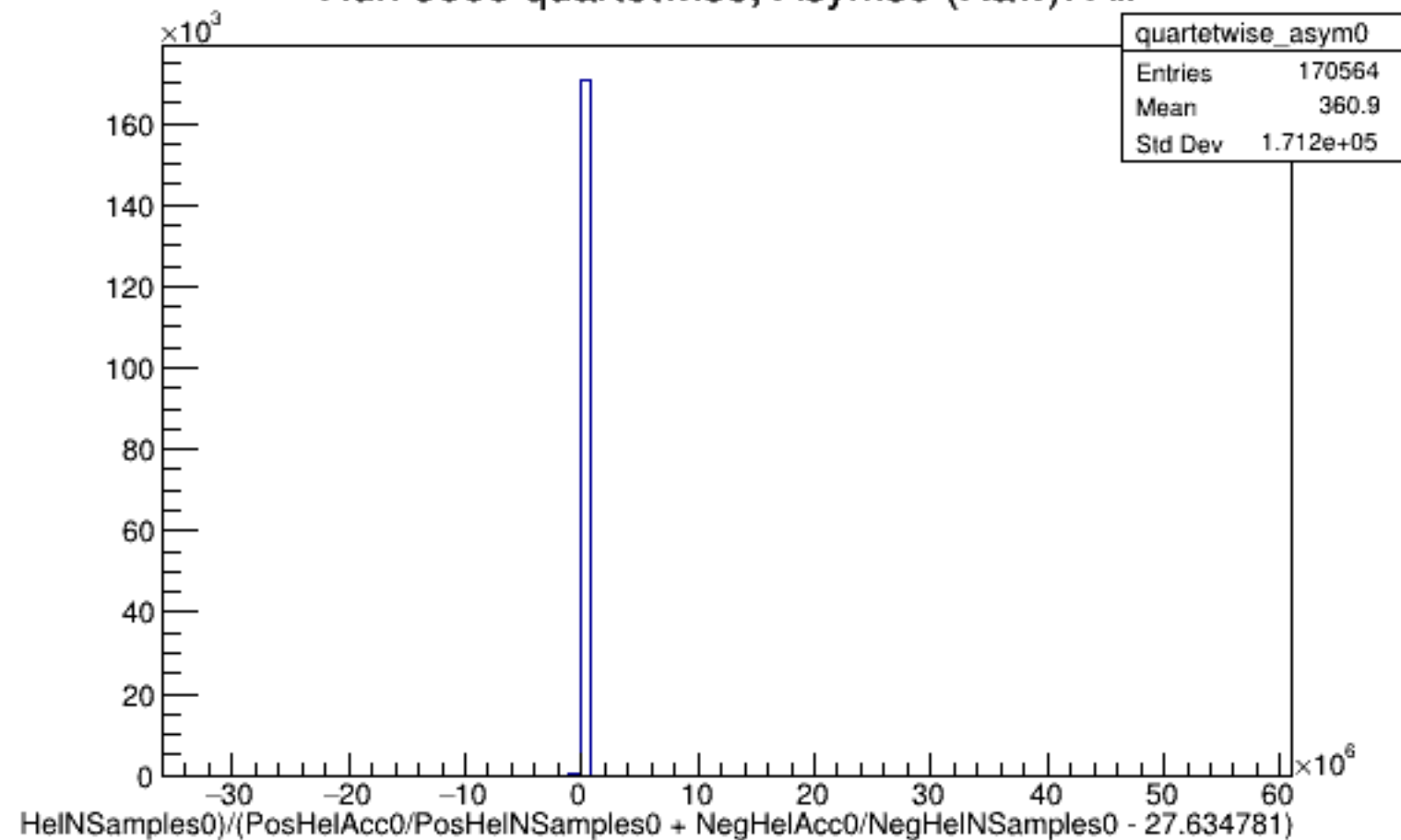
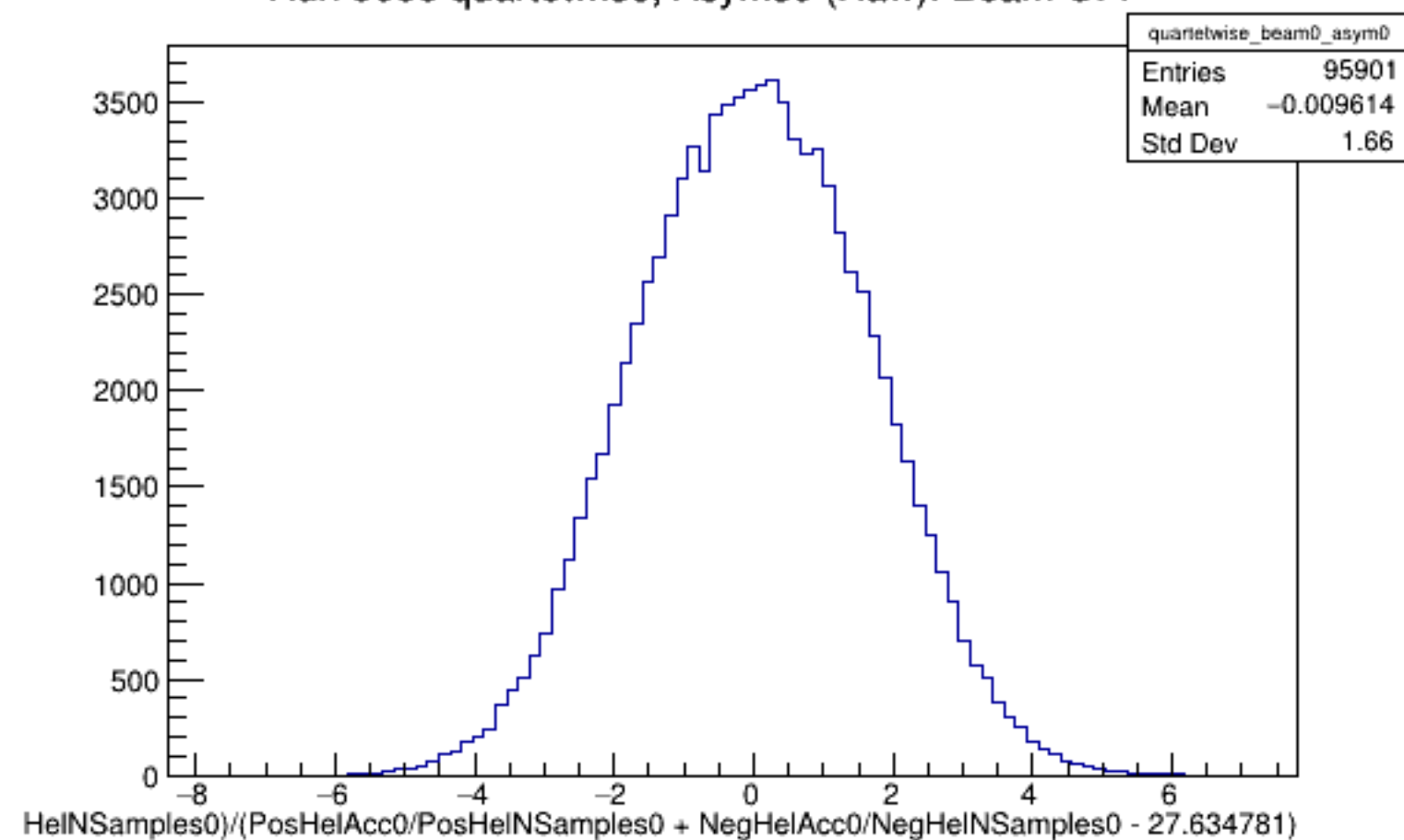


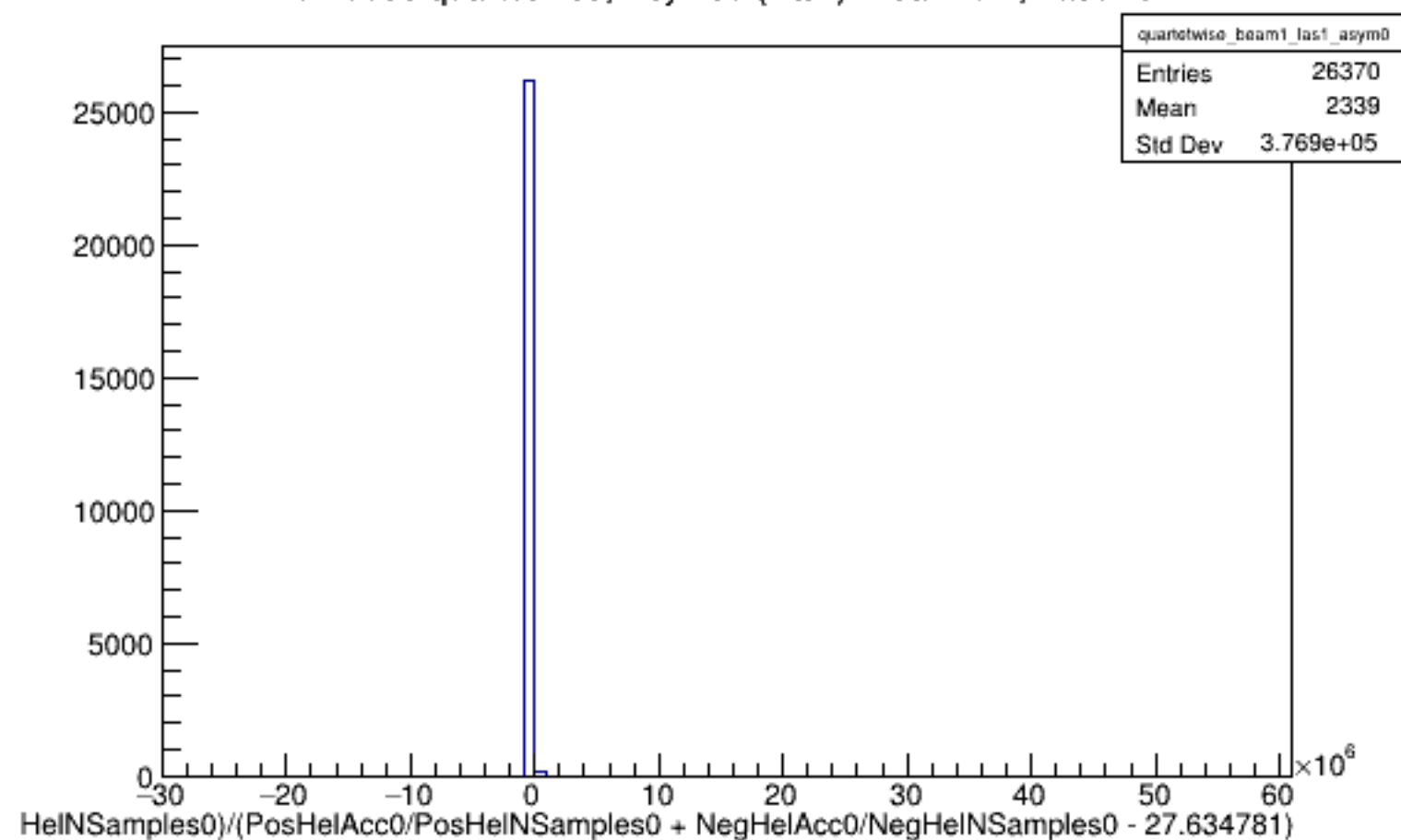
Run 5666 quartetwise, Asyms0 (Raw): All



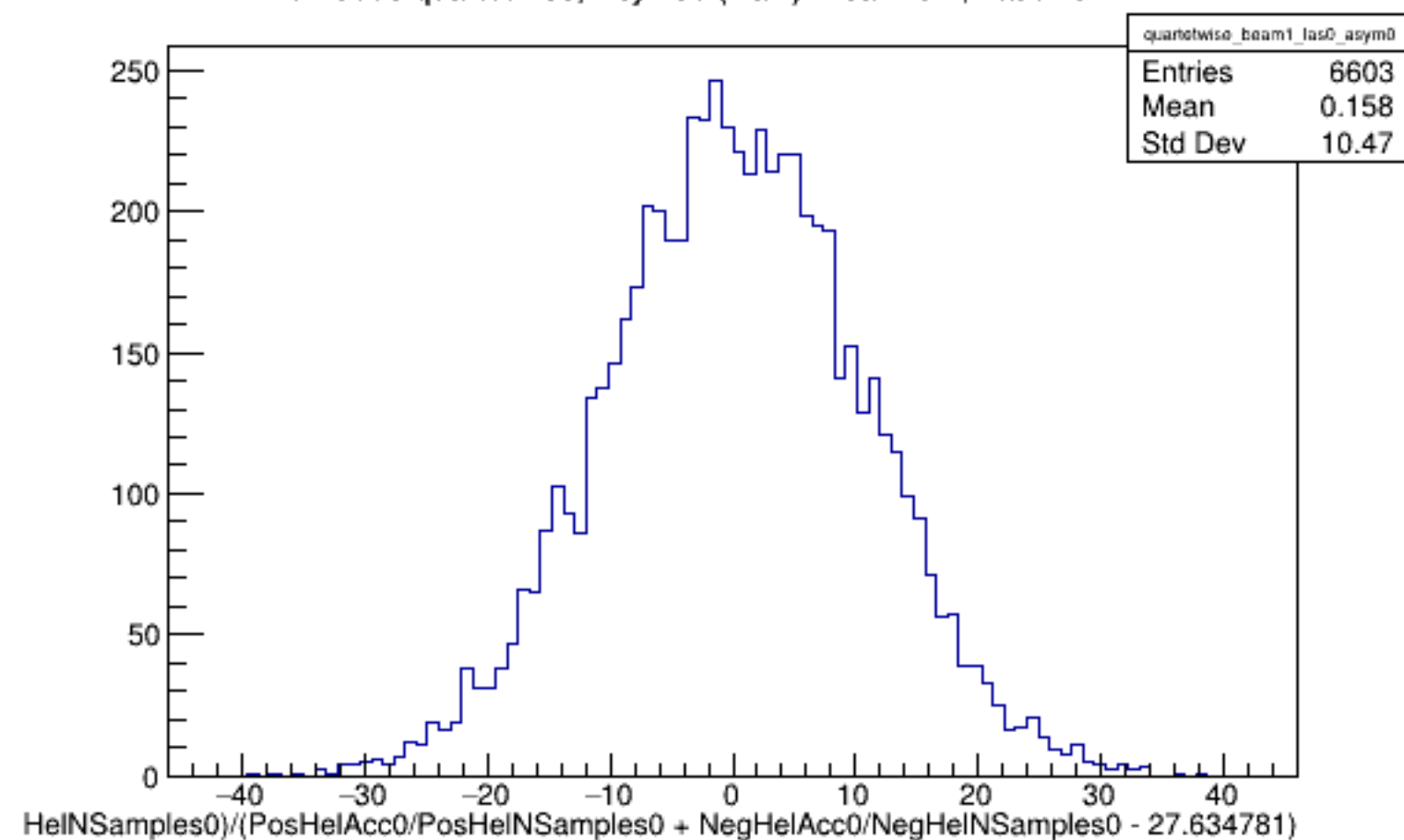
Run 5666 quartetwise, Asyms0 (Raw): Beam OFF



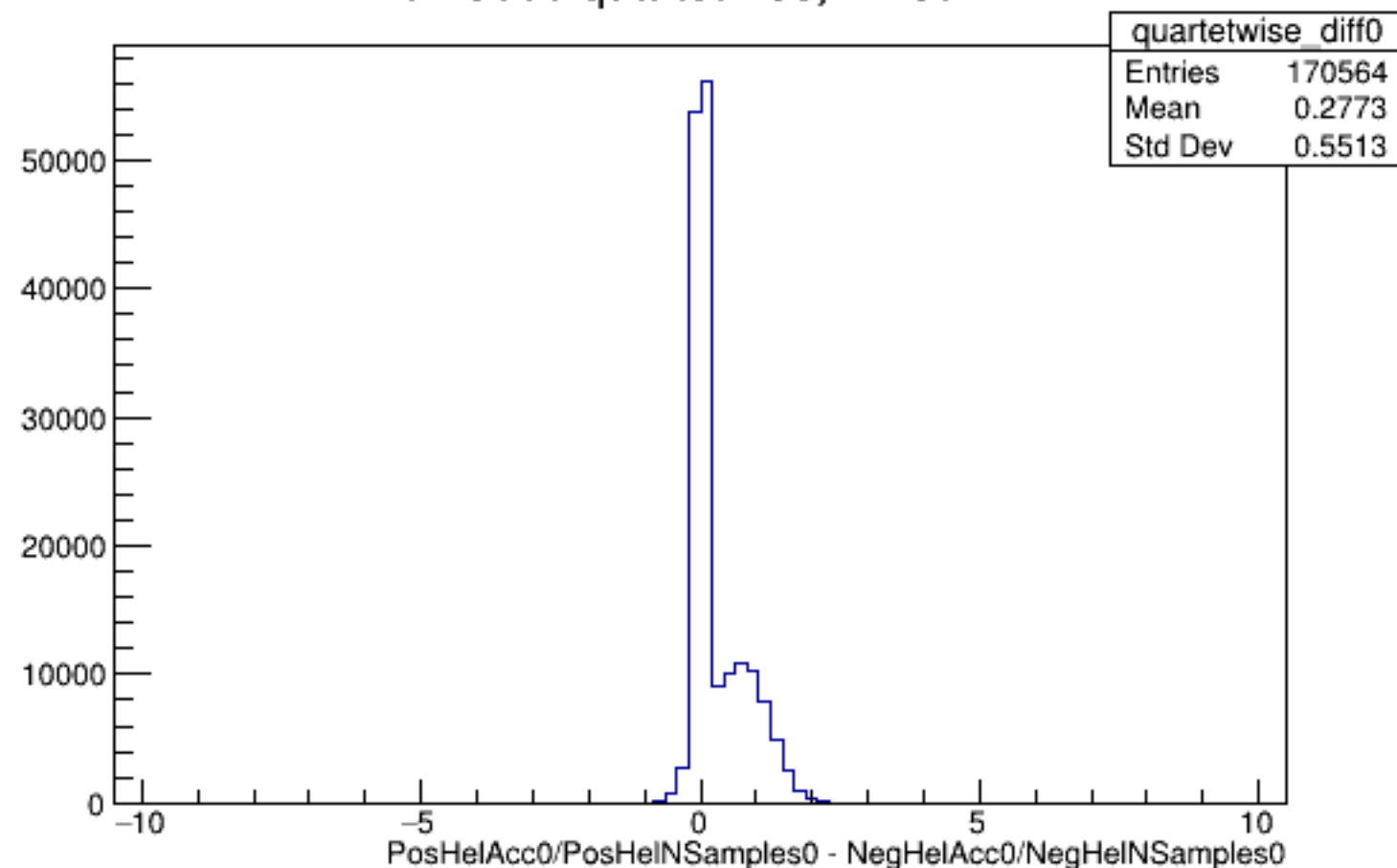
Run 5666 quartetwise, Asyms0 (Raw): Beam ON, Laser ON



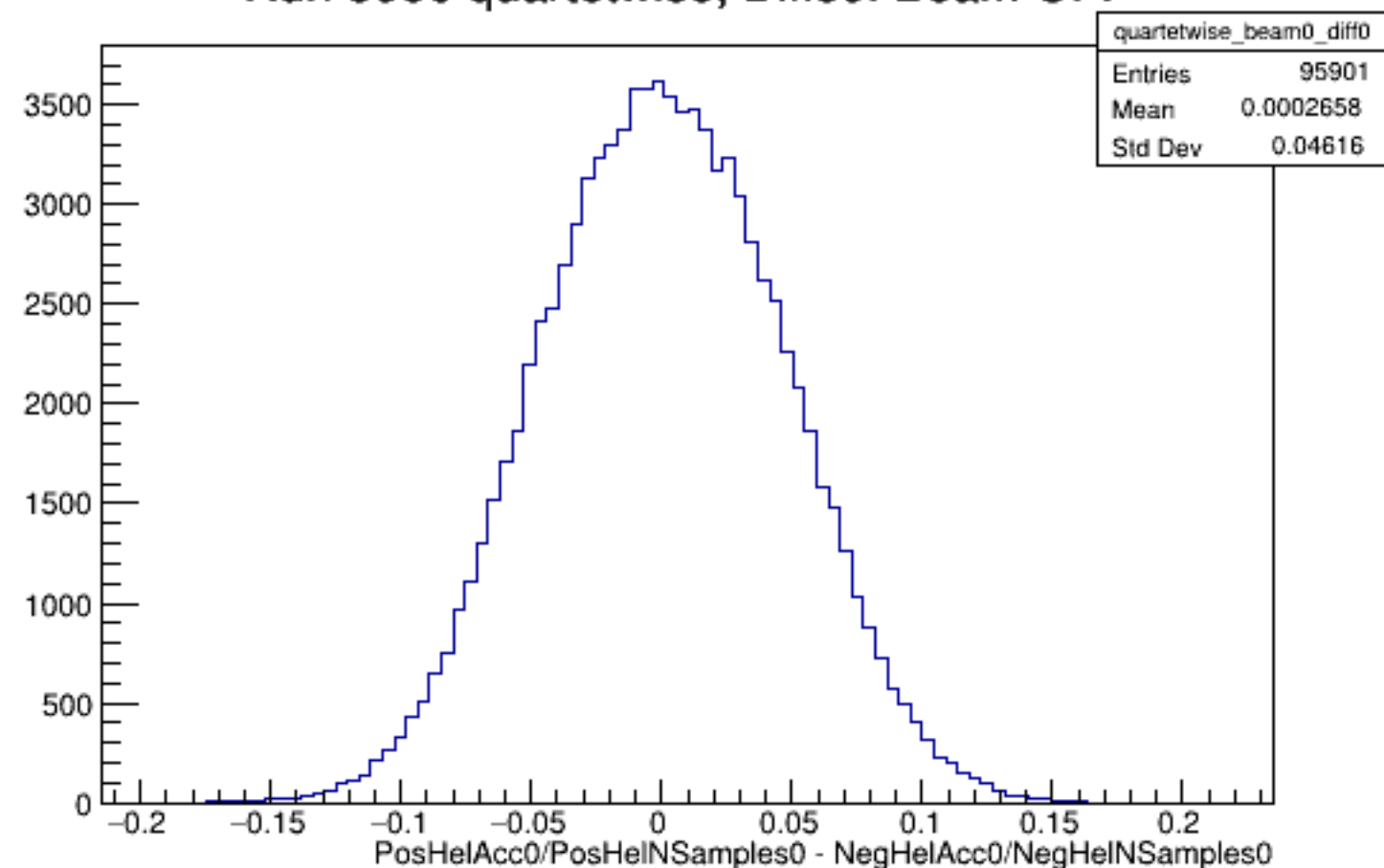
Run 5666 quartetwise, Asyms0 (Raw): Beam ON, Laser OFF



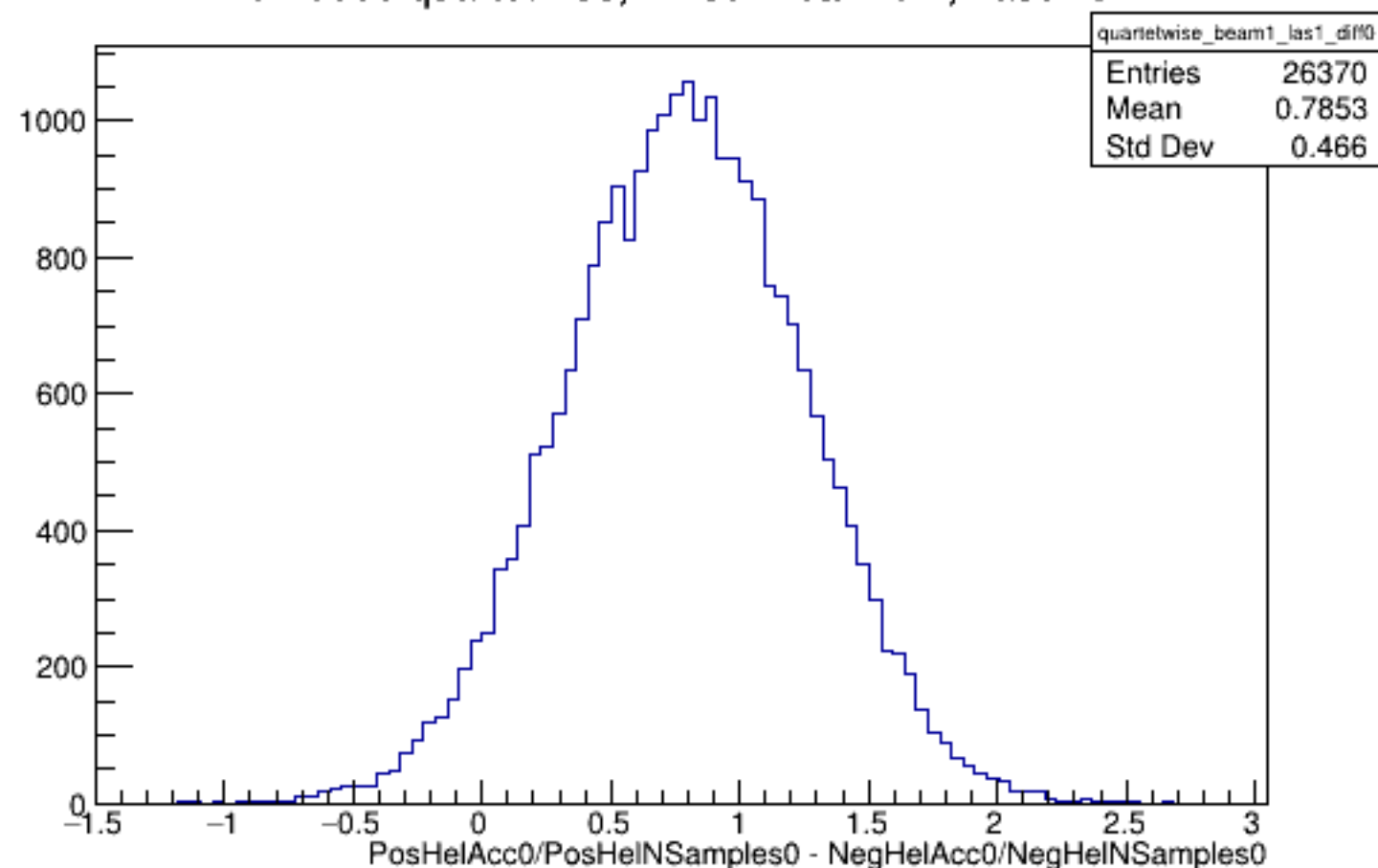
Run 5666 quartetwise, Diffs0: All



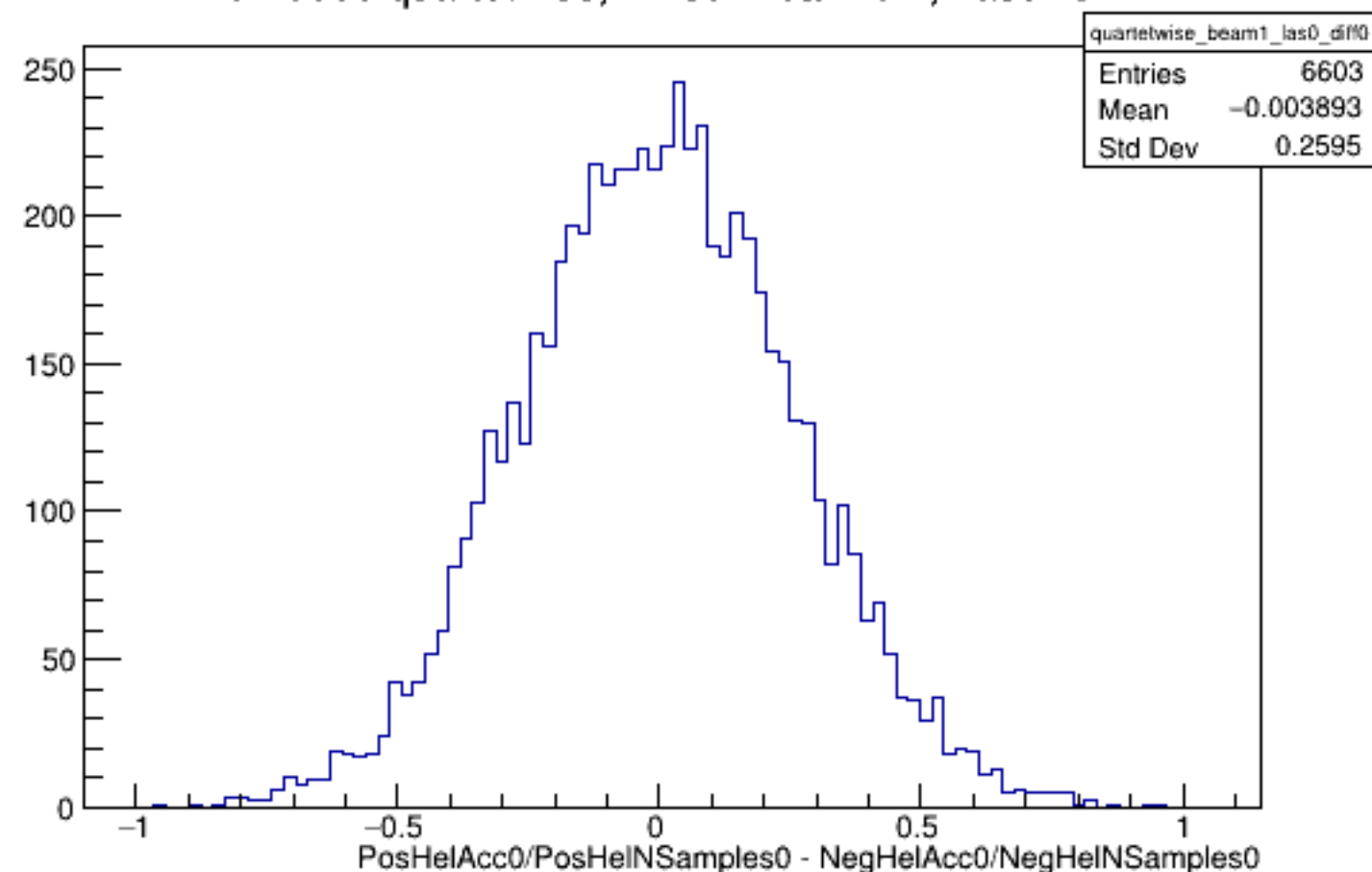
Run 5666 quartetwise, Diffs0: Beam OFF



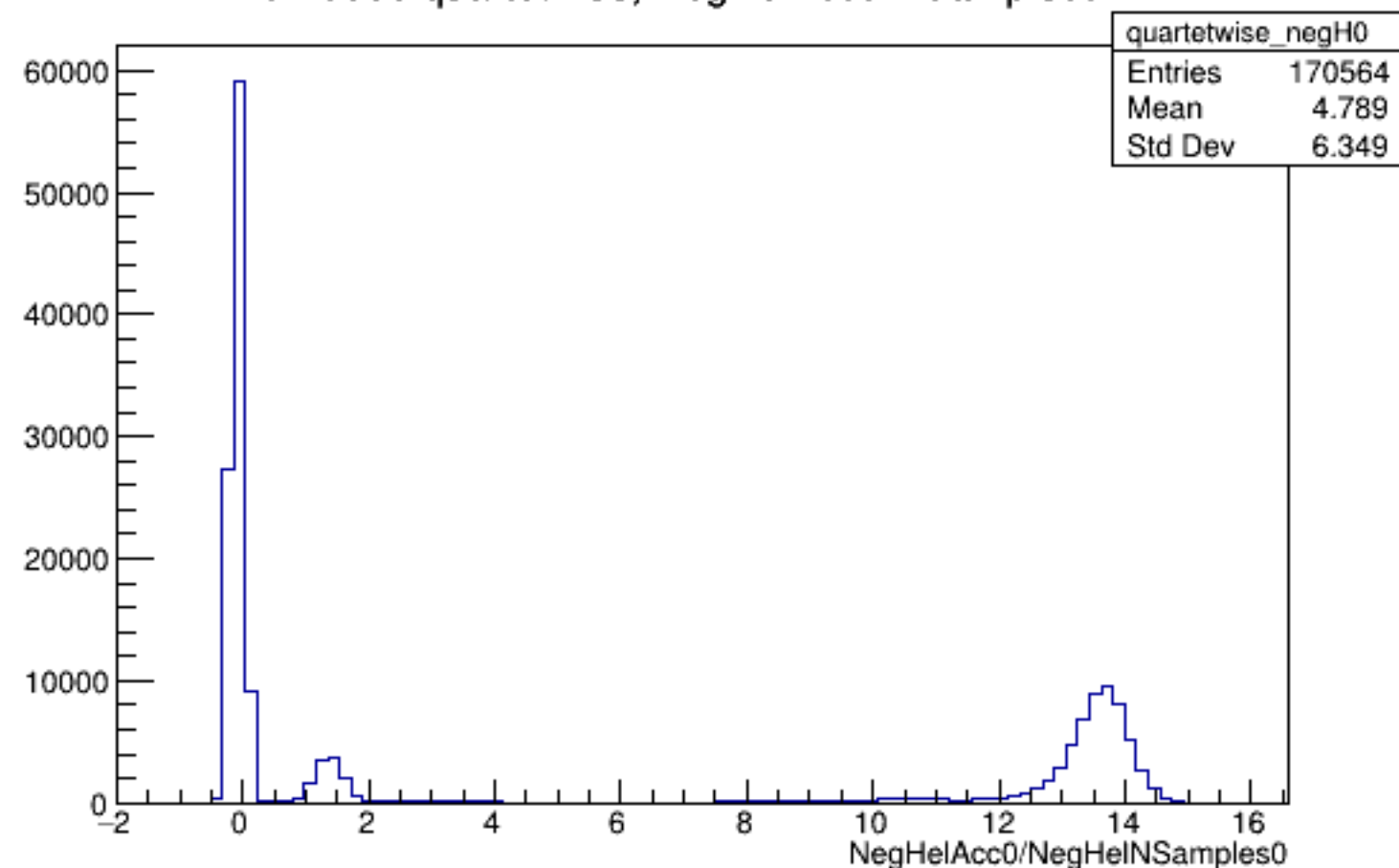
Run 5666 quartetwise, Diffs0: Beam ON, Laser ON



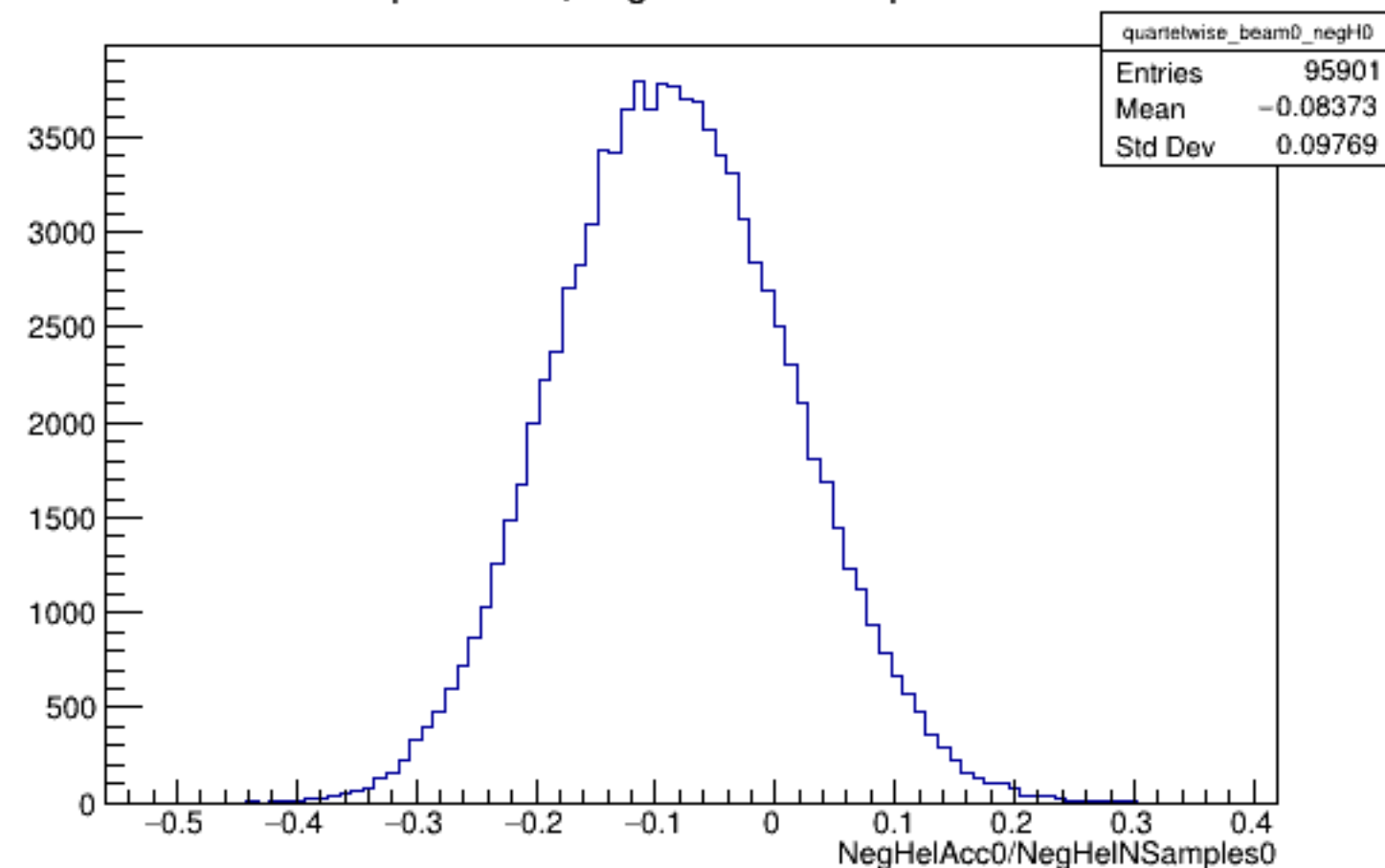
Run 5666 quartetwise, Diffs0: Beam ON, Laser OFF



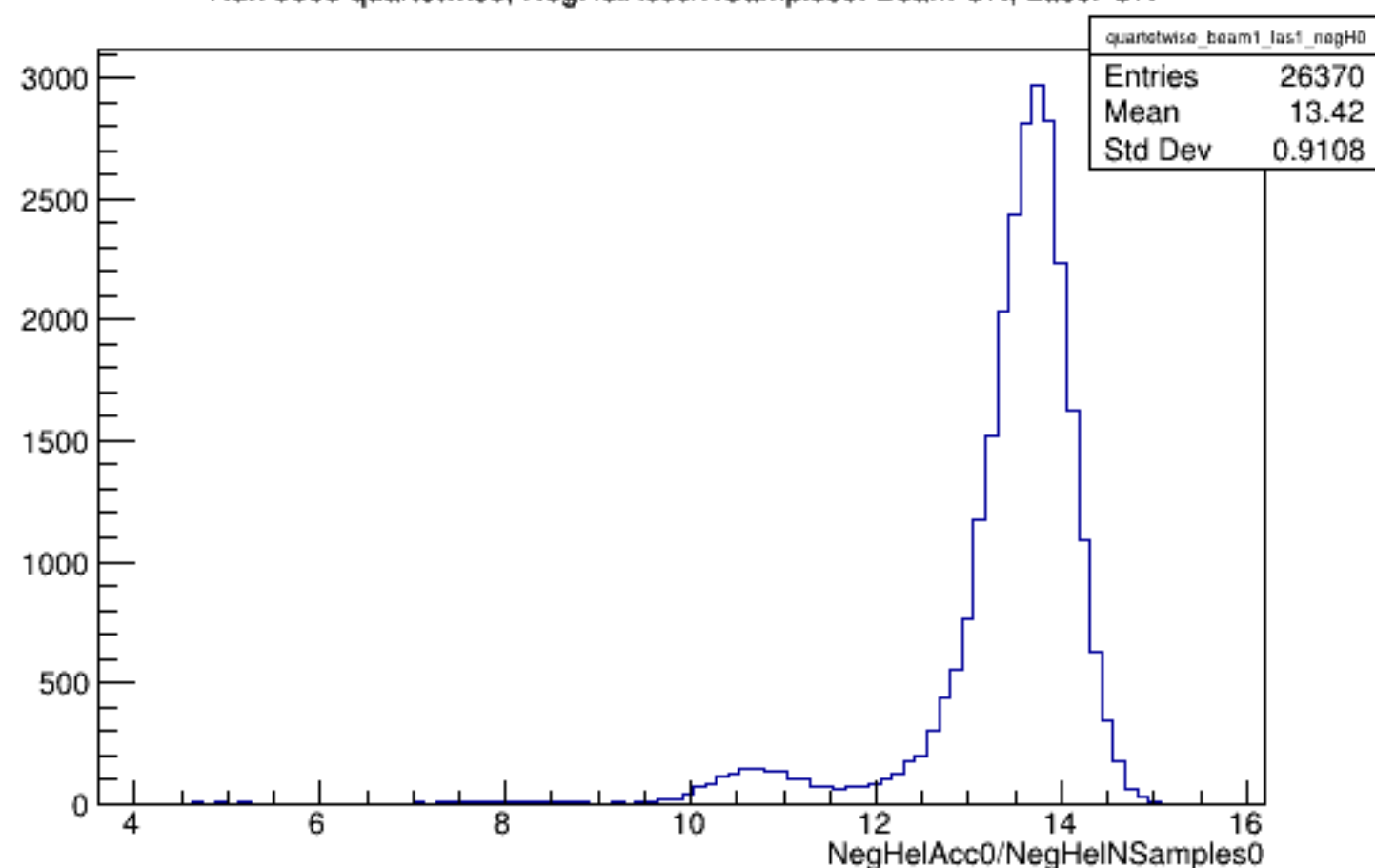
Run 5666 quartetwise, NegHelAcc0/NSamples0: All



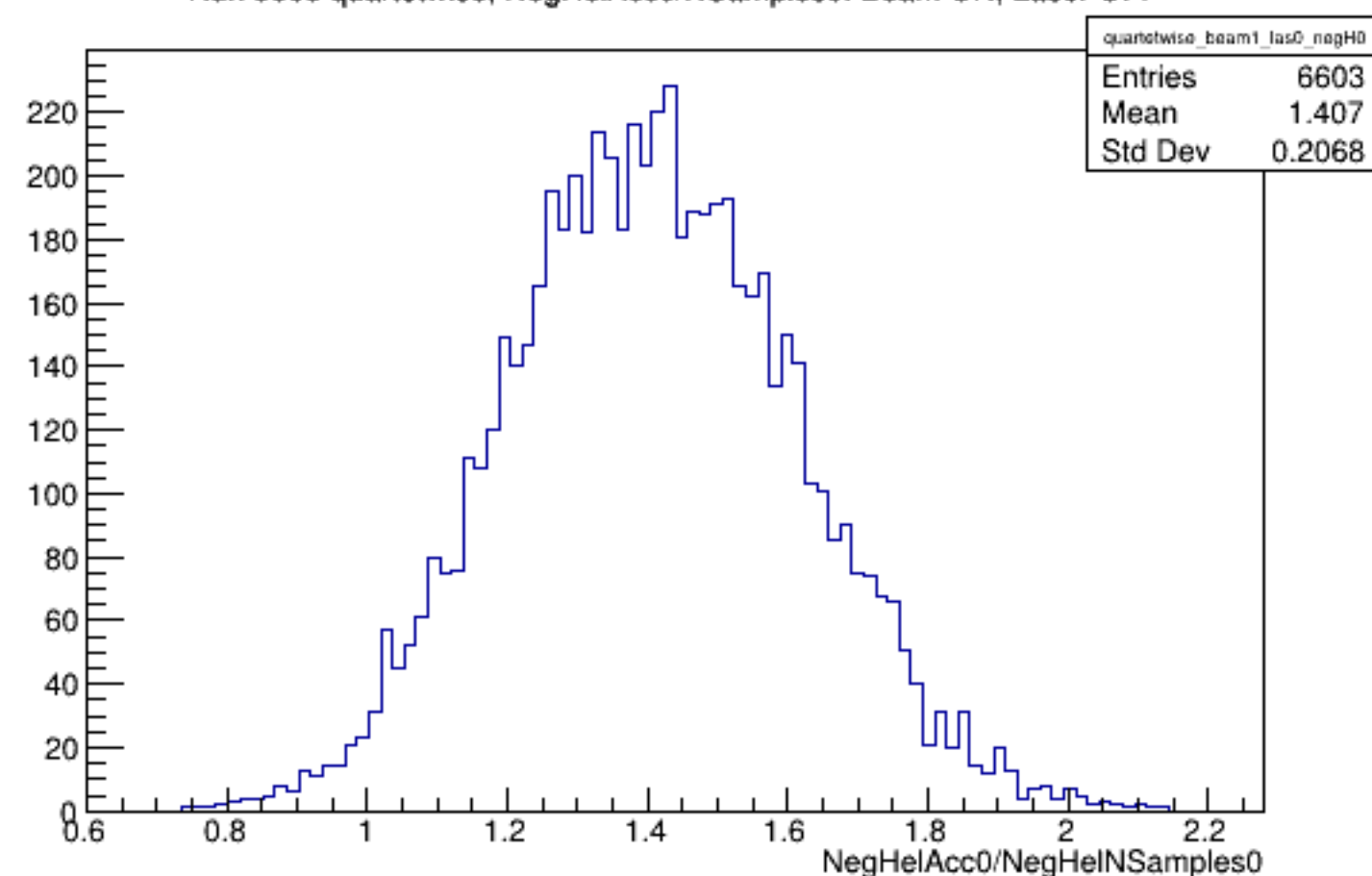
Run 5666 quartetwise, NegHelAcc0/NSamples0: Beam OFF



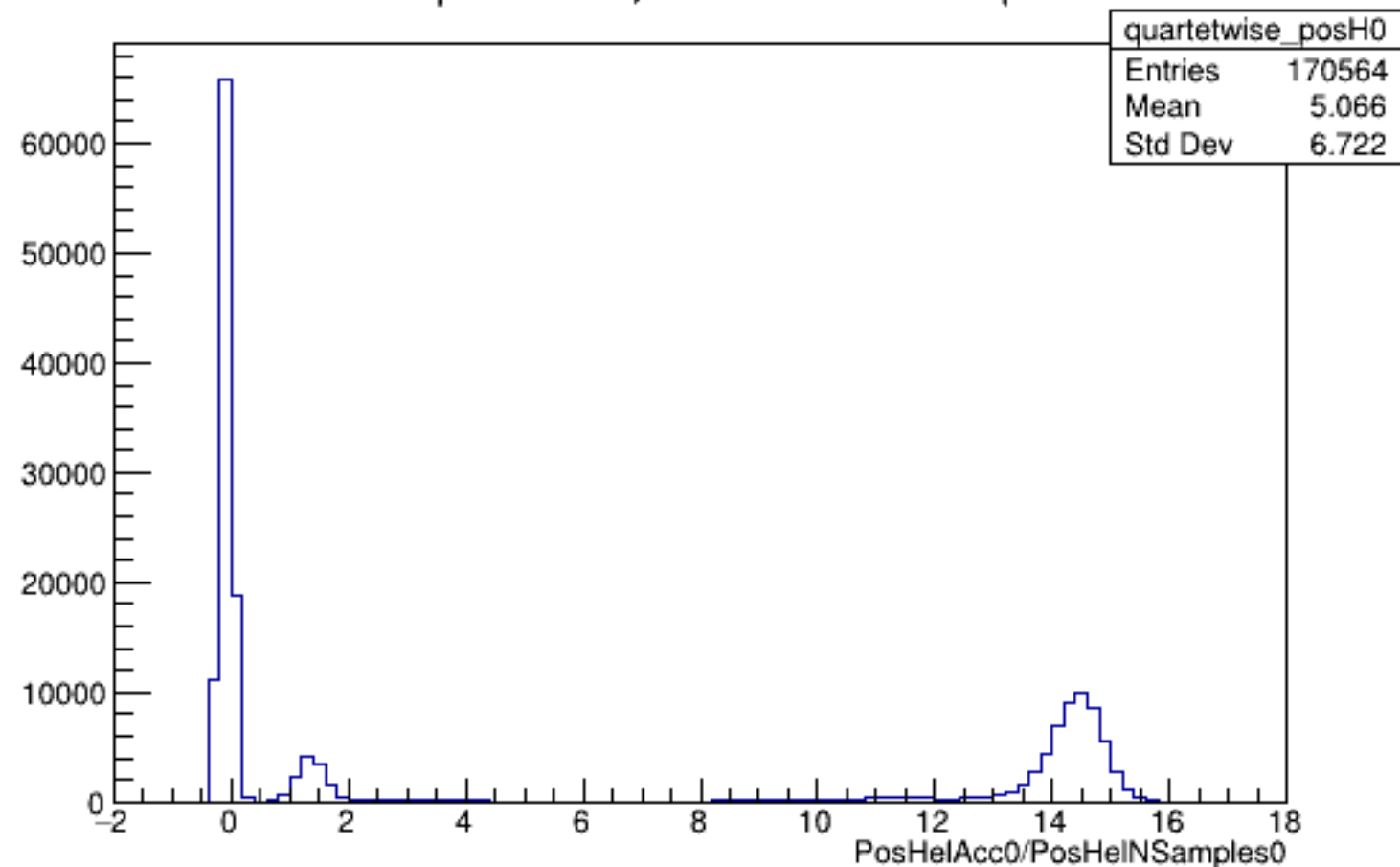
Run 5666 quartetwise, NegHelAcc0/NSamples0: Beam ON, Laser ON



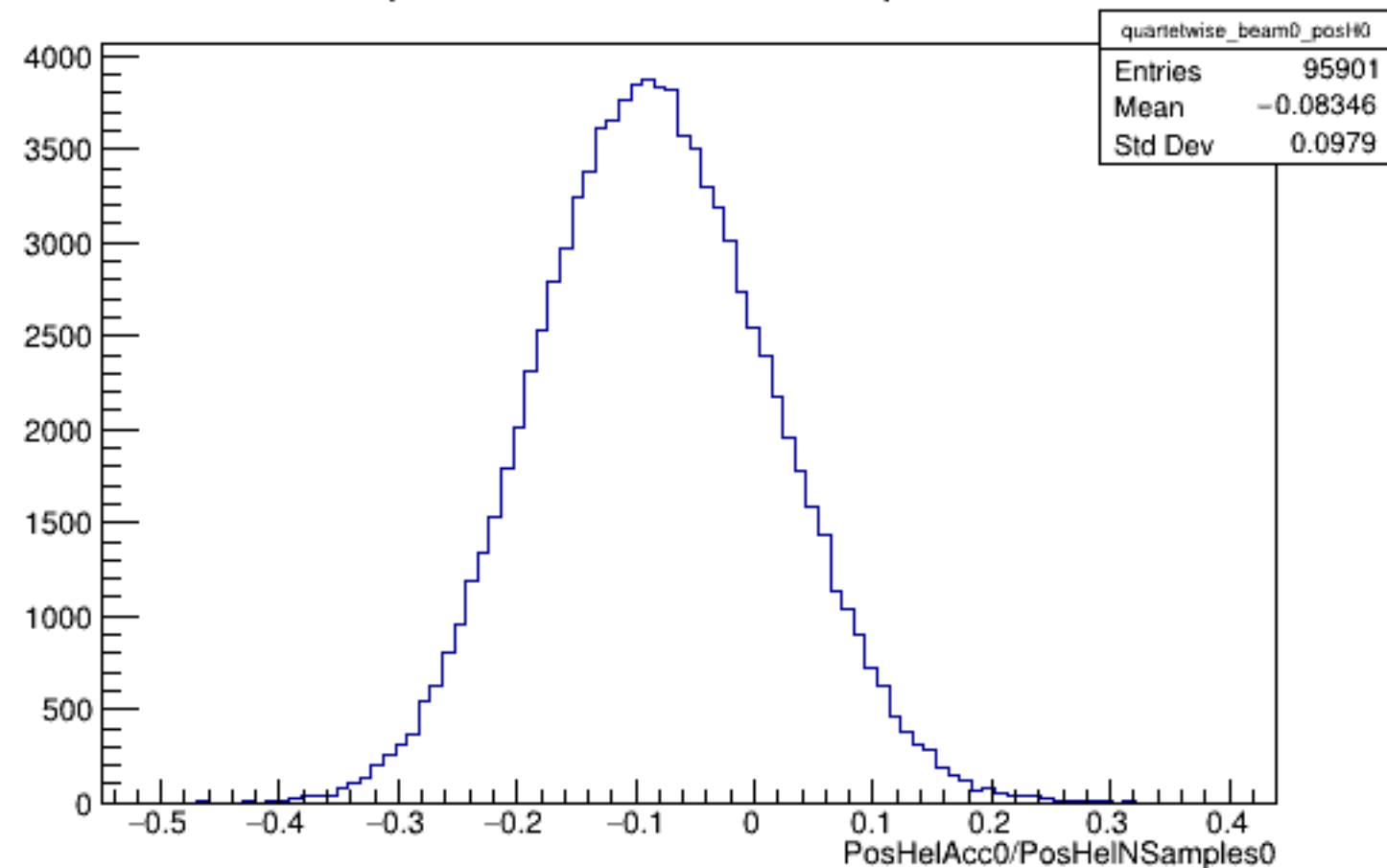
Run 5666 quartetwise, NegHelAcc0/NSamples0: Beam ON, Laser OFF



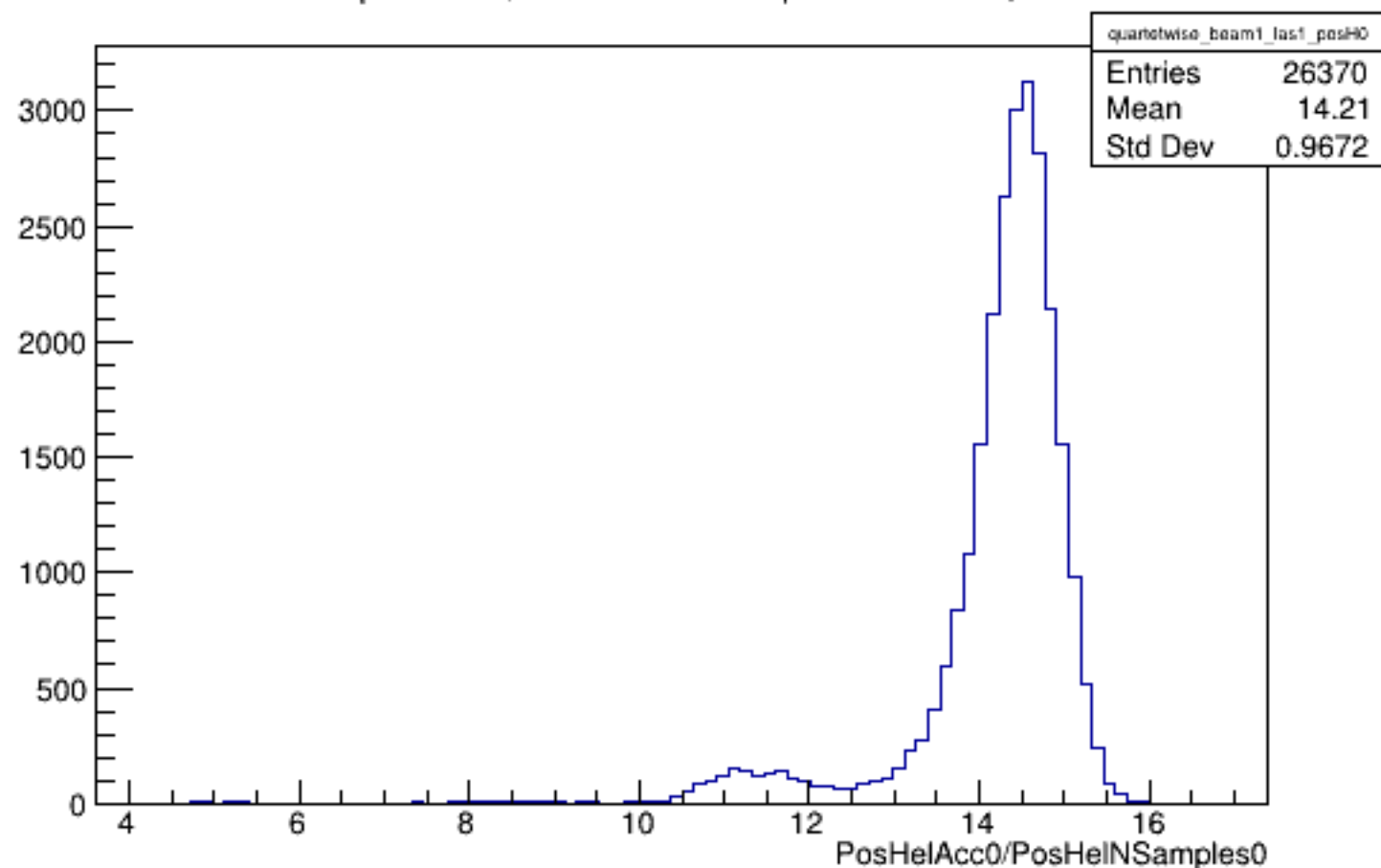
Run 5666 quartetwise, PosHelAcc0/NSamples0: All



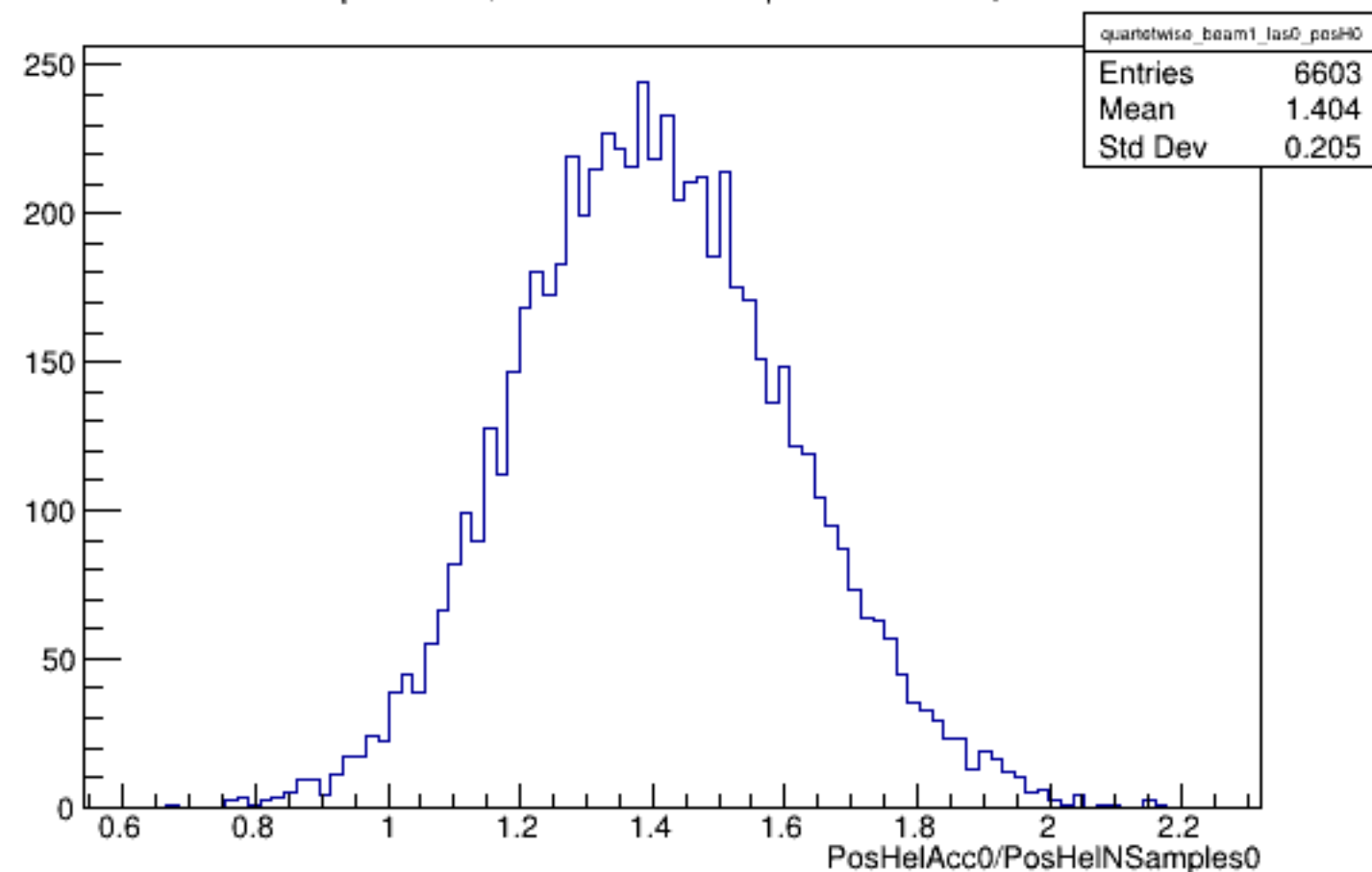
Run 5666 quartetwise, PosHelAcc0/NSamples0: Beam OFF



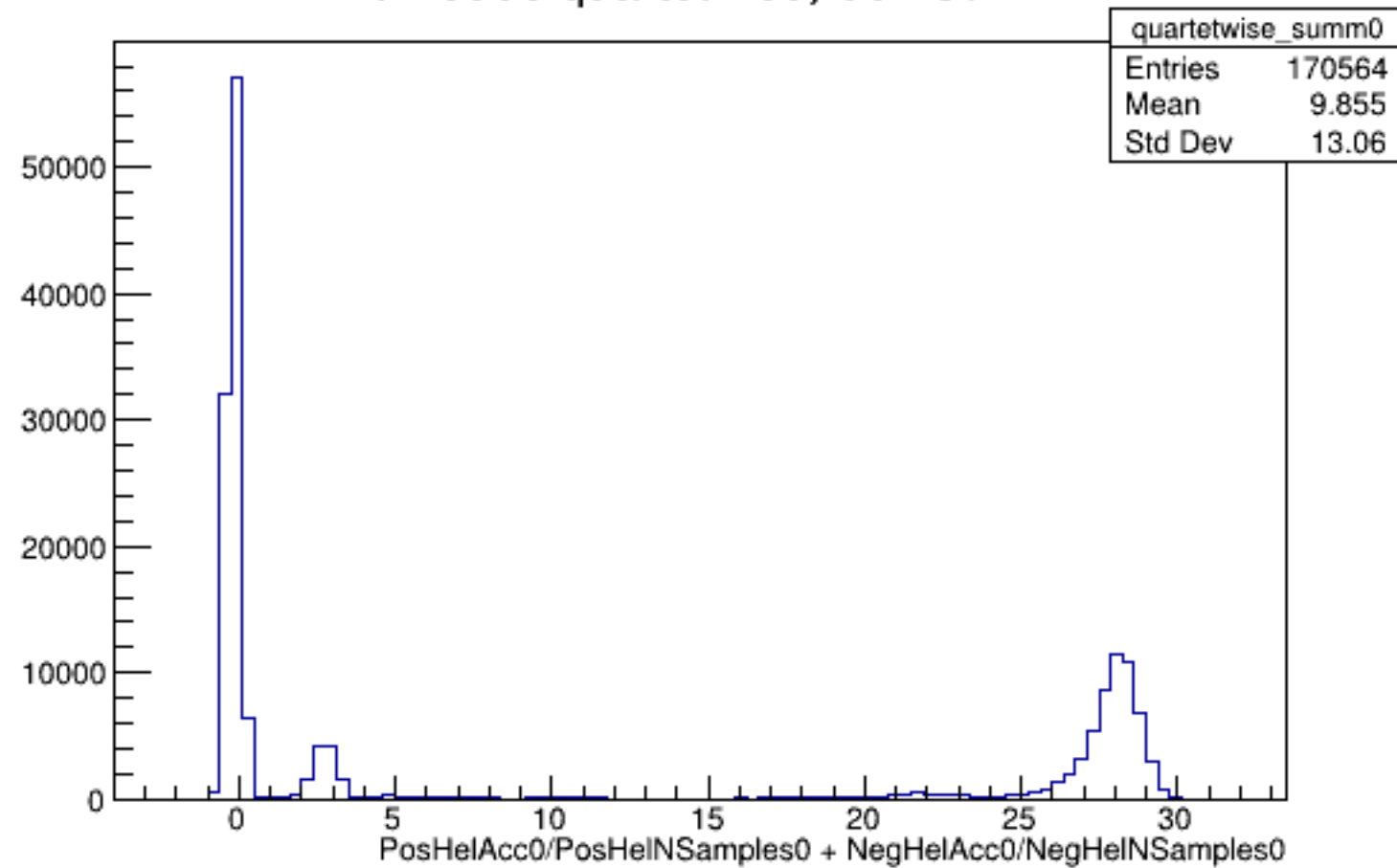
Run 5666 quartetwise, PosHelAcc0/NSamples0: Beam ON, Laser ON



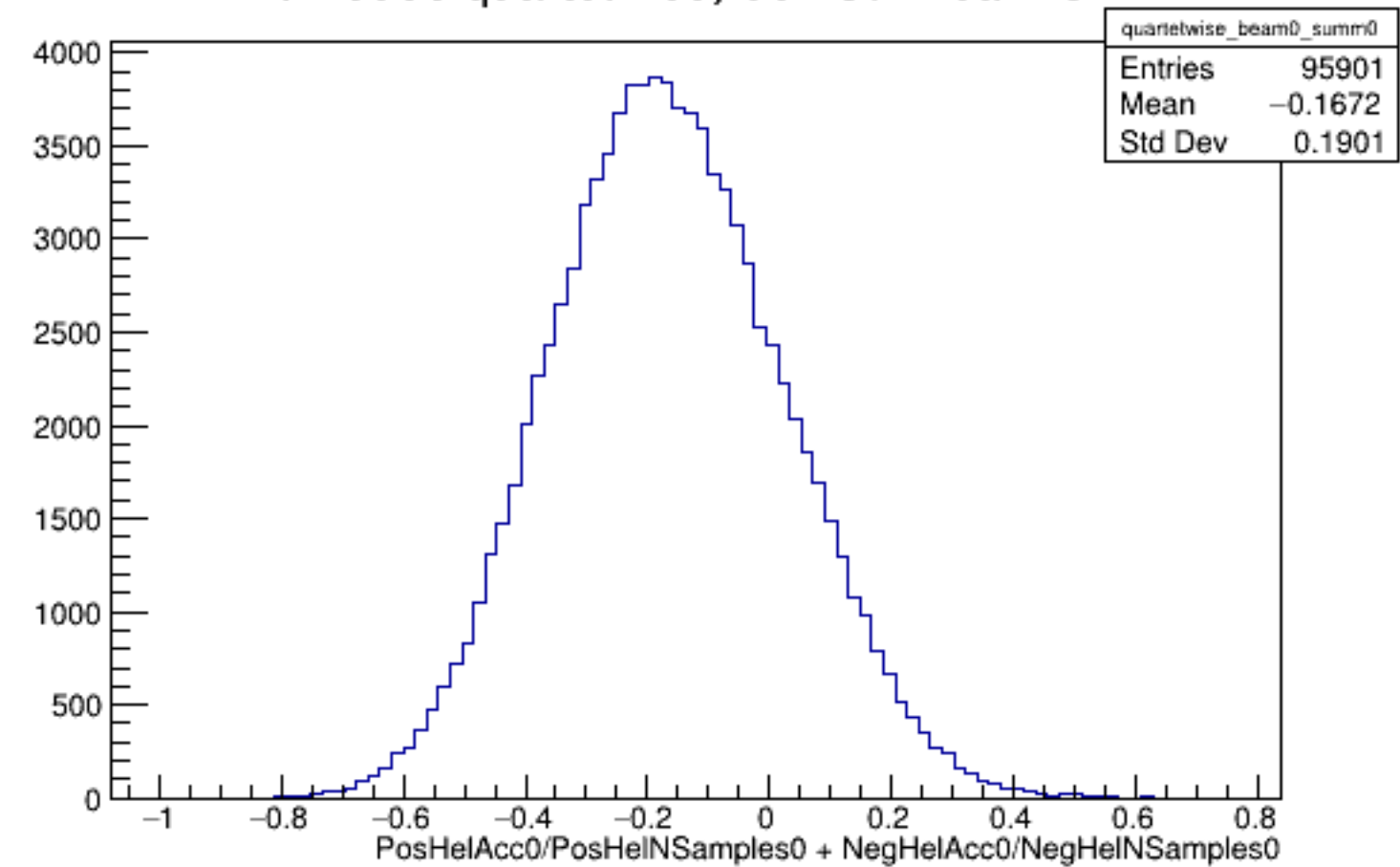
Run 5666 quartetwise, PosHelAcc0/NSamples0: Beam ON, Laser OFF



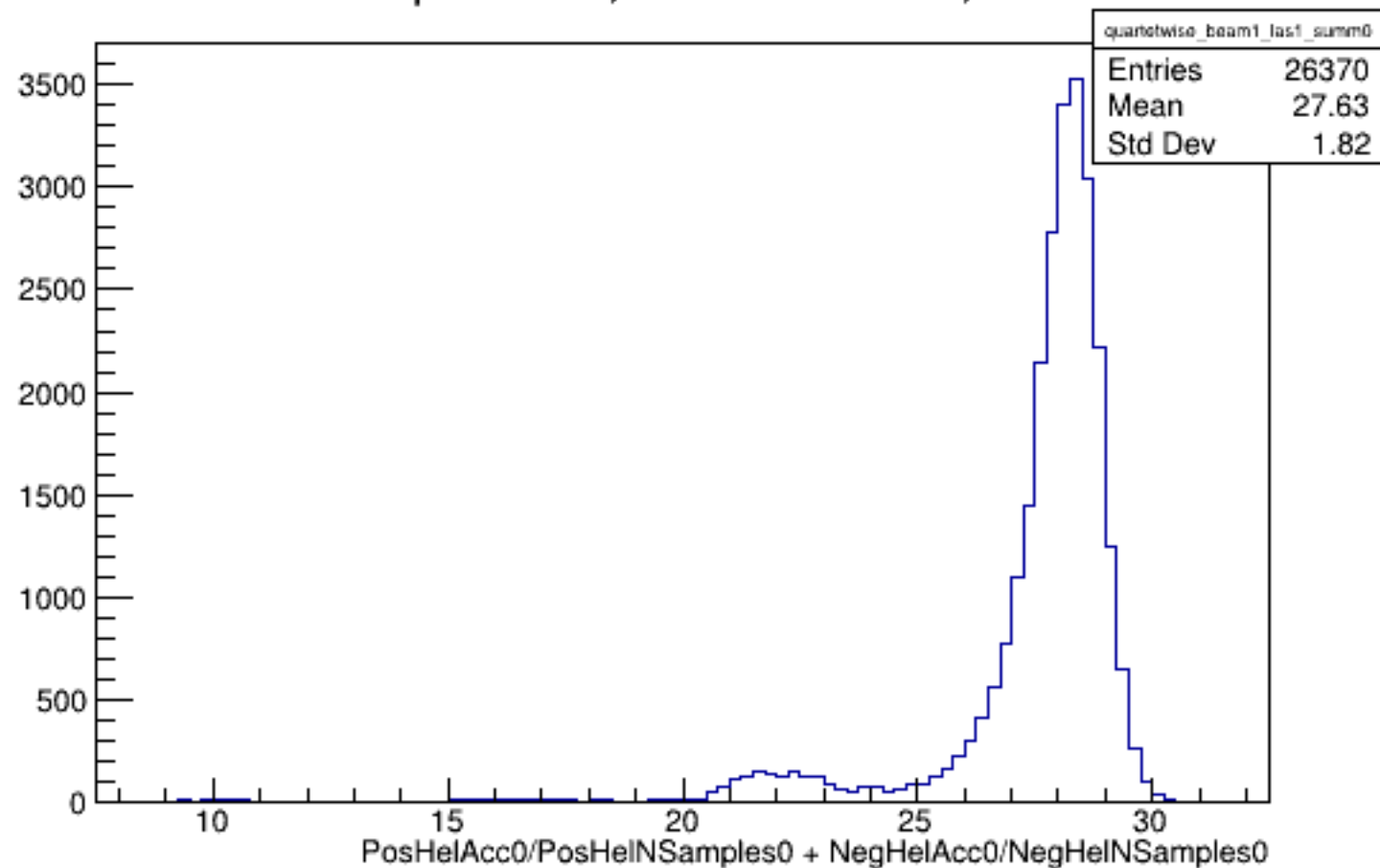
Run 5666 quartetwise, Sums0: All



Run 5666 quartetwise, Sums0: Beam OFF



Run 5666 quartetwise, Sums0: Beam ON, Laser ON



Run 5666 quartetwise, Sums0: Beam ON, Laser OFF

