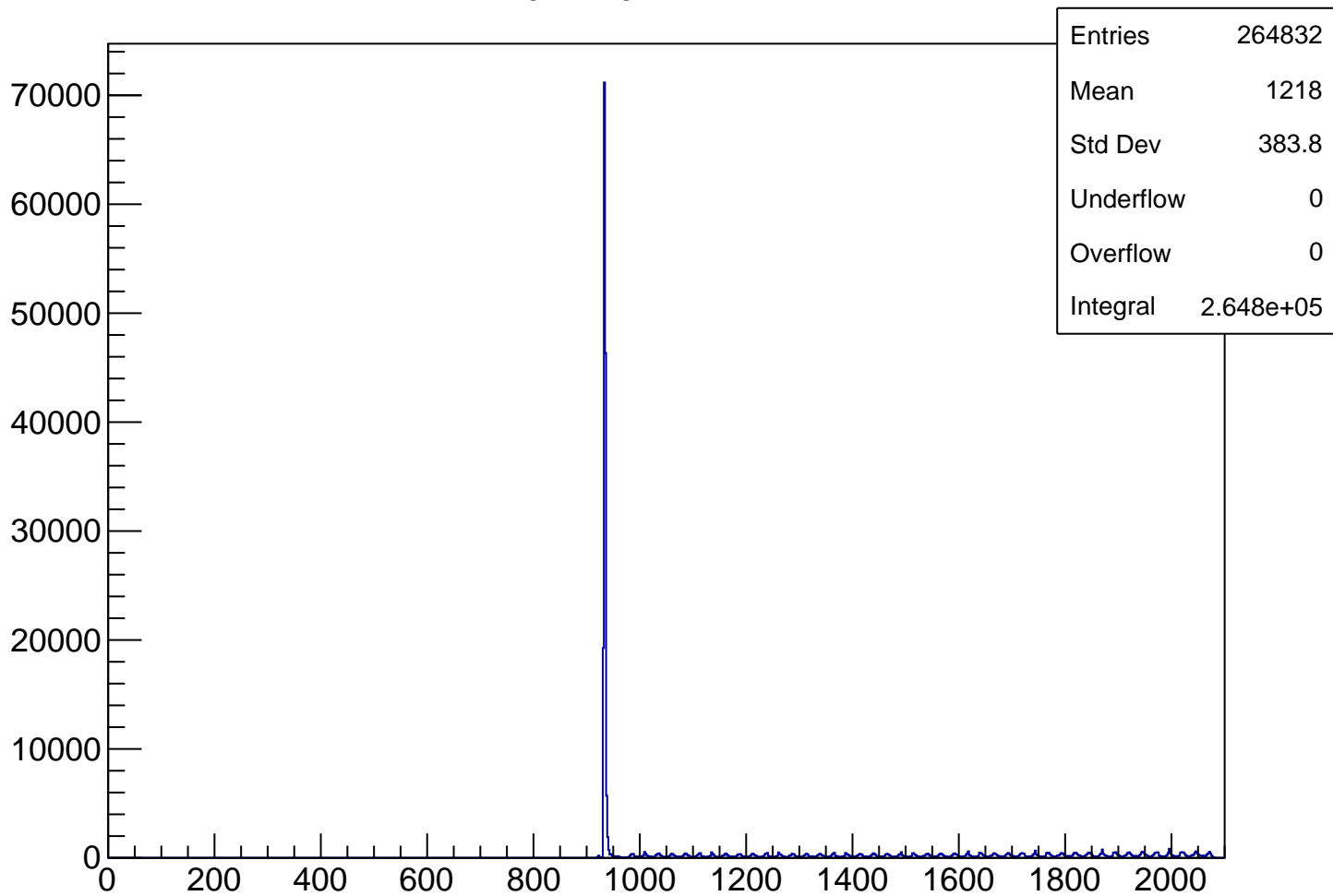


# TrigPatAll



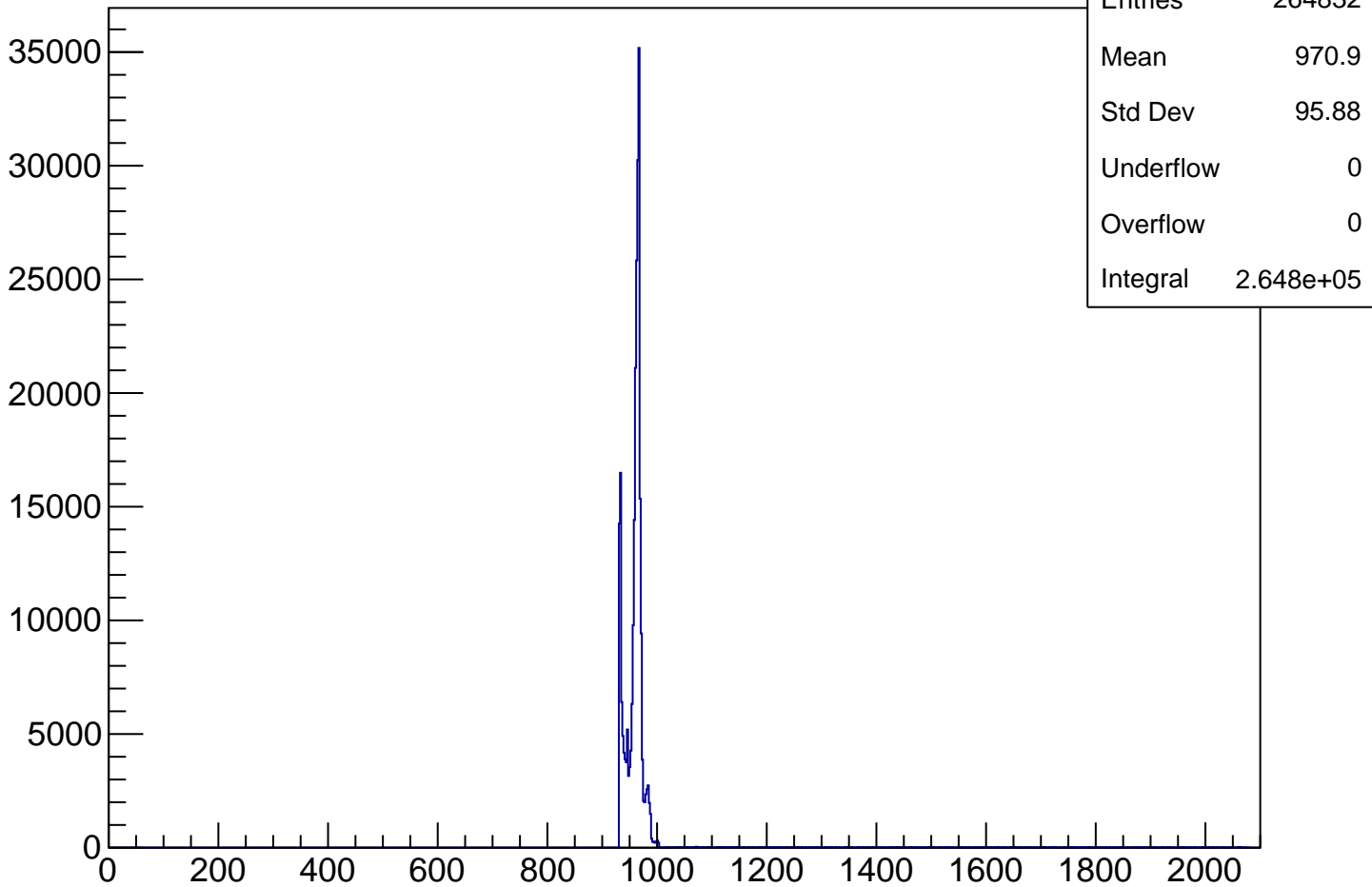
# TrigFlag Bh2K



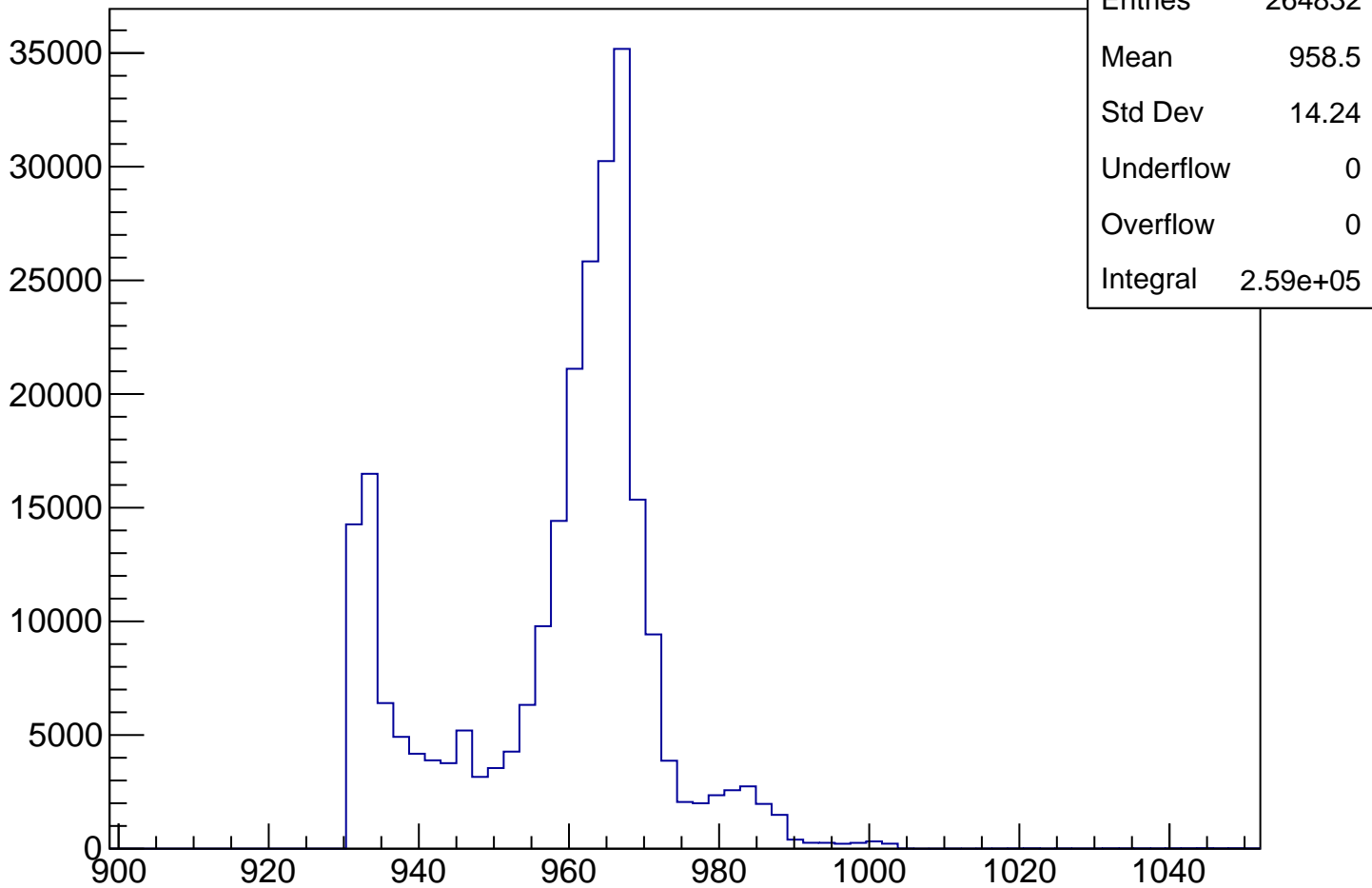
# TrigFlag ElseOr



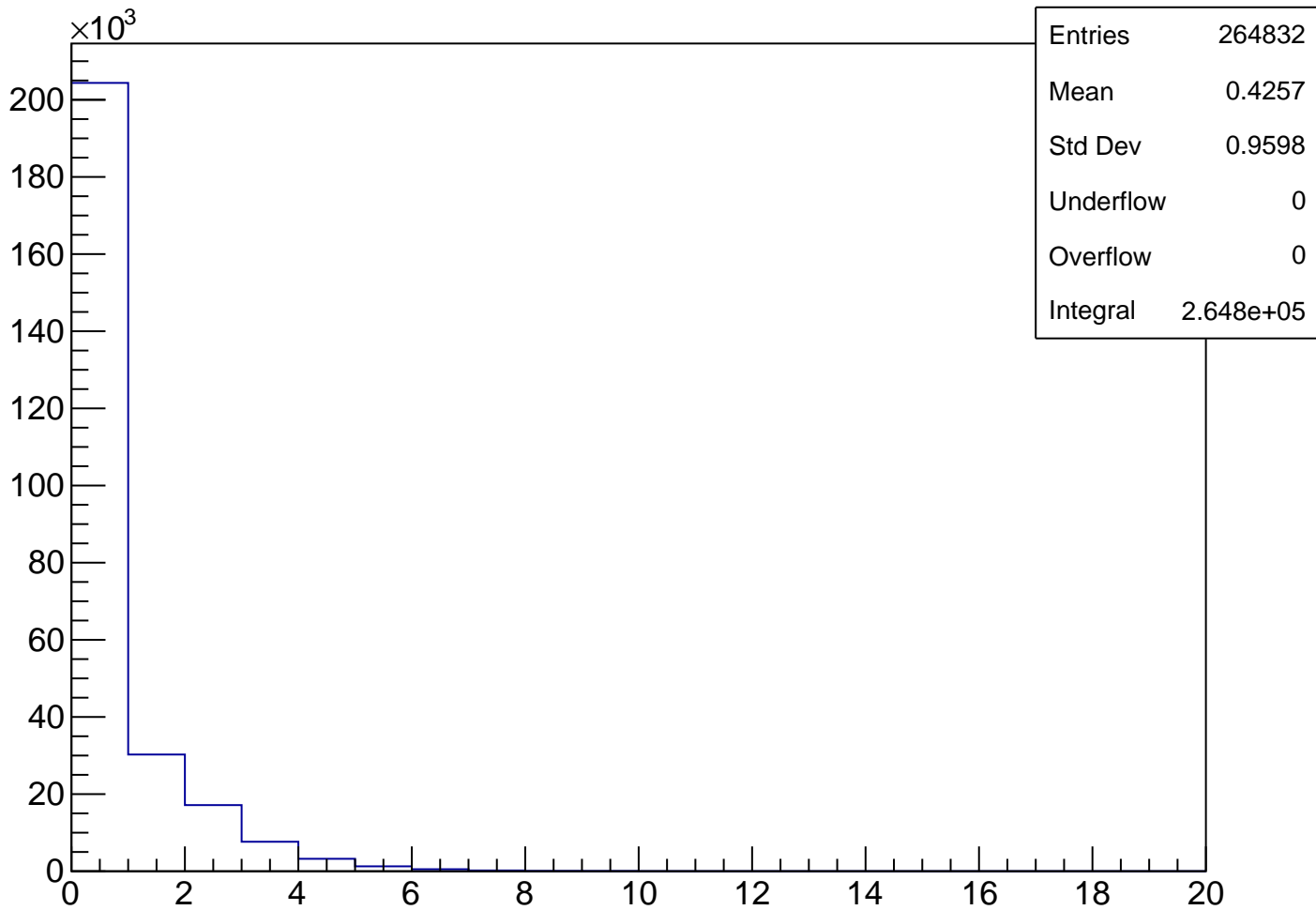
# TrigFlag Matrix



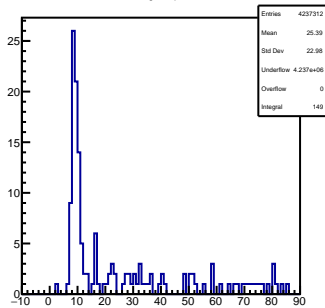
# TrigFlag Matrix



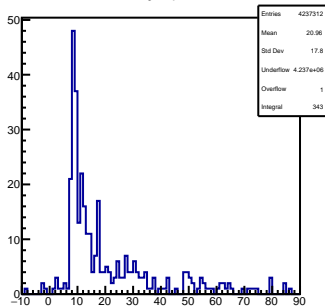
# TofNhits



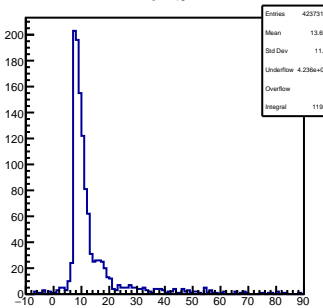
TofMt1



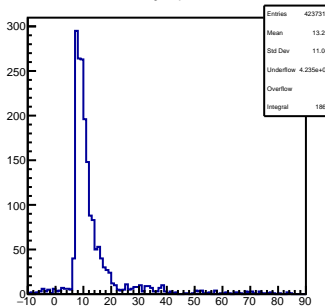
TofMt2



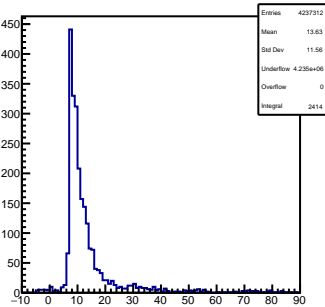
TofMt3



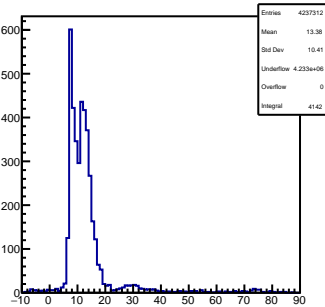
TofMt4



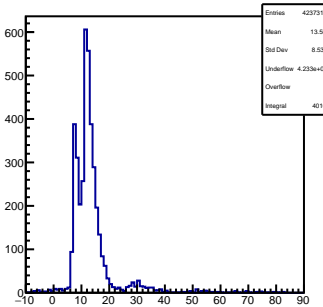
TofMt5



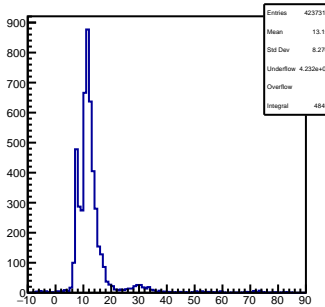
TofMt6



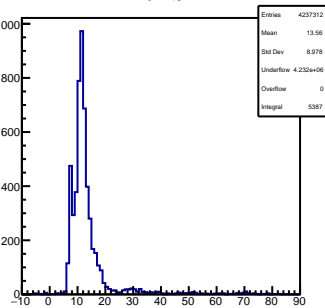
TofMt7



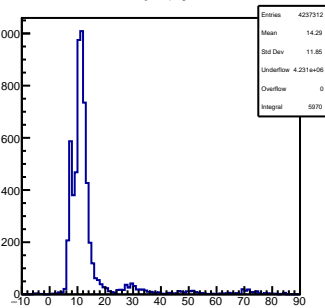
TofMt8



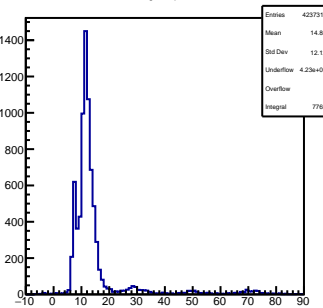
TofMt9



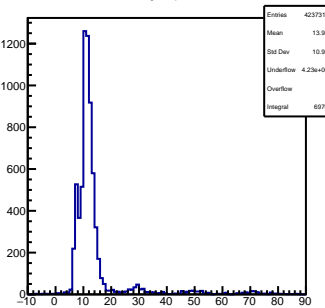
TofMt10



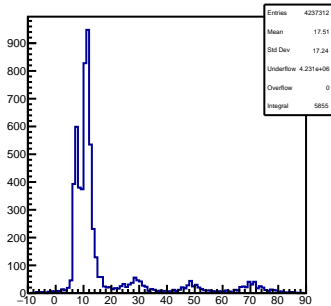
TofMt11



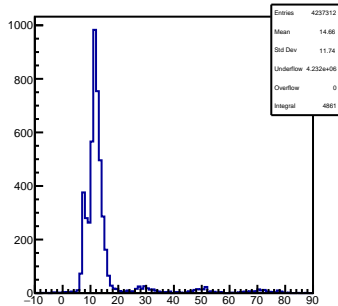
TofMt12



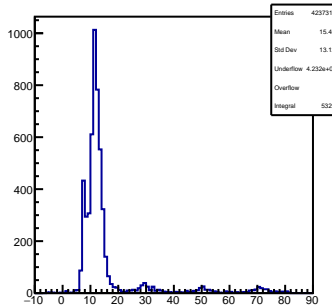
TofMt13



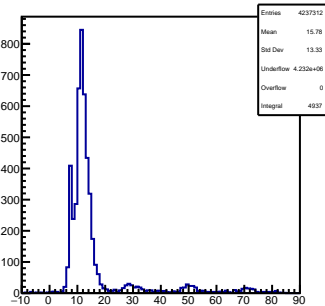
TofMt14



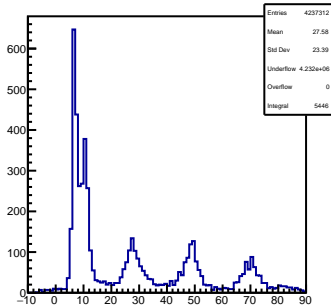
TofMt15



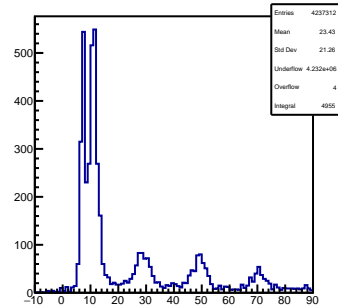
TofMt16



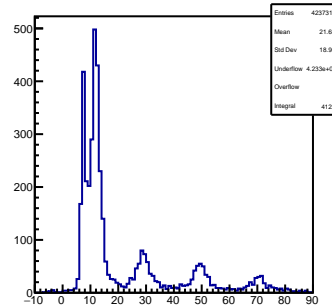
TofMt17



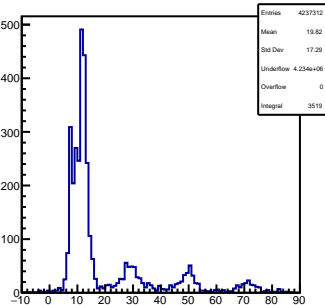
TofMt18



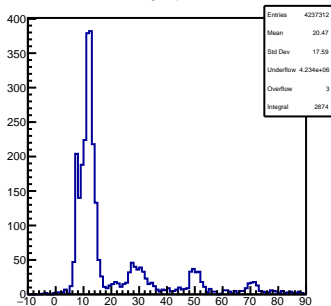
TofMt19



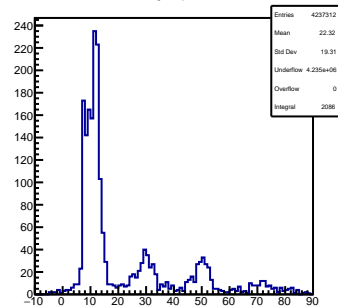
TofMt20



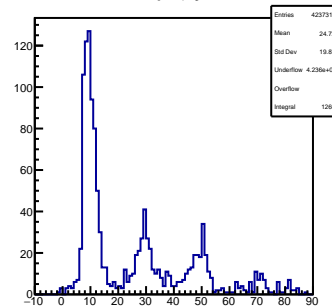
TofMt21



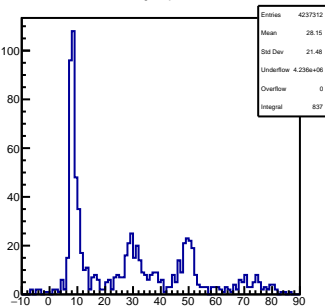
TofMt22



TofMt23



TofMt24

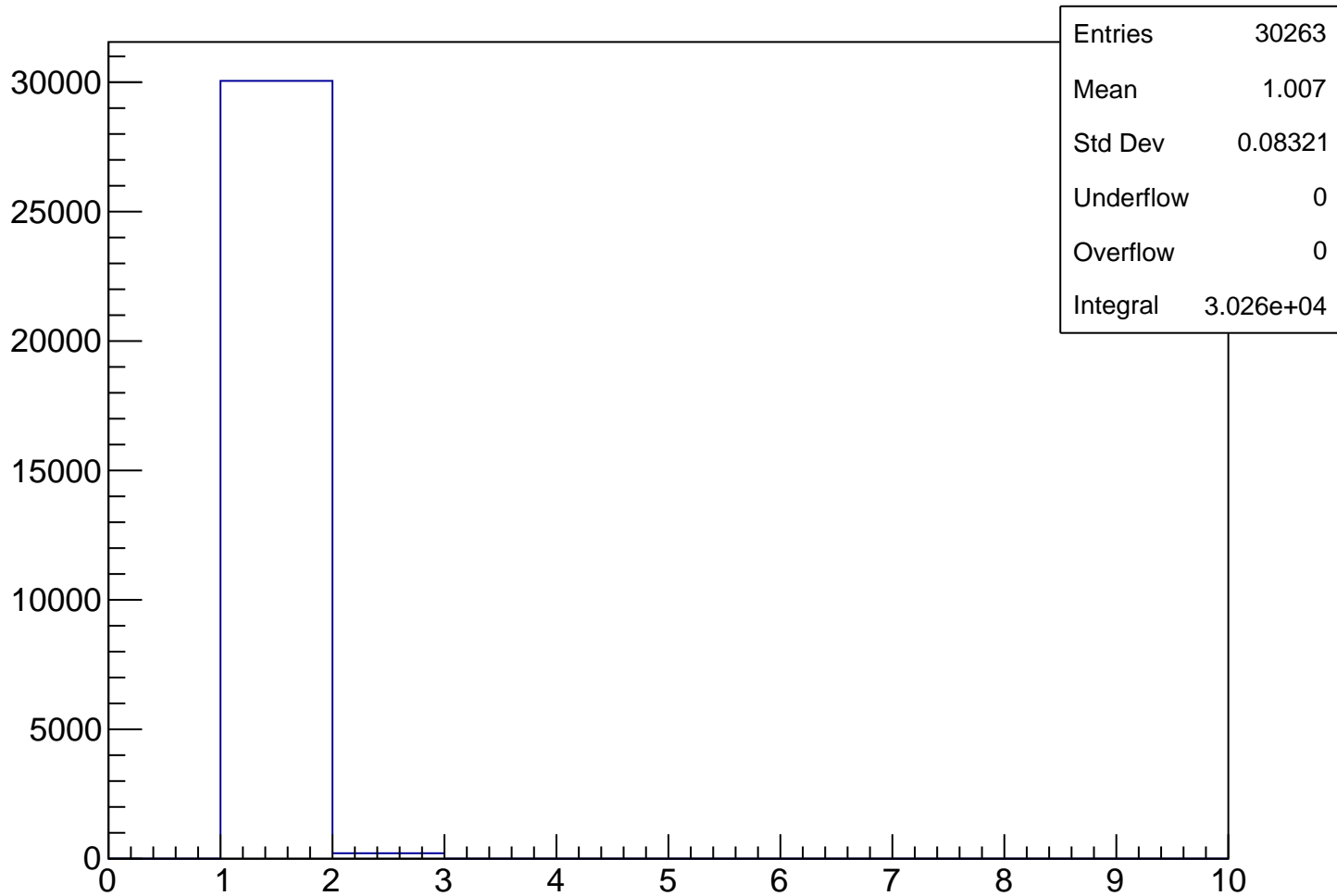




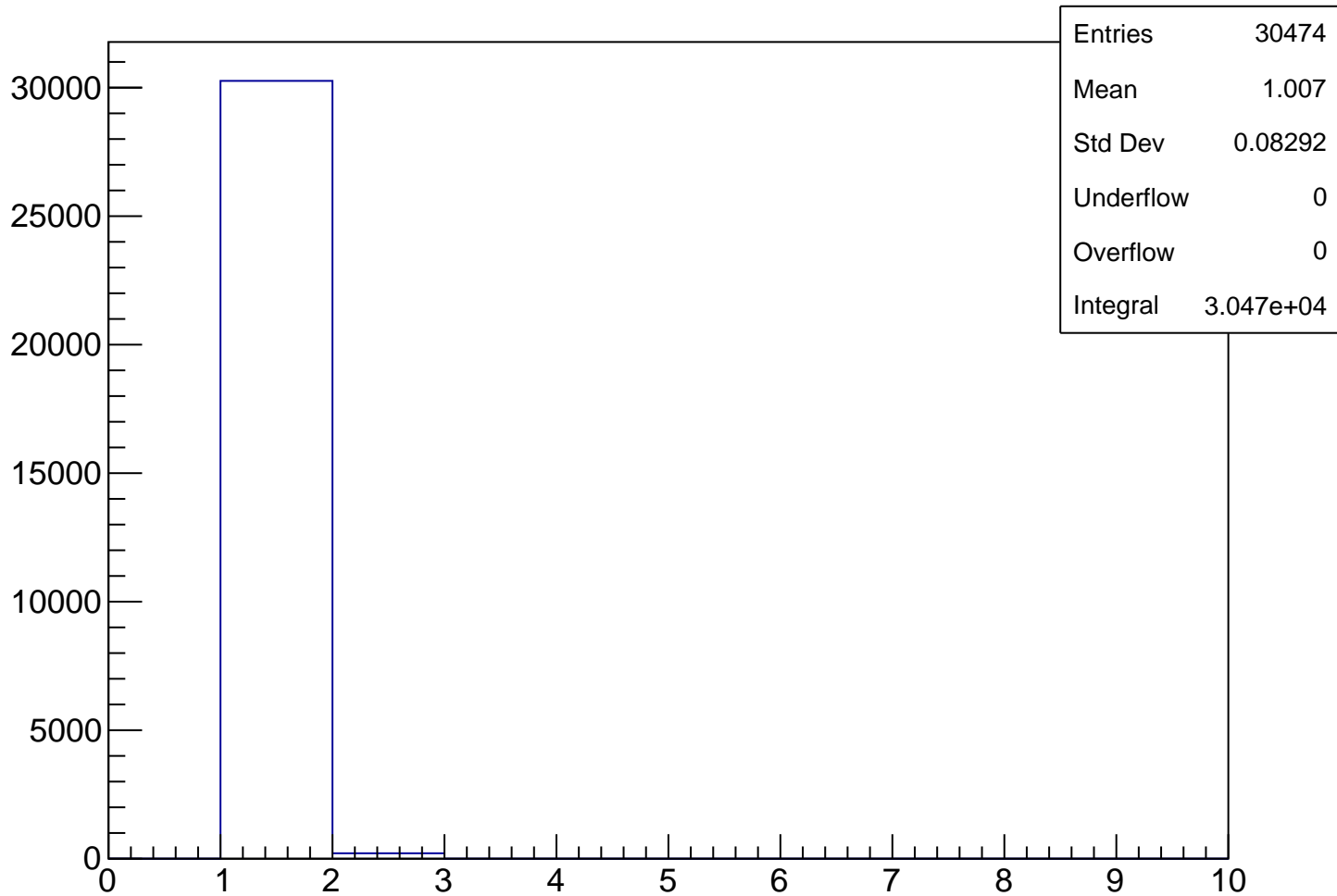
# TofMtOr



# TofMtOrDepthPat



# TofMtOrAllDepthPat



# TofHitPat Cut:Nhits



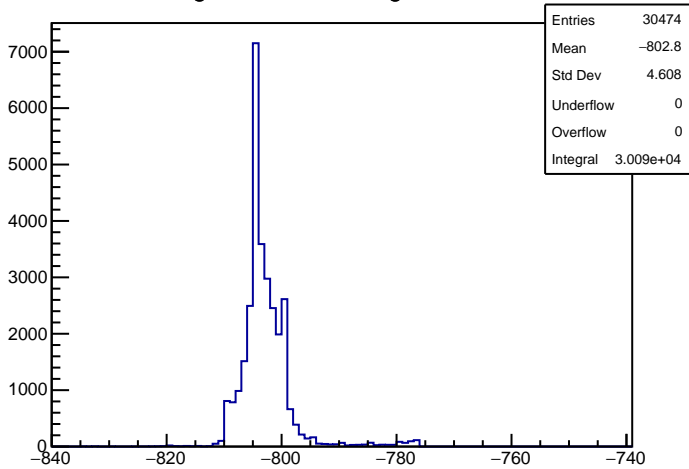
# TofMtOrCut



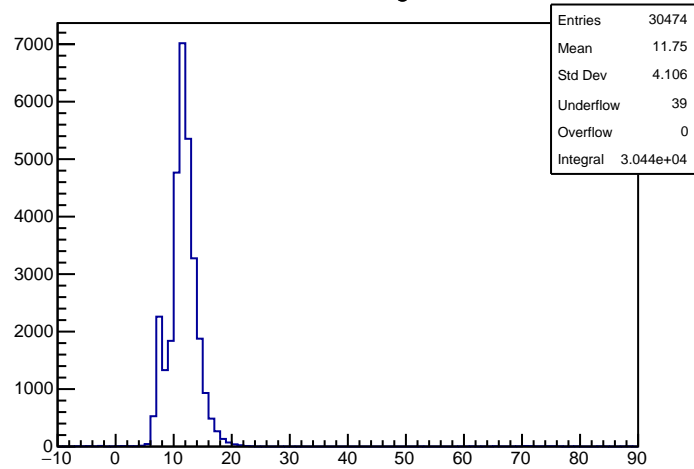
# TofMtOr TdcCut & MtxFlgCut



MtxFlag TdcCut &amp; MtxFlg &amp; Nhits=1 Cut



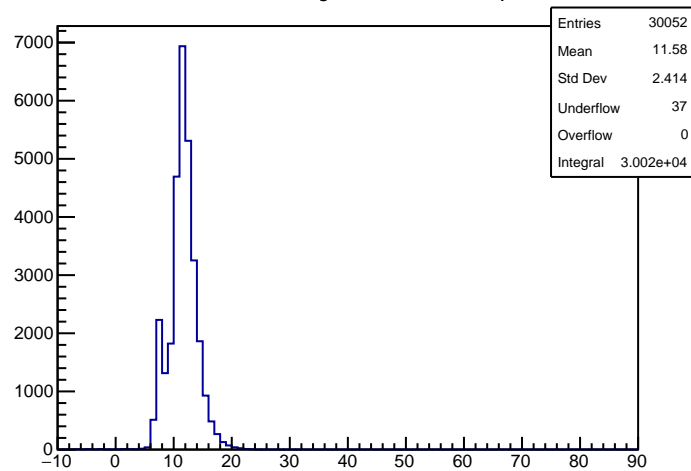
TofMtOr TdcCut &amp; MtxFlg &amp; Nhits=1 Cut



MtxFlag TdcCut &amp; MtxFlg &amp; Nhits=1 &amp; MaxDepth#1 Cut



TofMtOr TdcCut &amp; MtxFlg &amp; Nhits=1 &amp; MaxDepth#1 Cut

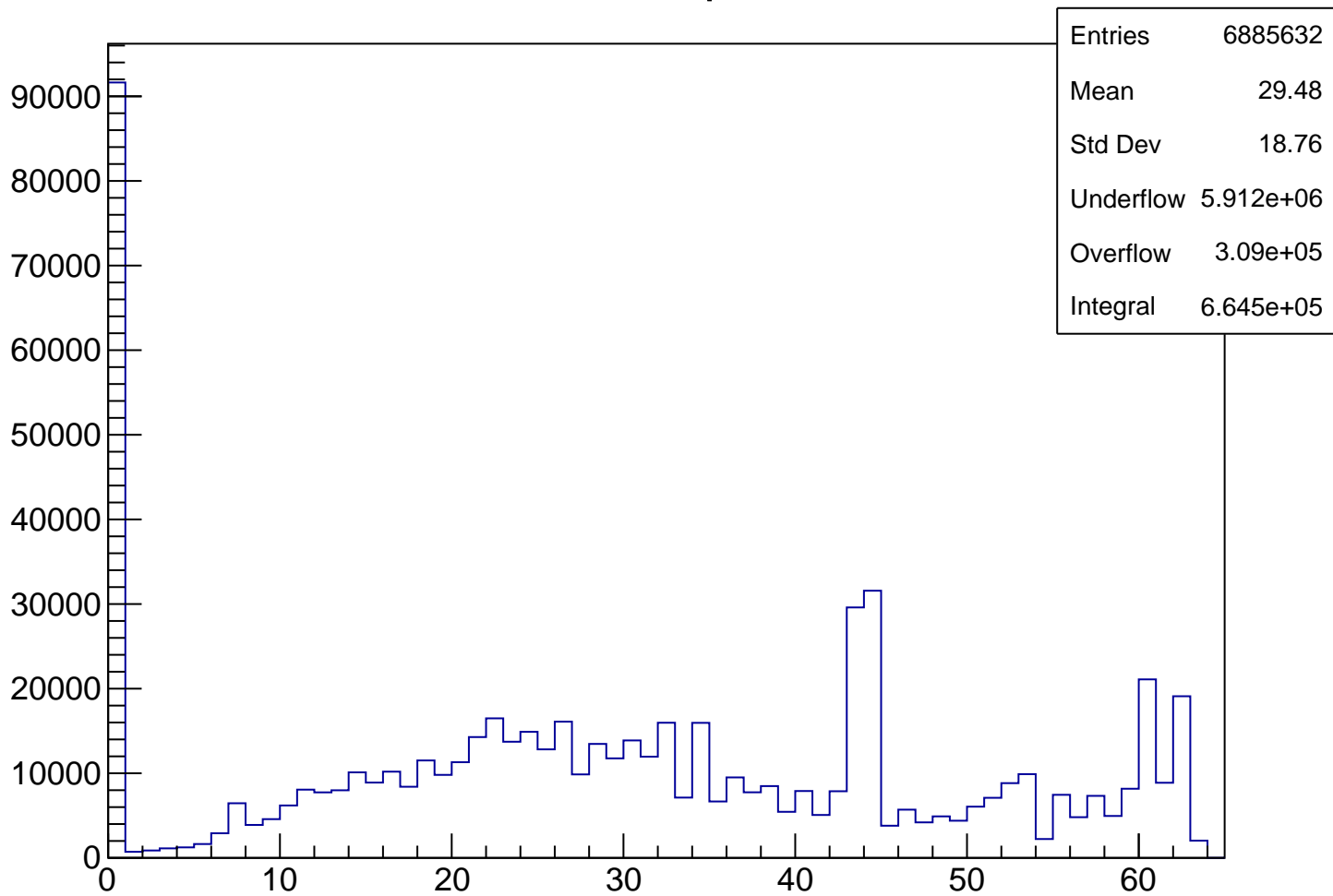




# SchNhits



# SchHitpat



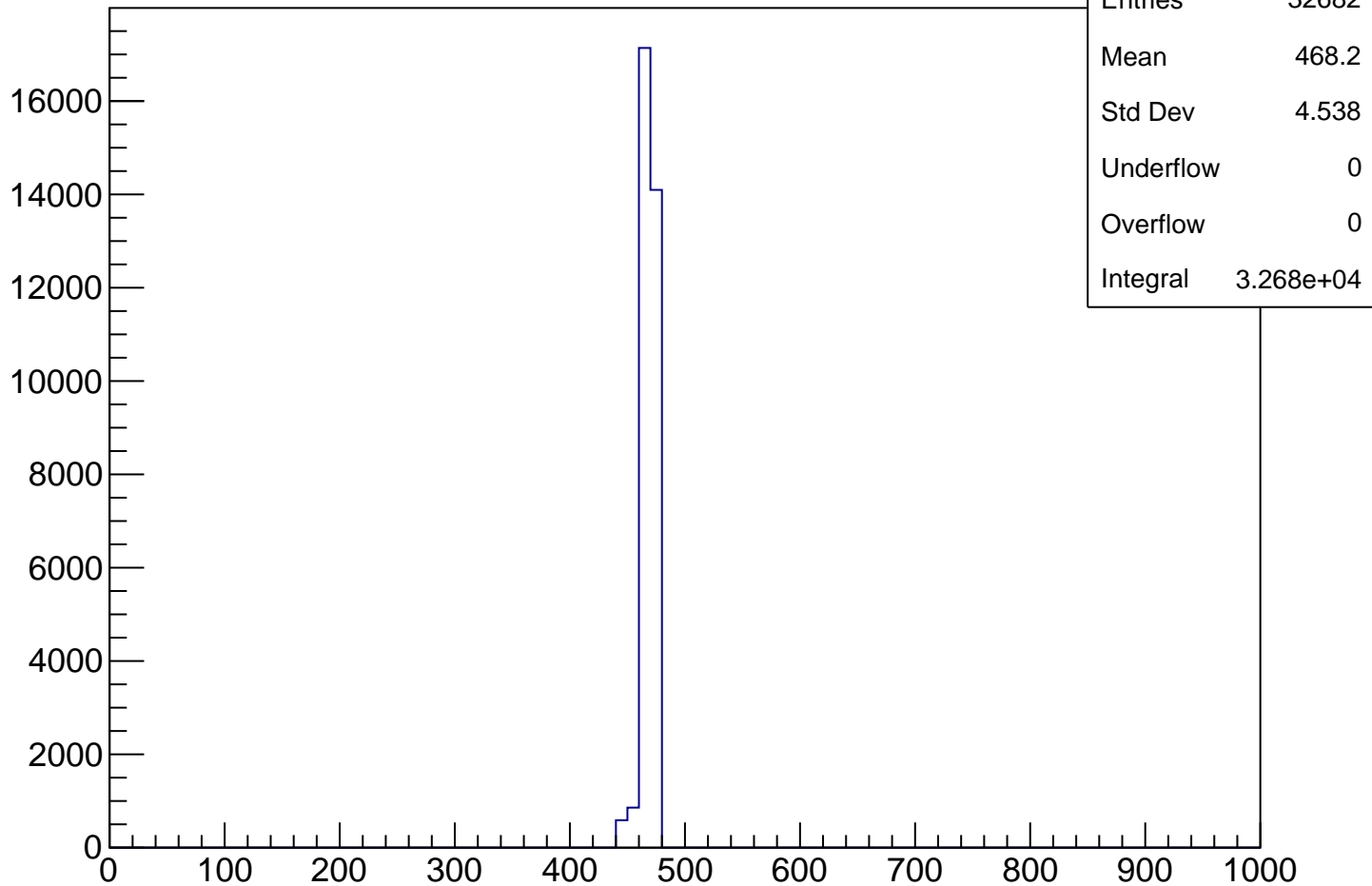
# SchNhitsCut:nhits=1 & Maxdepth =1



# SchTdc



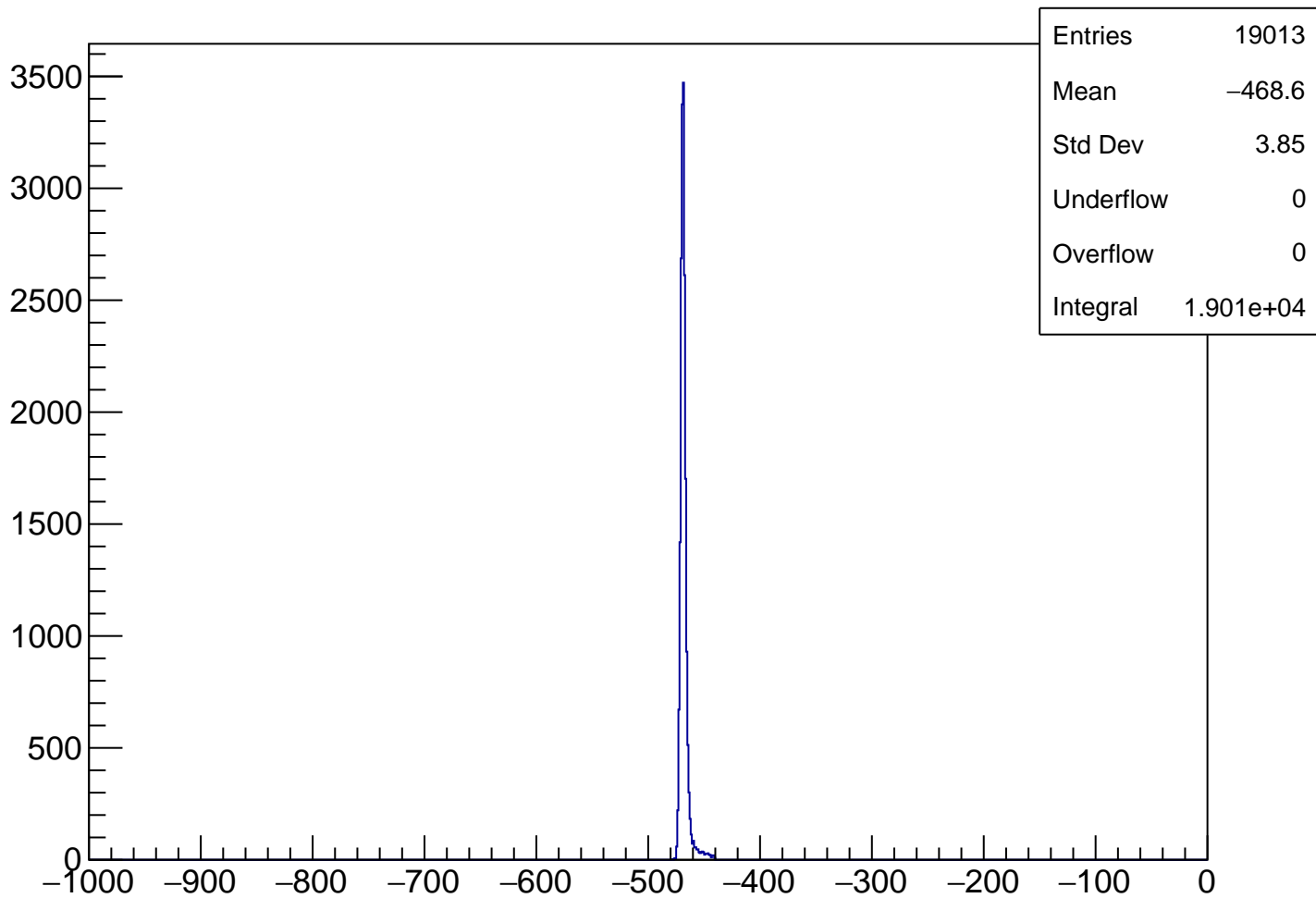
# SchTdcCut:nhits=1 & Maxdepth =1



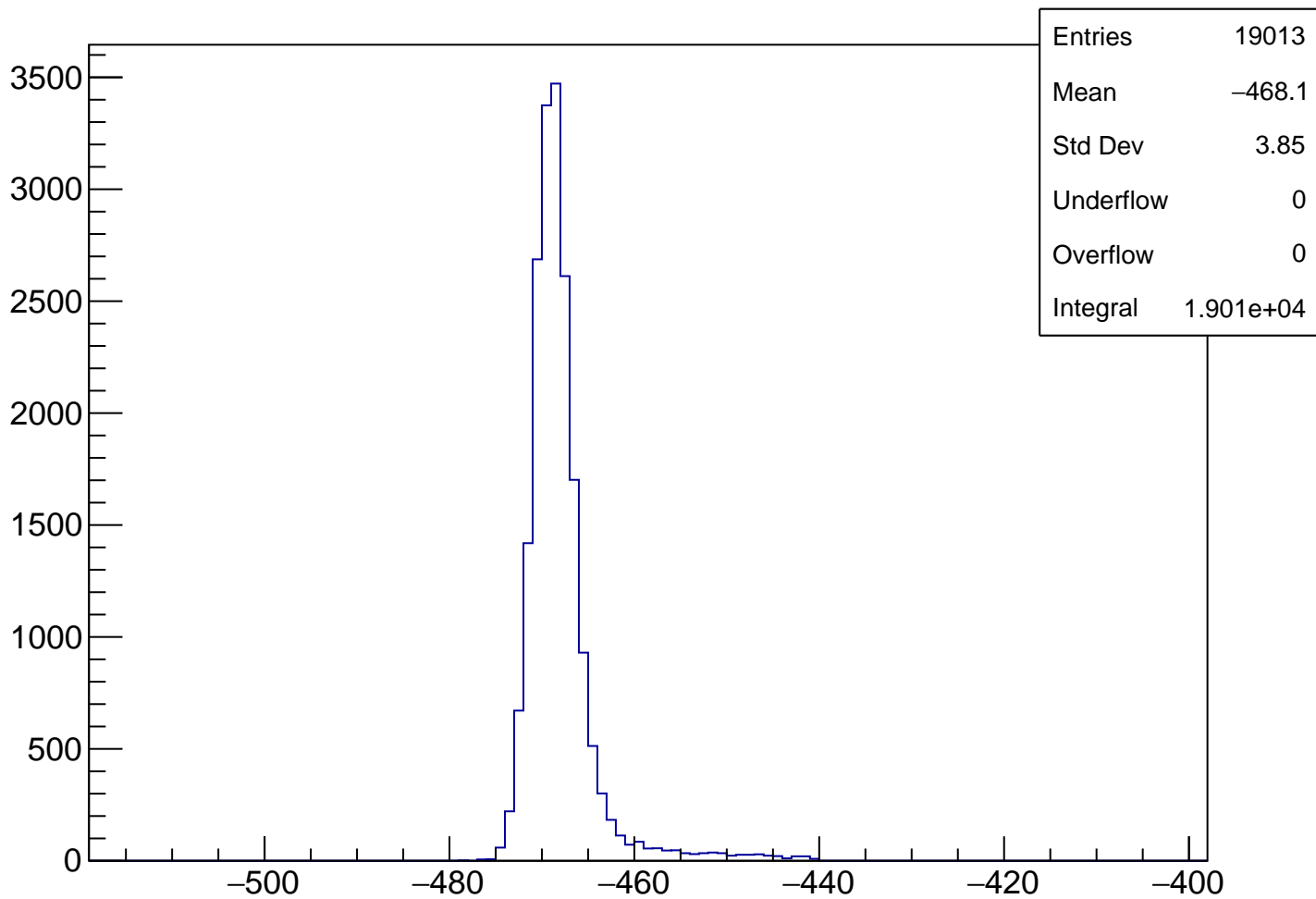
# SchTdcCut2: Sch&TOF-> nhits=1 & Maxdepth =1



# SchTimeCut2: Sch&TOF-> nhits=1 & Maxdepth =1

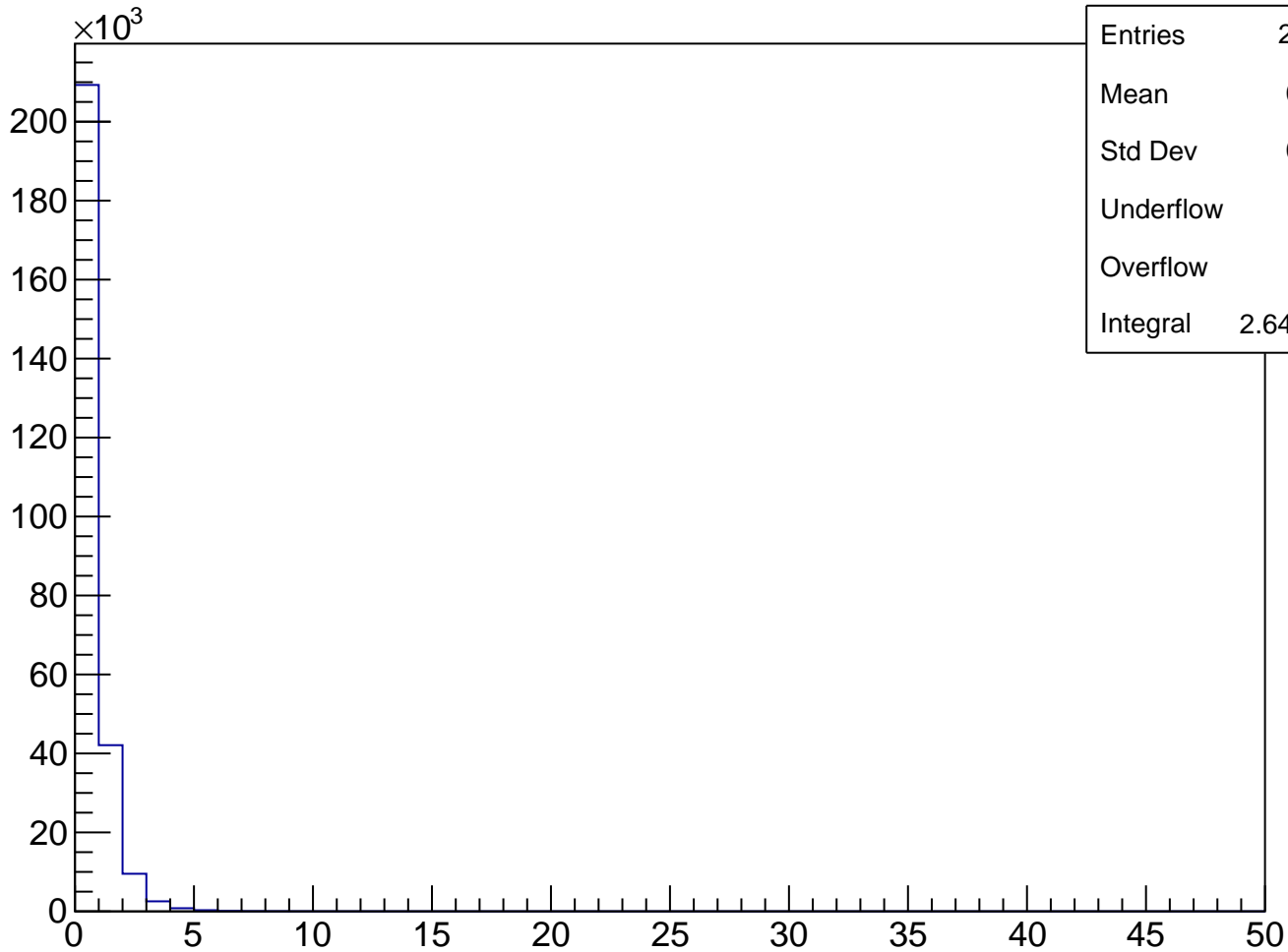


# SchTimeCut2: Sch&TOF-> nhits=1 & Maxdepth =1



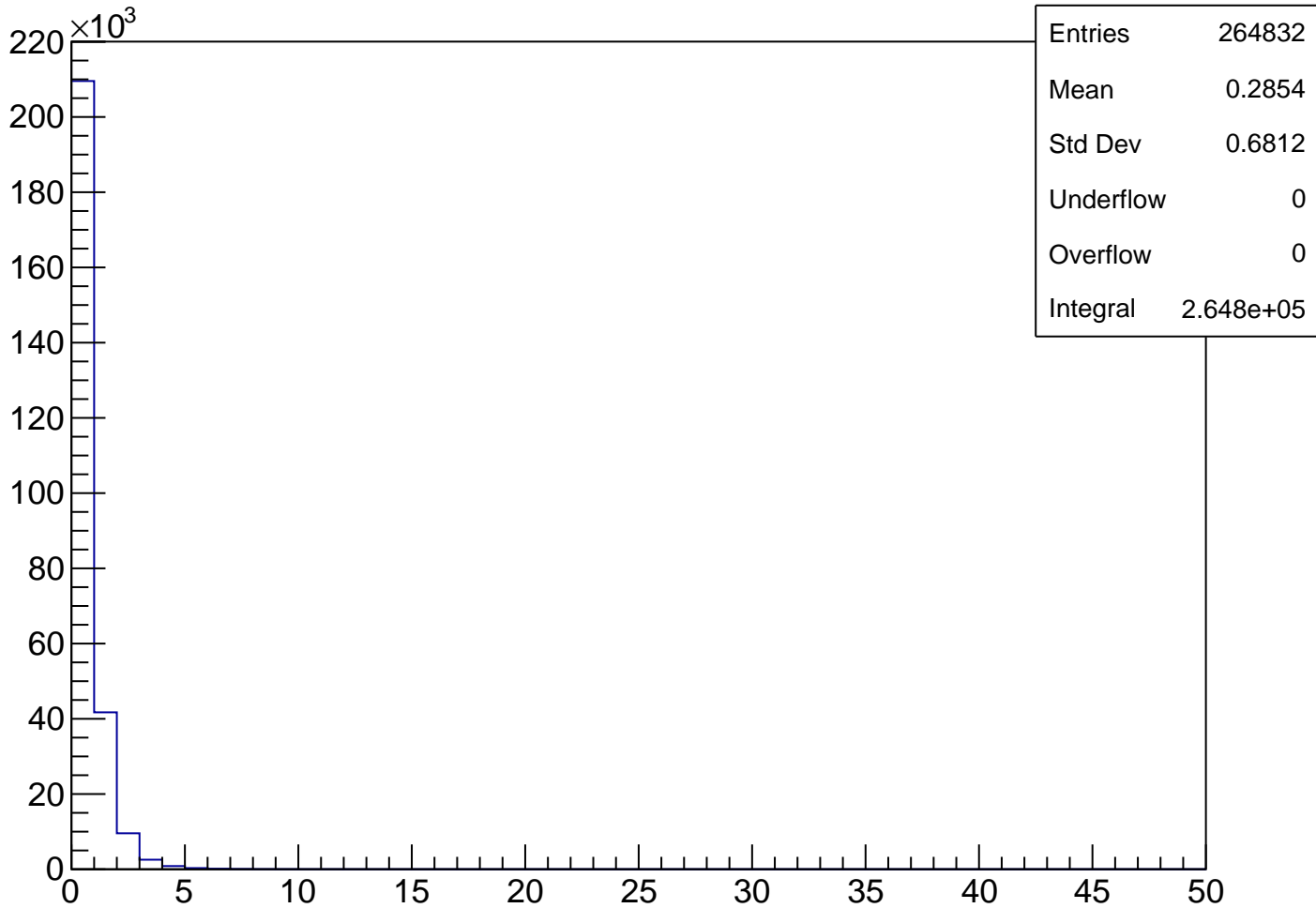


# Sft U Nhits

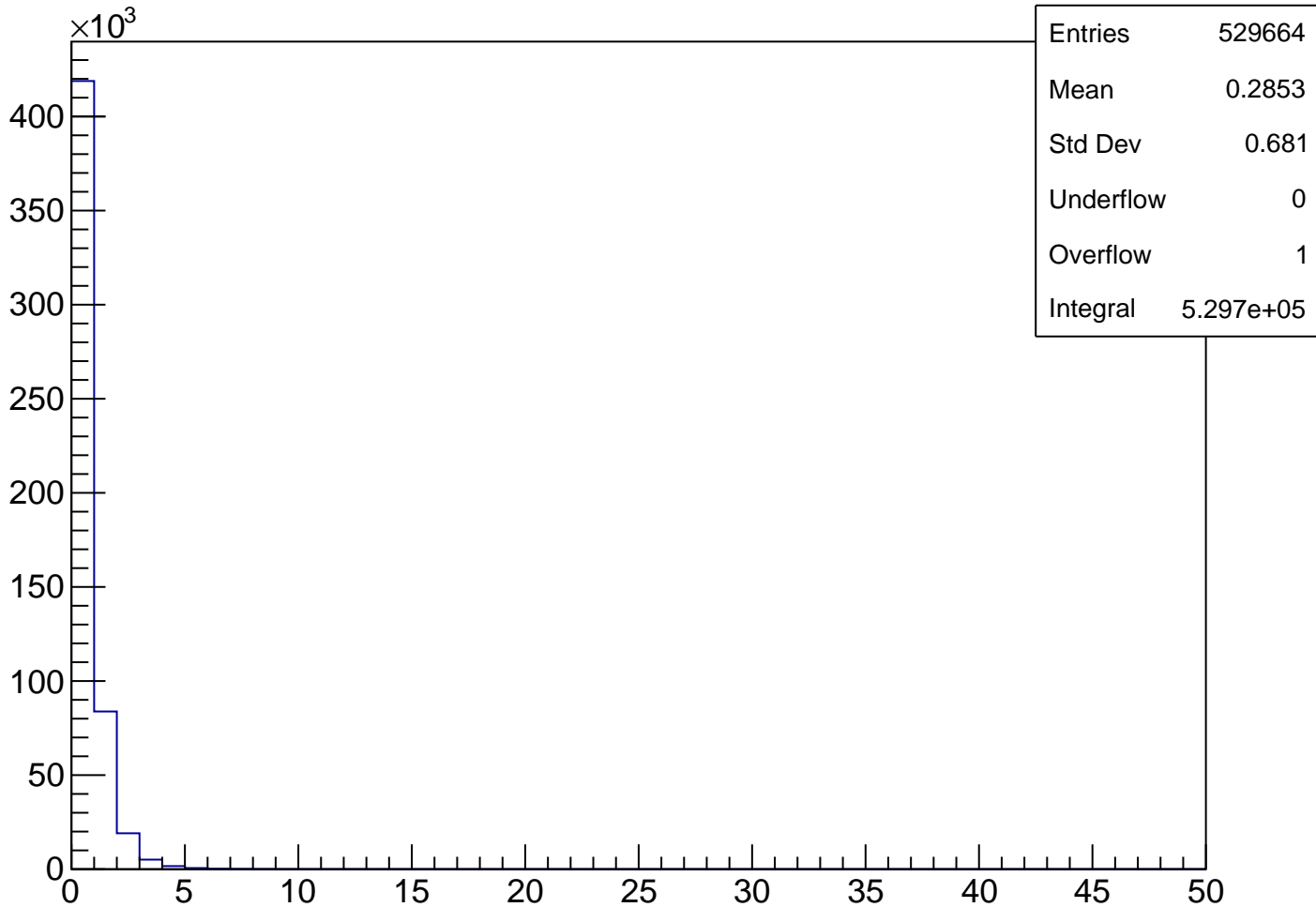


Entries	264832
Mean	0.2852
Std Dev	0.6807
Underflow	0
Overflow	1
Integral	2.648e+05

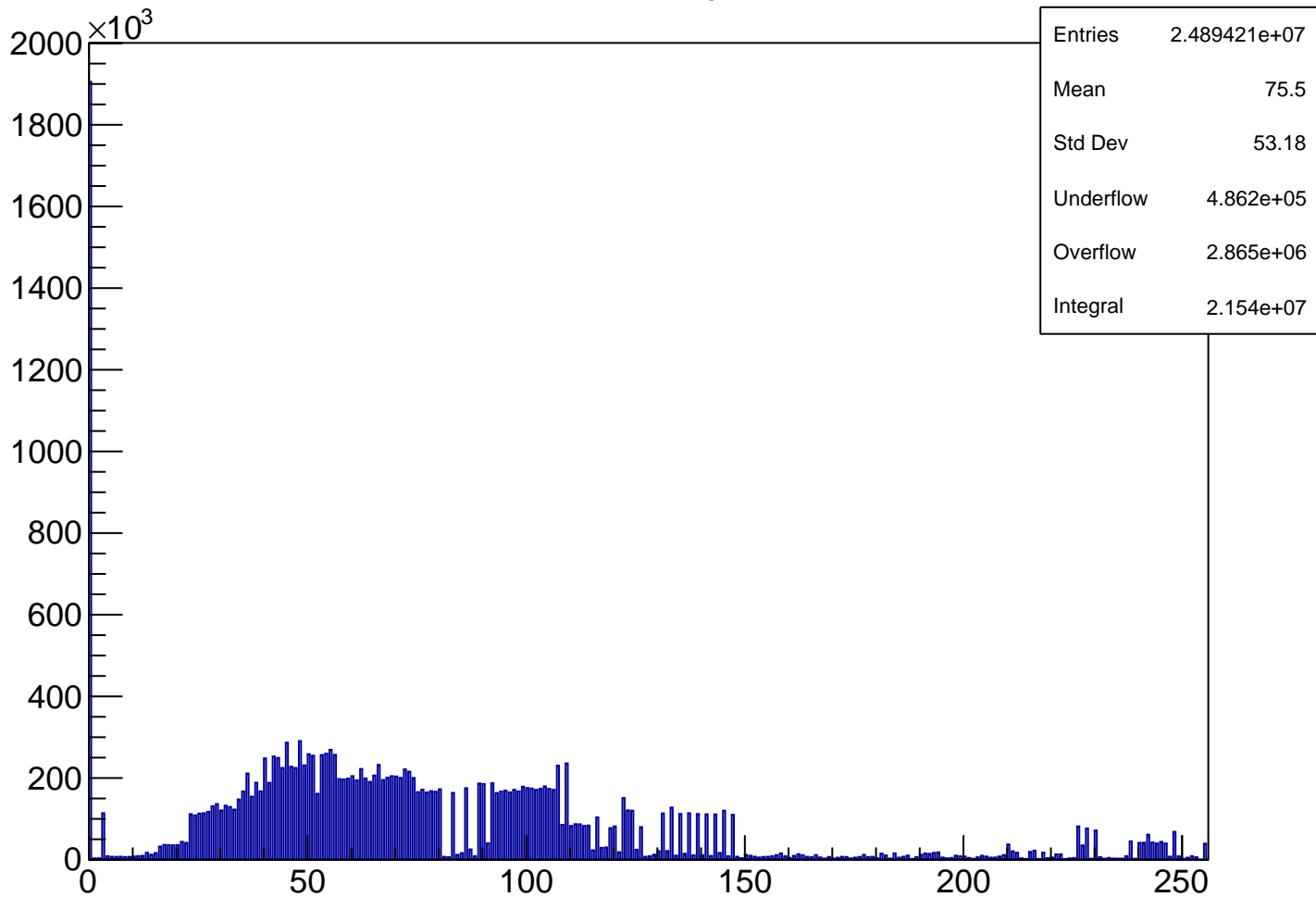
# Sft D Nhits



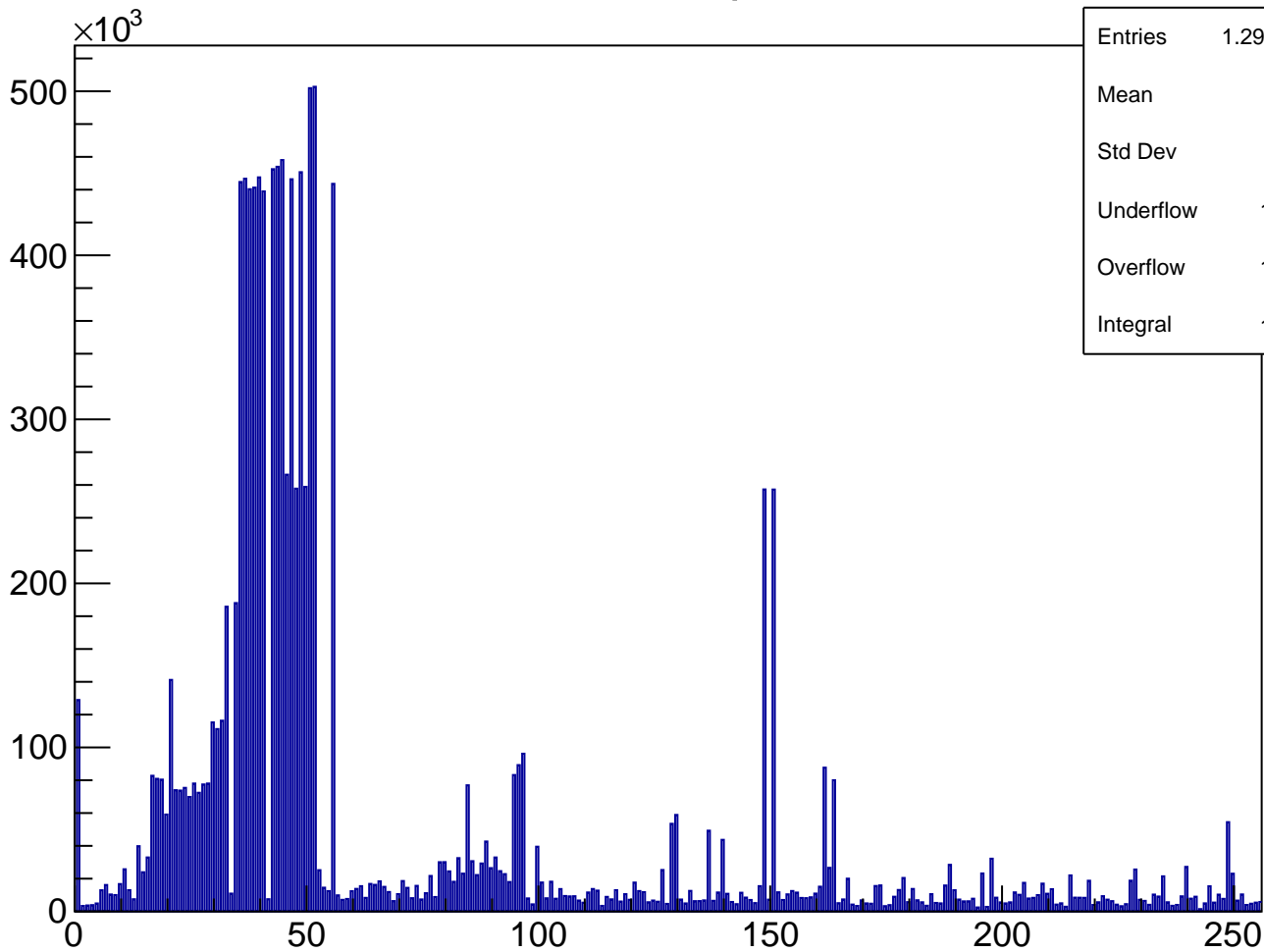
# SftNhits



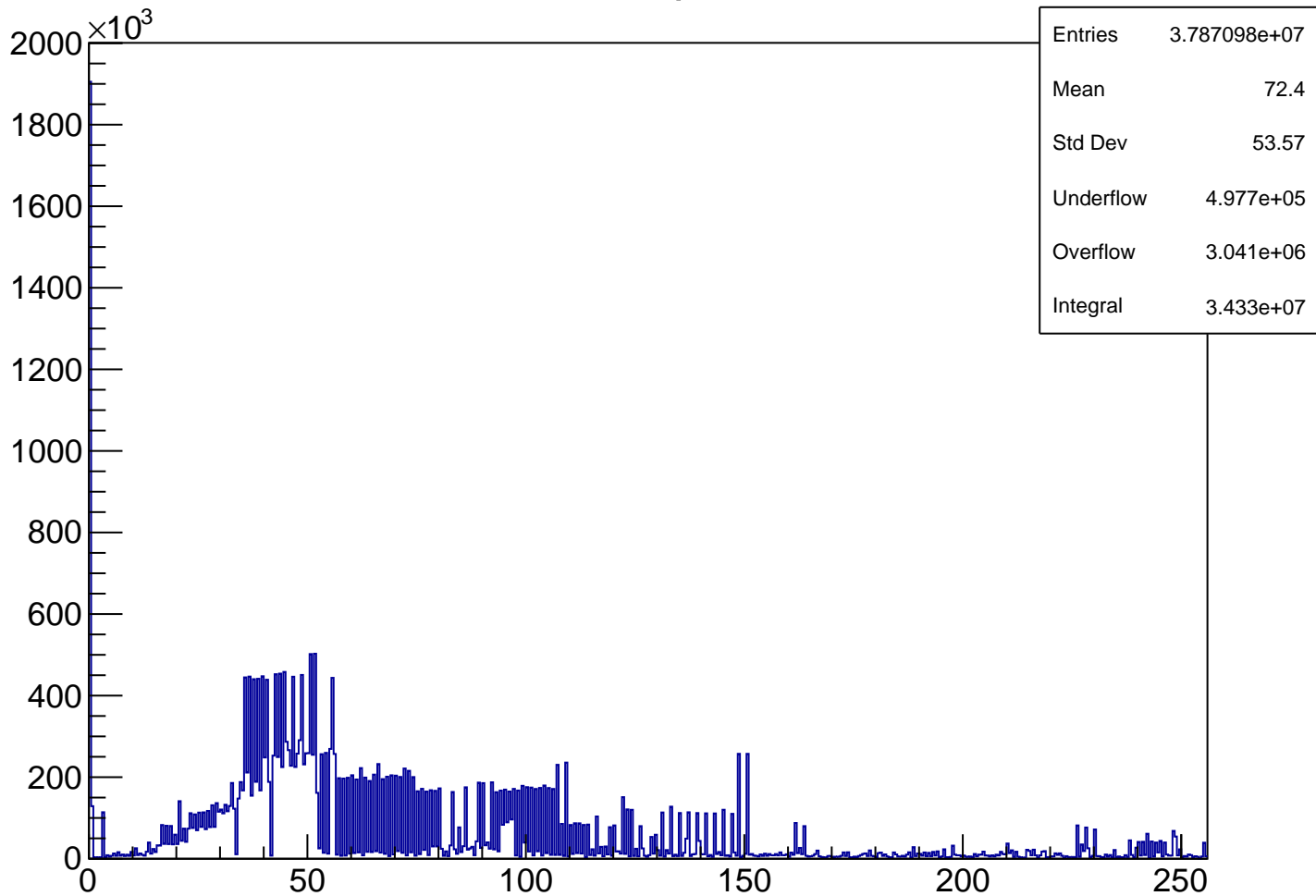
# Sft U Hitpat



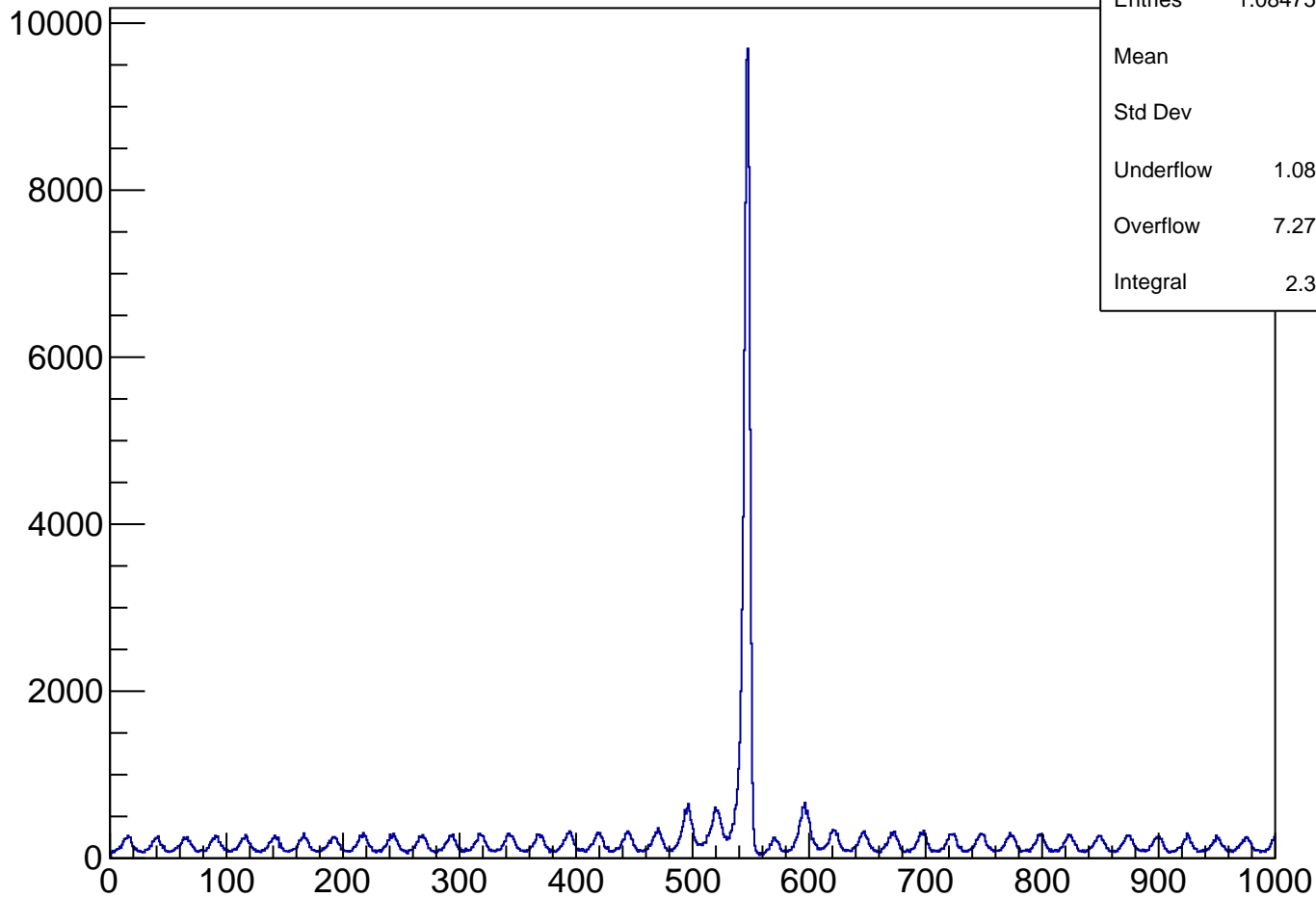
# Sft D Hitpat



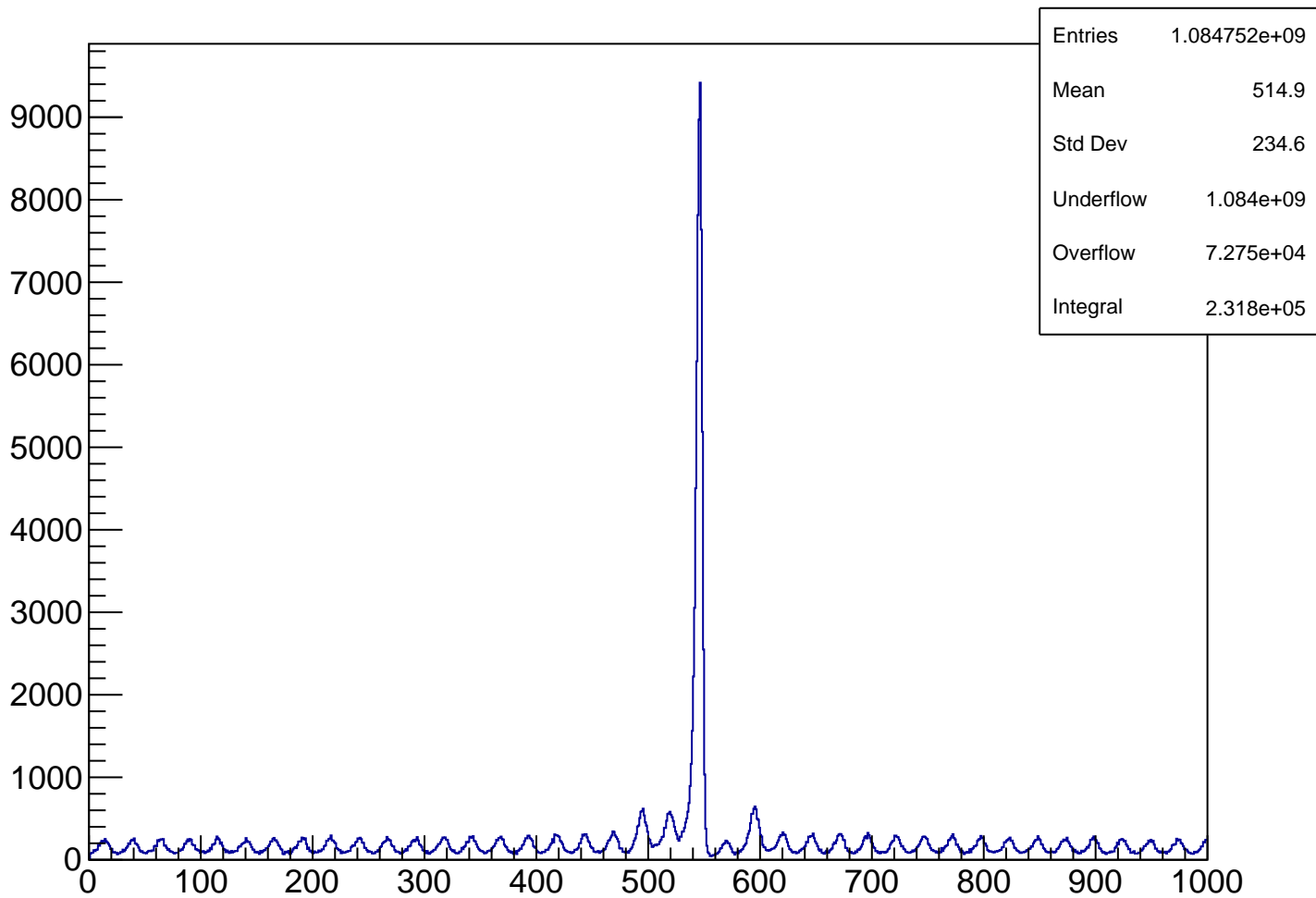
# SftHitpat



# Sft U Tdc

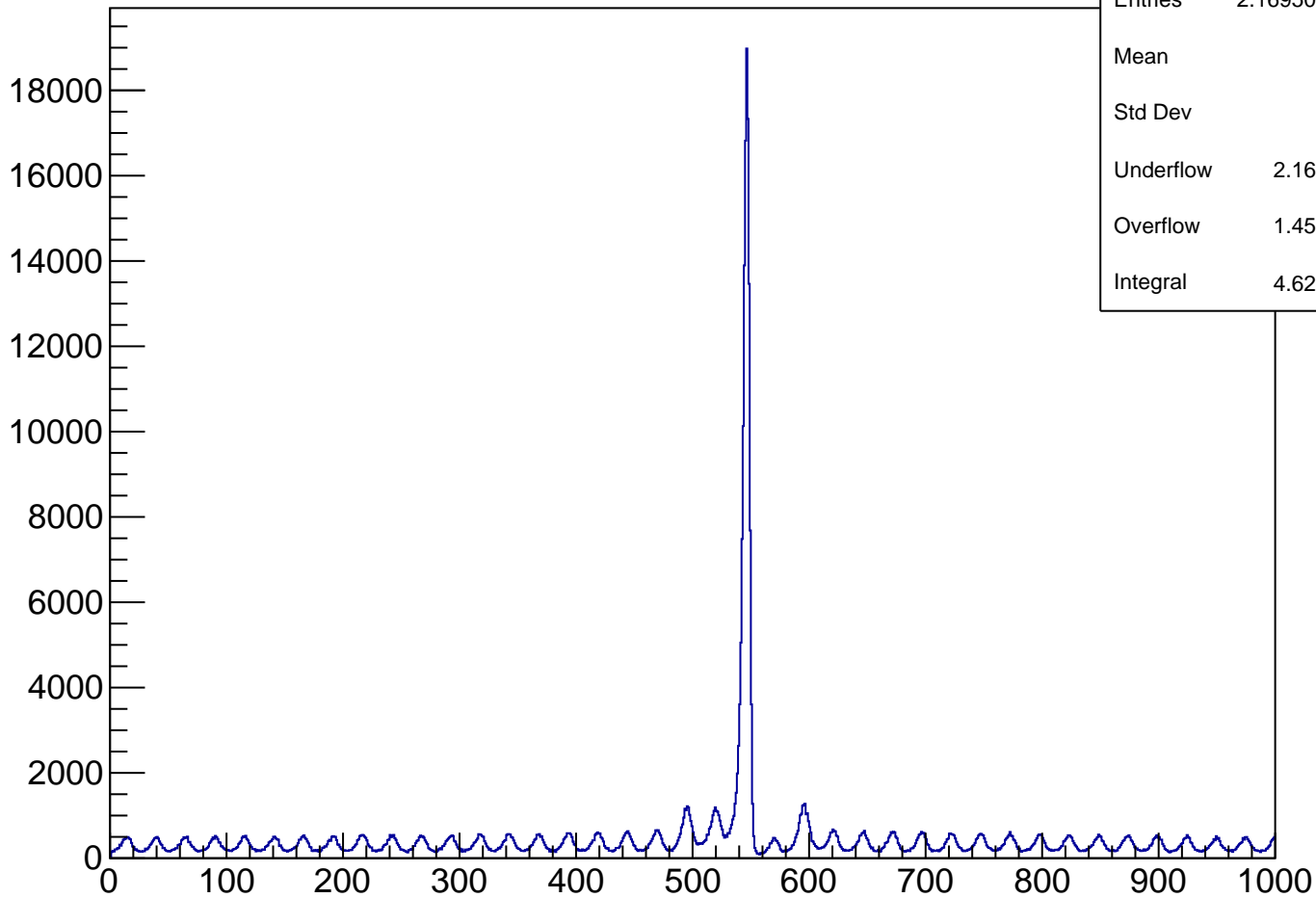


# Sft D Tdc

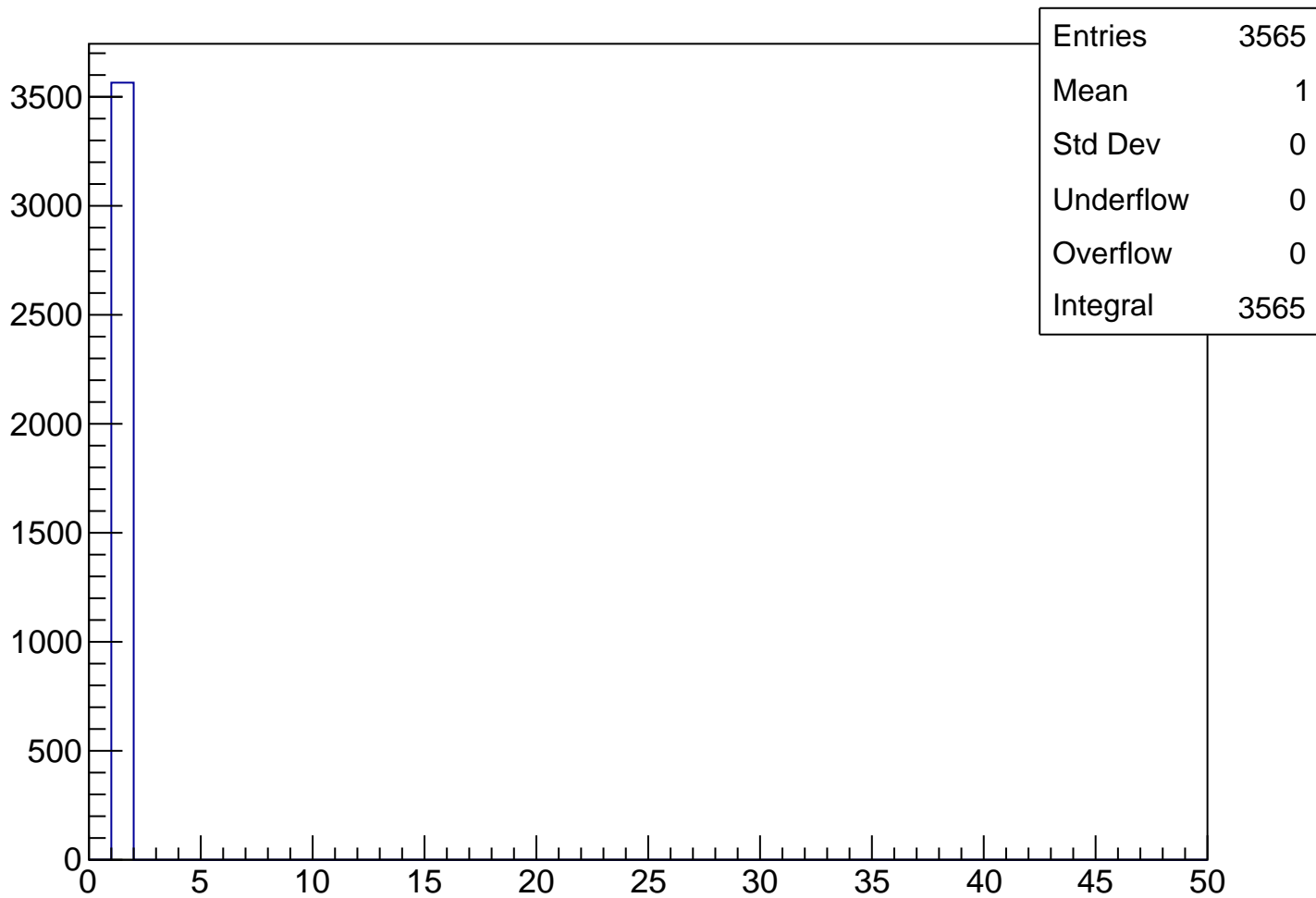




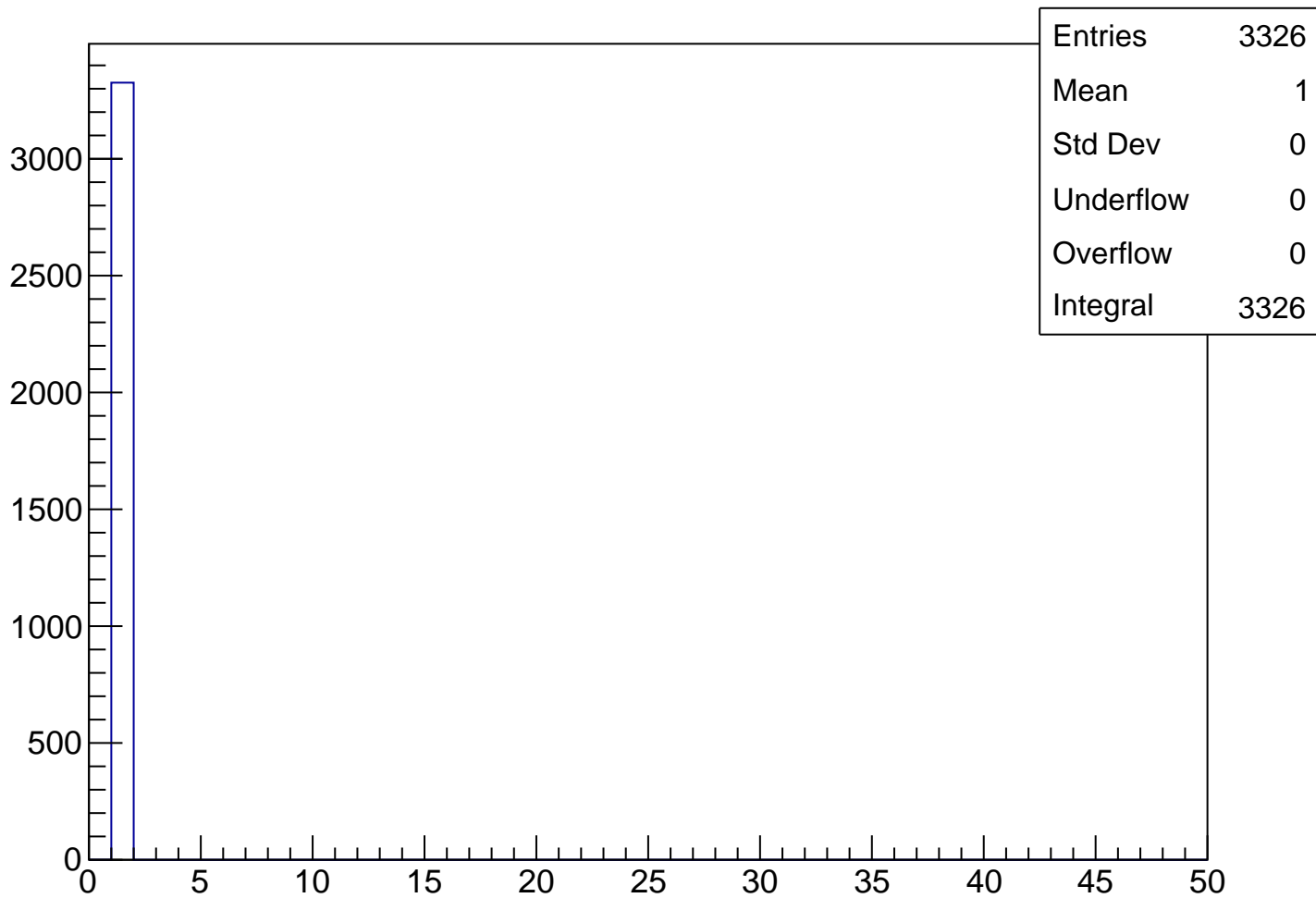
# SftTdc



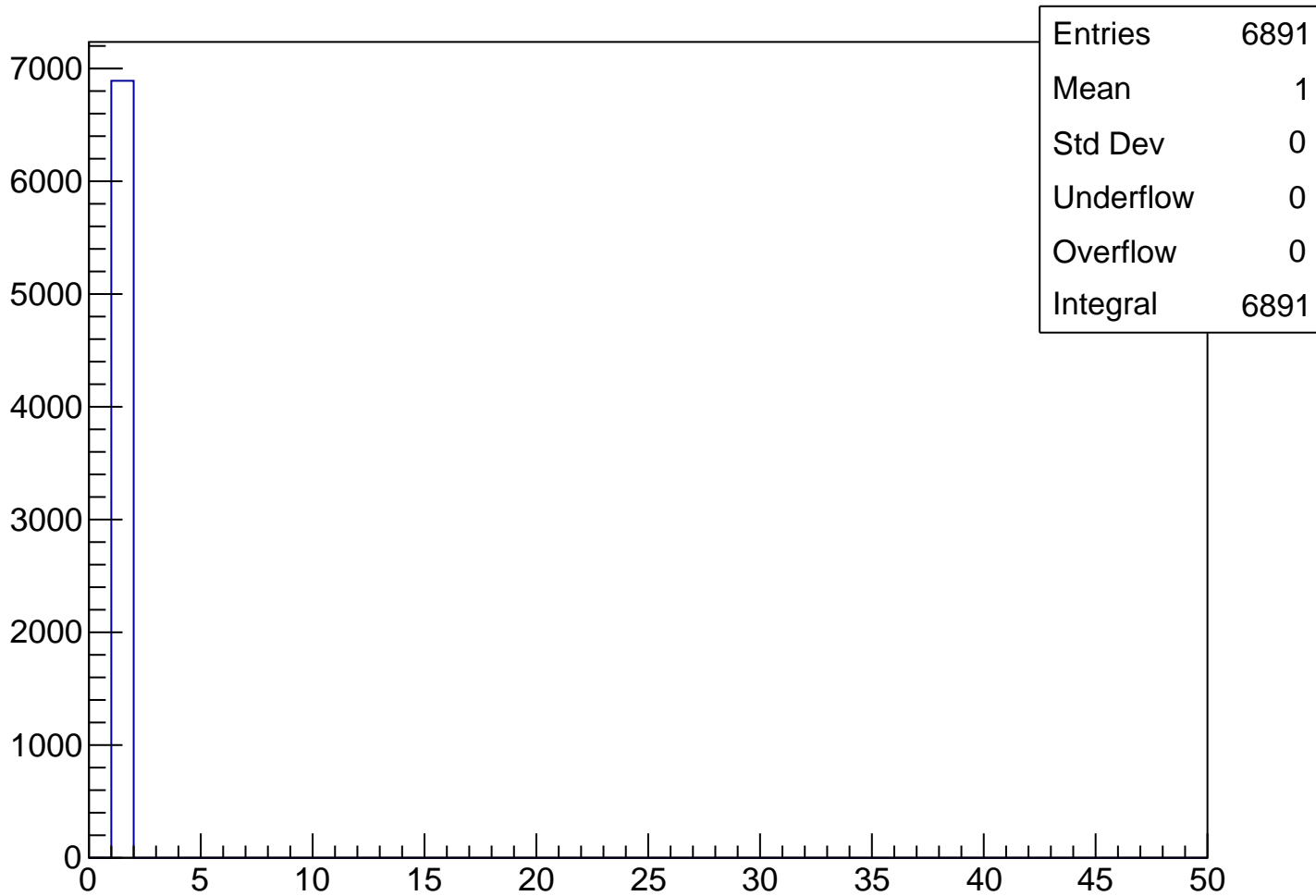
# Sft U Nhits Cut



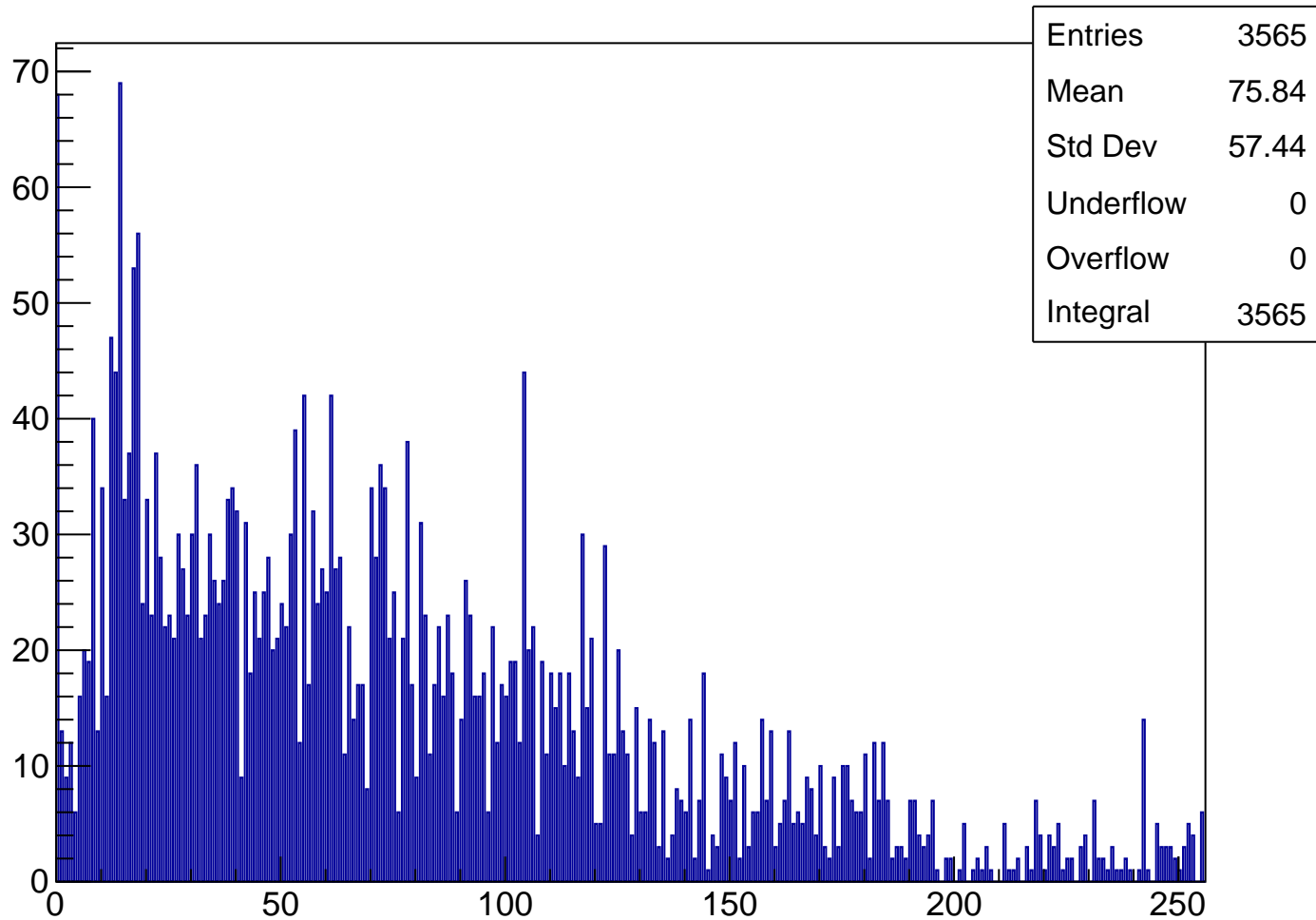
# Sft D Nhits



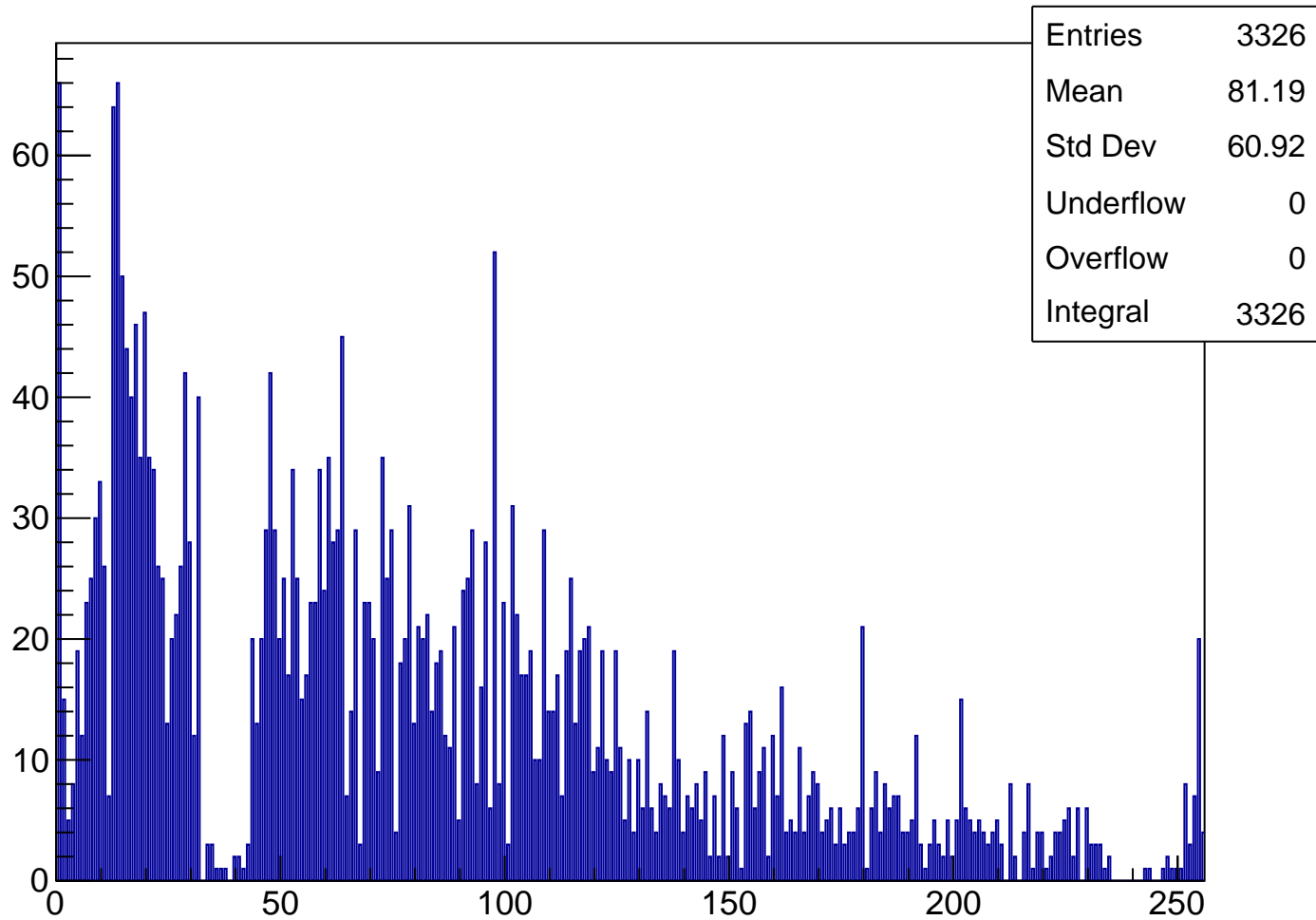
# SftNhits Cut



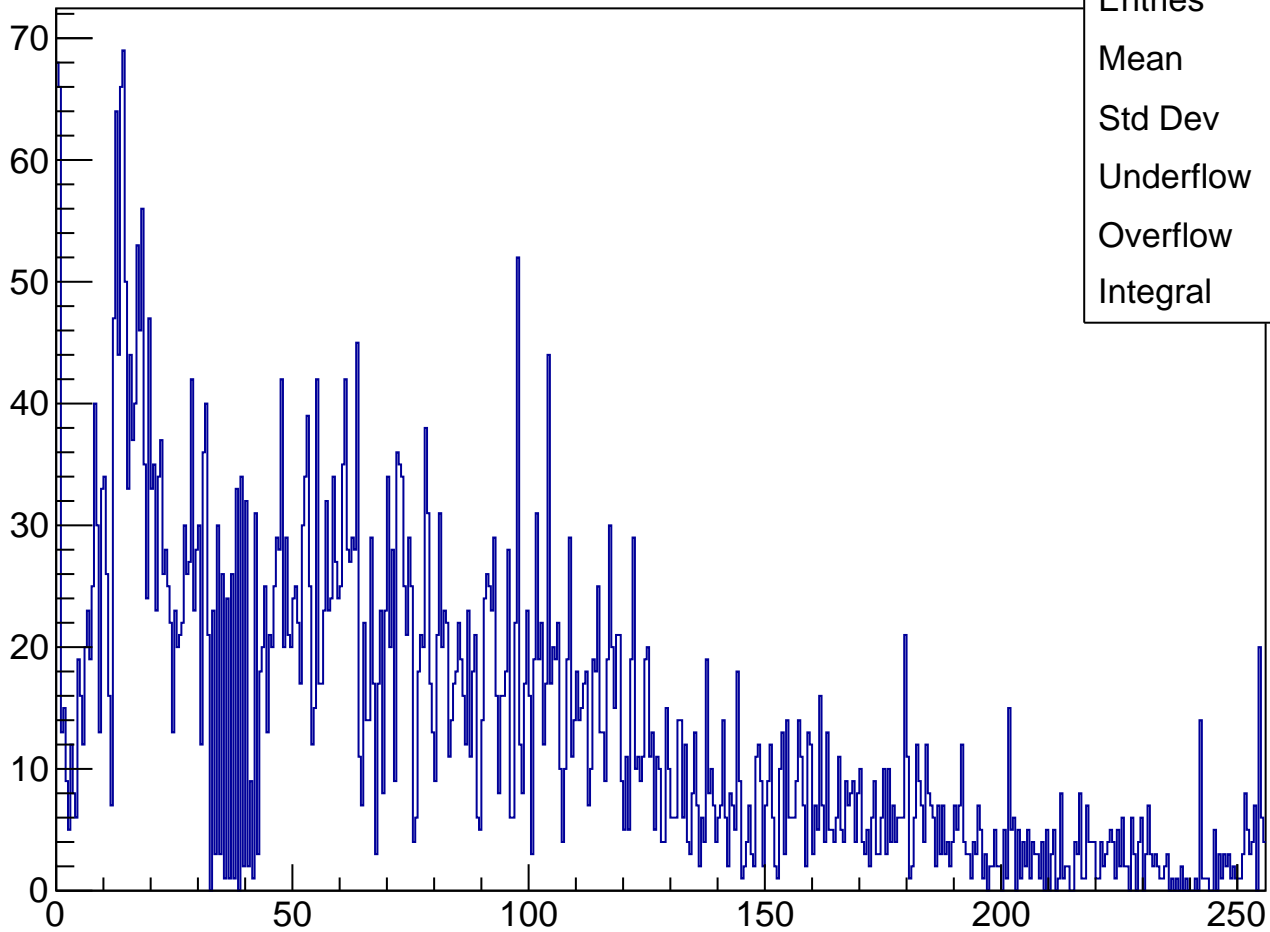
# Sft U Hitpat Cut



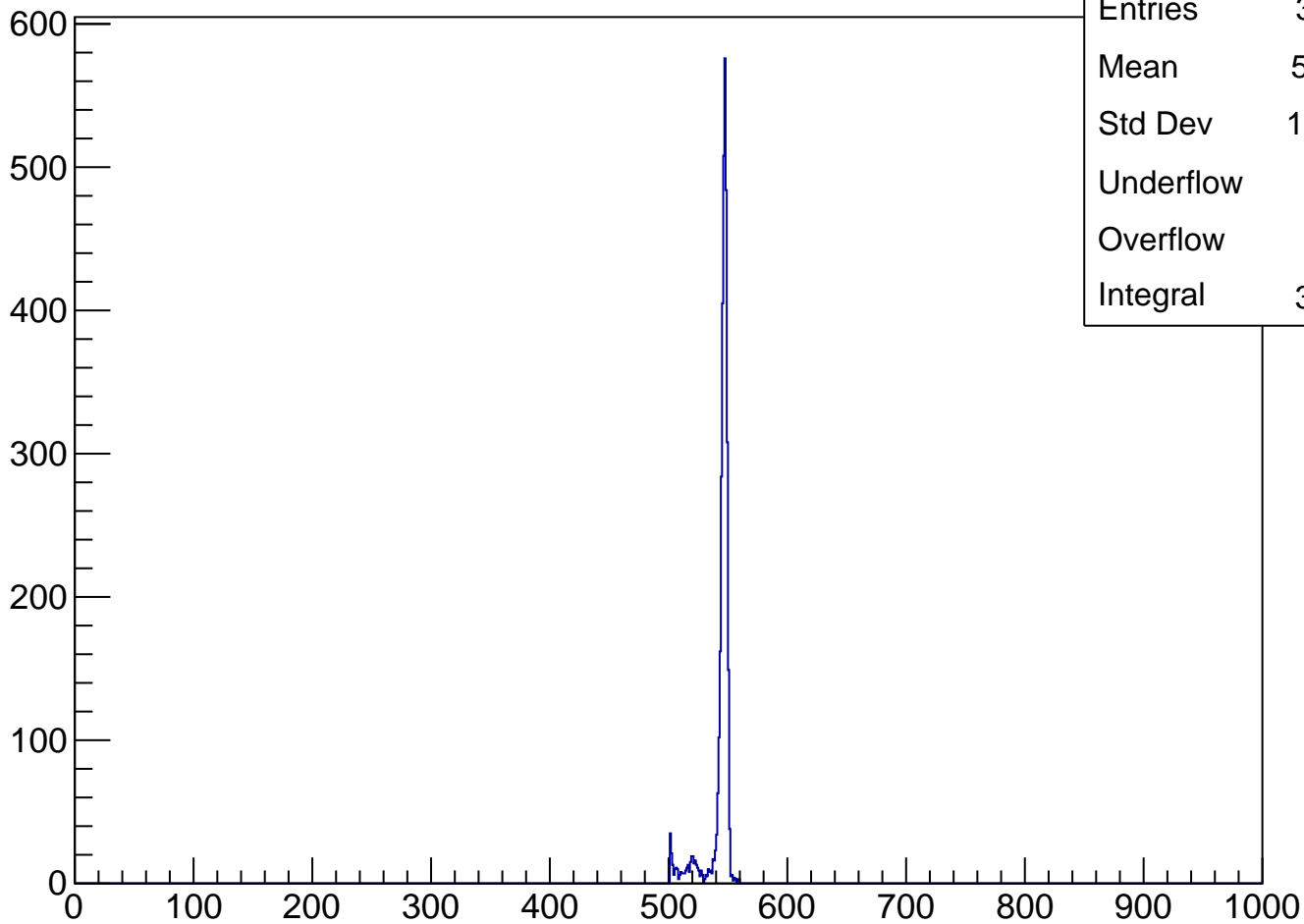
# Sft D Hitpat



# SftHitpat Cut

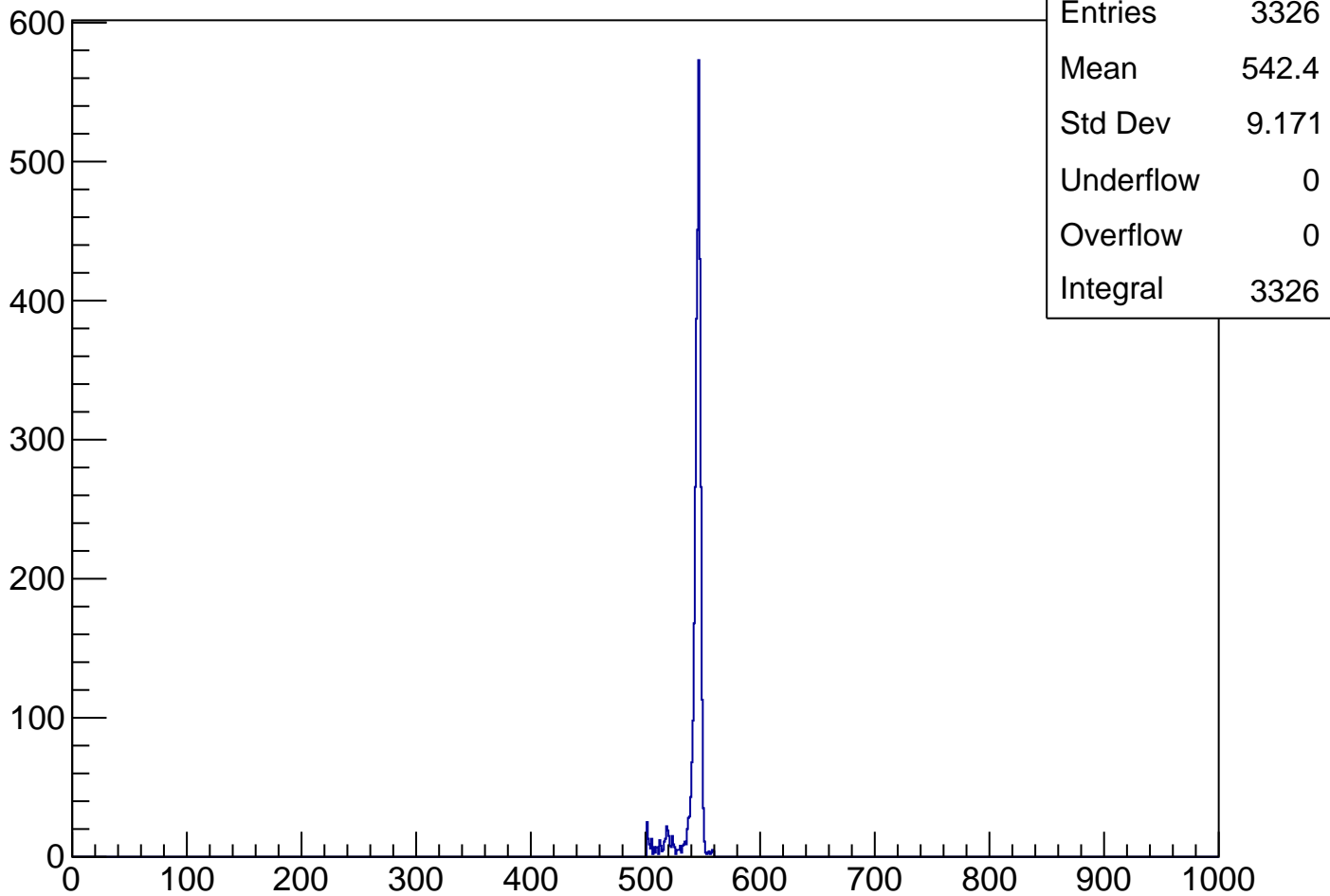


# Sft U Tdc Cut

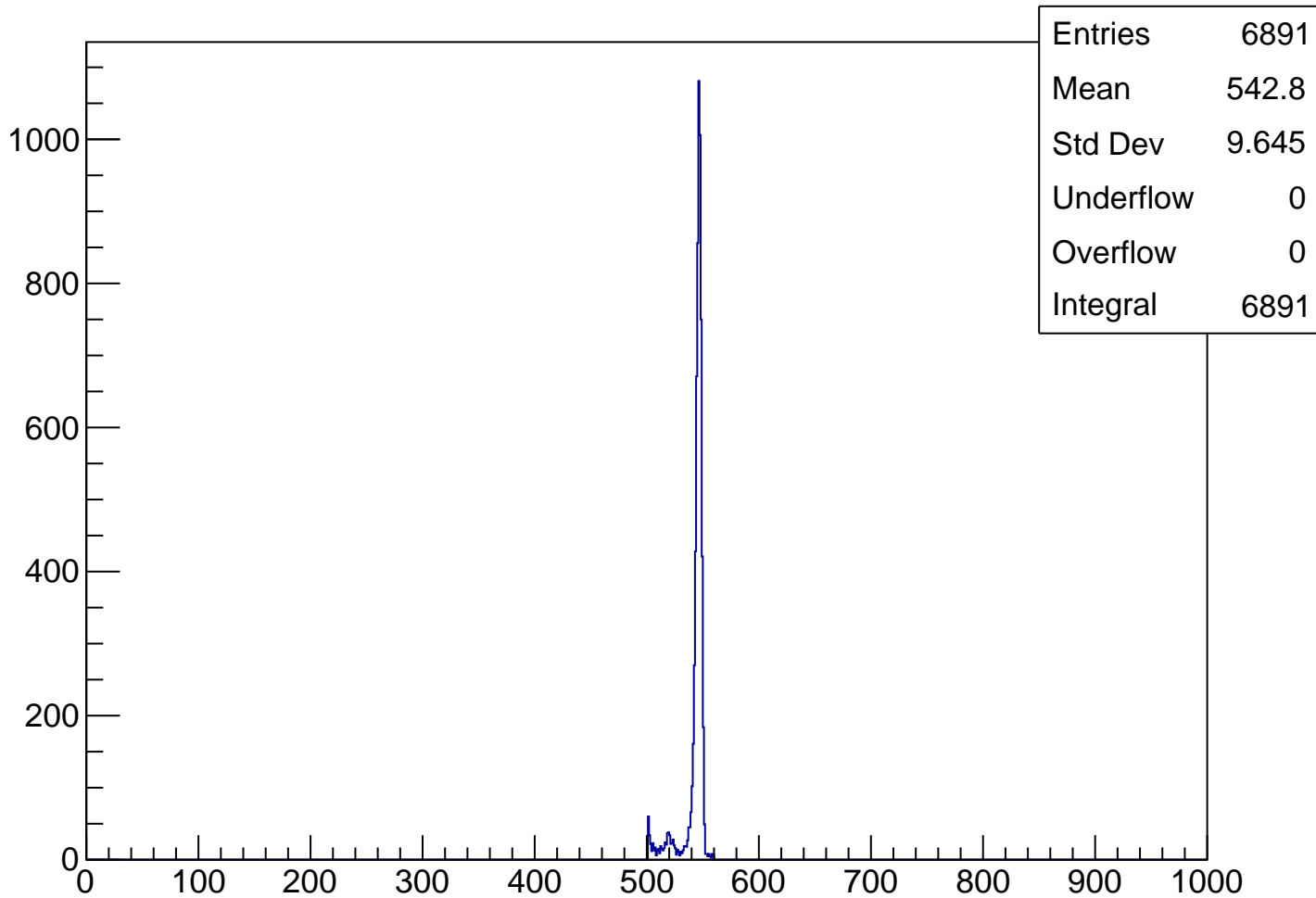




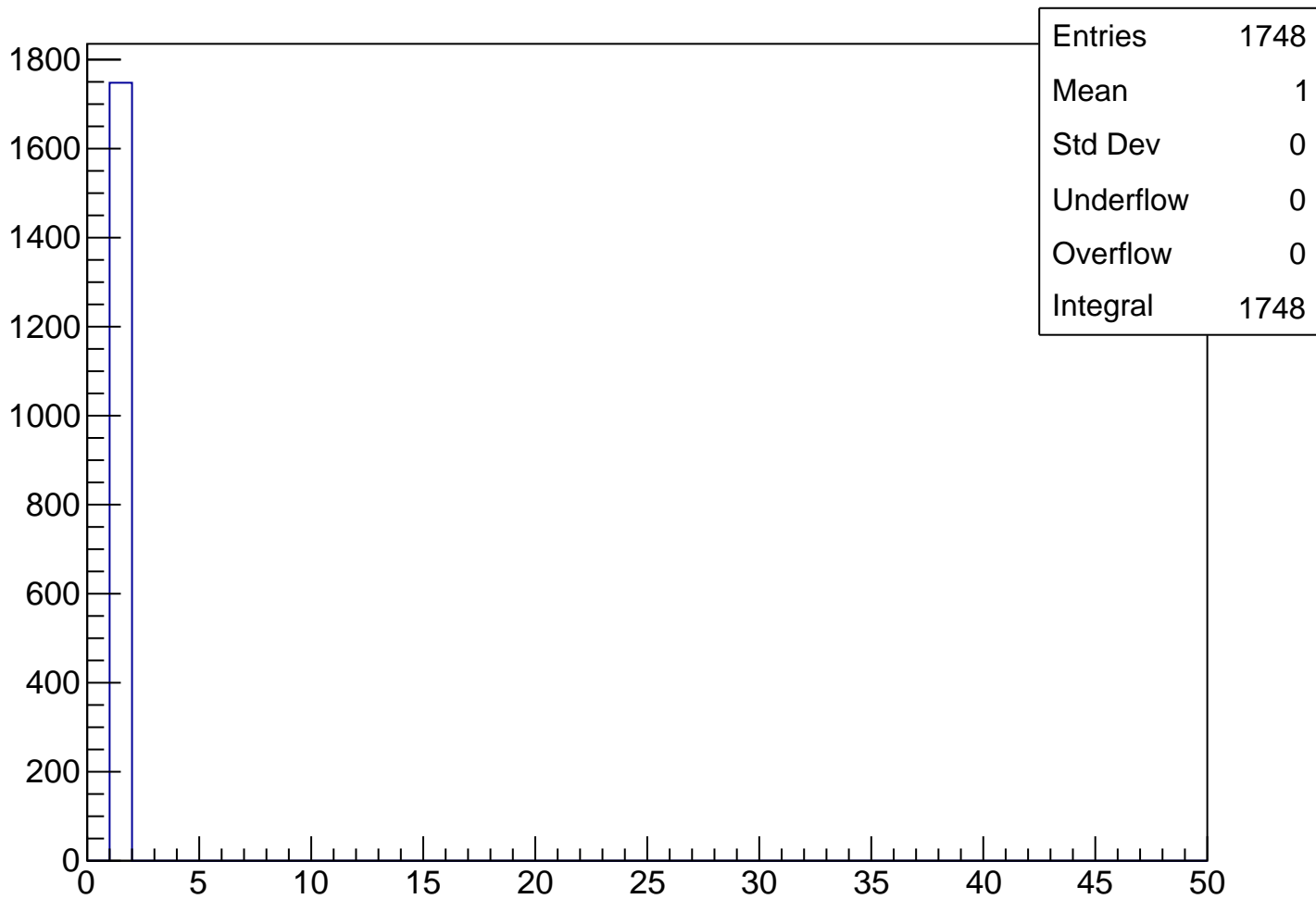
# Sft D Tdc



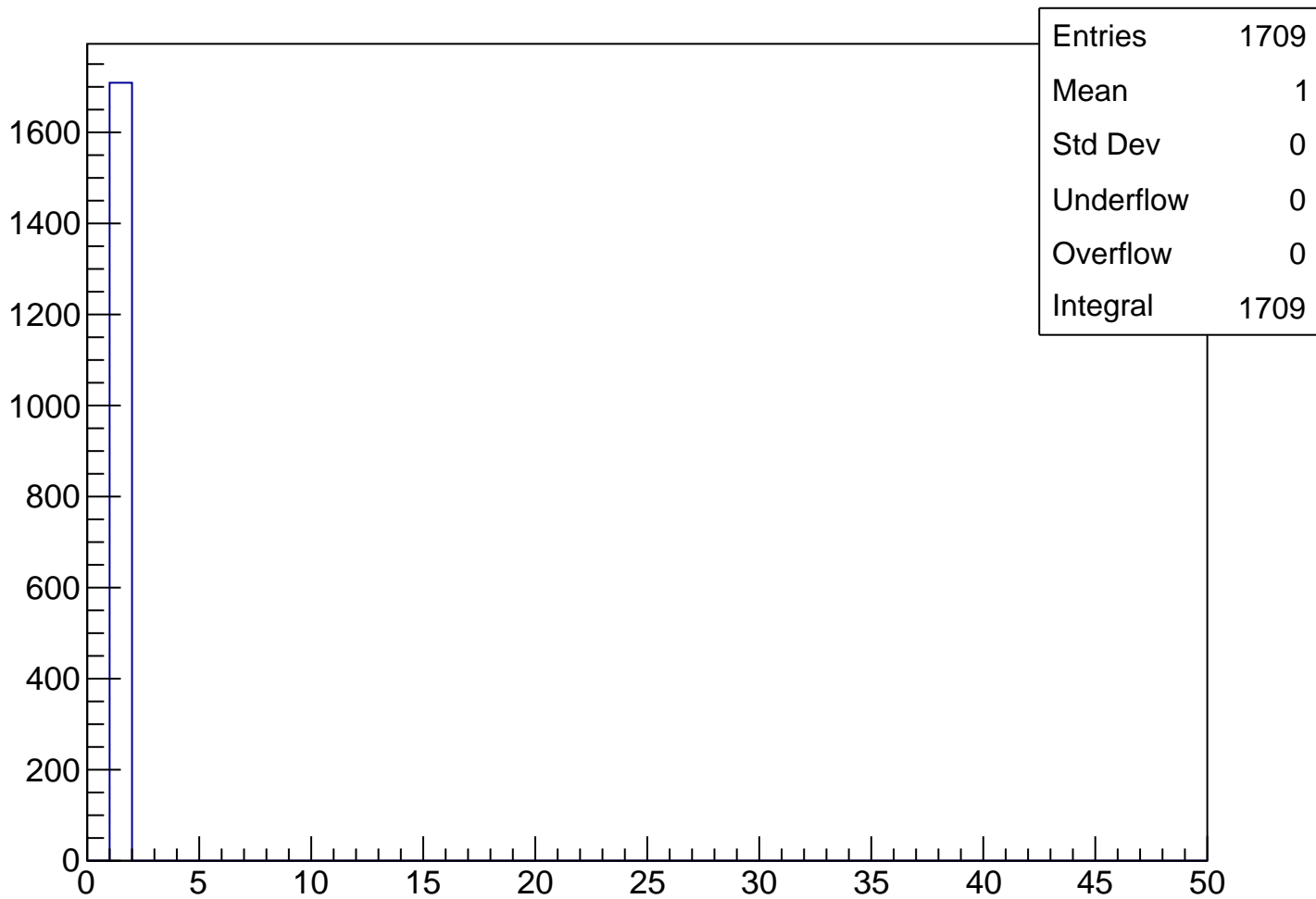
# SftTdc Cut



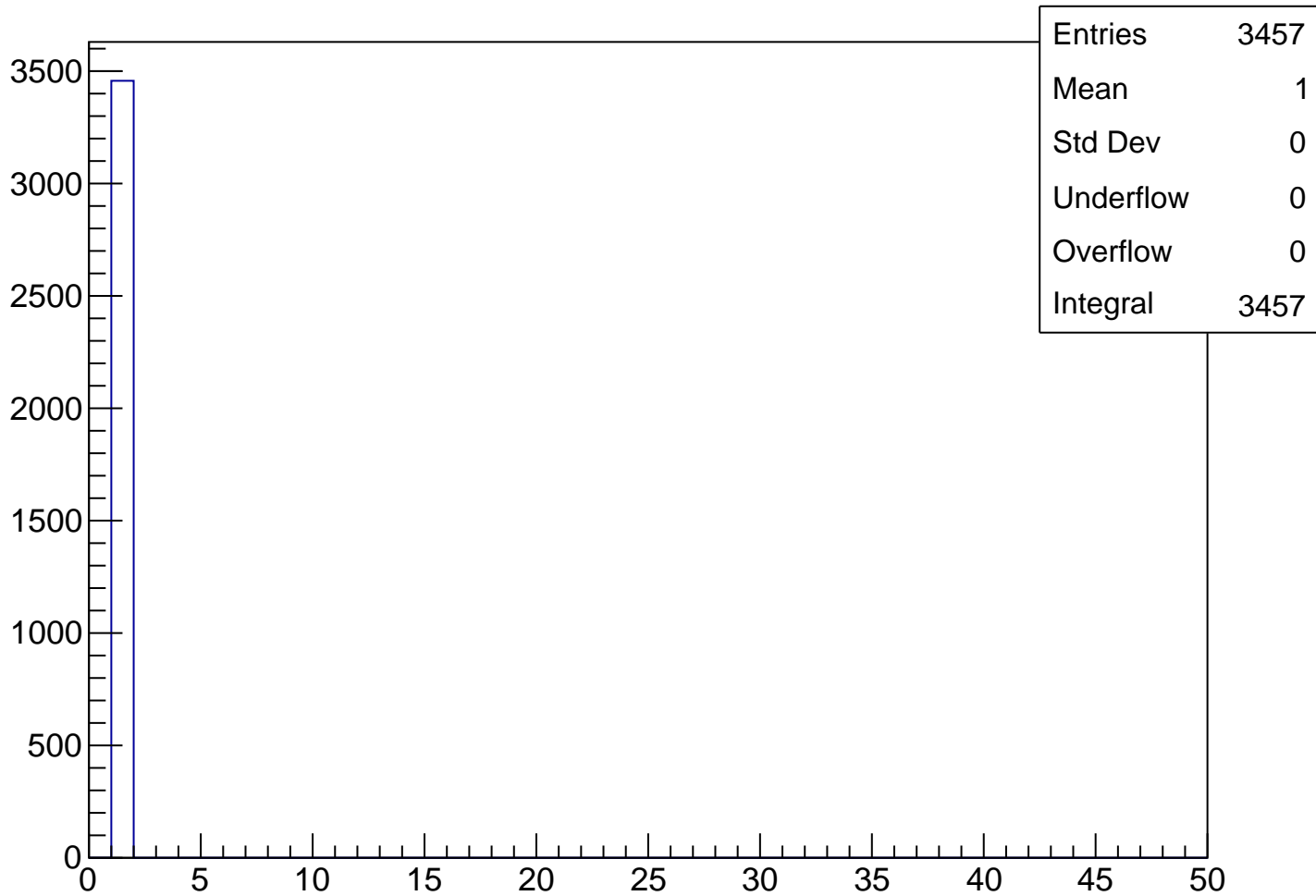
# Sft U Nhits Cut2



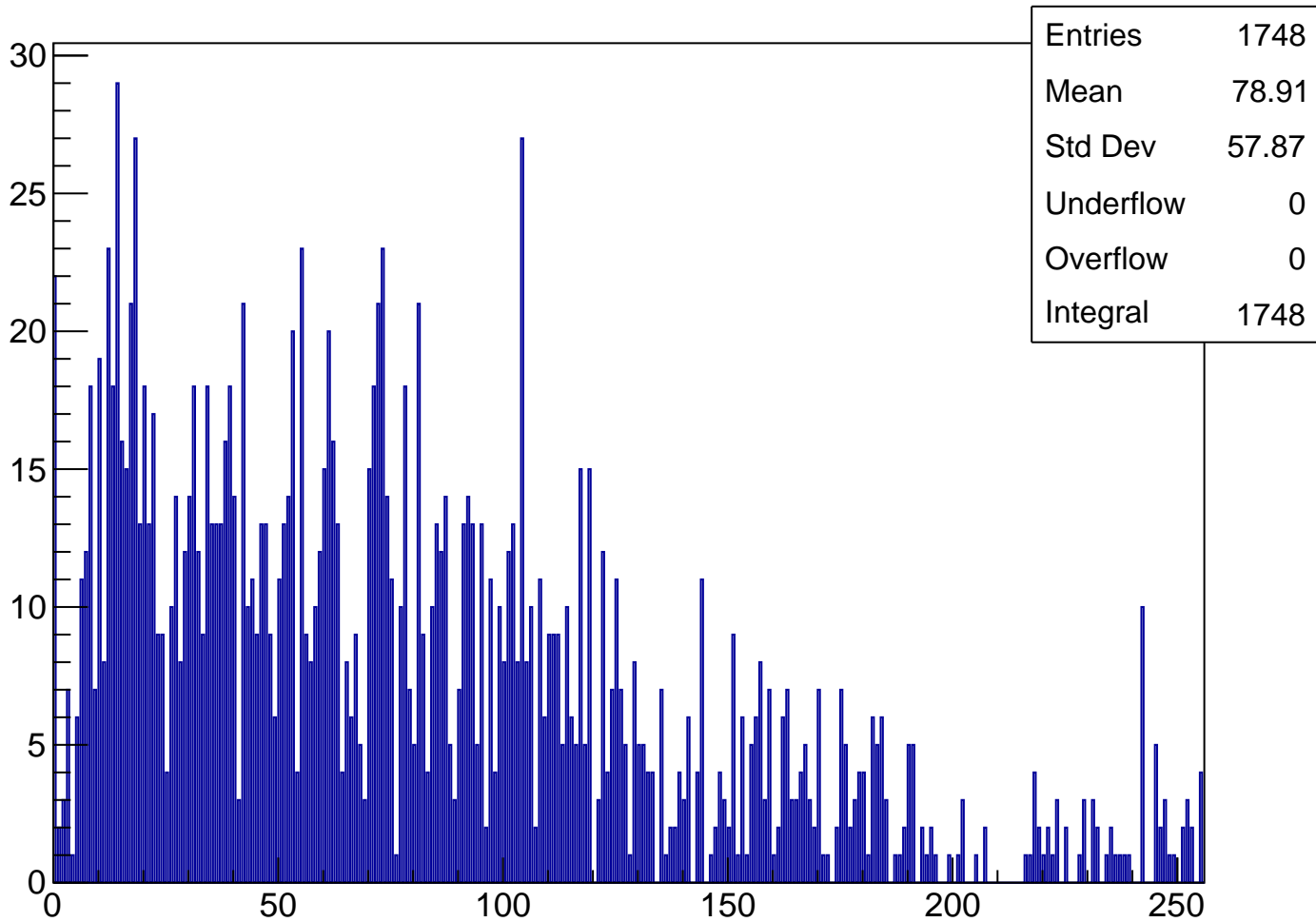
# Sft D Nhits



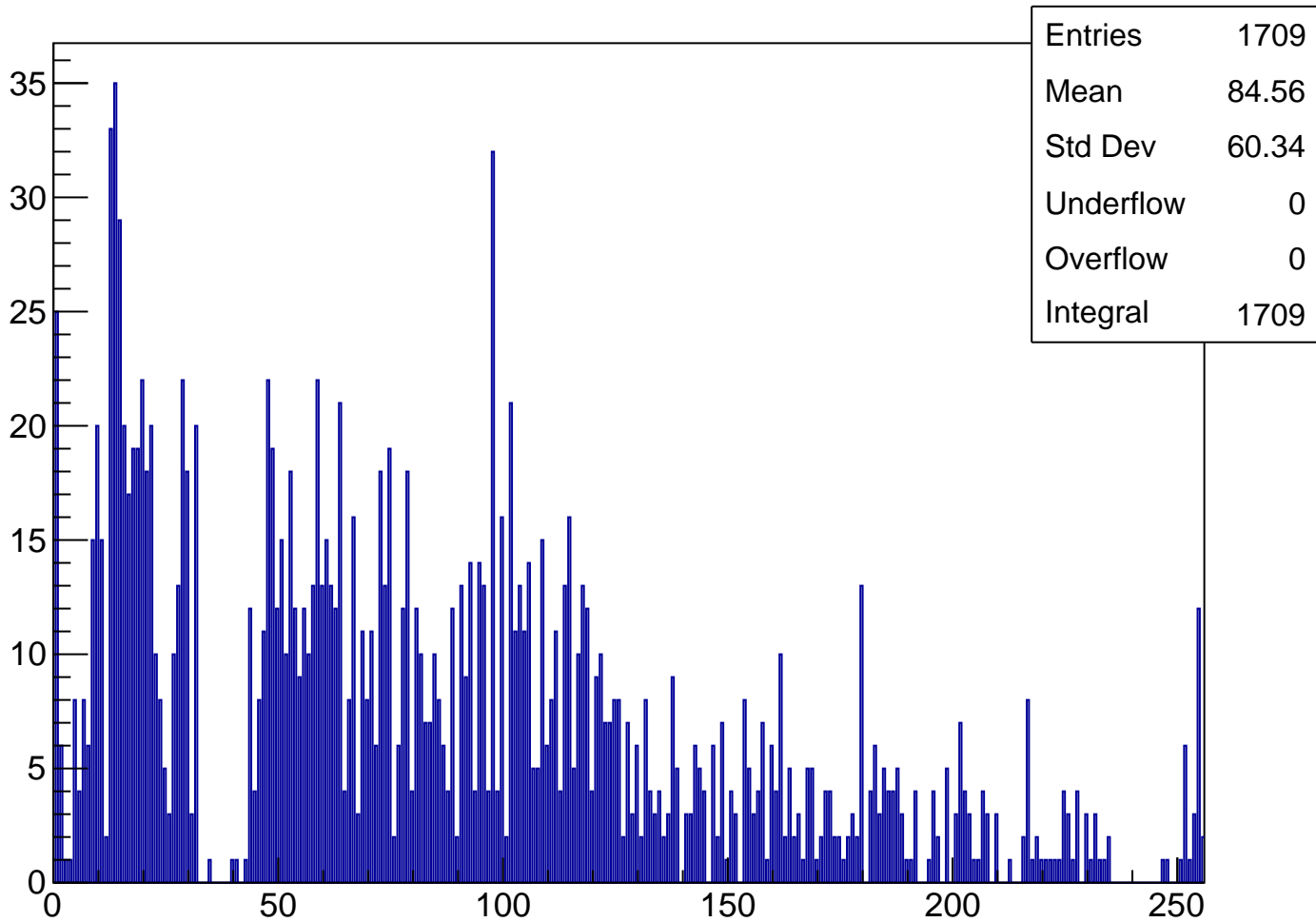
# SftNhits Cut2



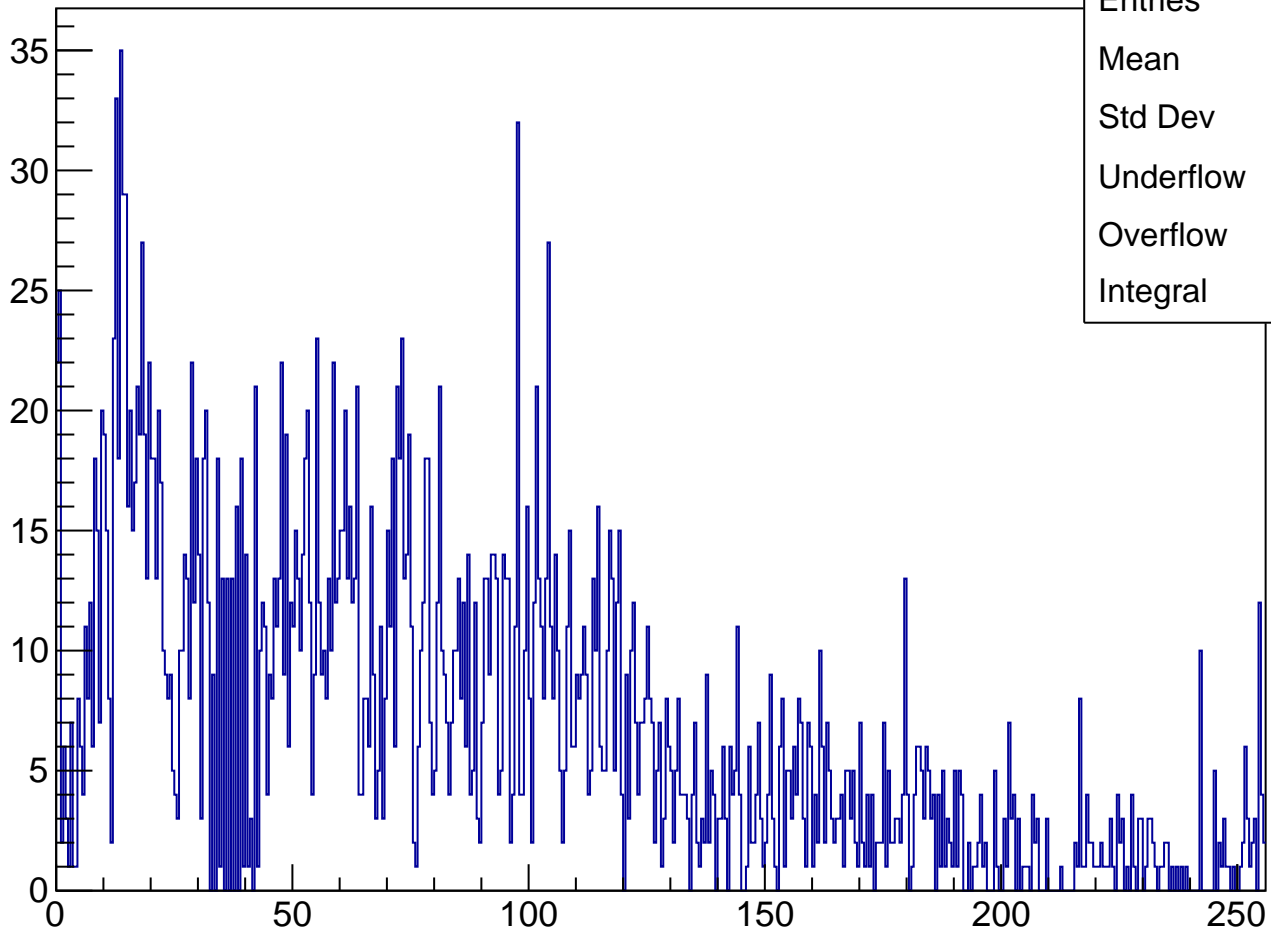
# Sft U Hitpat Cut2



# Sft D Hitpat

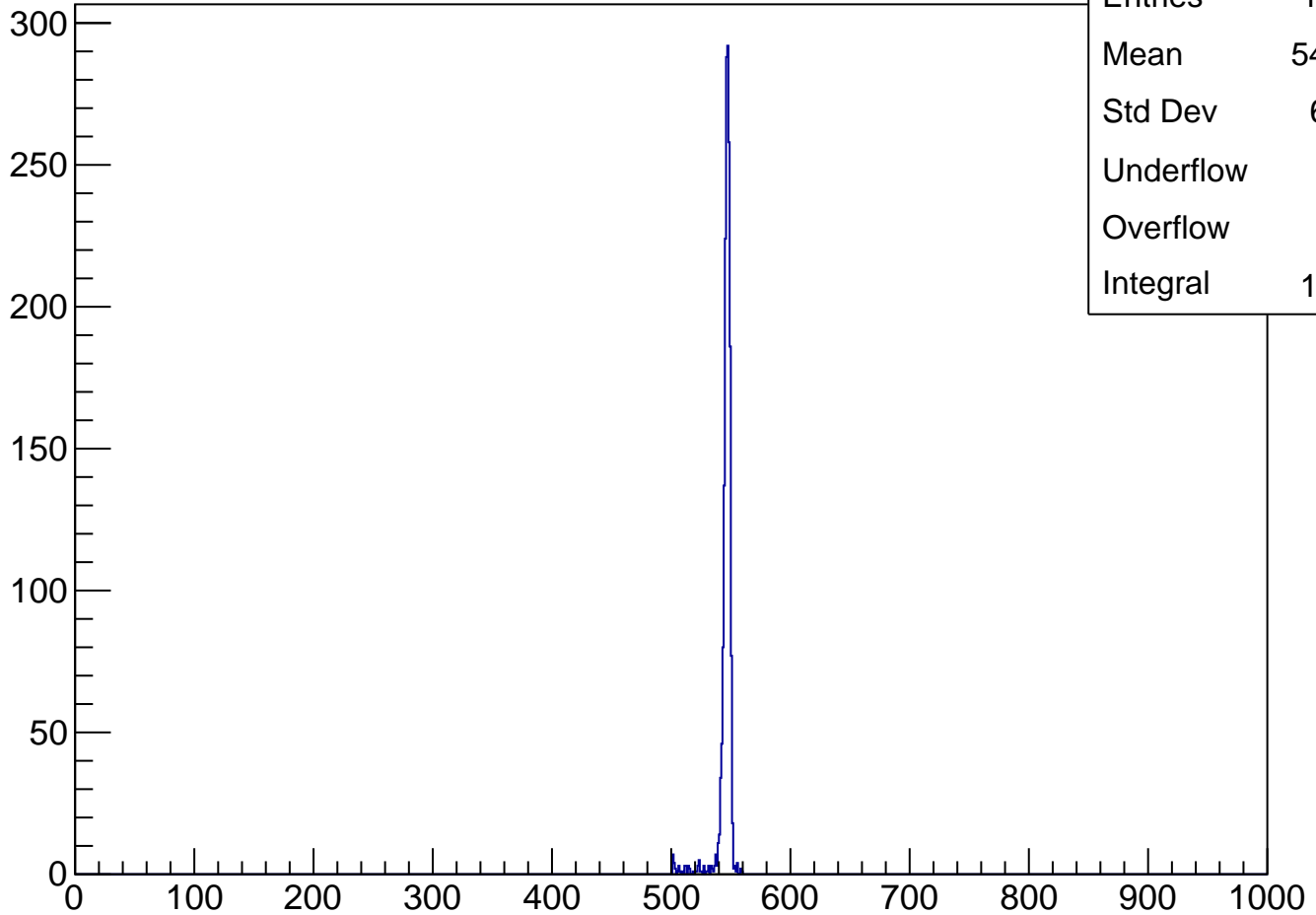


# SftHitpat Cut2

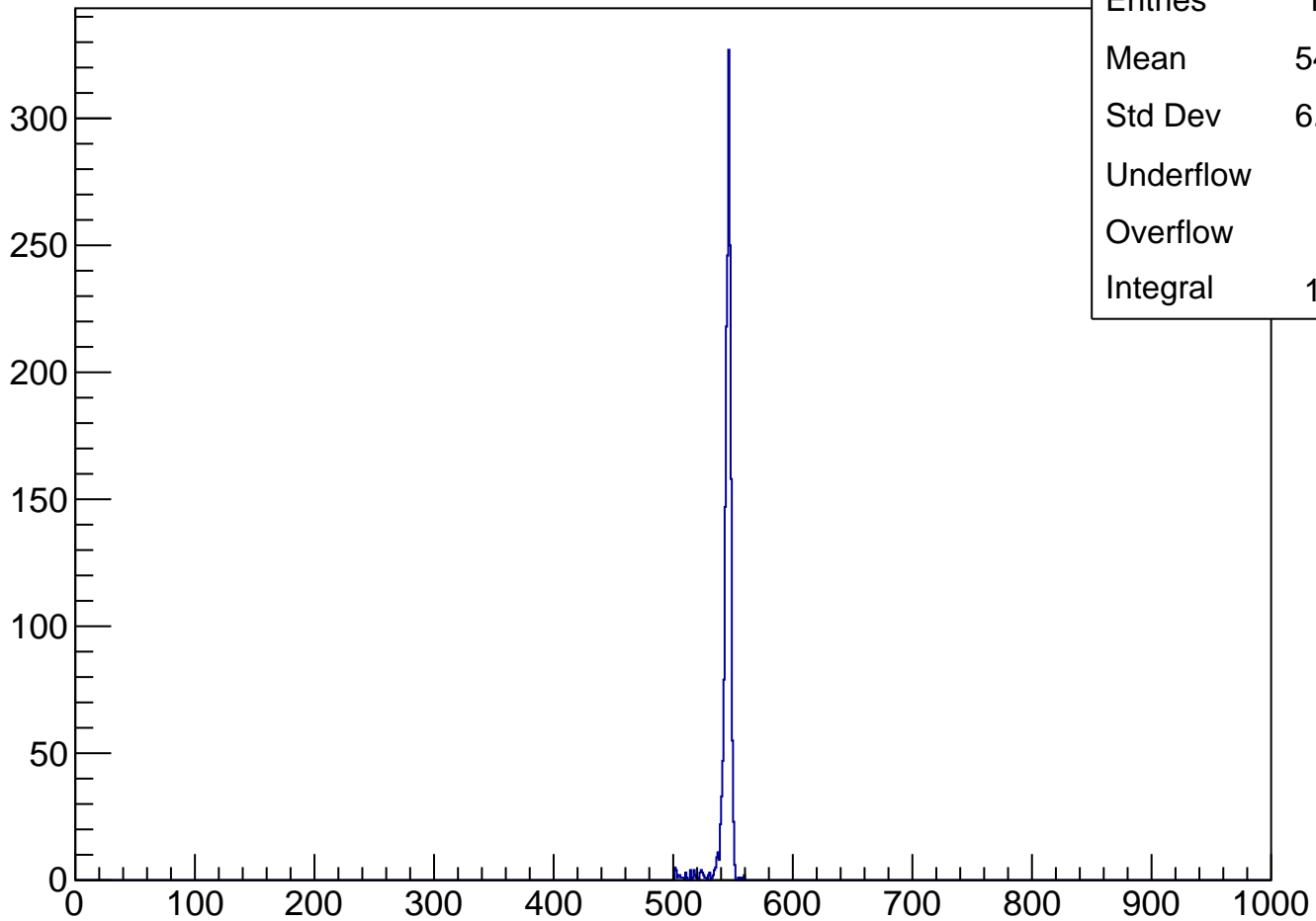




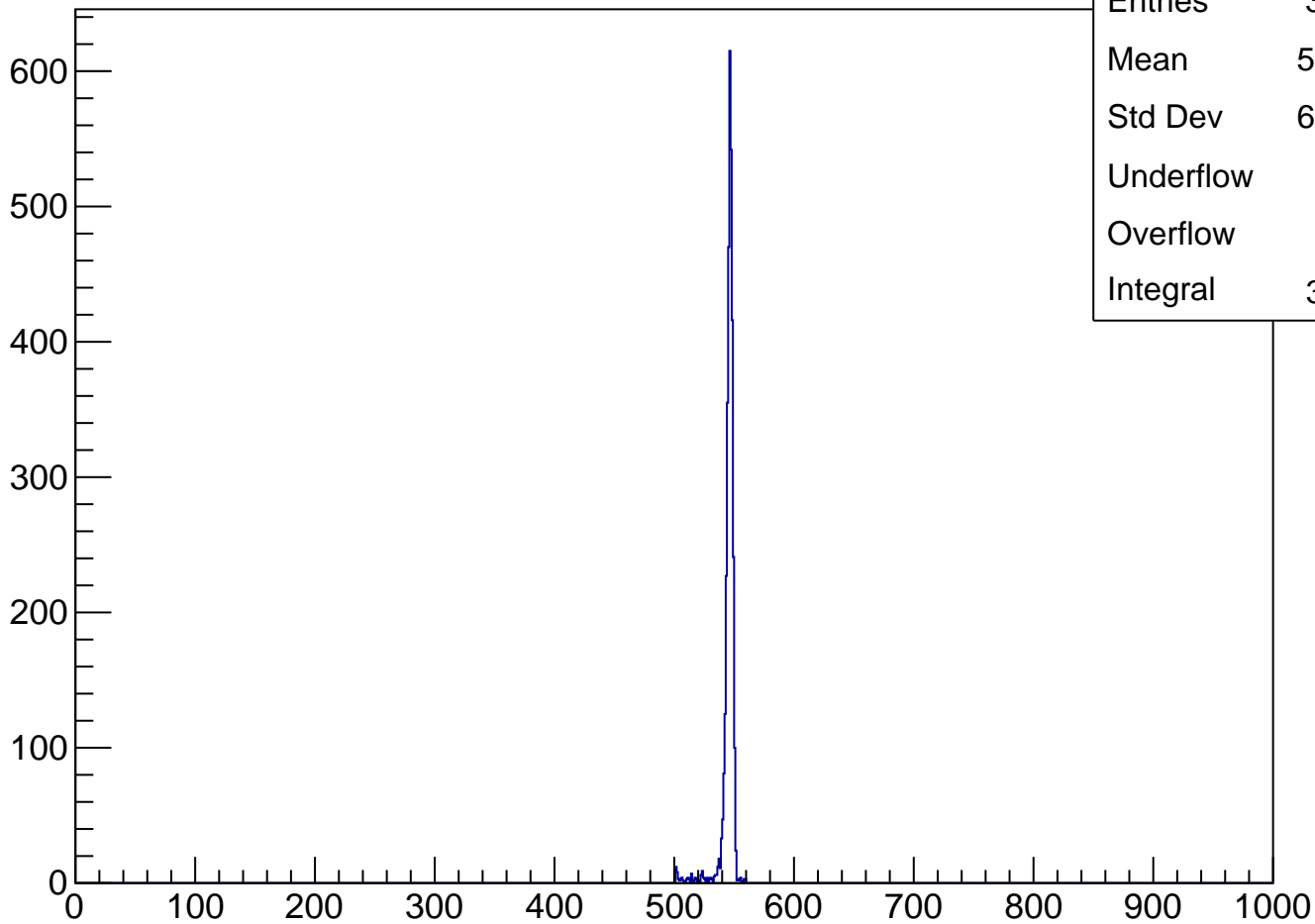
# Sft U Tdc Cut2



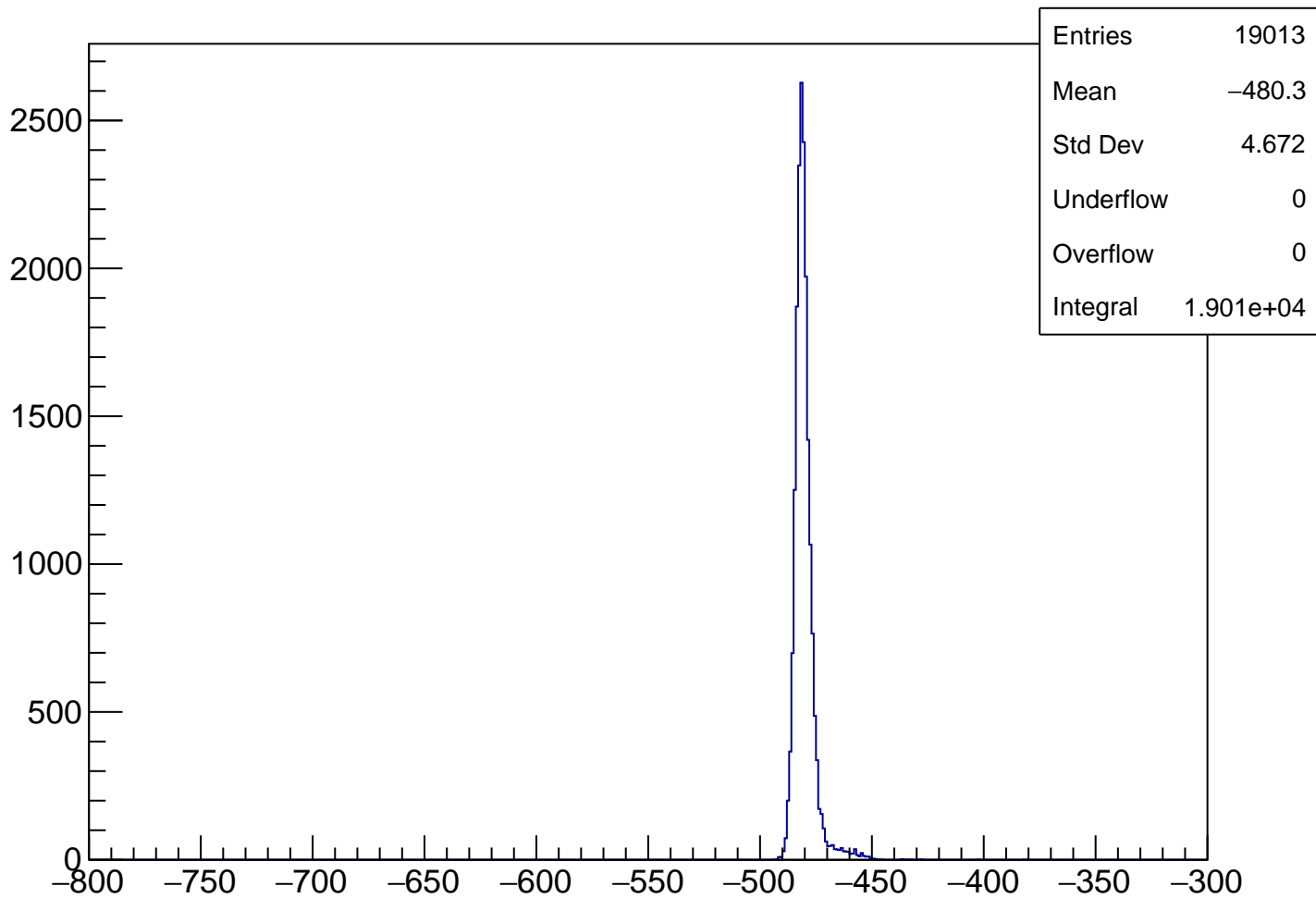
# Sft D Tdc



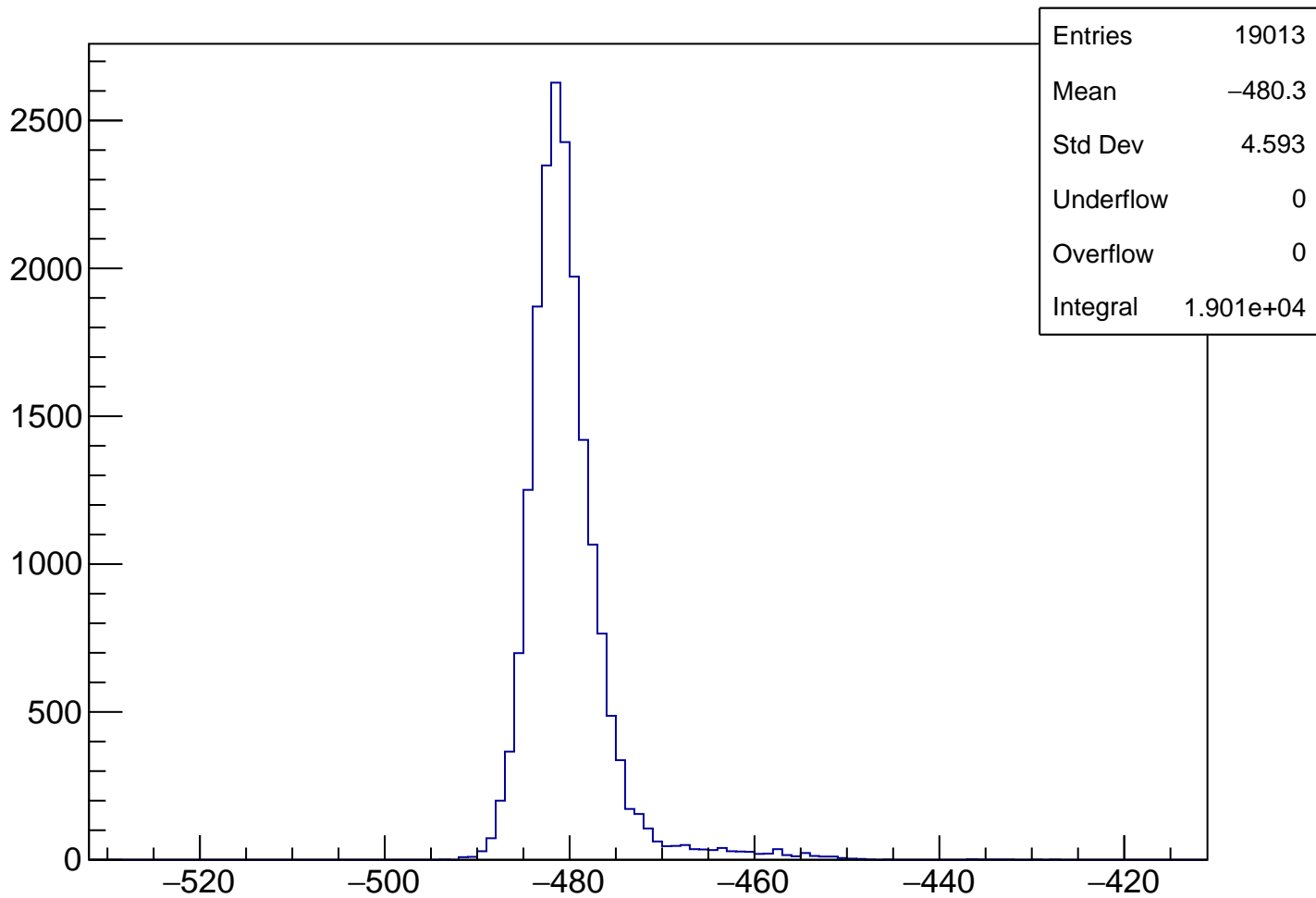
# SftTdc Cut2



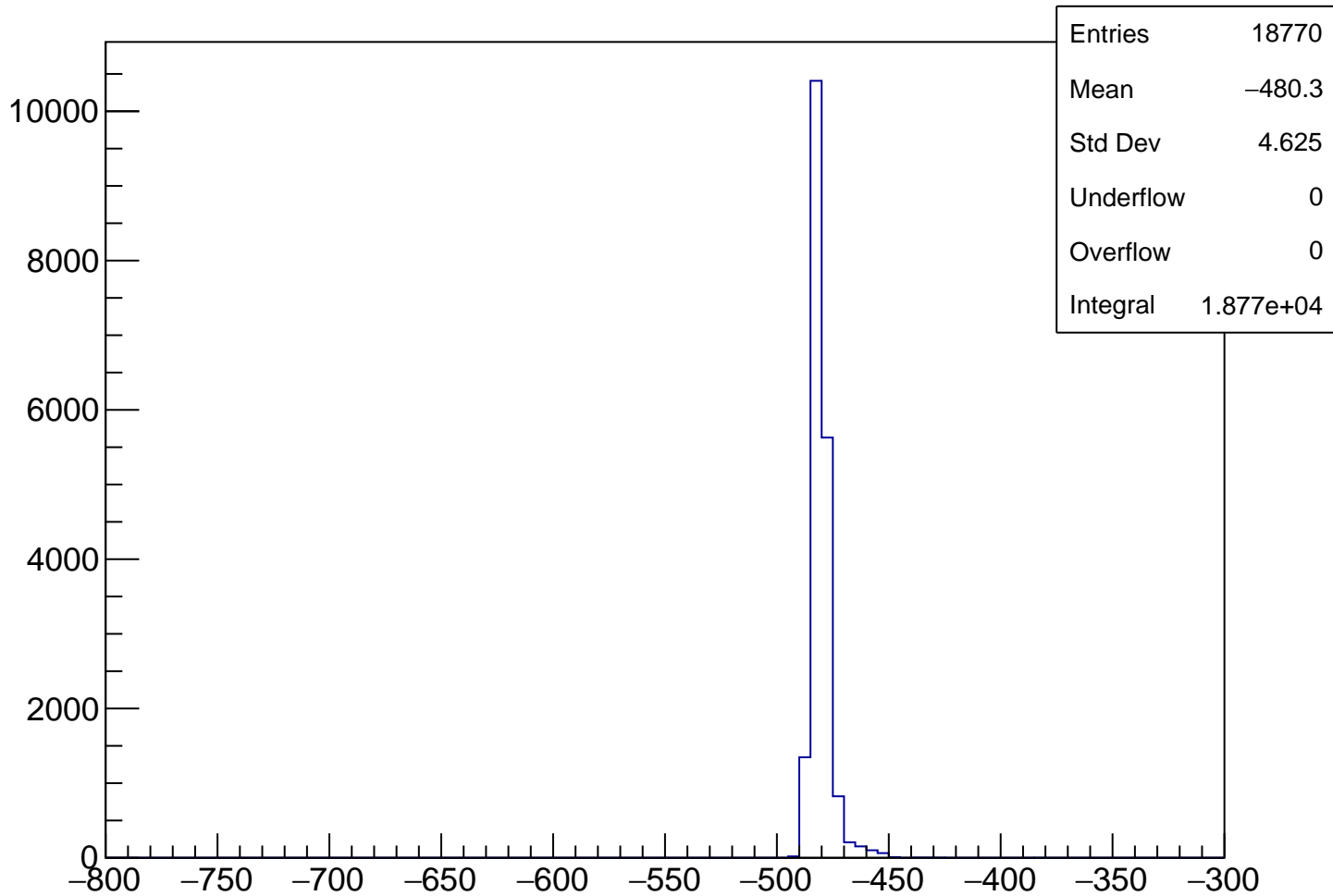
# Sch-Tof Cut2: Sch&TOF-> nhits=1 & Maxdepth =1



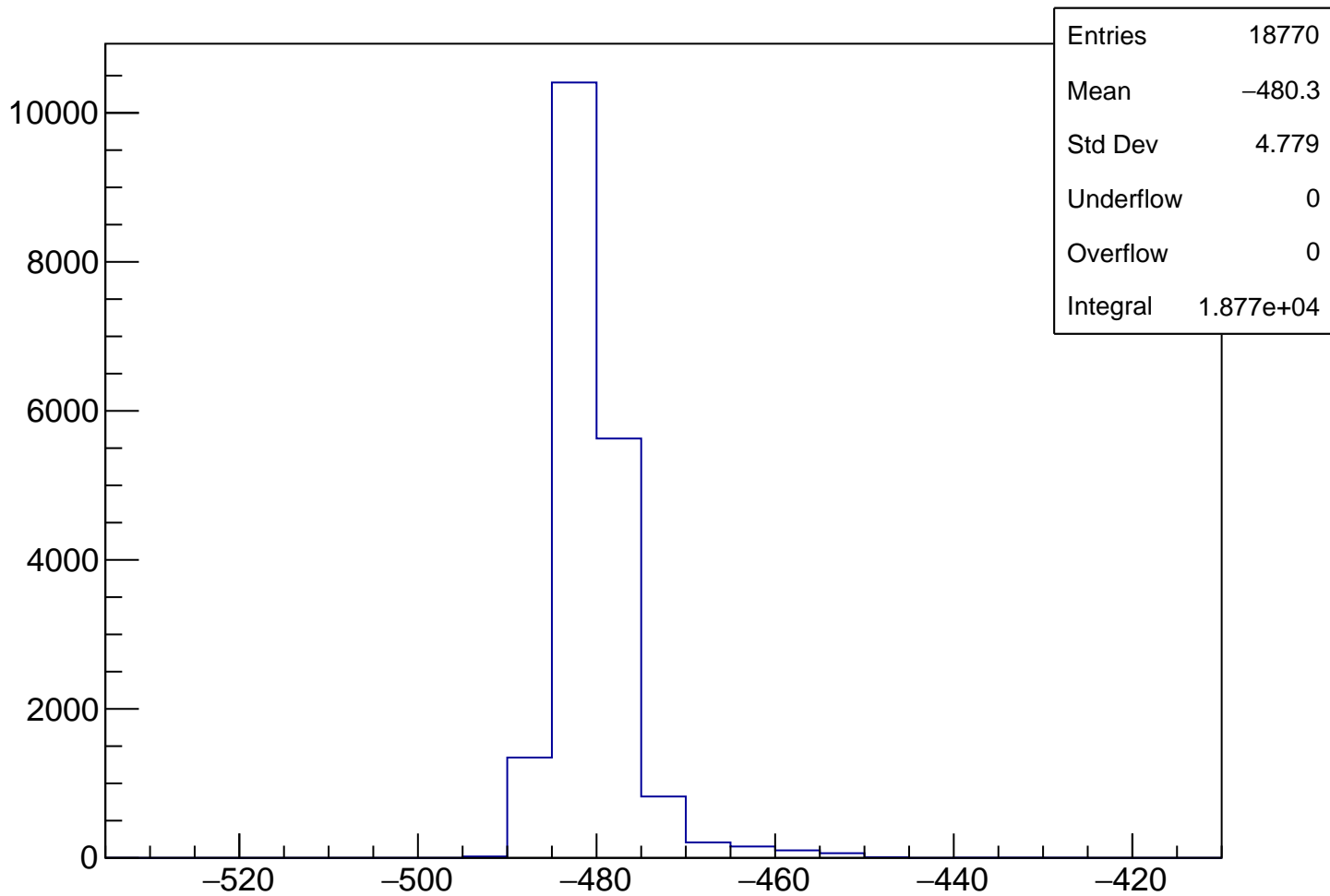
# Sch-Tof Cut2: Sch&TOF-> nhits=1 & Maxdepth =1



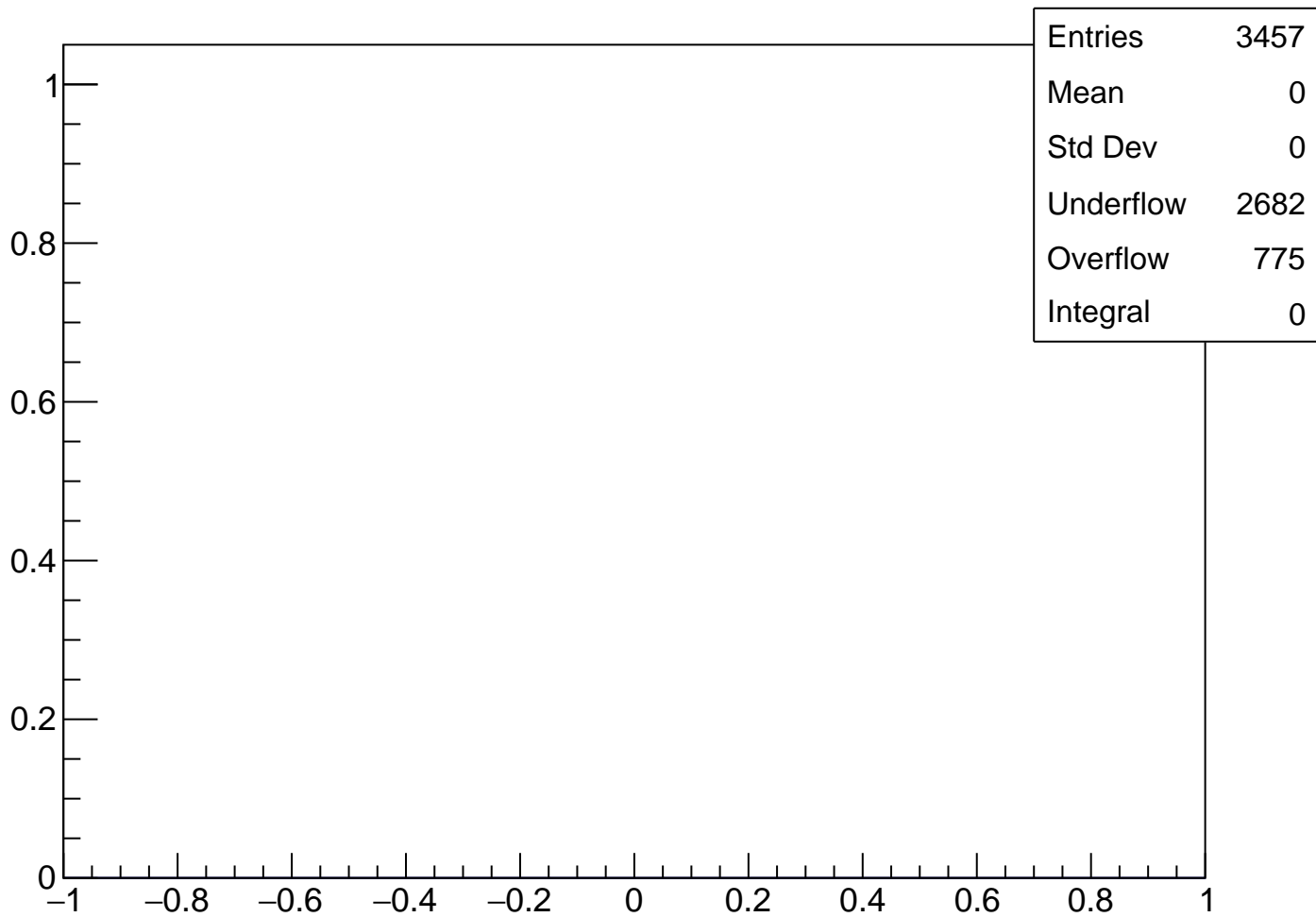
# Sch-Tof Cut3: Sch&TOF-> nhits=1 & Maxdepth =1 & ntKurama=1



Sch-Tof Cut3: Sch&TOF-> nhits=1 & Maxdepth =1 & ntKurama=1

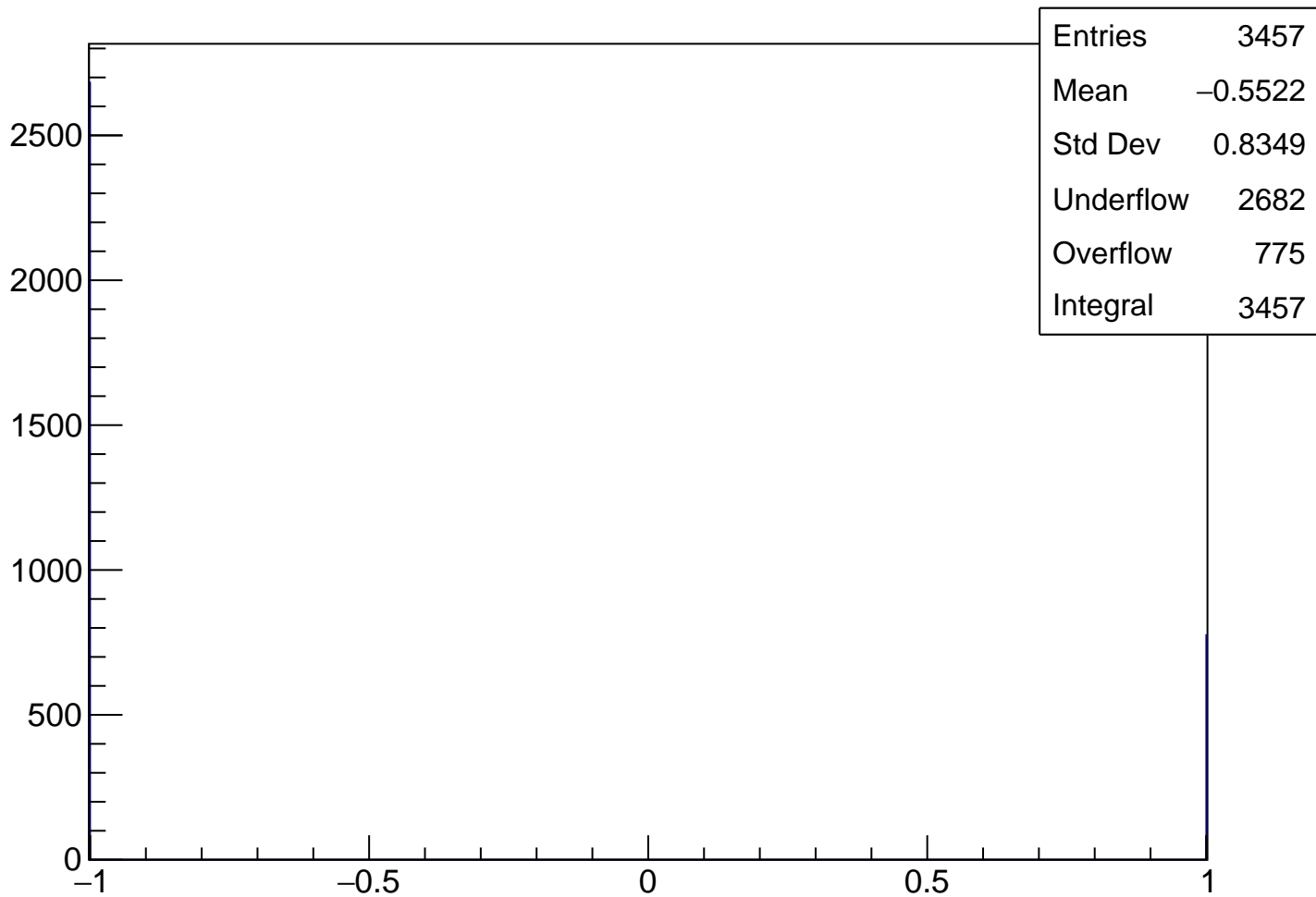


# Sft-Tof Cut2: Sft&TOF-> nhits=1 & Maxdepth =1

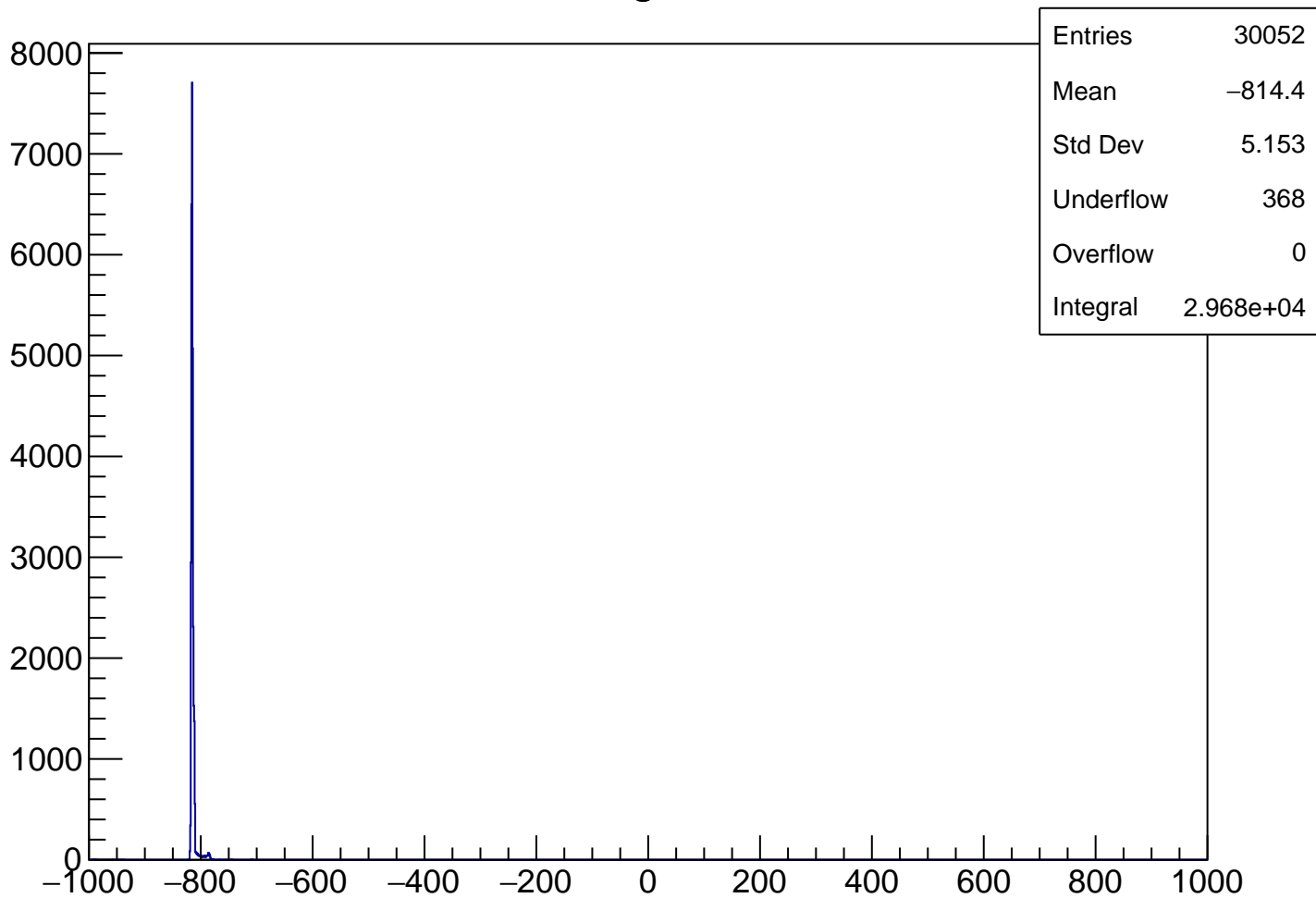




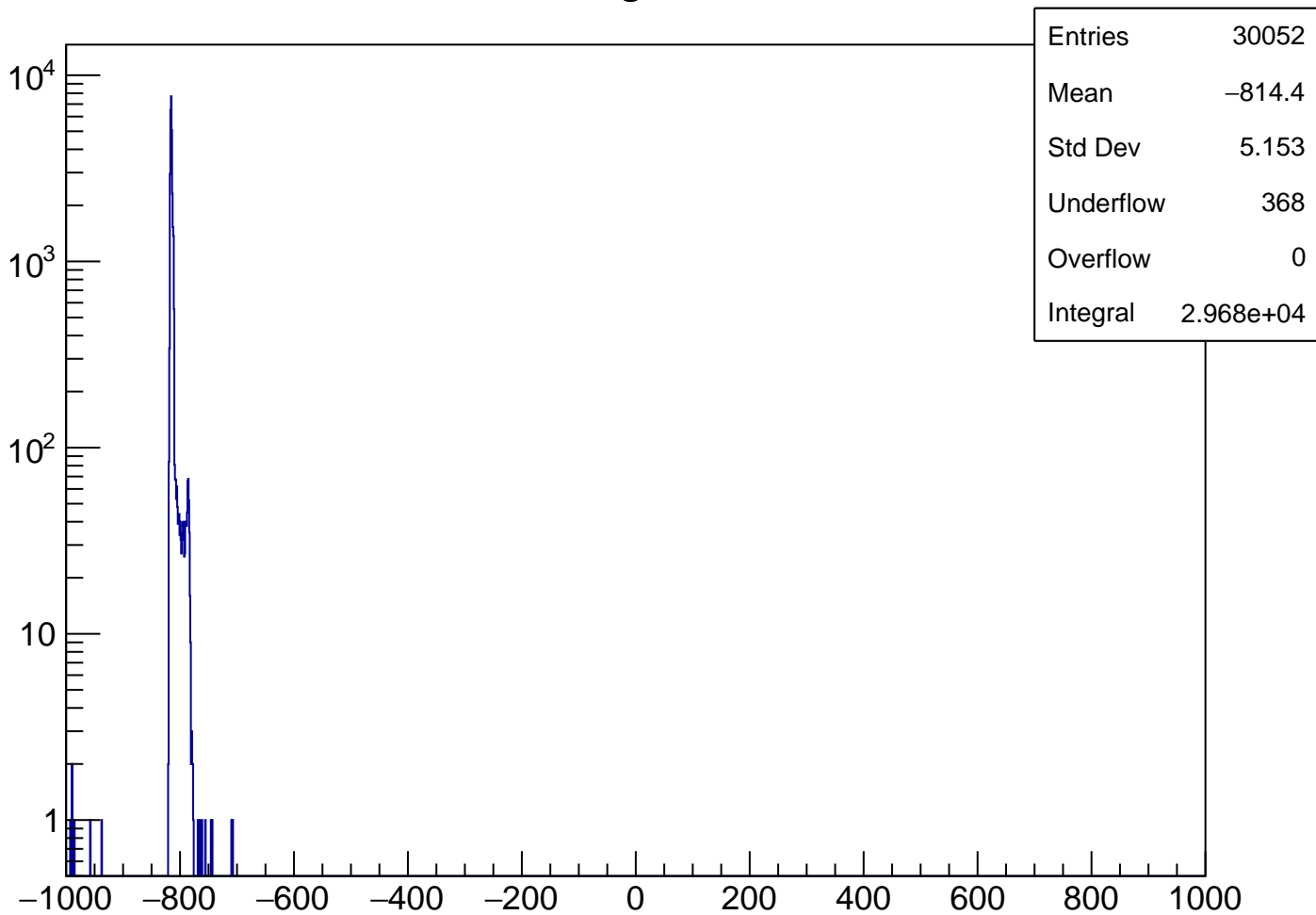
# Sft-Tof Cut2: Sft&TOF-> nhits=1 & Maxdepth =1



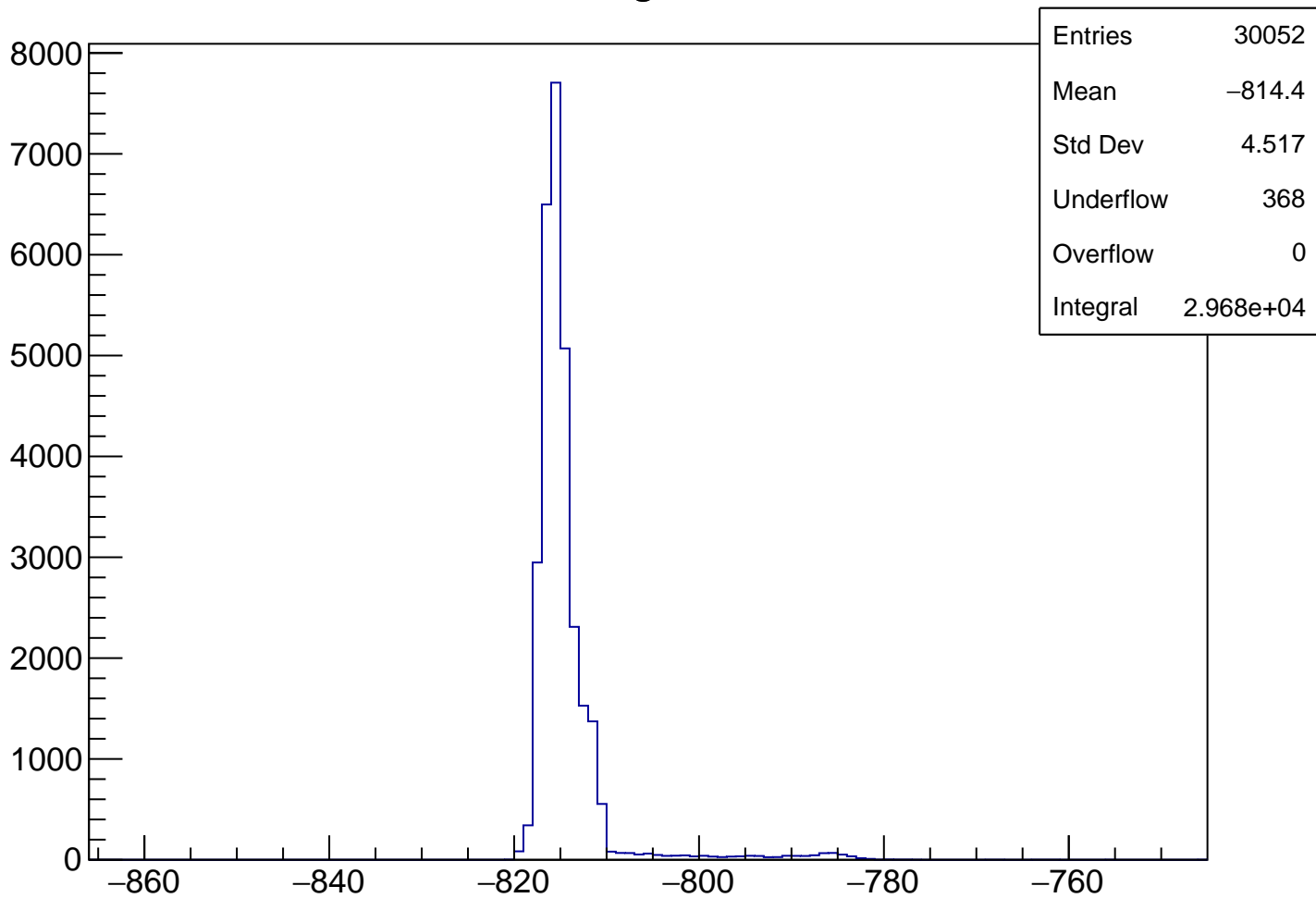
# Matrix Flag - TofMtOr



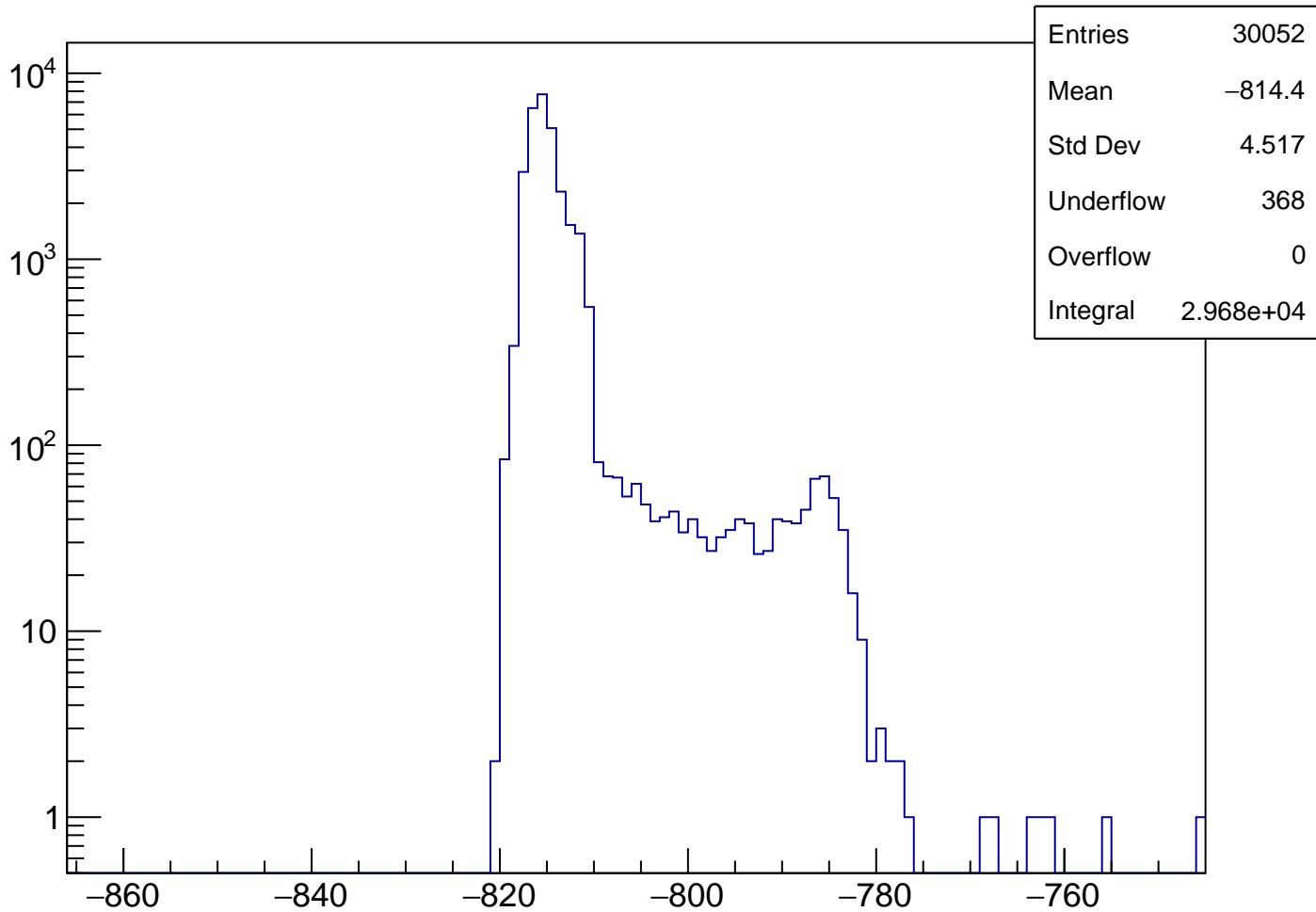
# Matrix Flag - TofMtOr



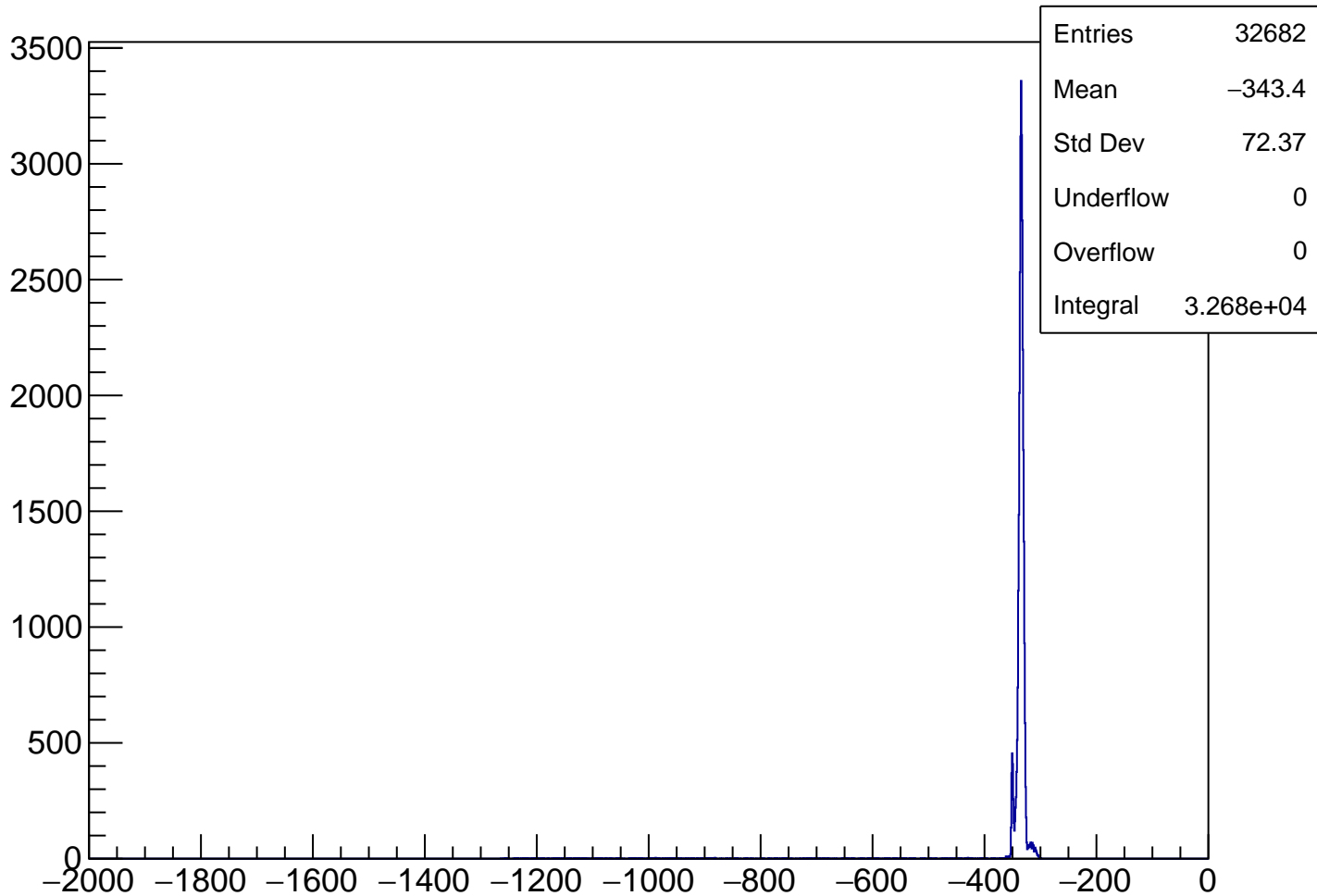
# Matrix Flag - TofMtOr



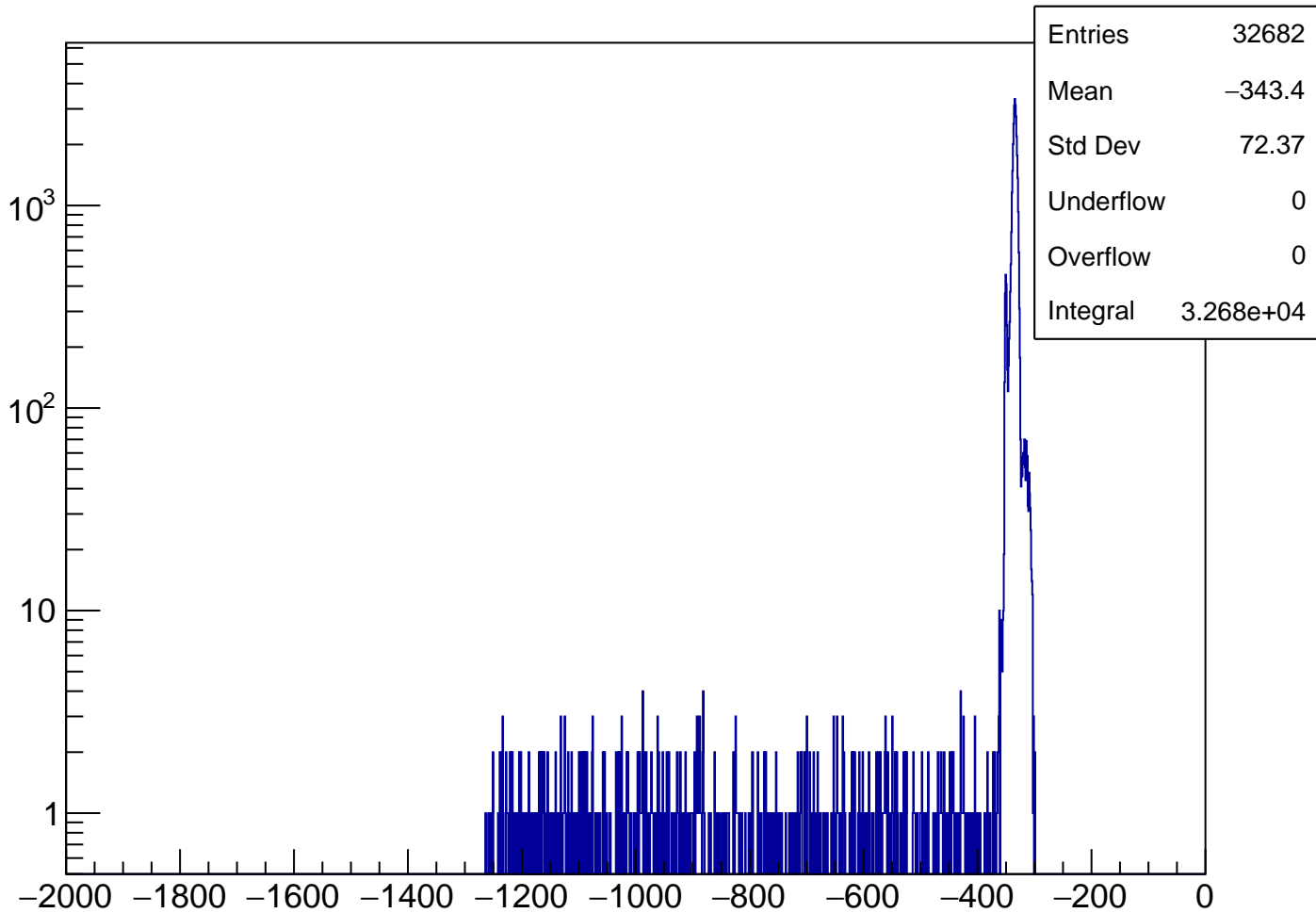
# Matrix Flag - TofMtOr



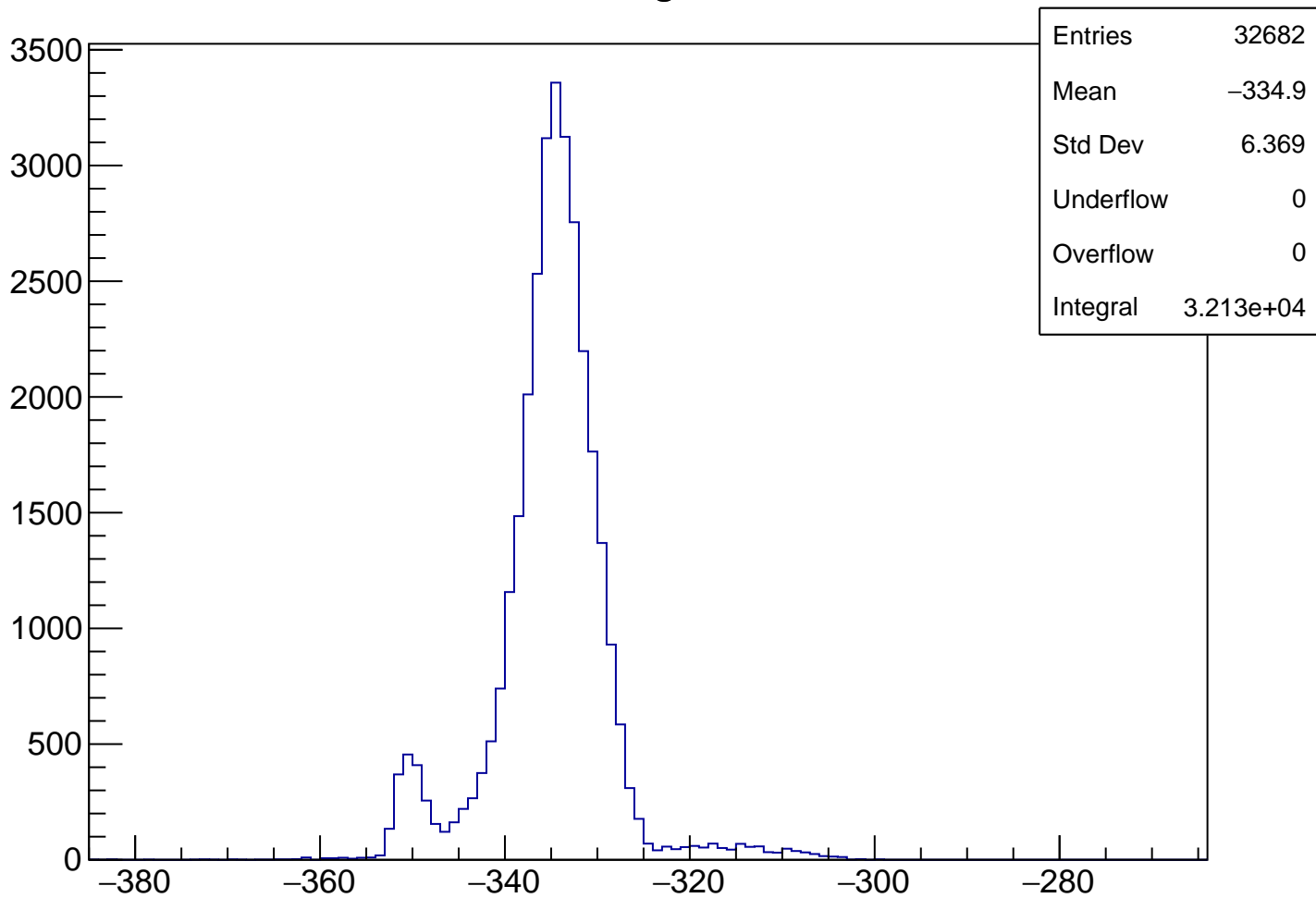
# Matrix Flag - SchOr



# Matrix Flag - SchOr

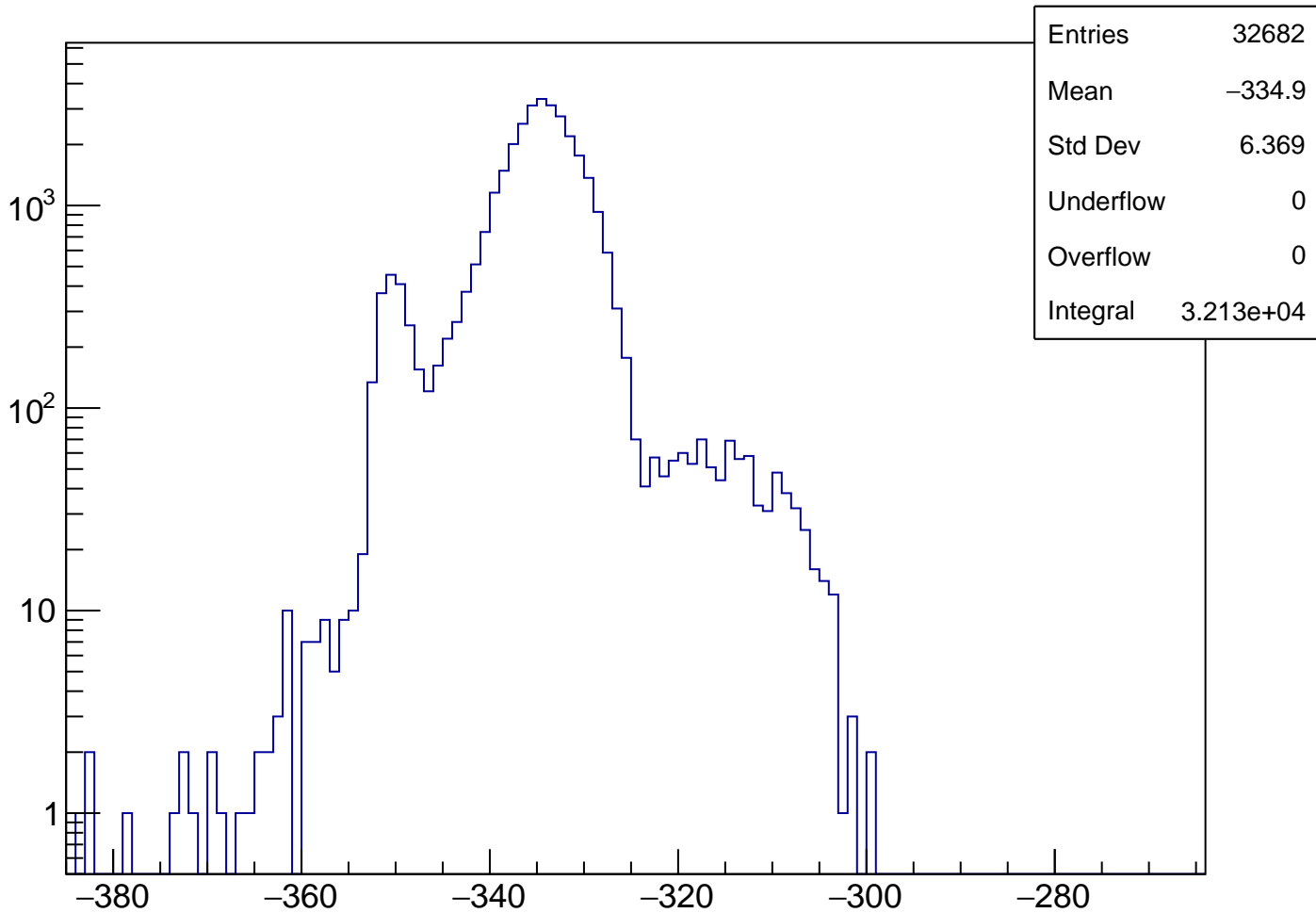


# Matrix Flag - SchOr

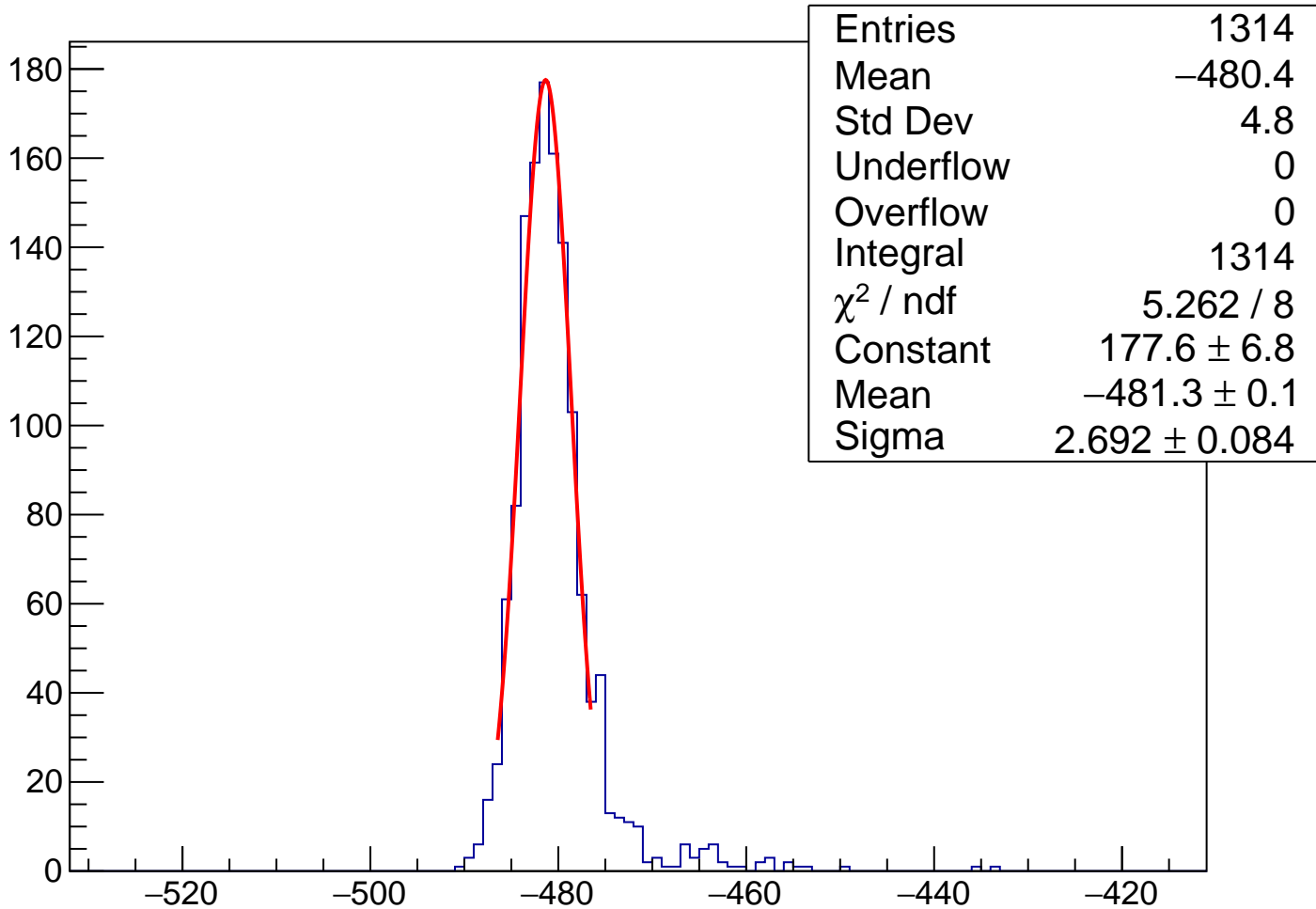




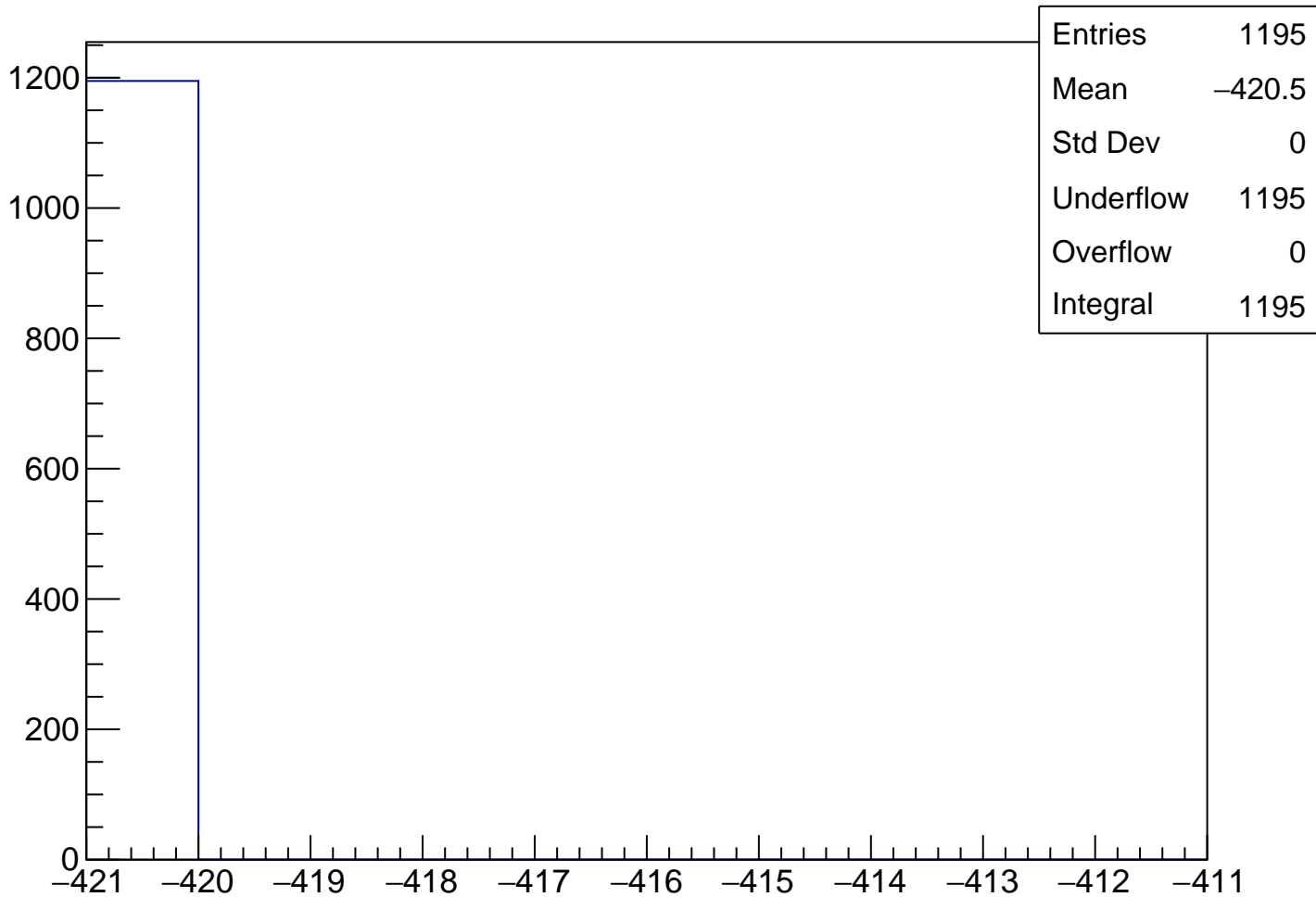
# Matrix Flag - SchOr



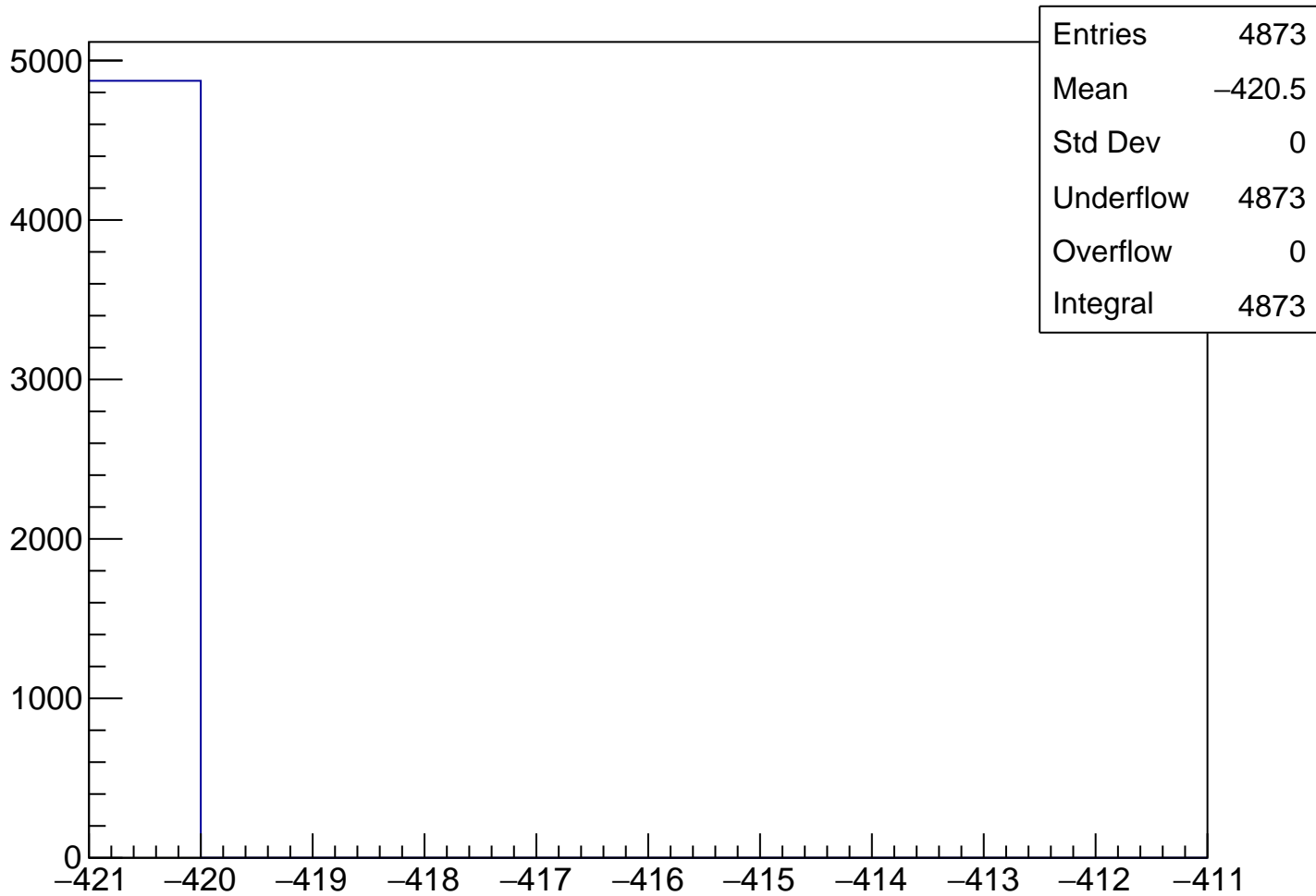
# Sch-Tof KCut: Cut3 & $0.1 < m_{2\pi} < 0.4$



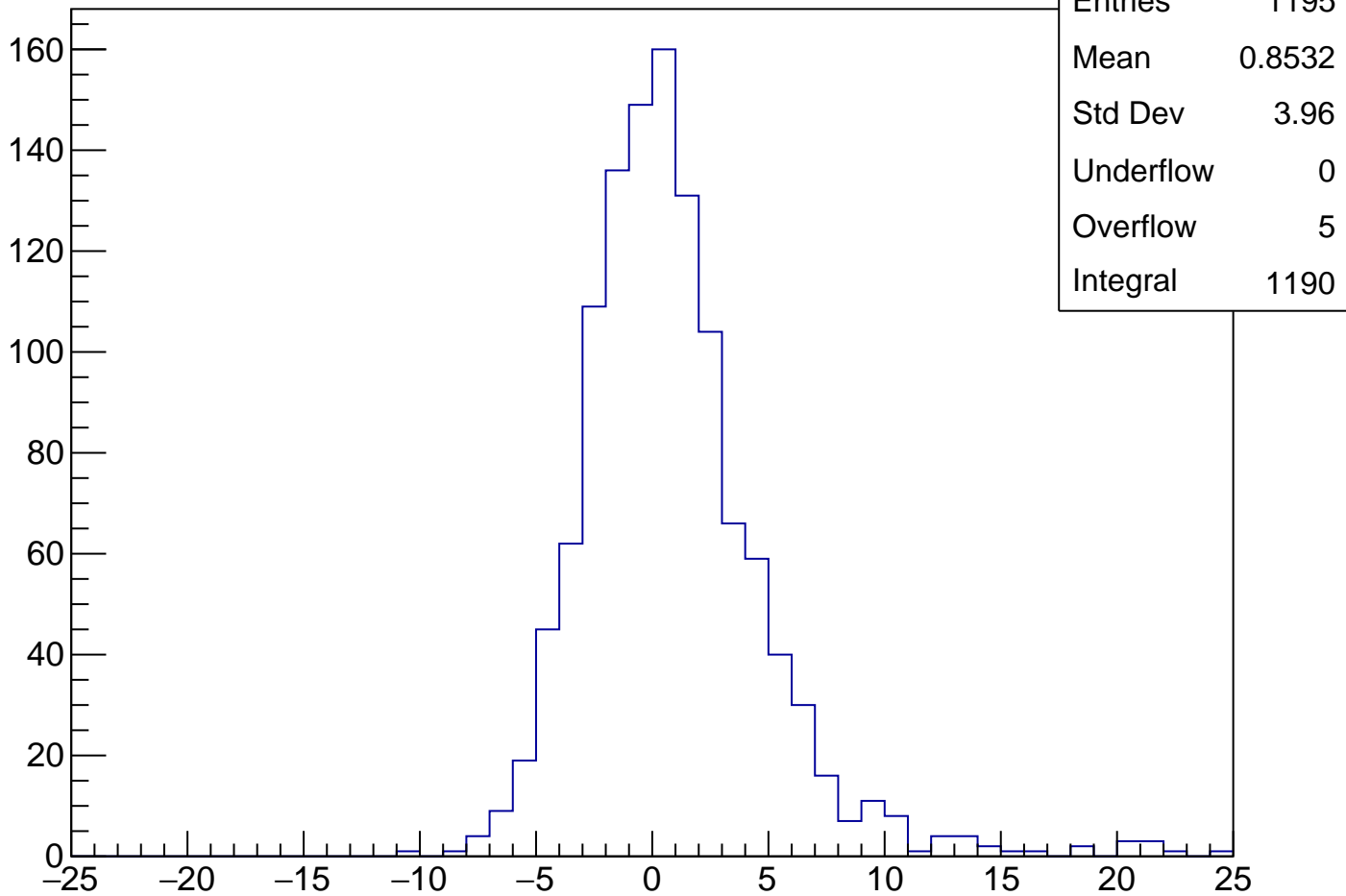
# Sch-Tof PiCut: Cut3 & $0 < m_{2\ell} < 0.1$



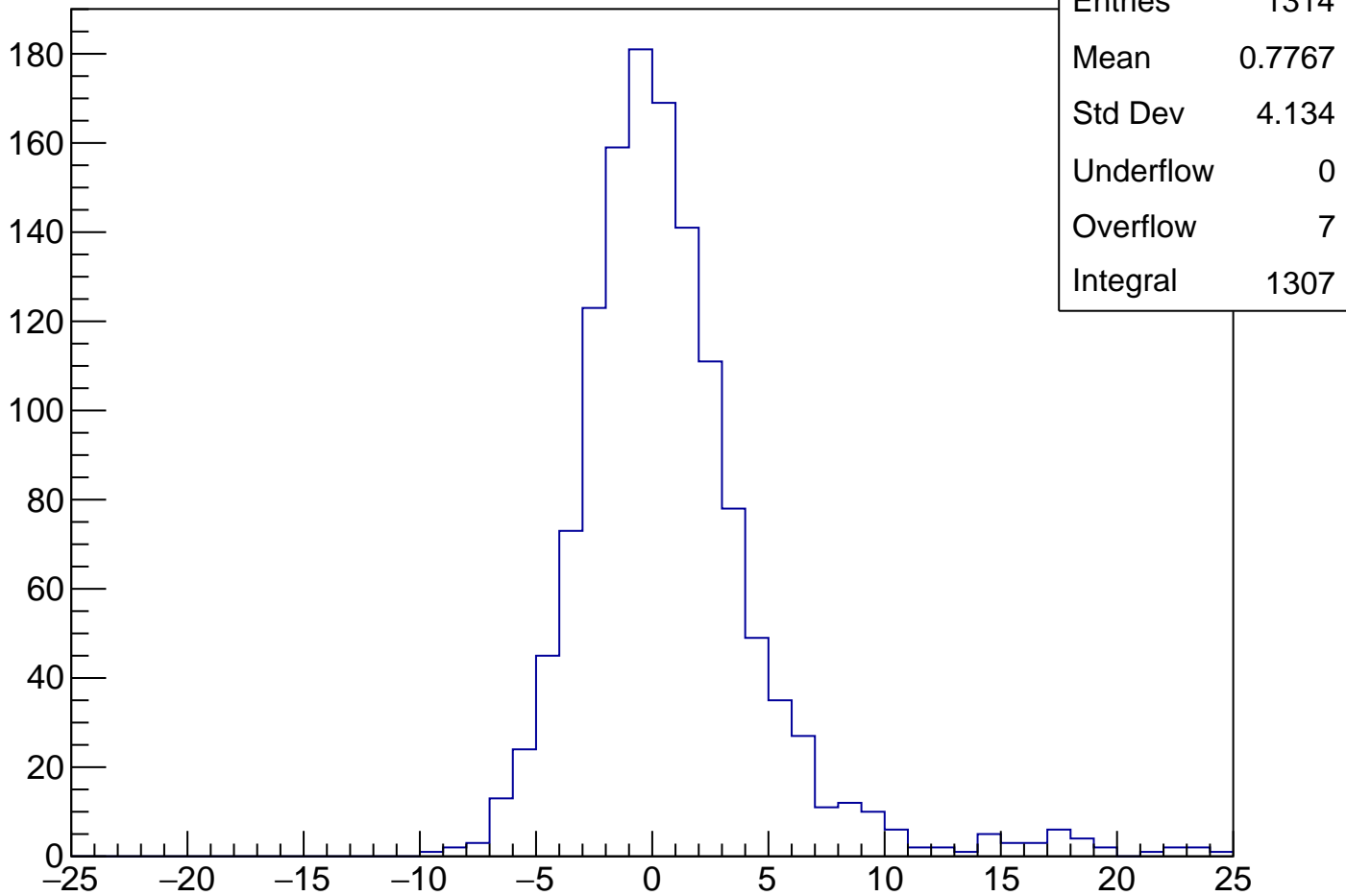
# Sch-Tof PCut: Cut3 & $0.6 < m_2 & m_2 < 1$



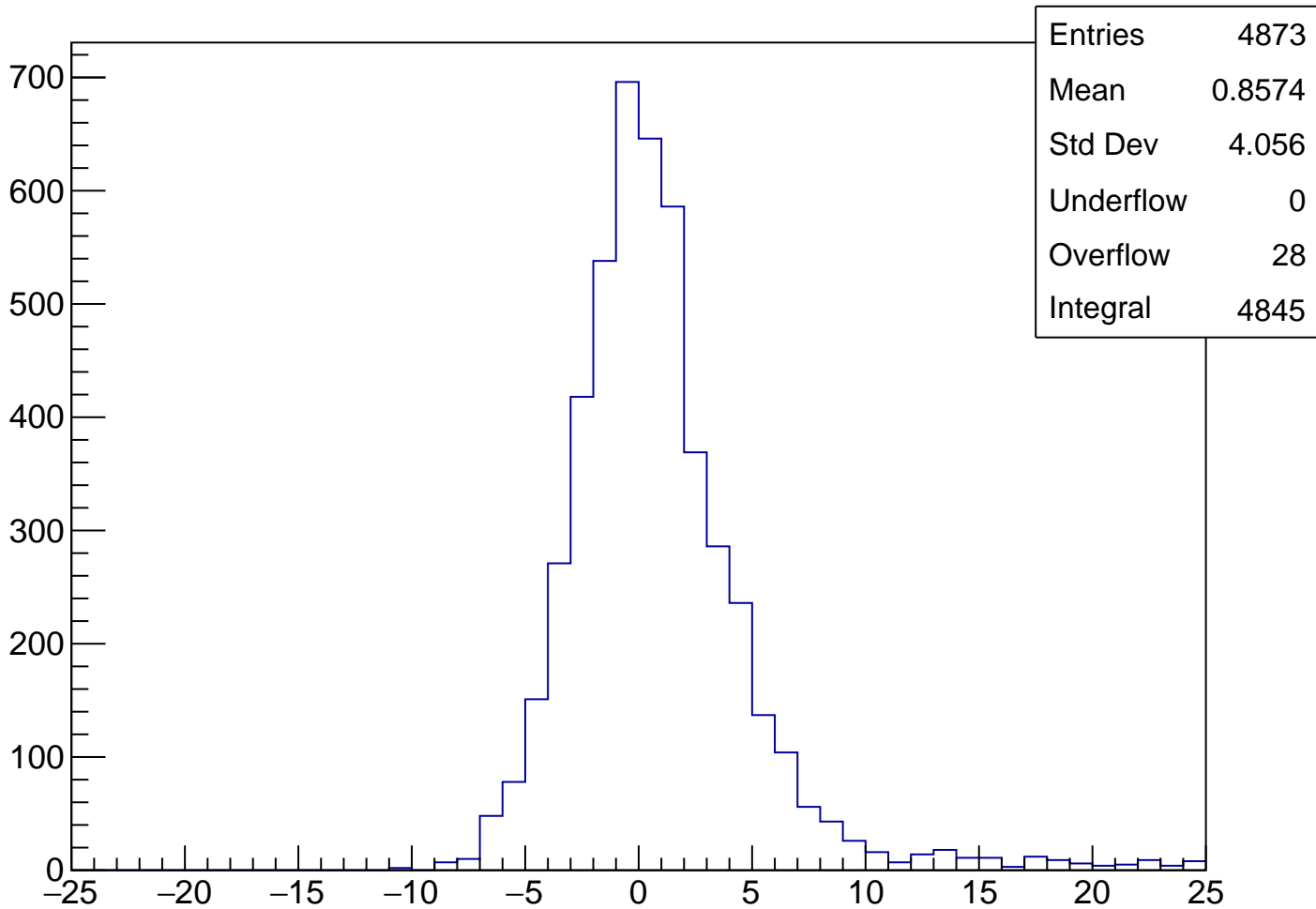
# Sch-Tof KTime0 PiCut: Cut3 & $0 < m_{2\pi} < 0.1$



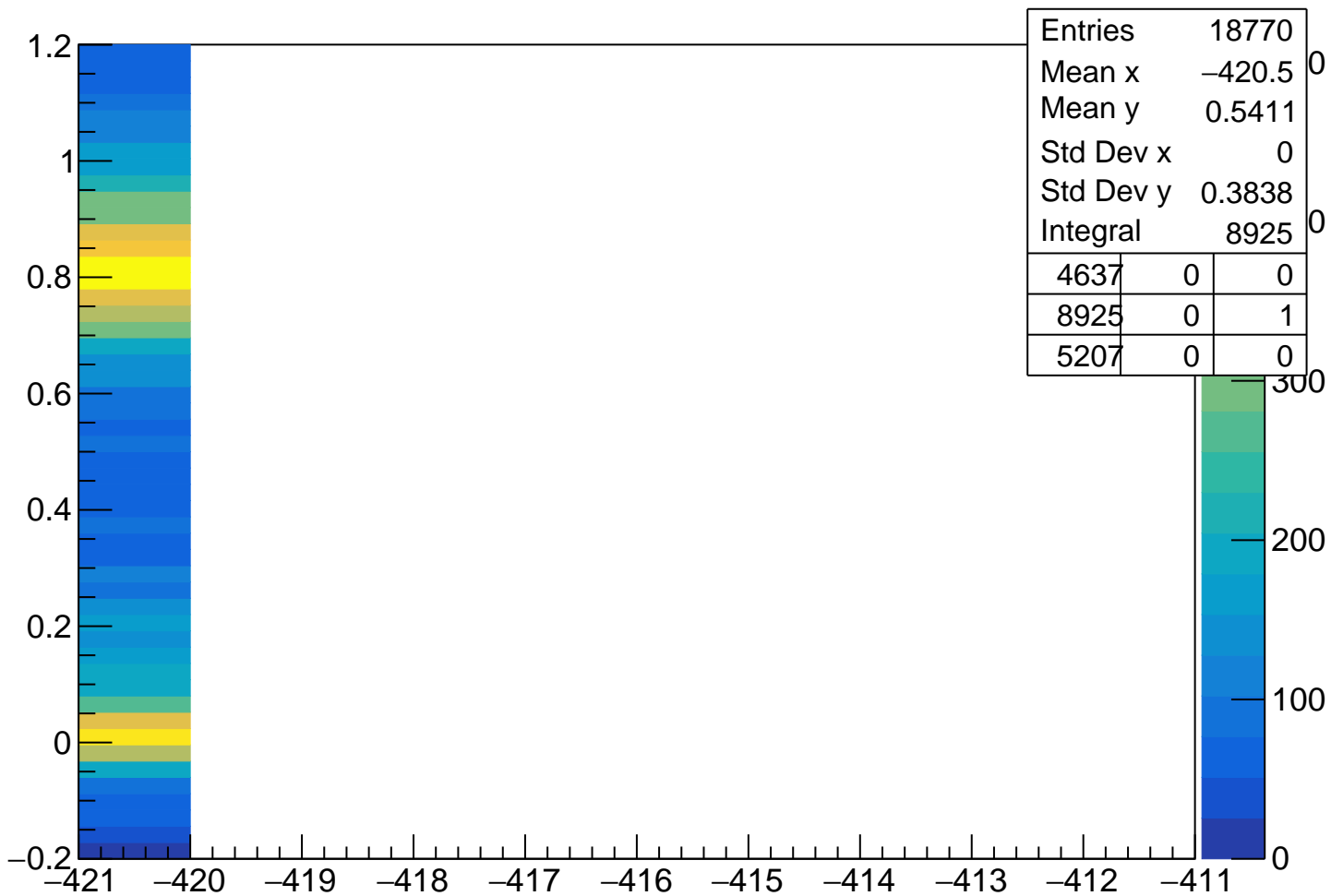
# Sch-Tof KTime0 KCut: Cut3 & $0.1 < m_{2\gamma} < 0.4$



# Sch-Tof KTime0 PCut: Cut3 & $0.6 < m_2 & m_2 < 1$

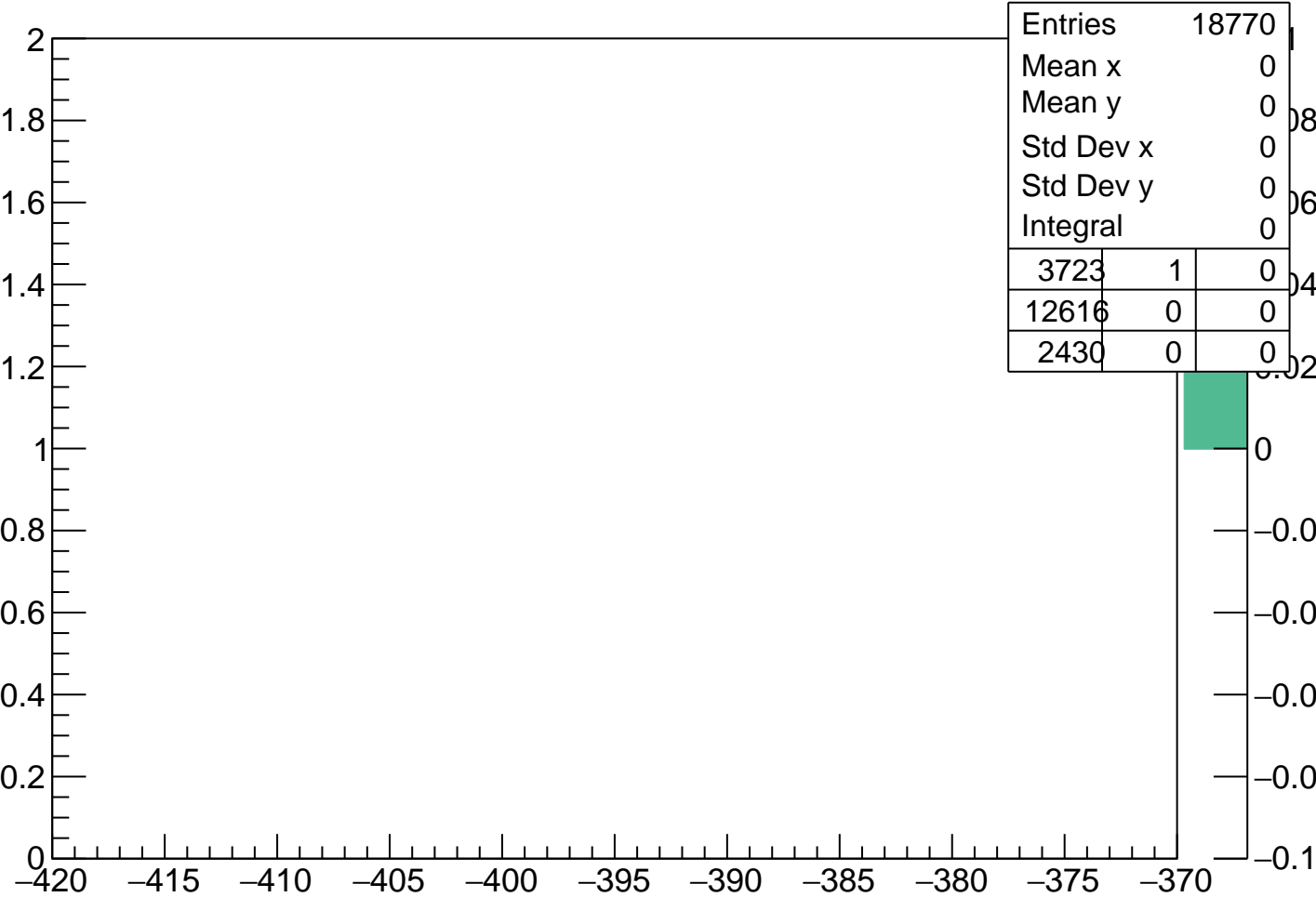


Sch-Tof vs m2 Cut3: Sch&amp;TOF-&gt; nhits=1 &amp; Maxdepth =1 &amp; ntKurama=1

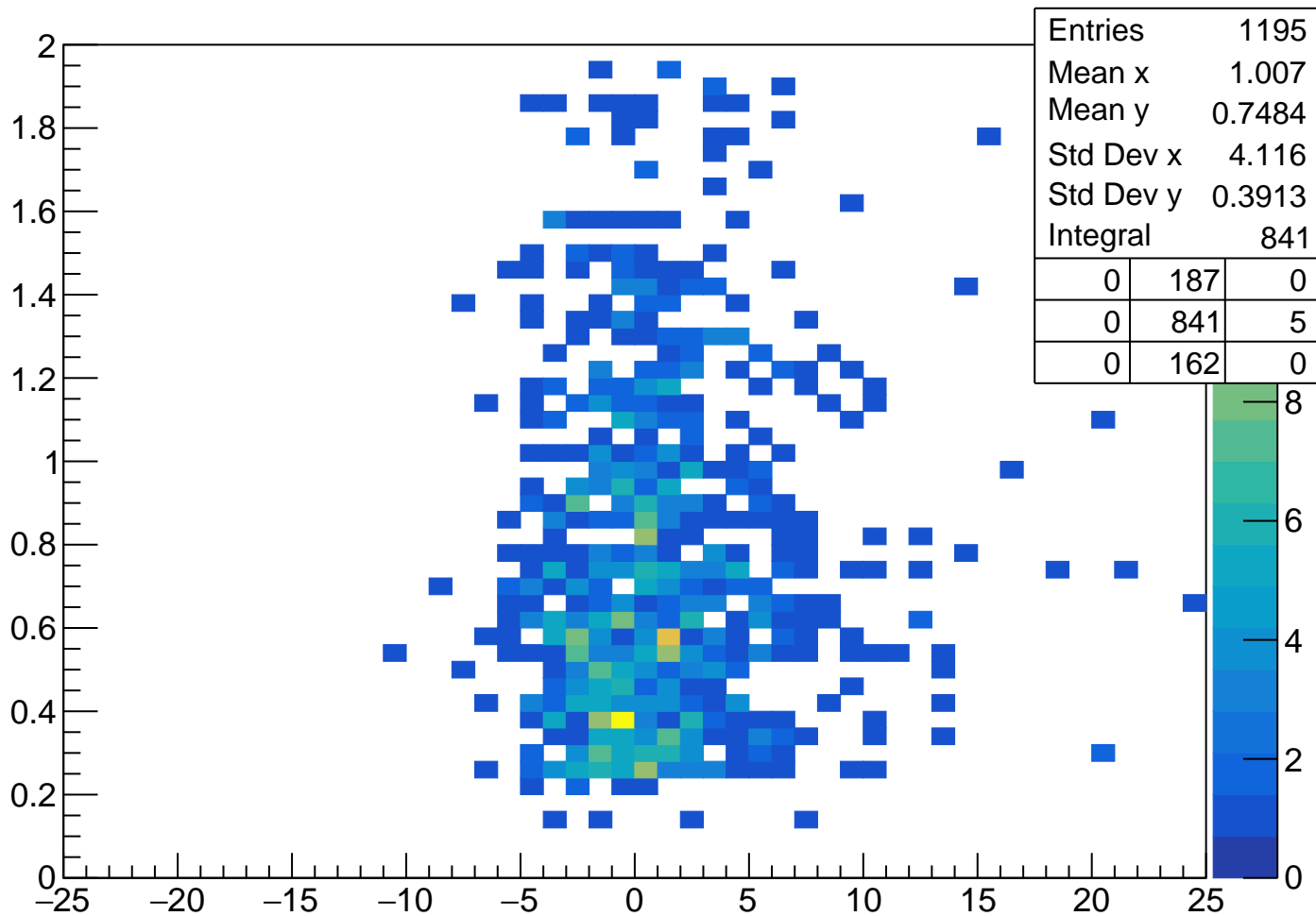




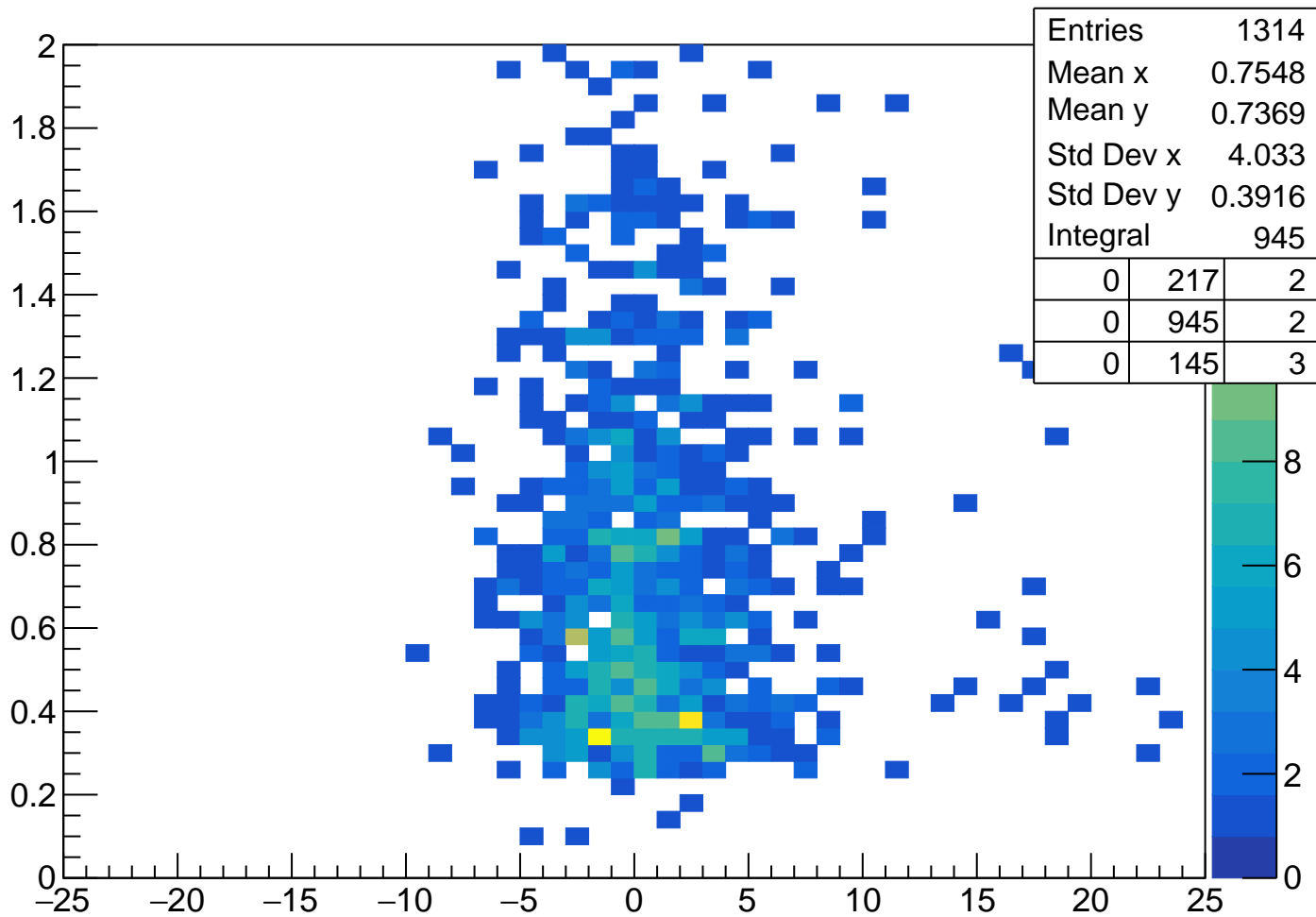
Sch-Tof vs pKurama Cut3: Sch&TOF-> nhits=1 & Maxdepth =1 & ntKurama=1



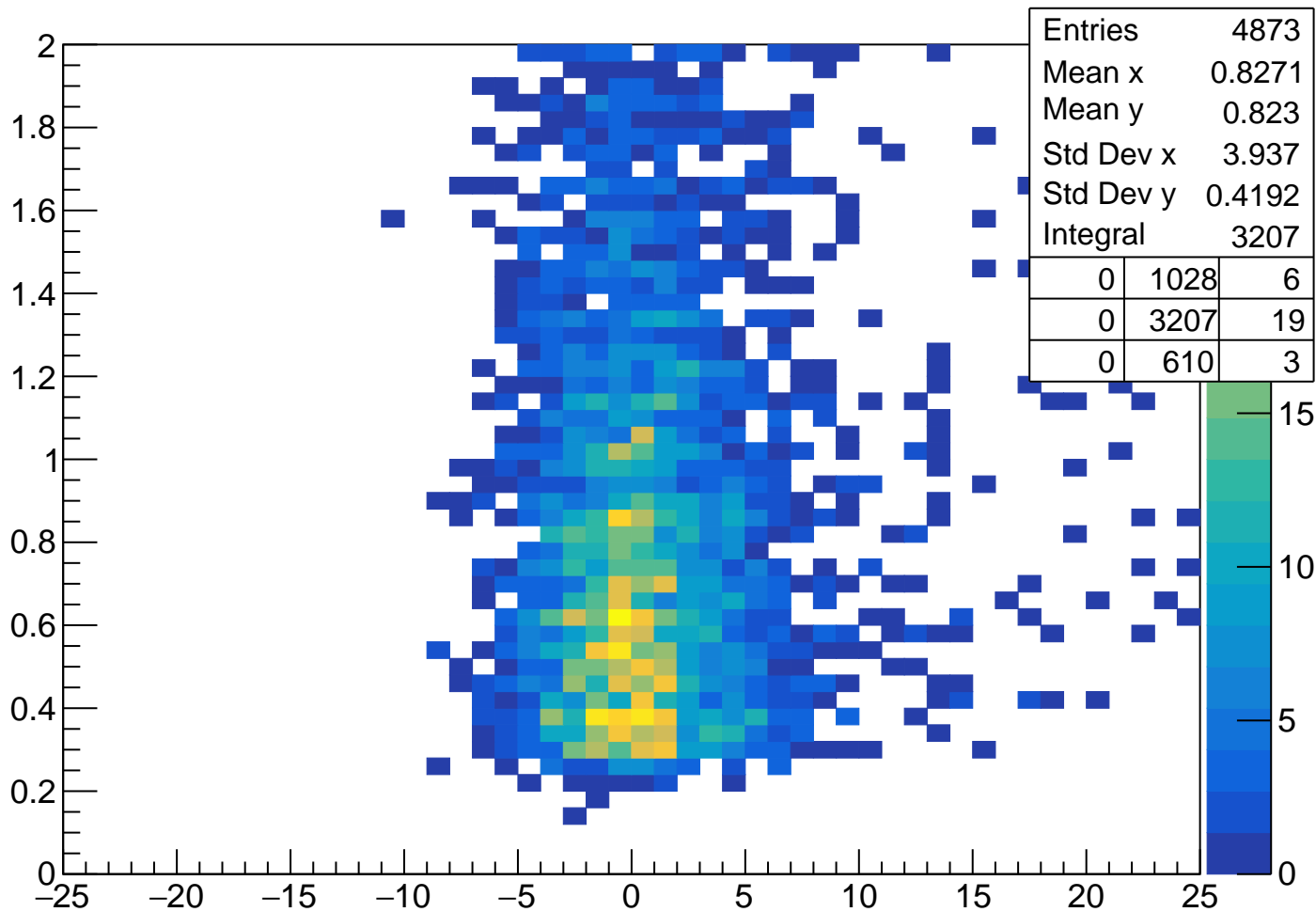
# Sch-Tof KTime0 PiCut: Cut3 & $0 < m_{2\gamma} < 0.1$



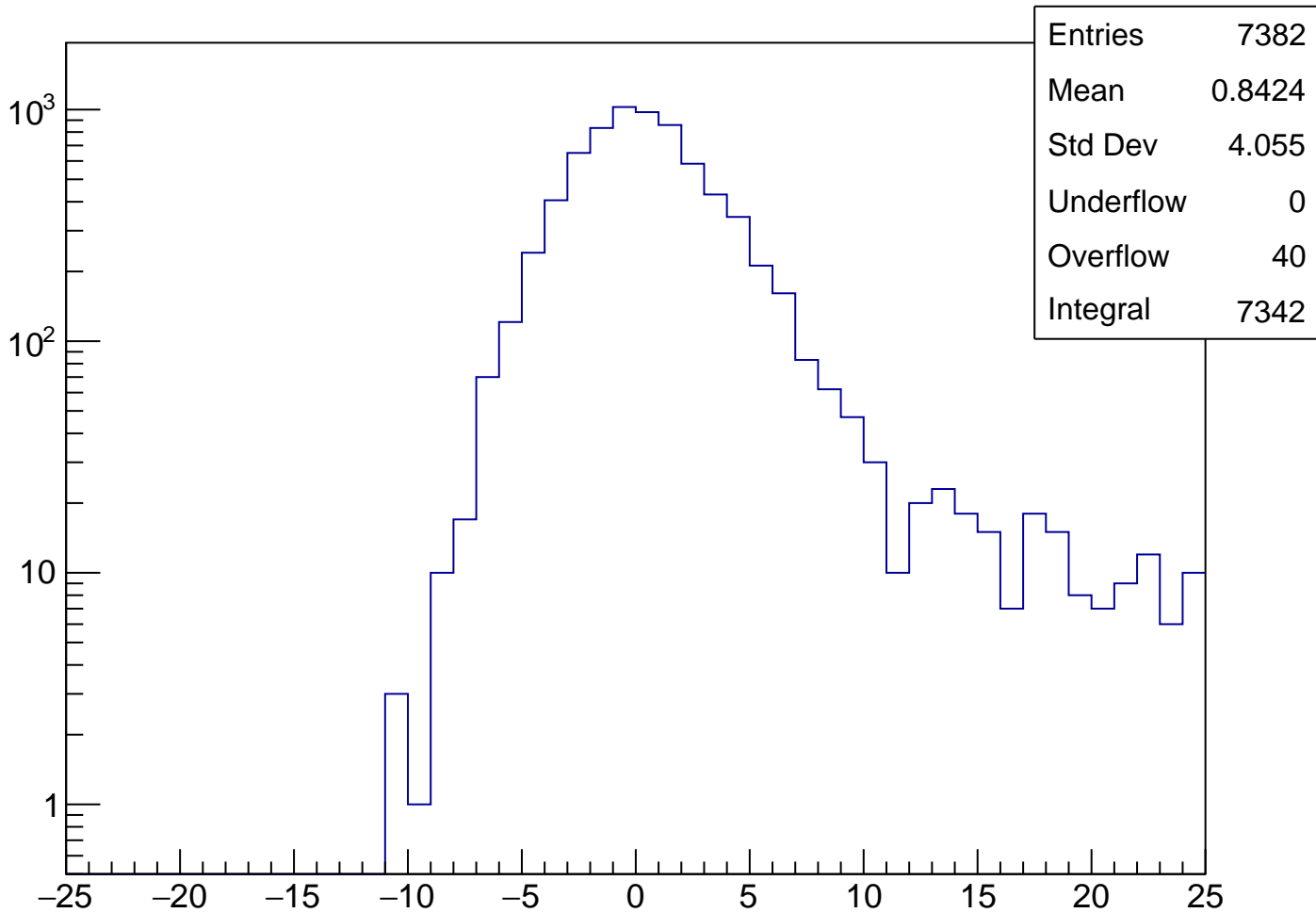
# Sch-Tof KTime0 KCut: Cut3 & $0.1 < m_{2\gamma} < 0.4$



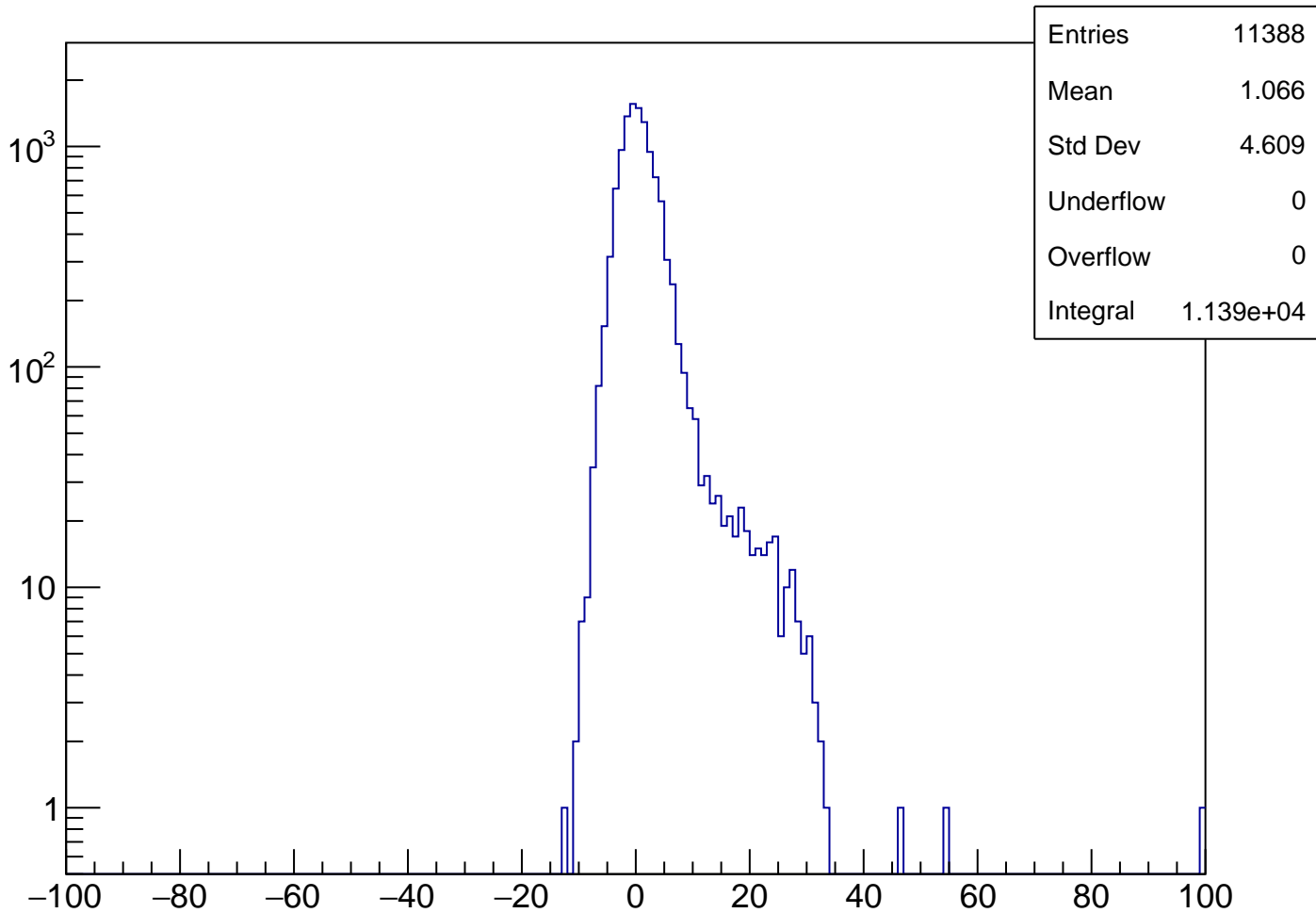
# Sch-Tof KTime0 PCut: Cut3 & $0.6 < m_2 & m_2 < 1$



# Sch-Tof Cut3 & $0 < m_{2\gamma} < 1$



# Sch-Tof Cut3 & $1 < m_{2\ell} < 0$



# Sch-Tof KTime0 PCut: Cut3 & $0.6 < m^2 < 1$

