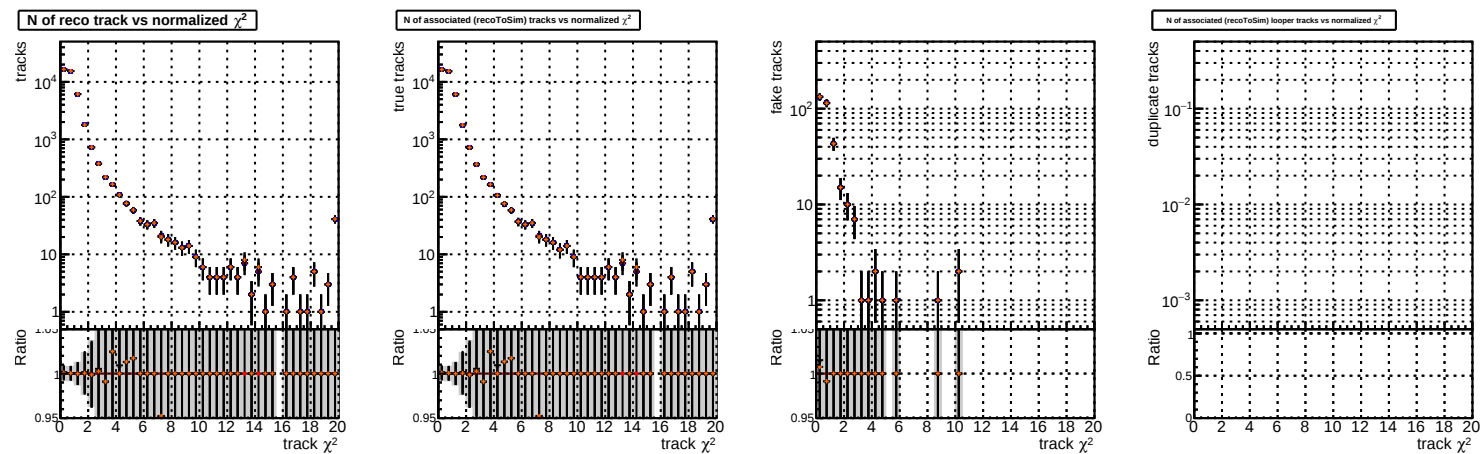




N of reco track vs. χ^2

BGM x Minus original
 BGM x Minus original
 BGM x Minus original
 BGM x Minus original

