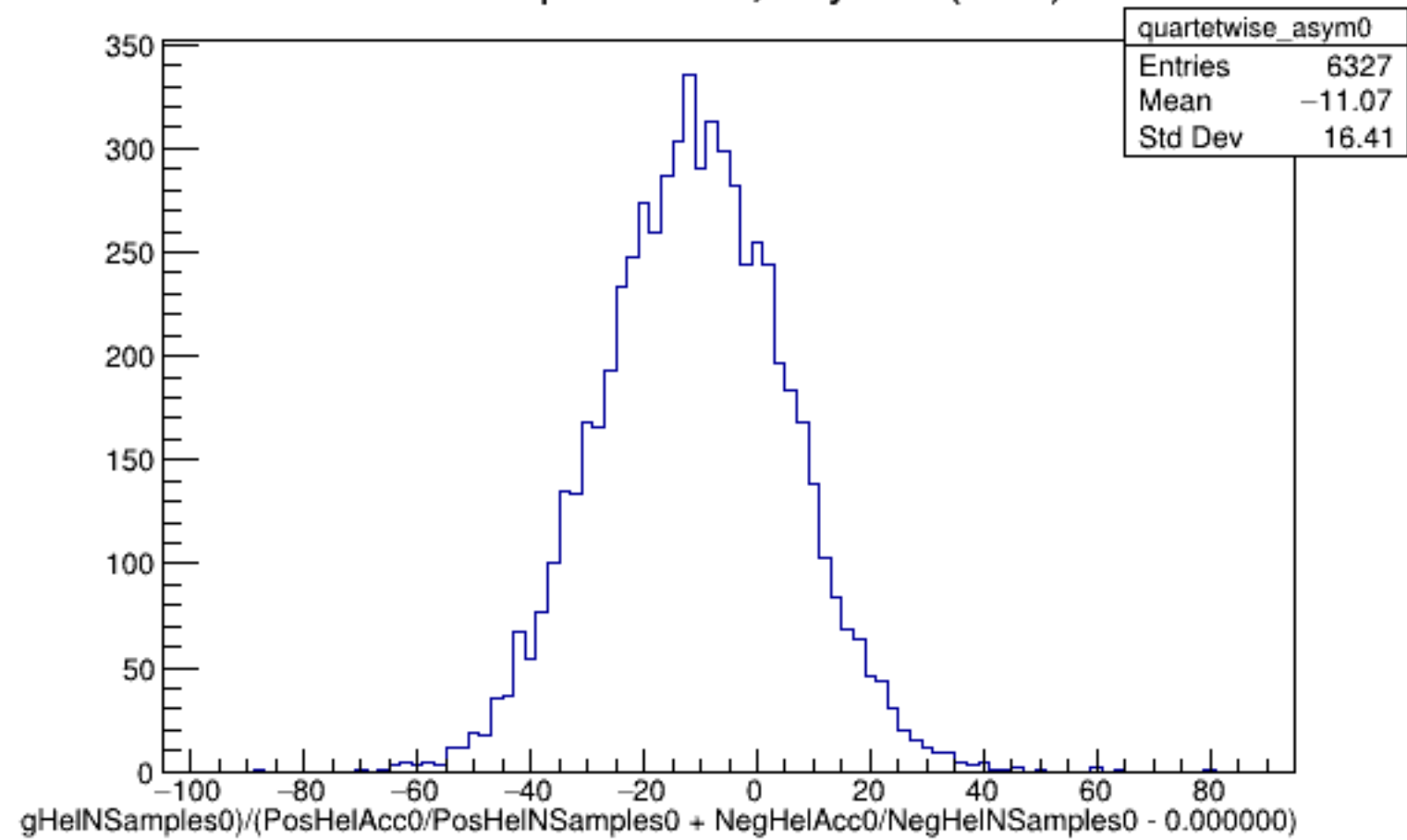
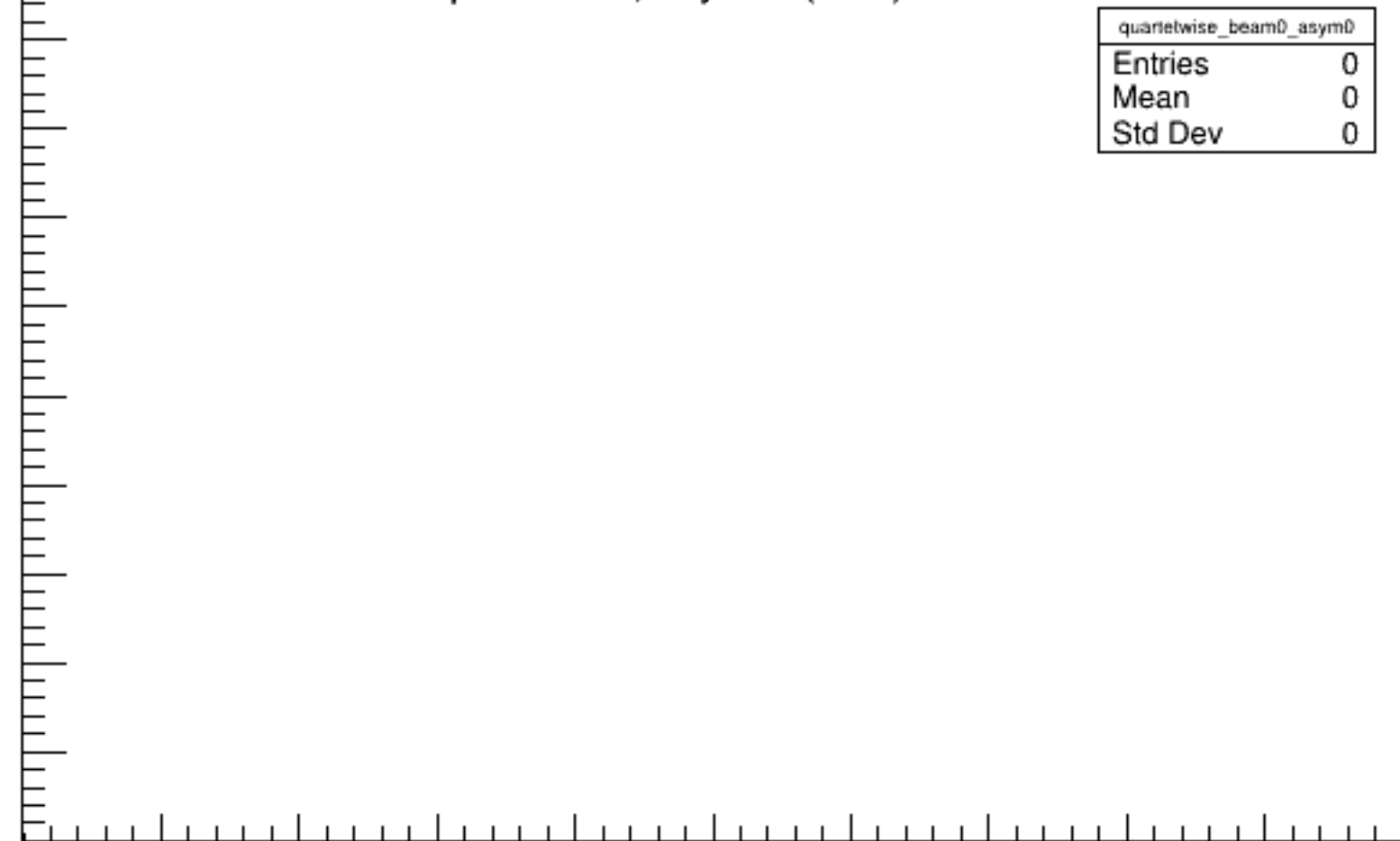


Run 5028 quartetwise, Asyms0 (Raw): All



Run 5028 quartetwise, Asyms0 (Raw): Beam OFF



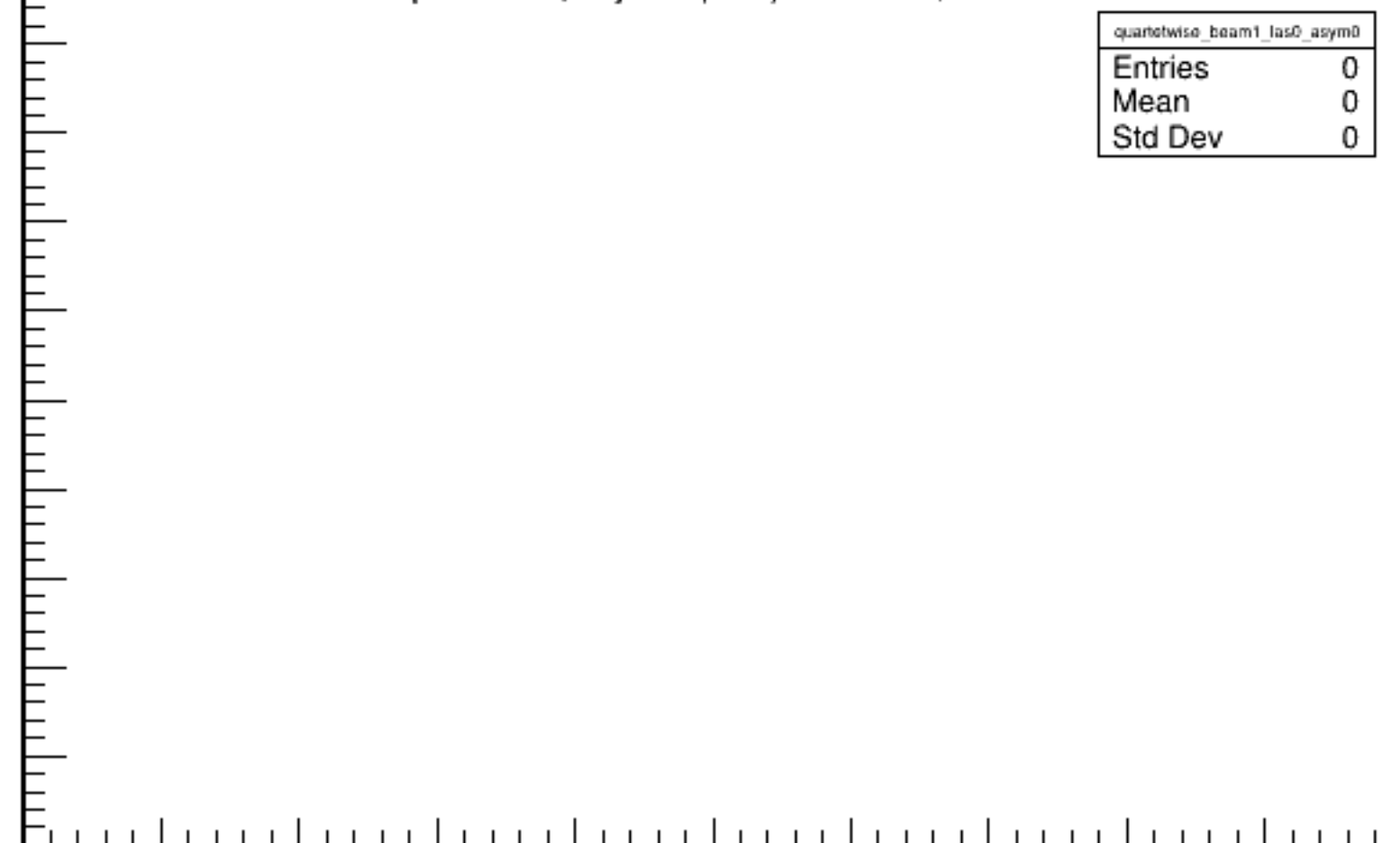
quartetwise_beam0_asym0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, Asyms0 (Raw): Beam ON, Laser ON



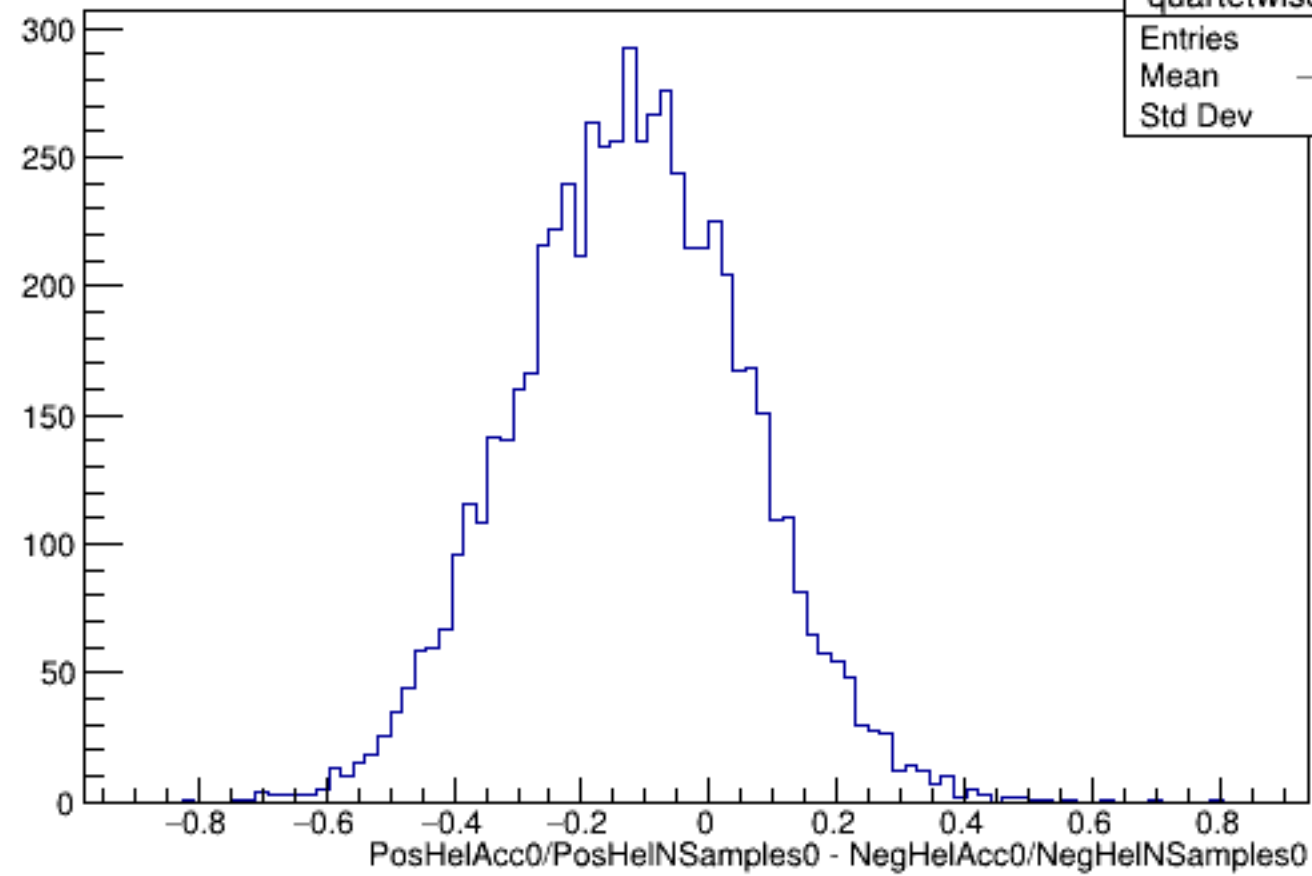
quartetwise_beam1_las1_asym0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, Asyms0 (Raw): Beam ON, Laser OFF



quartetwise_beam1_las0_asym0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, Diffs0: All



Run 5028 quartetwise, Diffs0: Beam OFF

quartetwise_beam0_diff0	
Entries	0
Mean	0
Std Dev	0

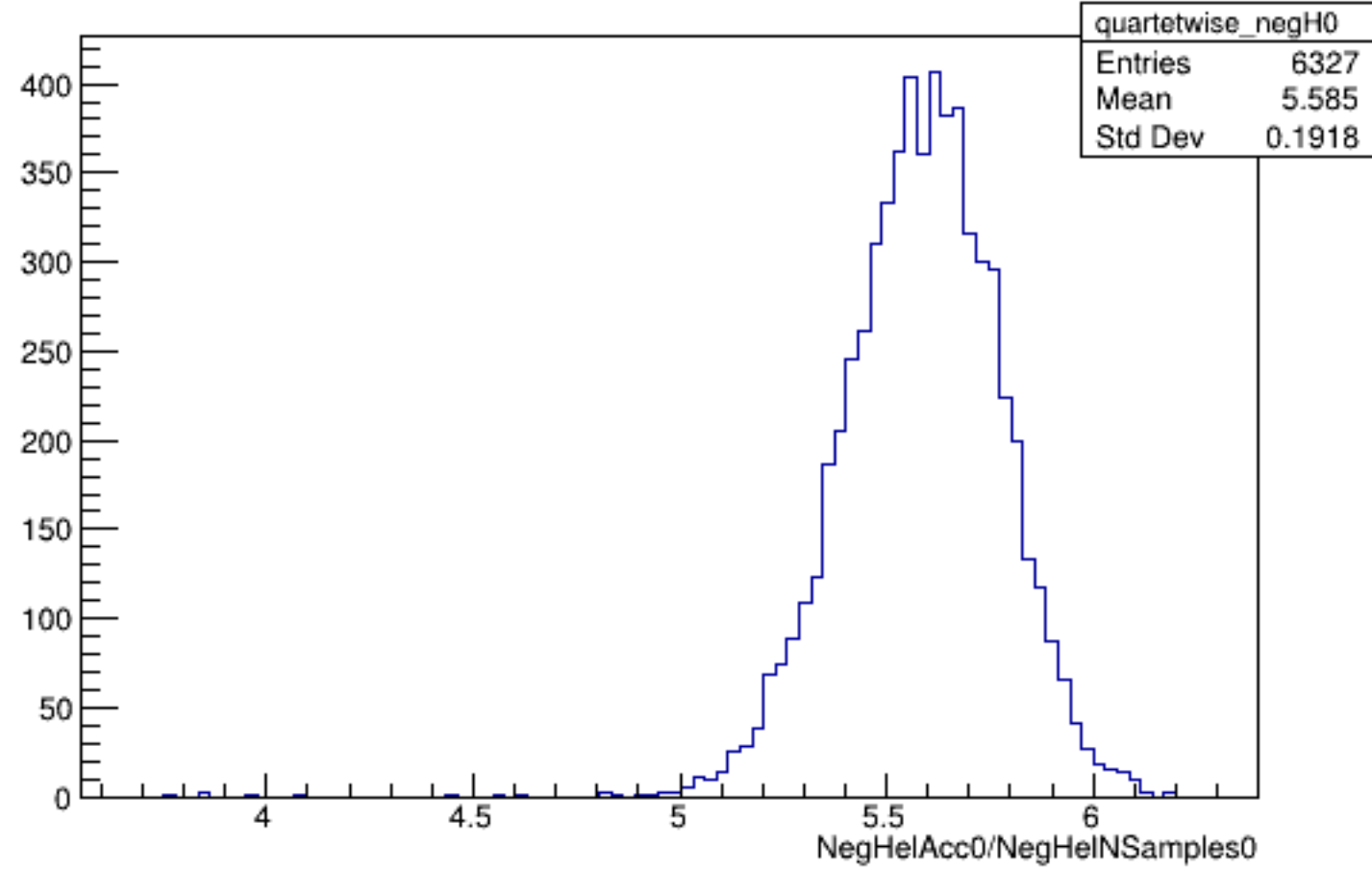
Run 5028 quartetwise, Diffs0: Beam ON, Laser ON

quartetwise_beam1_las1_diff0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, Diffs0: Beam ON, Laser OFF

quartetwise_beam1_las0_diff0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, NegHelAcc0/NSamples0: All



Run 5028 quartetwise, NegHelAcc0/NSamples0: Beam OFF

quartetwise_beam0_negH0	
Entries	0
Mean	0
Std Dev	0

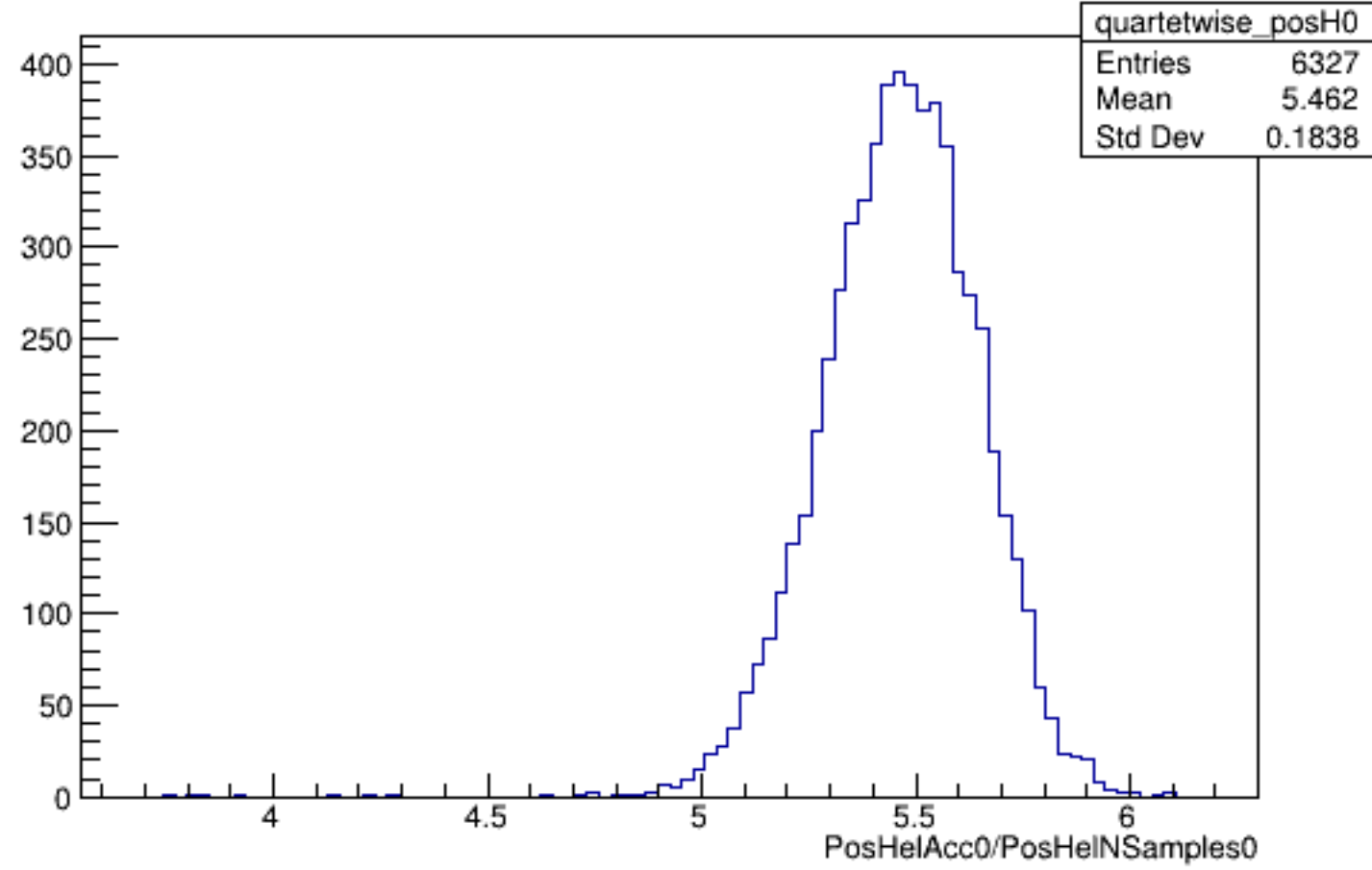
Run 5028 quartetwise, NegHelAcc0/NSamples0: Beam ON, Laser ON

quartetwise_beam1_las1_negH0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, NegHelAcc0/NSamples0: Beam ON, Laser OFF

quartetwise_beam1_las0_negH0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, PosHelAcc0/NSamples0: All



Run 5028 quartetwise, PosHelAcc0/NSamples0: Beam OFF

quartetwise_beam0_posH0	
Entries	0
Mean	0
Std Dev	0

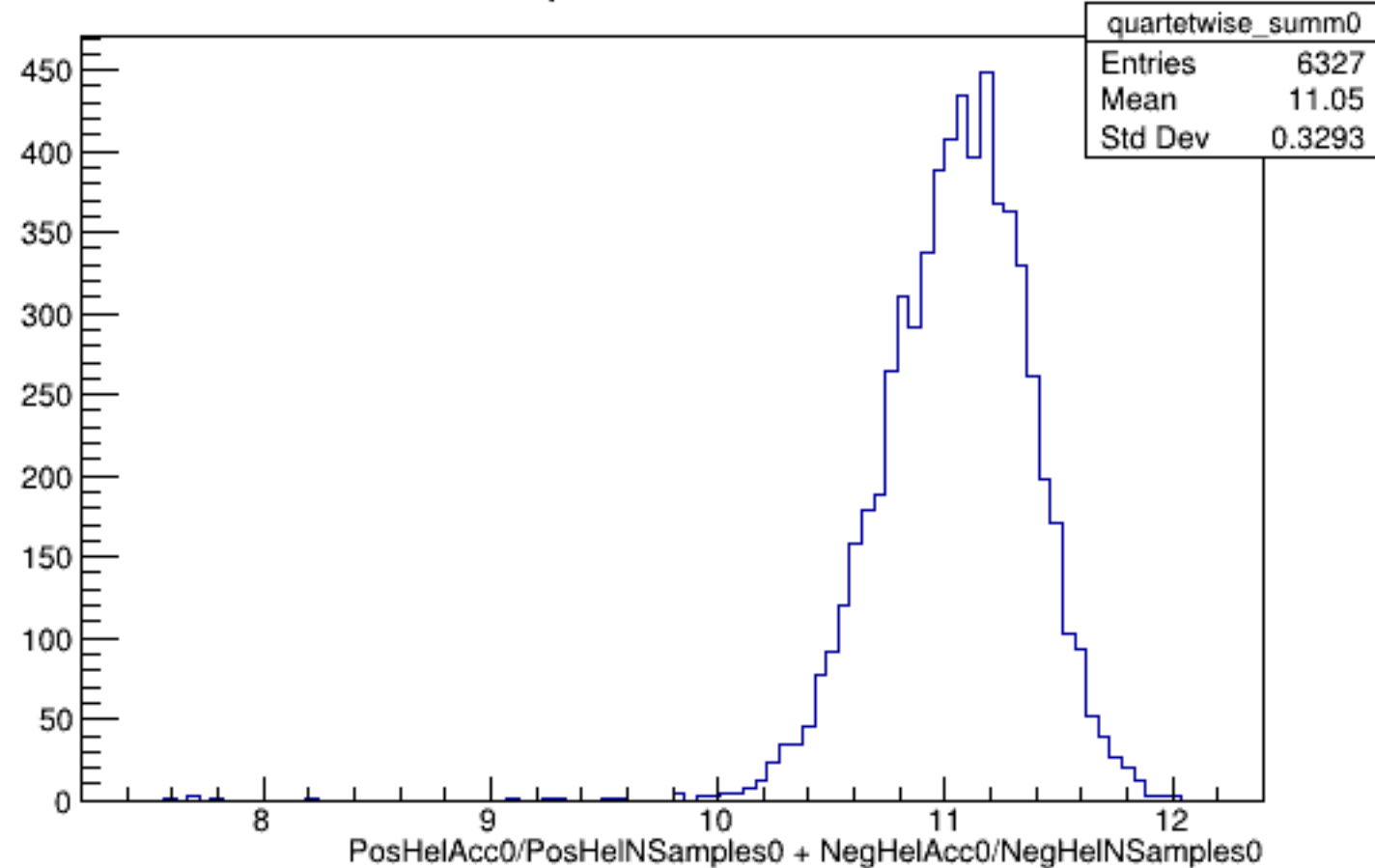
Run 5028 quartetwise, PosHelAcc0/NSamples0: Beam ON, Laser ON

quartetwise_beam1_las1_posH0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, PosHelAcc0/NSamples0: Beam ON, Laser OFF

quartetwise_beam1_las0_posH0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, Sums0: All



Run 5028 quartetwise, Sums0: Beam OFF

quartetwise_beam0_summ0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, Sums0: Beam ON, Laser ON

quartetwise_beam1_las1_summ0	
Entries	0
Mean	0
Std Dev	0

Run 5028 quartetwise, Sums0: Beam ON, Laser OFF

quartetwise_beam1_las0_summ0	
Entries	0
Mean	0
Std Dev	0