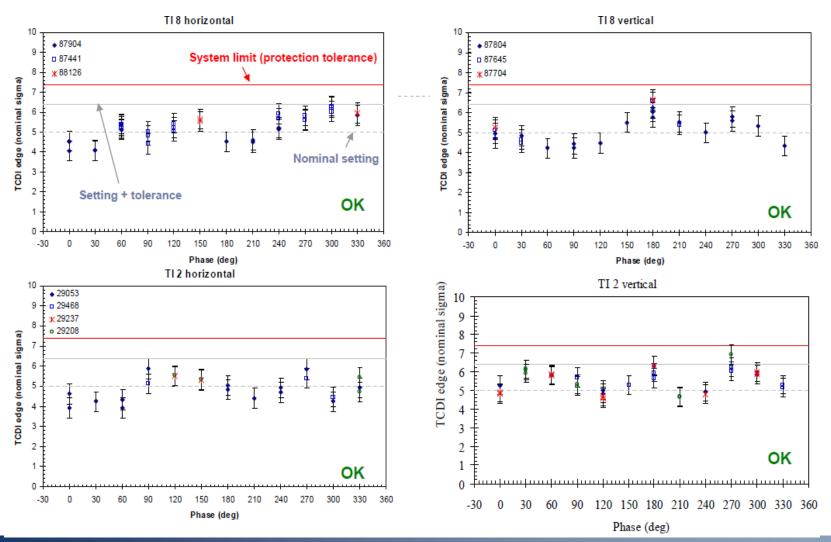


- This year we should give a clear envelope for faulty orbit correctors at injection – i.e. <u>above which kick strength they must</u> <u>be repaired</u> to continue operation wrt <u>continuing with a bump in</u> <u>the machine</u>.
- The margins must take into account the total aperture and the margins needed for:
 - Injection protection
 - Injection oscillations
 - Orbit interlocks
 - Missing COD bumps <<<
 - COD must not affect 'vital' systems (collimation, LBDS, Xing and separation bumps...).



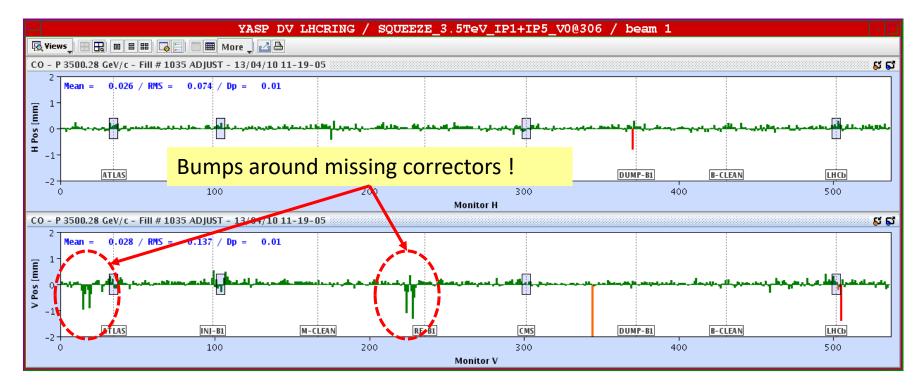
• Injection protection (TCDI): assume 7.5 sigma (from V. Kain et al)





Missing COD effect

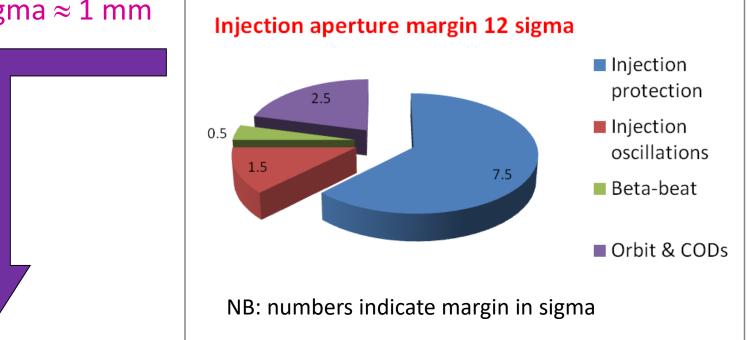
- In the arcs, a missing COD will lead to a creation of 2 π-bumps.
 The limit on the COD is defined by the max. excursion.
 - Plus keep a margin of 0.5 sigma (0.5 mm) for orbit (on top of missing COD effect).





COD kick margin

- Possible splitting of the total aperture margin at injection (assumed here to be 12 sigma) into the different components.
 - NB: 1 sigma \approx 1 mm



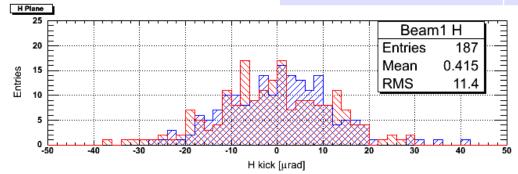
• This translates into a <u>maximum missing kick of 22 microrad</u>.

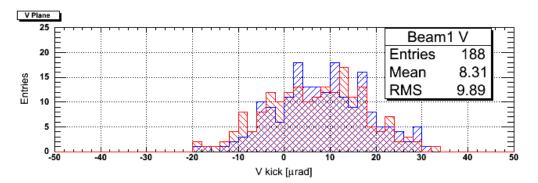


Maximum kick range

Dependence of maximum kick on margin used for injection

protection.	Injection protection margin (sigma)	Max. missing kick (urad)	% CODs above max. kick
Open inj.	7.5	22	7
Open inj. protection	8	16	24
by 0.7 sigma	8.5	11	39





Kick distribution for 2010 ion orbit at injection



Possible envelope

Tentative first order envelope – to be finalized for end of March !

- CODs must be repaired if:
 - LSS1/2/5/8: located between Q8.L and Q8.R.
 - LSS3/7 : if it affects the collimation (exact limit to be verified).
 - LSS6 : between Q8.L and Q8.R (tbc).
 - LSS4 ? Damper !!
 - Rest of the machine: if the missing kick is larger than XX microrad at injection – exact value to be defined.
 - What if the COD falls into none of those categories and is PICed (120 A)?

(There is now also a simple tool in the CCC steering that allows the OP crews to evaluate the impact of a missing COD in a few clicks.)