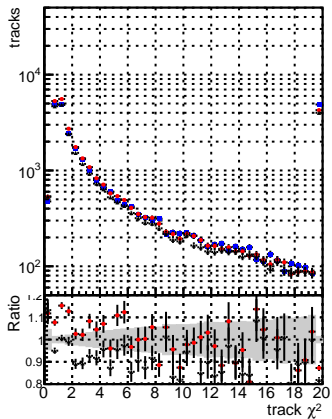
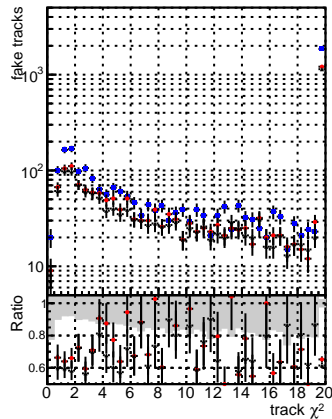
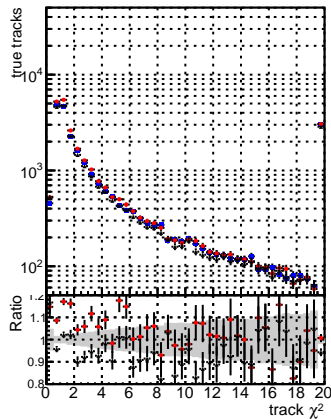
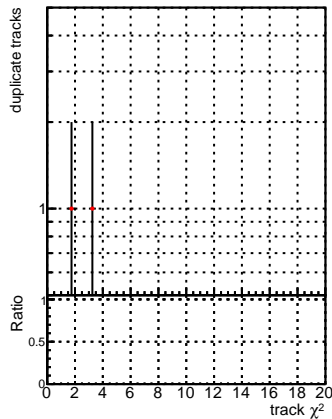
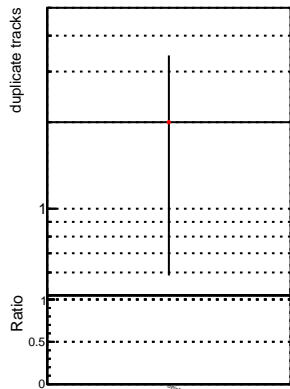
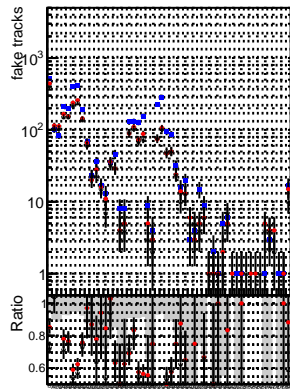
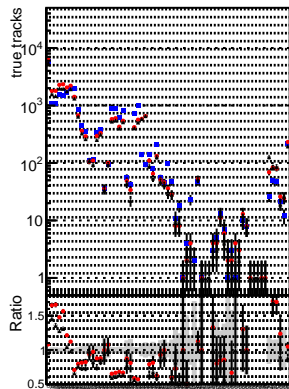
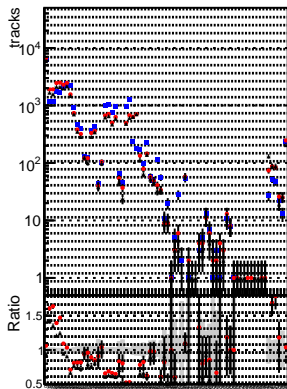


N of reco track vs normalized χ^2 N of associated (recoToSim) tracks vs normalized χ^2 N of associated (recoToSim) looper tracks vs normalized χ^2 

N of reco track vs.:



verSet