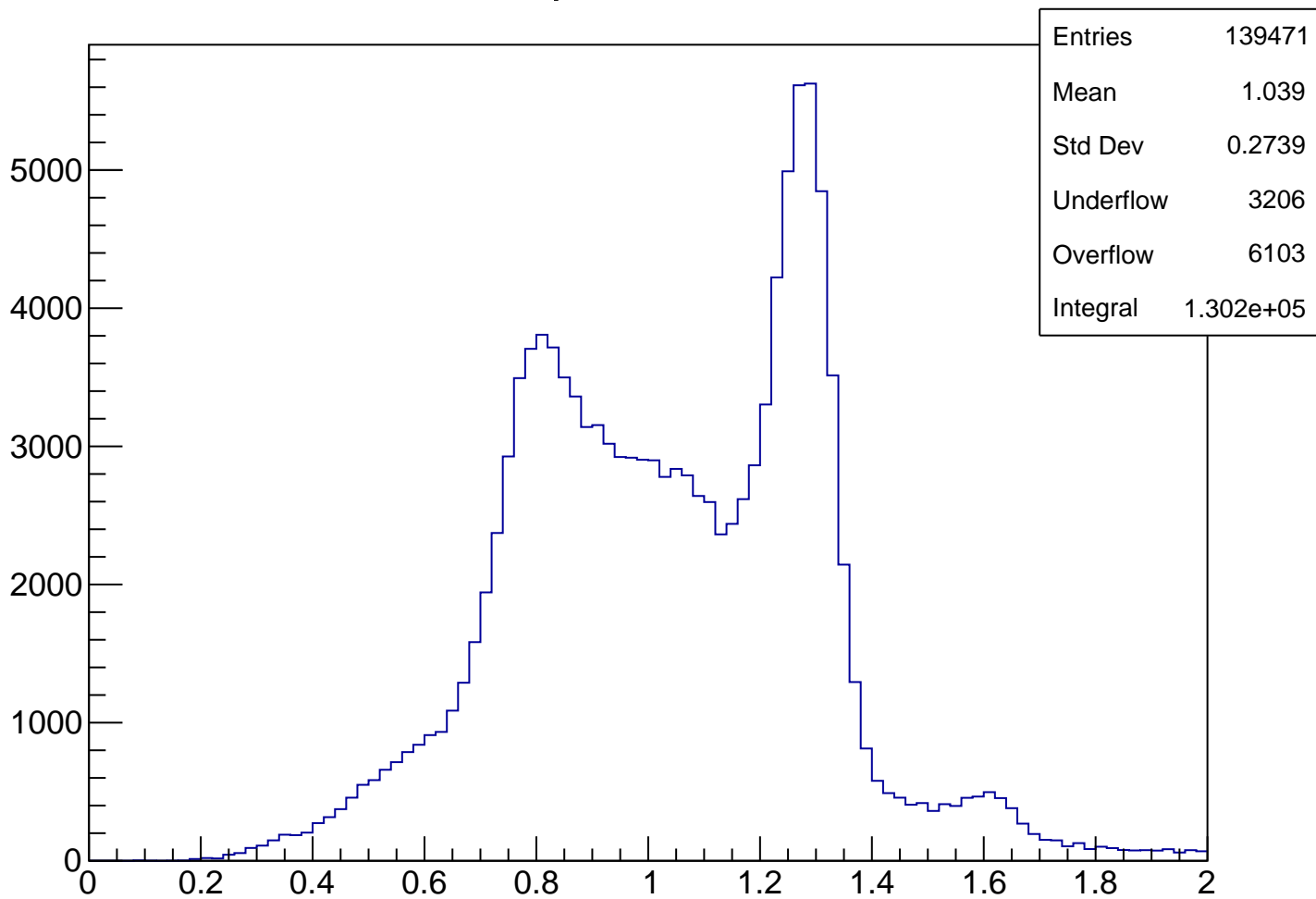
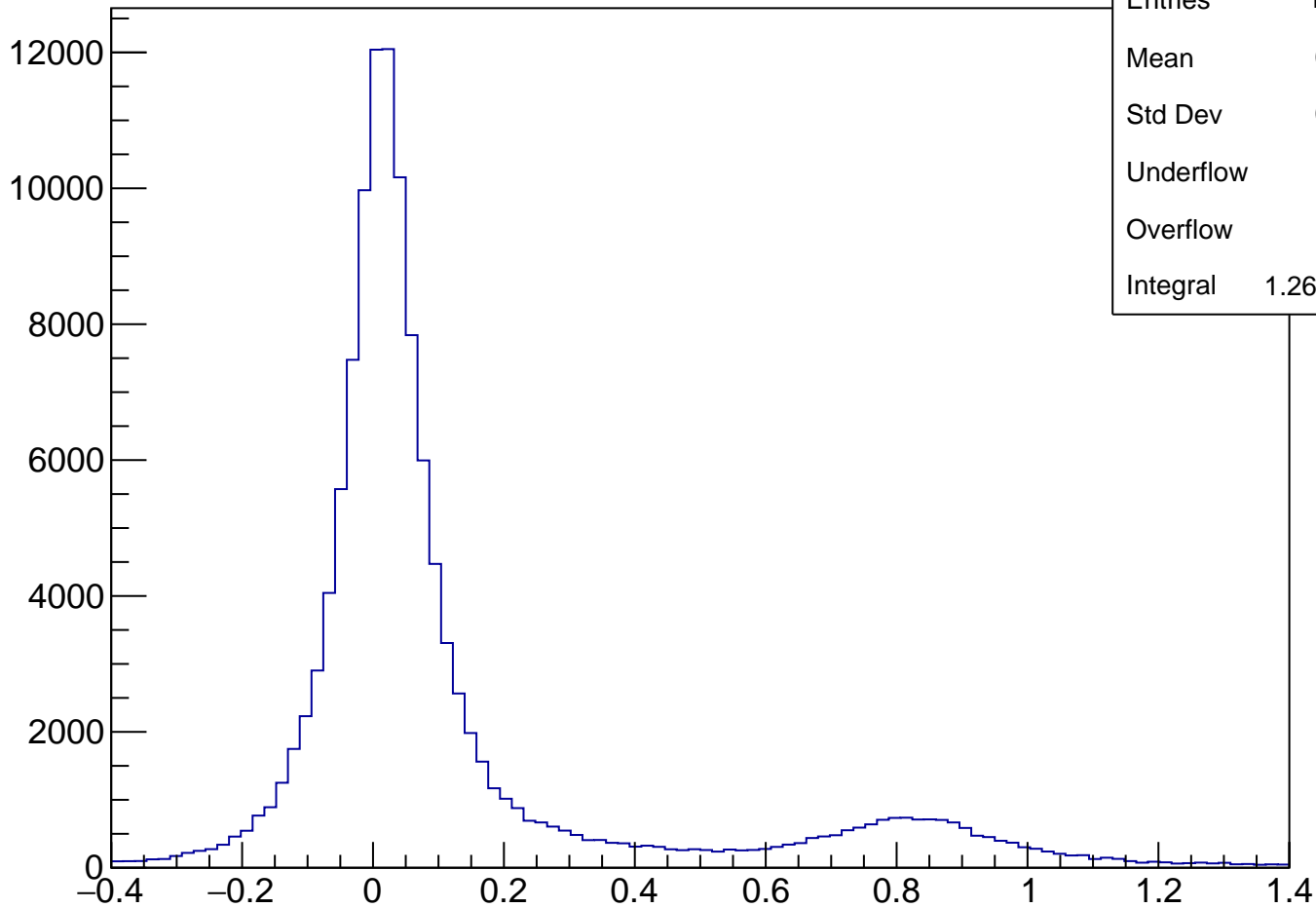


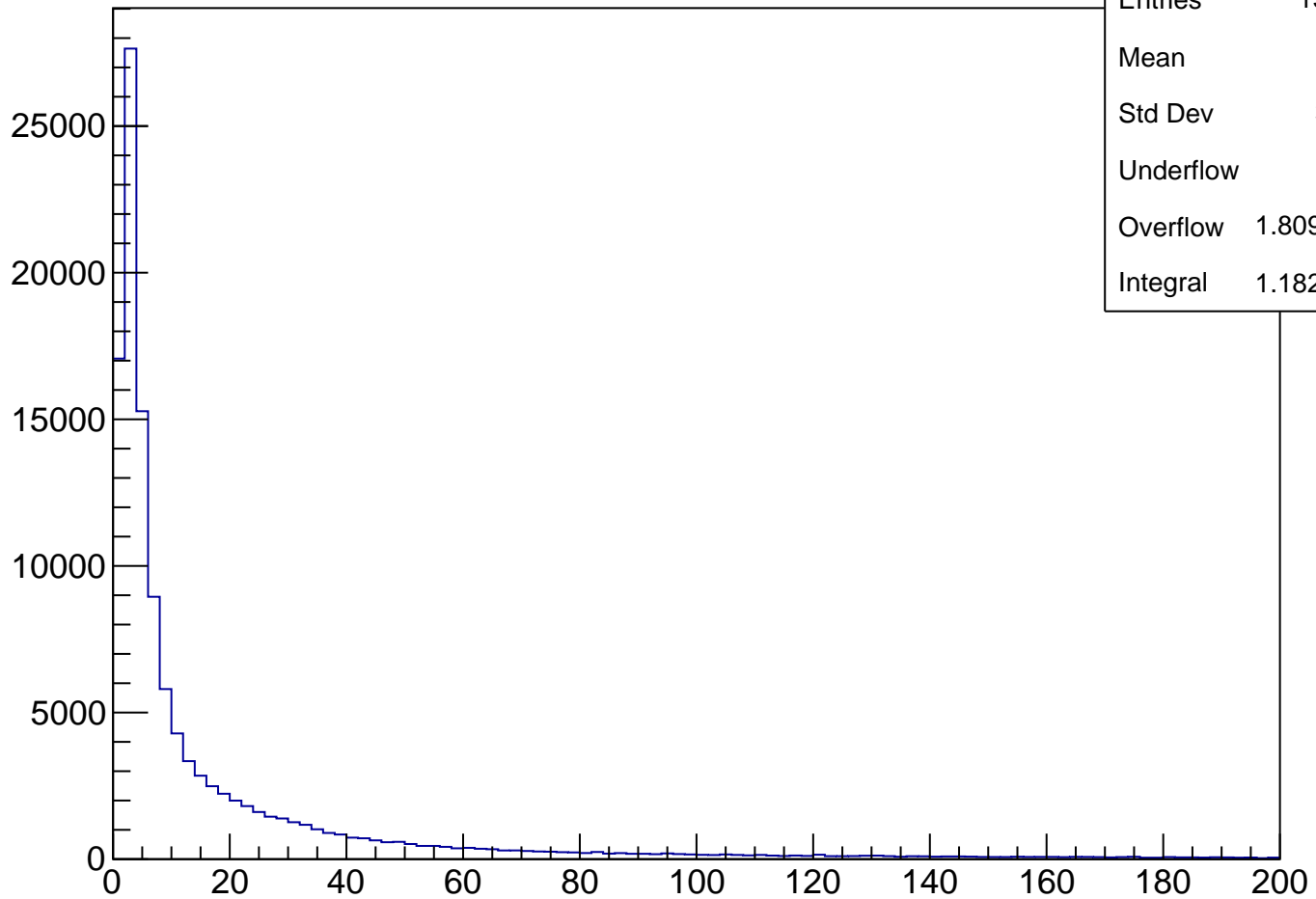
pKurama



m2

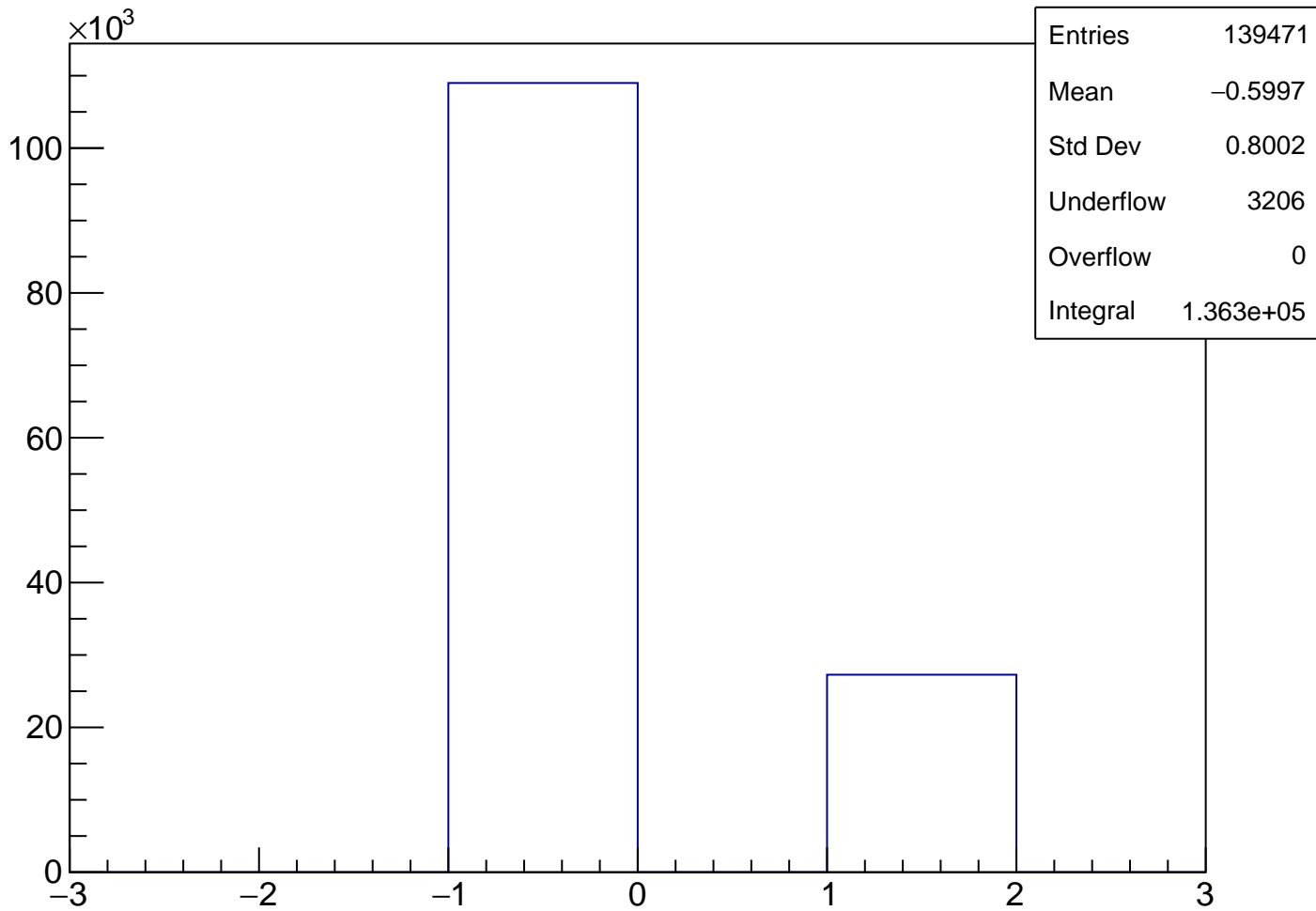


chisqrKurama

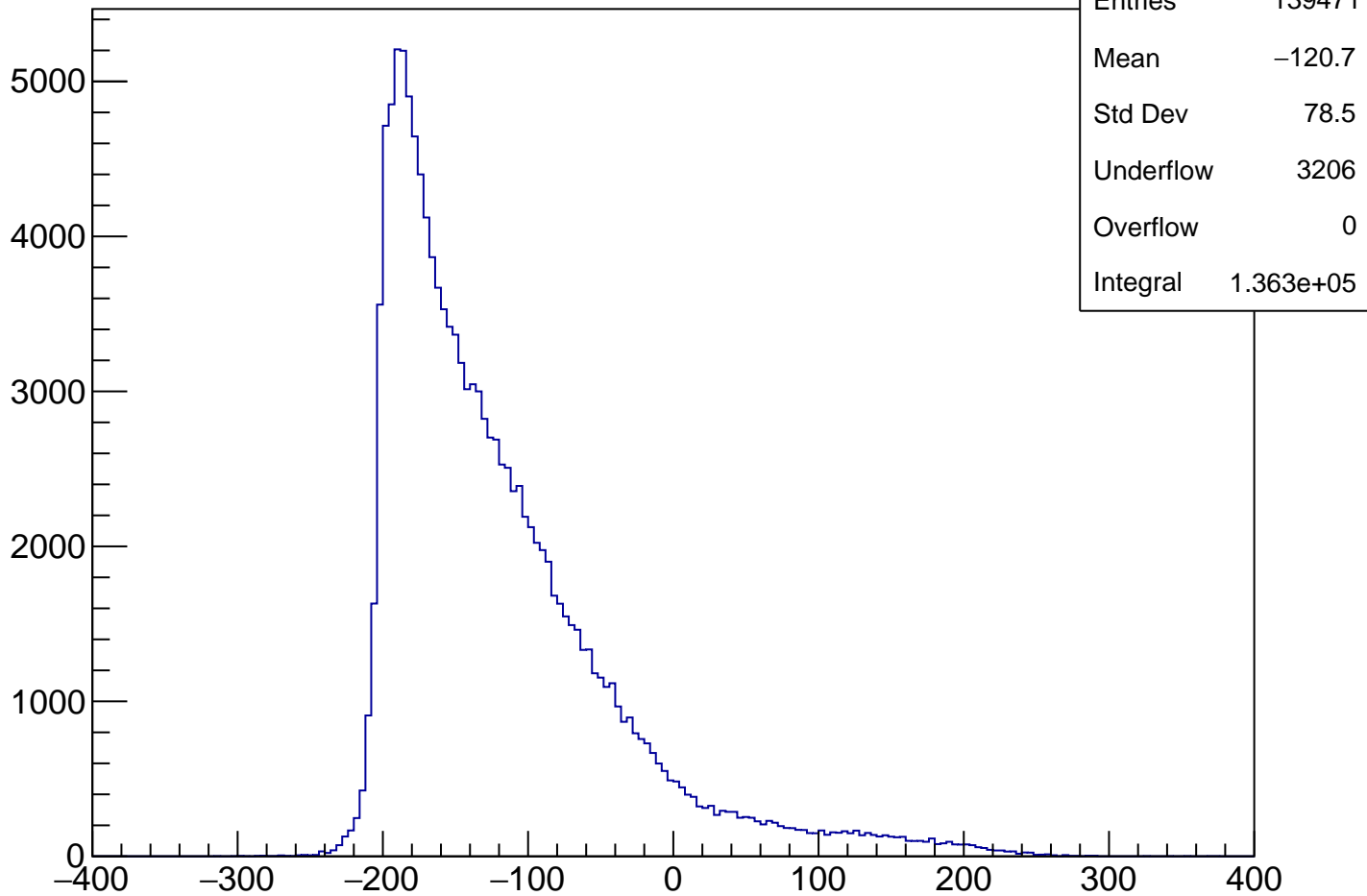


Entries	139471
Mean	18.32
Std Dev	30.72
Underflow	3206
Overflow	1.809e+04
Integral	1.182e+05

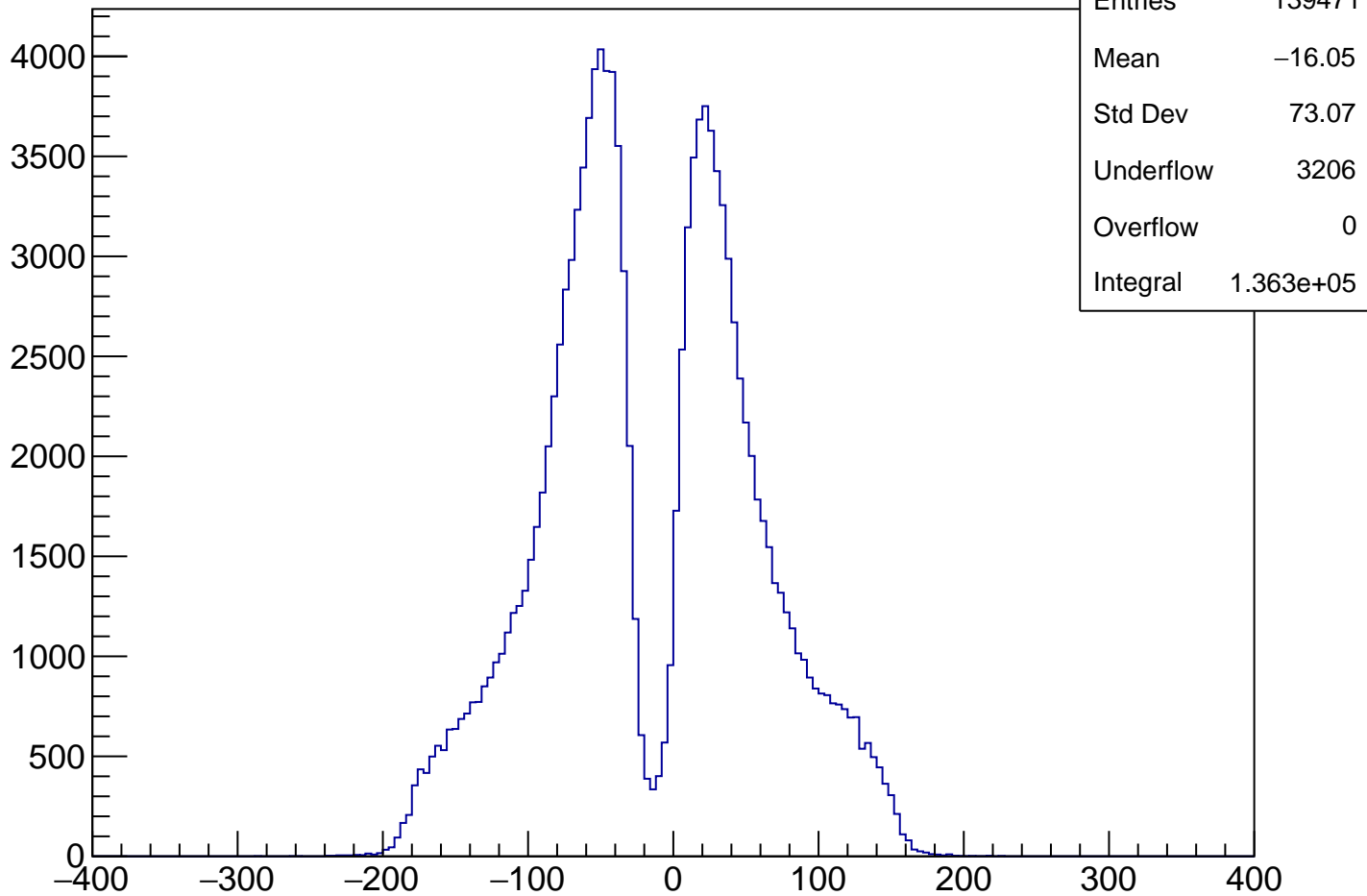
qKurama



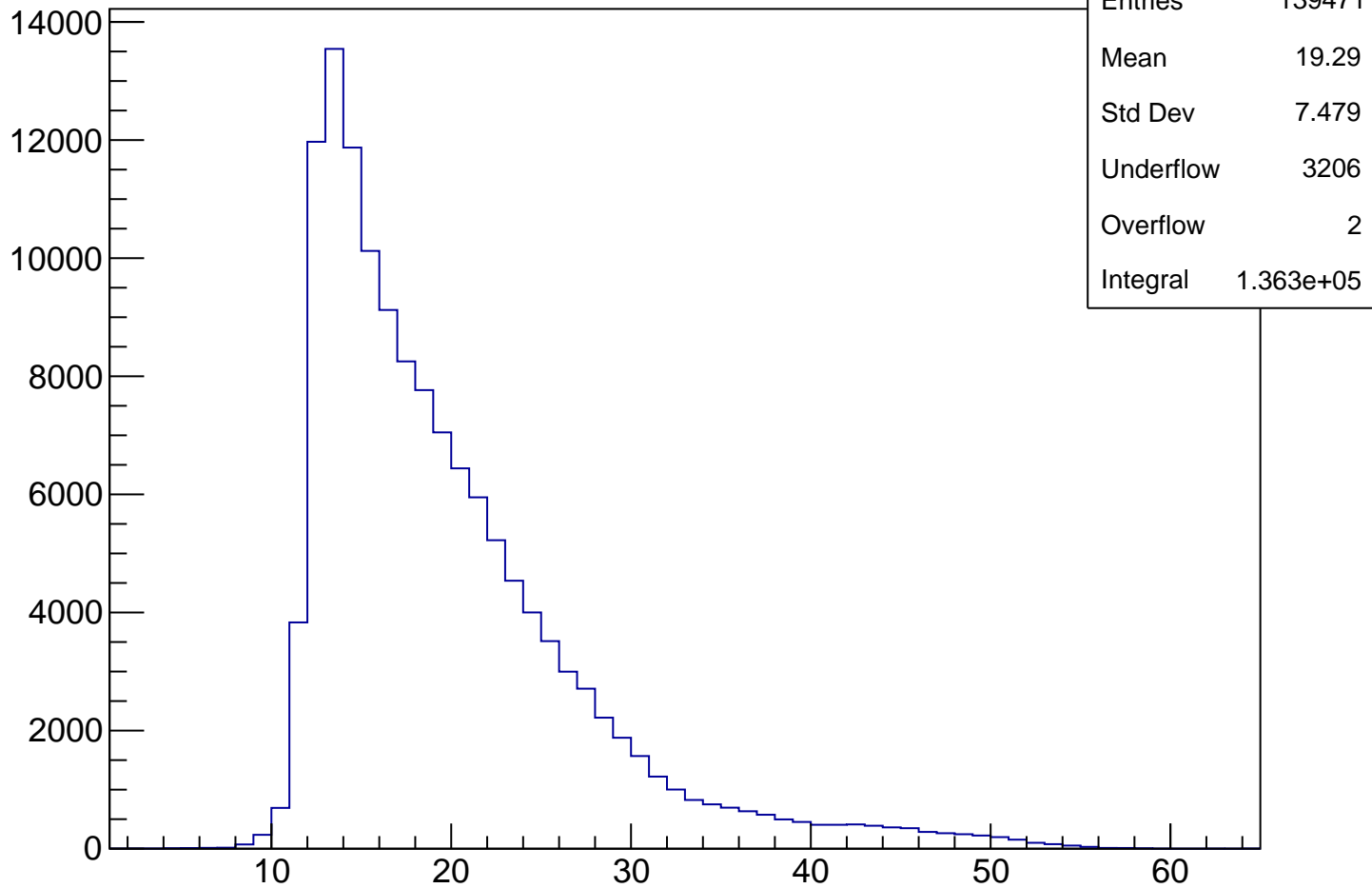
vpx[1]



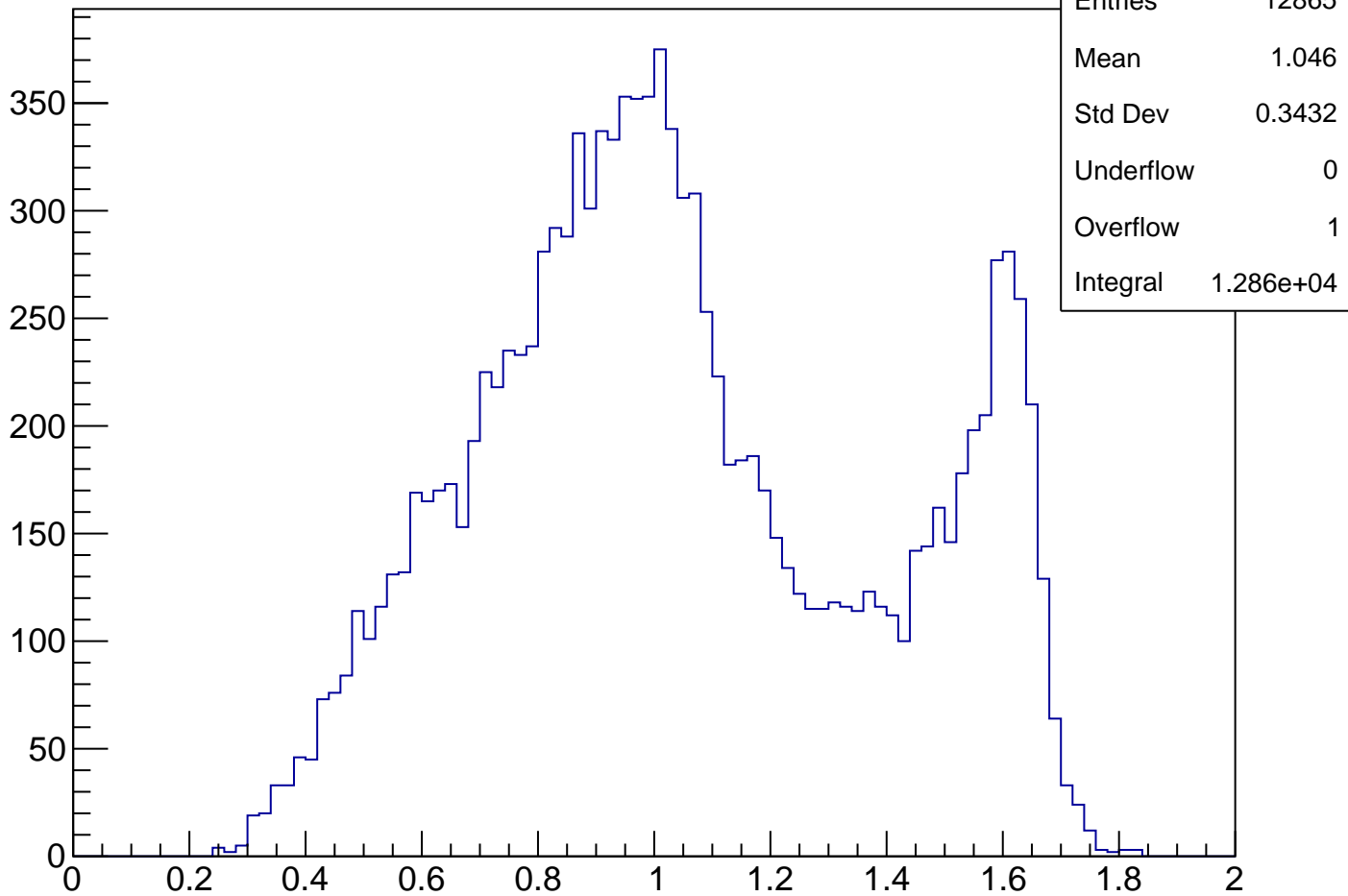
vpy[1]



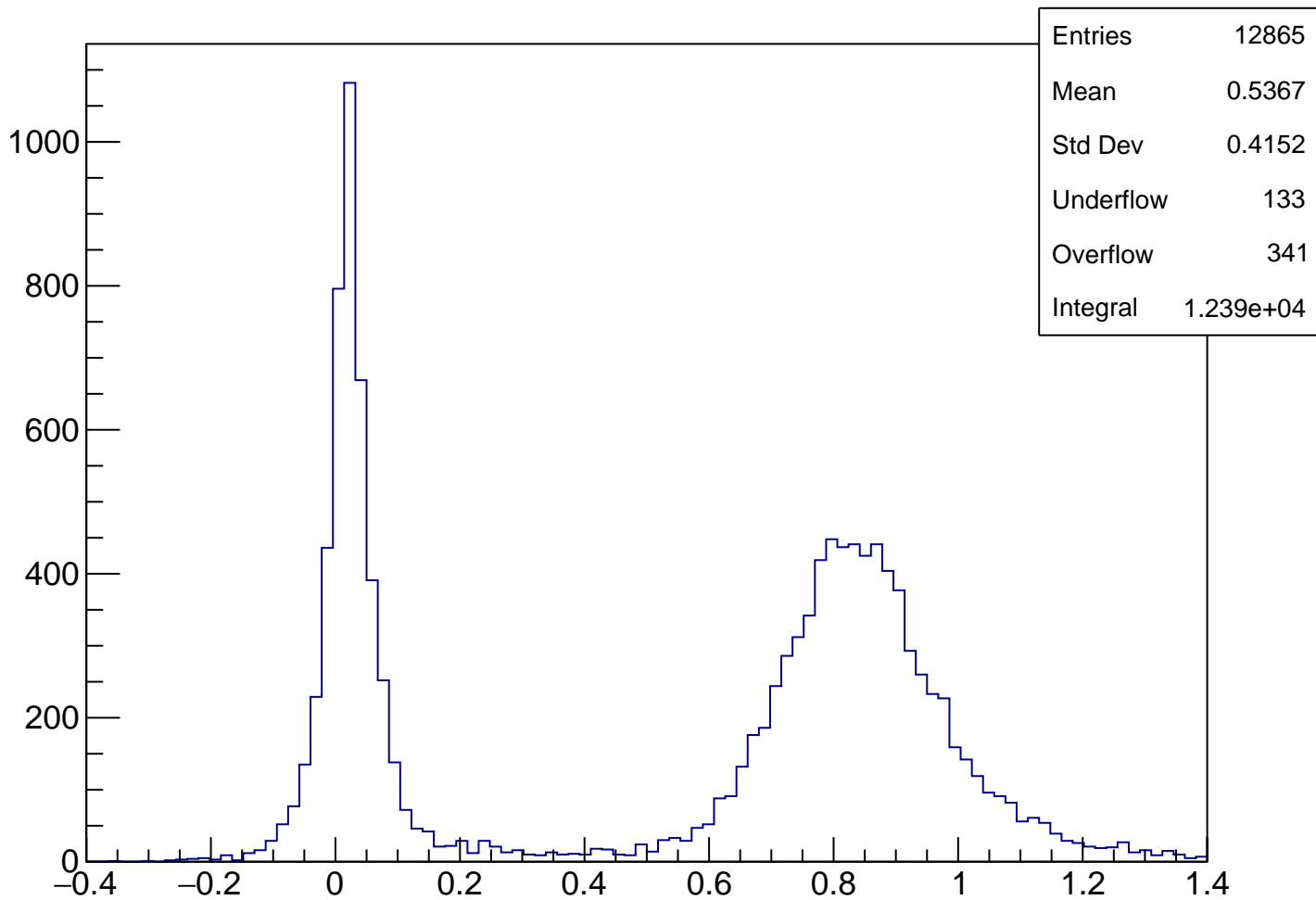
vpseg[1]



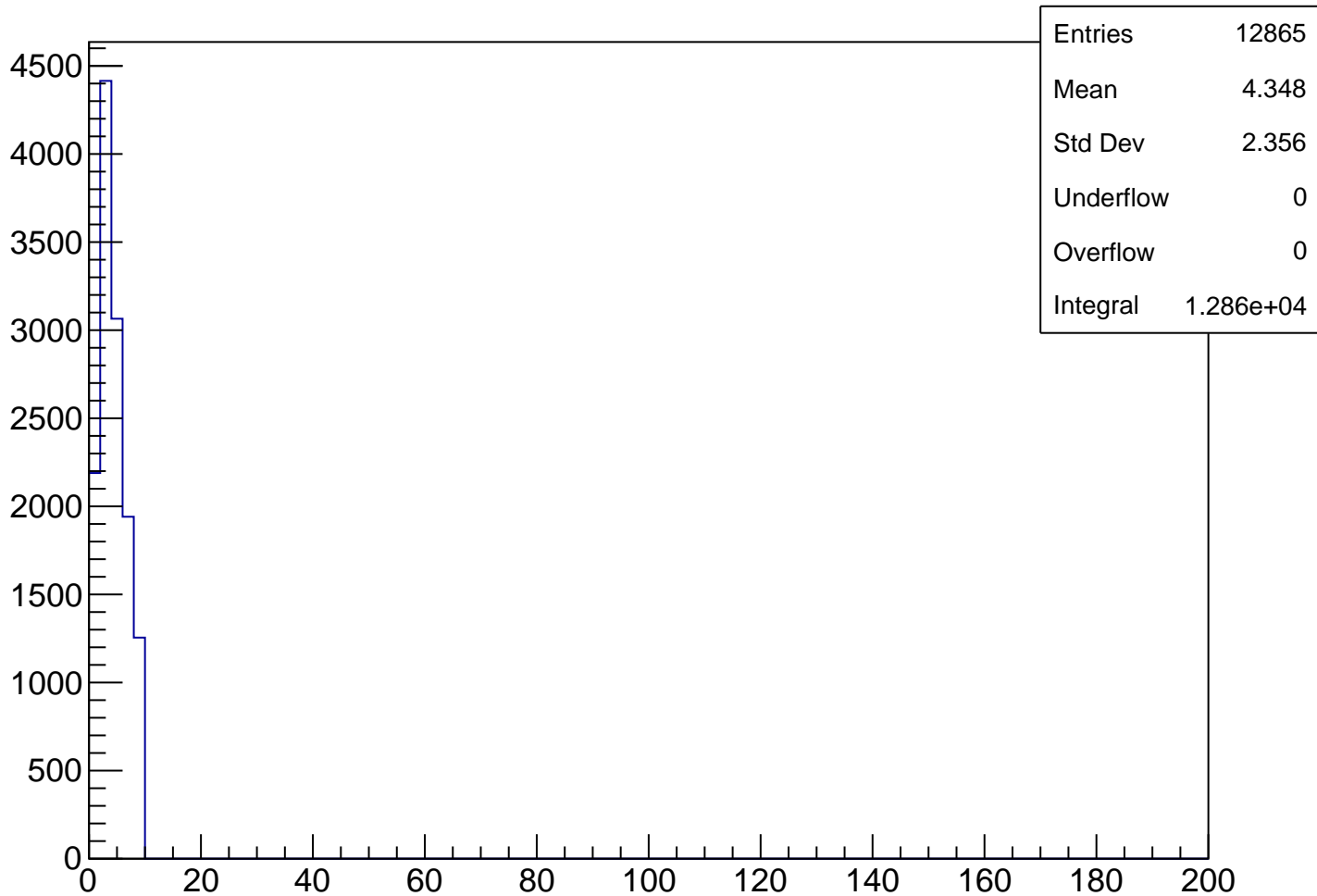
pKurama Cut1



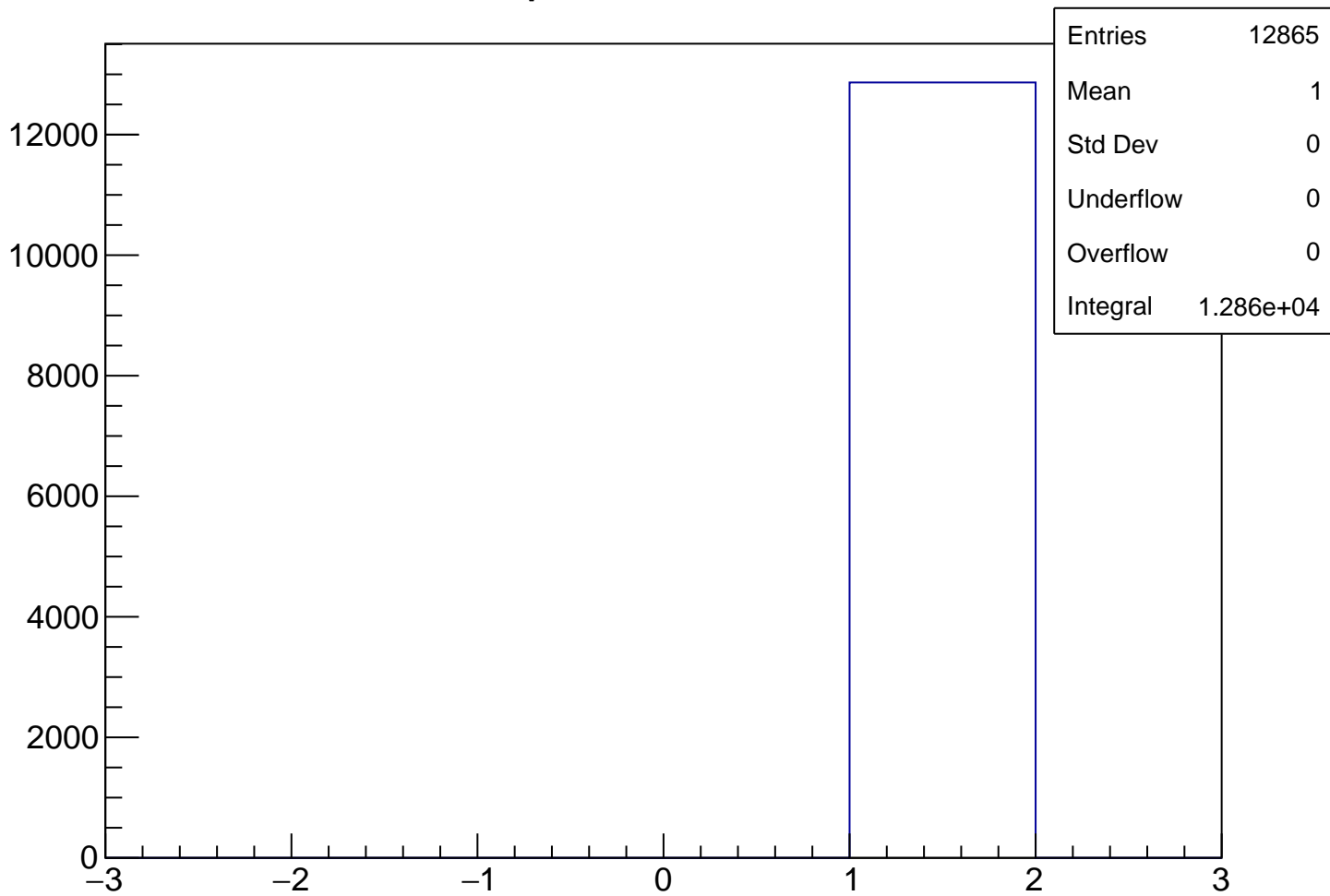
m2 Cut1



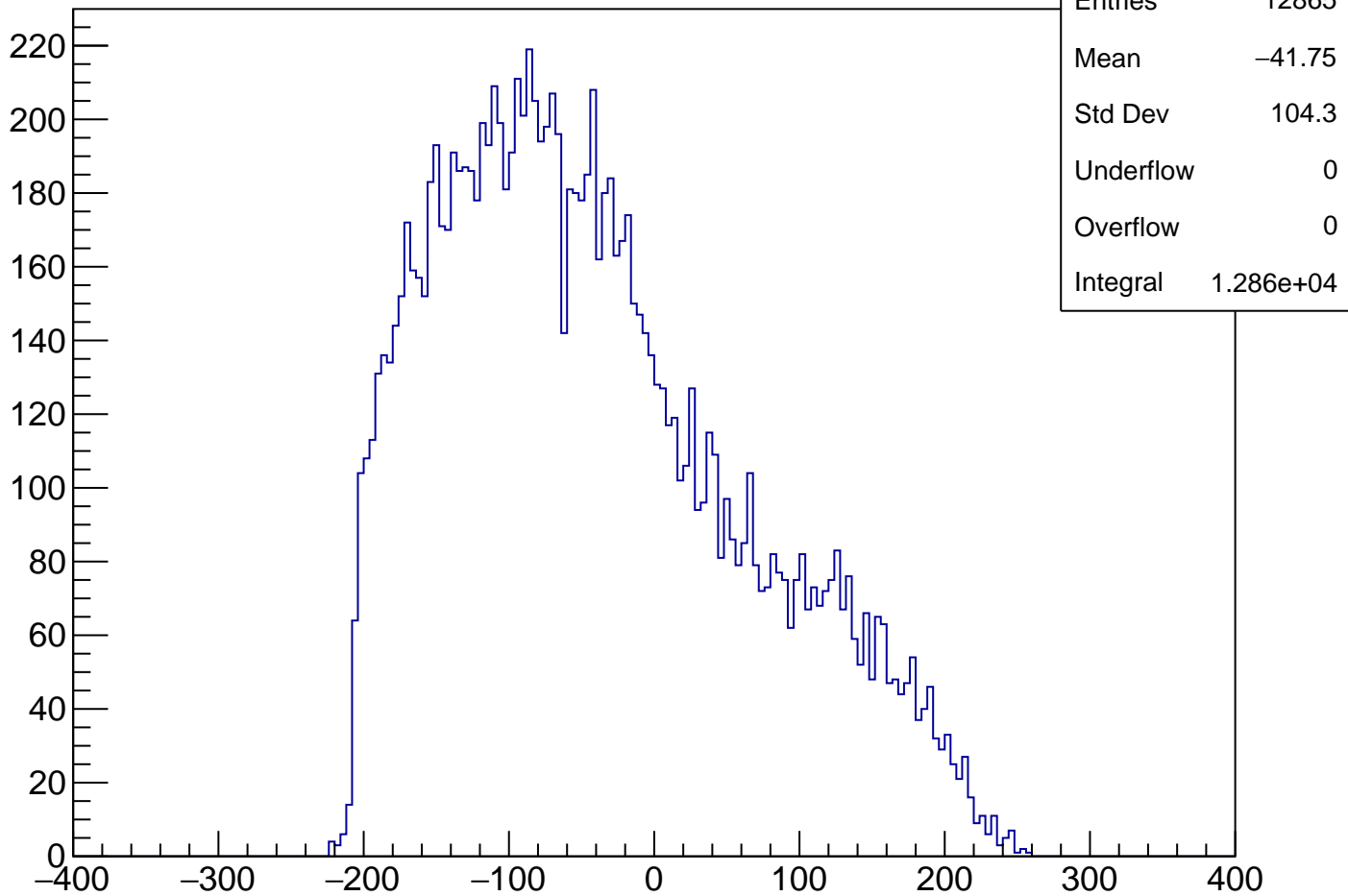
chisqrKurama Cut1



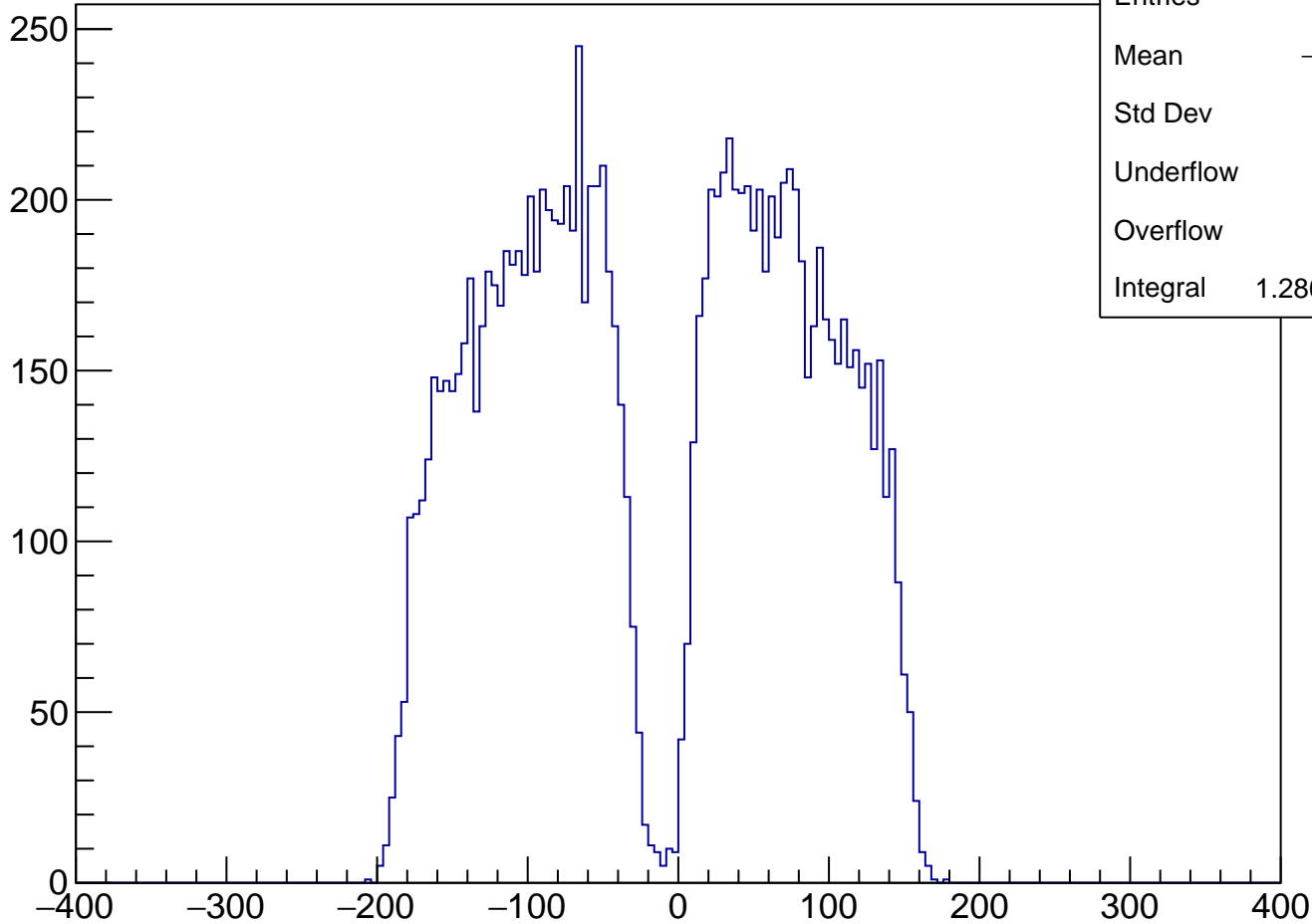
qKurama Cut1



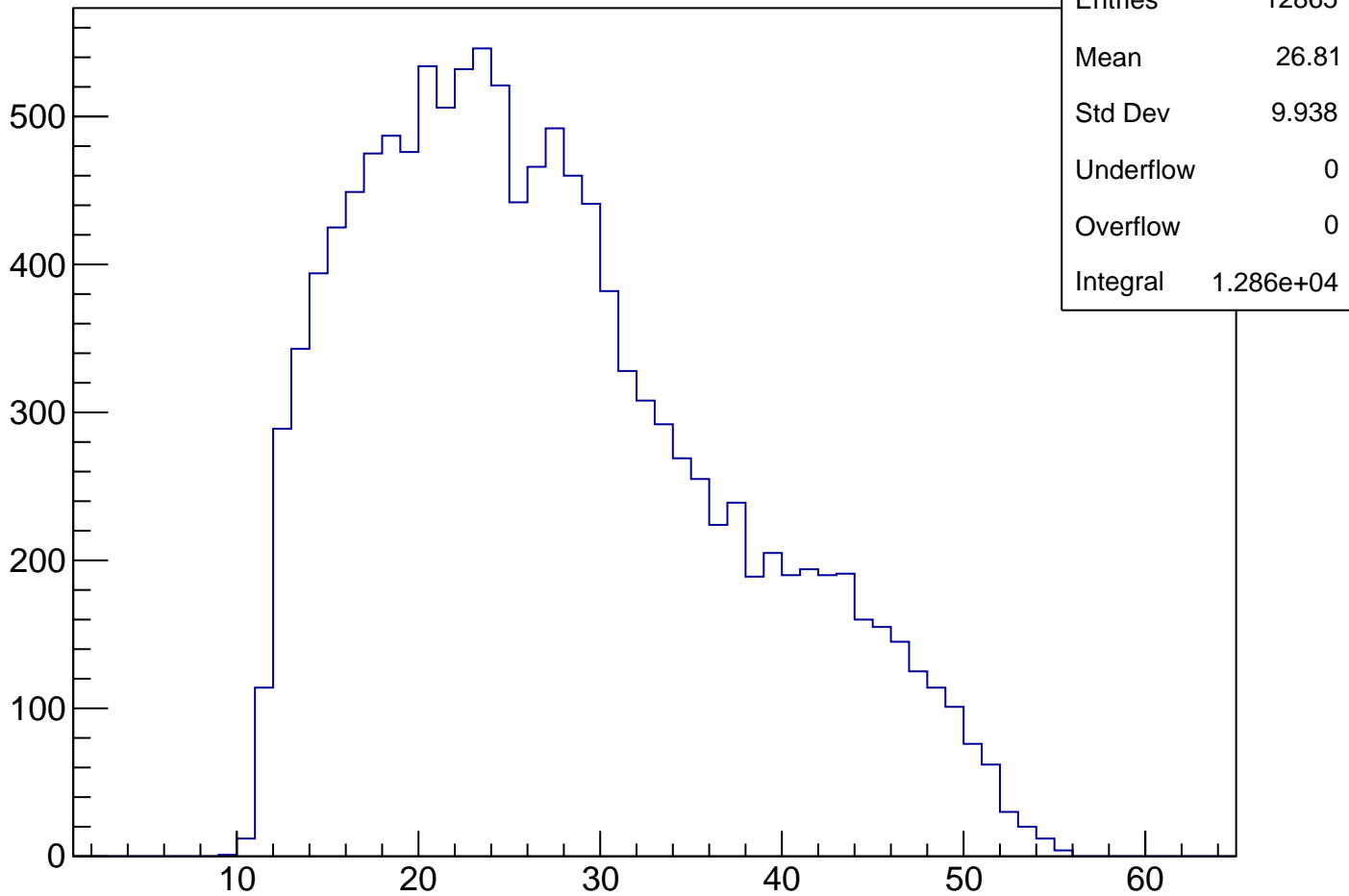
vp_x[1] Cut1



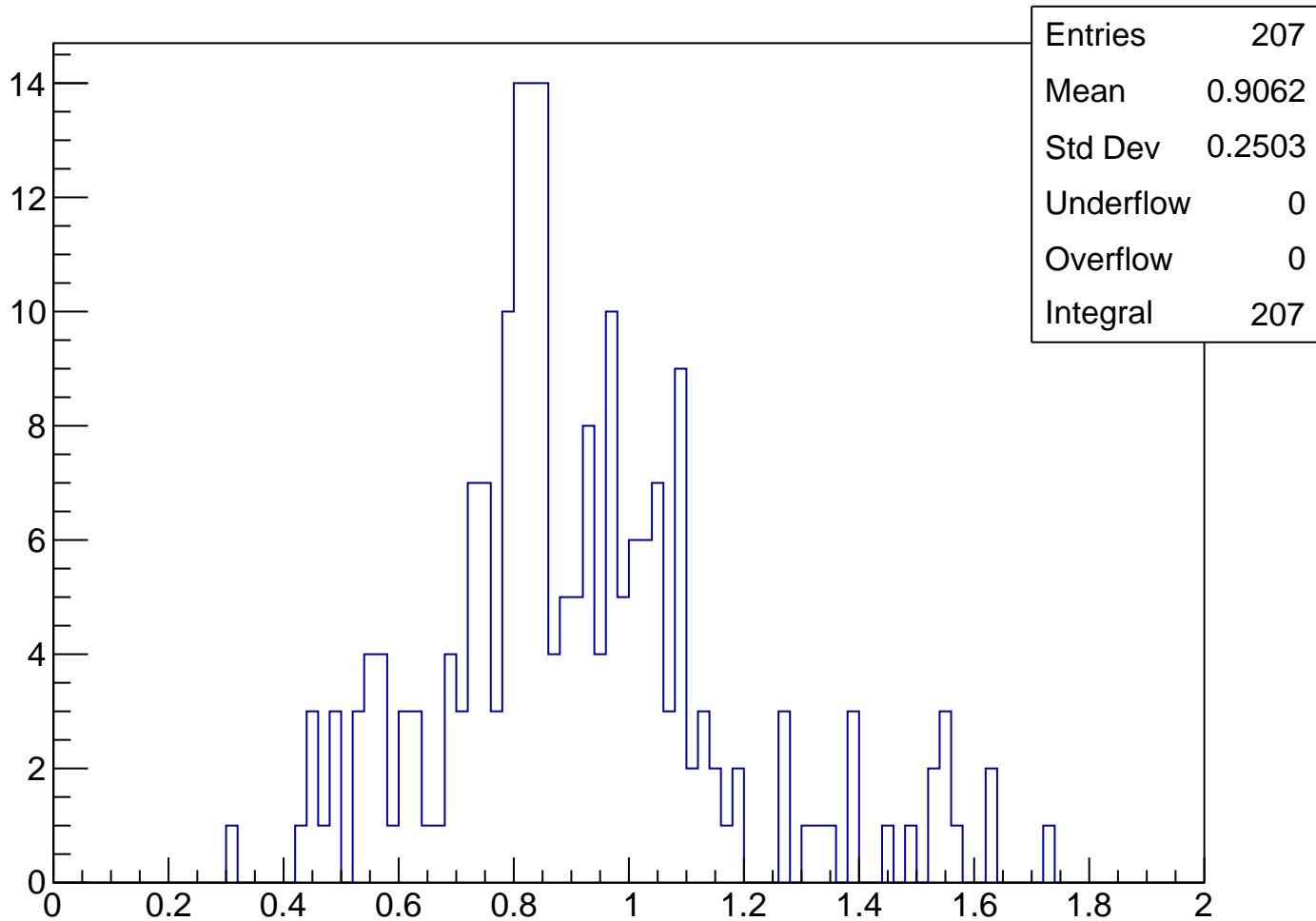
vpy[1] Cut1



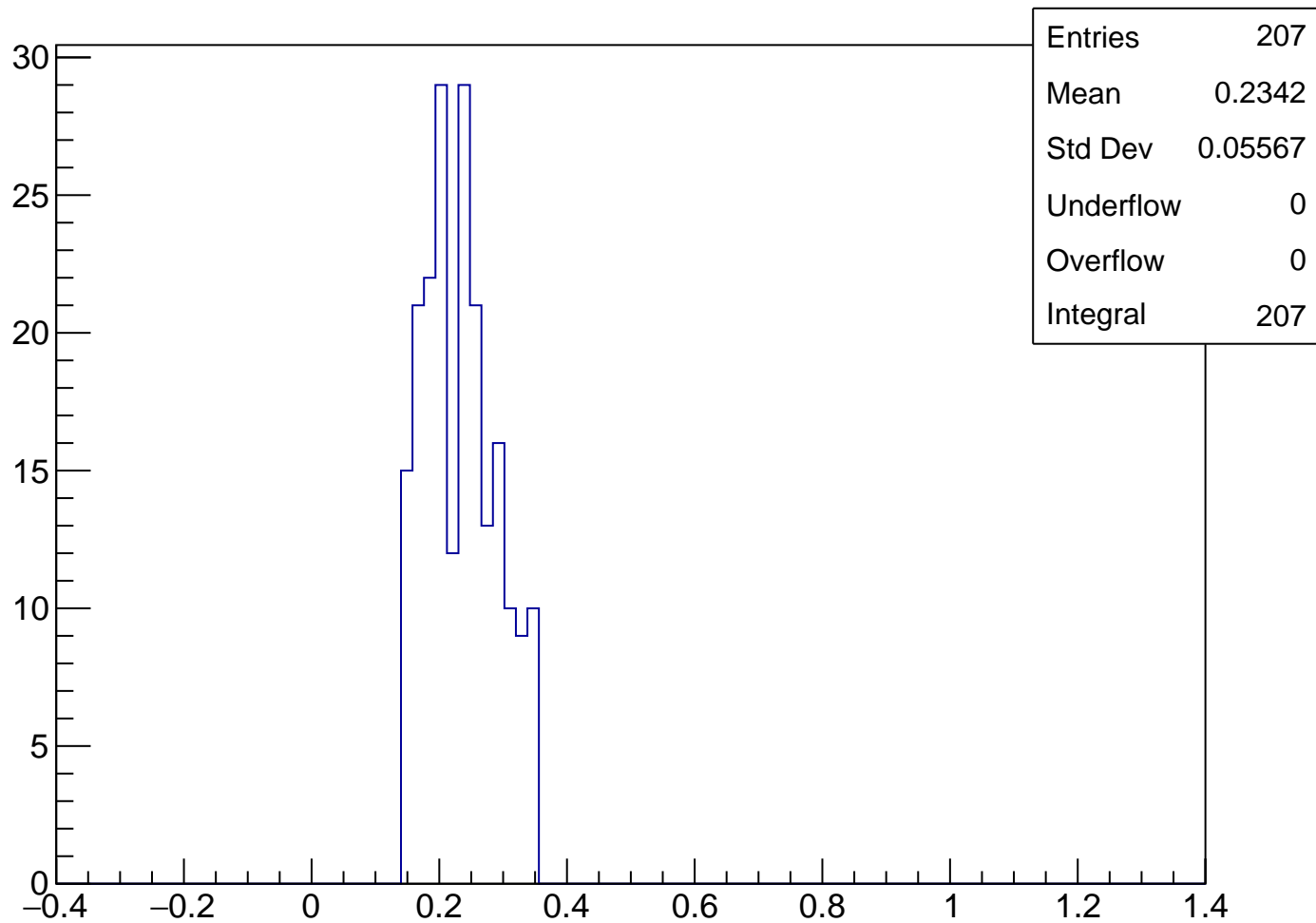
vpseg[1] Cut1



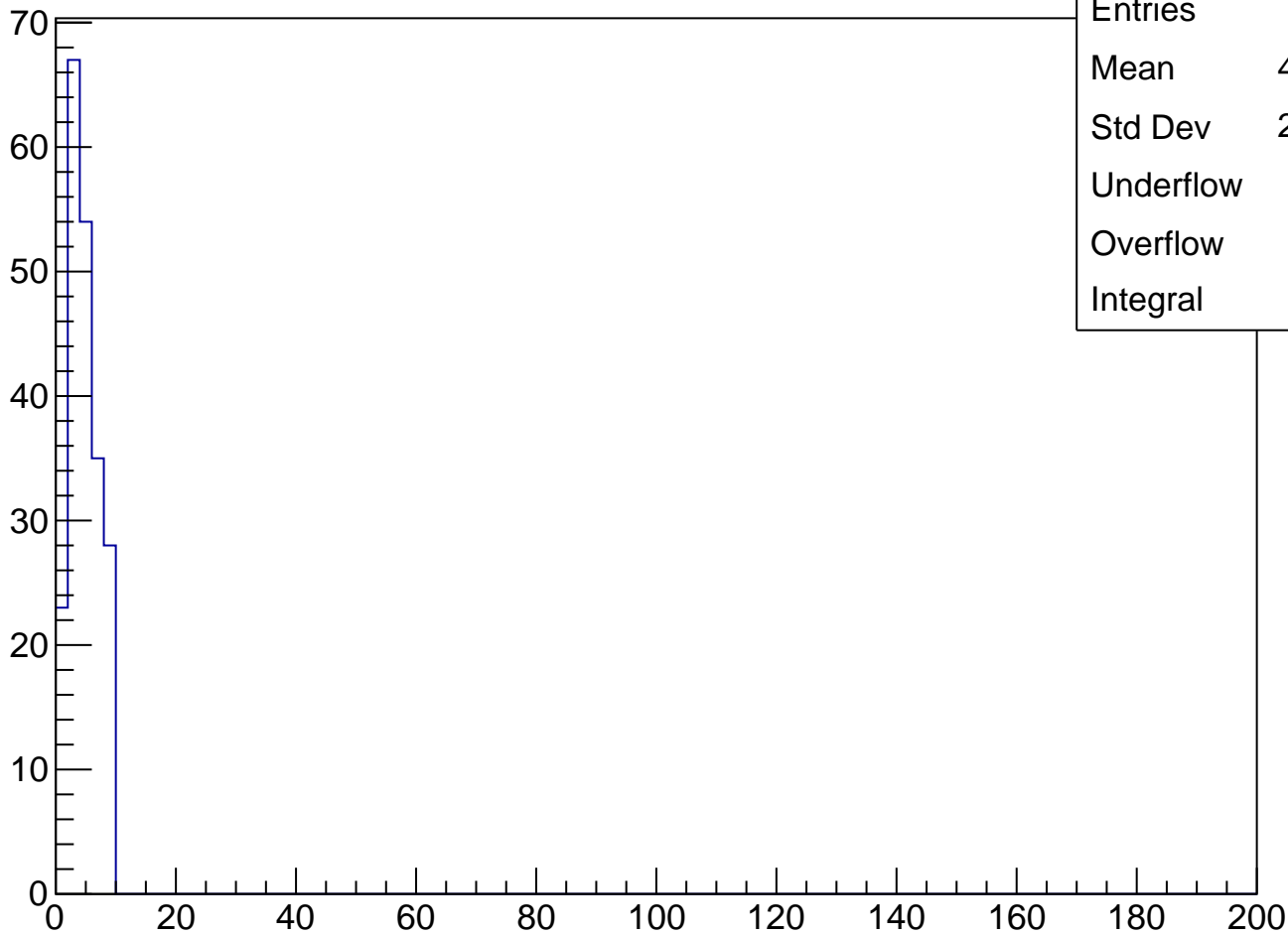
pKurama Cut2



m2 Cut2

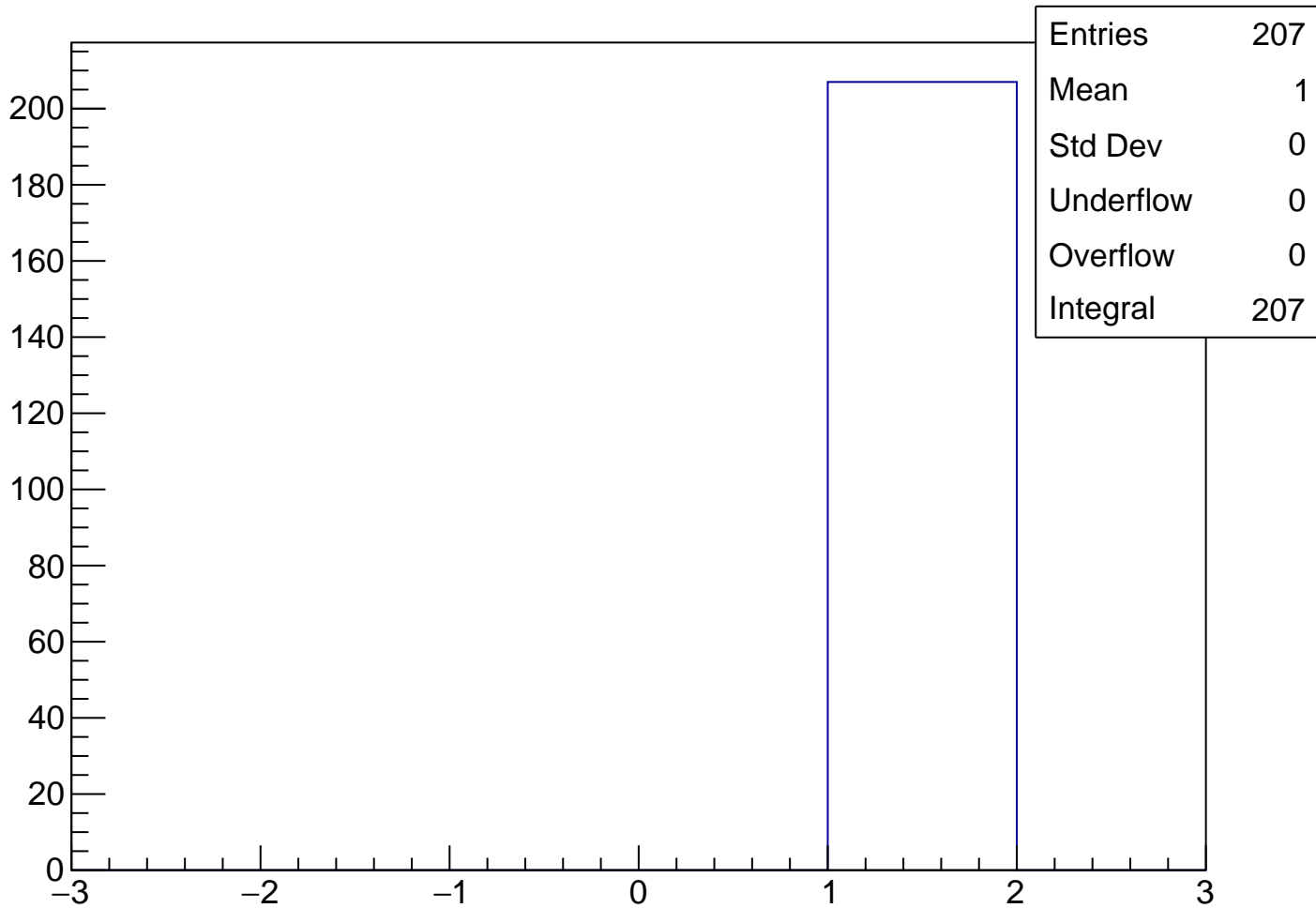


chisqrKurama Cut2

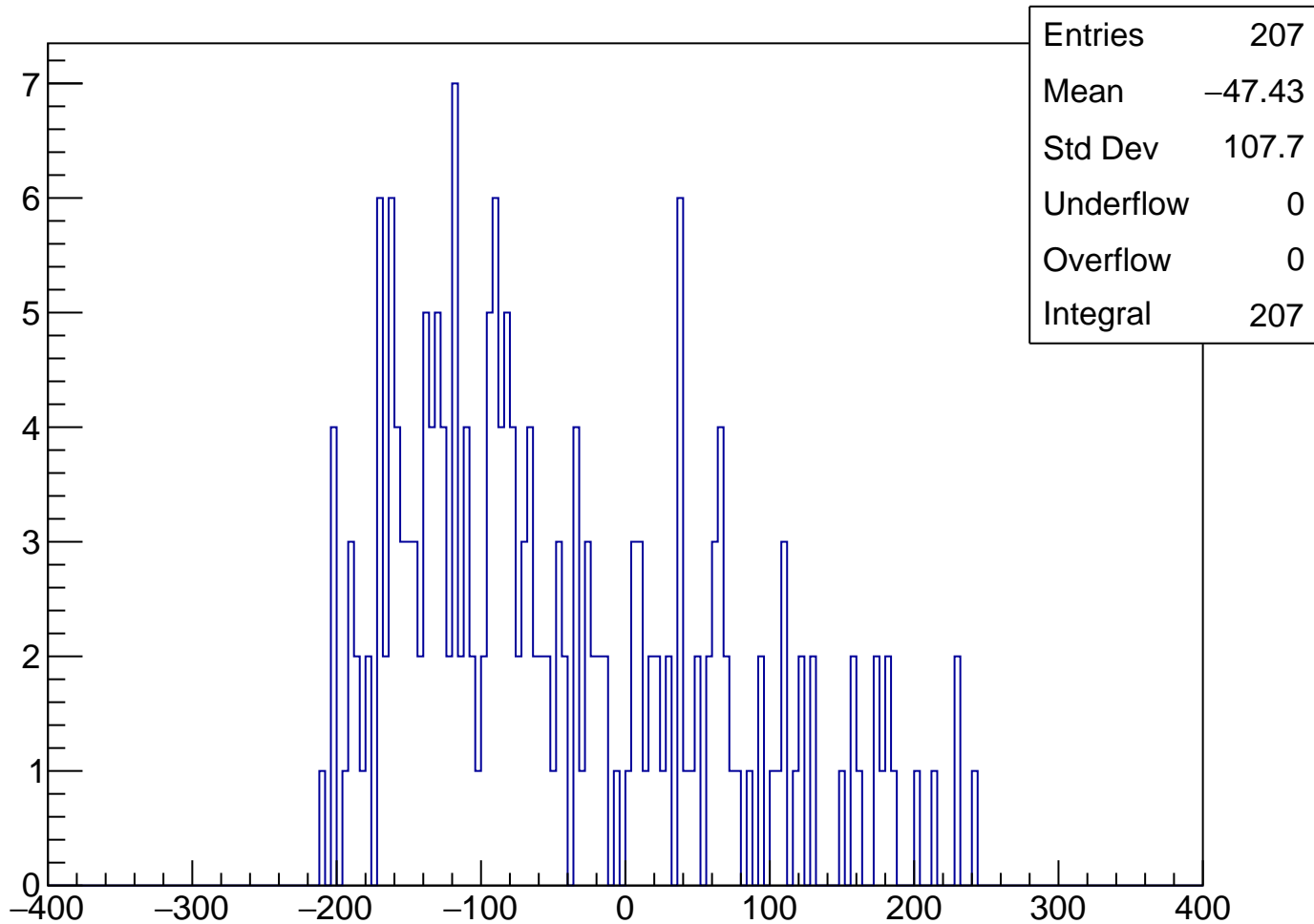


Entries	207
Mean	4.707
Std Dev	2.449
Underflow	0
Overflow	0
Integral	207

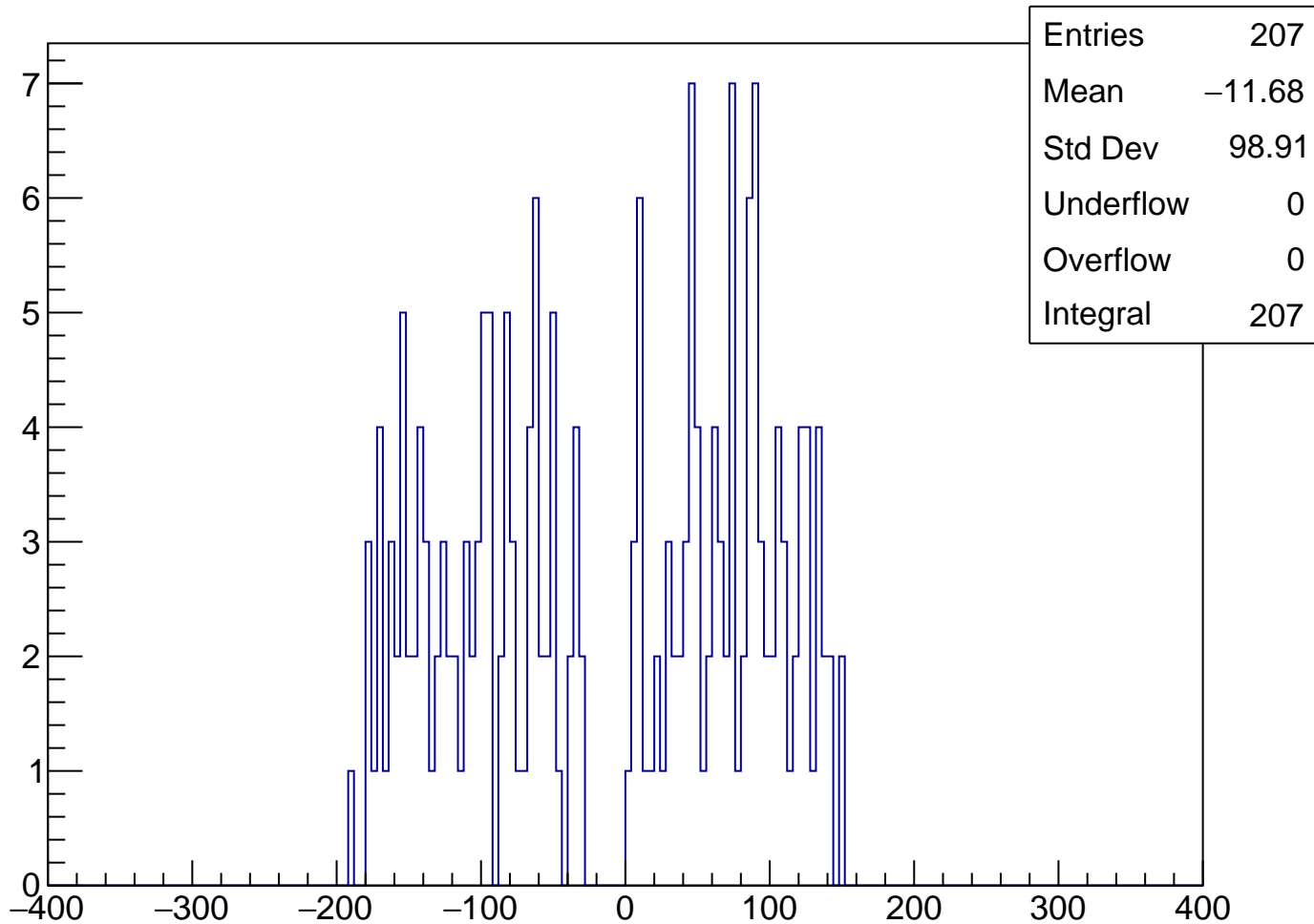
qKurama Cut2



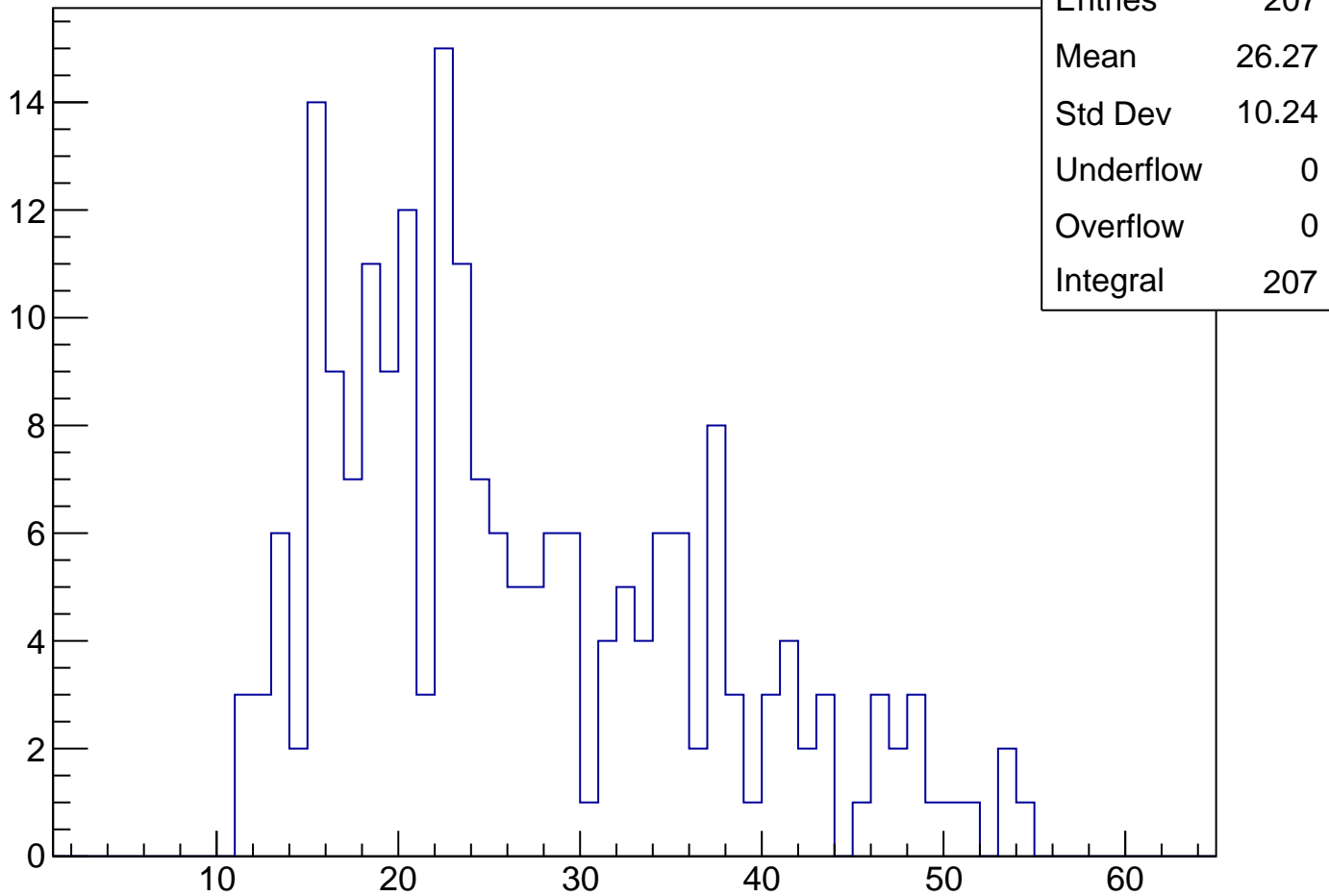
vpx[1] Cut2



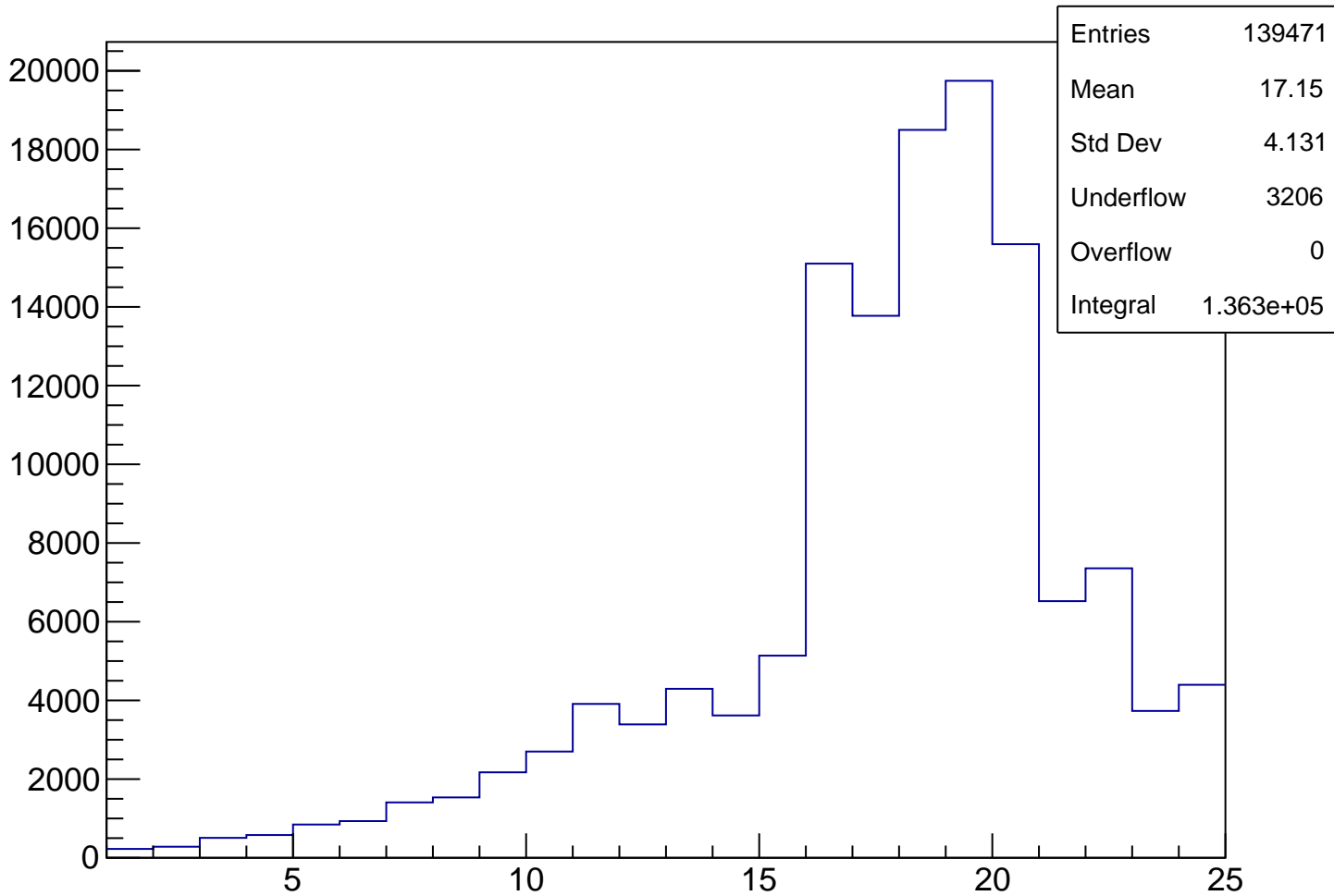
vpy[1] Cut2



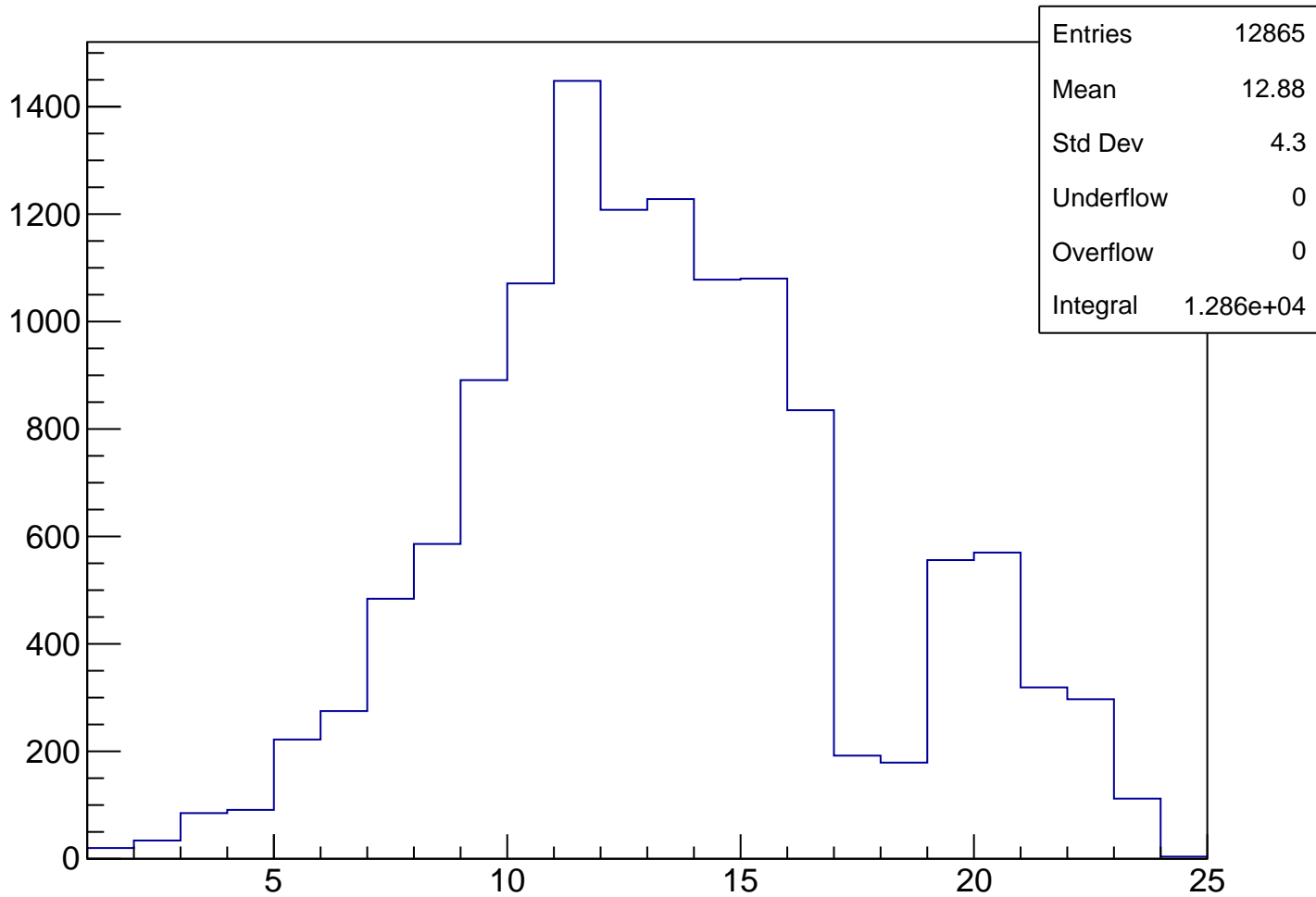
vpseg[1] Cut2



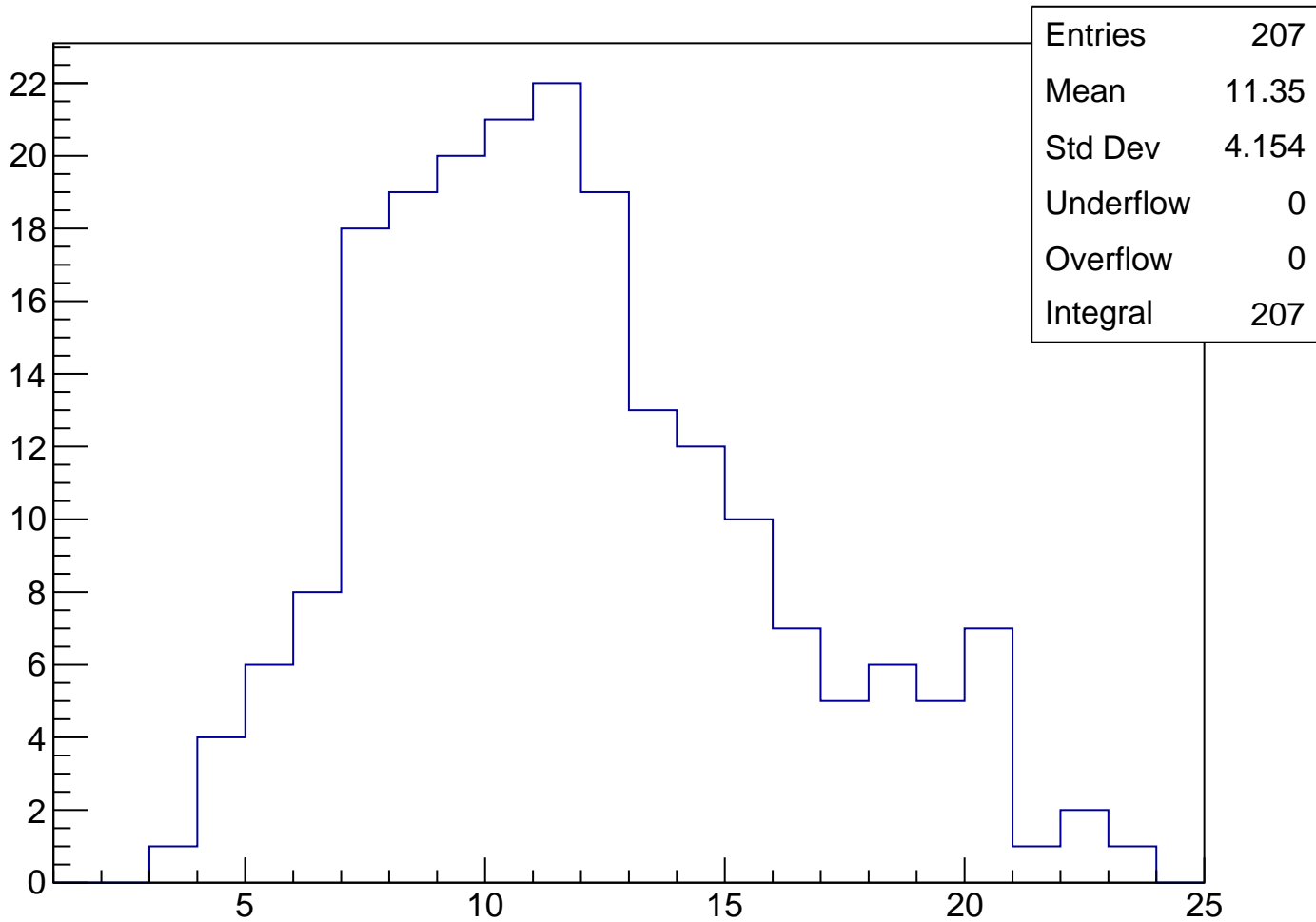
TofSeg[0]



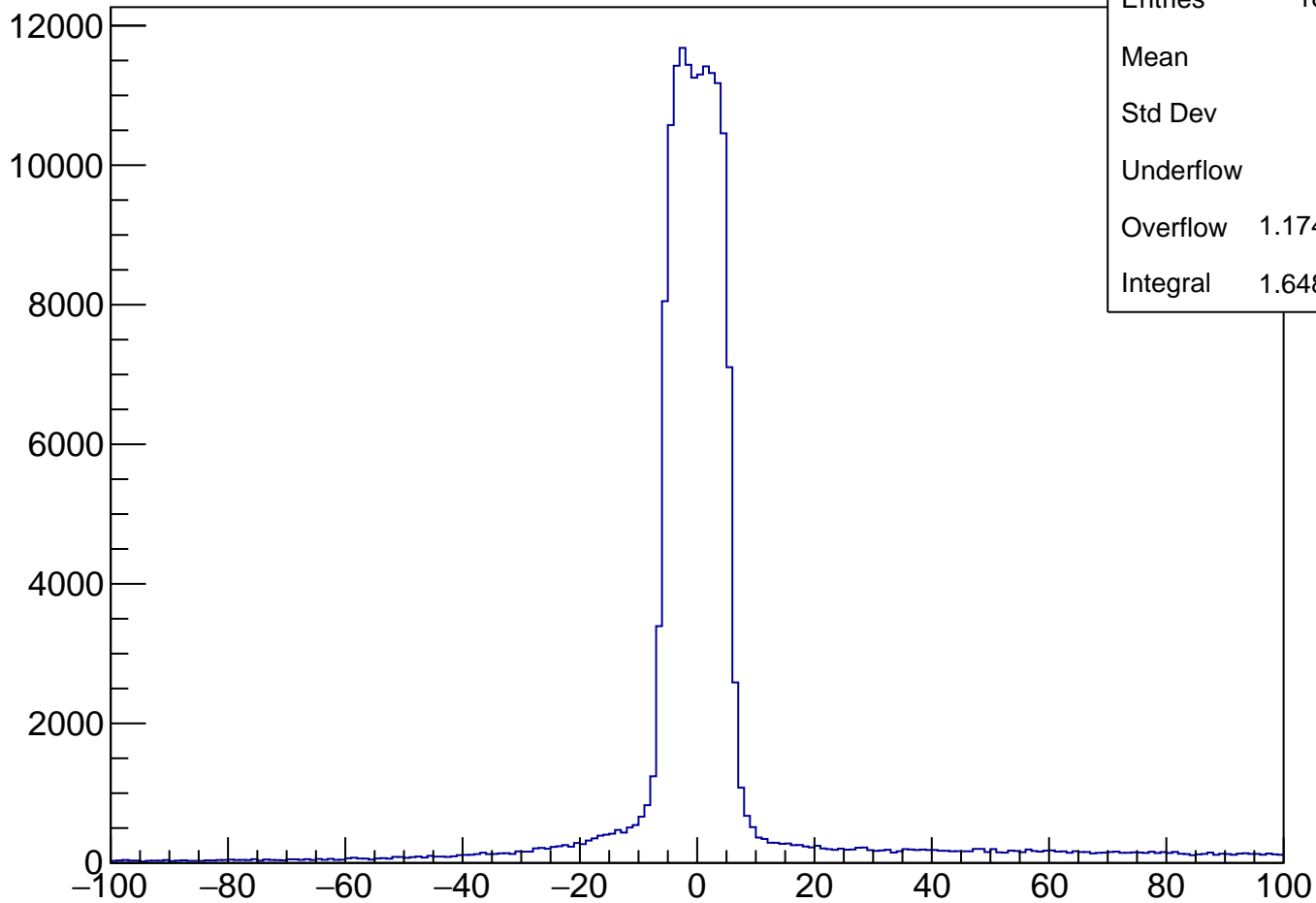
TofSeg[0] Cut1



TofSeg[0] Cut2

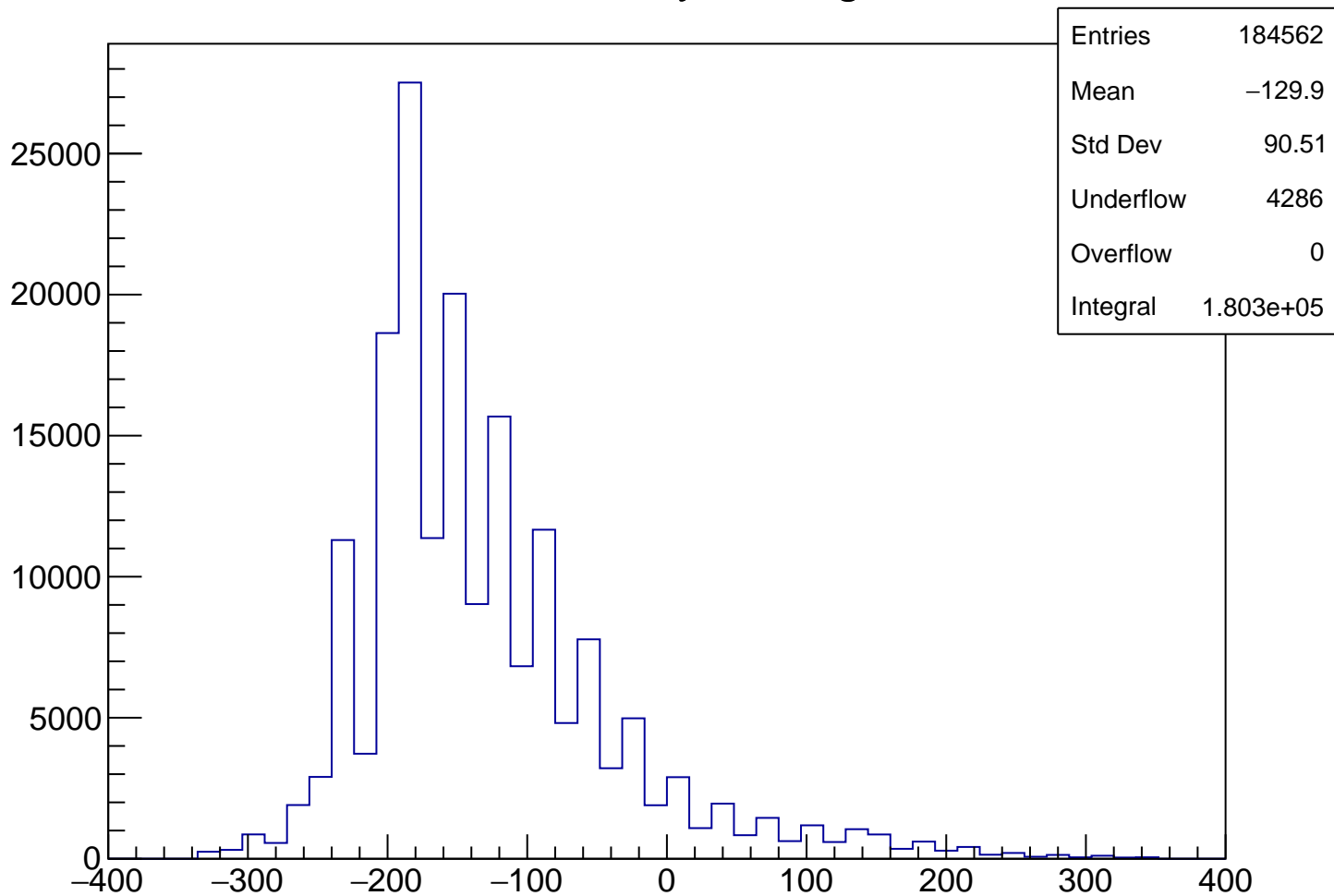


delta_x

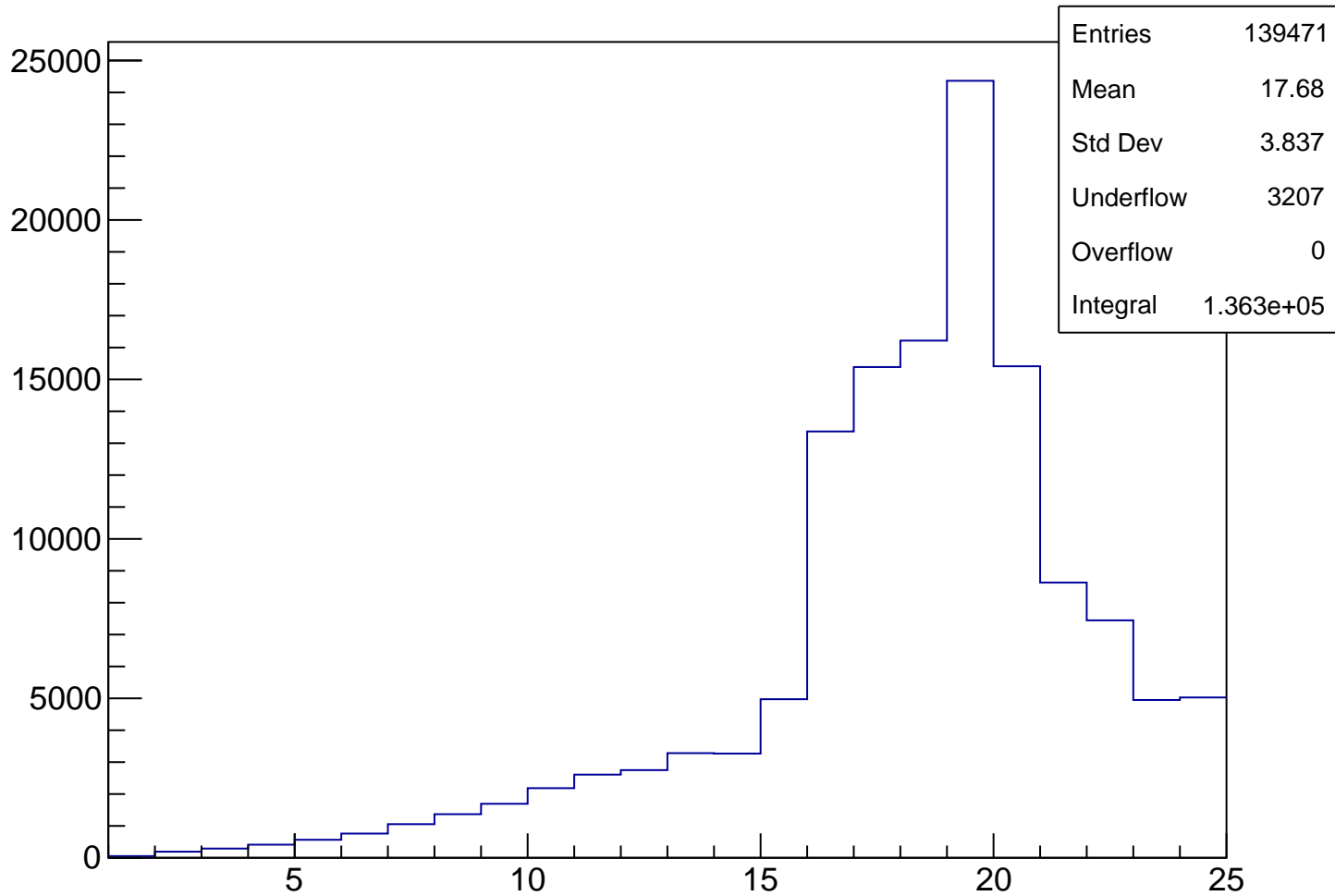


Entries	184562
Mean	2.406
Std Dev	20.28
Underflow	7992
Overflow	1.174e+04
Integral	1.648e+05

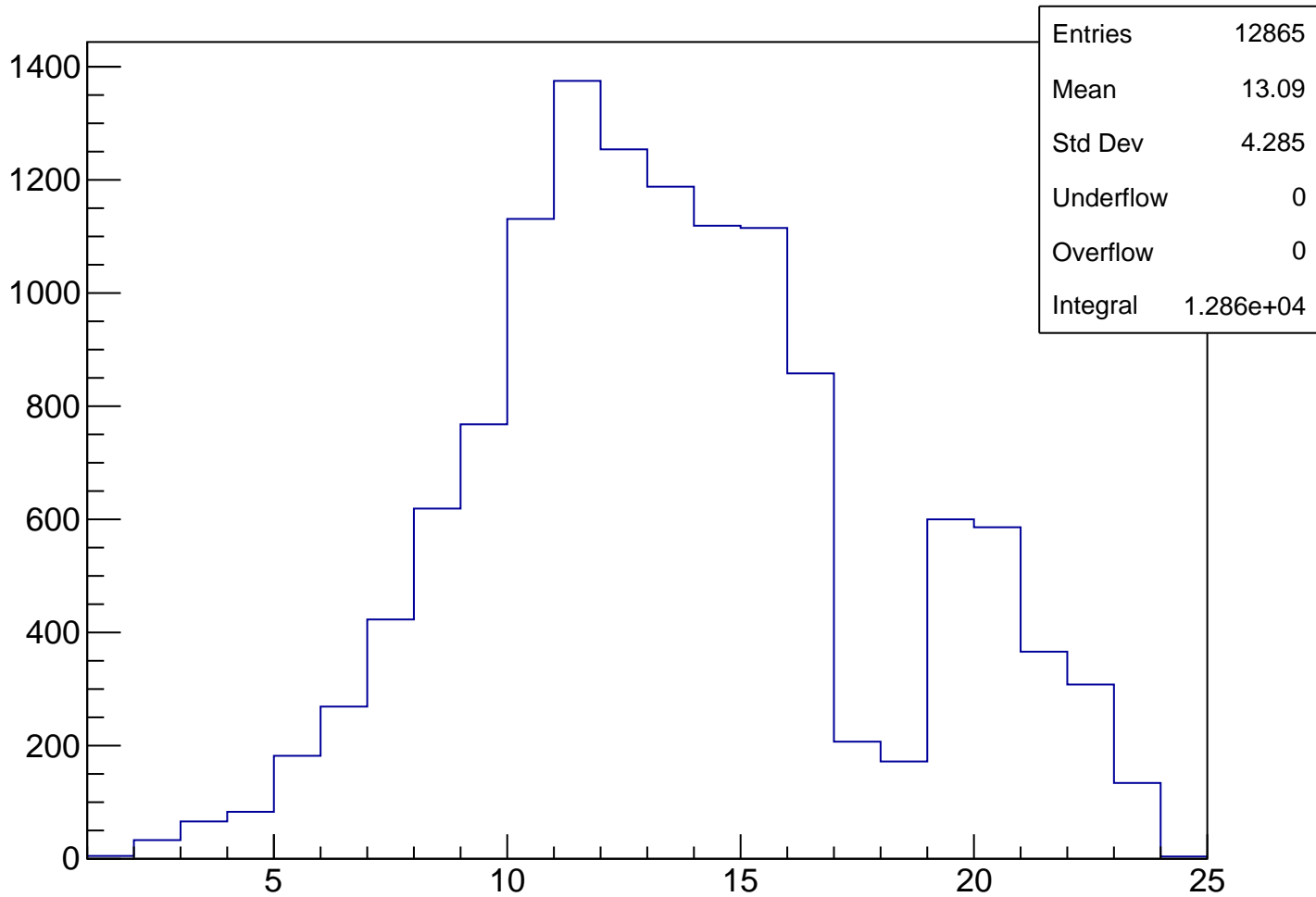
Sch Position by HitSegment



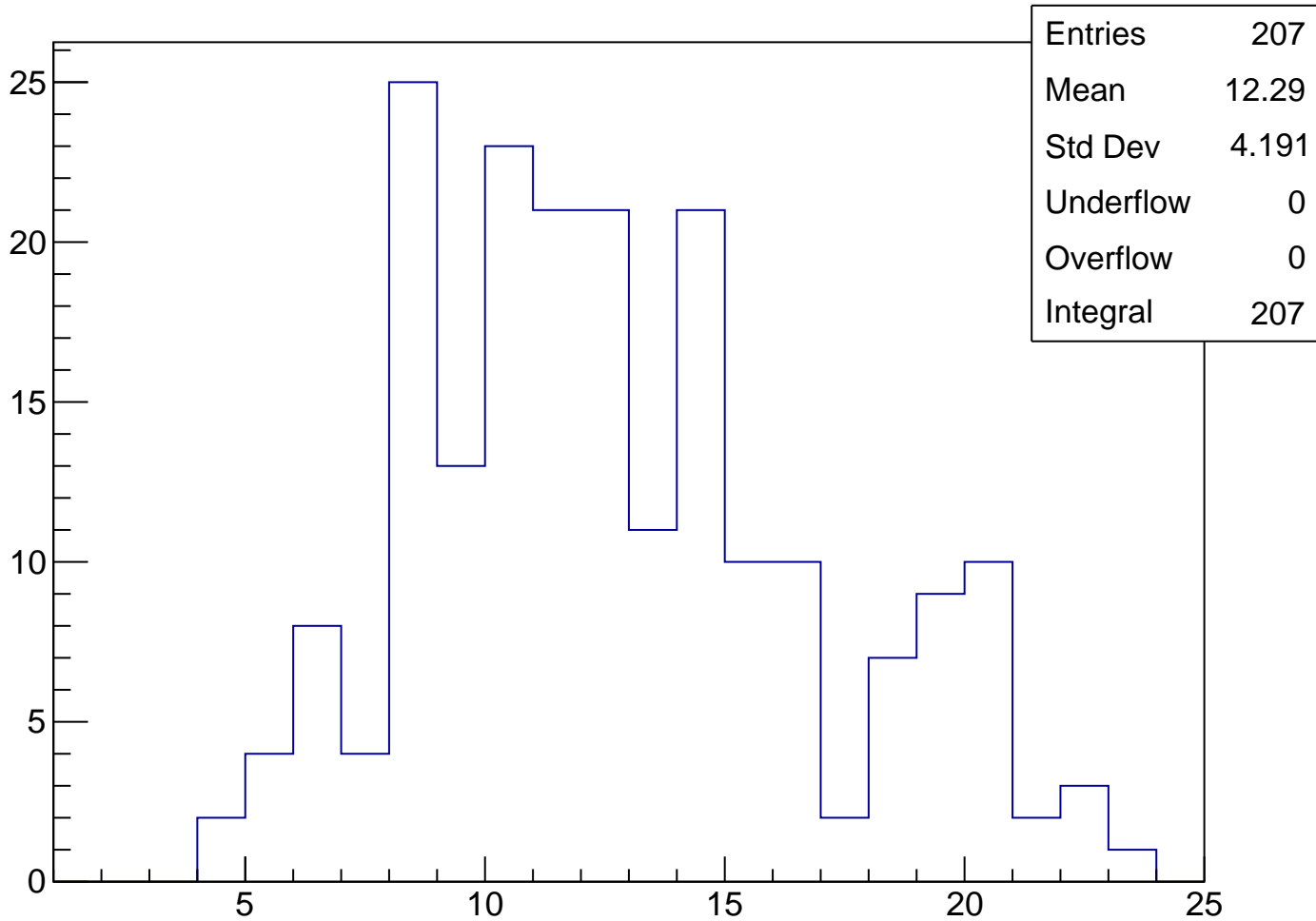
tofsegKurama[0]



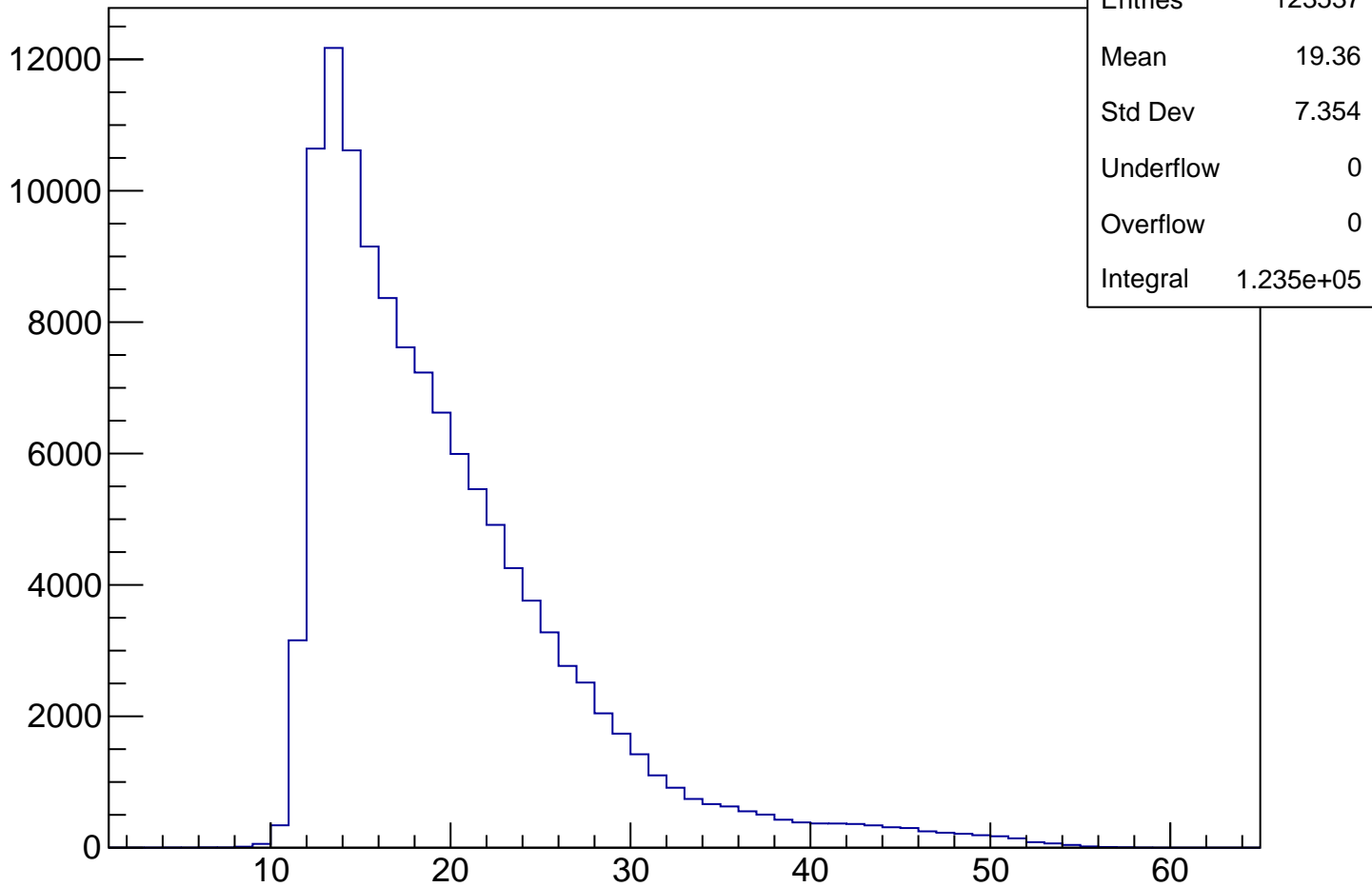
tofsegKurama[0] Cut1



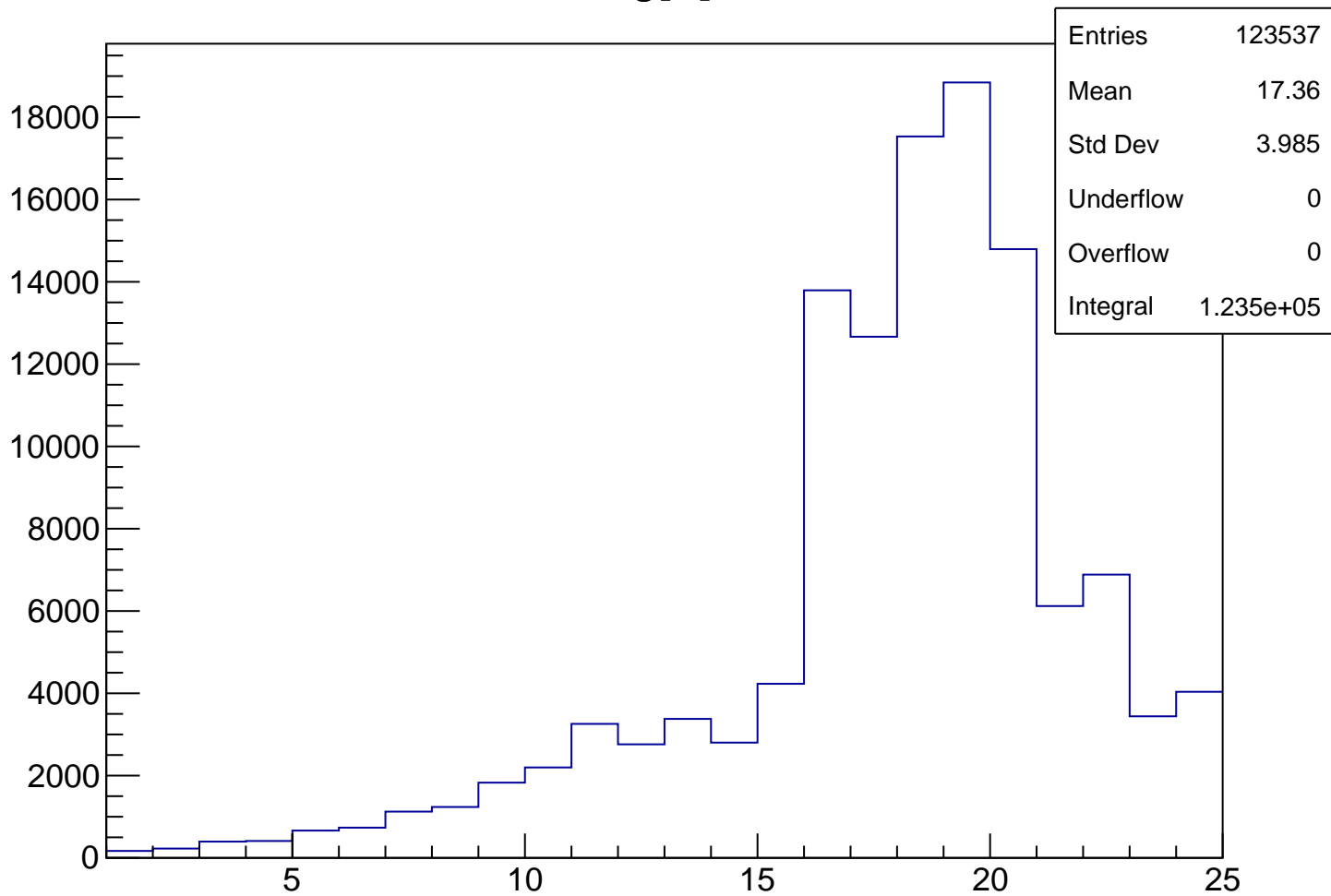
tofsegKurama[0] Cut2



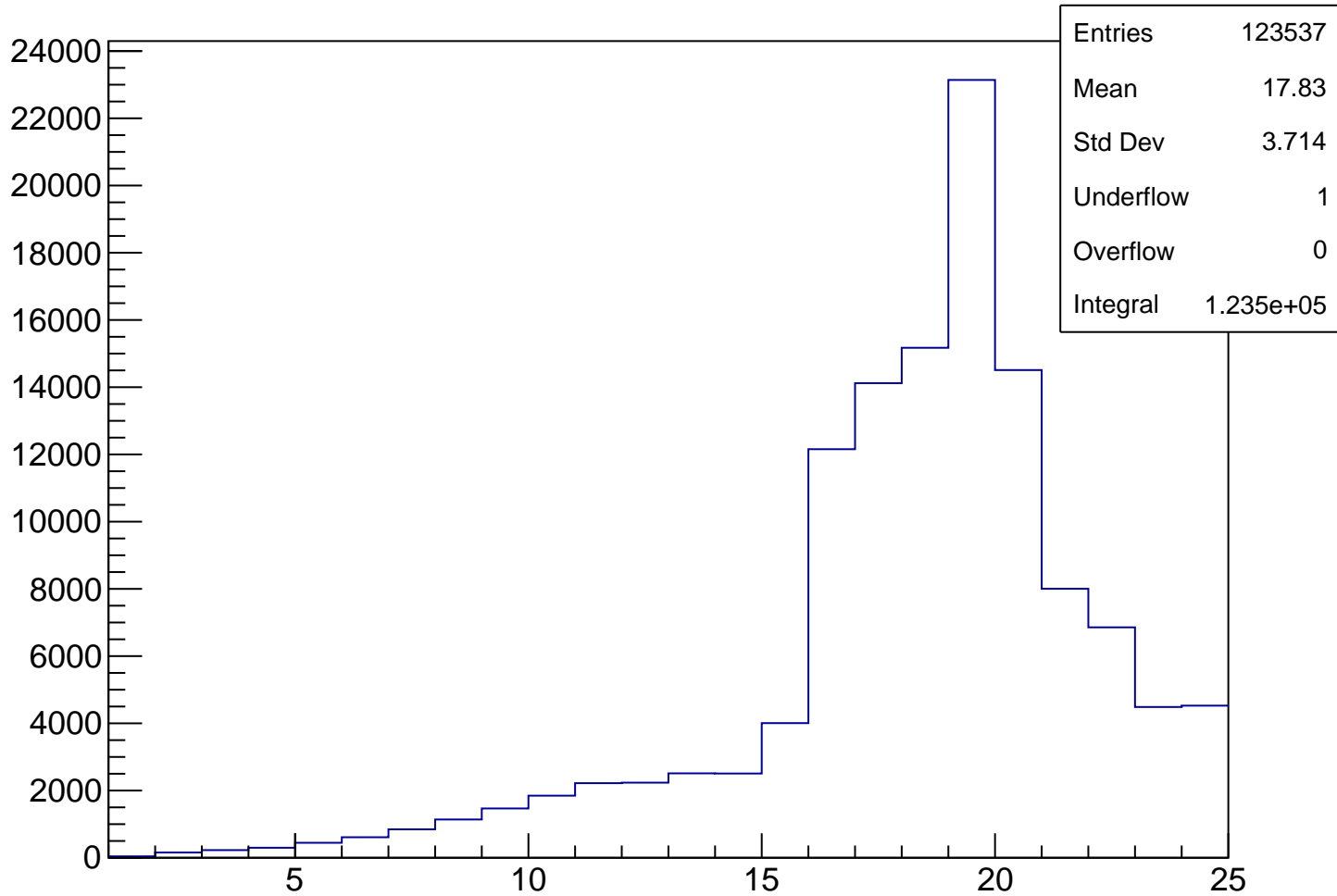
vpseg[1] Cut3



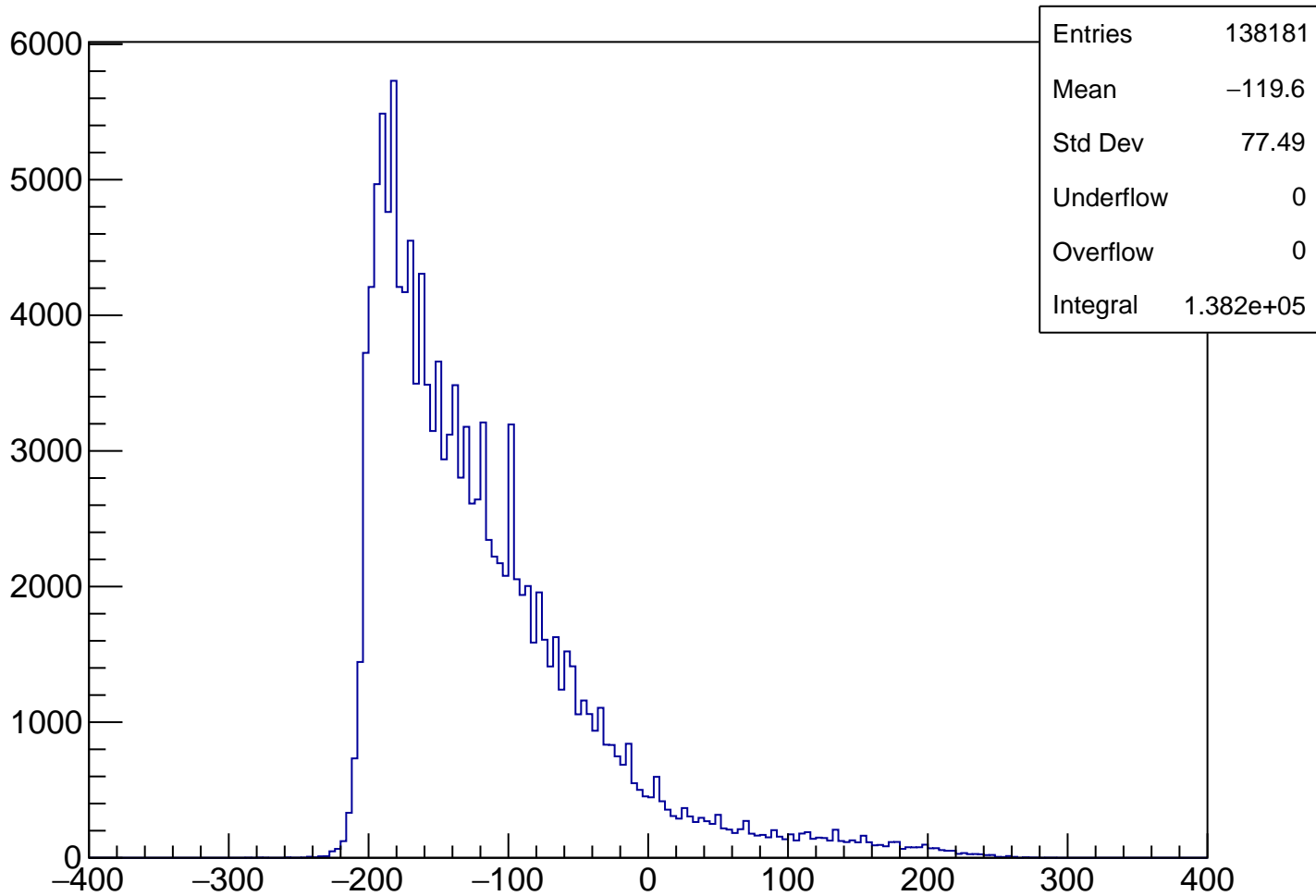
TofSeg[0] Cut3



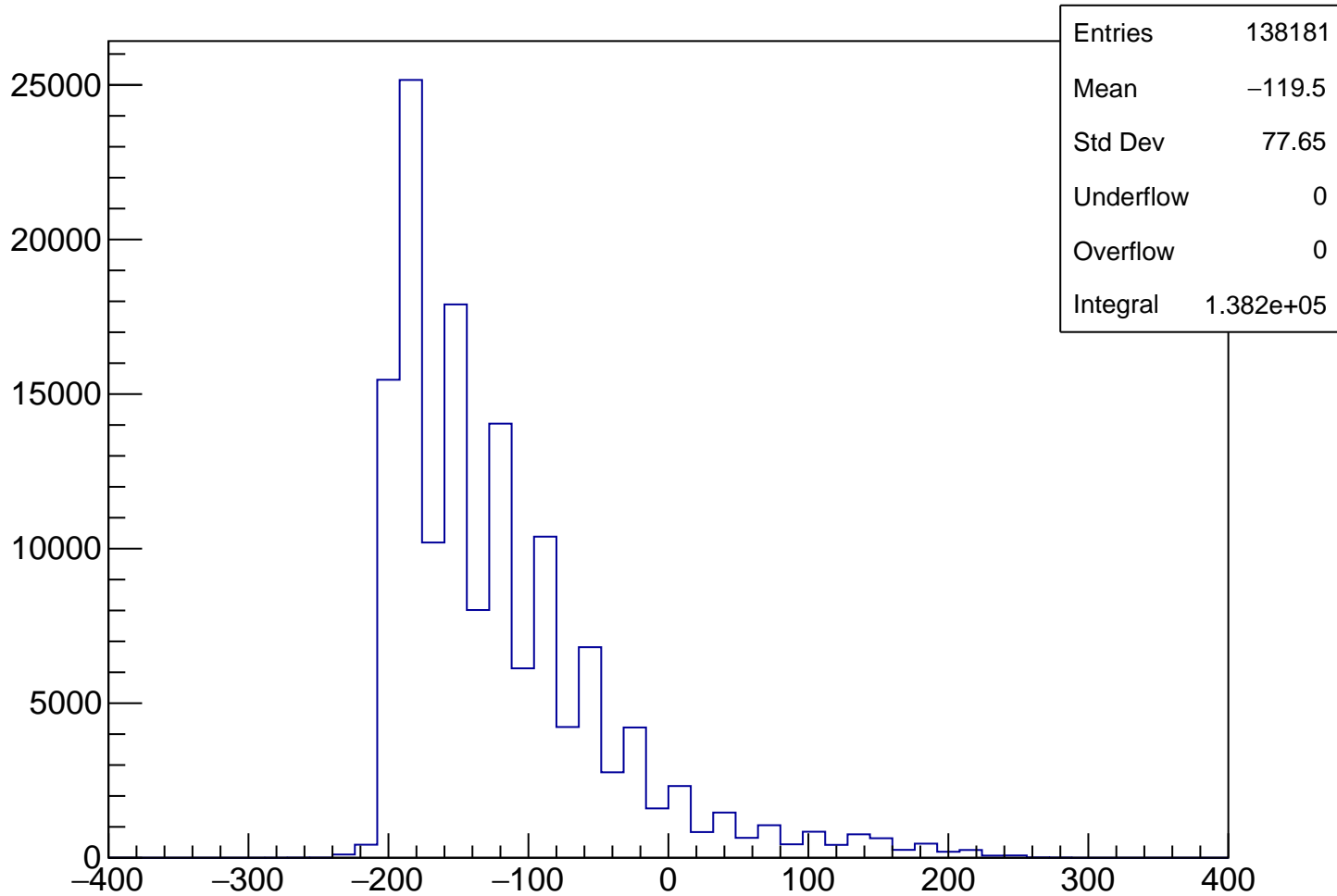
tofsegKurama[0] Cut3



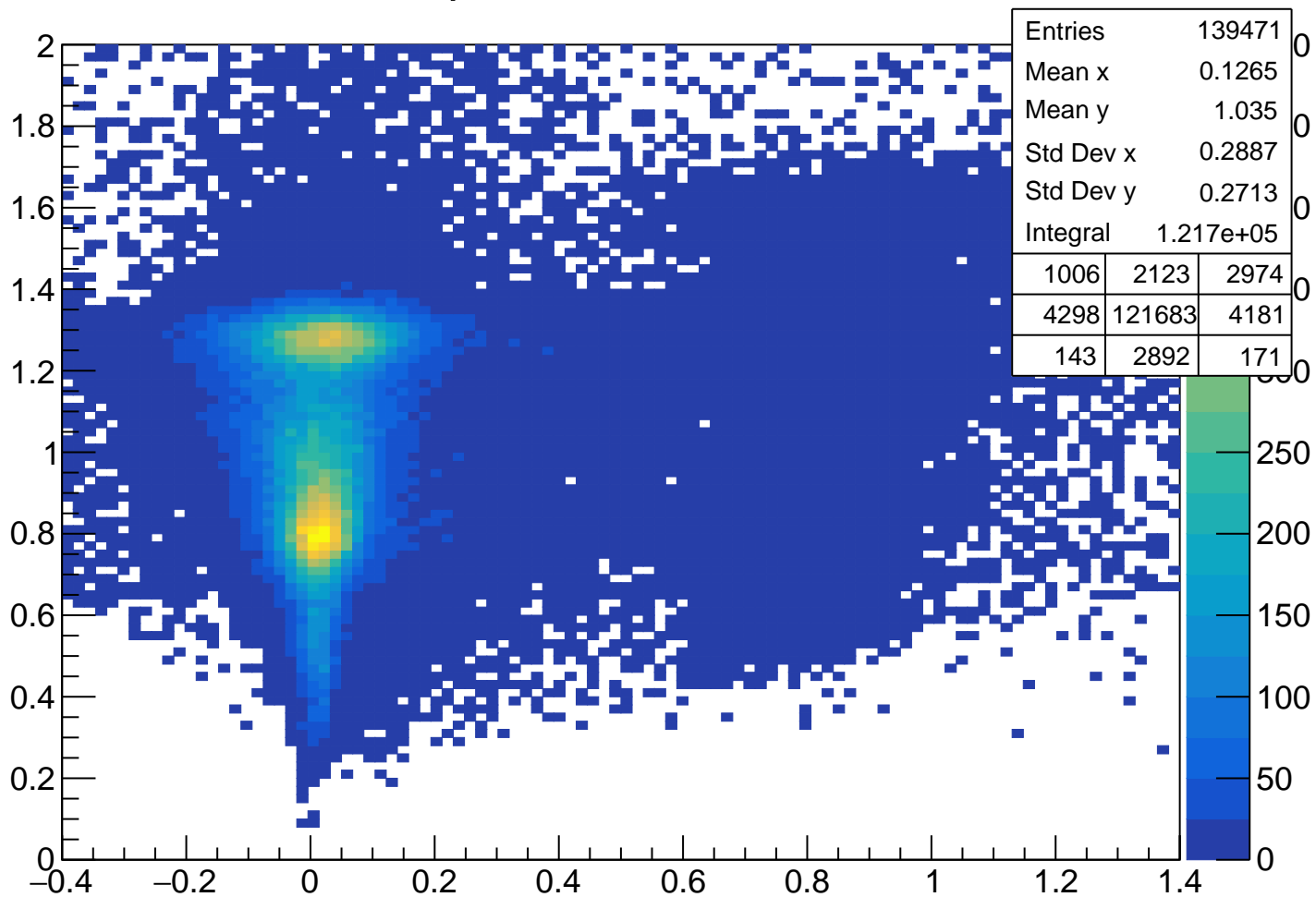
vpx[1] Cut3



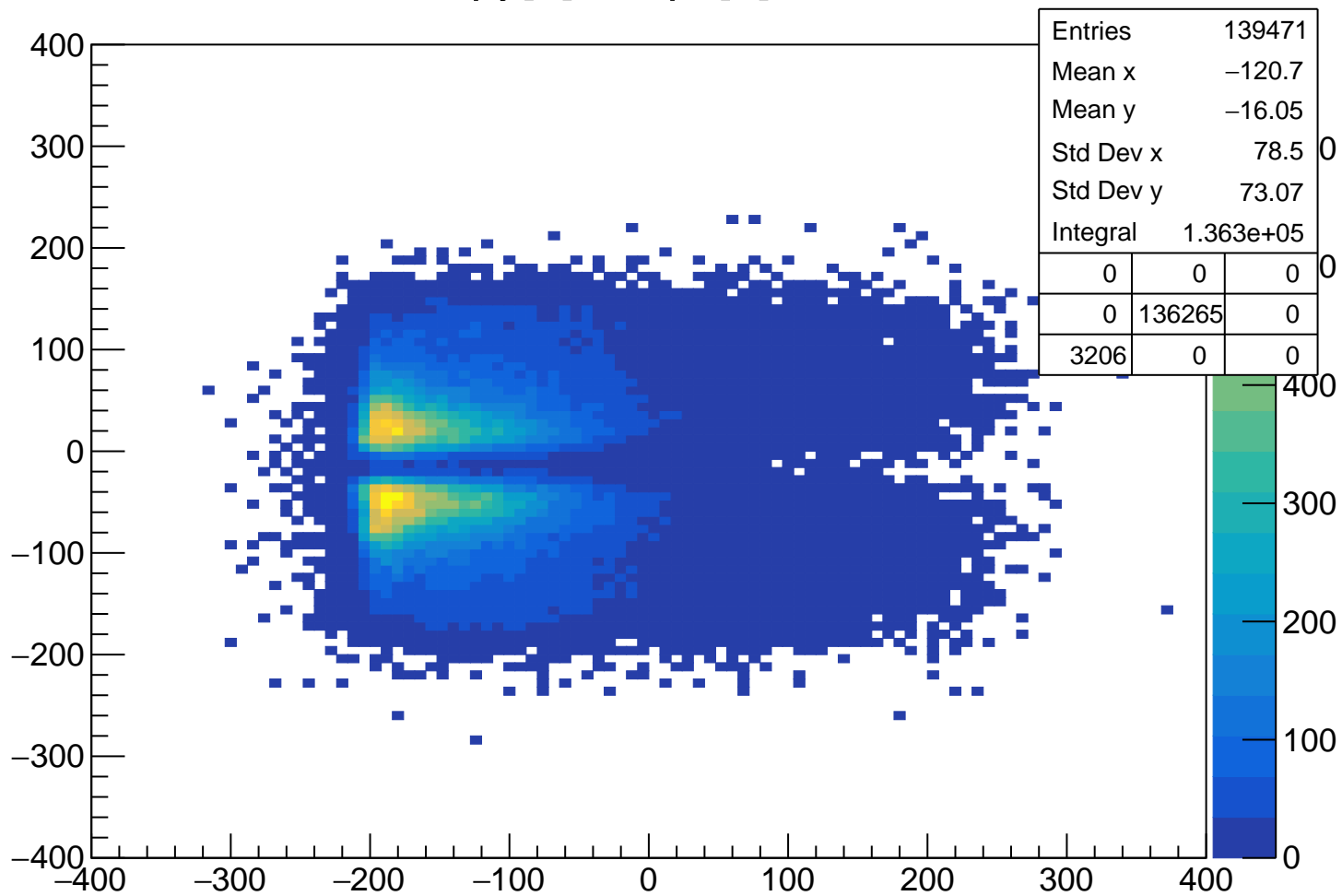
Sch Position by HitSegment Cut3



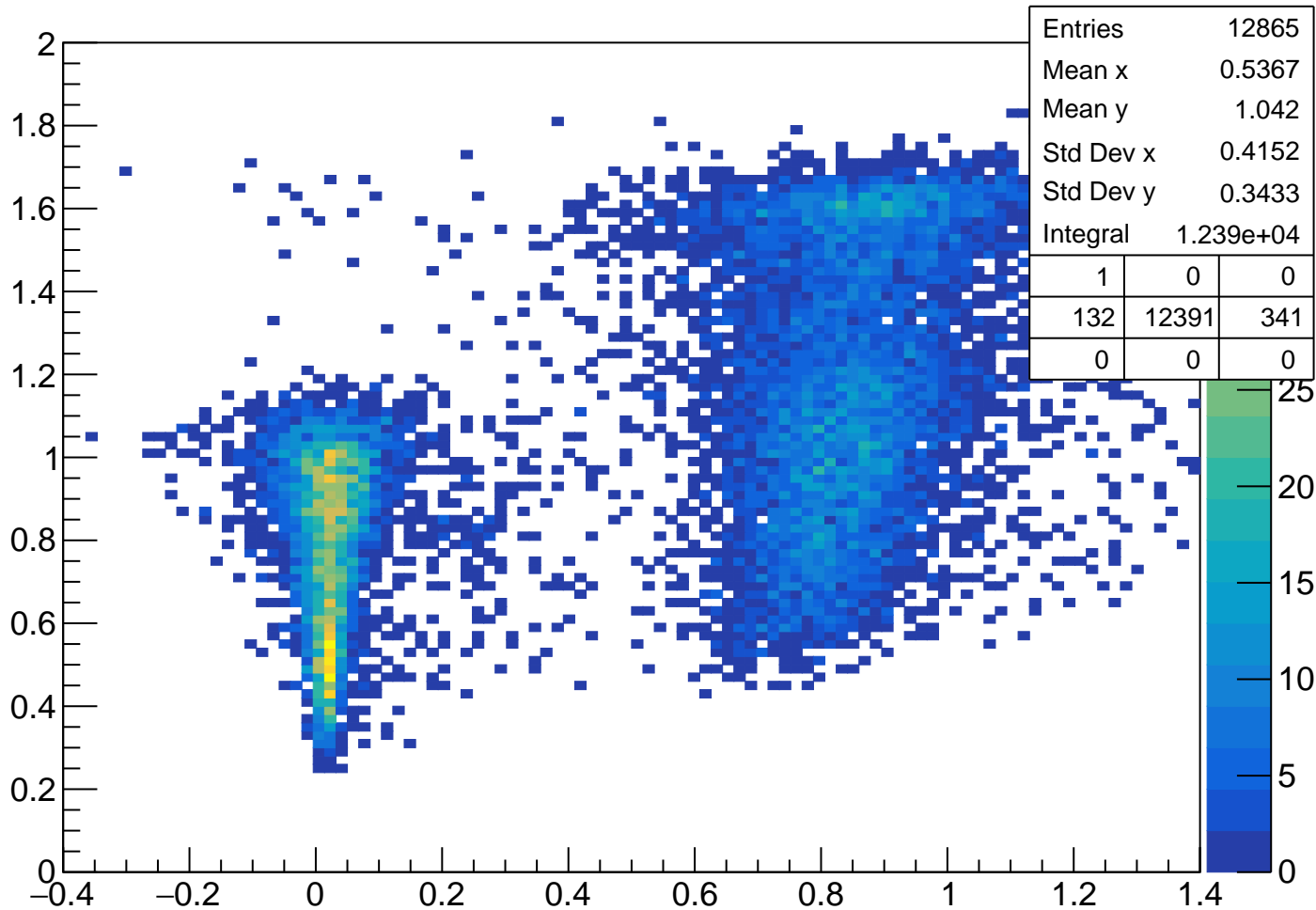
pKurama % m2



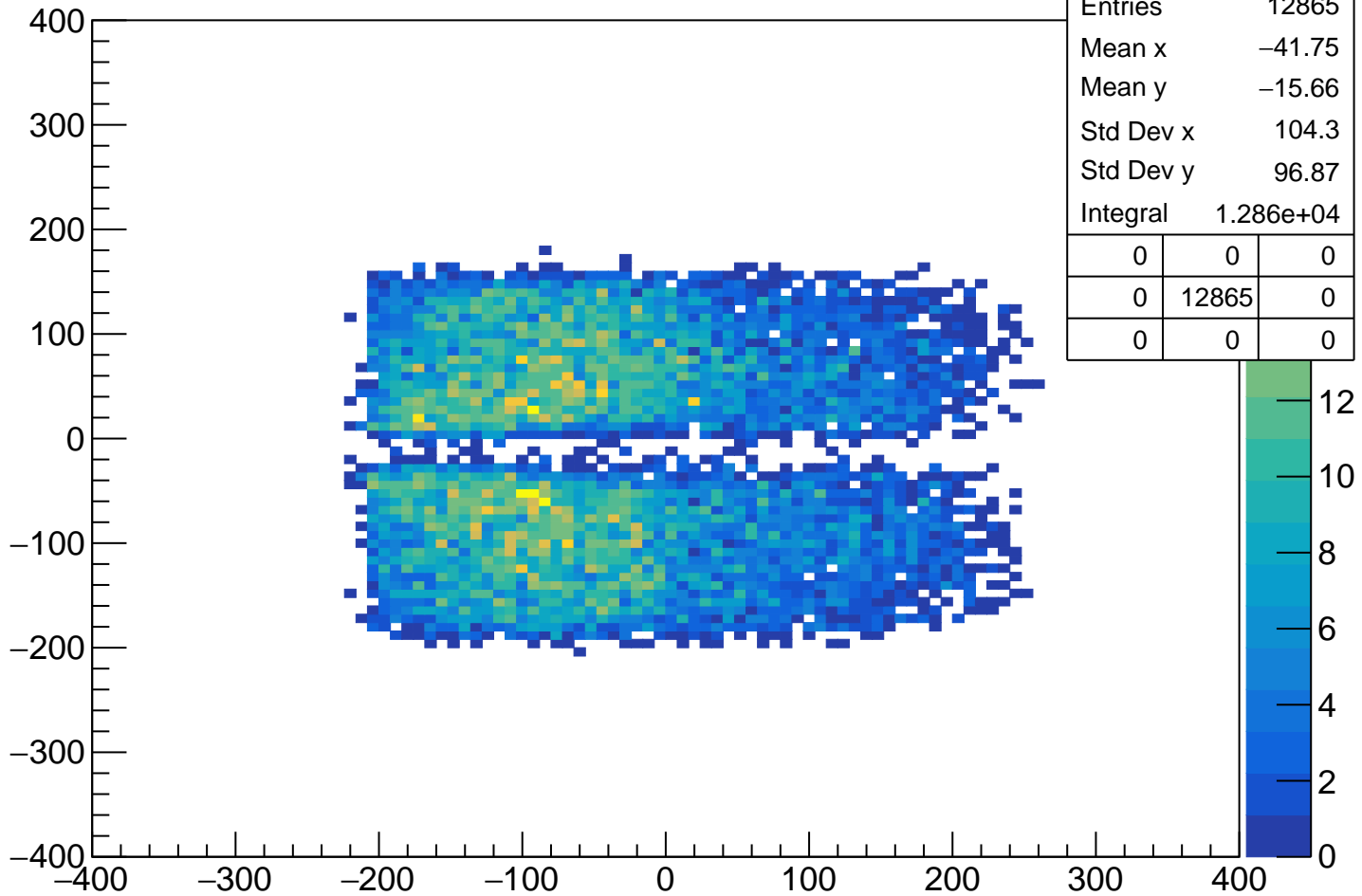
vpy[1] % vpx[1]



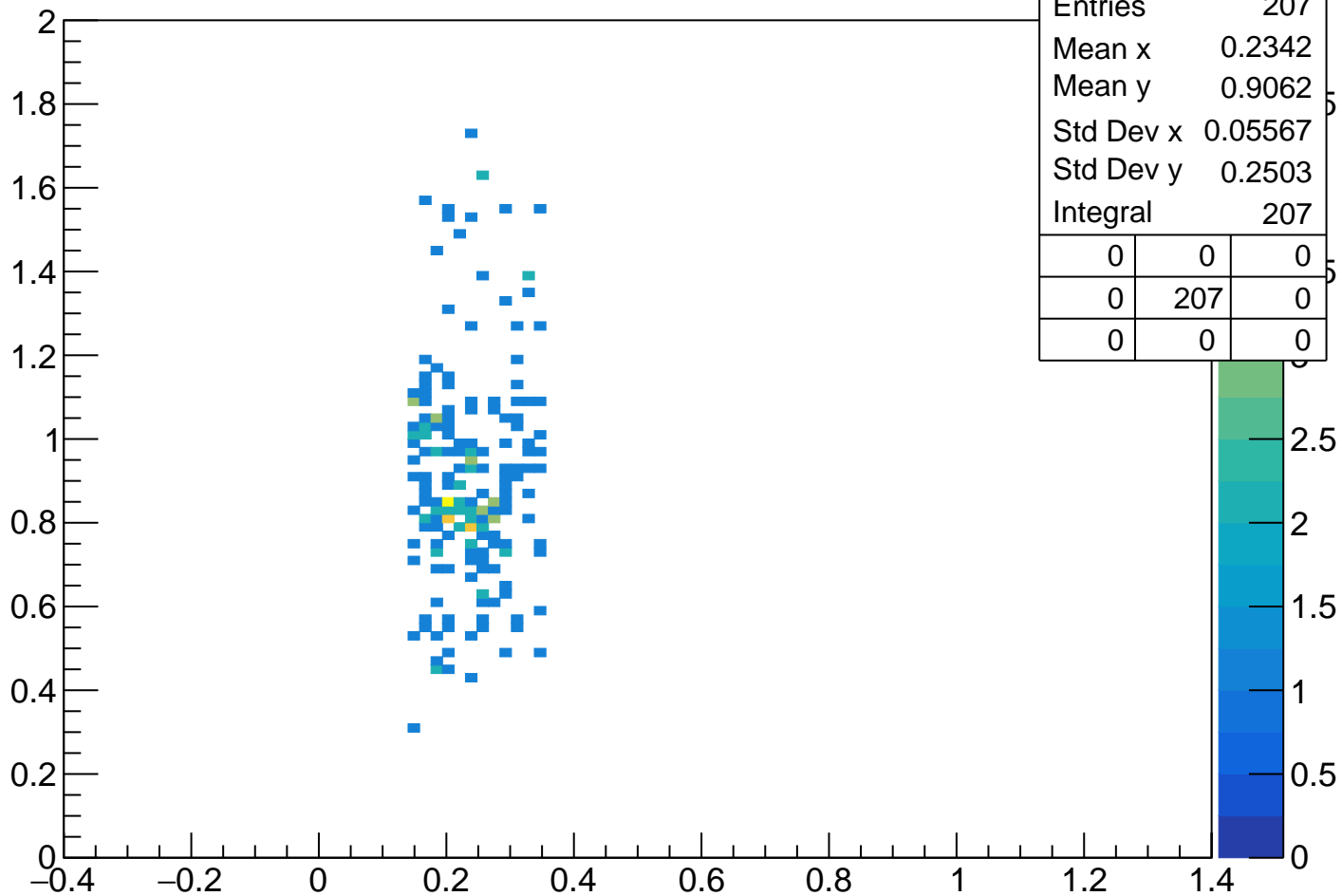
pKurama % m2 Cut1



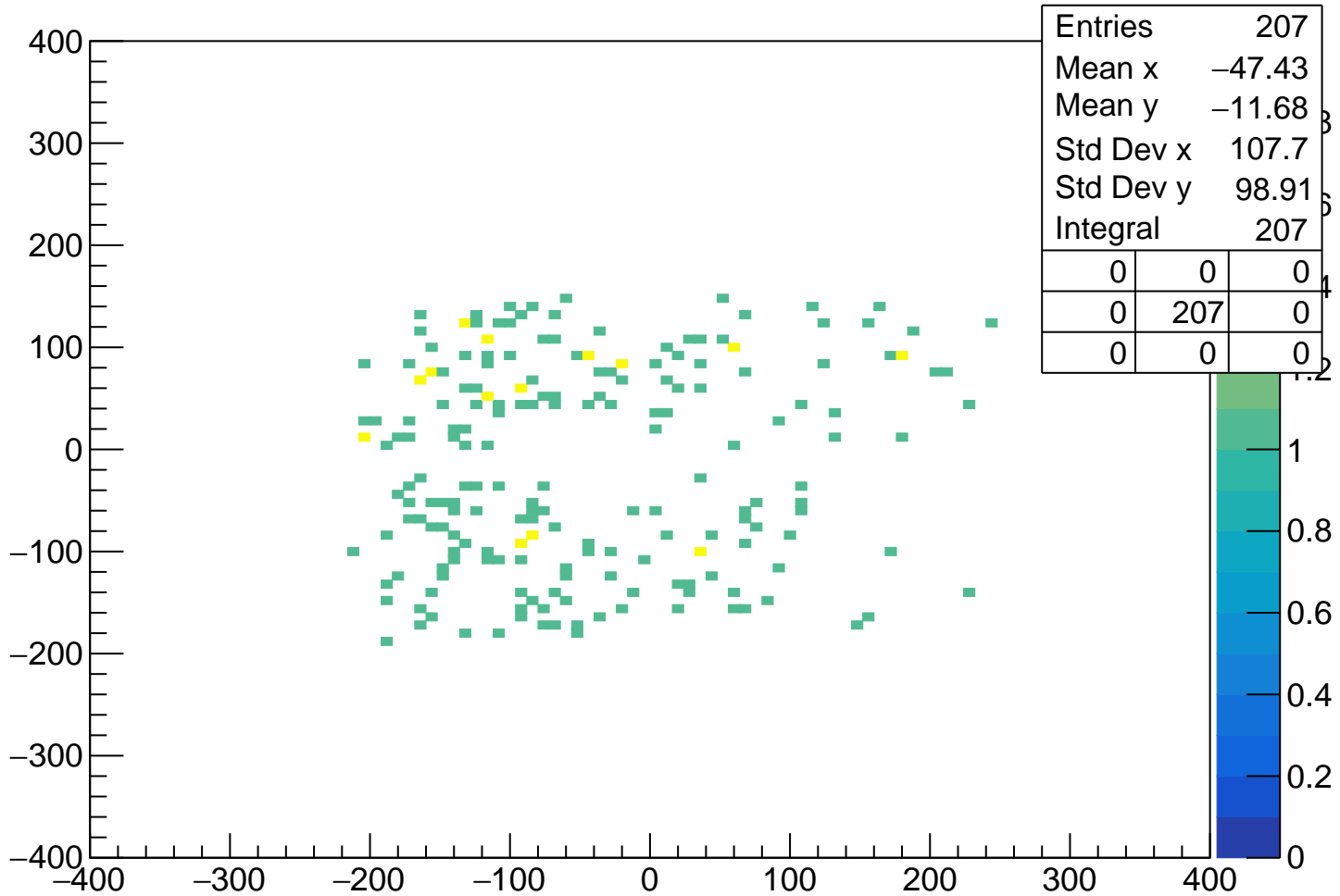
vpy[1] % vpx[1] Cut1



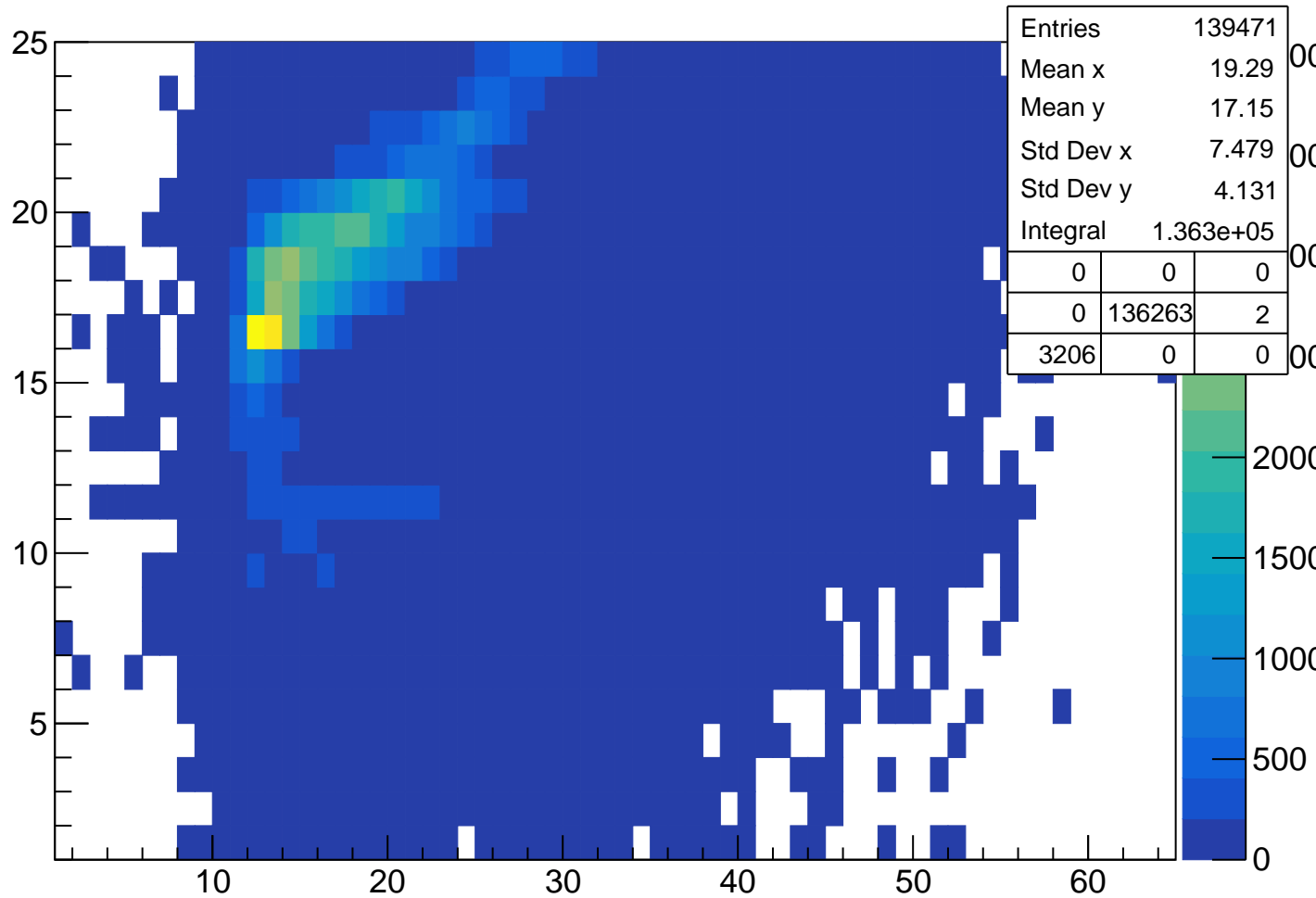
pKurama % m2 Cut2



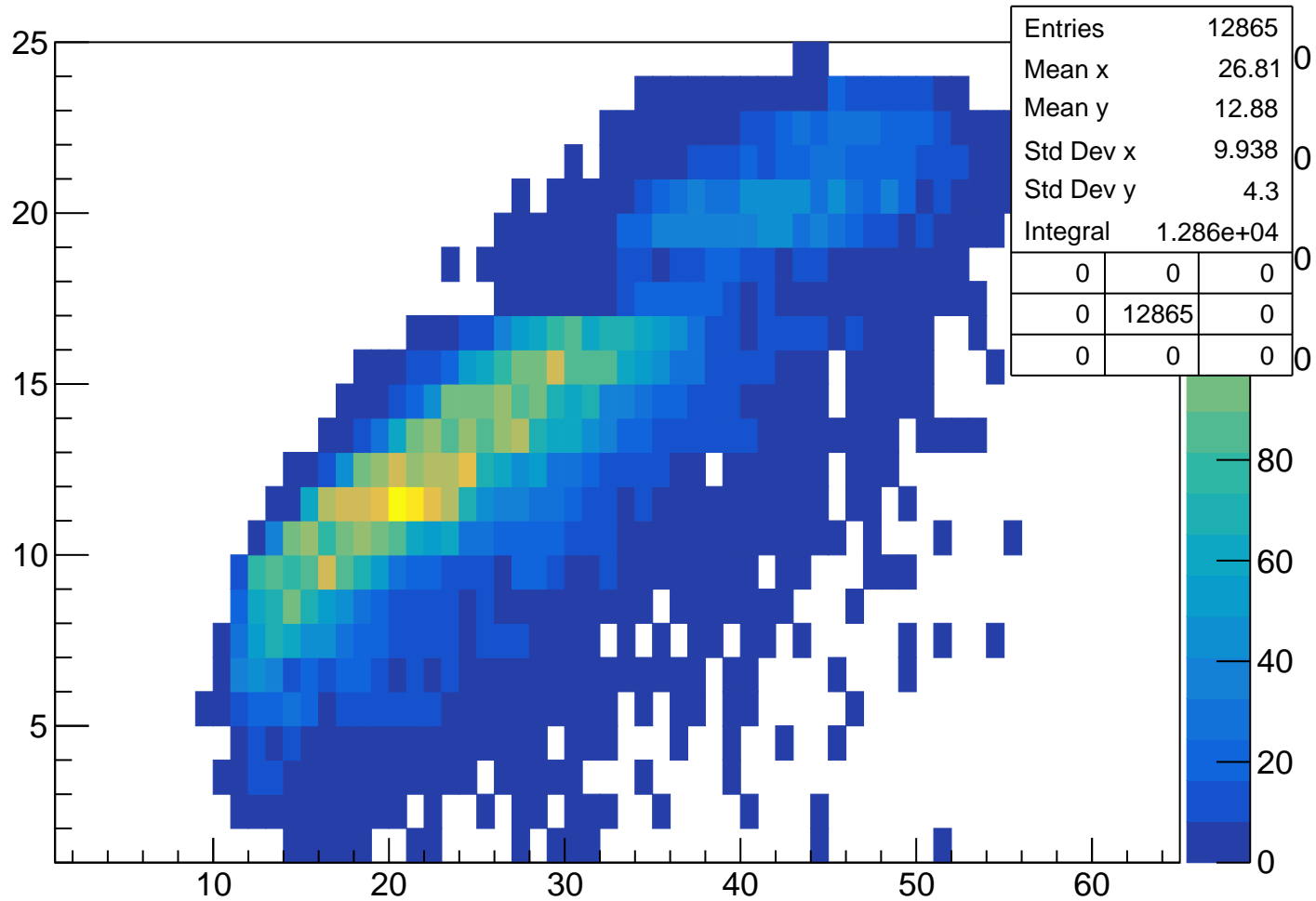
vpy[1] % vpx[1] Cut2



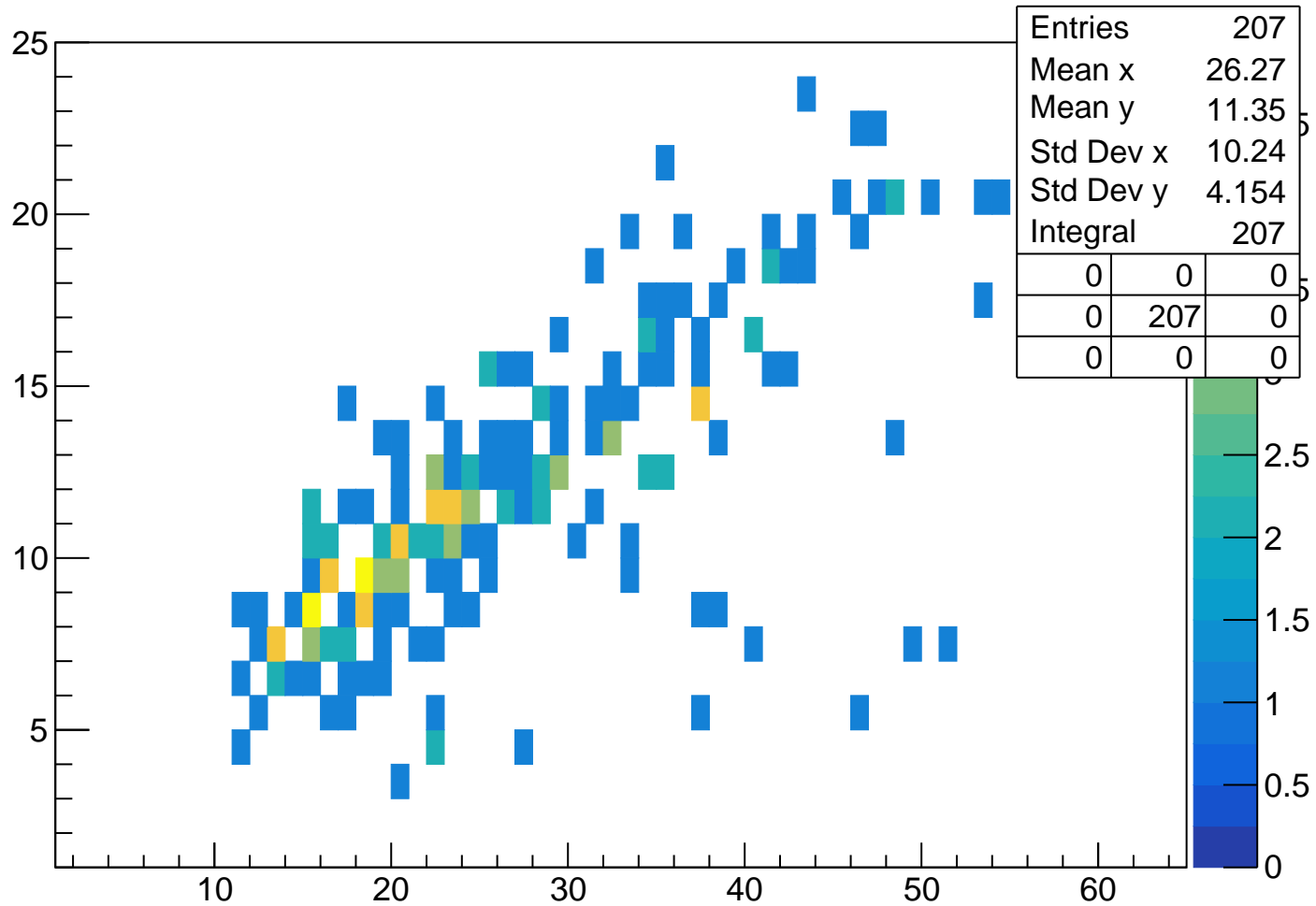
TofSeg[0] % vpseg[1]



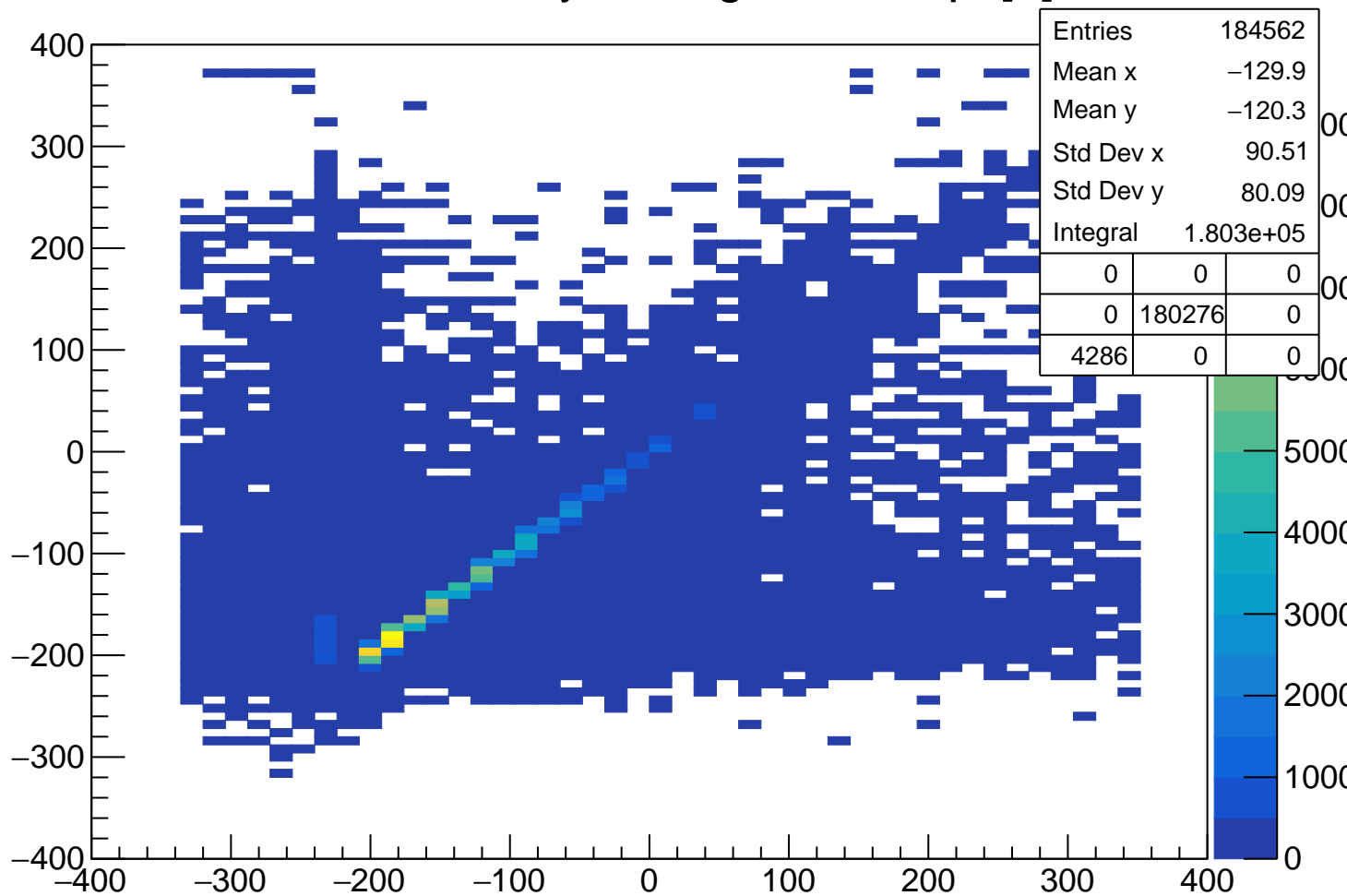
TofSeg[0] % vpseg[1] Cut1



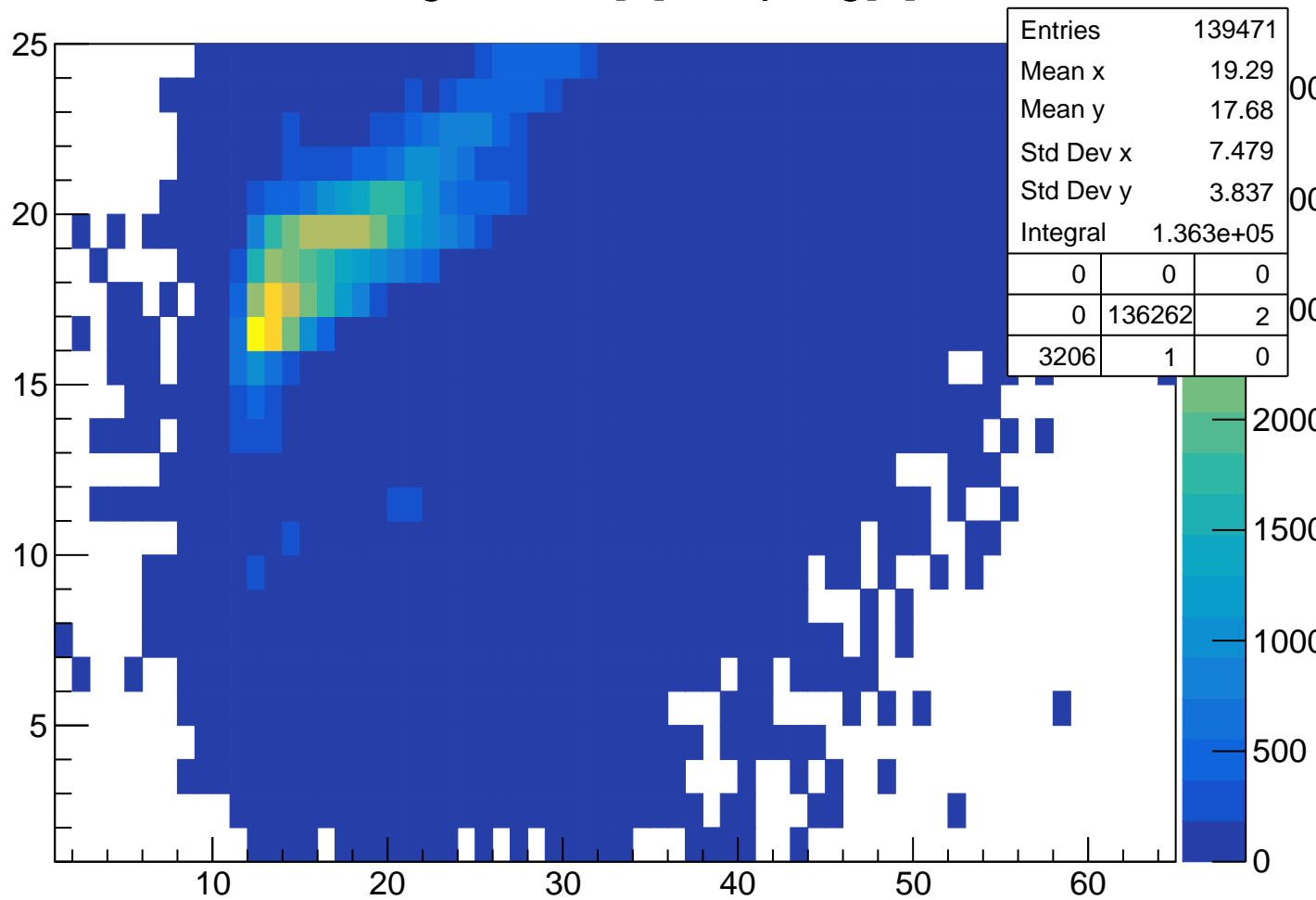
TofSeg[0] % vpseg[1] Cut2



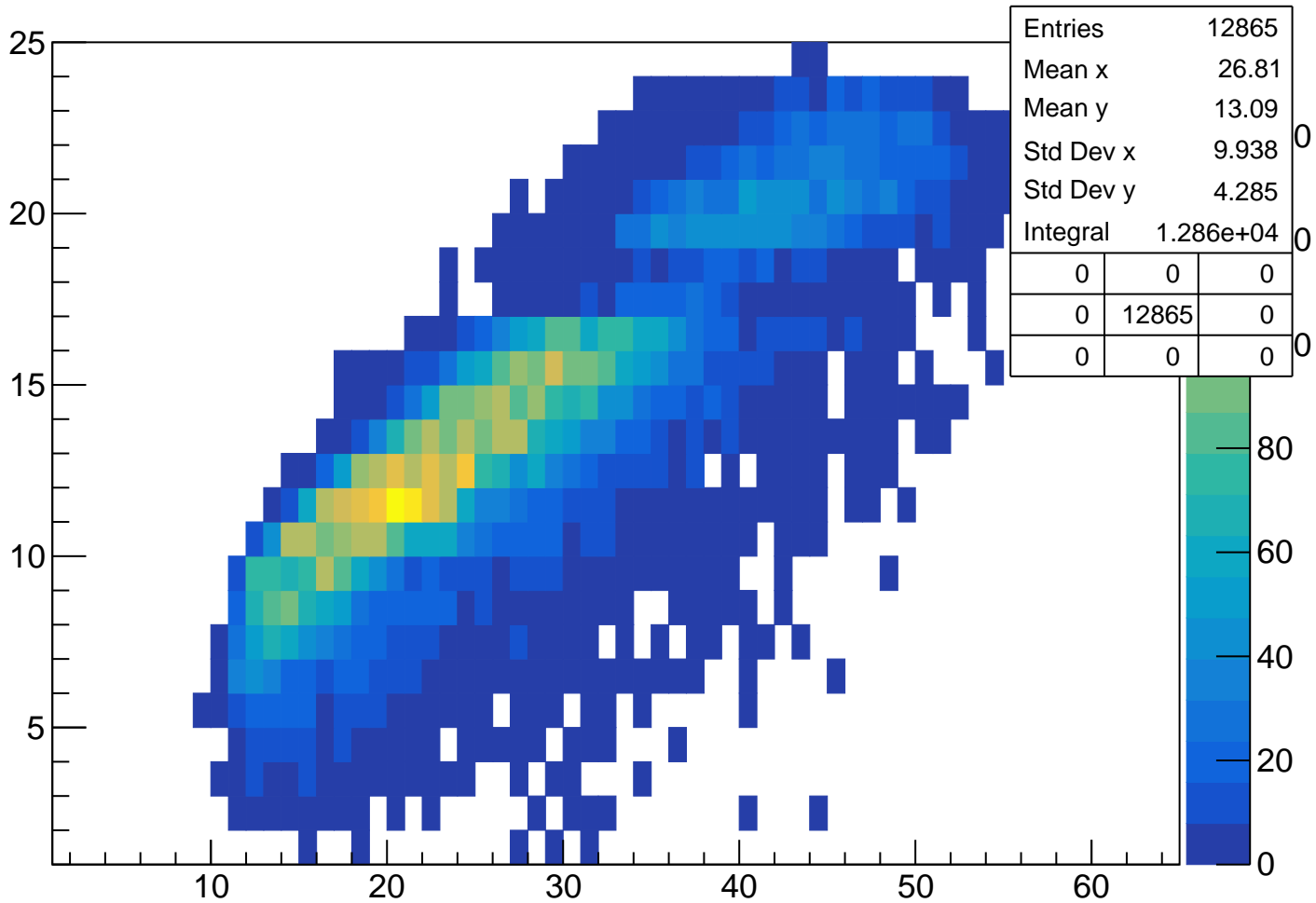
Sch Position by HitSegment % vpx[1]



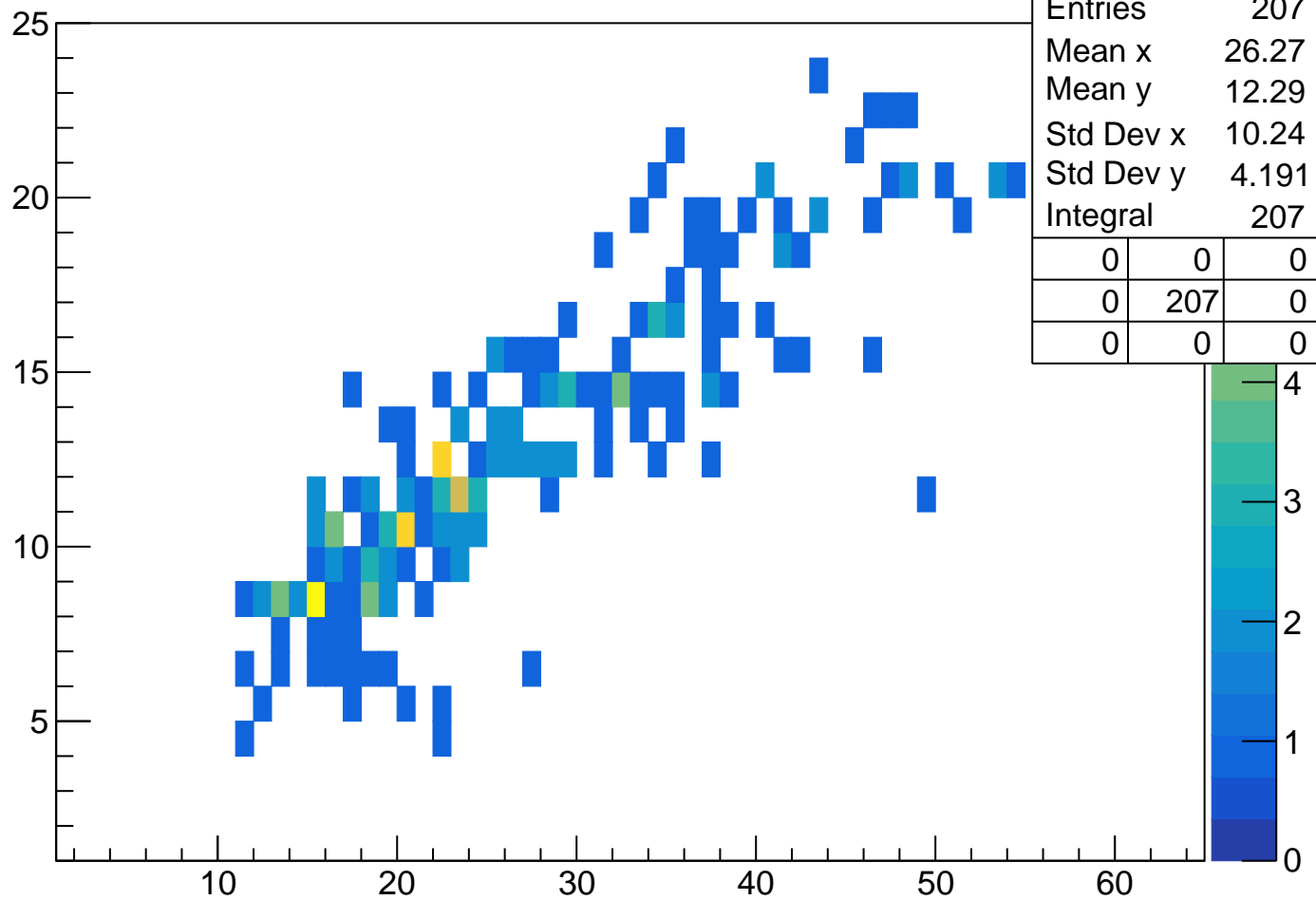
tofsegKurama[0] % vpseg[1]



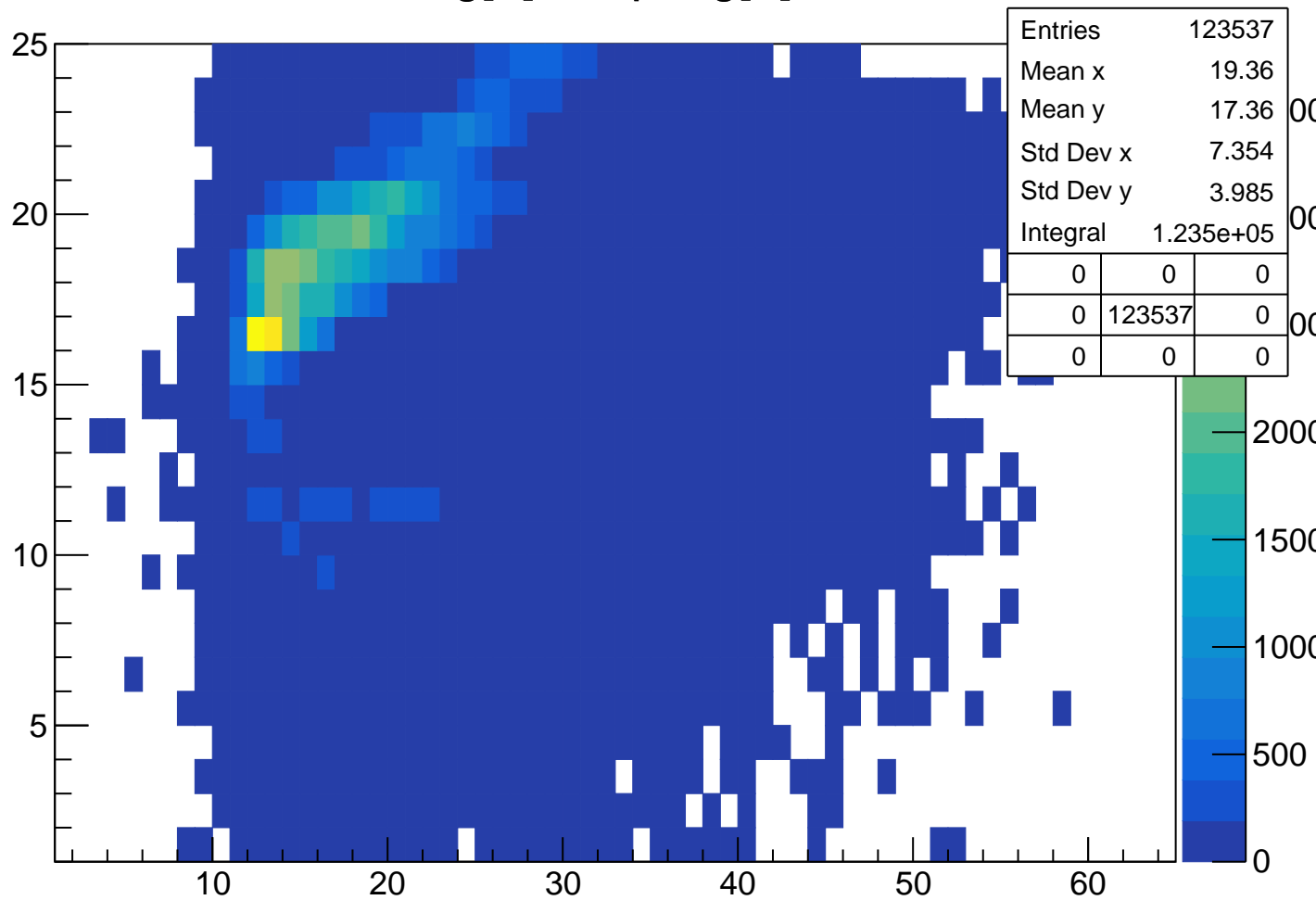
tofsegKurama[0] % vpseg[1] Cut1



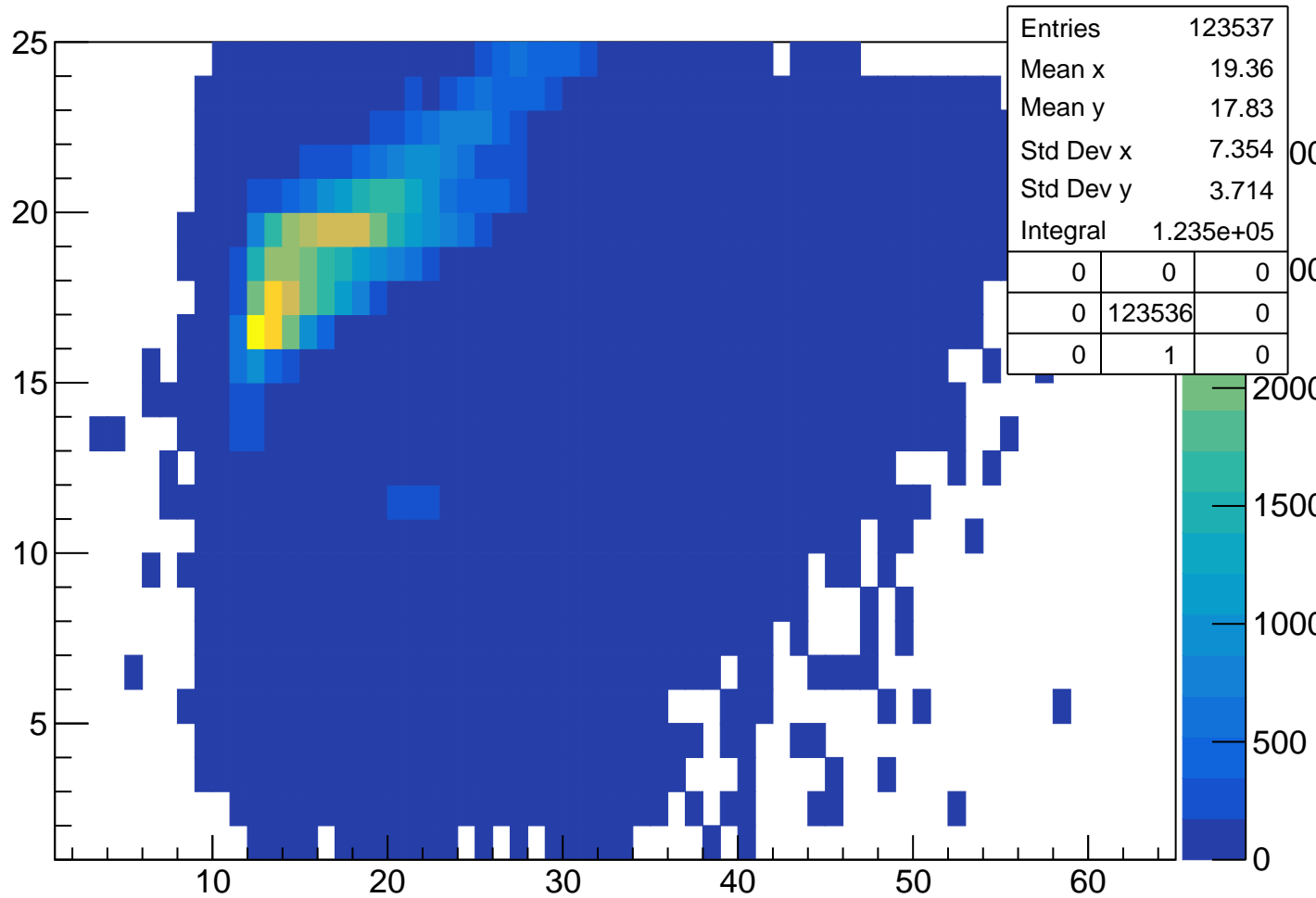
tofsegKurama[0] % vpseg[1] Cut2



TofSeg[0] % vpseg[1] Cut3



tofsegKurama[0] % vpseg[1] Cut3



Sch Position by HitSegment % vpx[1] Cut3

