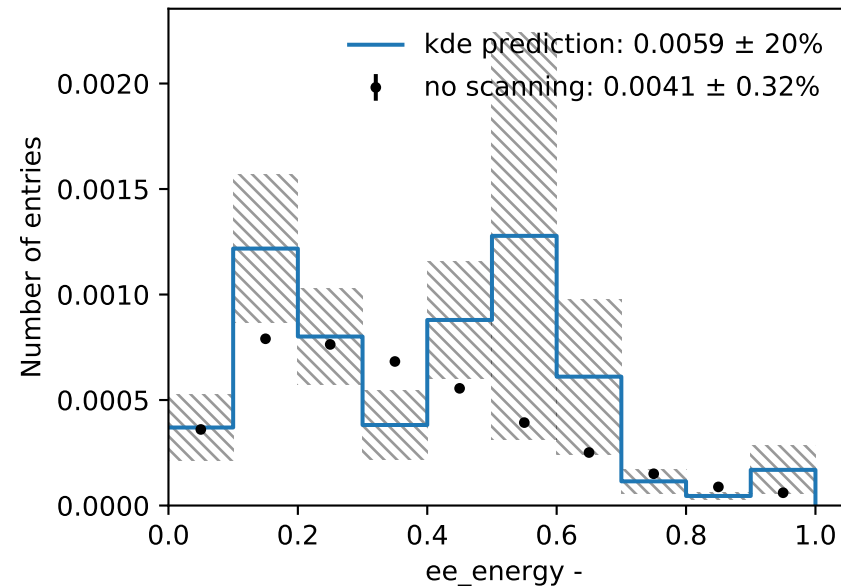
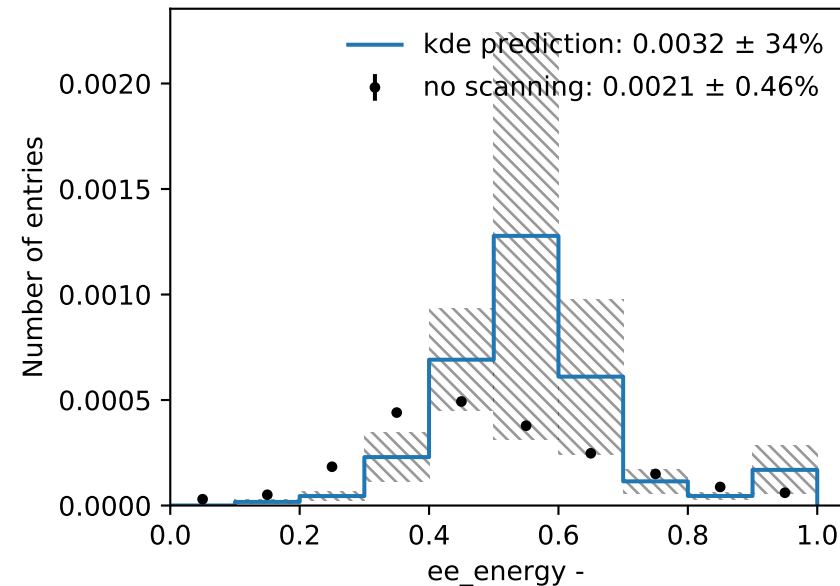


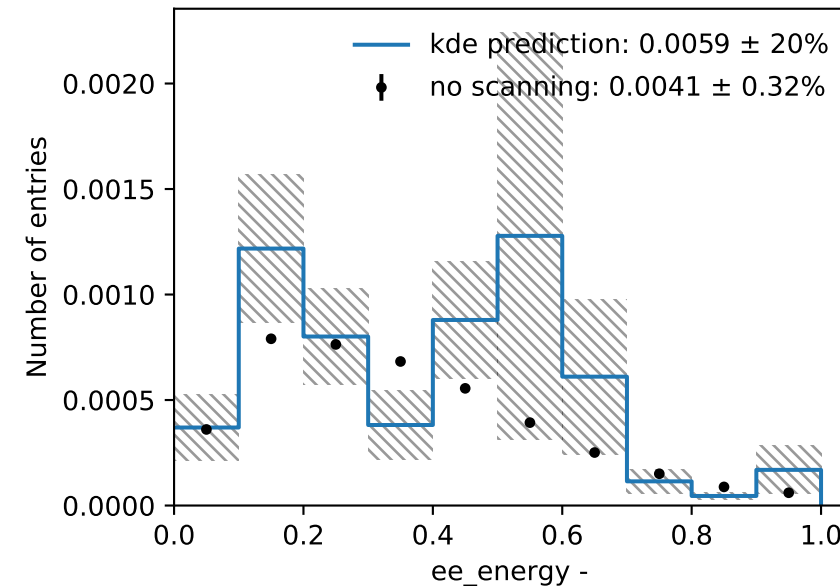
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, no_cuts
smoothing pars = 0.02 GeV, 0.02 GeV



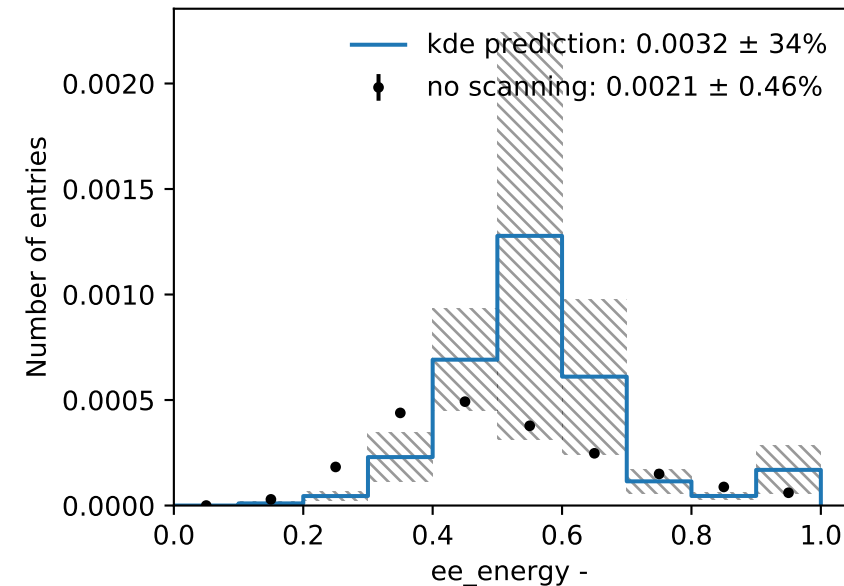
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut1
smoothing pars = 0.02 GeV, 0.02 GeV



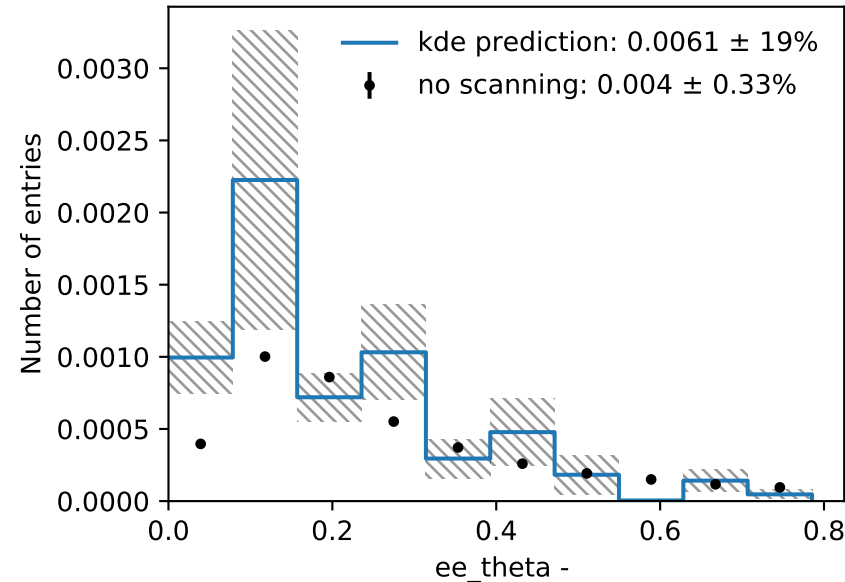
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut2
smoothing pars = 0.02 GeV, 0.02 GeV



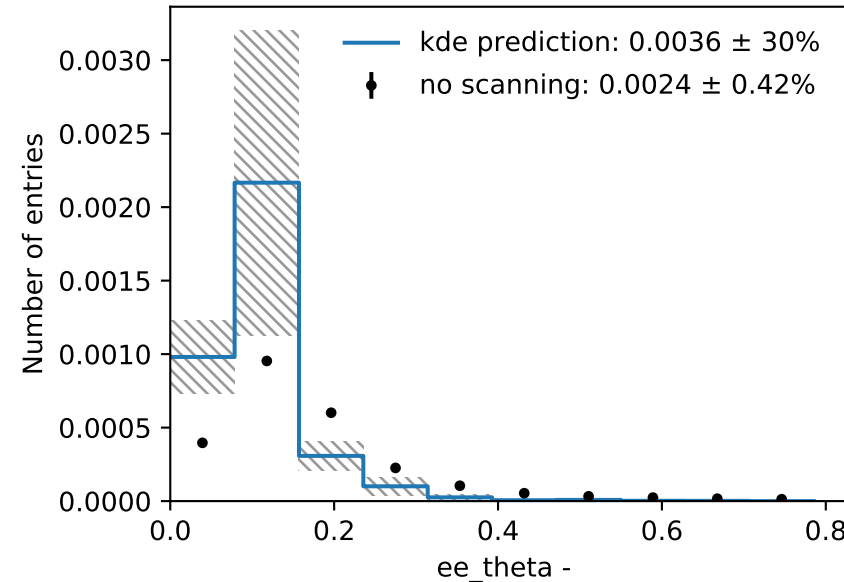
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut_based
smoothing pars = 0.02 GeV, 0.02 GeV



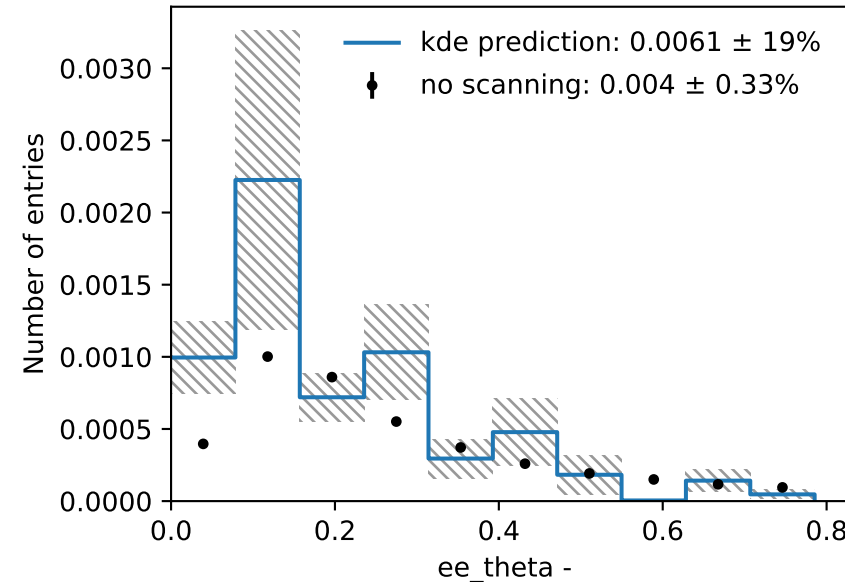
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, no_cuts
smoothing pars = 0.02 GeV, 0.02 GeV



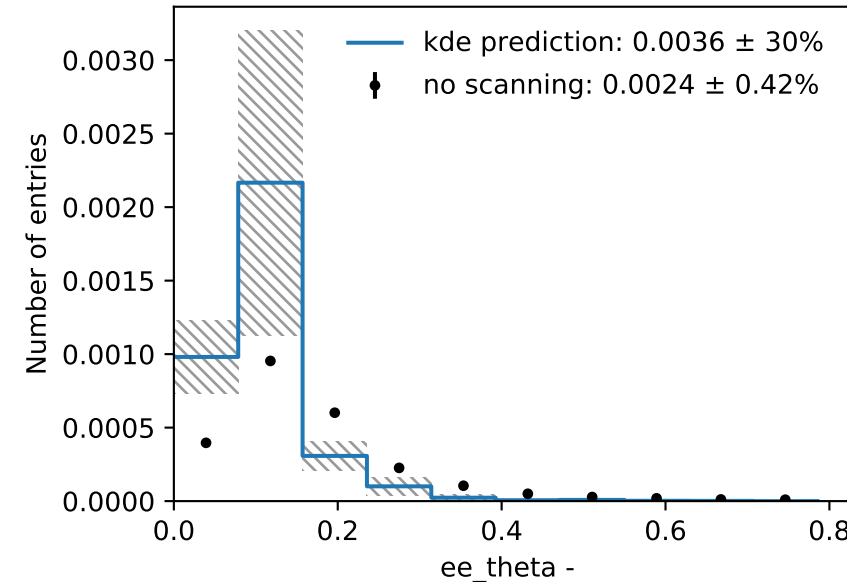
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut1
smoothing pars = 0.02 GeV, 0.02 GeV



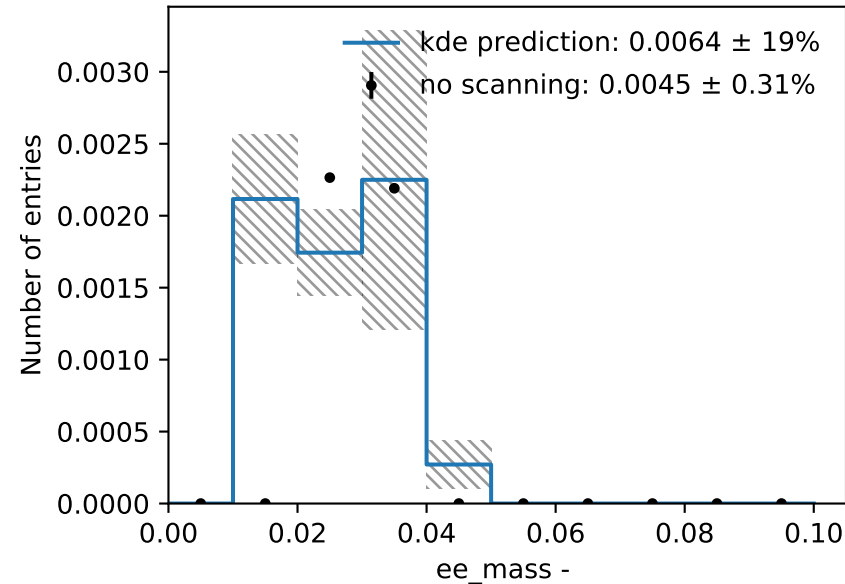
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut2
smoothing pars = 0.02 GeV, 0.02 GeV



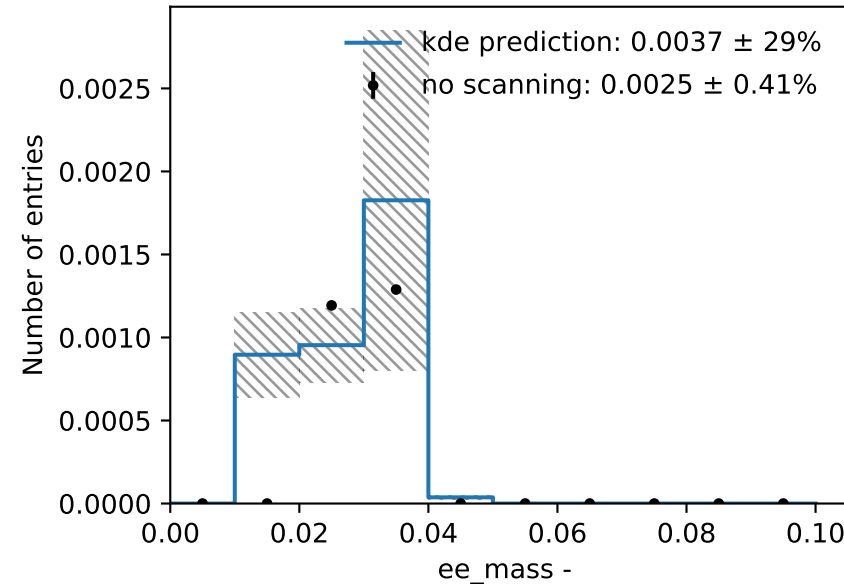
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut_based
smoothing pars = 0.02 GeV, 0.02 GeV



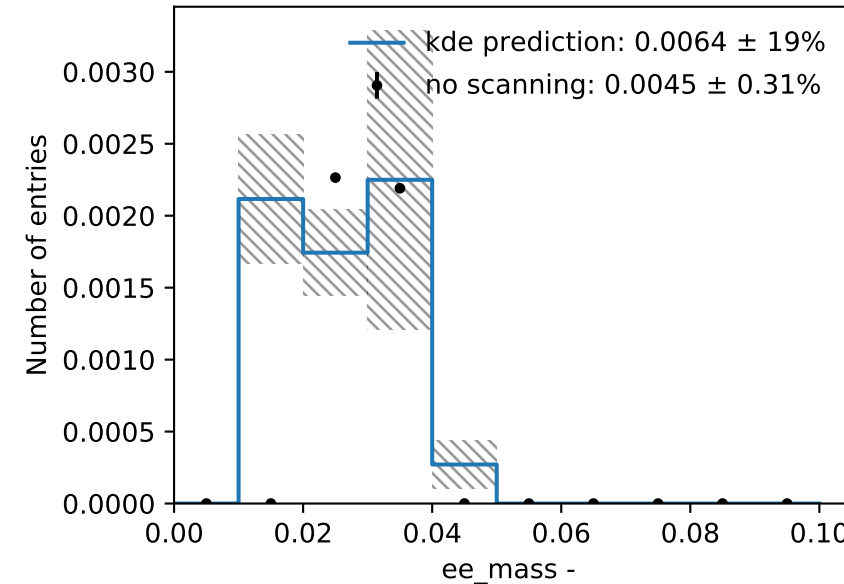
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, no_cuts
smoothing pars = 0.02 GeV, 0.02 GeV



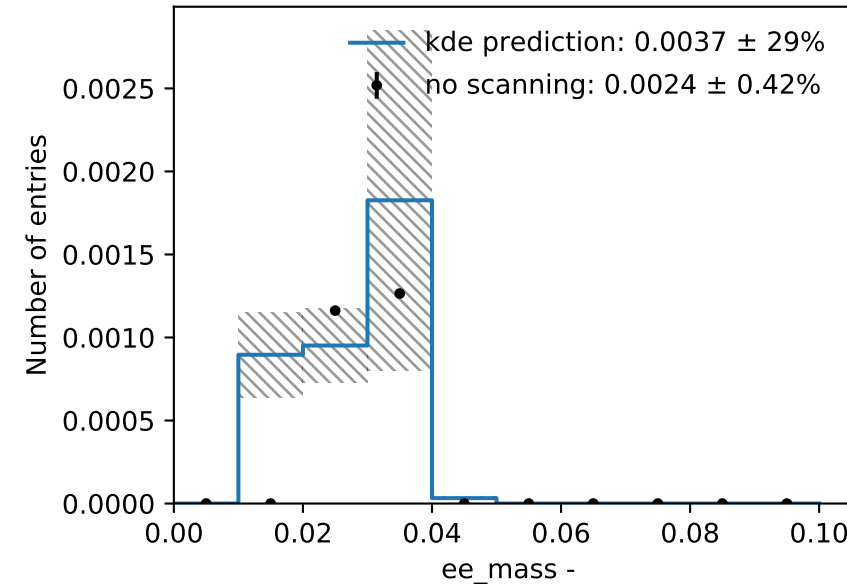
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut1
smoothing pars = 0.02 GeV, 0.02 GeV



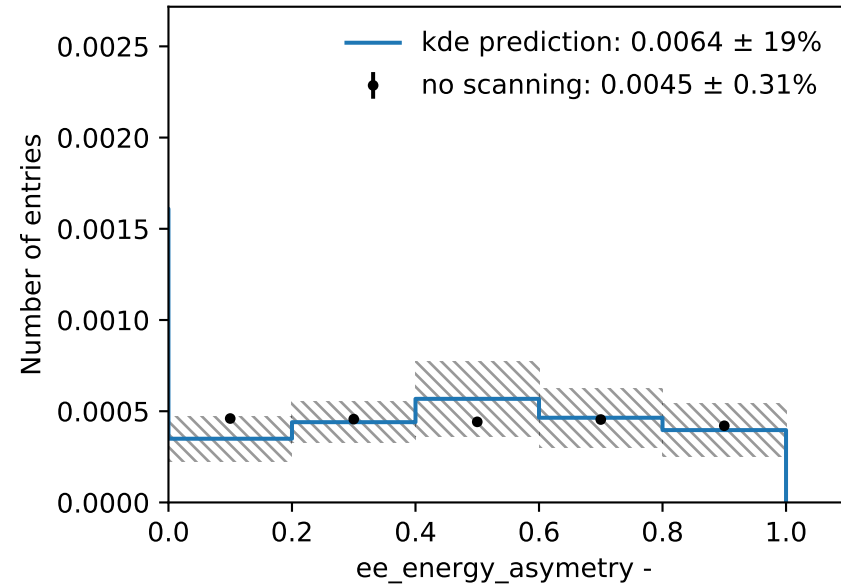
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut2
smoothing pars = 0.02 GeV, 0.02 GeV



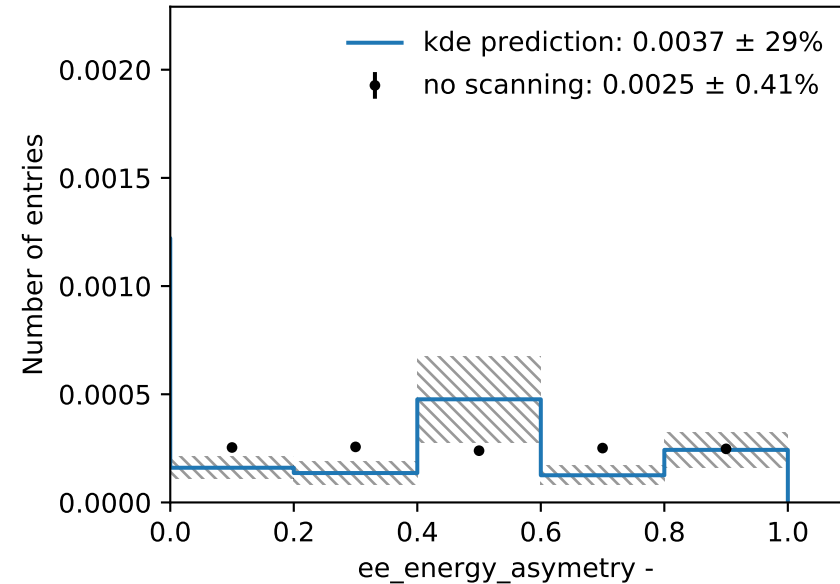
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut_based
smoothing pars = 0.02 GeV, 0.02 GeV



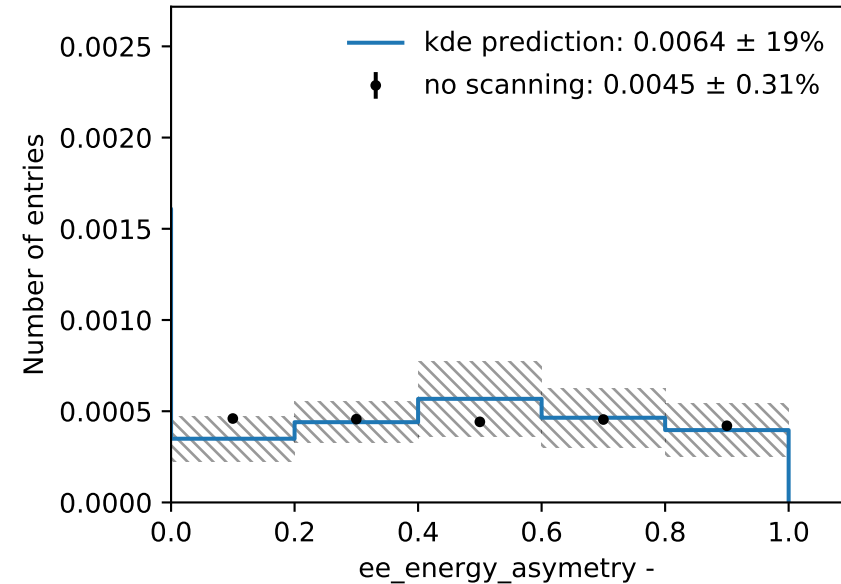
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, no_cuts
smoothing pars = 0.02 GeV, 0.02 GeV



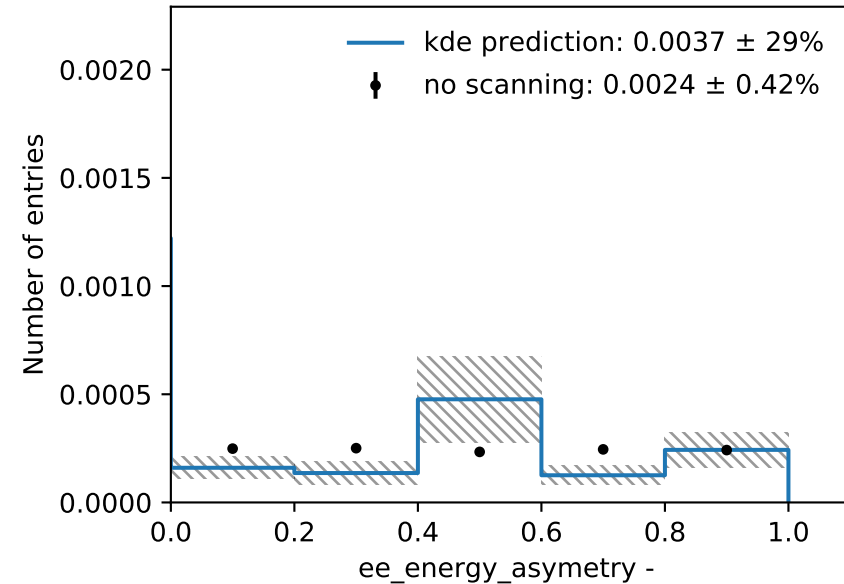
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut1
smoothing pars = 0.02 GeV, 0.02 GeV



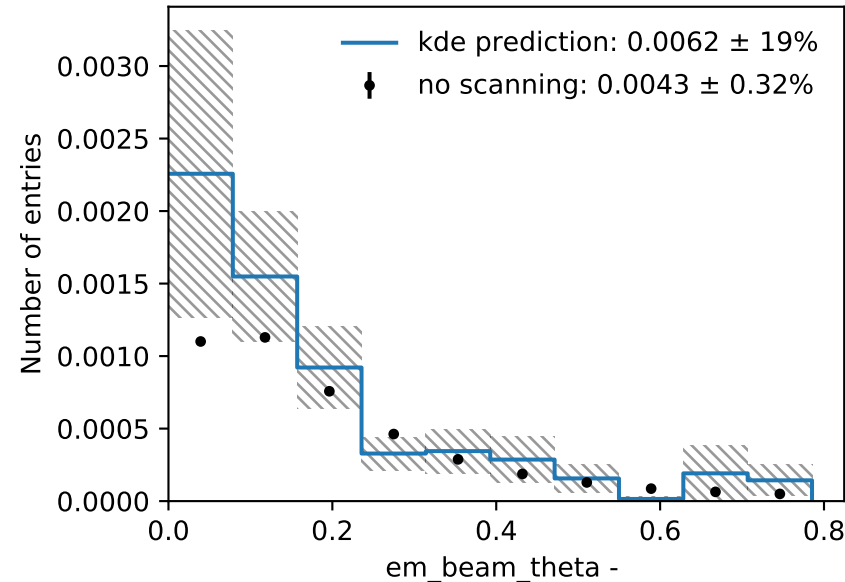
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut2
smoothing pars = 0.02 GeV, 0.02 GeV



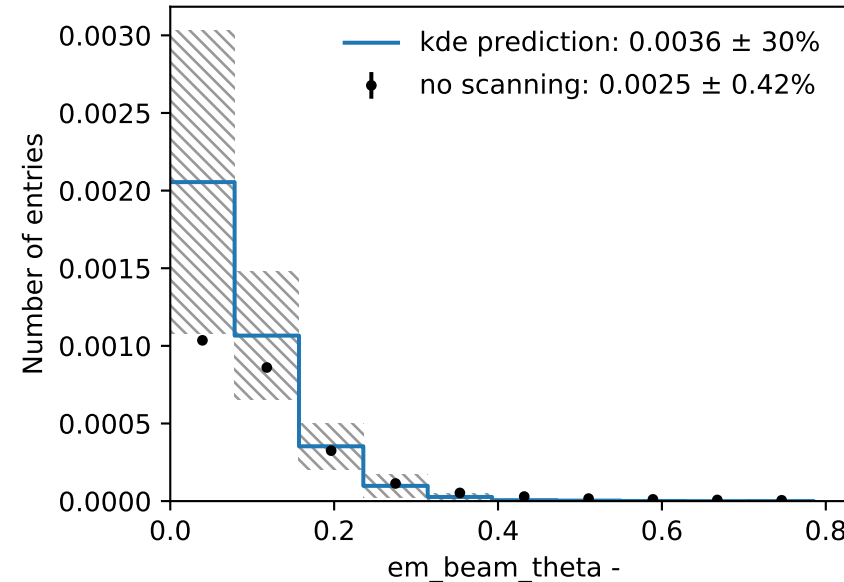
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut_based
smoothing pars = 0.02 GeV, 0.02 GeV



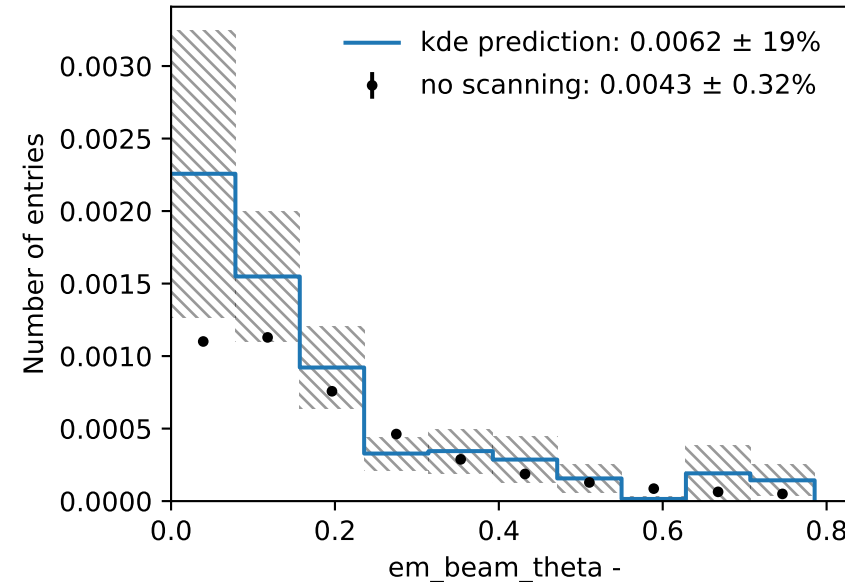
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, no_cuts
smoothing pars = 0.02 GeV, 0.02 GeV



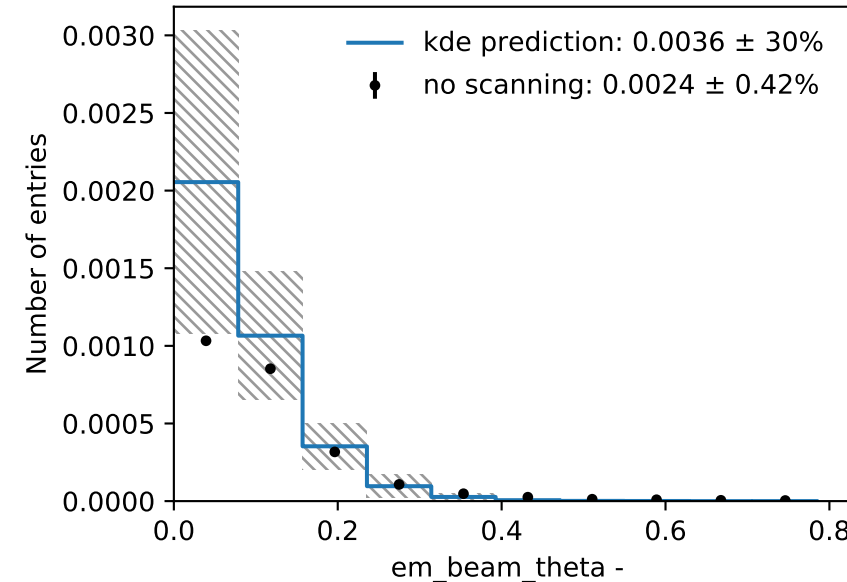
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut1
smoothing pars = 0.02 GeV, 0.02 GeV



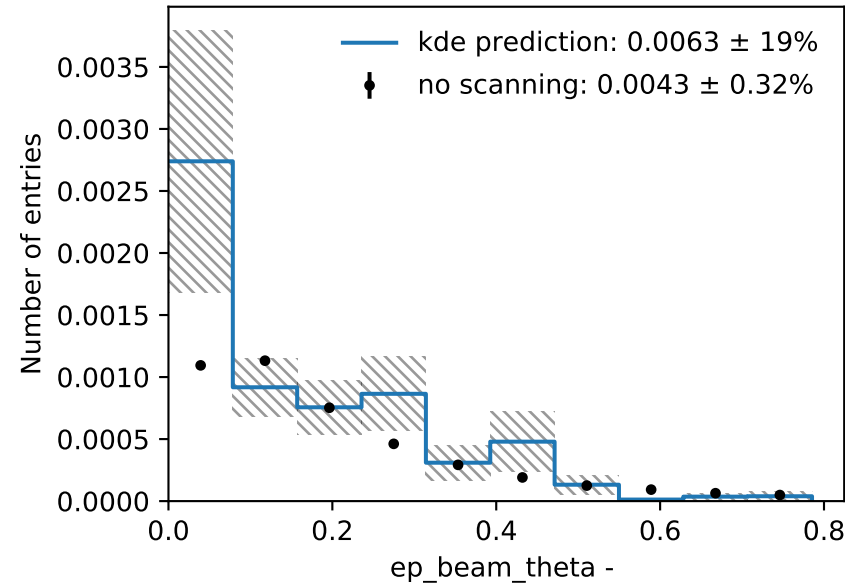
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut2
smoothing pars = 0.02 GeV, 0.02 GeV



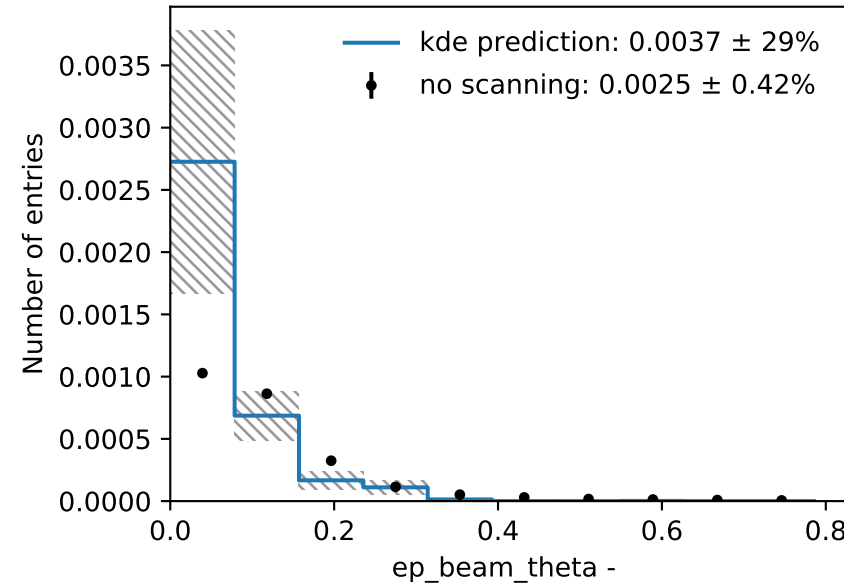
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut_based
smoothing pars = 0.02 GeV, 0.02 GeV



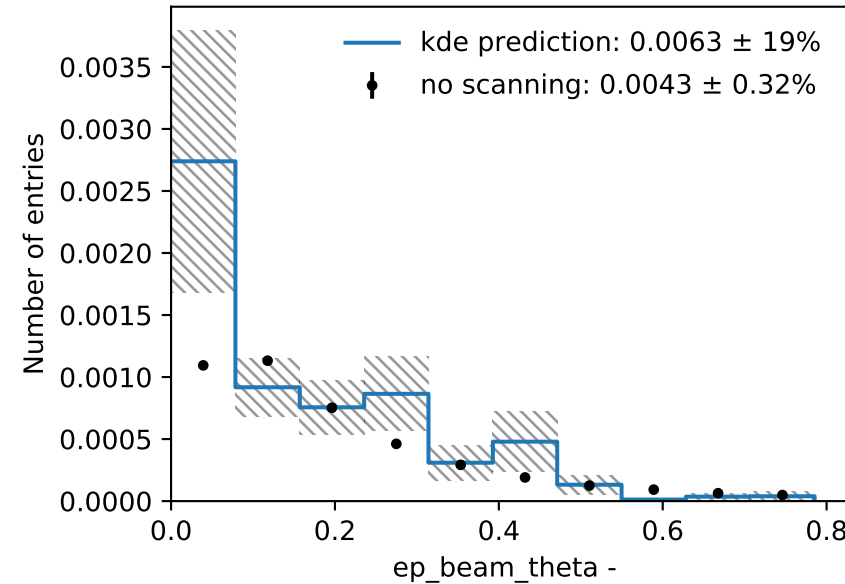
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, no_cuts
smoothing pars = 0.02 GeV, 0.02 GeV



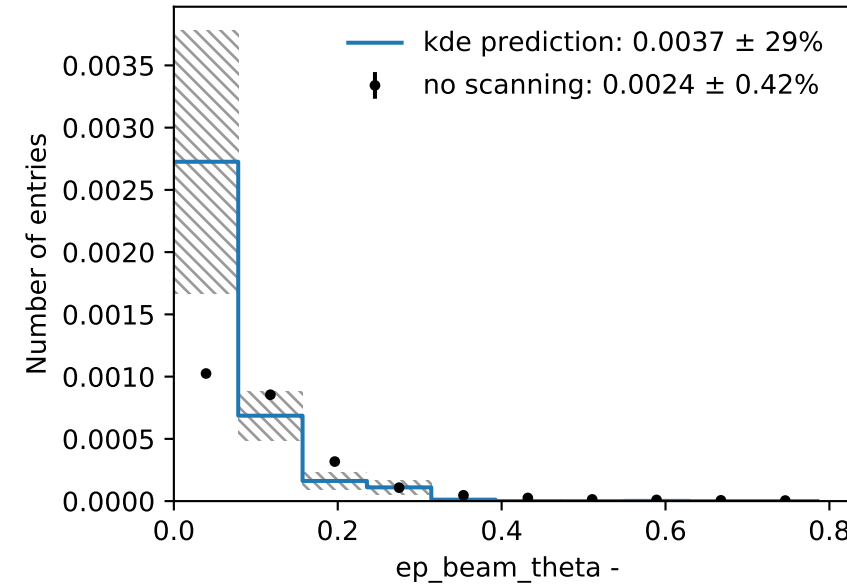
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut1
smoothing pars = 0.02 GeV, 0.02 GeV



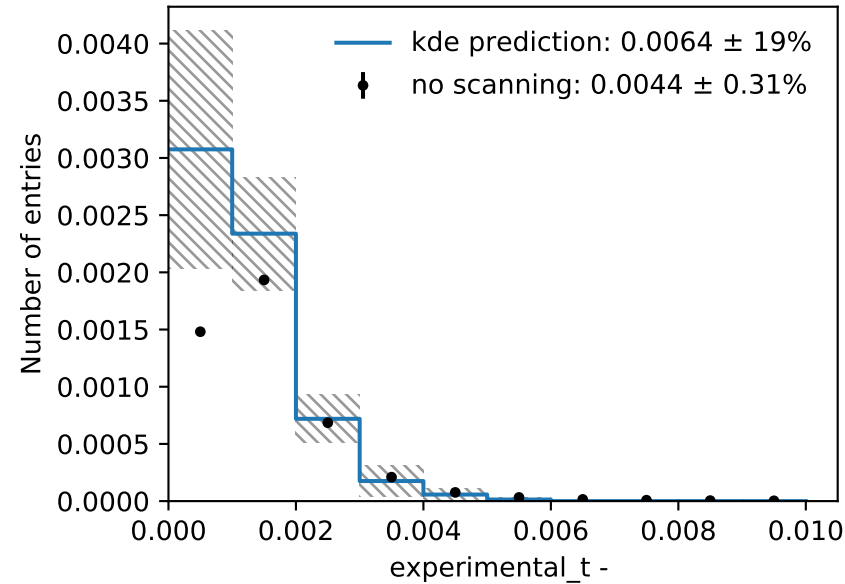
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut2
smoothing pars = 0.02 GeV, 0.02 GeV



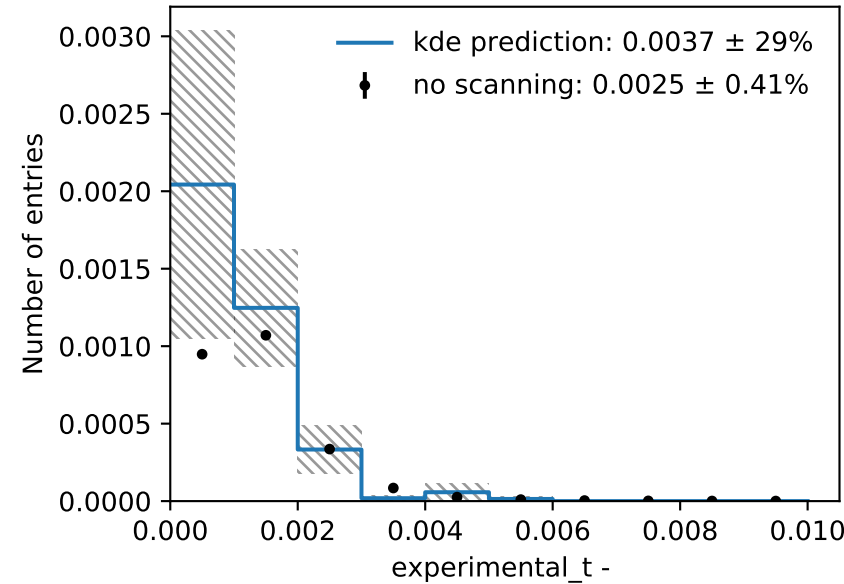
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut_based
smoothing pars = 0.02 GeV, 0.02 GeV



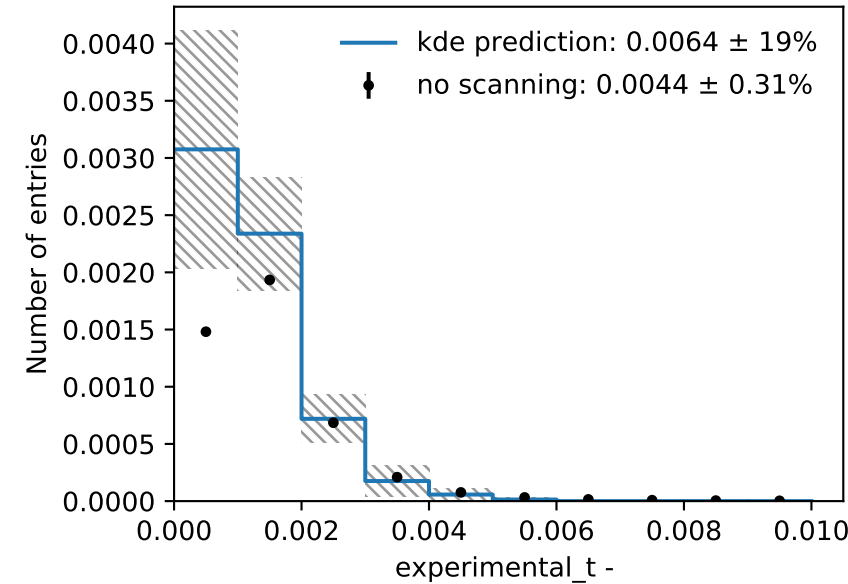
selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, no_cuts
smoothing pars = 0.02 GeV, 0.02 GeV



selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut1
smoothing pars = 0.02 GeV, 0.02 GeV



selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut2
smoothing pars = 0.02 GeV, 0.02 GeV



selection = True @ $m_4 = 0.1$ GeV, $m_{Z'} = 0.03$ GeV
light maj, cut_based
smoothing pars = 0.02 GeV, 0.02 GeV

