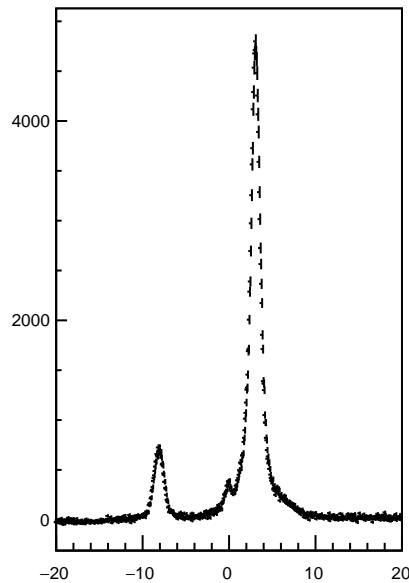
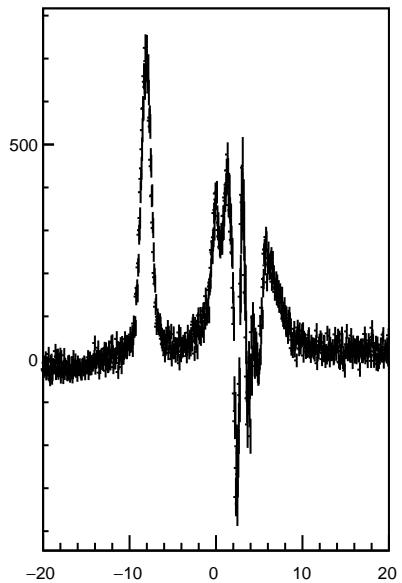


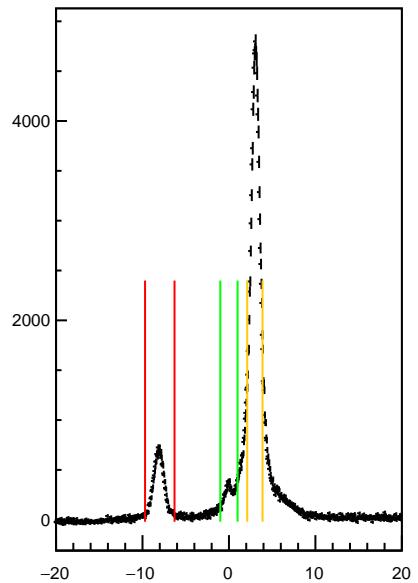
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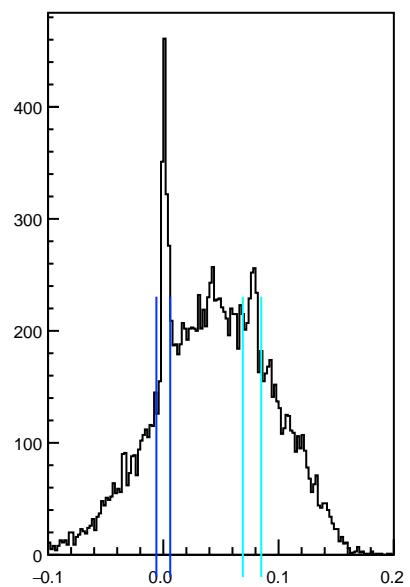
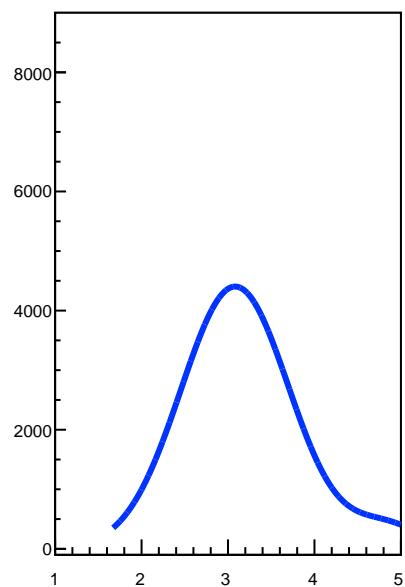
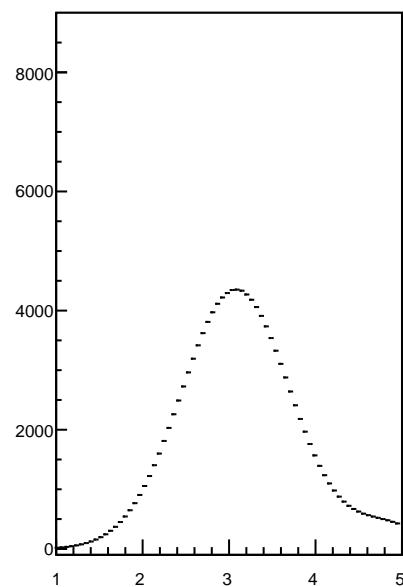
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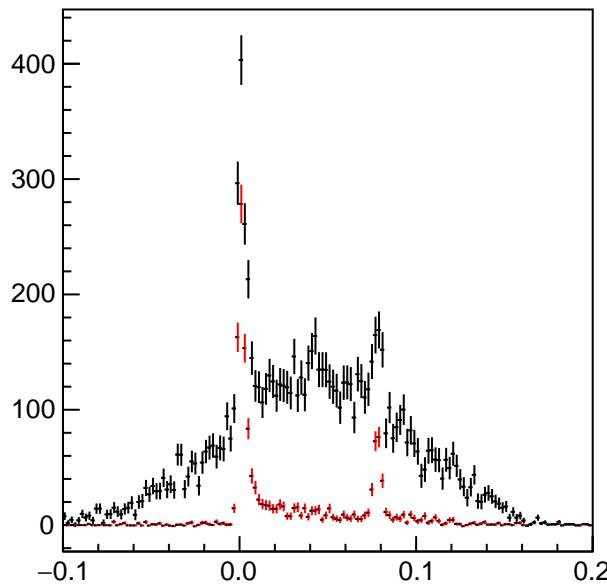
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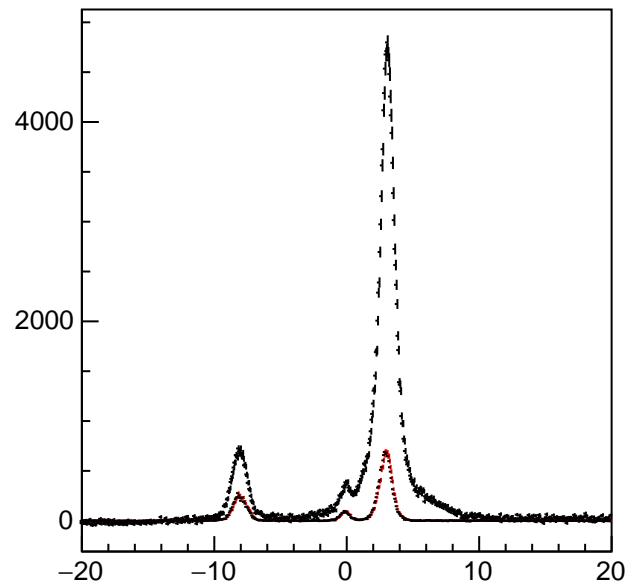
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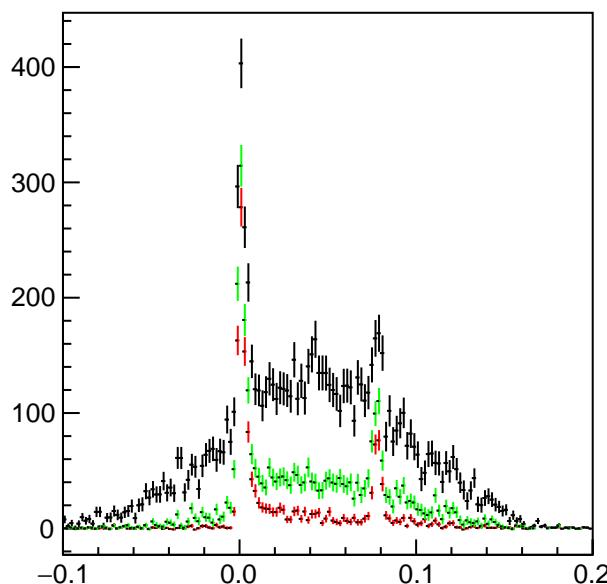
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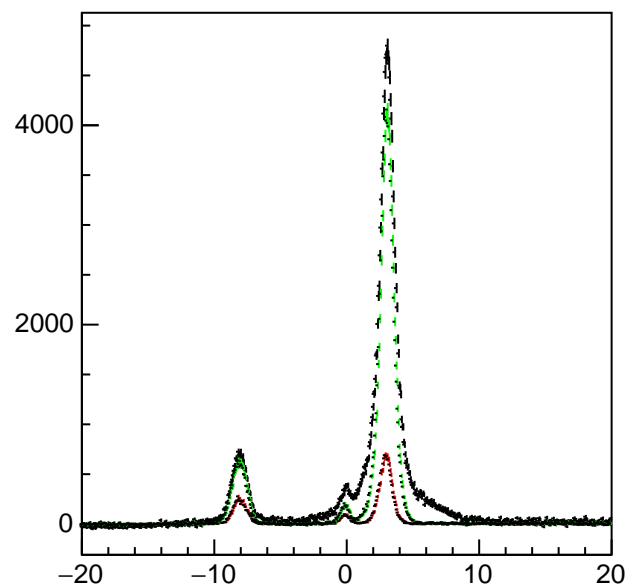
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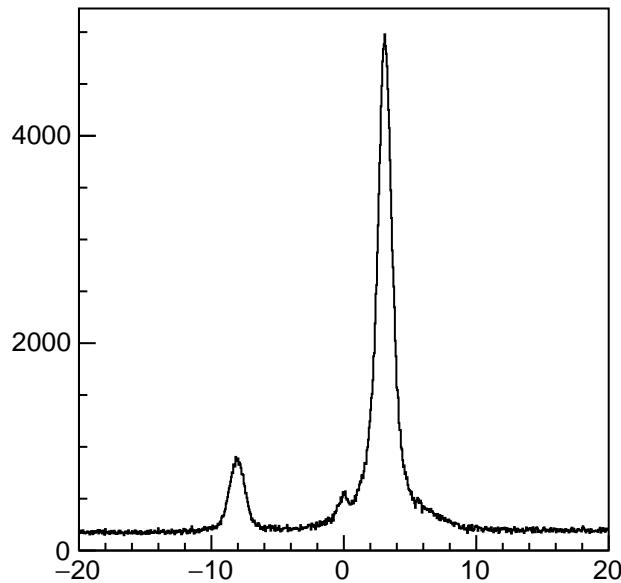
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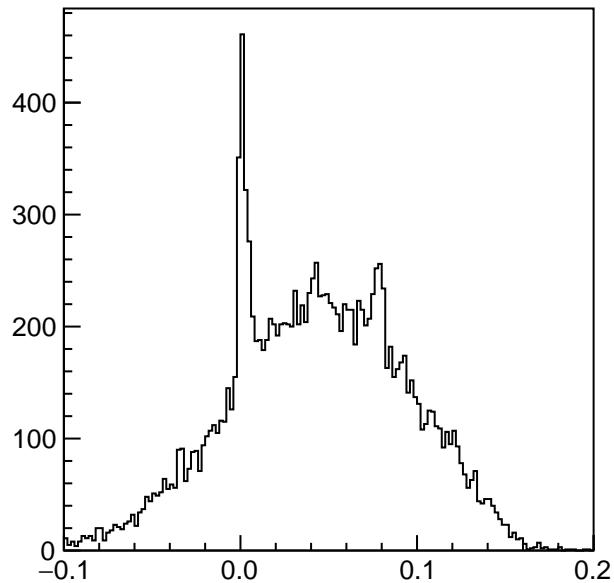
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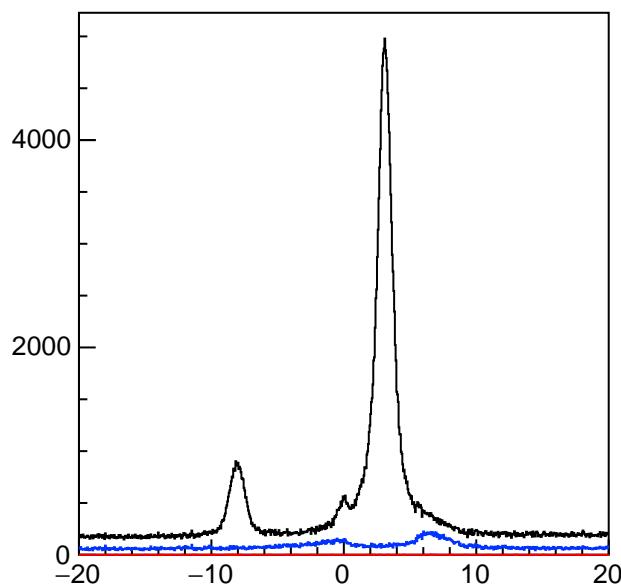
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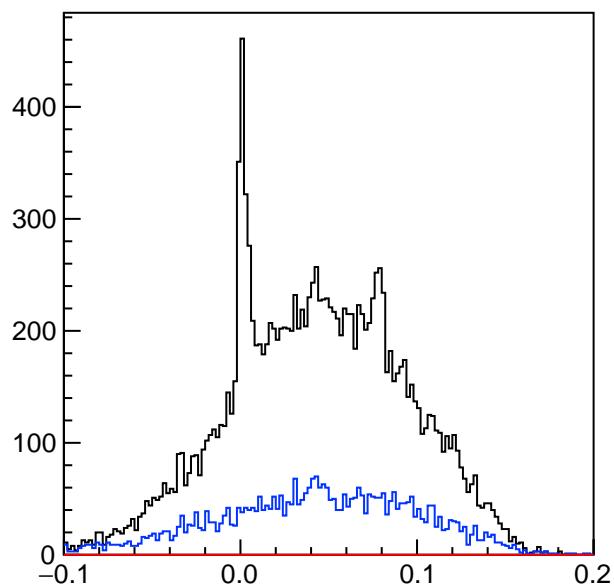
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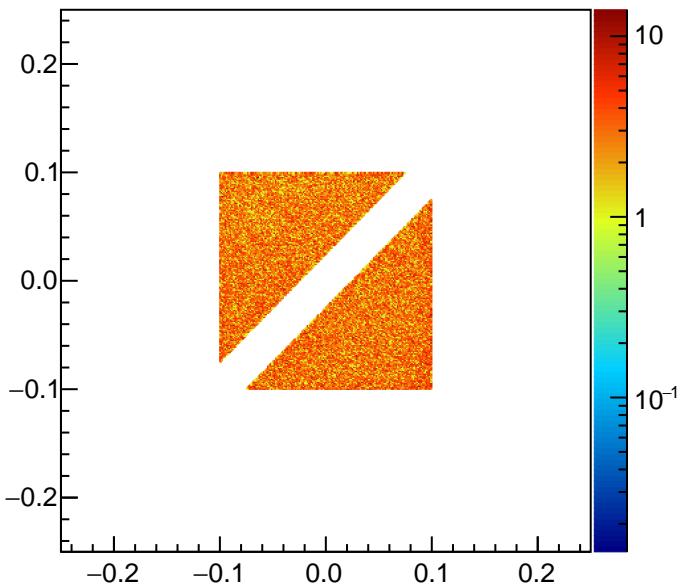
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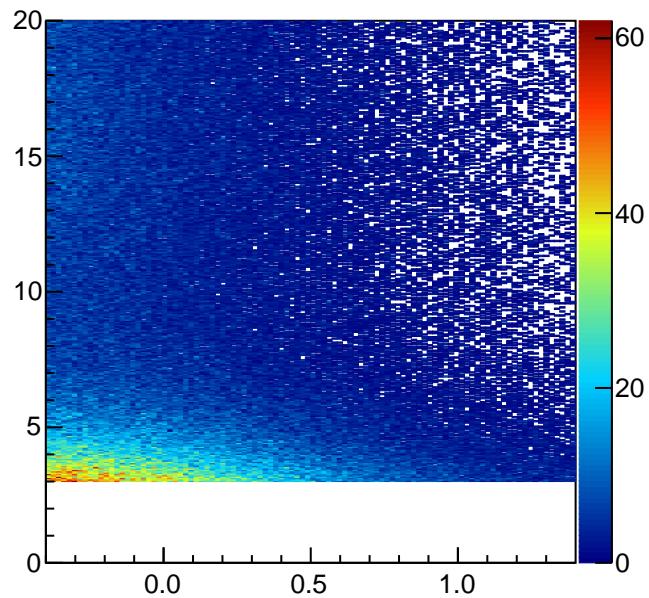
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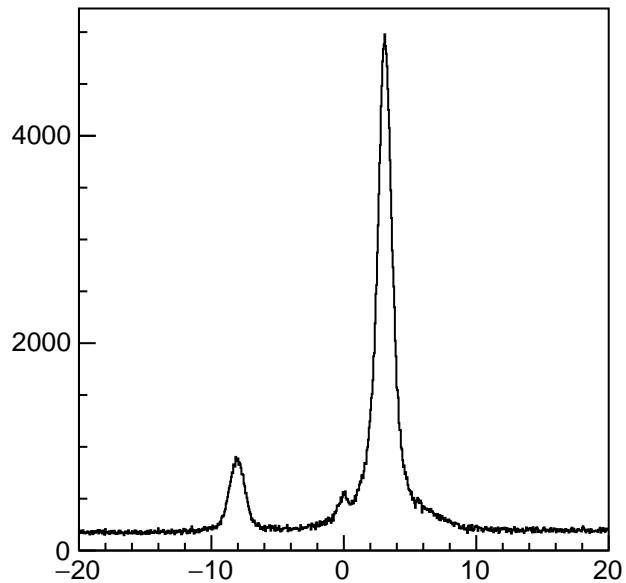
h_{zz}



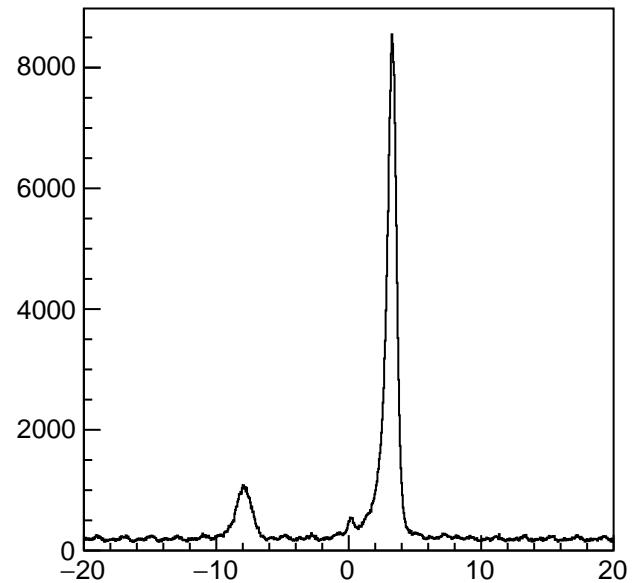
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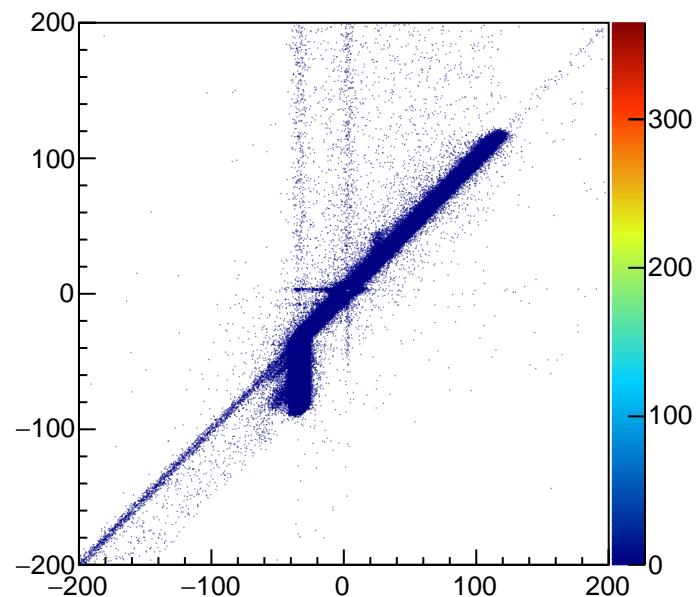
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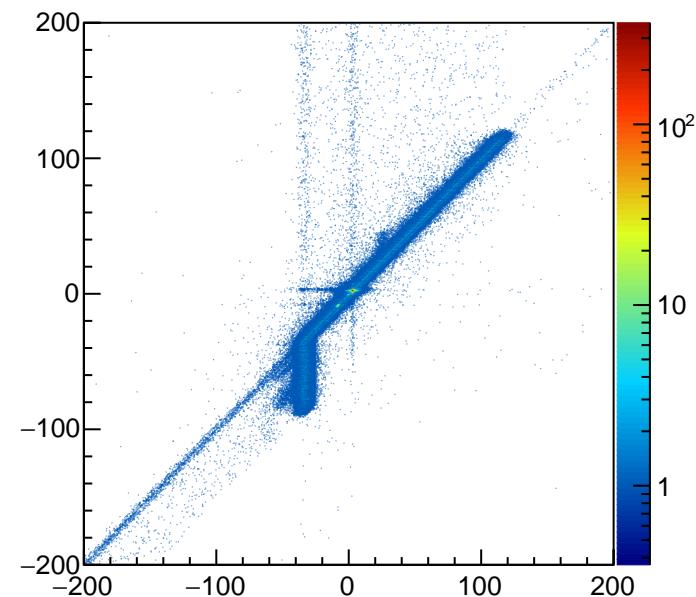
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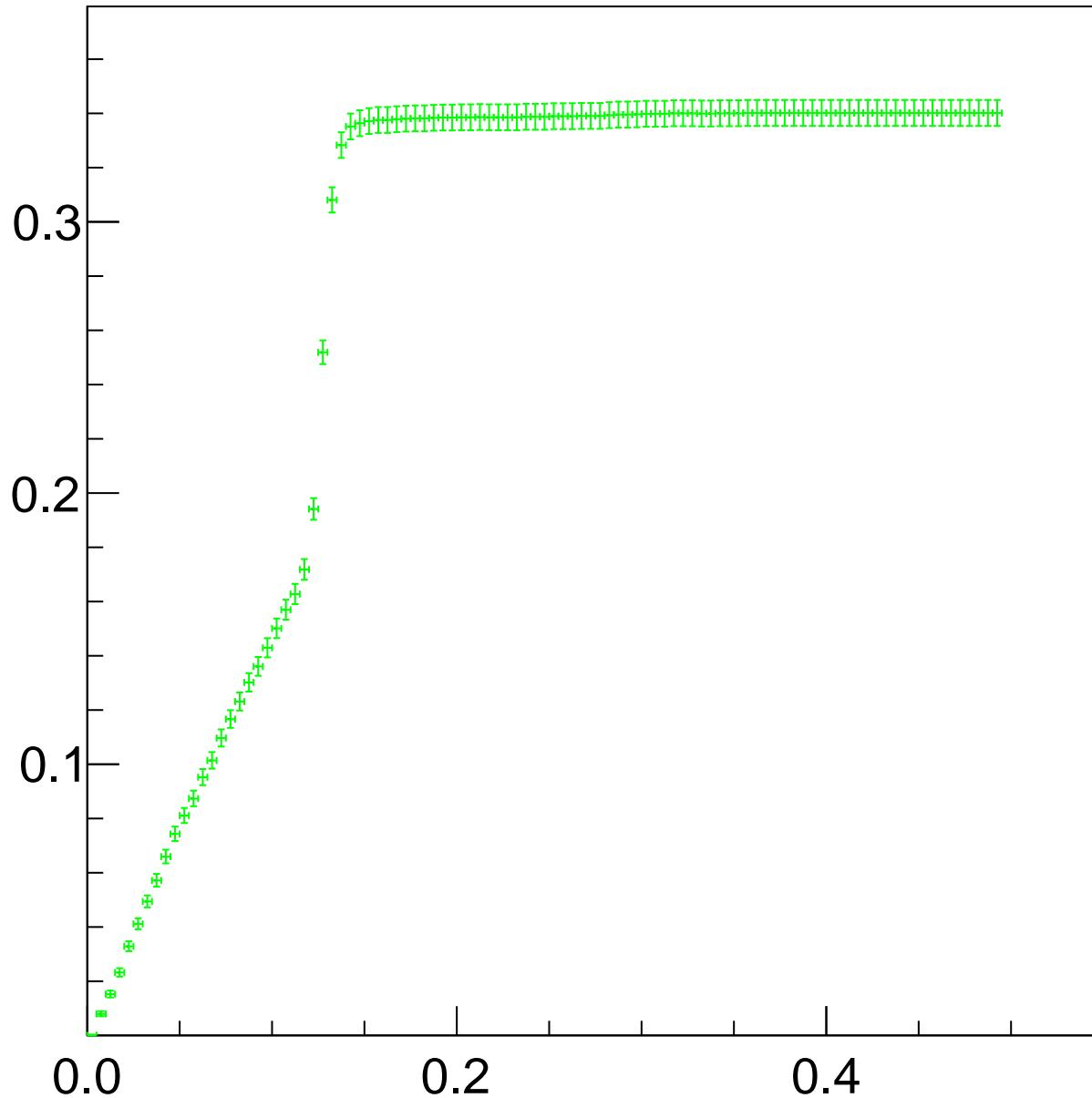


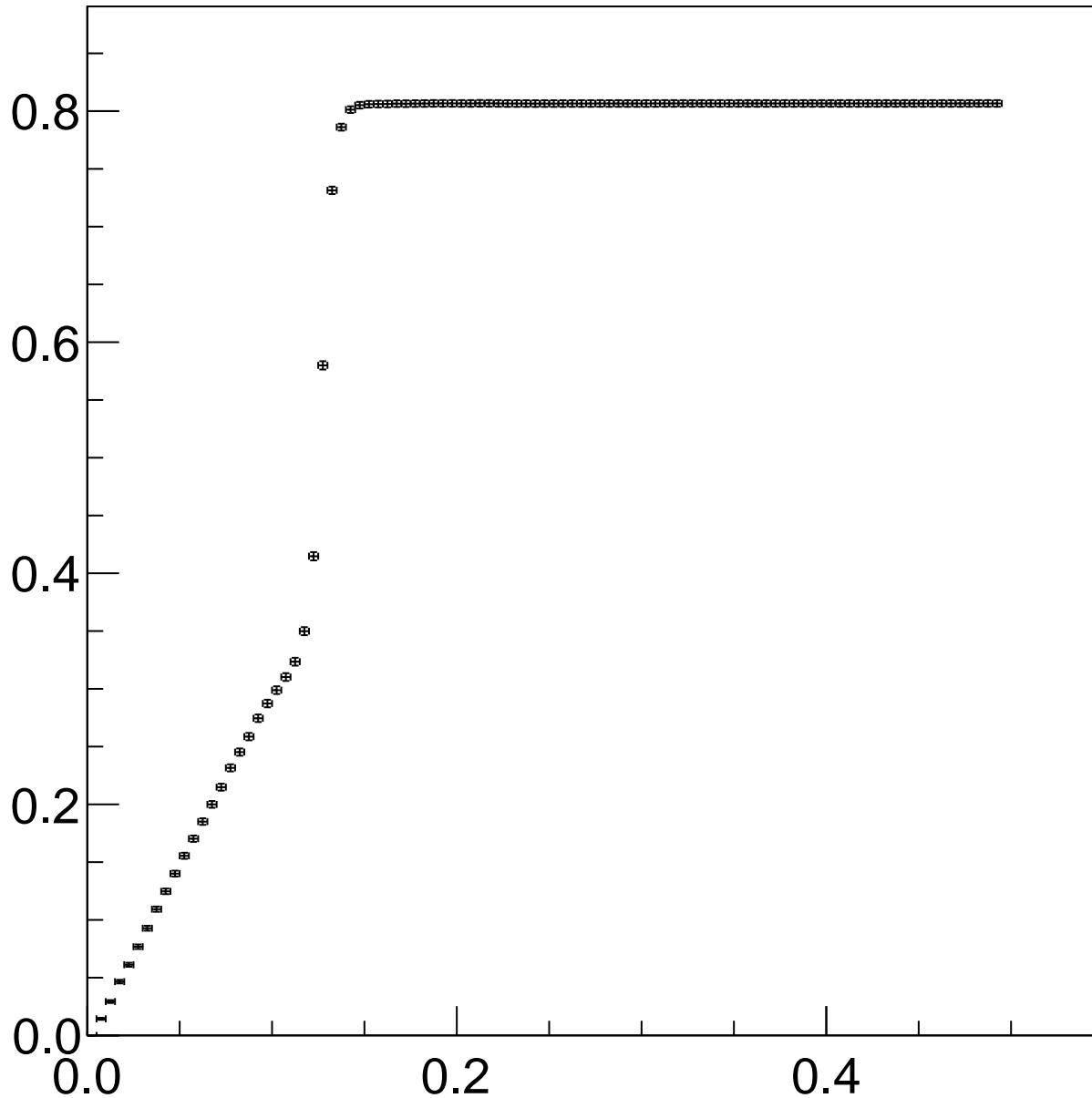
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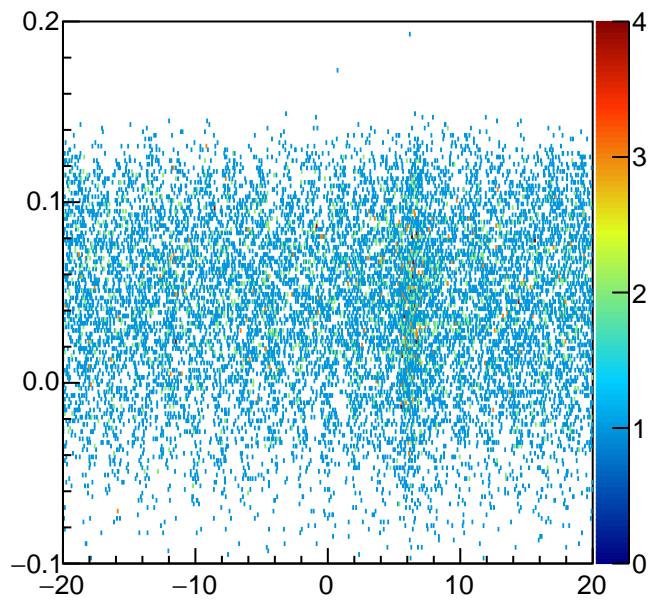
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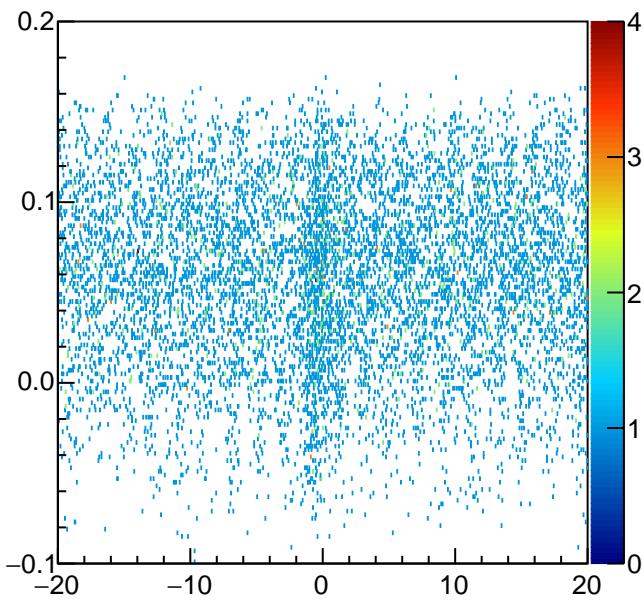




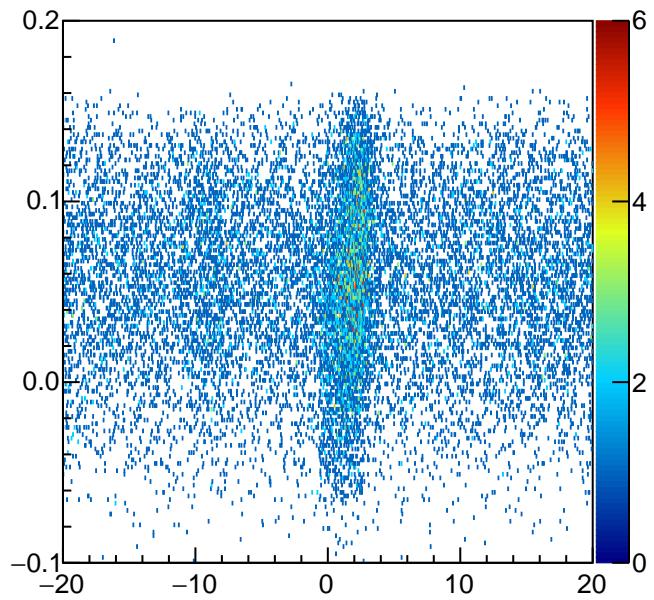
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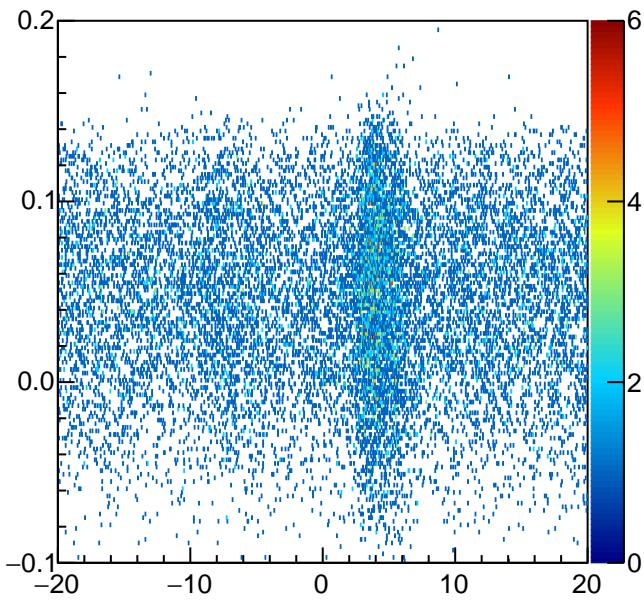
h_{zz2}



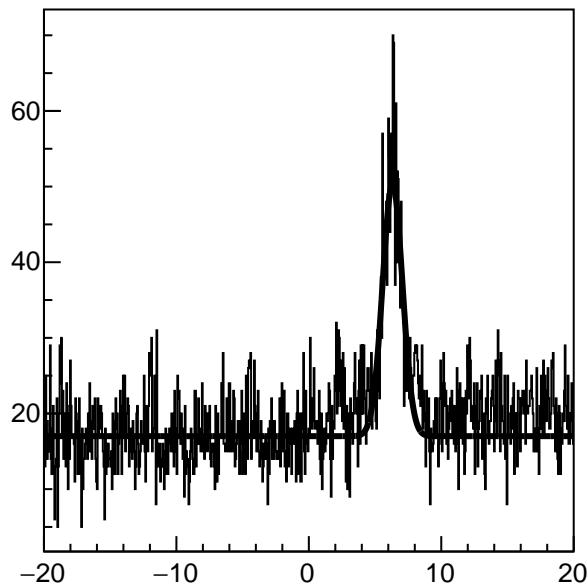
h_{zz3}



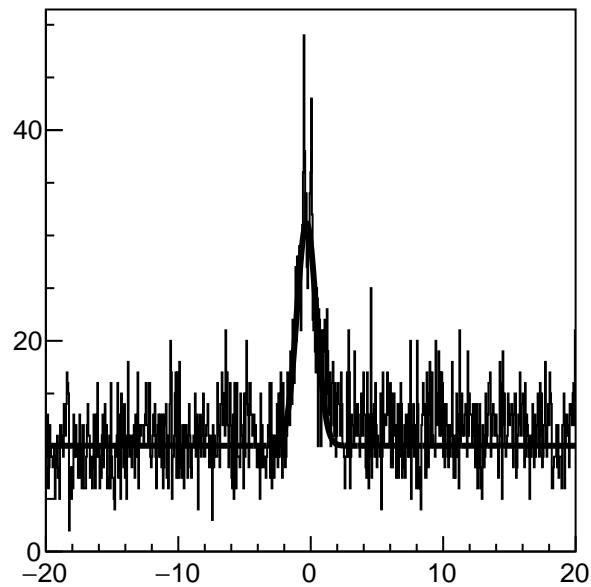
h_{zz4}



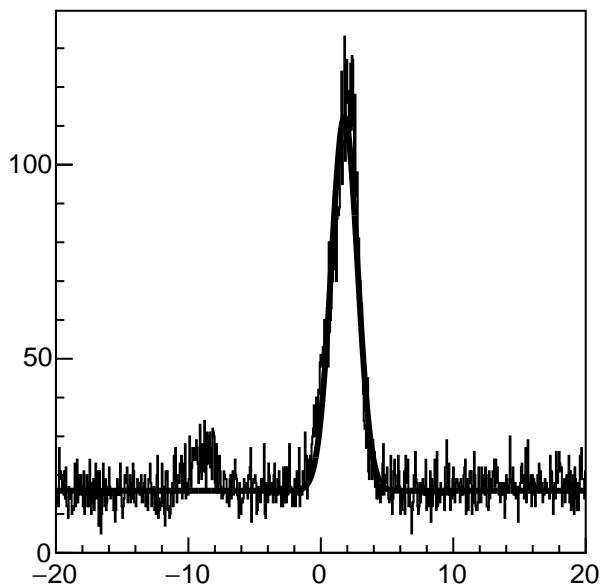
h_{z1}



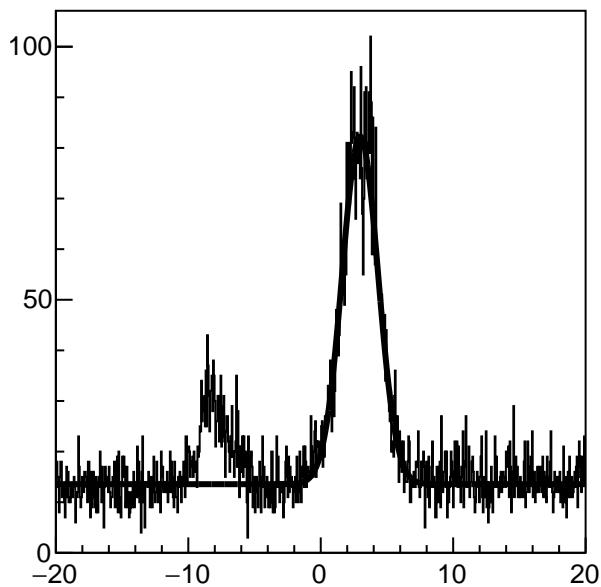
h_{z2}



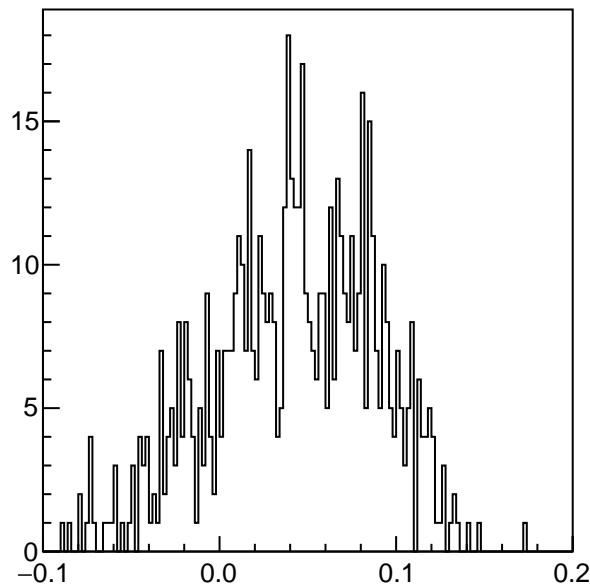
h_{z3}



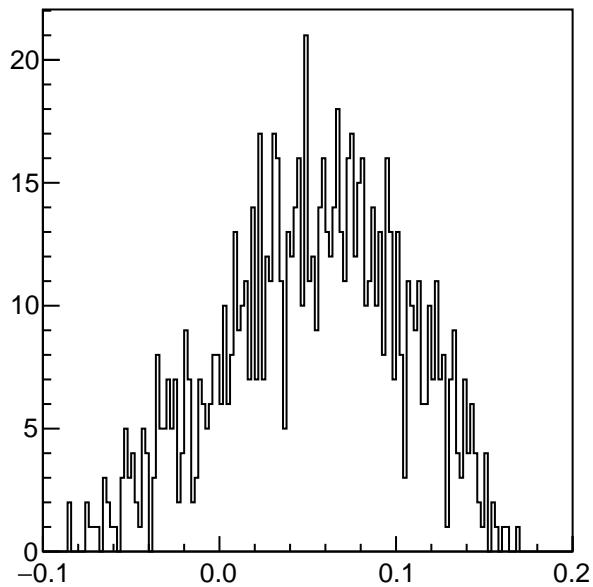
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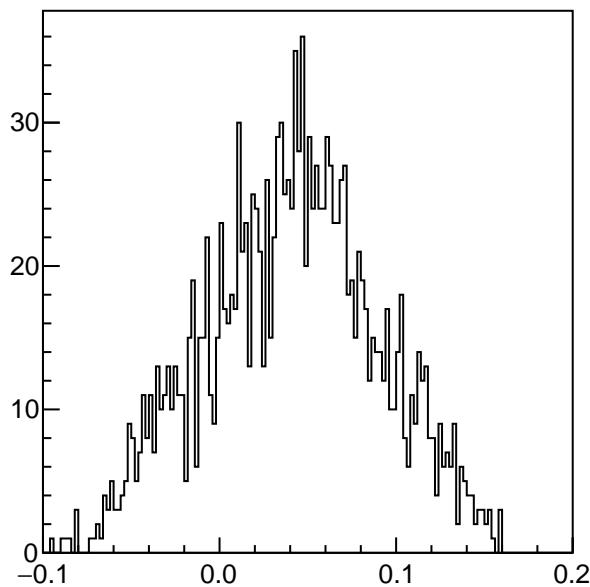
h_{z11}



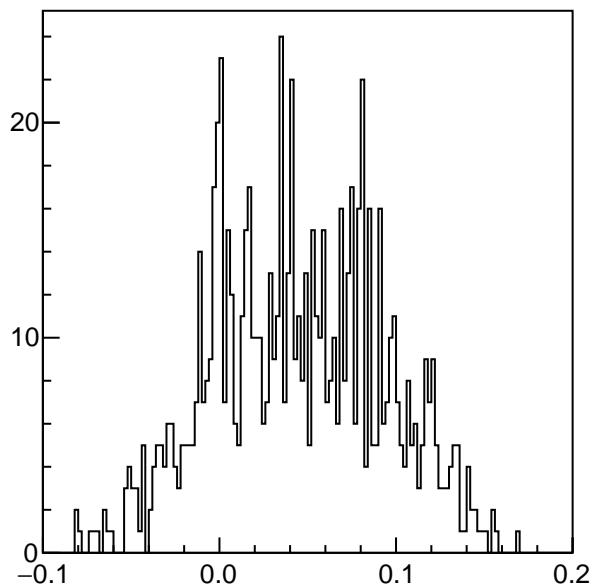
h_{z22}

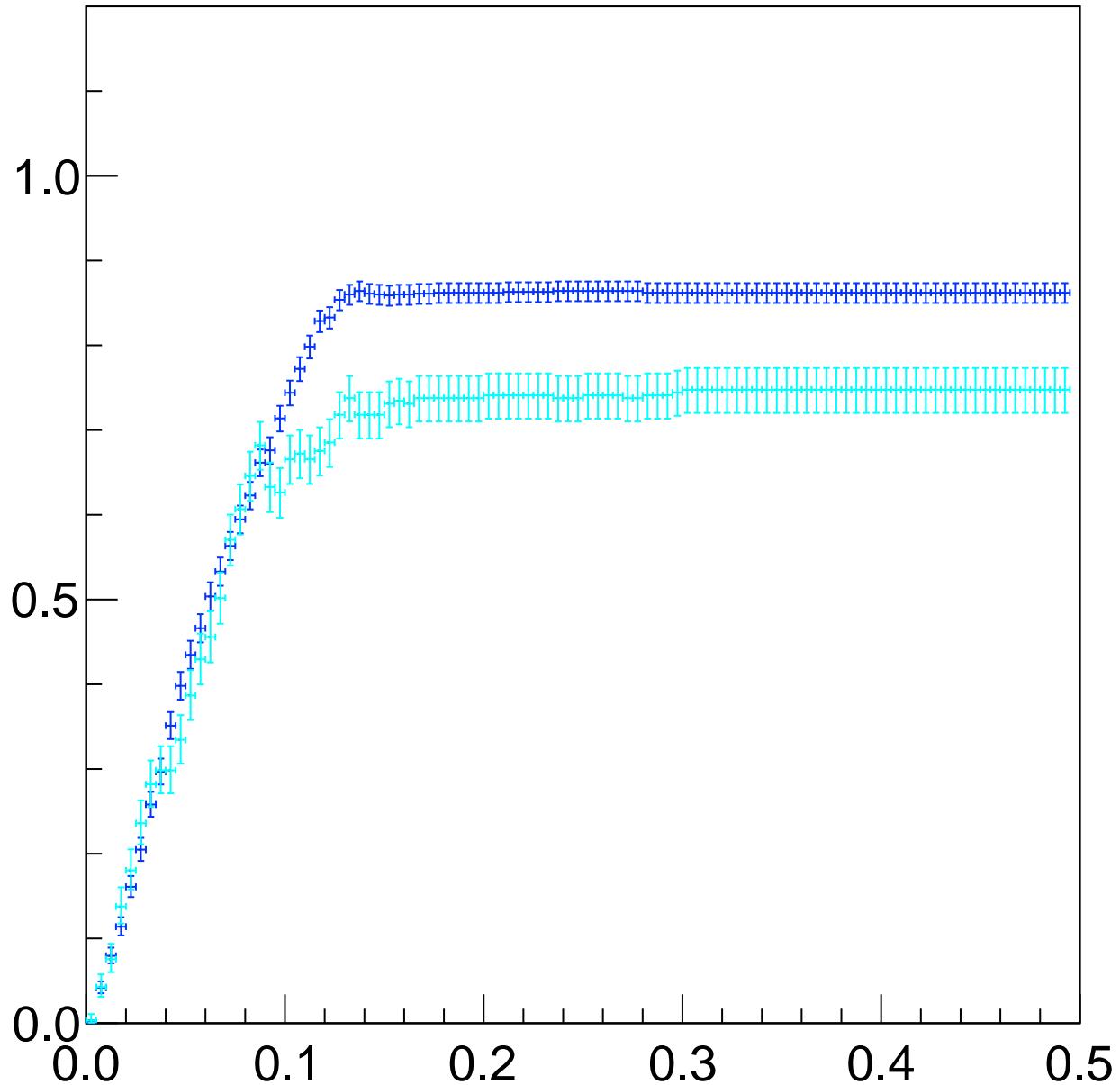


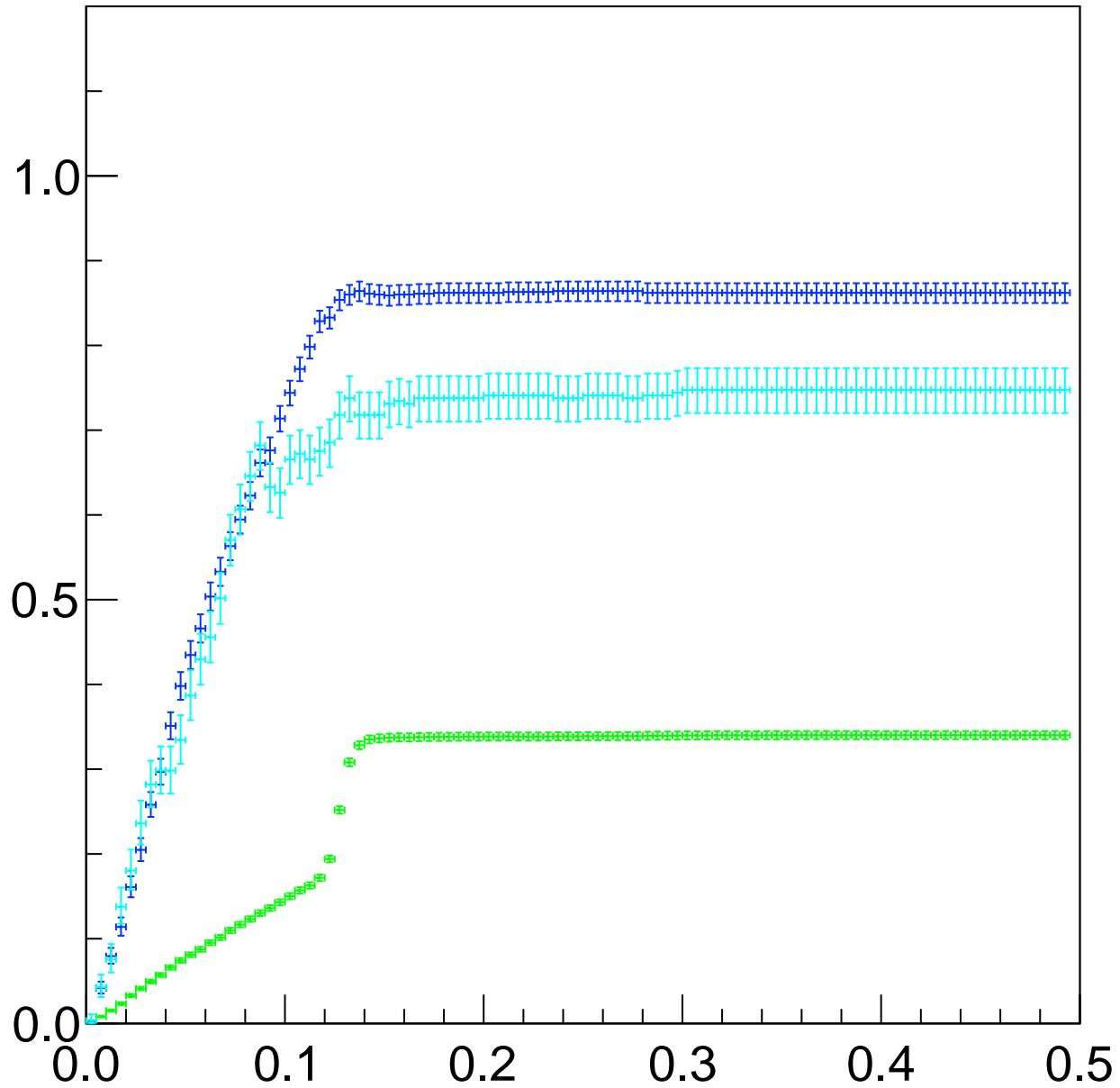
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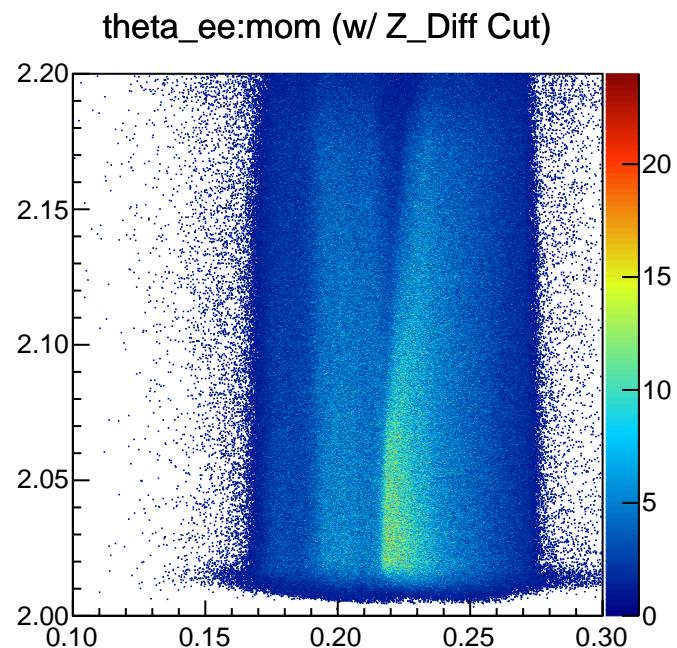
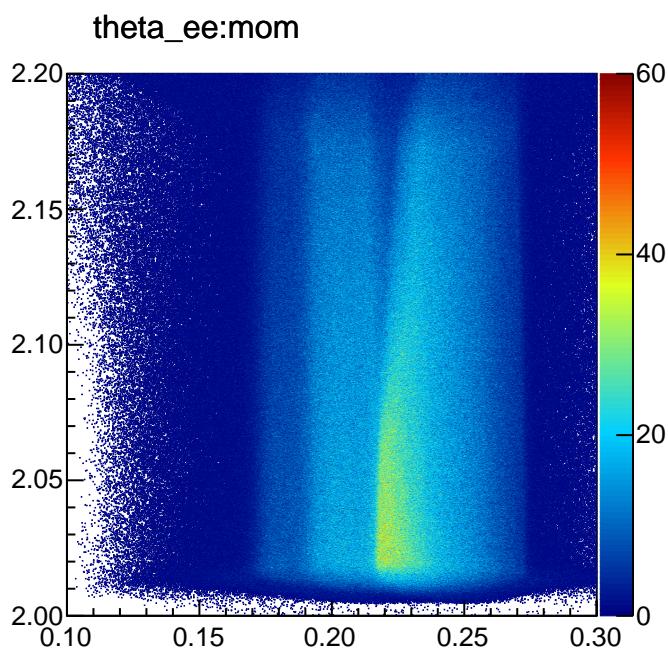
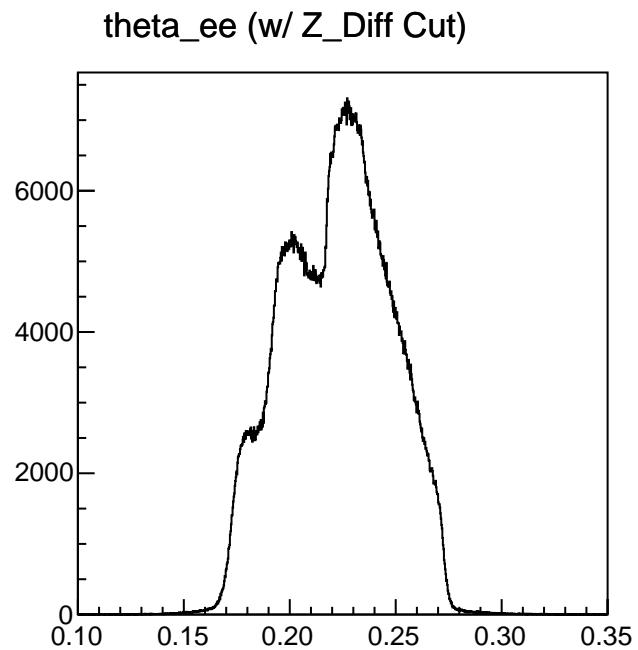
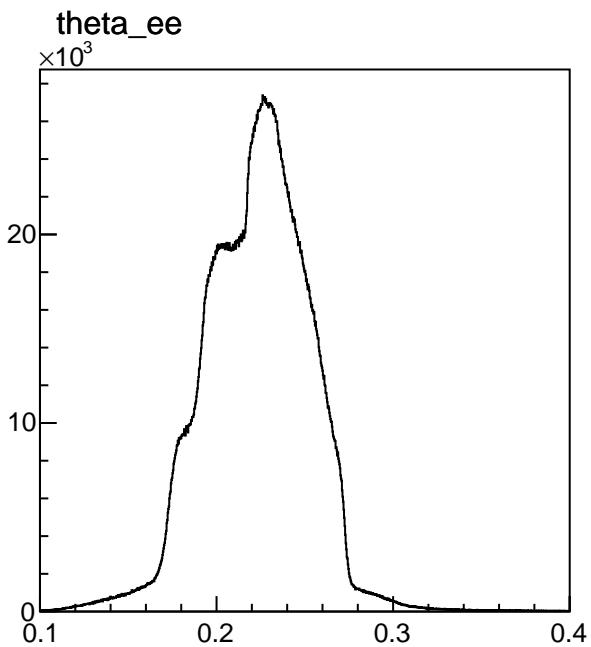


h_{z44}

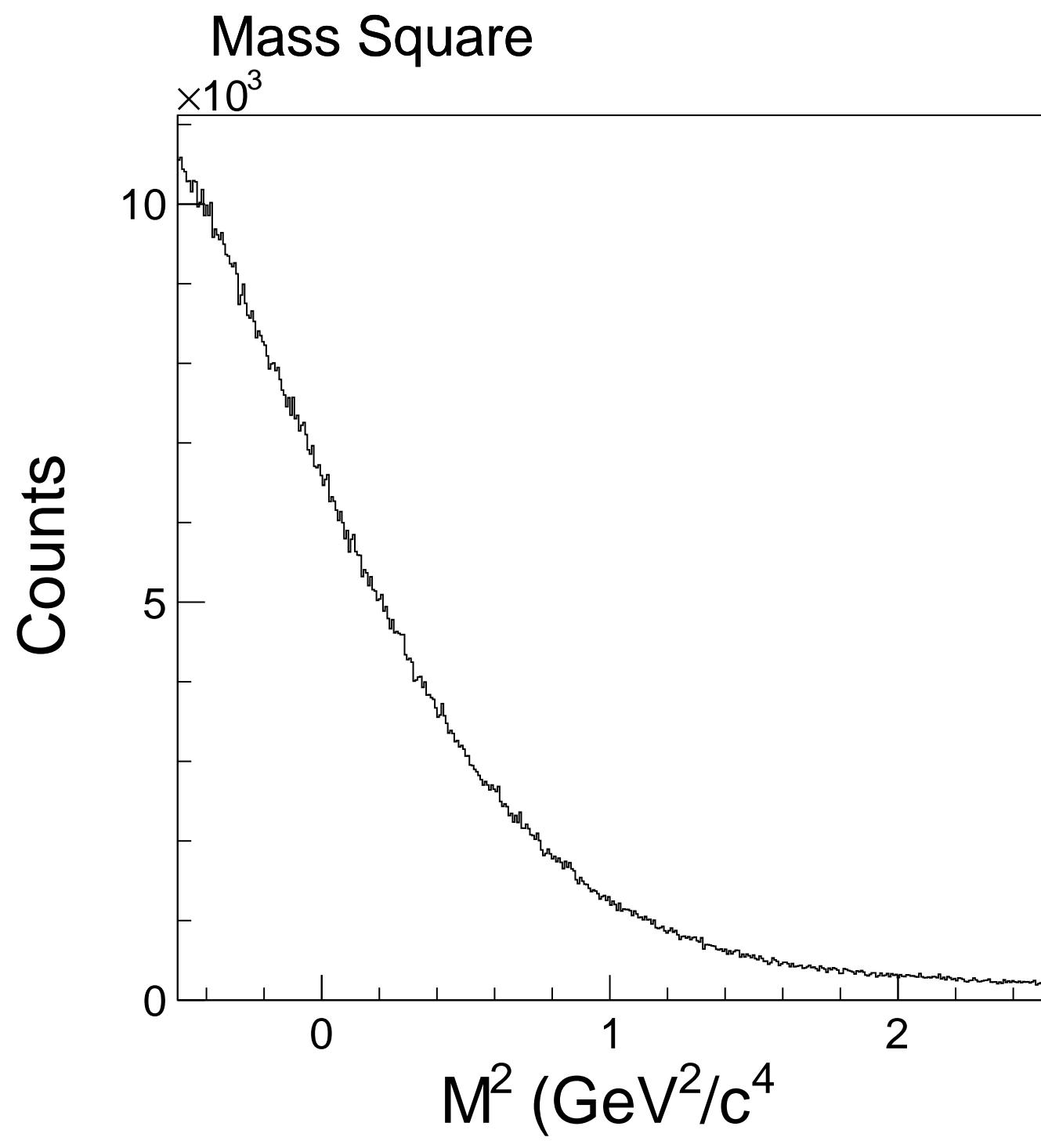




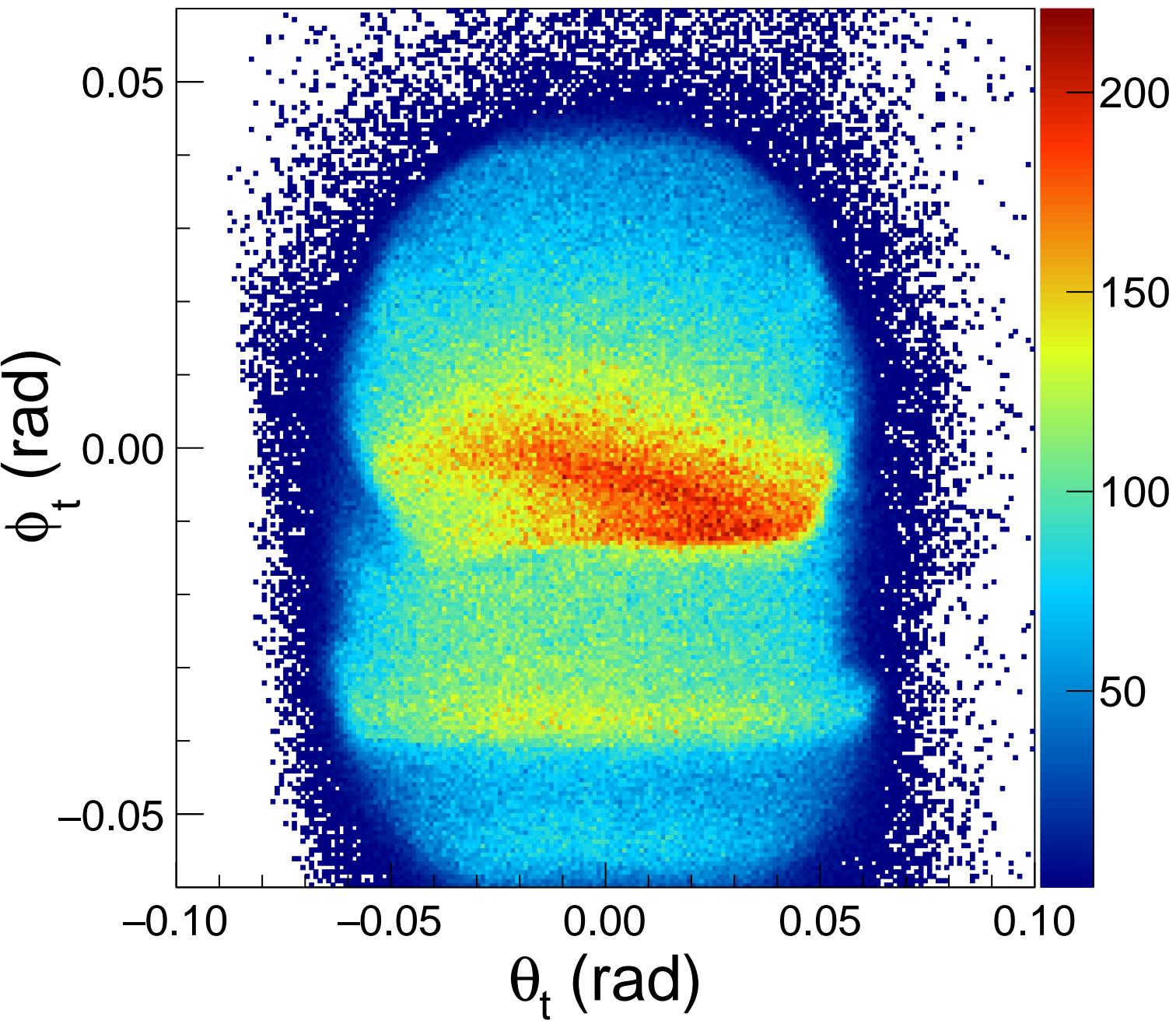


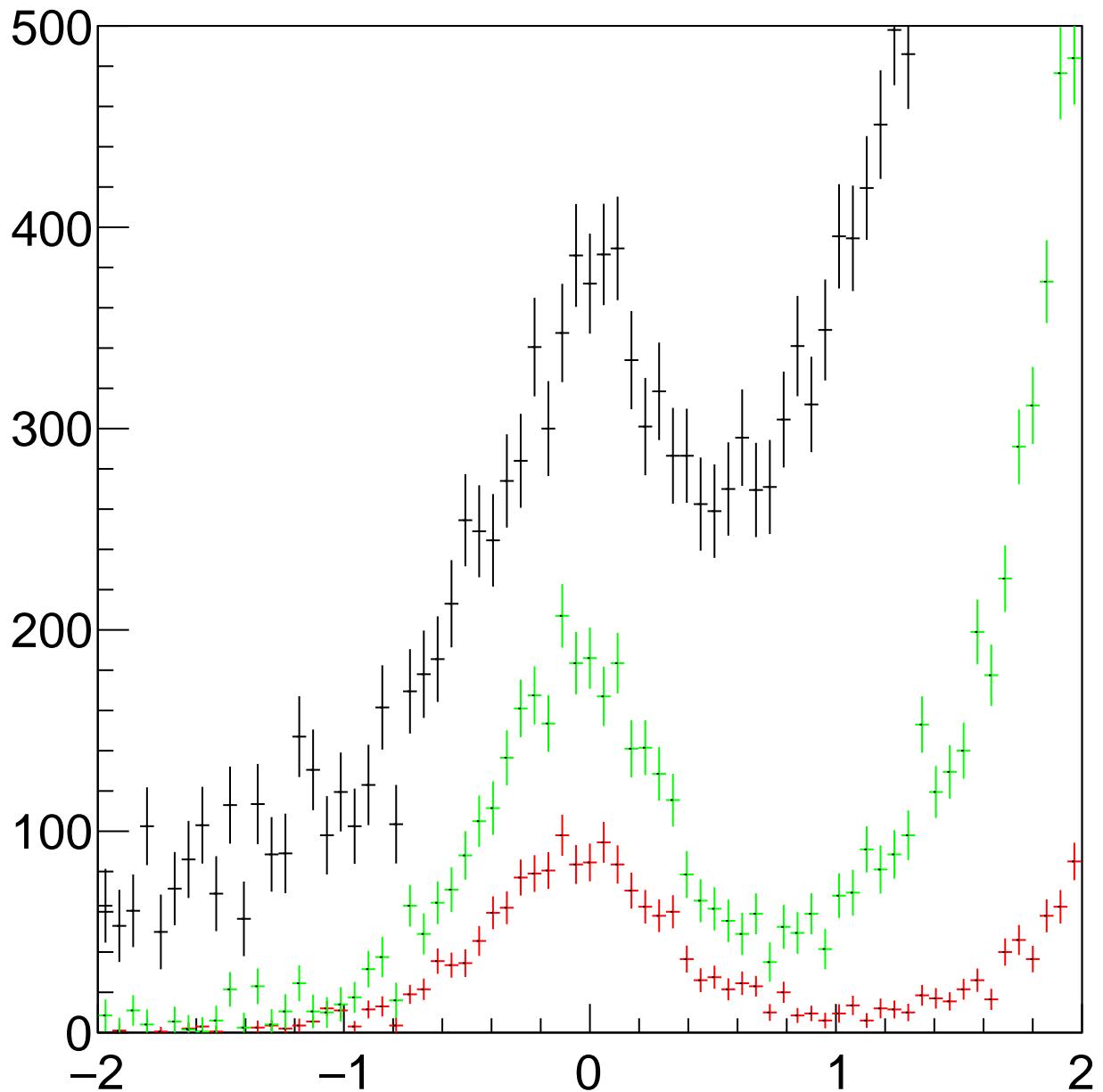


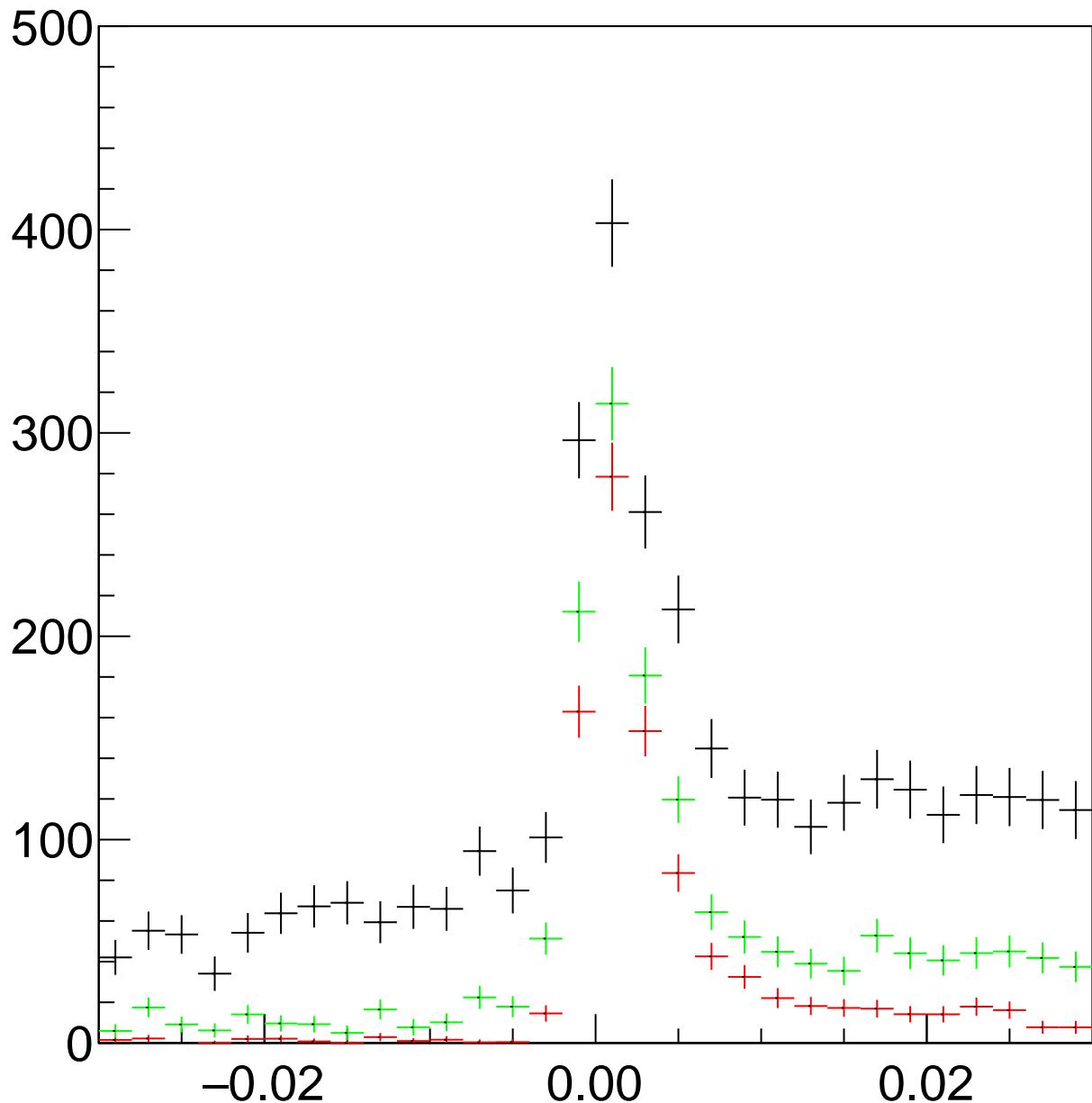
Mass Square



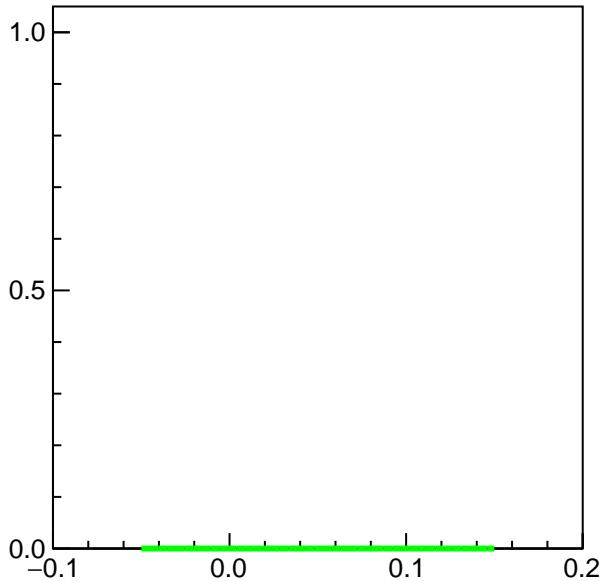
Target ϕ v.s θ



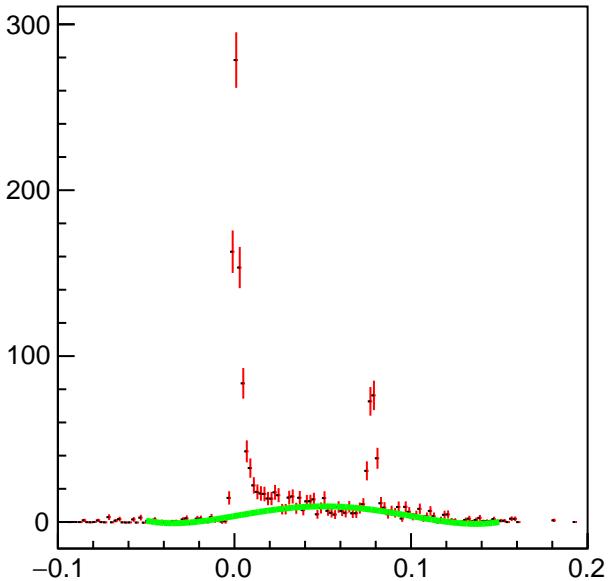




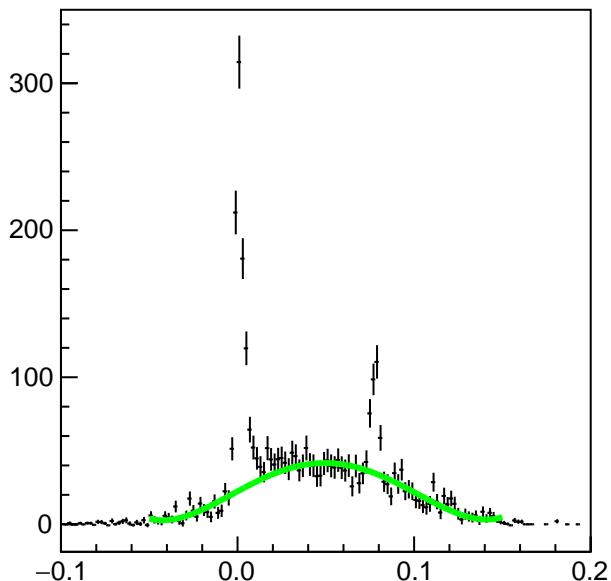
Missing Mass AC1<0.000000, 0.000000<AC2<0.000000 cut



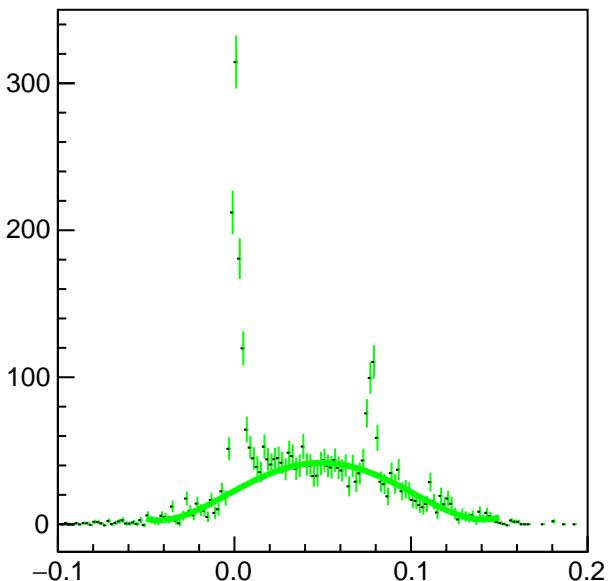
Missing Mass AC1<5.000000, 0.000000<AC2<0.000000 cut

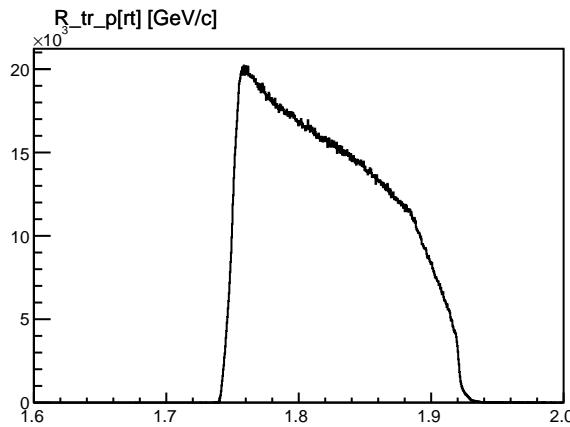
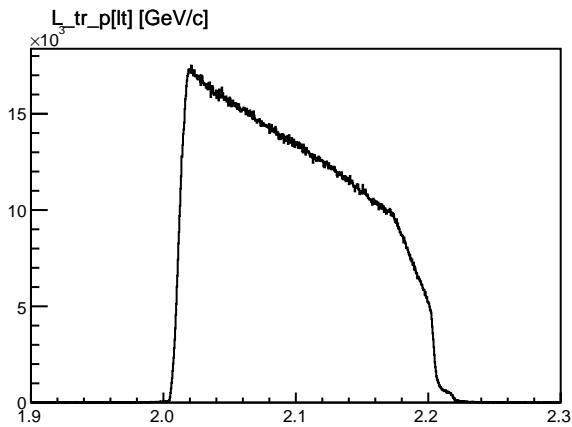
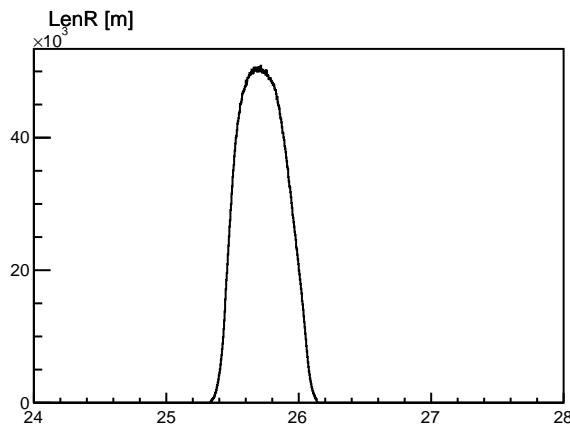
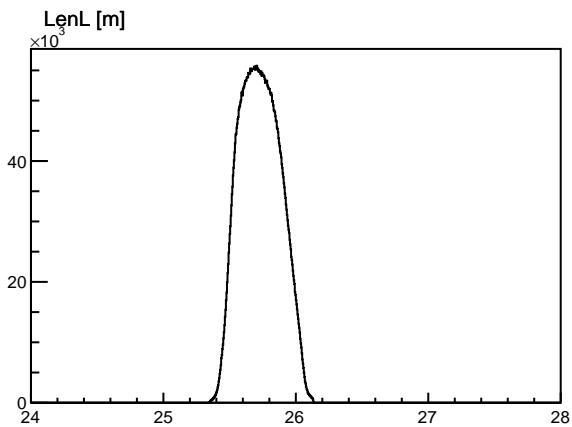
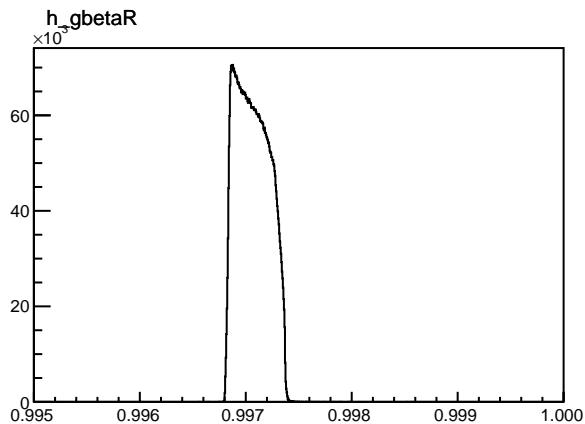
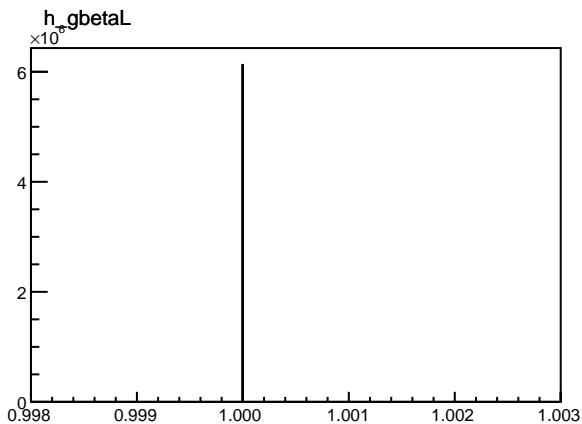


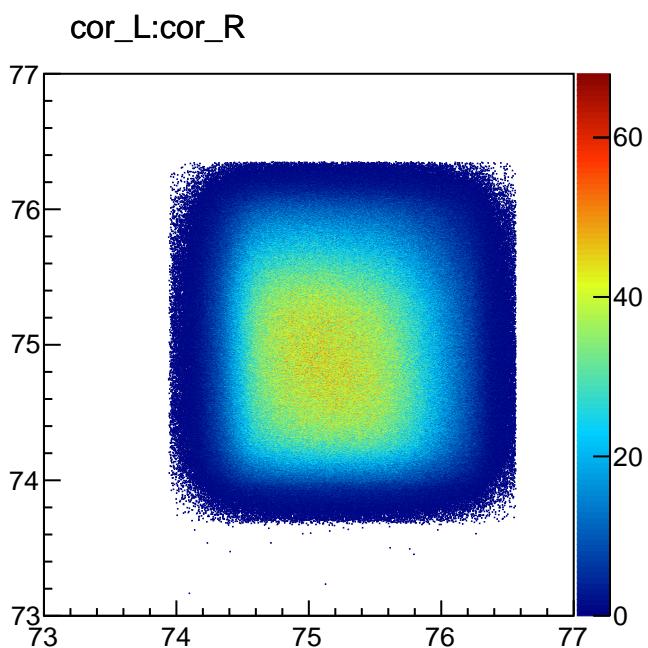
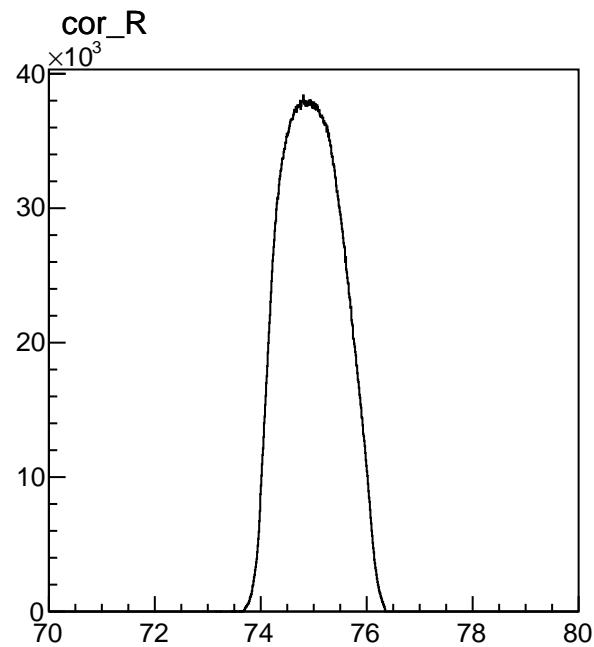
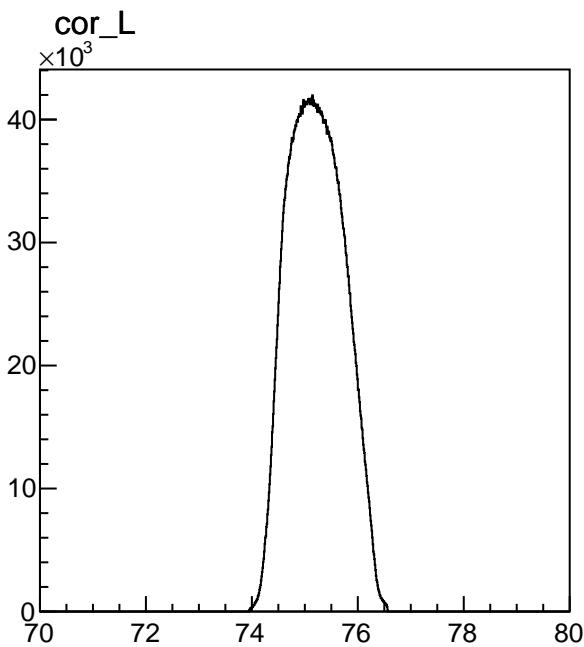
Missing Mass AC1<12.500000, 0.000000<AC2<0.000000 cut

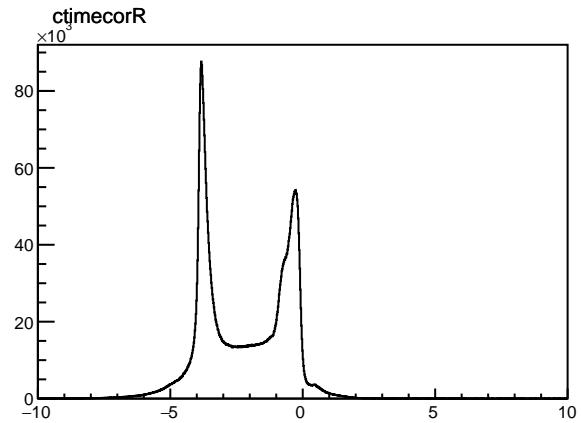
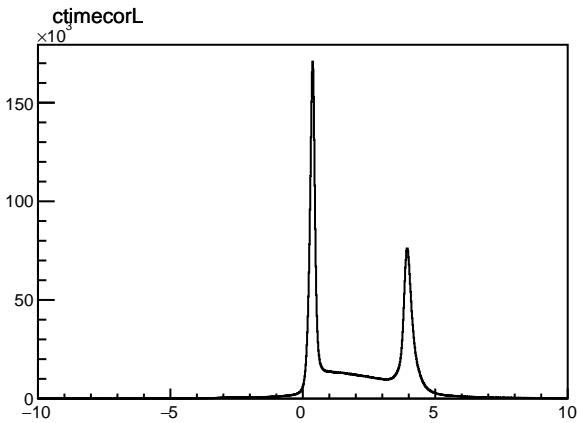
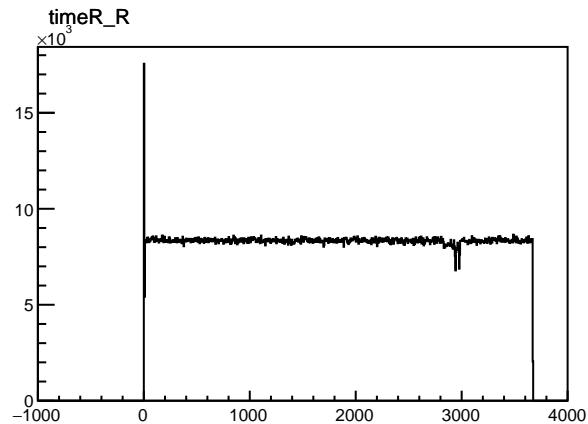
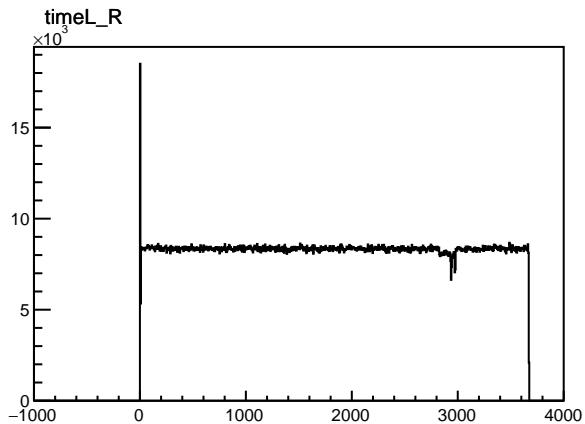
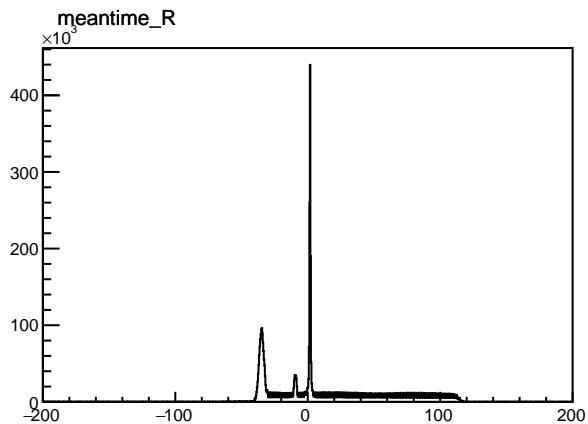
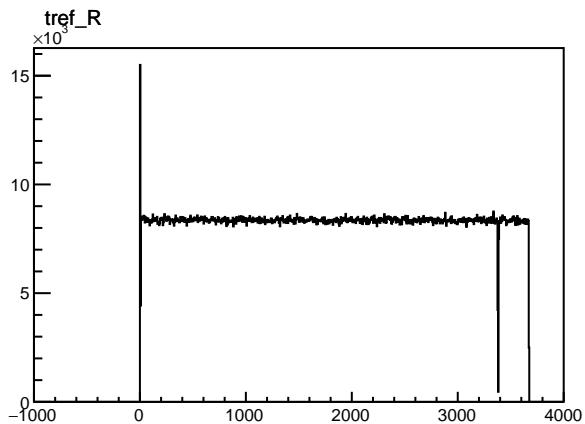


Missing Mass AC1<24.750000, 0.000000<AC2<0.000000 cut

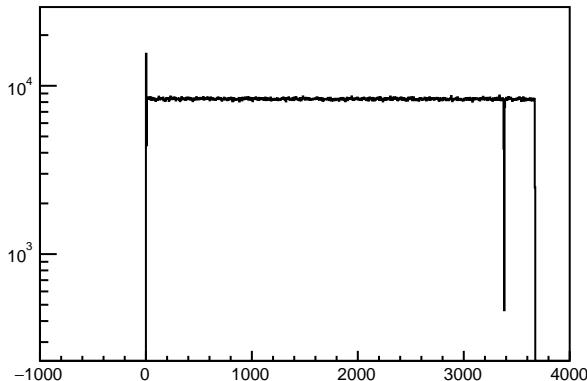




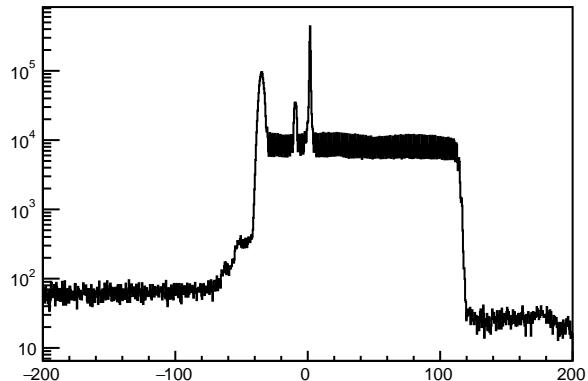




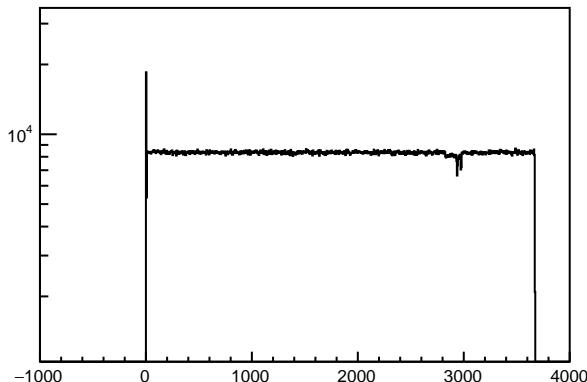
tref_R



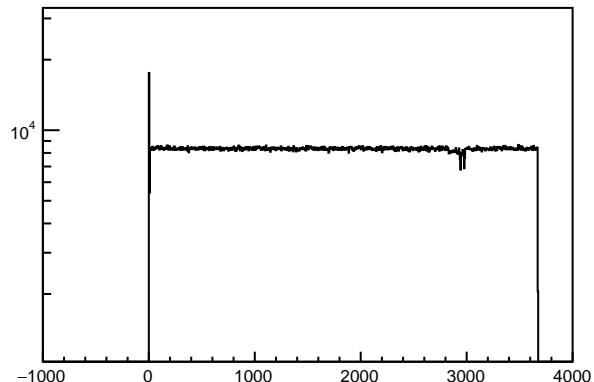
meantime_R



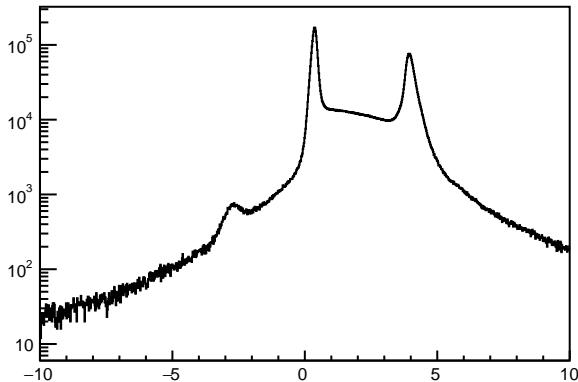
timeL_R



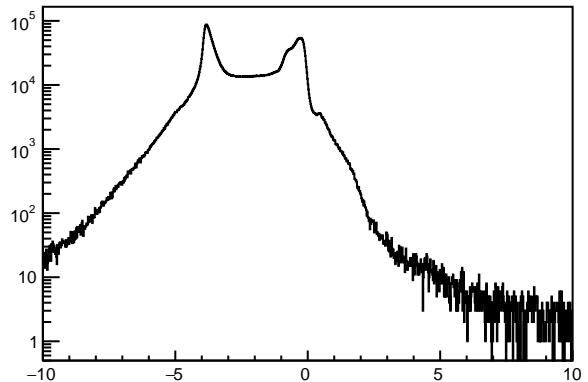
timeR_R



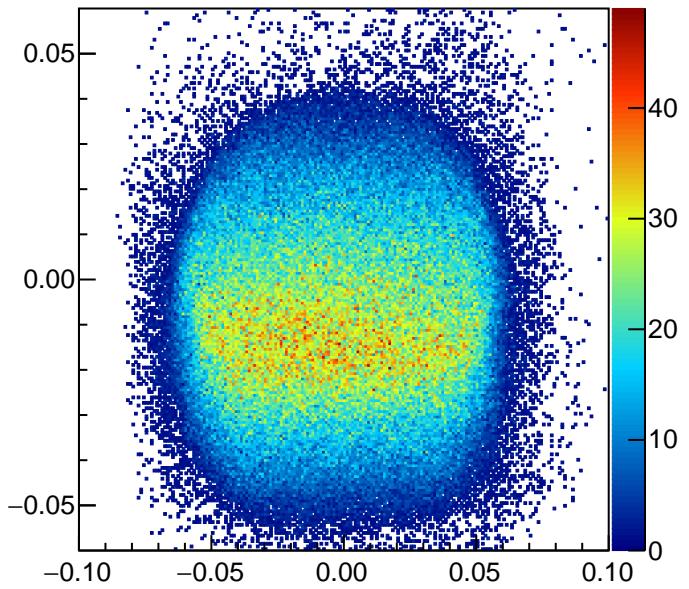
ctimecorL



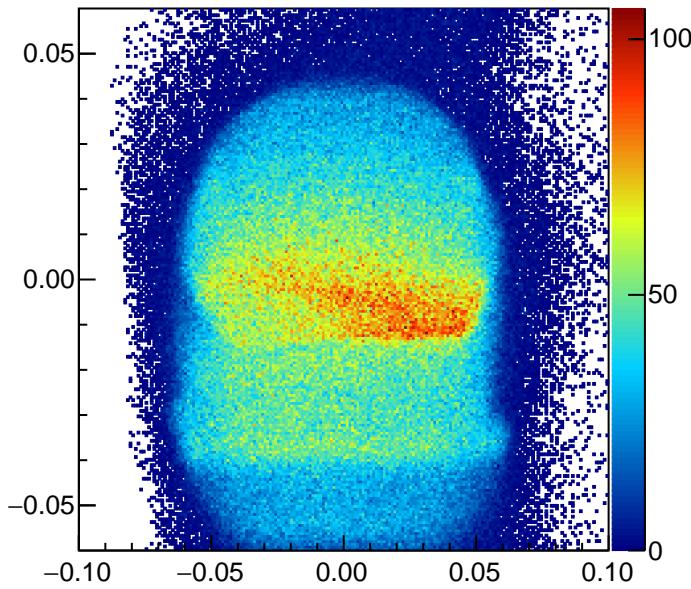
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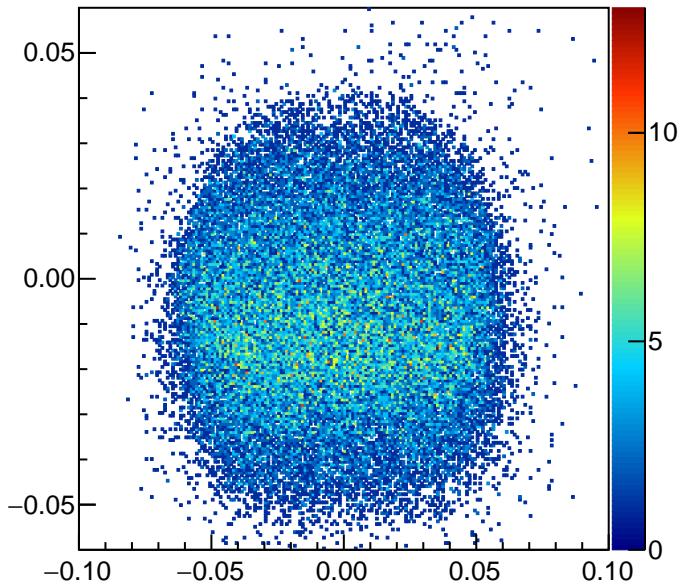
$L_{th} : L_{ph}$ (w/ Z Cut)



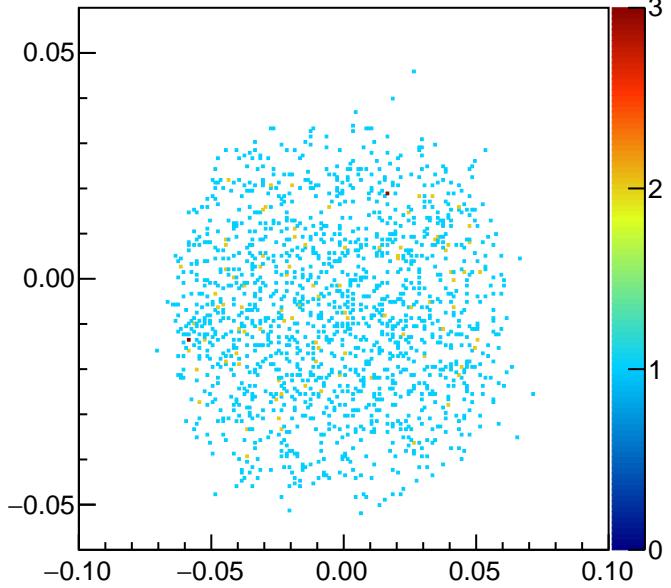
$L_{th} : L_{ph}$ (w/ AC Cut)



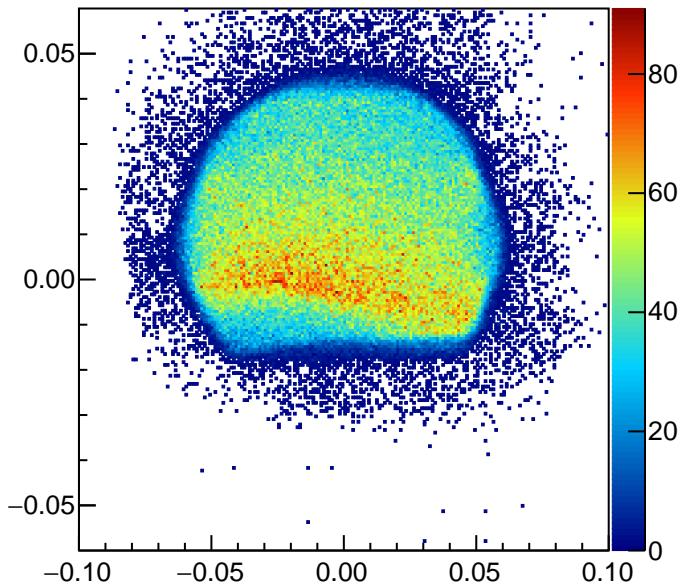
$L_{th} : L_{ph}$ (w/ Z, AC Cut)



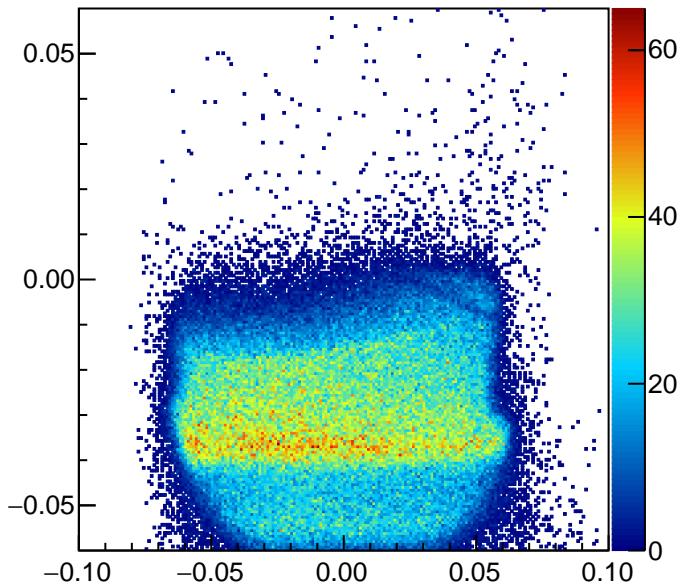
$L_{th} : L_{ph}$ (w/ Z, AC, Kaon(ct) Cut)



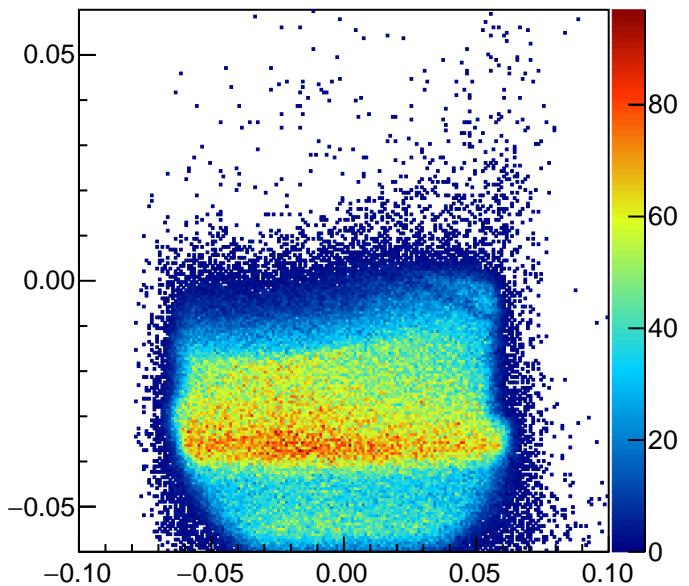
$L_{\text{th}} : L_{\text{ph}}$ (w/ ZZ_zone1 Cut)



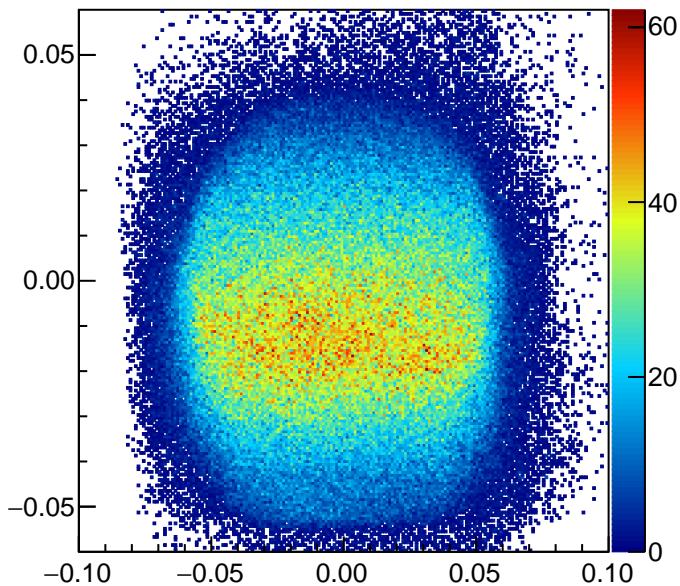
$L_{\text{th}} : L_{\text{ph}}$ (w/ ZZ_zone2 Cut)



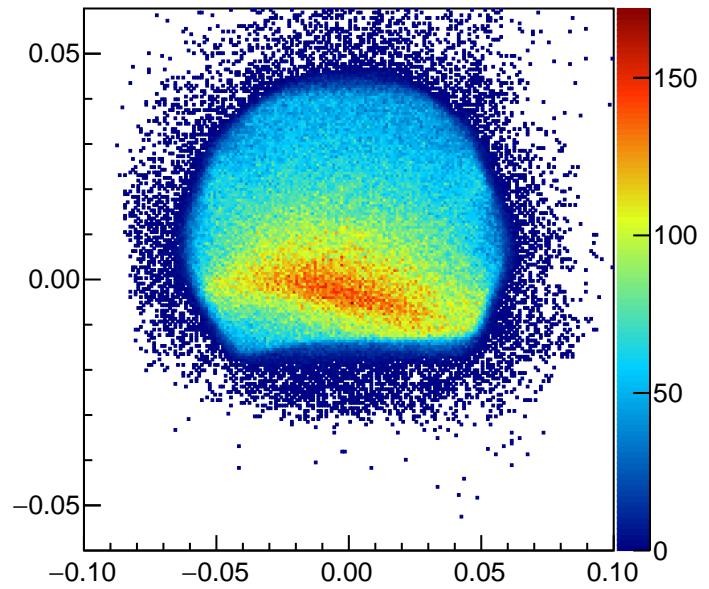
$L_{\text{th}} : L_{\text{ph}}$ (w/ ZZ_zone3 Cut)



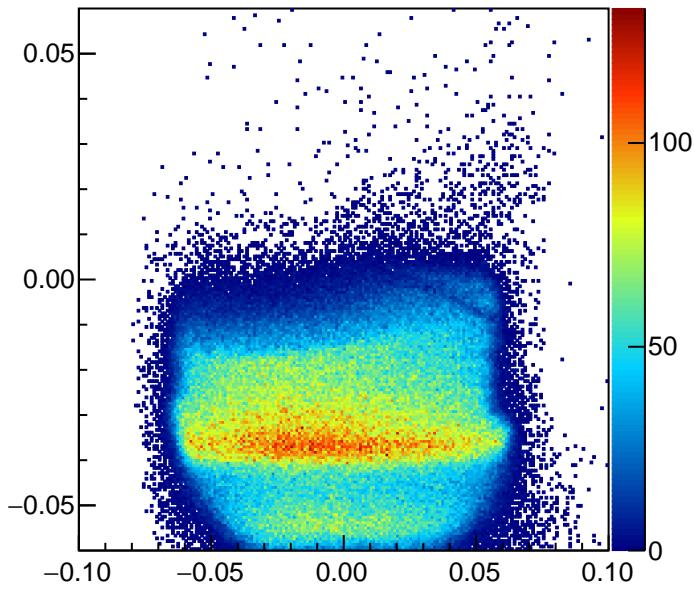
$L_{\text{th}} : L_{\text{ph}}$ (w/ ZZ_zone4 Cut)



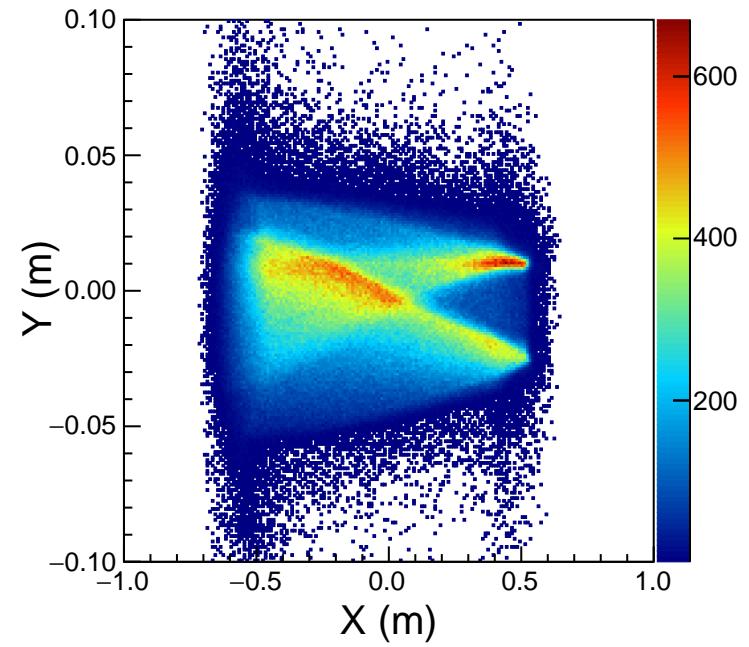
$L_{th} : L_{ph}$ (AI front)



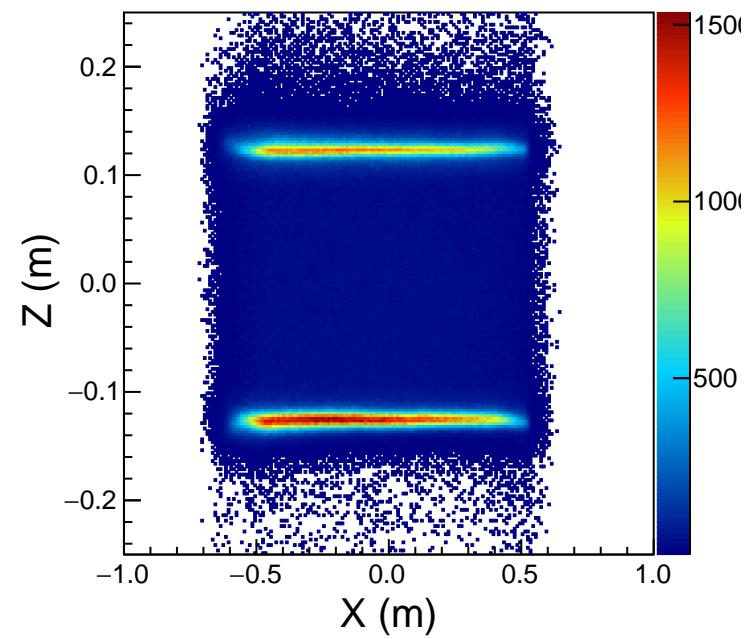
$L_{th} : L_{ph}$ (AI back)



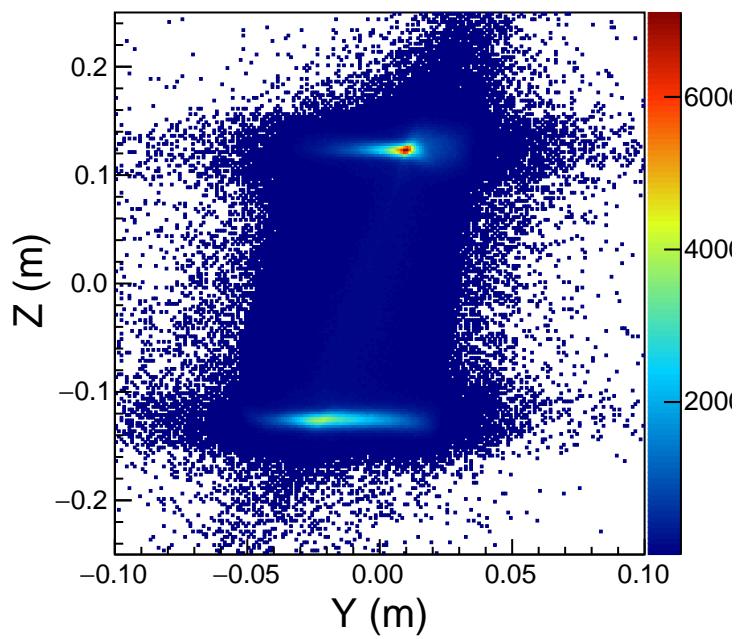
Focal Plane Y v.s X



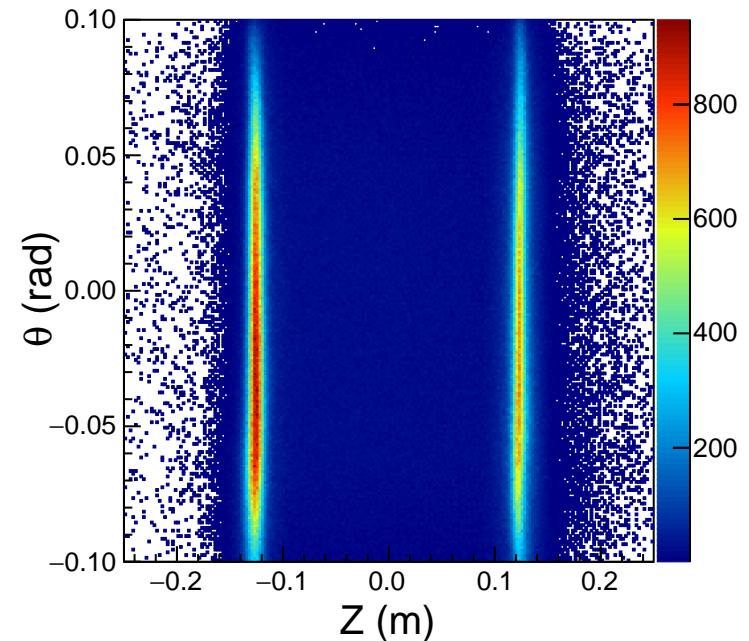
Focal Plane Z v.s X



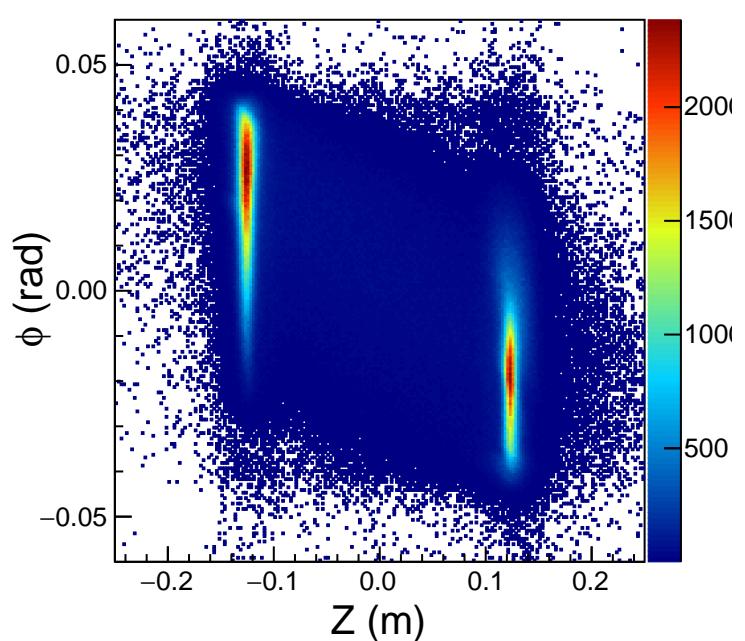
Focal Plane Z v.s Y



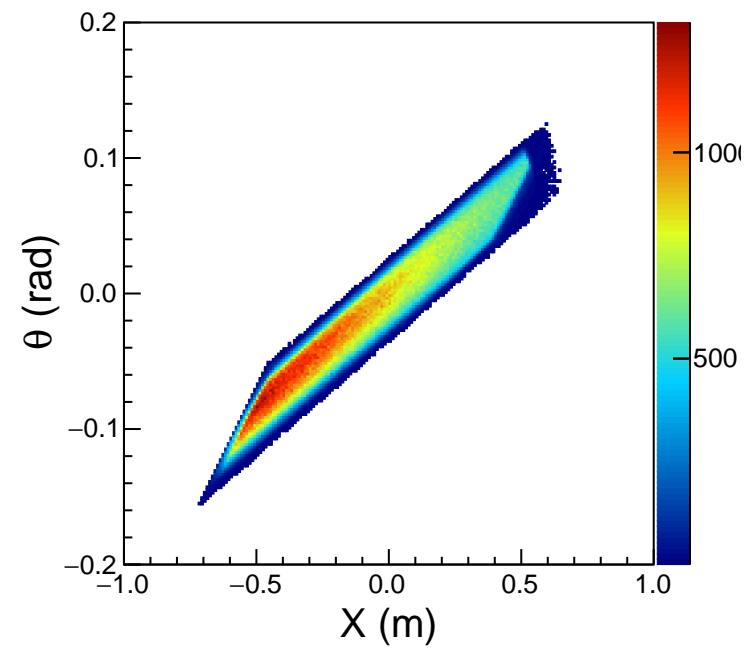
Focal Plane θ v.s Z



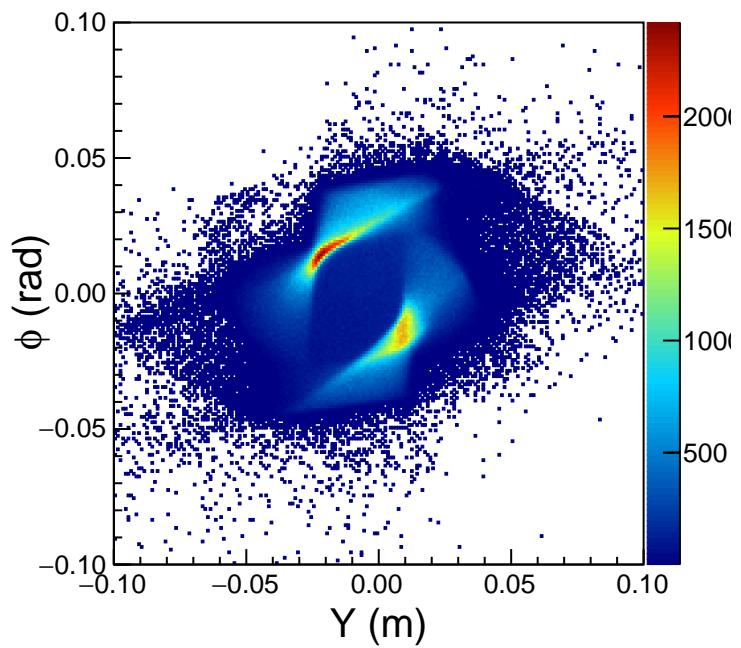
Focal Plane ϕ v.s Z



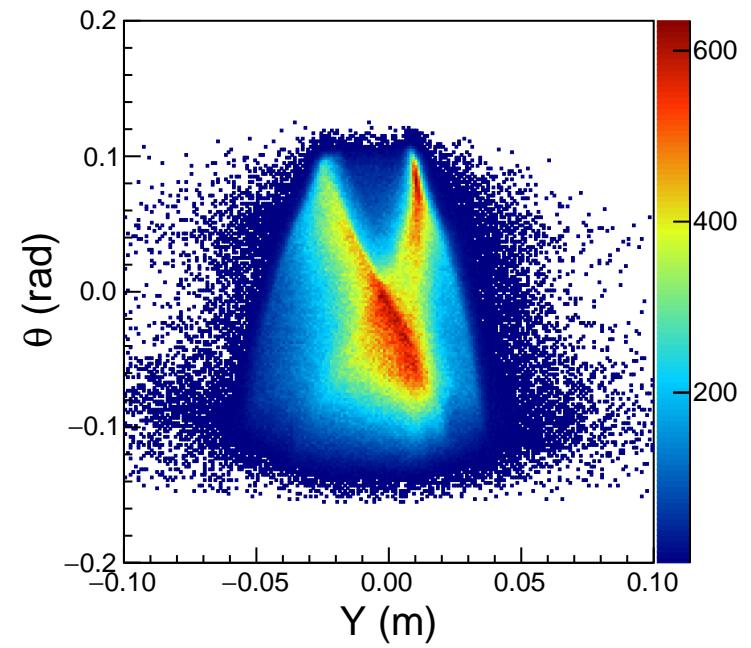
Focal Plane θ v.s X



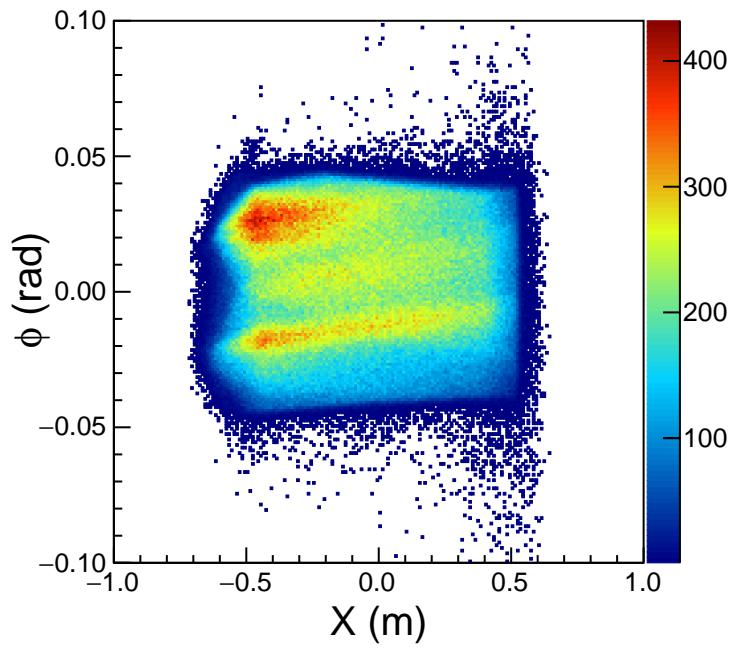
Focal Plane ϕ v.s Y



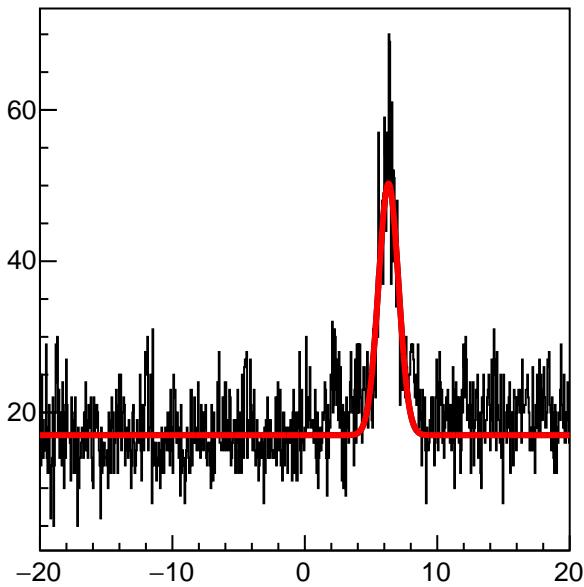
Focal Plane θ v.s Y



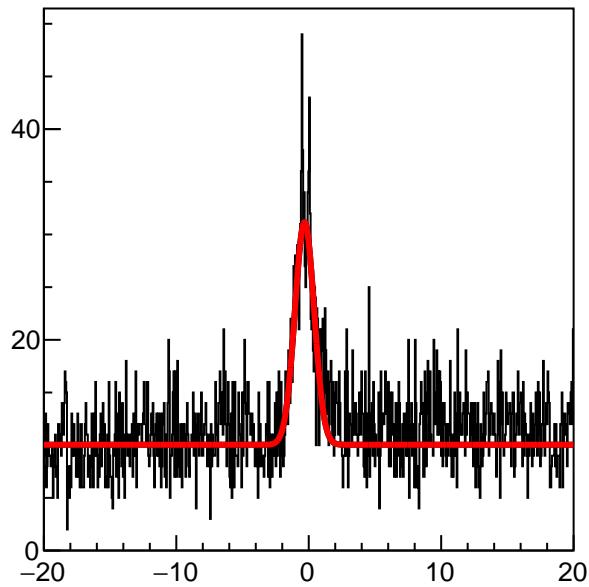
Focal Plane ϕ v.s X



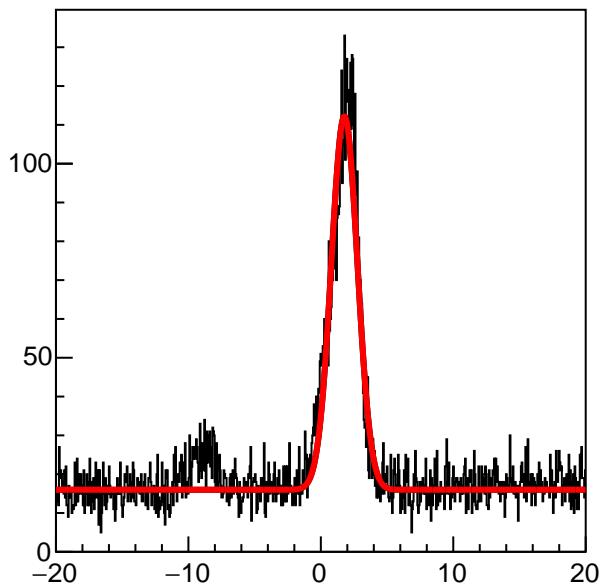
h_{z1}



h_{z2}



h_{z3}



h_{z4}

