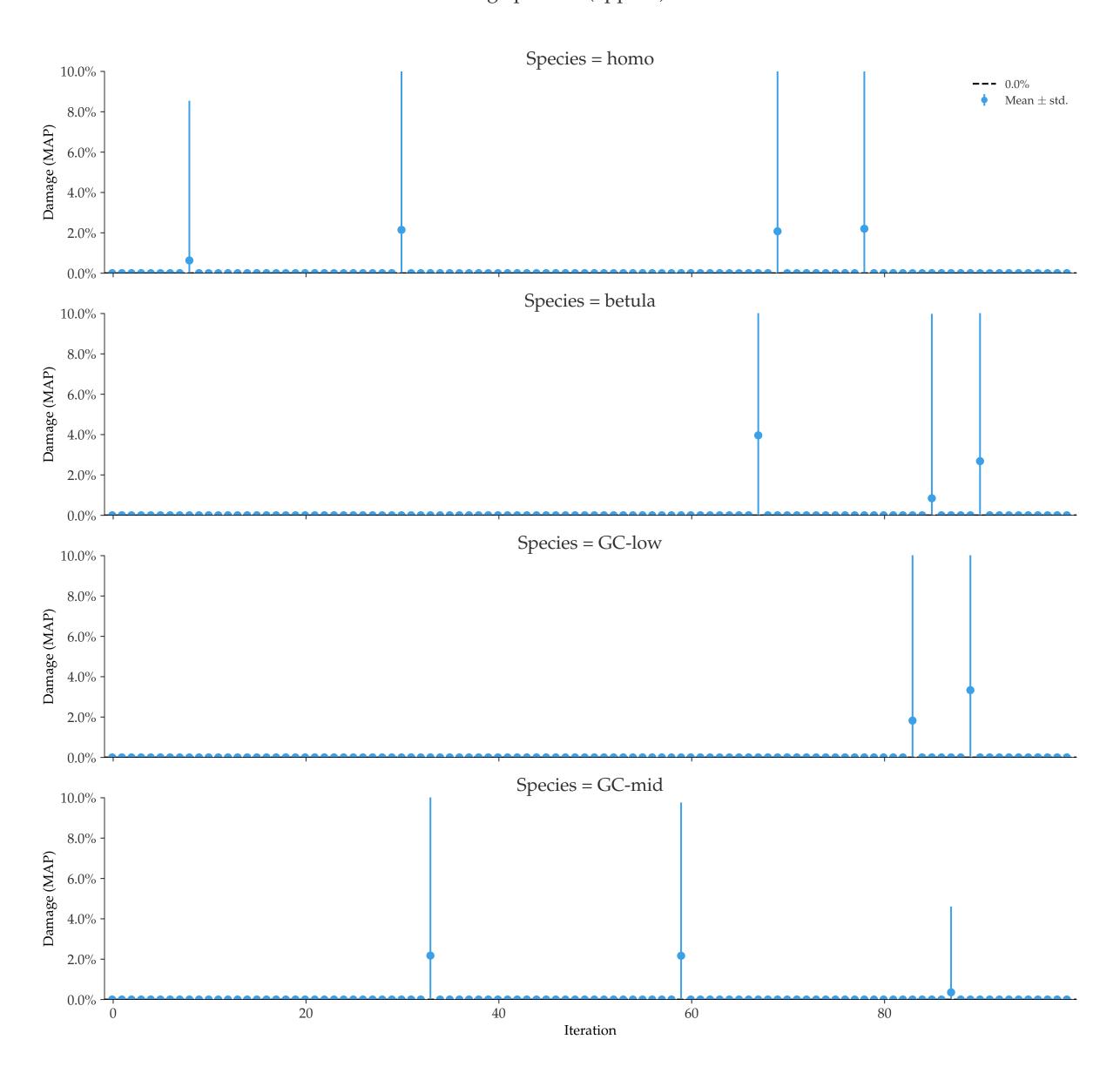
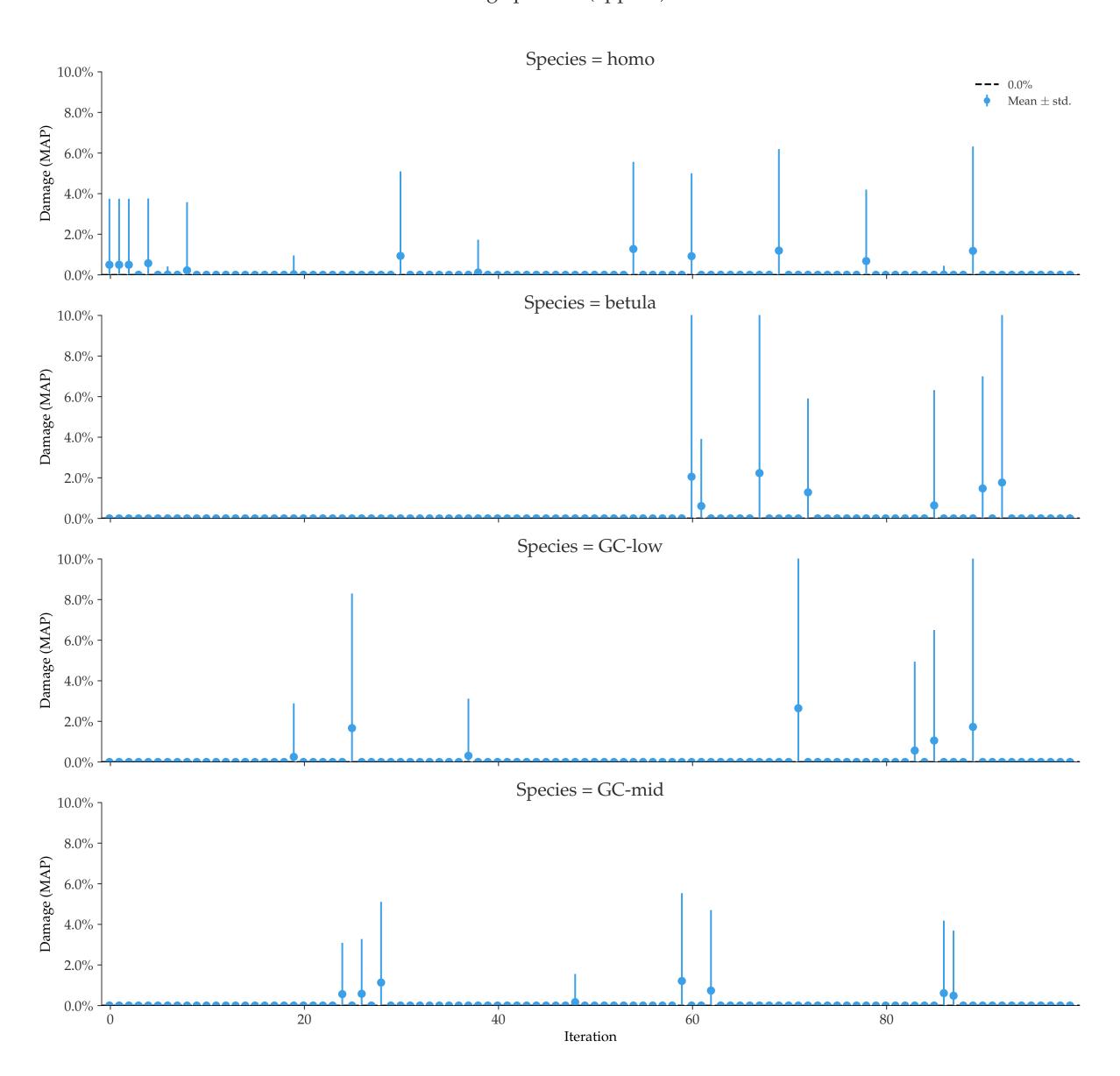
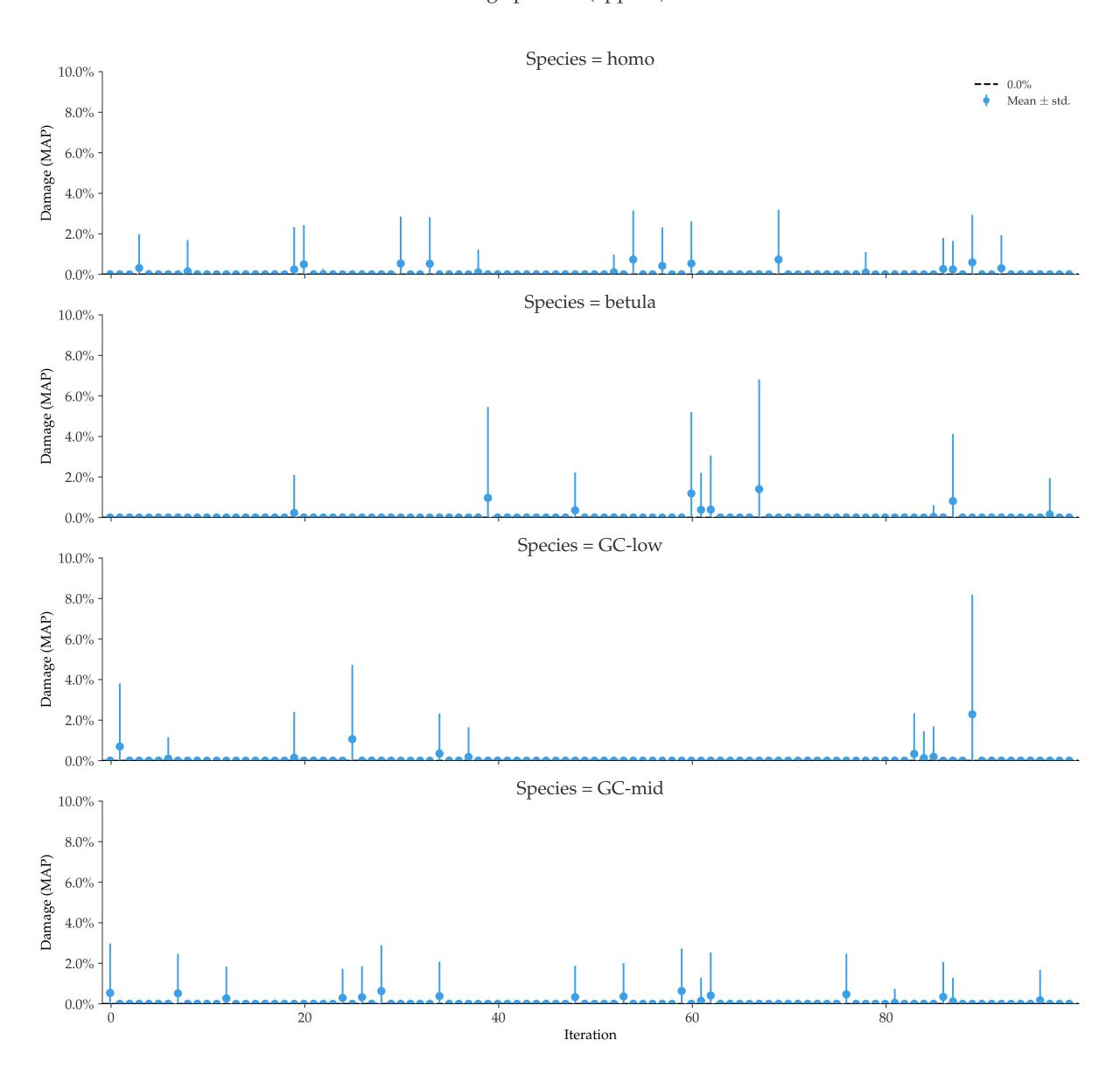
Individual damages: 10 reads Briggs damage = 0.0 Damage percent (approx) = 0%



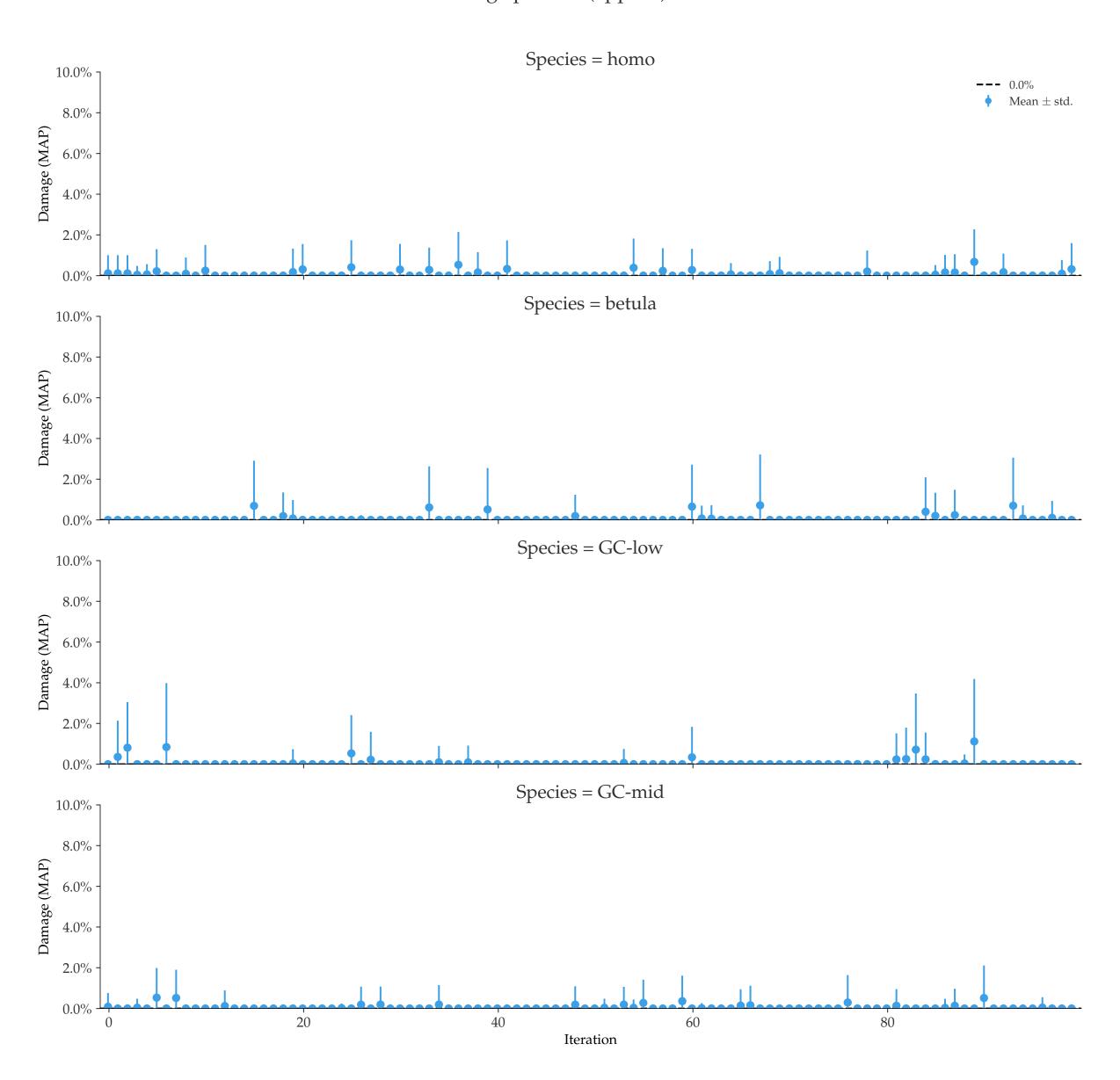
Individual damages:
25 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



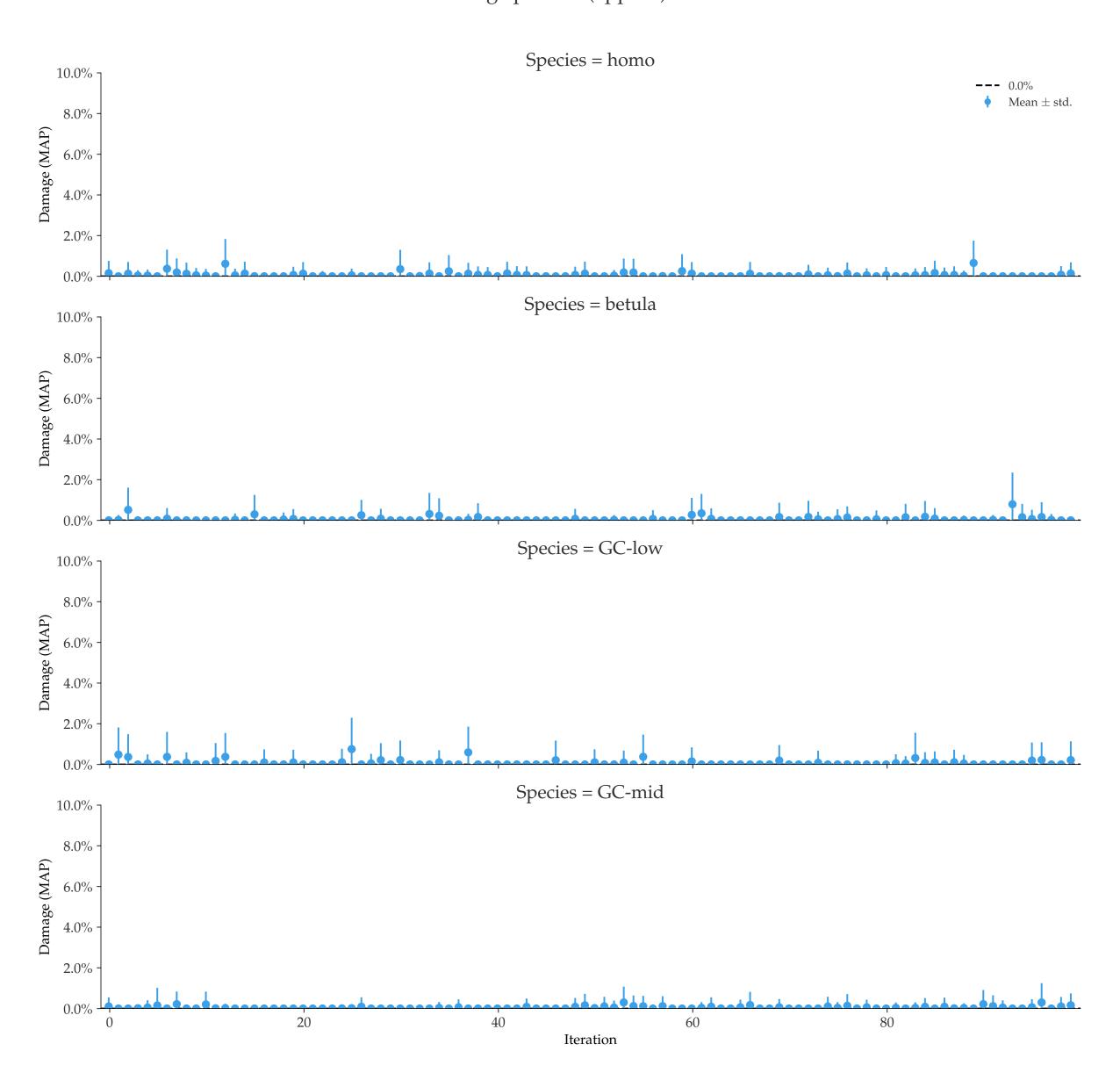
Individual damages: 50 reads Briggs damage = 0.0 Damage percent (approx) = 0%



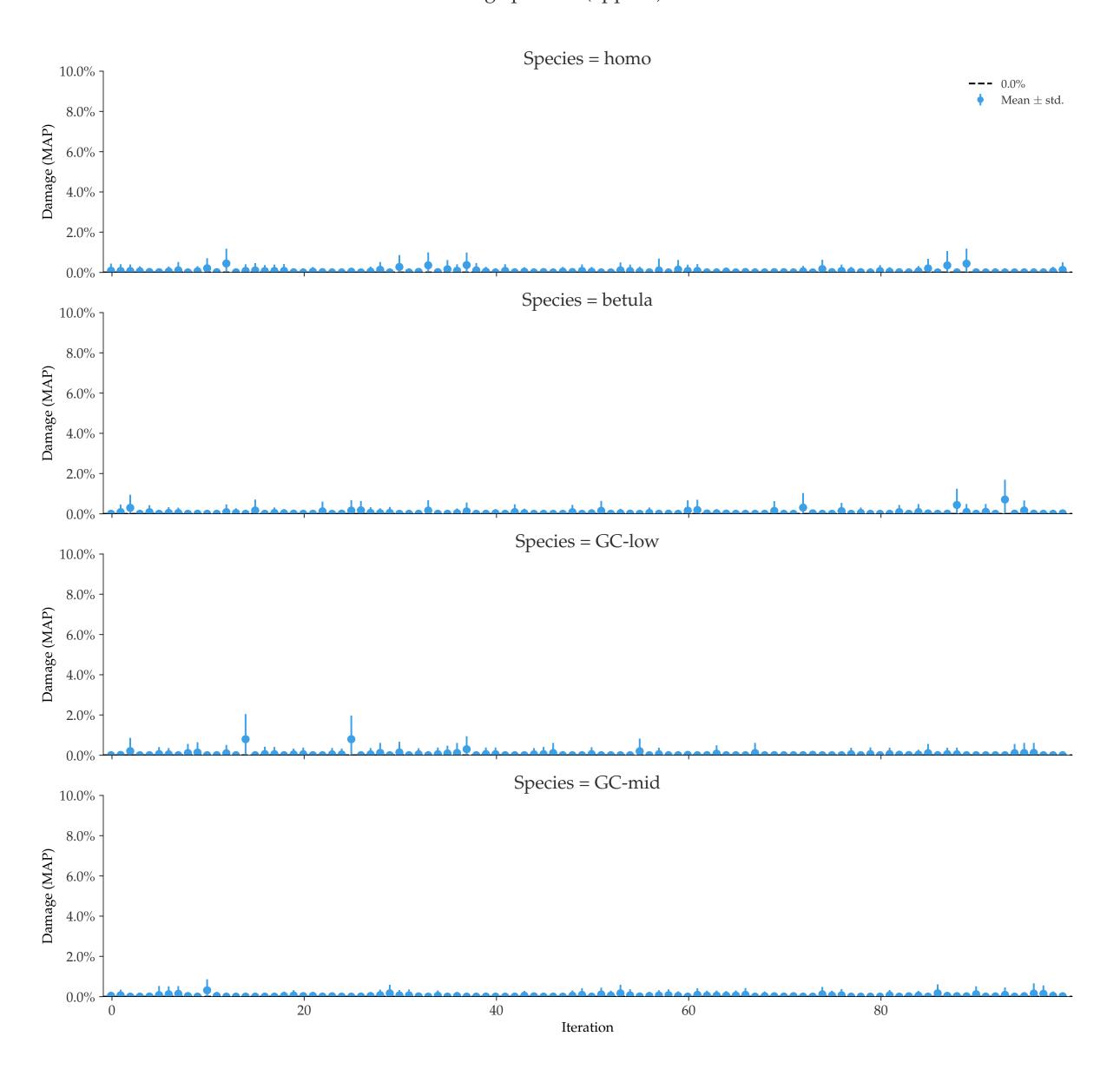
Individual damages: 100 reads Briggs damage = 0.0 Damage percent (approx) = 0%



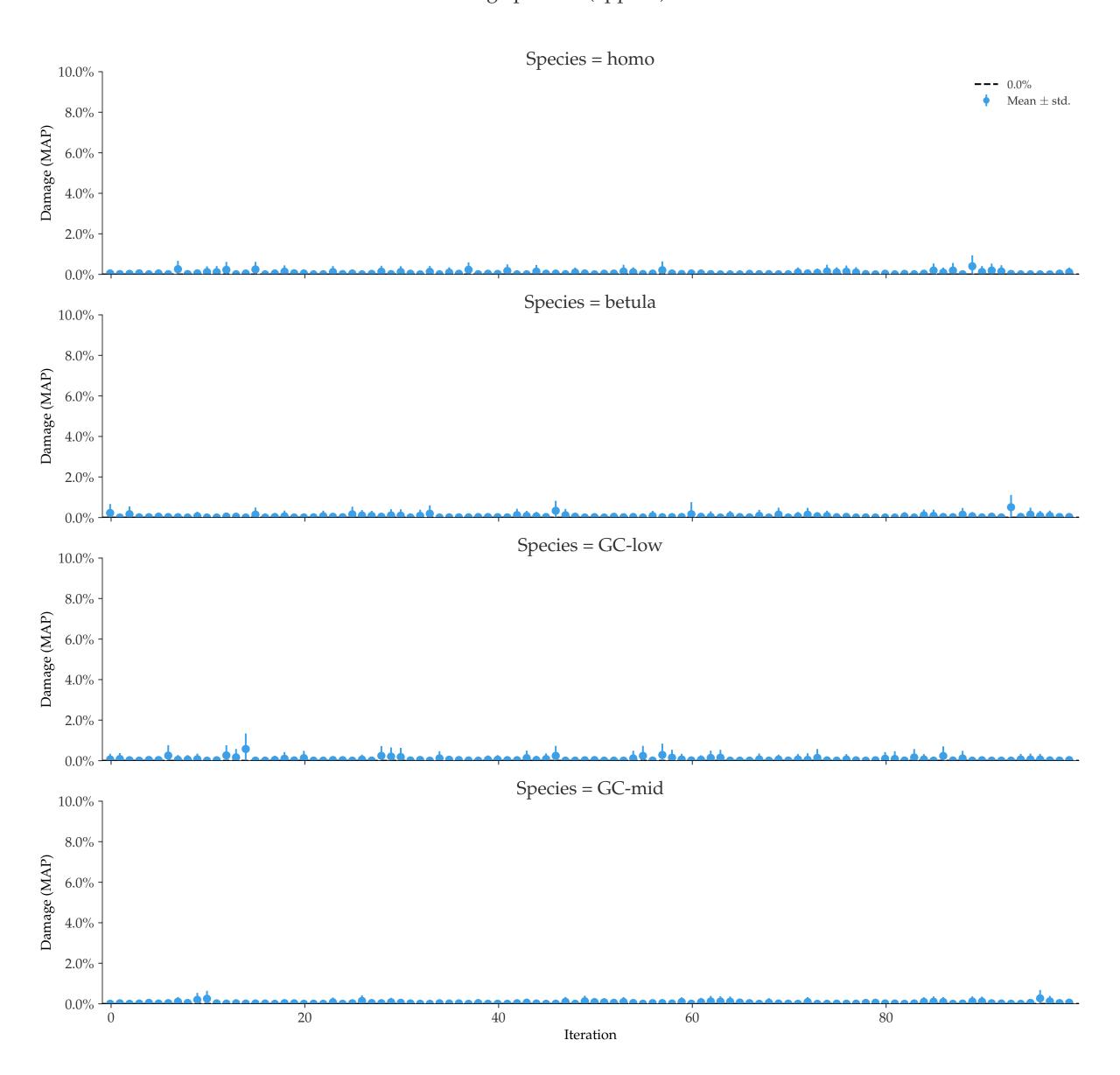
Individual damages: 250 reads Briggs damage = 0.0 Damage percent (approx) = 0%



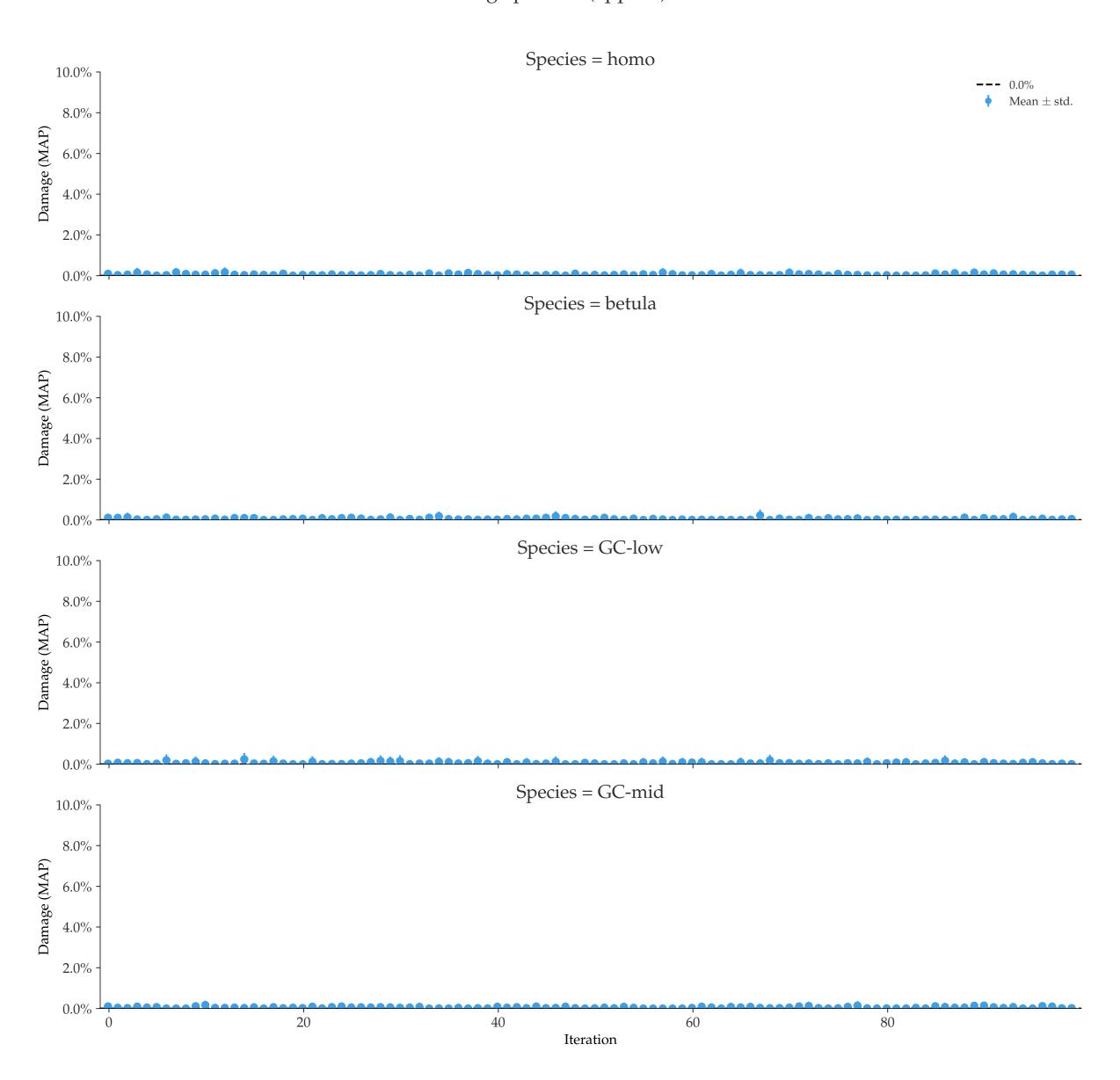
Individual damages: 500 reads Briggs damage = 0.0 Damage percent (approx) = 0%



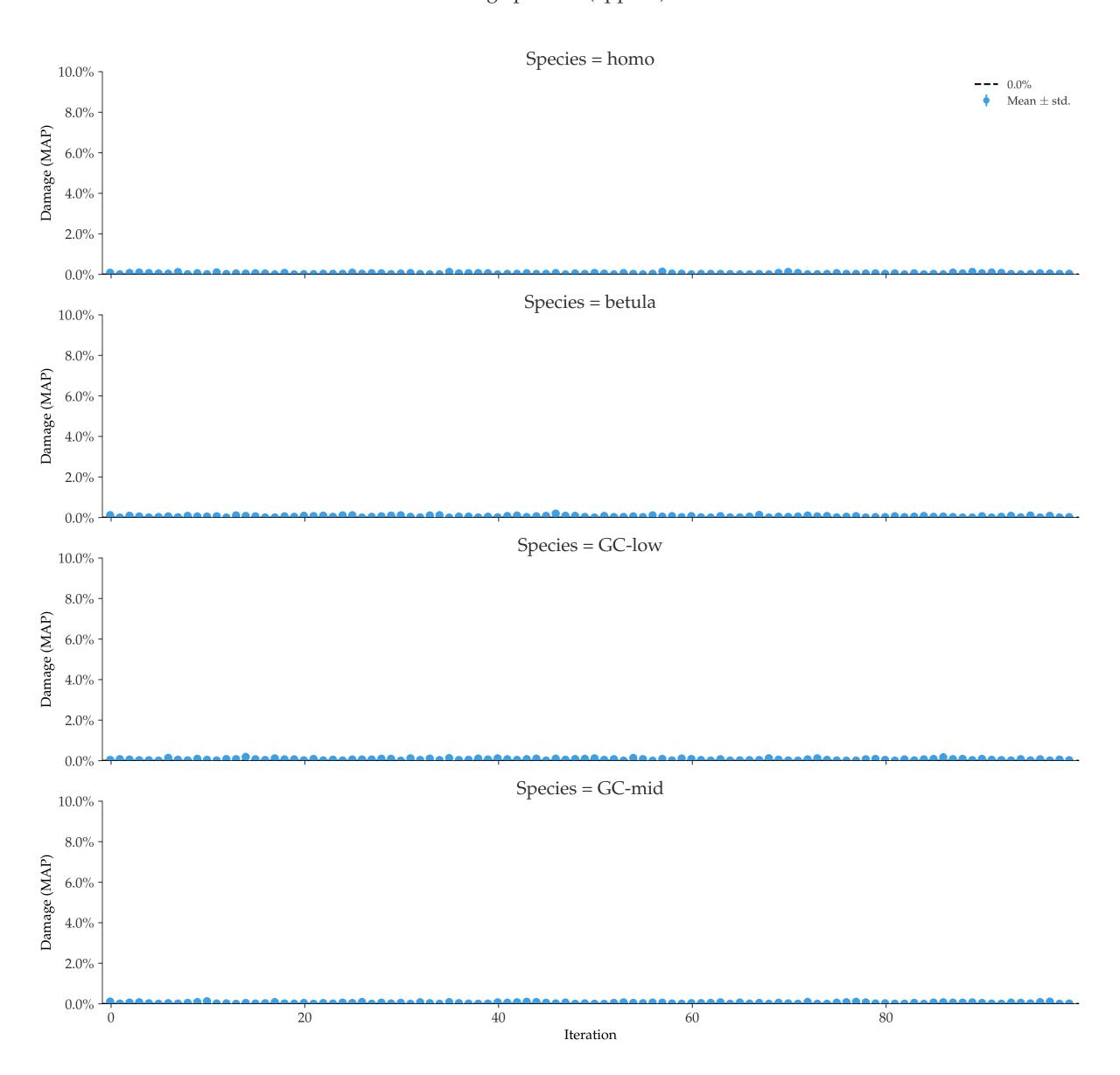
Individual damages: 1000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



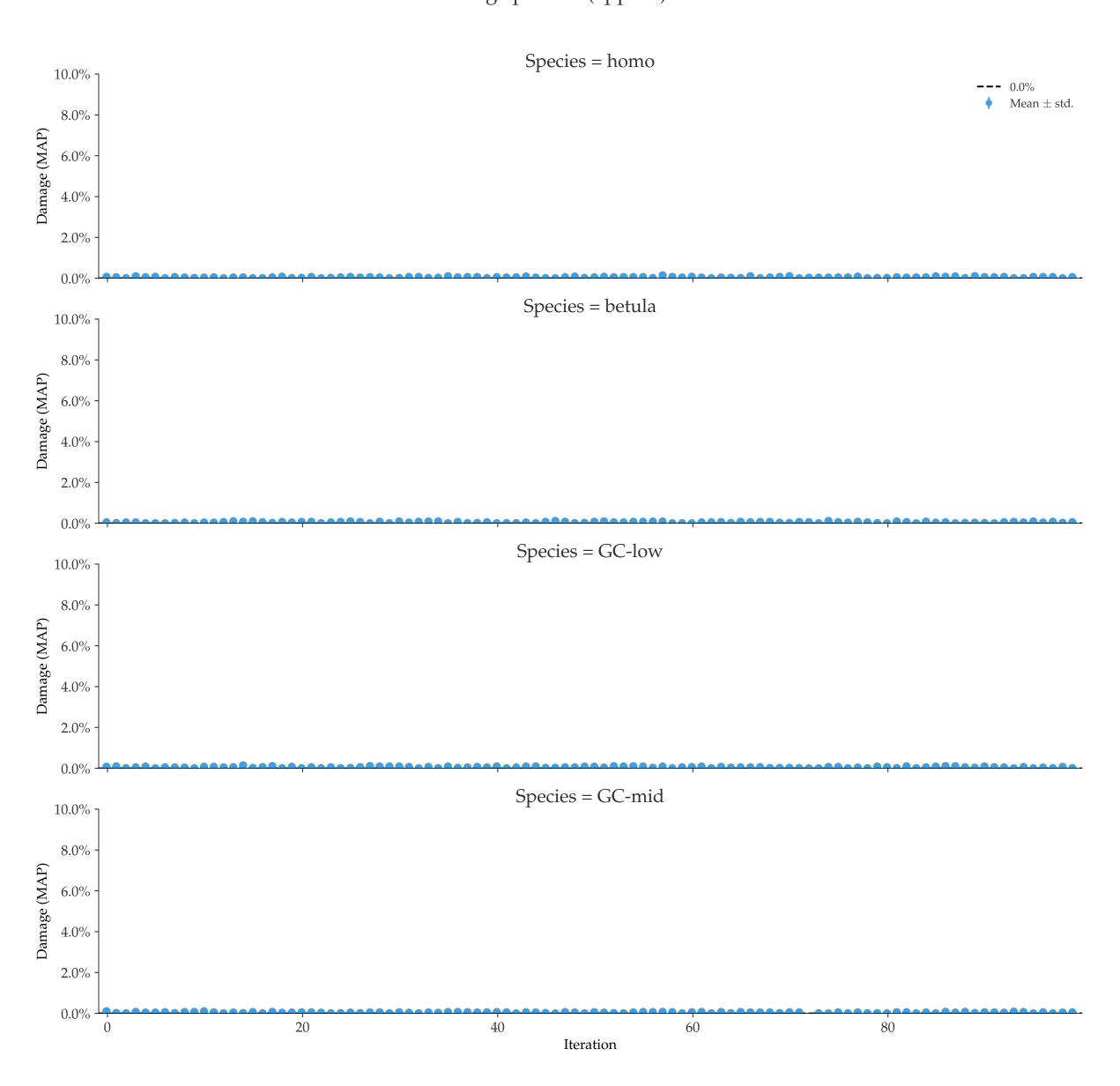
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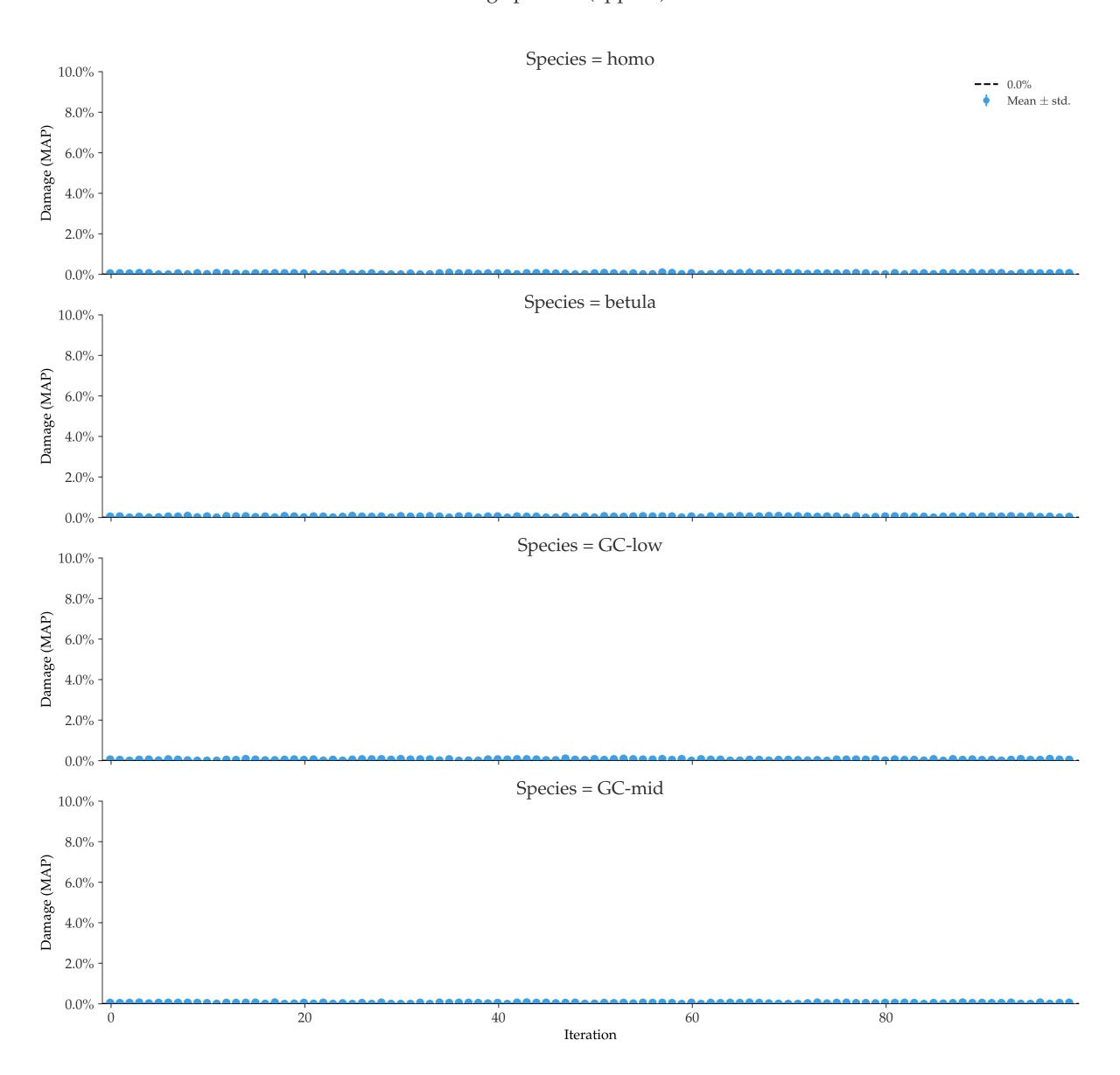
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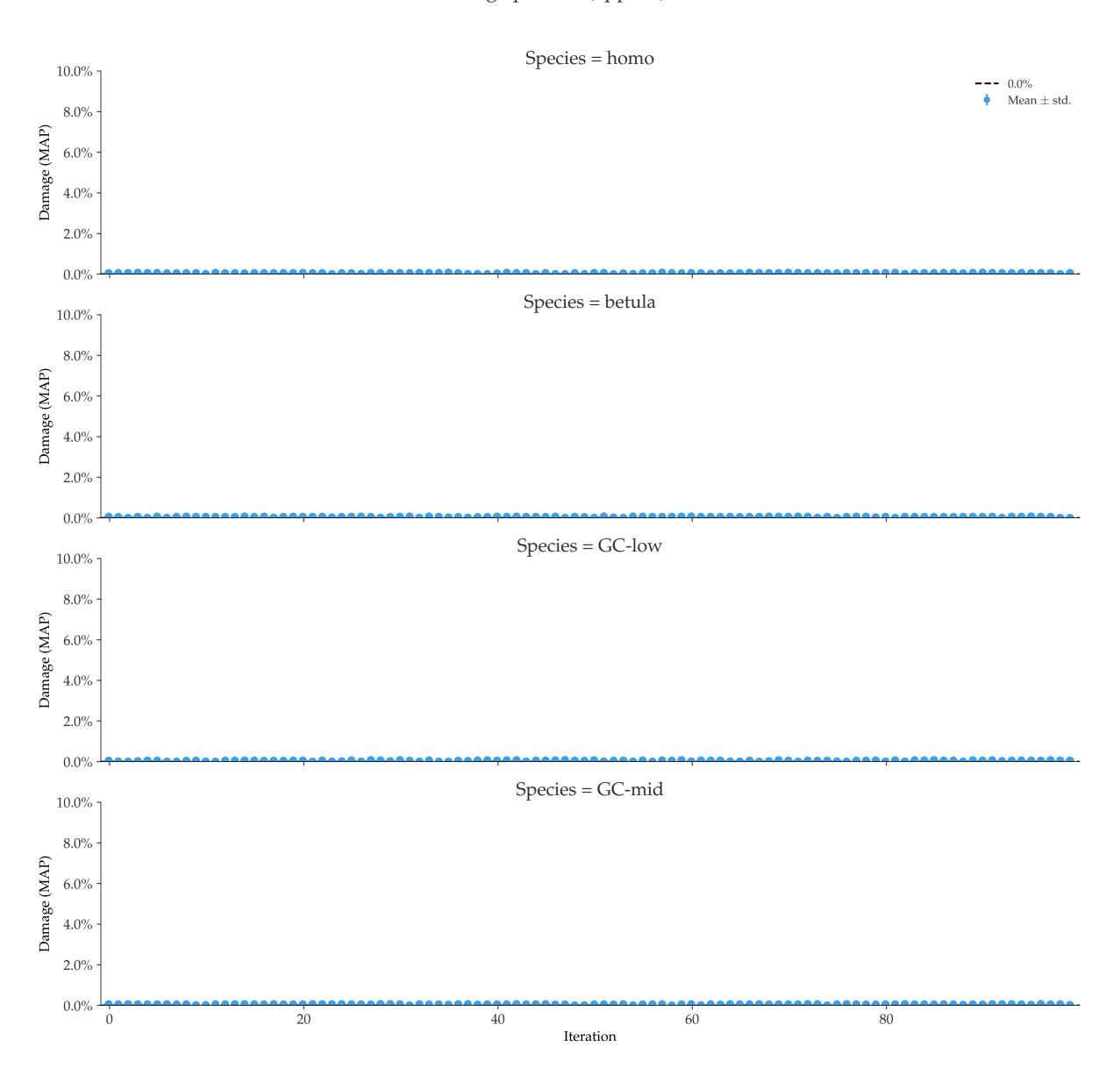
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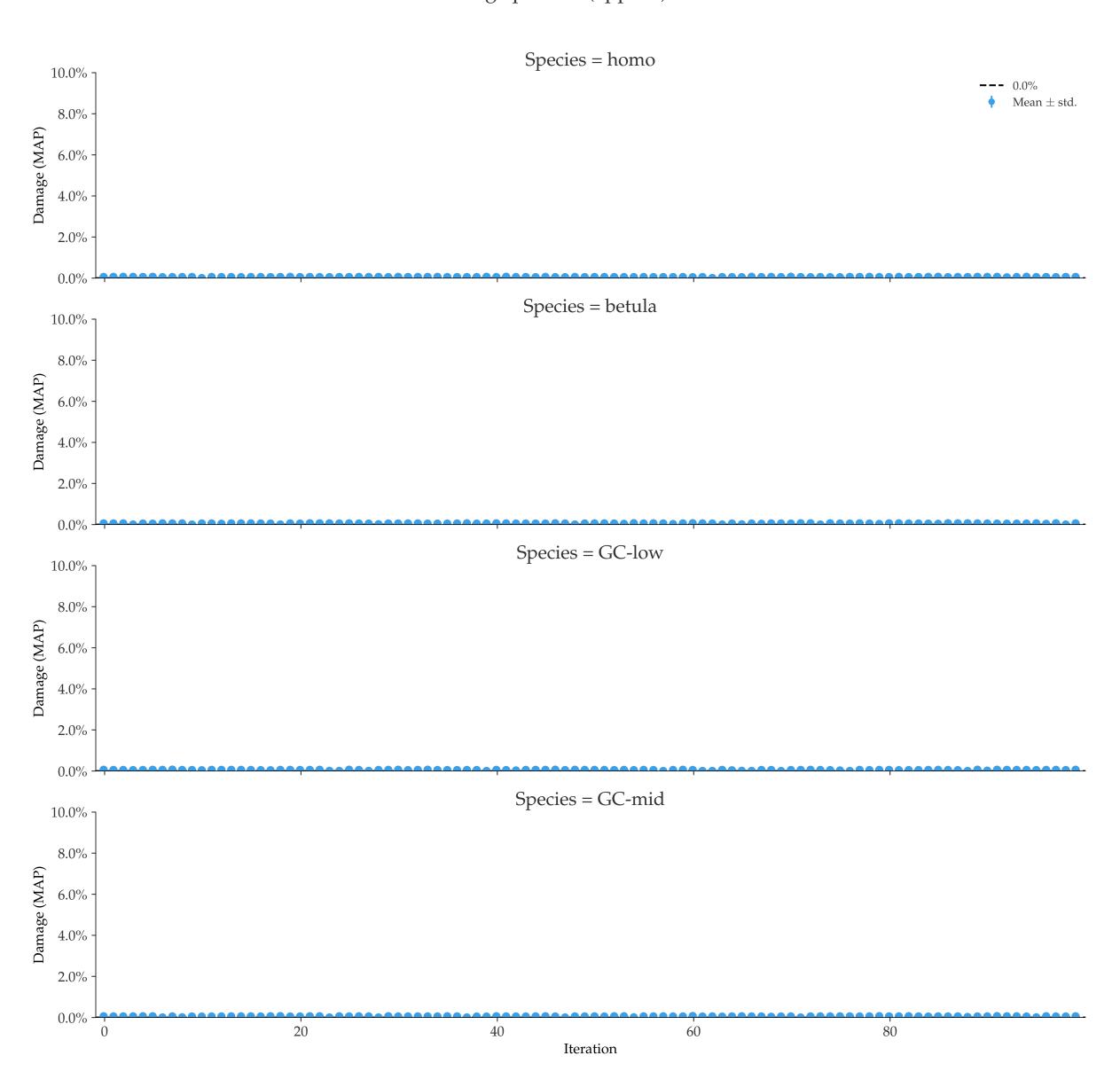
Individual damages: 25000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



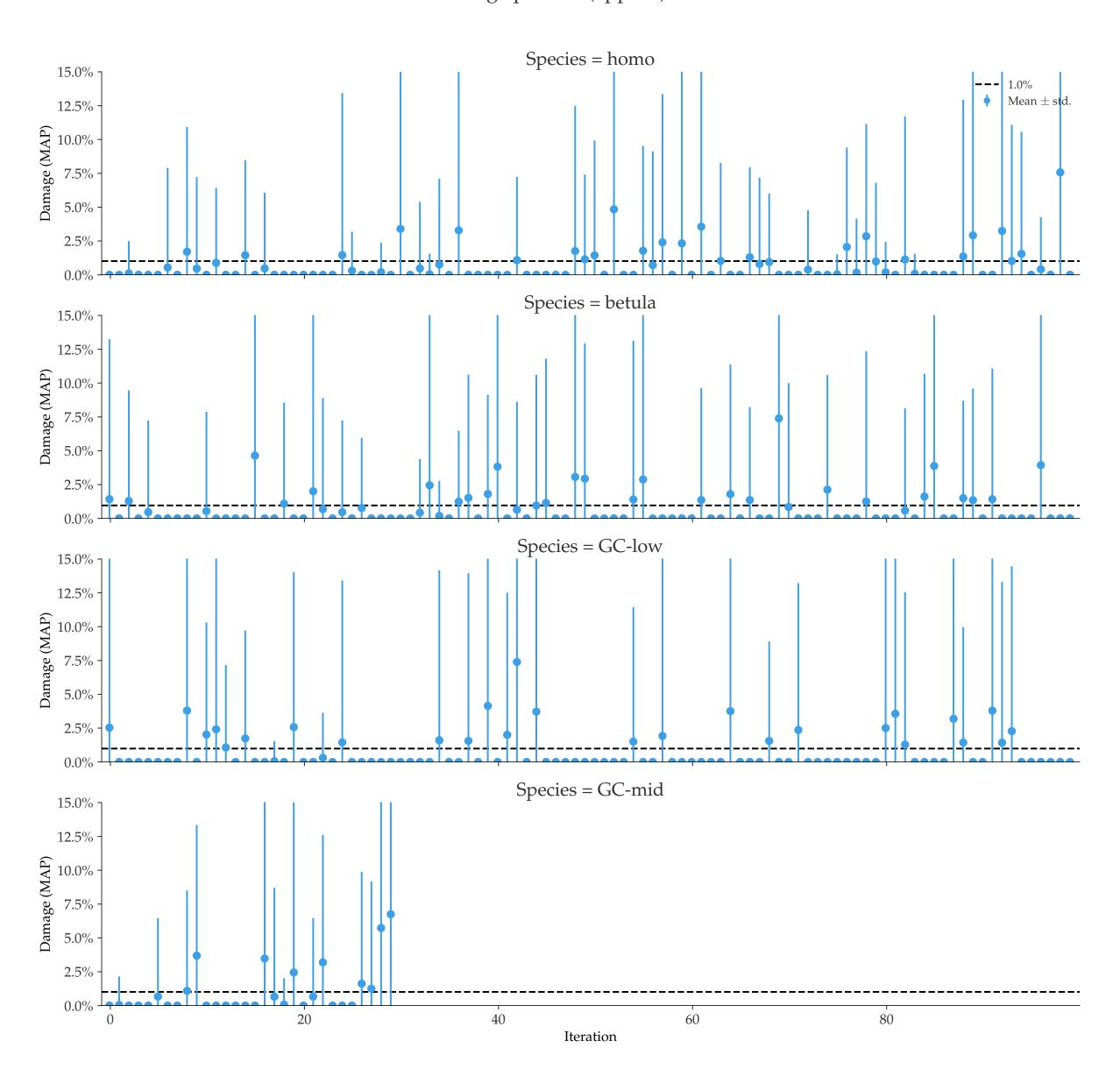
Individual damages: 50000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



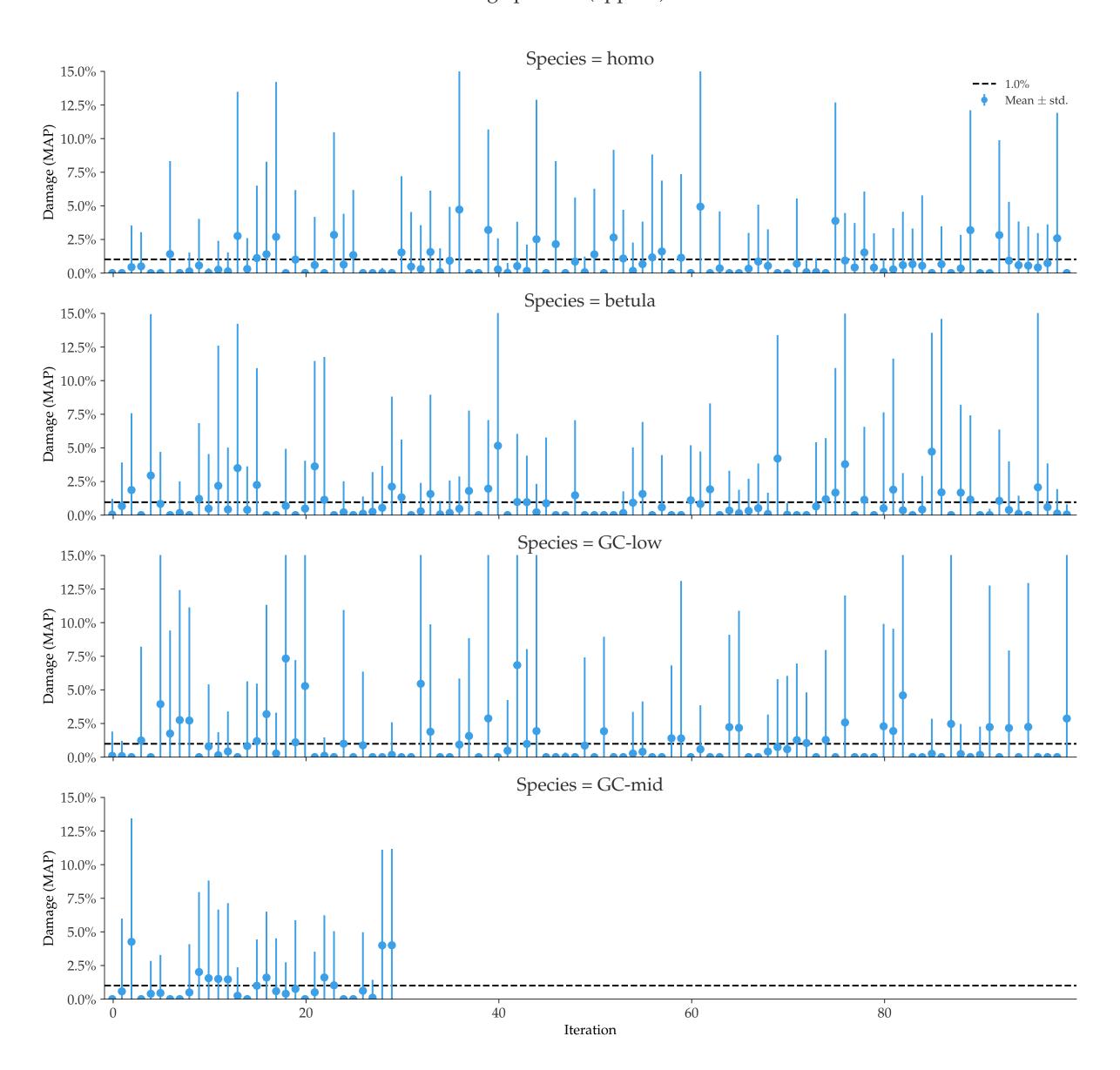
Individual damages: 100000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



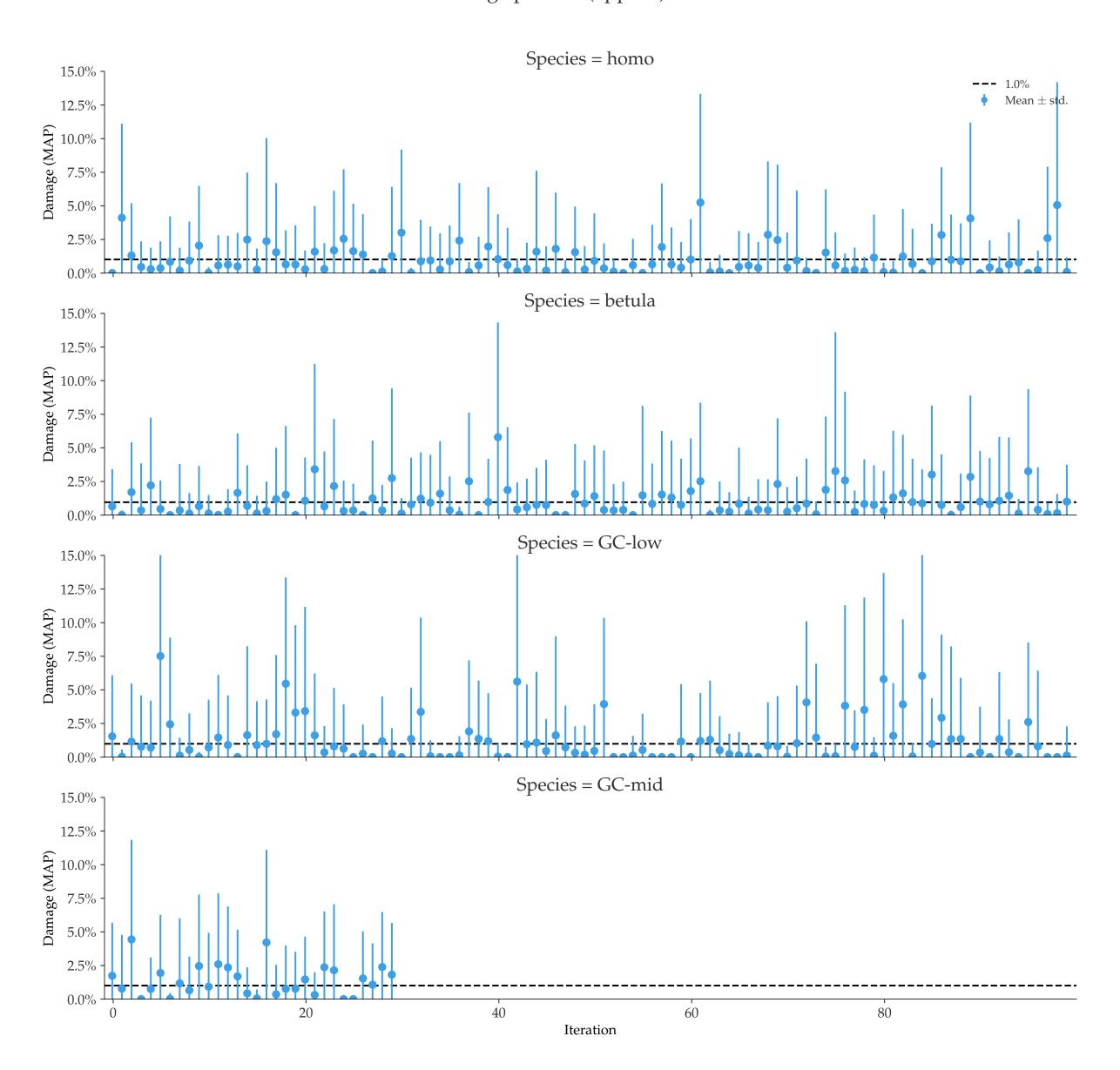
Individual damages: 10 reads Briggs damage = 0.035 Damage percent (approx) = 1%



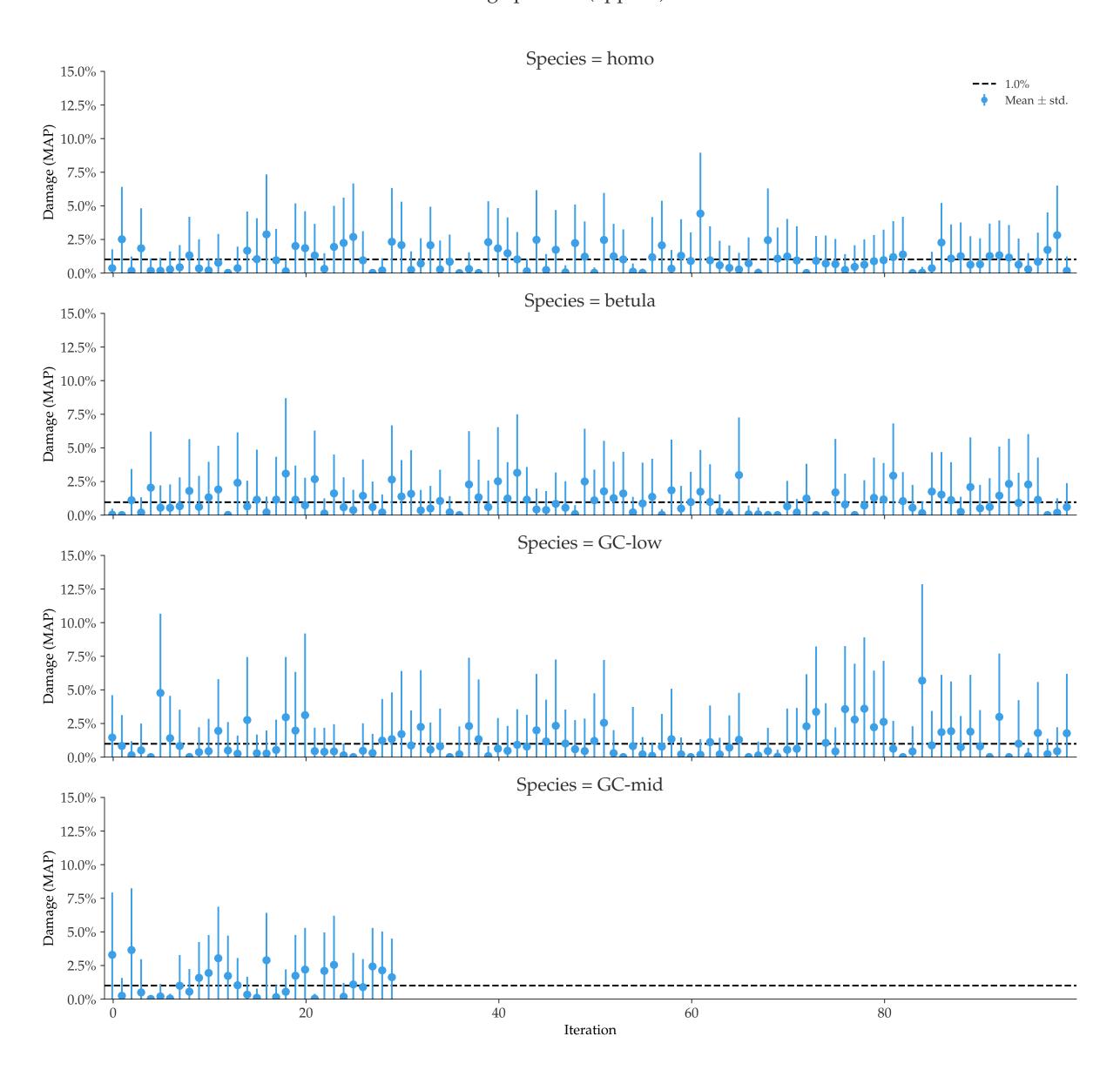
Individual damages: 25 reads Briggs damage = 0.035 Damage percent (approx) = 1%



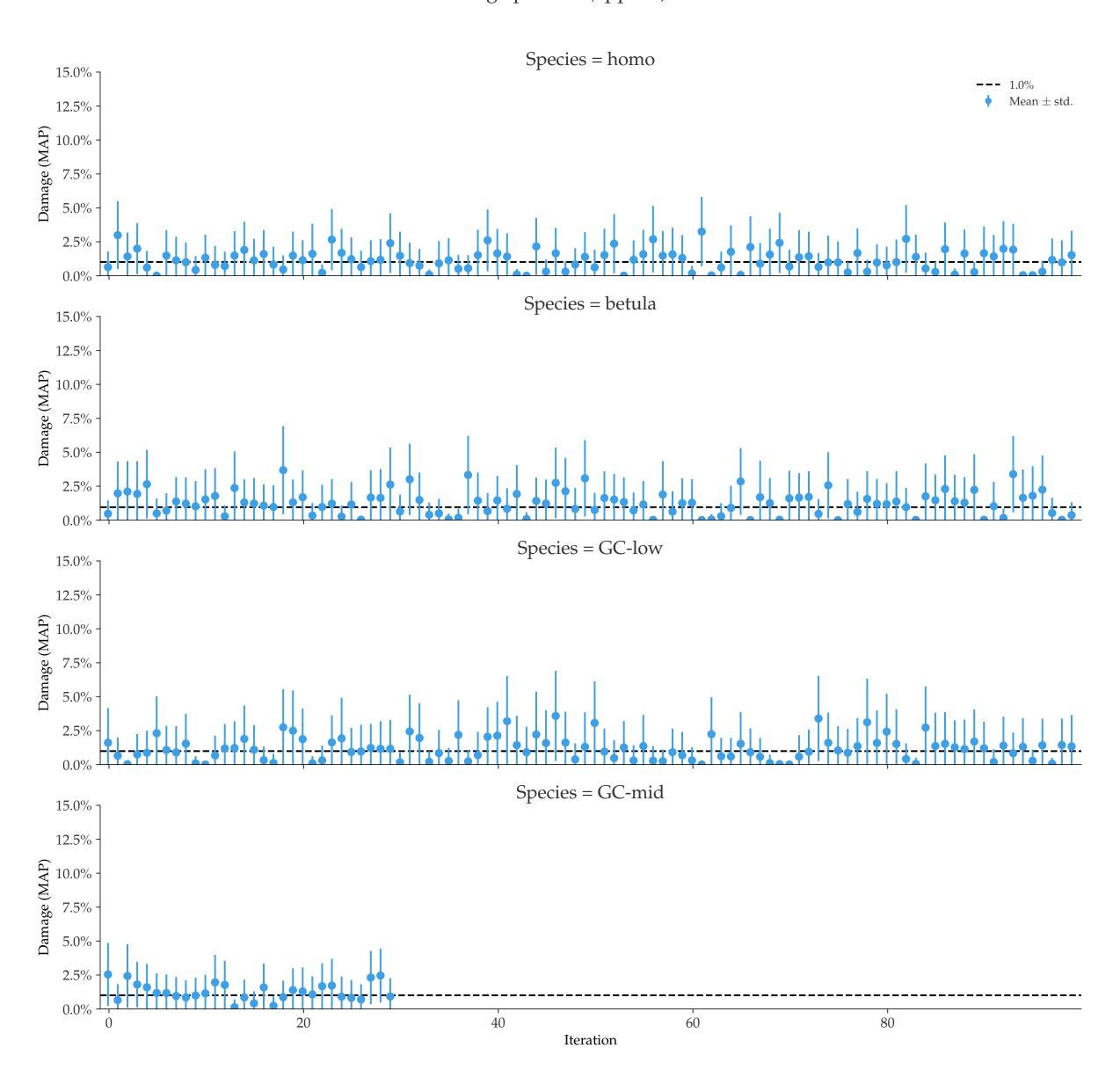
Individual damages: 50 reads Briggs damage = 0.035 Damage percent (approx) = 1%



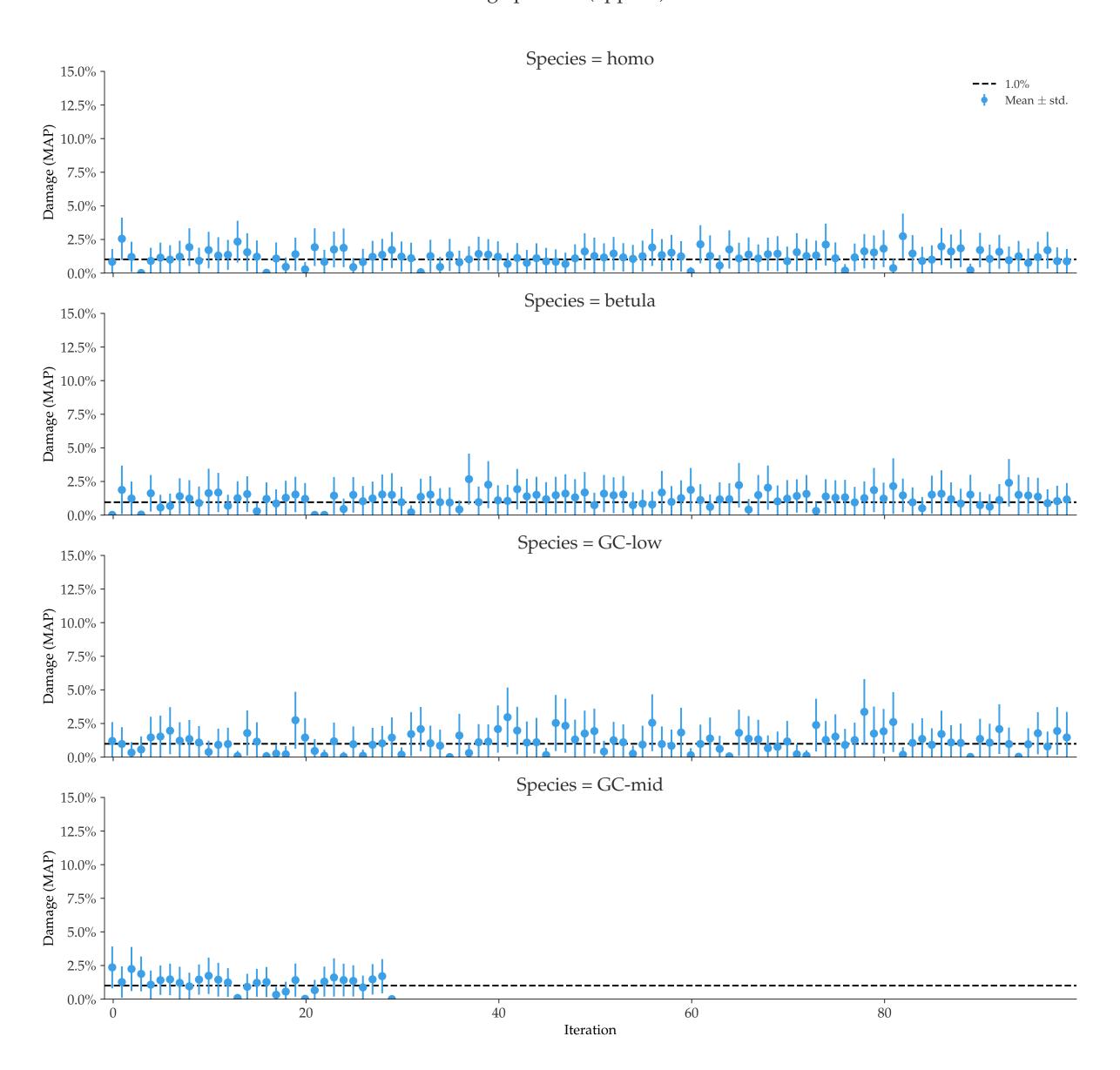
Individual damages: 100 reads Briggs damage = 0.035 Damage percent (approx) = 1%



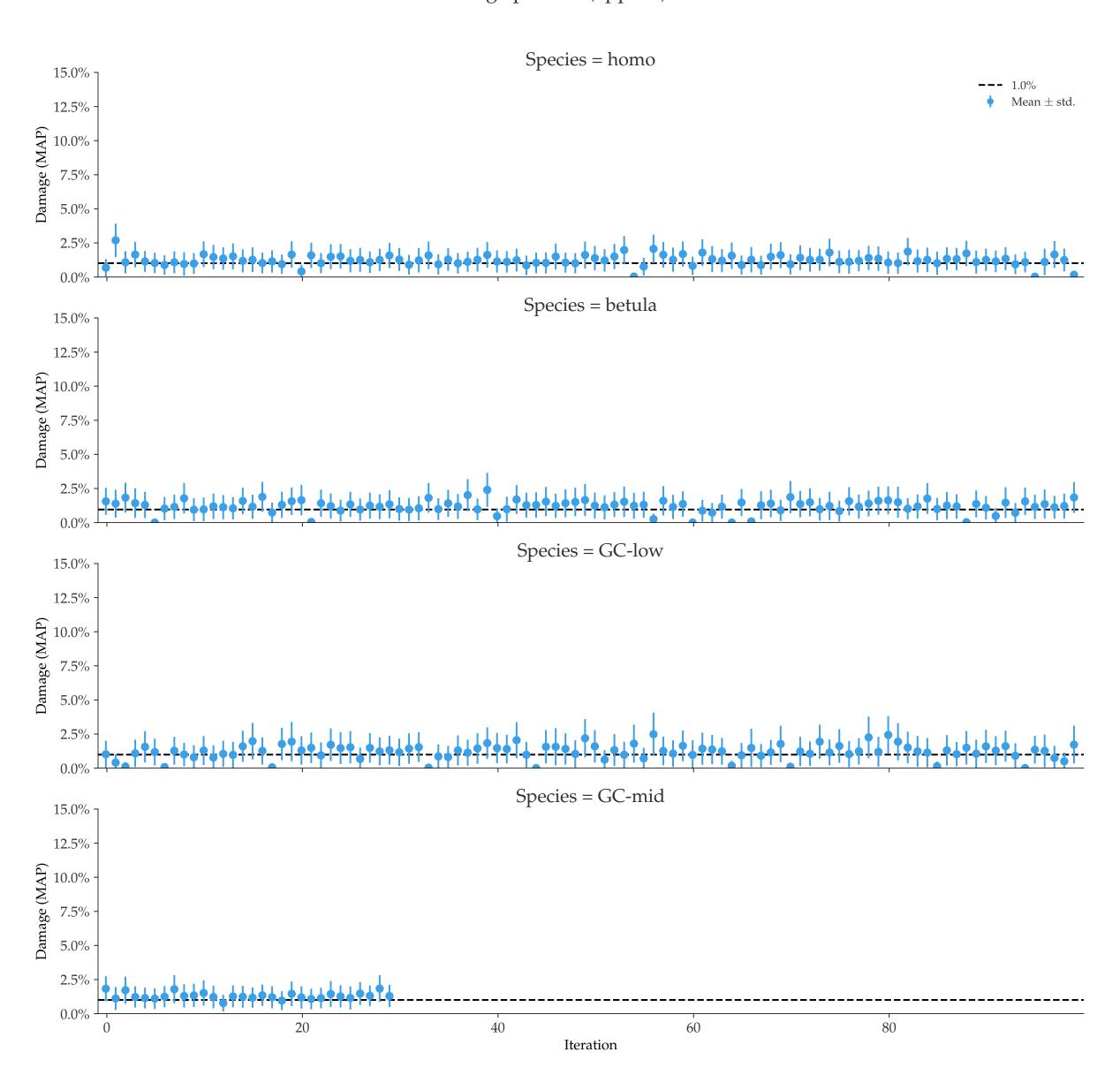
Individual damages: 250 reads Briggs damage = 0.035 Damage percent (approx) = 1%



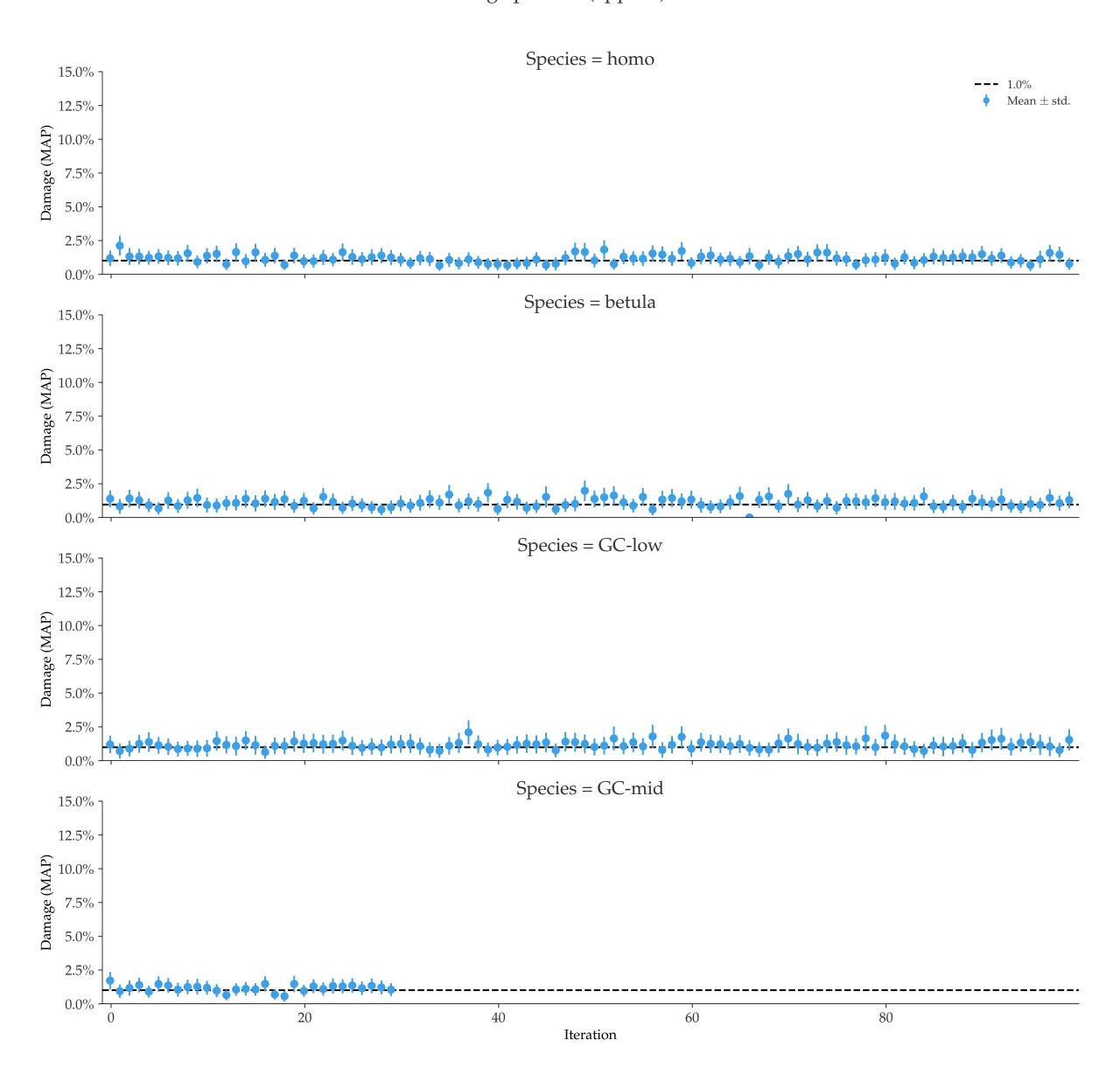
Individual damages: 500 reads Briggs damage = 0.035 Damage percent (approx) = 1%



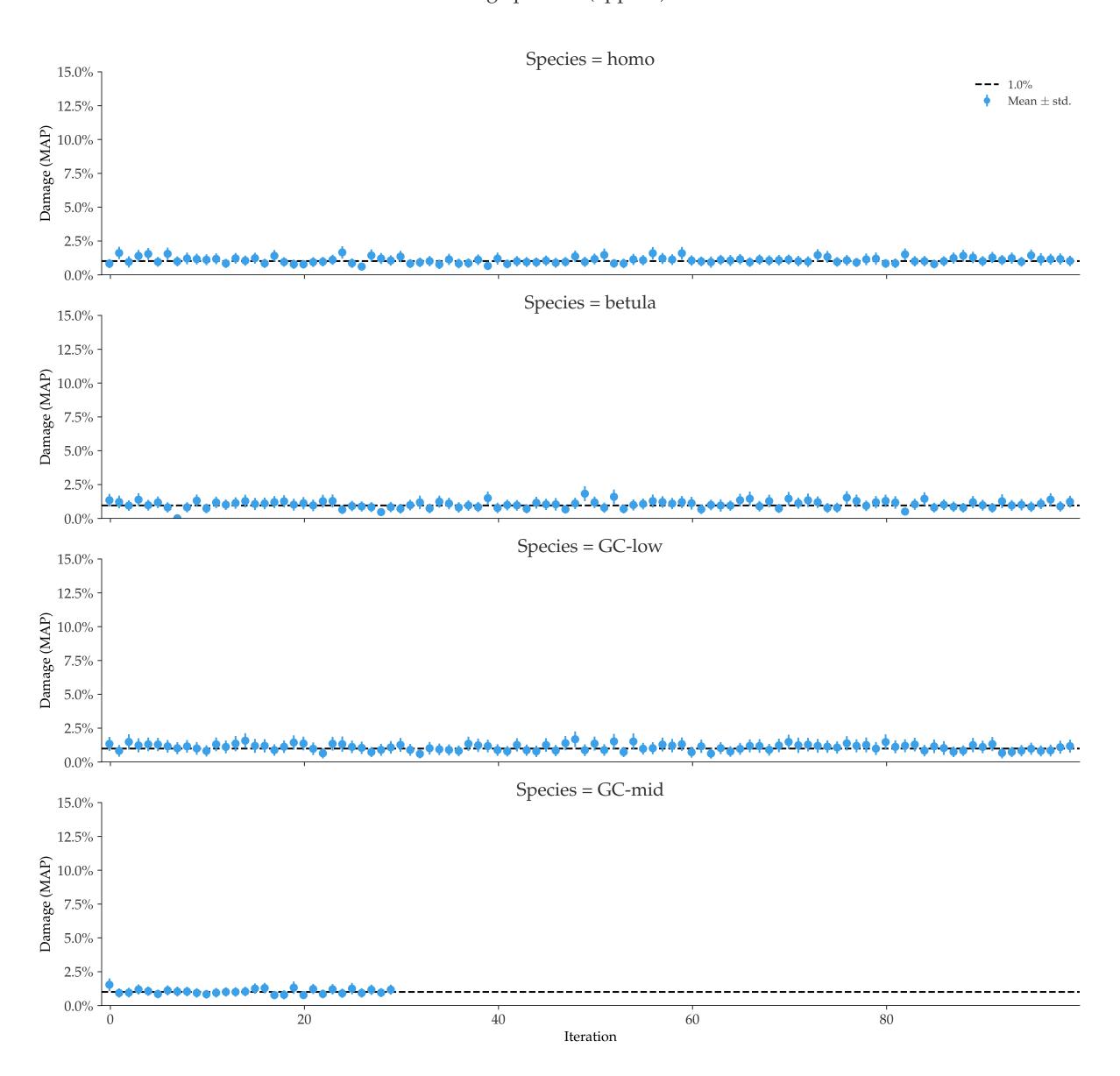
Individual damages: 1000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



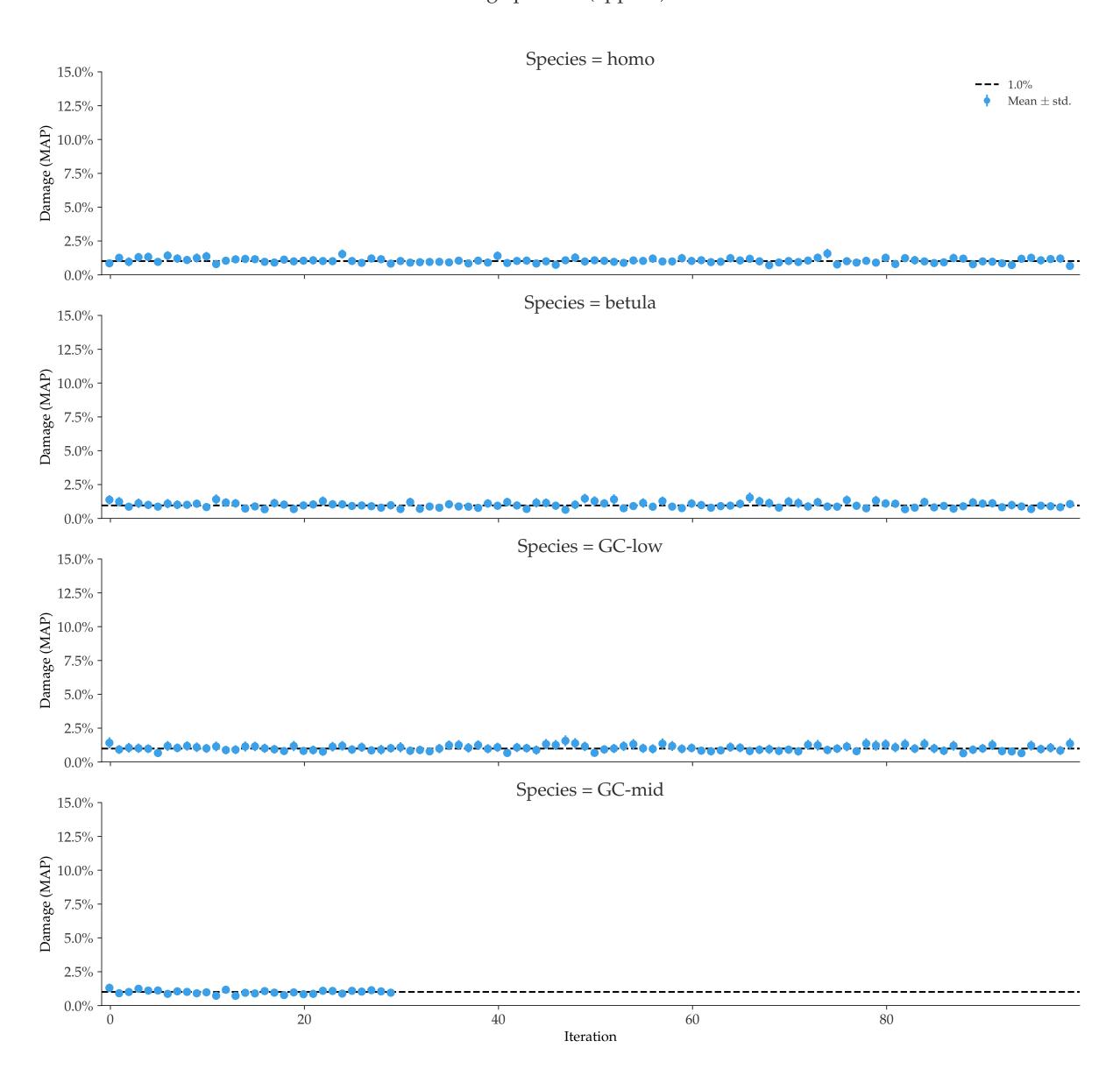
Individual damages: 2500 reads Briggs damage = 0.035 Damage percent (approx) = 1%



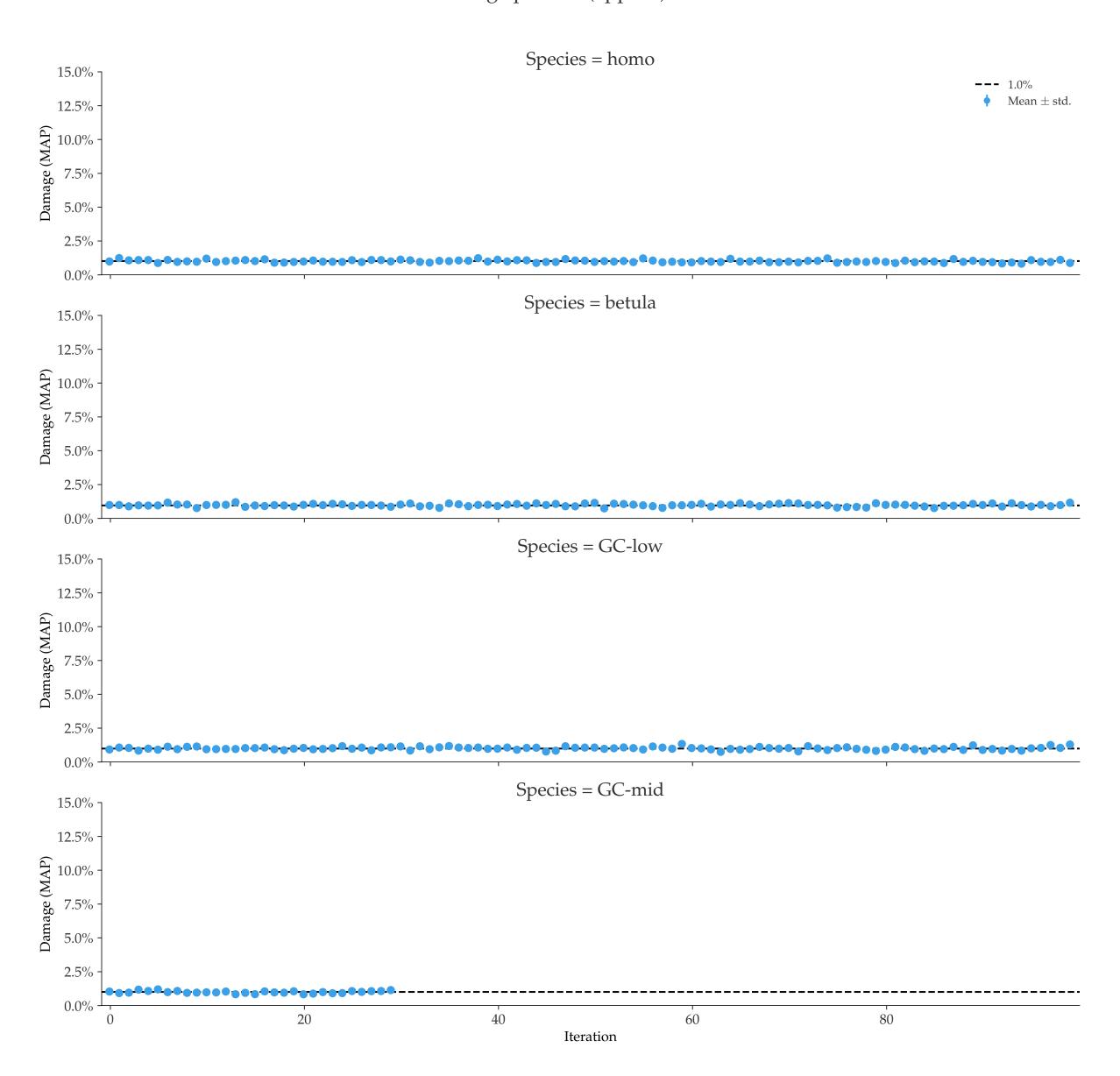
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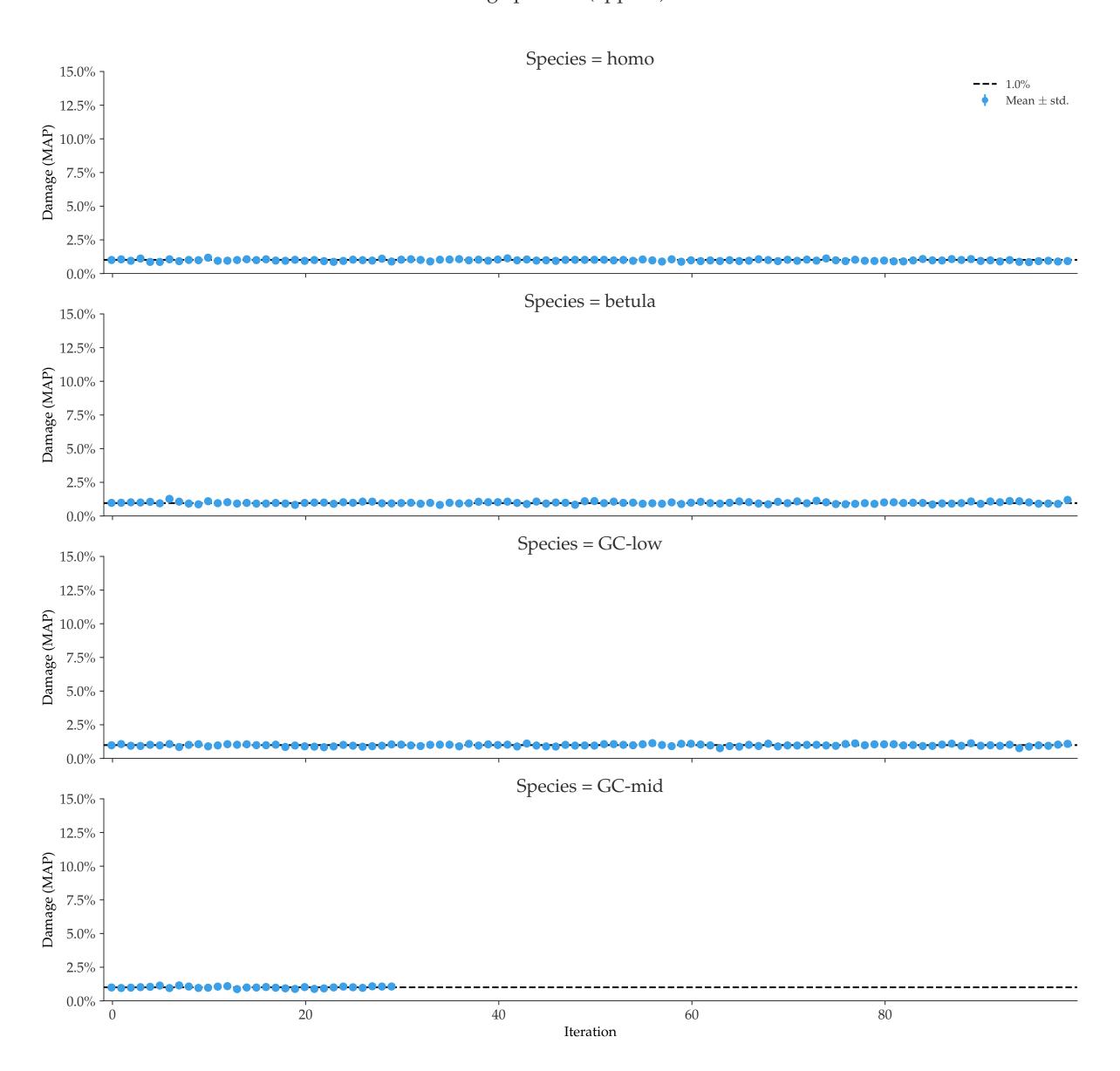
Individual damages: 10000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



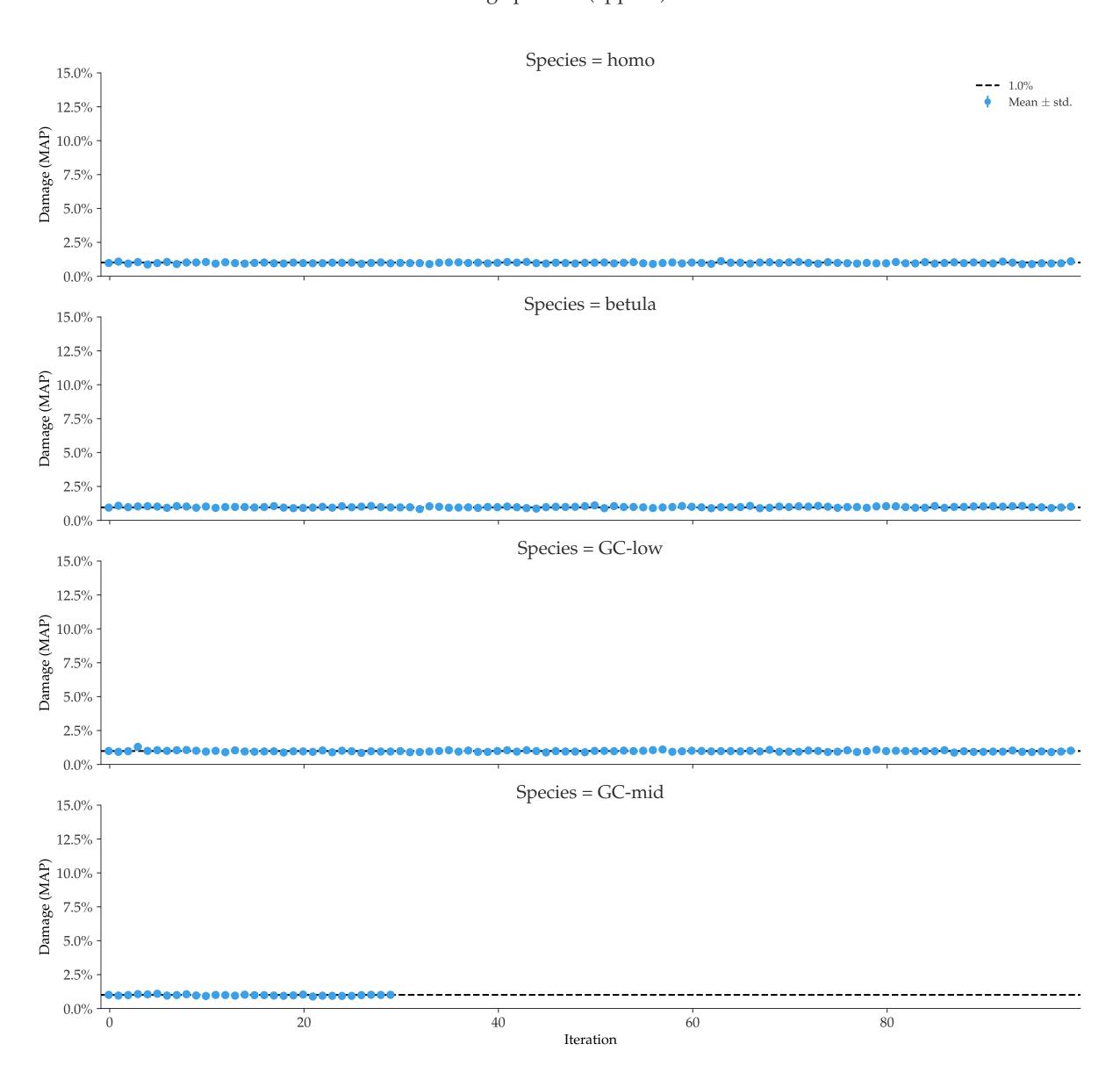
Individual damages: 25000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



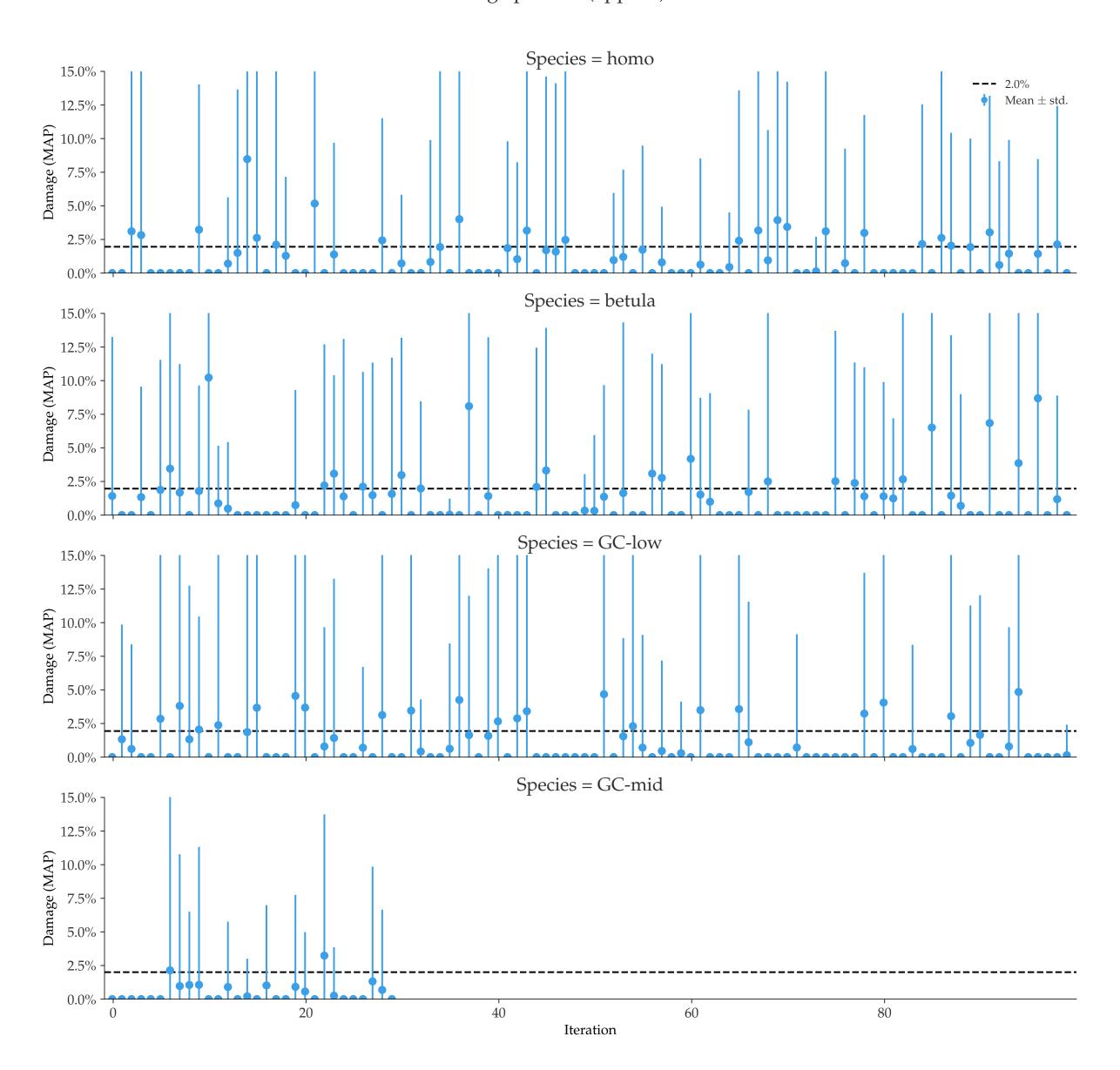
Individual damages: 50000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



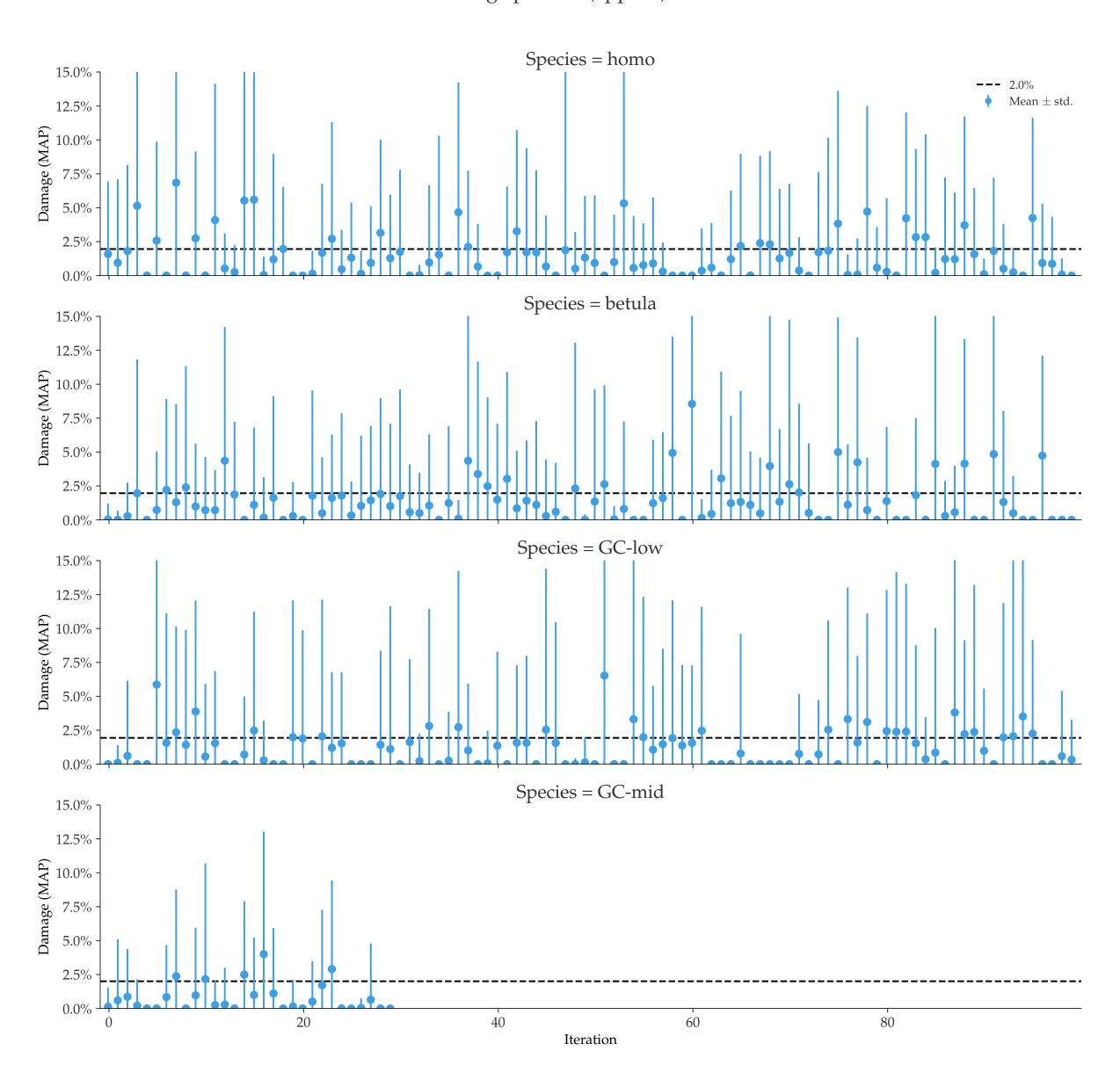
Individual damages: 100000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



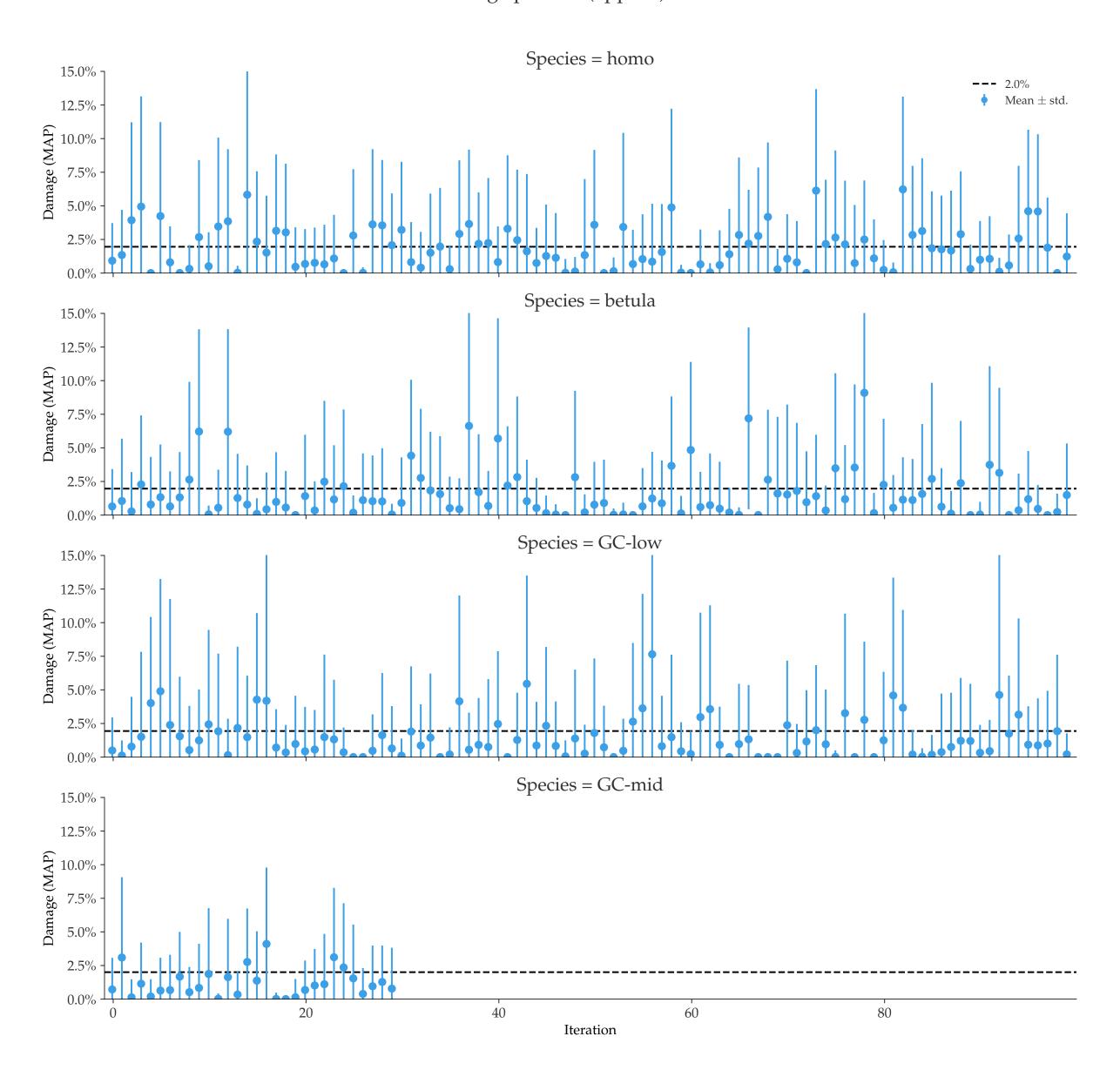
Individual damages: 10 reads Briggs damage = 0.065 Damage percent (approx) = 2%



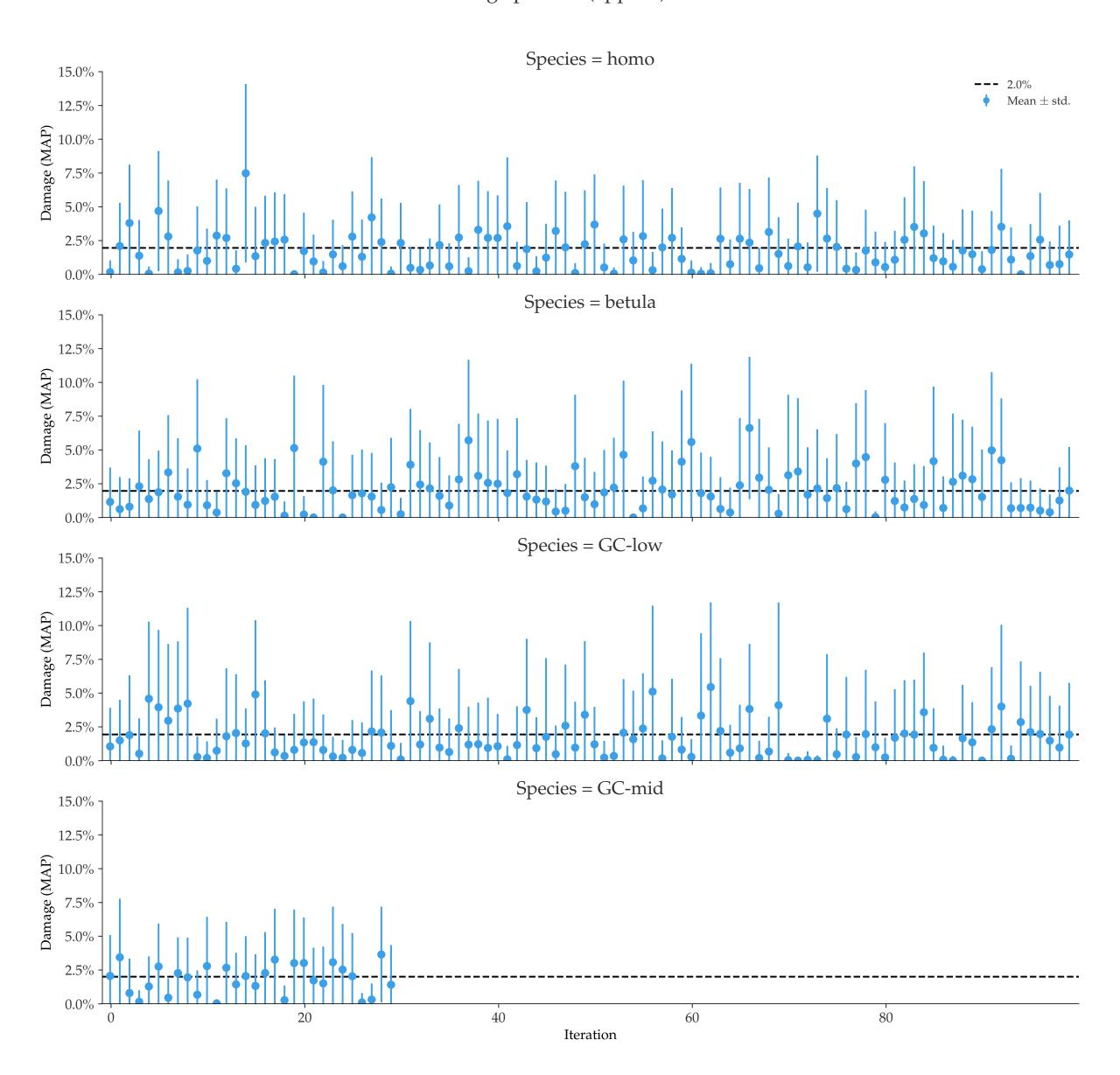
Individual damages: 25 reads Briggs damage = 0.065 Damage percent (approx) = 2%



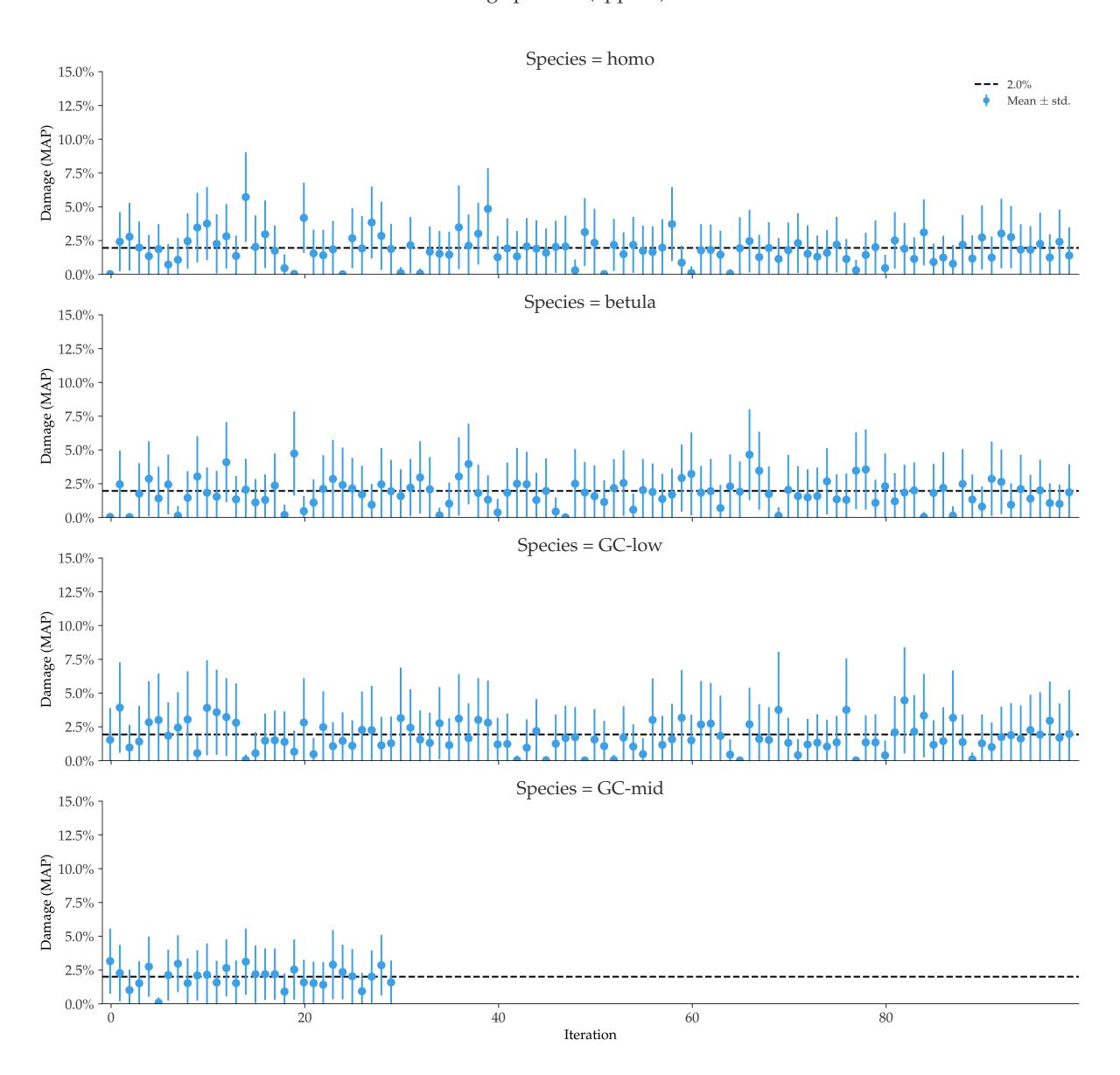
Individual damages: 50 reads Briggs damage = 0.065 Damage percent (approx) = 2%



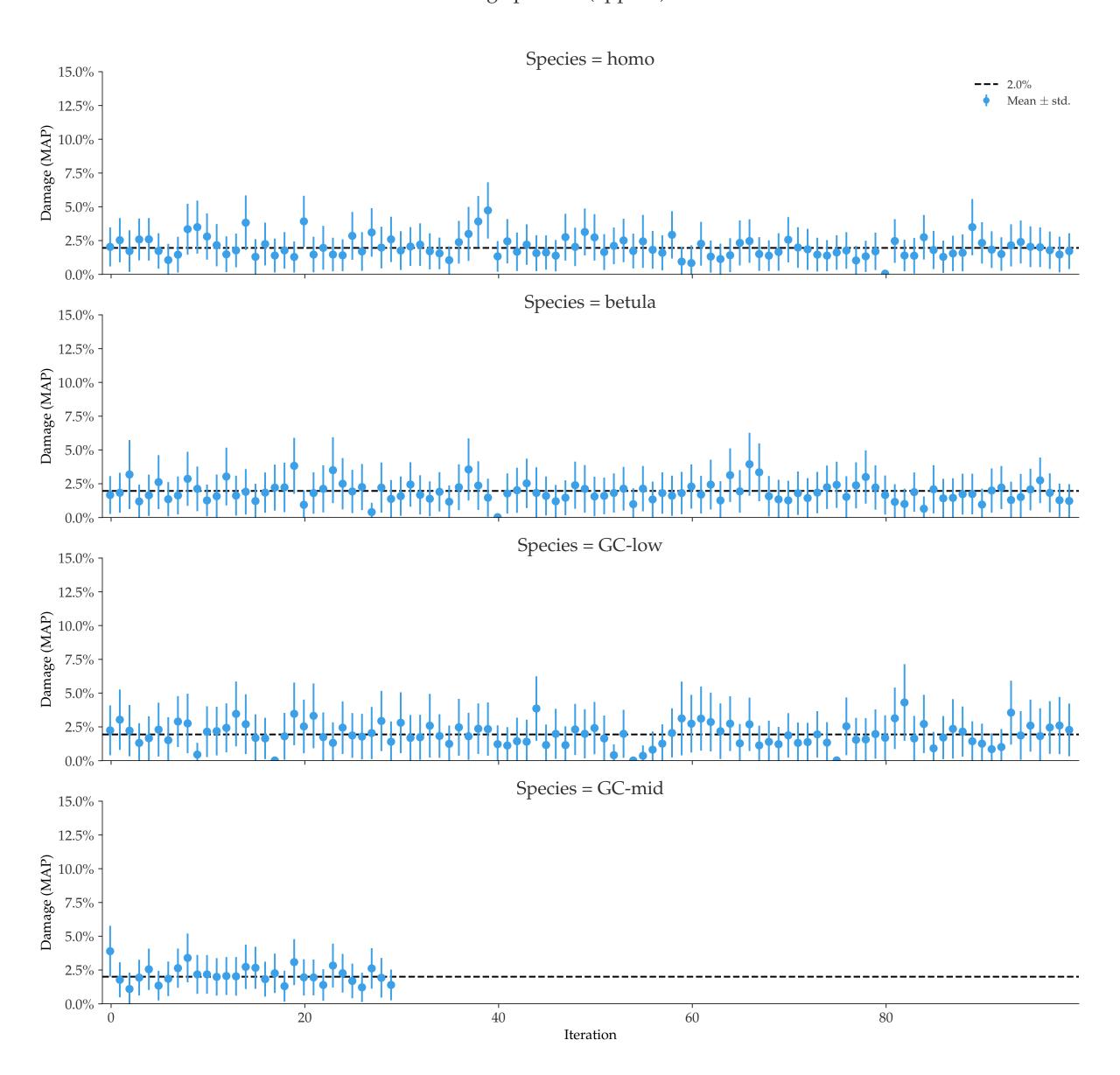
Individual damages: 100 reads Briggs damage = 0.065 Damage percent (approx) = 2%



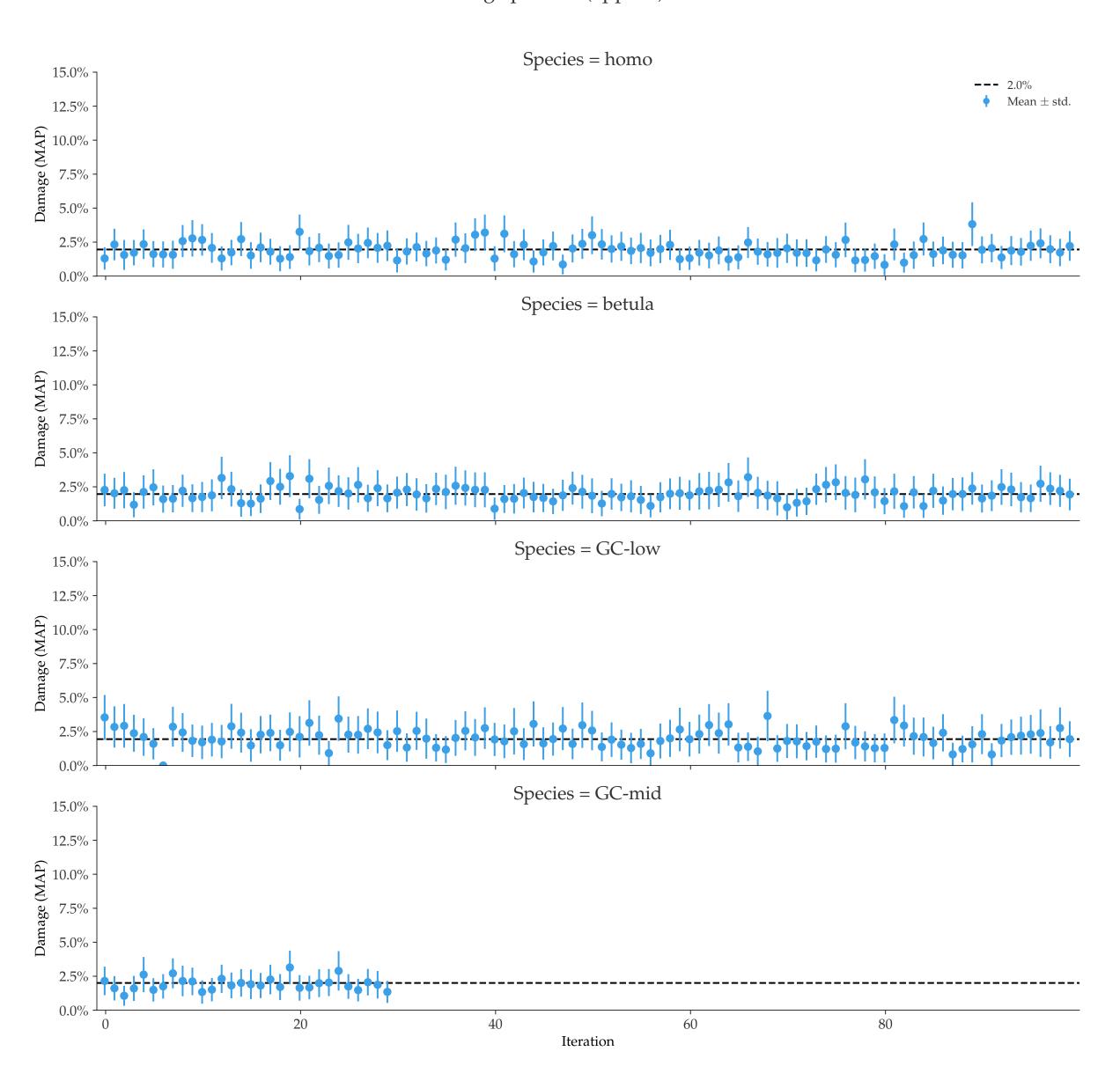
Individual damages: 250 reads Briggs damage = 0.065 Damage percent (approx) = 2%



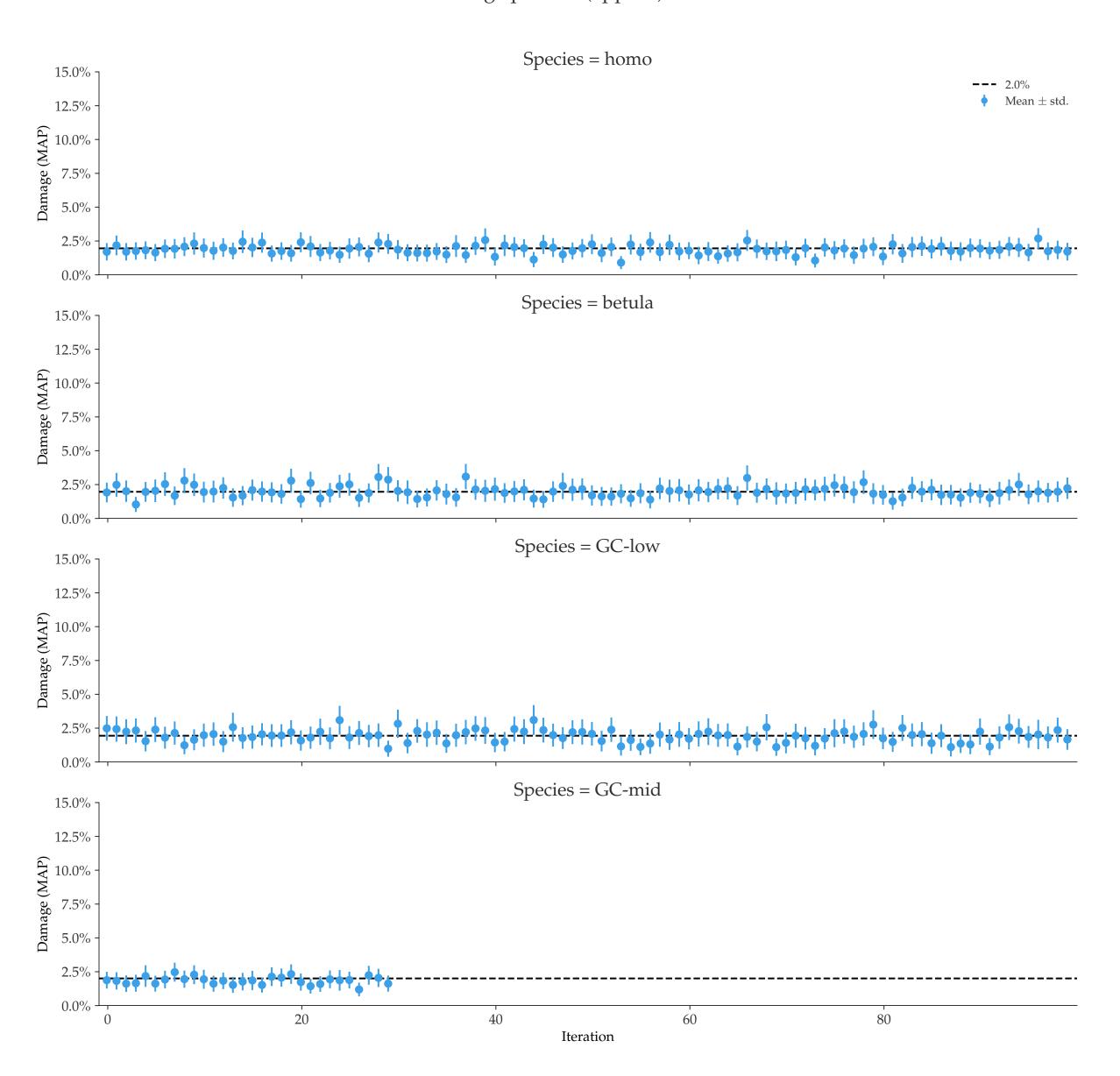
Individual damages: 500 reads Briggs damage = 0.065 Damage percent (approx) = 2%



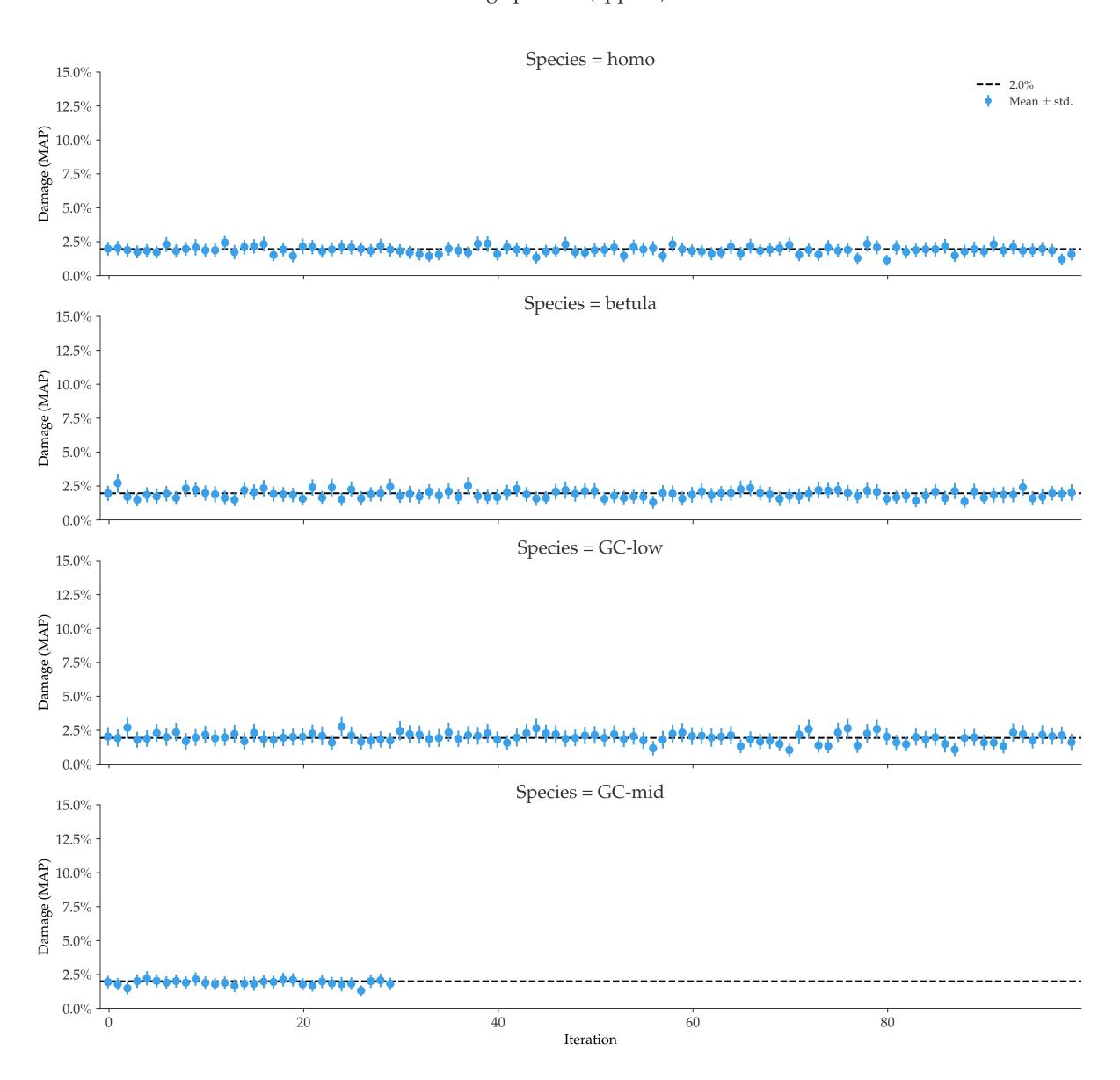
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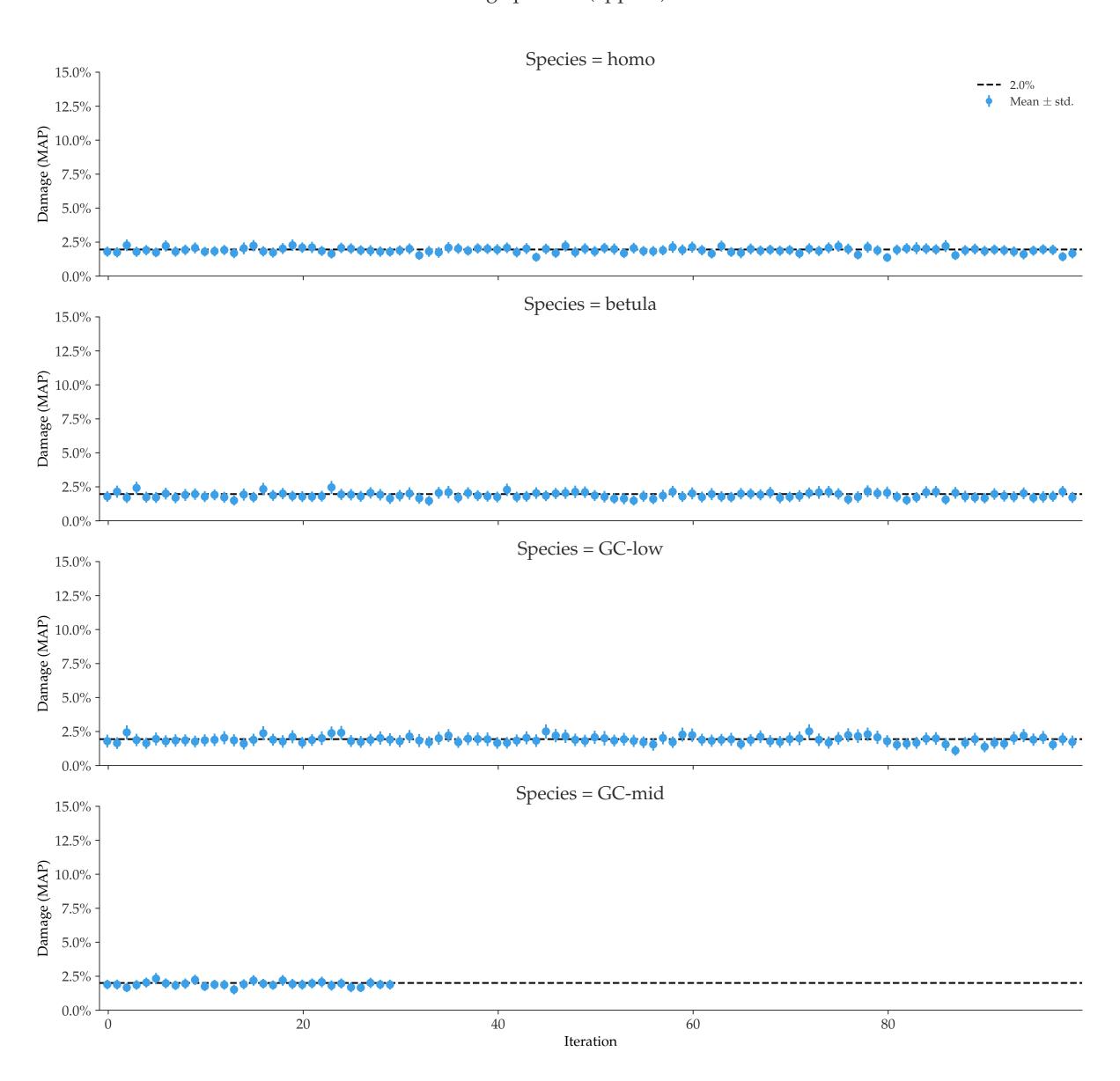
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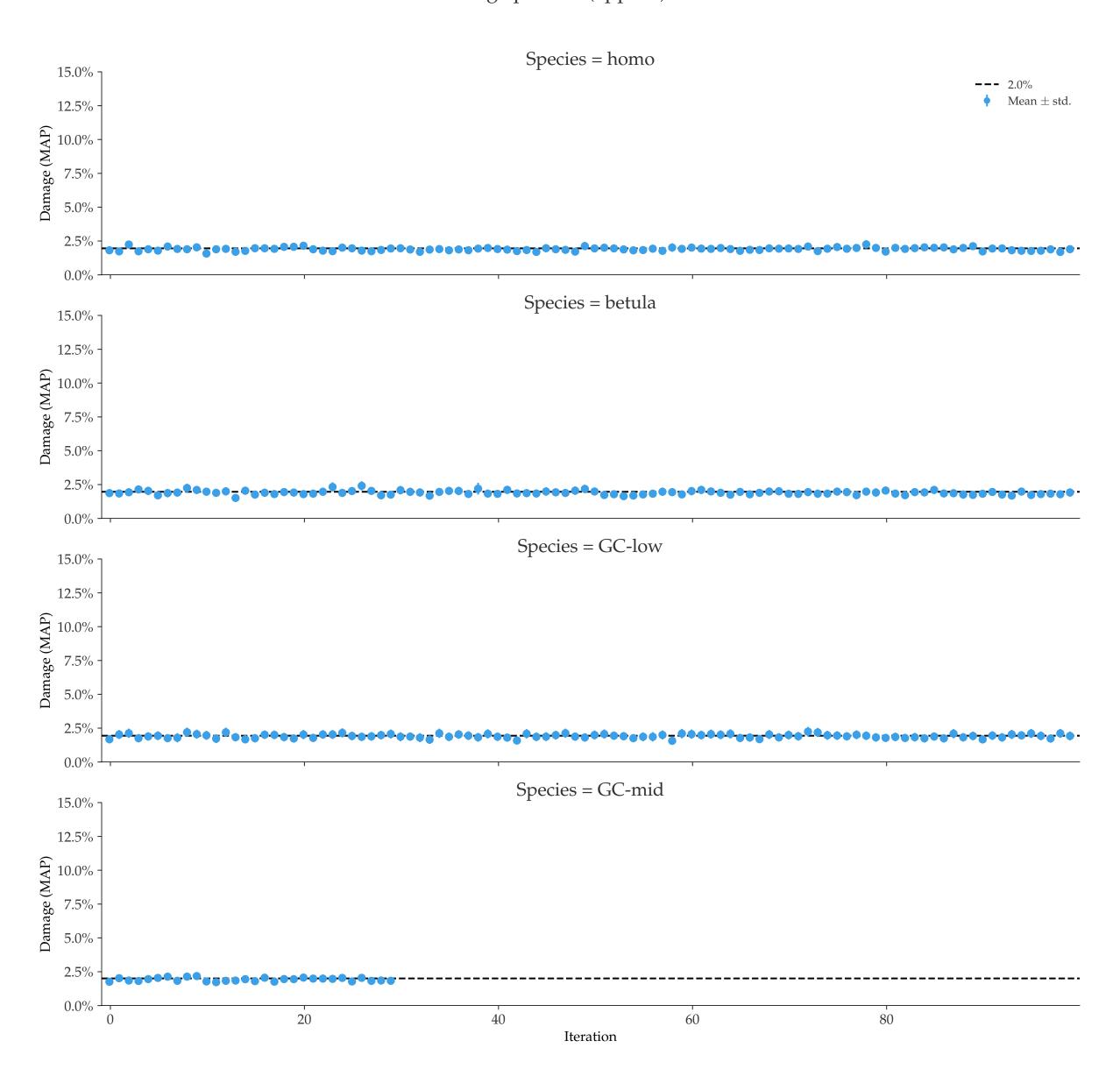
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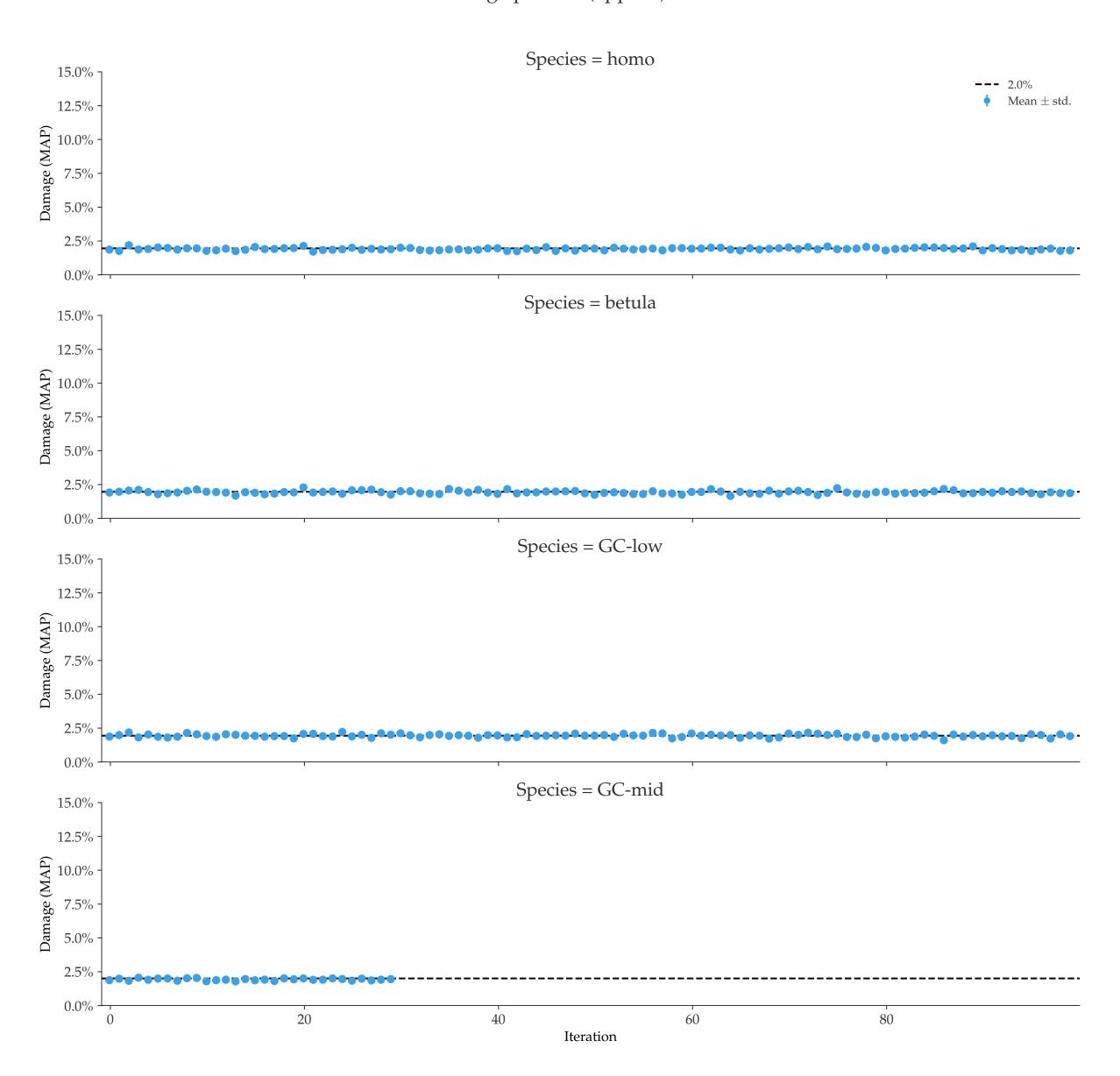
Individual damages: 10000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



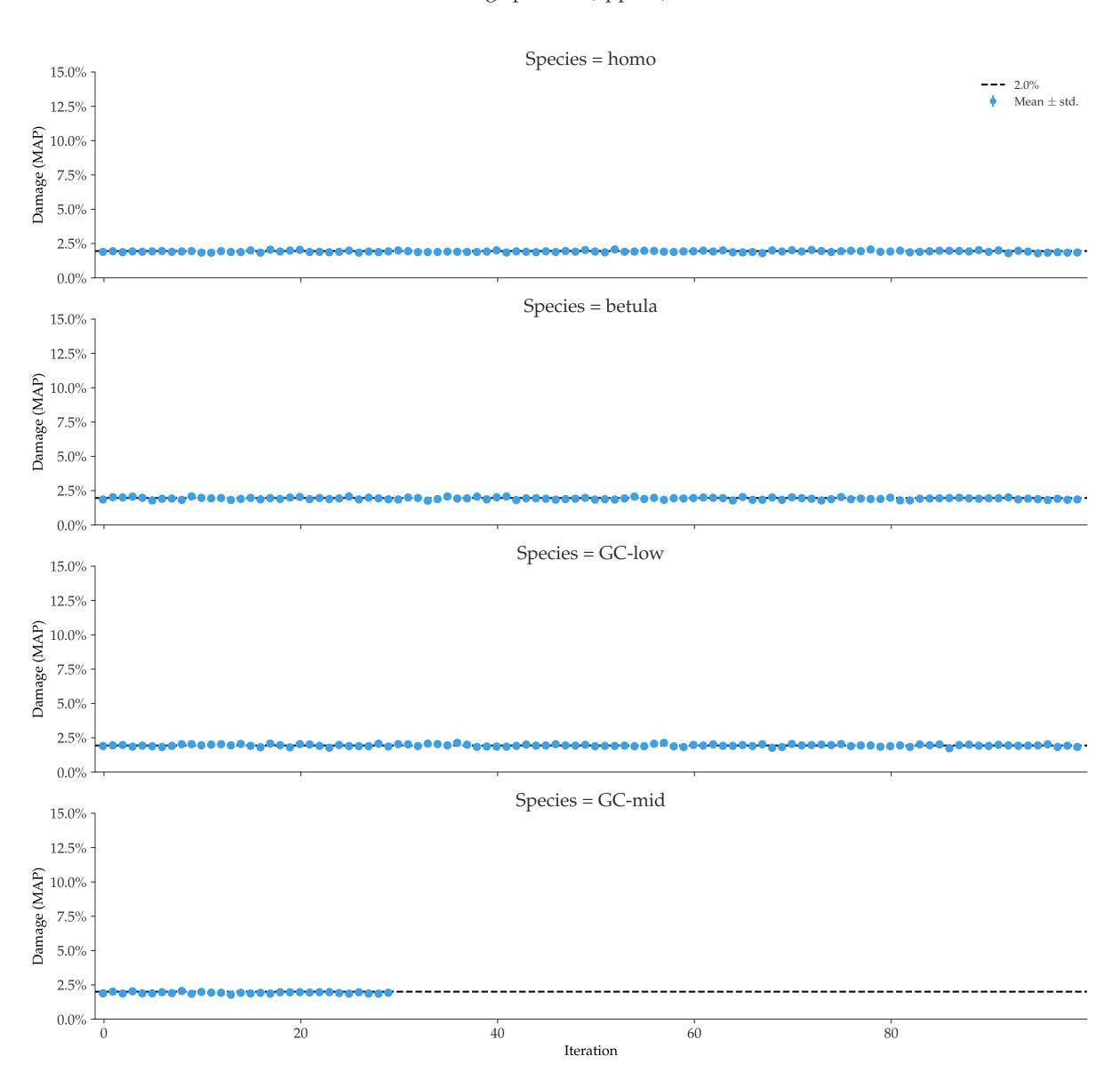
Individual damages: 25000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



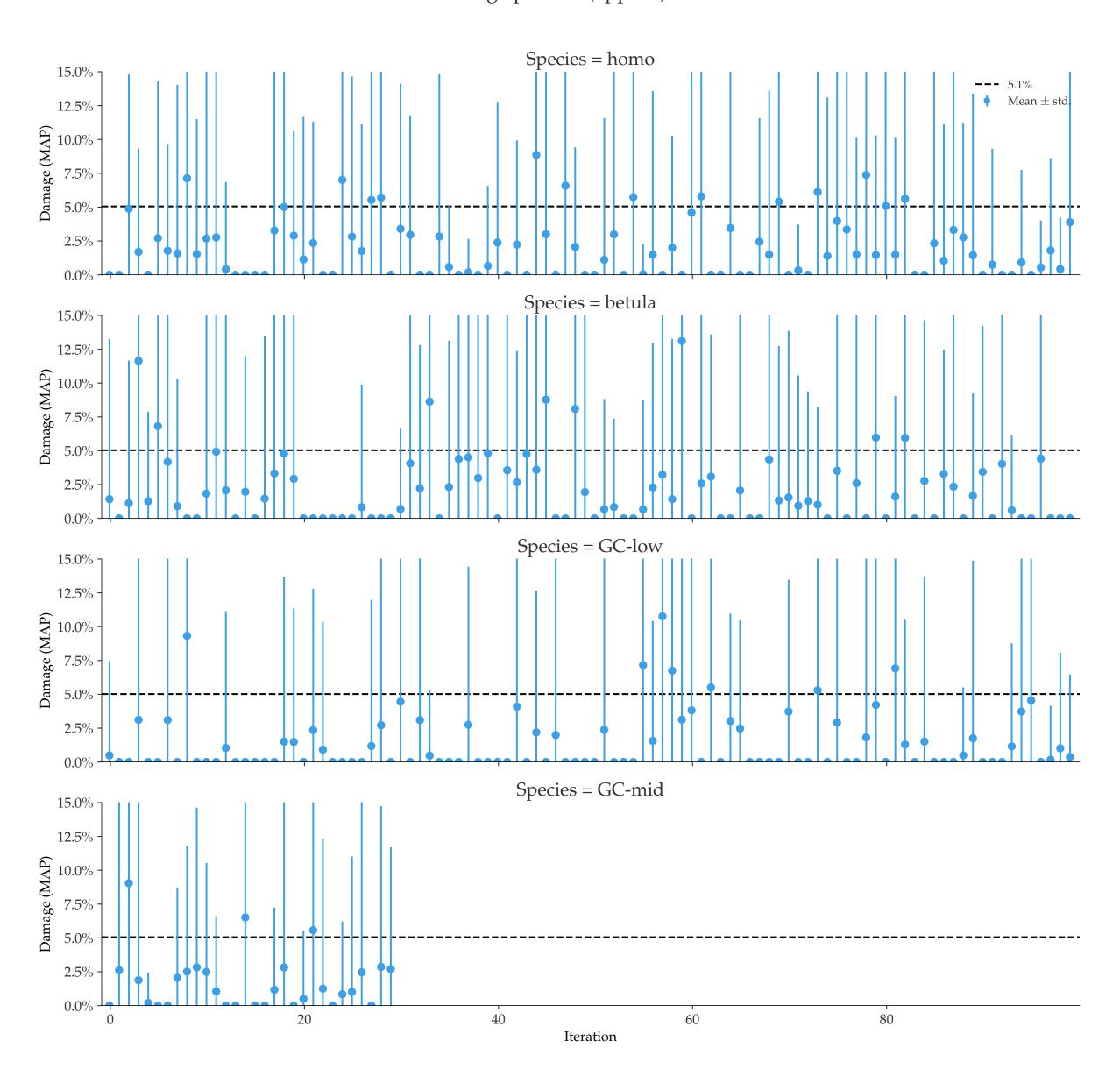
Individual damages: 50000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



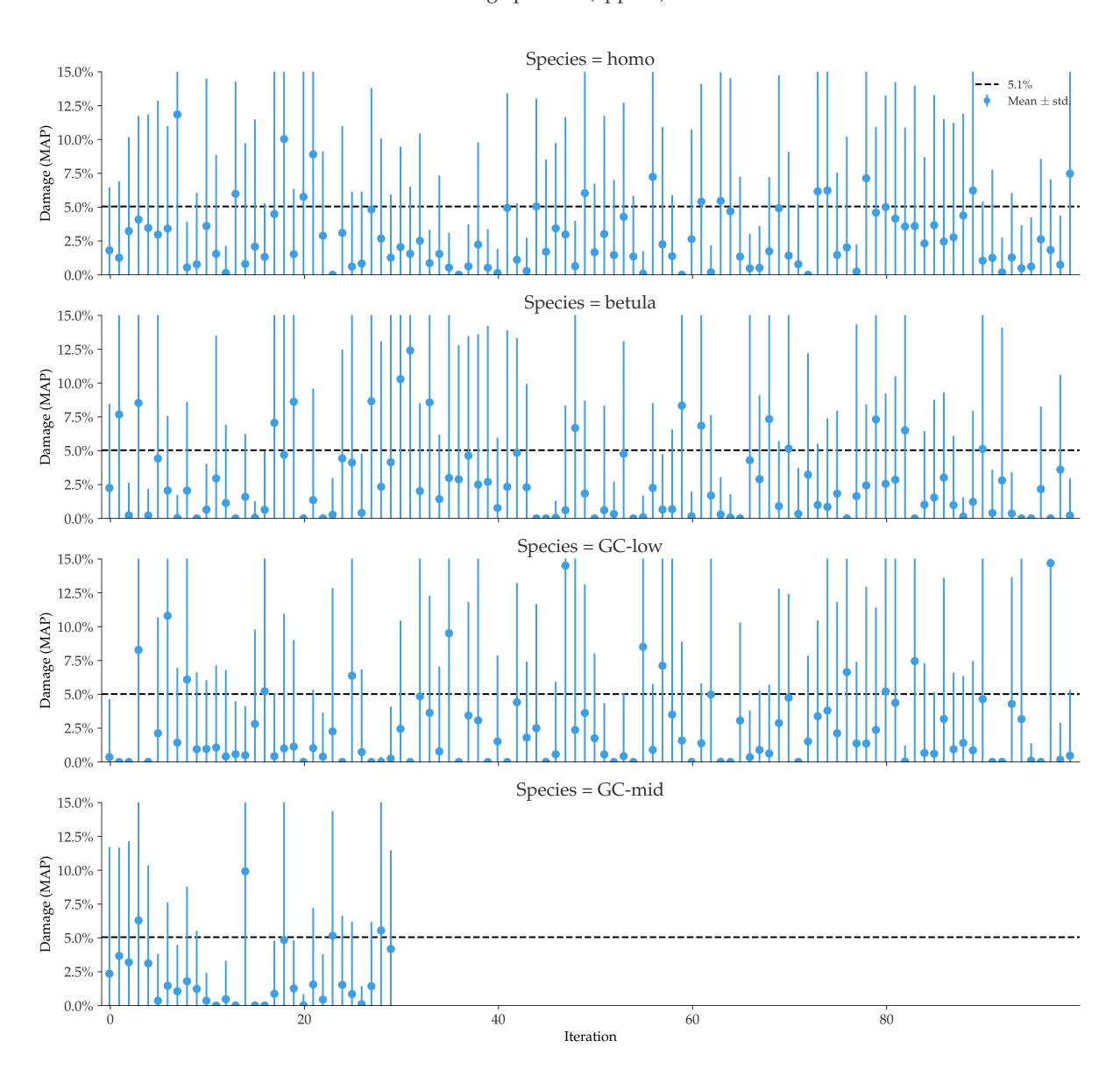
Individual damages: 100000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



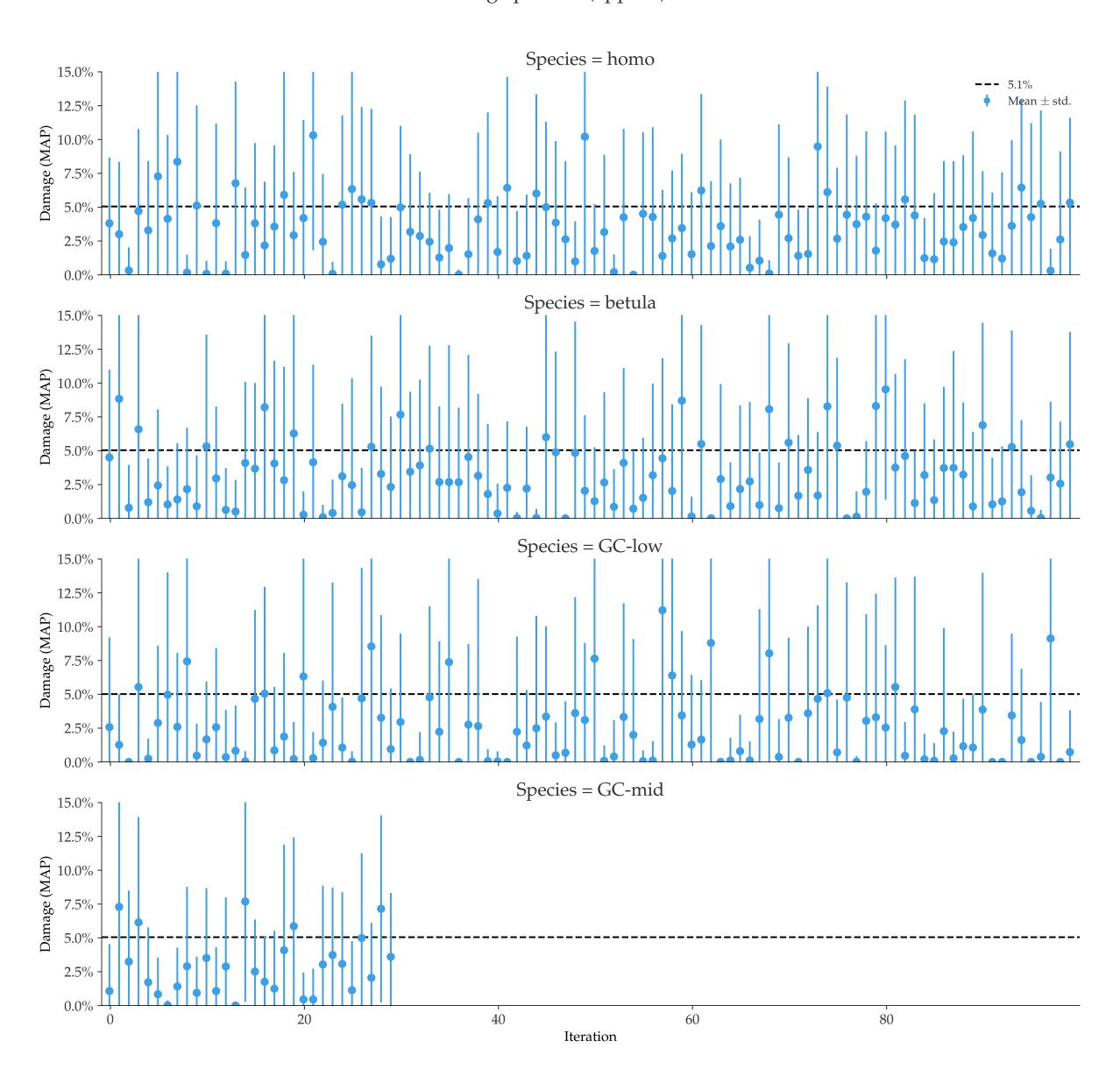
Individual damages: 10 reads Briggs damage = 0.162 Damage percent (approx) = 5%



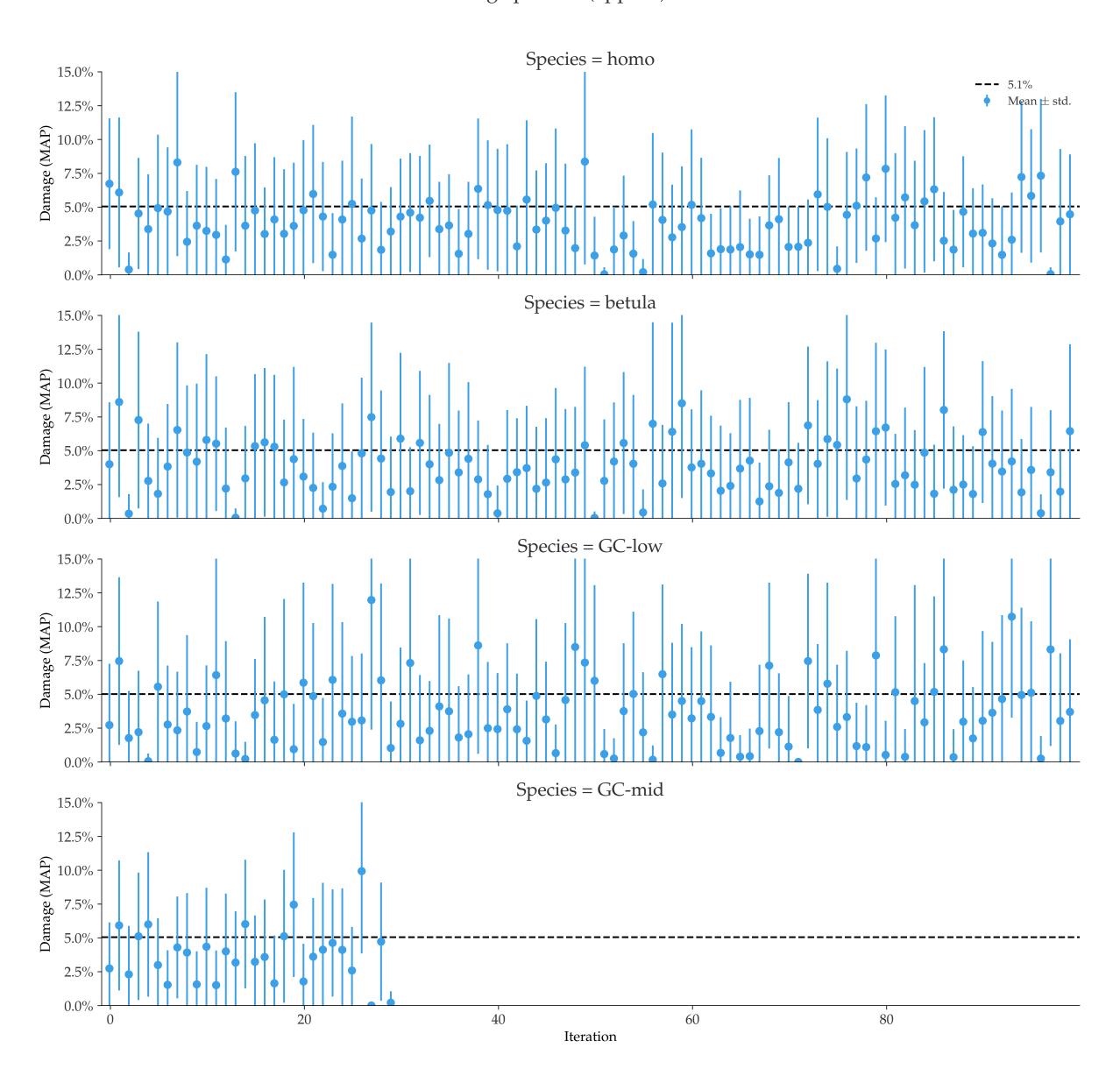
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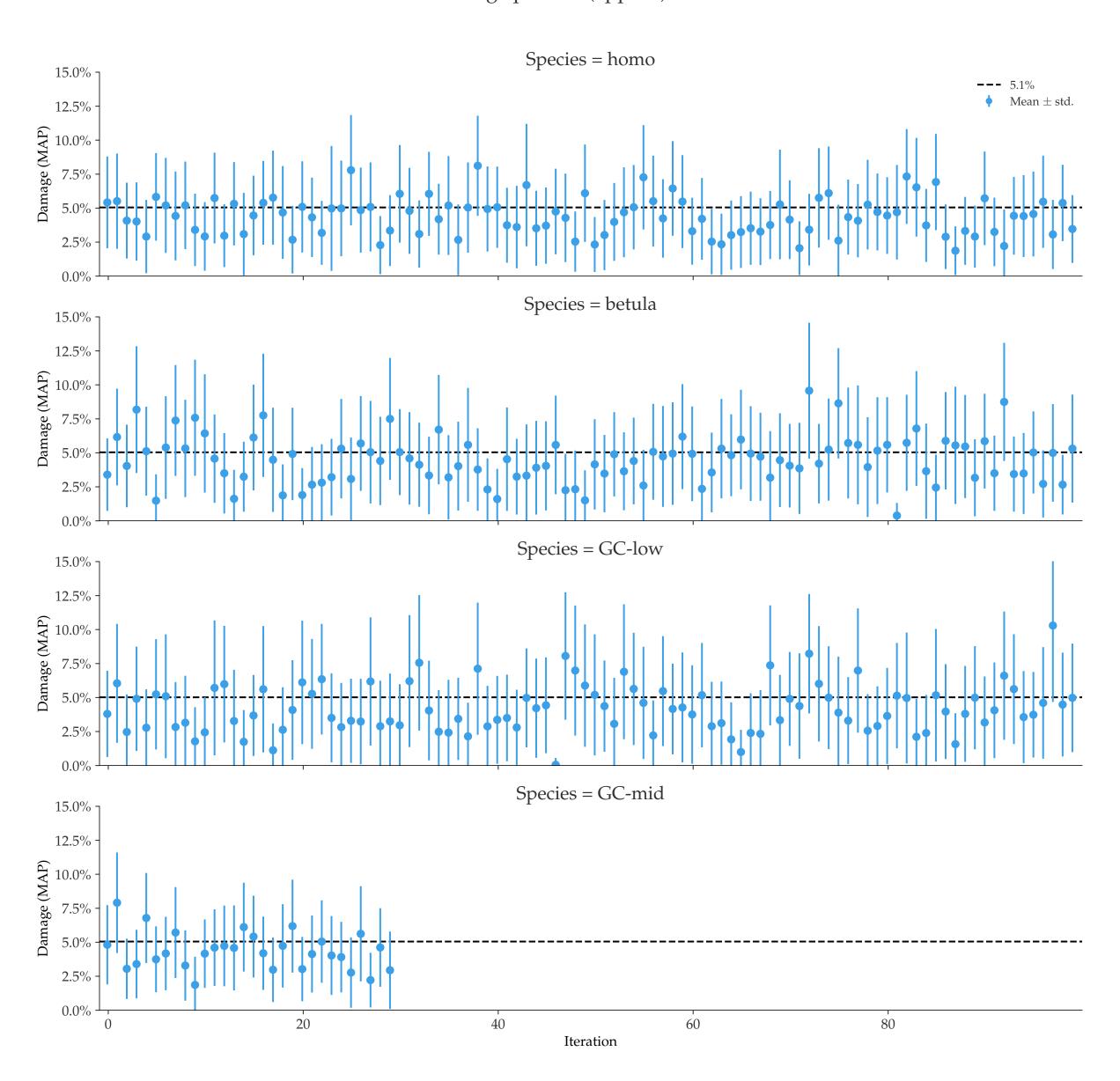
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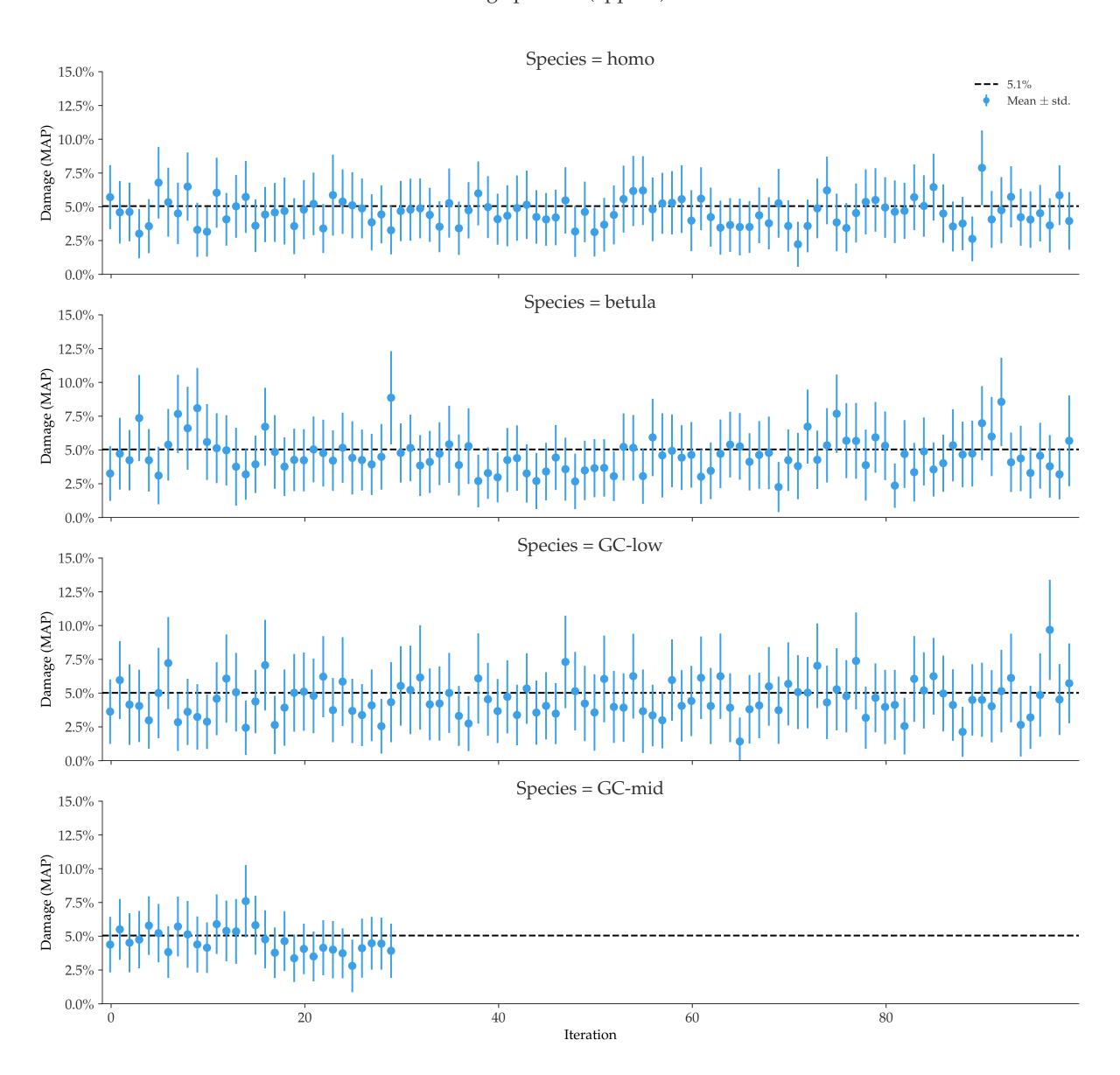
Individual damages: 100 reads Briggs damage = 0.162 Damage percent (approx) = 5%



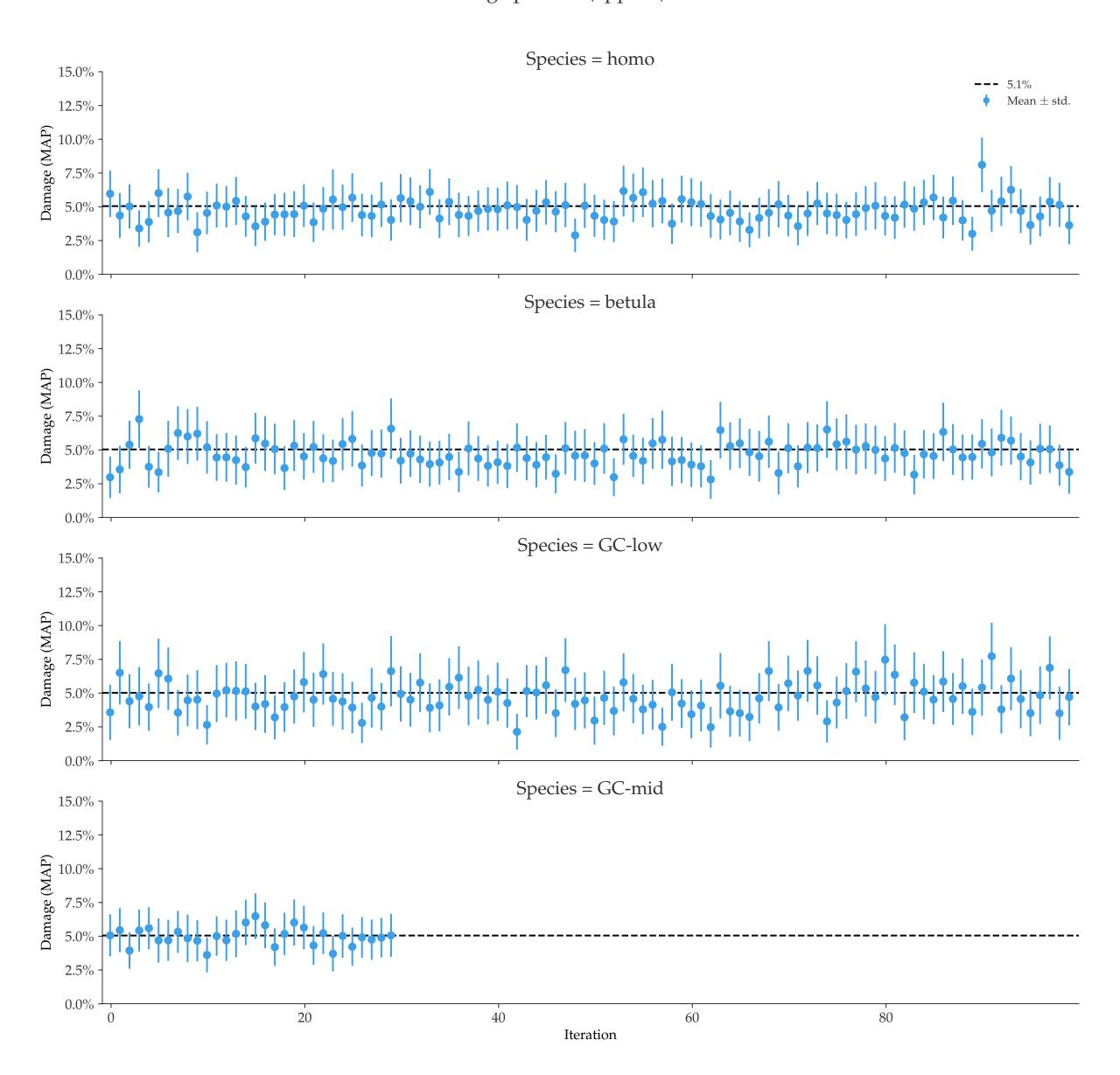
Individual damages: 250 reads Briggs damage = 0.162 Damage percent (approx) = 5%



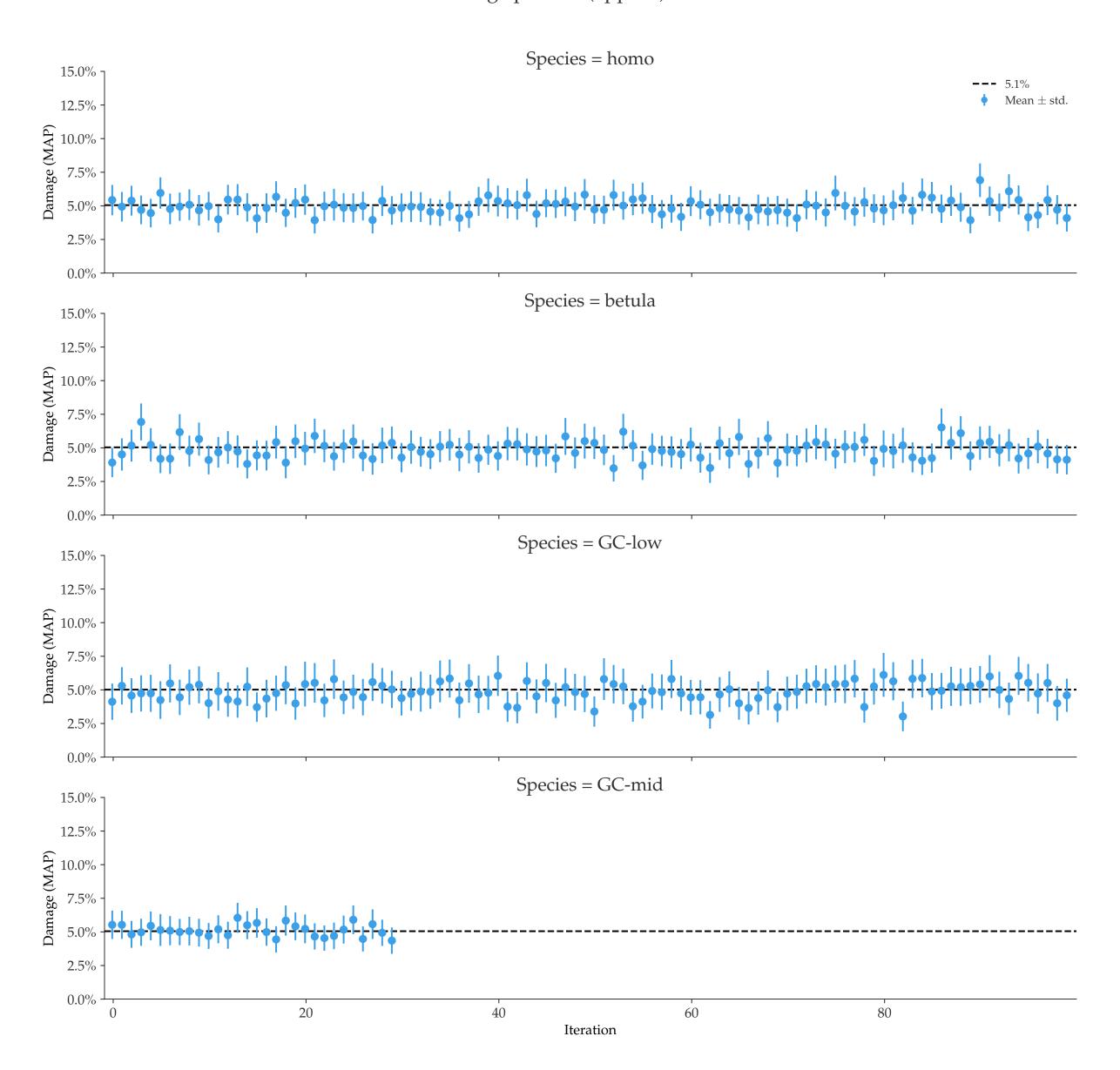
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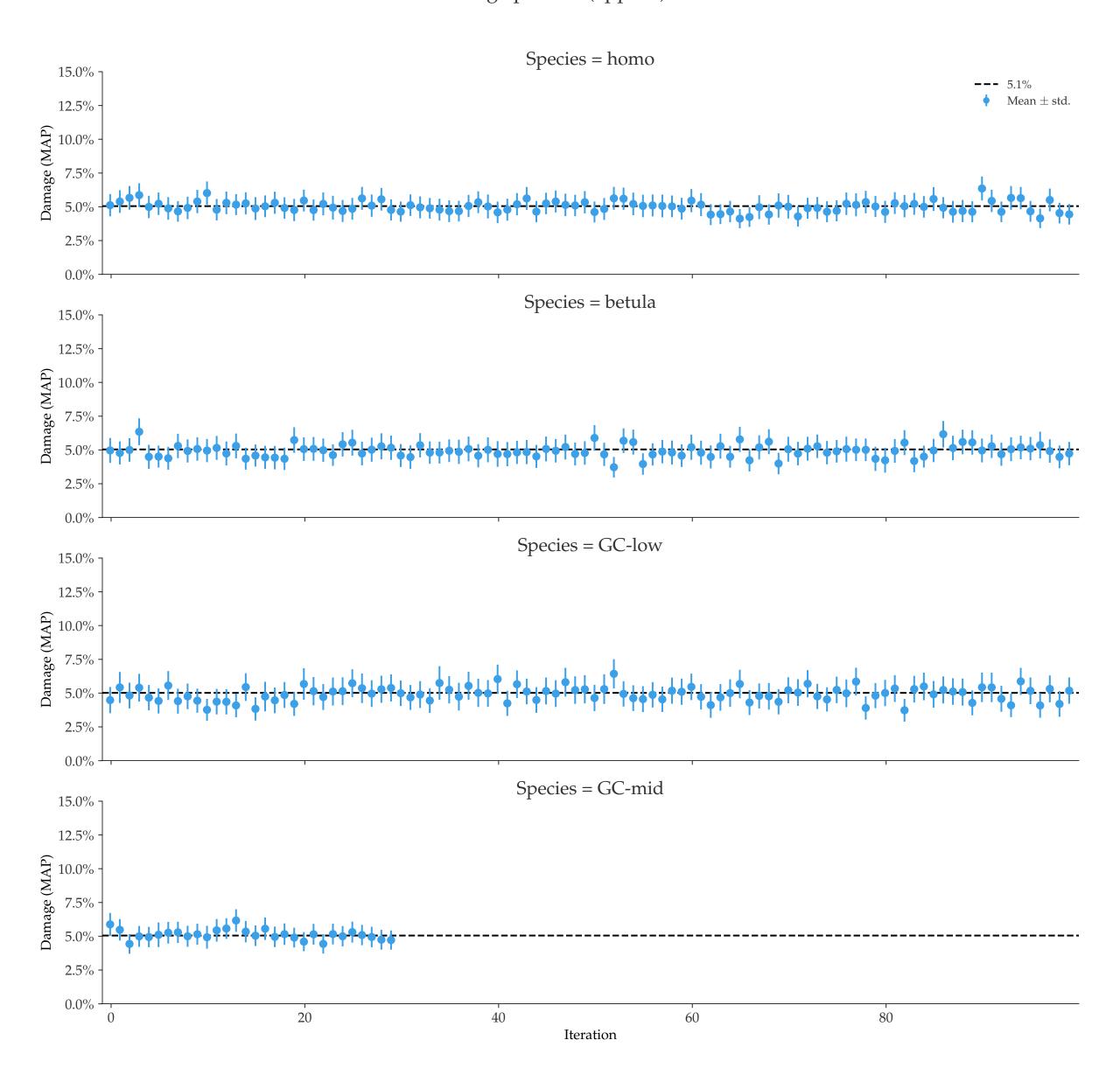
Individual damages: 1000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



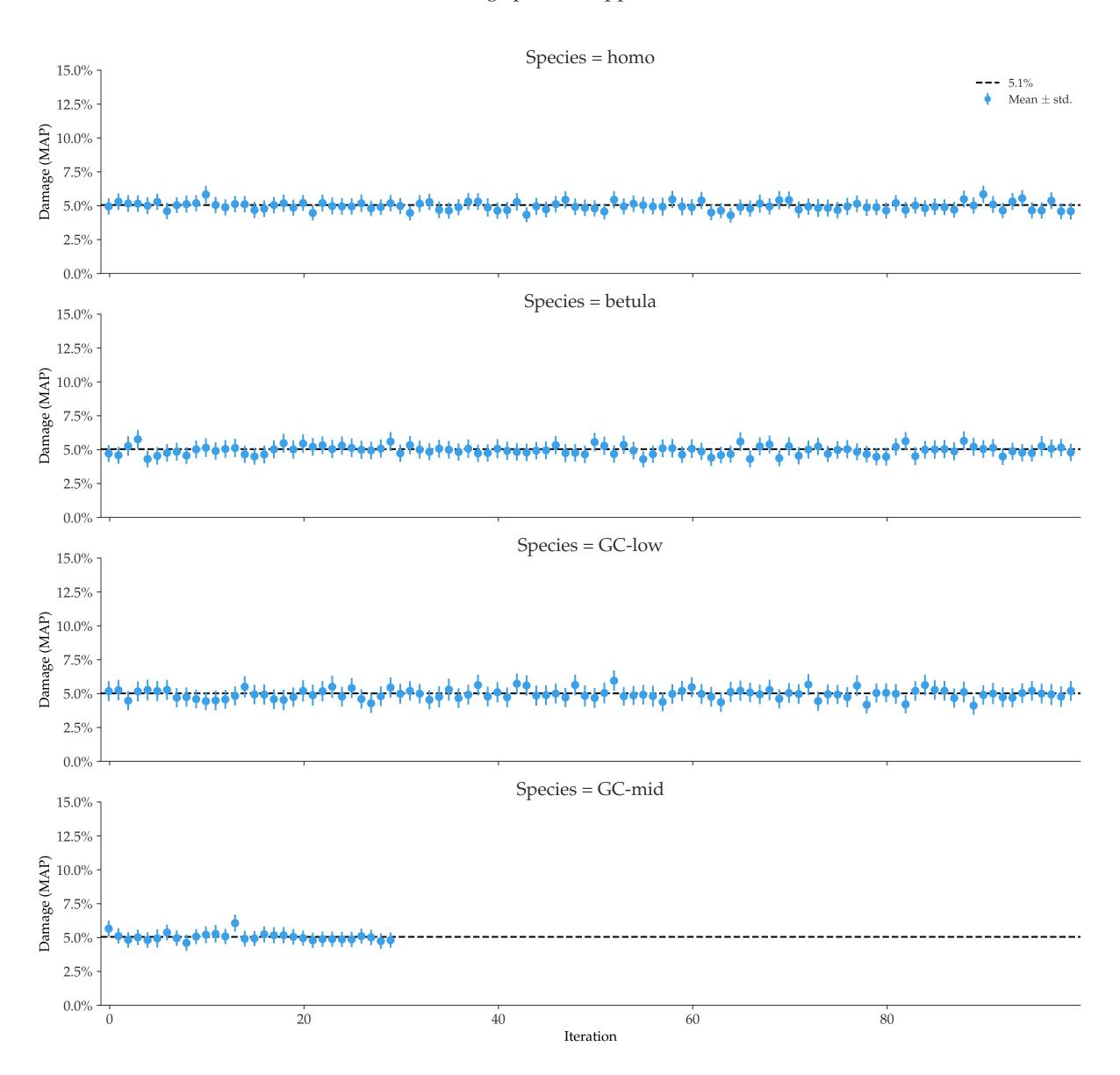
Individual damages: 2500 reads Briggs damage = 0.162 Damage percent (approx) = 5%



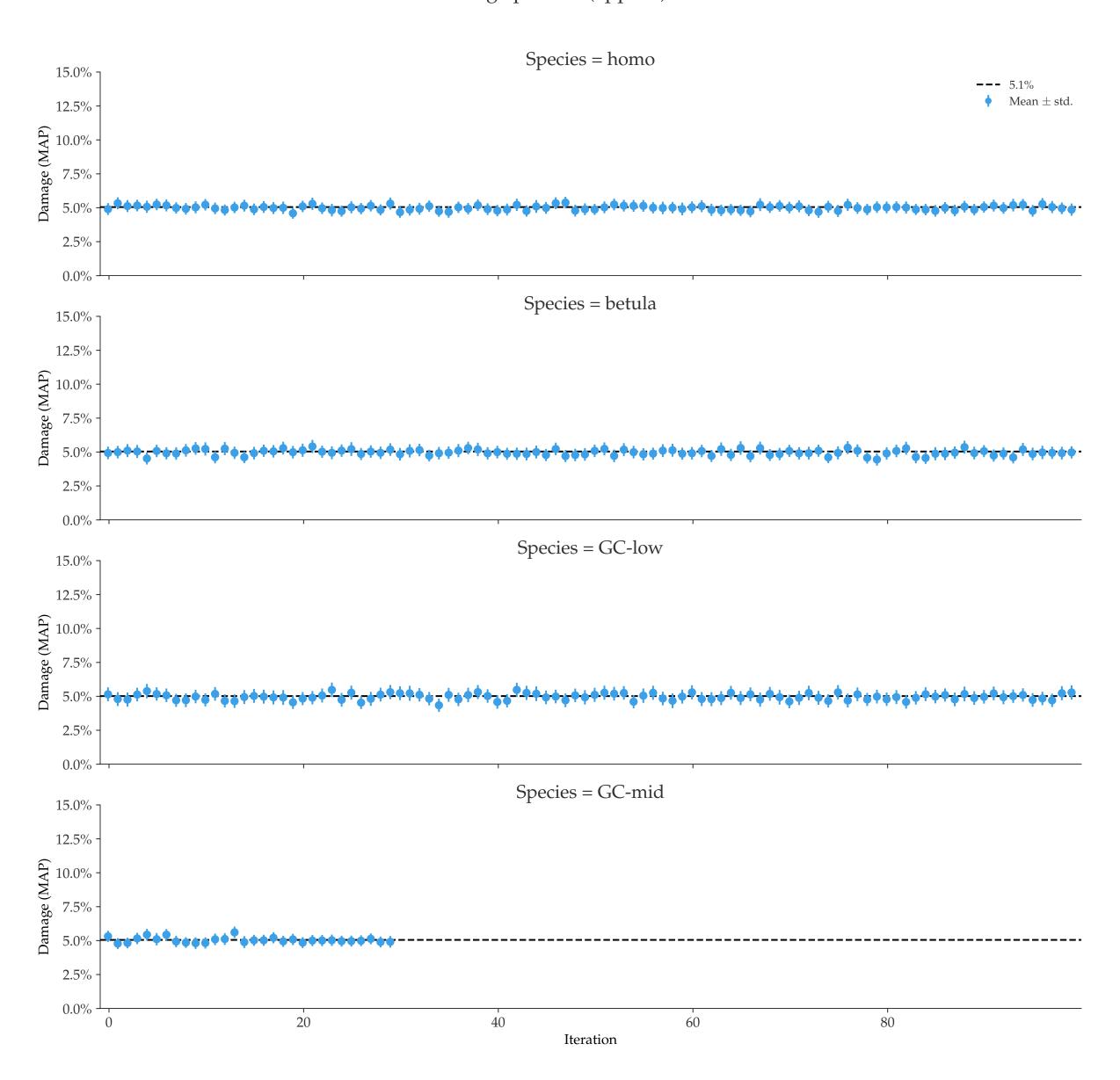
Individual damages: 5000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



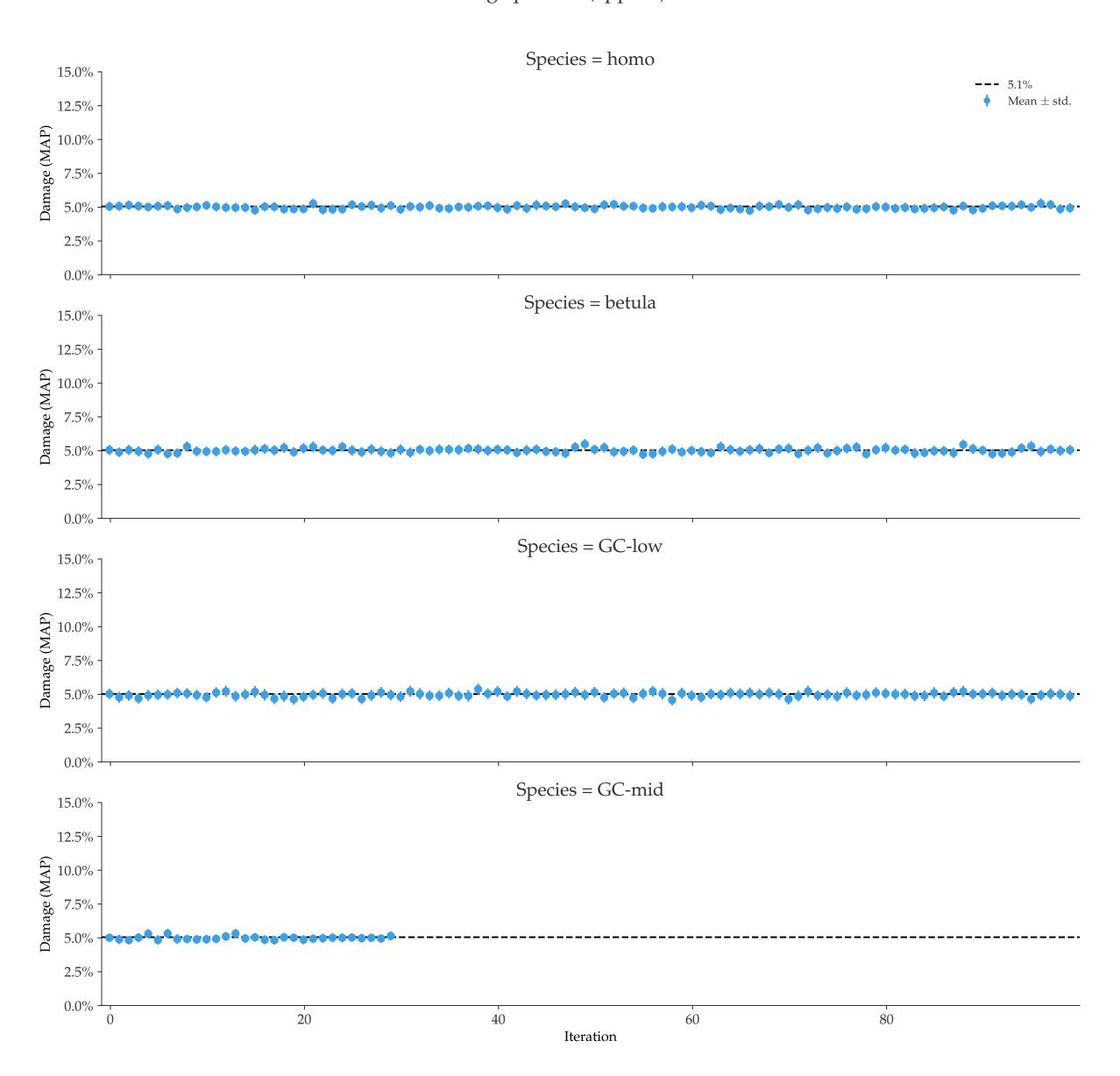
Individual damages: 10000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



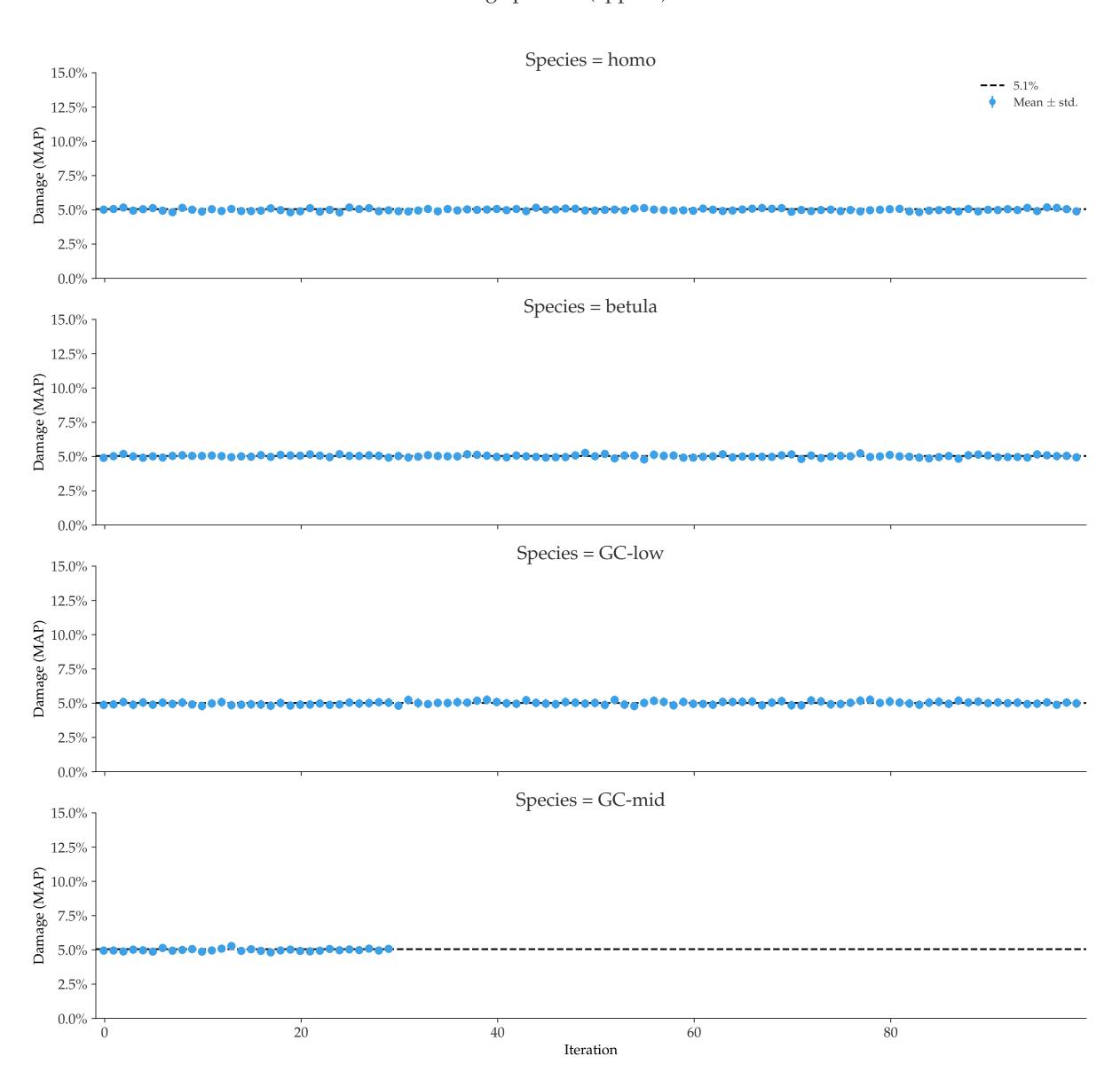
Individual damages: 25000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



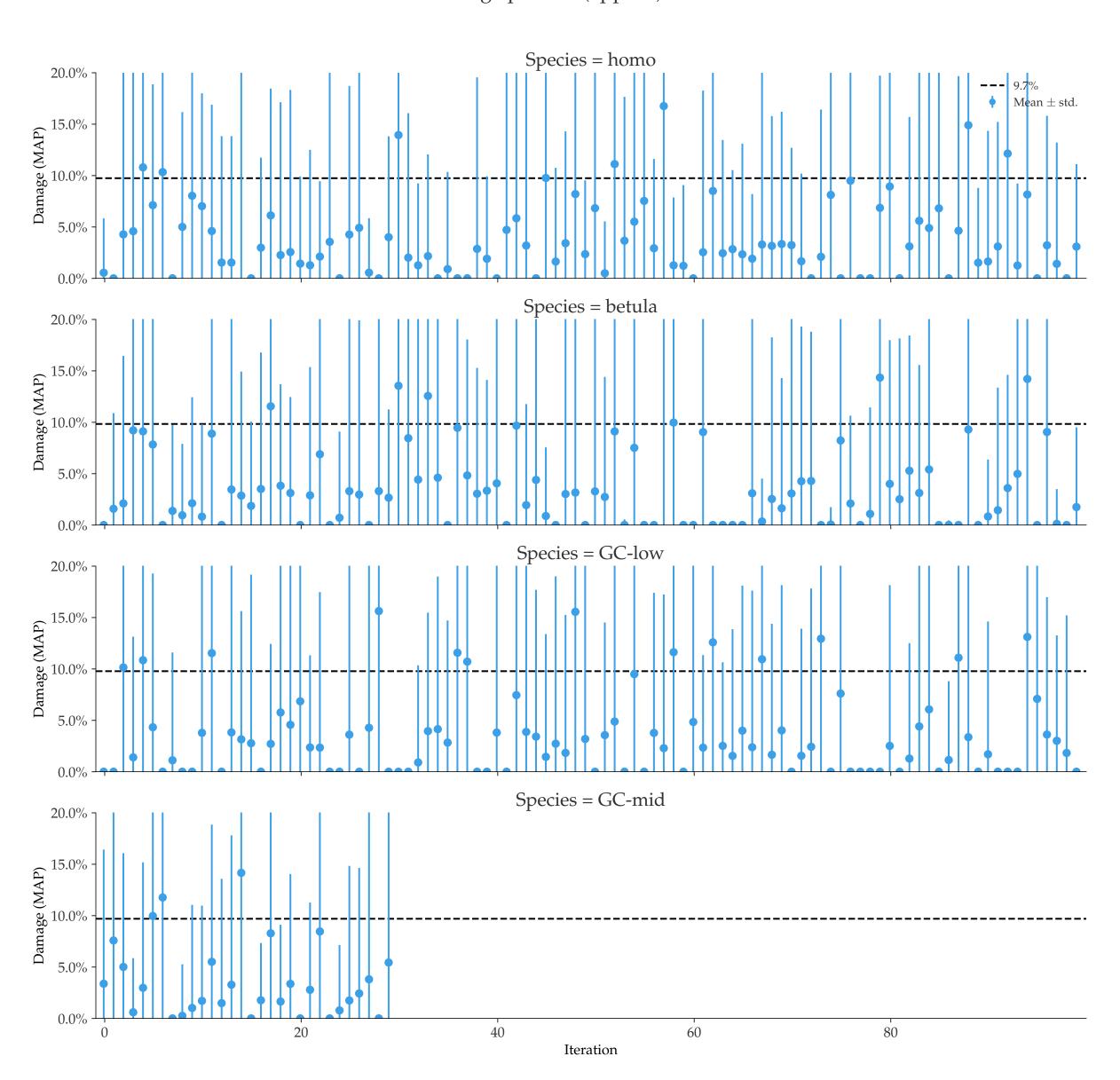
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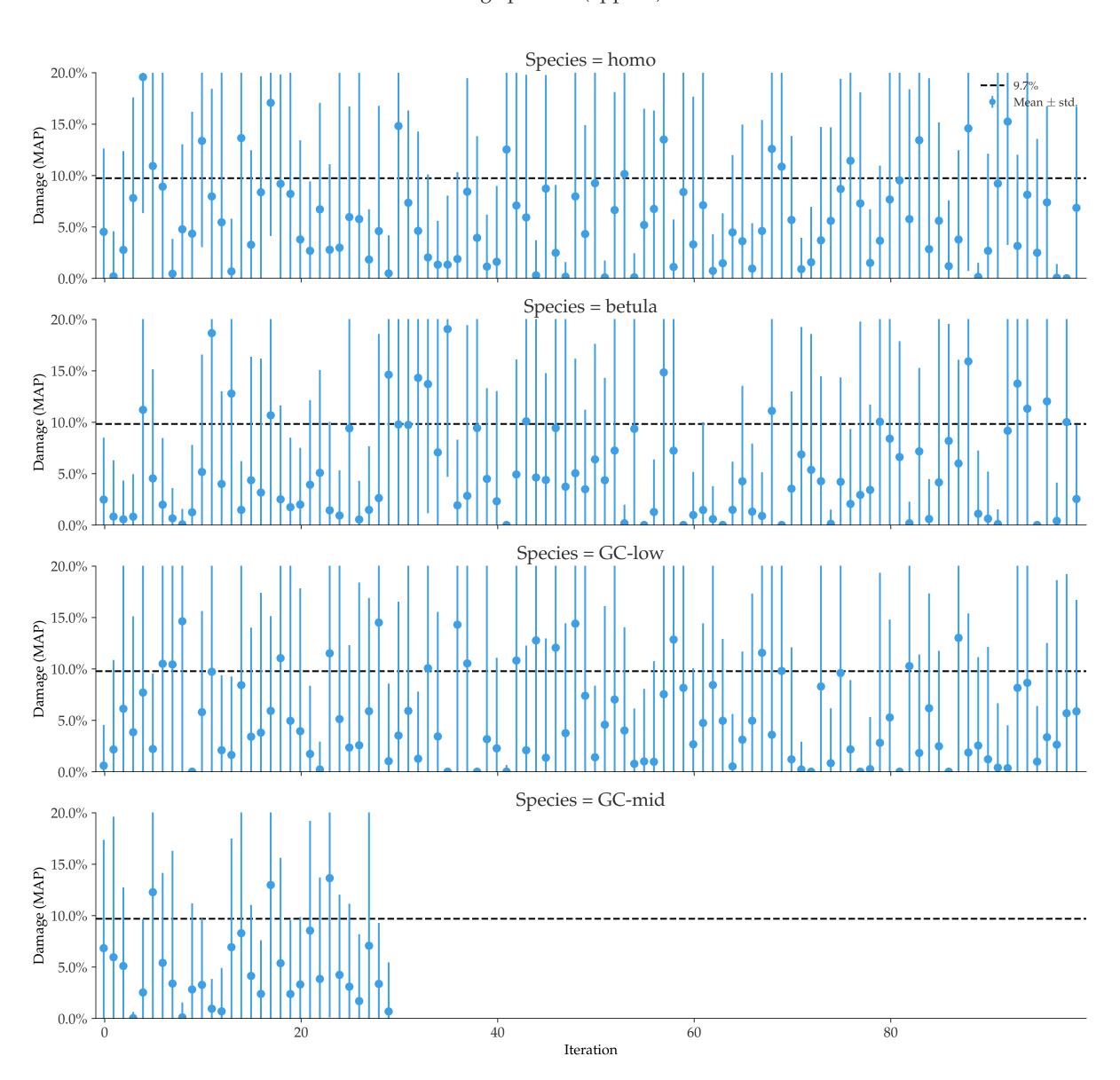
Individual damages: 100000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



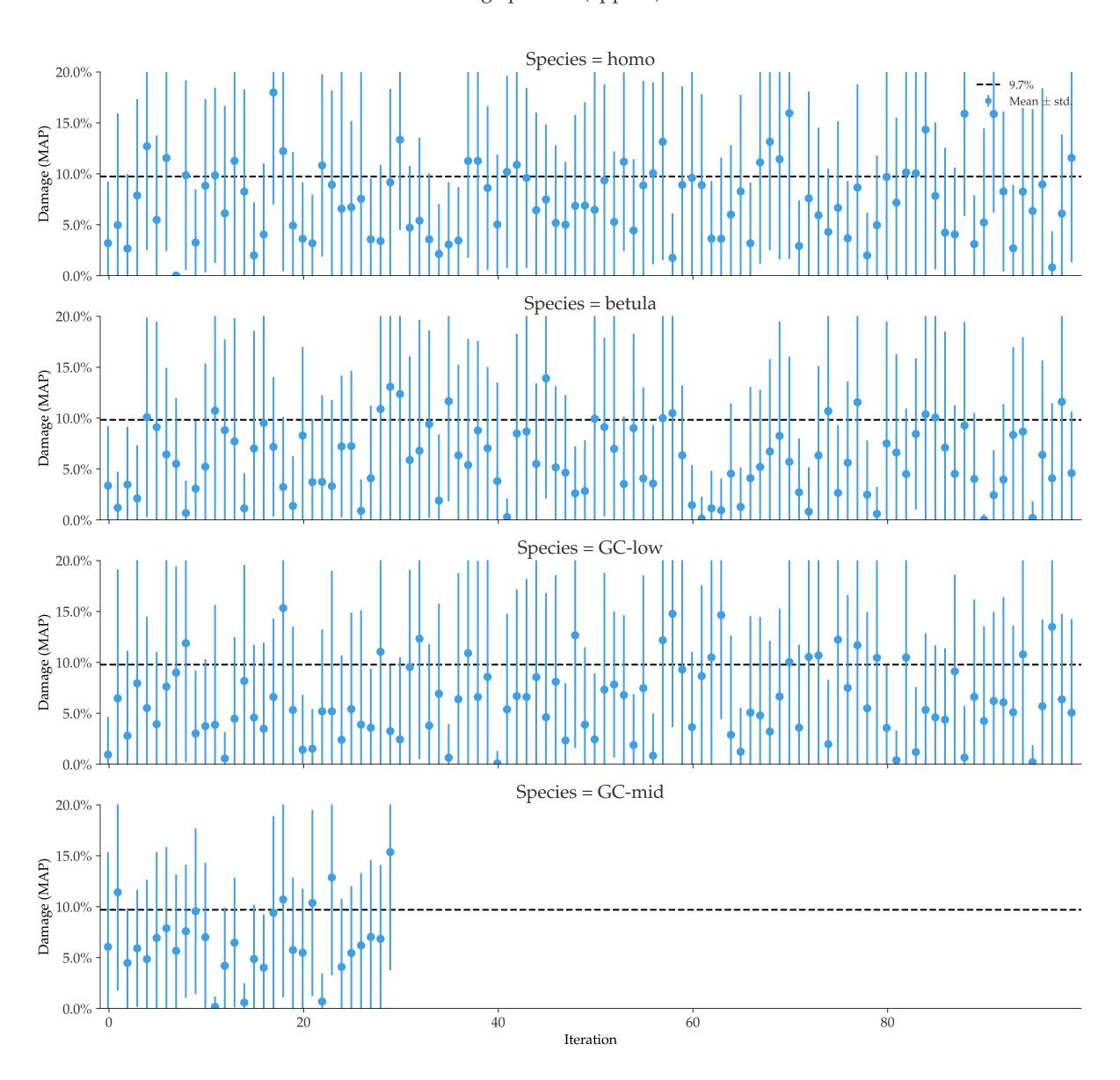
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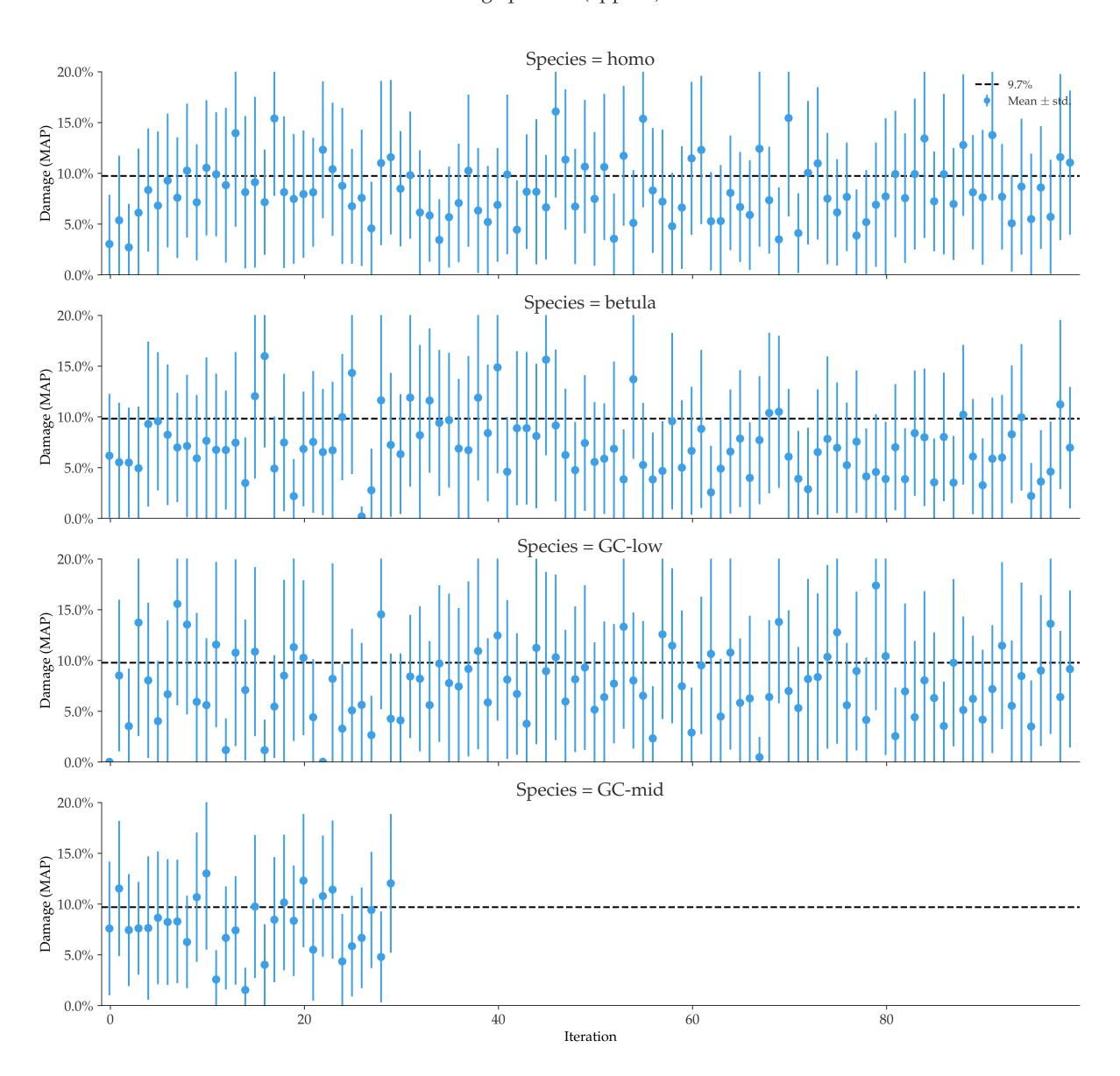
Individual damages: 25 reads Briggs damage = 0.31 Damage percent (approx) = 10%



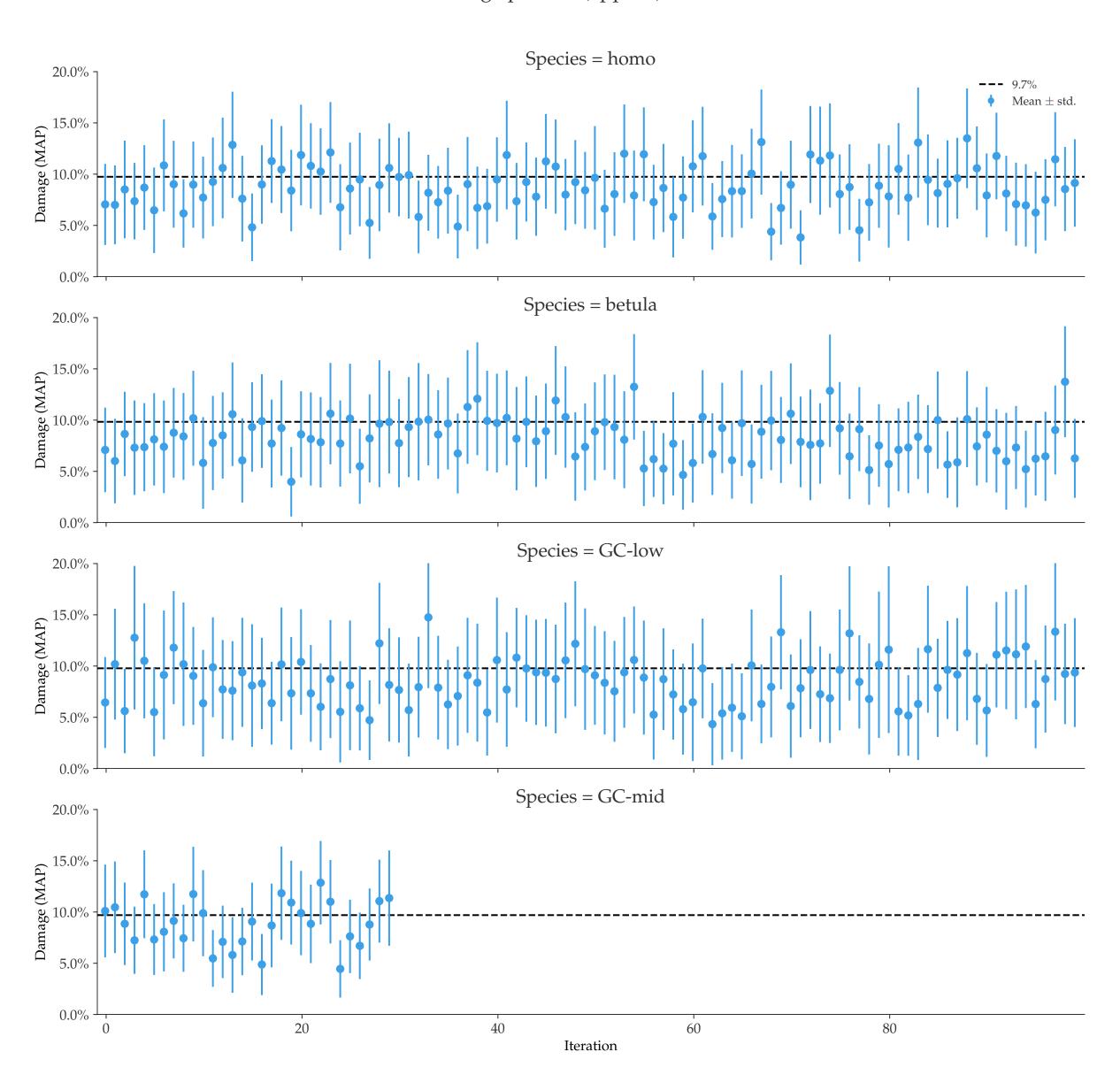
Individual damages: 50 reads Briggs damage = 0.31 Damage percent (approx) = 10%



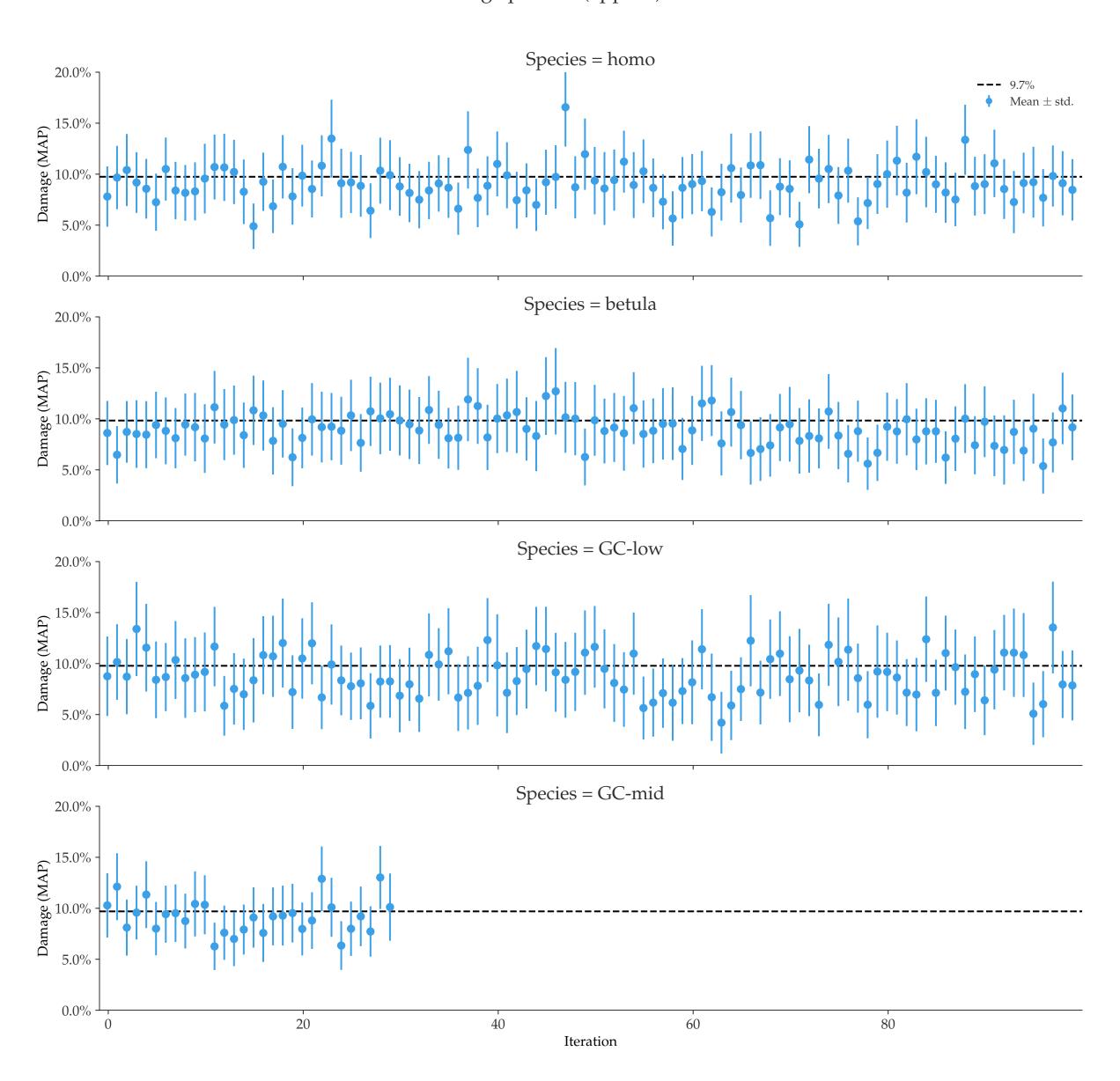
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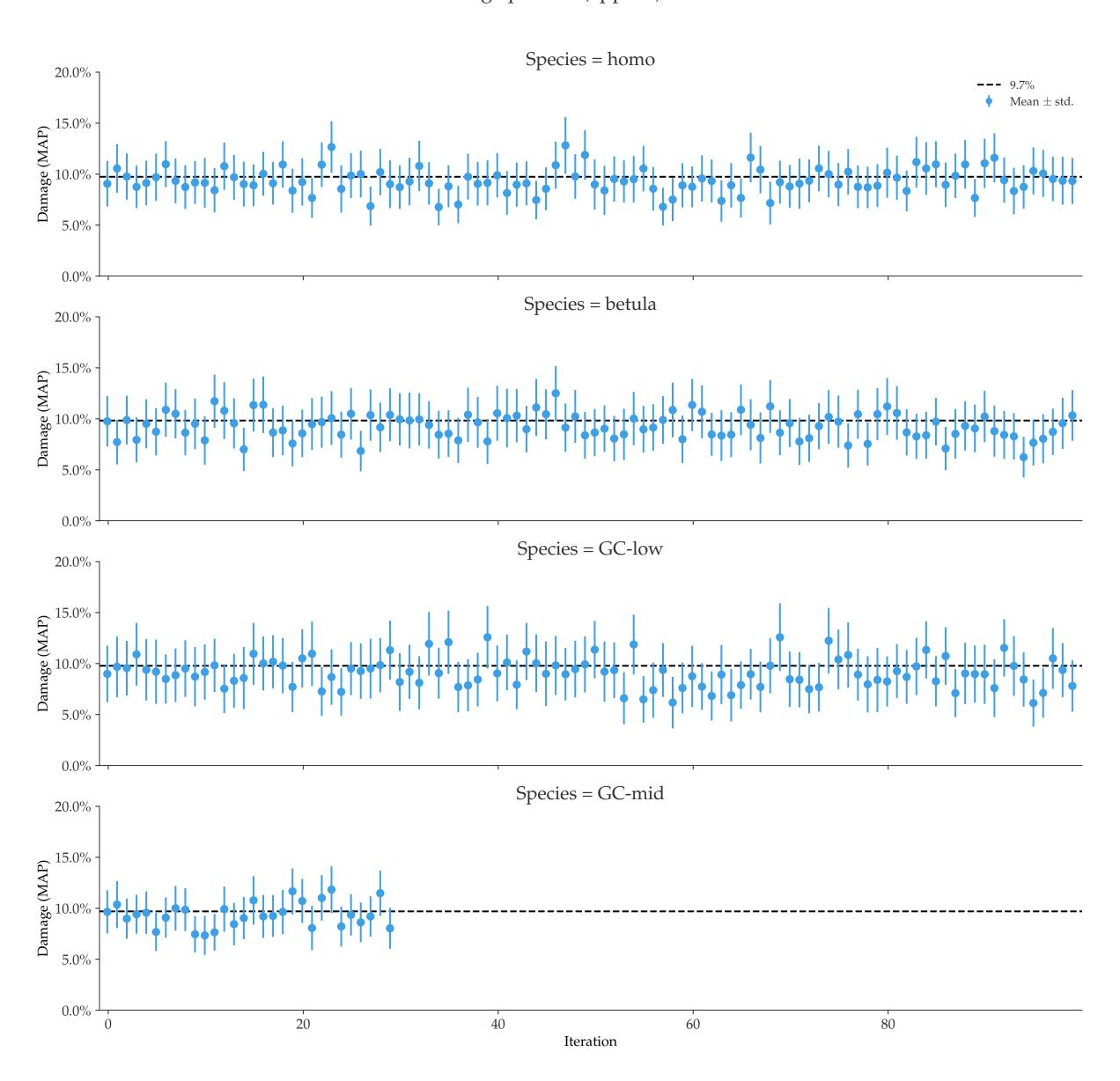
Individual damages: 250 reads Briggs damage = 0.31 Damage percent (approx) = 10%



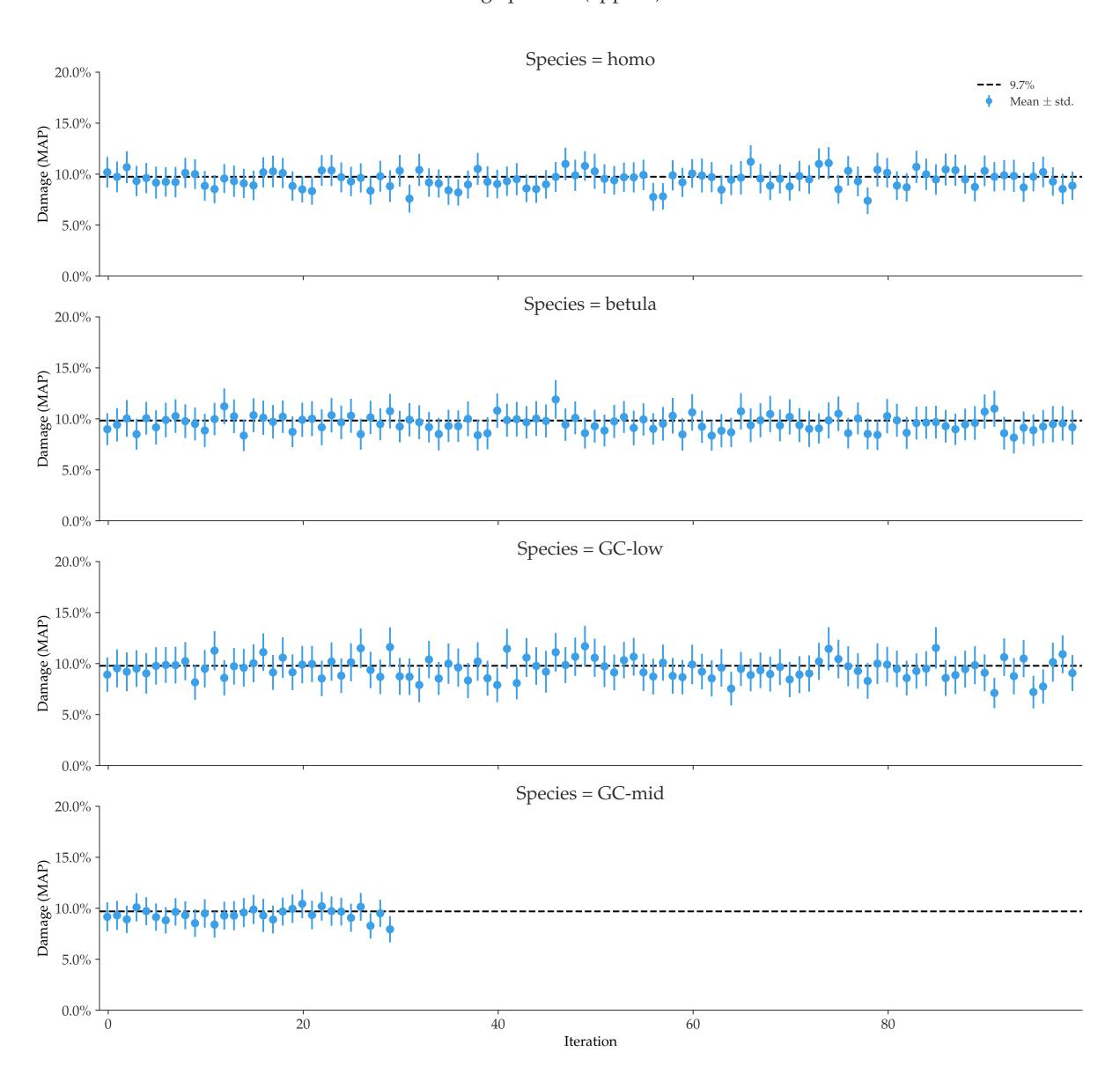
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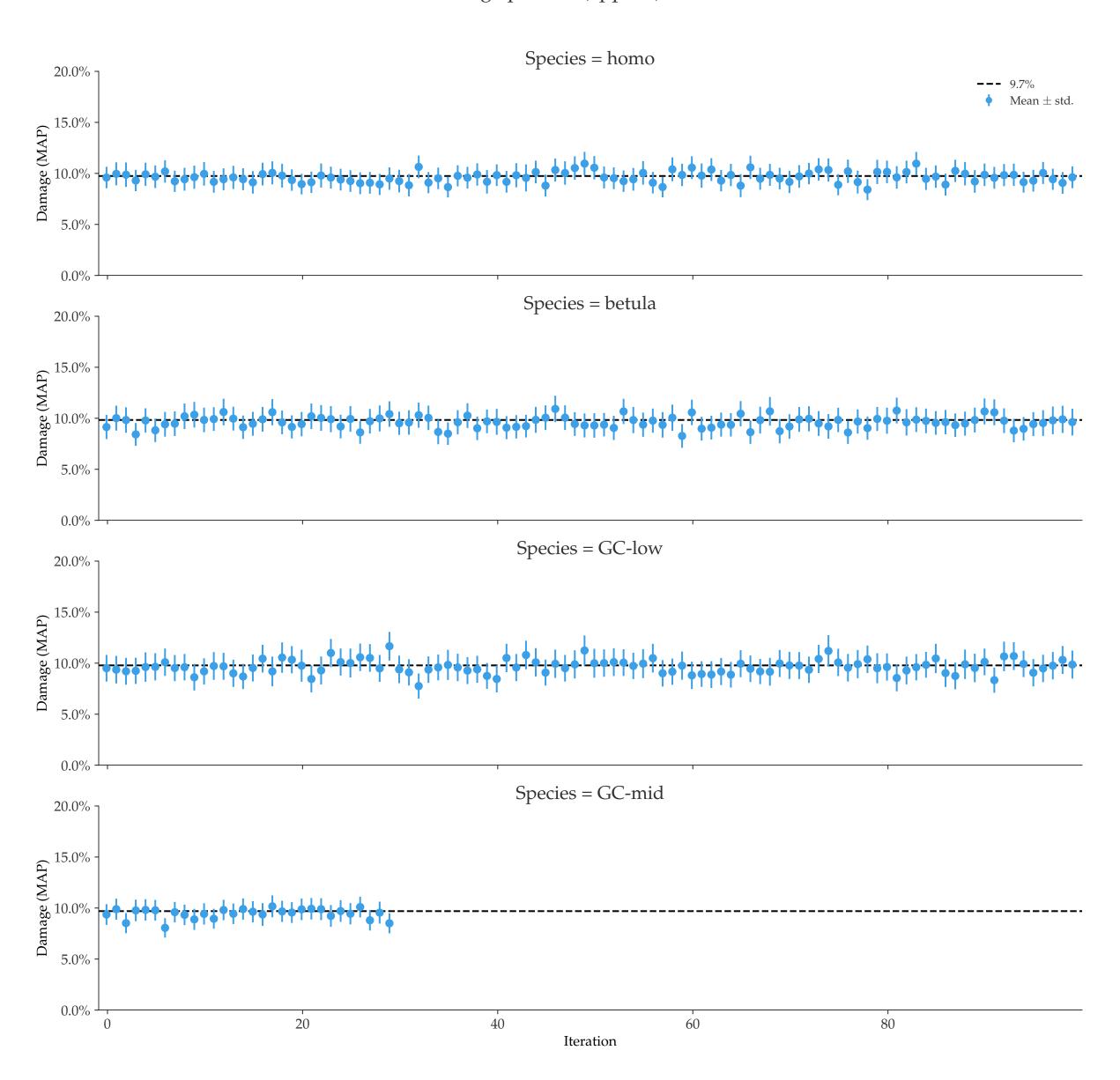
Individual damages: 1000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



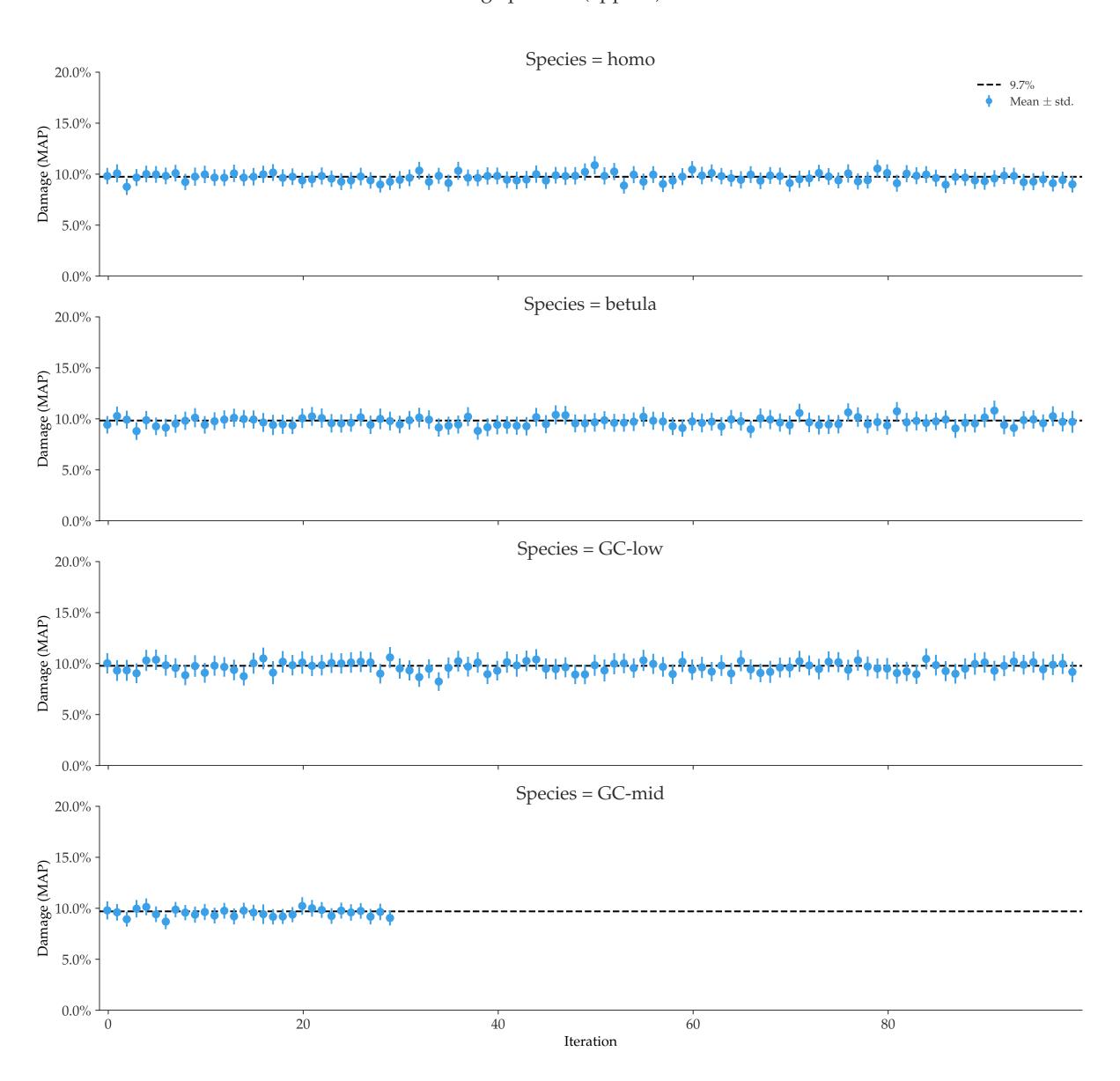
Individual damages: 2500 reads Briggs damage = 0.31 Damage percent (approx) = 10%



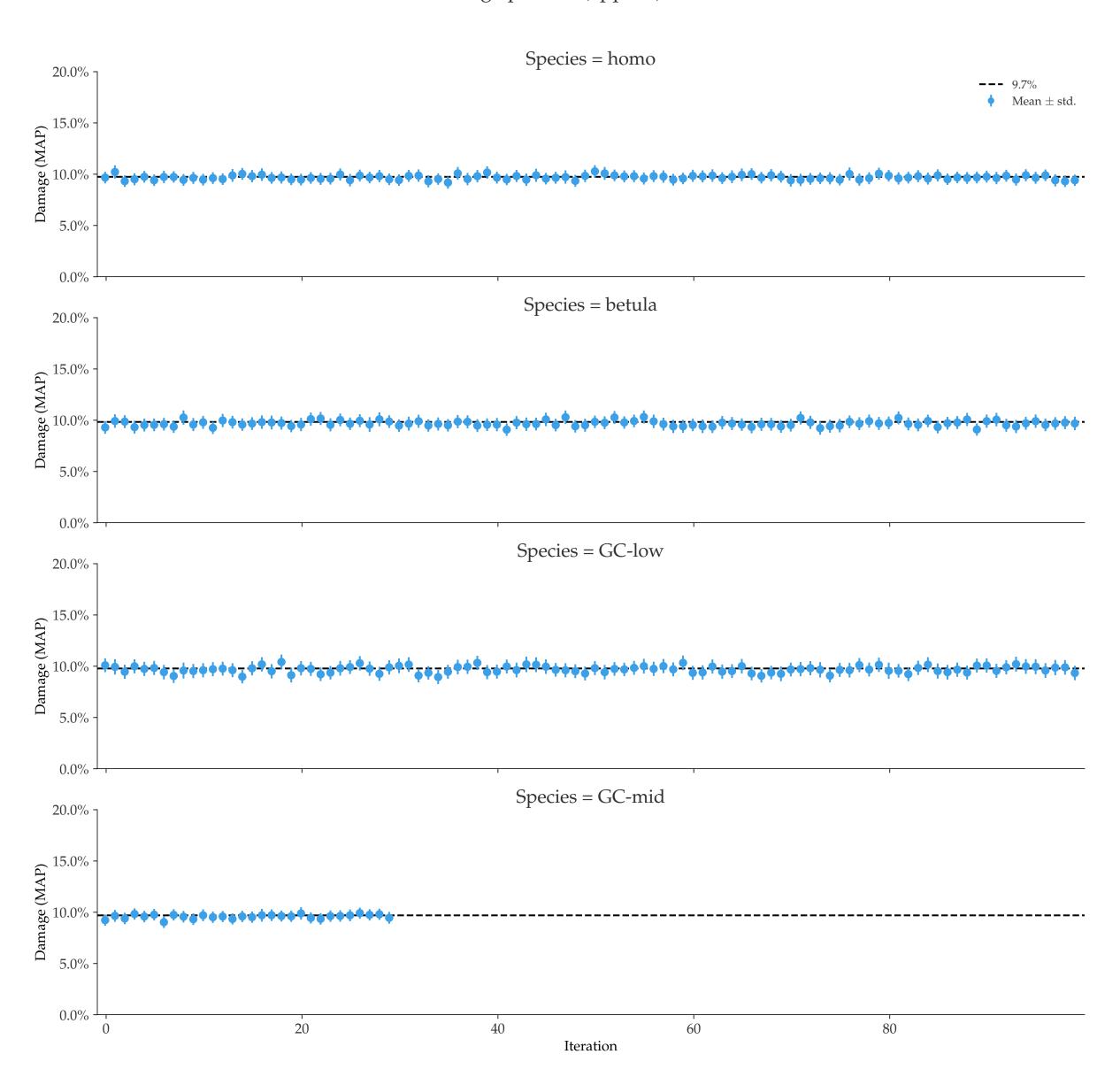
Individual damages: 5000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



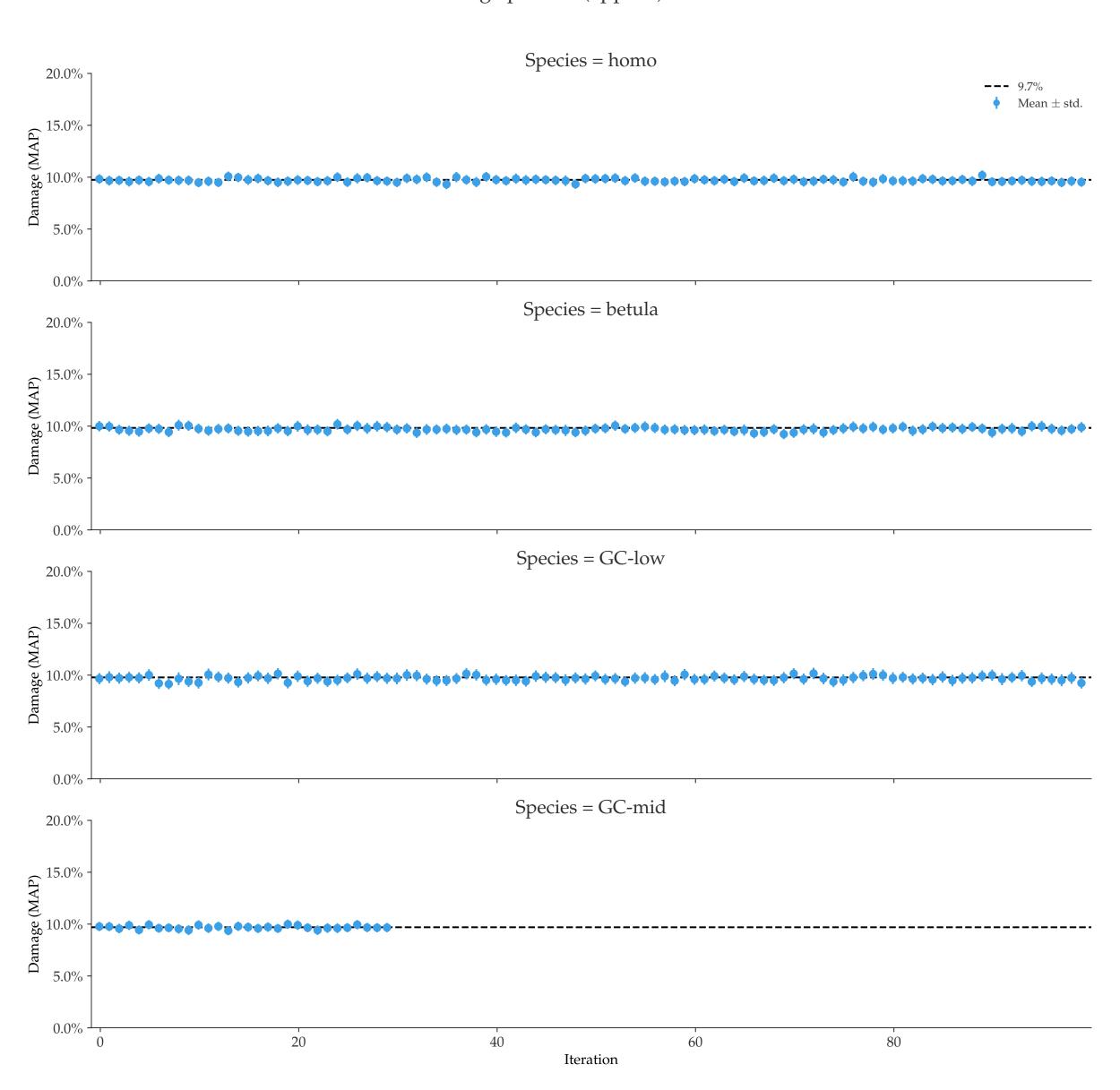
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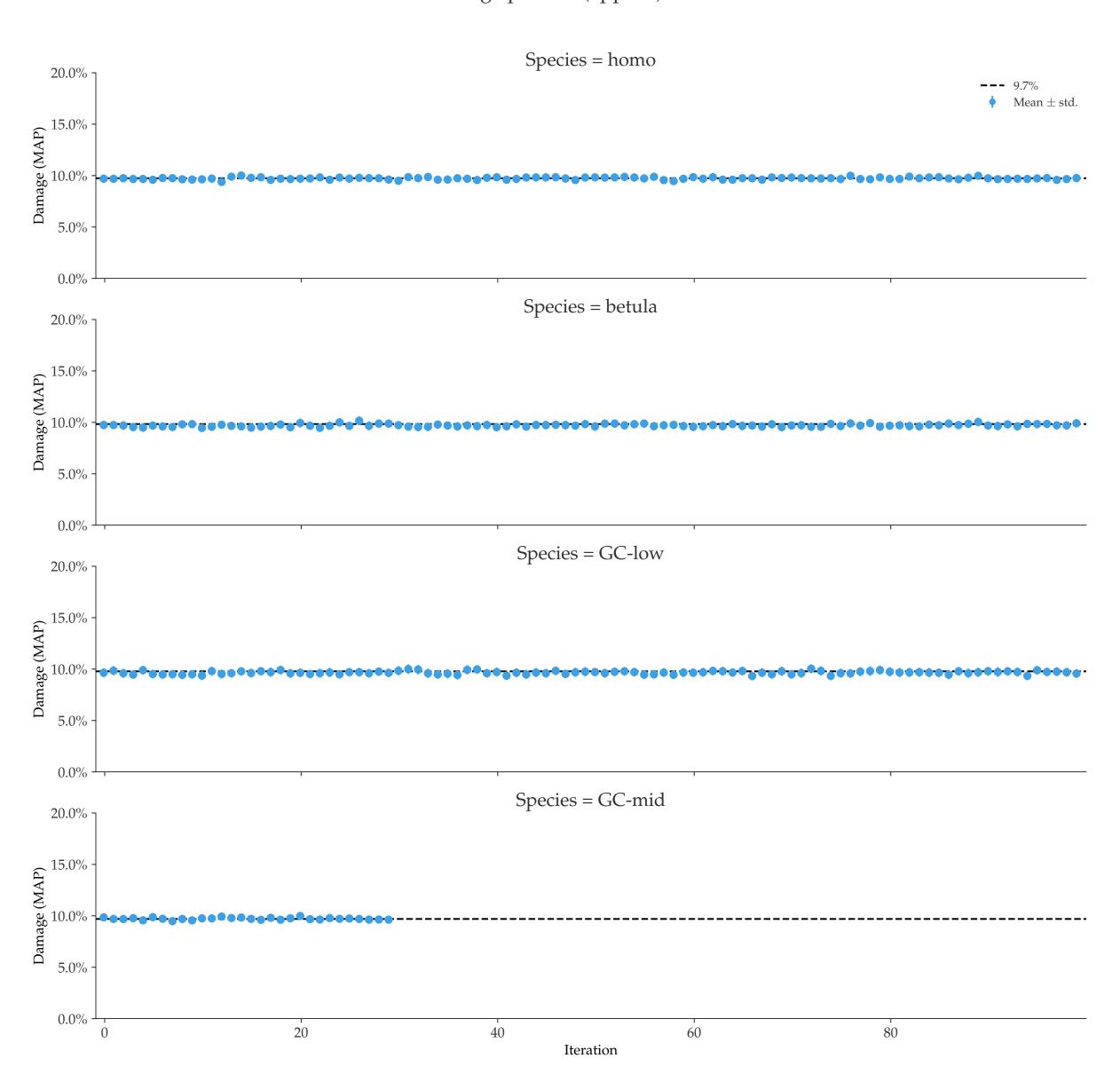
Individual damages: 25000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



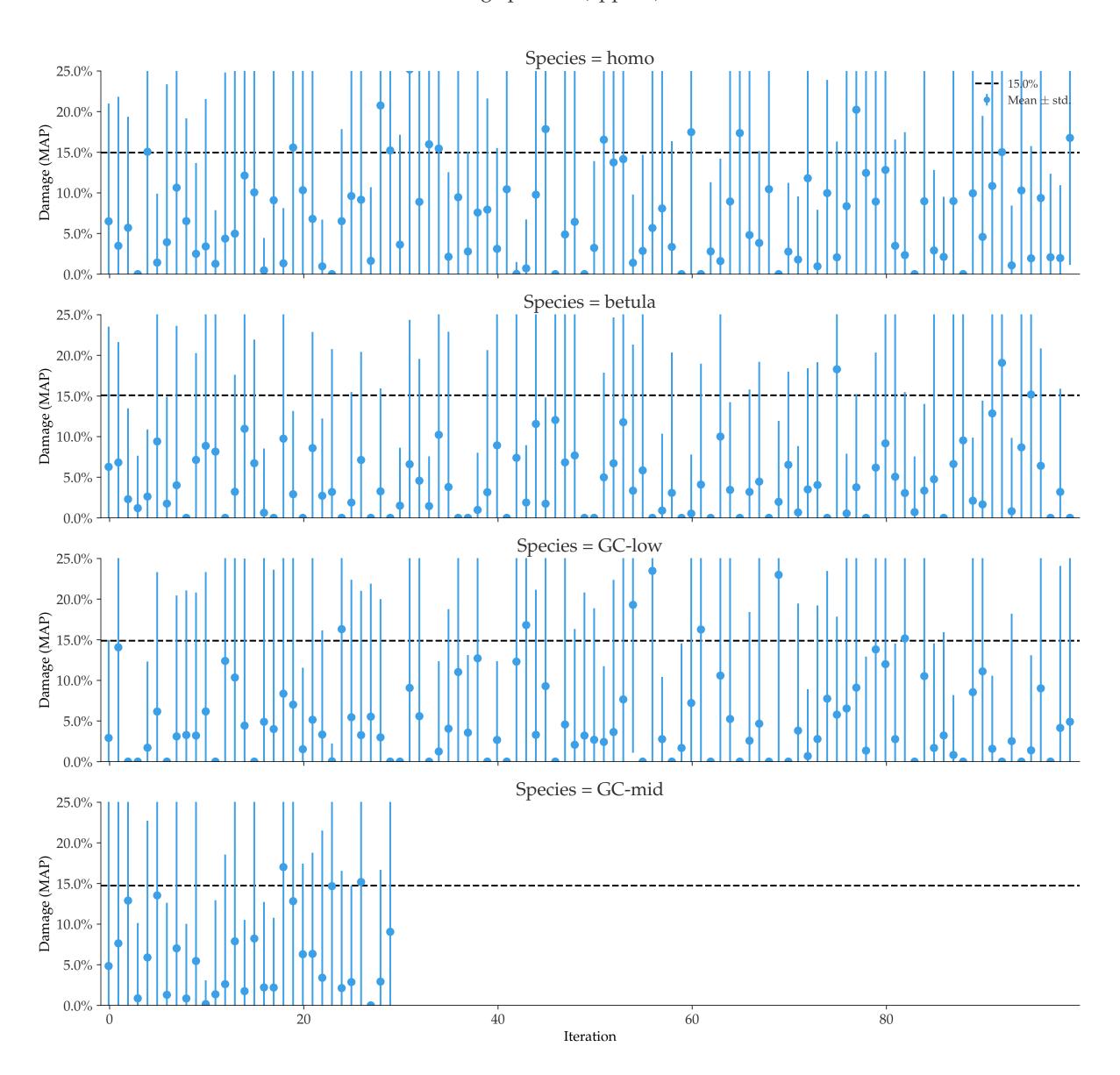
Individual damages: 50000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



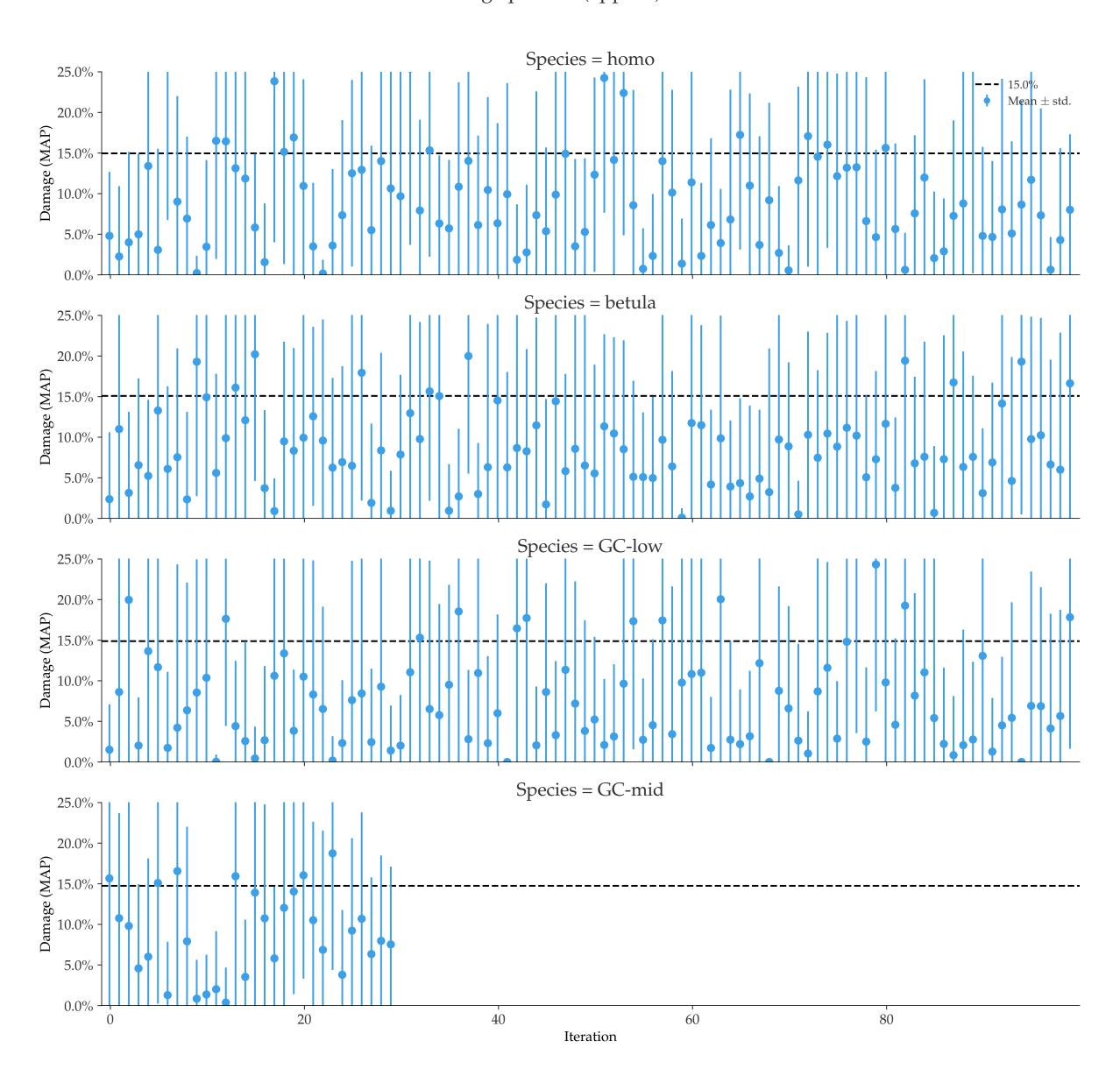
Individual damages: 100000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



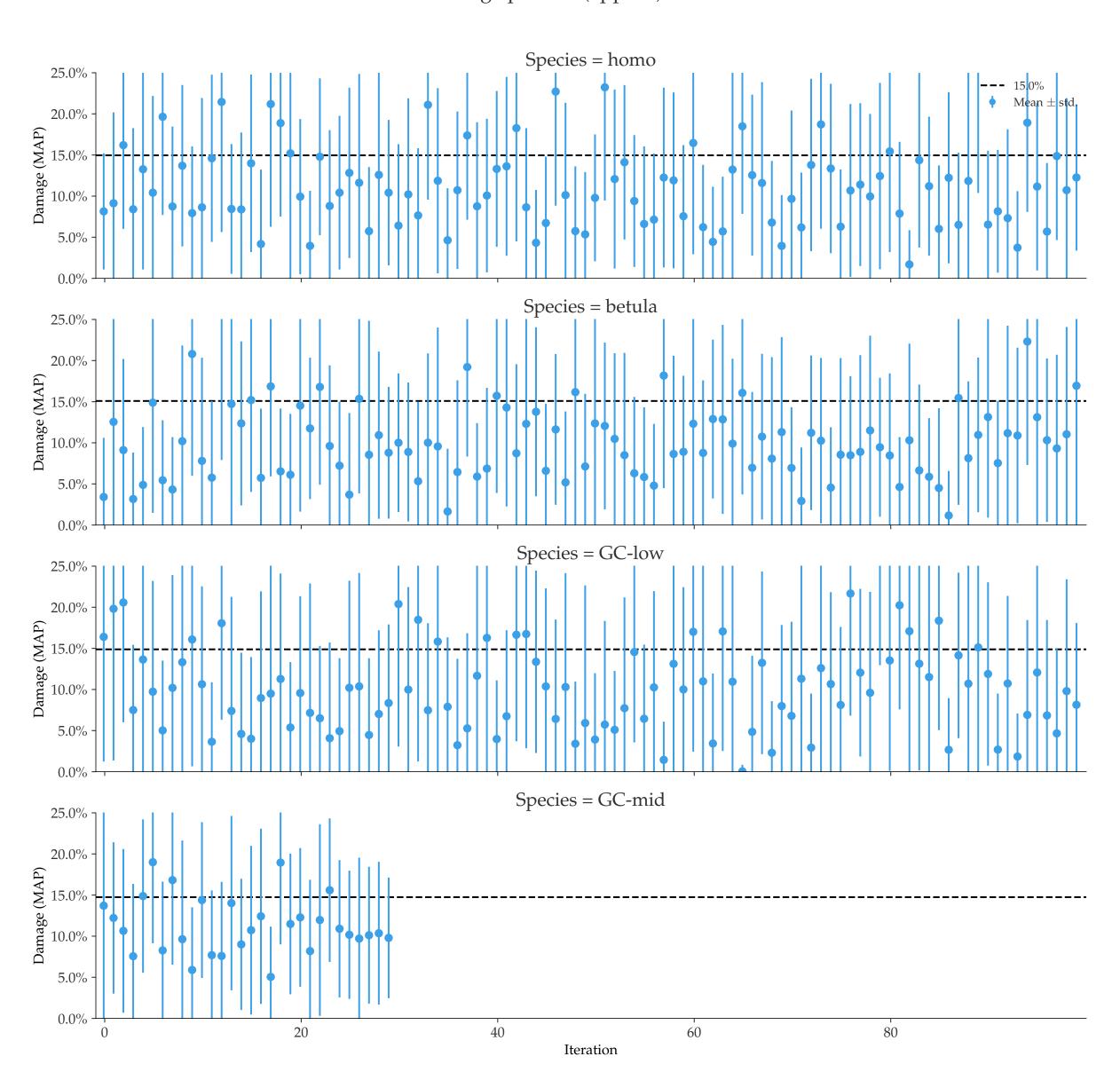
Individual damages: 10 reads Briggs damage = 0.472 Damage percent (approx) = 15%



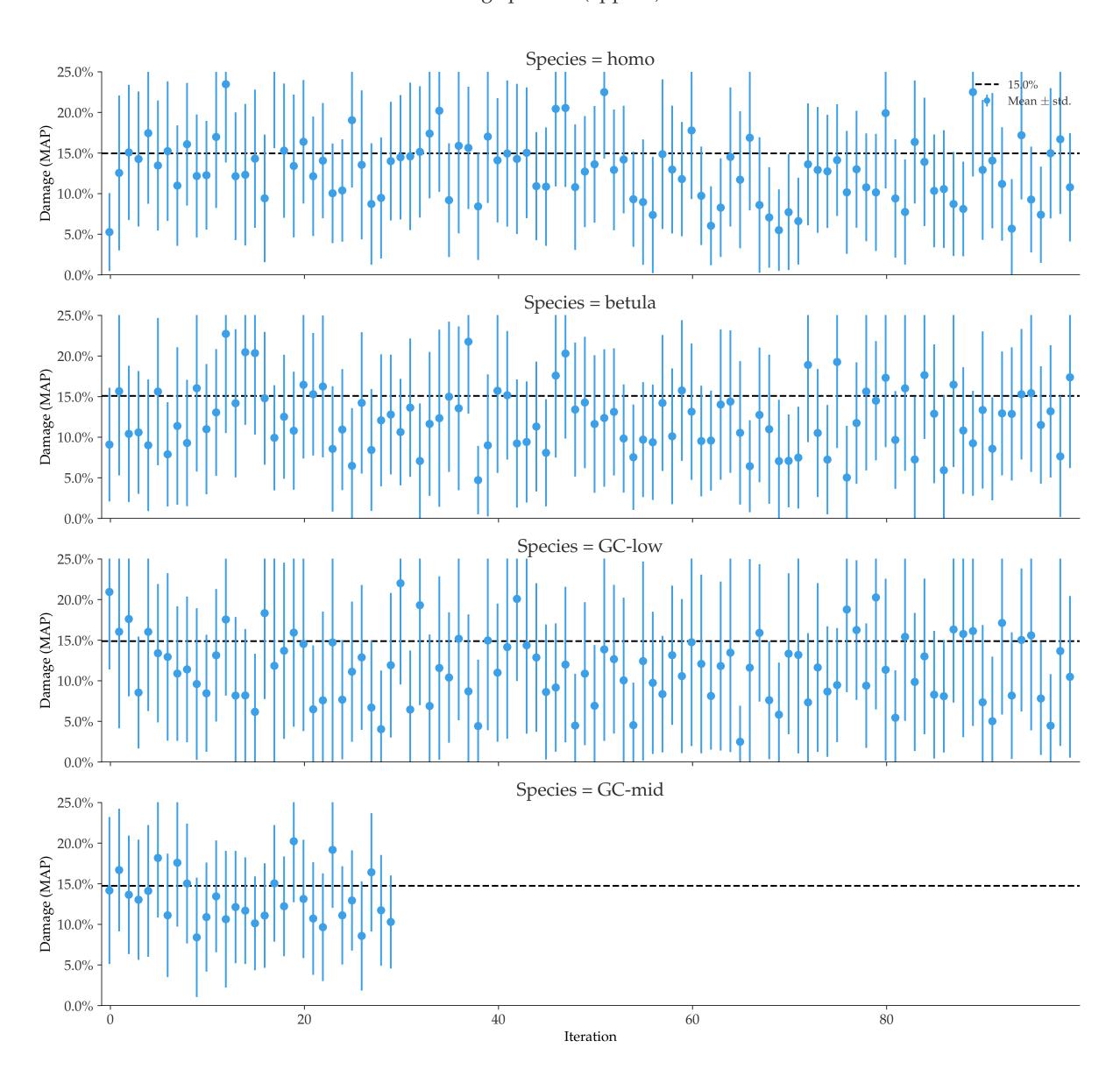
Individual damages: 25 reads Briggs damage = 0.472 Damage percent (approx) = 15%



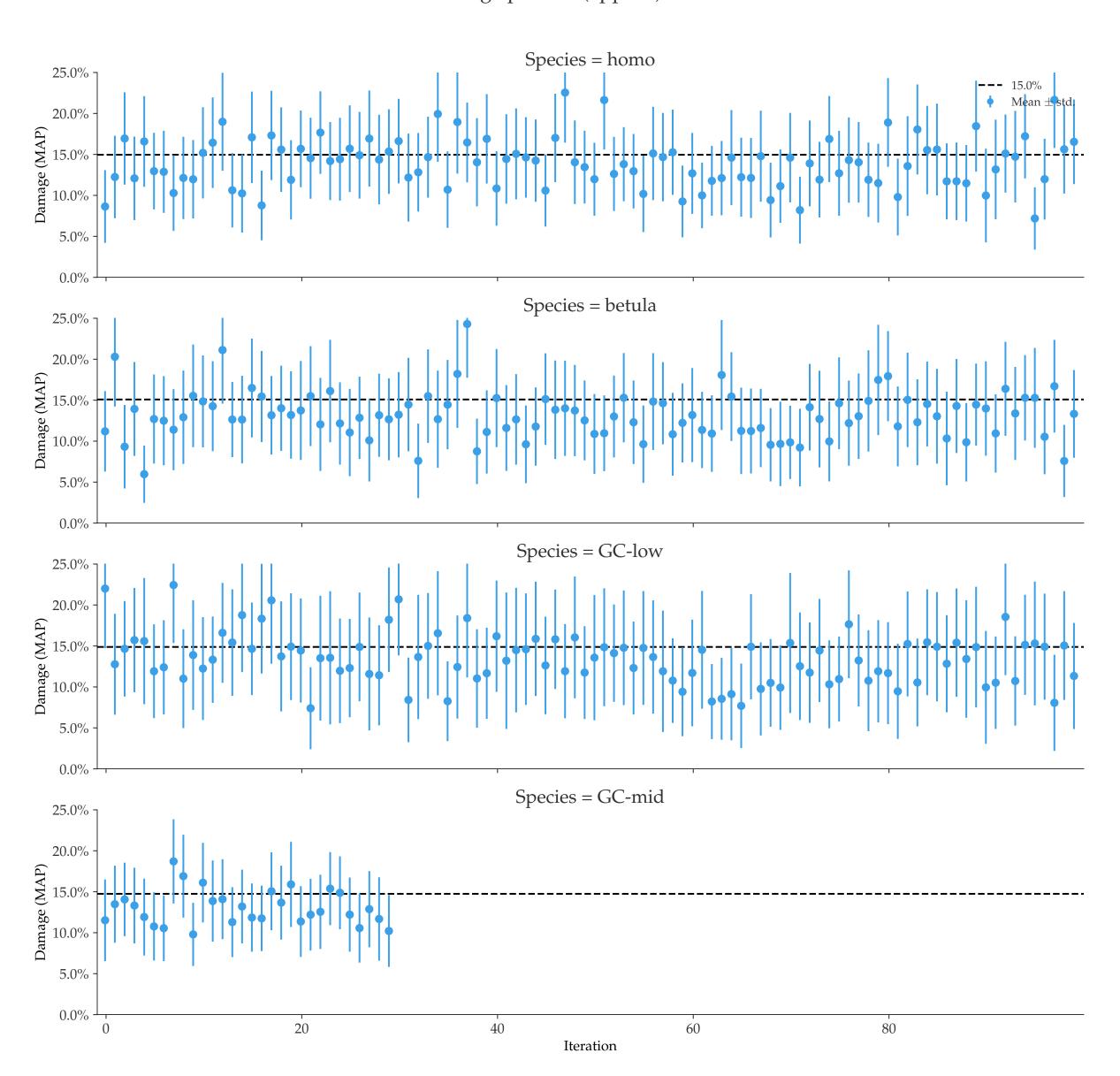
Individual damages: 50 reads Briggs damage = 0.472 Damage percent (approx) = 15%



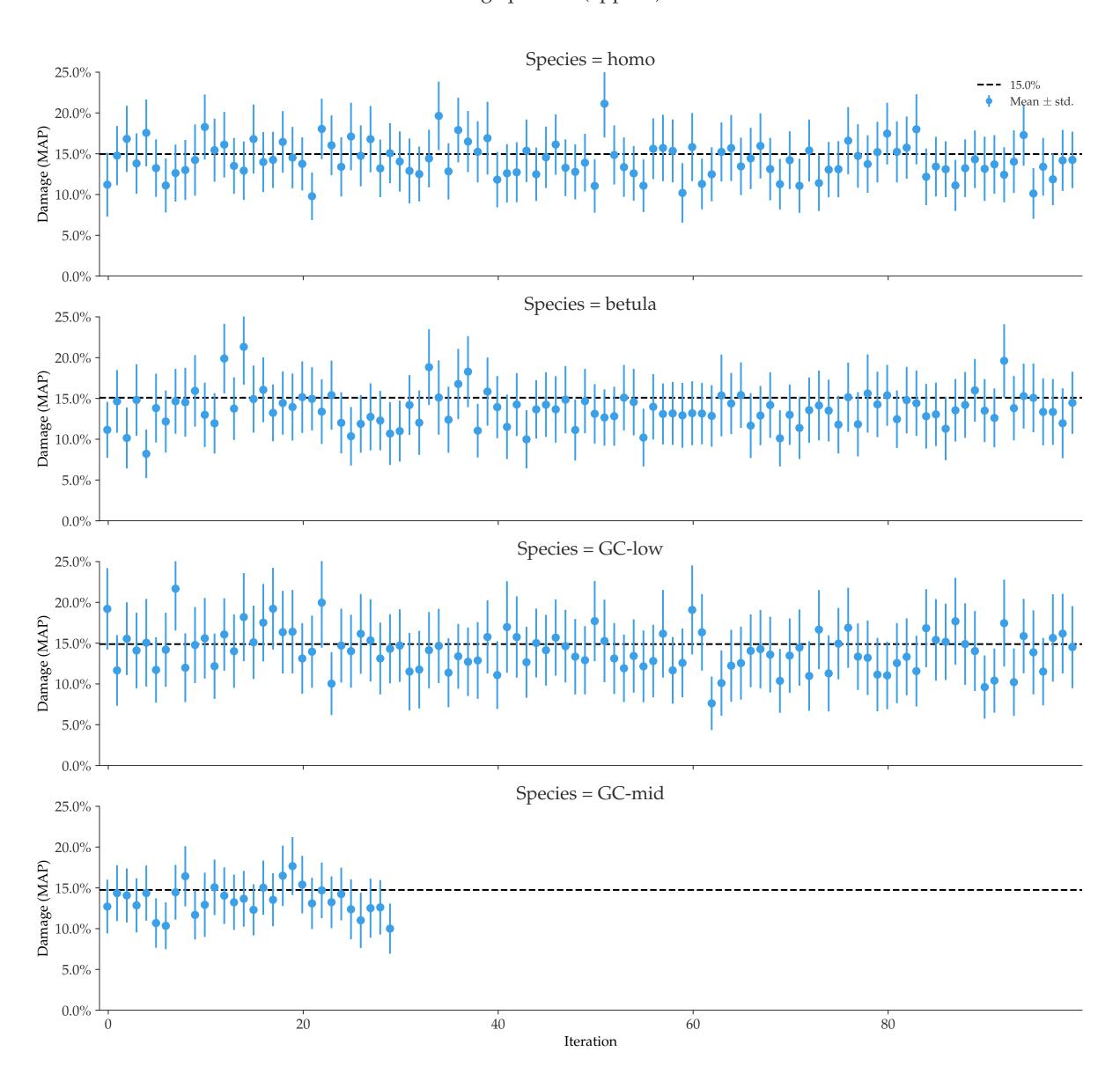
Individual damages: 100 reads Briggs damage = 0.472 Damage percent (approx) = 15%



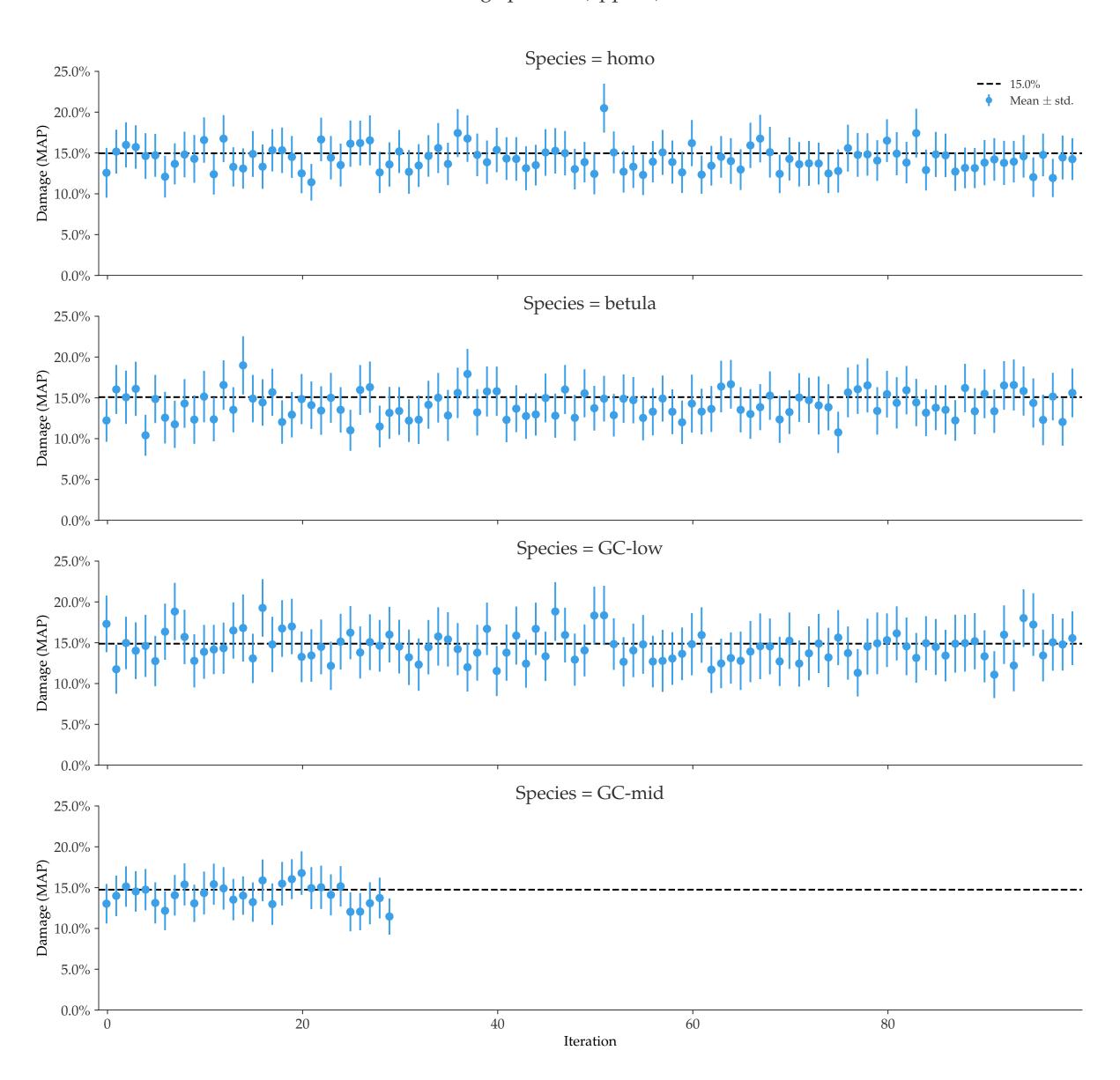
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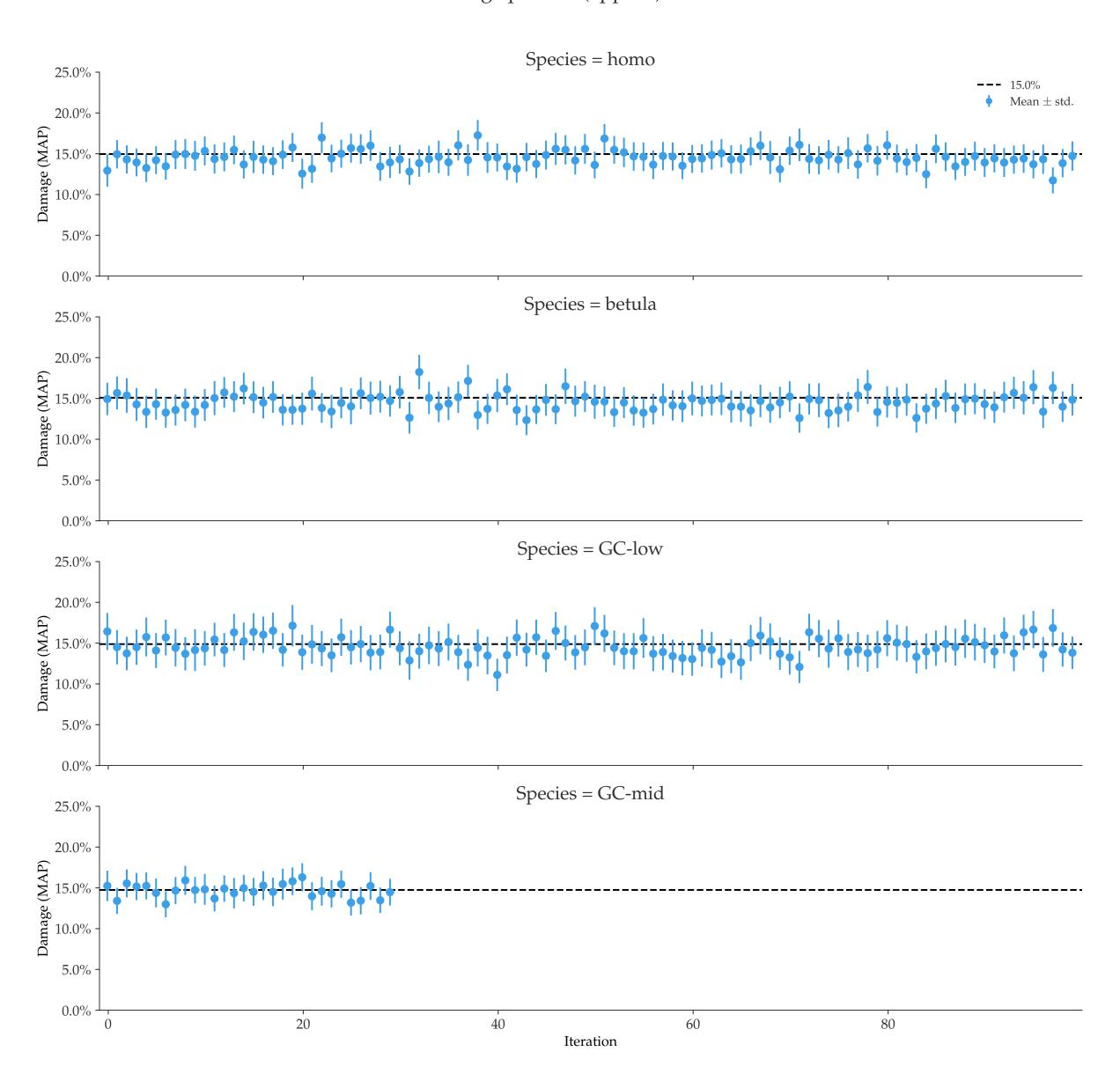
Individual damages: 500 reads Briggs damage = 0.472 Damage percent (approx) = 15%



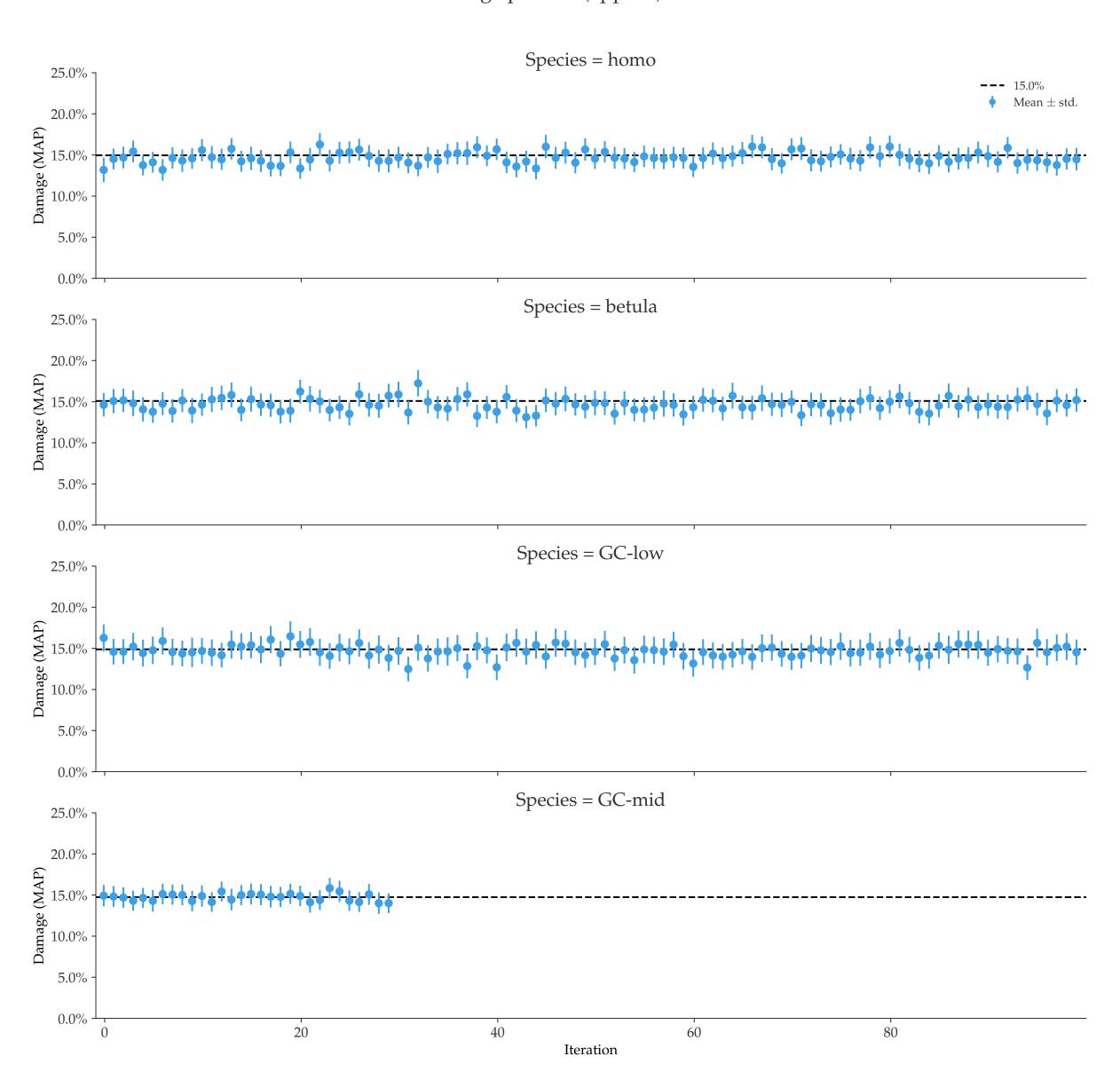
Individual damages: 1000 reads Briggs damage = 0.472 Damage percent (approx) = 15%



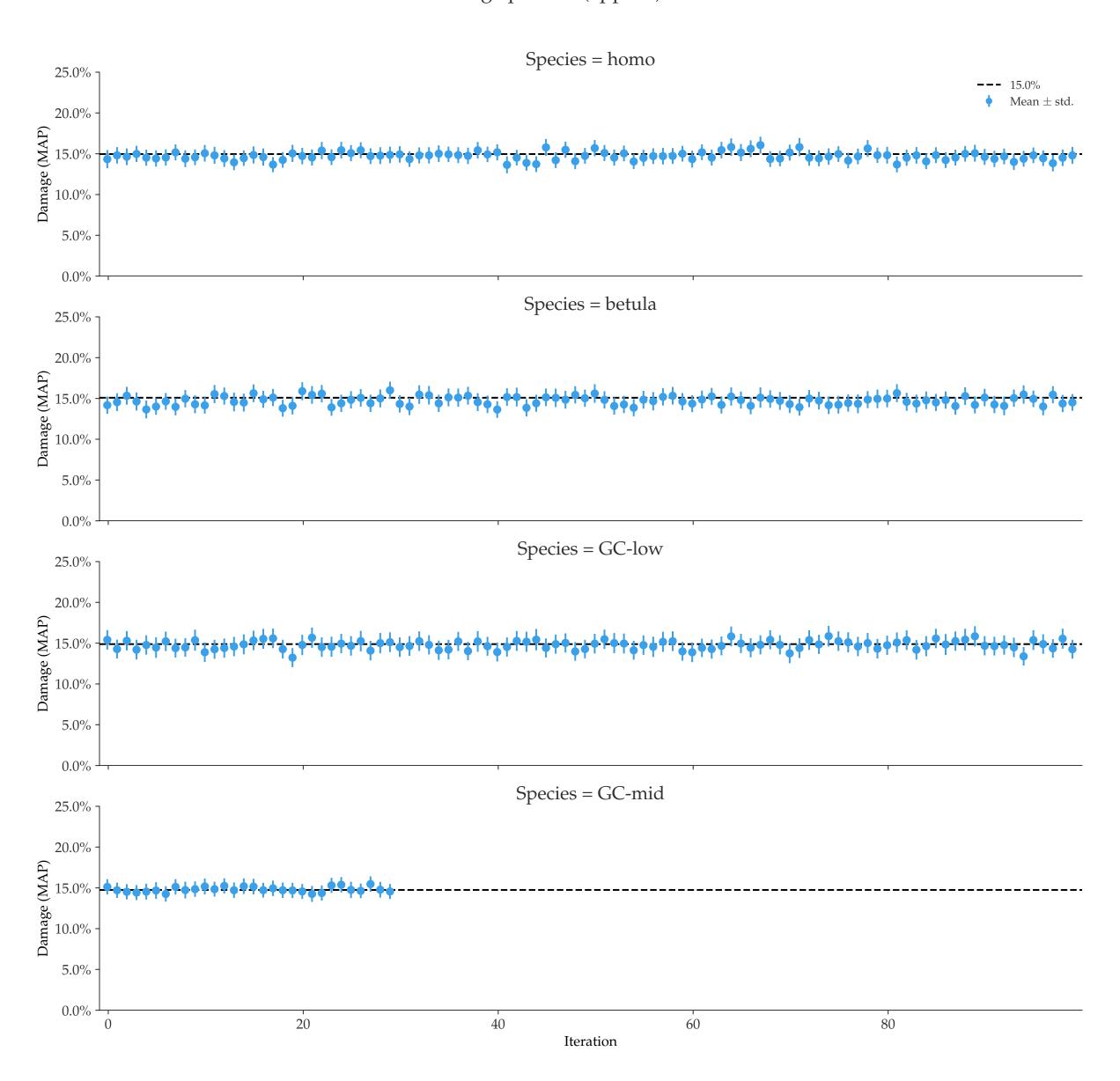
Individual damages: 2500 reads Briggs damage = 0.472 Damage percent (approx) = 15%



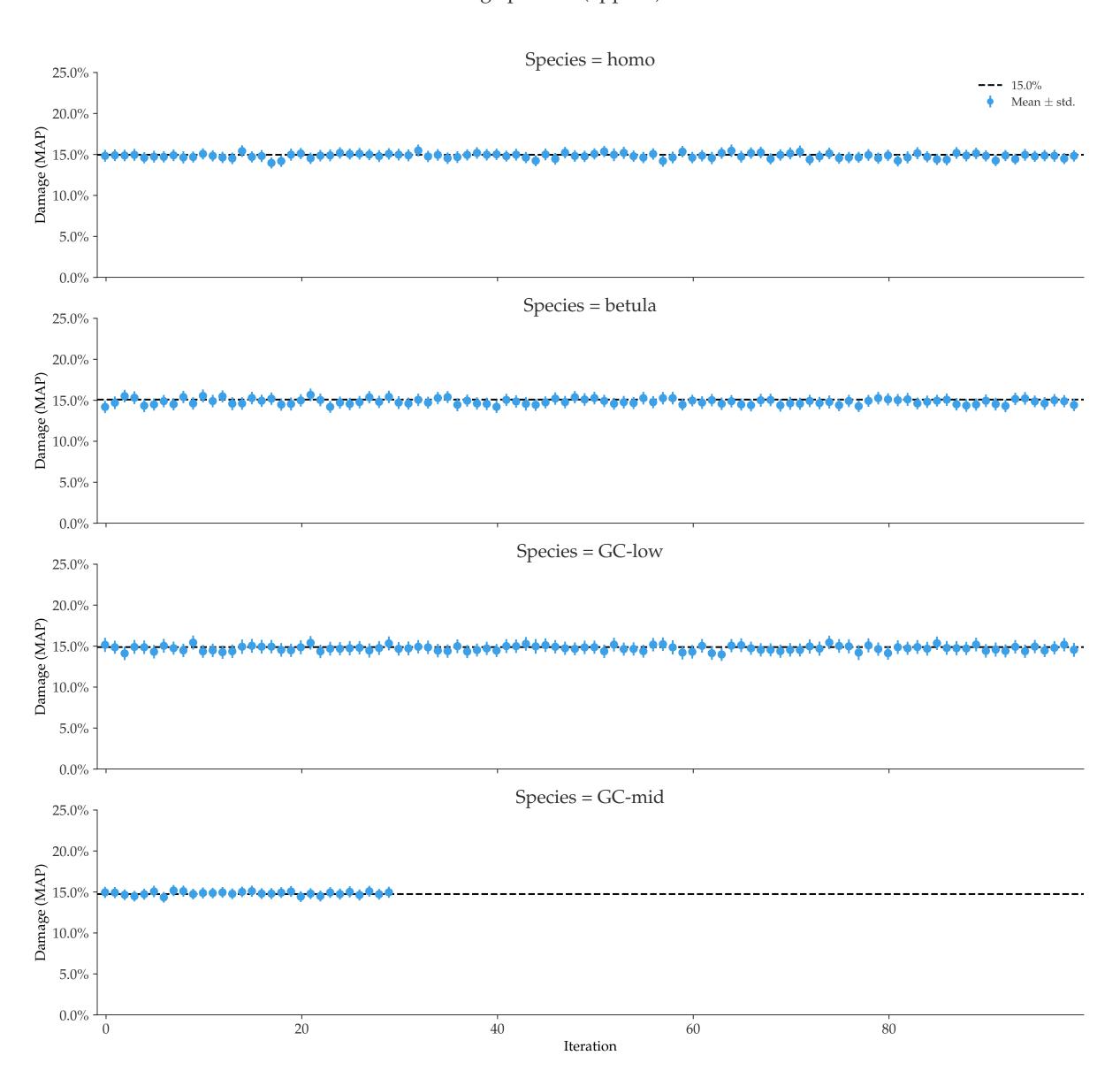
Individual damages: 5000 reads Briggs damage = 0.472 Damage percent (approx) = 15%



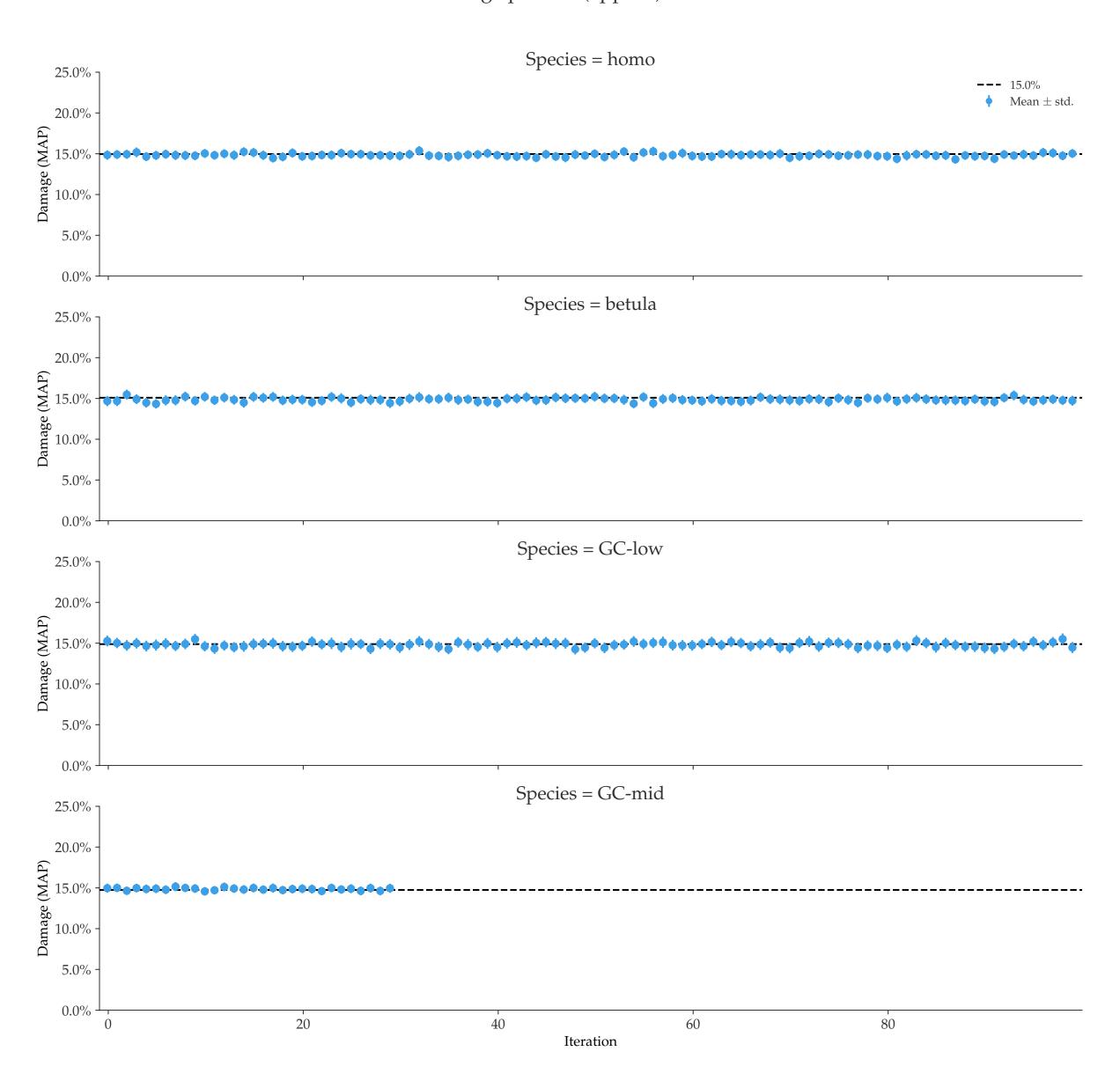
Individual damages: 10000 reads Briggs damage = 0.472 Damage percent (approx) = 15%



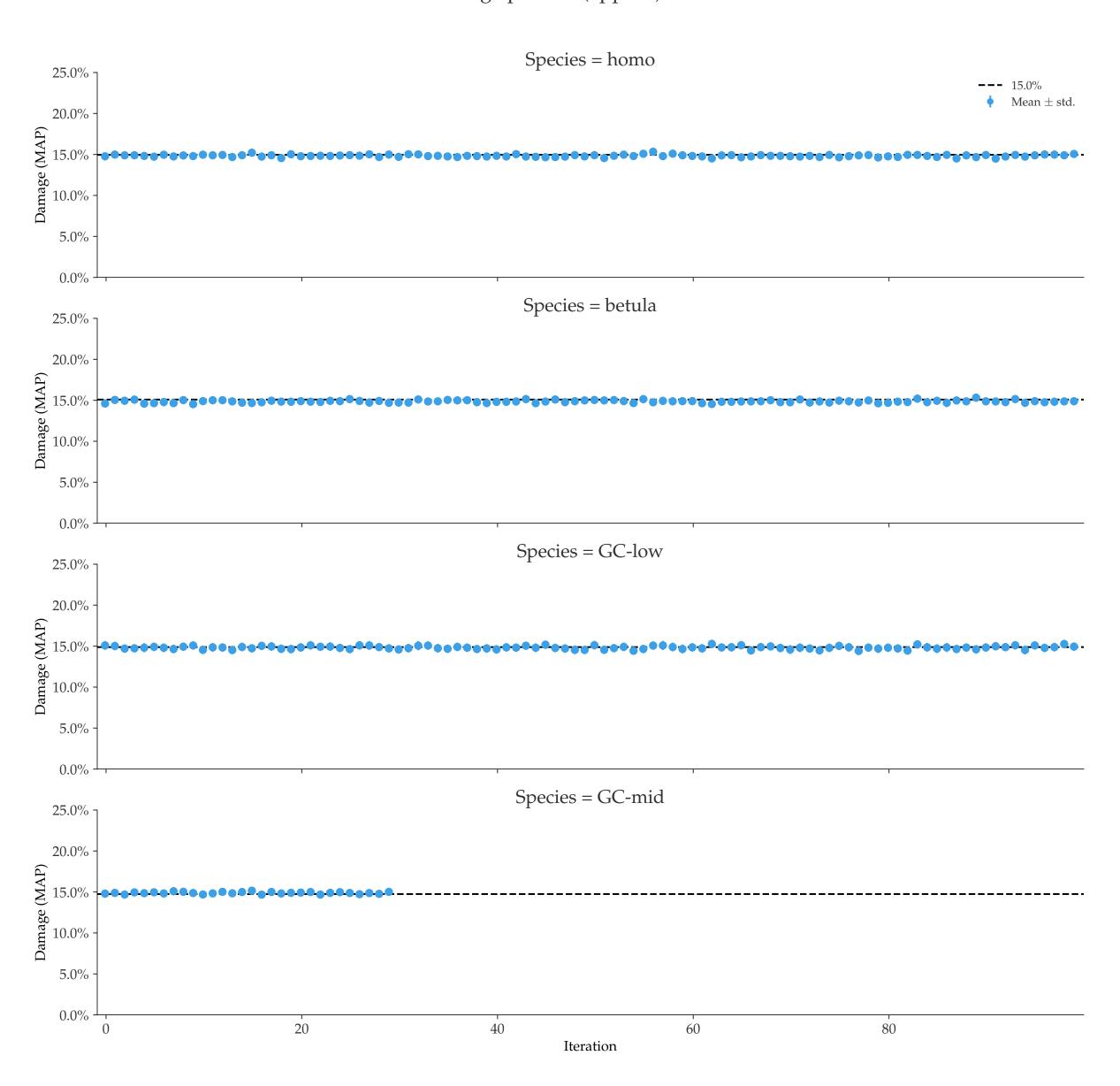
Individual damages: 25000 reads Briggs damage = 0.472 Damage percent (approx) = 15%



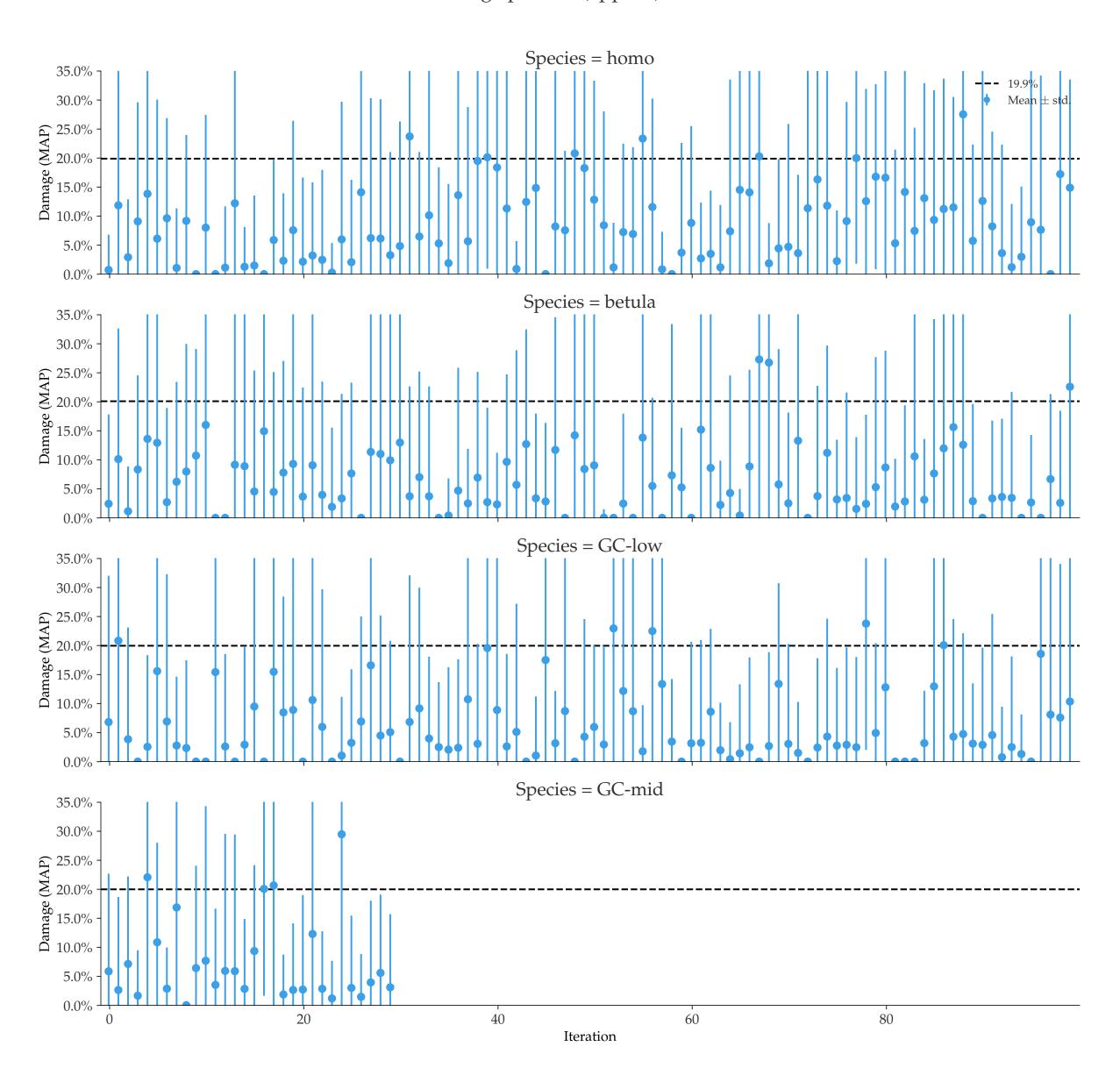
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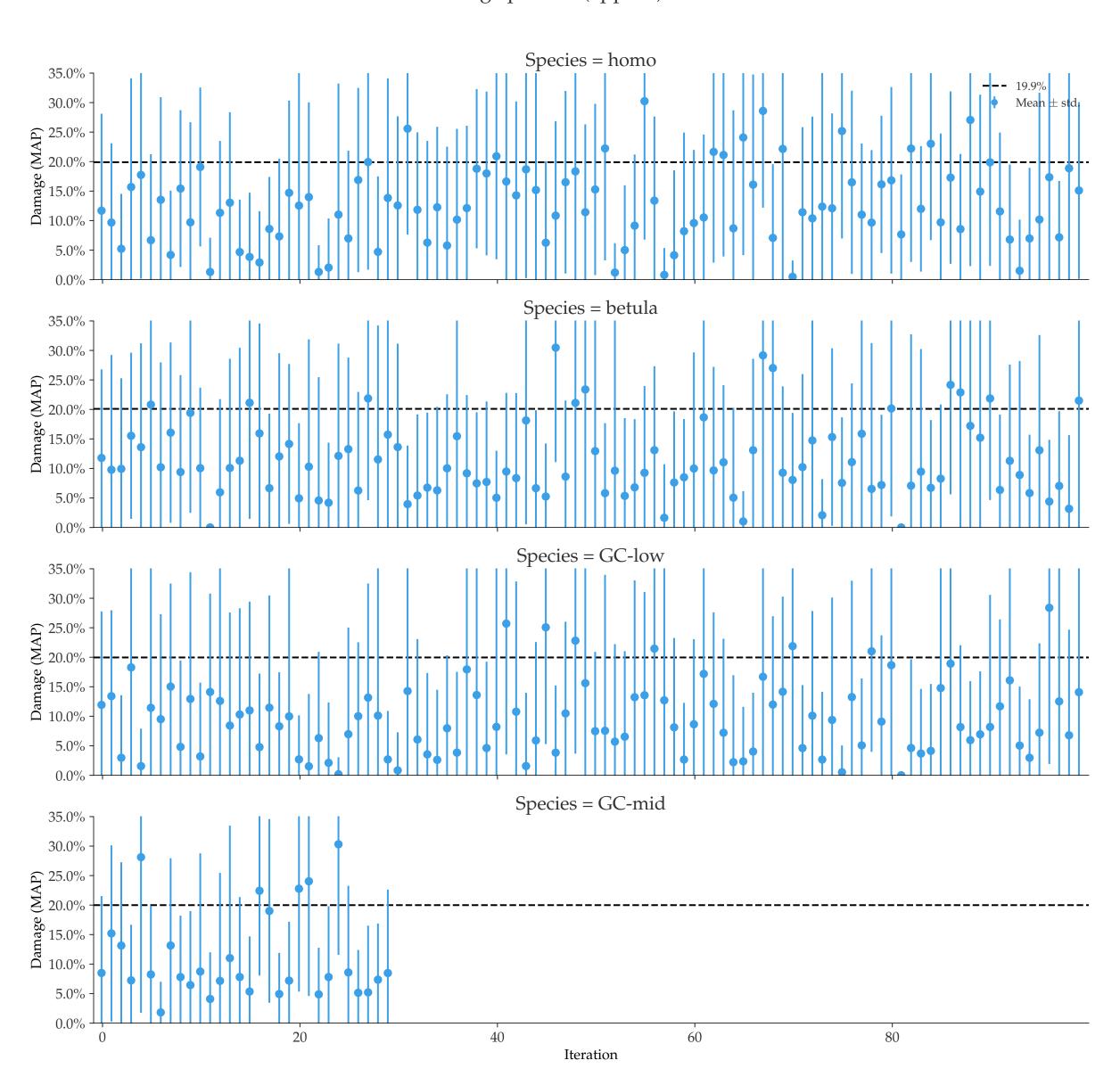
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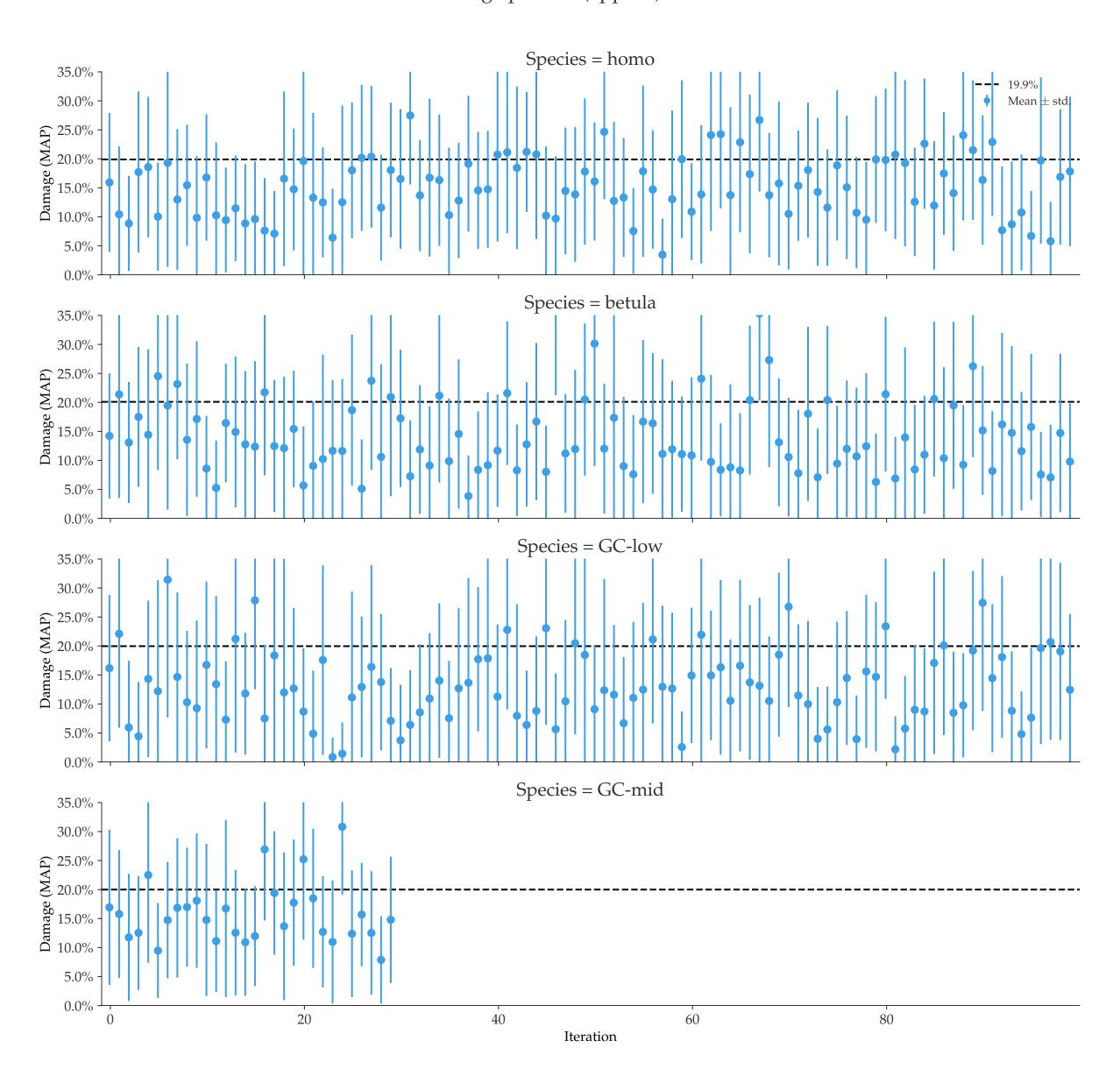
Individual damages: 10 reads Briggs damage = 0.633 Damage percent (approx) = 20%



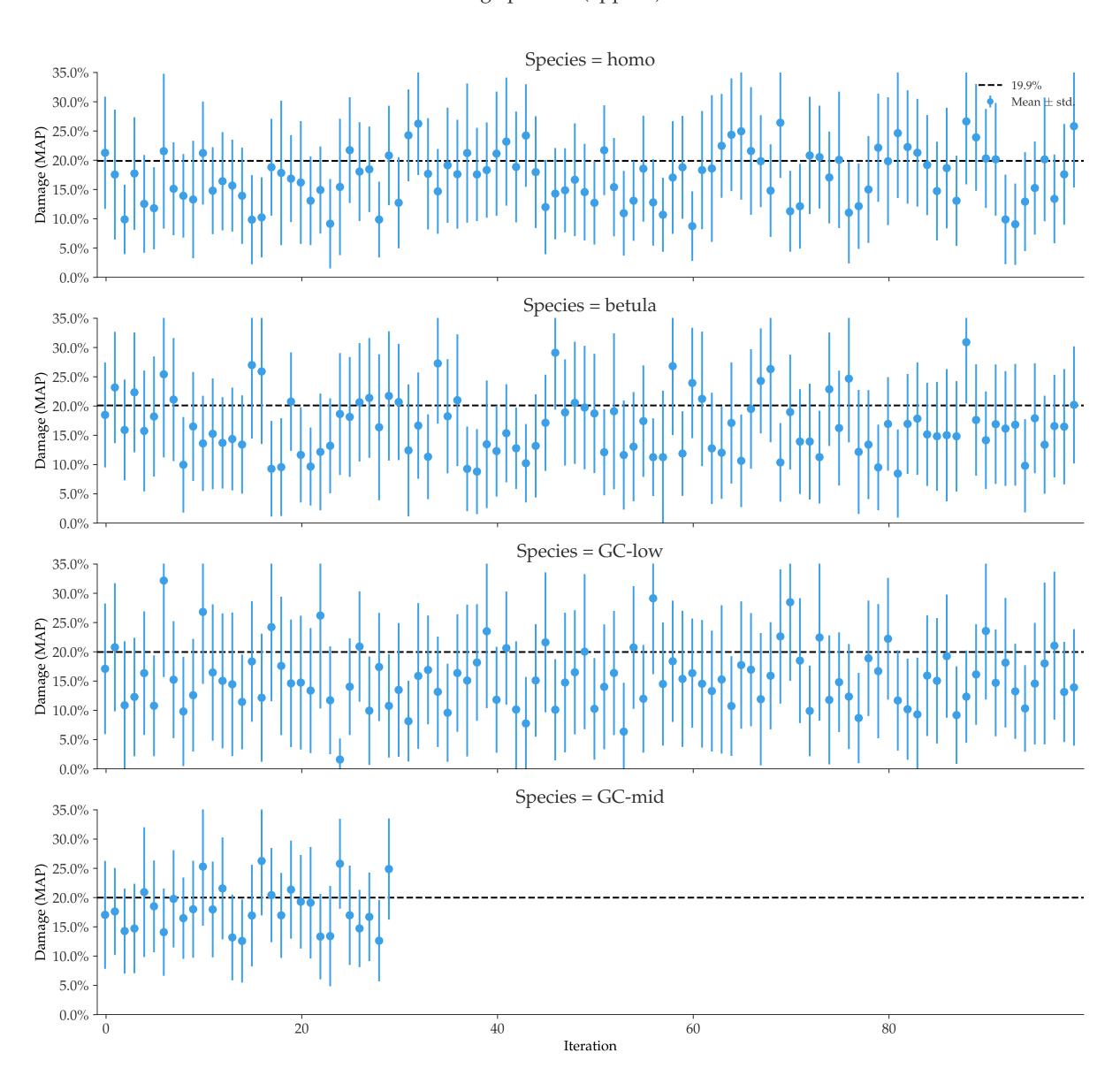
Individual damages: 25 reads Briggs damage = 0.633 Damage percent (approx) = 20%



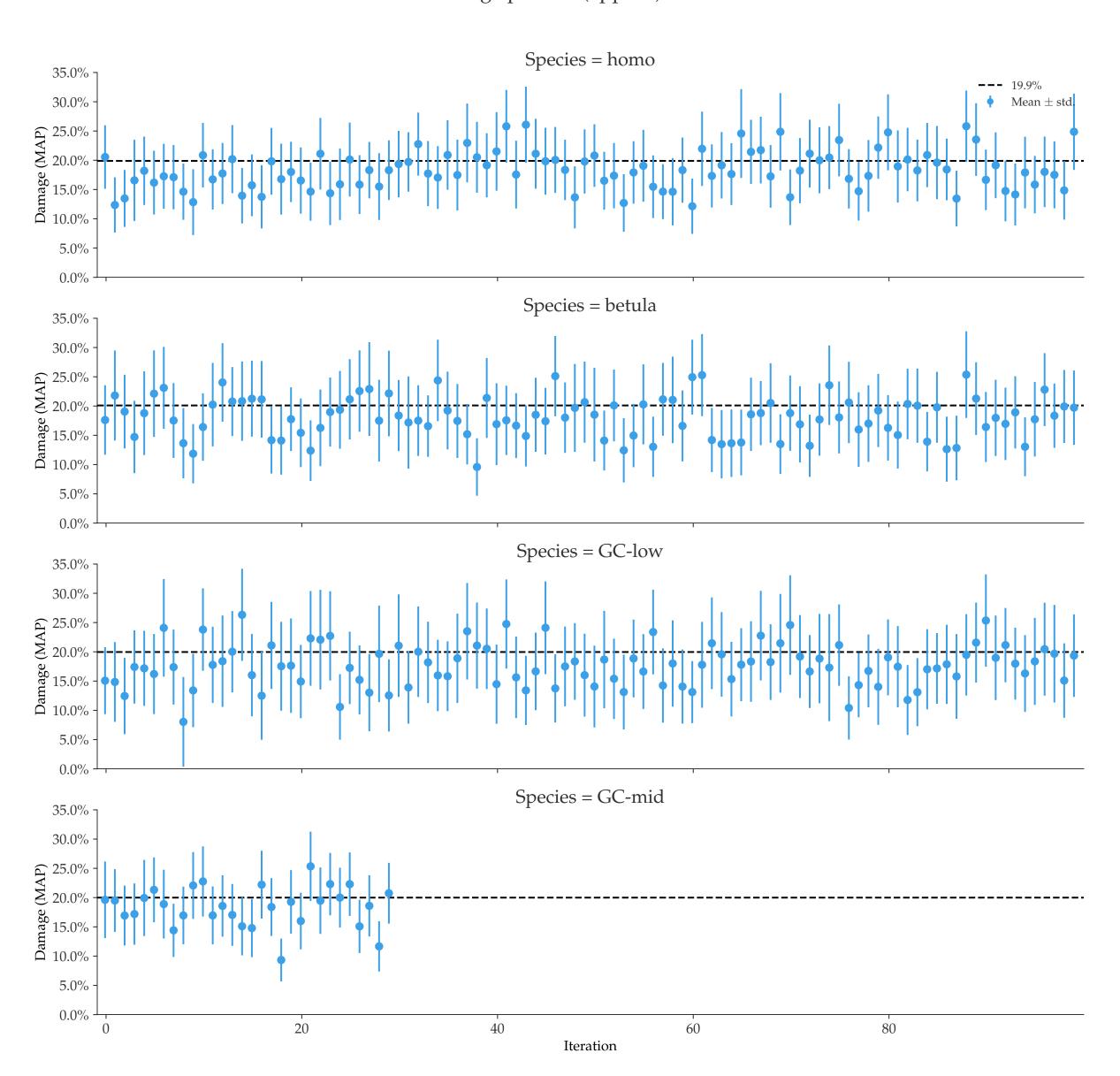
Individual damages: 50 reads Briggs damage = 0.633 Damage percent (approx) = 20%



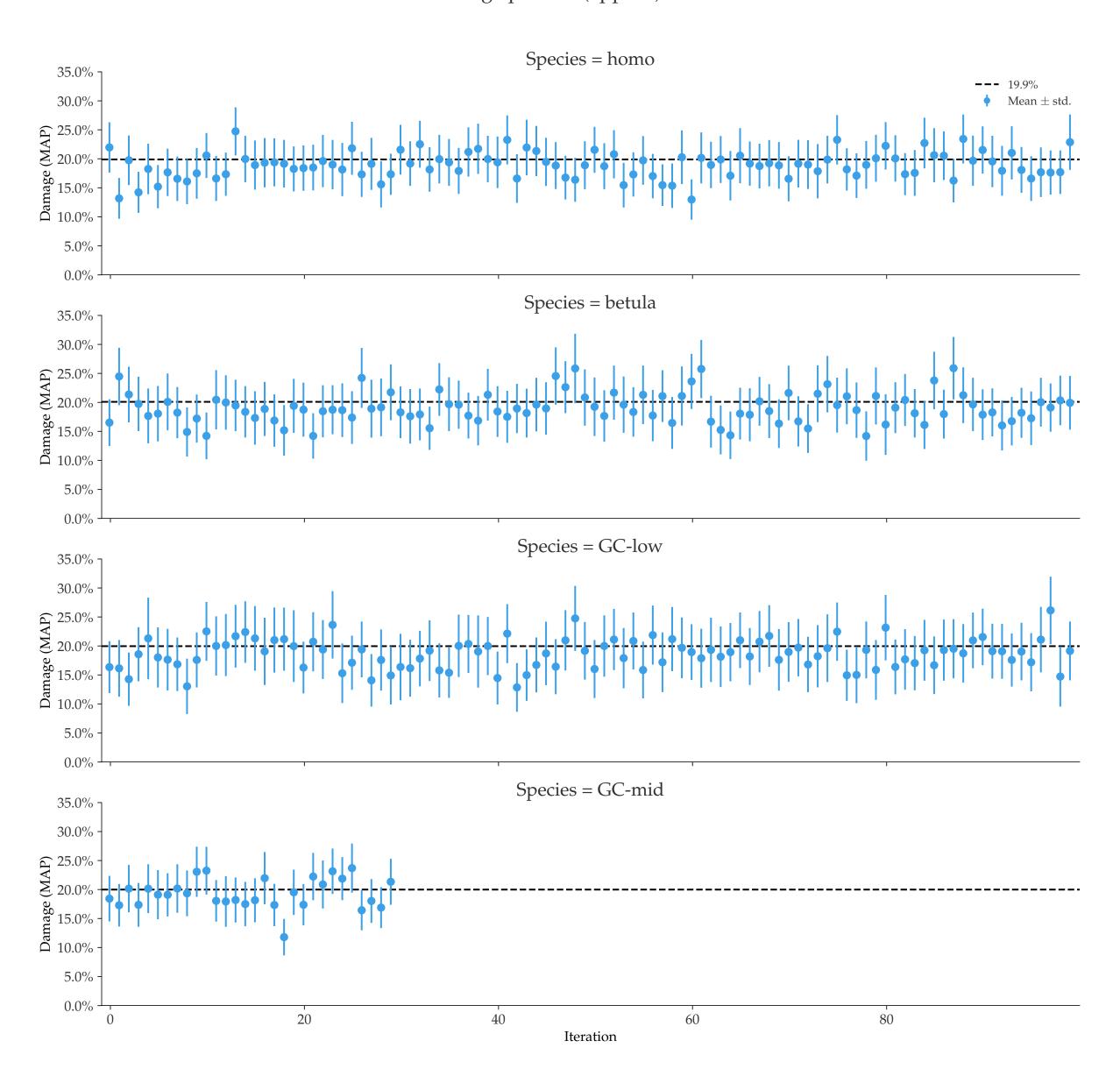
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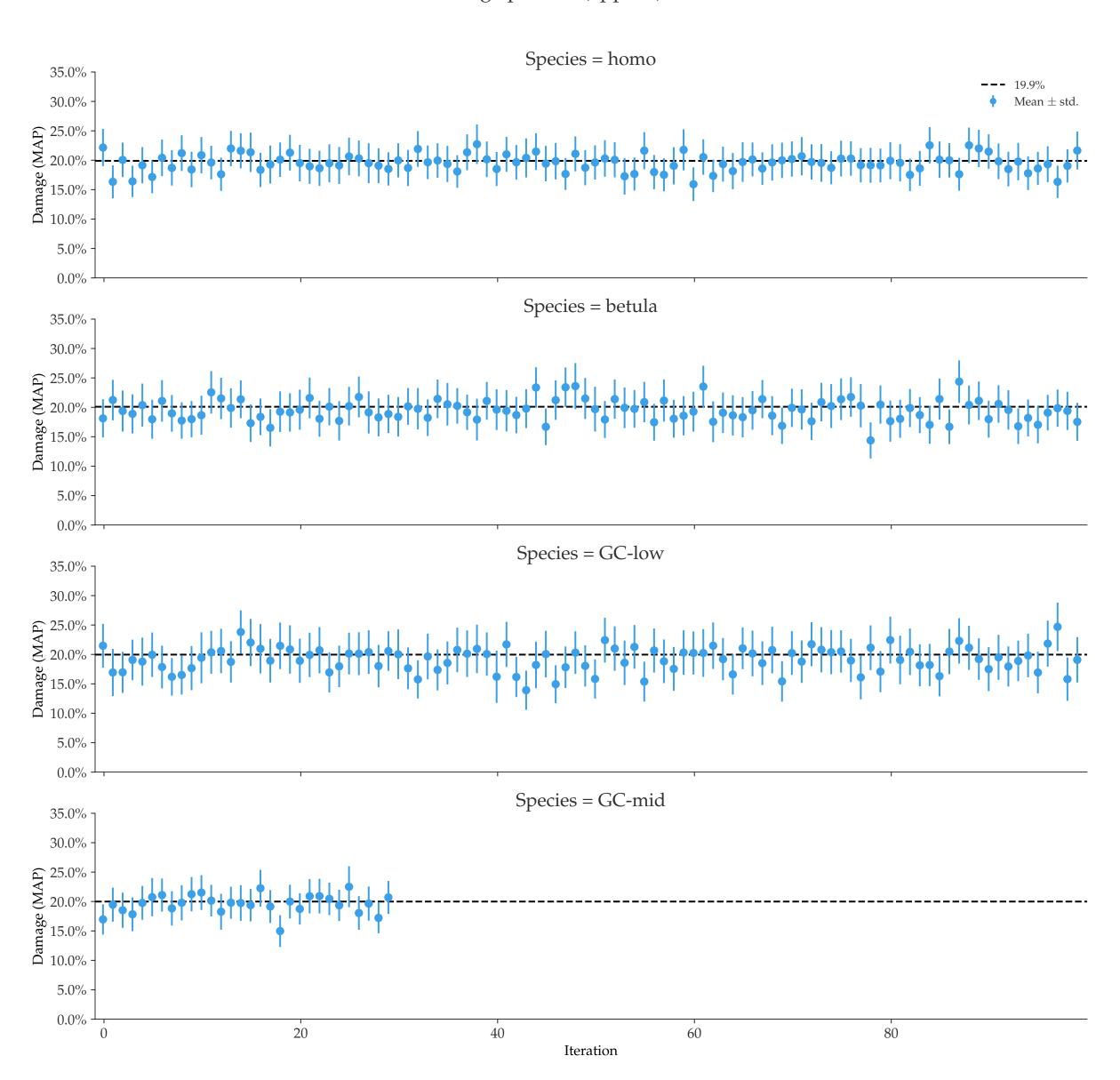
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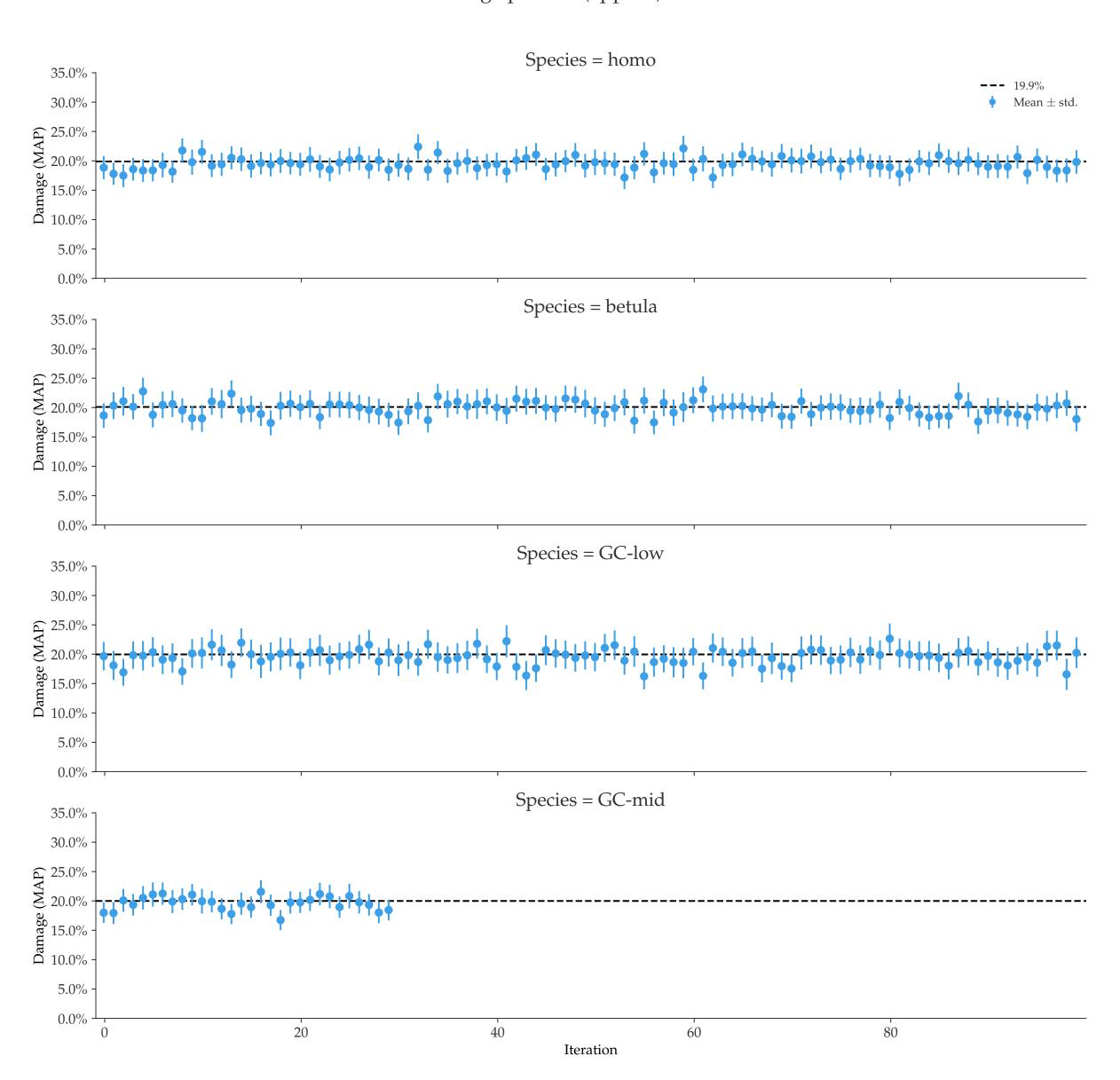
Individual damages: 500 reads Briggs damage = 0.633 Damage percent (approx) = 20%



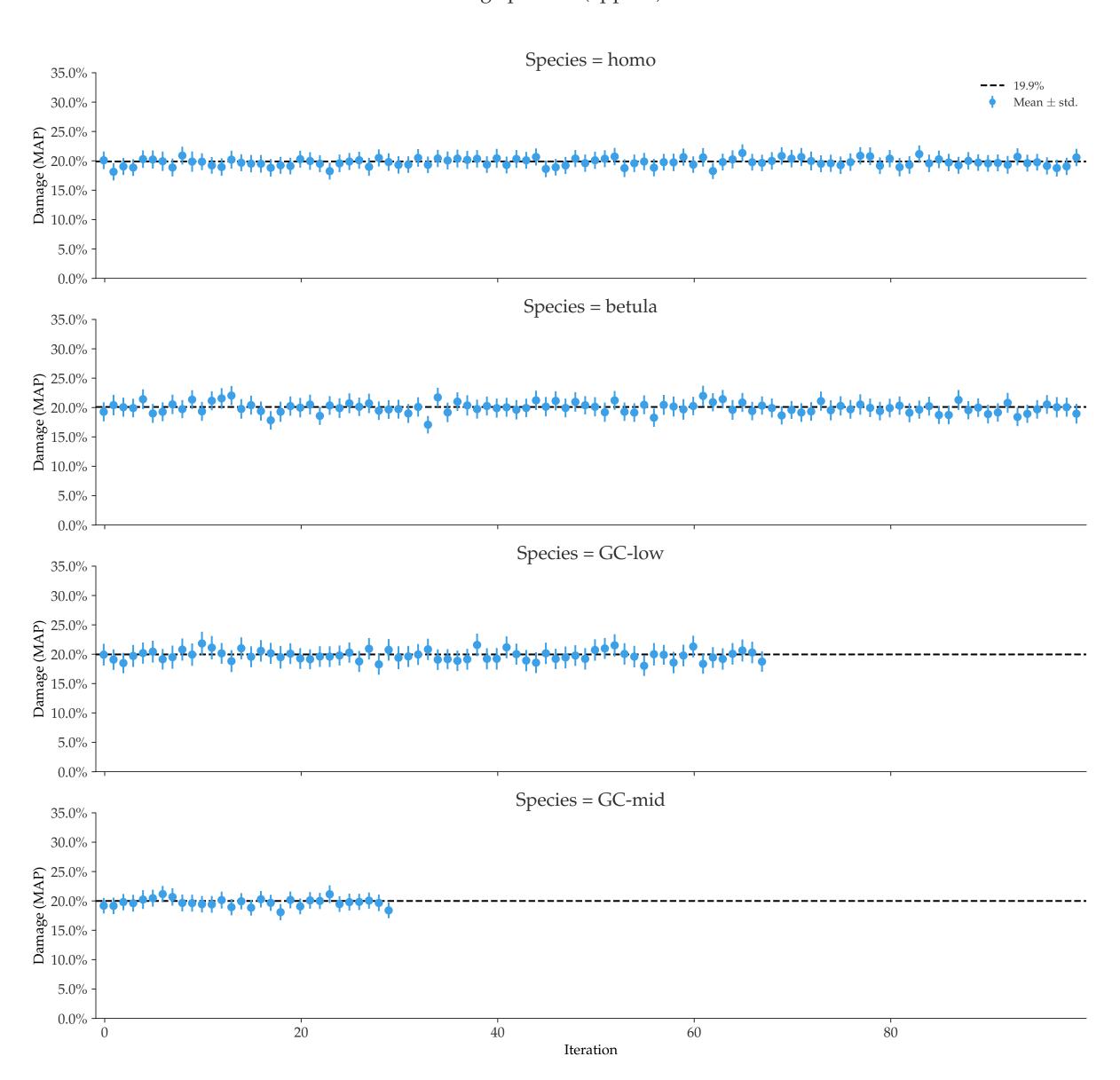
Individual damages: 1000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



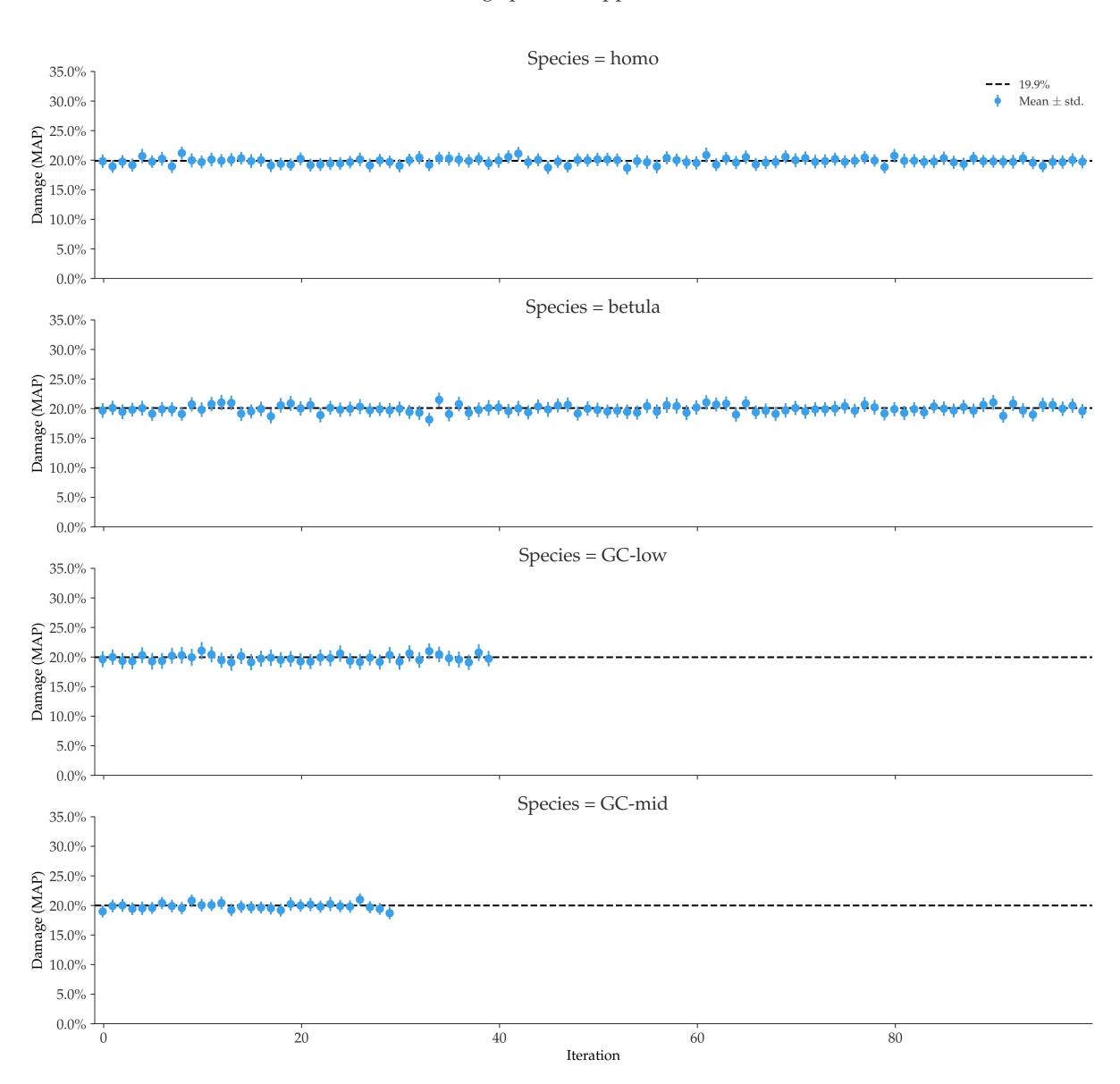
Individual damages: 2500 reads Briggs damage = 0.633 Damage percent (approx) = 20%



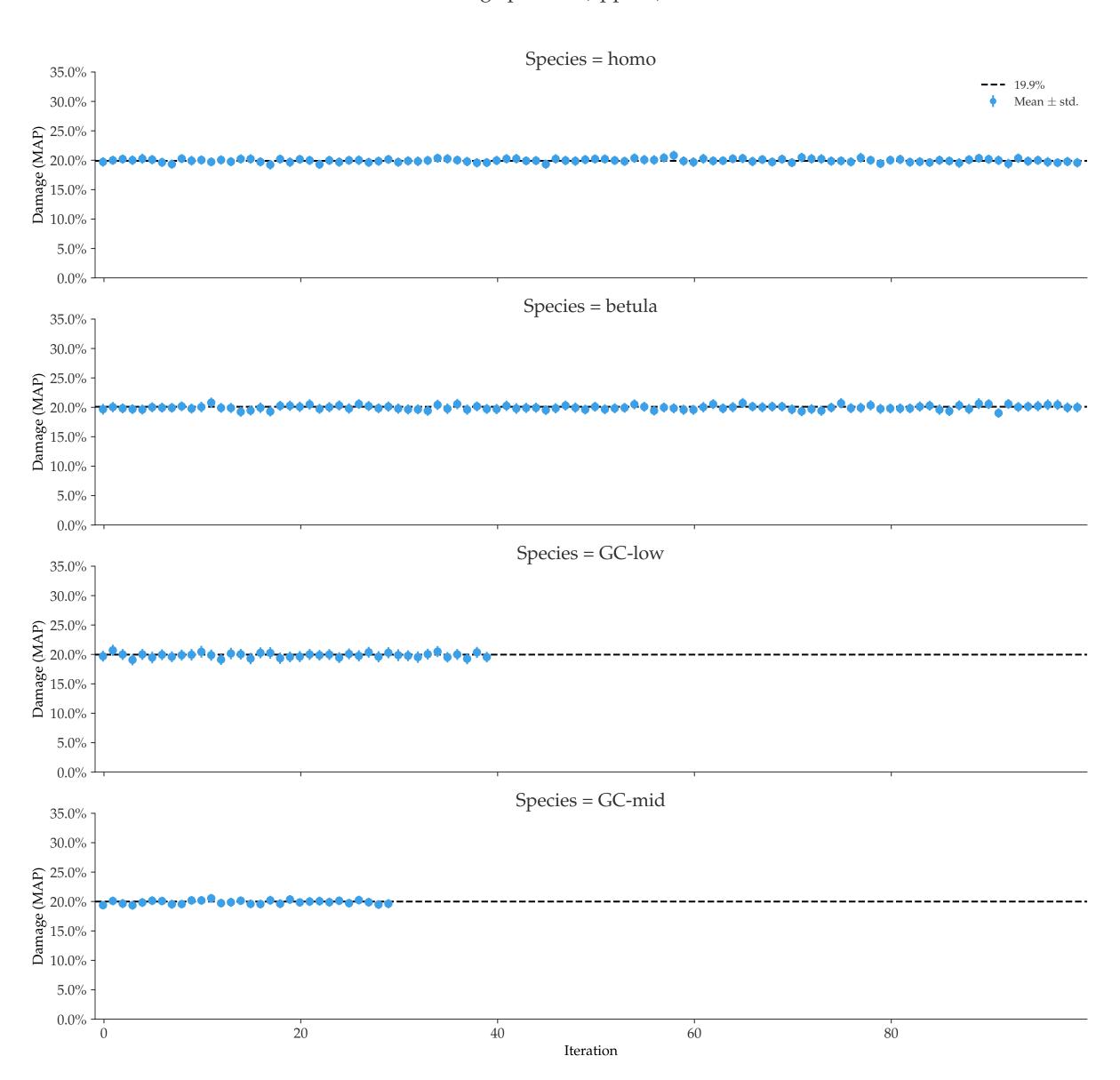
Individual damages: 5000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



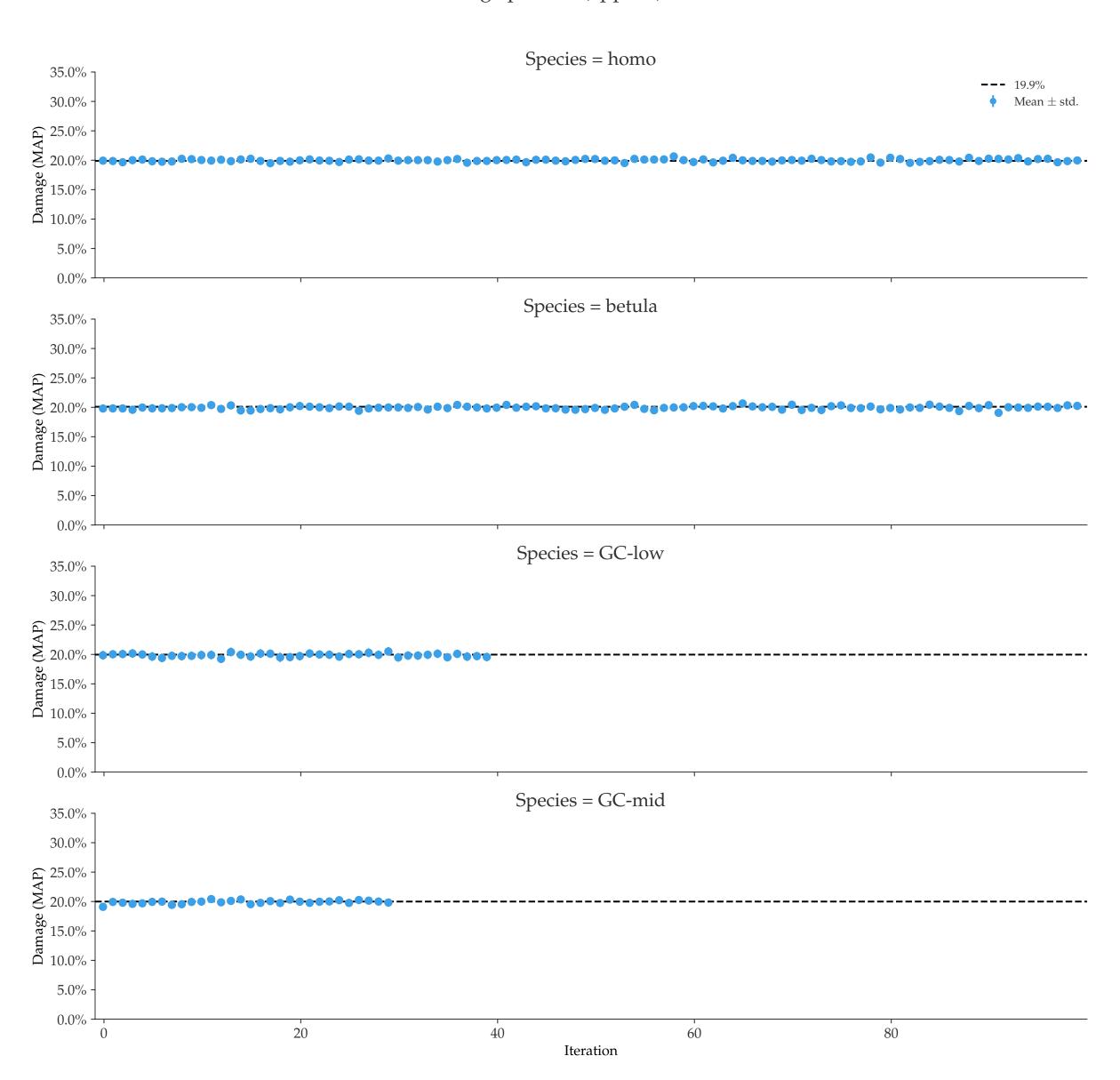
Individual damages: 10000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



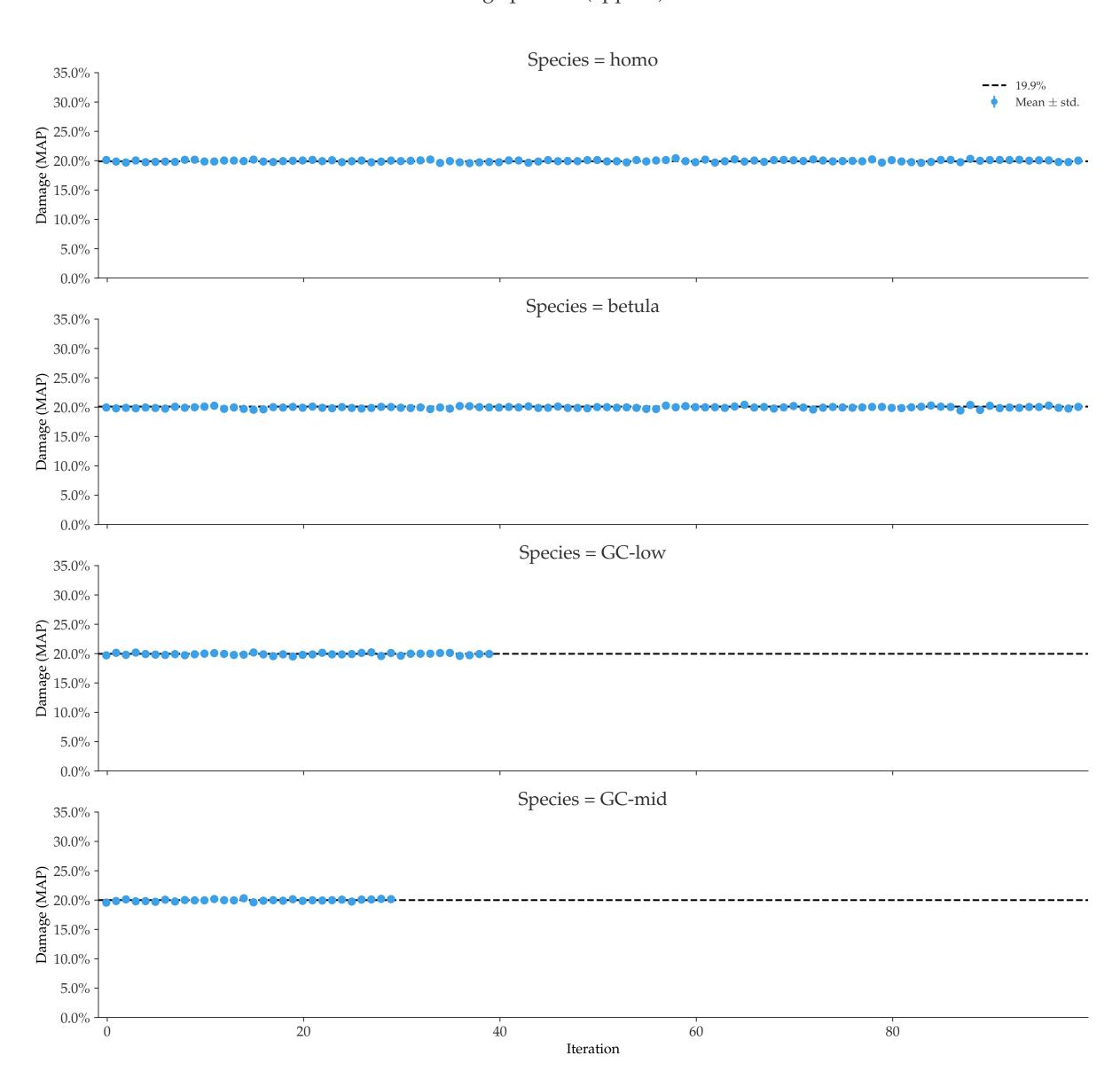
Individual damages: 25000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



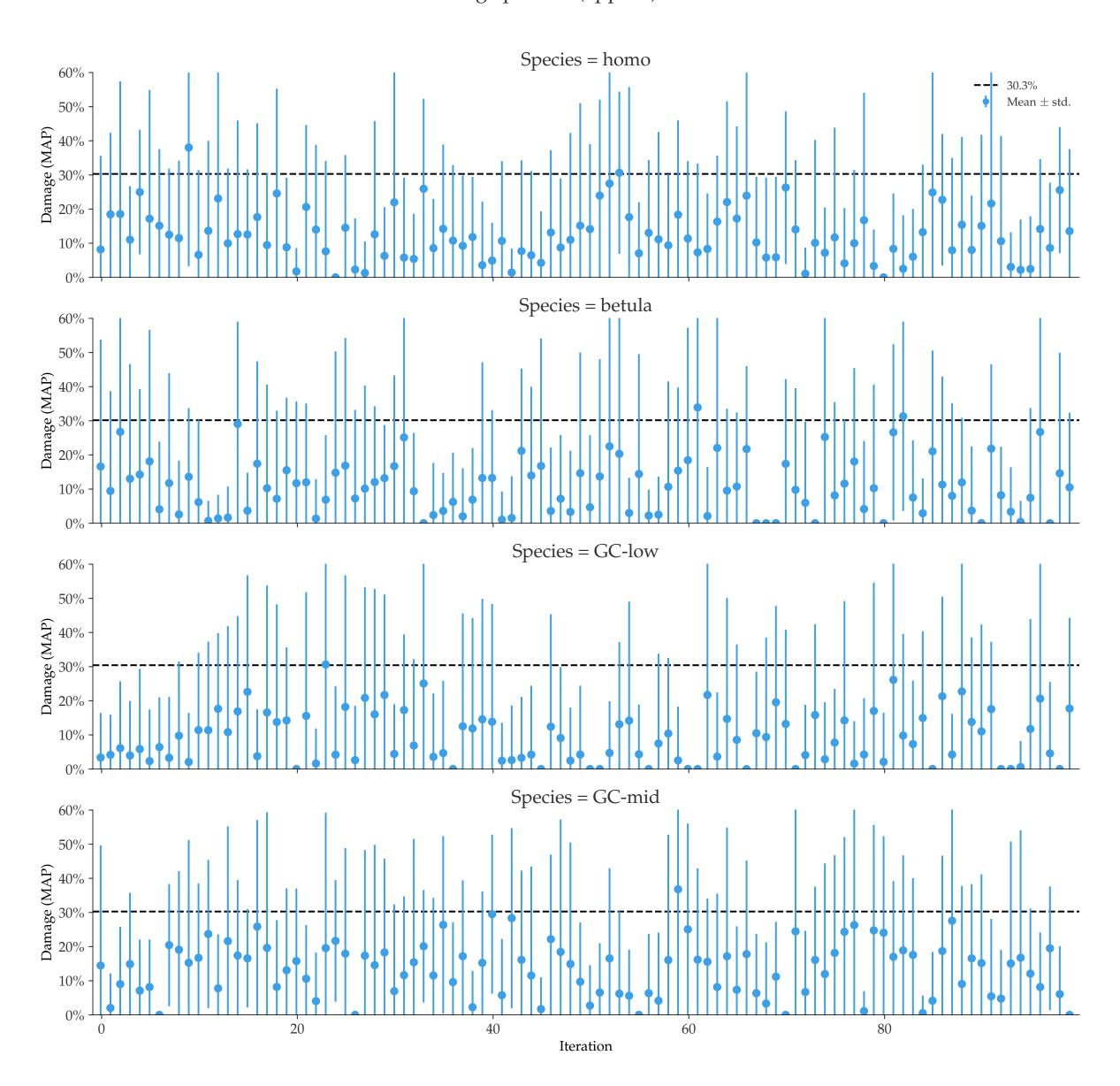
Individual damages: 50000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



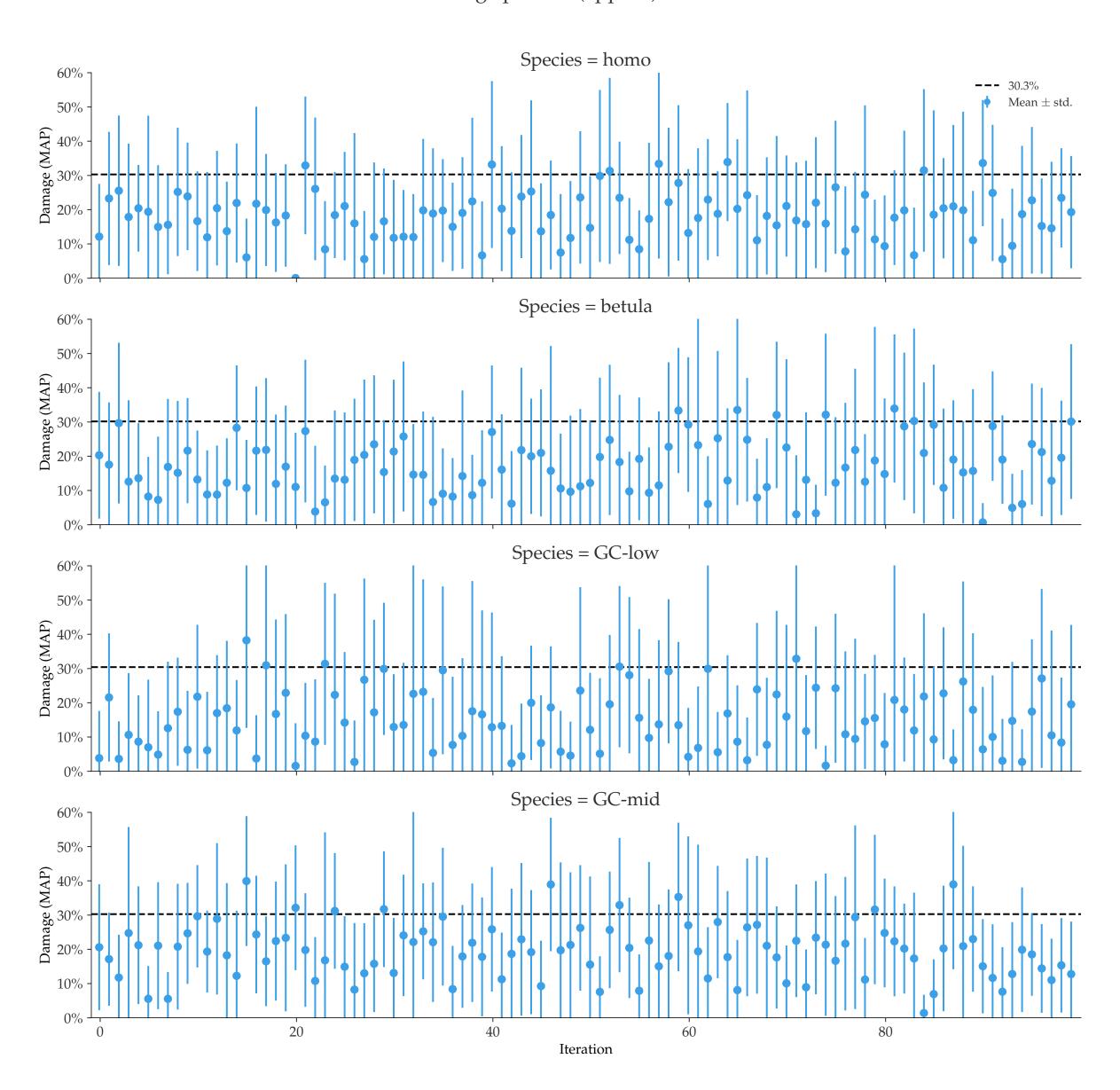
Individual damages: 100000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



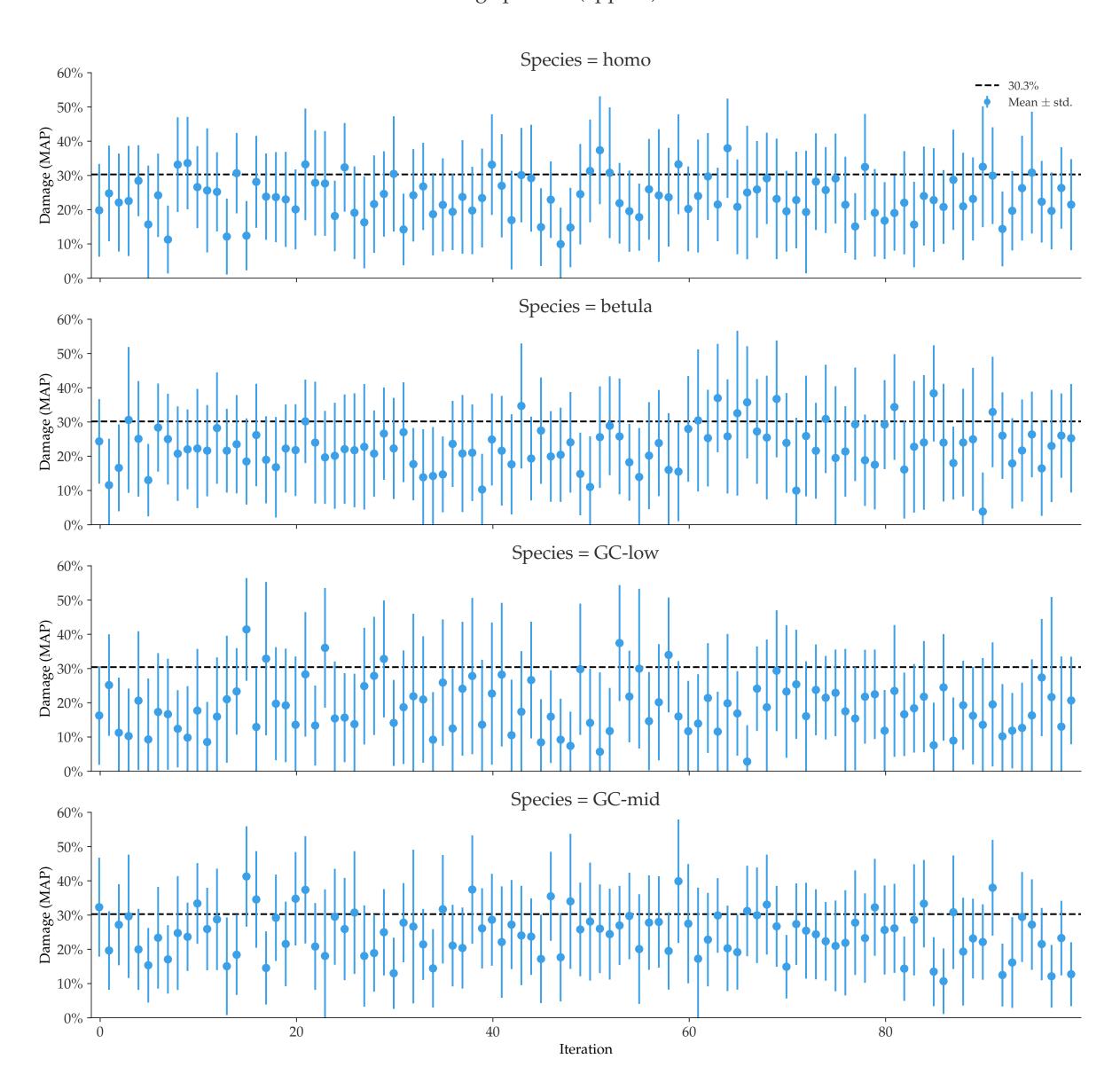
Individual damages: 10 reads Briggs damage = 0.96 Damage percent (approx) = 30%



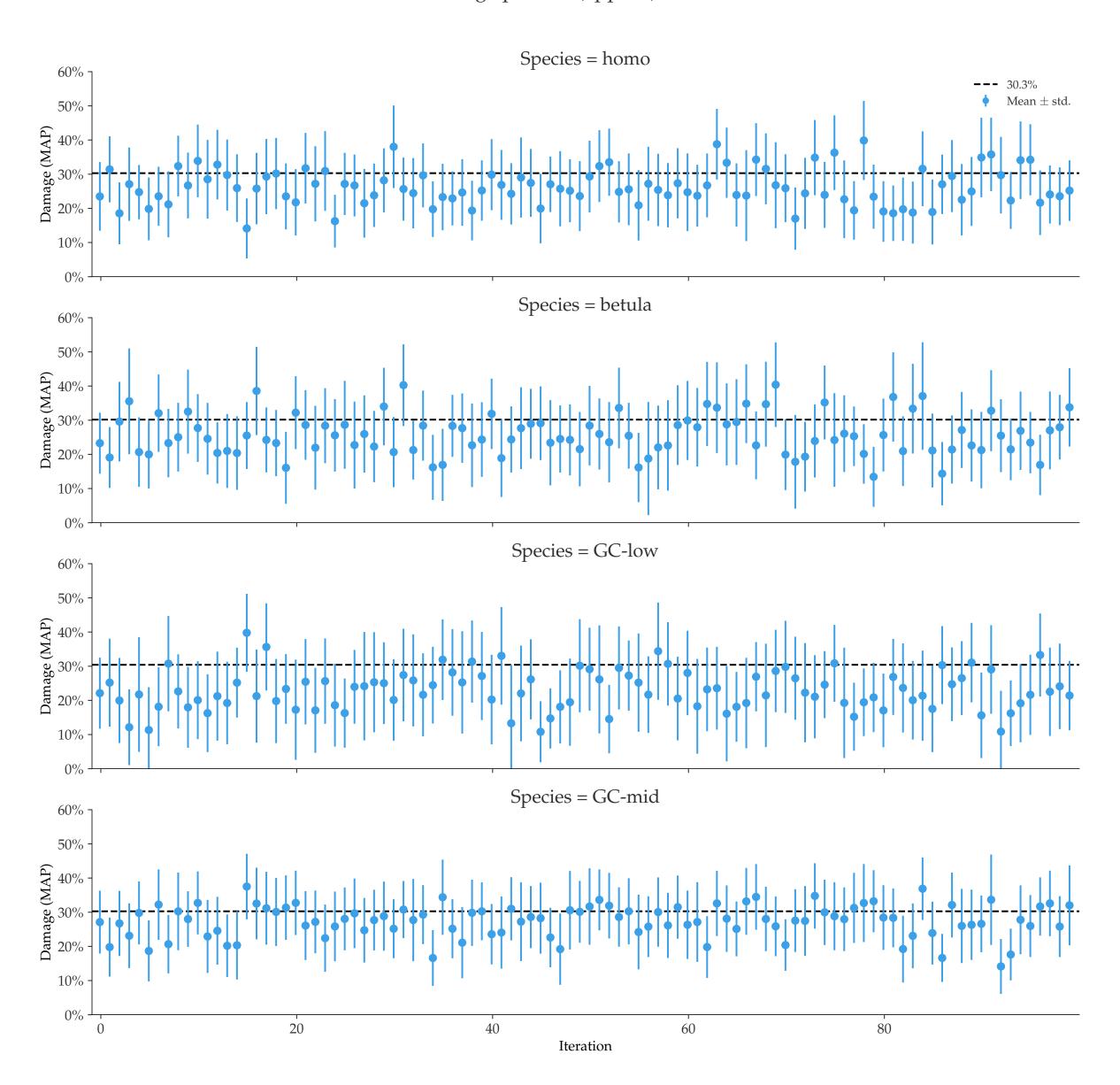
Individual damages: 25 reads Briggs damage = 0.96 Damage percent (approx) = 30%



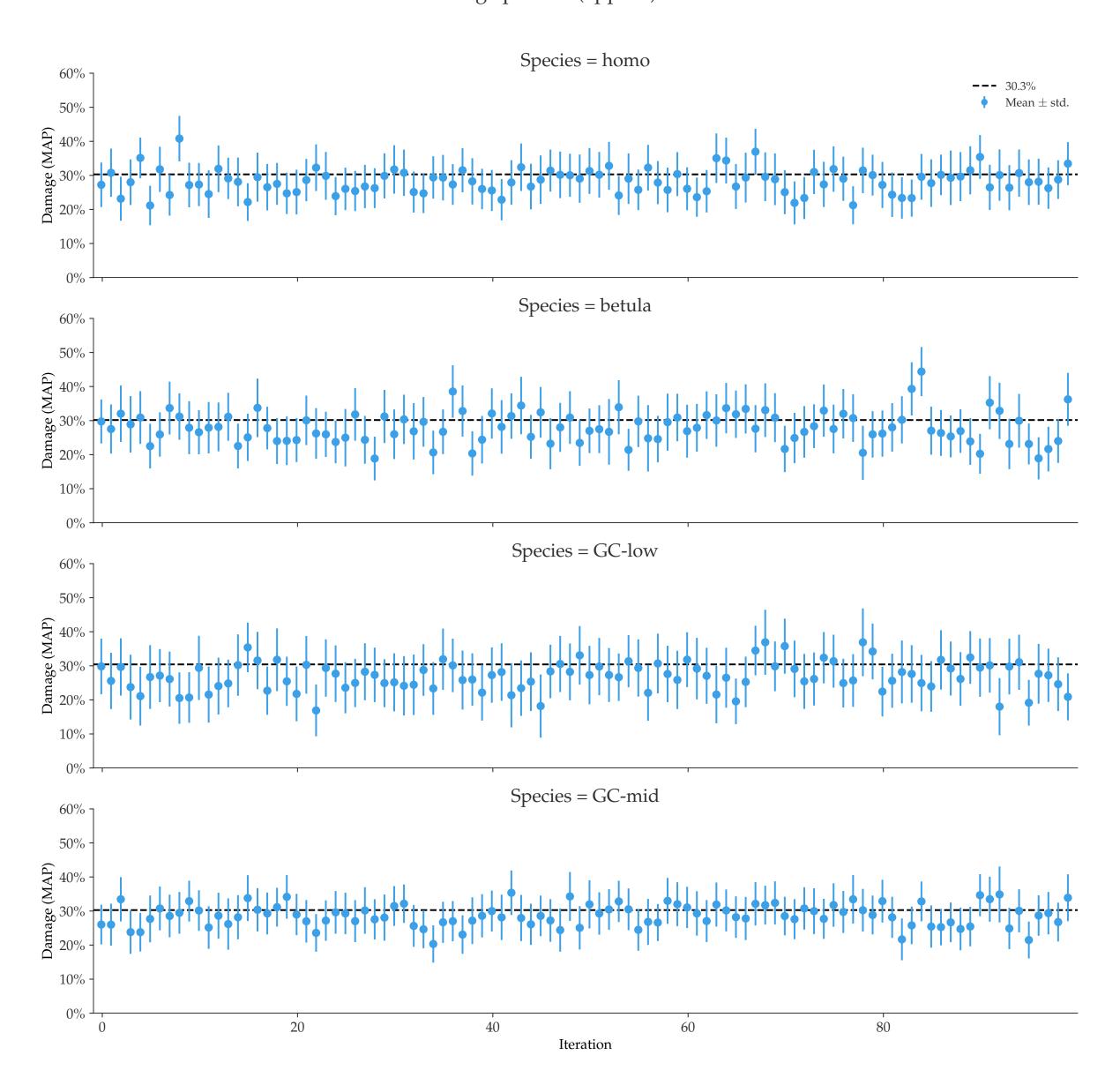
Individual damages: 50 reads Briggs damage = 0.96 Damage percent (approx) = 30%



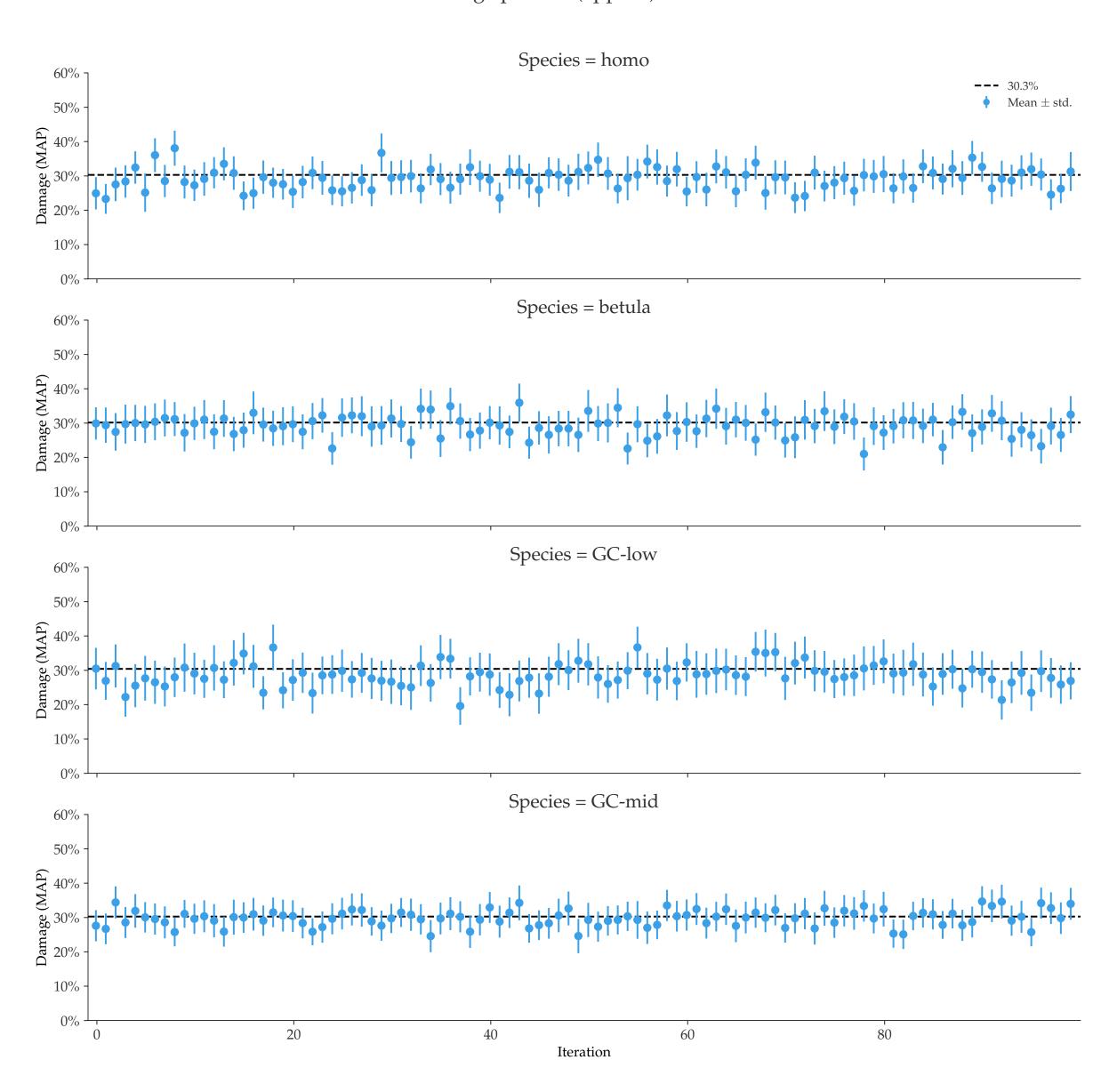
Individual damages: 100 reads Briggs damage = 0.96 Damage percent (approx) = 30%



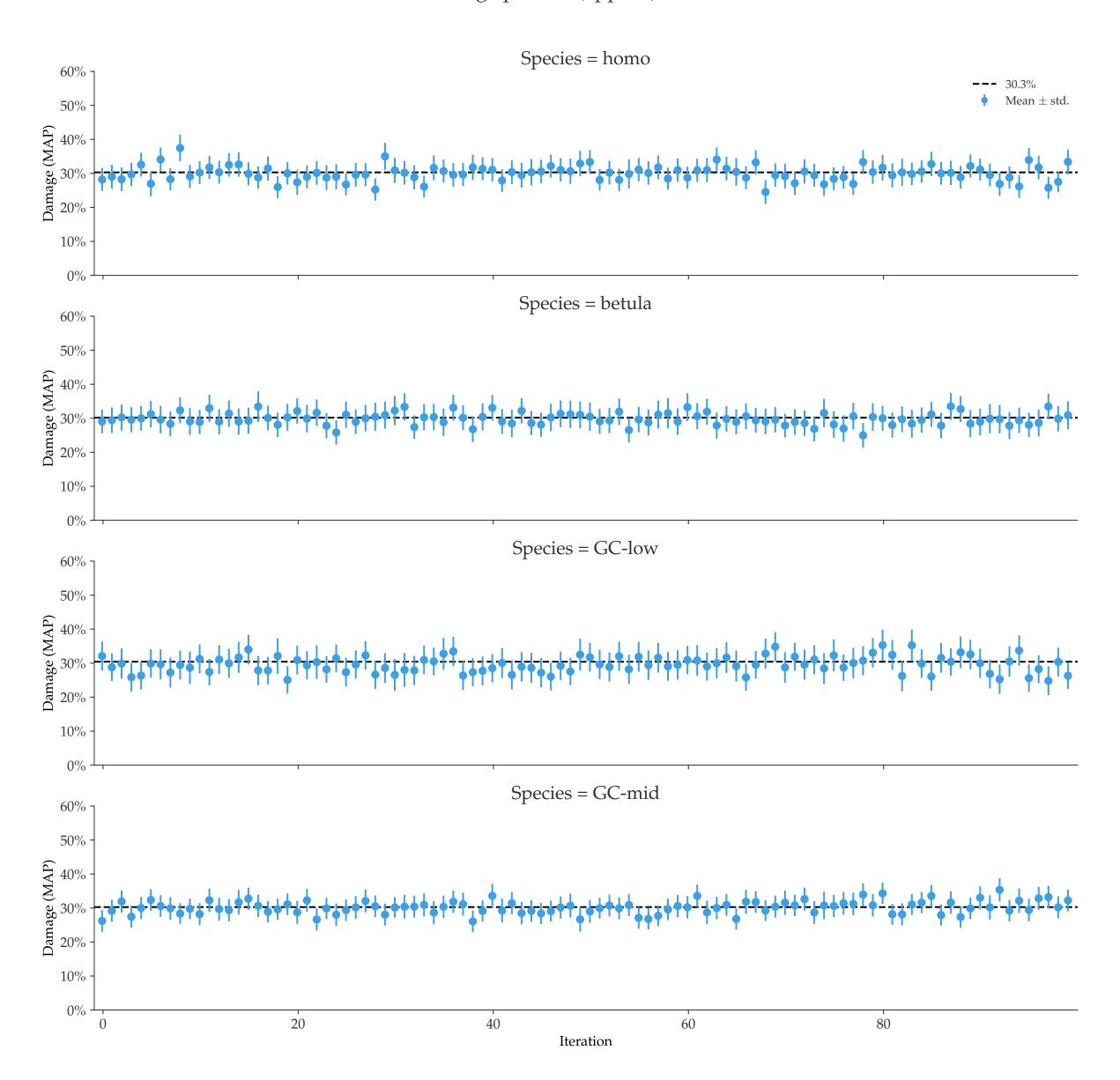
Individual damages: 250 reads Briggs damage = 0.96 Damage percent (approx) = 30%



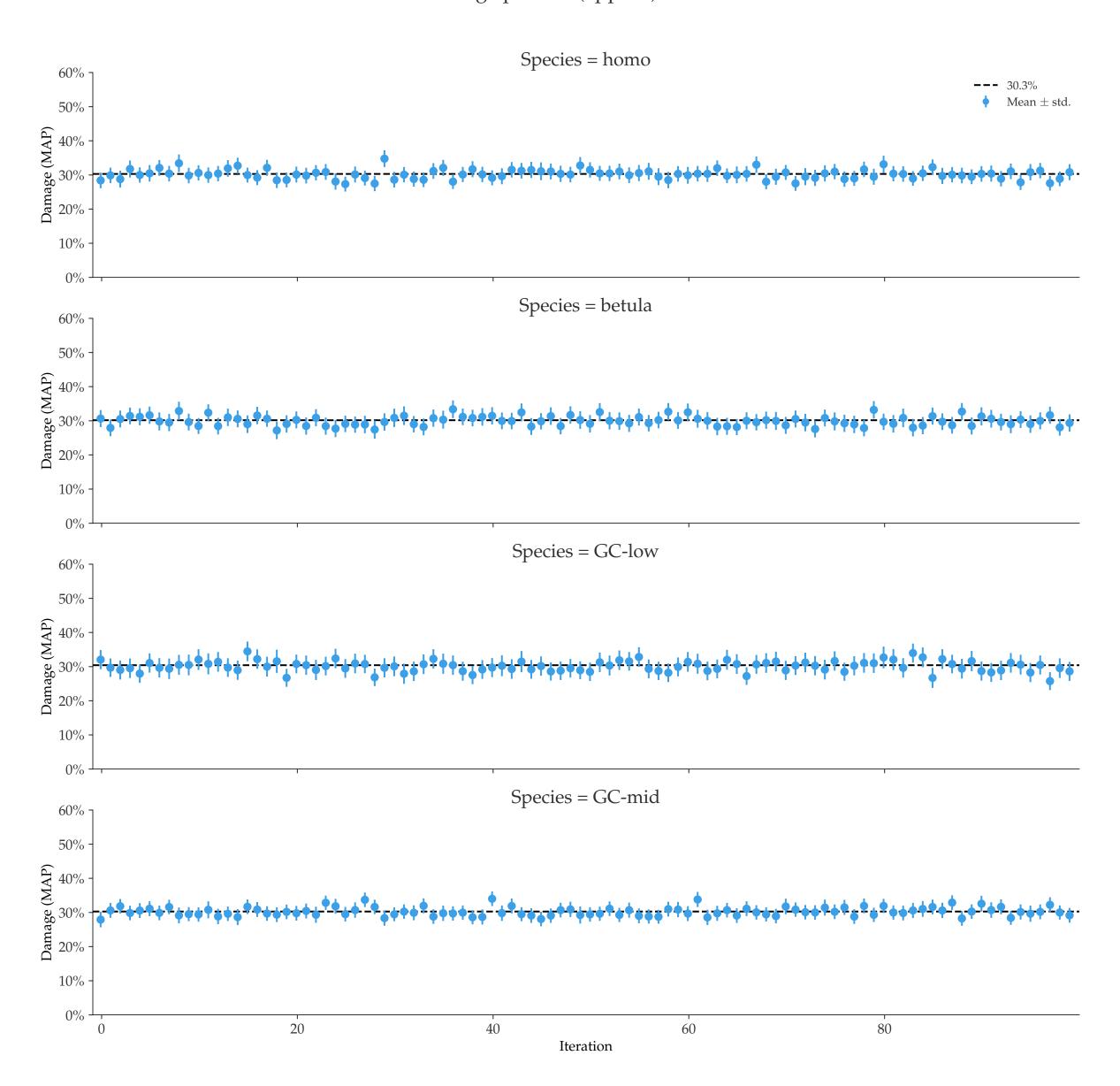
Individual damages: 500 reads Briggs damage = 0.96 Damage percent (approx) = 30%



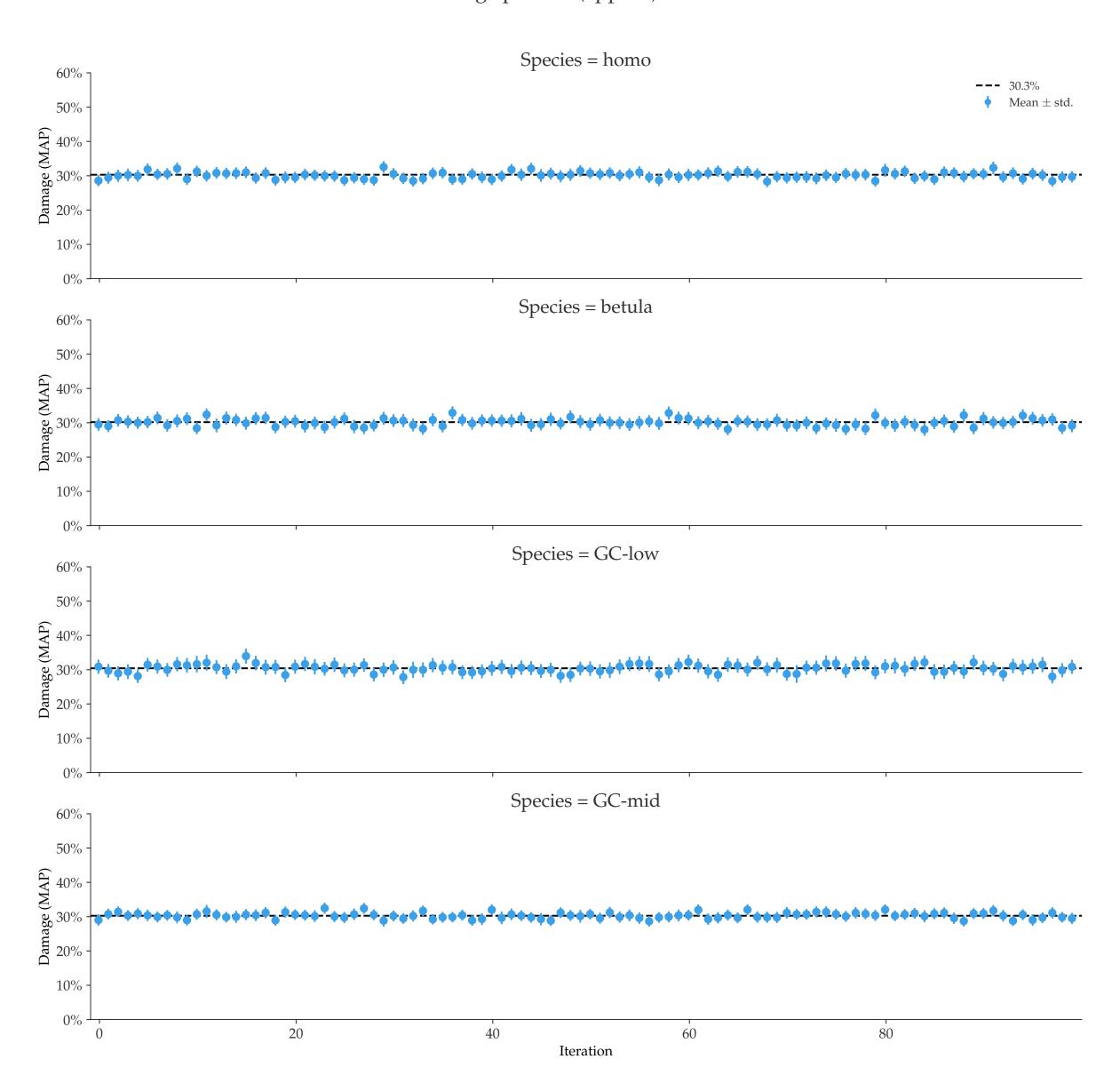
Individual damages: 1000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



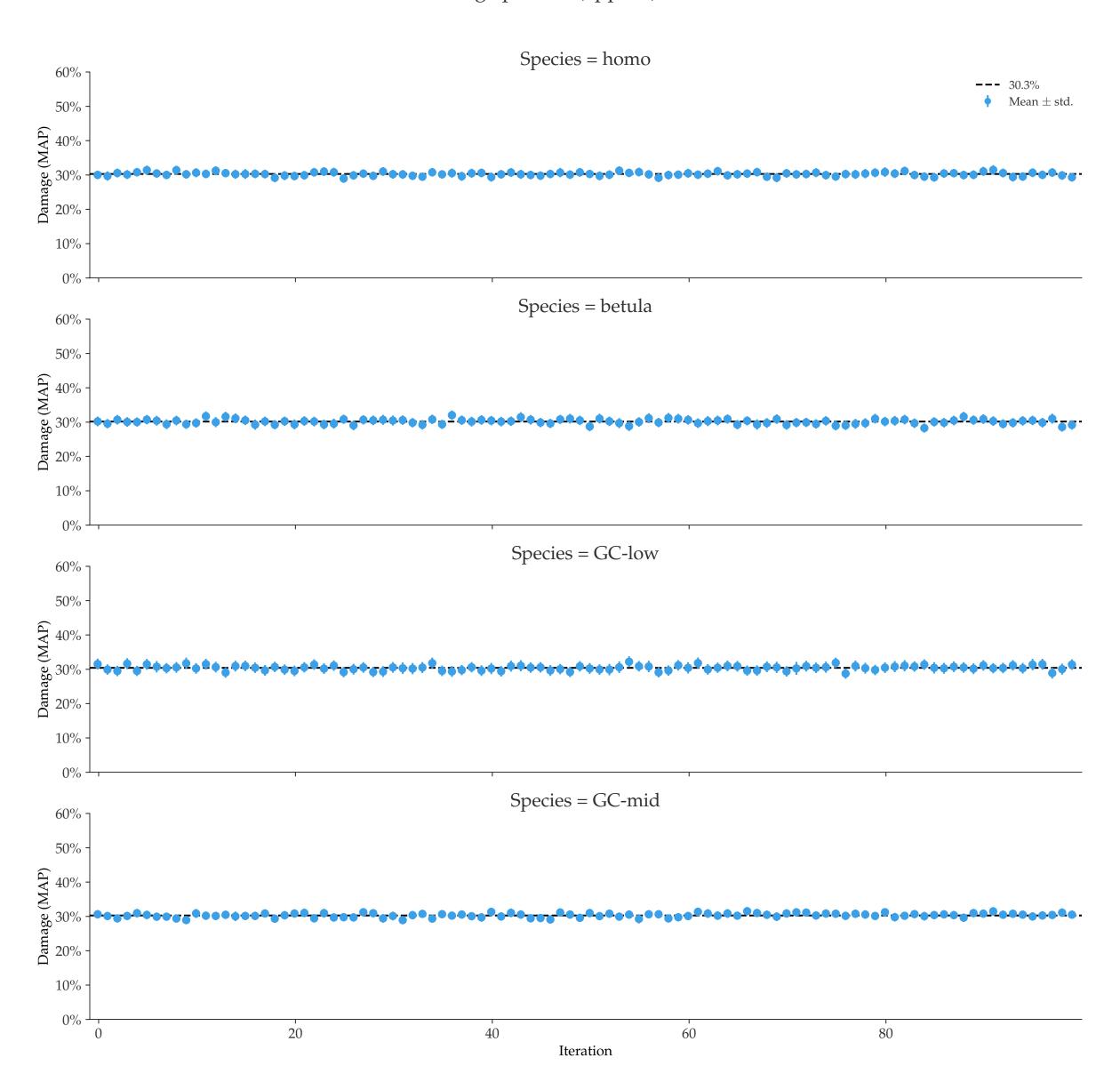
Individual damages: 2500 reads Briggs damage = 0.96 Damage percent (approx) = 30%



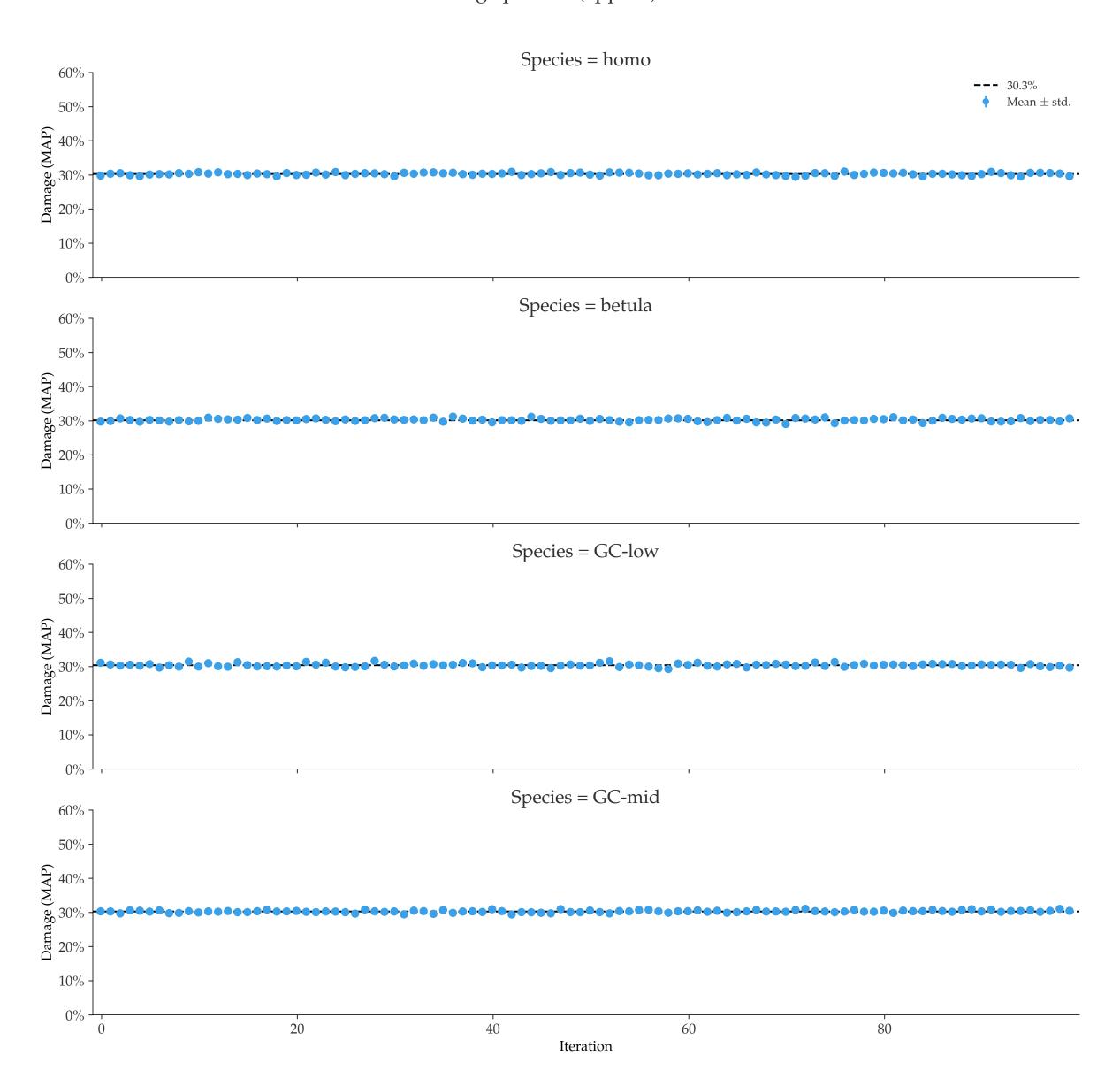
Individual damages: 5000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



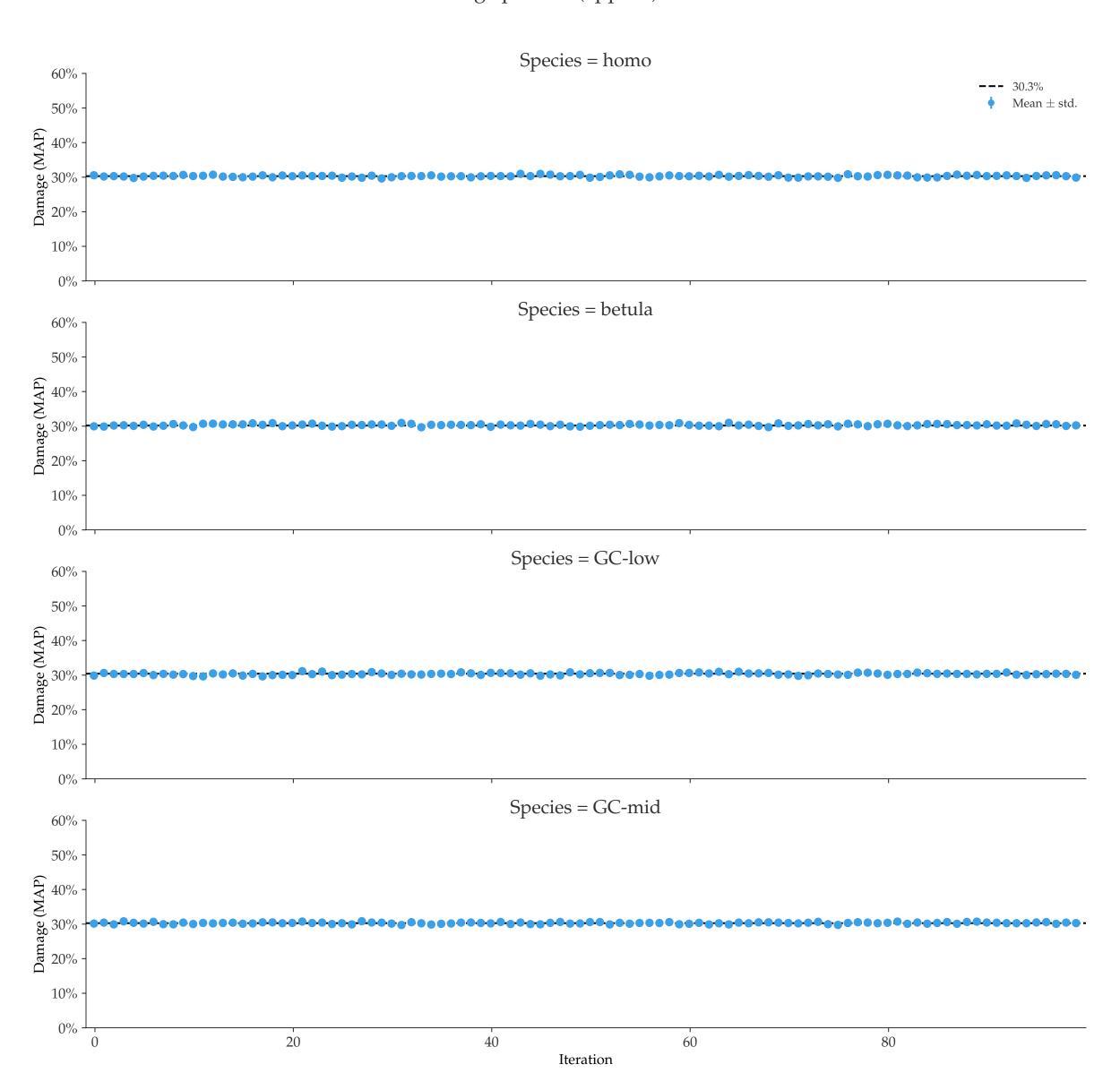
Individual damages: 10000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



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



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



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

