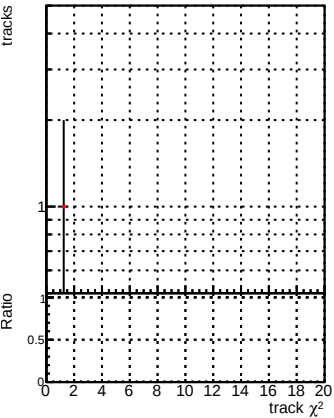
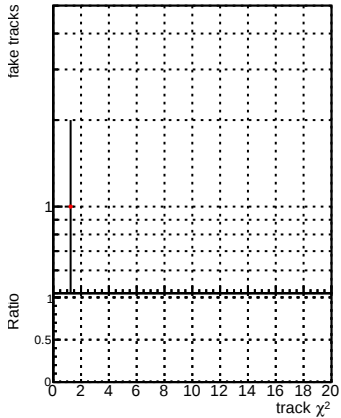
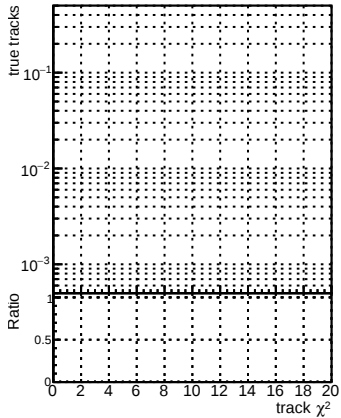


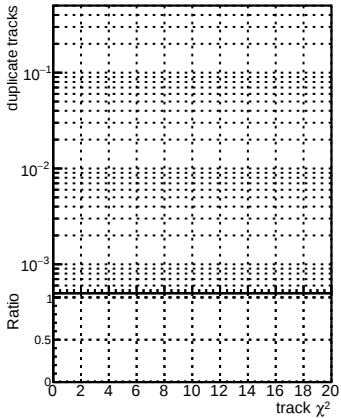
N of reco track vs normalized χ^2



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



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



N of reco track vs. χ^2 for BSM TT ORIGINAL layerProcV2 windows hits
BSM TT MODIFIED layerProcV2 windows hits

