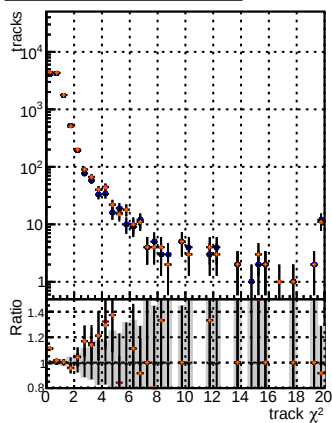
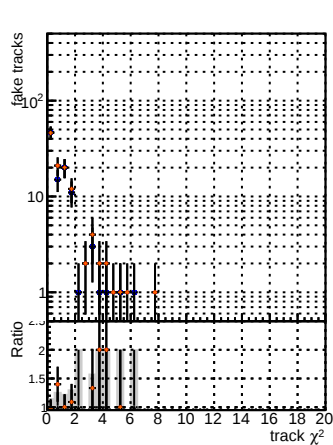
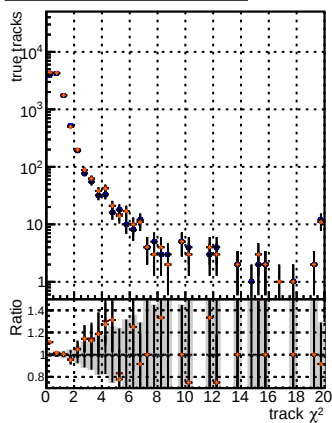


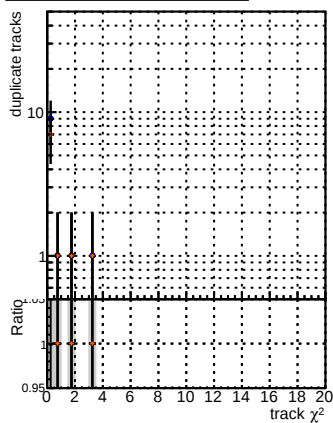
N of reco track vs normalized χ^2



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 BSM, M1E15, M1E16, M1E17, M1E18, M1E19, M1E20, M1E21, M1E22, M1E23, M1E24, M1E25, M1E26, M1E27, M1E28, M1E29, M1E30, M1E31, M1E32, M1E33, M1E34, M1E35, M1E36, M1E37, M1E38, M1E39, M1E40, M1E41, M1E42, M1E43, M1E44, M1E45, M1E46, M1E47, M1E48, M1E49, M1E50, M1E51, M1E52, M1E53, M1E54, M1E55, M1E56, M1E57, M1E58, M1E59, M1E60, M1E61, M1E62, M1E63, M1E64, M1E65, M1E66, M1E67, M1E68, M1E69, M1E70, M1E71, M1E72, M1E73, M1E74, M1E75, M1E76, M1E77, M1E78, M1E79, M1E80, M1E81, M1E82, M1E83, M1E84, M1E85, M1E86, M1E87, M1E88, M1E89, M1E90, M1E91, M1E92, M1E93, M1E94, M1E95, M1E96, M1E97, M1E98, M1E99, M1E100. The ratio is generally around 1.0, with some fluctuations.

