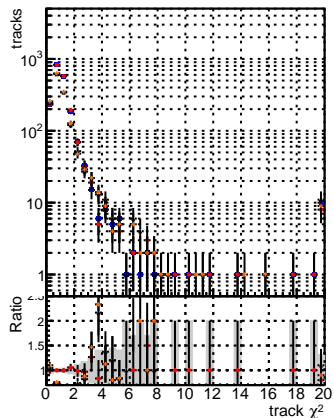
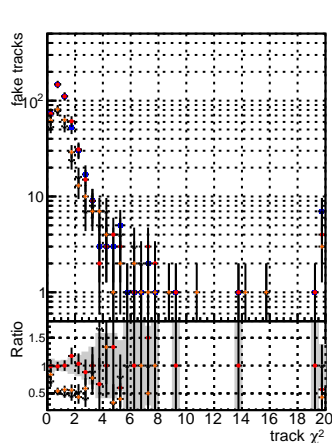
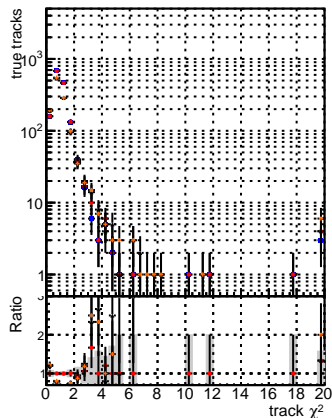


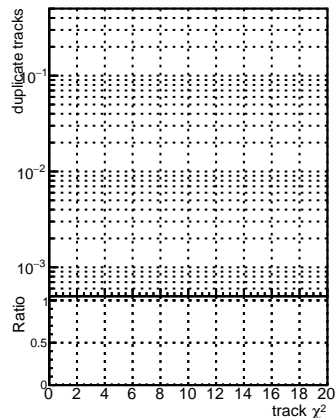
N of reco track vs normalized χ^2



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 BGM, mFit, and other algorithms. The legend indicates: BGM (blue circles), mFit (orange squares), and other algorithms (grey bars). The x-axis is track χ^2 (0 to 20) and the y-axis is Ratio (0.5 to 2).

