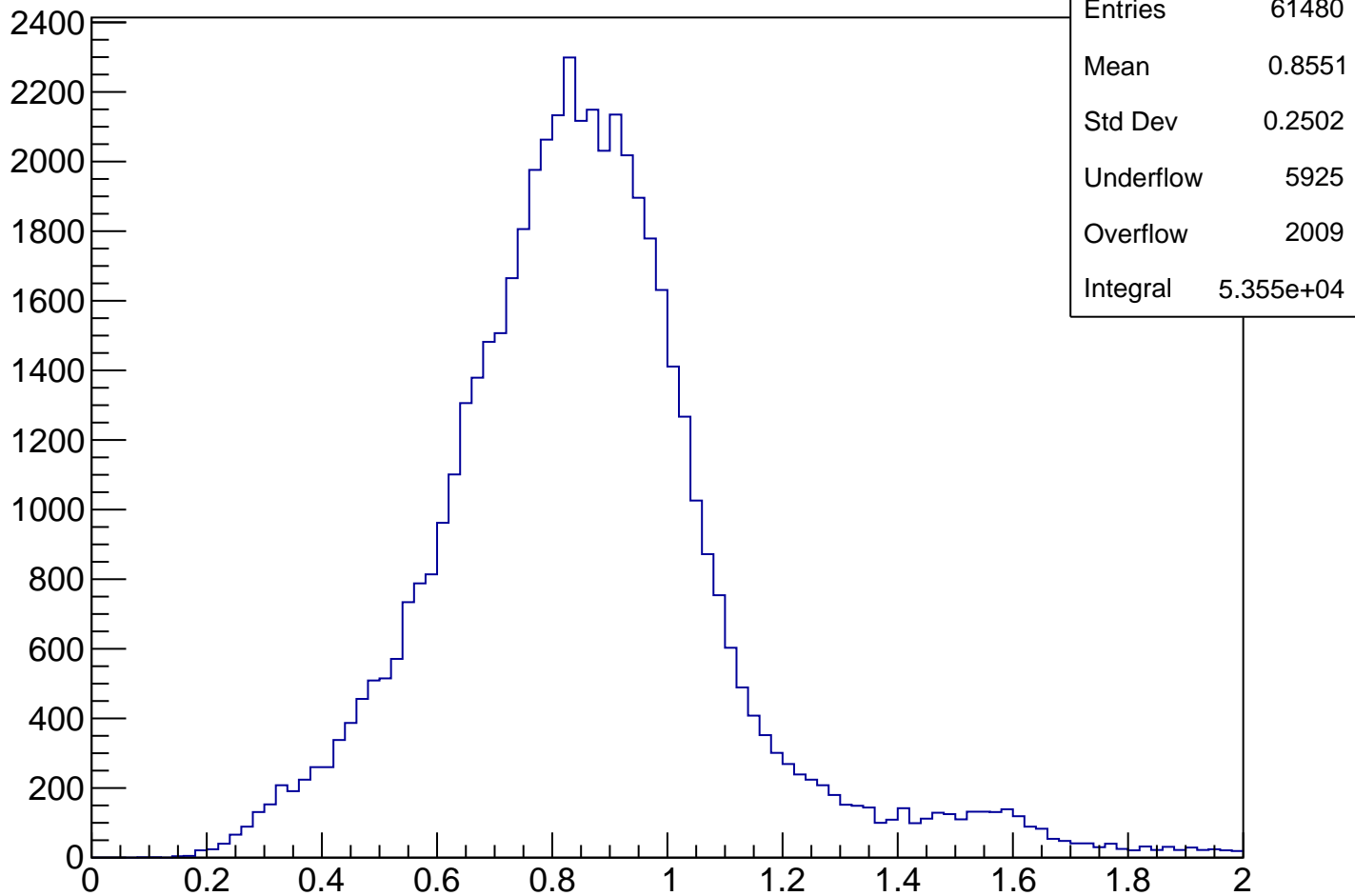
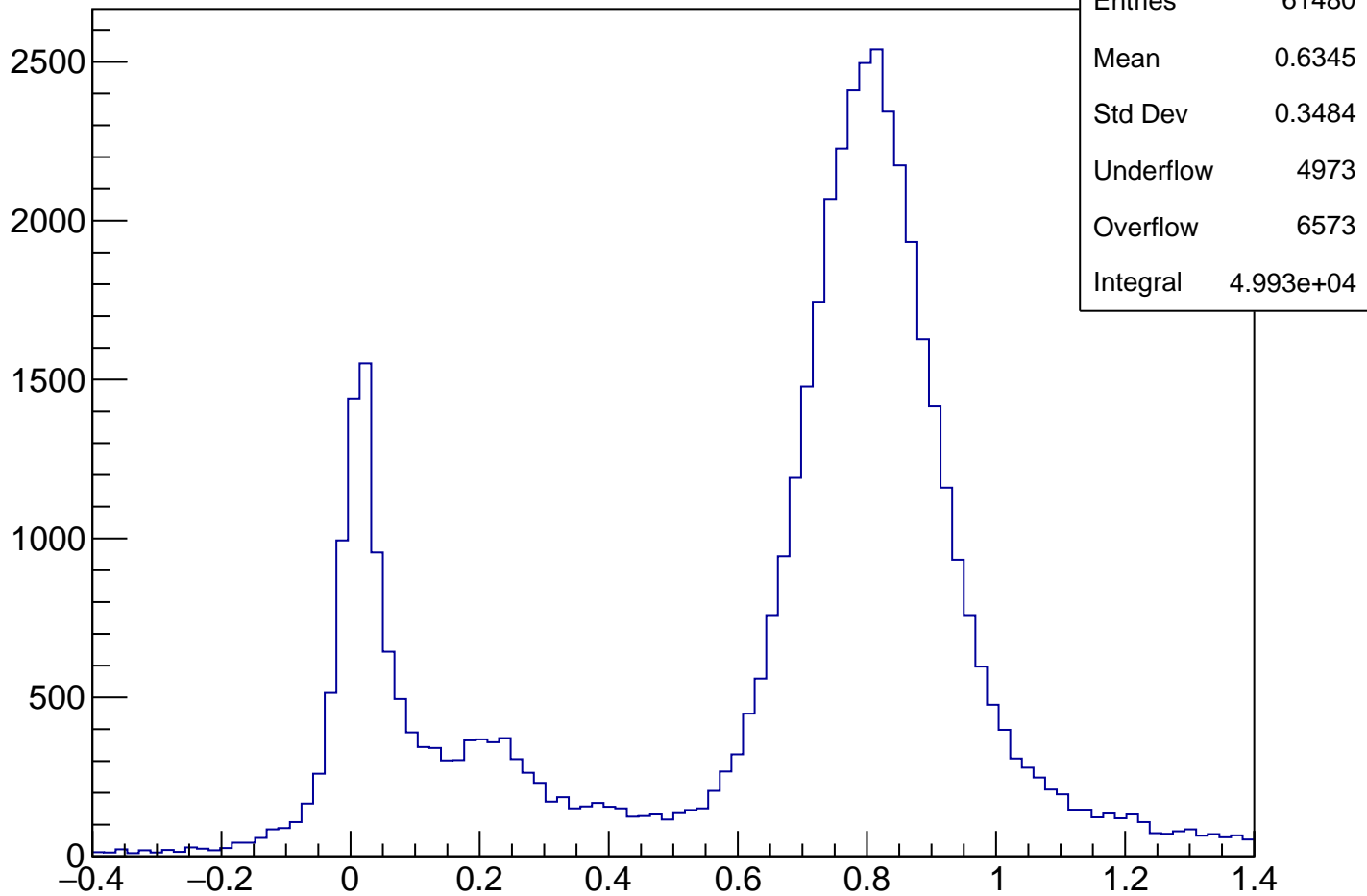


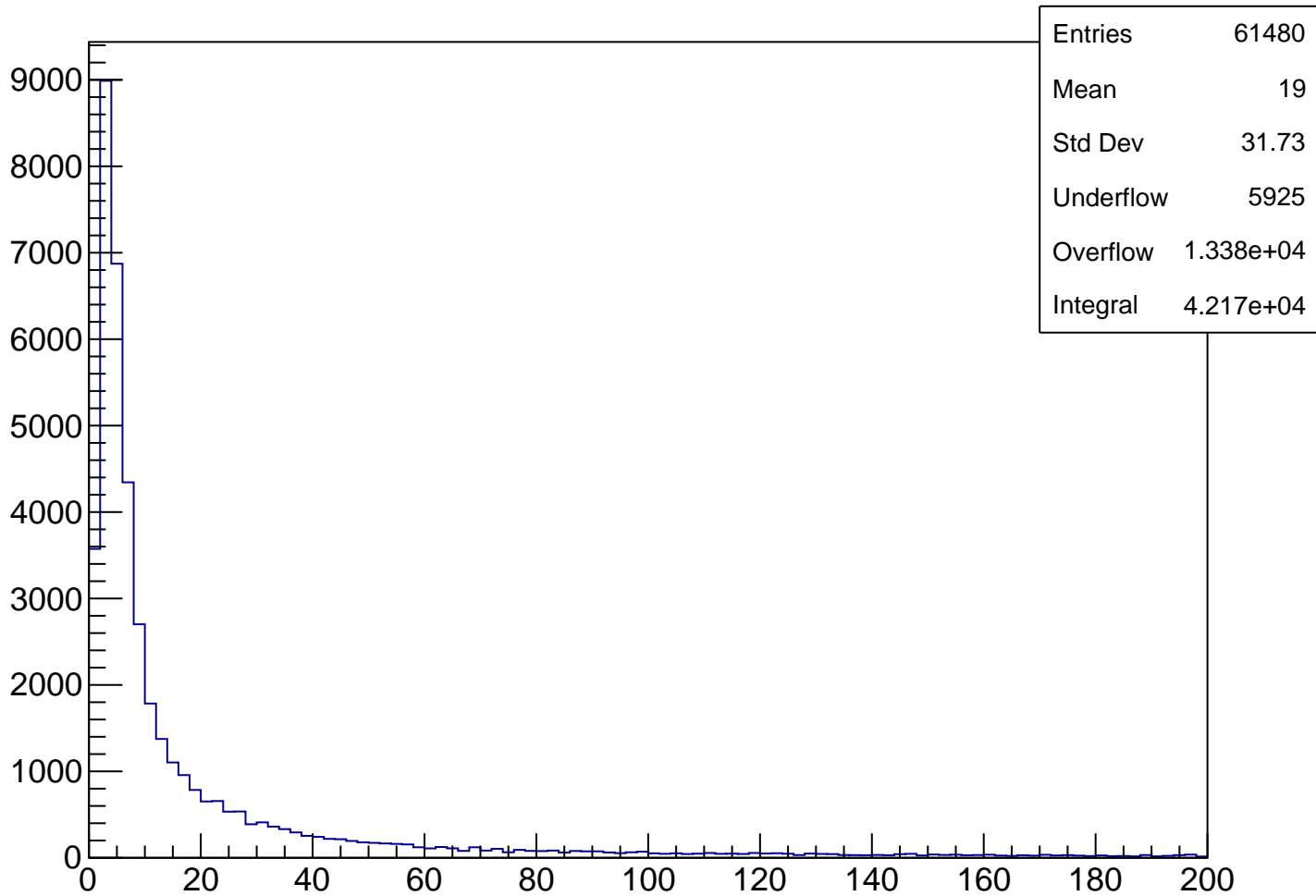
# pKurama



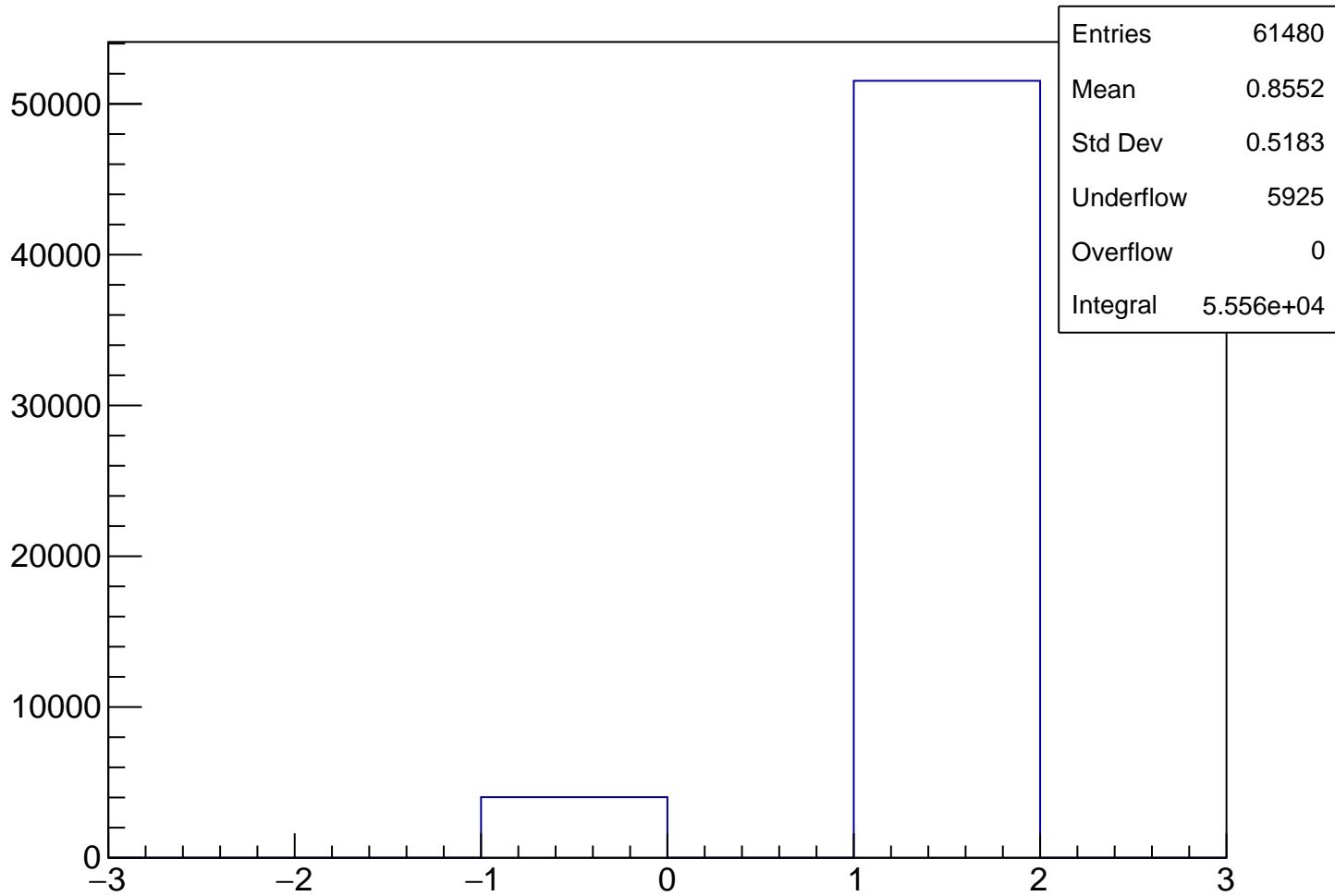
m2



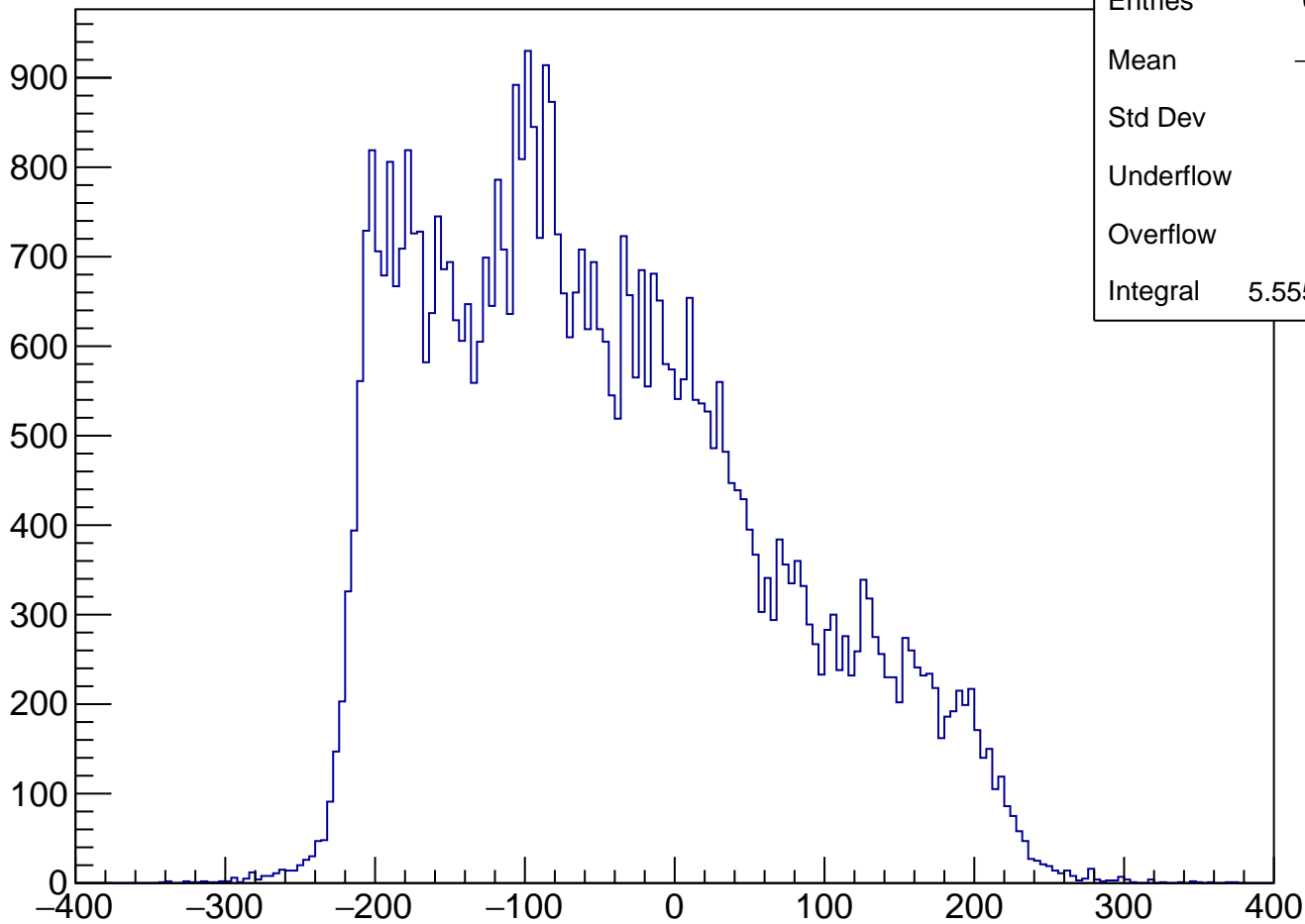
# chisqrKurama



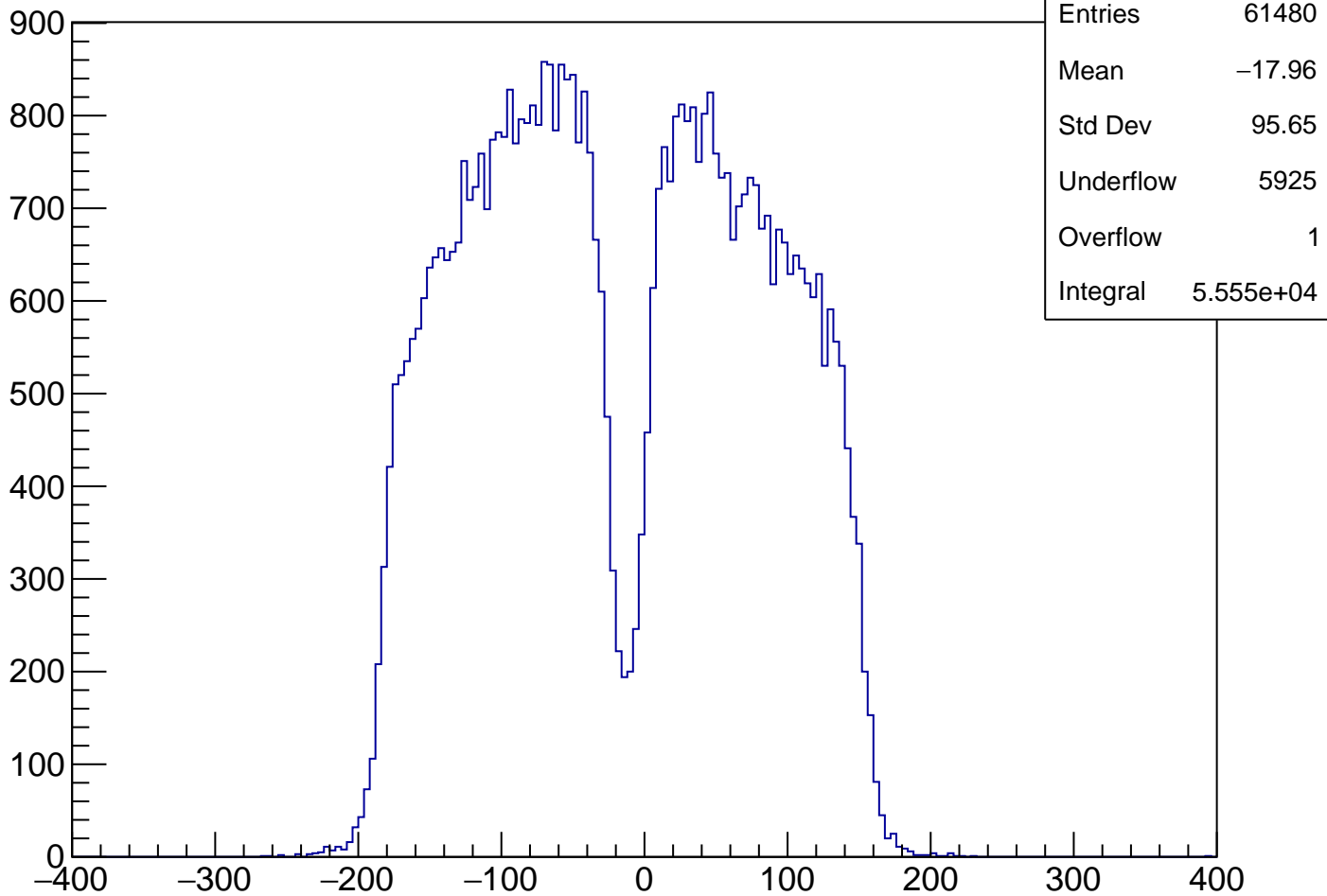
# qKurama



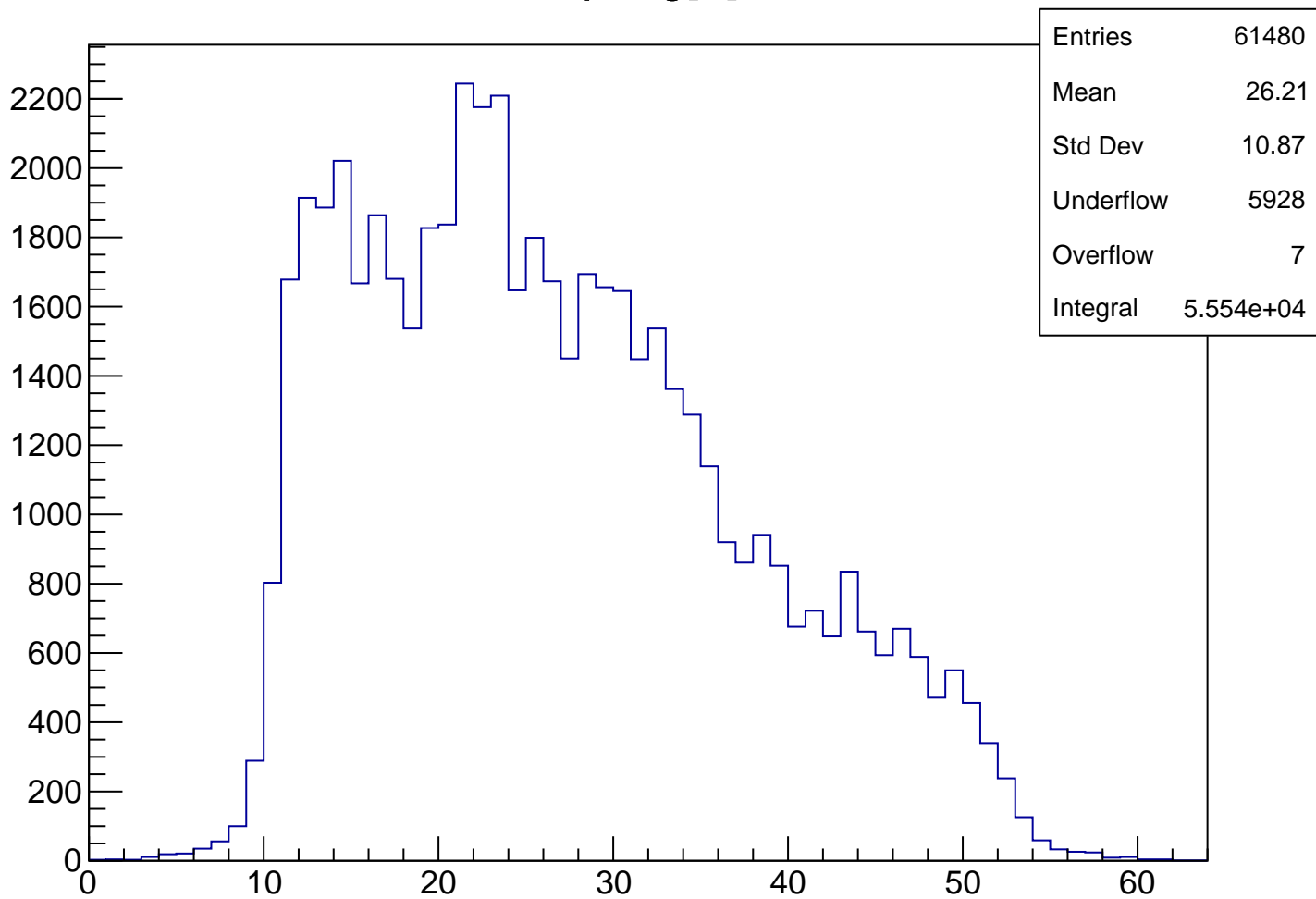
vpx[1]



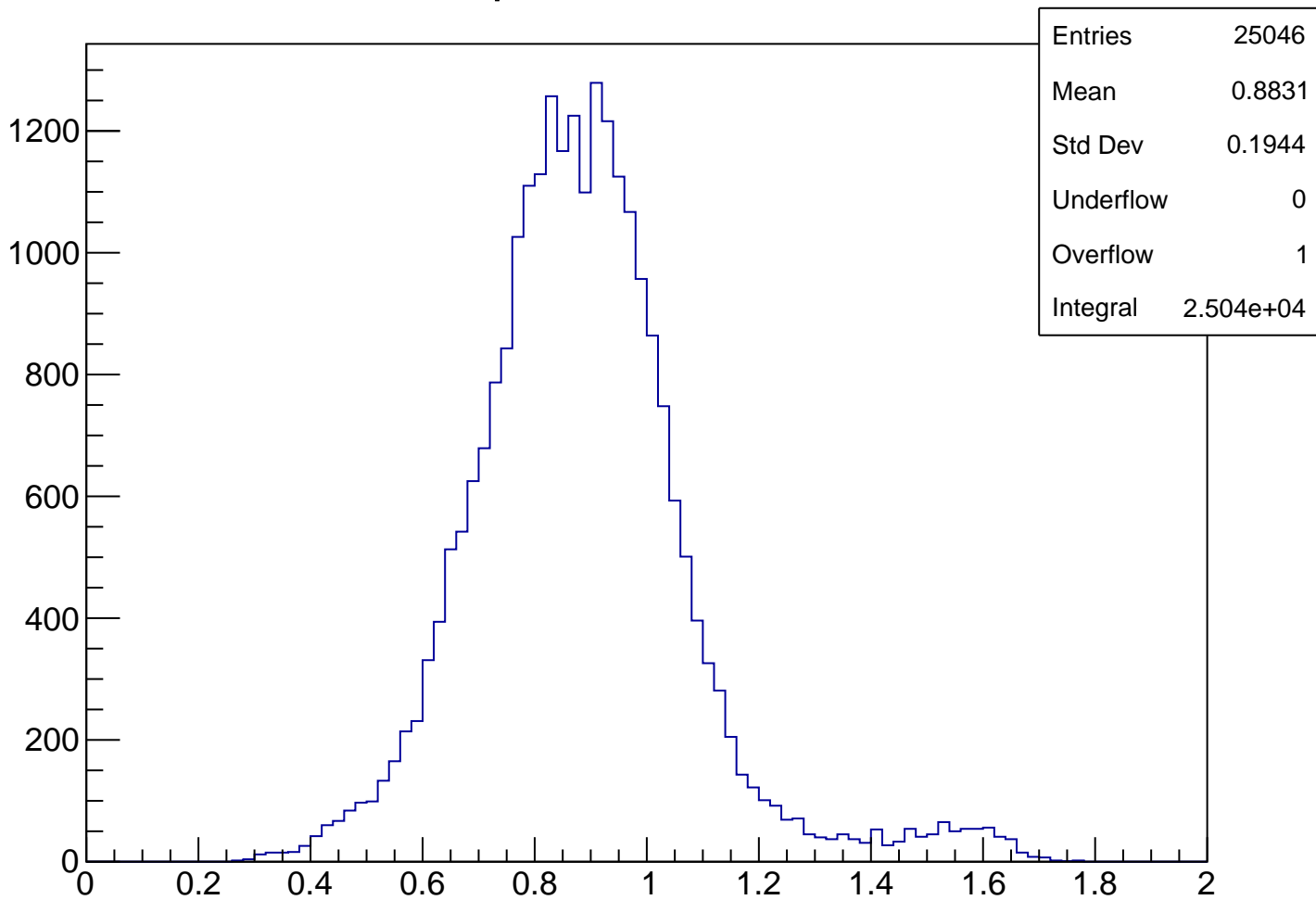
vpy[1]



vpseg[1]

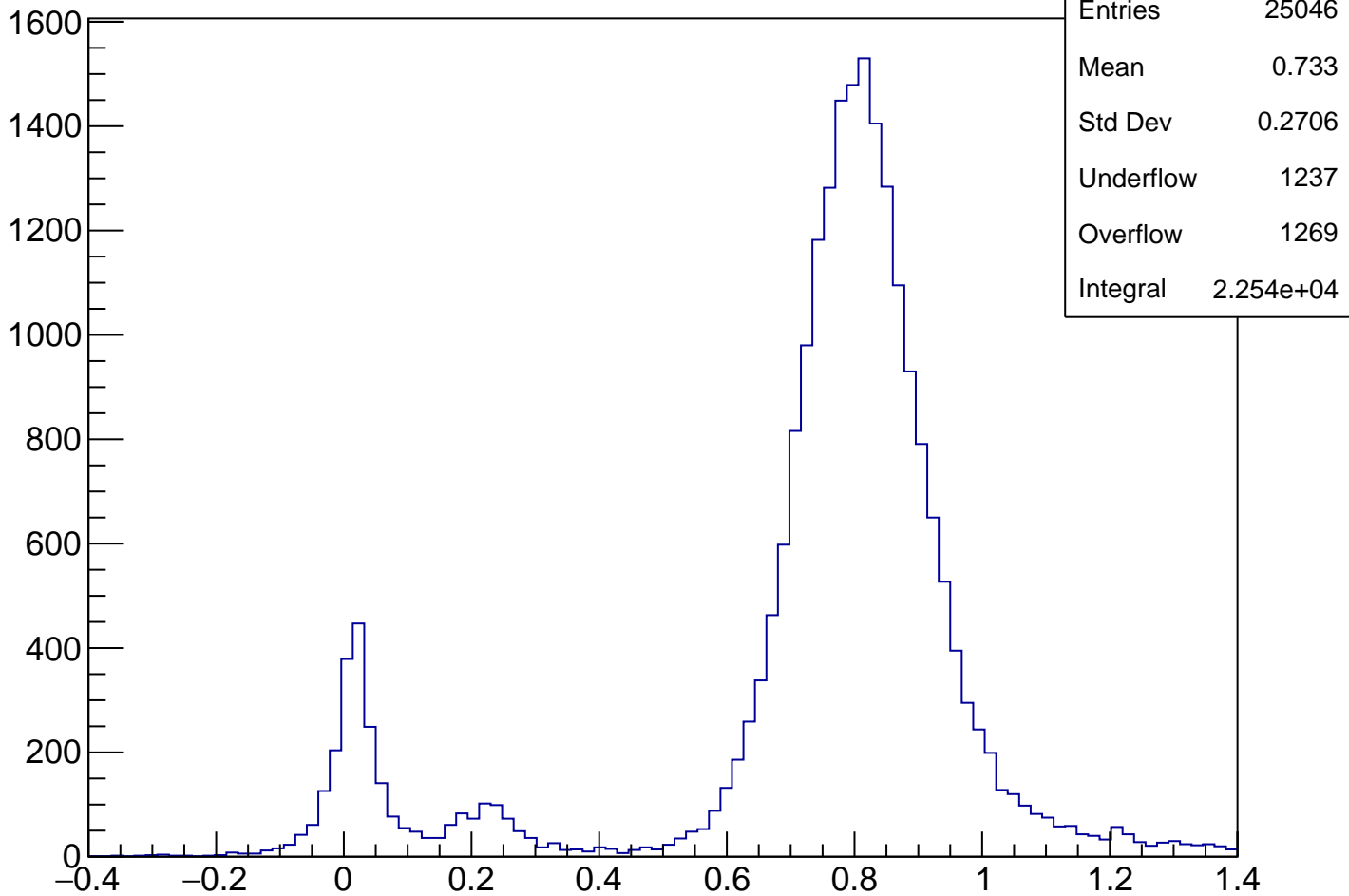


# pKurama Cut1

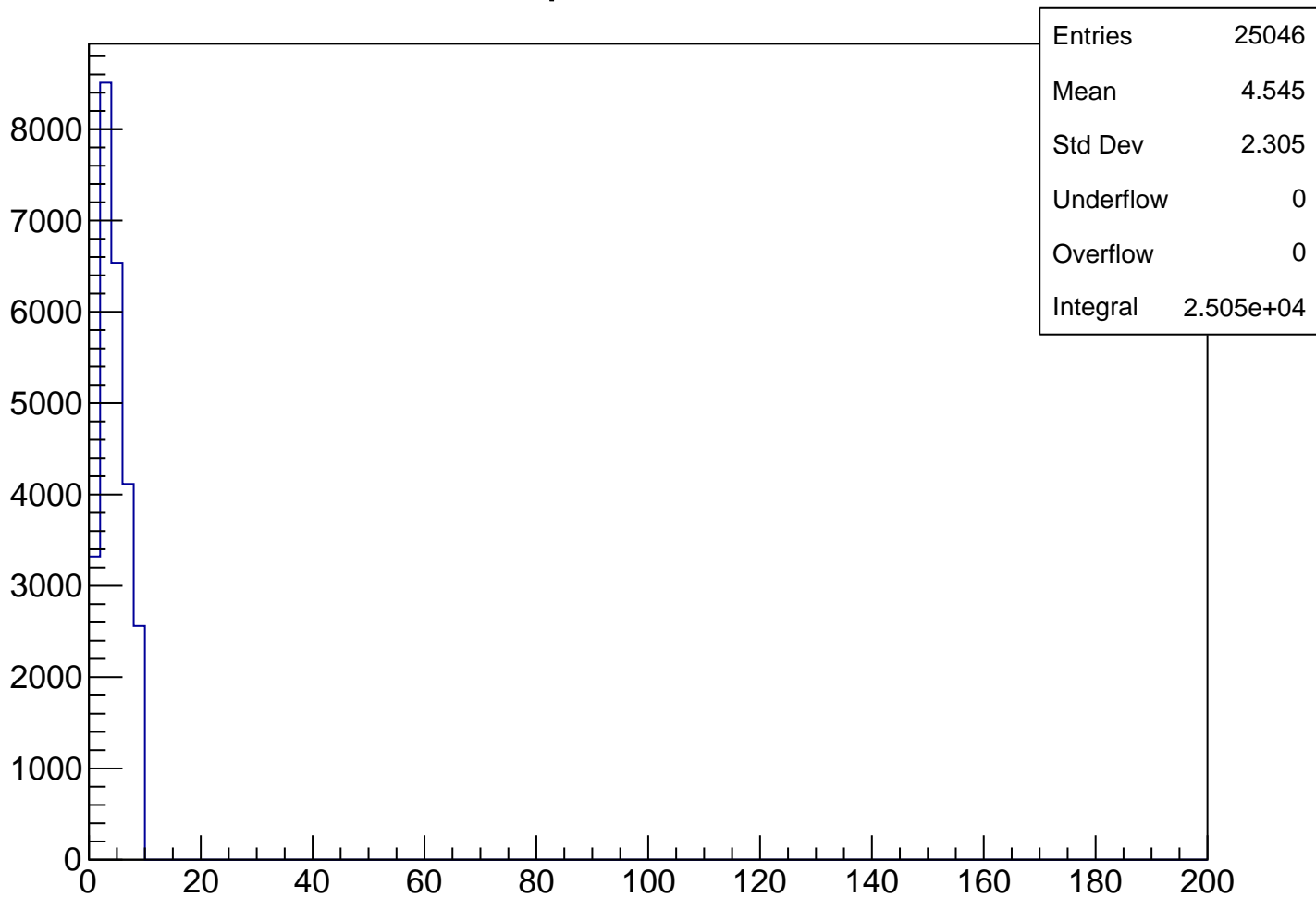




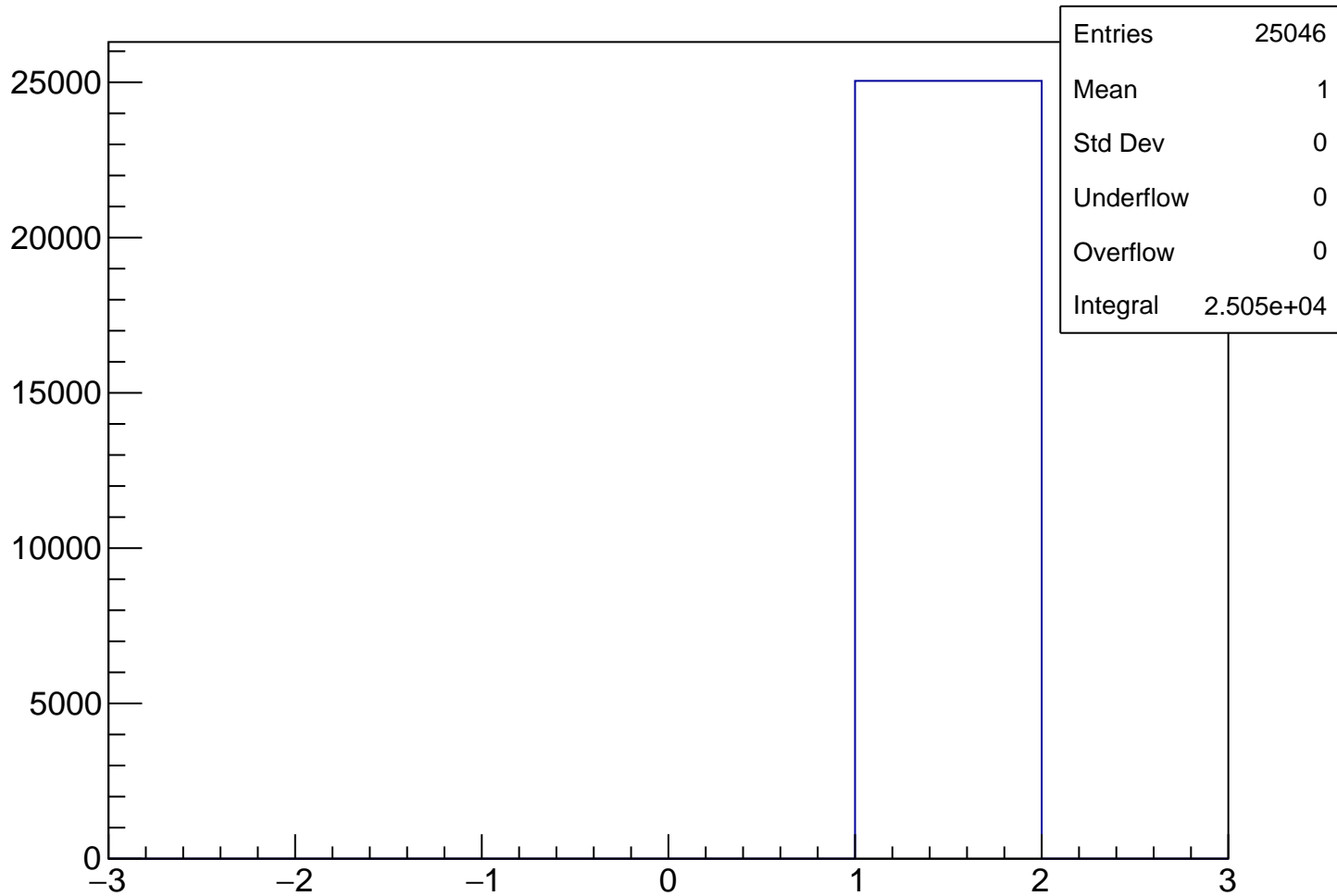
# m2 Cut1



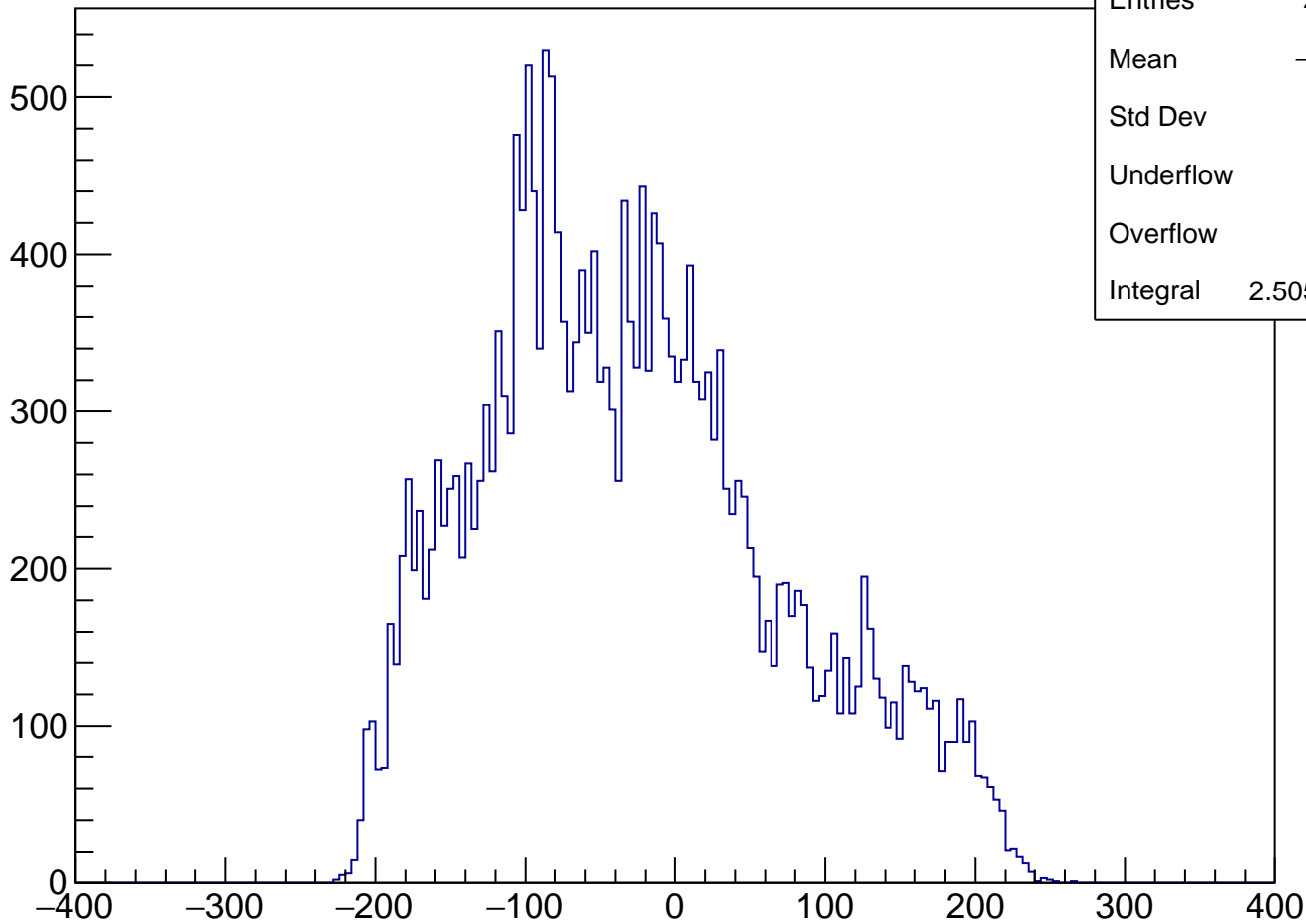
# chisqrKurama Cut1



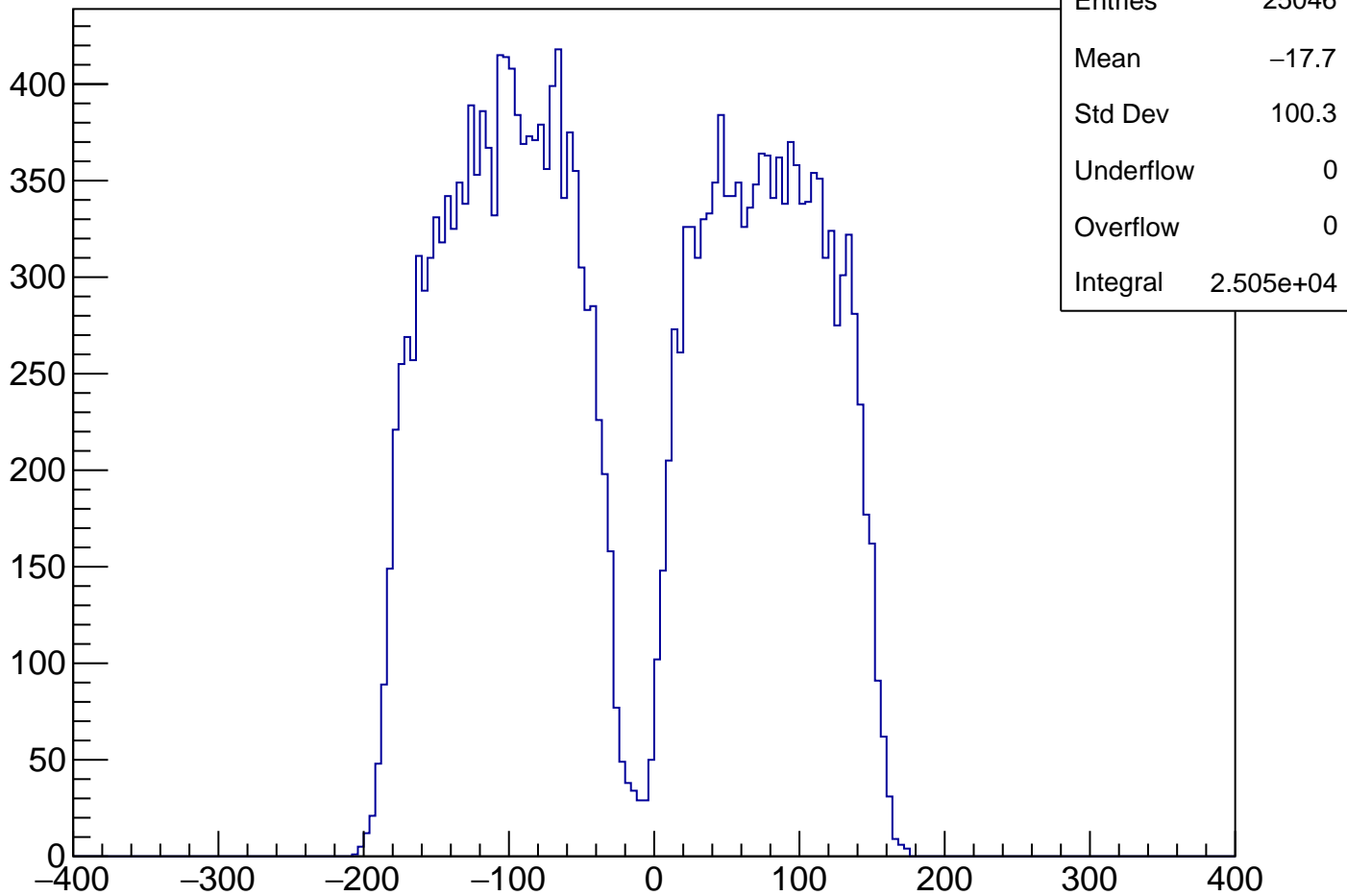
# qKurama Cut1



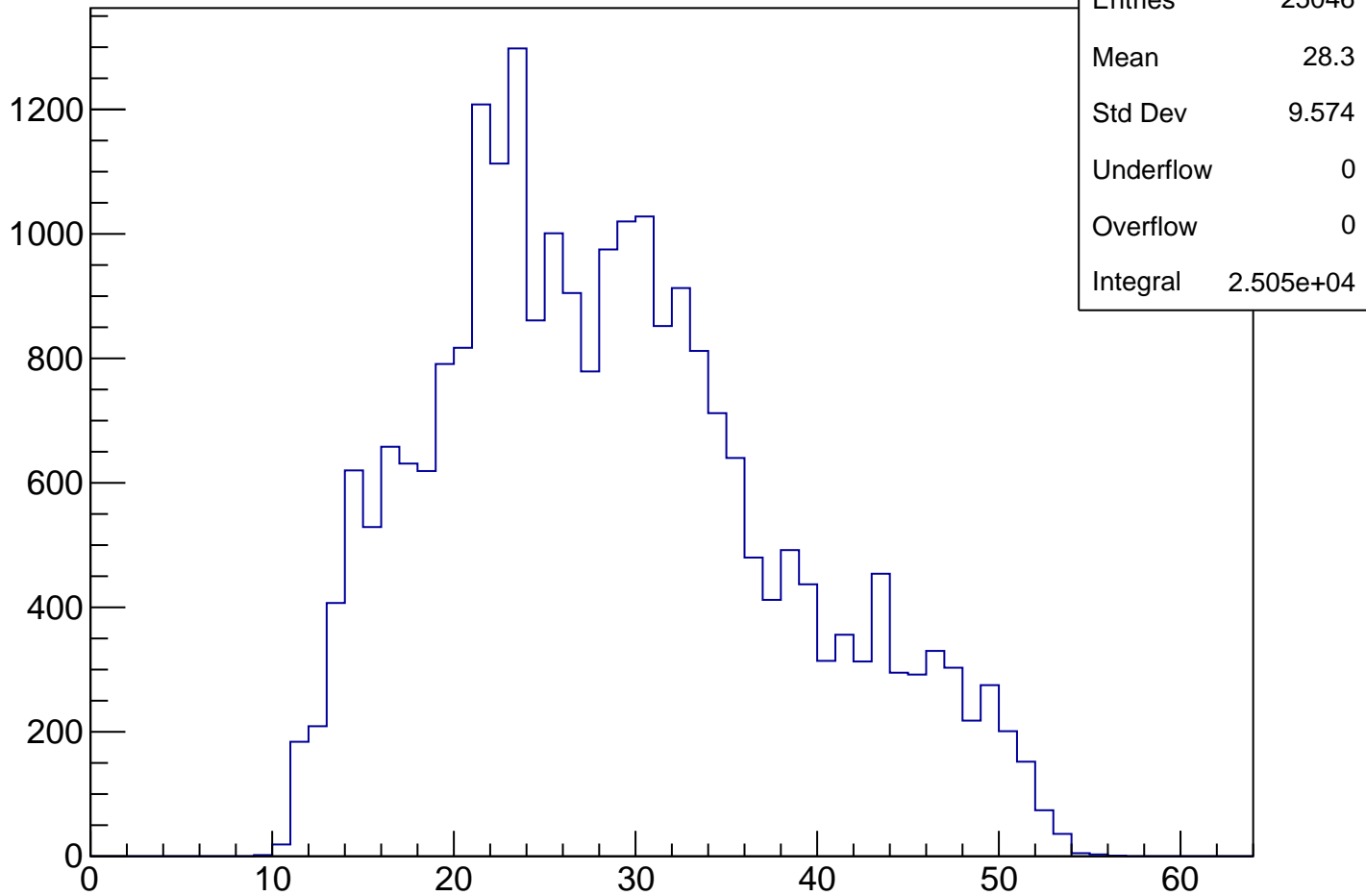
# vpx[1] Cut1



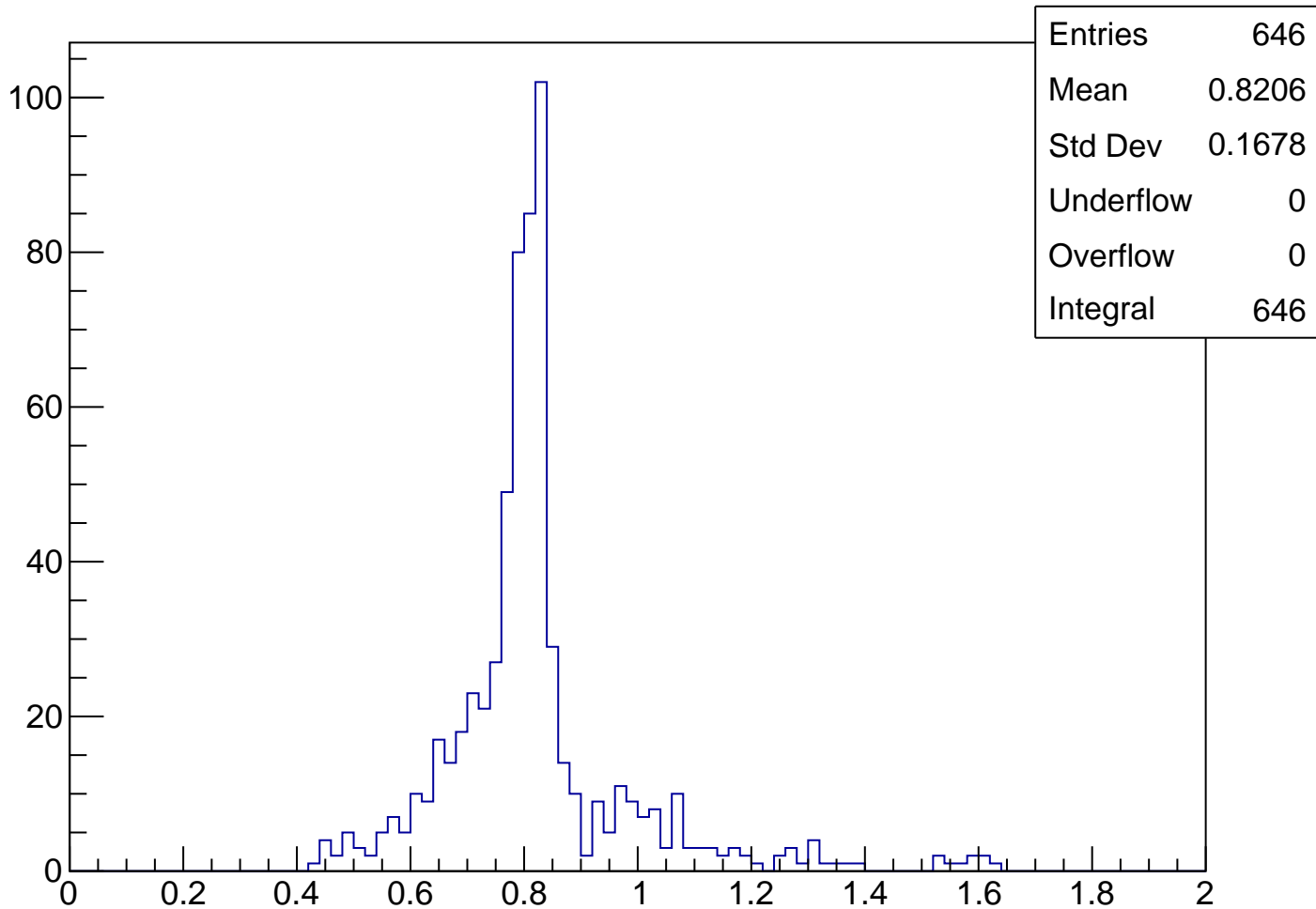
# vpy[1] Cut1



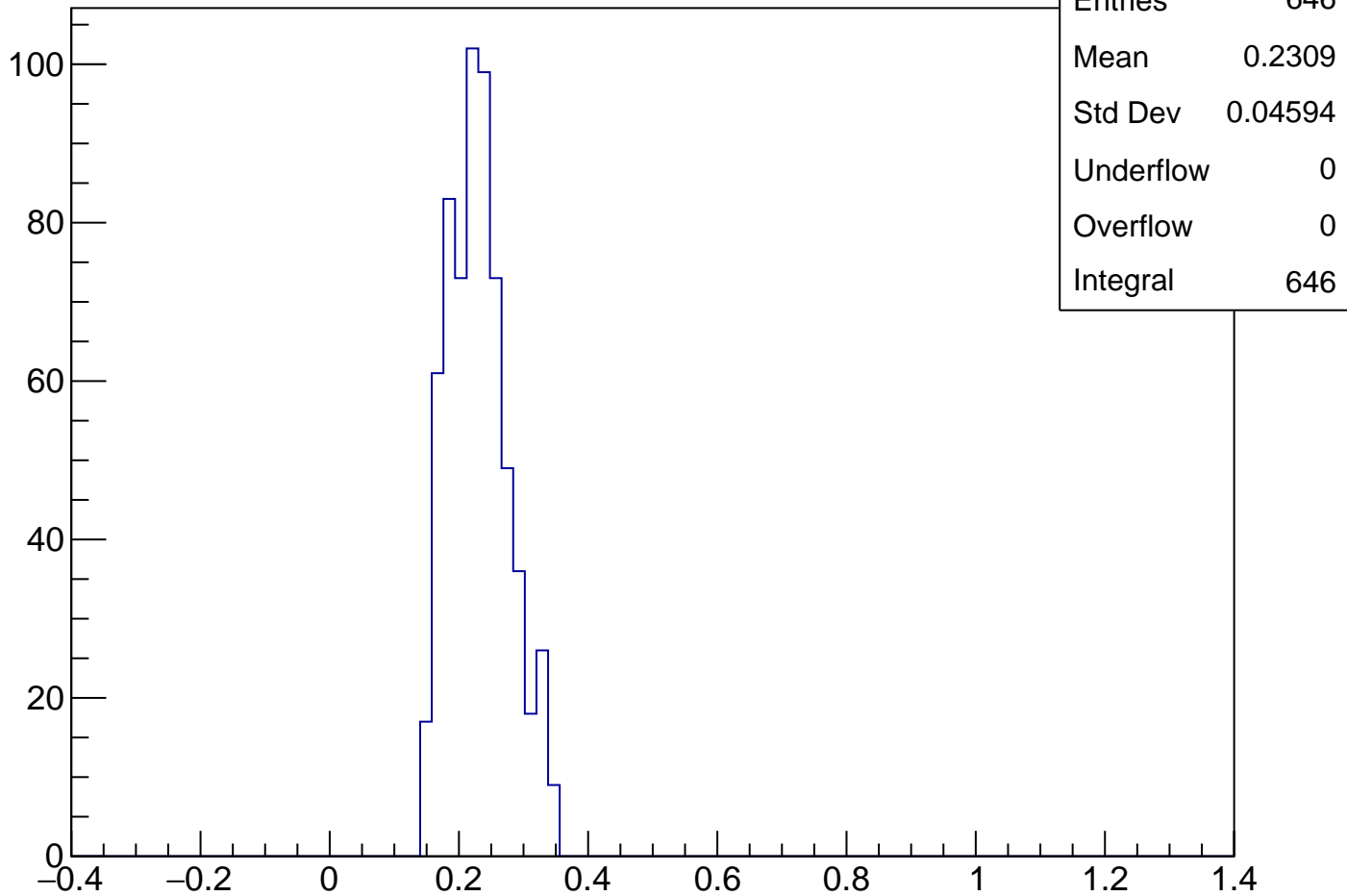
# vpseg[1] Cut1



# pKurama Cut2

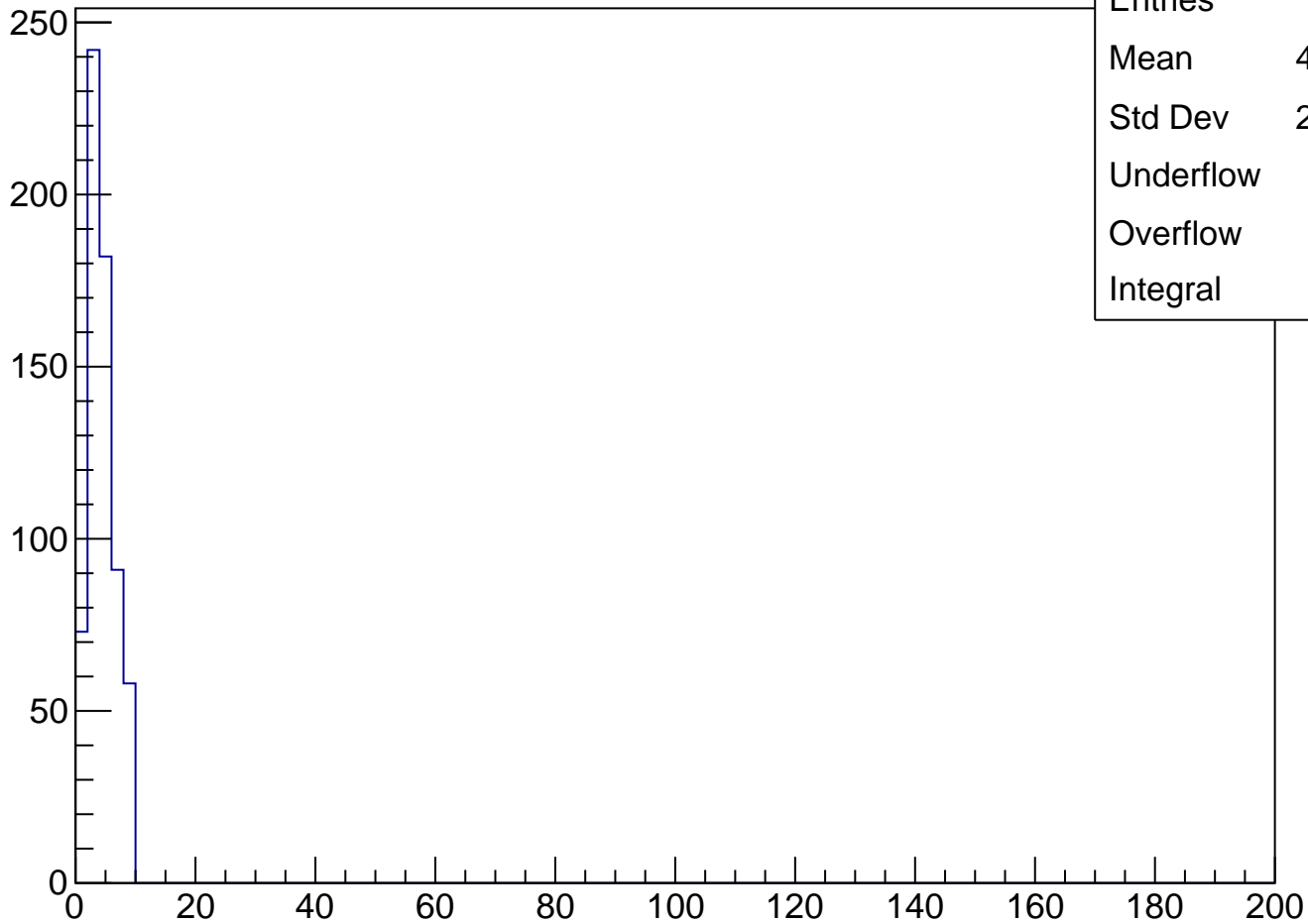


# m2 Cut2



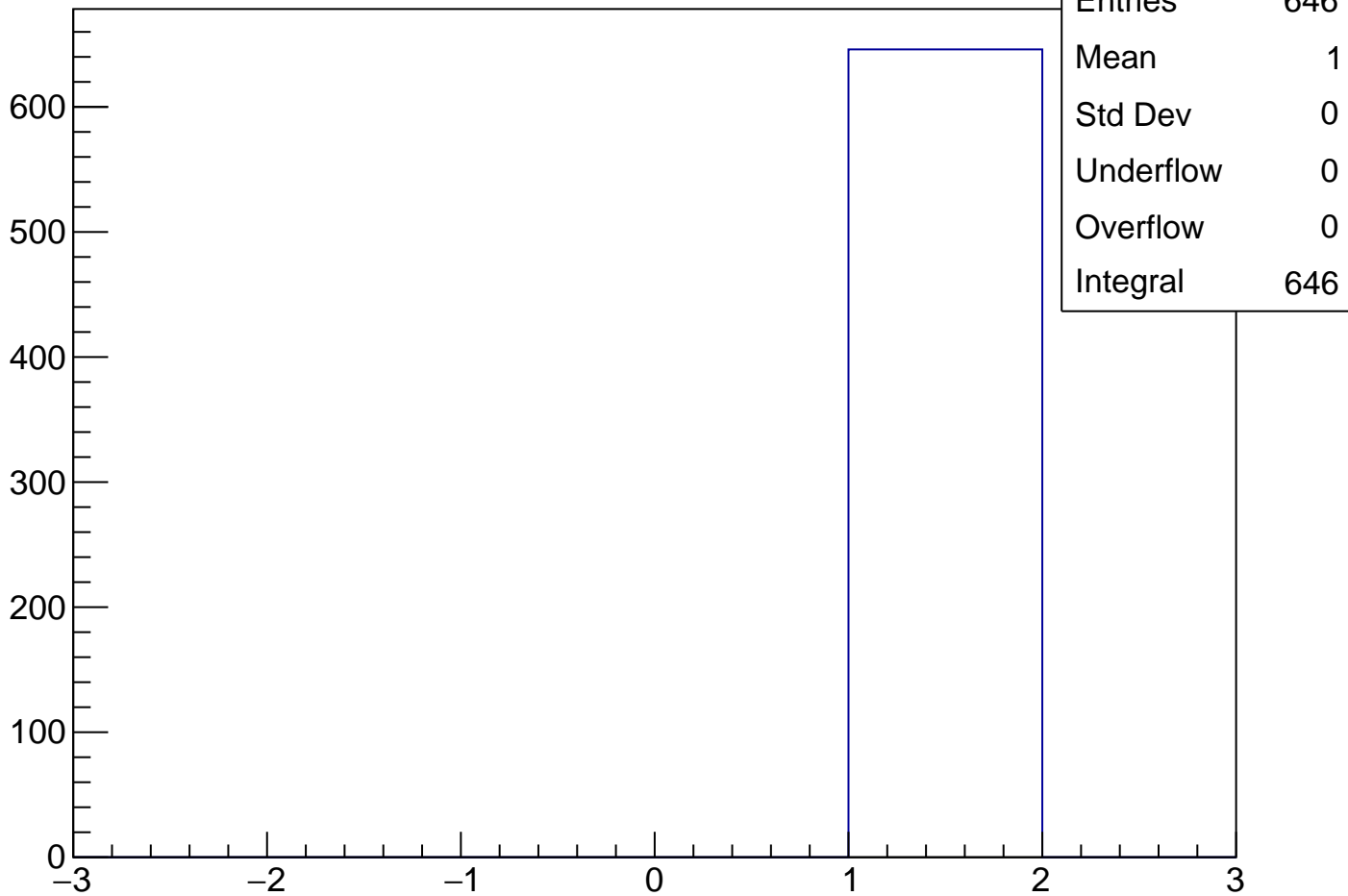


# chisqrKurama Cut2

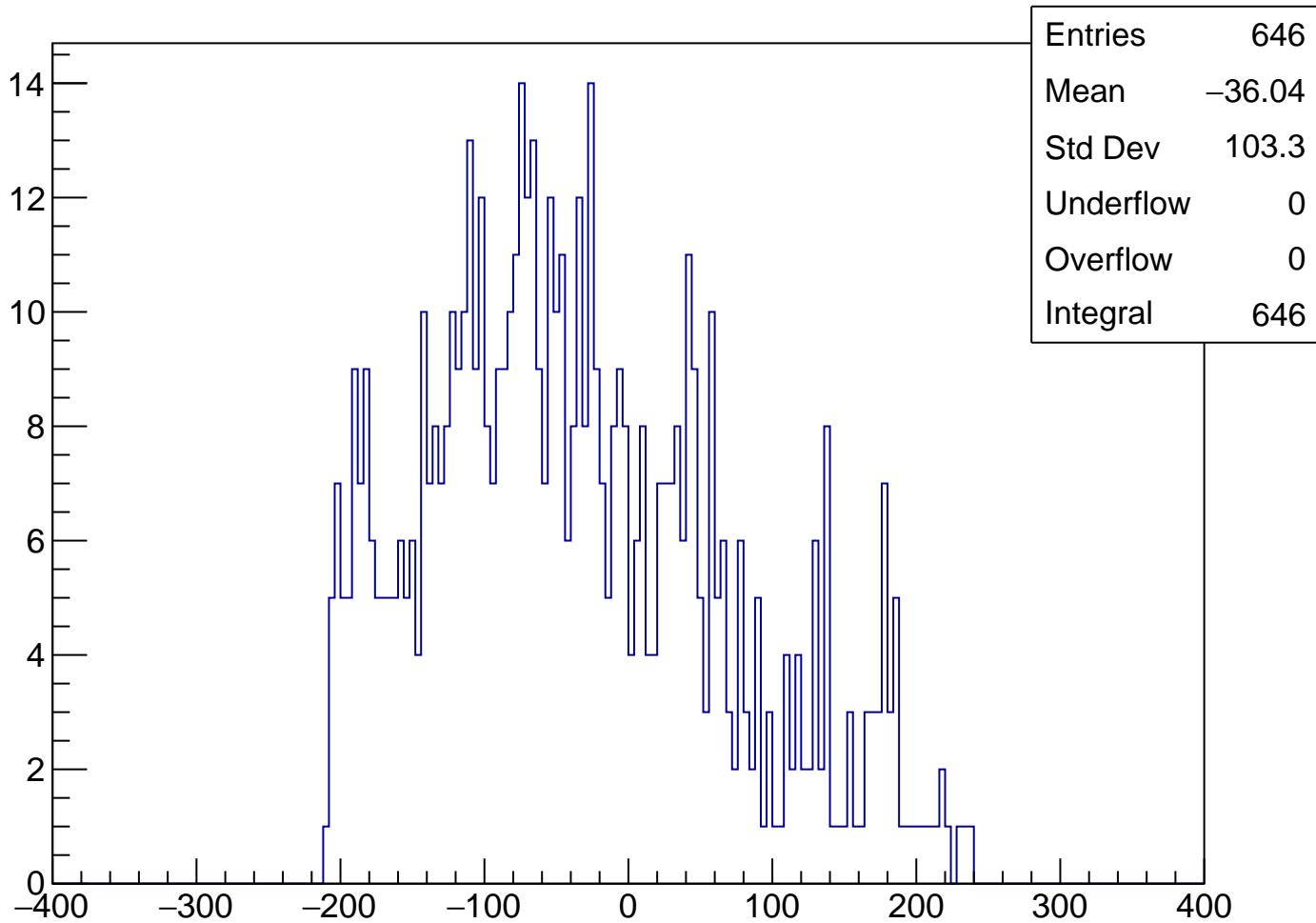


|           |       |
|-----------|-------|
| Entries   | 646   |
| Mean      | 4.435 |
| Std Dev   | 2.212 |
| Underflow | 0     |
| Overflow  | 0     |
| Integral  | 646   |

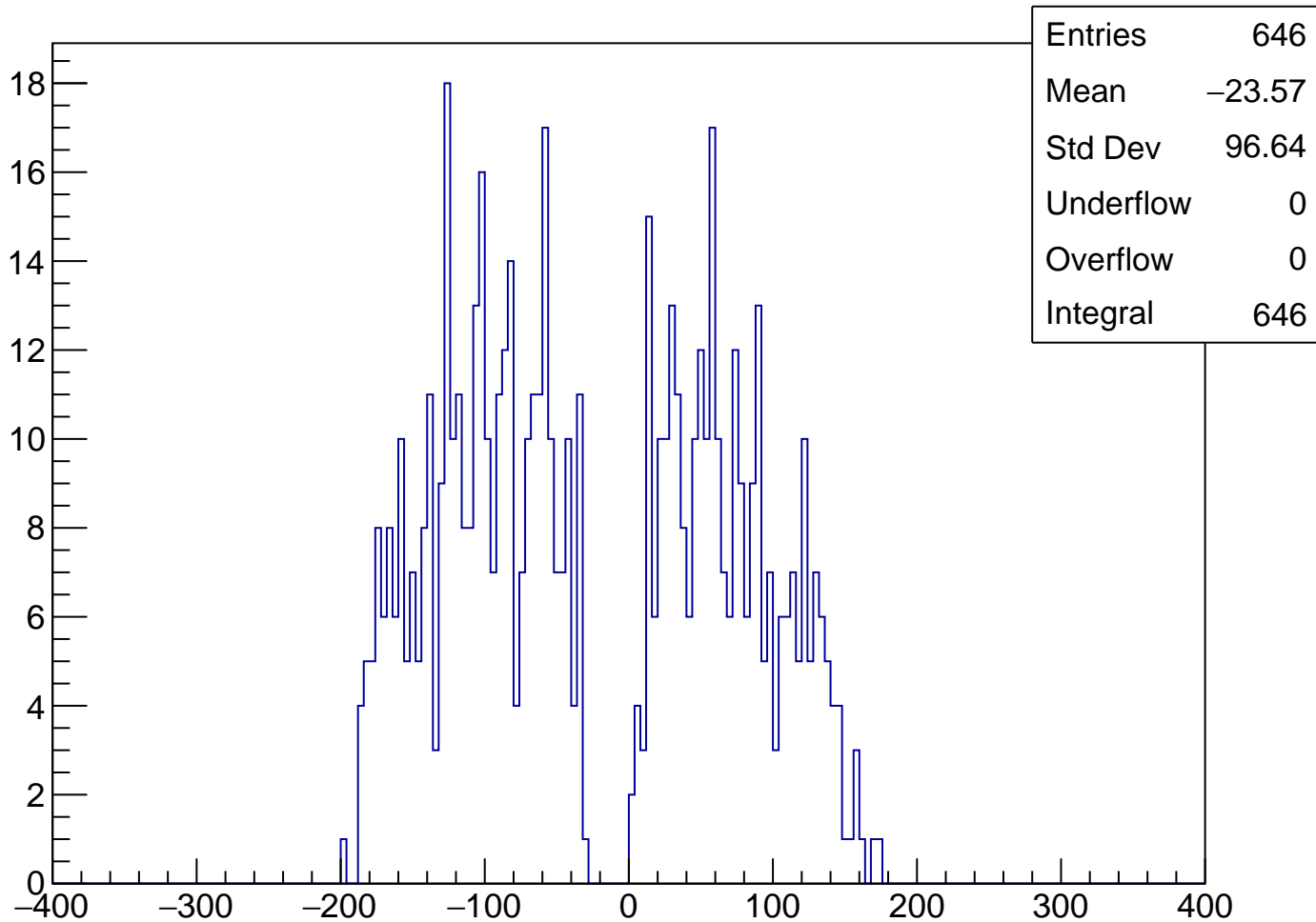
# qKurama Cut2



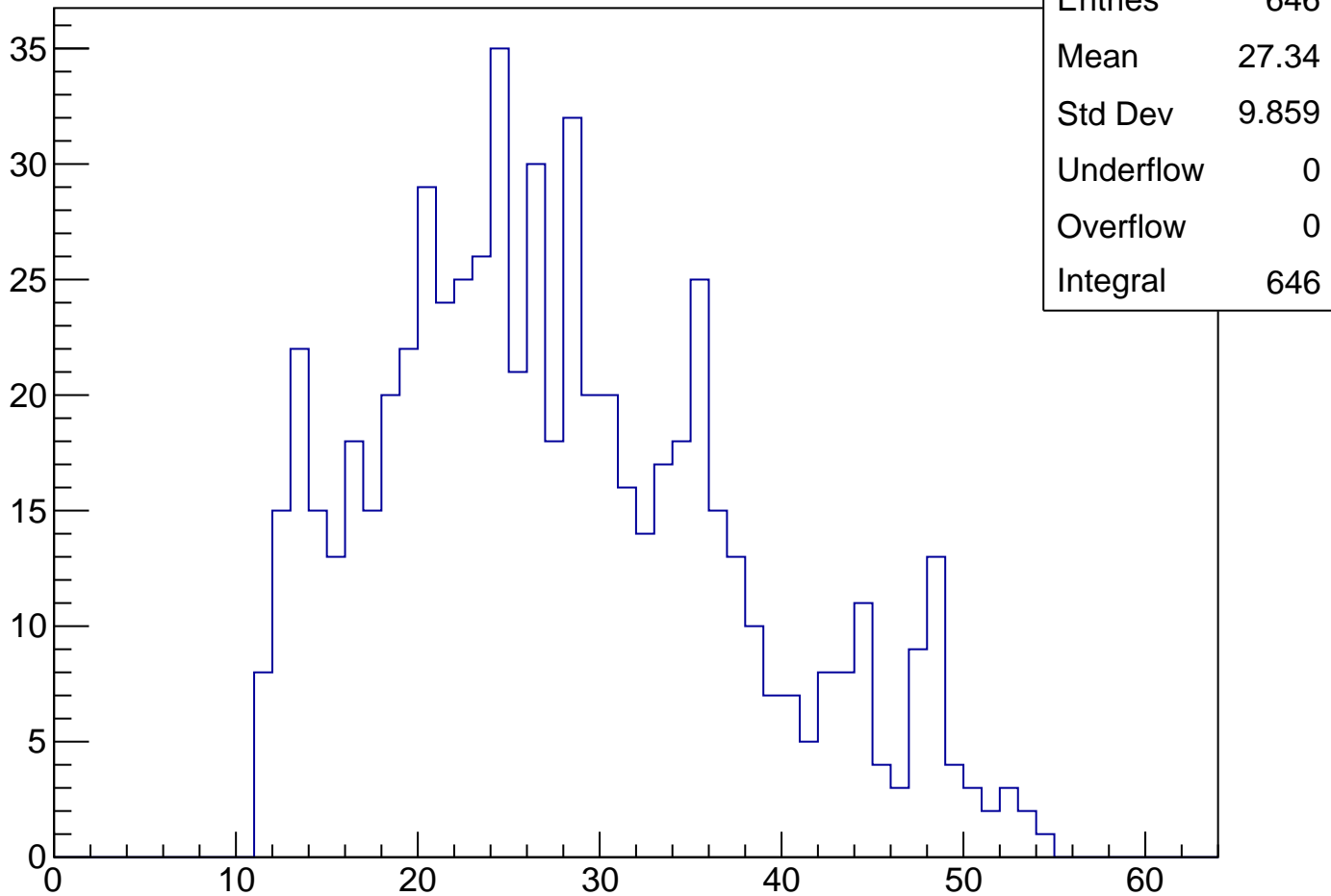
# vpix[1] Cut2



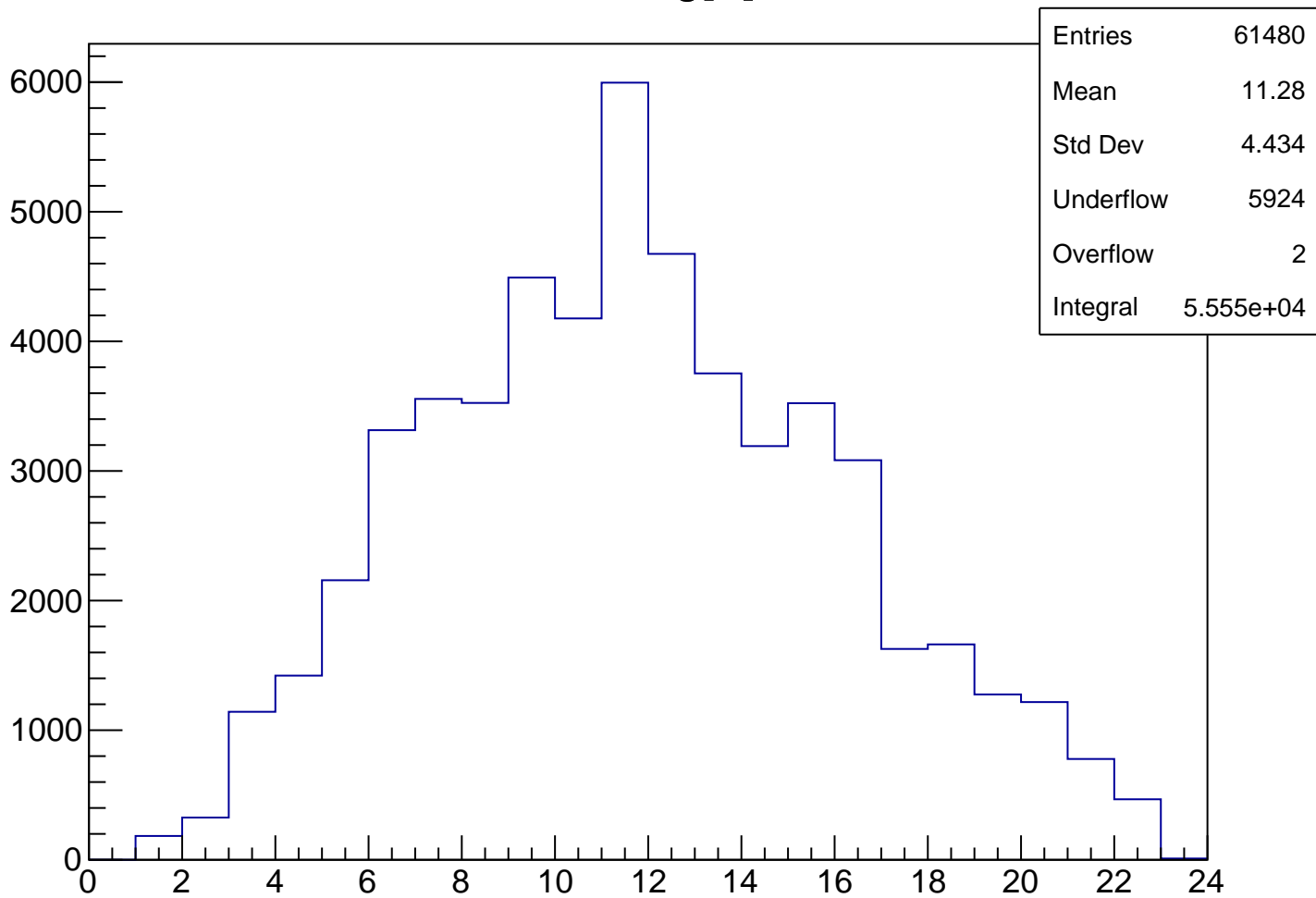
# vpy[1] Cut2



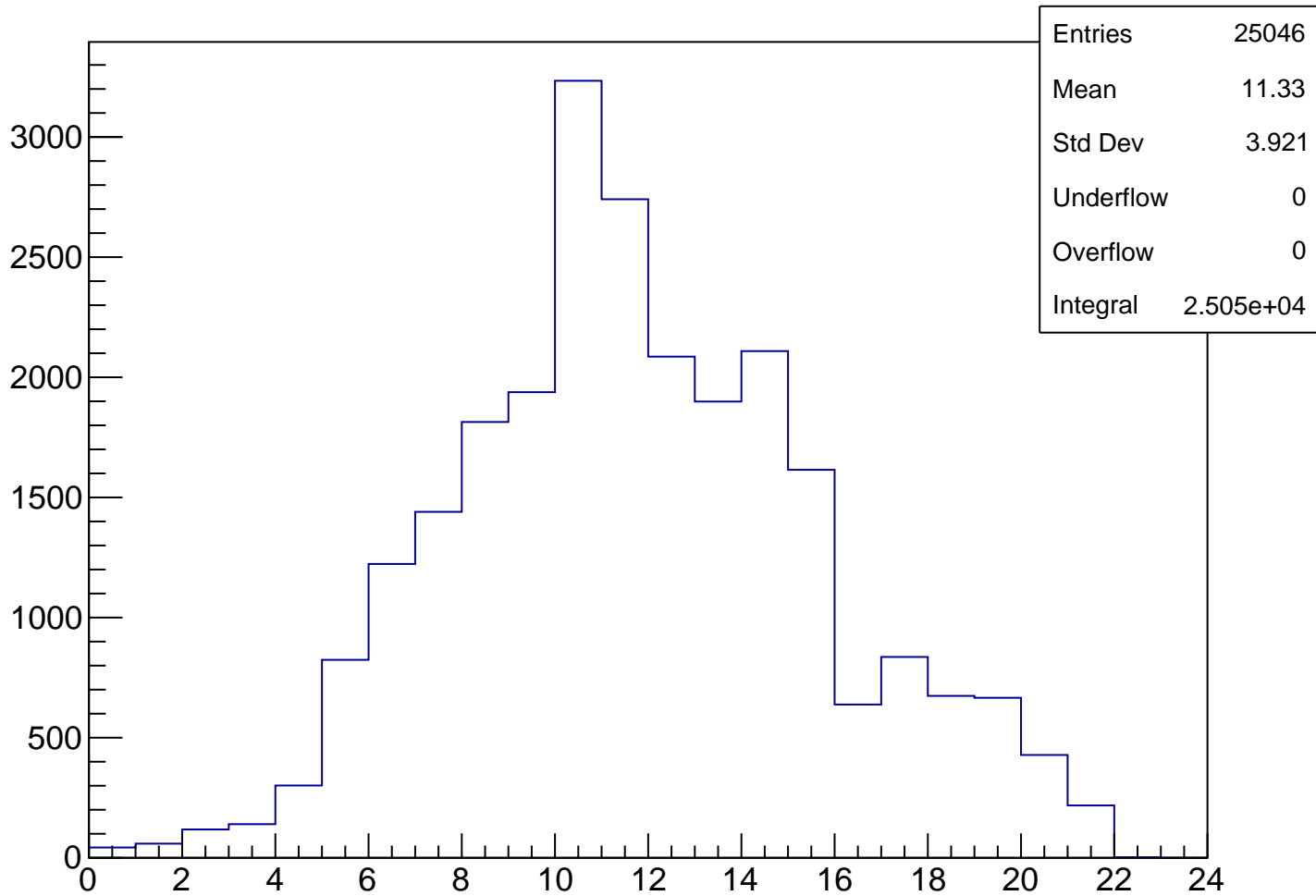
# vpseg[1] Cut2



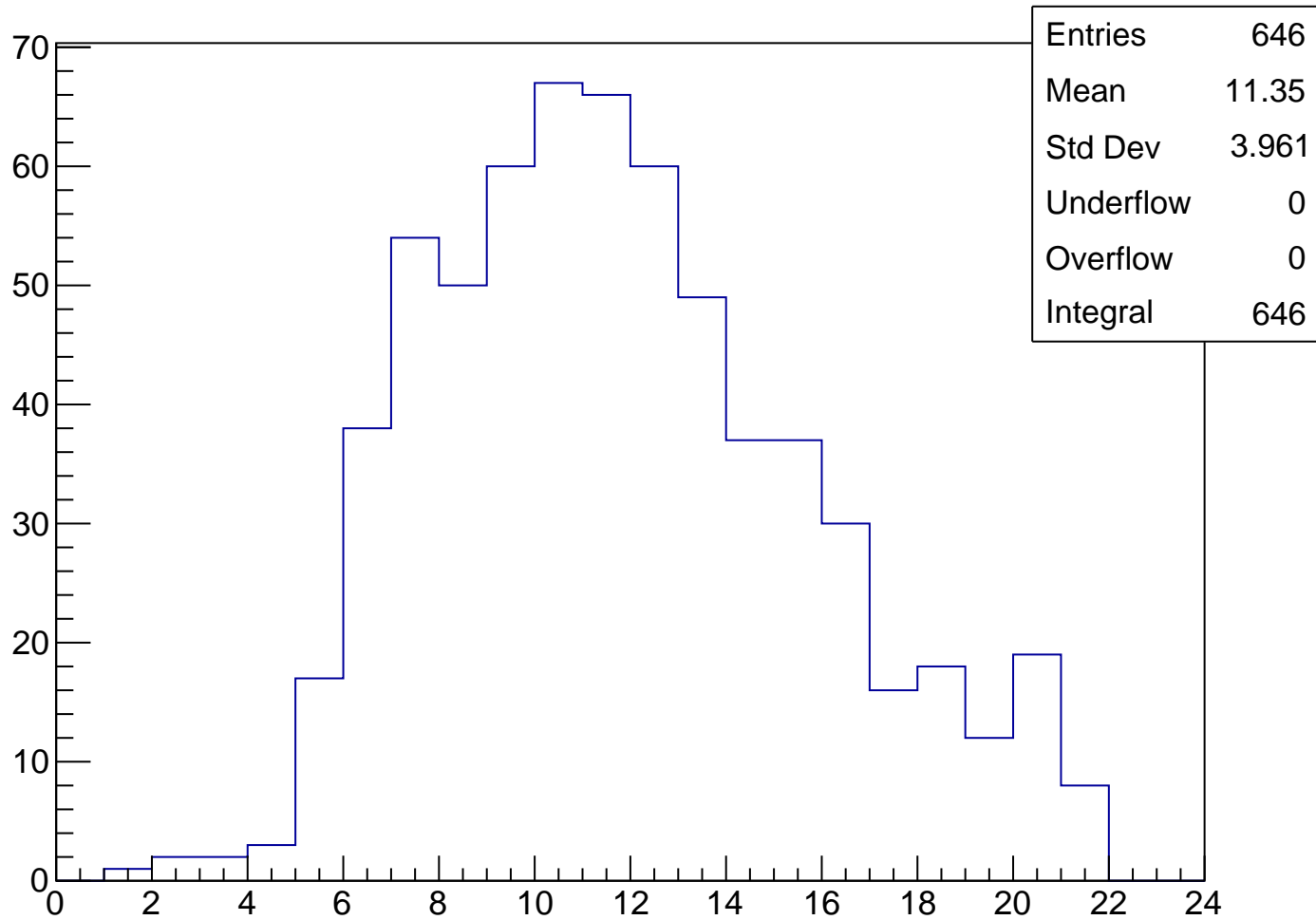
# TofSeg[0]



# TofSeg[0] Cut1

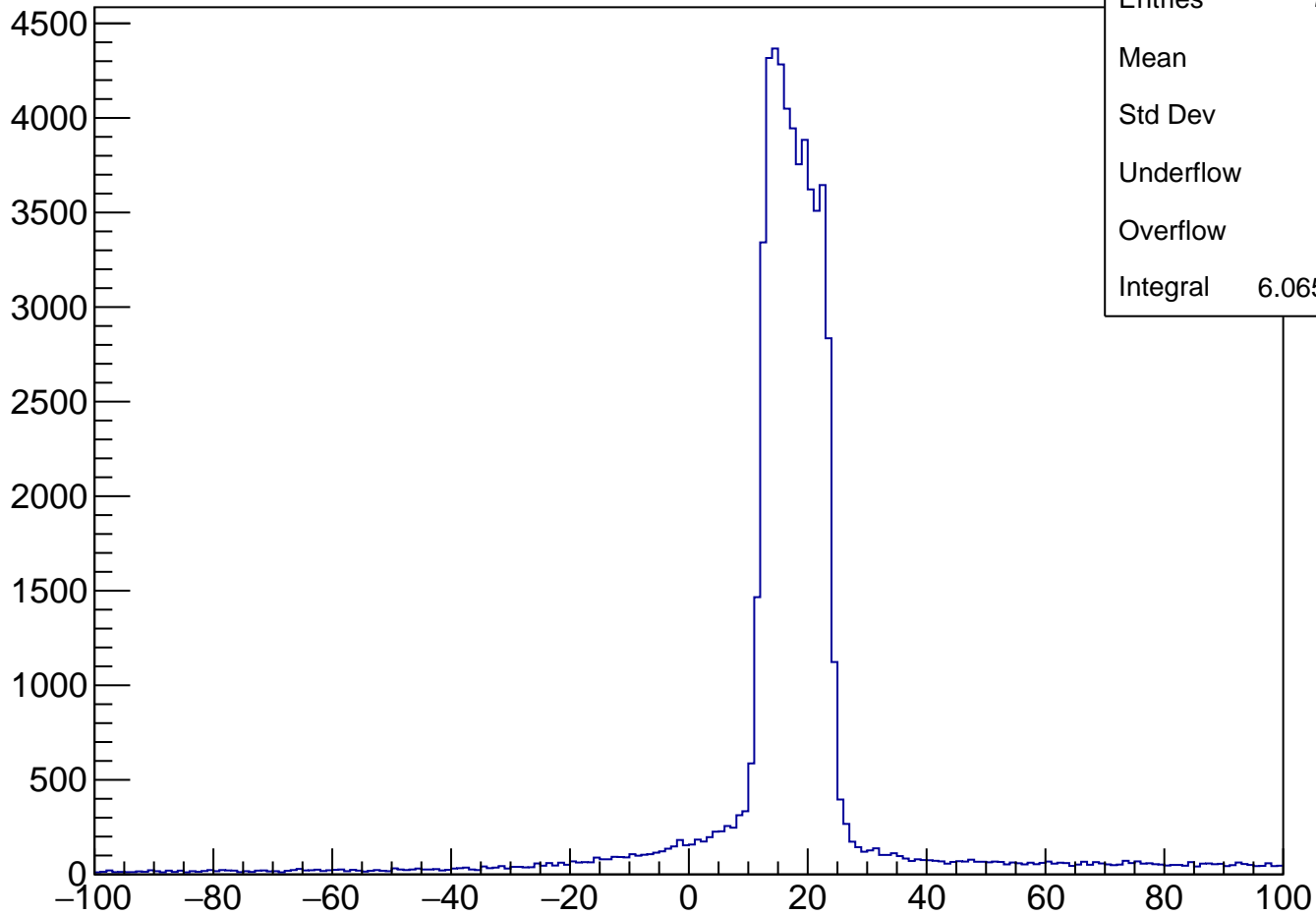


# TofSeg[0] Cut2

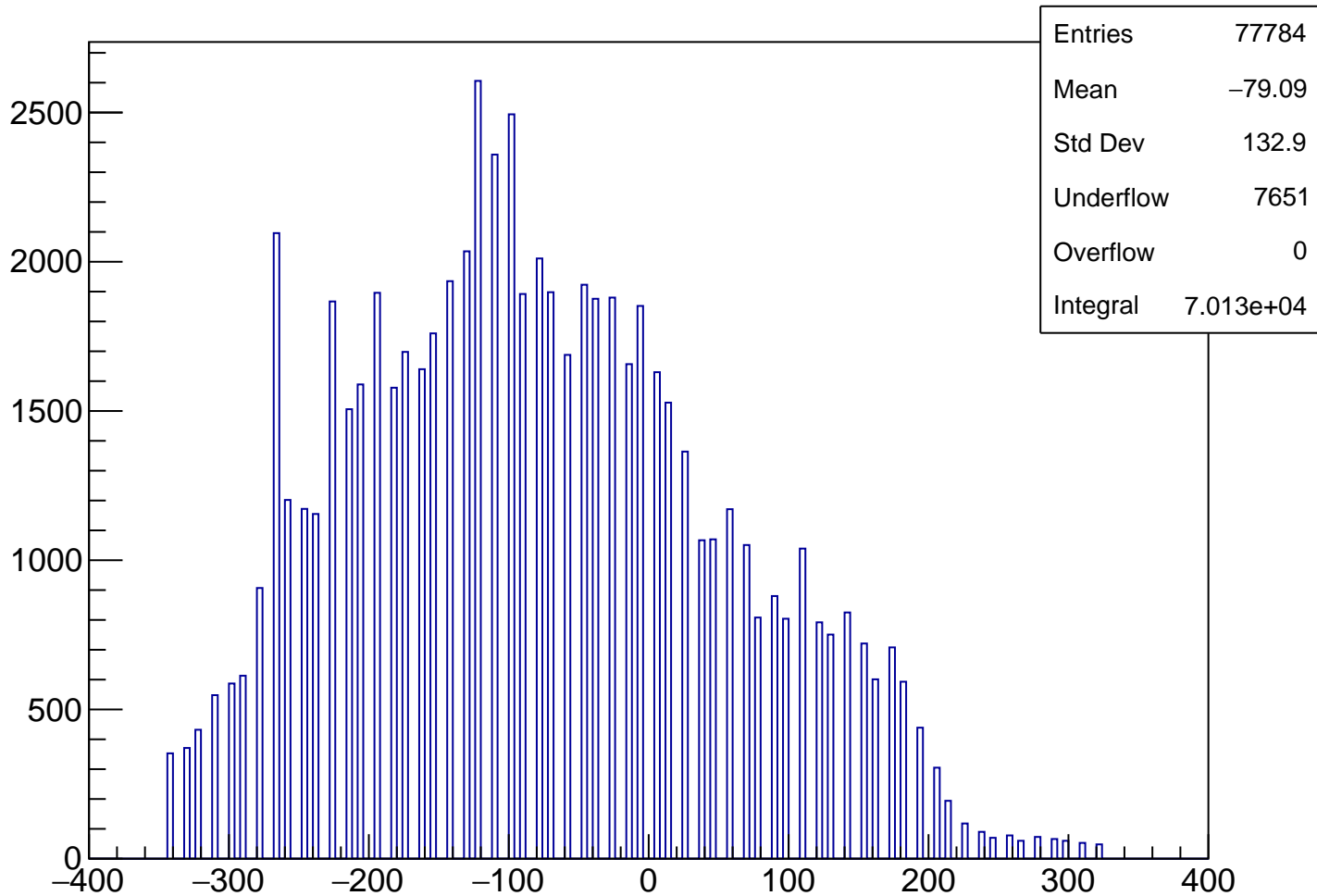




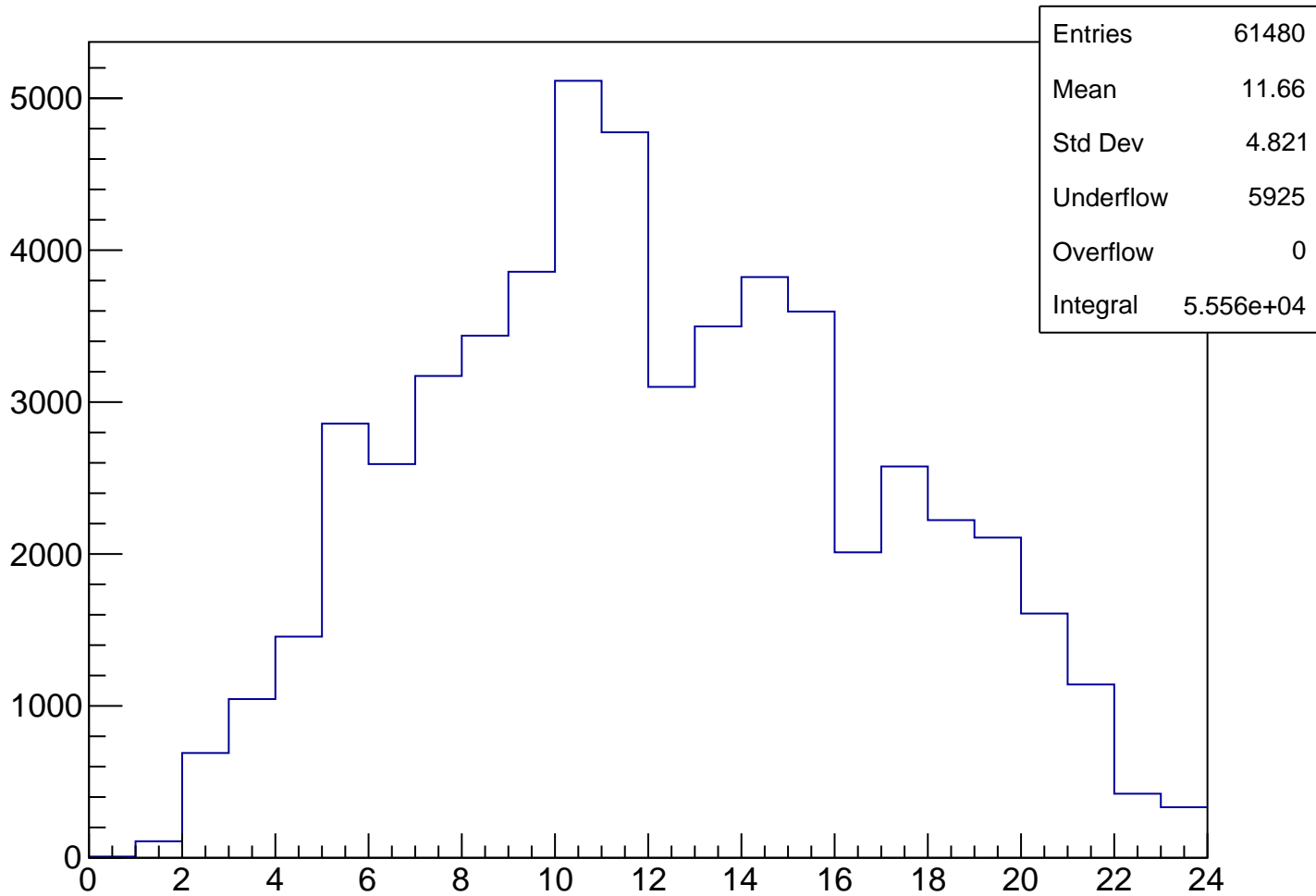
delta\_x



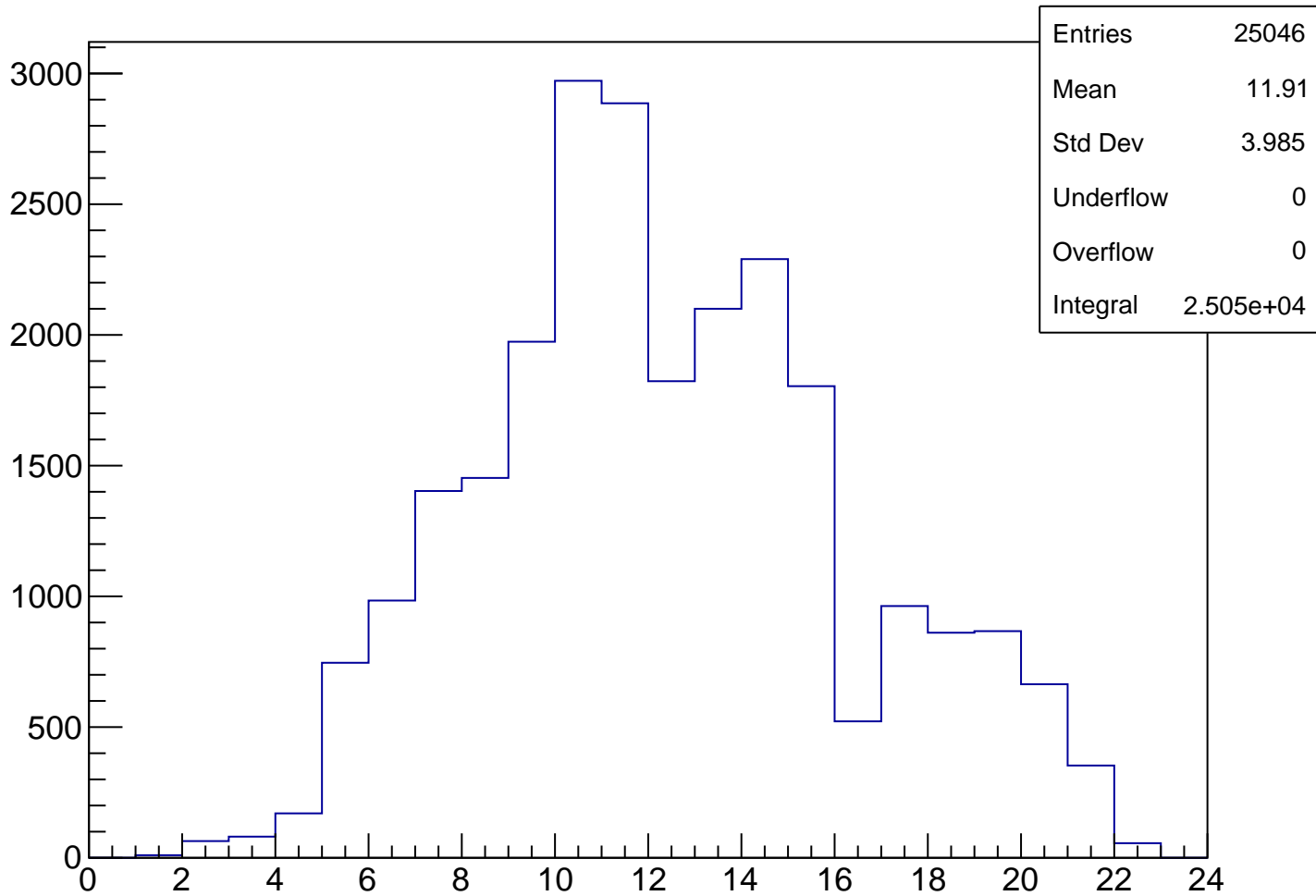
# Sch Position by HitSegment



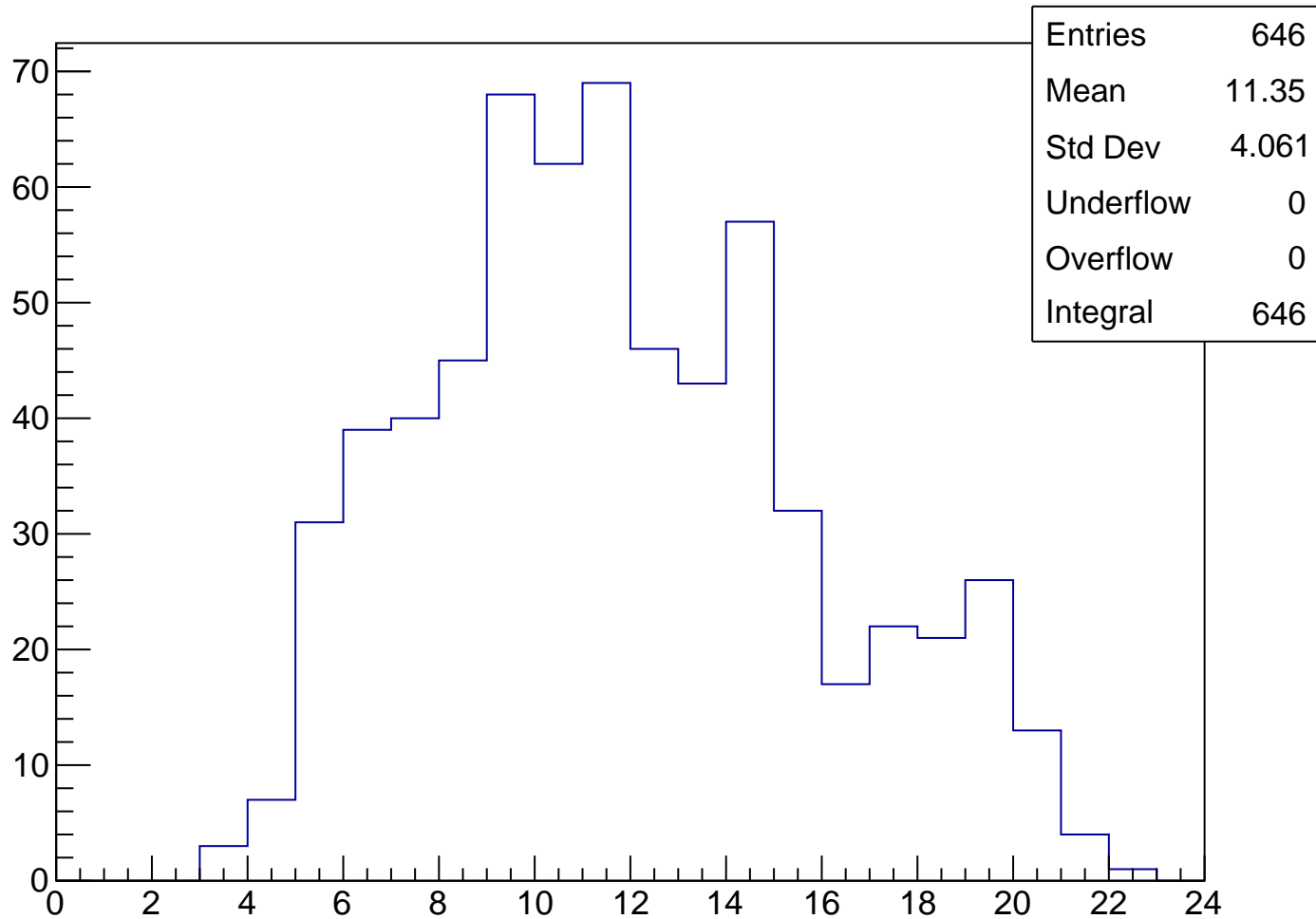
# tofsegKurama[0]



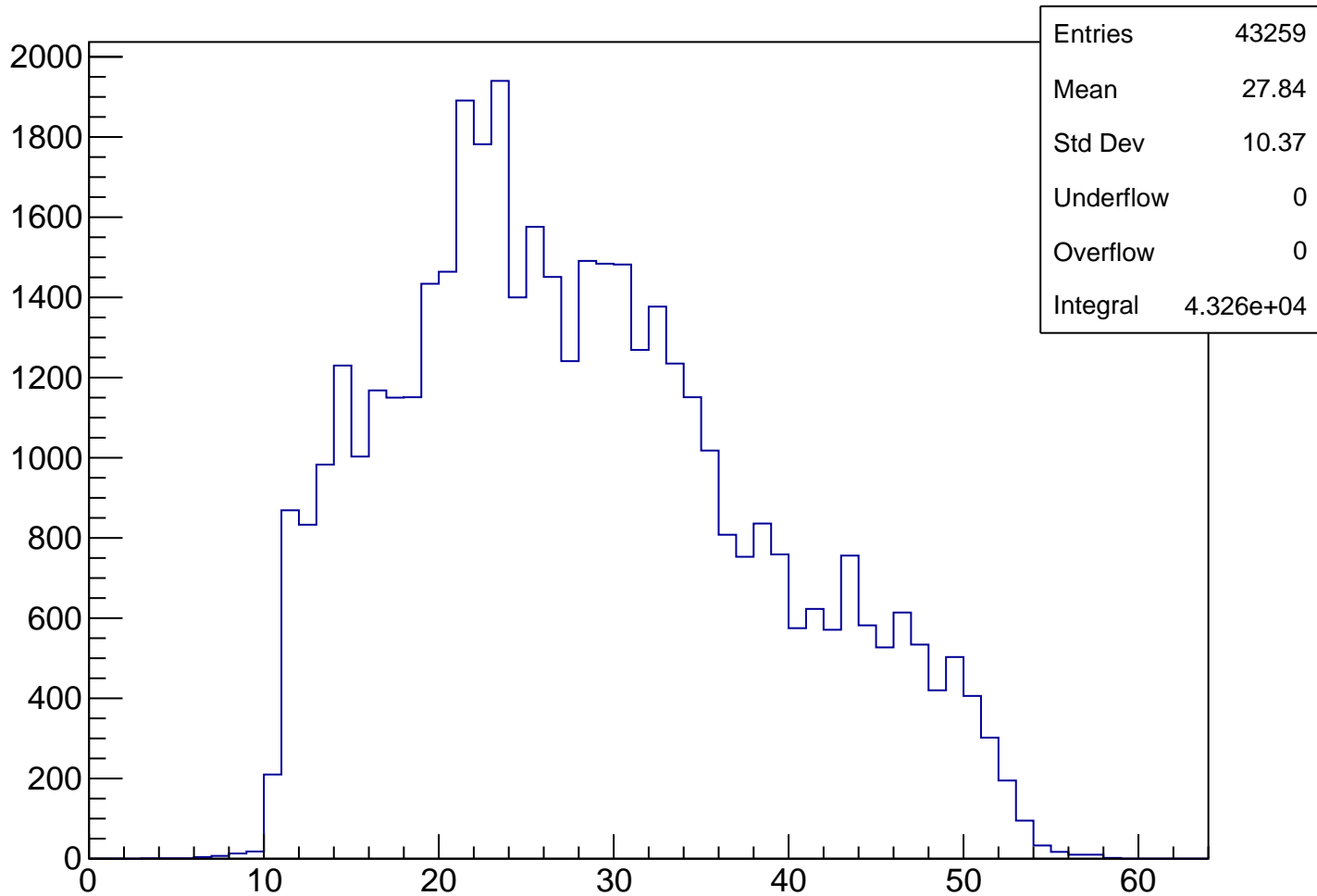
# tofsegKurama[0] Cut1



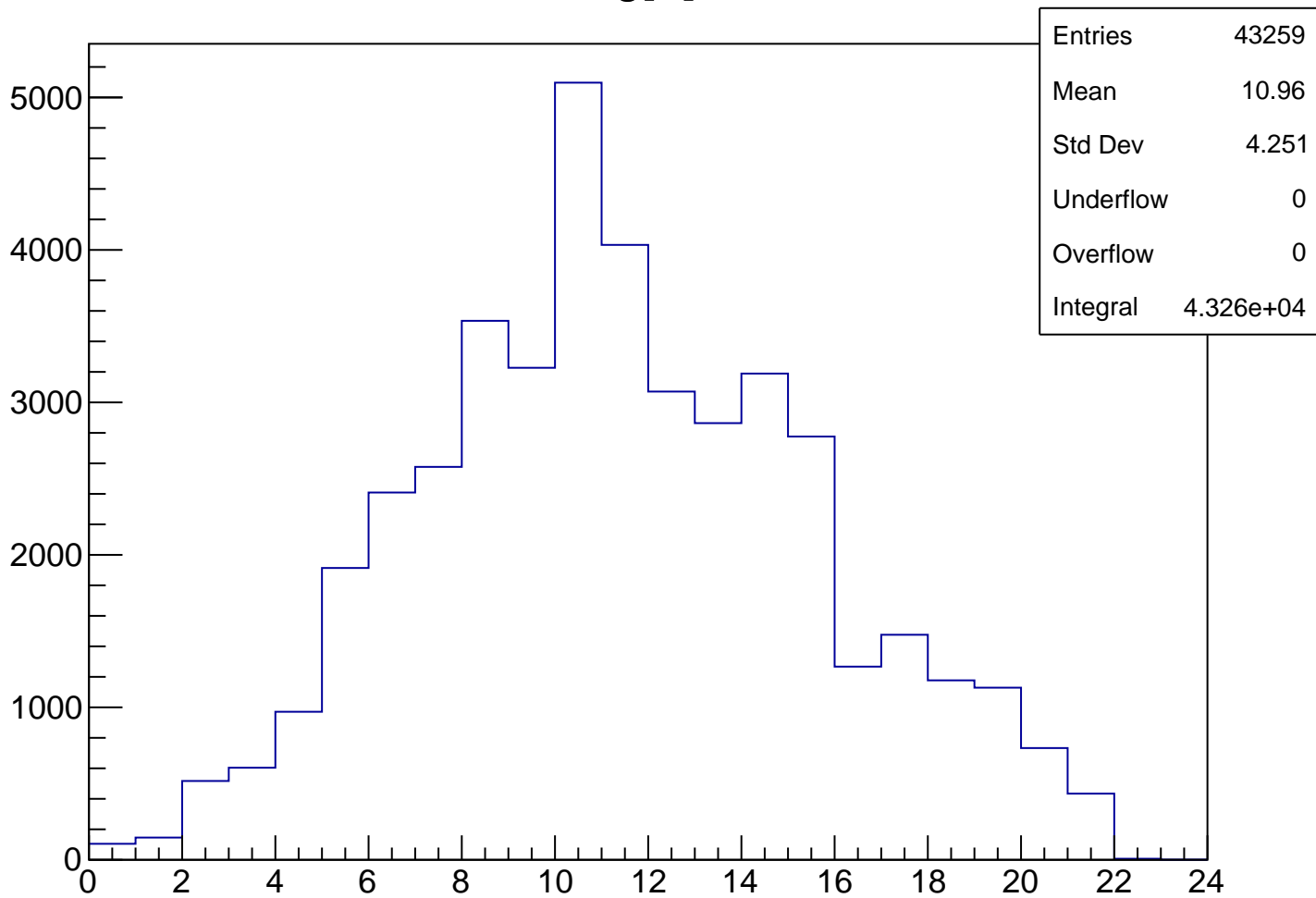
# tofsegKurama[0] Cut2



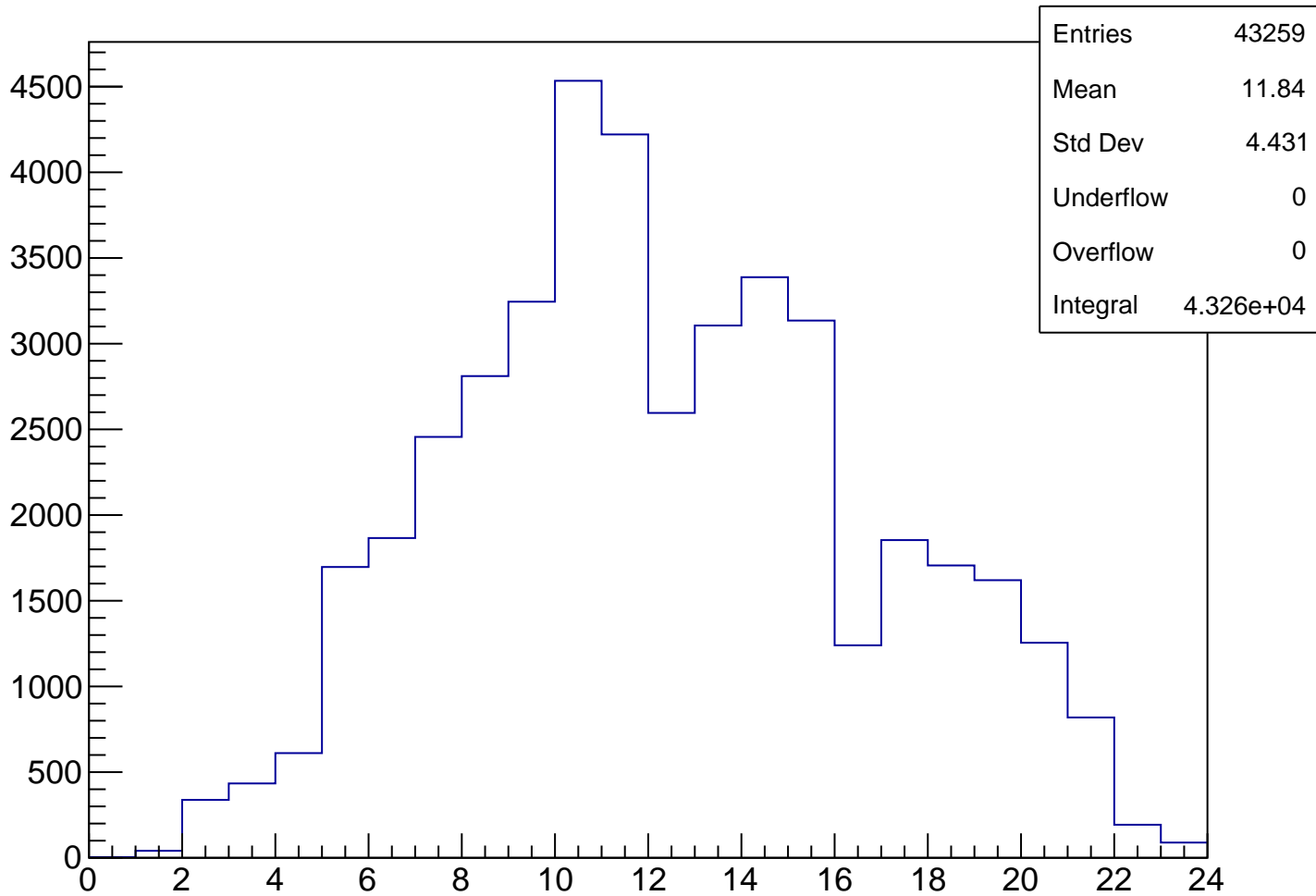
# vpseg[1] Cut3



# TofSeg[0] Cut3

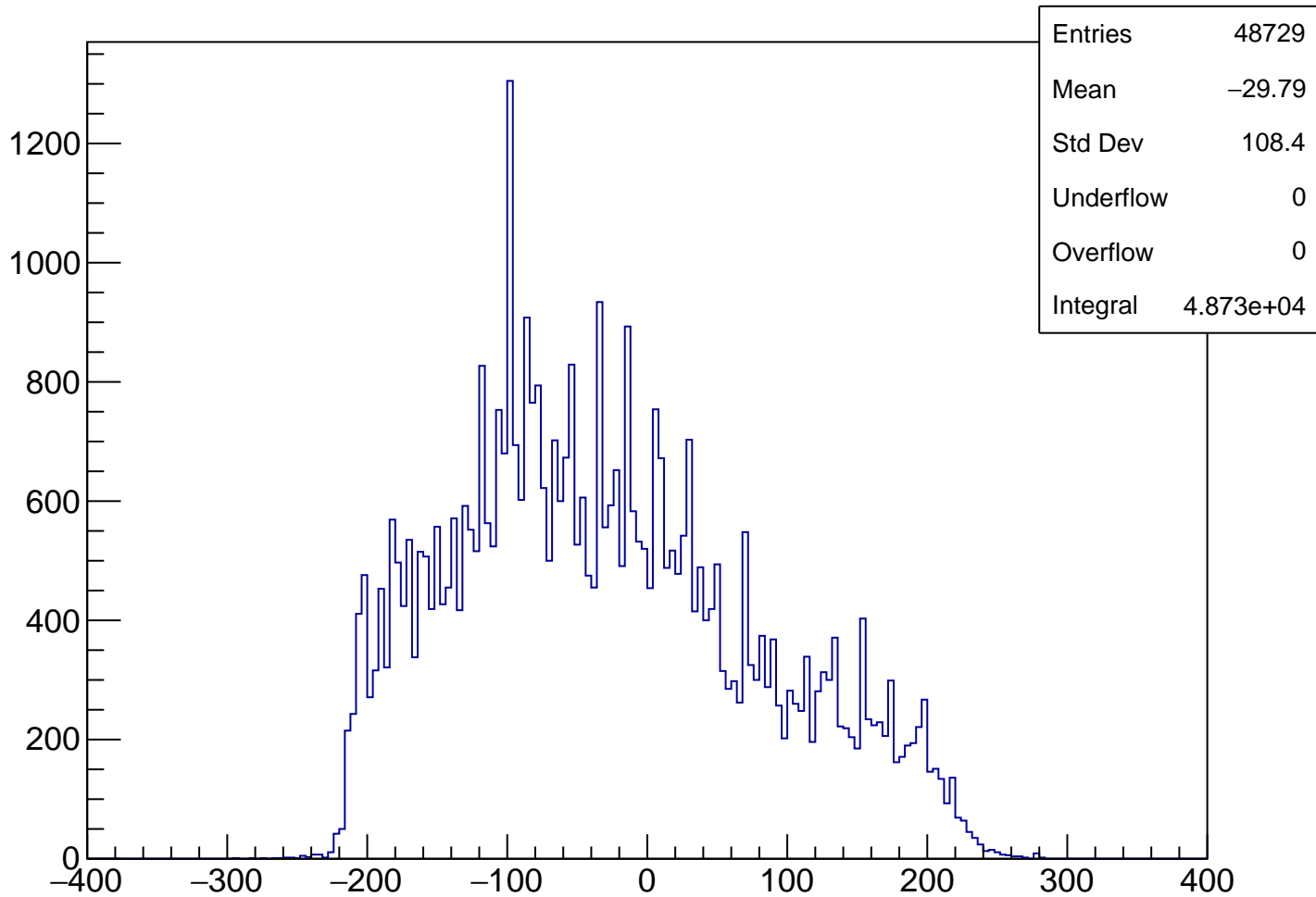


# tofsegKurama[0] Cut3

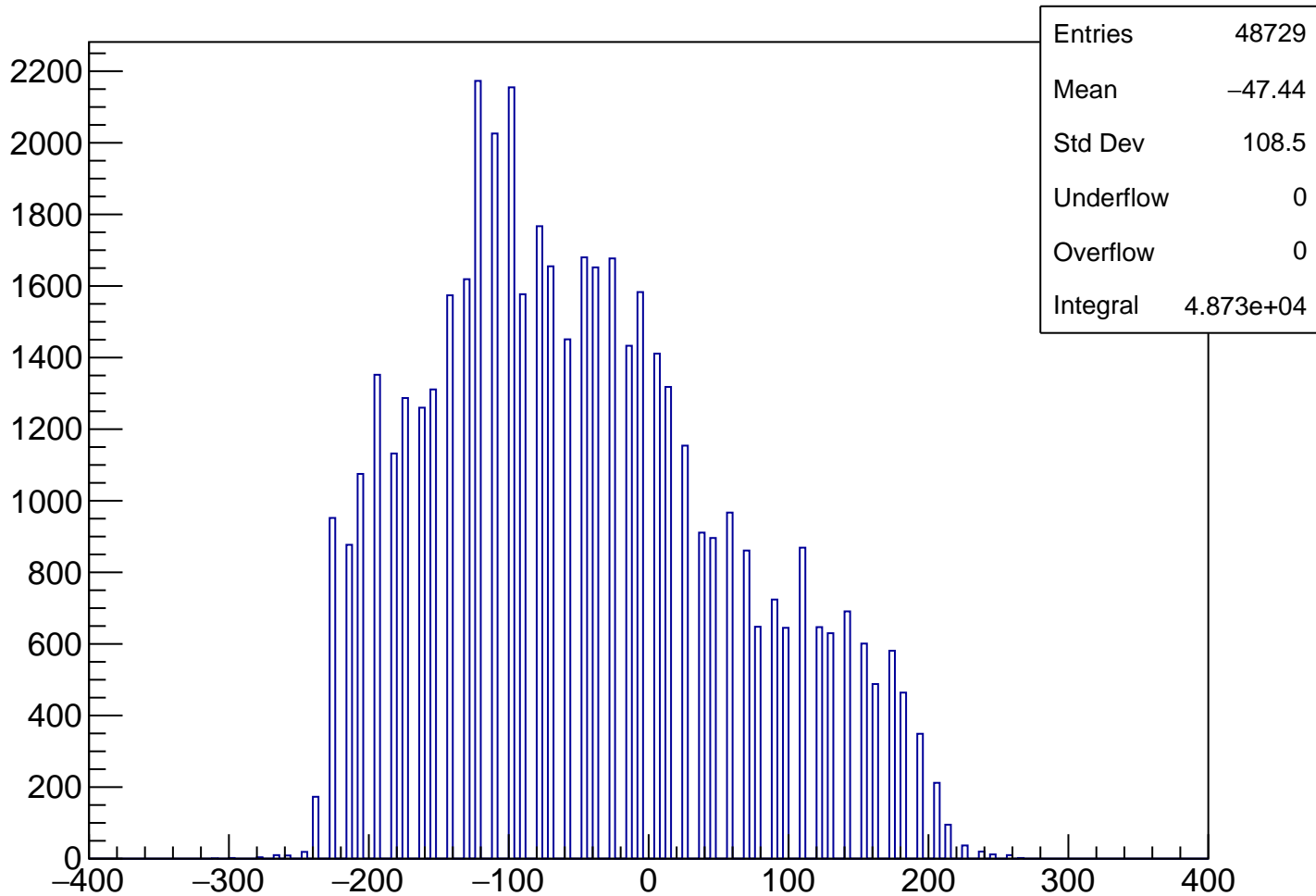




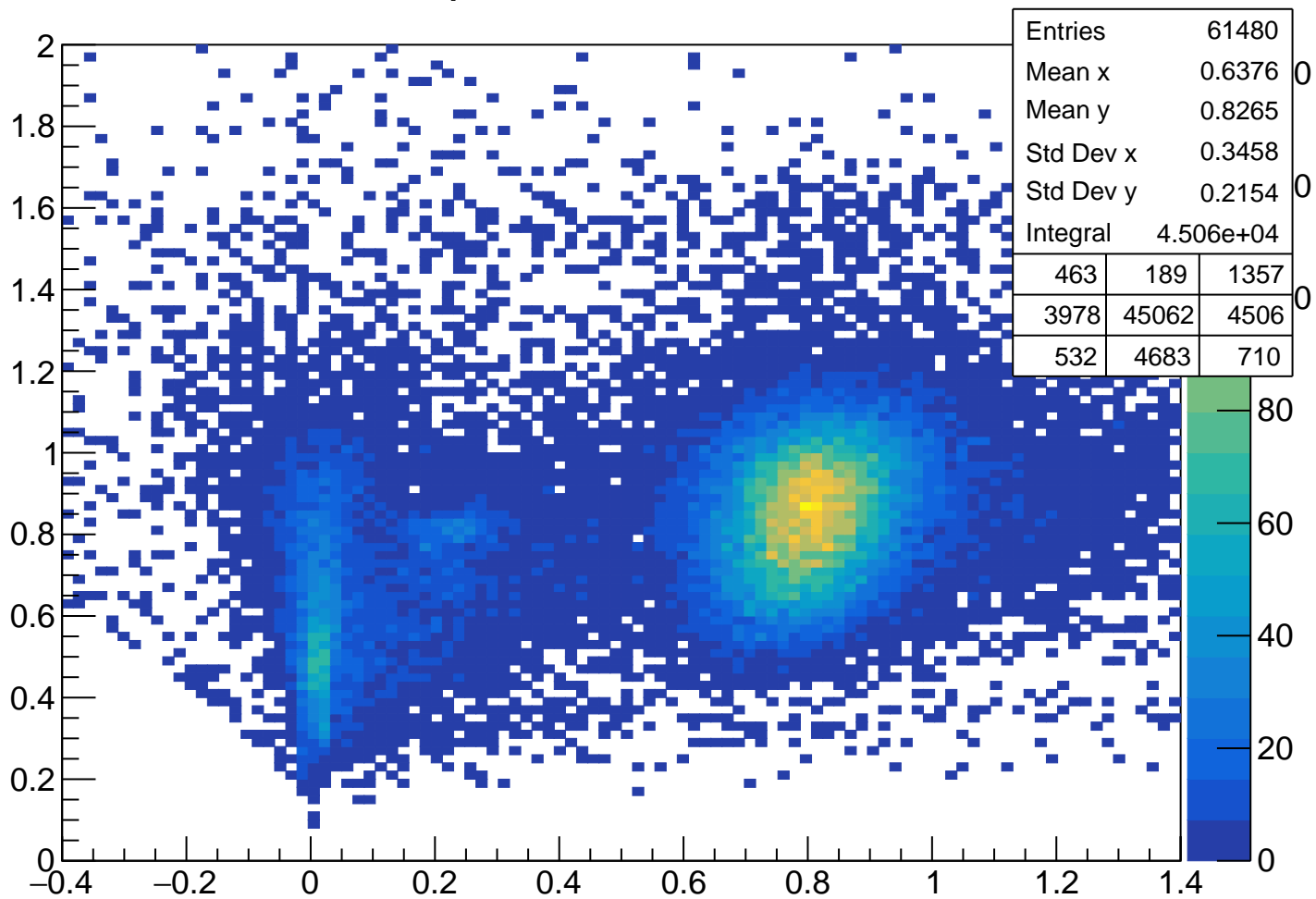
# vpx[1] Cut3



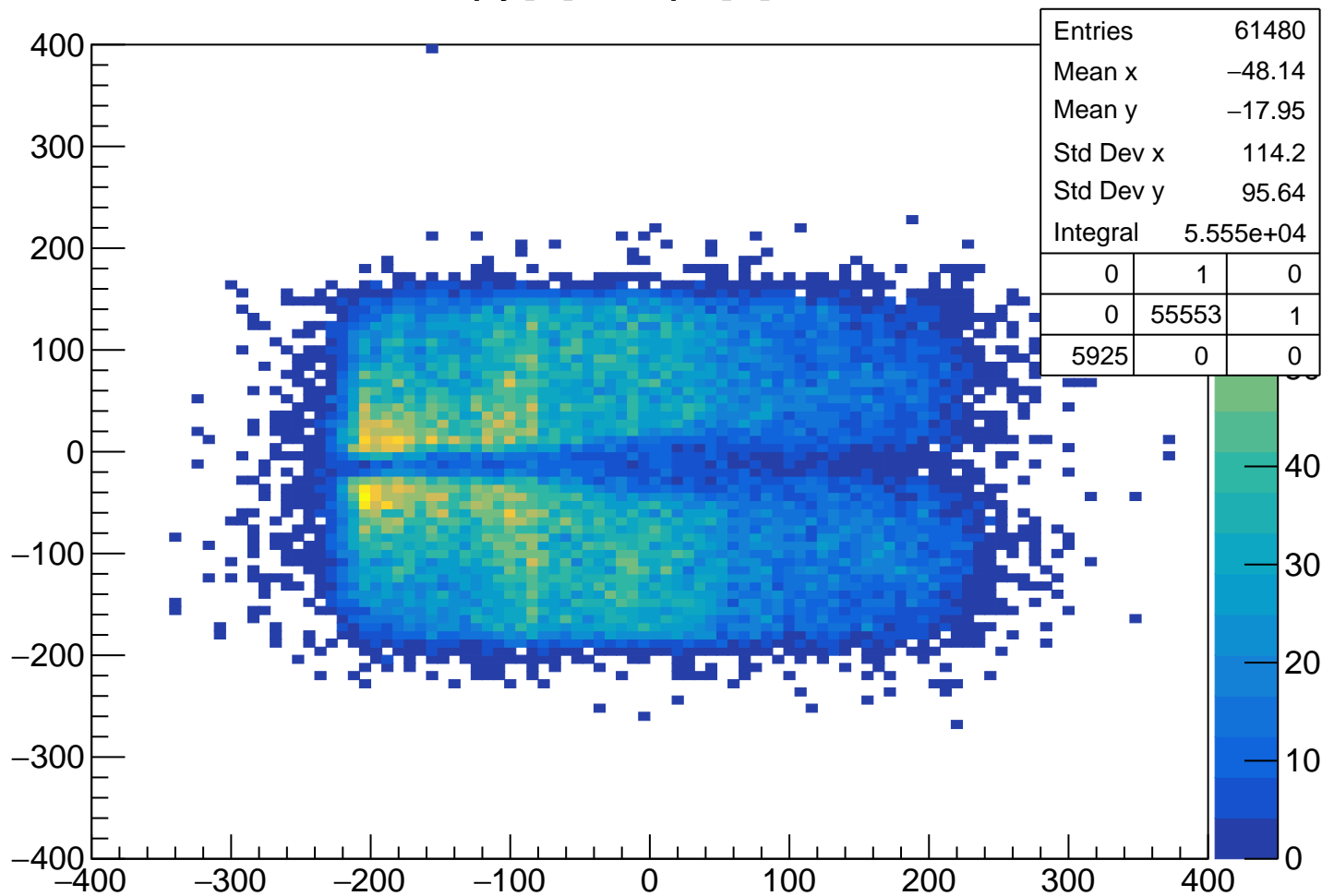
# Sch Position by HitSegment Cut3



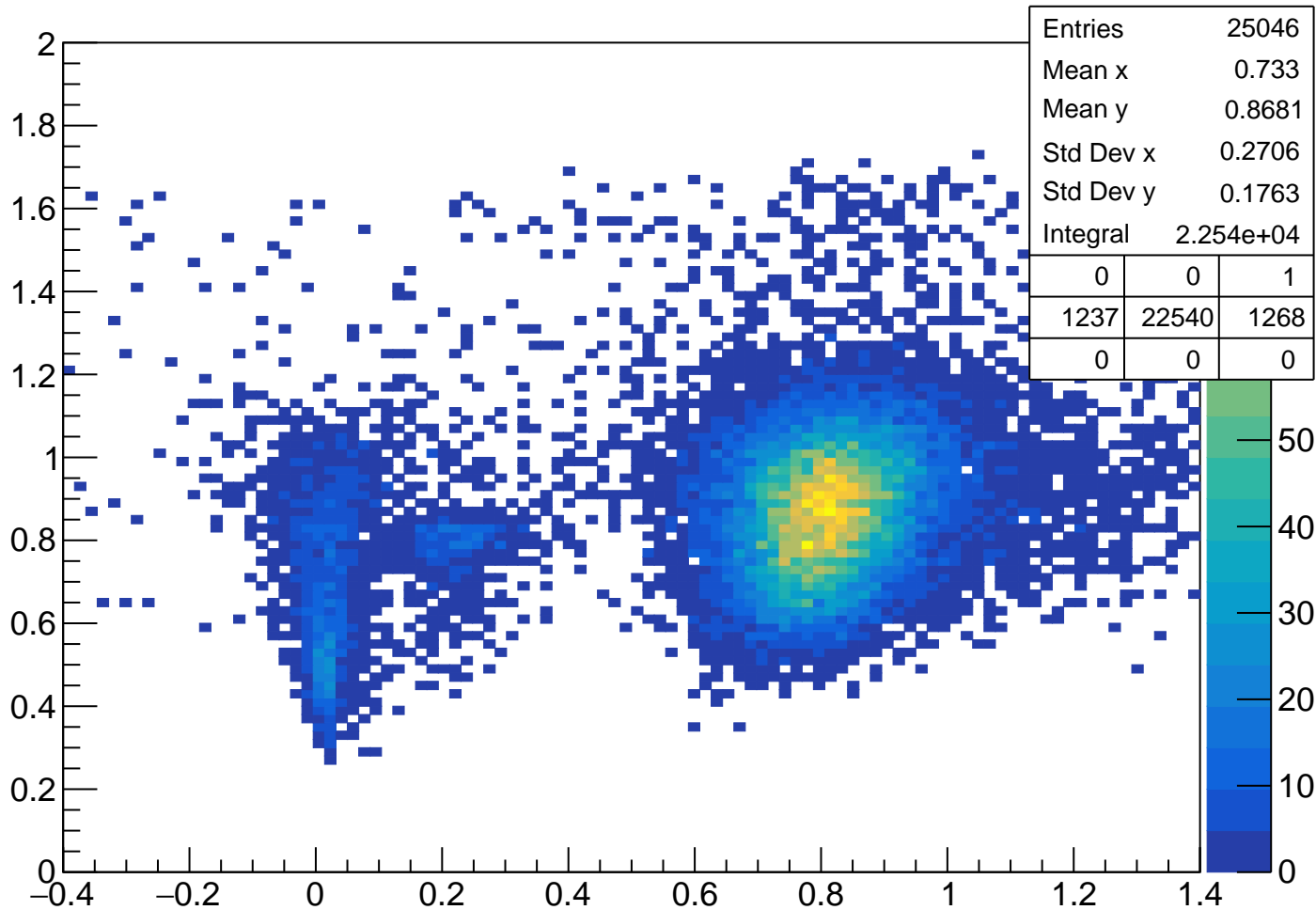
# pKurama % m2



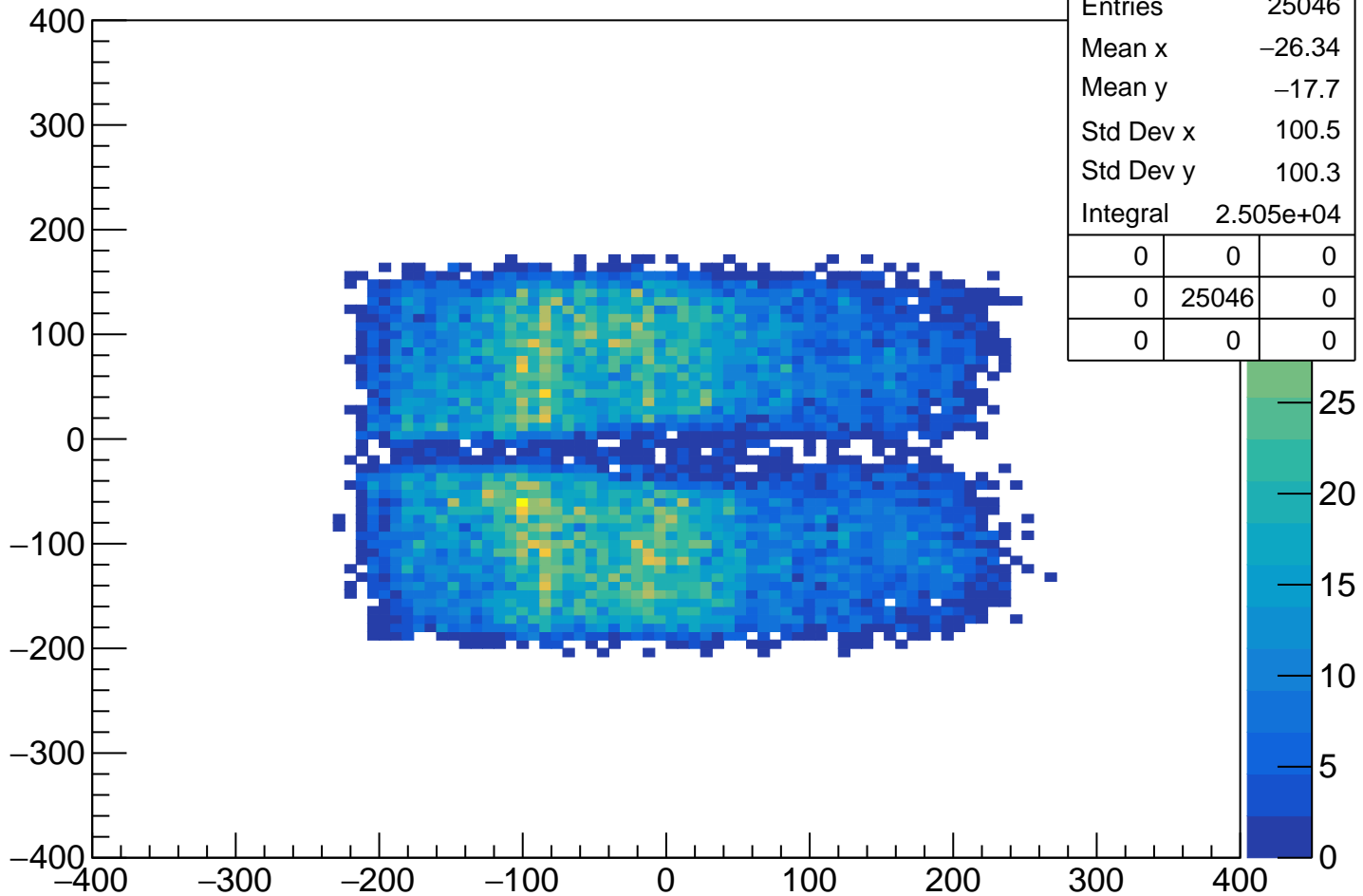
vpy[1] % vpx[1]



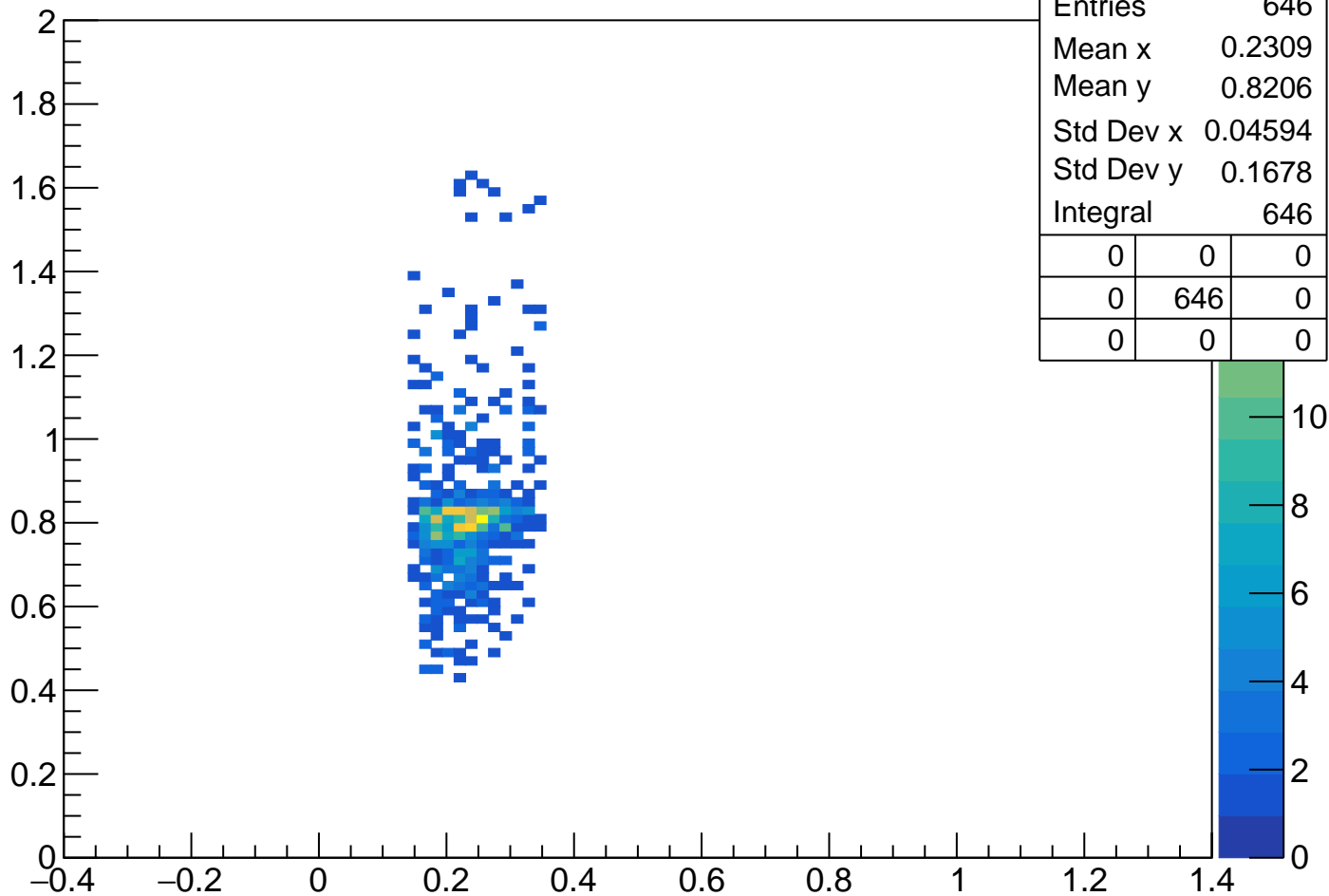
# pKurama % m2 Cut1



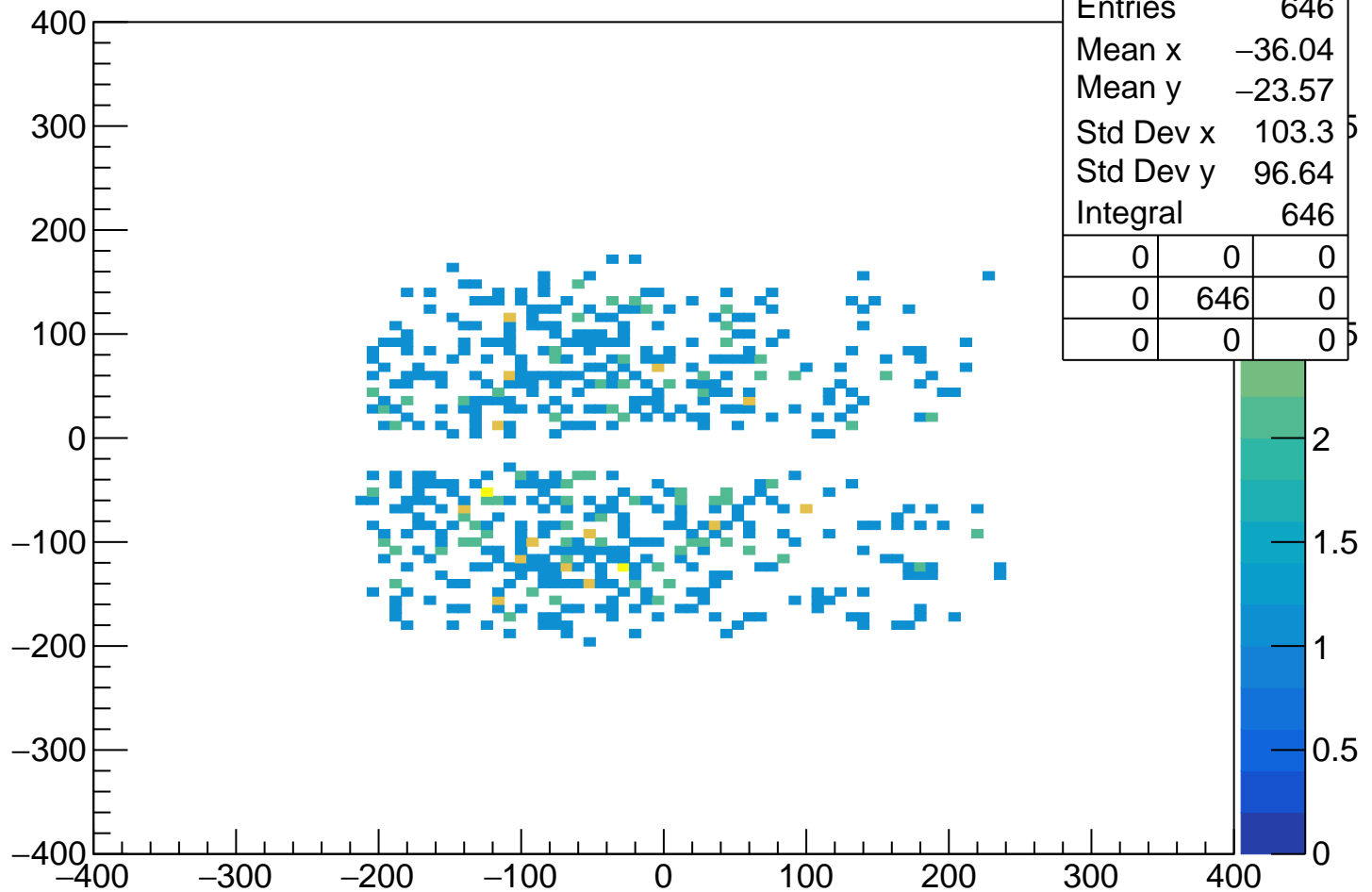
# vpy[1] % vpx[1] Cut1



# pKurama % m2 Cut2

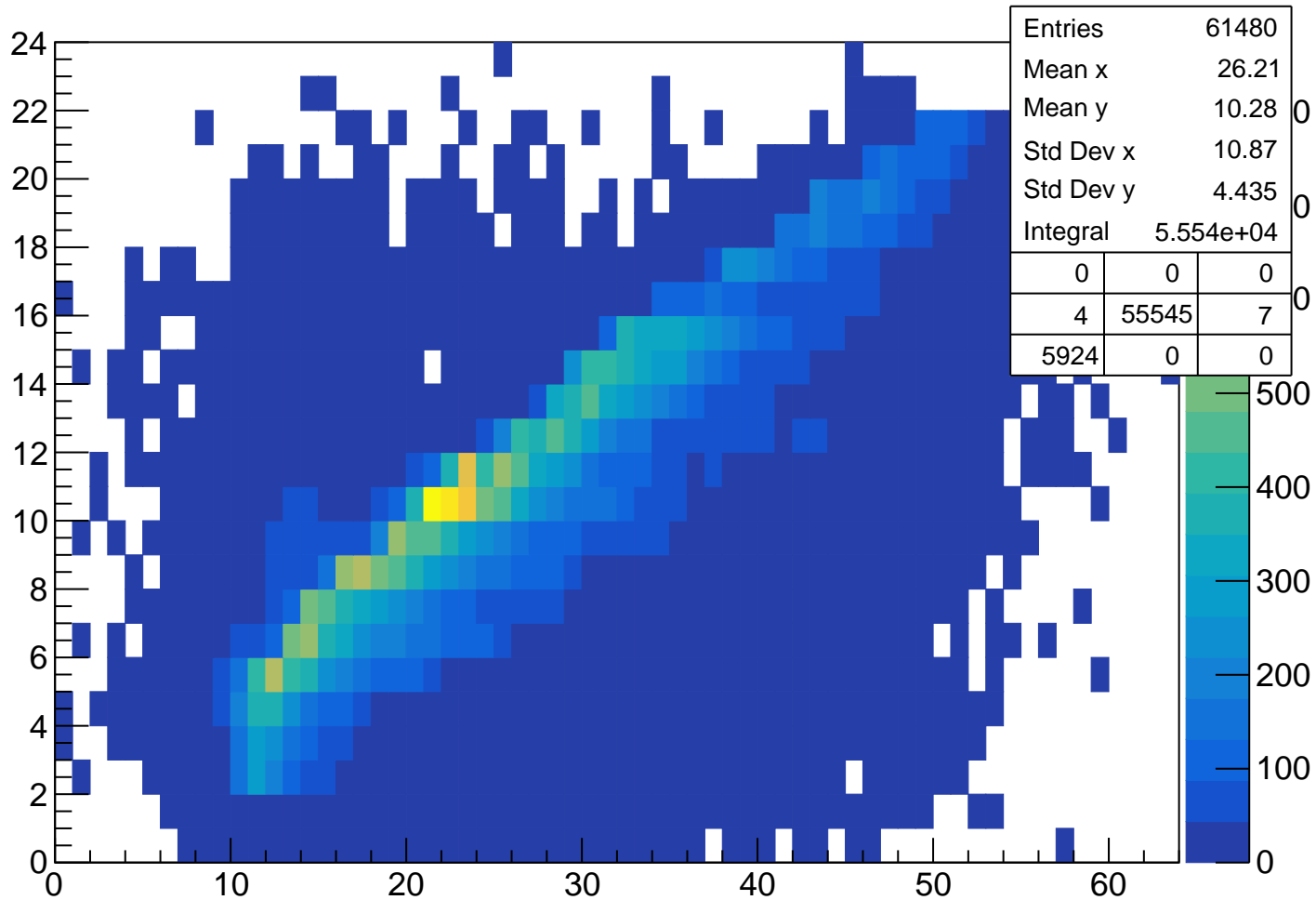


# vpy[1] % vpx[1] Cut2

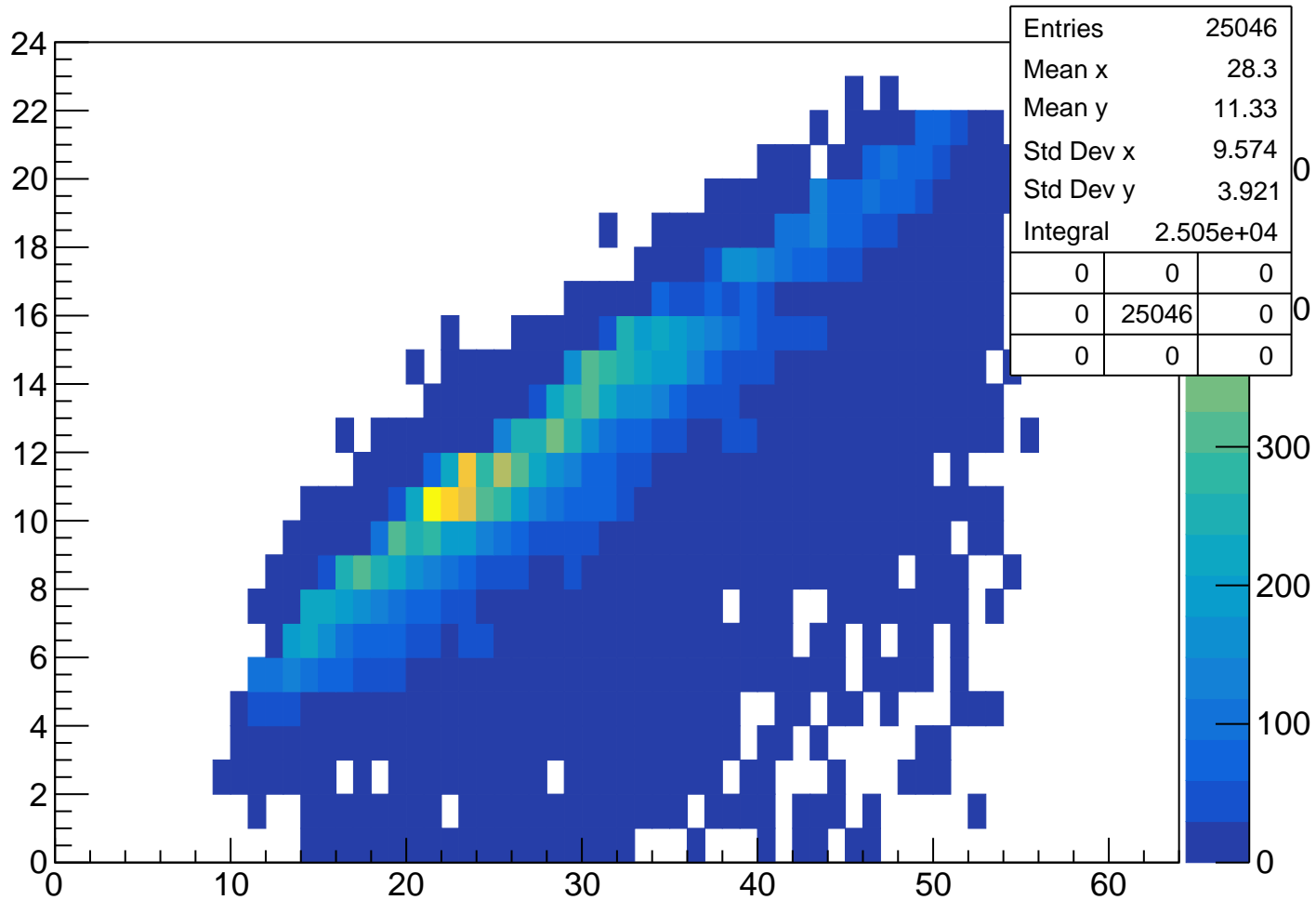




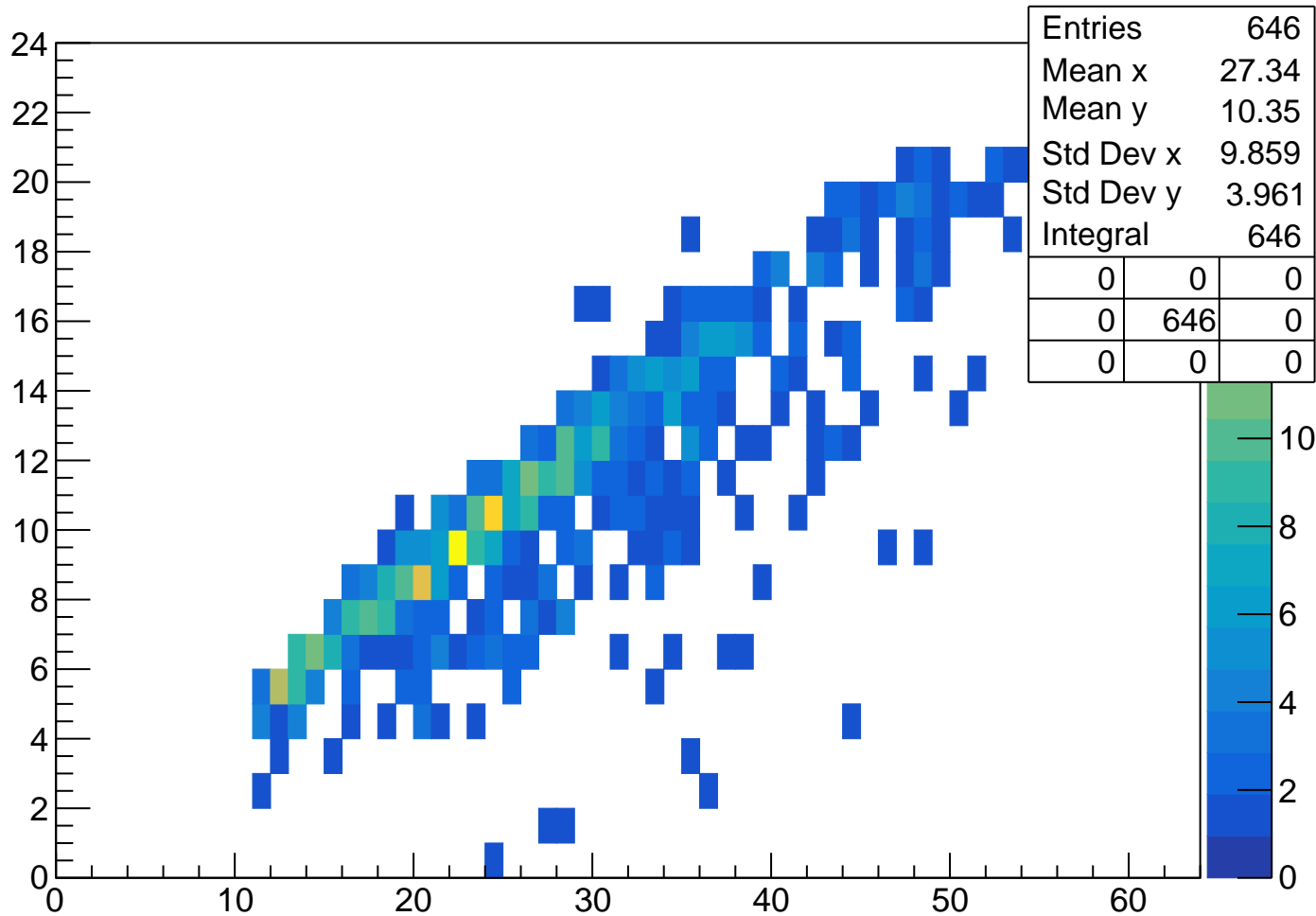
TofSeg[0] % vpseg[1]



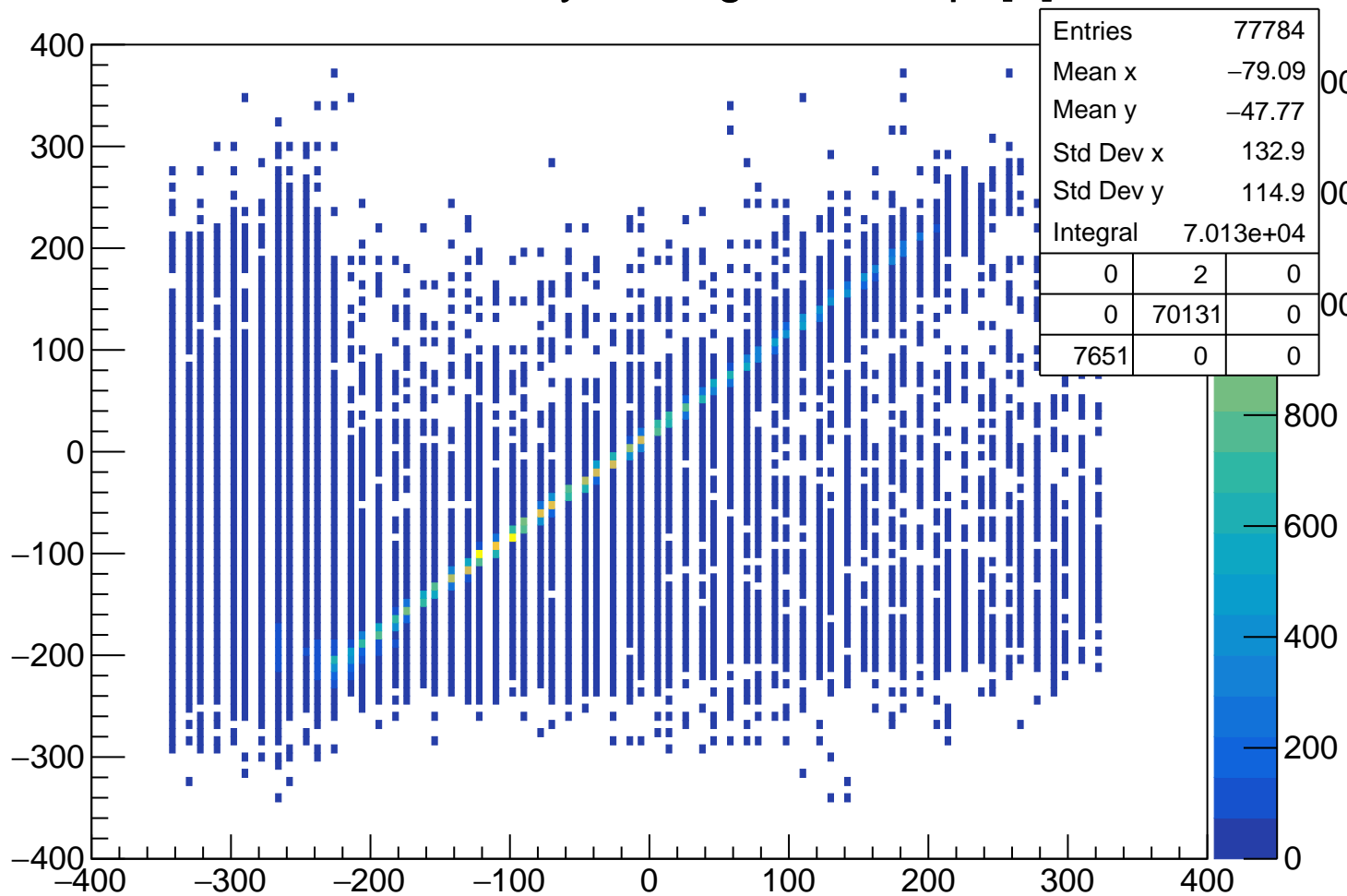
# TofSeg[0] % vpseg[1] Cut1



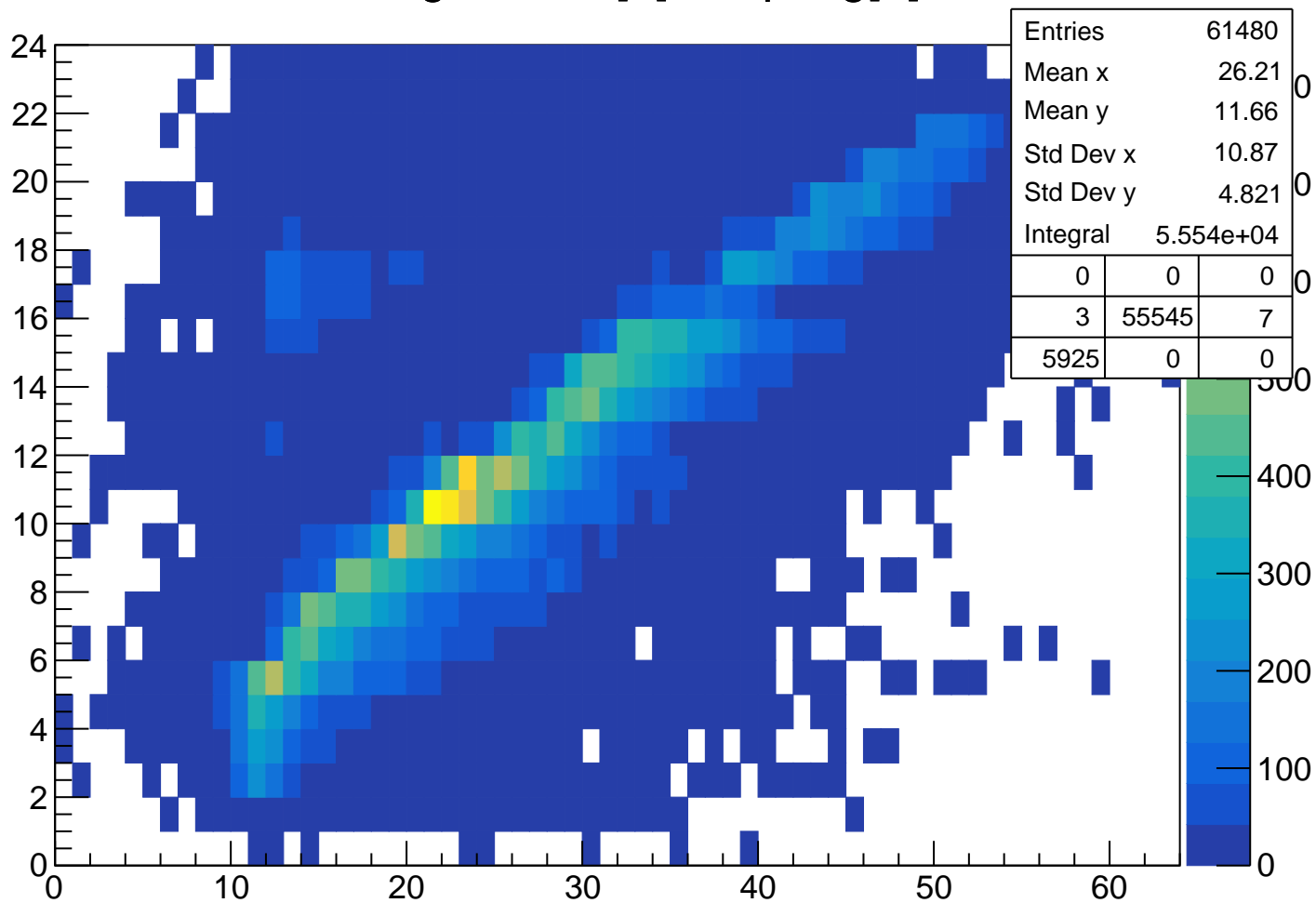
# TofSeg[0] % vpseg[1] Cut2



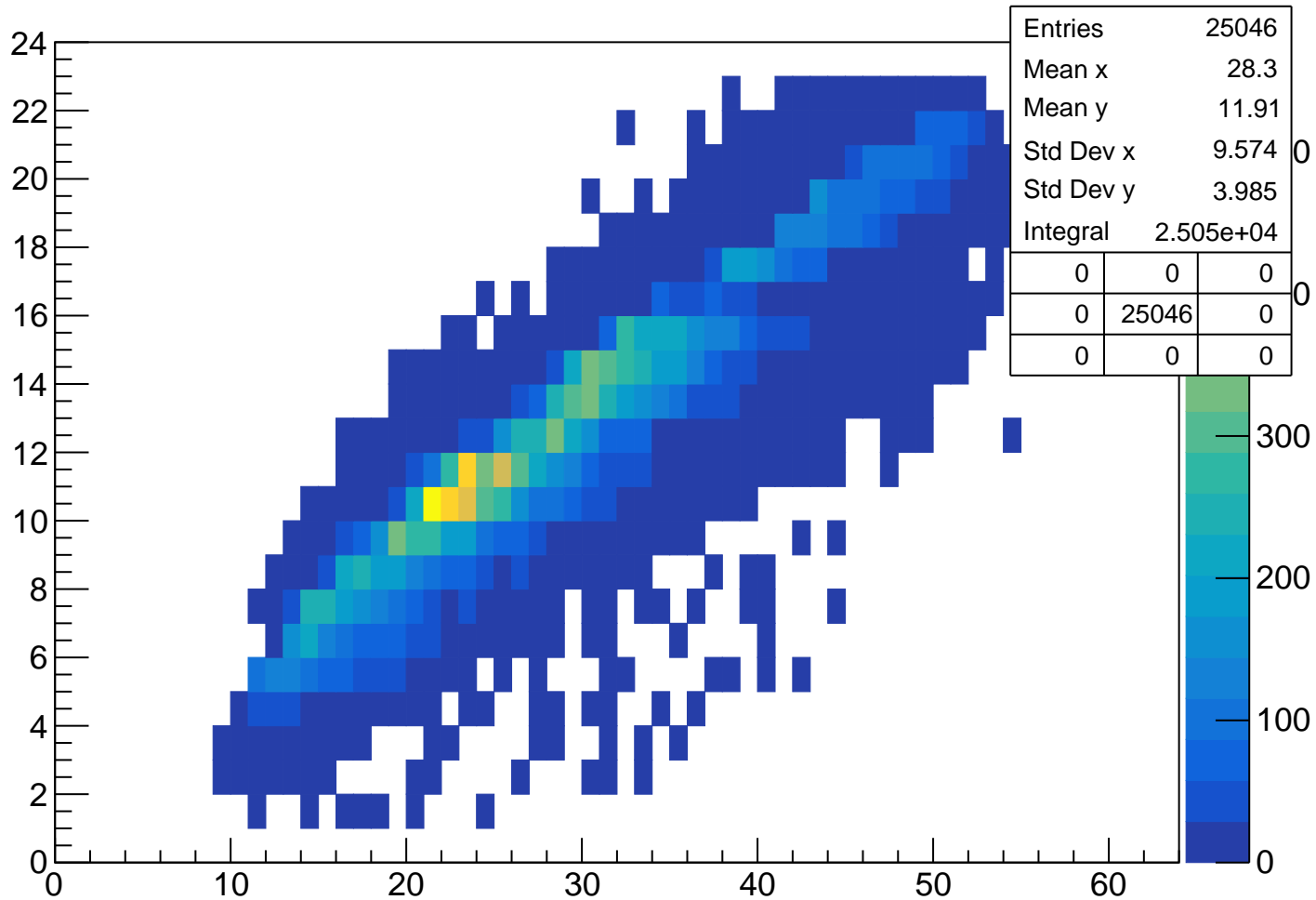
# Sch Position by HitSegment % vpx[1]



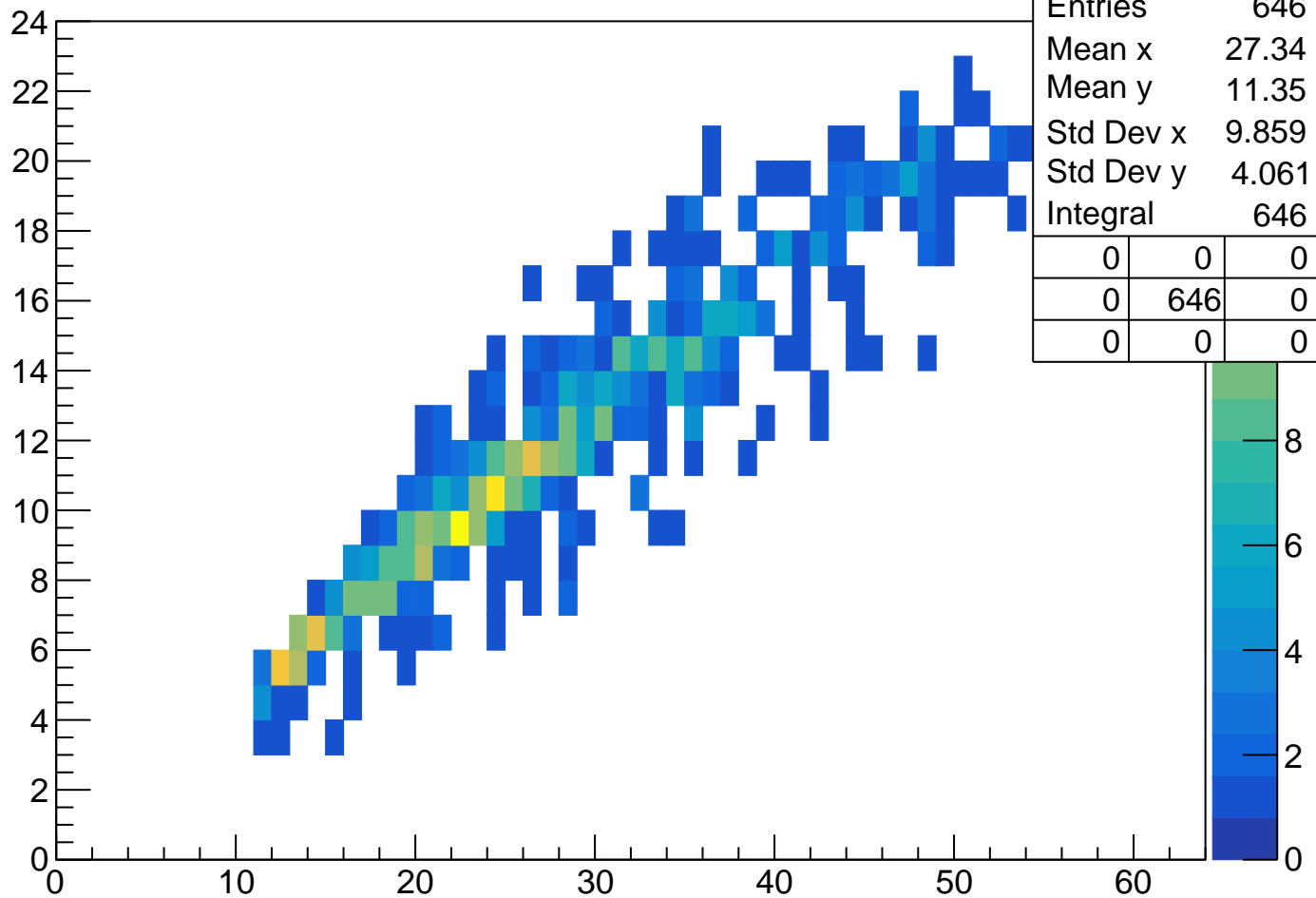
tofsegKurama[0] % vpseg[1]



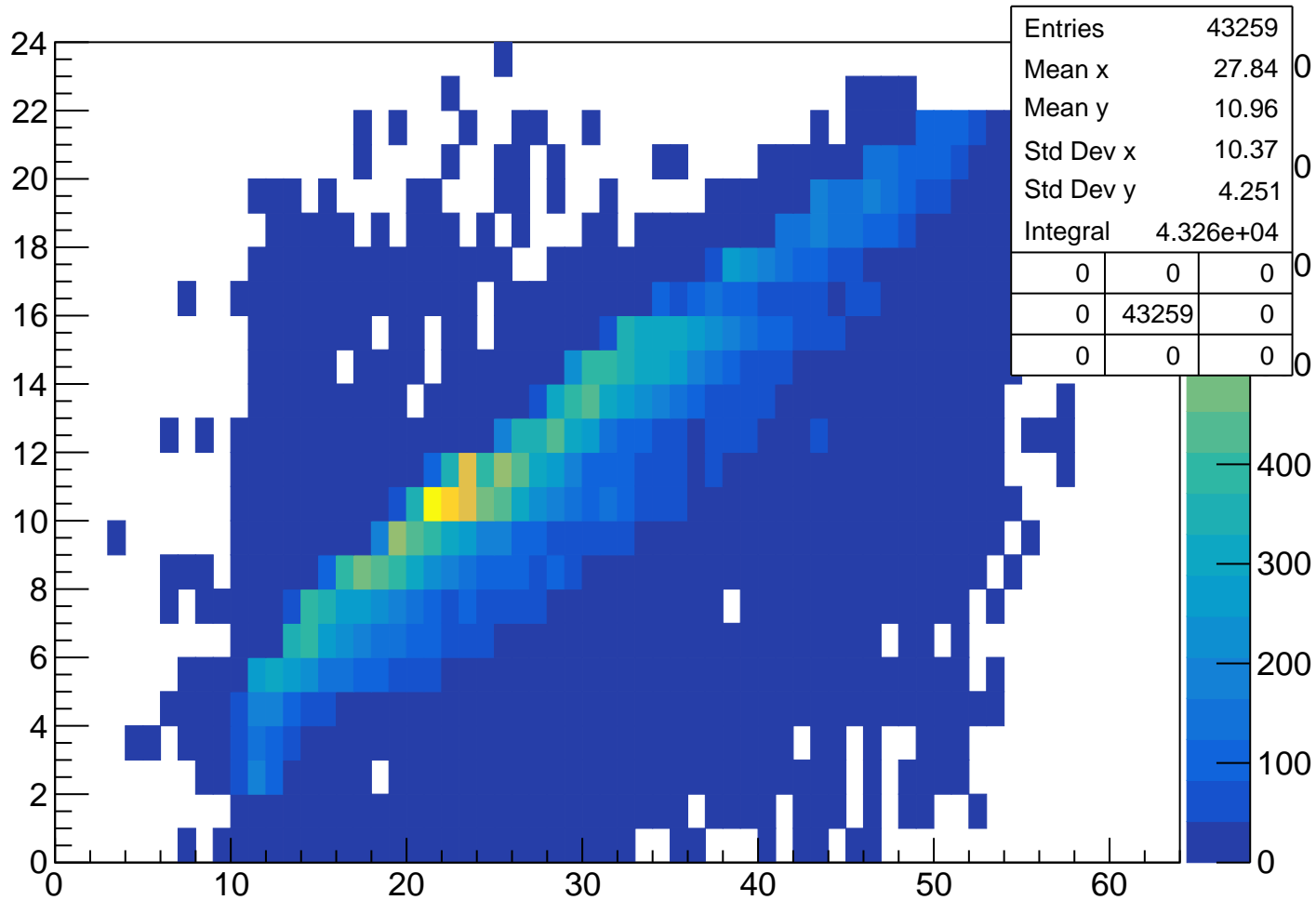
# tofsegKurama[0] % vpseg[1] Cut1



# tofsegKurama[0] % vpseg[1] Cut2

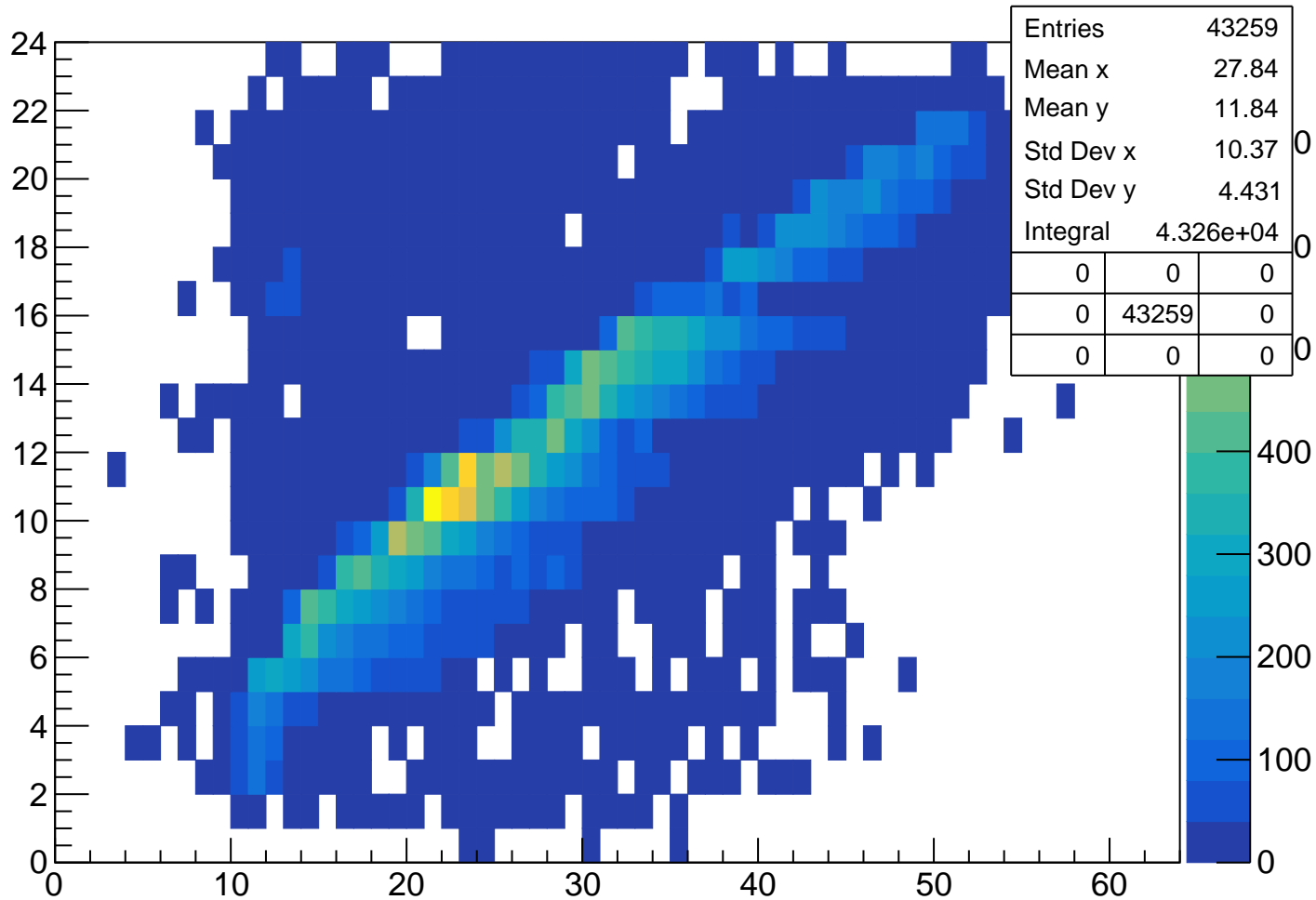


# TofSeg[0] % vpseg[1] Cut3

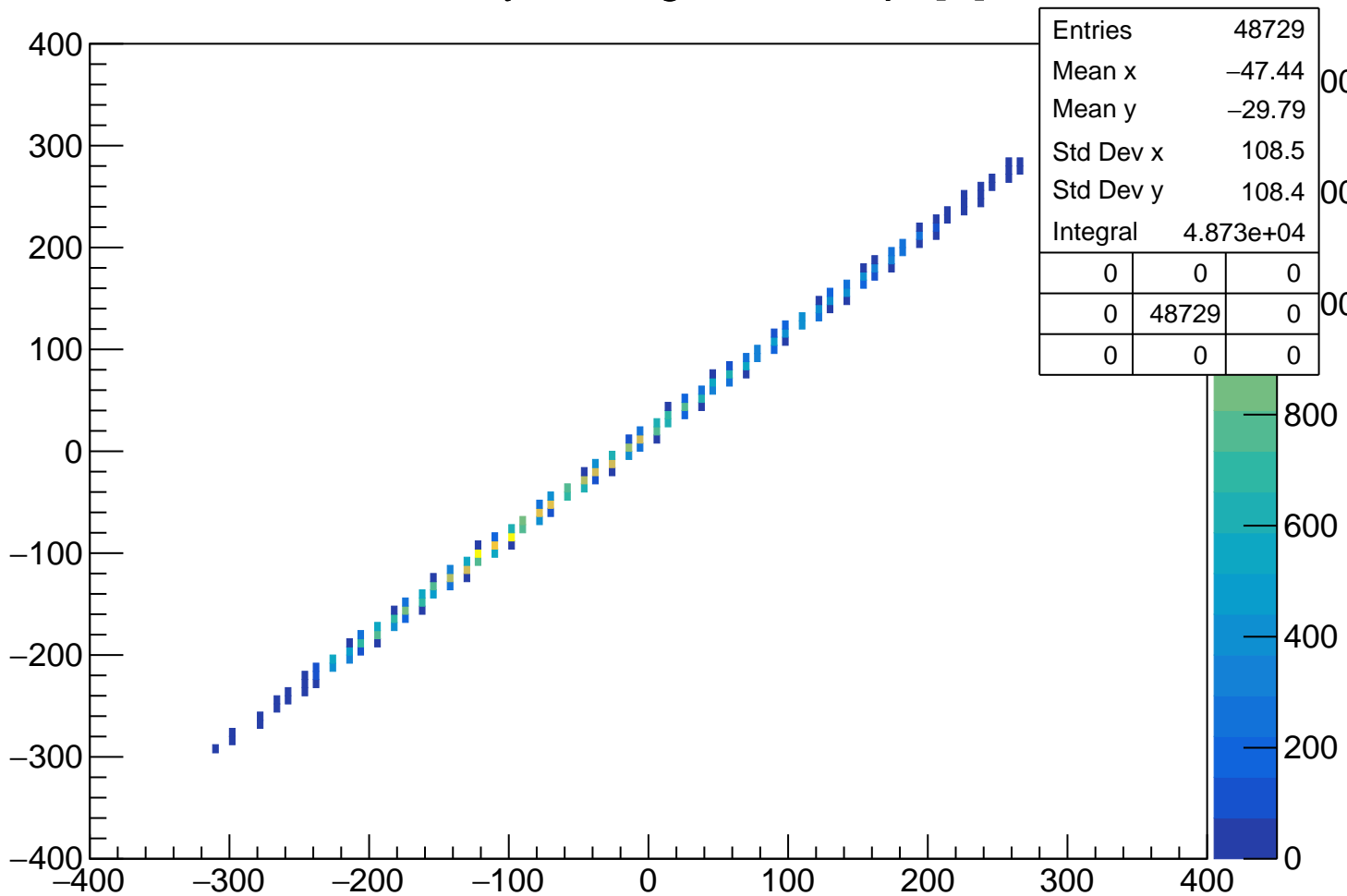




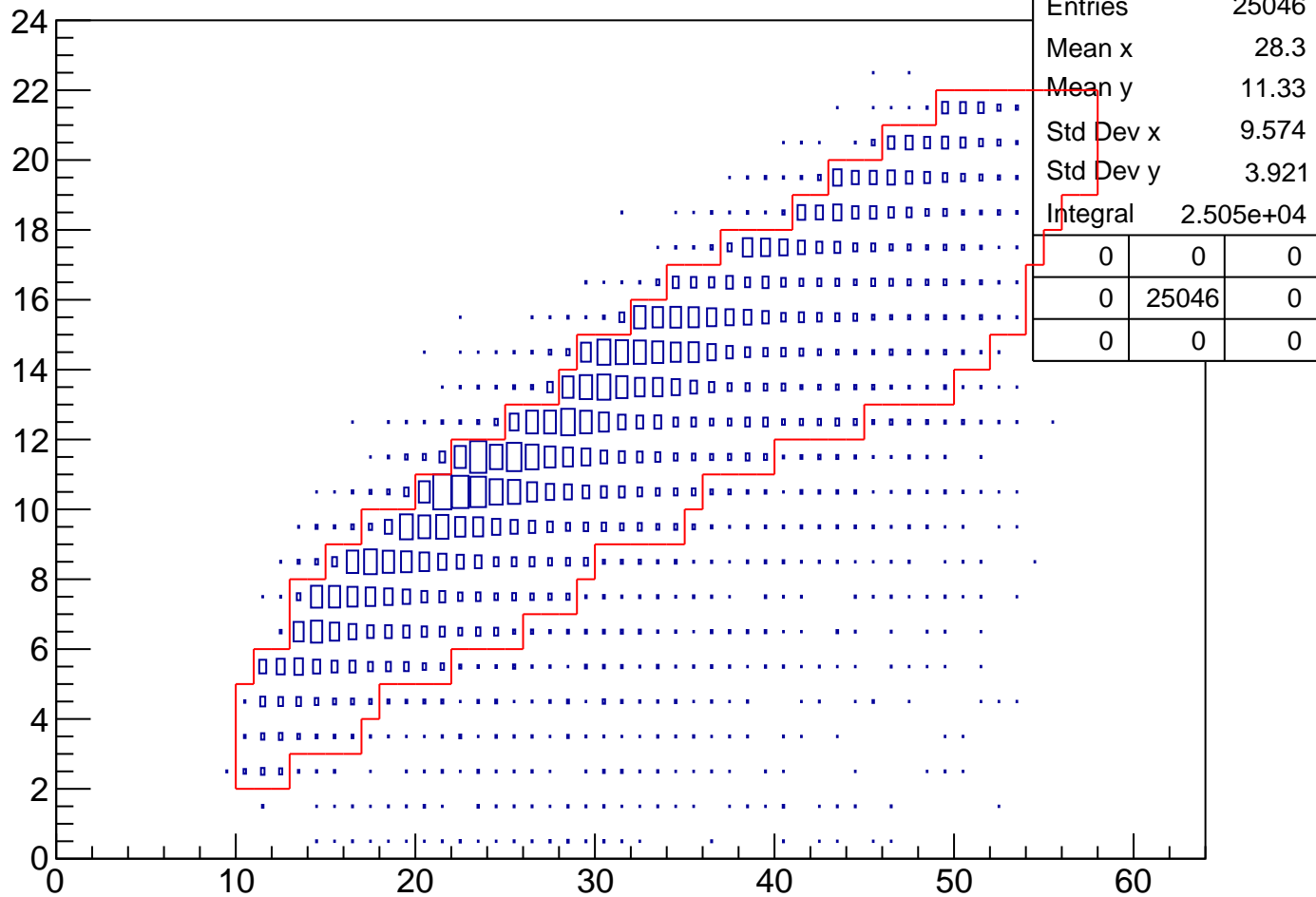
# tofsegKurama[0] % vpseg[1] Cut3



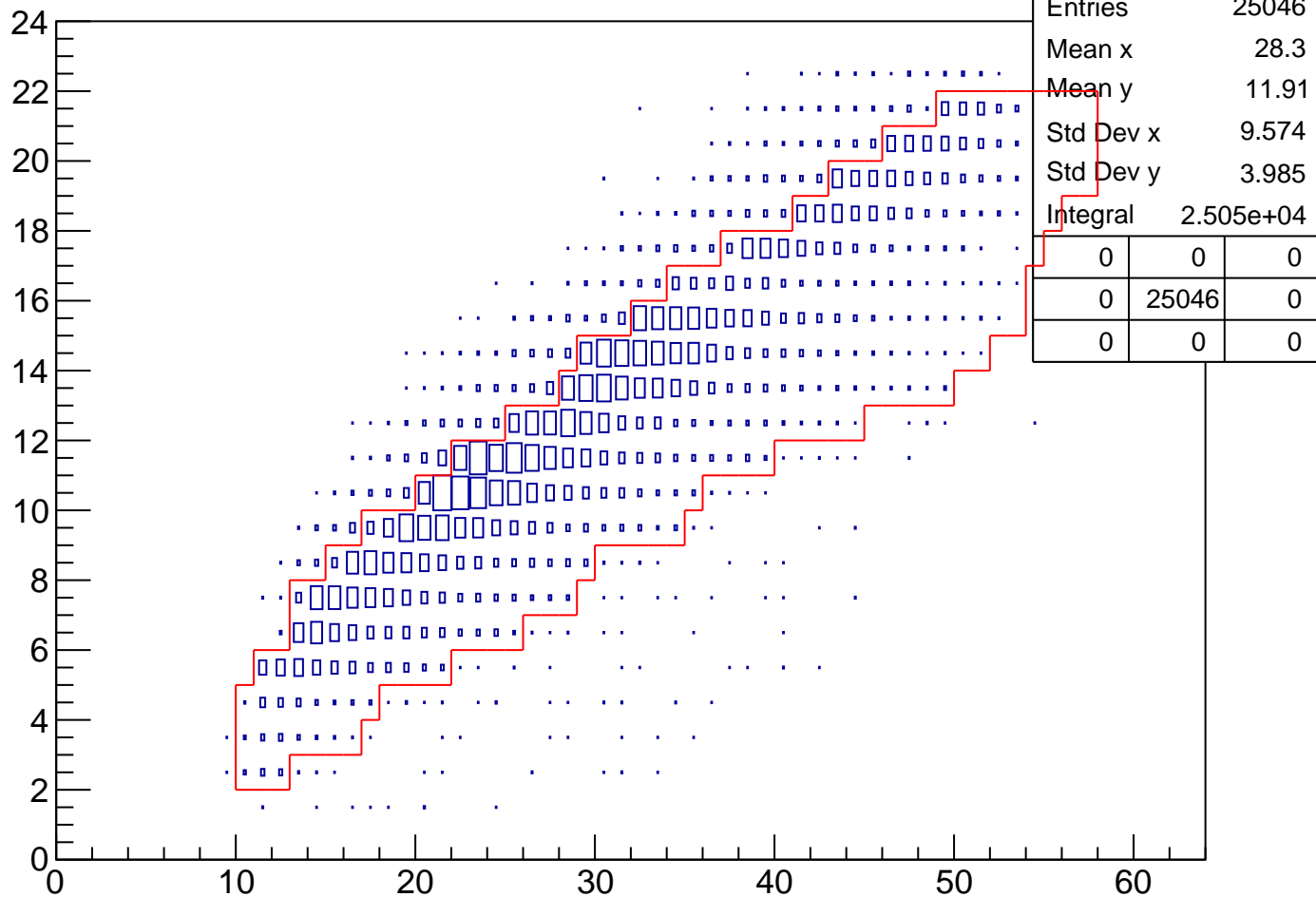
# Sch Position by HitSegment % vpx[1] Cut3



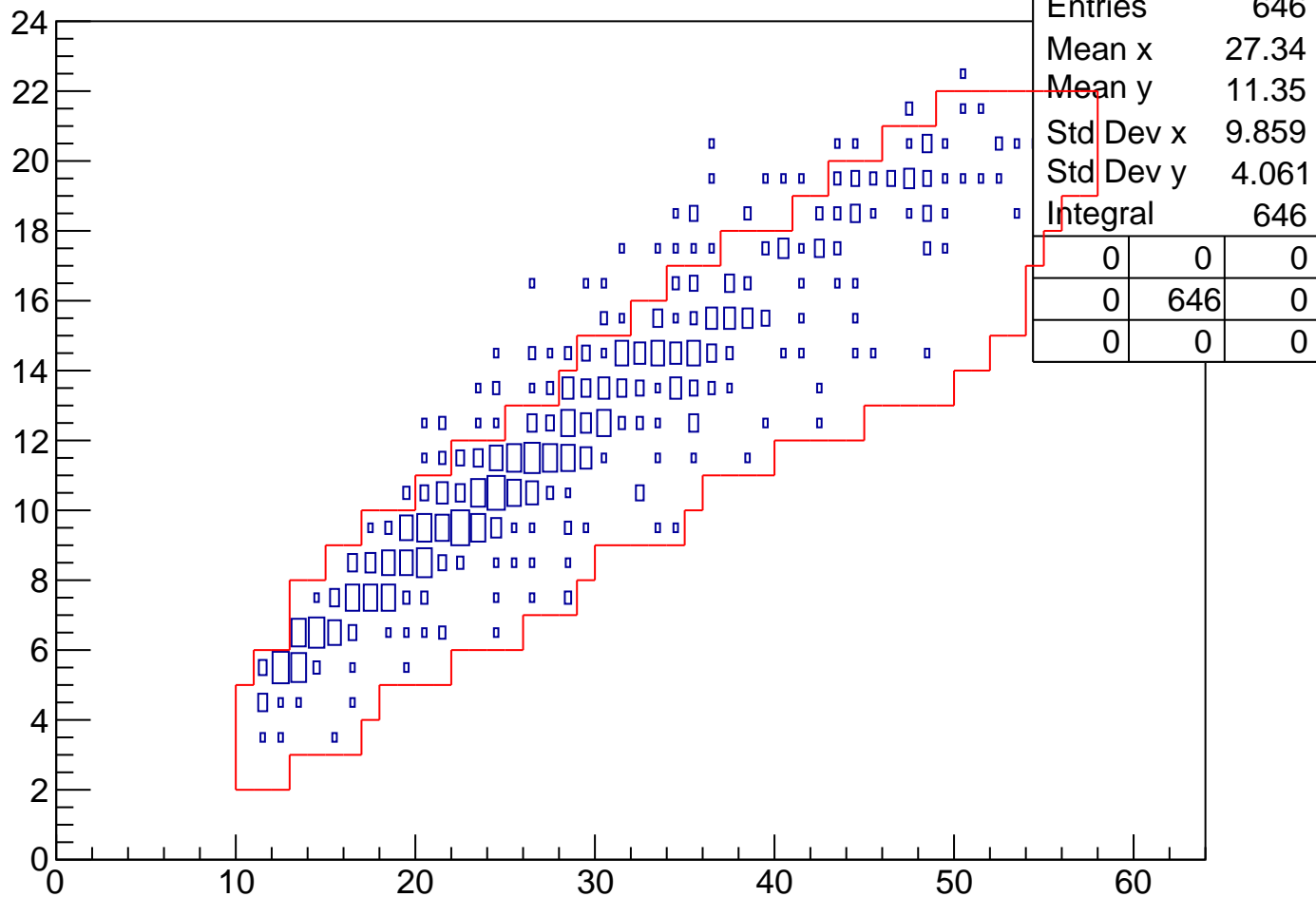
# TofSeg[0] % vpseg[1] Cut1



# tofsegKurama[0] % vpseg[1] Cut1



# tofsegKurama[0] % vpseg[1] Cut2



# TofSeg[0] % vpseg[1] Cut3

