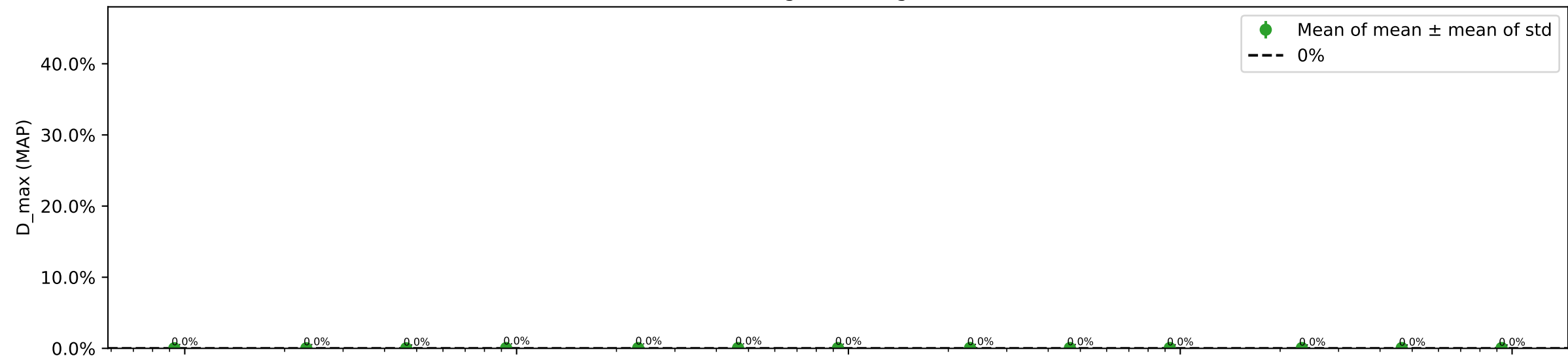
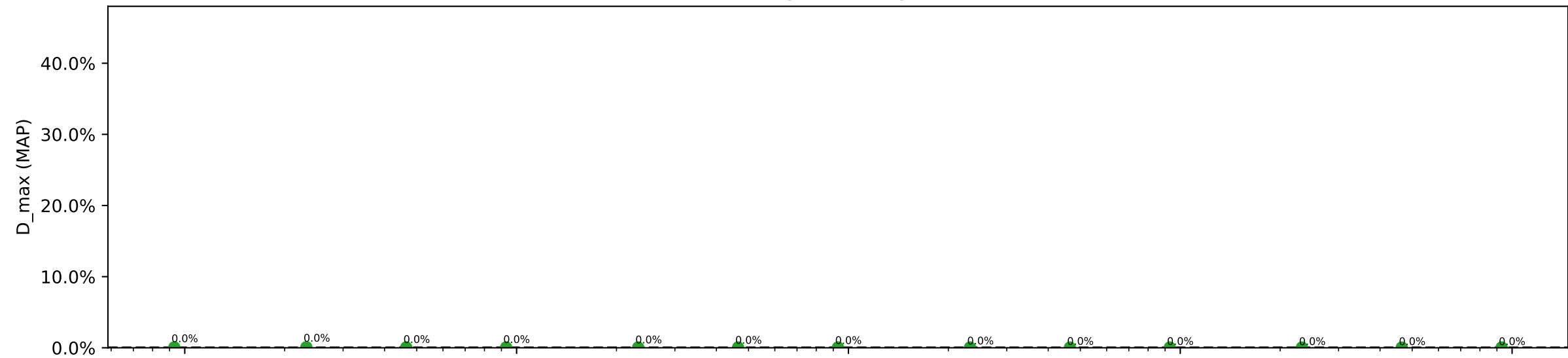


D_max (MAP)
Briggs damage = 0.0
Damage percent = 0%

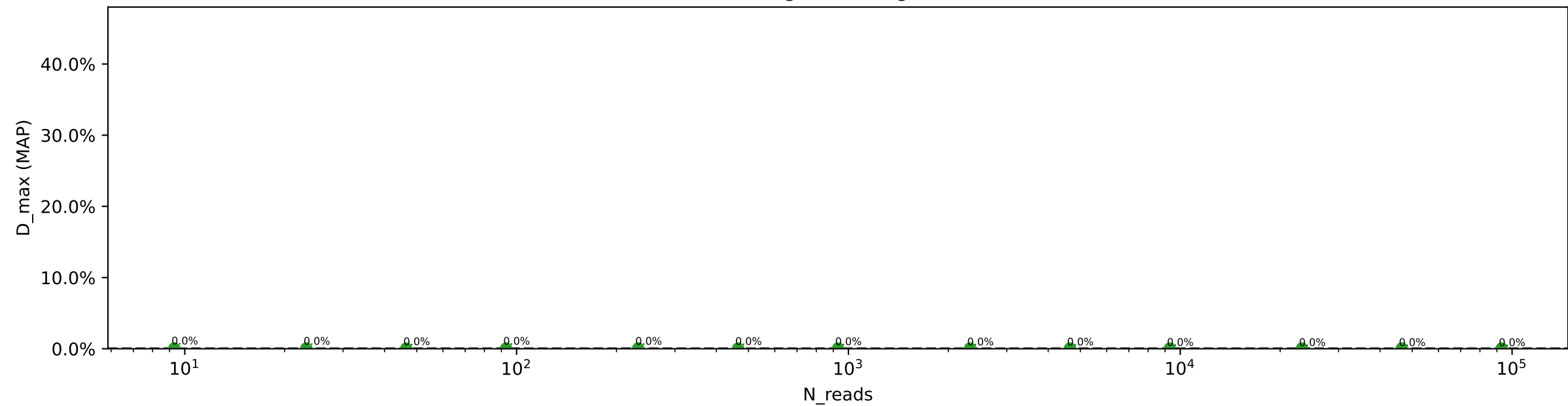
Mean Fragment Length = 35



Mean Fragment Length = 60

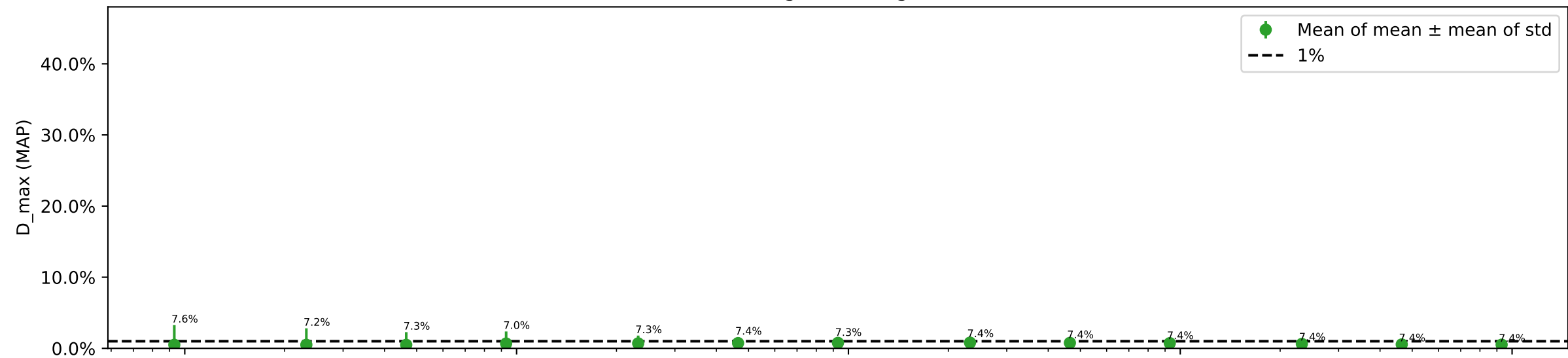


Mean Fragment Length = 90

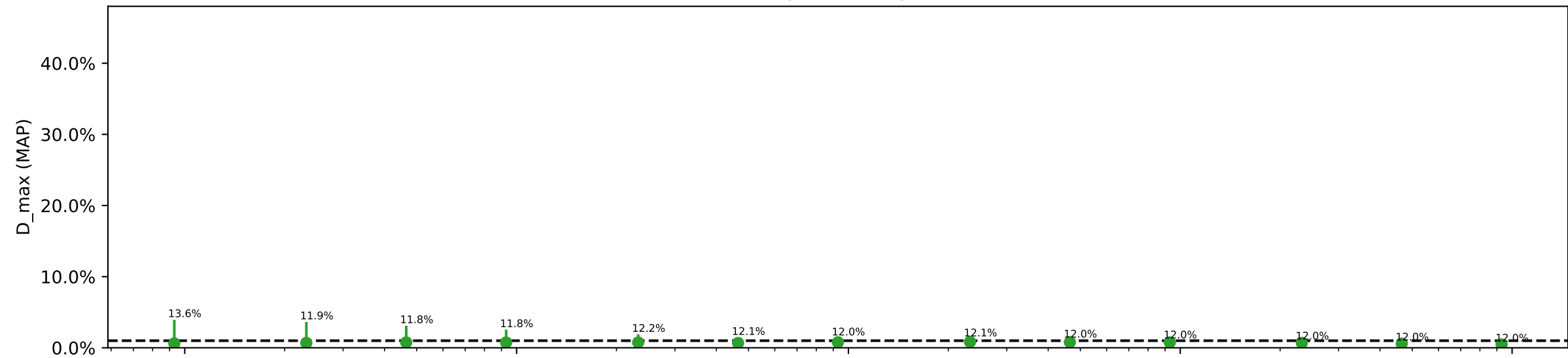


D_max (MAP)
Briggs damage = 0.014
Damage percent = 1%

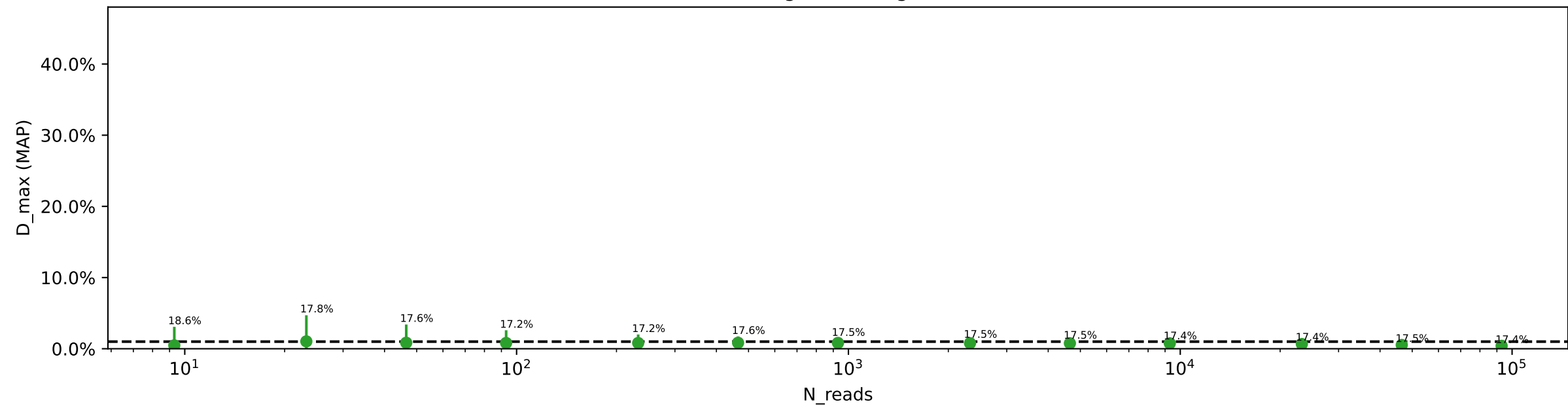
Mean Fragment Length = 35



Mean Fragment Length = 60

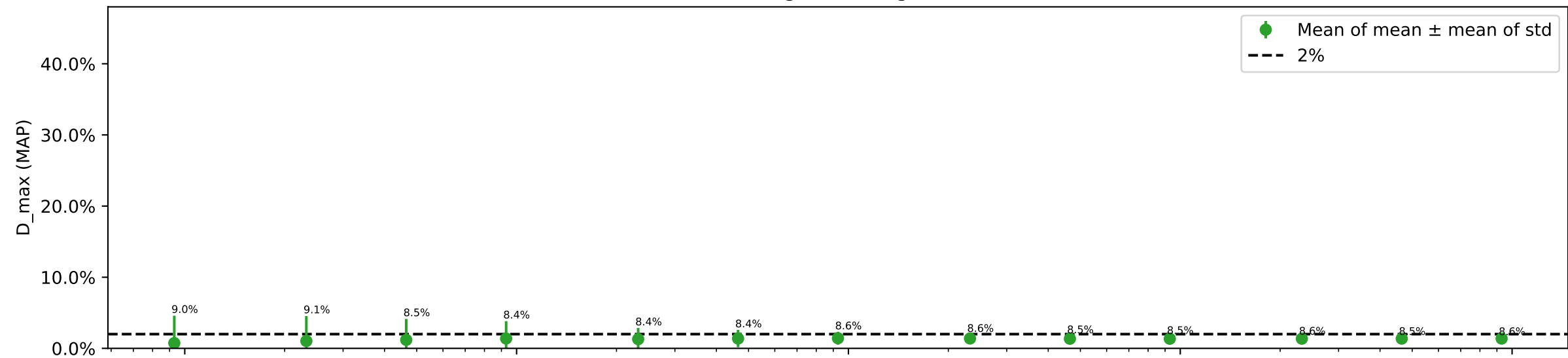


Mean Fragment Length = 90

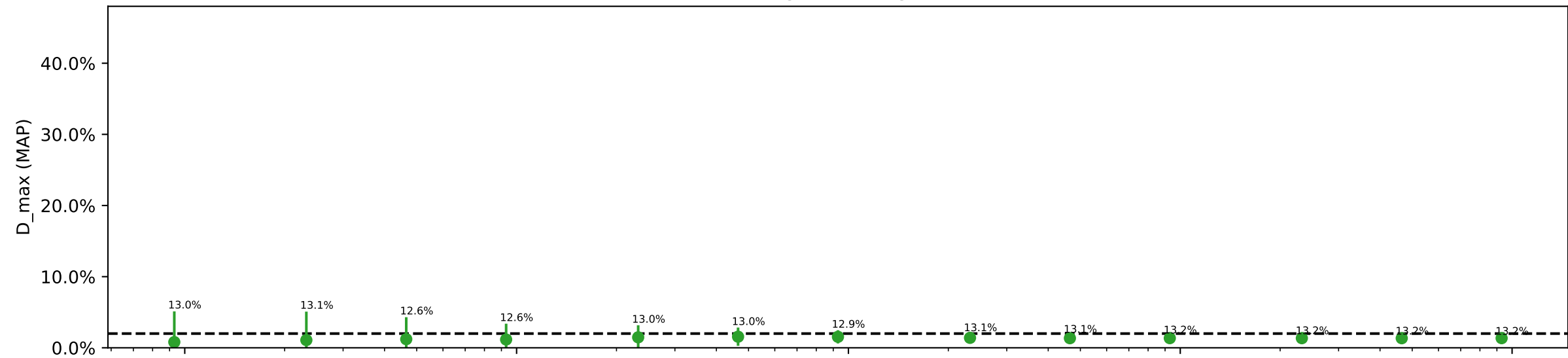


D_max (MAP)
Briggs damage = 0.047
Damage percent = 2%

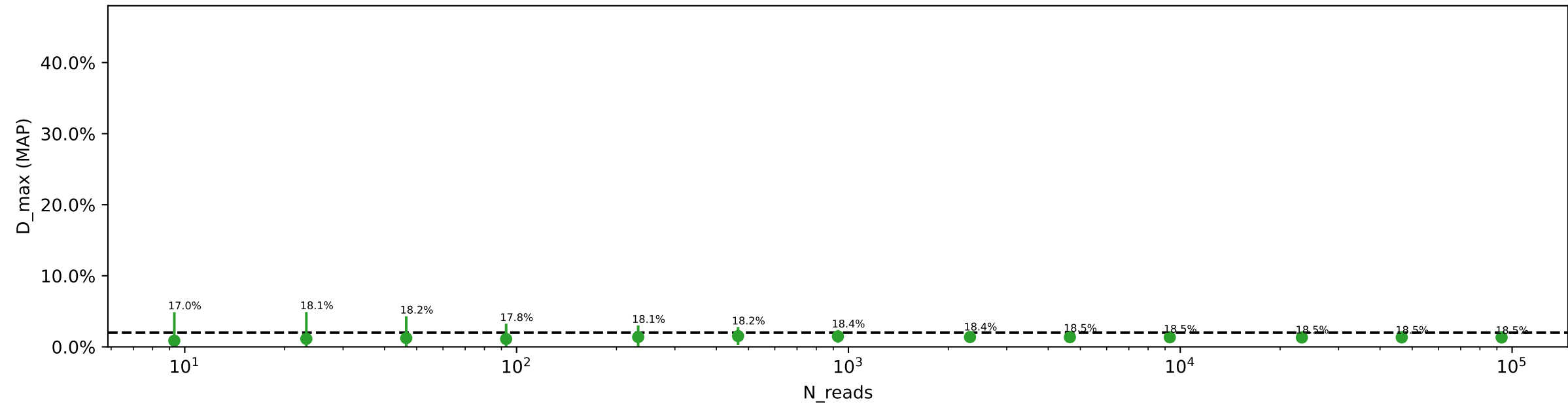
Mean Fragment Length = 35



Mean Fragment Length = 60

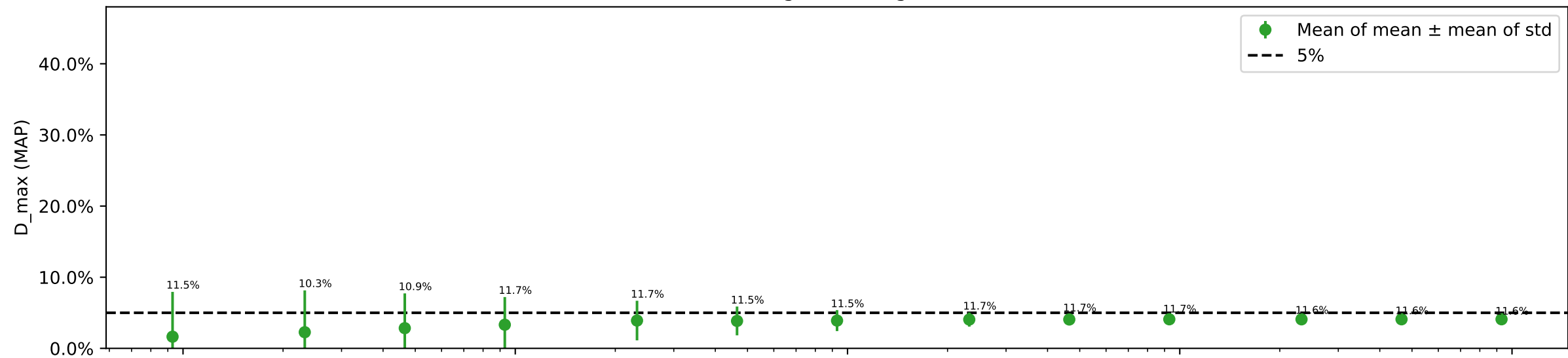


Mean Fragment Length = 90

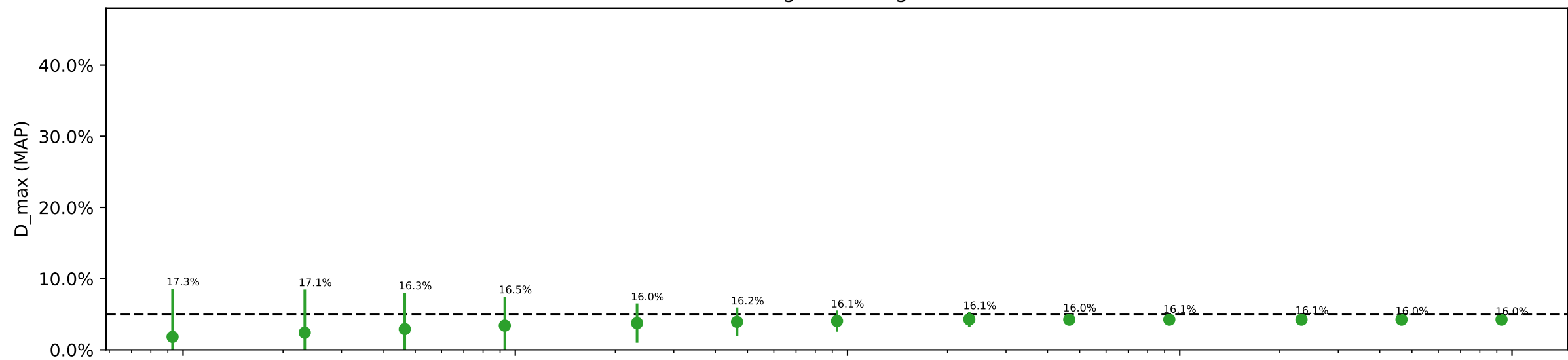


D_max (MAP)
Briggs damage = 0.138
Damage percent = 5%

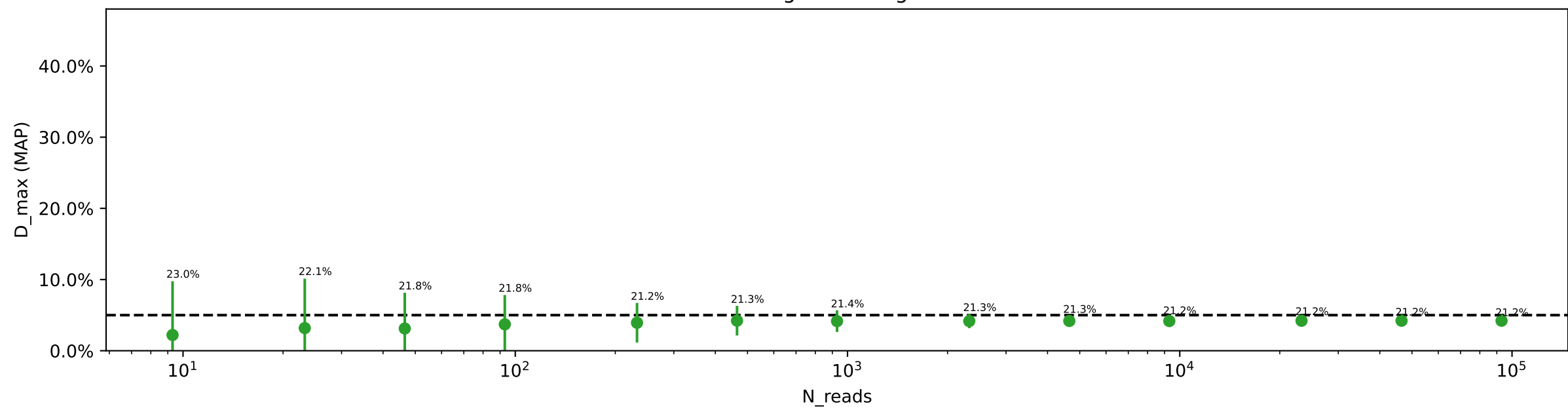
Mean Fragment Length = 35



Mean Fragment Length = 60

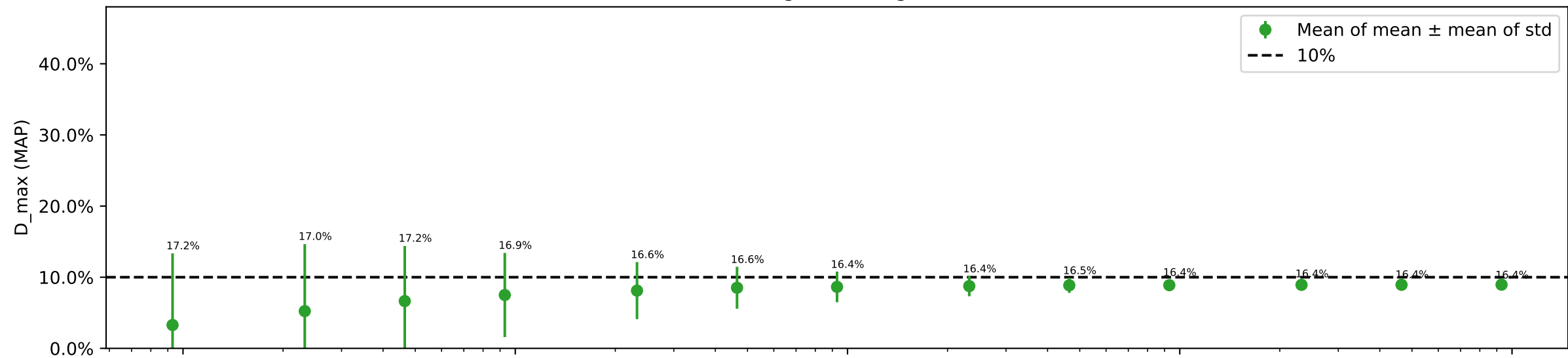


Mean Fragment Length = 90

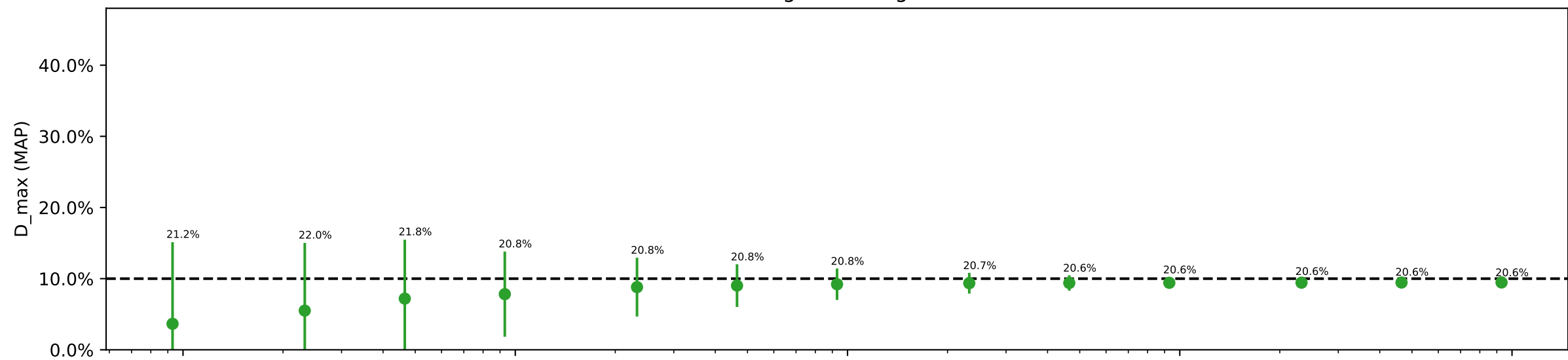


D_max (MAP)
Briggs damage = 0.303
Damage percent = 10%

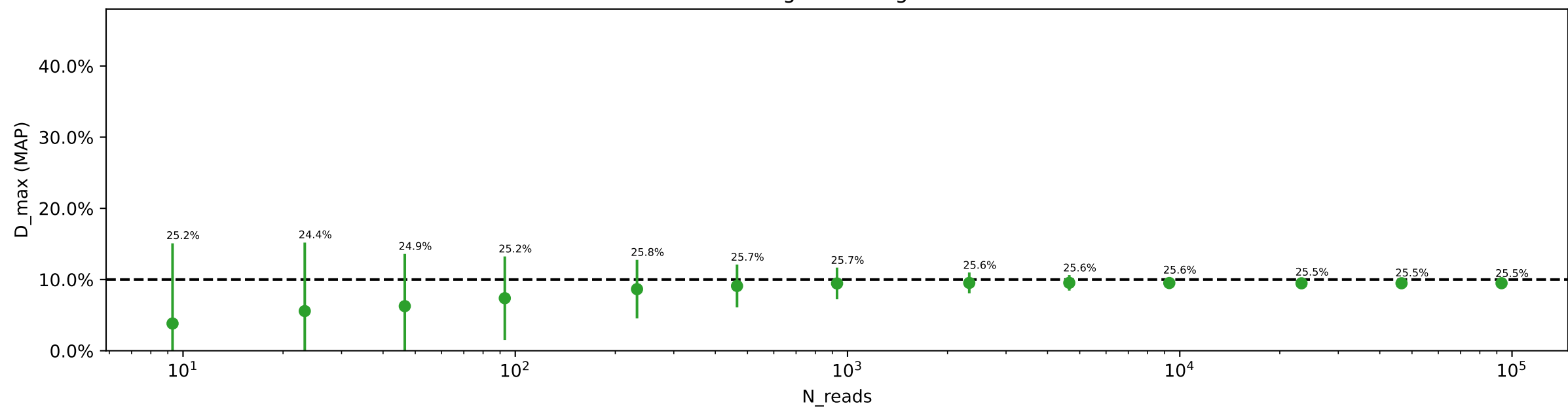
Mean Fragment Length = 35



Mean Fragment Length = 60

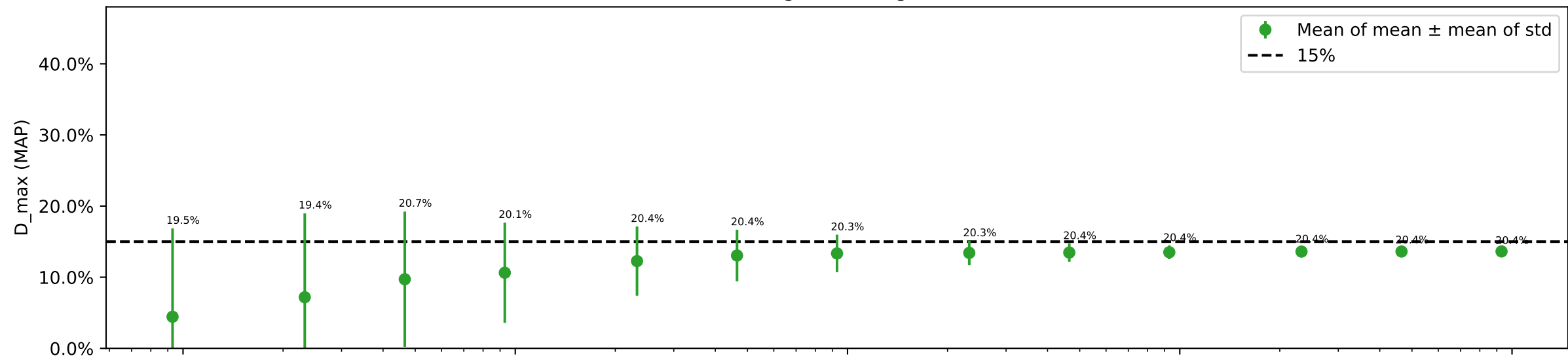


Mean Fragment Length = 90

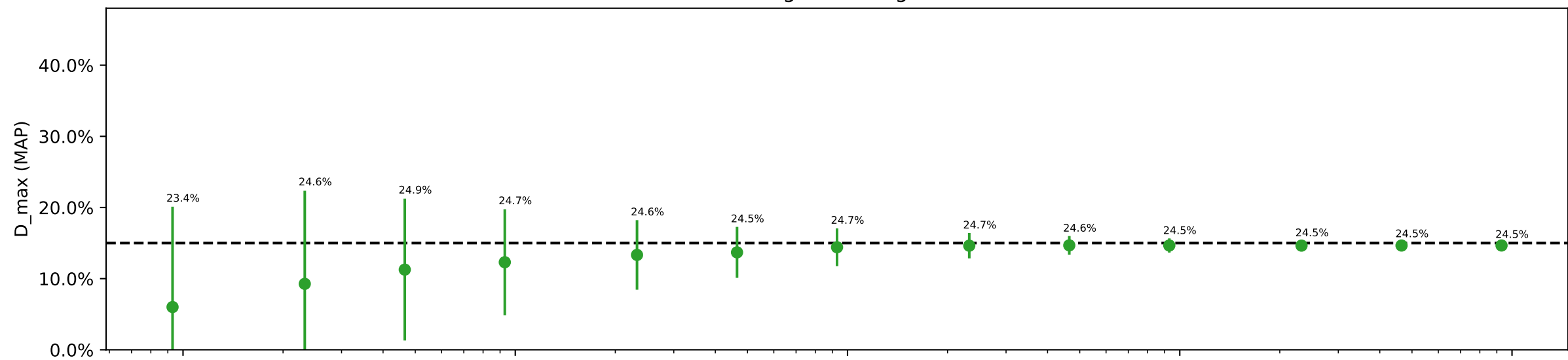


D_max (MAP)
Briggs damage = 0.466
Damage percent = 15%

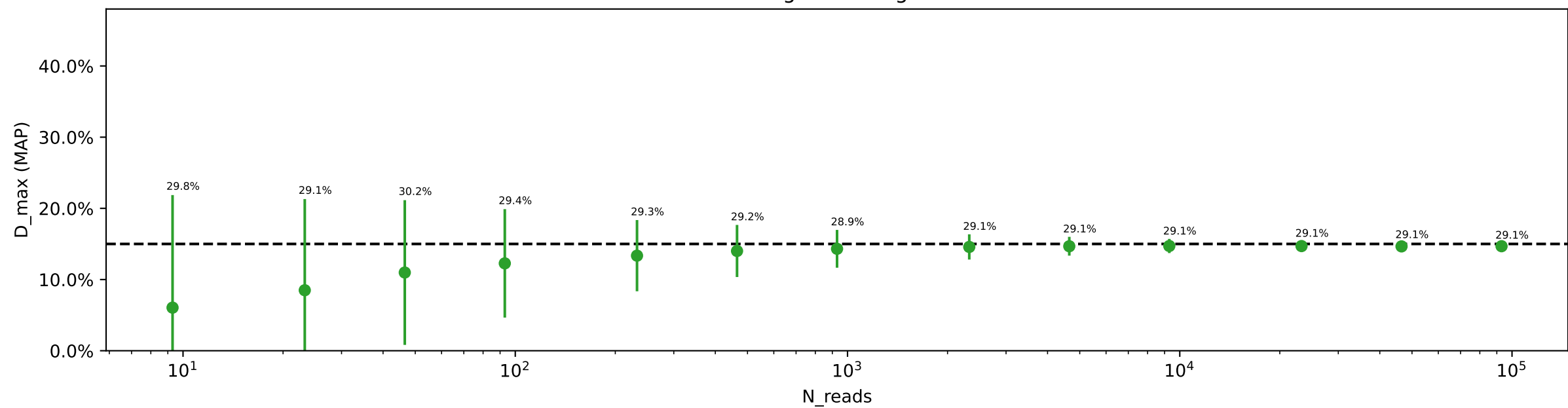
Mean Fragment Length = 35



Mean Fragment Length = 60

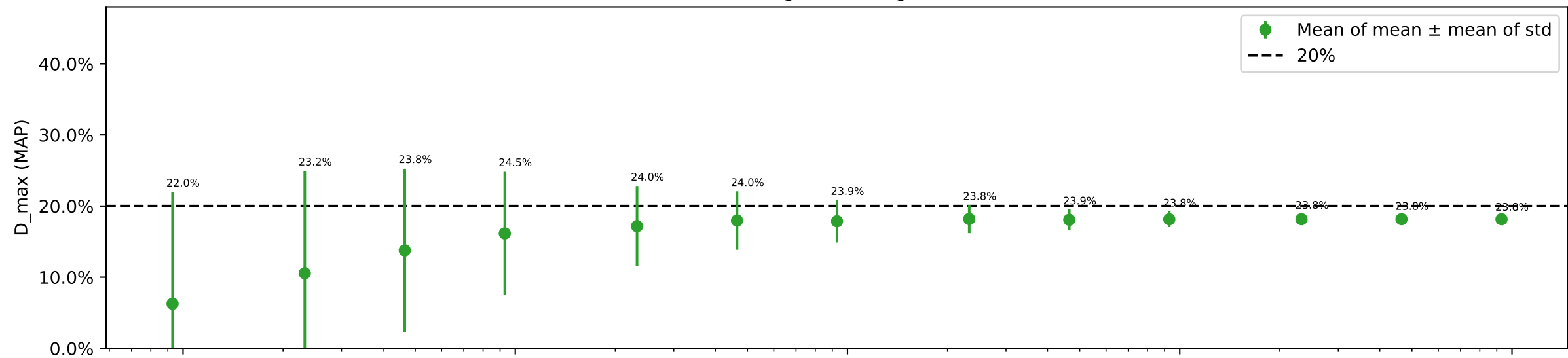


Mean Fragment Length = 90

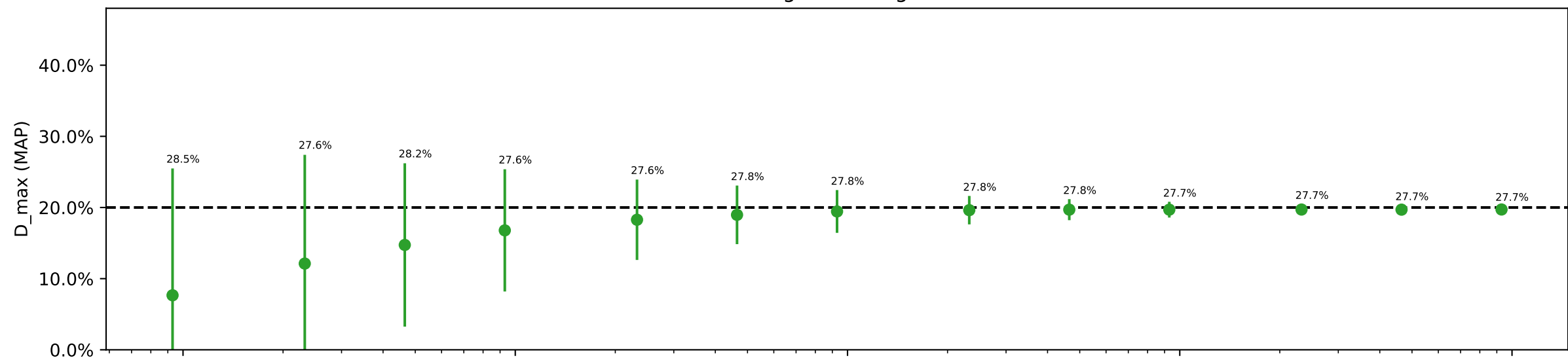


D_max (MAP)
Briggs damage = 0.626
Damage percent = 20%

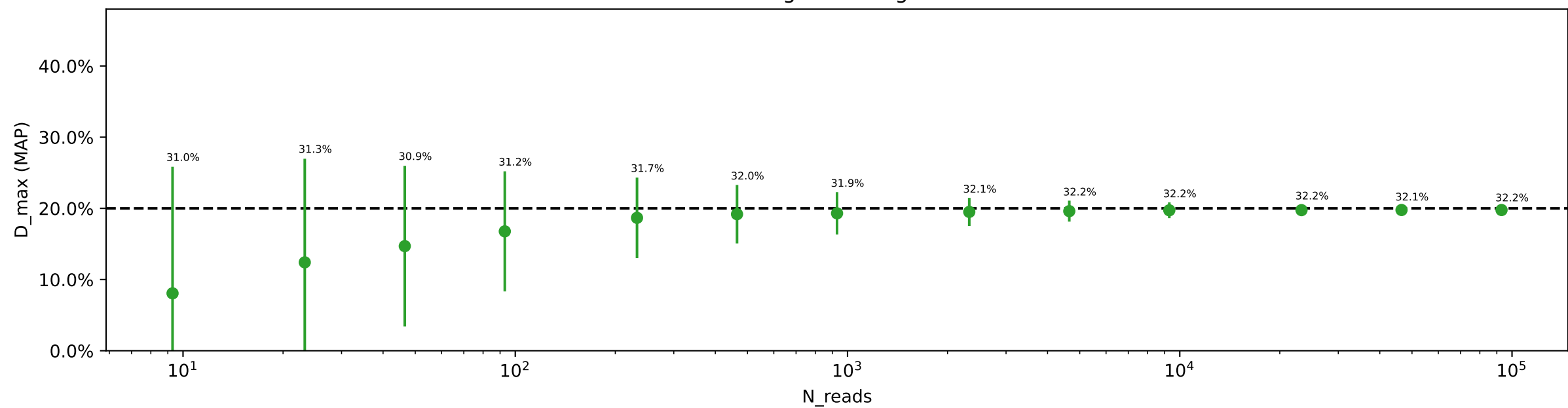
Mean Fragment Length = 35



Mean Fragment Length = 60

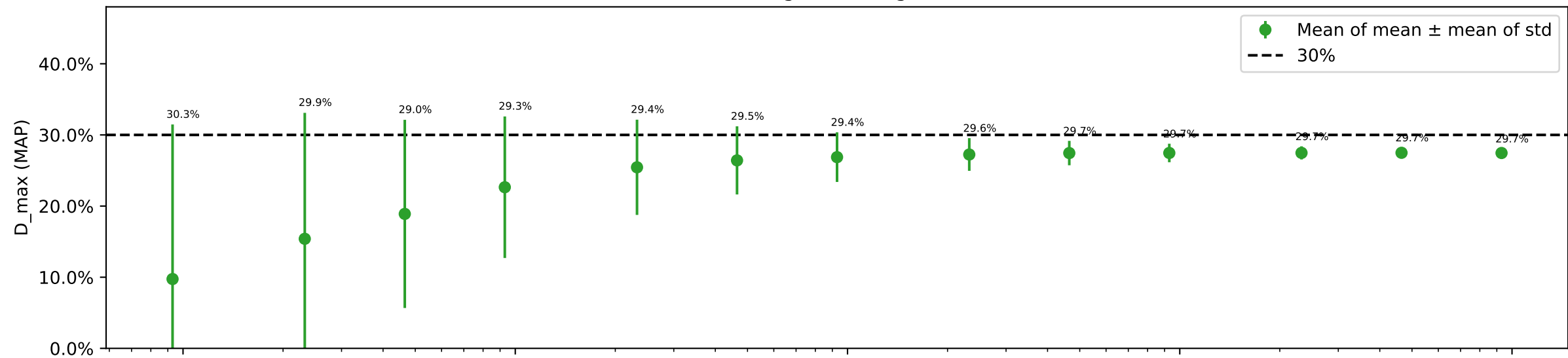


Mean Fragment Length = 90

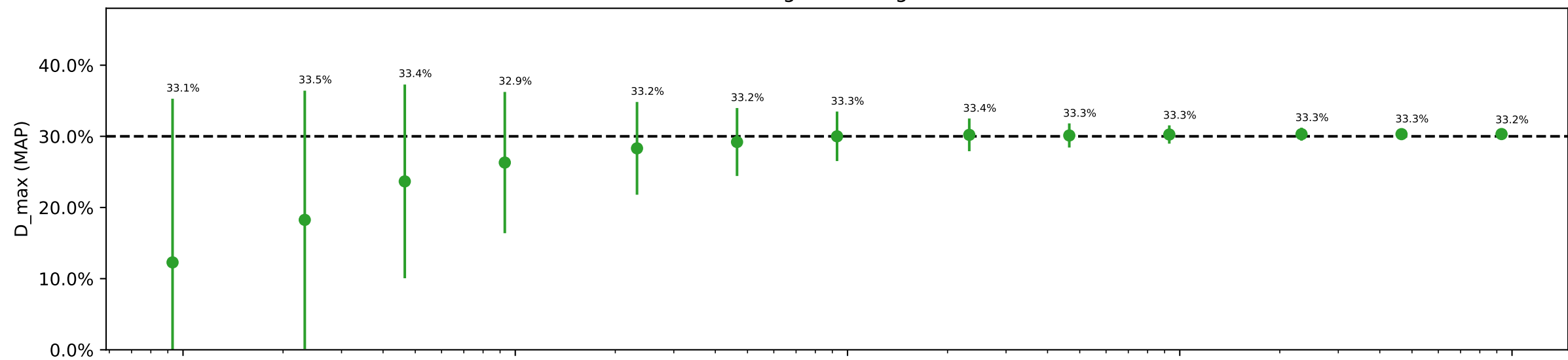


D_max (MAP)
Briggs damage = 0.96
Damage percent = 30%

Mean Fragment Length = 35



Mean Fragment Length = 60



Mean Fragment Length = 90

