

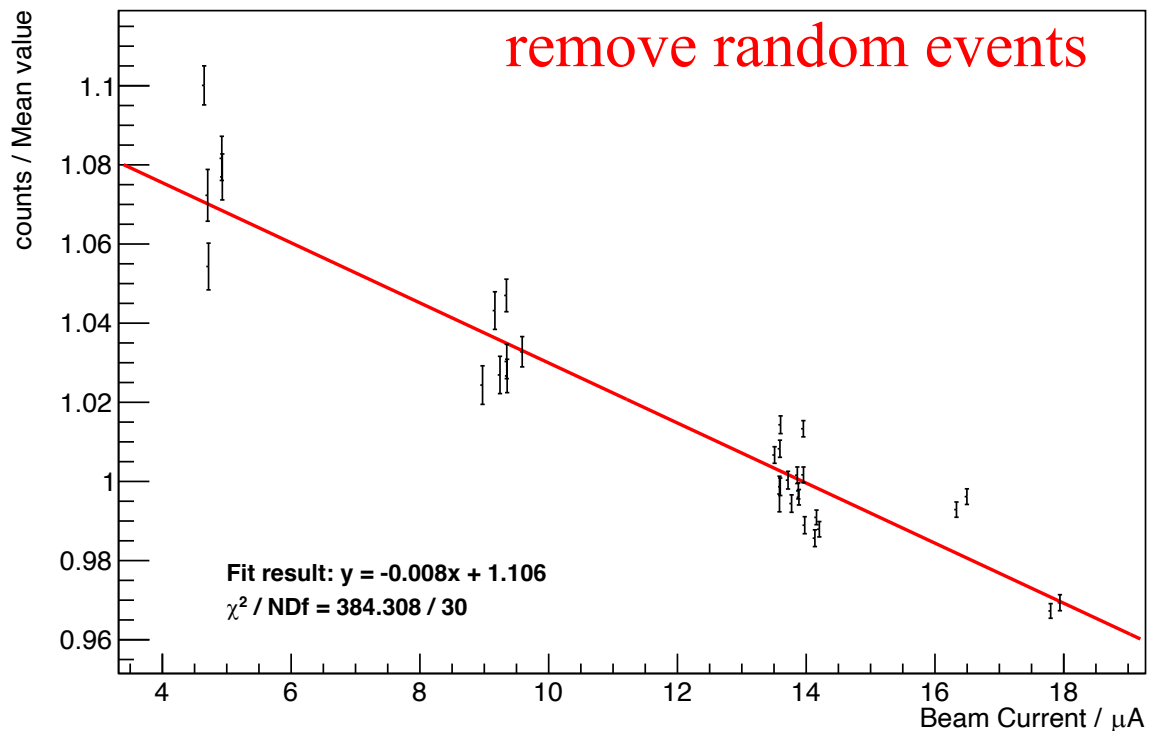
# Charge normalized event counts

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

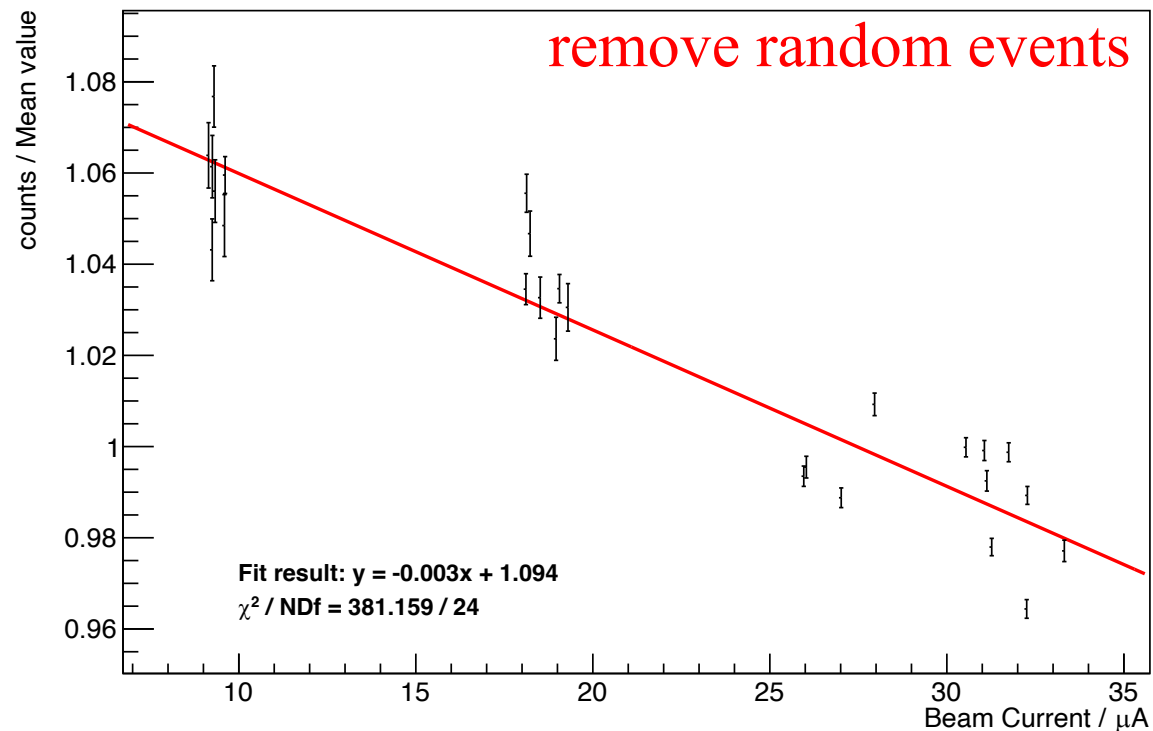
Only ps6 production good runs

Charge normalized DVCS events(LD2) / Mean value

Charge normalized DVCS events(LH2) / Mean value



LD2



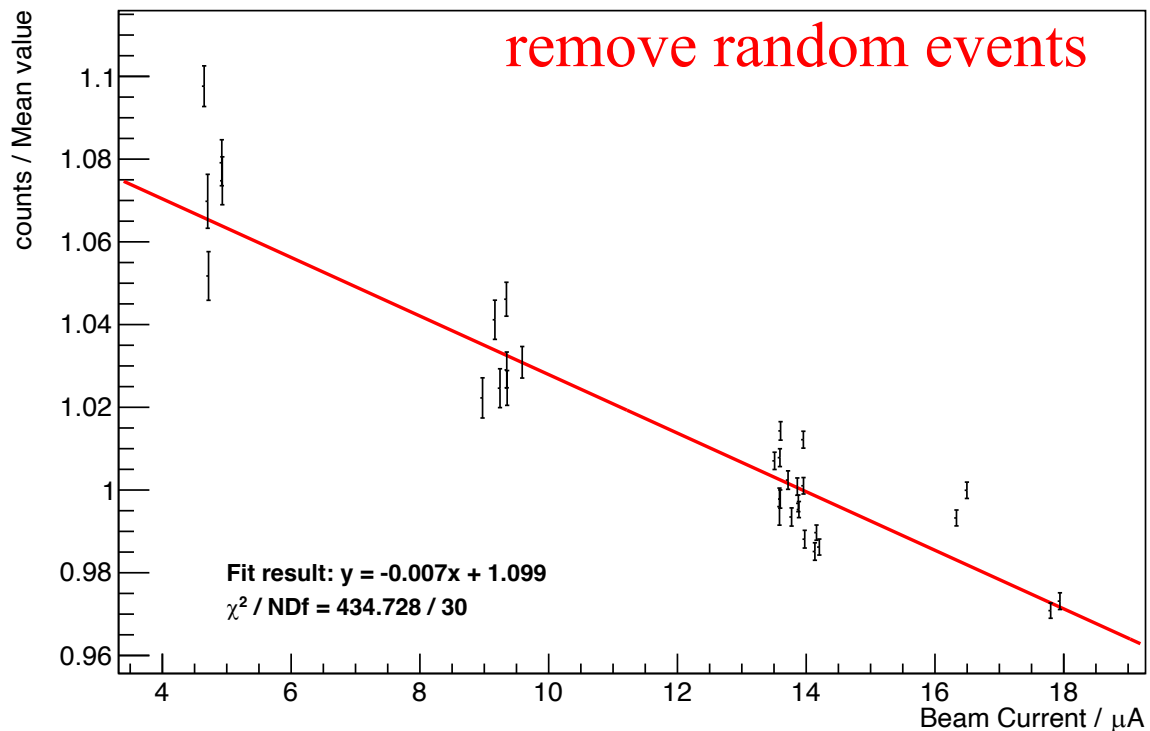
LH2

# Charge normalized event counts

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

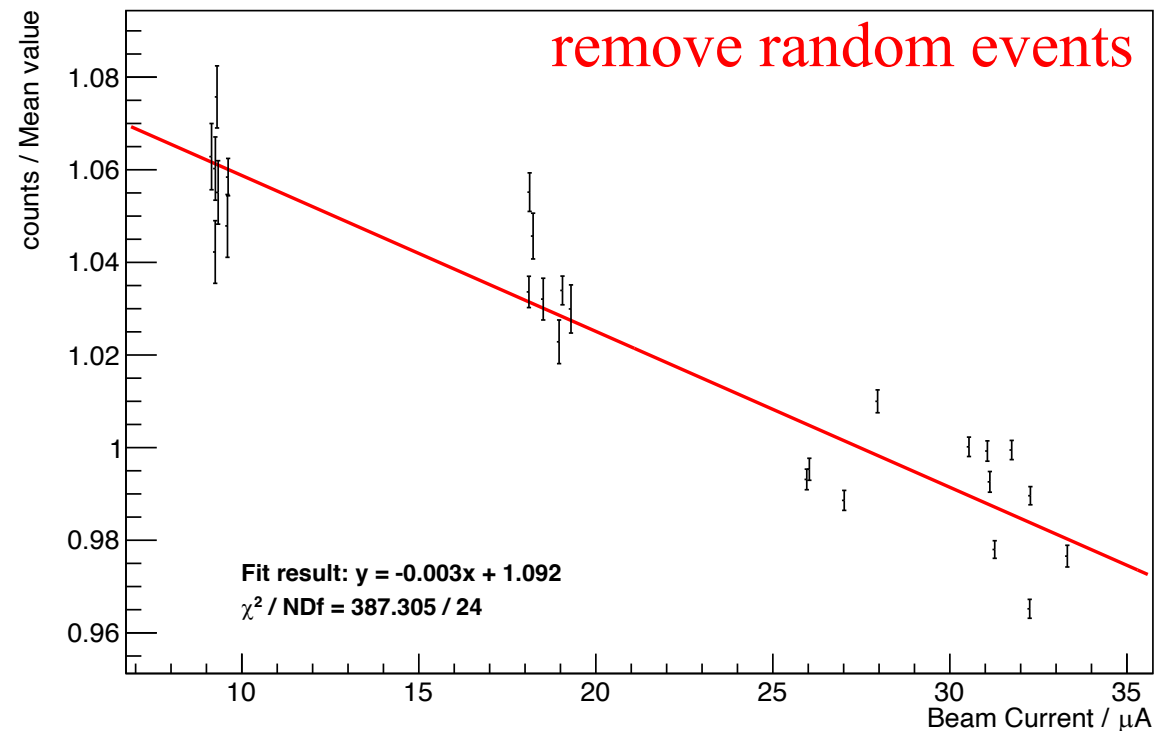
Only ps6 production good runs (with efficiency & live time correction)

Charge normalized DVCS events(LD2) / Mean value



LD2

Charge normalized DVCS events(LH2) / Mean value



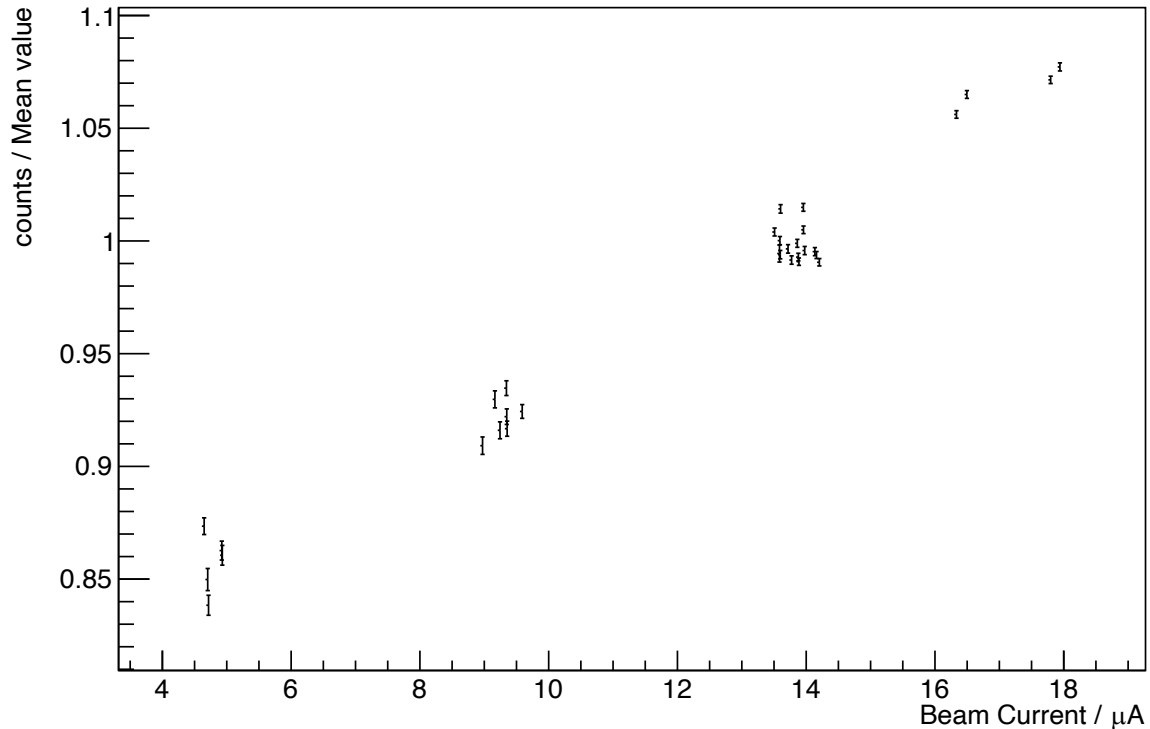
LH2

# Charge normalized event counts

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

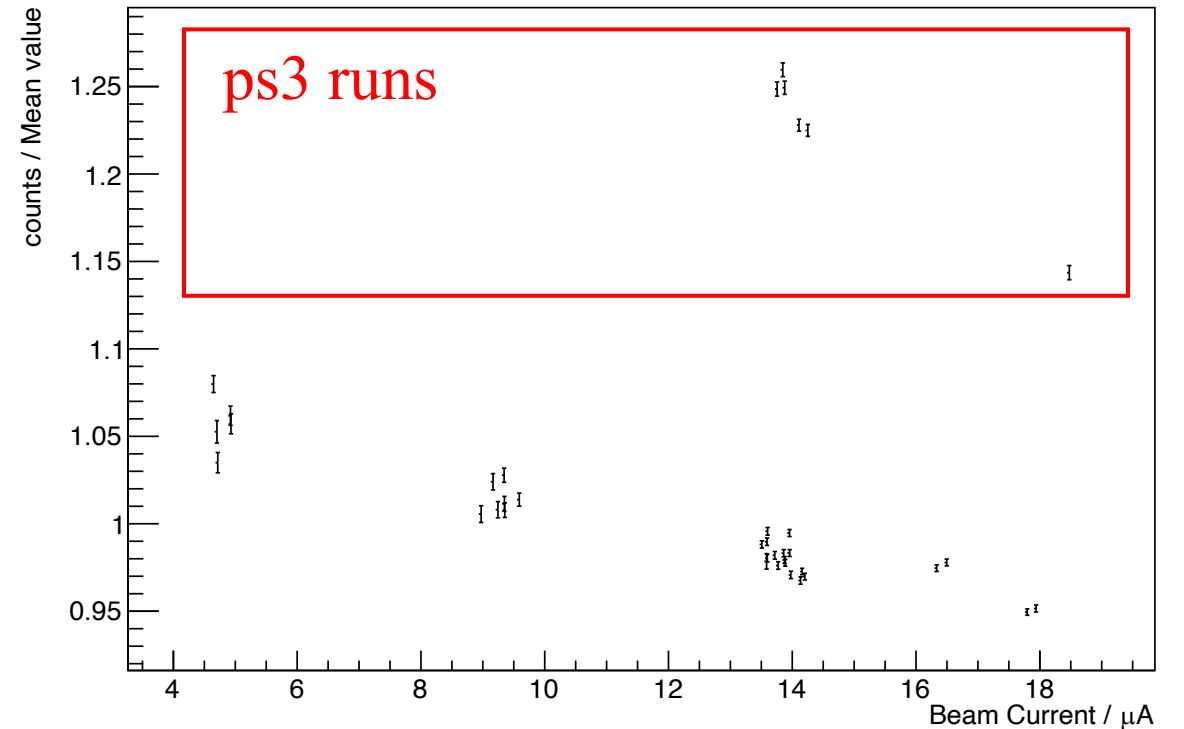
All the ps3 and ps6 LD2 runs

Charge normalized DVCS events(LD2) / Mean value



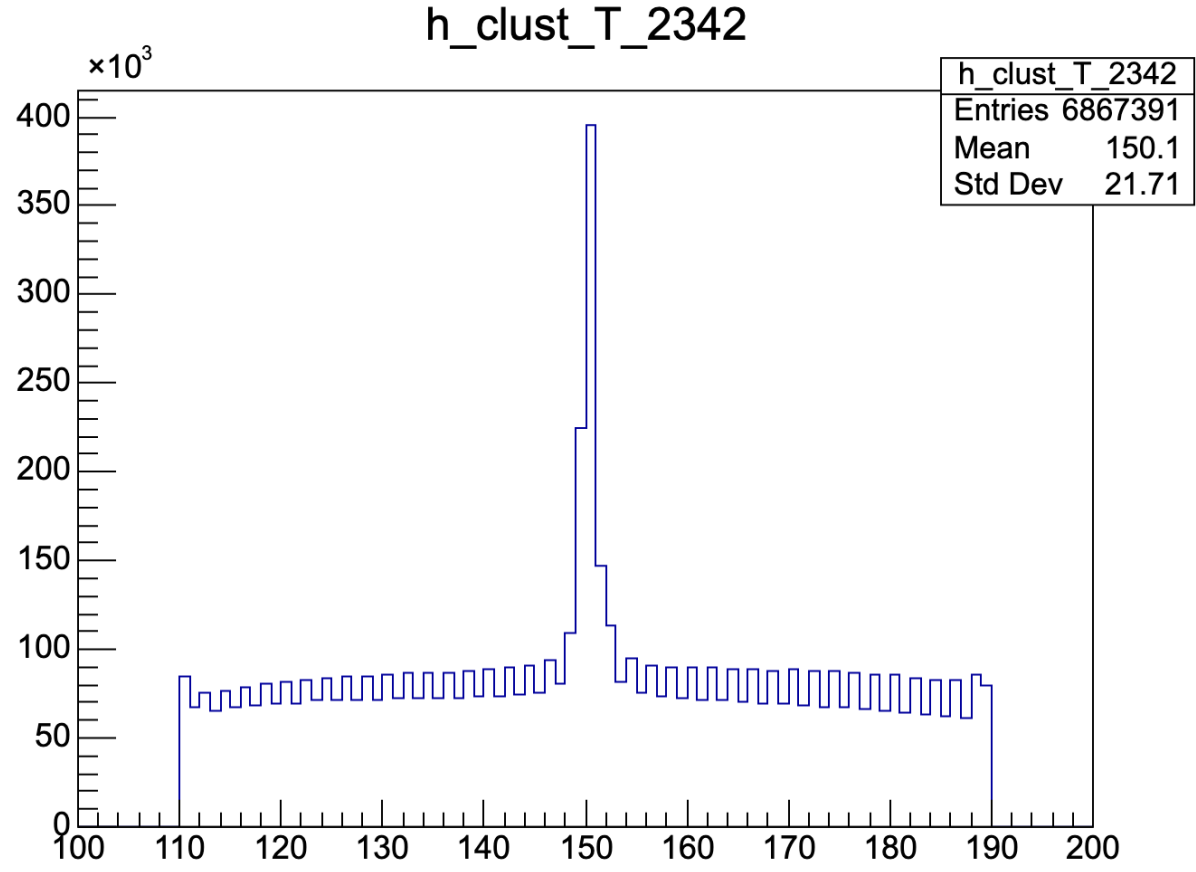
Before random events subtraction

Charge normalized DVCS events(LD2) / Mean value

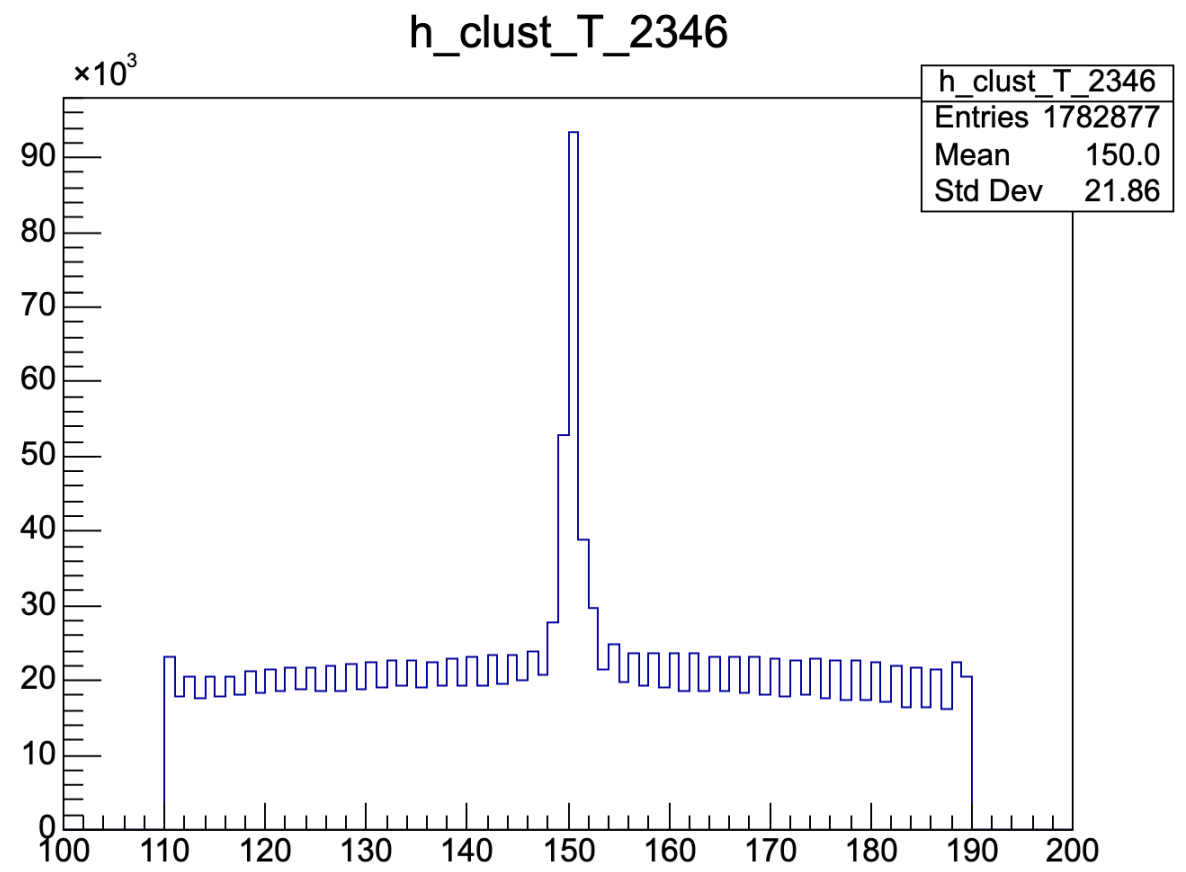


After random events subtraction

# ClusT distribution



ps6 run



ps3 run