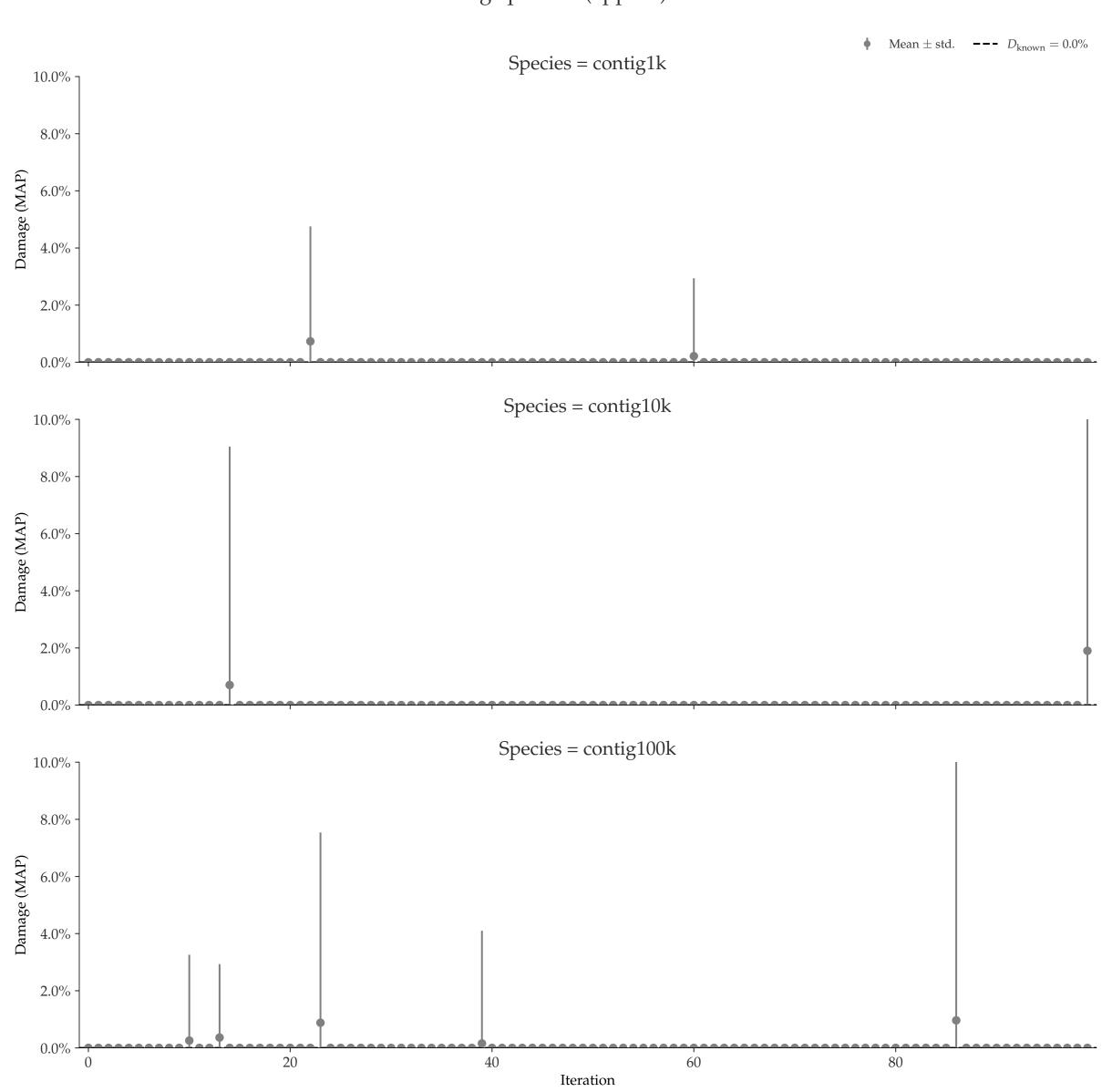
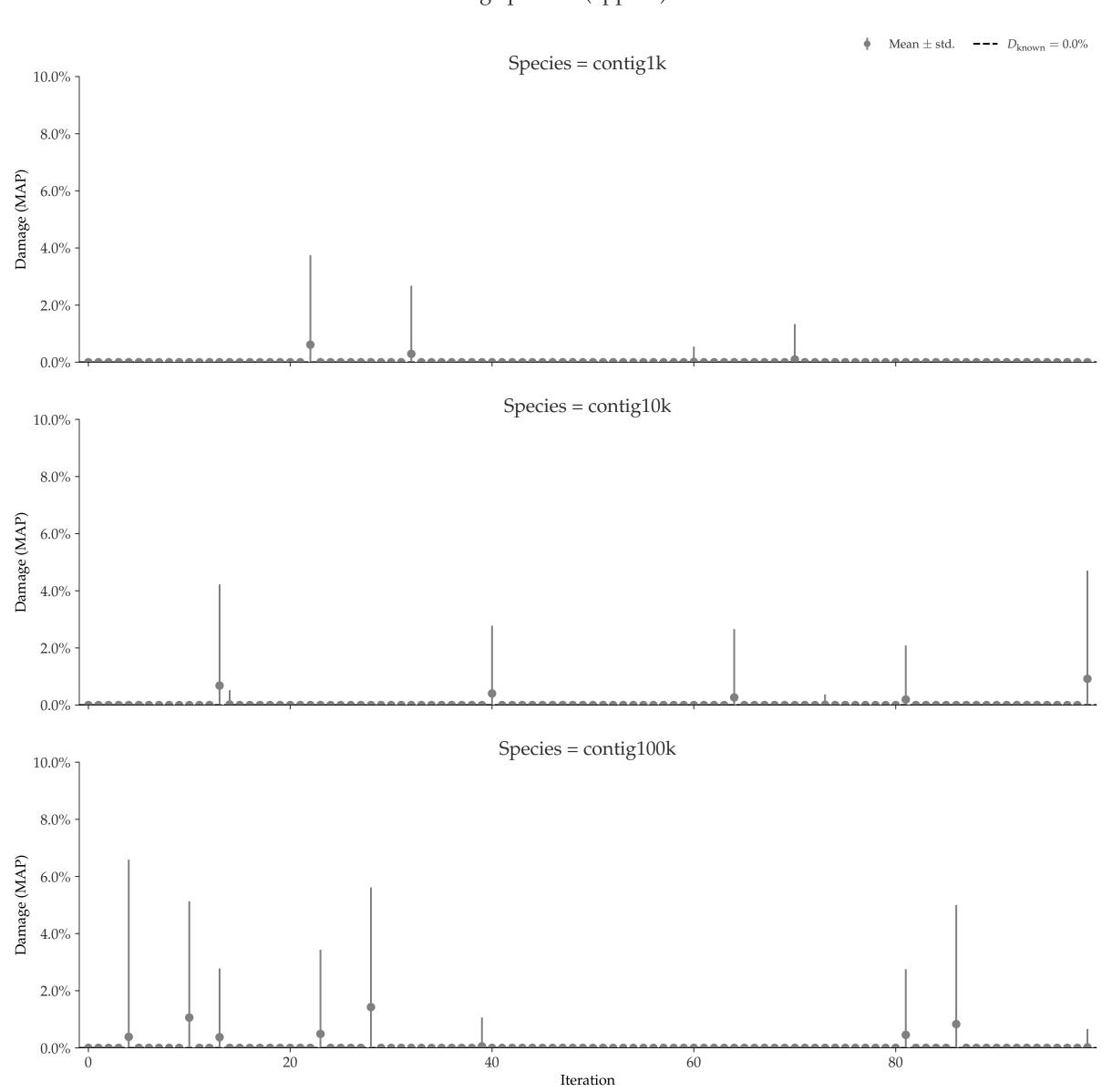
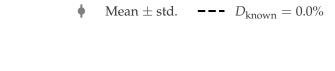
Individual damages: 10 reads Briggs damage = 0.0 Damage percent (approx) = 0%

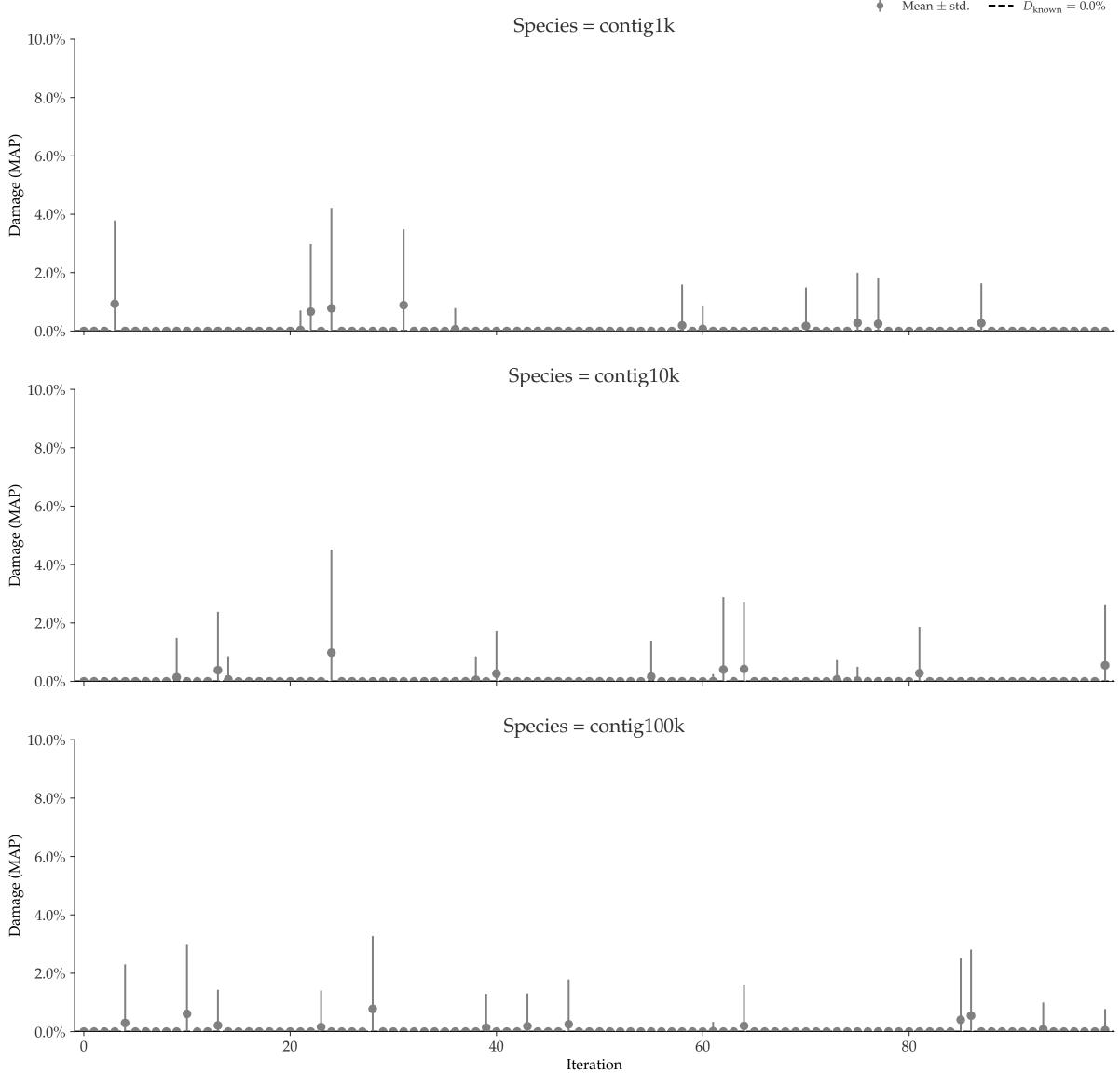


Individual damages: 25 reads Briggs damage = 0.0 Damage percent (approx) = 0%



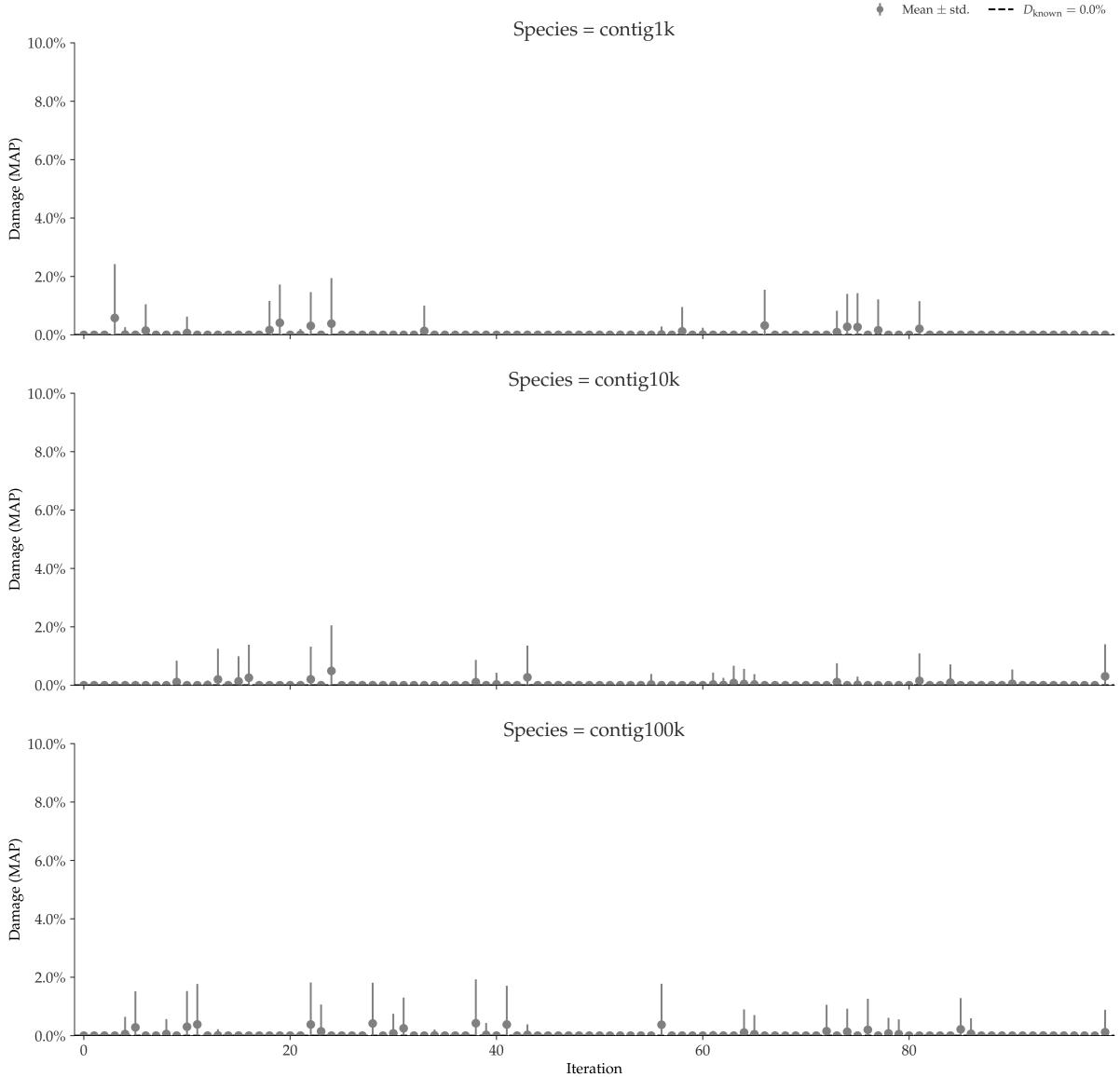
Individual damages: 50 reads Briggs damage = 0.0 Damage percent (approx) = 0%

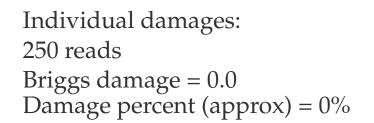


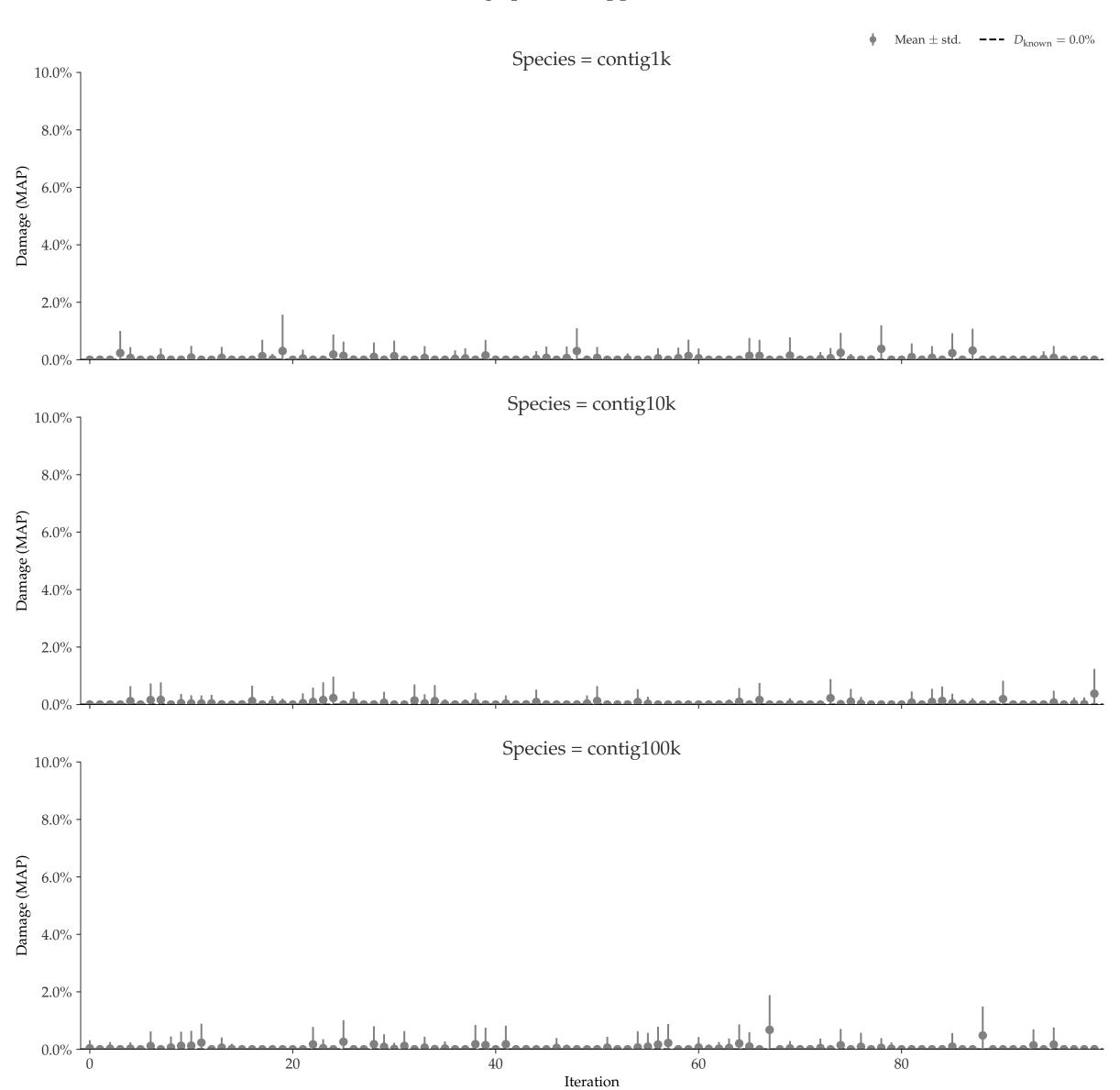


Individual damages: 100 reads Briggs damage = 0.0 Damage percent (approx) = 0%



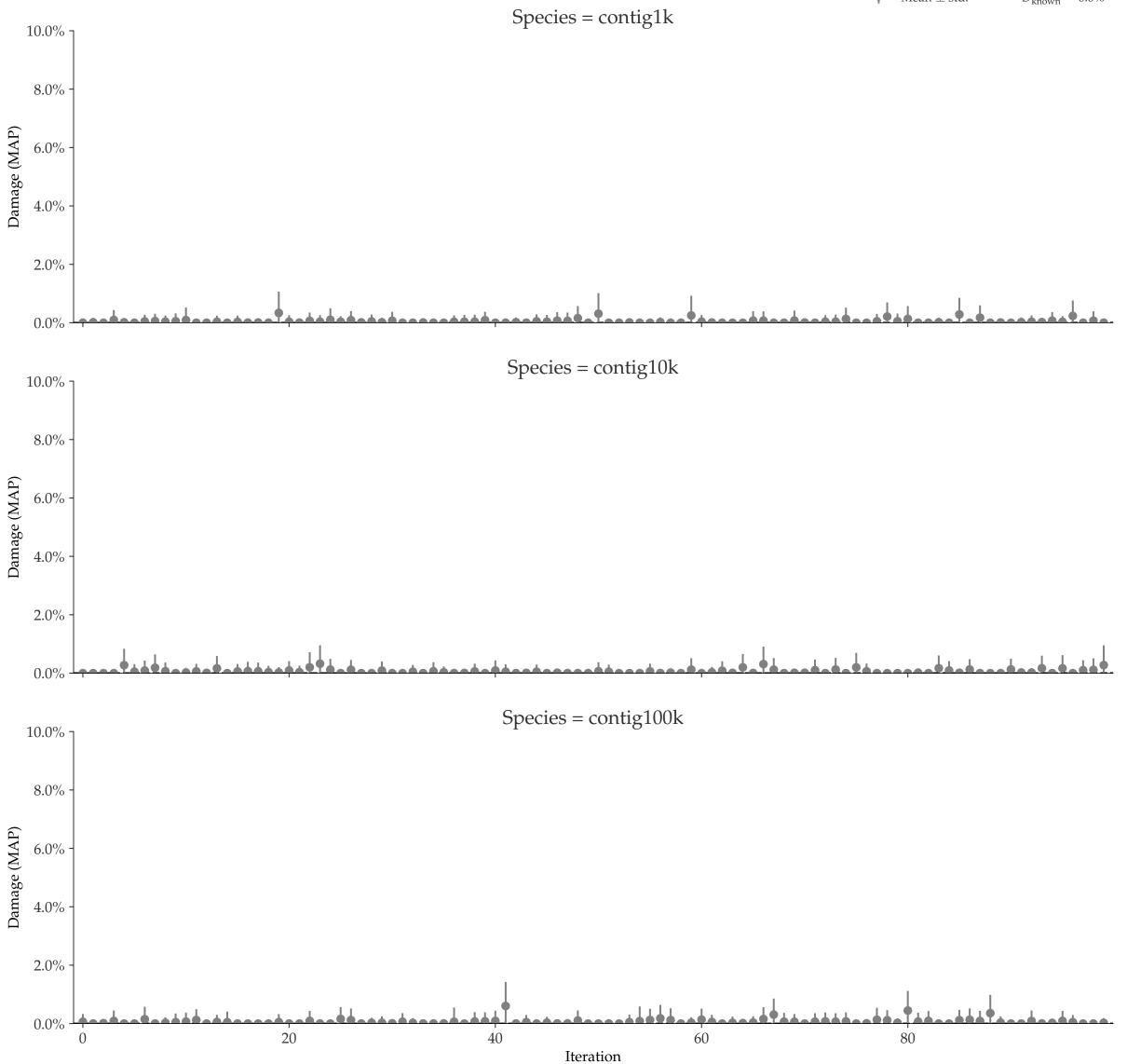






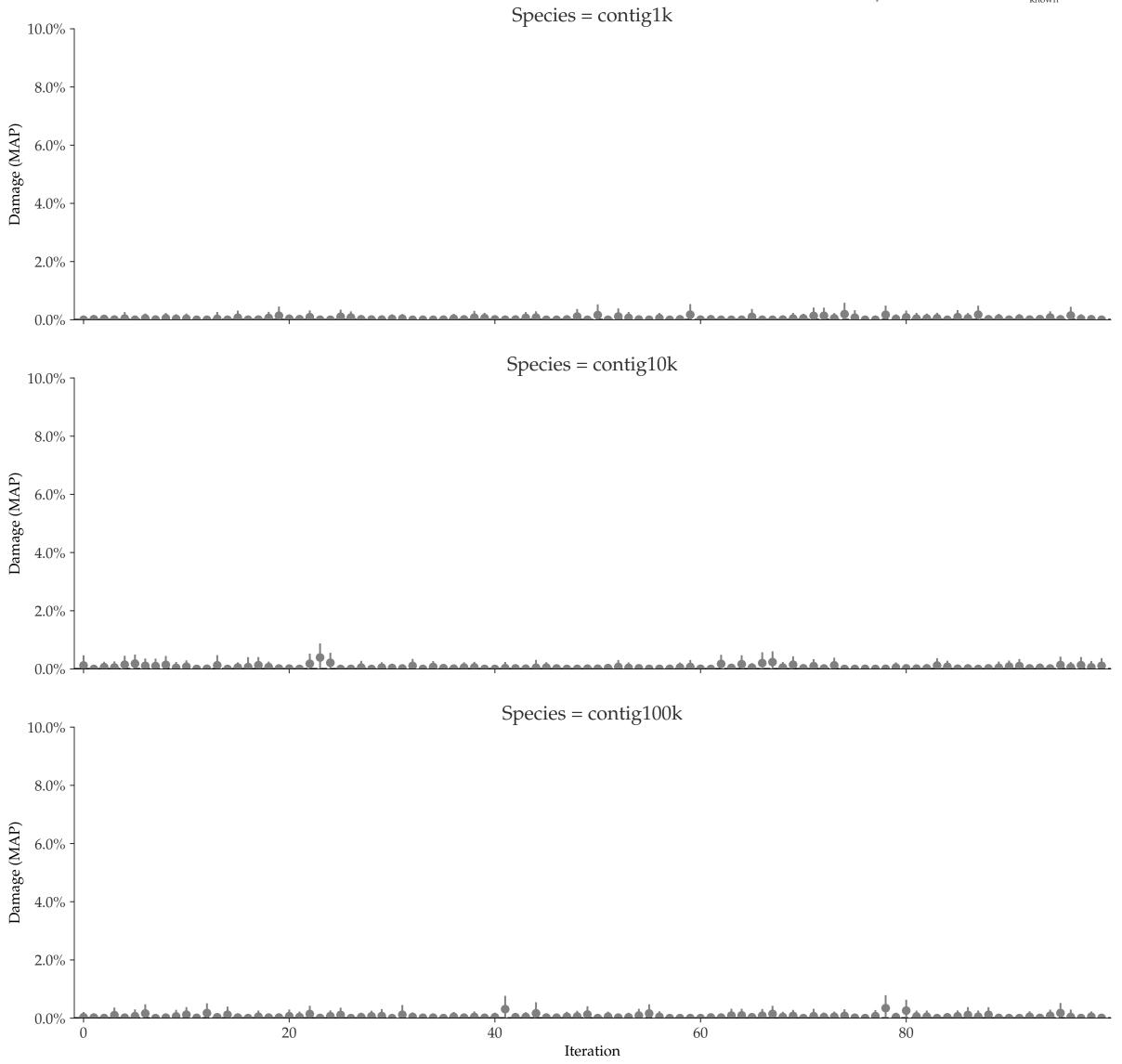
Individual damages: 500 reads Briggs damage = 0.0 Damage percent (approx) = 0%





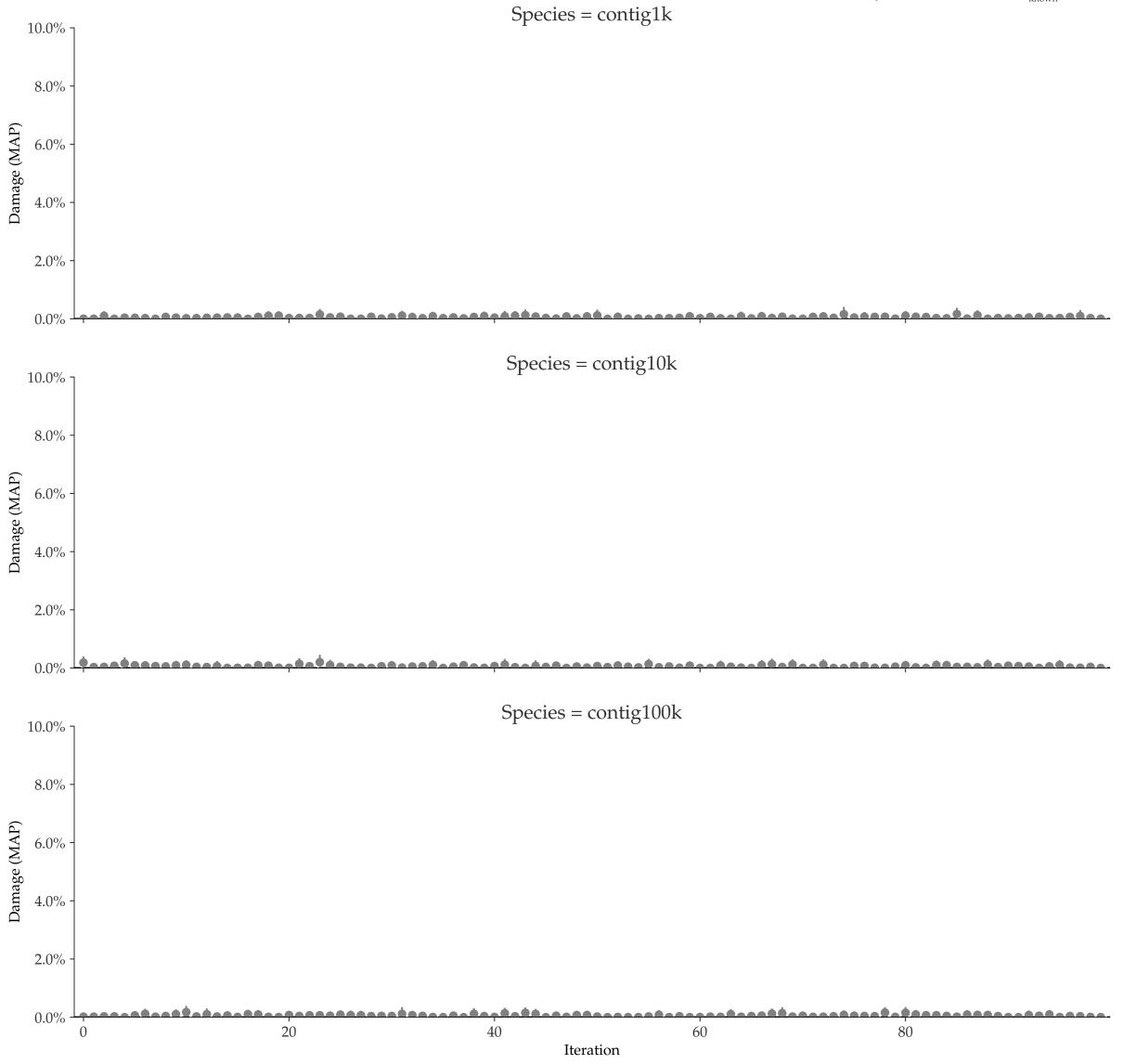
Individual damages: 1000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



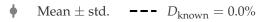


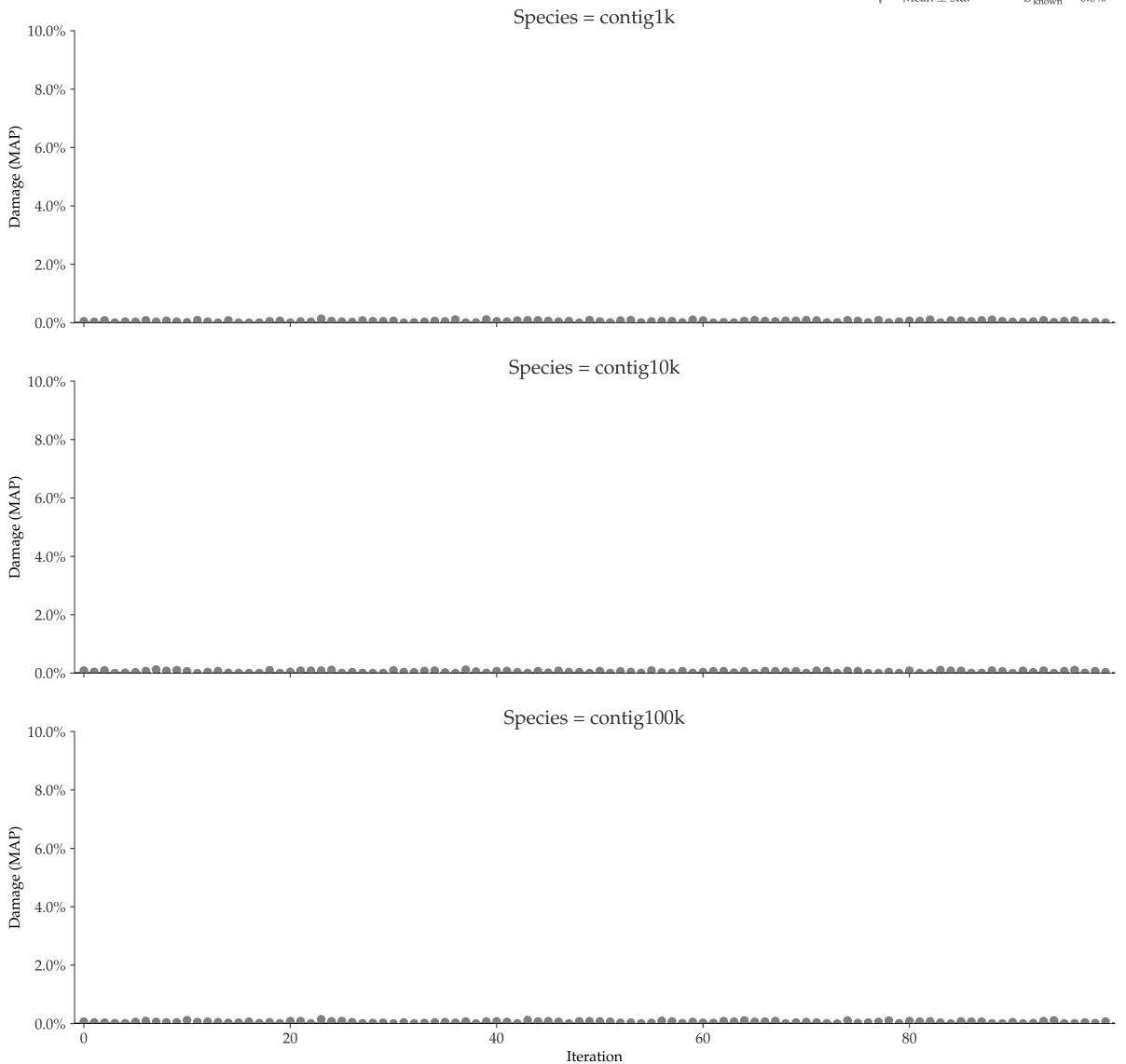
Individual damages: 2500 reads Briggs damage = 0.0 Damage percent (approx) = 0%





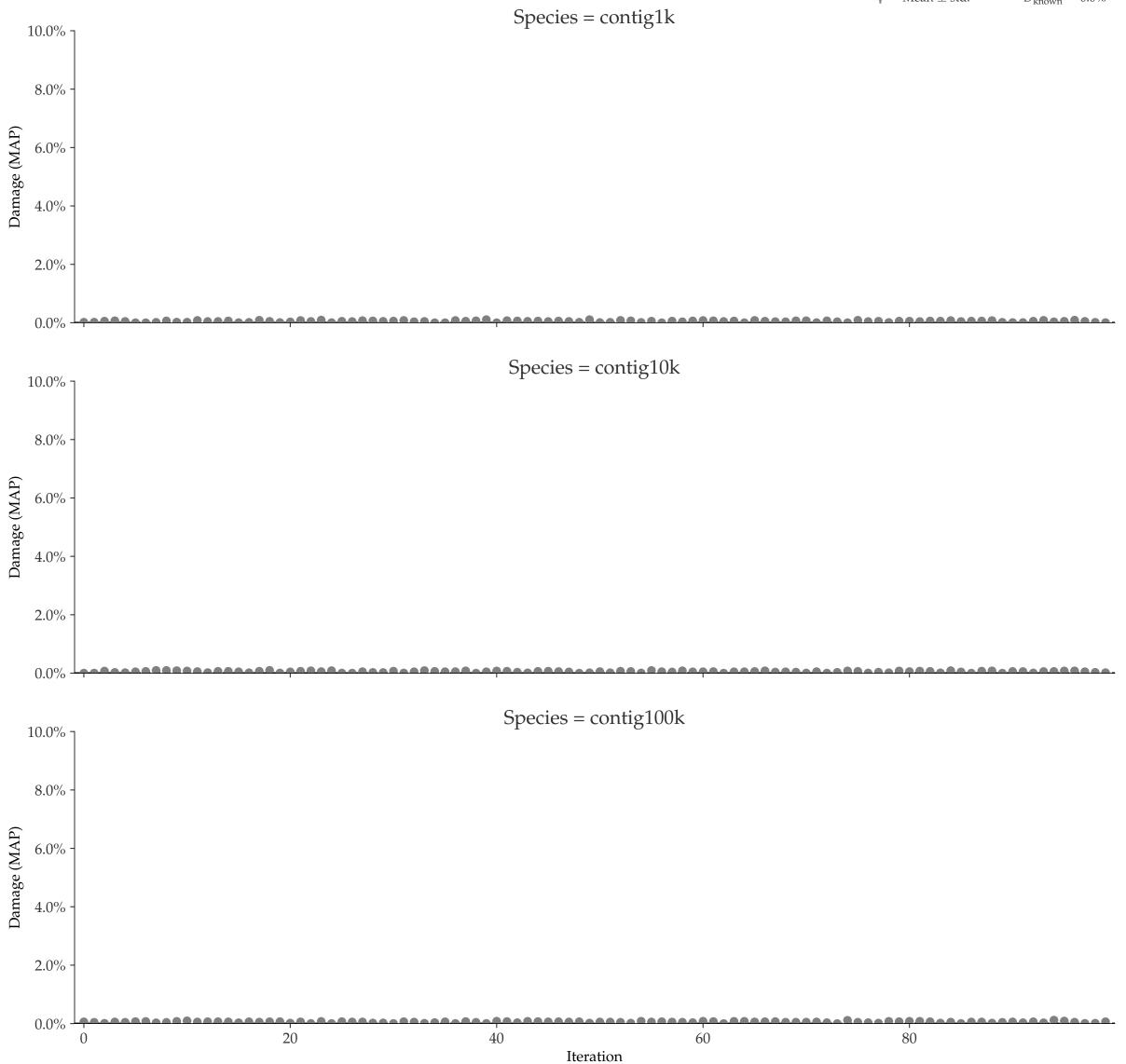
Individual damages: 5000 reads Briggs damage = 0.0 Damage percent (approx) = 0%





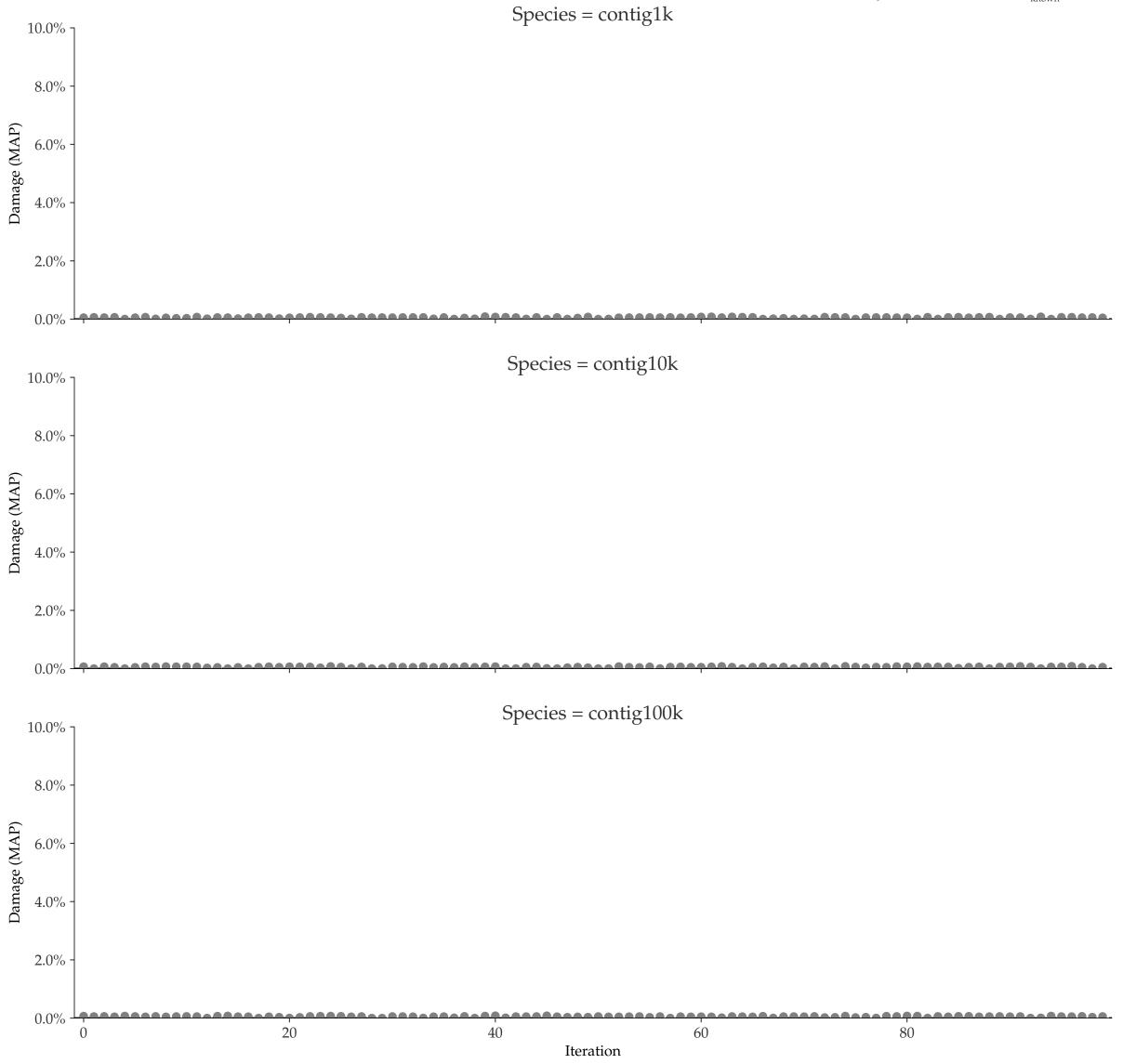
Individual damages: 10000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



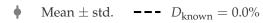


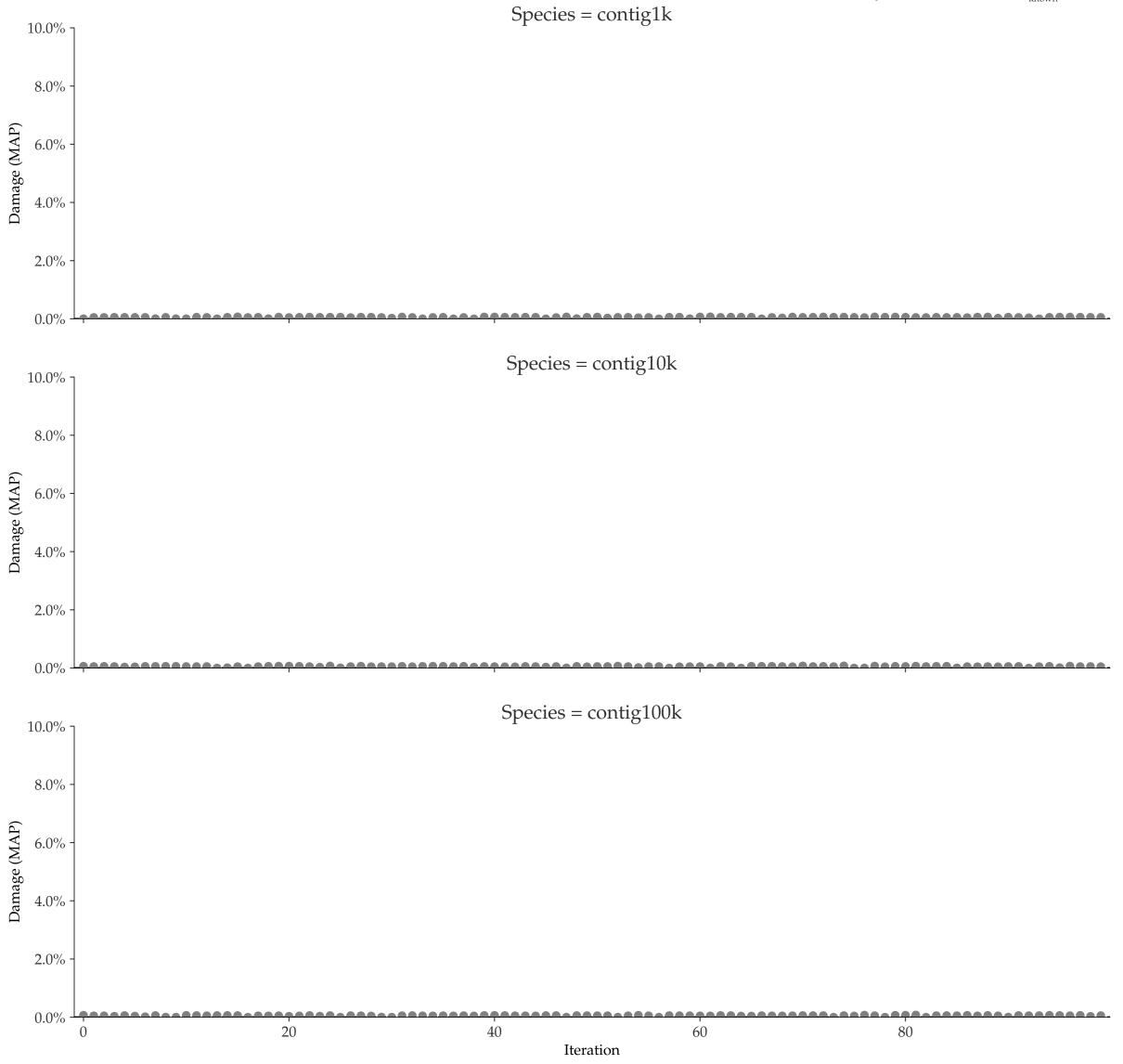
Individual damages: 25000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



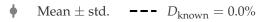


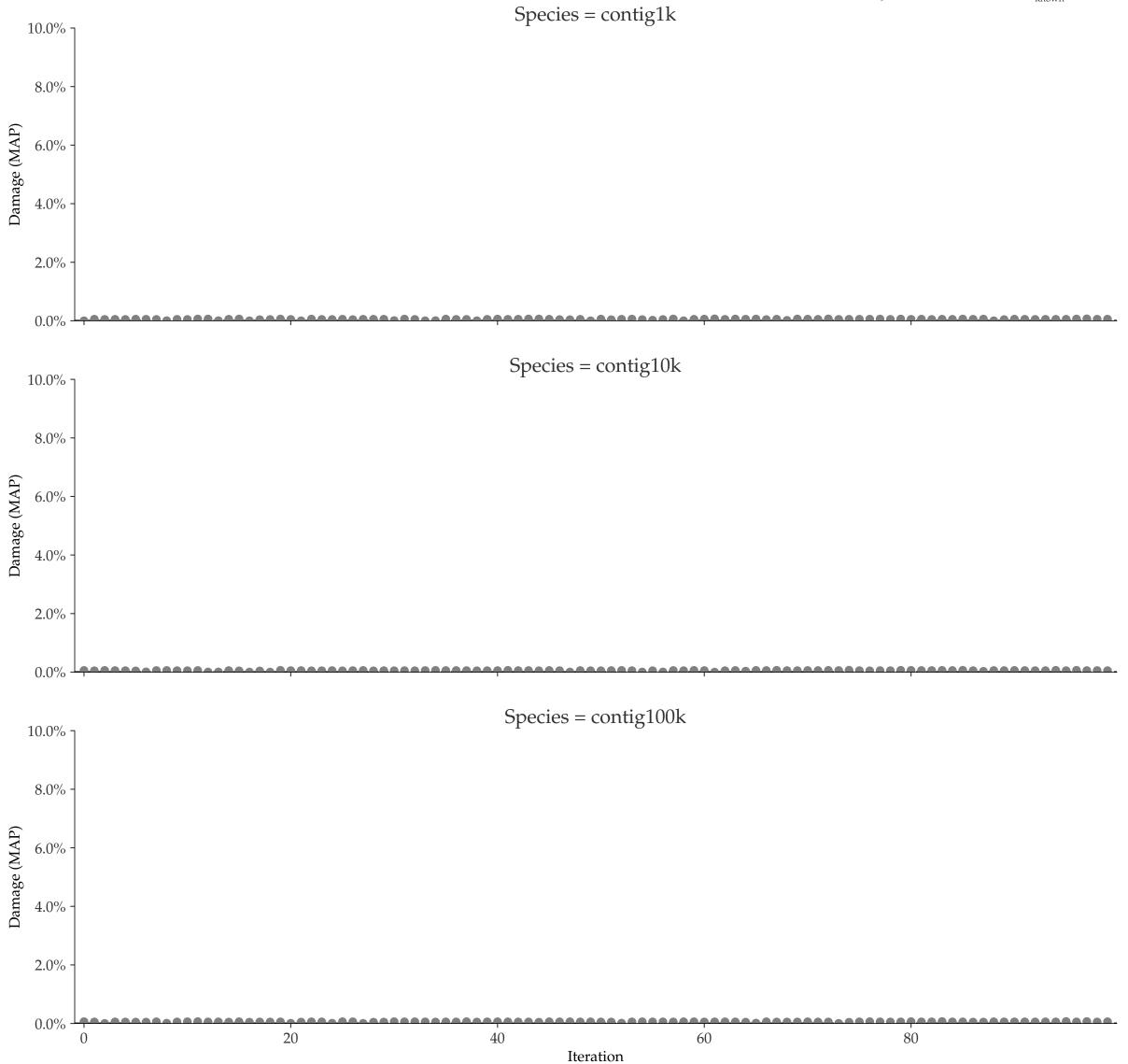
Individual damages: 50000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



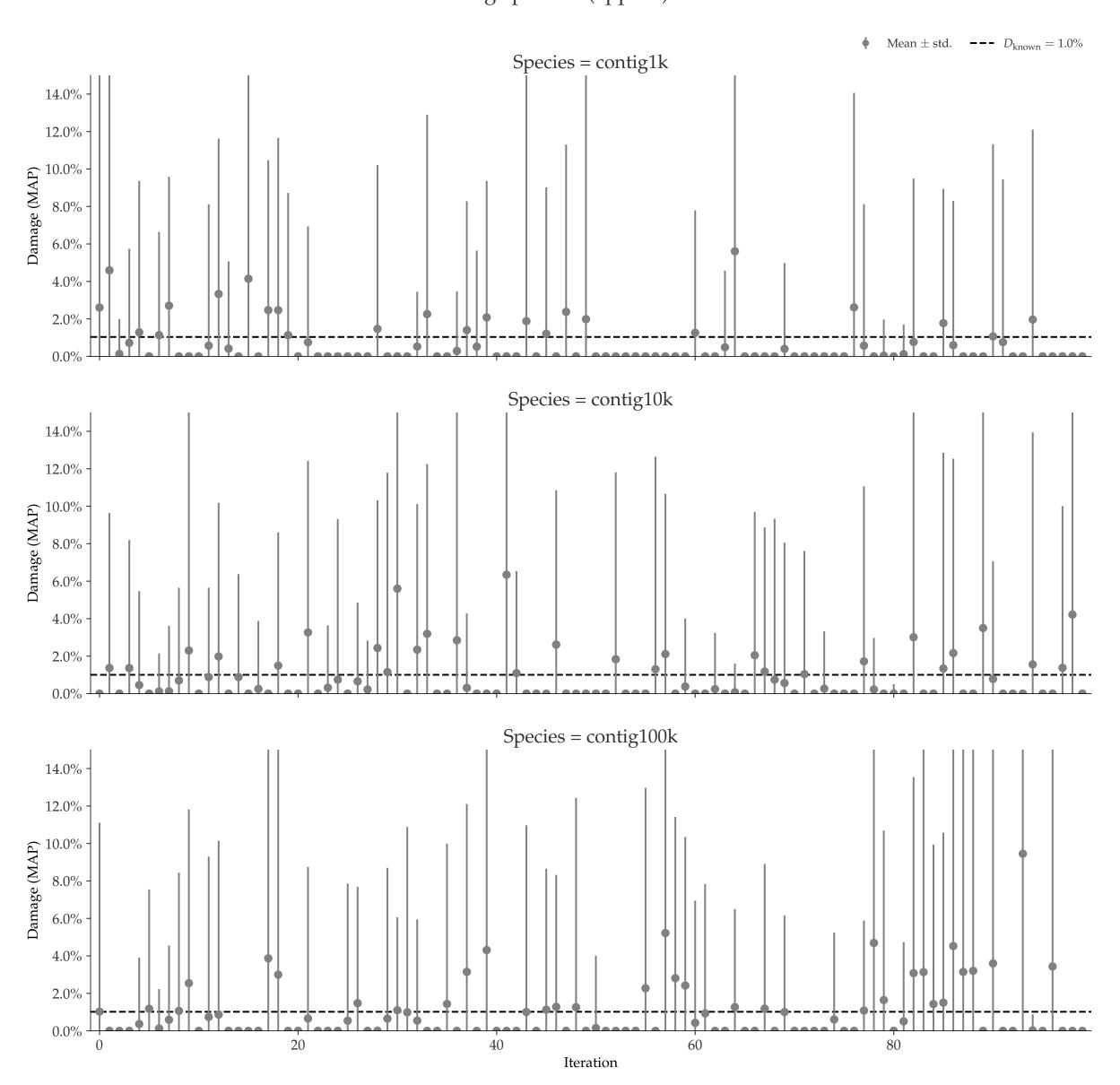


Individual damages: 100000 reads Briggs damage = 0.0 Damage percent (approx) = 0%

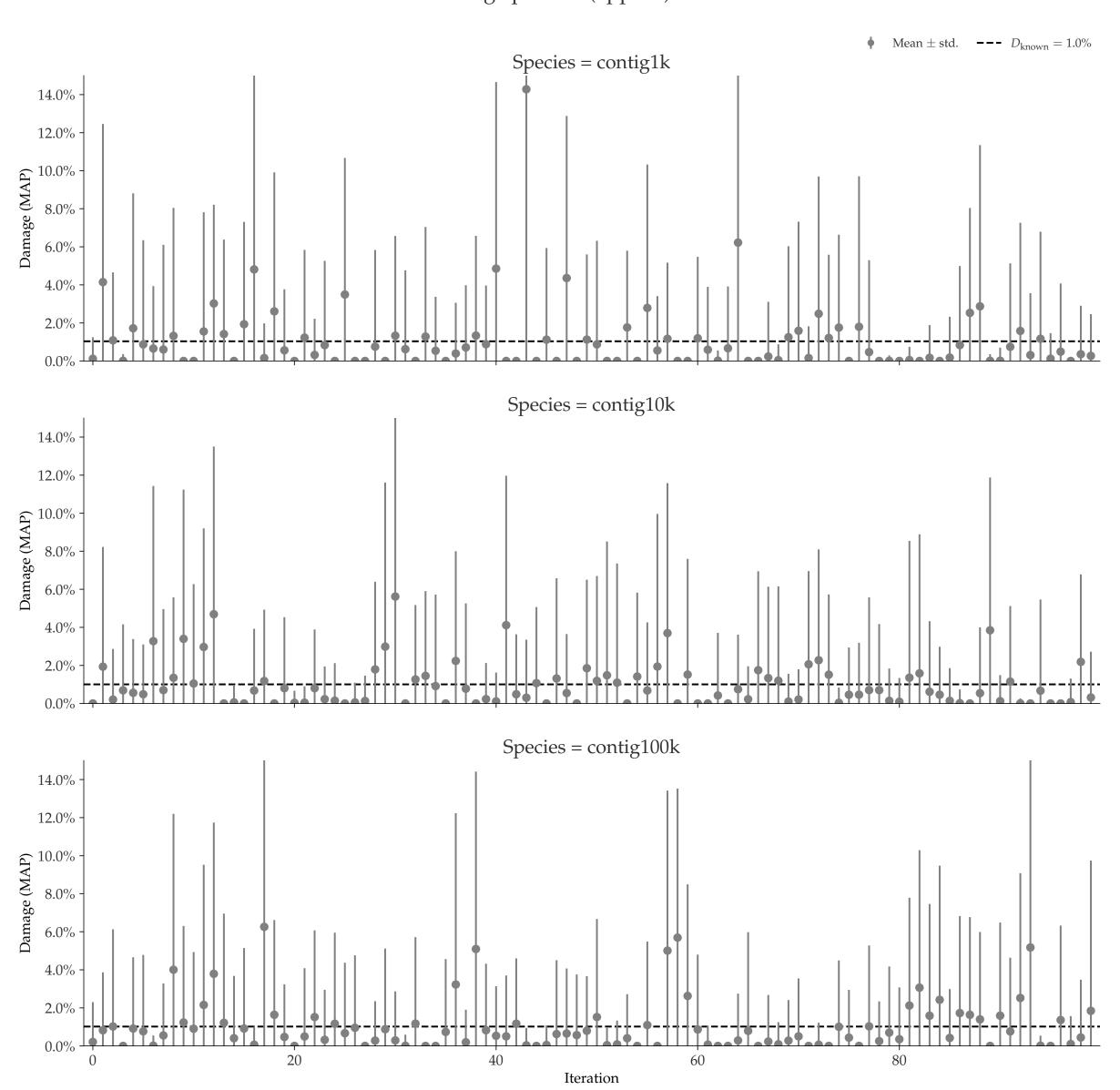




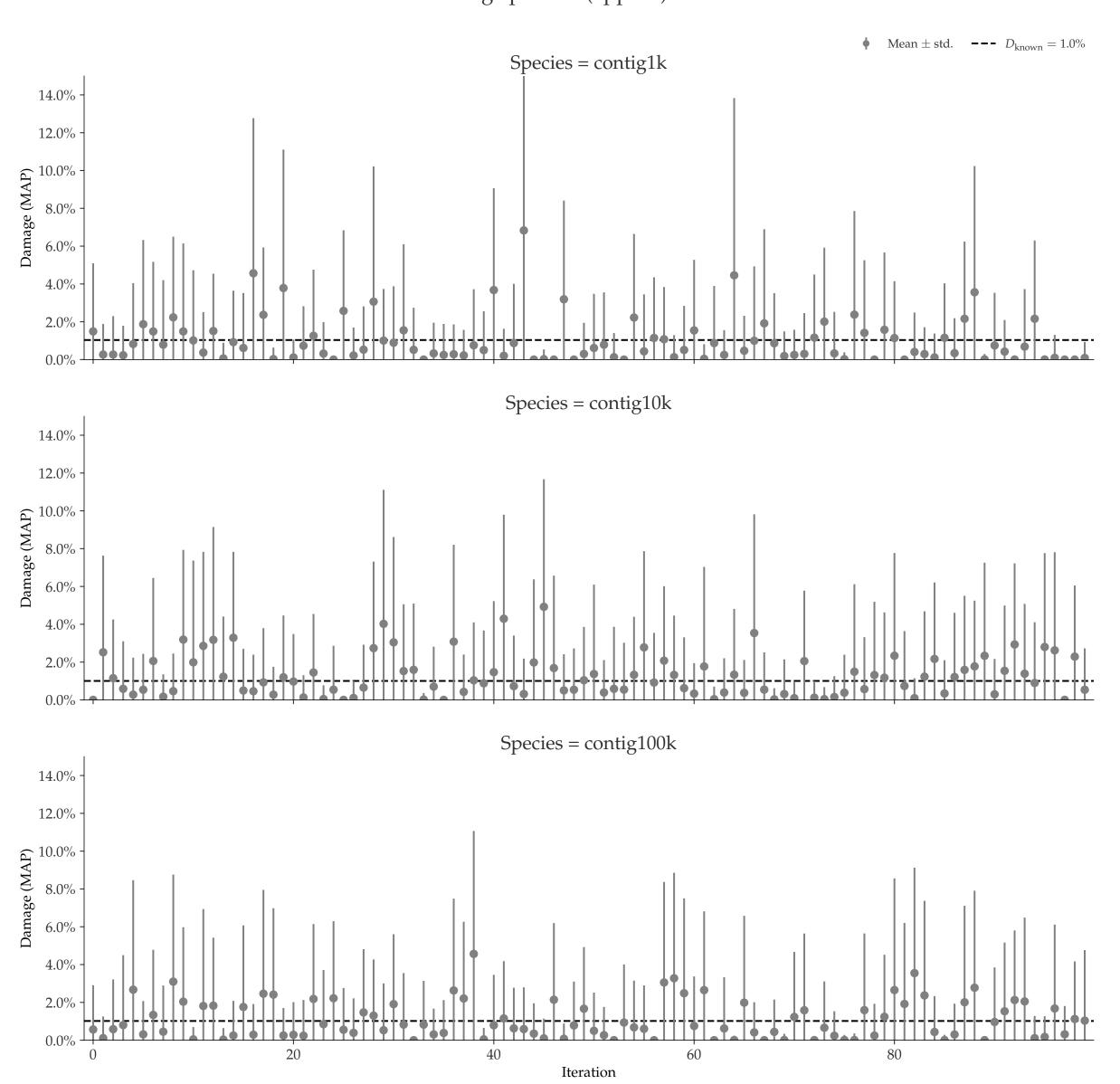
Individual damages: 10 reads Briggs damage = 0.035 Damage percent (approx) = 1%



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

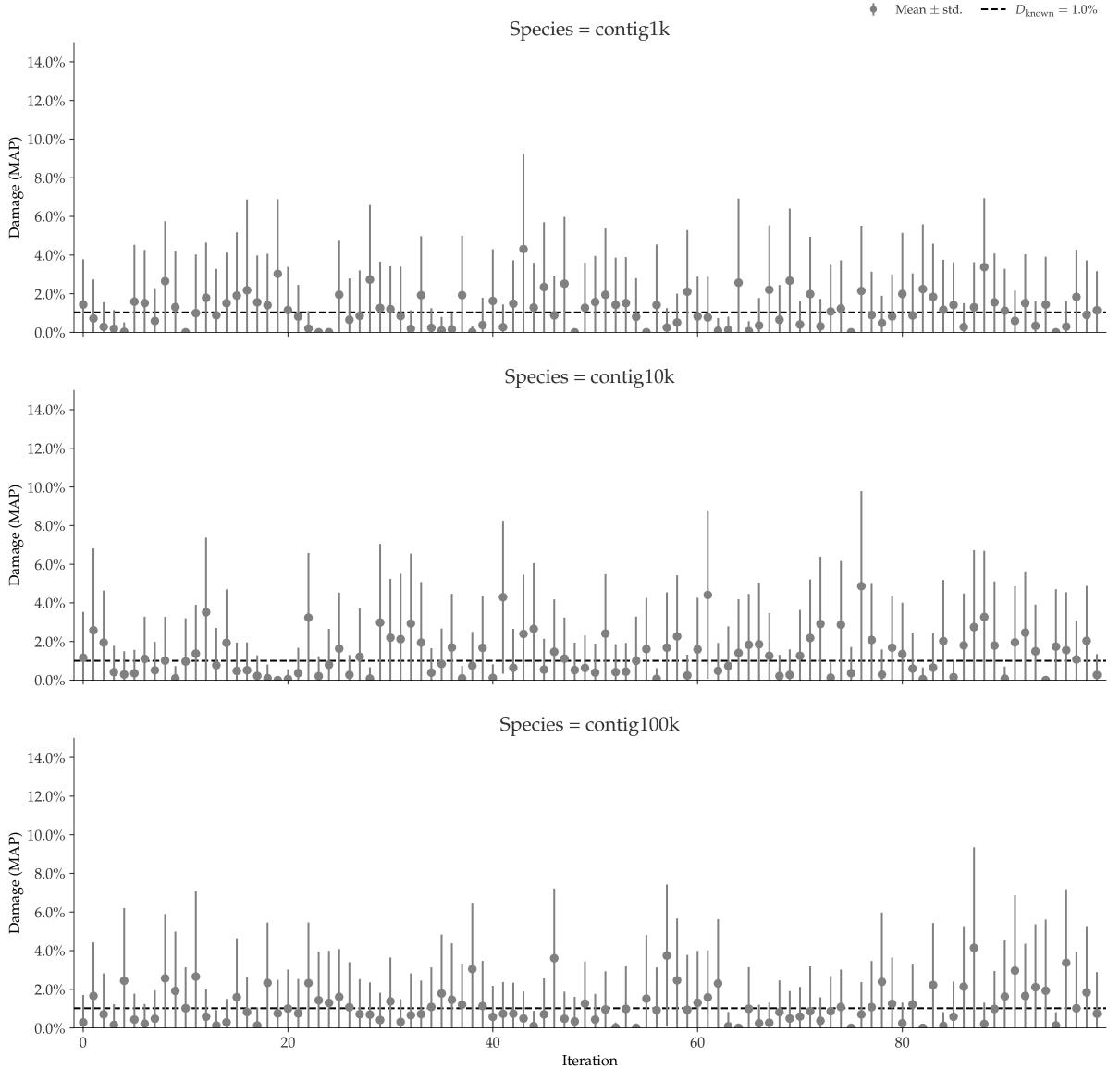


Individual damages: 50 reads Briggs damage = 0.035 Damage percent (approx) = 1%

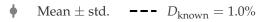


Individual damages: 100 reads Briggs damage = 0.035 Damage percent (approx) = 1%

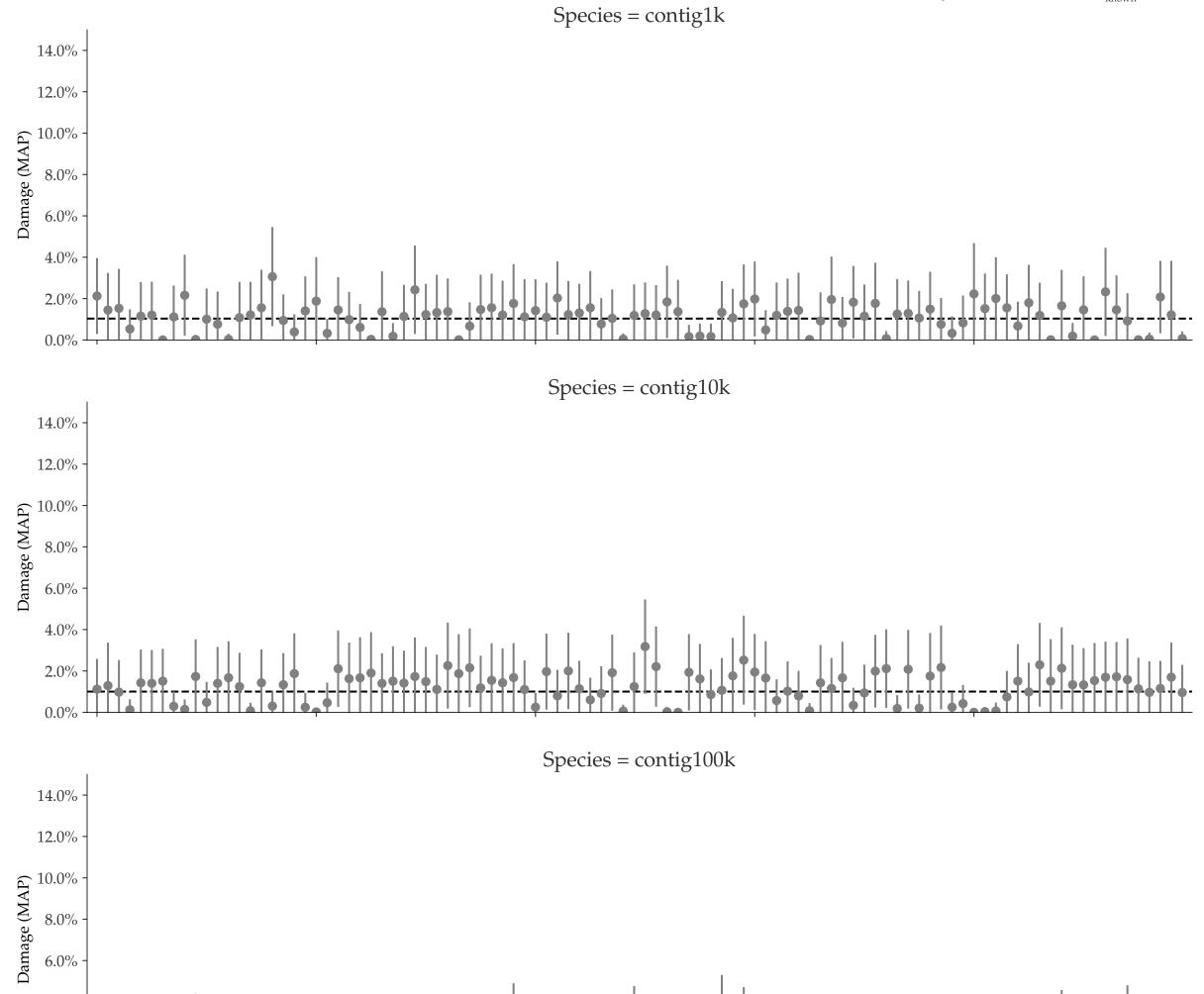




Individual damages: 250 reads Briggs damage = 0.035 Damage percent (approx) = 1%



1 . 1 .



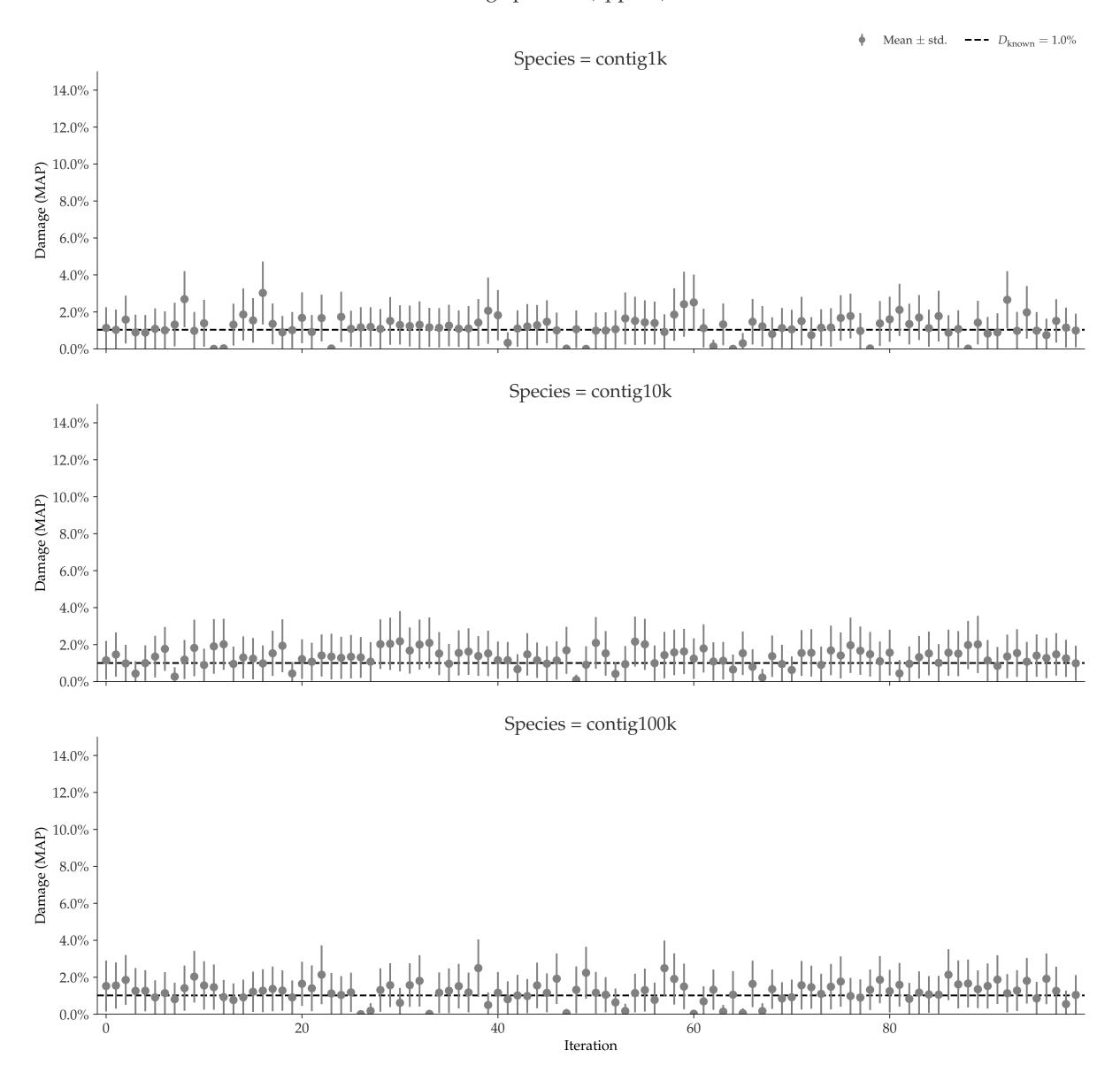
40

Iteration

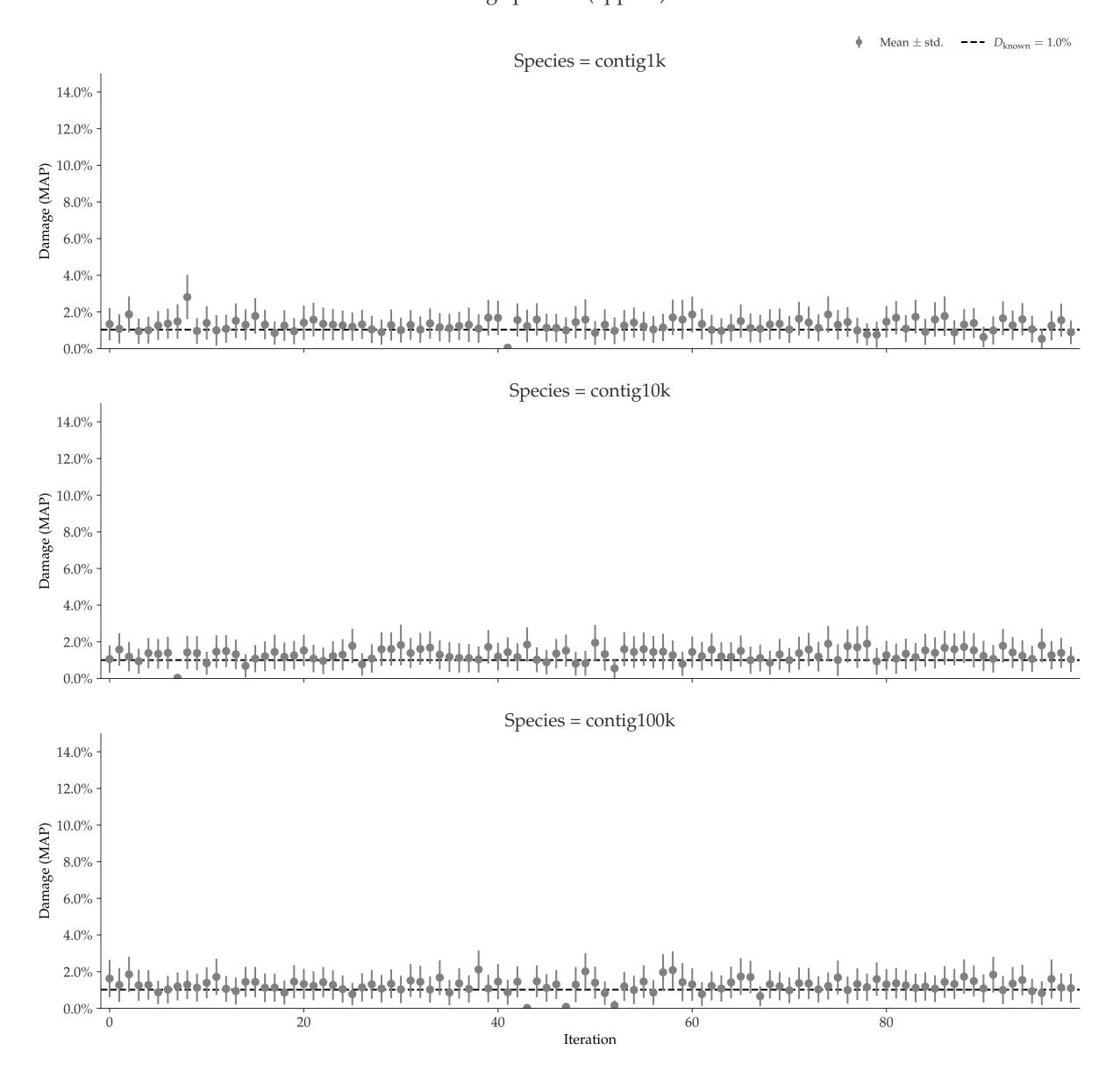
60

20

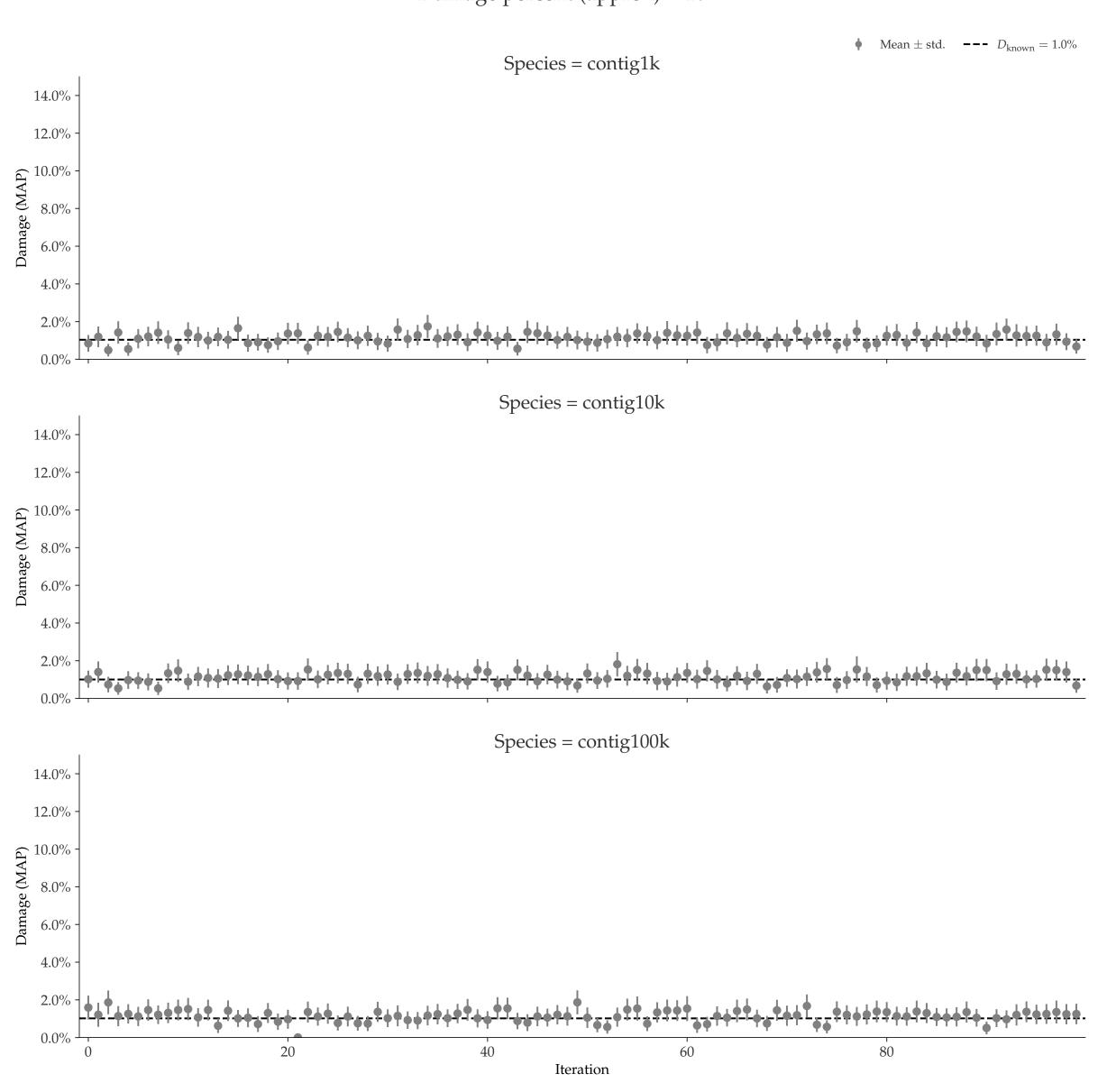
Individual damages: 500 reads Briggs damage = 0.035 Damage percent (approx) = 1%



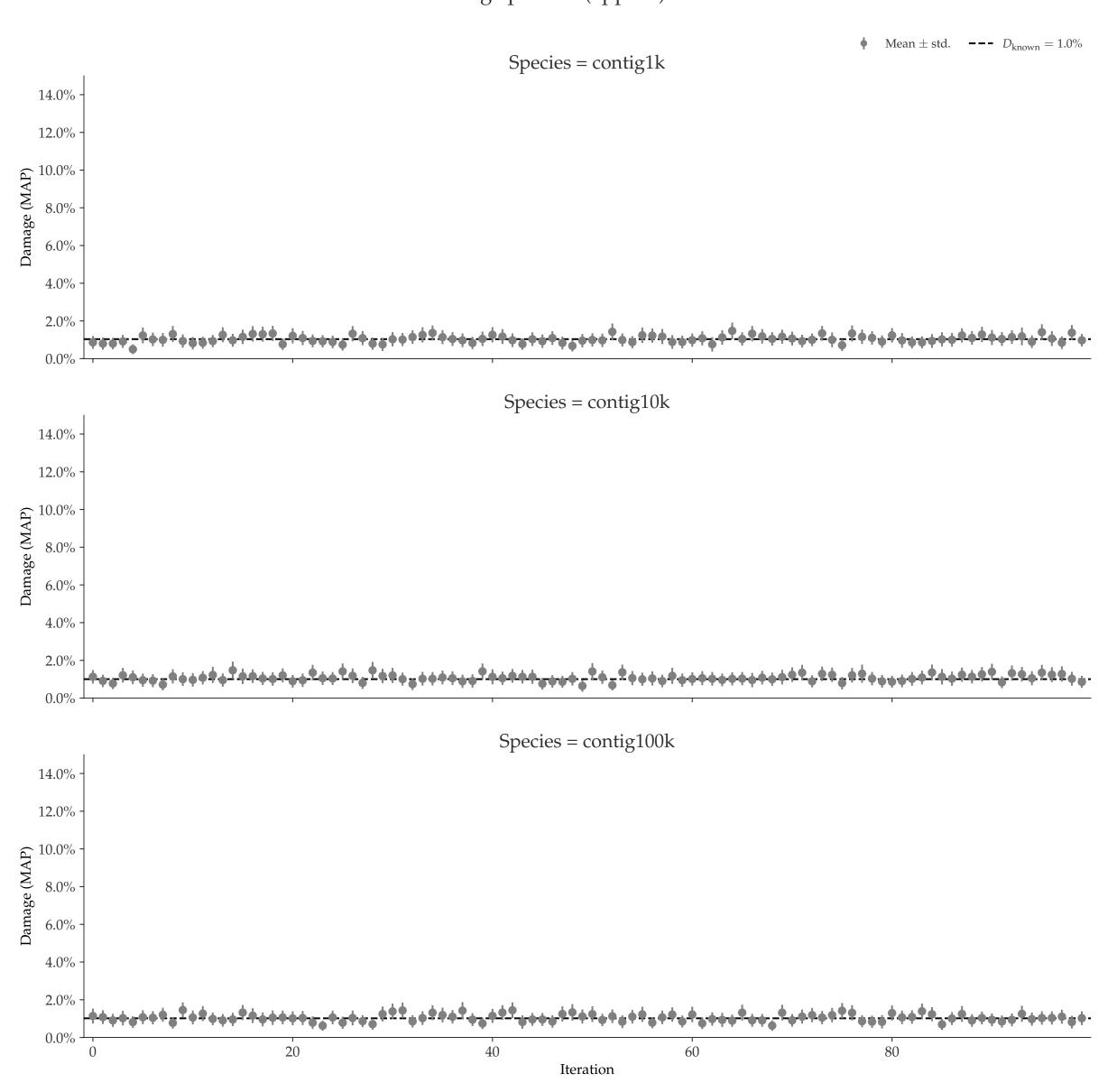
Individual damages: 1000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



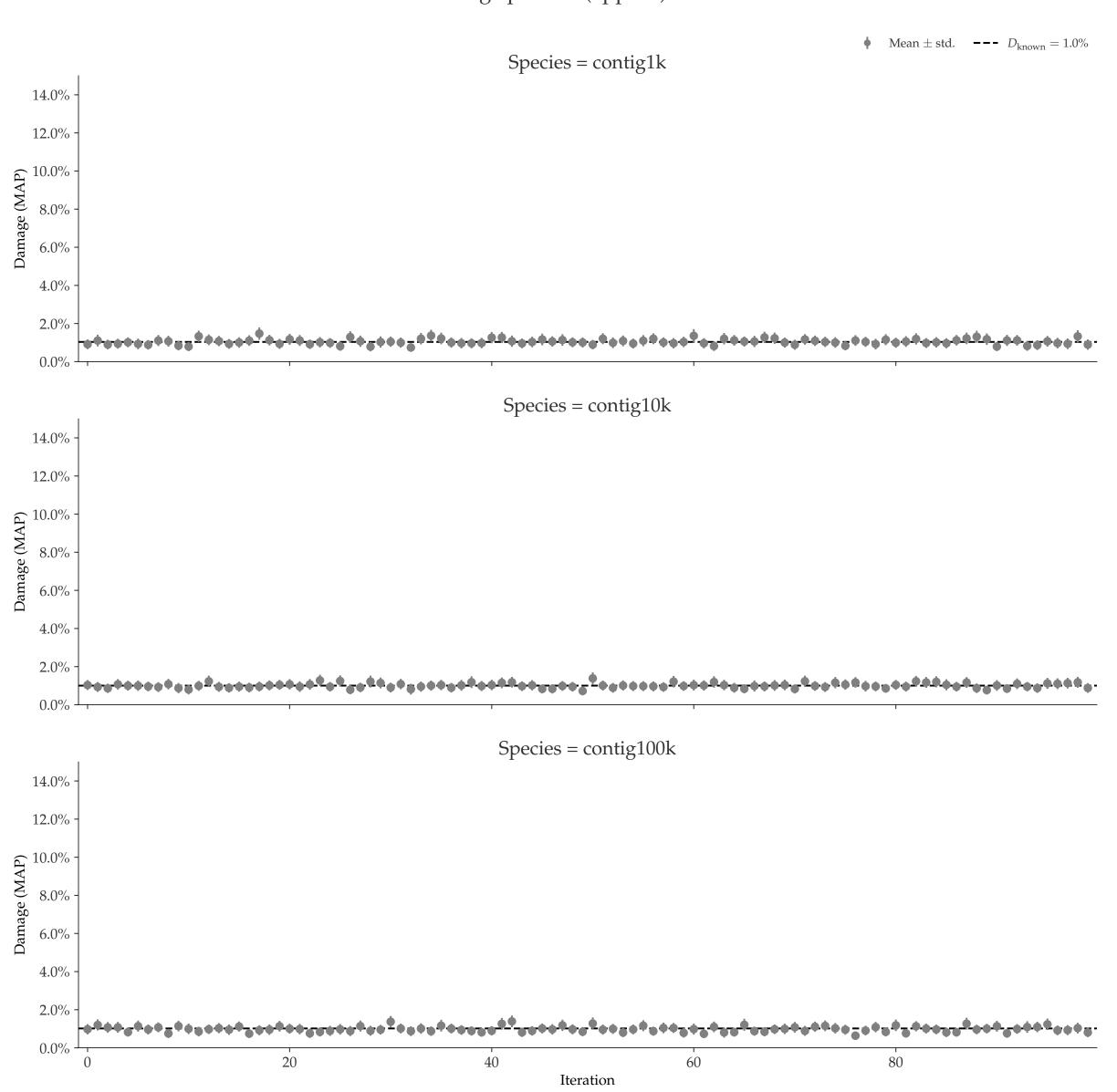
Individual damages: 2500 reads Briggs damage = 0.035 Damage percent (approx) = 1%



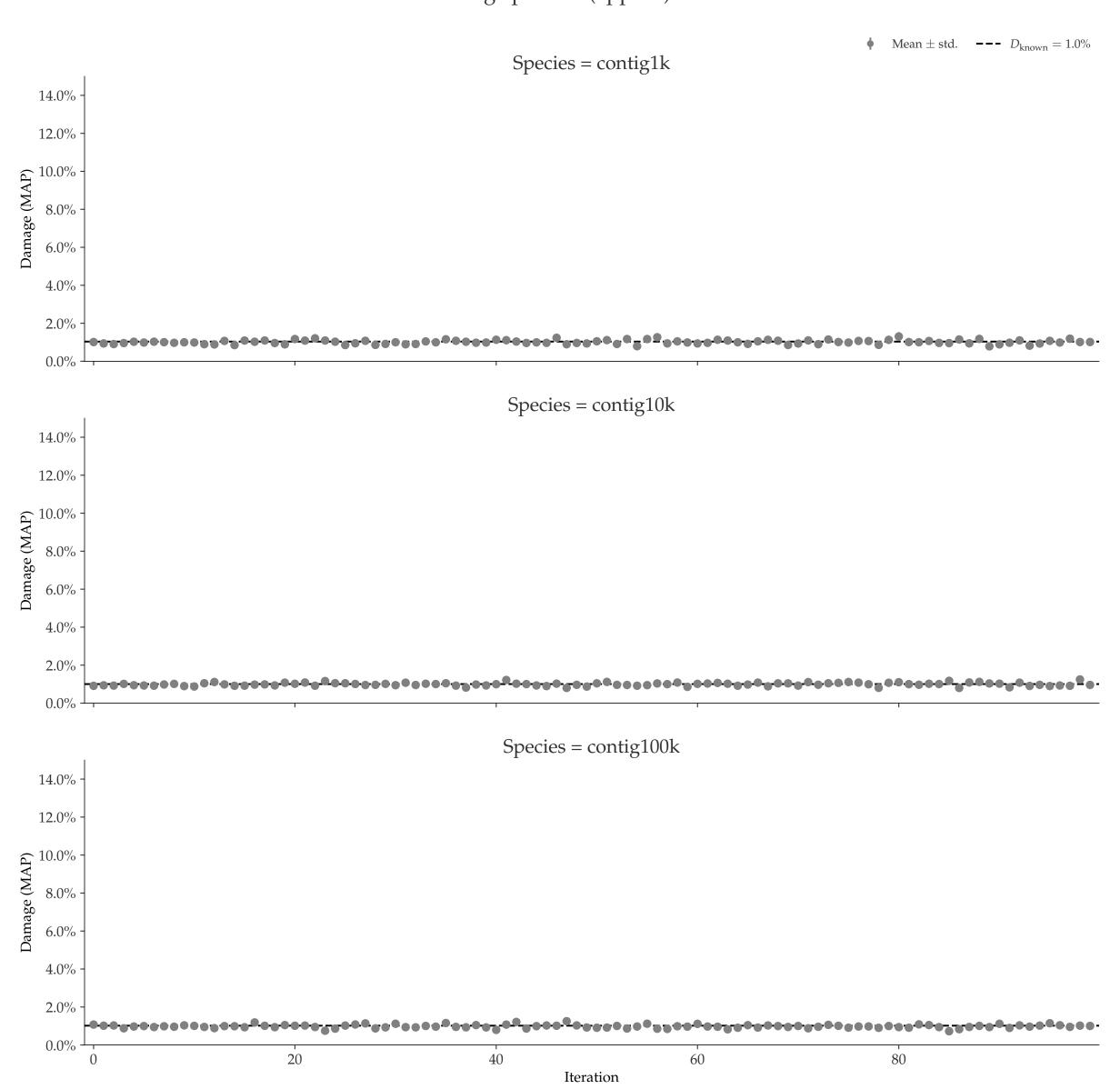
Individual damages: 5000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



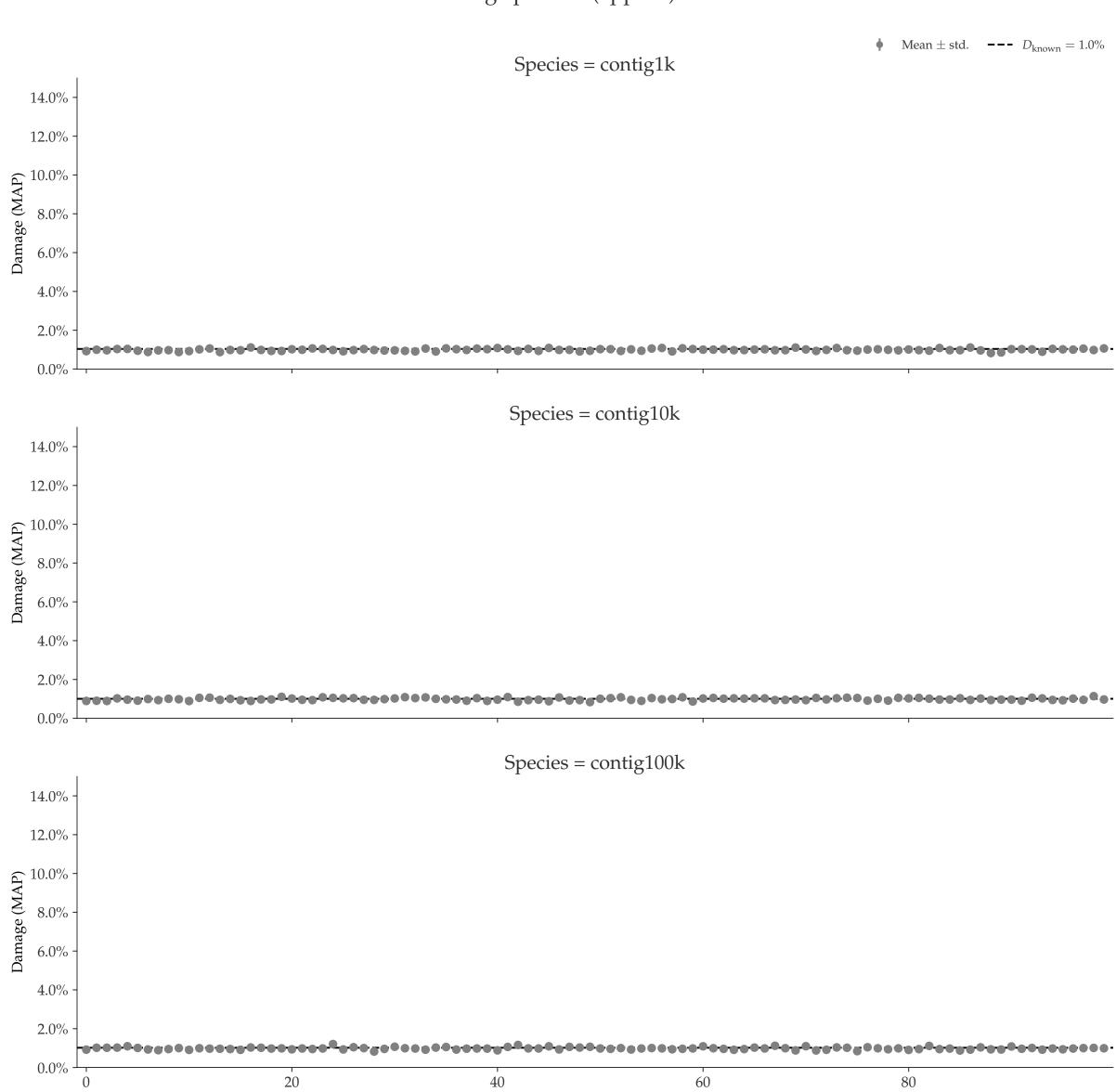
Individual damages: 10000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



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

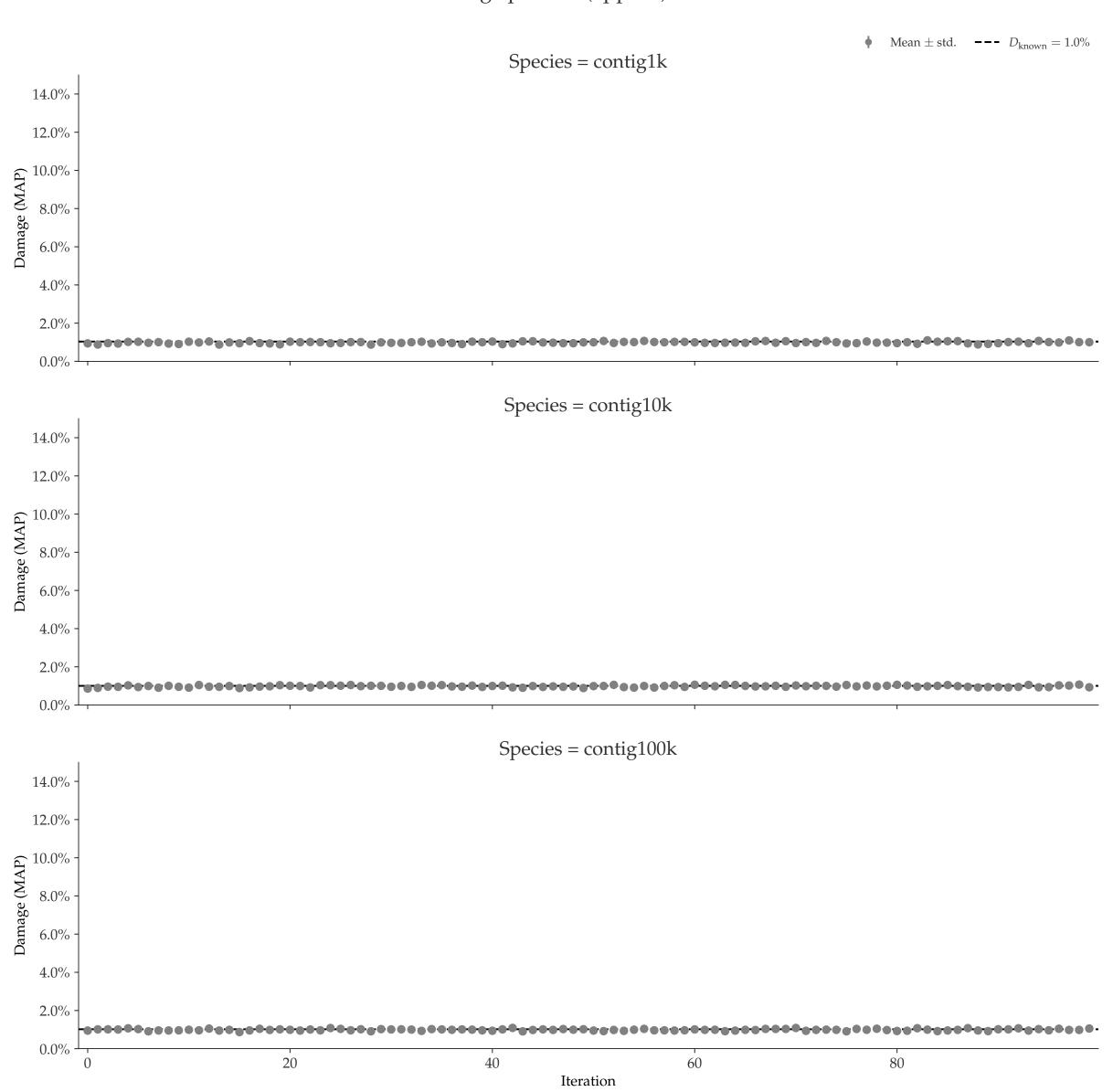


Individual damages: 50000 reads Briggs damage = 0.035 Damage percent (approx) = 1%

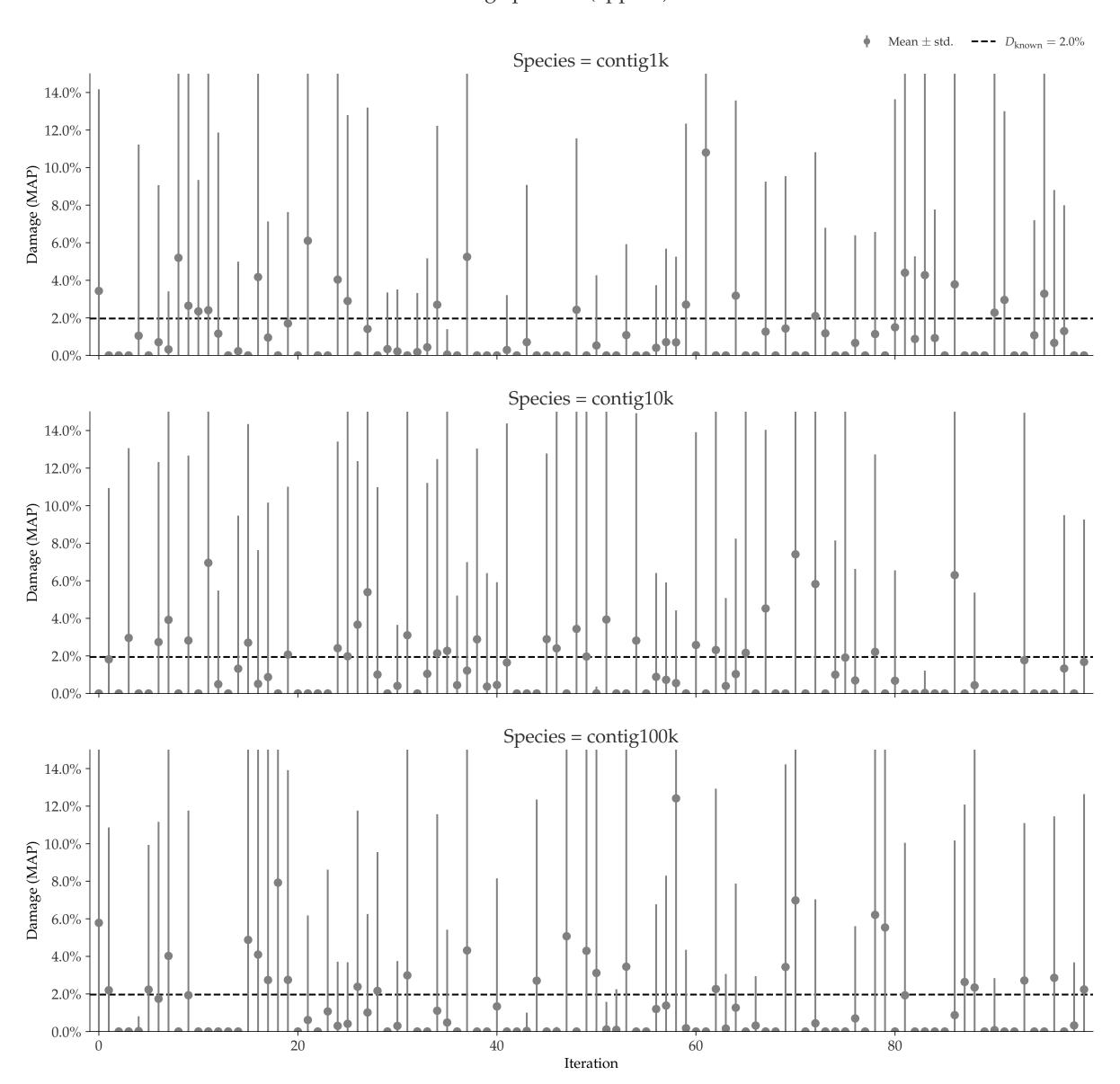


Iteration

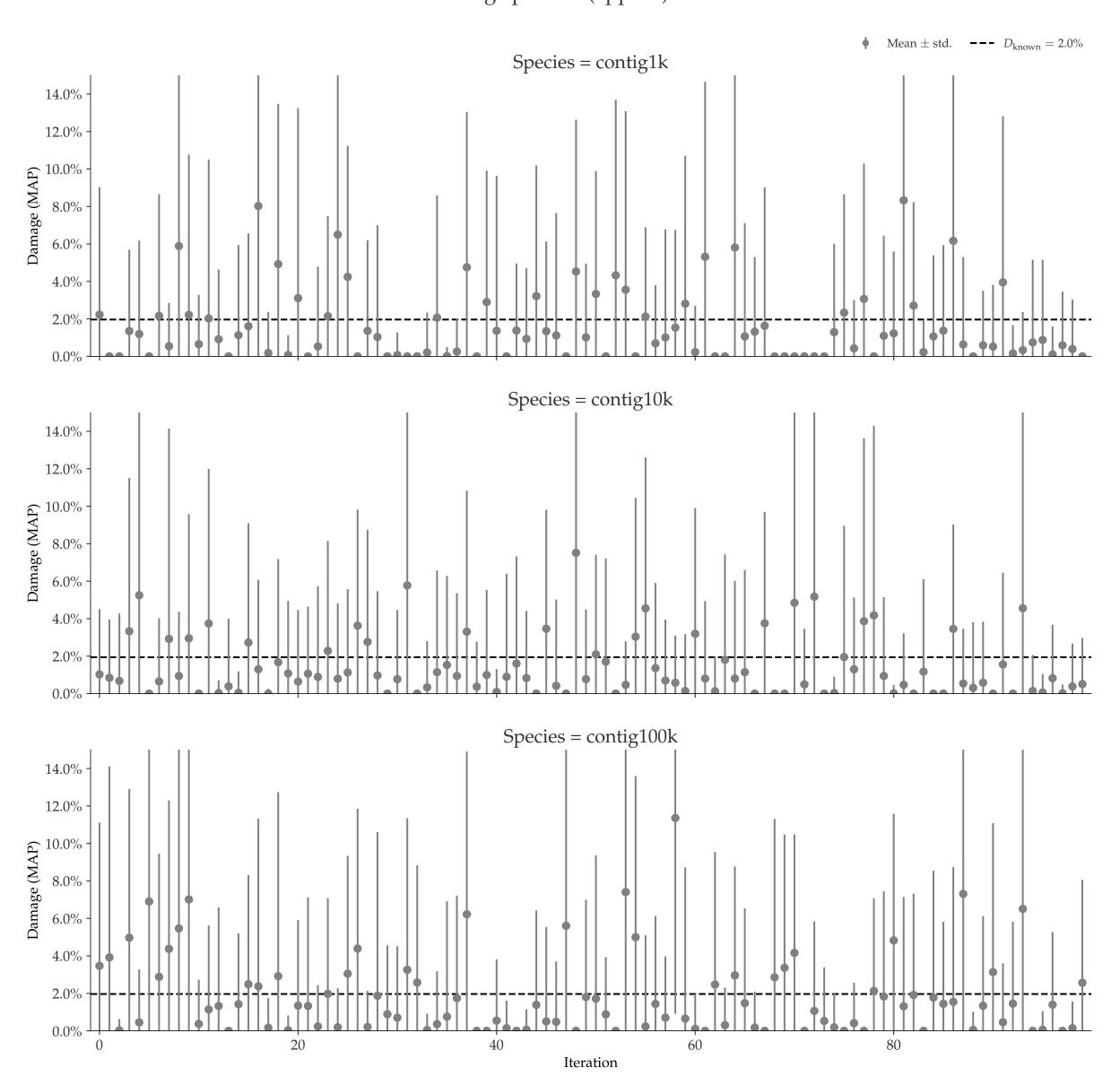
Individual damages: 100000 reads Briggs damage = 0.035 Damage percent (approx) = 1%



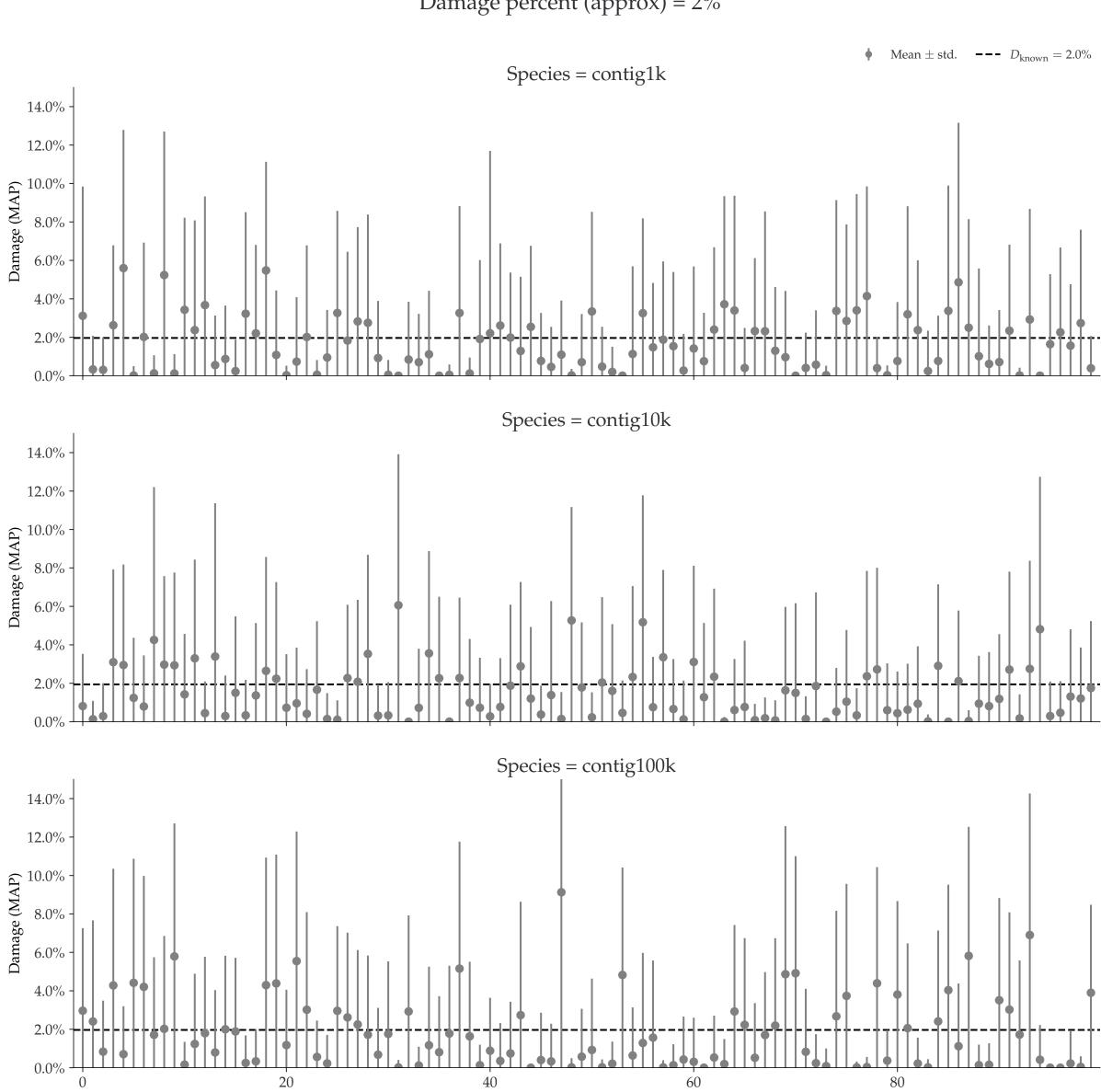
Individual damages: 10 reads Briggs damage = 0.065 Damage percent (approx) = 2%



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



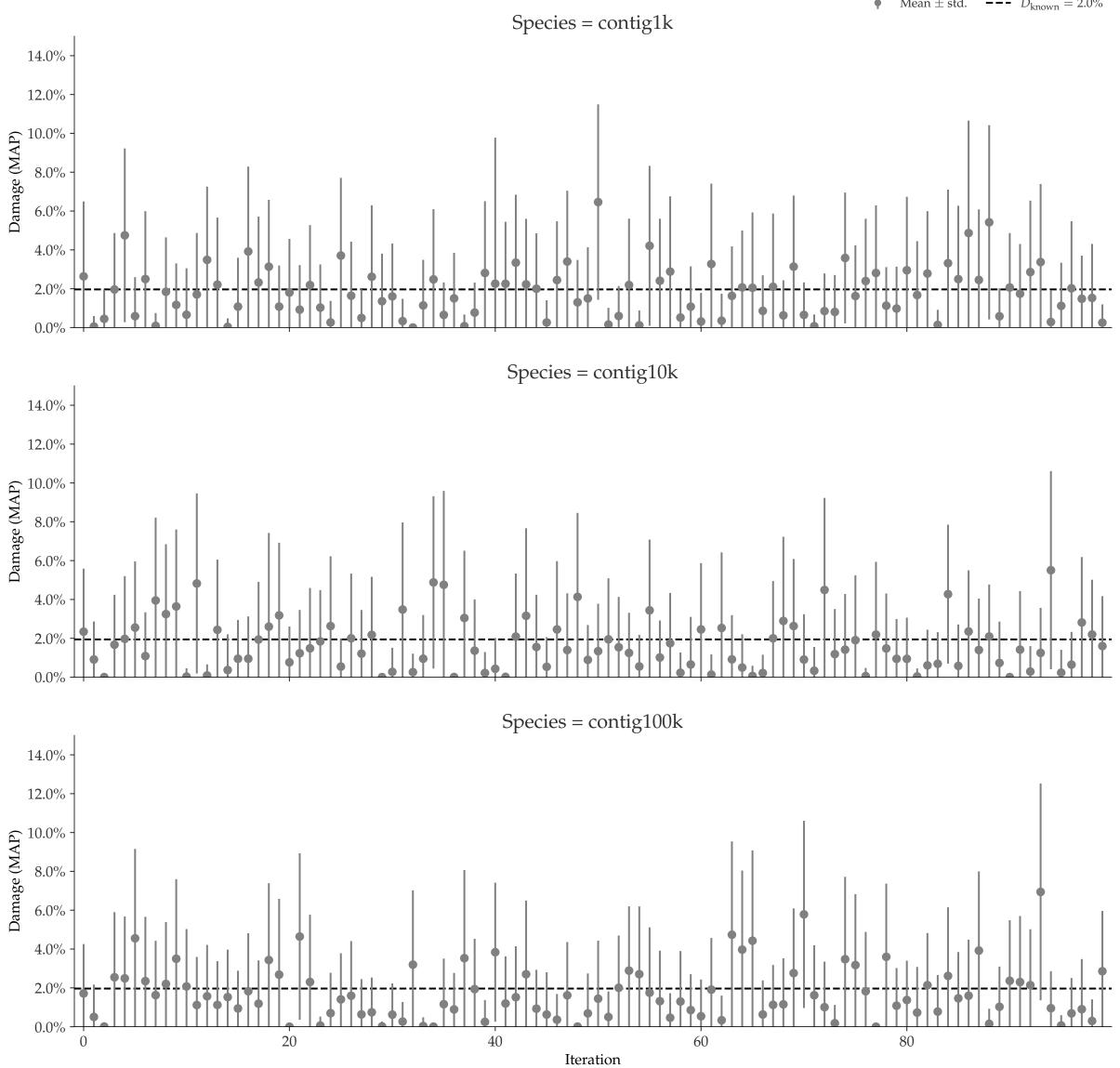
Individual damages: 50 reads Briggs damage = 0.065 Damage percent (approx) = 2%



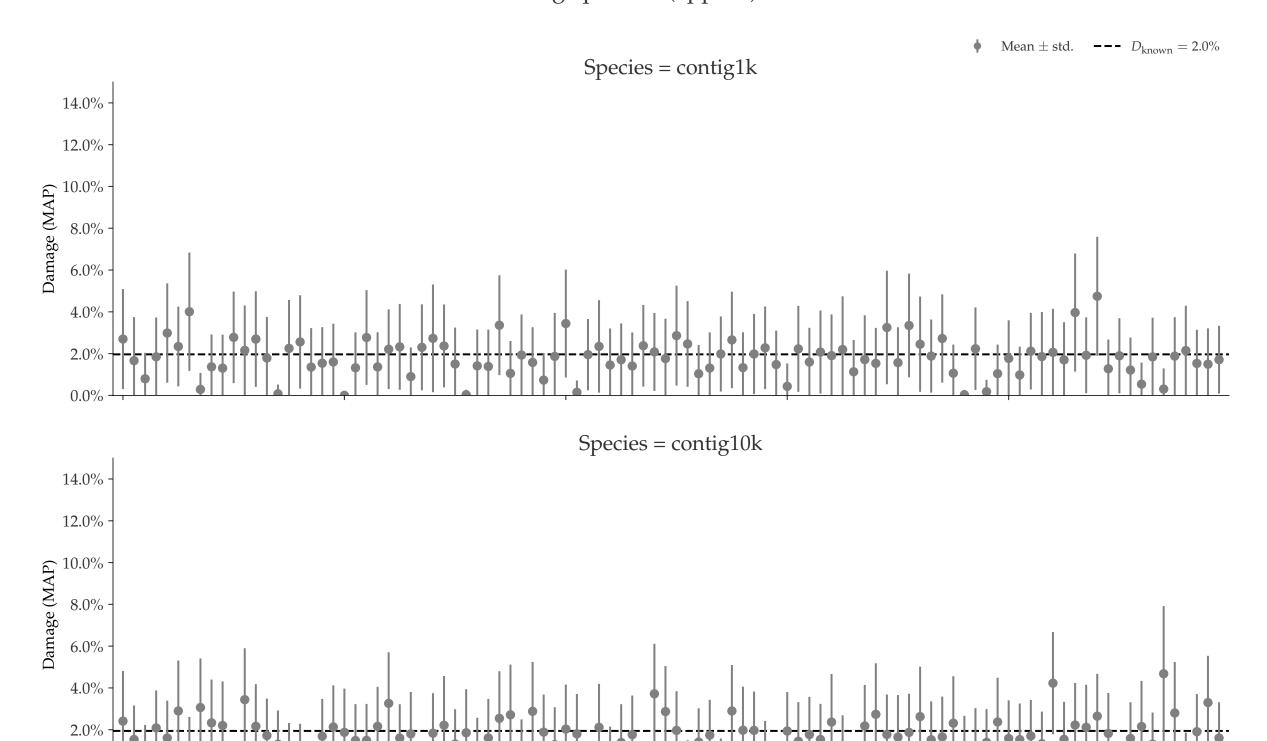
Iteration

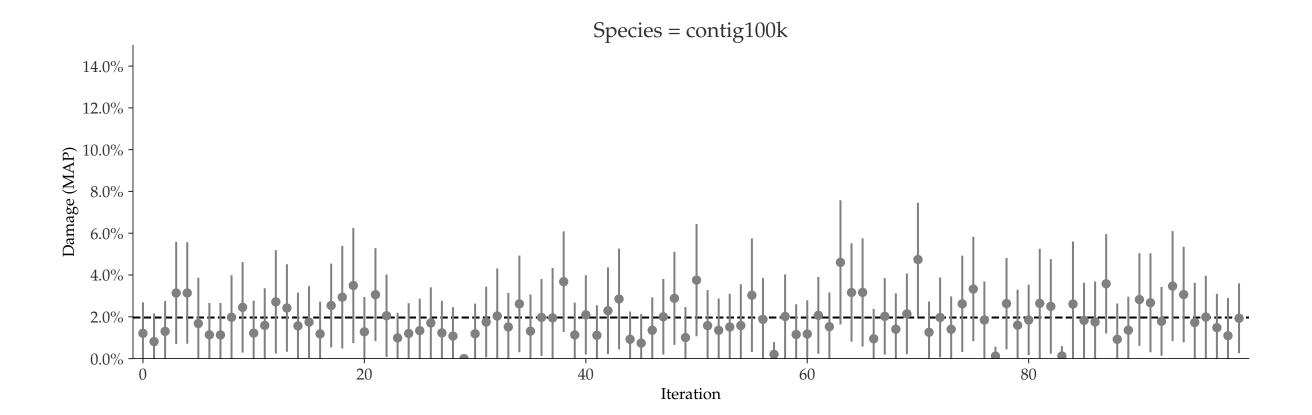
Individual damages: 100 reads Briggs damage = 0.065 Damage percent (approx) = 2%





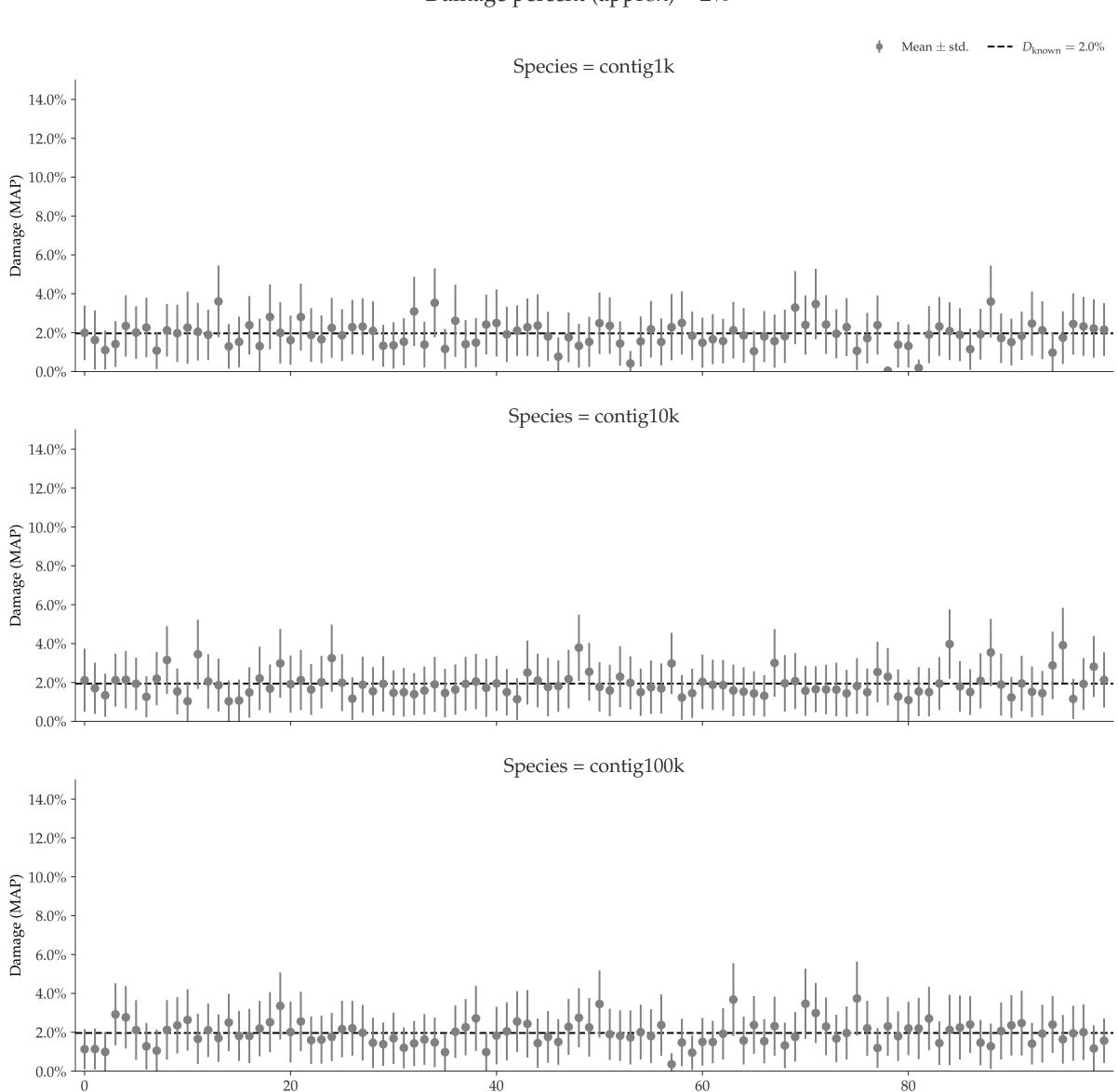
Individual damages: 250 reads Briggs damage = 0.065 Damage percent (approx) = 2%





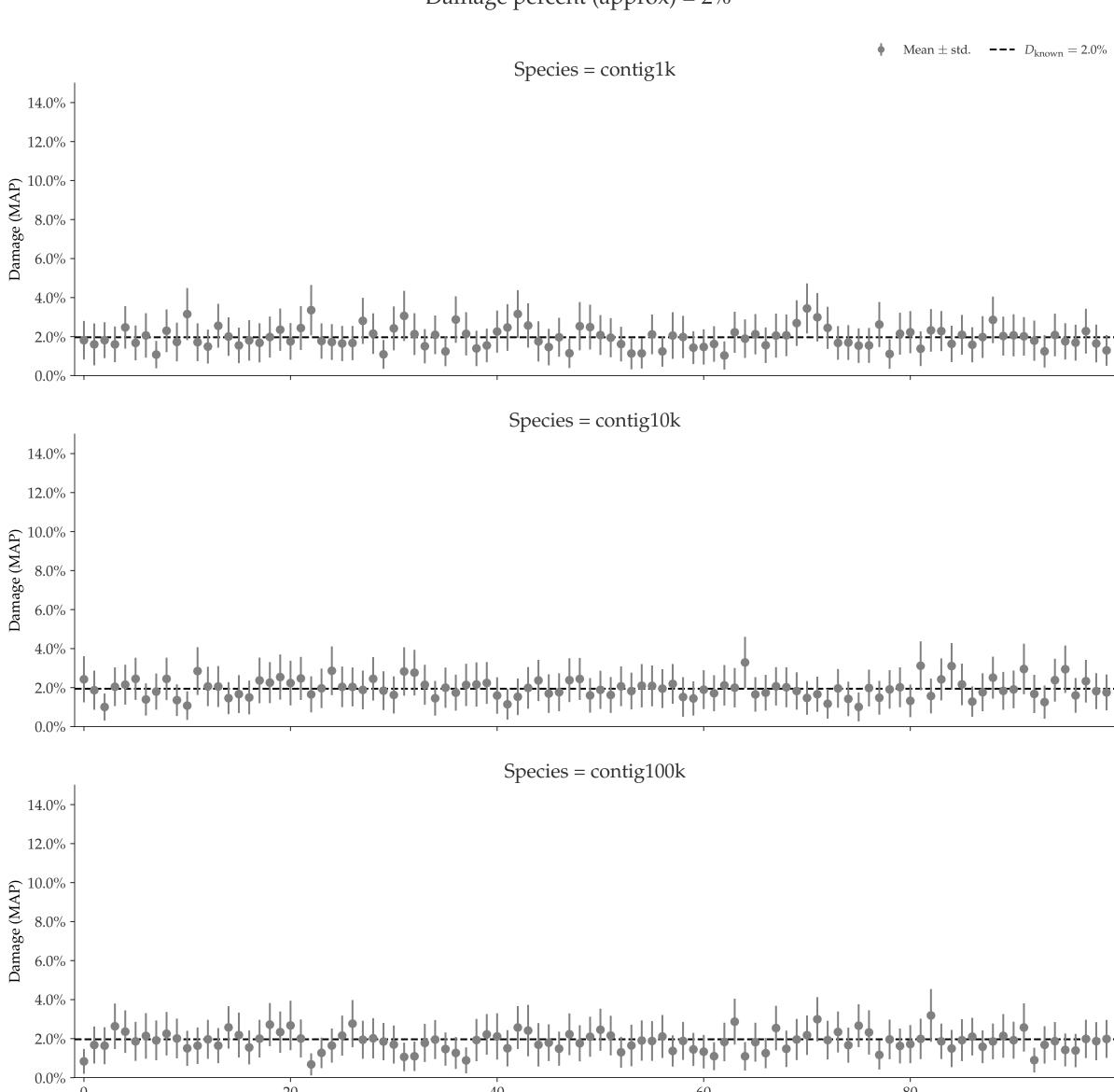
0.0%

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



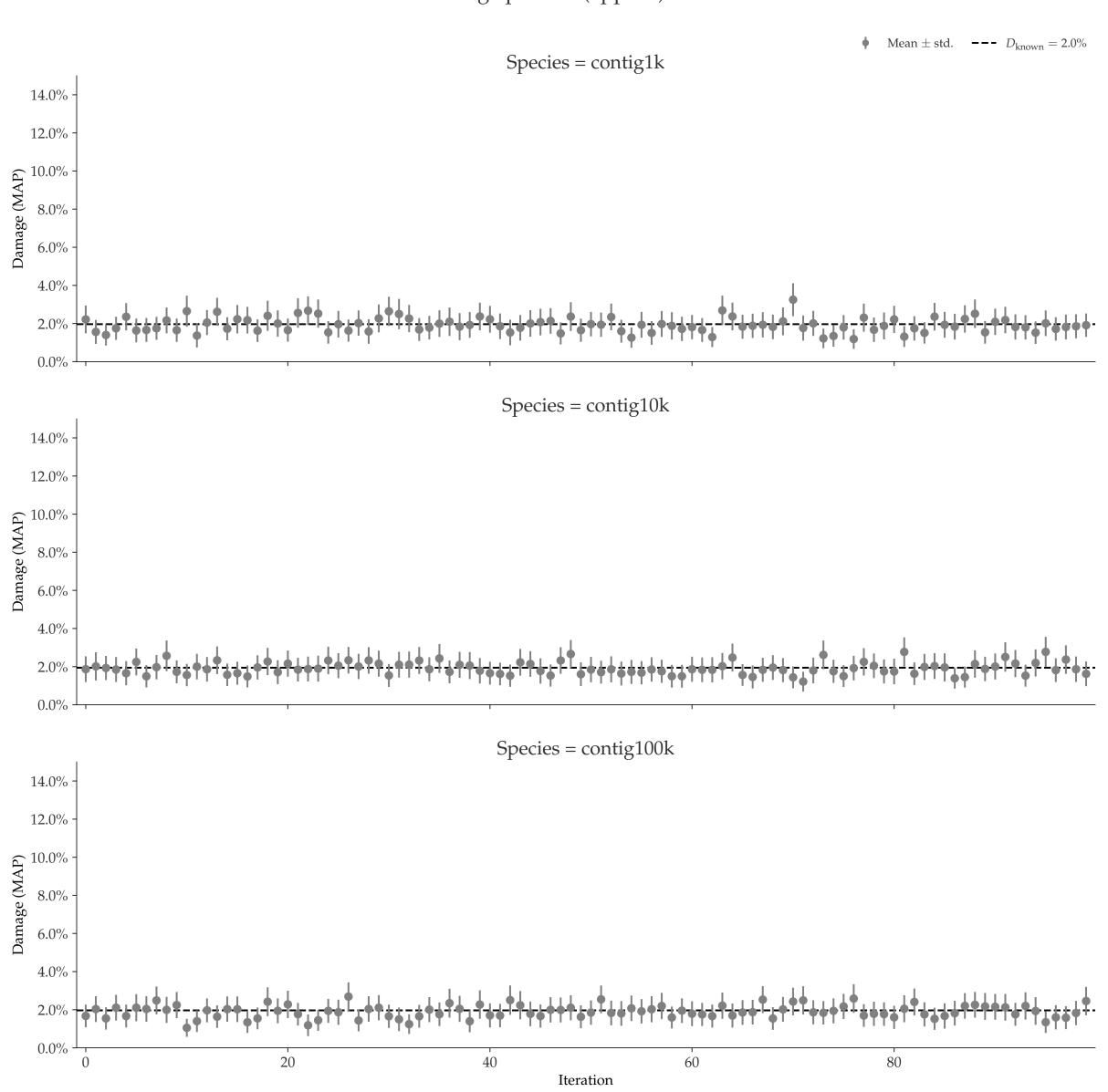
Iteration

Individual damages: 1000 reads Briggs damage = 0.065 Damage percent (approx) = 2%

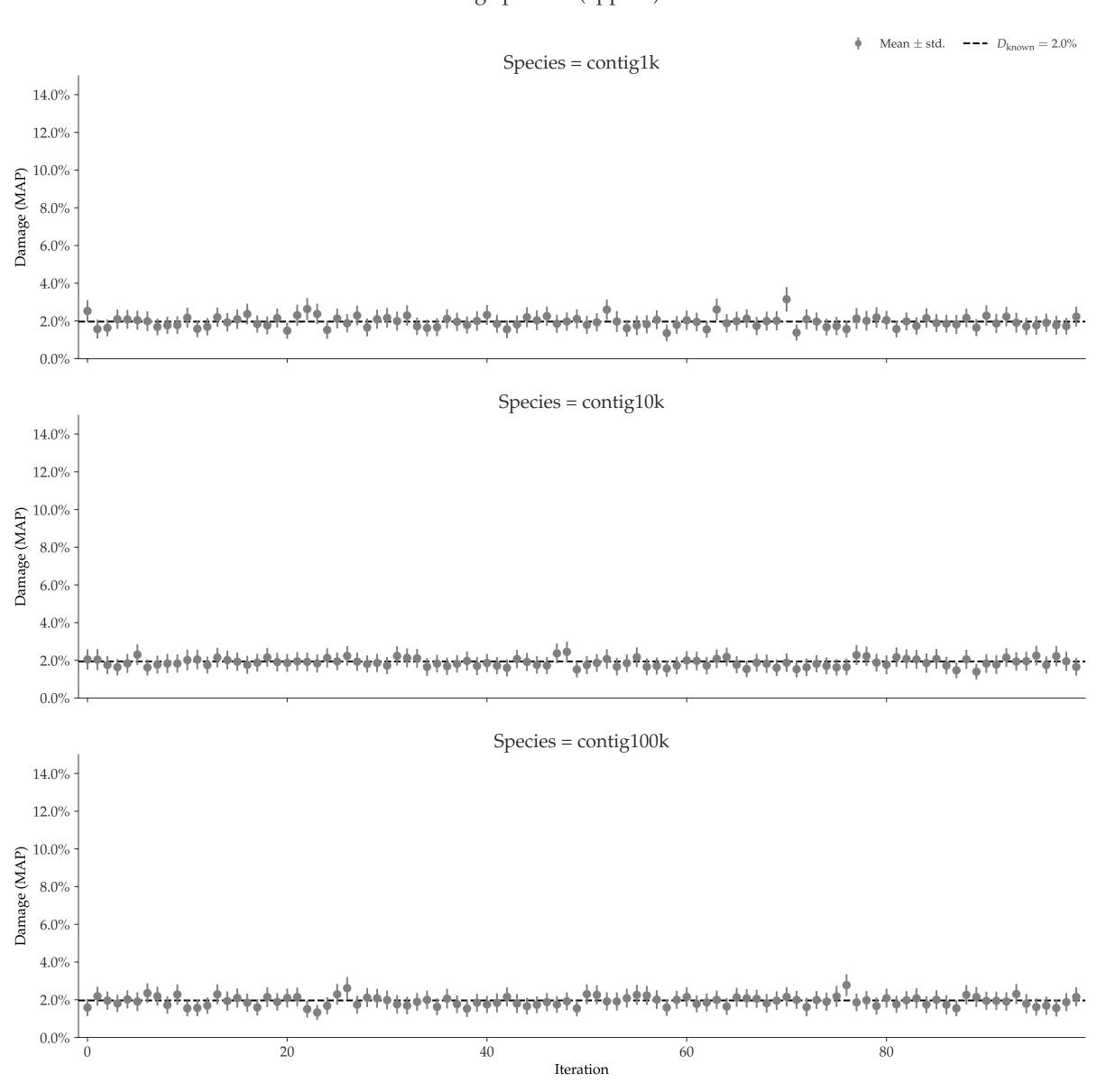


Iteration

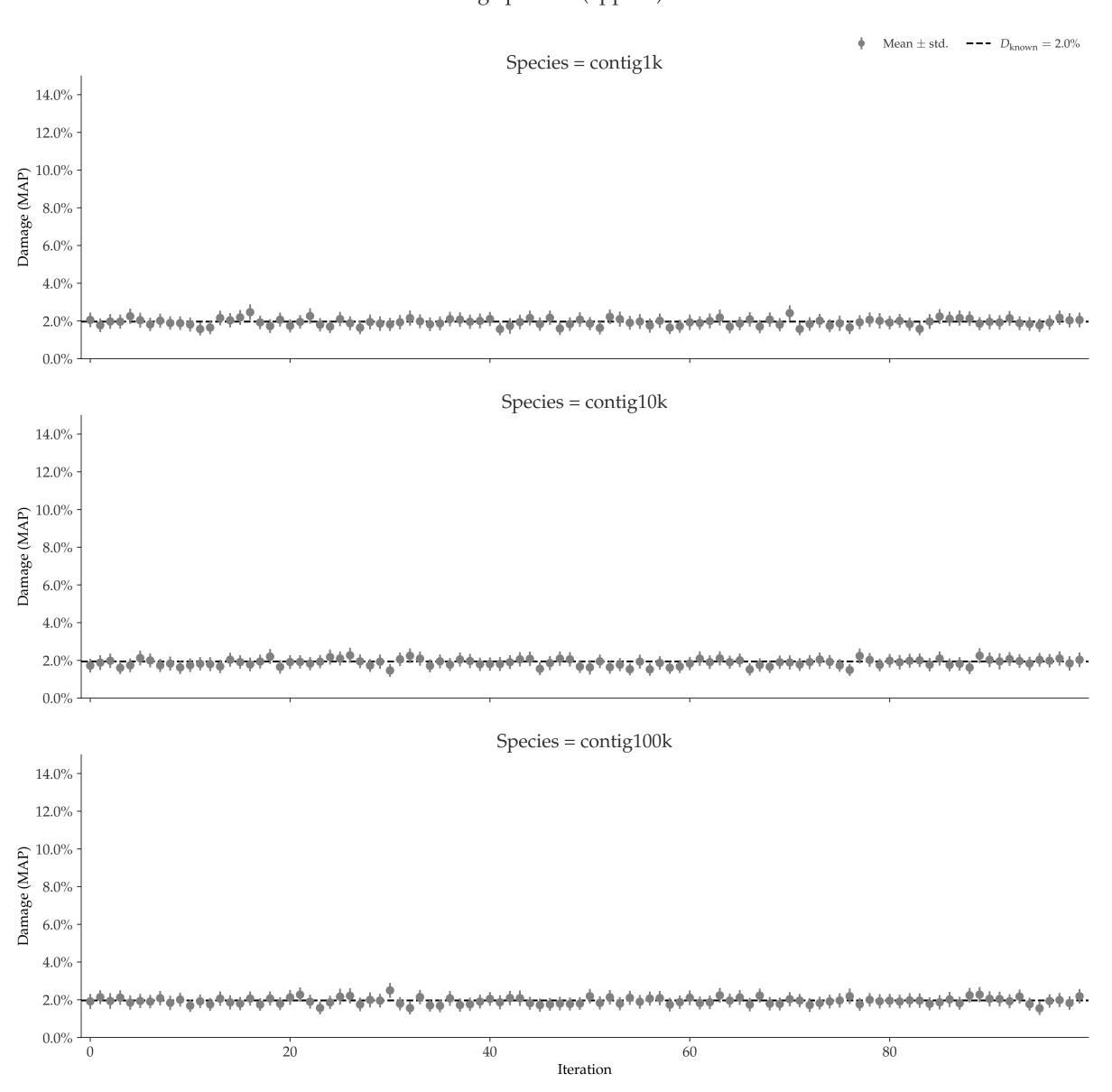
Individual damages: 2500 reads Briggs damage = 0.065 Damage percent (approx) = 2%



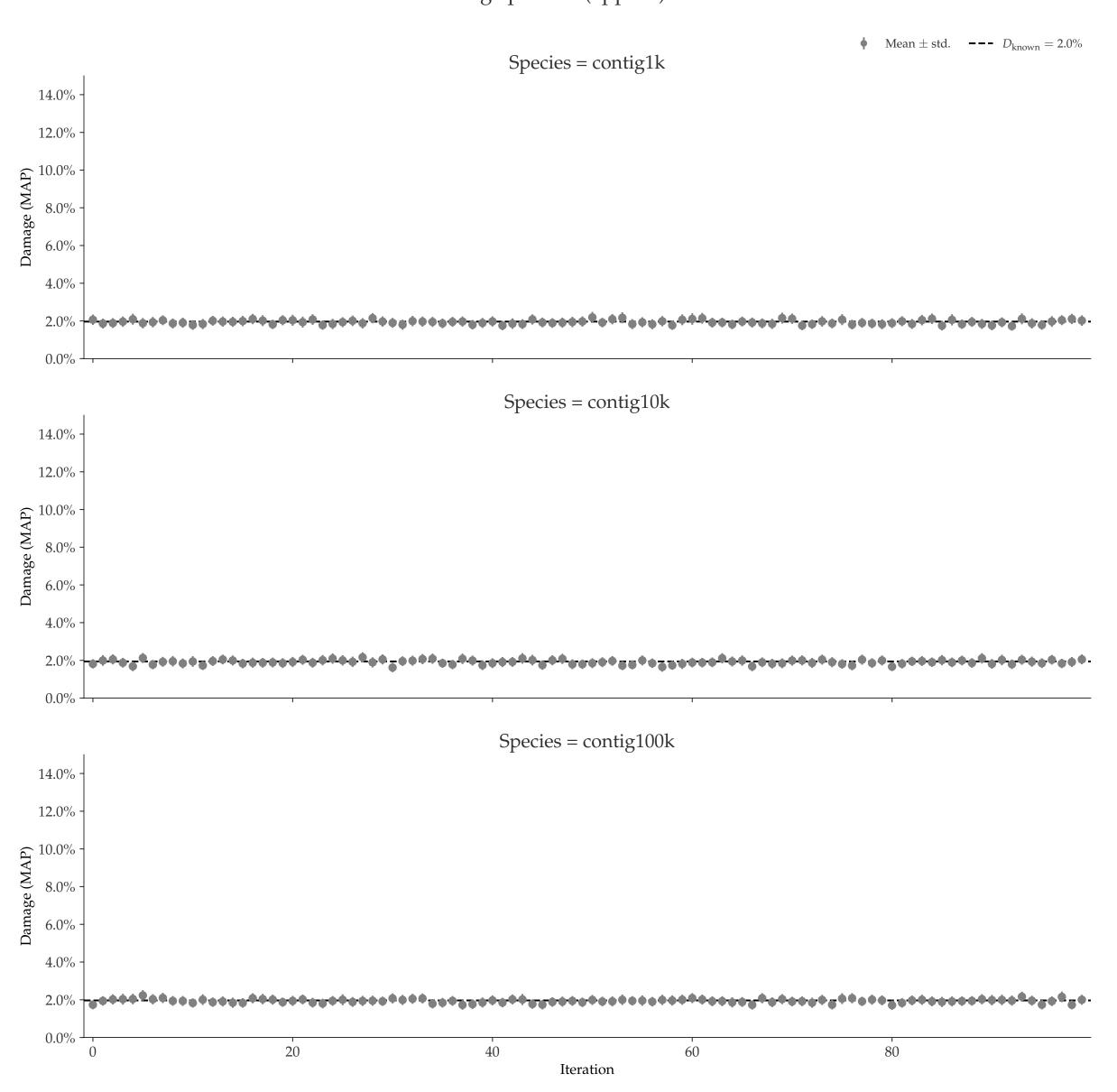
Individual damages: 5000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



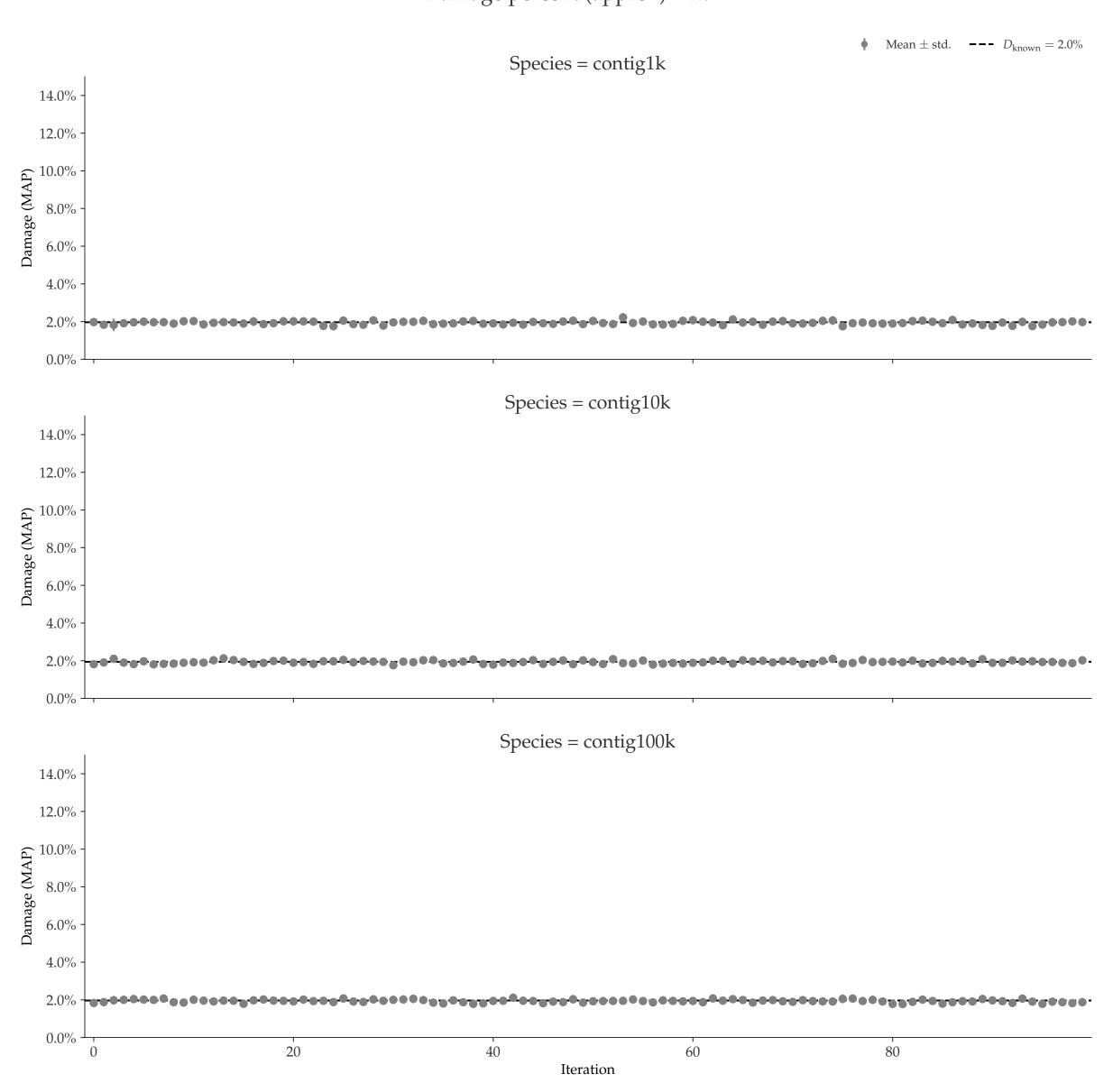
Individual damages: 10000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



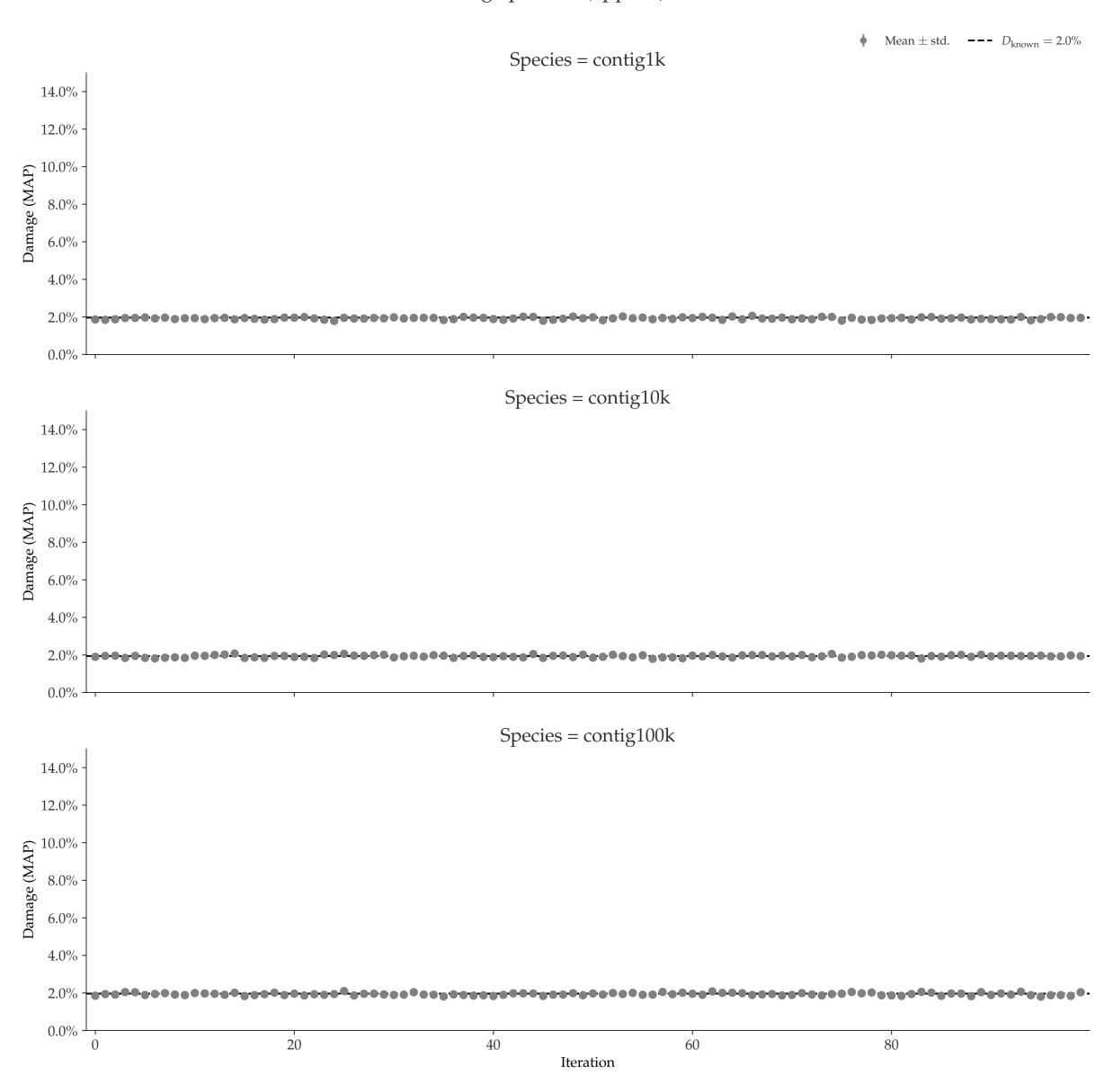
Individual damages: 25000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



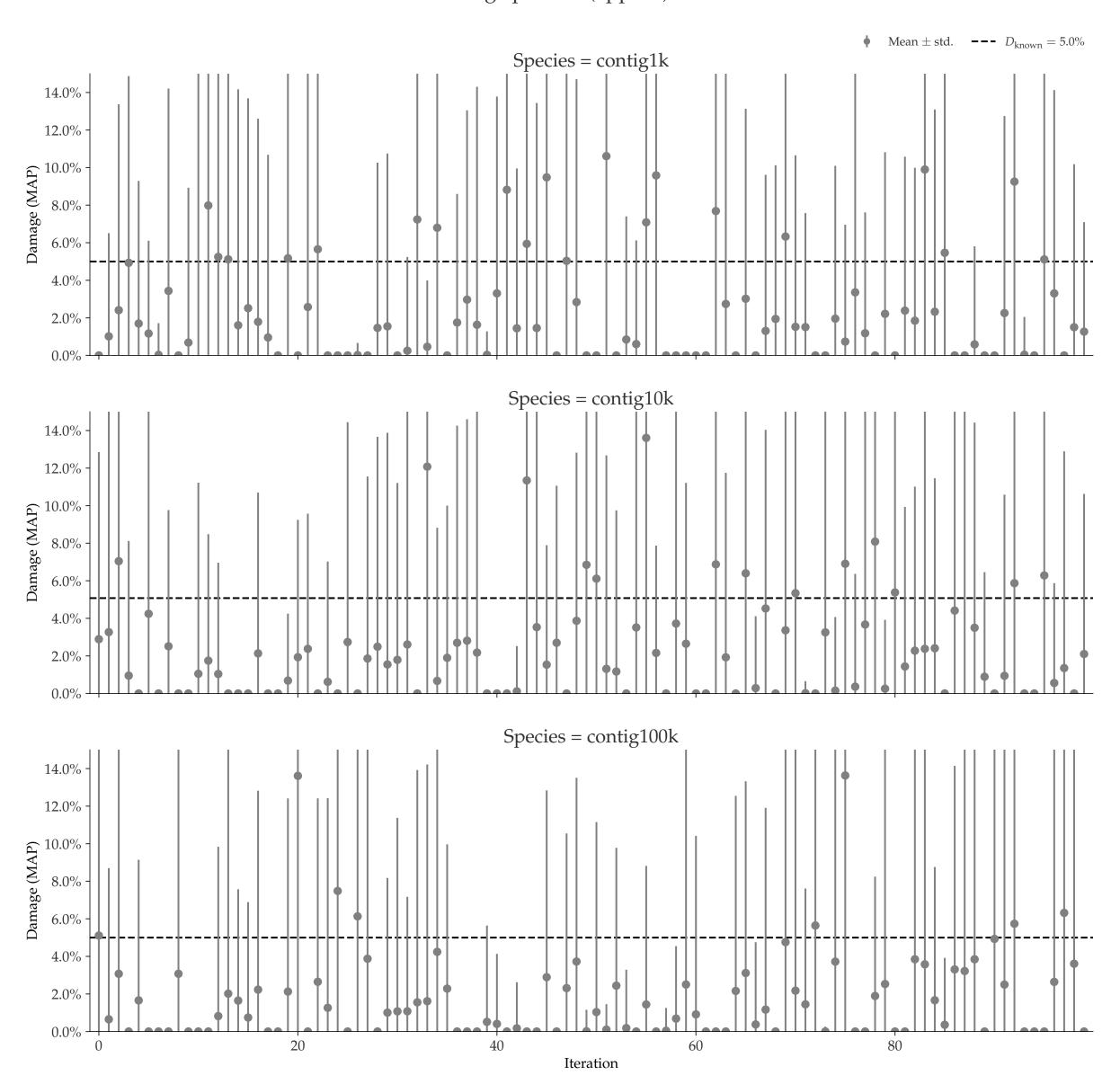
Individual damages: 50000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



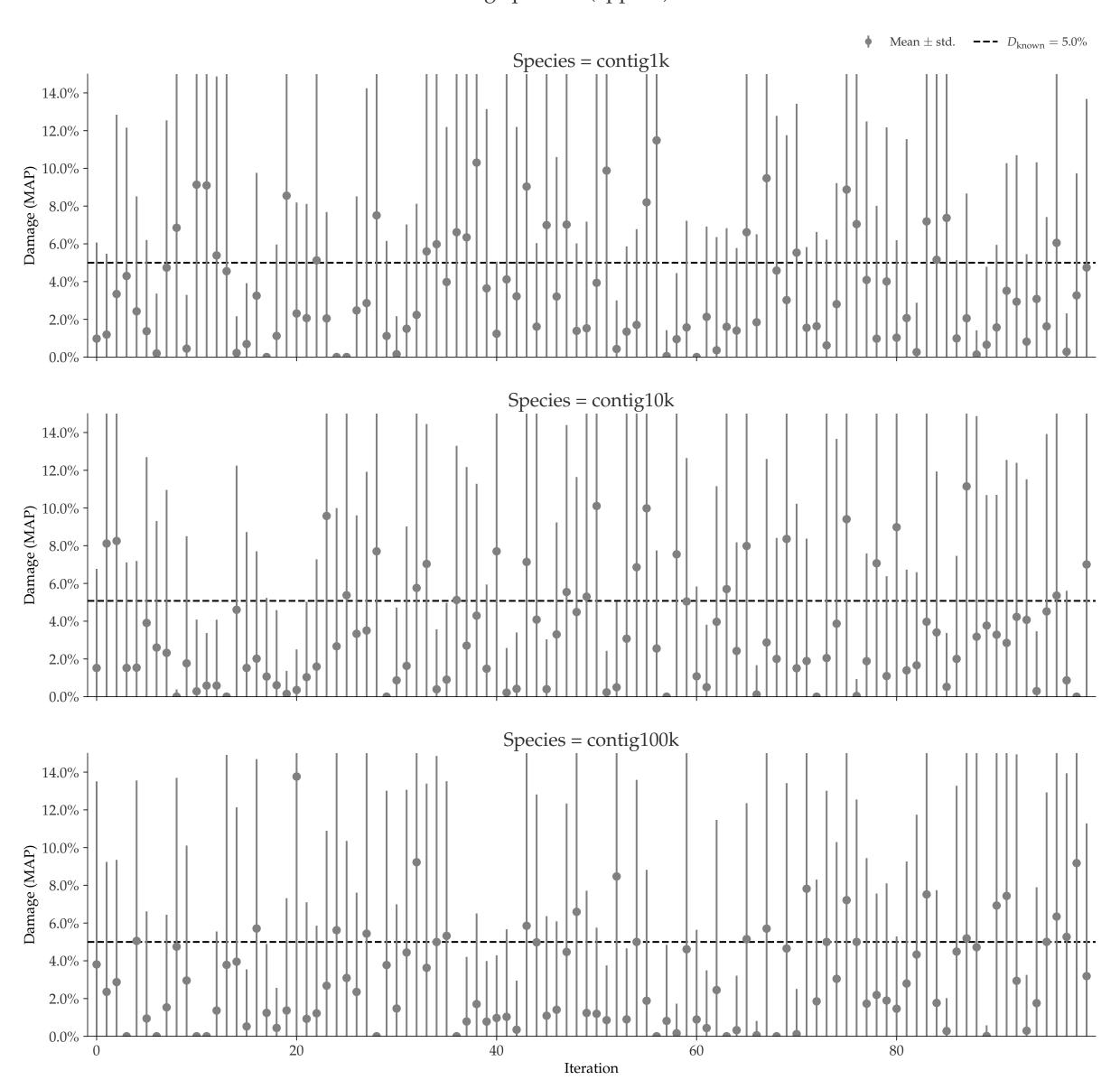
Individual damages: 100000 reads Briggs damage = 0.065 Damage percent (approx) = 2%



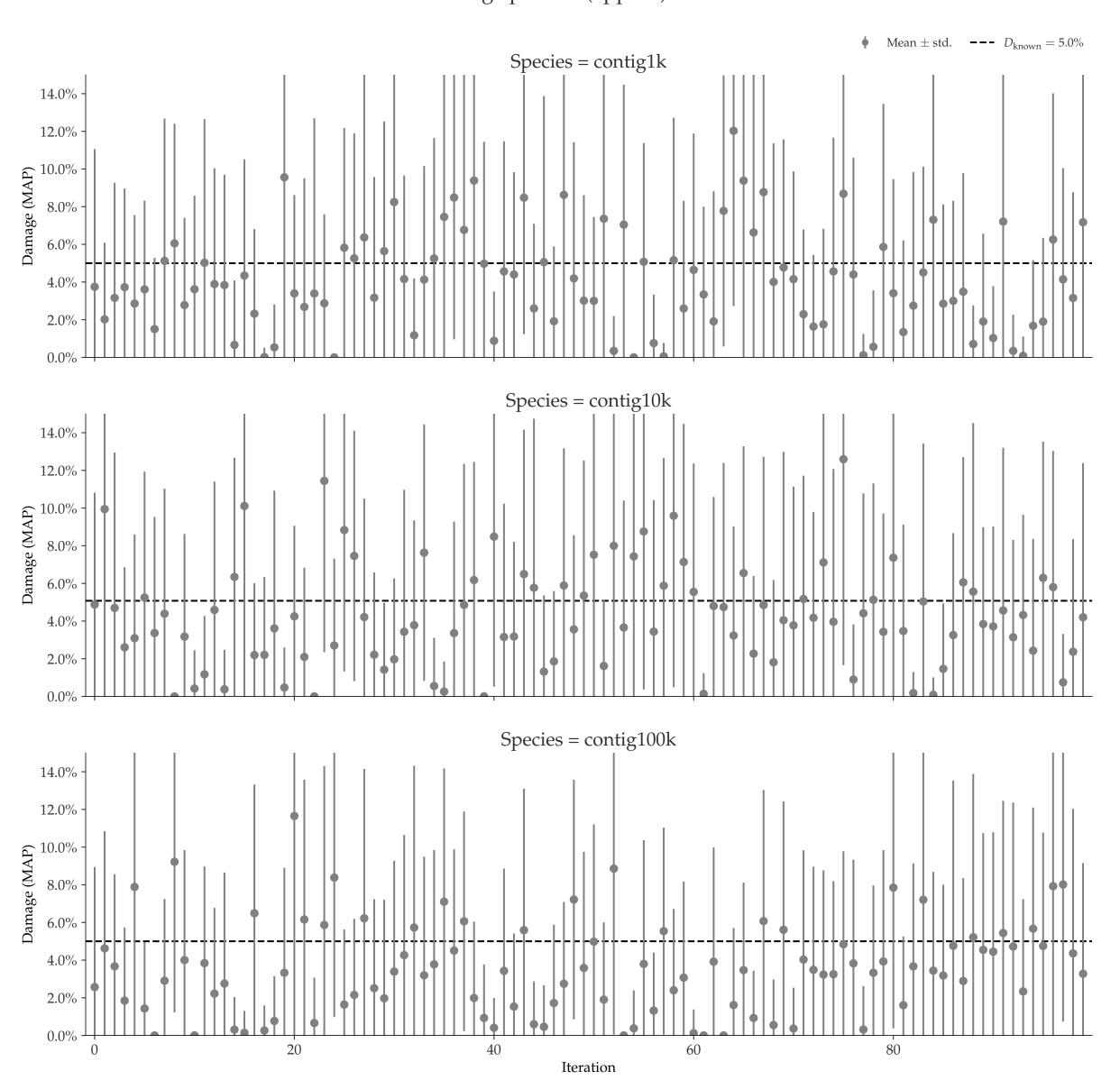
Individual damages: 10 reads Briggs damage = 0.162 Damage percent (approx) = 5%



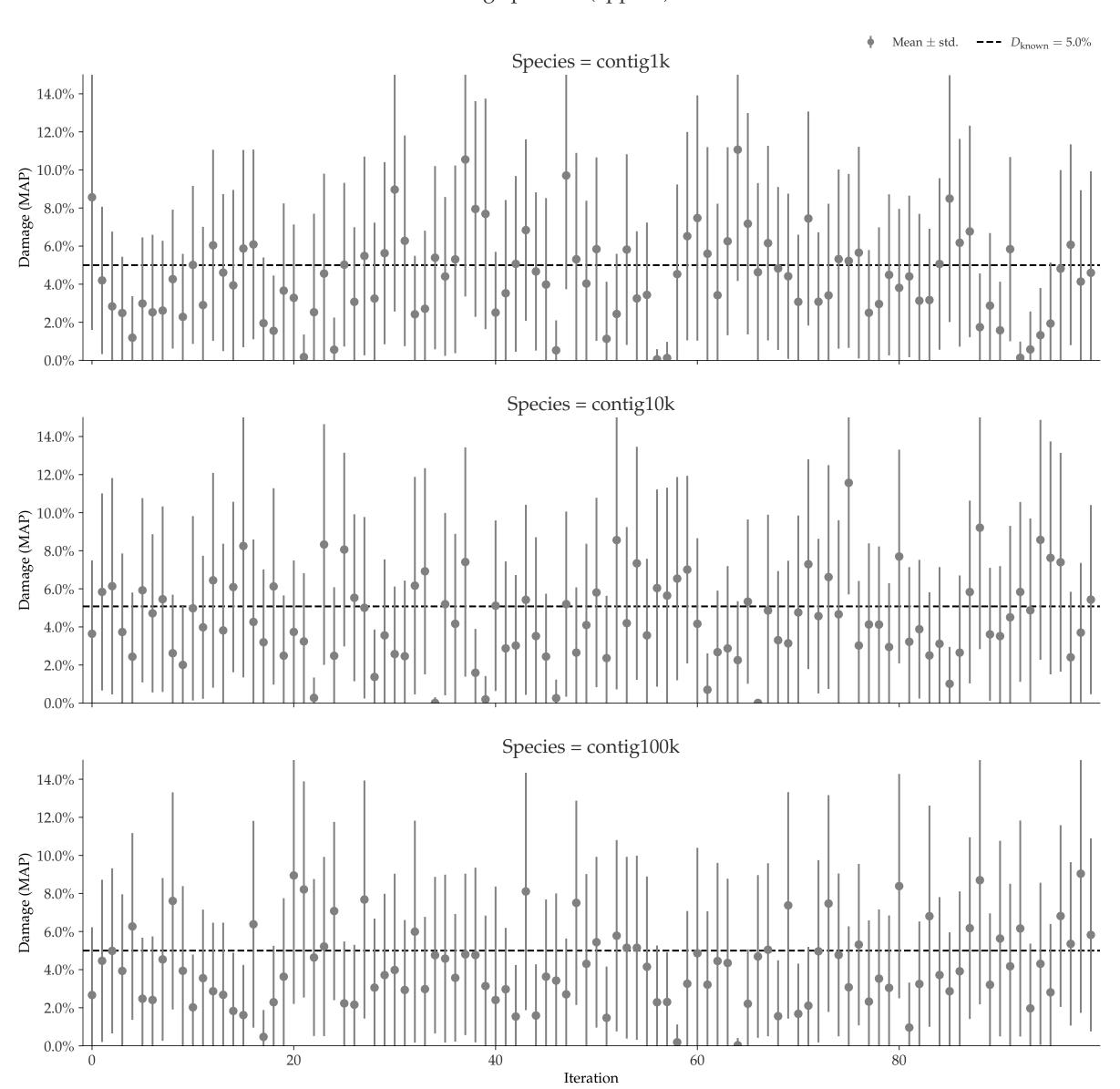
Individual damages: 25 reads Briggs damage = 0.162 Damage percent (approx) = 5%



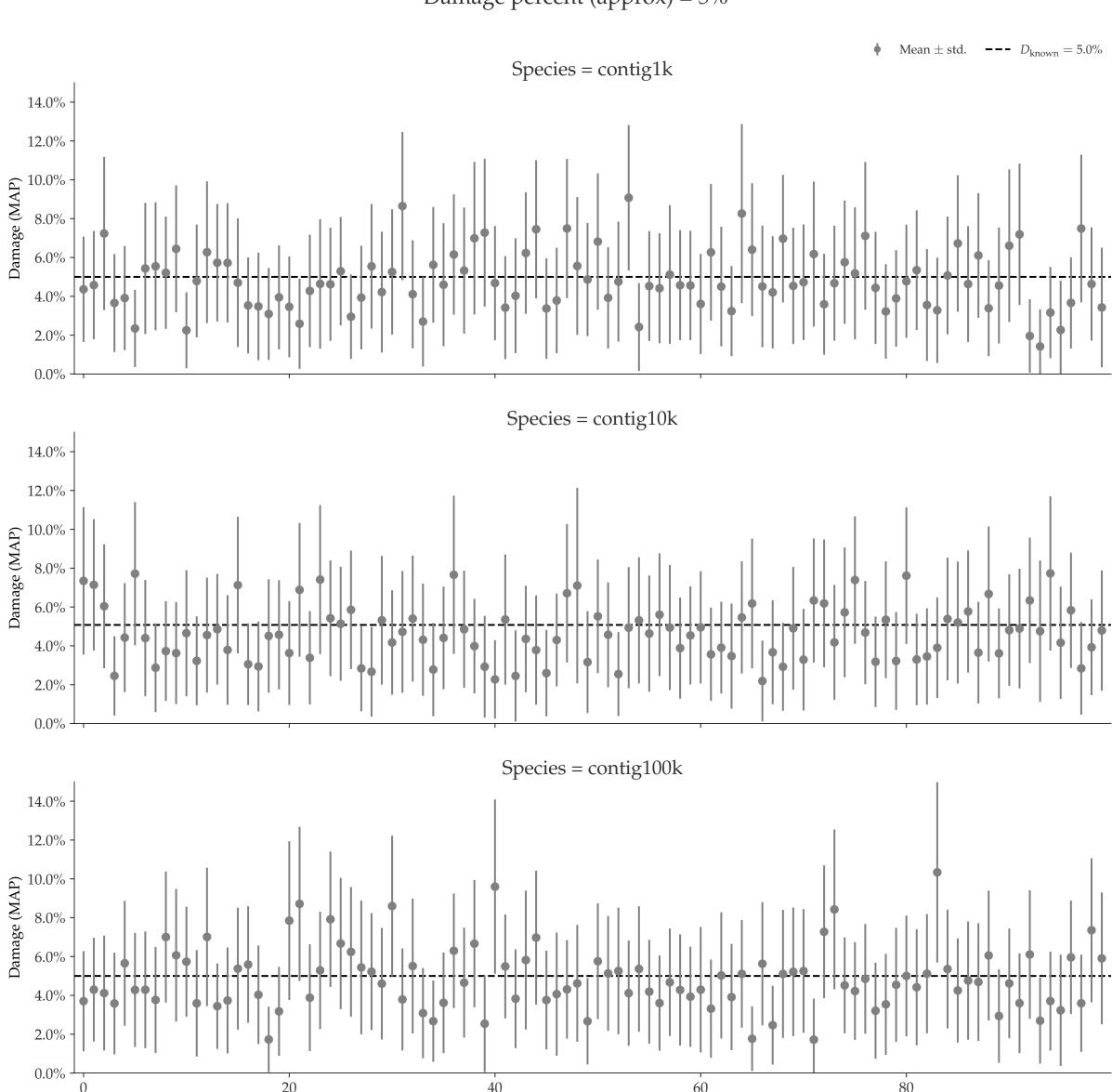
Individual damages: 50 reads Briggs damage = 0.162 Damage percent (approx) = 5%



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



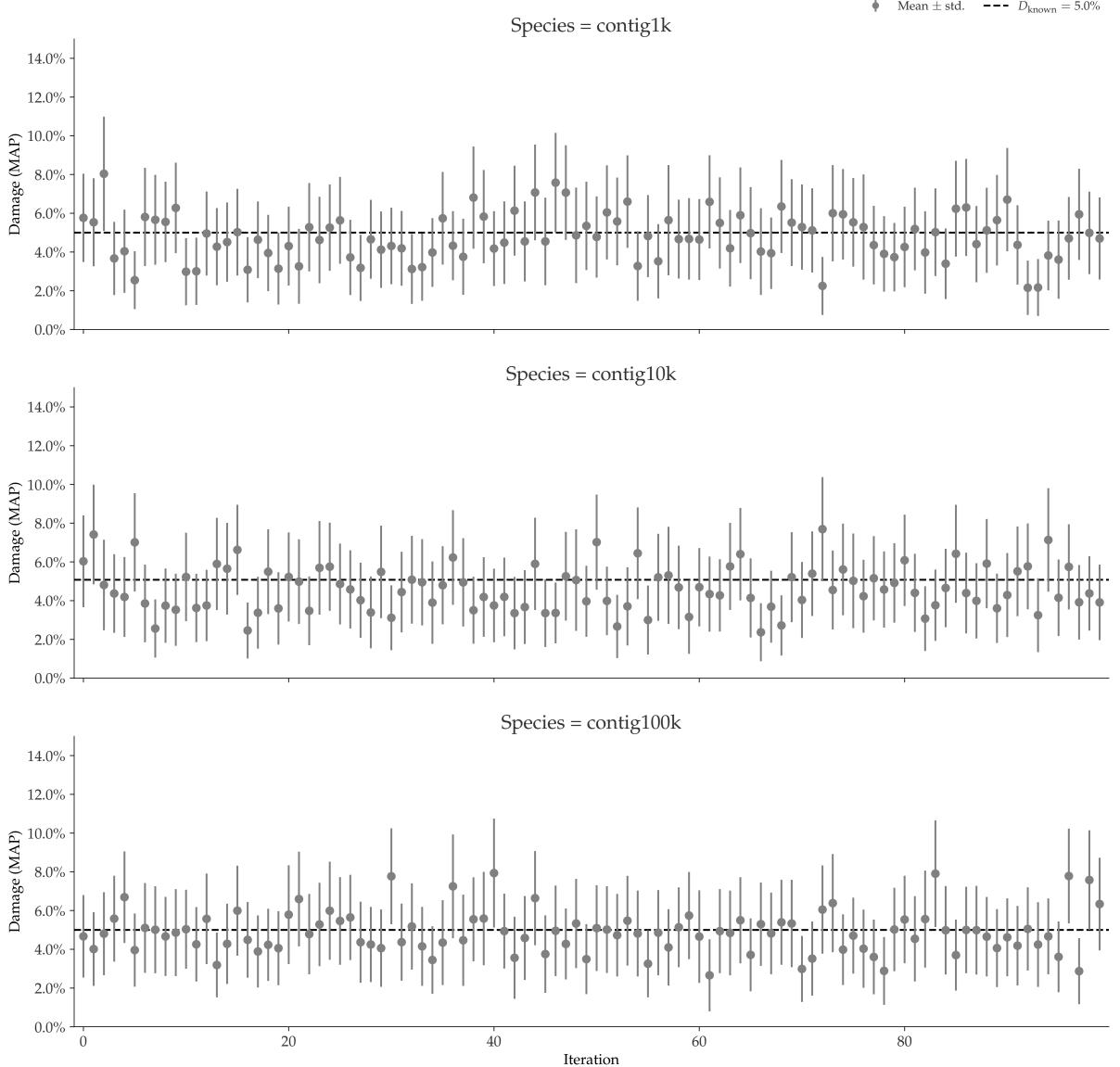
Individual damages: 250 reads Briggs damage = 0.162 Damage percent (approx) = 5%



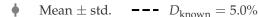
Iteration

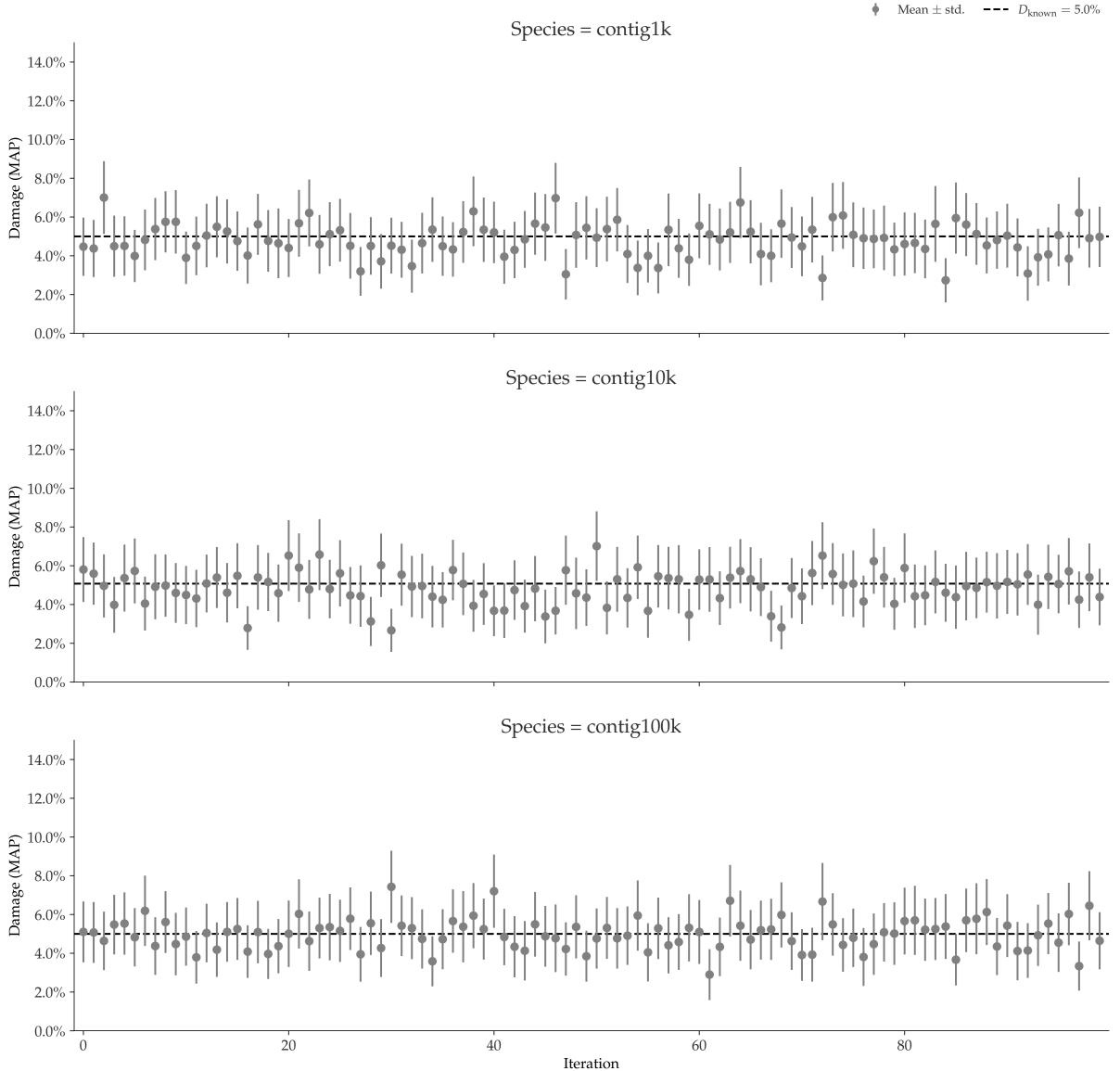
Individual damages: 500 reads Briggs damage = 0.162 Damage percent (approx) = 5%





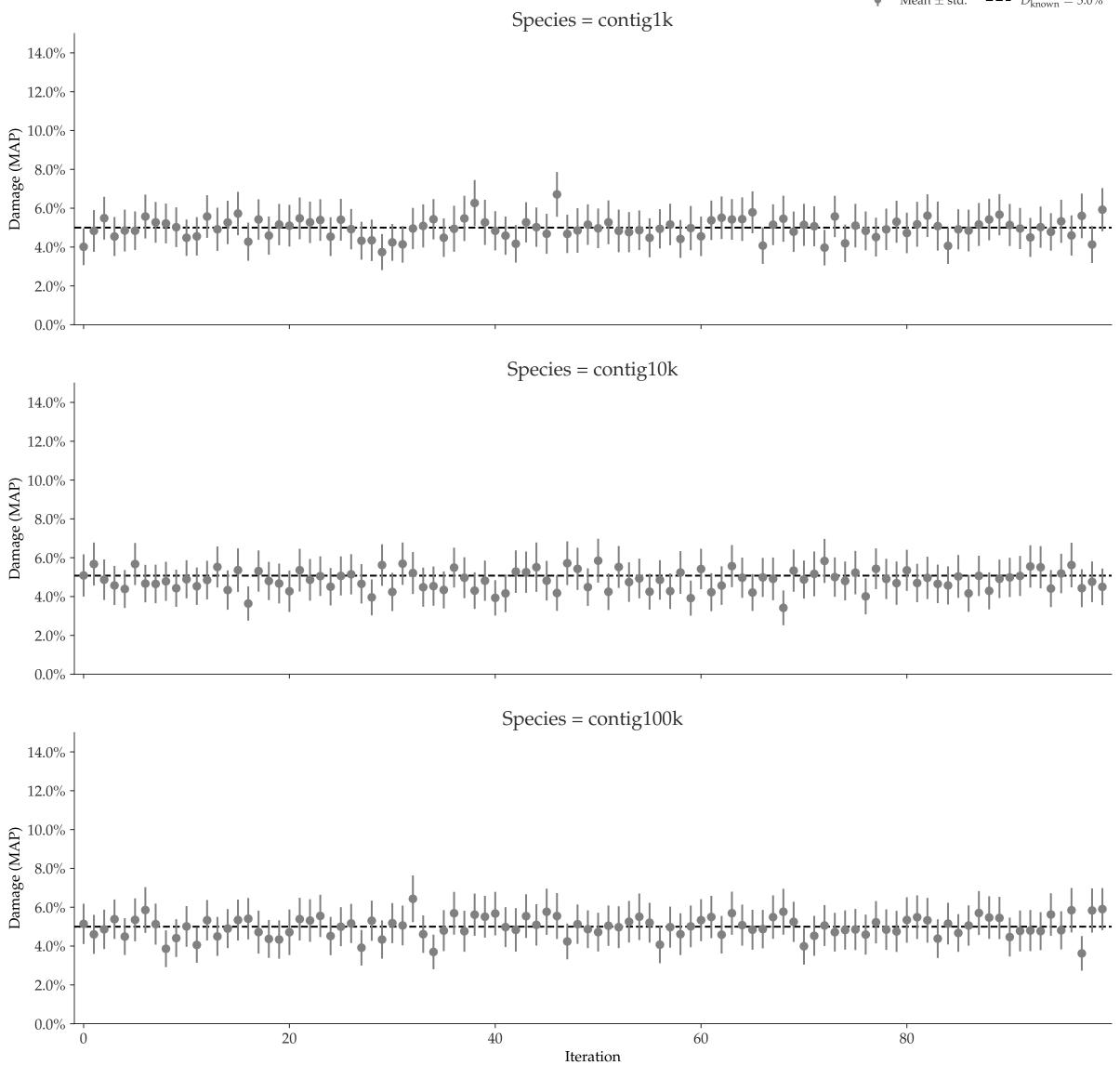
Individual damages: 1000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



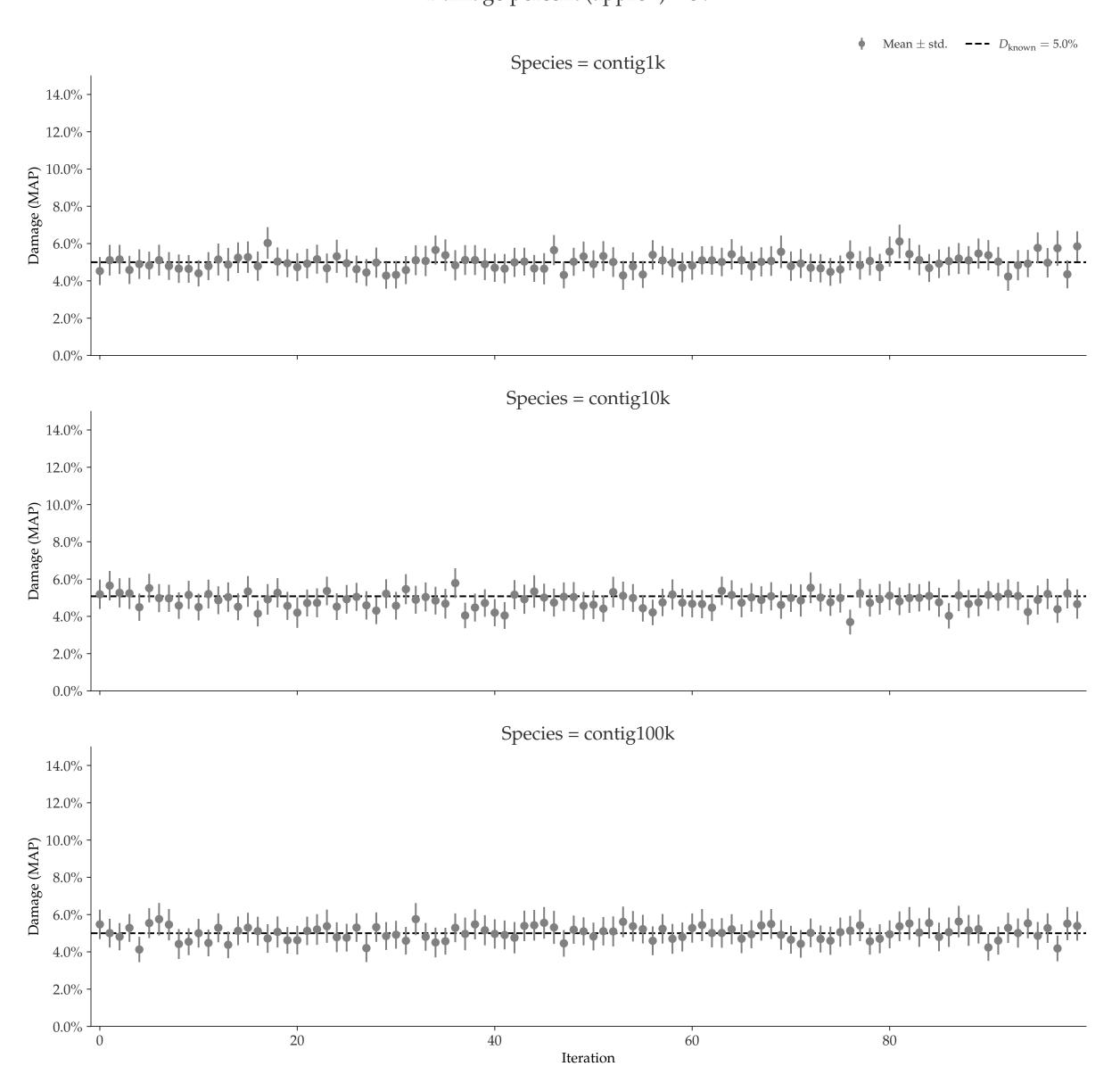


Individual damages: 2500 reads Briggs damage = 0.162 Damage percent (approx) = 5%

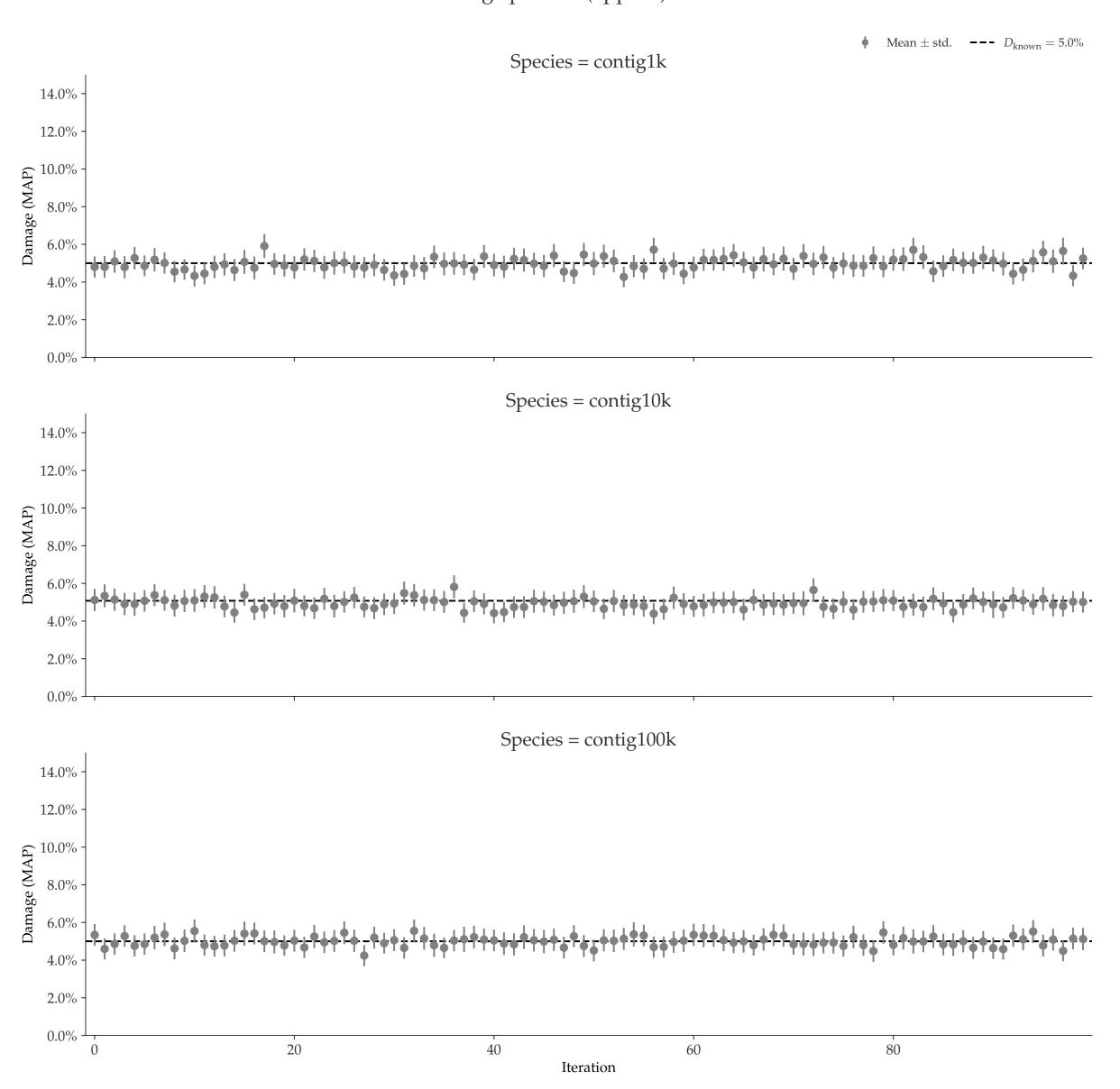




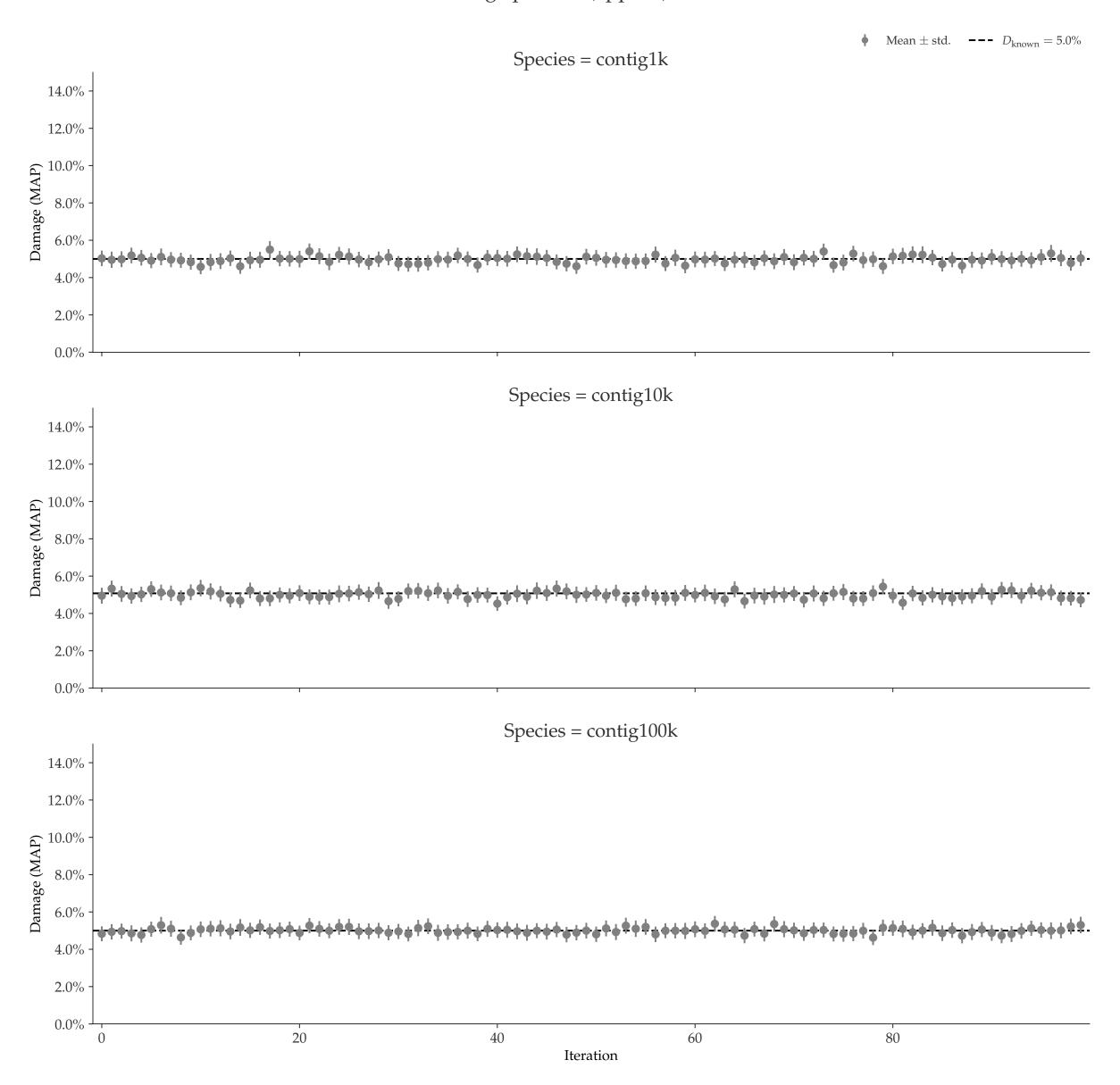
Individual damages: 5000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



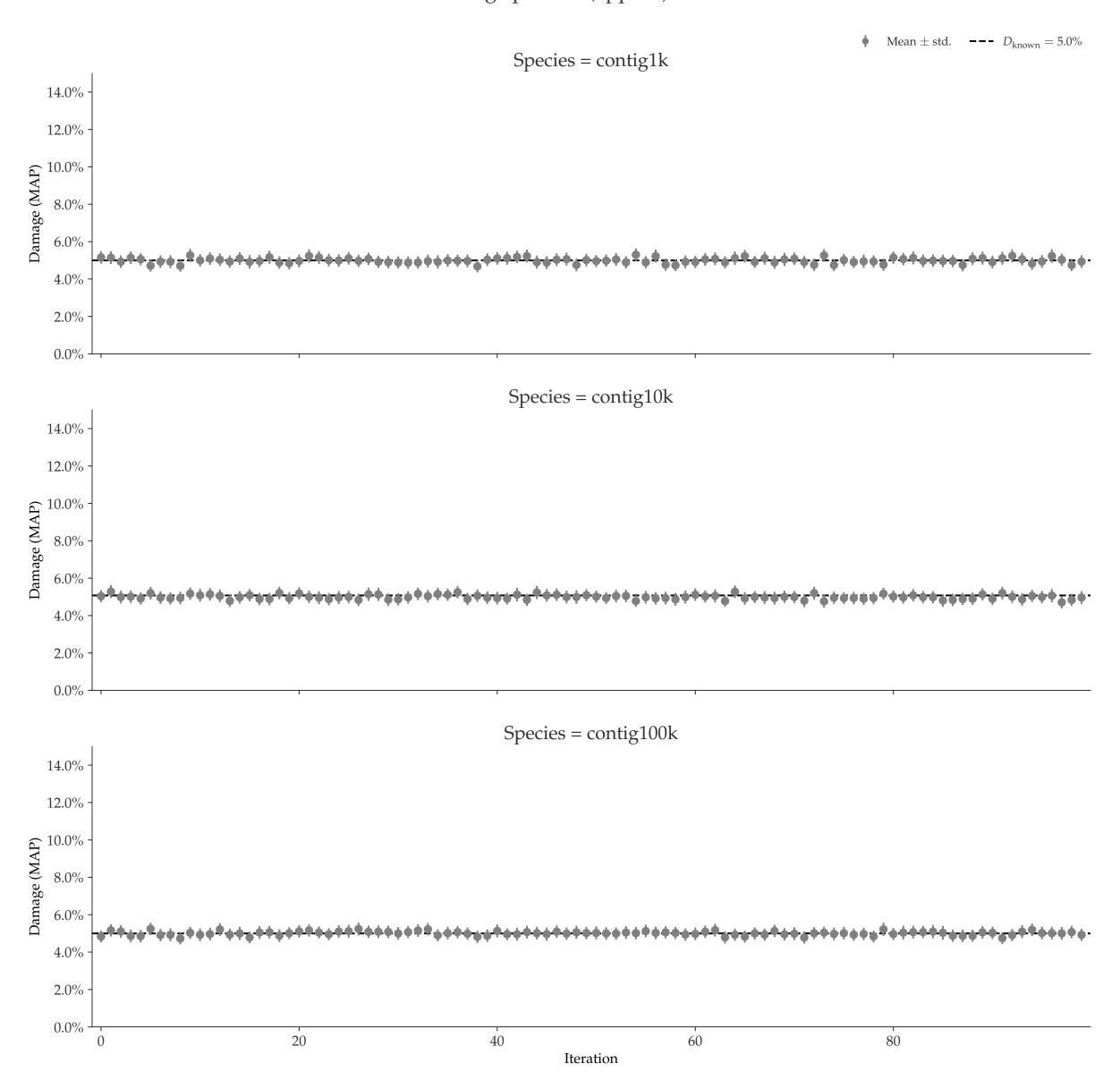
Individual damages: 10000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



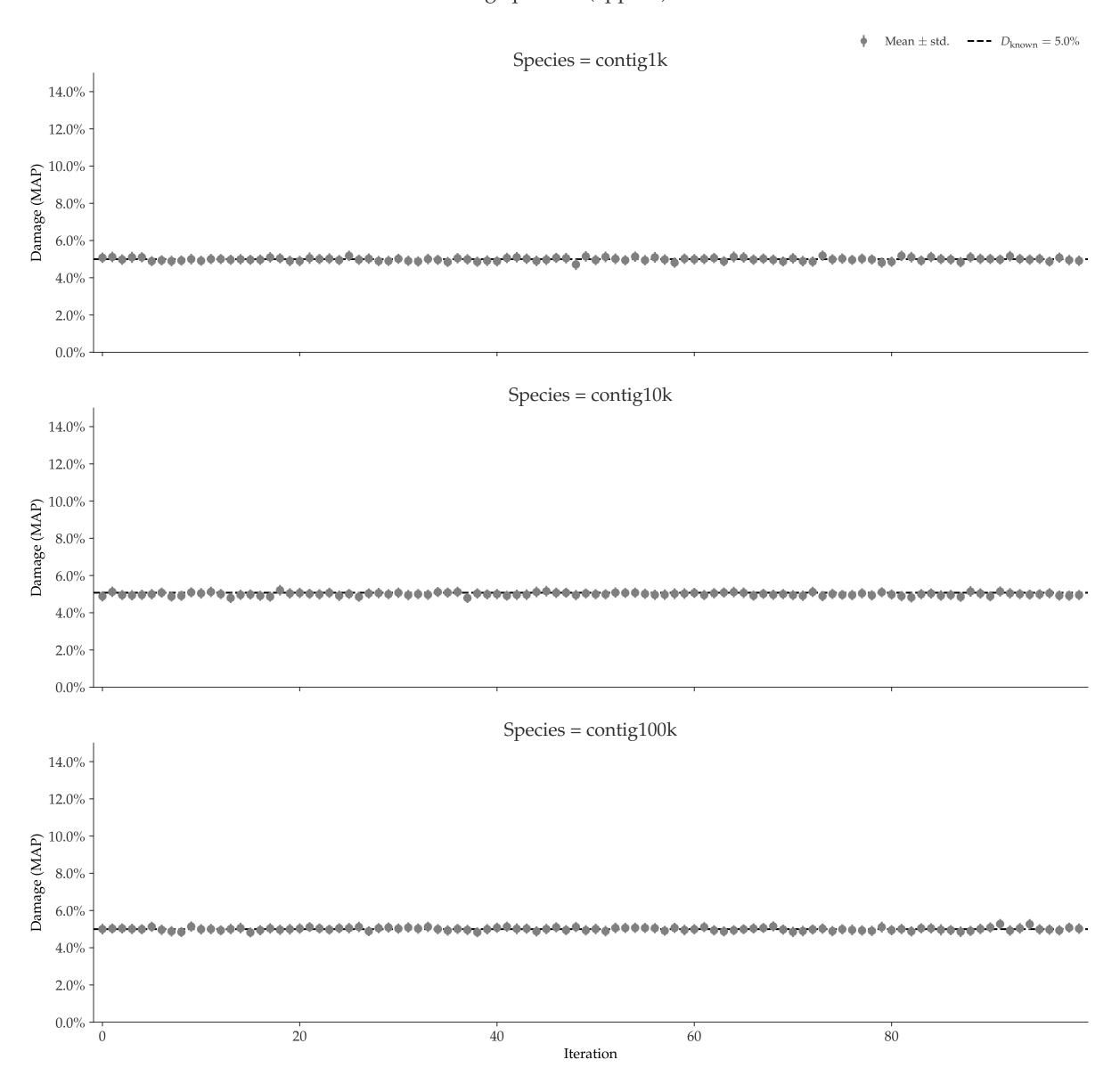
Individual damages: 25000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



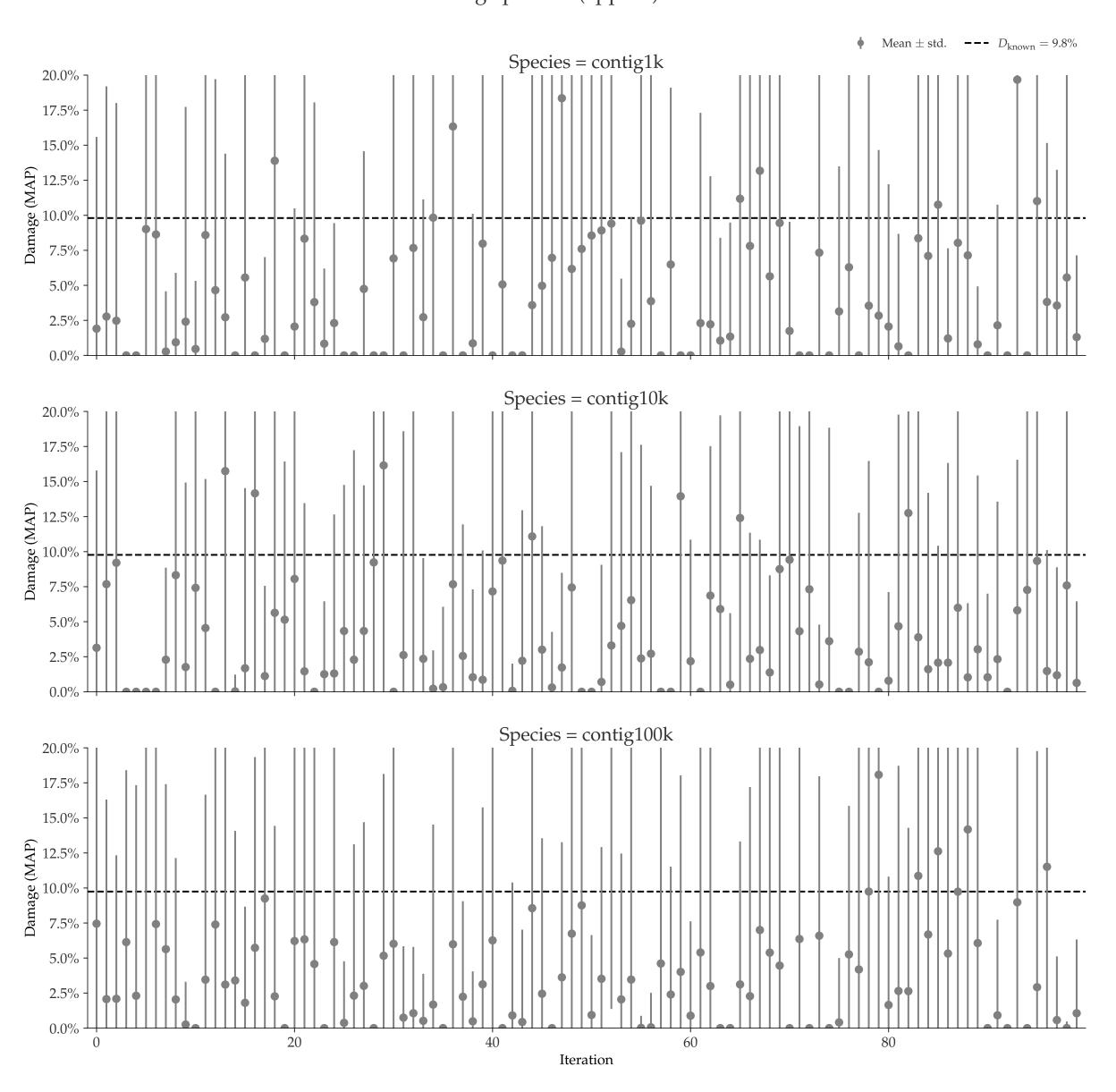
Individual damages: 50000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



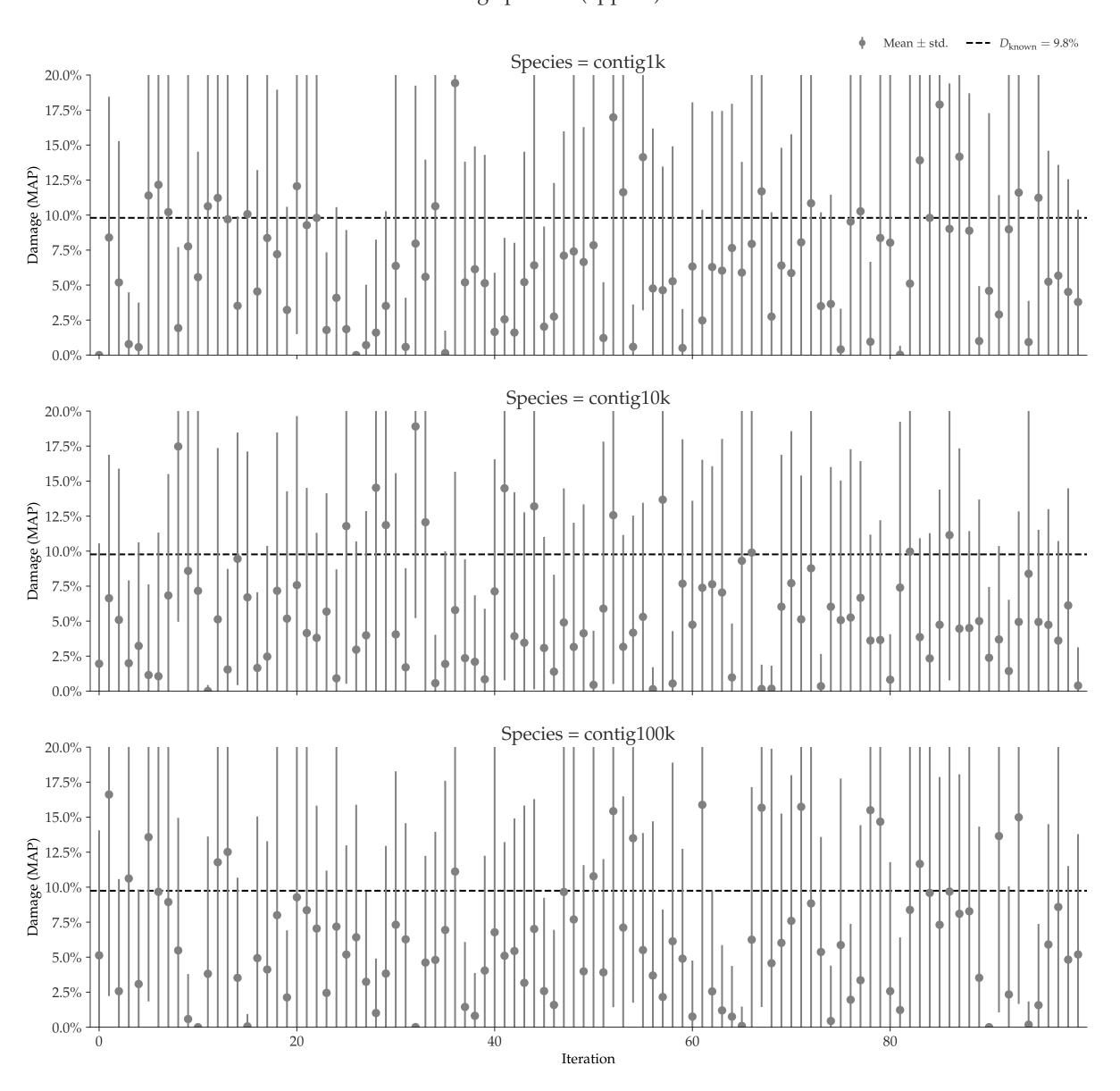
Individual damages: 100000 reads Briggs damage = 0.162 Damage percent (approx) = 5%



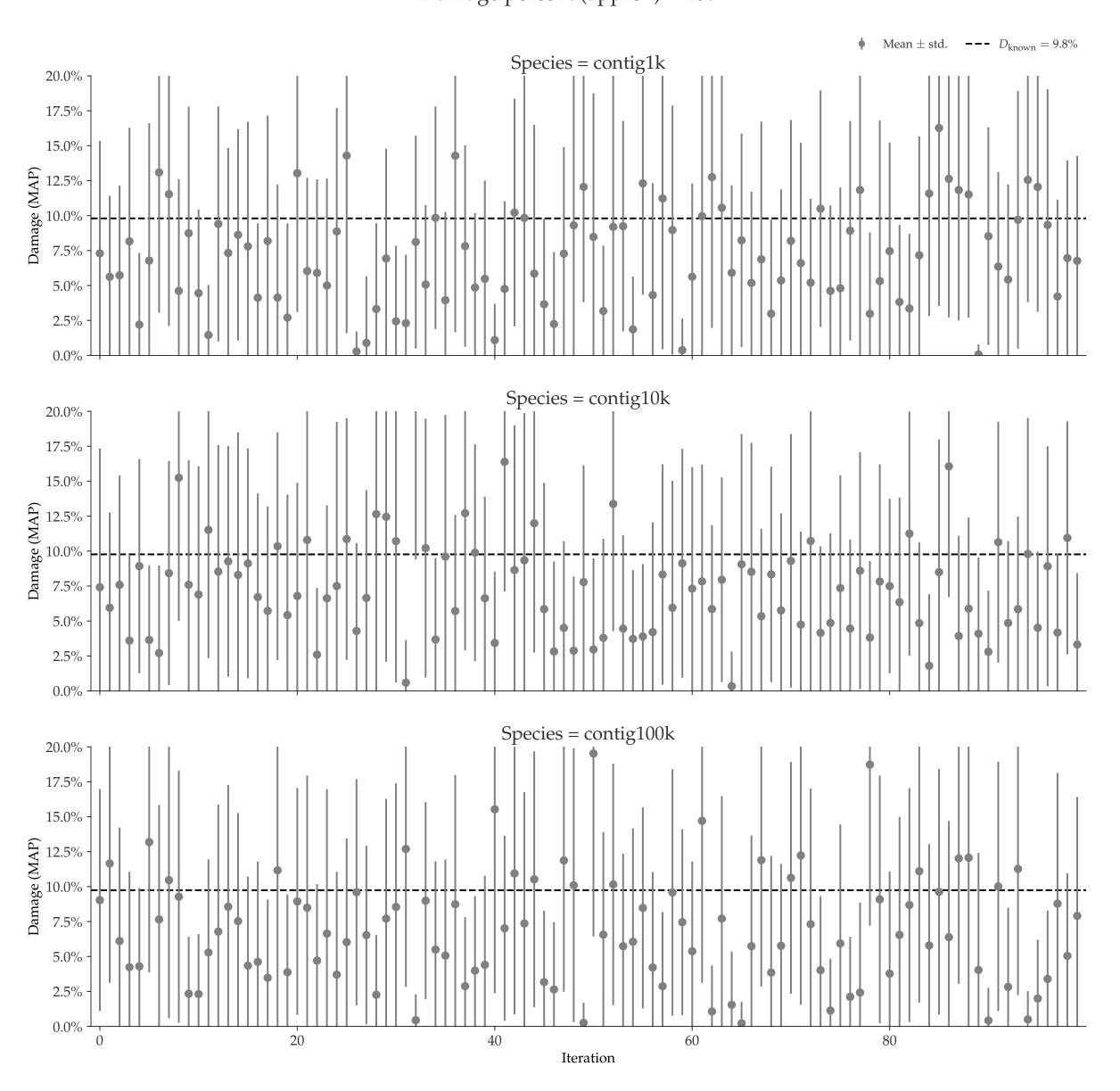
Individual damages: 10 reads Briggs damage = 0.31 Damage percent (approx) = 10%



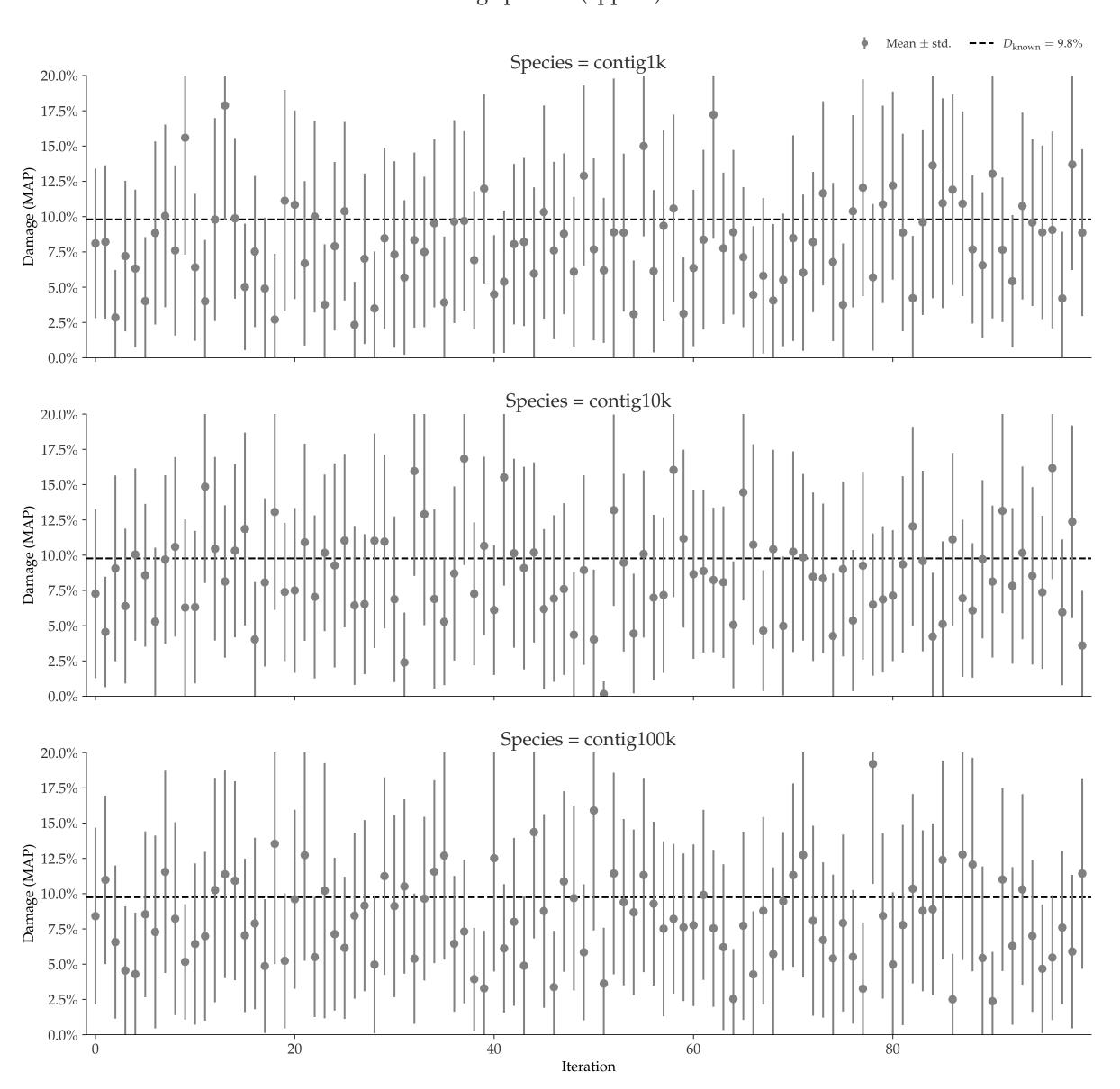
Individual damages:
25 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



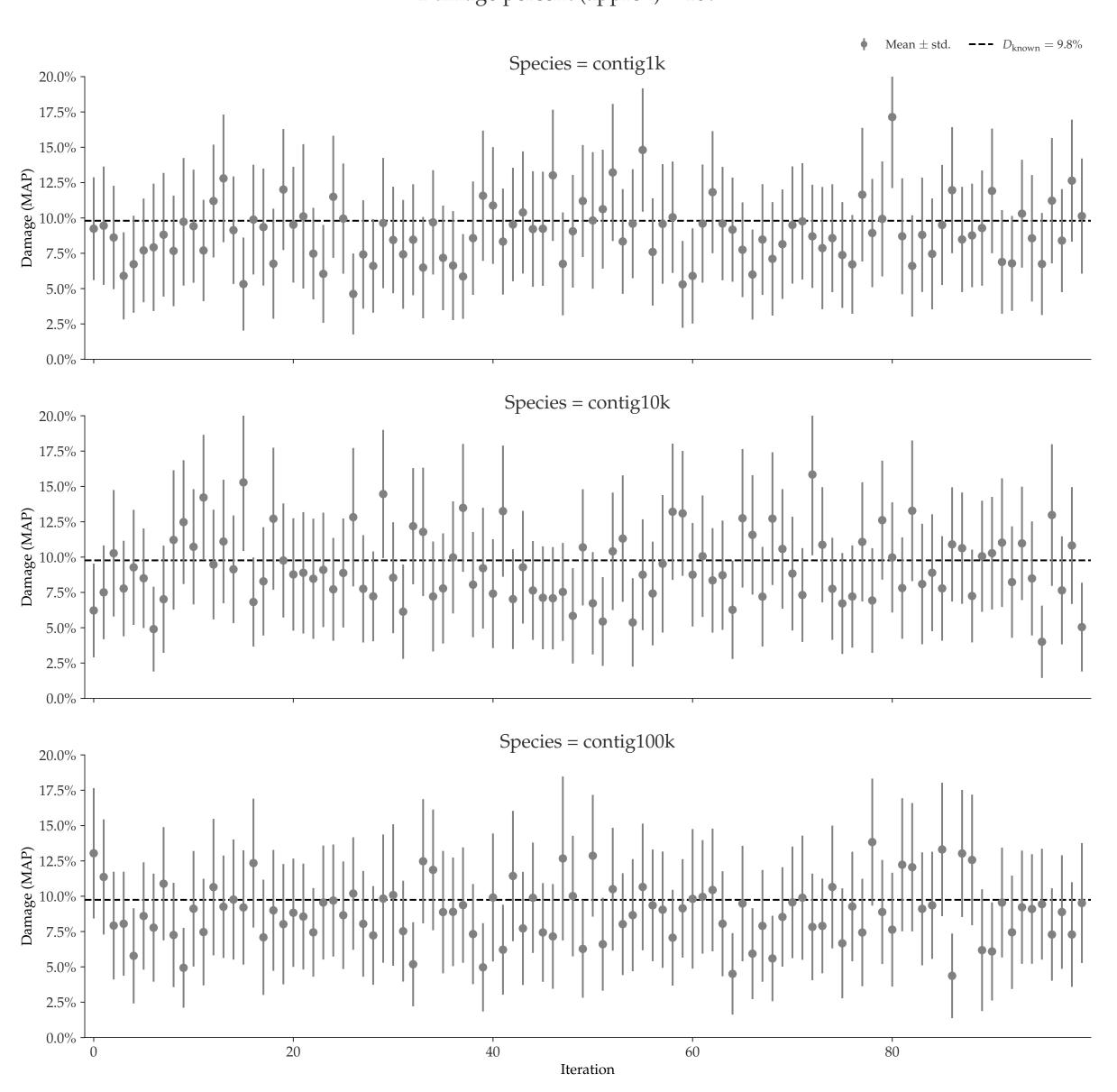
Individual damages: 50 reads Briggs damage = 0.31 Damage percent (approx) = 10%



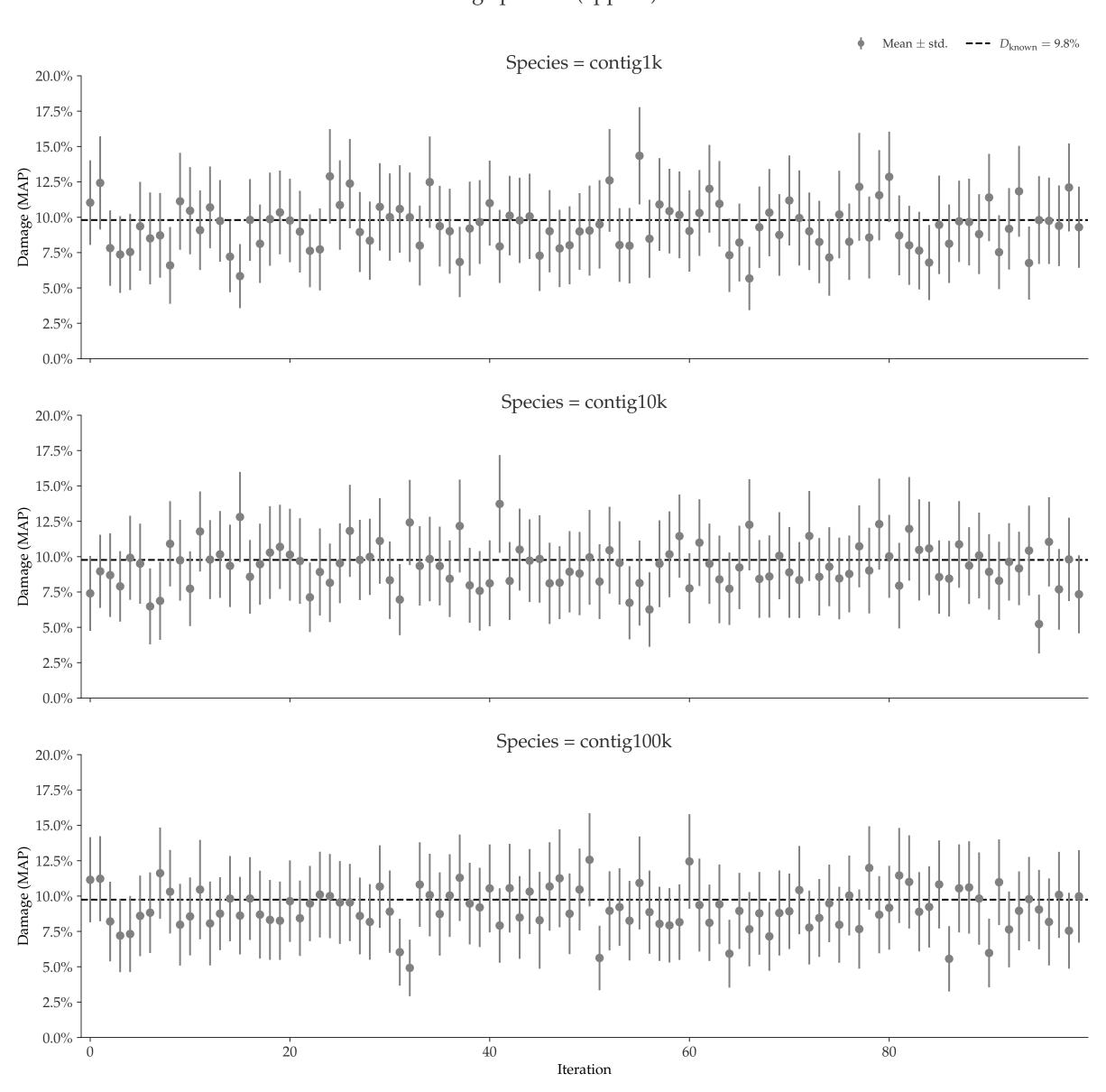
Individual damages: 100 reads Briggs damage = 0.31 Damage percent (approx) = 10%



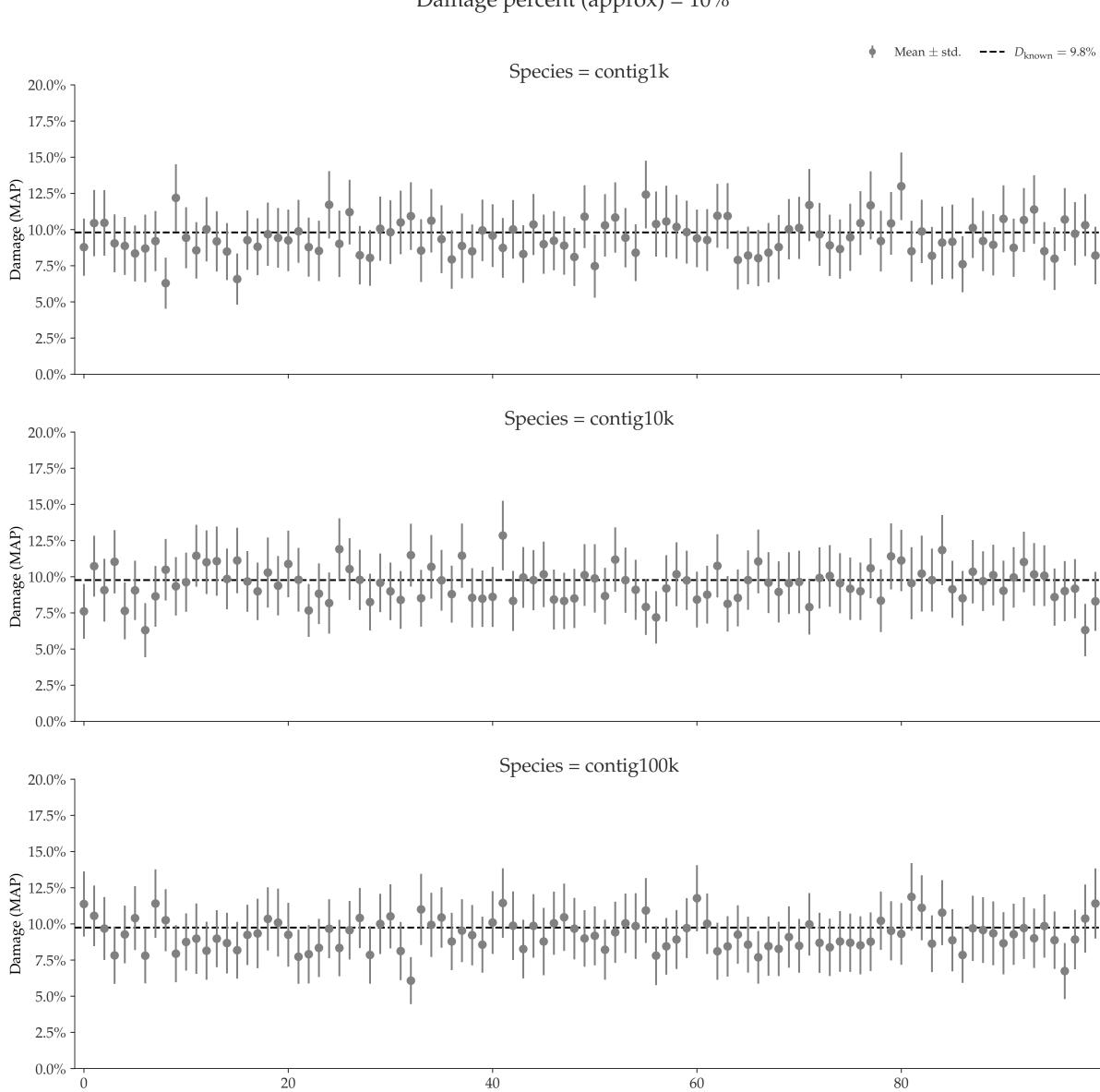
Individual damages: 250 reads Briggs damage = 0.31 Damage percent (approx) = 10%



Individual damages: 500 reads Briggs damage = 0.31 Damage percent (approx) = 10%

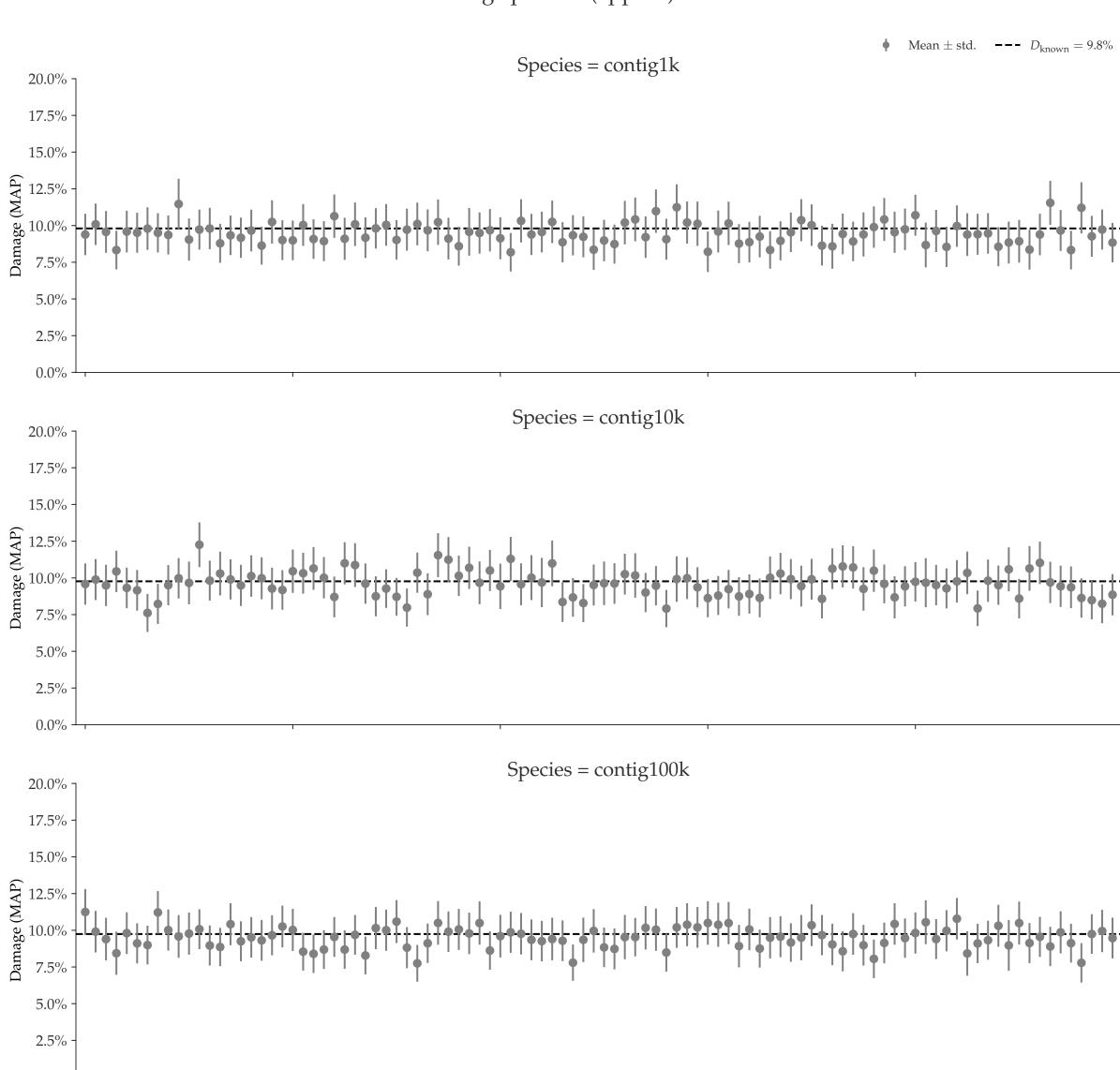


Individual damages: 1000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



Iteration

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



40

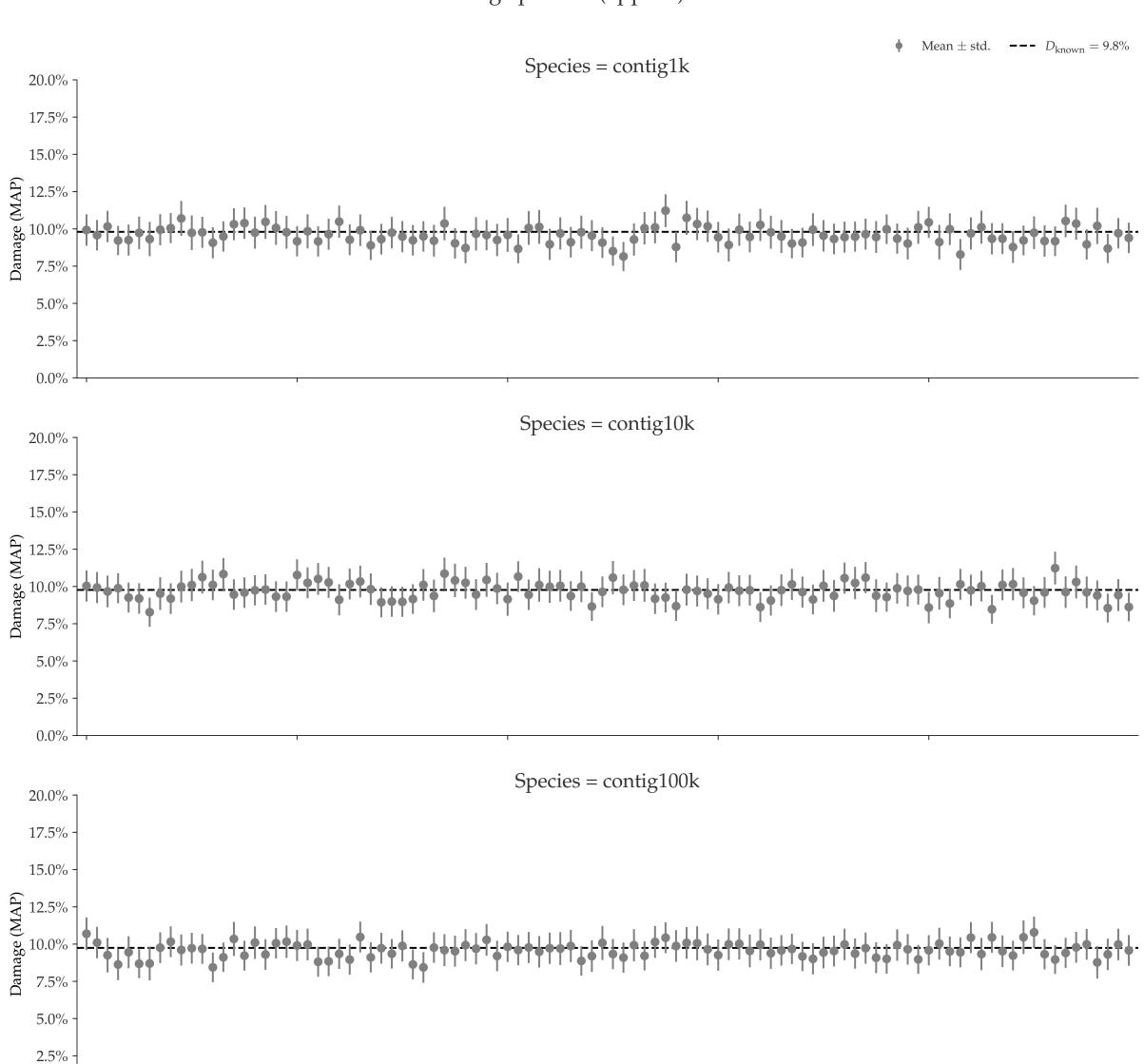
Iteration

60

80

20

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



40

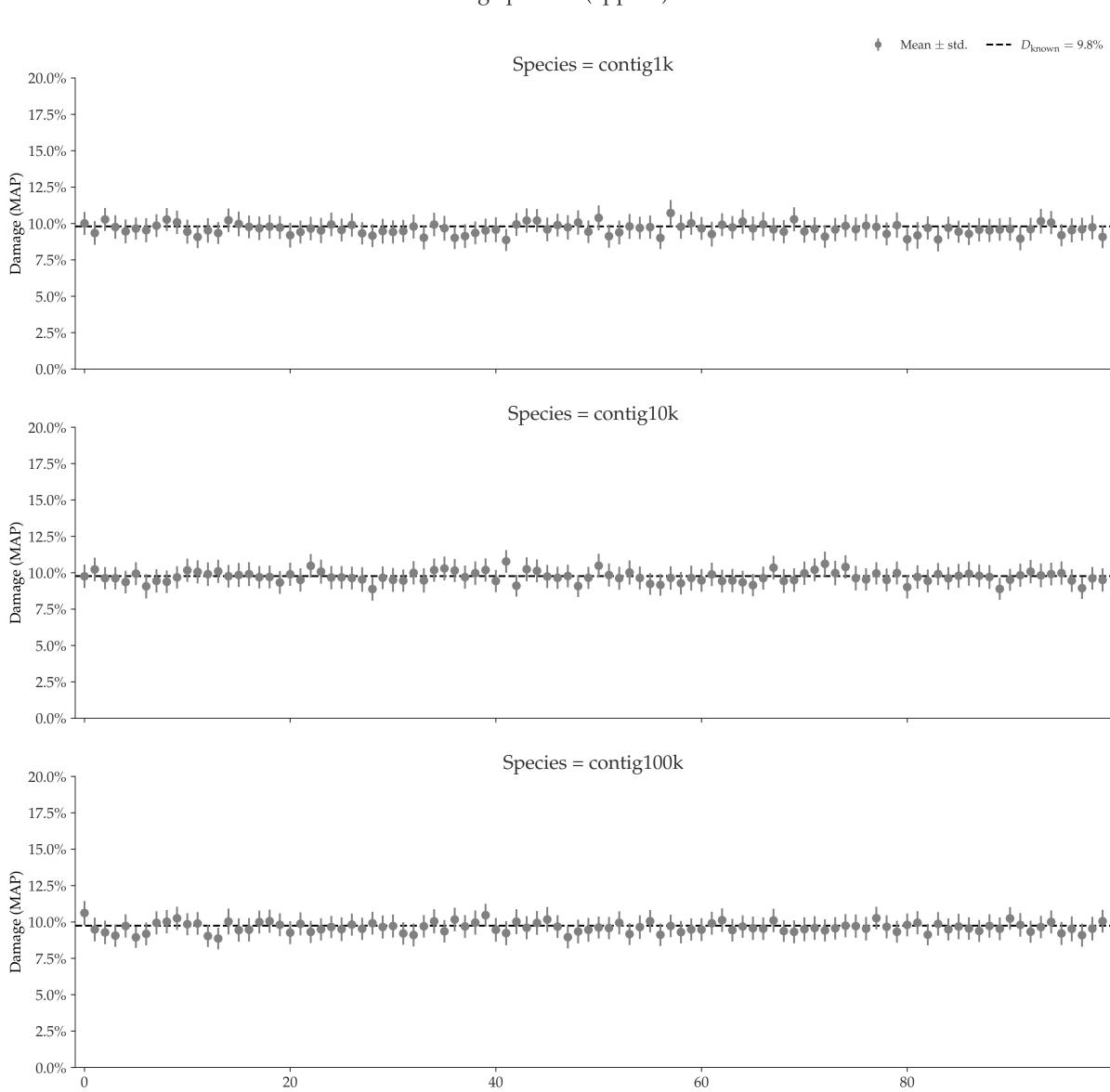
Iteration

60

80

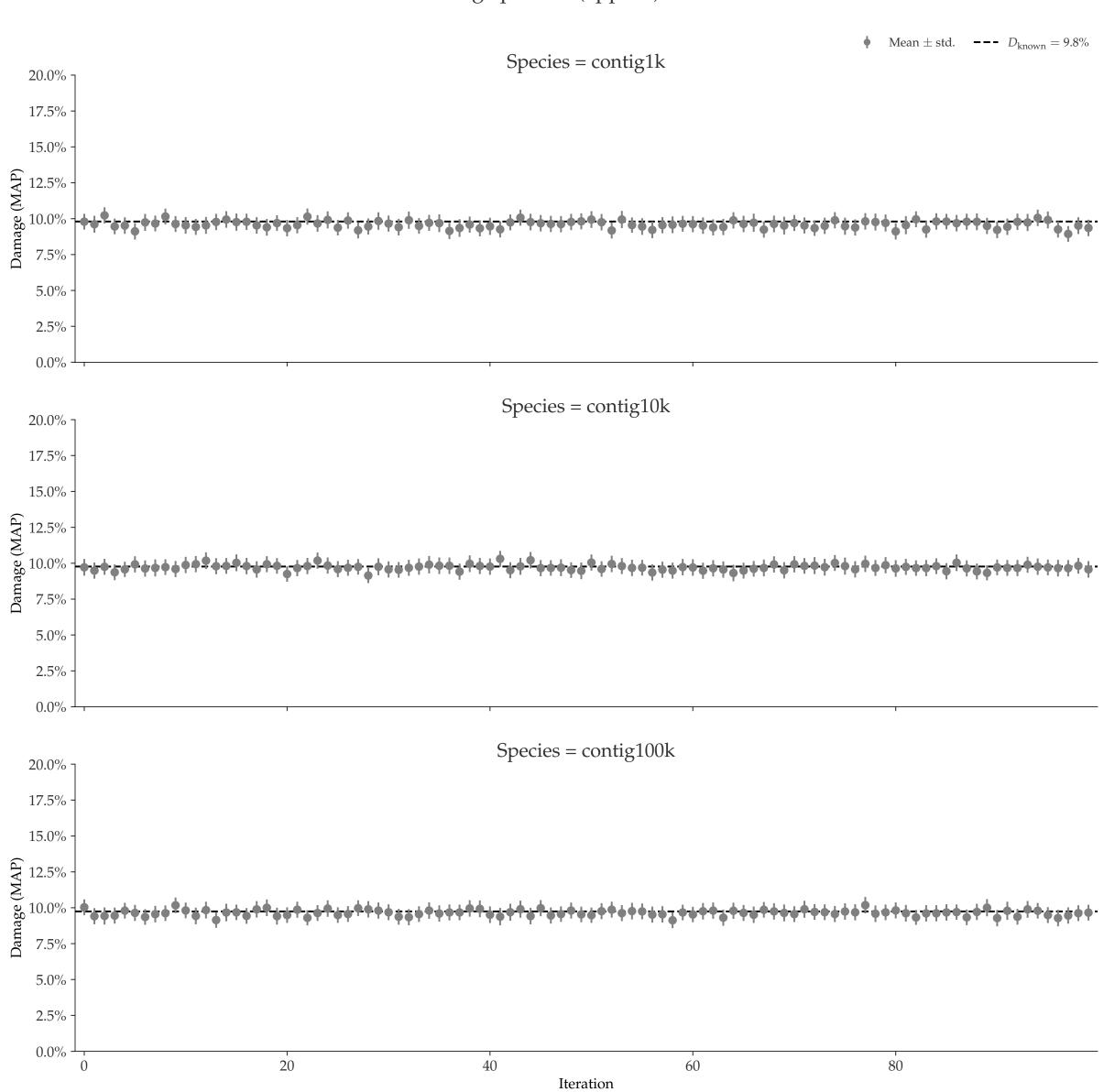
20

Individual damages: 10000 reads Briggs damage = 0.31 Damage percent (approx) = 10%

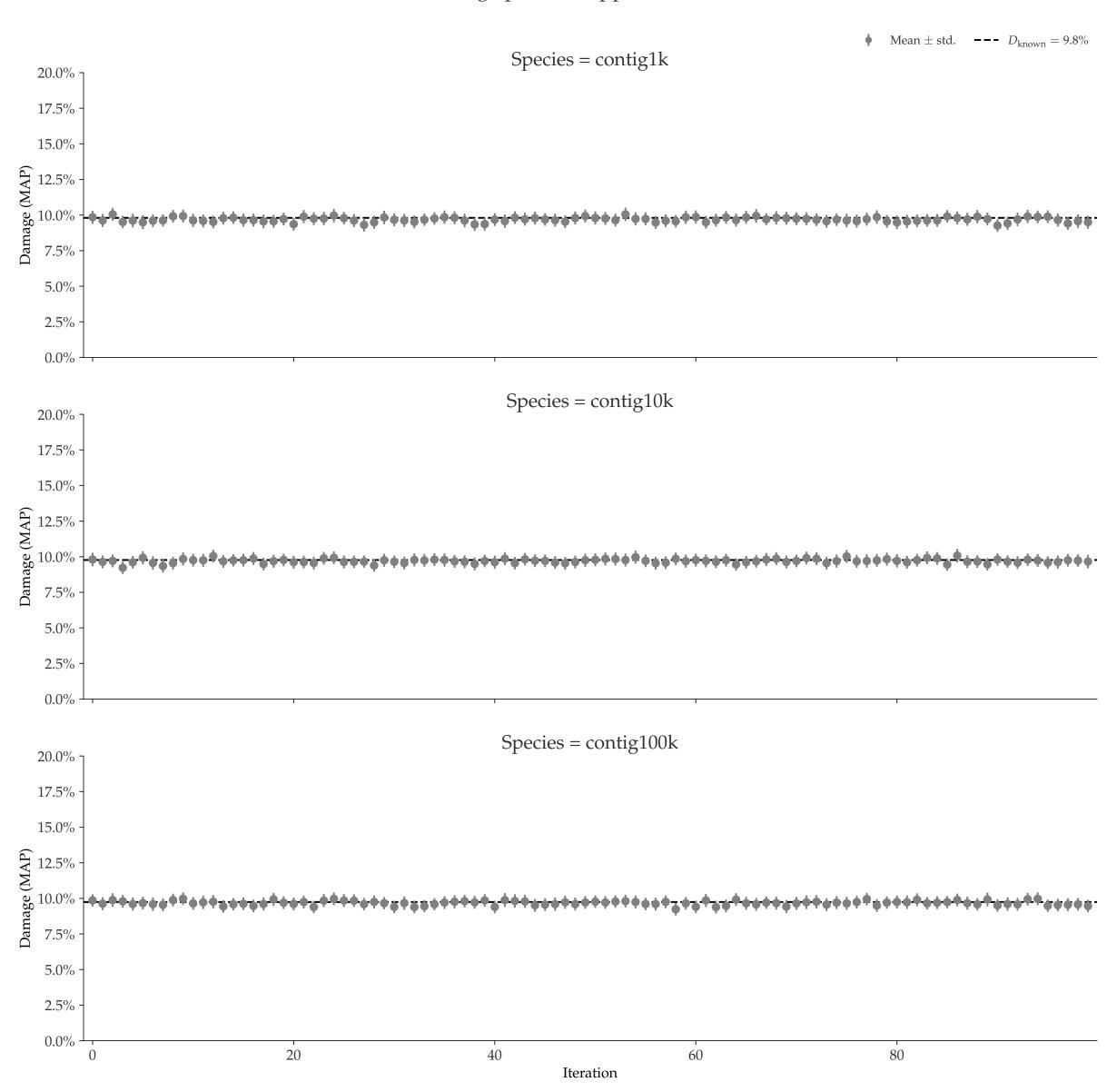


Iteration

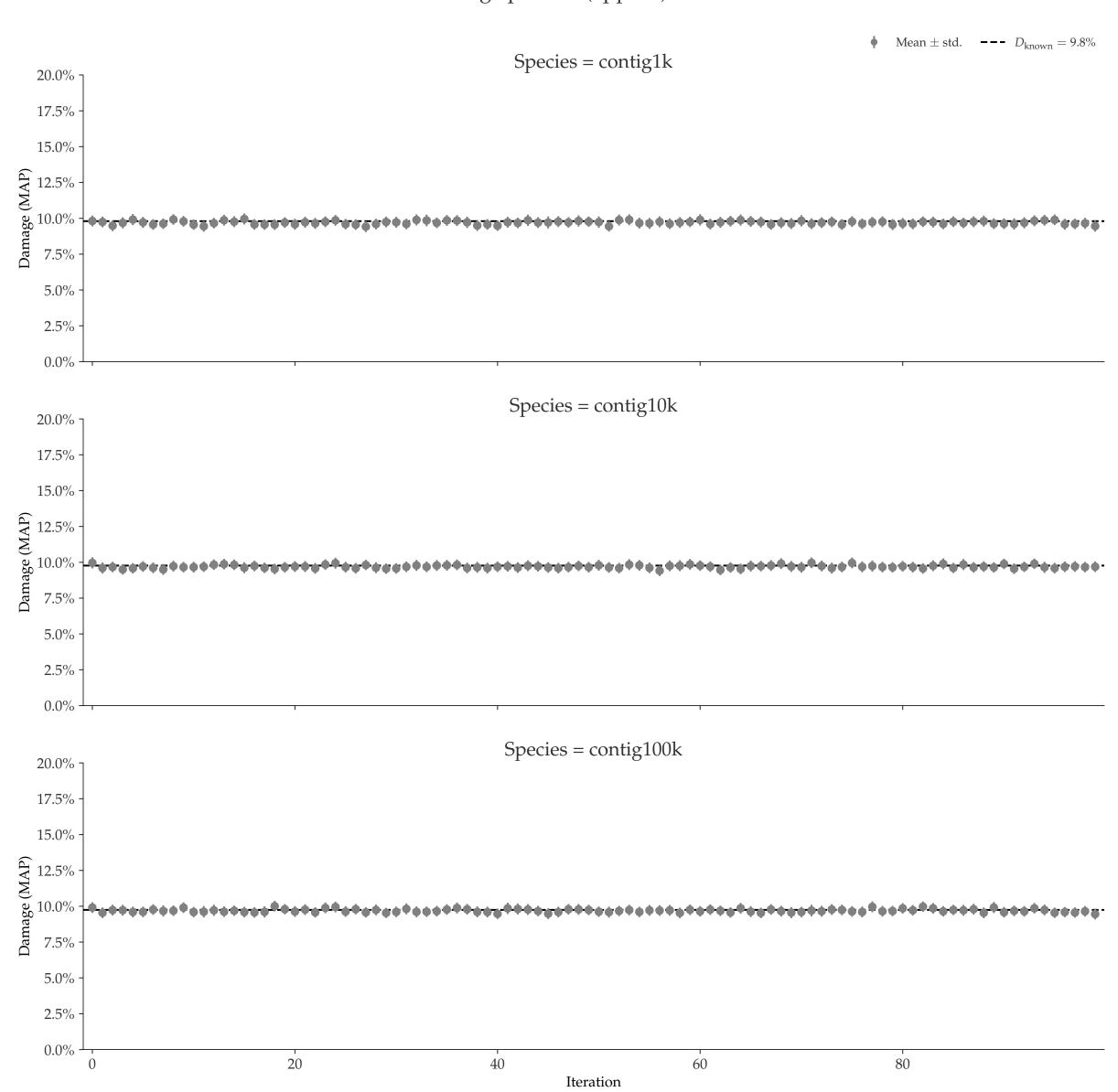
Individual damages: 25000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



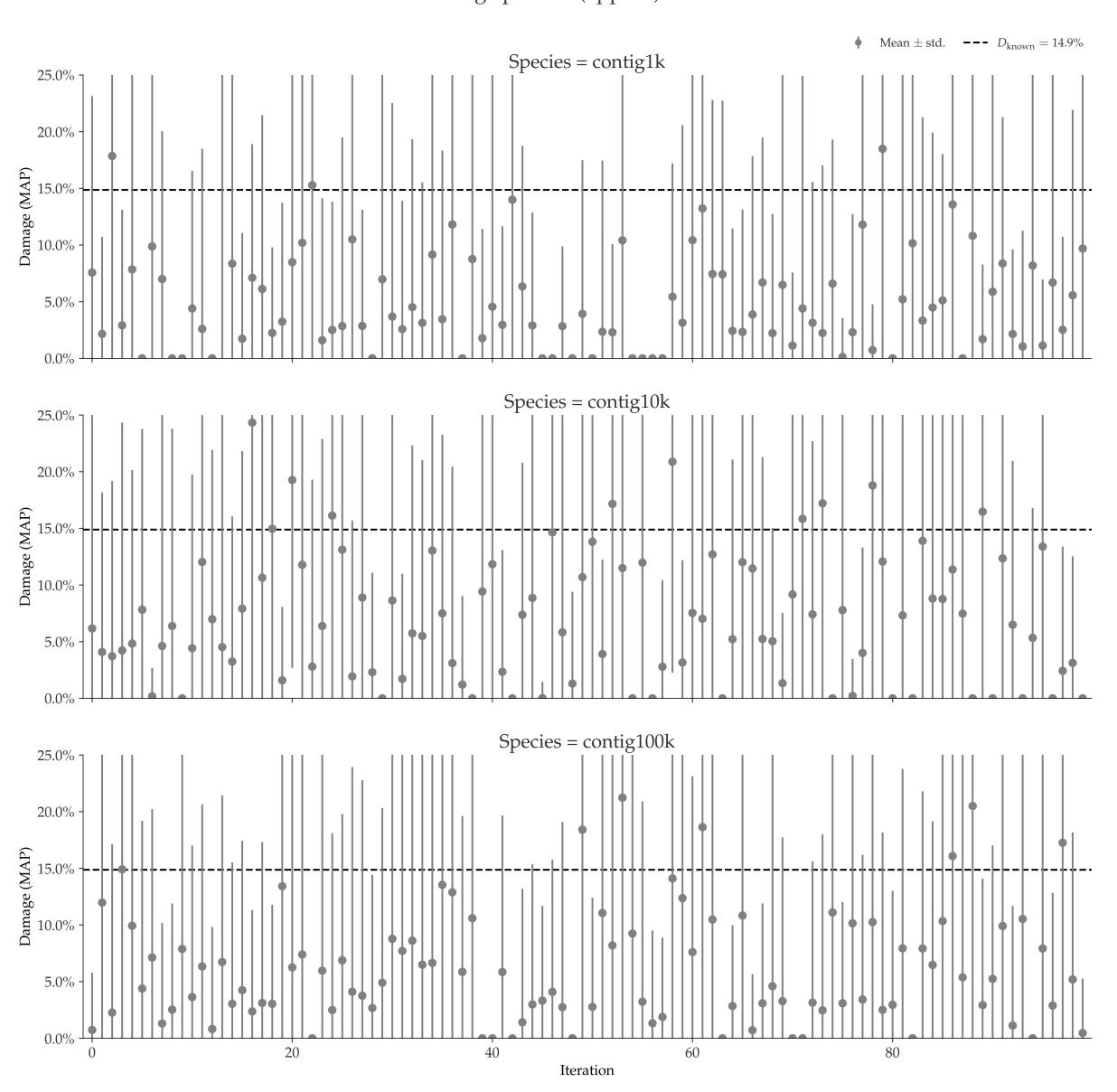
Individual damages: 50000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



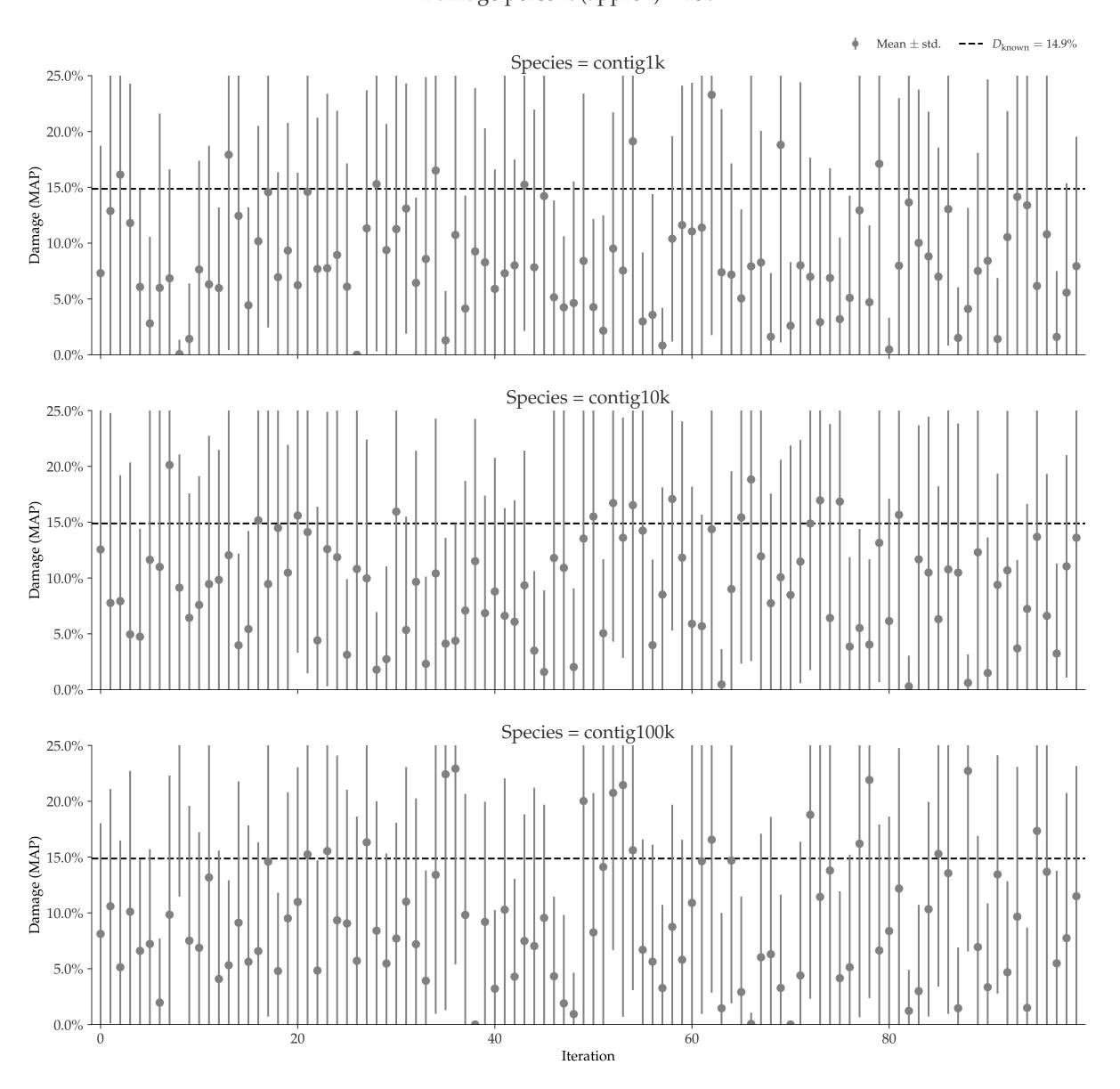
Individual damages: 100000 reads Briggs damage = 0.31 Damage percent (approx) = 10%



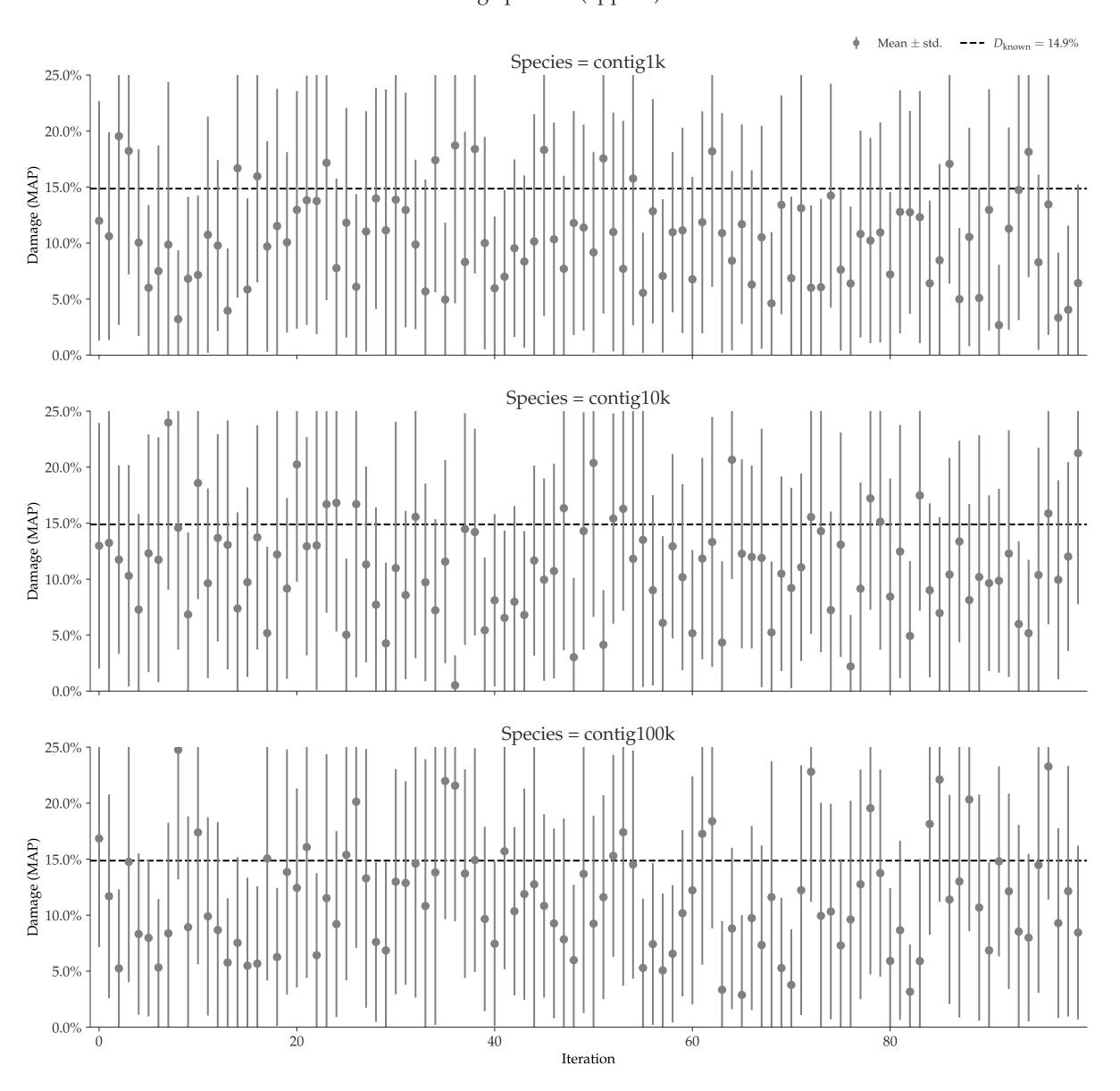
Individual damages: 10 reads Briggs damage = 0.472 Damage percent (approx) = 15%



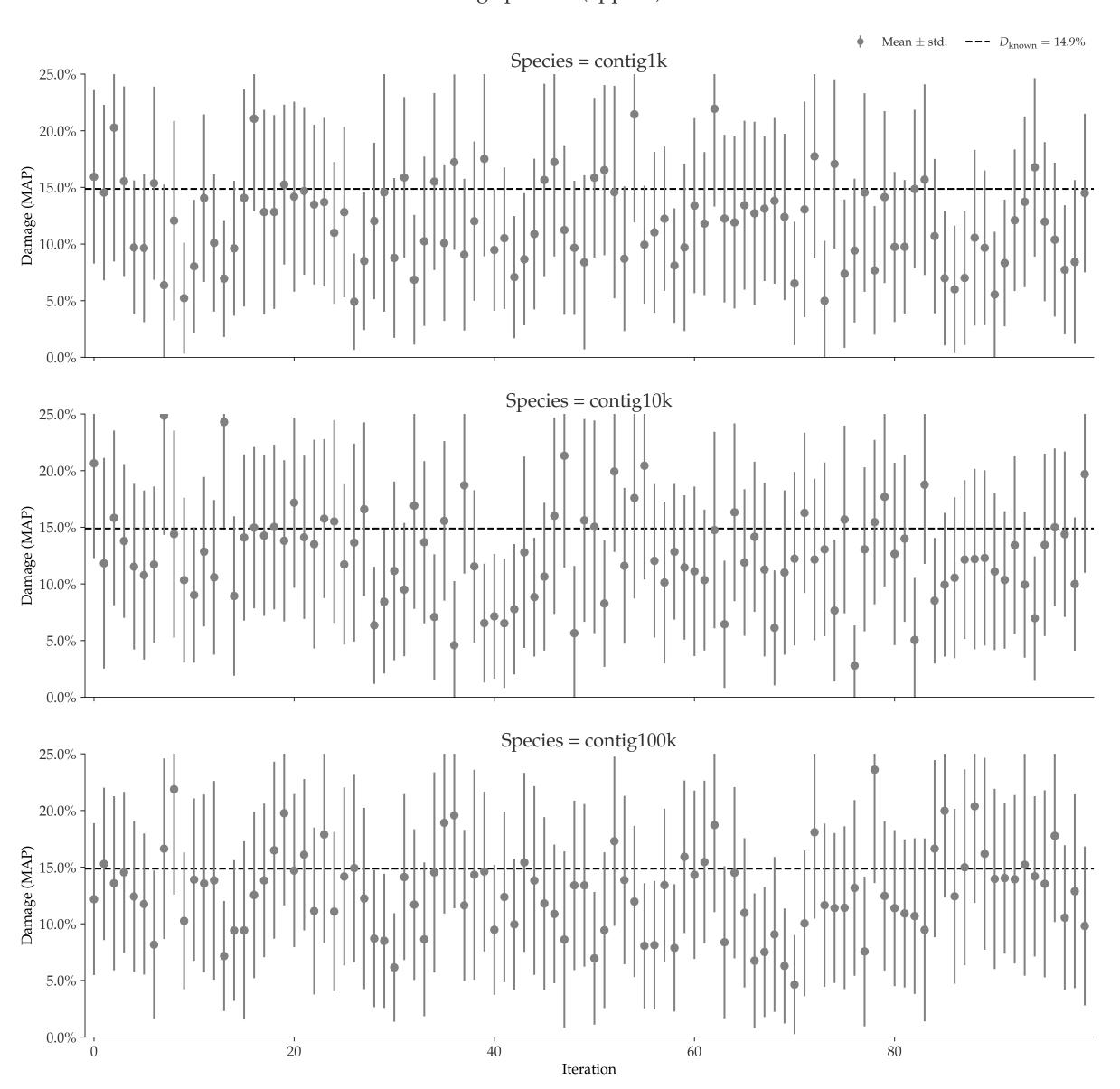
Individual damages: 25 reads Briggs damage = 0.472 Damage percent (approx) = 15%



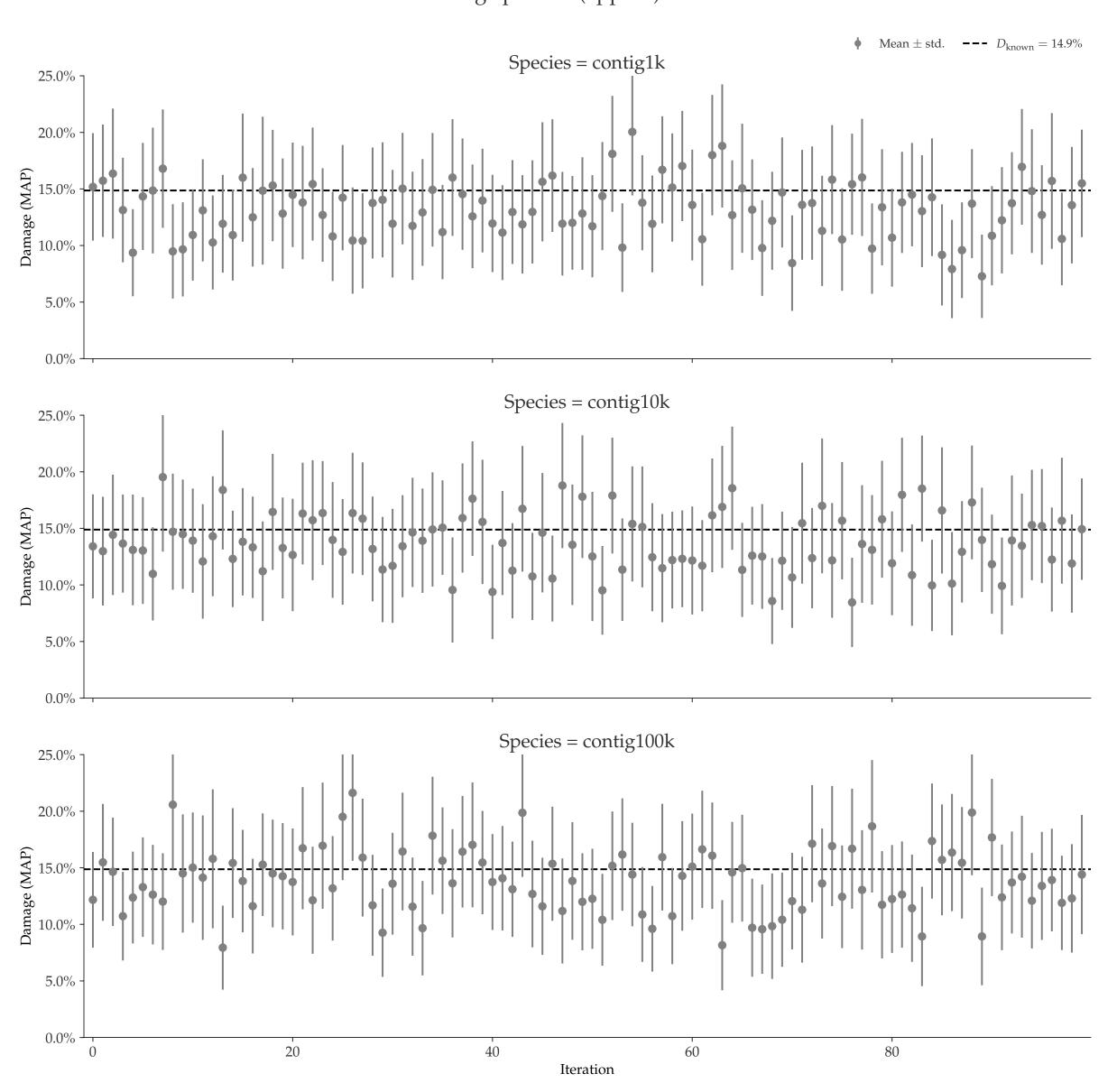
Individual damages: 50 reads Briggs damage = 0.472 Damage percent (approx) = 15%



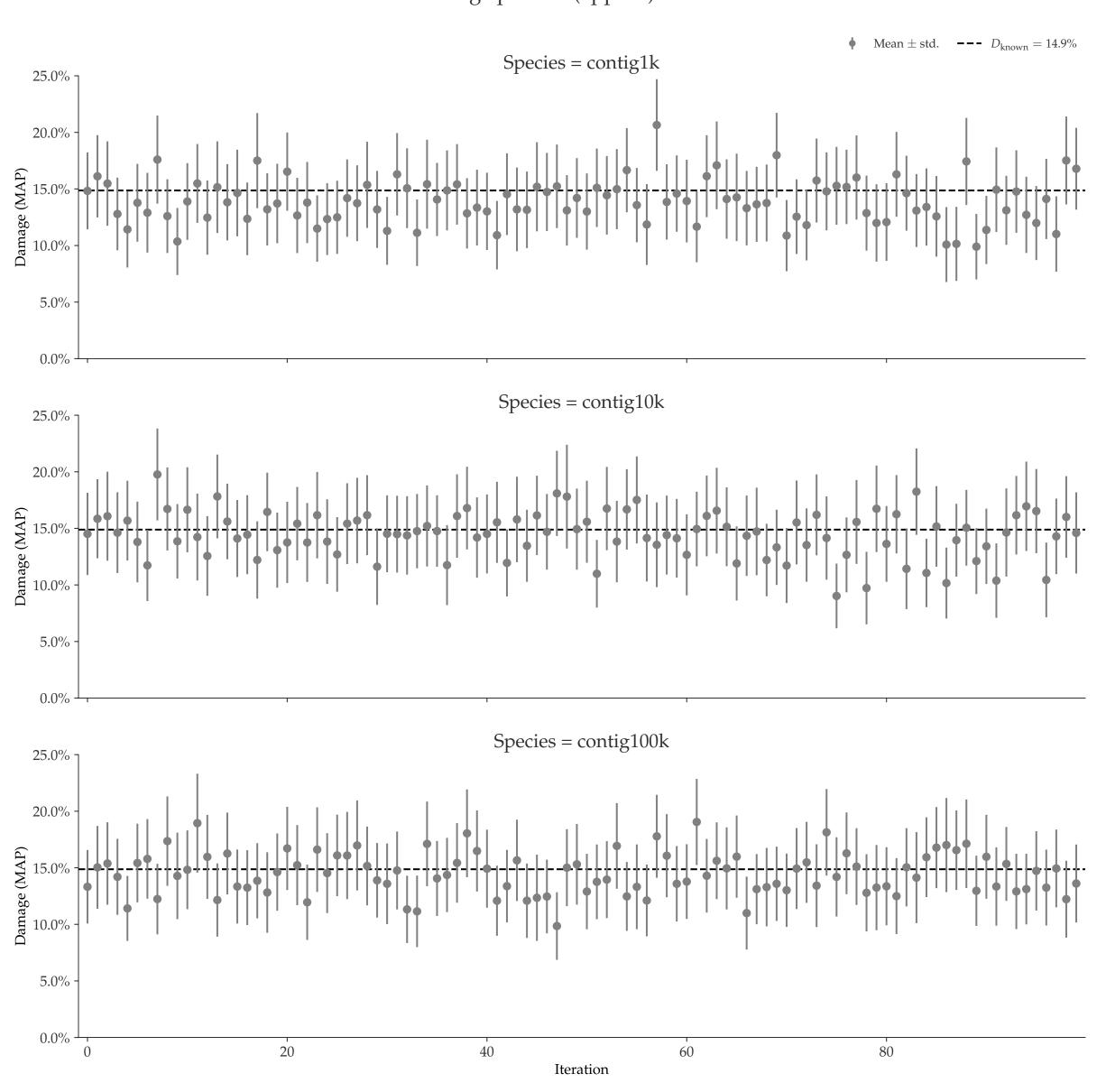
Individual damages: 100 reads Briggs damage = 0.472 Damage percent (approx) = 15%



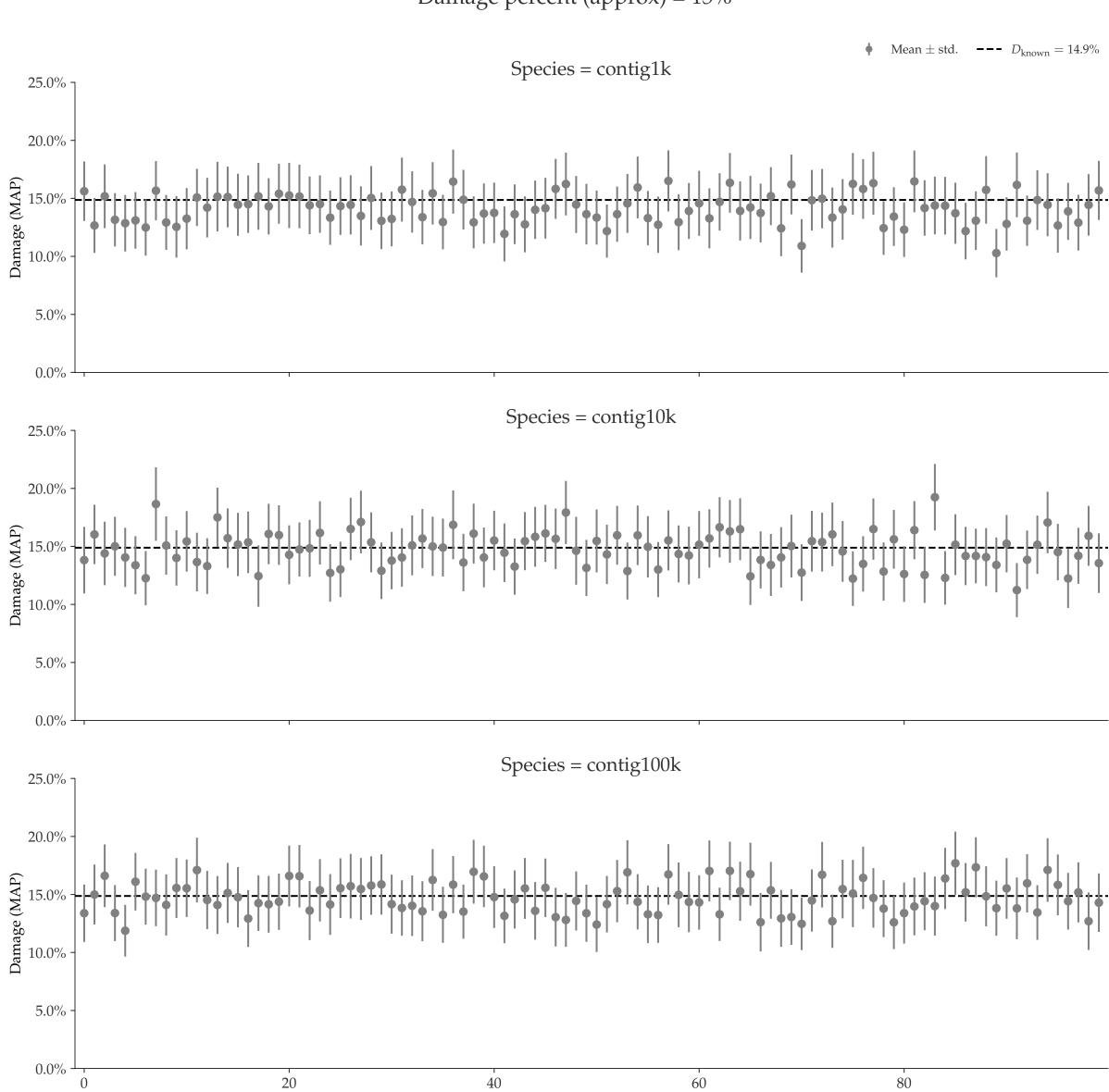
Individual damages: 250 reads Briggs damage = 0.472 Damage percent (approx) = 15%



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

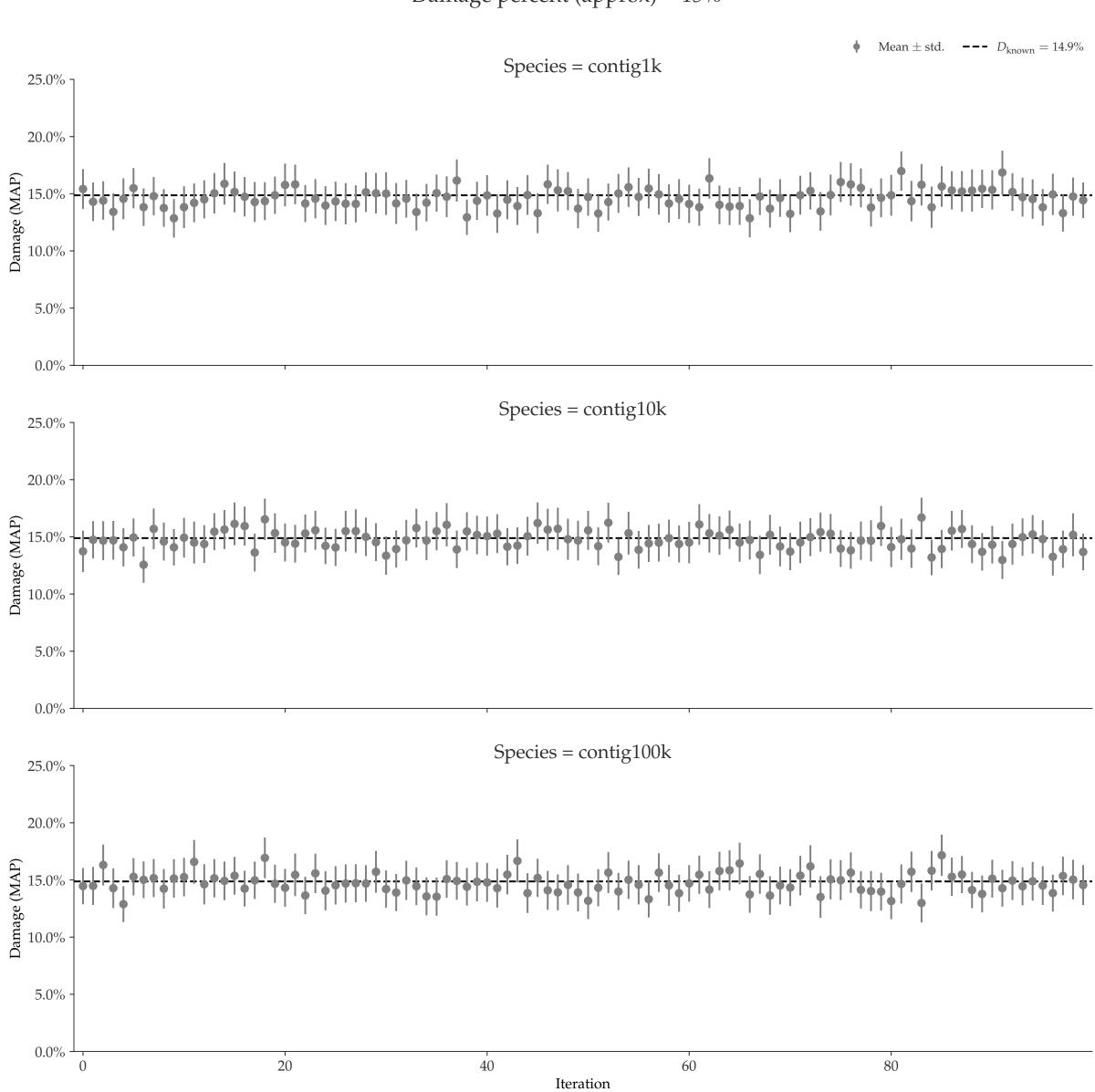


Individual damages: 1000 reads Briggs damage = 0.472 Damage percent (approx) = 15%

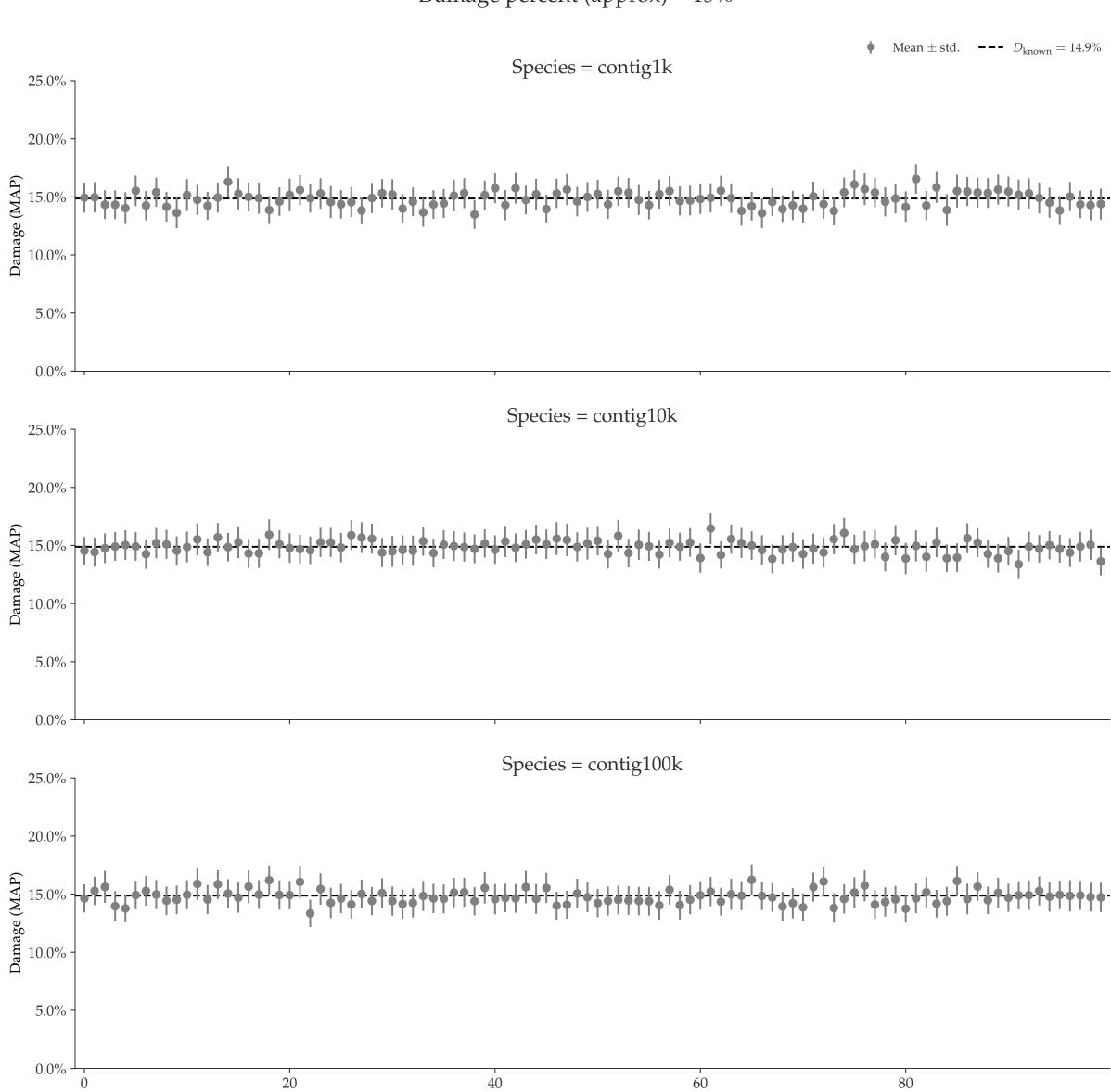


Iteration

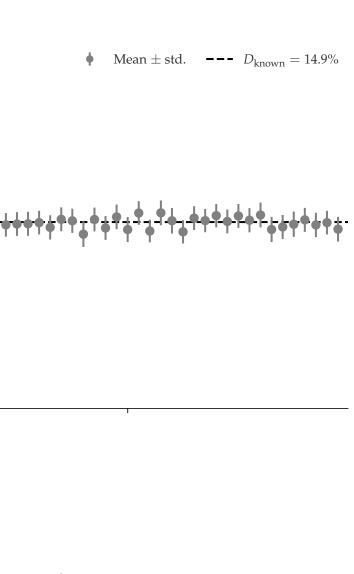
Individual damages: 2500 reads Briggs damage = 0.472 Damage percent (approx) = 15%

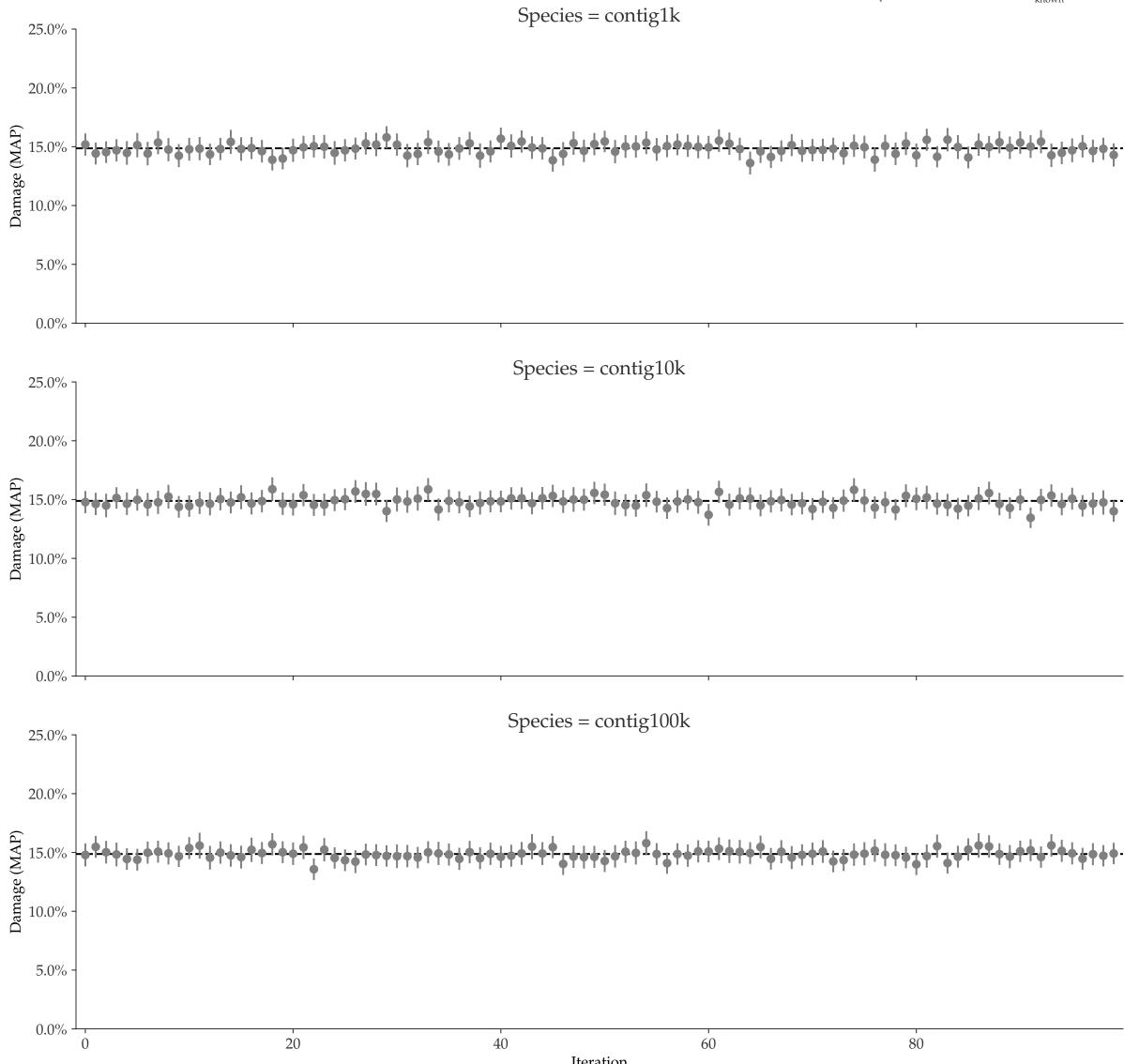


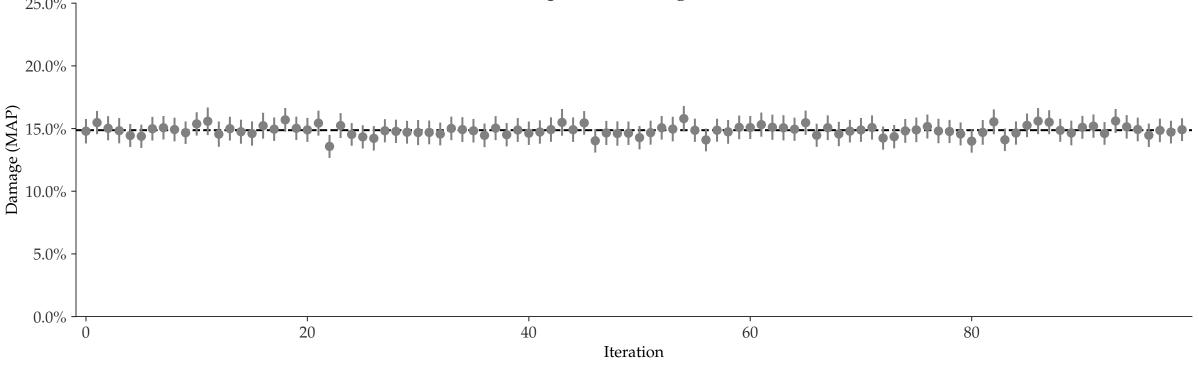
Individual damages: 5000 reads Briggs damage = 0.472 Damage percent (approx) = 15%



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

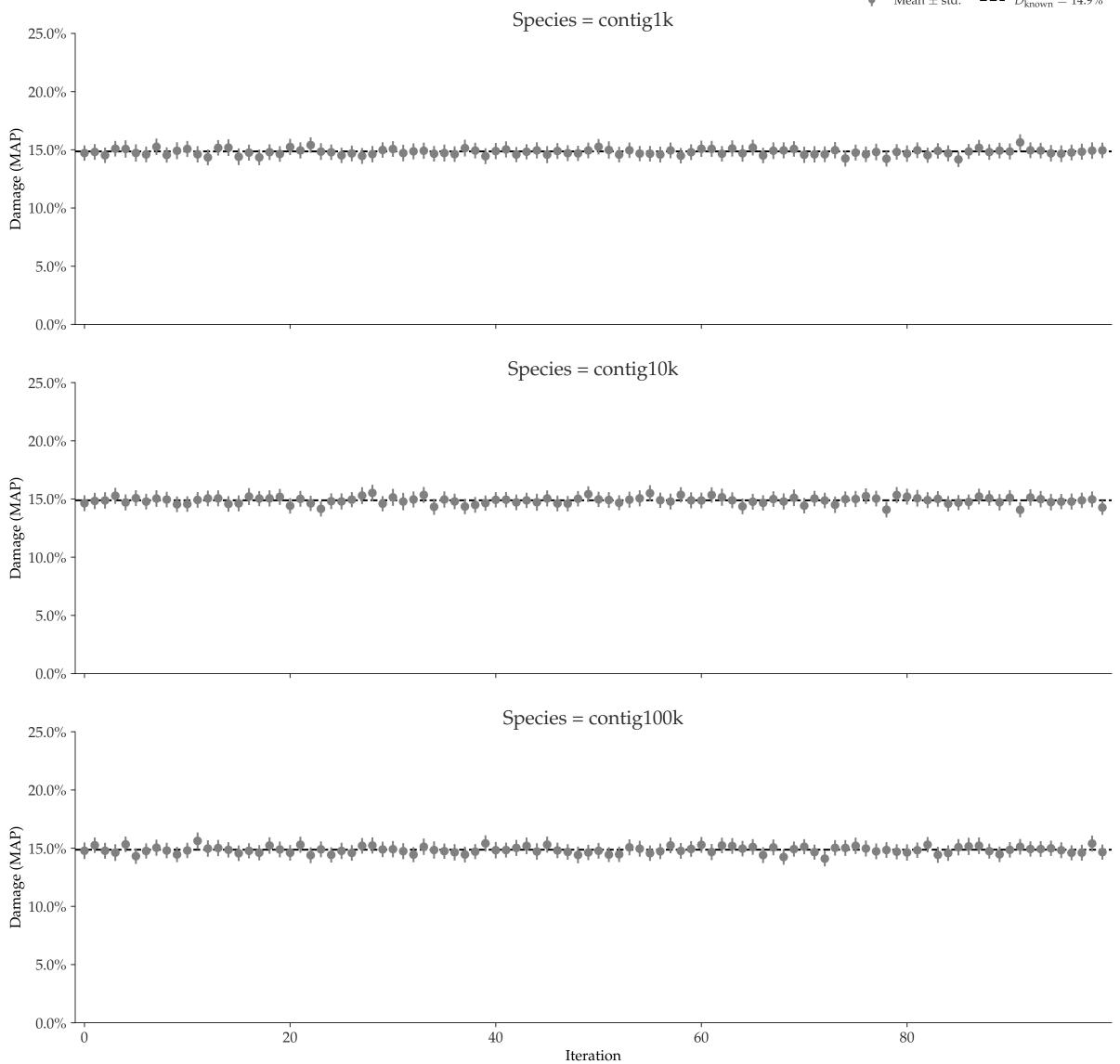




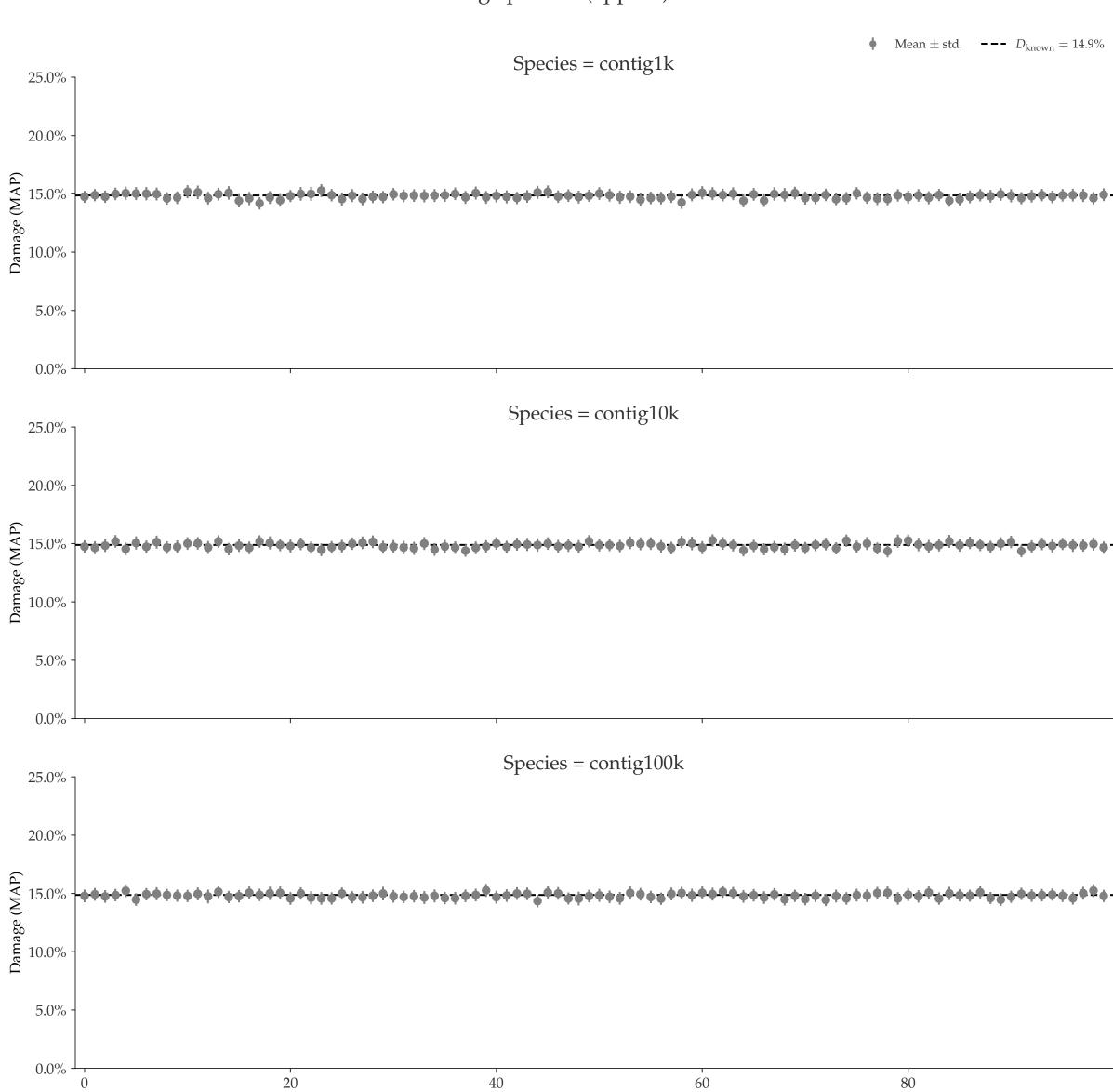


Individual damages: 25000 reads Briggs damage = 0.472 Damage percent (approx) = 15%

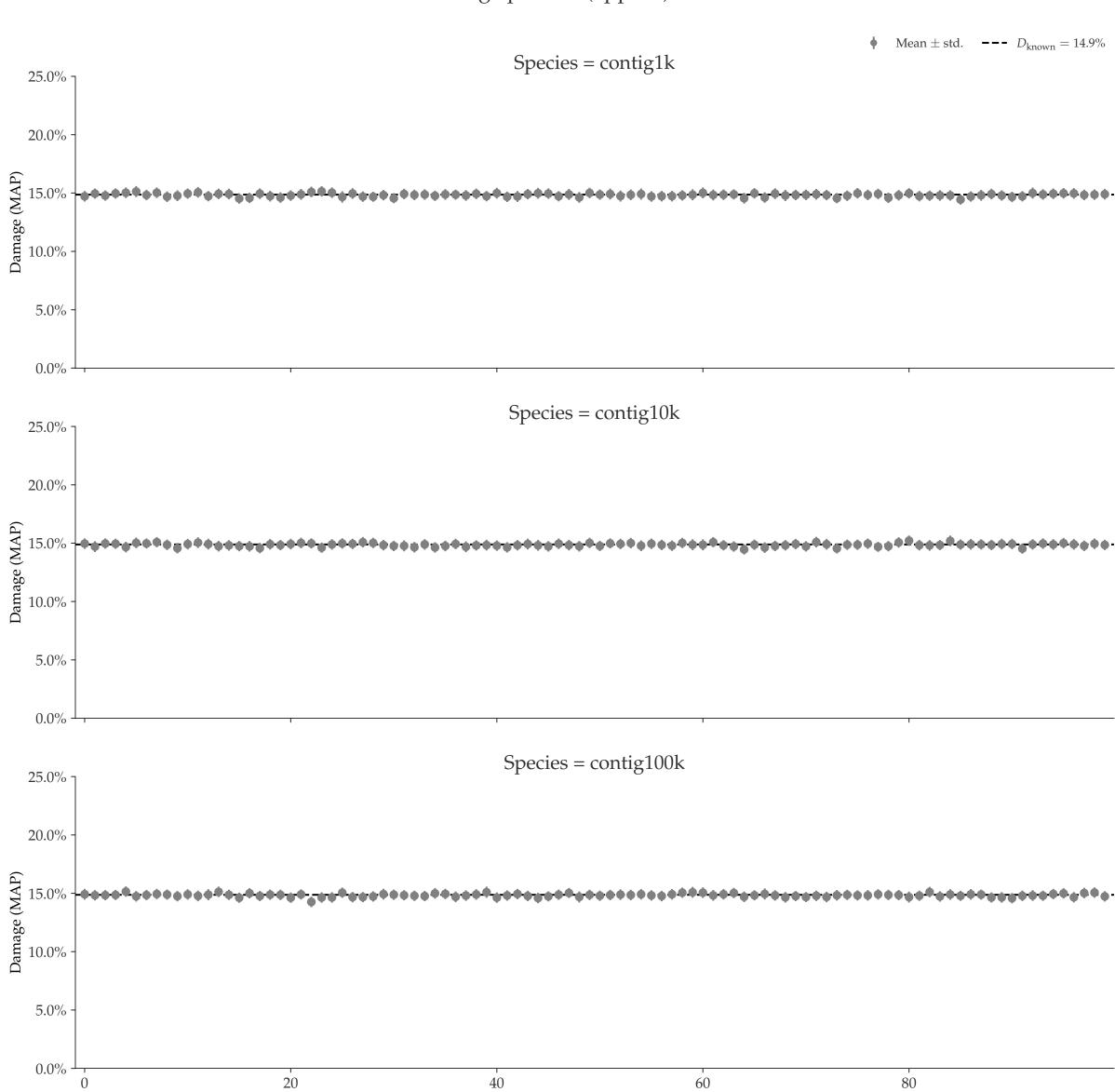




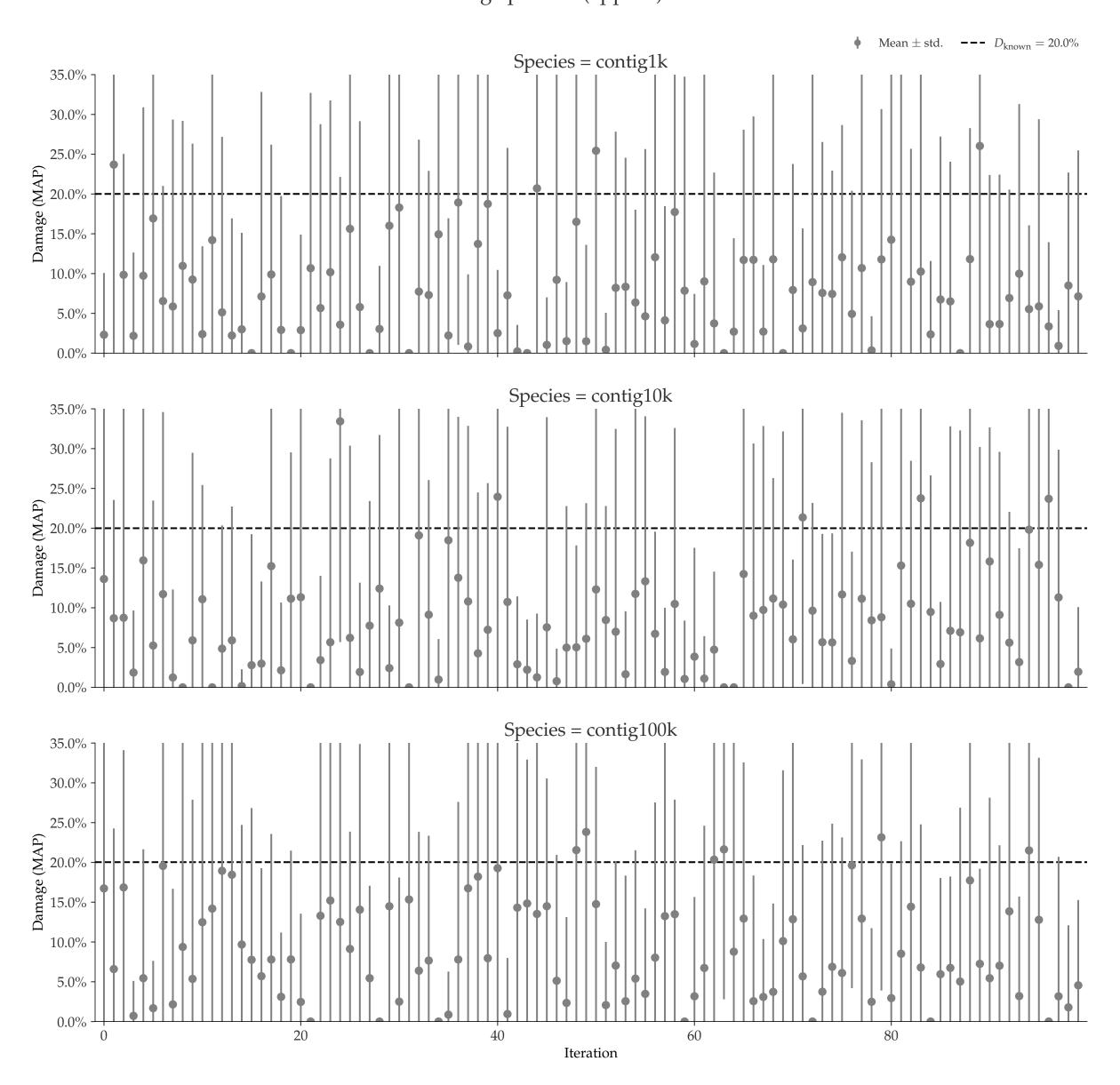
Individual damages: 50000 reads Briggs damage = 0.472 Damage percent (approx) = 15%



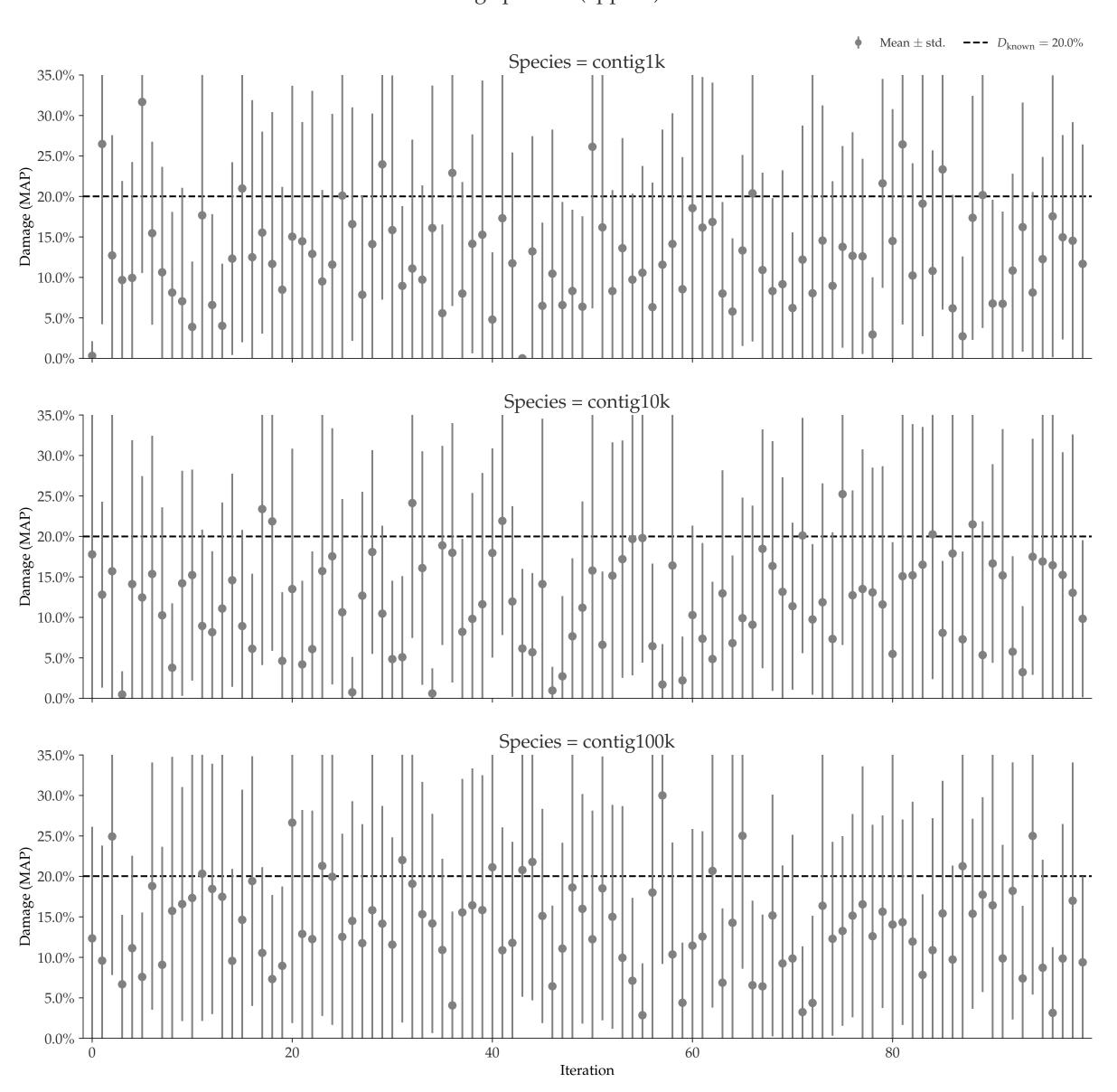
Individual damages: 100000 reads Briggs damage = 0.472 Damage percent (approx) = 15%



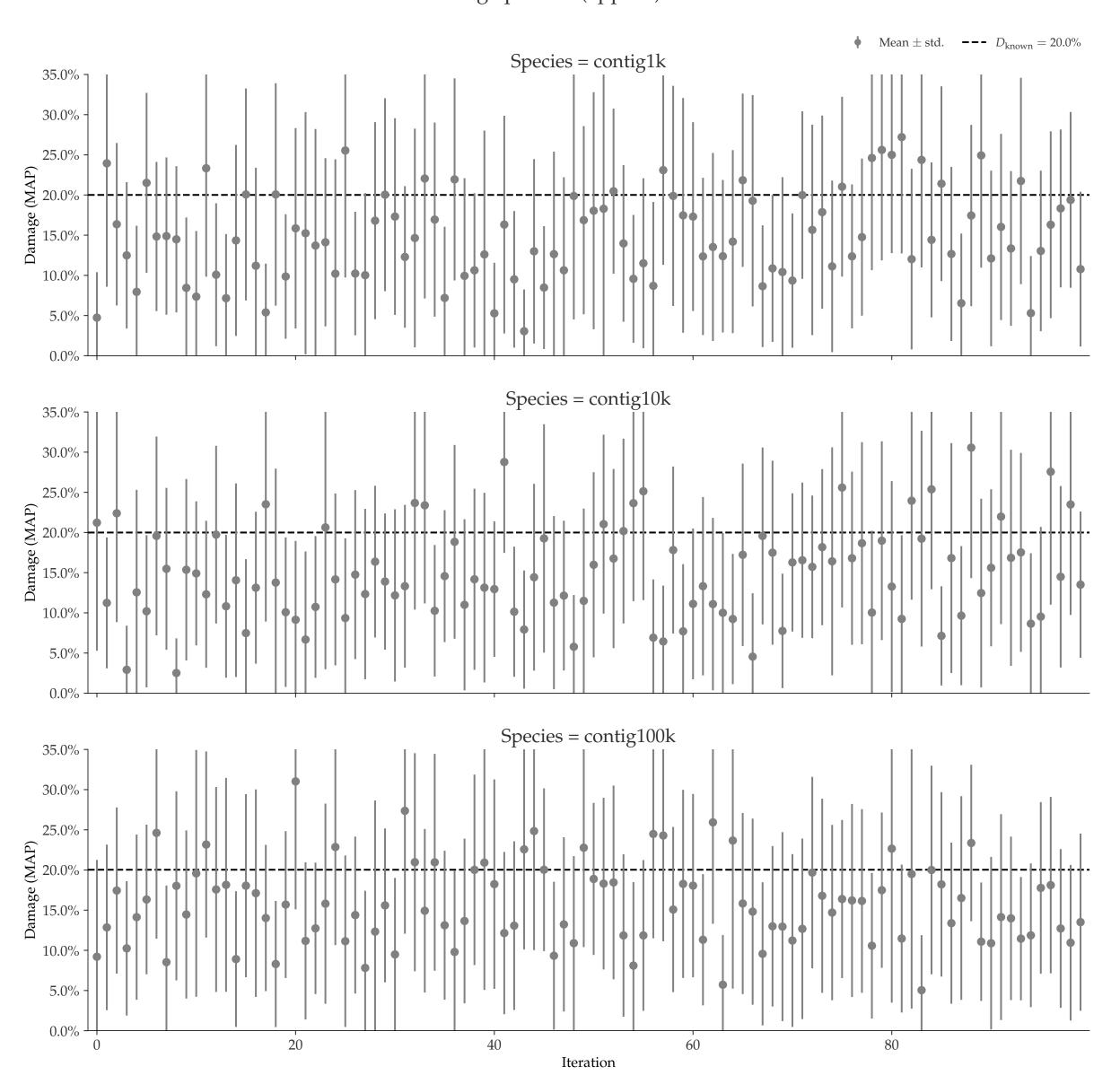
Individual damages: 10 reads Briggs damage = 0.633 Damage percent (approx) = 20%



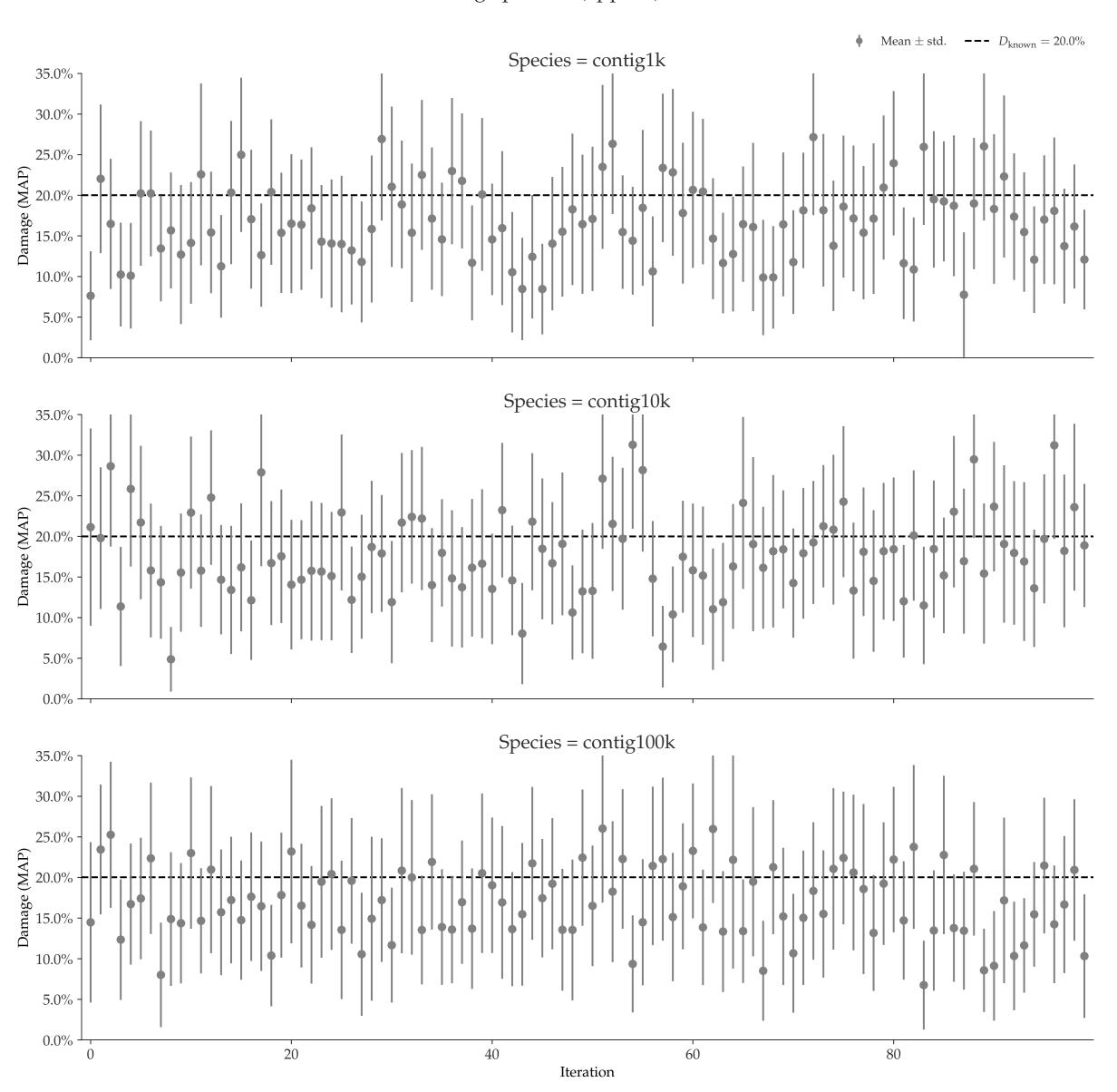
Individual damages: 25 reads Briggs damage = 0.633 Damage percent (approx) = 20%



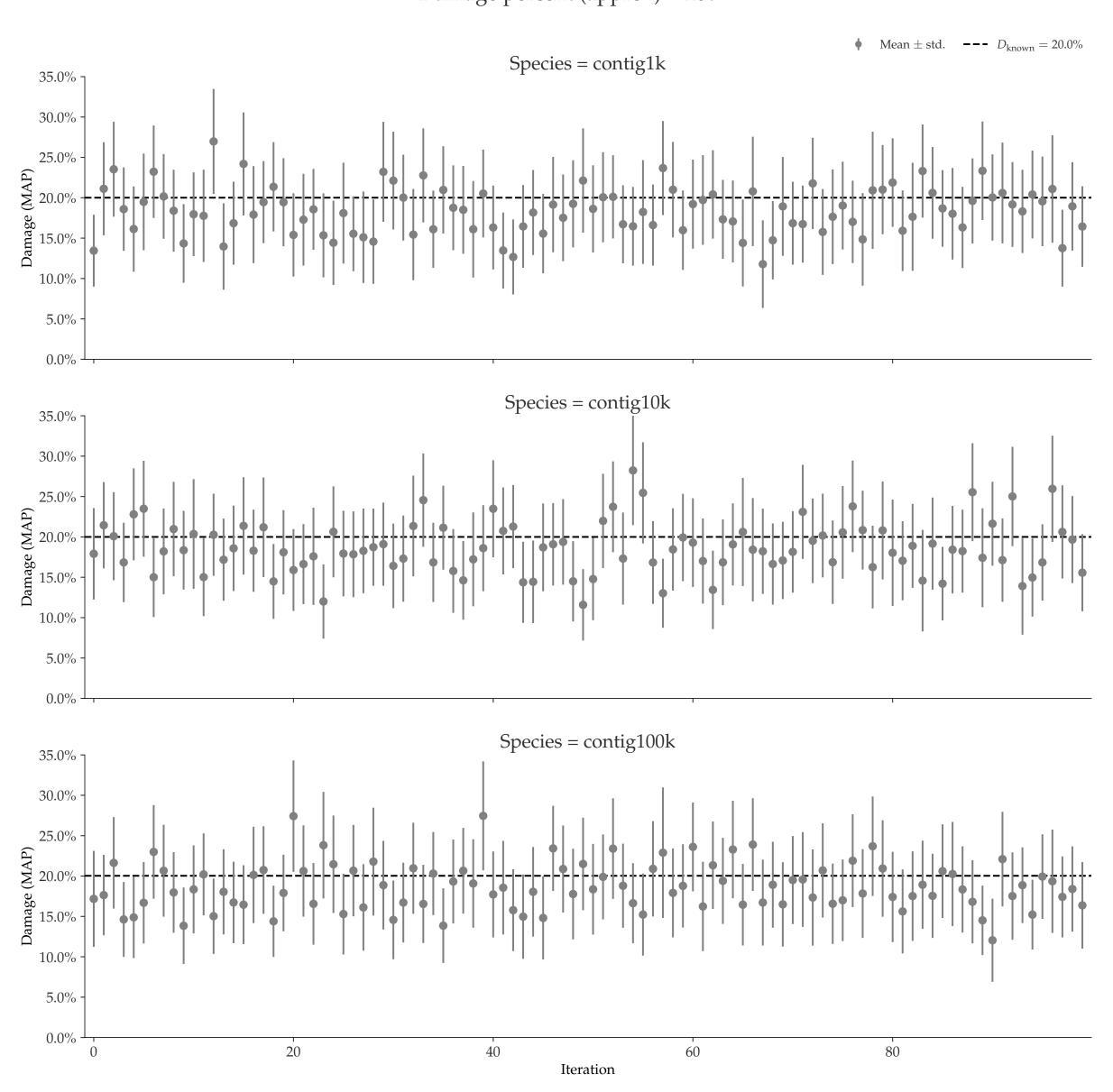
Individual damages: 50 reads Briggs damage = 0.633 Damage percent (approx) = 20%



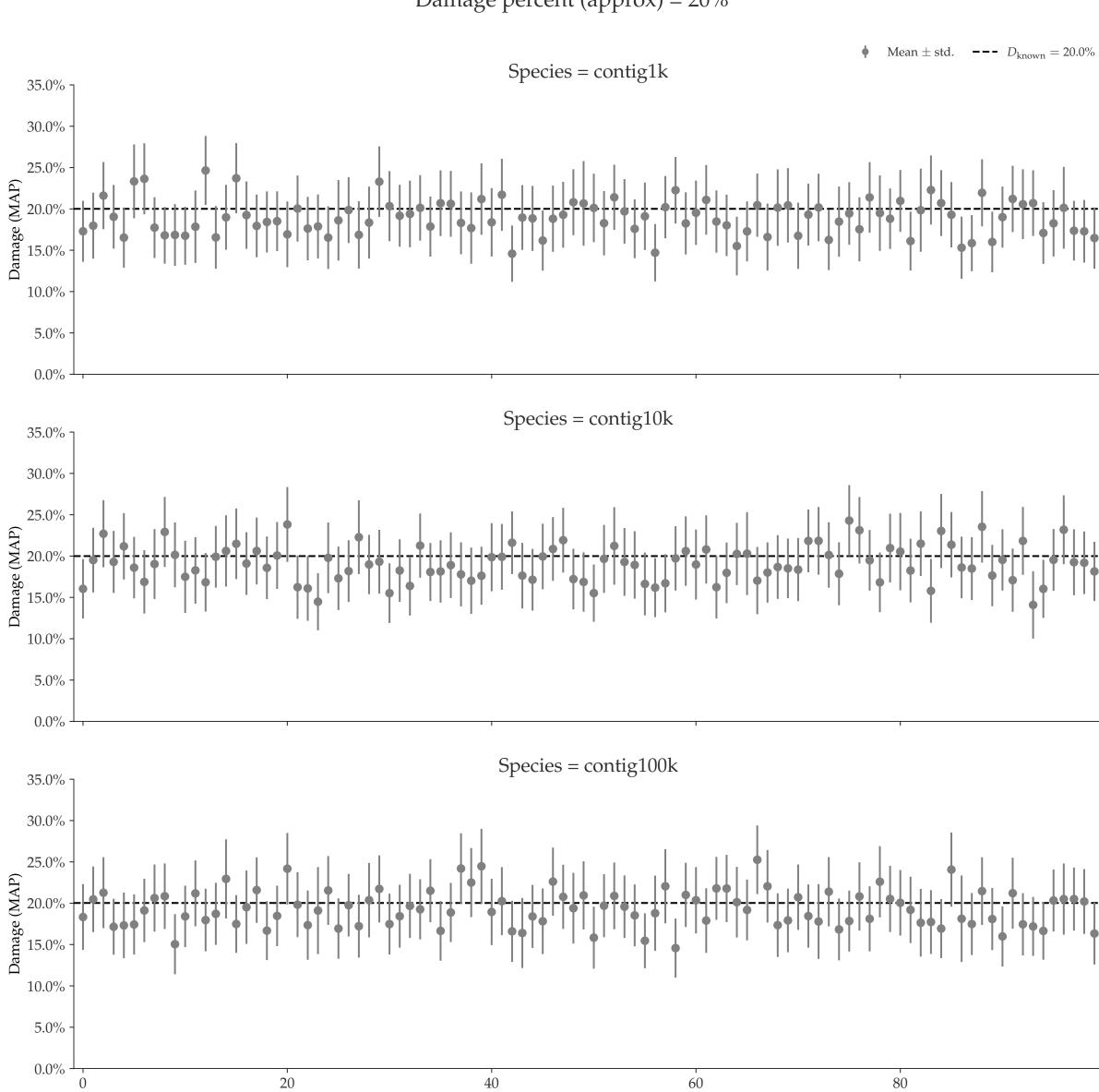
Individual damages: 100 reads Briggs damage = 0.633 Damage percent (approx) = 20%



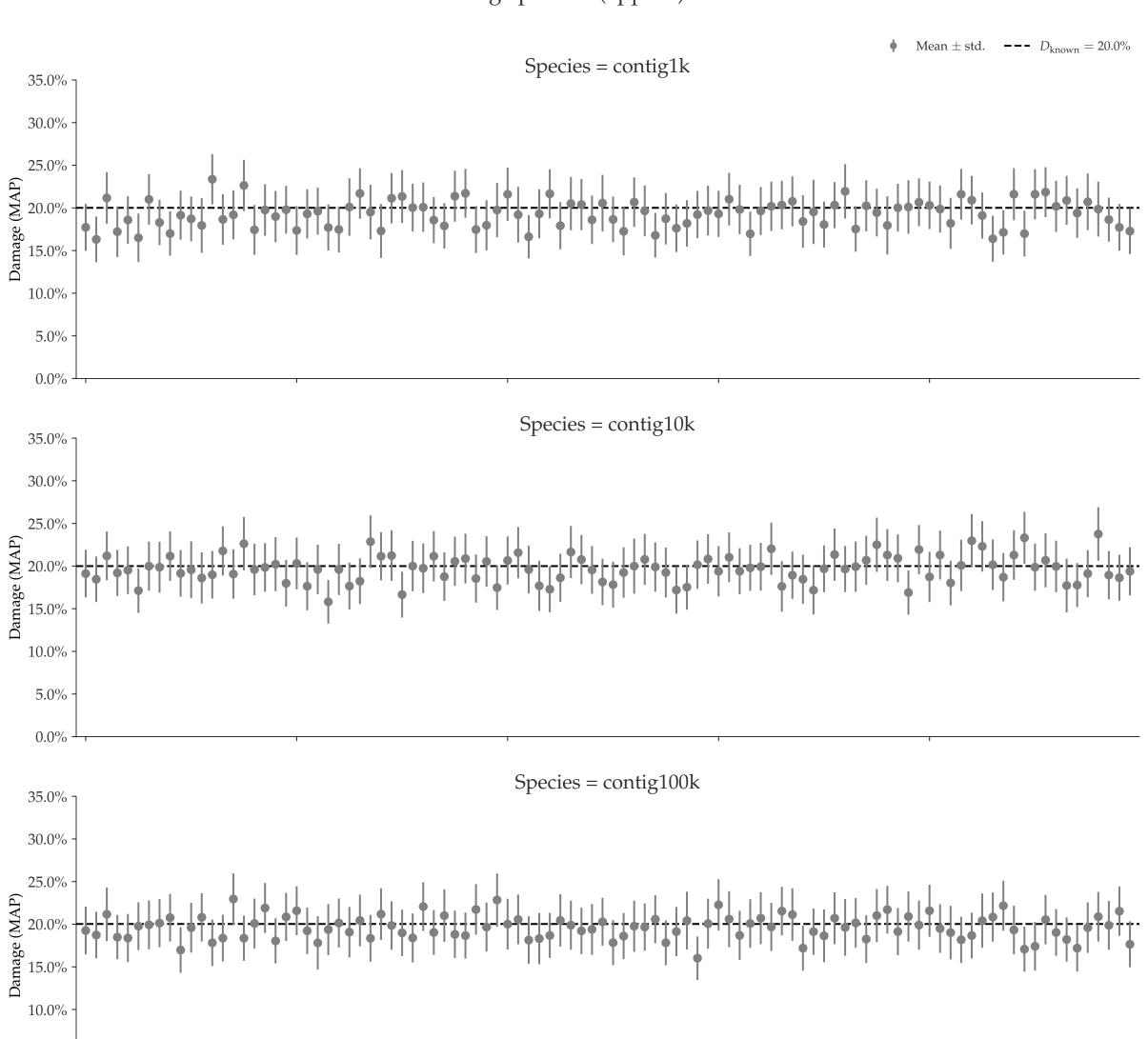
Individual damages: 250 reads Briggs damage = 0.633 Damage percent (approx) = 20%



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



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



40

Iteration

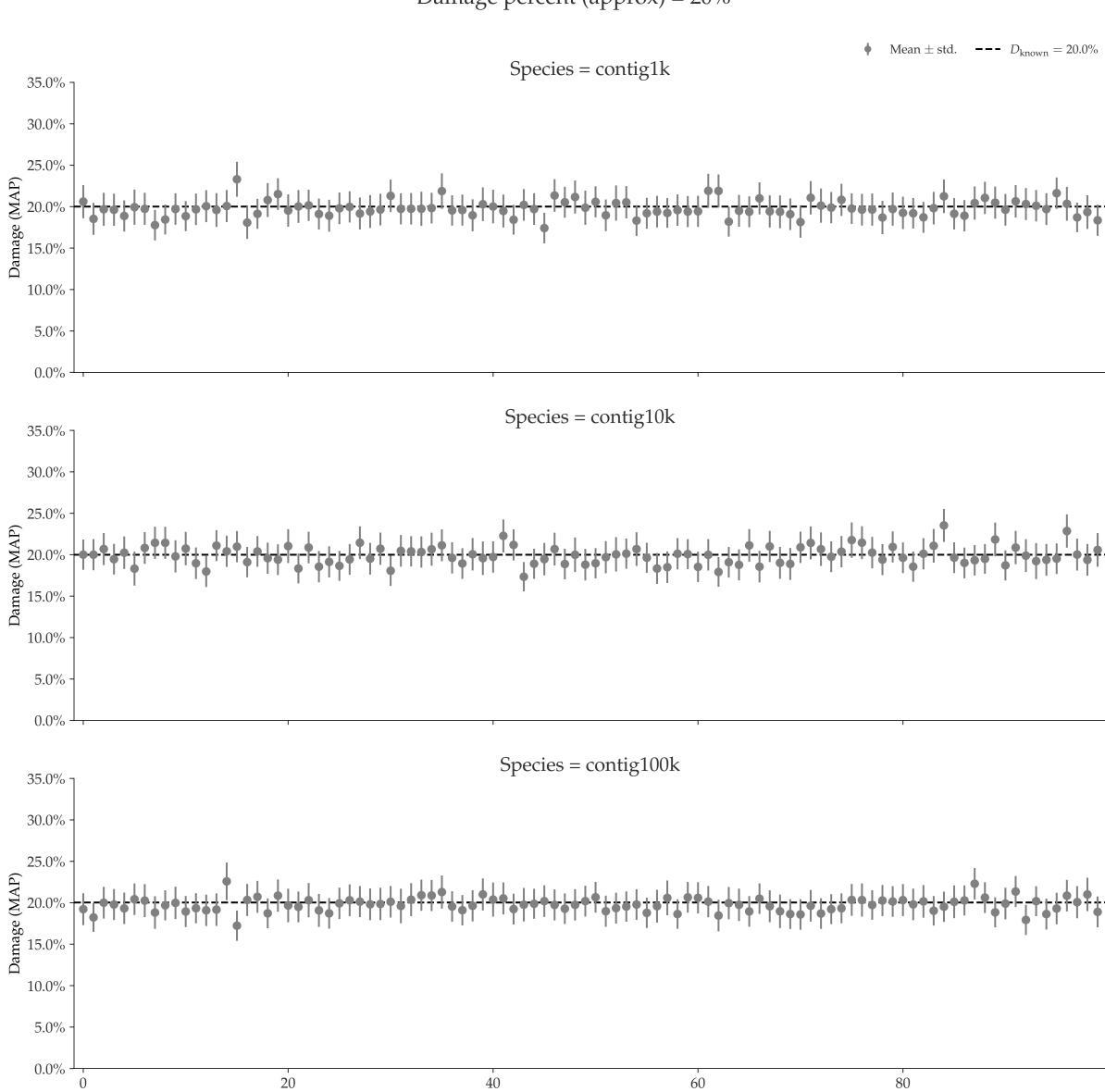
60

80

5.0%

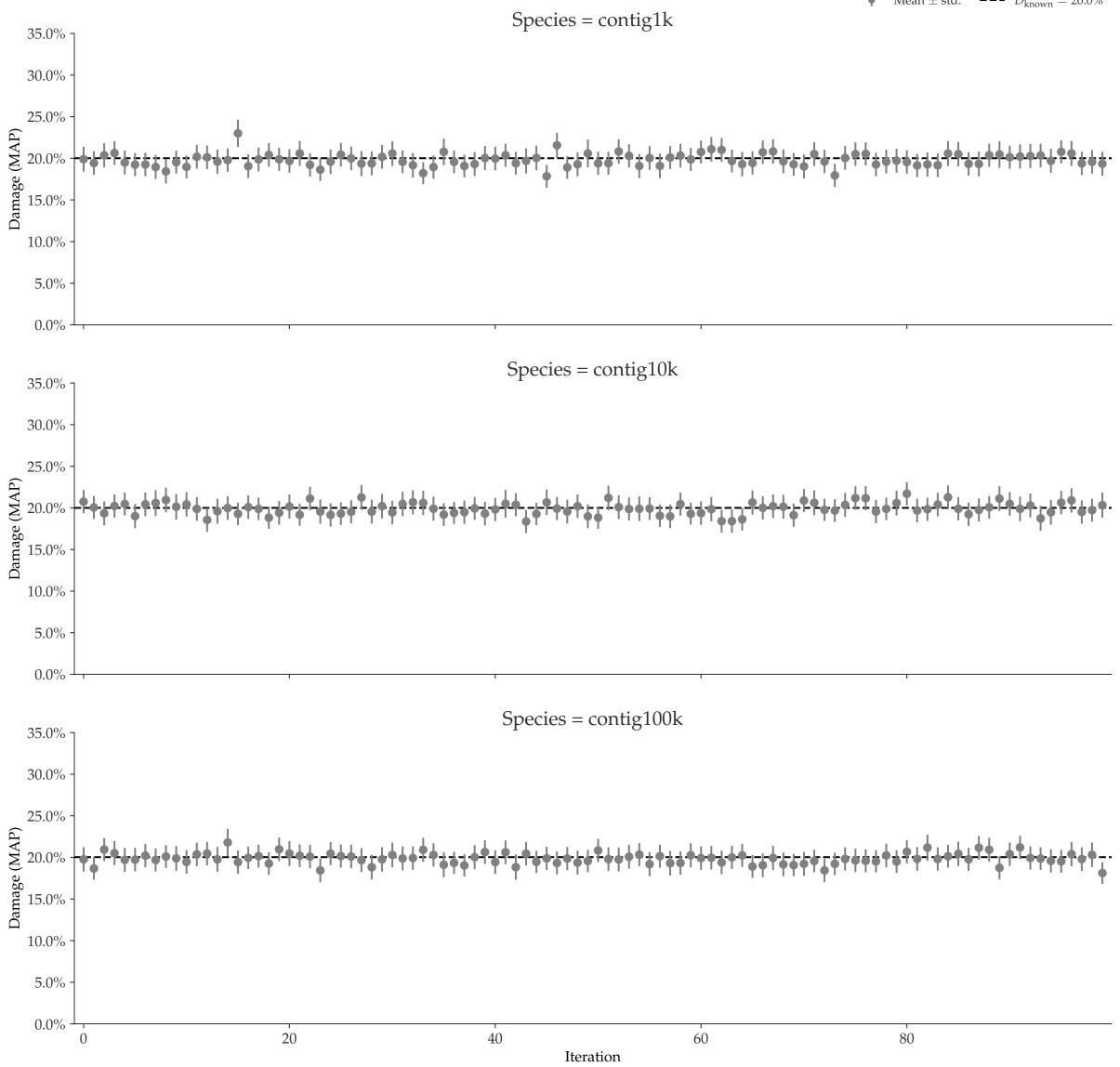
20

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

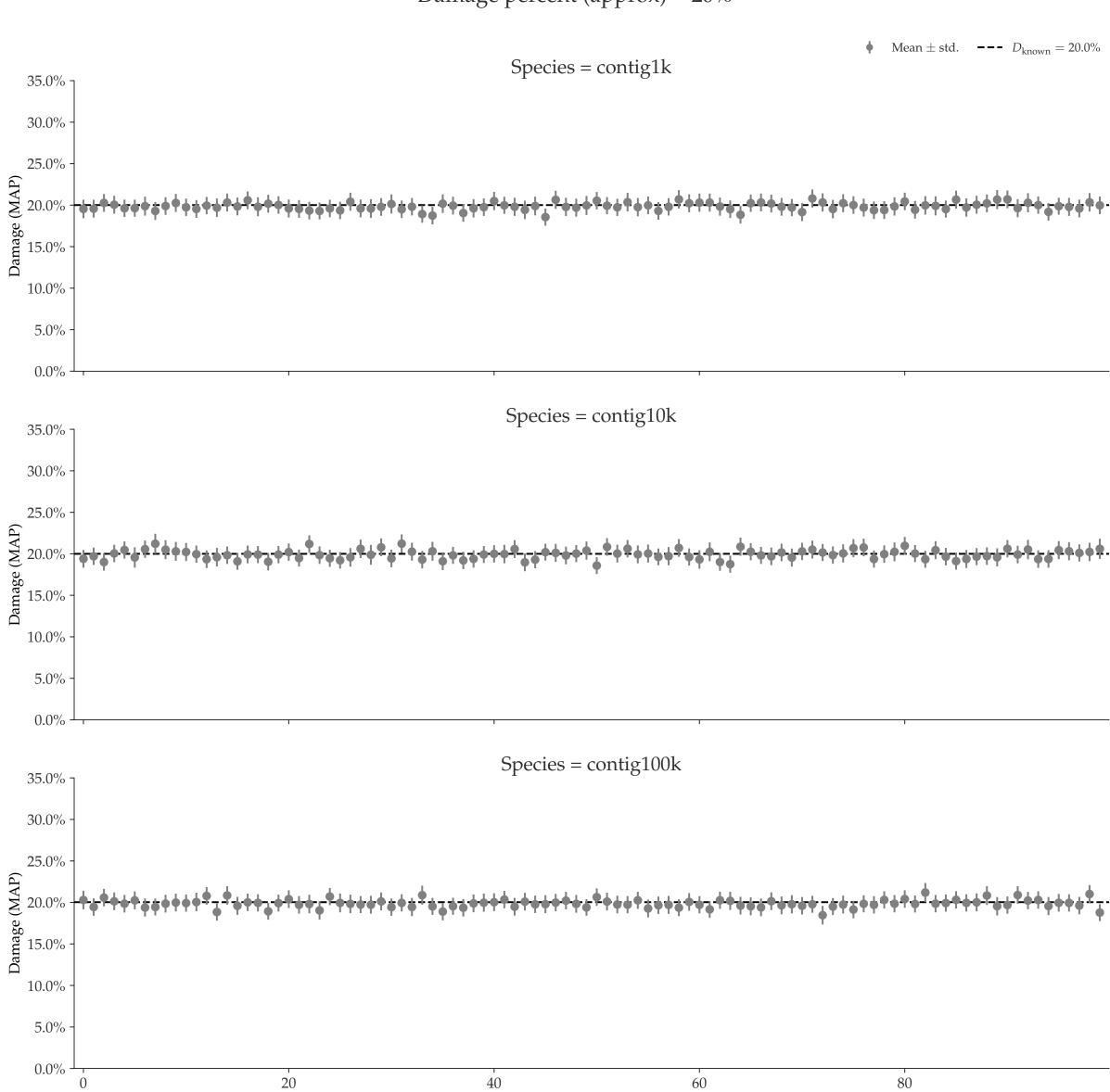


Individual damages: 5000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



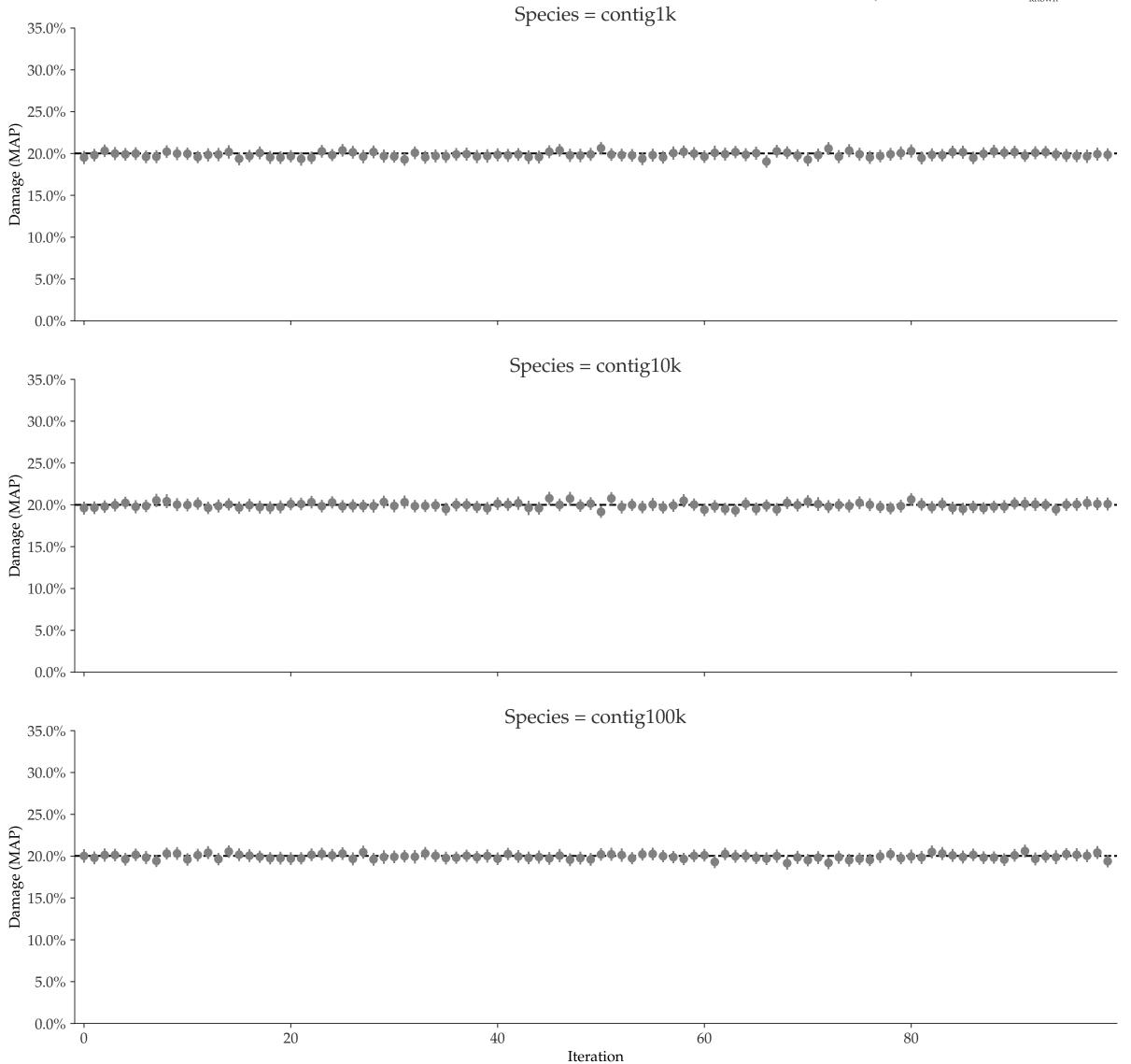


Individual damages: 10000 reads Briggs damage = 0.633 Damage percent (approx) = 20%

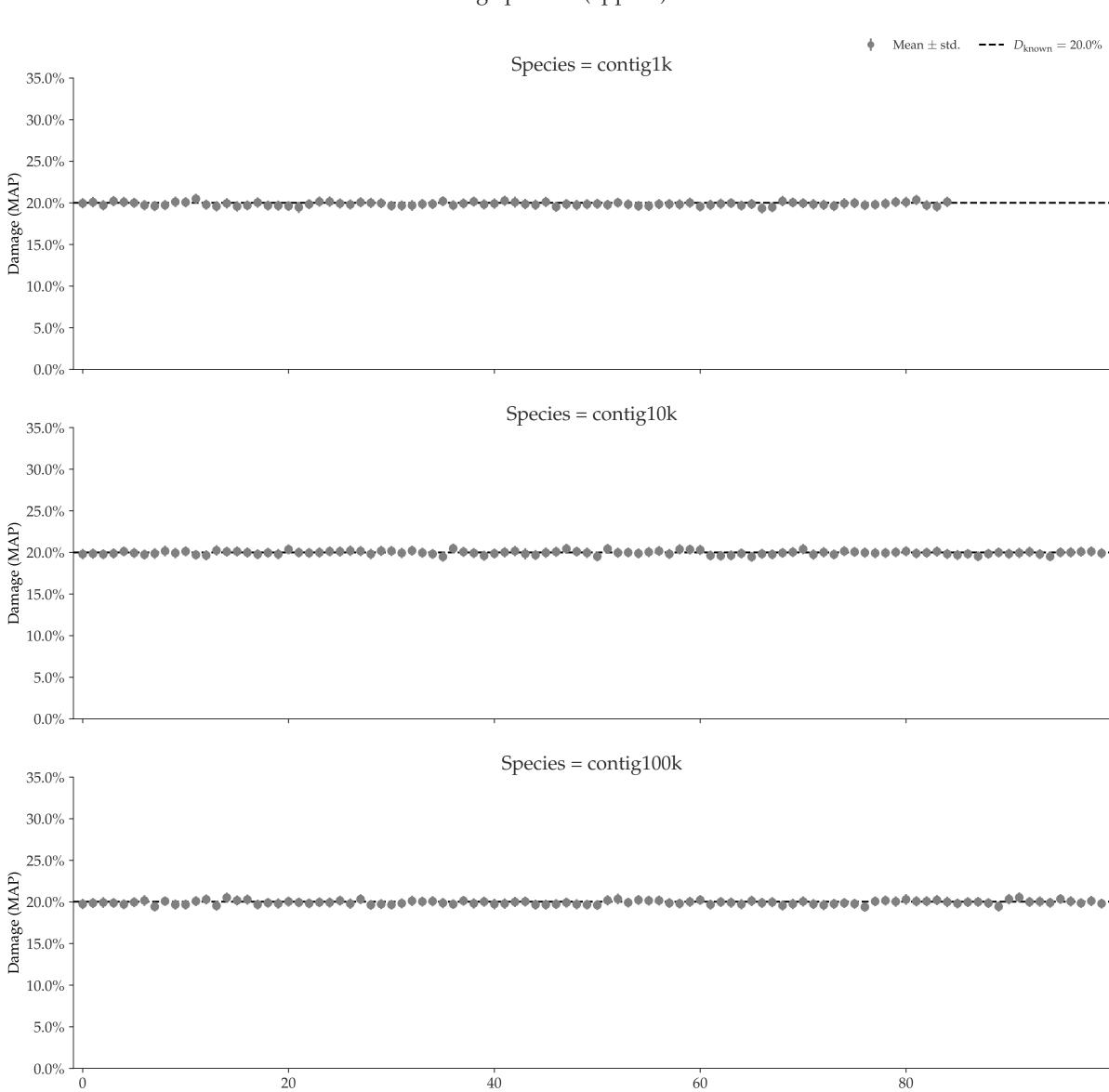


Individual damages: 25000 reads Briggs damage = 0.633 Damage percent (approx) = 20%

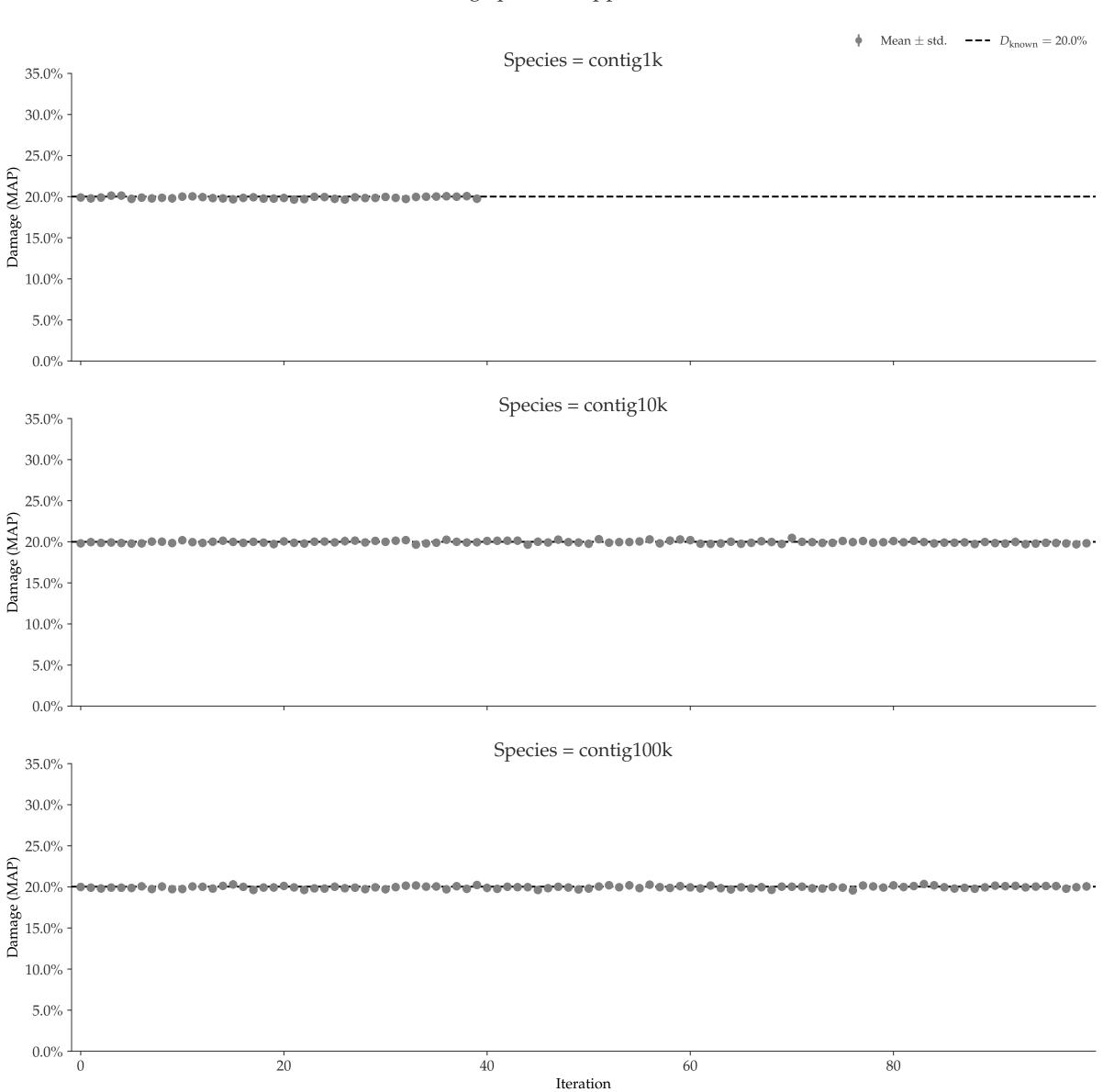




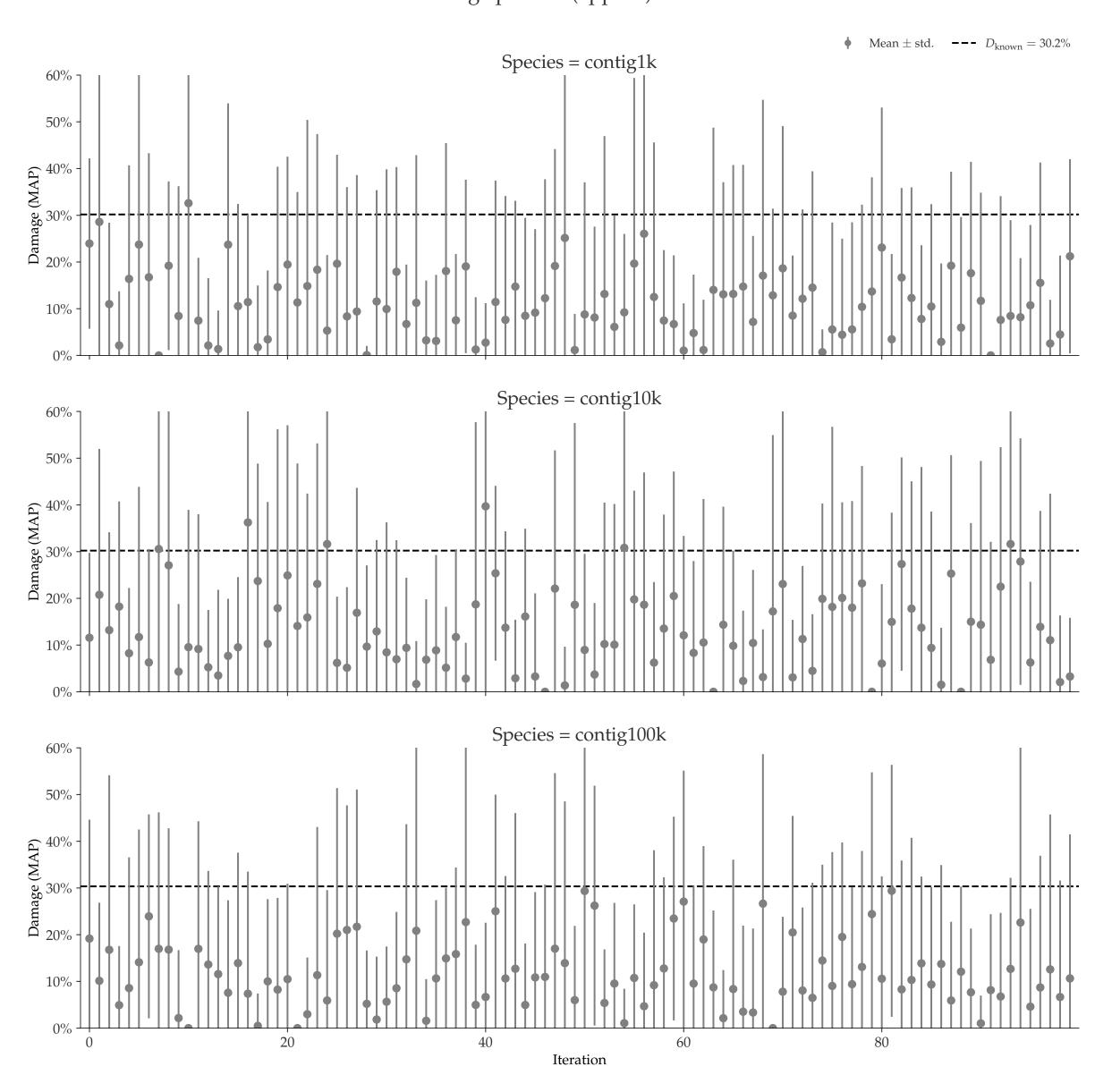
Individual damages: 50000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



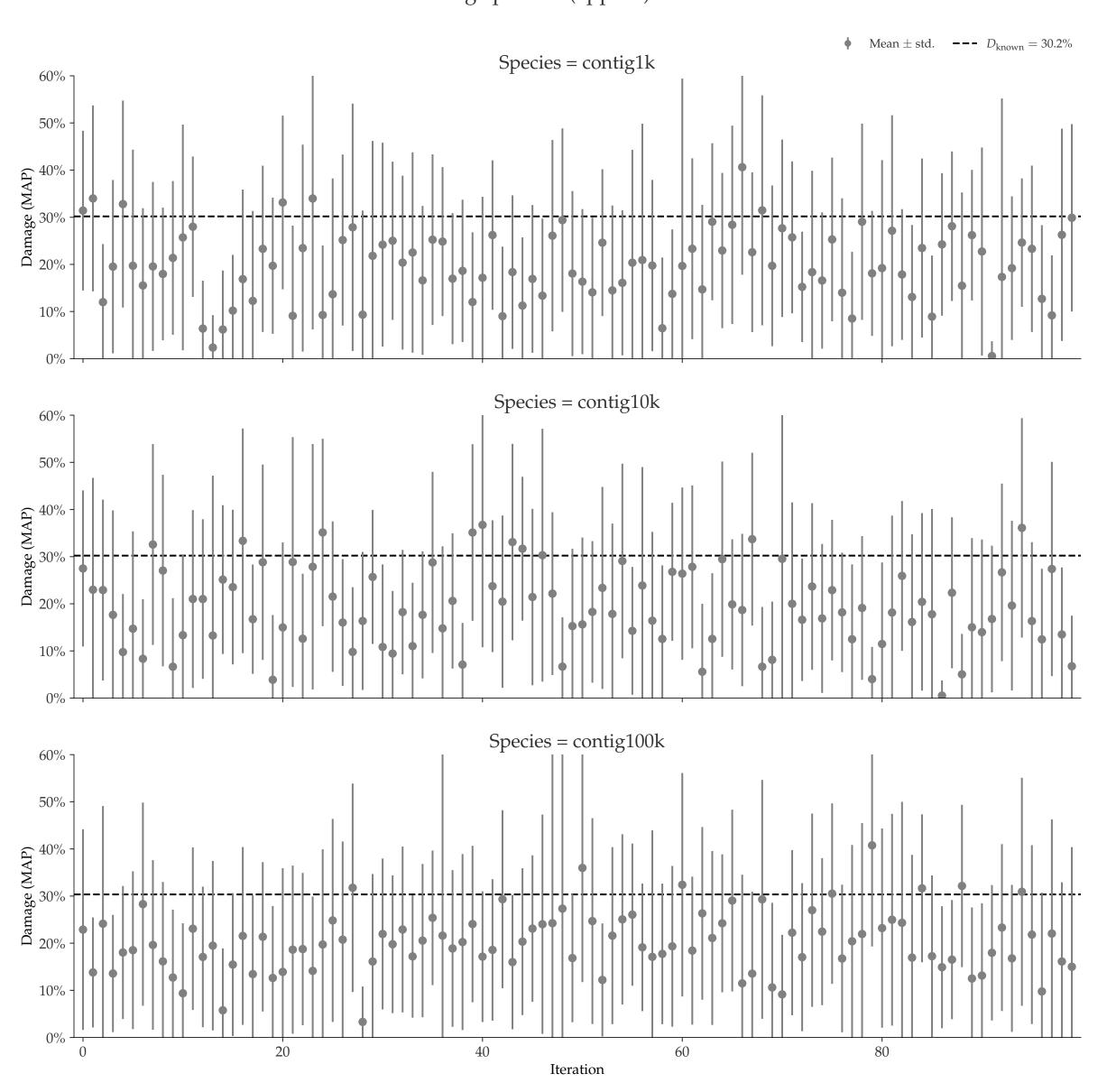
Individual damages: 100000 reads Briggs damage = 0.633 Damage percent (approx) = 20%



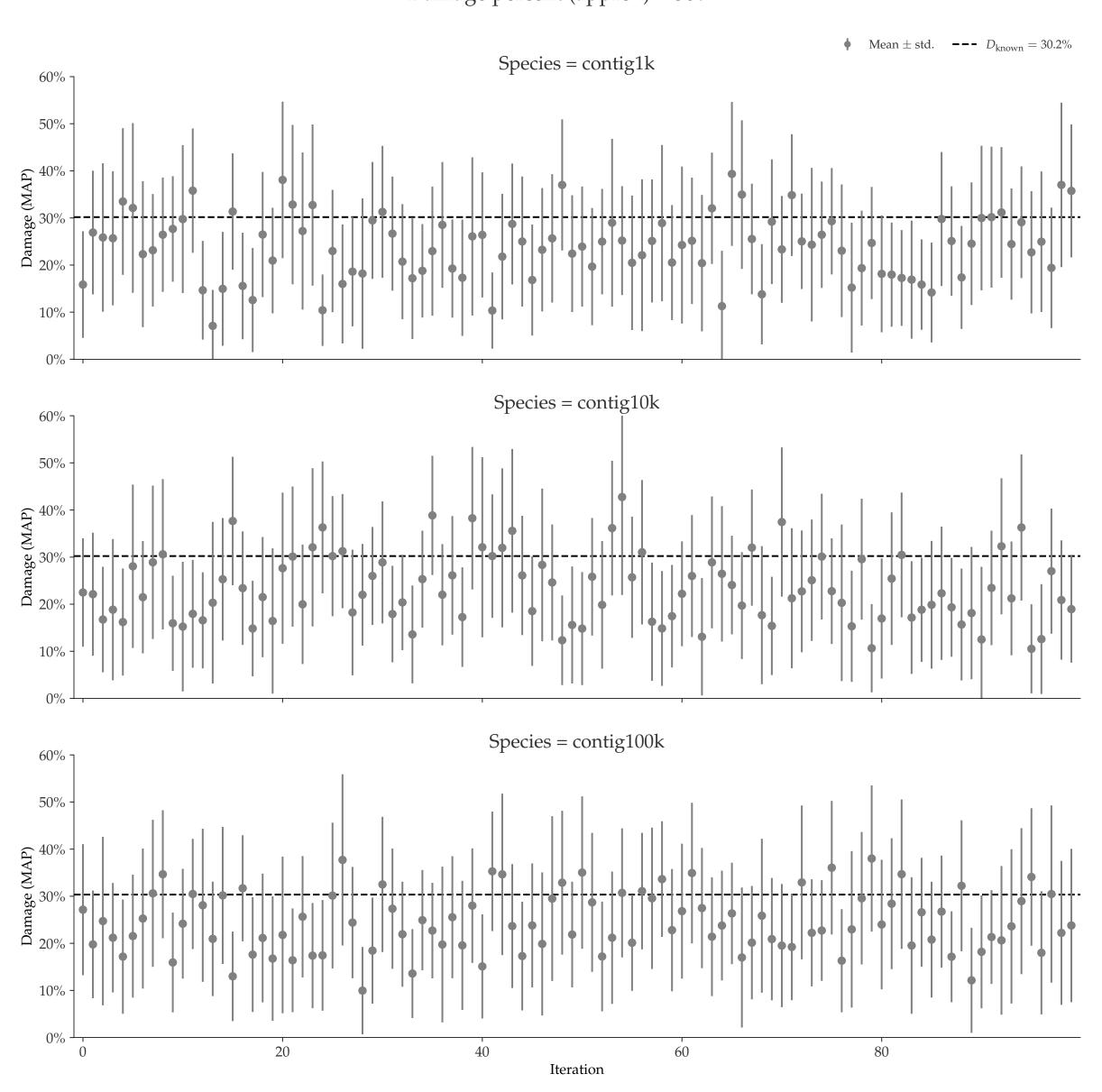
Individual damages: 10 reads Briggs damage = 0.96 Damage percent (approx) = 30%



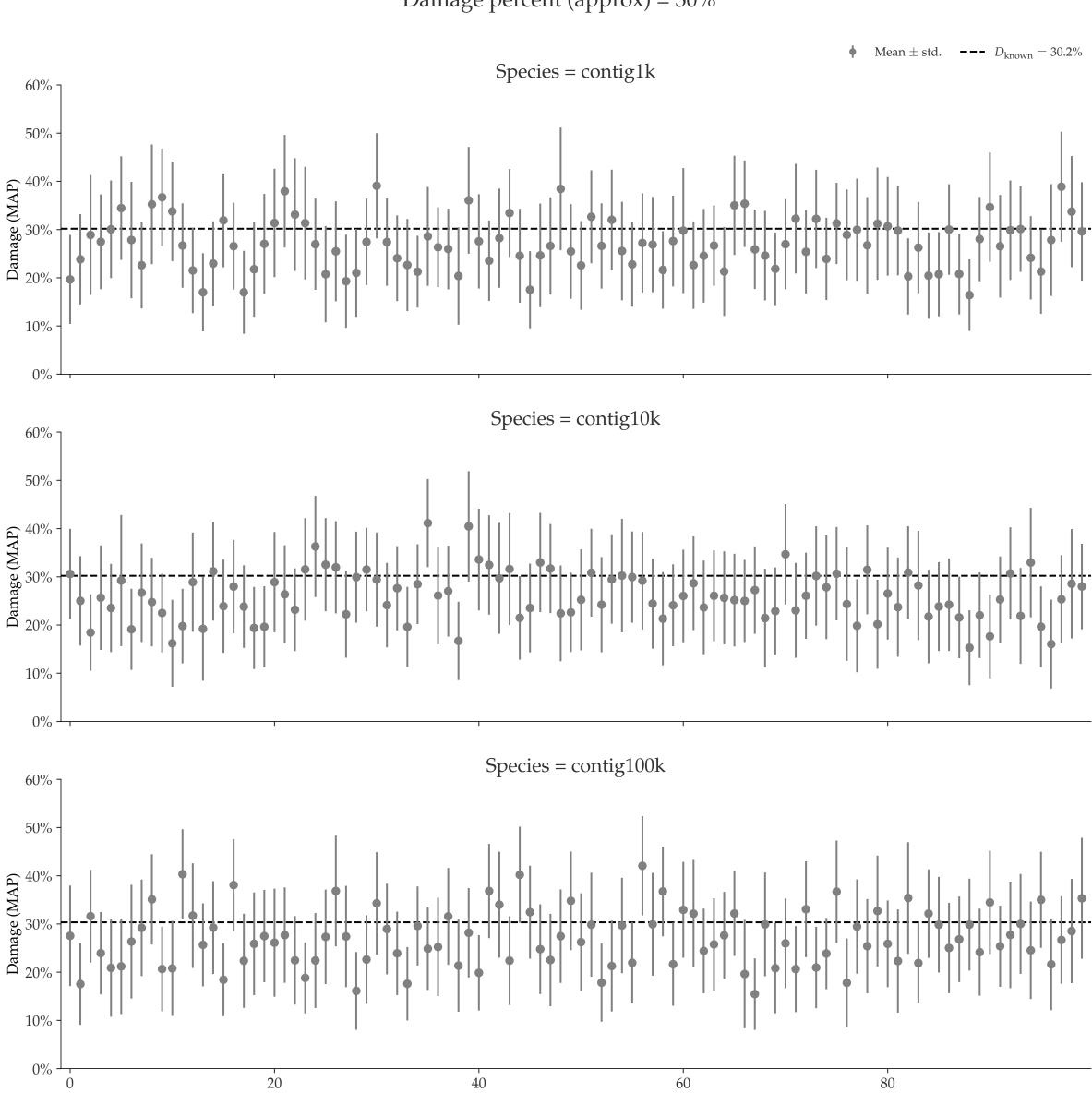
Individual damages: 25 reads Briggs damage = 0.96 Damage percent (approx) = 30%



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

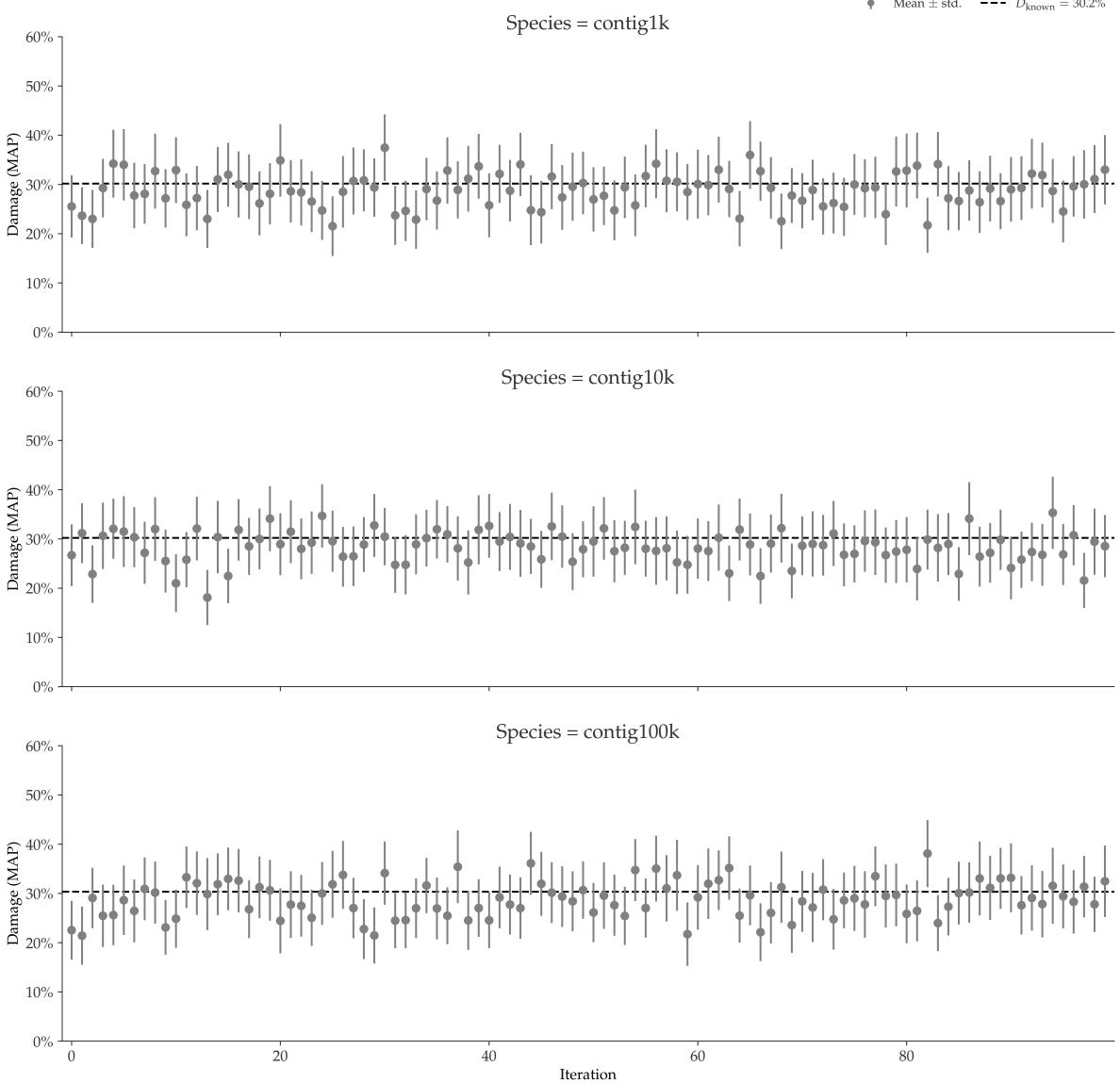


Individual damages: 100 reads Briggs damage = 0.96 Damage percent (approx) = 30%



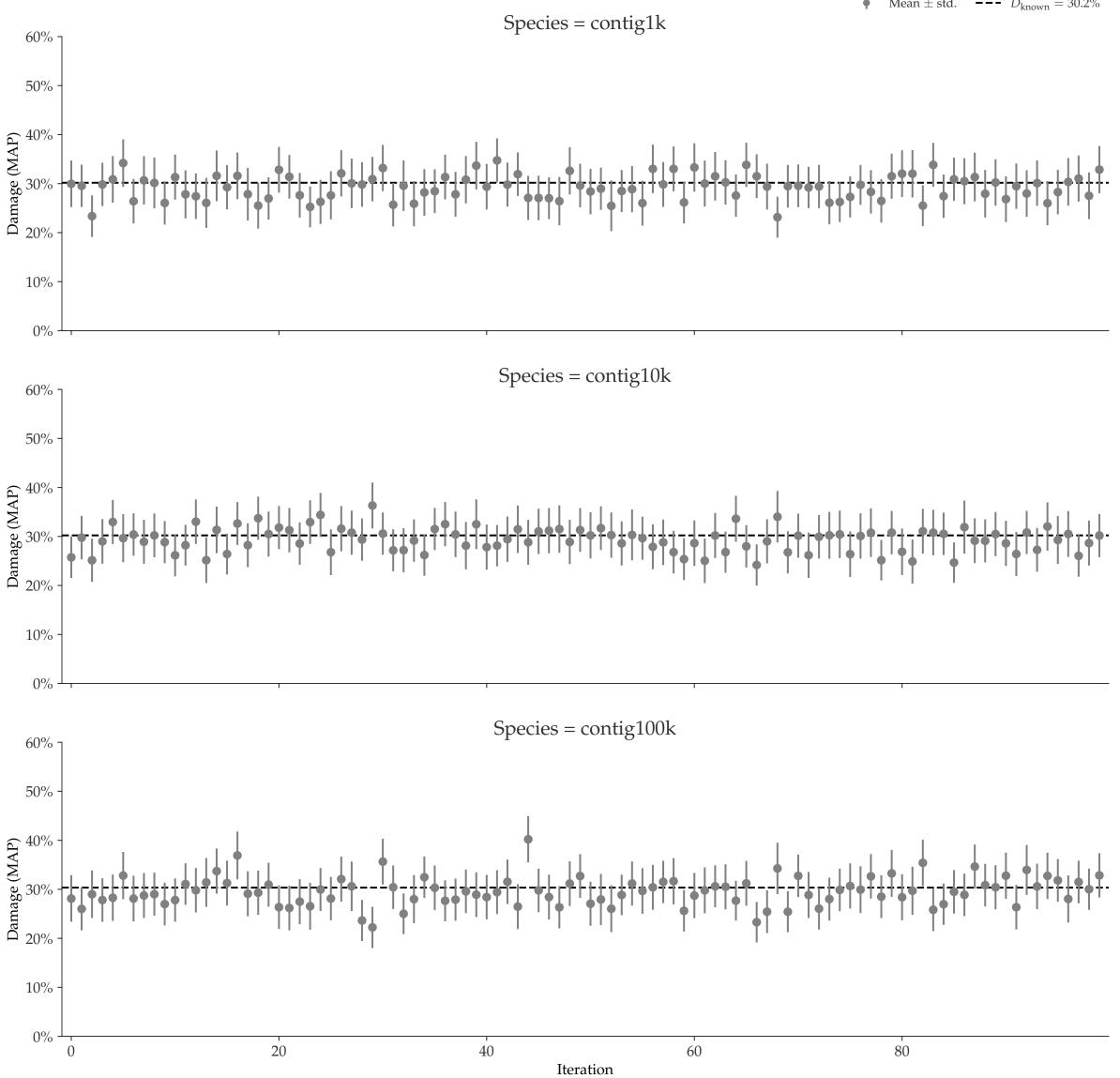
Individual damages: 250 reads Briggs damage = 0.96 Damage percent (approx) = 30%





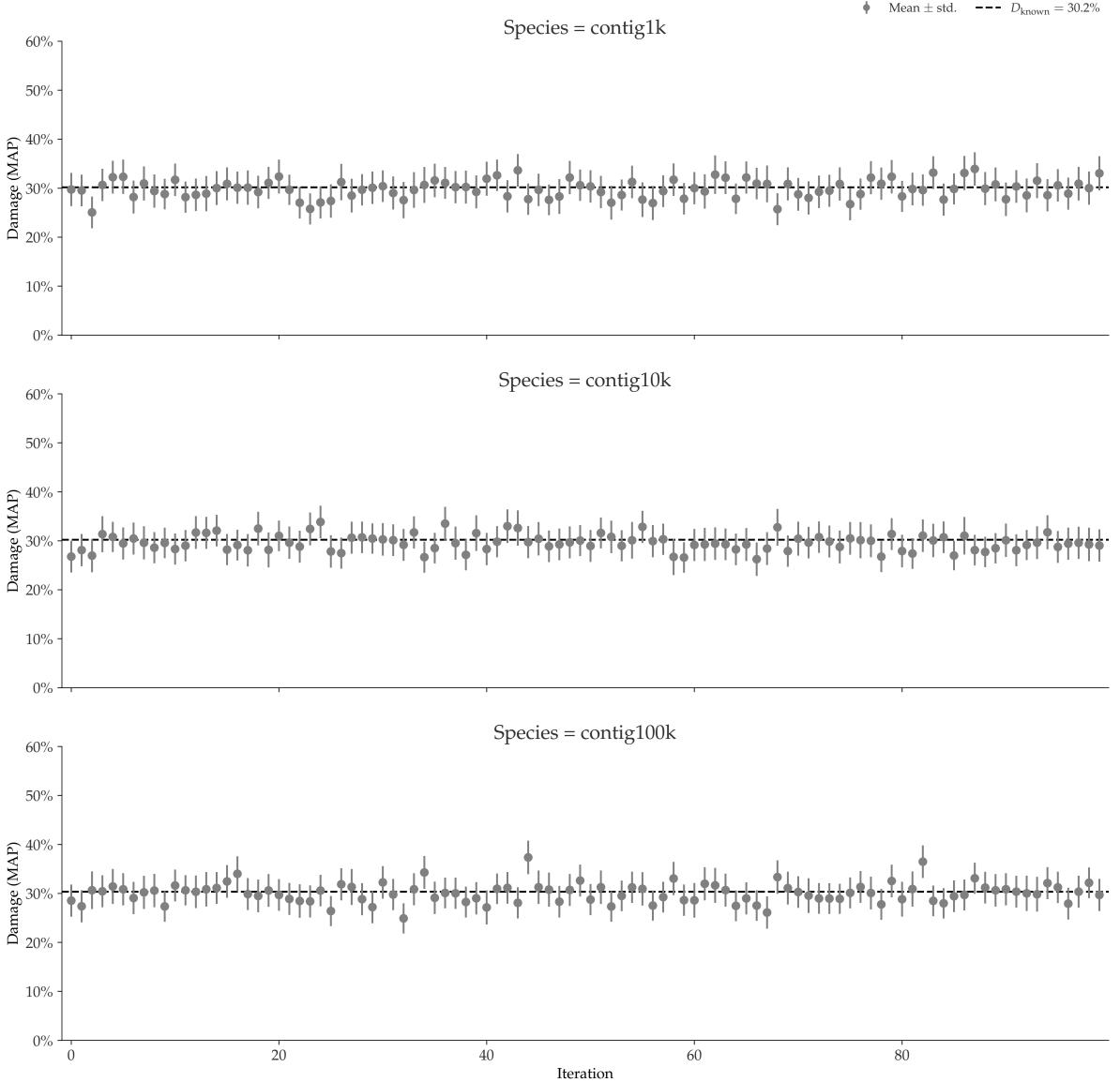
Individual damages: 500 reads Briggs damage = 0.96 Damage percent (approx) = 30%





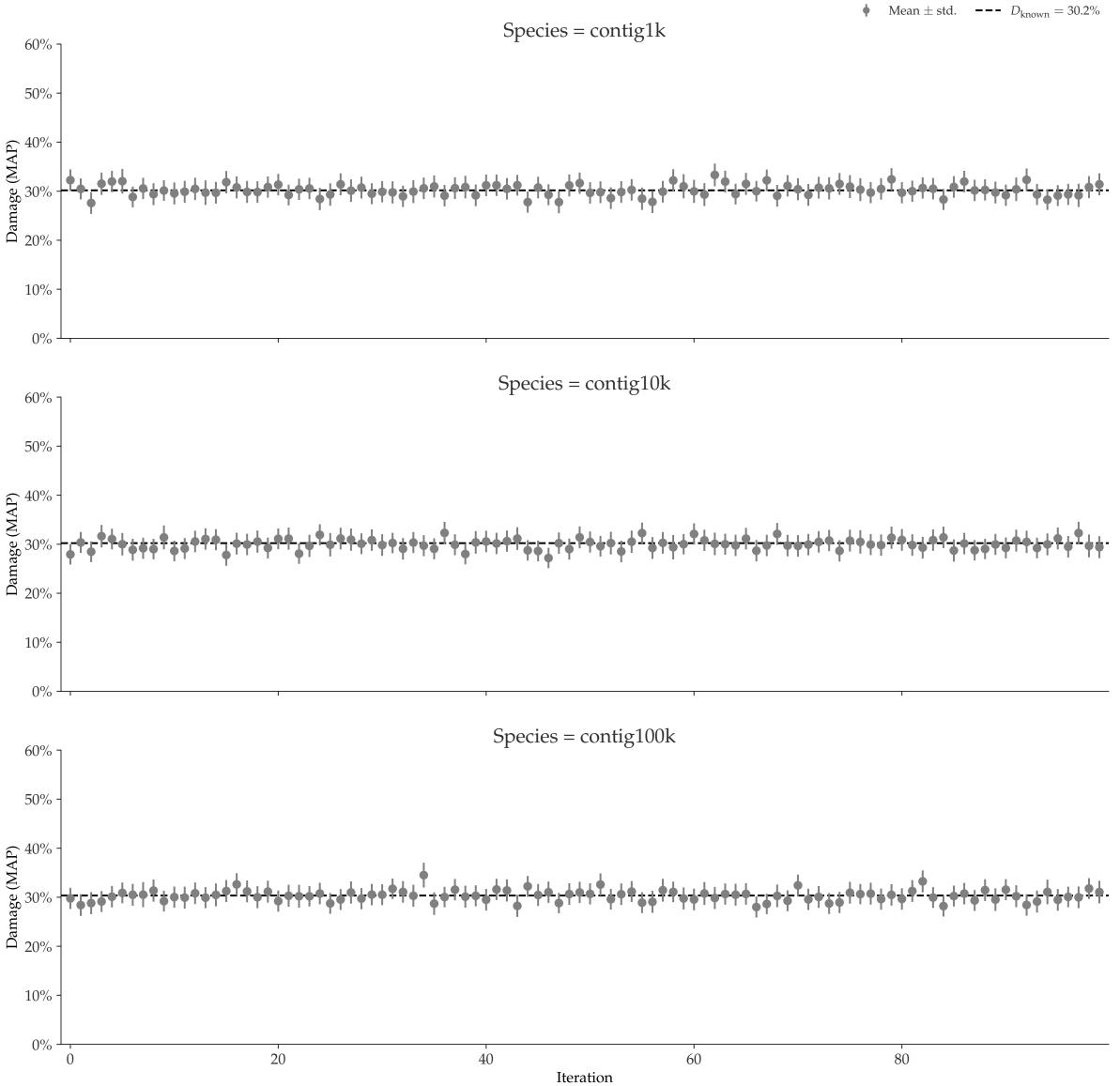
Individual damages: 1000 reads Briggs damage = 0.96 Damage percent (approx) = 30%





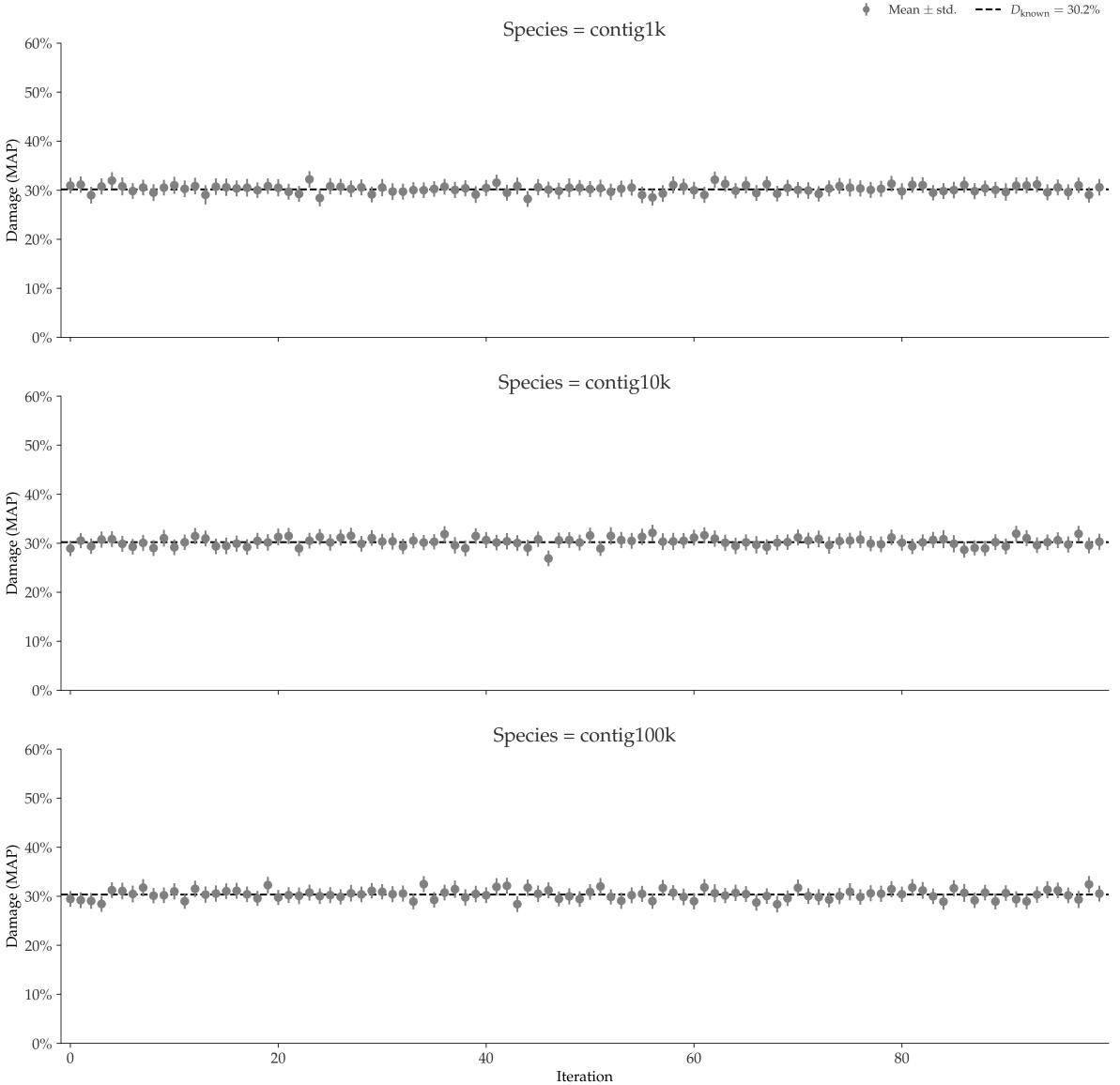
Individual damages: 2500 reads Briggs damage = 0.96 Damage percent (approx) = 30%





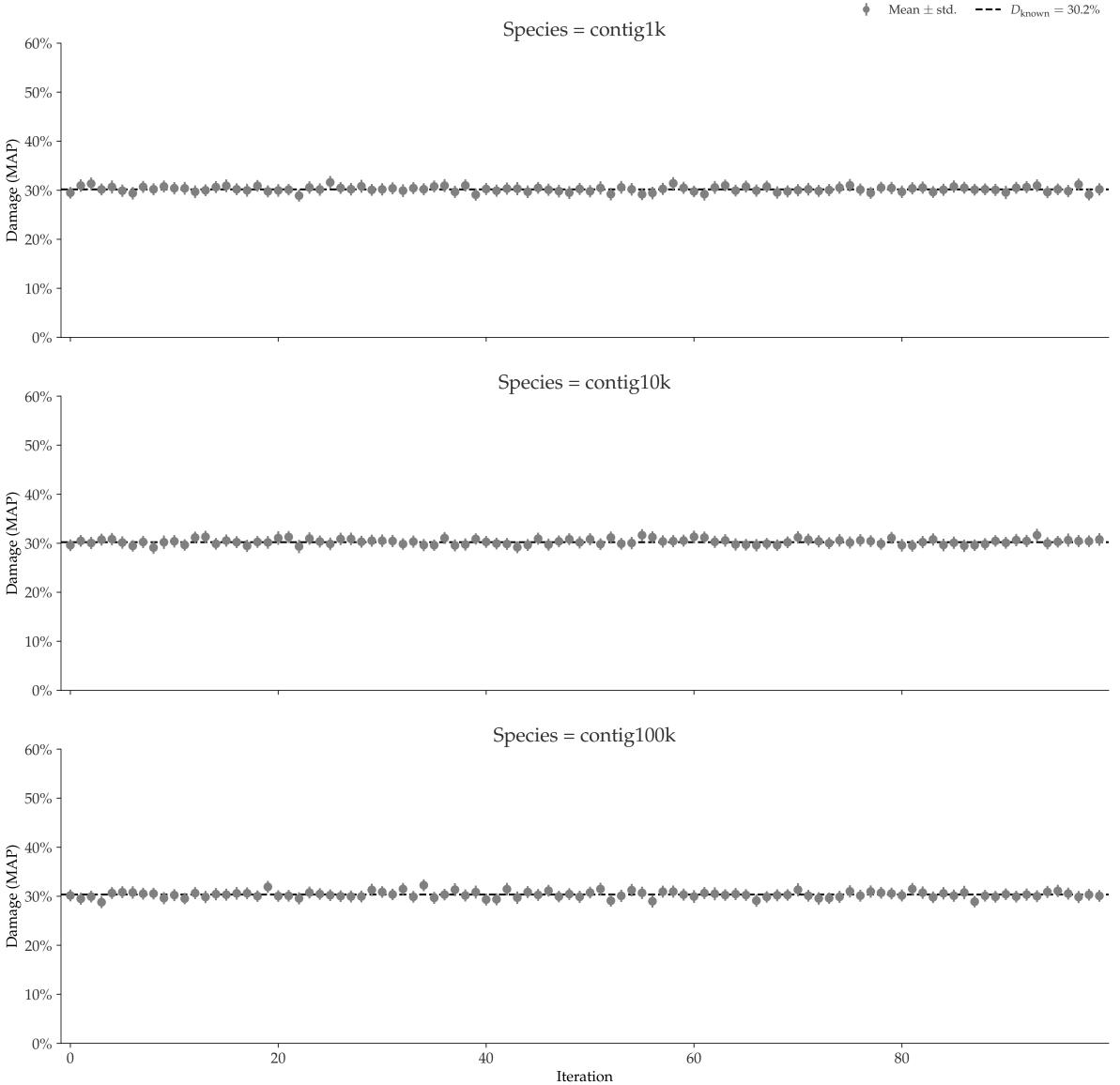
Individual damages: 5000 reads Briggs damage = 0.96 Damage percent (approx) = 30%





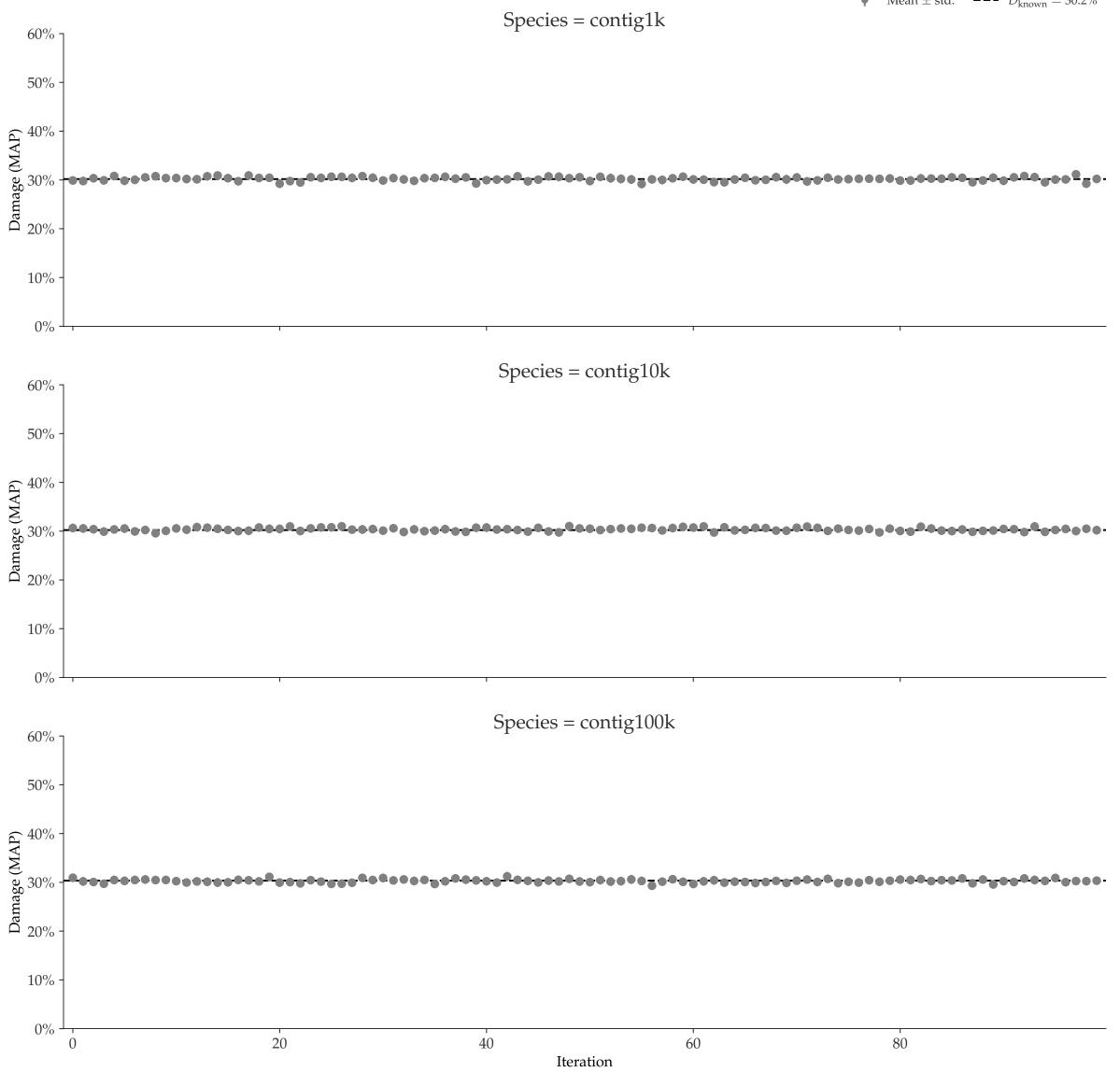
Individual damages: 10000 reads Briggs damage = 0.96 Damage percent (approx) = 30%





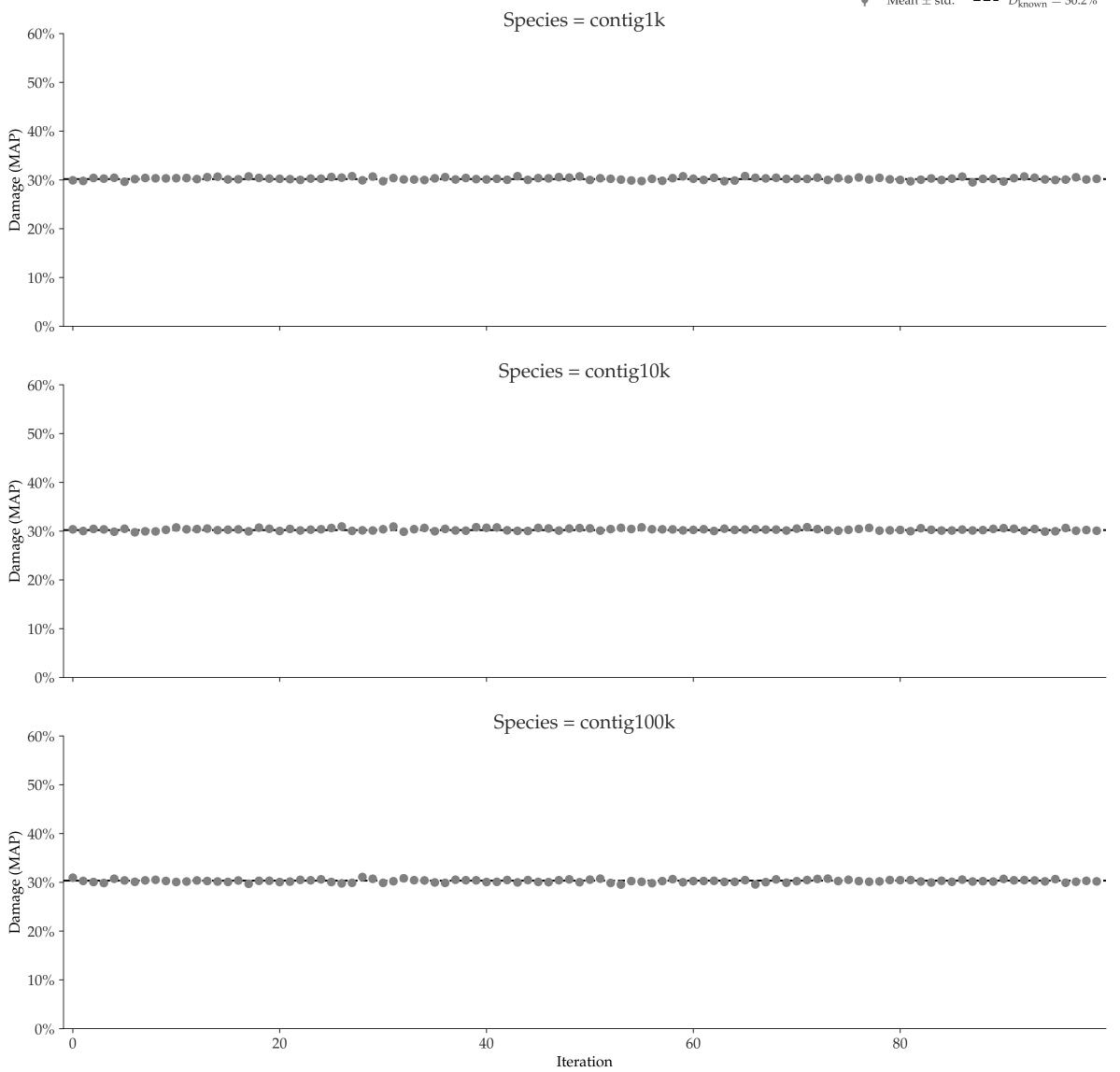
Individual damages: 25000 reads Briggs damage = 0.96 Damage percent (approx) = 30%





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





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



