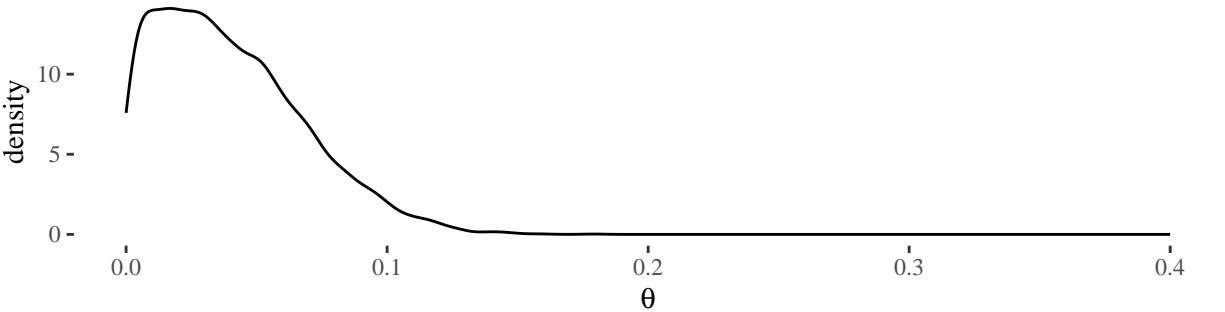


AbruisingIfSids
Norm(.02,.04), median =0.04



AbruisingIfMurder
Beta(5,30), median =0.14

