

# Slab Efficiency vs Slab DT Cut

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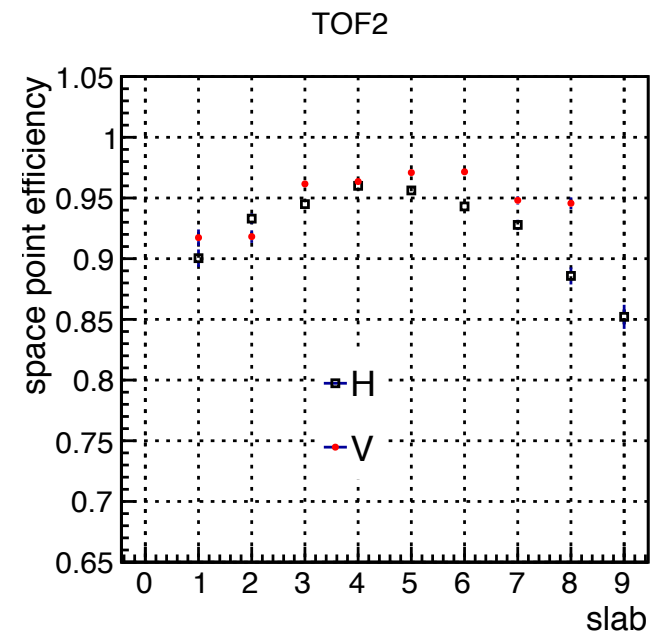
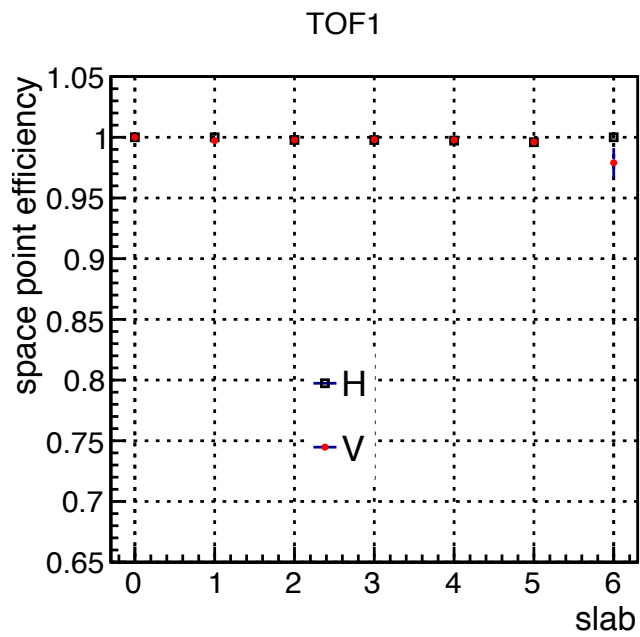
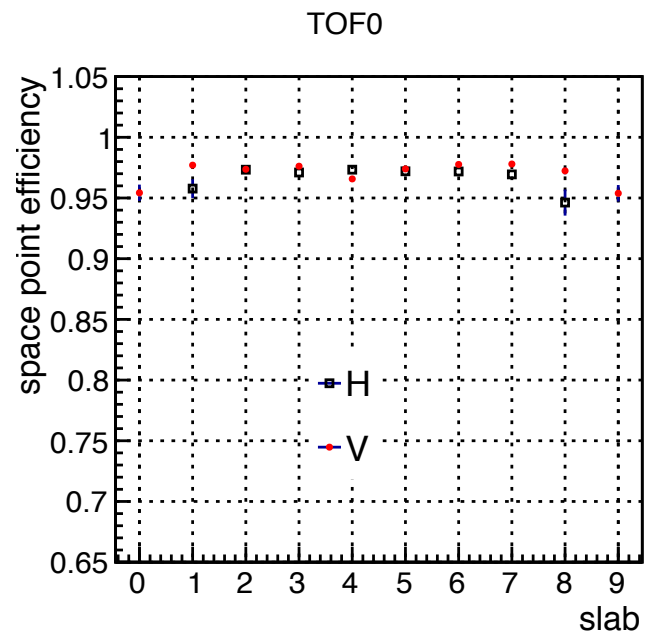
University of Sheffield

Pre-CM50 workshop, February 28, 2018

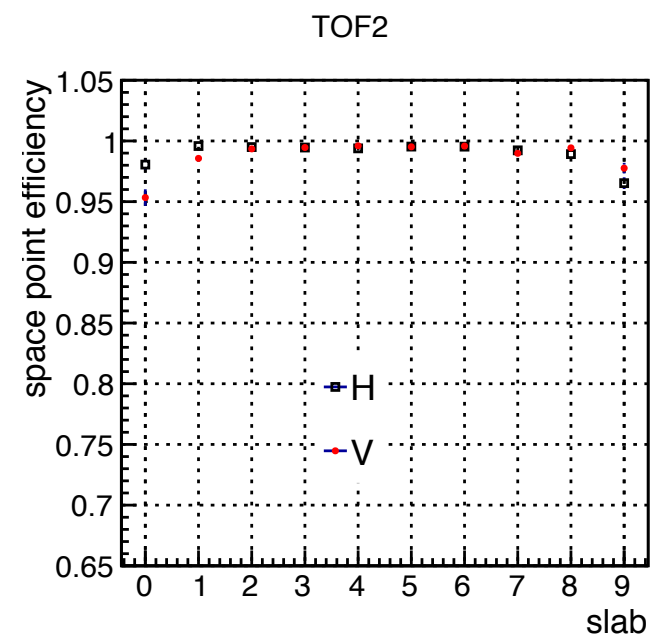
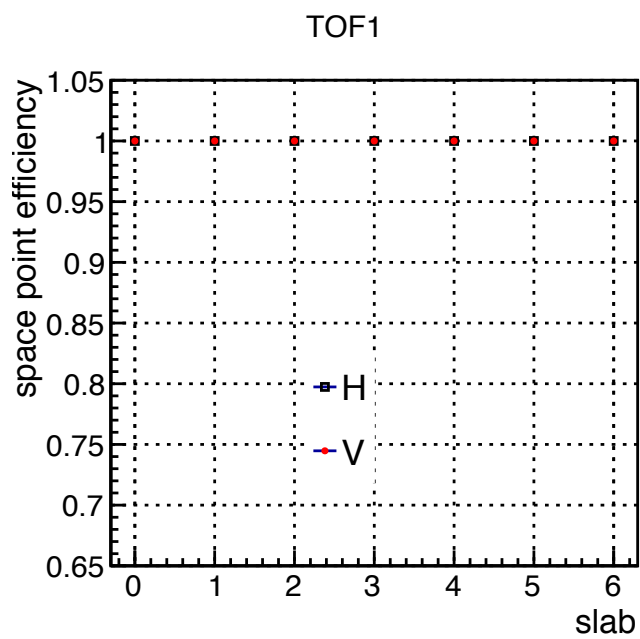
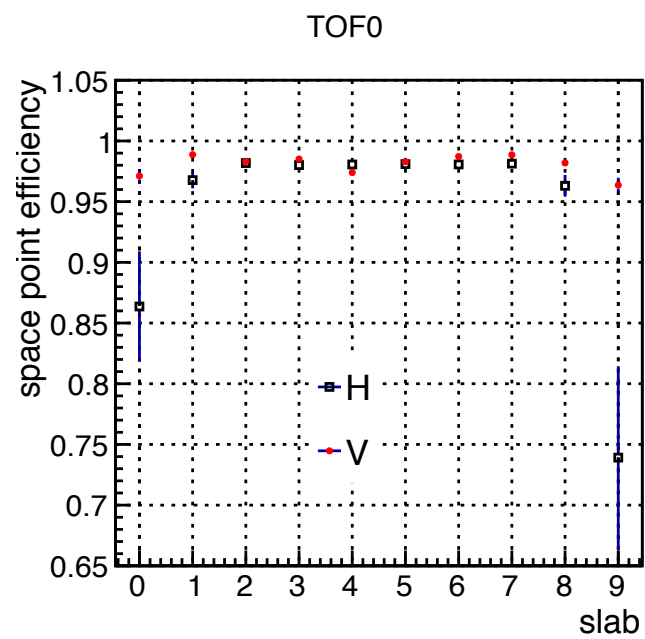
# Slab Efficiency vs Slab DT Cut

Run 09799

**0.5 ns cut**



**2 ns cut**



# Slab Efficiency vs Slab DT Cut Summary

- loosening slab DT cut from 0.5 ns to 2 ns
- helps improving efficiency in TOF2 significantly
- also improves efficiency in TOF1
- there are still effects in TOF0 which lower the apparent space point creation efficiency
- cause of inefficiency due to the slab DT cut is mostly improper slab calibration which distorts the slab DT distribution
- Scott suggests to improve our calibrations (current suspect is time-walk correction) so that we don't have to loosen the slab DT cut