Crystal ID to be mapped with Board/channel (Back view, side readout boards)

19

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30 31 32

34 35

21 22

24 25 26 33

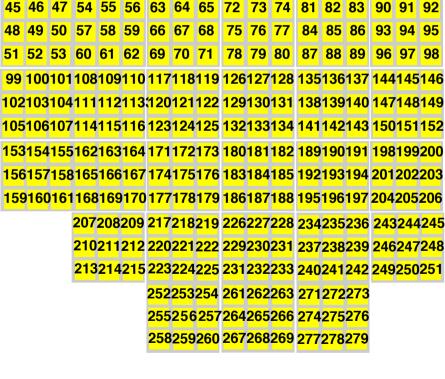
36

37 38

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39 40 41

42 43



10 11

13 14

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15 16 17