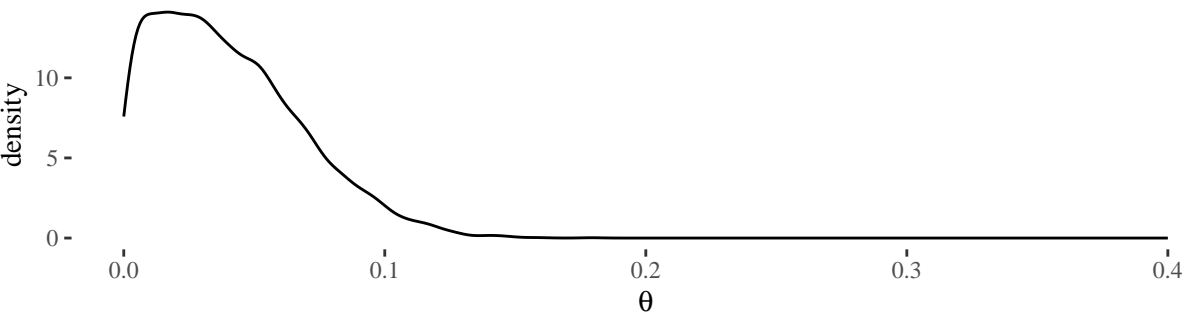


### AbruisingIfSids

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



### AbruisingIfMurder

Beta(5,30), median =0.14

