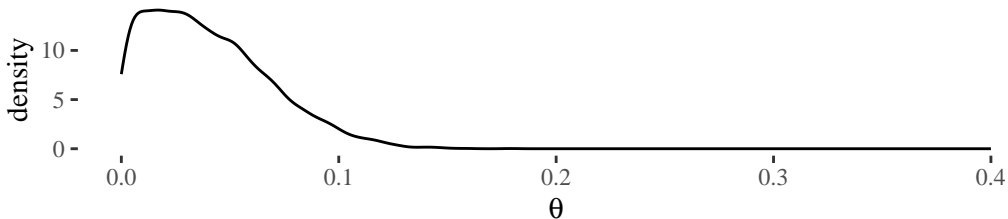


## AbruisingIfSids

Norm(.02,.04), median =0.04



## AbruisingIfMurder

Beta(5,30), median =0.14

