



—  $\Delta\epsilon_{\text{TPC}}$  (embed. stat.)

—  $\Delta\epsilon_{\text{TPC}}$  (dead mat.)

—  $\Delta\epsilon_{\text{RP}}^{\text{trig.}}$

—  $\Delta\epsilon_{\text{RP}}$

$\Delta\epsilon_{\text{veto}}$

—  $\Delta\sigma(z_{\text{vtx}})$

—  $\Delta\epsilon_{\text{TPC}}$  (pile-up)

—  $\Delta\epsilon_{\text{TOF}}$

—  $\Delta\epsilon_{\text{RP}}^{\text{DM veto}}$

—  $\Delta\epsilon_{\text{vtx}}$

—  $\Delta\langle z_{\text{vtx}} \rangle$

—  $\Delta\text{Luminosity}$

■ Total (w/ lumi.)