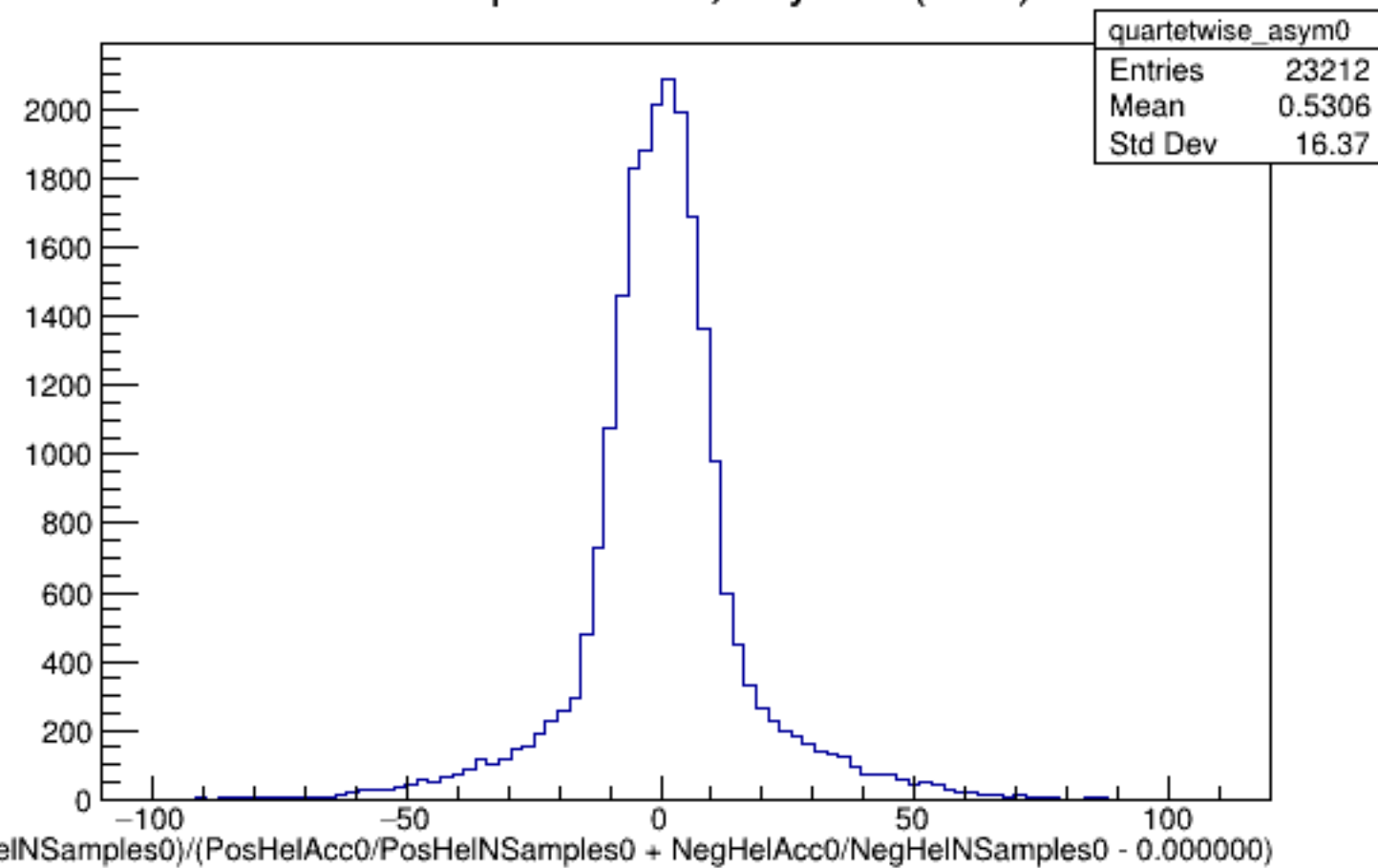
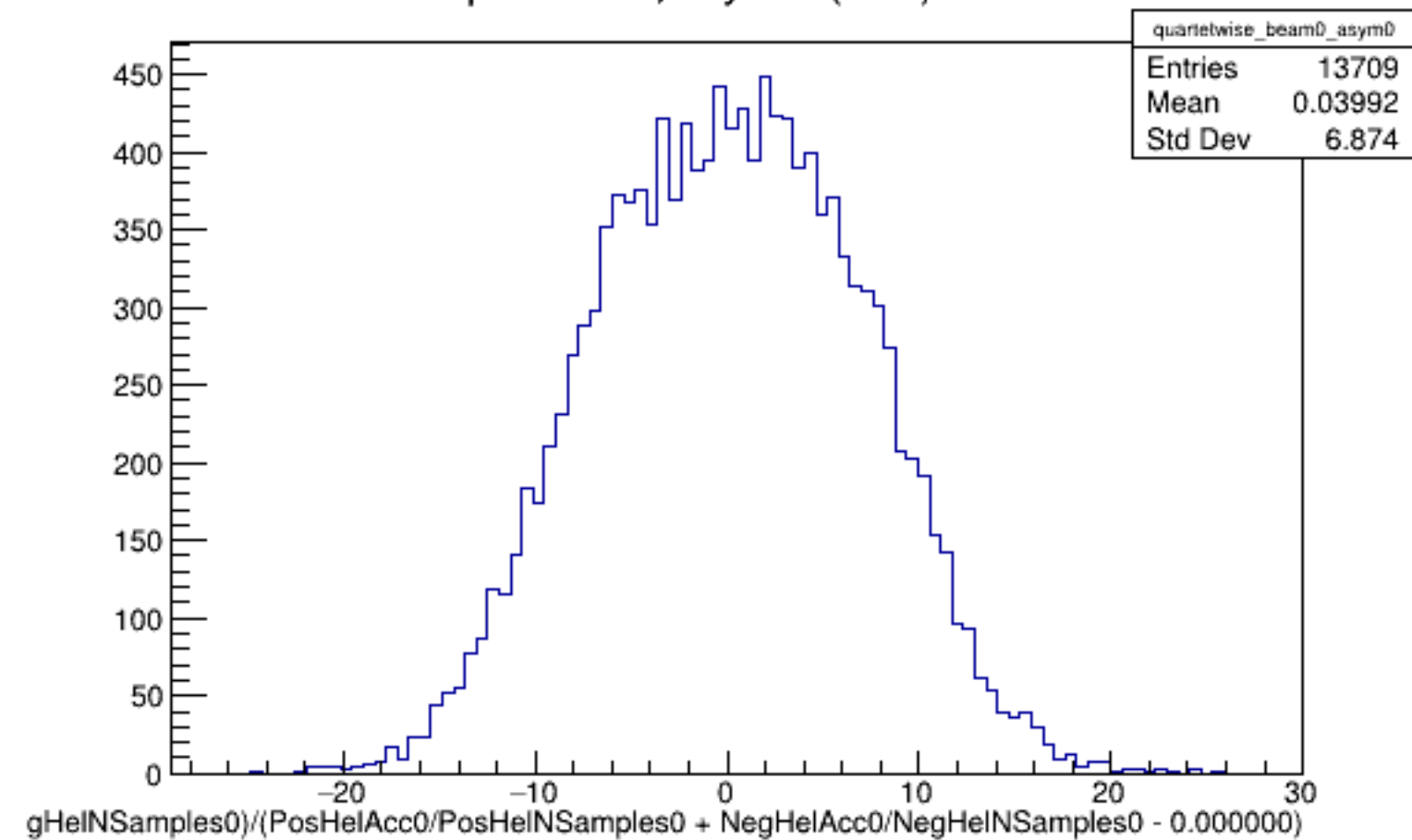


Run 5052 quartetwise, Asyms0 (Raw): All



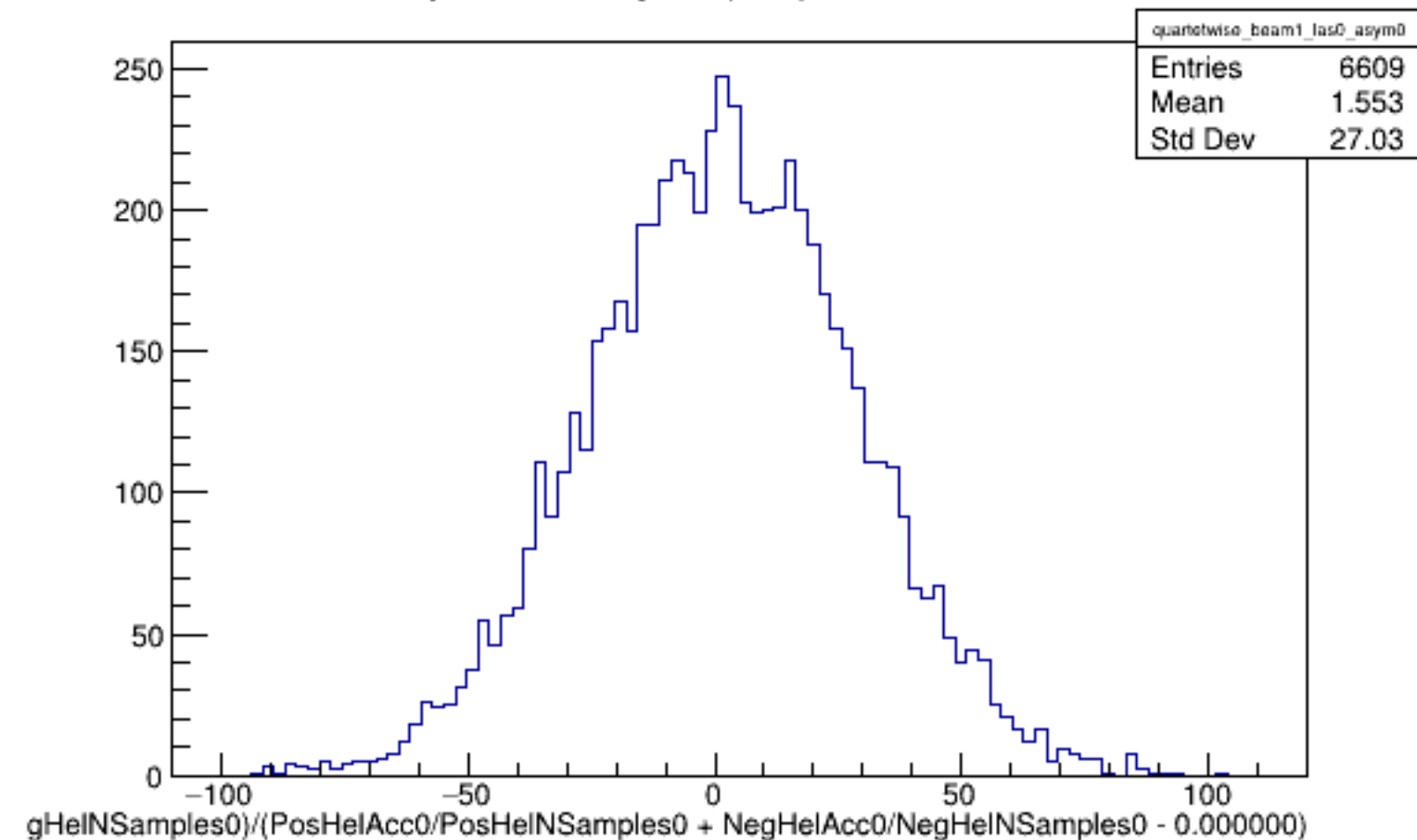
Run 5052 quartetwise, Asyms0 (Raw): Beam OFF



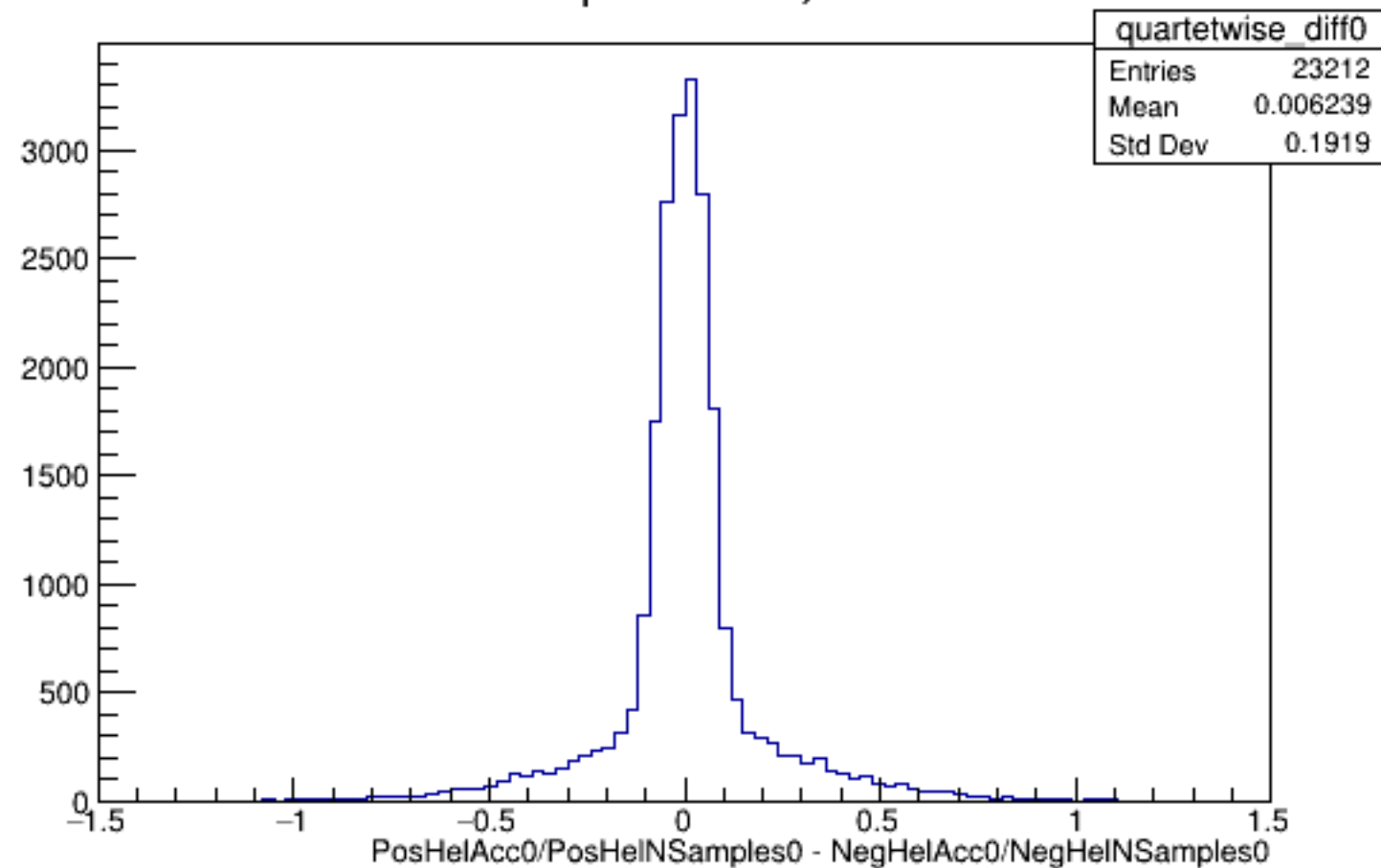
Run 5052 quartetwise, Asyms0 (Raw): Beam ON, Laser ON

quartetwise_beam1_las1_asym0	
Entries	0
Mean	0
Std Dev	0

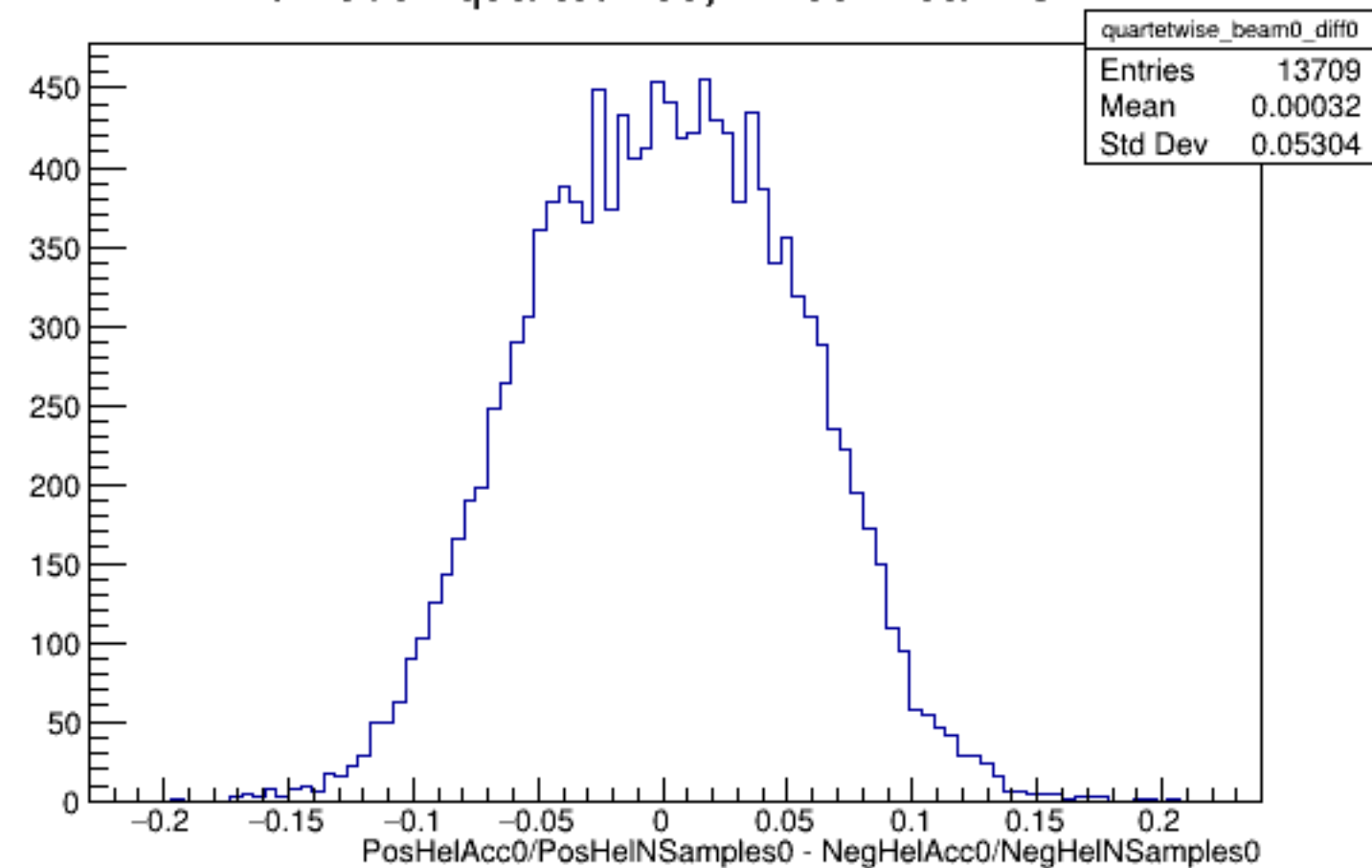
Run 5052 quartetwise, Asyms0 (Raw): Beam ON, Laser OFF



Run 5052 quartetwise, Diffs0: All



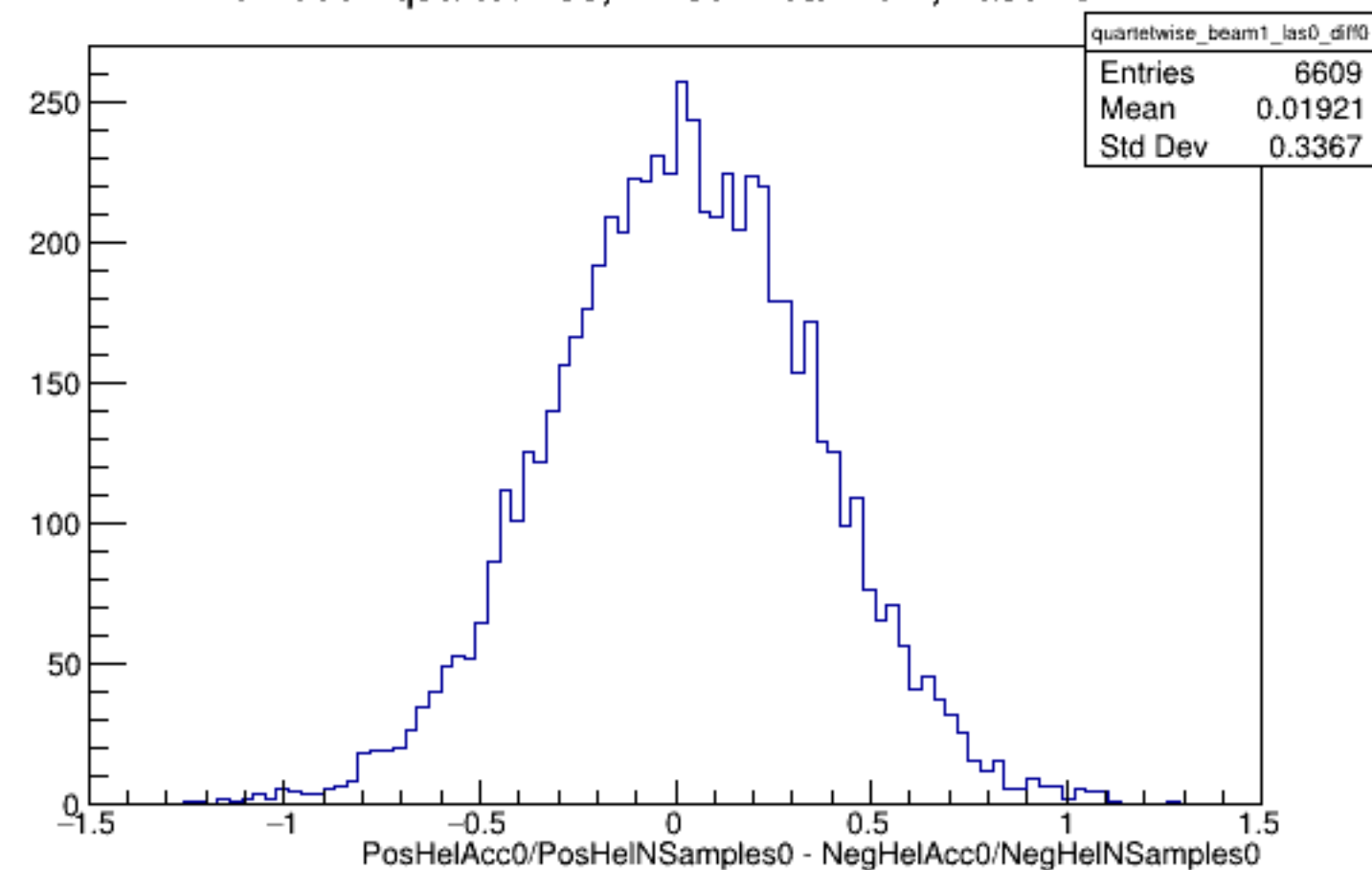
Run 5052 quartetwise, Diffs0: Beam OFF



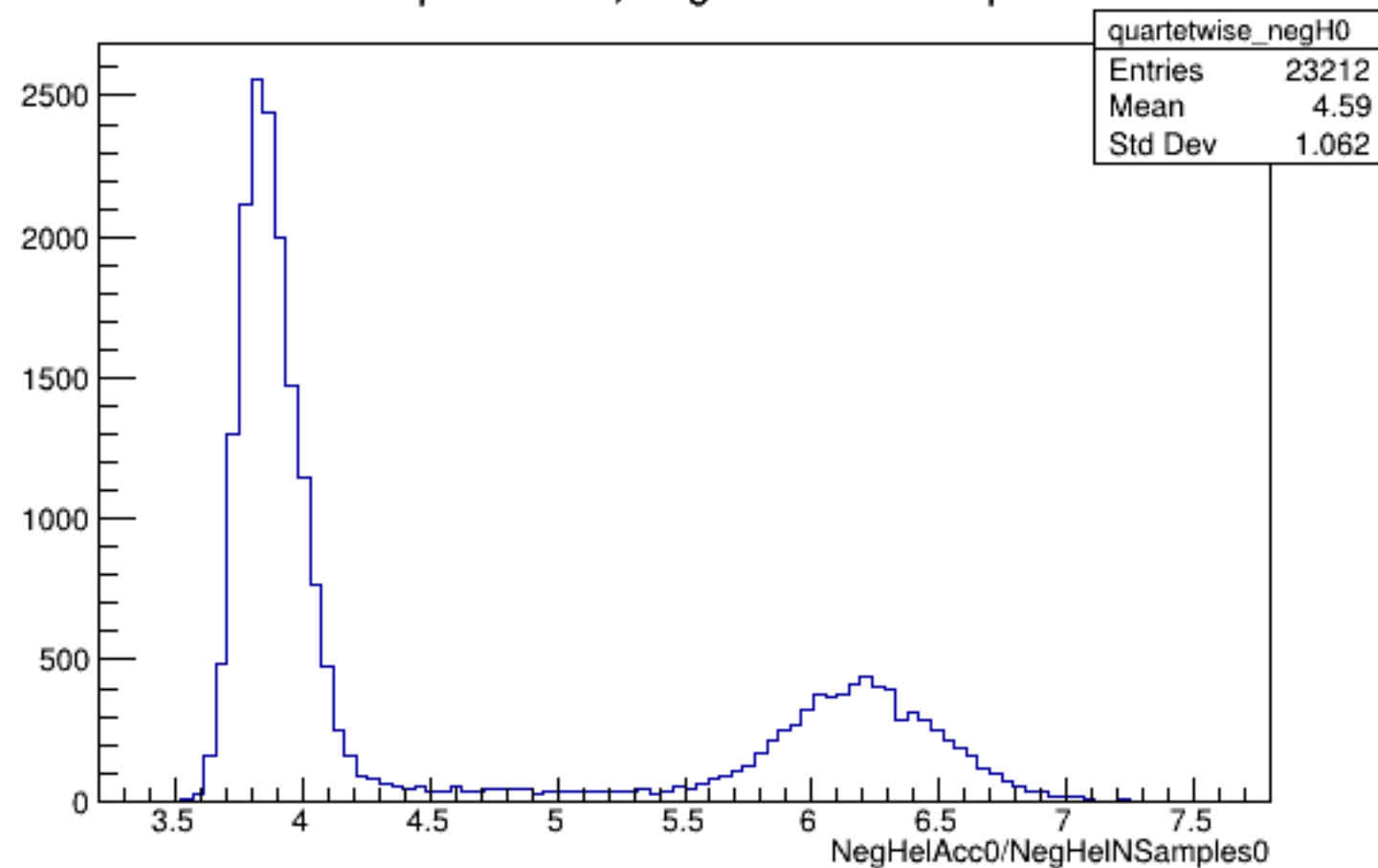
Run 5052 quartetwise, Diffs0: Beam ON, Laser ON

quartetwise_beam1_las1_diff0	
Entries	0
Mean	0
Std Dev	0

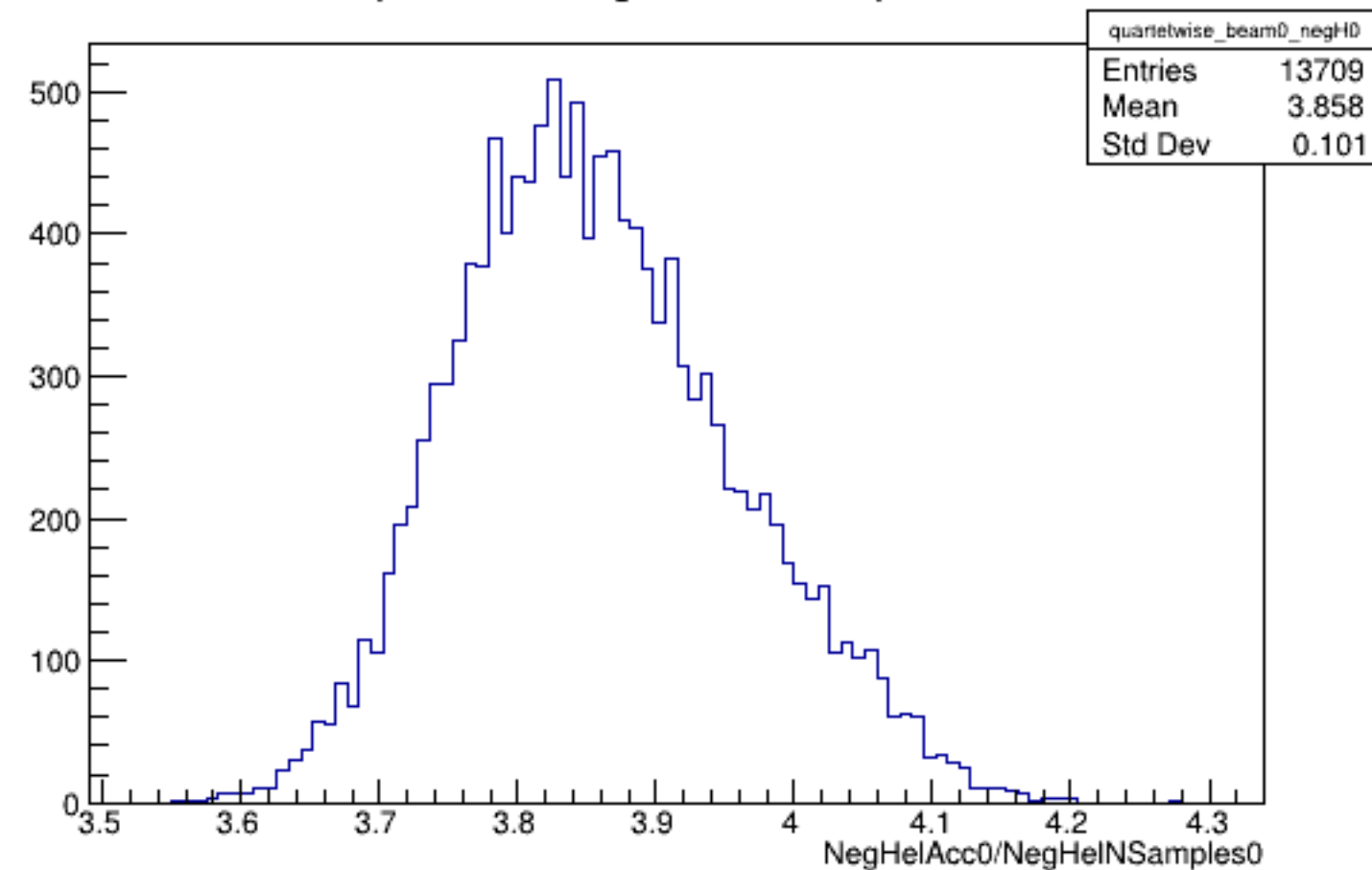
Run 5052 quartetwise, Diffs0: Beam ON, Laser OFF



Run 5052 quartetwise, NegHelAcc0/NSamples0: All



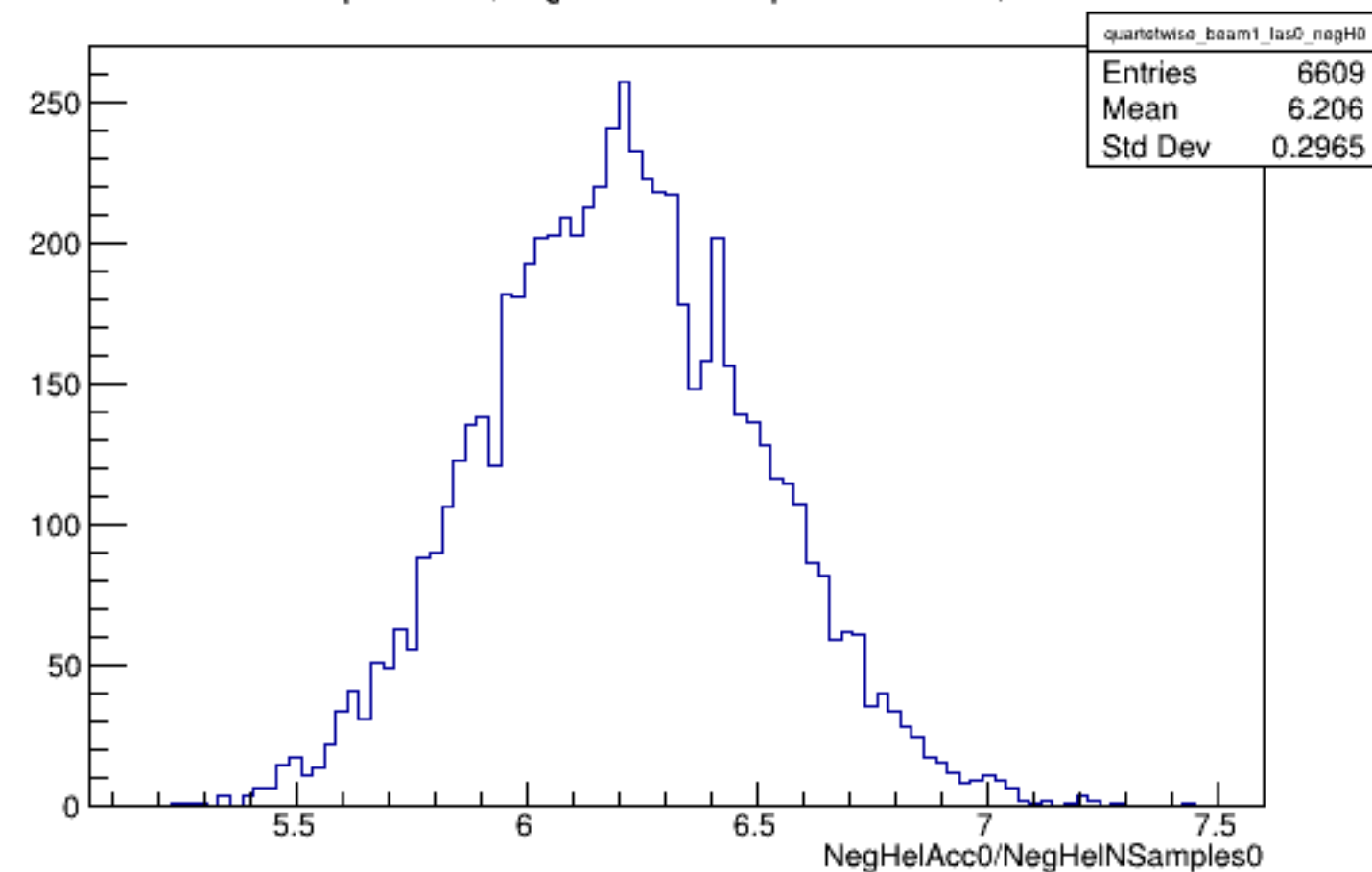
Run 5052 quartetwise, NegHelAcc0/NSamples0: Beam OFF



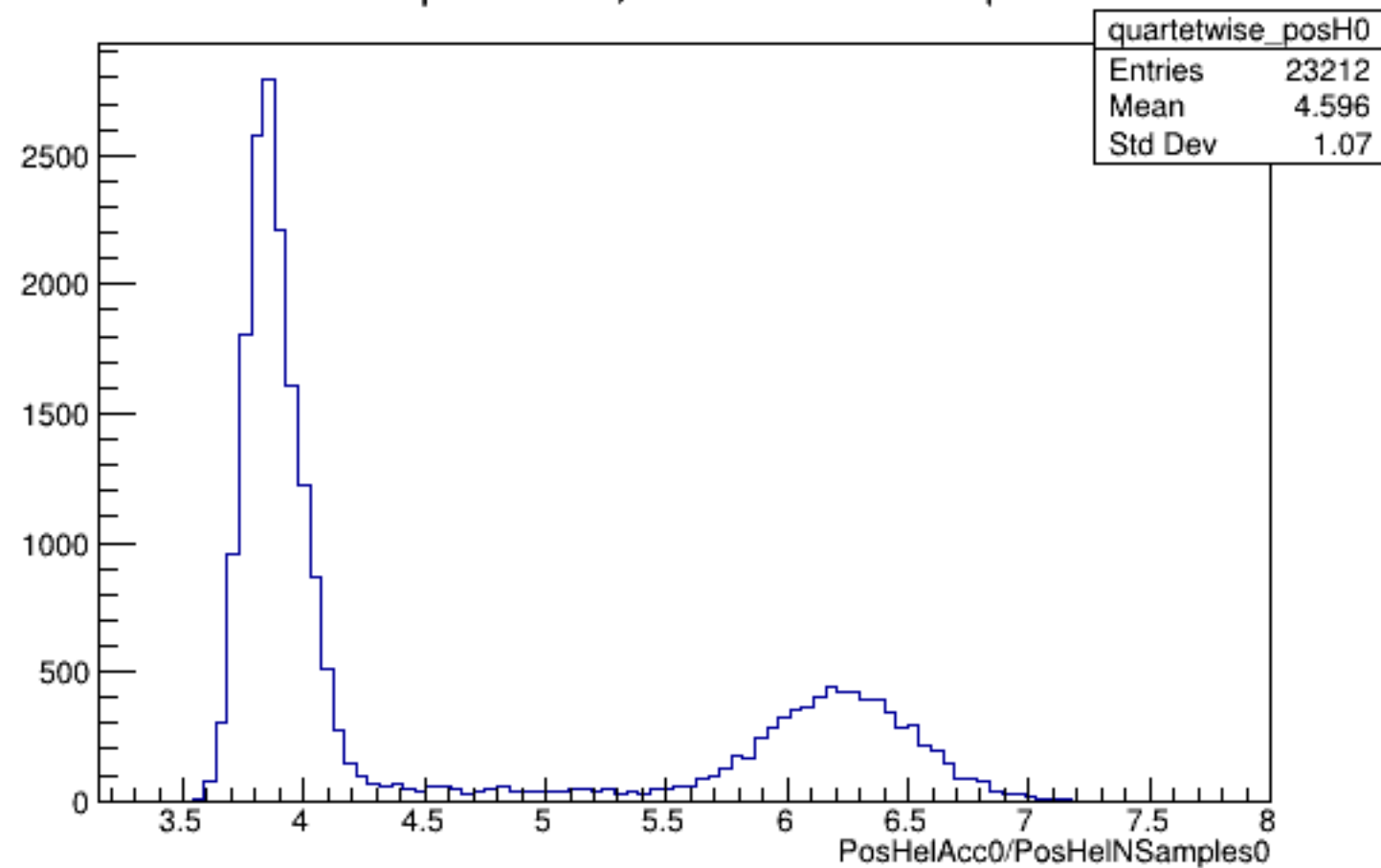
Run 5052 quartetwise, NegHelAcc0/NSamples0: Beam ON, Laser ON

quartetwise_beam1_las1_negH0	
Entries	0
Mean	0
Std Dev	0

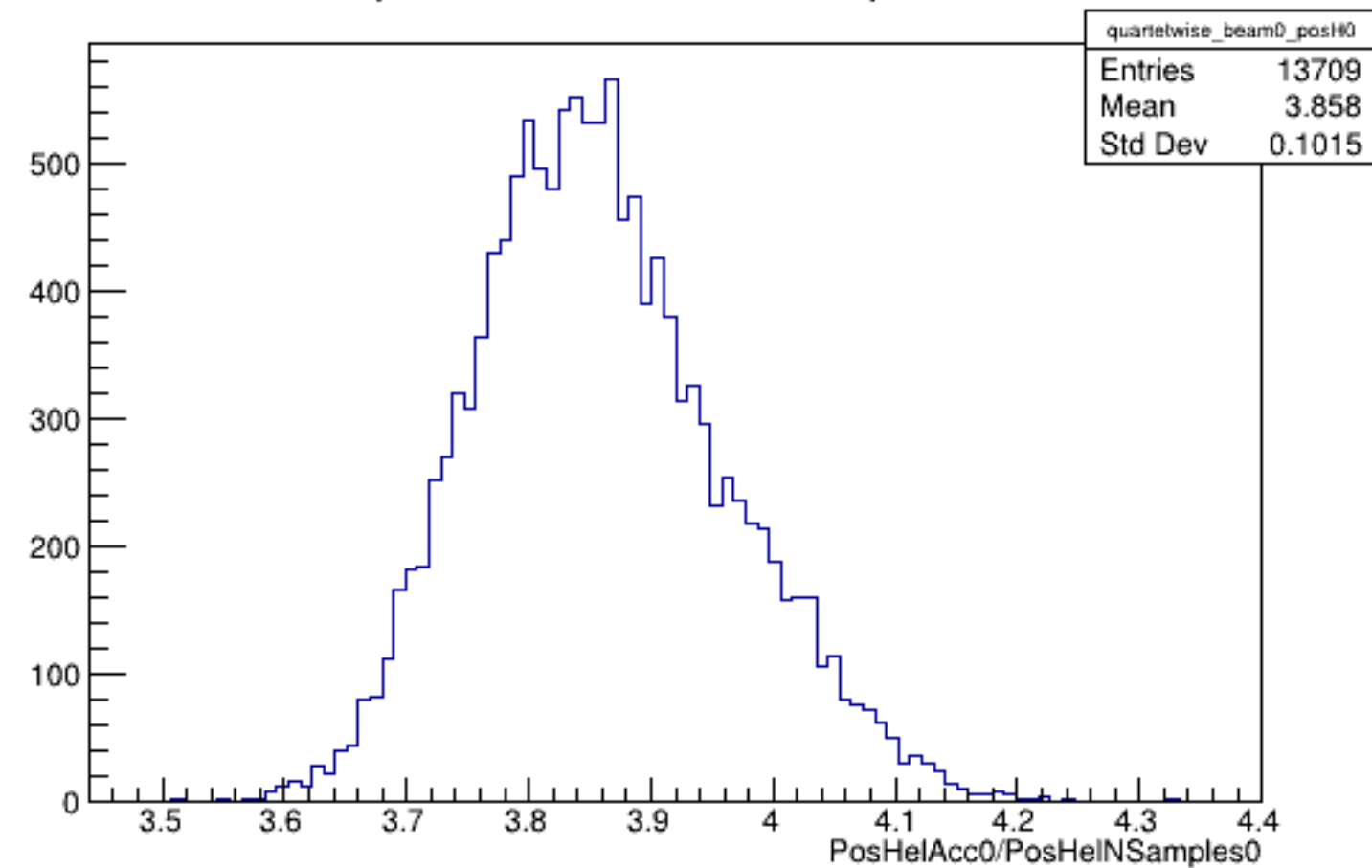
Run 5052 quartetwise, NegHelAcc0/NSamples0: Beam ON, Laser OFF



Run 5052 quartetwise, PosHelAcc0/NSamples0: All



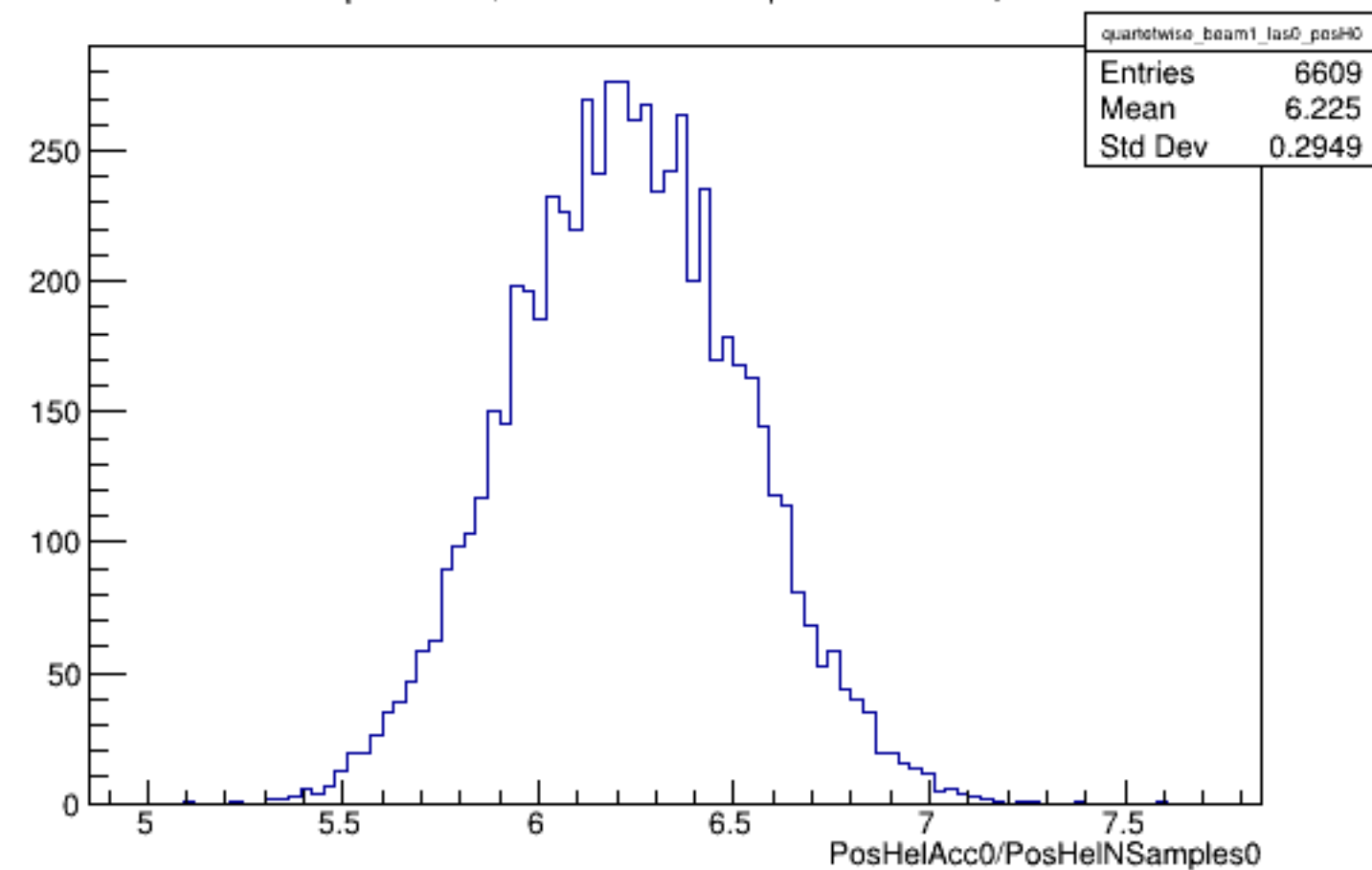
Run 5052 quartetwise, PosHelAcc0/NSamples0: Beam OFF



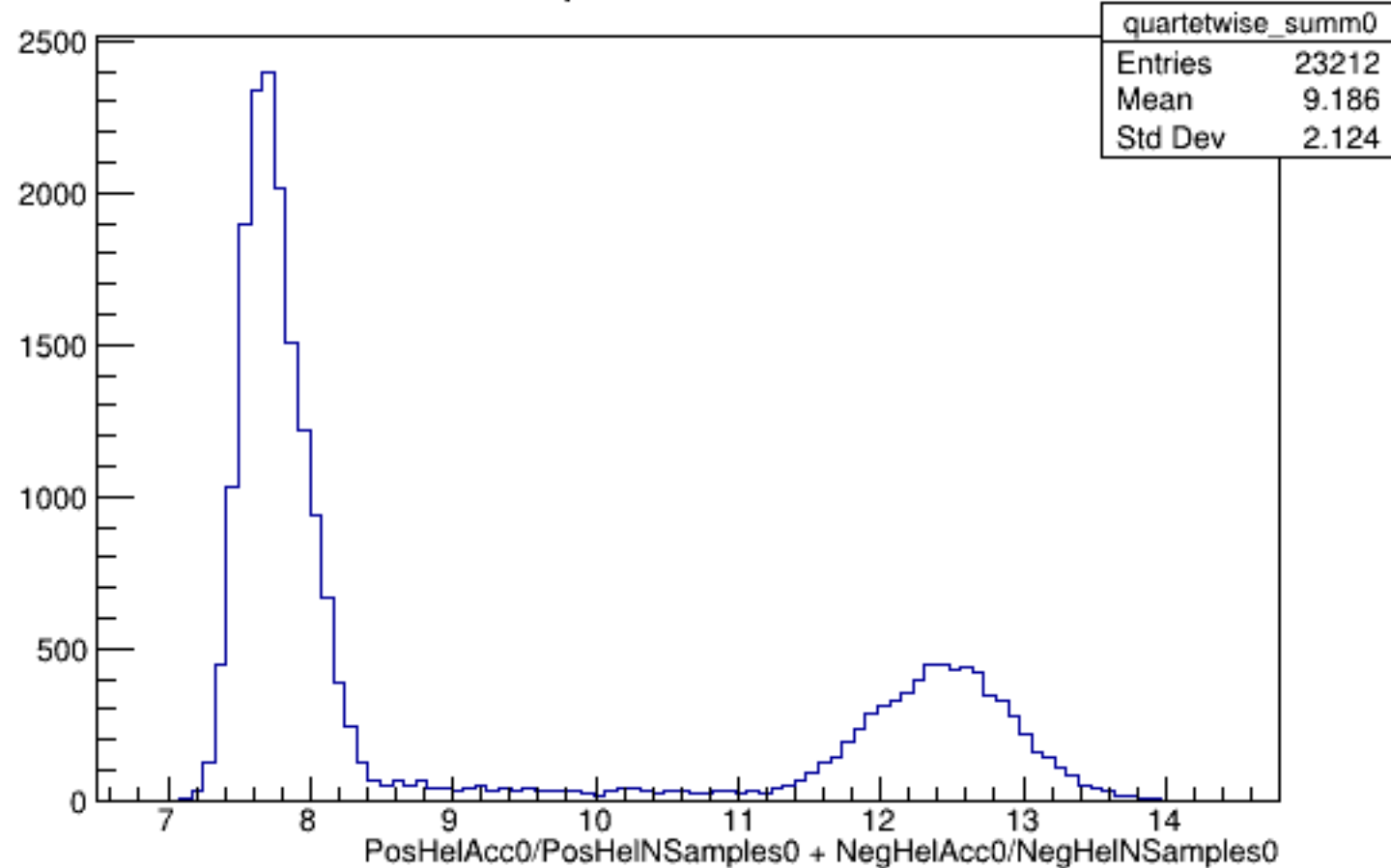
Run 5052 quartetwise, PosHelAcc0/NSamples0: Beam ON, Laser ON

quartetwise_beam1_las1_posH0	
Entries	0
Mean	0
Std Dev	0

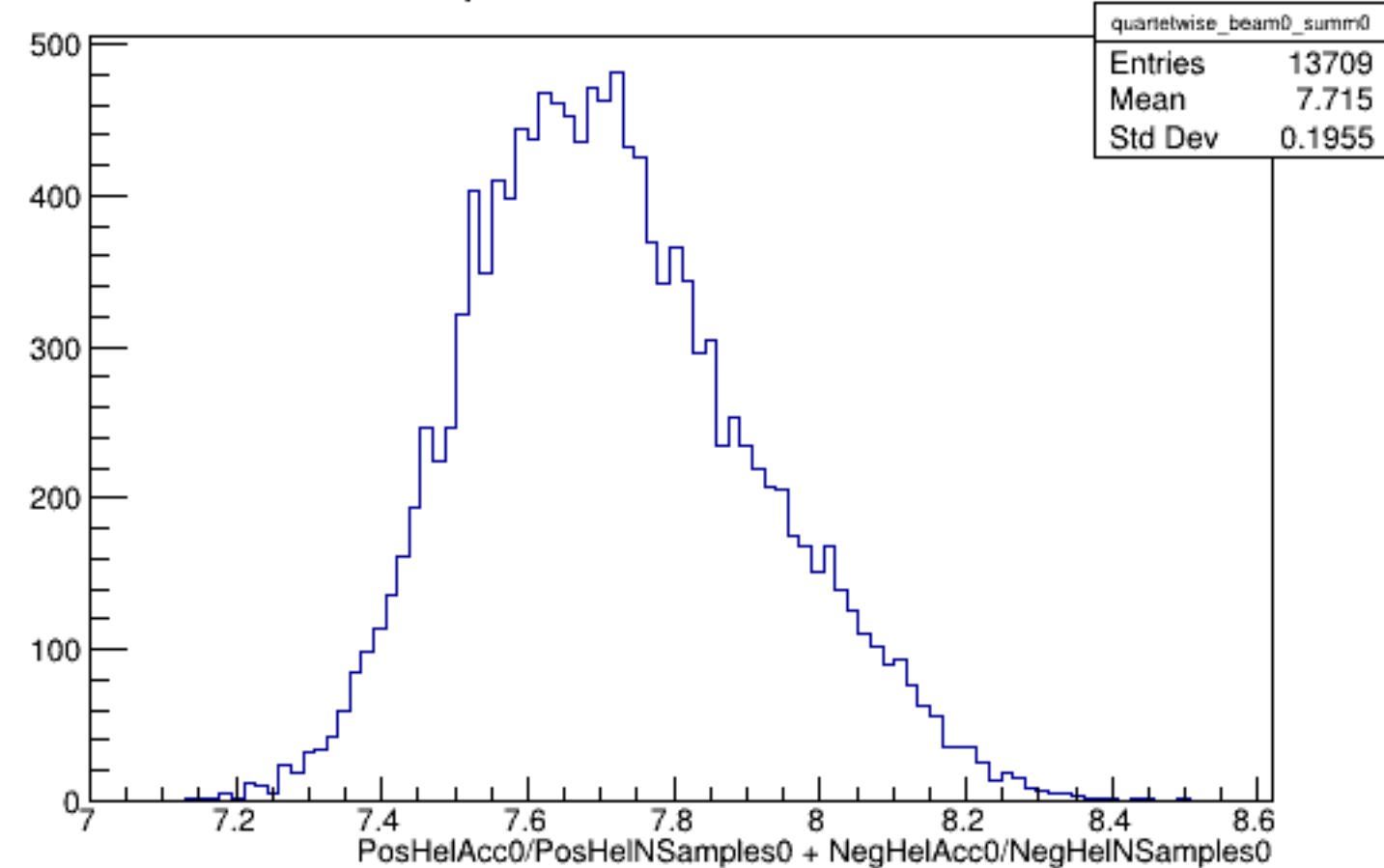
Run 5052 quartetwise, PosHelAcc0/NSamples0: Beam ON, Laser OFF



Run 5052 quartetwise, Sums0: All



Run 5052 quartetwise, Sums0: Beam OFF



Run 5052 quartetwise, Sums0: Beam ON, Laser ON

quartetwise_beam1_las1_summ0	
Entries	0
Mean	0
Std Dev	0

Run 5052 quartetwise, Sums0: Beam ON, Laser OFF

