Light = None, Medium = Bounding, Dark = Bounding+Odds 2.8 2.75 2.7 2.65 2.6 2.55 2.5 2.45 2.4 2.35 2.3 2.25 2.2 2.15 2.1 2.05 1.95 1.9 1.85 1.8 1.75 1.7 1.65 1.6 1.55 1.5 1.45 1.4 1.35 1.3 1.25 1.2 0.4 0.35 0.3 0.25 0.2 0.15 0.1 0.05 0 0.05 0.1 0.25 0.3 0.35 0.4 alpha