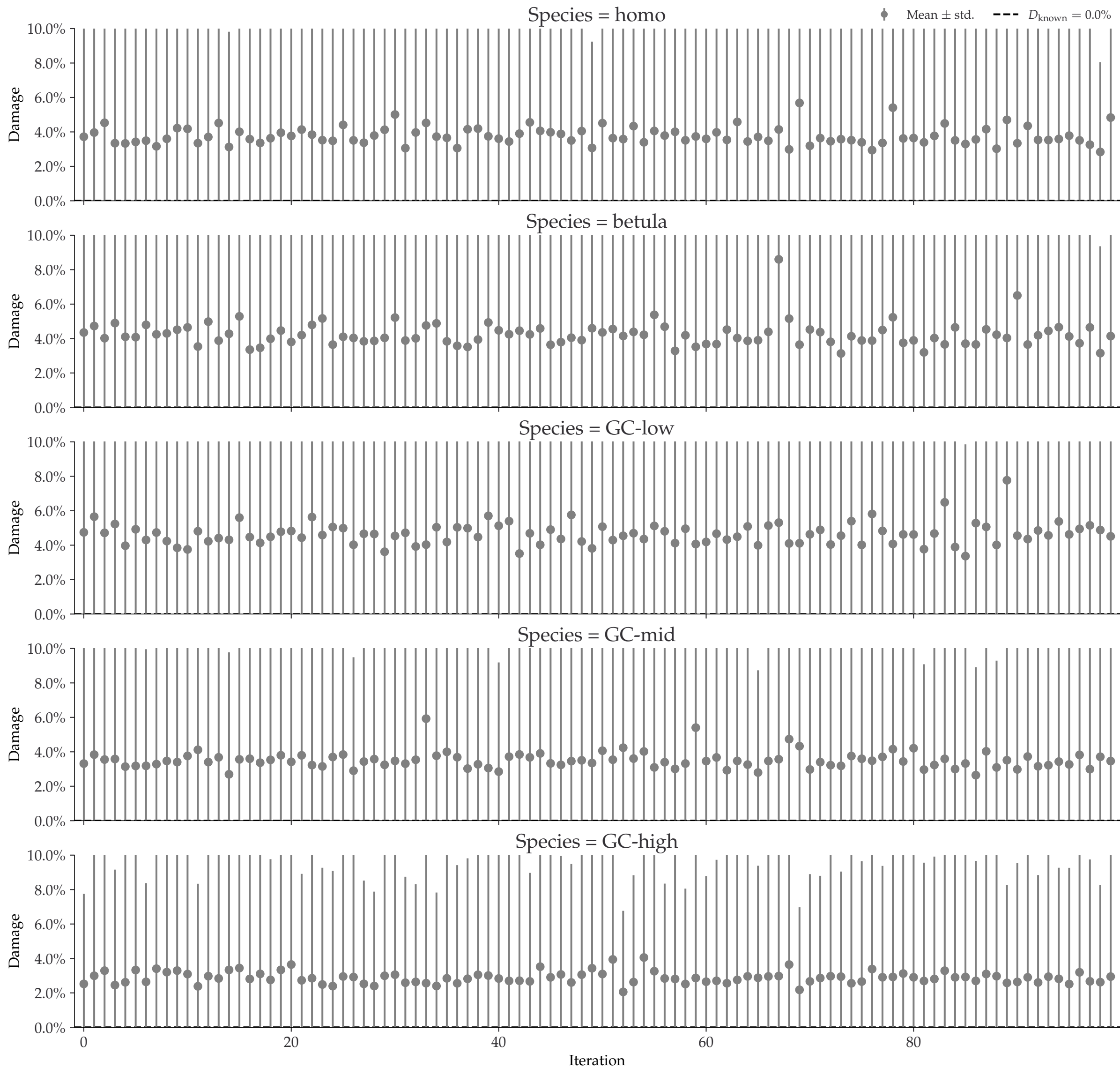
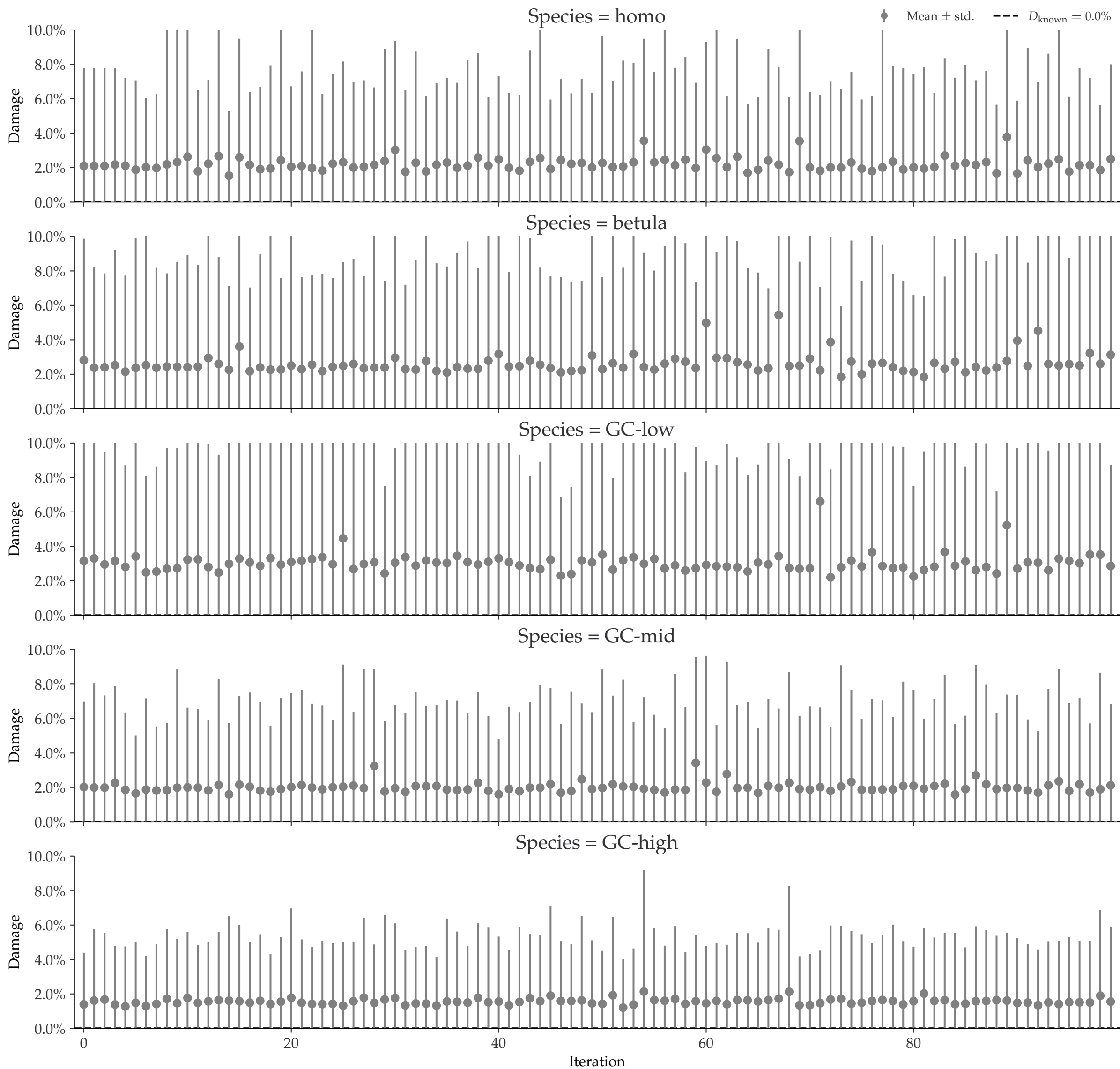


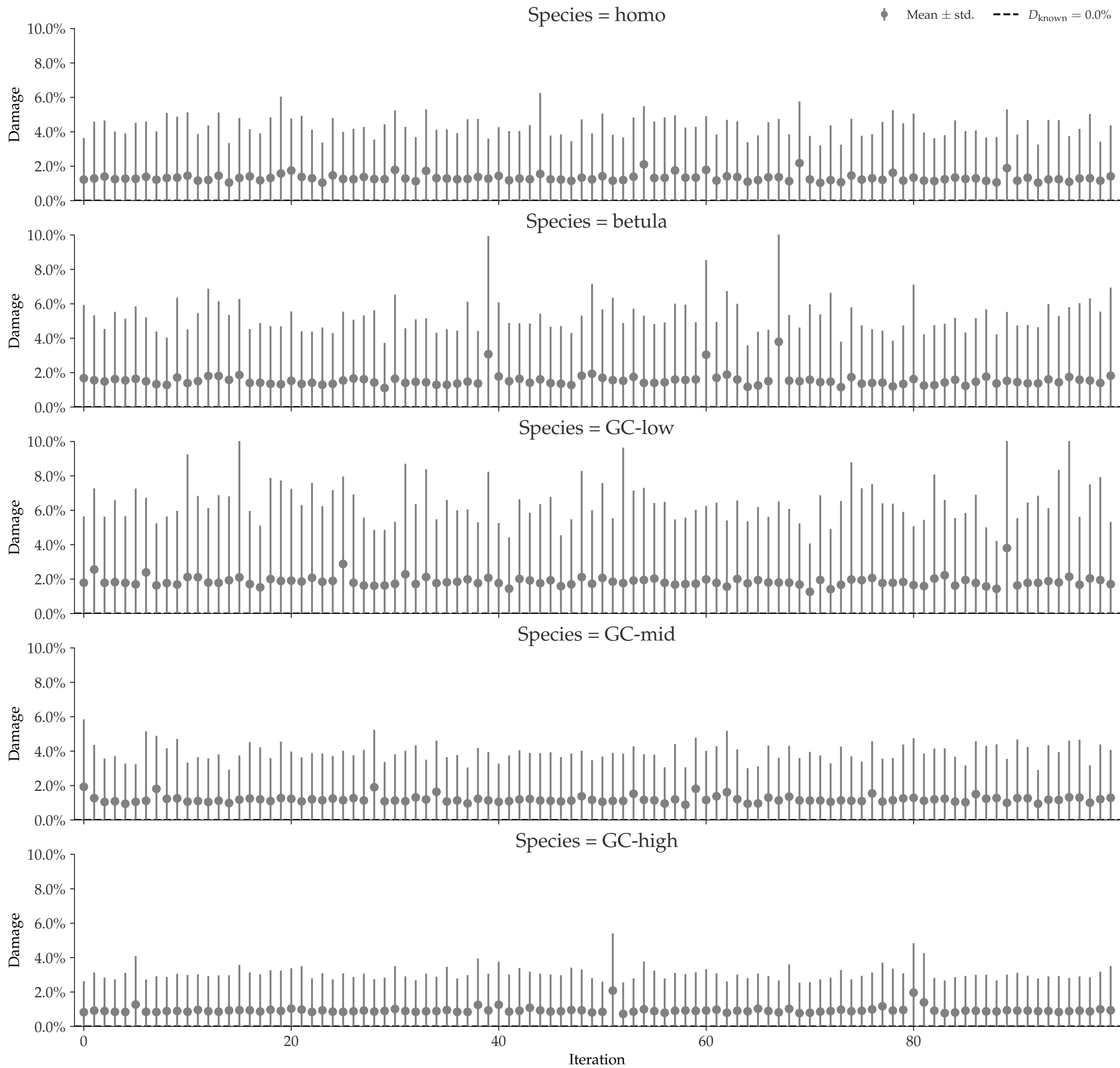
Individual damages:
 10 reads
 Briggs damage = 0.0
 Damage percent (approx) = 0%



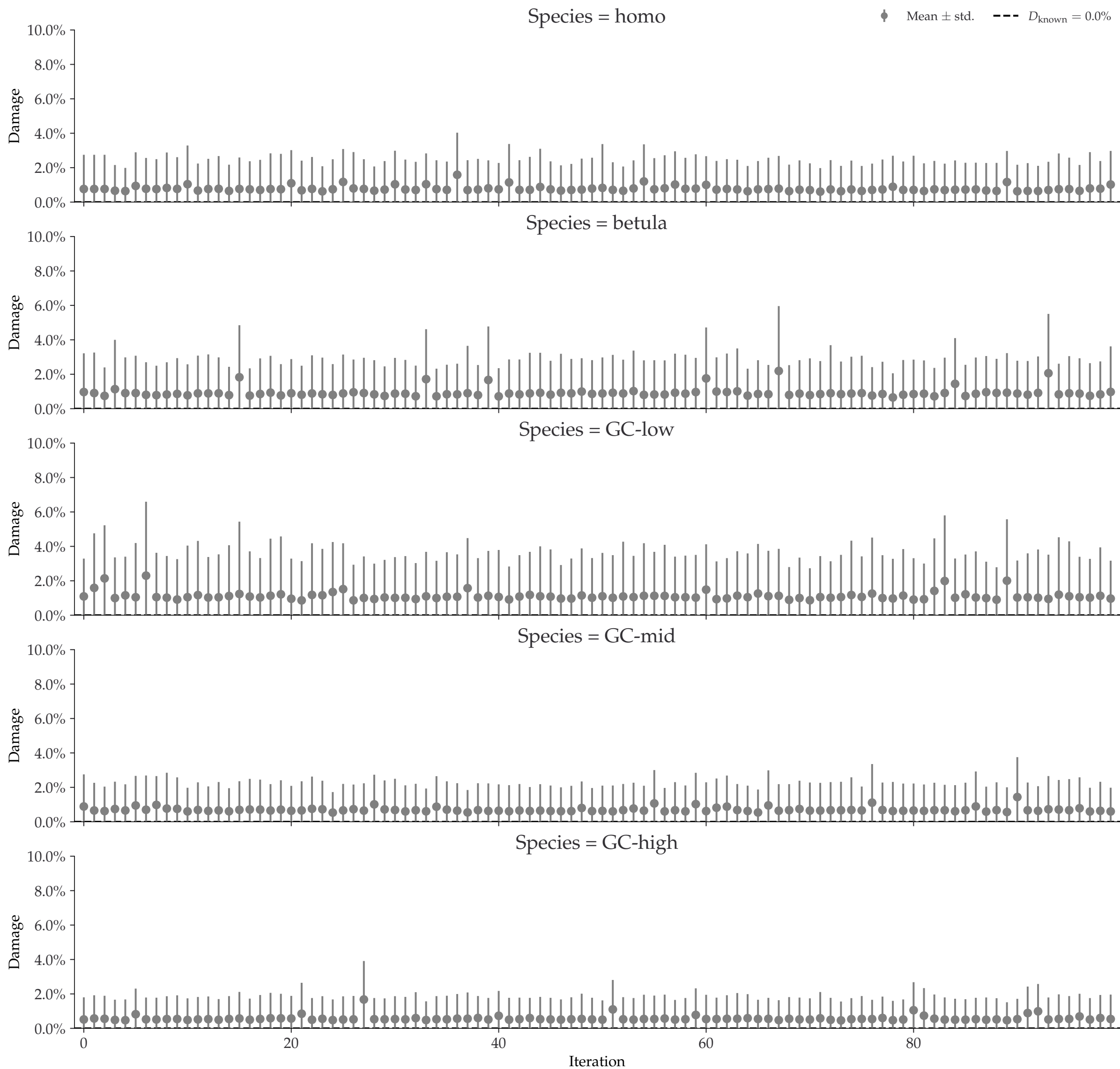
Individual damages:
 25 reads
 Briggs damage = 0.0
 Damage percent (approx) = 0%



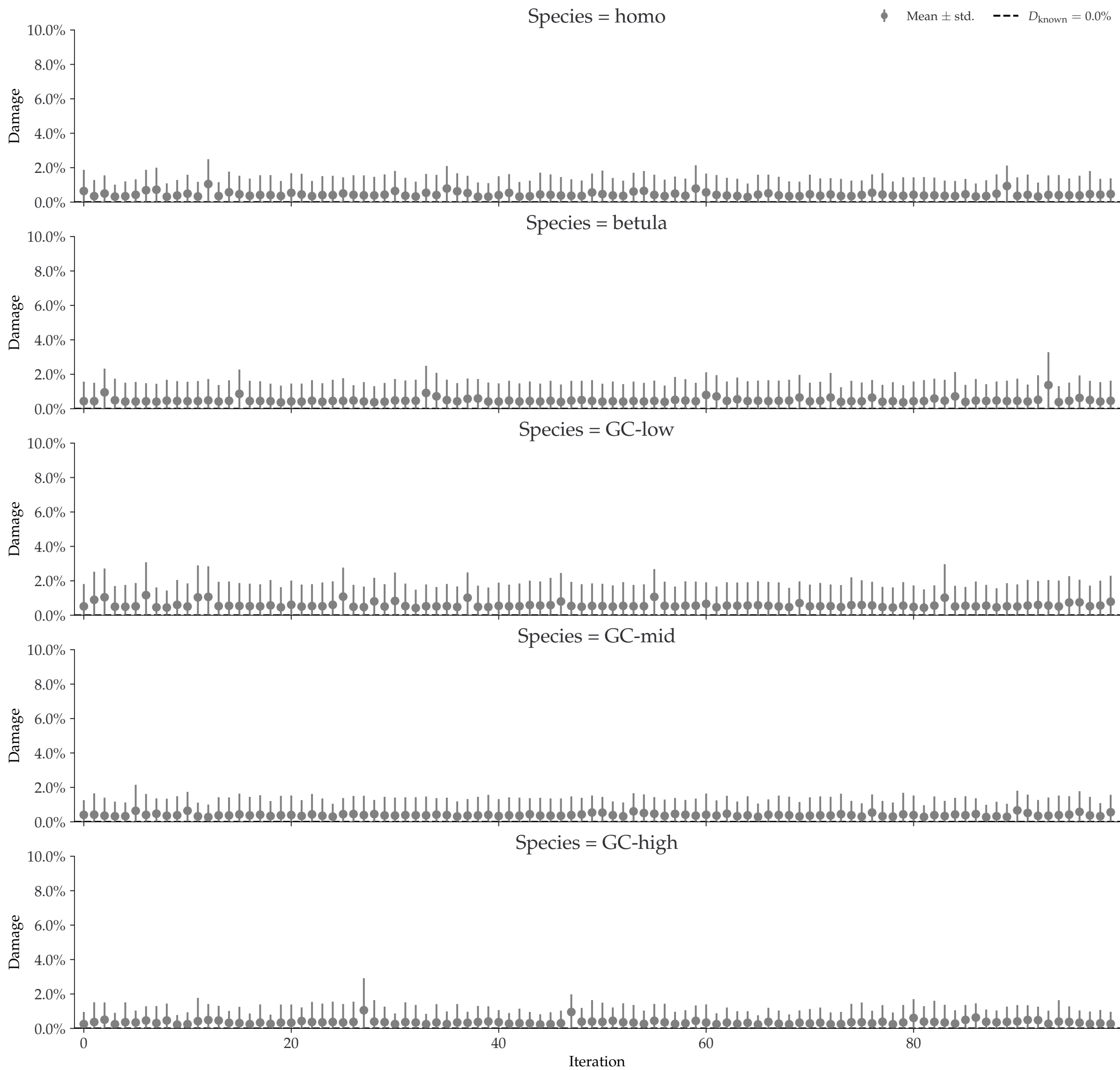
Individual damages:
 50 reads
 Briggs damage = 0.0
 Damage percent (approx) = 0%



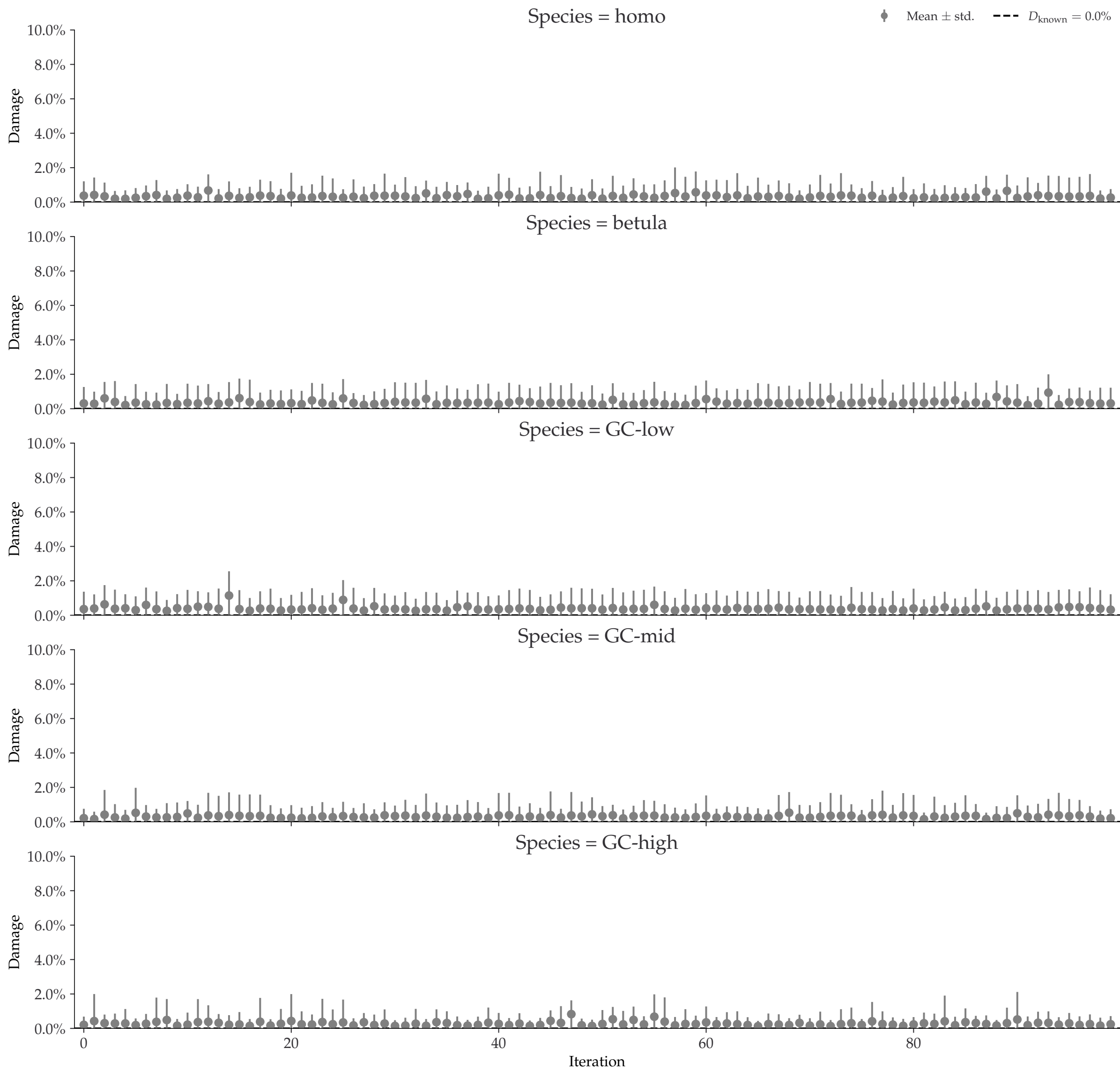
Individual damages:
 100 reads
 Briggs damage = 0.0
 Damage percent (approx) = 0%



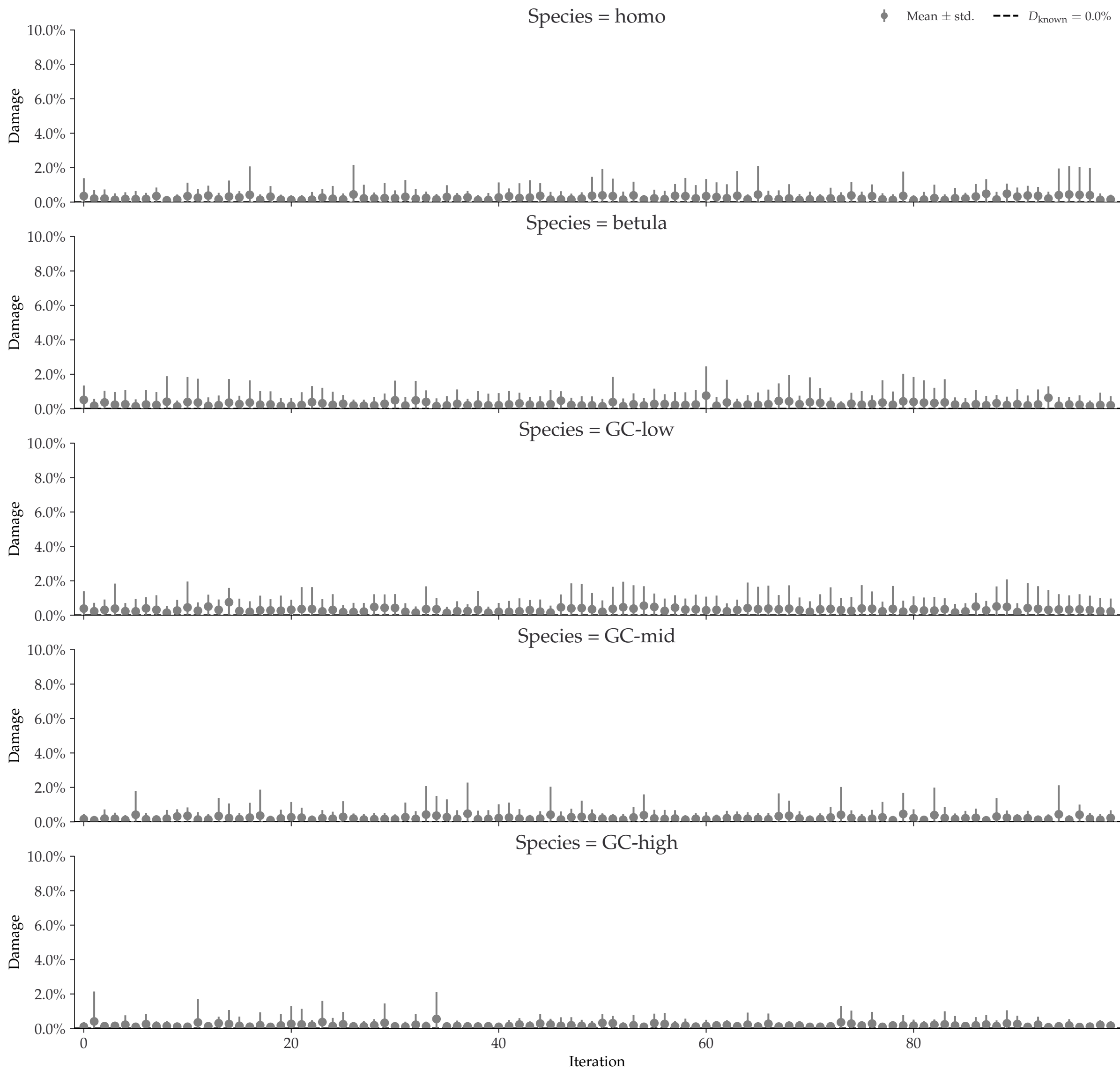
Individual damages:
250 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



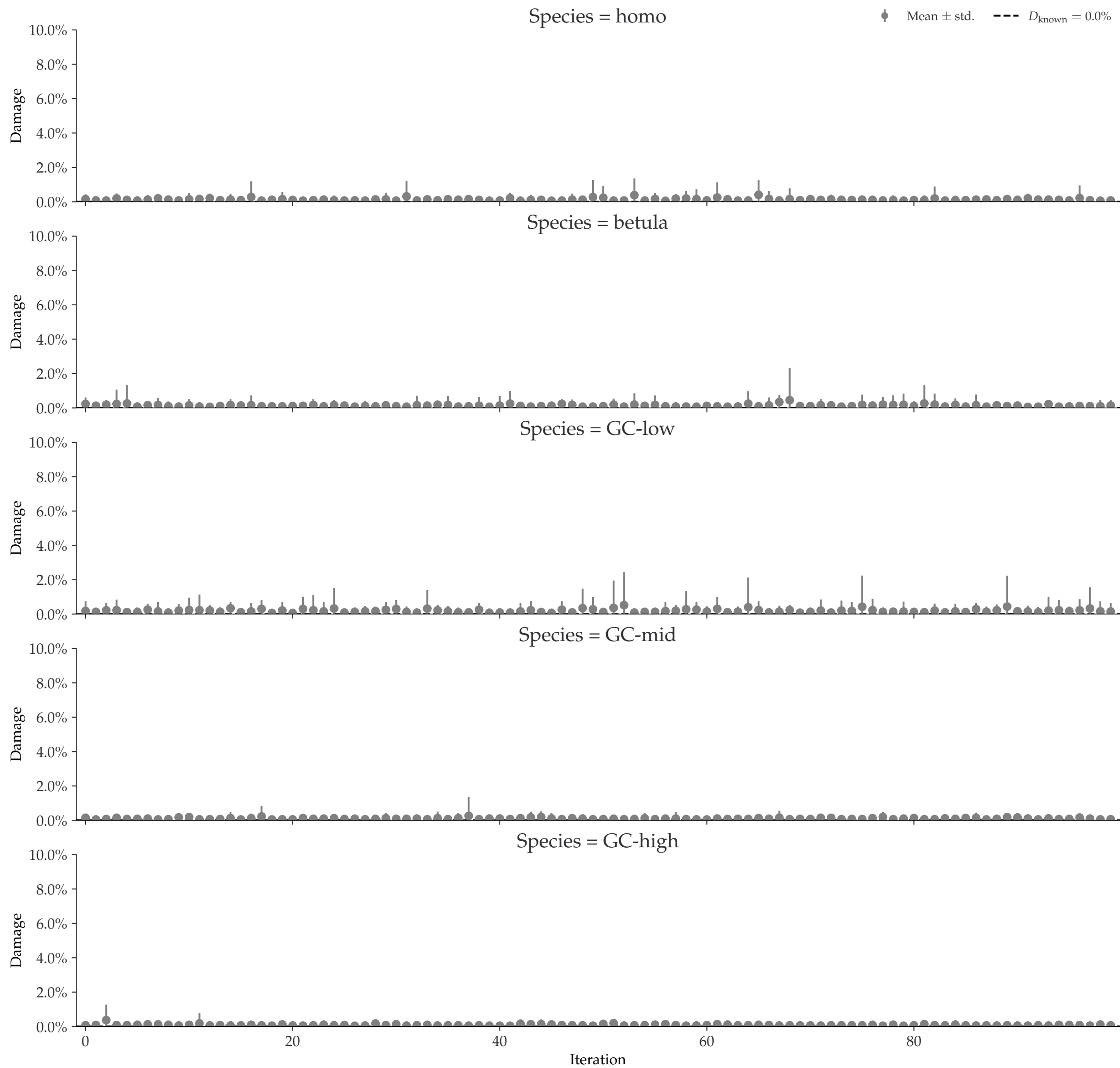
Individual damages:
500 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



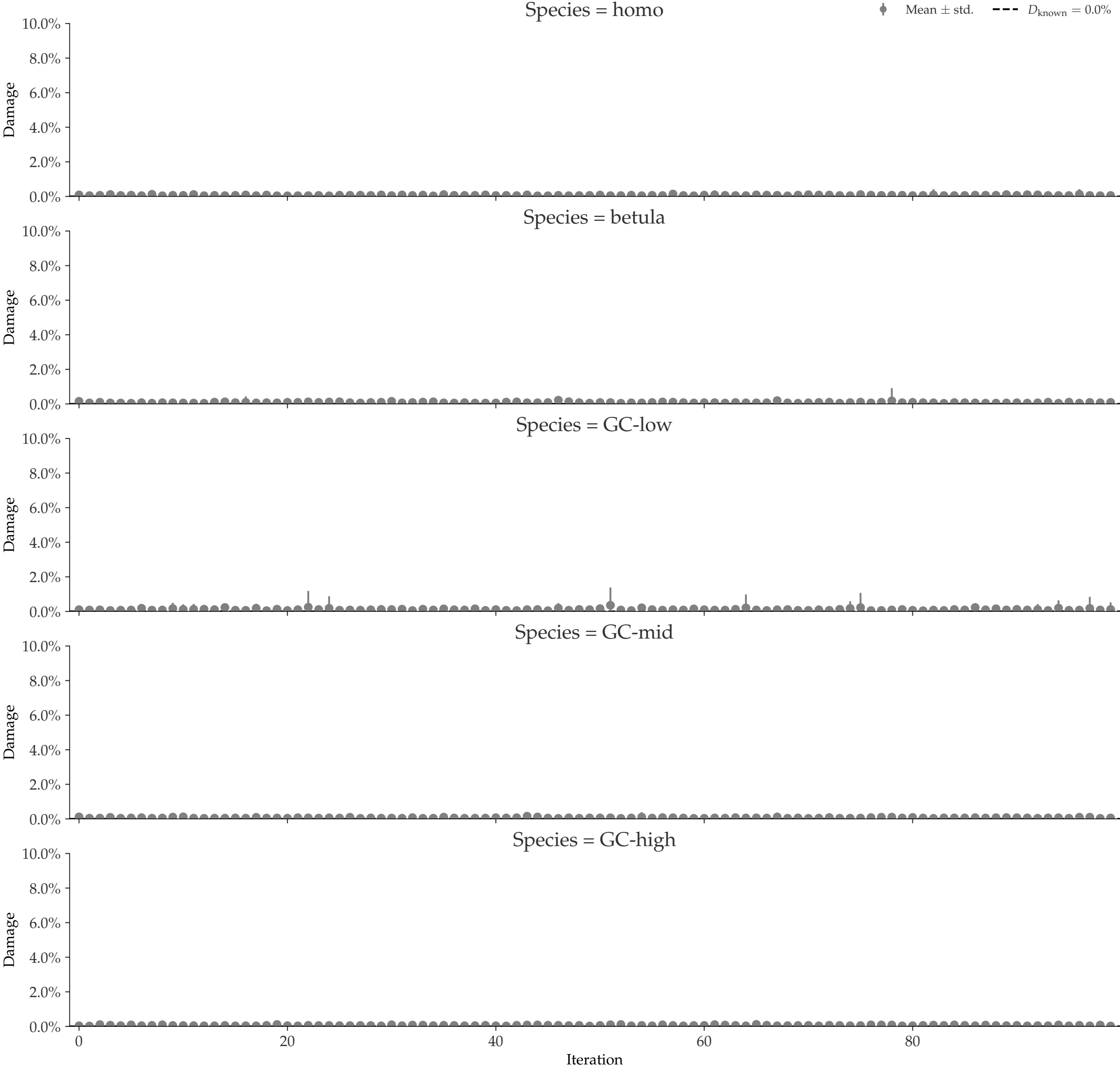
Individual damages:
 1000 reads
 Briggs damage = 0.0
 Damage percent (approx) = 0%



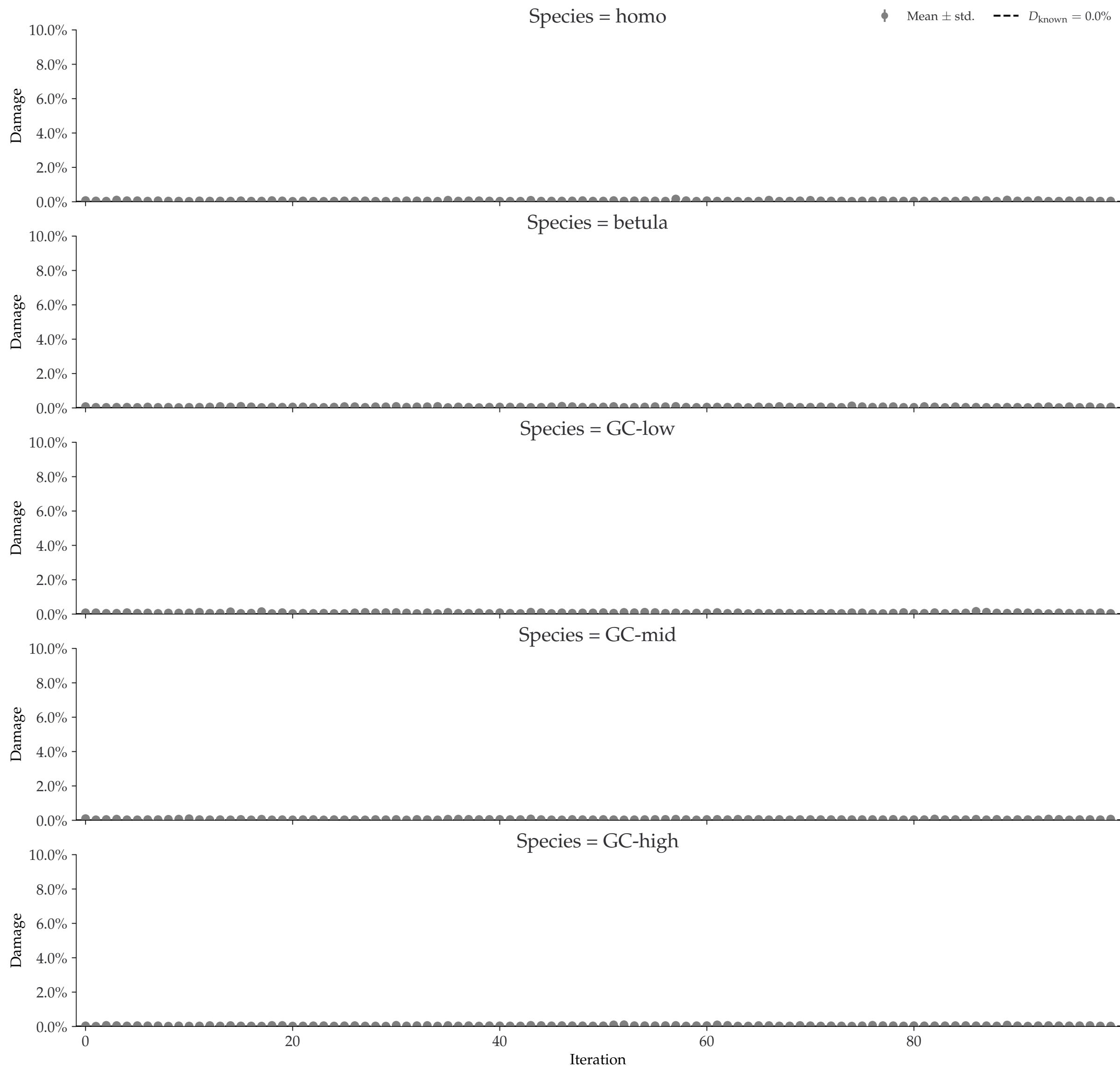
Individual damages:
2500 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



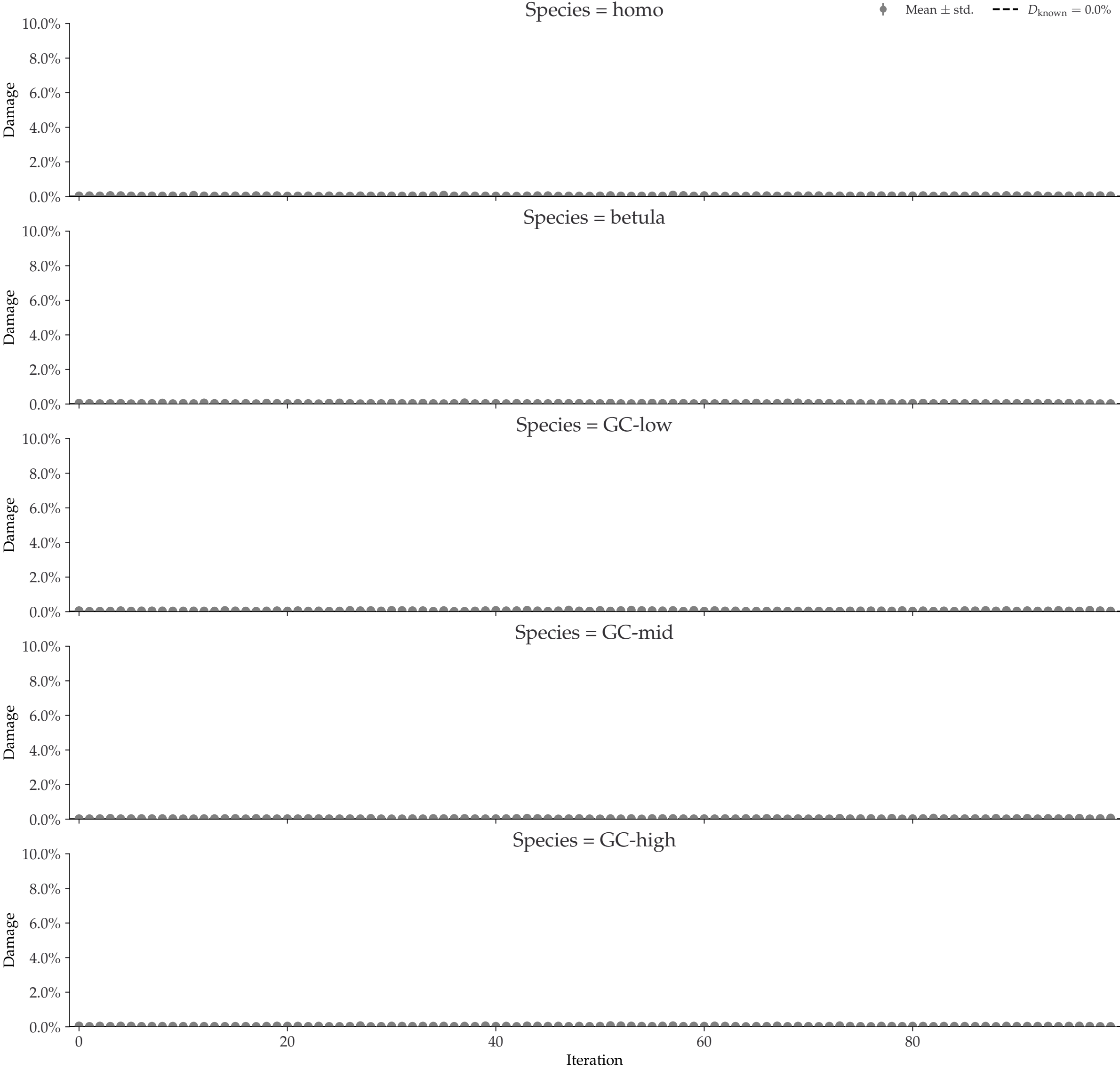
Individual damages:
5000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



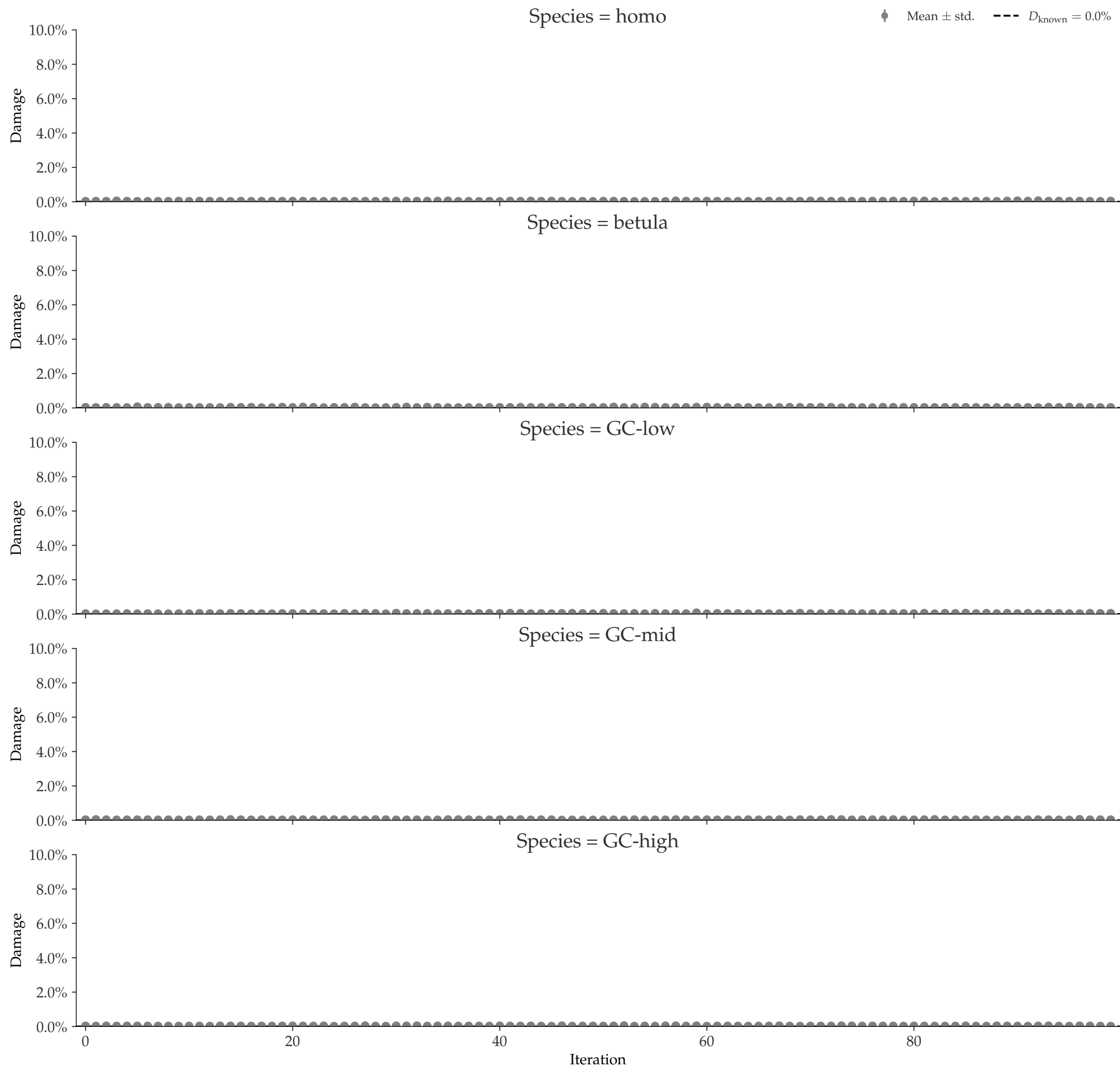
Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



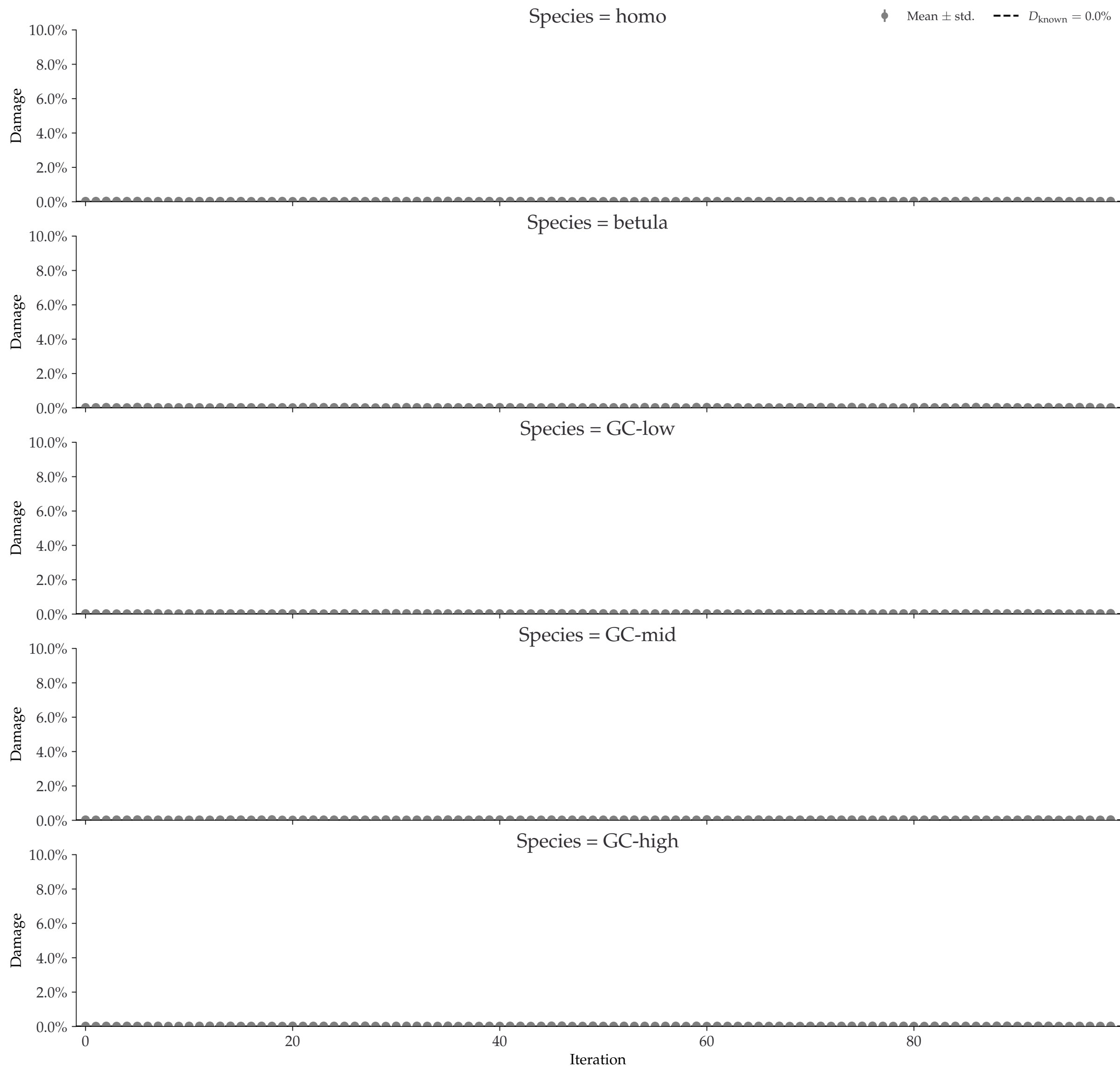
Individual damages:
25000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



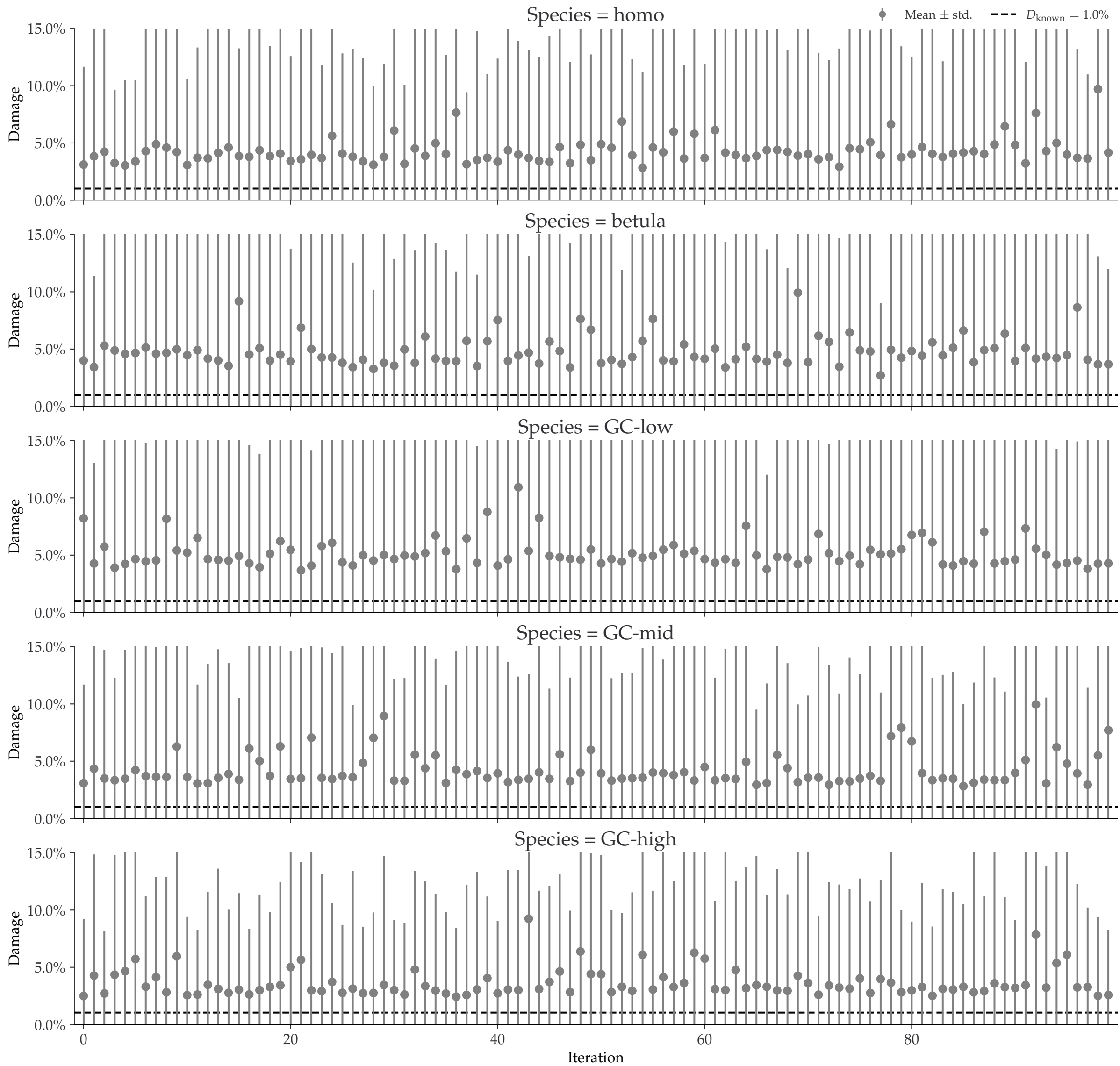
Individual damages:
50000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



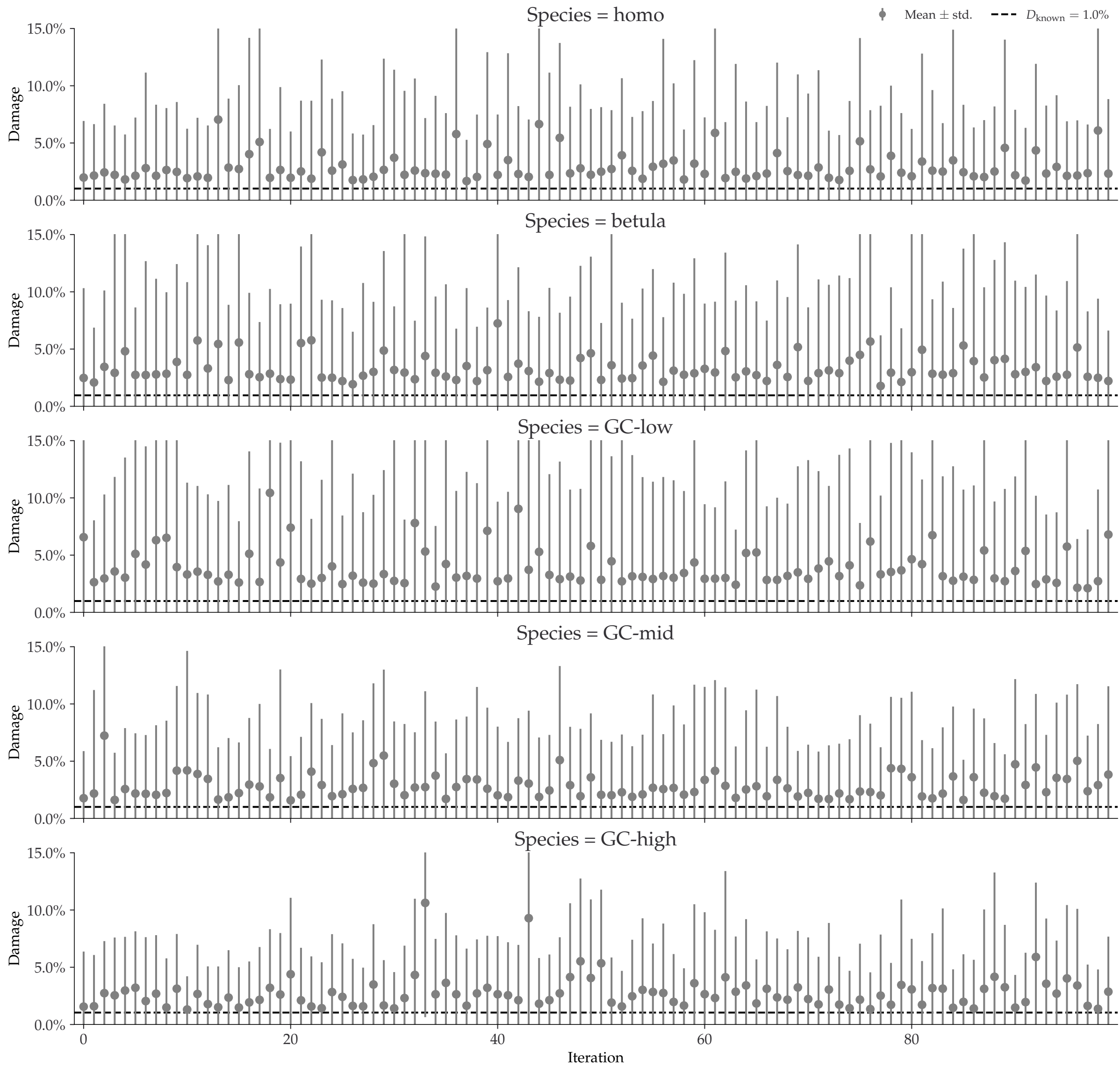
Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



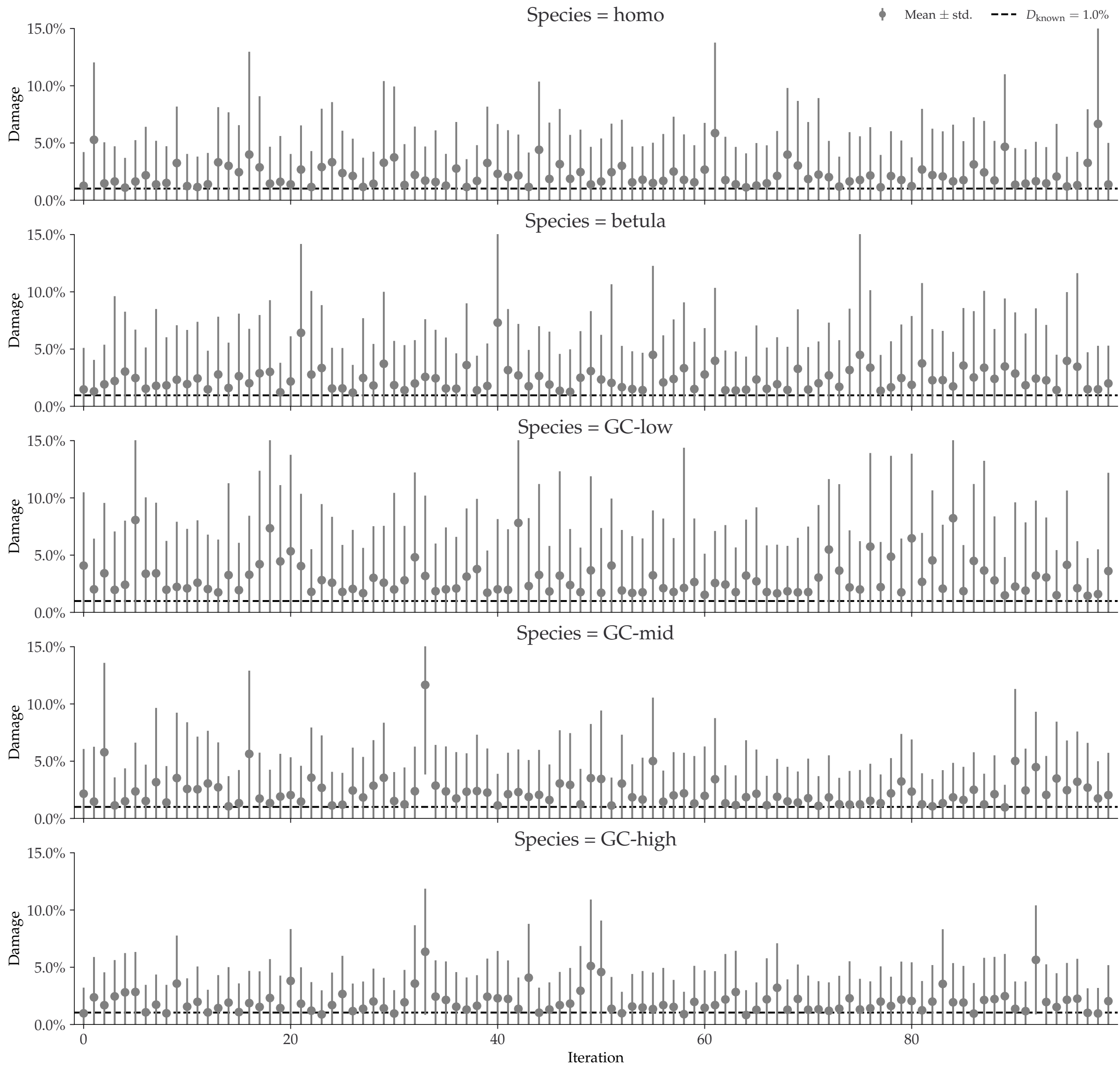
Individual damages:
 10 reads
 Briggs damage = 0.035
 Damage percent (approx) = 1%



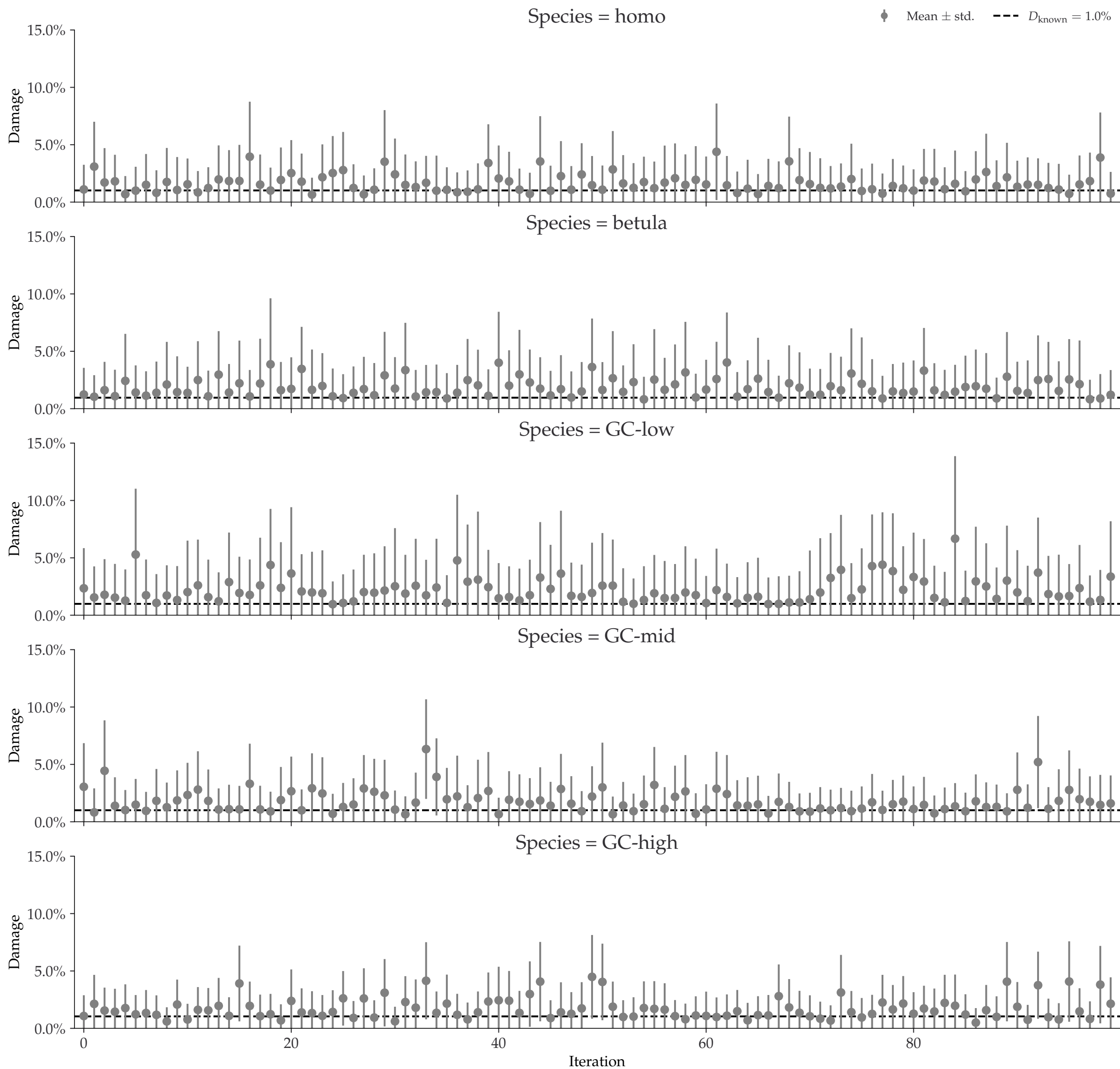
Individual damages:
 25 reads
 Briggs damage = 0.035
 Damage percent (approx) = 1%



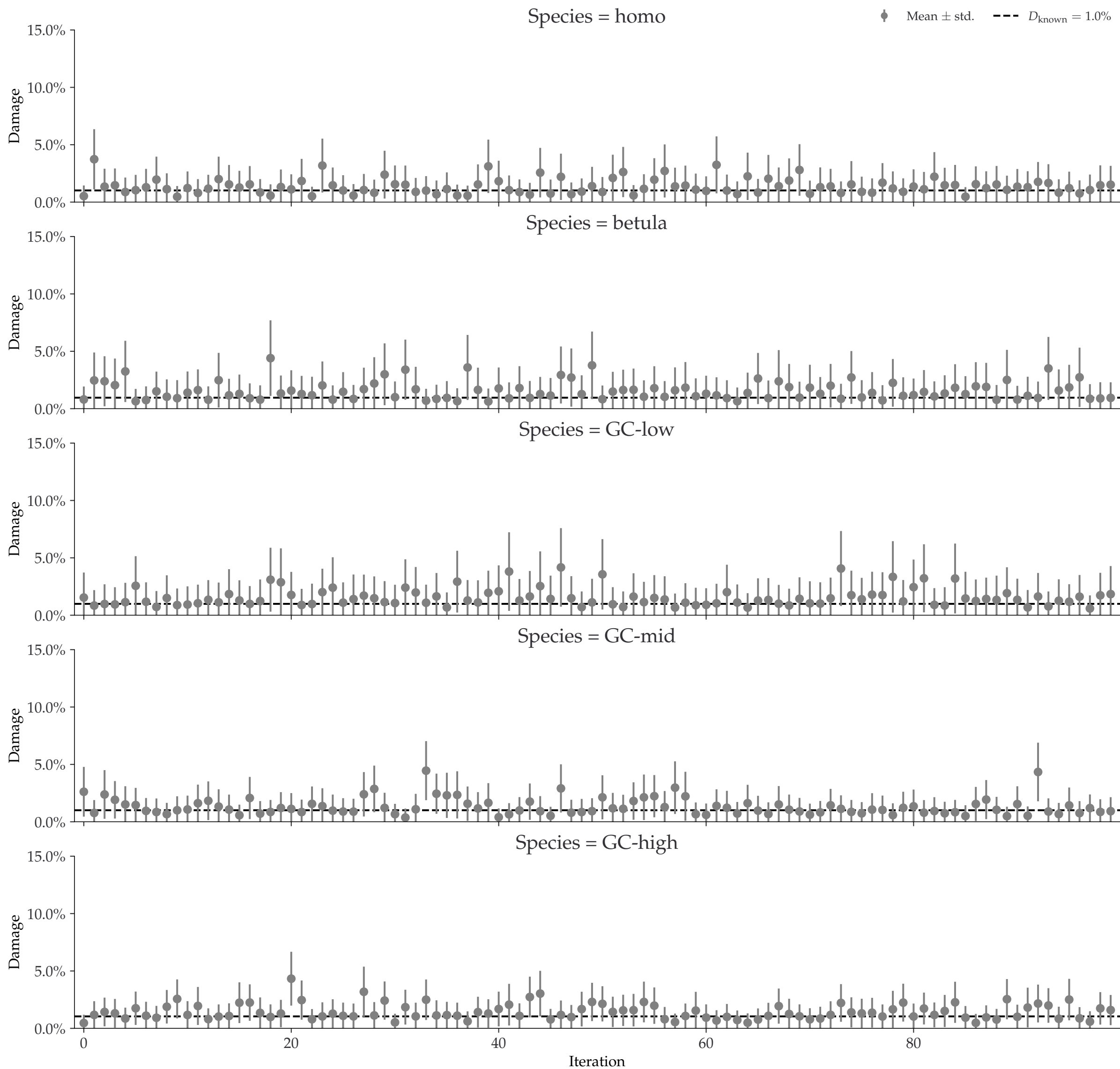
Individual damages:
 50 reads
 Briggs damage = 0.035
 Damage percent (approx) = 1%



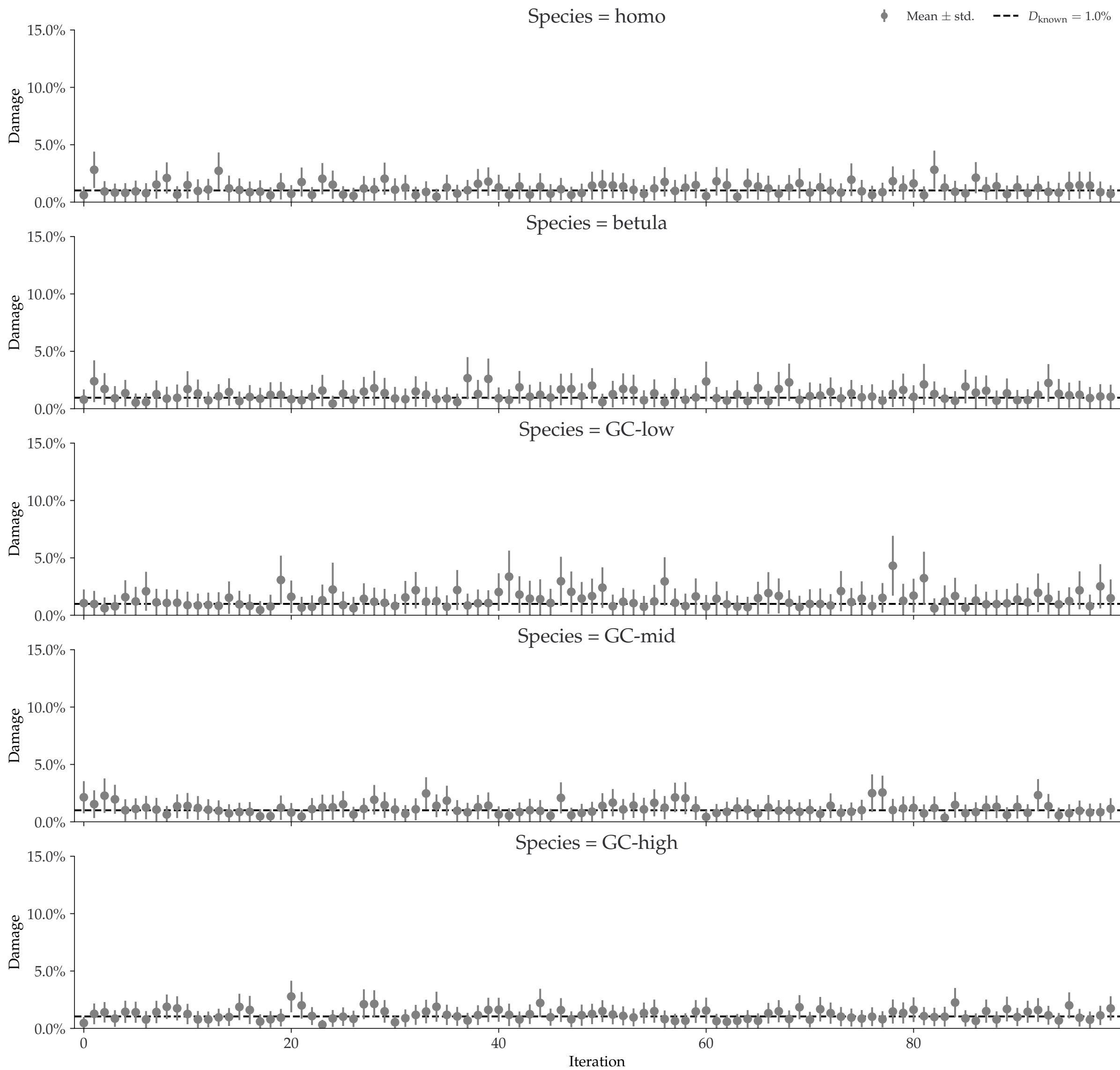
Individual damages:
 100 reads
 Briggs damage = 0.035
 Damage percent (approx) = 1%



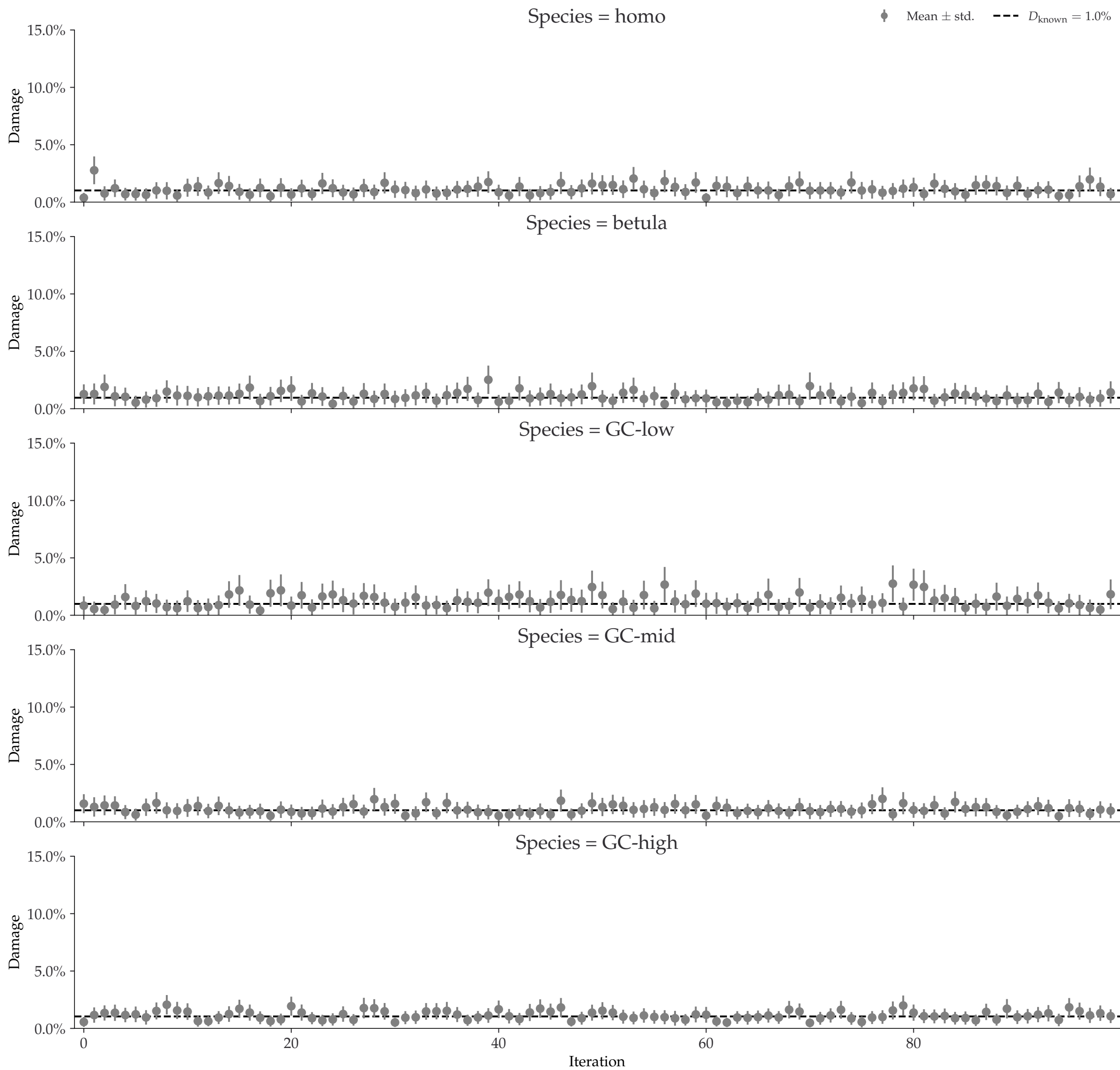
Individual damages:
 250 reads
 Briggs damage = 0.035
 Damage percent (approx) = 1%



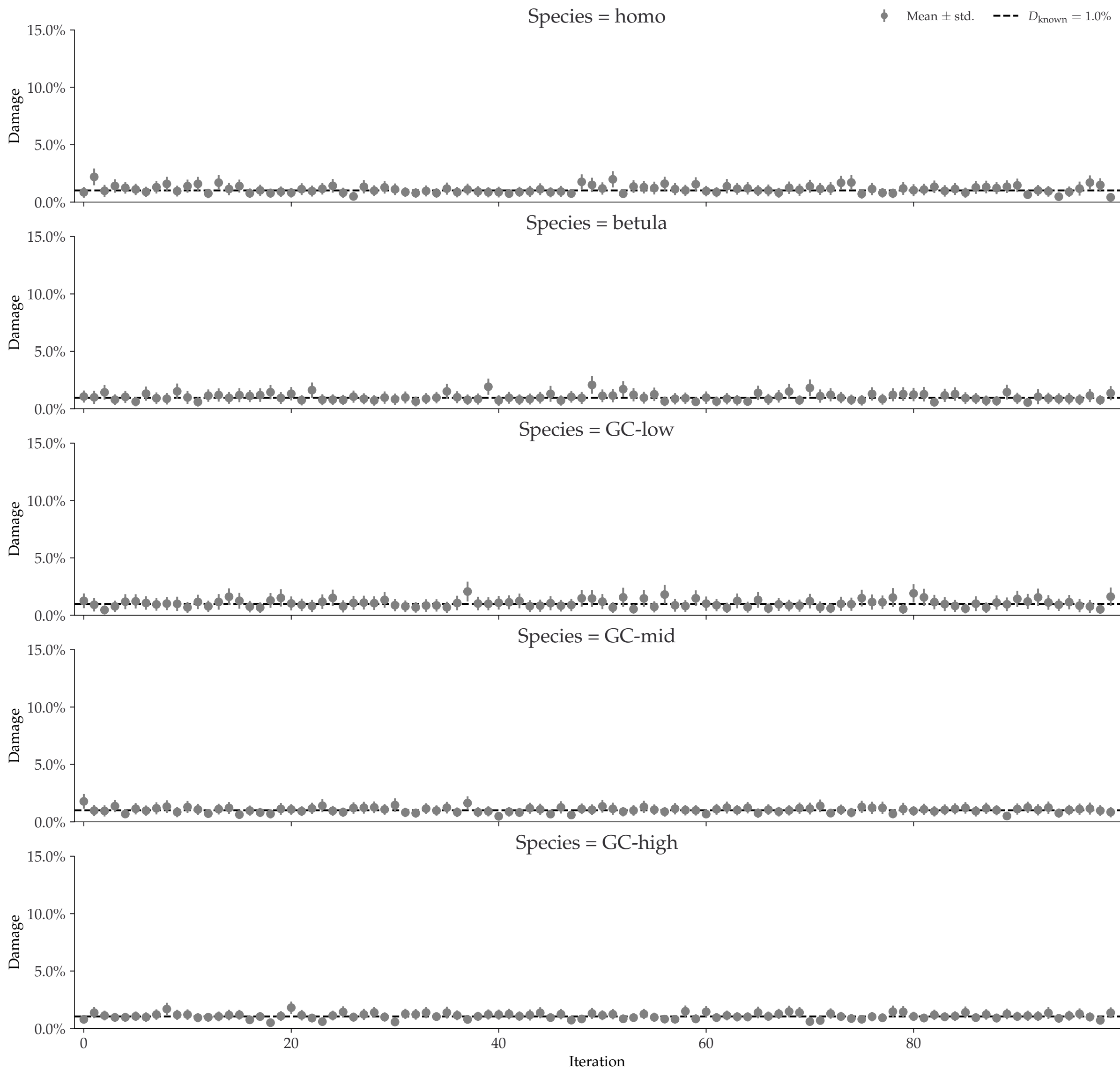
Individual damages:
 500 reads
 Briggs damage = 0.035
 Damage percent (approx) = 1%



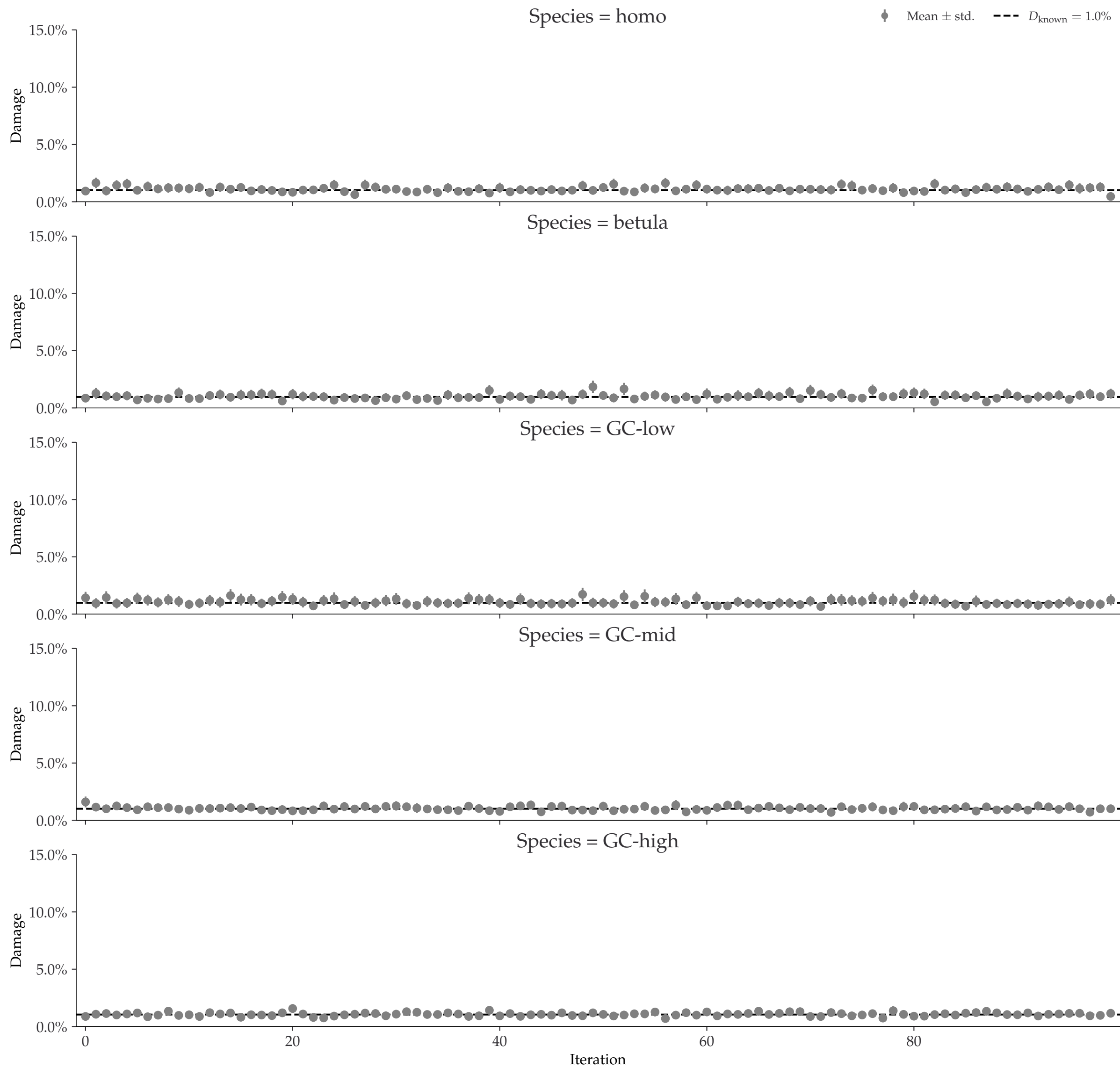
Individual damages:
 1000 reads
 Briggs damage = 0.035
 Damage percent (approx) = 1%



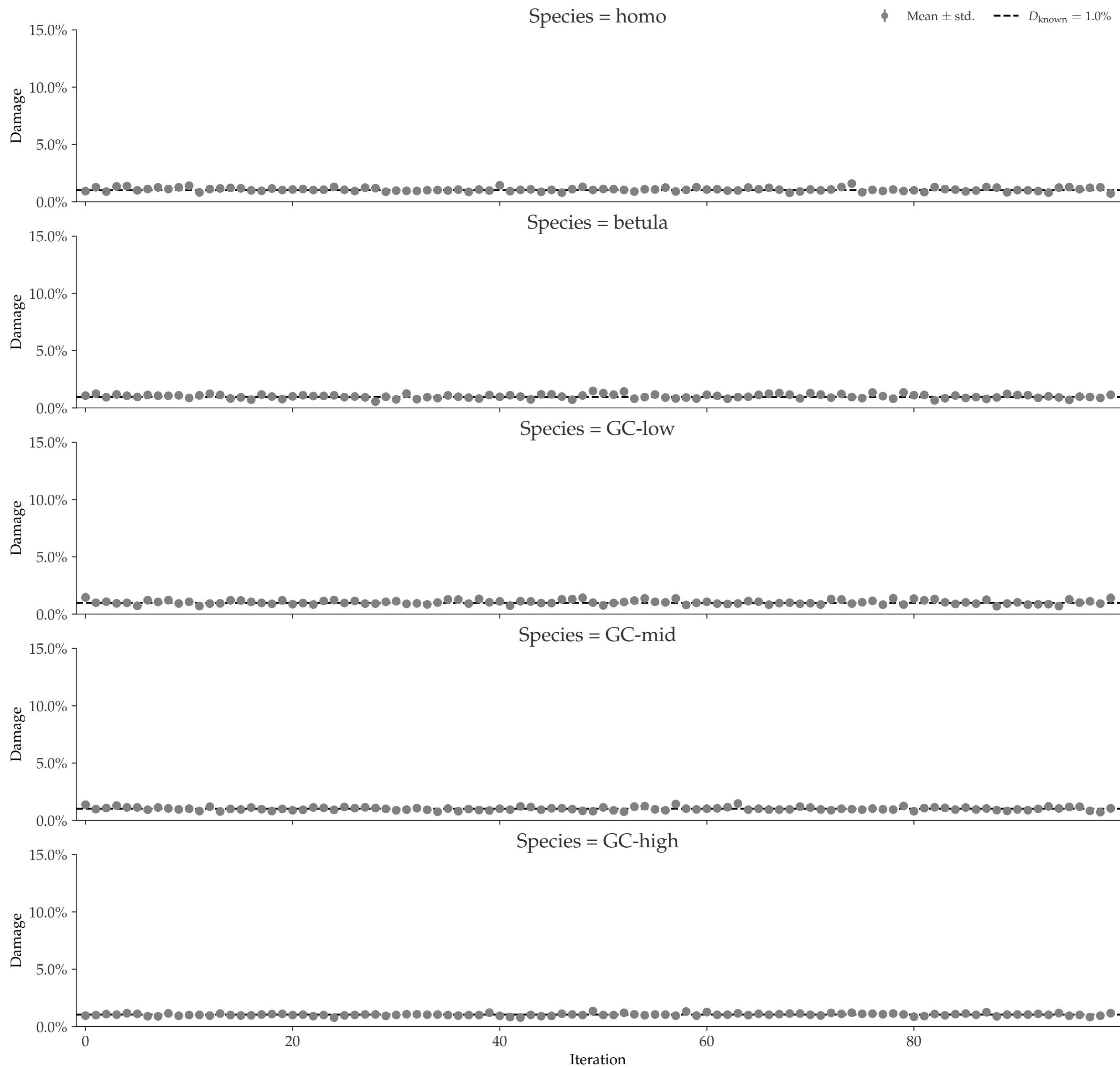
Individual damages:
 2500 reads
 Briggs damage = 0.035
 Damage percent (approx) = 1%



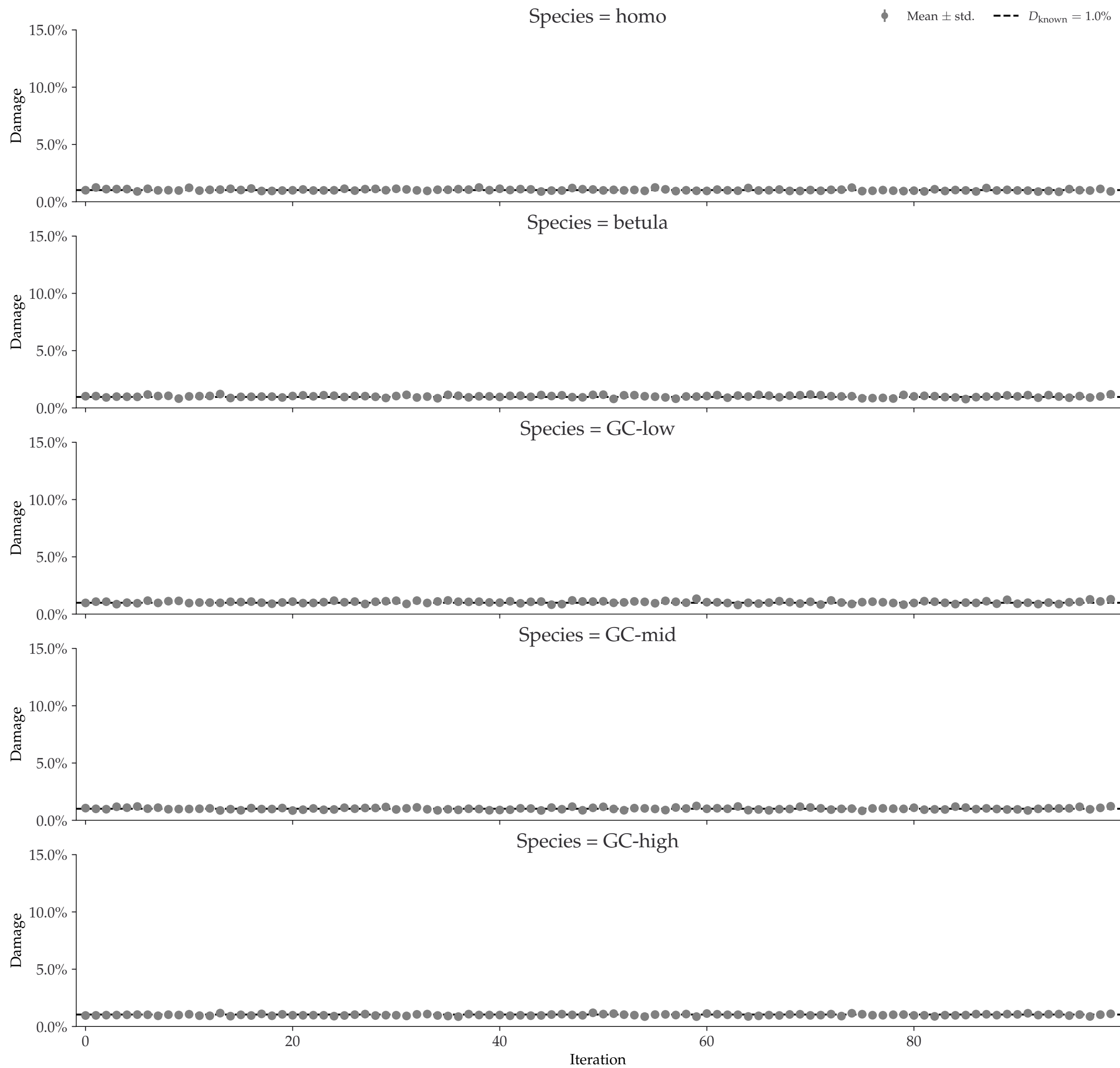
Individual damages:
5000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%



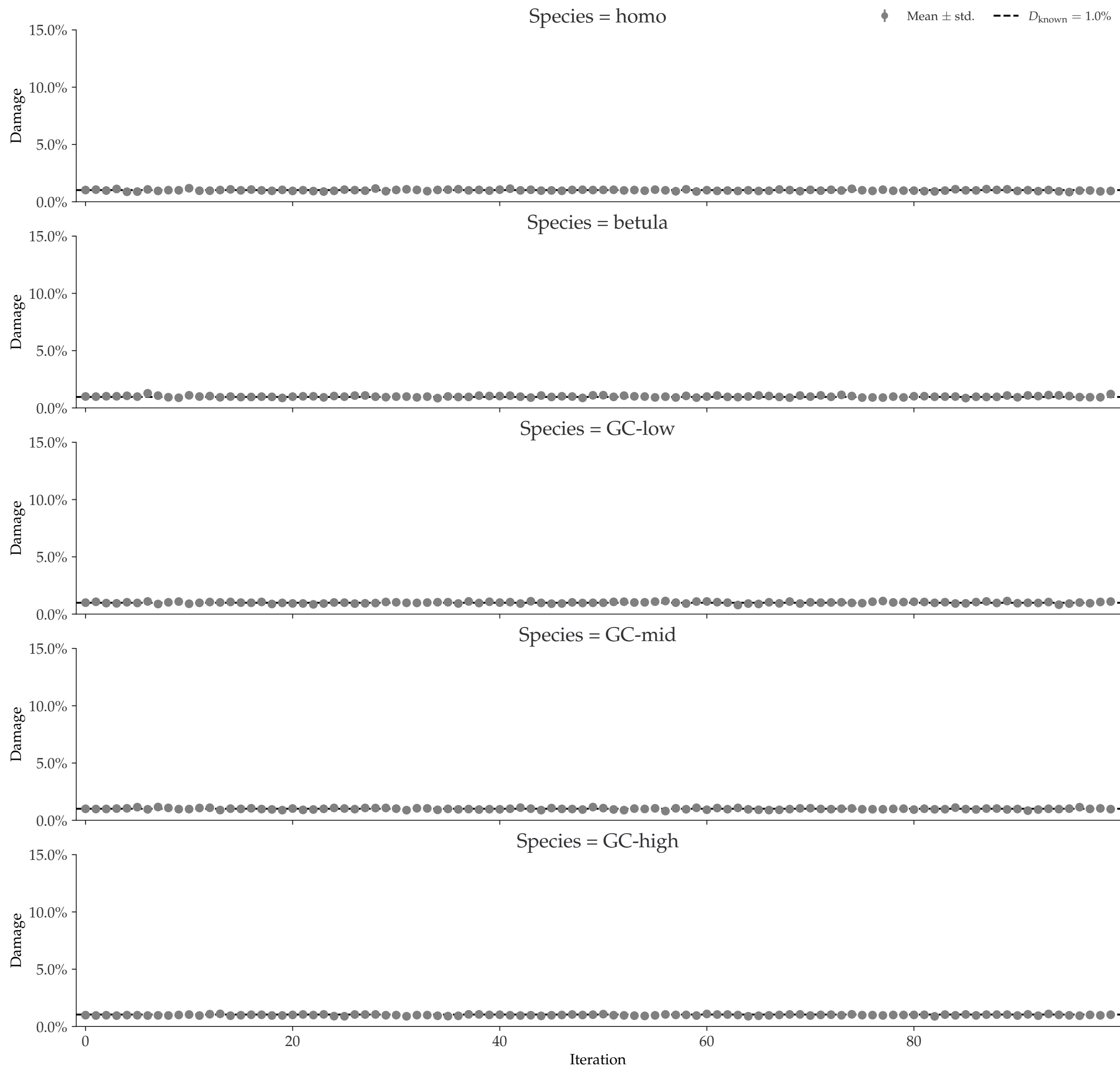
Individual damages:
10000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%



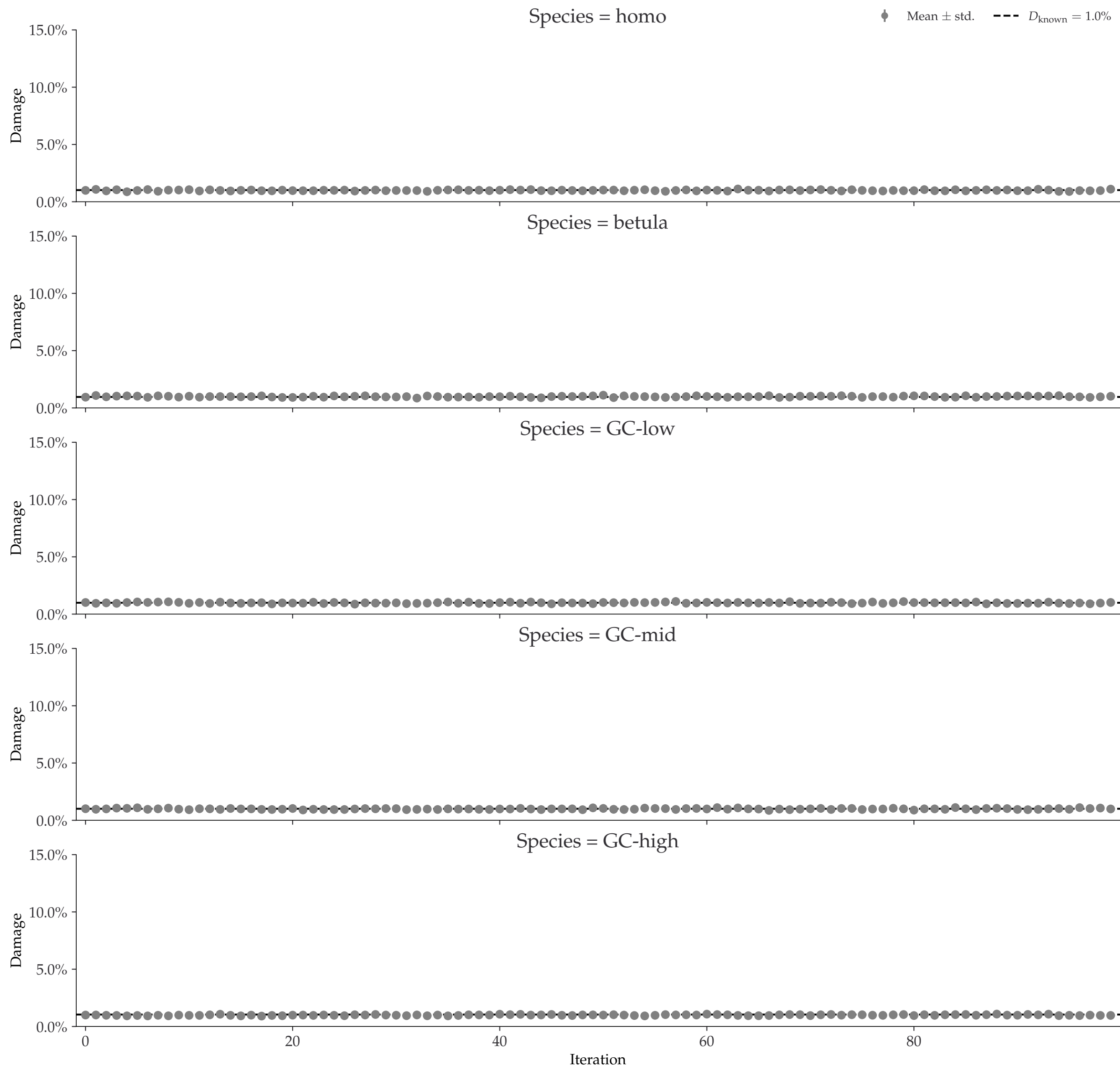
Individual damages:
25000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%



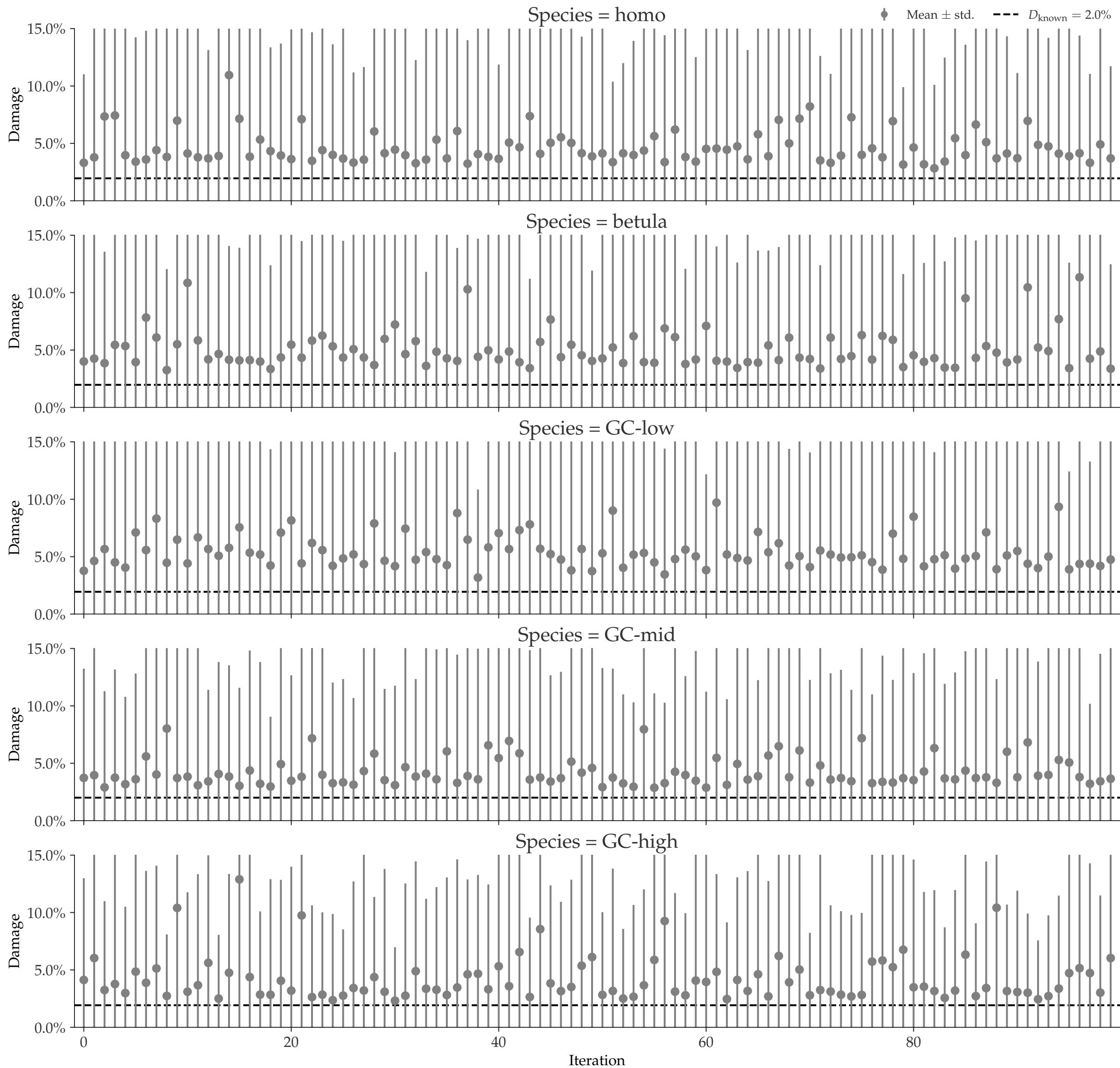
Individual damages:
50000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%



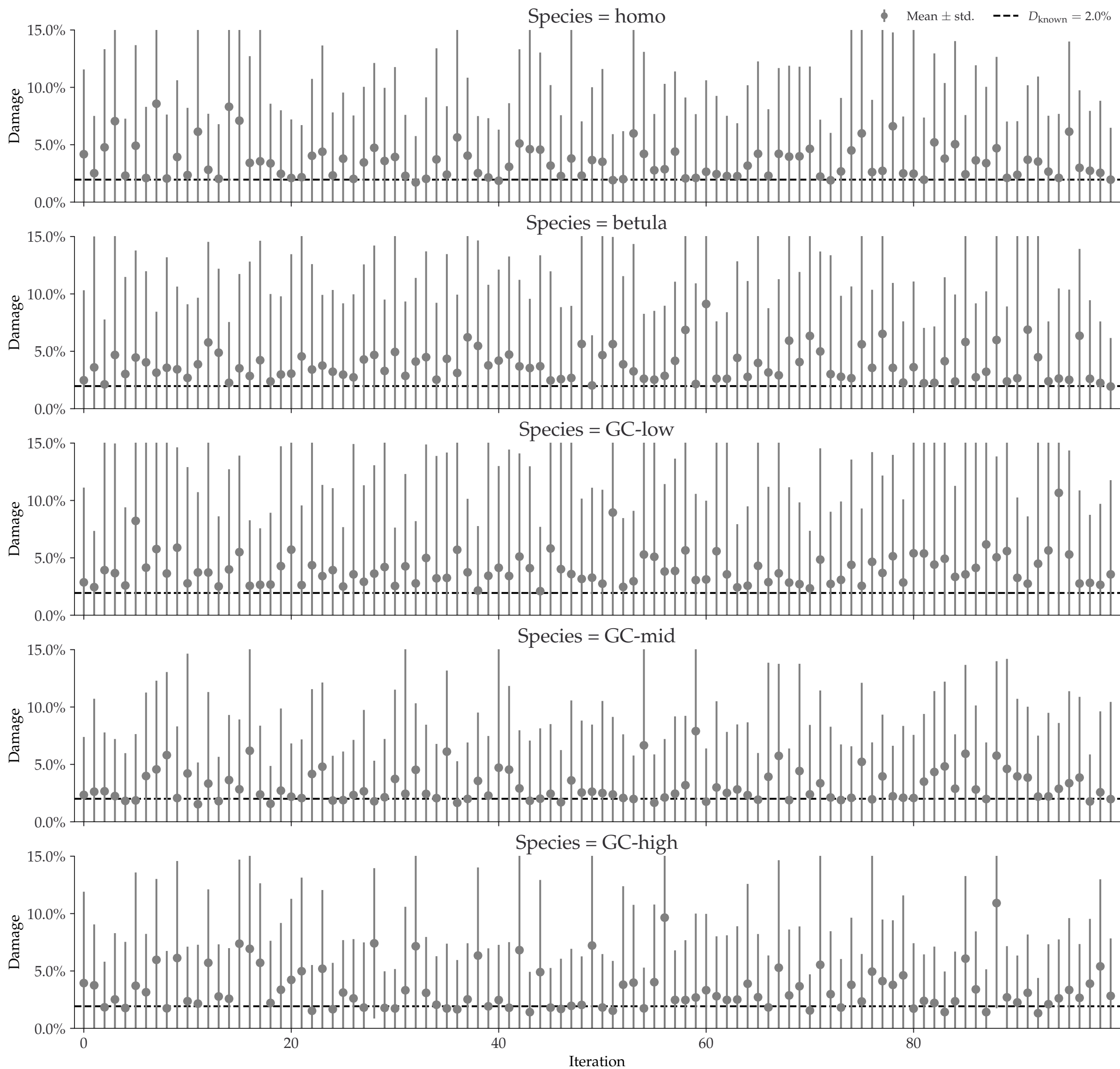
Individual damages:
100000 reads
Briggs damage = 0.035
Damage percent (approx) = 1%



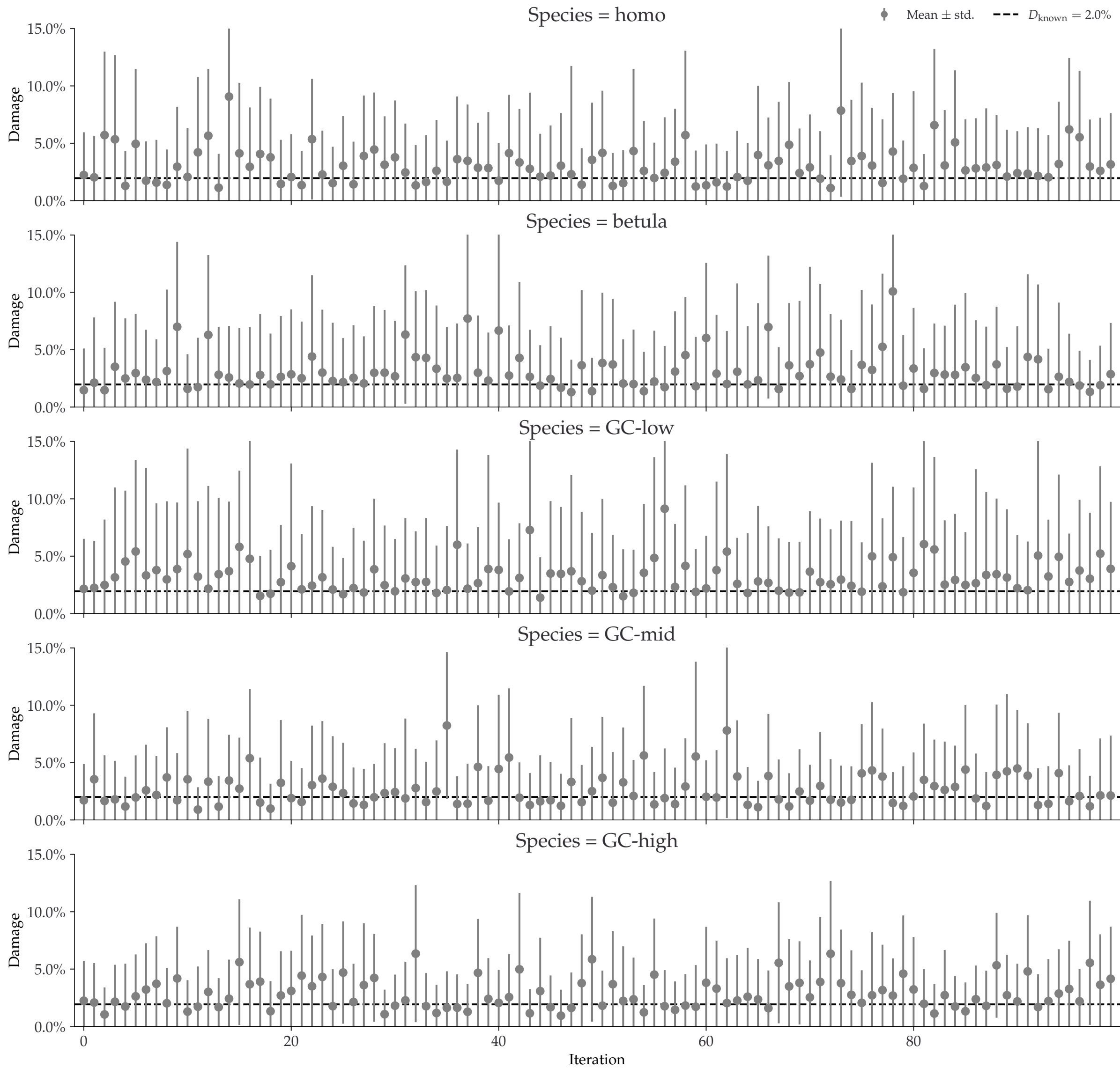
Individual damages:
 10 reads
 Briggs damage = 0.065
 Damage percent (approx) = 2%



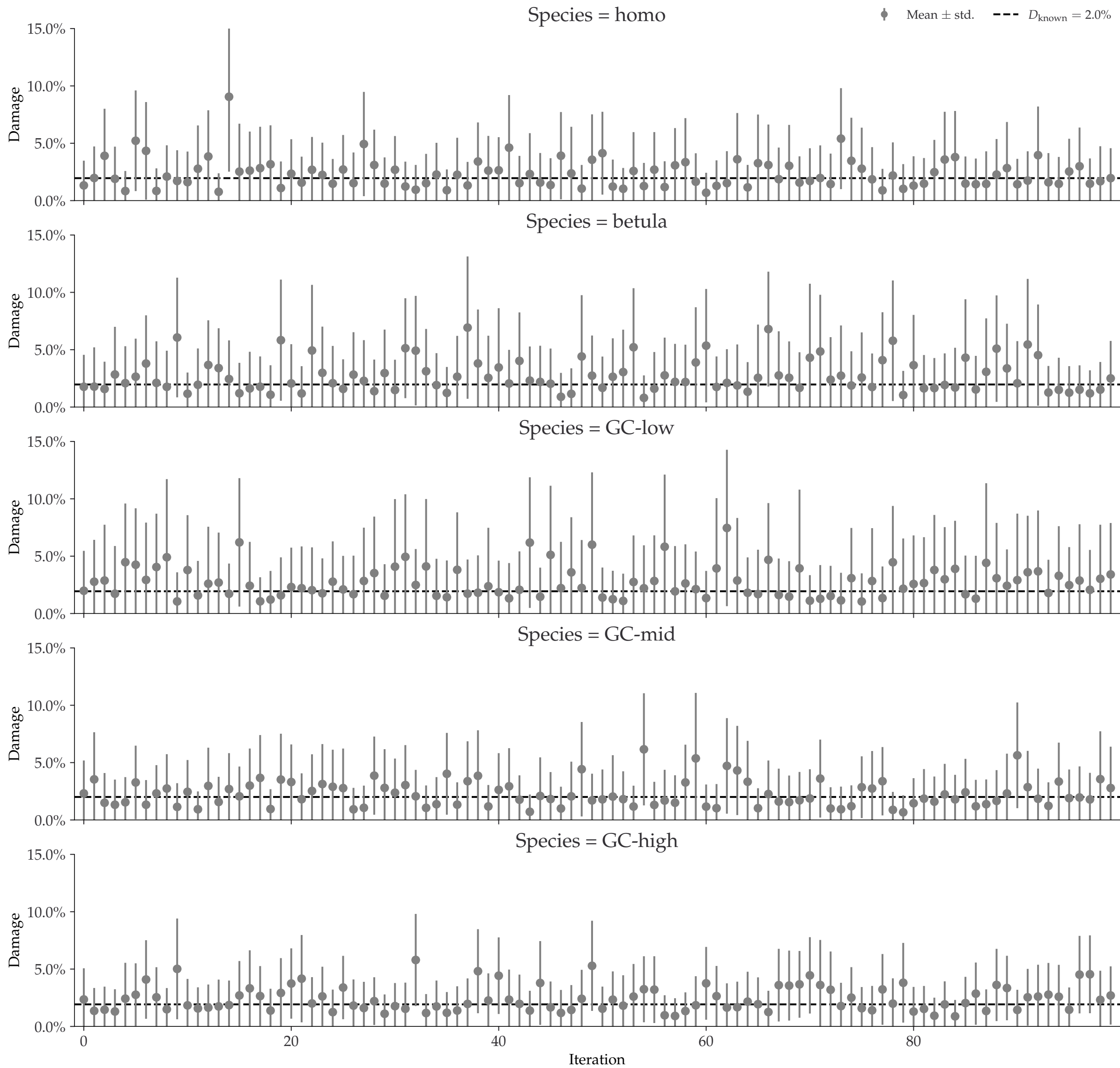
Individual damages:
 25 reads
 Briggs damage = 0.065
 Damage percent (approx) = 2%



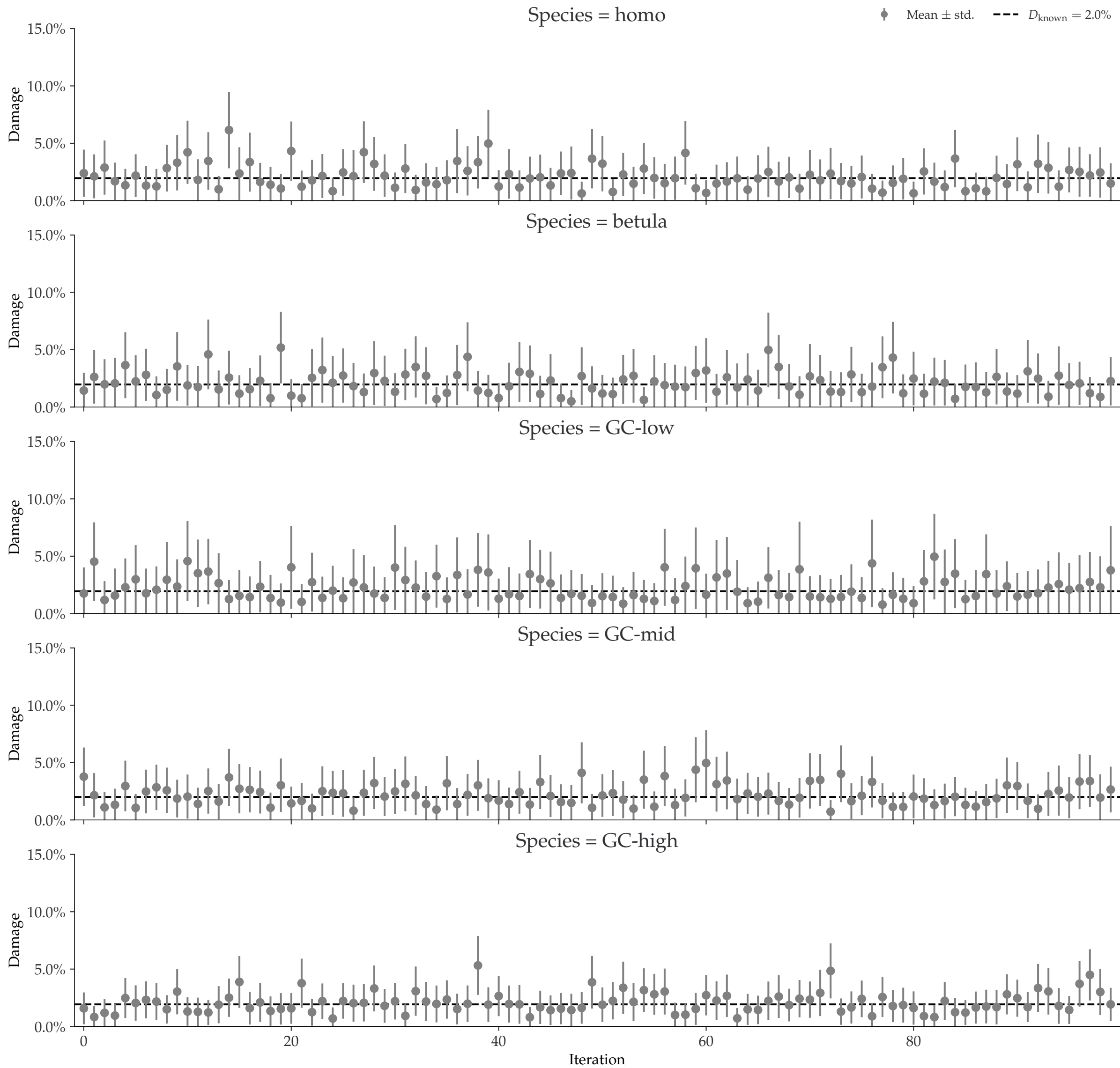
Individual damages:
 50 reads
 Briggs damage = 0.065
 Damage percent (approx) = 2%



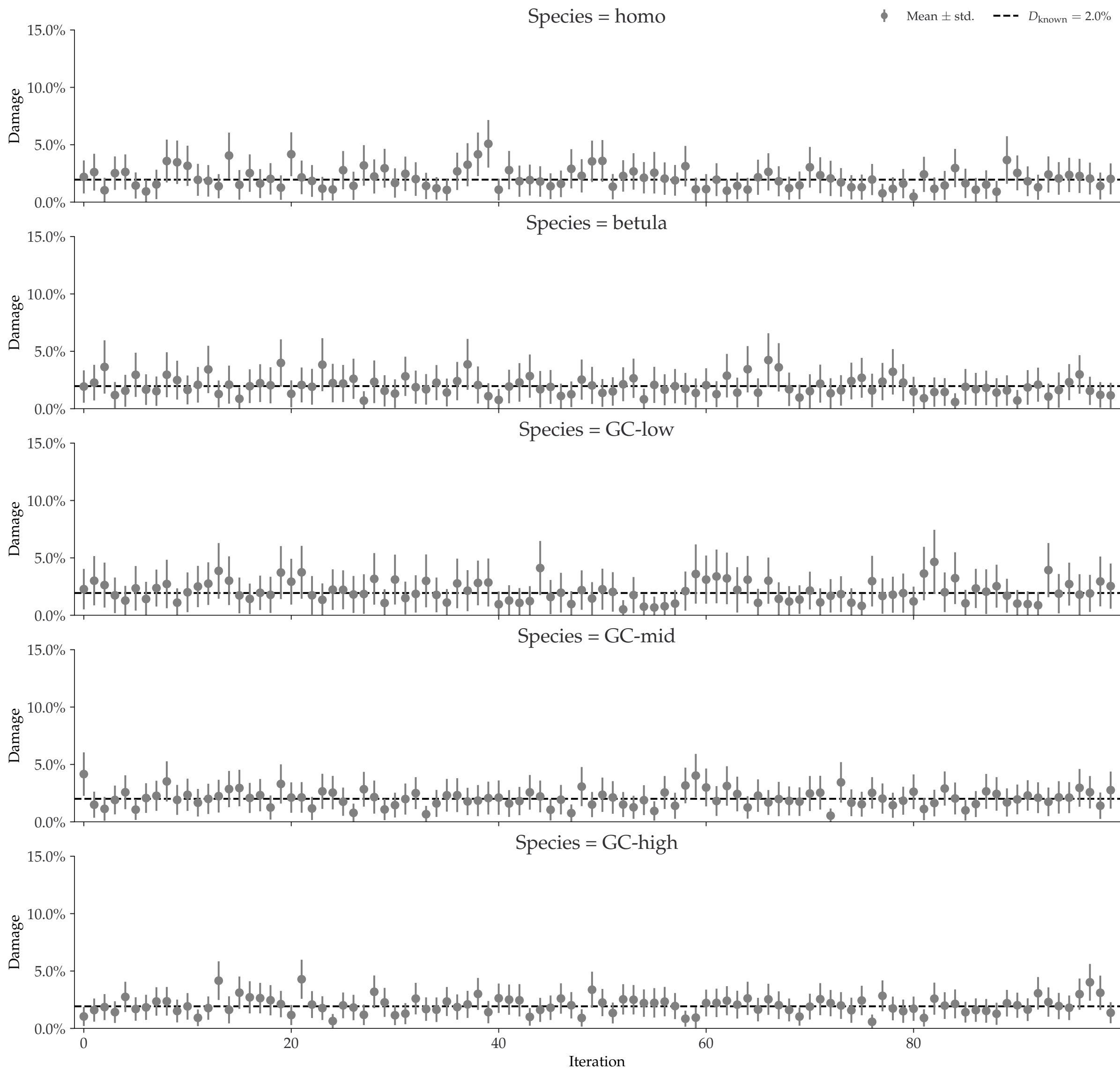
Individual damages:
 100 reads
 Briggs damage = 0.065
 Damage percent (approx) = 2%



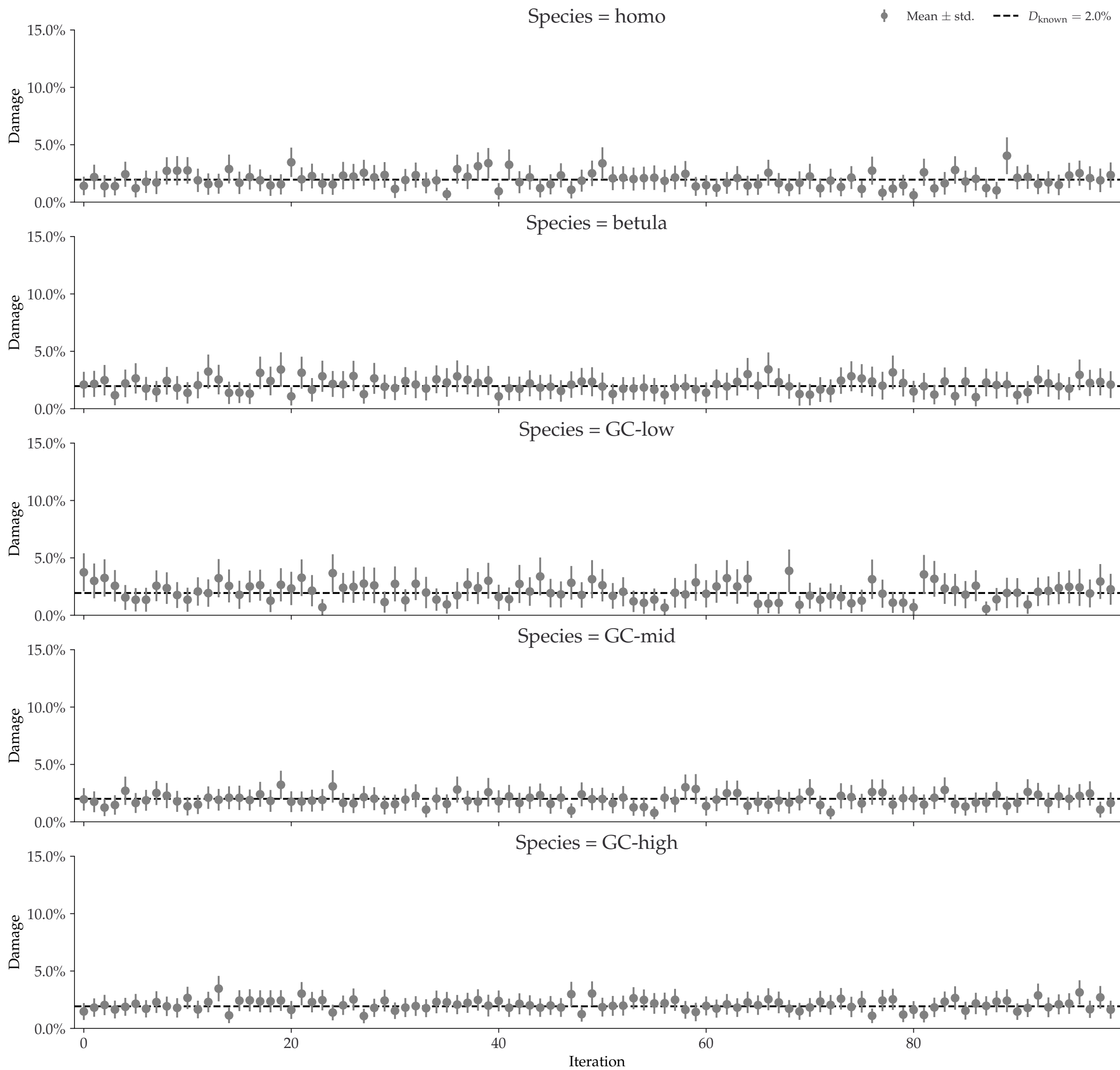
Individual damages:
 250 reads
 Briggs damage = 0.065
 Damage percent (approx) = 2%



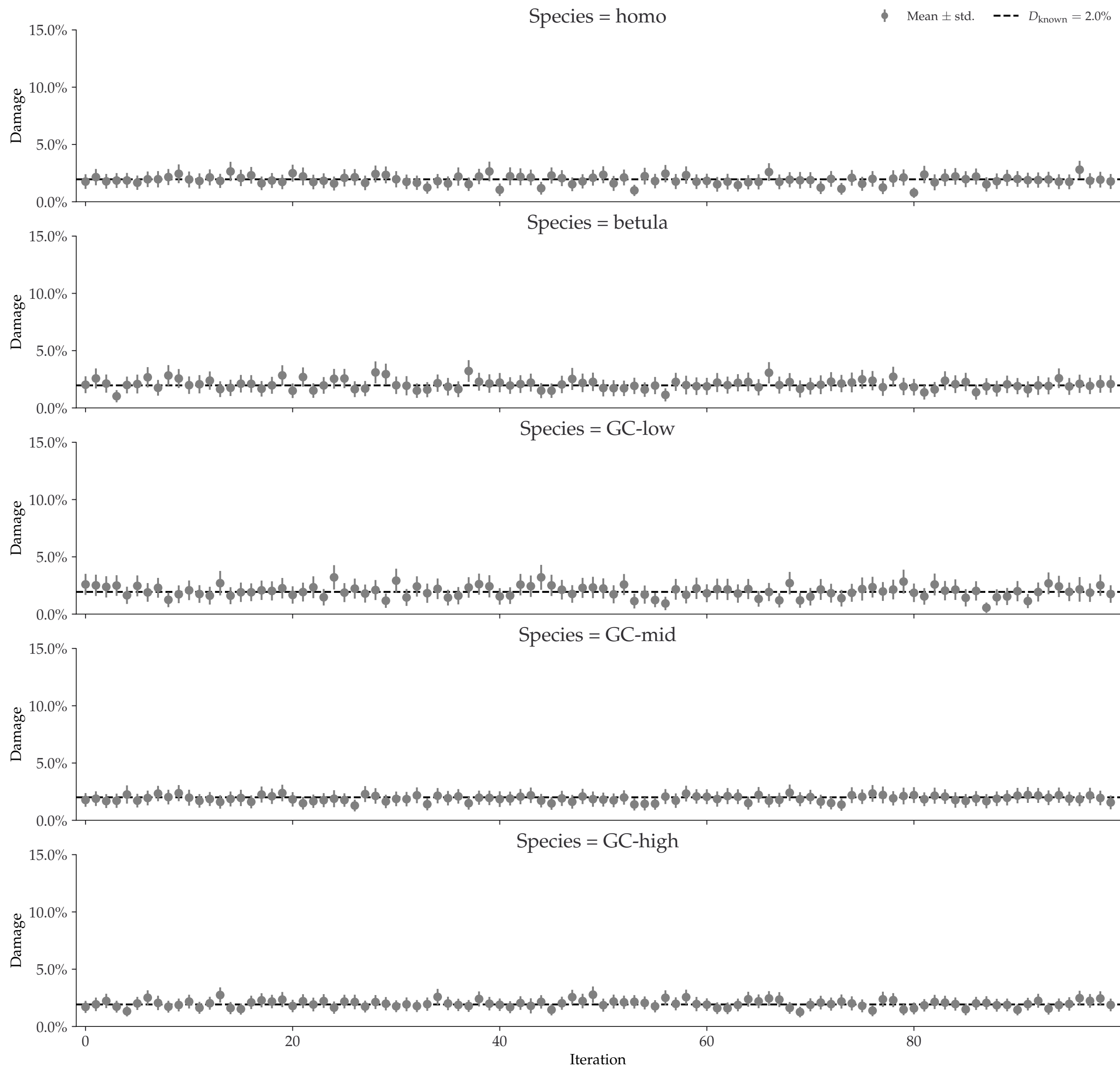
Individual damages:
 500 reads
 Briggs damage = 0.065
 Damage percent (approx) = 2%



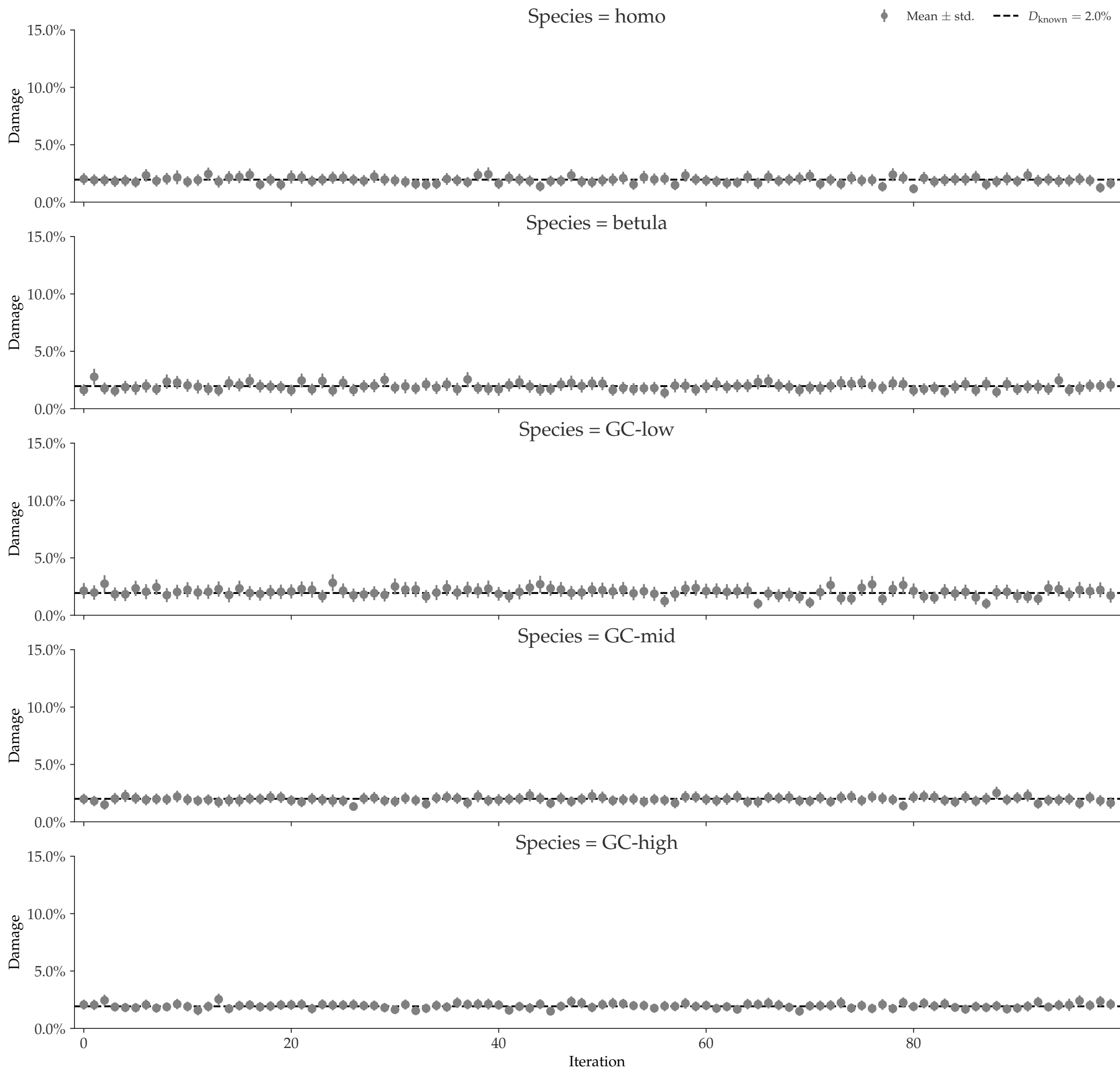
Individual damages:
 1000 reads
 Briggs damage = 0.065
 Damage percent (approx) = 2%



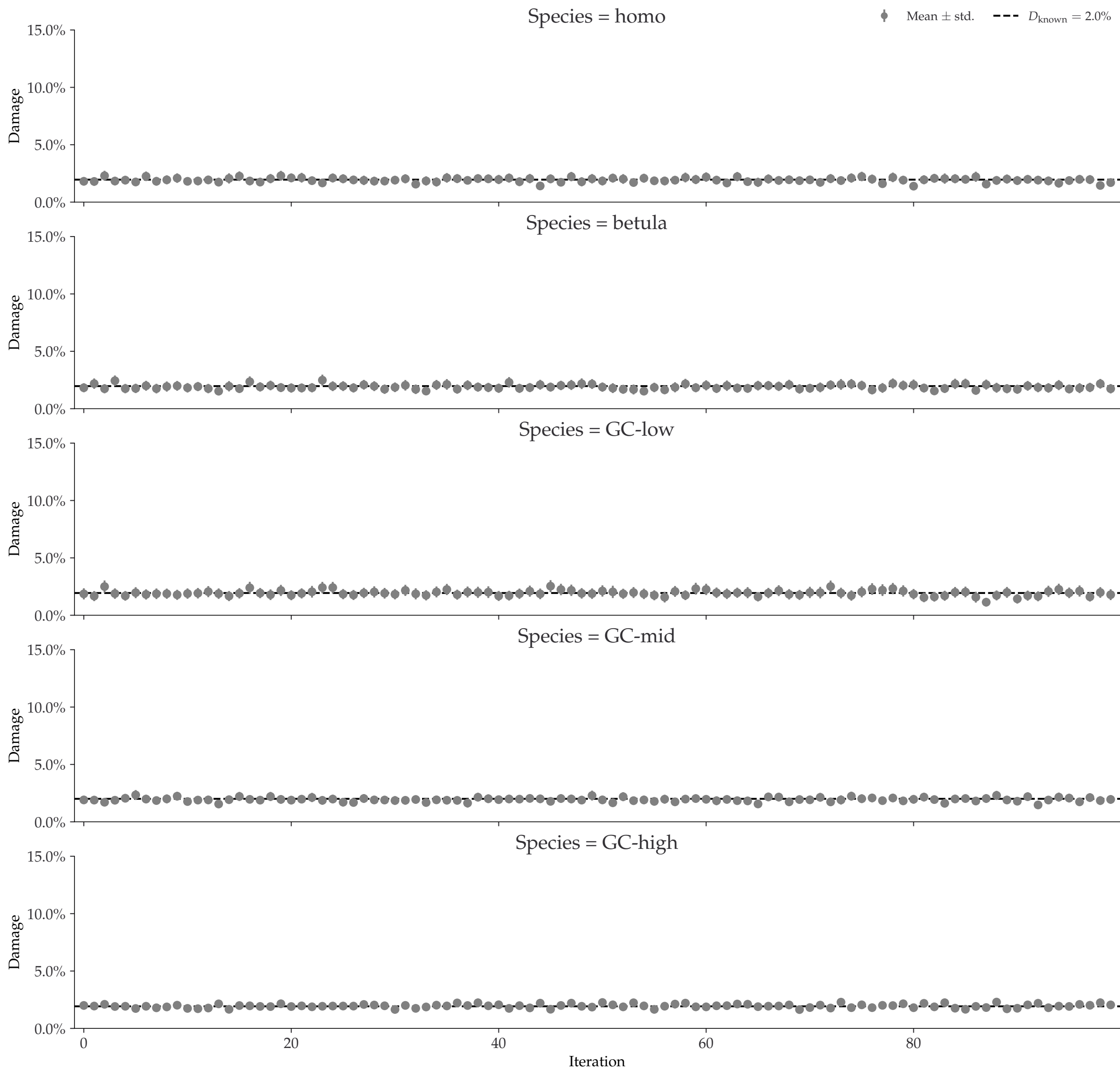
Individual damages:
2500 reads
Briggs damage = 0.065
Damage percent (approx) = 2%



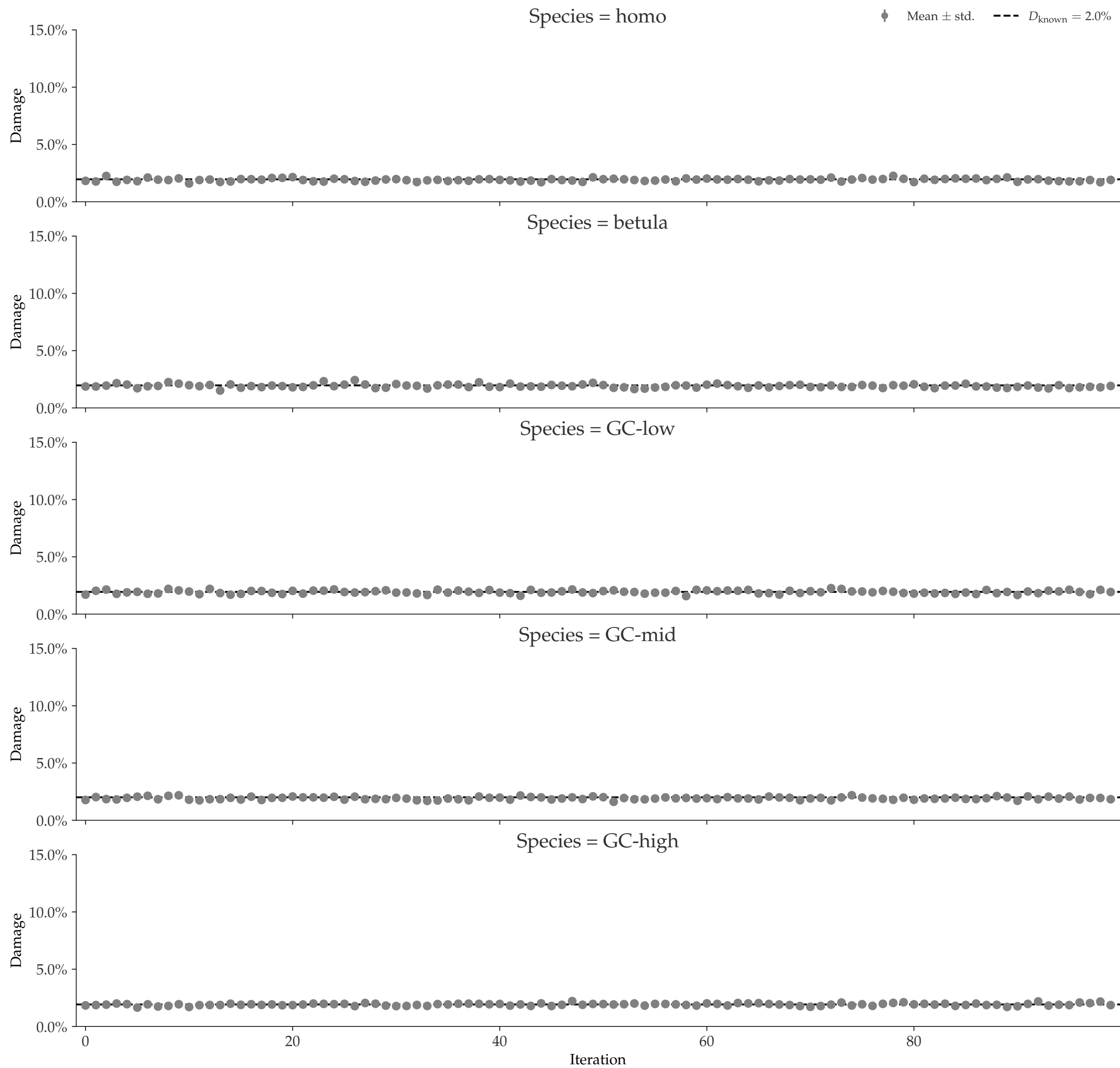
Individual damages:
 5000 reads
 Briggs damage = 0.065
 Damage percent (approx) = 2%



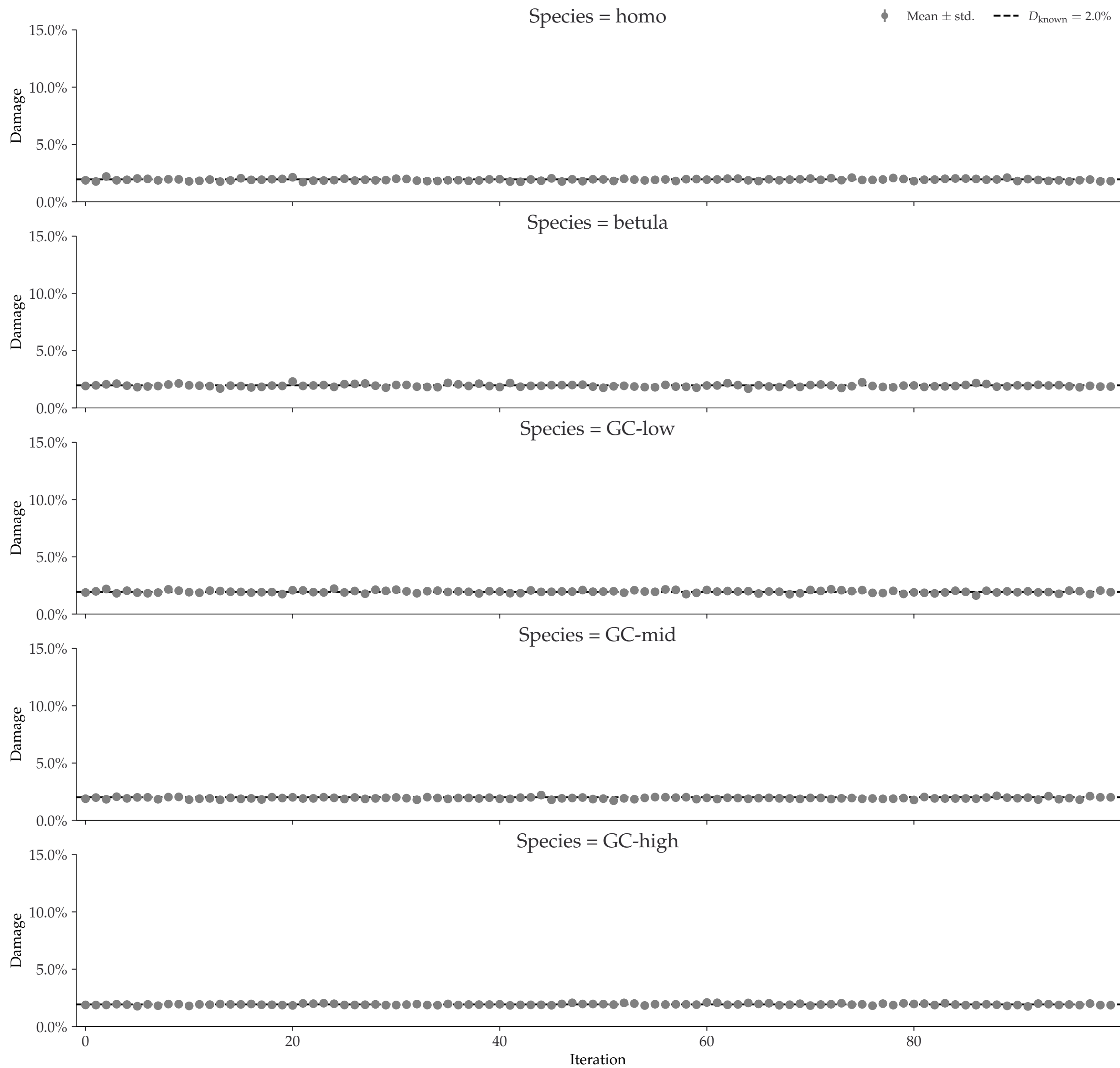
Individual damages:
 10000 reads
 Briggs damage = 0.065
 Damage percent (approx) = 2%



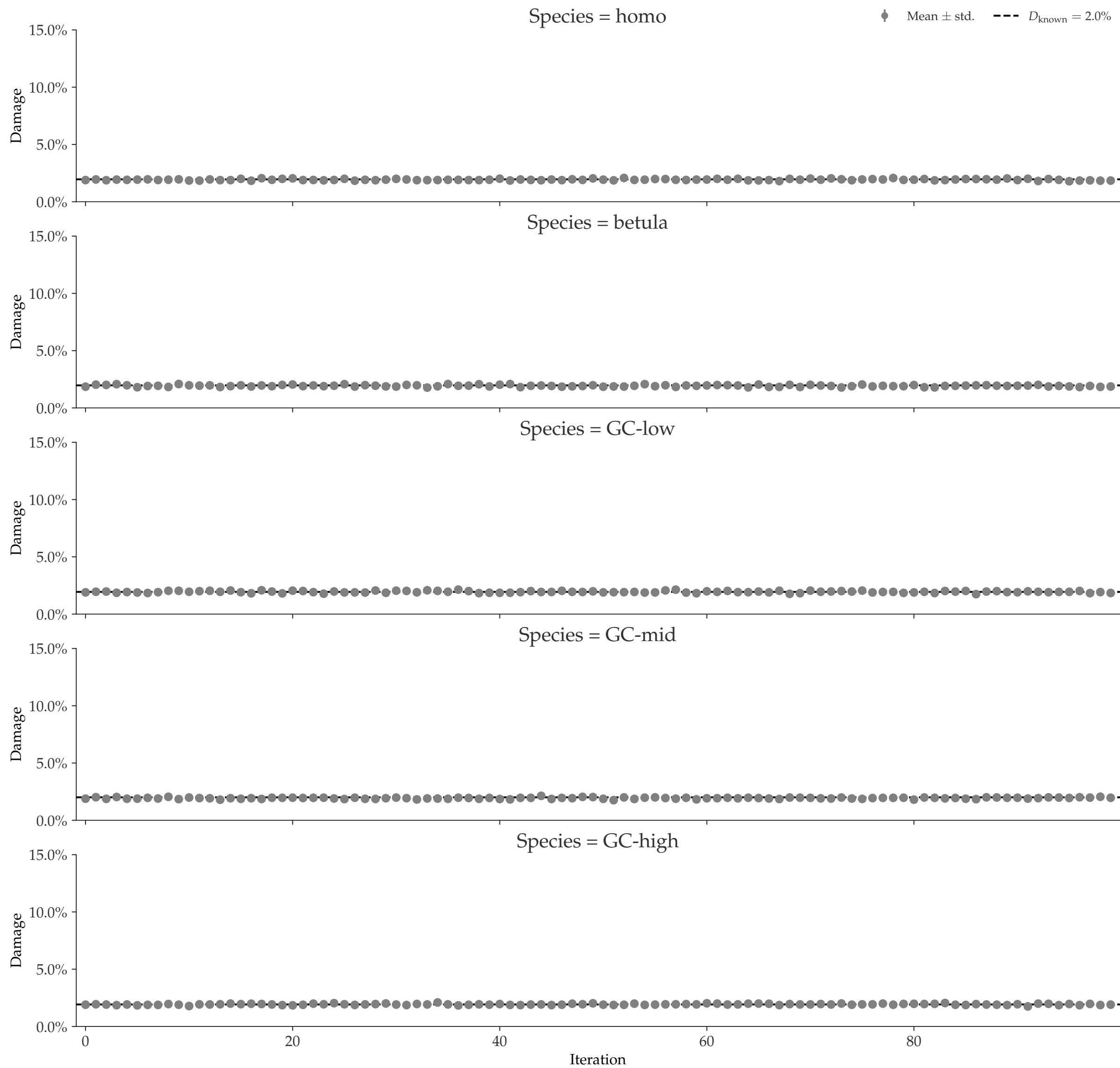
Individual damages:
25000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%



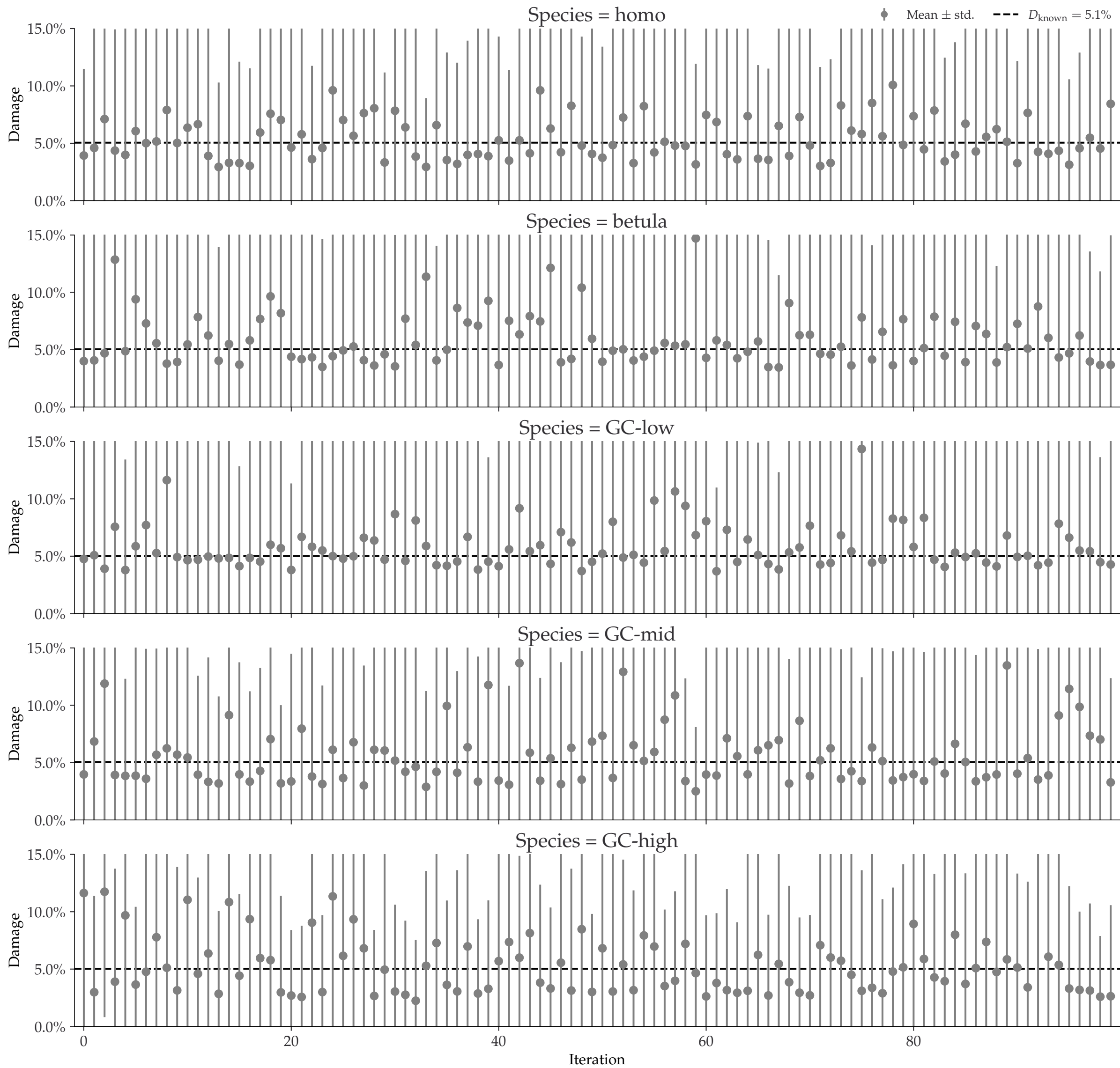
Individual damages:
50000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%



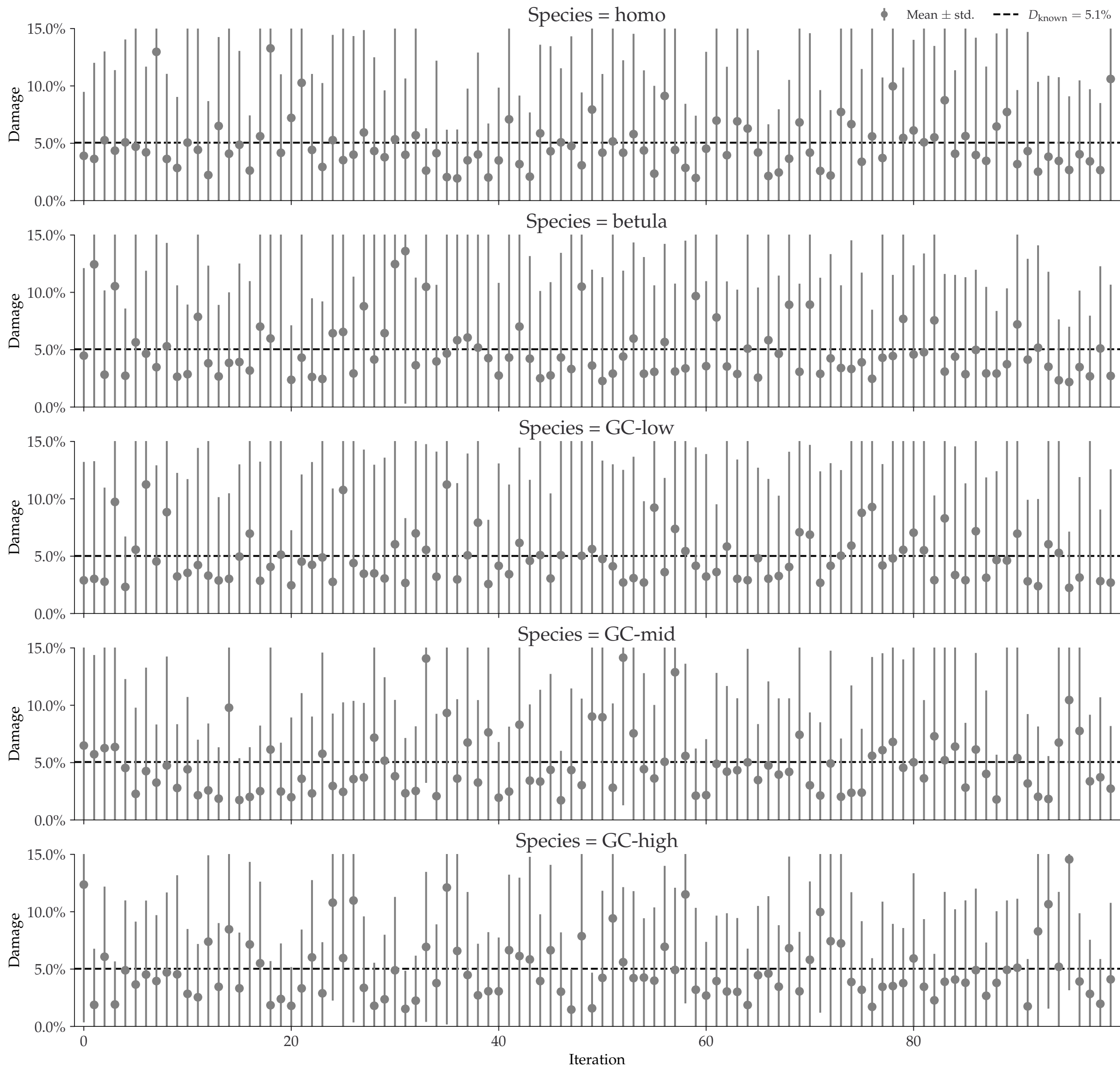
Individual damages:
100000 reads
Briggs damage = 0.065
Damage percent (approx) = 2%



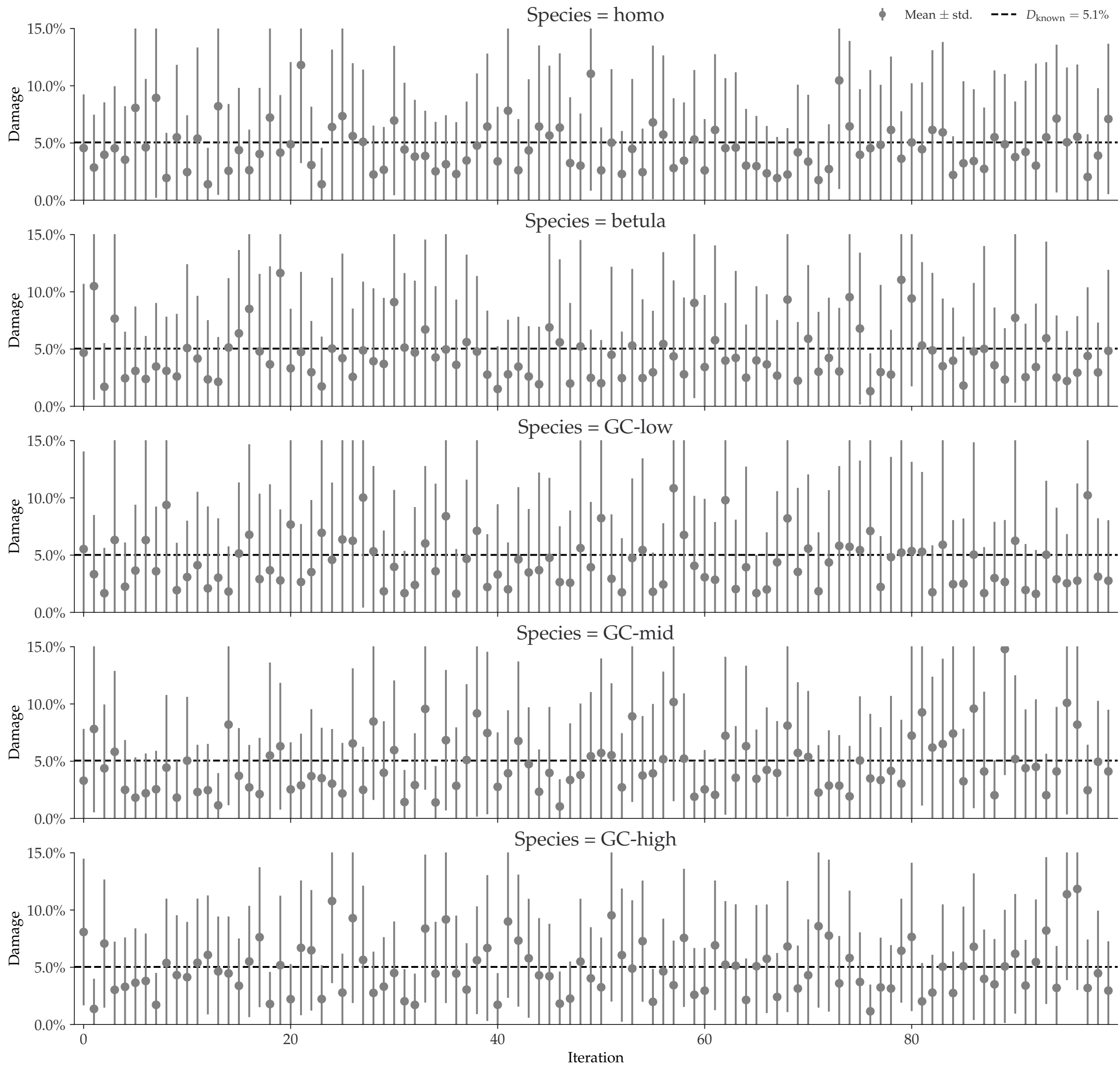
Individual damages:
 10 reads
 Briggs damage = 0.162
 Damage percent (approx) = 5%



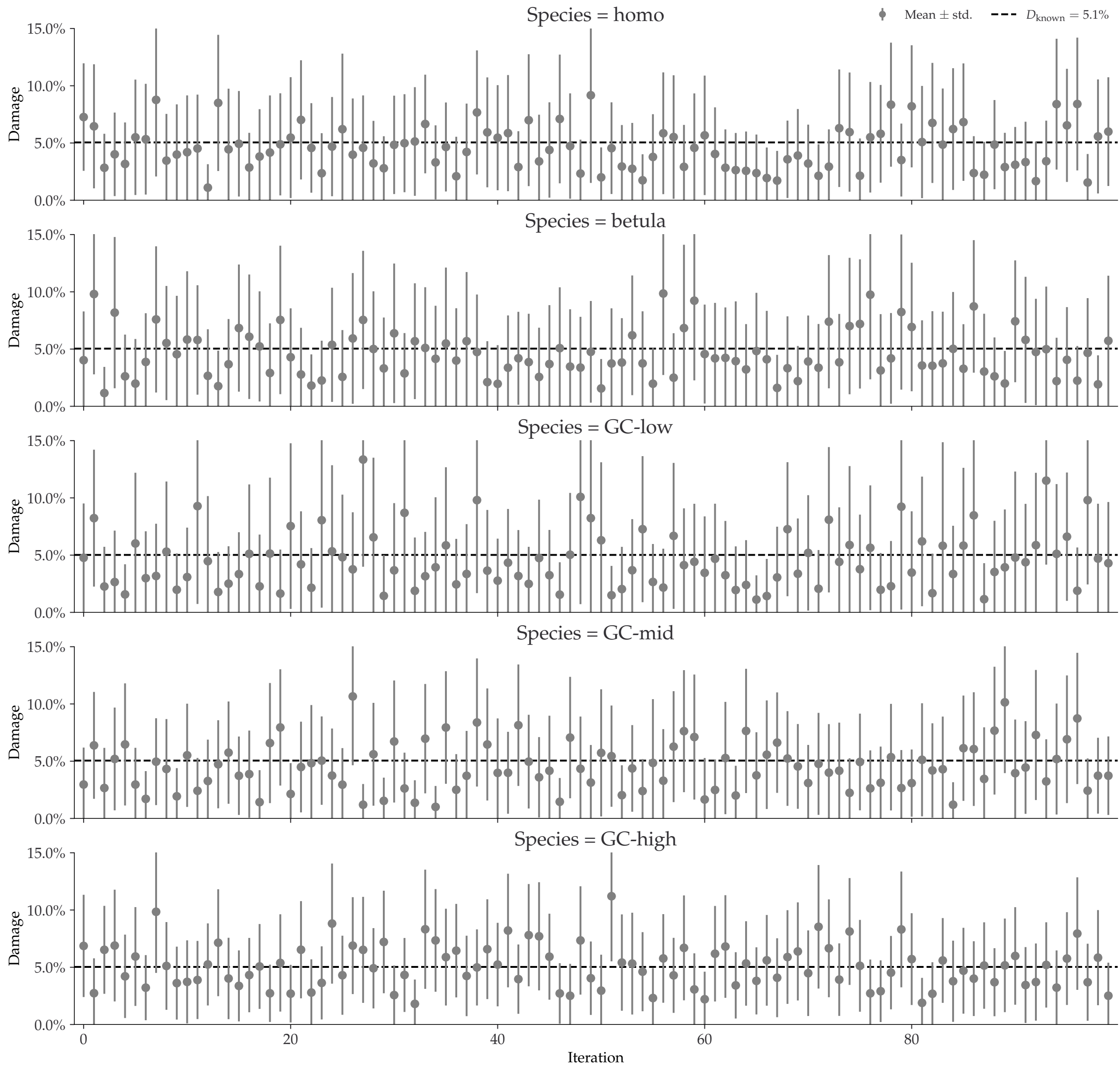
Individual damages:
 25 reads
 Briggs damage = 0.162
 Damage percent (approx) = 5%



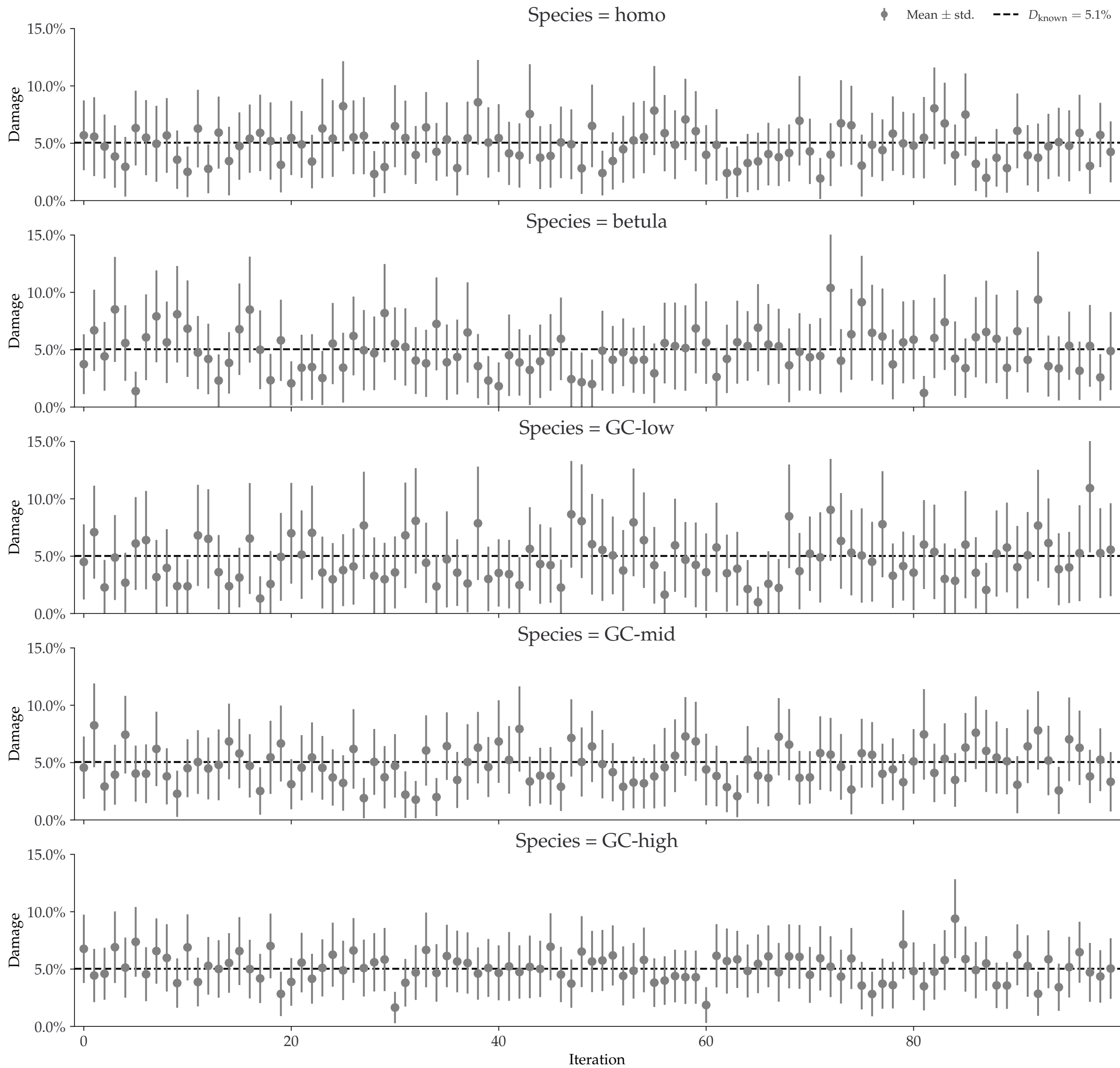
Individual damages:
 50 reads
 Briggs damage = 0.162
 Damage percent (approx) = 5%



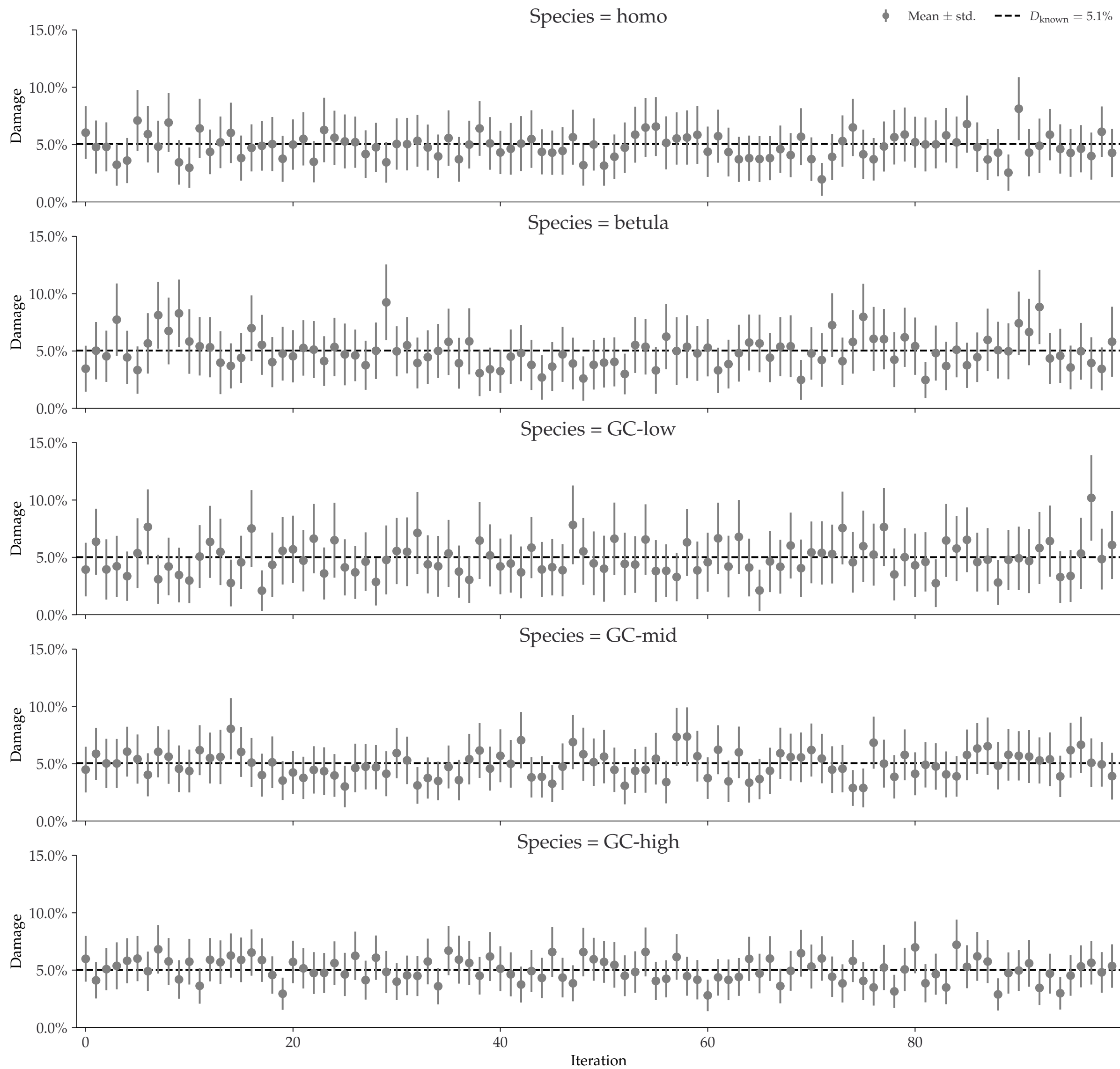
Individual damages:
 100 reads
 Briggs damage = 0.162
 Damage percent (approx) = 5%



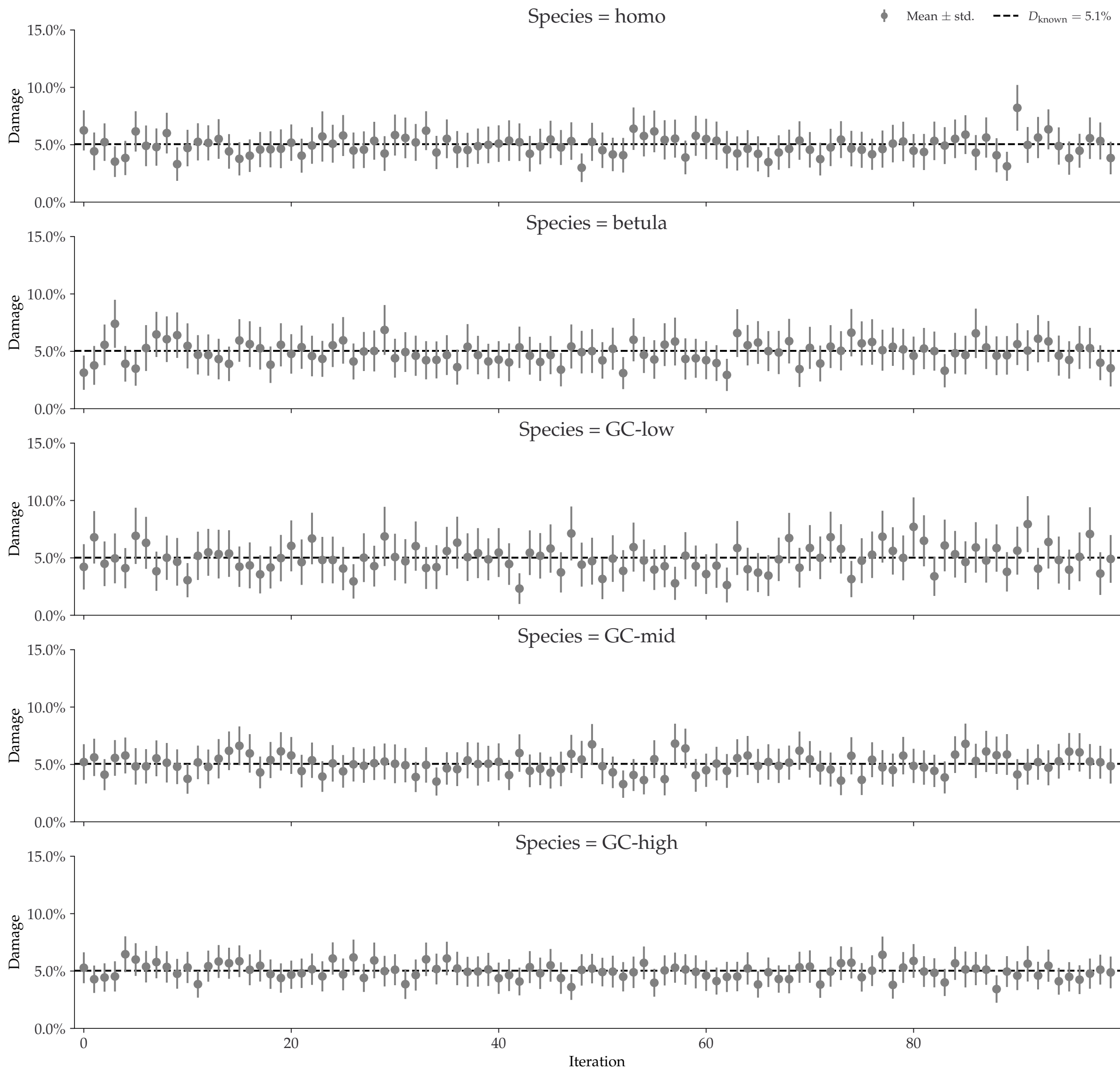
Individual damages:
 250 reads
 Briggs damage = 0.162
 Damage percent (approx) = 5%



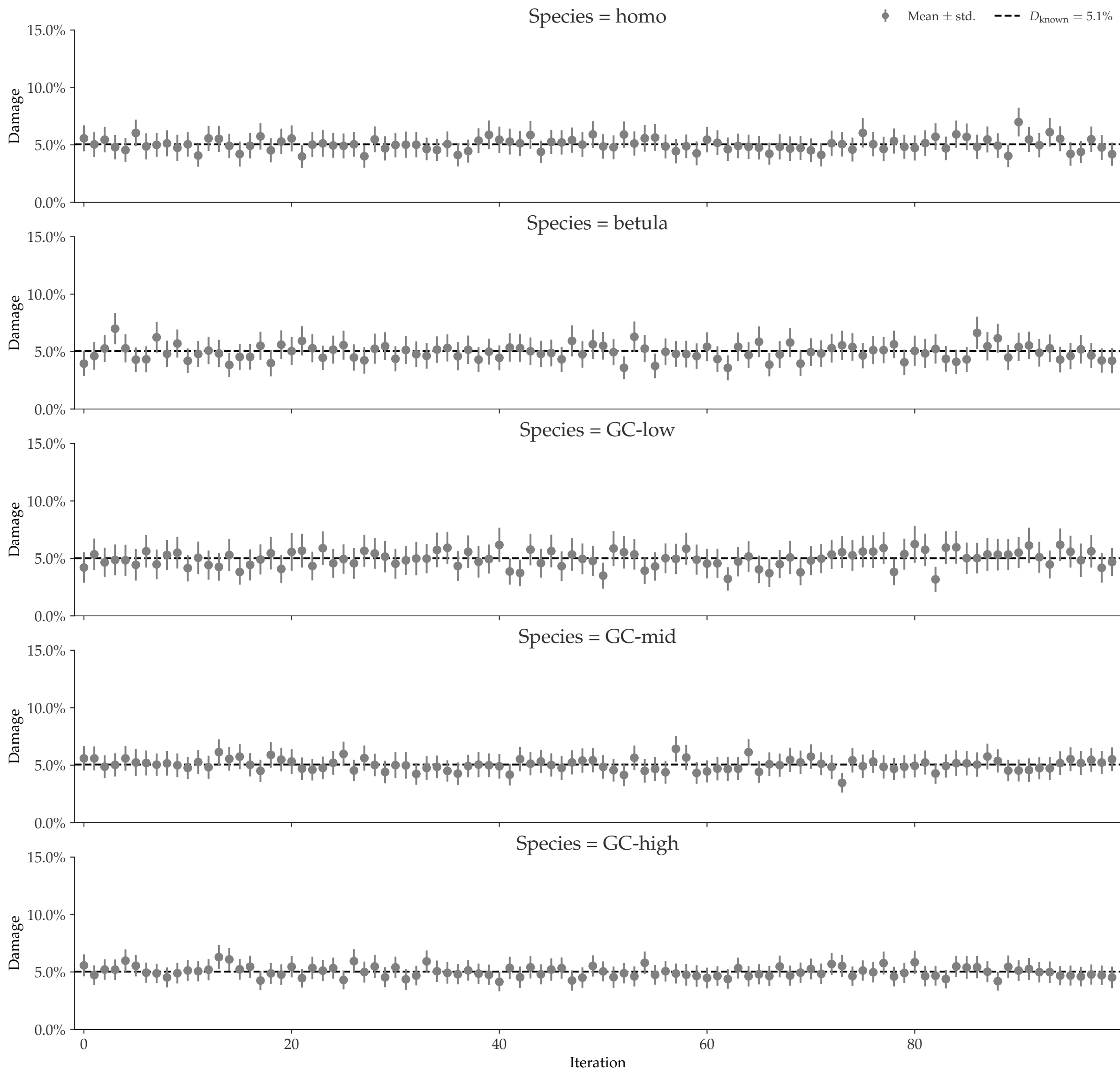
Individual damages:
 500 reads
 Briggs damage = 0.162
 Damage percent (approx) = 5%



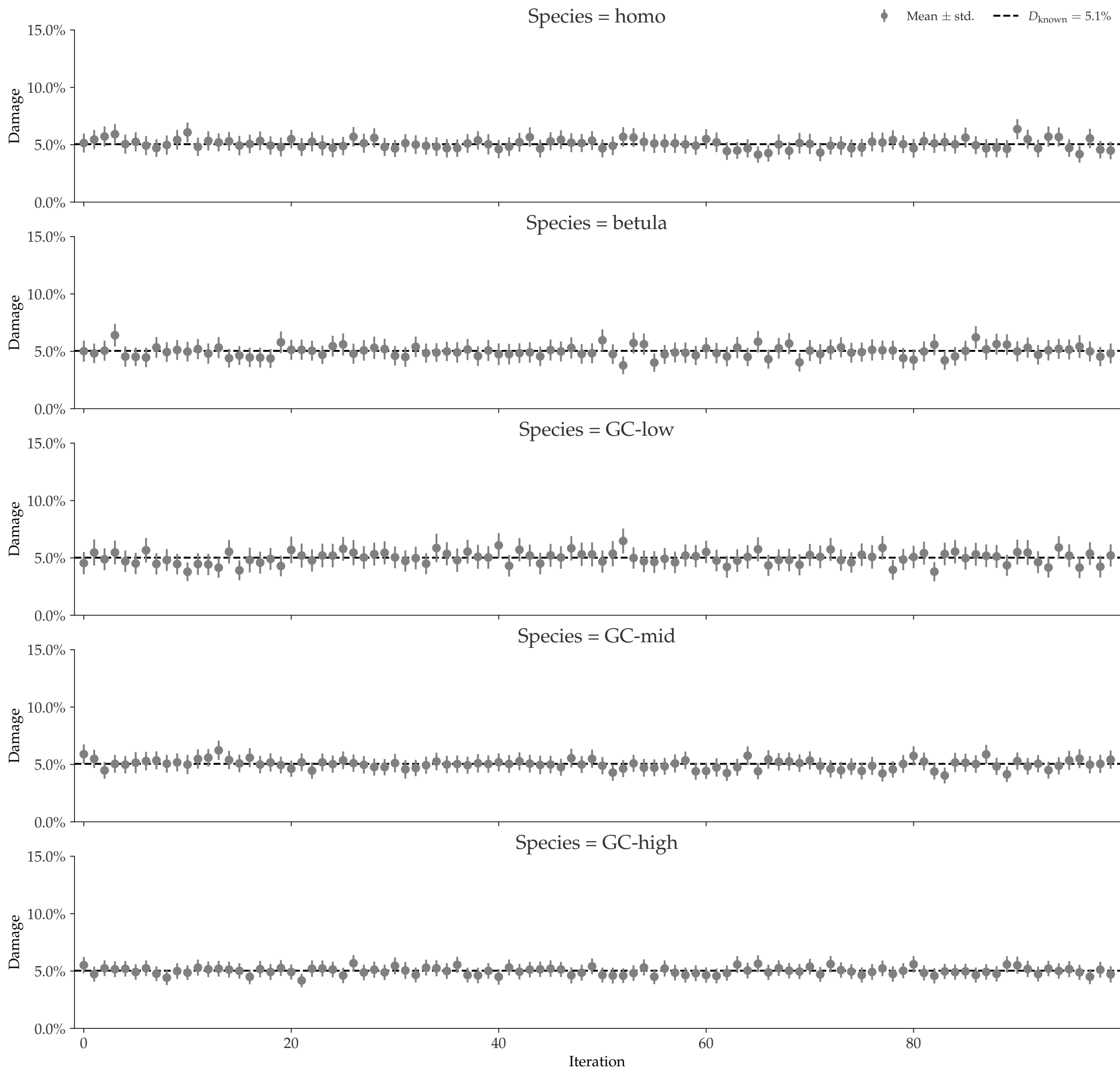
Individual damages:
 1000 reads
 Briggs damage = 0.162
 Damage percent (approx) = 5%



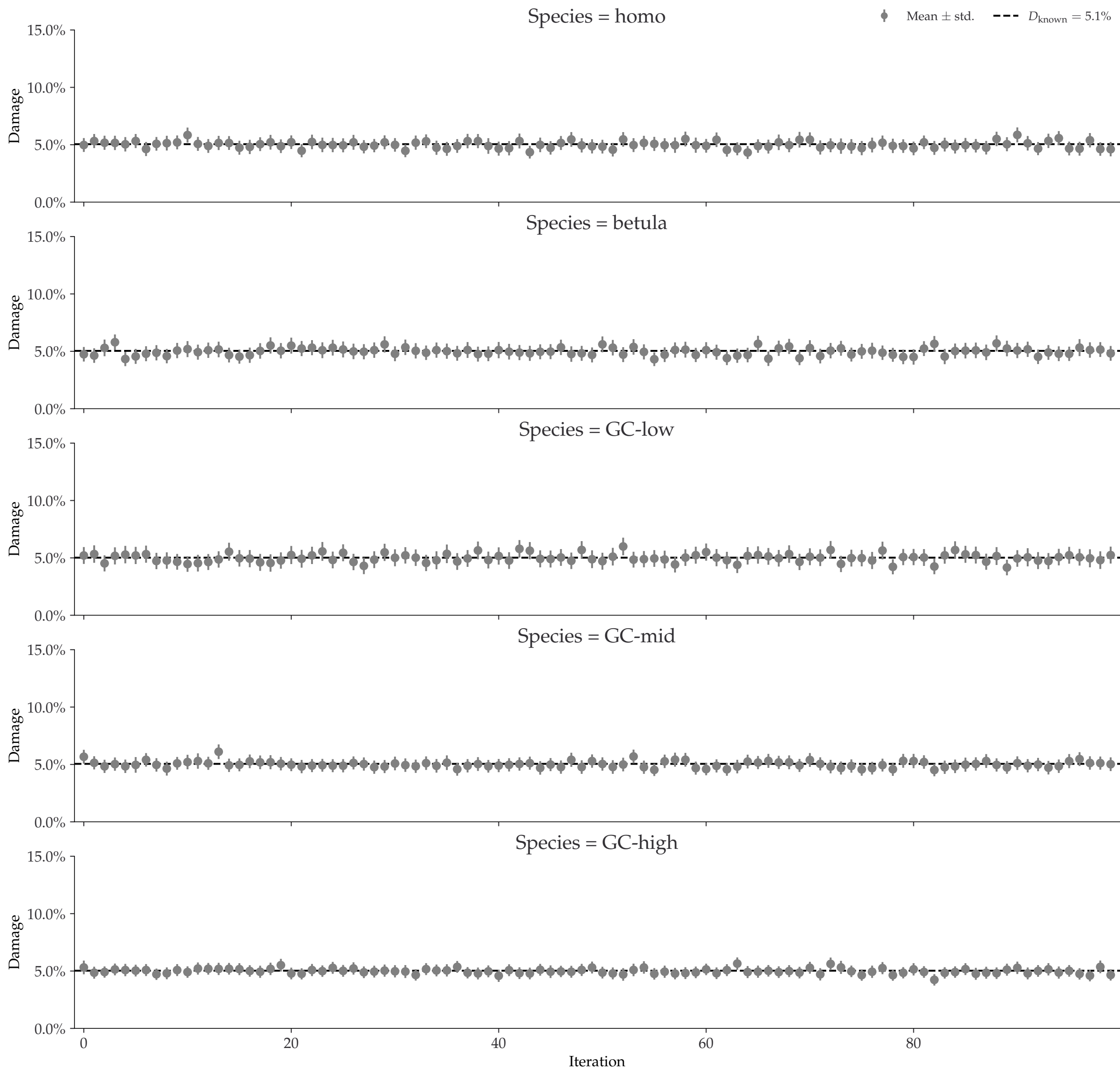
Individual damages:
 2500 reads
 Briggs damage = 0.162
 Damage percent (approx) = 5%



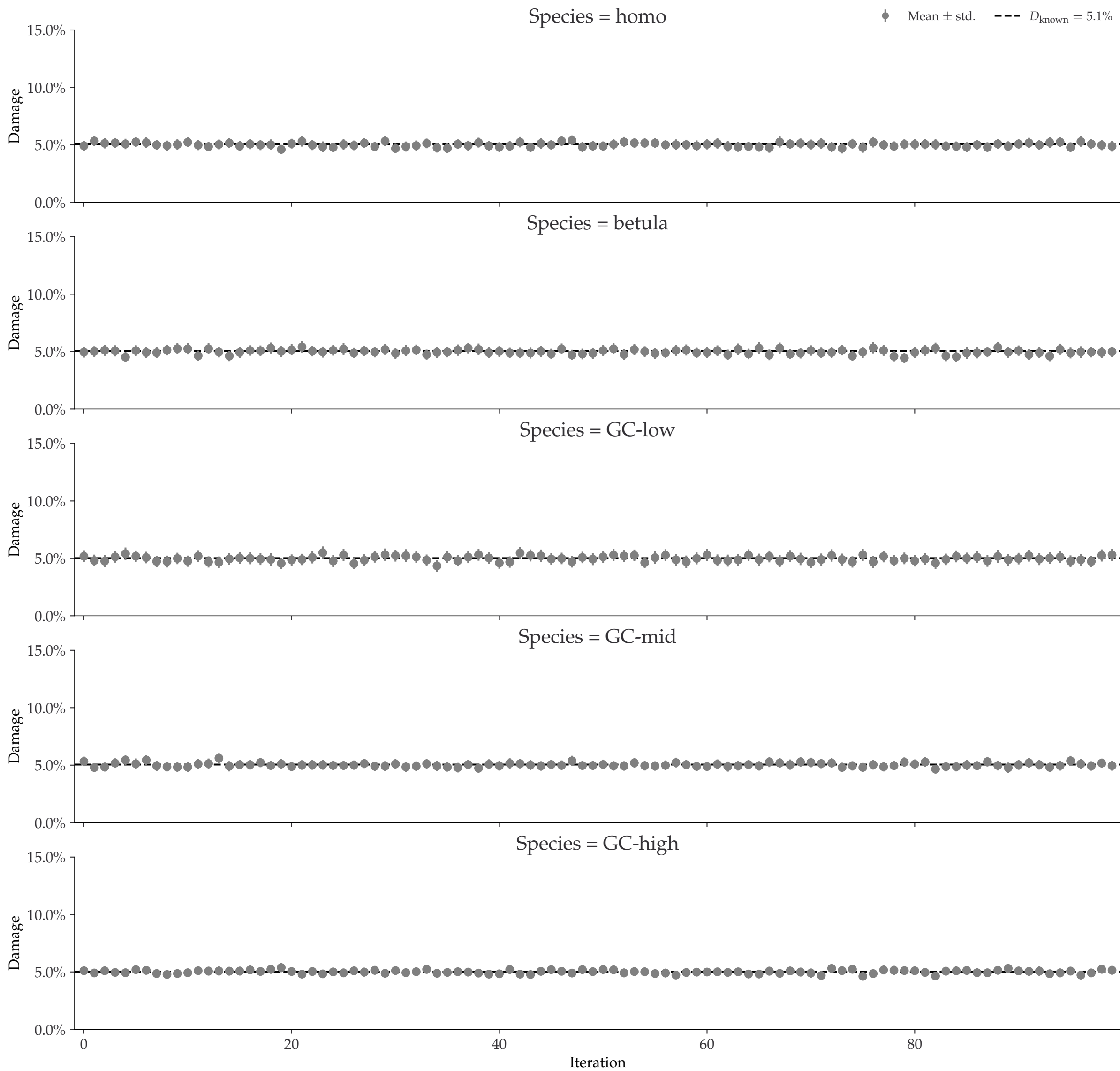
Individual damages:
 5000 reads
 Briggs damage = 0.162
 Damage percent (approx) = 5%



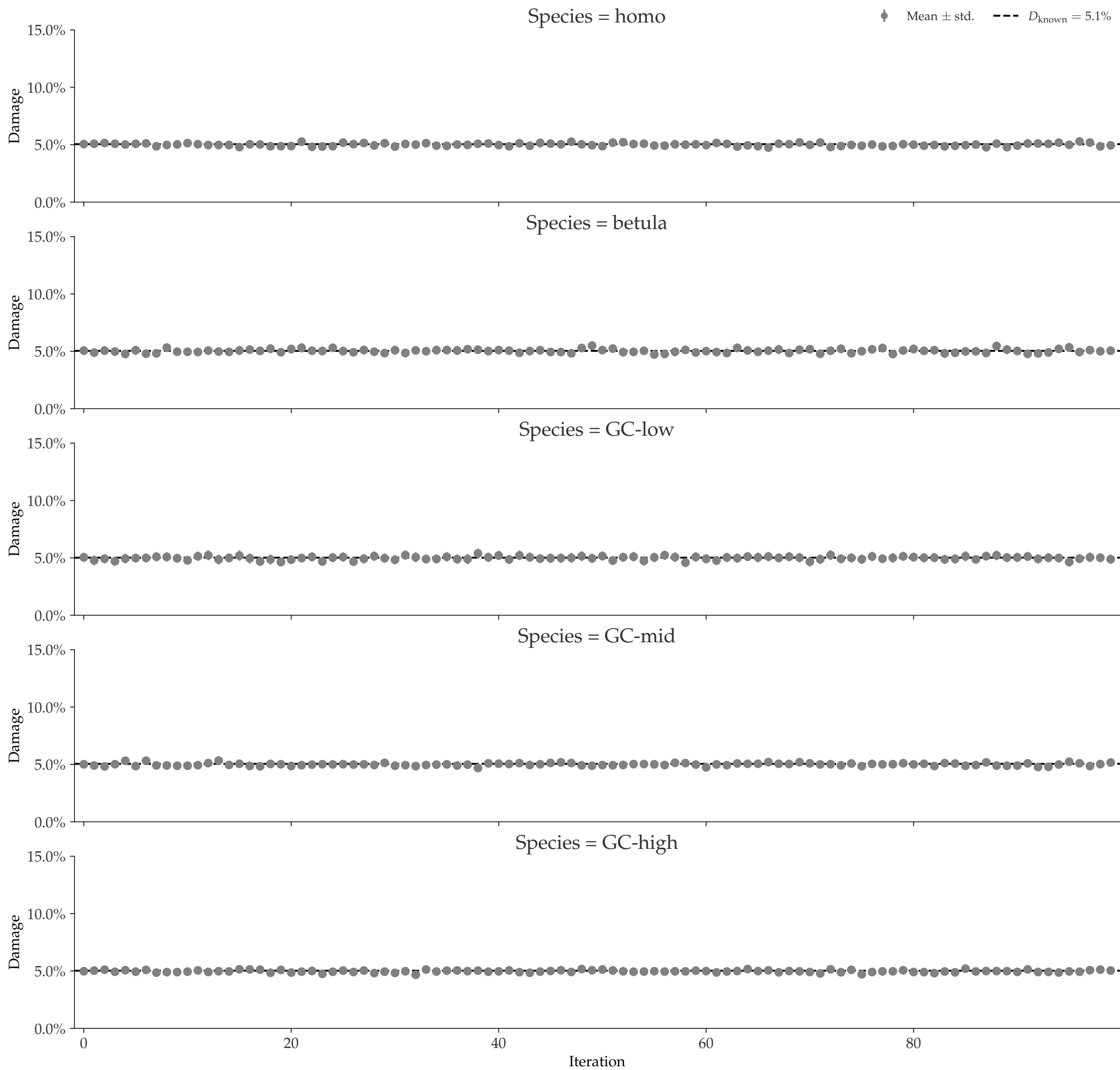
Individual damages:
10000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%



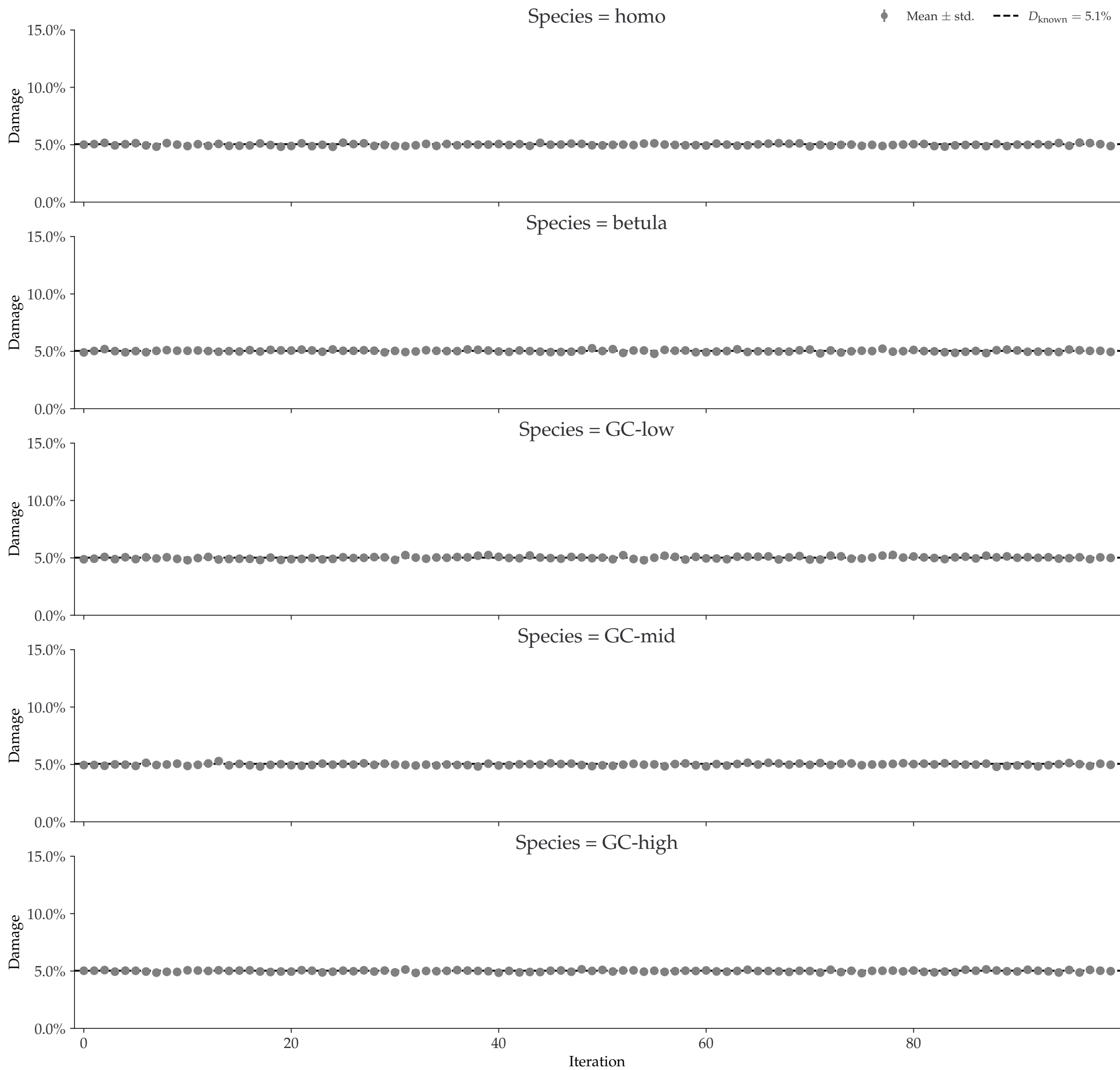
Individual damages:
25000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%



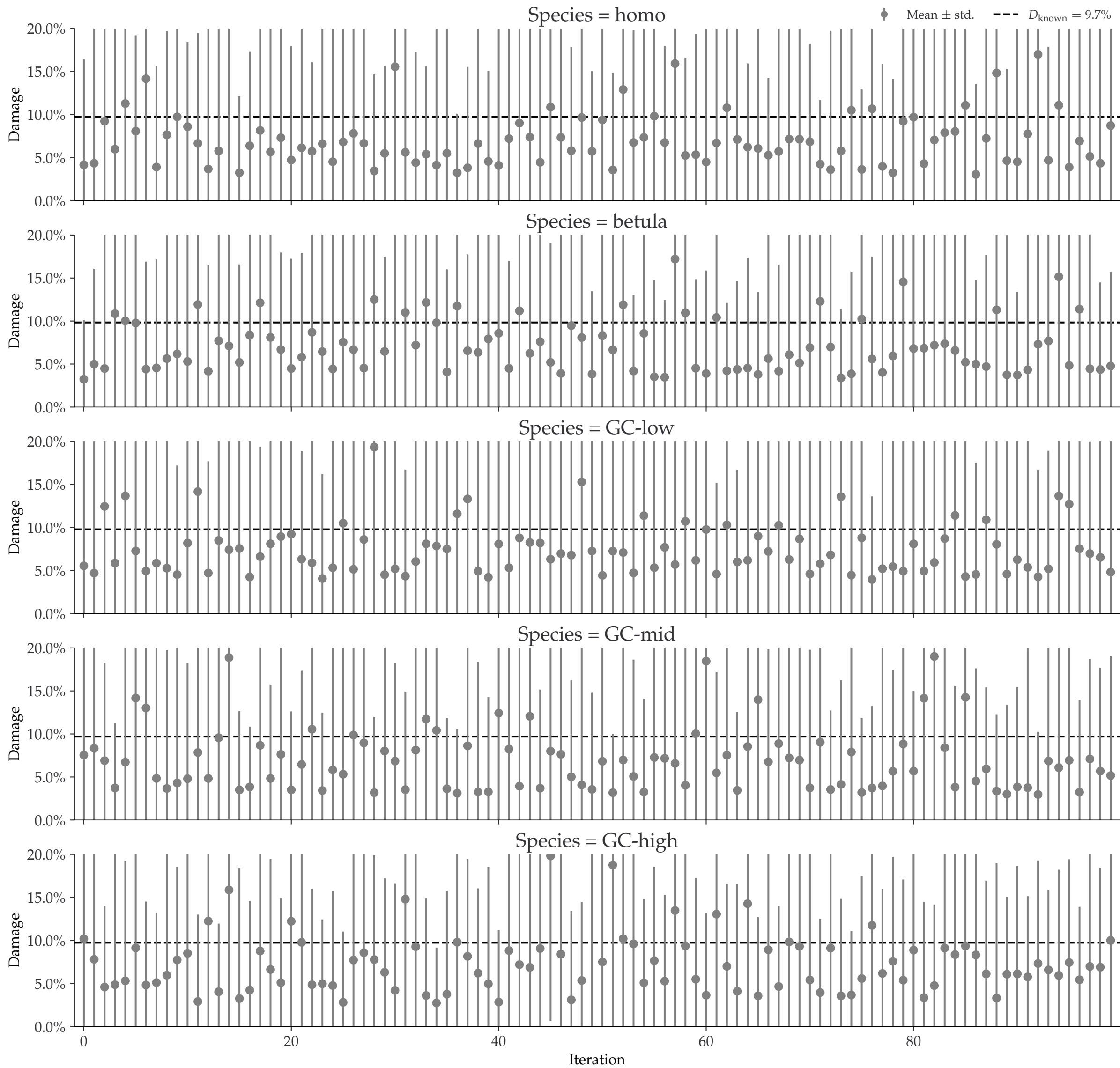
Individual damages:
50000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%



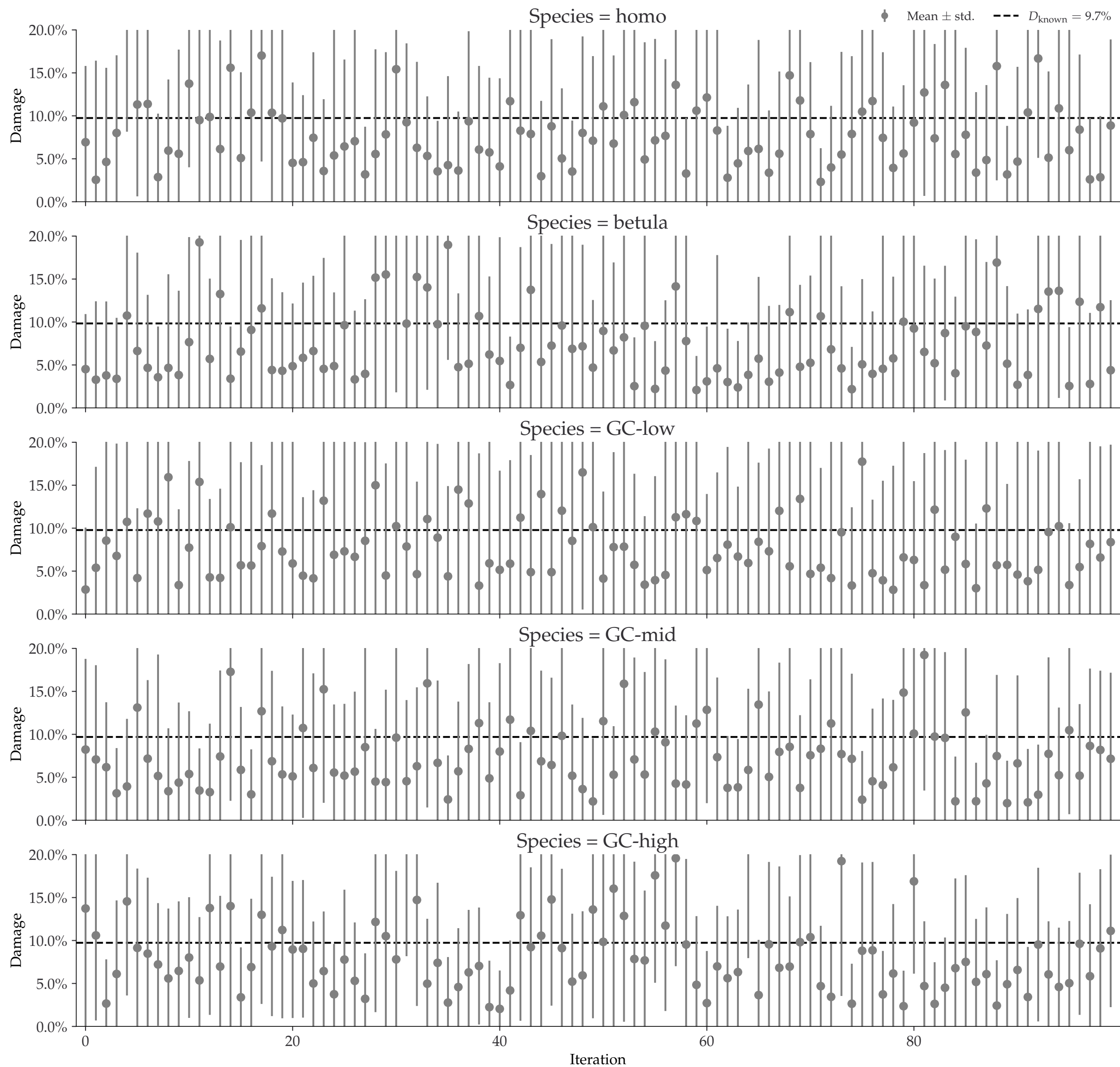
Individual damages:
100000 reads
Briggs damage = 0.162
Damage percent (approx) = 5%



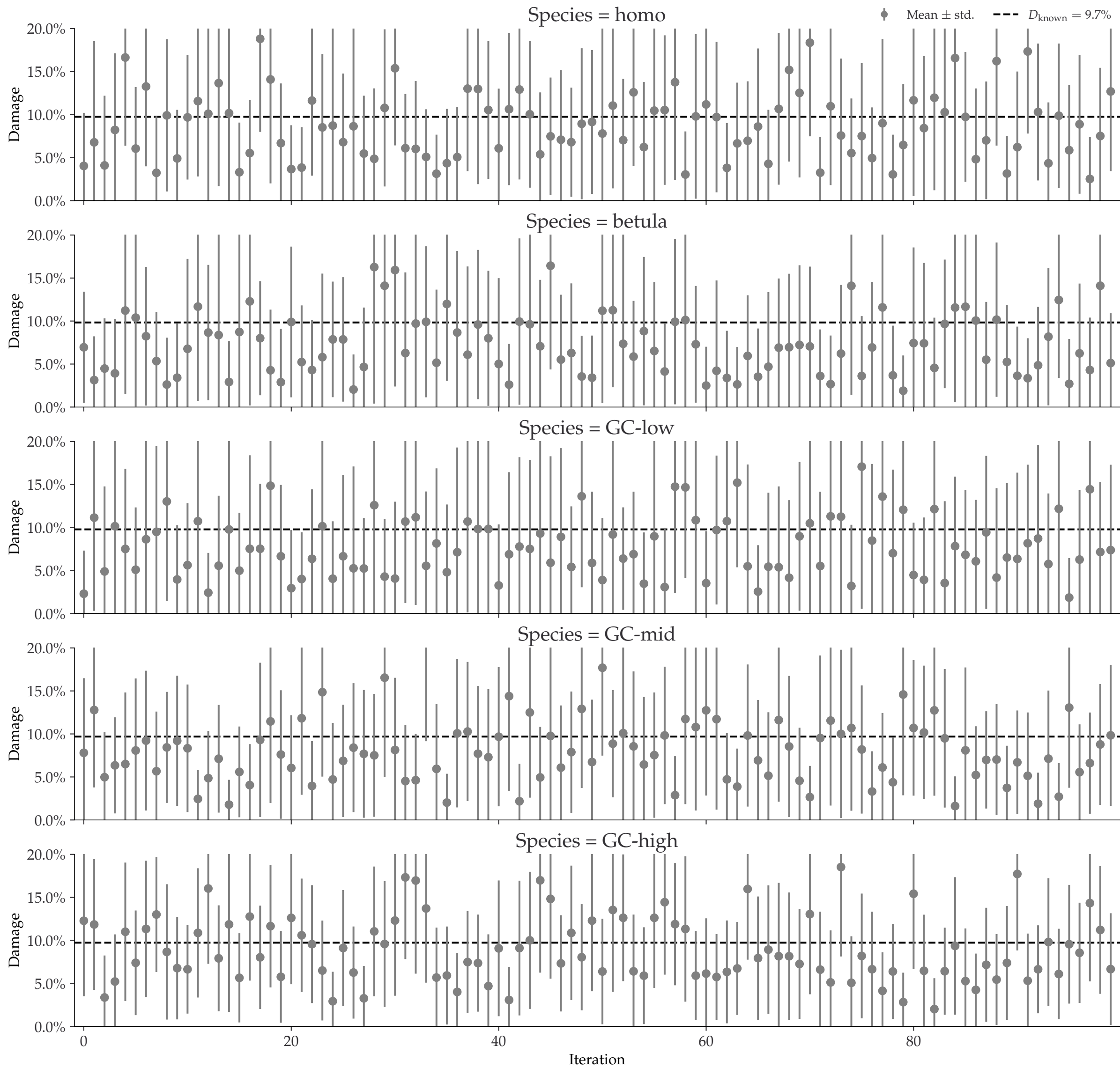
Individual damages:
 10 reads
 Briggs damage = 0.31
 Damage percent (approx) = 10%



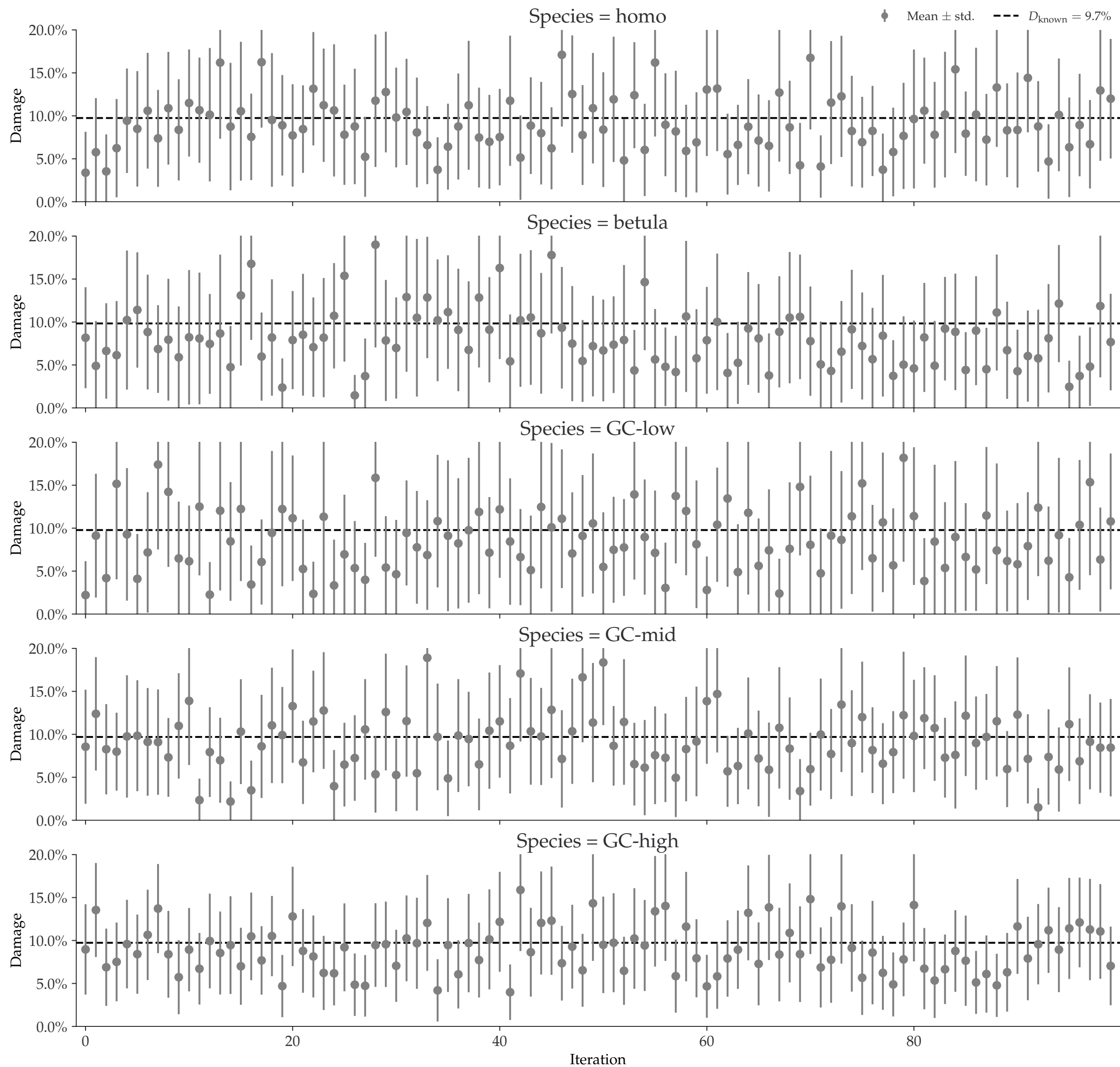
Individual damages:
 25 reads
 Briggs damage = 0.31
 Damage percent (approx) = 10%



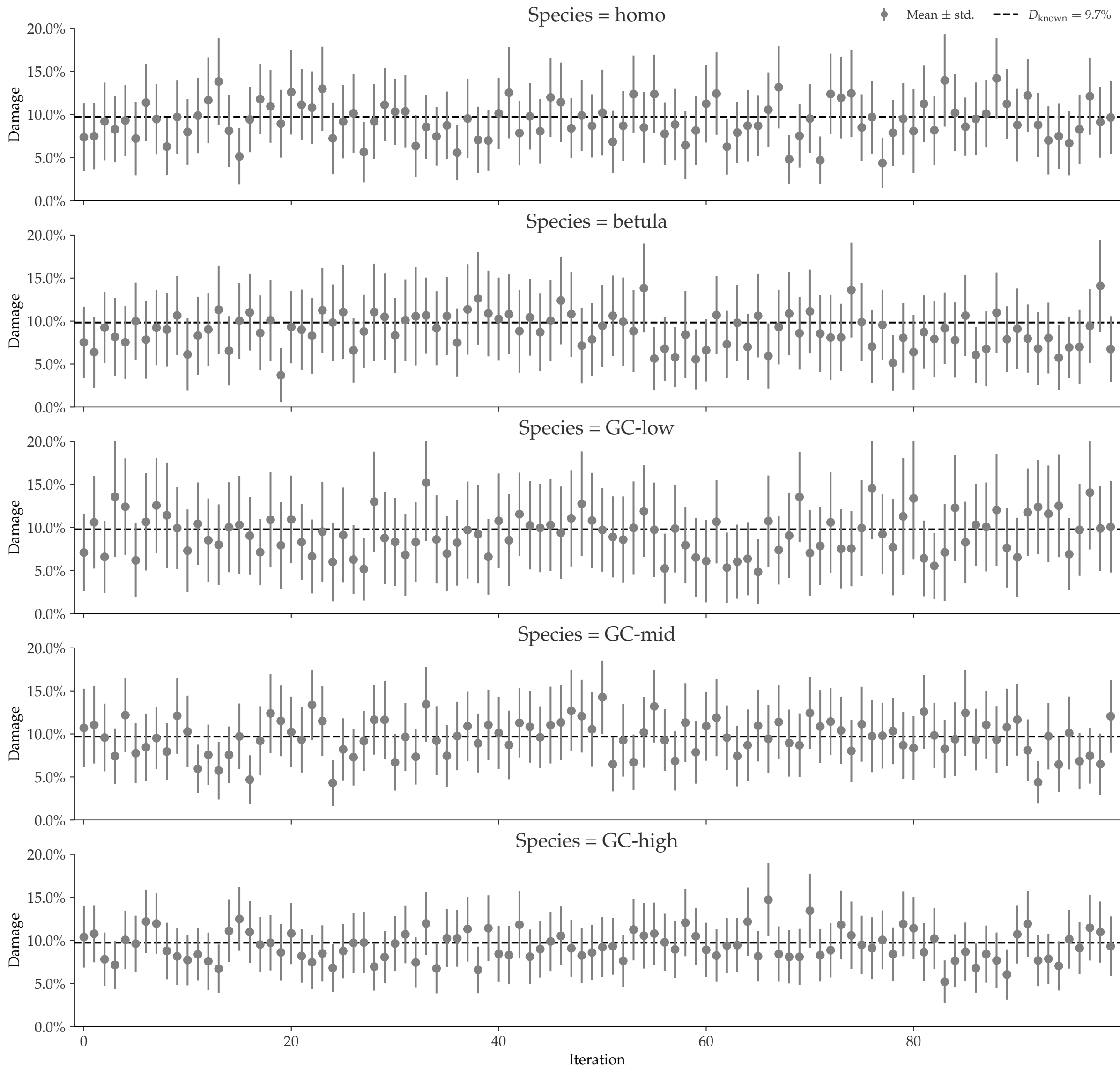
Individual damages:
 50 reads
 Briggs damage = 0.31
 Damage percent (approx) = 10%



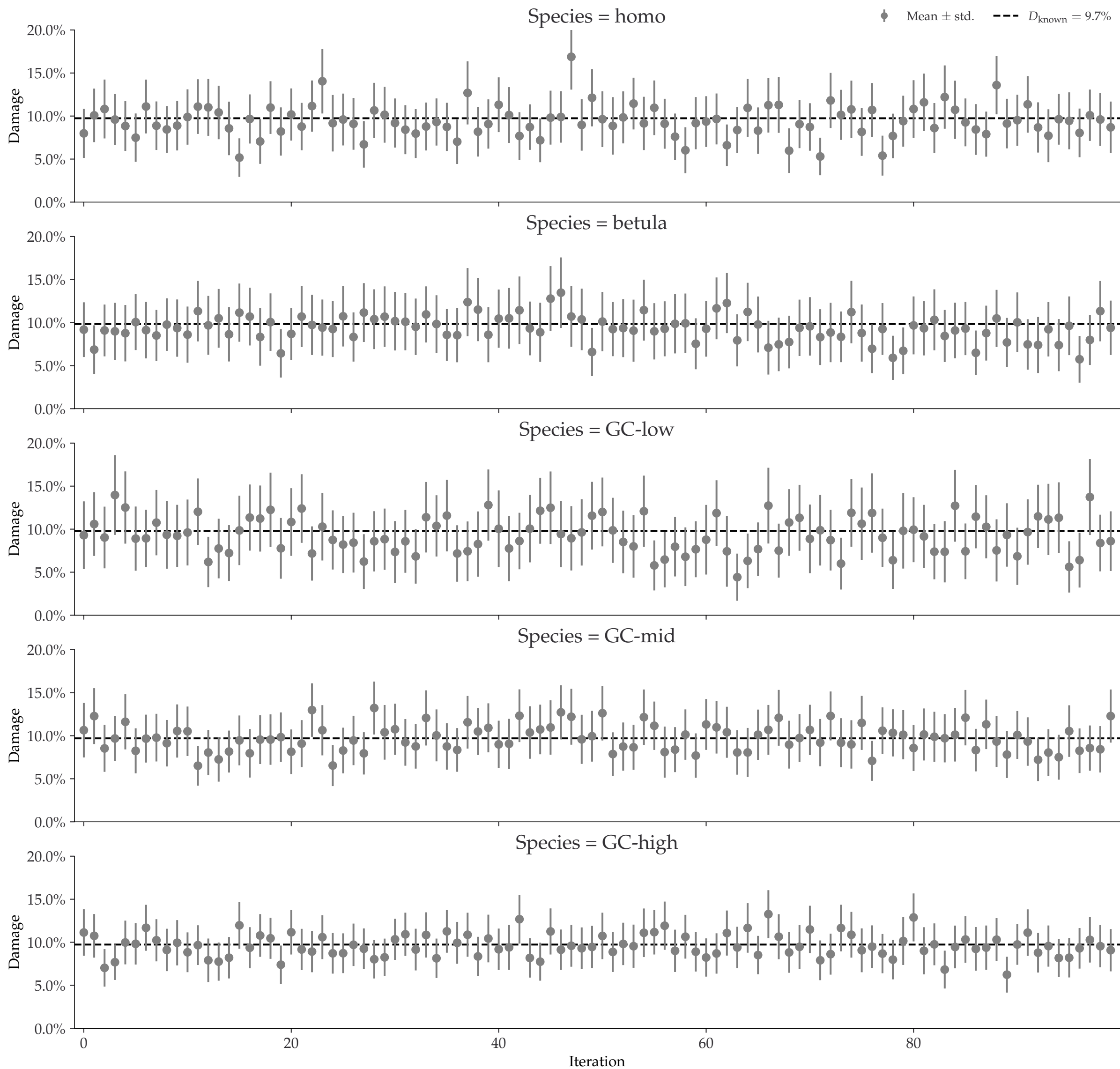
Individual damages:
 100 reads
 Briggs damage = 0.31
 Damage percent (approx) = 10%



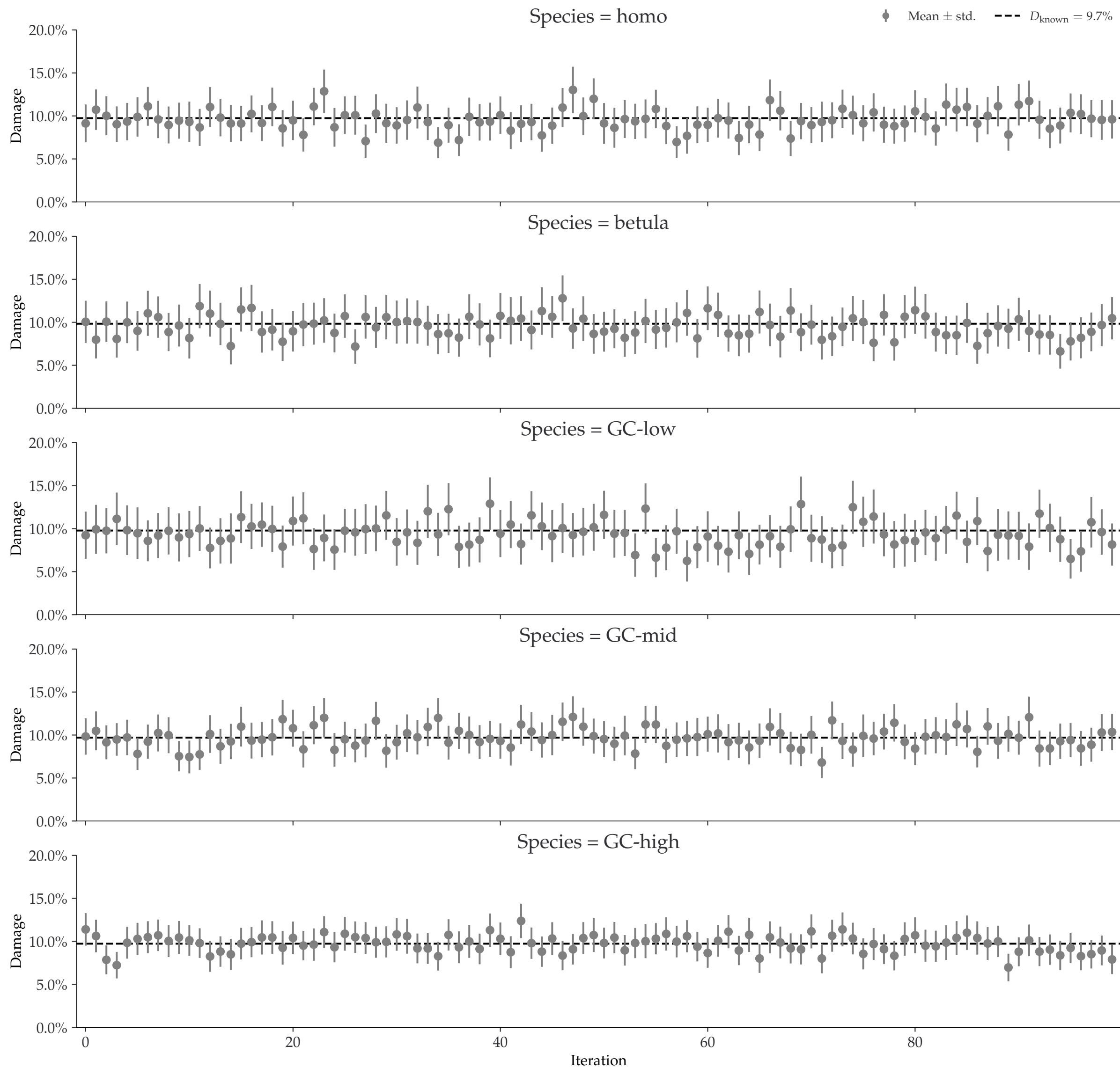
Individual damages:
 250 reads
 Briggs damage = 0.31
 Damage percent (approx) = 10%



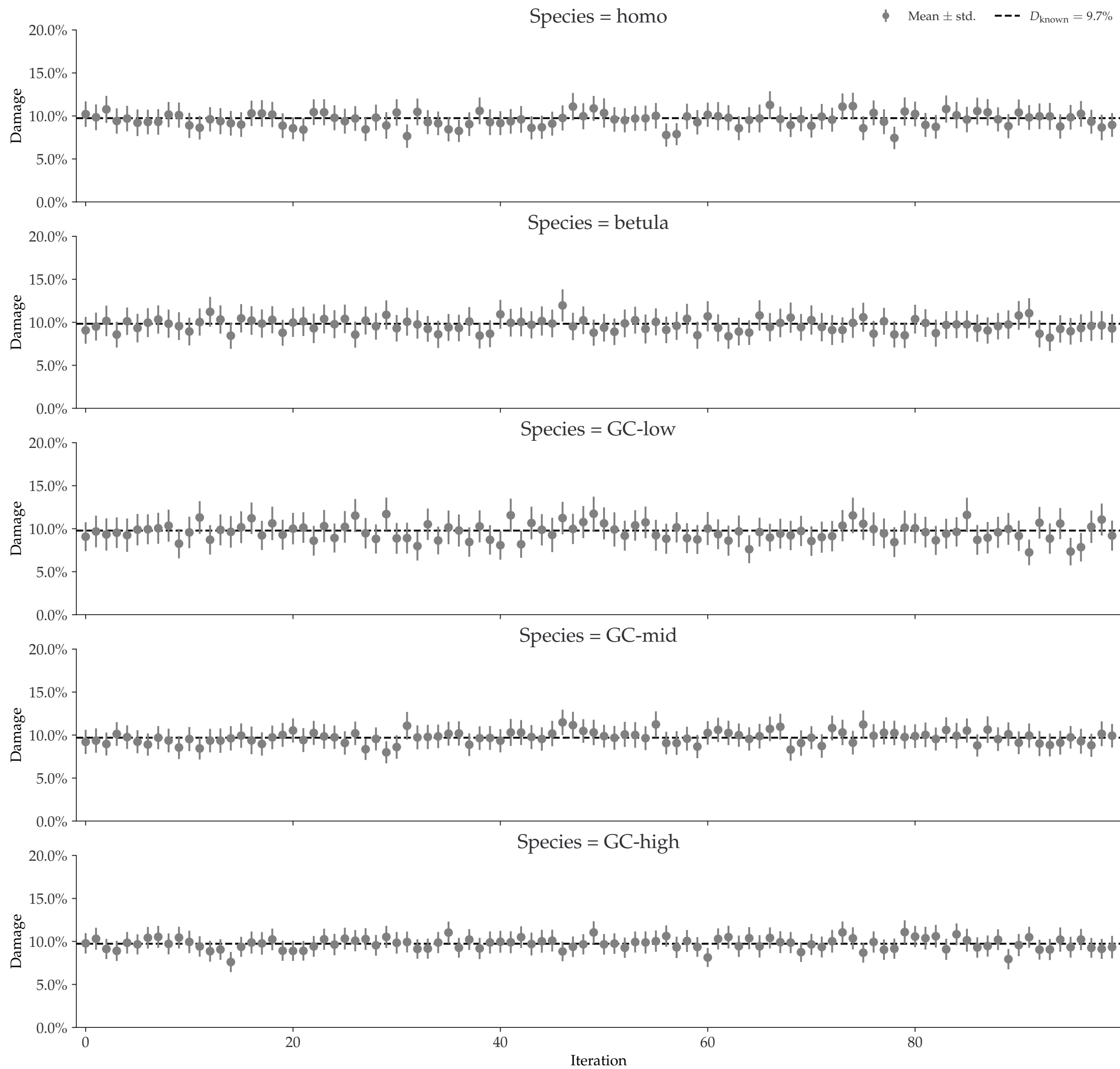
Individual damages:
 500 reads
 Briggs damage = 0.31
 Damage percent (approx) = 10%



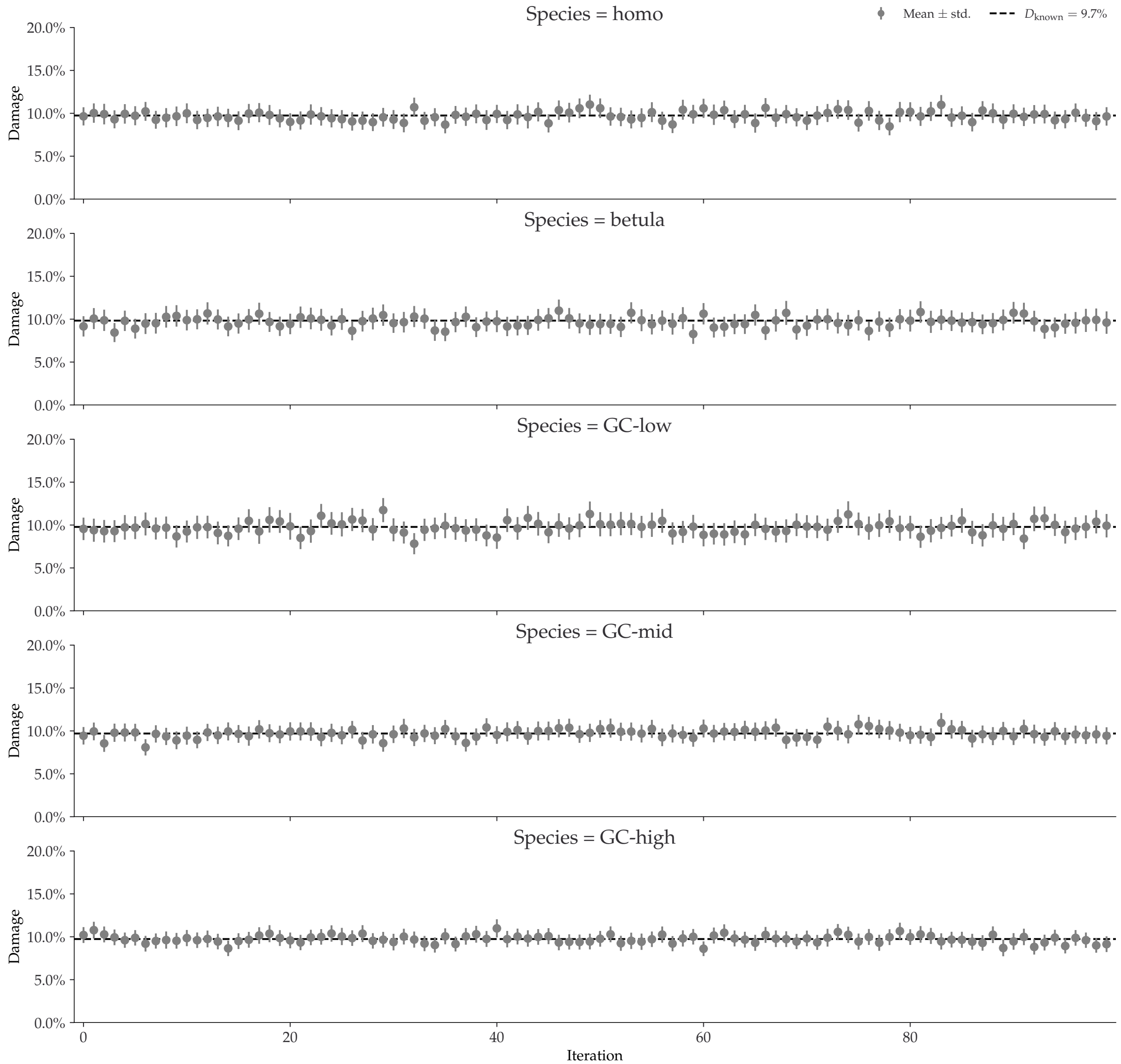
Individual damages:
 1000 reads
 Briggs damage = 0.31
 Damage percent (approx) = 10%



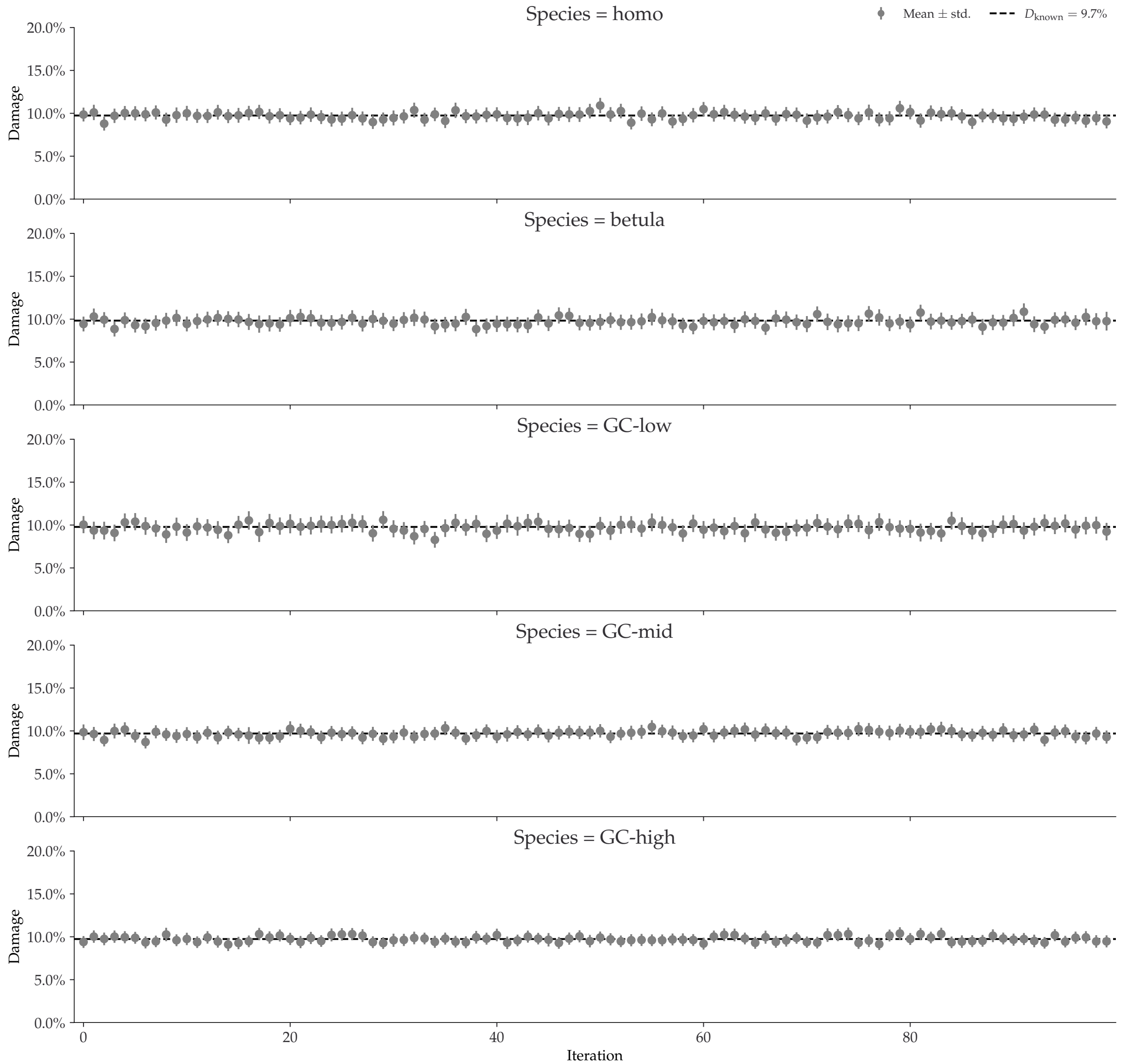
Individual damages:
2500 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



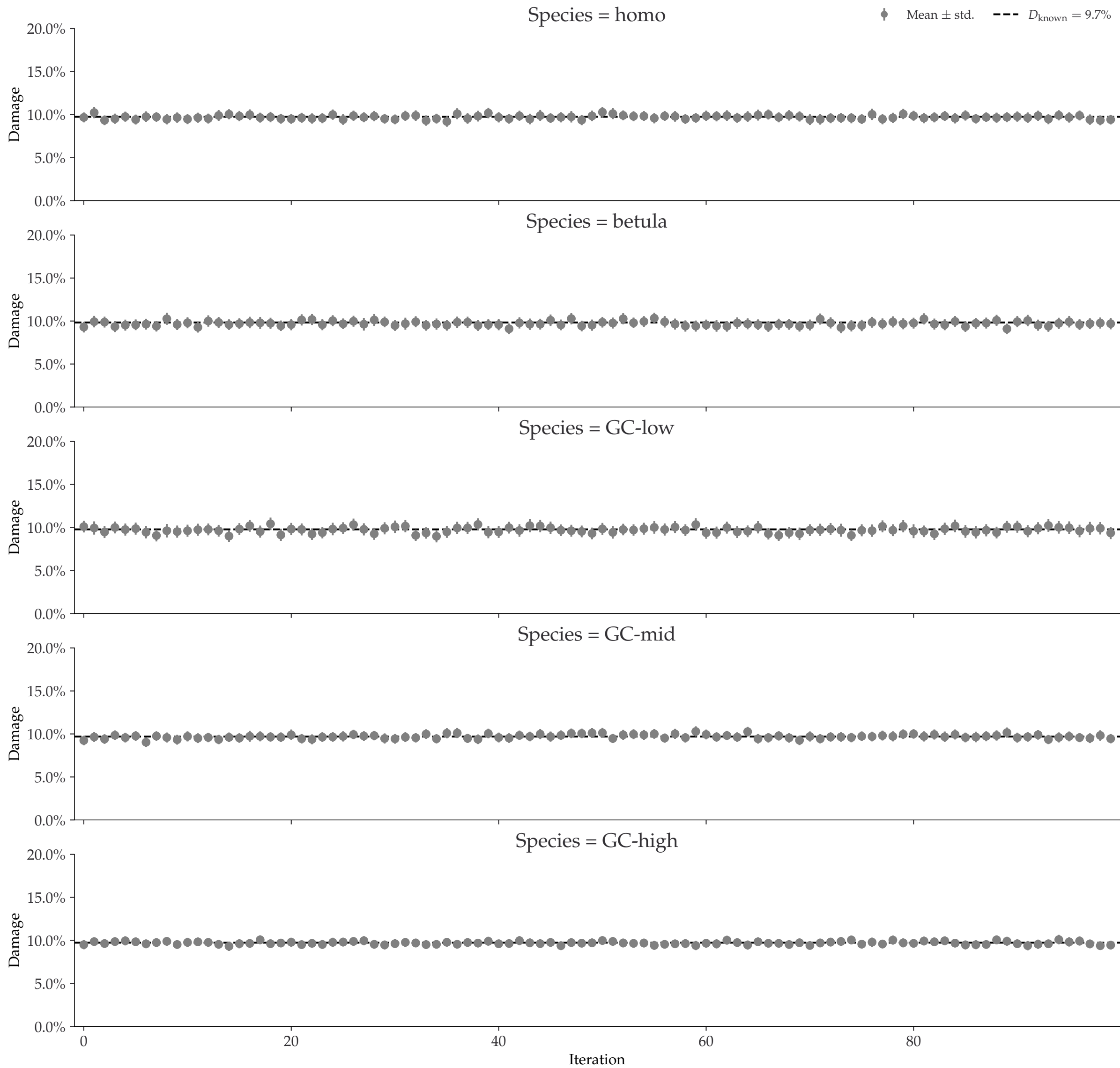
Individual damages:
5000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



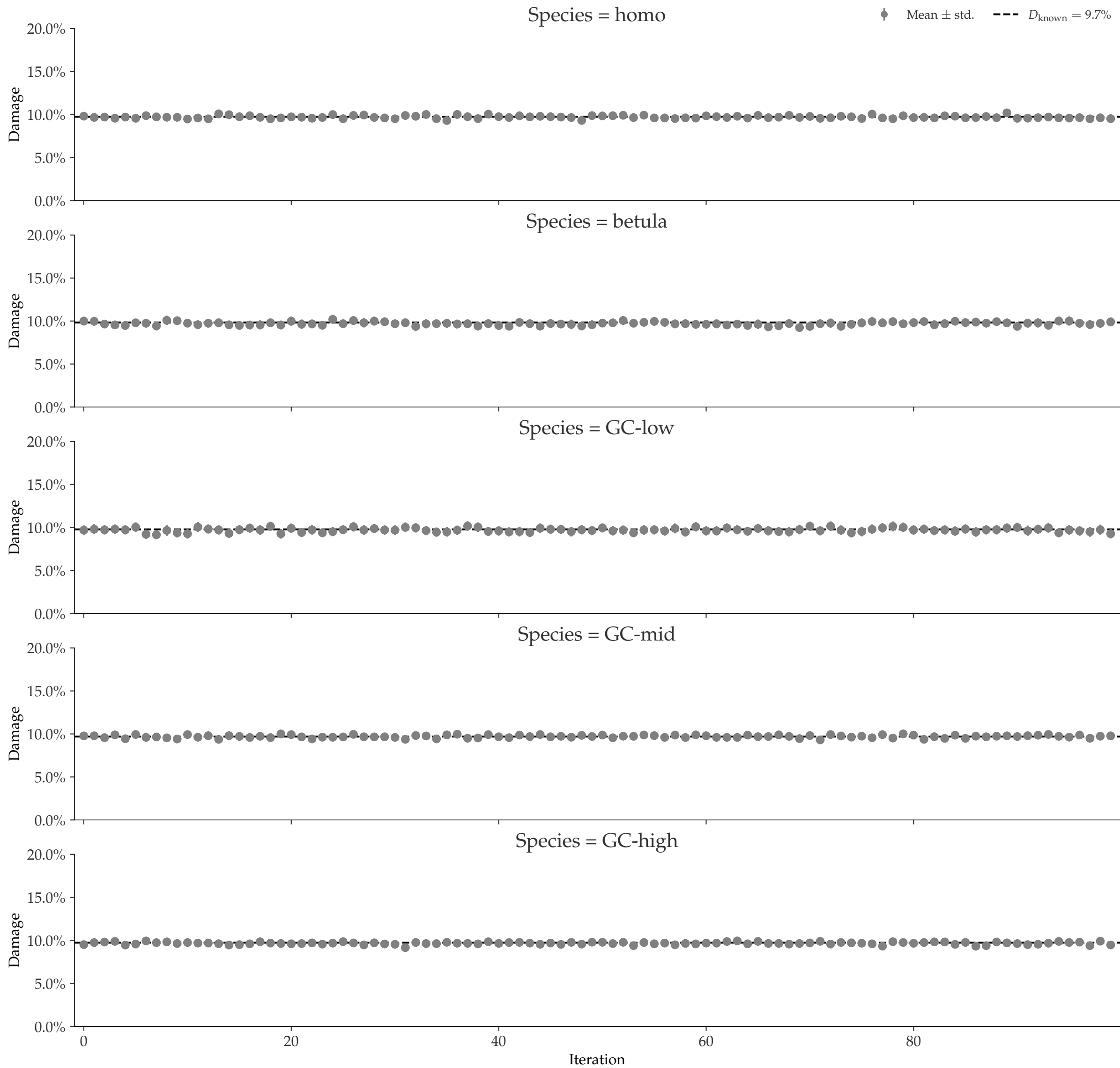
Individual damages:
10000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



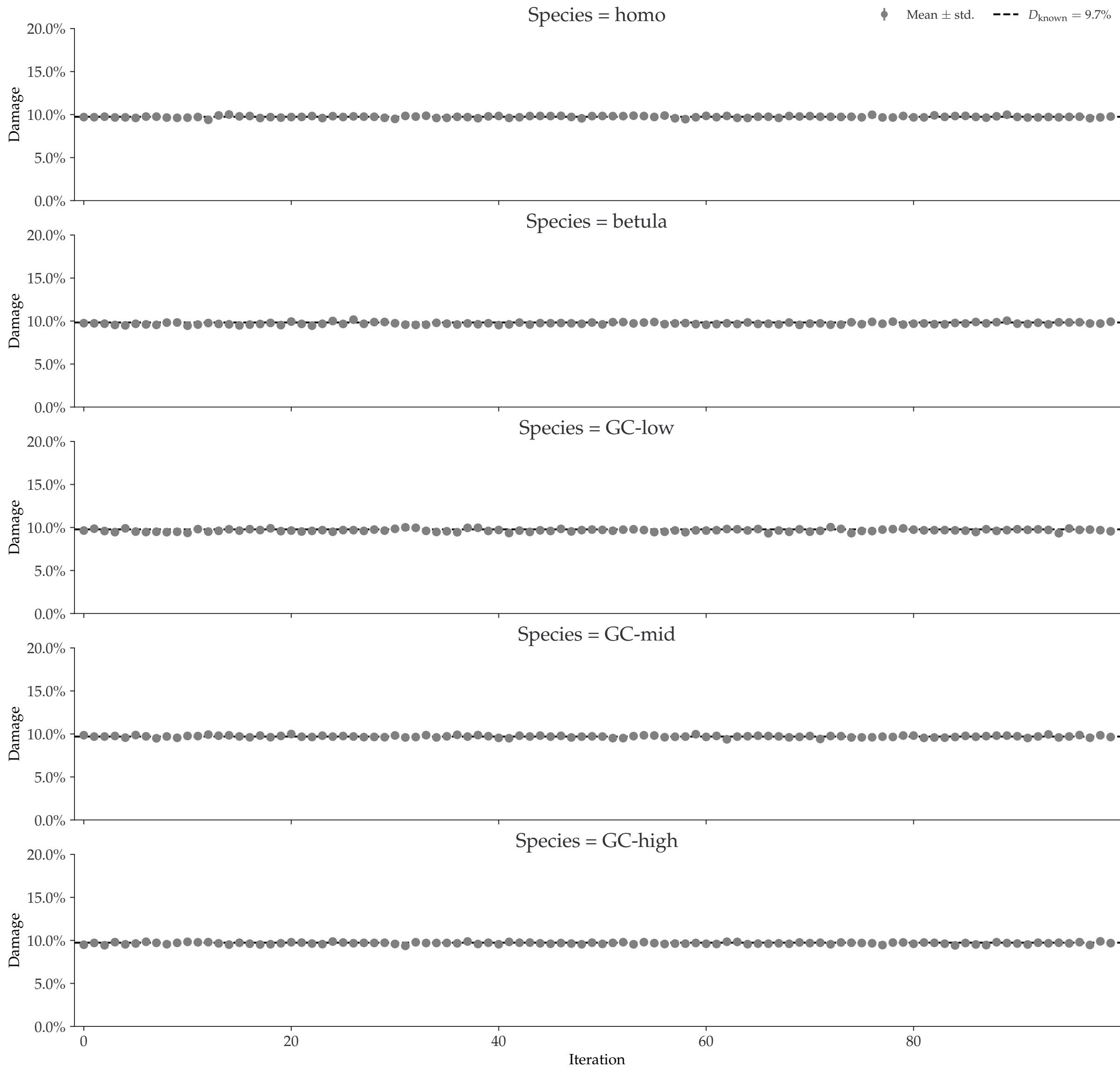
Individual damages:
25000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



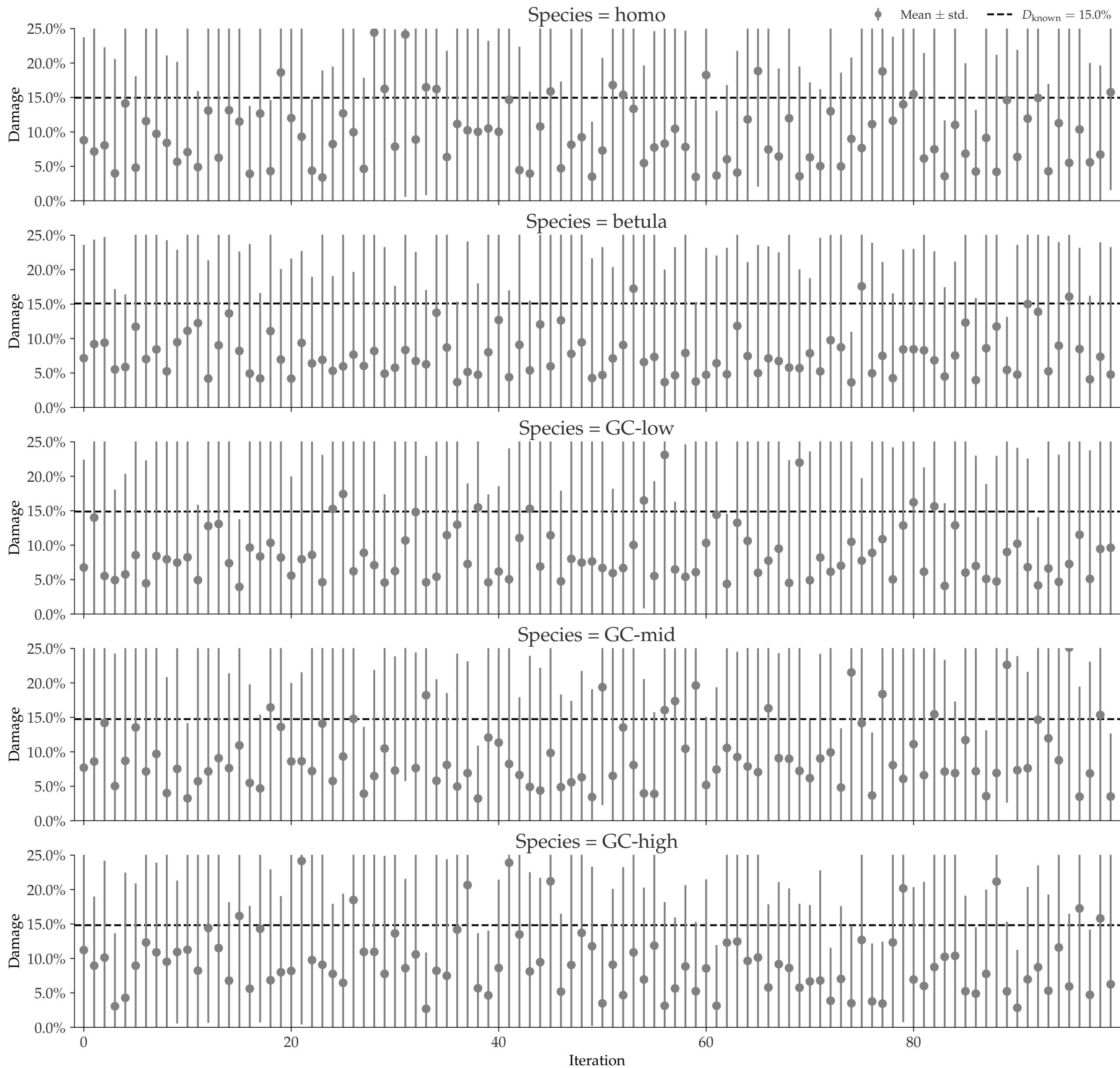
Individual damages:
50000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



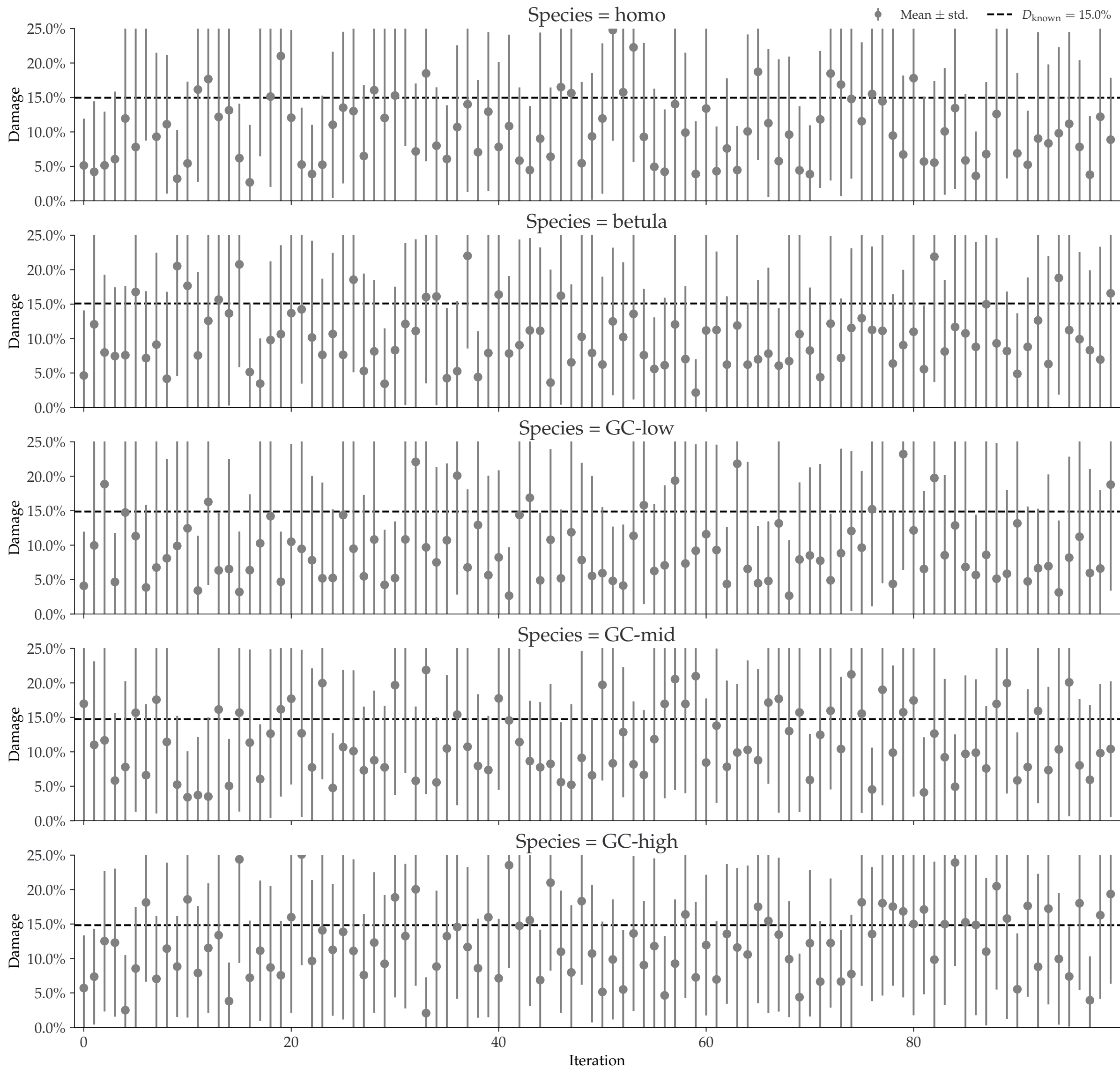
Individual damages:
100000 reads
Briggs damage = 0.31
Damage percent (approx) = 10%



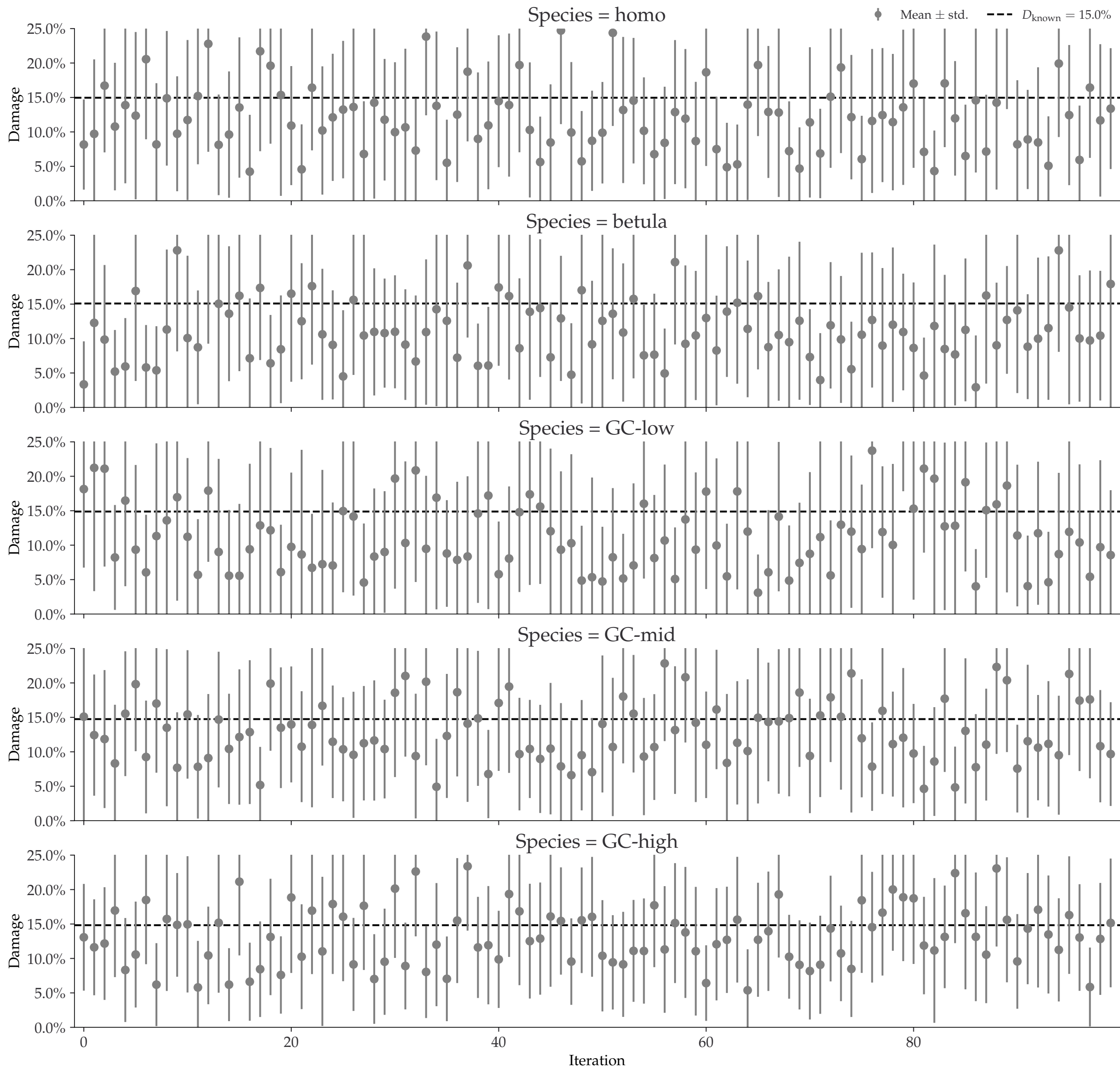
Individual damages:
 10 reads
 Briggs damage = 0.472
 Damage percent (approx) = 15%



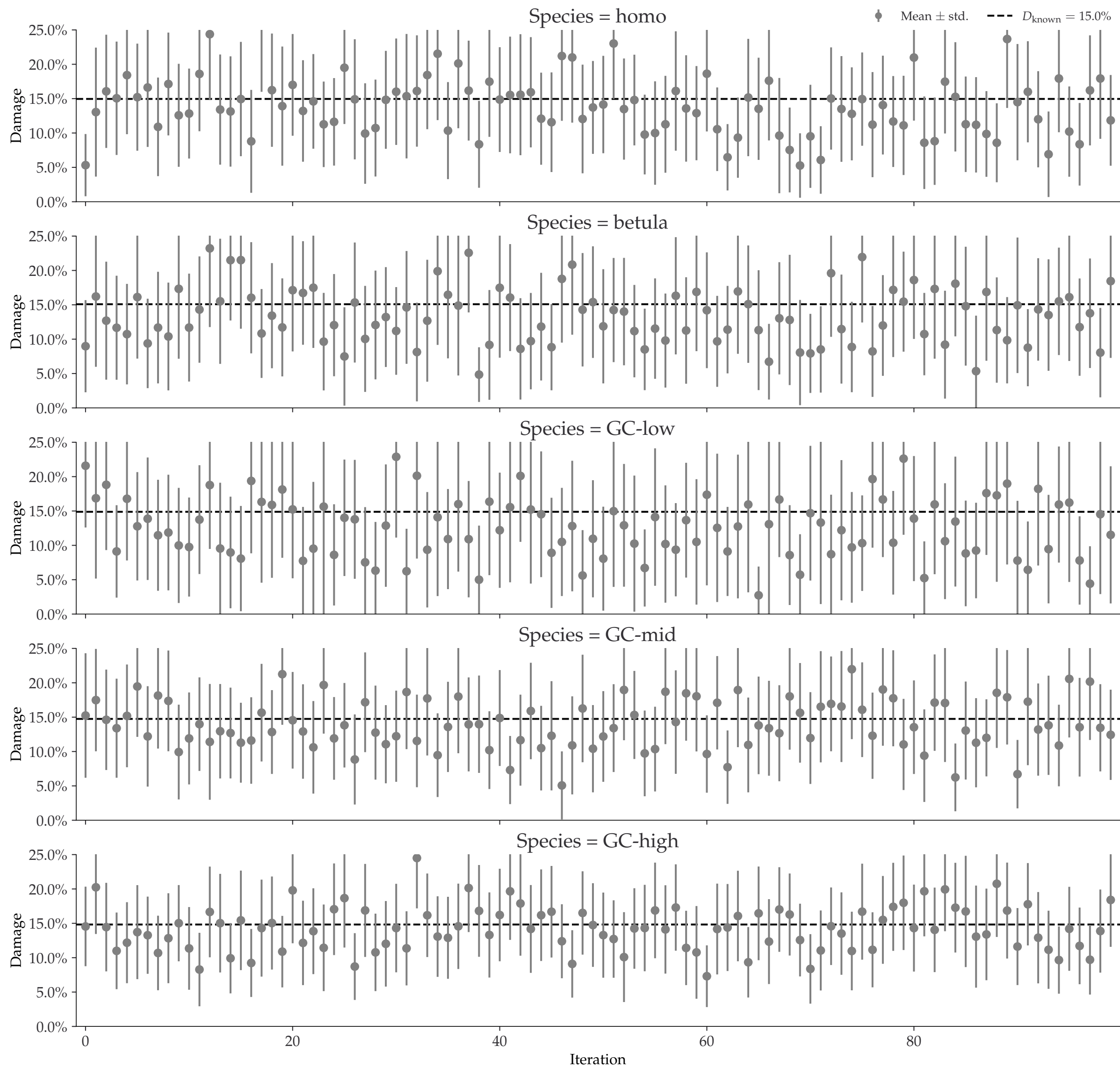
Individual damages:
 25 reads
 Briggs damage = 0.472
 Damage percent (approx) = 15%



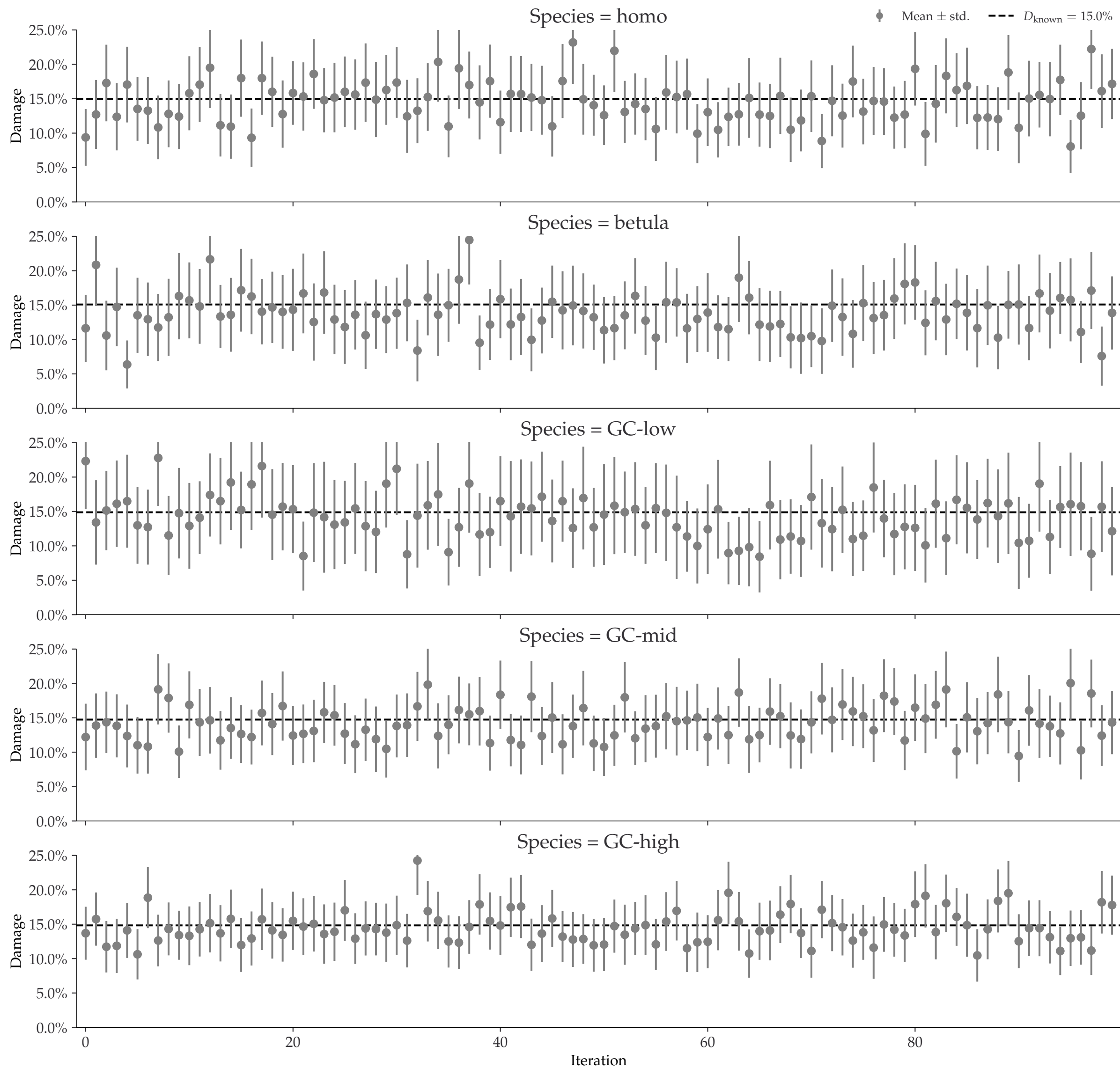
Individual damages:
 50 reads
 Briggs damage = 0.472
 Damage percent (approx) = 15%



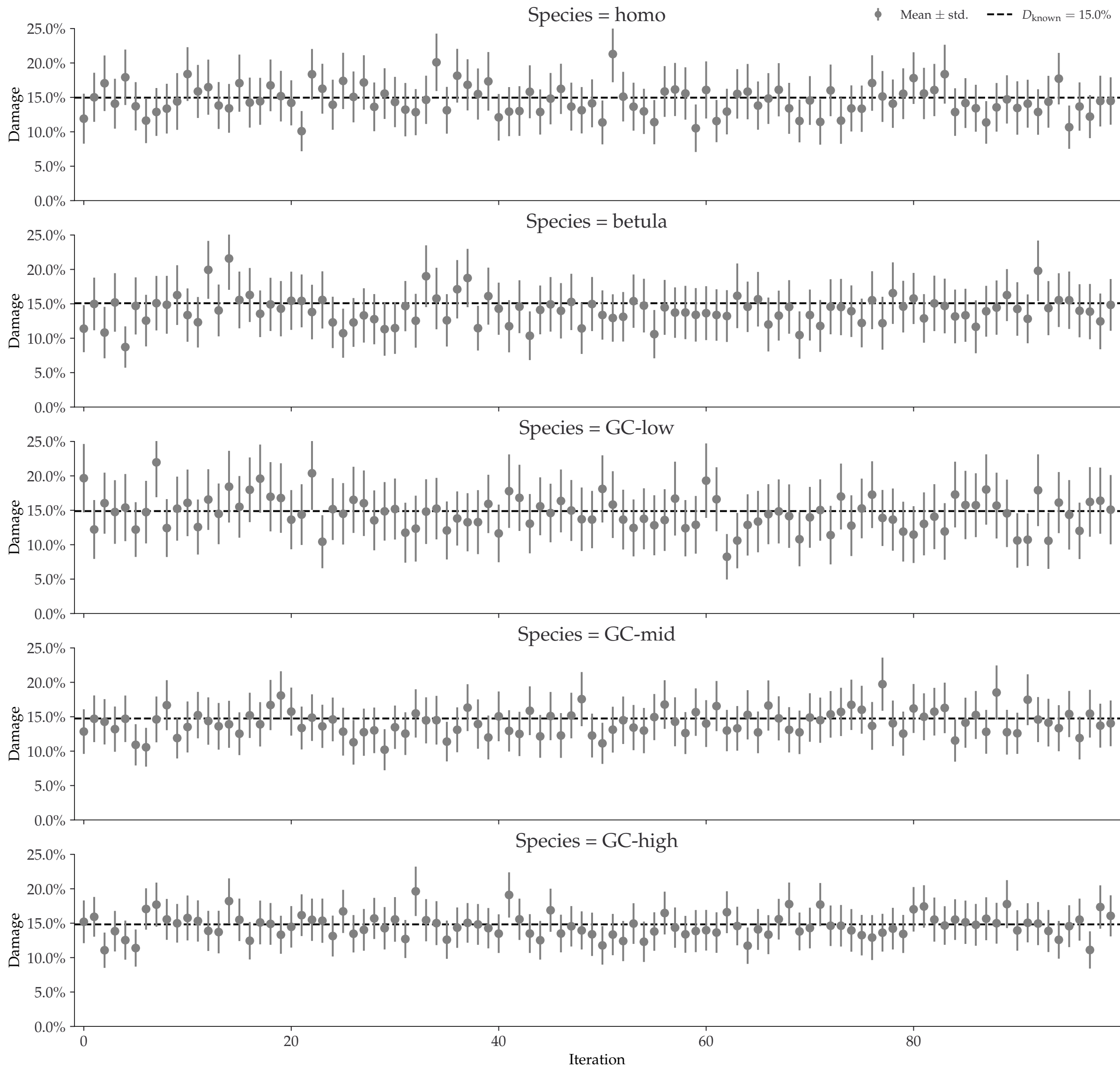
Individual damages:
 100 reads
 Briggs damage = 0.472
 Damage percent (approx) = 15%



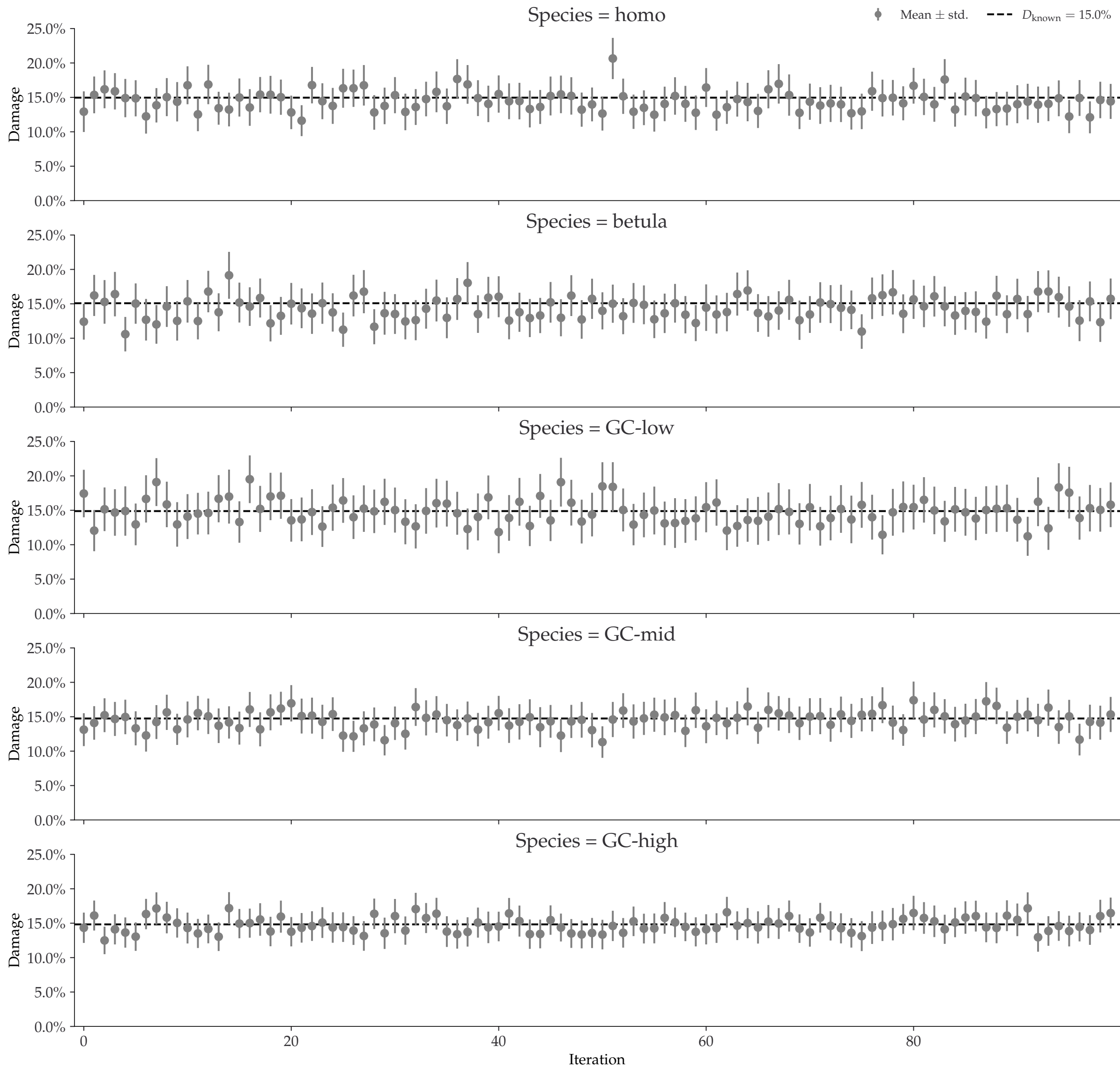
Individual damages:
 250 reads
 Briggs damage = 0.472
 Damage percent (approx) = 15%



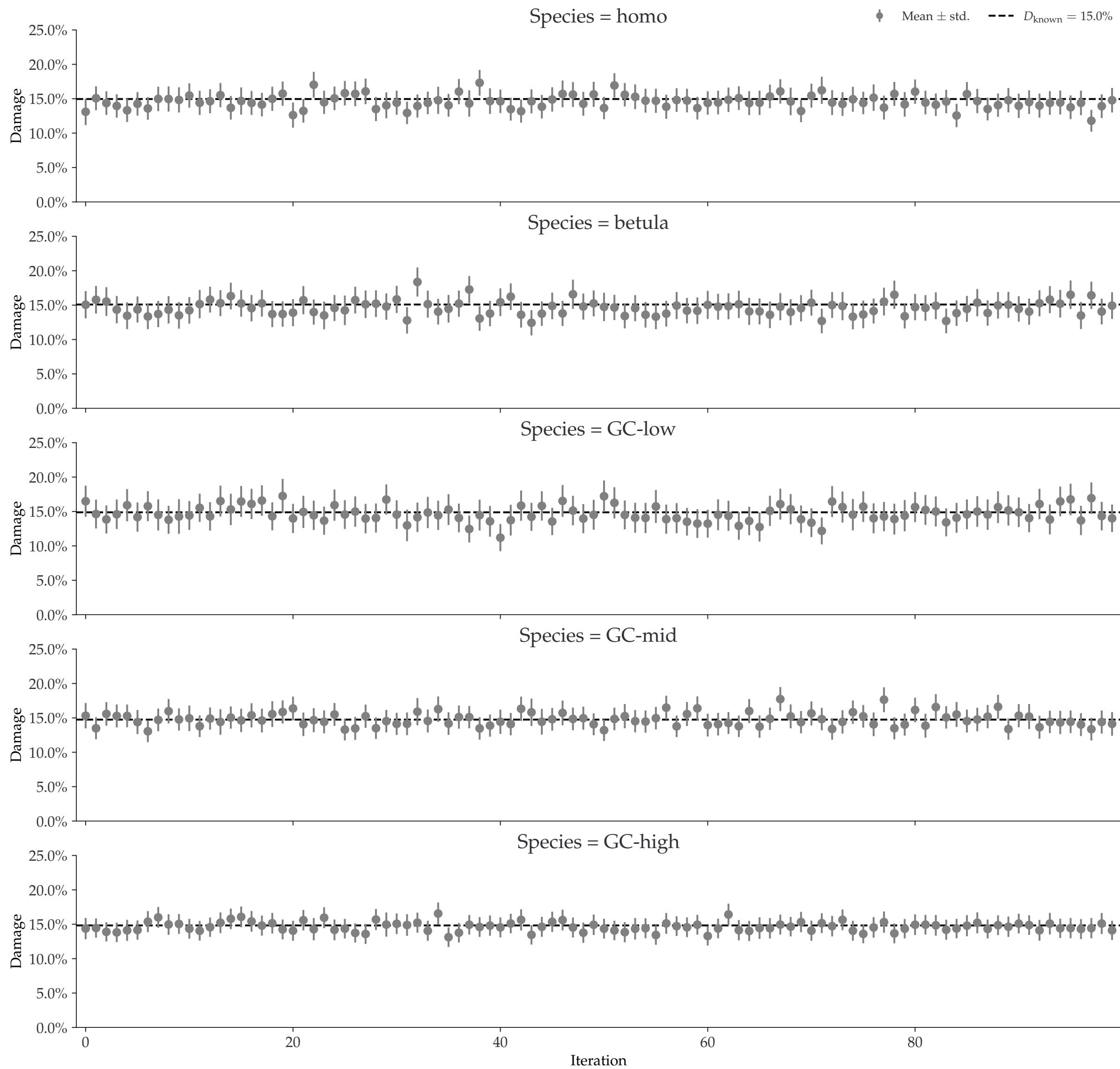
Individual damages:
 500 reads
 Briggs damage = 0.472
 Damage percent (approx) = 15%



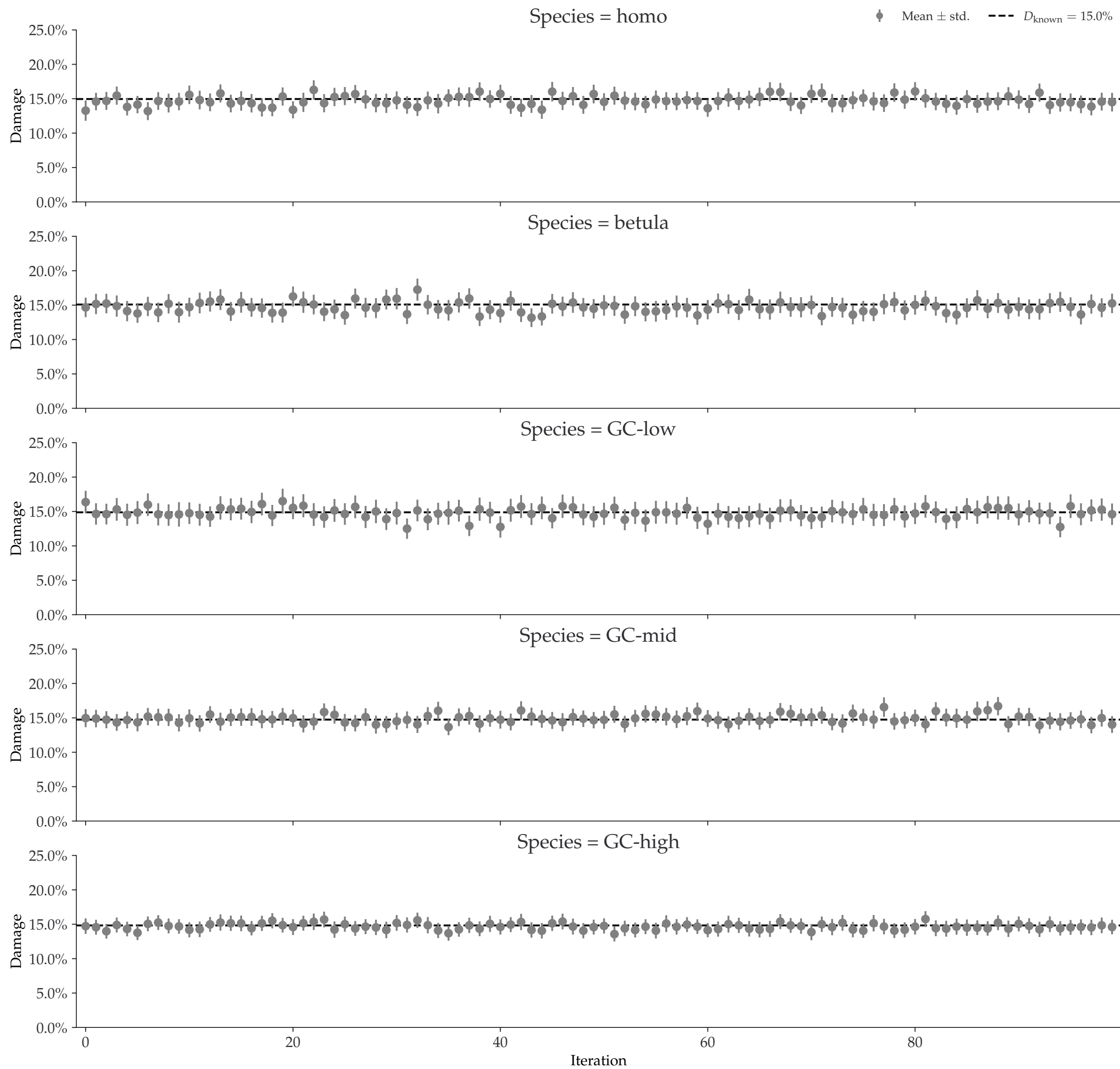
Individual damages:
 1000 reads
 Briggs damage = 0.472
 Damage percent (approx) = 15%



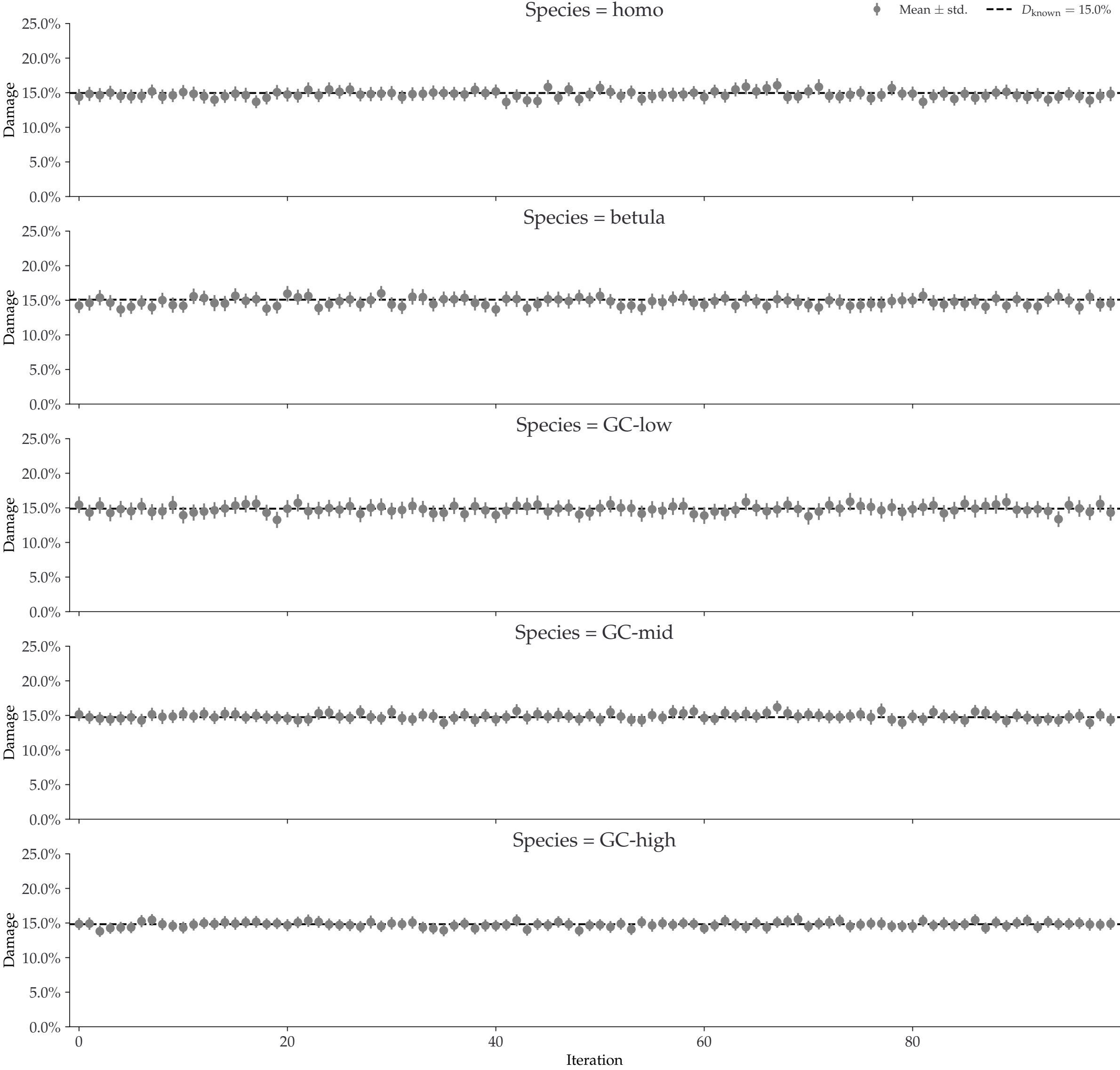
Individual damages:
2500 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



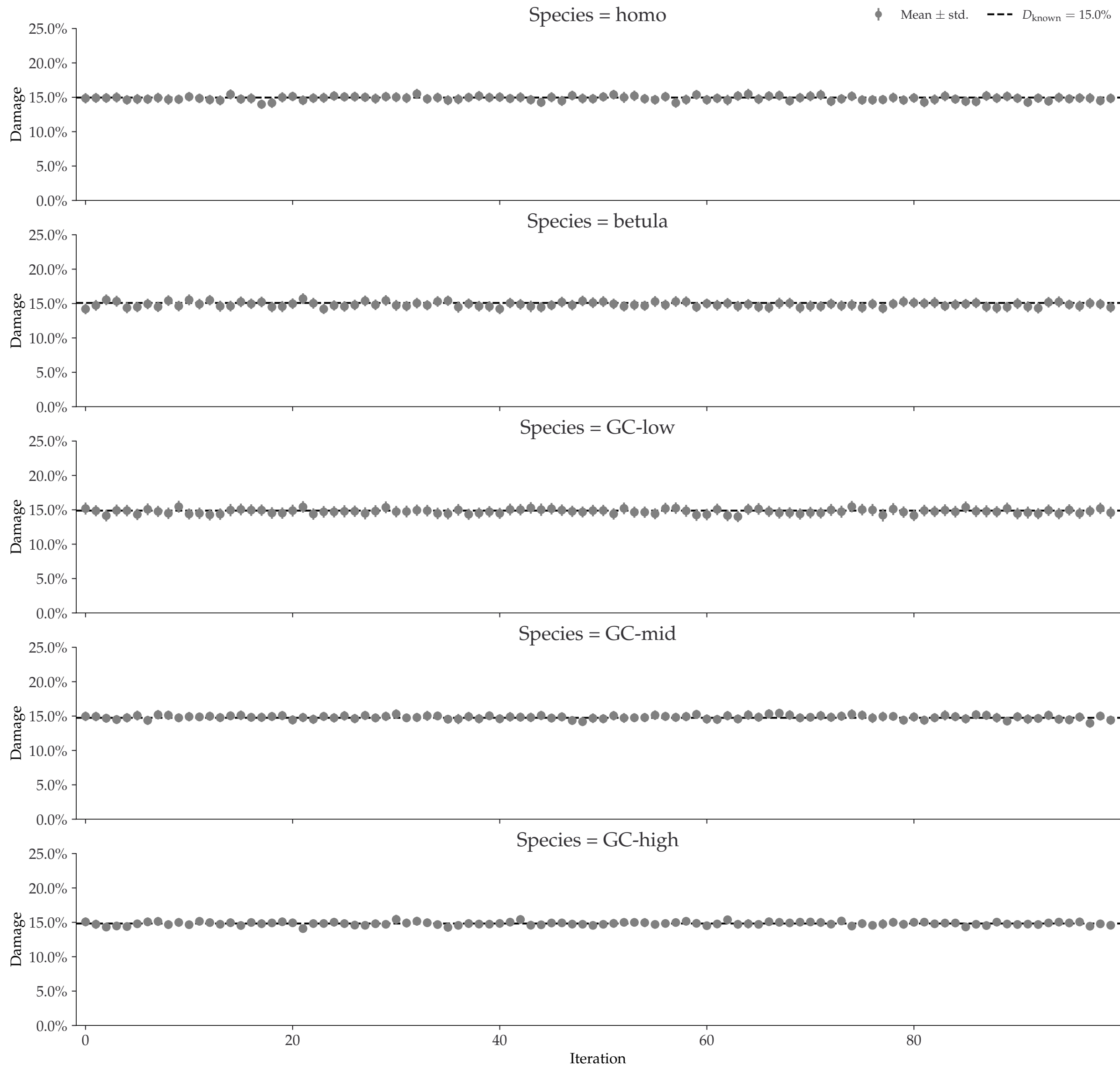
Individual damages:
 5000 reads
 Briggs damage = 0.472
 Damage percent (approx) = 15%



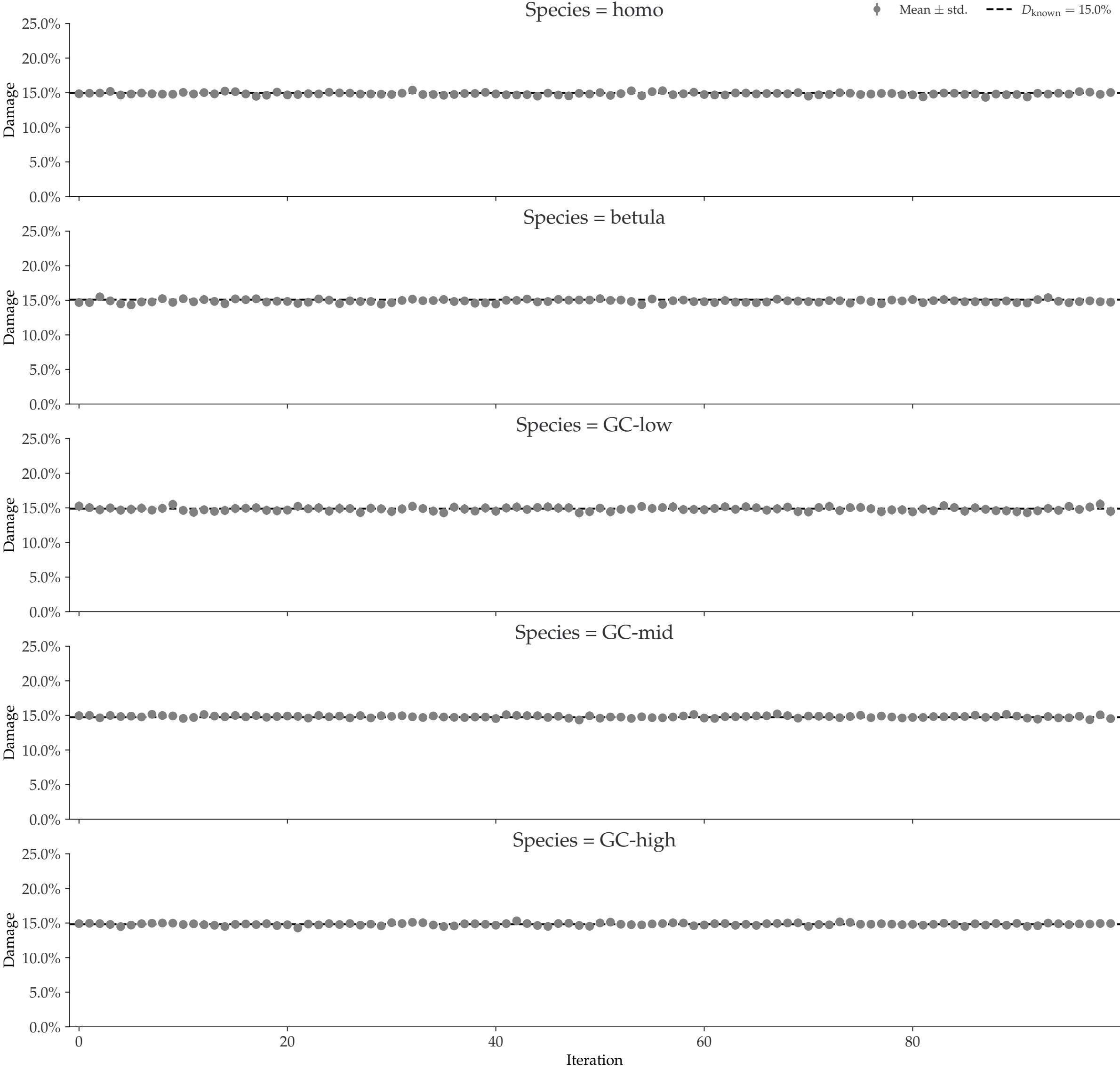
Individual damages:
10000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



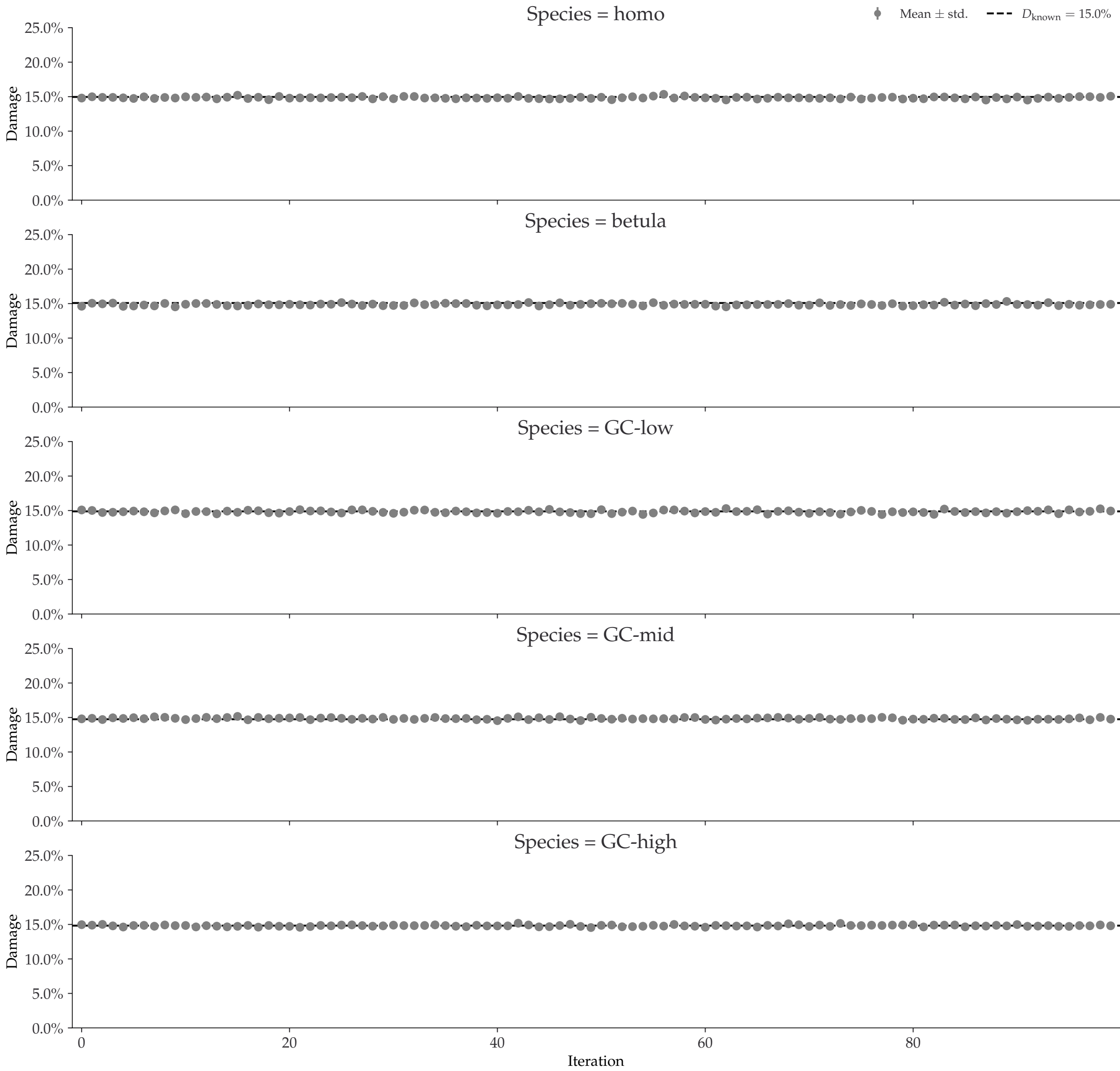
Individual damages:
25000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



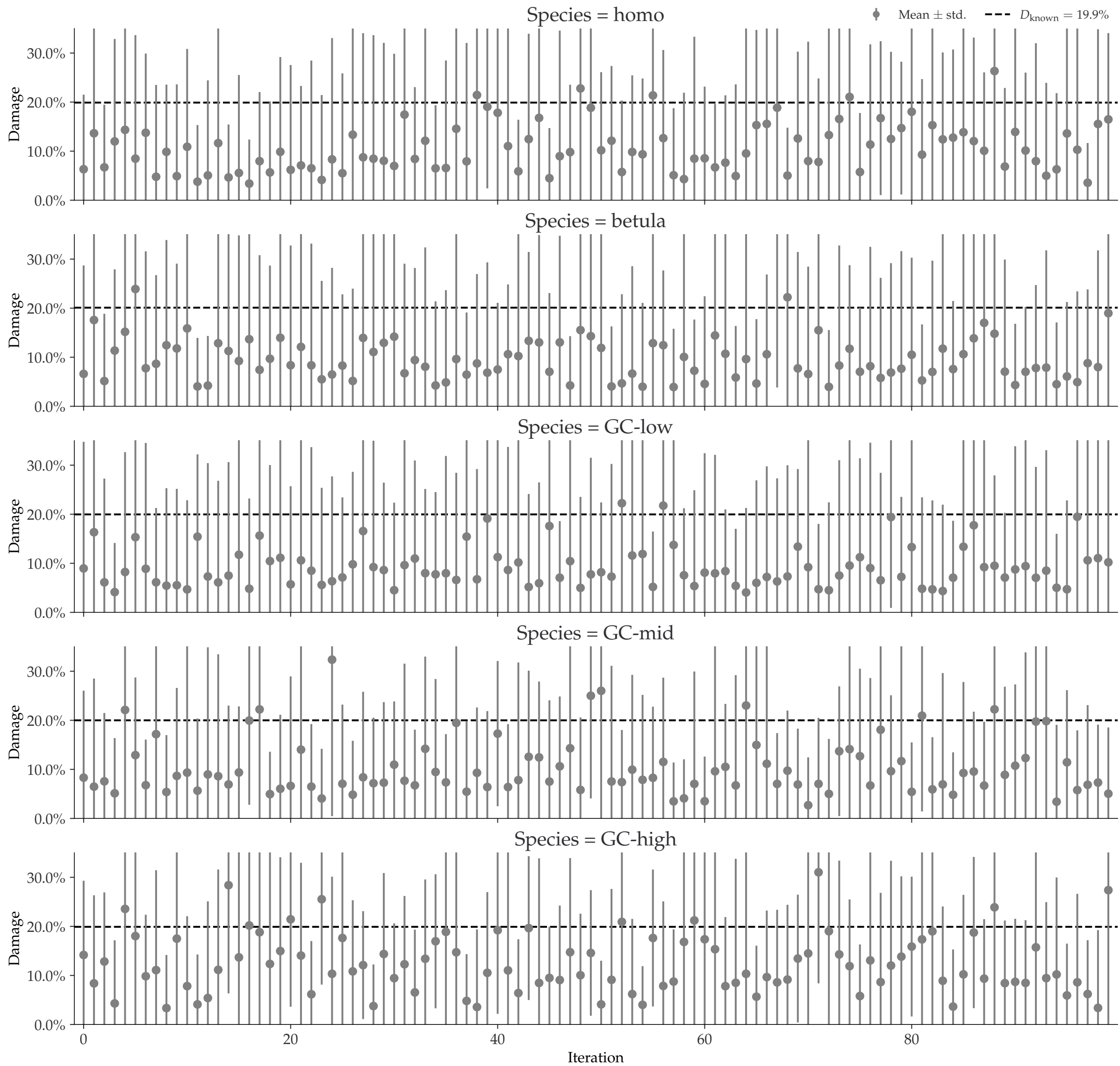
Individual damages:
50000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



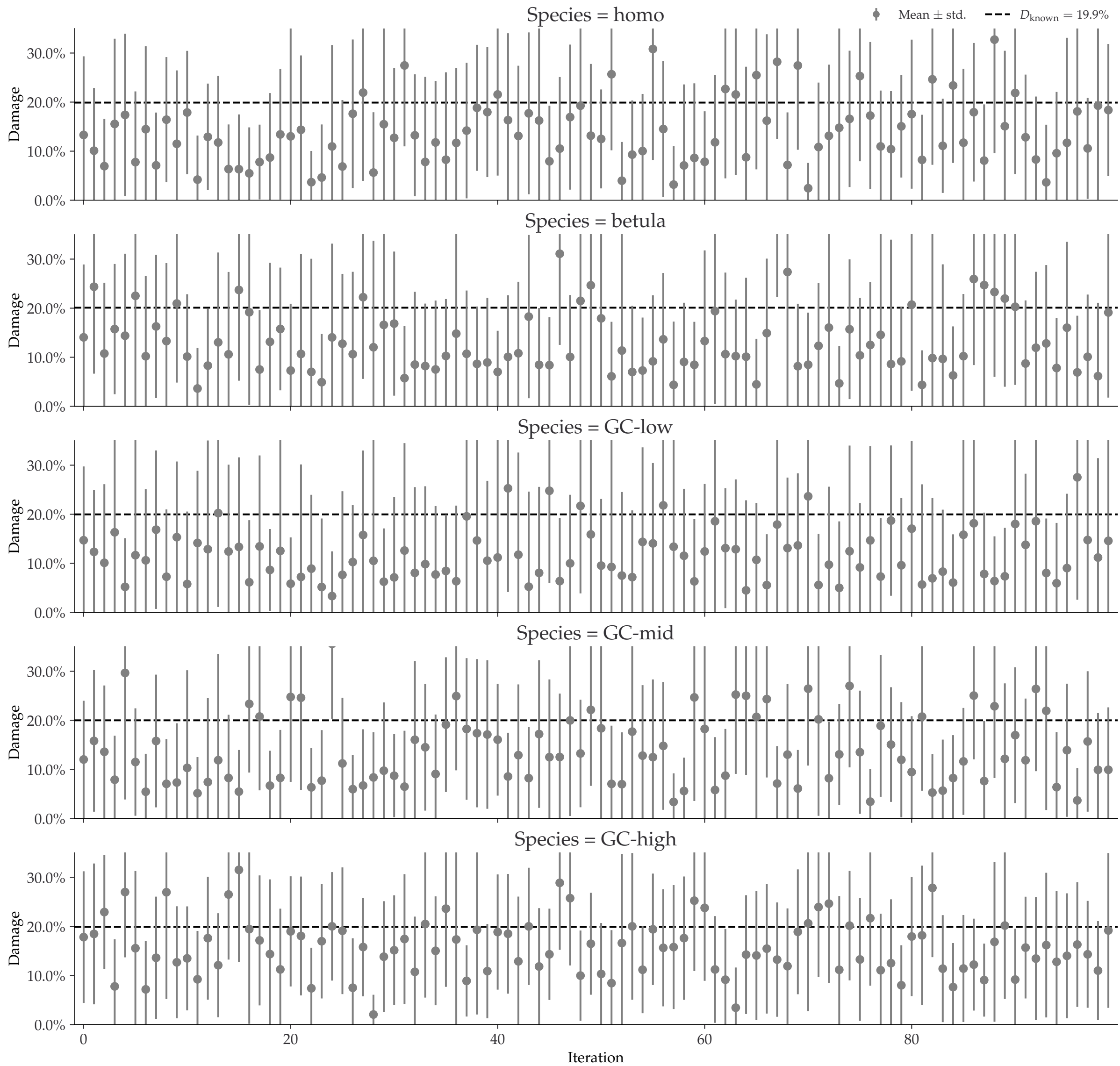
Individual damages:
100000 reads
Briggs damage = 0.472
Damage percent (approx) = 15%



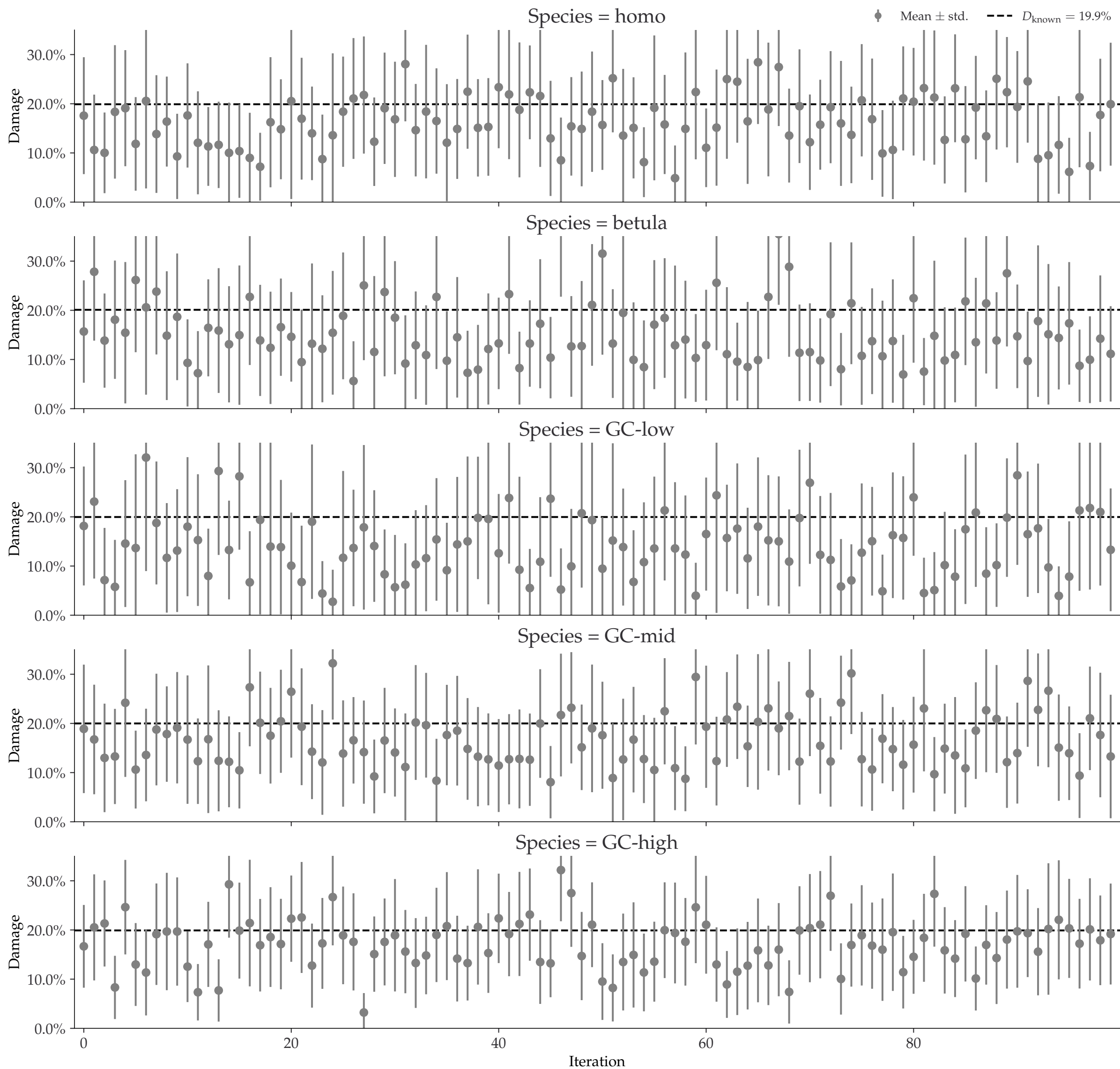
Individual damages:
 10 reads
 Briggs damage = 0.633
 Damage percent (approx) = 20%



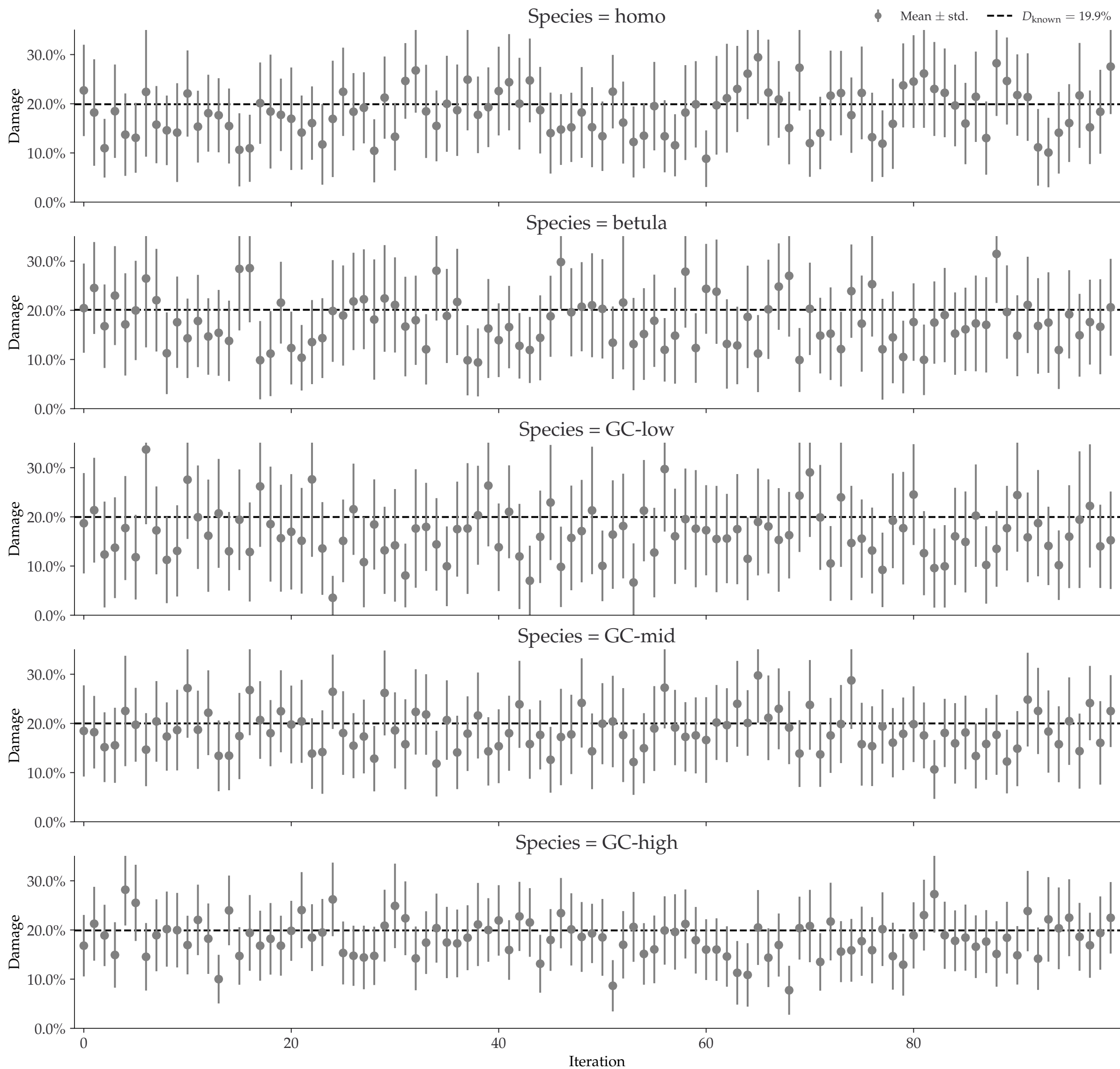
Individual damages:
 25 reads
 Briggs damage = 0.633
 Damage percent (approx) = 20%



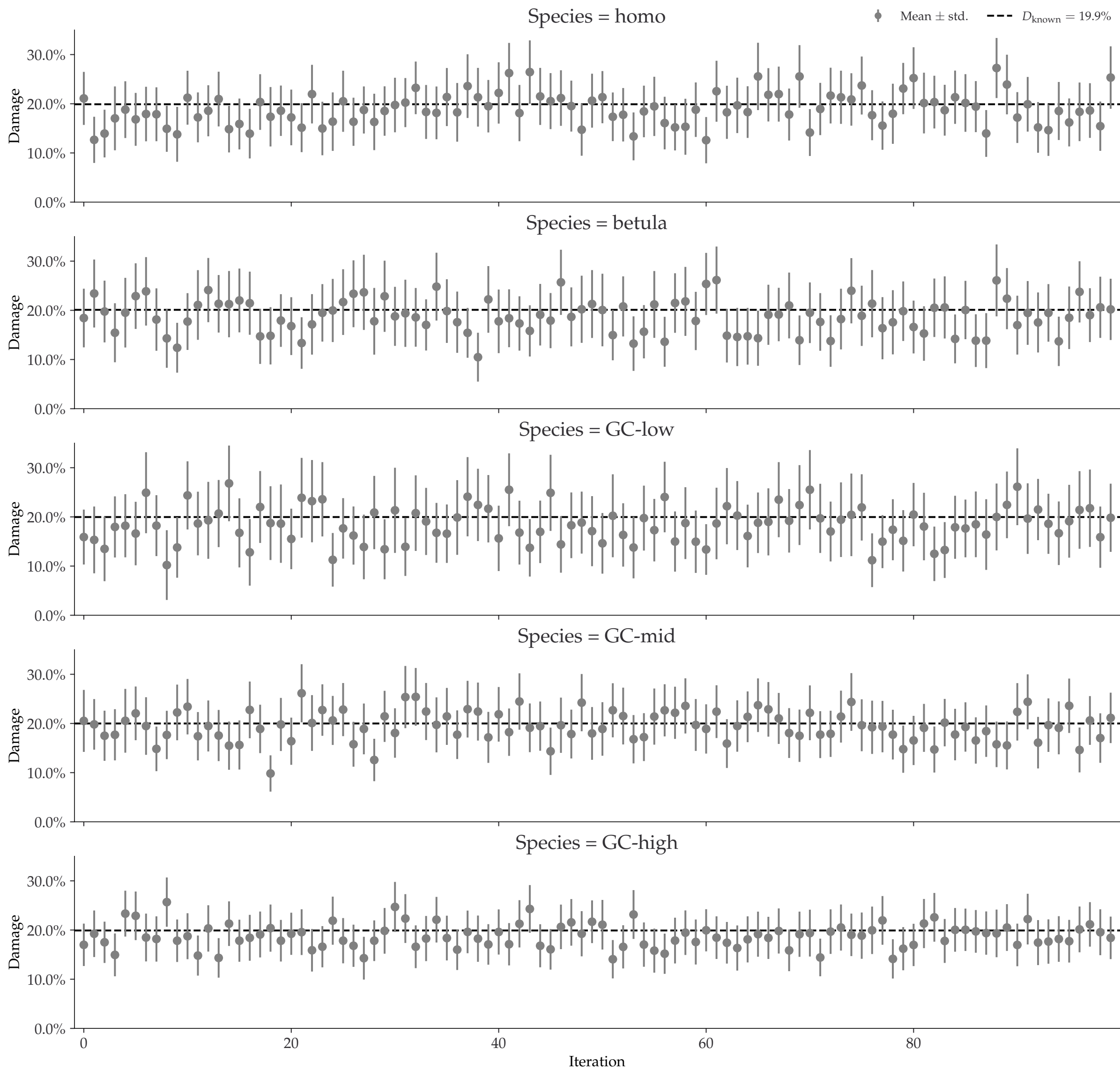
Individual damages:
 50 reads
 Briggs damage = 0.633
 Damage percent (approx) = 20%



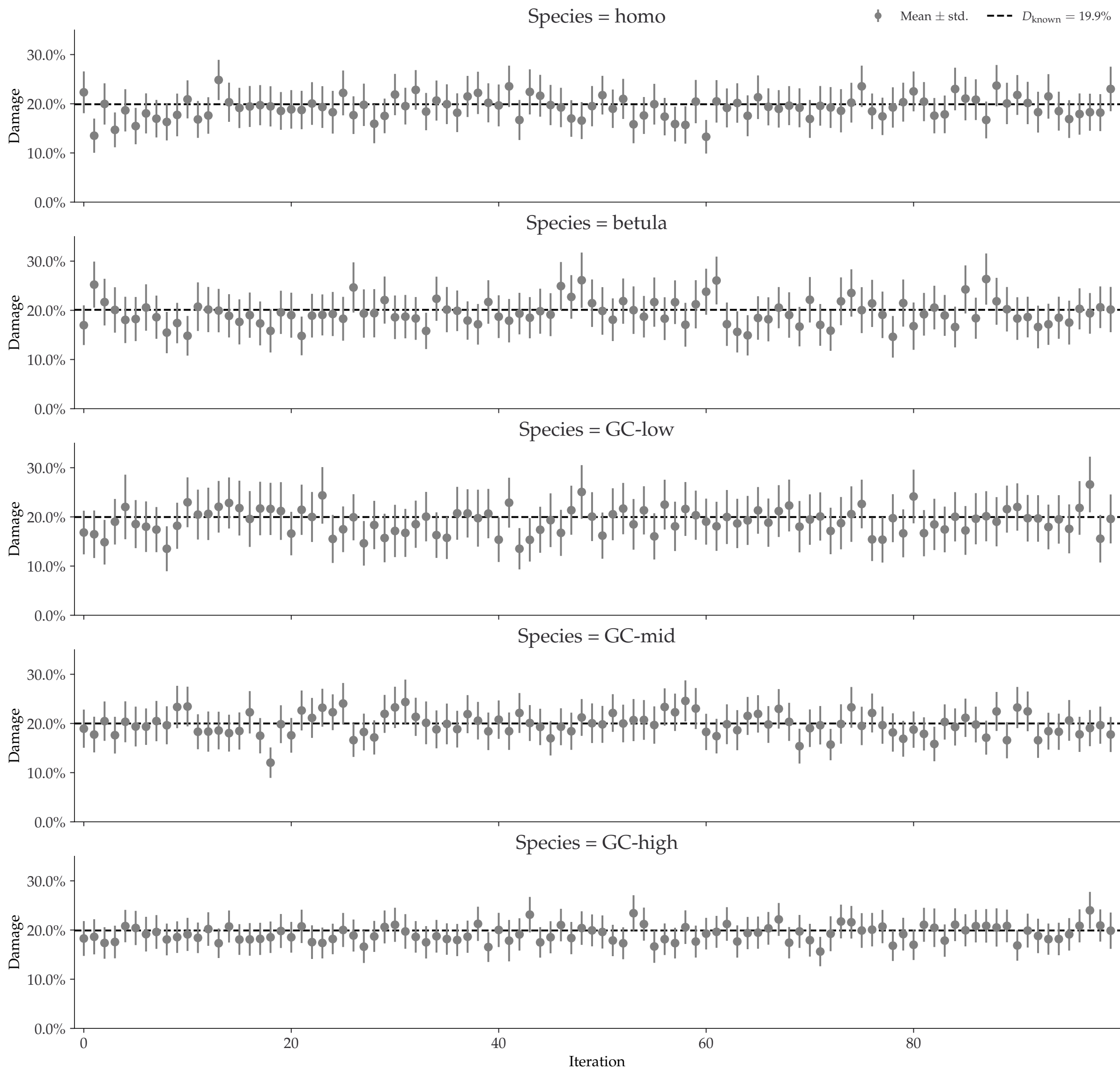
Individual damages:
 100 reads
 Briggs damage = 0.633
 Damage percent (approx) = 20%



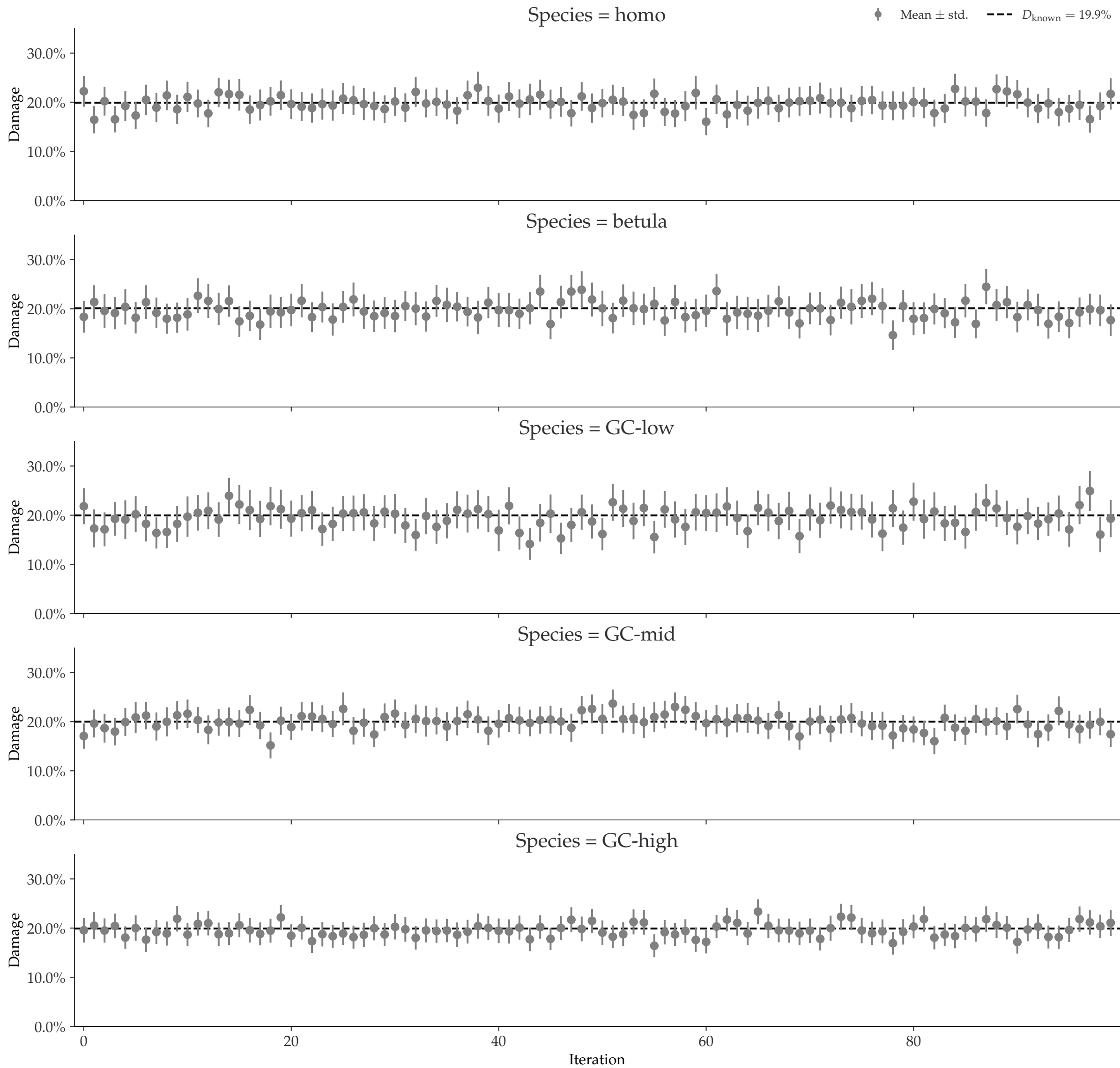
Individual damages:
 250 reads
 Briggs damage = 0.633
 Damage percent (approx) = 20%



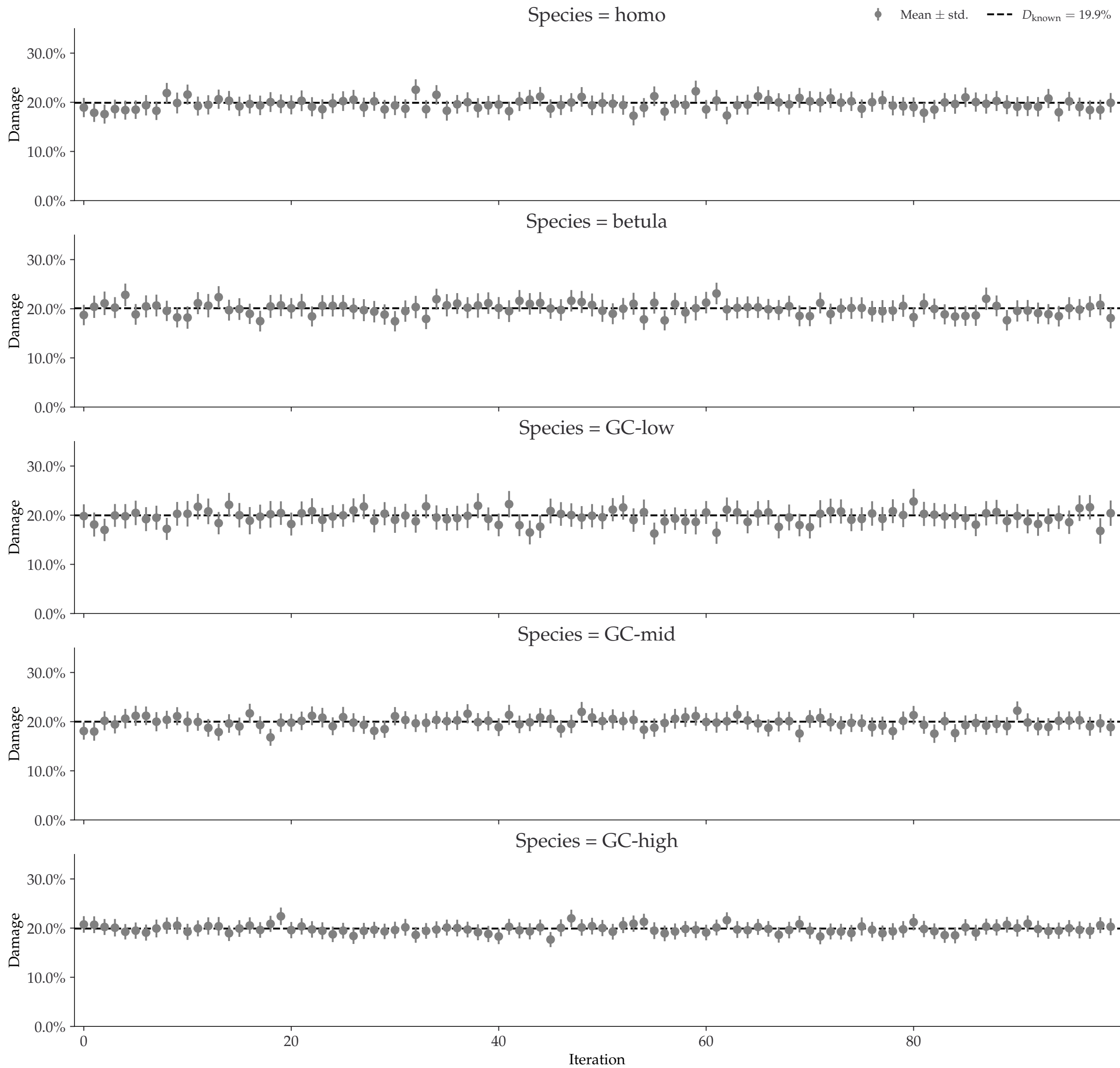
Individual damages:
 500 reads
 Briggs damage = 0.633
 Damage percent (approx) = 20%



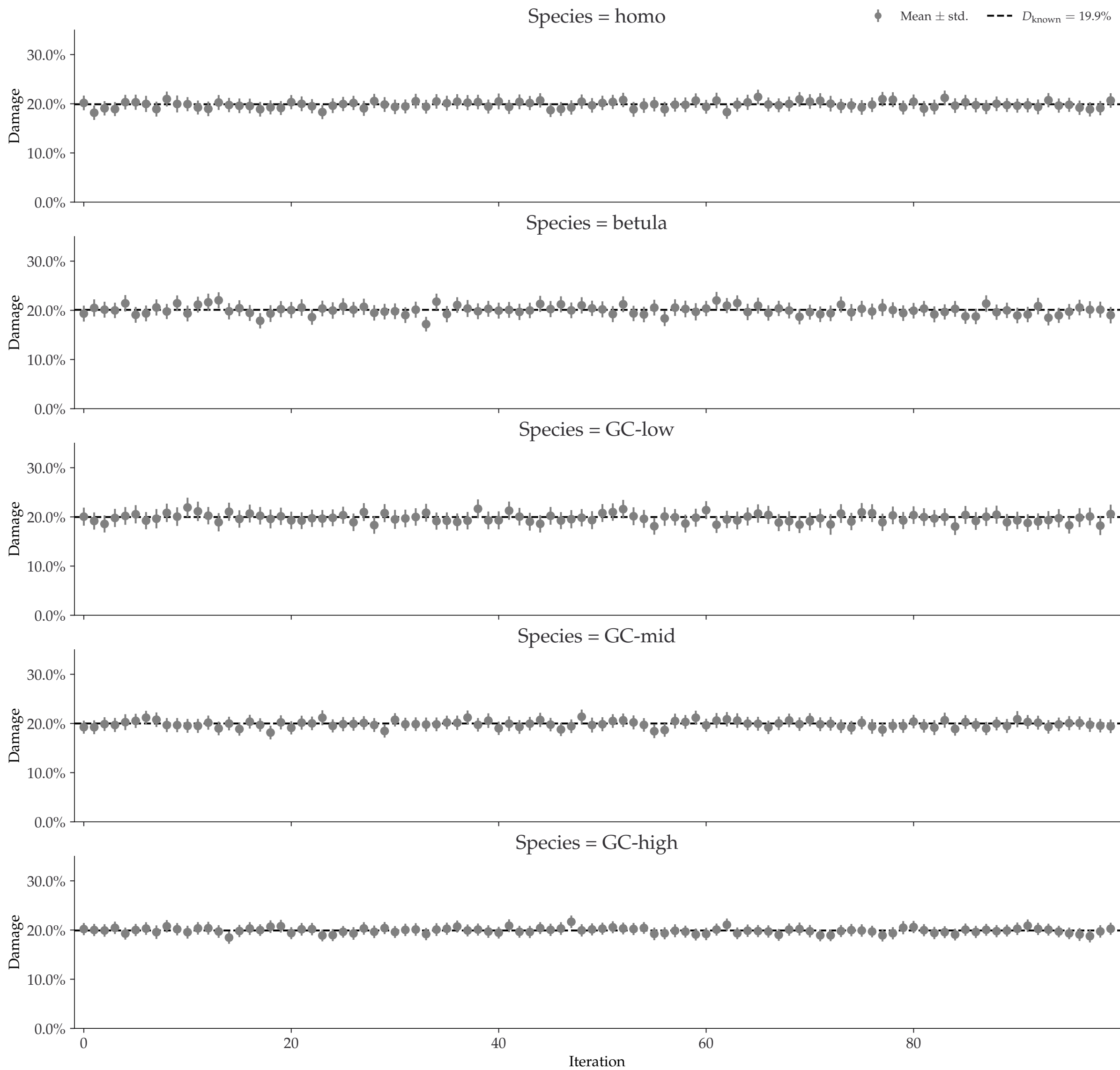
Individual damages:
 1000 reads
 Briggs damage = 0.633
 Damage percent (approx) = 20%



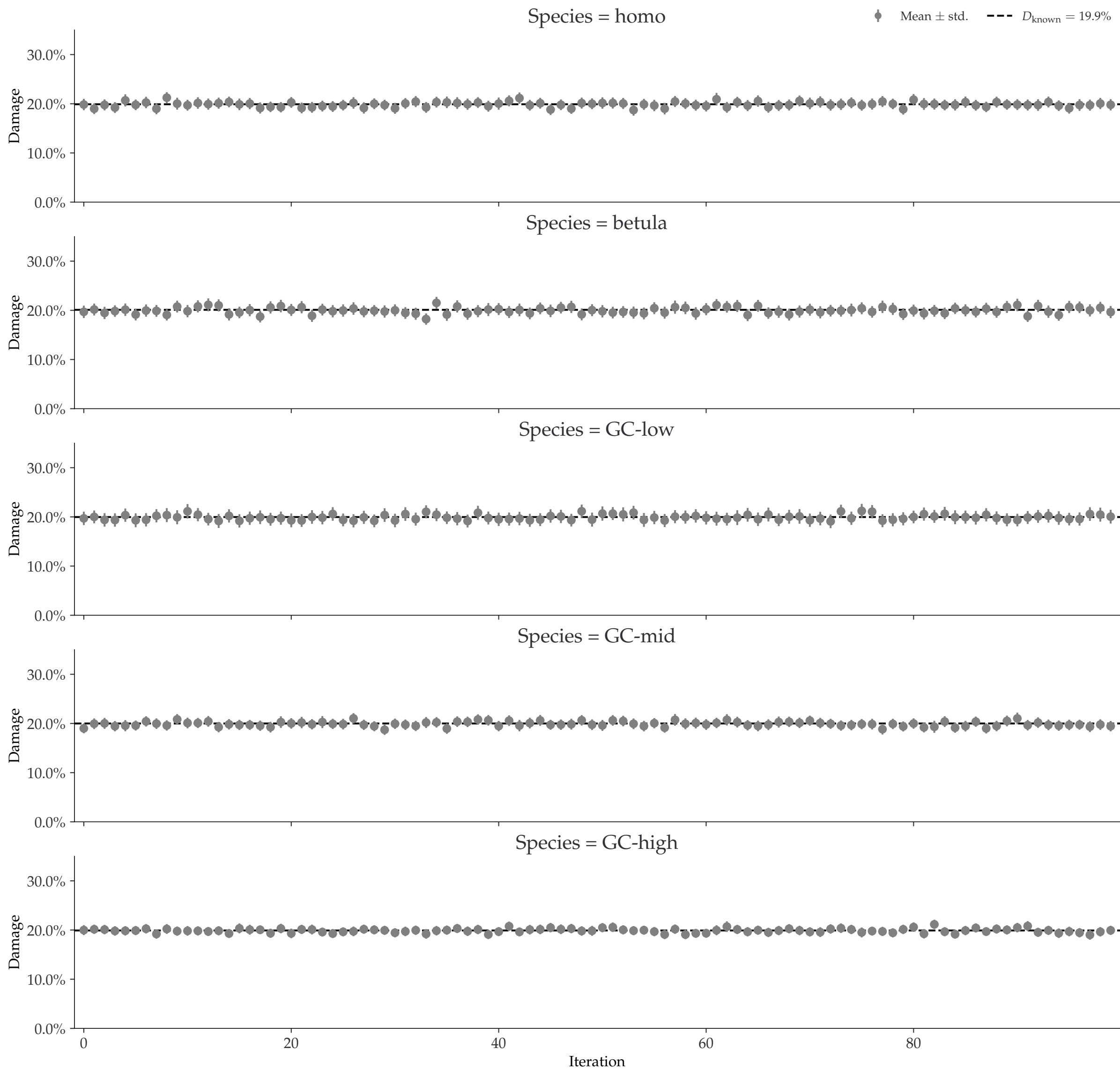
Individual damages:
 2500 reads
 Briggs damage = 0.633
 Damage percent (approx) = 20%



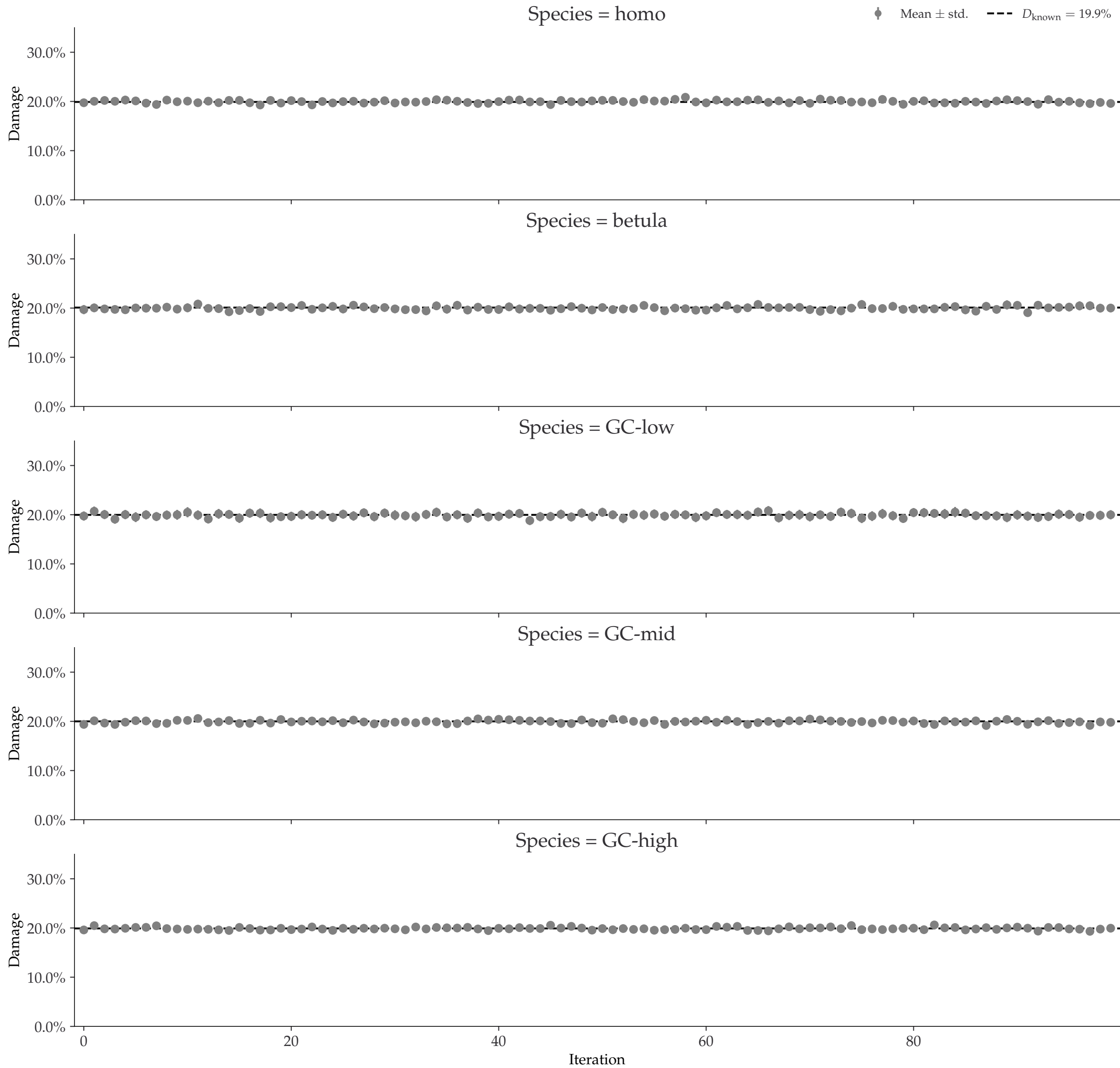
Individual damages:
 5000 reads
 Briggs damage = 0.633
 Damage percent (approx) = 20%



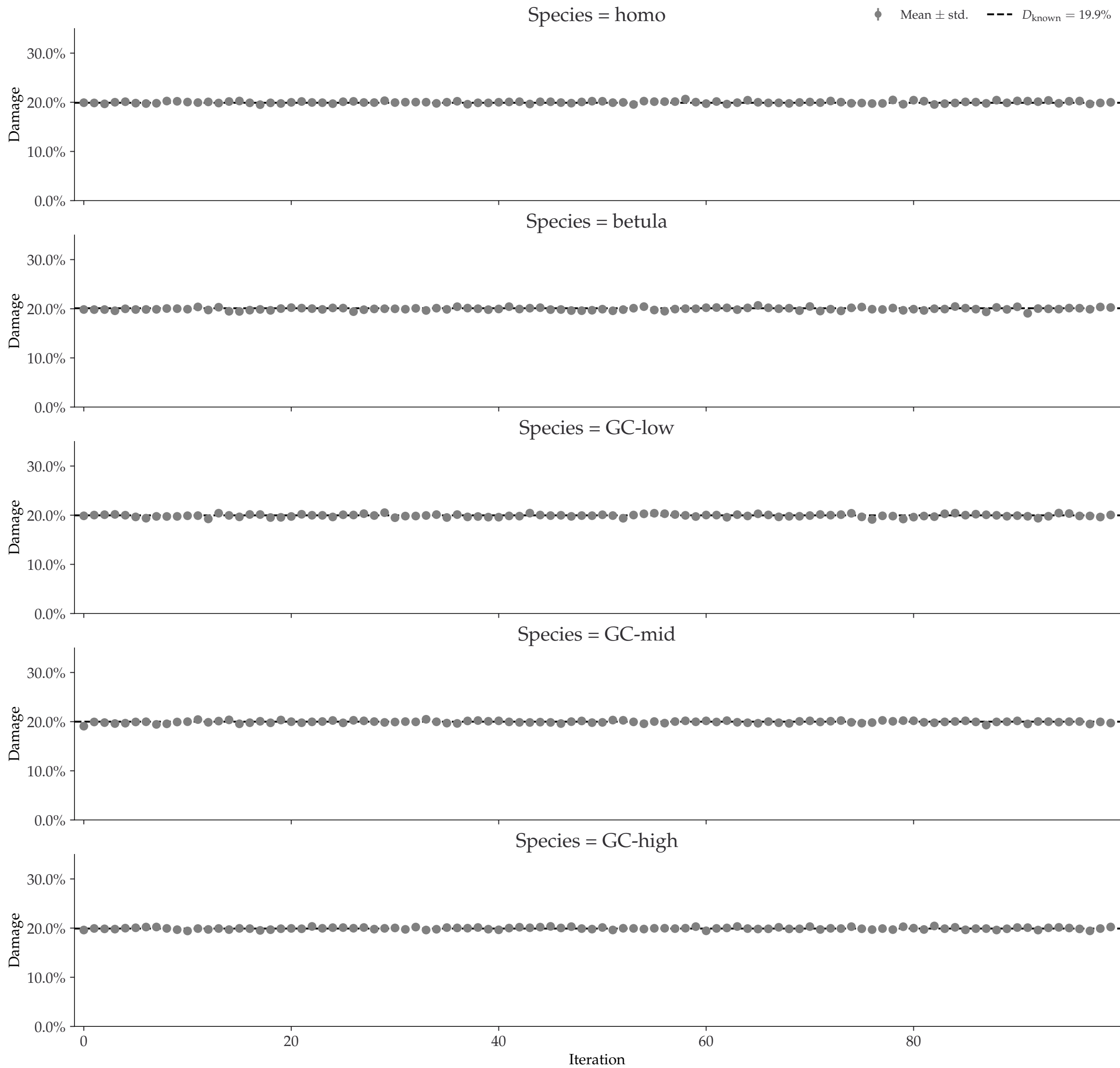
Individual damages:
10000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



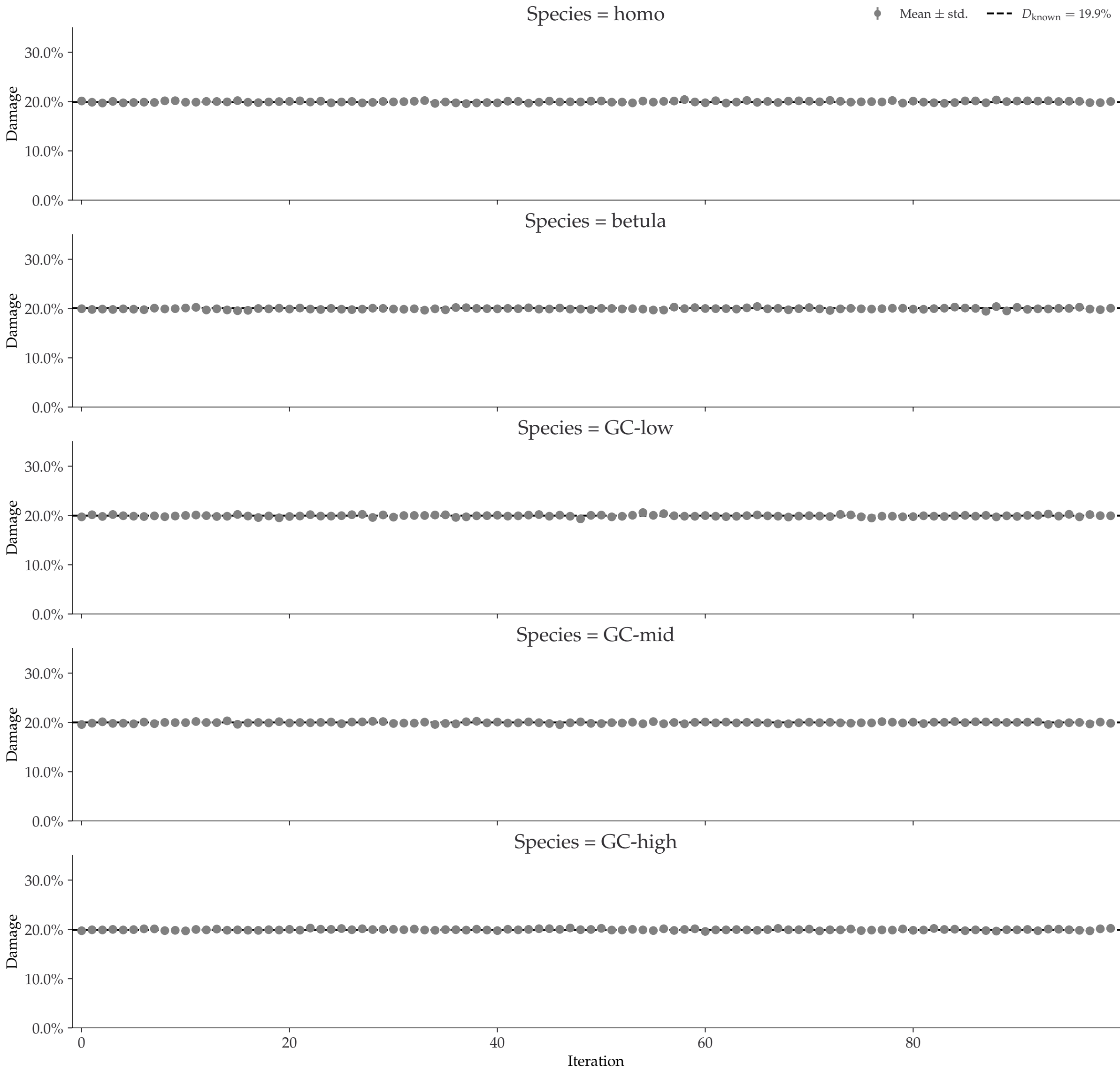
Individual damages:
25000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



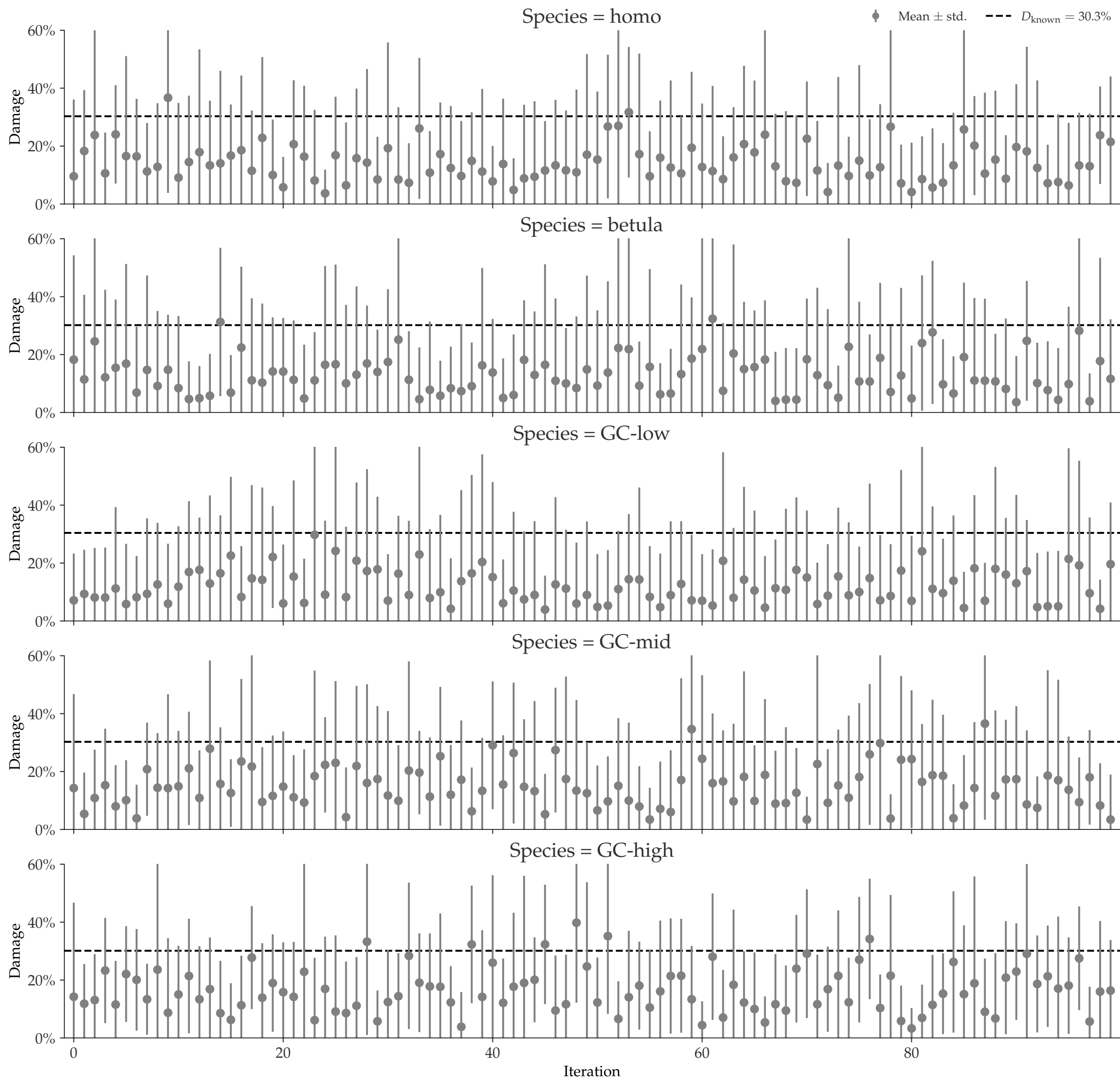
Individual damages:
50000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



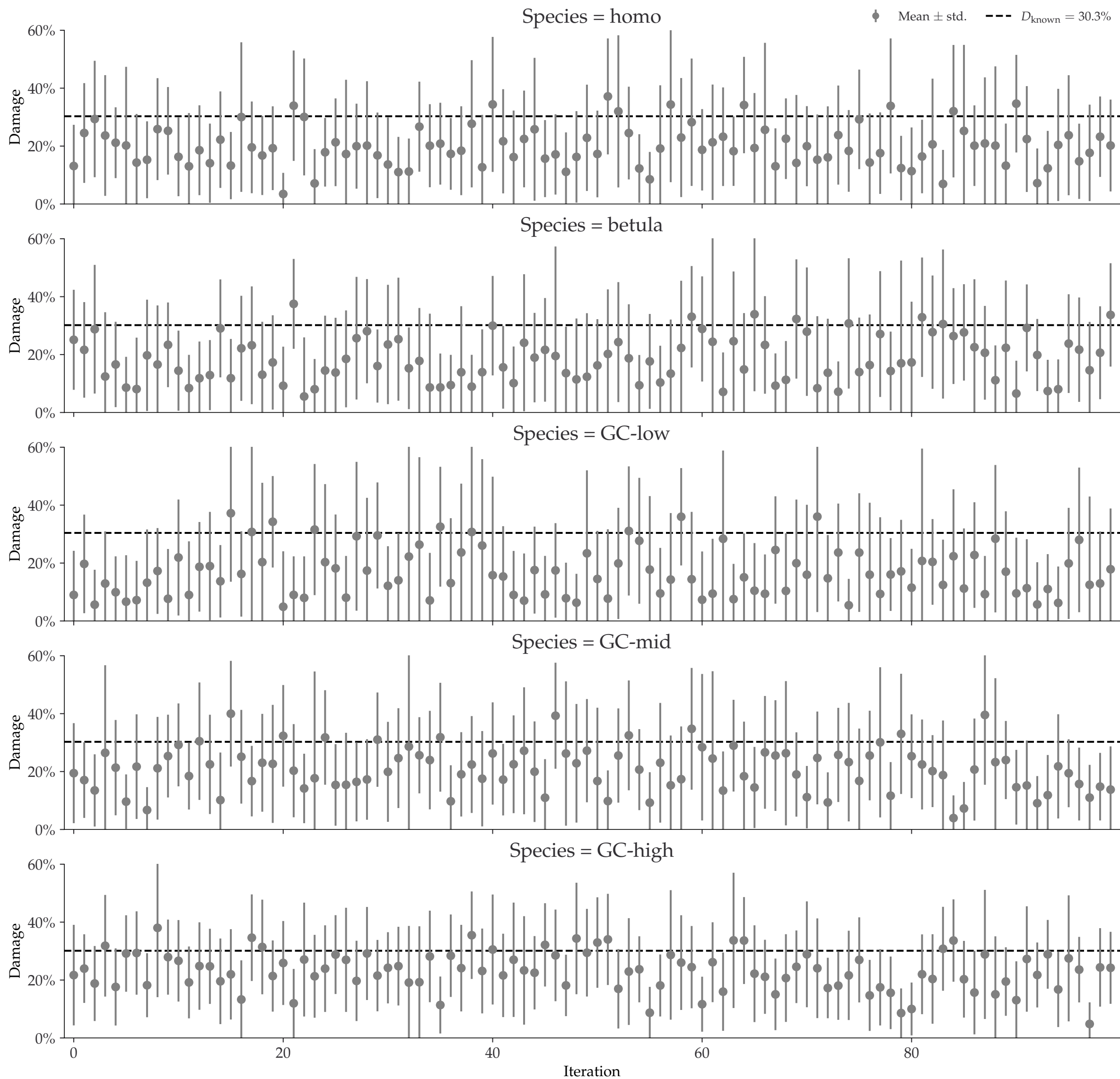
Individual damages:
100000 reads
Briggs damage = 0.633
Damage percent (approx) = 20%



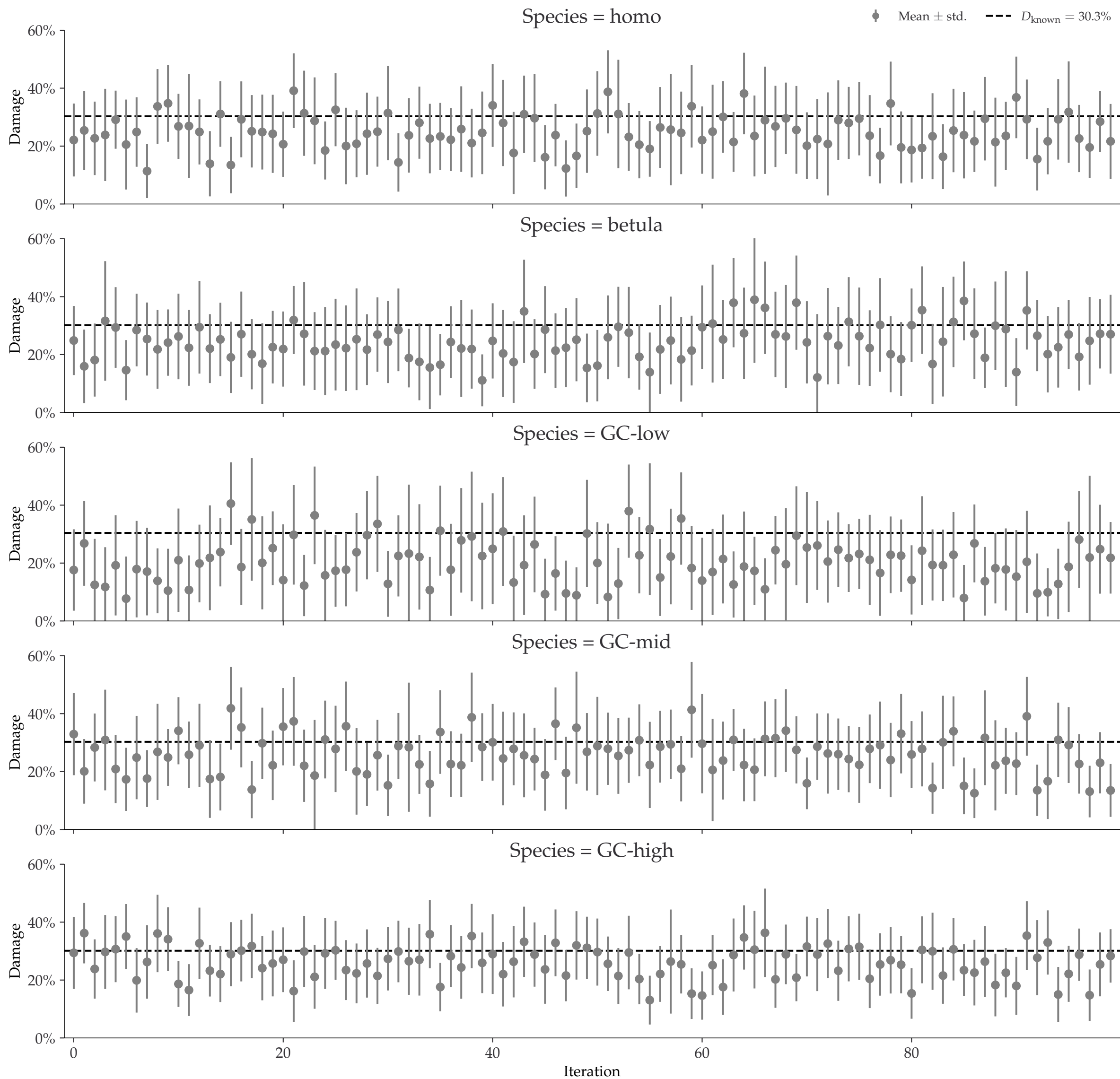
Individual damages:
 10 reads
 Briggs damage = 0.96
 Damage percent (approx) = 30%



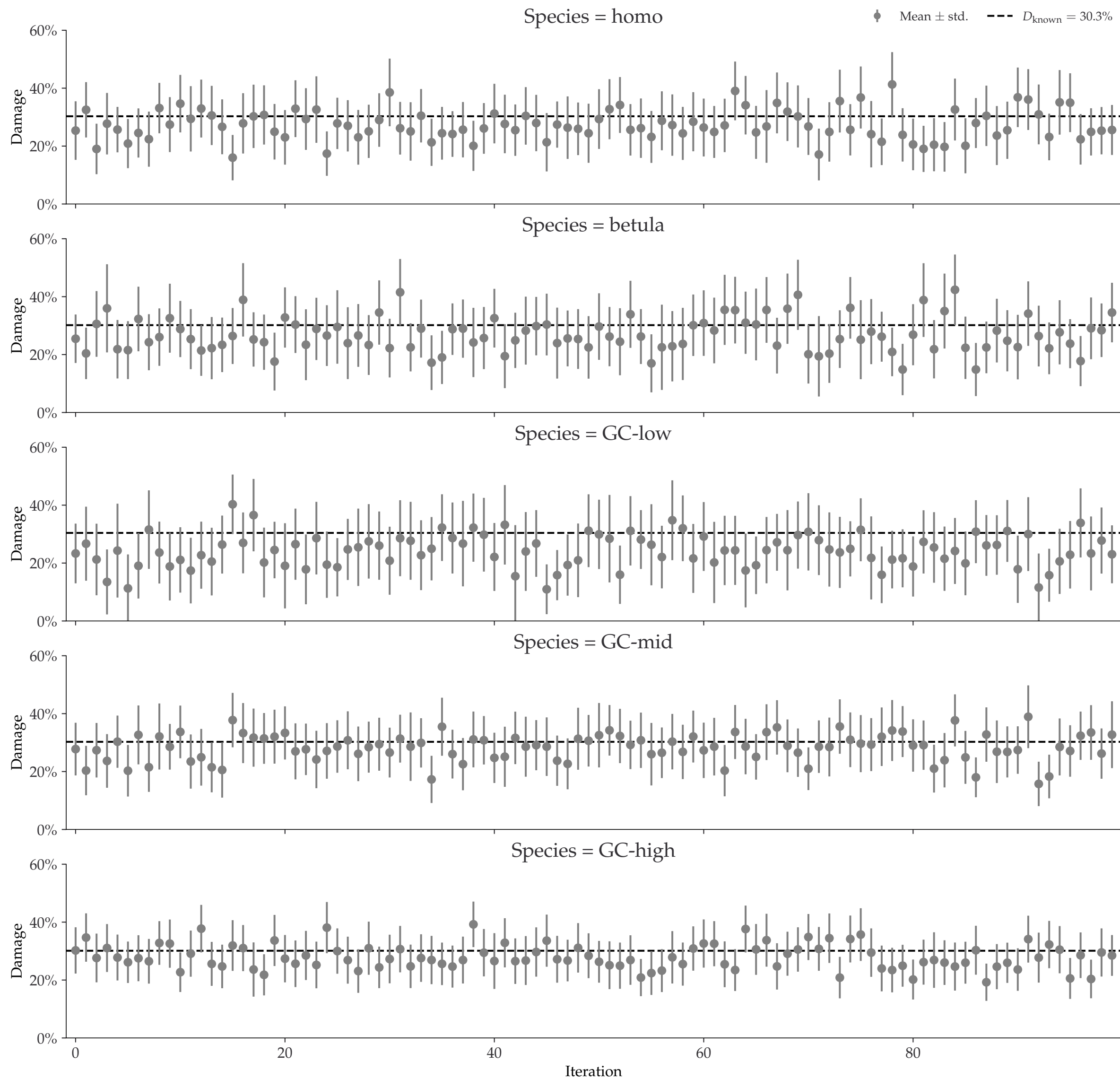
Individual damages:
 25 reads
 Briggs damage = 0.96
 Damage percent (approx) = 30%



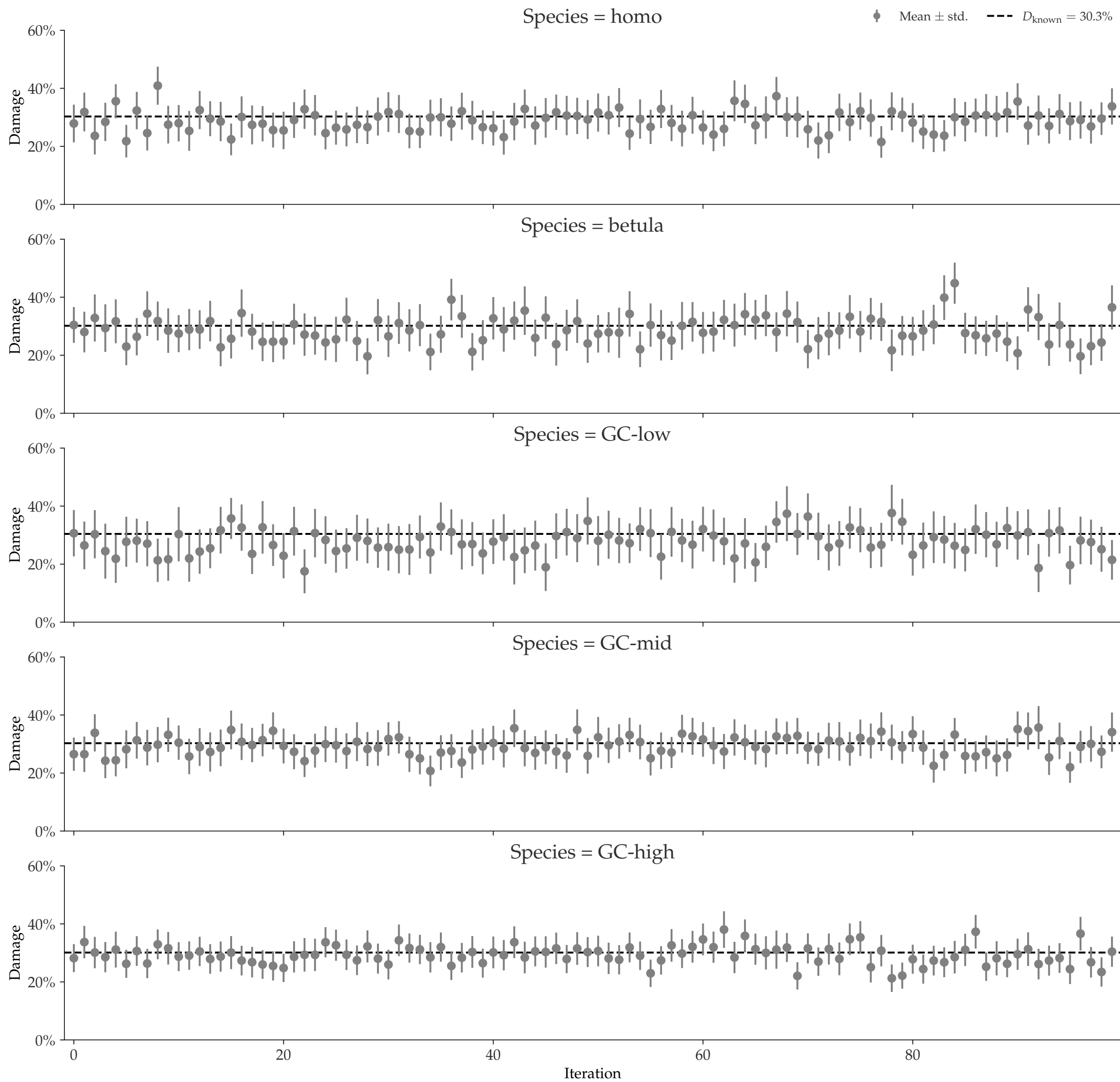
Individual damages:
 50 reads
 Briggs damage = 0.96
 Damage percent (approx) = 30%



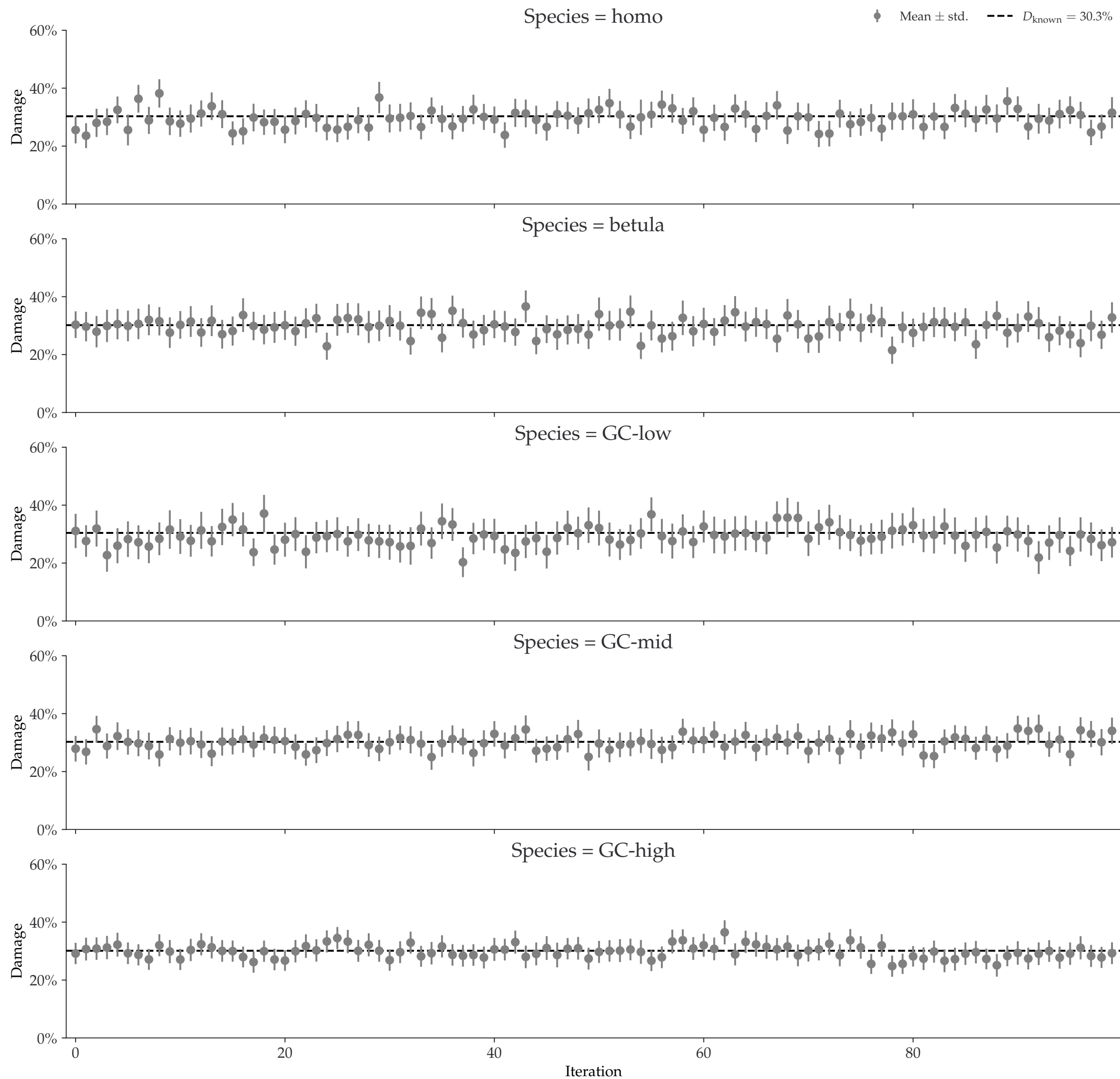
Individual damages:
 100 reads
 Briggs damage = 0.96
 Damage percent (approx) = 30%



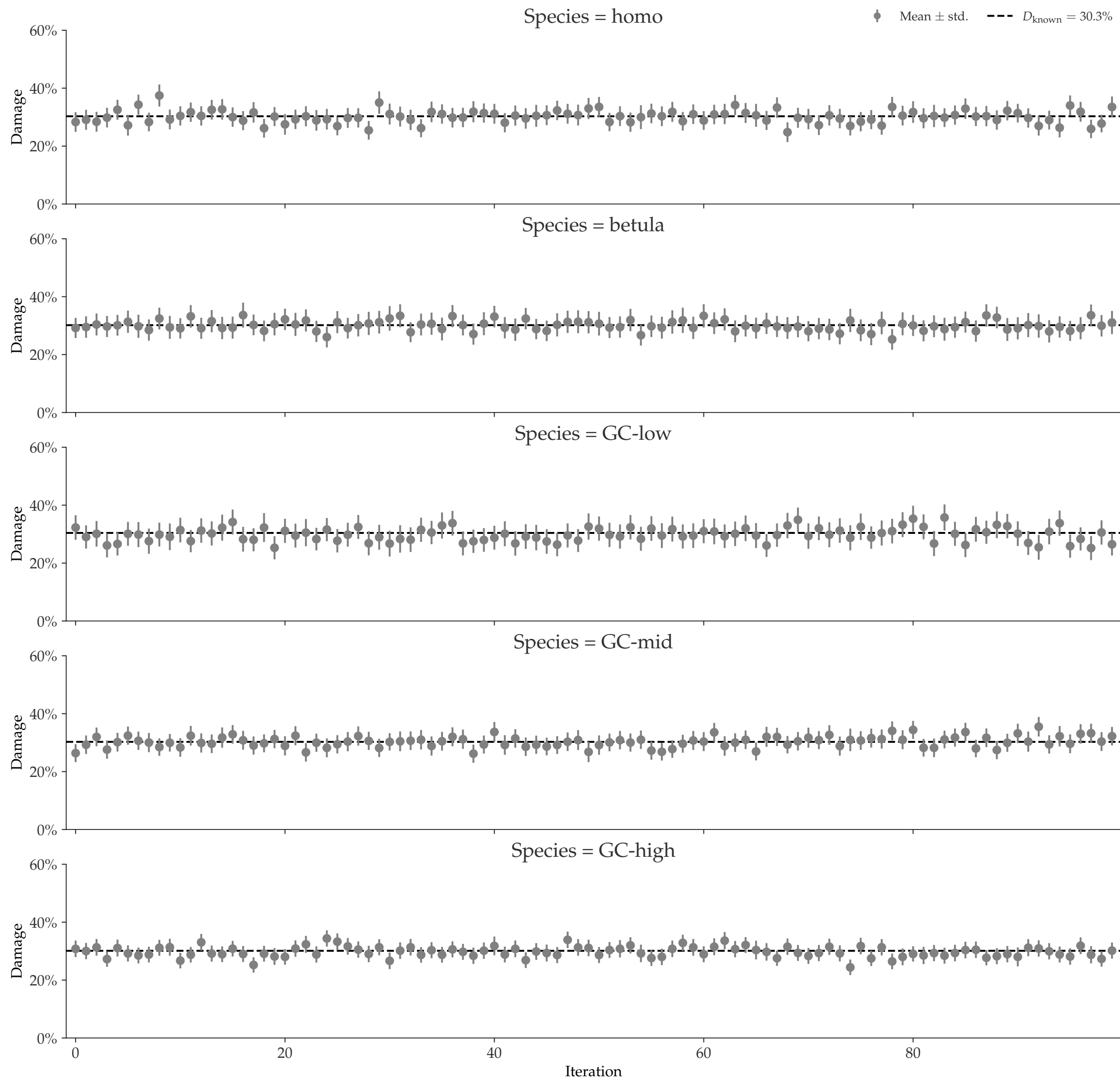
Individual damages:
250 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



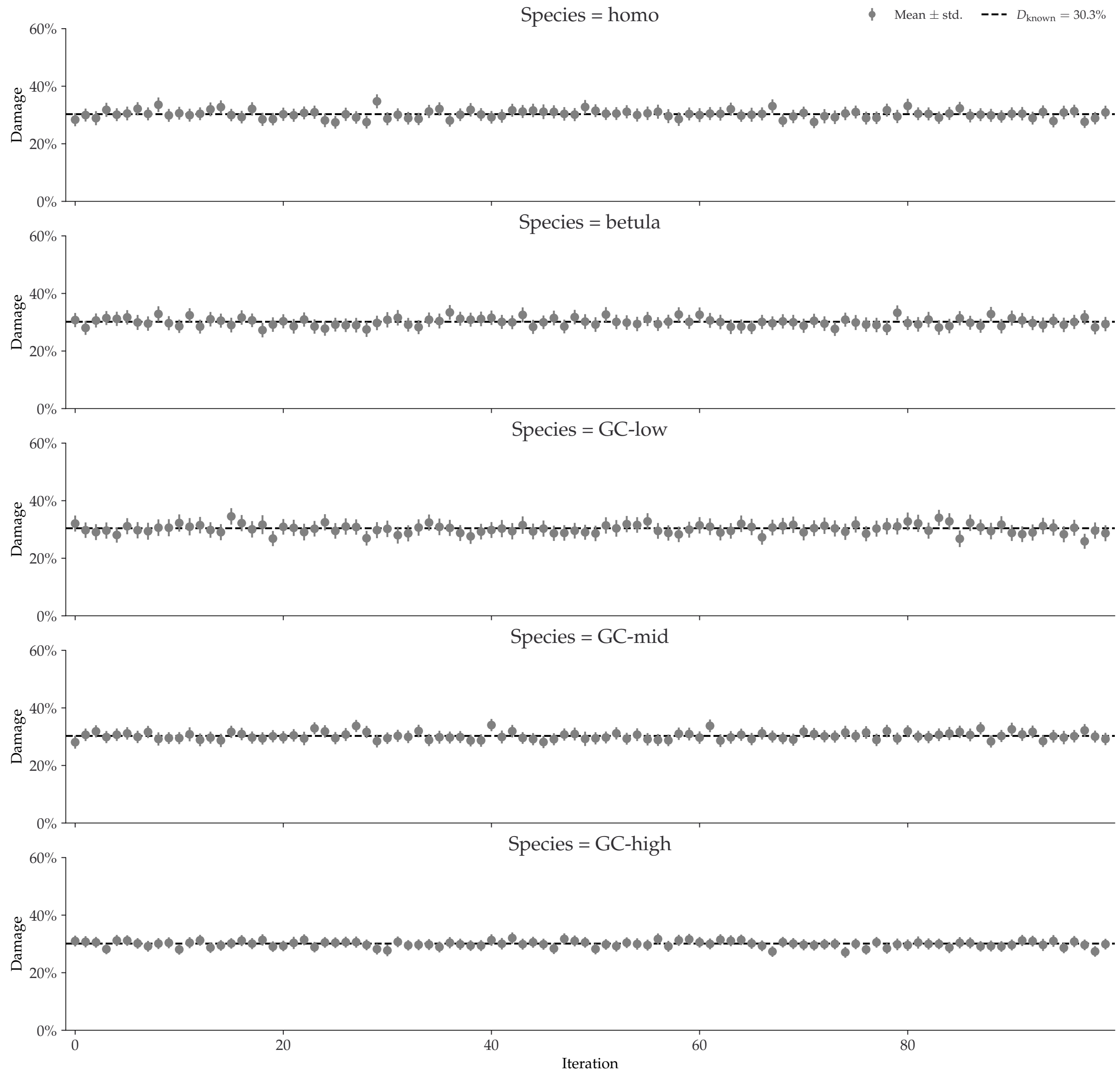
Individual damages:
 500 reads
 Briggs damage = 0.96
 Damage percent (approx) = 30%



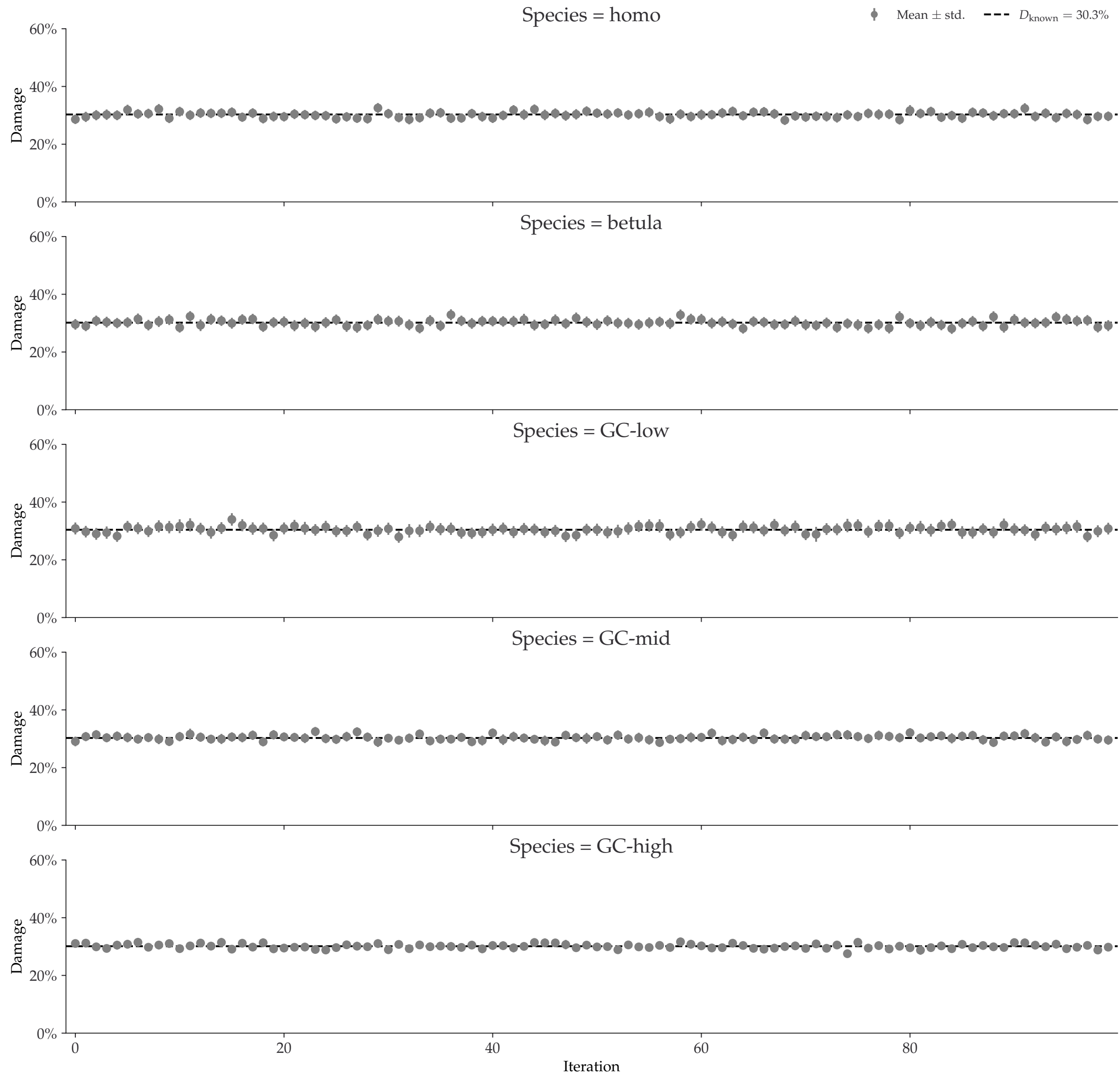
Individual damages:
 1000 reads
 Briggs damage = 0.96
 Damage percent (approx) = 30%



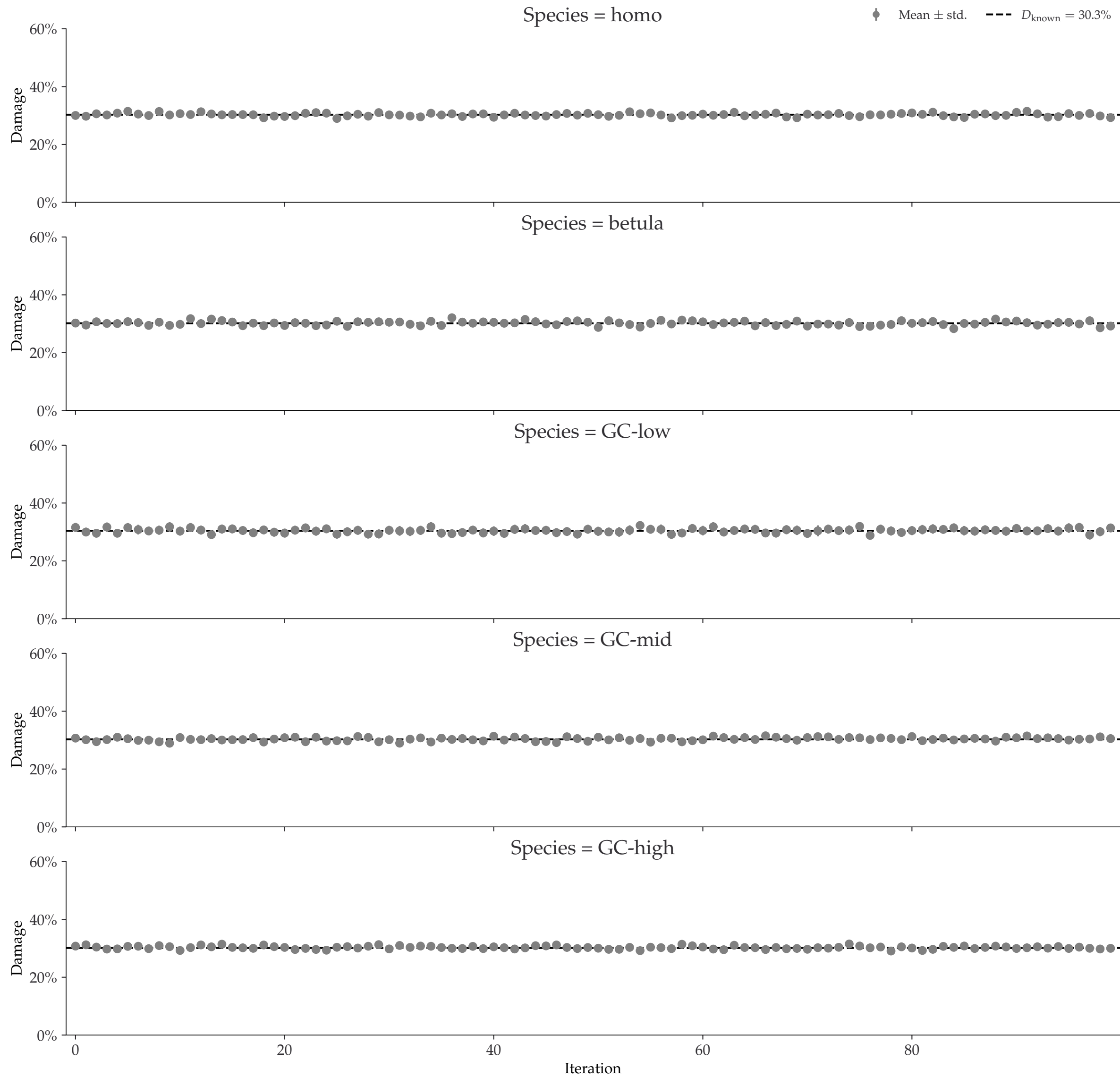
Individual damages:
2500 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



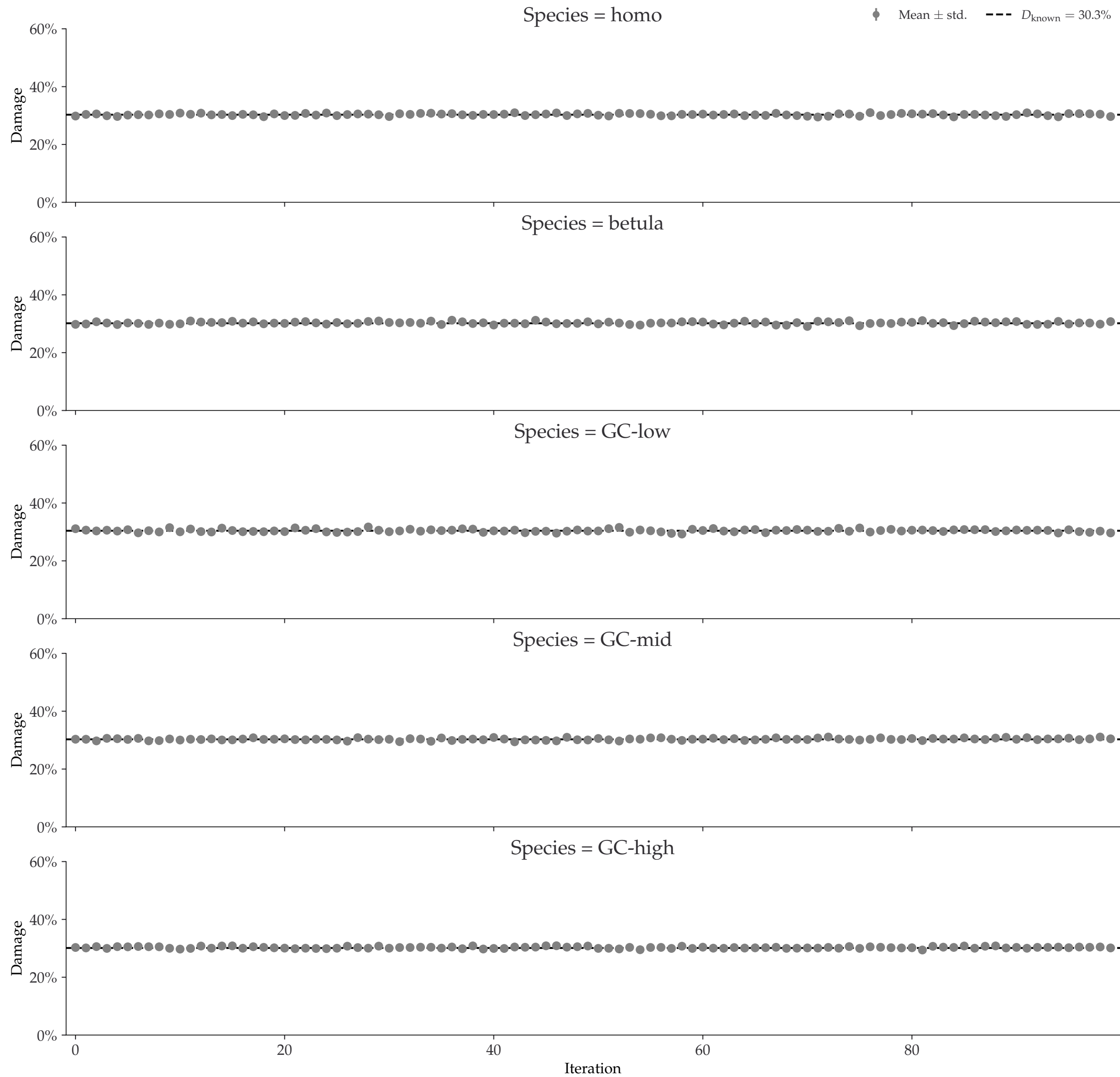
Individual damages:
5000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



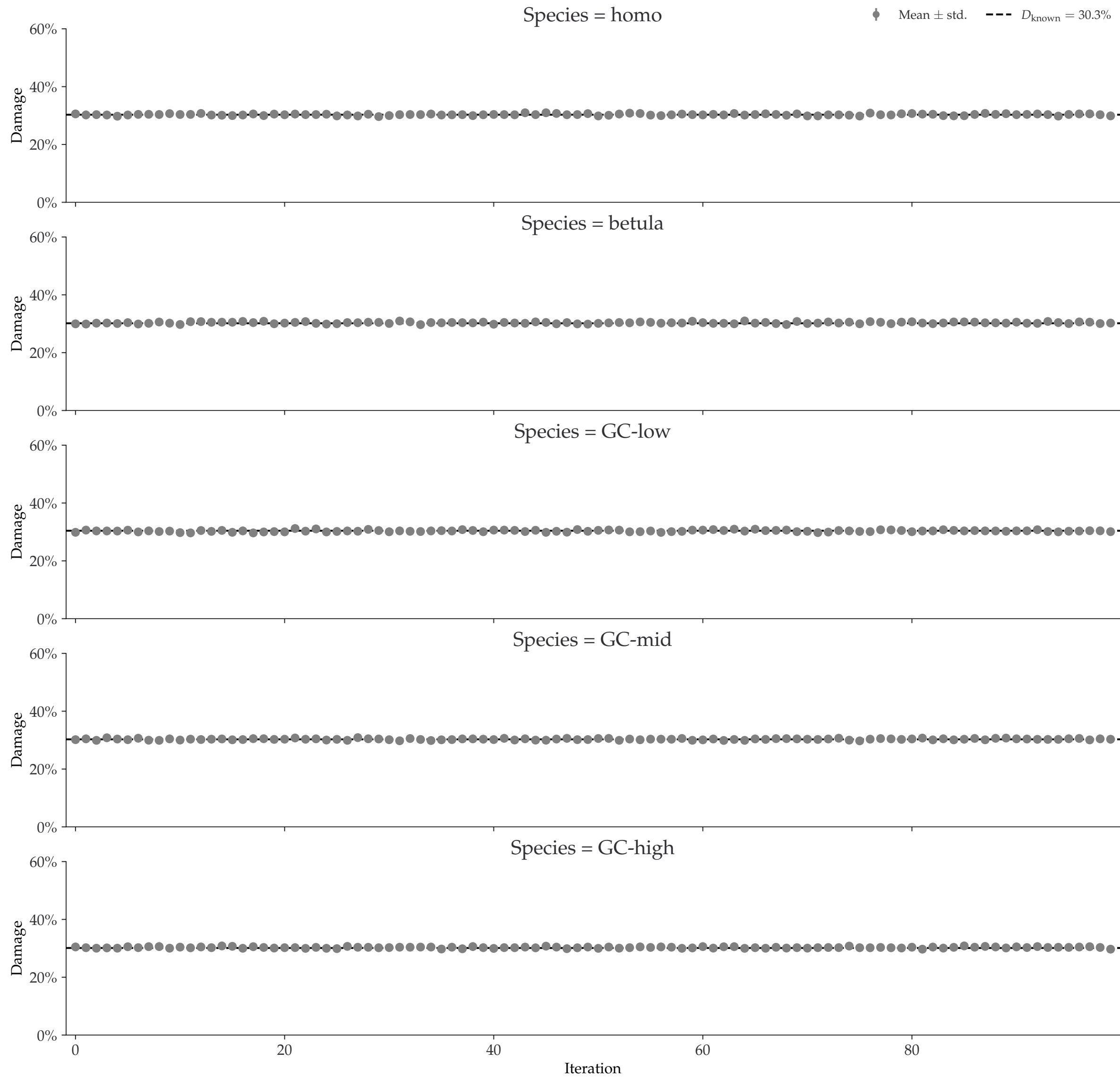
Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent (approx) = 30%



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



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50000 reads
Briggs damage = 0.96
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100000 reads
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