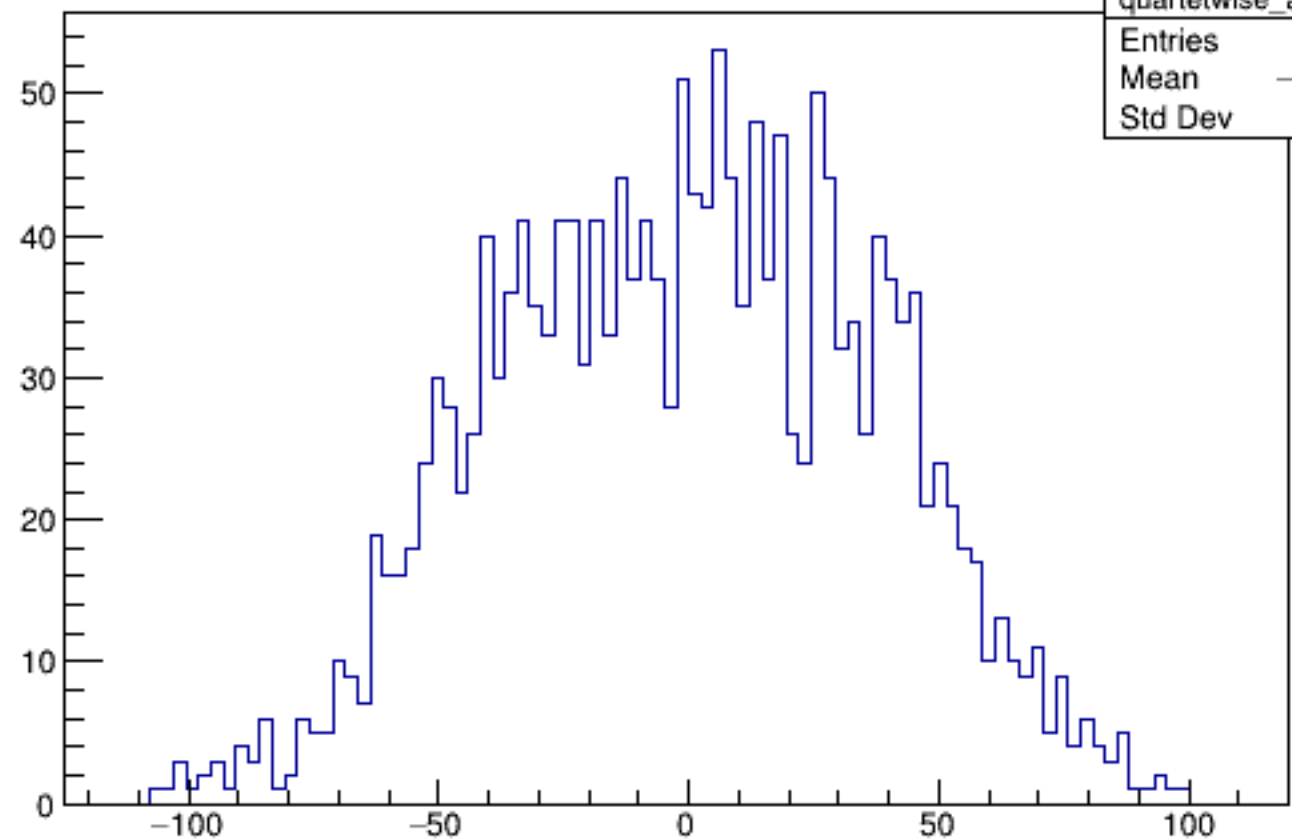


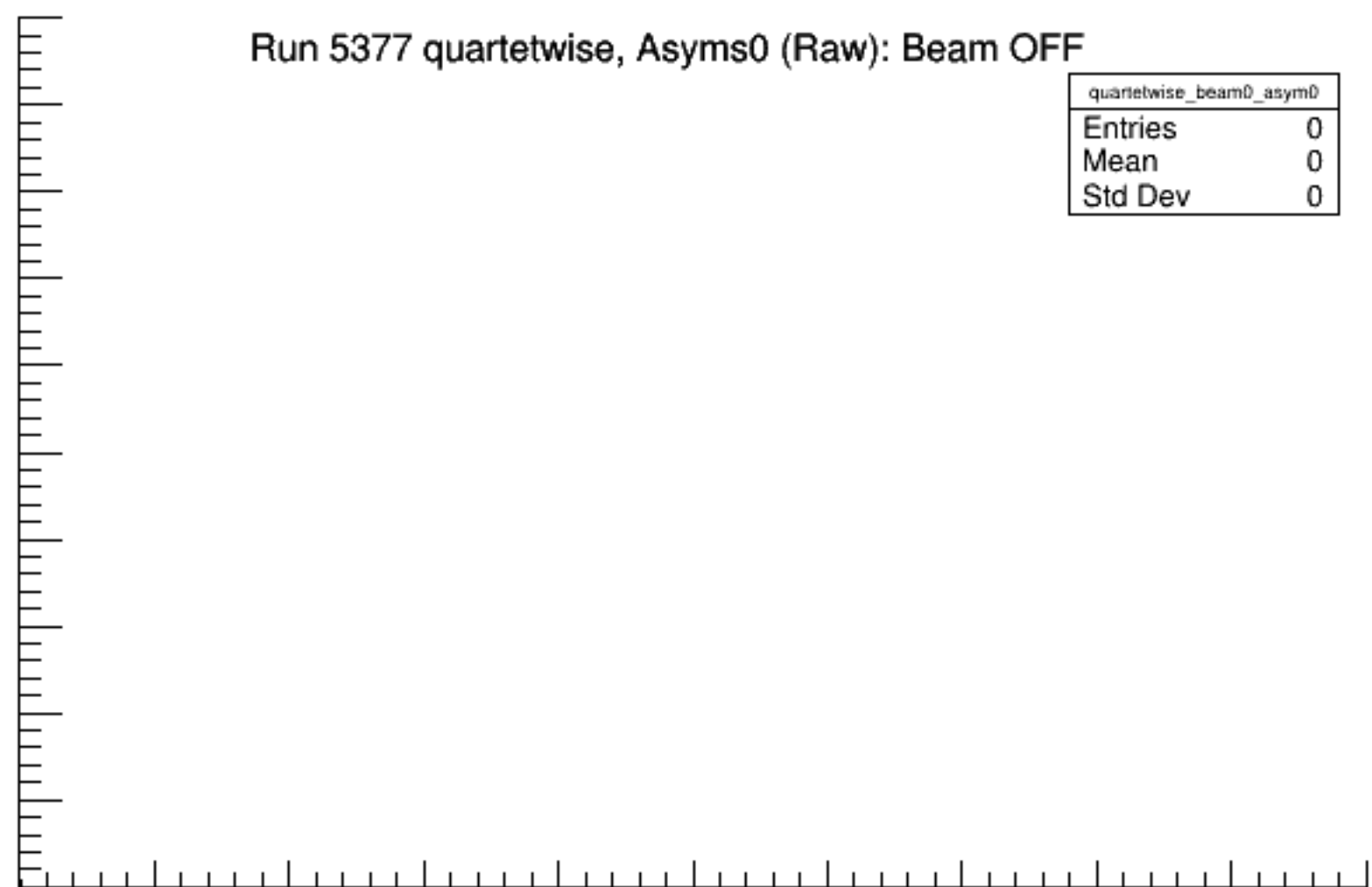
Run 5377 quartetwise, Asyms0 (Raw): All

quartetwise_asym0	
Entries	1837
Mean	-0.3598
Std Dev	37.71



Run 5377 quartetwise, Asyms0 (Raw): Beam OFF

quartetwise_beam0_asym0	
Entries	0
Mean	0
Std Dev	0

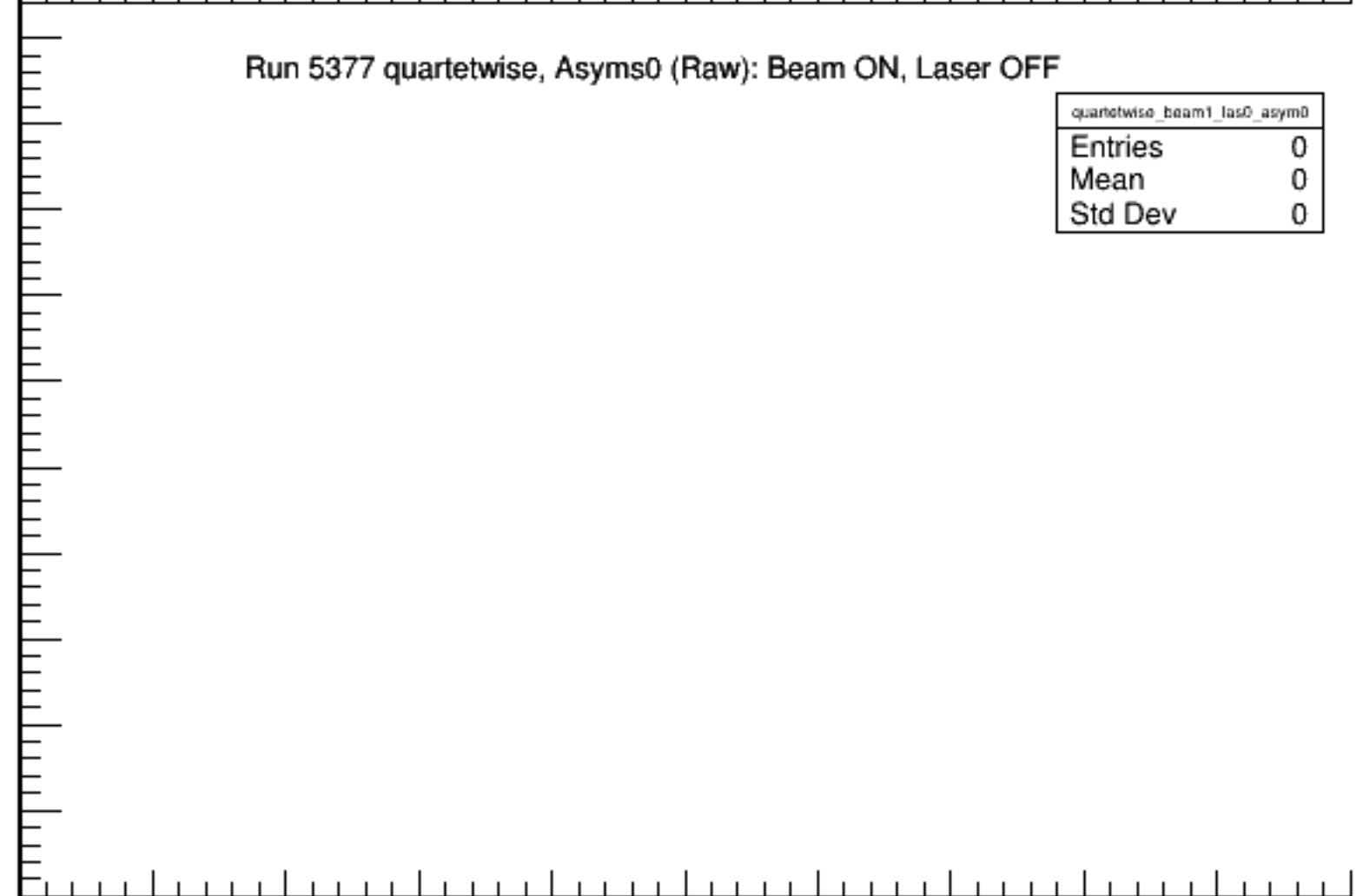


Run 5377 quartetwise, Asyms0 (Raw): Beam ON, Laser ON

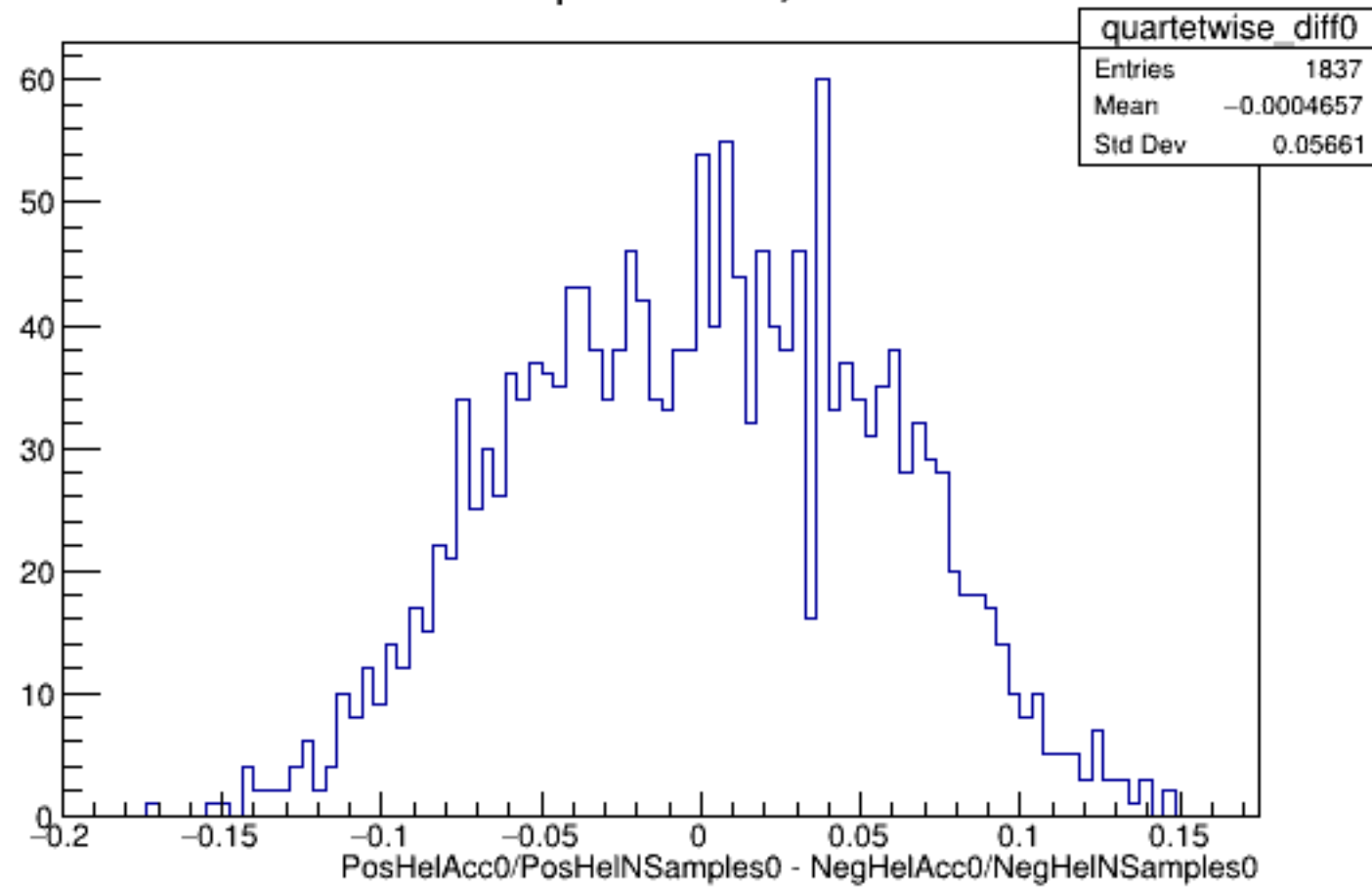
quartetwise_beam1_las1_asym0	
Entries	0
Mean	0
Std Dev	0

Run 5377 quartetwise, Asyms0 (Raw): Beam ON, Laser OFF

quartetwise_beam1_las0_asym0	
Entries	0
Mean	0
Std Dev	0



Run 5377 quartetwise, Diffs0: All



Run 5377 quartetwise, Diffs0: Beam OFF

quartetwise_beam0_diff0	
Entries	0
Mean	0
Std Dev	0

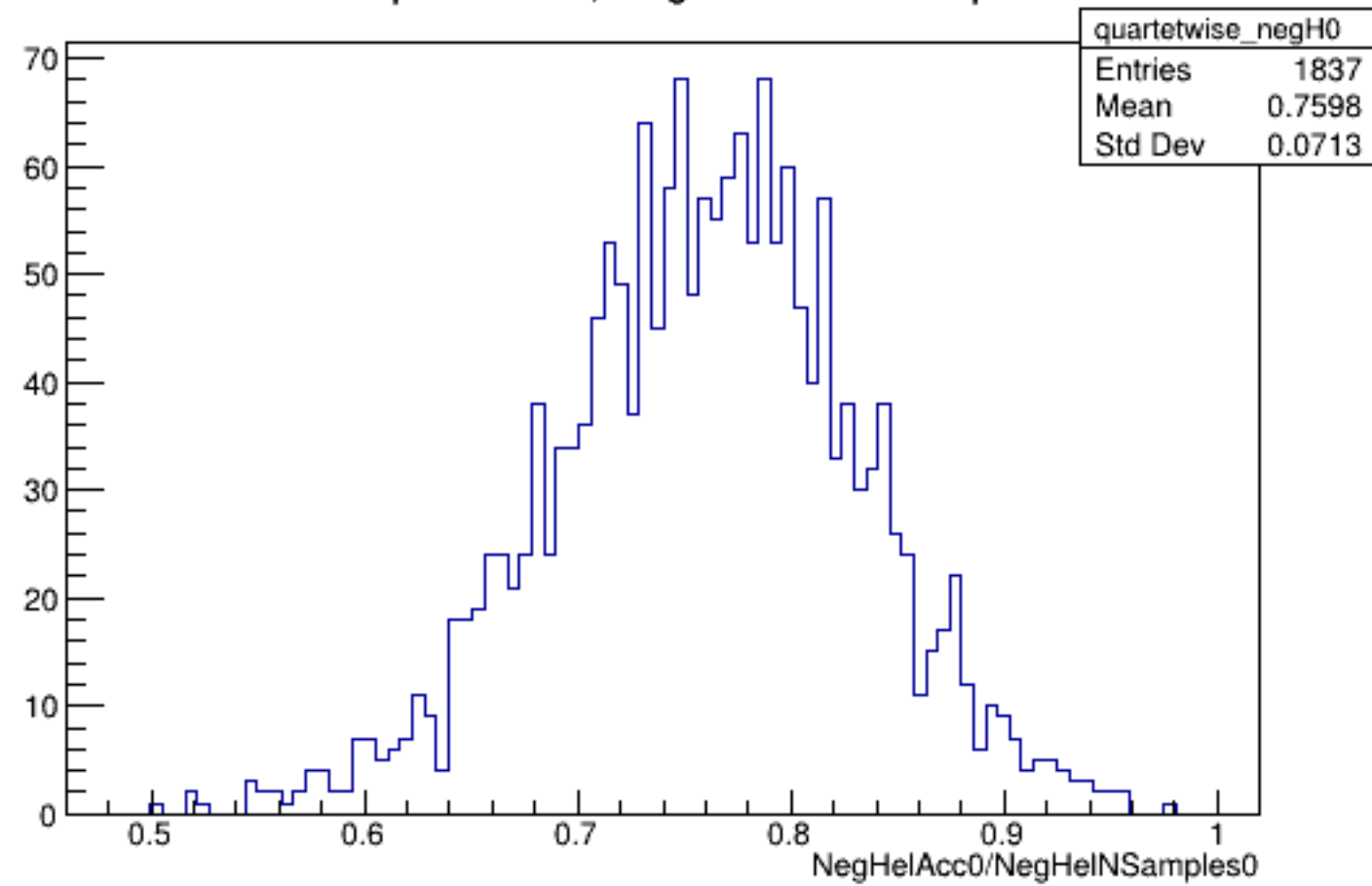
Run 5377 quartetwise, Diffs0: Beam ON, Laser ON

quartetwise_beam1_las1_diff0	
Entries	0
Mean	0
Std Dev	0

Run 5377 quartetwise, Diffs0: Beam ON, Laser OFF

quartetwise_beam1_las0_diff0	
Entries	0
Mean	0
Std Dev	0

Run 5377 quartetwise, NegHelAcc0/NSamples0: All



Run 5377 quartetwise, NegHelAcc0/NSamples0: Beam OFF

quartetwise_beam0_negH0	
Entries	0
Mean	0
Std Dev	0

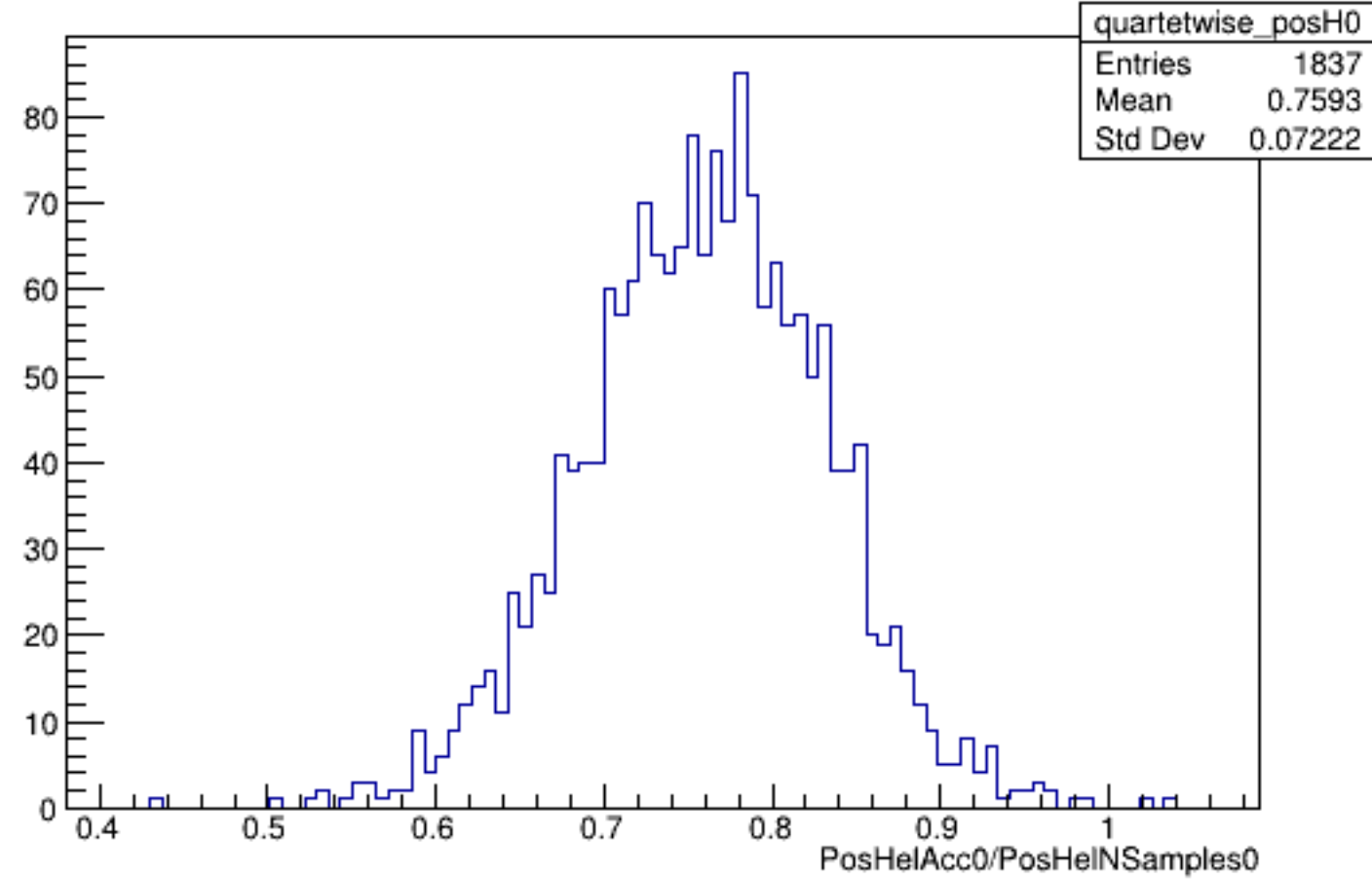
Run 5377 quartetwise, NegHelAcc0/NSamples0: Beam ON, Laser ON

quartetwise_beam1_las1_negH0	
Entries	0
Mean	0
Std Dev	0

Run 5377 quartetwise, NegHelAcc0/NSamples0: Beam ON, Laser OFF

quartetwise_beam1_las0_negH0	
Entries	0
Mean	0
Std Dev	0

Run 5377 quartetwise, PosHelAcc0/NSamples0: All



Run 5377 quartetwise, PosHelAcc0/NSamples0: Beam OFF

quartetwise_beam0_posH0	
Entries	0
Mean	0
Std Dev	0

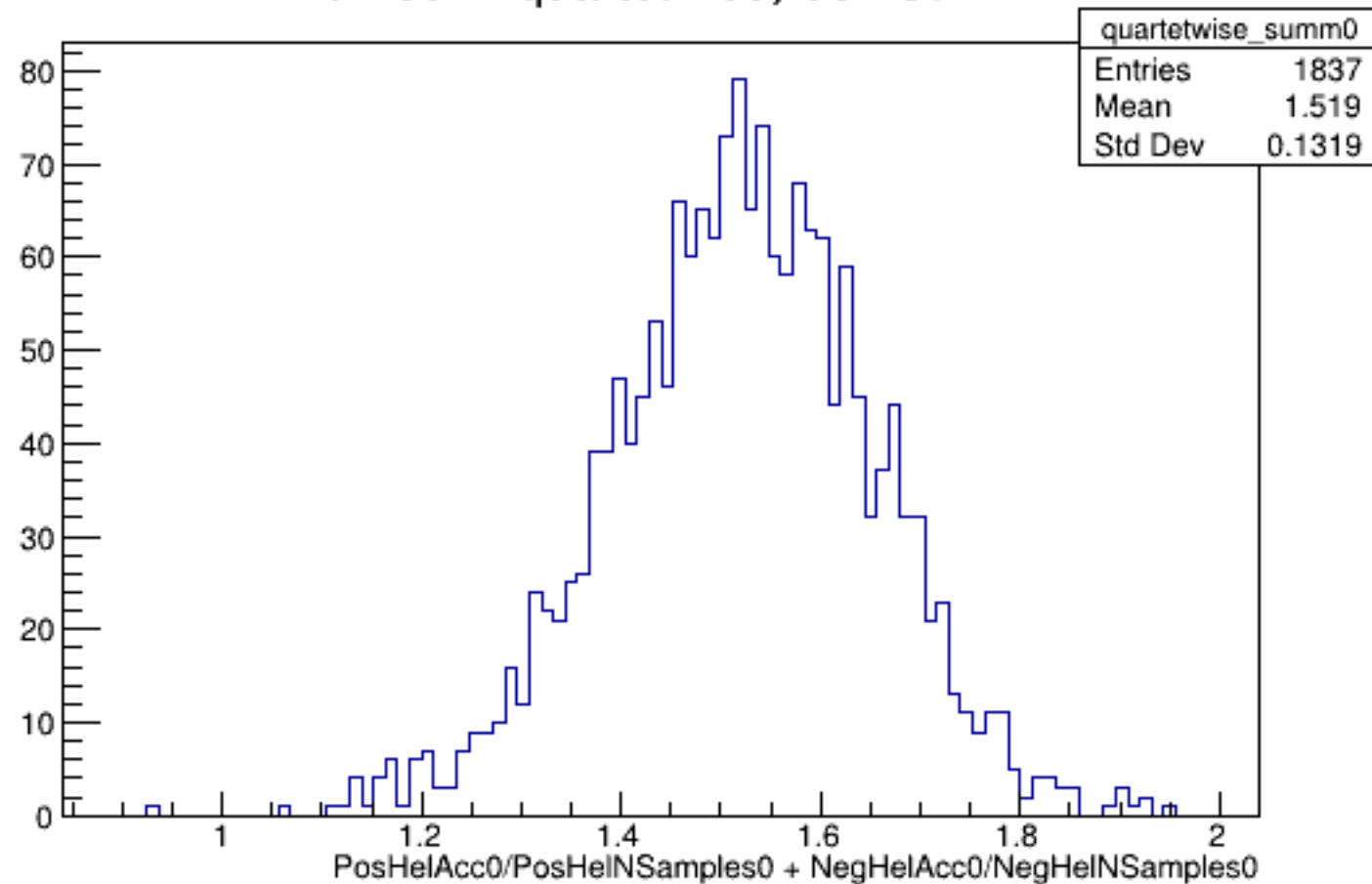
Run 5377 quartetwise, PosHelAcc0/NSamples0: Beam ON, Laser ON

quartetwise_beam1_las1_posH0	
Entries	0
Mean	0
Std Dev	0

Run 5377 quartetwise, PosHelAcc0/NSamples0: Beam ON, Laser OFF

quartetwise_beam1_las0_posH0	
Entries	0
Mean	0
Std Dev	0

Run 5377 quartetwise, Sums0: All



Run 5377 quartetwise, Sums0: Beam OFF

quartetwise_beam0_summ0	
Entries	0
Mean	0
Std Dev	0

Run 5377 quartetwise, Sums0: Beam ON, Laser ON

quartetwise_beam1_las1_summ0	
Entries	0
Mean	0
Std Dev	0

Run 5377 quartetwise, Sums0: Beam ON, Laser OFF

quartetwise_beam1_las0_summ0	
Entries	0
Mean	0
Std Dev	0