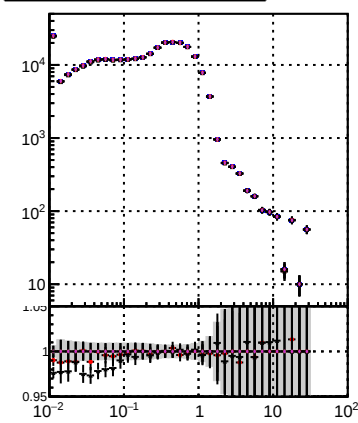
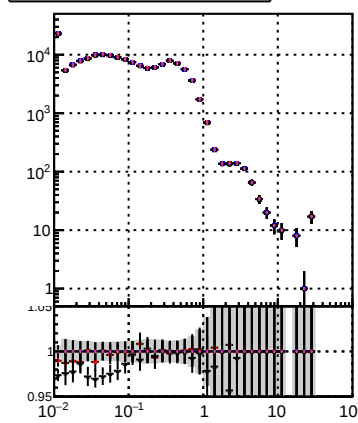


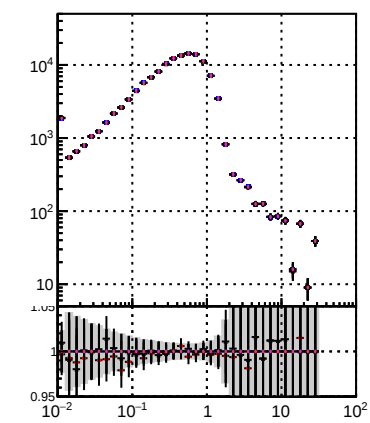
N of reconstructed tracks vs transverse ref point position



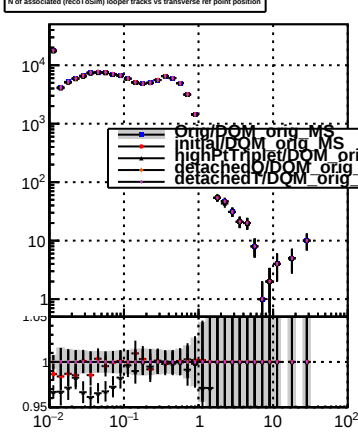
N of associated (recoToSim) tracks vs transverse ref point position



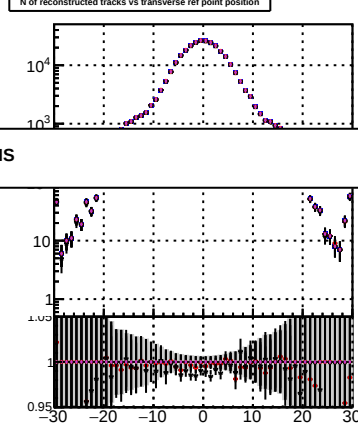
N of associated (recoToSim) tracks vs transverse ref point position



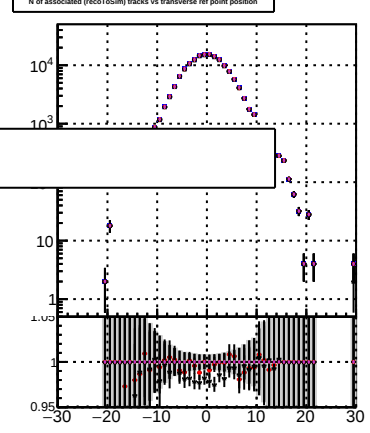
N of associated (recoToSim) loopers tracks vs transverse ref point position



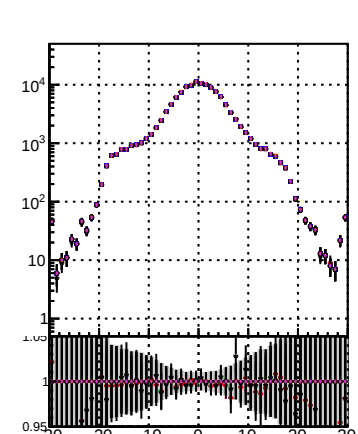
N of reconstructed tracks vs transverse ref point position



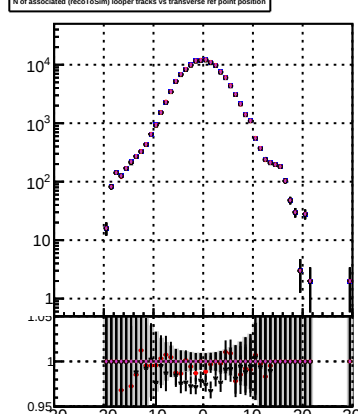
N of associated (recoToSim) tracks vs transverse ref point position



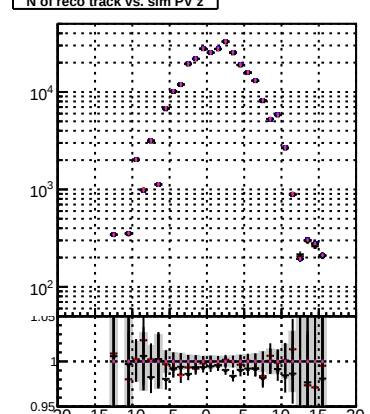
- blue diamonds: orig/DOM orig MS
 - red squares: initial/DOM orig MS
 - green triangles: high/Trig/DOM orig MS
 - magenta circles: detached/DOM orig MS
 - black crosses: detached/DOM orig MS



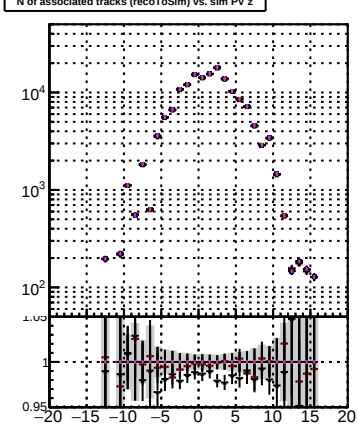
N of associated (recoToSim) loopers tracks vs transverse ref point position



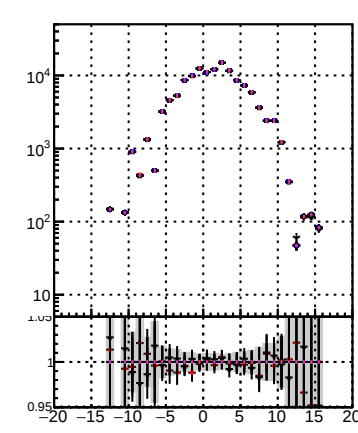
N of reco track vs. sim PV z



N of associated tracks (recoToSim) vs. sim PV z



N of associated tracks (recoToSim) vs. sim PV z



N of associated (recoToSim) loopers tracks vs. sim PV z

