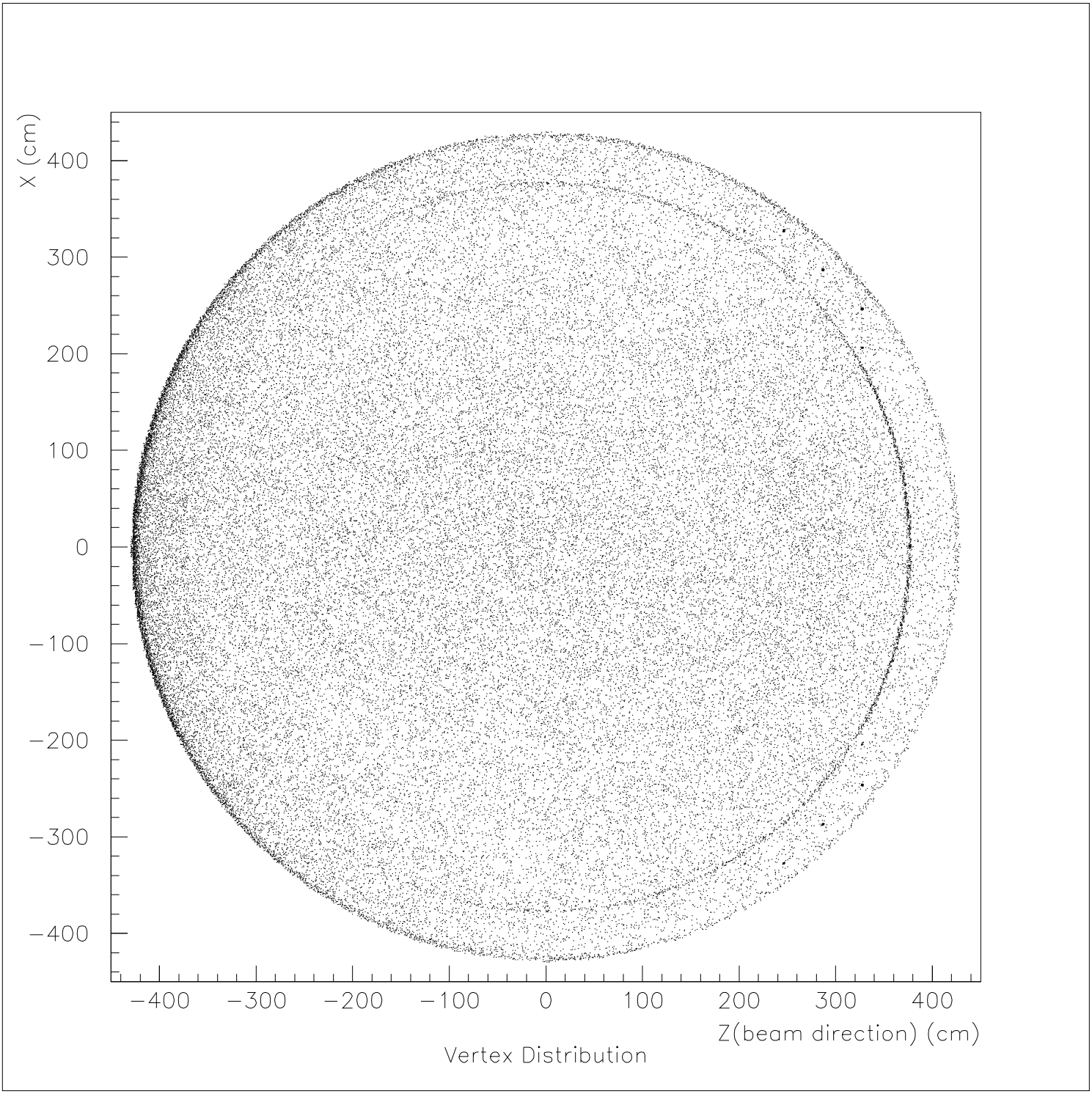
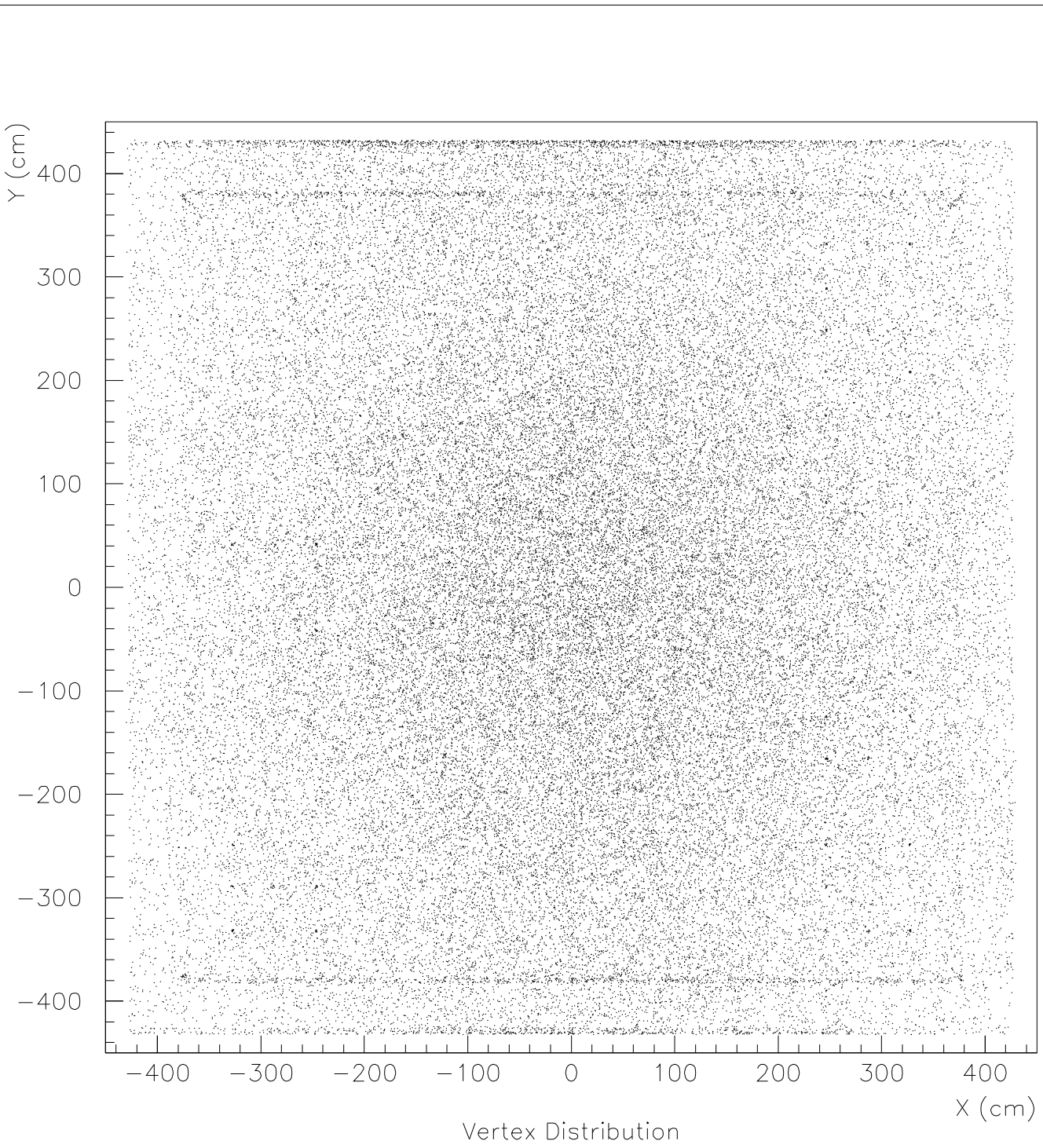

X (cm)
400
300
200
100
0
−100
−200
−300
−400
−400
−300
−200
−100
0
100
200
300
400
Z(beam direction) (cm)
Vertex Distribution


Y (cm)
400
300
200
100
0
−100
−200
−300
−400
−400
−300
−200
−100
0
100
200
300
400
X (cm)
Vertex Distribution