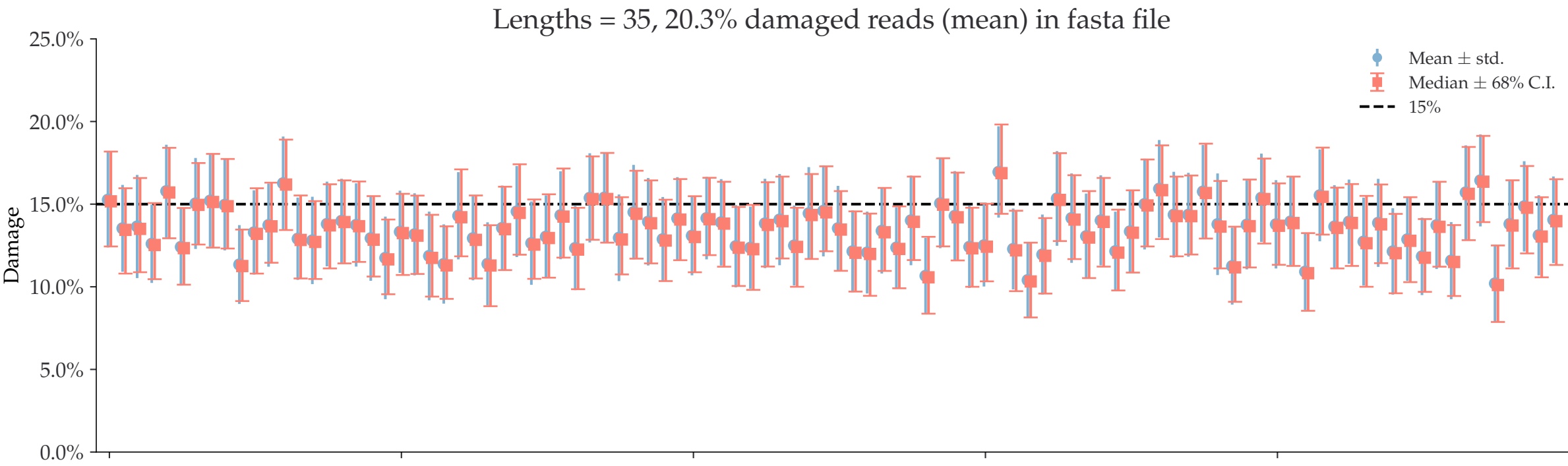
Individual damages:  
250 reads  
Briggs damage = 0.466  
Damage percent = 15%



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

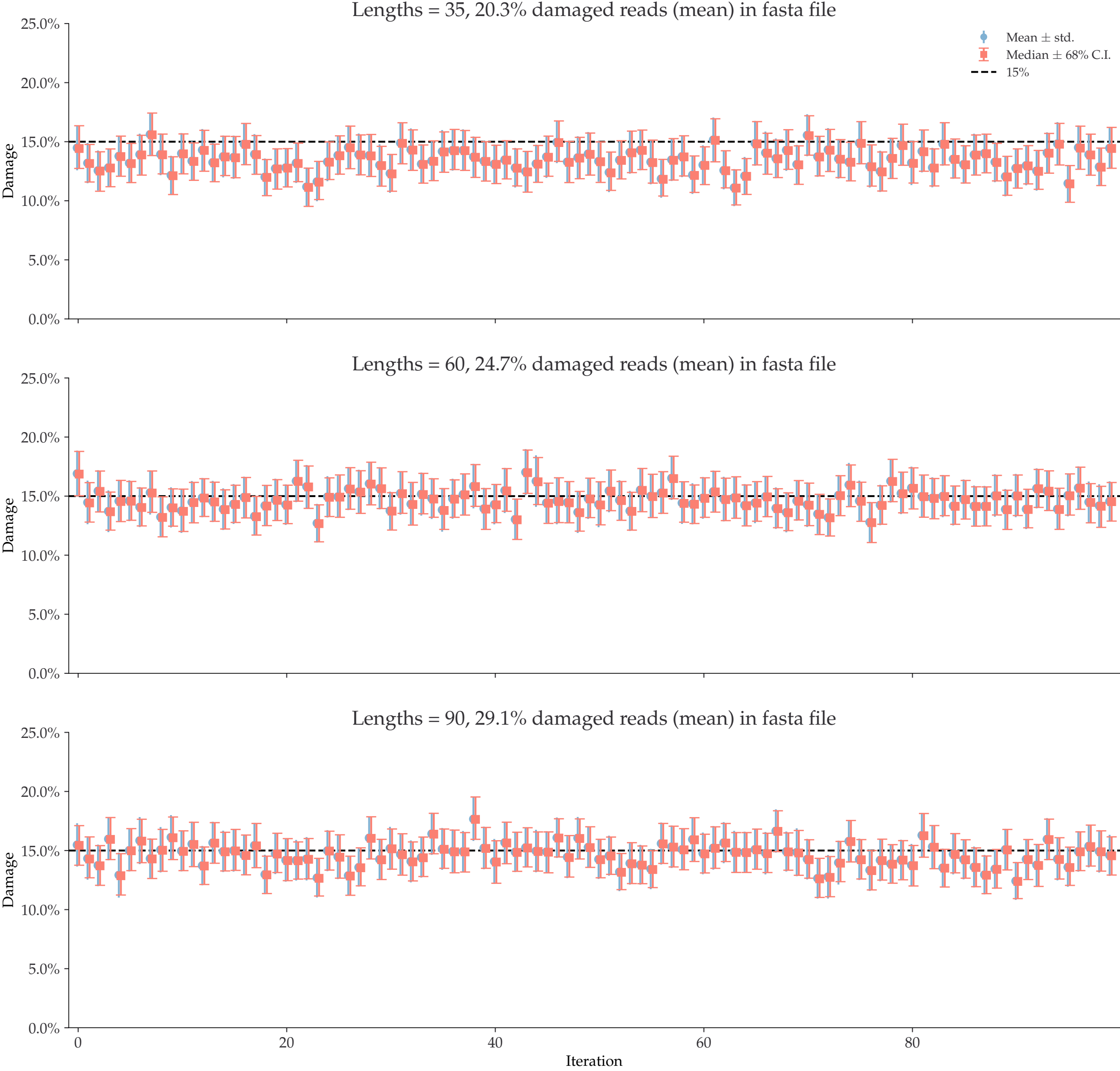


Individual damages:  
1000 reads  
Briggs damage = 0.466  
Damage percent = 15%

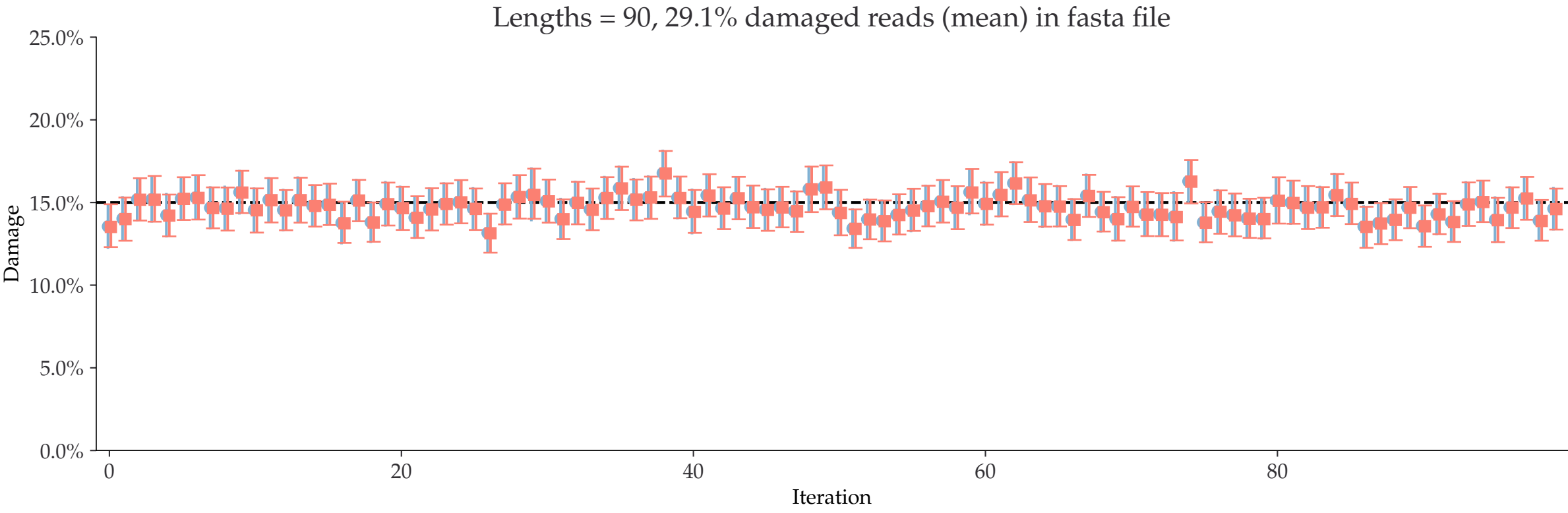
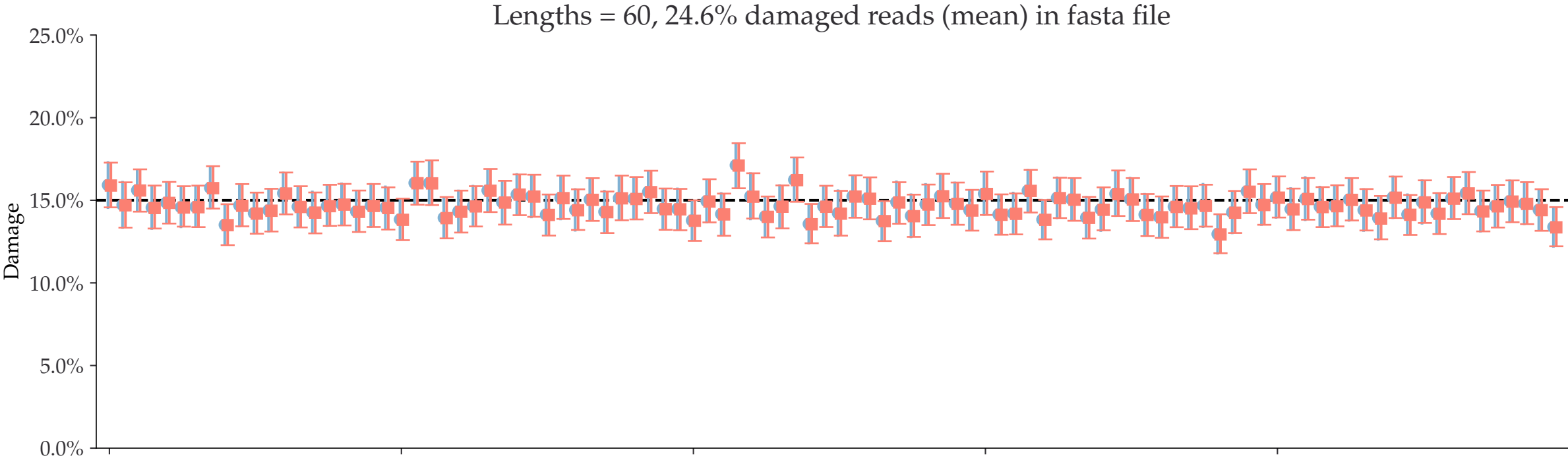
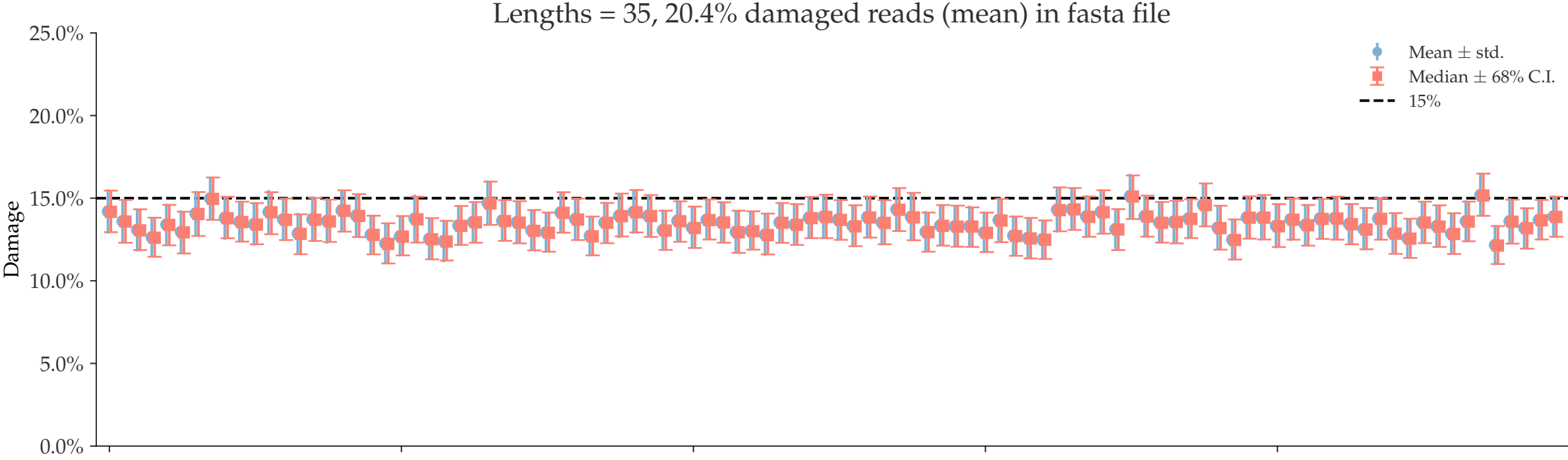




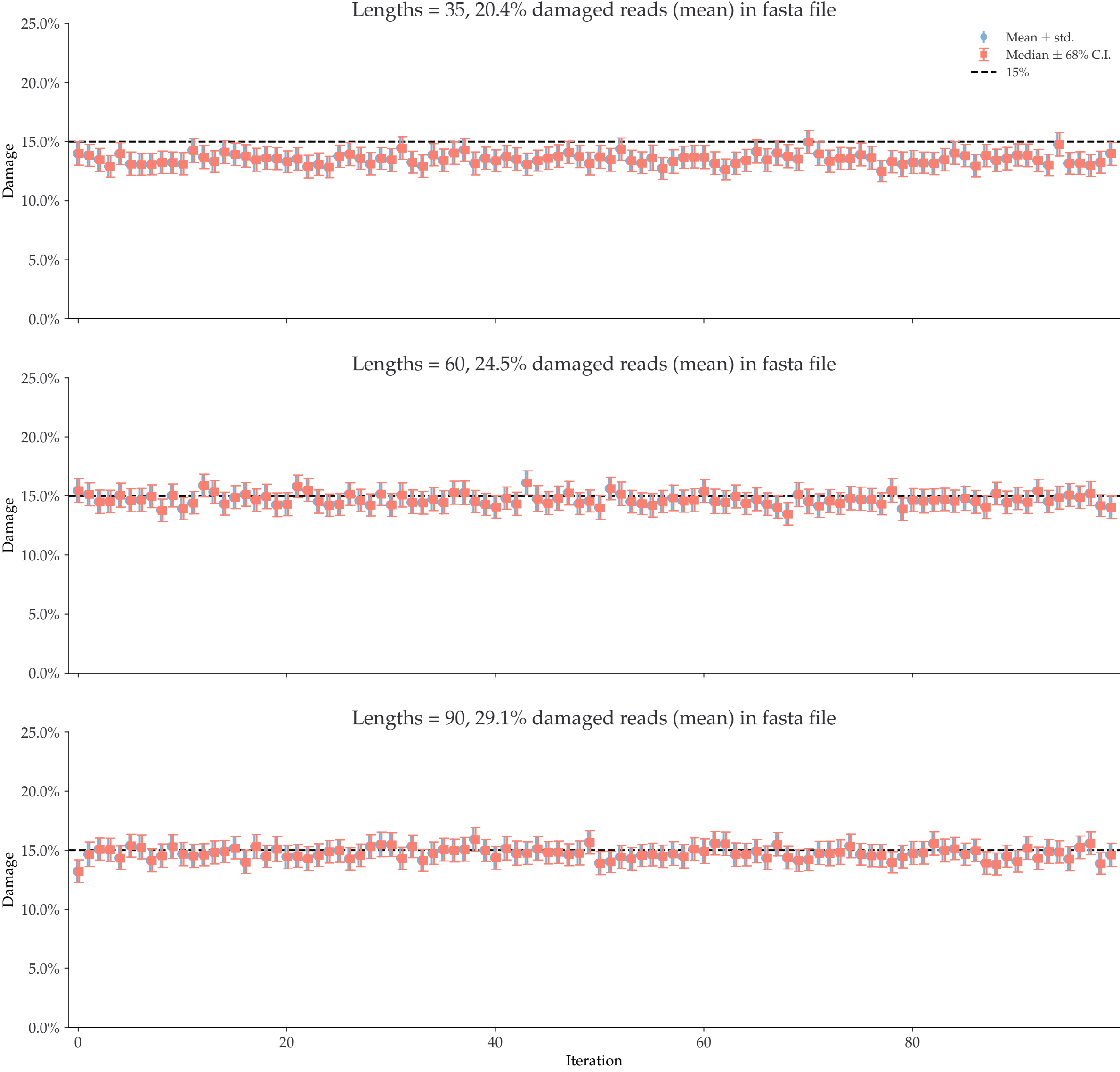
Individual damages:  
2500 reads  
Briggs damage = 0.466  
Damage percent = 15%



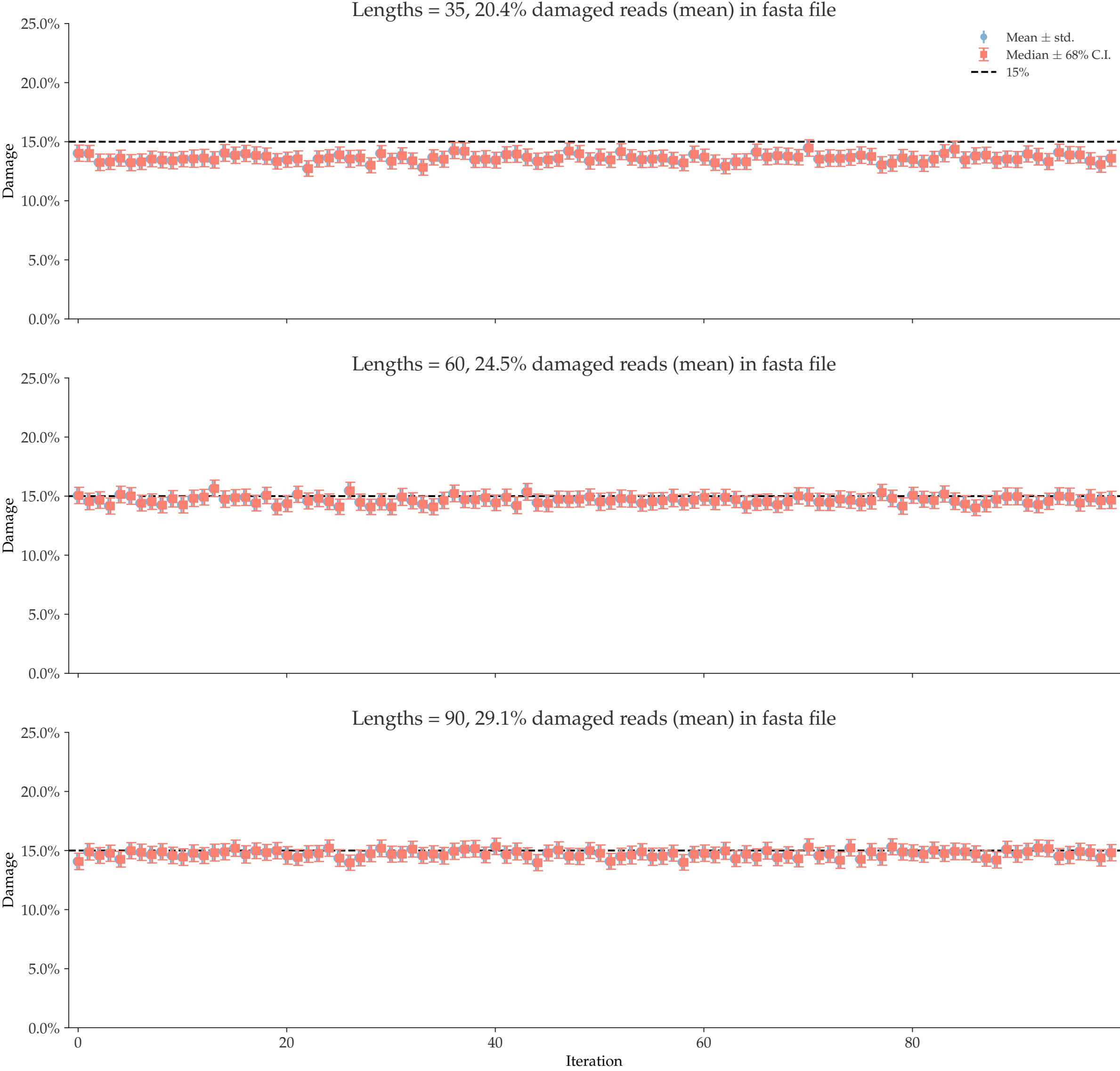
Individual damages:  
5000 reads  
Briggs damage = 0.466  
Damage percent = 15%



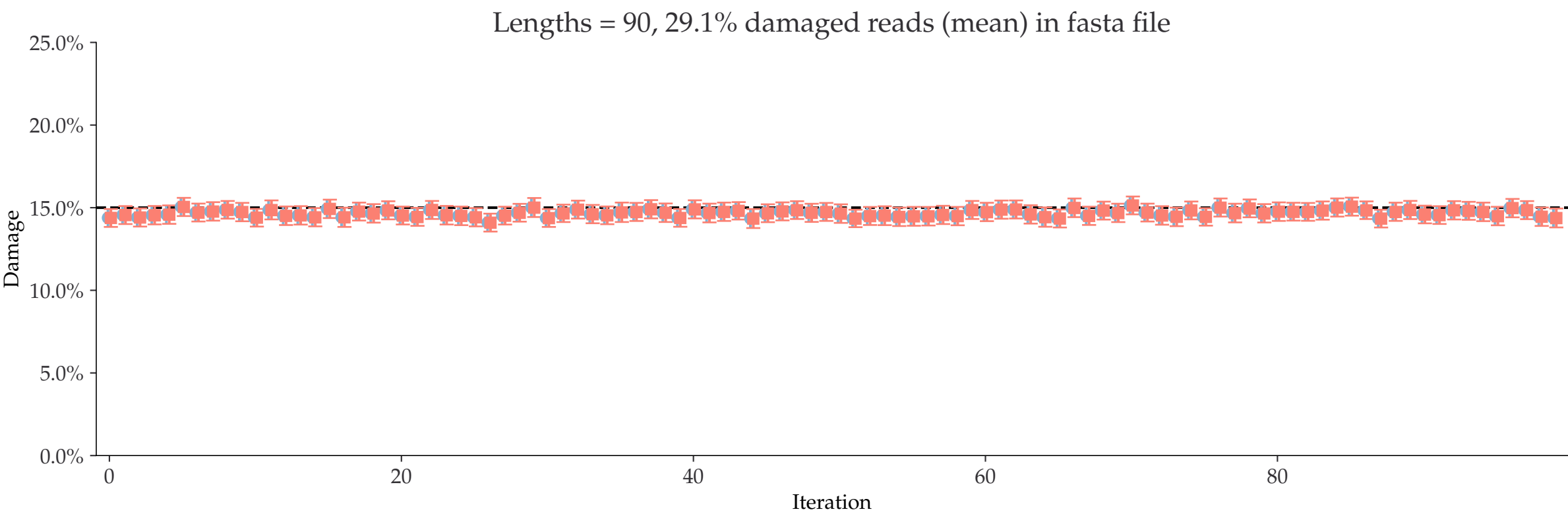
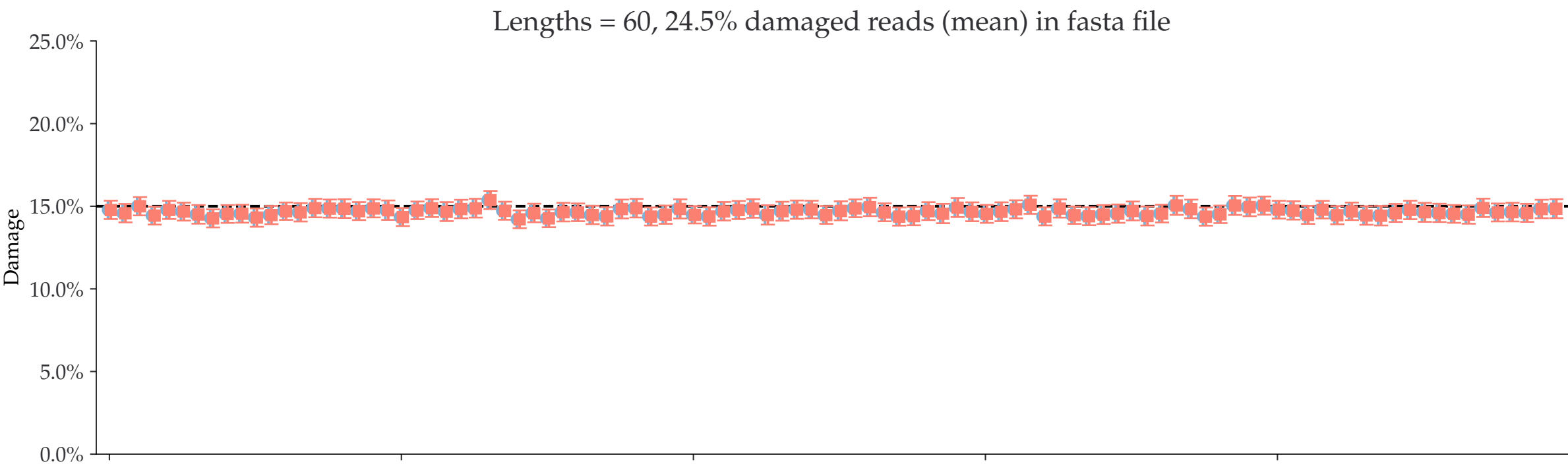
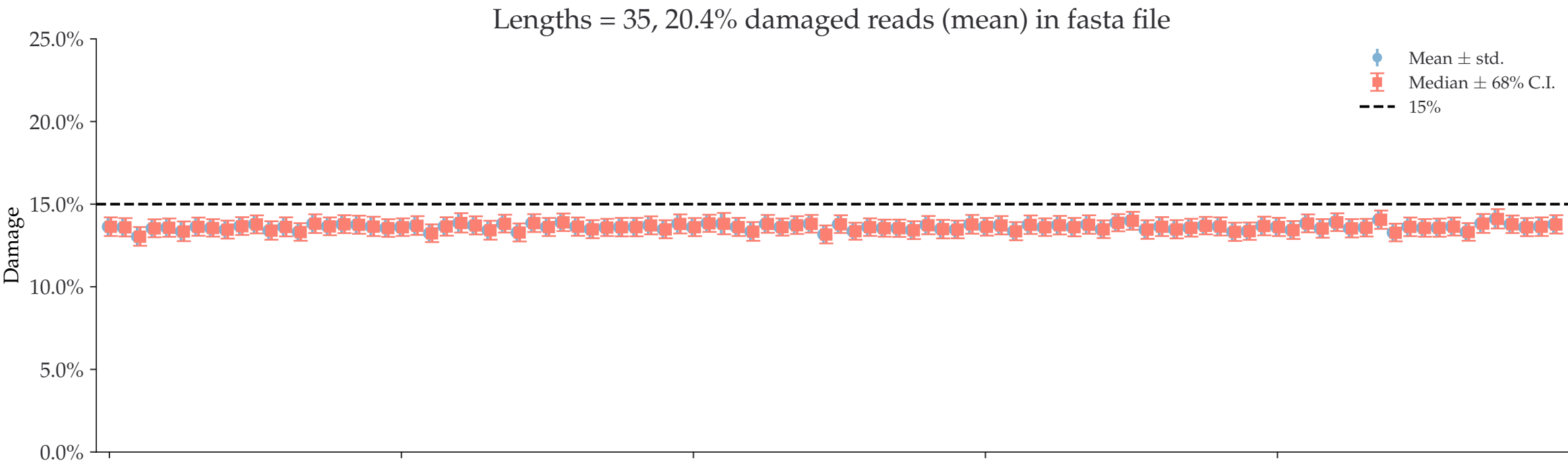
Individual damages:  
10000 reads  
Briggs damage = 0.466  
Damage percent = 15%



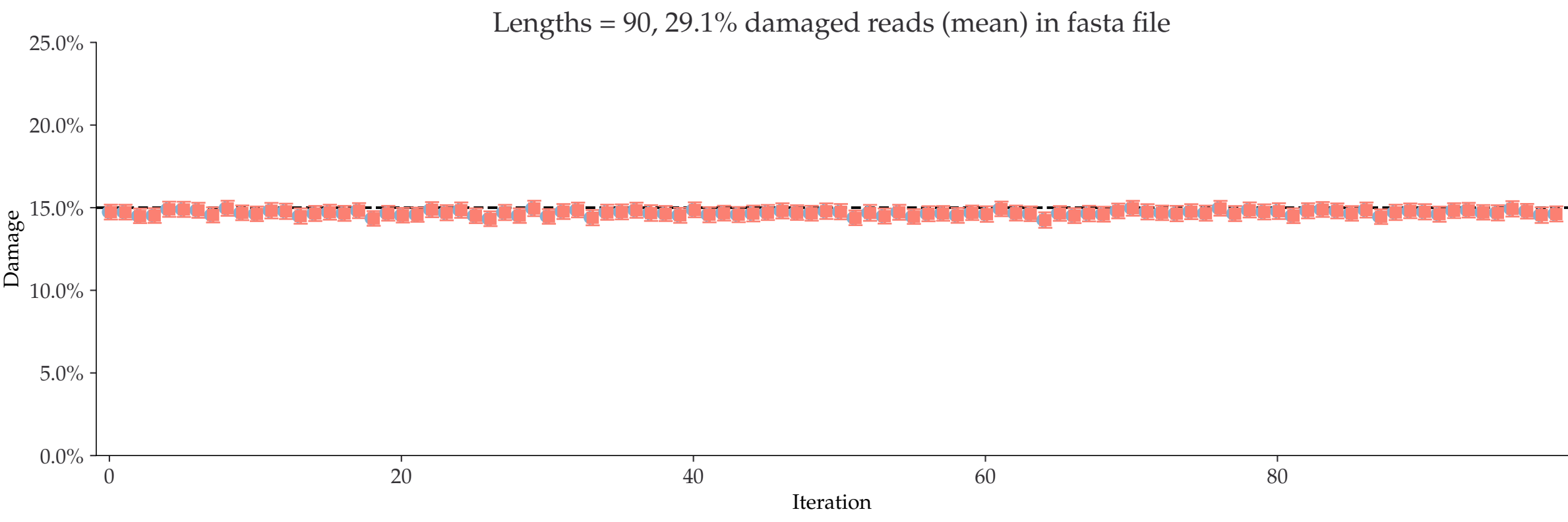
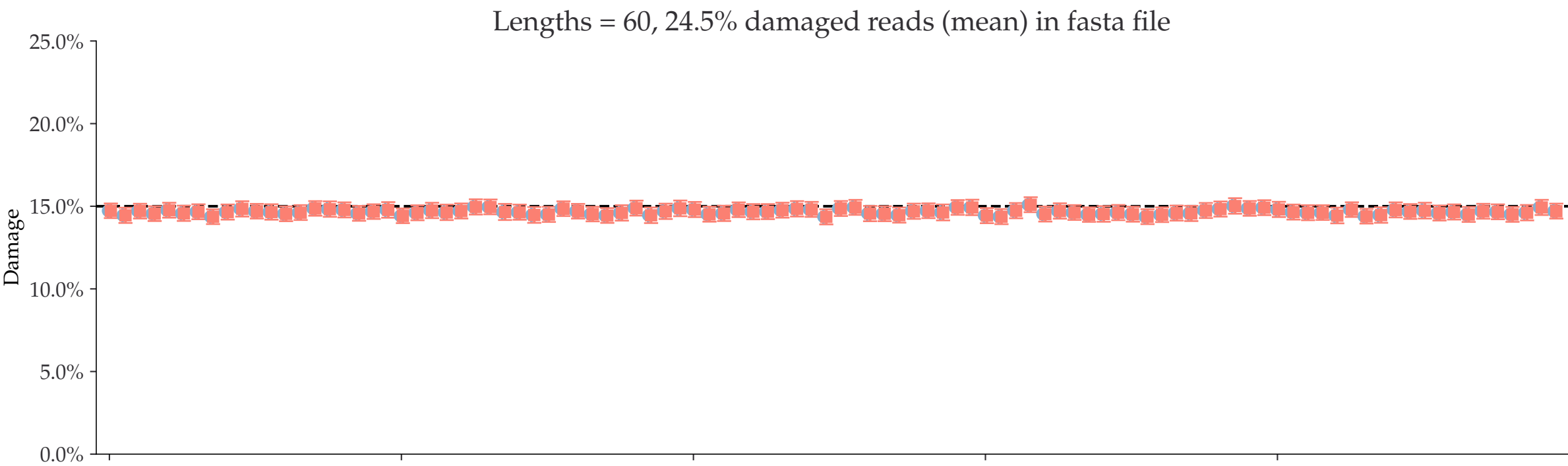
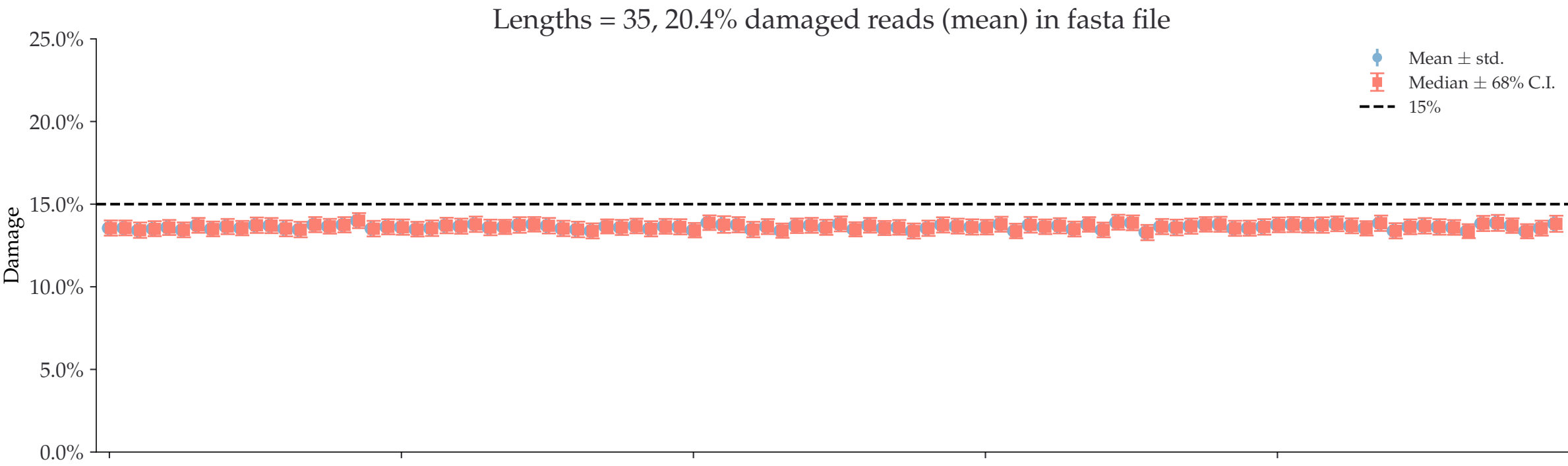
Individual damages:  
25000 reads  
Briggs damage = 0.466  
Damage percent = 15%



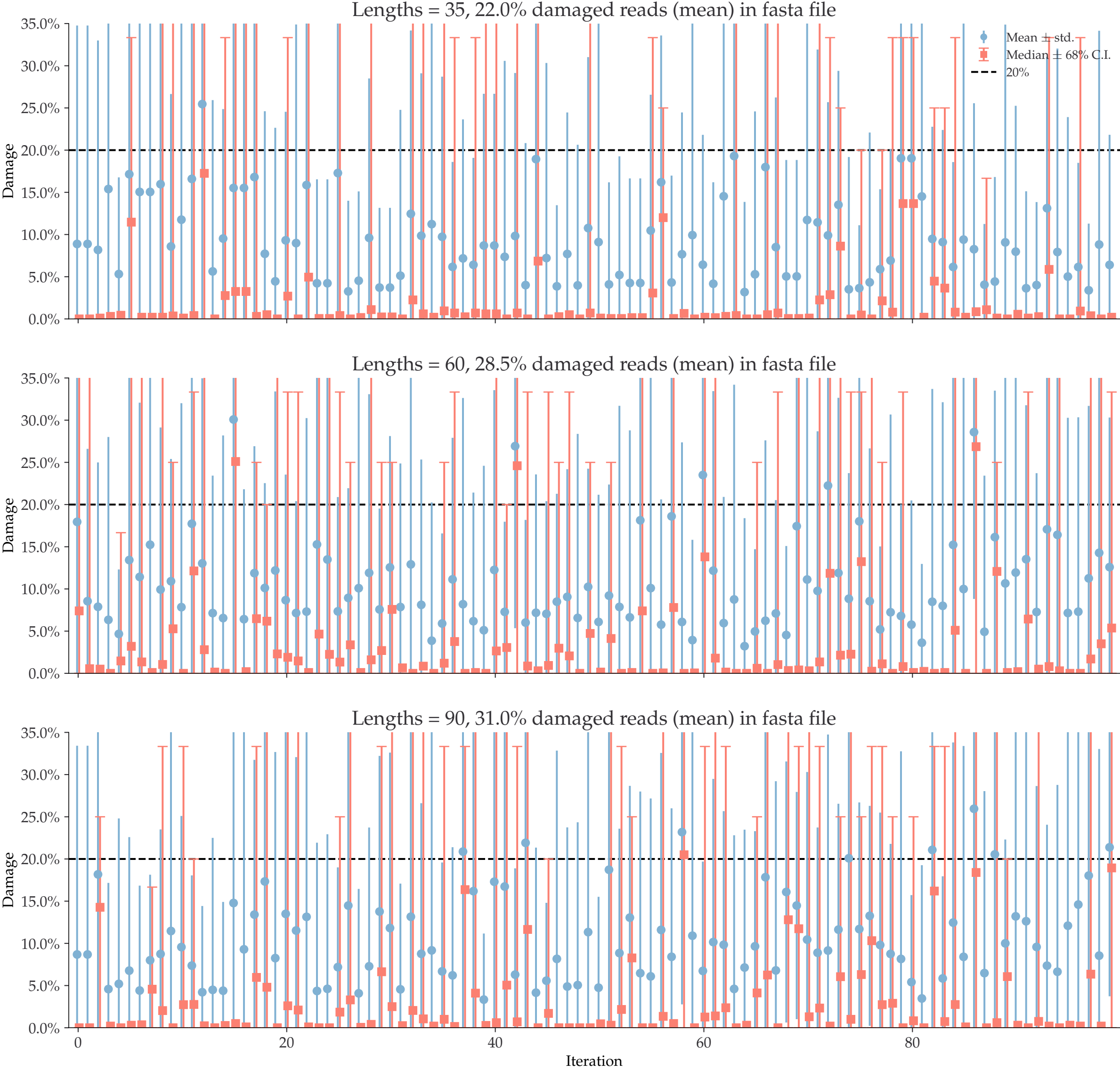
Individual damages:  
50000 reads  
Briggs damage = 0.466  
Damage percent = 15%



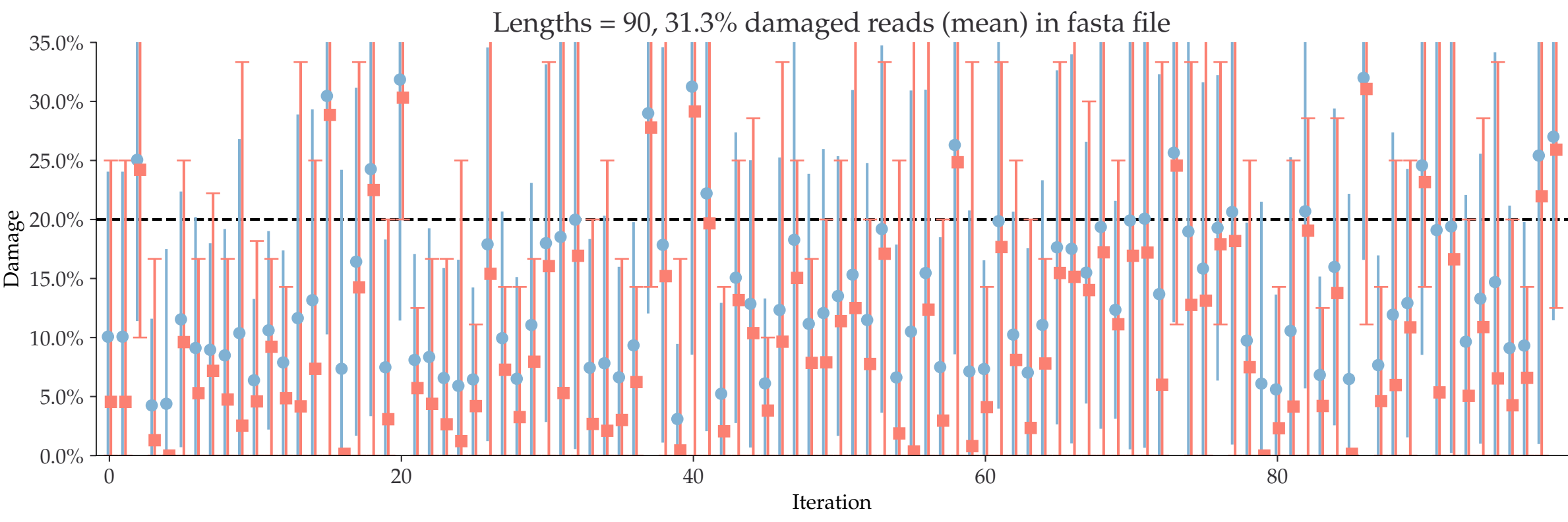
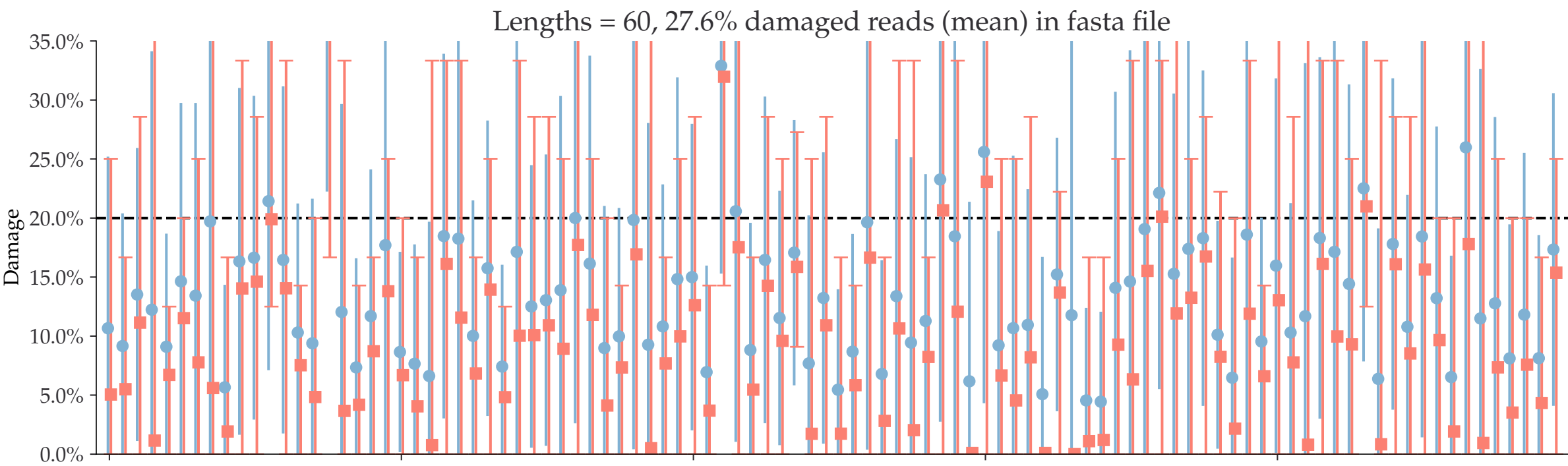
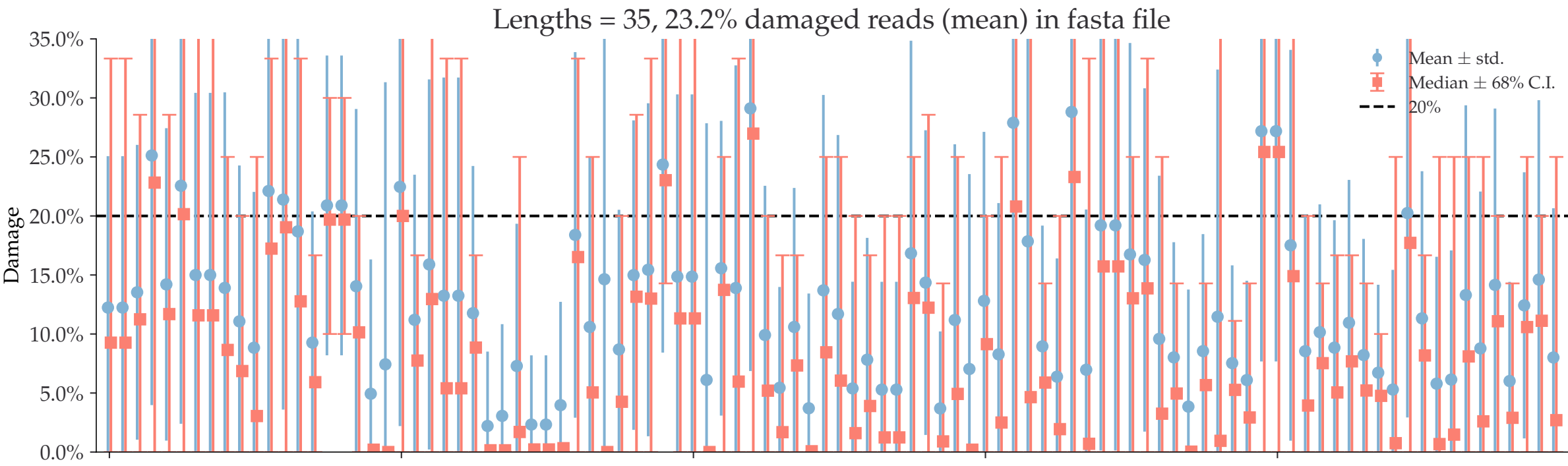
Individual damages:  
100000 reads  
Briggs damage = 0.466  
Damage percent = 15%



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

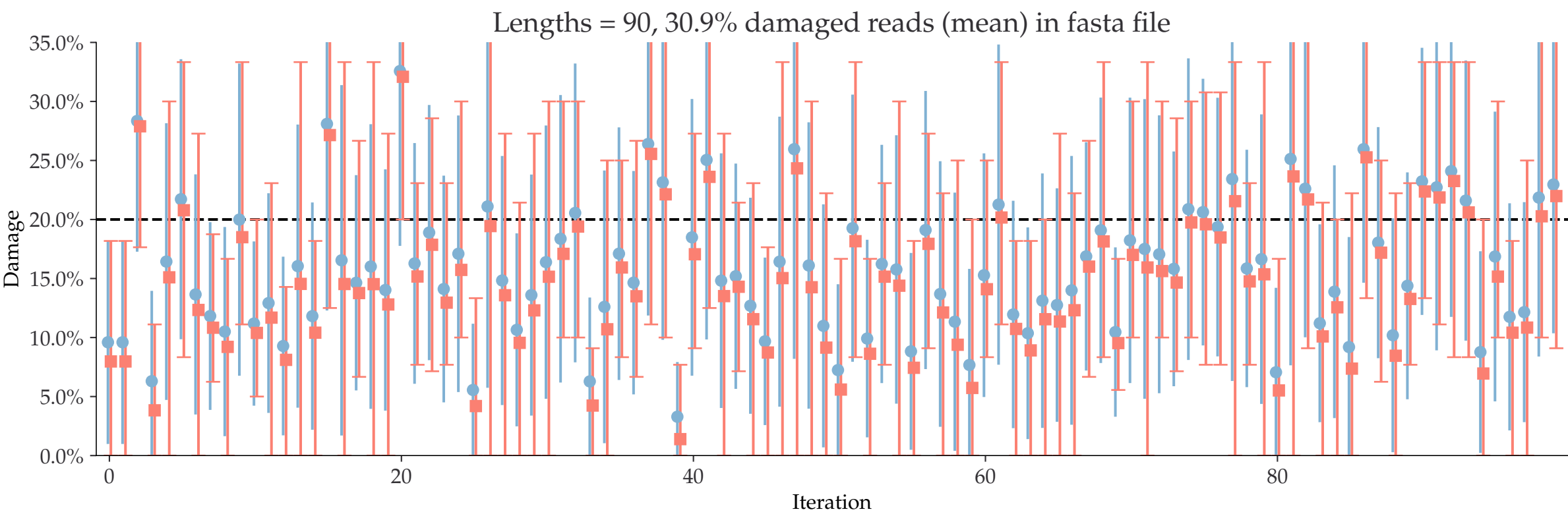
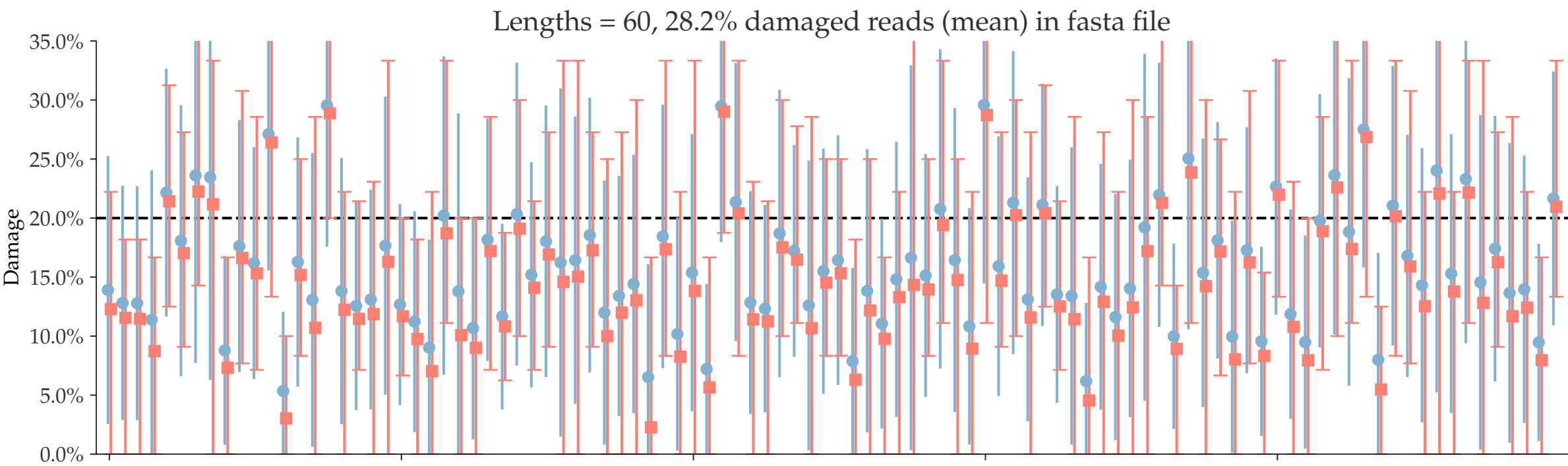
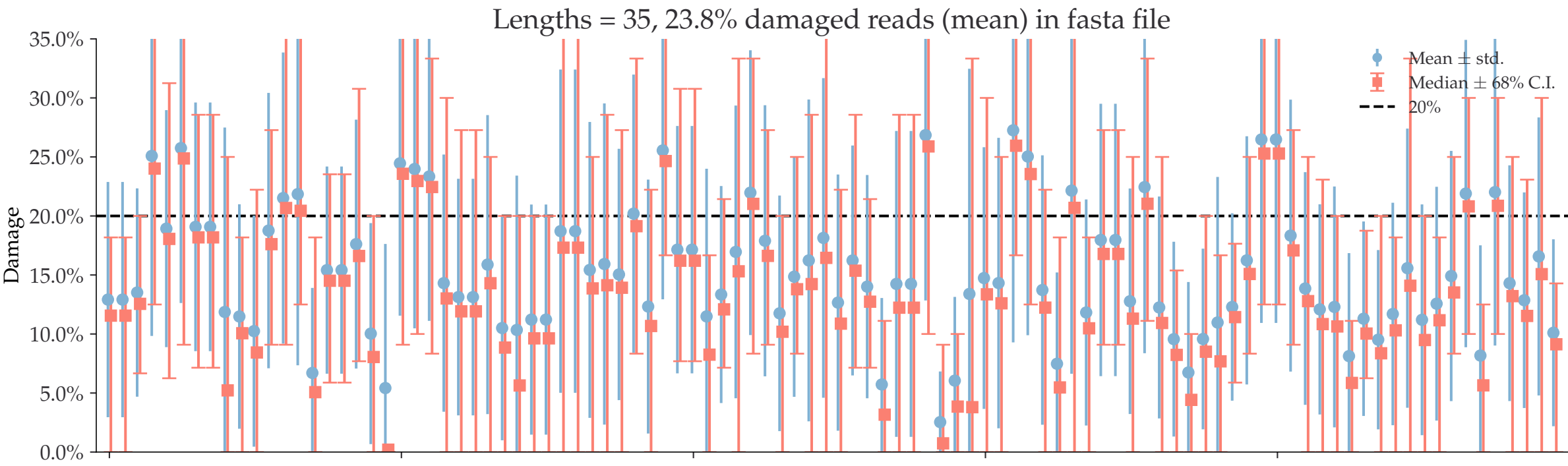


Individual damages:  
25 reads  
Briggs damage = 0.626  
Damage percent = 20%

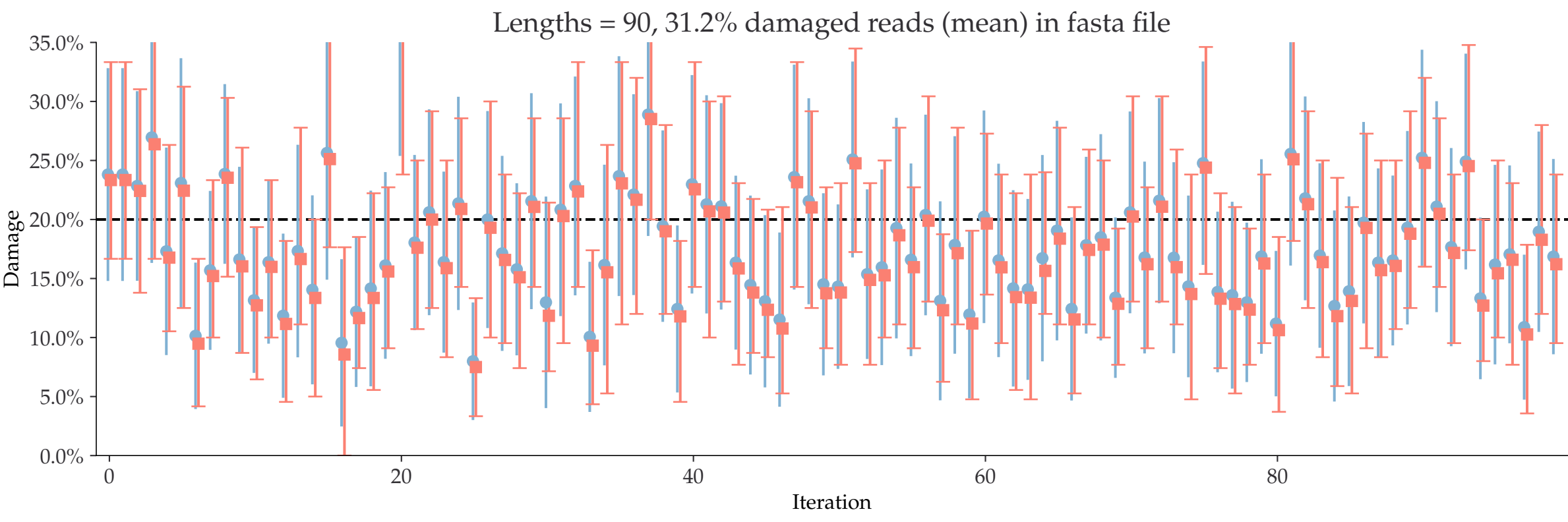
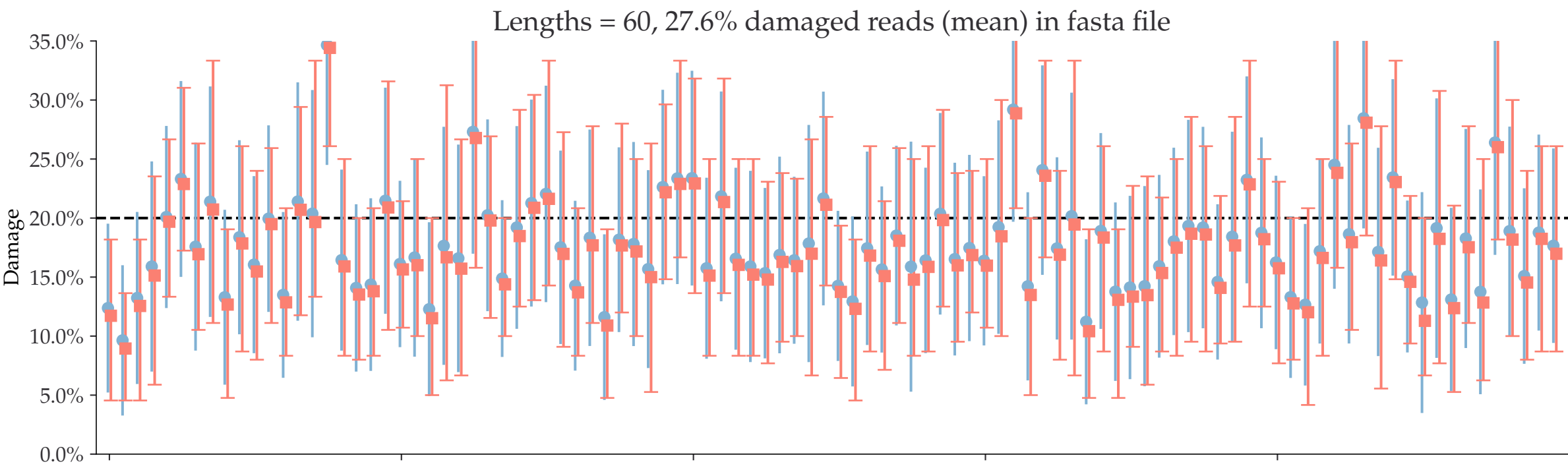
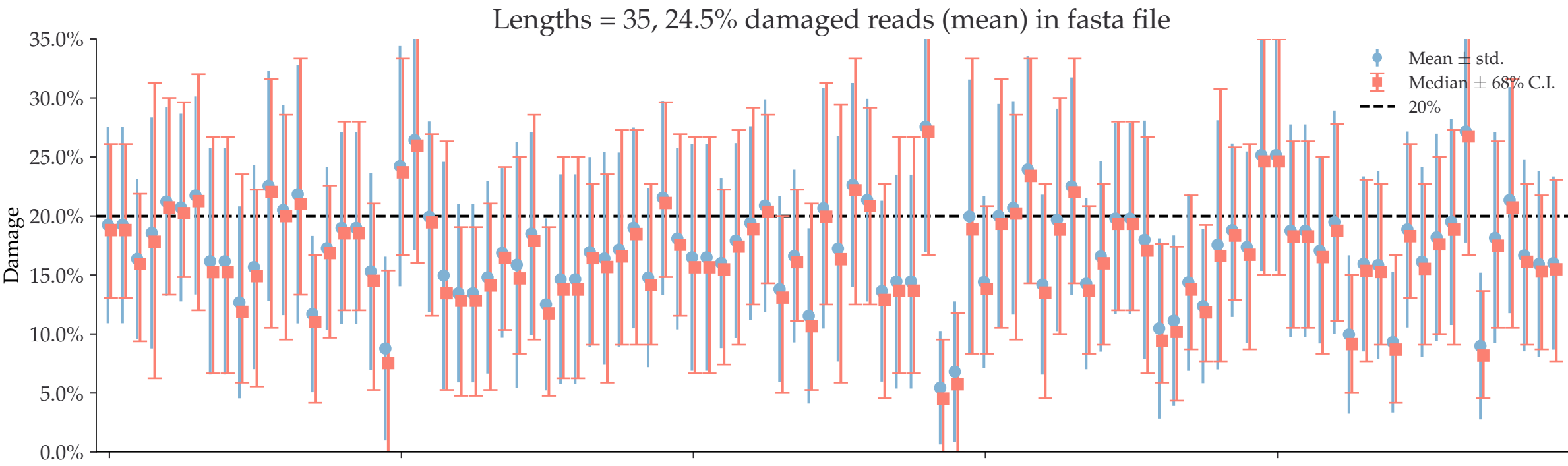




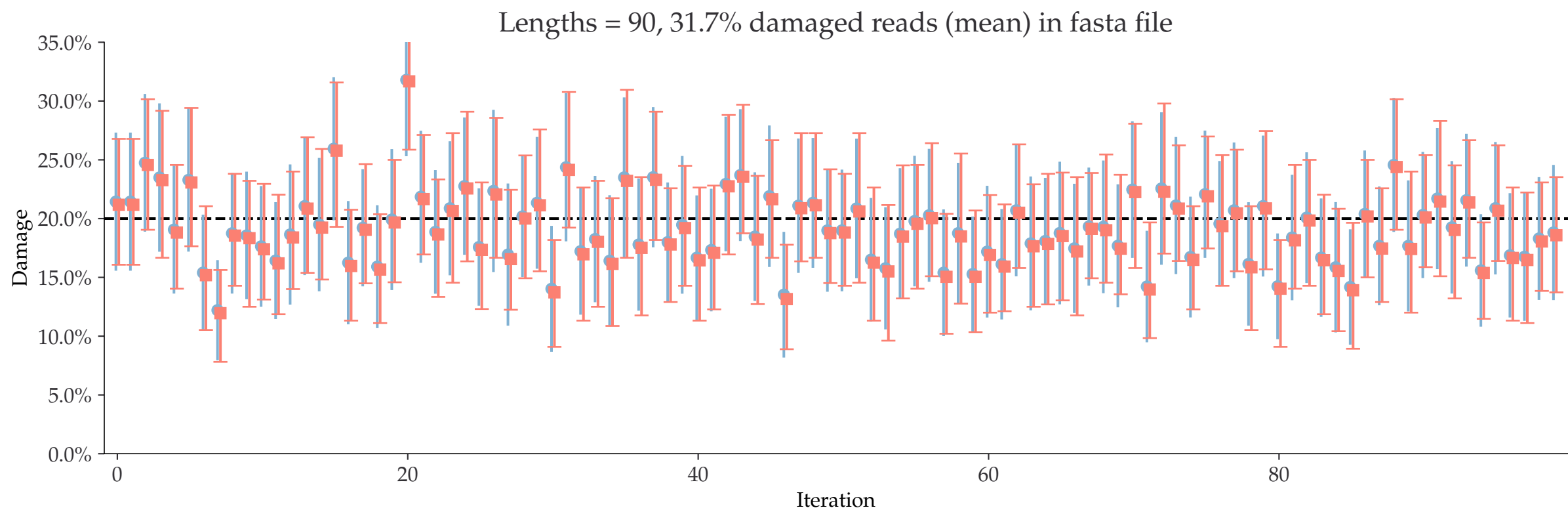
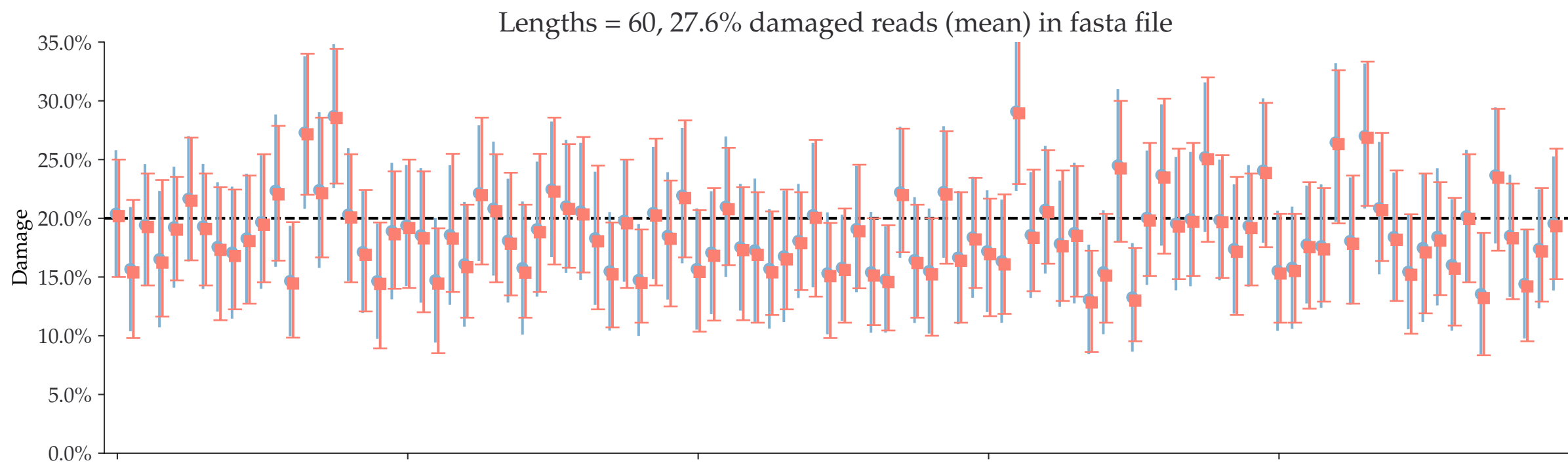
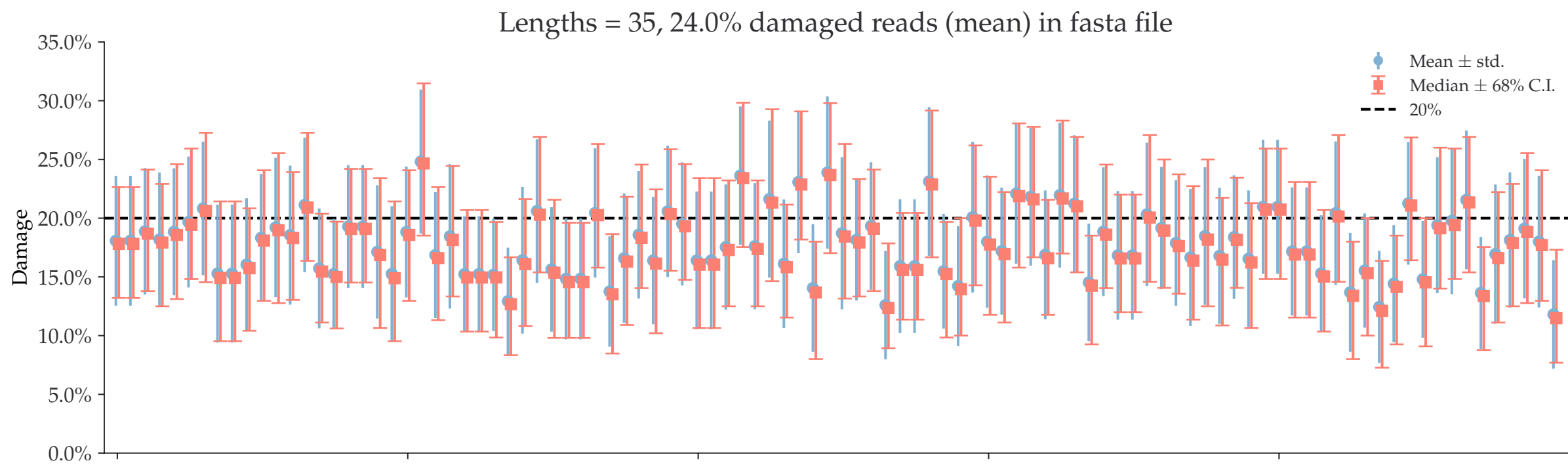
Individual damages:  
50 reads  
Briggs damage = 0.626  
Damage percent = 20%



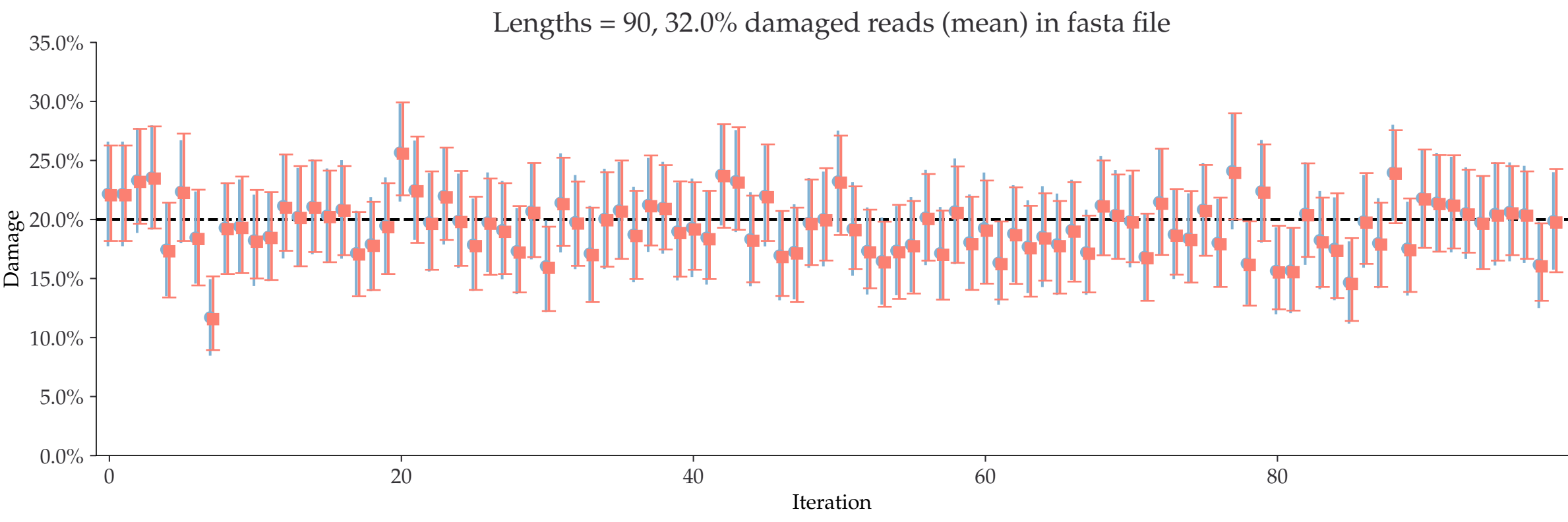
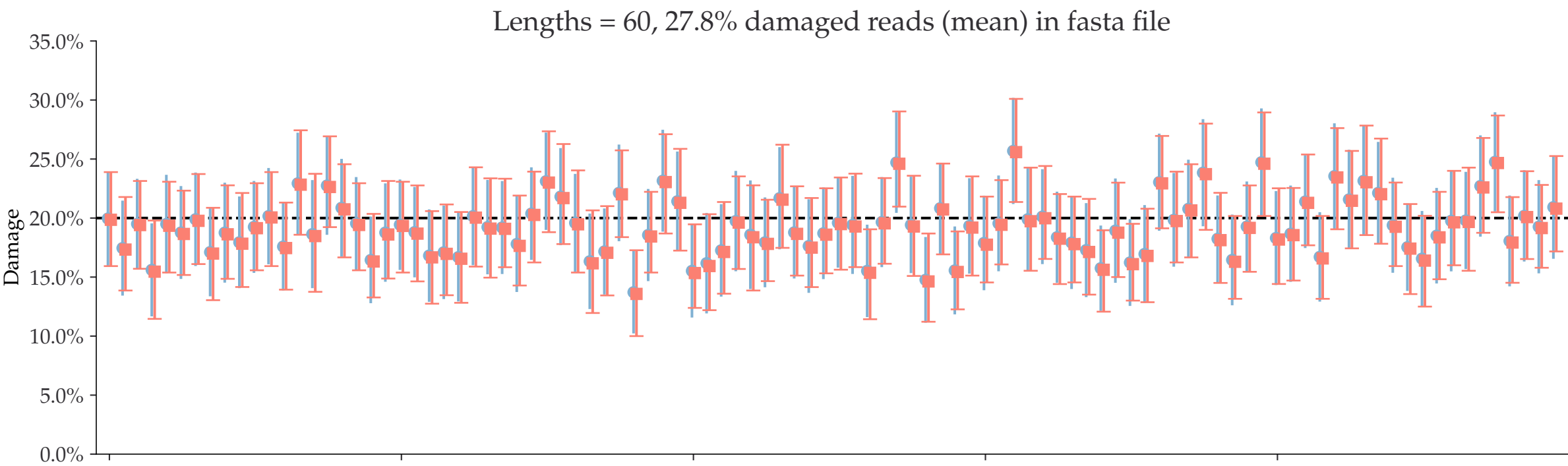
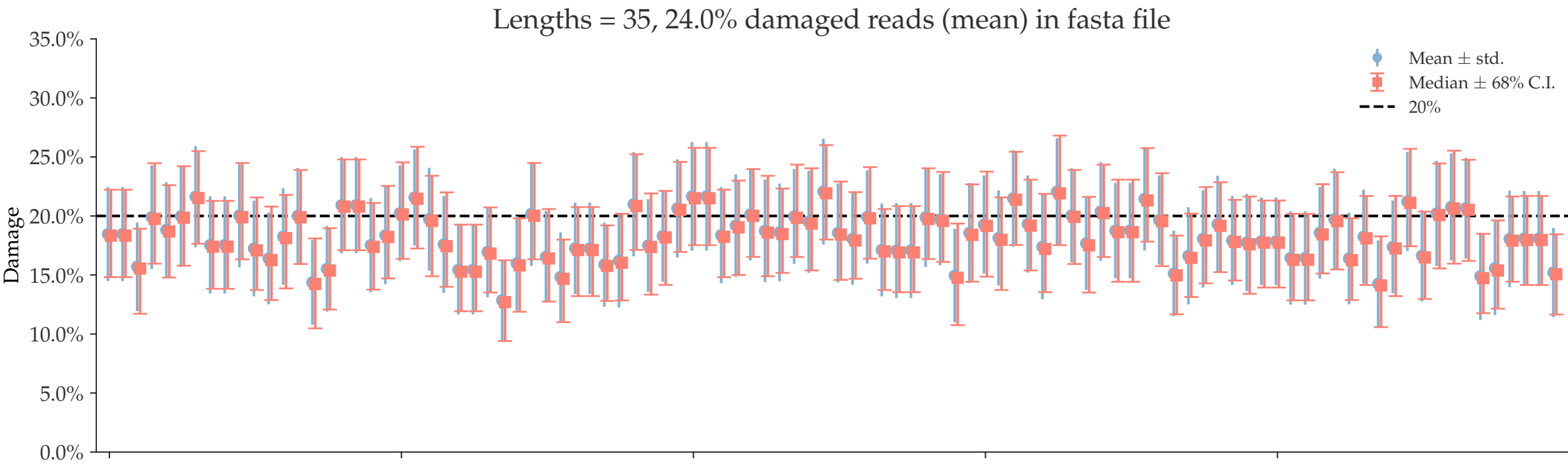
Individual damages:  
100 reads  
Briggs damage = 0.626  
Damage percent = 20%



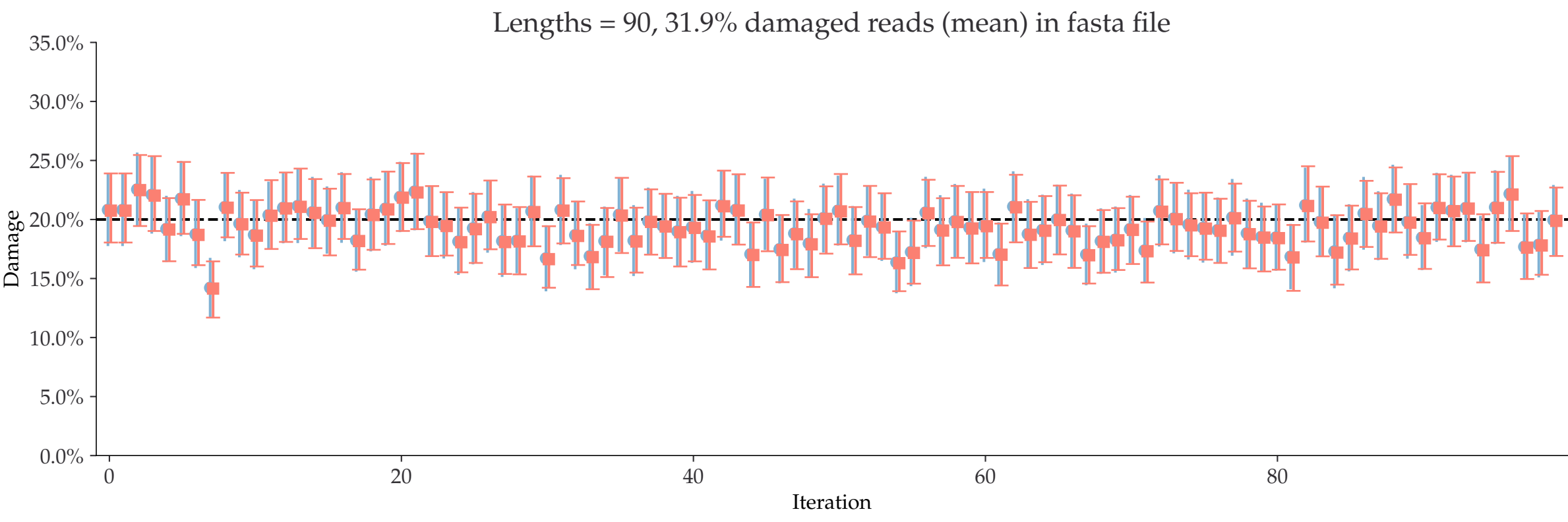
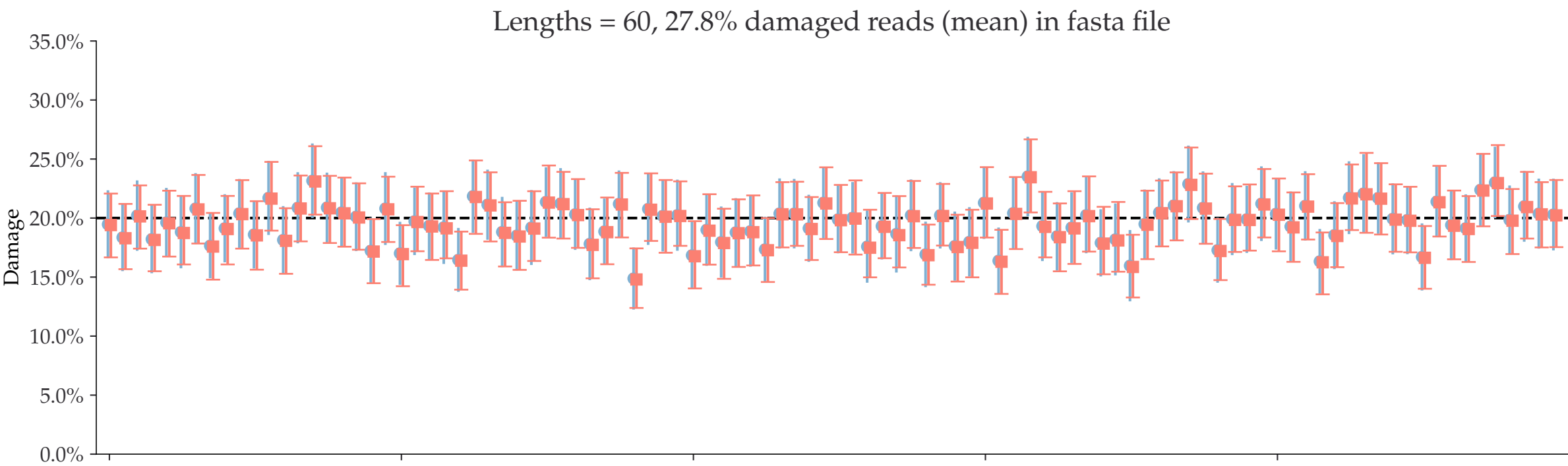
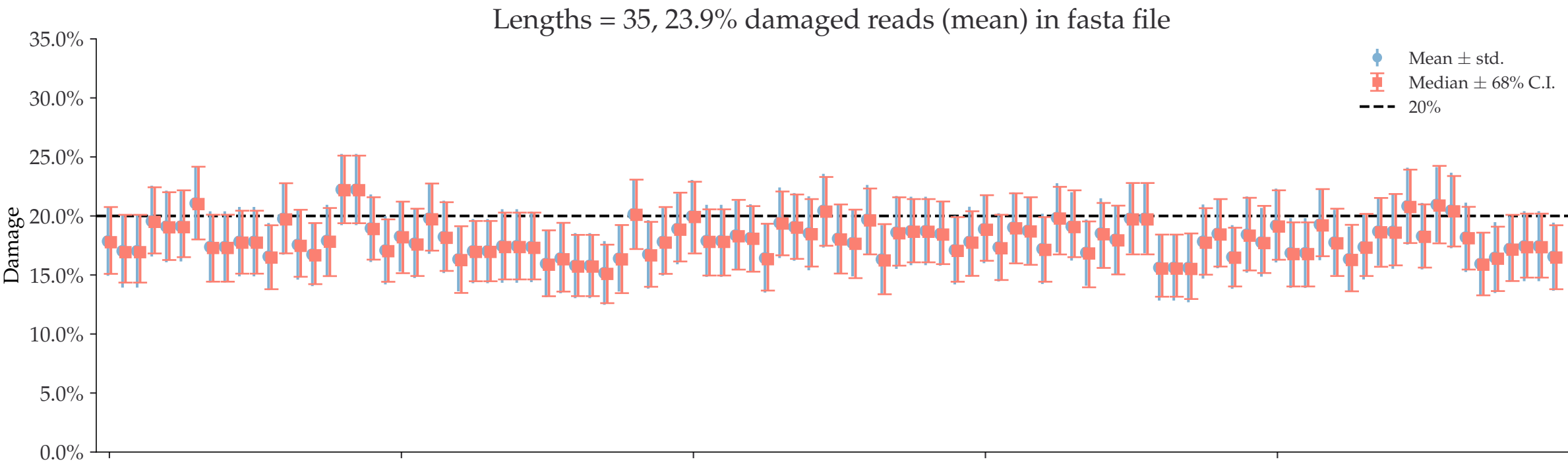
Individual damages:  
250 reads  
Briggs damage = 0.626  
Damage percent = 20%



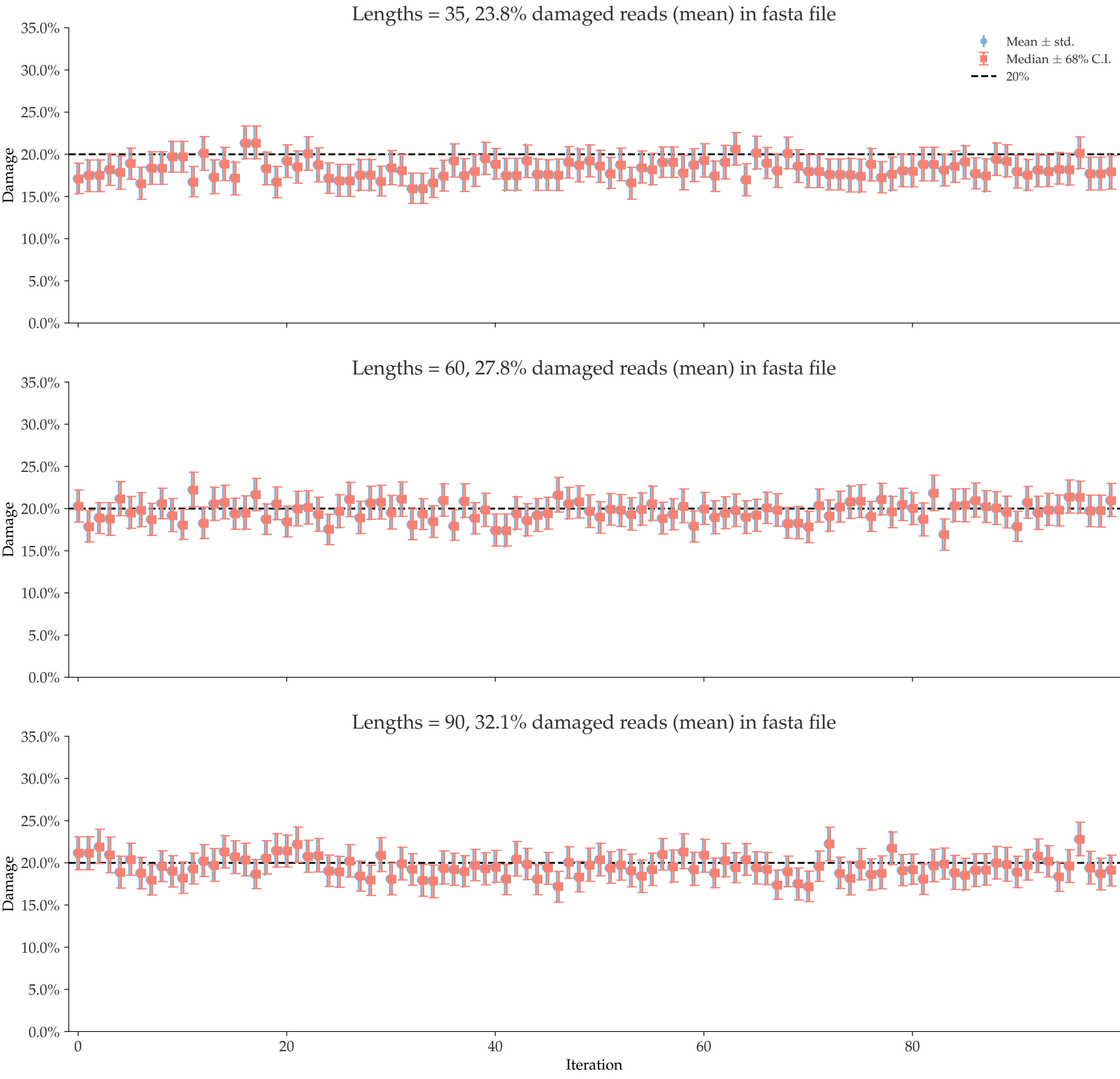
Individual damages:  
500 reads  
Briggs damage = 0.626  
Damage percent = 20%



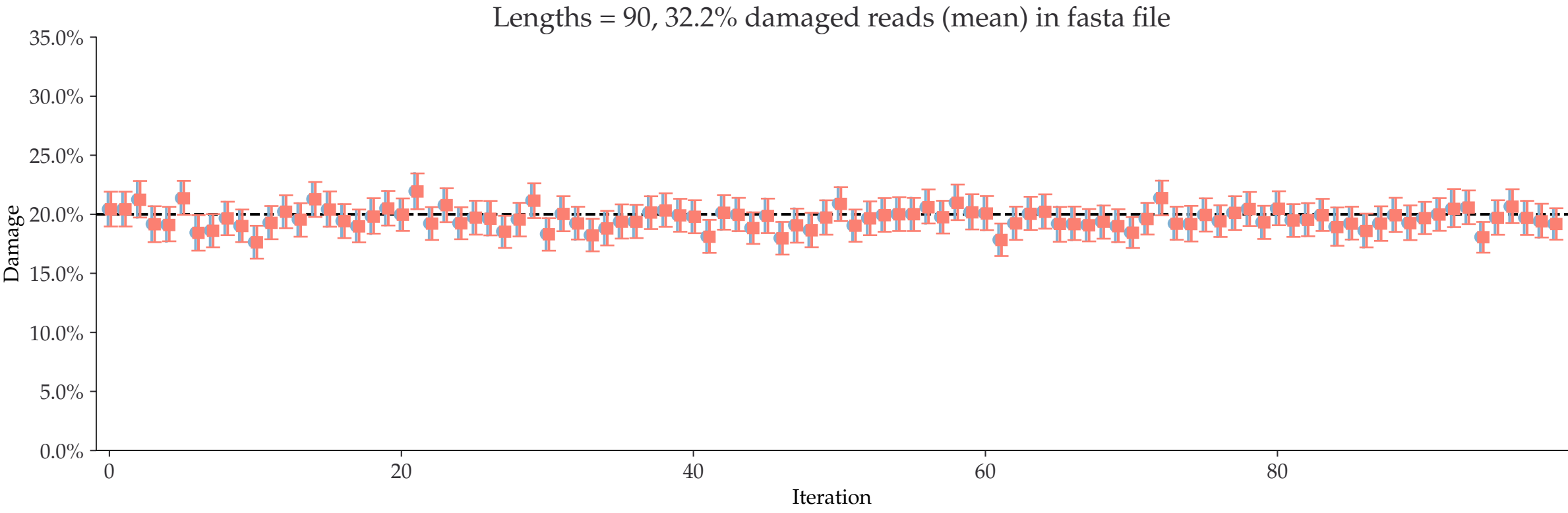
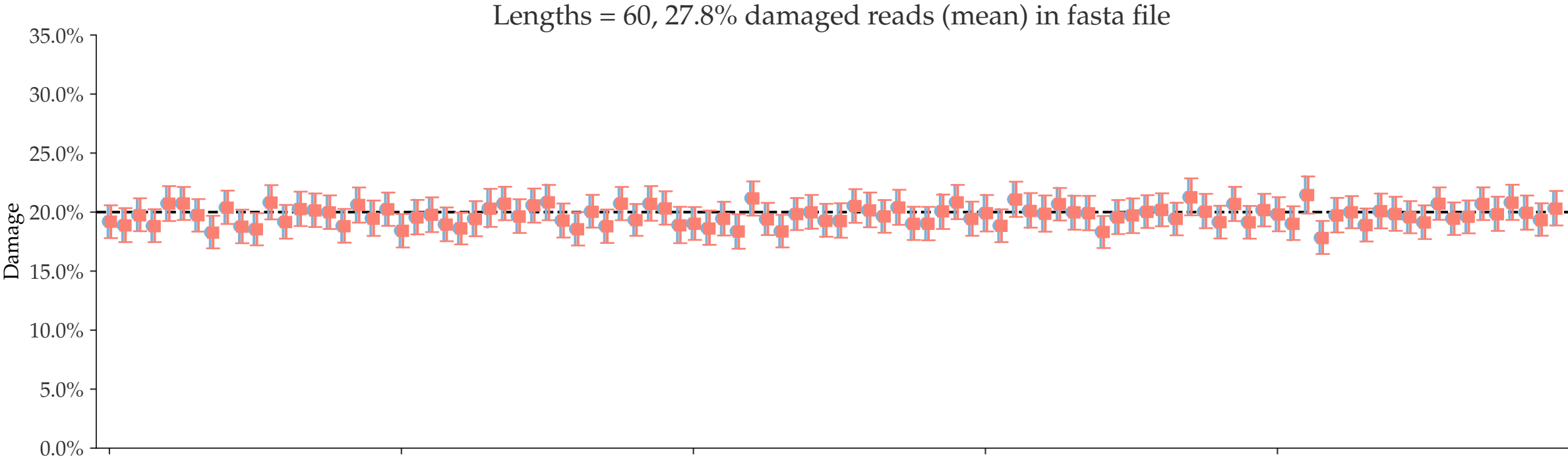
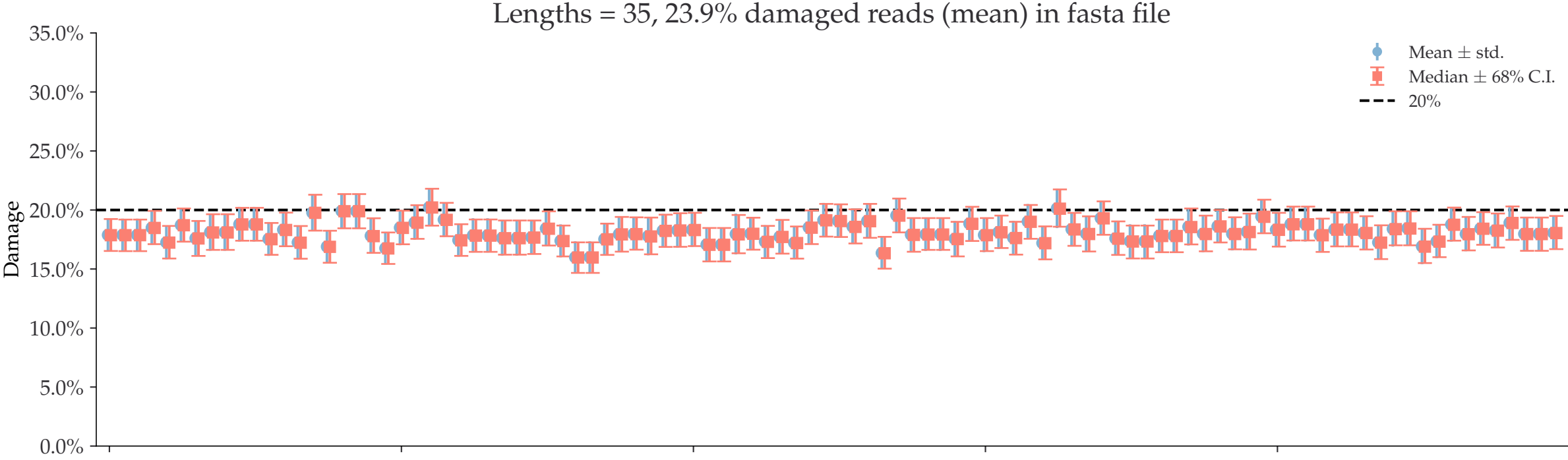
Individual damages:  
1000 reads  
Briggs damage = 0.626  
Damage percent = 20%



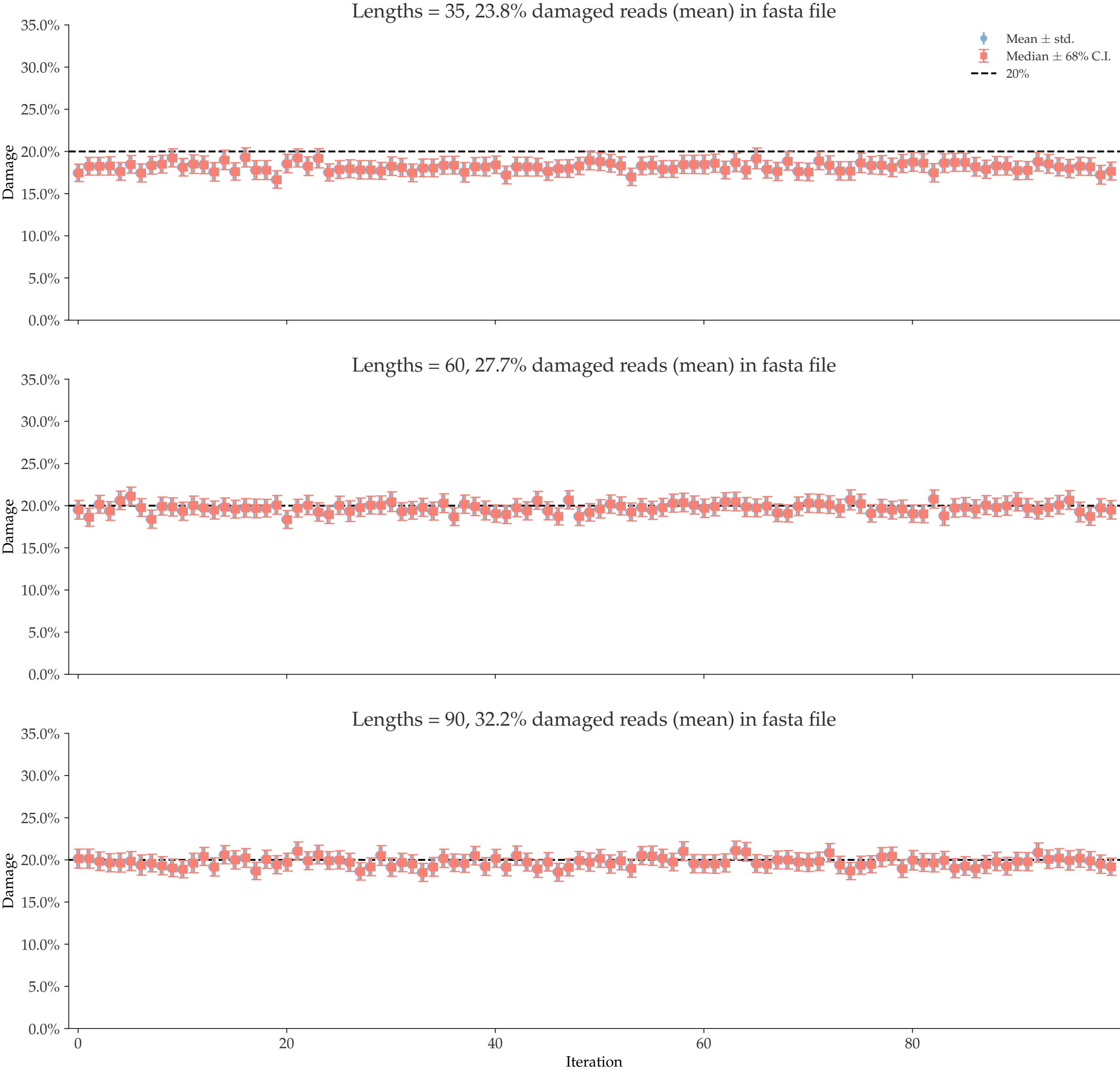
Individual damages:  
2500 reads  
Briggs damage = 0.626  
Damage percent = 20%



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

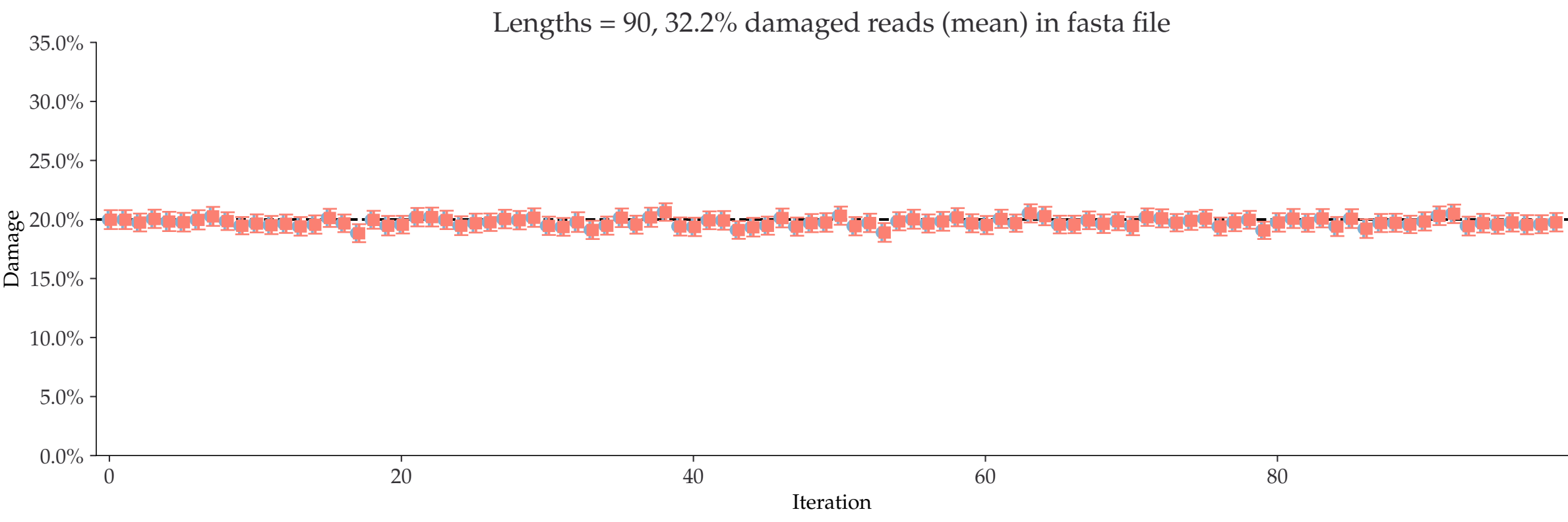
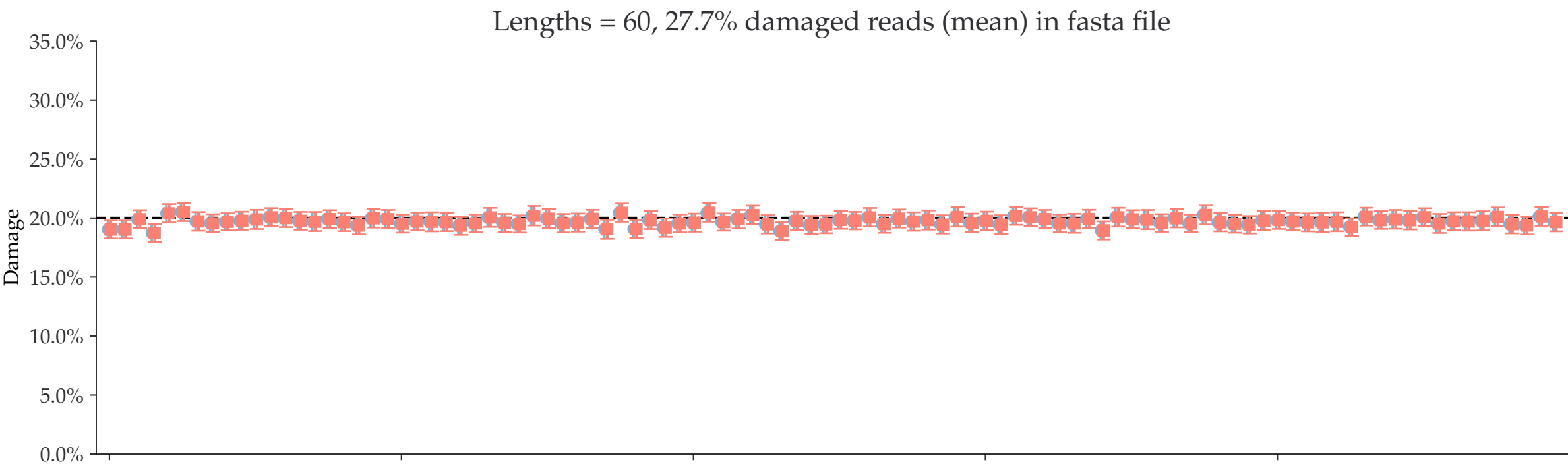
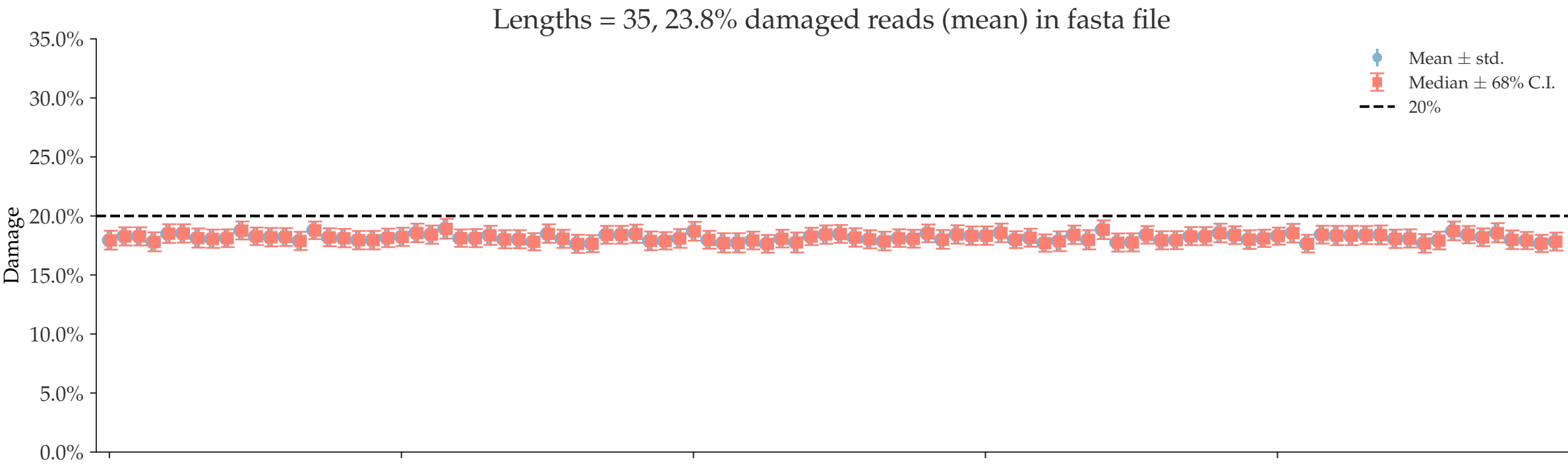


Individual damages:  
10000 reads  
Briggs damage = 0.626  
Damage percent = 20%

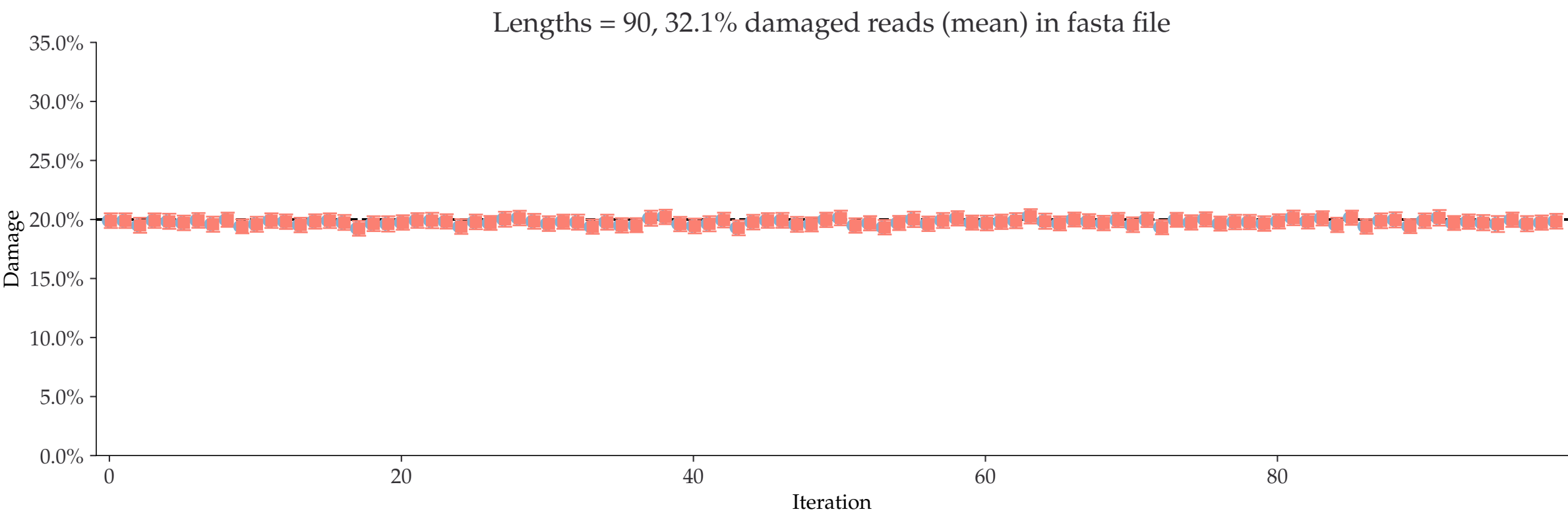
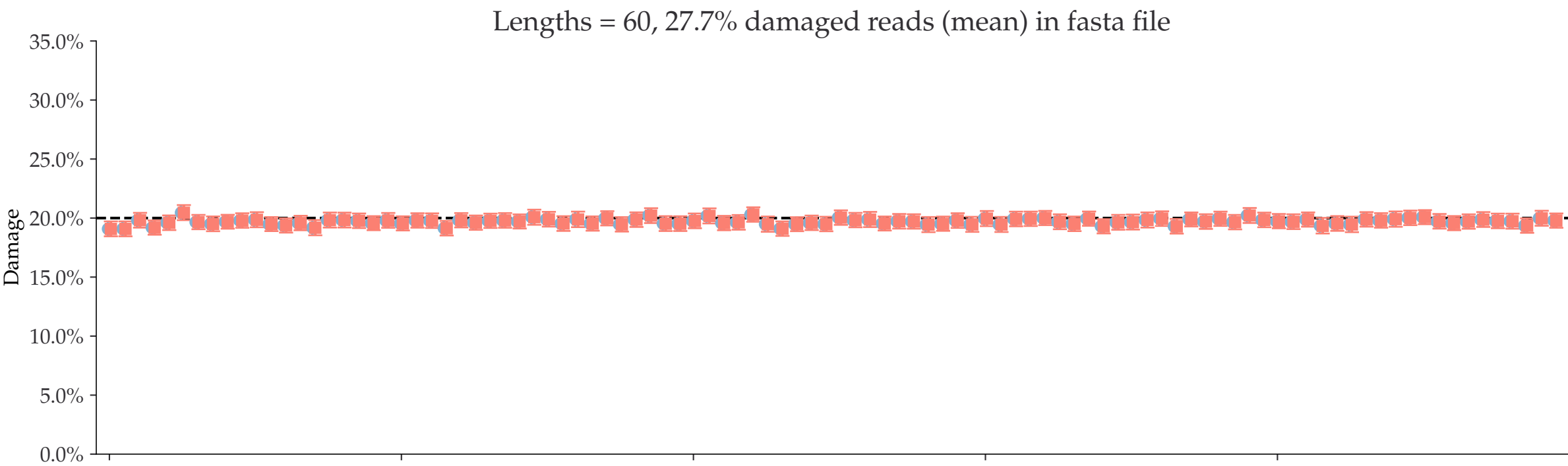
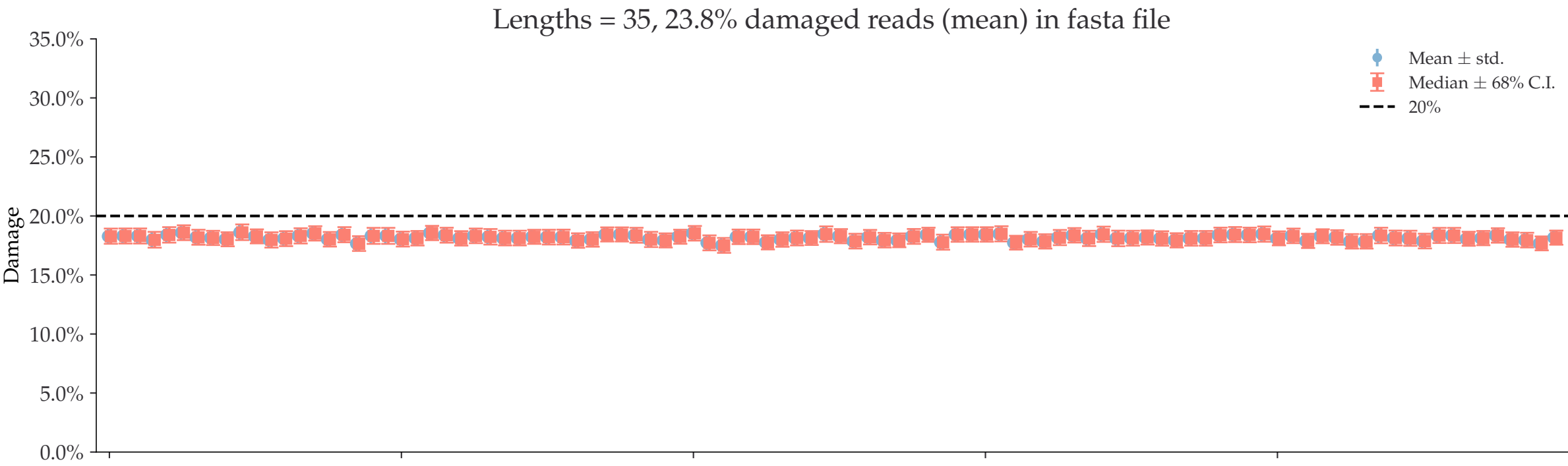




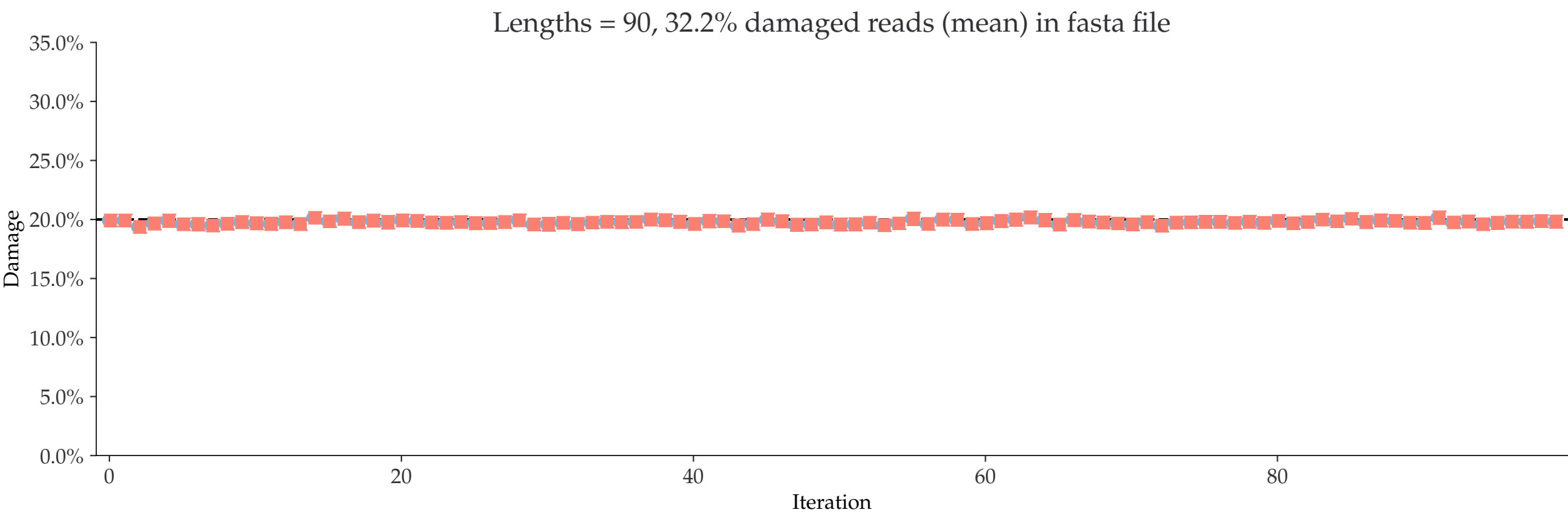
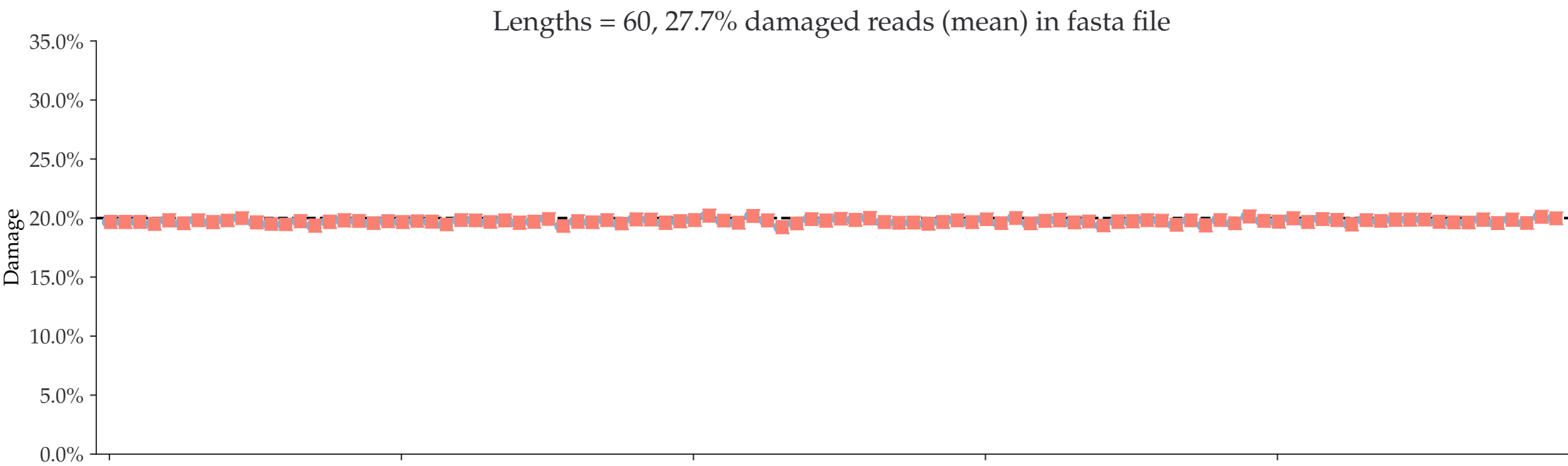
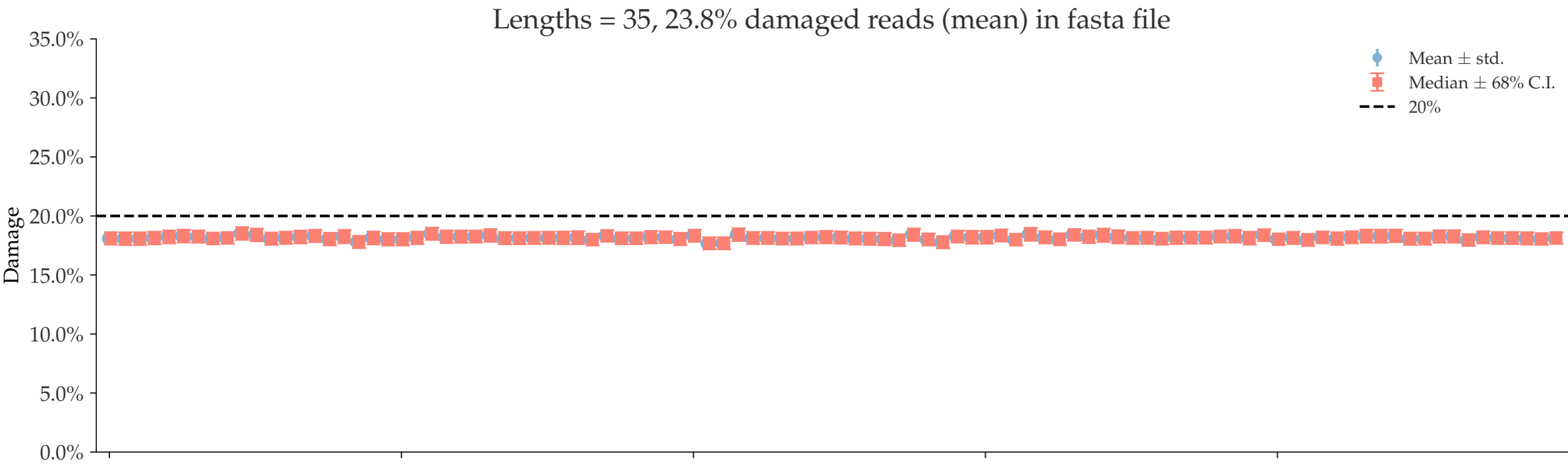
Individual damages:  
25000 reads  
Briggs damage = 0.626  
Damage percent = 20%



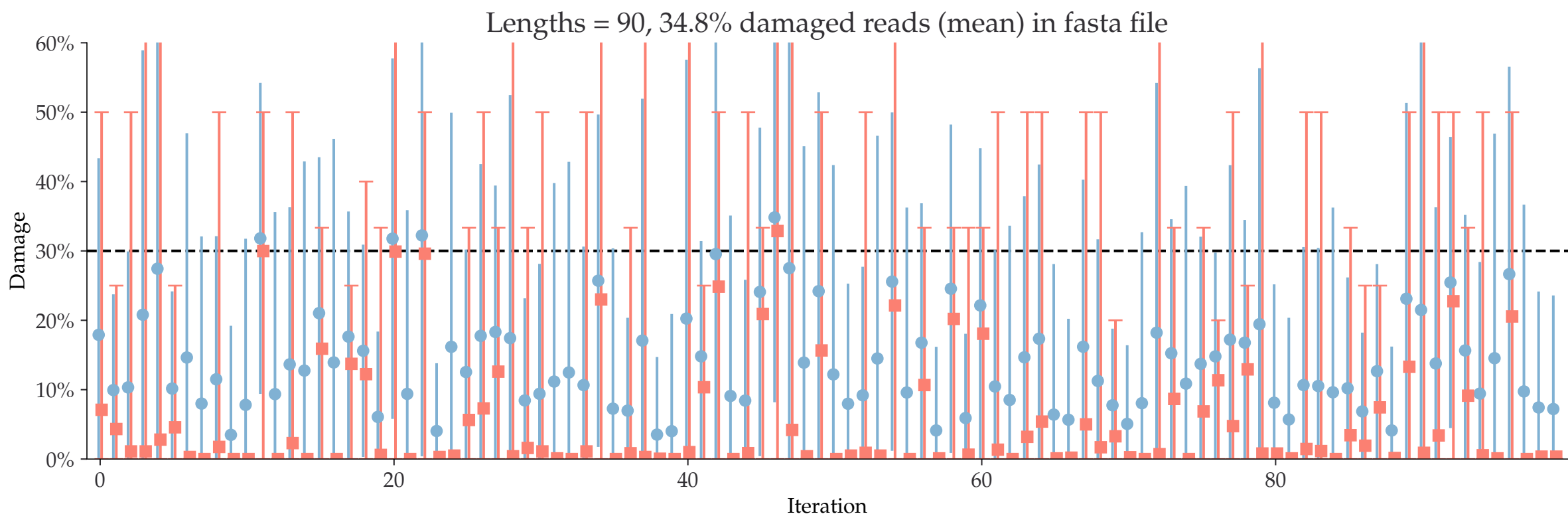
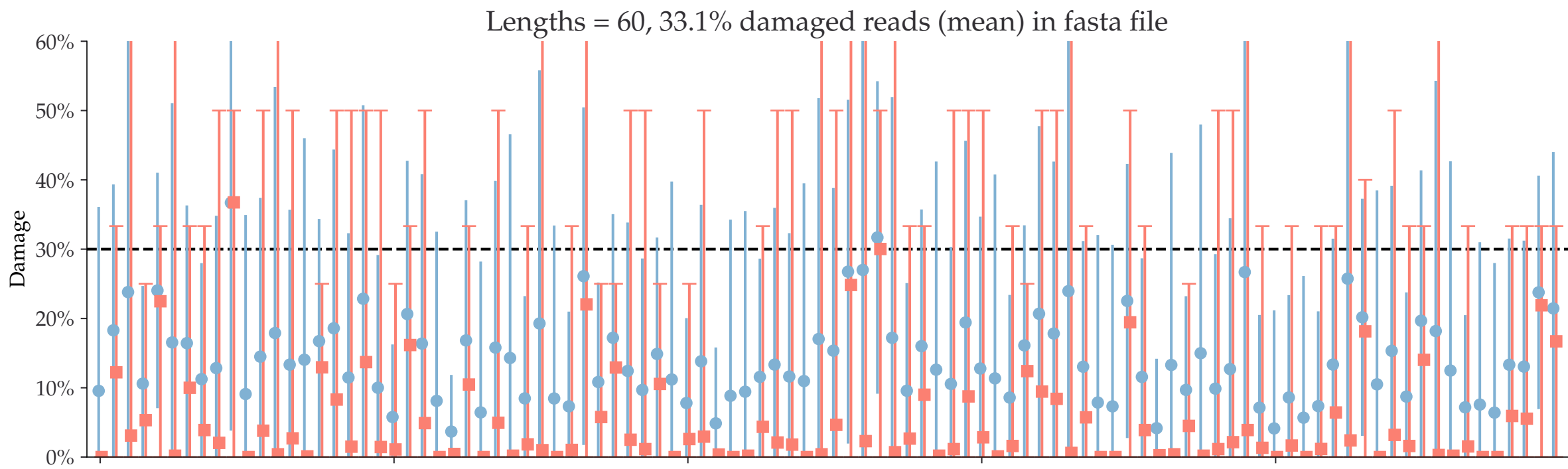
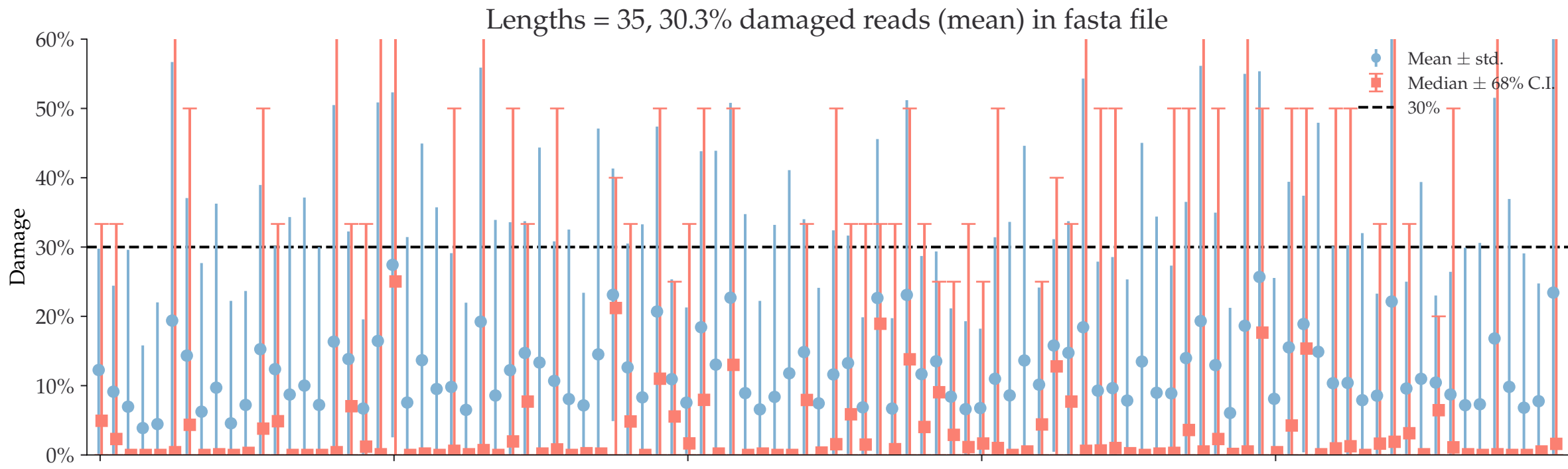
Individual damages:  
50000 reads  
Briggs damage = 0.626  
Damage percent = 20%



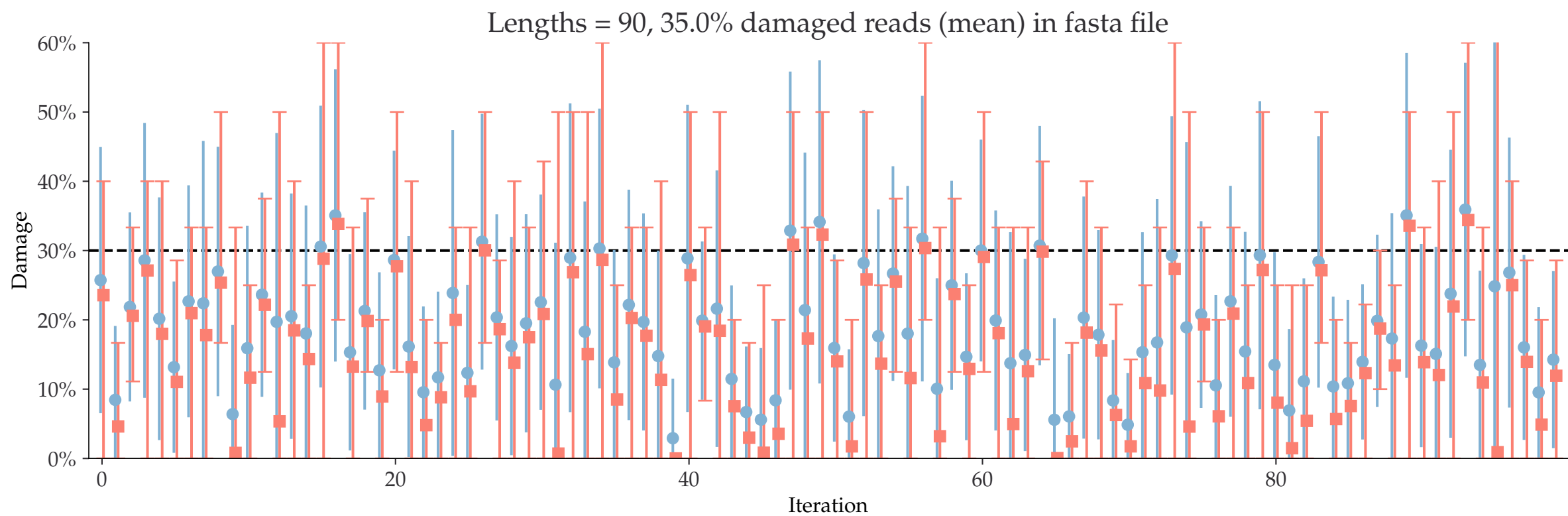
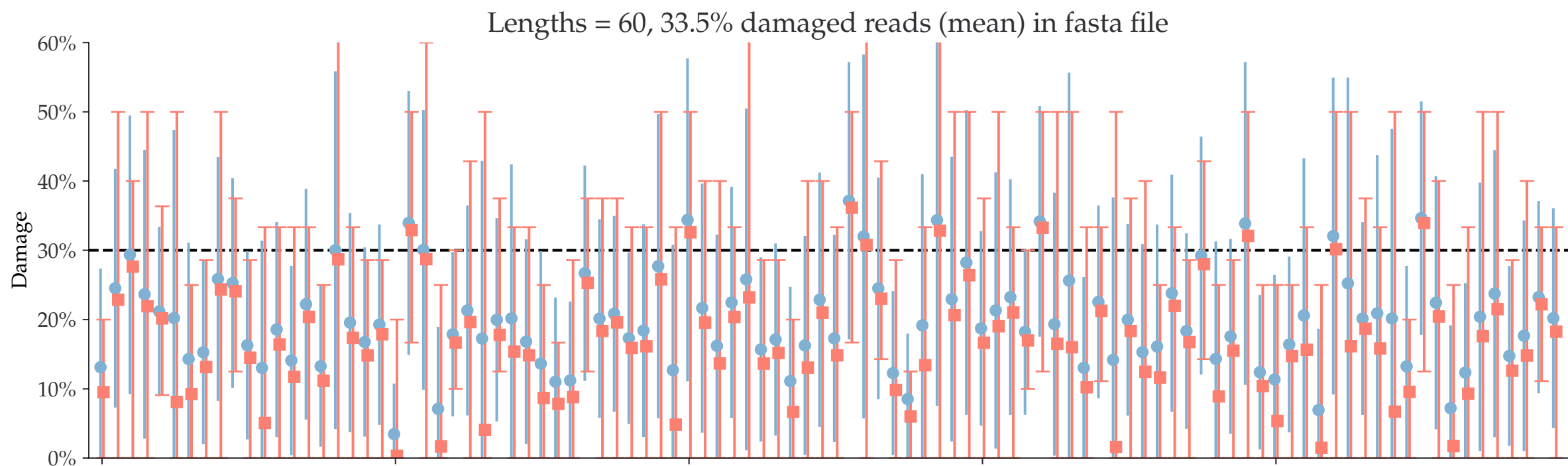
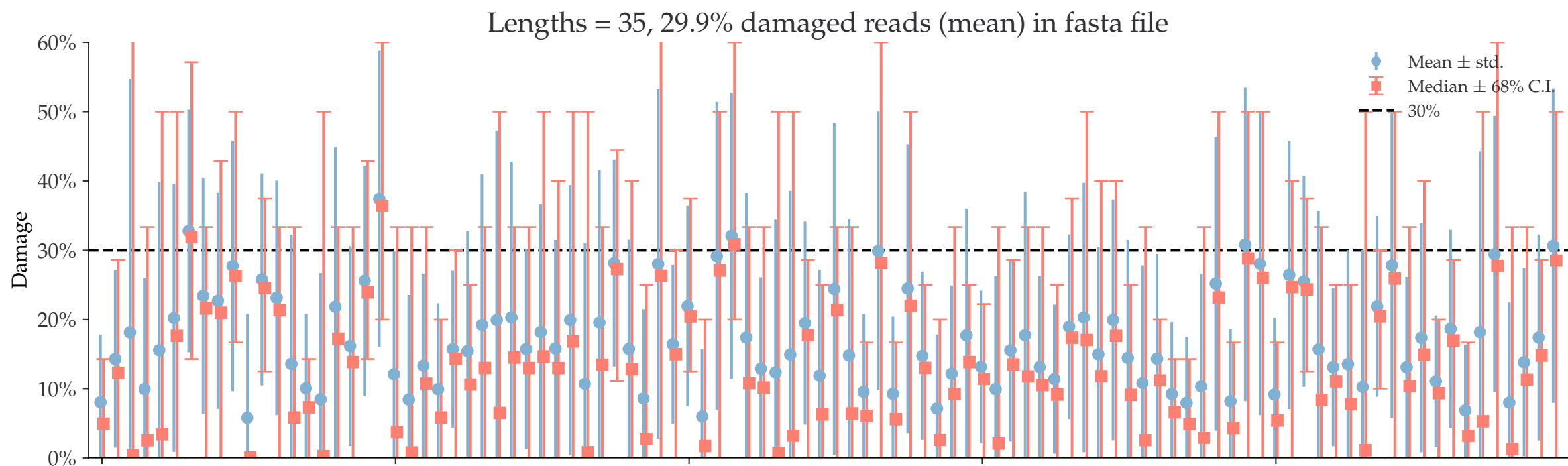
Individual damages:  
100000 reads  
Briggs damage = 0.626  
Damage percent = 20%



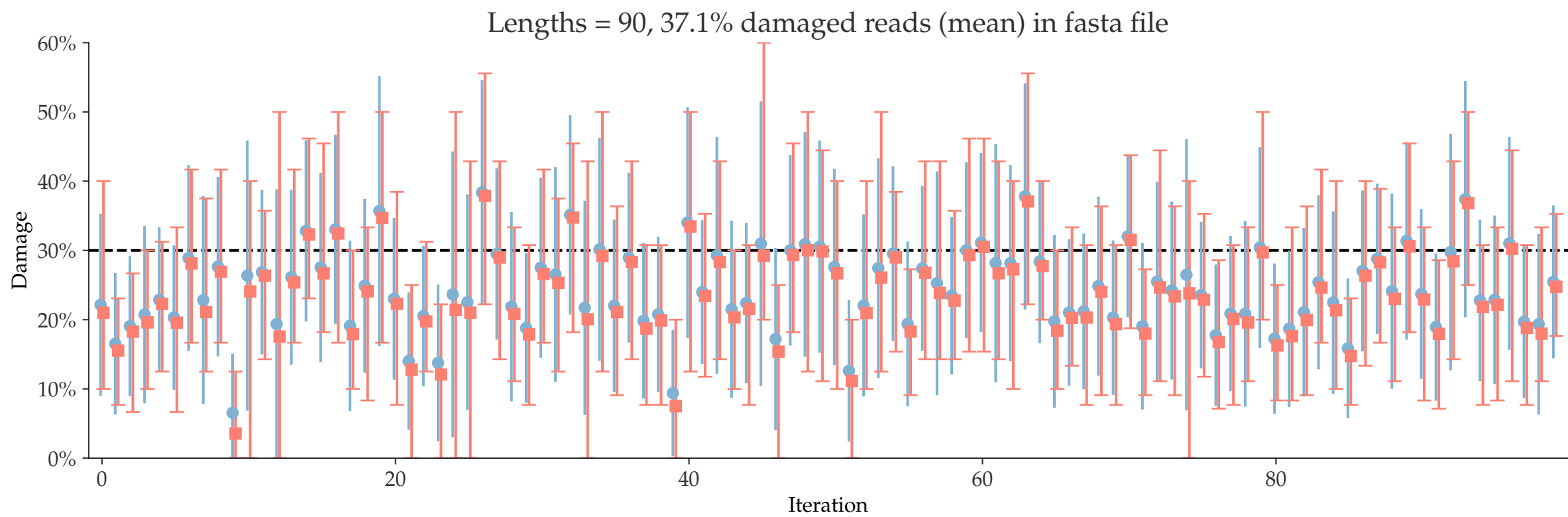
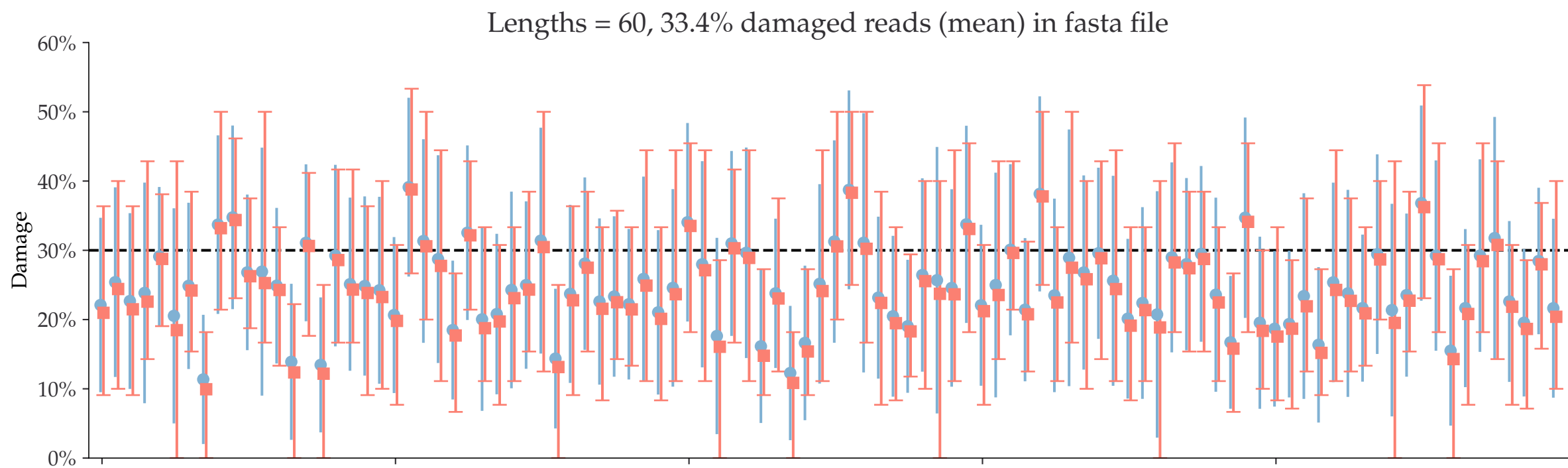
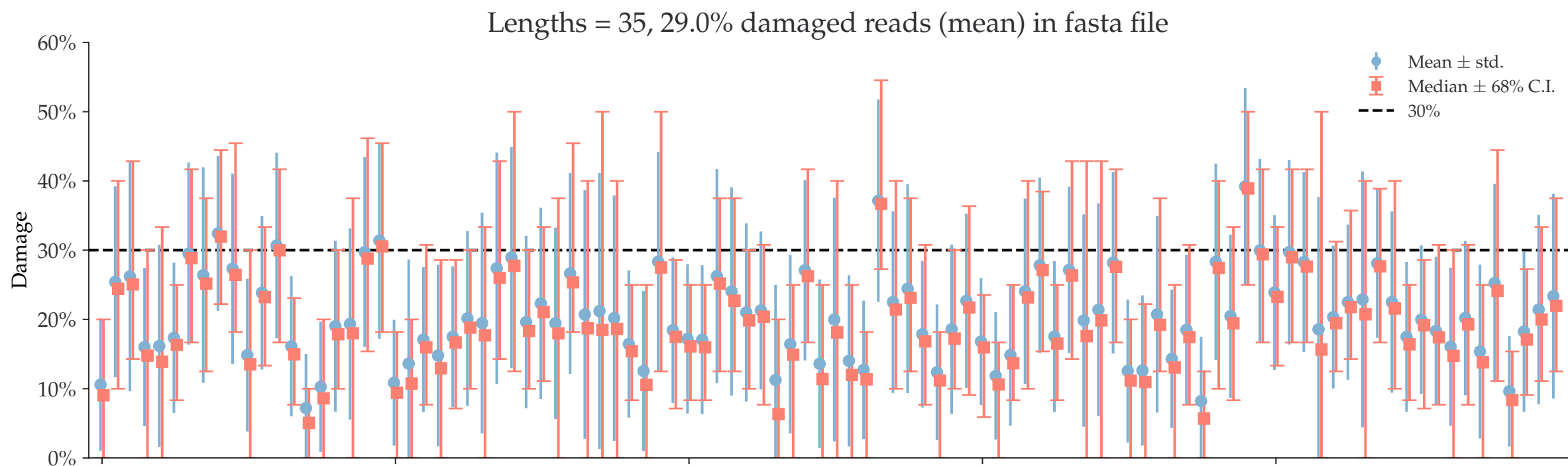
Individual damages:  
10 reads  
Briggs damage = 0.96  
Damage percent = 30%



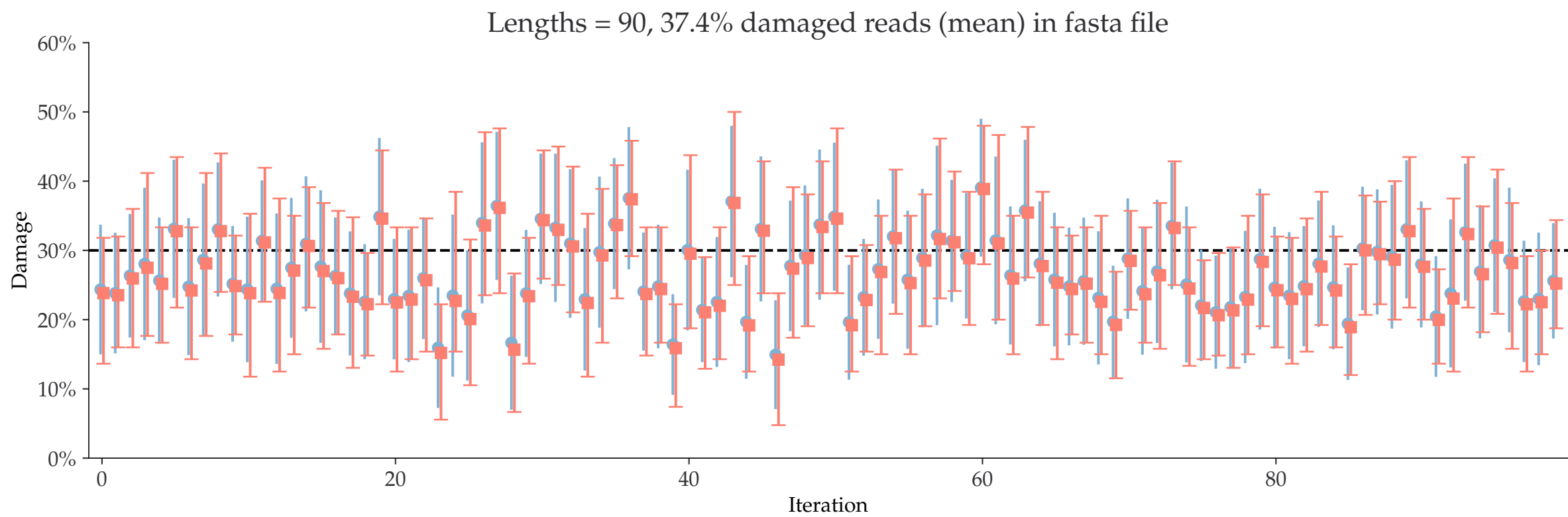
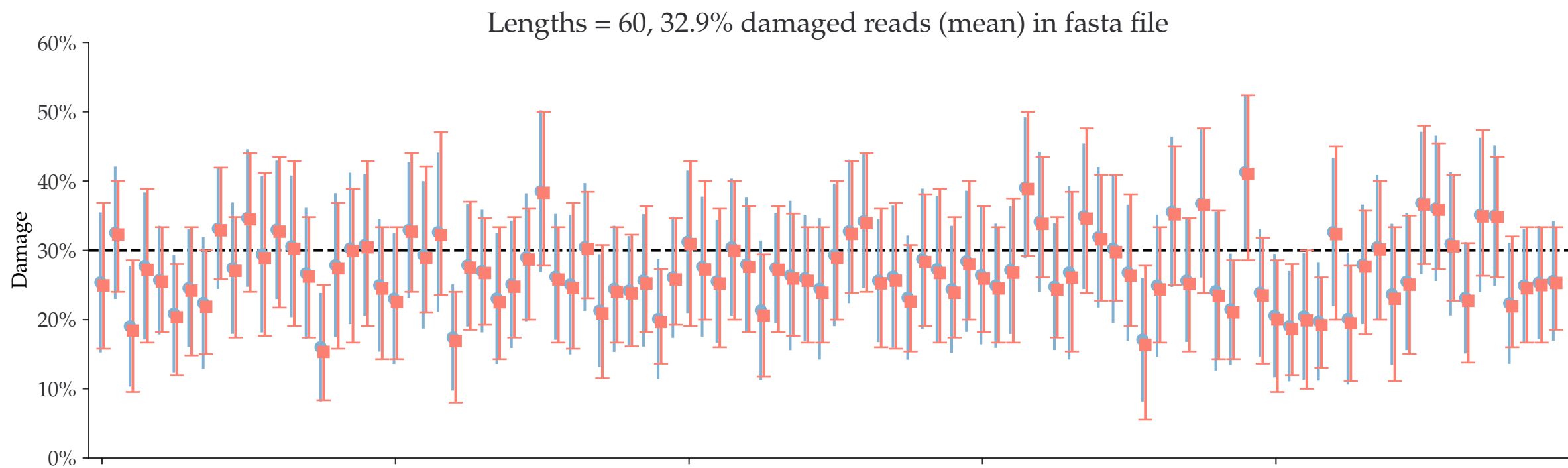
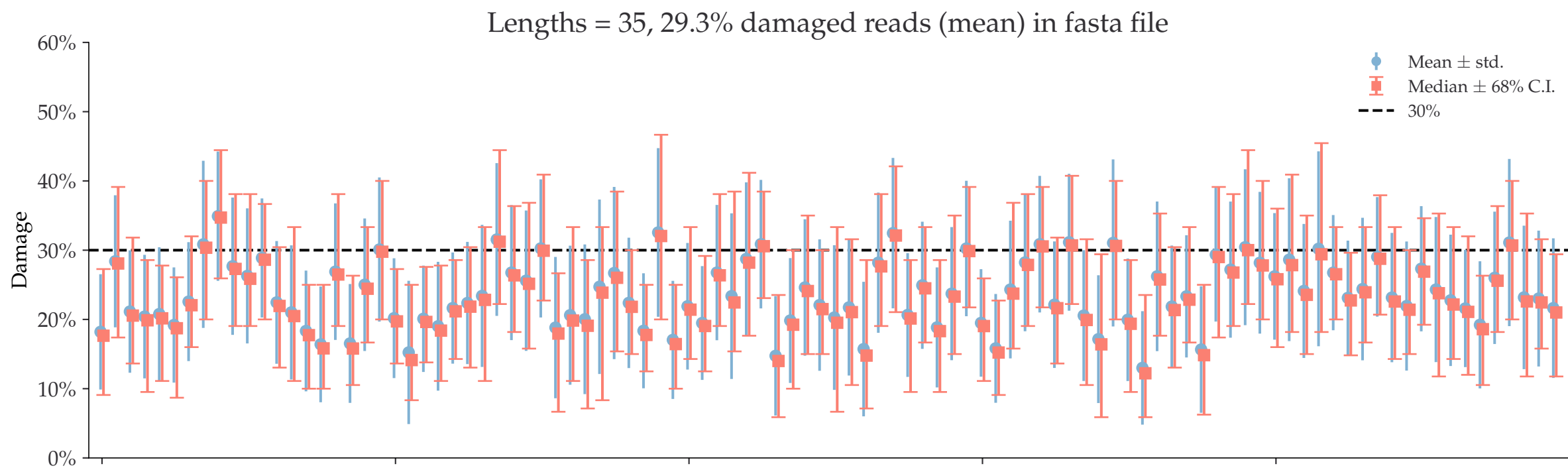
Individual damages:  
25 reads  
Briggs damage = 0.96  
Damage percent = 30%



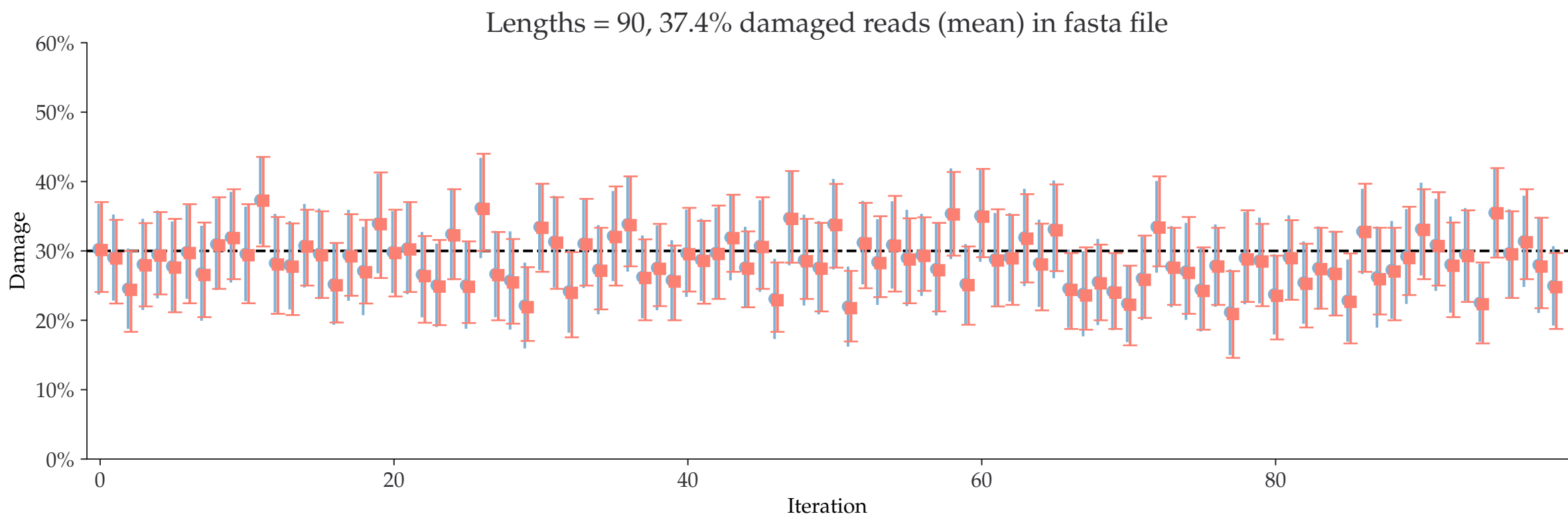
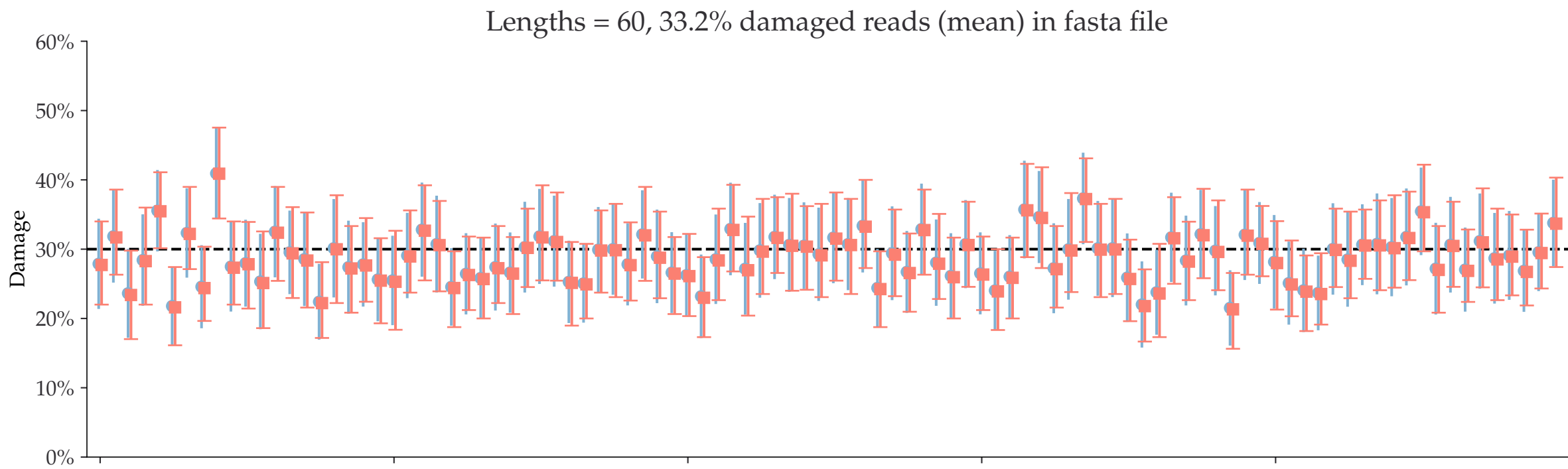
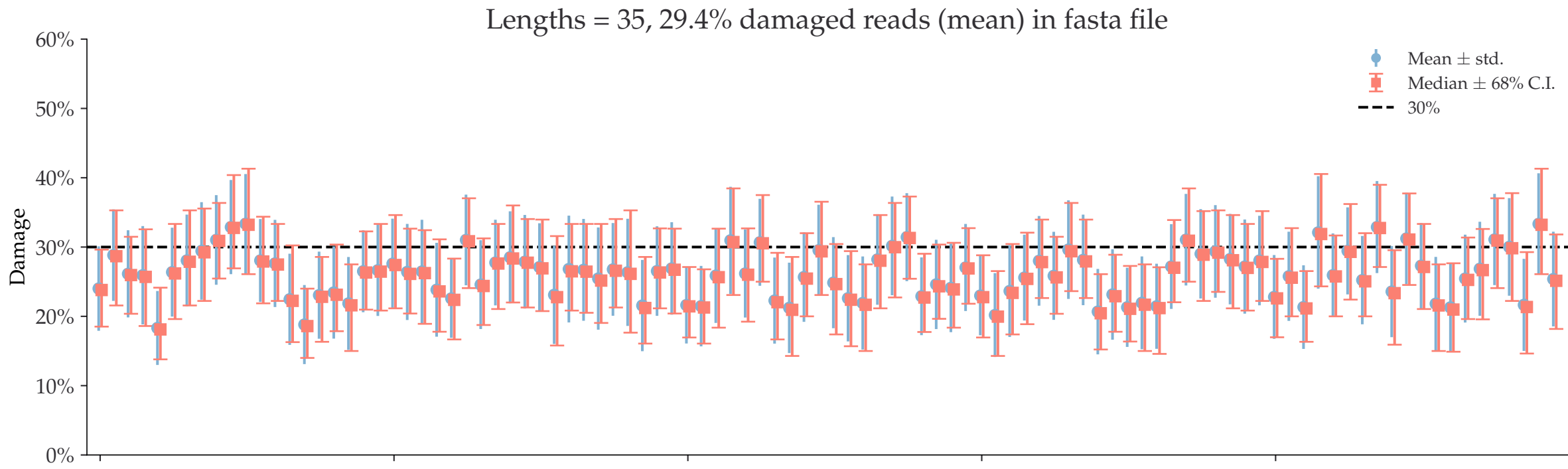
Individual damages:  
50 reads  
Briggs damage = 0.96  
Damage percent = 30%



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

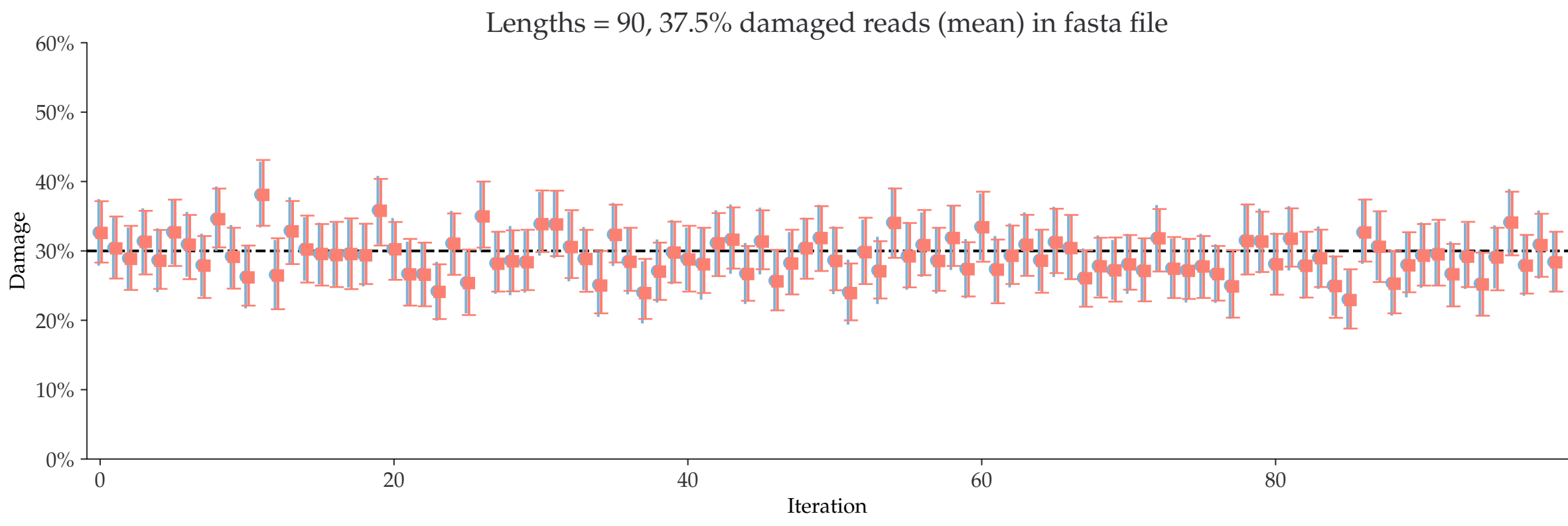
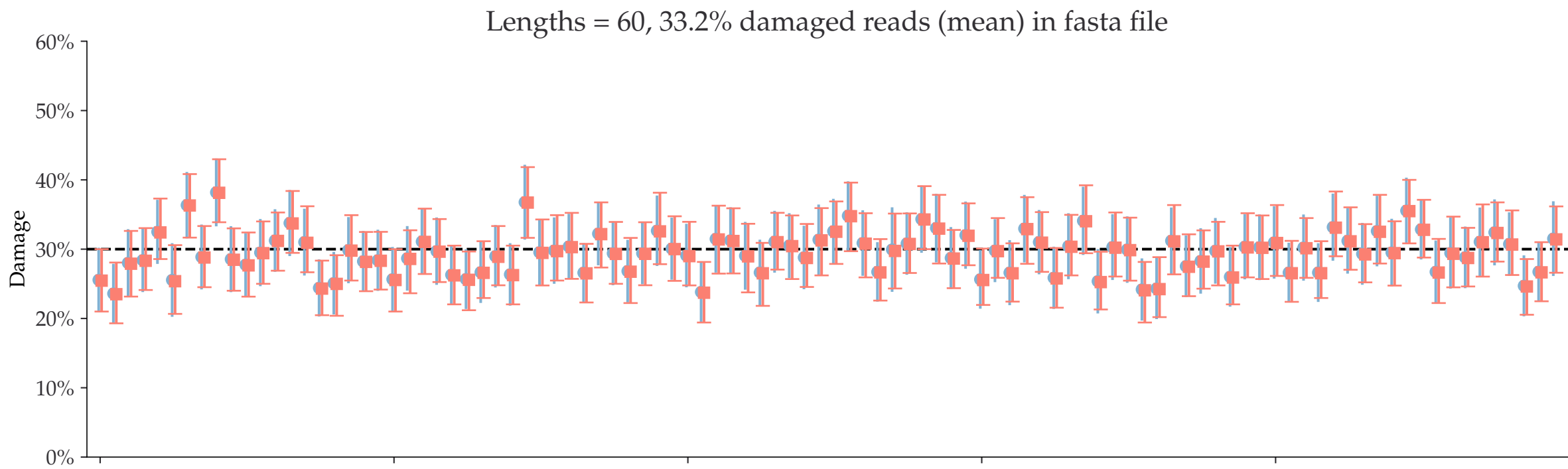
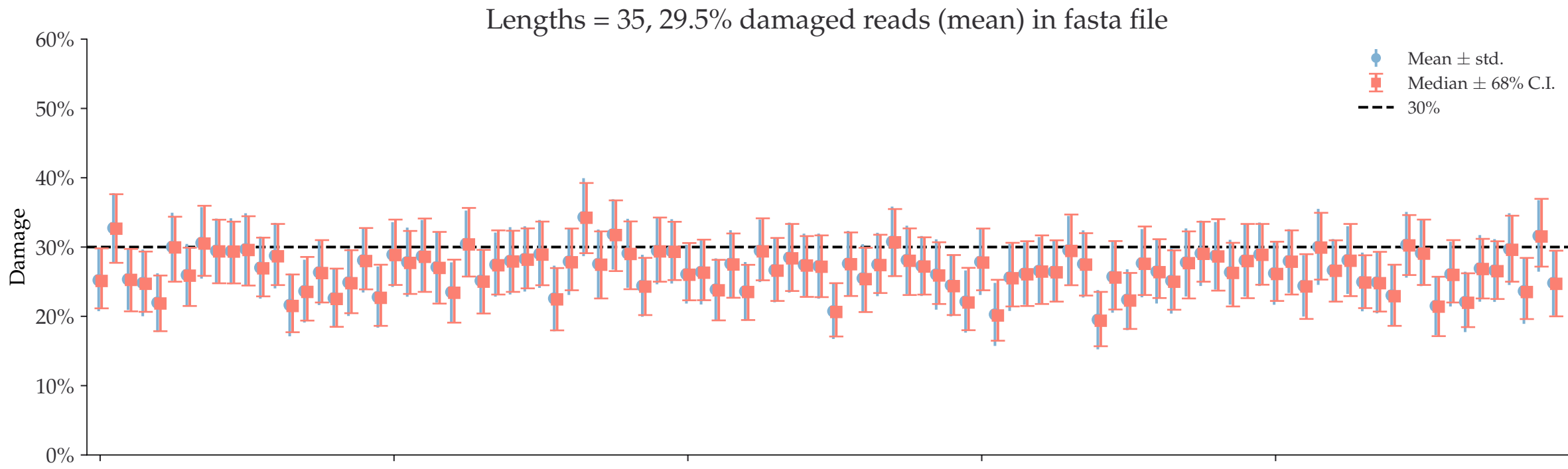


Individual damages:  
250 reads  
Briggs damage = 0.96  
Damage percent = 30%

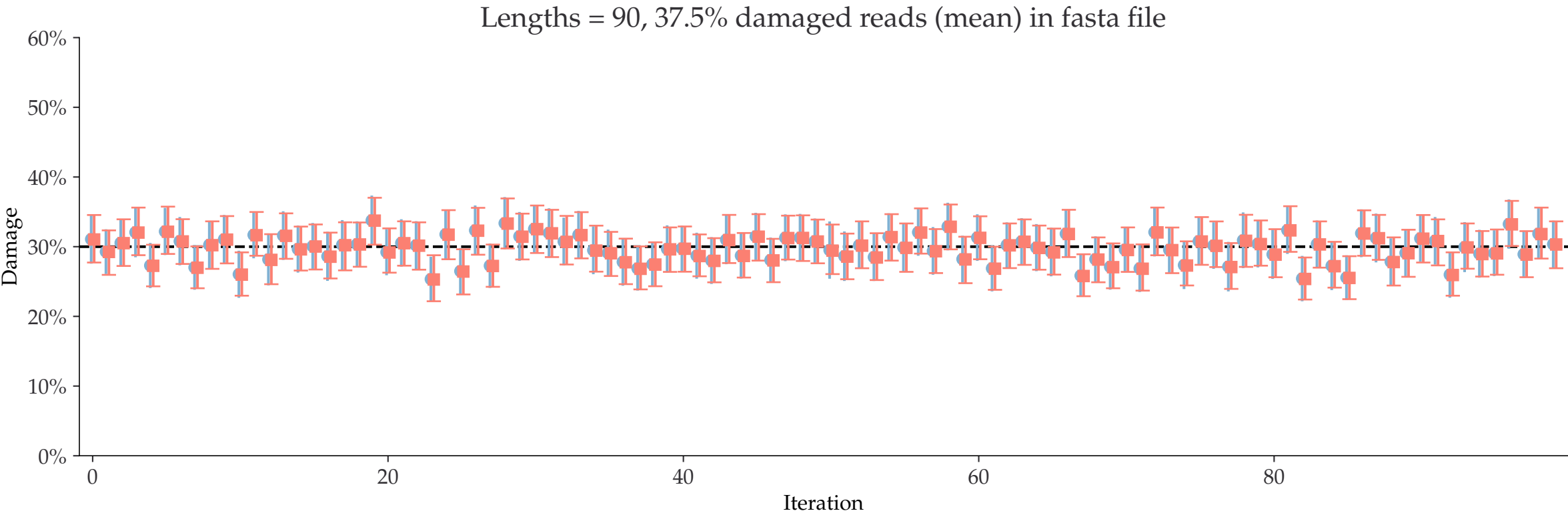
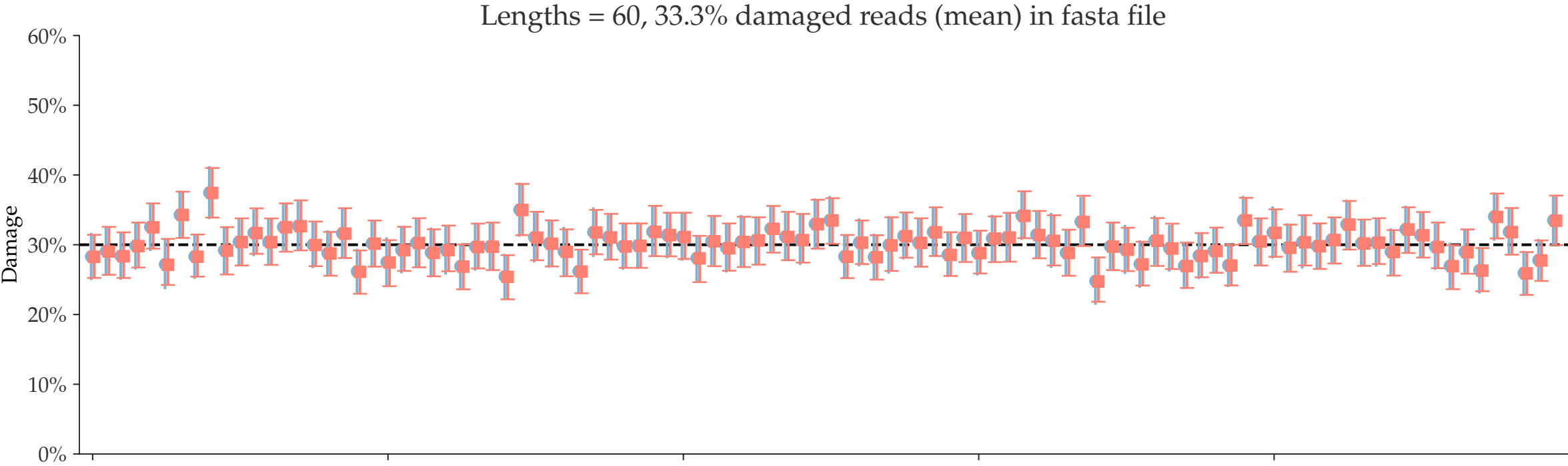
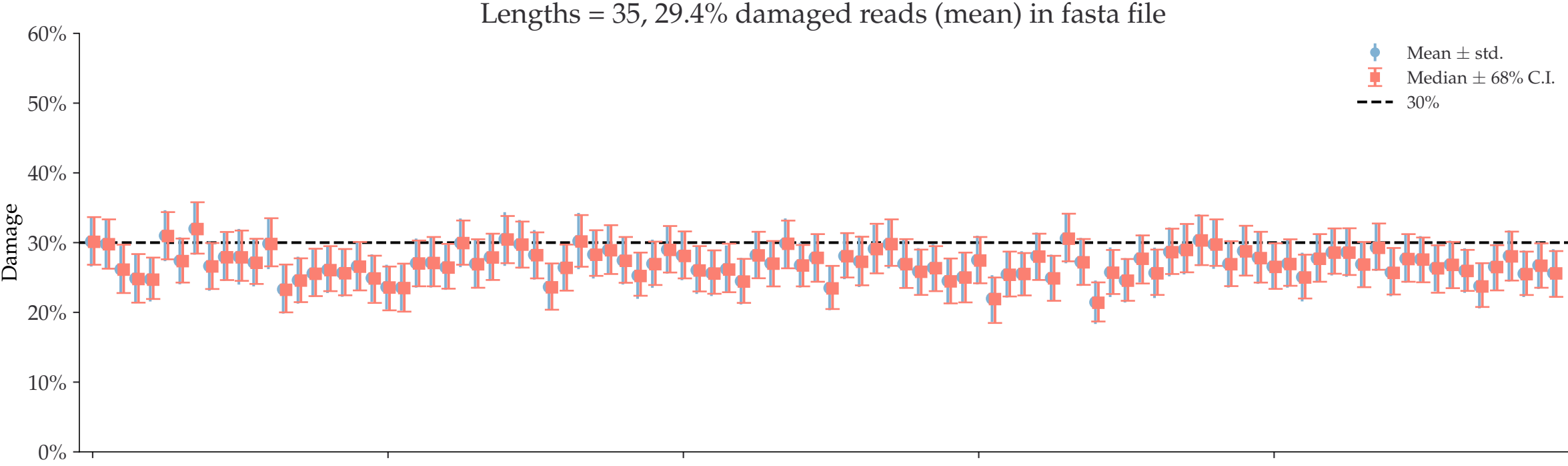




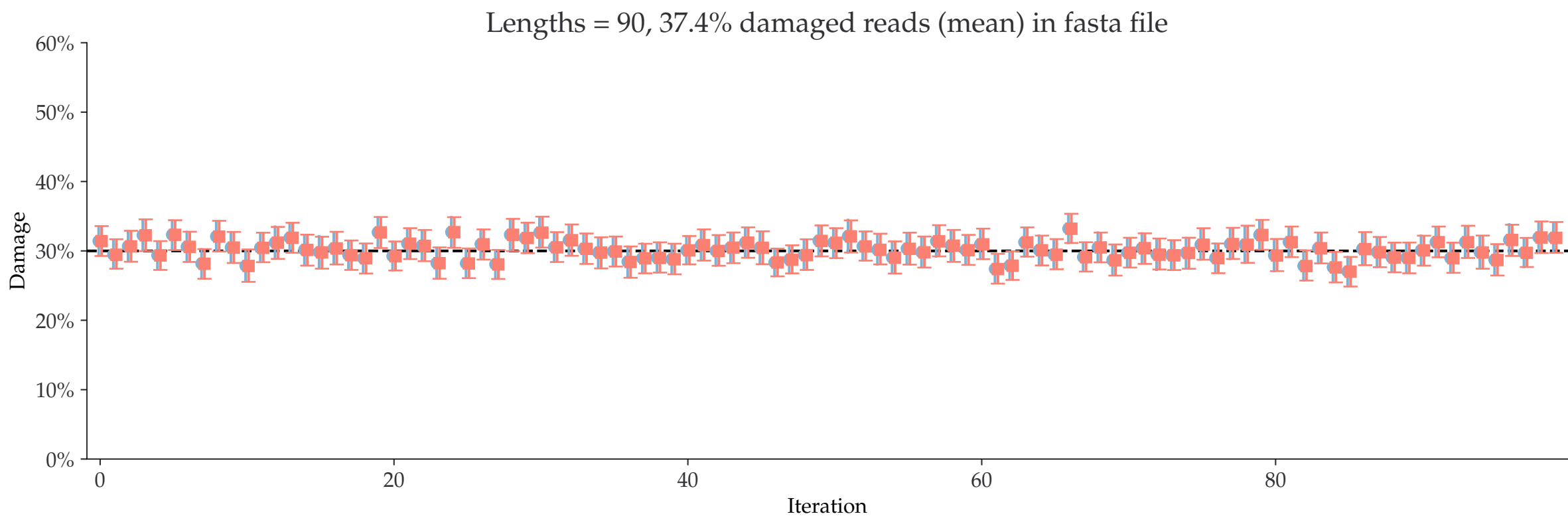
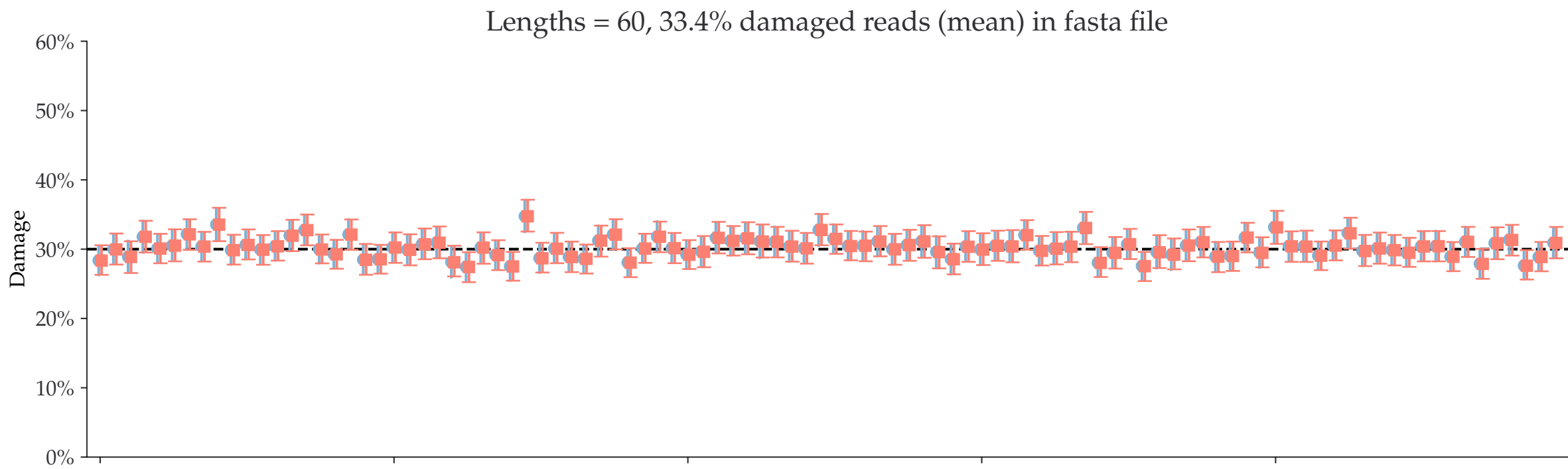
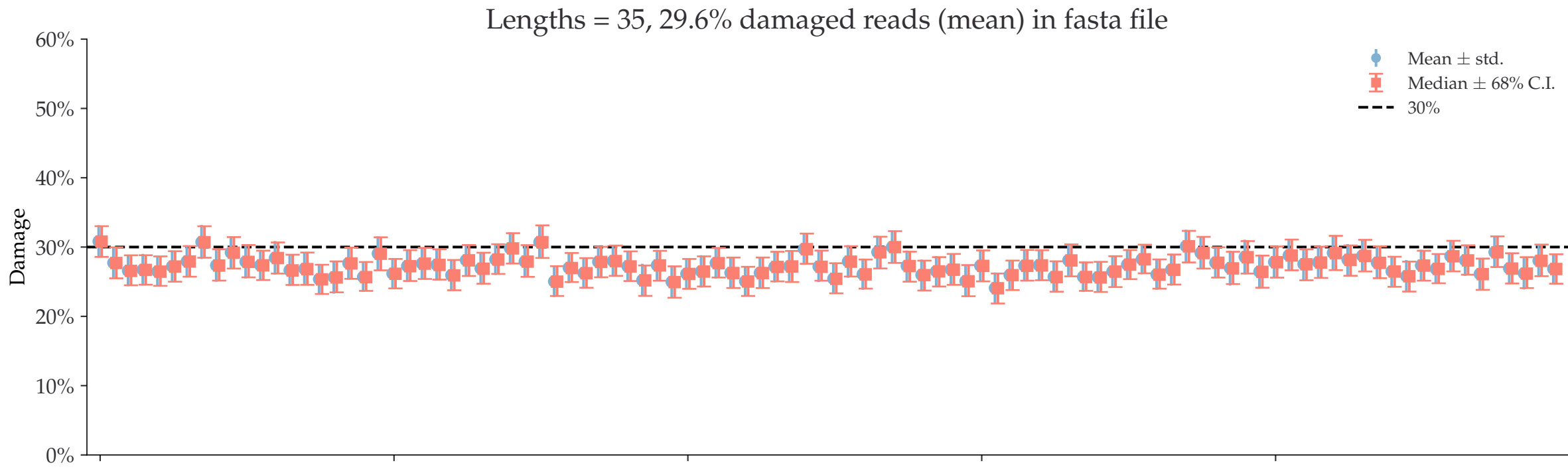
Individual damages:  
500 reads  
Briggs damage = 0.96  
Damage percent = 30%



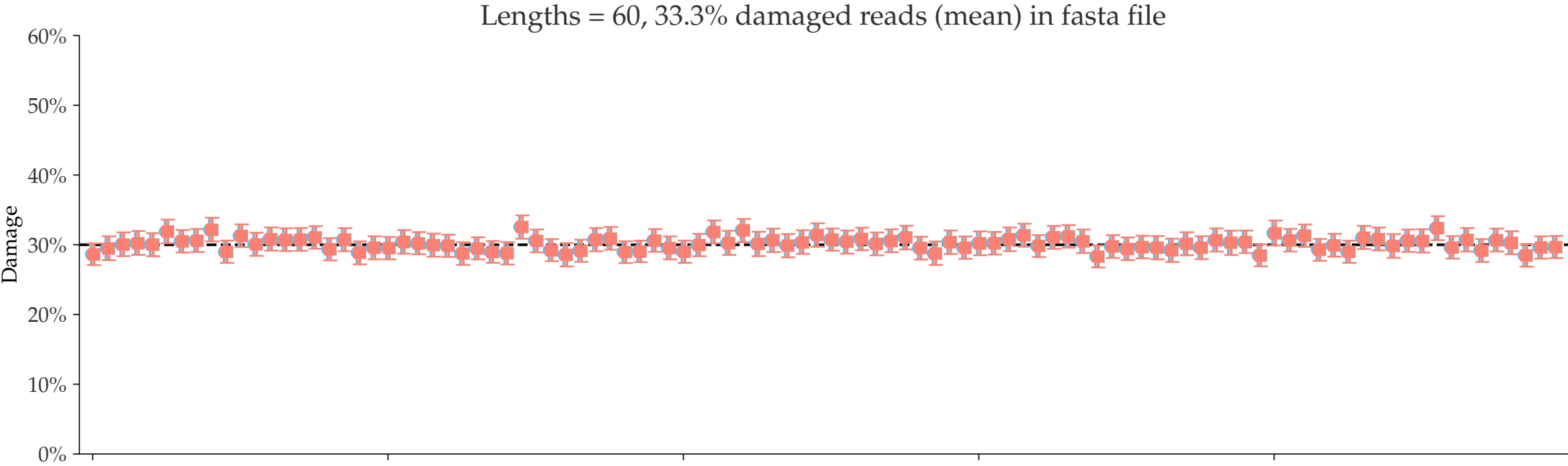
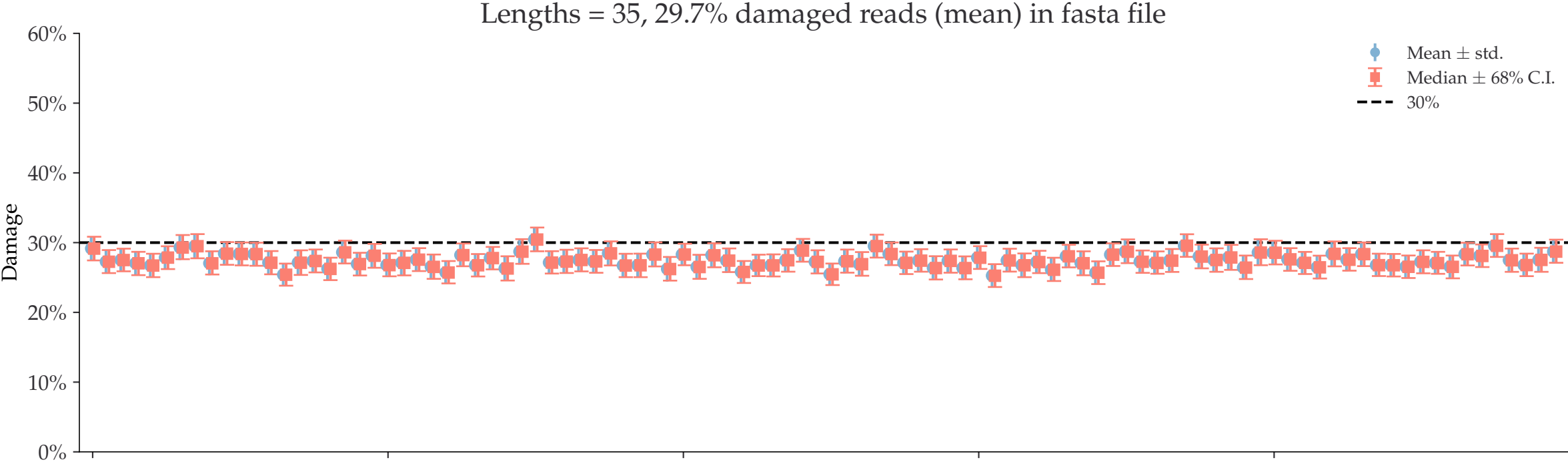
Individual damages:  
1000 reads  
Briggs damage = 0.96  
Damage percent = 30%



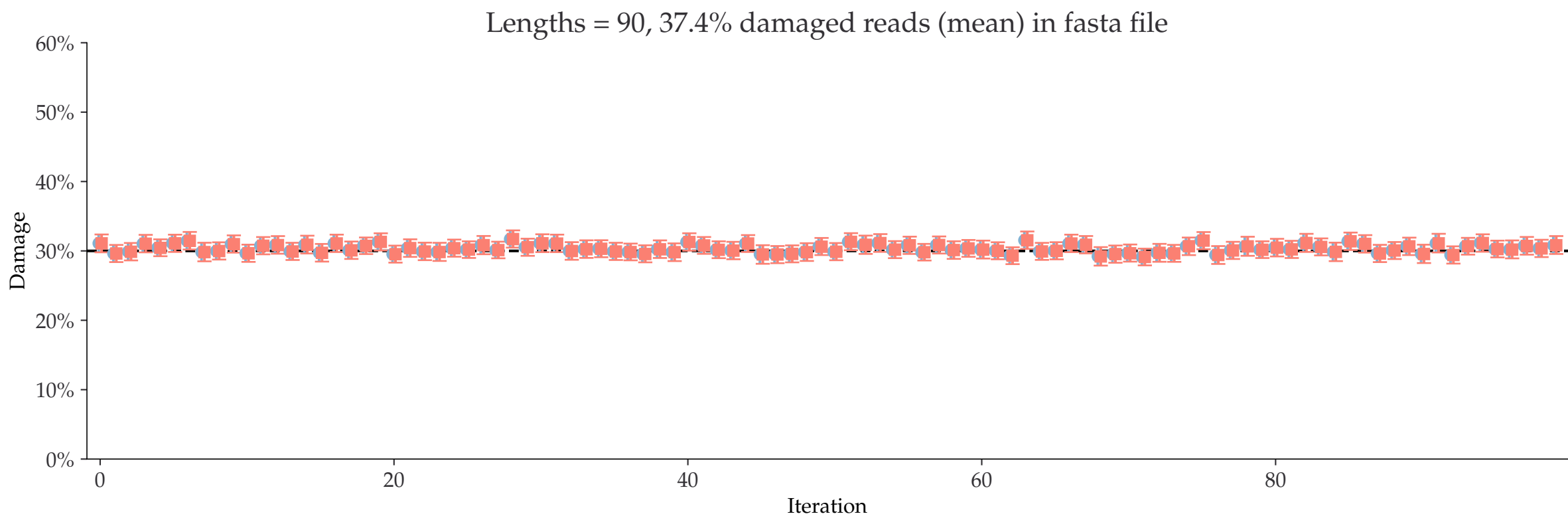
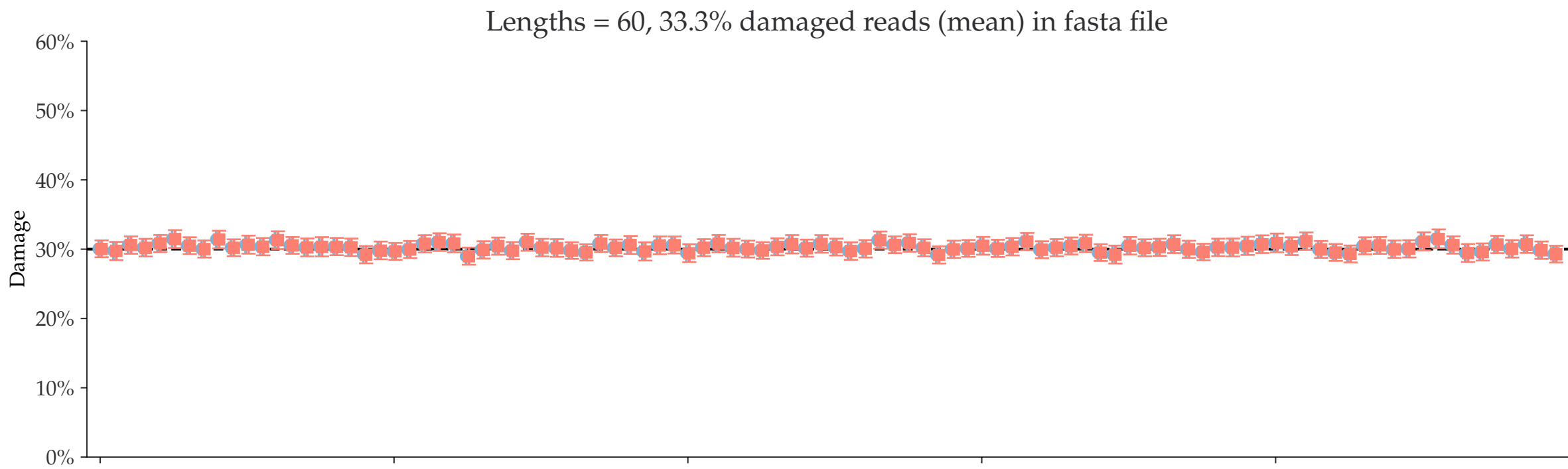
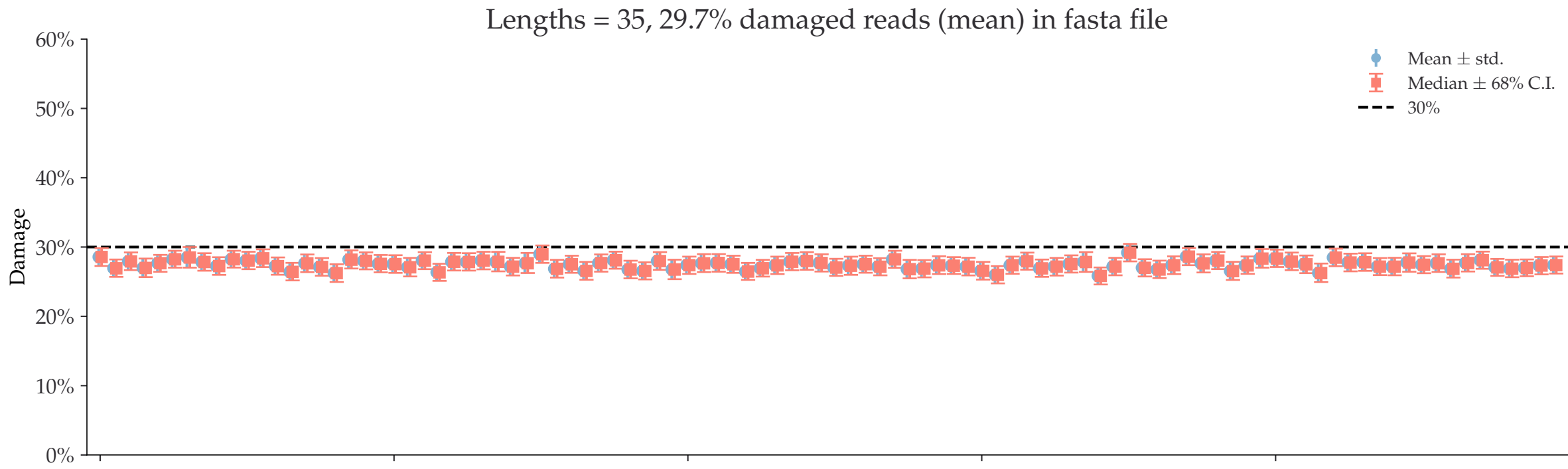
Individual damages:  
2500 reads  
Briggs damage = 0.96  
Damage percent = 30%



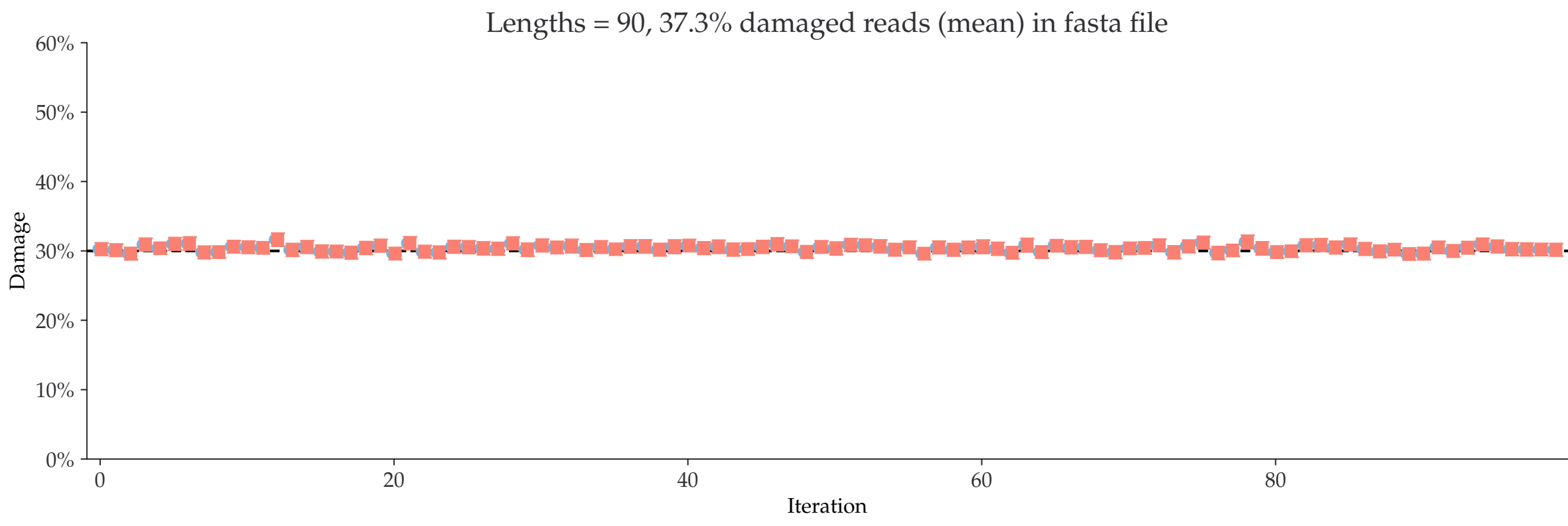
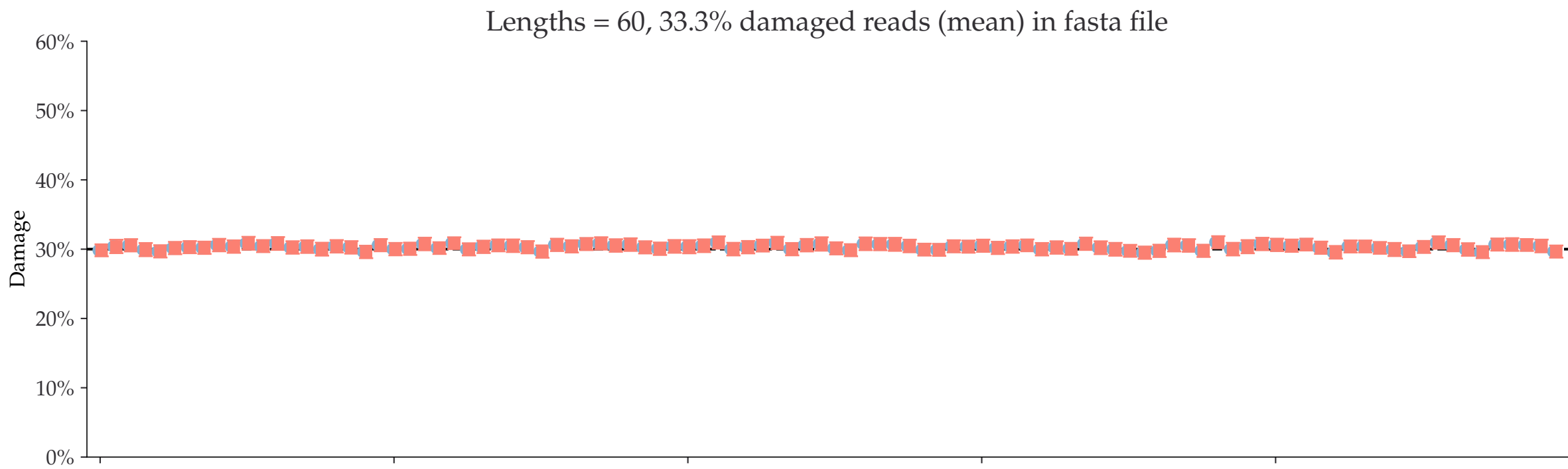
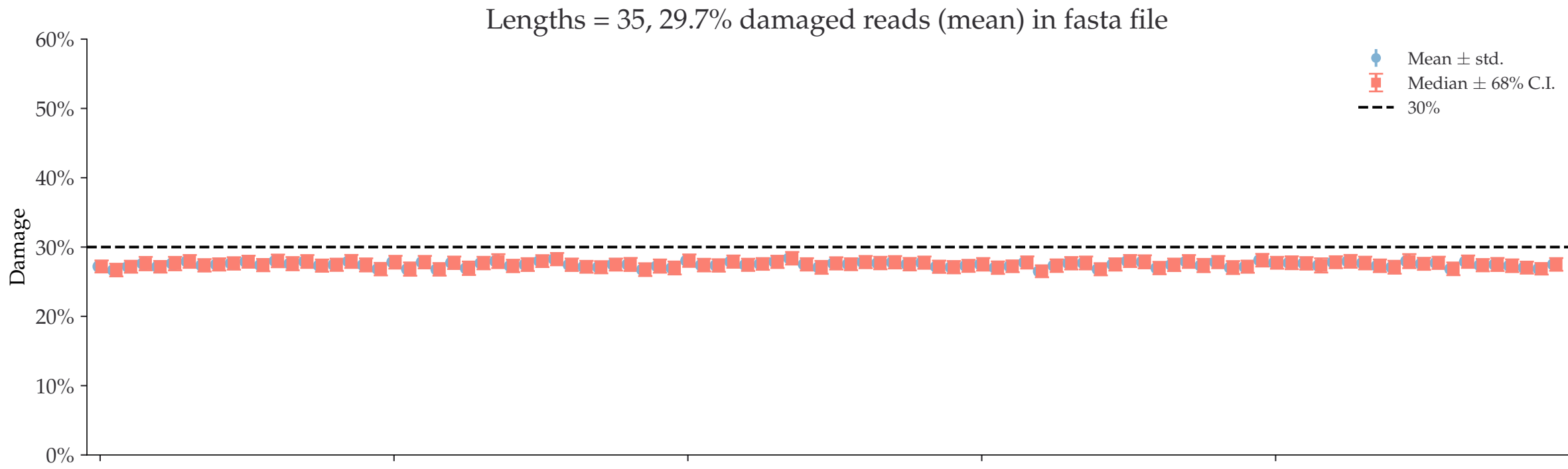
Individual damages:  
5000 reads  
Briggs damage = 0.96  
Damage percent = 30%



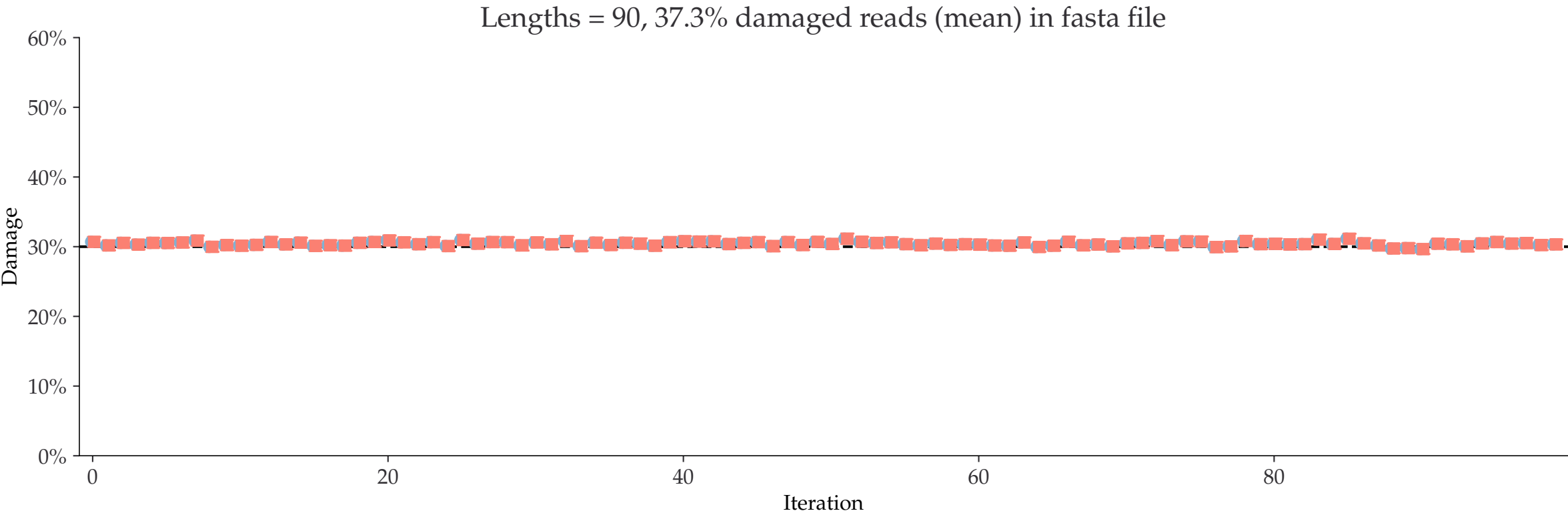
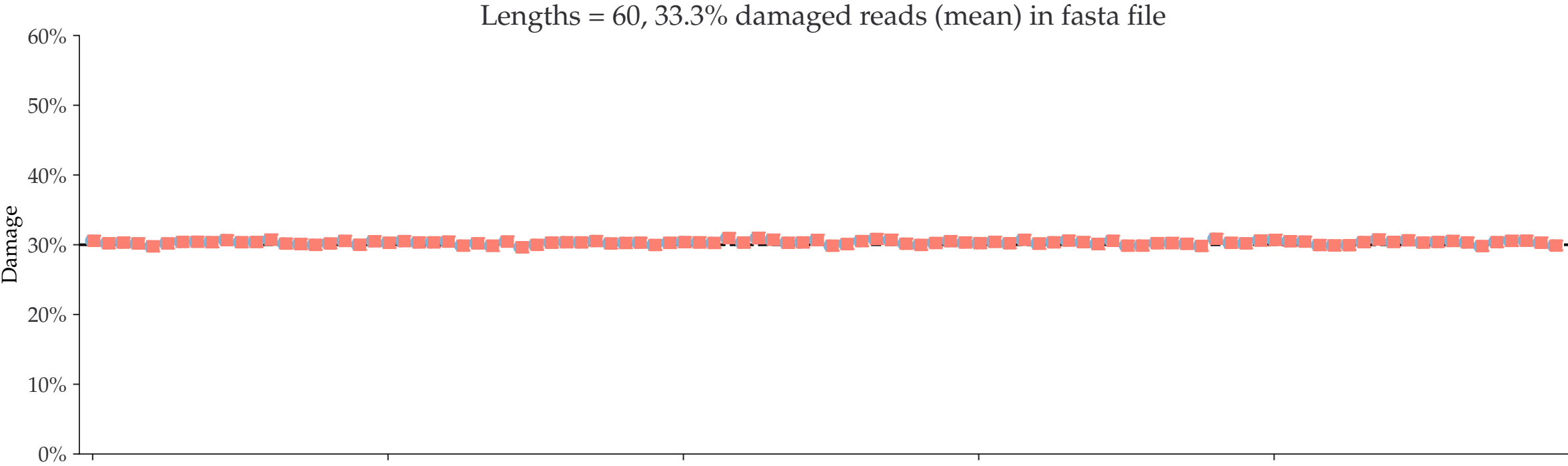
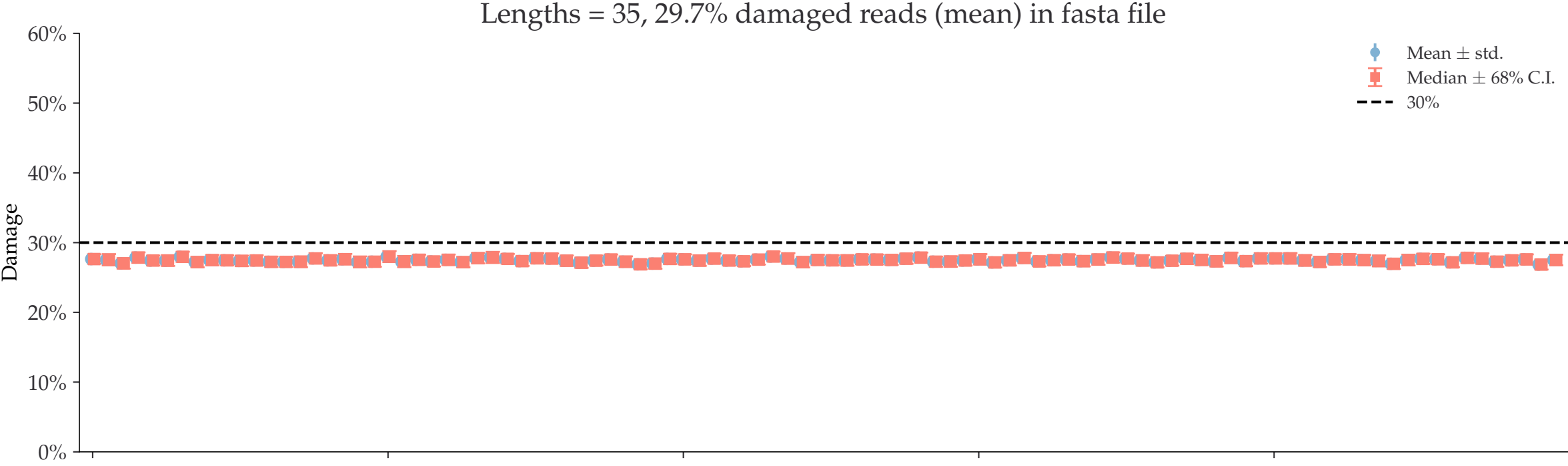
Individual damages:  
10000 reads  
Briggs damage = 0.96  
Damage percent = 30%



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



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



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

