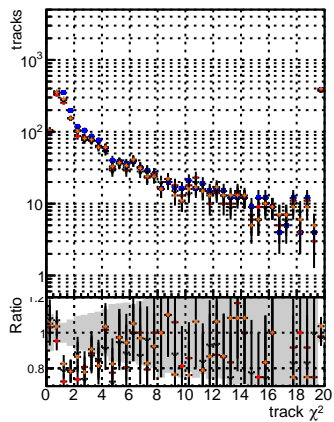
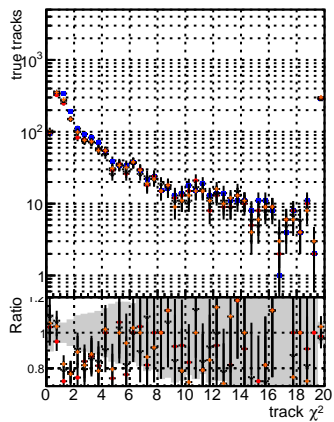


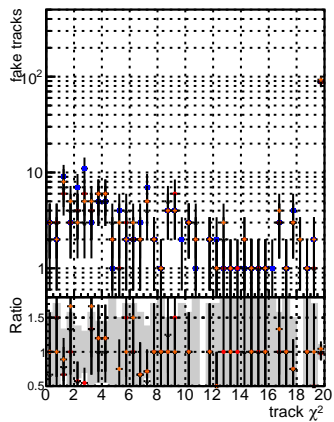
N of reco track vs normalized χ^2



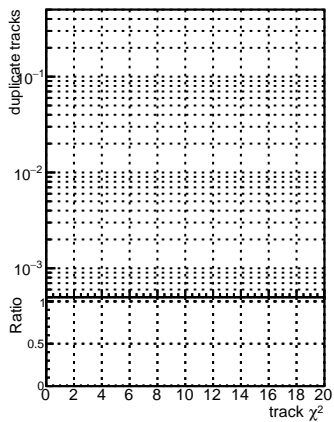
N of associated (recoToSim) tracks vs normalized χ^2



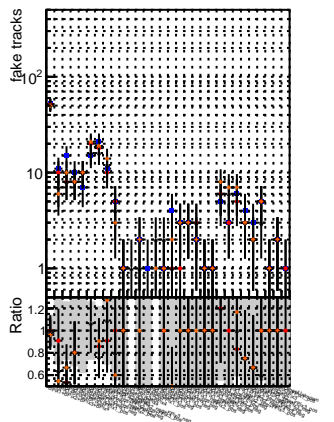
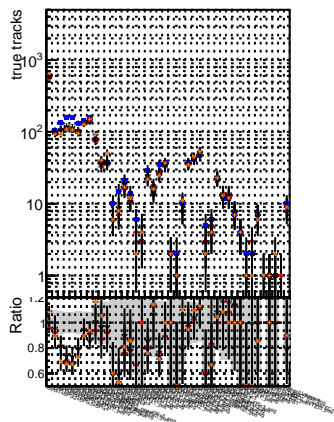
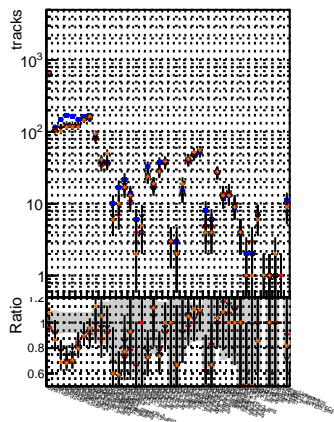
N of associated (recoToSim) looper tracks vs normalized χ^2



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



N of reco track vs. χ^2



Legend: BDM (blue circles), MREL (orange squares), Trivial (black triangles)