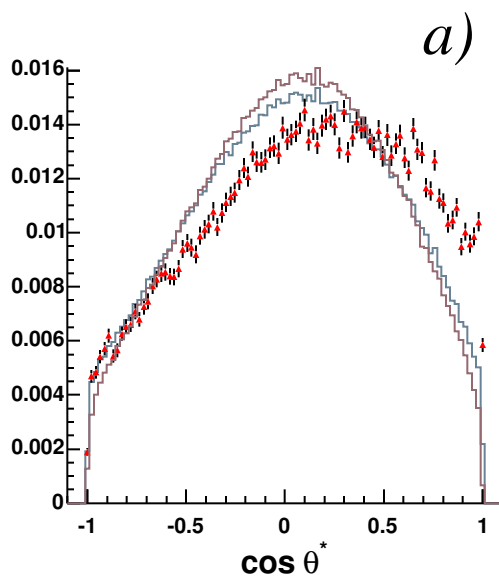


- Invariant method: thrown events  
- Lorentz method: thrown events



• Invariant method: reconstructed events  
• Lorentz method: reconstructed events

