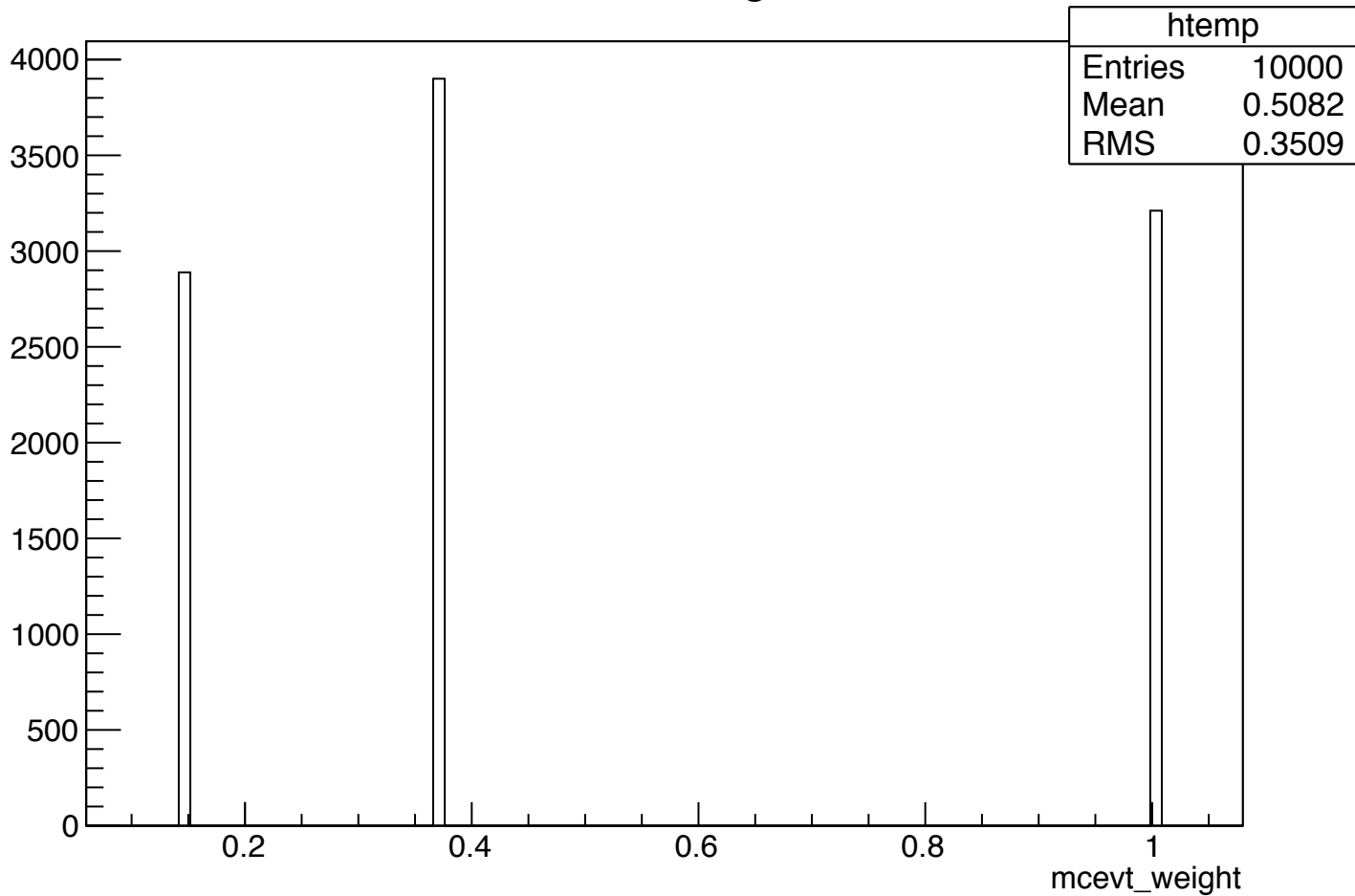
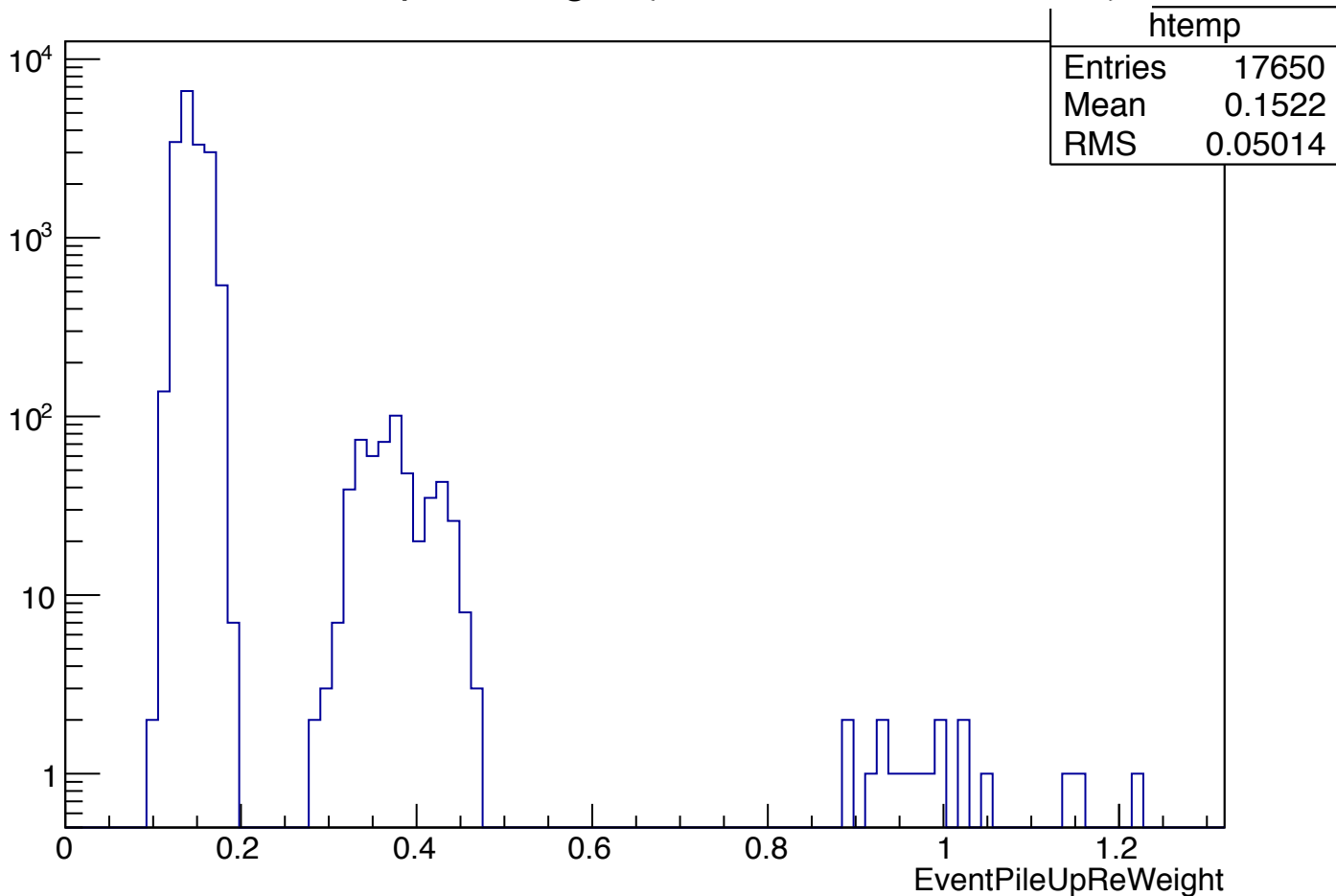


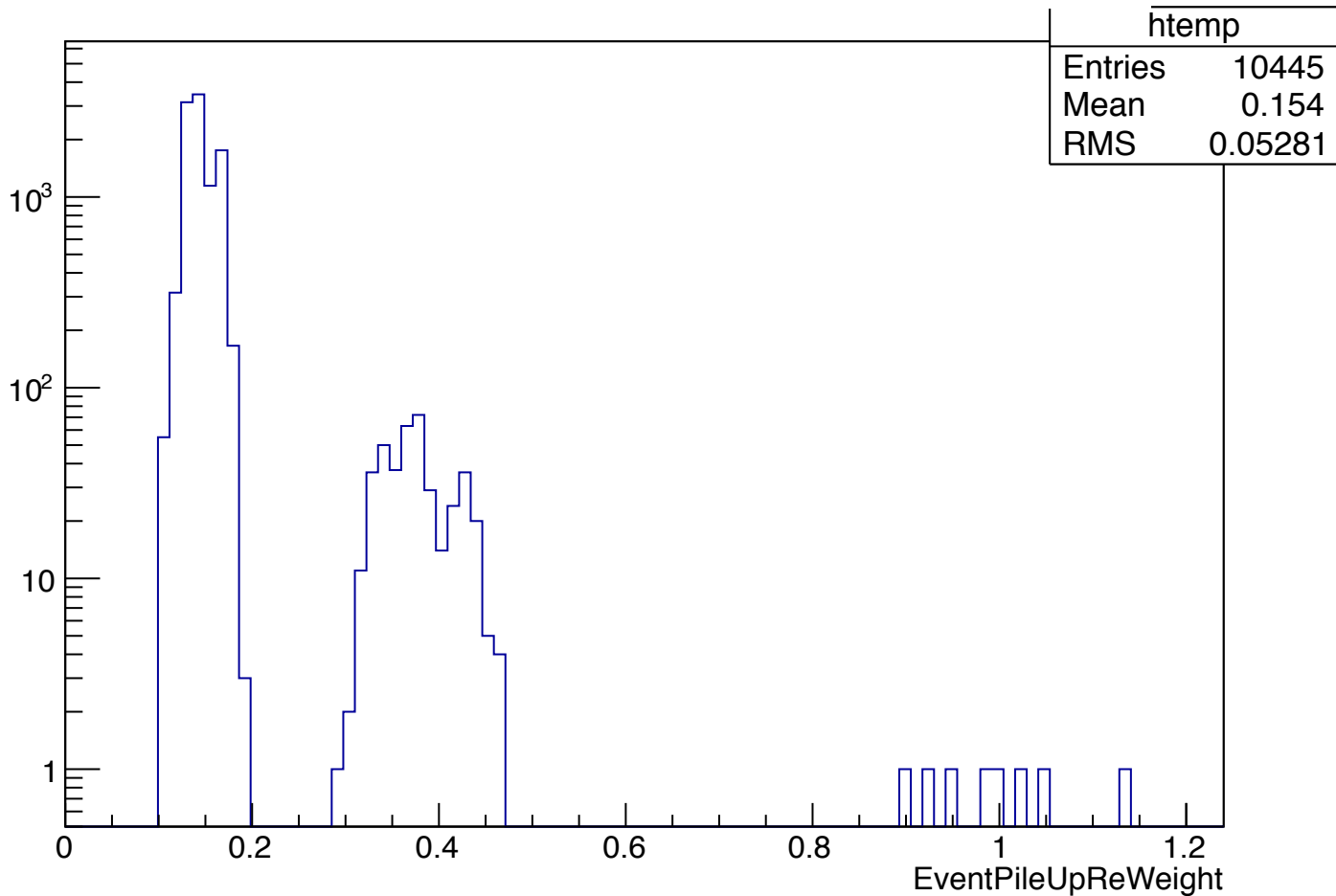
mcevt_weight



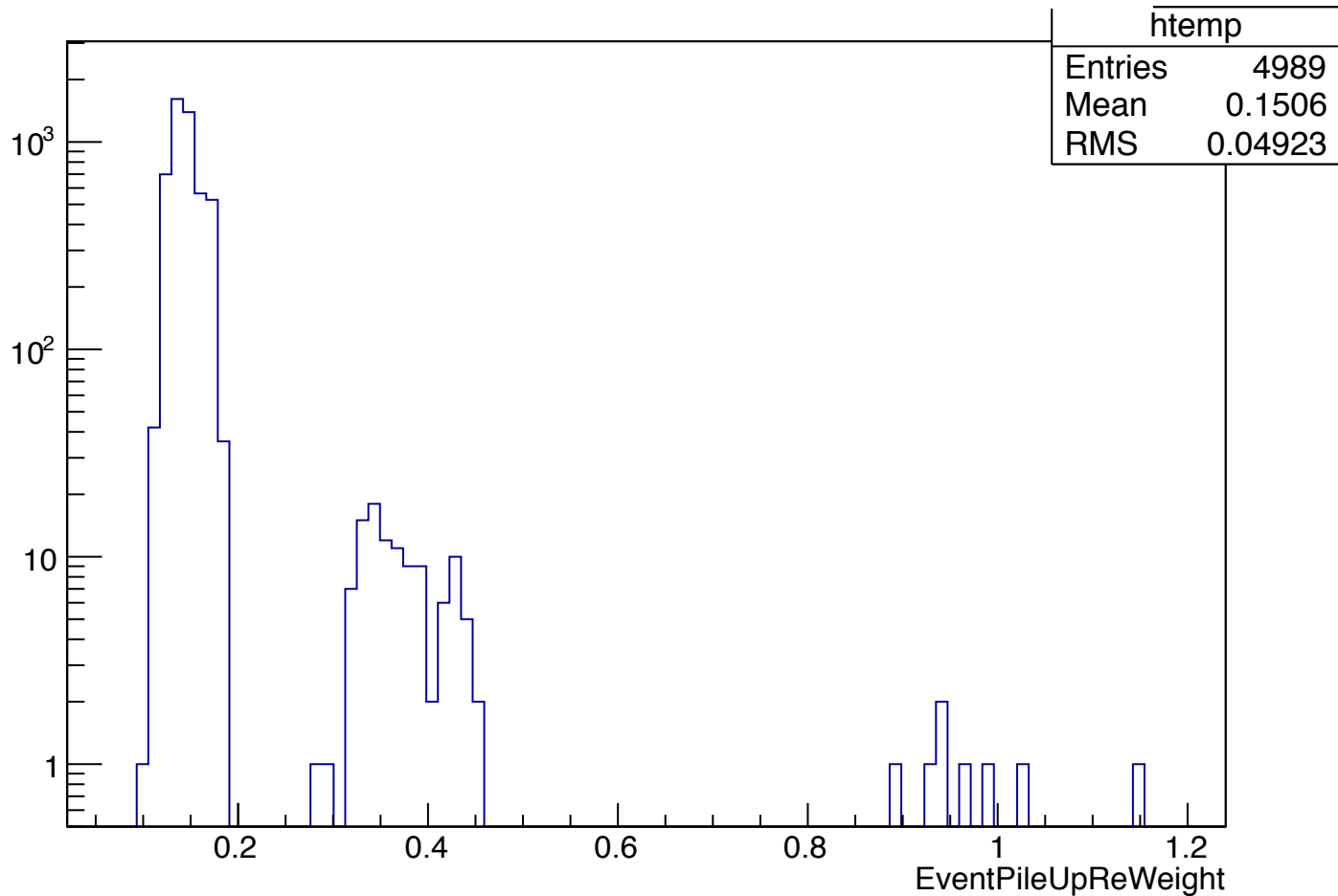
EventPileUpReWeight {ctrl_all && ww_met_et}



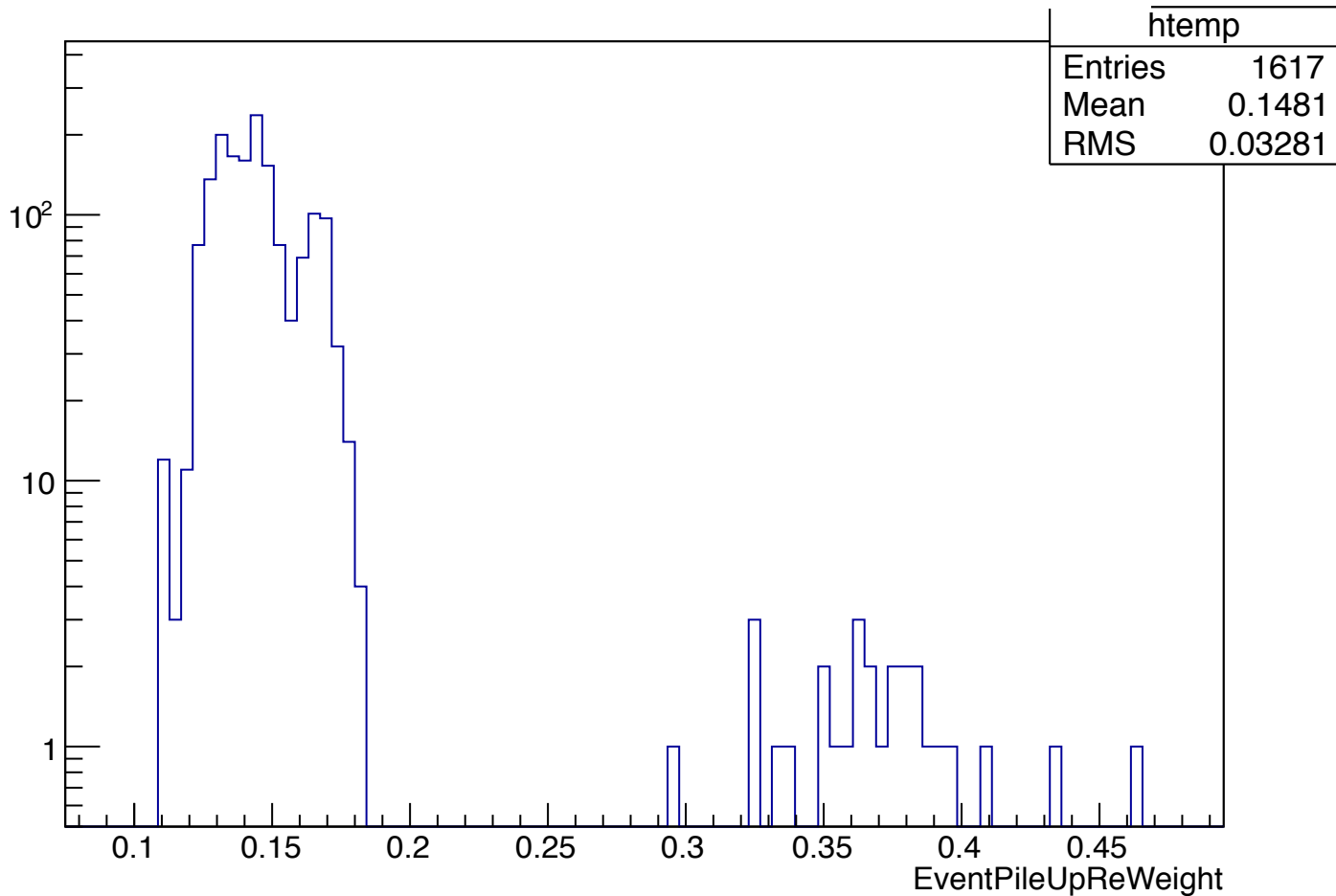
EventPileUpReWeight {ctrl_all && ww_met_et && nGoodJets==2}



EventPileUpReWeight {ctrl_all && ww_met_et && nGoodJets==3}



EventPileUpReWeight {ctrl_all && ww_met_et && nGoodJets==4}



EventPileUpReWeight {ctrl_all && ww_met_et && nGoodJets==5}

