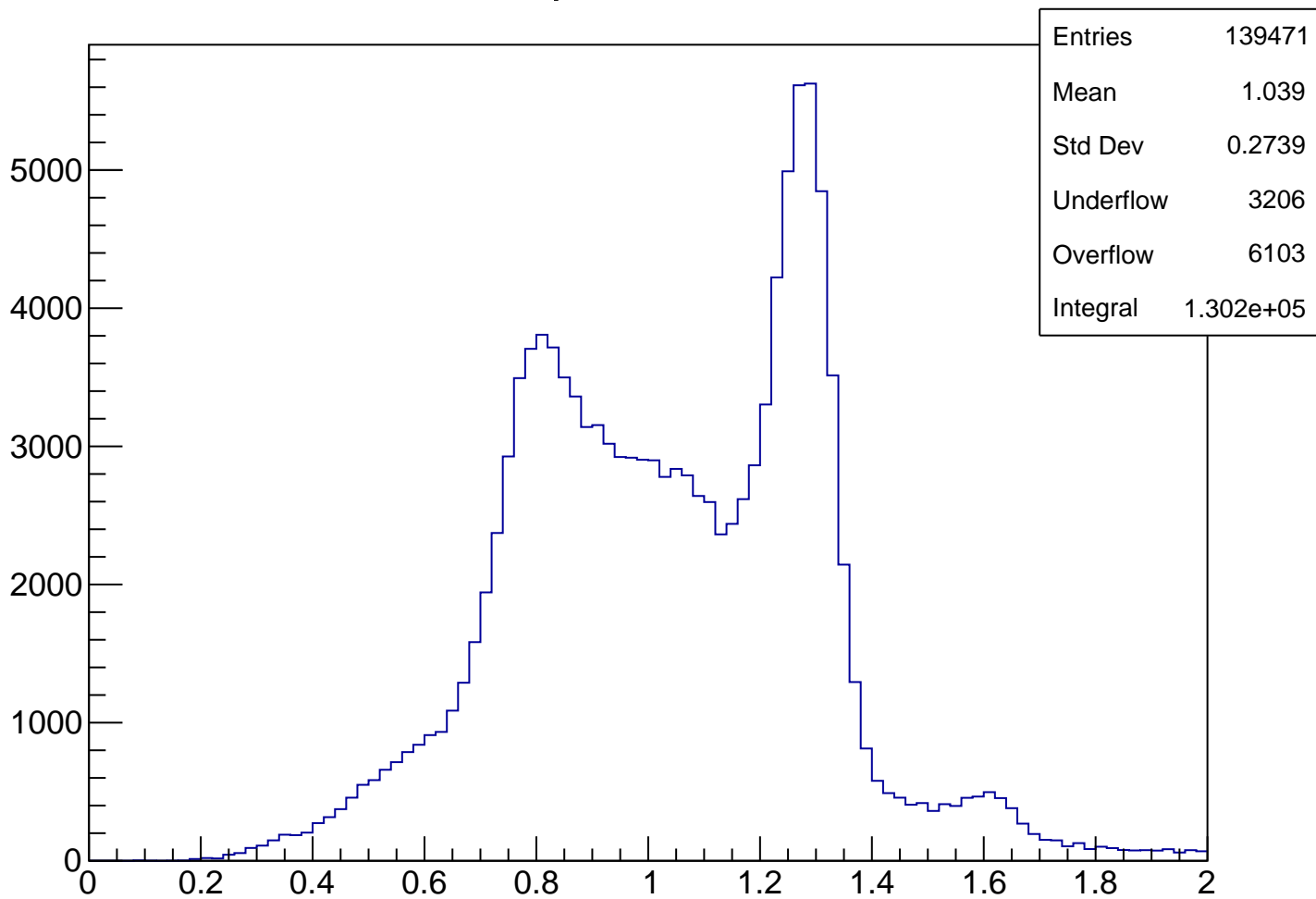
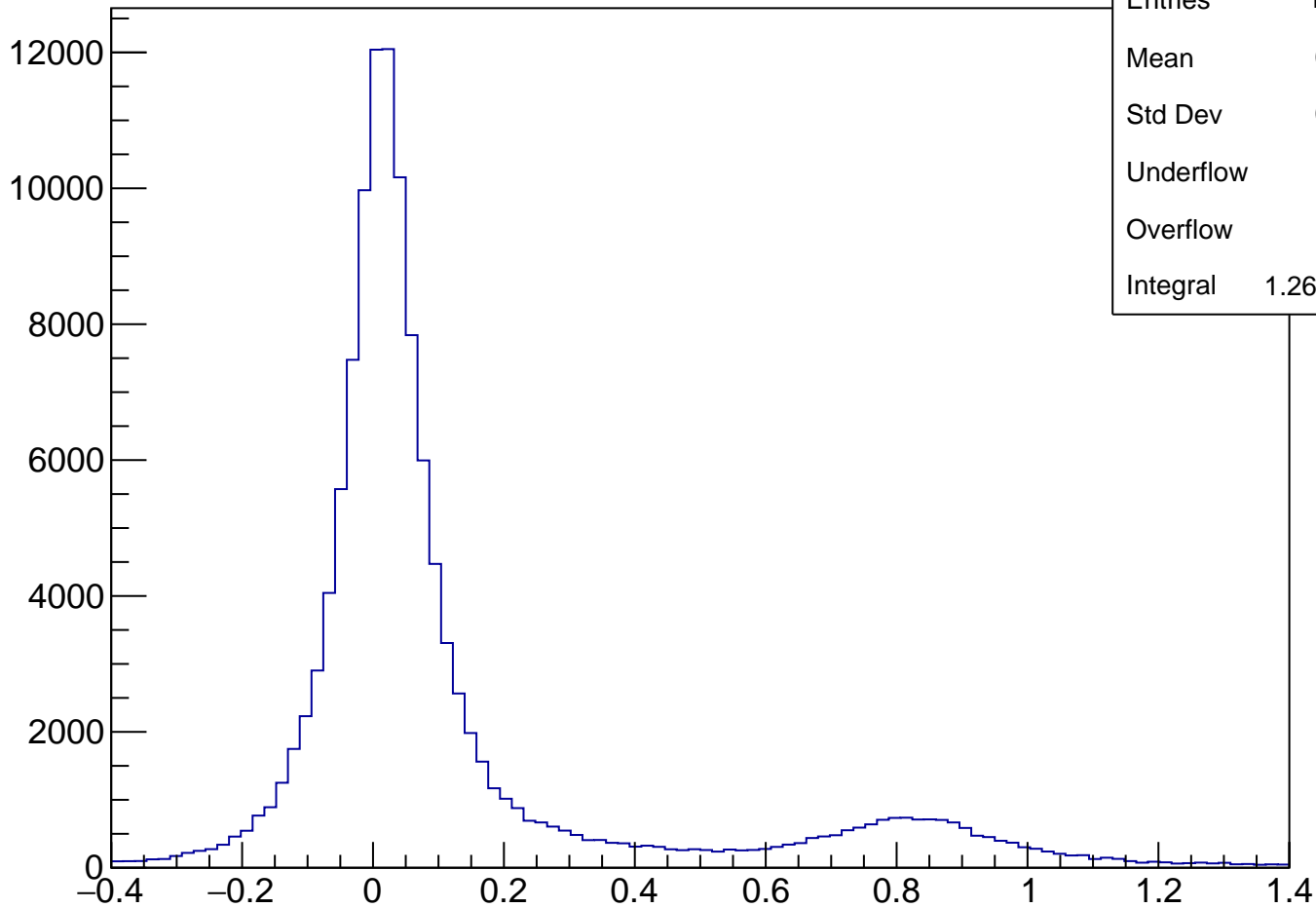


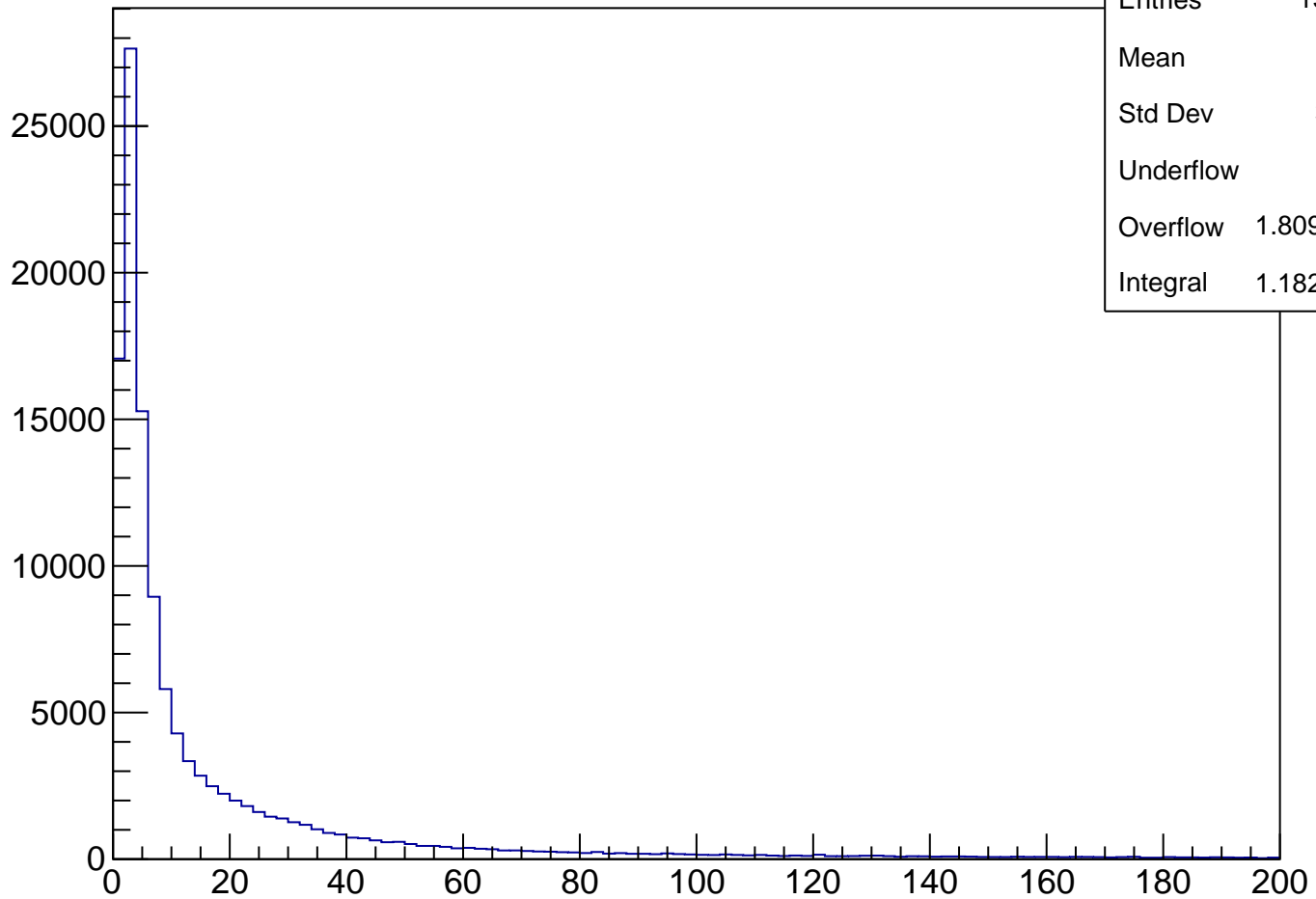
# pKurama



m2

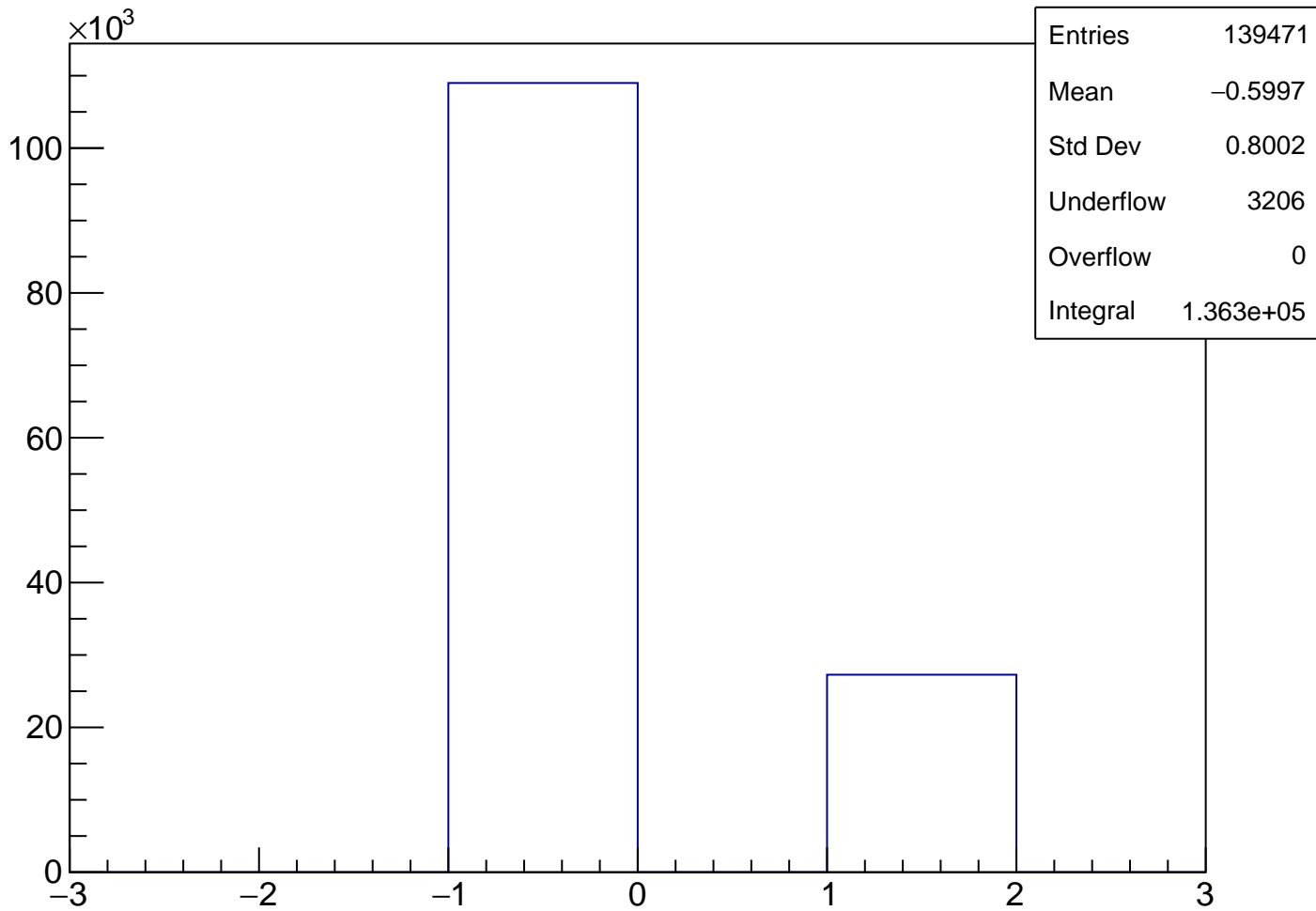


# chisqrKurama

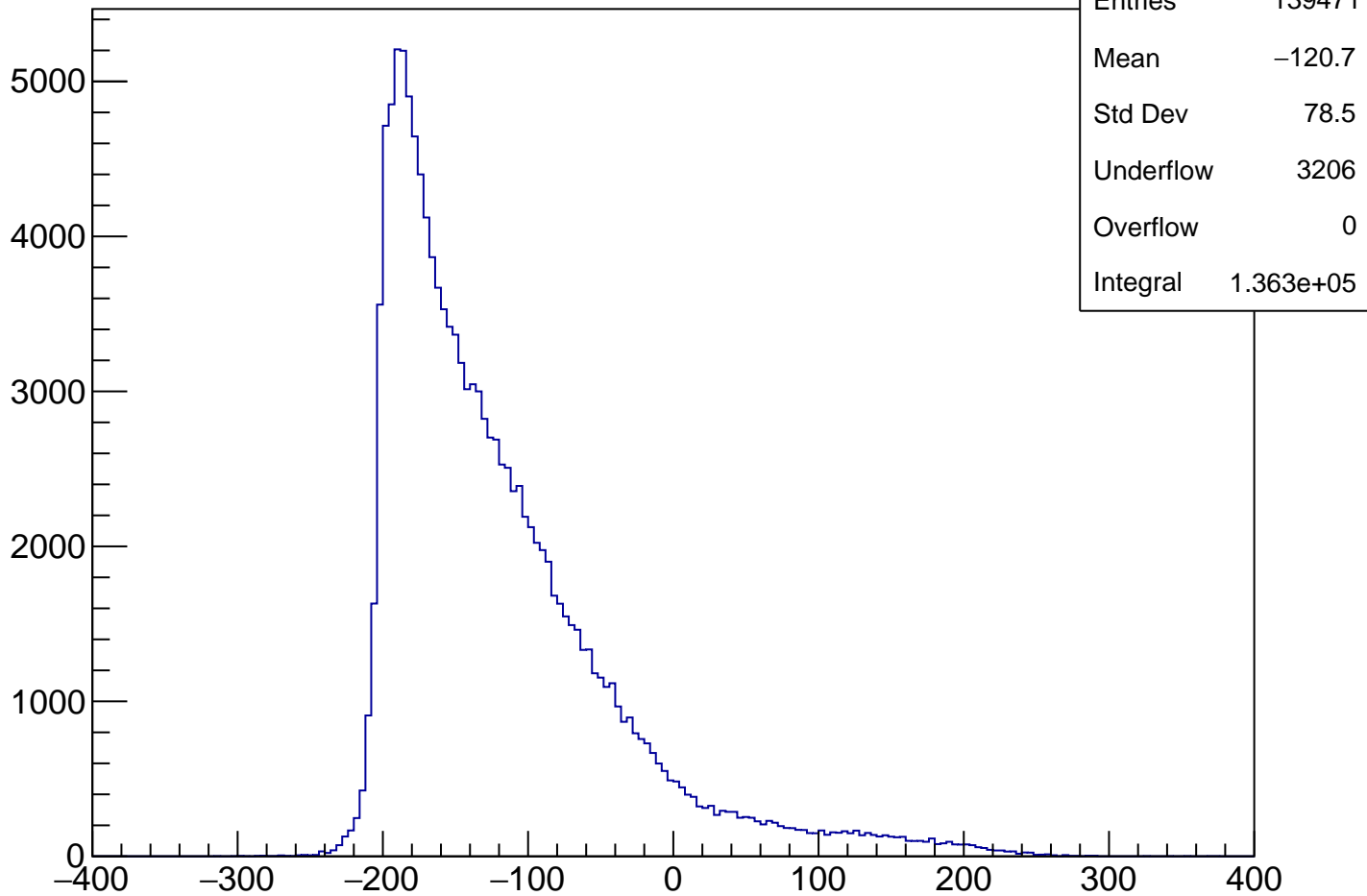


Entries	139471
Mean	18.32
Std Dev	30.72
Underflow	3206
Overflow	1.809e+04
Integral	1.182e+05

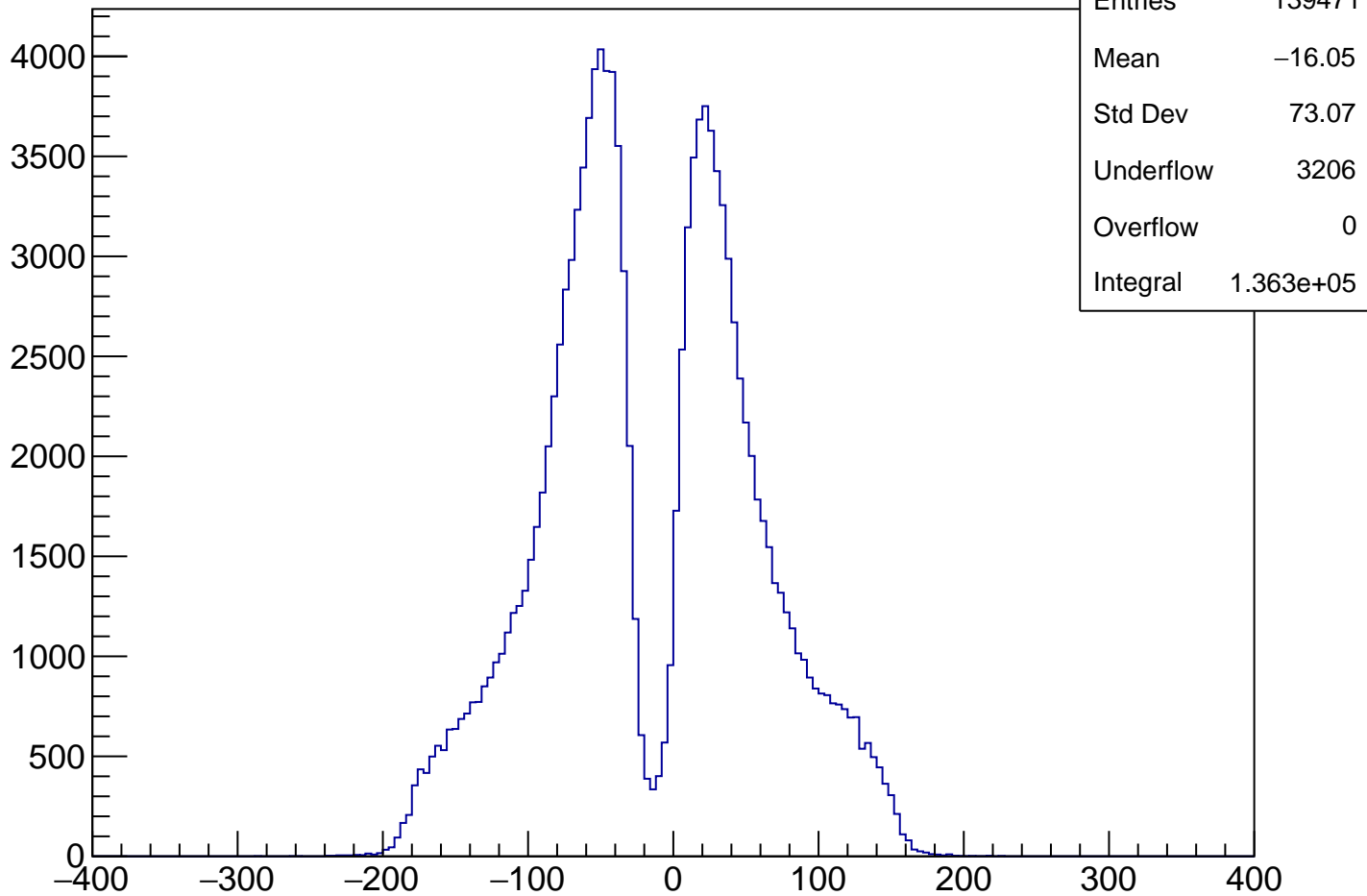
# qKurama



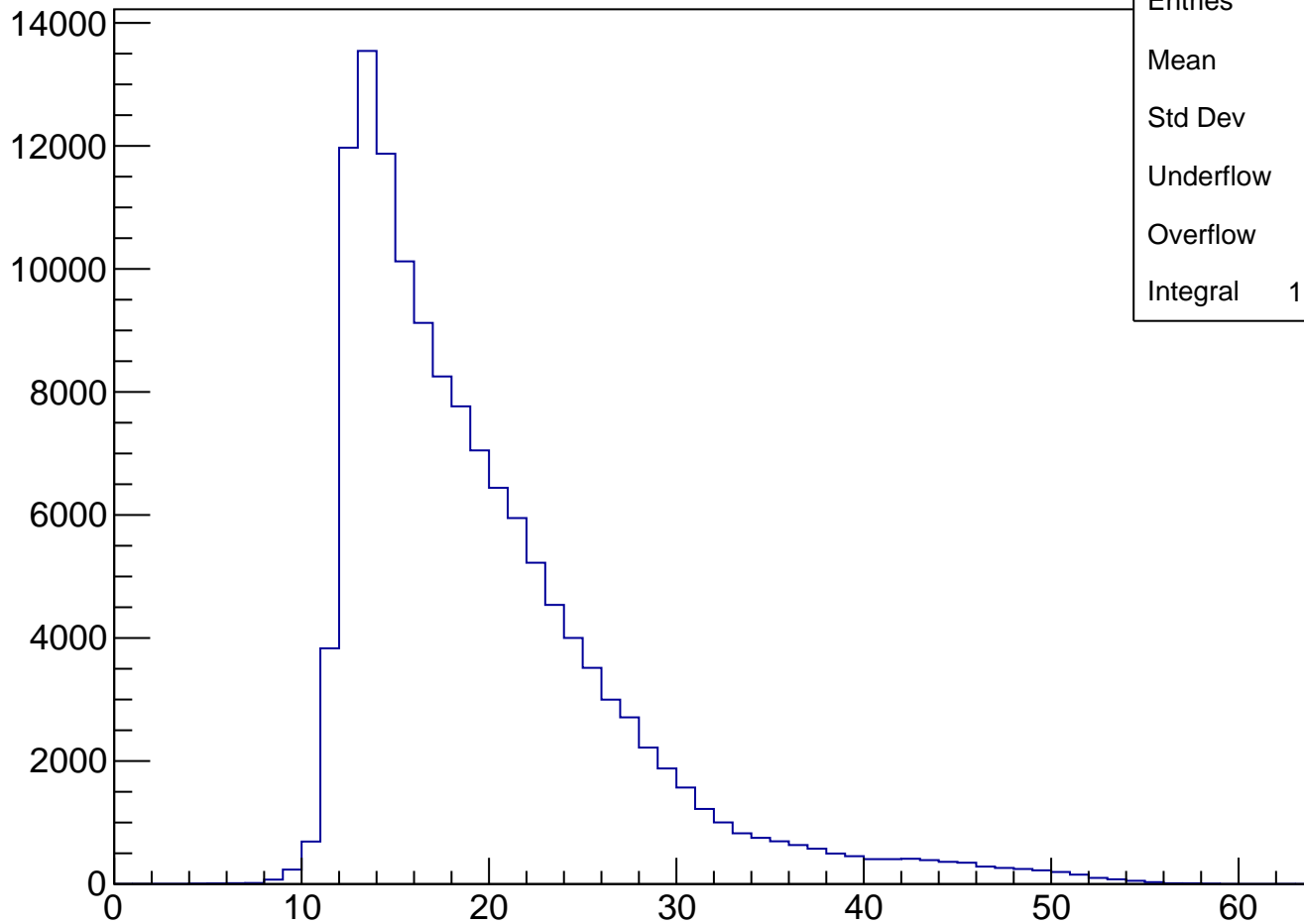
vpx[1]



vpy[1]

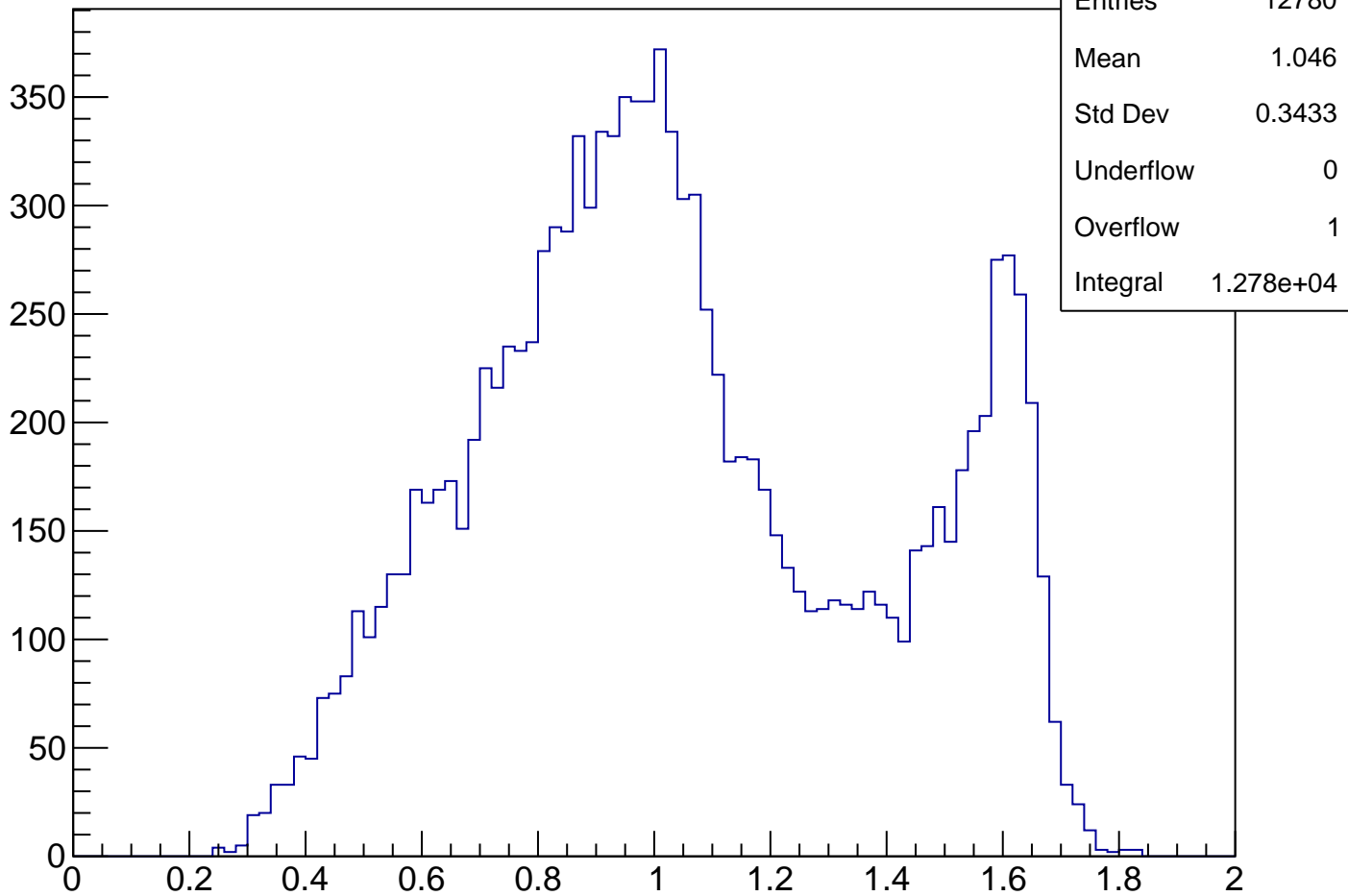


vpseg[1]



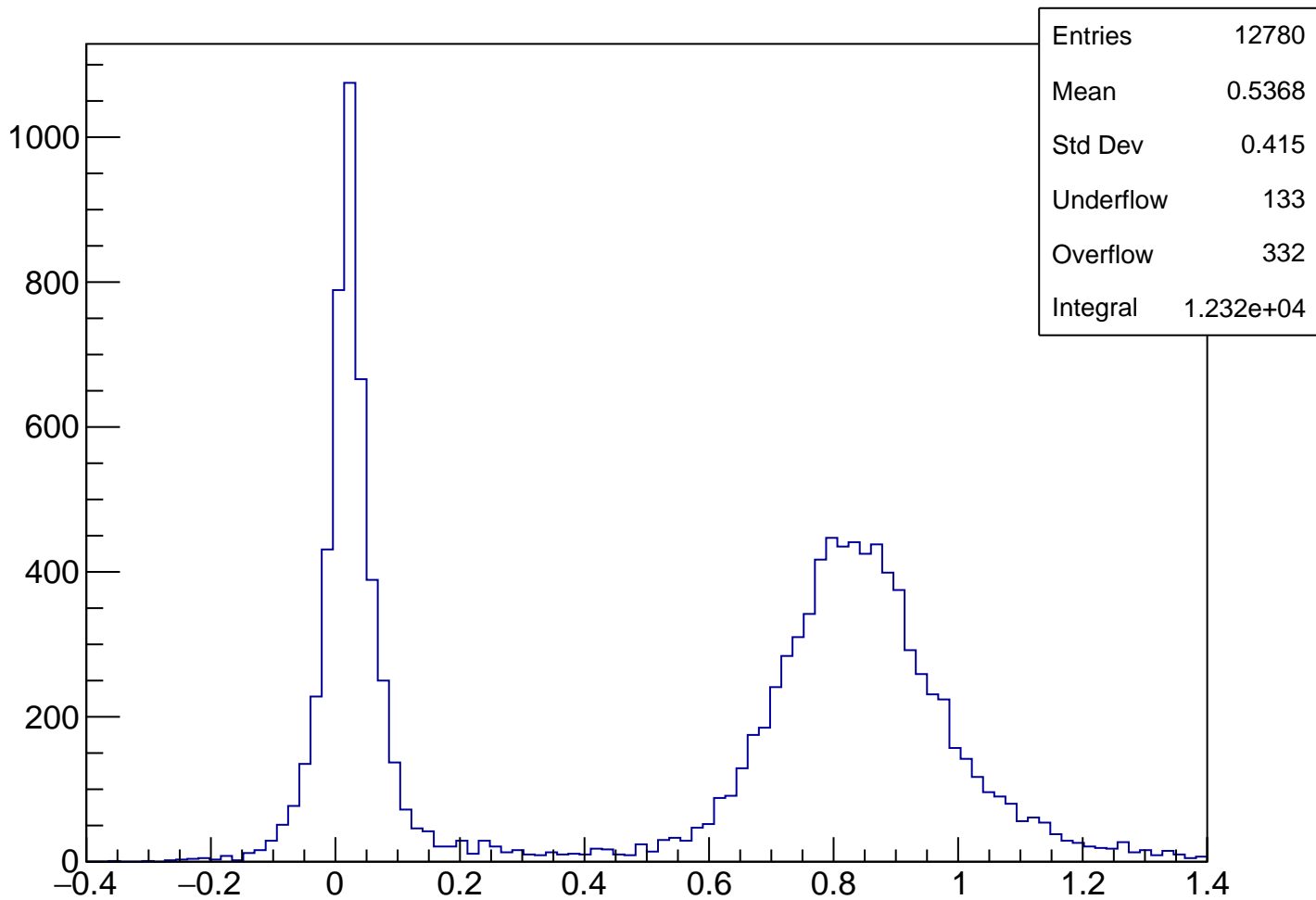
Entries	139471
Mean	19.29
Std Dev	7.478
Underflow	3206
Overflow	4
Integral	1.363e+05

# pKurama Cut1

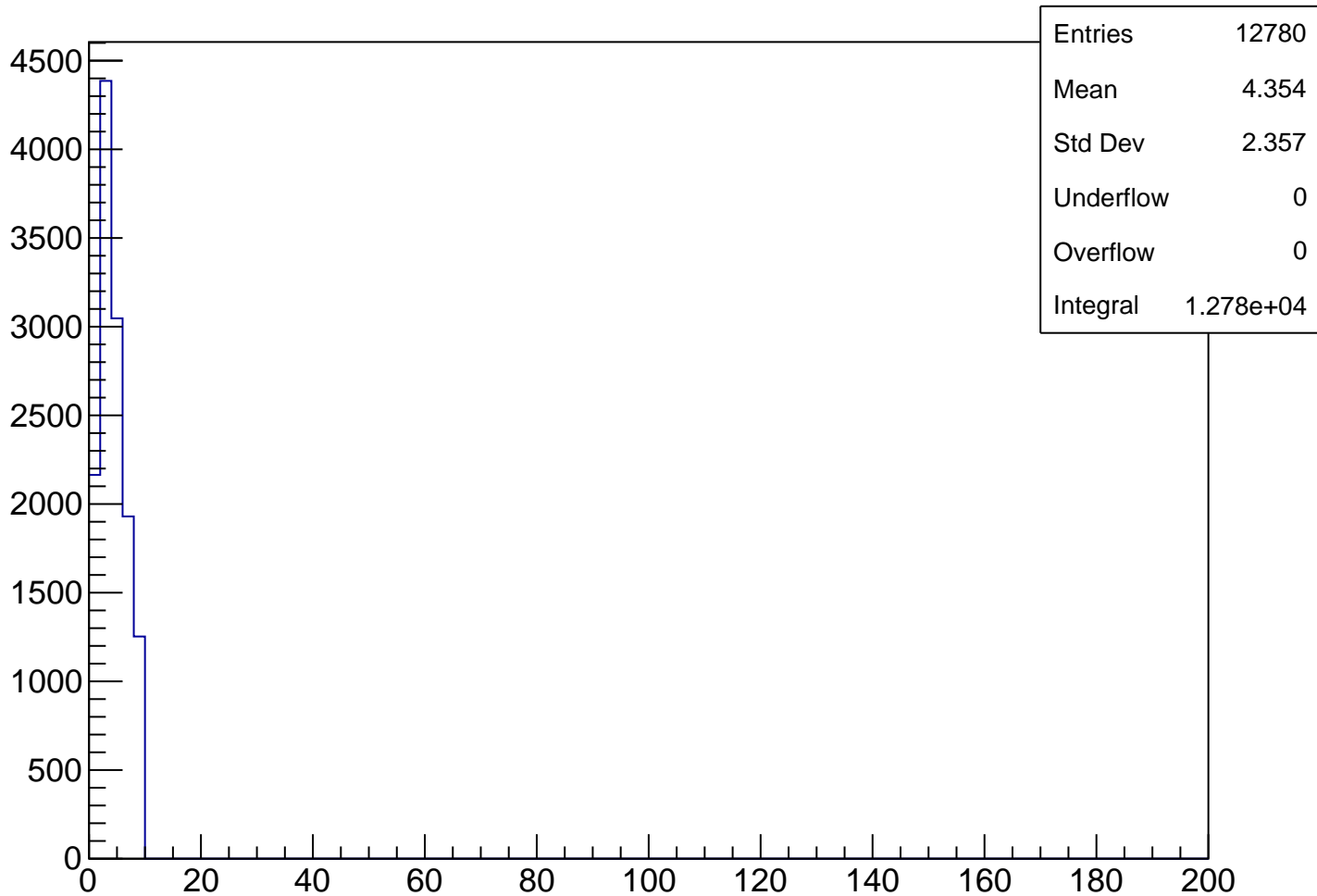




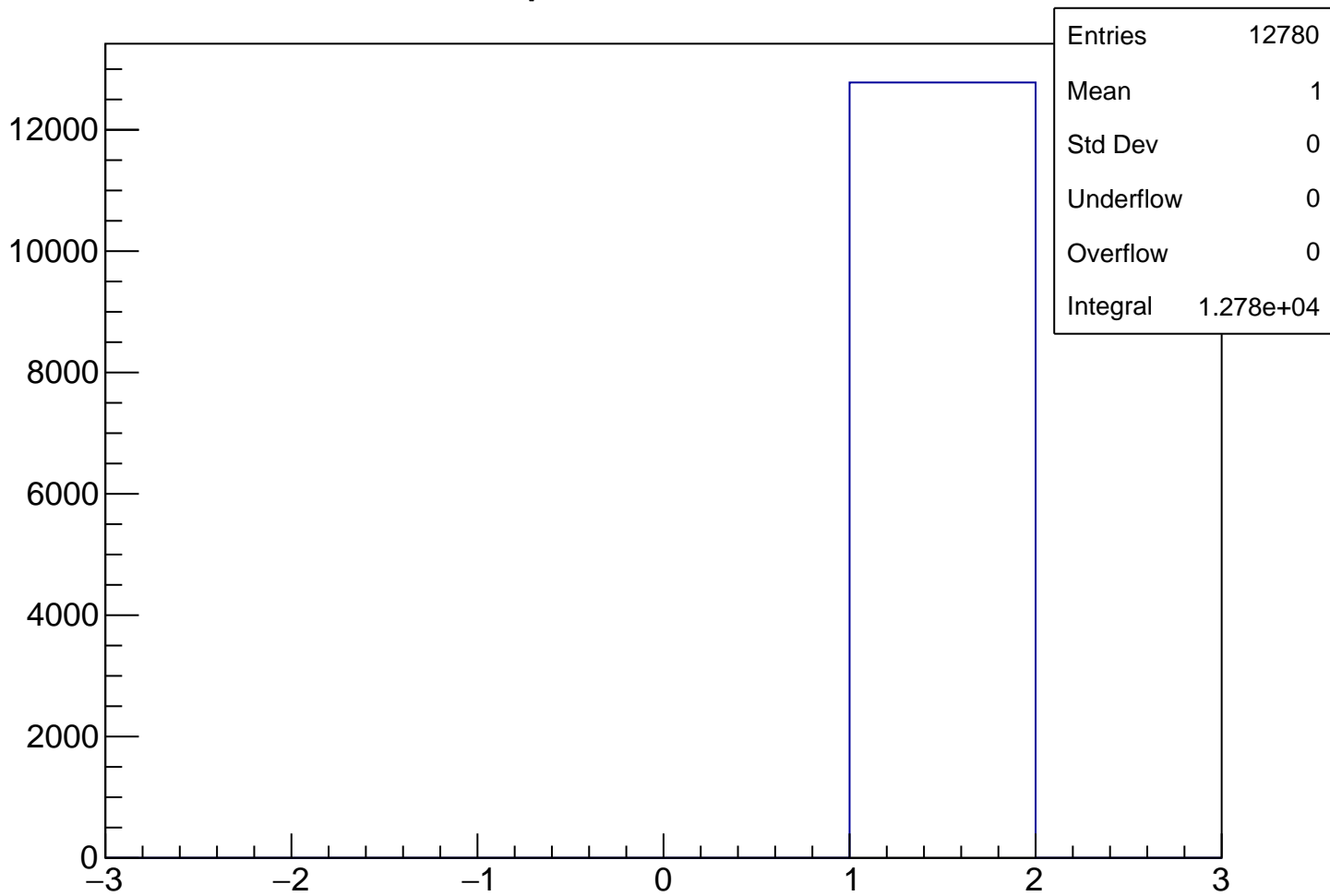
# m2 Cut1



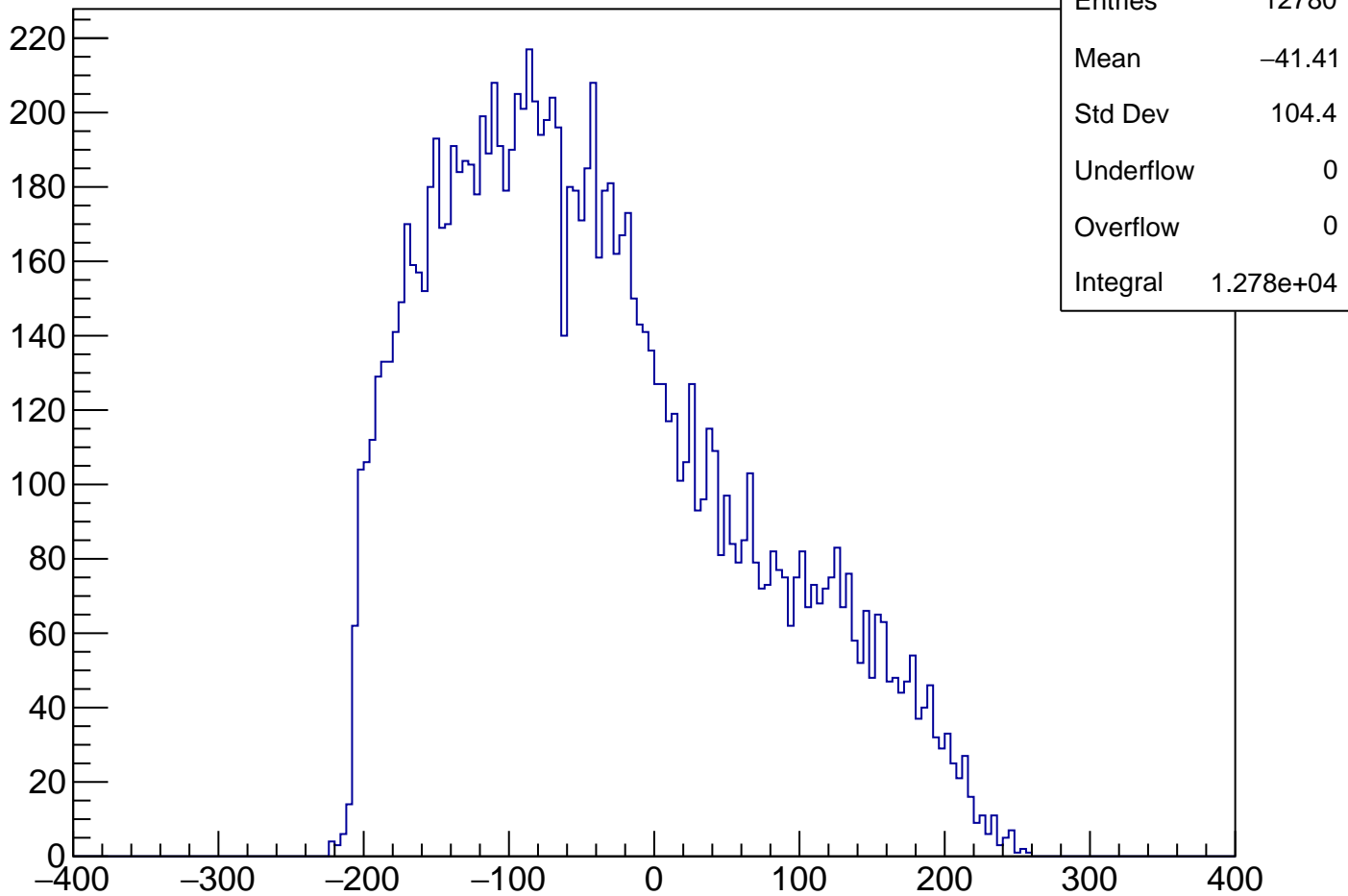
# chisqrKurama Cut1



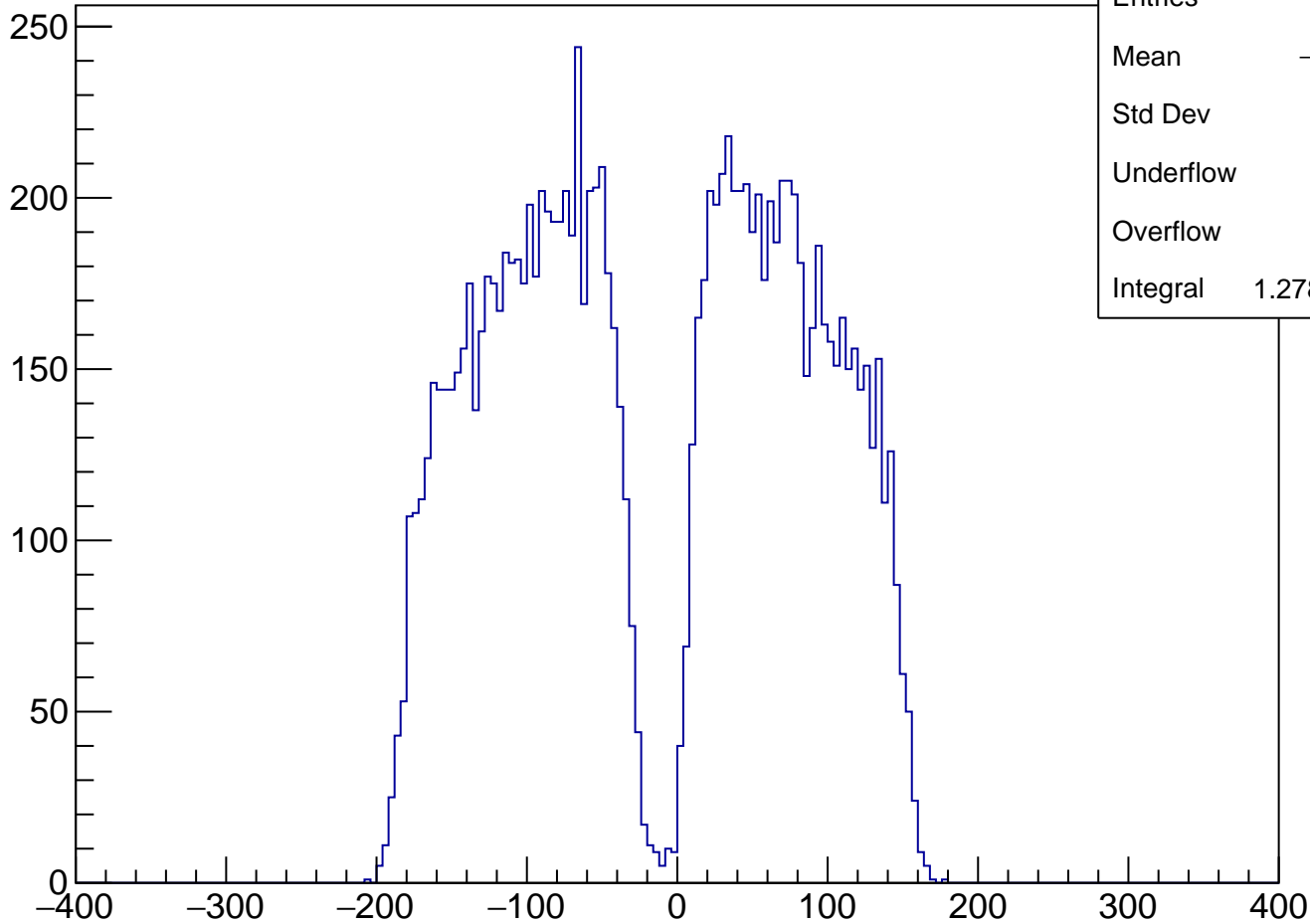
# qKurama Cut1



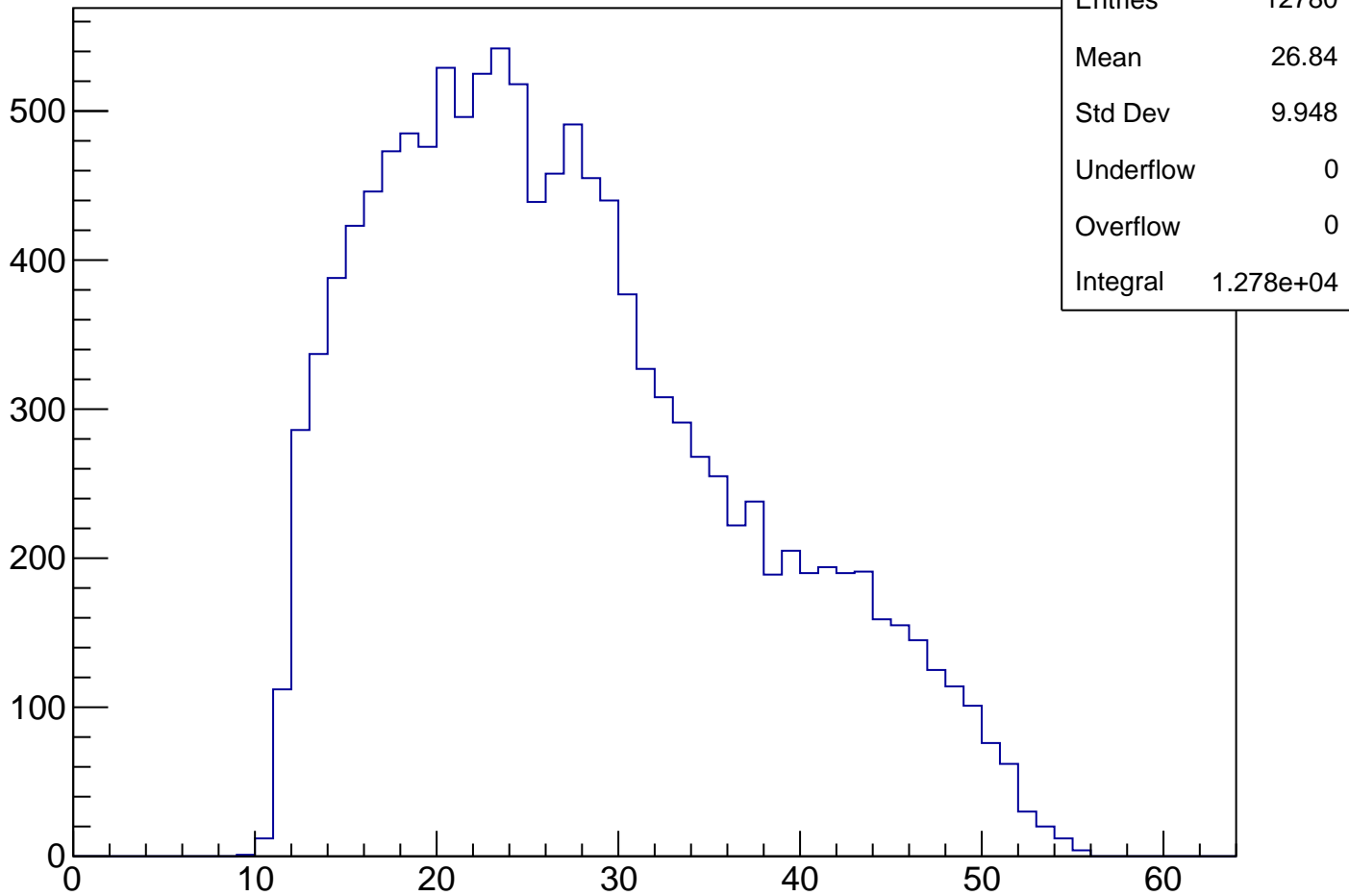
# vpx[1] Cut1



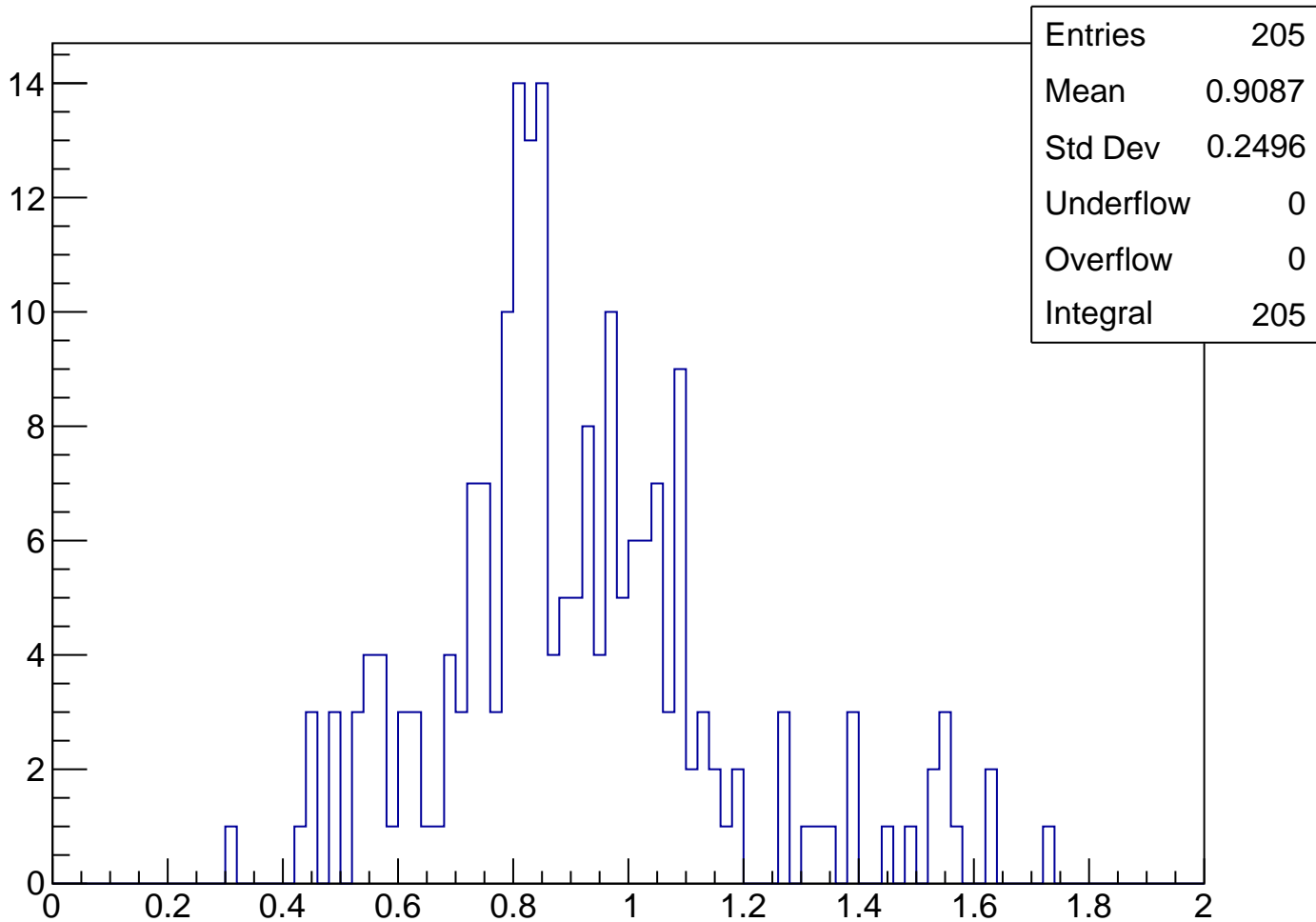
# vpy[1] Cut1



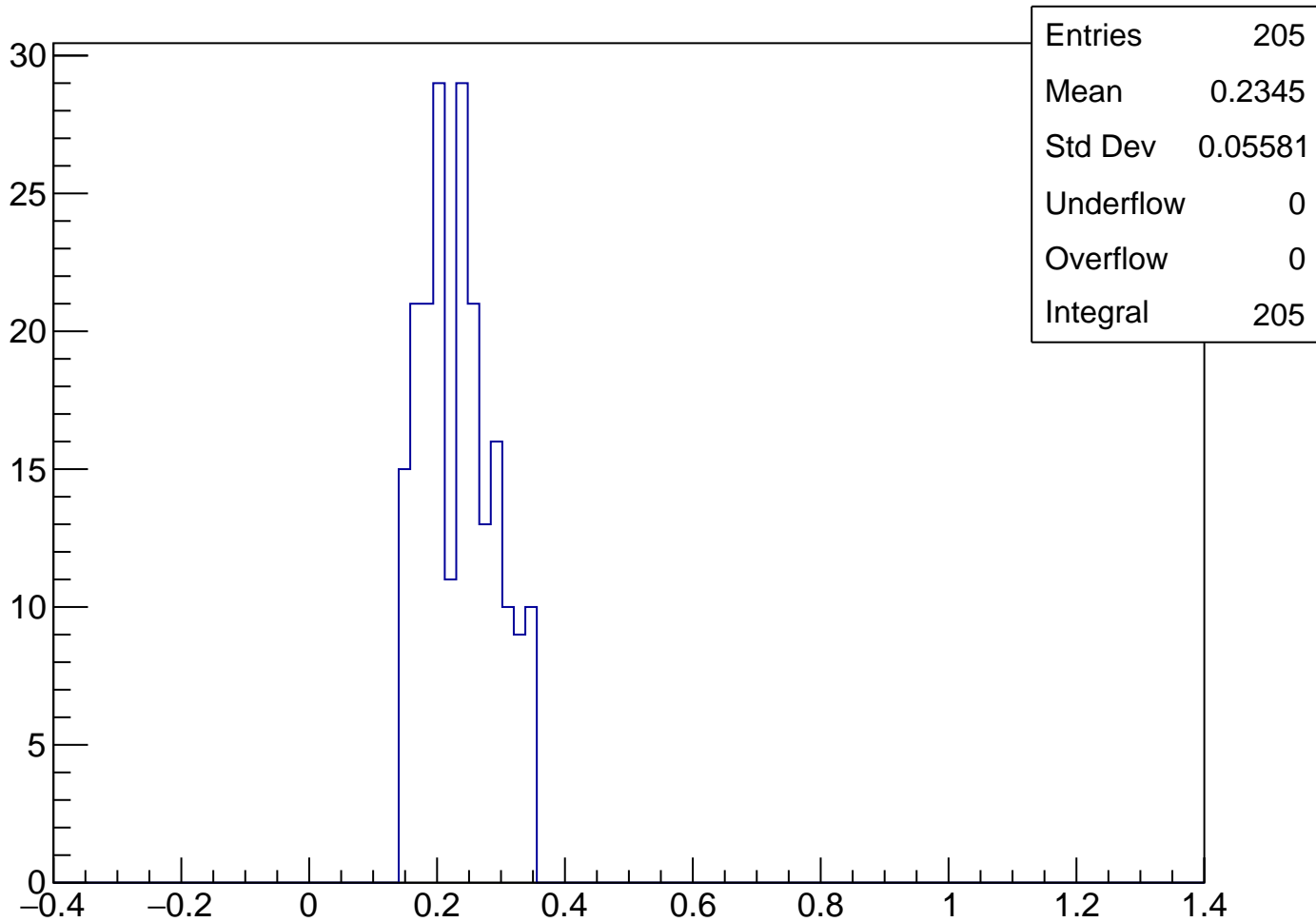
# vpseg[1] Cut1



# pKurama Cut2

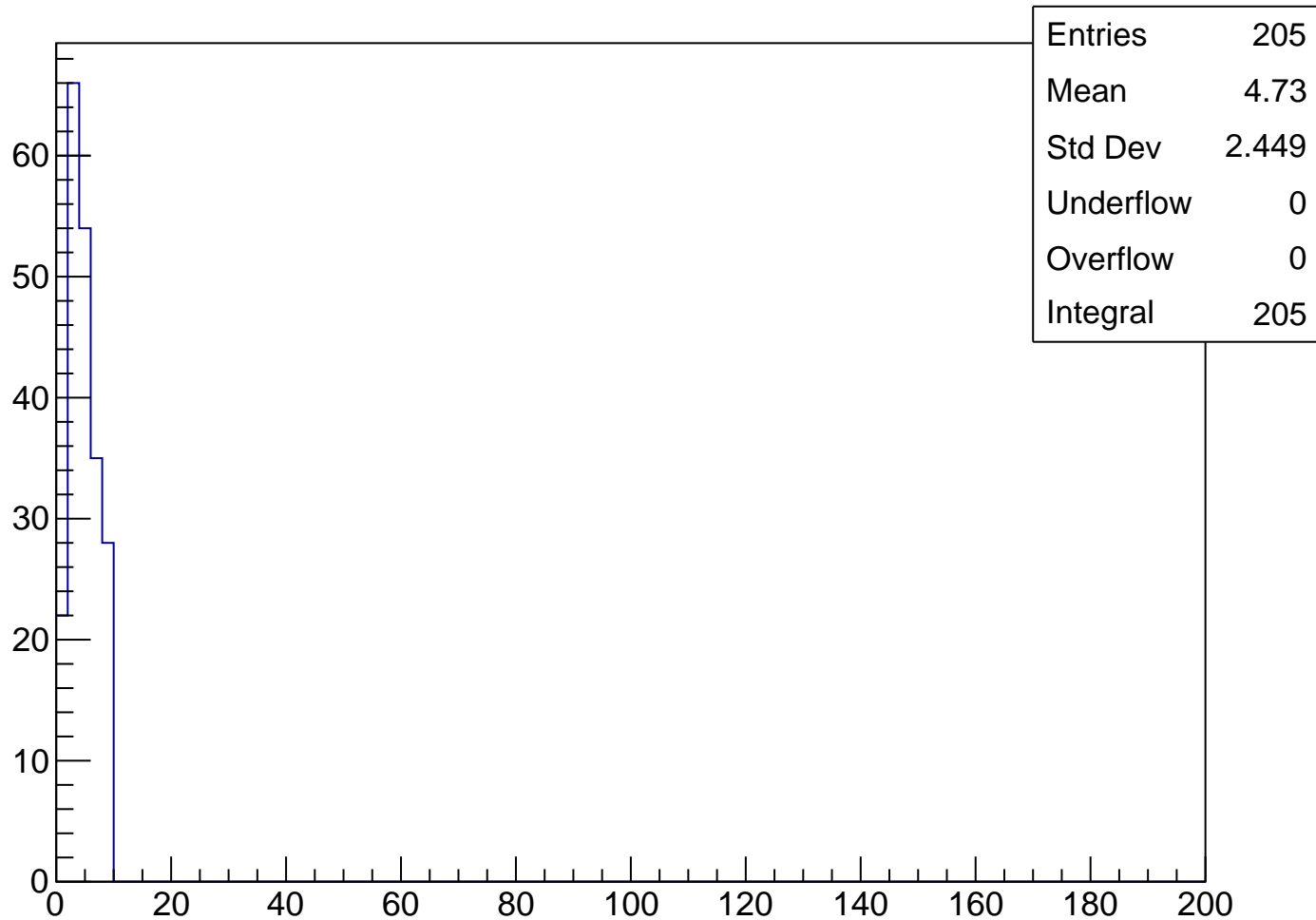


# m2 Cut2

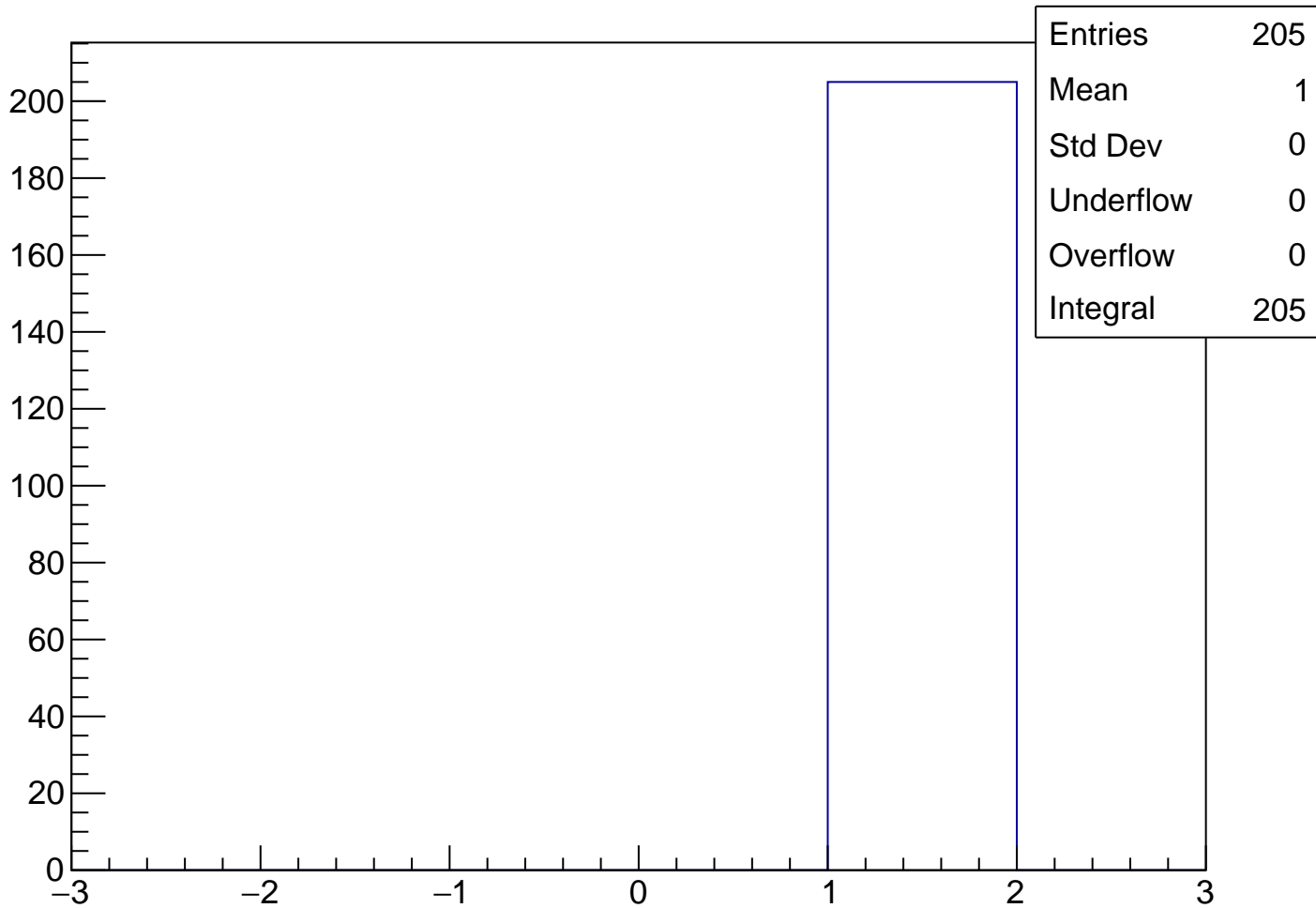




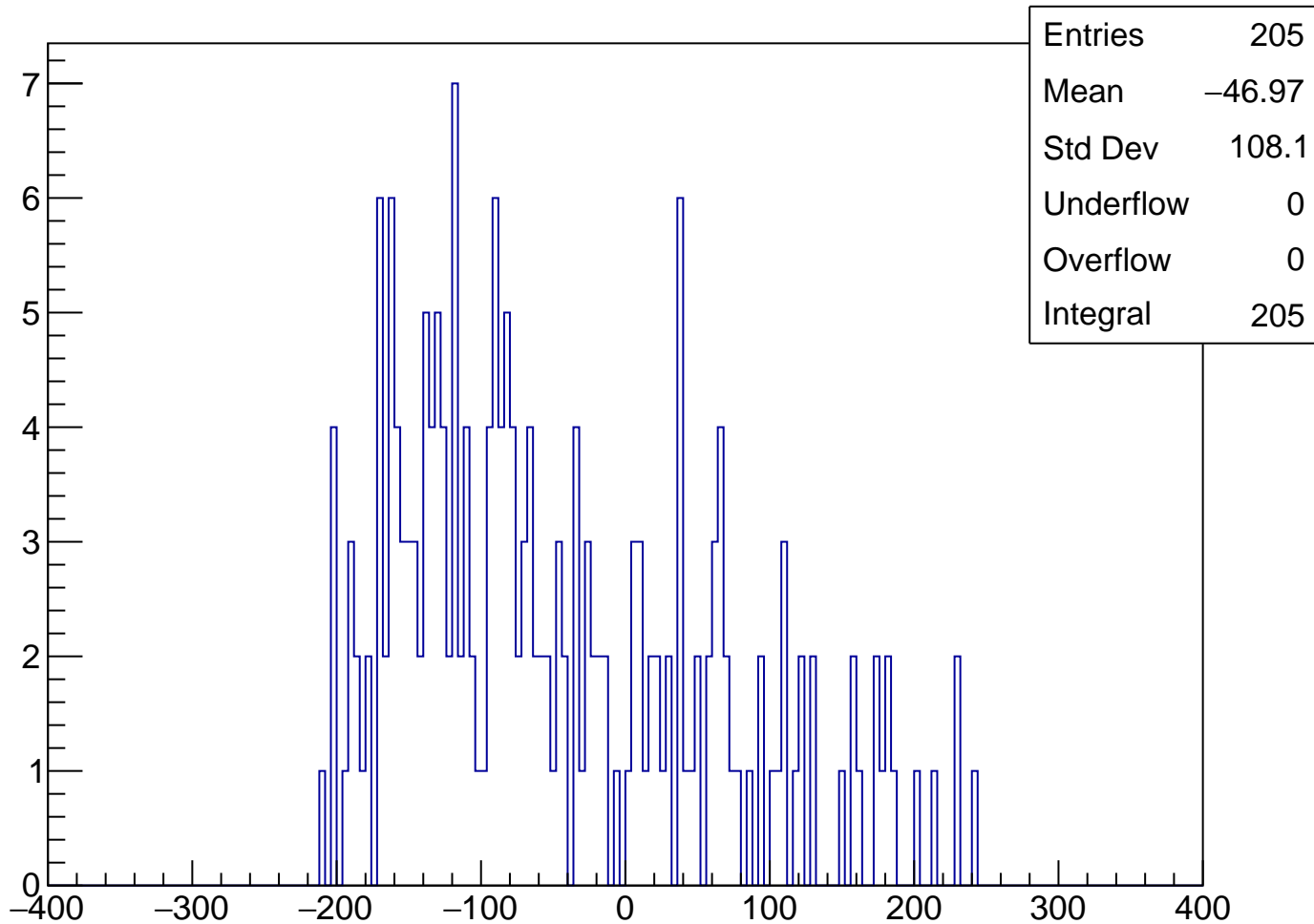
# chisqrKurama Cut2



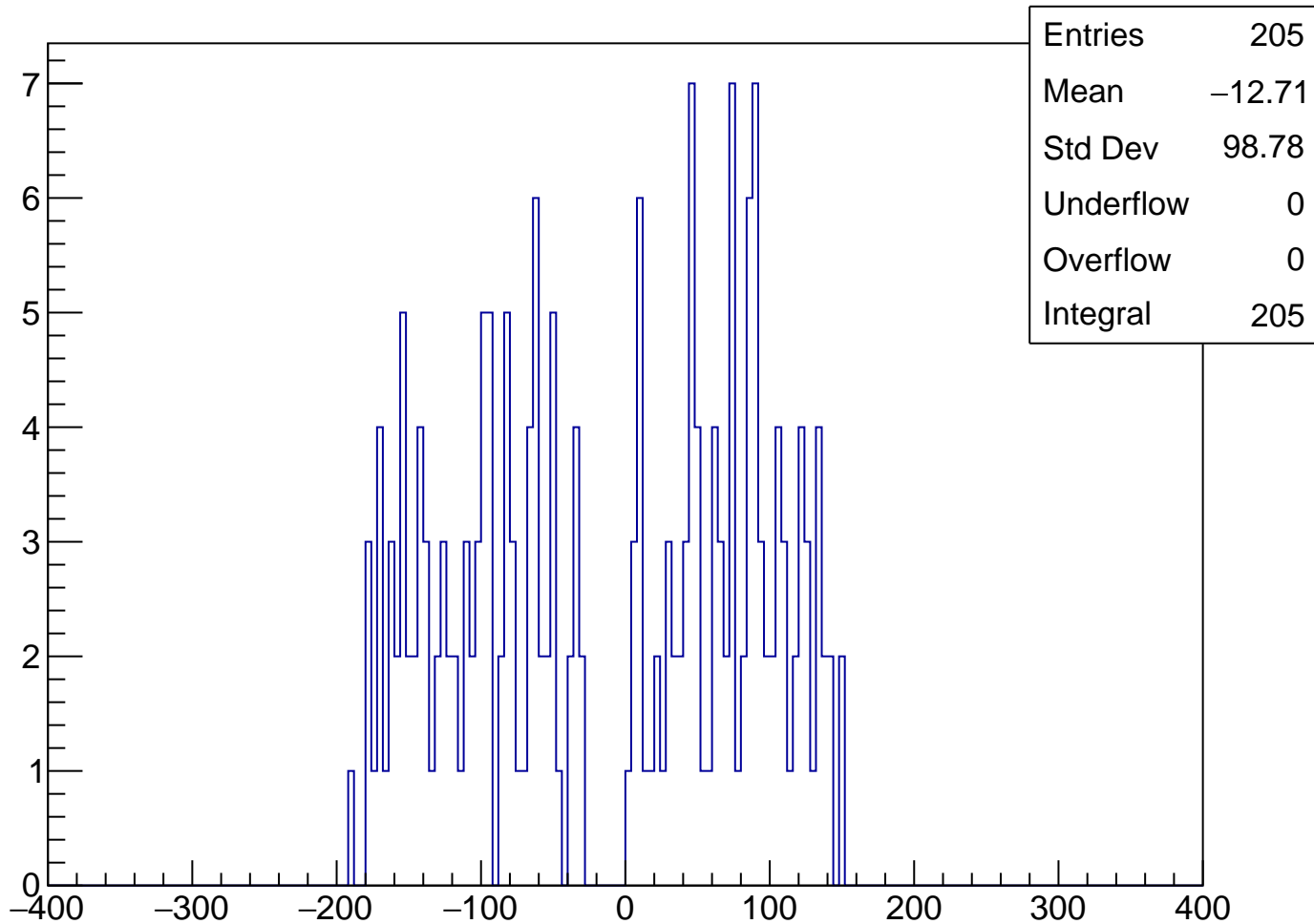
# qKurama Cut2



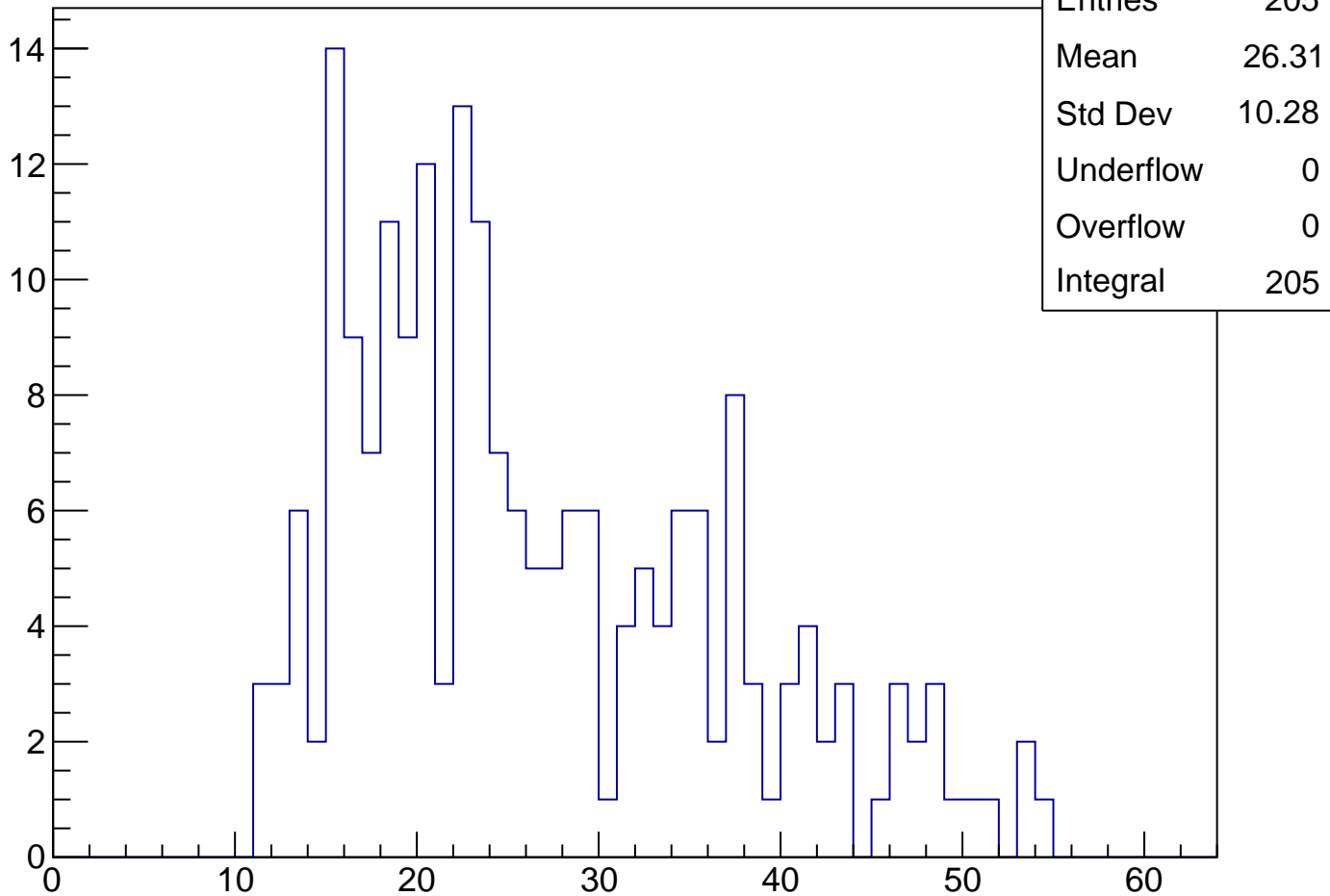
# vpx[1] Cut2



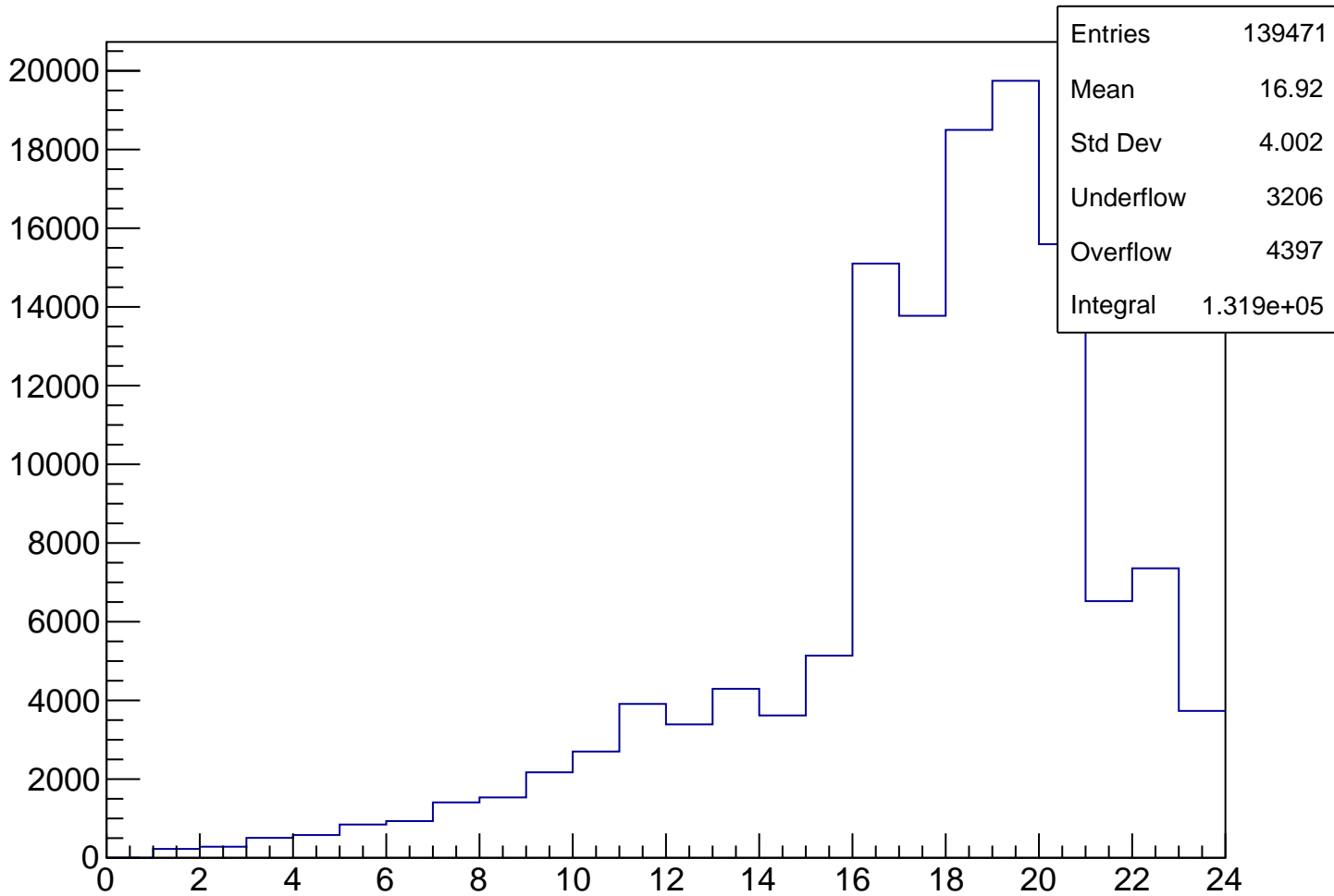
# vpy[1] Cut2



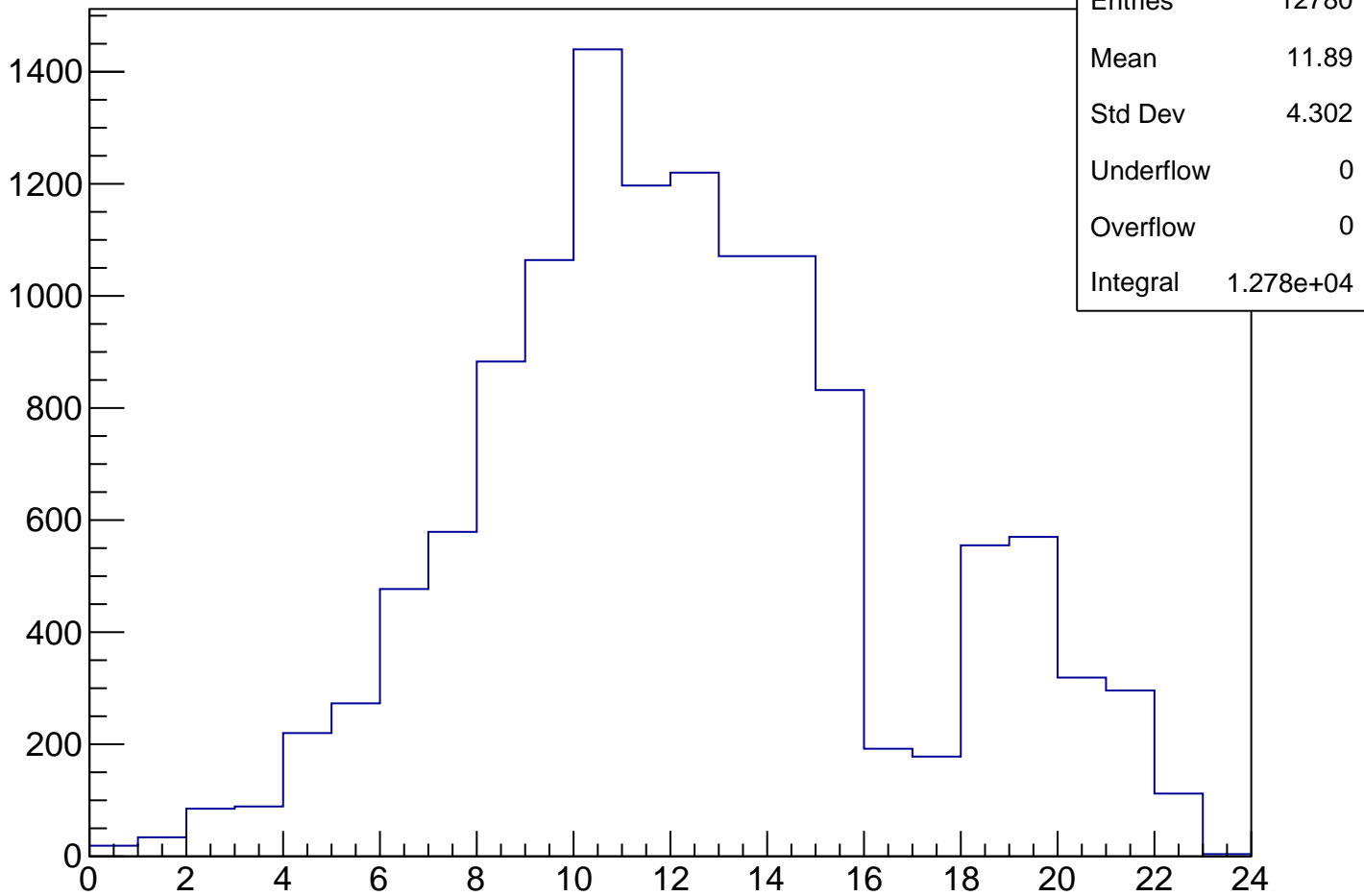
# vpseg[1] Cut2



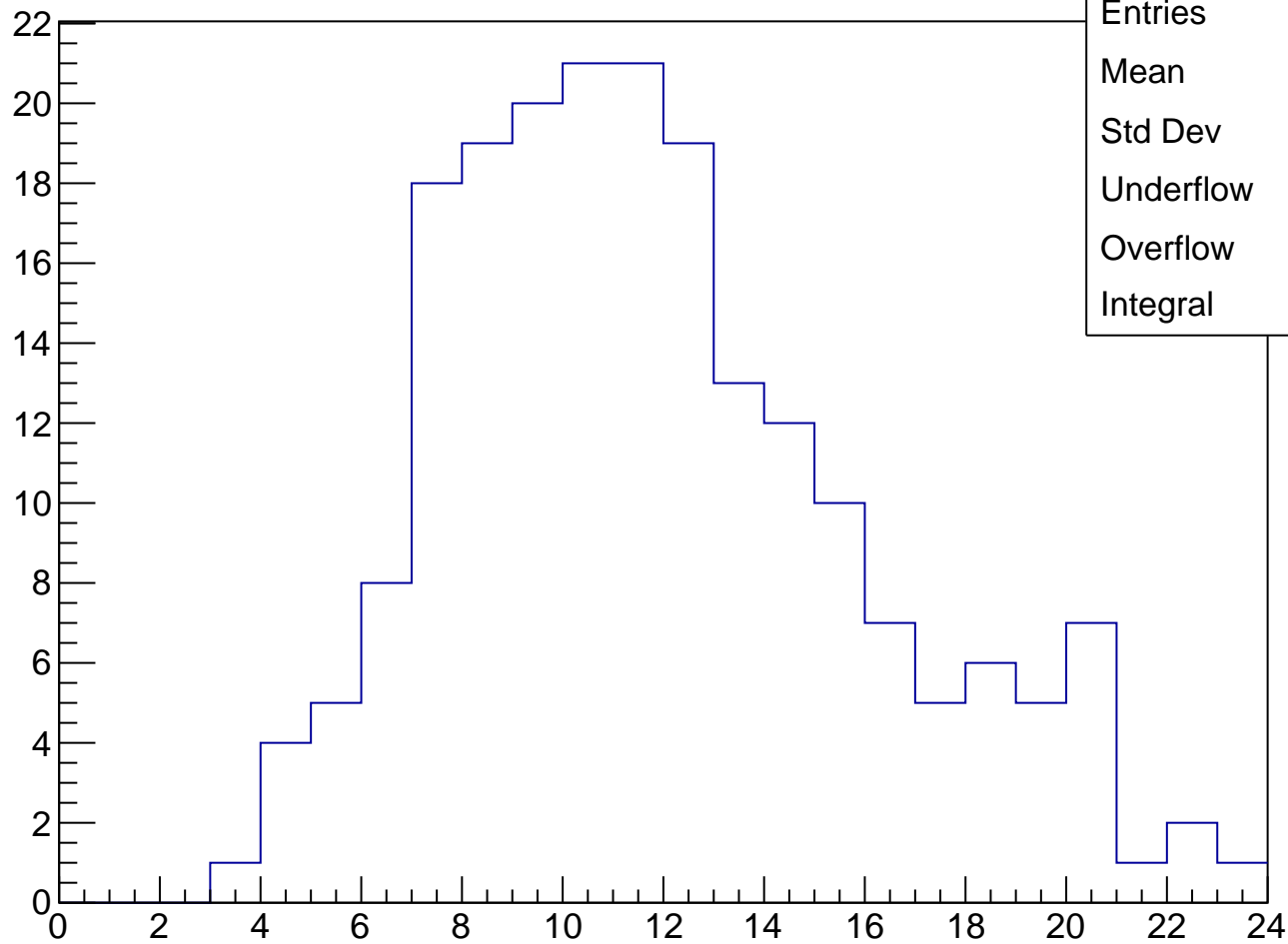
# TofSeg[0]



# TofSeg[0] Cut1



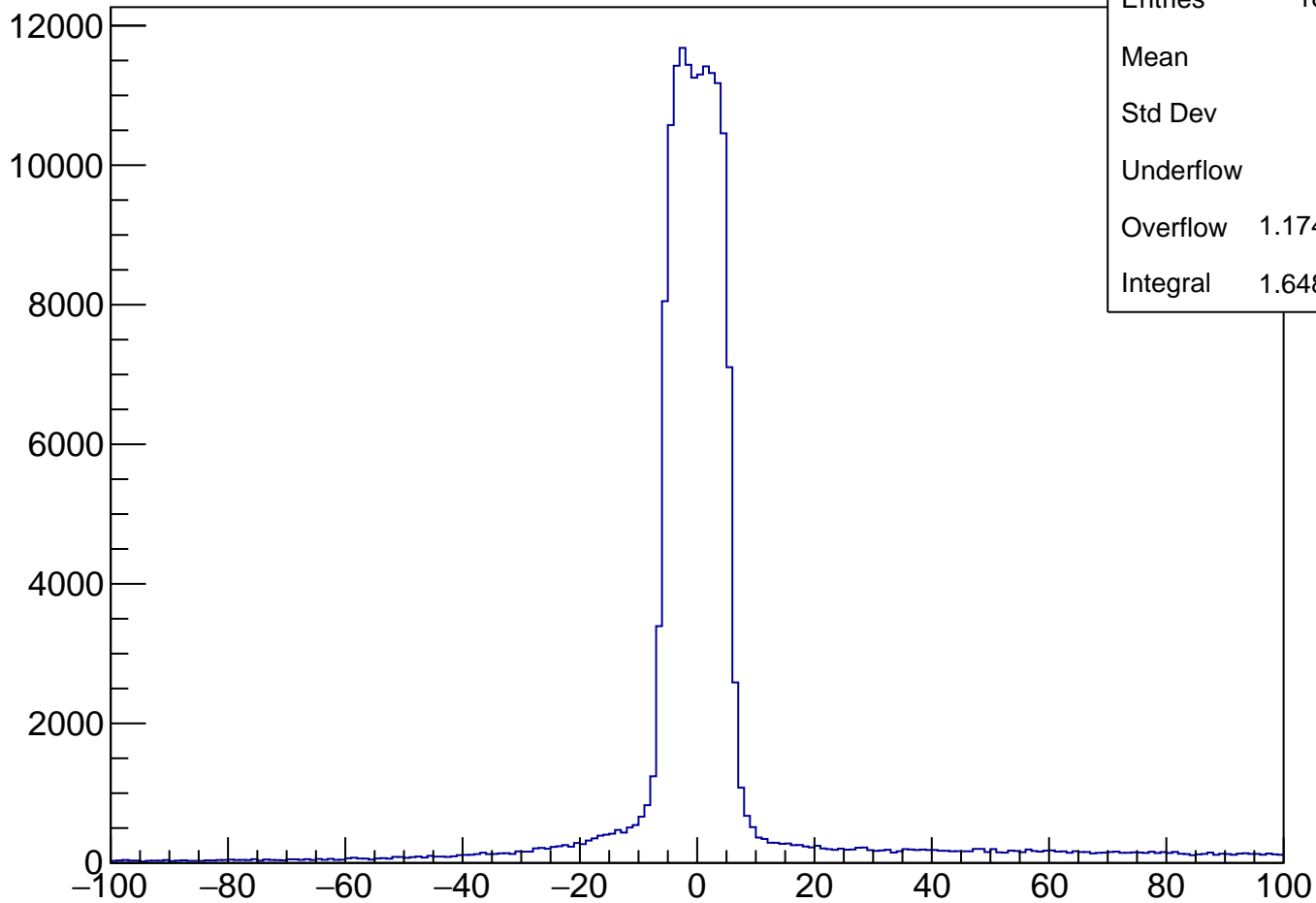
# TofSeg[0] Cut2



Entries	205
Mean	11.39
Std Dev	4.15
Underflow	0
Overflow	0
Integral	205

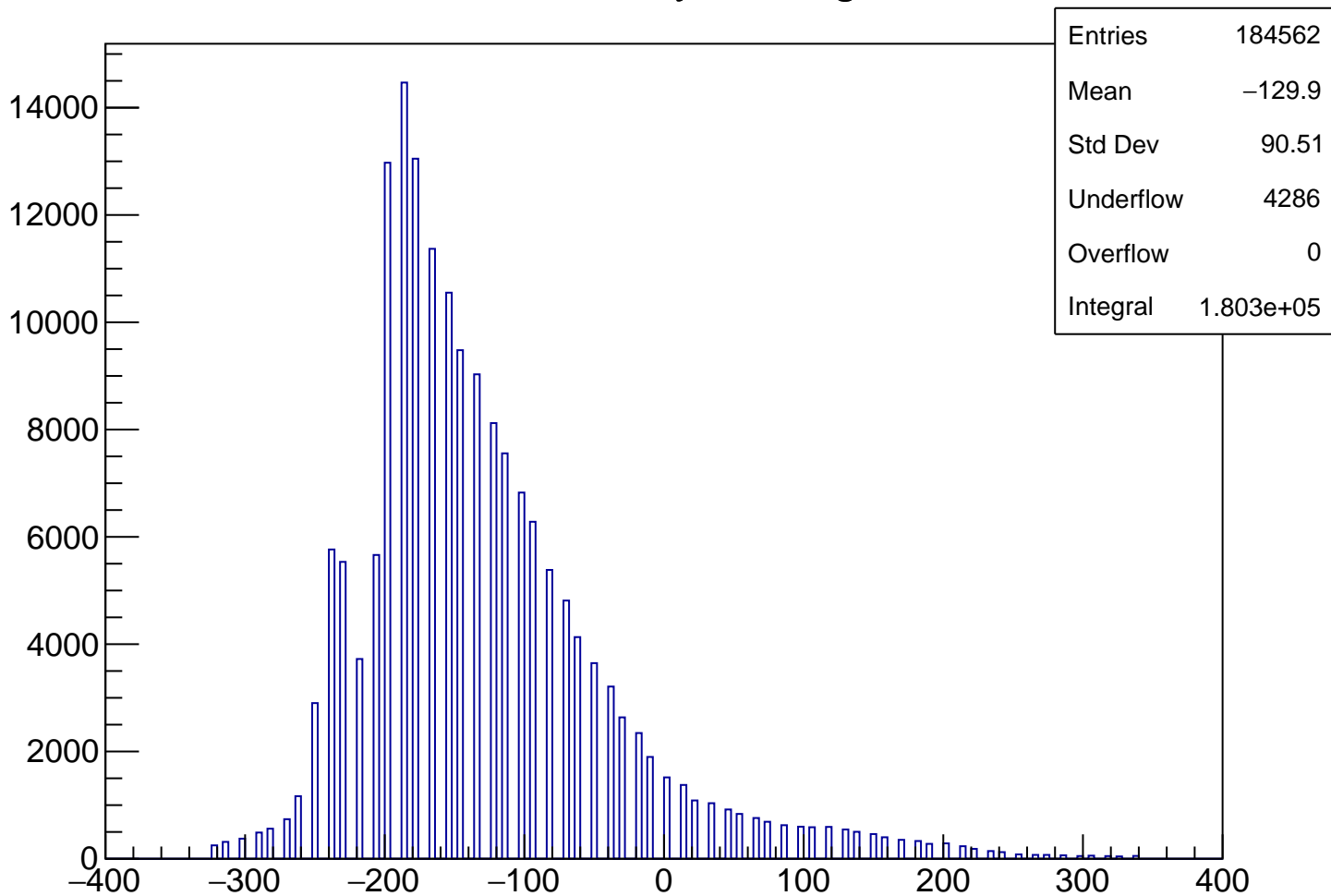


delta\_x

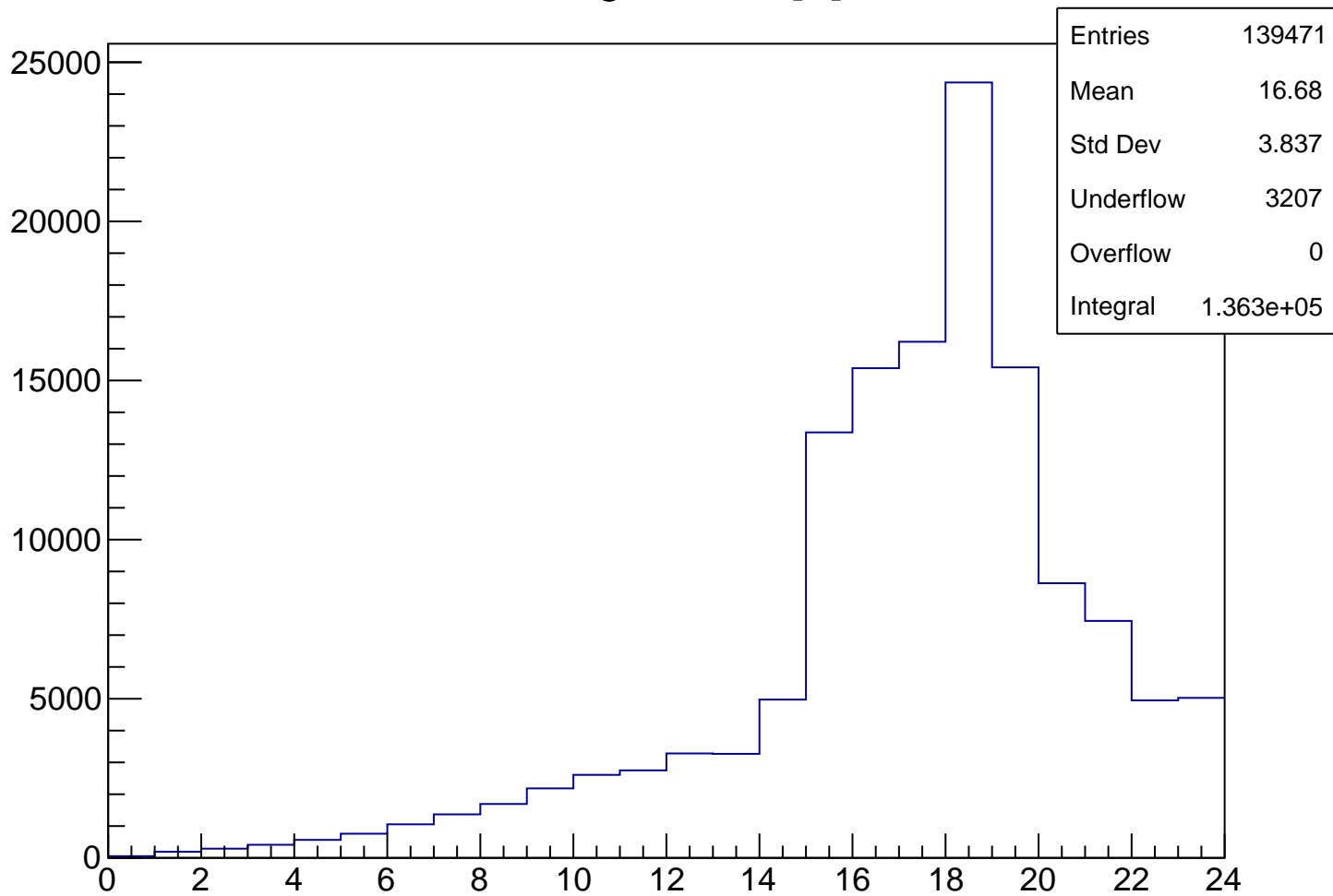


Entries	184562
Mean	2.406
Std Dev	20.28
Underflow	7992
Overflow	1.174e+04
Integral	1.648e+05

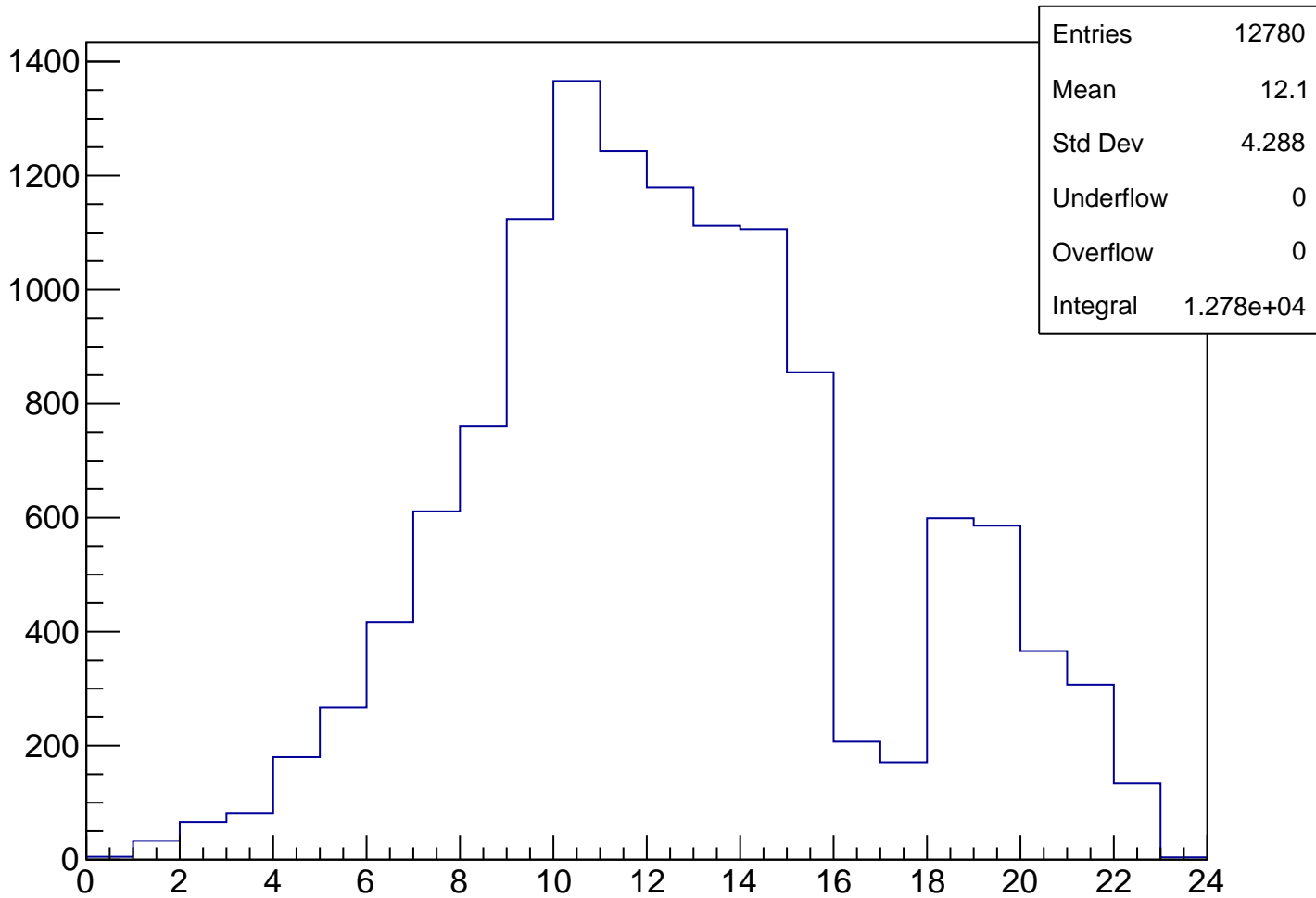
# Sch Position by HitSegment



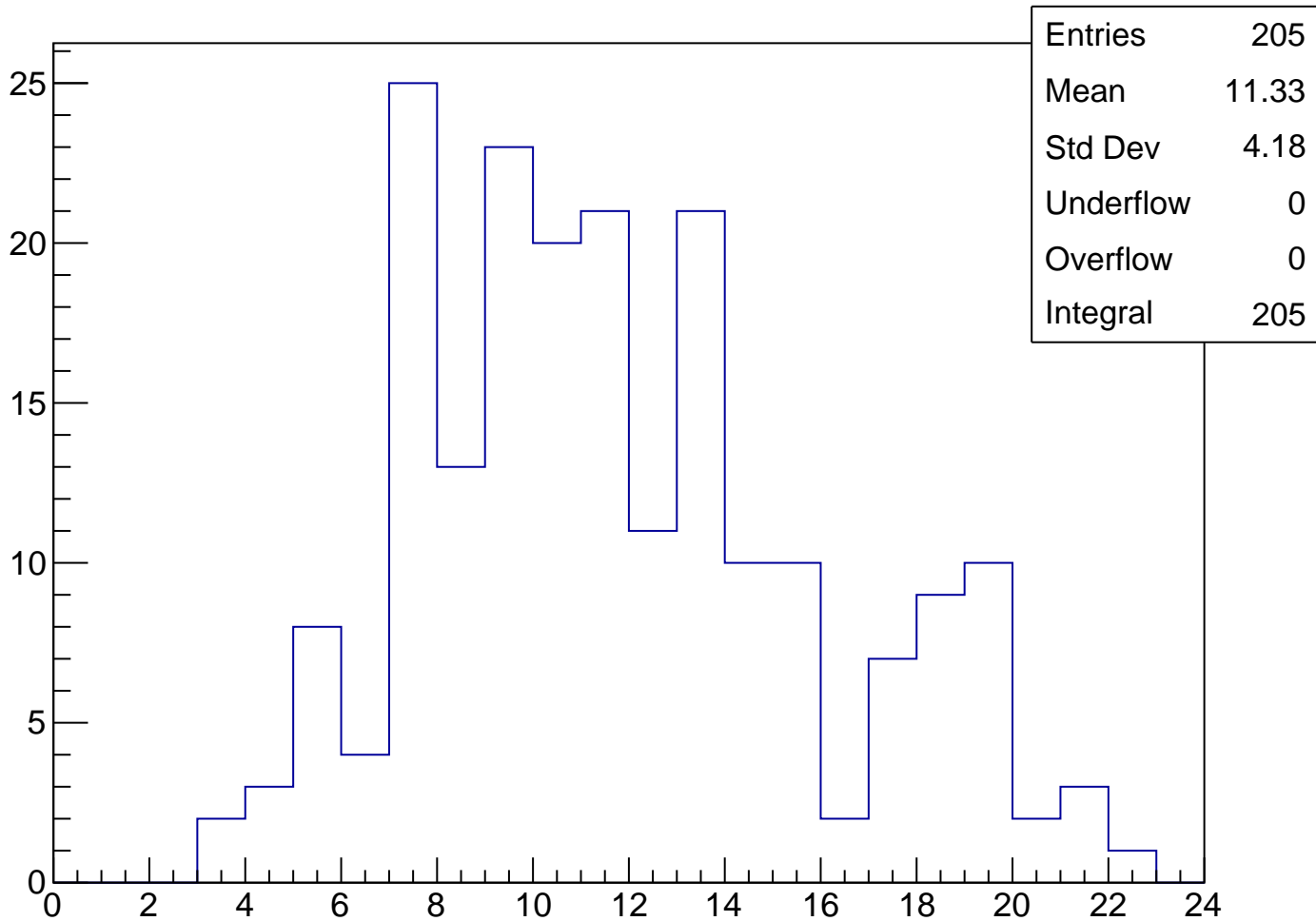
# tofsegKurama[0]



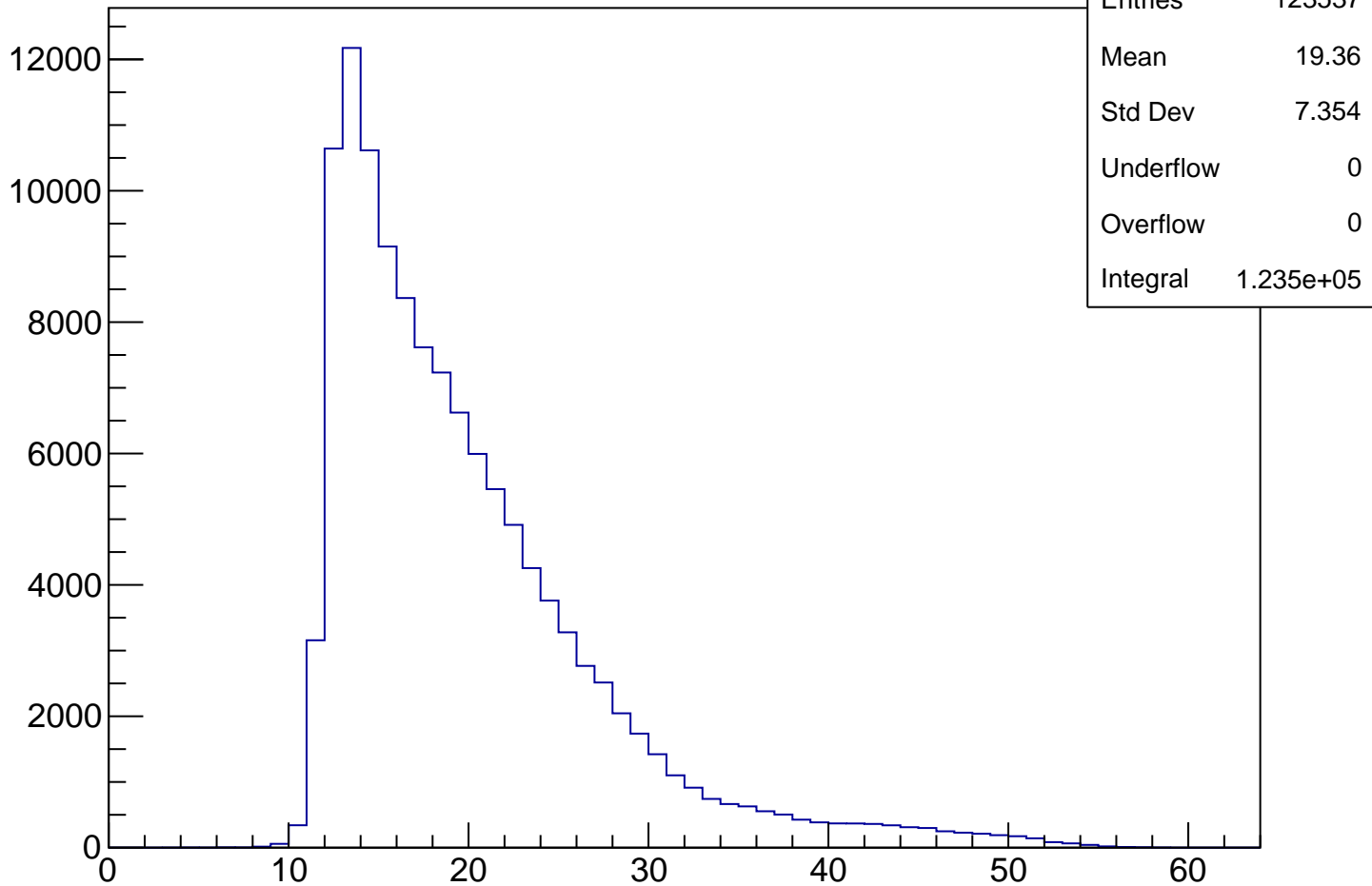
# tofsegKurama[0] Cut1



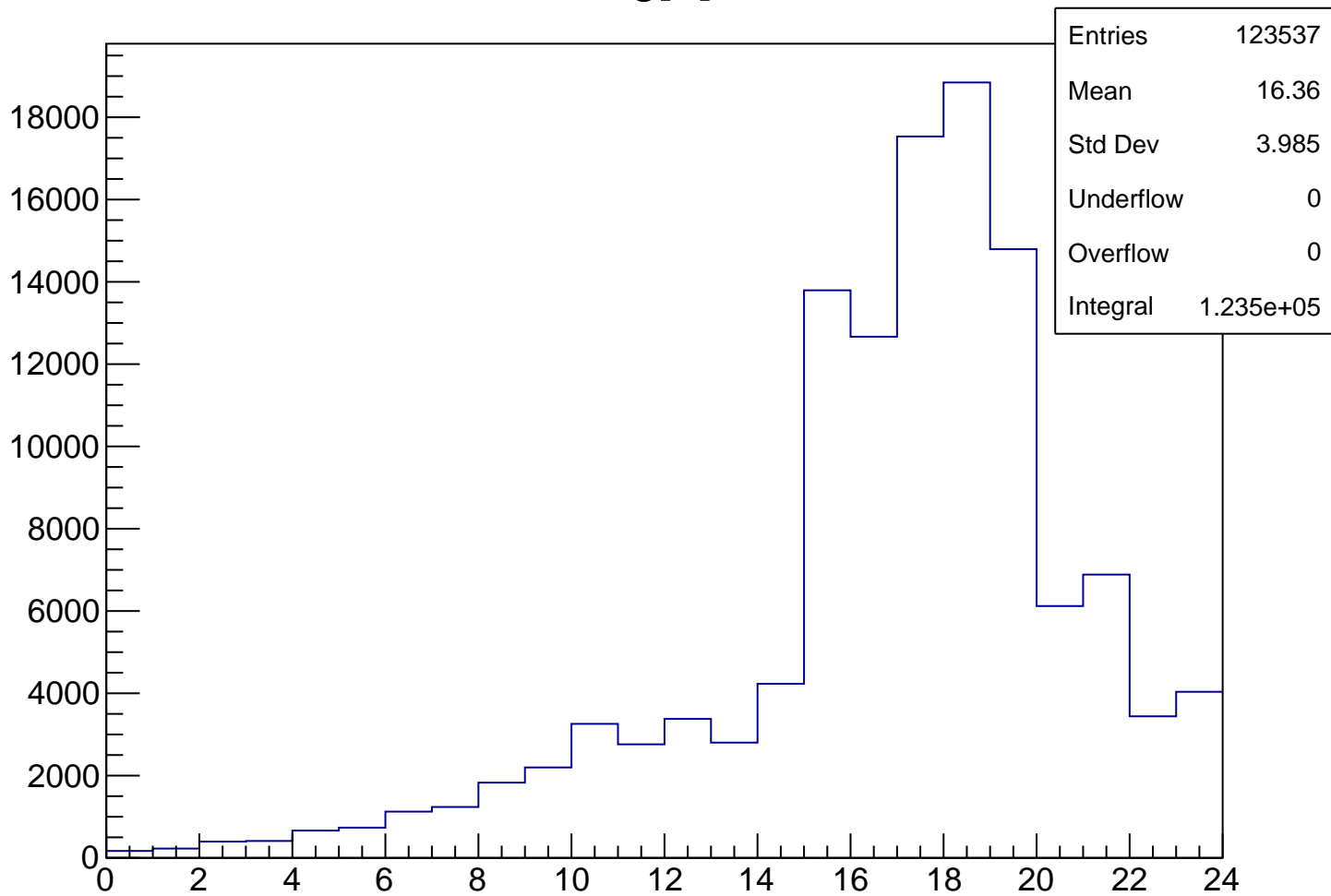
# tofsegKurama[0] Cut2



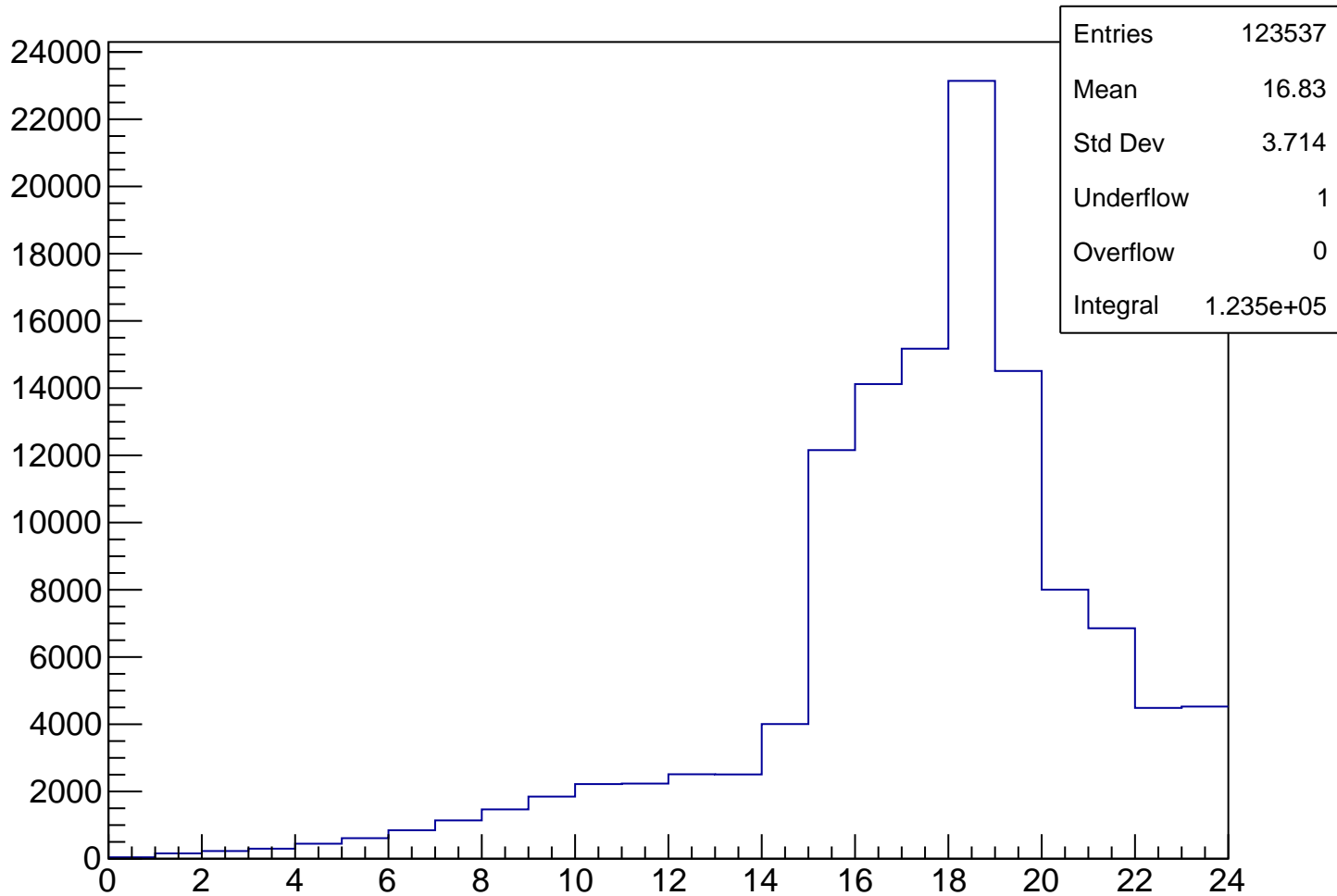
# vpseg[1] Cut3



# TofSeg[0] Cut3

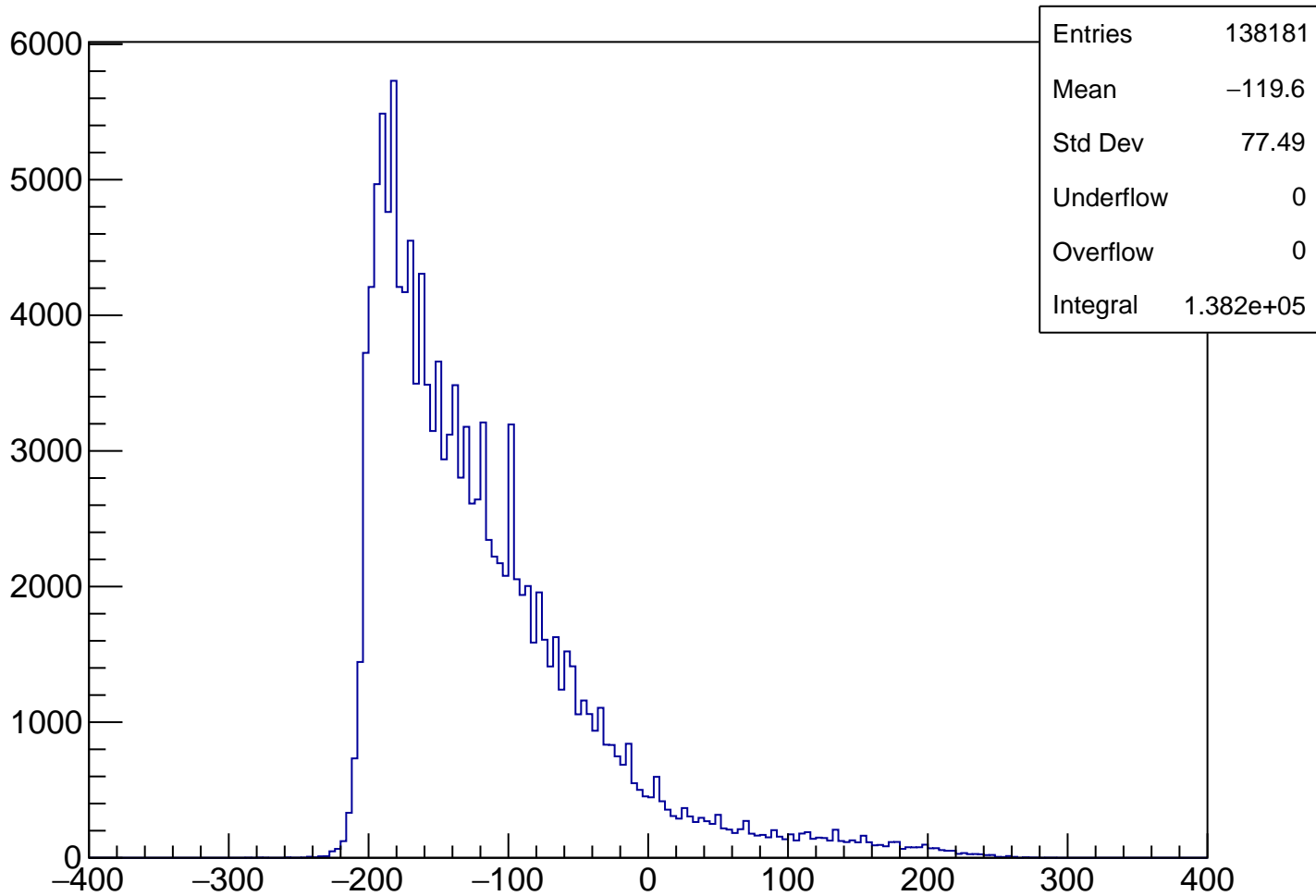


# tofsegKurama[0] Cut3

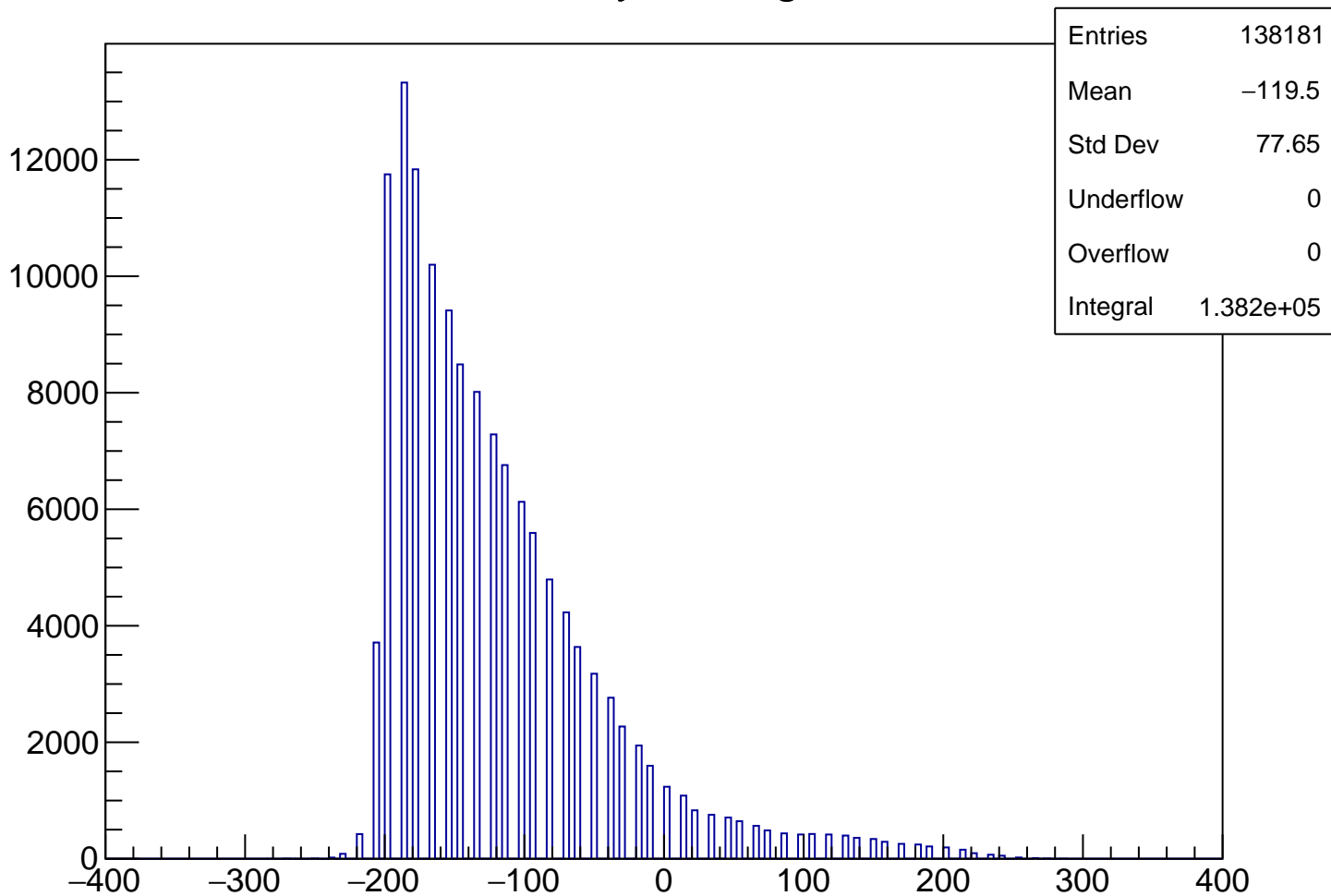




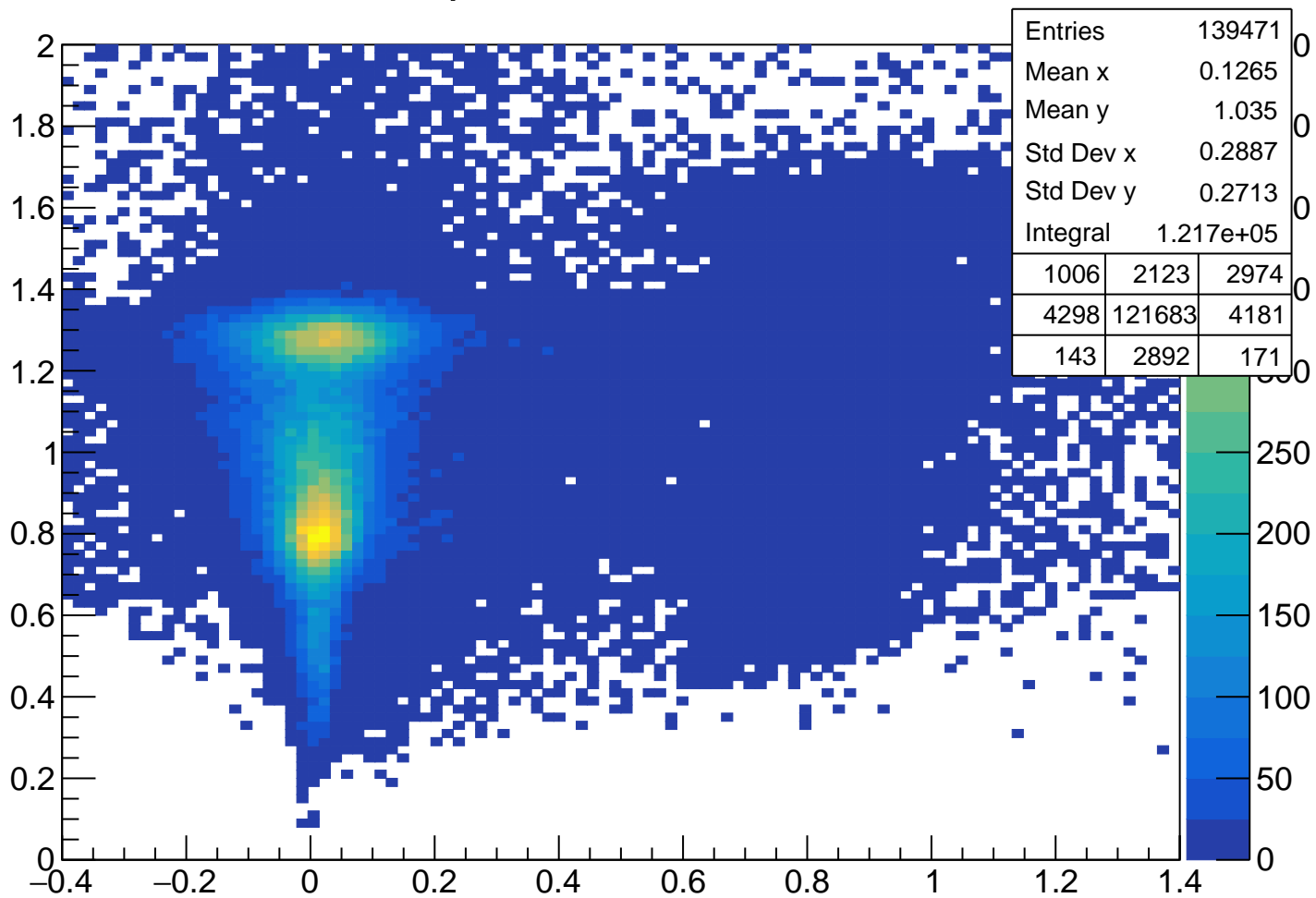
# vpx[1] Cut3



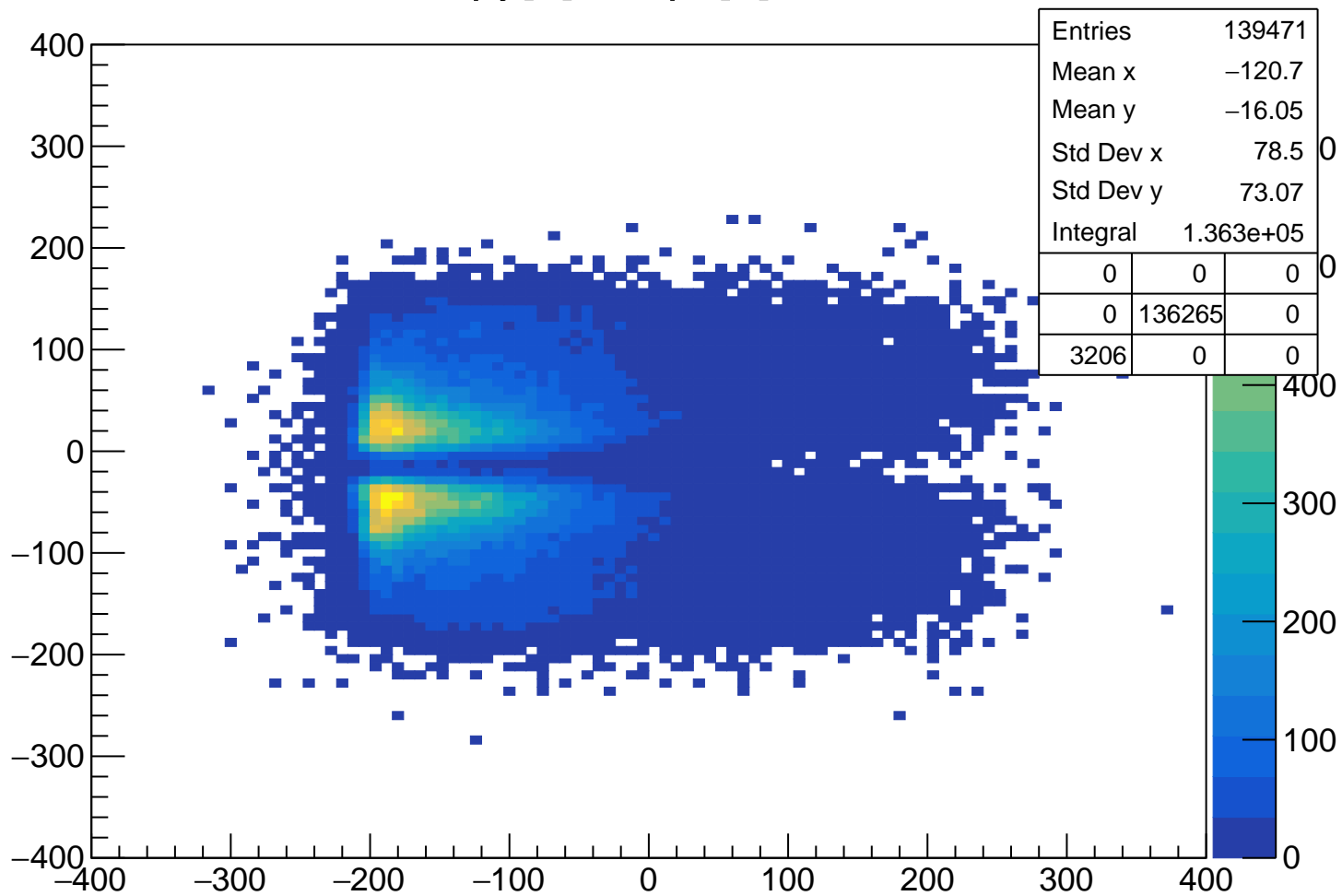
# Sch Position by HitSegment Cut3



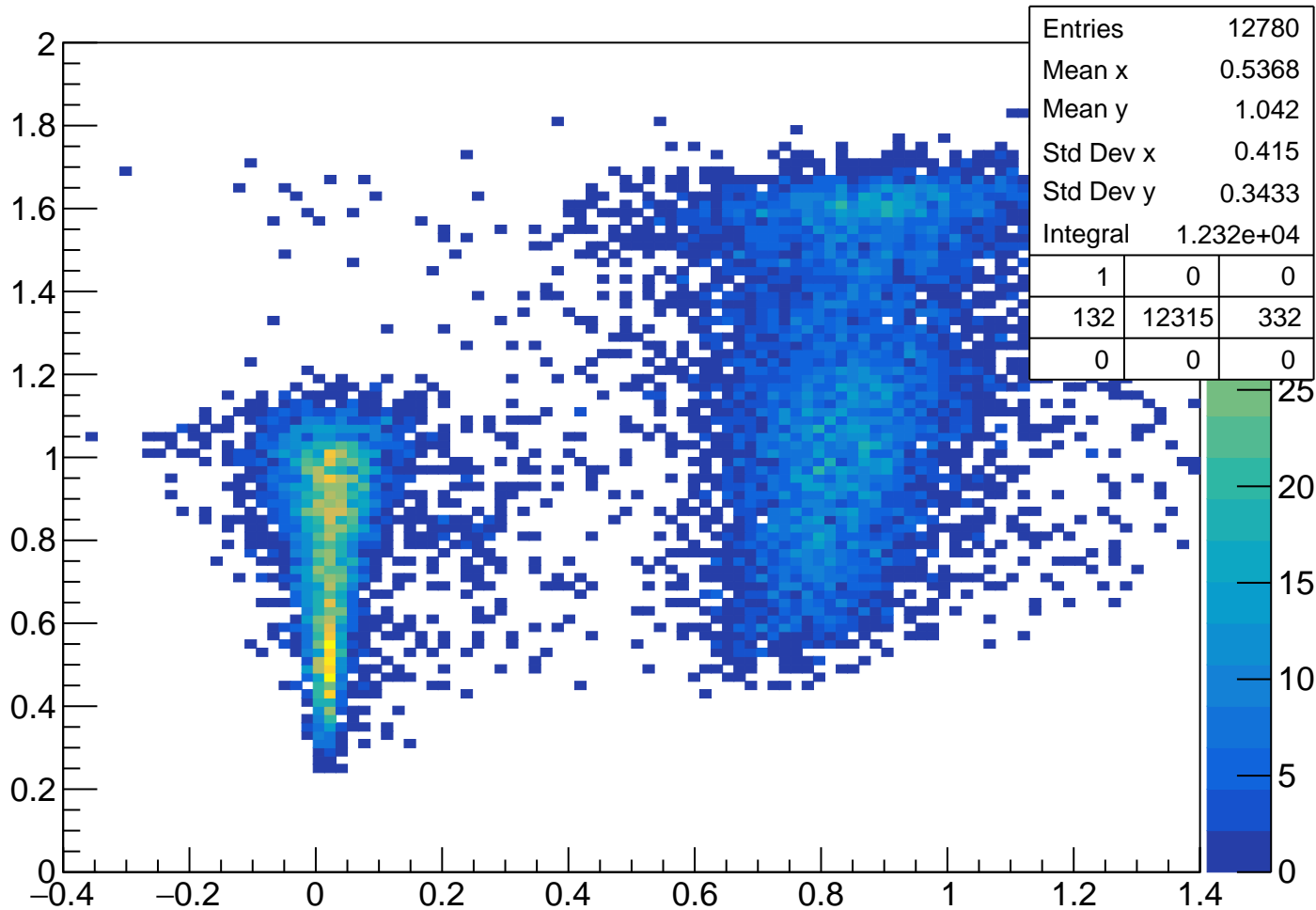
# pKurama % m2



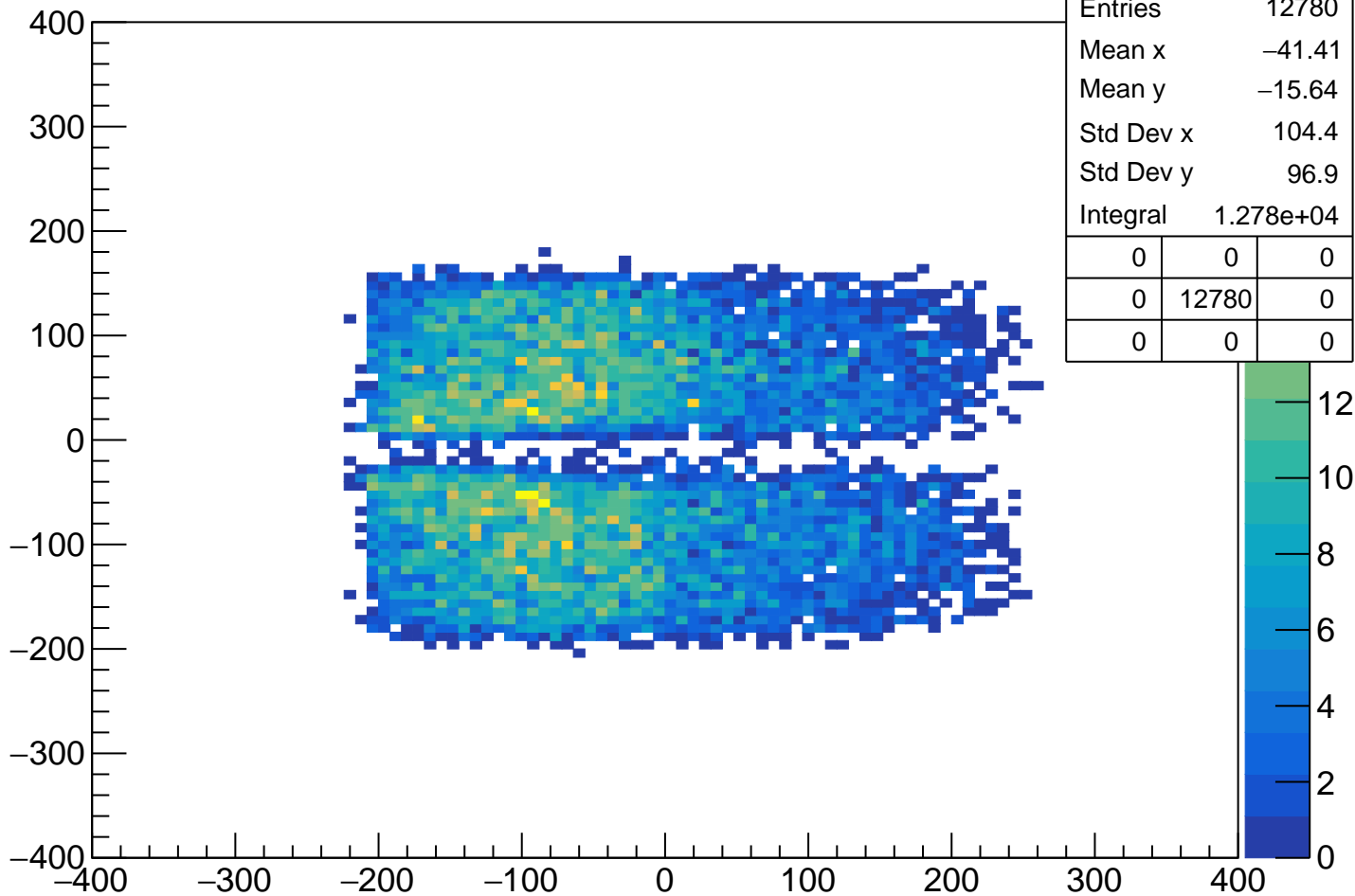
vpy[1] % vpx[1]



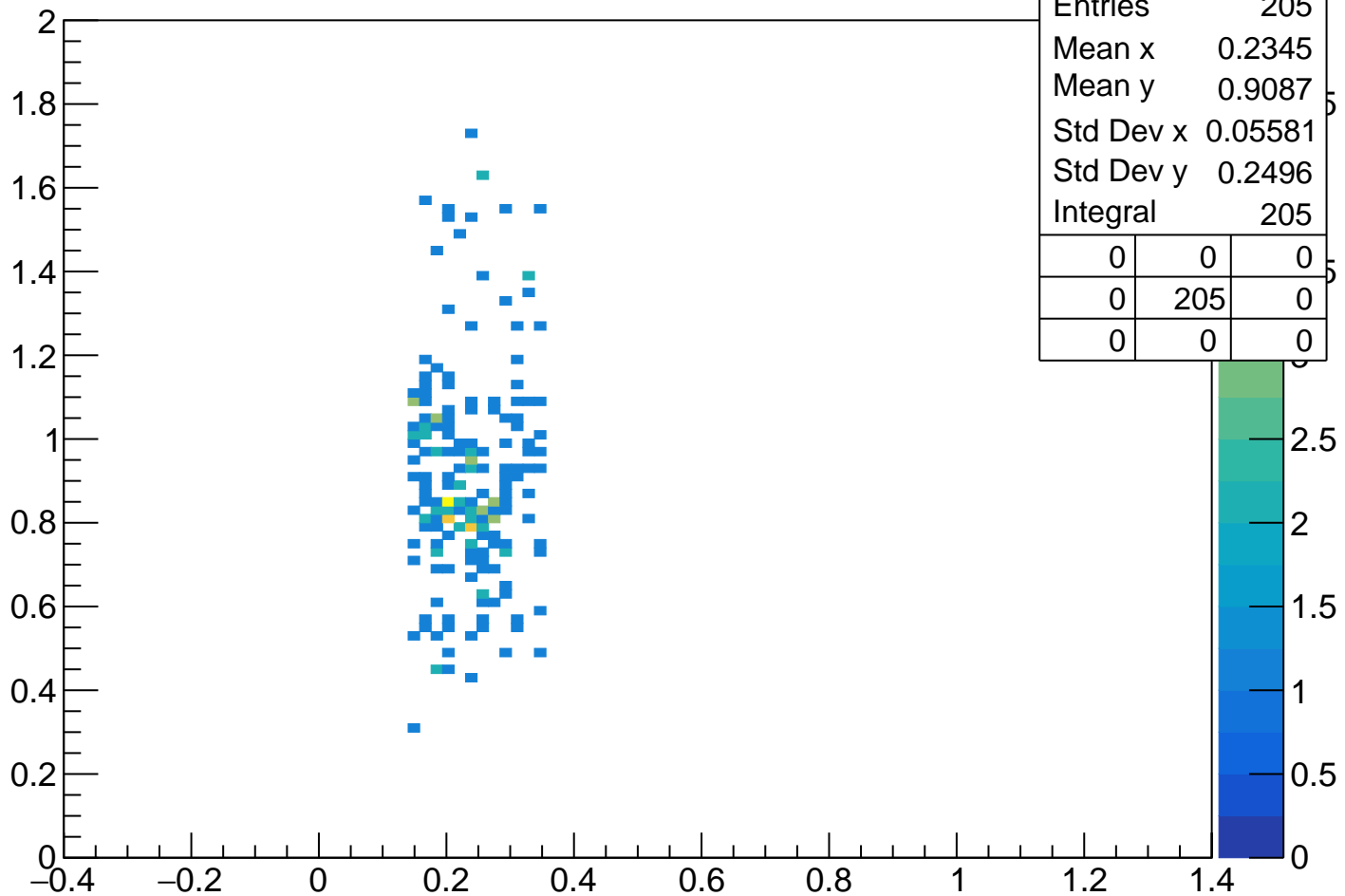
# pKurama % m2 Cut1



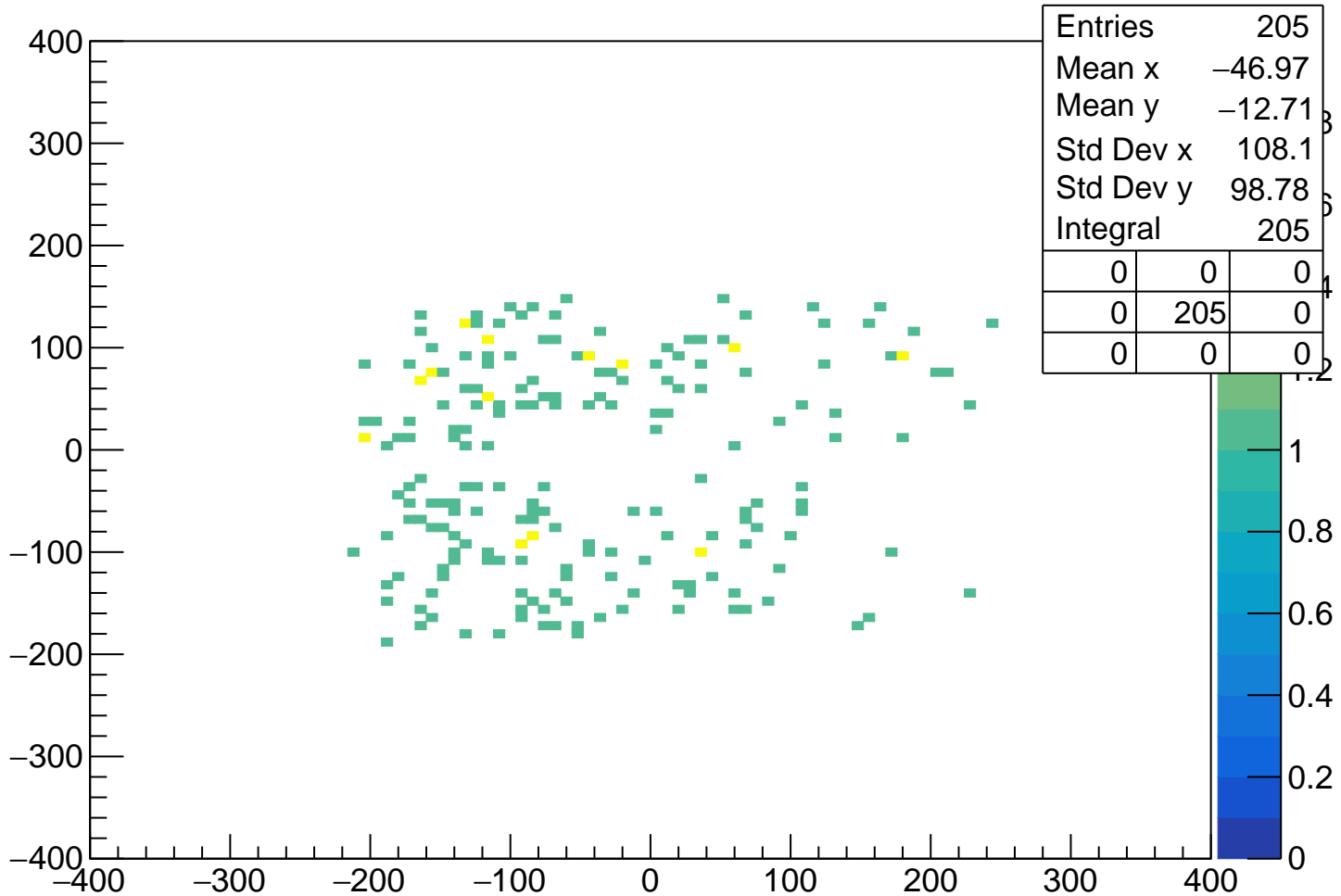
# vpy[1] % vpx[1] Cut1



# pKurama % m2 Cut2

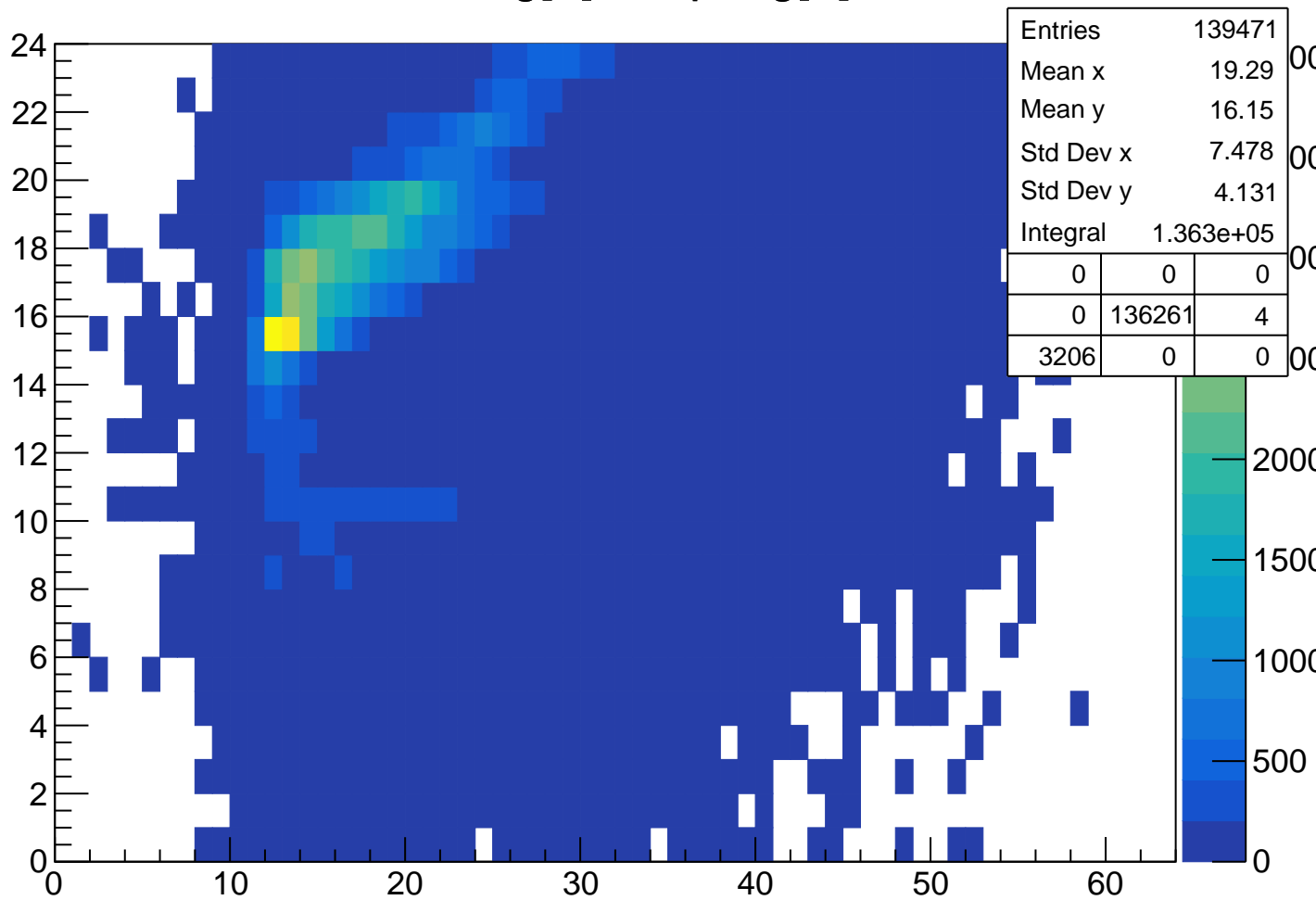


# vpy[1] % vpx[1] Cut2

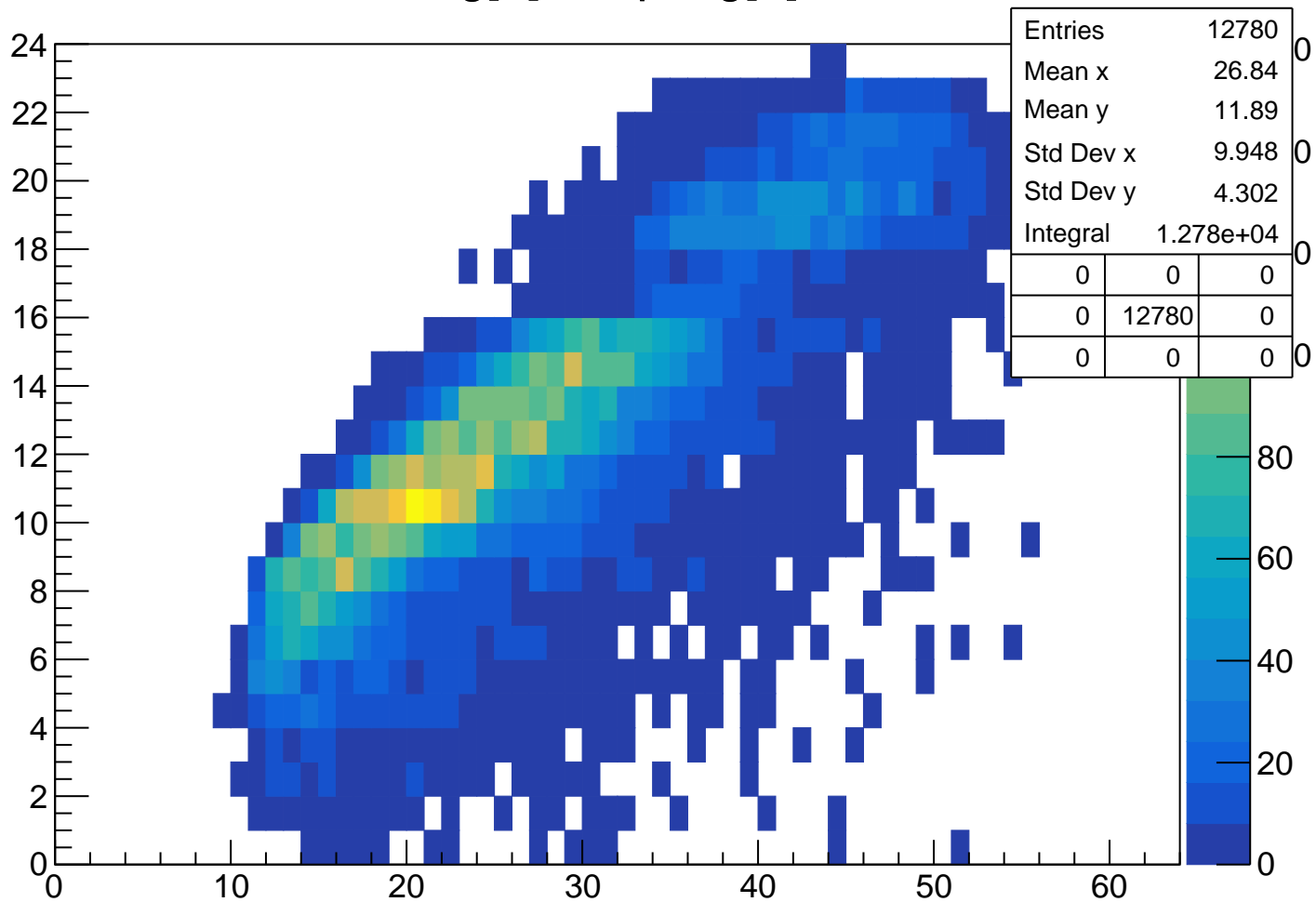




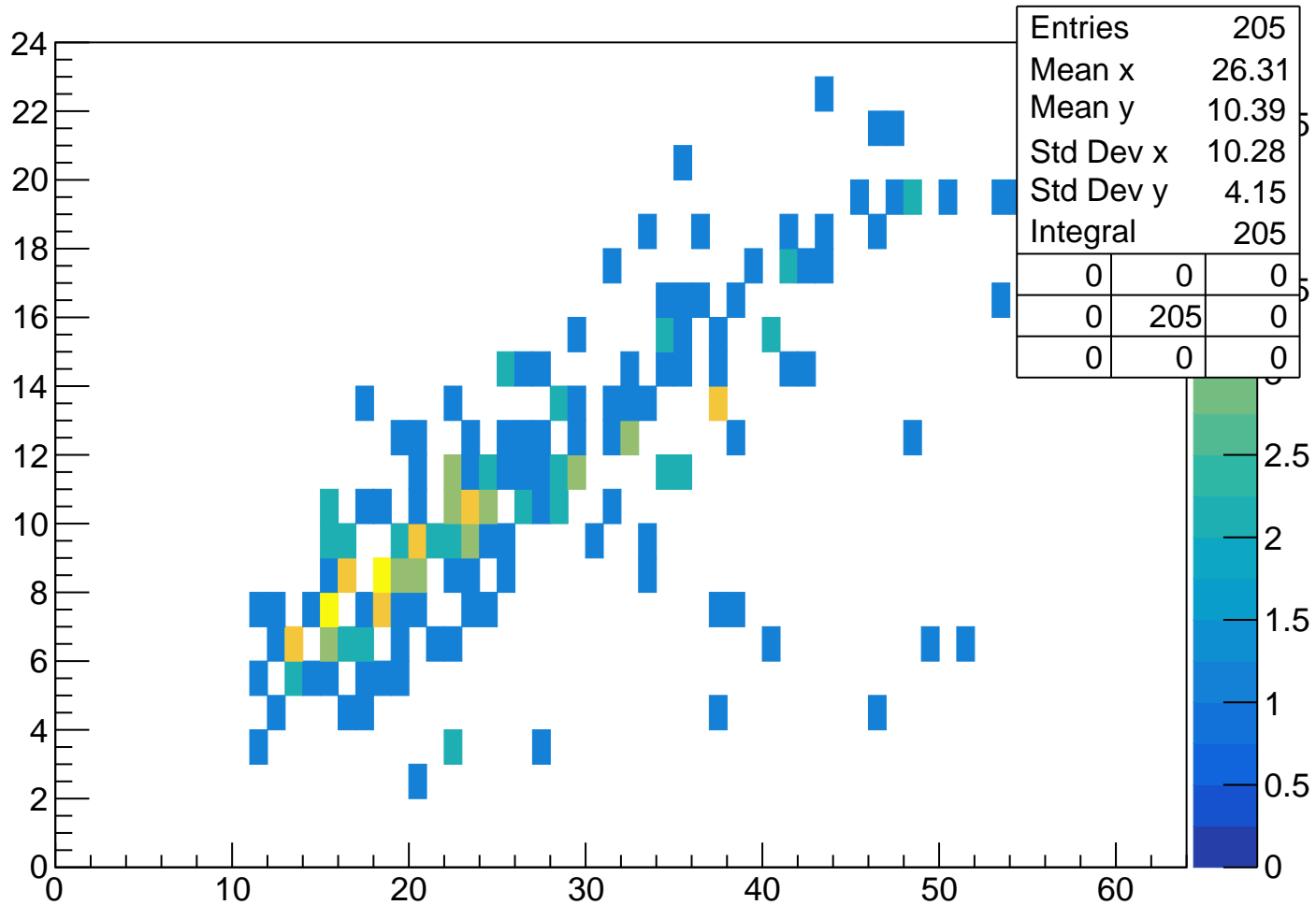
TofSeg[0] % vpseg[1]



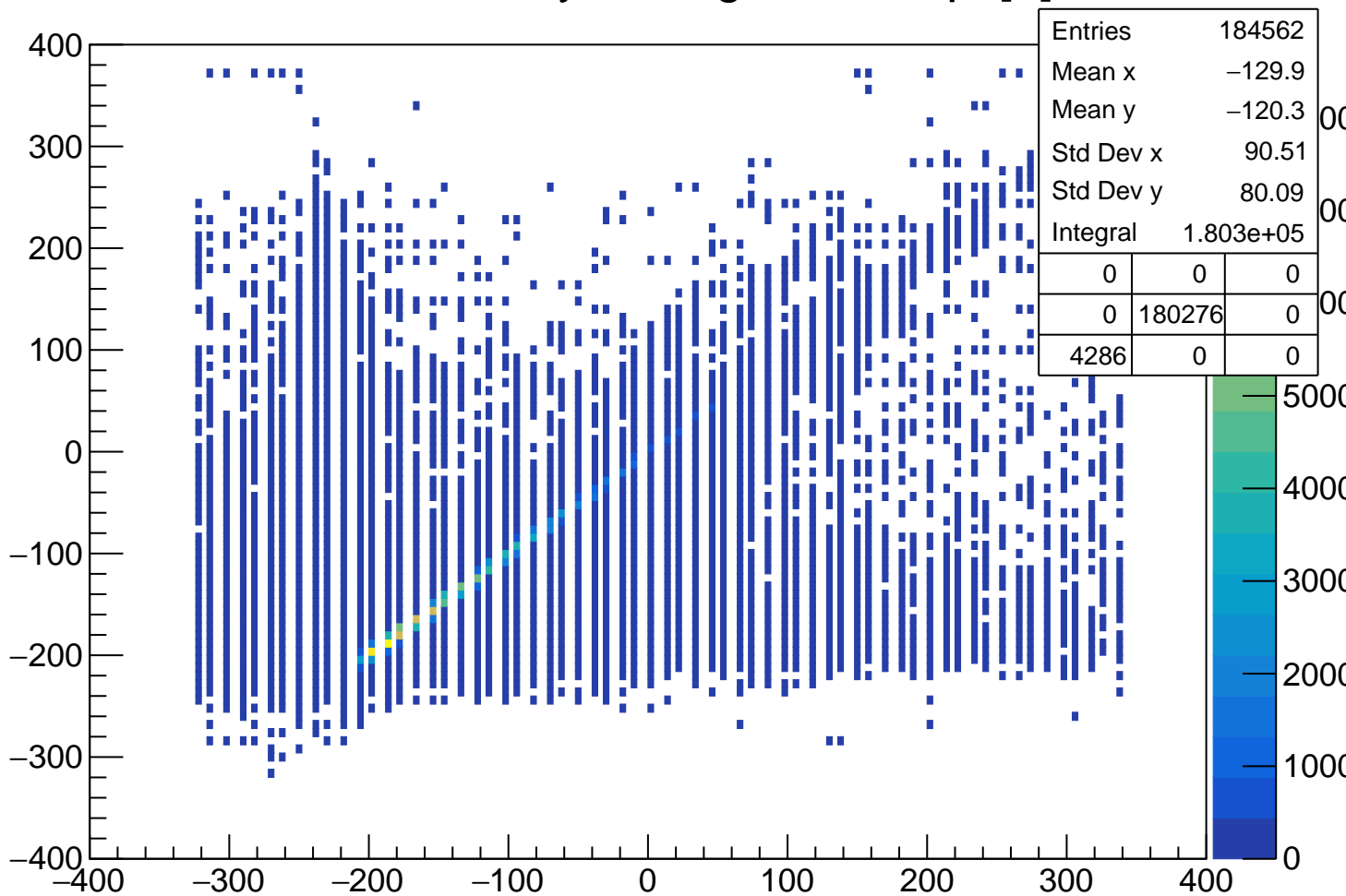
# TofSeg[0] % vpseg[1] Cut1



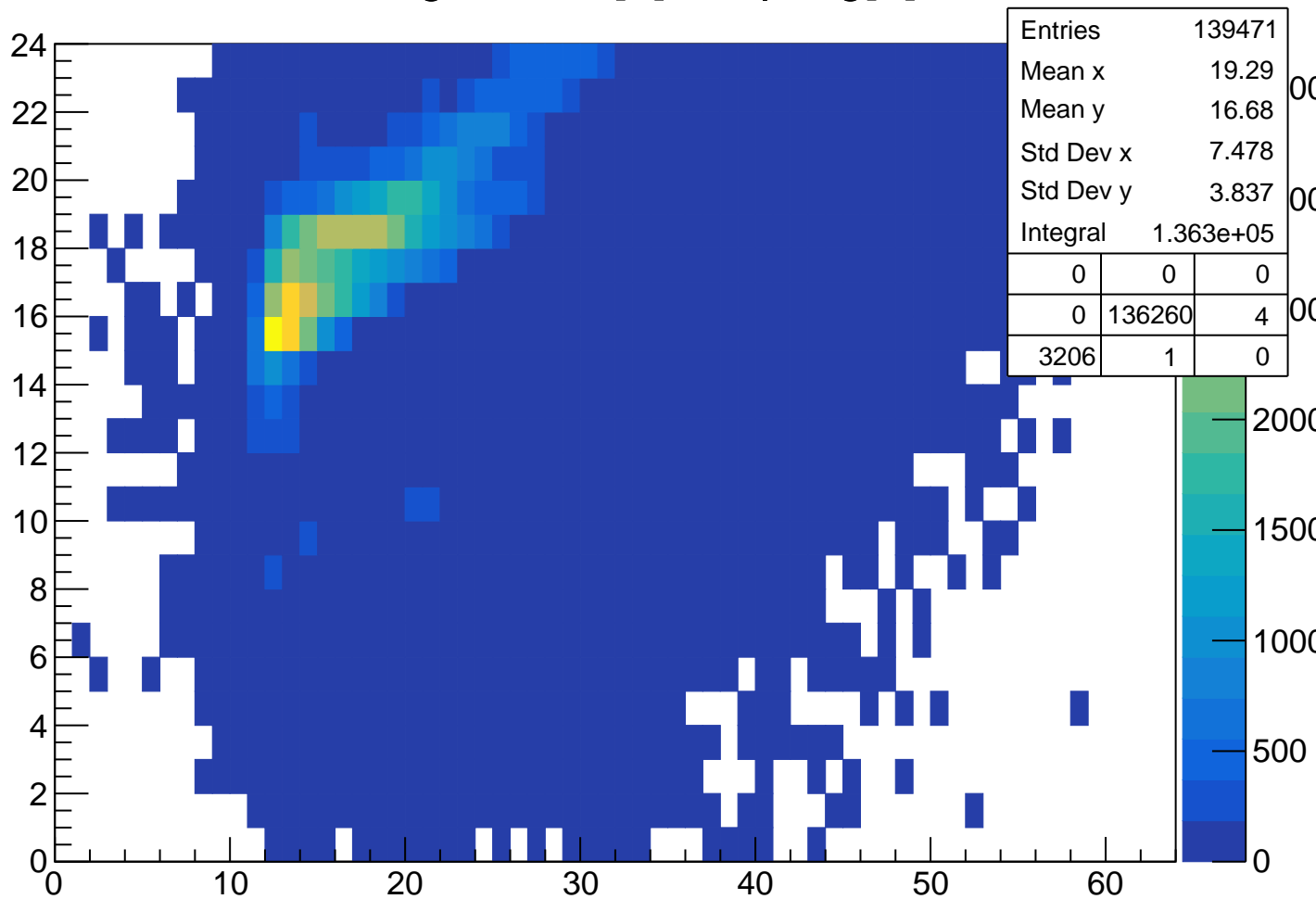
# TofSeg[0] % vpseg[1] Cut2



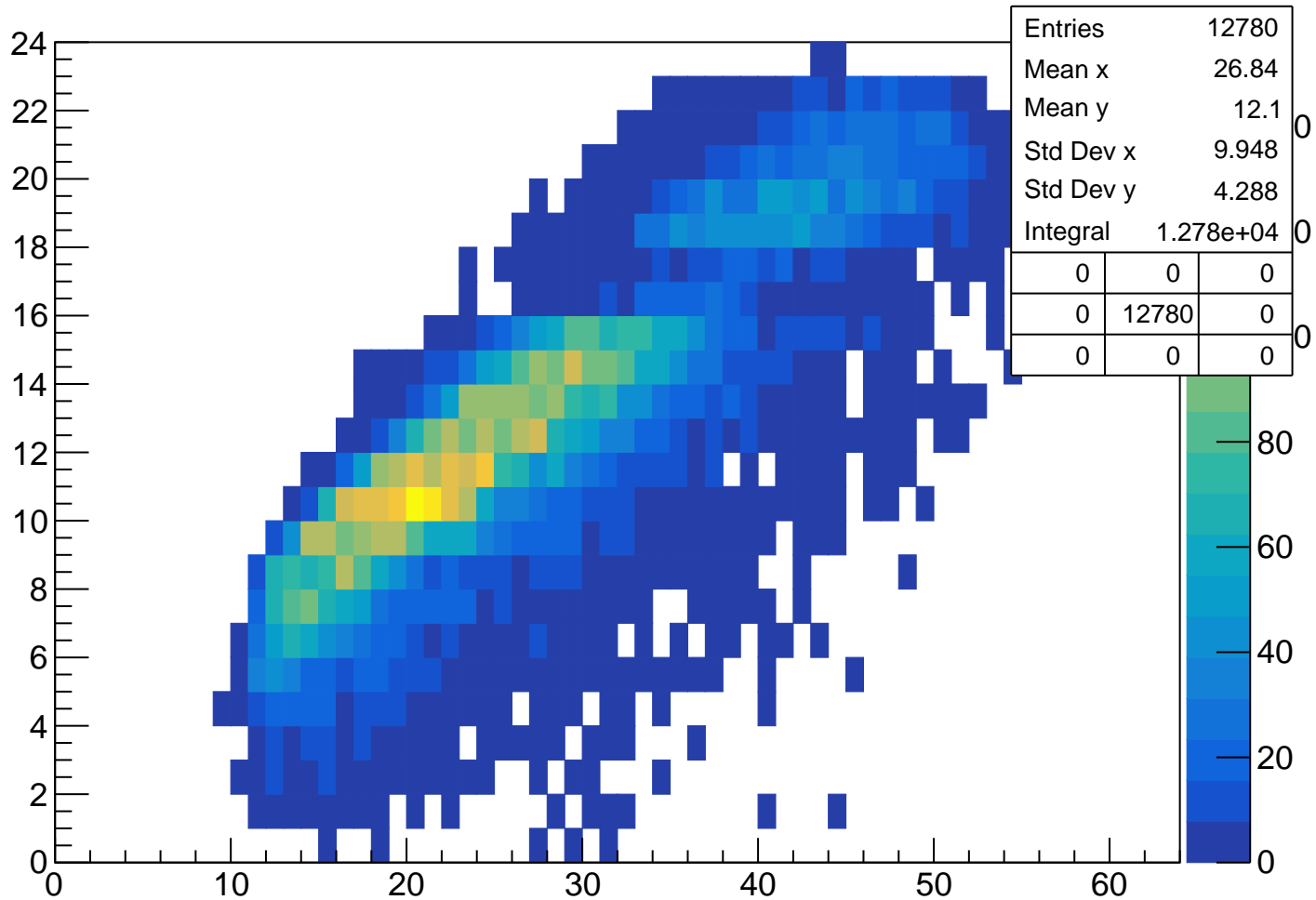
# Sch Position by HitSegment % vpx[1]



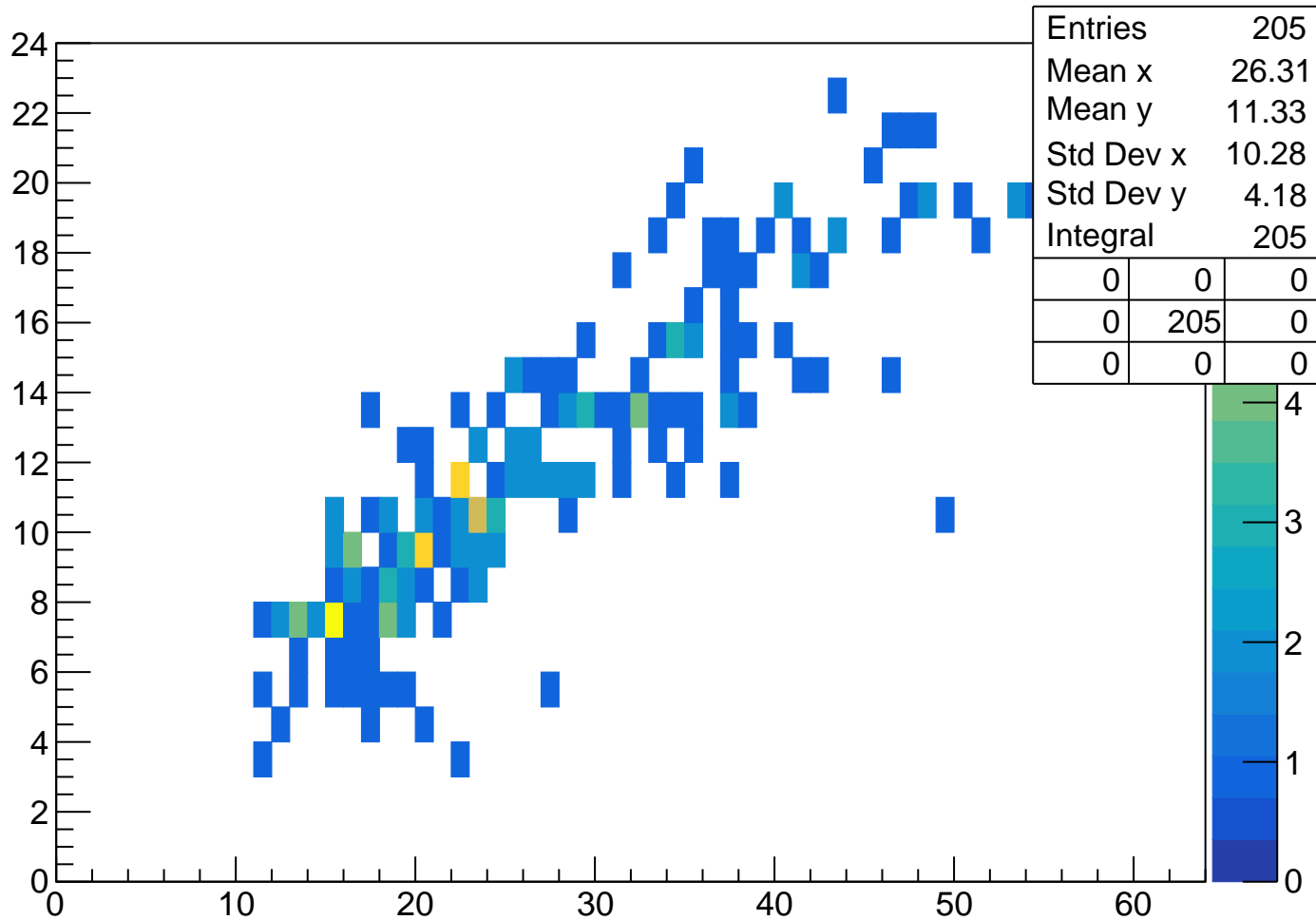
tofsegKurama[0] % vpseg[1]



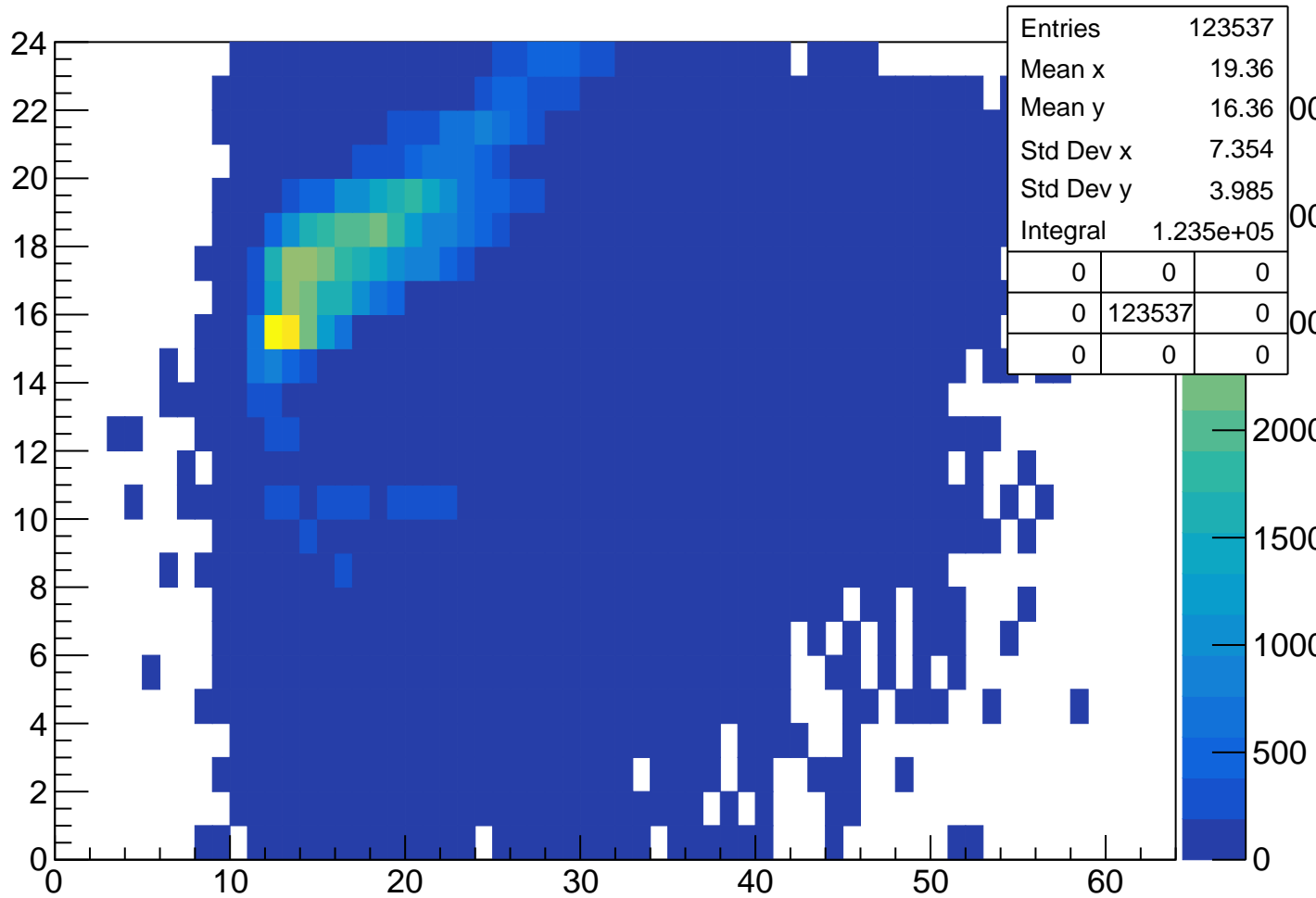
# tofsegKurama[0] % vpseg[1] Cut1



# tofsegKurama[0] % vpseg[1] Cut2

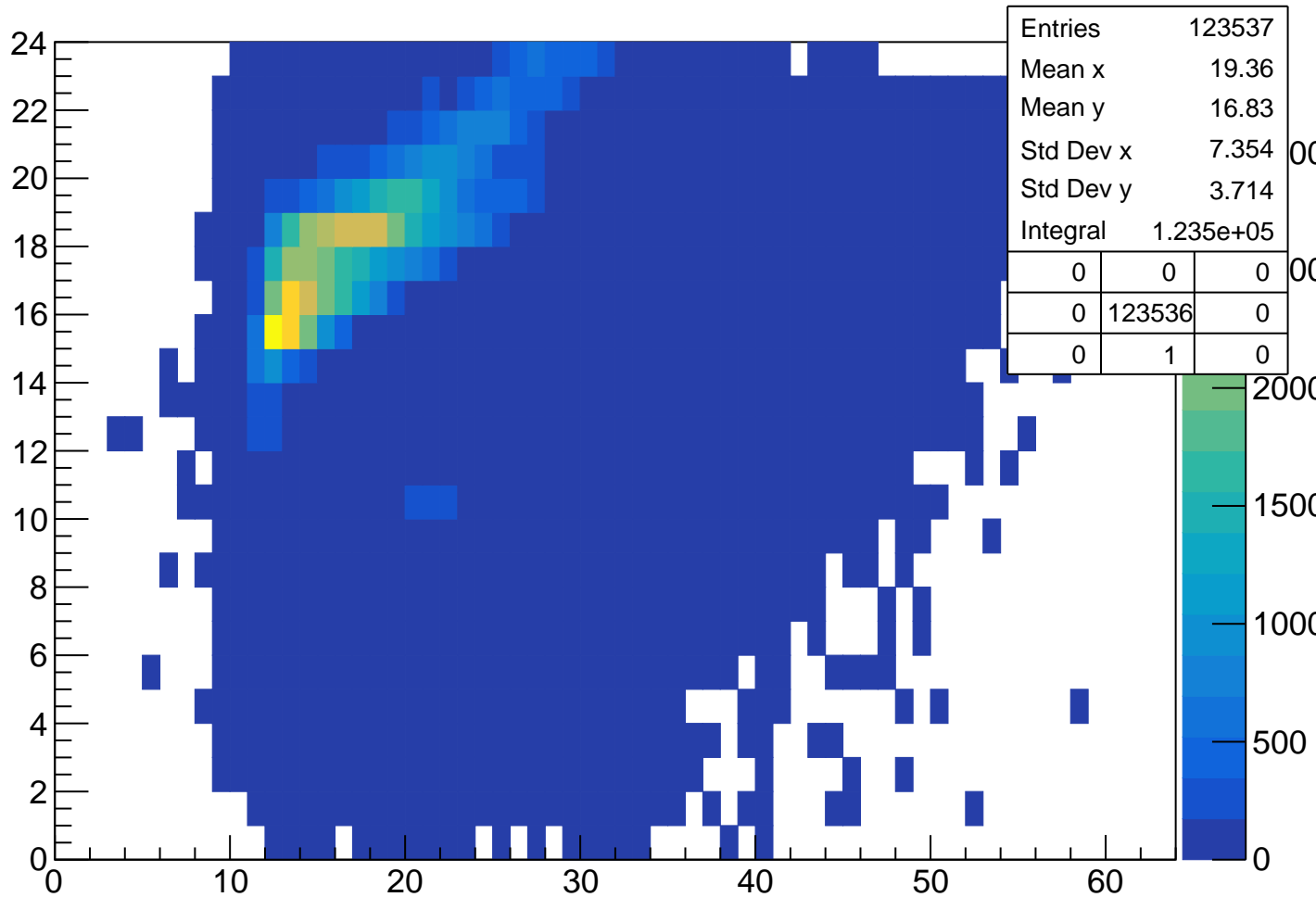


# TofSeg[0] % vpseg[1] Cut3

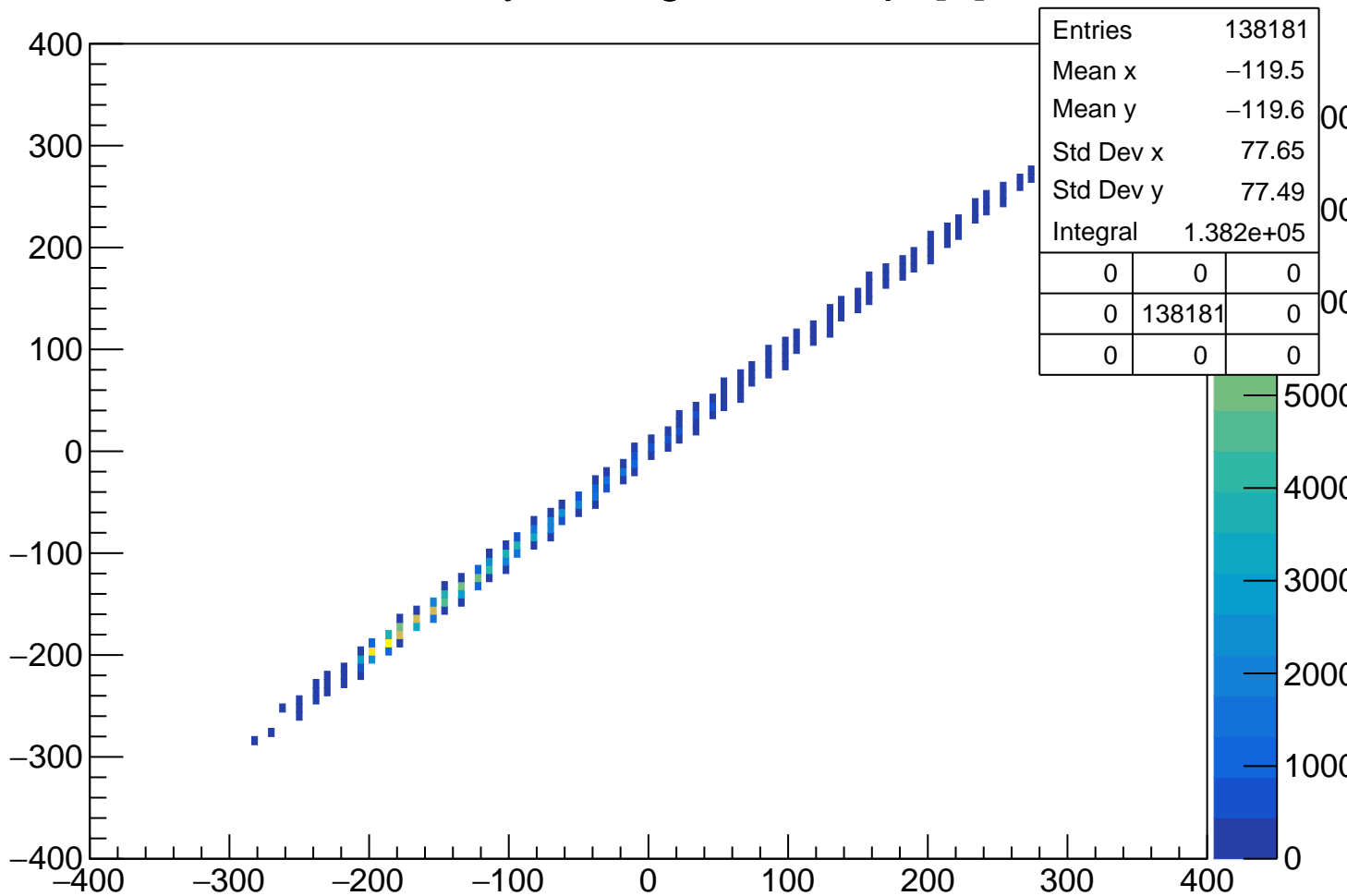




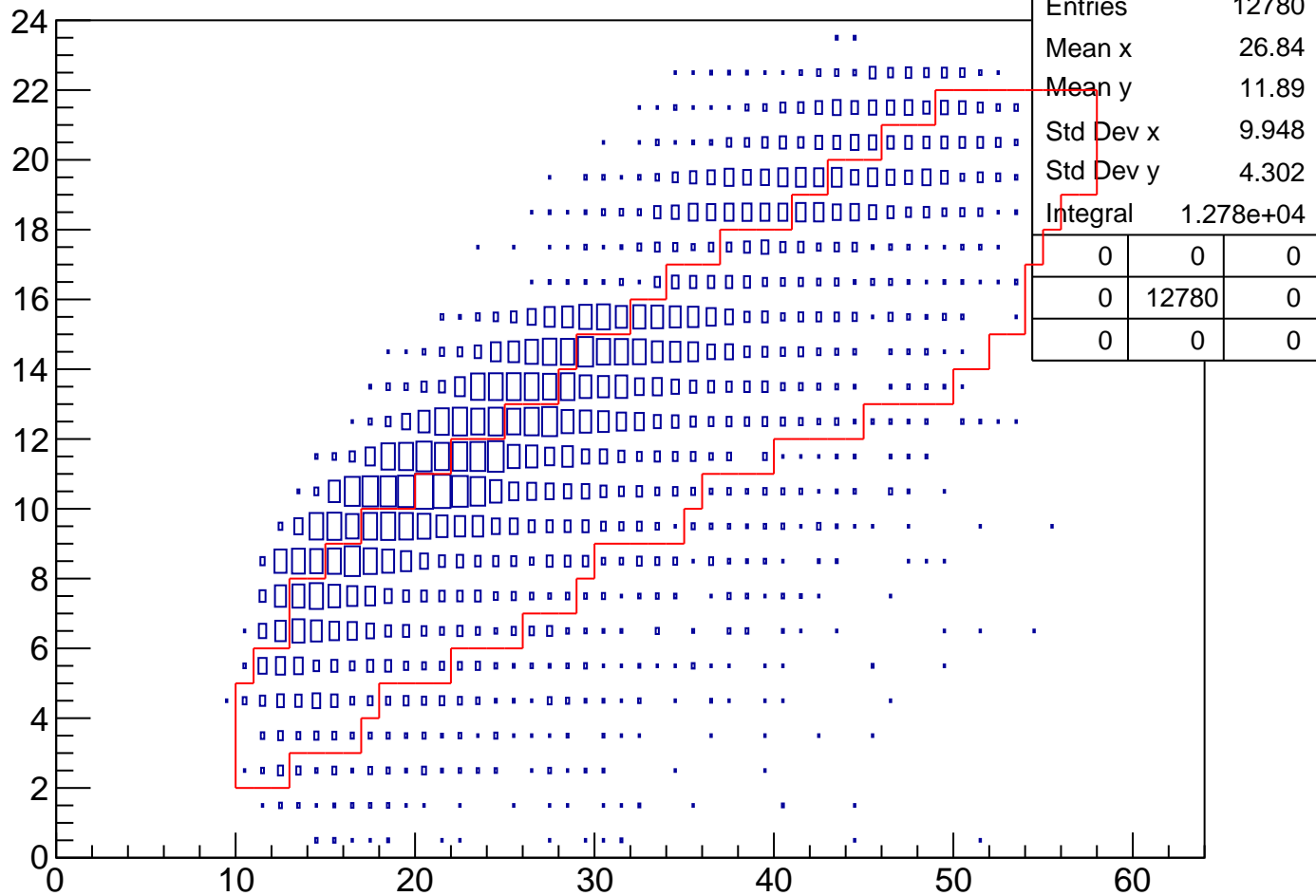
# tofsegKurama[0] % vpseg[1] Cut3



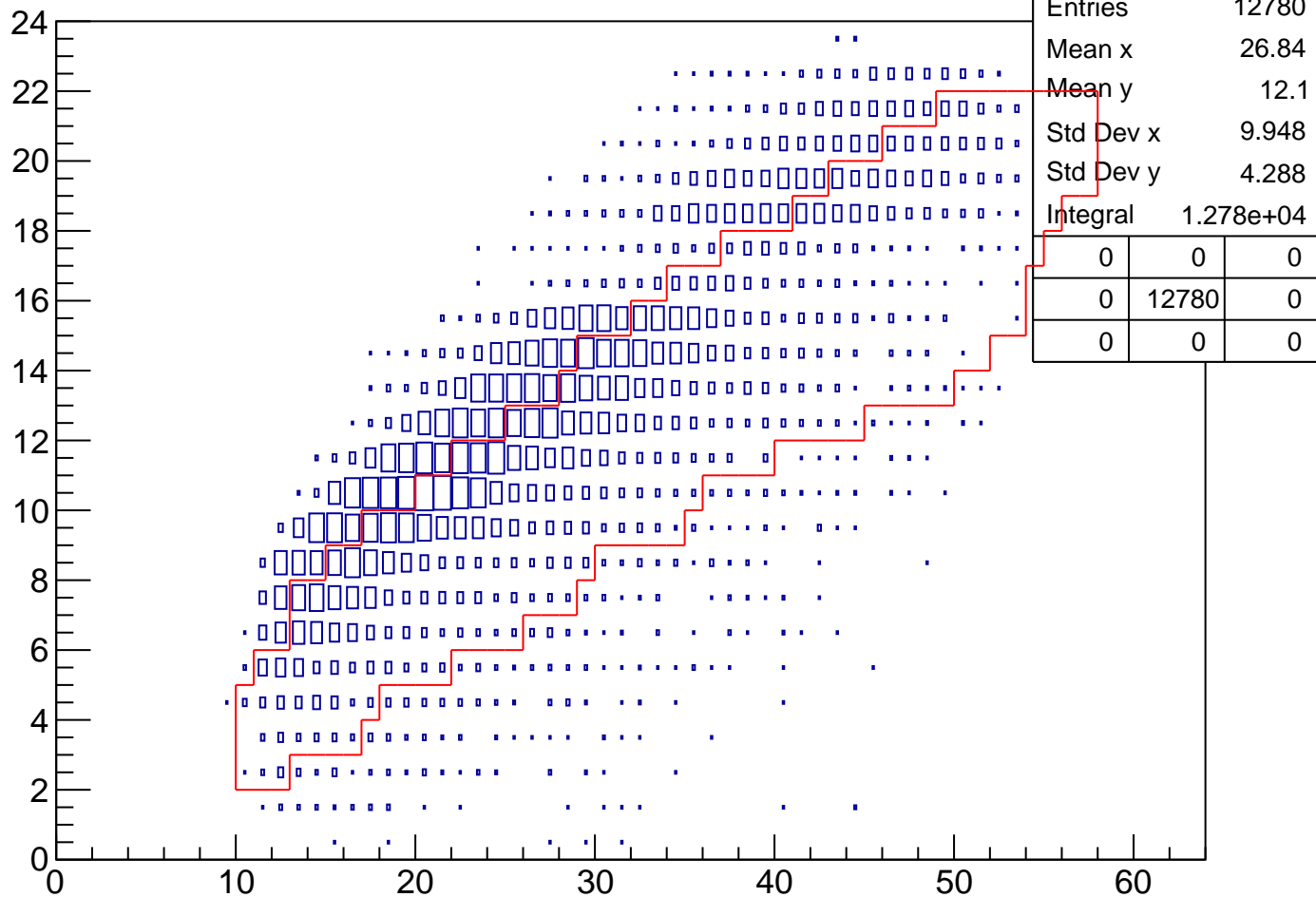
# Sch Position by HitSegment % vpx[1] Cut3



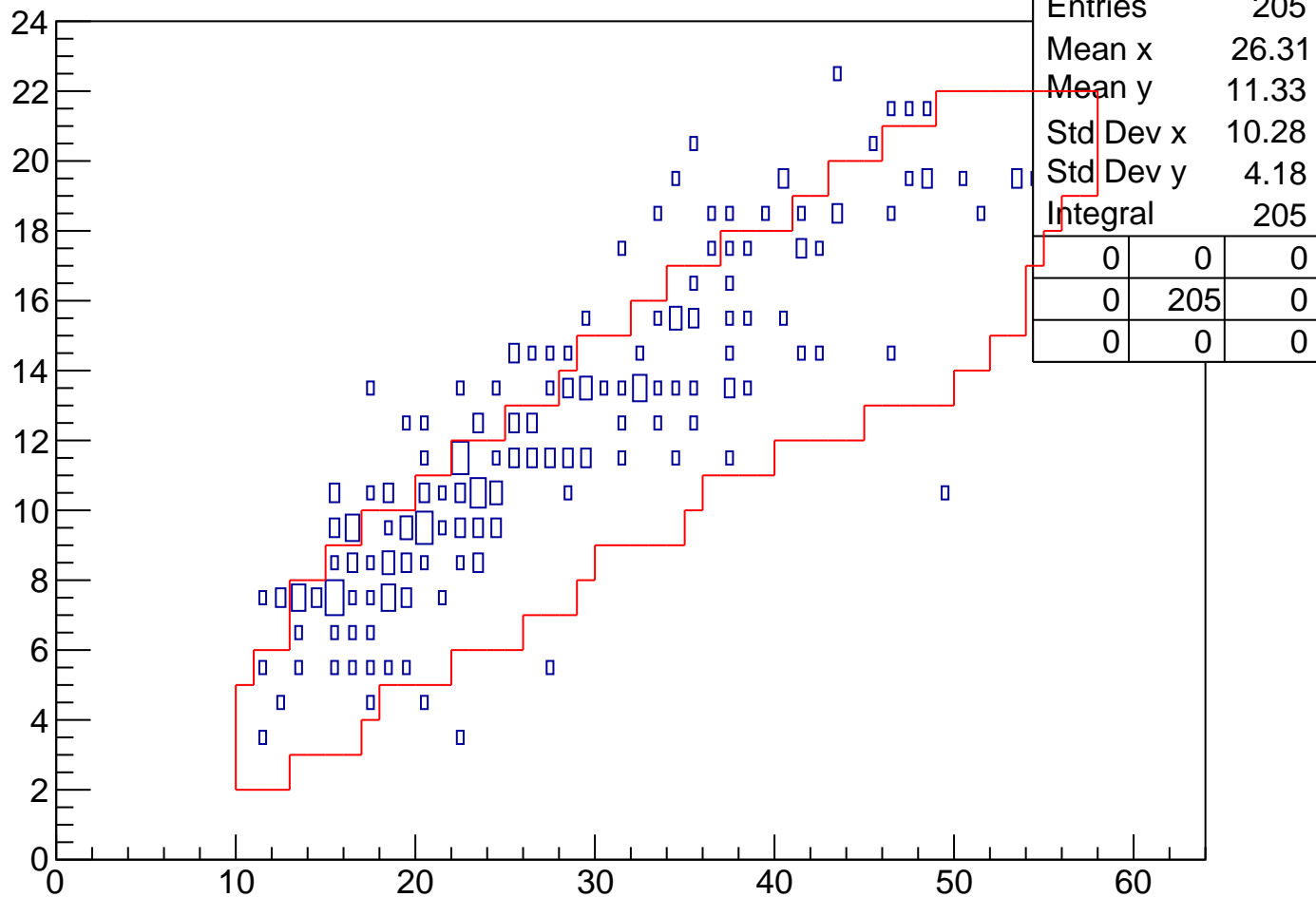
# TofSeg[0] % vpseg[1] Cut1



# tofsegKurama[0] % vpseg[1] Cut1



# tofsegKurama[0] % vpseg[1] Cut2



# TofSeg[0] % vpseg[1] Cut3

