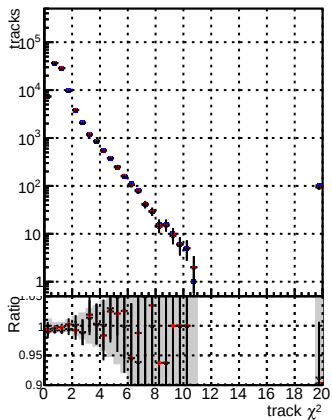
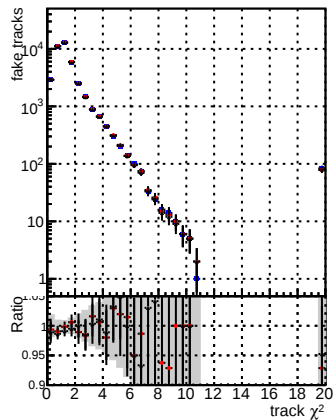
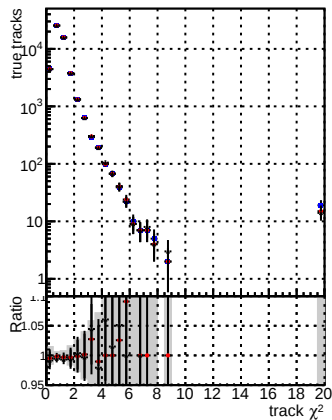


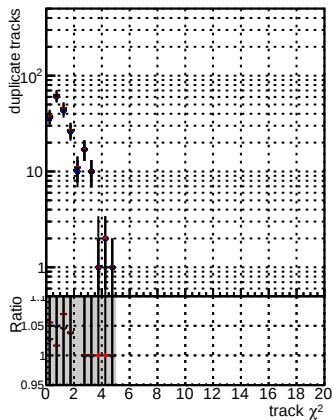
N of reco track vs normalized χ^2



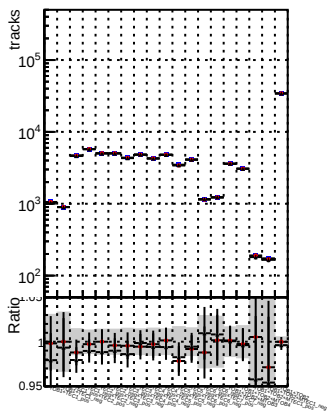
N of associated (recoToSim) tracks vs normalized χ^2



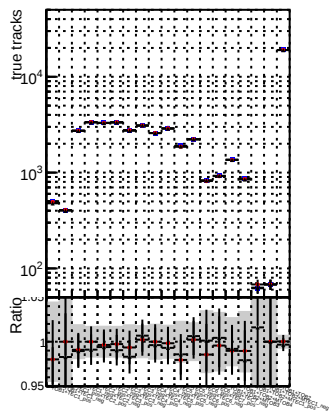
N of associated (recoToSim) looper tracks vs normalized χ^2

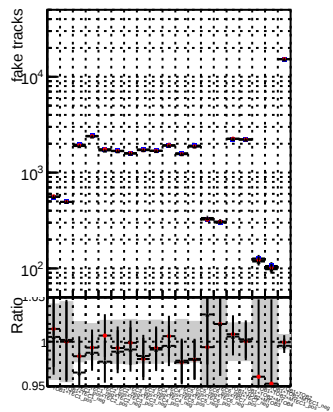


N of reco track vs. s



ALLITERS
MS ALLITERS





_____ **PlayerSet**

