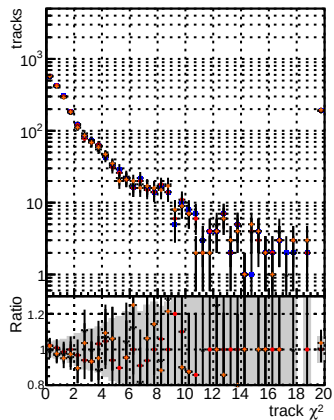
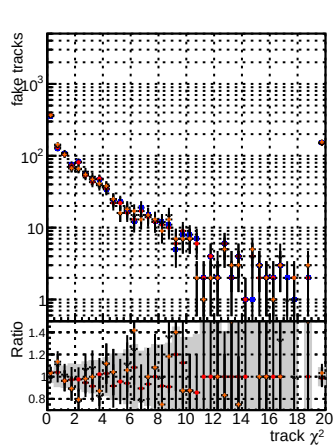
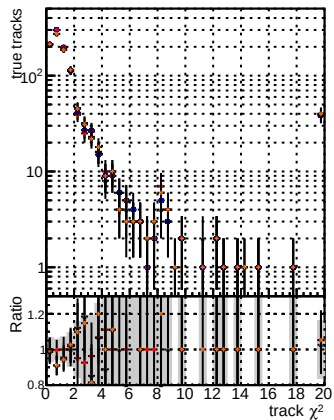


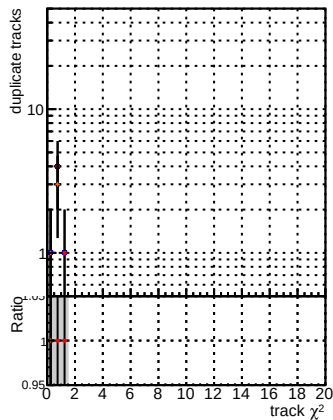
N of reco track vs normalized χ^2



N of associated (recoToSim) tracks vs normalized χ^2



N of associated (recoToSim) loop tracks vs normalized χ^2



N of reco track vs. χ^2 for different methods: BSM (black), M1E15 (red), M1E16 (blue), M1E17 (orange), M1E18 (green), M1E19 (purple), M1E20 (brown), M1E21 (pink), M1E22 (gray), M1E23 (light blue), M1E24 (light green), M1E25 (light orange), M1E26 (light purple), M1E27 (light brown), M1E28 (light pink), M1E29 (light gray), M1E30 (light light blue), M1E31 (light light green), M1E32 (light light orange), M1E33 (light light purple), M1E34 (light light brown), M1E35 (light light pink), M1E36 (light light gray), M1E37 (light light light blue), M1E38 (light light light green), M1E39 (light light light orange), M1E40 (light light light purple), M1E41 (light light light brown), M1E42 (light light light pink), M1E43 (light light light gray), M1E44 (light light light light blue), M1E45 (light light light light green), M1E46 (light light light light orange), M1E47 (light light light light purple), M1E48 (light light light light brown), M1E49 (light light light light pink), M1E50 (light light light light gray).

