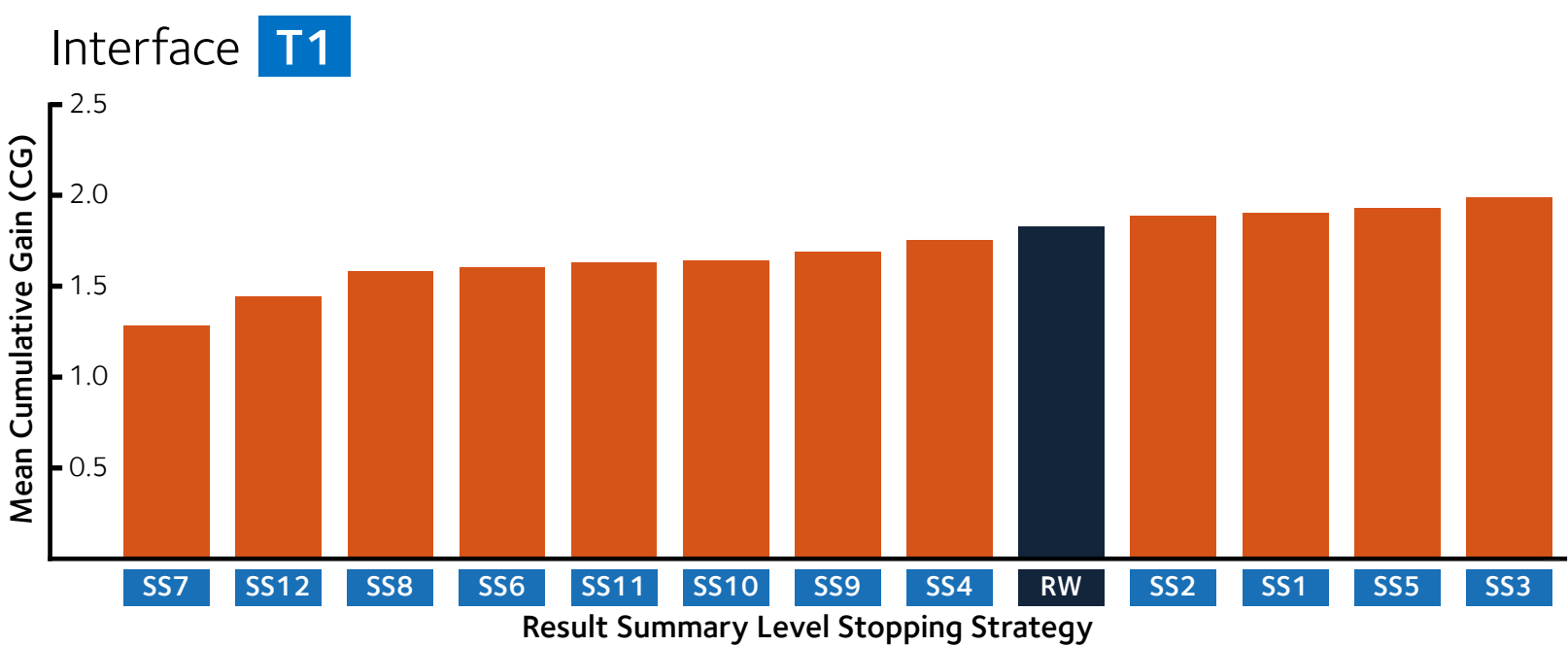


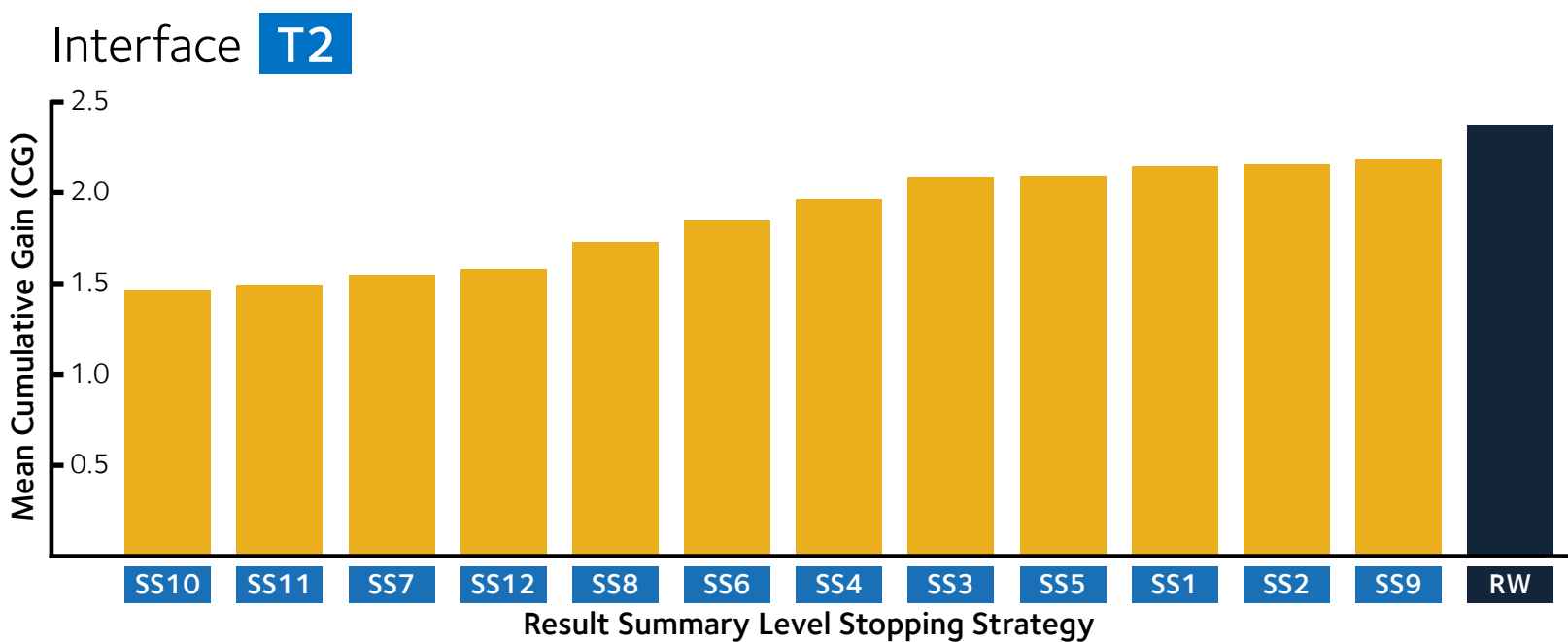
Stopping Strategies and Interfaces: Simulated and Real-World CG



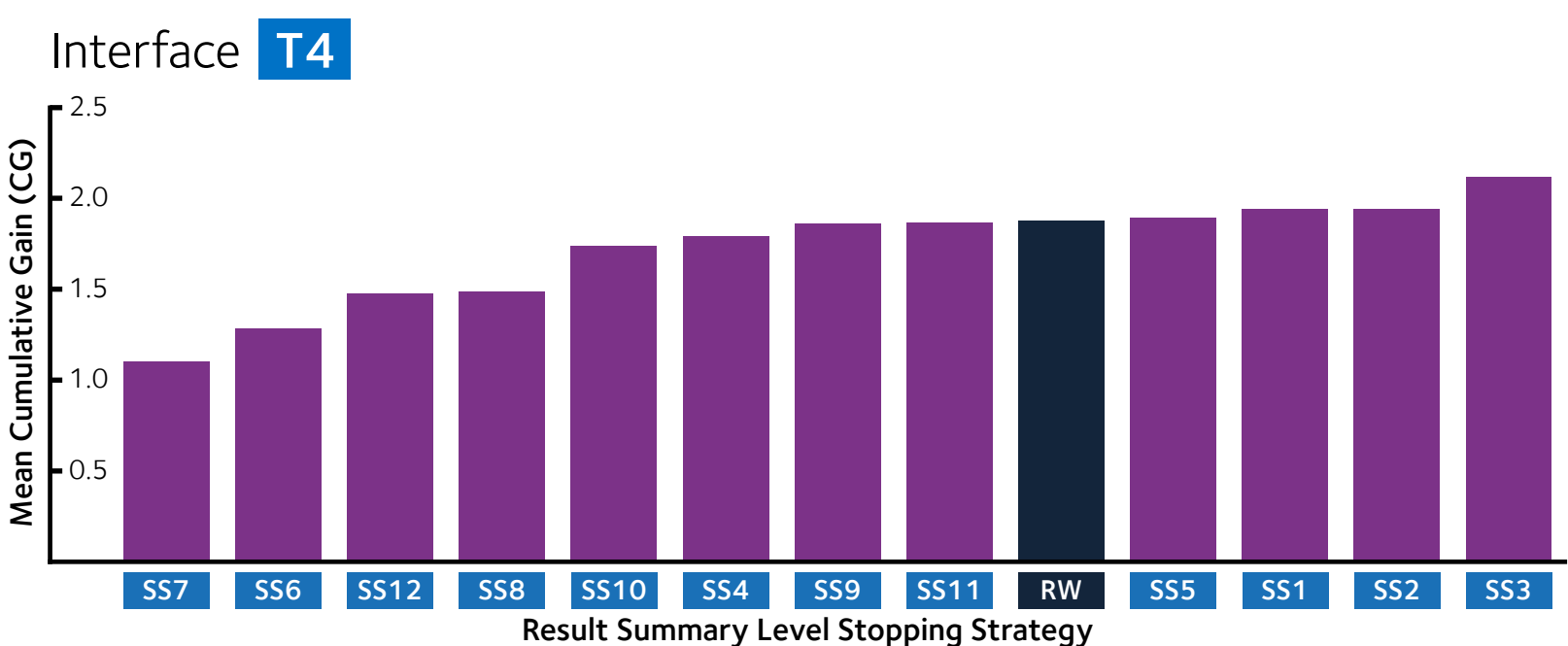
1	SS2	1.88			
2	RW	1.87	8	SS4	1.65
3	SS3	1.85	9	SS10	1.45
4	SS5	1.80	10	SS11	1.37
5	SS1	1.77	11	SS7	1.33
6	SS9	1.75	12	SS8	1.28
7	SS6	1.75	13	SS12	1.22



1	SS3	1.99			
2	SS5	1.93	8	SS10	1.64
3	SS1	1.90	9	SS11	1.63
4	SS2	1.88	10	SS6	1.60
5	RW	1.83	11	SS8	1.58
6	SS4	1.75	12	SS12	1.44
7	SS9	1.69	13	SS7	1.28



1	RW	2.36			
2	SS9	2.17	8	SS6	1.84
3	SS2	2.15	9	SS8	1.72
4	SS1	2.14	10	SS12	1.57
5	SS5	2.08	11	SS7	1.54
6	SS3	2.08	12	SS11	1.49
7	SS4	1.95	13	SS10	1.45



1	SS3	2.11			
2	SS2	1.93	8	SS4	1.79
3	SS1	1.93	9	SS10	1.73
4	SS5	1.89	10	SS8	1.48
5	RW	1.87	11	SS12	1.47
6	SS11	1.86	12	SS6	1.28
7	SS9	1.86	13	SS7	1.10