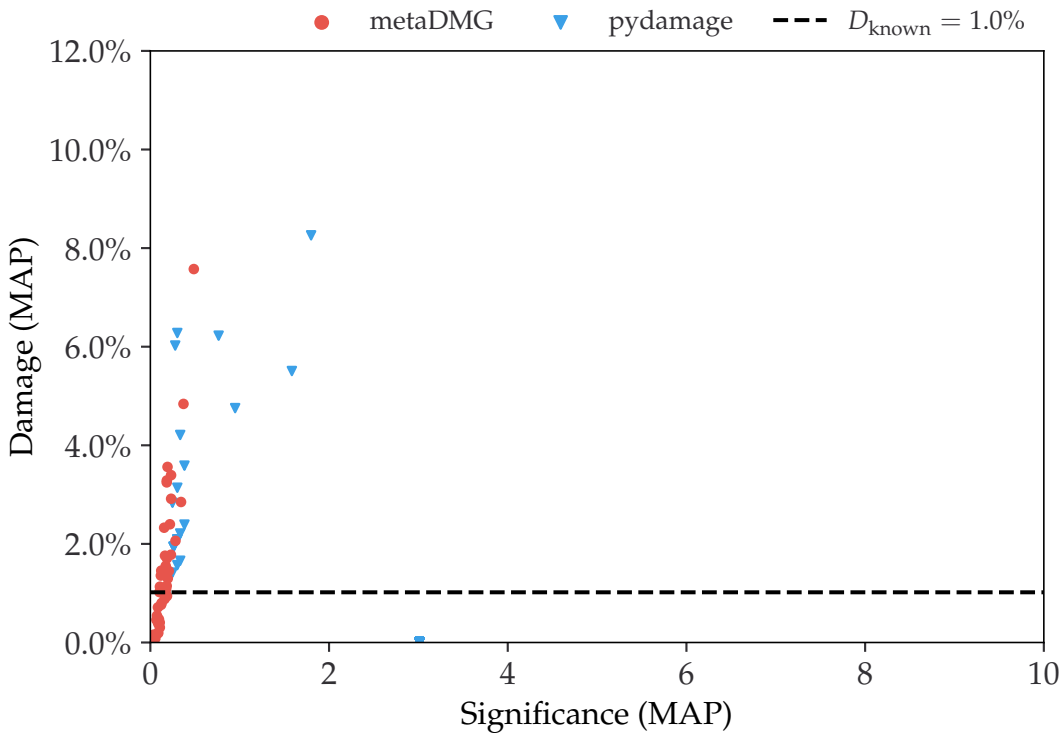


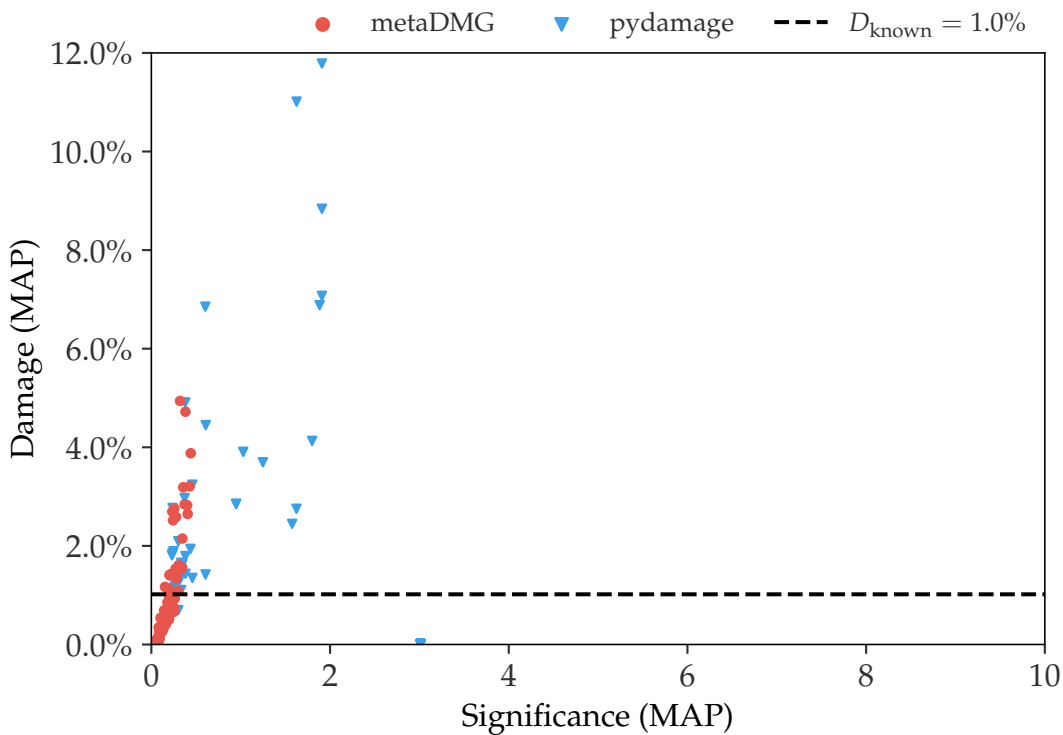
10 reads

Briggs damage = 0.035



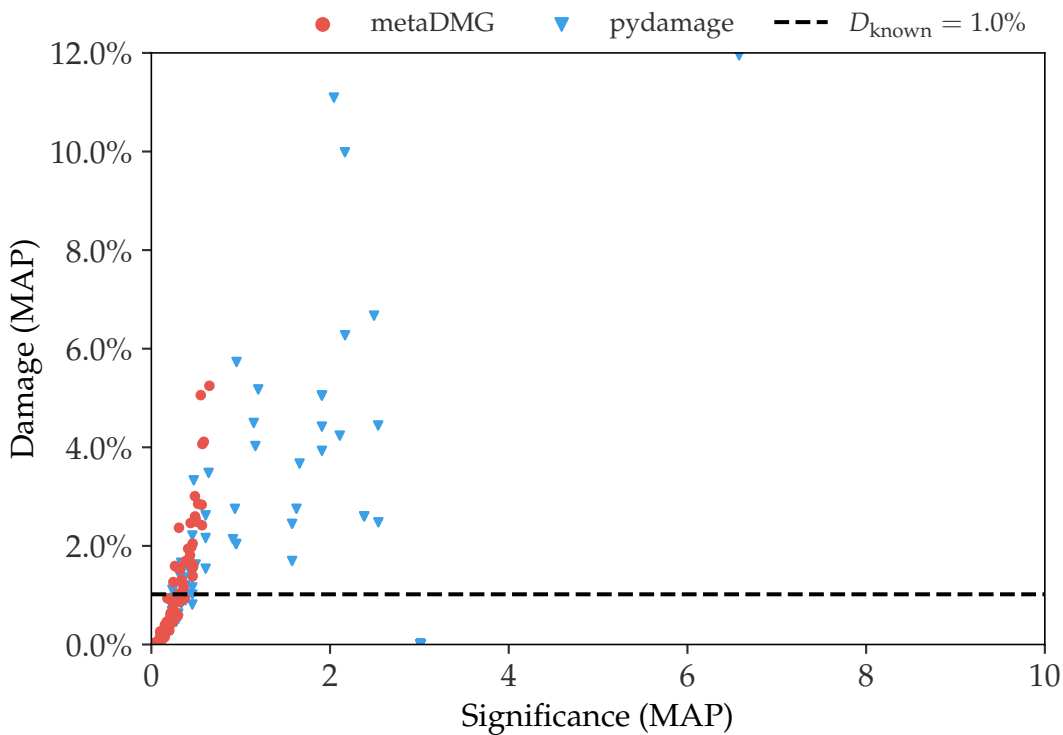
25 reads

Briggs damage = 0.035



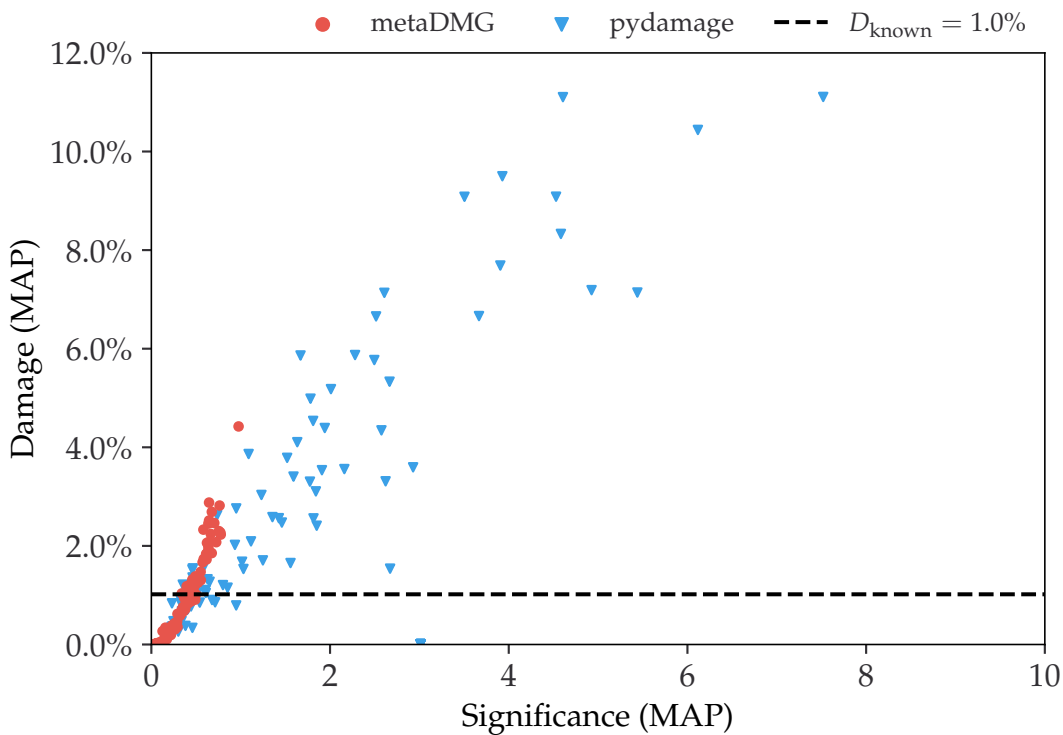
50 reads

Briggs damage = 0.035



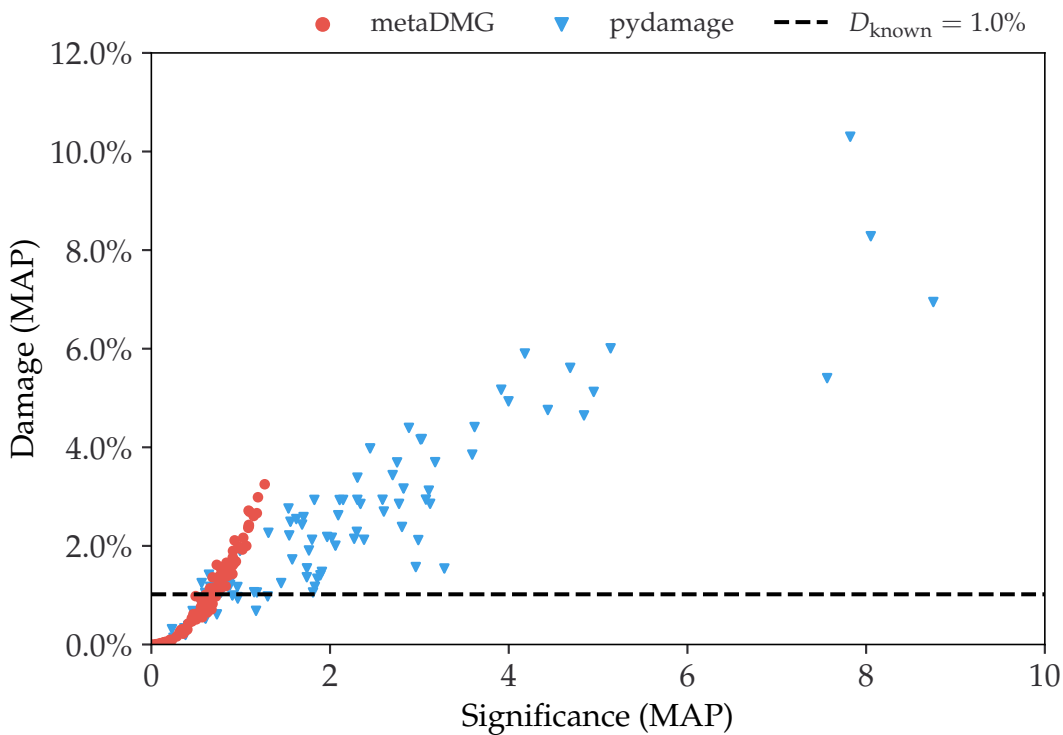
100 reads

Briggs damage = 0.035



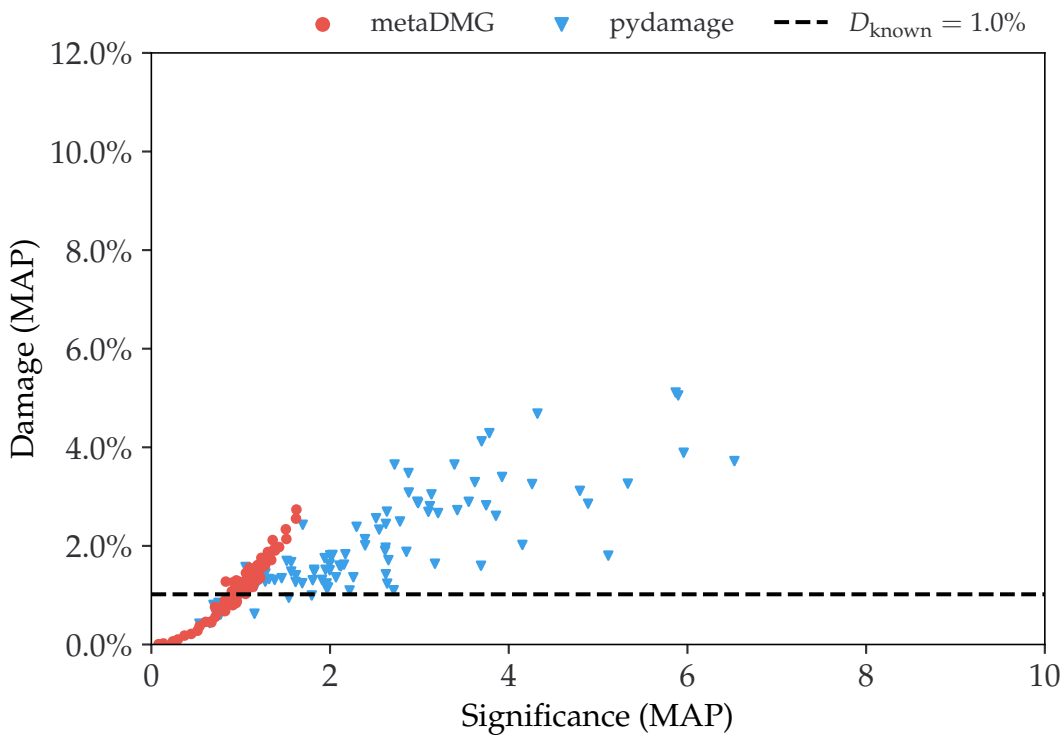
250 reads

Briggs damage = 0.035



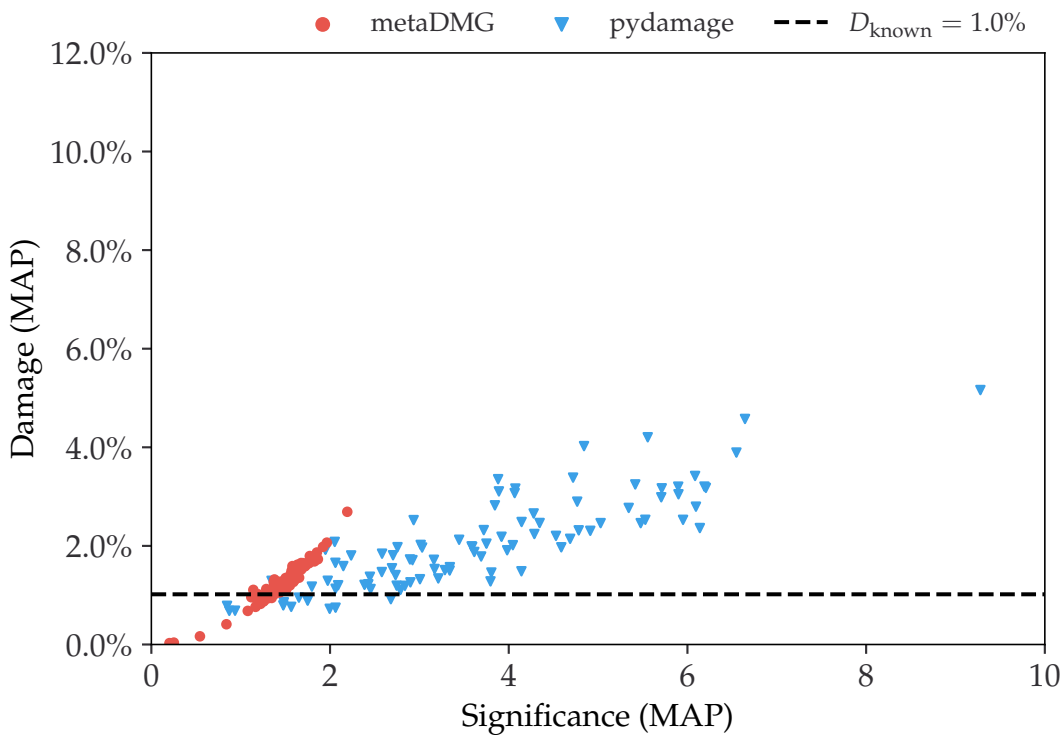
500 reads

Briggs damage = 0.035



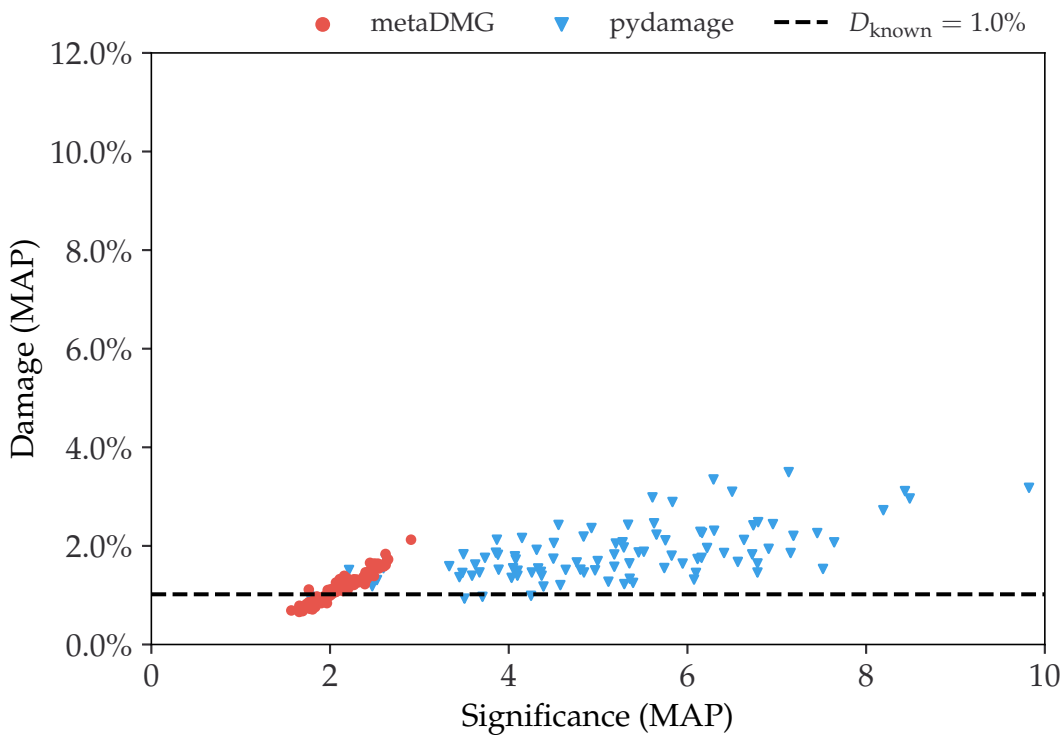
1000 reads

Briggs damage = 0.035



2500 reads

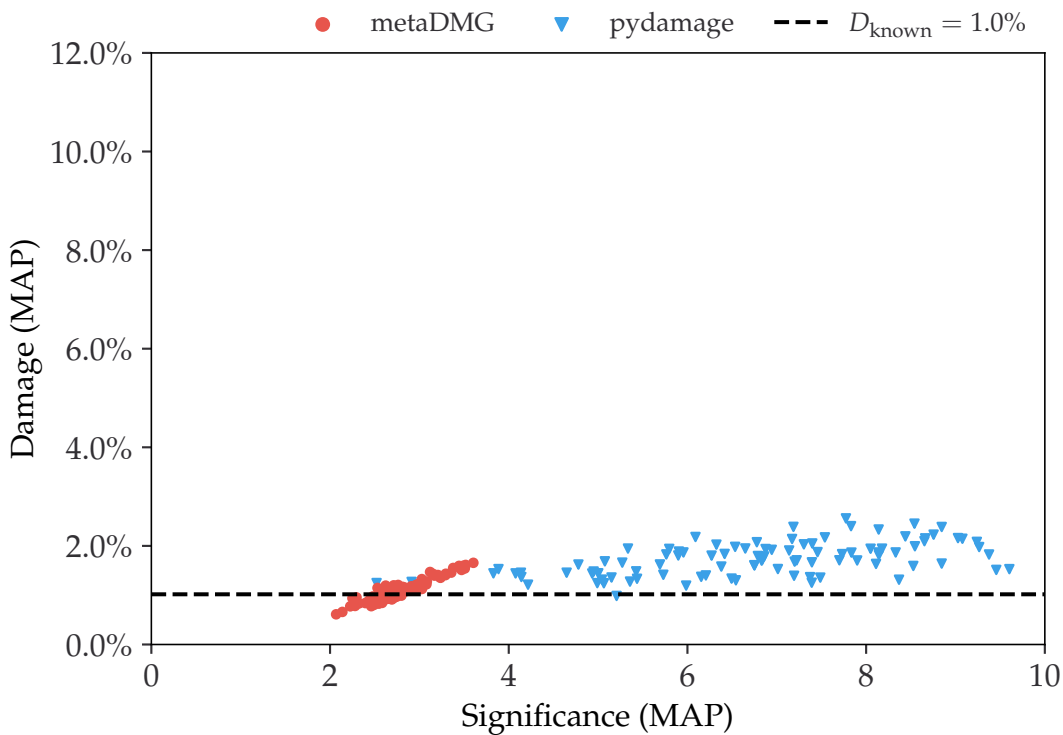
Briggs damage = 0.035





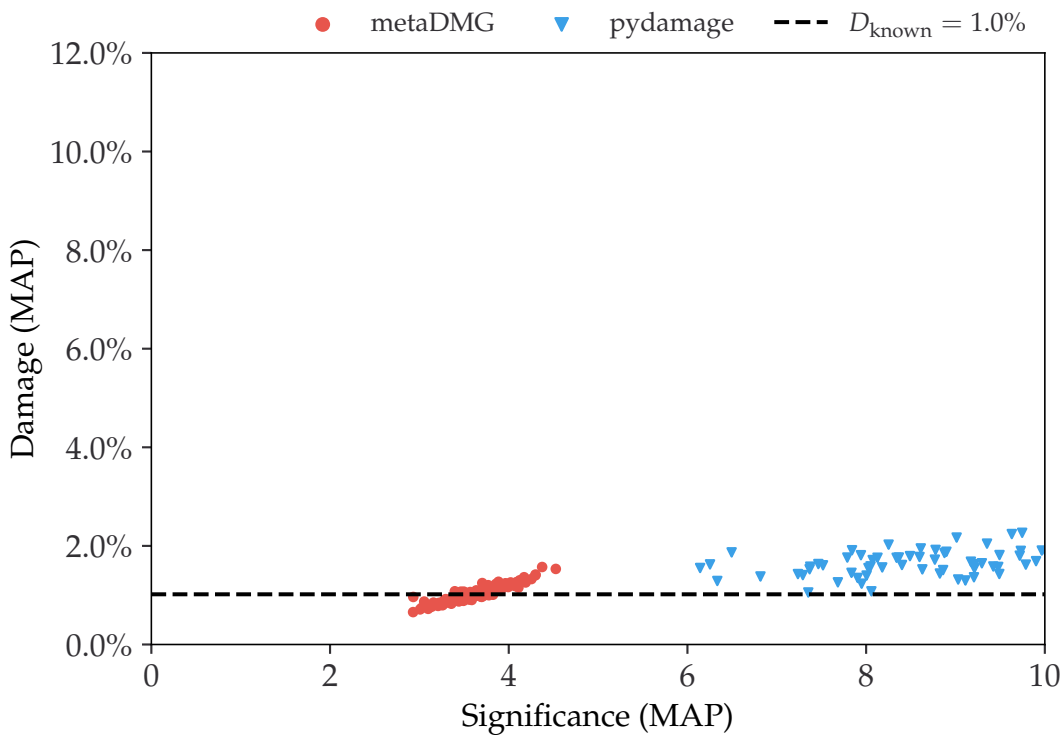
5000 reads

Briggs damage = 0.035



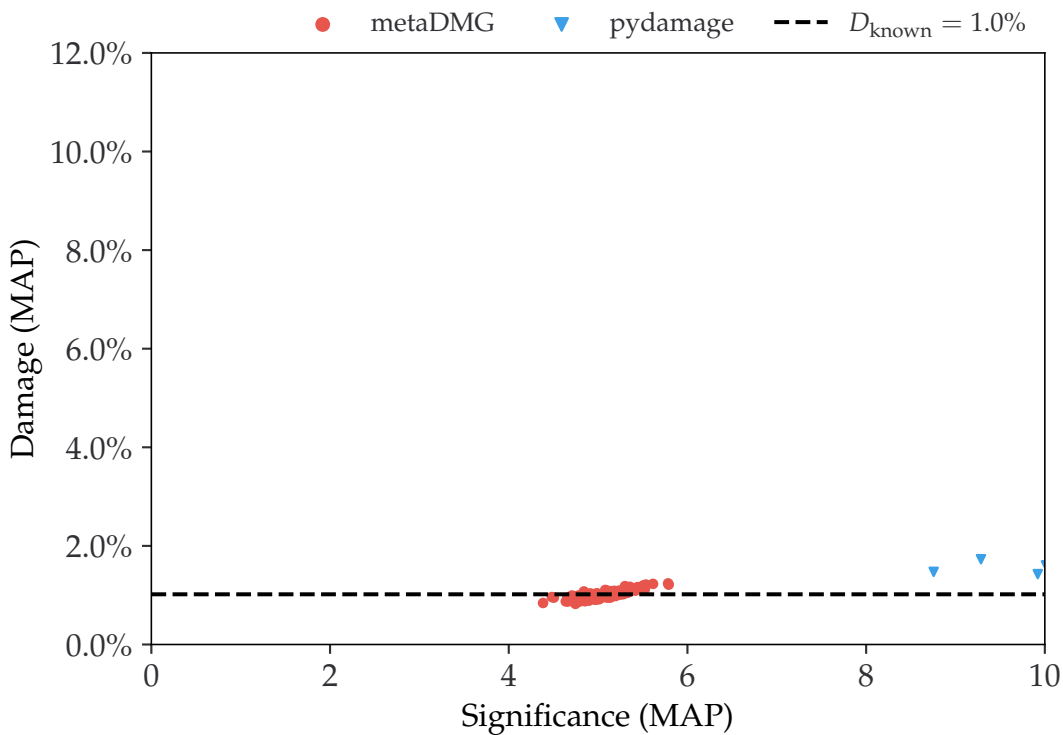
10000 reads

Briggs damage = 0.035



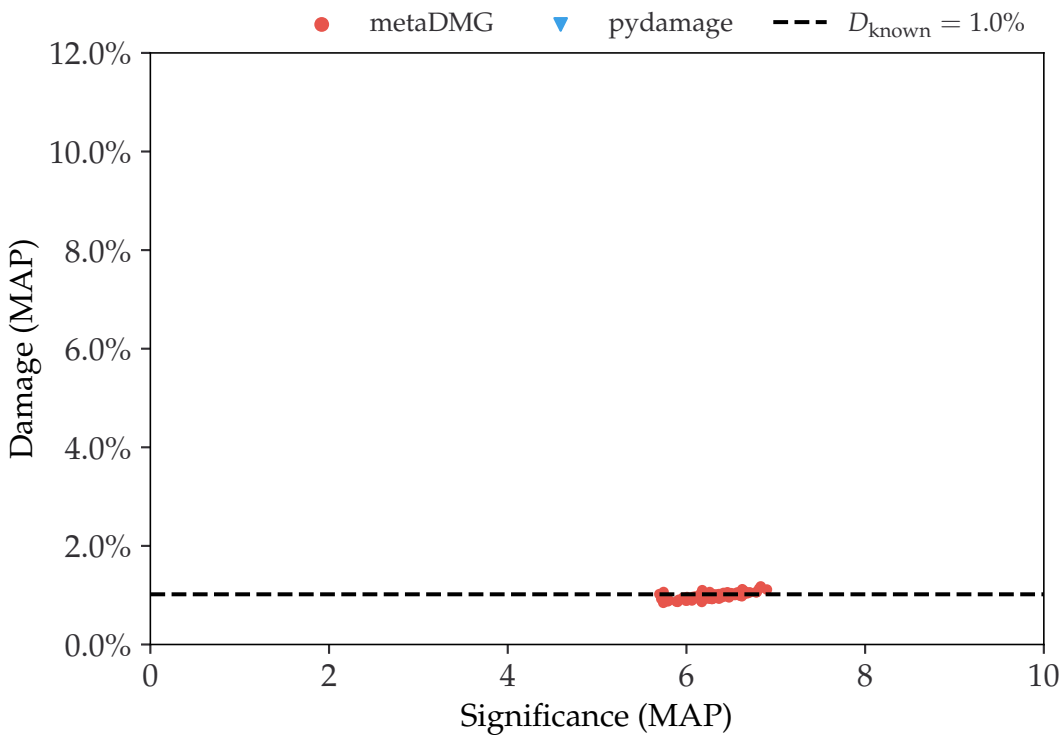
25000 reads

Briggs damage = 0.035



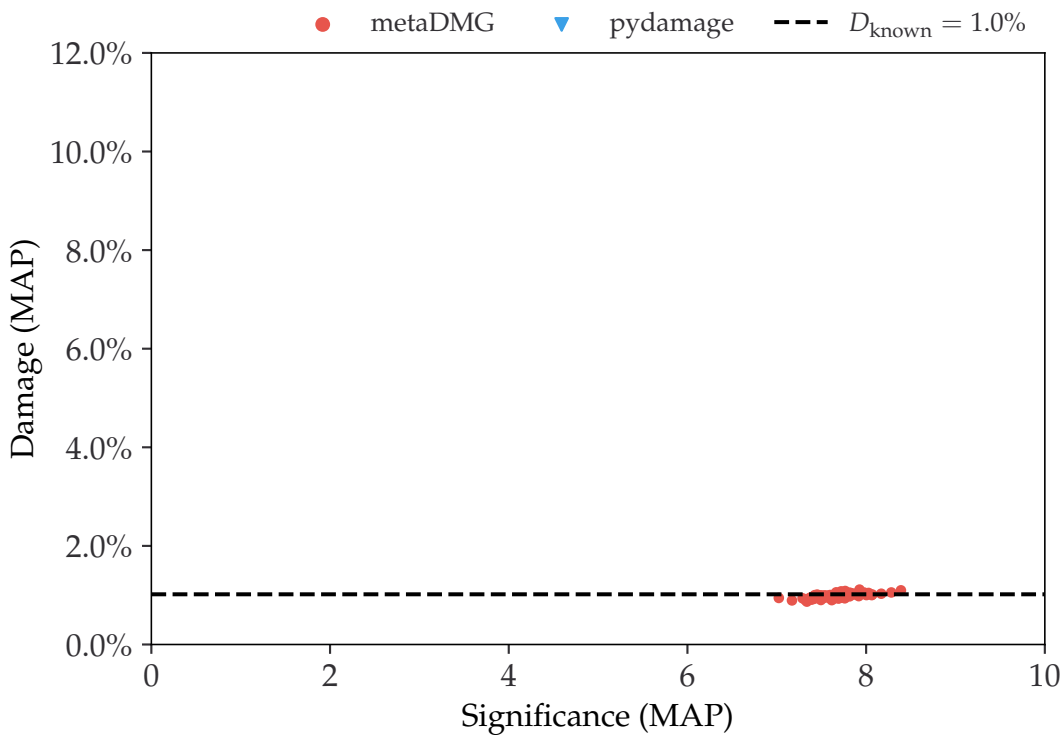
50000 reads

Briggs damage = 0.035



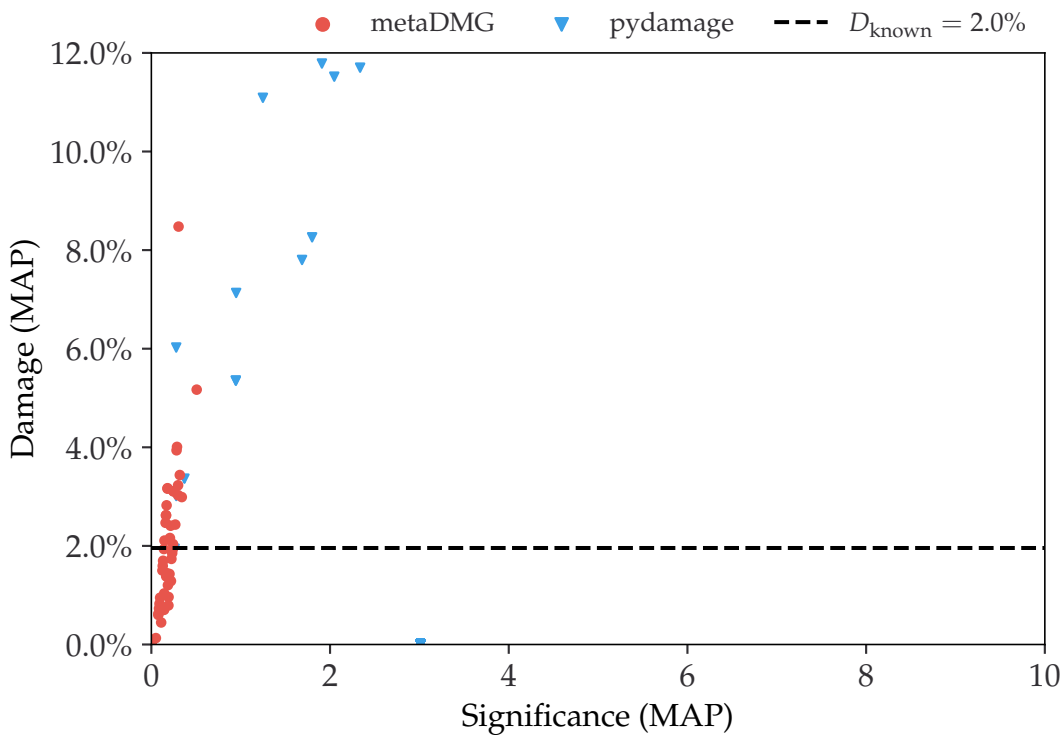
100000 reads

Briggs damage = 0.035



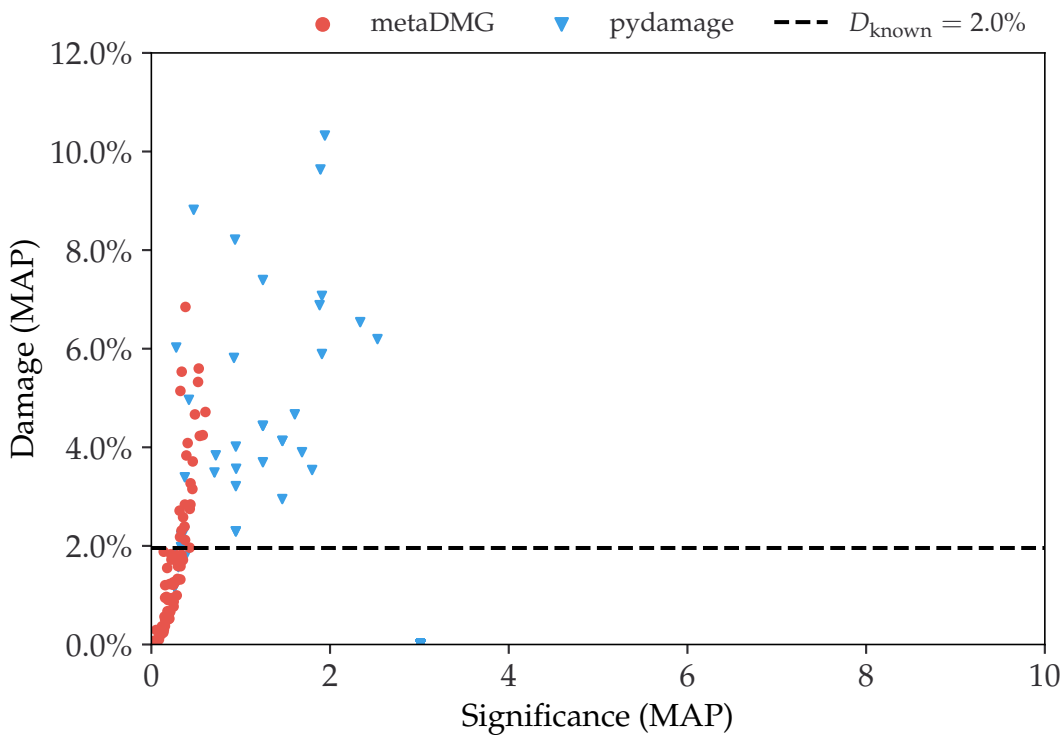
10 reads

Briggs damage = 0.065



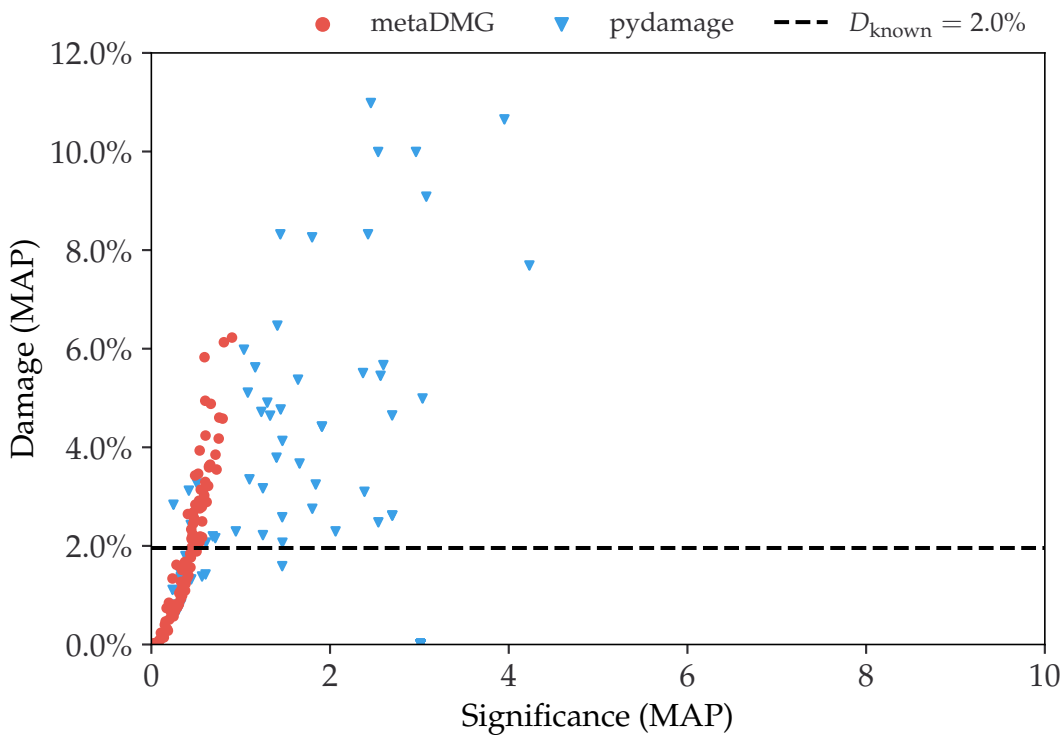
25 reads

Briggs damage = 0.065



50 reads

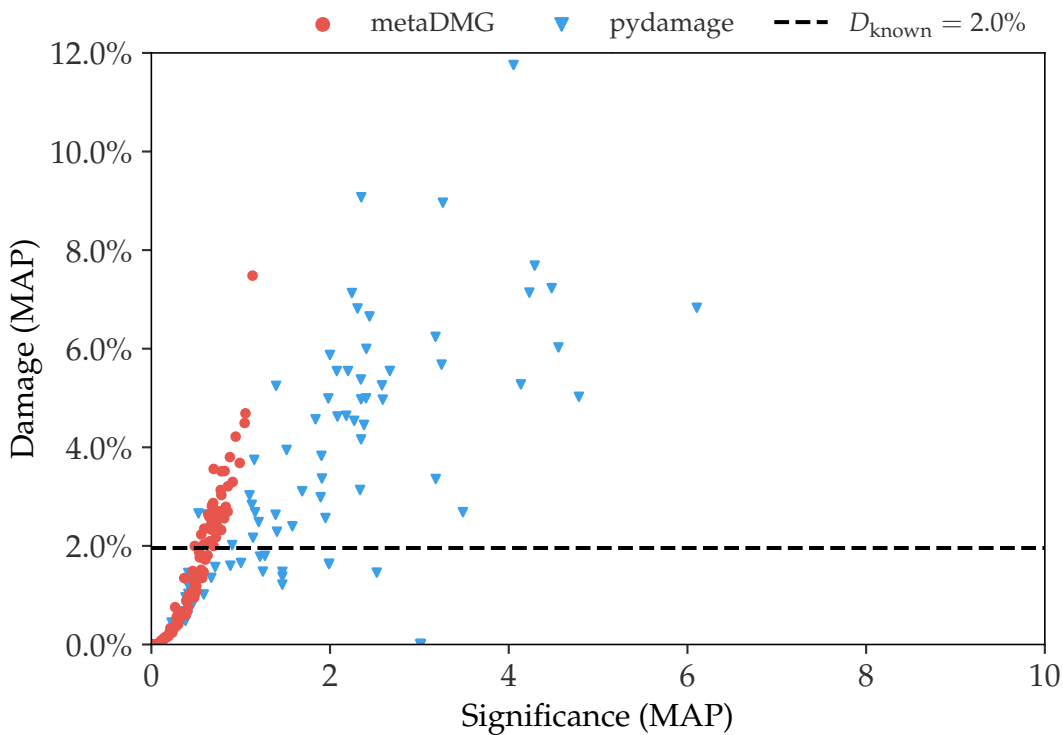
Briggs damage = 0.065





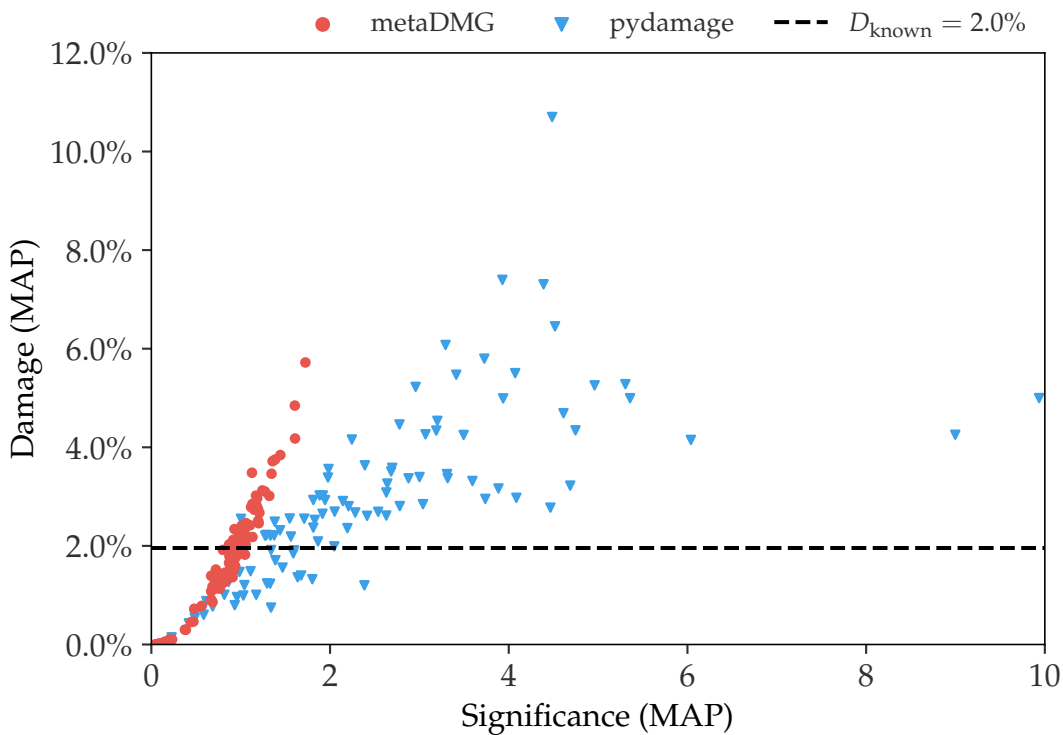
100 reads

Briggs damage = 0.065



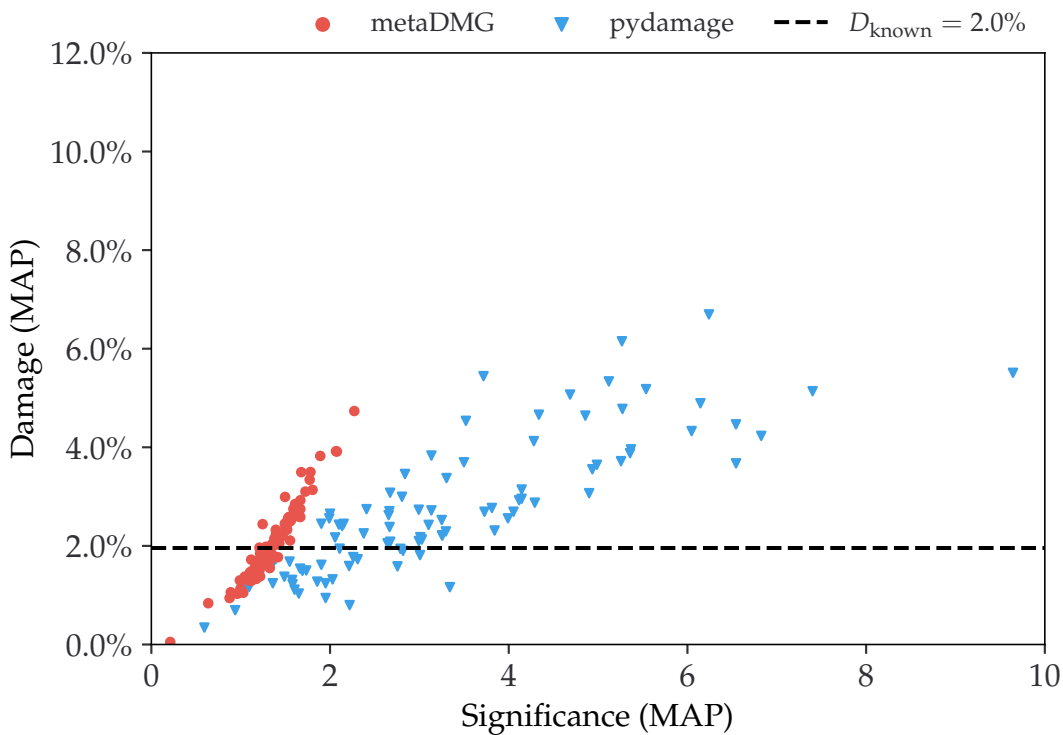
250 reads

Briggs damage = 0.065



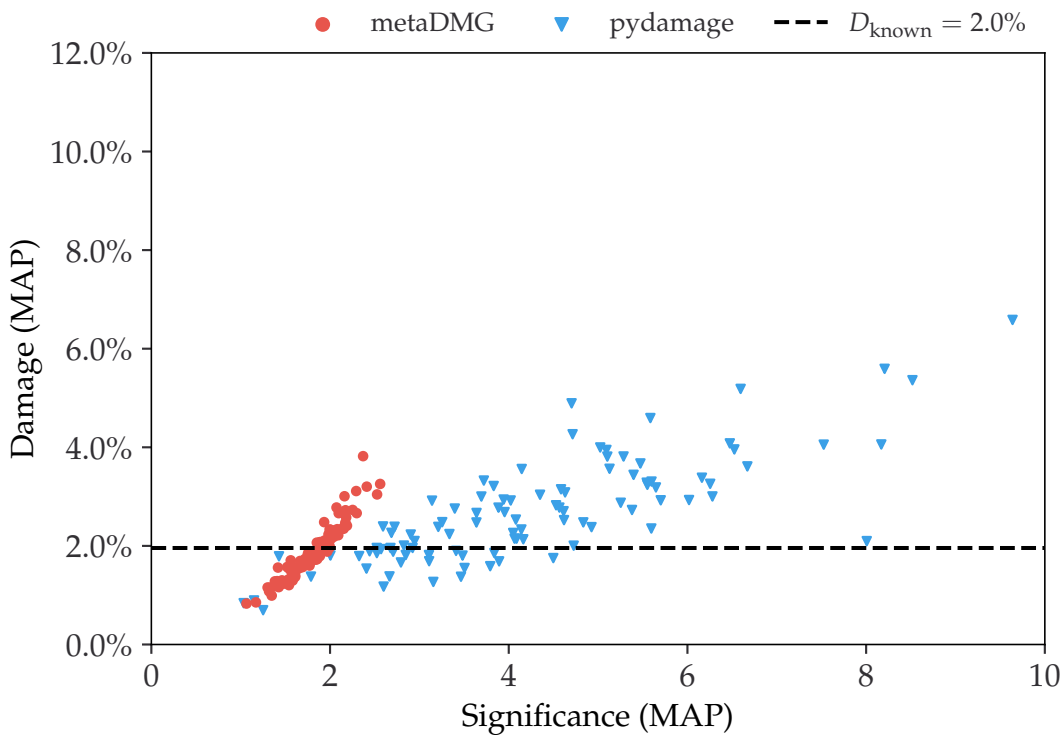
500 reads

Briggs damage = 0.065



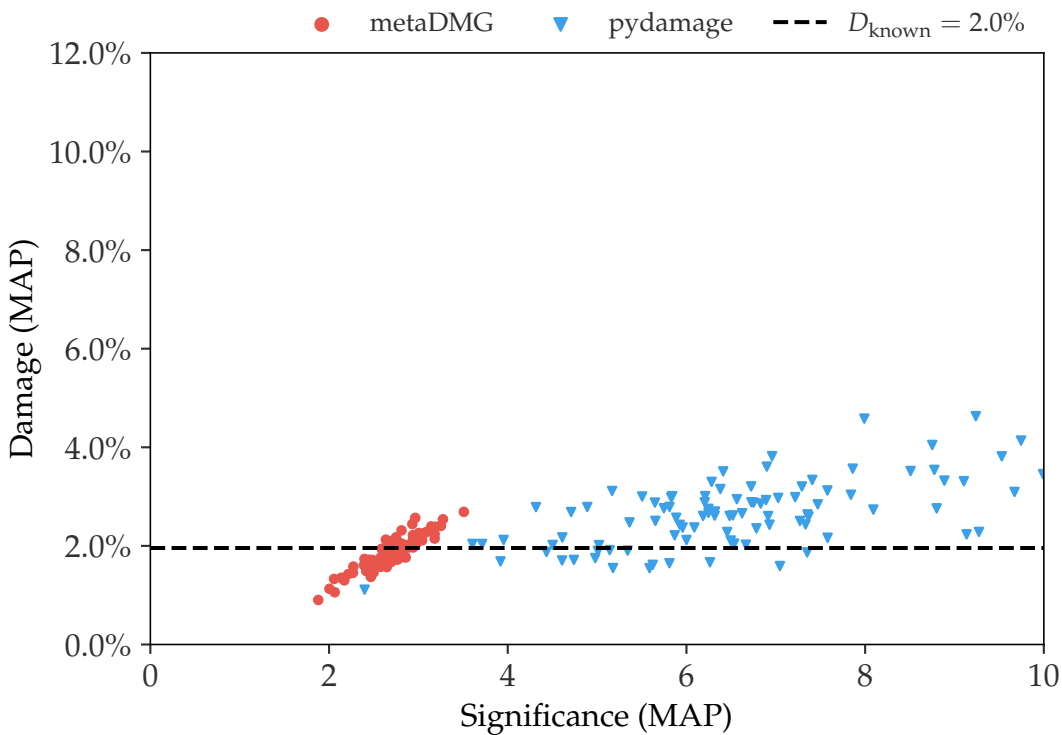
1000 reads

Briggs damage = 0.065



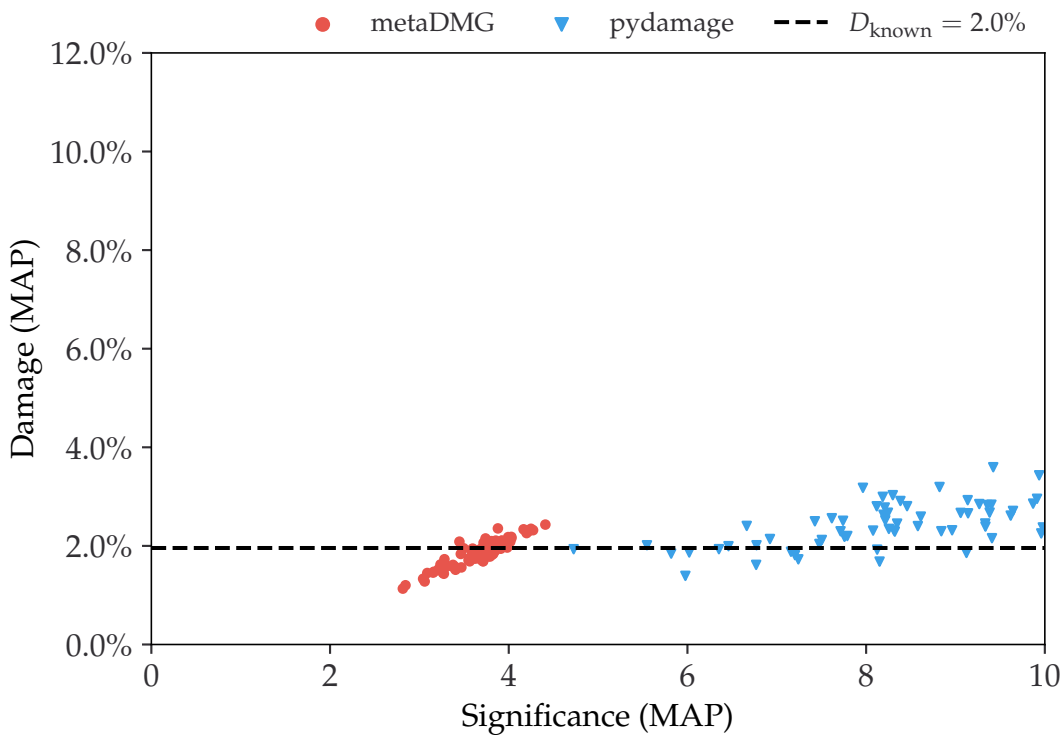
2500 reads

Briggs damage = 0.065



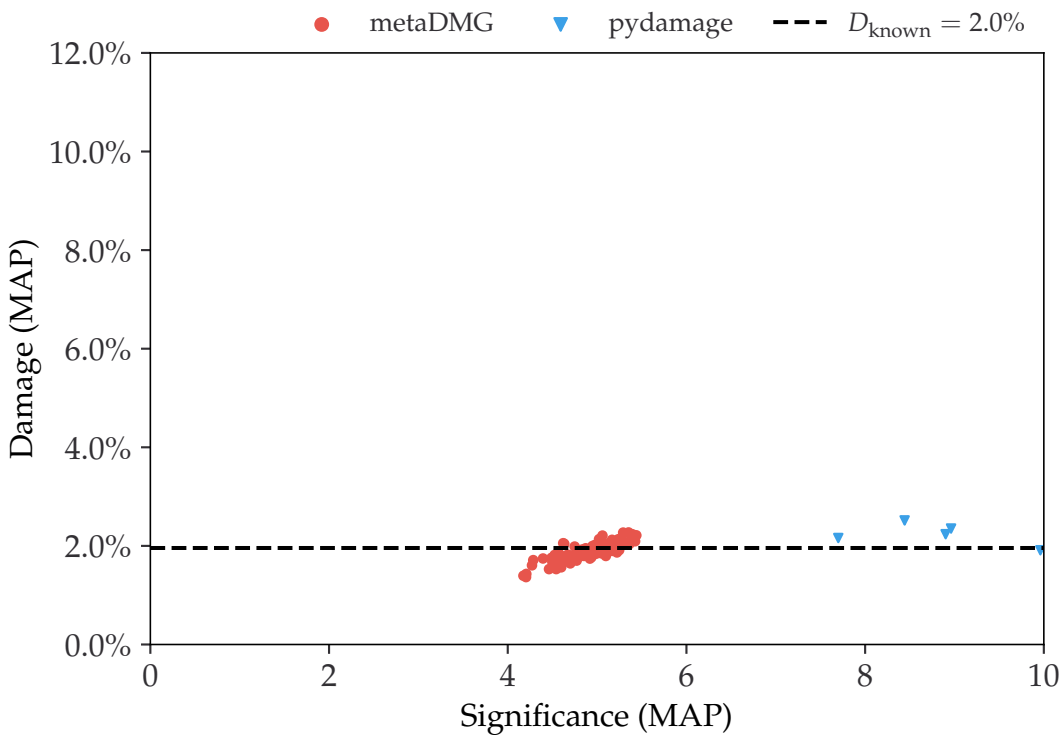
5000 reads

Briggs damage = 0.065



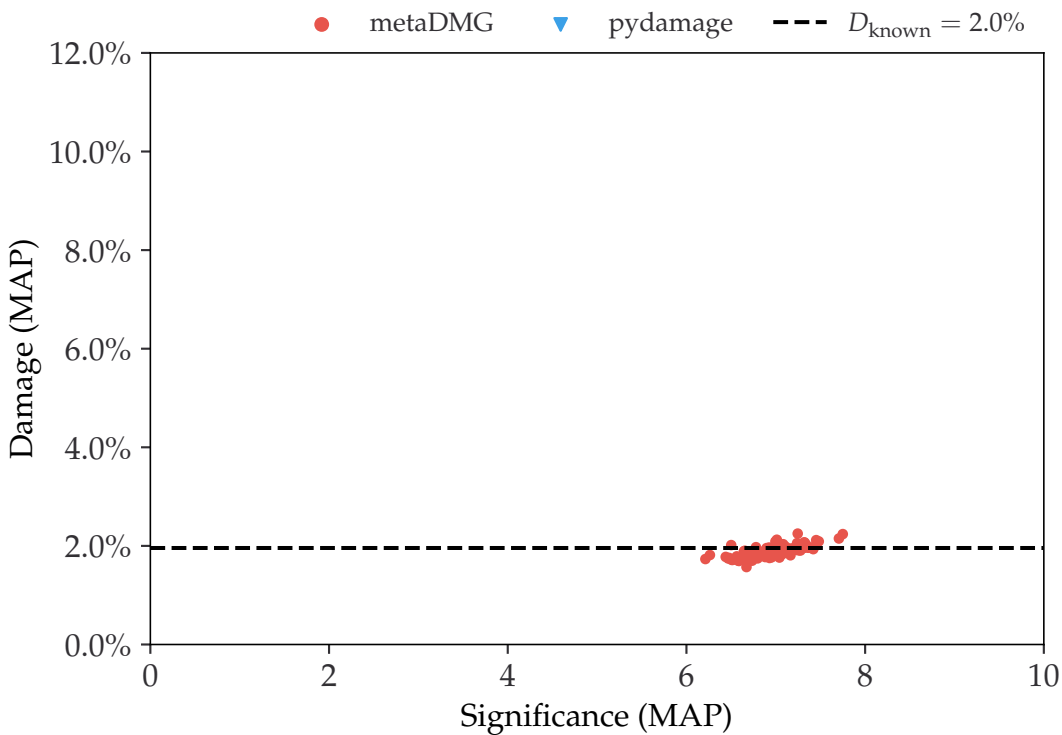
10000 reads

Briggs damage = 0.065



25000 reads

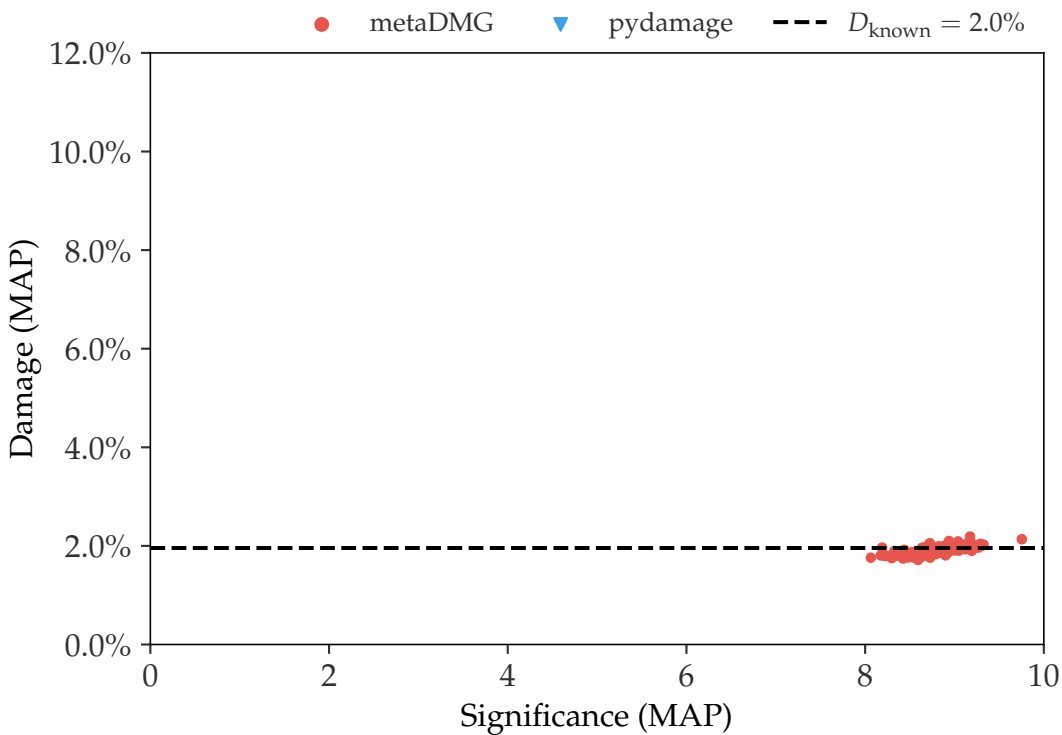
Briggs damage = 0.065





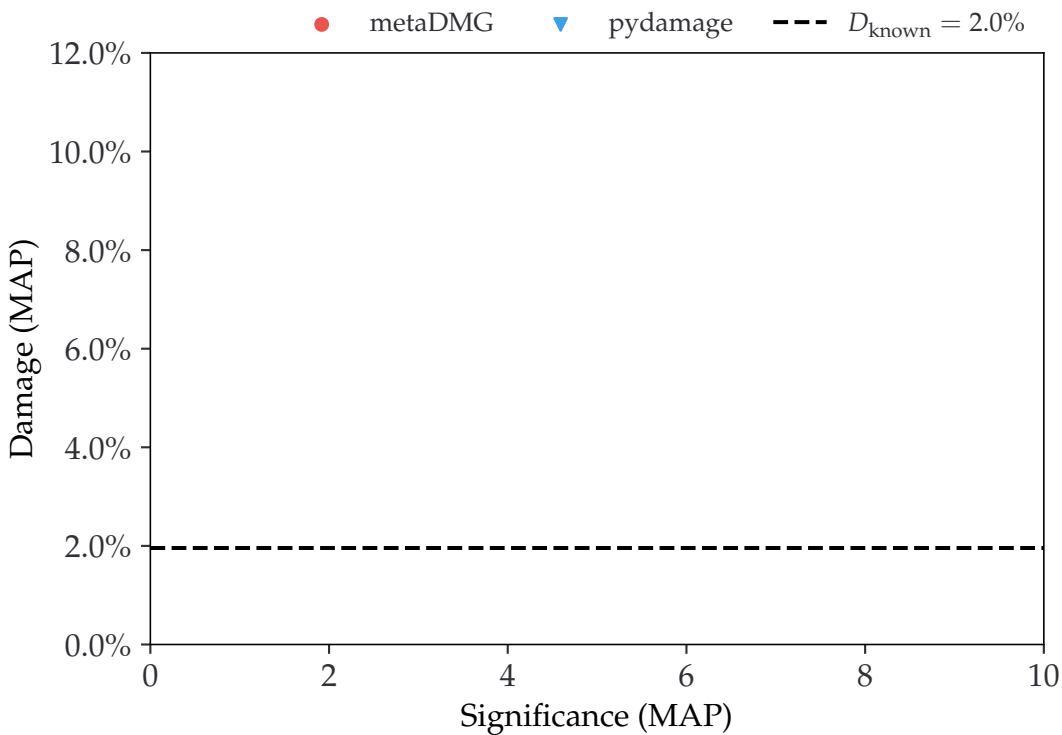
50000 reads

Briggs damage = 0.065



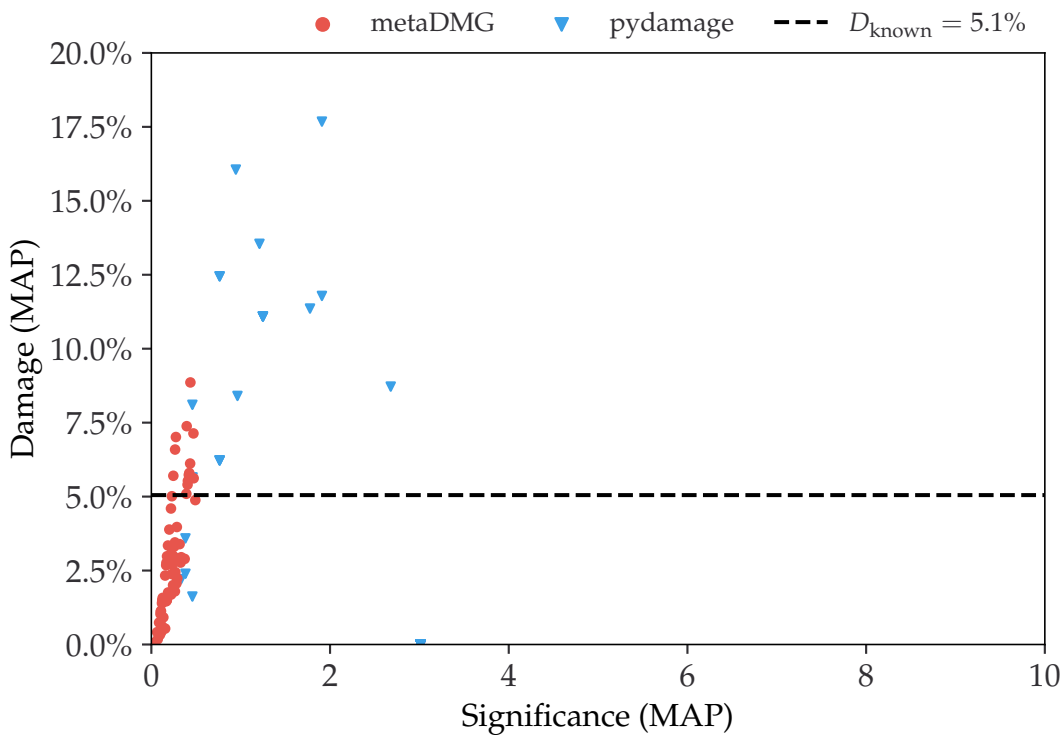
100000 reads

Briggs damage = 0.065



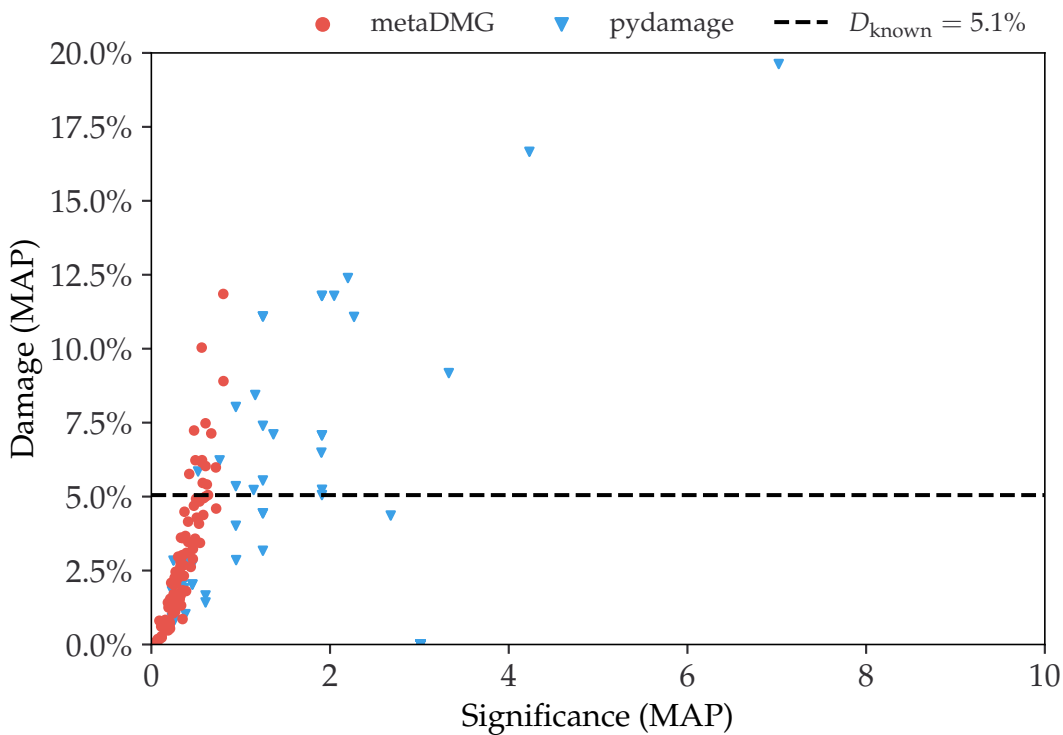
10 reads

Briggs damage = 0.162



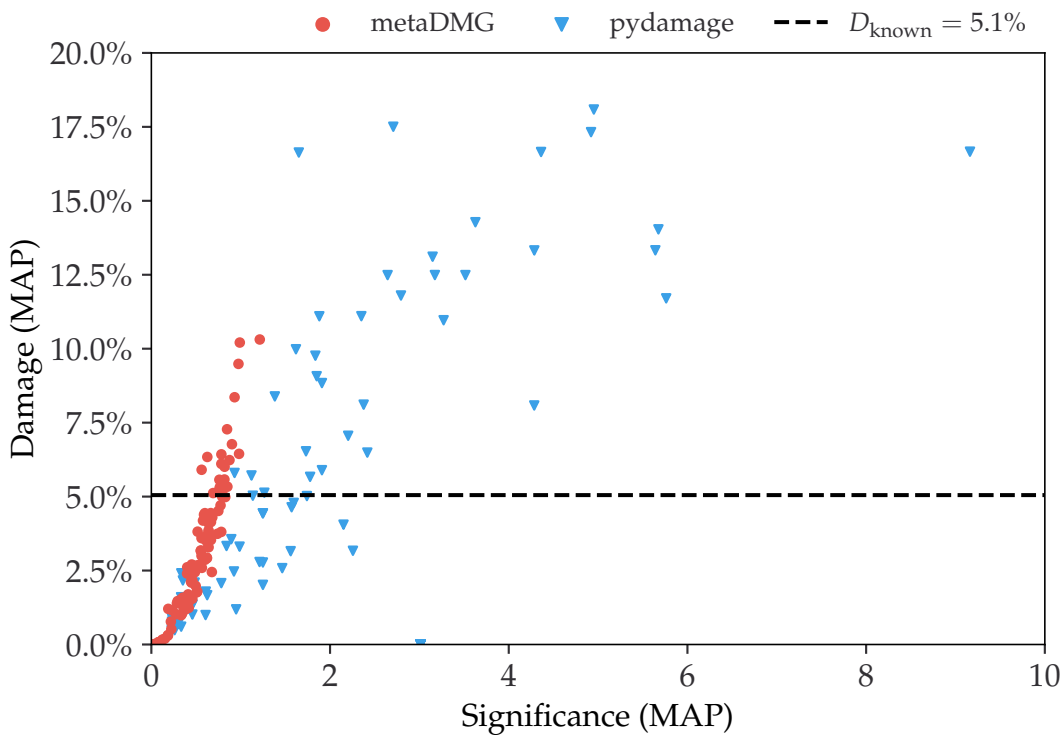
25 reads

Briggs damage = 0.162



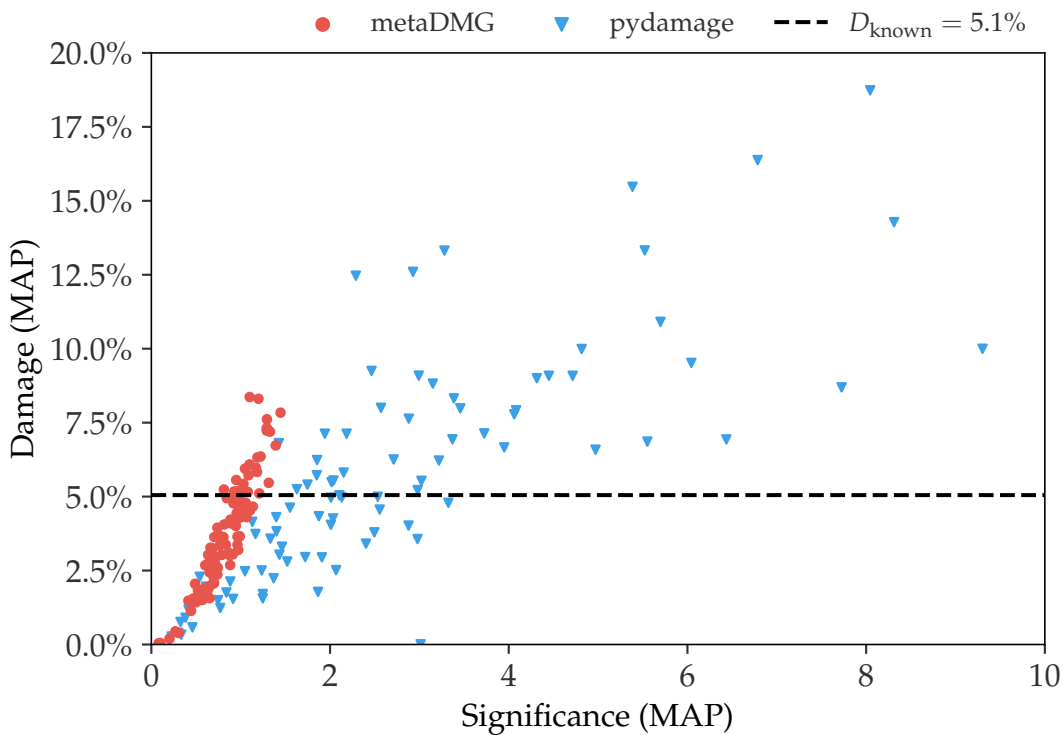
50 reads

Briggs damage = 0.162



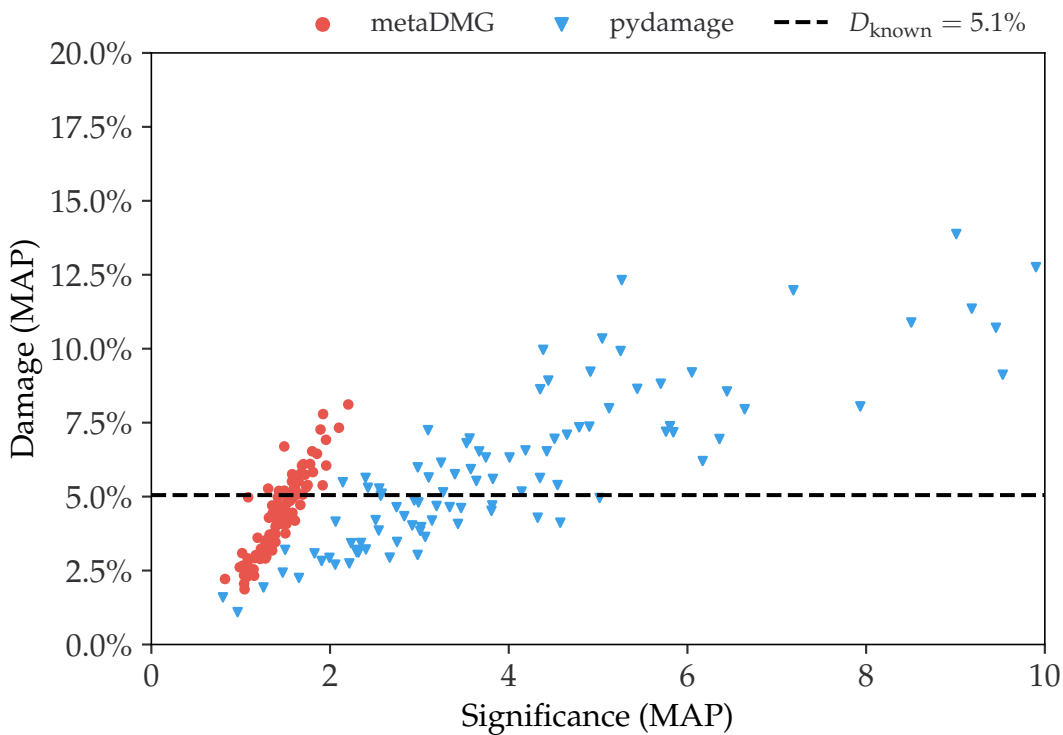
100 reads

Briggs damage = 0.162



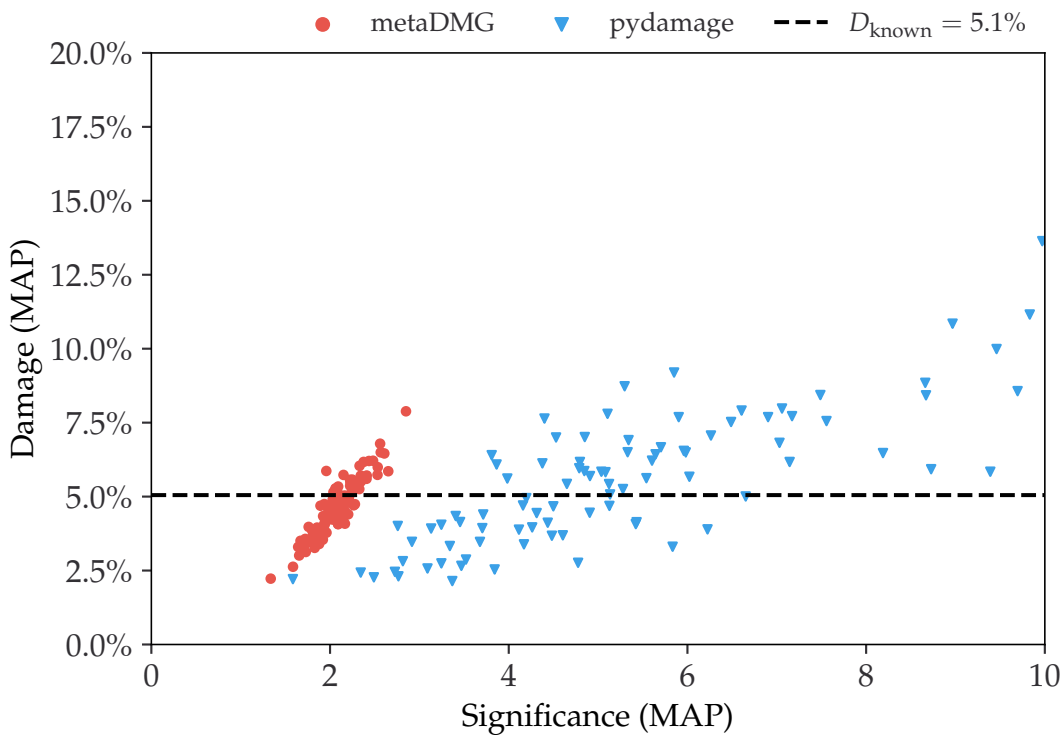
250 reads

Briggs damage = 0.162



500 reads

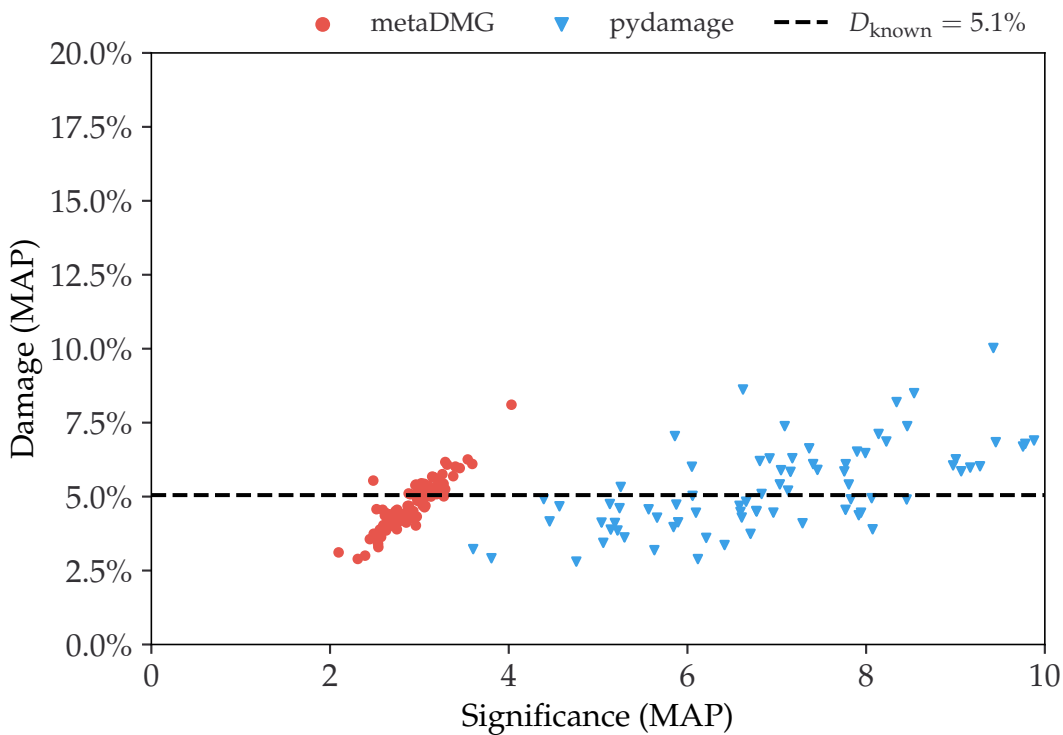
Briggs damage = 0.162





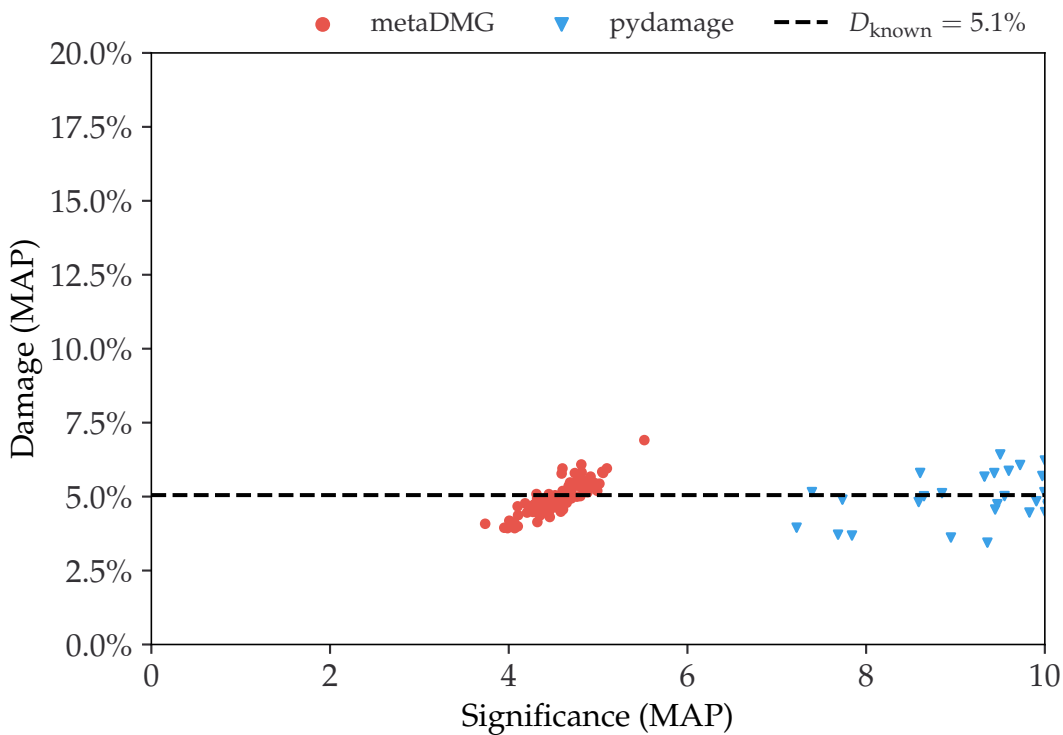
1000 reads

Briggs damage = 0.162



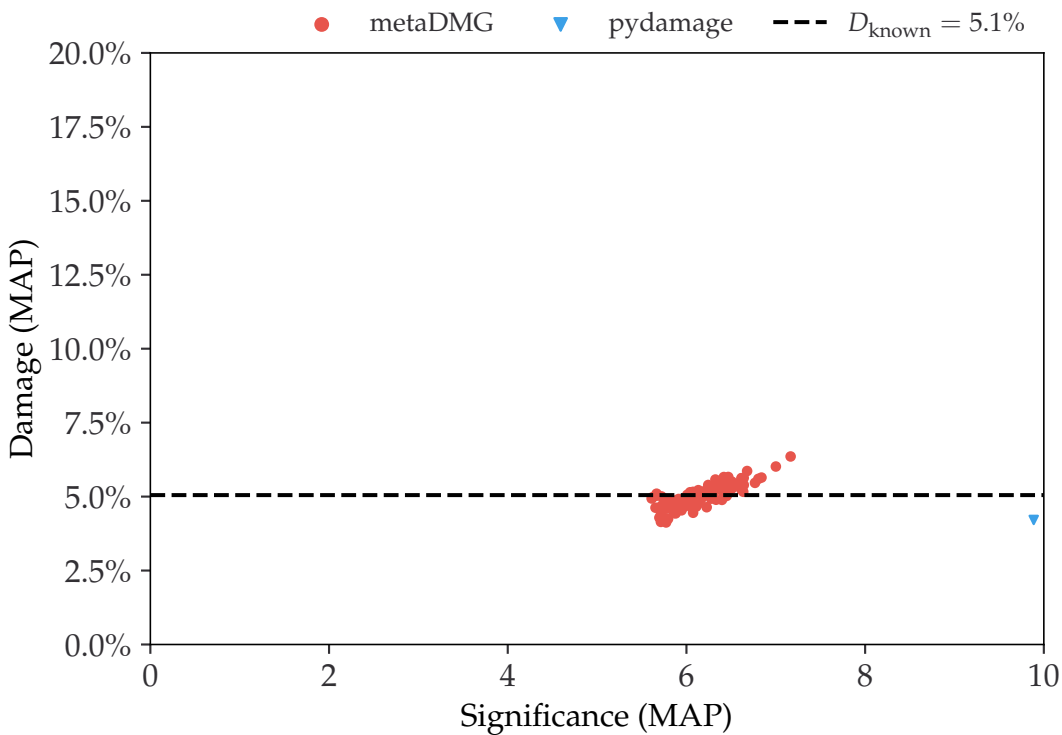
2500 reads

Briggs damage = 0.162



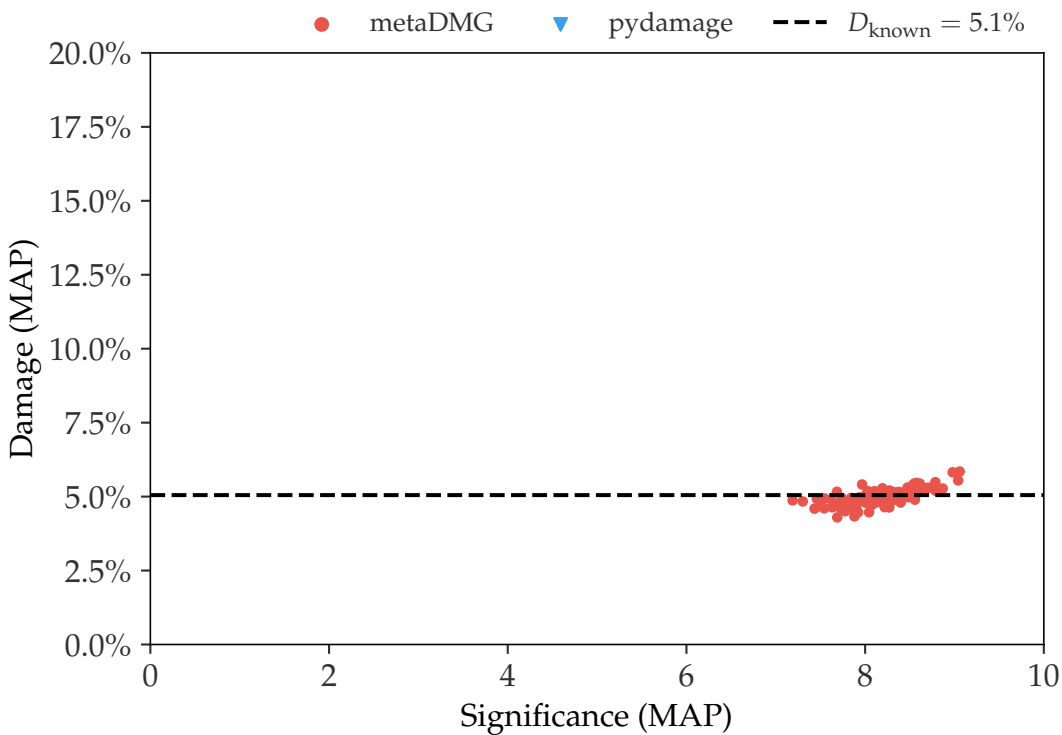
5000 reads

Briggs damage = 0.162



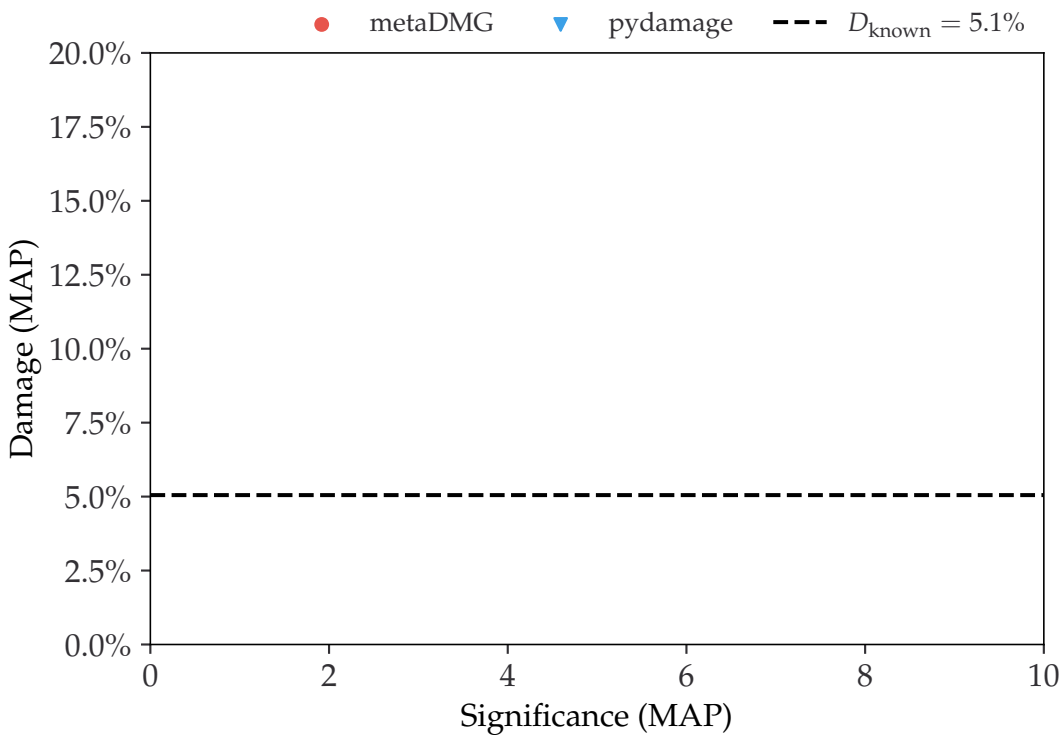
10000 reads

Briggs damage = 0.162



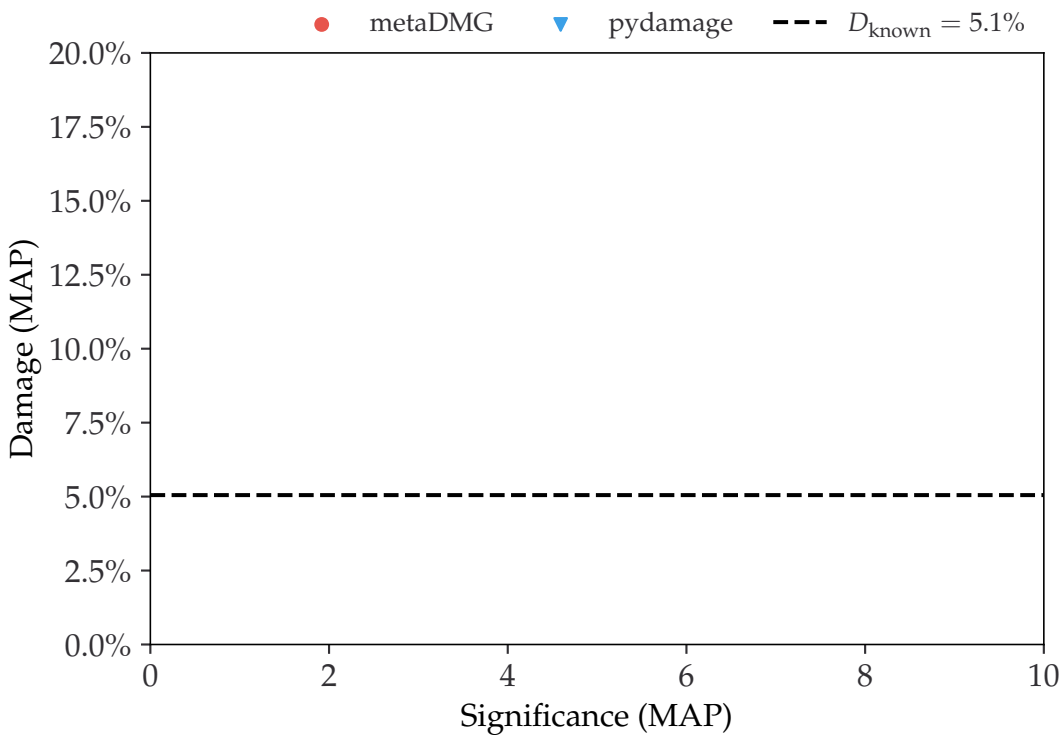
25000 reads

Briggs damage = 0.162



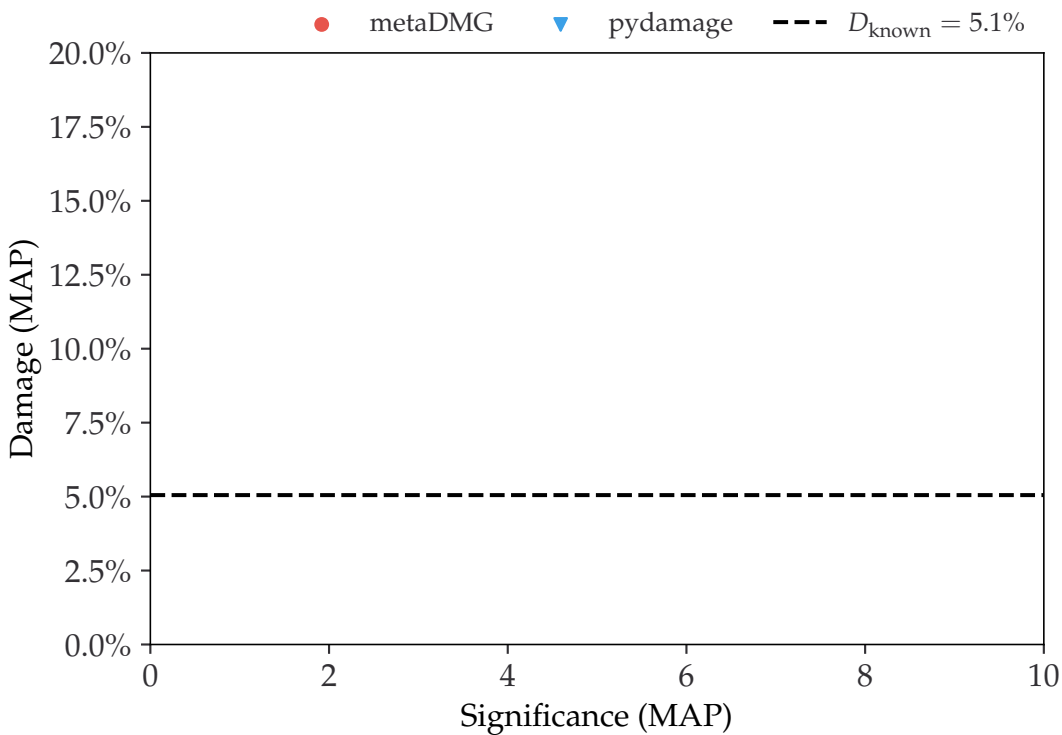
50000 reads

Briggs damage = 0.162



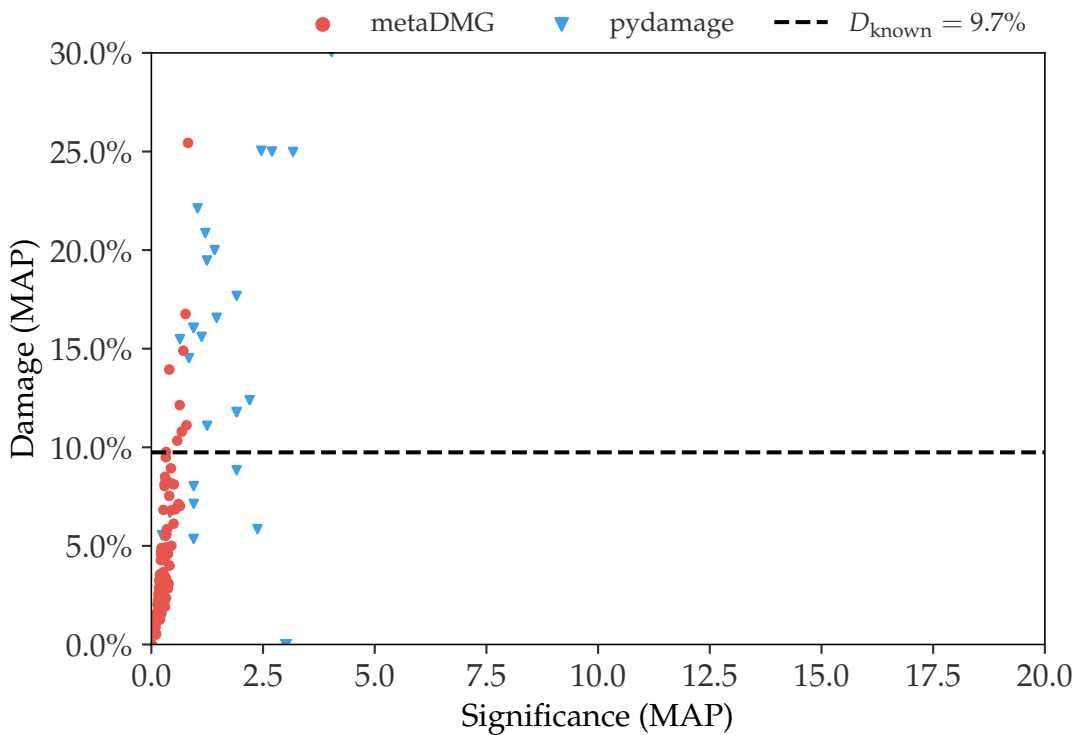
100000 reads

Briggs damage = 0.162



10 reads

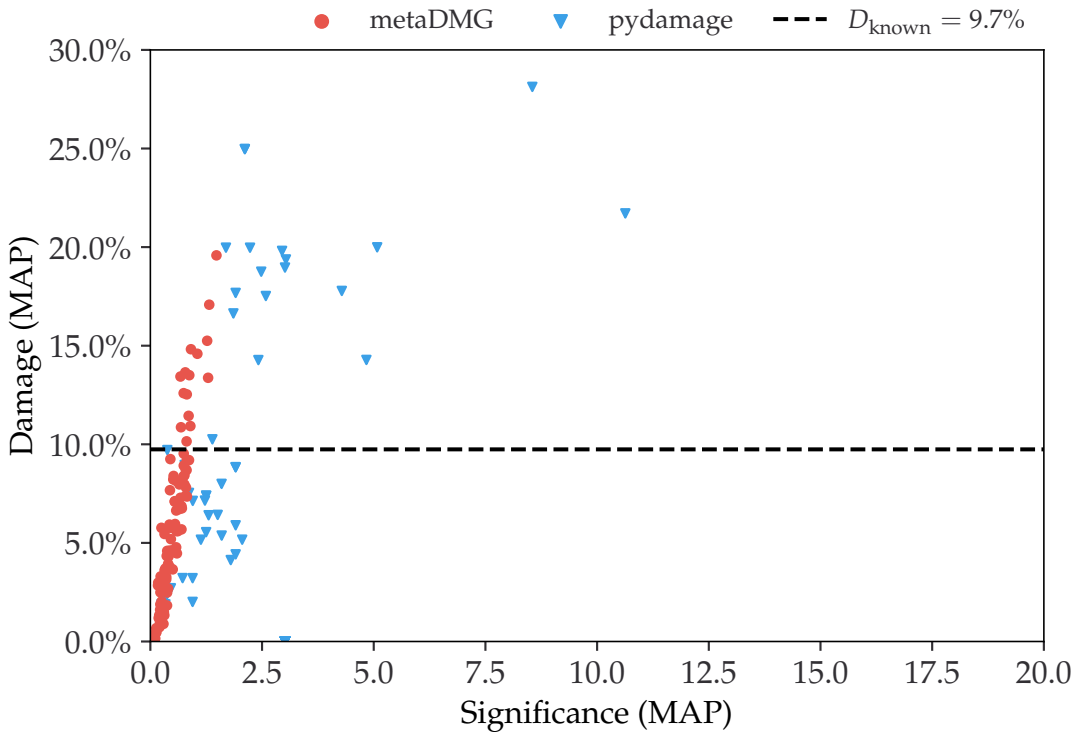
Briggs damage = 0.31





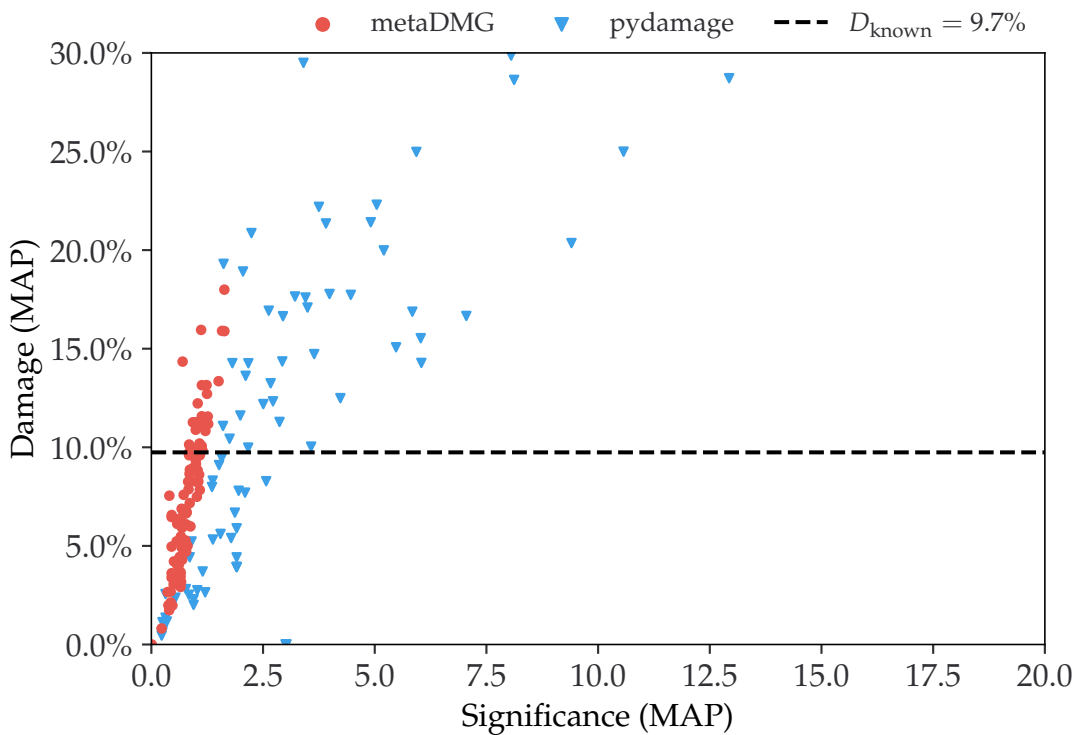
25 reads

Briggs damage = 0.31



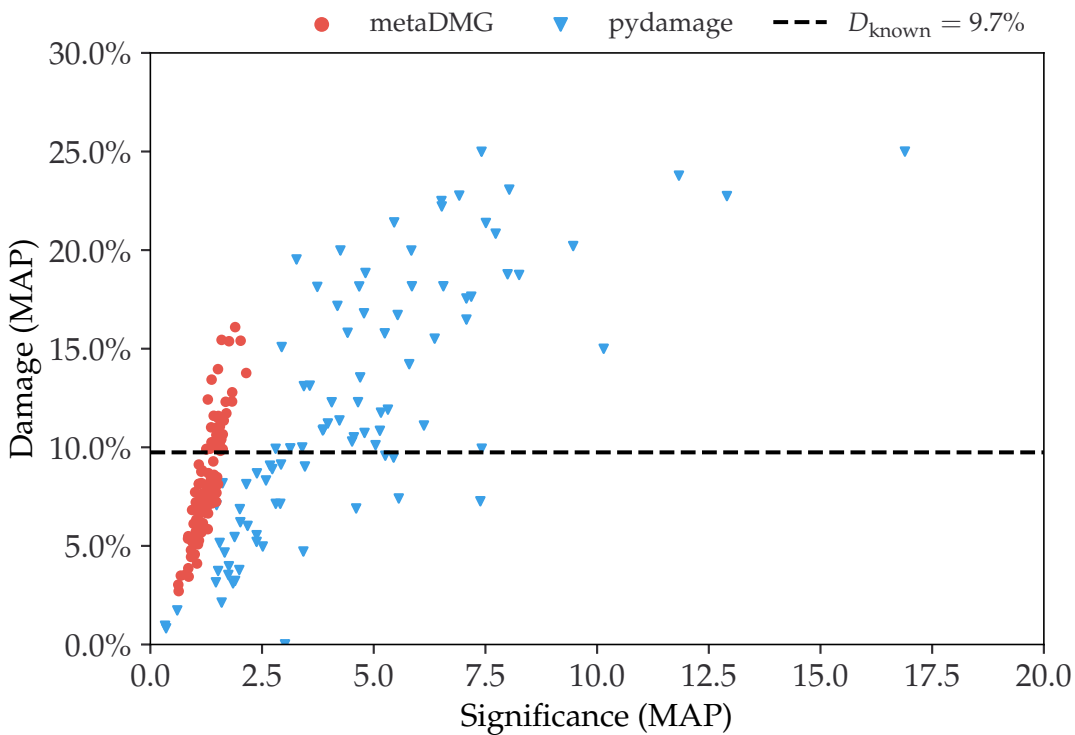
50 reads

Briggs damage = 0.31



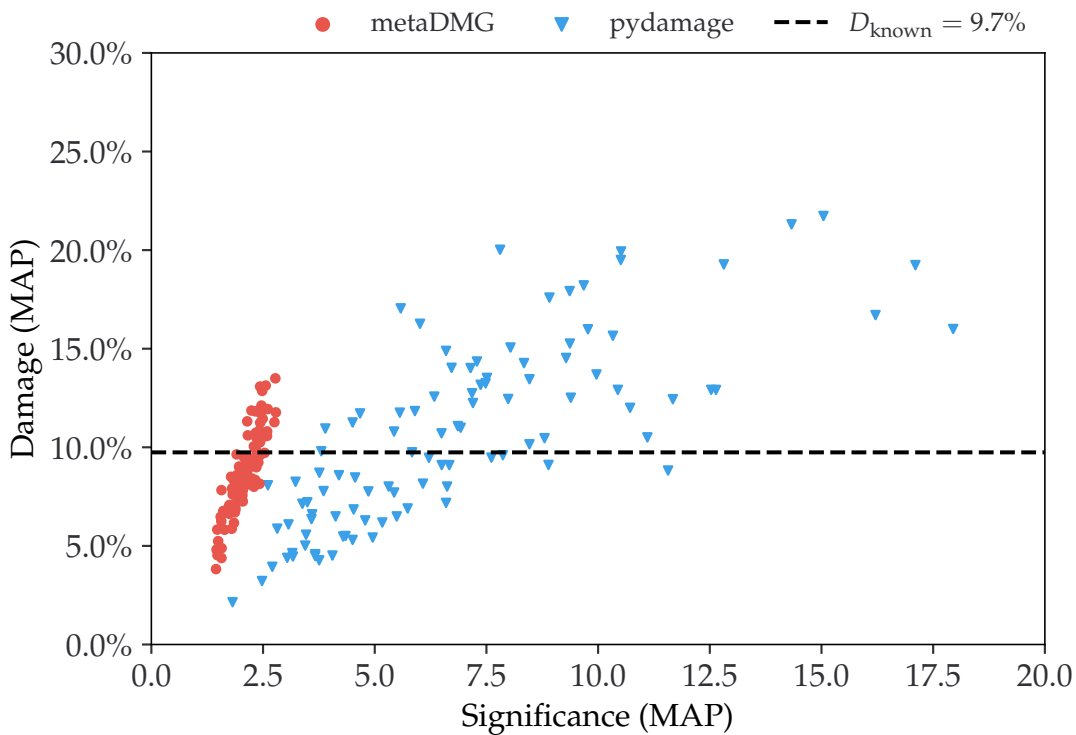
100 reads

Briggs damage = 0.31



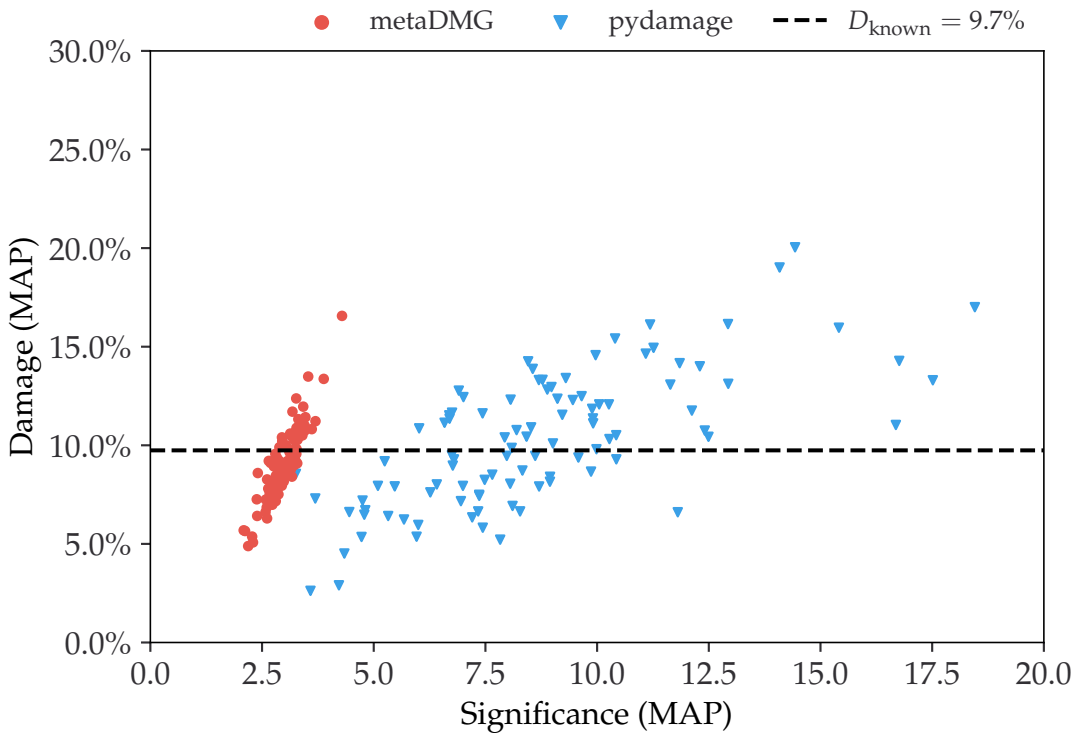
250 reads

Briggs damage = 0.31



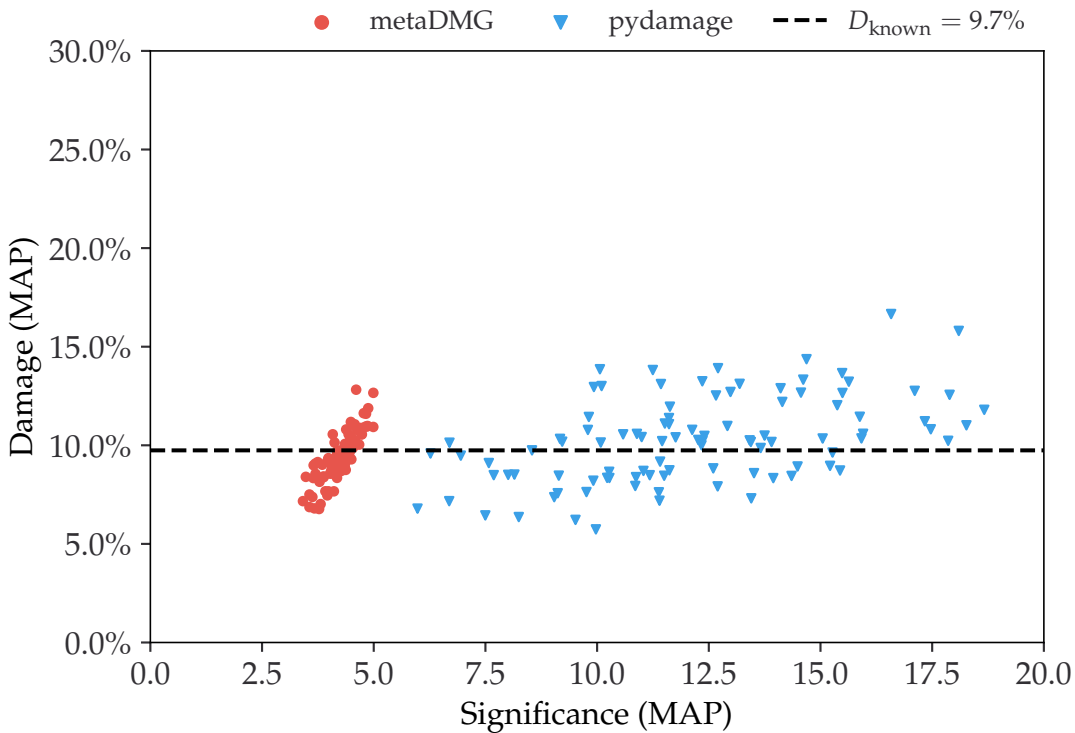
500 reads

Briggs damage = 0.31



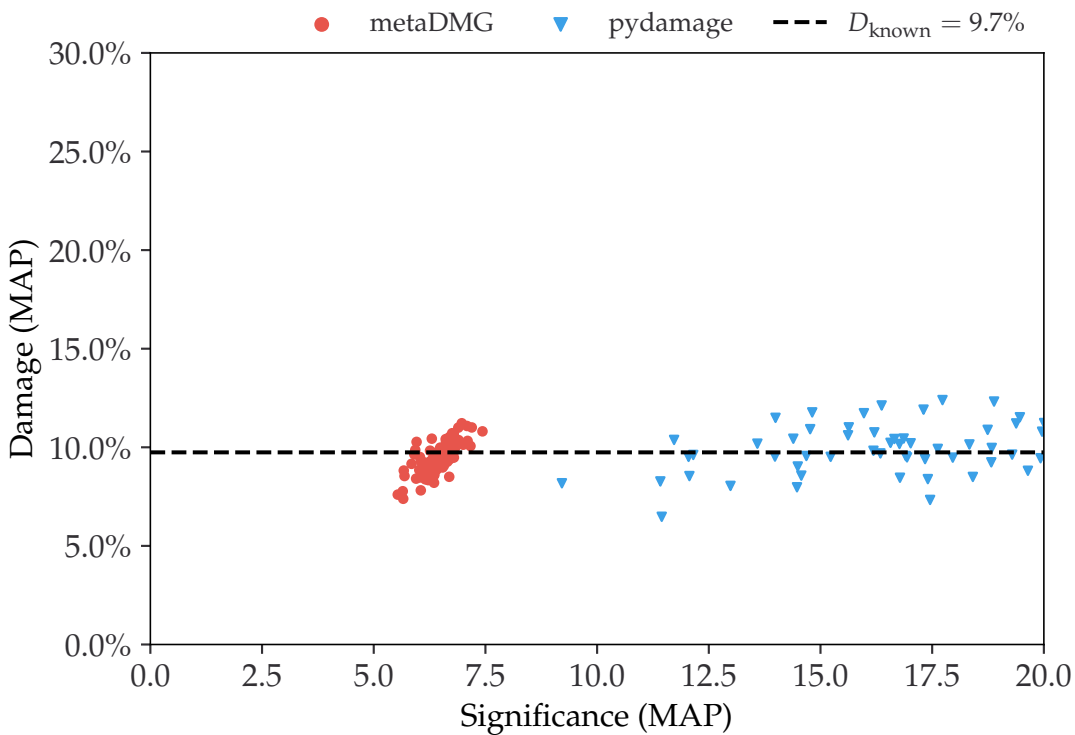
1000 reads

Briggs damage = 0.31



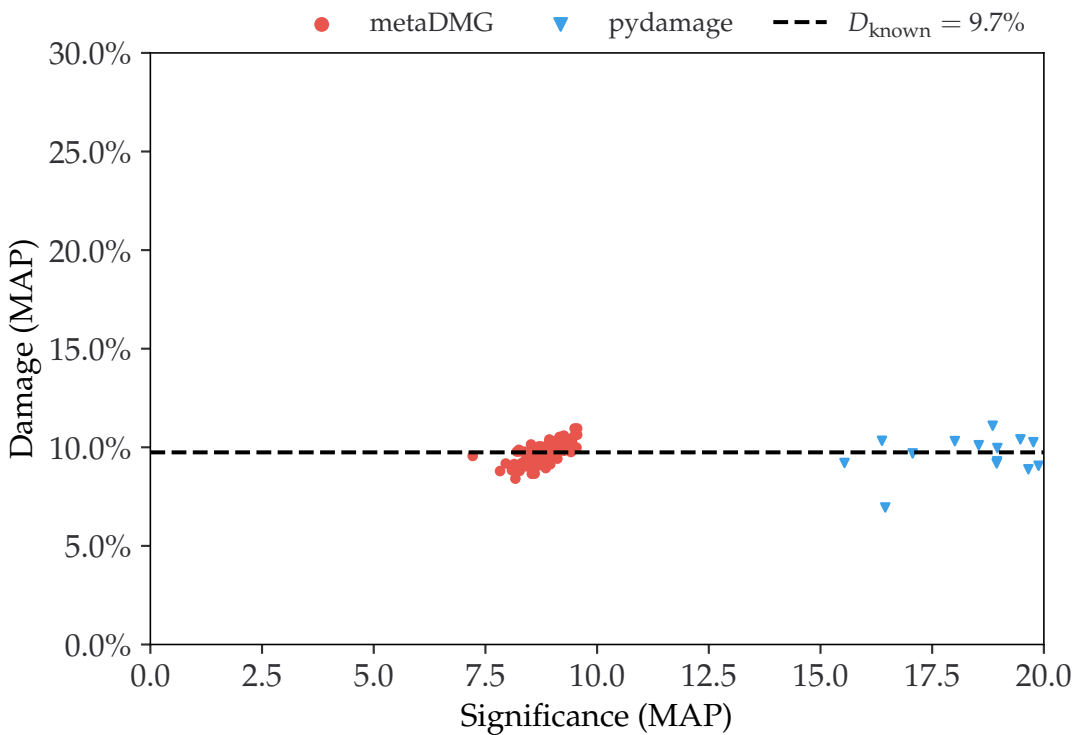
2500 reads

Briggs damage = 0.31



5000 reads

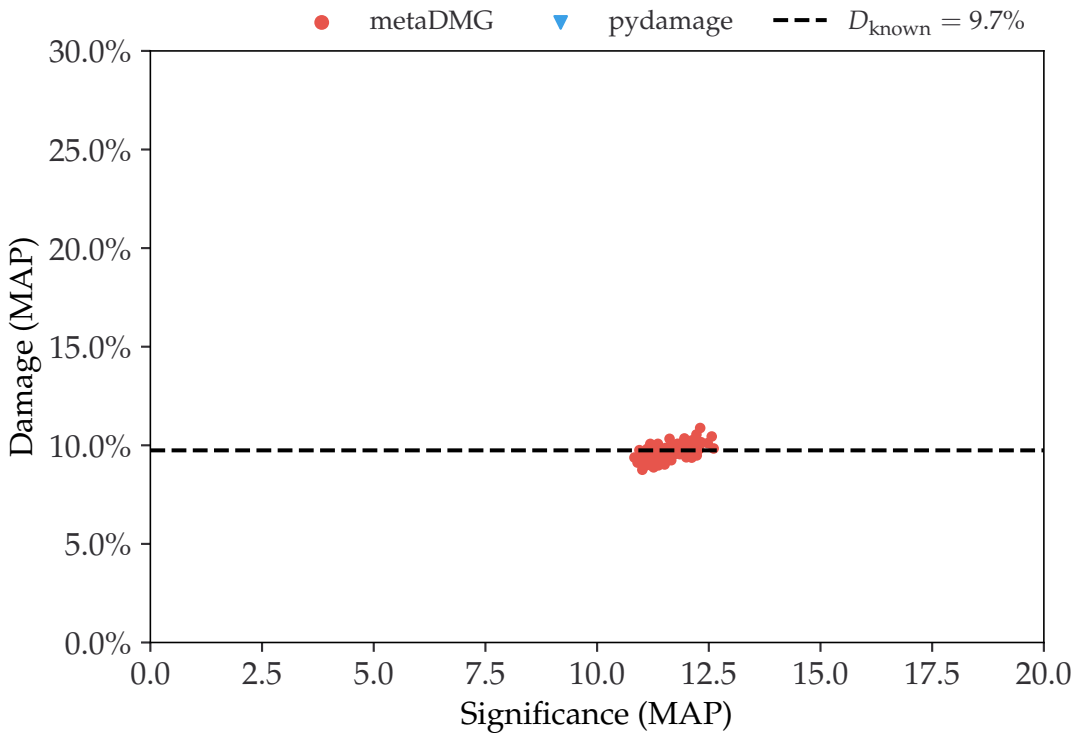
Briggs damage = 0.31





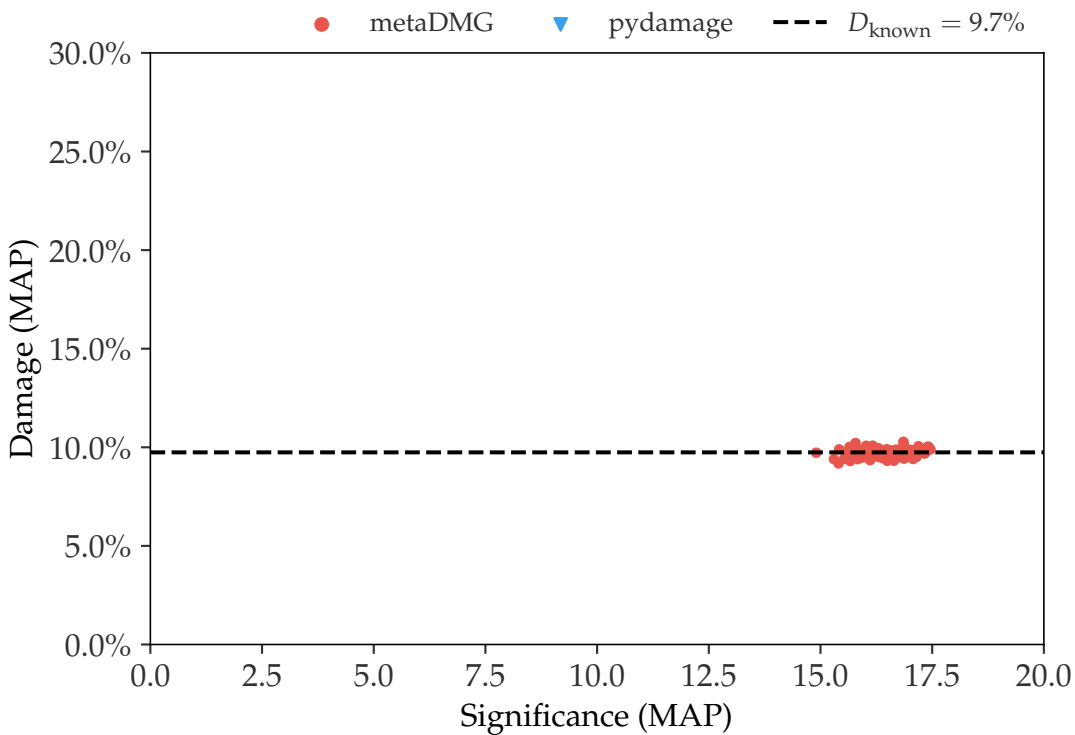
10000 reads

Briggs damage = 0.31



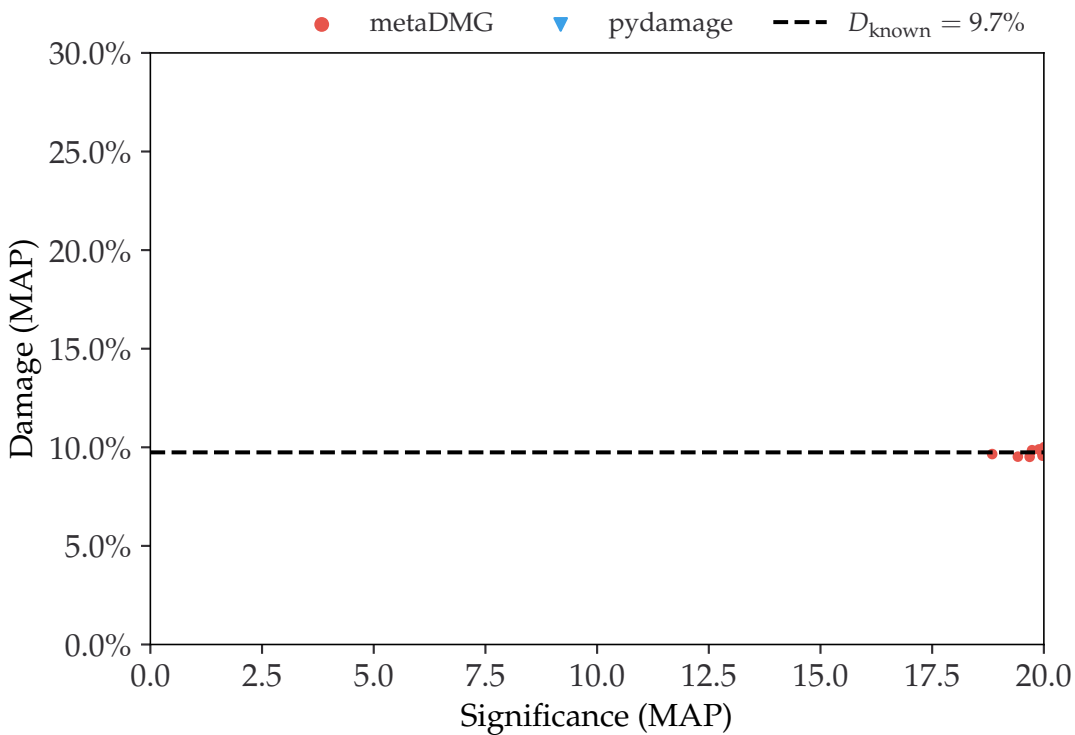
25000 reads

Briggs damage = 0.31



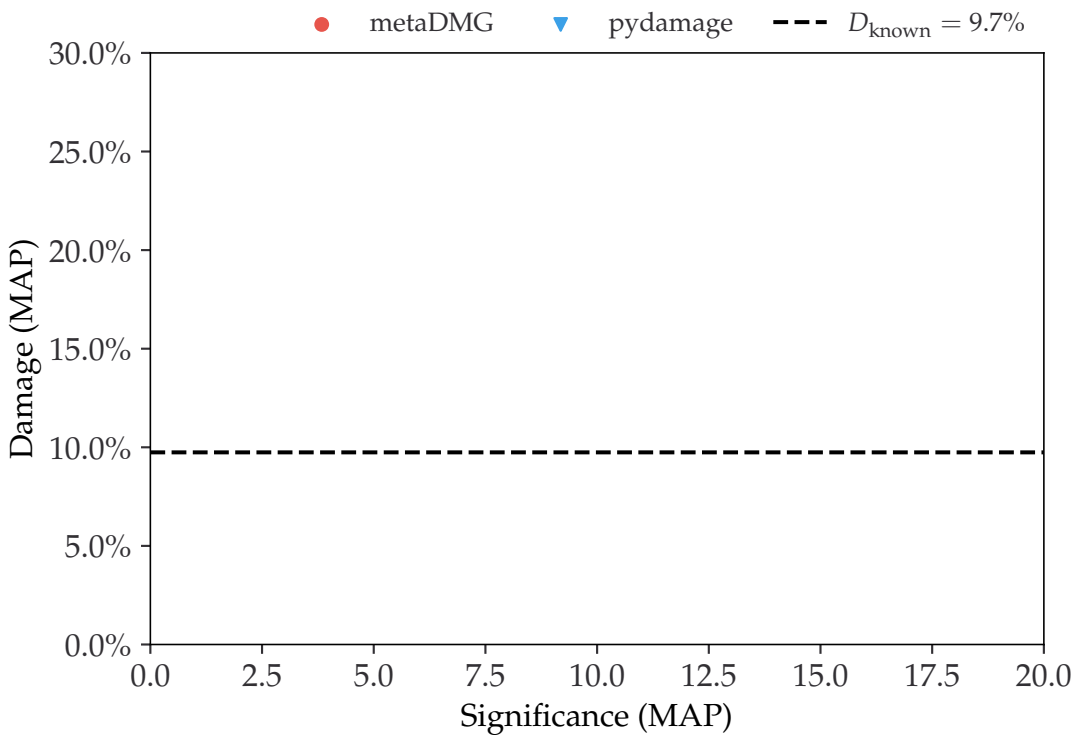
50000 reads

Briggs damage = 0.31



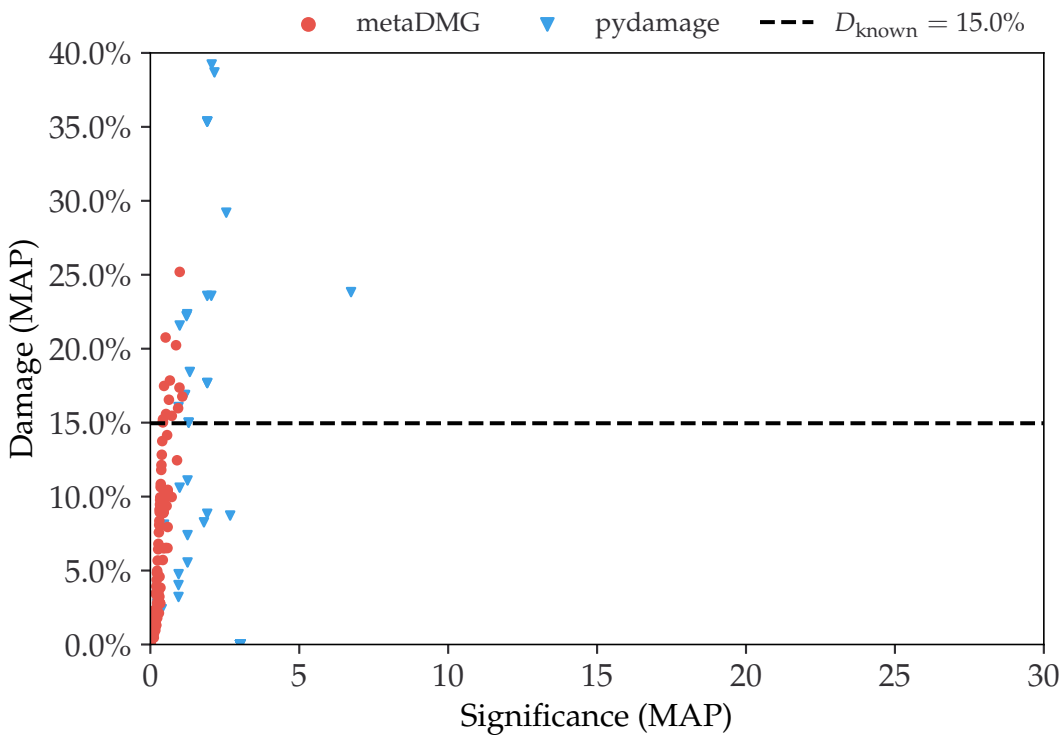
100000 reads

Briggs damage = 0.31



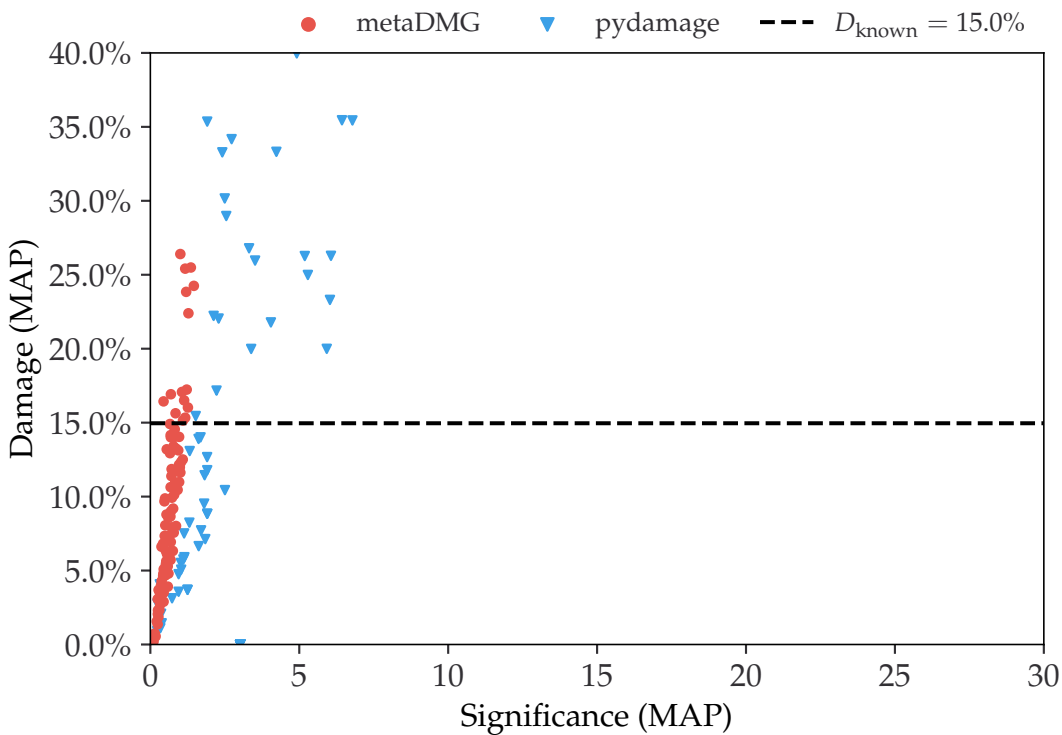
10 reads

Briggs damage = 0.472



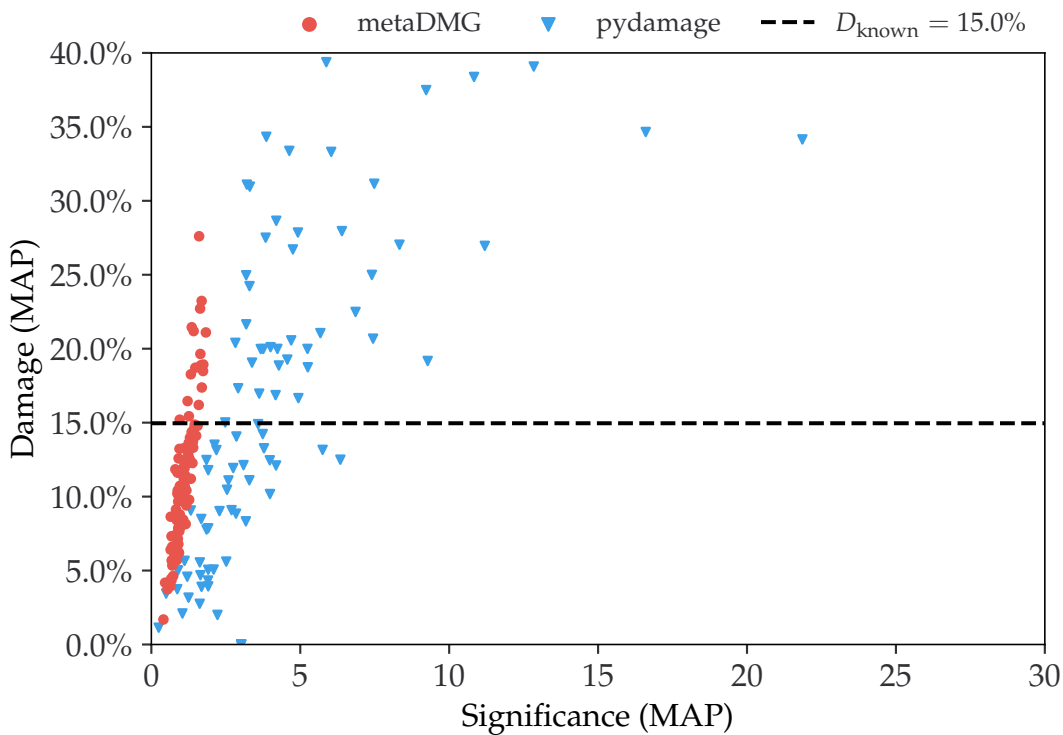
25 reads

Briggs damage = 0.472



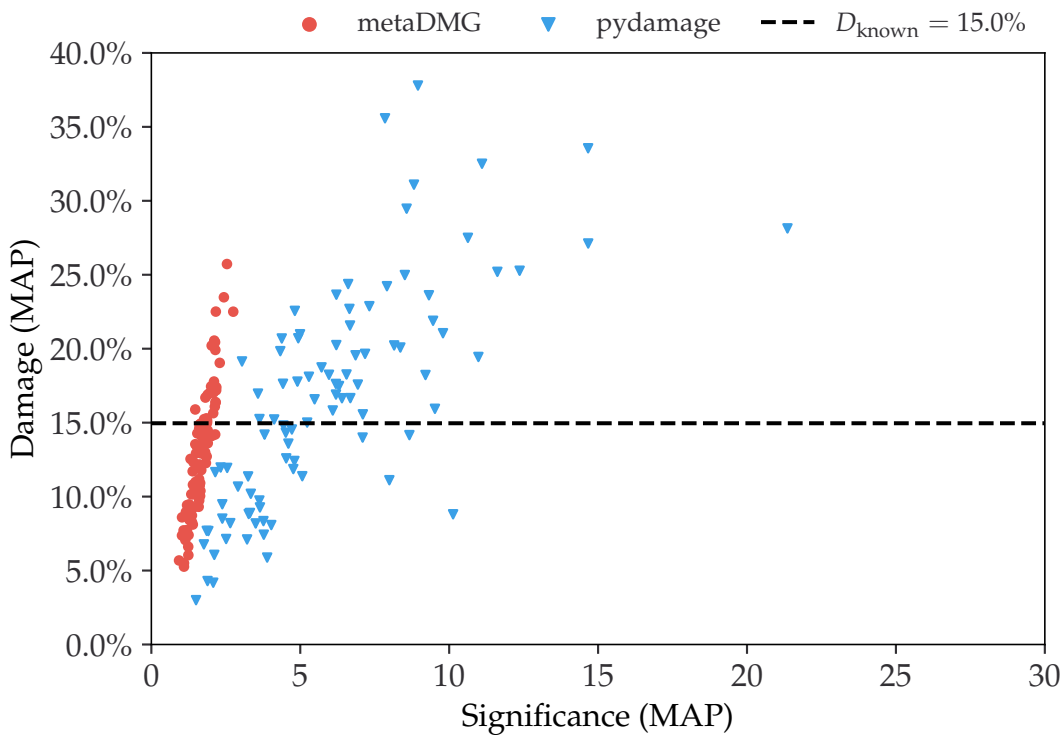
50 reads

Briggs damage = 0.472



100 reads

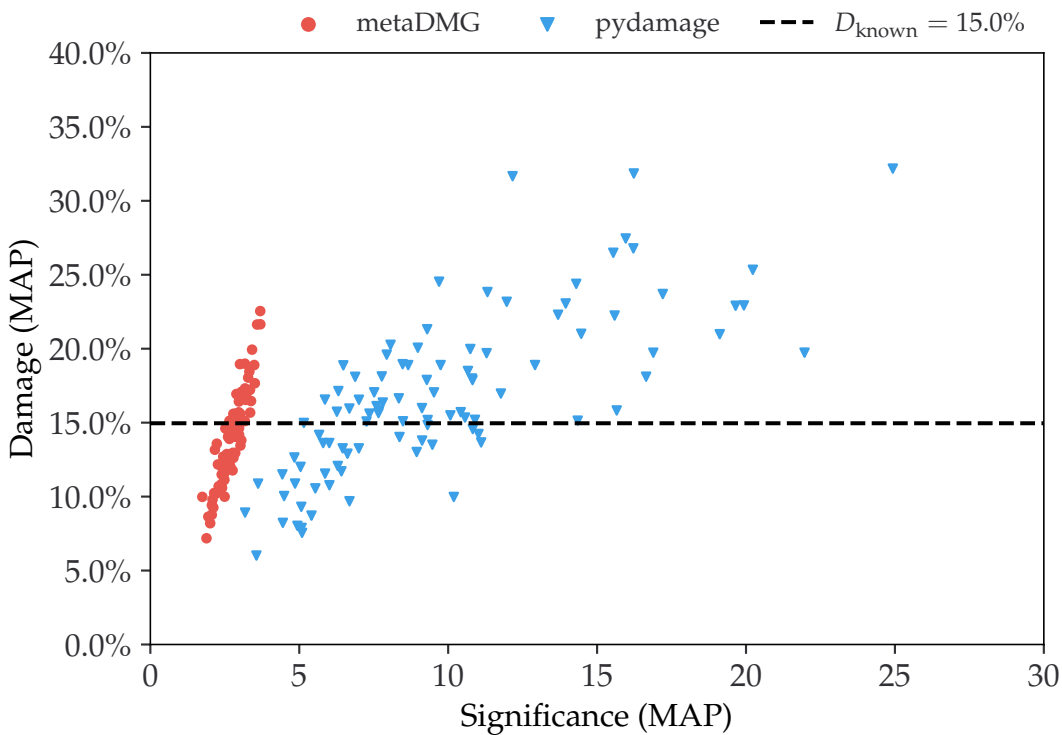
Briggs damage = 0.472





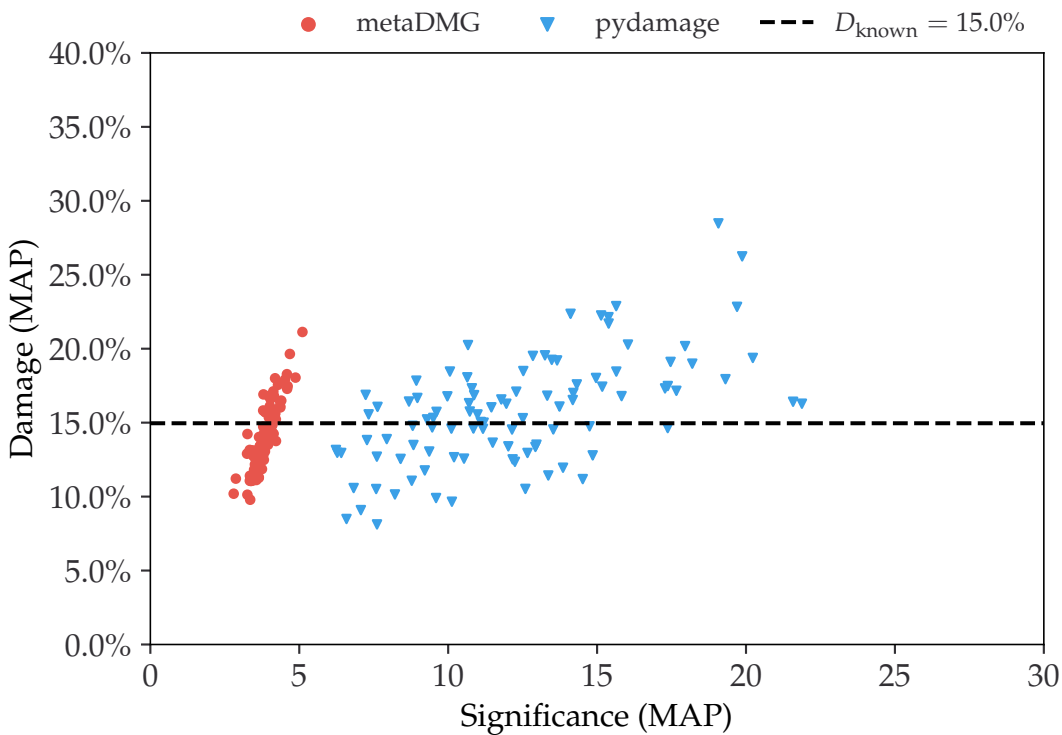
250 reads

Briggs damage = 0.472



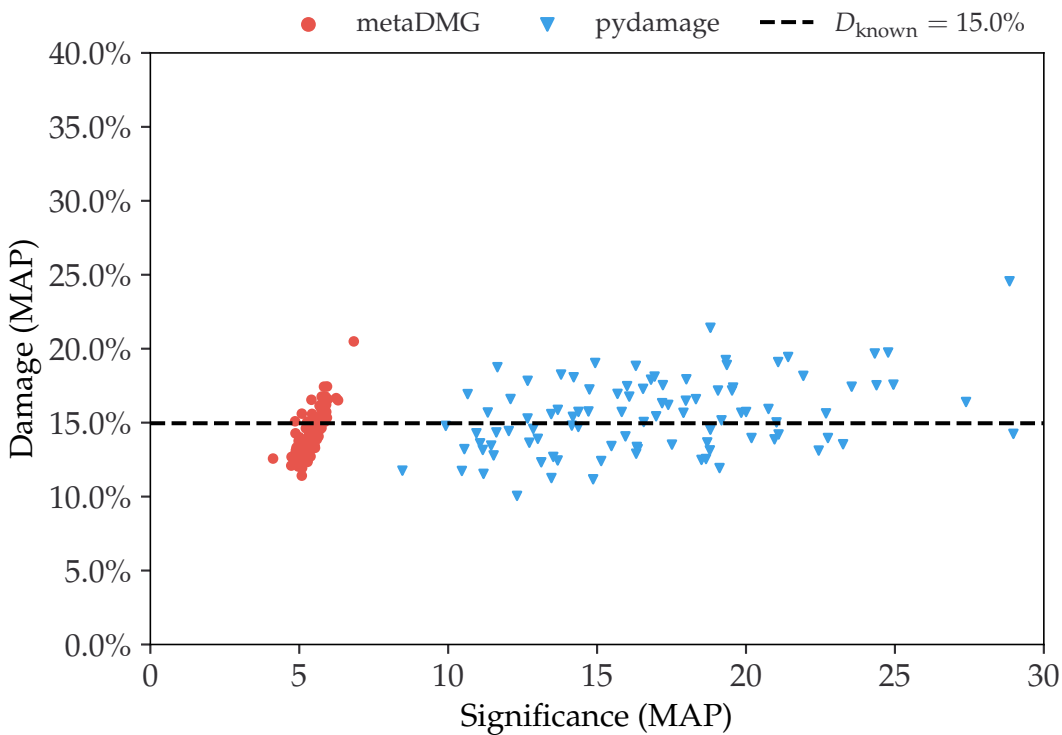
500 reads

Briggs damage = 0.472



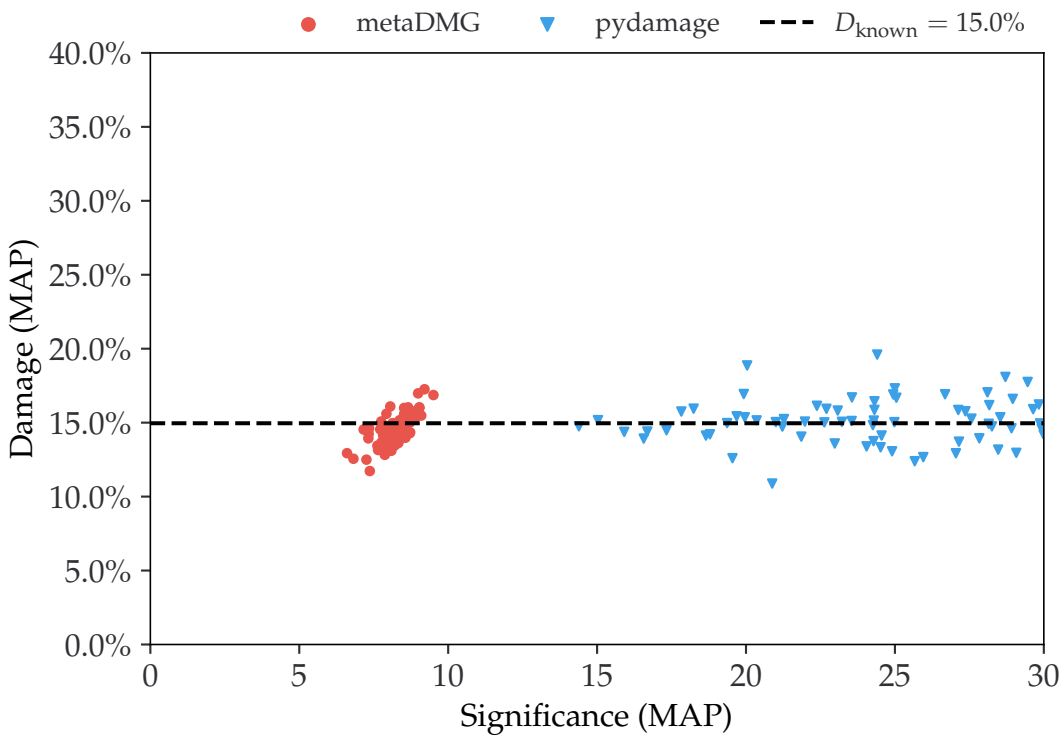
1000 reads

Briggs damage = 0.472



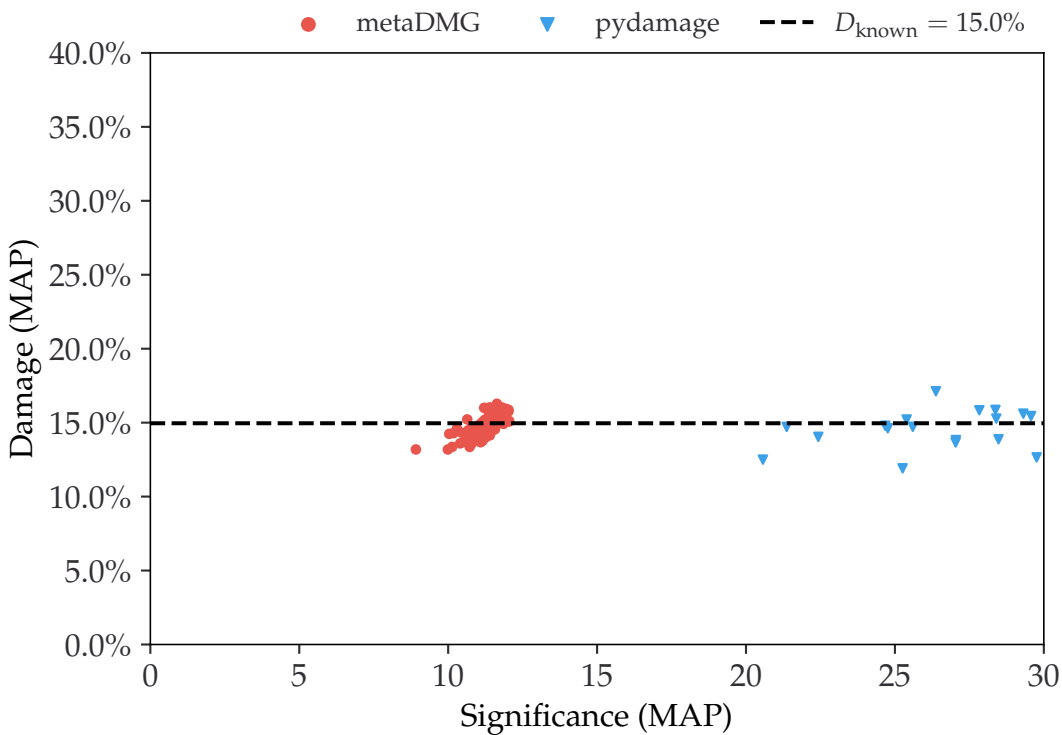
2500 reads

Briggs damage = 0.472

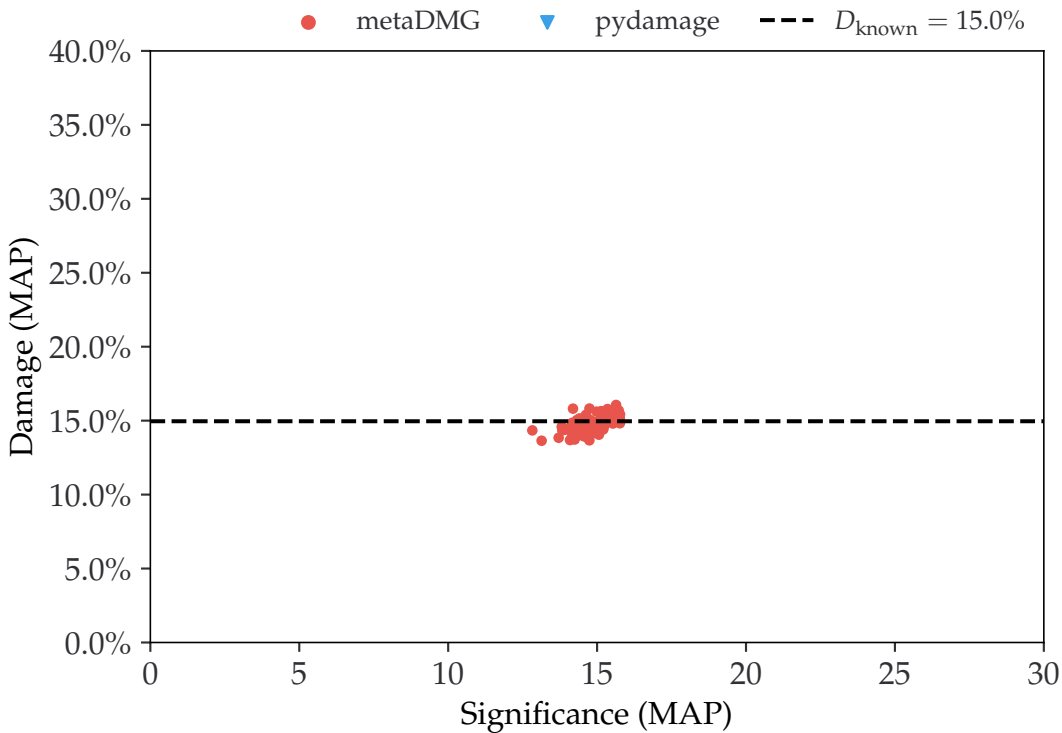


5000 reads

Briggs damage = 0.472

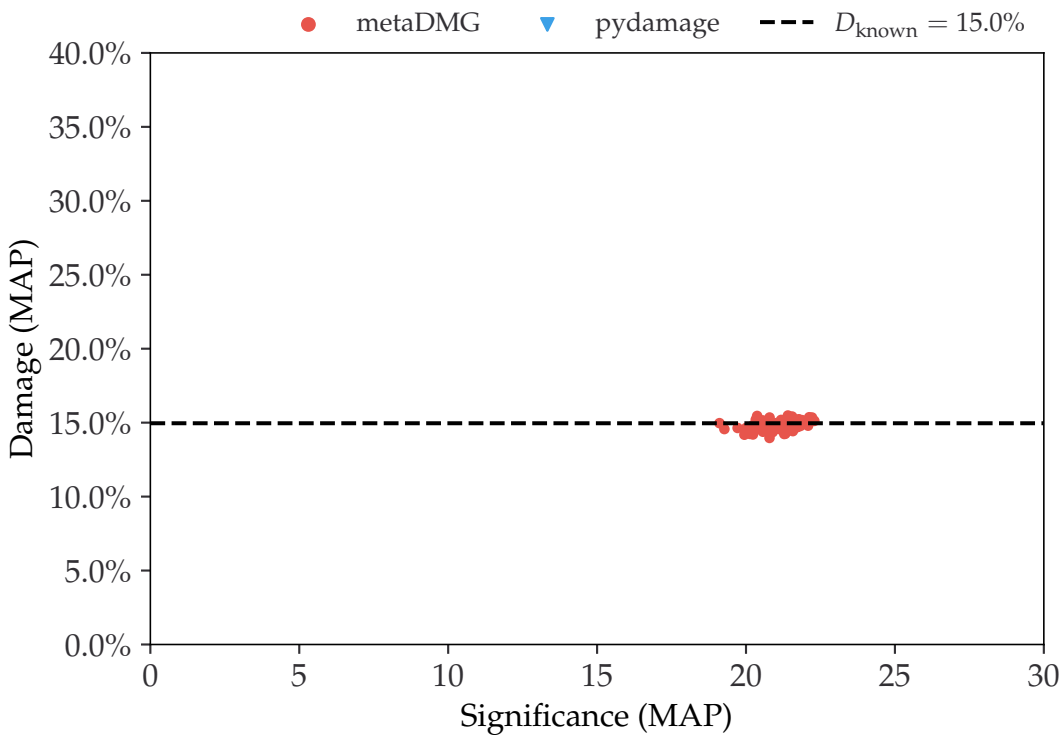


Briggs damage = 0.472



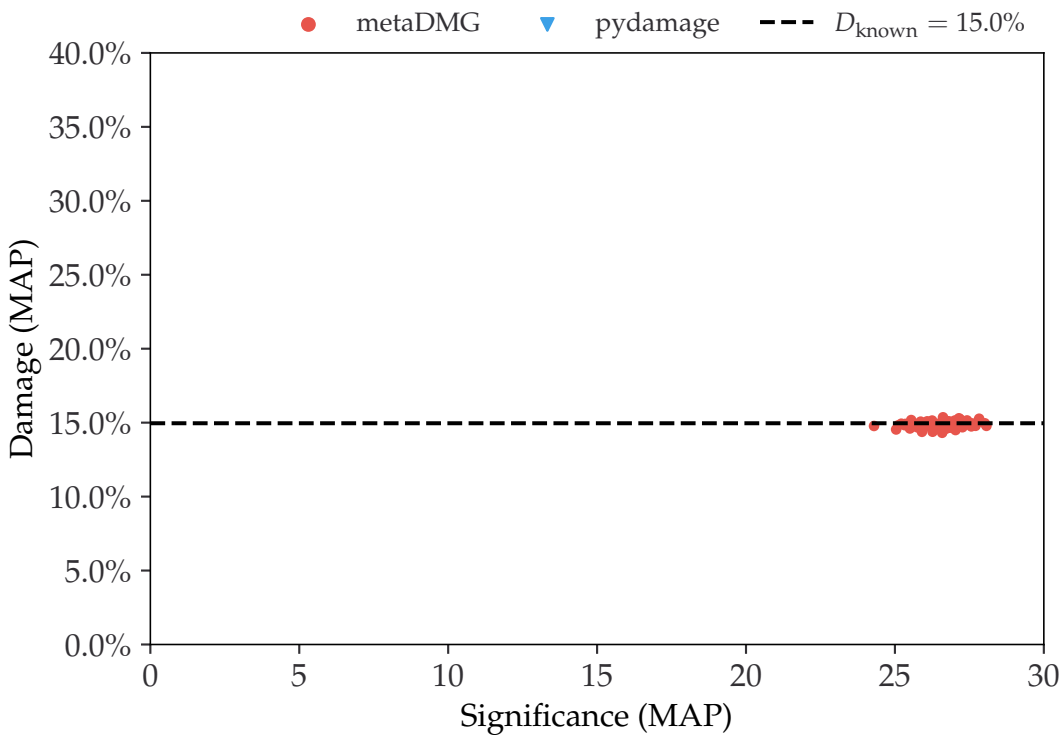
25000 reads

Briggs damage = 0.472



50000 reads

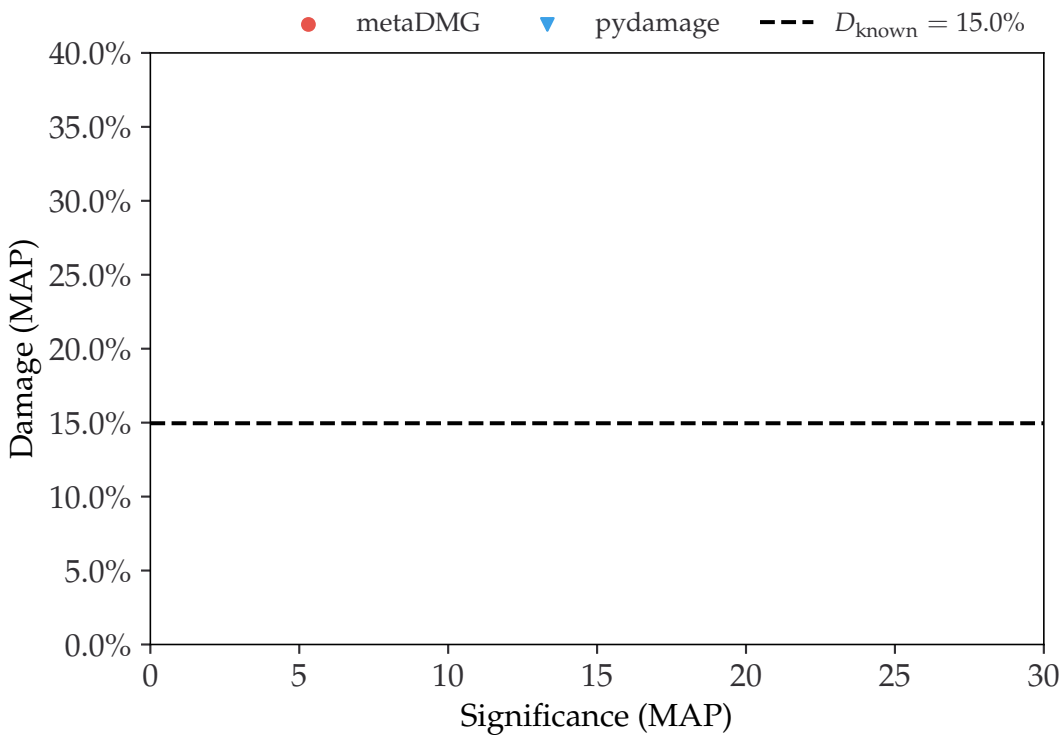
Briggs damage = 0.472





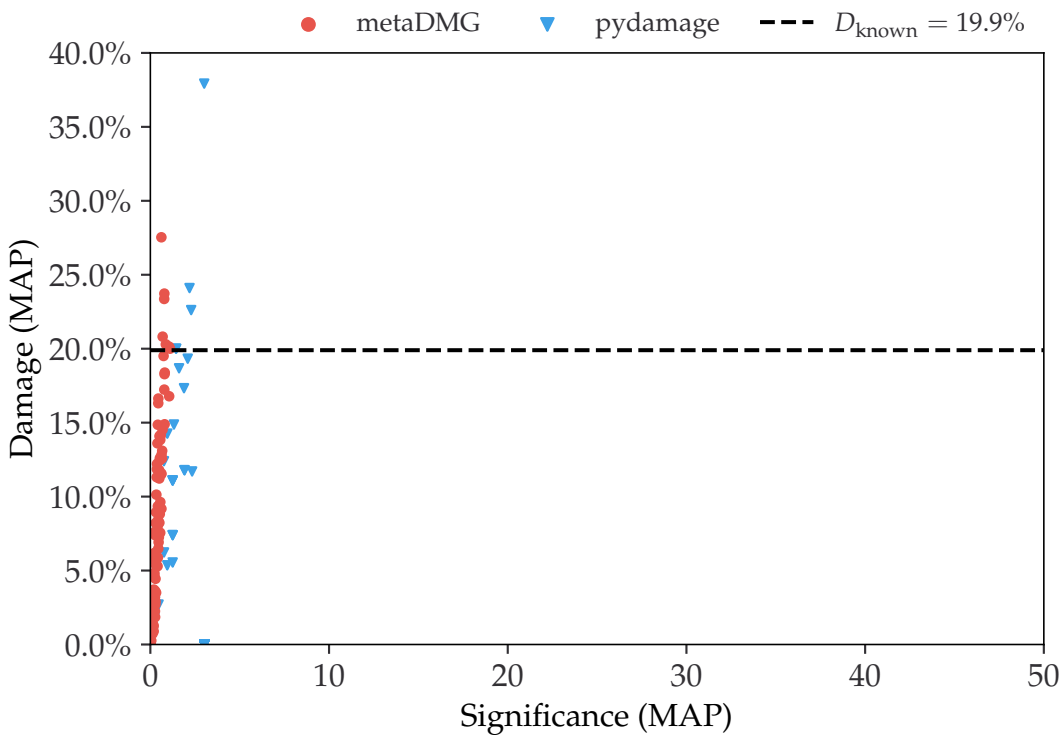
100000 reads

Briggs damage = 0.472



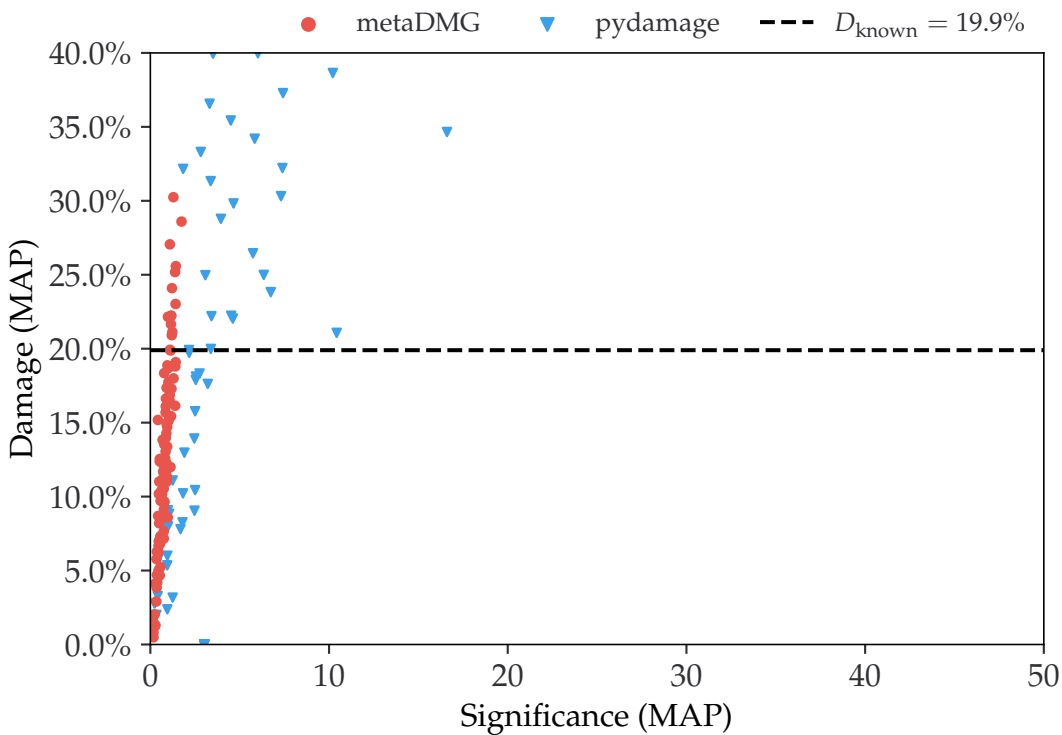
10 reads

Briggs damage = 0.633



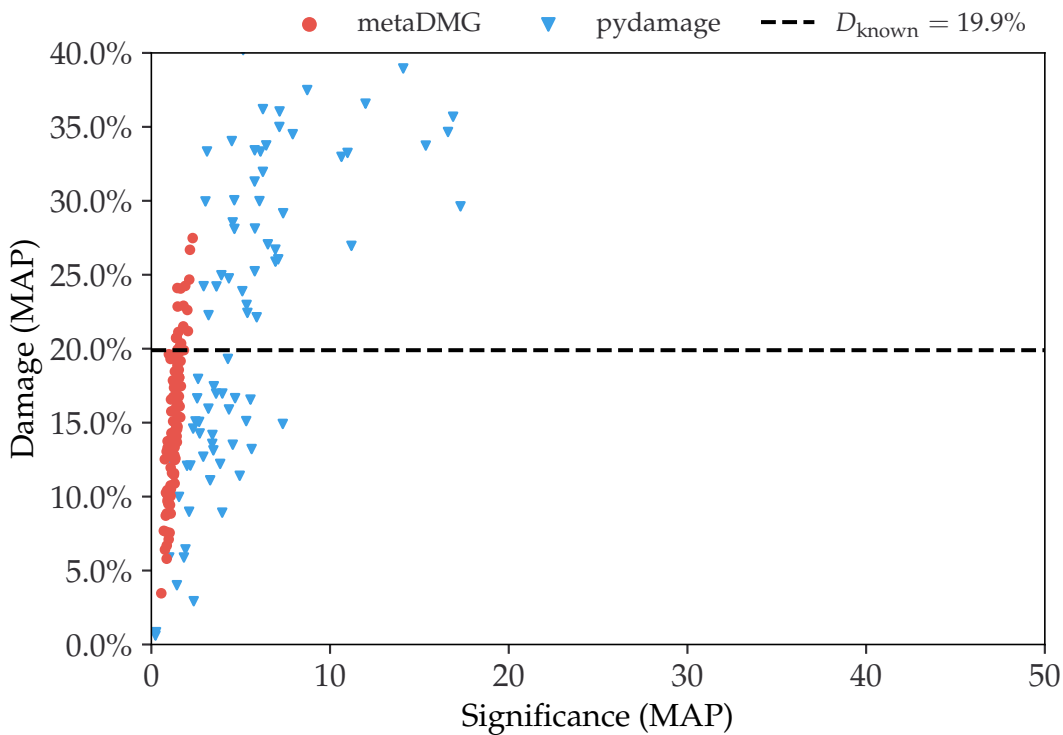
25 reads

Briggs damage = 0.633



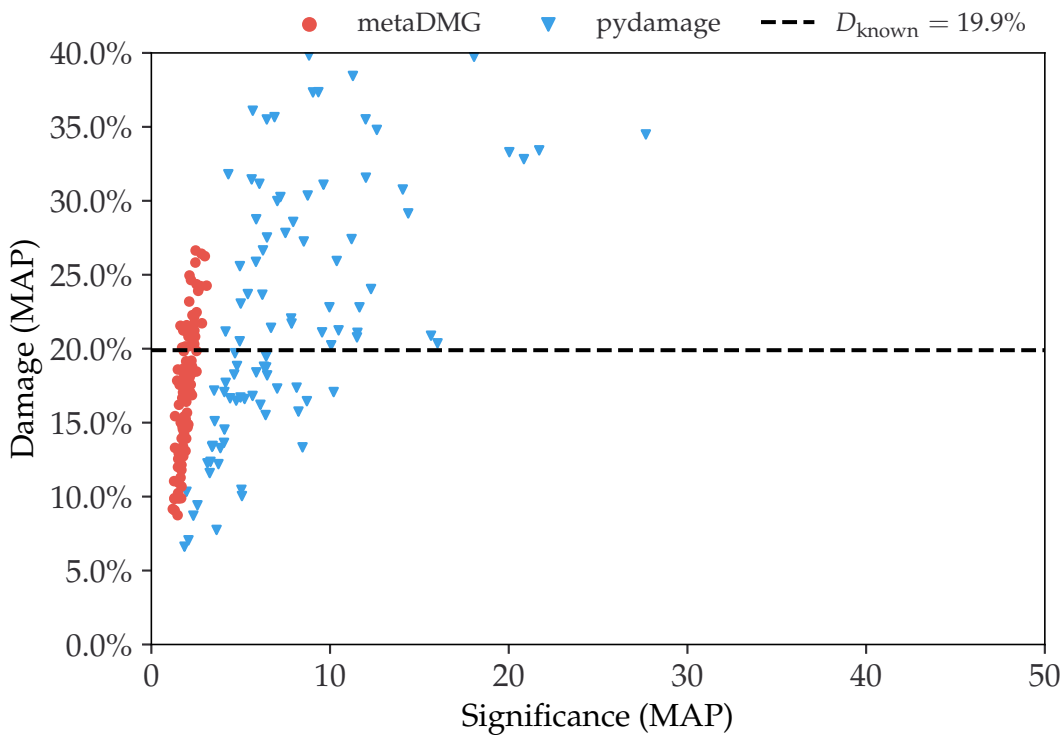
50 reads

Briggs damage = 0.633



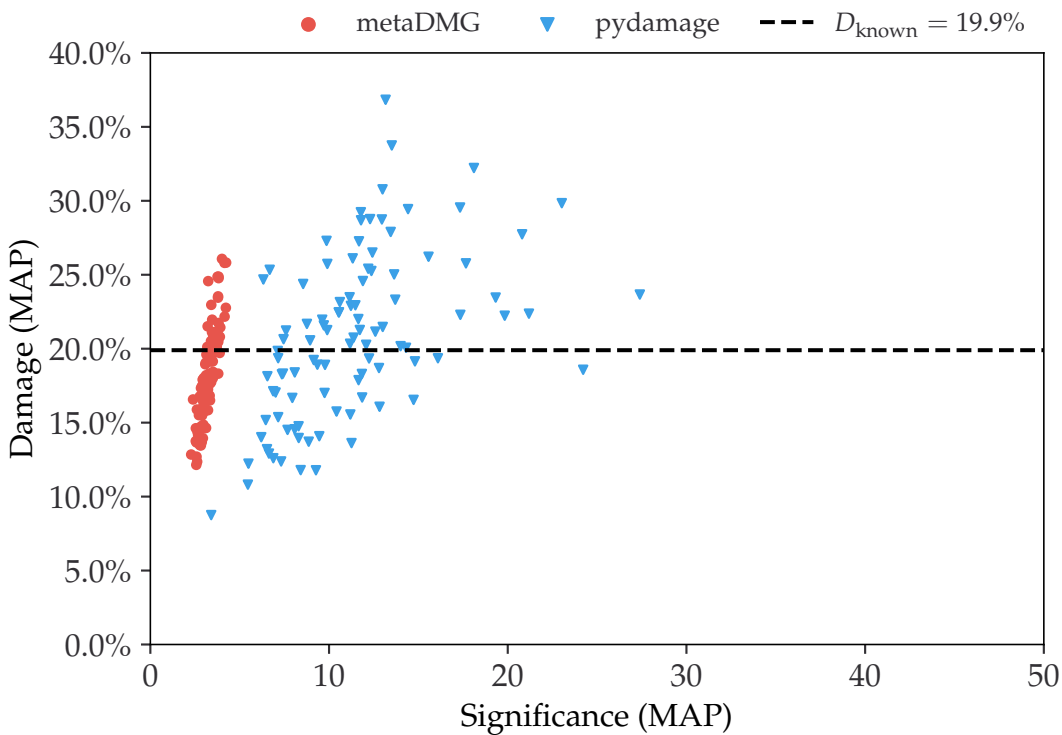
100 reads

Briggs damage = 0.633



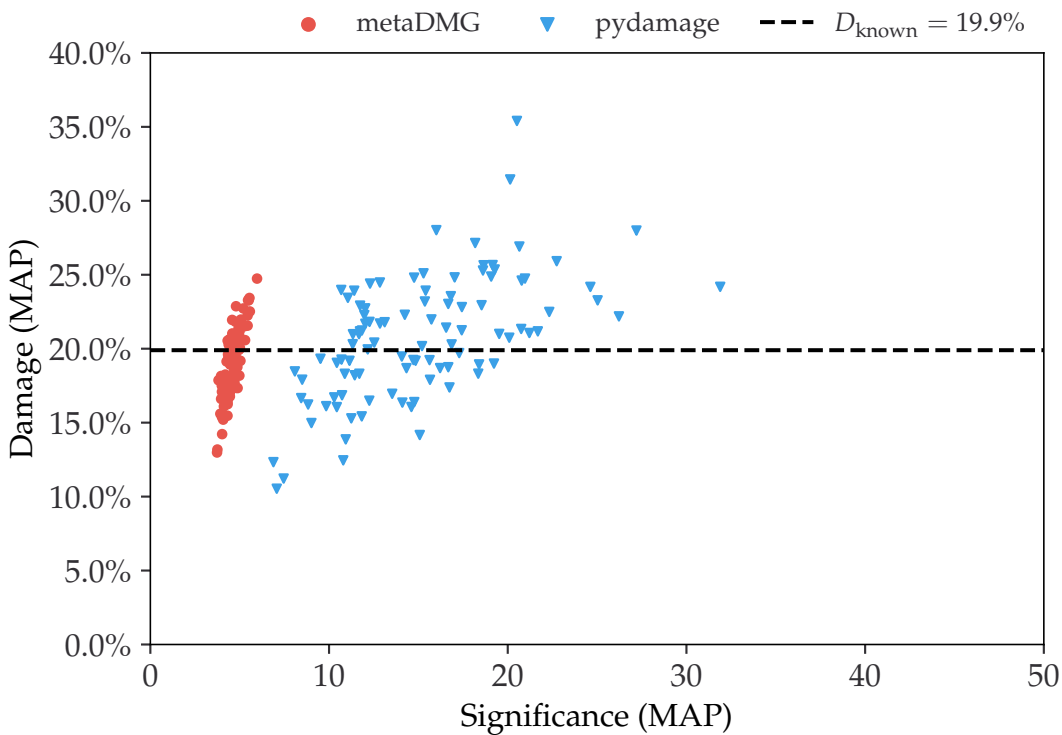
250 reads

Briggs damage = 0.633



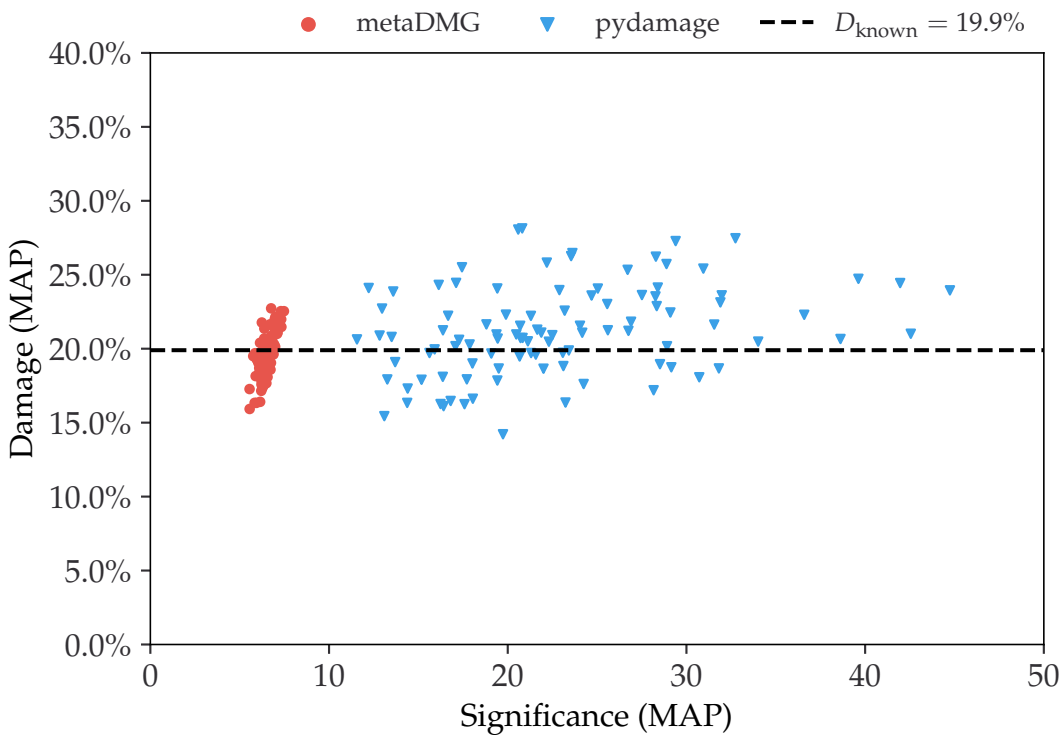
500 reads

Briggs damage = 0.633



1000 reads

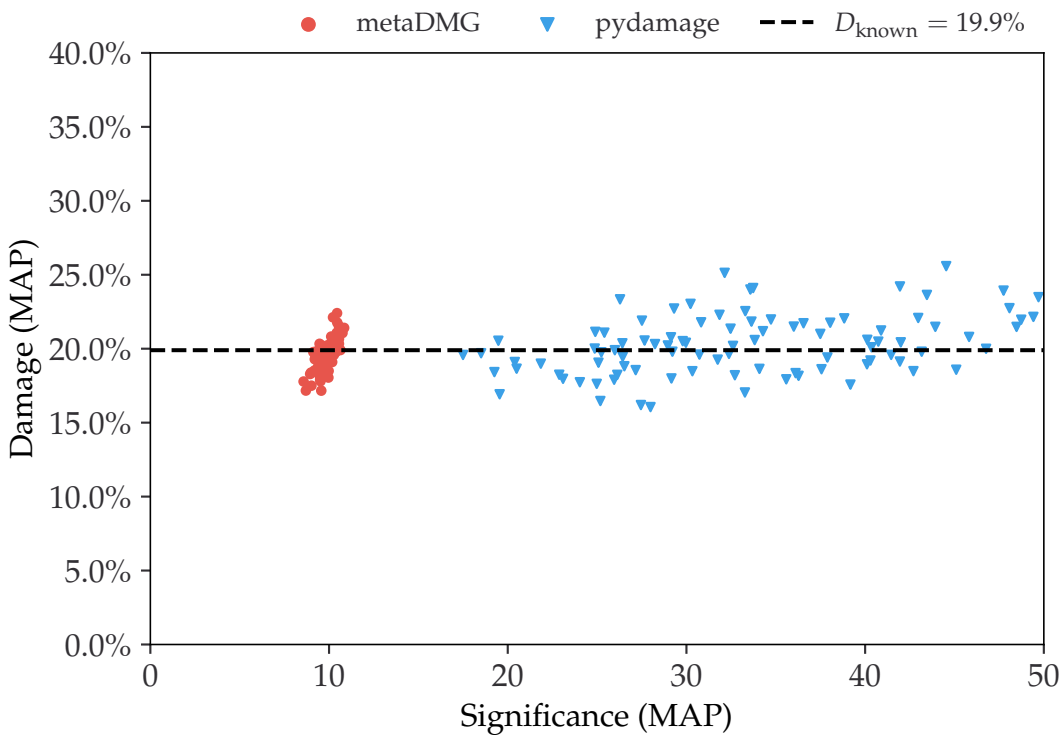
Briggs damage = 0.633





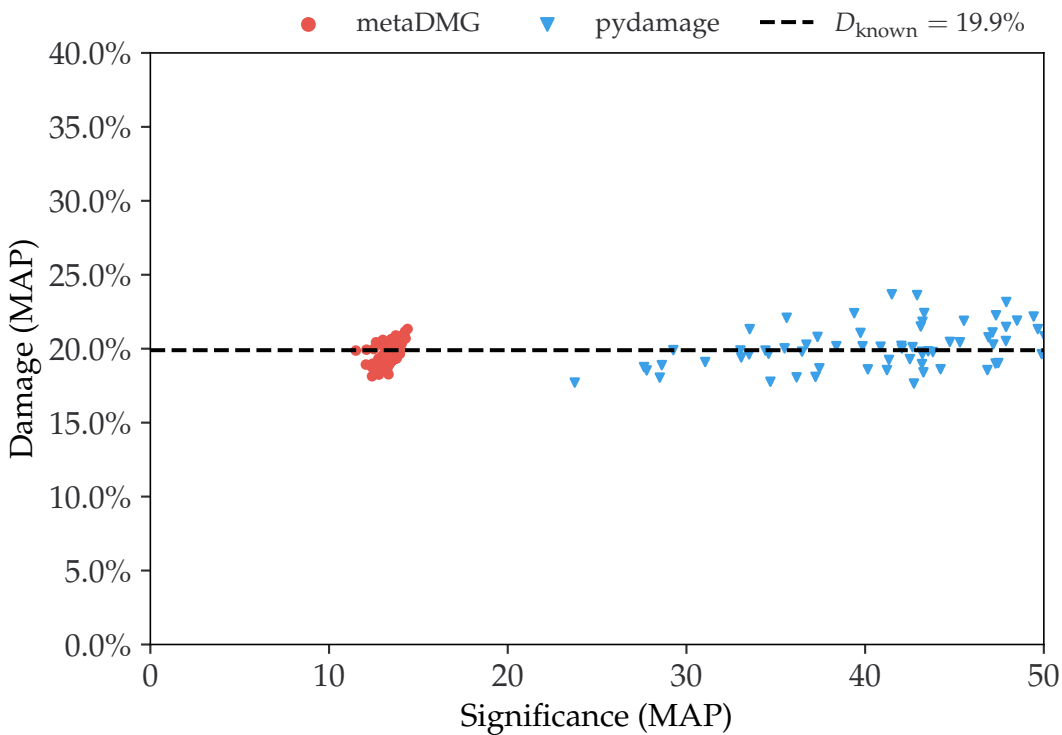
2500 reads

Briggs damage = 0.633



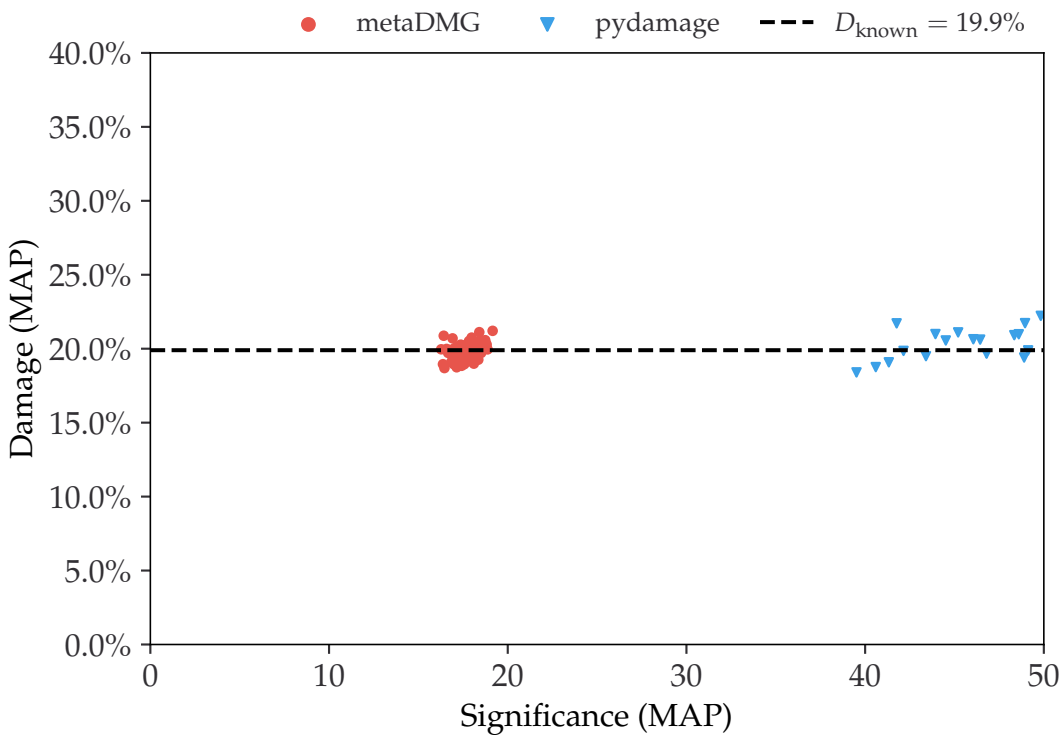
5000 reads

Briggs damage = 0.633



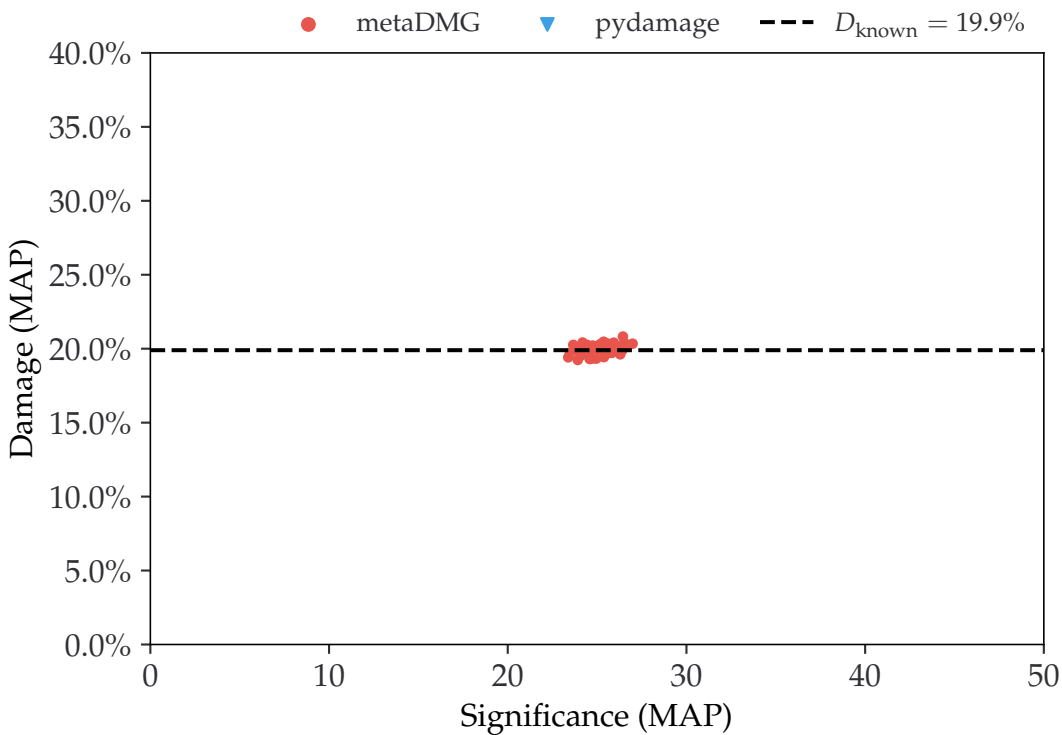
10000 reads

Briggs damage = 0.633



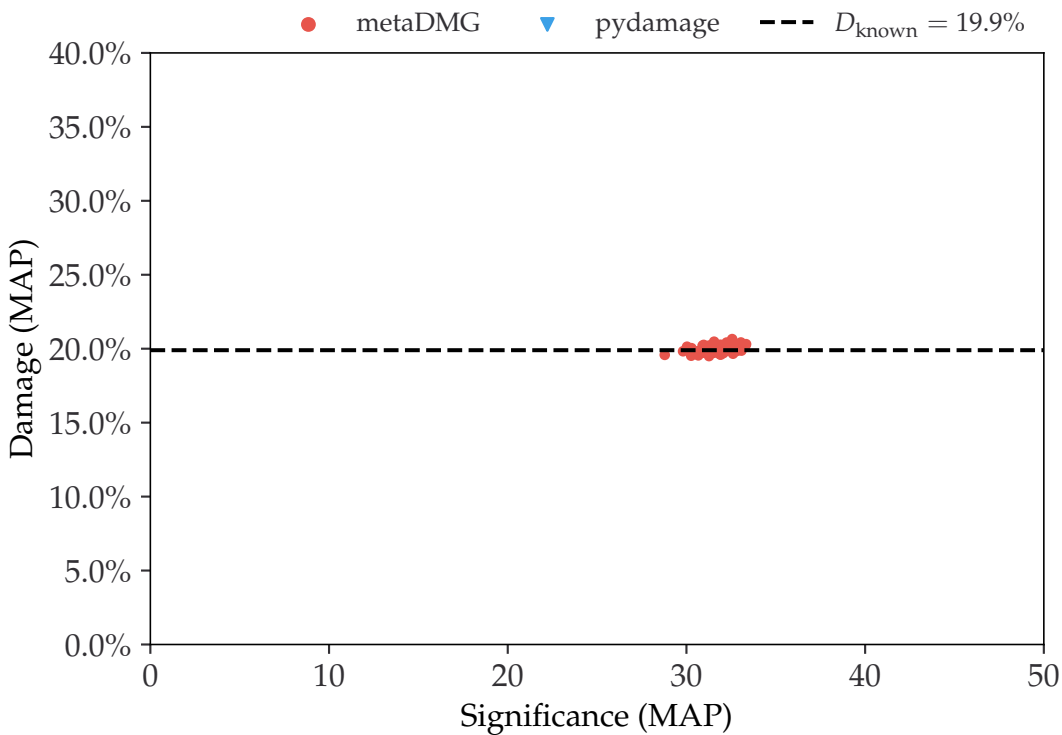
25000 reads

Briggs damage = 0.633



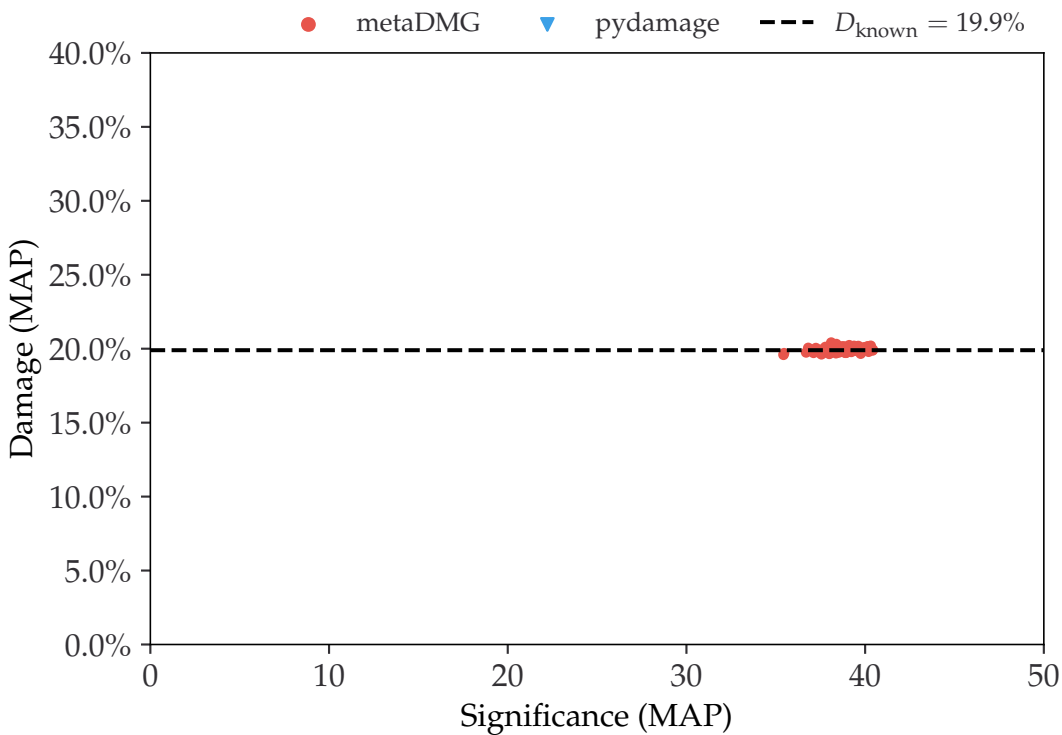
50000 reads

Briggs damage = 0.633



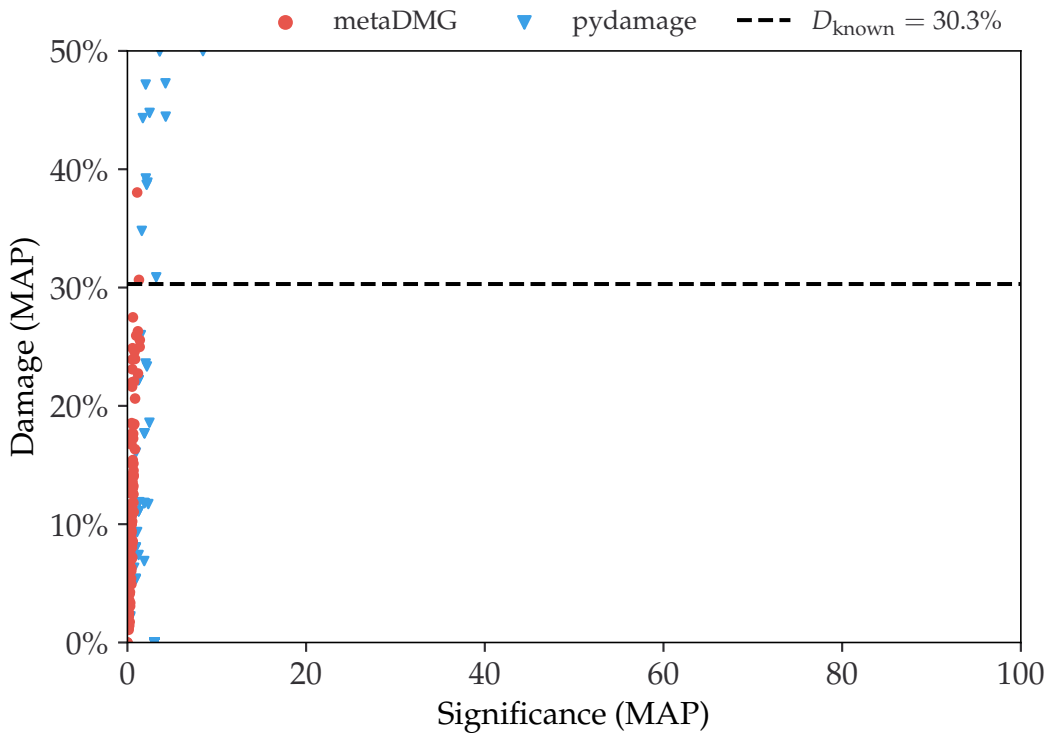
100000 reads

Briggs damage = 0.633



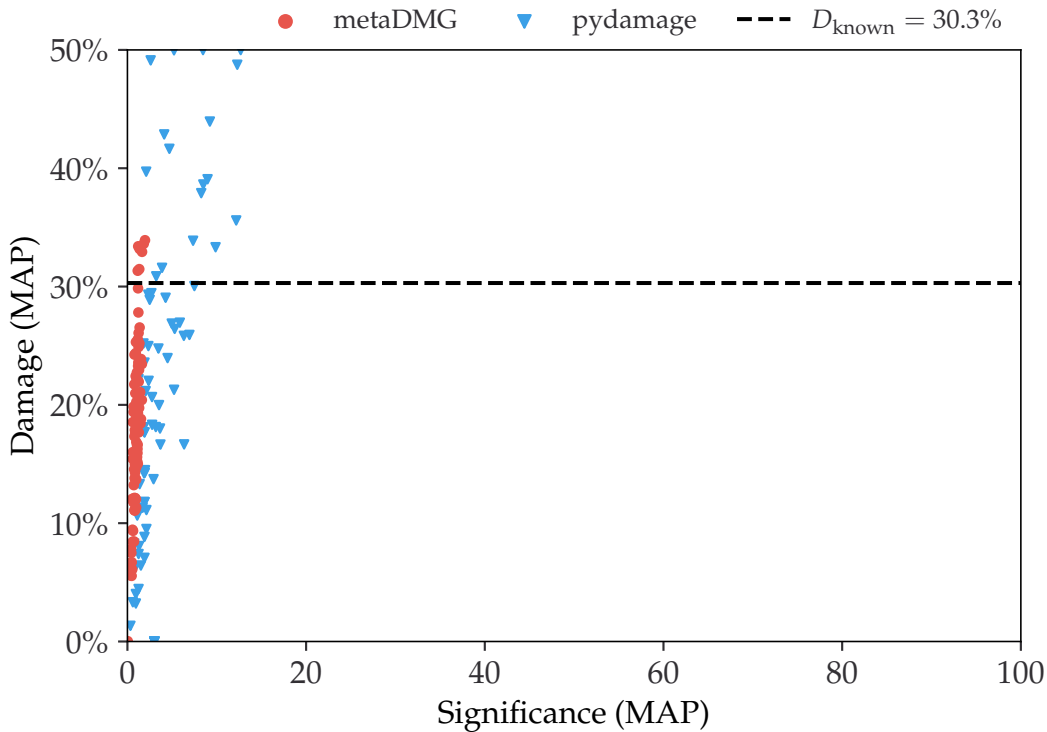
10 reads

Briggs damage = 0.96



25 reads

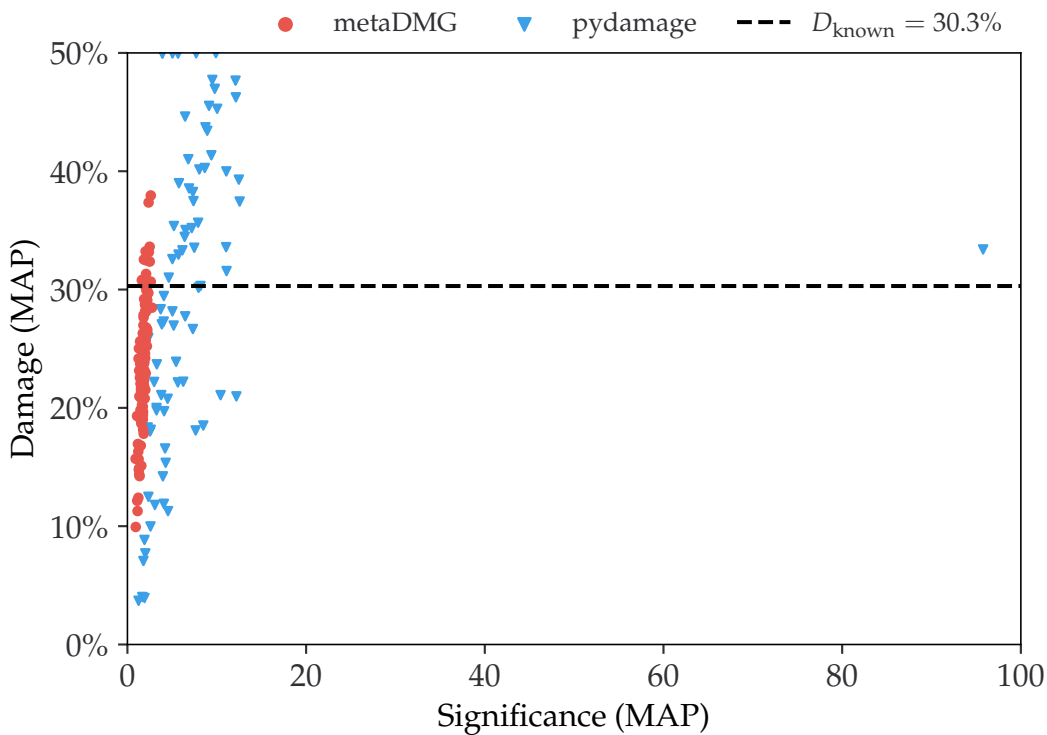
Briggs damage = 0.96





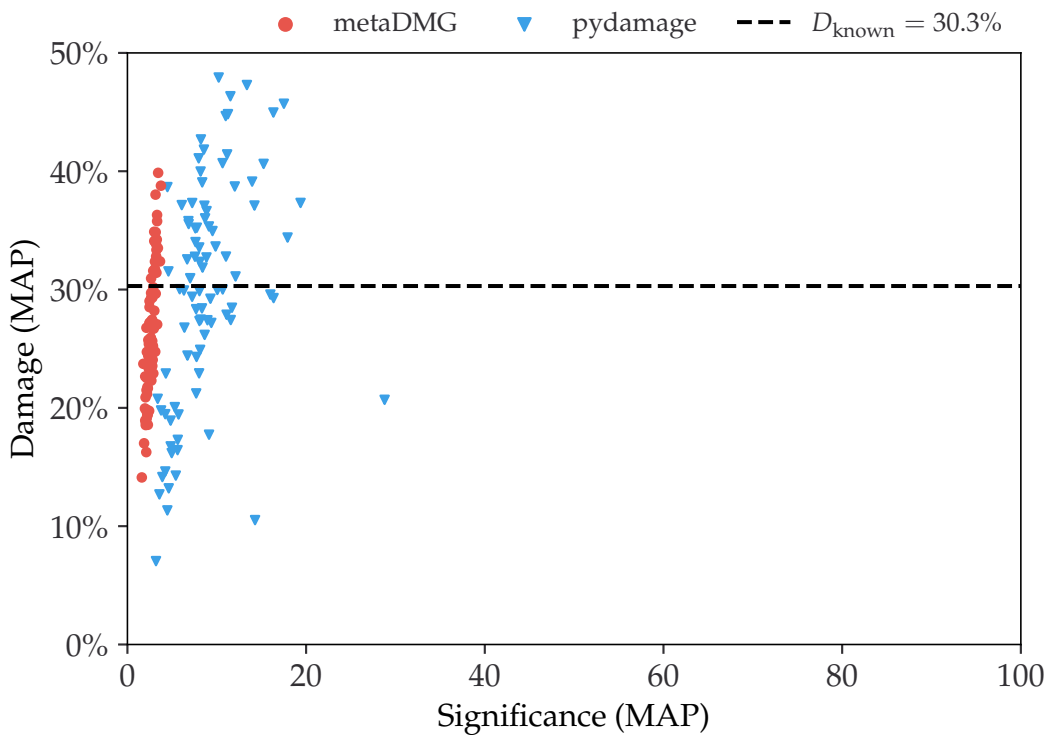
50 reads

Briggs damage = 0.96



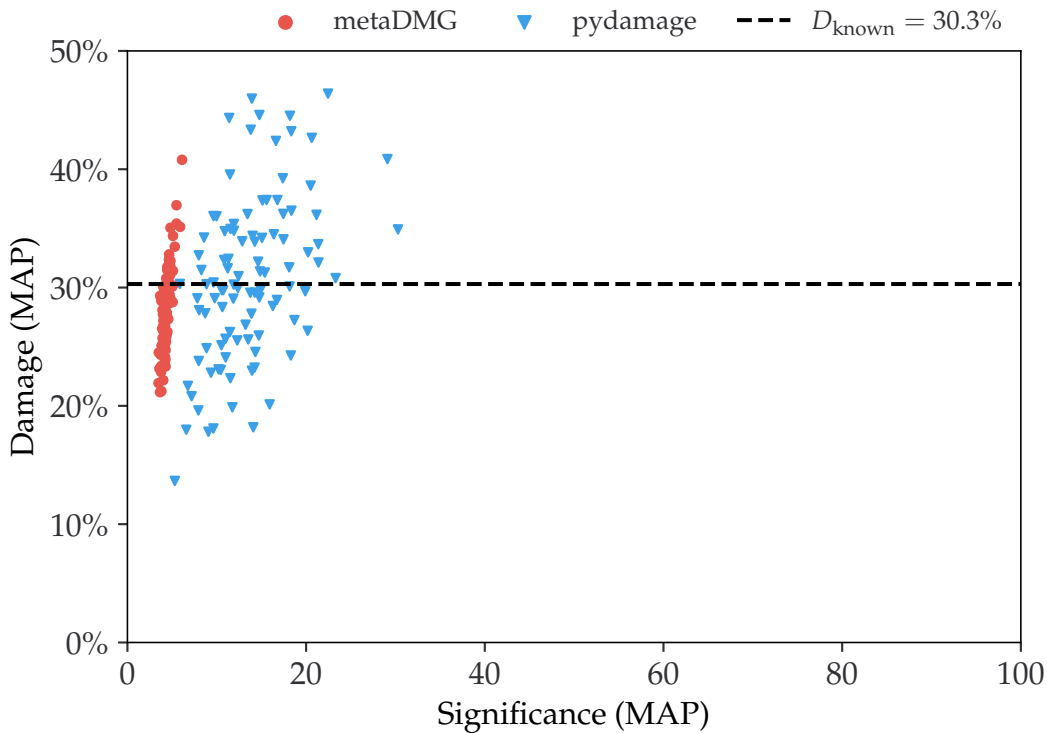
100 reads

Briggs damage = 0.96



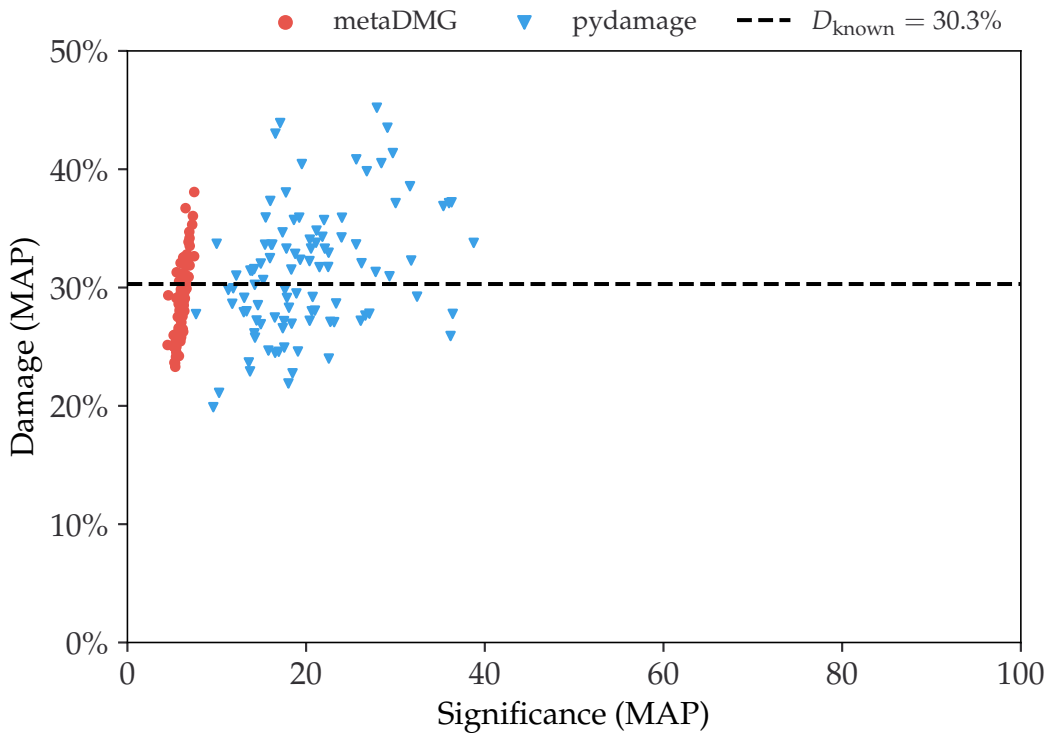
250 reads

Briggs damage = 0.96



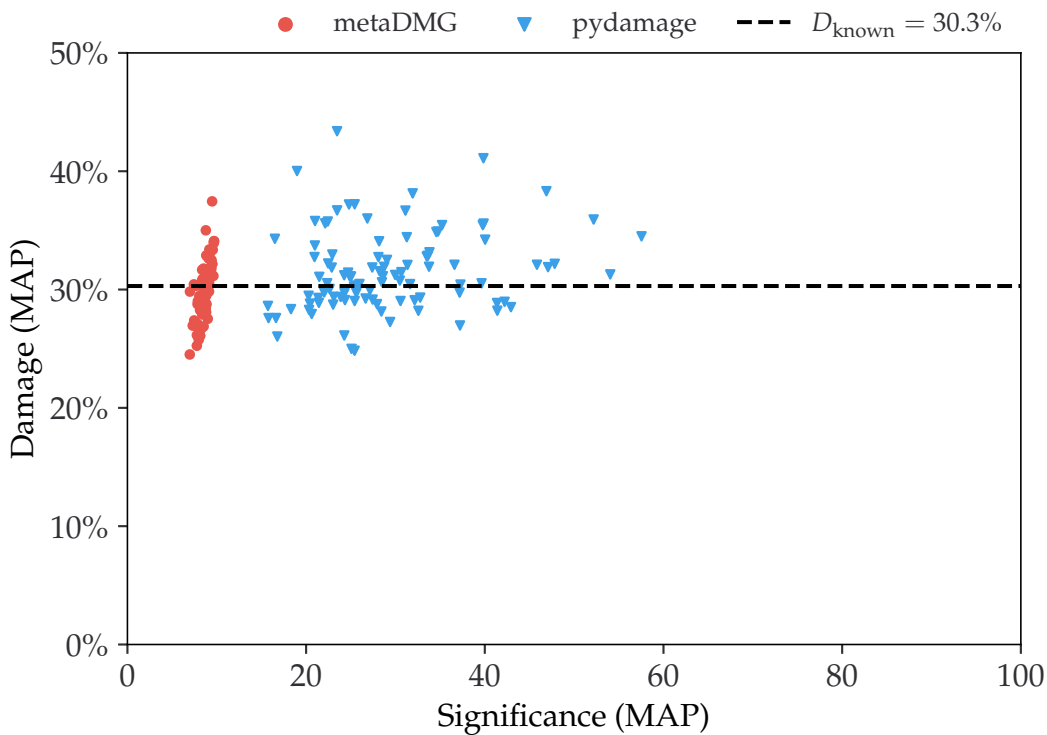
500 reads

Briggs damage = 0.96



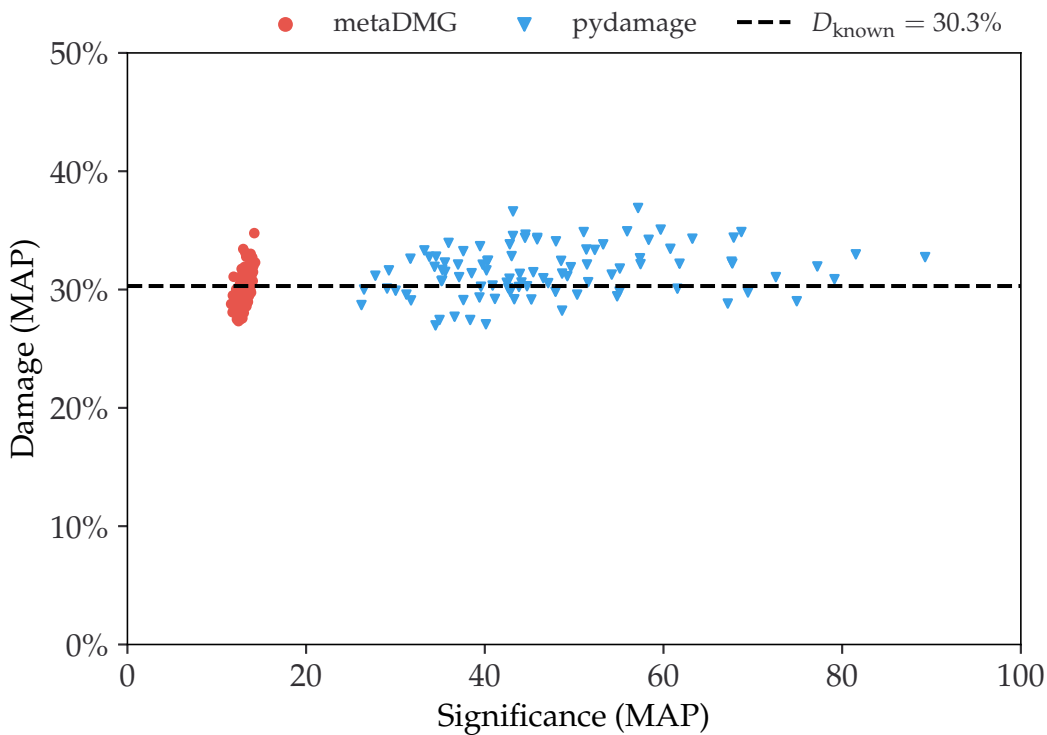
1000 reads

Briggs damage = 0.96



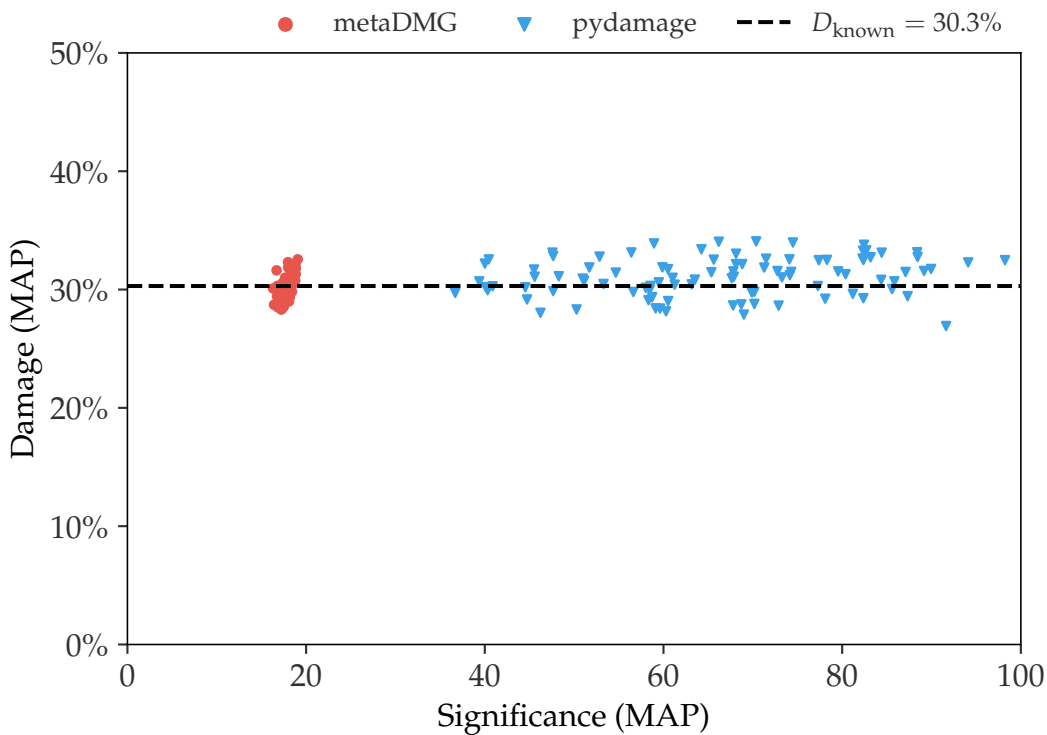
2500 reads

Briggs damage = 0.96



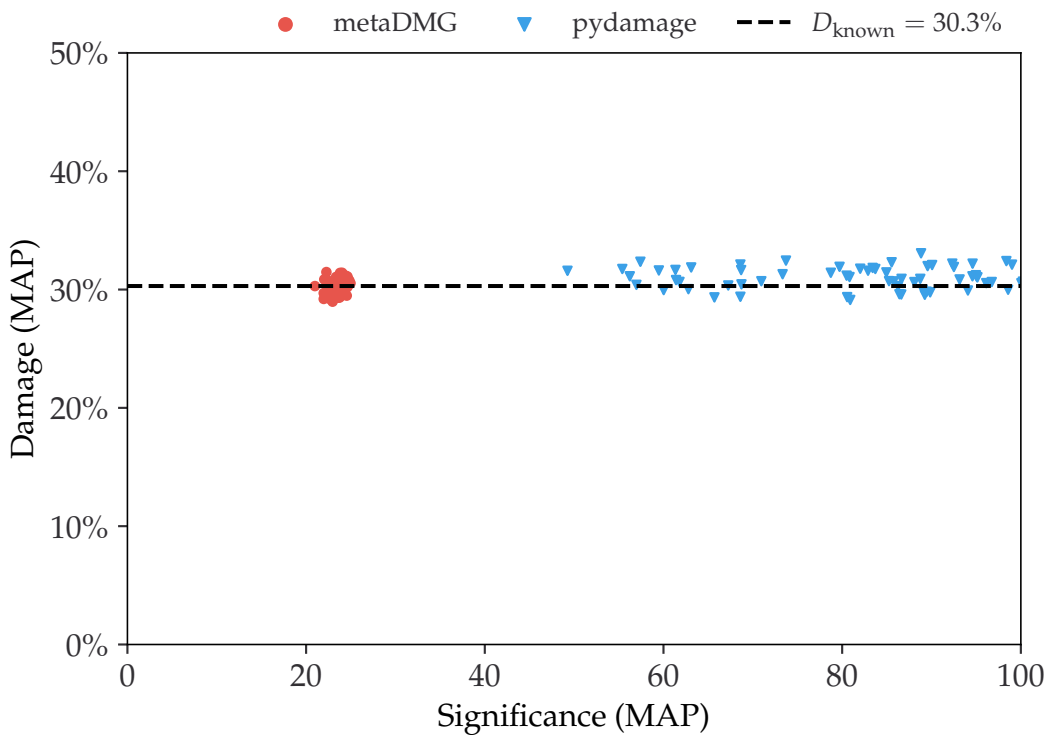
5000 reads

Briggs damage = 0.96



10000 reads

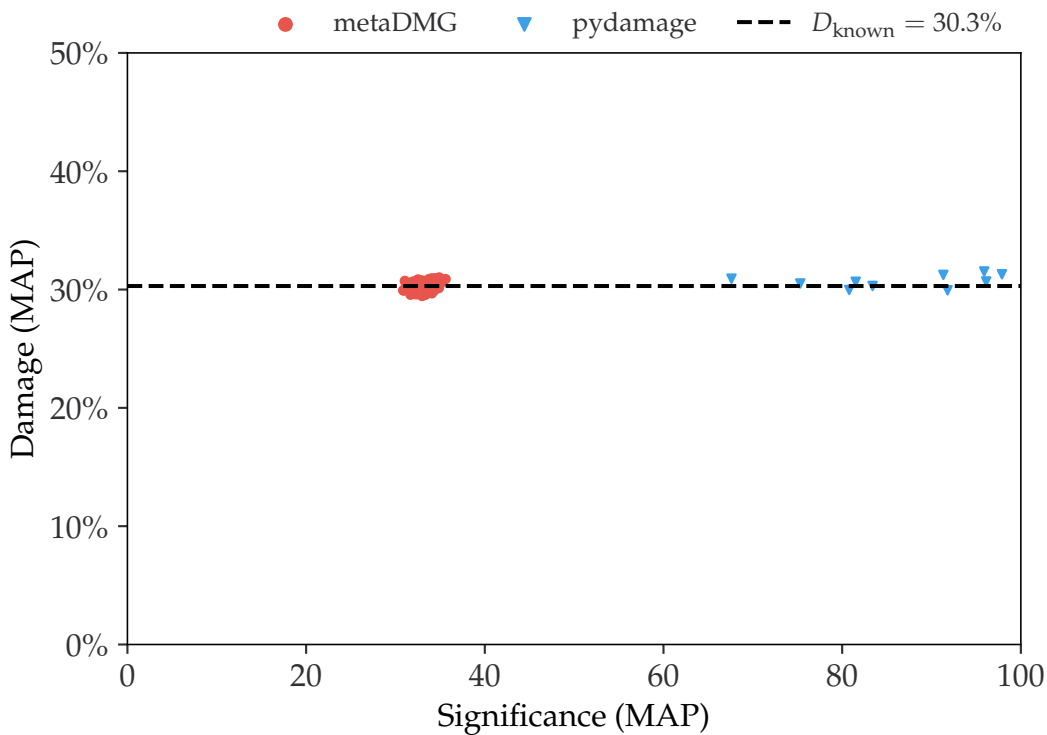
Briggs damage = 0.96





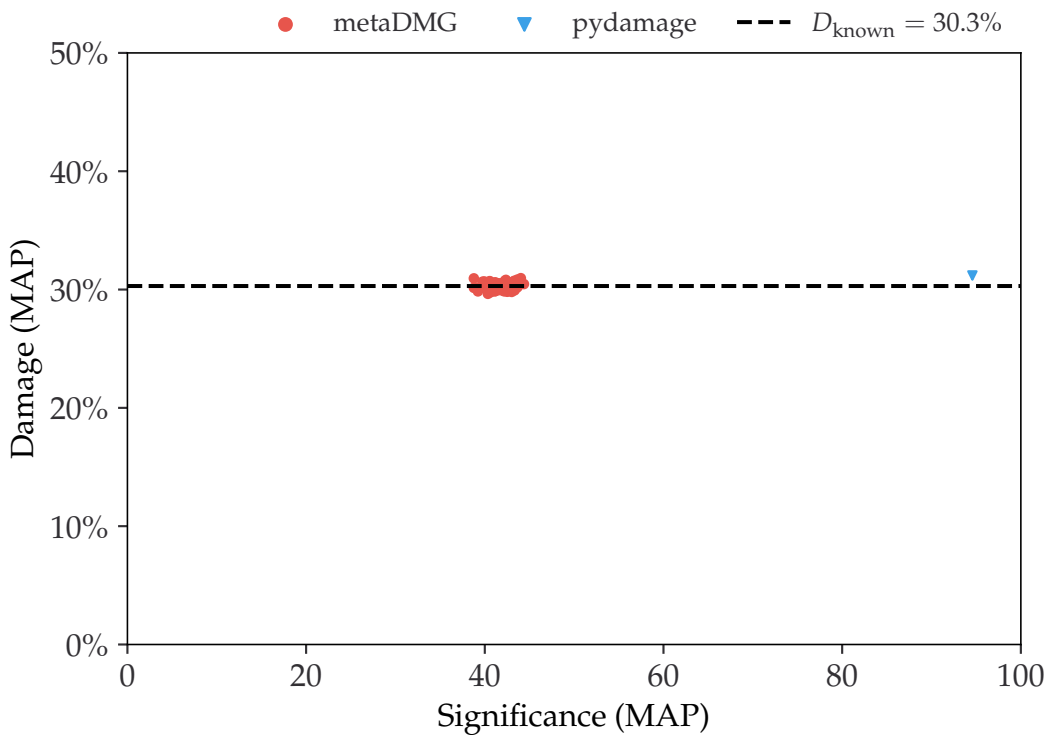
25000 reads

Briggs damage = 0.96



50000 reads

Briggs damage = 0.96



100000 reads

Briggs damage = 0.96

