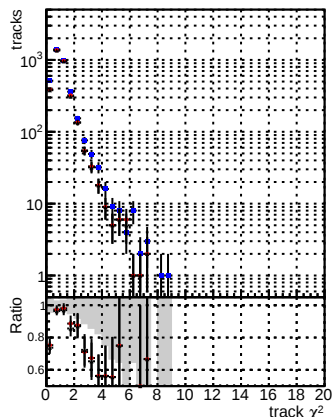
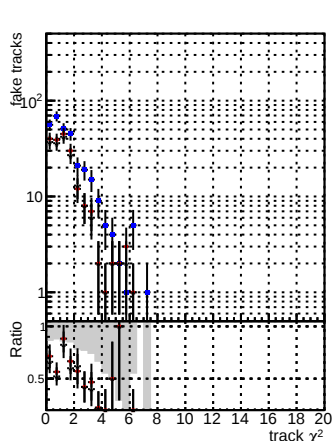
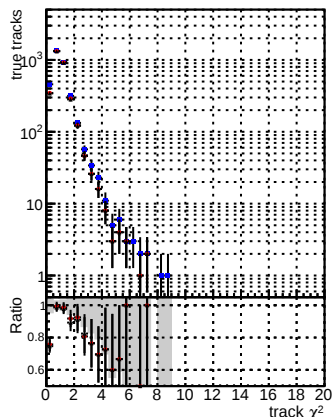


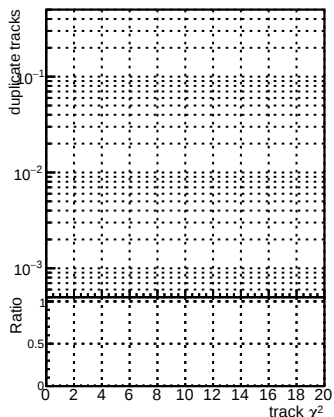
N of reco track vs normalized χ^2



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



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



N of reco track vs. χ^2

Method	Color	Shape
Global	Blue	Circle
Global	Red	Triangle
Global	Black	Square
Global	Green	Star
Global	Purple	Diamond
Global	Brown	Hexagon
Global	Grey	Octagon
Global	Light Blue	Circle
Global	Light Red	Triangle
Global	Light Black	Square
Global	Light Green	Star
Global	Light Purple	Diamond
Global	Light Brown	Hexagon
Global	Light Grey	Octagon

