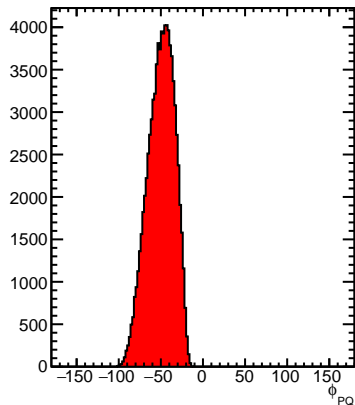
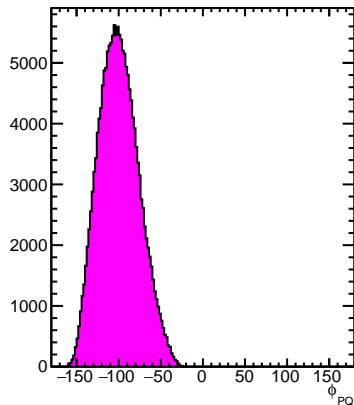


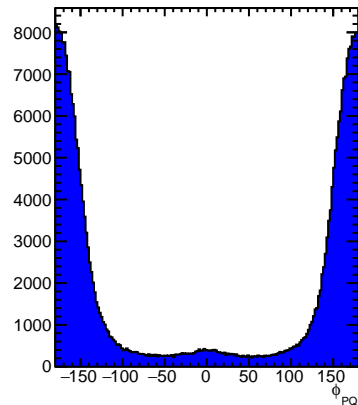
Reco SectorEI - Sector = -5, 1



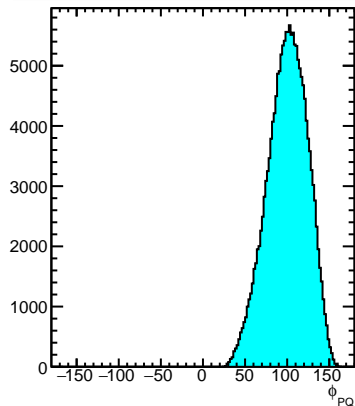
Reco SectorEI - Sector = -4, 2



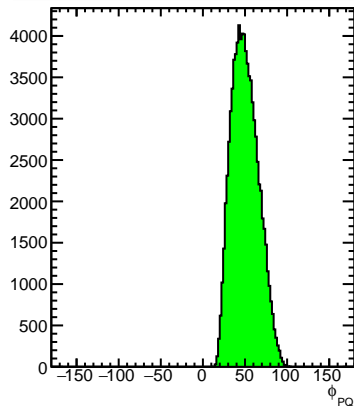
Reco SectorEI - Sector = -3, 3



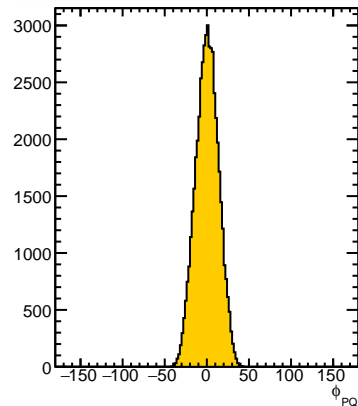
Reco SectorEI - Sector = -2, 4



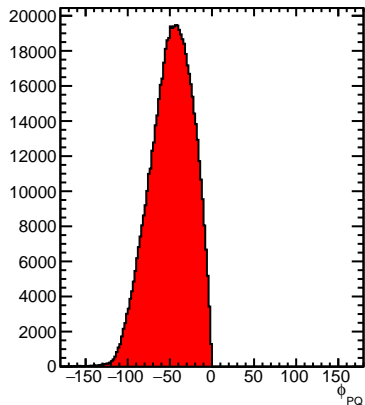
Reco SectorEI - Sector = -1, 5



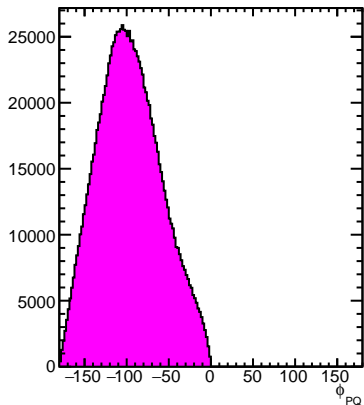
Reco SectorEI - Sector = 0



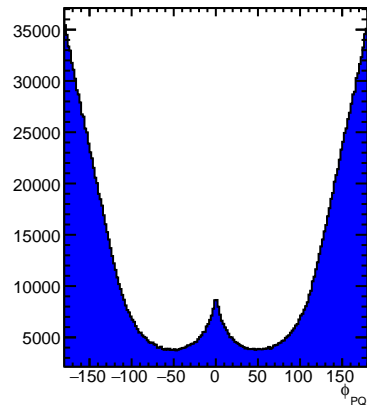
Thrown SectorEI - Sector = -5, 1



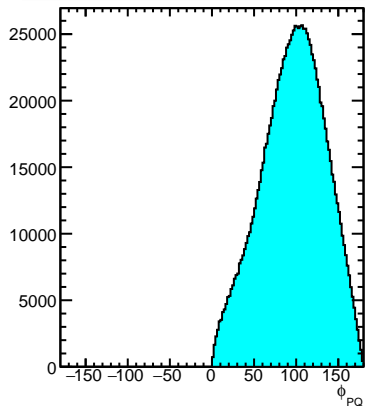
Thrown SectorEI - Sector = -4, 2



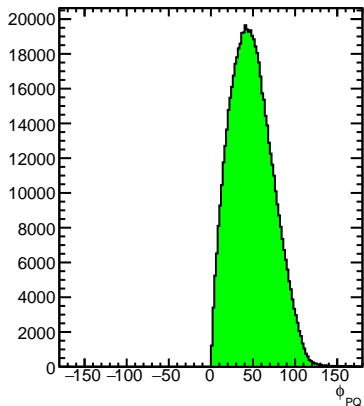
Thrown SectorEI - Sector = -3, 3



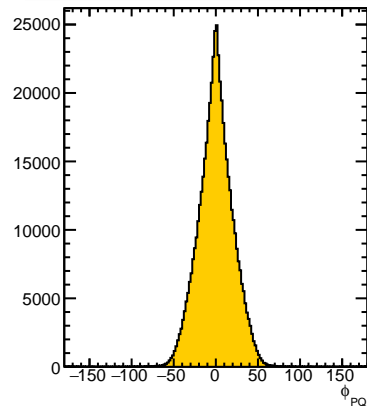
Thrown SectorEI - Sector = -2, 4

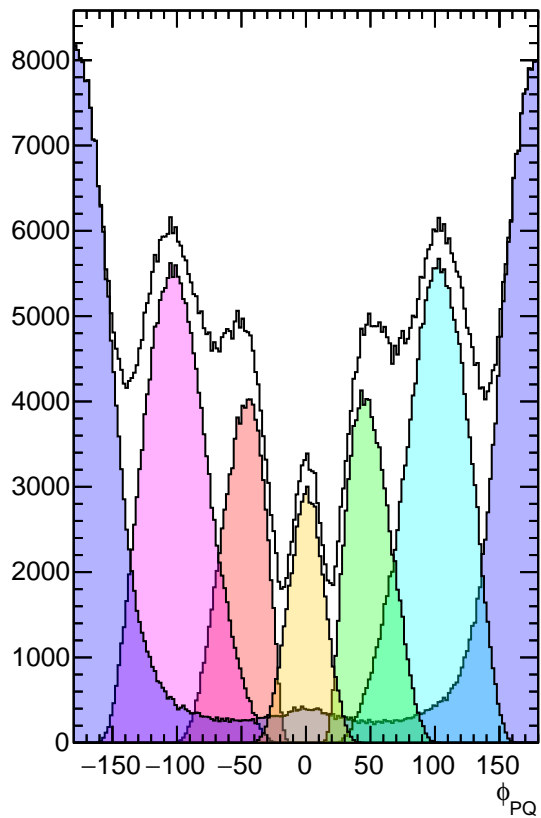


Thrown SectorEI - Sector = -1, 5



Thrown SectorEI - Sector = 0



Reco Total**Thrown Total**