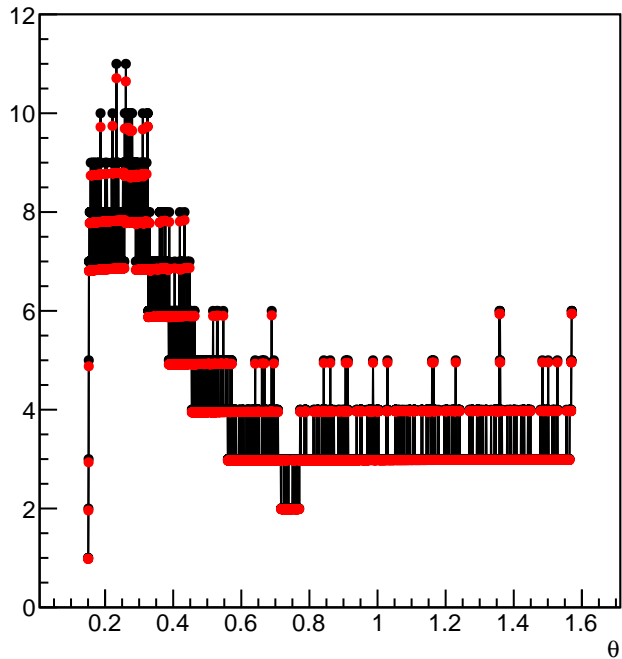


Maximum (black) & average (red) number of hits



Track efficiency with given fraction of hits

