**TrigPatAll** ×10<sup>3</sup> **Entries** 8474624 Mean 12.71 250 Std Dev 7.294 Underflow 5.691e+06 Overflow 2.648e+05 200 Integral 2.518e+06 150 100 50

15

20

25

30

10

0,

TrigFlag Bh2K



TrigFlag ElseOr



TrigFlag Matrix



TrigFlag Matrix



**TofNhits** 







TofMtOr Entries 1.016955e+08 Mean Std Dev 15.34 1.016e+08 Underflow Overflow Integral 9.114e+04 -10 

TofMtOrDepthPat



TofMtOrAllDepthPat



TofHitPat Cut:Nhits **Entries** Mean 11.11 Std Dev 4.397 Underflow Overflow Integral 3.005e+04 

**TofMtOrCut Entries** Mean Std Dev 15.34 Underflow 2.091e+04 Overflow Integral 9.114e+04 -10 

TofMtOr TdcCut & MtxFlgCut



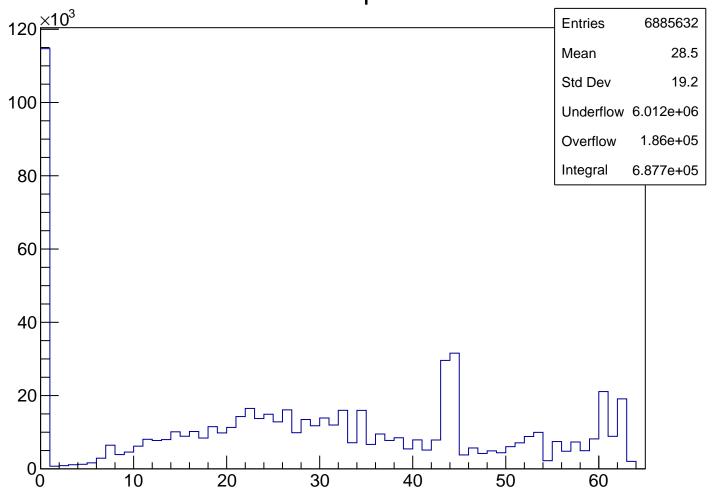




**SchNhits** 



SchHitpat



SchNhitsCut:nhits=1 & Maxdepth =1



SchTdc



SchTdcCut:nhits=1 & Maxdepth =1



SchTdcCut2: Sch&TOF-> nhits=1 & Maxdepth =1 **Entries** Mean 468.6 Std Dev 3.85 Underflow Overflow Integral 1.901e+04 0, 

SchTimeCut2: Sch&TOF-> nhits=1 & Maxdepth =1 **Entries** 19013 7000 Mean -390.5Std Dev 3.208 6000 Underflow 0 Overflow 0 5000 Integral 1.901e+04 4000 3000 2000 1000 -480-460 -420-400 -380-360-340-320-300-440

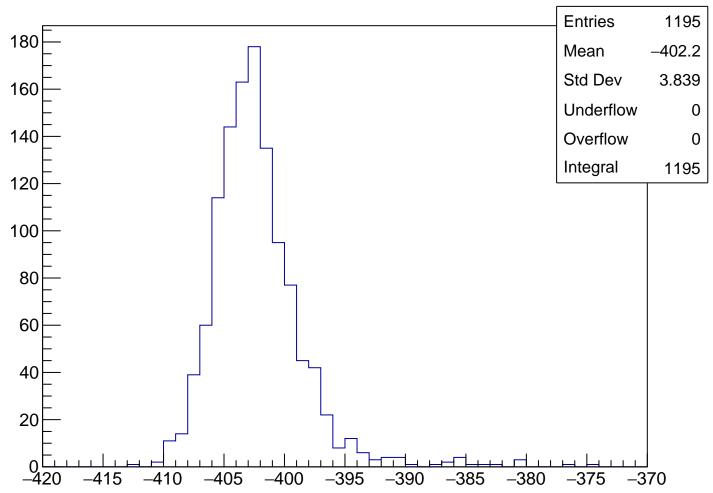
Sch-Tof Cut2: Sch&TOF-> nhits=1 & Maxdepth =1



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



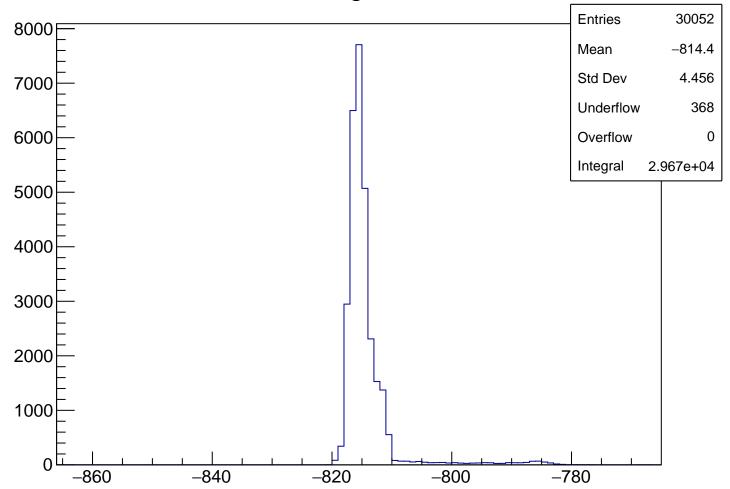
Sch-Tof PiCut: Cut3 & 0<m2&m2<0.1



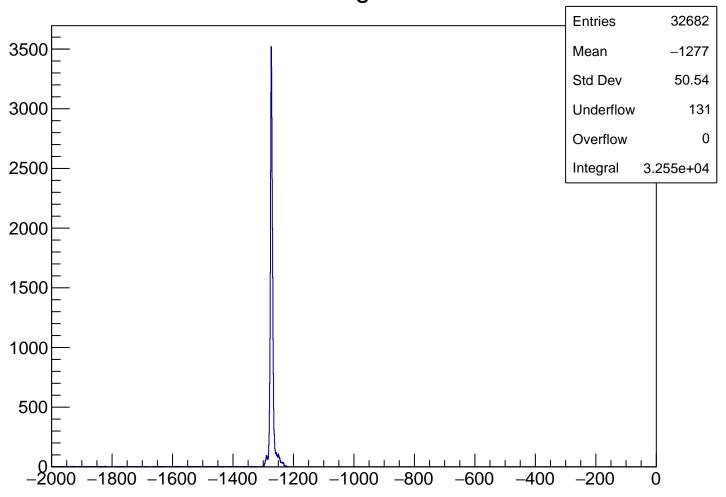
Matrix Flag - TofMtOr



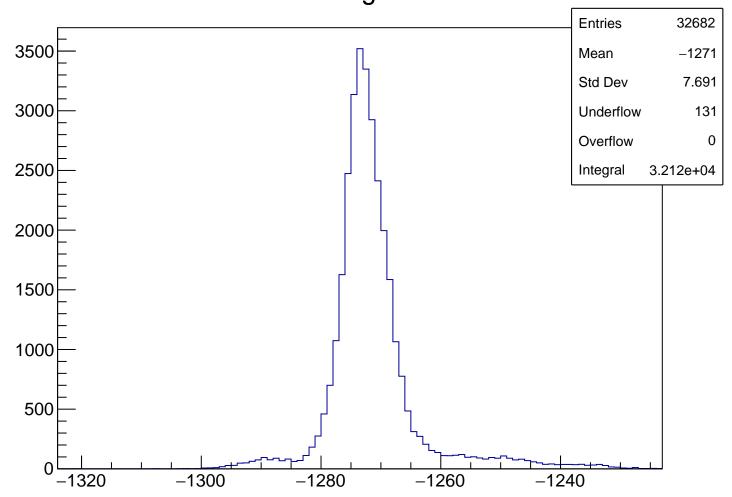
Matrix Flag - TofMtOr



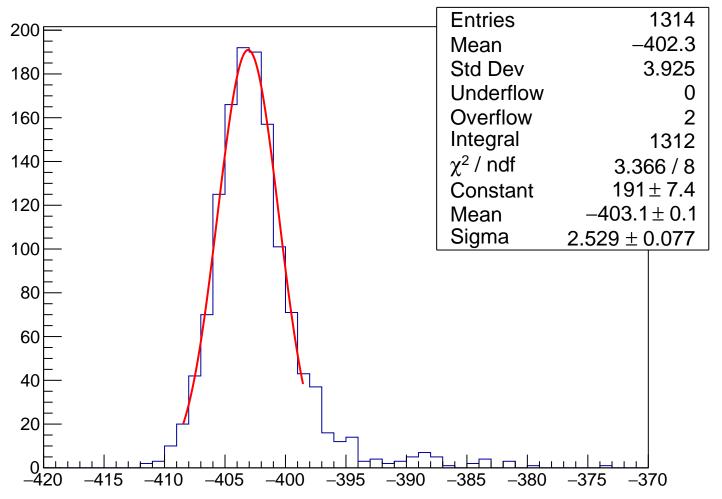
Matrix Flag - SchOr



Matrix Flag - SchOr



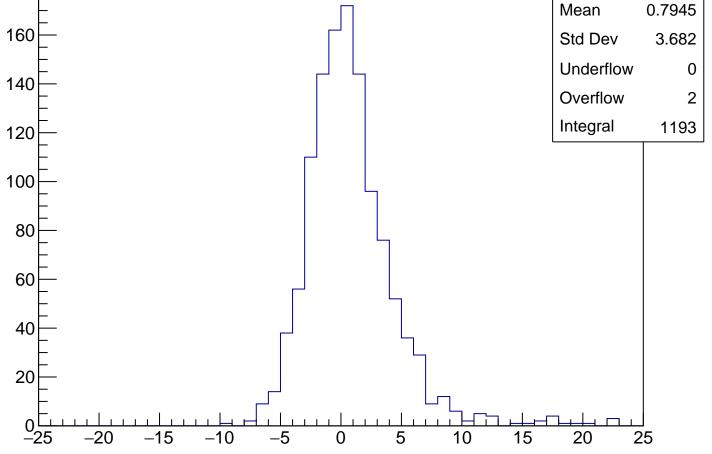
#### Sch-Tof KCut: Cut3 & 0.1<m2&m2<0.4



Sch-Tof PCut: Cut3 & 0.6<m2&m2<1



Sch-Tof KTime0 PiCut: Cut3 & 0<m2&m2<0.1 **Entries** 1195 Mean 0.7945 Std Dev 3.682 Underflow 0 Overflow 2 Integral 1193



180

Sch-Tof KTime0 KCut: Cut3 & 0.1<m2&m2<0.4 **Entries** 1314 Mean 0.7178 Std Dev 3.842 Underflow 0 Overflow 3 Integral 1311

10

15

20

25

-5

-10

180

160

140

120

100

80

60

40

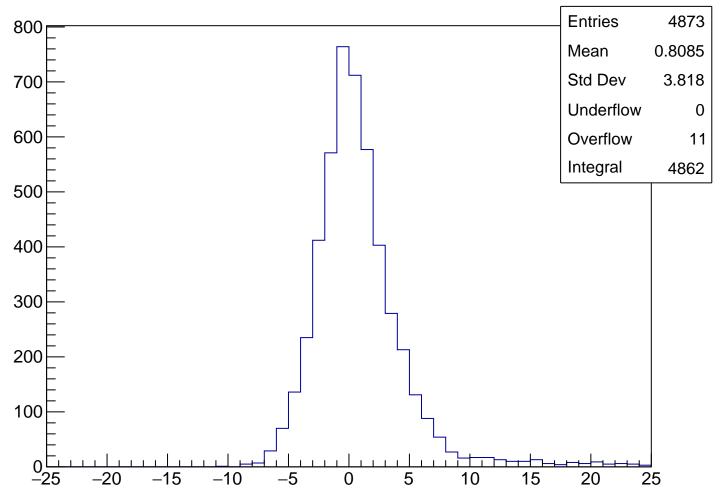
20

0 -25

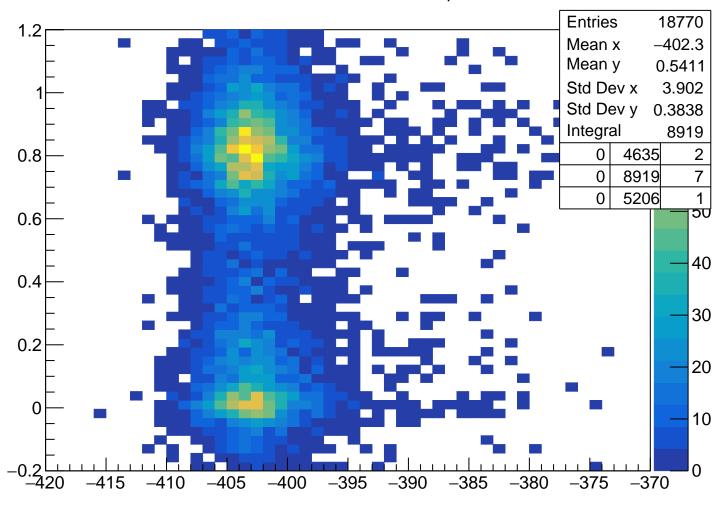
-20

-15

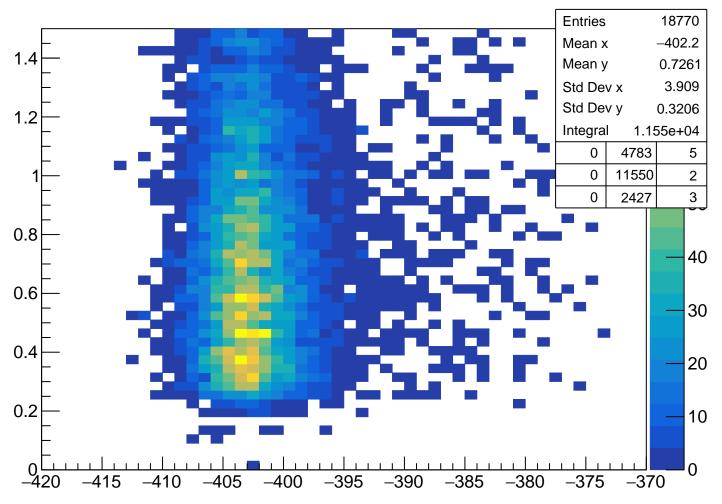
# Sch-Tof KTime0 PCut: Cut3 & 0.6<m2&m2<1



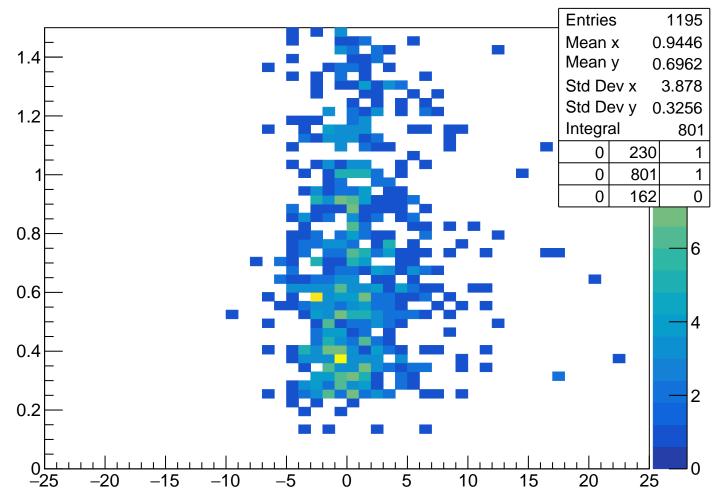
Sch-Tof vs m2 Cut3: Sch&TOF-> nhits=1 & Maxdepth =1 & ntKurama=1



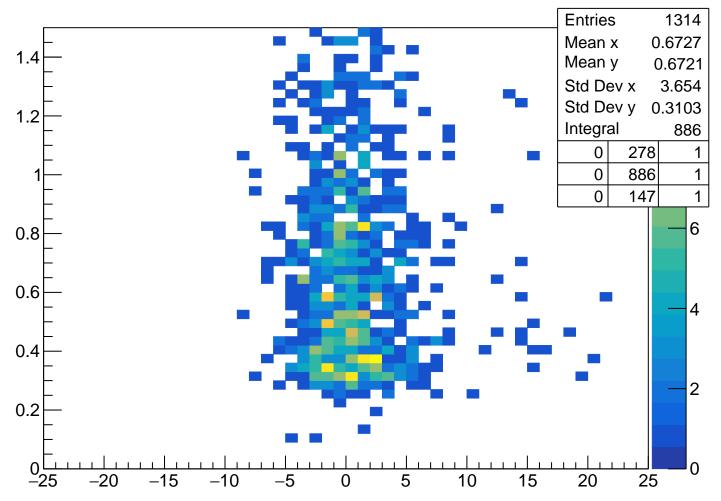
Sch-Tof vs pKurama Cut3: Sch&TOF-> nhits=1 & Maxdepth =1 & ntKurama=1



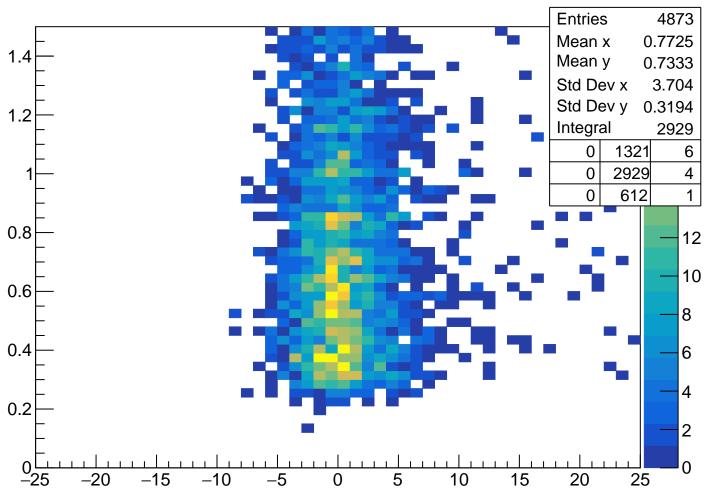
### Sch-Tof KTime0 PiCut: Cut3 & 0<m2&m2<0.1

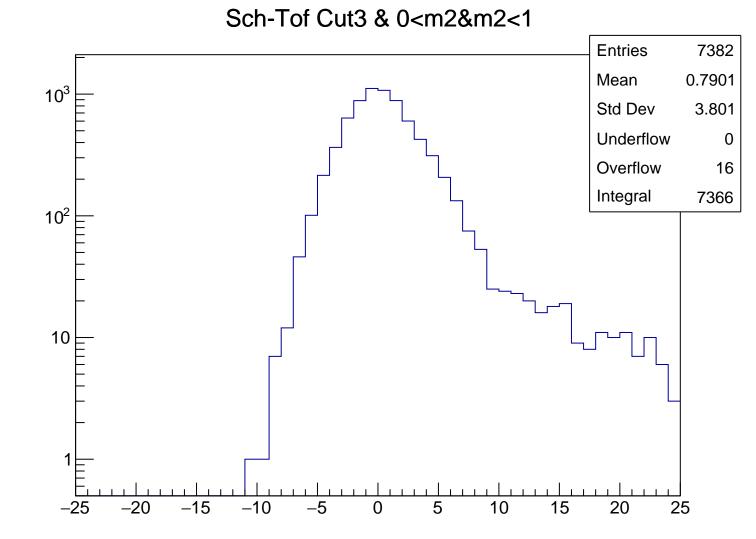


#### Sch-Tof KTime0 KCut: Cut3 & 0.1<m2&m2<0.4

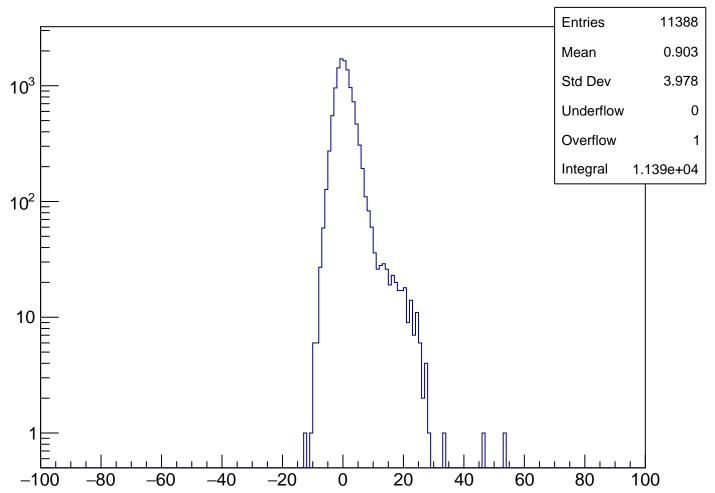


## Sch-Tof KTime0 PCut: Cut3 & 0.6<m2&m2<1





#### Sch-Tof Cut3 & 1<m2&m2<0



Sch-Tof KTime0 PCut: Cut3 & 0.6<m2&m2<1

