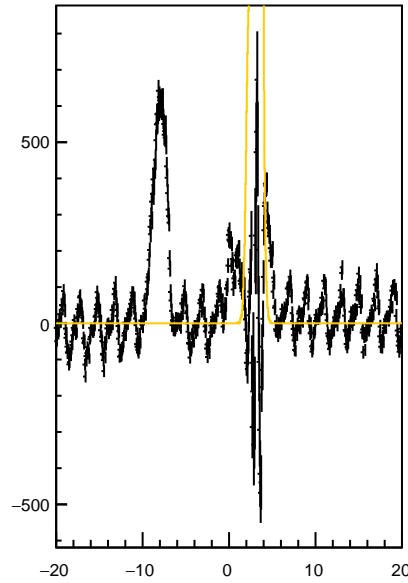
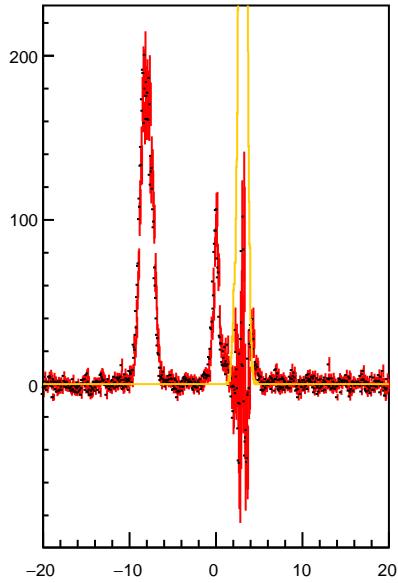


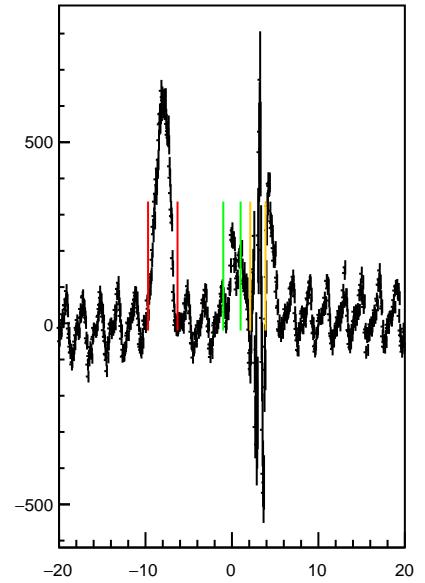
No Z cut



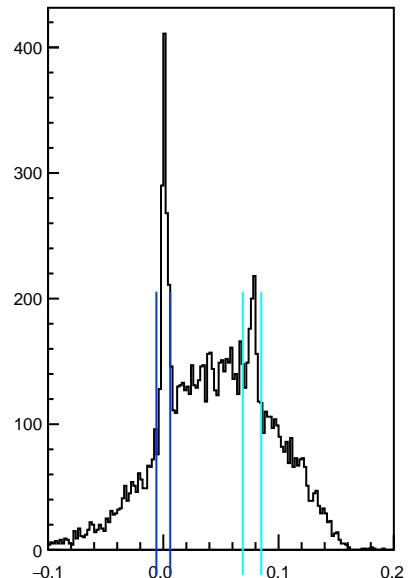
Cointime (Kaon) AC1<5.000000, 0.000000<AC2<0.000000 cut



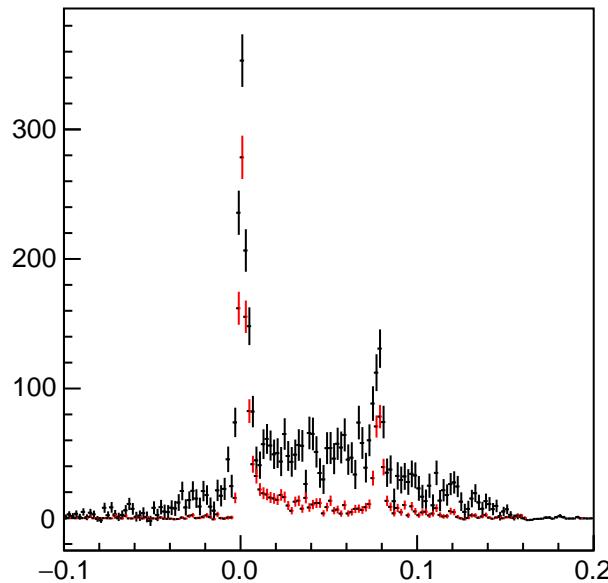
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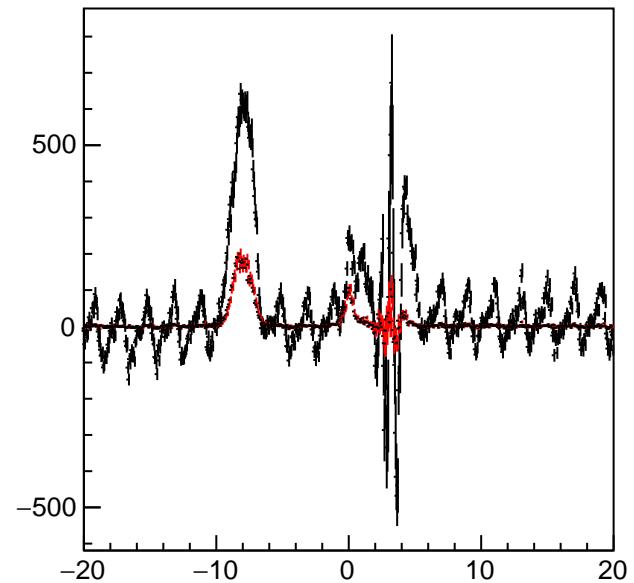
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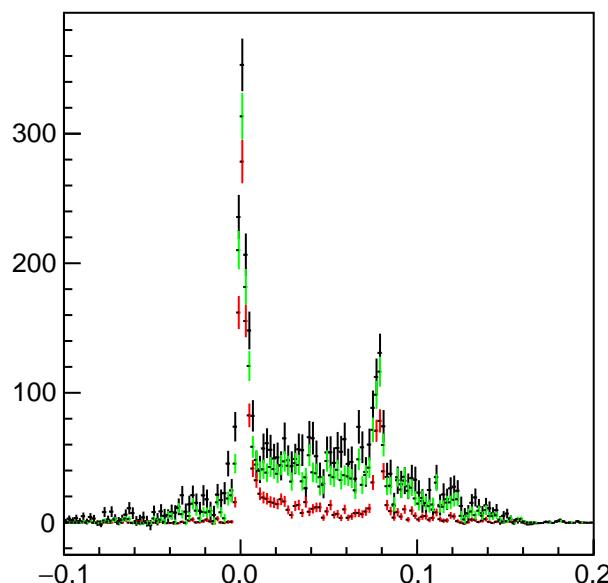
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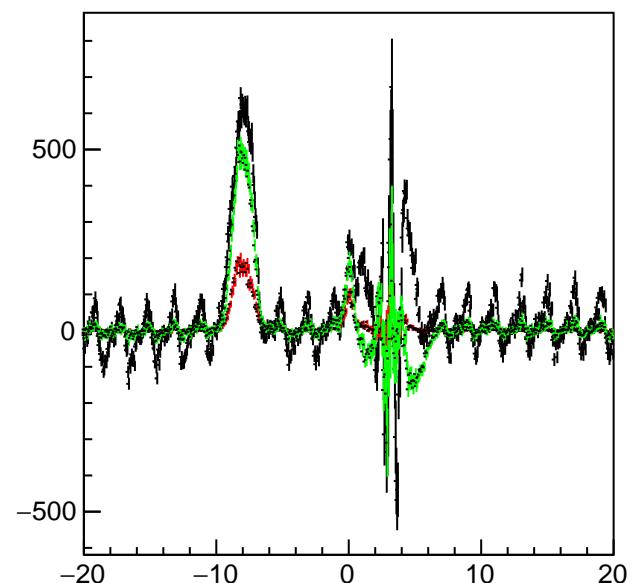
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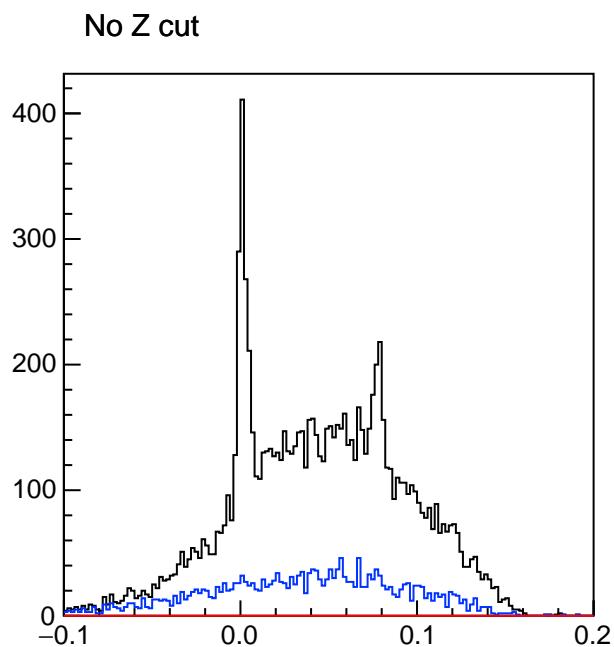
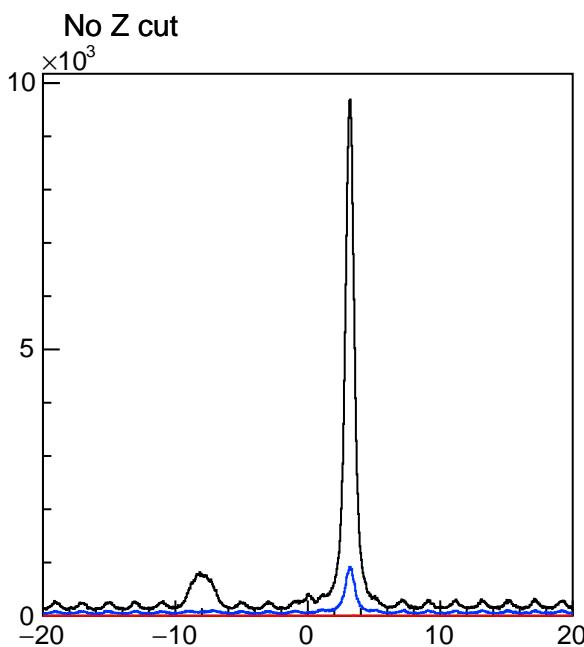
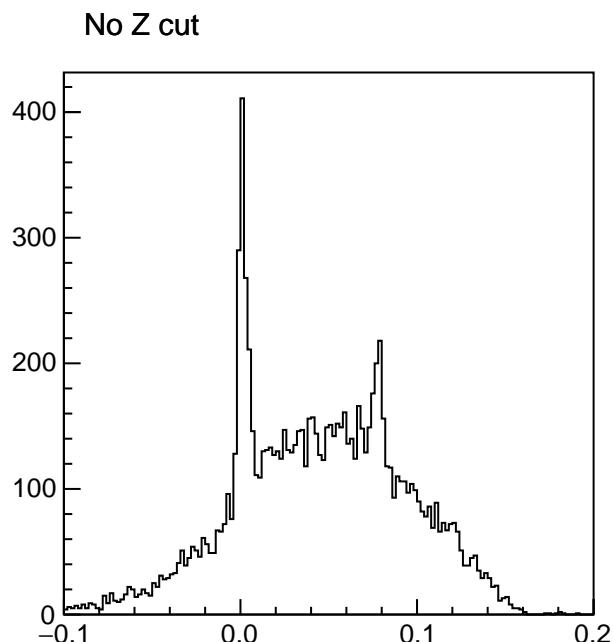
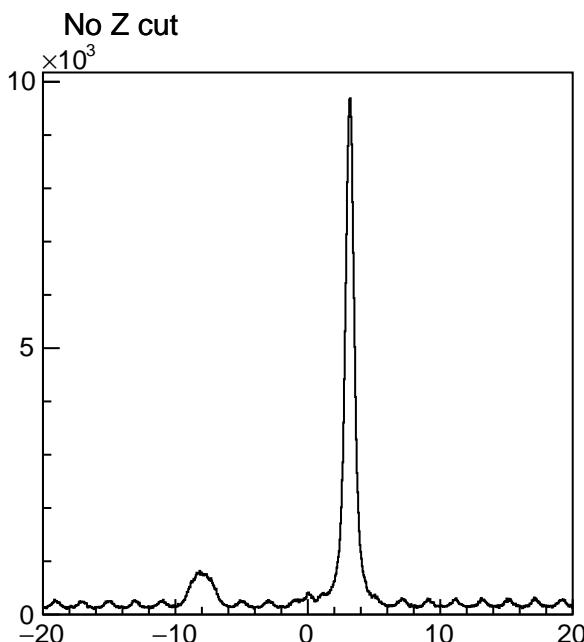


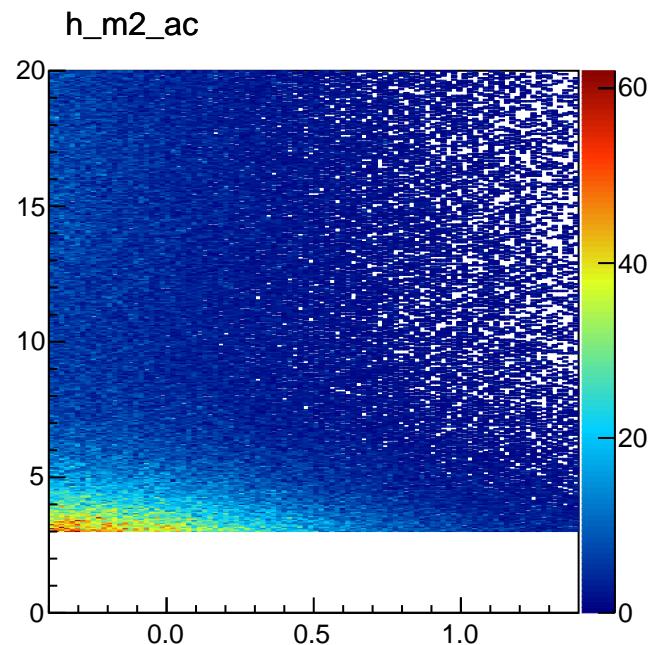
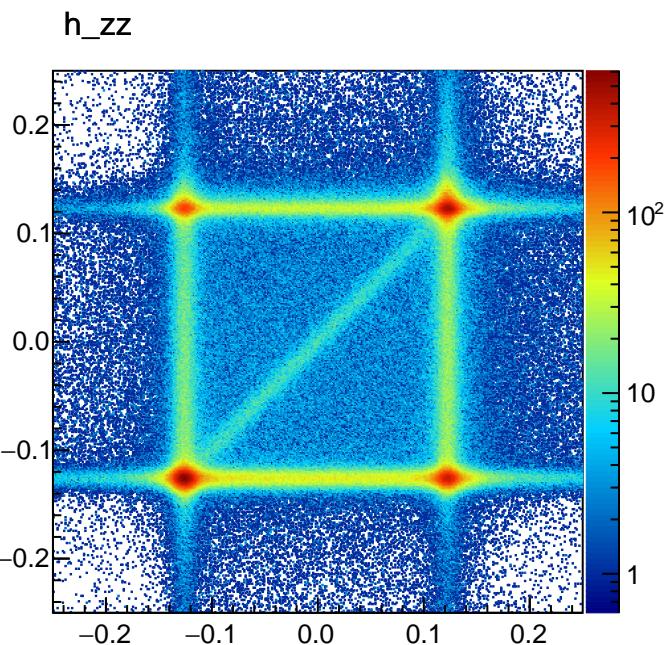
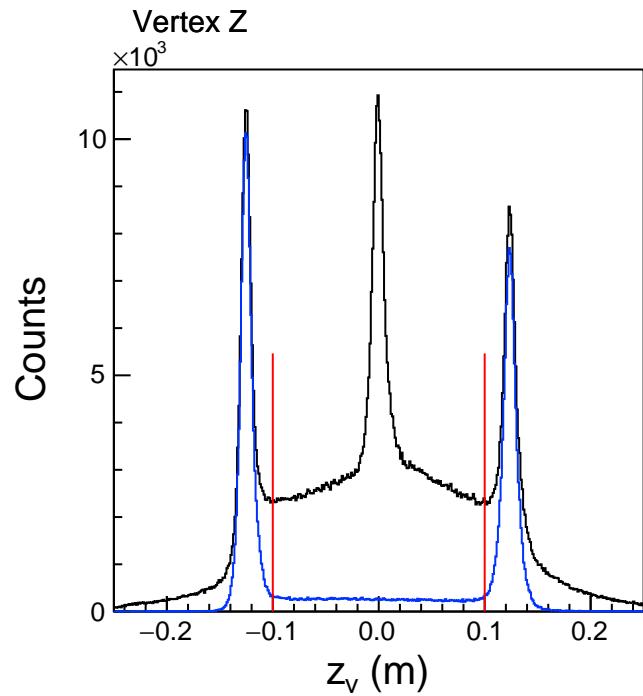
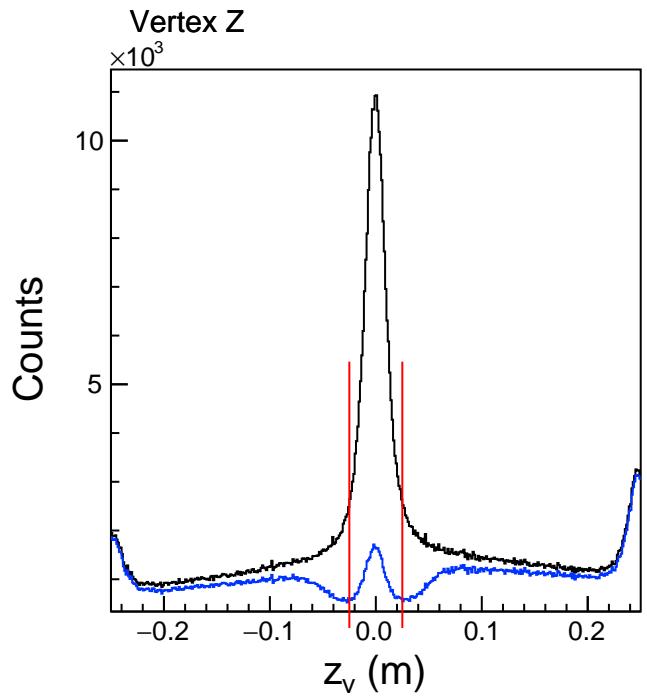
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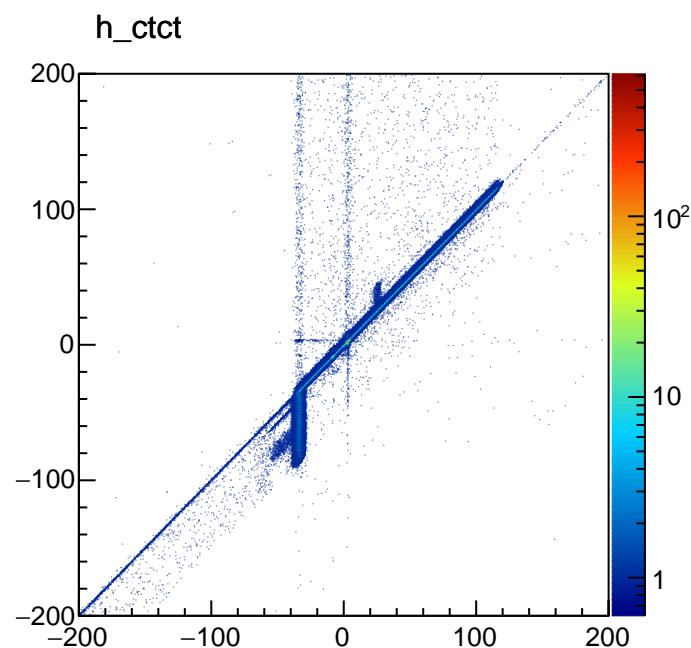
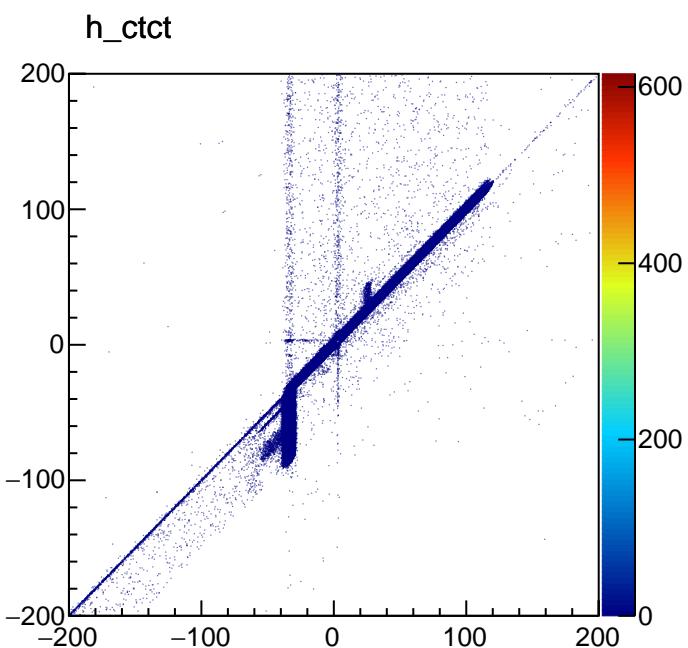
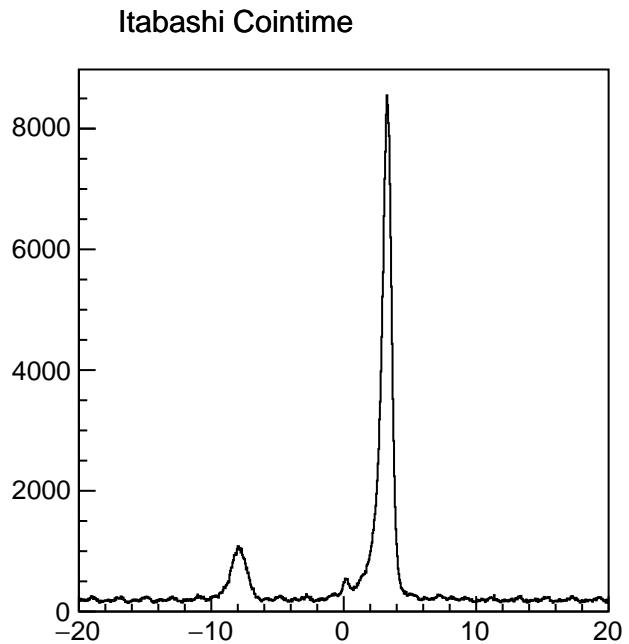
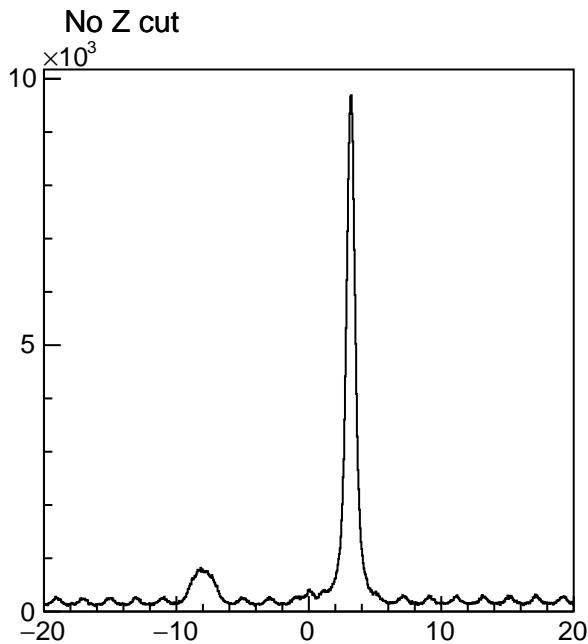


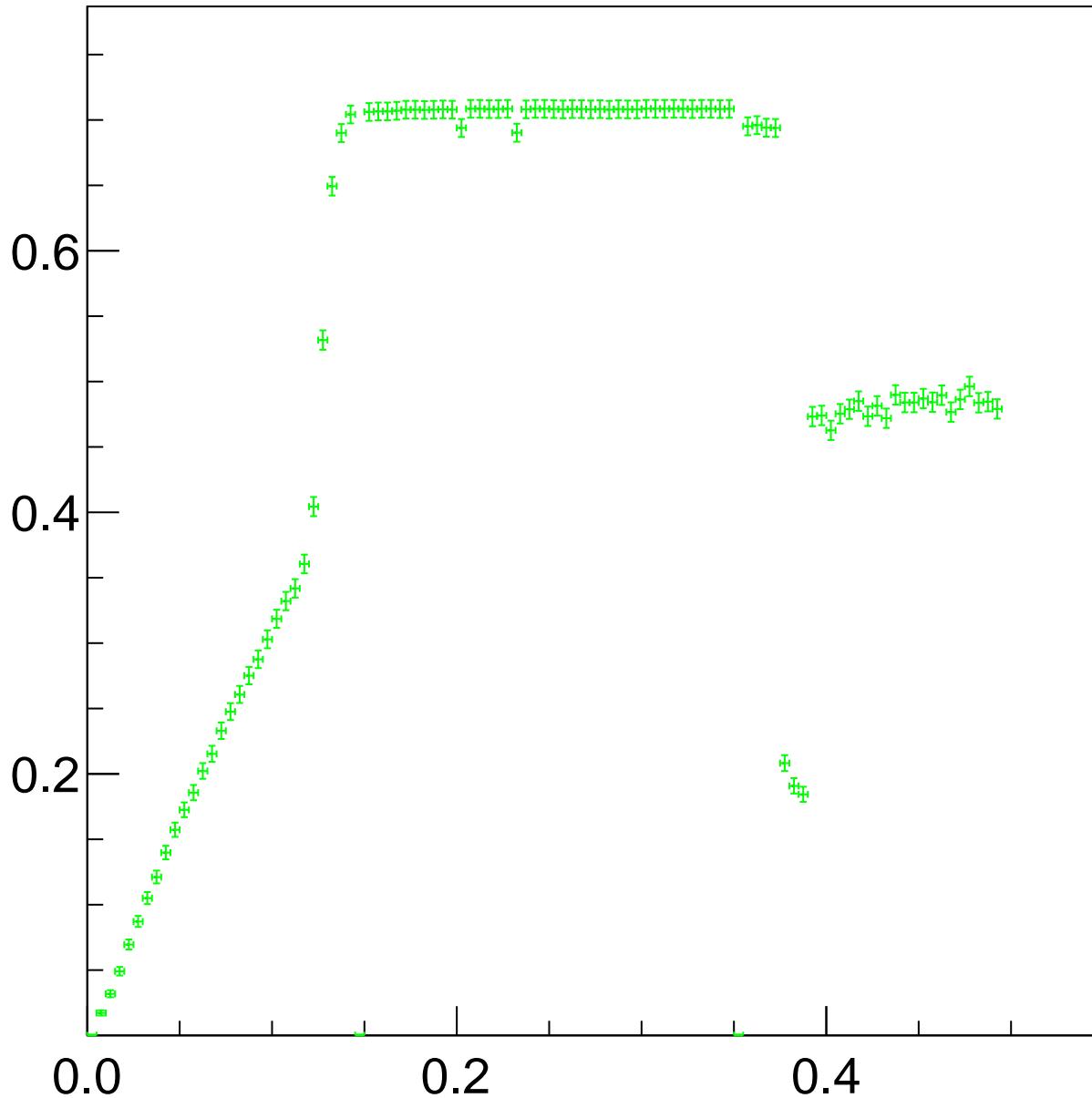
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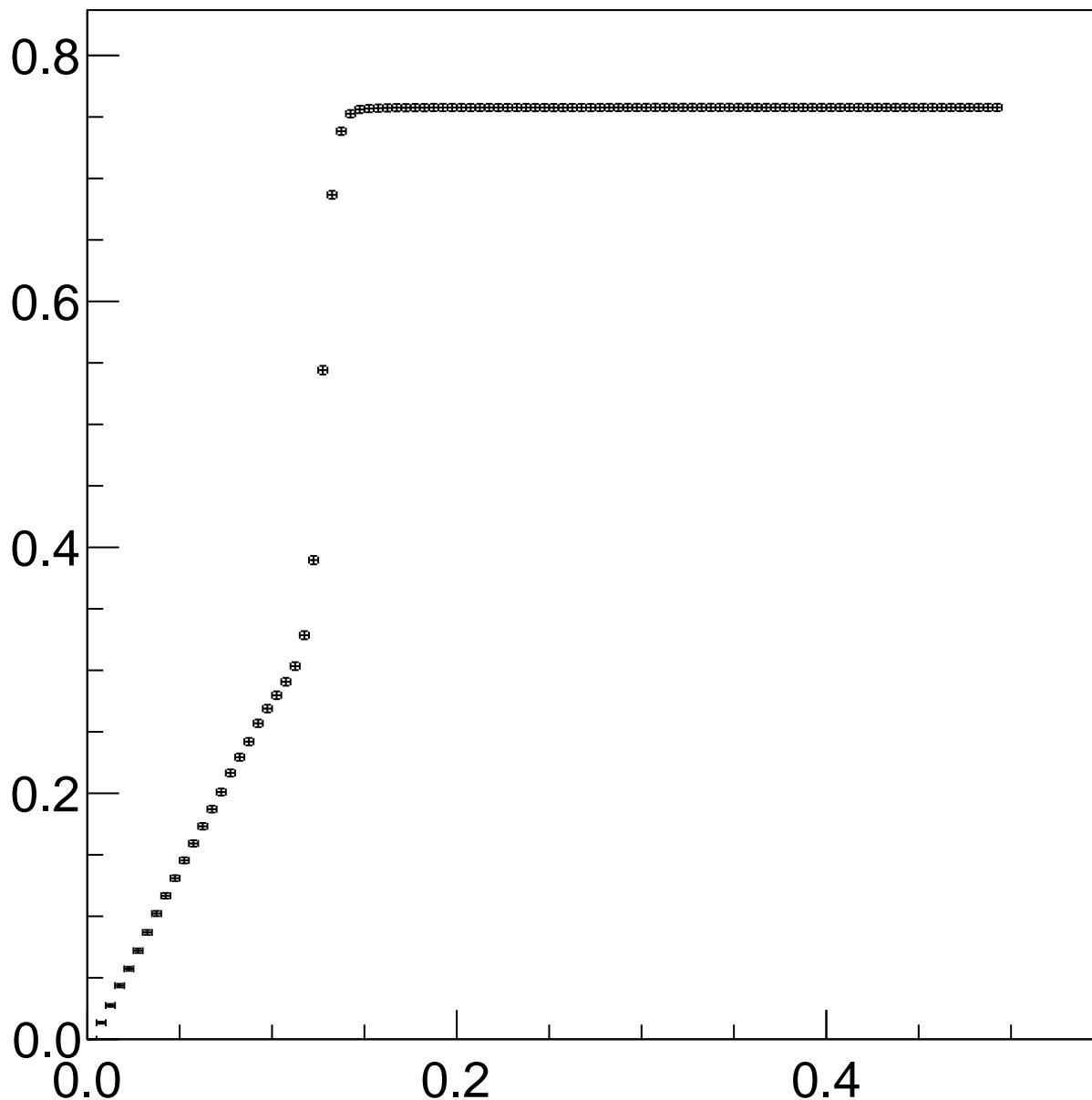




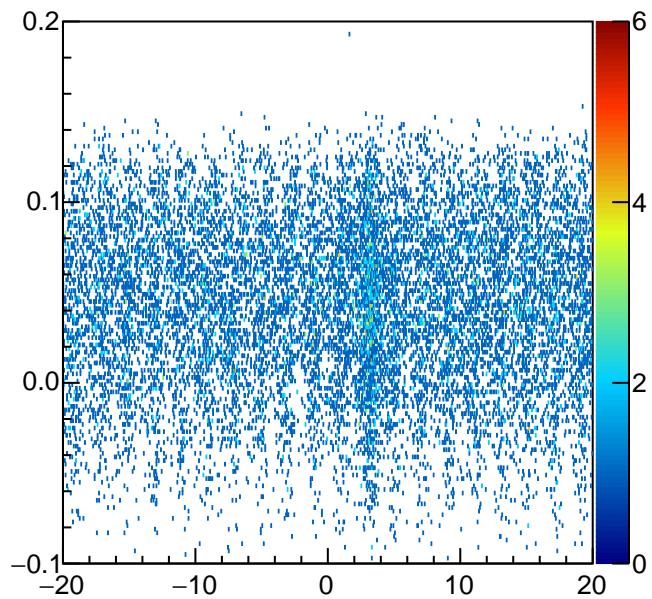




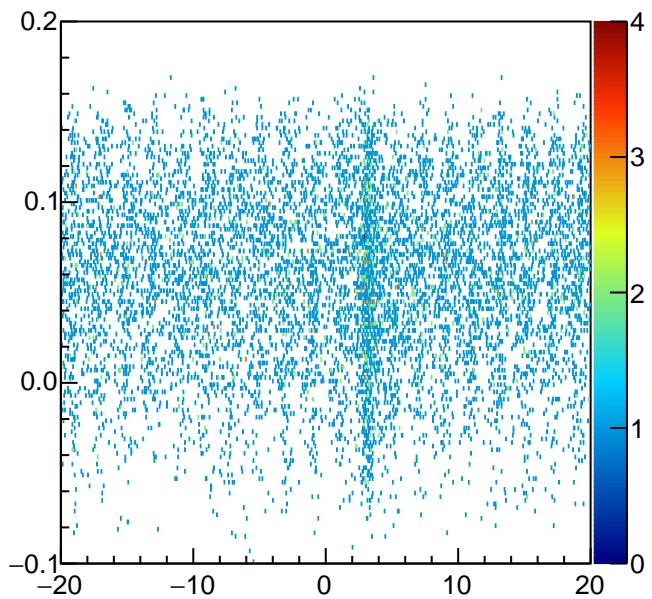




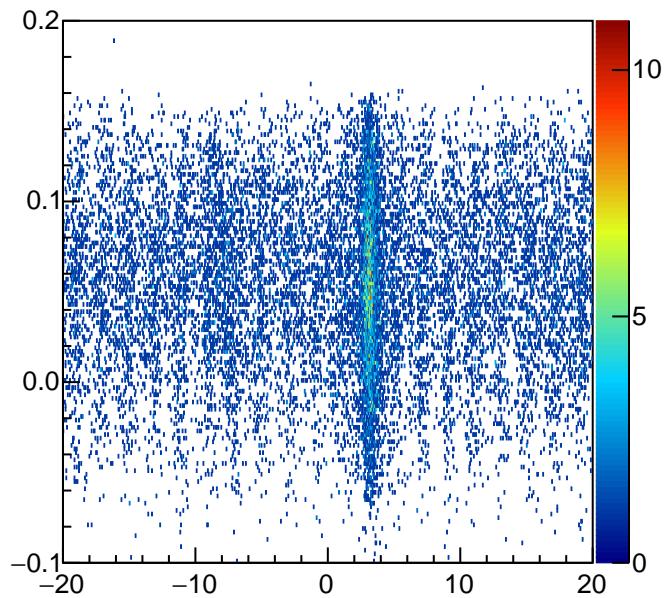
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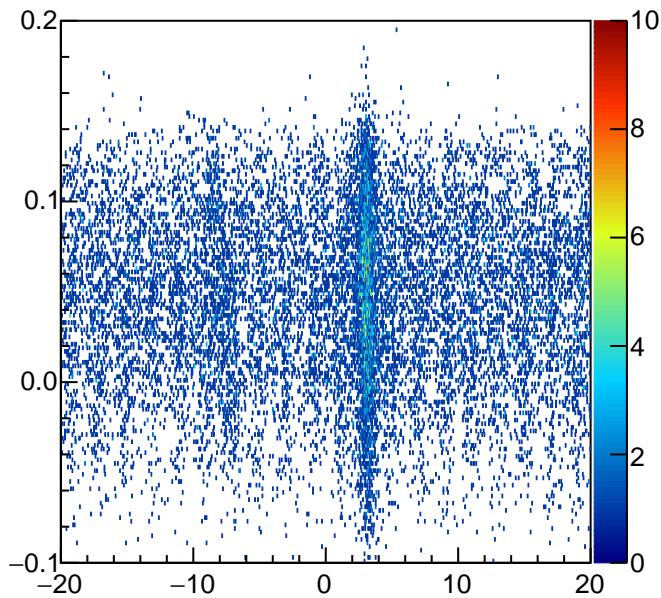
h_{zz2}



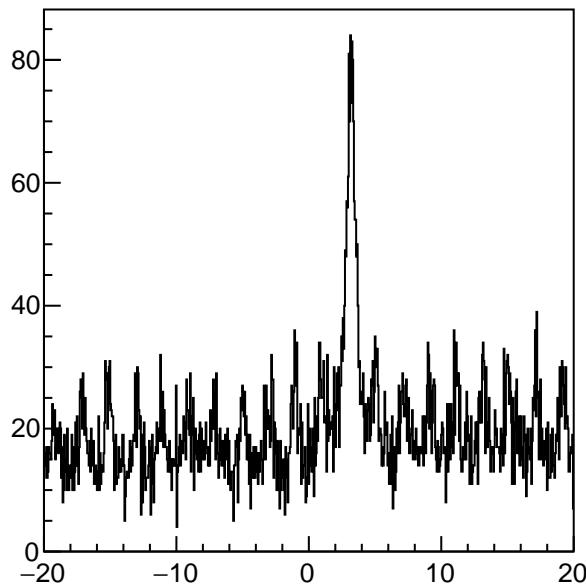
h_{zz3}



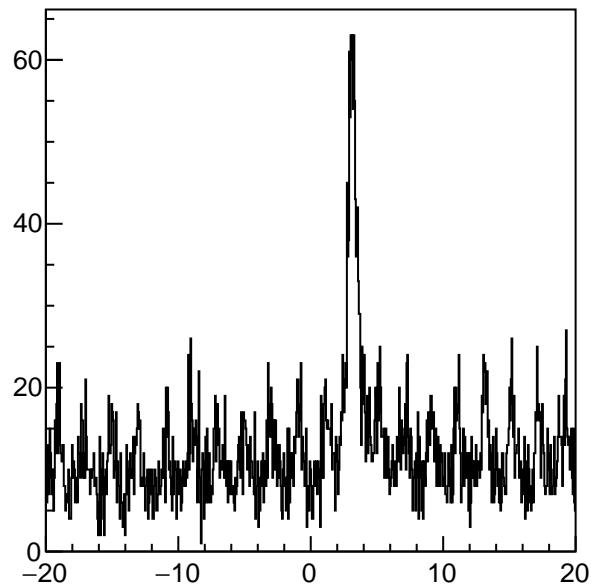
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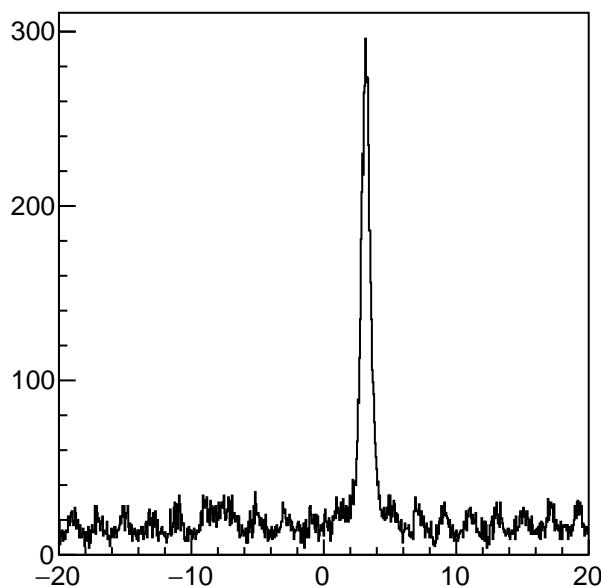
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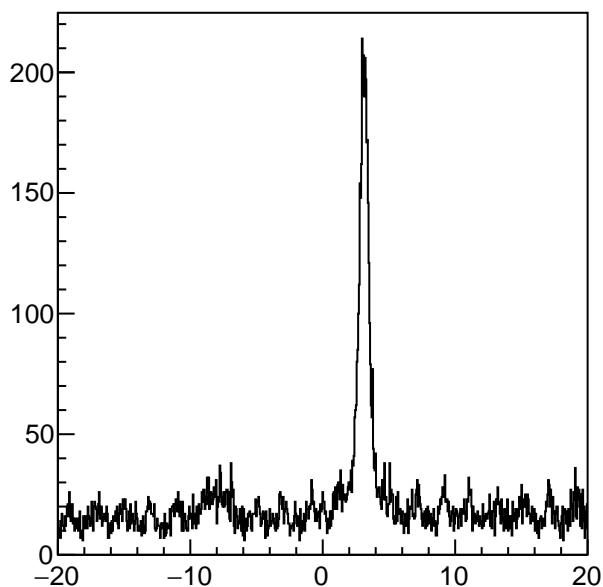
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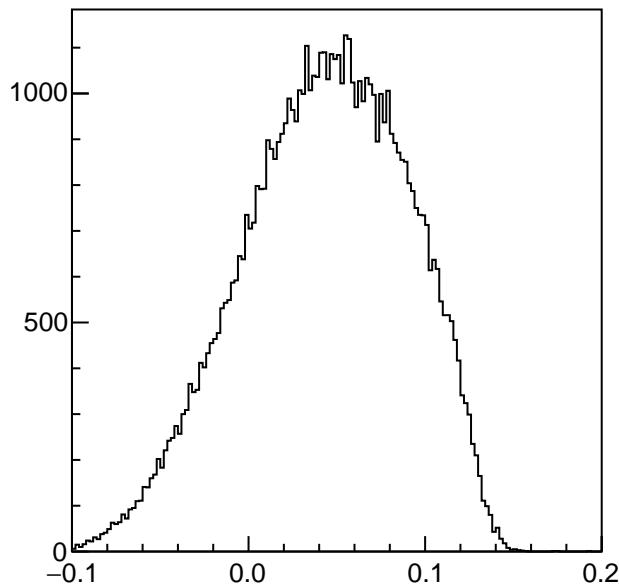
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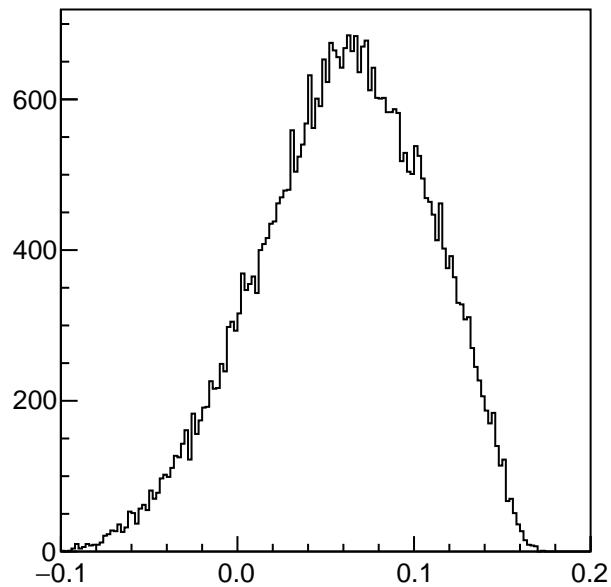
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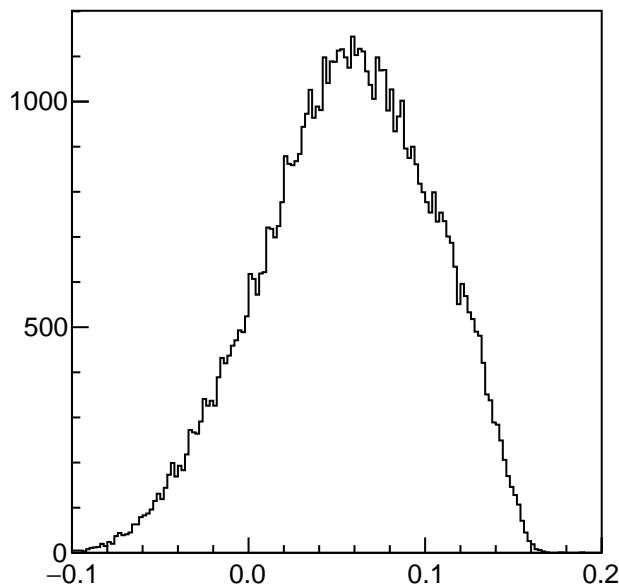
h_{z11}



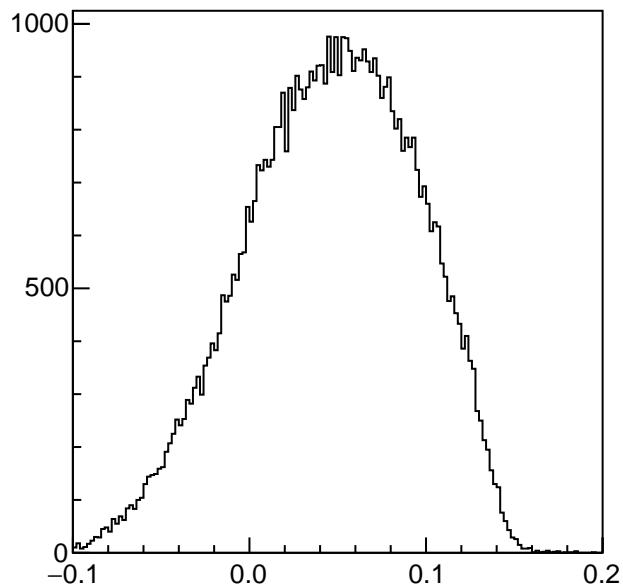
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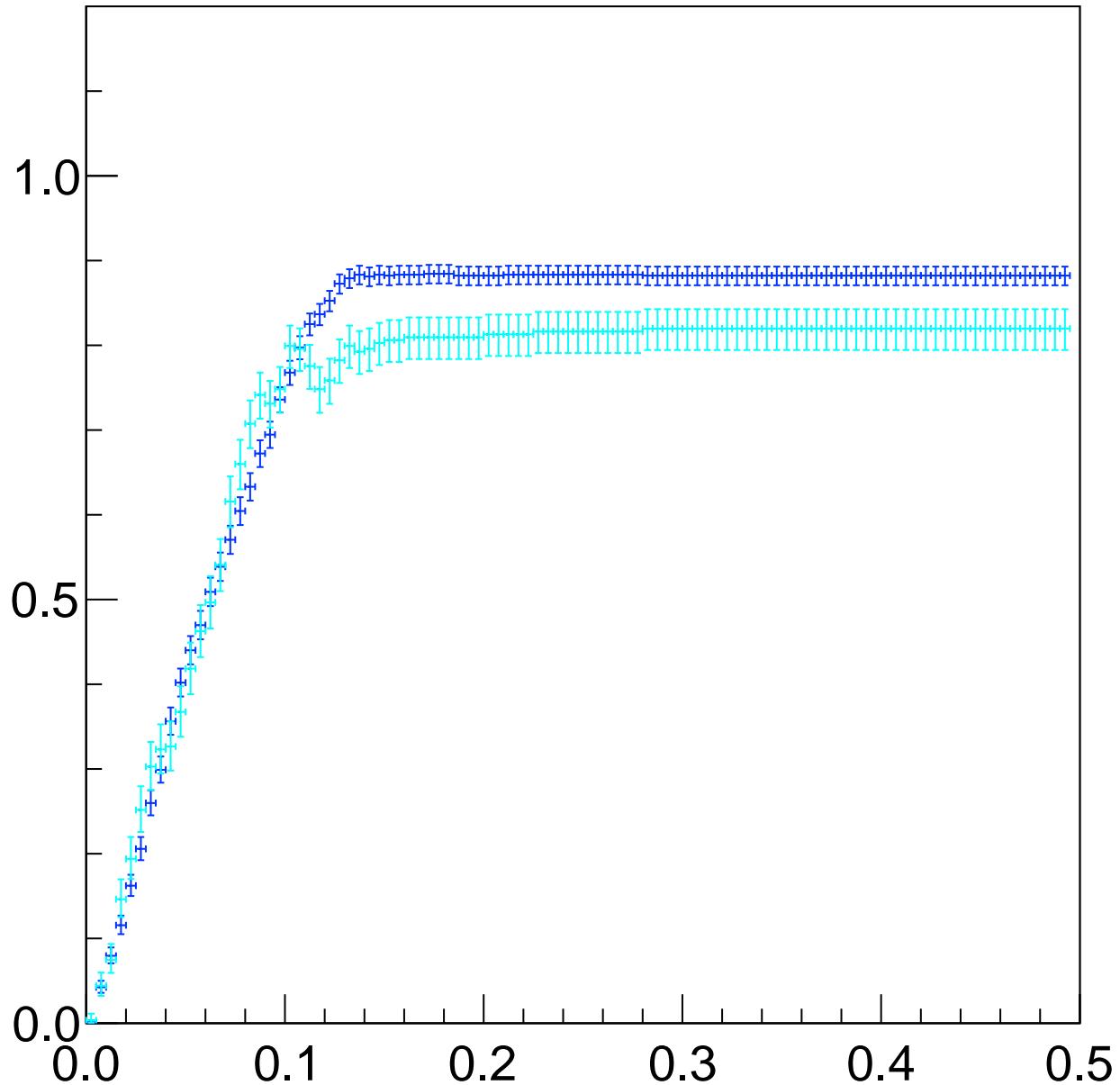


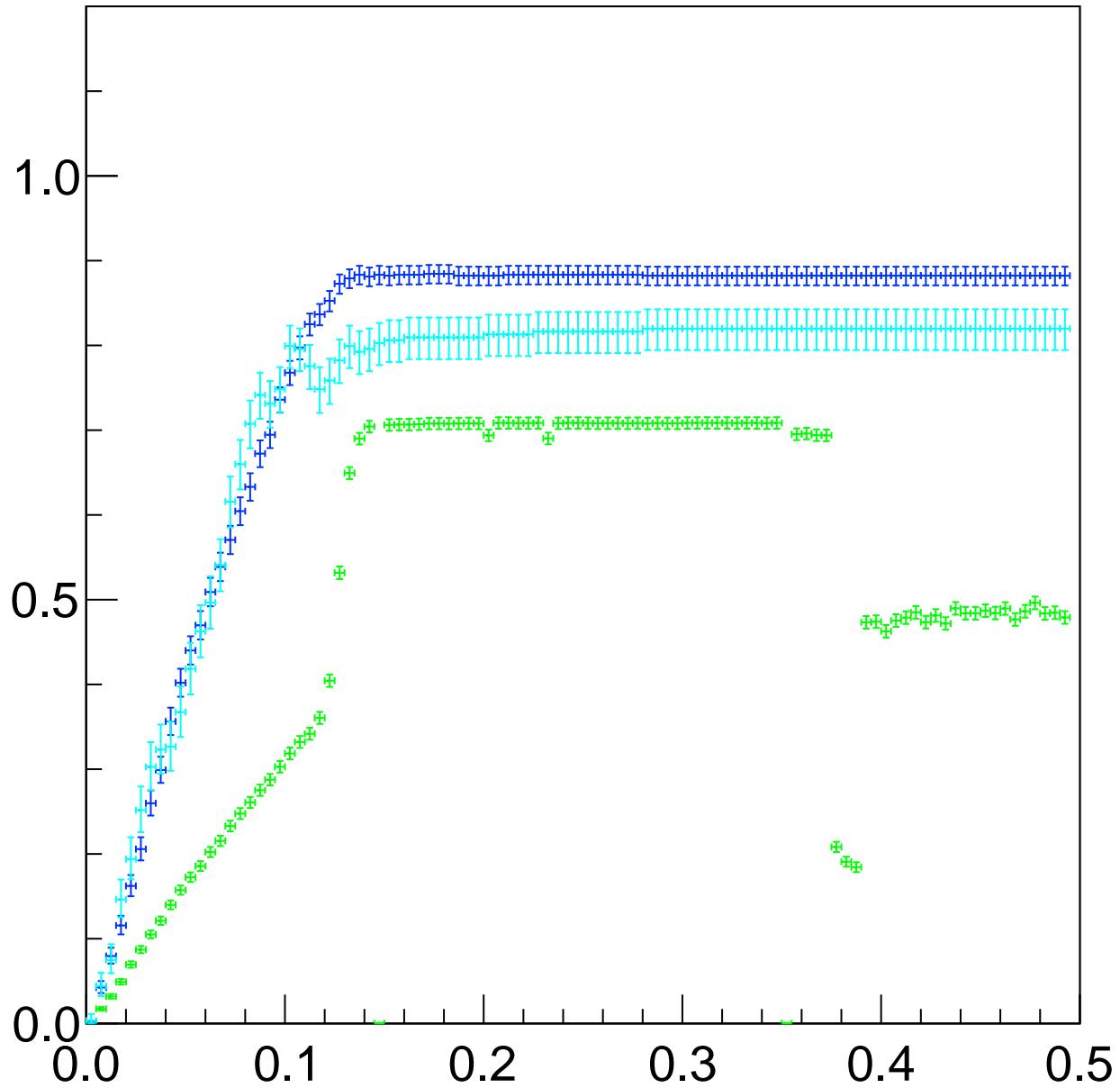
h_{z33}



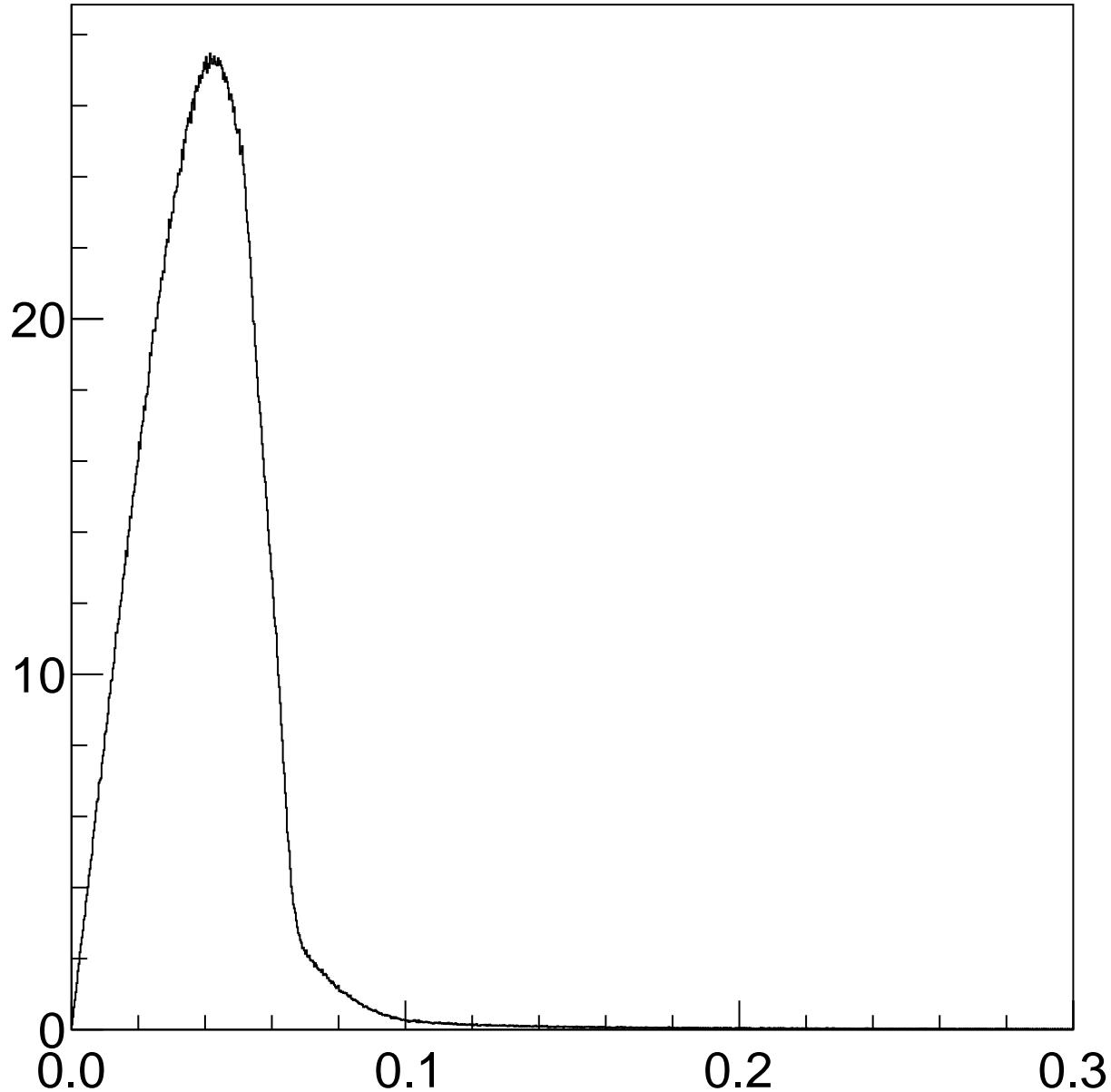
h_{z44}



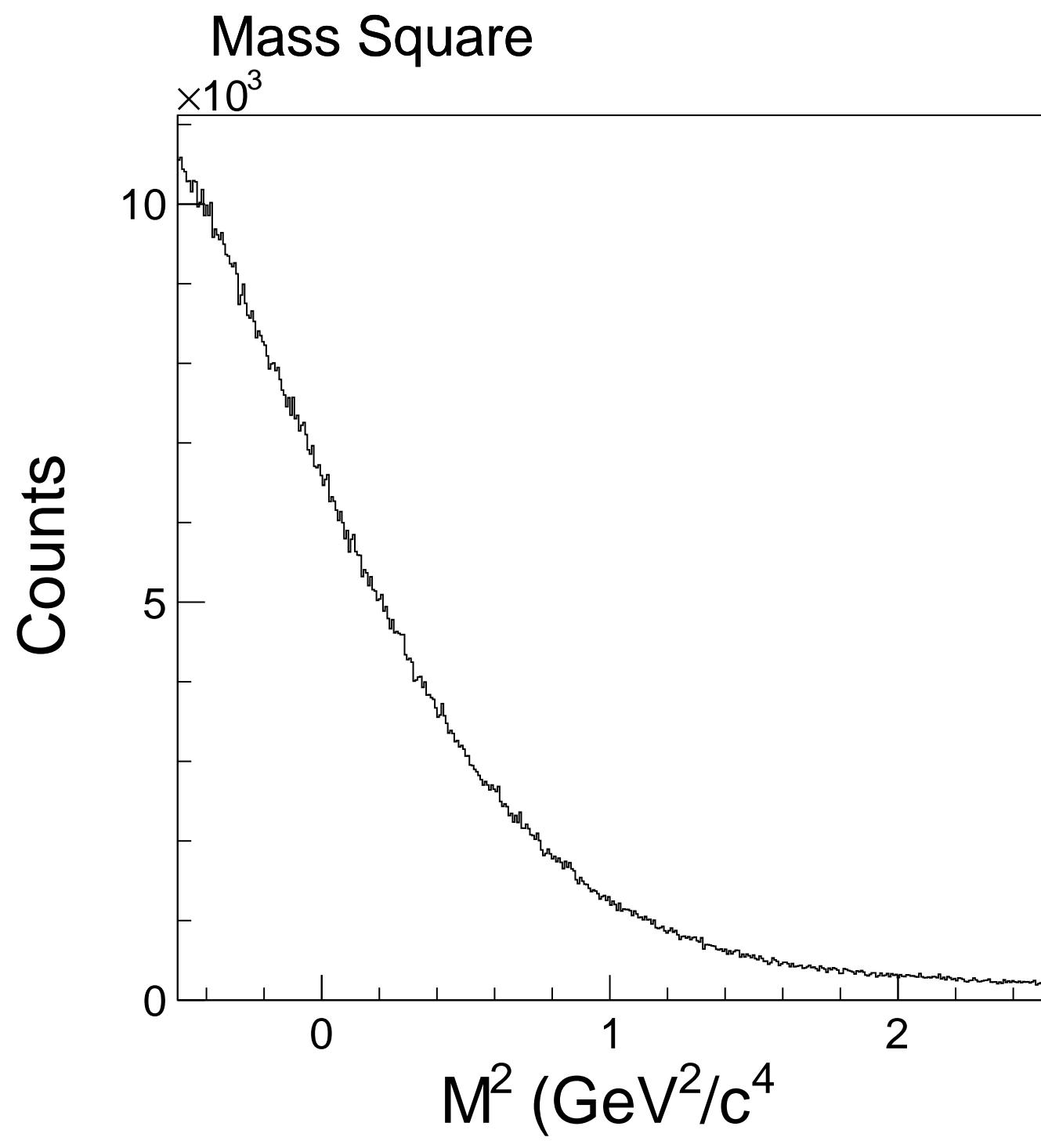




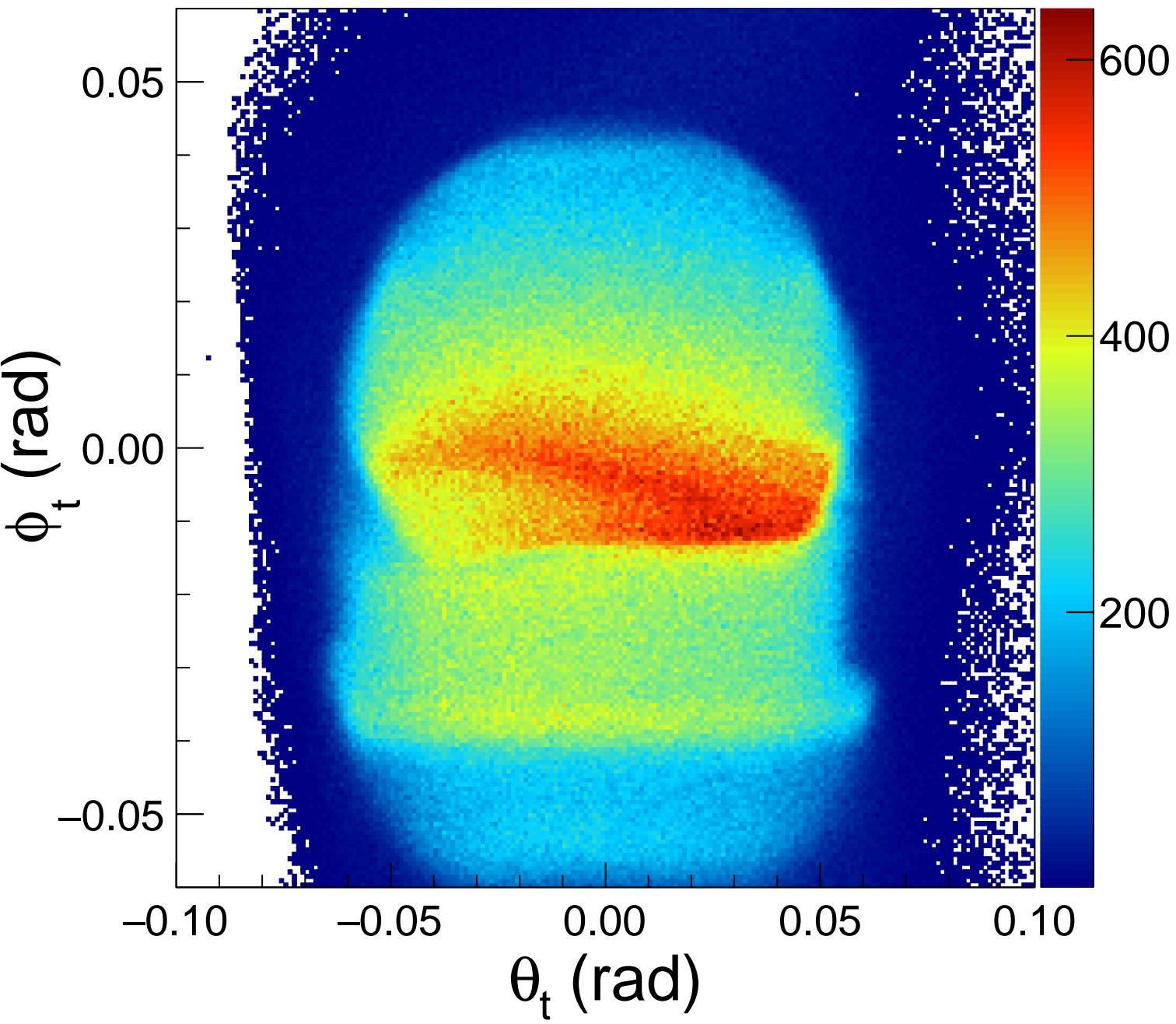
$h_{\bar{\theta}\theta ee}$
 $\times 10^3$

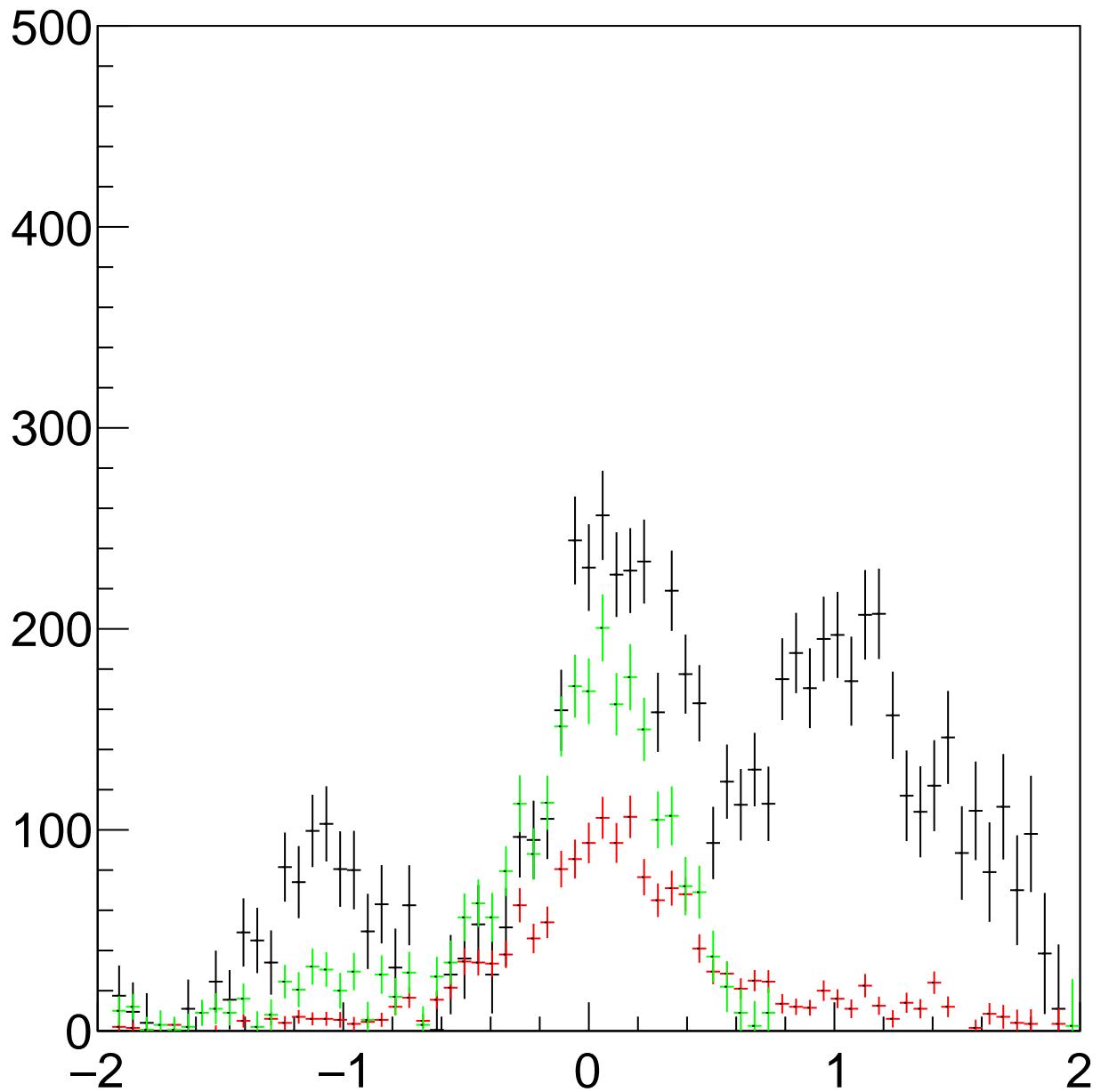


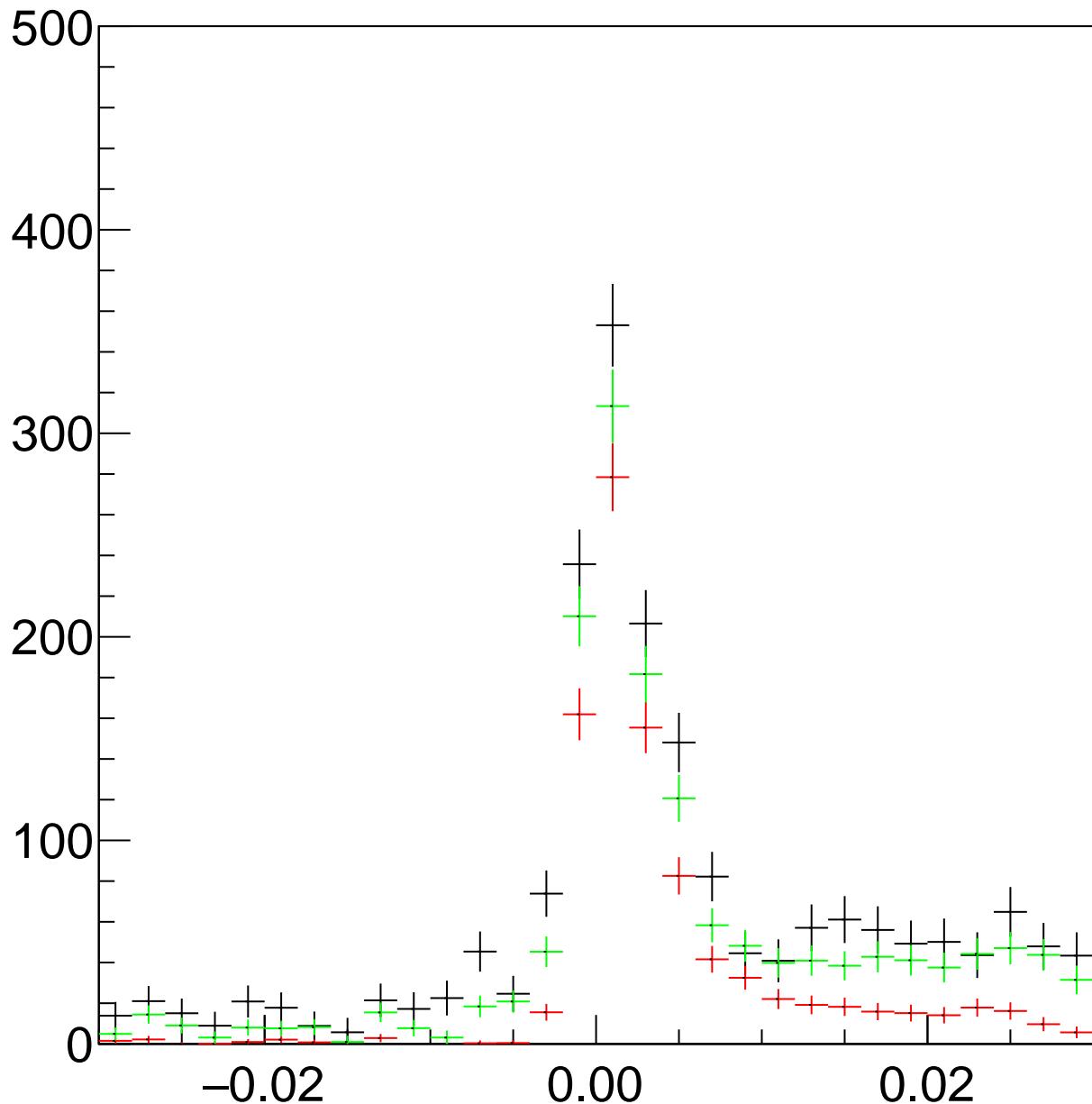
Mass Square



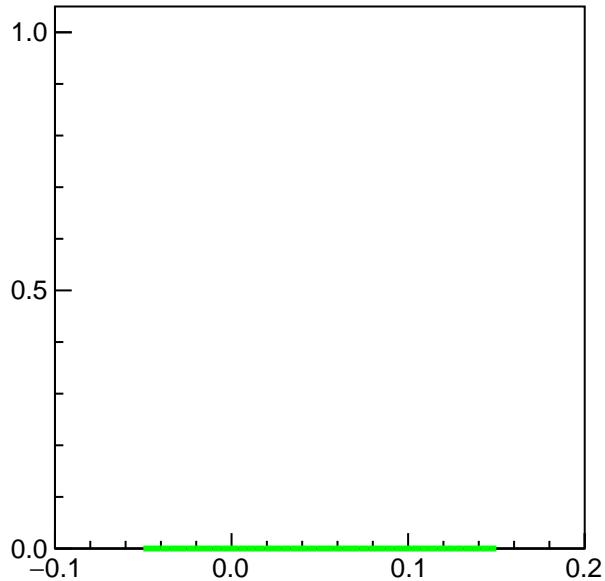
Target ϕ v.s θ



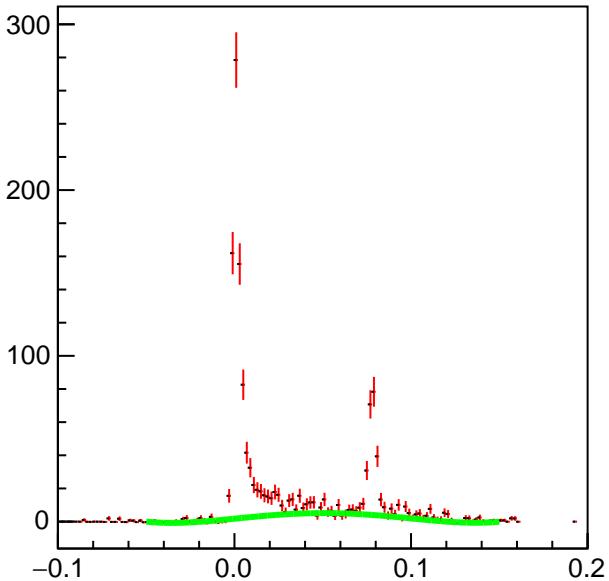




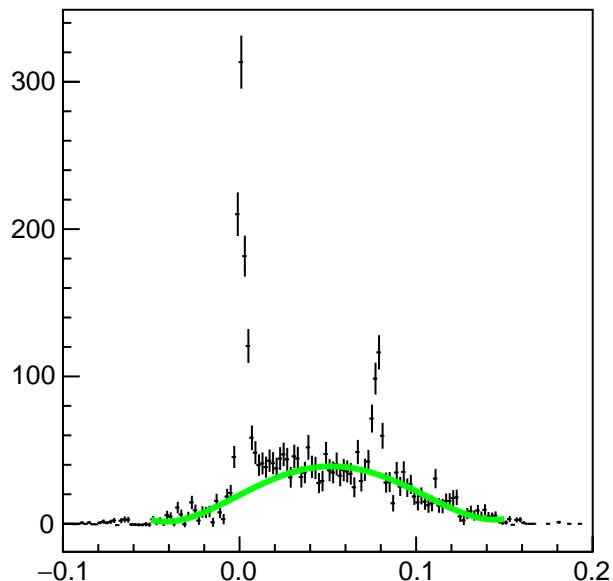
Missing Mass AC1<0.000000, 0.000000<AC2<0.000000 cut



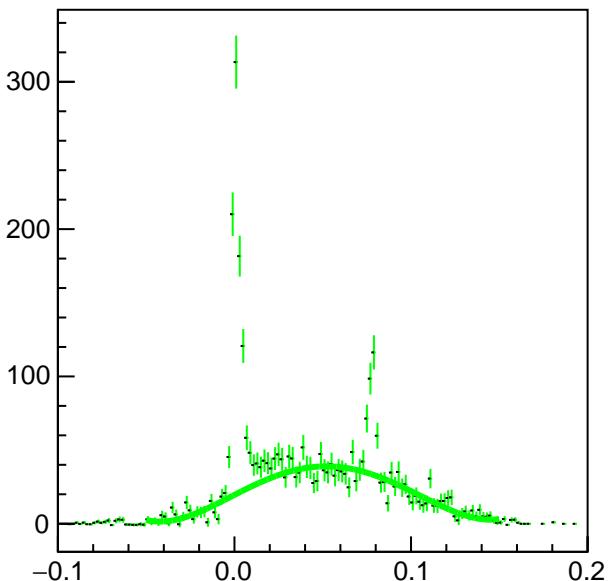
Missing Mass AC1<5.000000, 0.000000<AC2<0.000000 cut

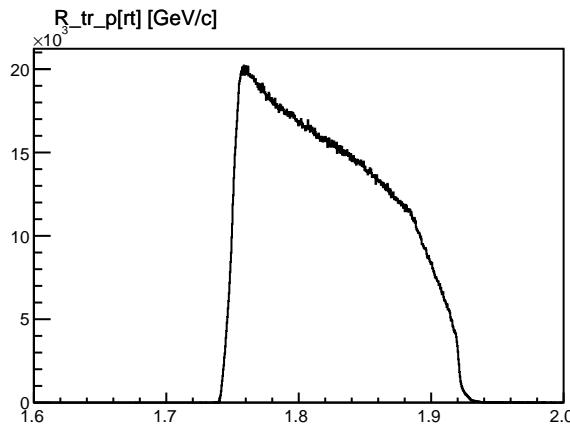
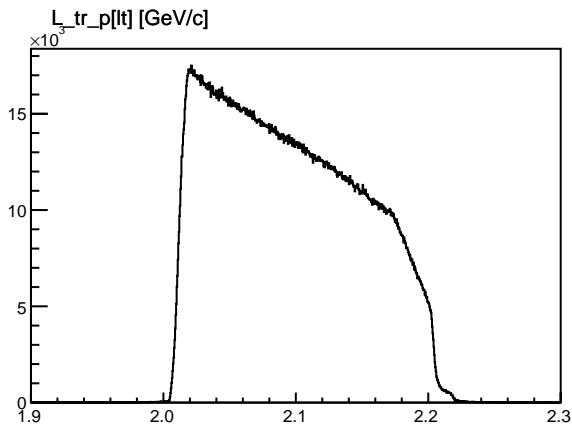
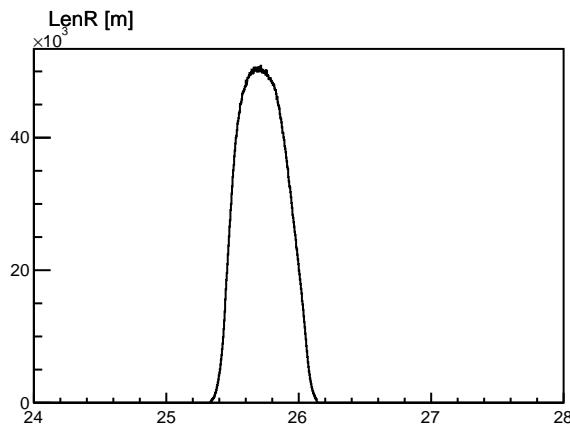
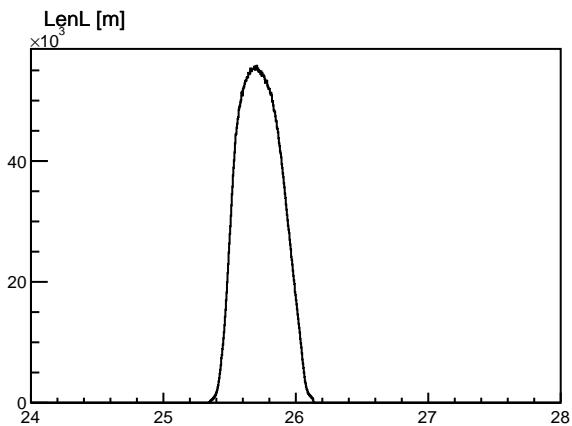
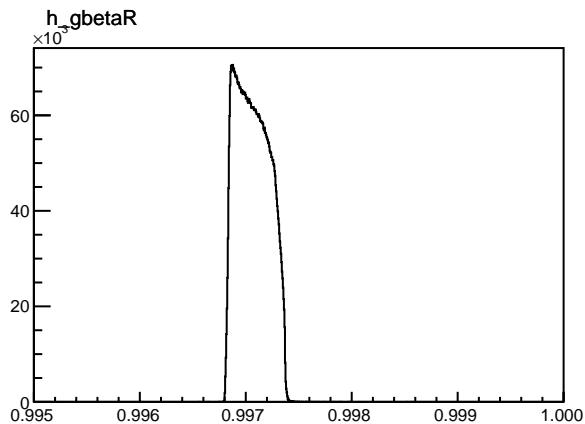
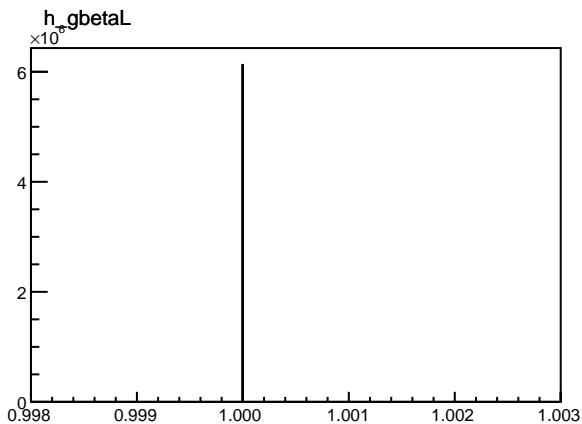


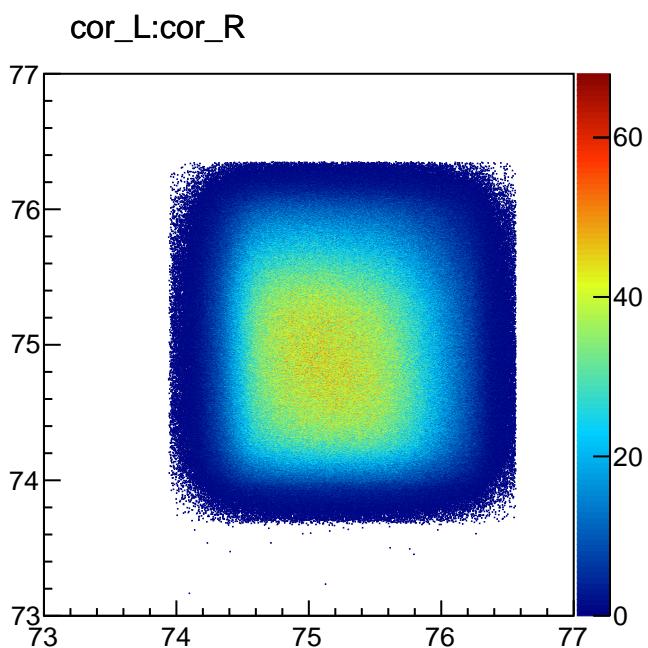
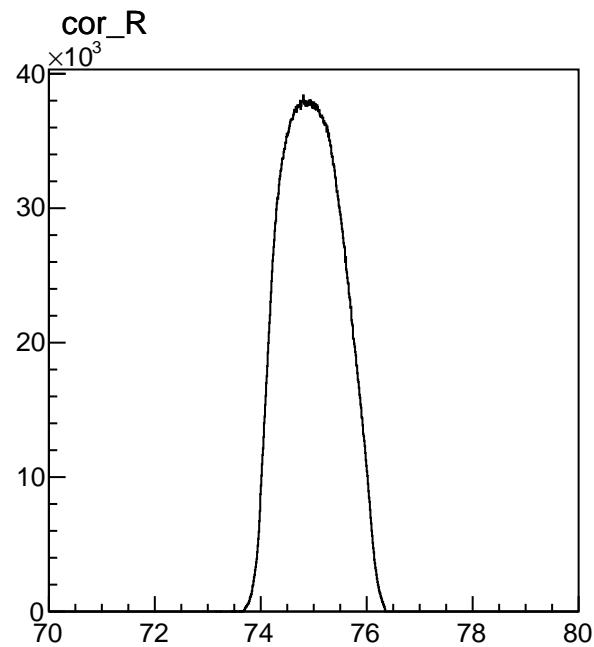
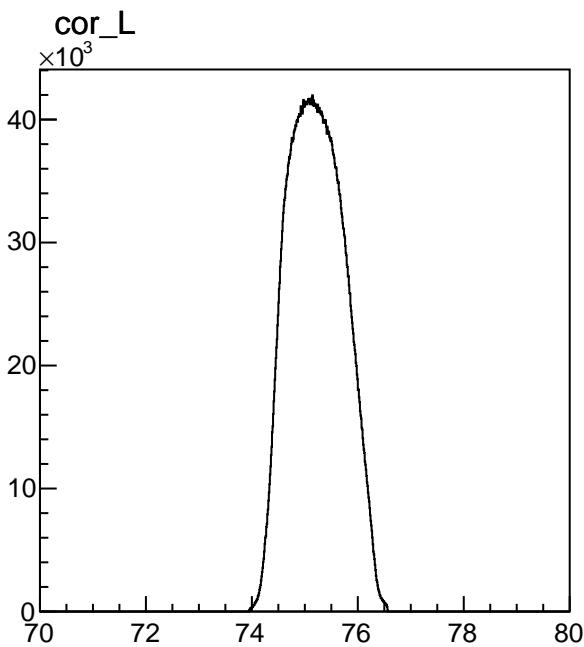
Missing Mass AC1<12.500000, 0.000000<AC2<0.000000 cut

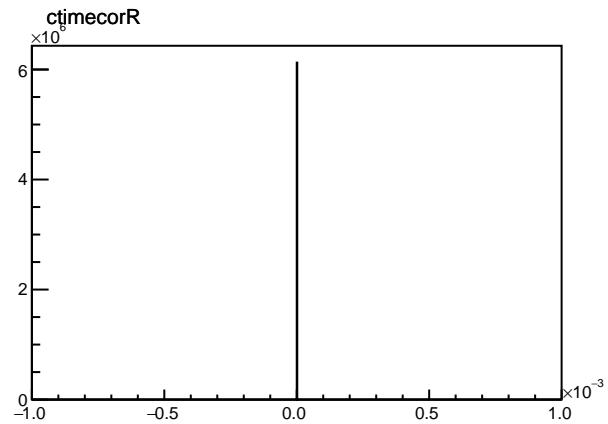
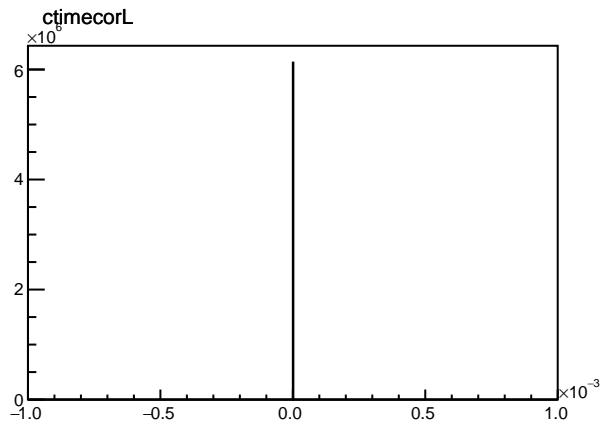
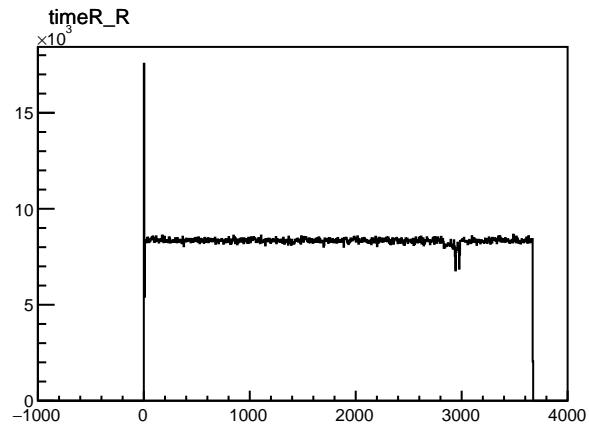
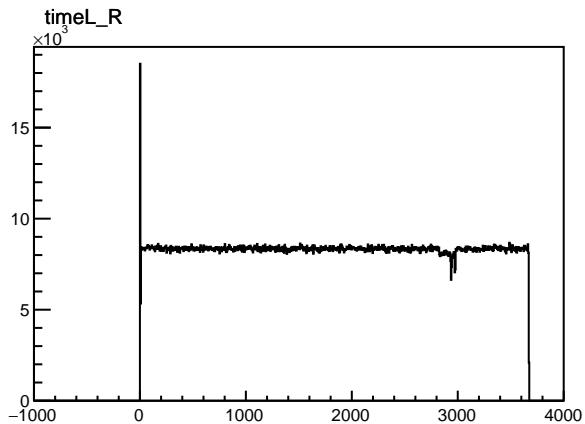
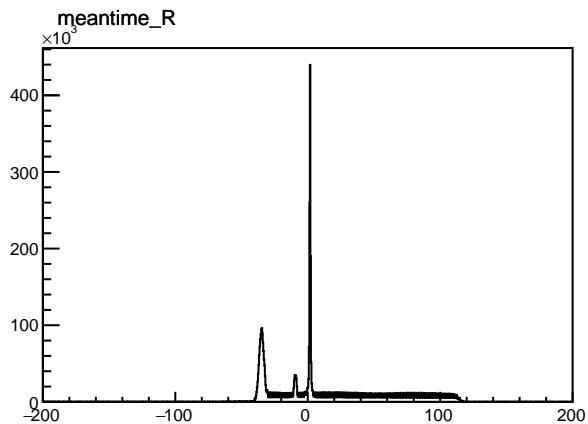
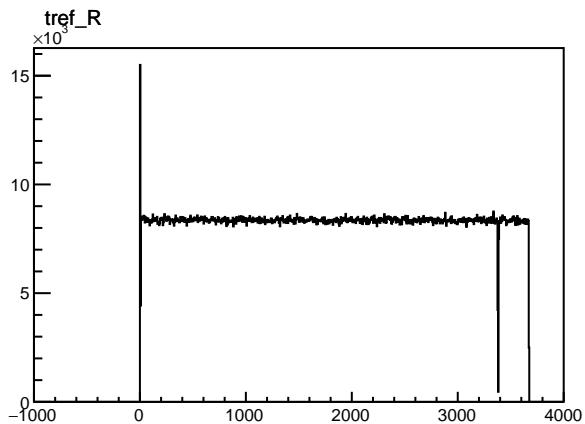


Missing Mass AC1<24.750000, 0.000000<AC2<0.000000 cut

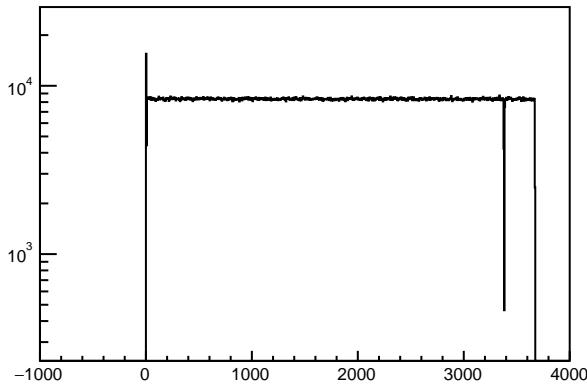




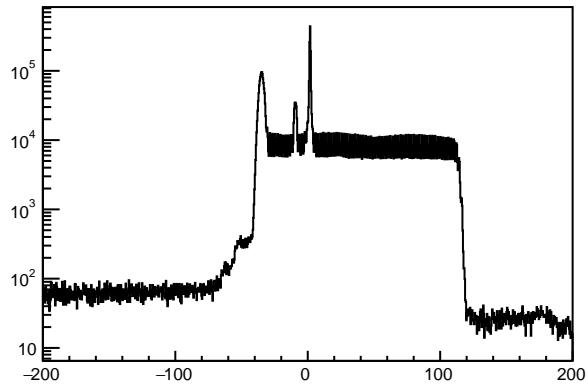




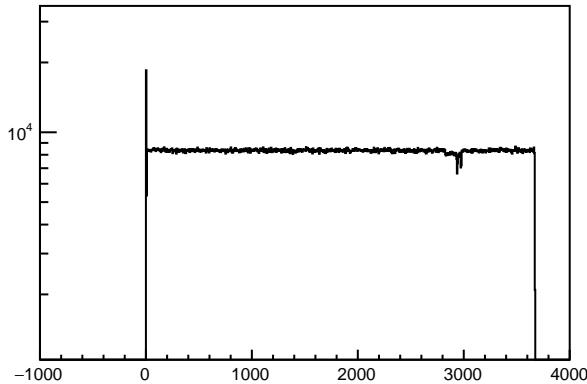
tref_R



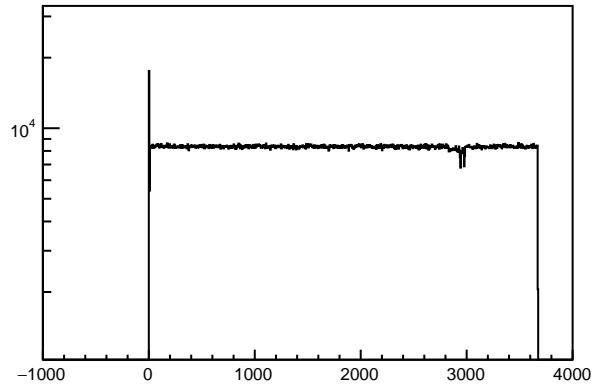
meantime_R



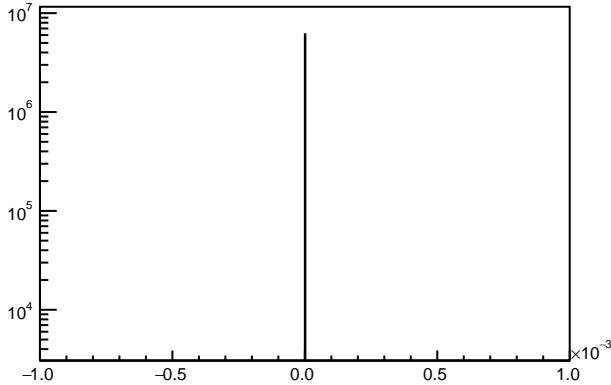
timeL_R



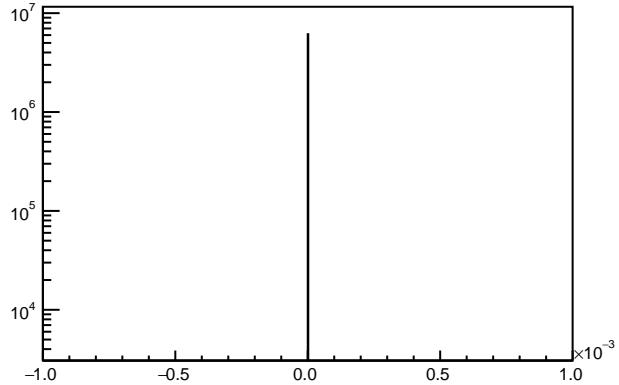
timeR_R



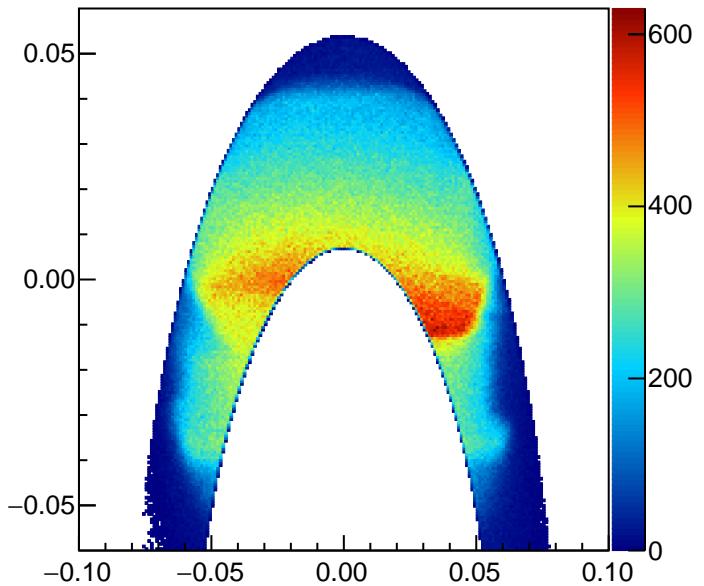
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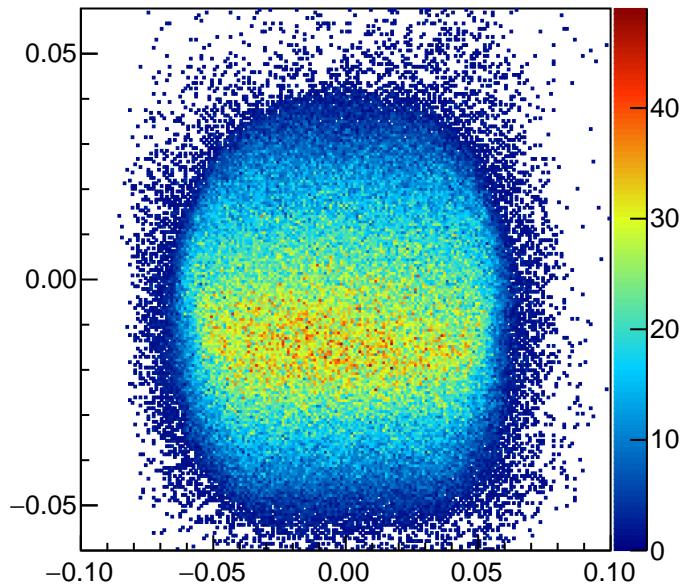
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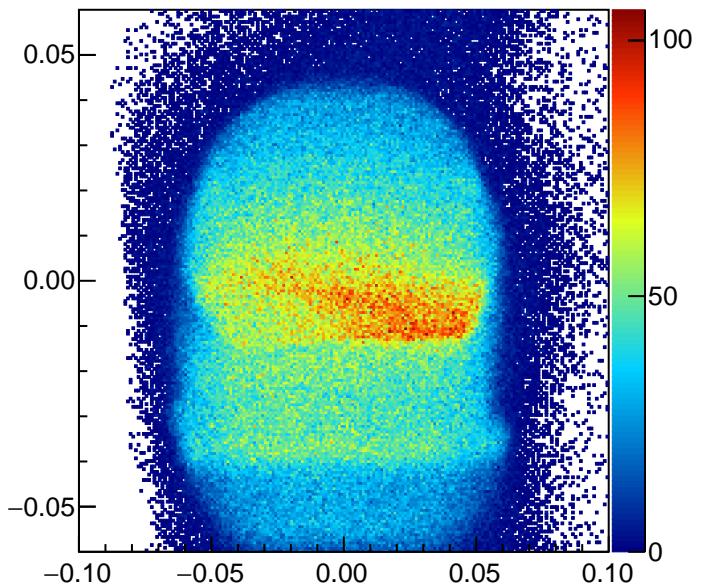
$L_{\text{th}} : L_{\text{ph}}$ (w/ θ_{ee} Cut)



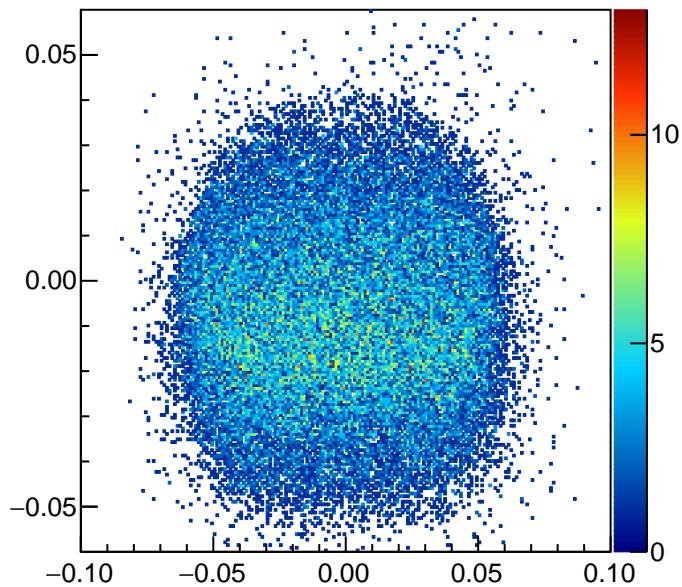
$L_{\text{th}} : L_{\text{ph}}$ (w/ Z Cut)



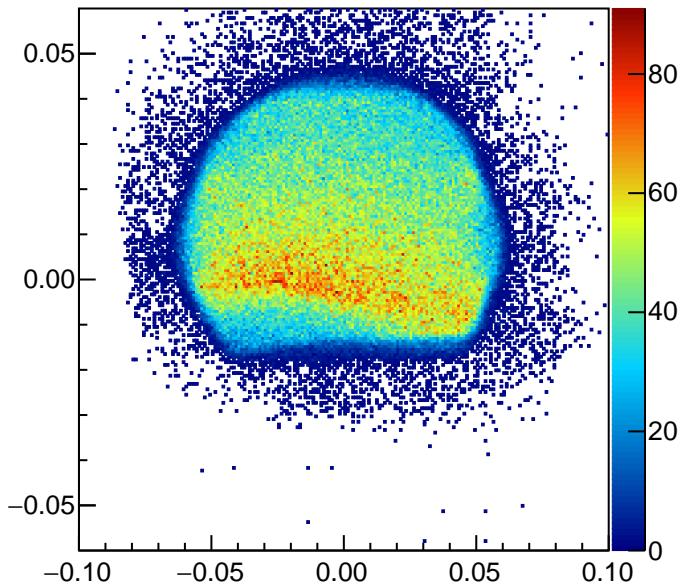
$L_{\text{th}} : L_{\text{ph}}$ (w/ AC Cut)



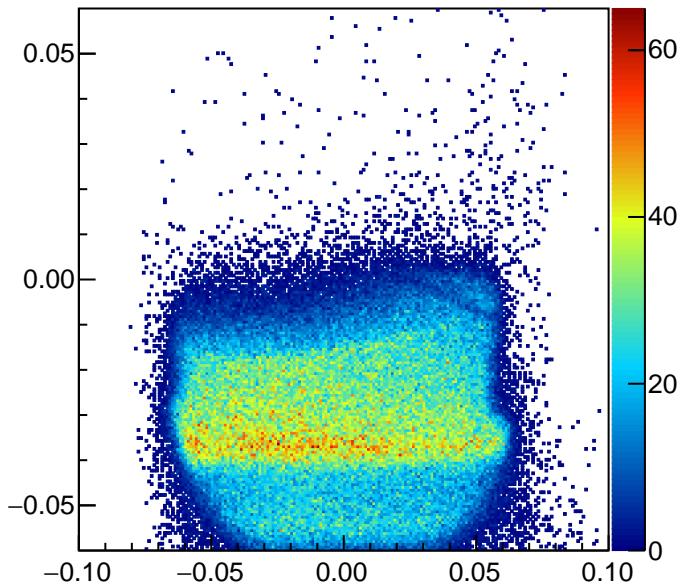
$L_{\text{th}} : L_{\text{ph}}$ (w/ Z, AC Cut)



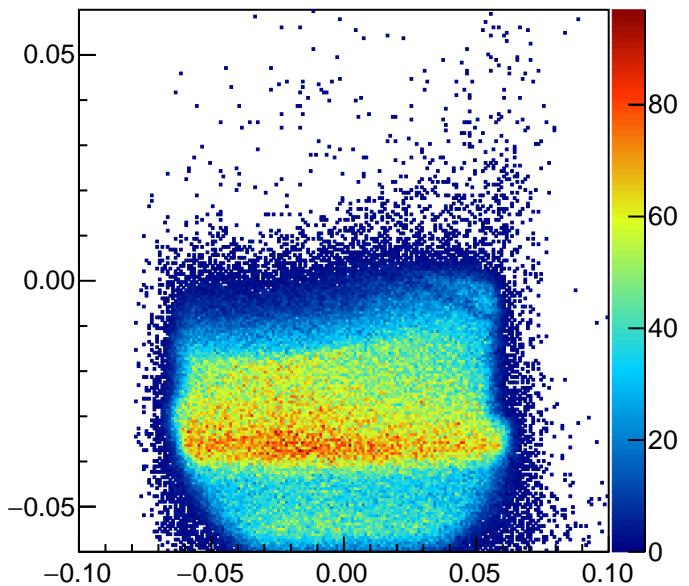
$L_{\text{th}} : L_{\text{ph}}$ (w/ ZZ_zone1 Cut)



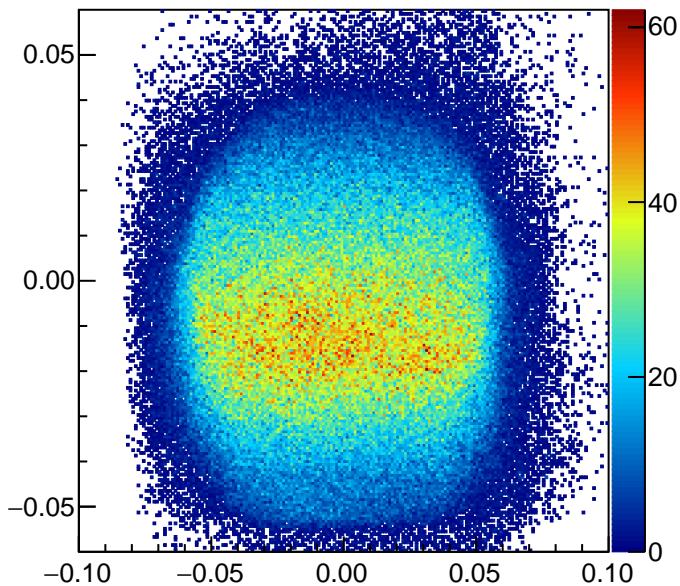
$L_{\text{th}} : L_{\text{ph}}$ (w/ ZZ_zone2 Cut)



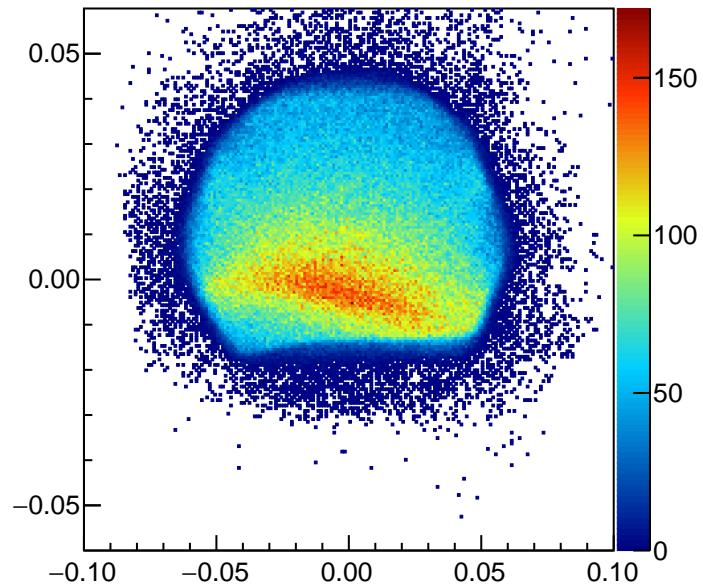
$L_{\text{th}} : L_{\text{ph}}$ (w/ ZZ_zone3 Cut)



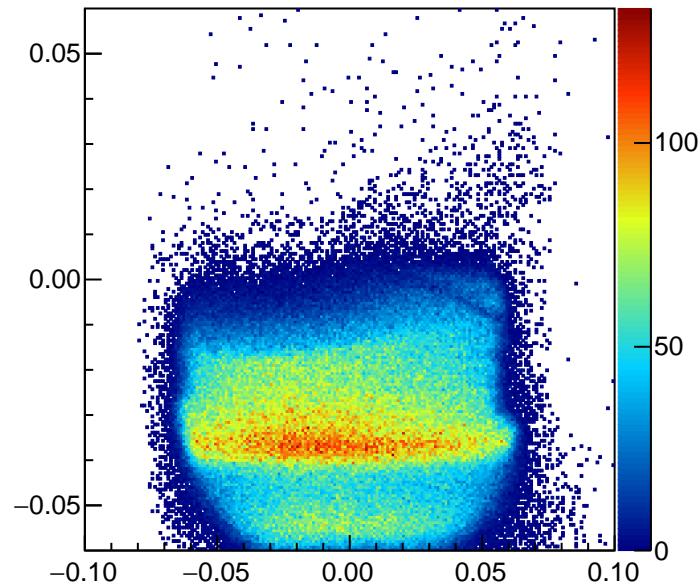
$L_{\text{th}} : L_{\text{ph}}$ (w/ ZZ_zone4 Cut)



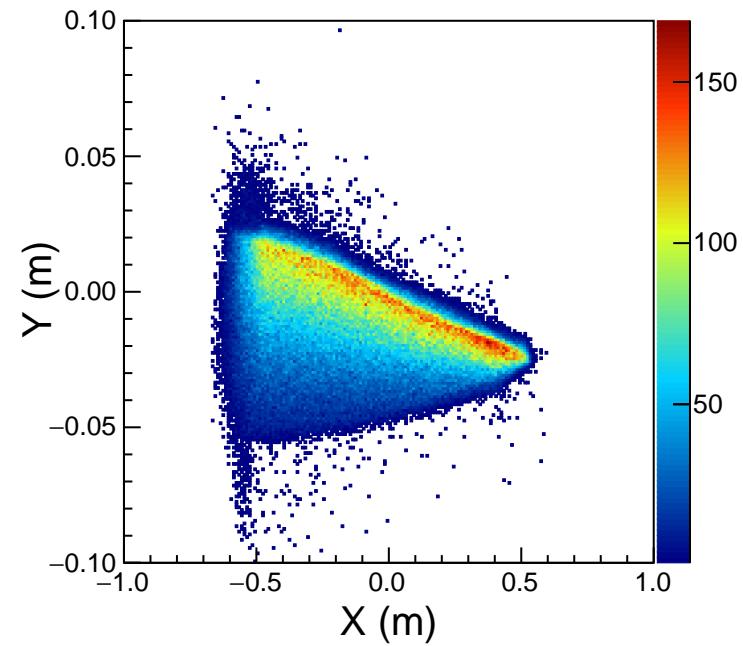
$L_{th} : L_{ph}$ (AI front)



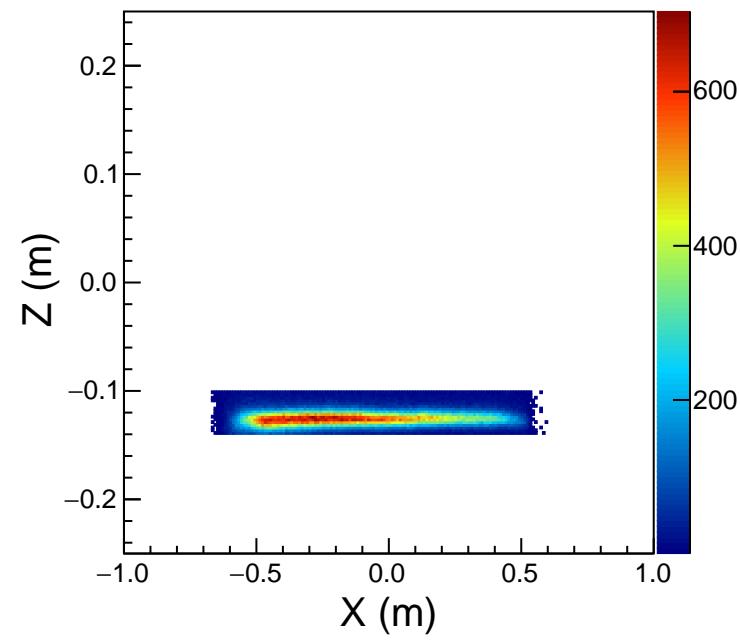
$L_{th} : L_{ph}$ (AI back)



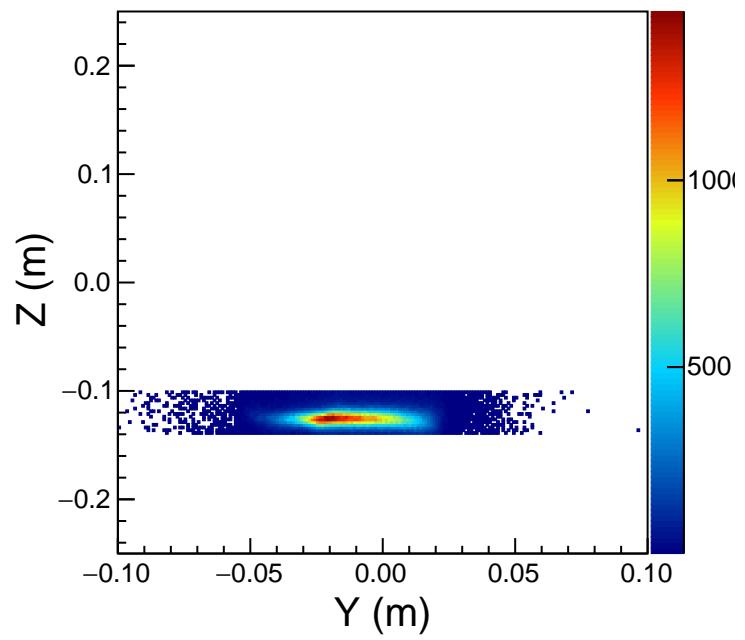
Focal Plane Y v.s X



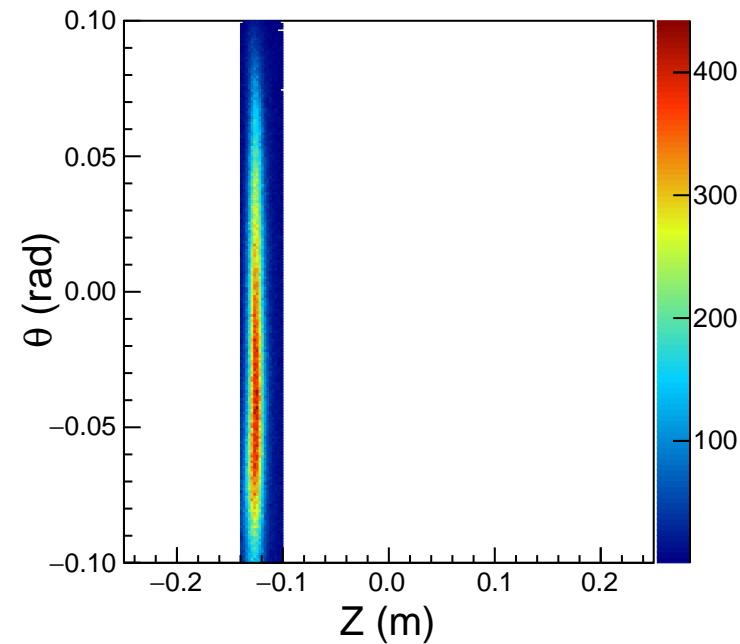
Focal Plane Z v.s X



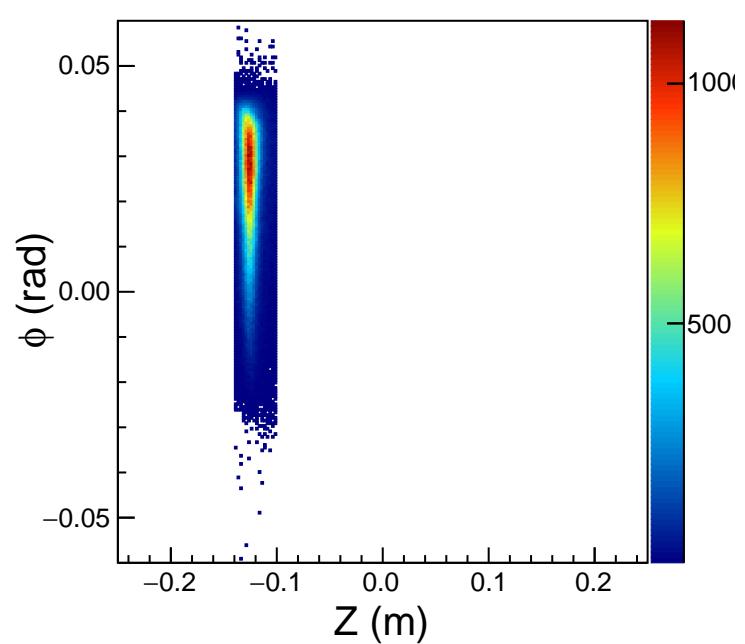
Focal Plane Z v.s Y



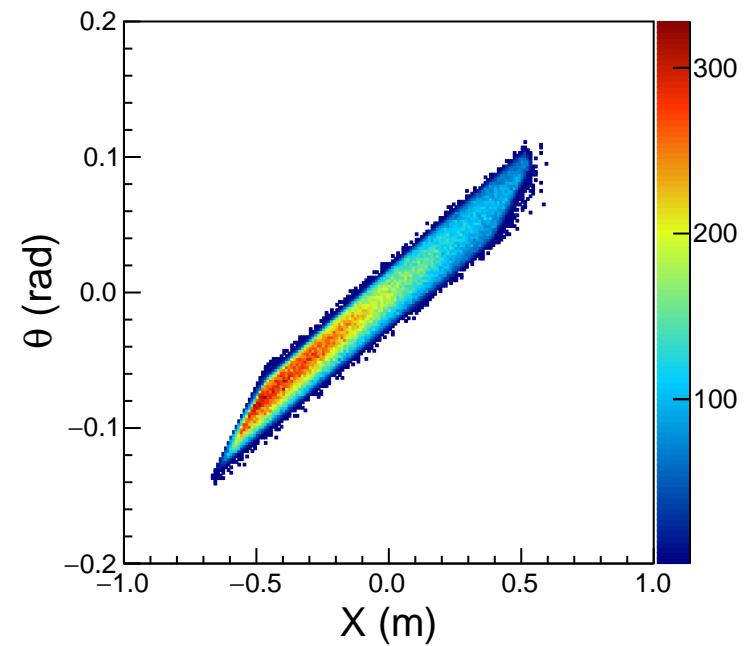
Focal Plane θ v.s Z



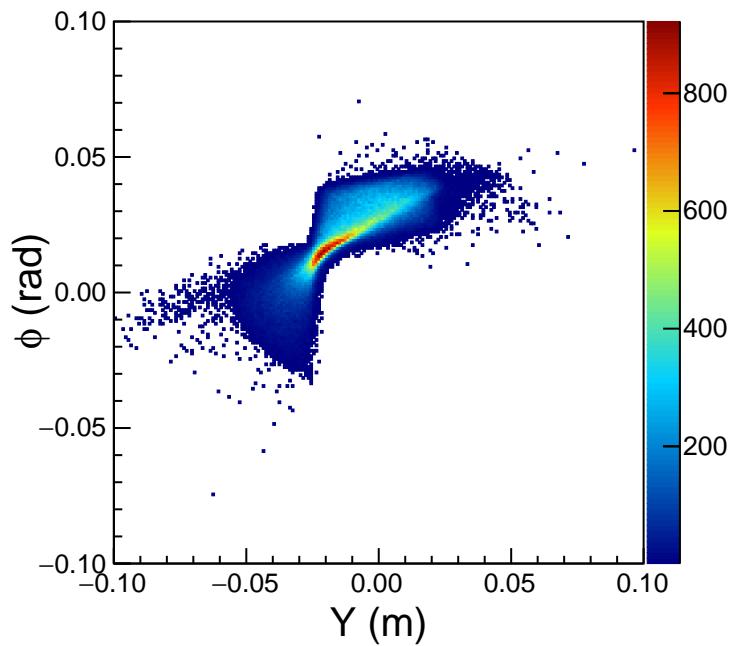
Focal Plane ϕ v.s Z



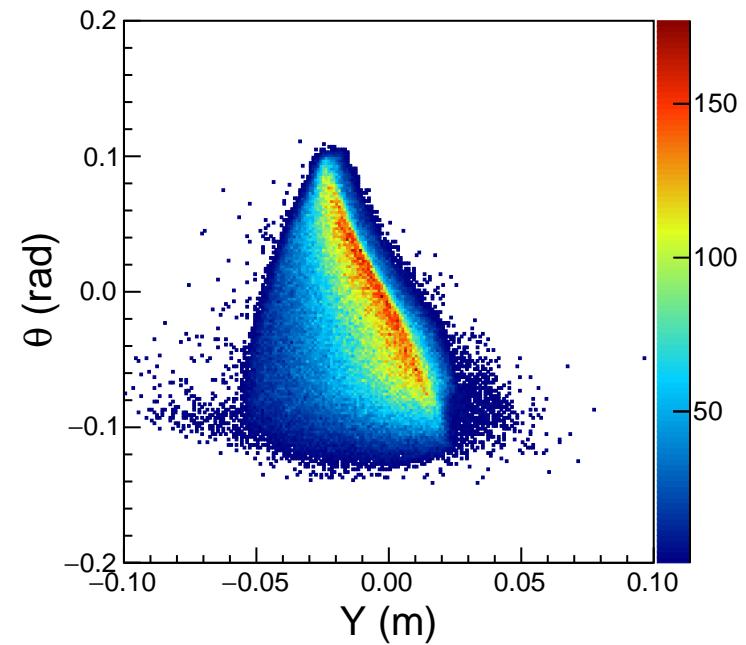
Focal Plane θ v.s X



Focal Plane ϕ v.s Y



Focal Plane θ v.s Y



Focal Plane ϕ v.s X

