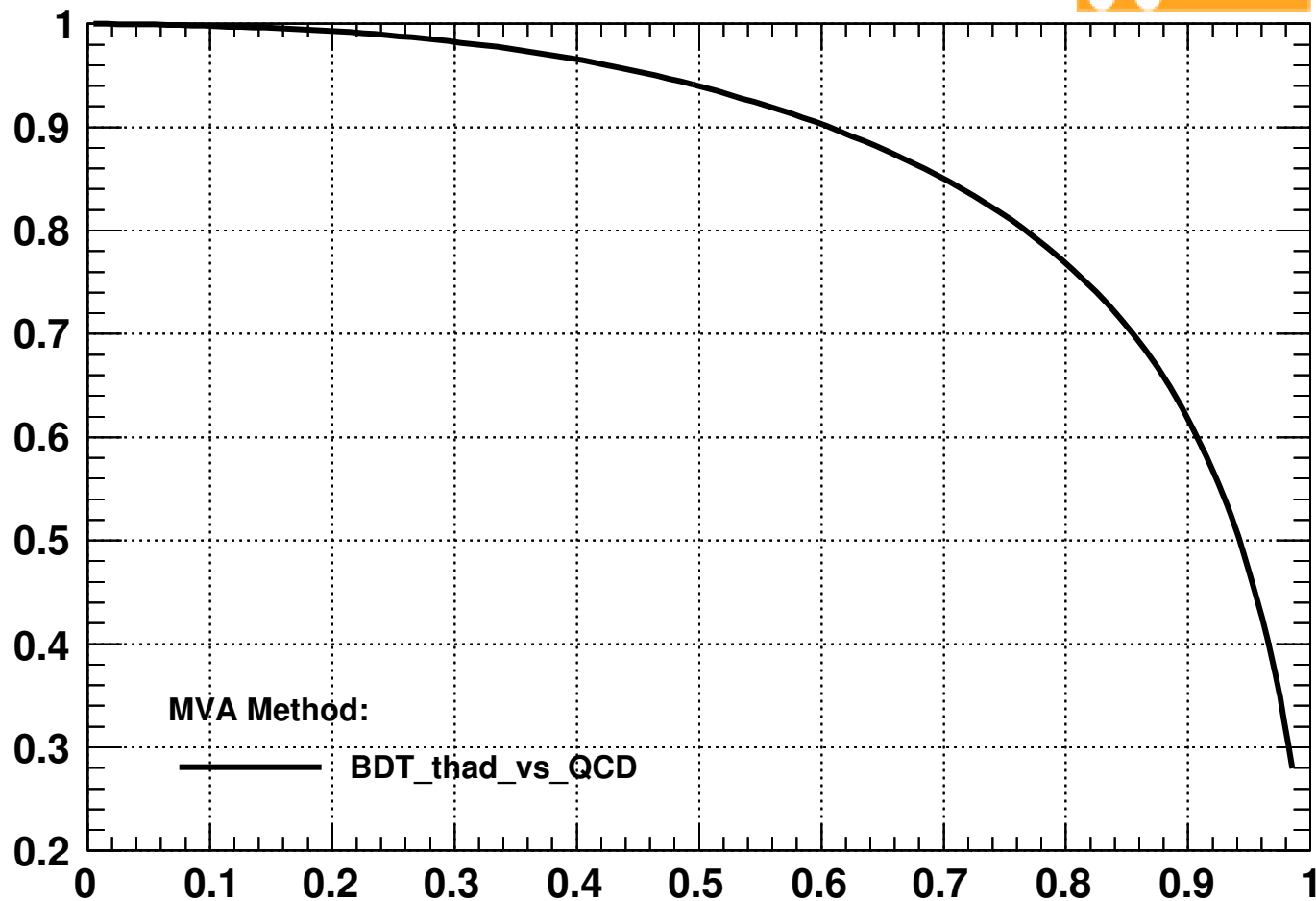


# Background rejection versus Signal efficiency



Background rejection



Signal efficiency