



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

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

$\Delta\epsilon_{\text{RP}}$

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

$\Delta\sigma(z_{\text{vtx}})$

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

$\Delta\epsilon_{\text{TOF}}$

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

$\Delta\epsilon_{\text{RP}}$

$\Delta\epsilon_{\text{vtx}}$

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

$\Delta\text{Luminosity}$

Total (w/ lumi.)