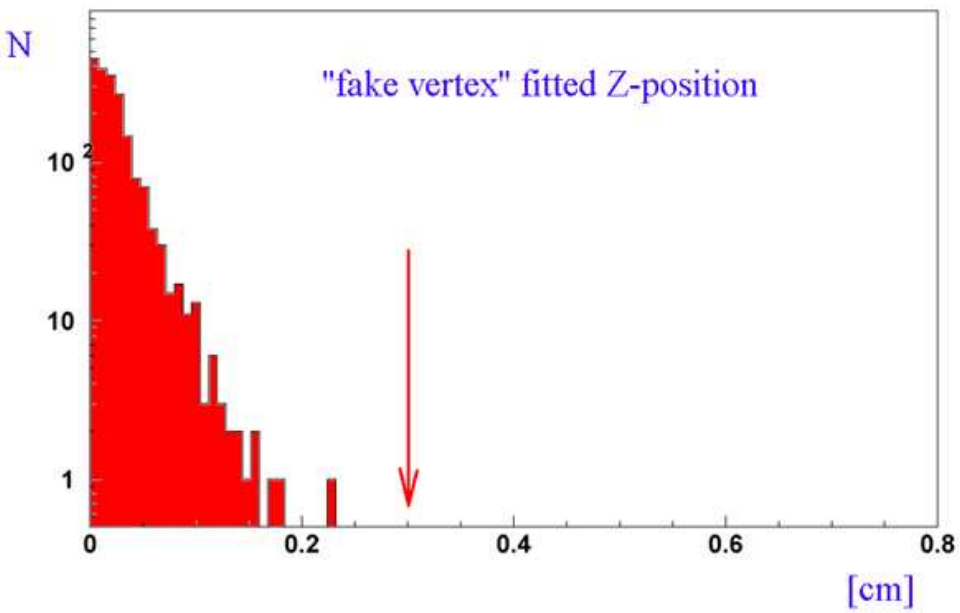
Background suppression

- Major source of background:
  high-P_T tracks in min-bias

- Requirements:
  tracks quality, detached vertex, vertex quality