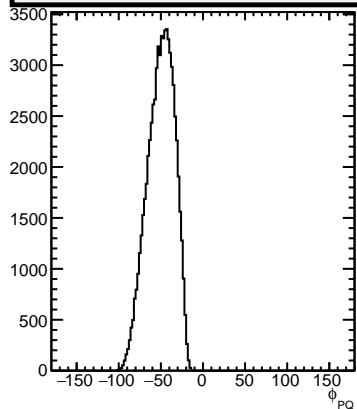
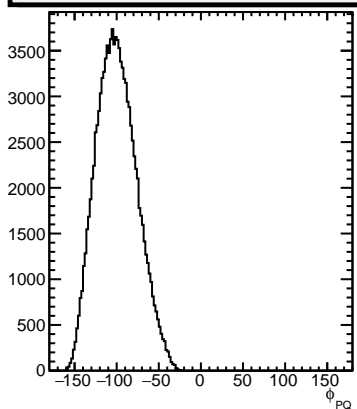


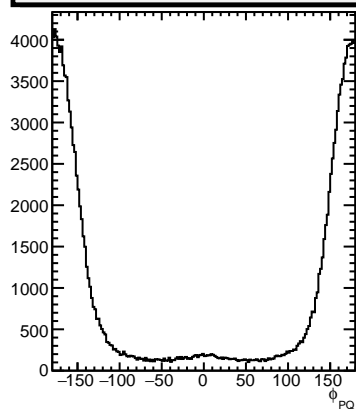
Reco SectorEI - Sector = 1



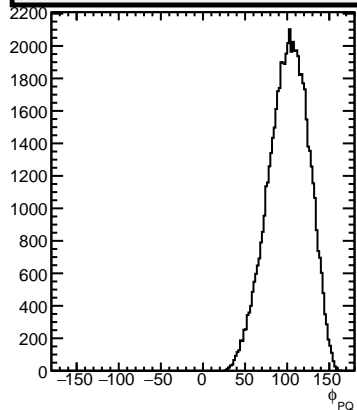
Reco SectorEI - Sector = 2



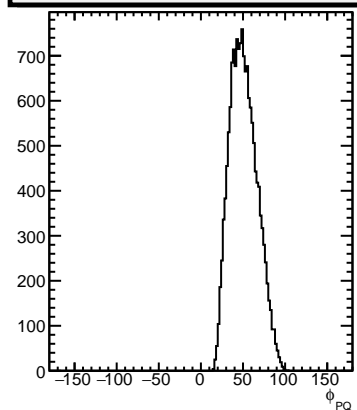
Reco SectorEI - Sector = 3



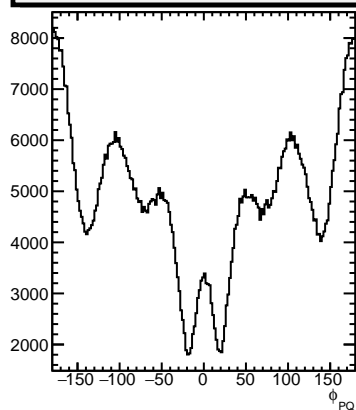
Reco SectorEI - Sector = 4

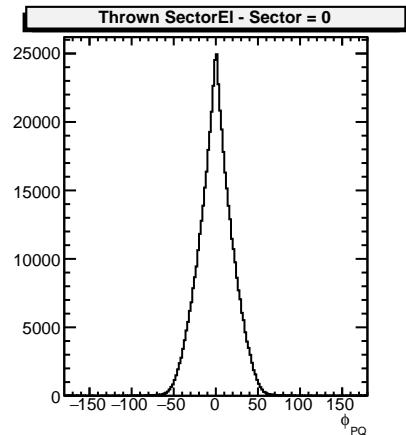
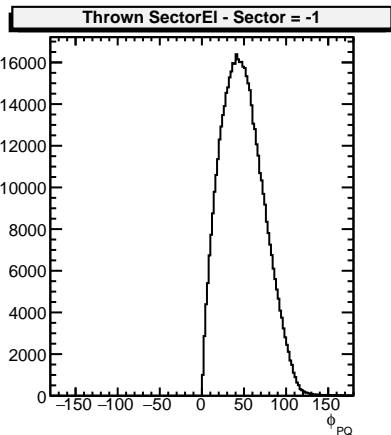
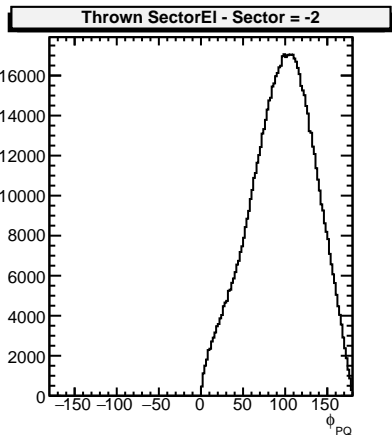
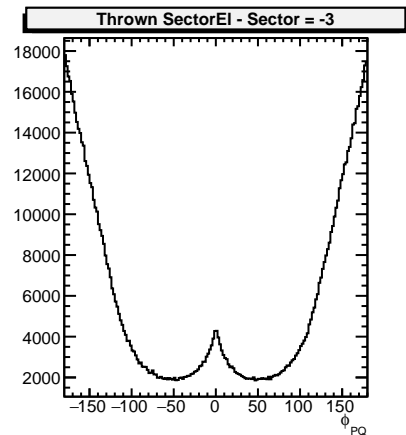
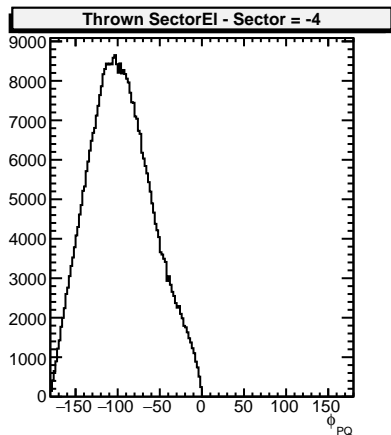
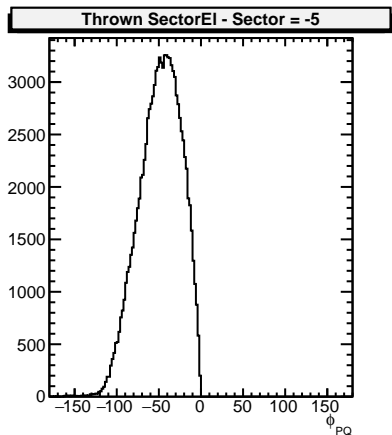


Reco SectorEI - Sector = 5

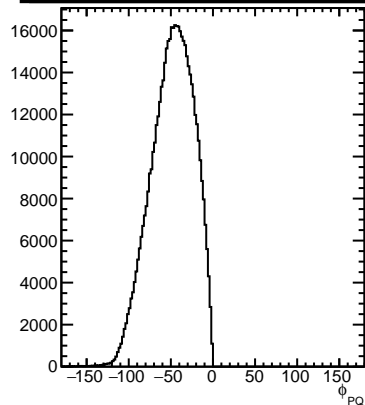


Total Reconstructed

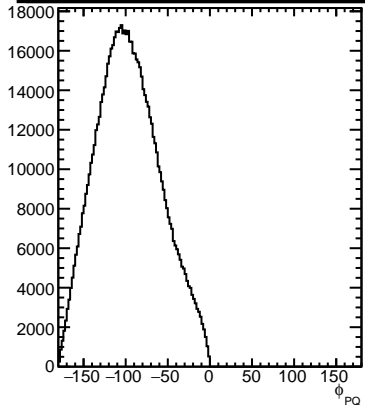




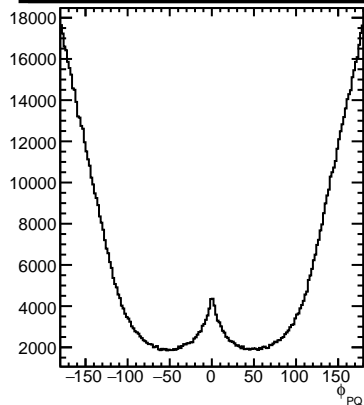
Thrown SectorEI - Sector = 1



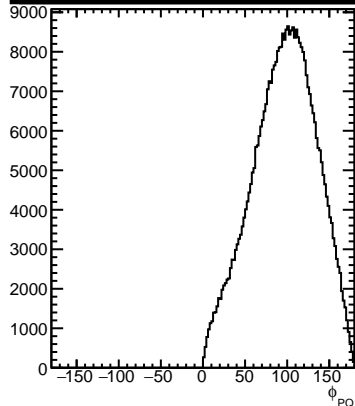
Thrown SectorEI - Sector = 2



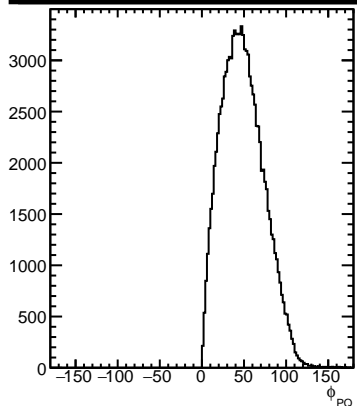
Thrown SectorEI - Sector = 3



Thrown SectorEI - Sector = 4



Thrown SectorEI - Sector = 5



Total Thrown

