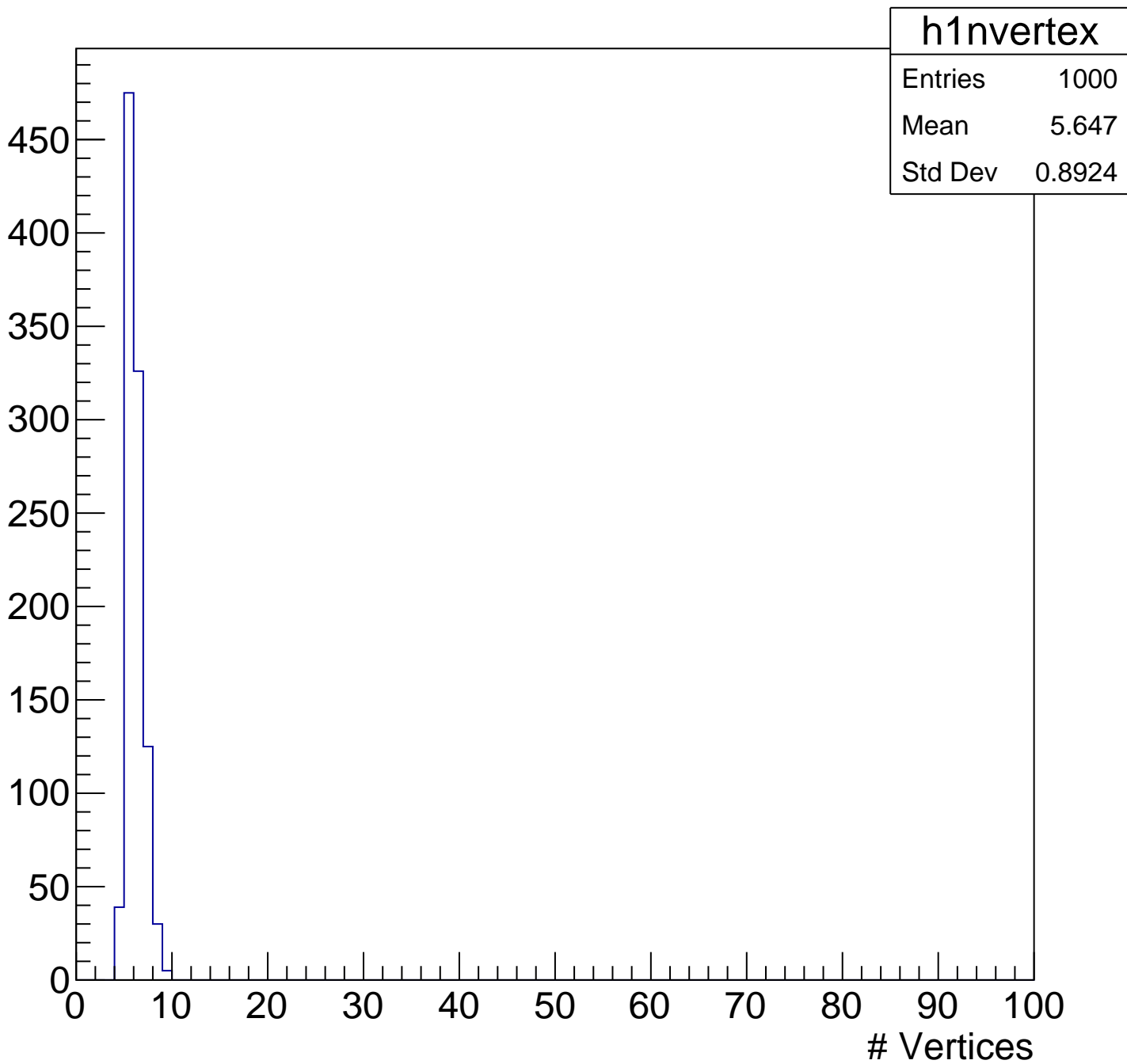
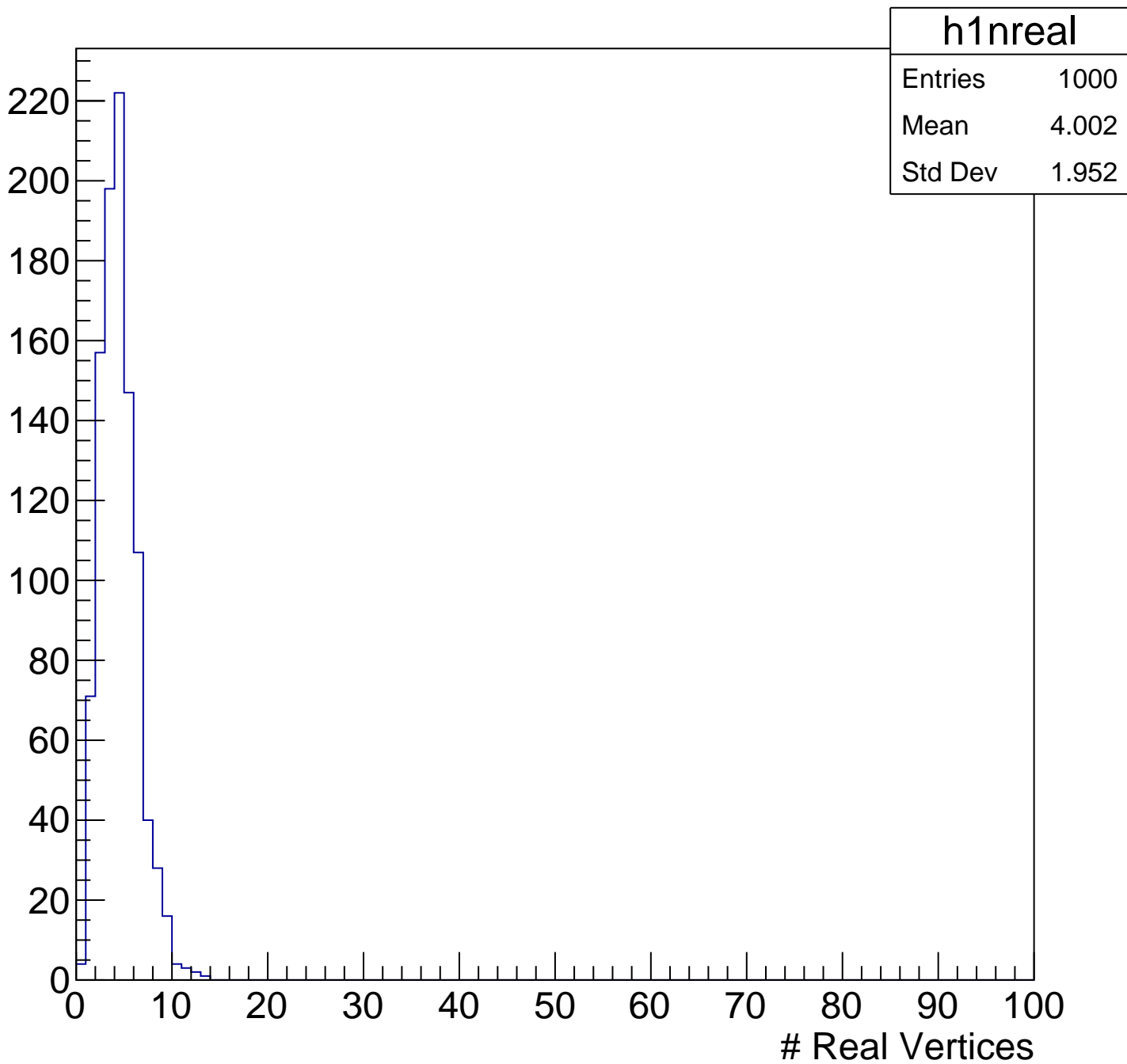


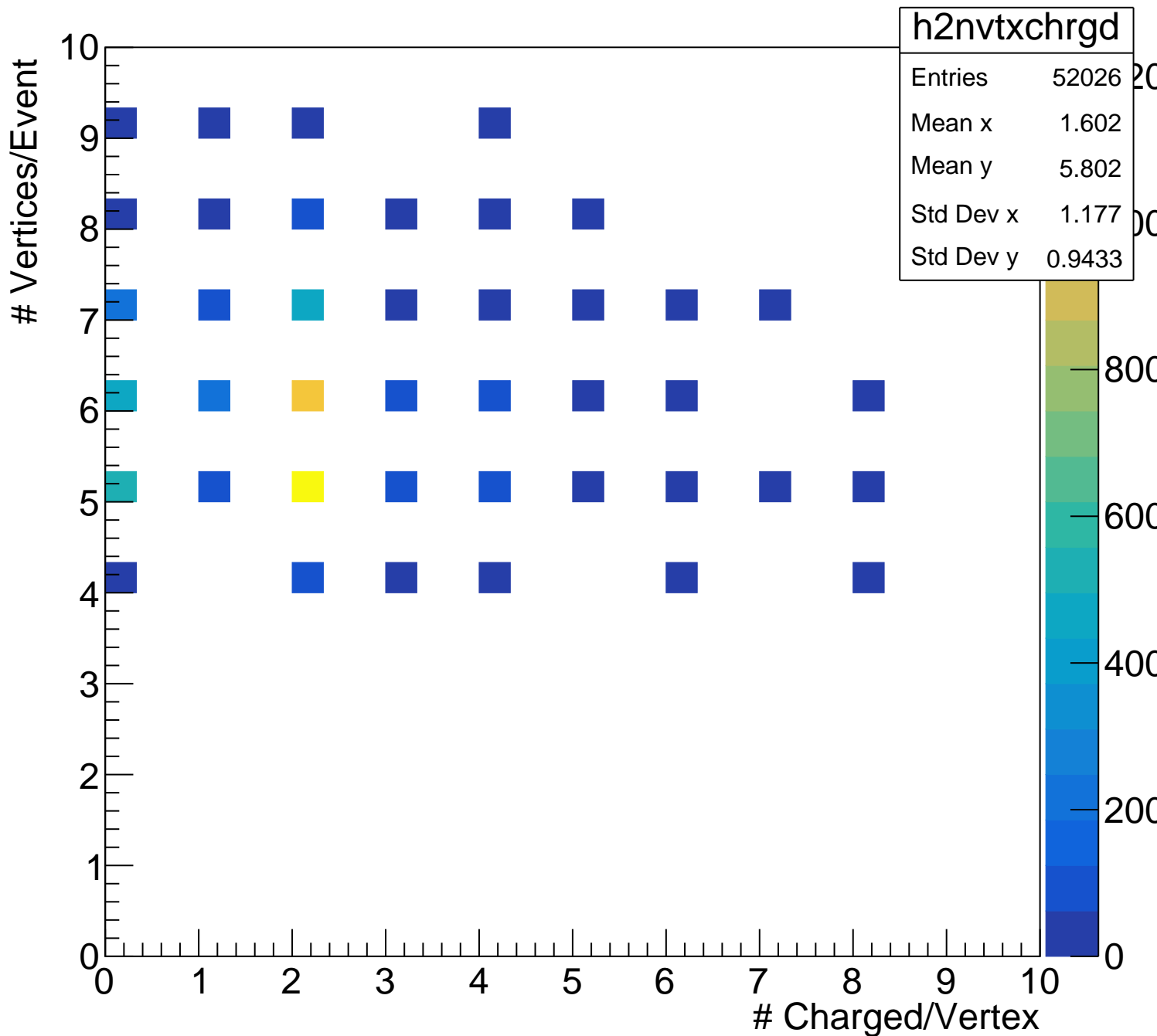
Vertices/Event



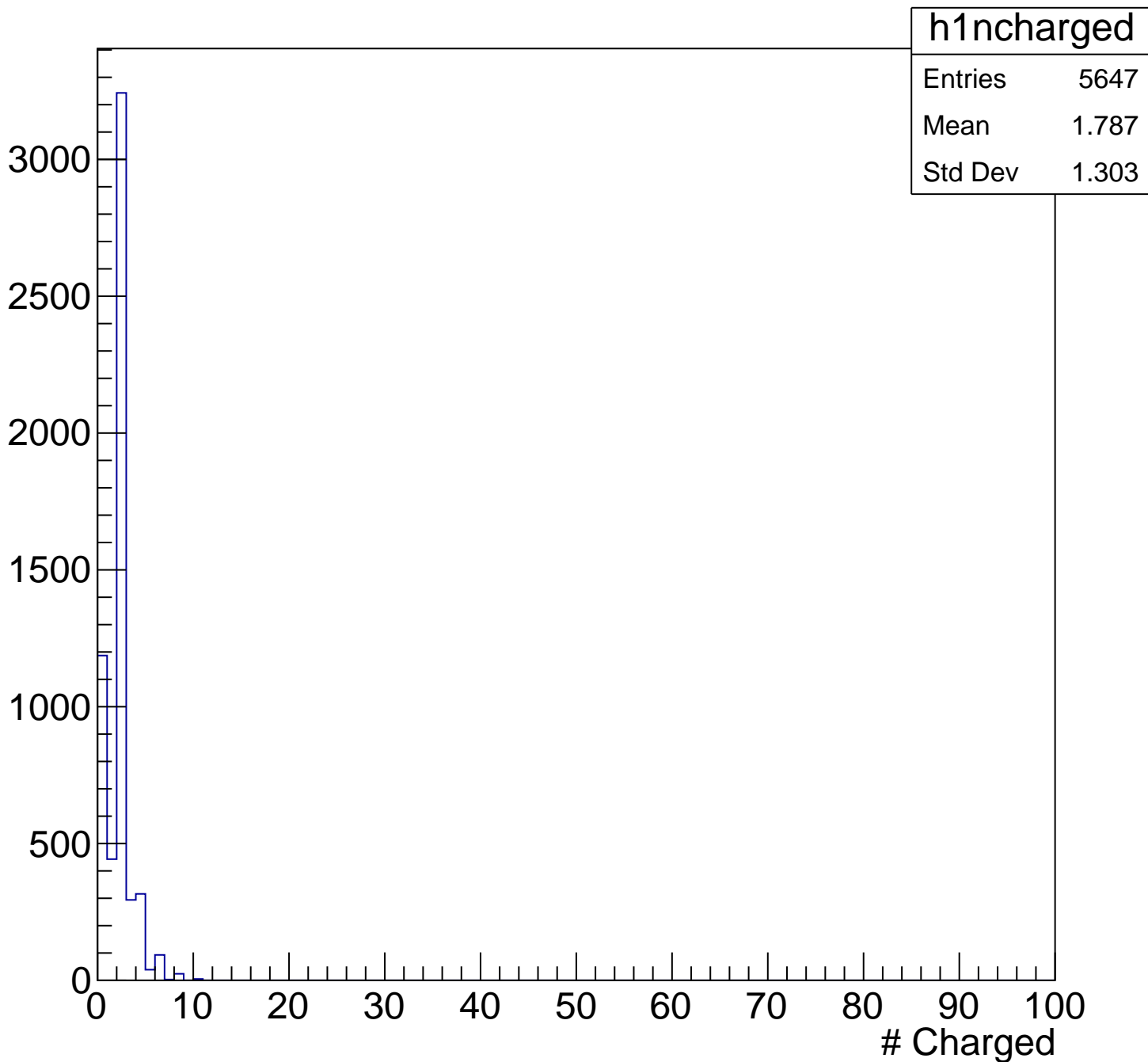
Real Vertices/Event



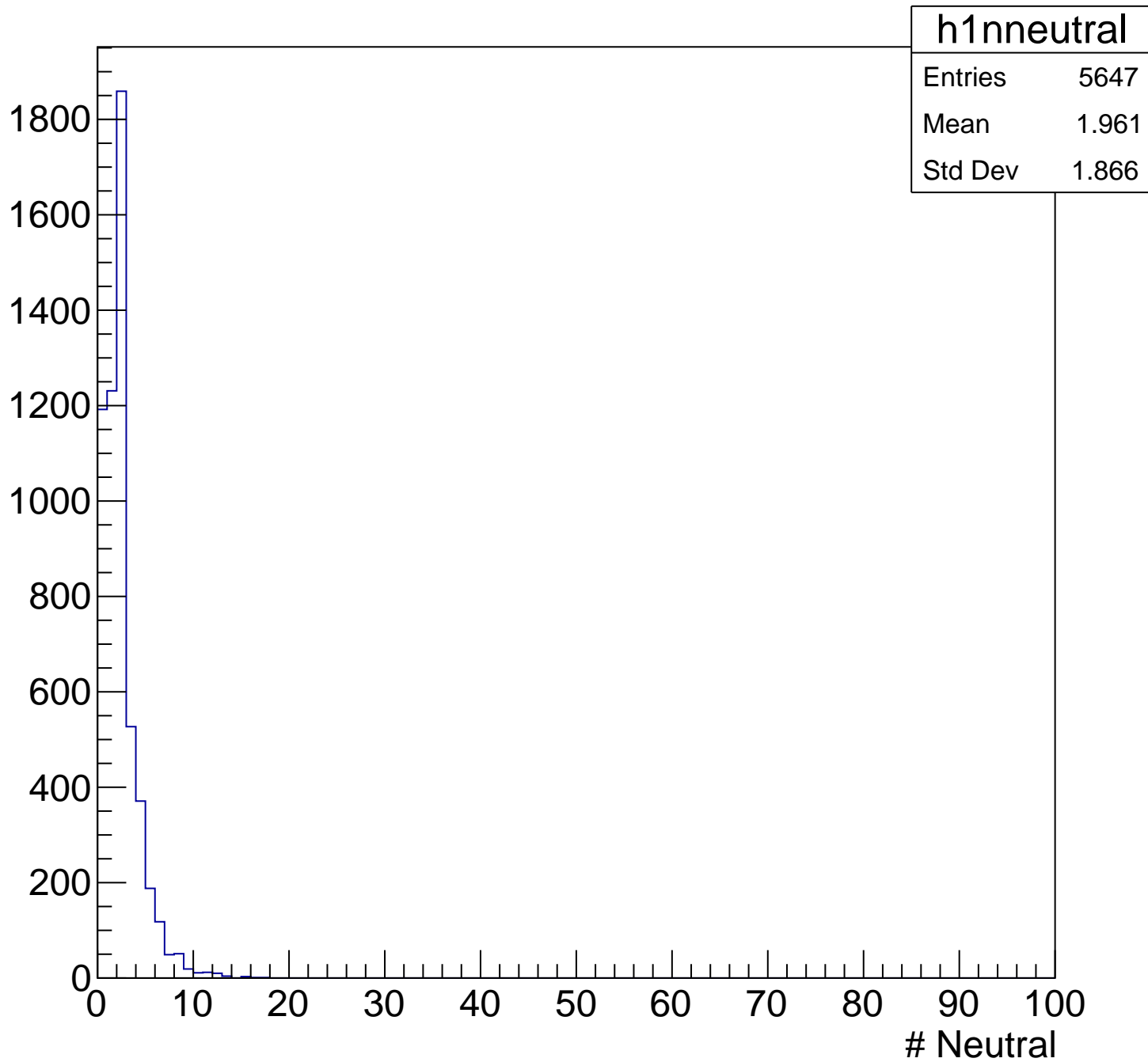
Vertices/Event vs. # Charged



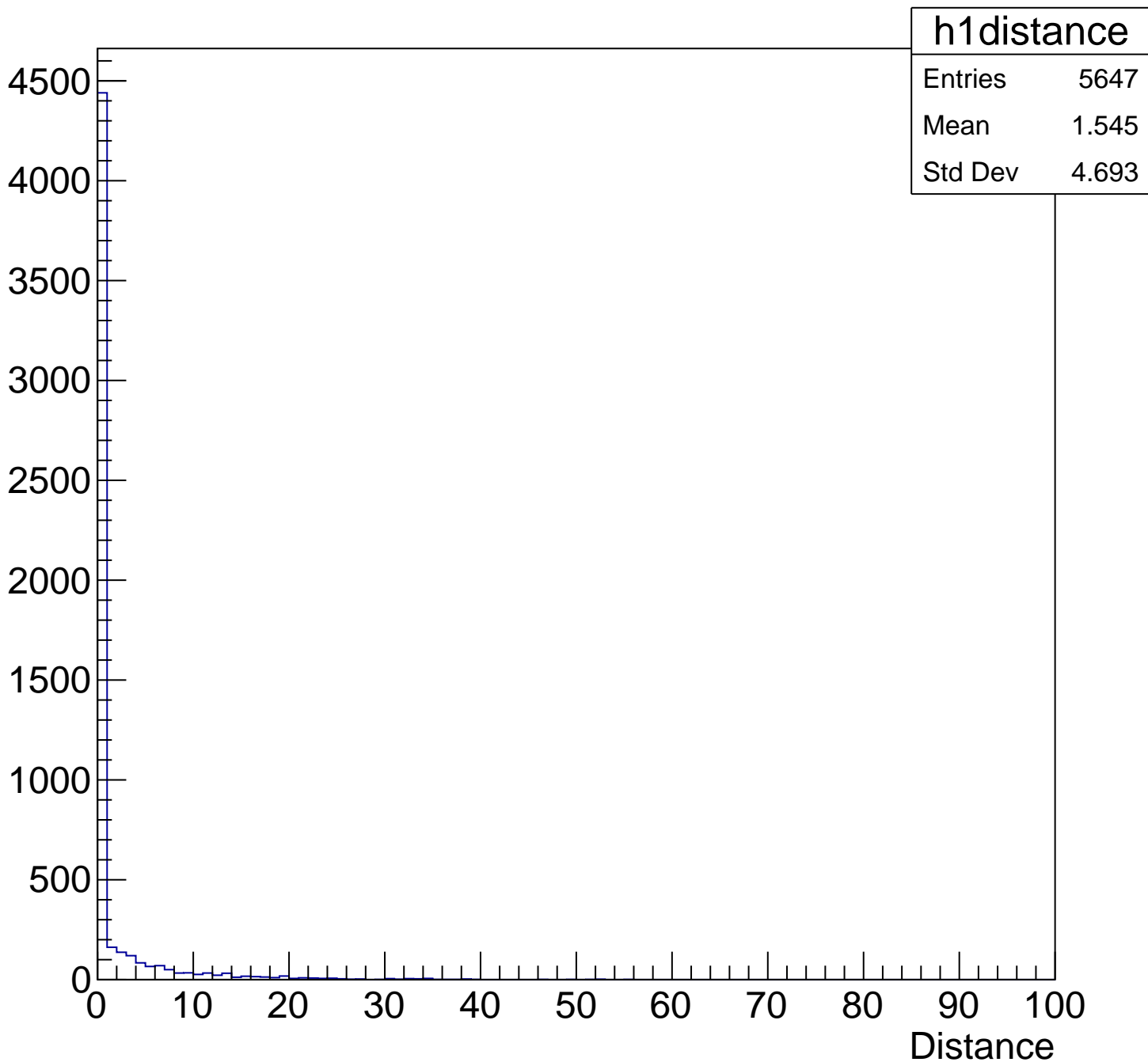
Charged/Vertex



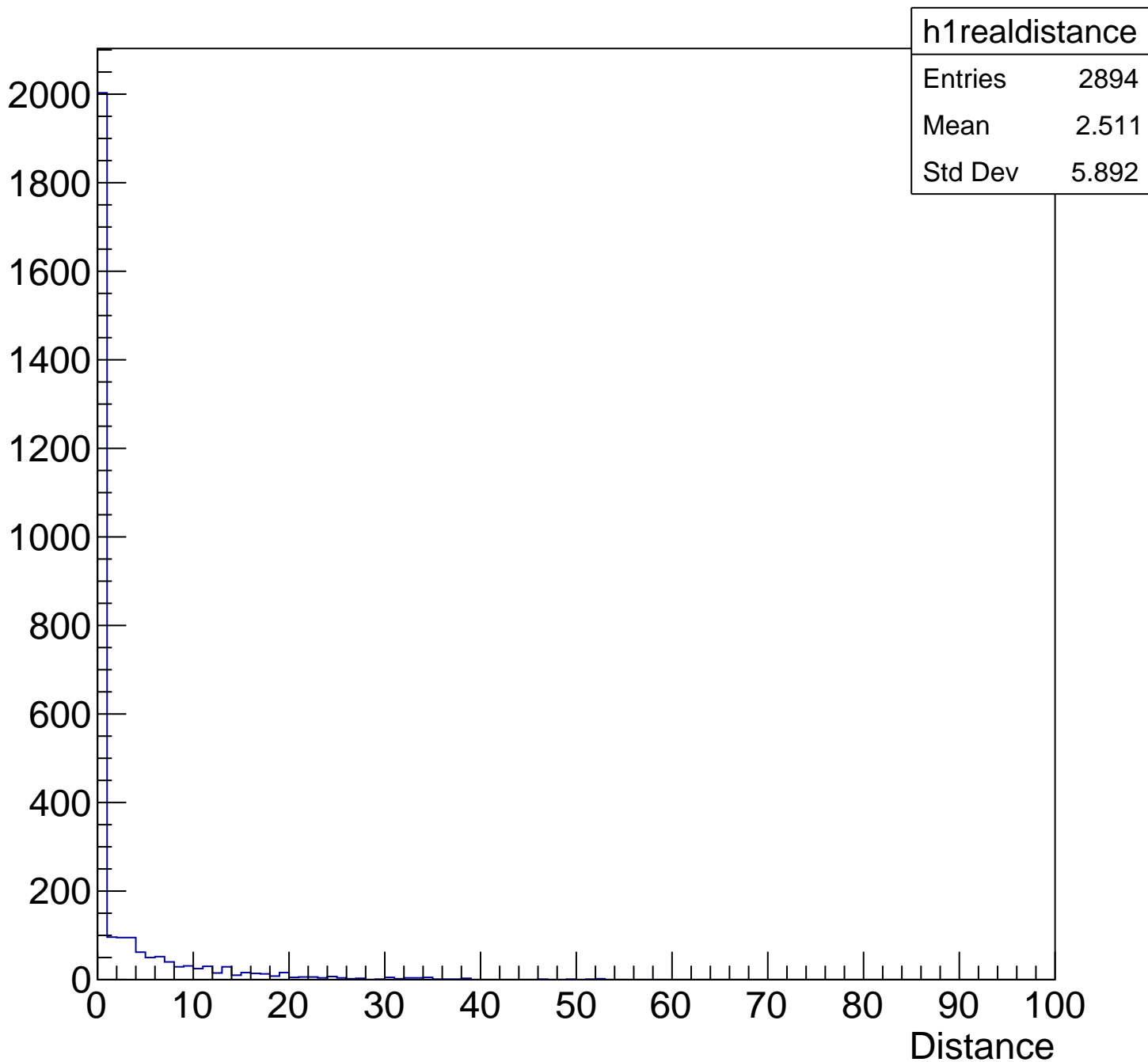
Neutral/Vertex



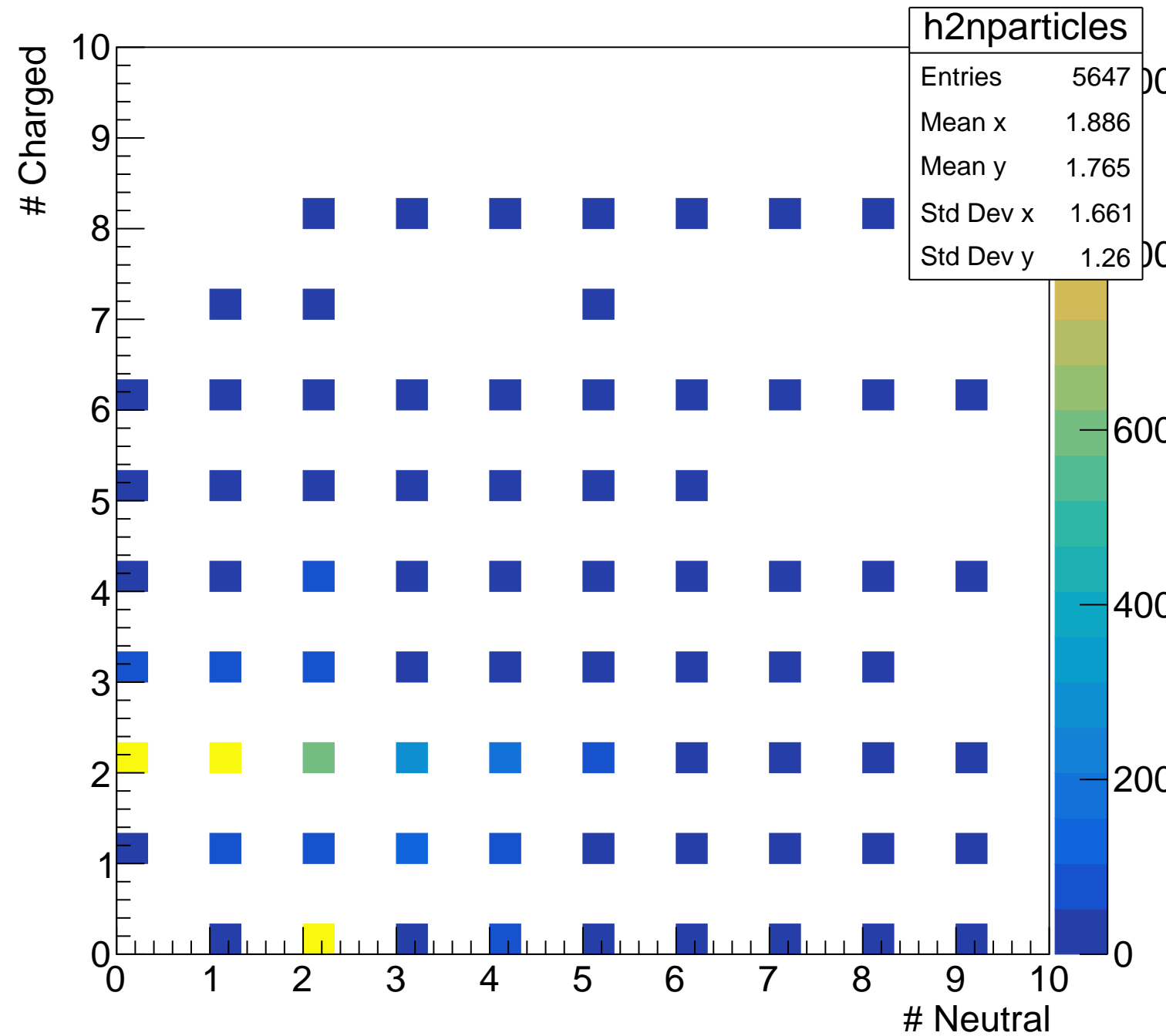
Distance/Vertex



Distance/Real Vertex



Neutral vs. # Charged



Reconstructed vs. # Charged

