ID	Name	Description	Rationale	Design Validation	Verification Method
CRO-011	Bad Pixel Fraction	The fraction of pixels outside of performance specs shall be <5%	Isolated loss of pixels can generally be compensated by reconstruction algorithms. The fraction of pixels outside of performance specs should be low enough to have negligible impact to the physics capabilities of the ND.	Full Scale Demonstra-tor	Test/ Inspection
CRO-013	Dead Pixel Tile Fraction	The fraction of dead pixel tiles shall be <0.1%	Loss of a complete pixel tile is difficult to compensate via reconstruction algorithms. It introduces a substantial dead volume within the LArTPC, biasing event selection and pileup rejection. This may likely require detector servicing to restore detector physics performance. There are roughly ~1400 pixel tiles in the ND, hence <0.1% dead tiles.	Test/ Inspection	Test/ Inspection
CRO-020	Heat density	Pixel tile maximum heat density shall be <20mW/ASIC	Boiling of LAr poses two risks: bubble motion near pixel induces noise, bubble presence in high field gradient (e.g. drift region) can induce HV discharge. Both can be very detrimental to physics performance of the detector.	Engineering Unit Test	Engineering Unit Test