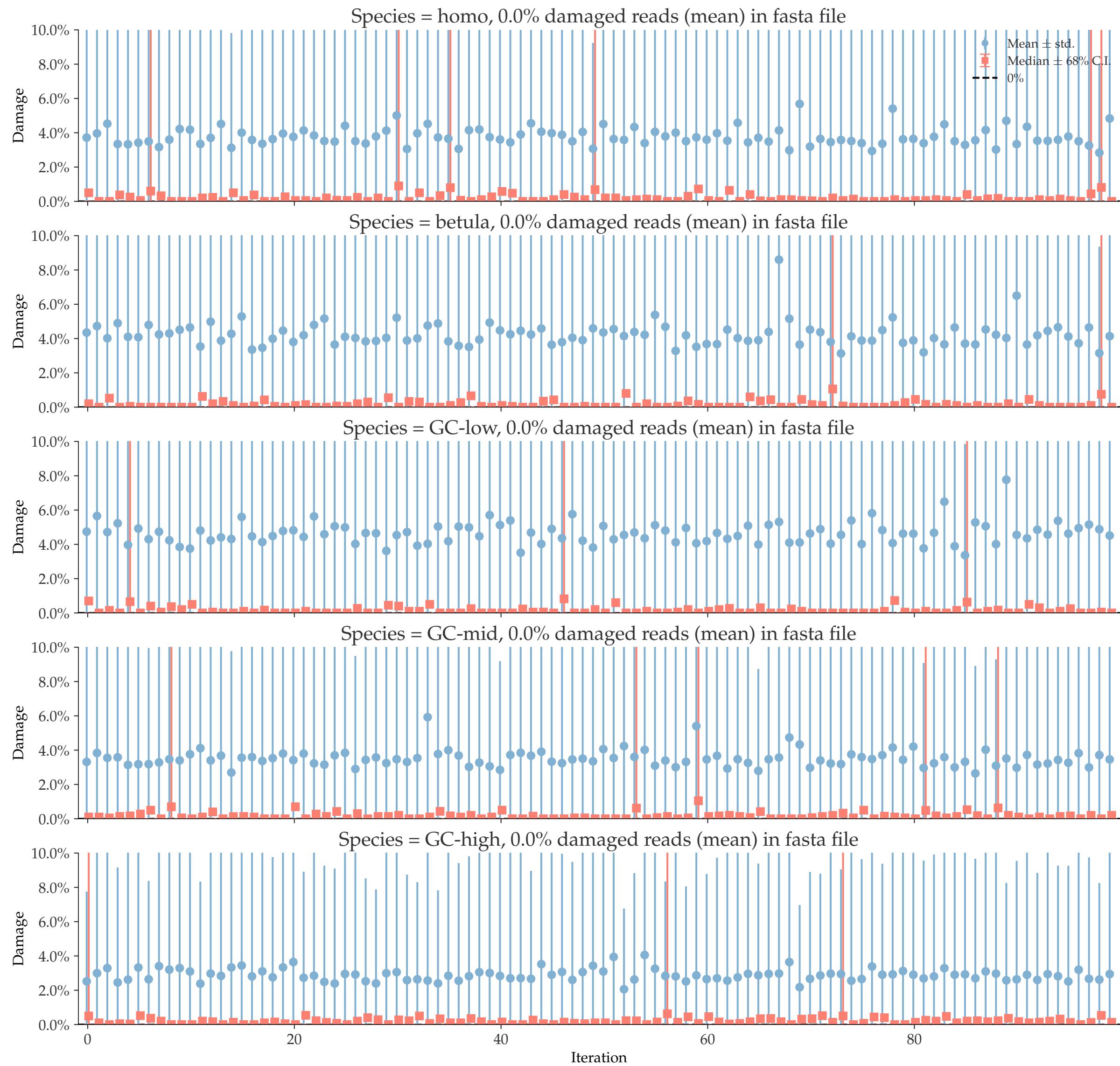
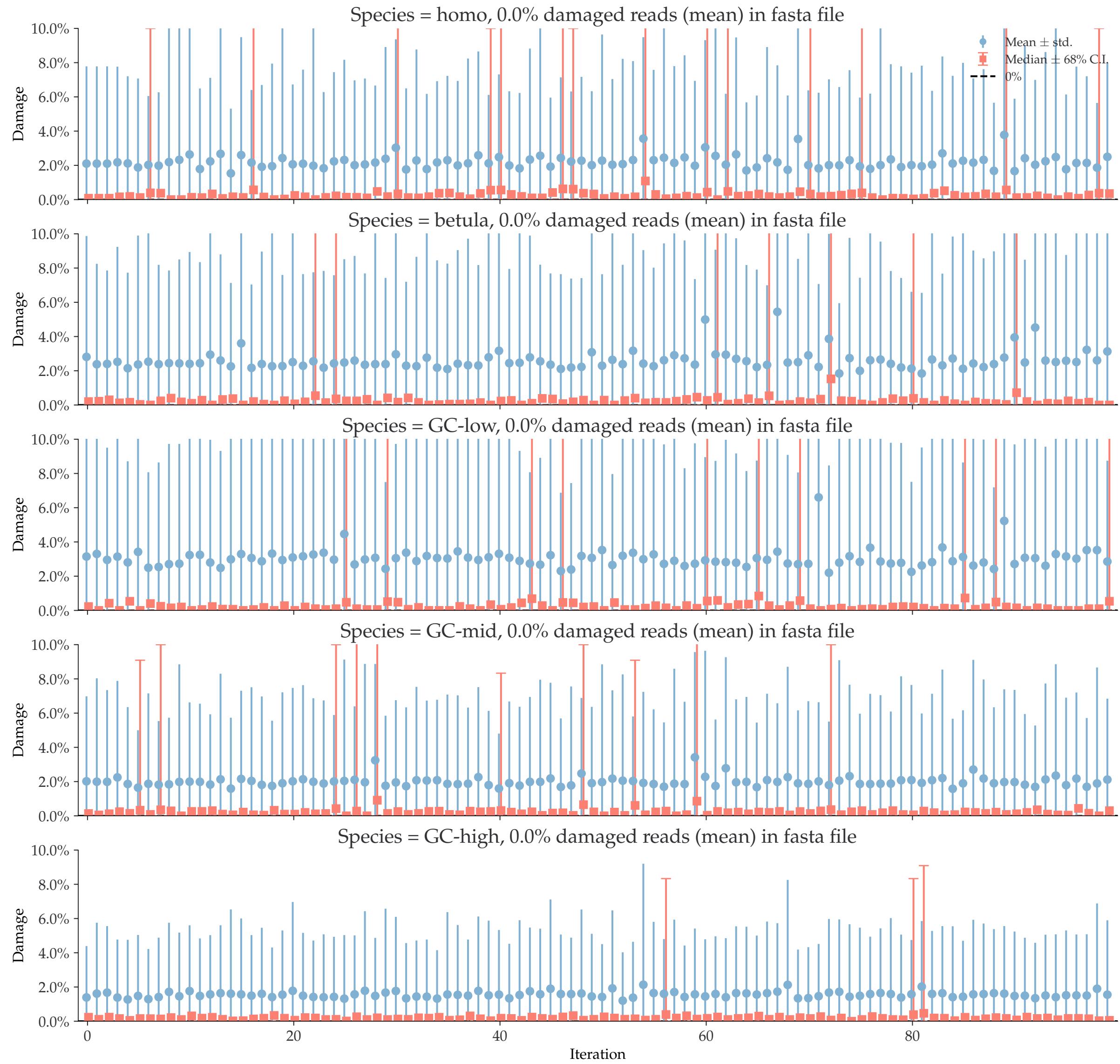


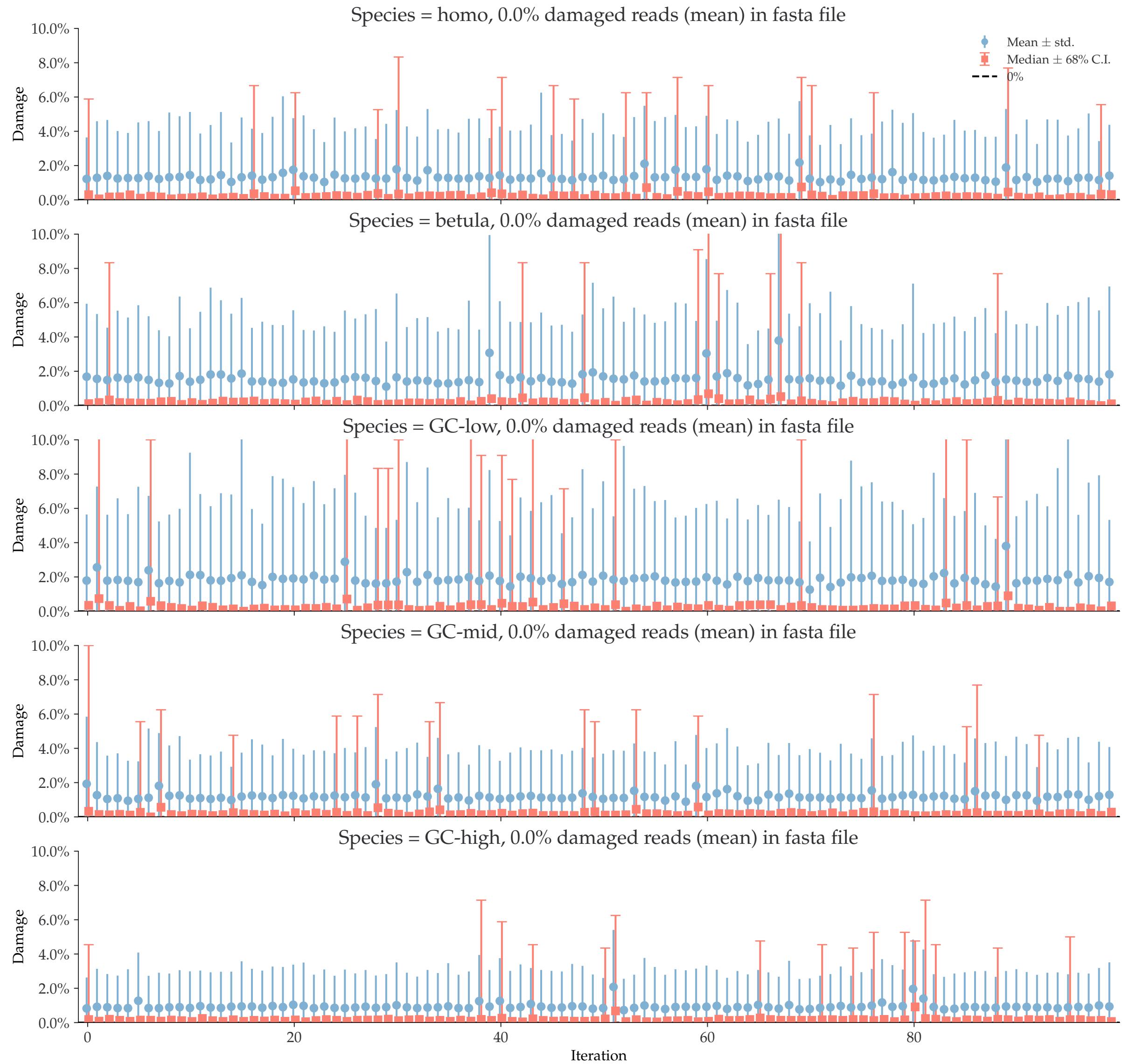
Individual damages:
10 reads
Briggs damage = 0.0
Damage percent = 0%



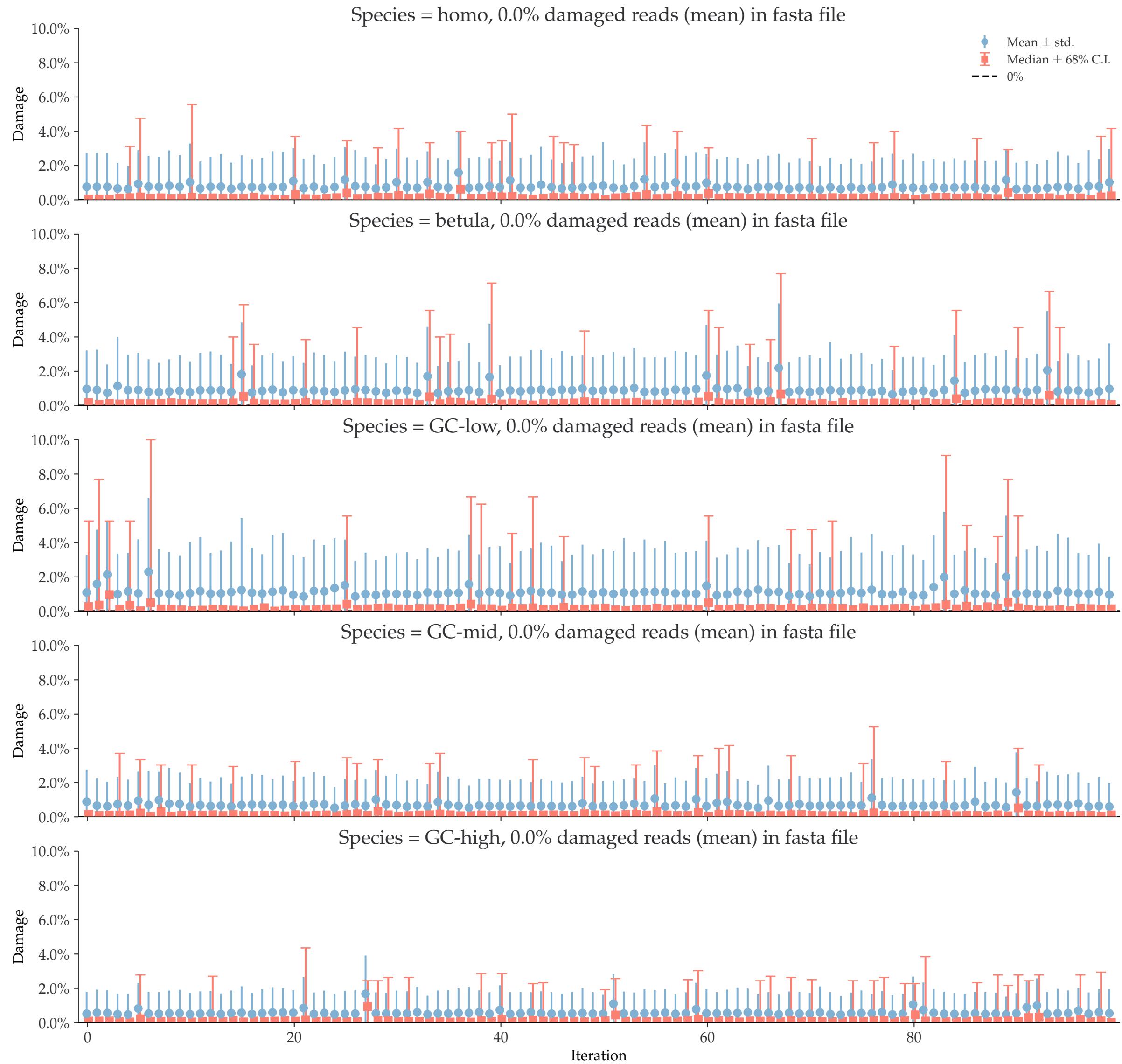
Individual damages:
25 reads
Briggs damage = 0.0
Damage percent = 0%



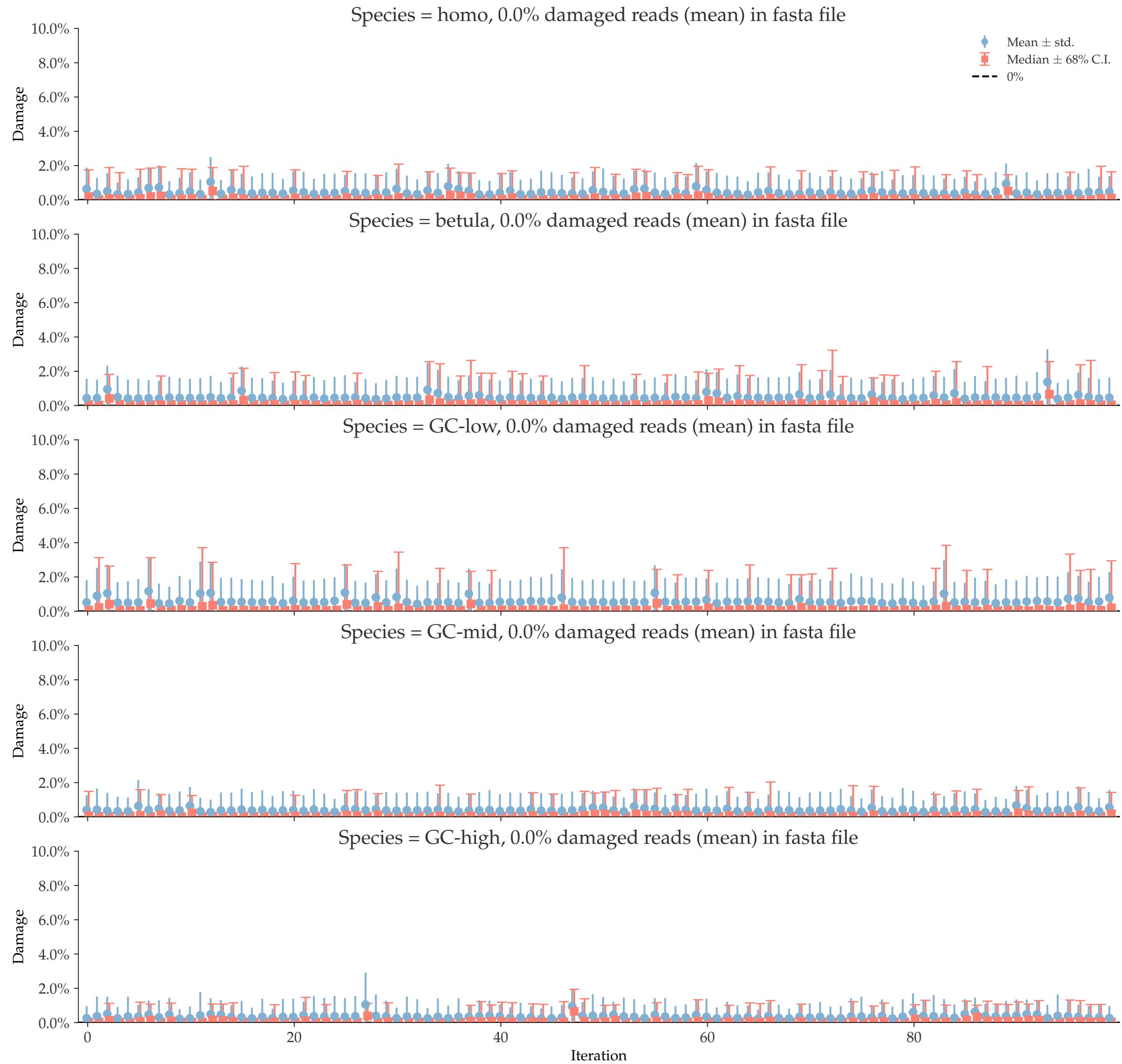
Individual damages:
 50 reads
 Briggs damage = 0.0
 Damage percent = 0%



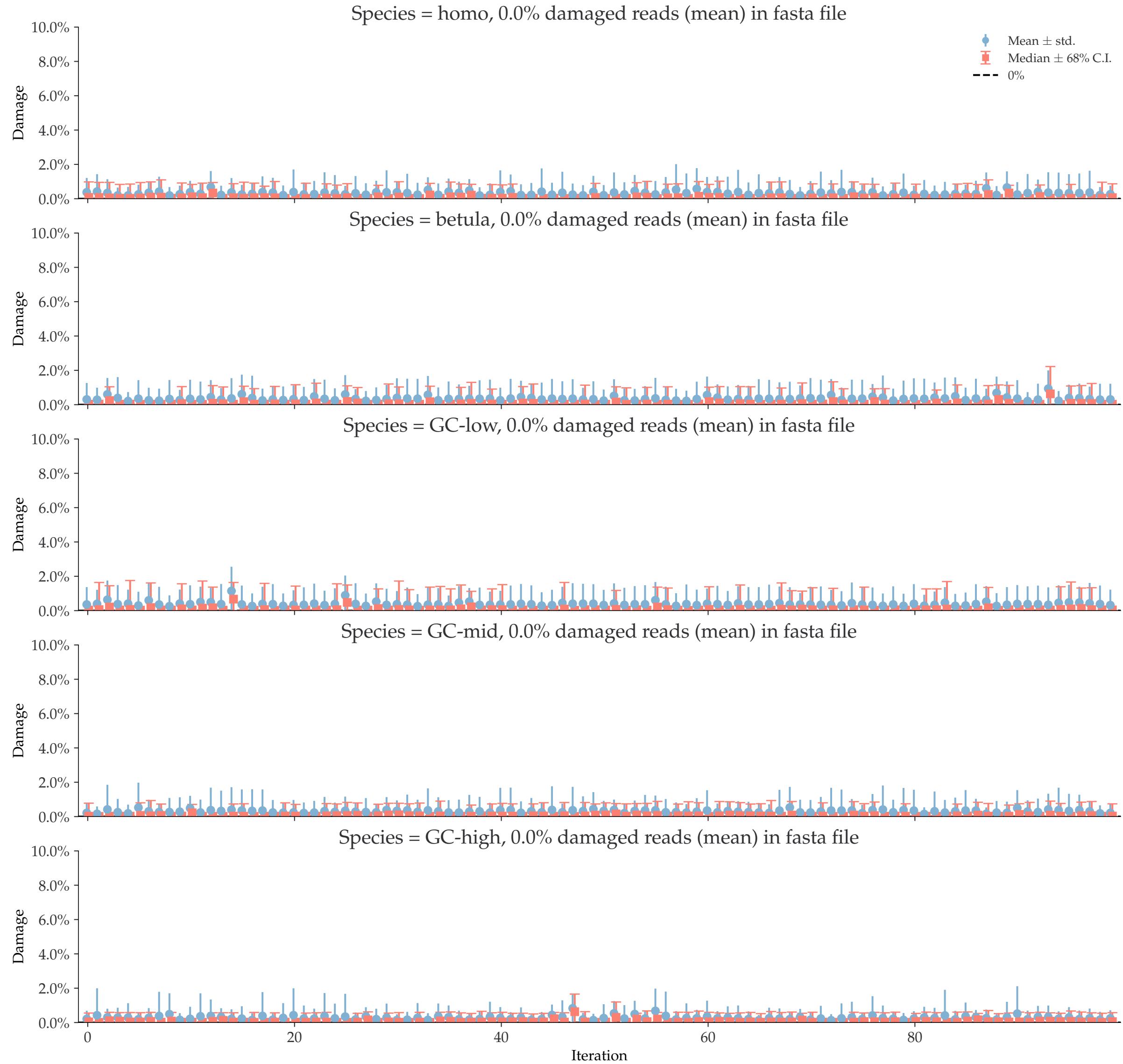
Individual damages:
 100 reads
 Briggs damage = 0.0
 Damage percent = 0%



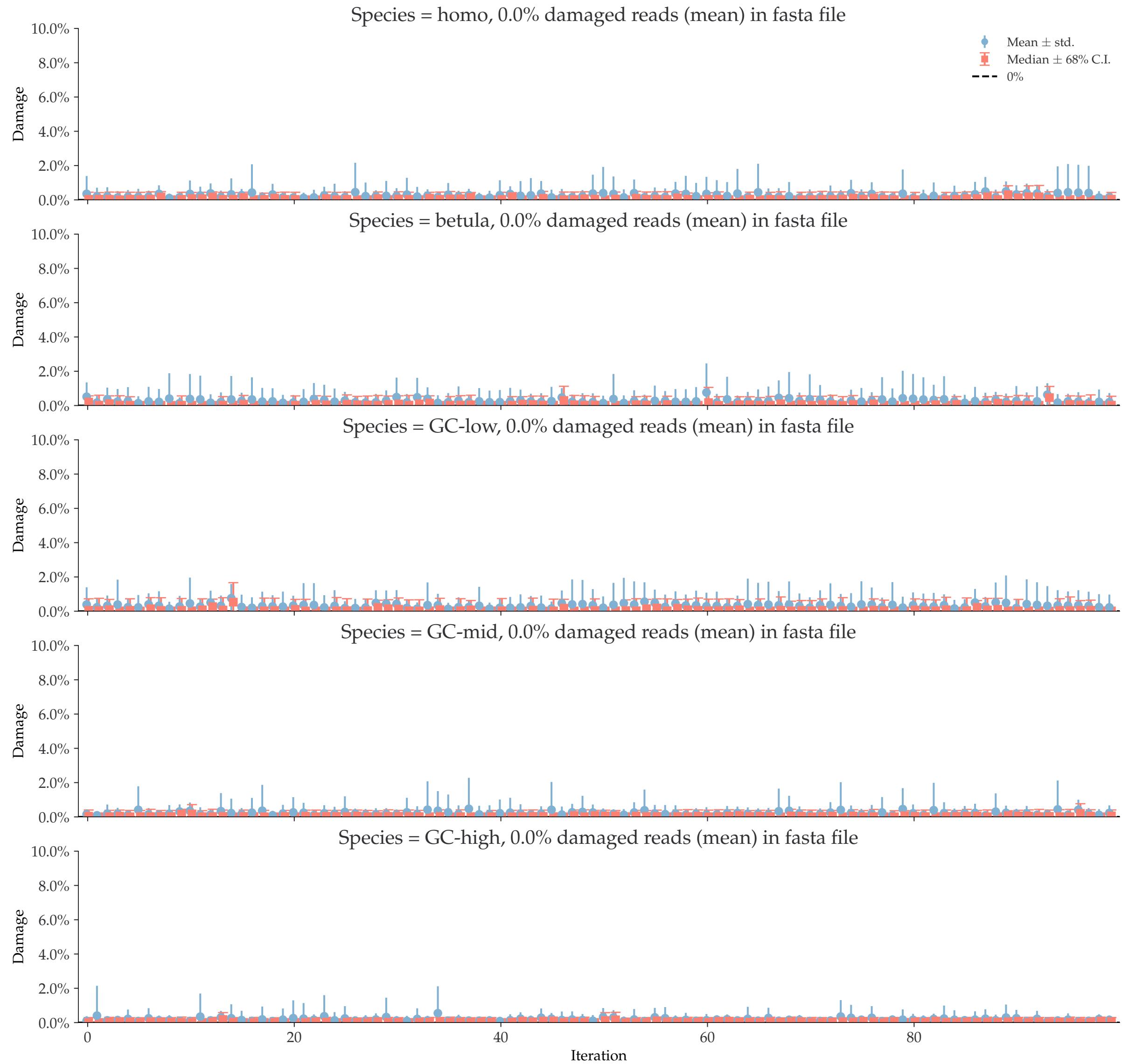
Individual damages:
250 reads
Briggs damage = 0.0
Damage percent = 0%



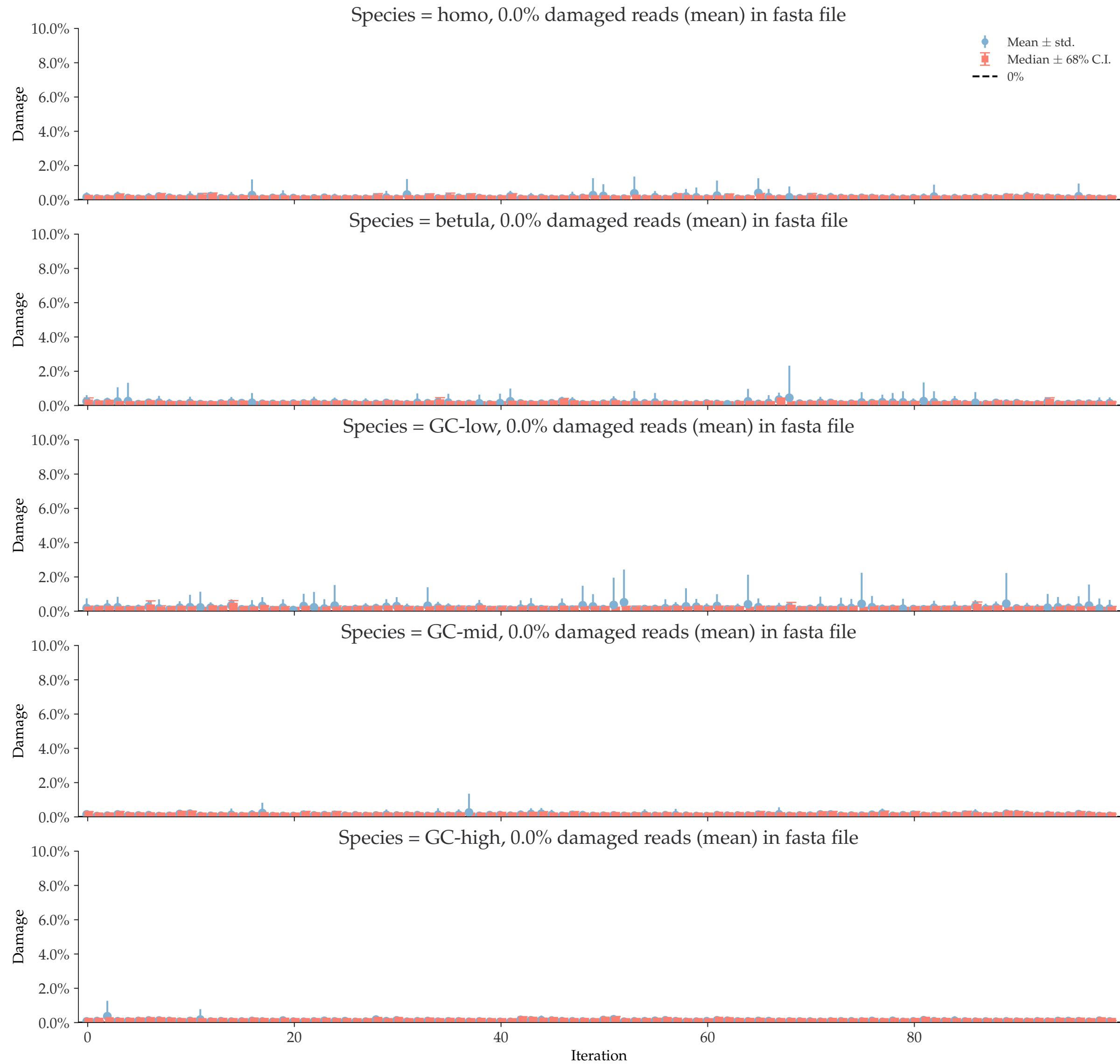
Individual damages:
500 reads
Briggs damage = 0.0
Damage percent = 0%



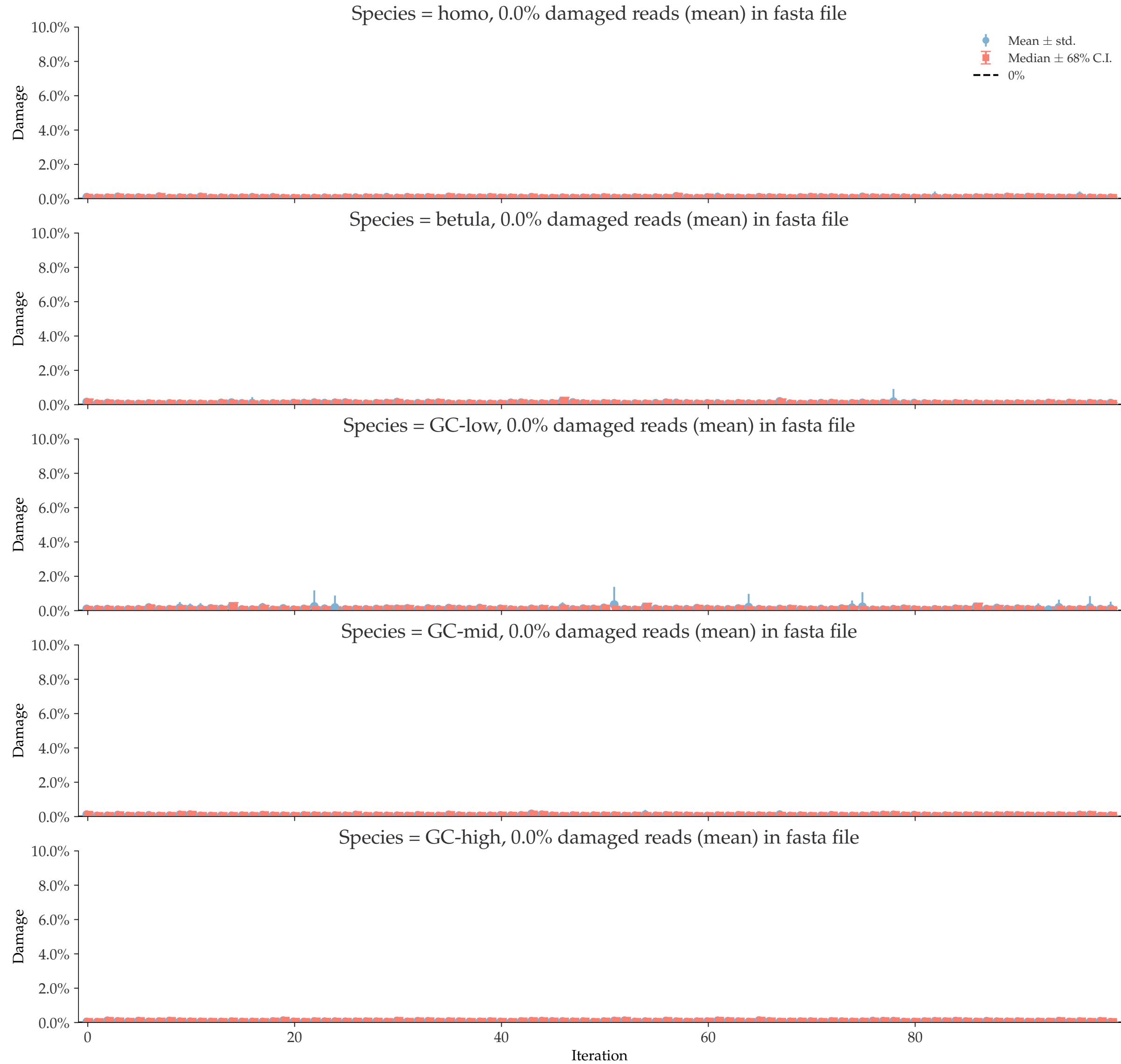
Individual damages:
1000 reads
Briggs damage = 0.0
Damage percent = 0%



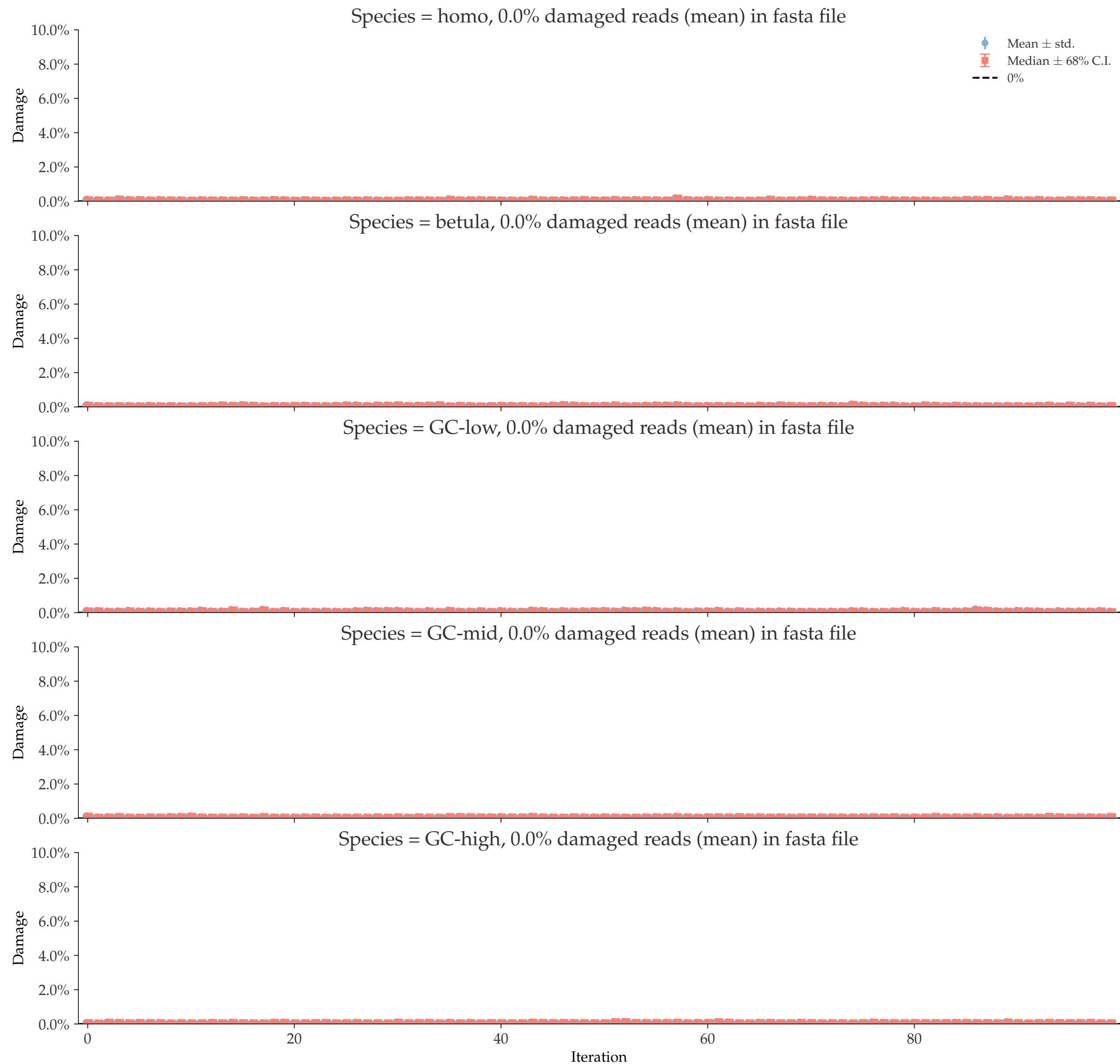
Individual damages:
2500 reads
Briggs damage = 0.0
Damage percent = 0%



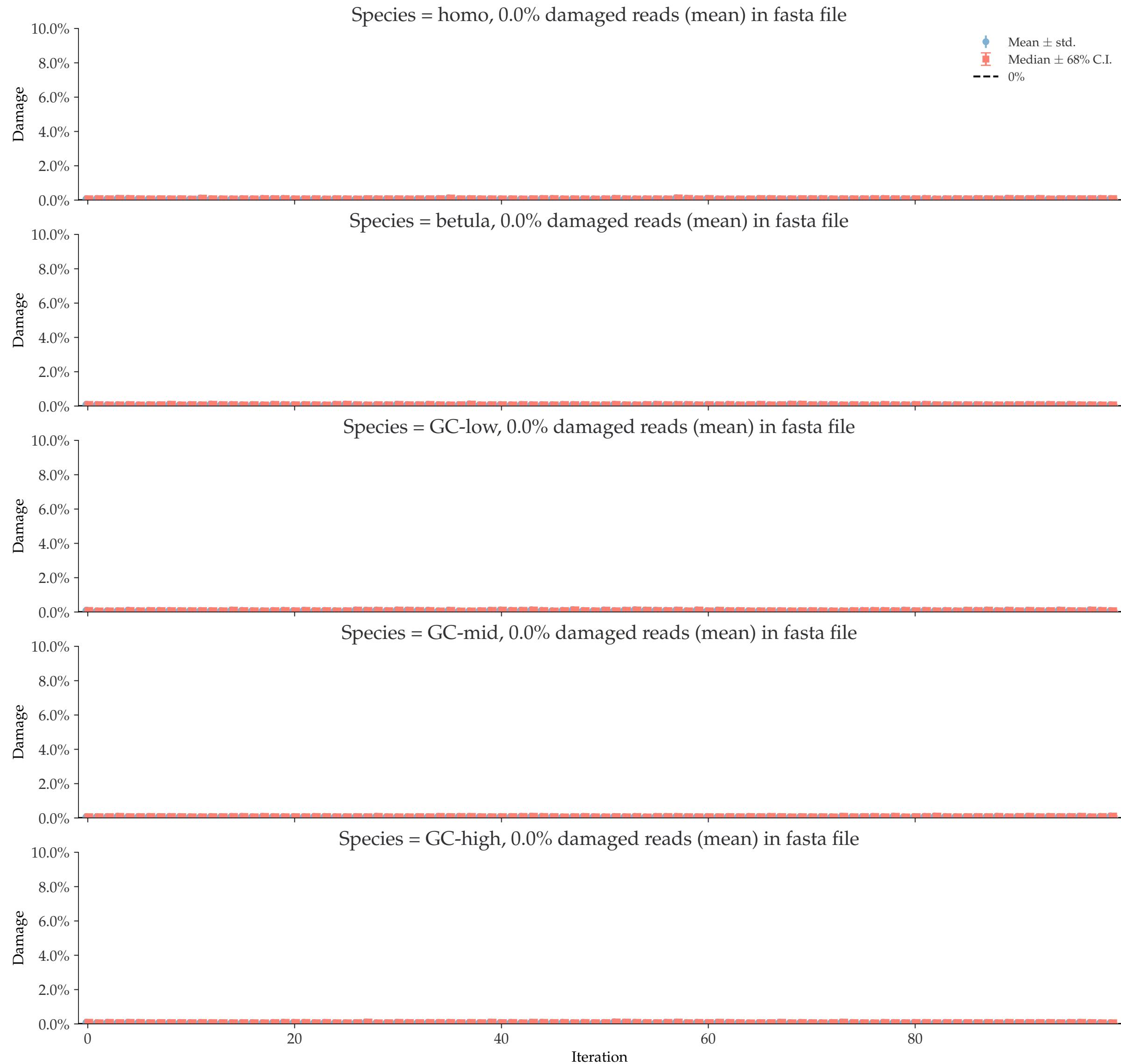
Individual damages:
5000 reads
Briggs damage = 0.0
Damage percent = 0%



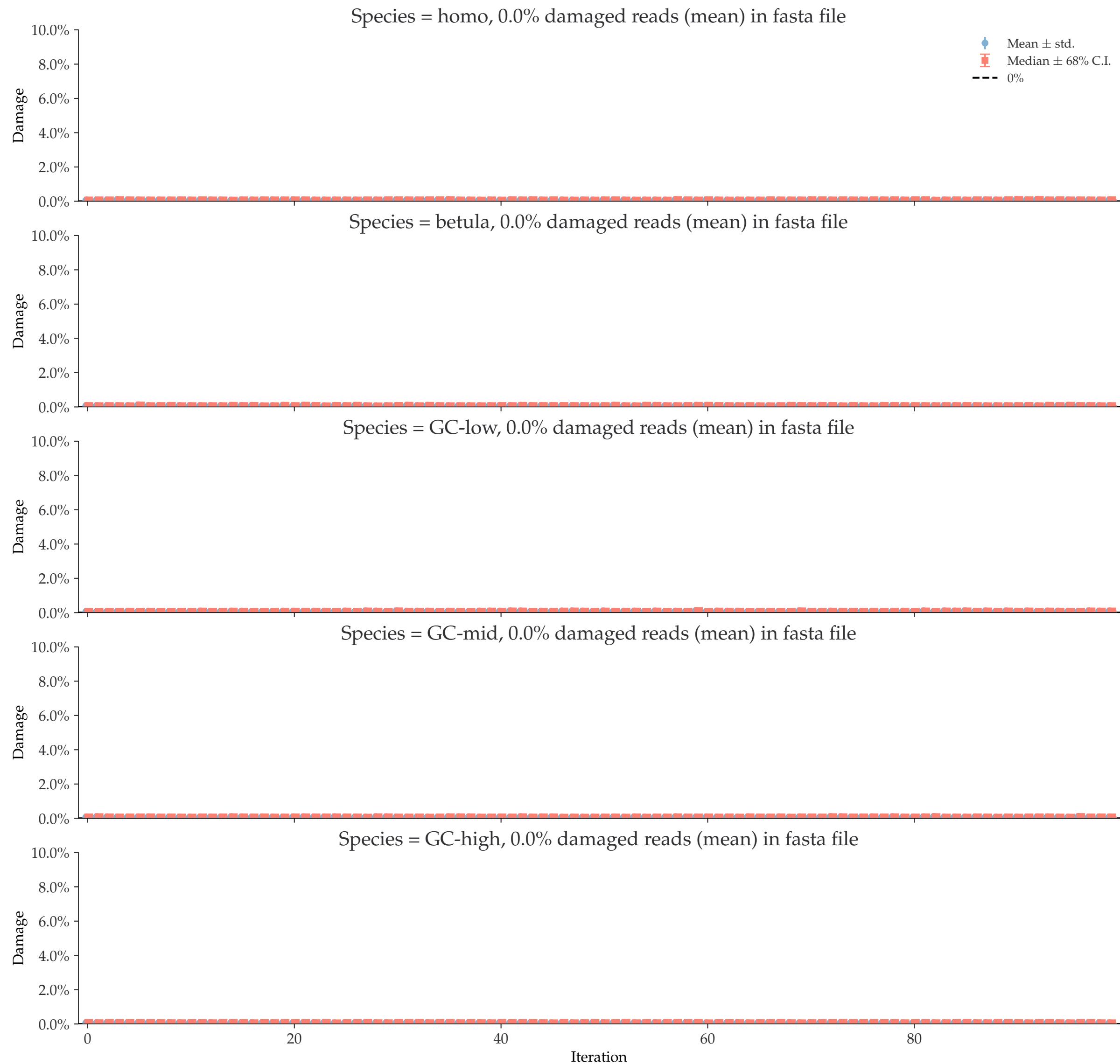
Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent = 0%



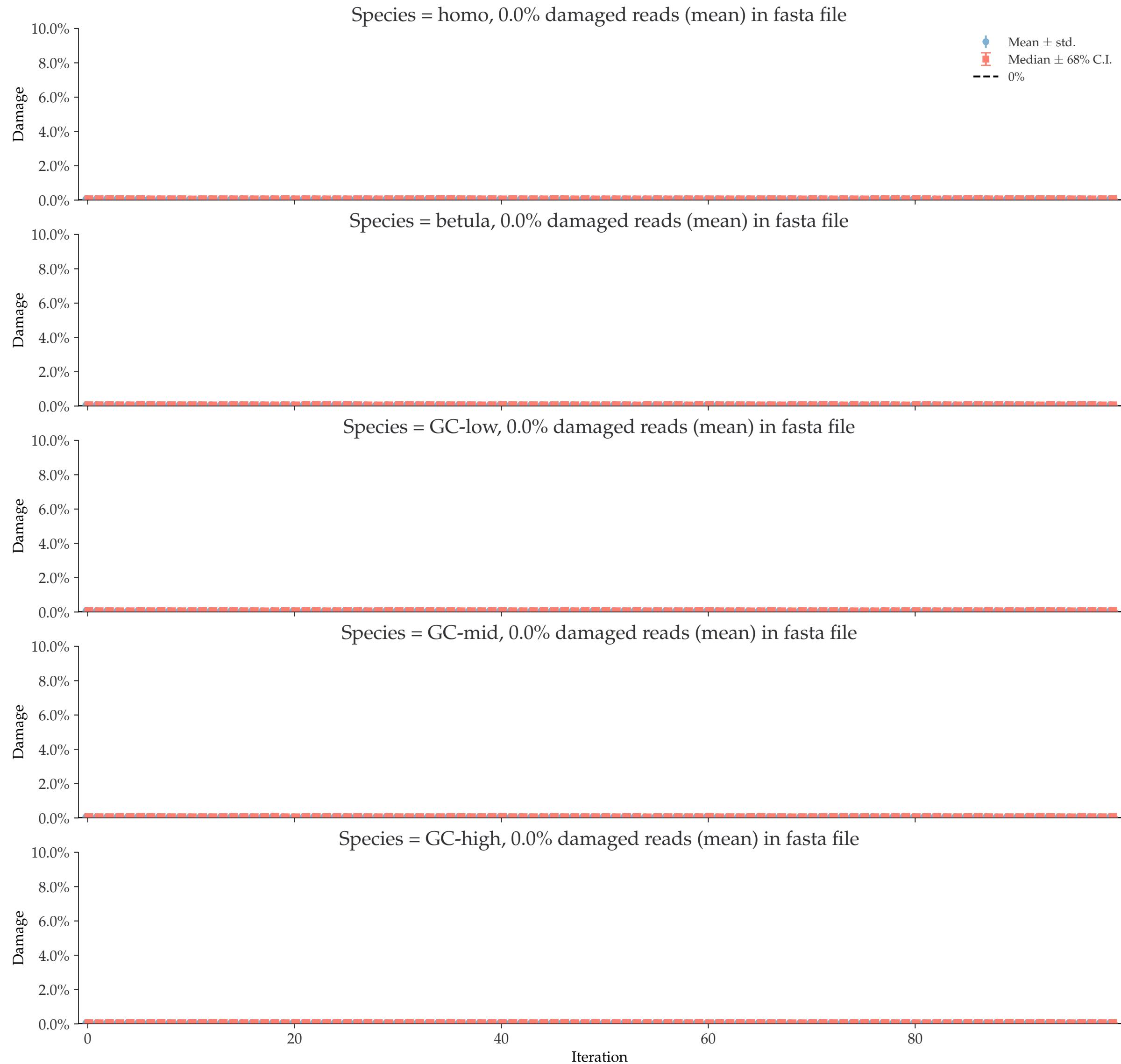
Individual damages:
25000 reads
Briggs damage = 0.0
Damage percent = 0%



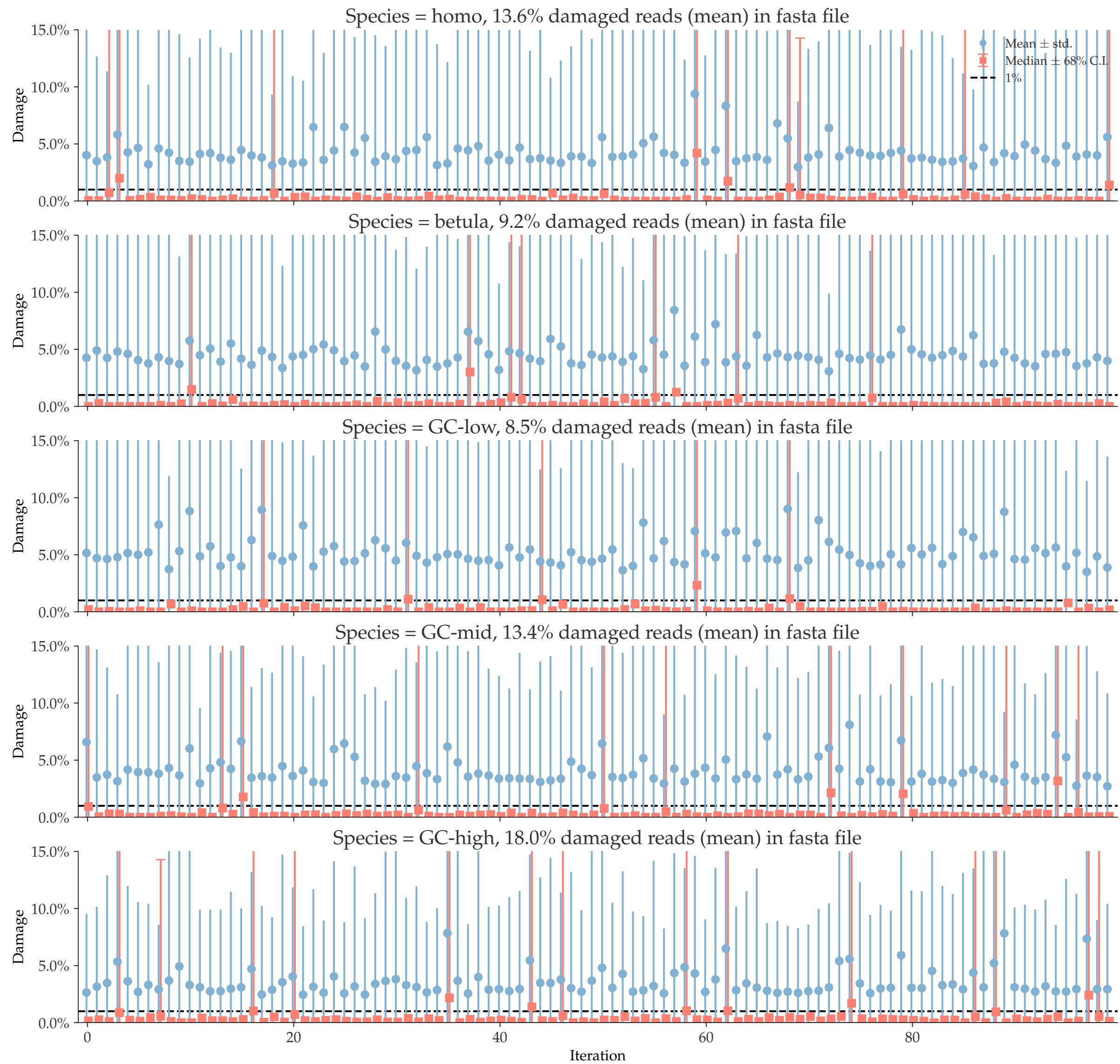
Individual damages:
50000 reads
Briggs damage = 0.0
Damage percent = 0%



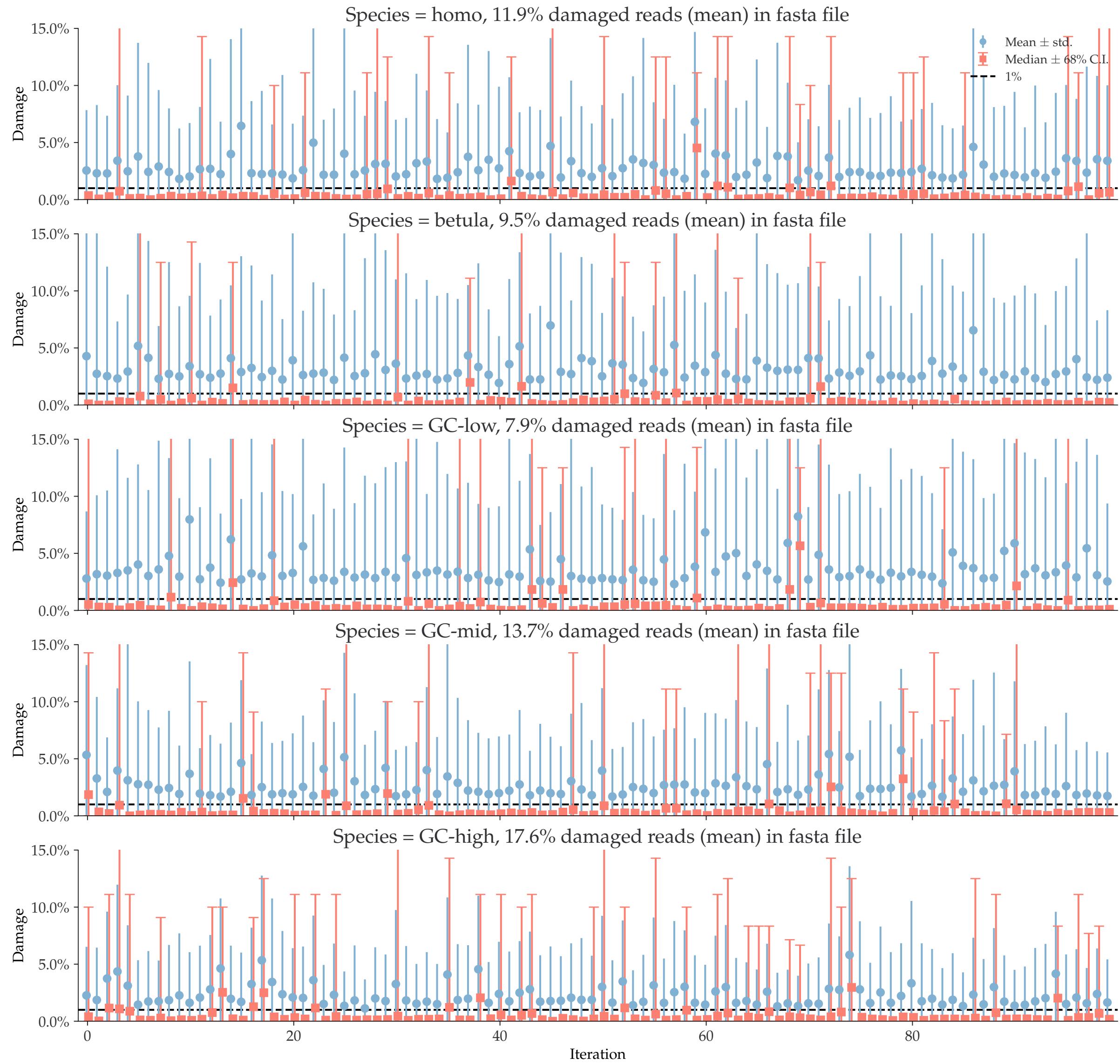
Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent = 0%



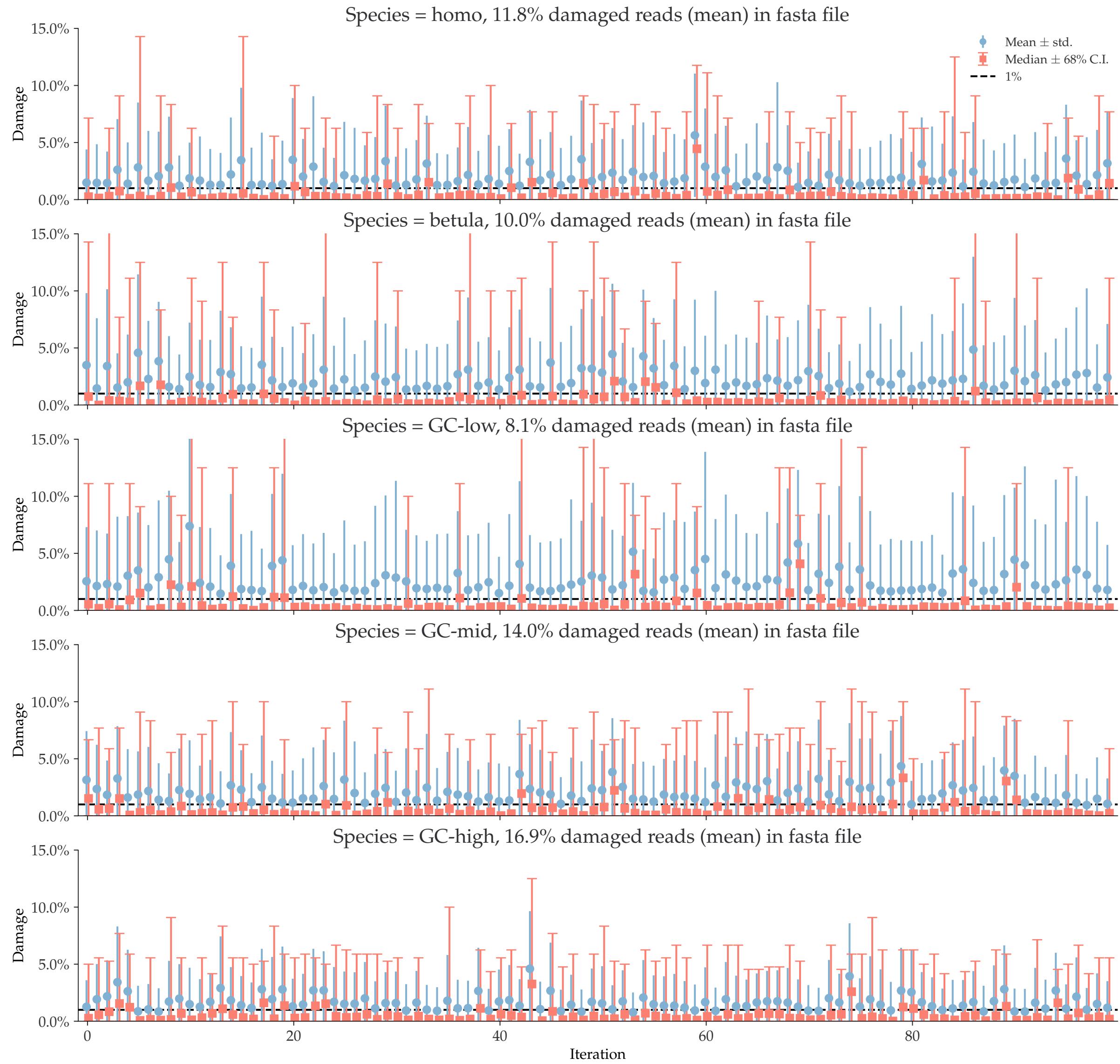
Individual damages:
 10 reads
 Briggs damage = 0.014
 Damage percent = 1%



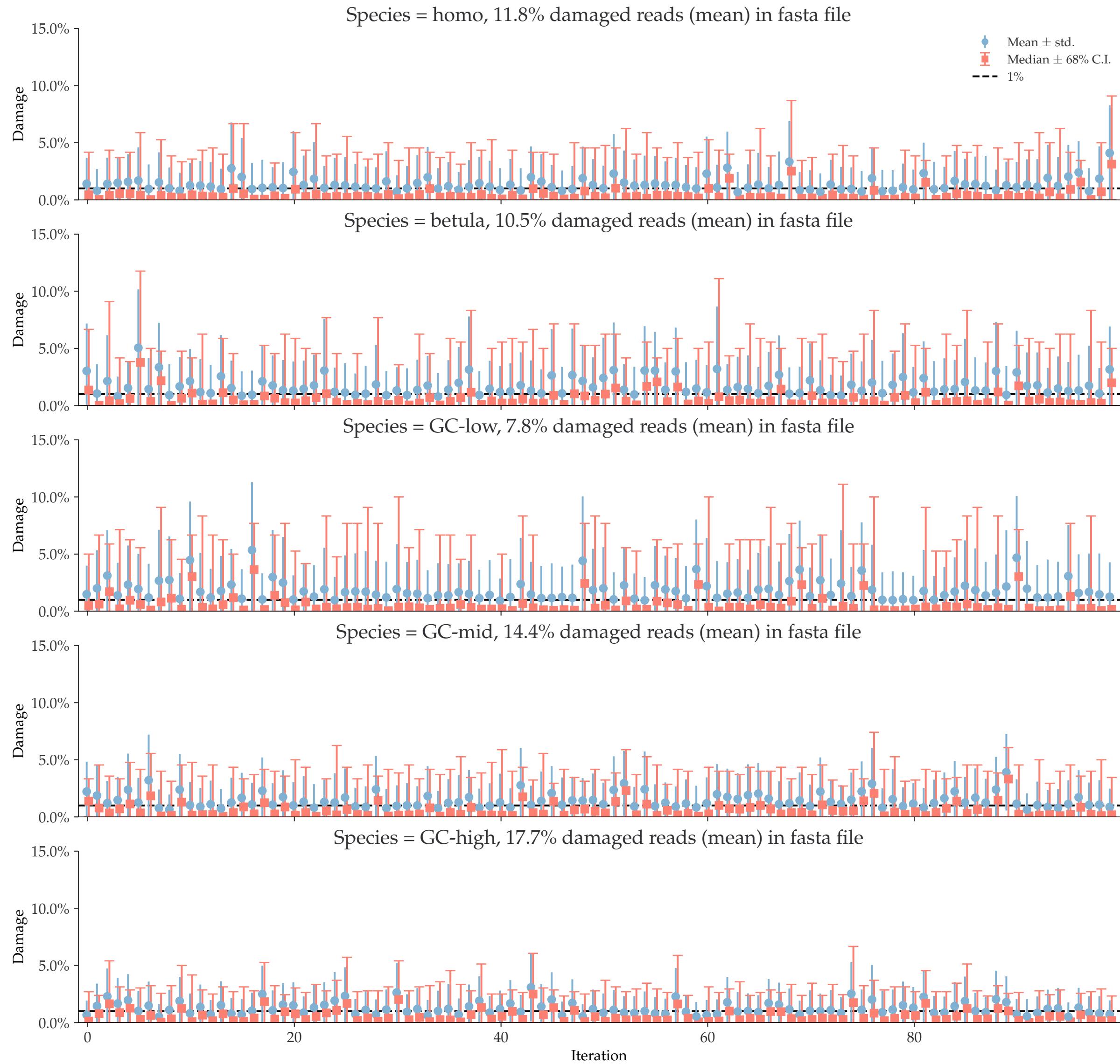
Individual damages:
 25 reads
 Briggs damage = 0.014
 Damage percent = 1%



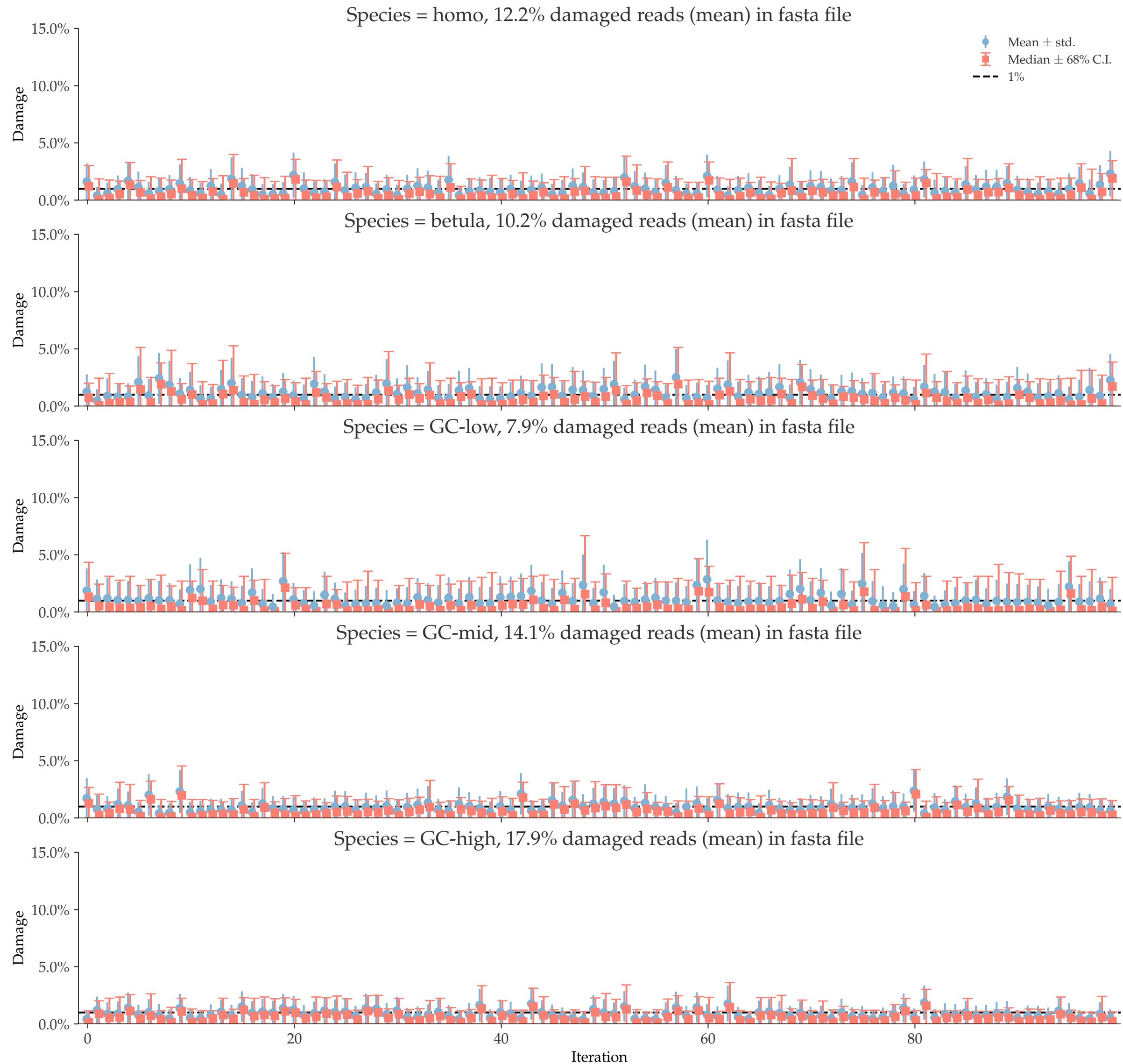
Individual damages:
 50 reads
 Briggs damage = 0.014
 Damage percent = 1%



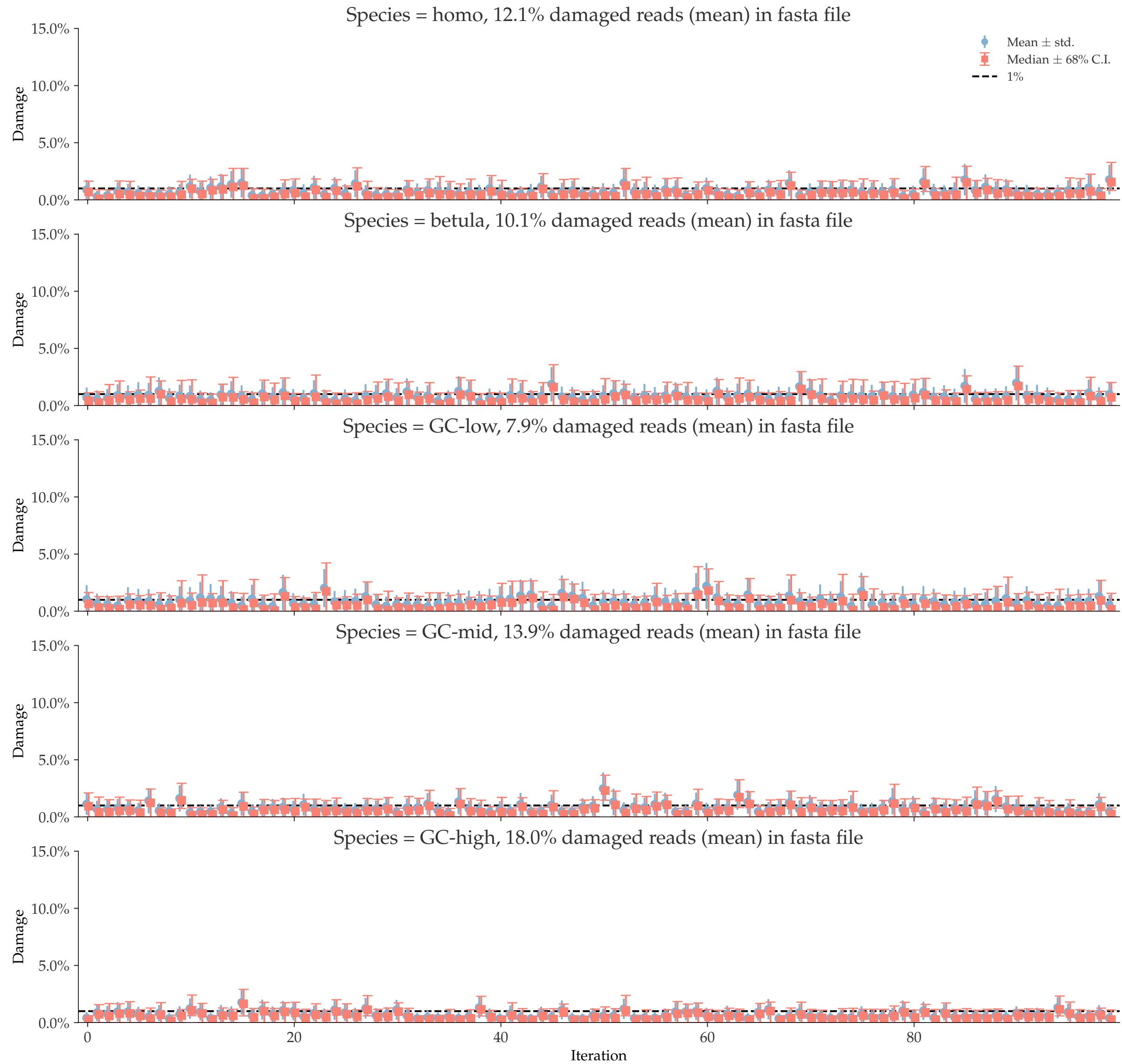
Individual damages:
 100 reads
 Briggs damage = 0.014
 Damage percent = 1%



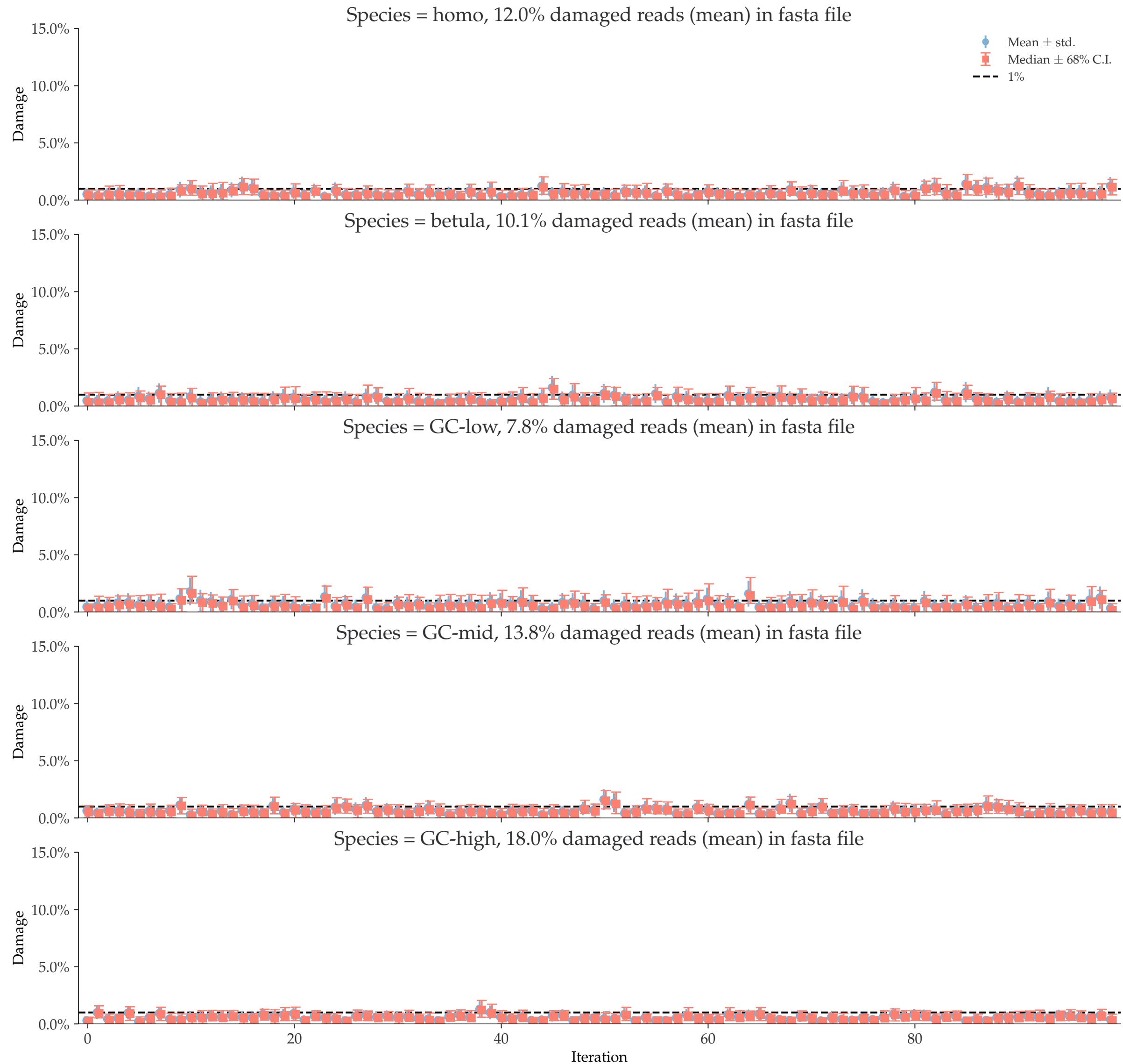
Individual damages:
250 reads
Briggs damage = 0.014
Damage percent = 1%



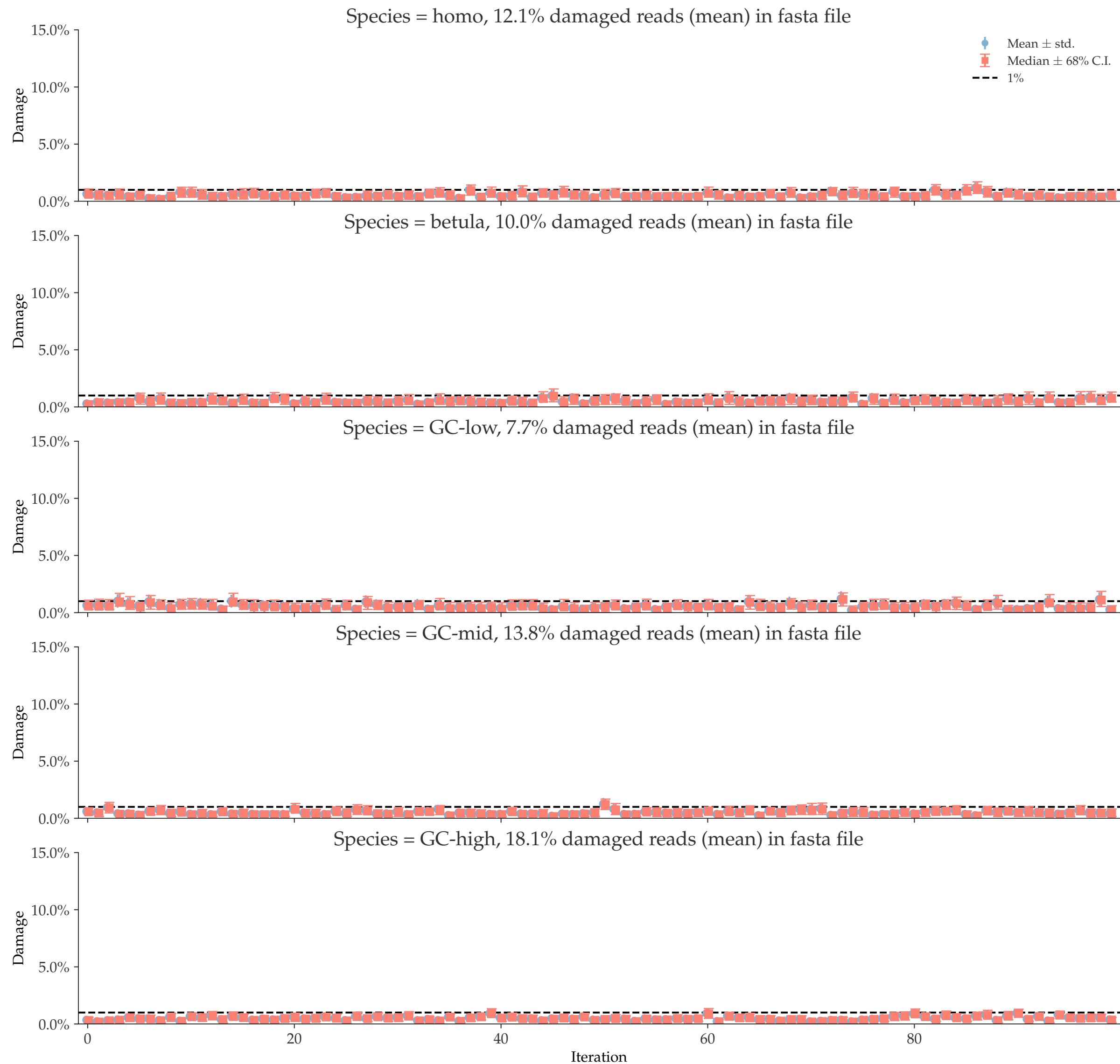
Individual damages:
500 reads
Briggs damage = 0.014
Damage percent = 1%



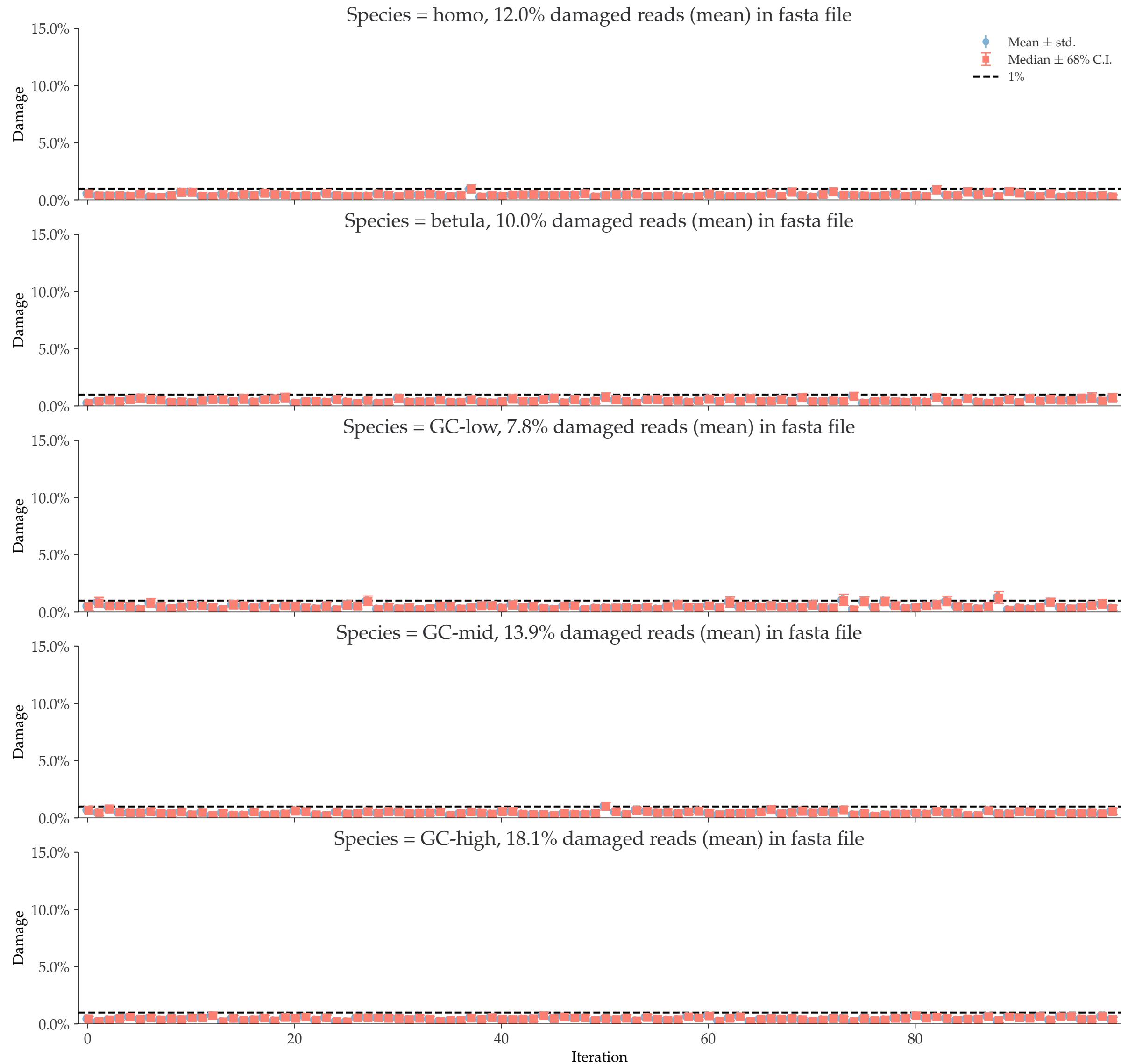
Individual damages:
1000 reads
Briggs damage = 0.014
Damage percent = 1%



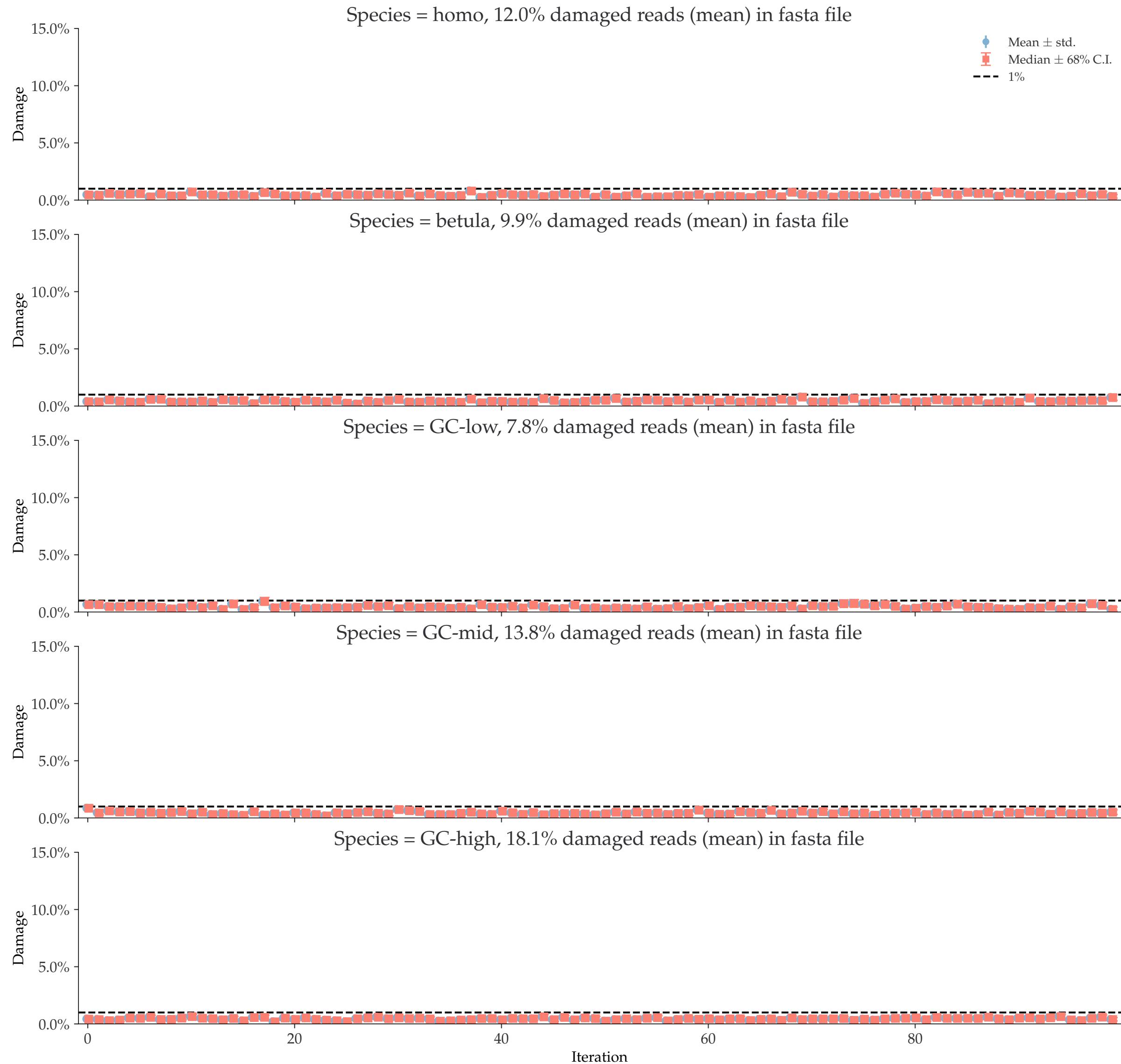
Individual damages:
2500 reads
Briggs damage = 0.014
Damage percent = 1%



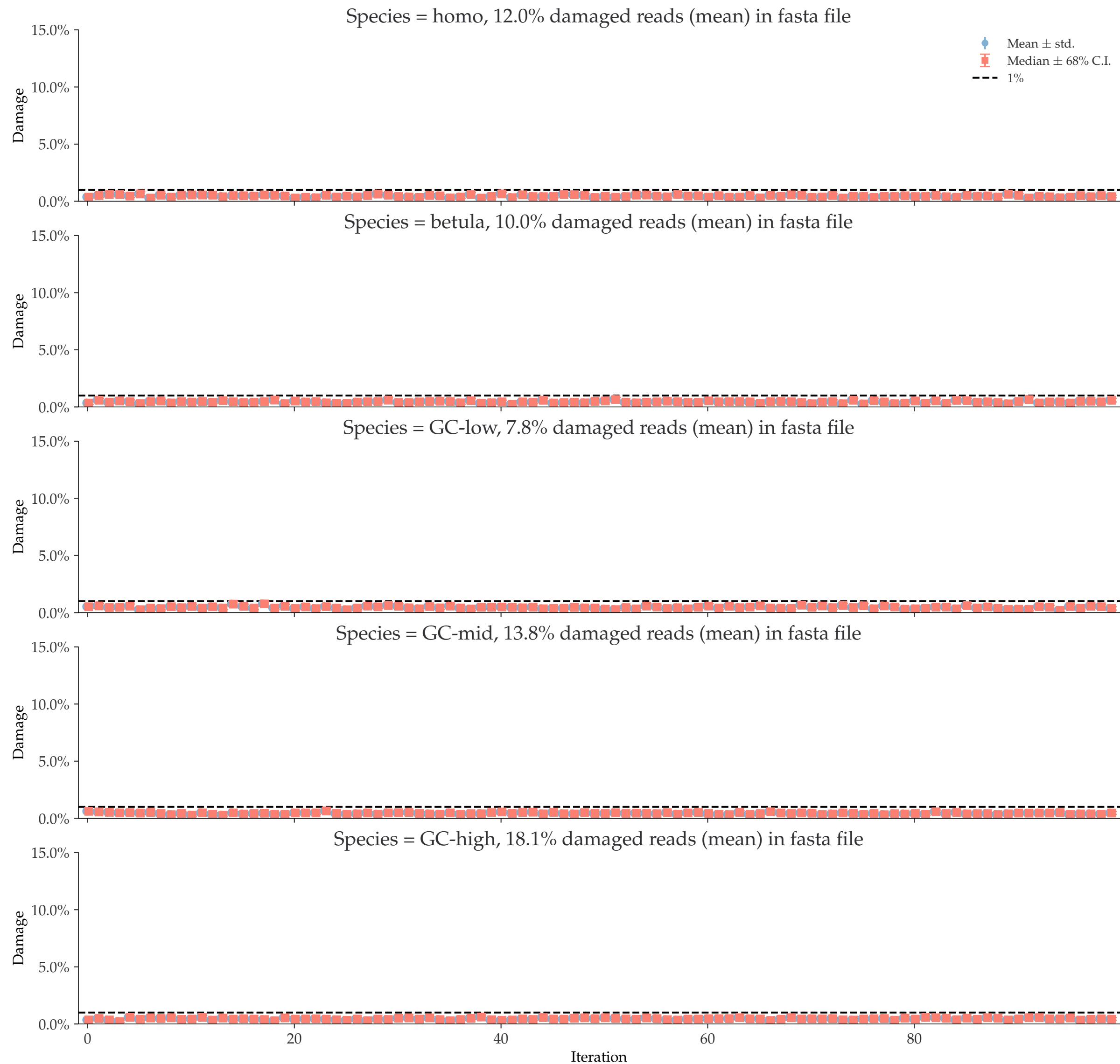
Individual damages:
5000 reads
Briggs damage = 0.014
Damage percent = 1%



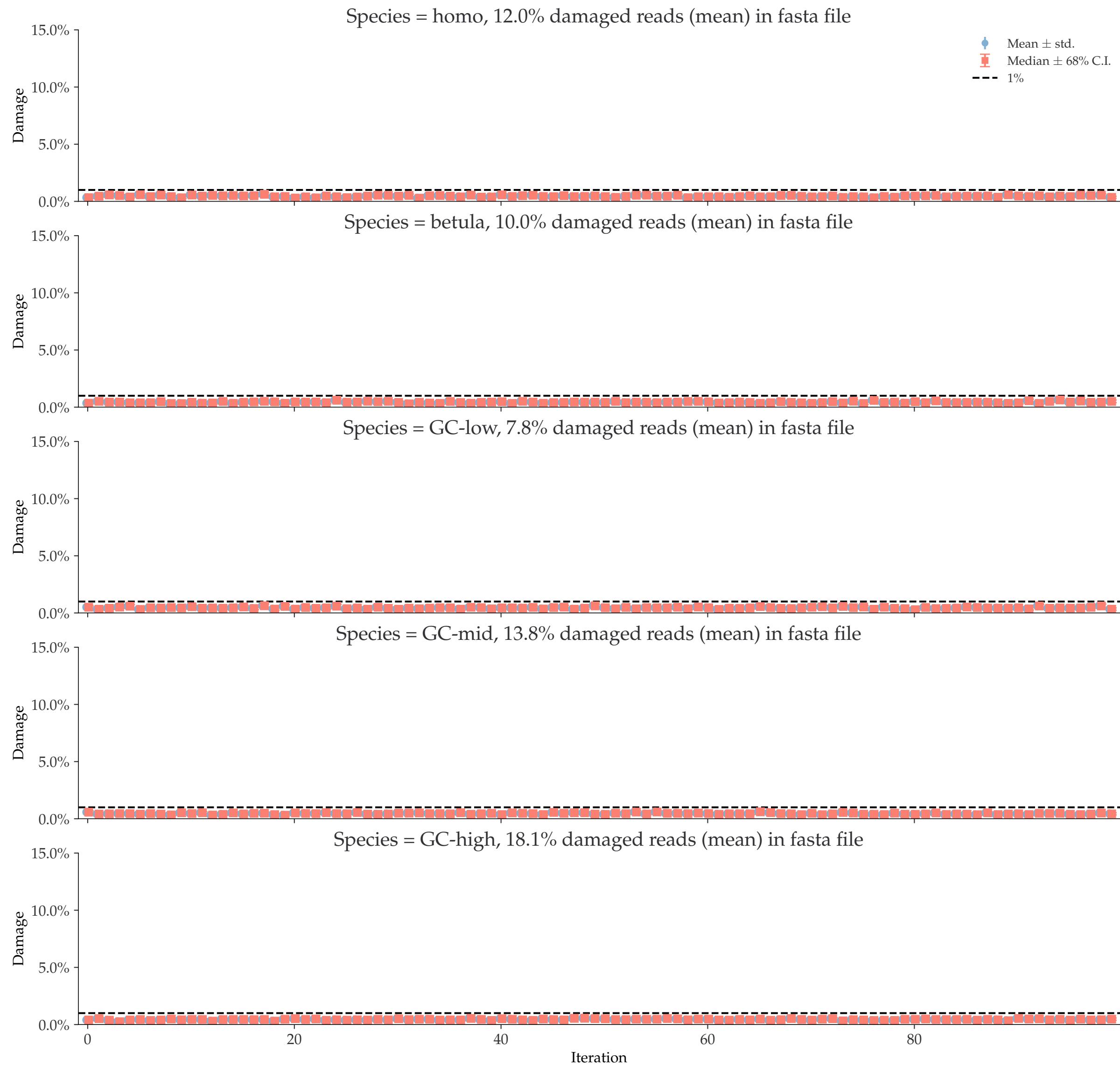
Individual damages:
10000 reads
Briggs damage = 0.014
Damage percent = 1%



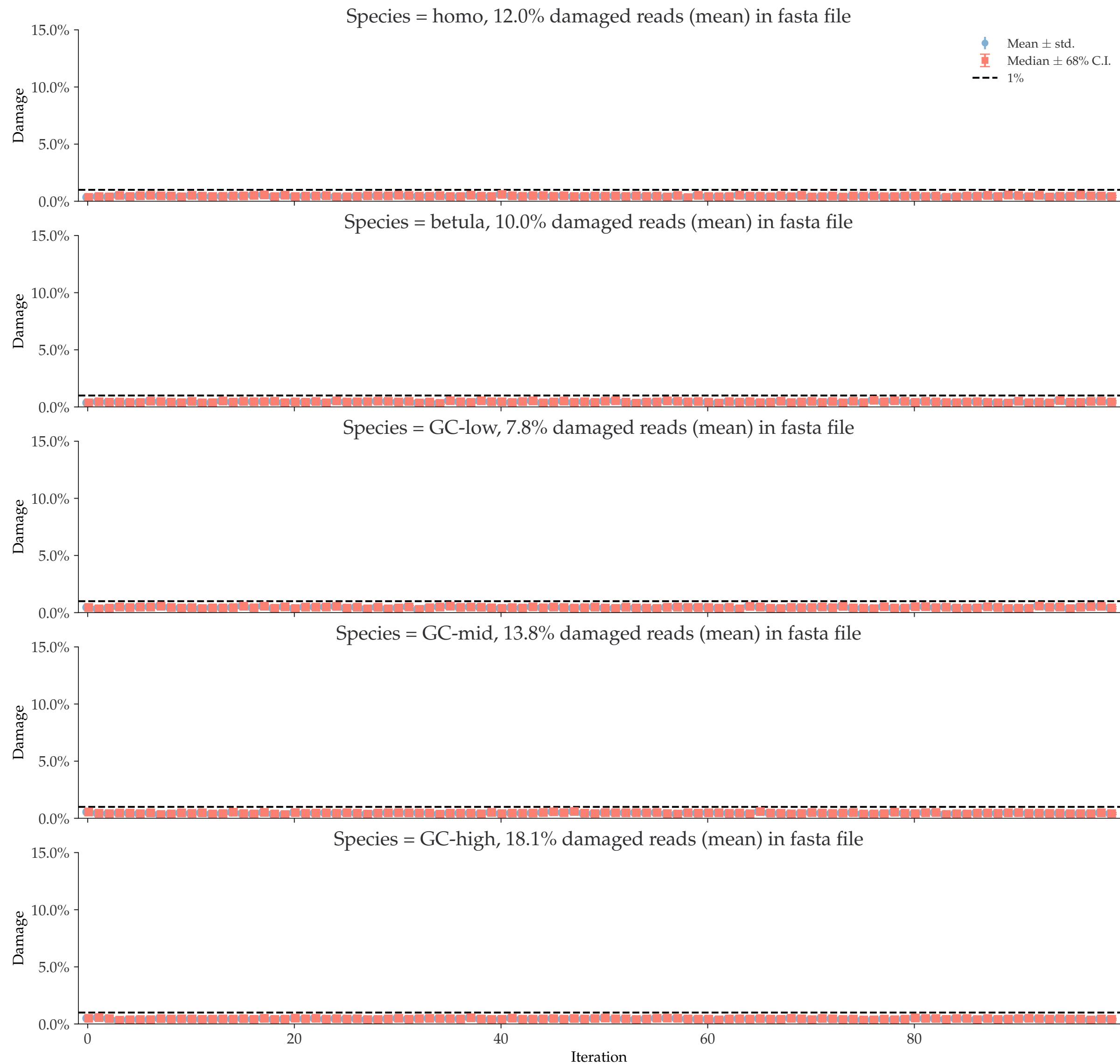
Individual damages:
25000 reads
Briggs damage = 0.014
Damage percent = 1%



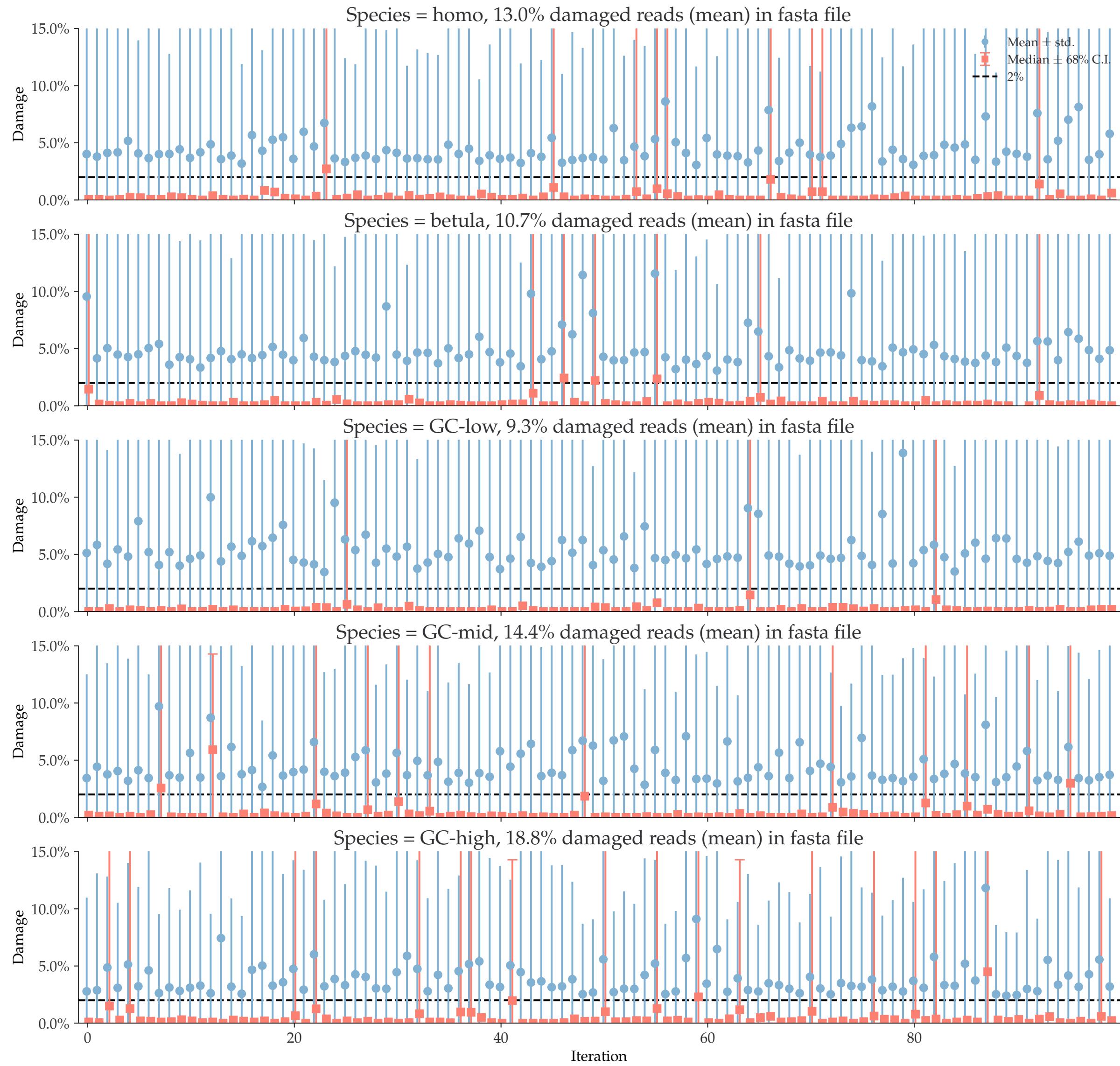
Individual damages:
50000 reads
Briggs damage = 0.014
Damage percent = 1%



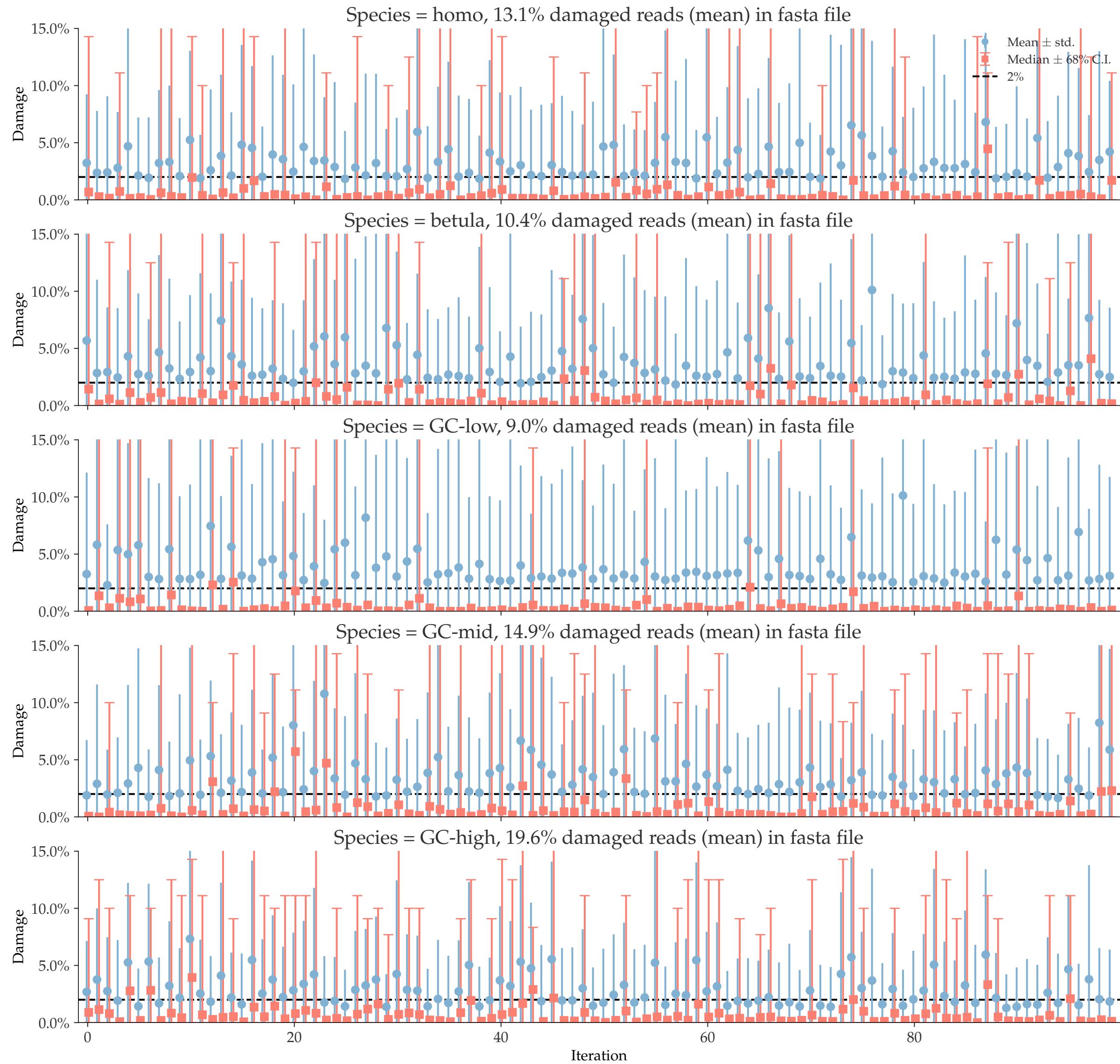
Individual damages:
100000 reads
Briggs damage = 0.014
Damage percent = 1%



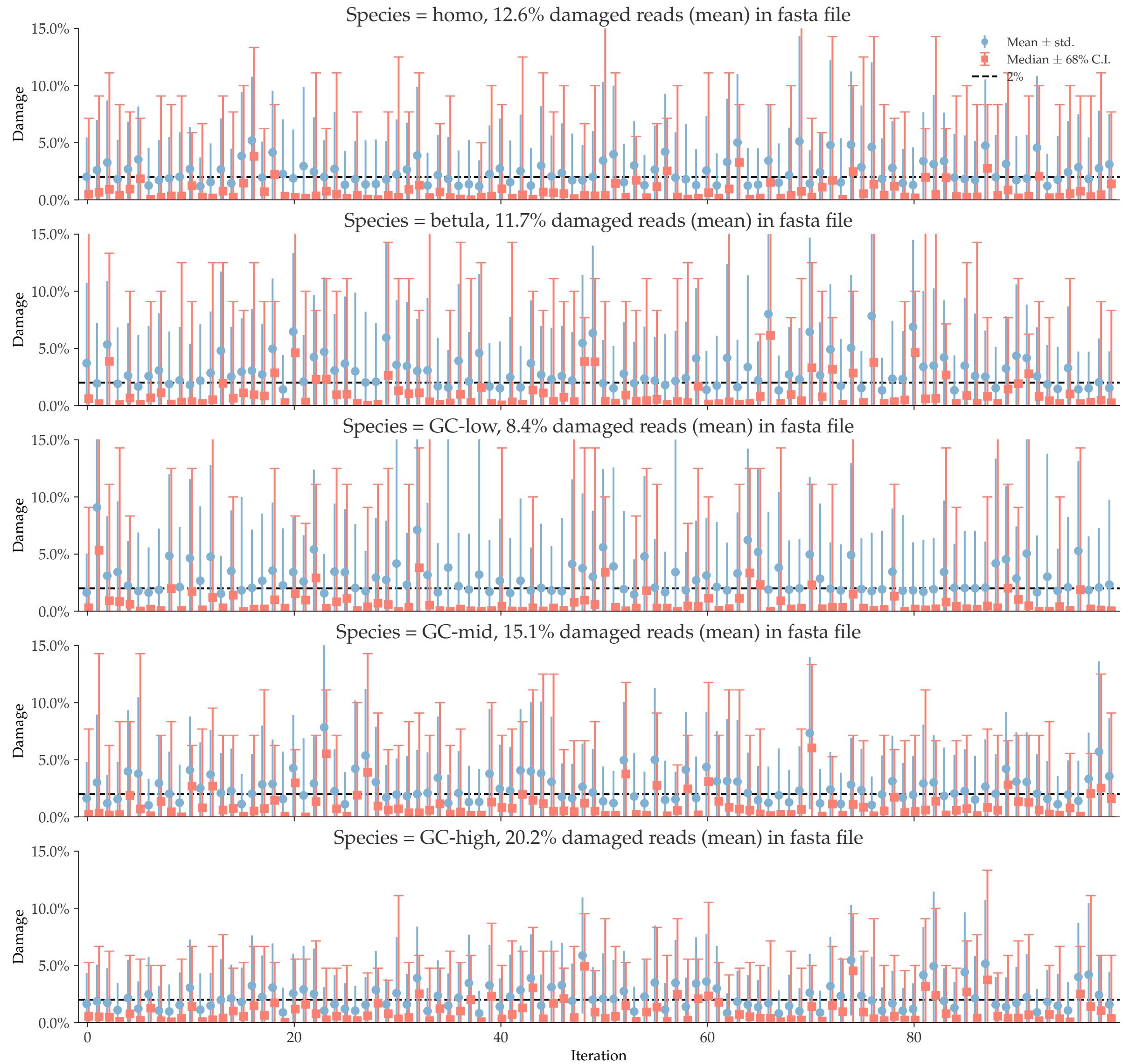
Individual damages:
 10 reads
 Briggs damage = 0.047
 Damage percent = 2%



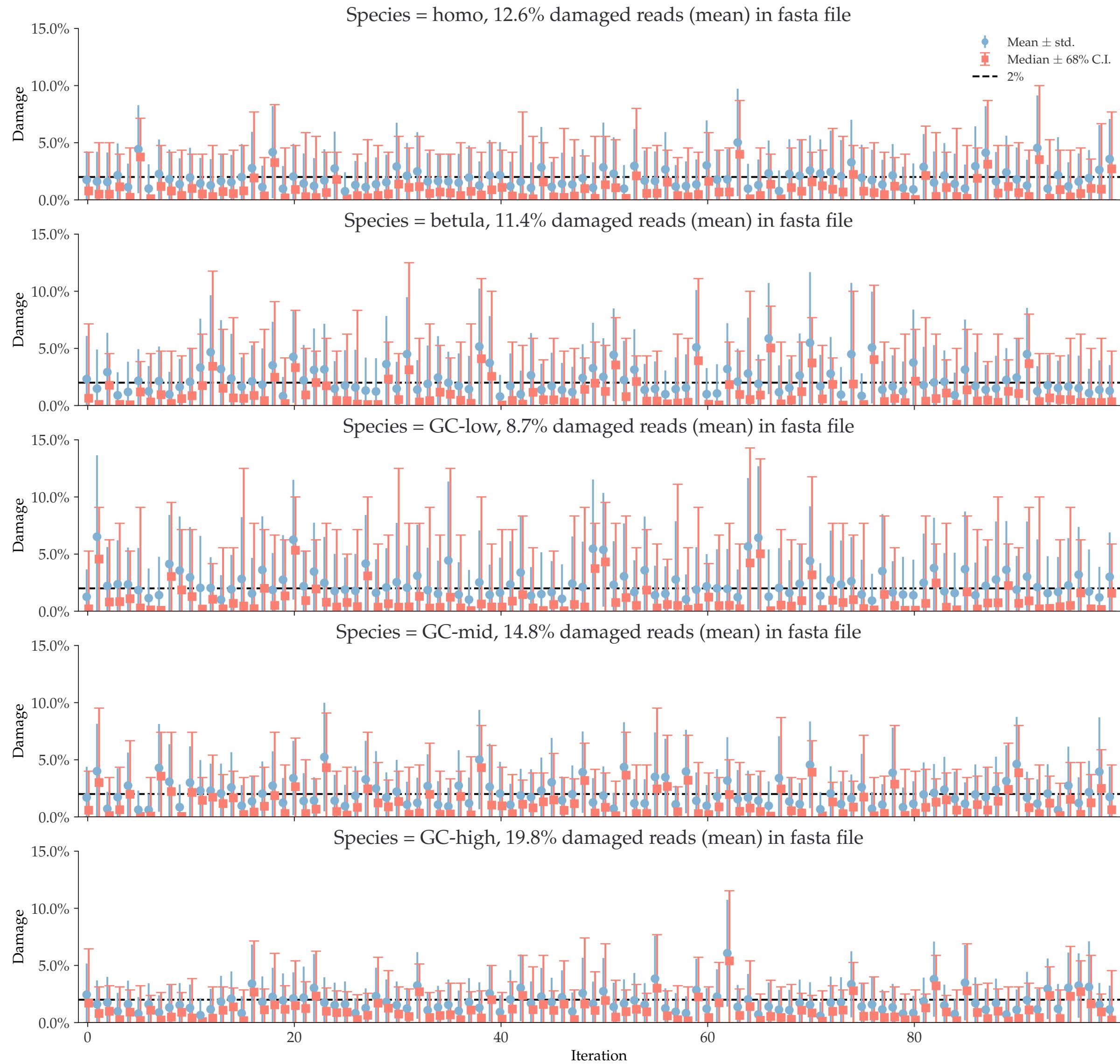
Individual damages:
 25 reads
 Briggs damage = 0.047
 Damage percent = 2%



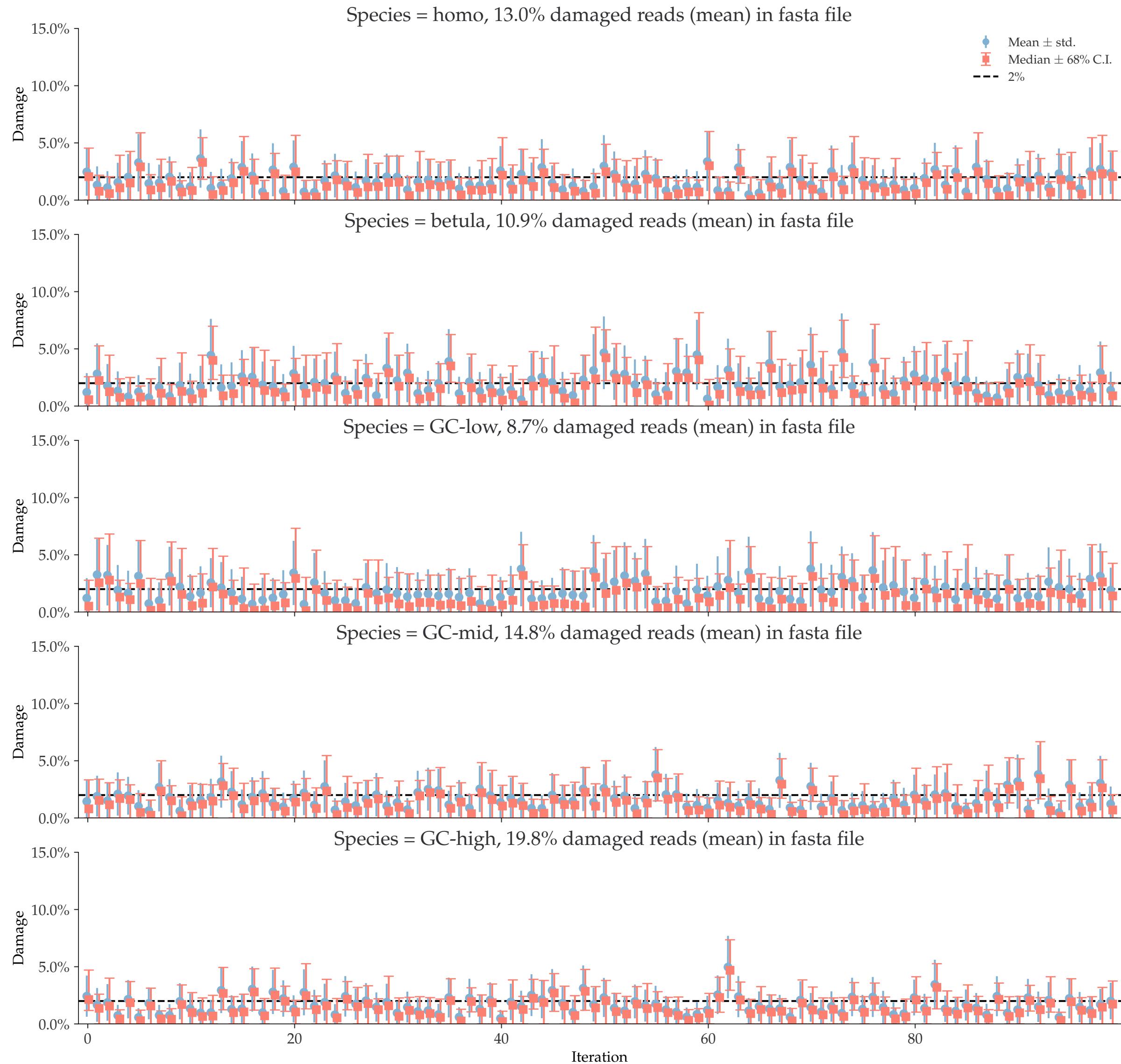
Individual damages:
 50 reads
 Briggs damage = 0.047
 Damage percent = 2%



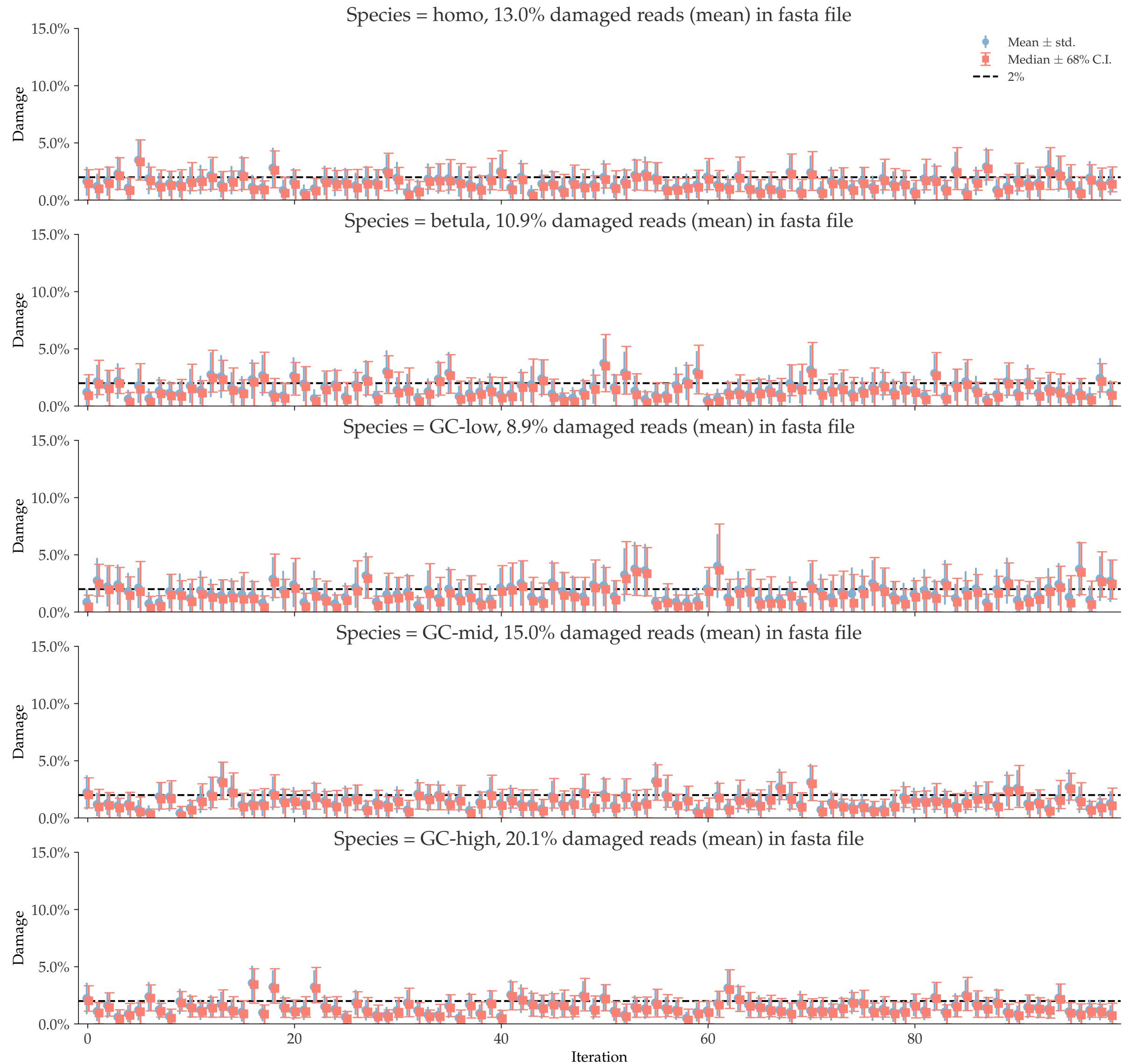
Individual damages:
 100 reads
 Briggs damage = 0.047
 Damage percent = 2%



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



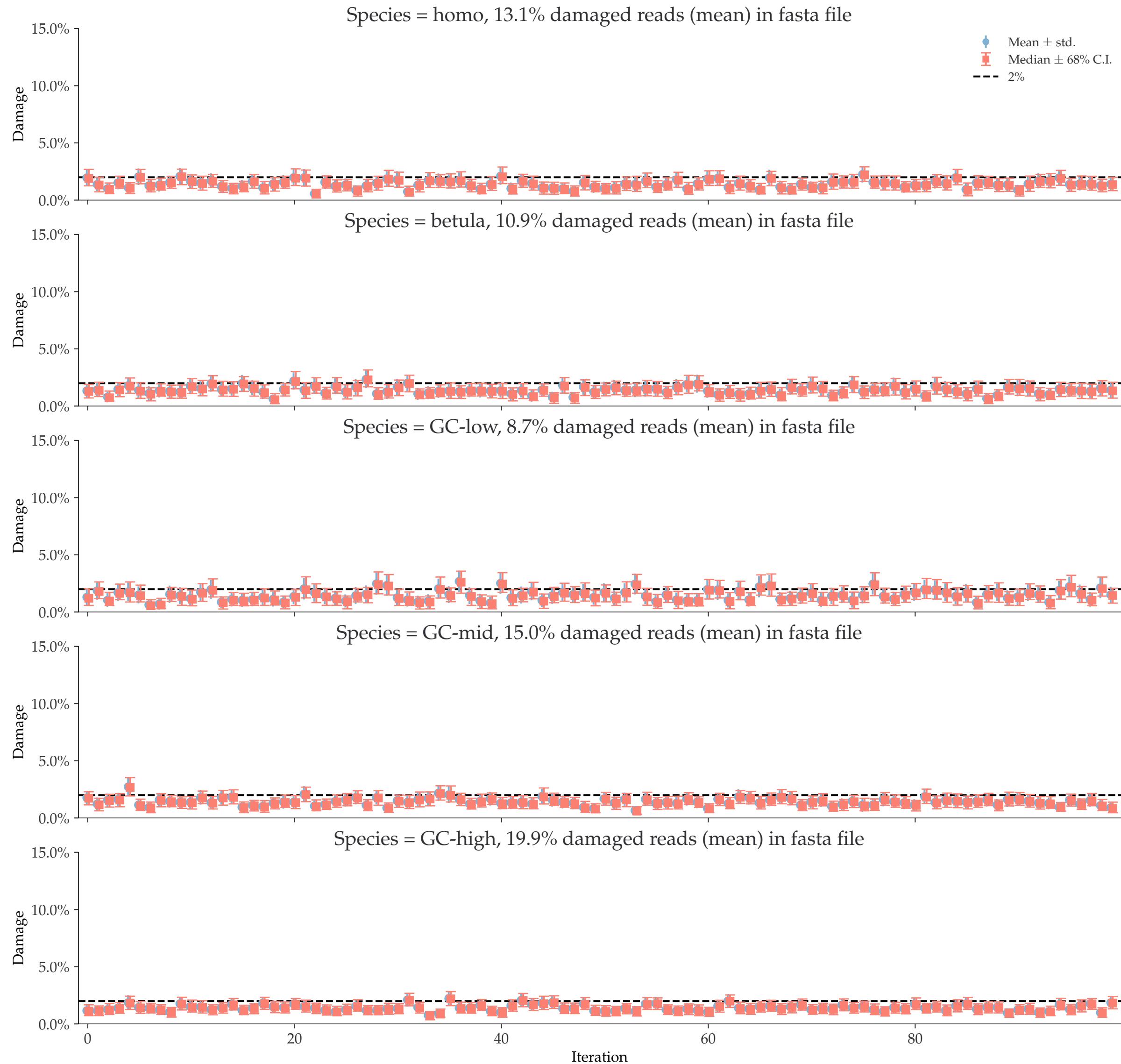
Individual damages:
500 reads
Briggs damage = 0.047
Damage percent = 2%



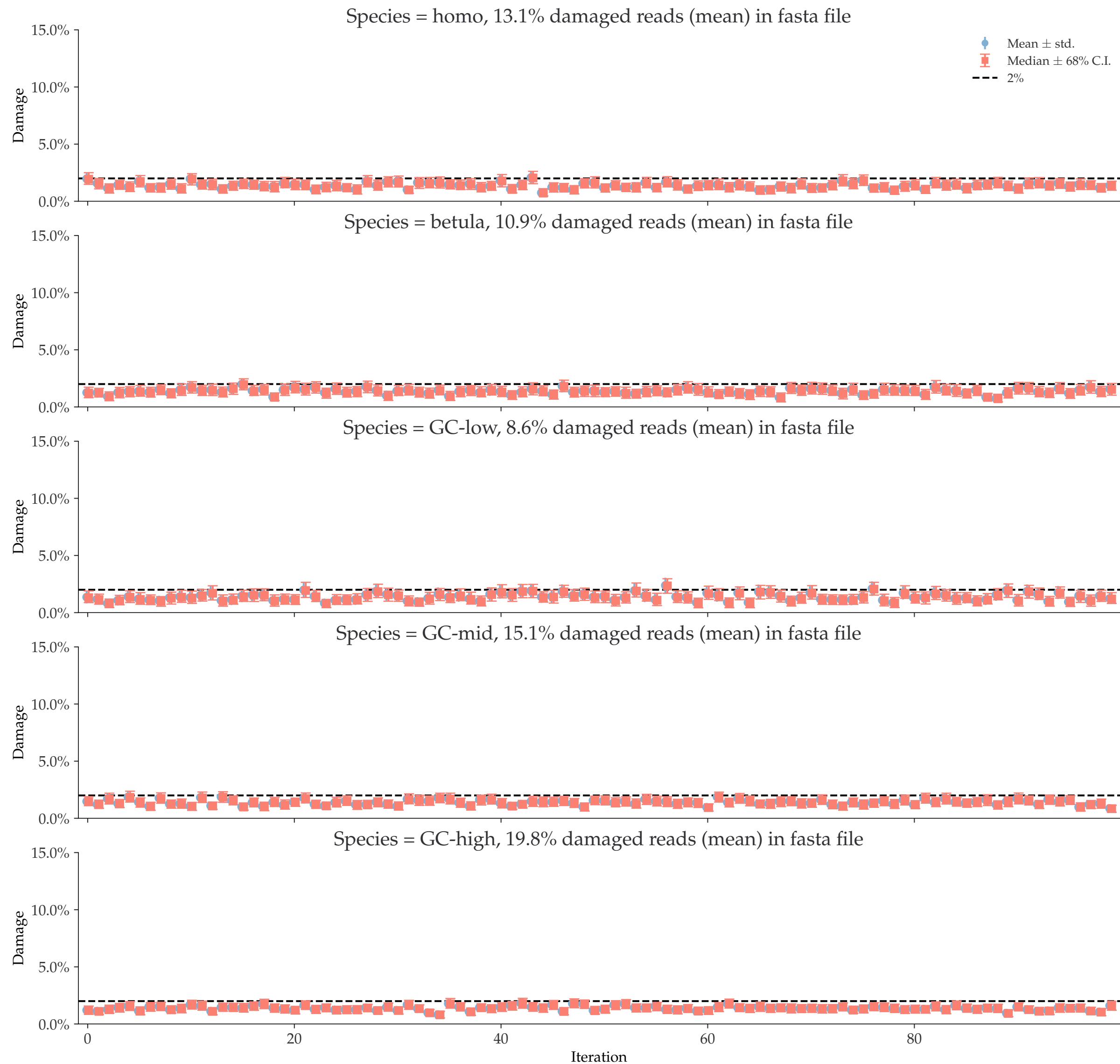
Individual damages:
1000 reads
Briggs damage = 0.047
Damage percent = 2%



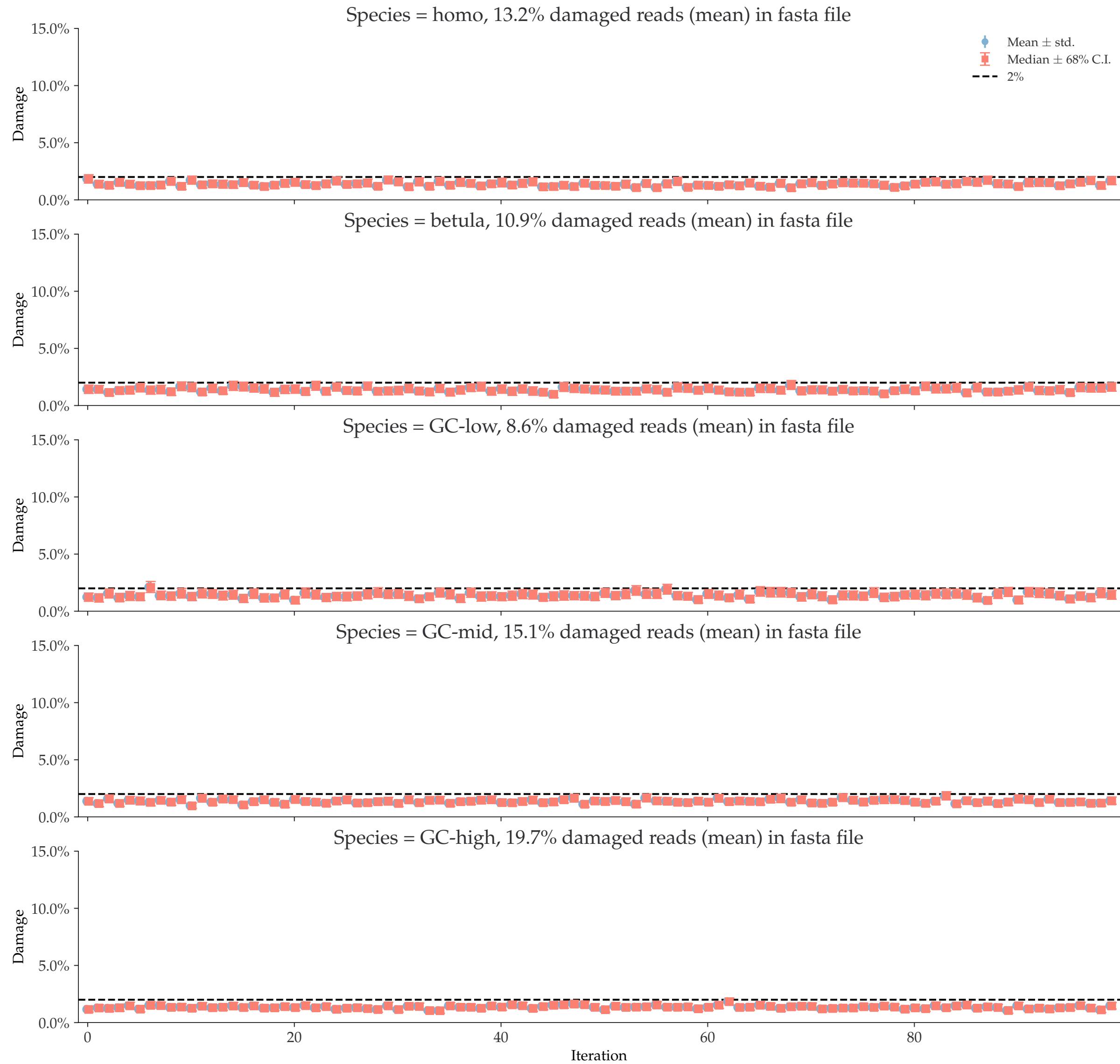
Individual damages:
2500 reads
Briggs damage = 0.047
Damage percent = 2%



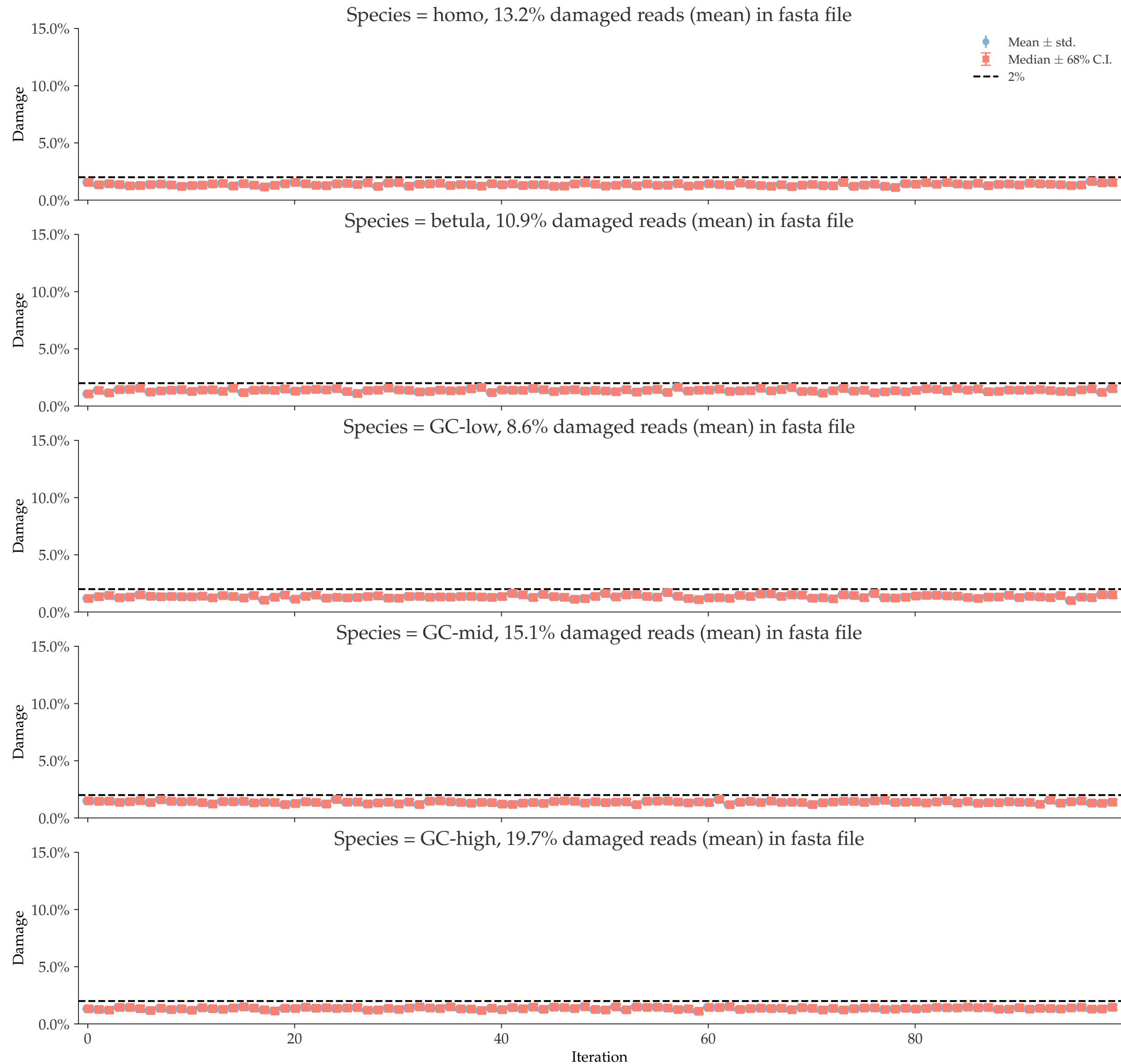
Individual damages:
5000 reads
Briggs damage = 0.047
Damage percent = 2%



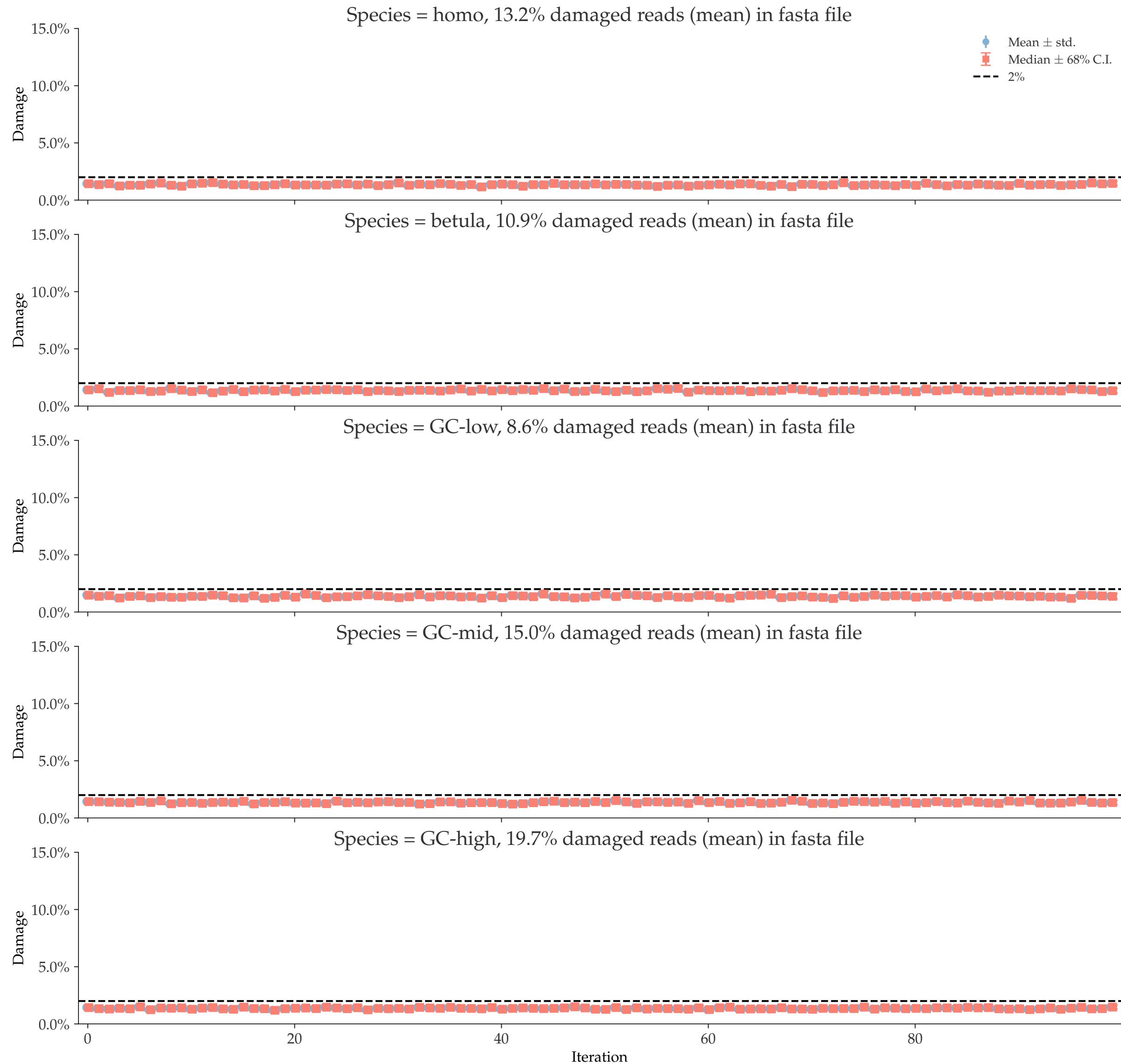
Individual damages:
10000 reads
Briggs damage = 0.047
Damage percent = 2%



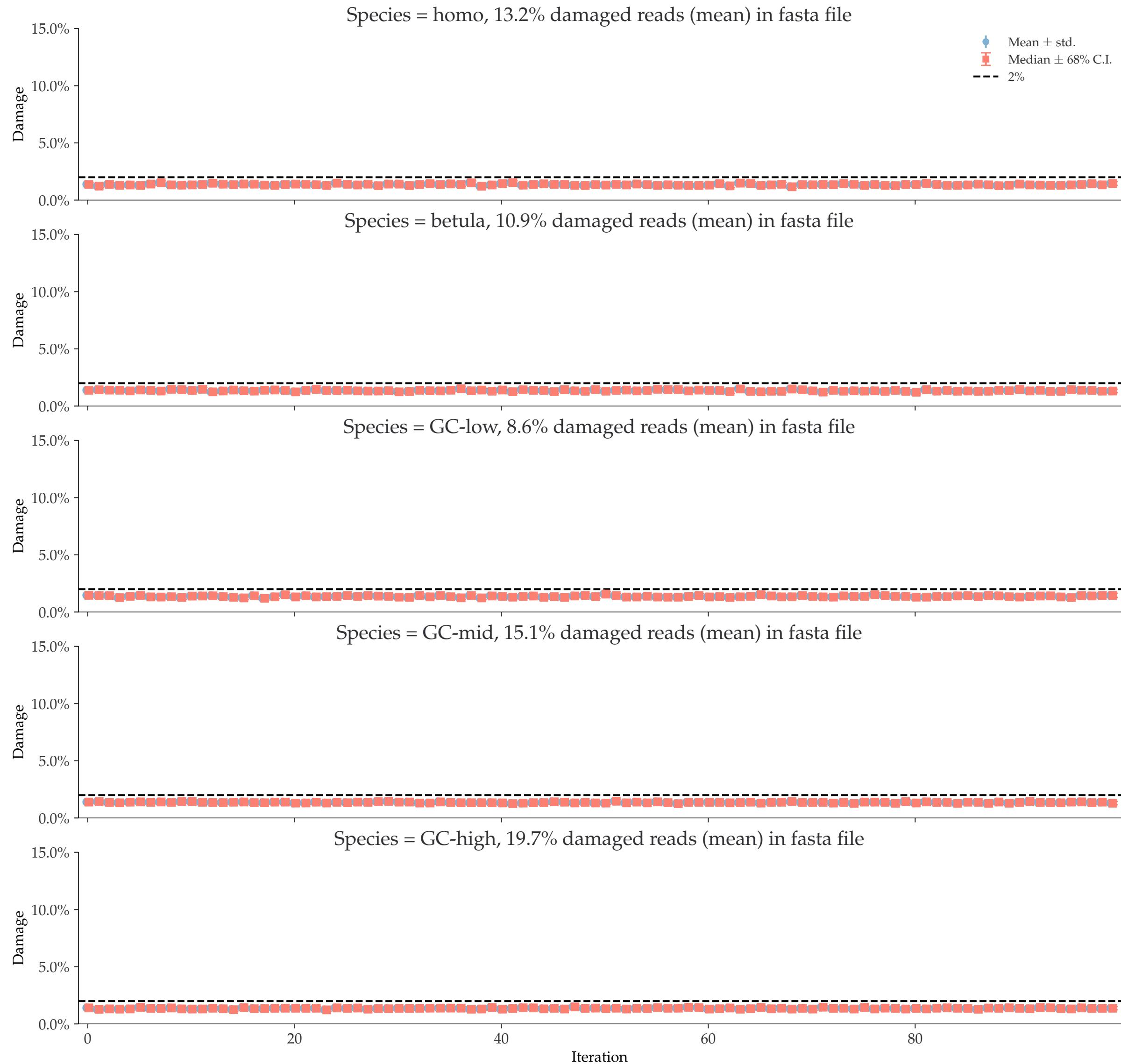
Individual damages:
25000 reads
Briggs damage = 0.047
Damage percent = 2%



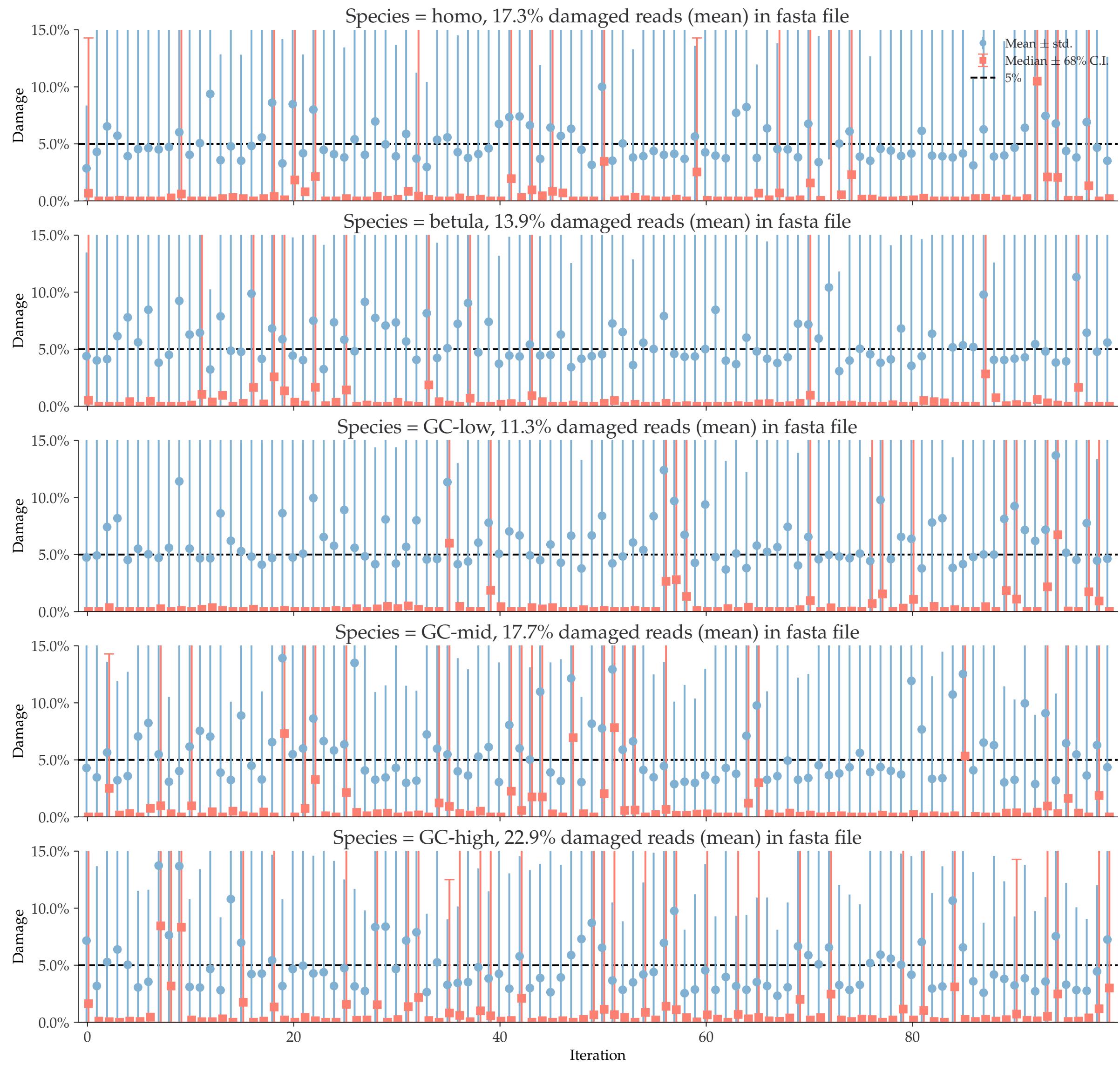
Individual damages:
50000 reads
Briggs damage = 0.047
Damage percent = 2%



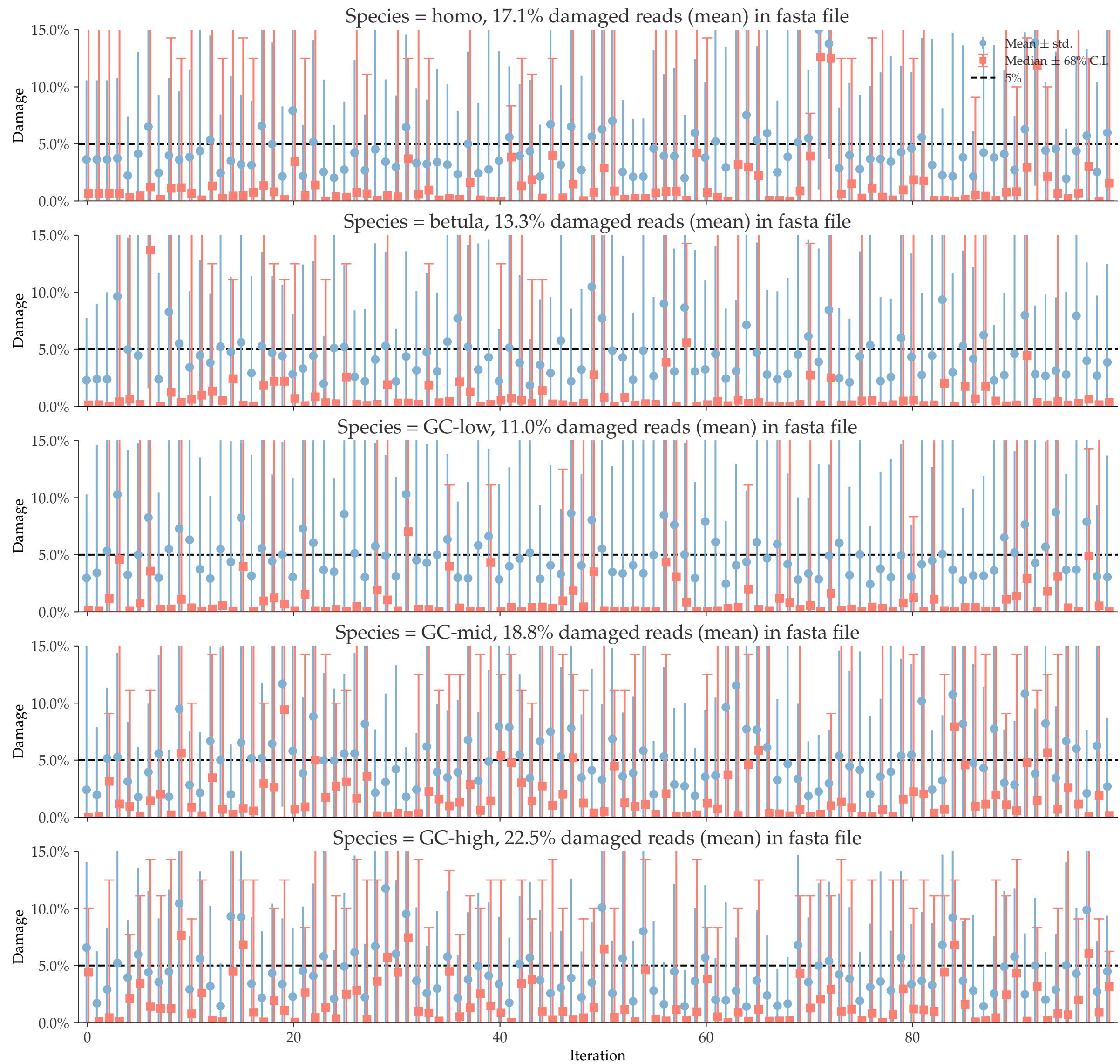
Individual damages:
100000 reads
Briggs damage = 0.047
Damage percent = 2%



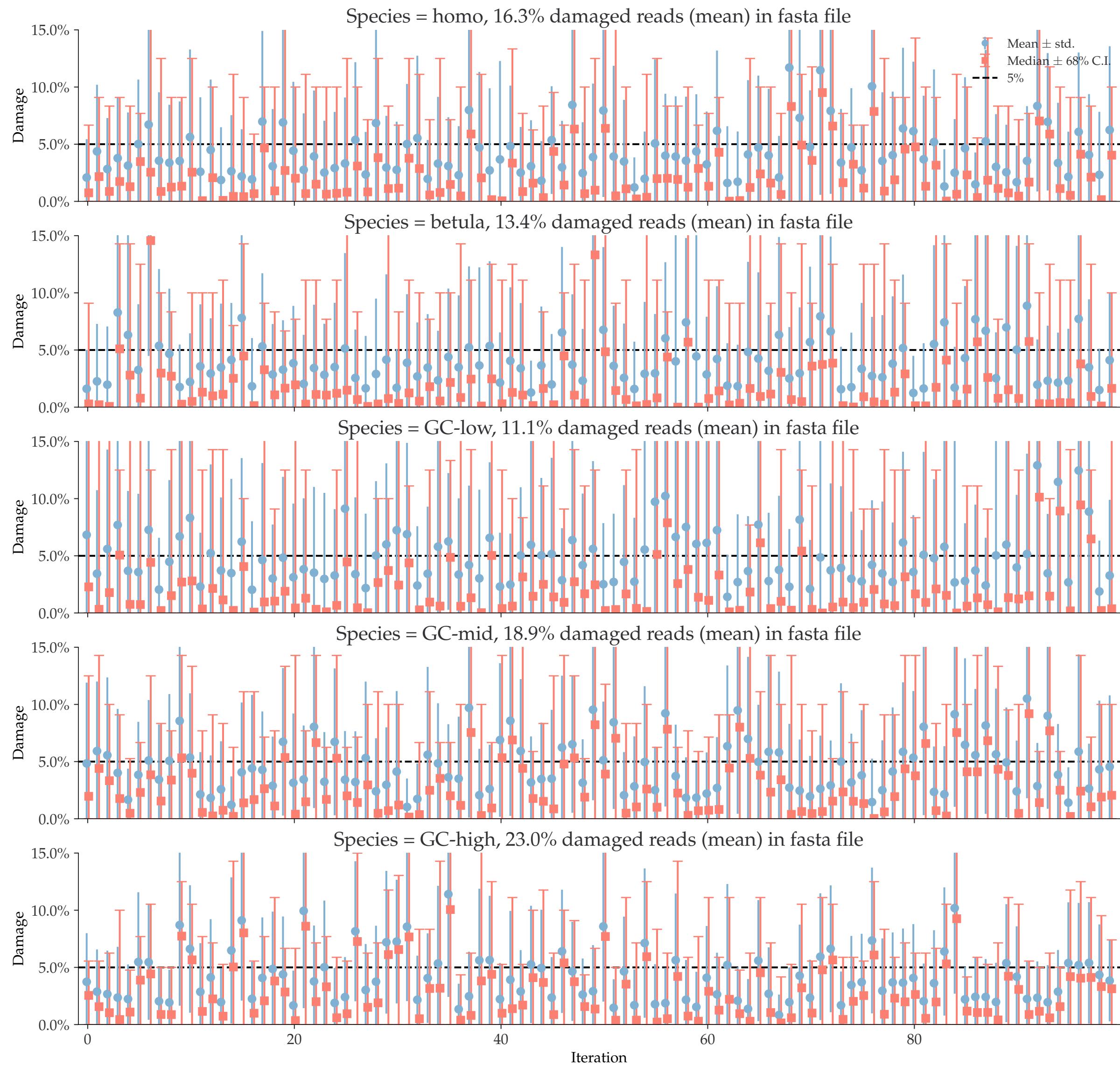
Individual damages:
 10 reads
 Briggs damage = 0.138
 Damage percent = 5%



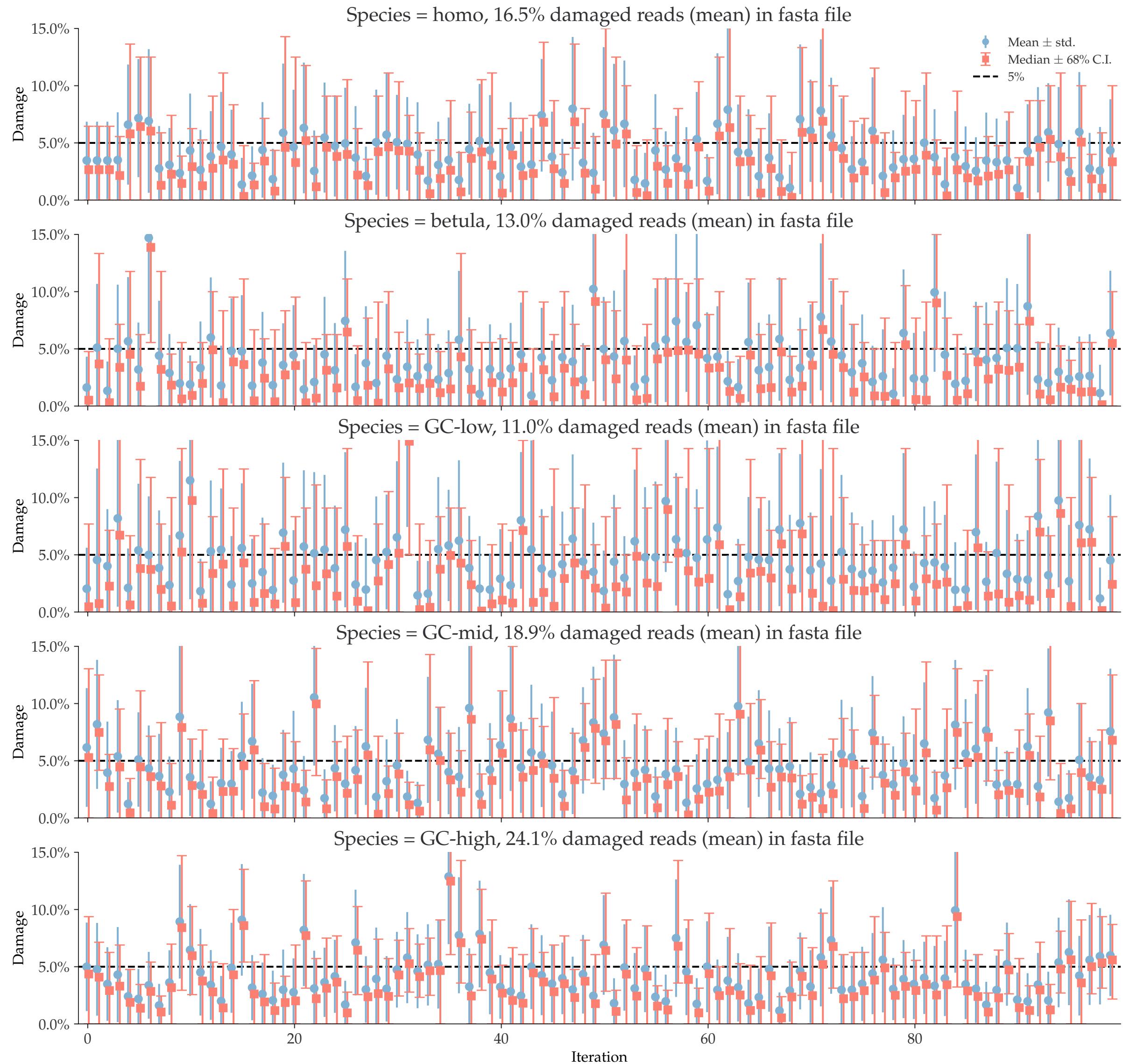
Individual damages:
 25 reads
 Briggs damage = 0.138
 Damage percent = 5%



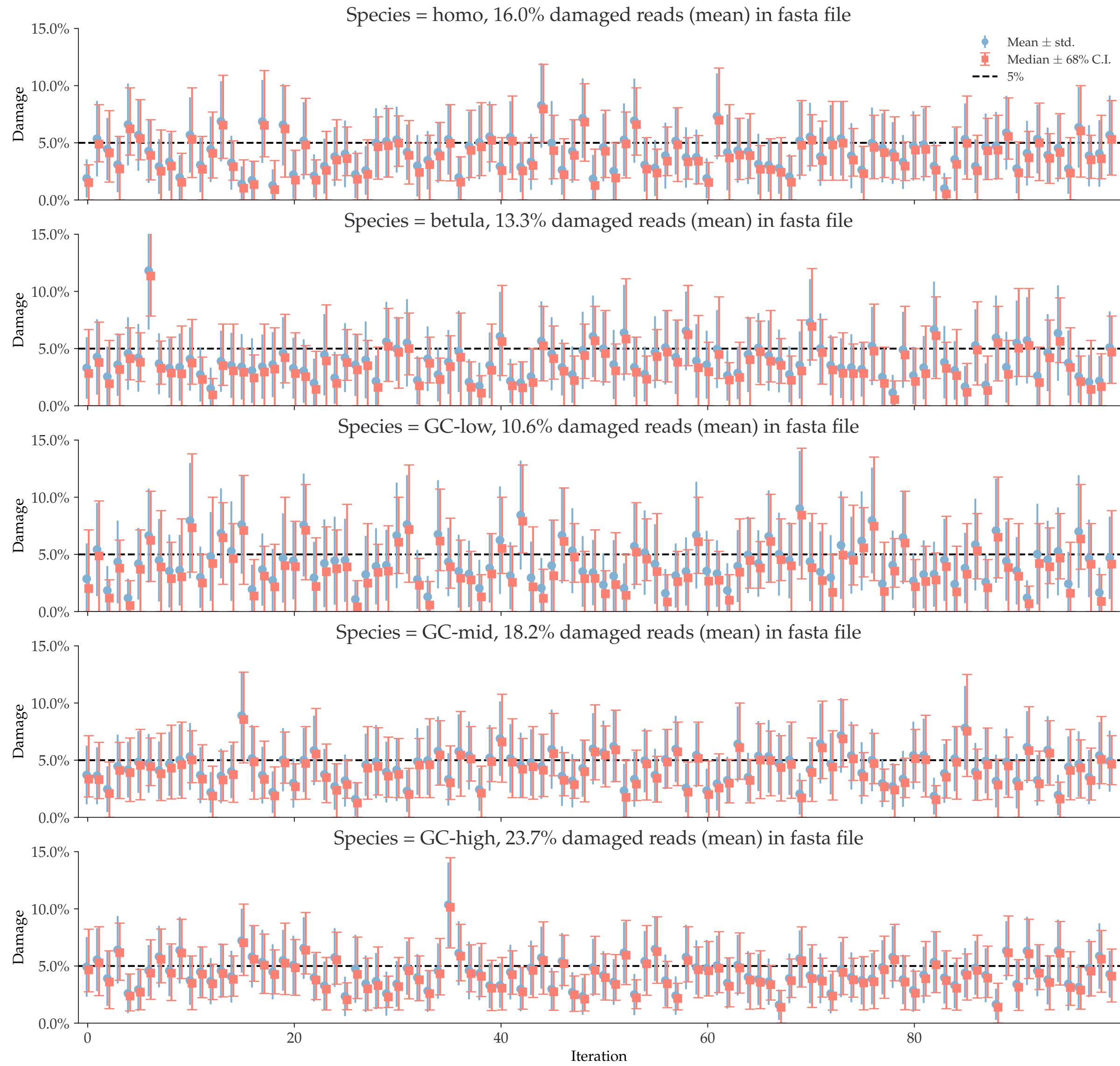
Individual damages:
 50 reads
 Briggs damage = 0.138
 Damage percent = 5%



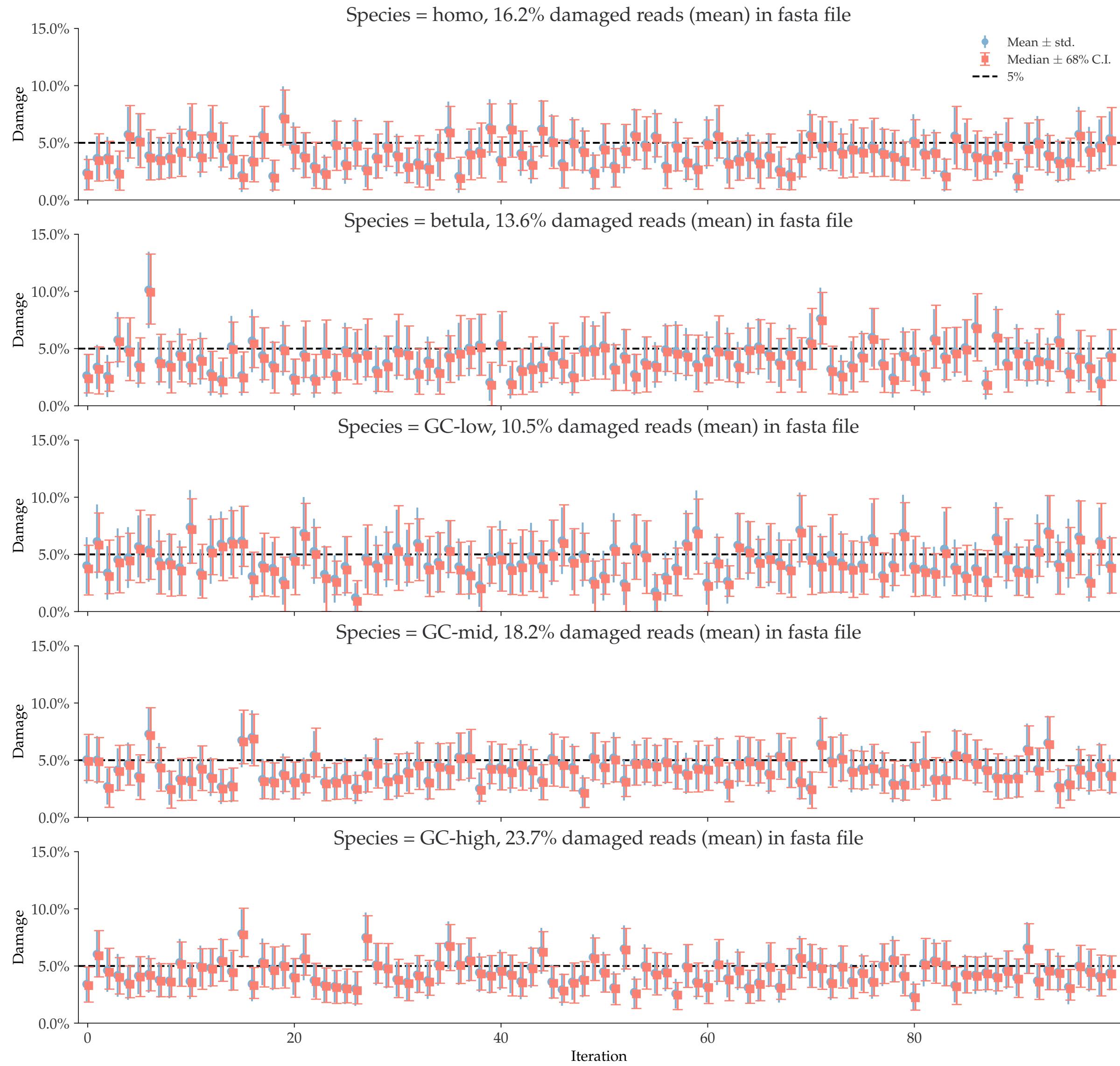
Individual damages:
 100 reads
 Briggs damage = 0.138
 Damage percent = 5%



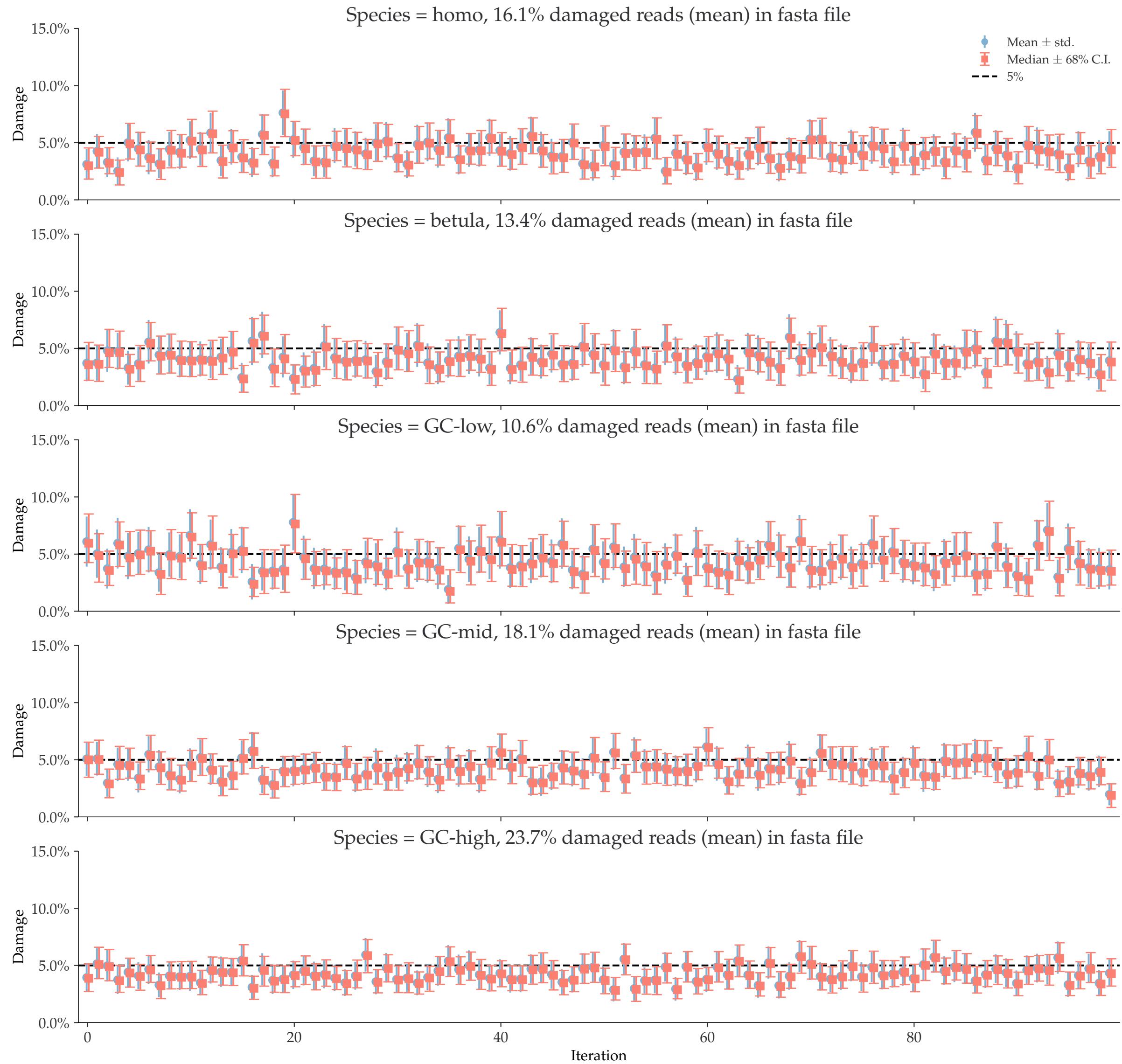
Individual damages:
 250 reads
 Briggs damage = 0.138
 Damage percent = 5%



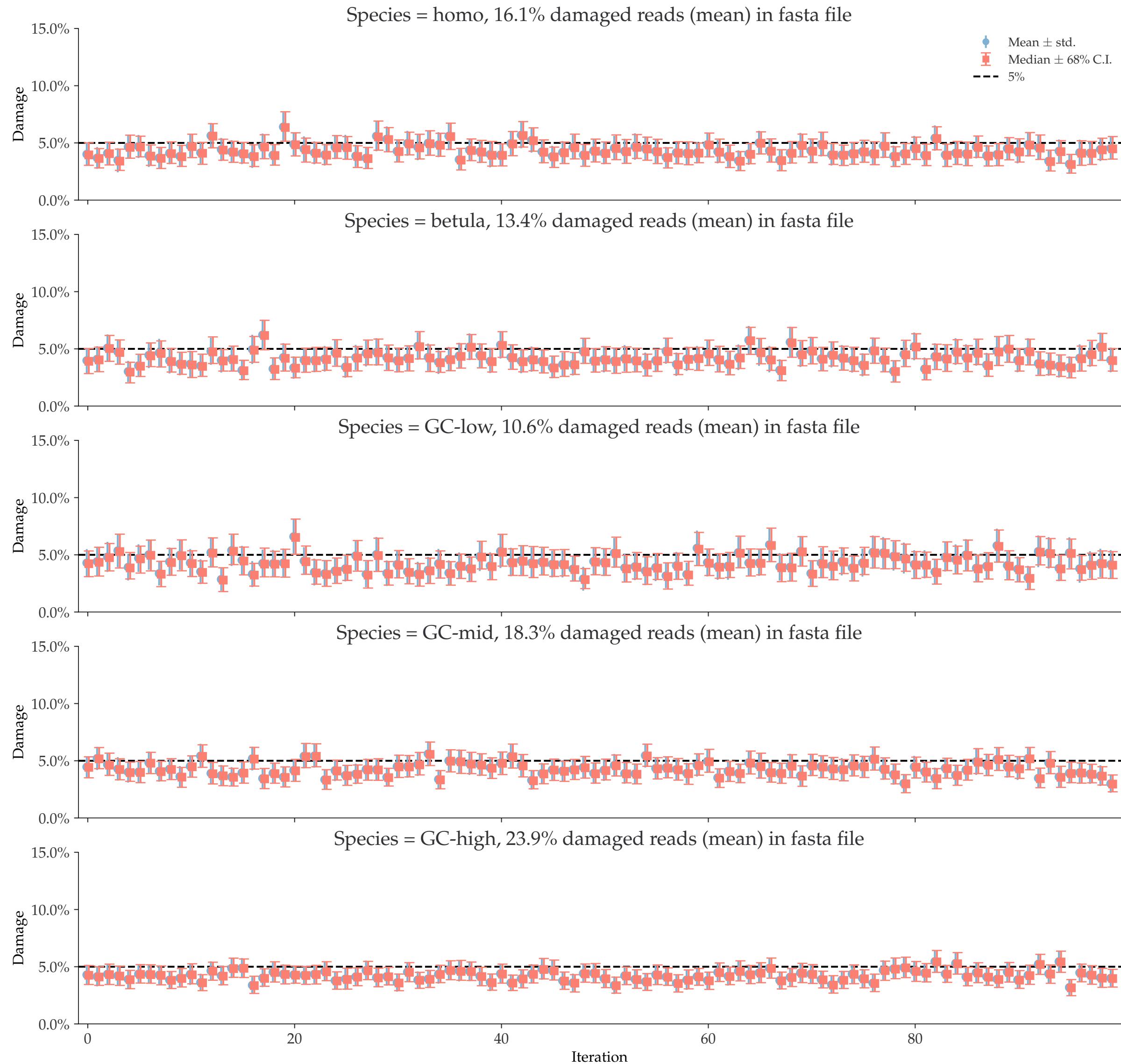
Individual damages:
 500 reads
 Briggs damage = 0.138
 Damage percent = 5%



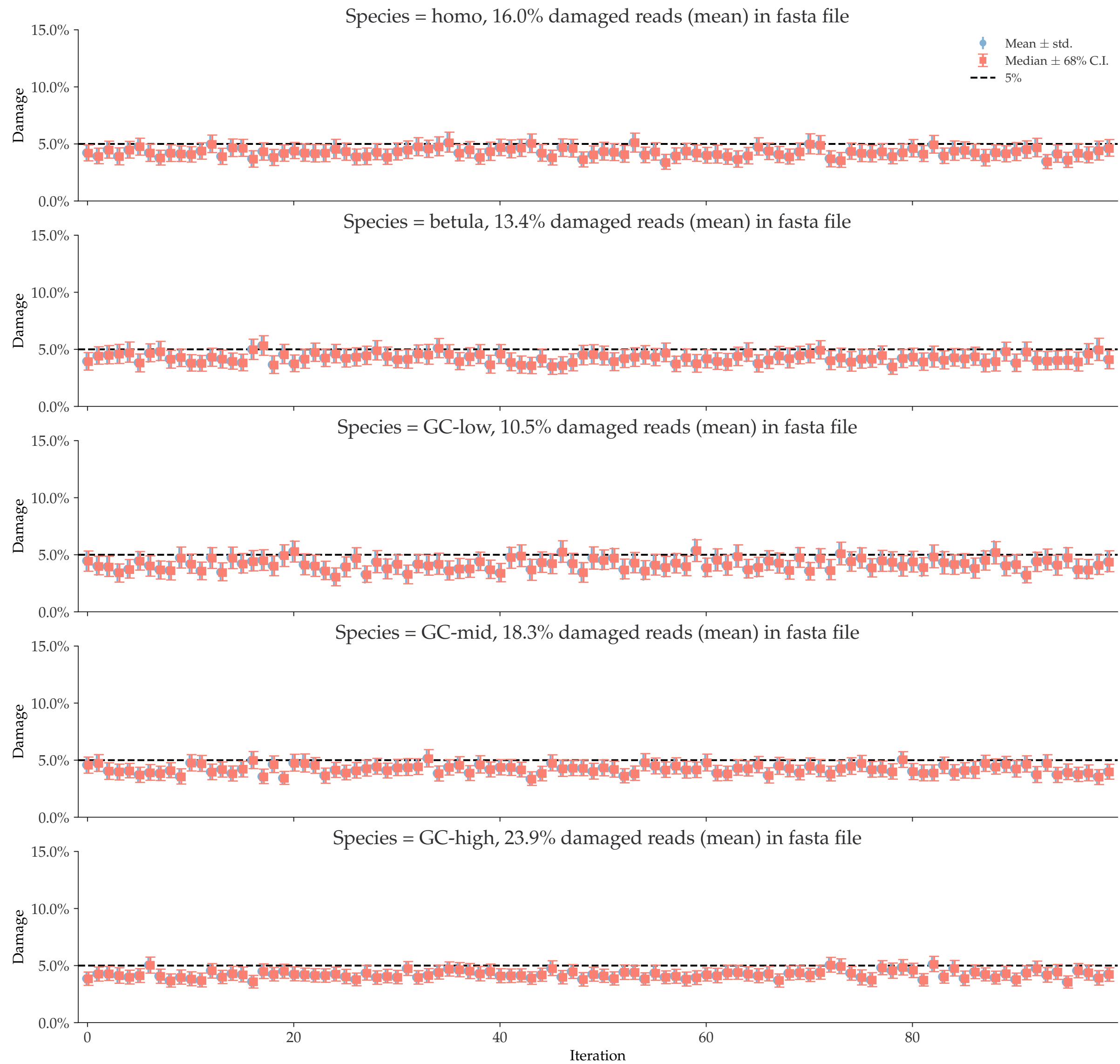
Individual damages:
 1000 reads
 Briggs damage = 0.138
 Damage percent = 5%



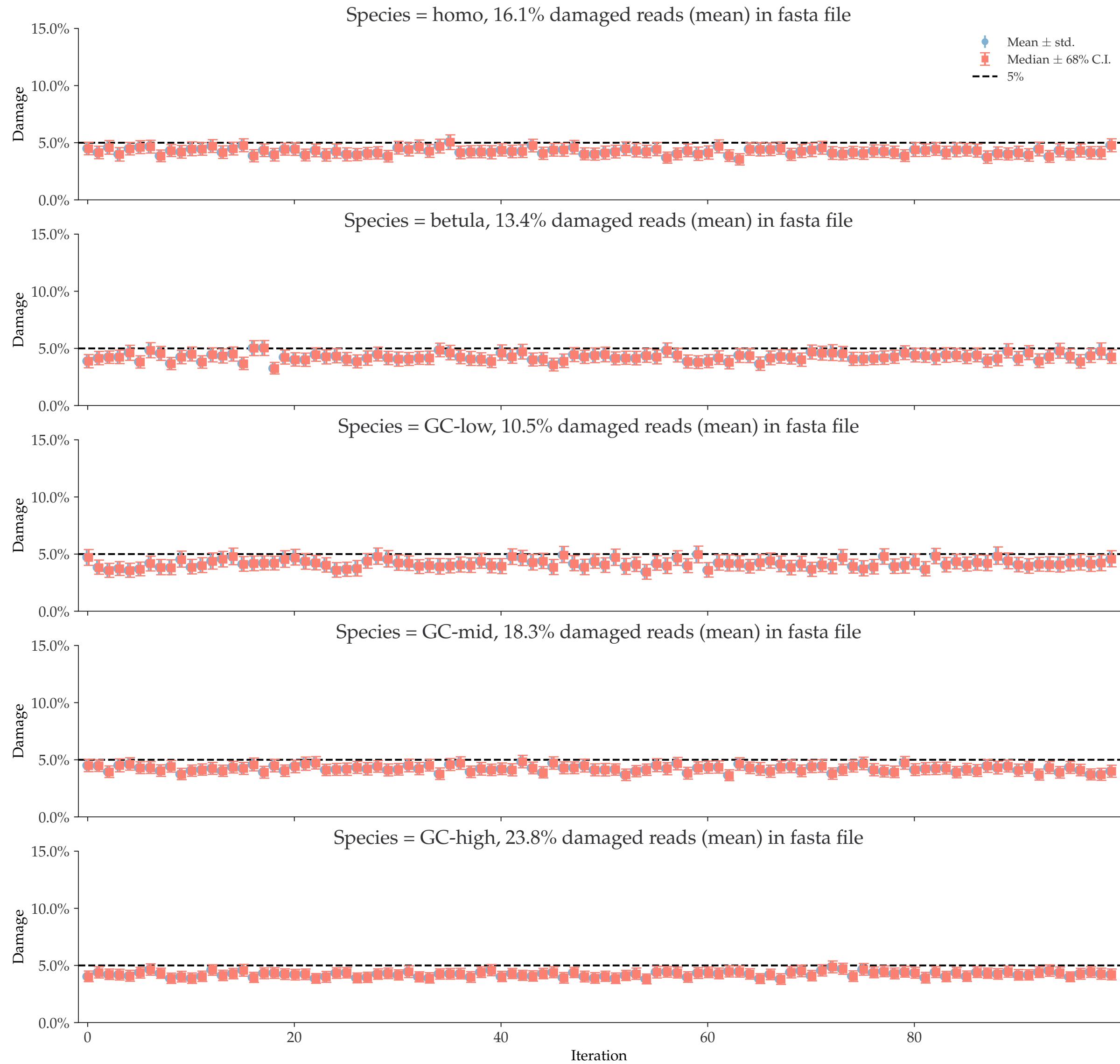
Individual damages:
2500 reads
Briggs damage = 0.138
Damage percent = 5%



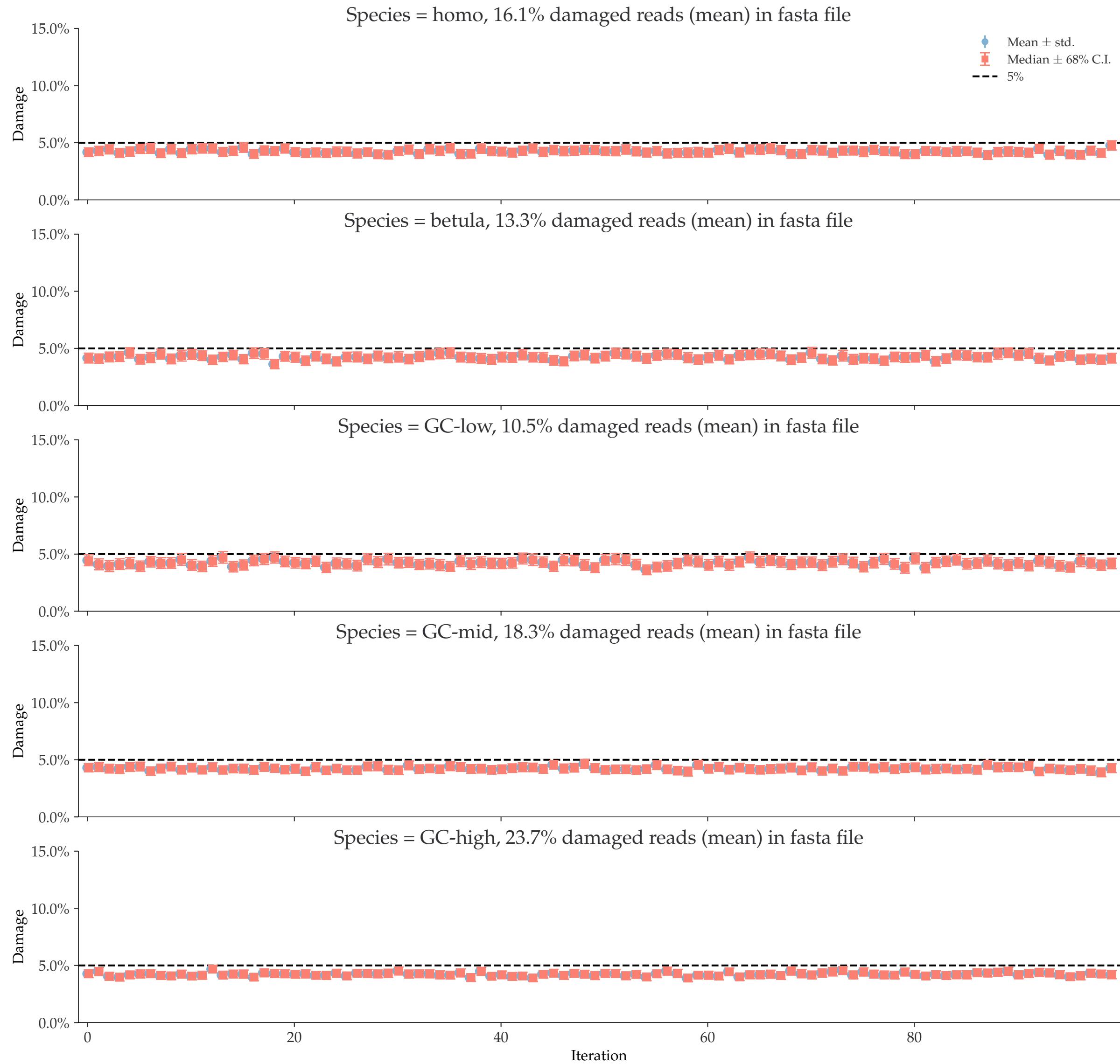
Individual damages:
5000 reads
Briggs damage = 0.138
Damage percent = 5%



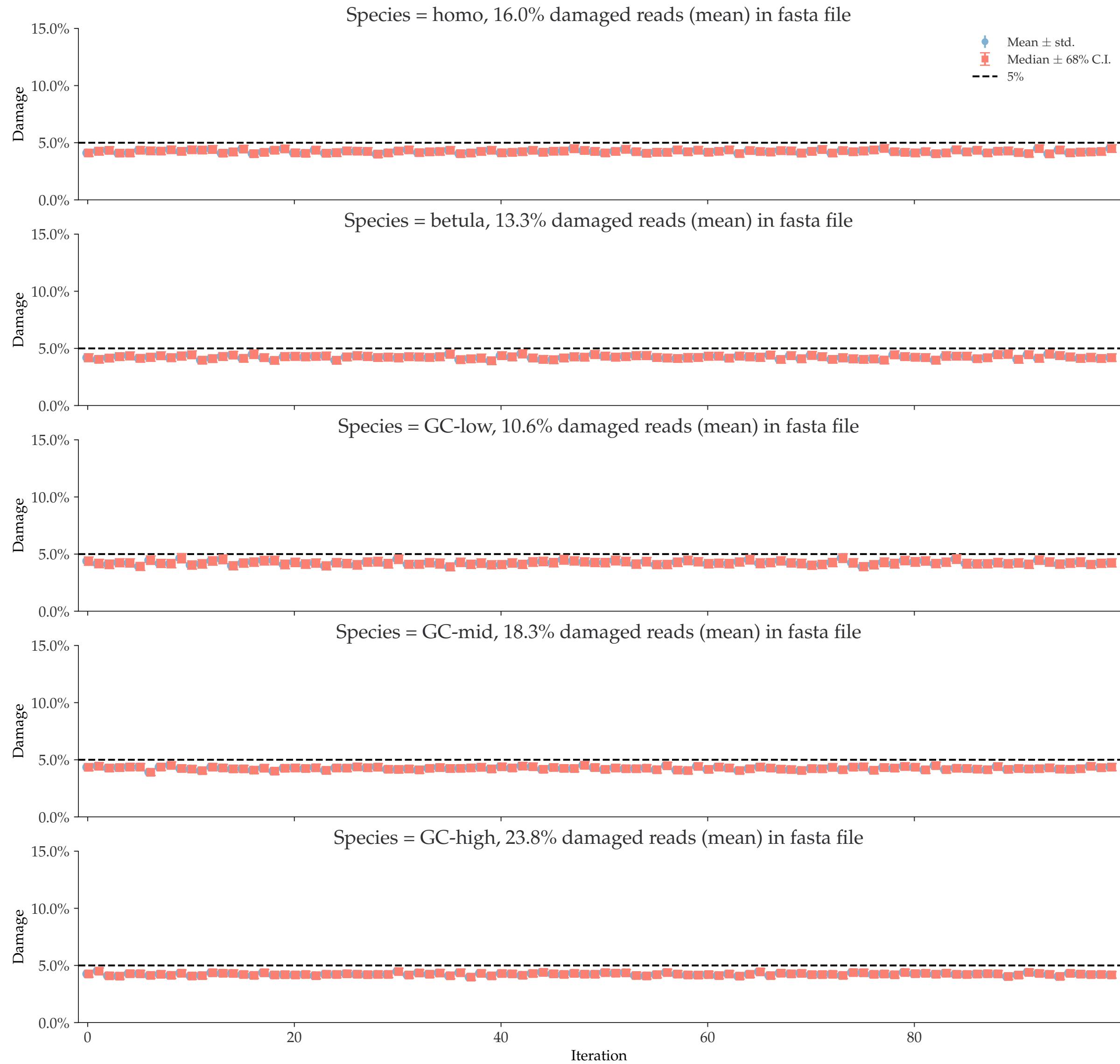
Individual damages:
10000 reads
Briggs damage = 0.138
Damage percent = 5%



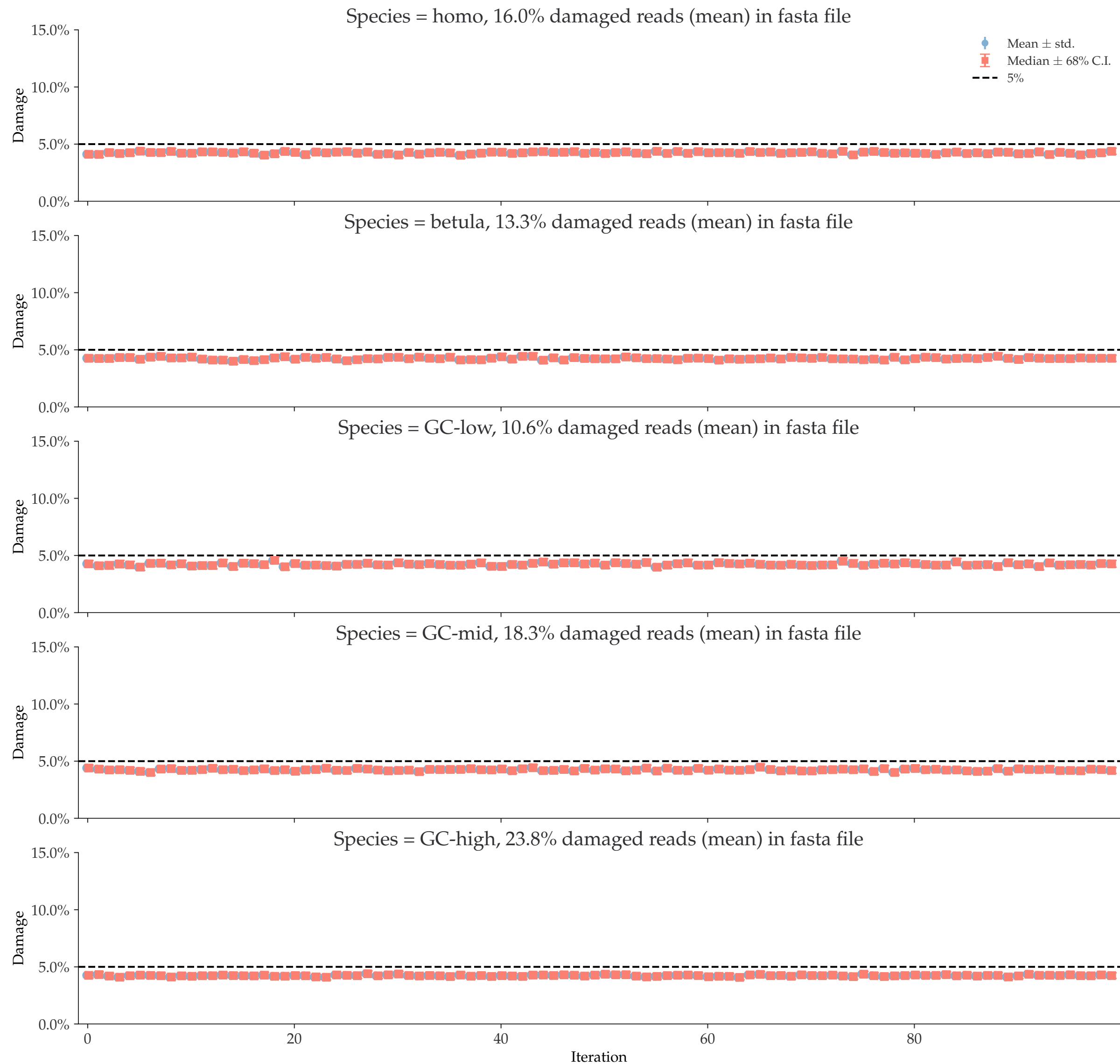
Individual damages:
25000 reads
Briggs damage = 0.138
Damage percent = 5%



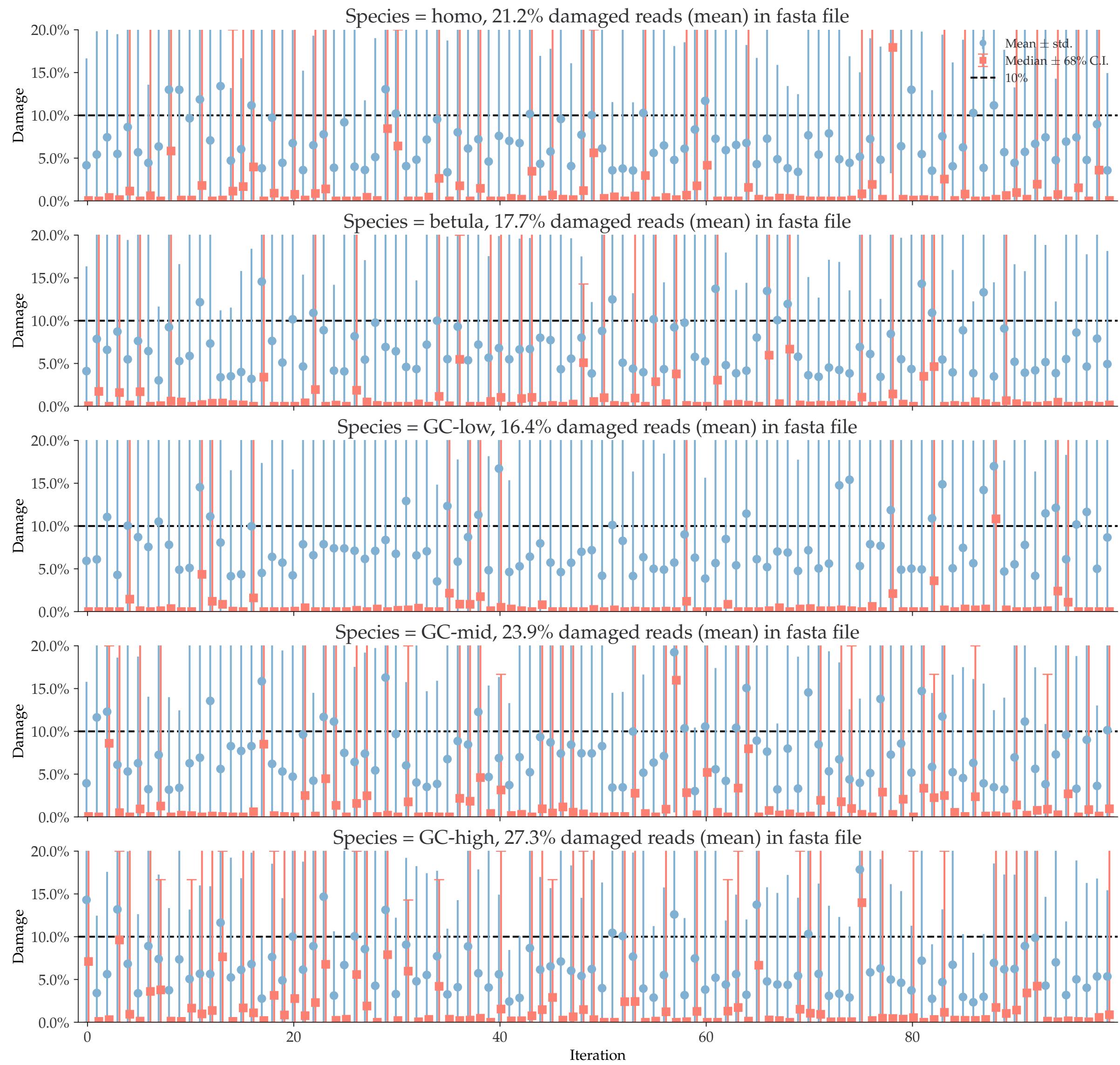
Individual damages:
50000 reads
Briggs damage = 0.138
Damage percent = 5%



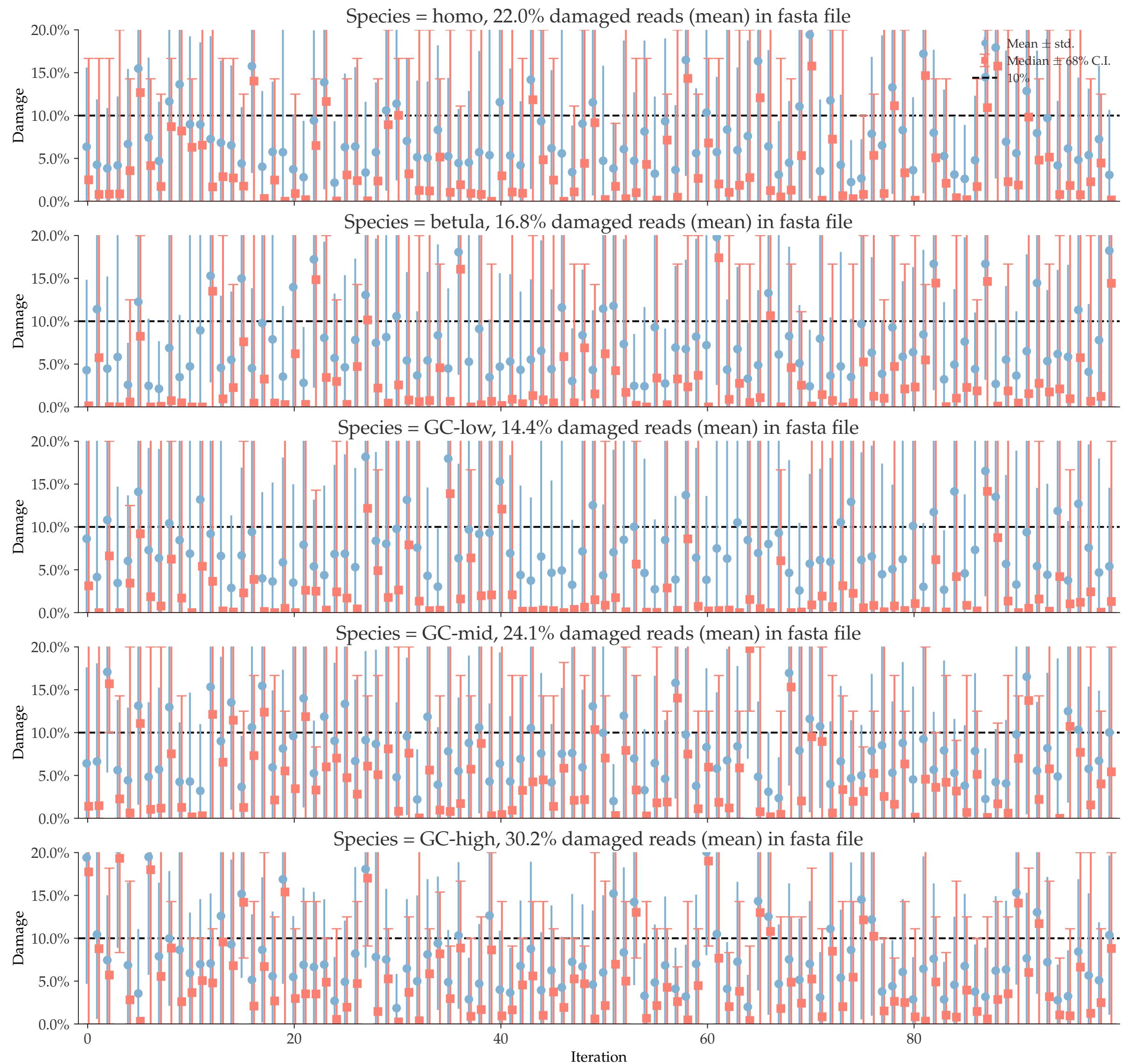
Individual damages:
100000 reads
Briggs damage = 0.138
Damage percent = 5%



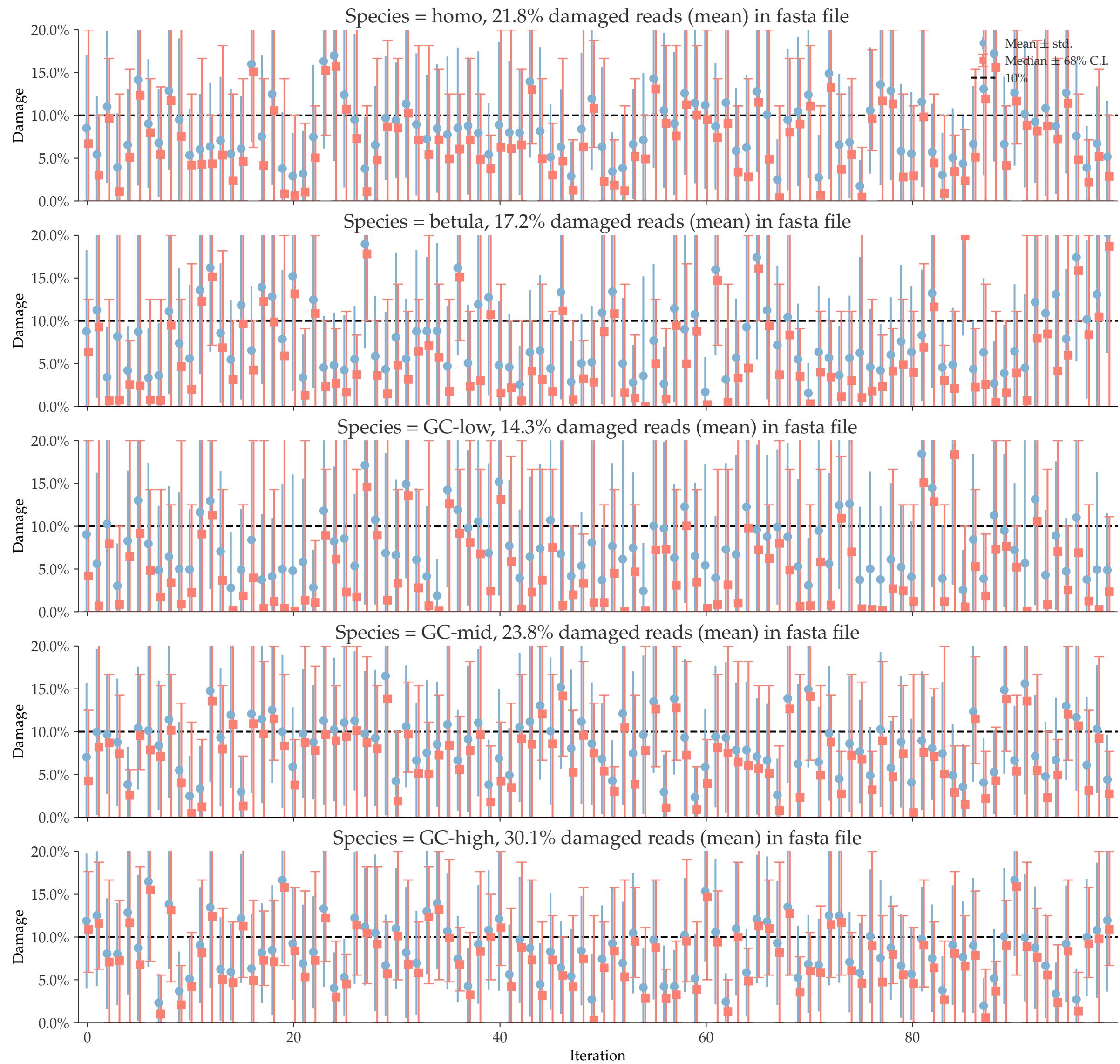
Individual damages:
 10 reads
 Briggs damage = 0.303
 Damage percent = 10%



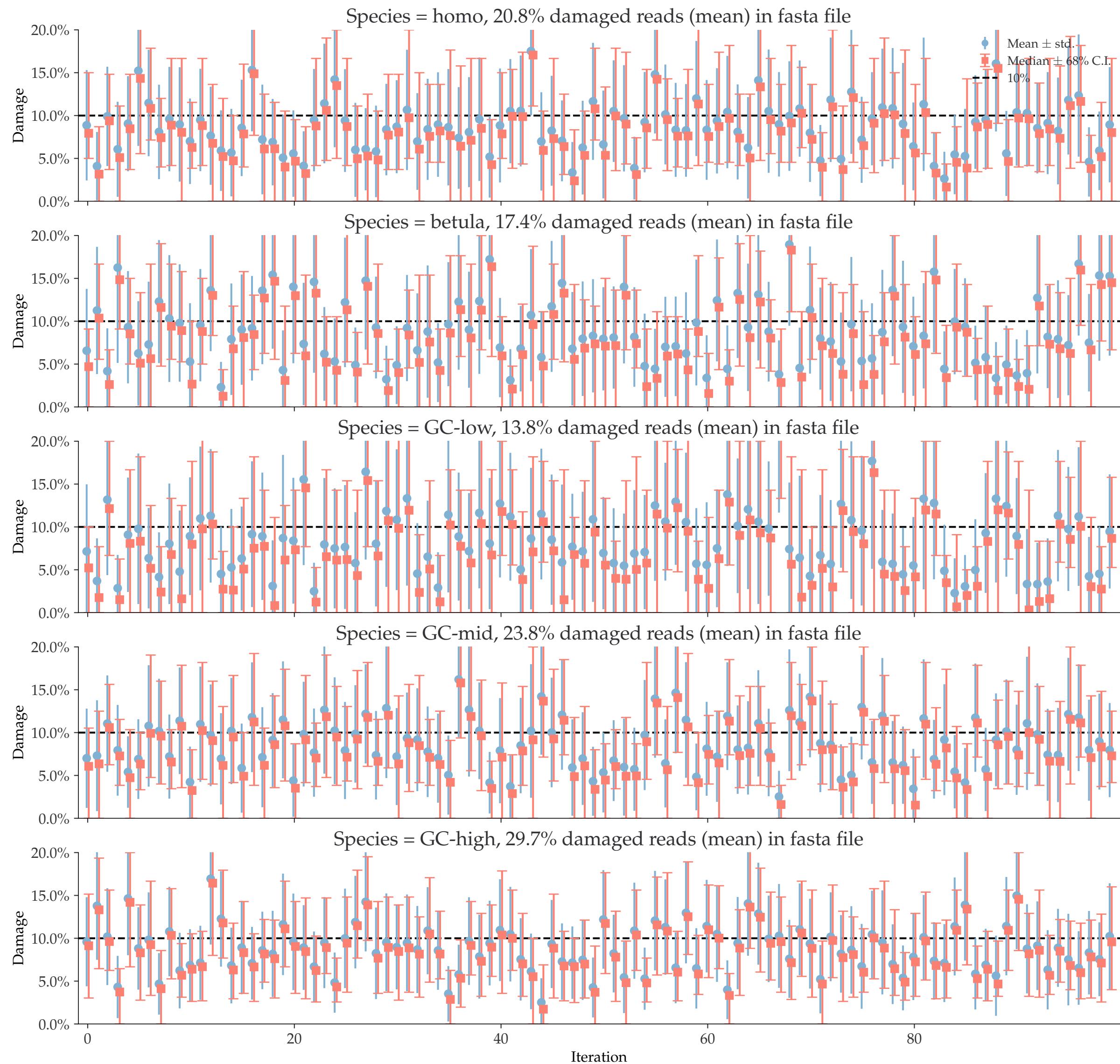
Individual damages:
 25 reads
 Briggs damage = 0.303
 Damage percent = 10%



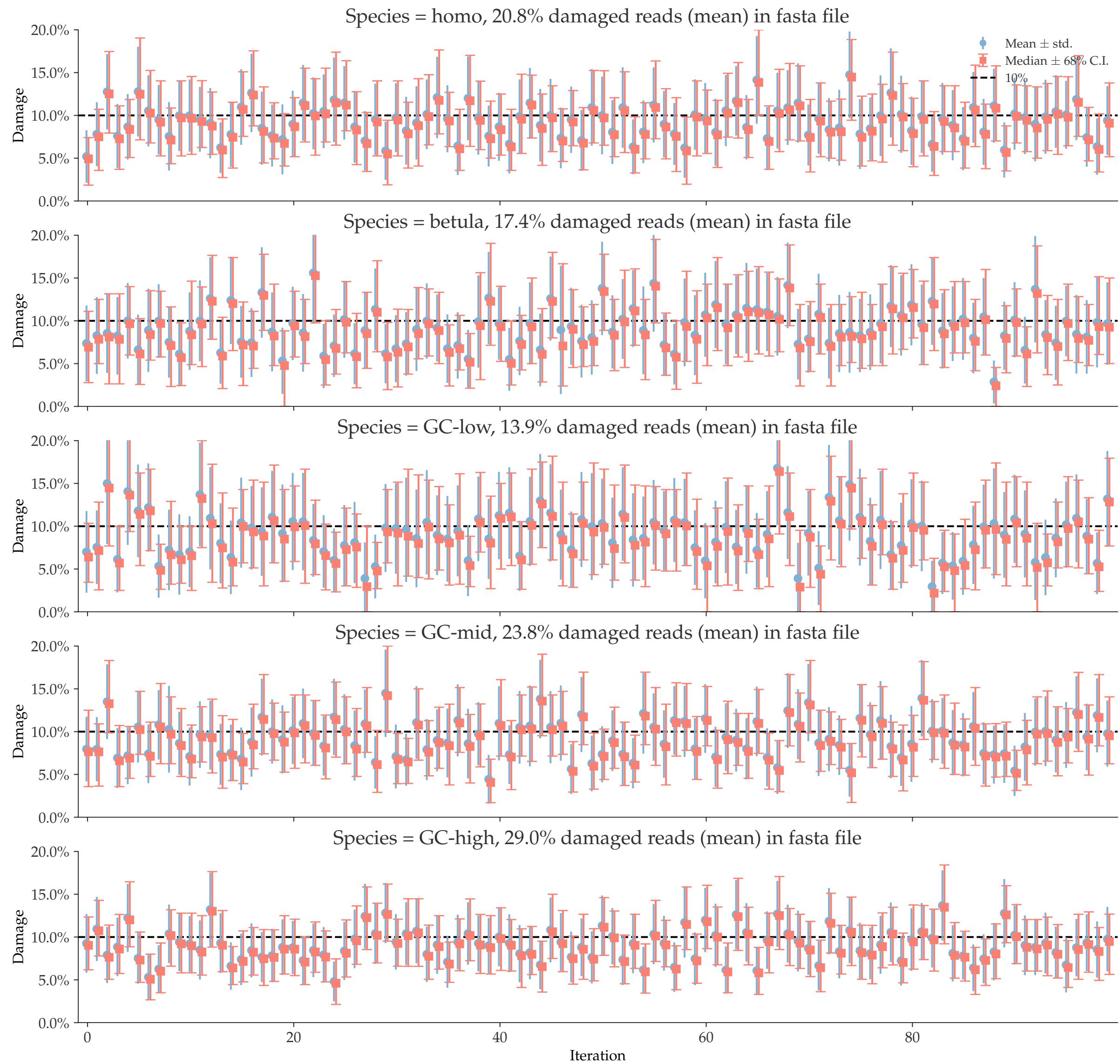
Individual damages:
 50 reads
 Briggs damage = 0.303
 Damage percent = 10%



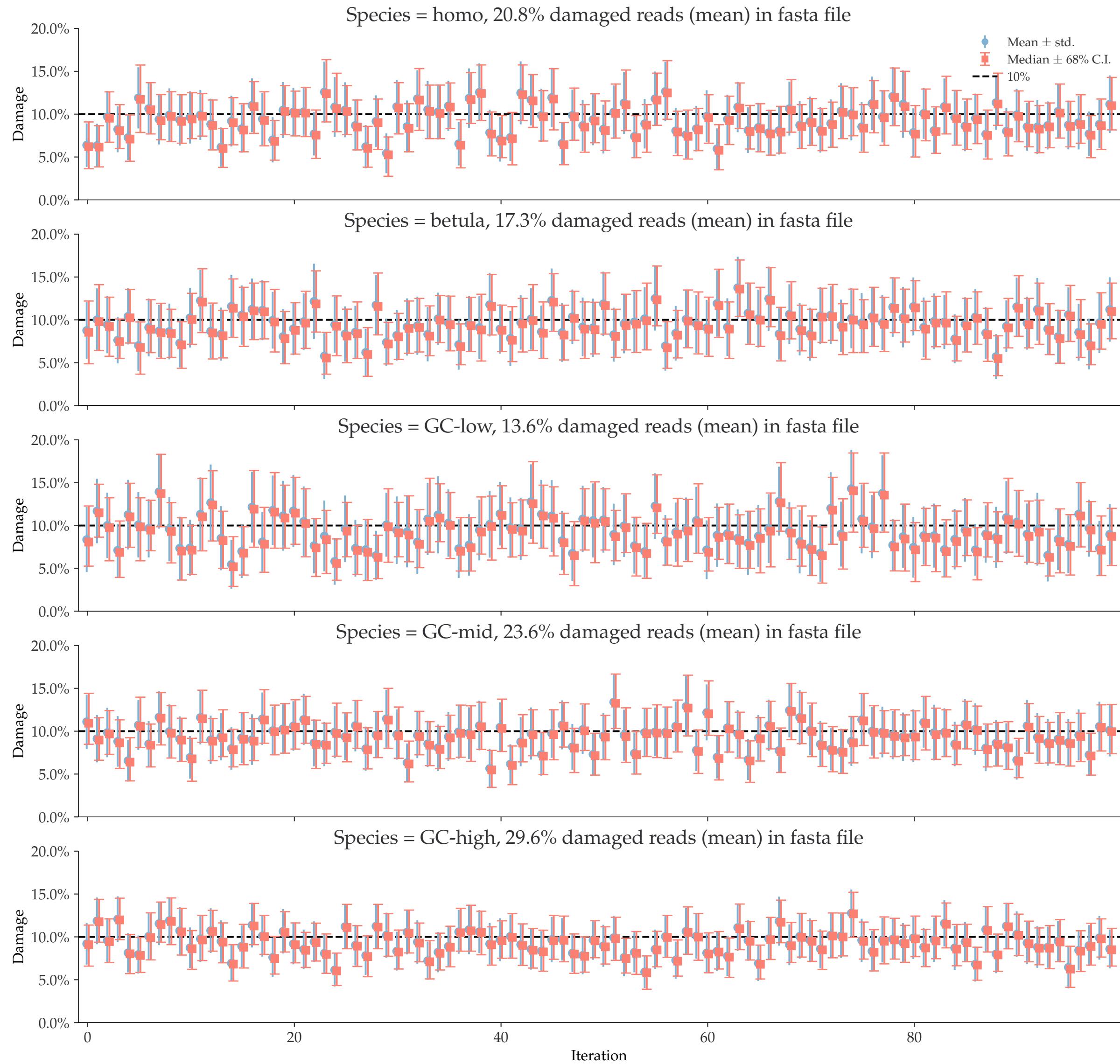
Individual damages:
 100 reads
 Briggs damage = 0.303
 Damage percent = 10%



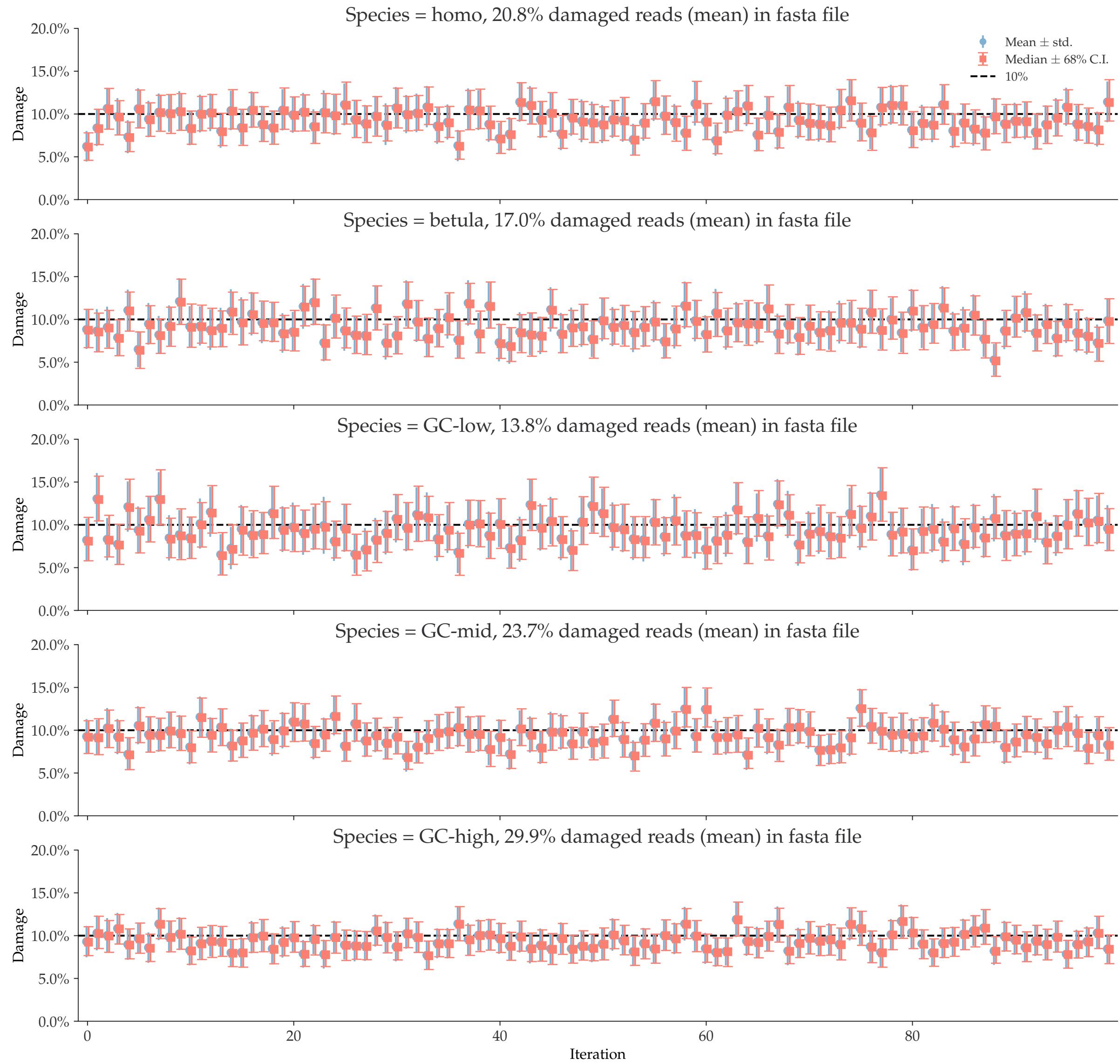
Individual damages:
 250 reads
 Briggs damage = 0.303
 Damage percent = 10%



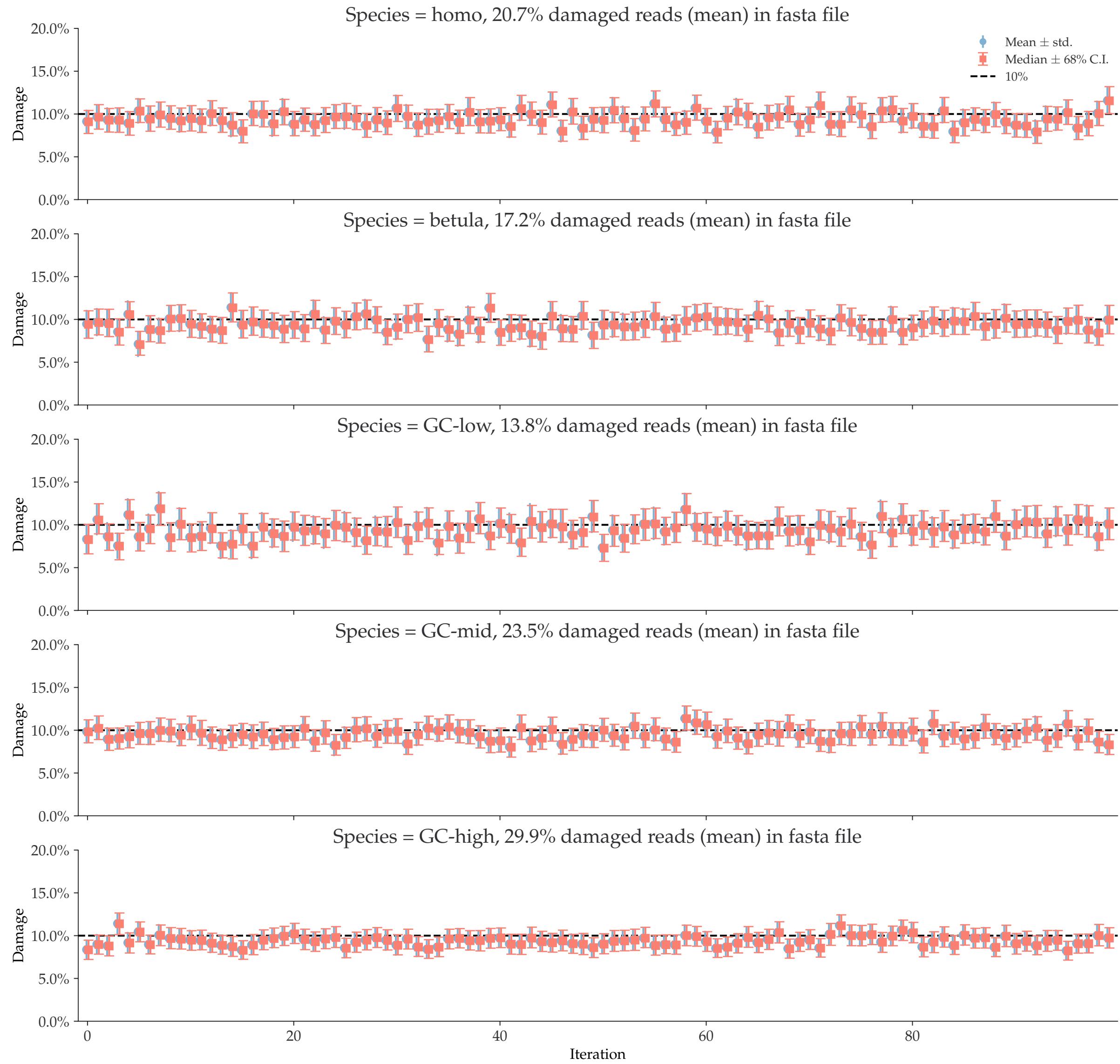
Individual damages:
500 reads
Briggs damage = 0.303
Damage percent = 10%



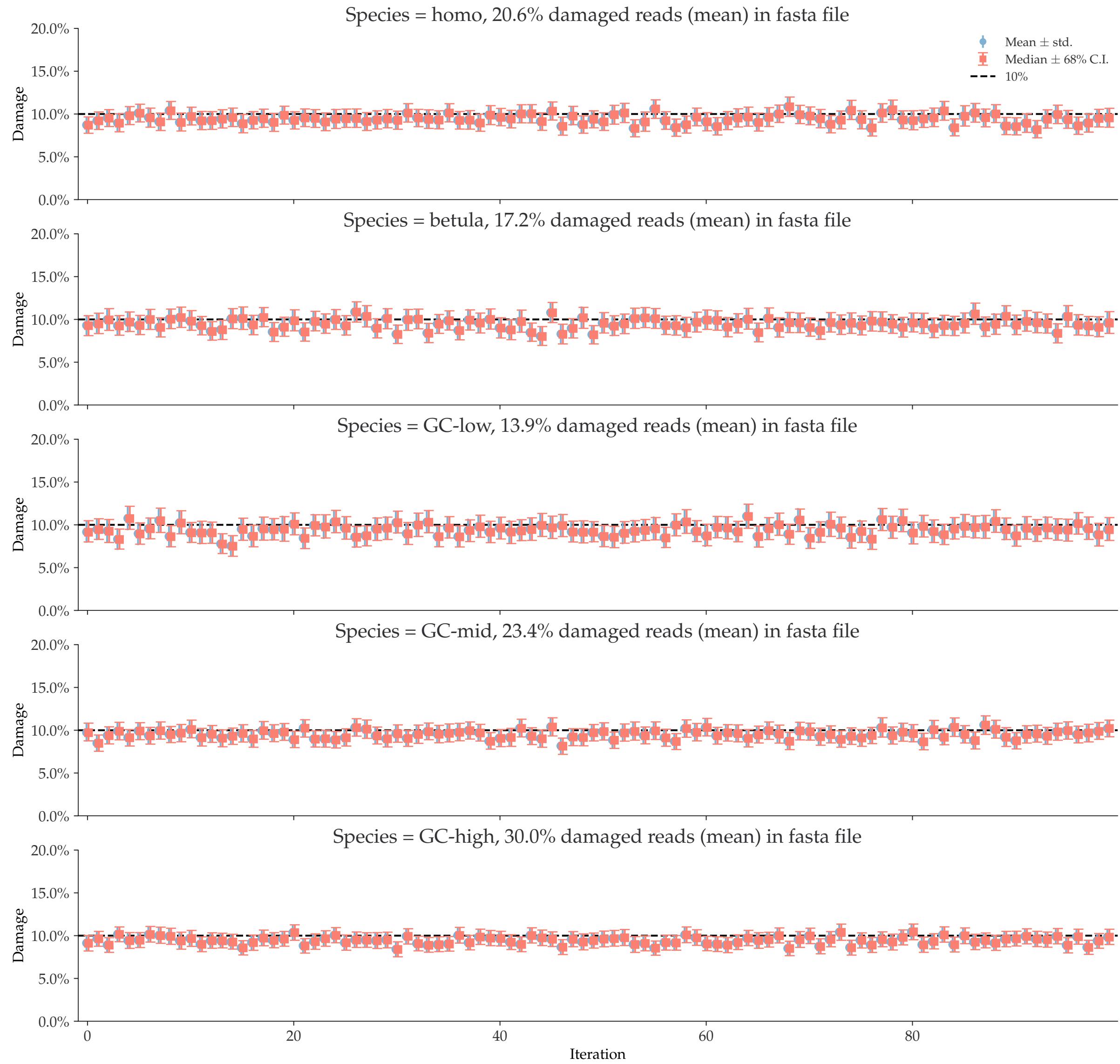
Individual damages:
1000 reads
Briggs damage = 0.303
Damage percent = 10%



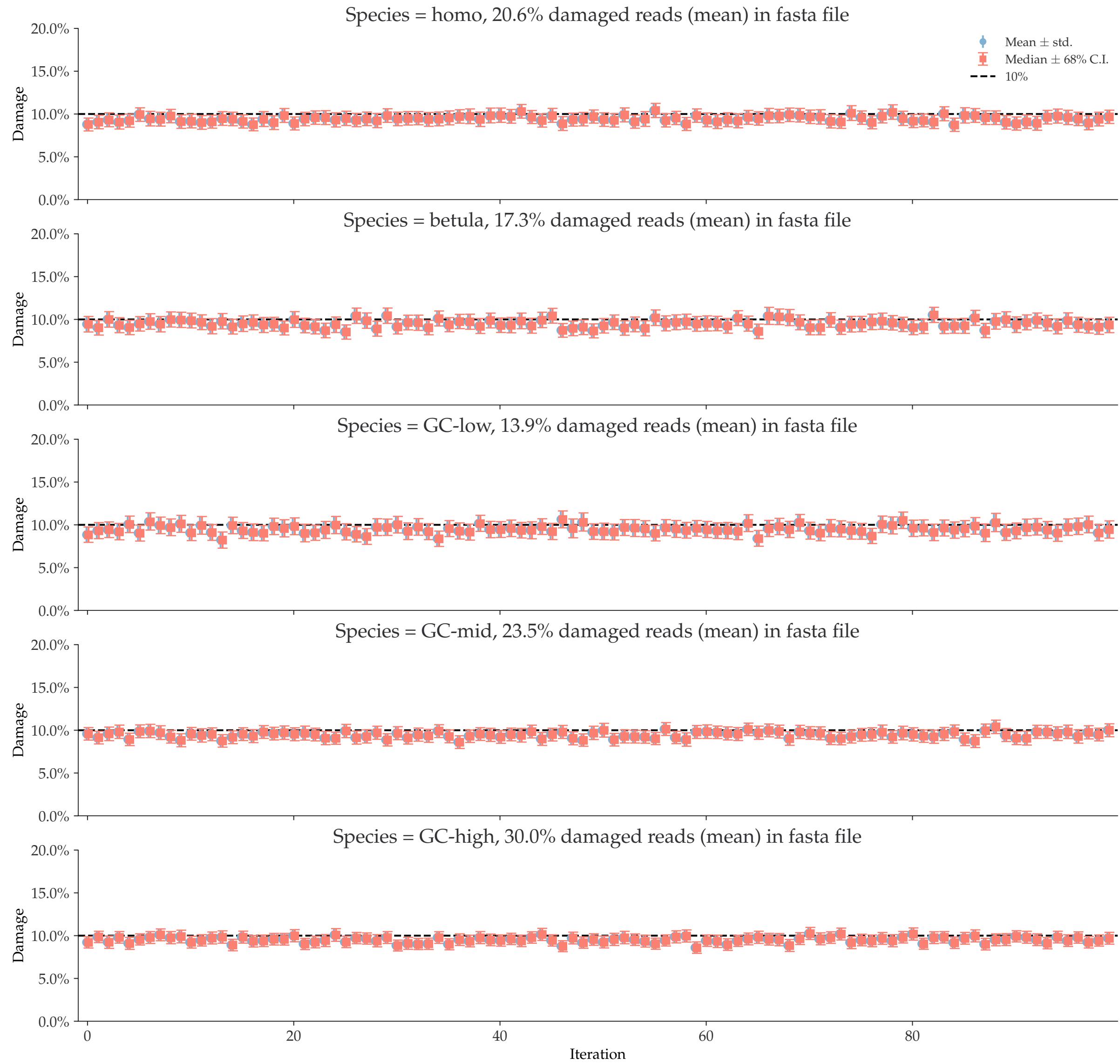
Individual damages:
2500 reads
Briggs damage = 0.303
Damage percent = 10%



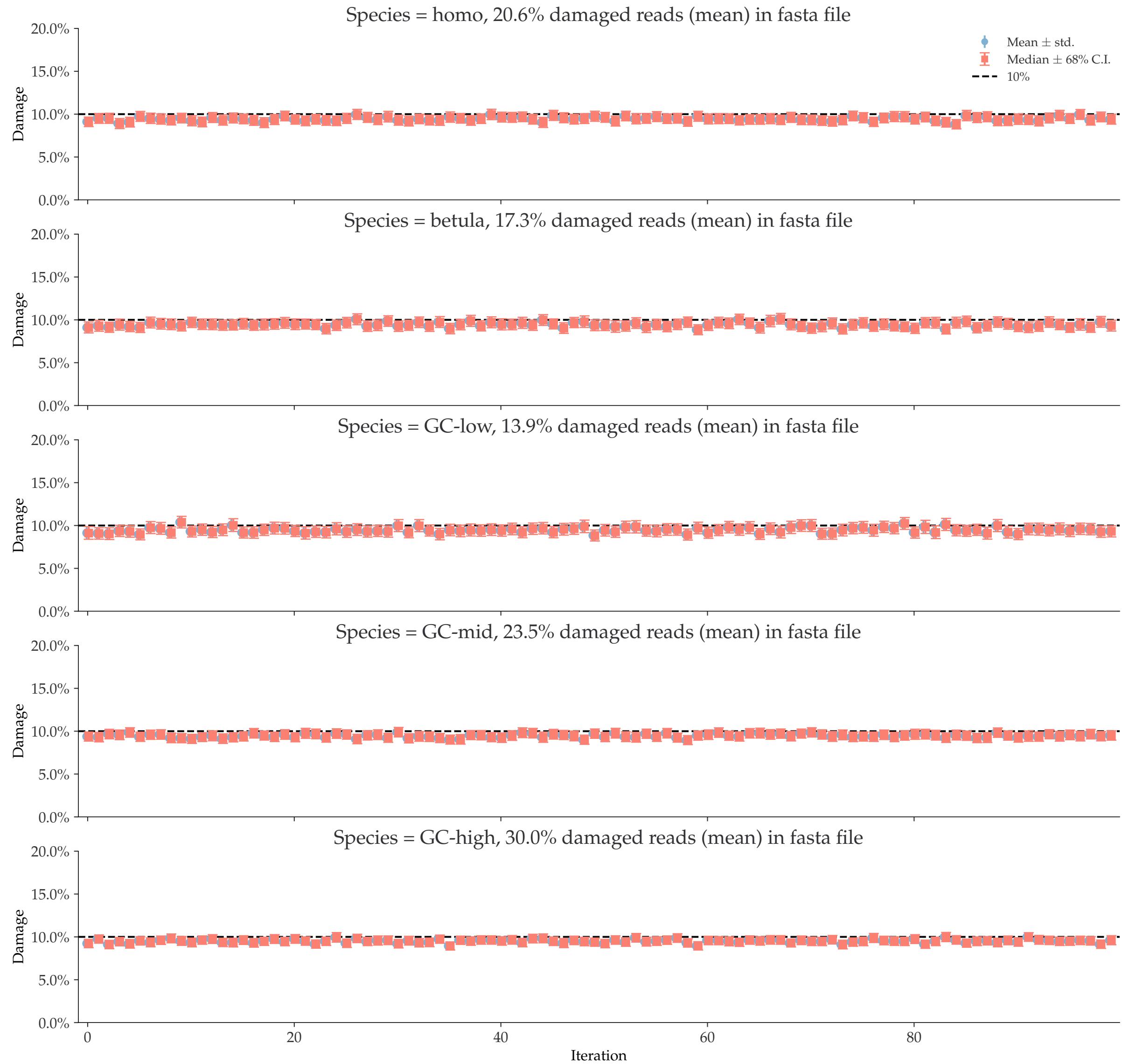
Individual damages:
5000 reads
Briggs damage = 0.303
Damage percent = 10%



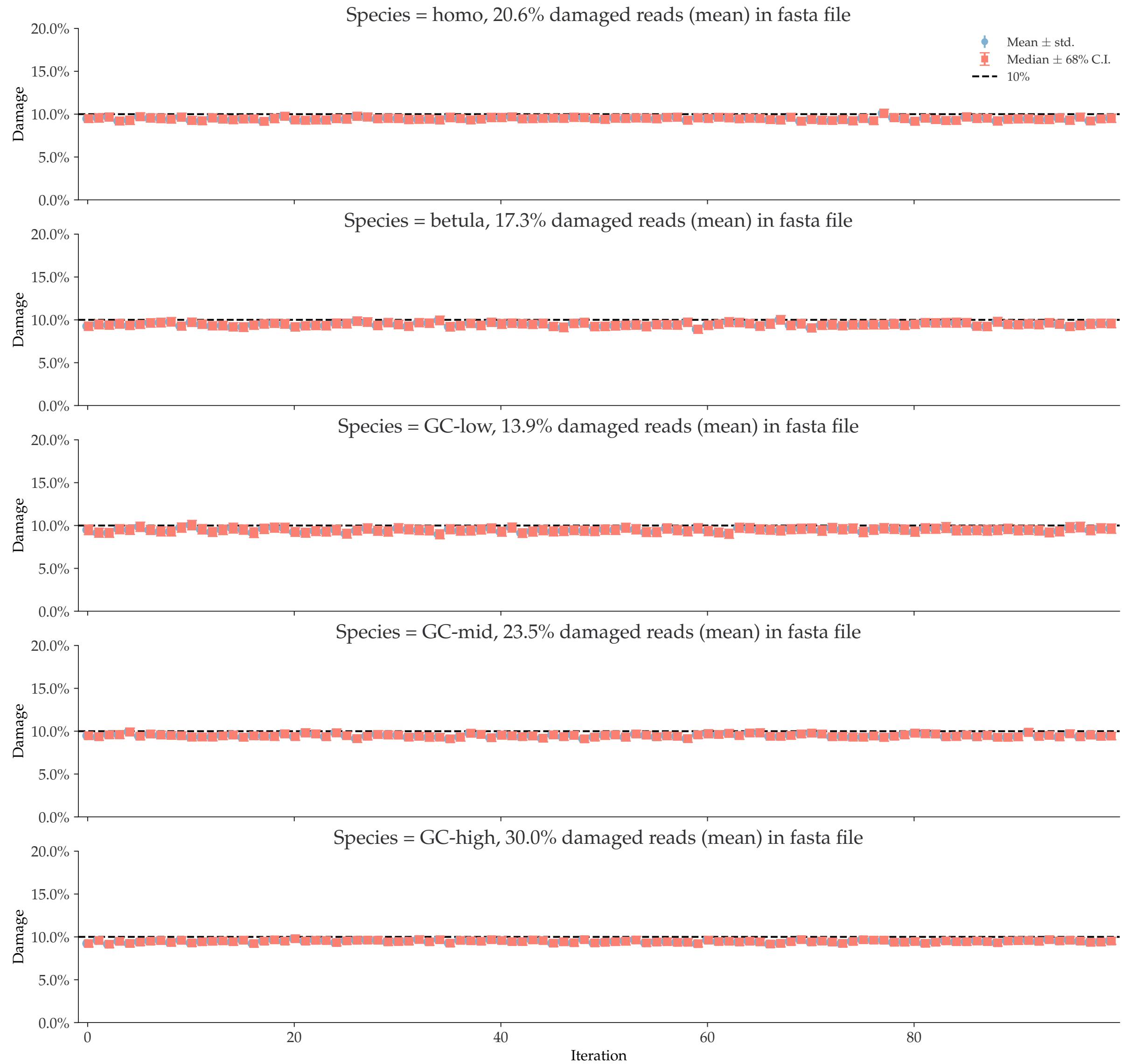
Individual damages:
10000 reads
Briggs damage = 0.303
Damage percent = 10%



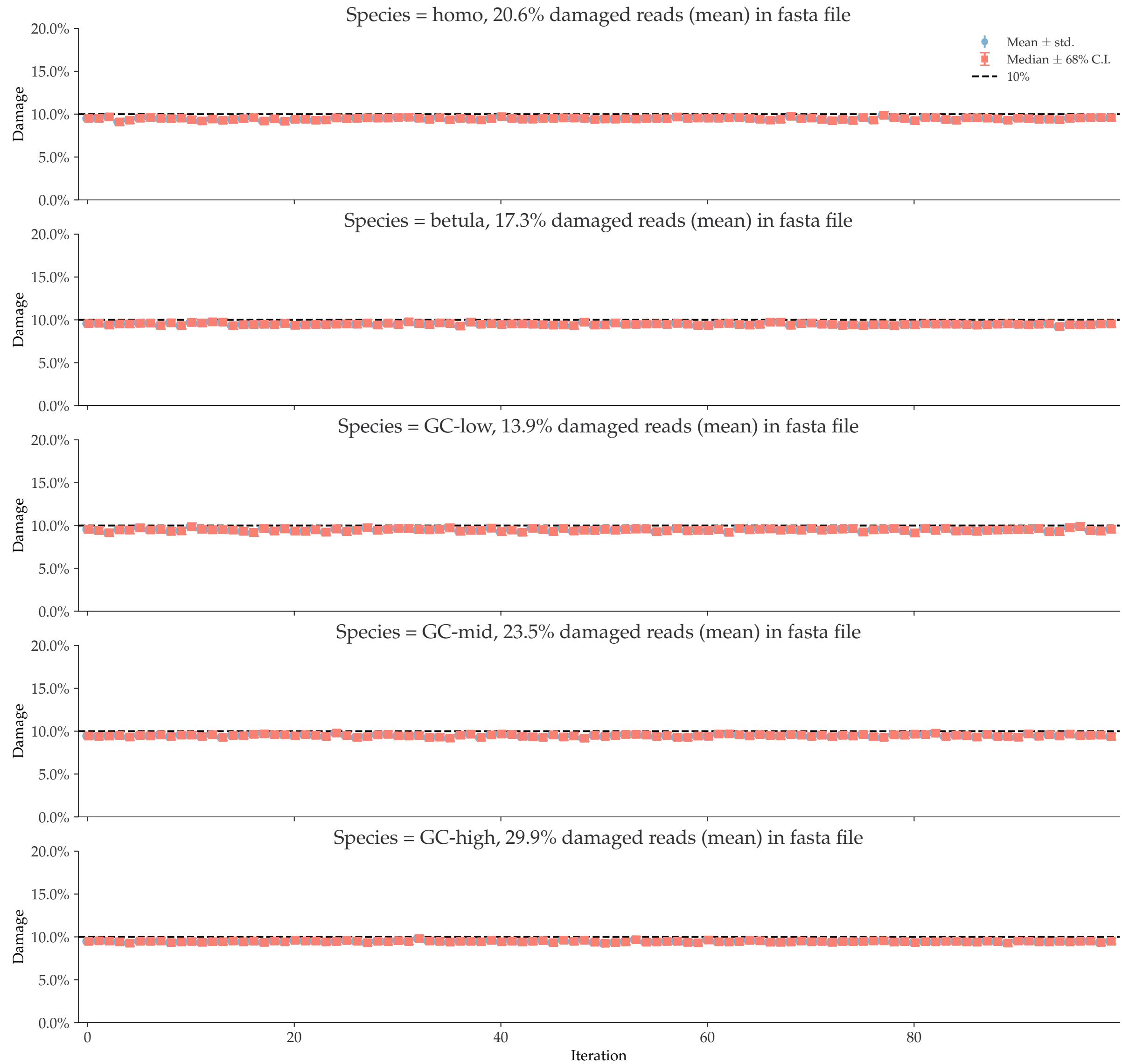
Individual damages:
25000 reads
Briggs damage = 0.303
Damage percent = 10%



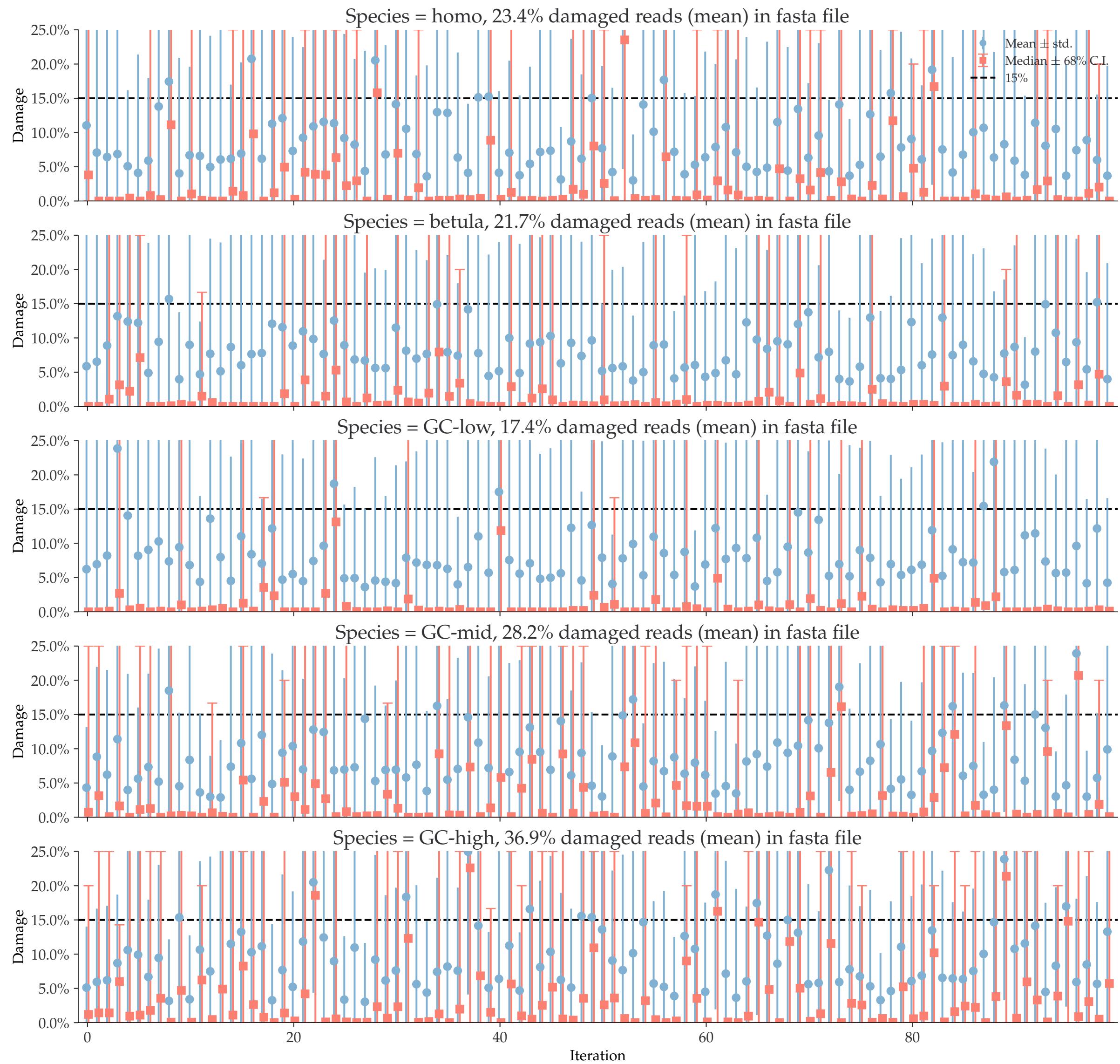
Individual damages:
50000 reads
Briggs damage = 0.303
Damage percent = 10%



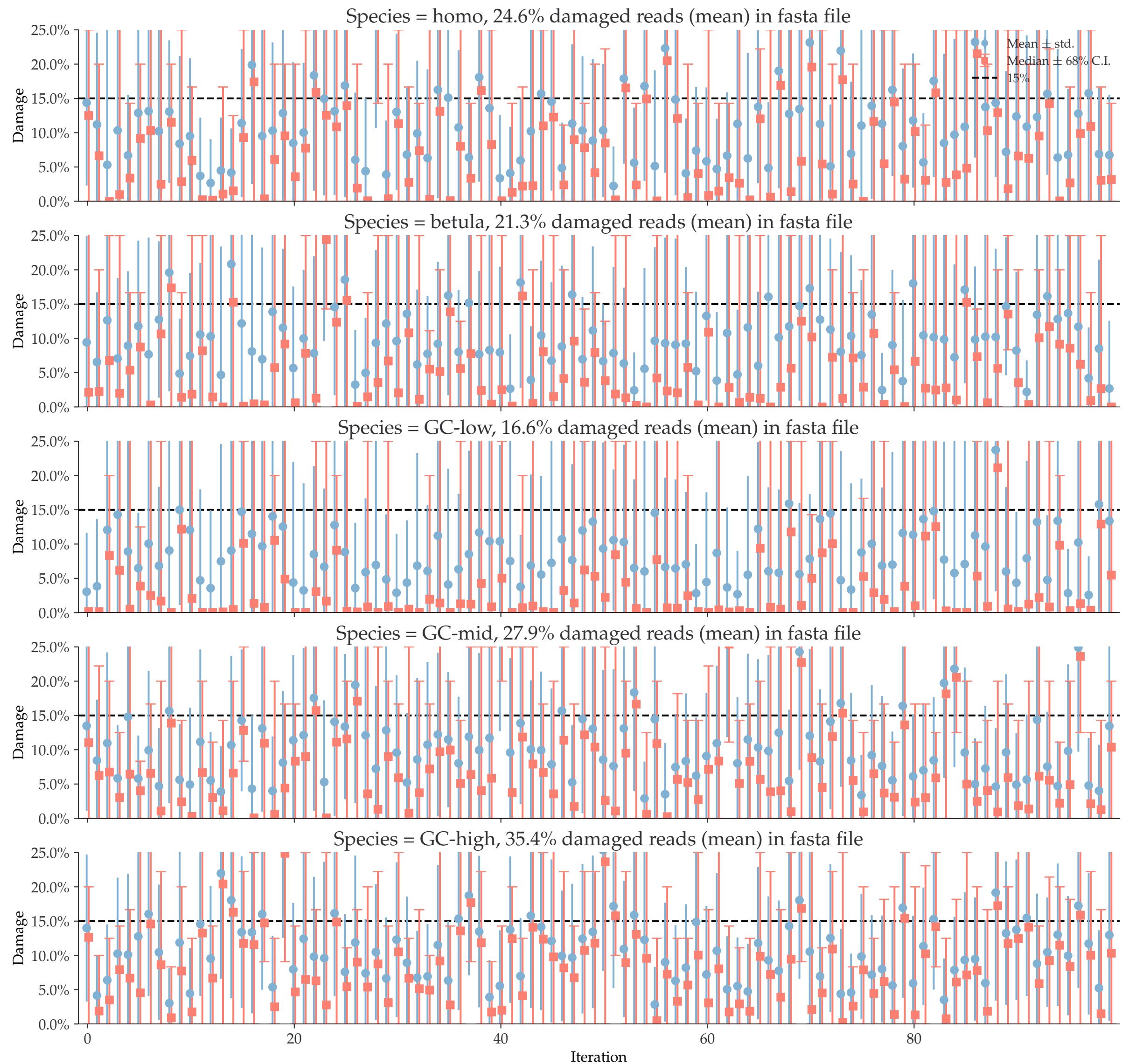
Individual damages:
100000 reads
Briggs damage = 0.303
Damage percent = 10%



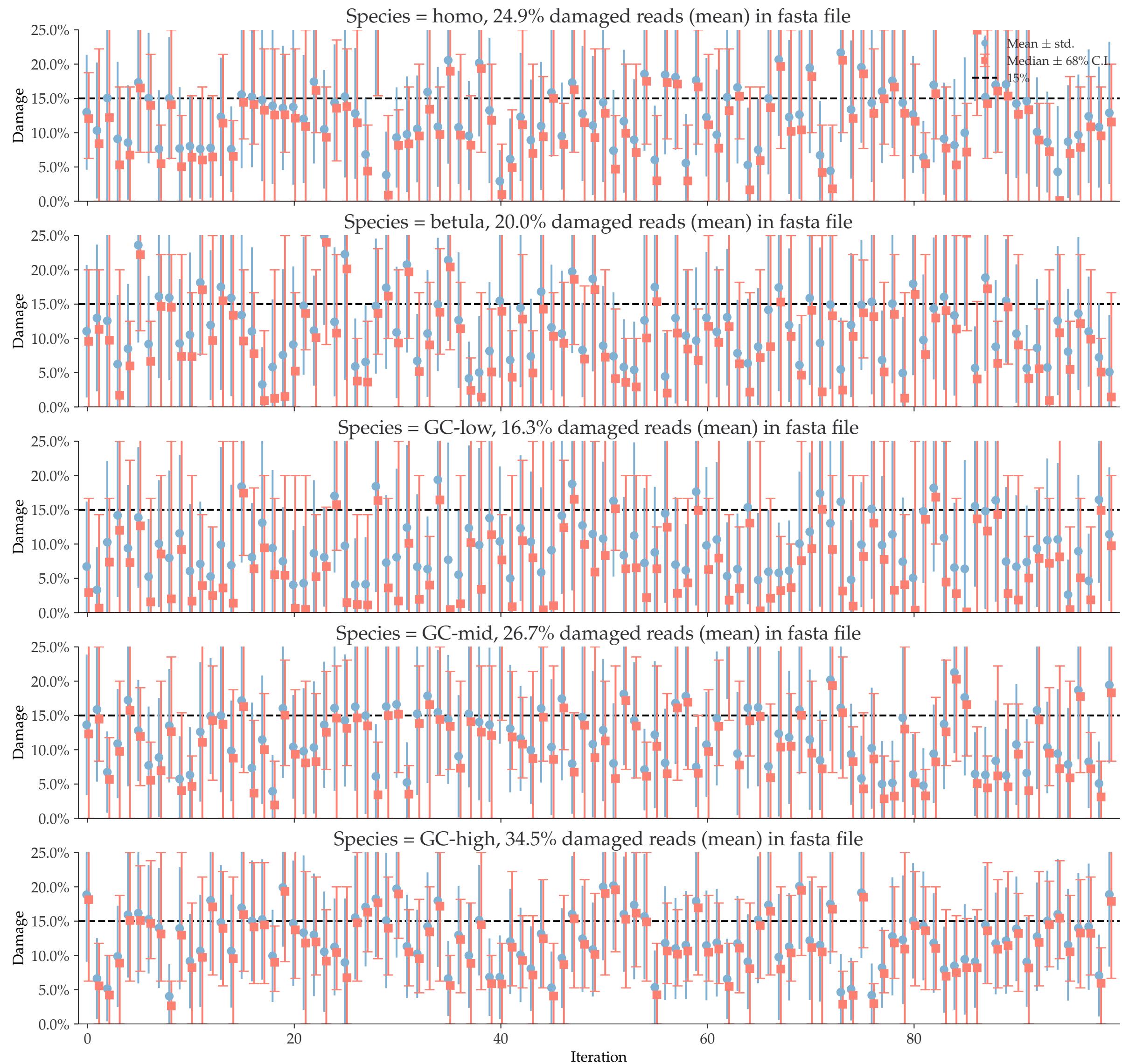
Individual damages:
 10 reads
 Briggs damage = 0.466
 Damage percent = 15%



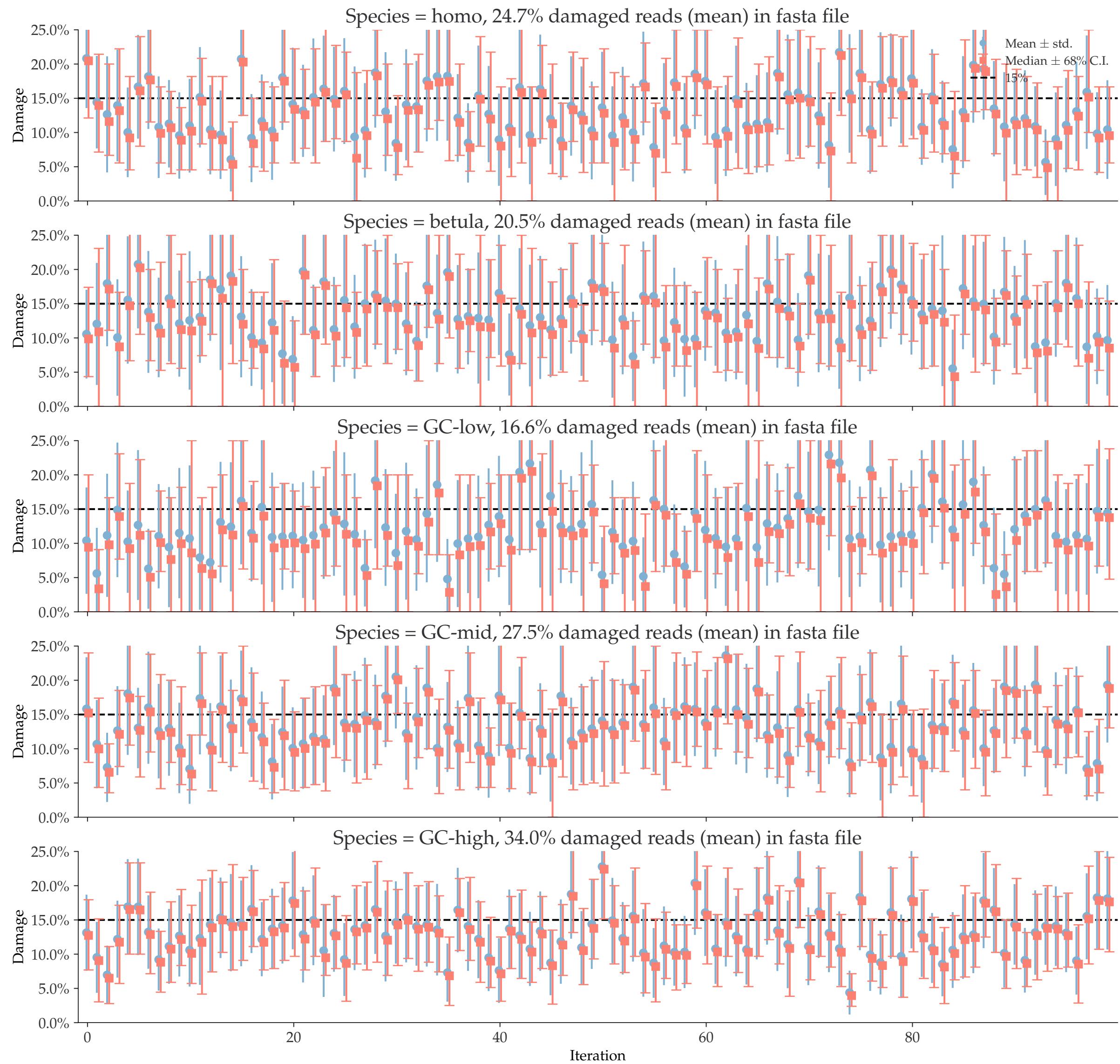
Individual damages:
 25 reads
 Briggs damage = 0.466
 Damage percent = 15%



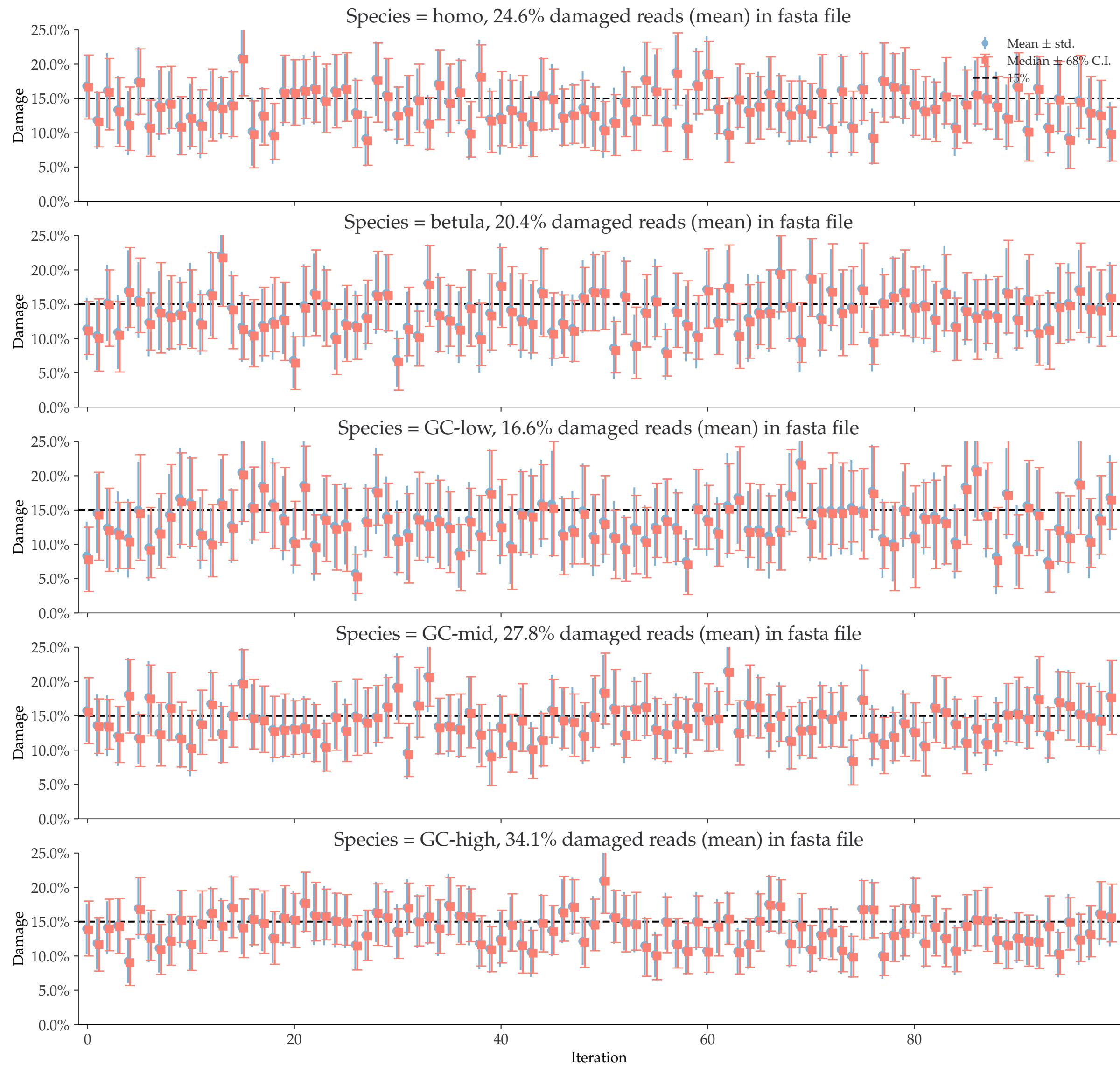
Individual damages:
 50 reads
 Briggs damage = 0.466
 Damage percent = 15%



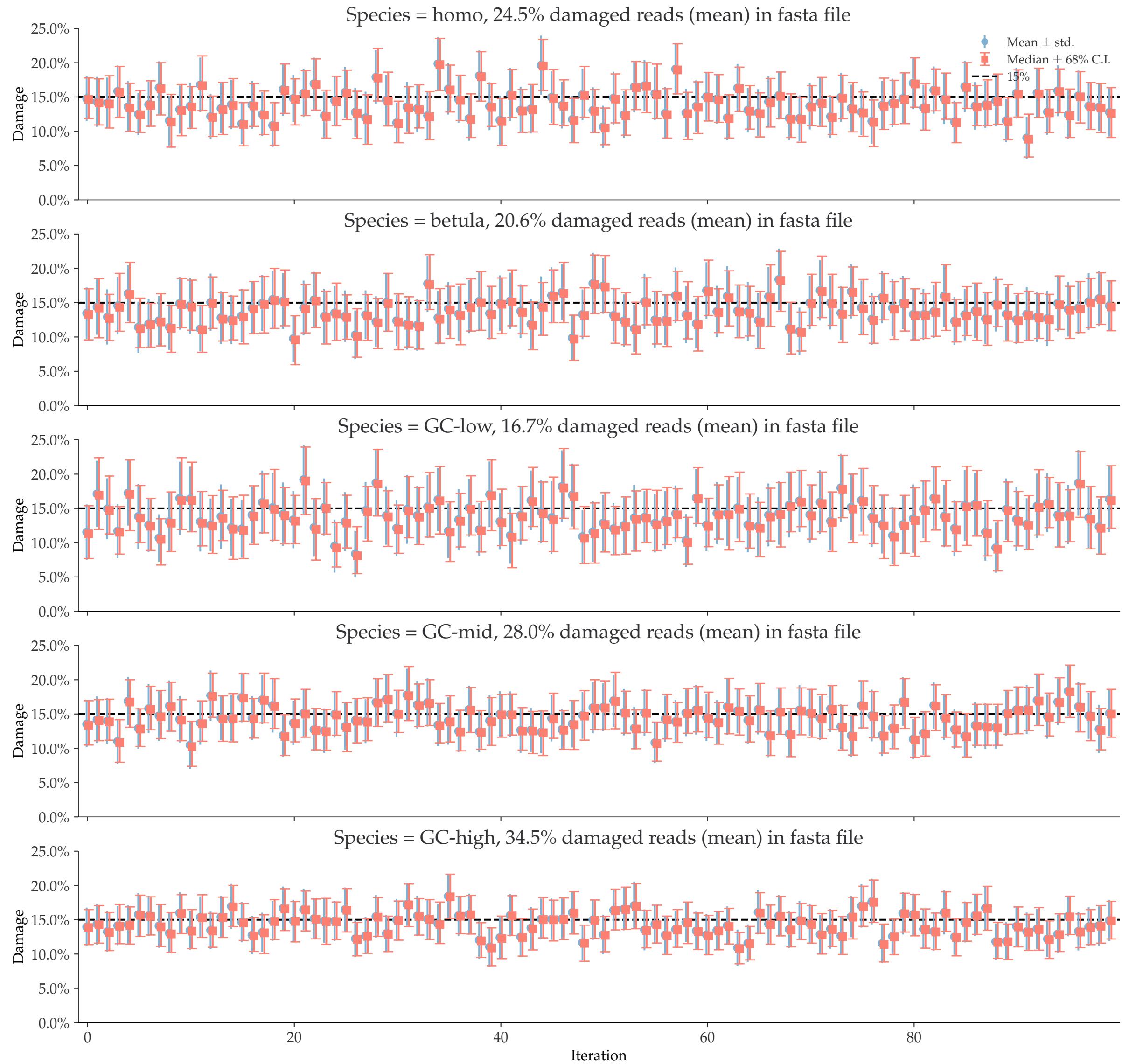
Individual damages:
 100 reads
 Briggs damage = 0.466
 Damage percent = 15%



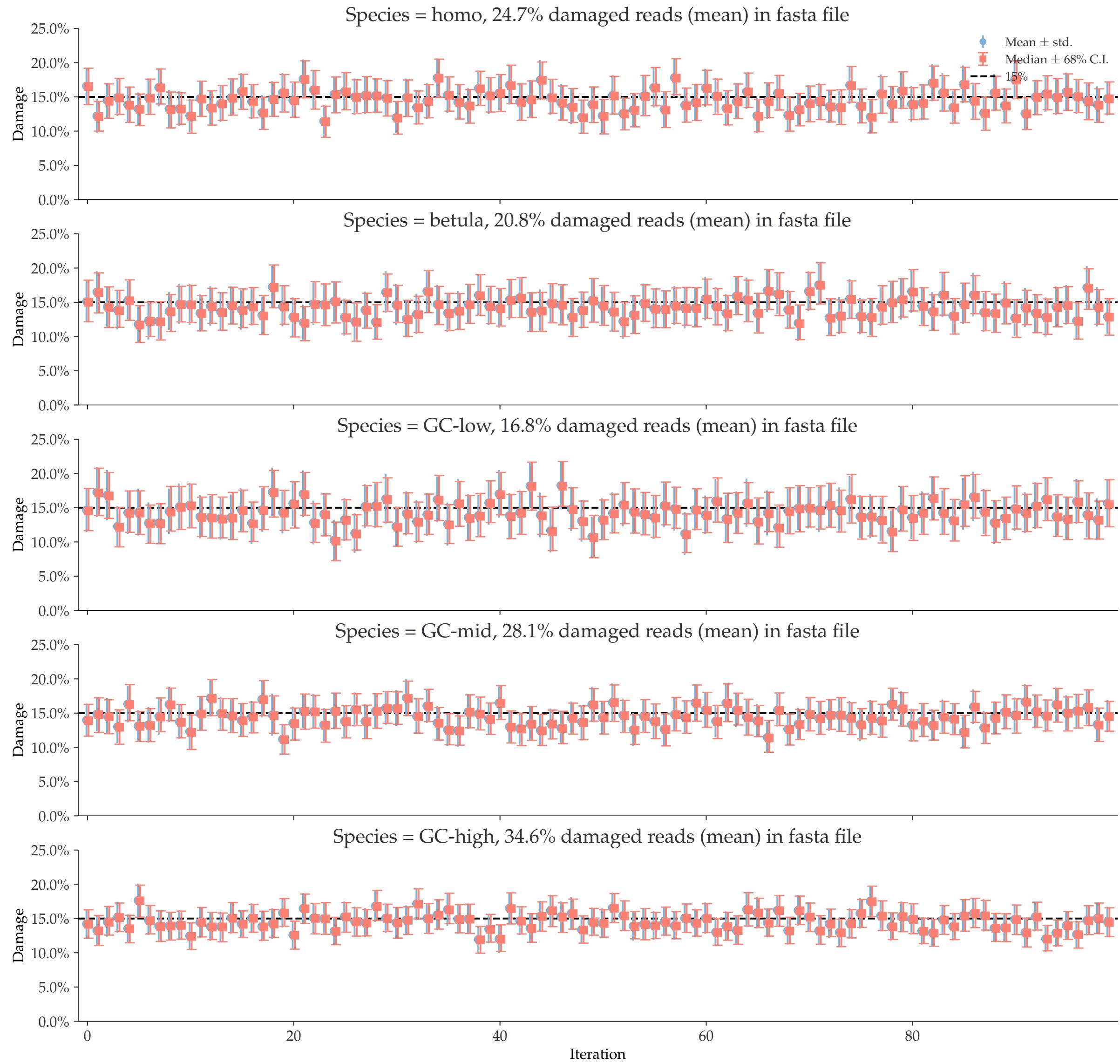
Individual damages:
 250 reads
 Briggs damage = 0.466
 Damage percent = 15%



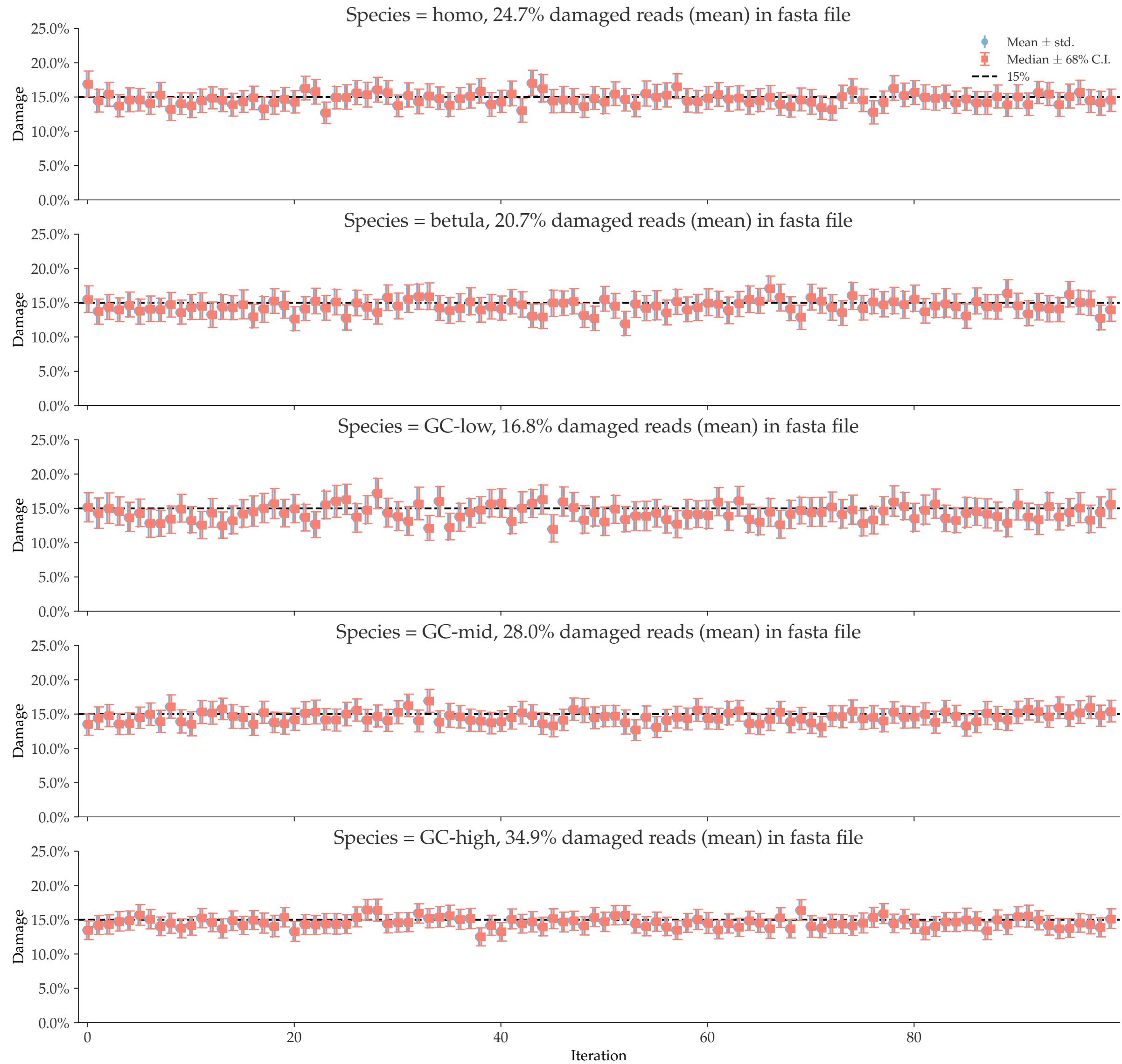
Individual damages:
500 reads
Briggs damage = 0.466
Damage percent = 15%



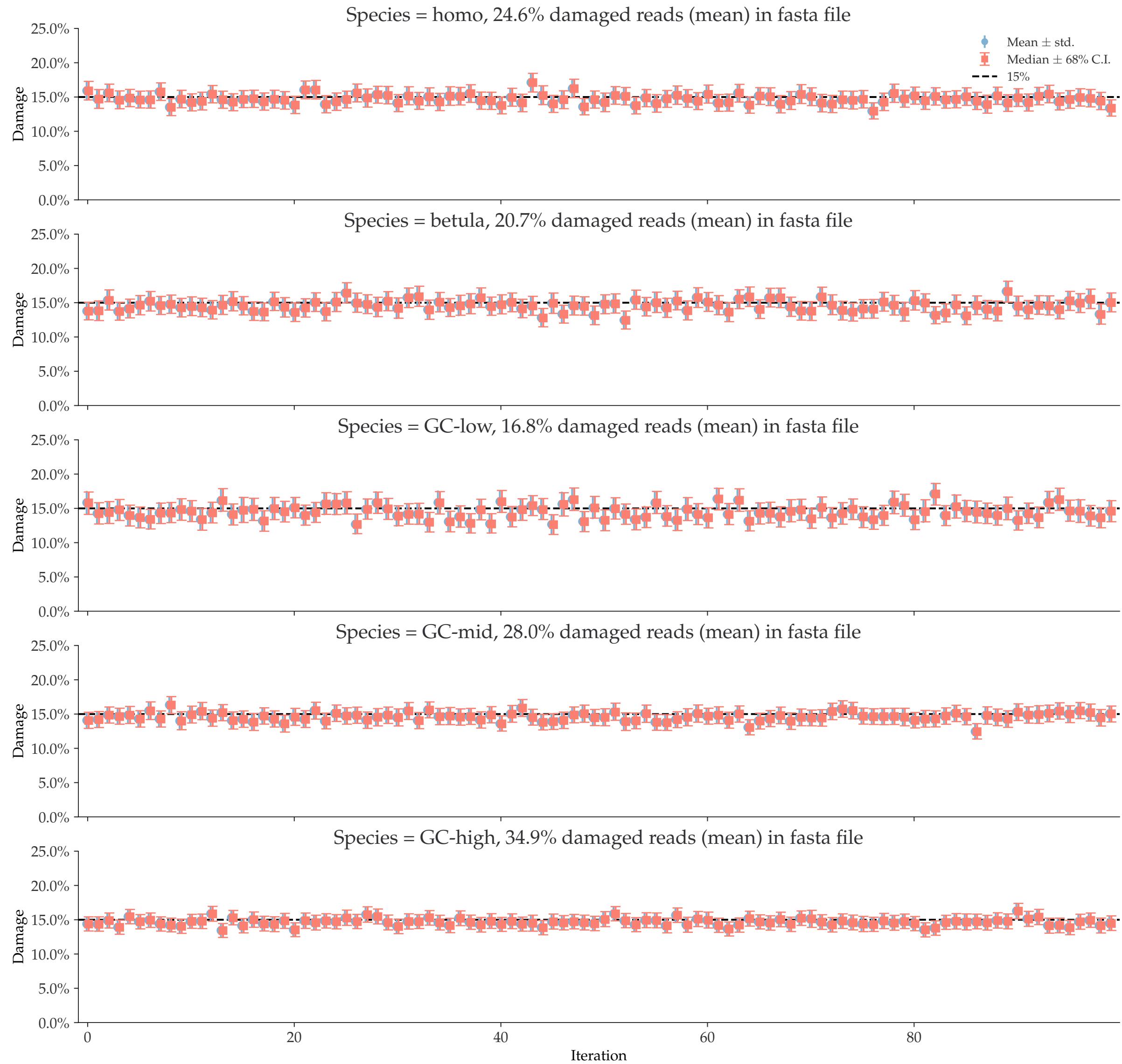
Individual damages:
1000 reads
Briggs damage = 0.466
Damage percent = 15%



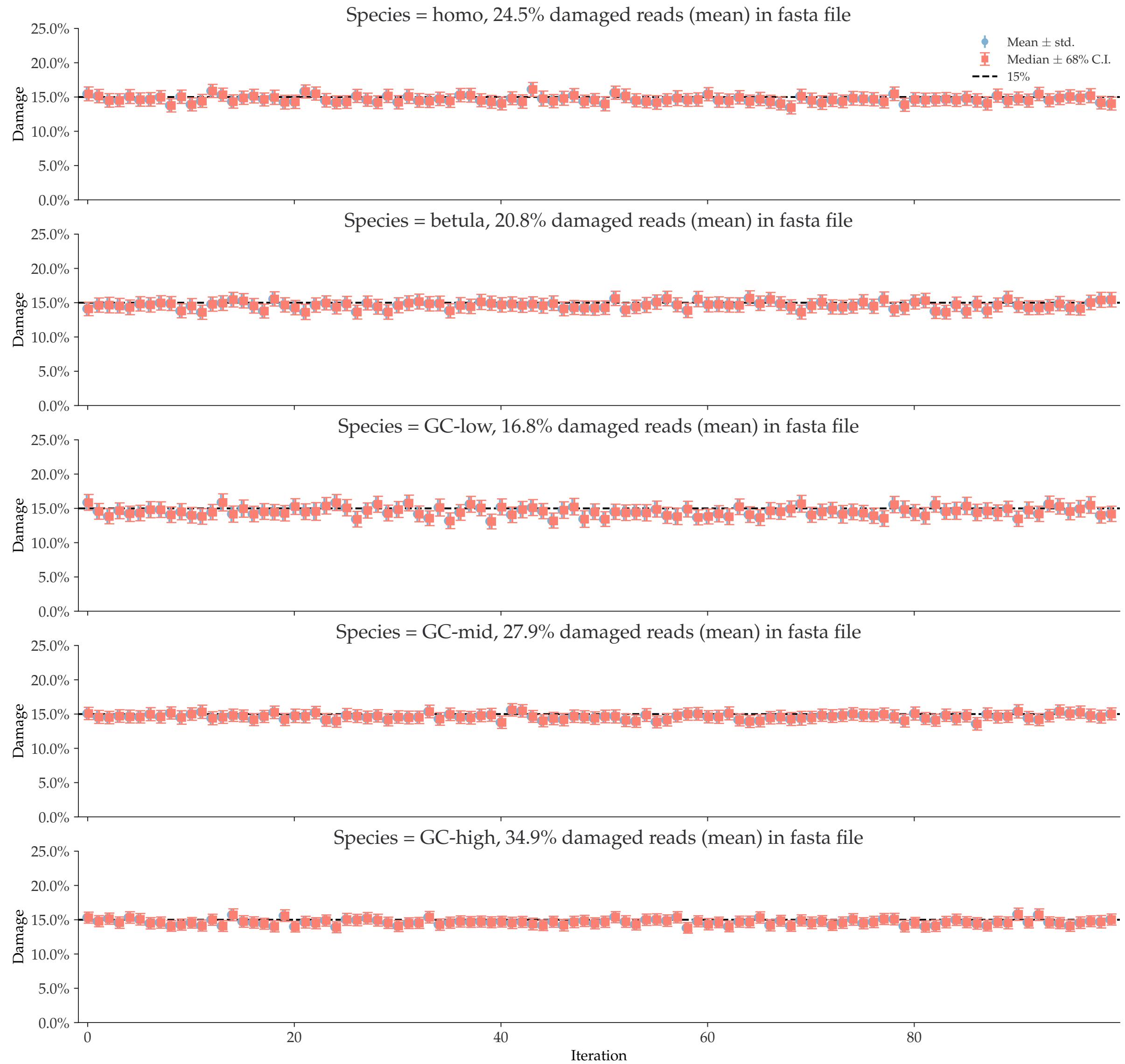
Individual damages:
2500 reads
Briggs damage = 0.466
Damage percent = 15%



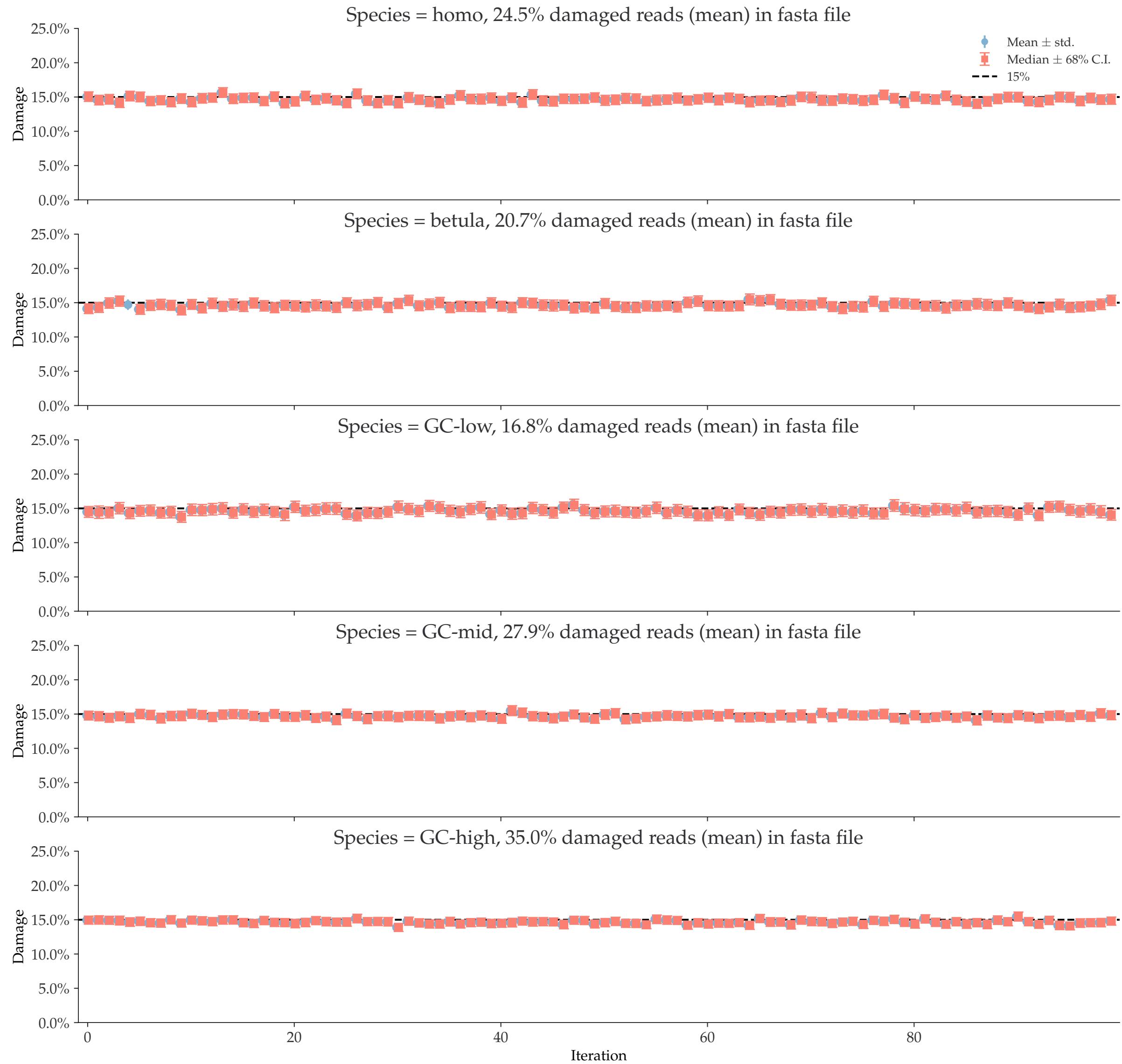
Individual damages:
5000 reads
Briggs damage = 0.466
Damage percent = 15%



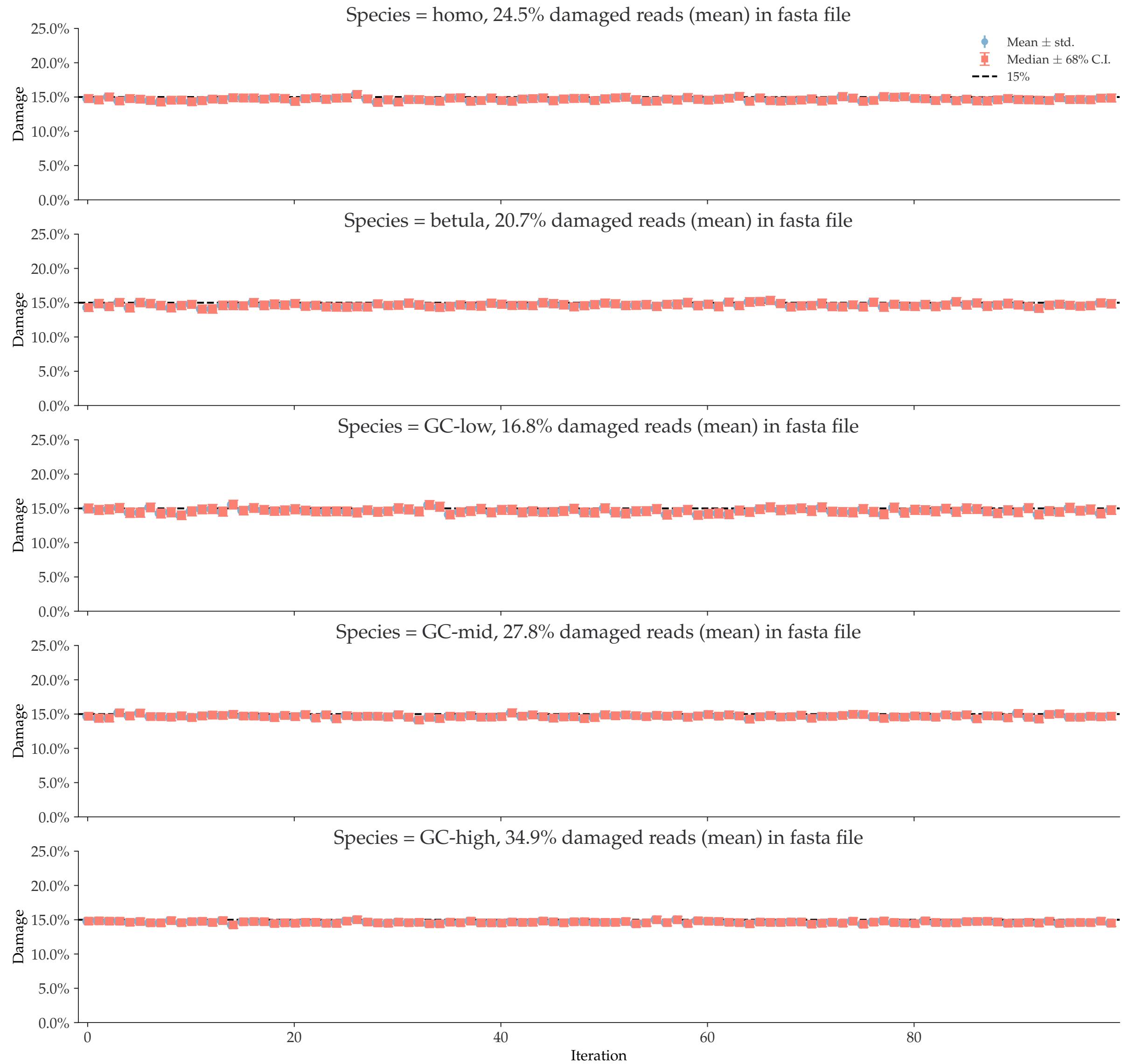
Individual damages:
10000 reads
Briggs damage = 0.466
Damage percent = 15%



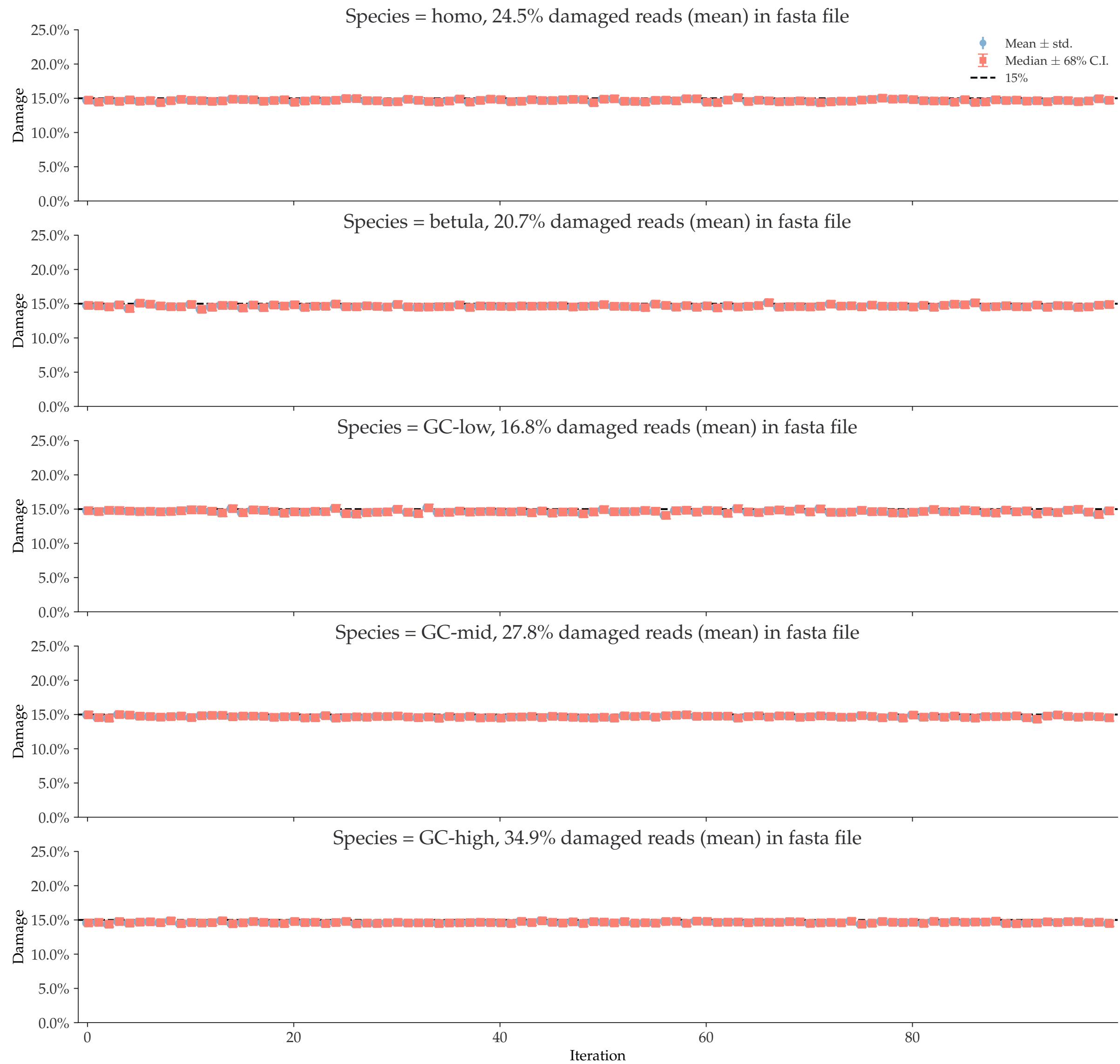
Individual damages:
25000 reads
Briggs damage = 0.466
Damage percent = 15%



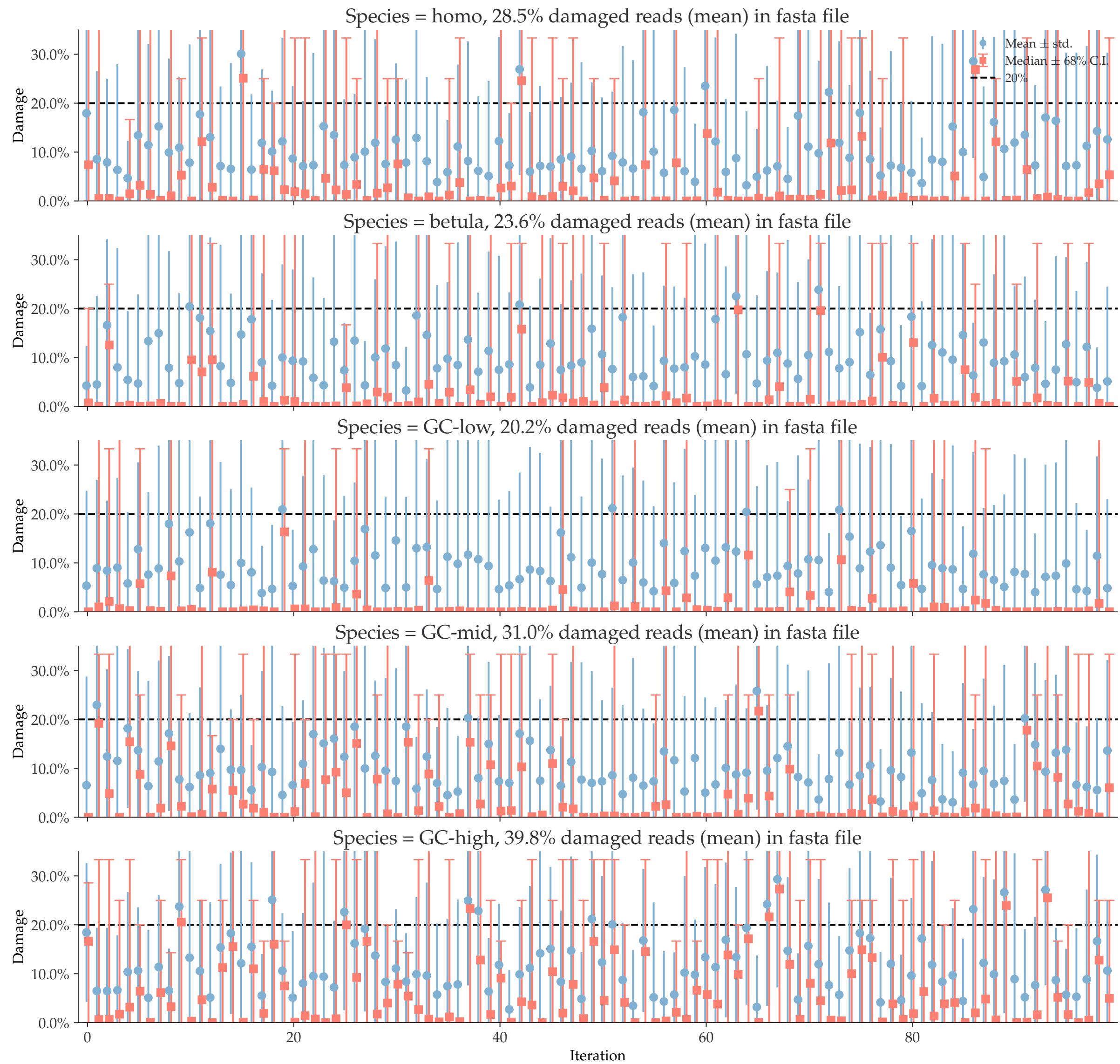
Individual damages:
50000 reads
Briggs damage = 0.466
Damage percent = 15%



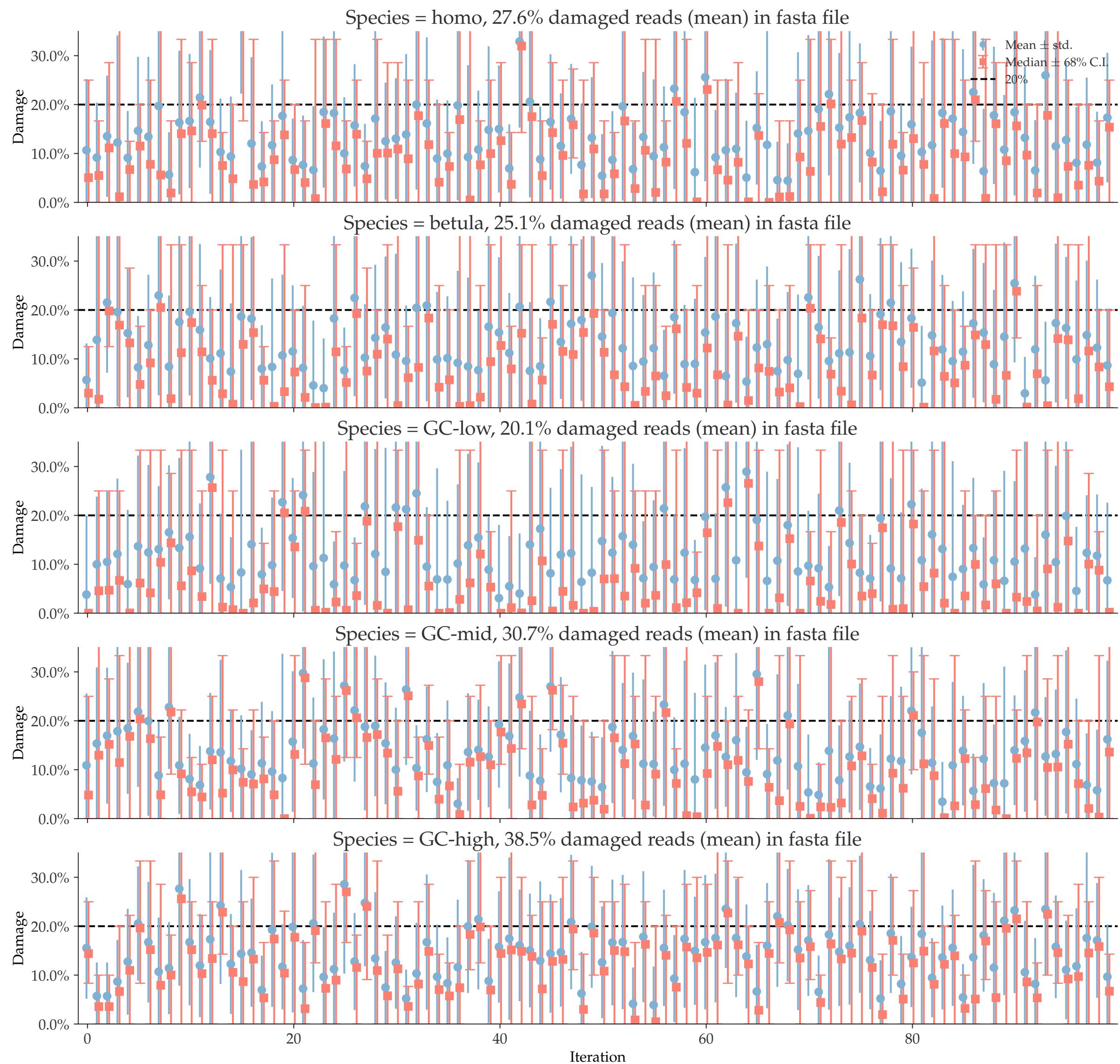
Individual damages:
100000 reads
Briggs damage = 0.466
Damage percent = 15%



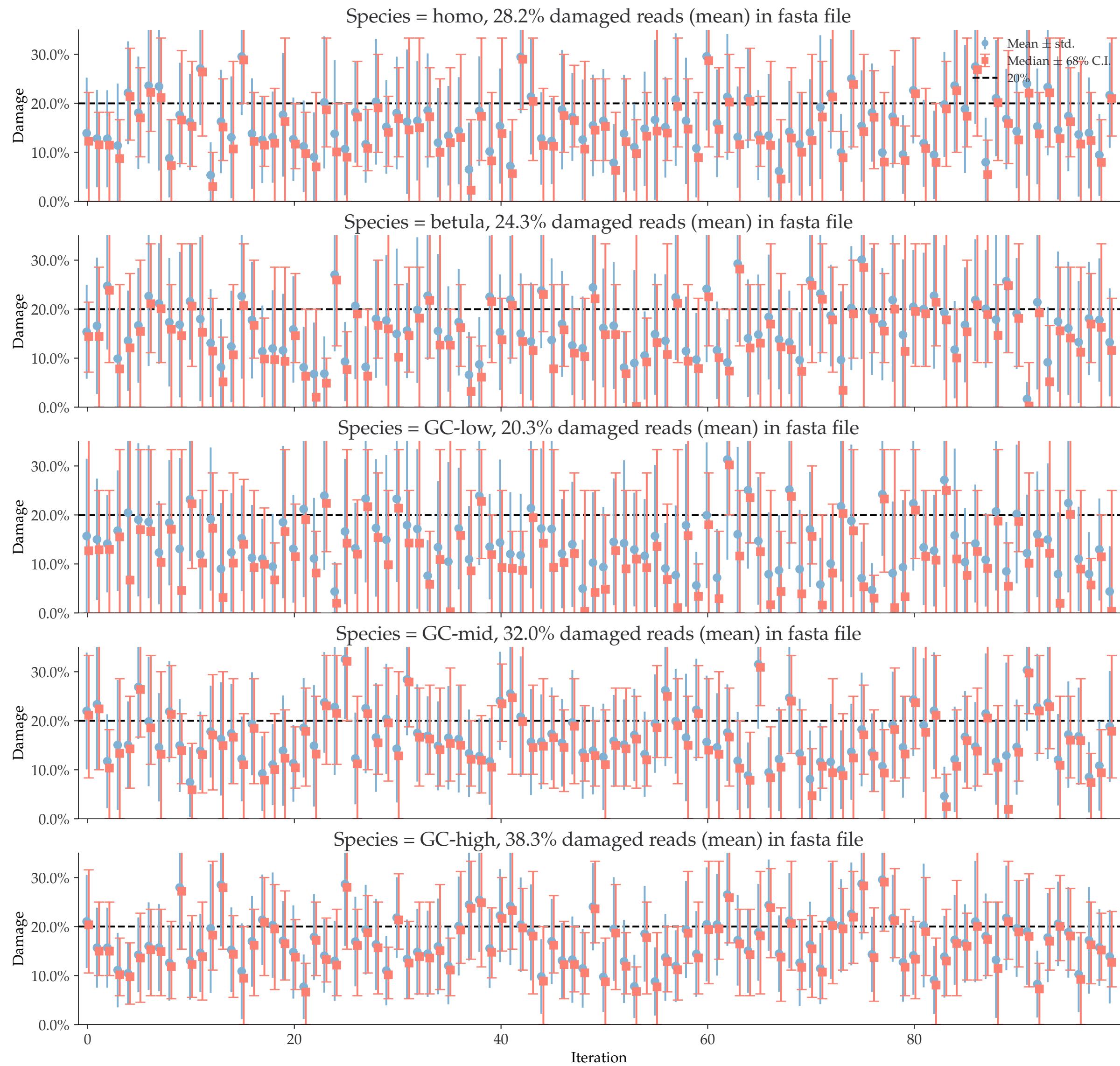
Individual damages:
 10 reads
 Briggs damage = 0.626
 Damage percent = 20%



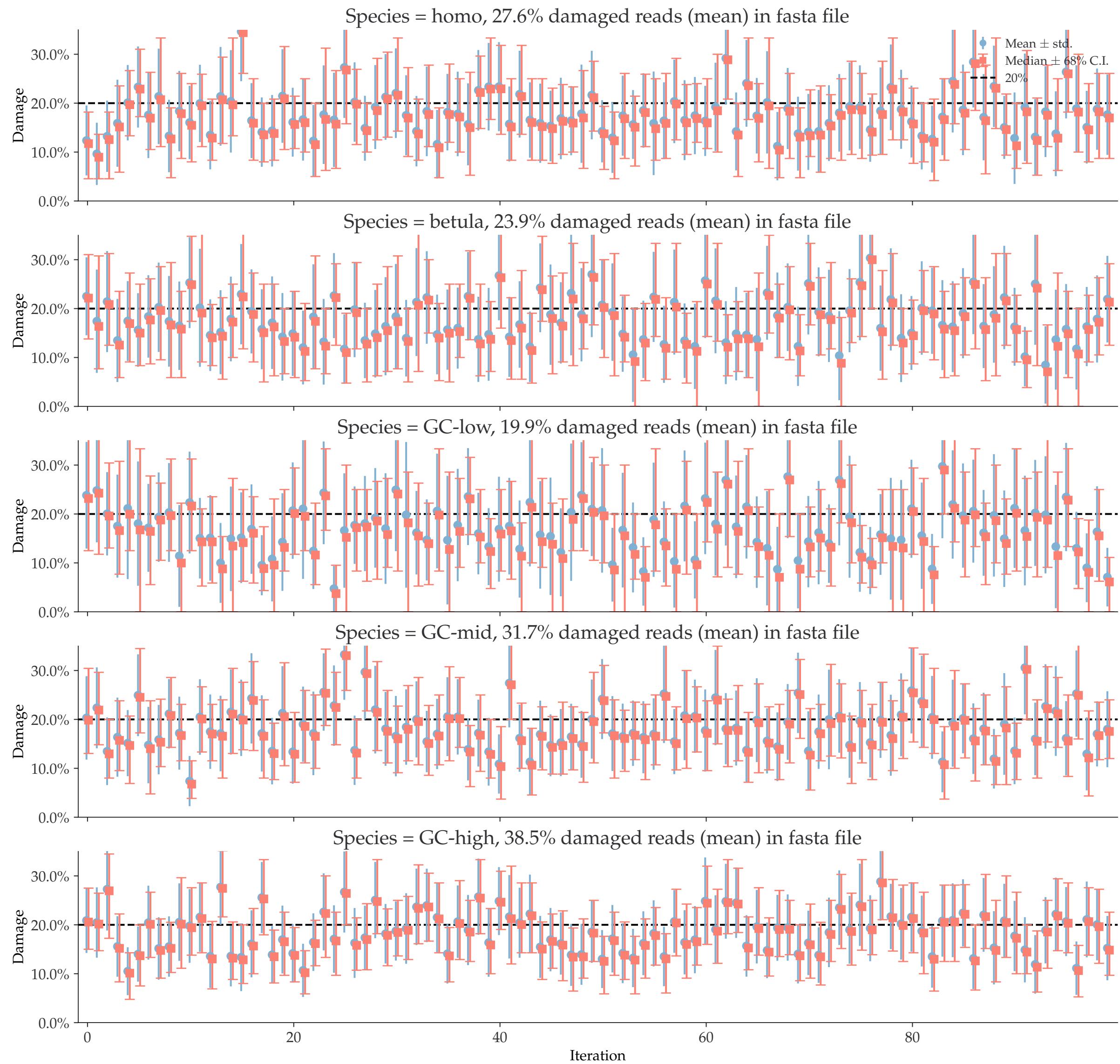
Individual damages:
 25 reads
 Briggs damage = 0.626
 Damage percent = 20%



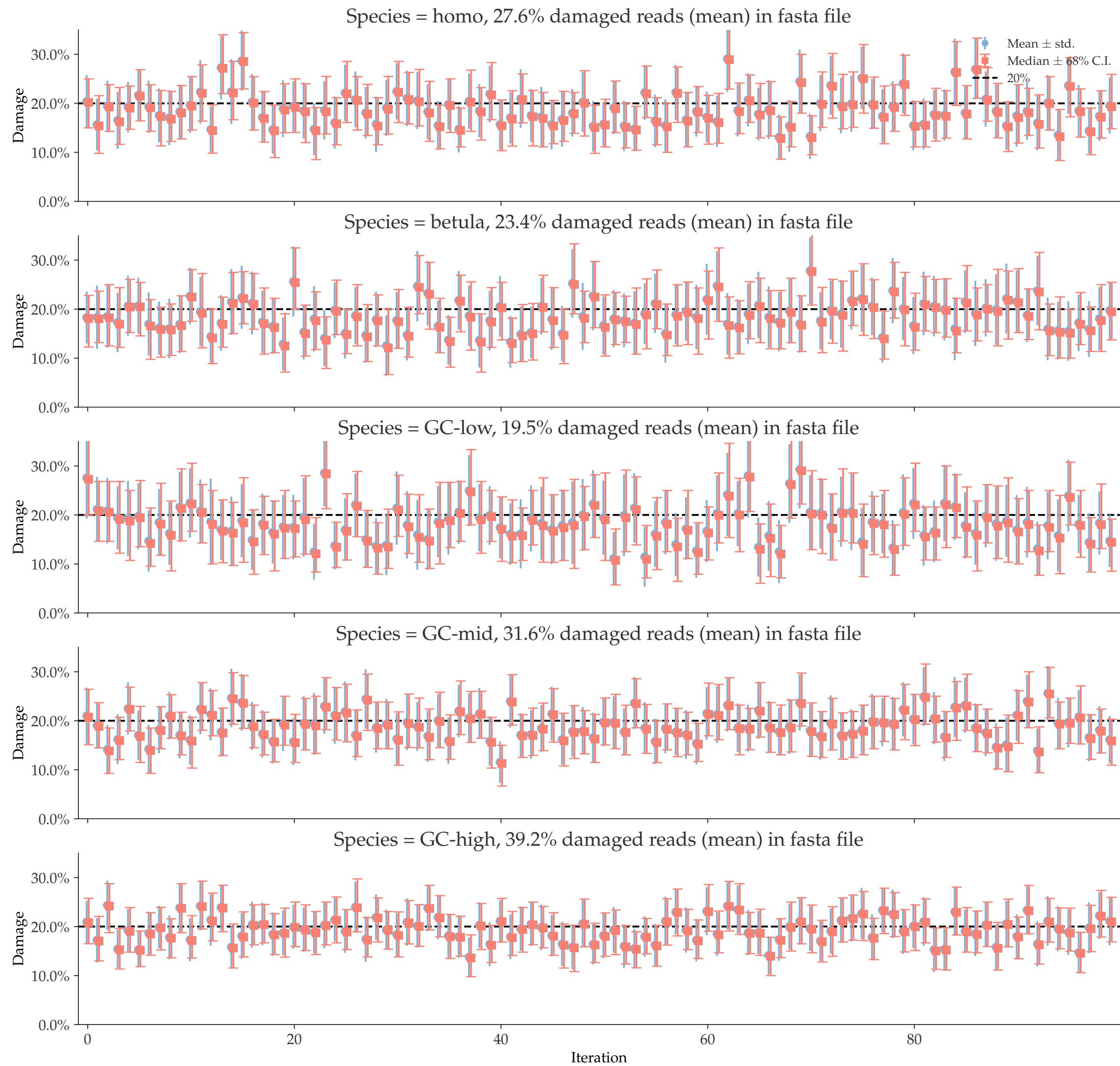
Individual damages:
 50 reads
 Briggs damage = 0.626
 Damage percent = 20%



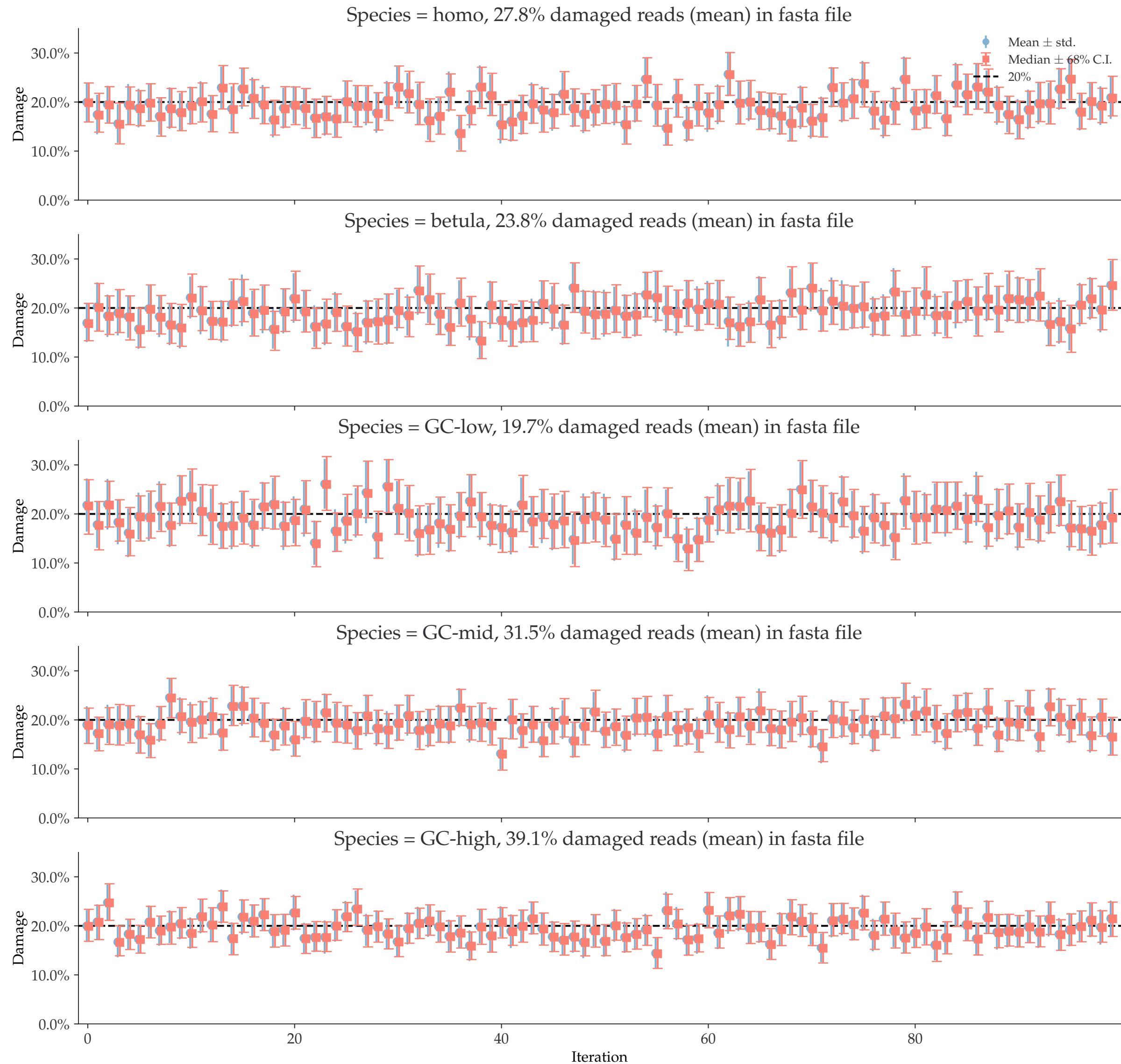
Individual damages:
 100 reads
 Briggs damage = 0.626
 Damage percent = 20%



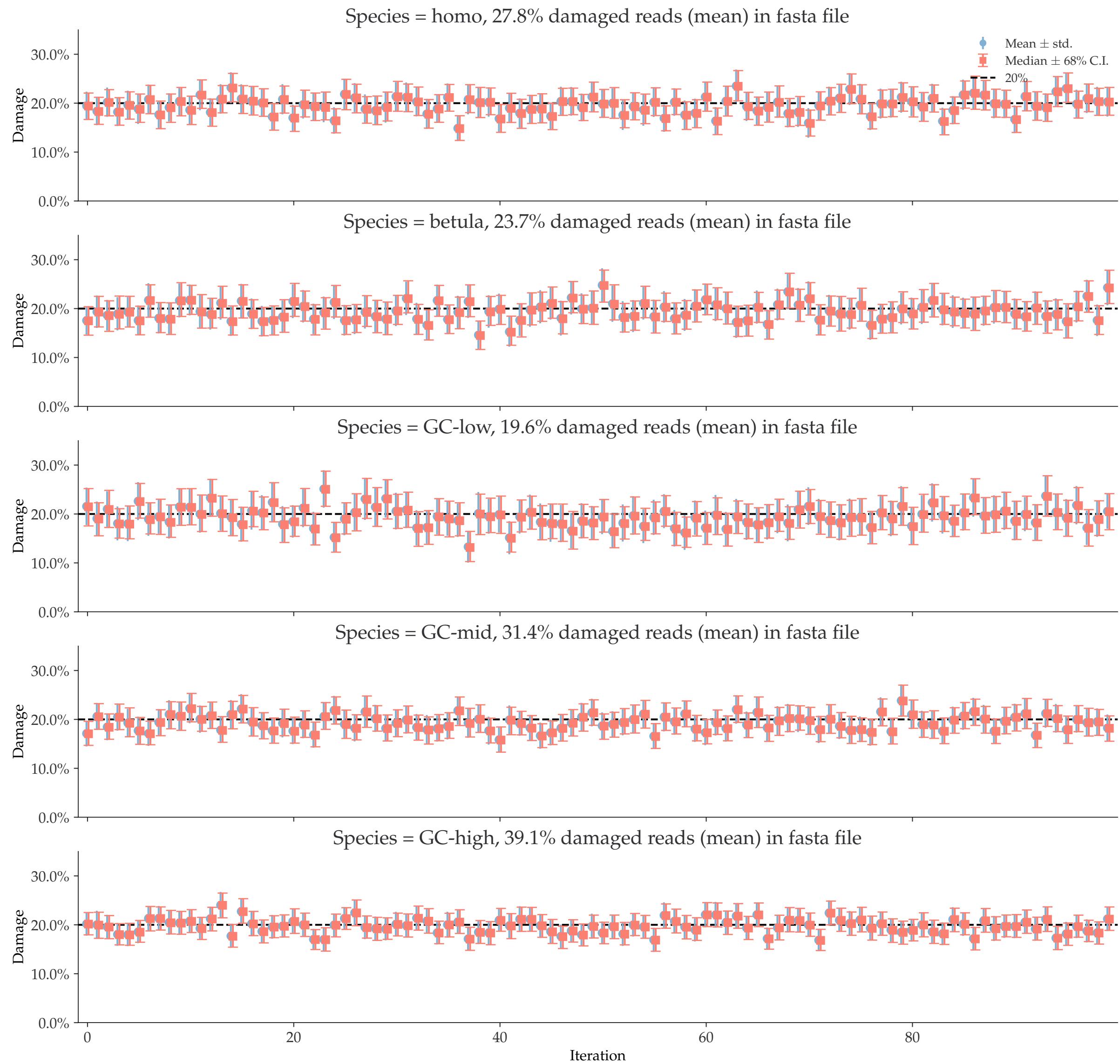
Individual damages:
250 reads
Briggs damage = 0.626
Damage percent = 20%



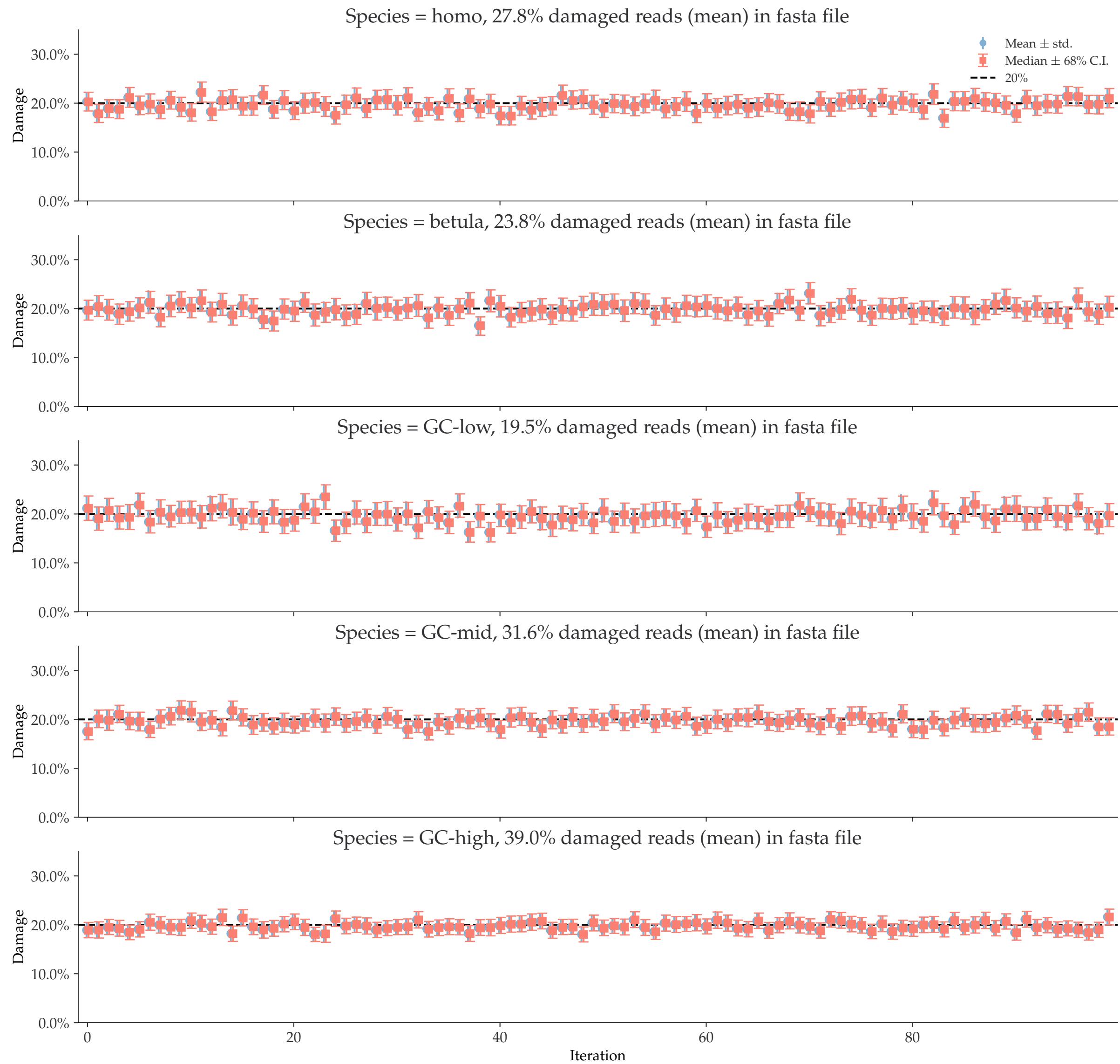
Individual damages:
500 reads
Briggs damage = 0.626
Damage percent = 20%



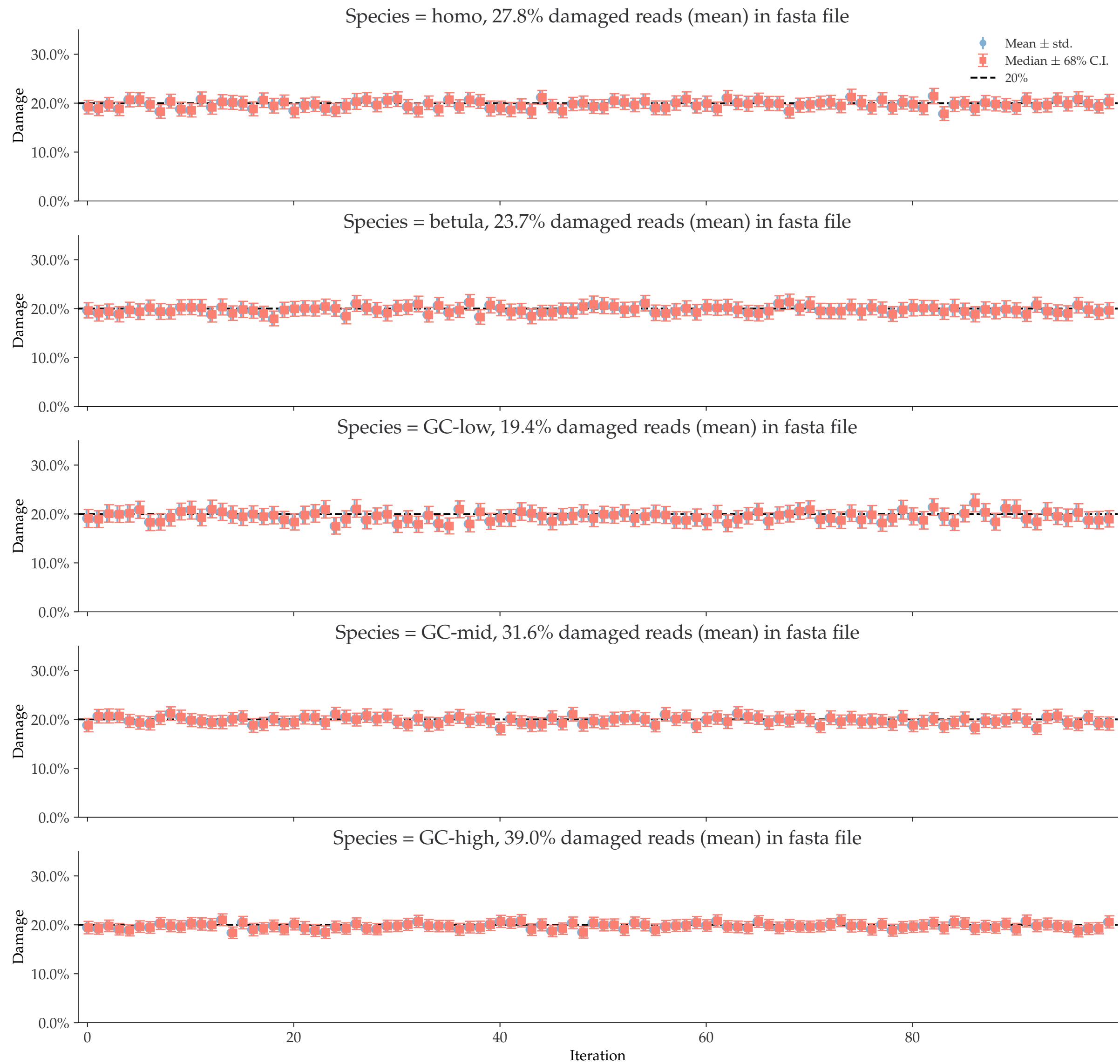
Individual damages:
1000 reads
Briggs damage = 0.626
Damage percent = 20%



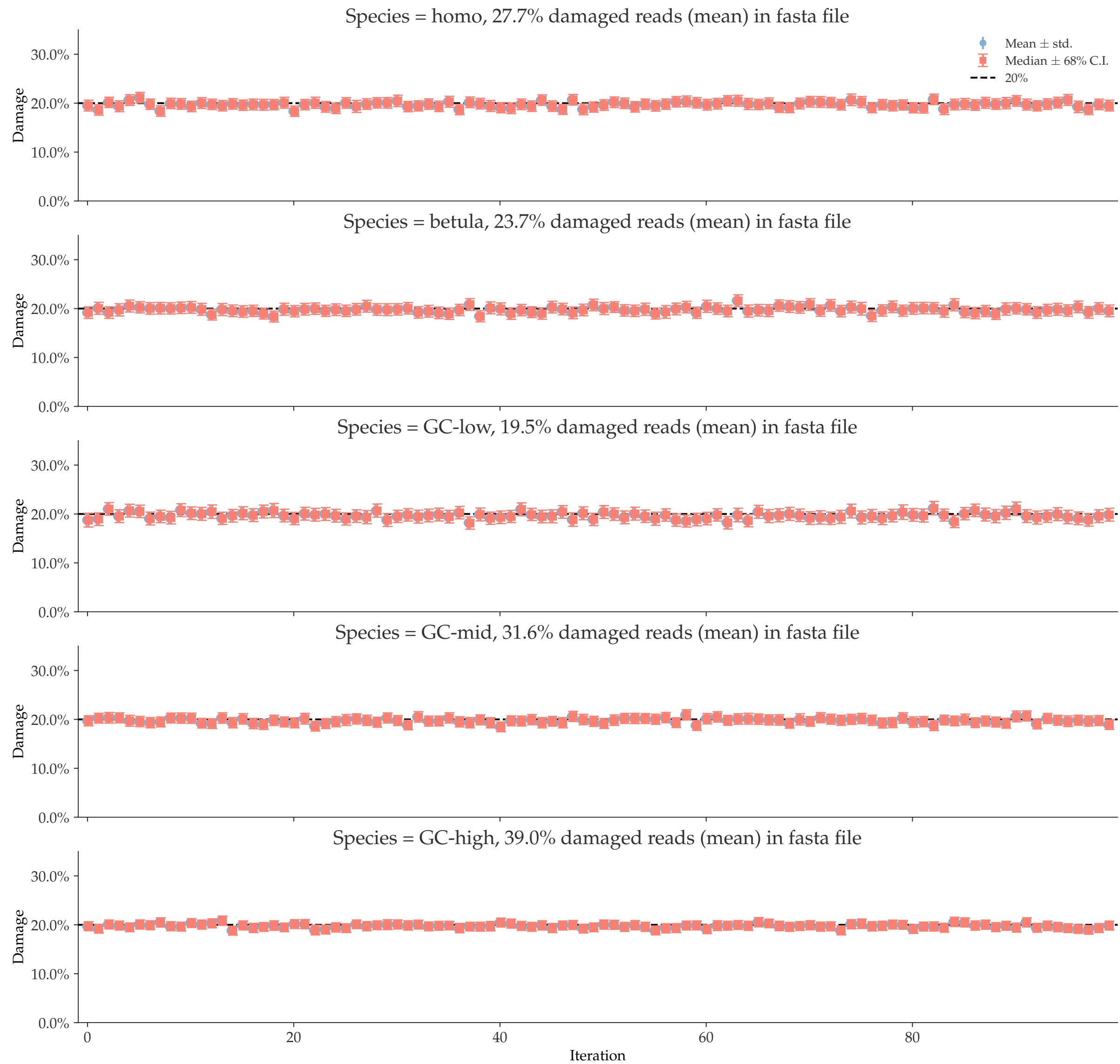
Individual damages:
2500 reads
Briggs damage = 0.626
Damage percent = 20%



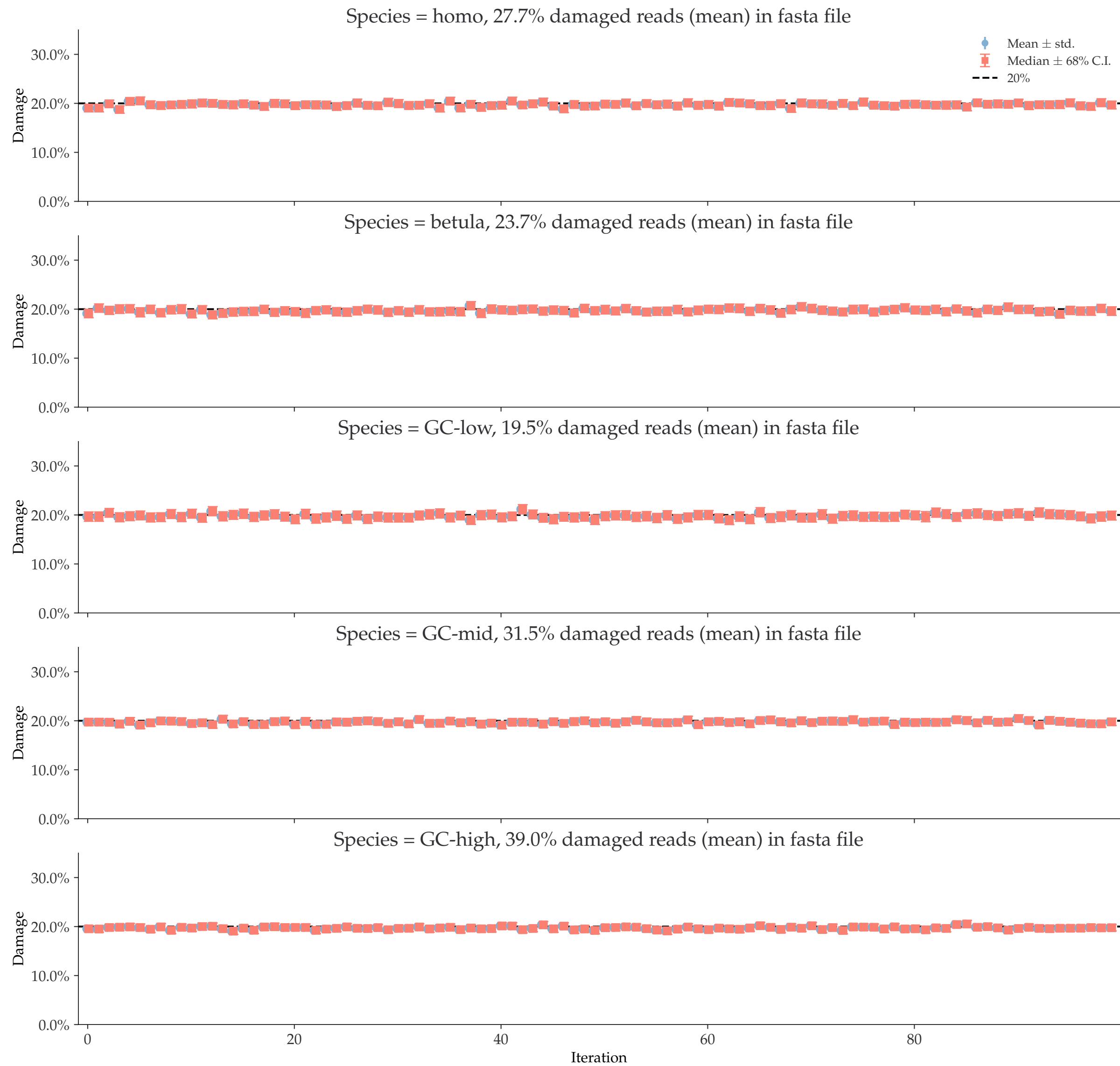
Individual damages:
5000 reads
Briggs damage = 0.626
Damage percent = 20%



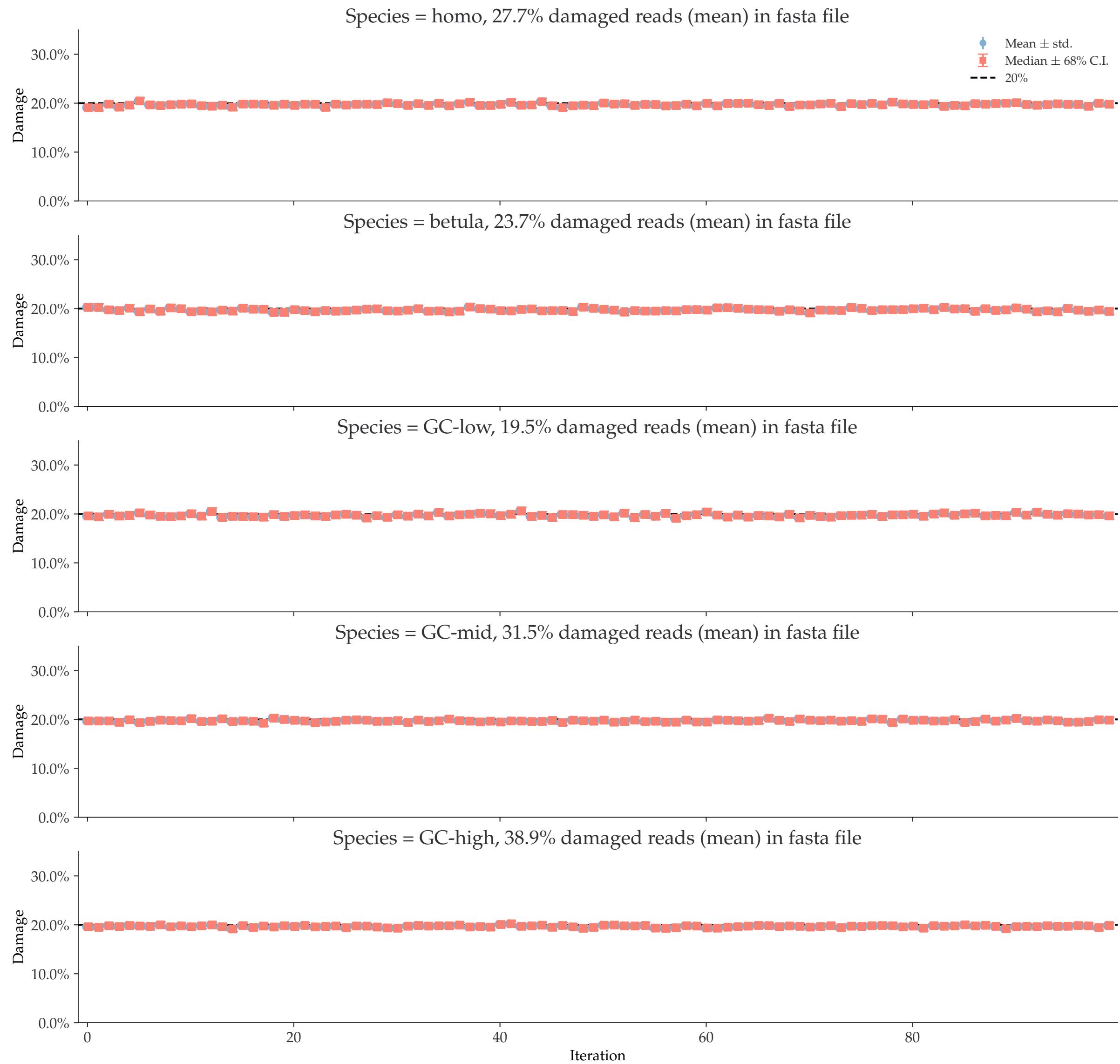
Individual damages:
10000 reads
Briggs damage = 0.626
Damage percent = 20%



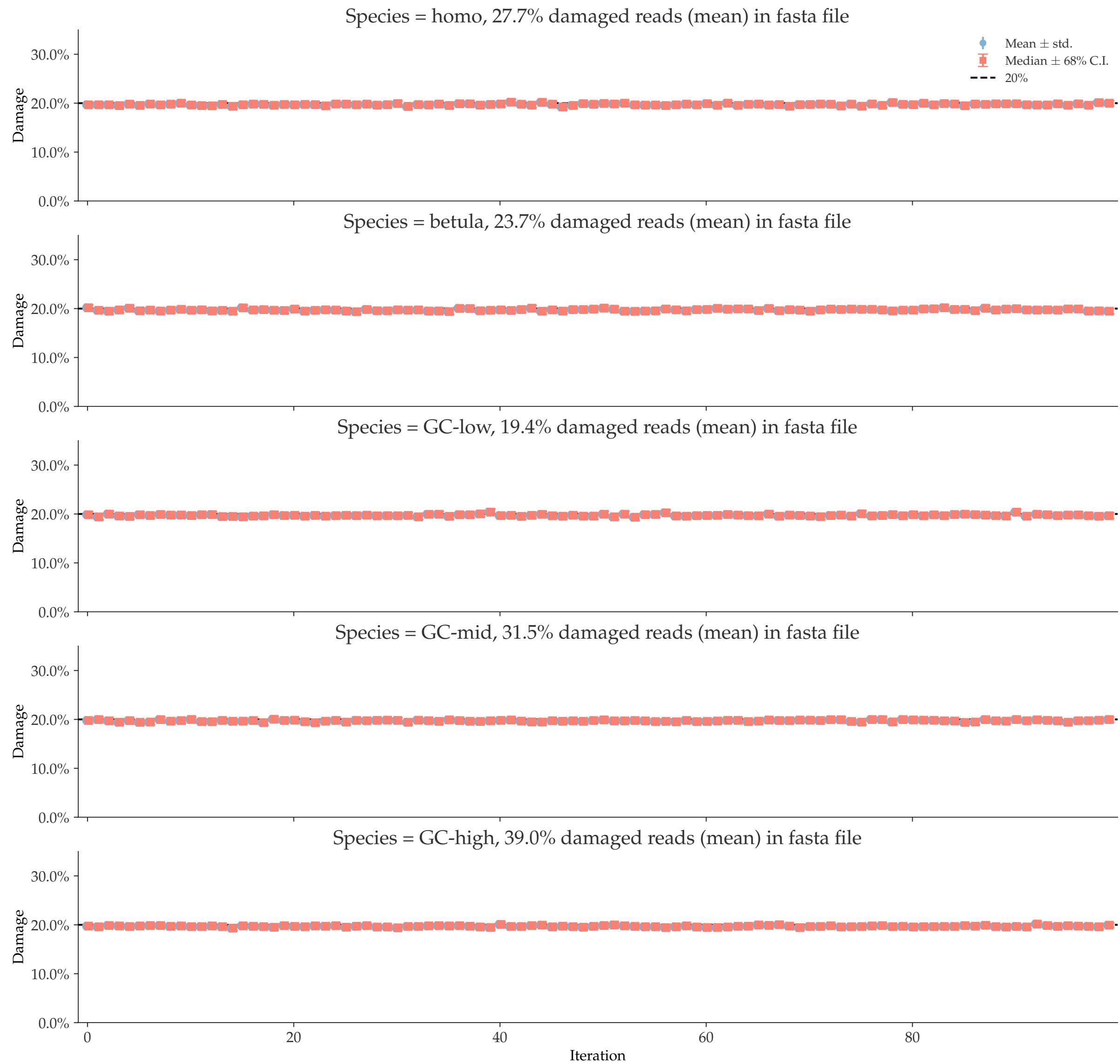
Individual damages:
25000 reads
Briggs damage = 0.626
Damage percent = 20%



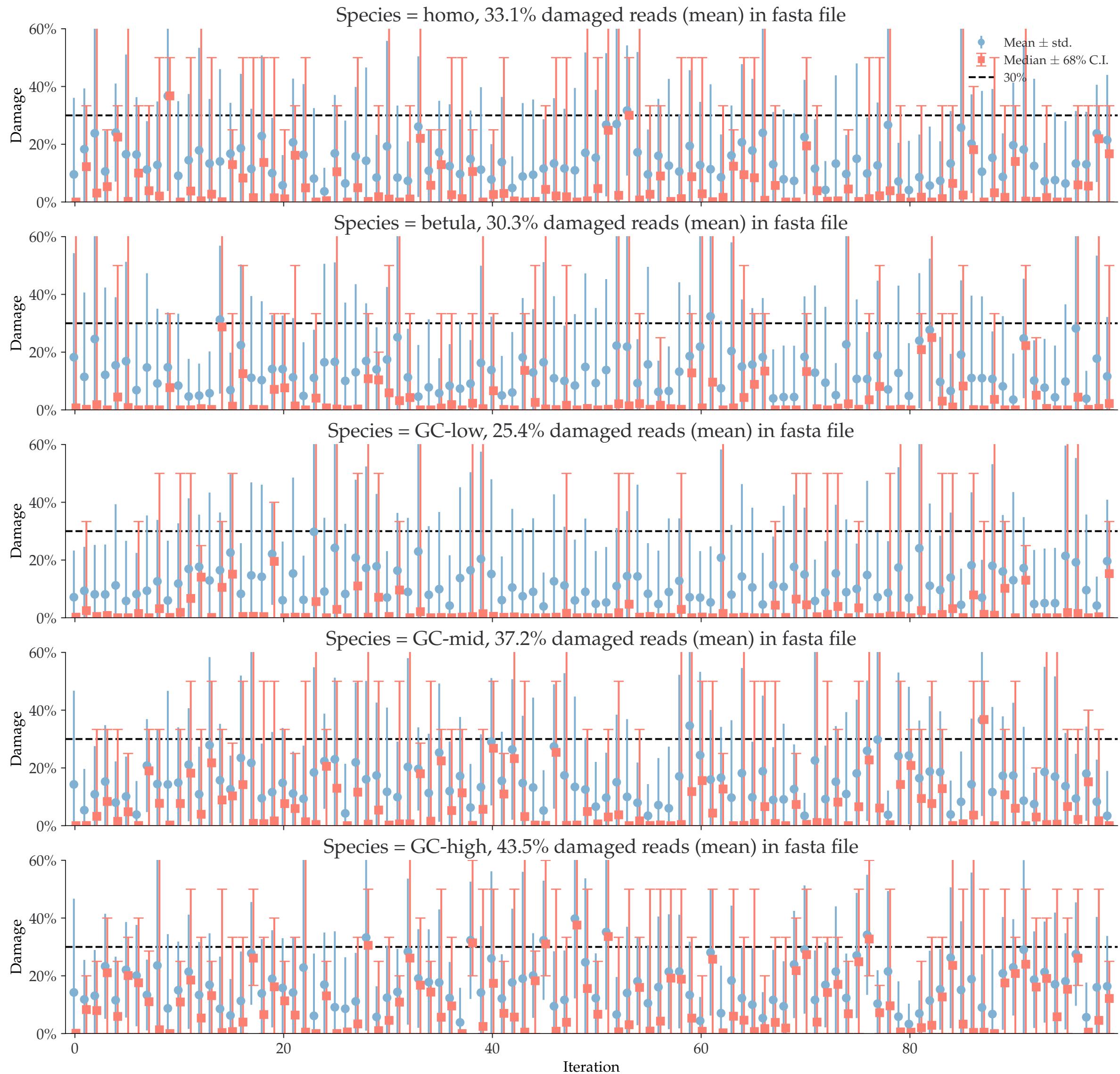
Individual damages:
50000 reads
Briggs damage = 0.626
Damage percent = 20%



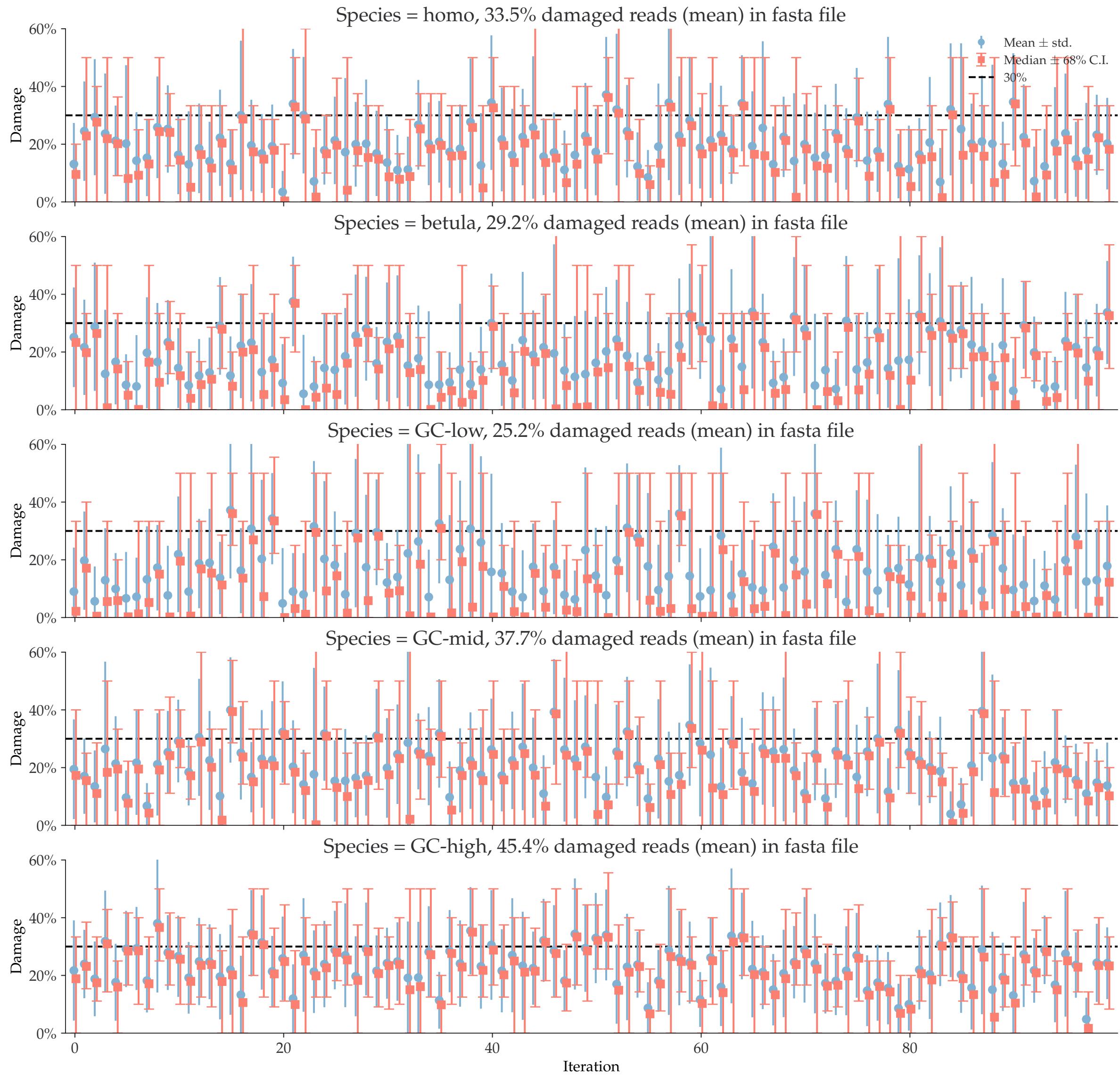
Individual damages:
100000 reads
Briggs damage = 0.626
Damage percent = 20%



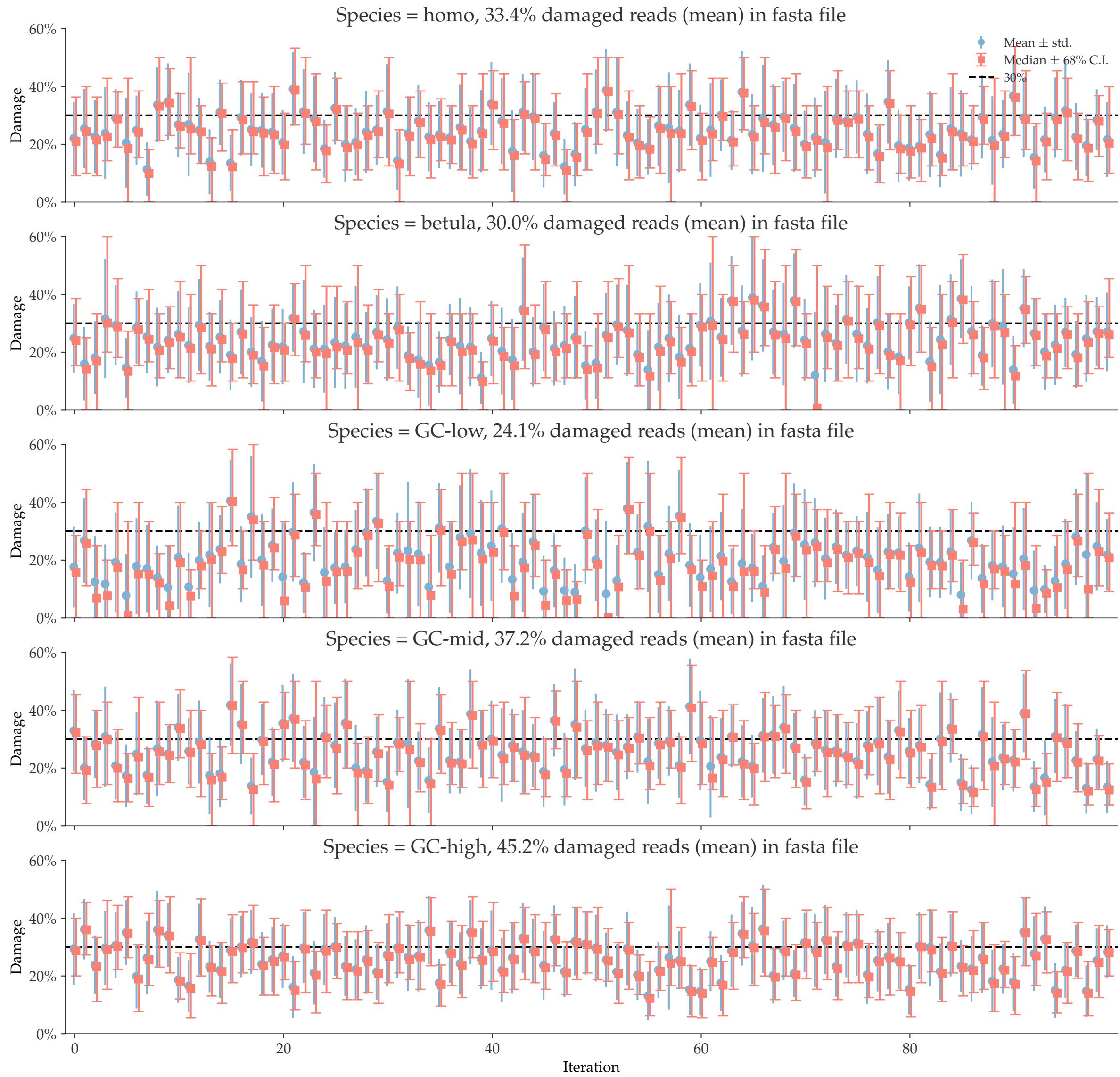
Individual damages:
 10 reads
 Briggs damage = 0.96
 Damage percent = 30%



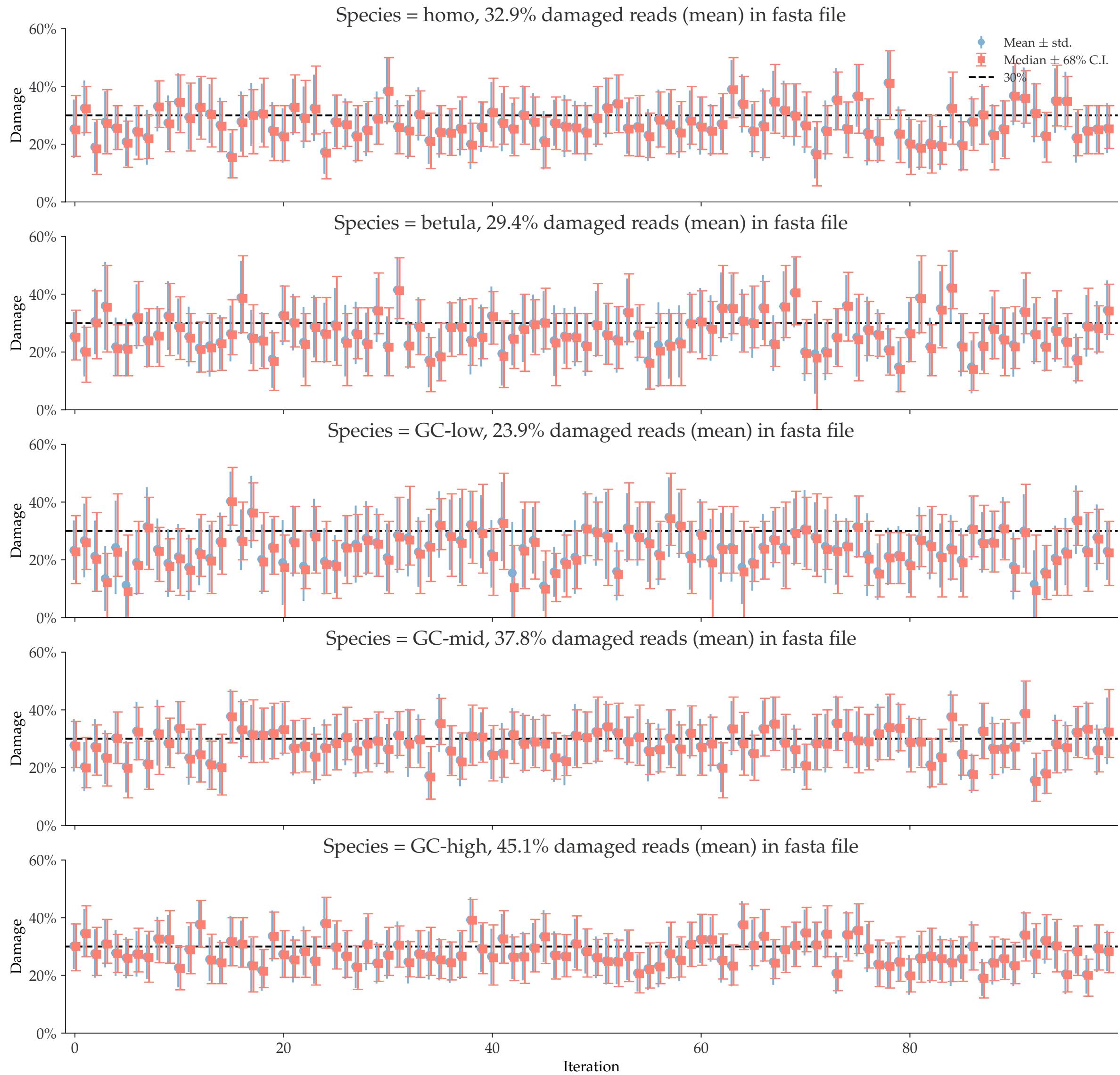
Individual damages:
 25 reads
 Briggs damage = 0.96
 Damage percent = 30%



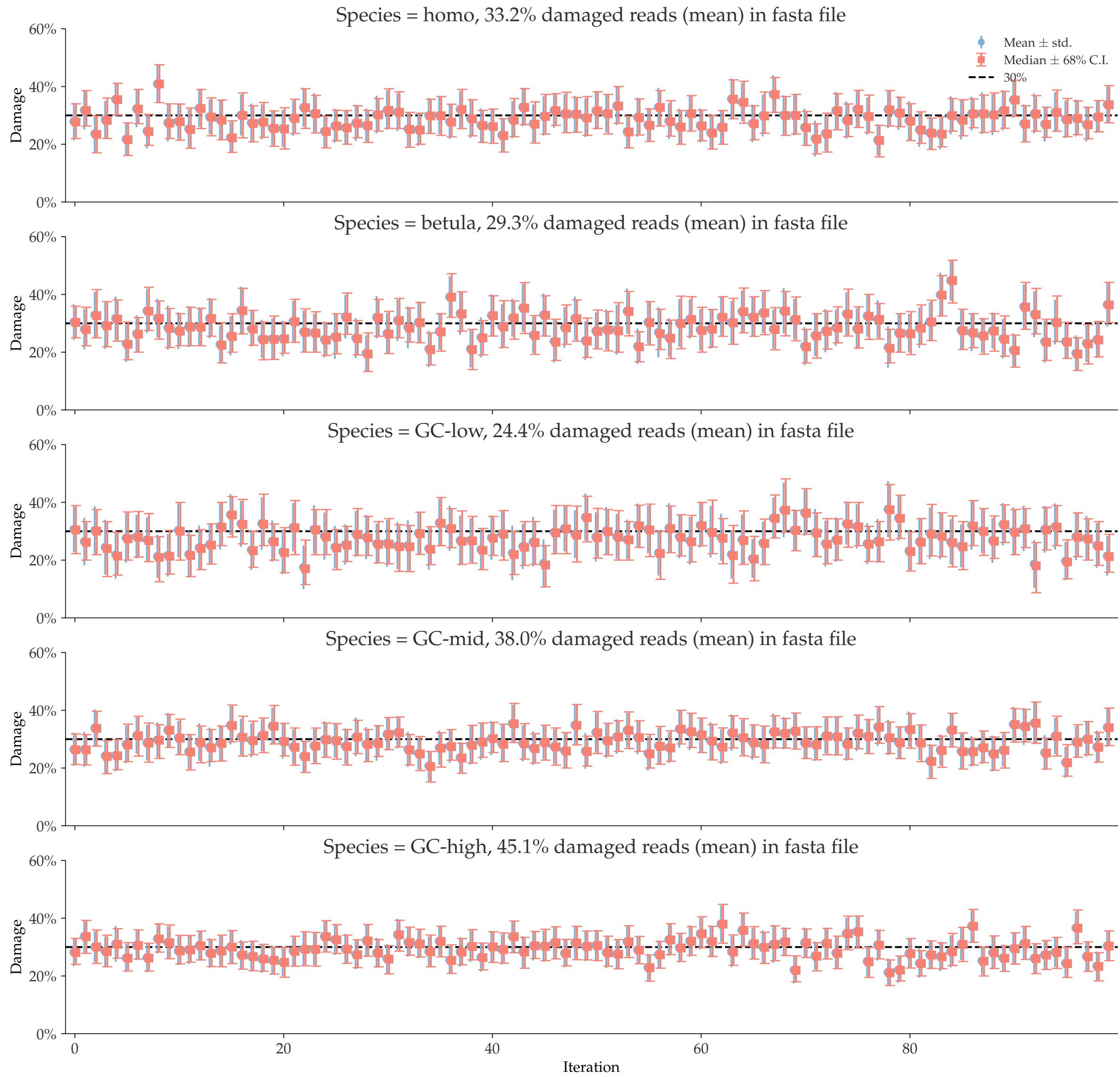
Individual damages:
 50 reads
 Briggs damage = 0.96
 Damage percent = 30%



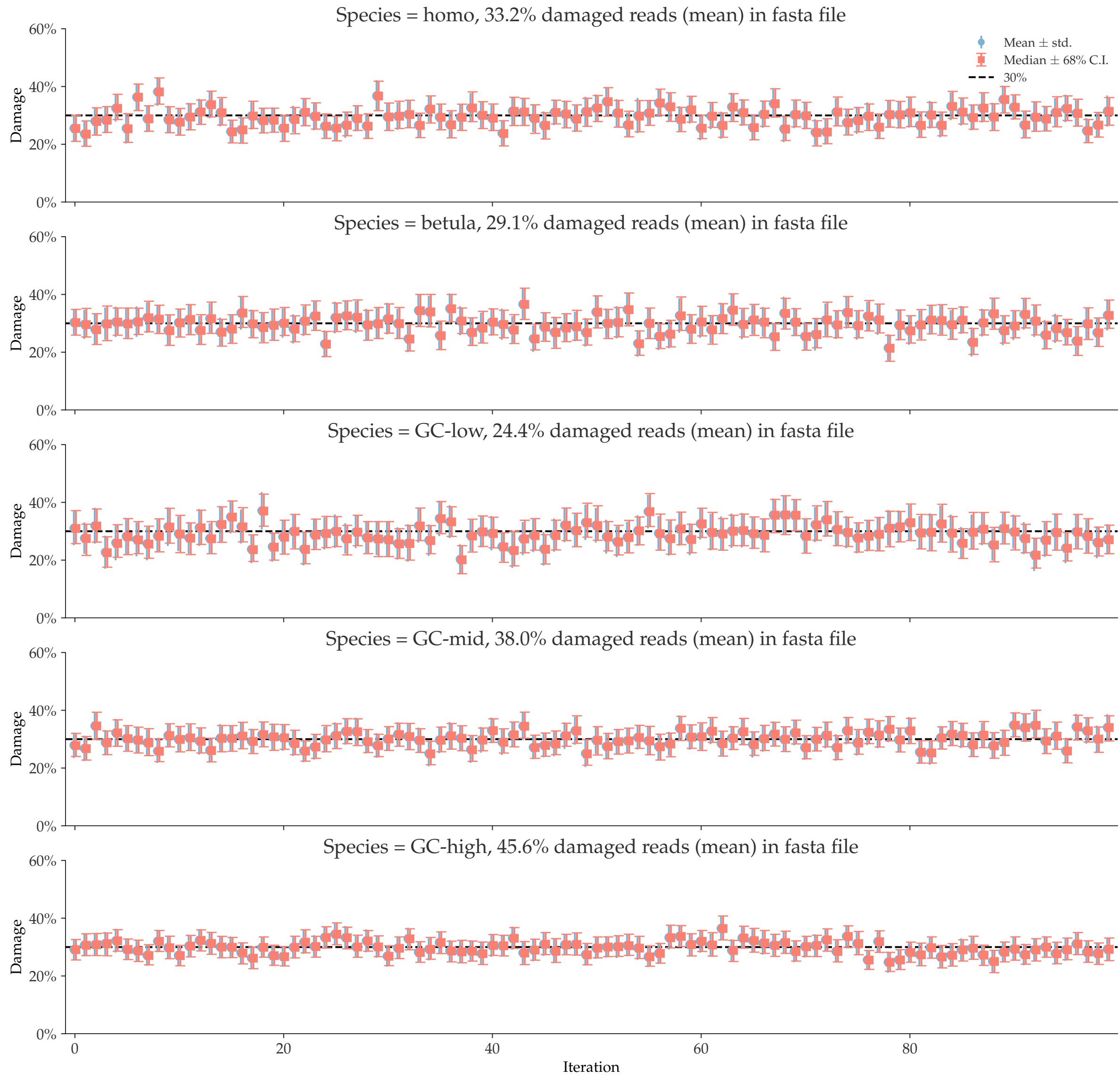
Individual damages:
 100 reads
 Briggs damage = 0.96
 Damage percent = 30%



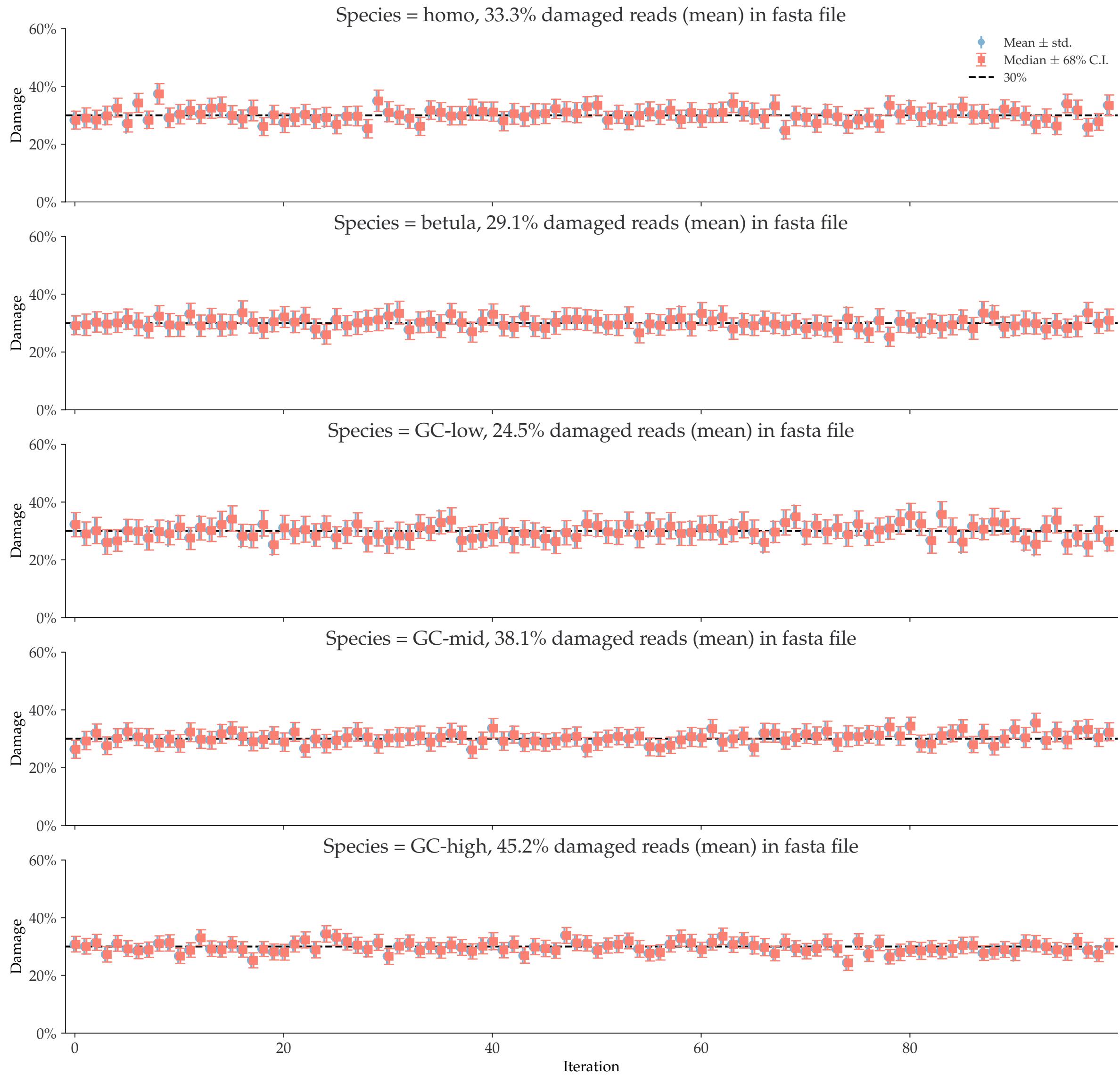
Individual damages:
250 reads
Briggs damage = 0.96
Damage percent = 30%



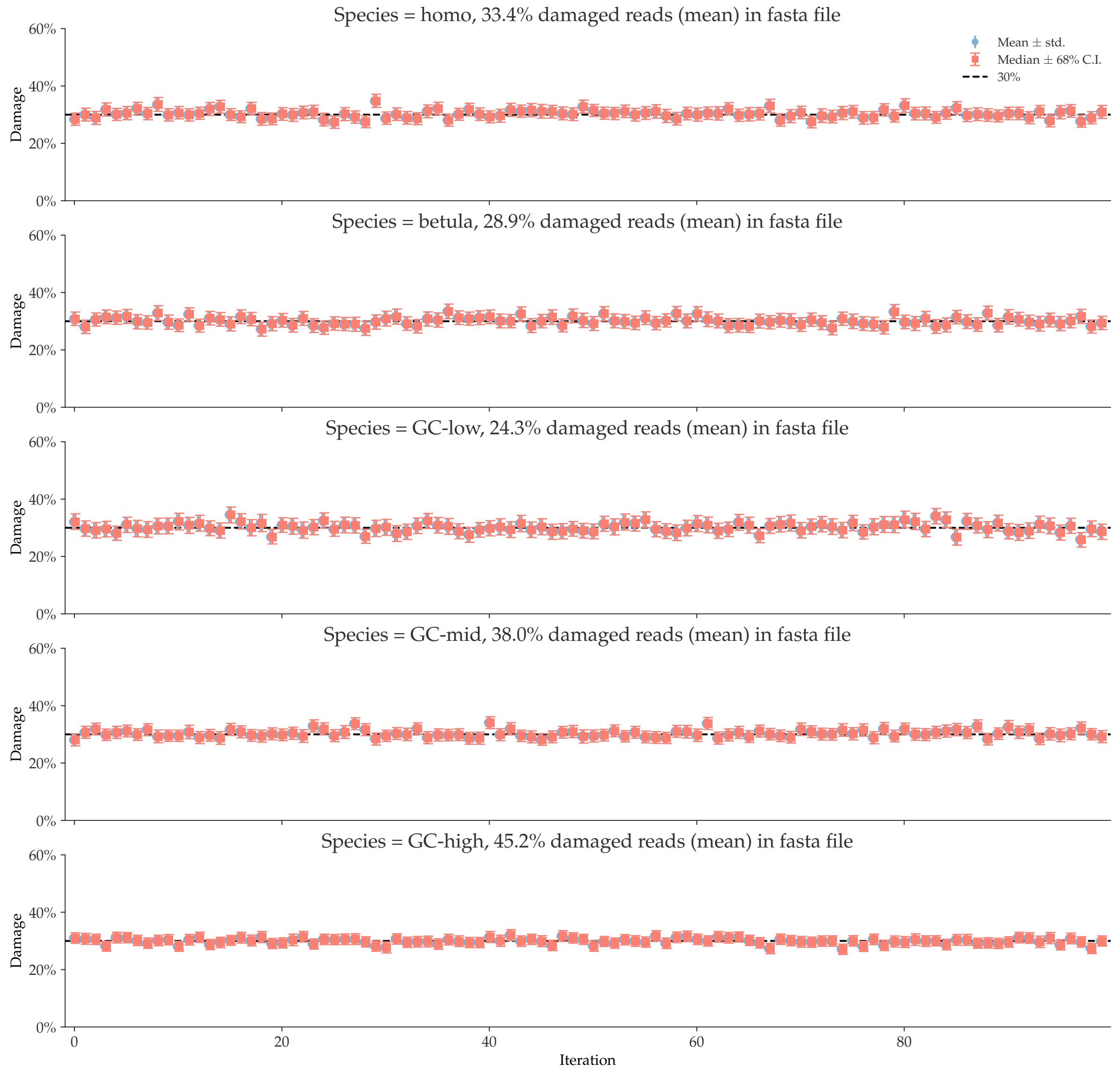
Individual damages:
500 reads
Briggs damage = 0.96
Damage percent = 30%



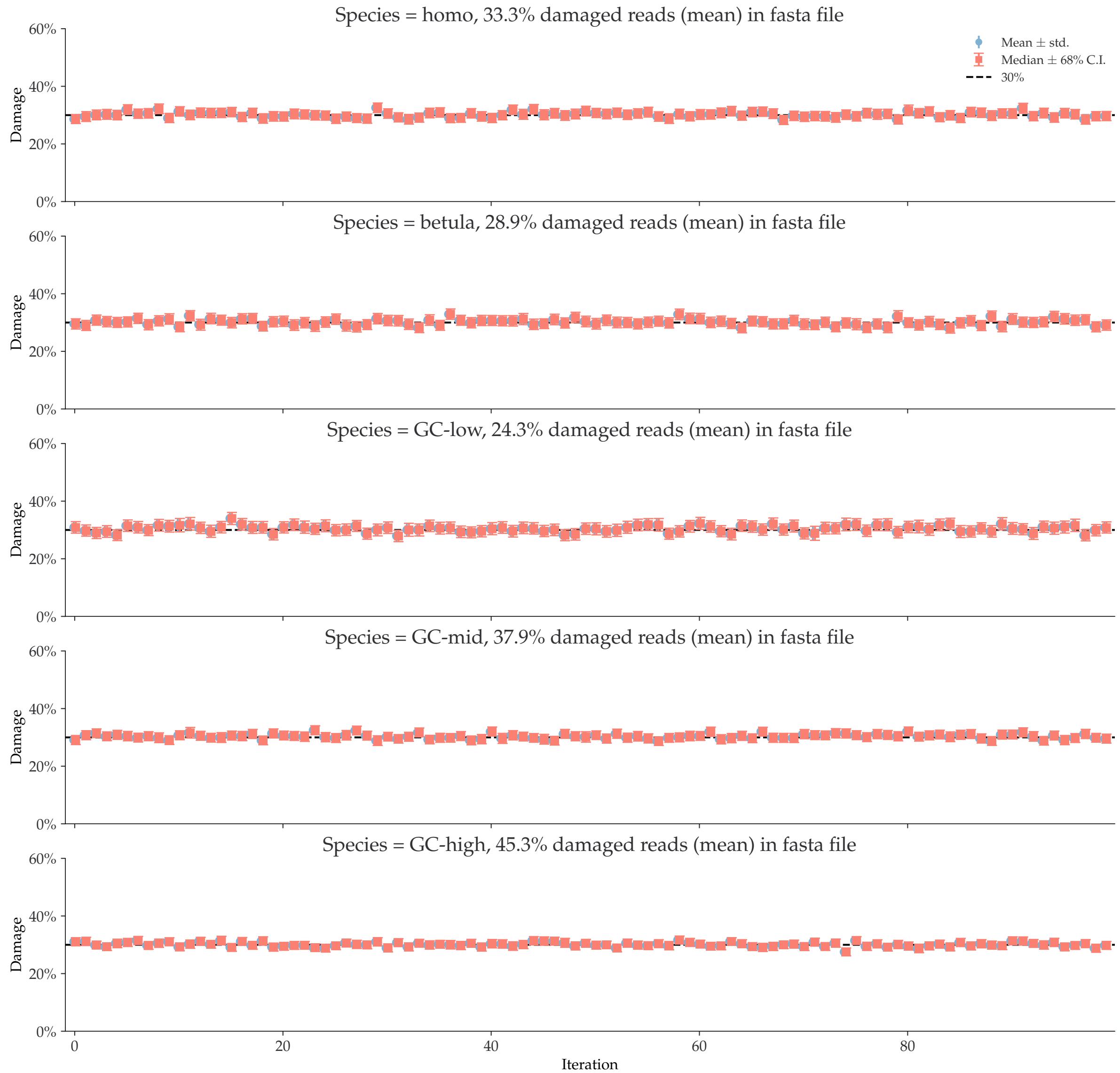
Individual damages:
1000 reads
Briggs damage = 0.96
Damage percent = 30%



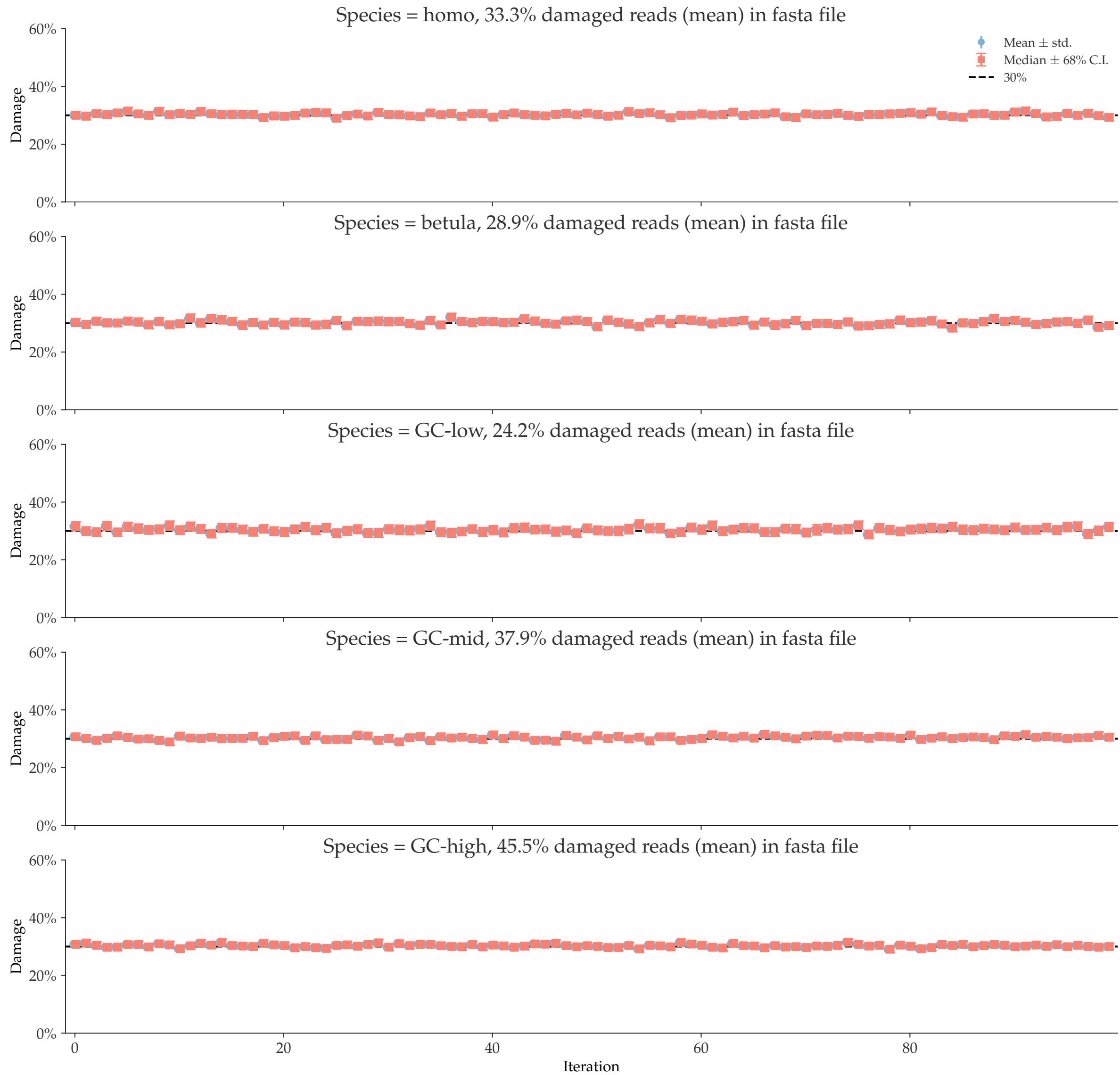
Individual damages:
2500 reads
Briggs damage = 0.96
Damage percent = 30%



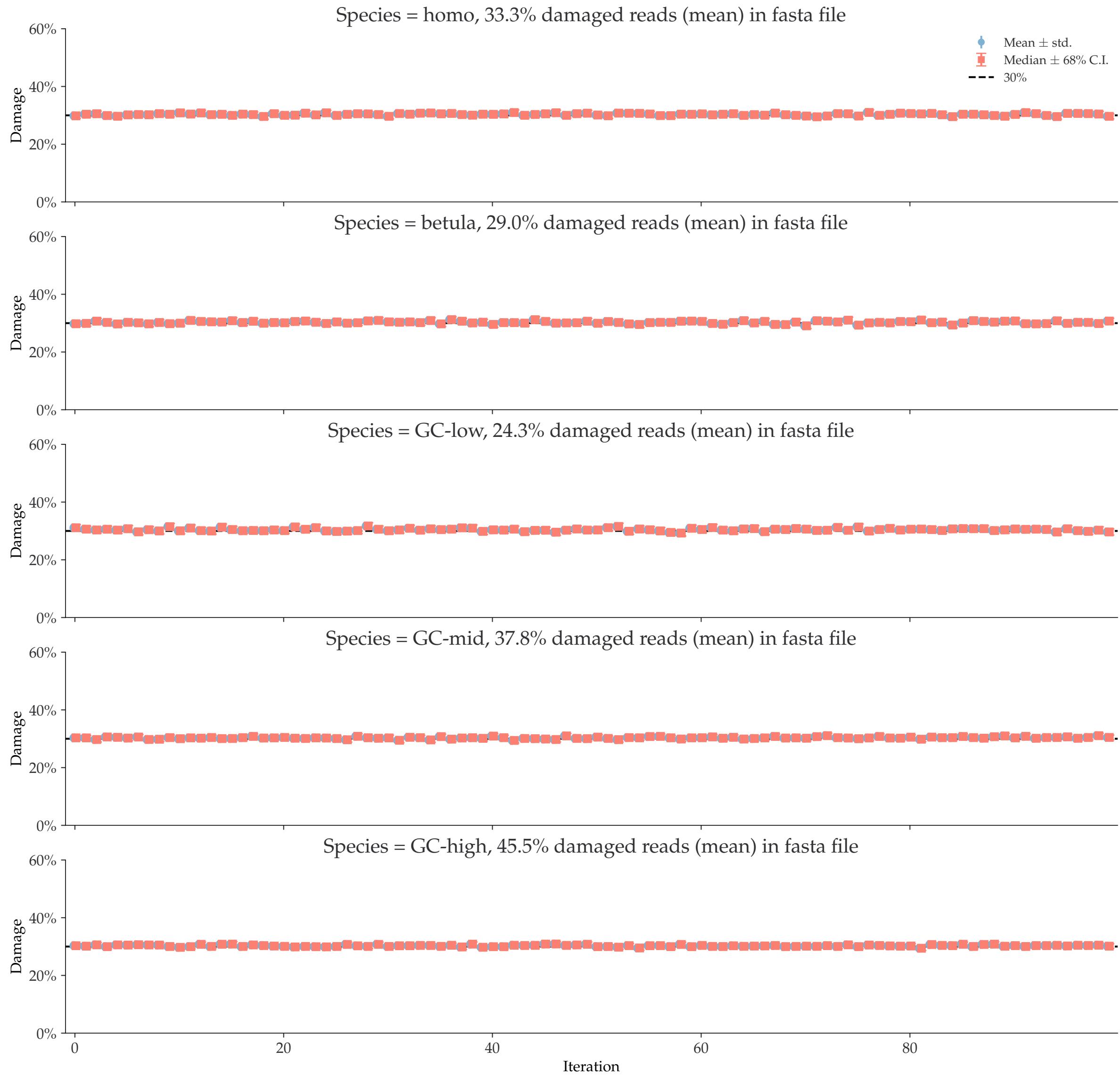
Individual damages:
5000 reads
Briggs damage = 0.96
Damage percent = 30%



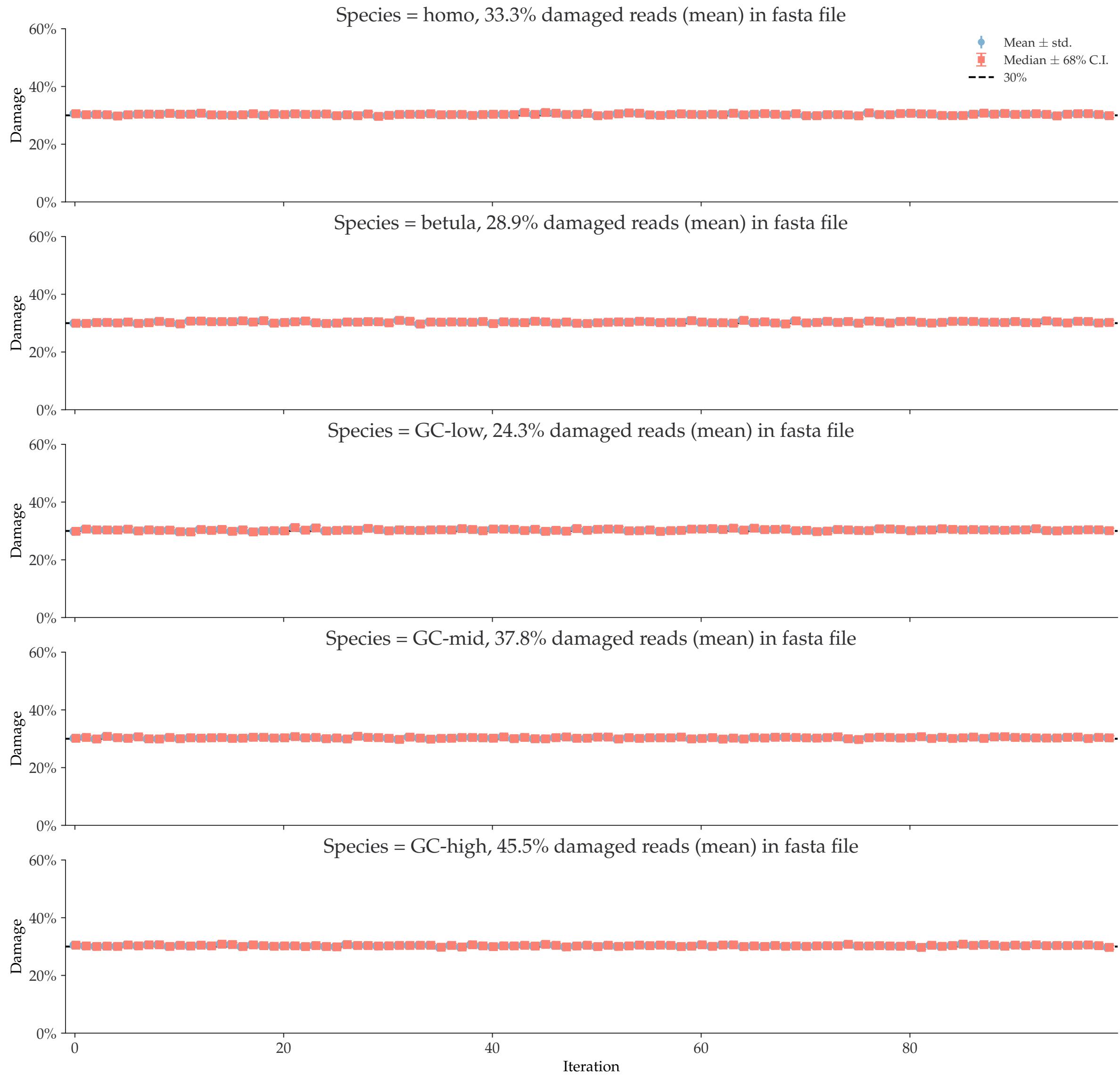
Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent = 30%



Individual damages:
25000 reads
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Individual damages:
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100000 reads
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