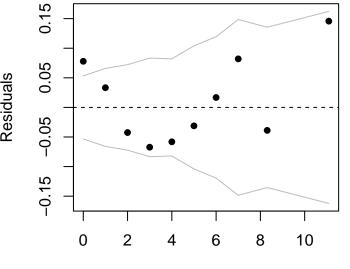
## Binned Residuals vs. Saved break point



Saved break podints