

Run 5030 quartelwise, Acc0 Asym: Beam ON, Laser OFF

quartelwise_beam1_acc0_asym0	
Entries	0
Mean	0
Std Dev	0

Run 5030 quartelwise, USbg1 Asym: Beam ON, Laser OFF

quartelwise_beam1_acc0_USbg1	
Entries	0
Mean	0
Std Dev	0

Run 5030 quartelwise, USbg2 Asym: Beam ON, Laser OFF

quartelwise_beam1_acc0_USbg2	
Entries	0
Mean	0
Std Dev	0

Run 5030 quartelwise, DSbg1 Asym: Beam ON, Laser OFF

quartelwise_beam1_acc0_USbg1	
Entries	0
Mean	0
Std Dev	0

Run 5030 quartelwise, DSbg2 Asym: Beam ON, Laser OFF

quartelwise_beam1_acc0_USbg2	
Entries	0
Mean	0
Std Dev	0

Run 5030 quartelwise, Top Finger Asym: Beam ON, Laser OFF

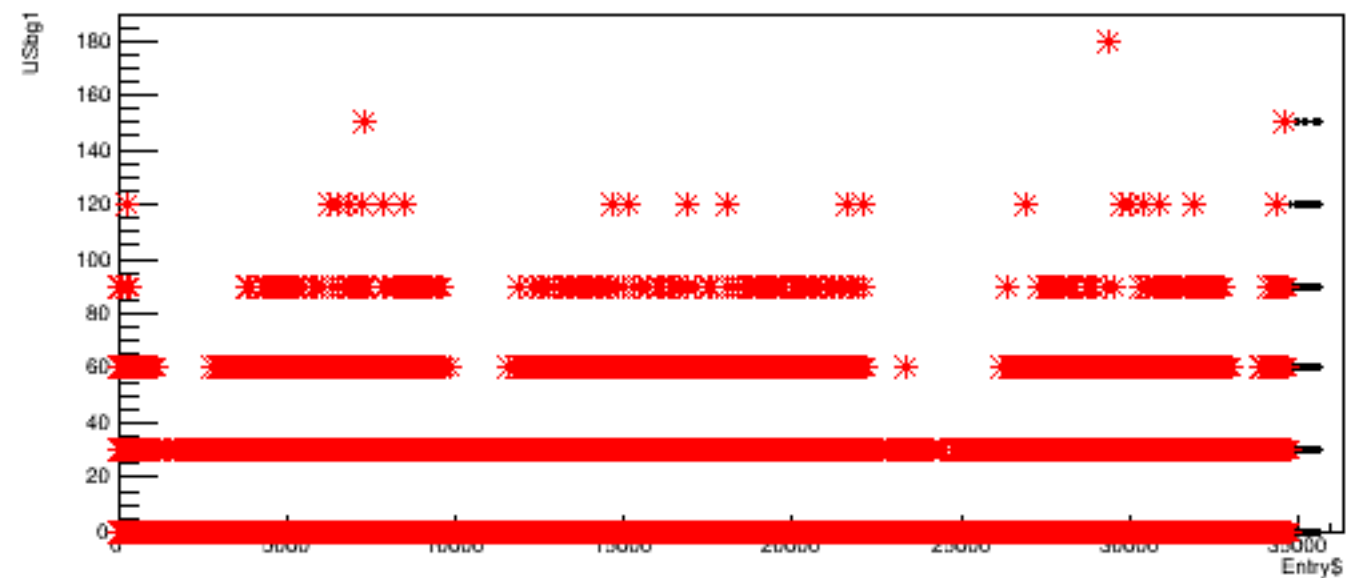
quartelwise_beam1_acc0_topfinger	
Entries	0
Mean	0
Std Dev	0

Run 5030 quartelwise, Side Finger Asym: Beam ON, Laser OFF

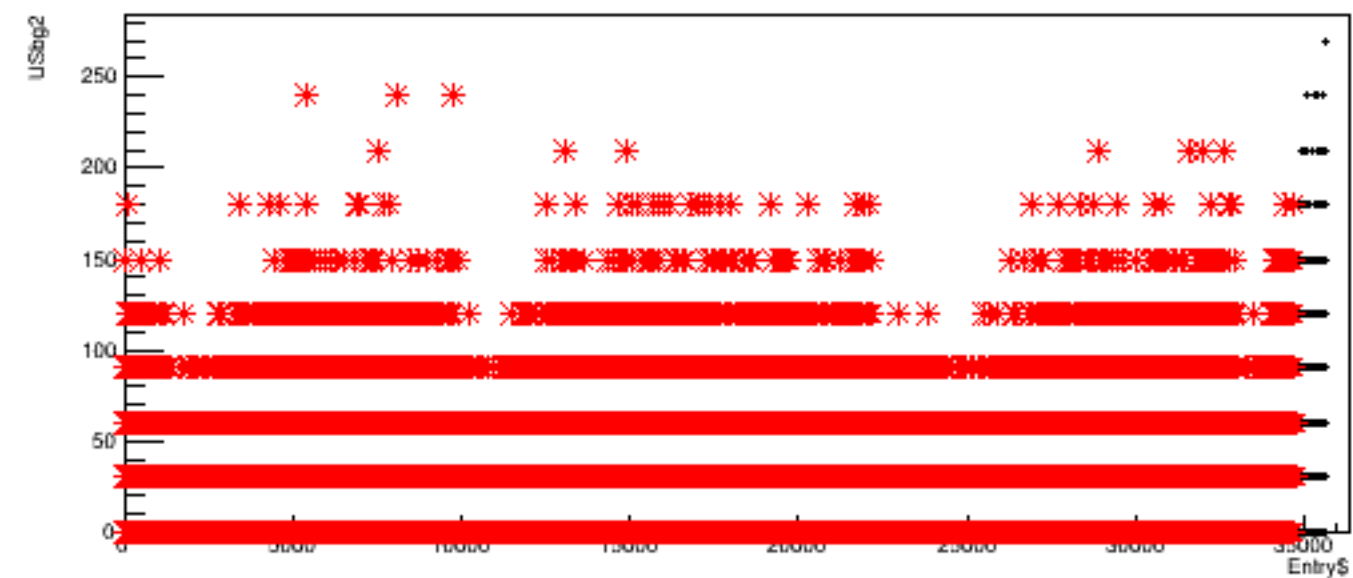
quartelwise_beam1_acc0_sidefinger	
Entries	0
Mean	0
Std Dev	0

Acc0 Asym (ppt): 0.00 +/- 0.00
USbg1 Asym (ppt): 0.00 +/- 0.00
USbg2 Asym (ppt): 0.00 +/- 0.00
DSbg1 Asym (ppt): 0.00 +/- 0.00
DSbg2 Asym (ppt): 0.00 +/- 0.00
Top Finger Asym (ppt): 0.00 +/- 0.00
Side Finger Asym (ppt): 0.00 +/- 0.00

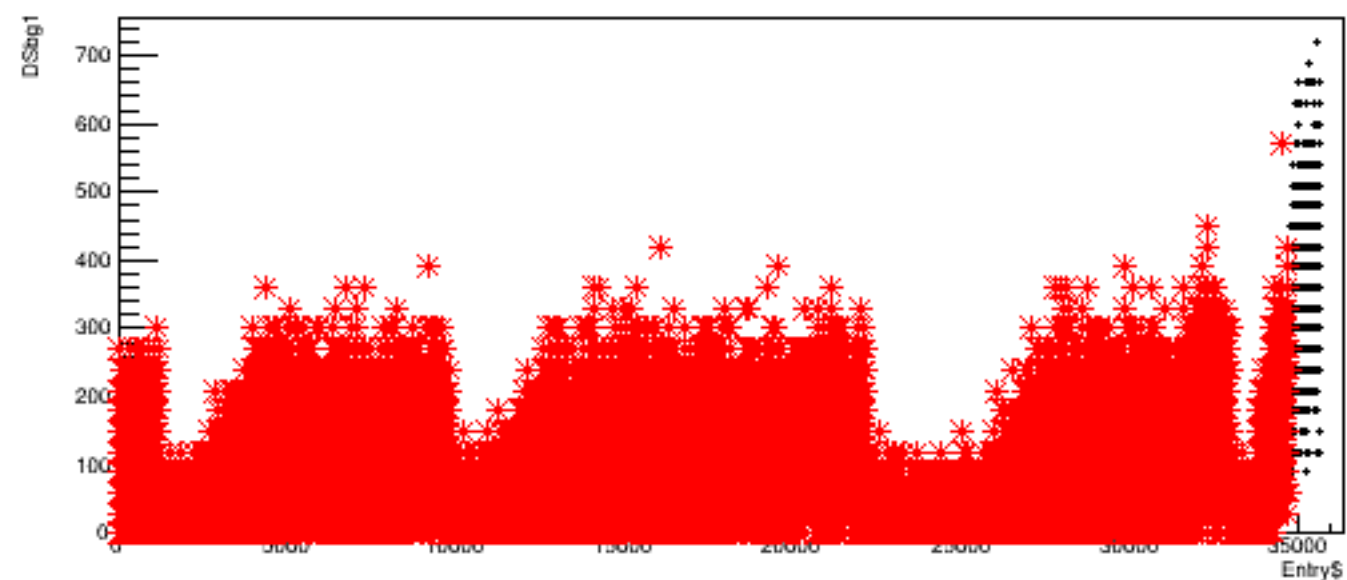
Run 5030, quartetwise: USbg1 vs time



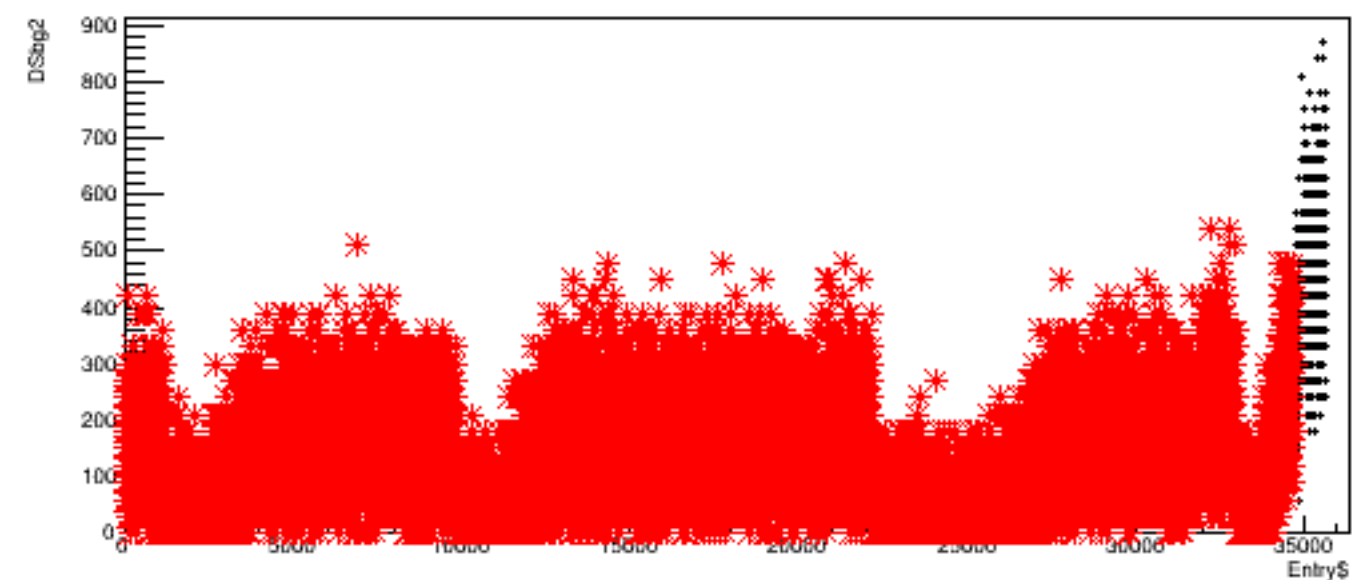
Run 5030, quartetwise: USbg2 vs time



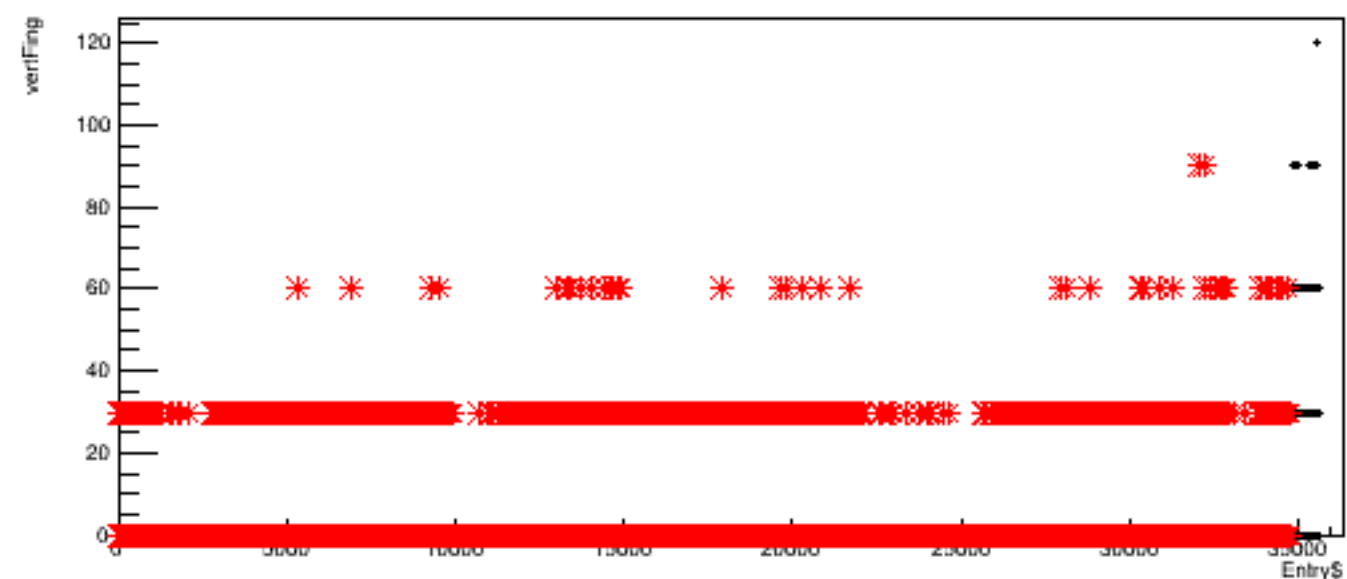
Run 5030, quartetwise: DSbg1 vs time



Run 5030, quartetwise: DSbg2 vs time



Run 5030, quartetwise: vertFing vs time



Run 5030, quartetwise: horizFing vs time

