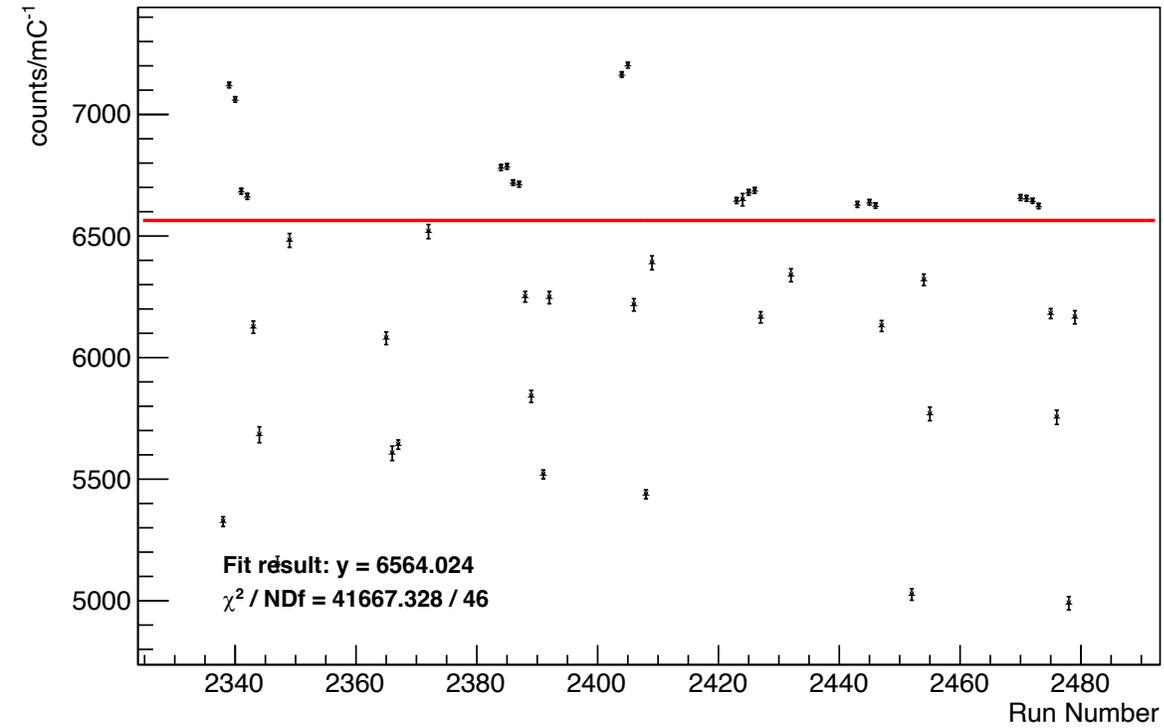


# Charge normalized event counts

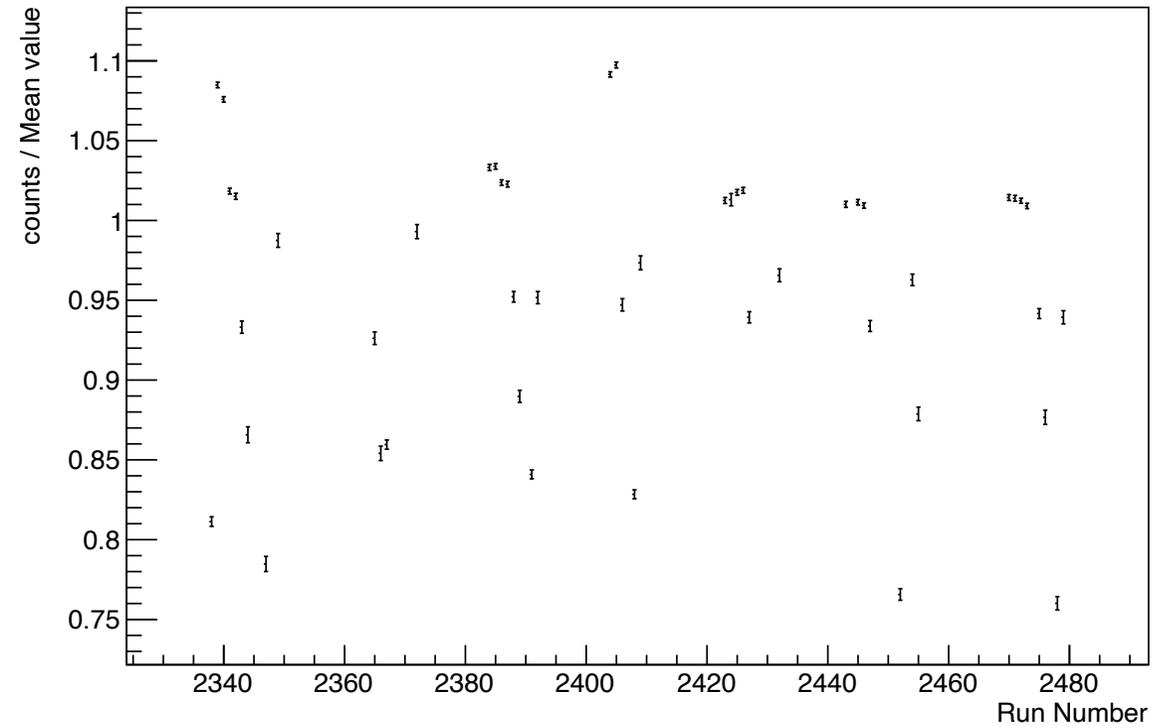
$clusE_{max} > 1.2, 145 < clusT < 155$

LD2

Charge normalized DVCS events(LD2)



Charge normalized DVCS events(LD2) / Mean value



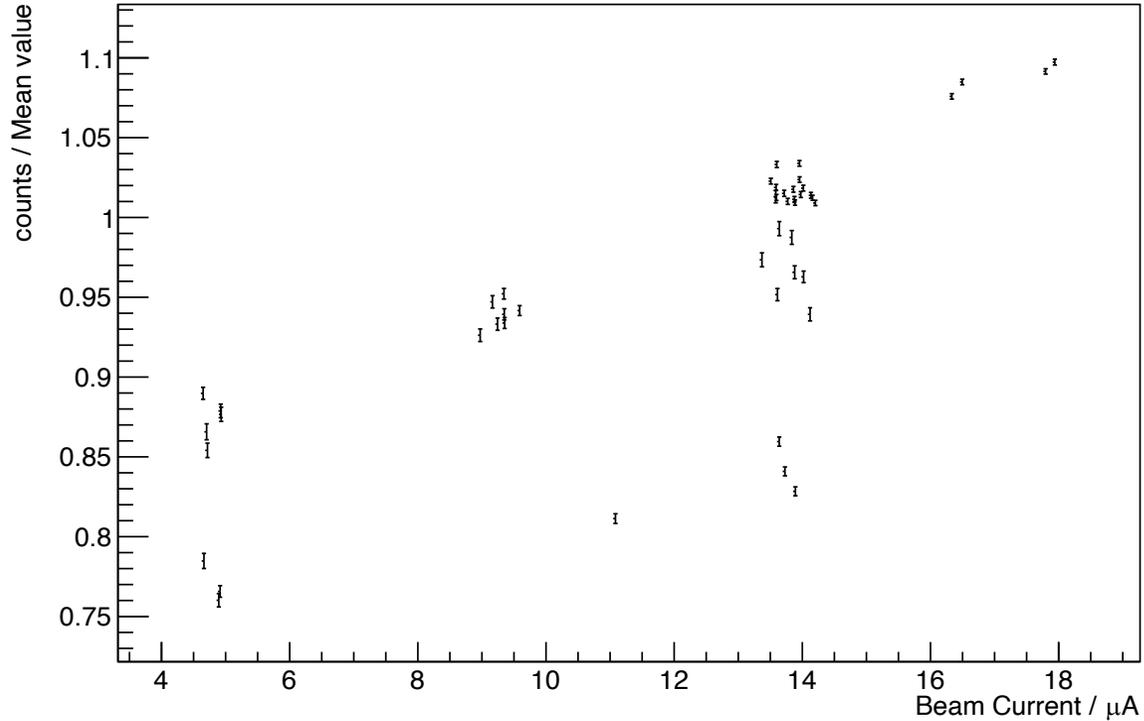
# Charge normalized event counts

$$clusE_{max} > 1.2, 145 < clusT < 155$$

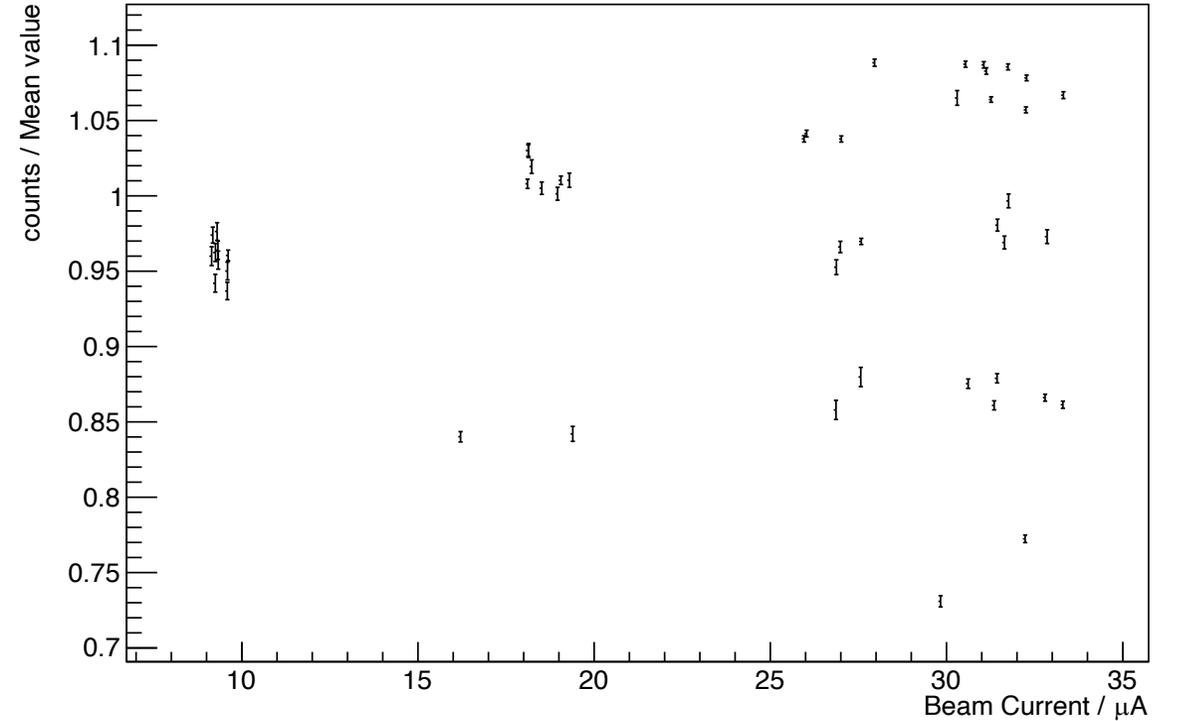
All the ps3 and ps6 runs

Charge normalized DVCS events(LD2) / Mean value

Charge normalized DVCS events(LH2) / Mean value



LD2



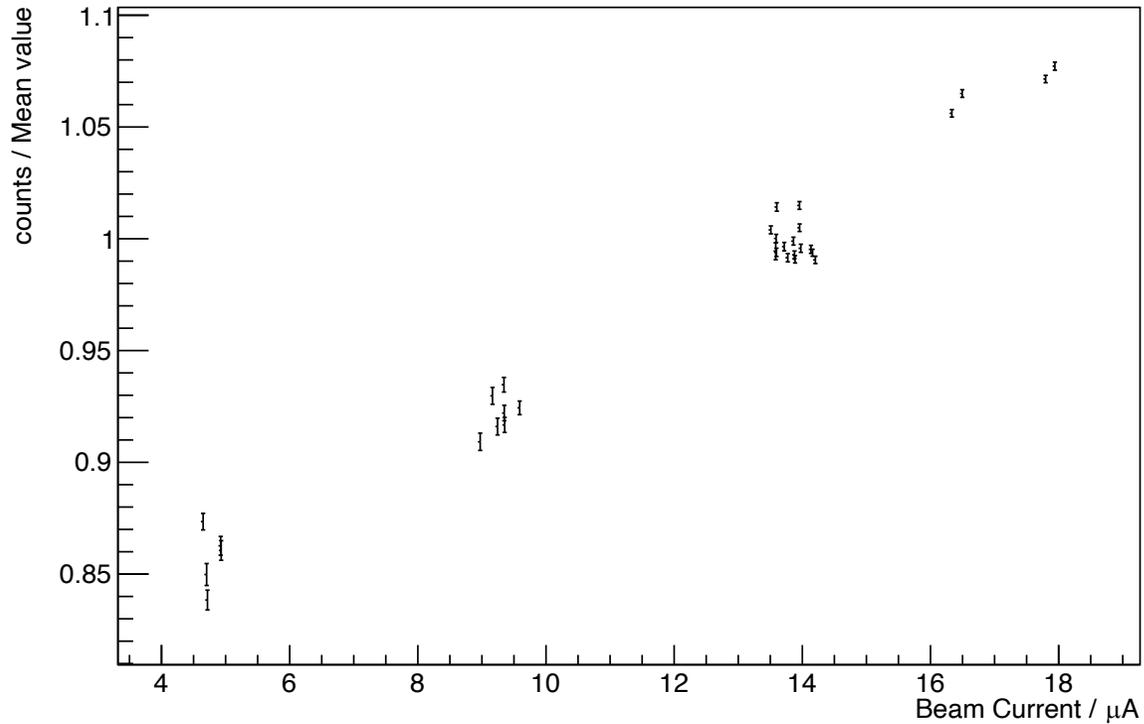
LH2

# Charge normalized event counts

$$clusE_{max} > 1.2, 145 < clusT < 155$$

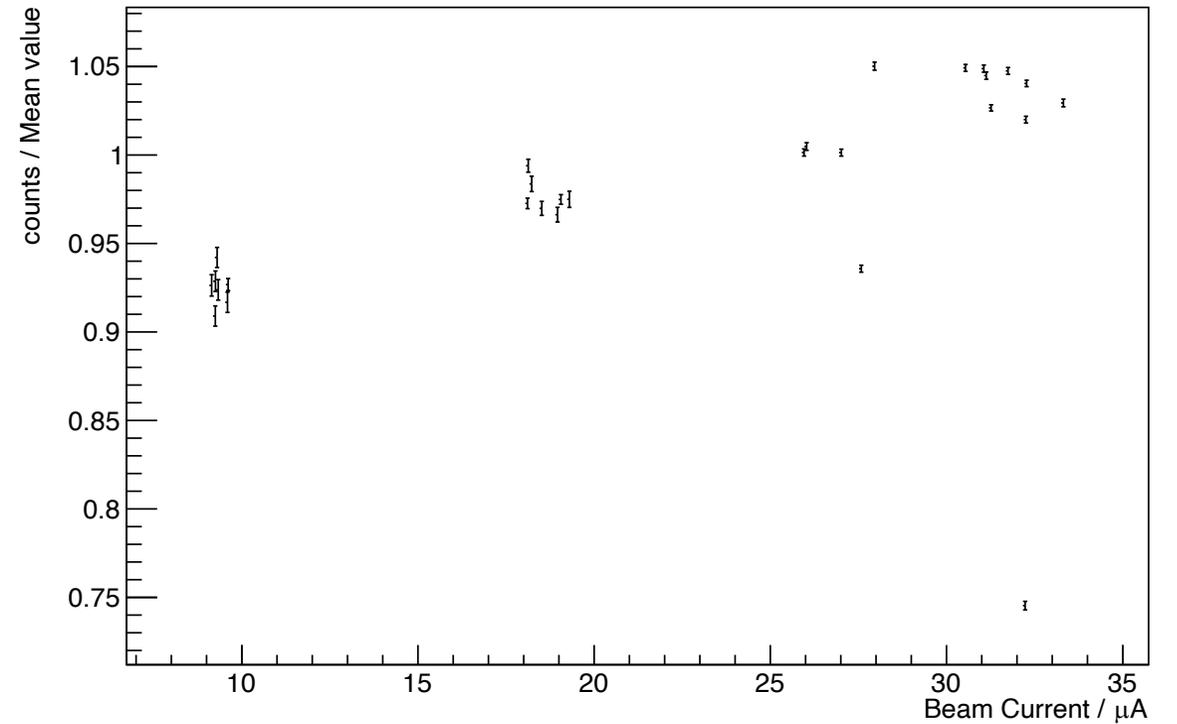
ps3 and ps6 production runs

Charge normalized DVCS events(LD2) / Mean value



LD2

Charge normalized DVCS events(LH2) / Mean value



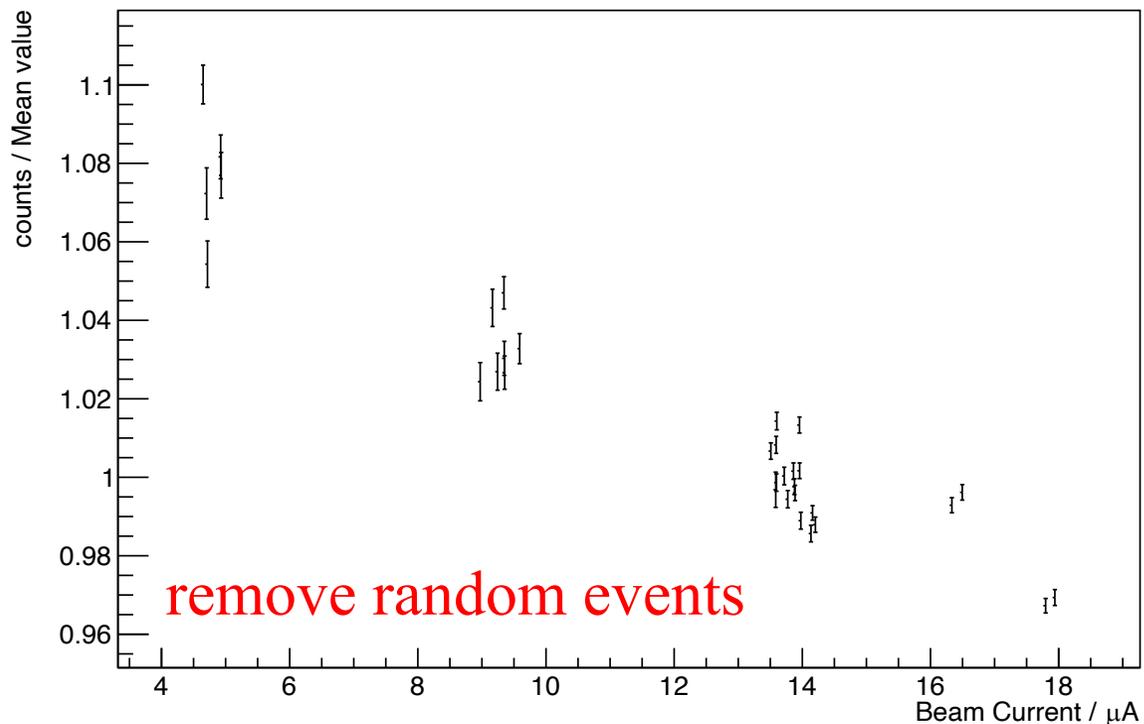
LH2

# Charge normalized event counts

$$clusE_{max} > 1.2, 145 < clusT < 155$$

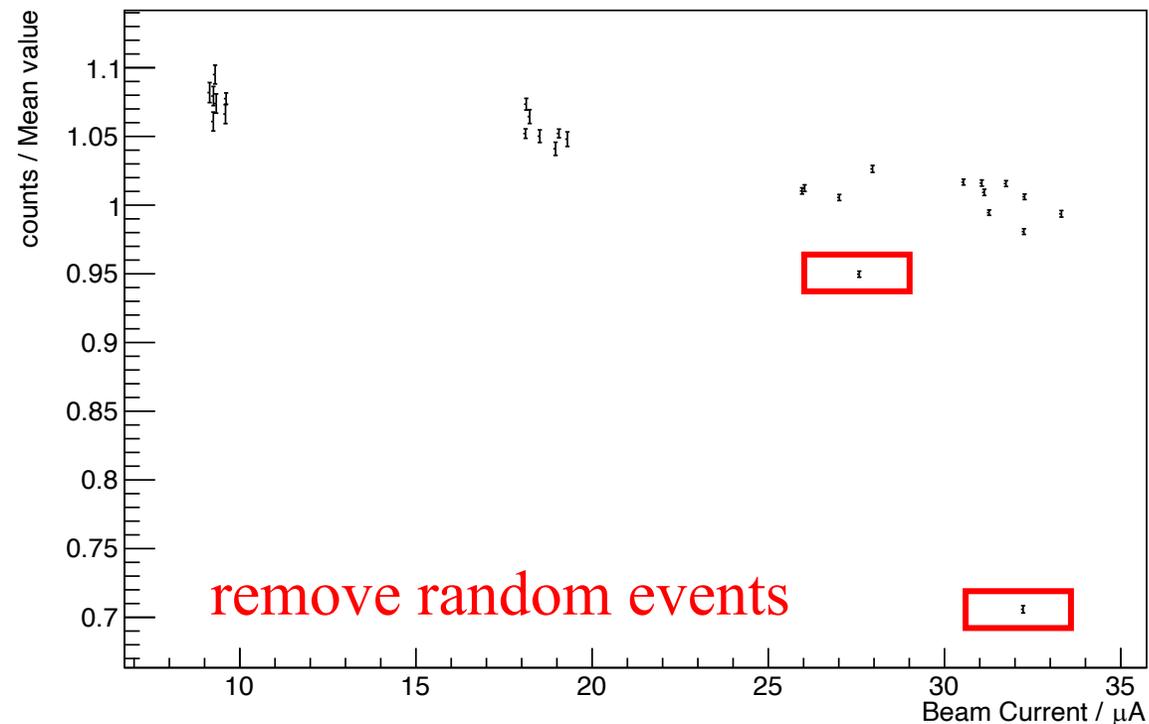
Only **ps6** production runs

Charge normalized DVCS events(LD2) / Mean value



LD2

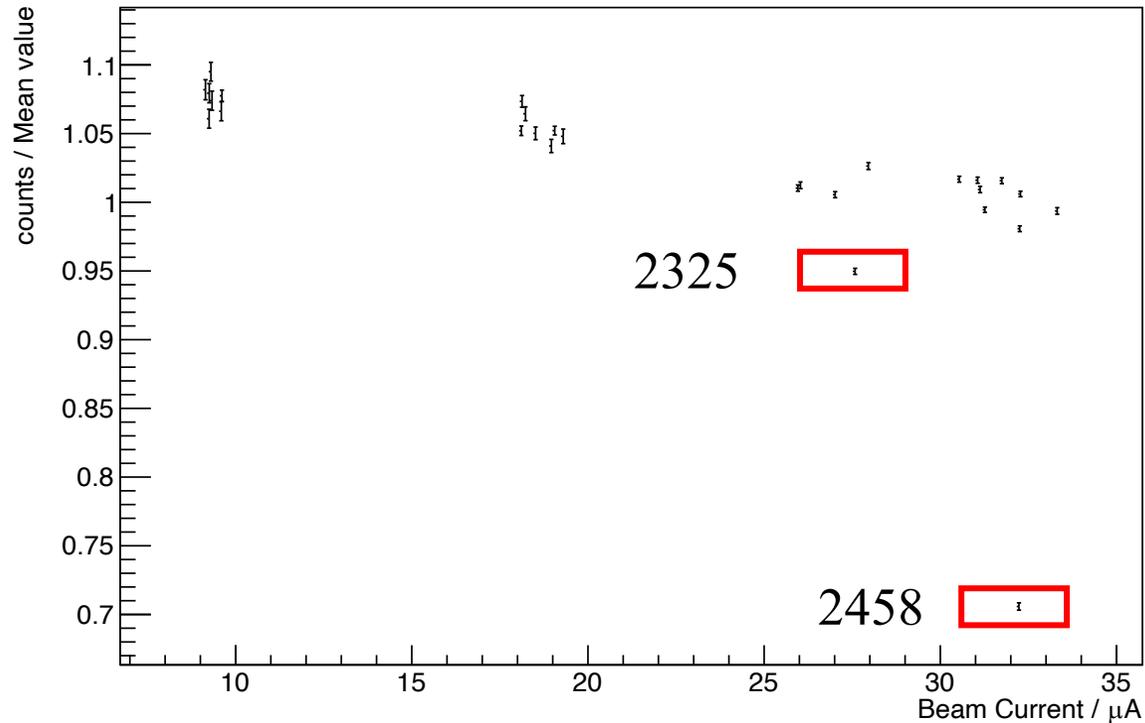
Charge normalized DVCS events(LH2) / Mean value



LH2

# Suspicious runs

Charge normalized DVCS events(LH2) / Mean value



LH2

➤ 2325 Production run 25  $\mu\text{A}$  58.69 min sparse  
Google run list: LD2 (Corrected this typo)  
HCLOG: LH2  
Report file: LH2

➤ 2458 Production run 35  $\mu\text{A}$  28.14 min sparse

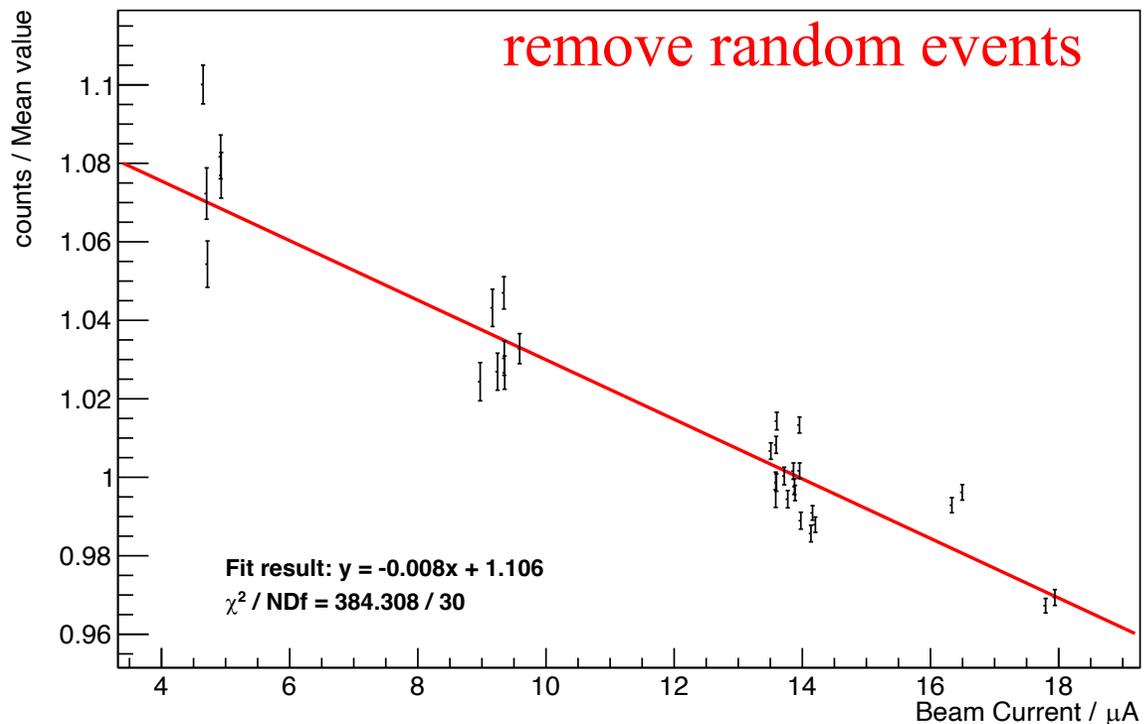
# Charge normalized event counts

$$clusE_{max} > 1.2, 145 < clusT < 155$$

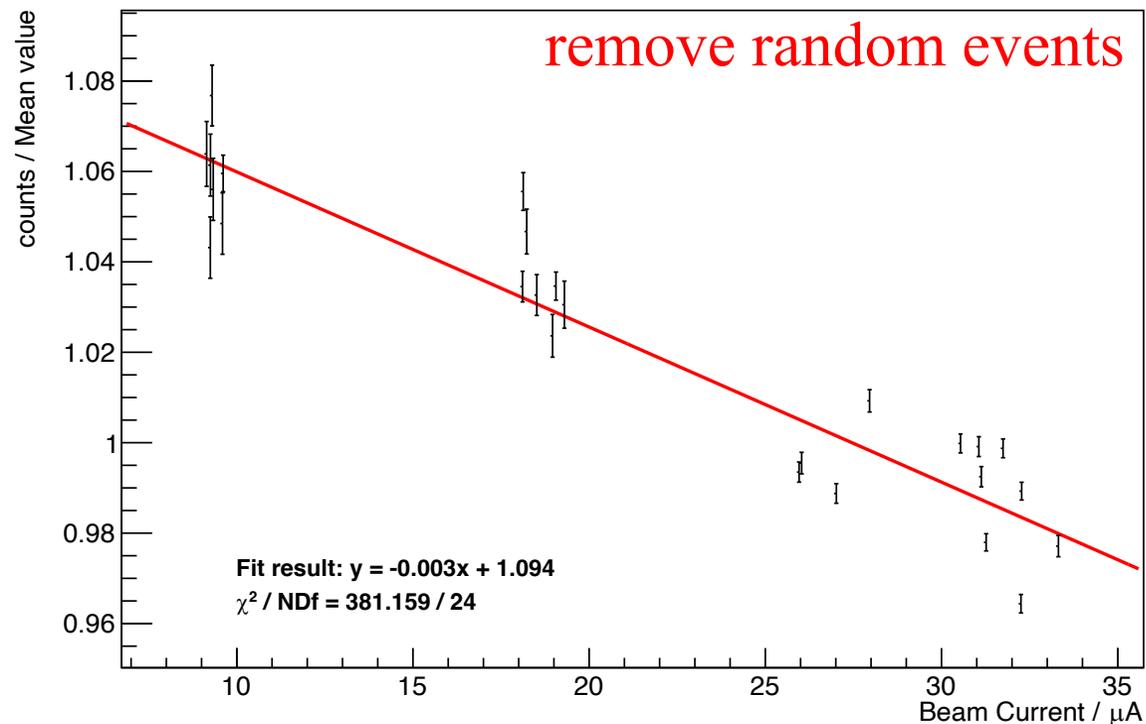
Only ps6 production good runs

Charge normalized DVCS events(LD2) / Mean value

Charge normalized DVCS events(LH2) / Mean value



LD2



LH2