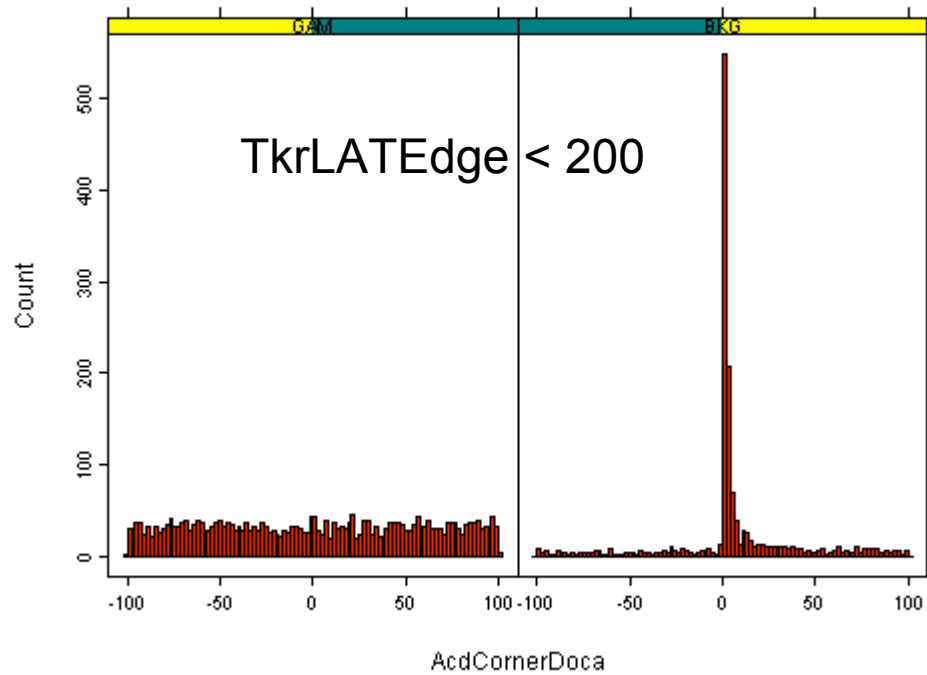


VTX

1	<p>Levels: GAM: 872 BKG: 3125</p> <p>AccActiveDist3D > -100 TkrCoreHC < 2.5</p> <p>Levels: GAM: 745 BKG: 1047</p>
1	<p>Levels: GAM: 2269 BKG: 8827</p> <p>AccActiveDist3D > -50 AccRibbonEnergy > .2 VtxHeadSep > 2. VtxAngle > .25 TkrSurplusHitRatio > .4 TkrCoreHC < 1.5 CalTrackDoca > 300</p> <p>Levels: GAM: 1637 BKG: 740</p>
2	<p>Levels: GAM: 2838 BKG: 8720</p> <p>AccActiveDist3D > -50 AccRibbonEnergy > .2 VtxHeadSep > 2. VtxAngle > .25 TkrSurplusHitRatio > .7 TkrCoreHC < 2.5 CalTrackDoca > 100</p> <p>Levels: GAM: 2286 BKG: 563</p>
3	<p>Levels: GAM: 2651 BKG: 1814</p> <p>AccActiveDist3D > -50 AccRibbonEnergy > .2 VtxHeadSep > 2. VtxAngle > .25 TkrSurplusHitRatio > .7 TkrCoreHC < .5 CalTrackDoca > 40</p> <p>Levels: GAM: 2313 BKG: 114</p>
4	<p>Levels: GAM: 3291 BKG: 1360</p> <p>AccActiveDist3D > -50 AccRibbonActDist > -50 VtxHeadSep > 2. VtxAngle > .25 TkrSurplusHitRatio > .7 TkrCoreHC < .5 CalTrackDoca > 40</p> <p>Levels: GAM: 3129 BKG: 70</p>
5	<p>(AccActiveDist3D > -10 & TkrSSDVeto < 3) AccRibbonActDist > -10 VtxHeadSep > 4. VtxAngle > .05 TkrSurplusHitRatio > 1. TkrCoreHC < .5 CalTrackDoca > 30 CalTrackAngle > .4</p> <p>Levels: GAM: 1885 BKG: 1164</p> <p>Levels: GAM: 1750 BKG: 80</p>
6	<p>(AccActiveDist3D > -10 & TkrSSDVeto < 2) AccRibbonActDist > -10 VtxHeadSep > 1. VtxAngle > .02 TkrSurplusHitRatio > 1. TkrCoreHC < 5 TkrUpstreamHC > 5 CalTrackDoca > 10 CalTrackAngle > .2</p> <p>Levels: GAM: 844 BKG: 2099</p> <p>Levels: GAM: 662 BKG: 73</p>
7	<p>(AccActiveDist3D > -5 & TkrSSDVeto < 3) AccRibbonActDist > -5</p> <p>Levels: GAM: 161 BKG: 83</p> <p>Levels: GAM: 142 BKG: 2</p>

1TKR

Levels: GAM: 3427 BKG: 104322	<p>(AccTileCount+AccRibbonCount) > 0 CalLATEdge < 100 CalELayer7 > 10 CalBkHalfRatio > .2 CalXtalsTrunc < 3 TkrFirstChisq > 10 TkrNumTracks > 2 CalTrackDoca > 150</p> <p>Levels: GAM: 1060 BKG: 2610</p>
Levels: GAM: 737 BKG: 42664	<p>AccActiveDist3D > -100 AccRibbonEnergy > .2 CalELayer7 > 10 TkrCoreHC < .5 TkrUpstreamHC > 5 TkrSurplusHitRatio > .5 CalTrackDoca > 200</p> <p>Levels: GAM: 422 BKG: 2384</p>
Levels: GAM: 2833 BKG: 88566	<p>AccActiveDist3D > -100 AccRibbonEnergy > .2 TkrSurplusHitRatio > .7 TkrCoreHC < 2.5 CalTrackDoca > 100</p> <p>Levels: GAM: 1273 BKG: 1739</p>
Levels: GAM: 2843 BKG: 32546	<p>AccActiveDist3D > -100 AccRibbonEnergy > .2 TkrSurplusHitRatio > .7 TkrCoreHC < .5 CalTrackDoca > 40</p> <p>Levels: GAM: 2151 BKG: 1307</p>
Levels: GAM: 3680 BKG: 22129	<p>AccActiveDist3D > -50 AccRibbonActDist > -50 TkrSurplusHitRatio > 1.5 TkrCoreHC < .5 CalTrackDoca > 40 CalTrackAngle > .4</p> <p>Levels: GAM: 2880 BKG: 362</p>
Levels: GAM: 4482 BKG: 12510	<p>AccActiveDist3D > -50 AccRibbonActDist > -50 TkrSurplusHitRatio > 2. TkrCoreHC < .5 TkrUpstreamHC > 5 CalTrackDoca > 40 CalTrackAngle > .4</p> <p>Levels: GAM: 3465 BKG: 92</p>
Levels: GAM: 7169 BKG: 113008	<p>AccActiveDist3D > -10 AccRibbonActDist > -10 TkrSurplusHitRatio > 4. TkrCoreHC < .5 TkrUpstreamHC > 10 CalTrackDoca > 50 CalTrackAngle > .30 CalTransRms > 45</p> <p>Levels: GAM: 5321 BKG: 10</p>
Levels: GAM: 5618 BKG: 11207	<p>(AccActiveDist3D > -10 & TkrSSDVeto < 3) AccRibbonActDist > -10 TkrSurplusHitRatio > 40. TkrCoreHC < -5 TkrUpstreamHC > 100 CalTrackDoca > 100 CalTrackAngle > .2 CalTransRms > 40</p> <p>Levels: GAM: 4713 BKG: 86</p>



CornerPhaseSpace:

AcdCornerDoca > -5 &
 AcdCornerDoca < 50 &
 TkrLATEdge < 100

Results: .0055 AGs removed

This cut should be made prior
 to Bkg. Rej. CTs.

