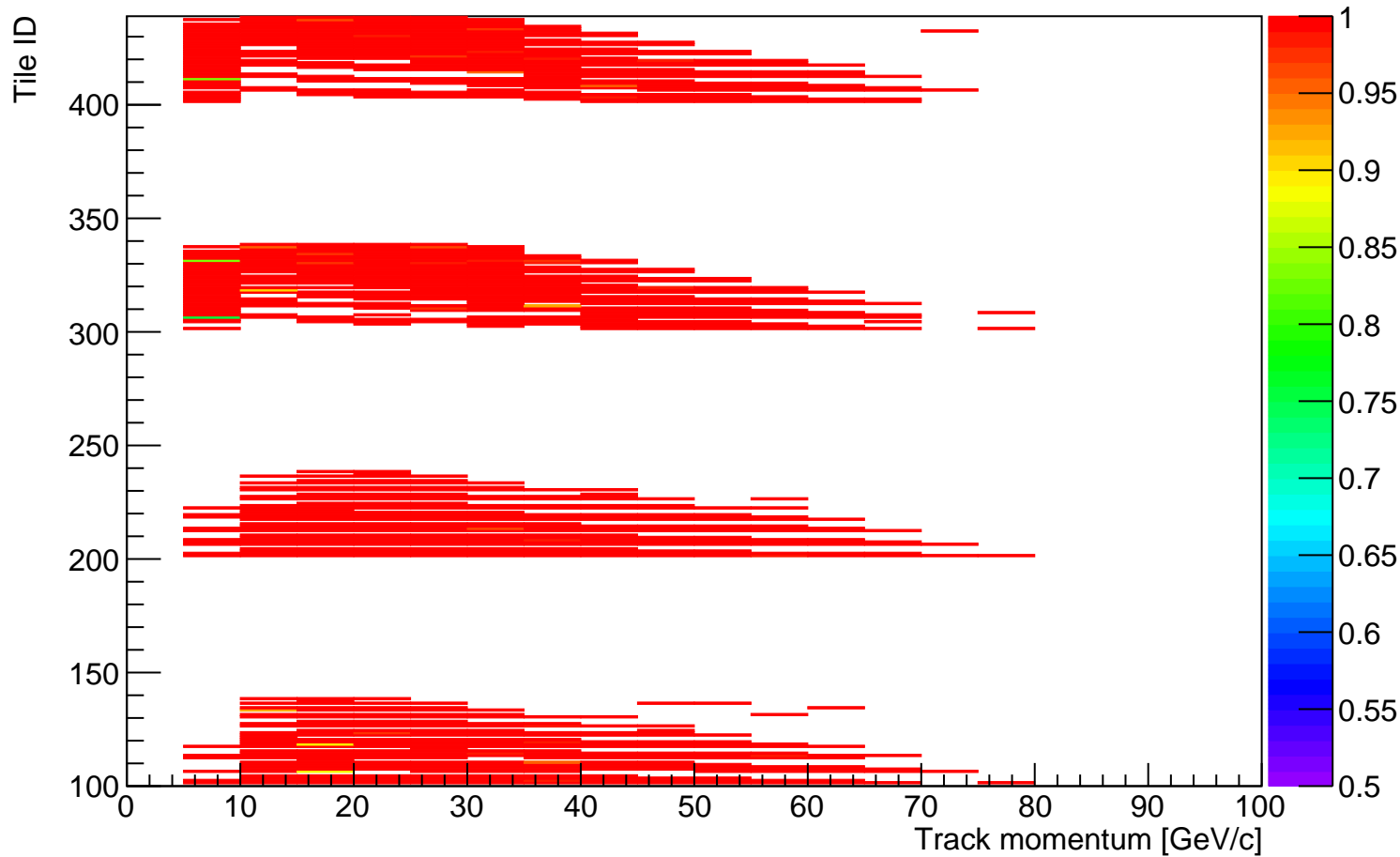
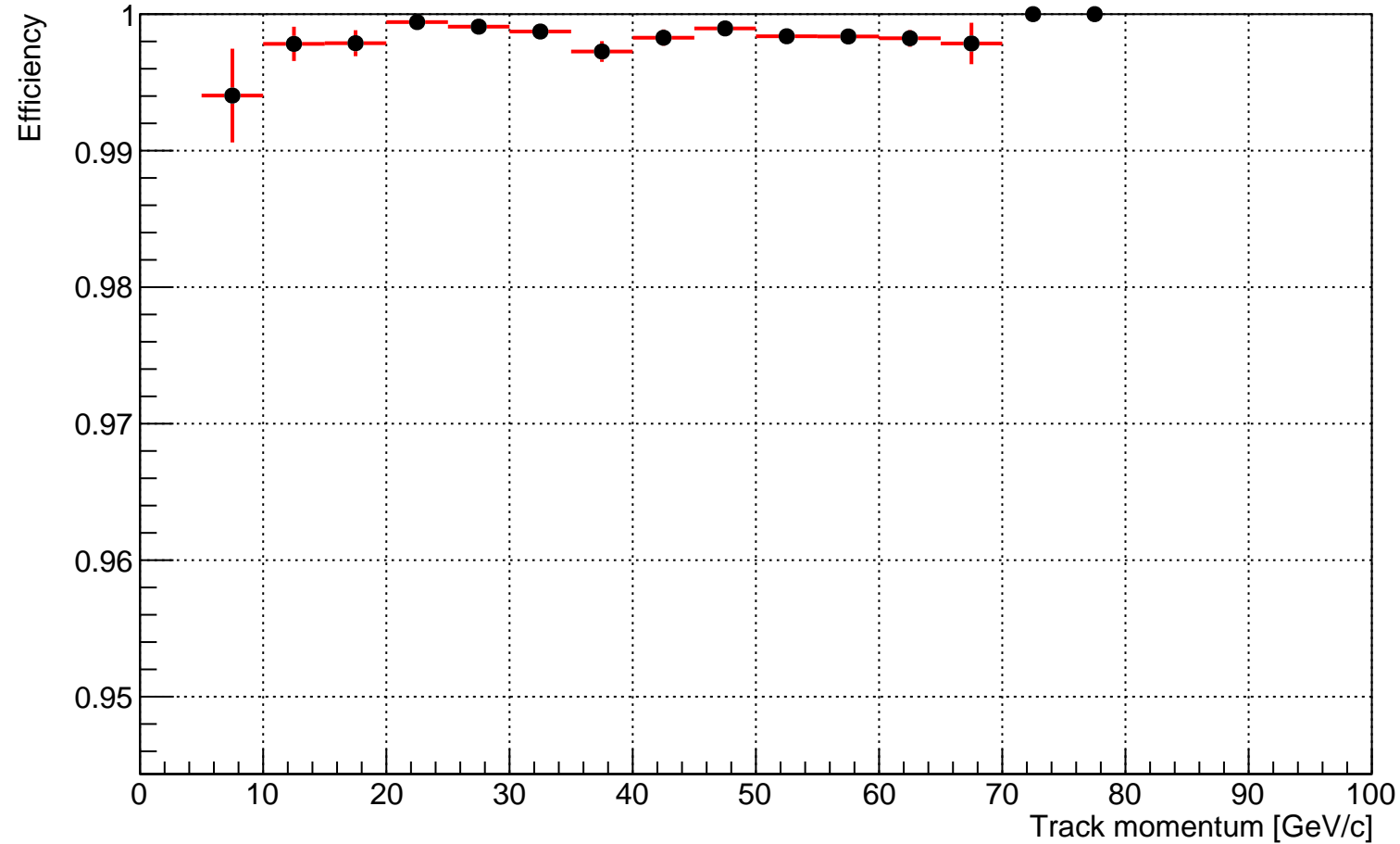


NewCHOD Efficiency vs TileID vs track momentum

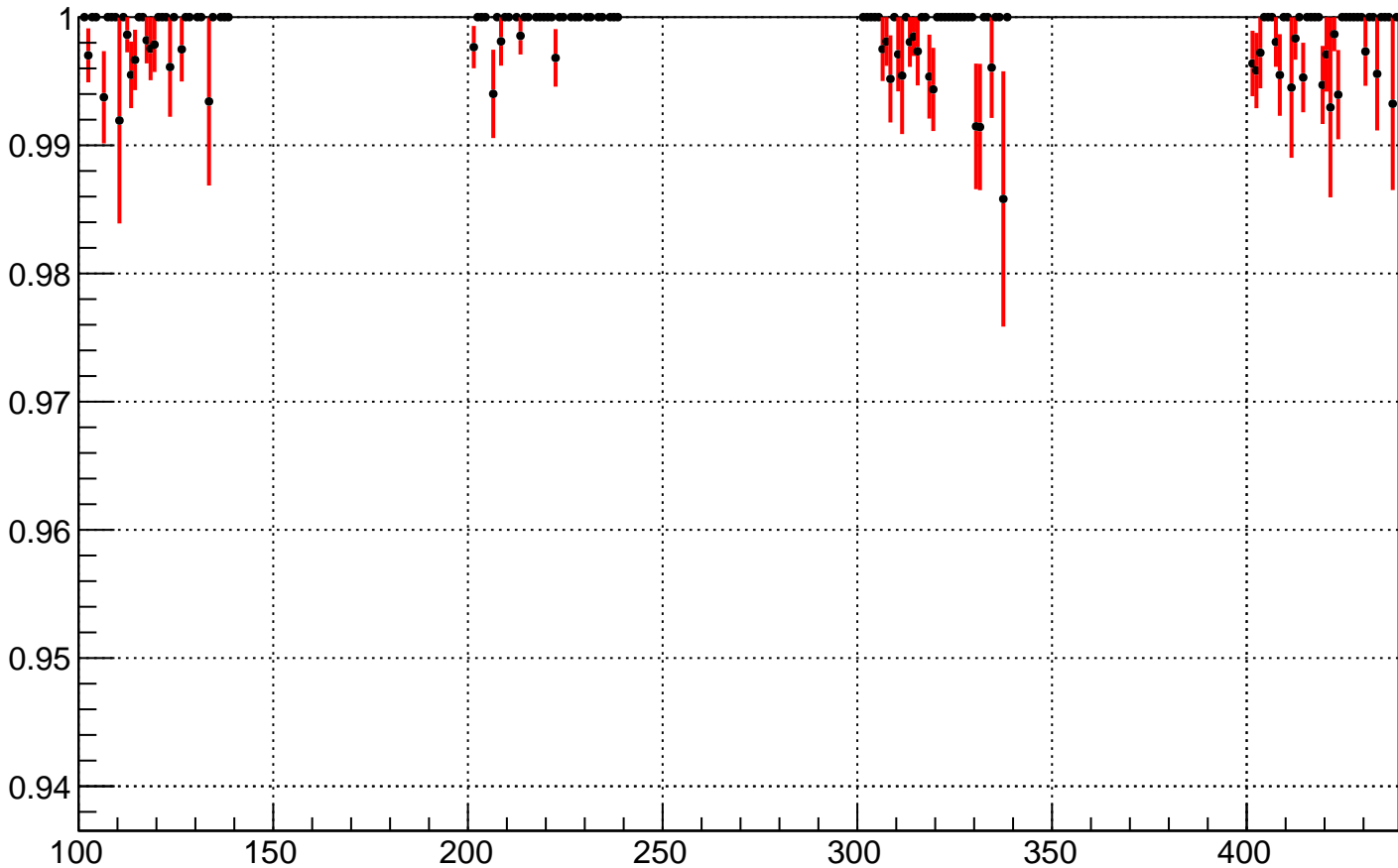


NewCHOD Efficiency VS Track momentum



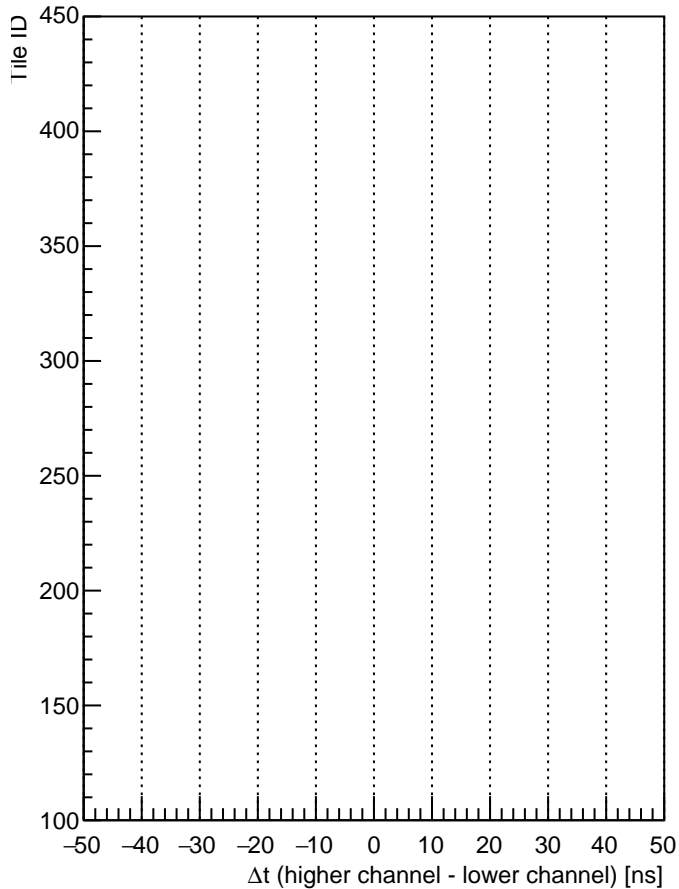
NewCHOD Efficiency VS Tile ID

Efficiency

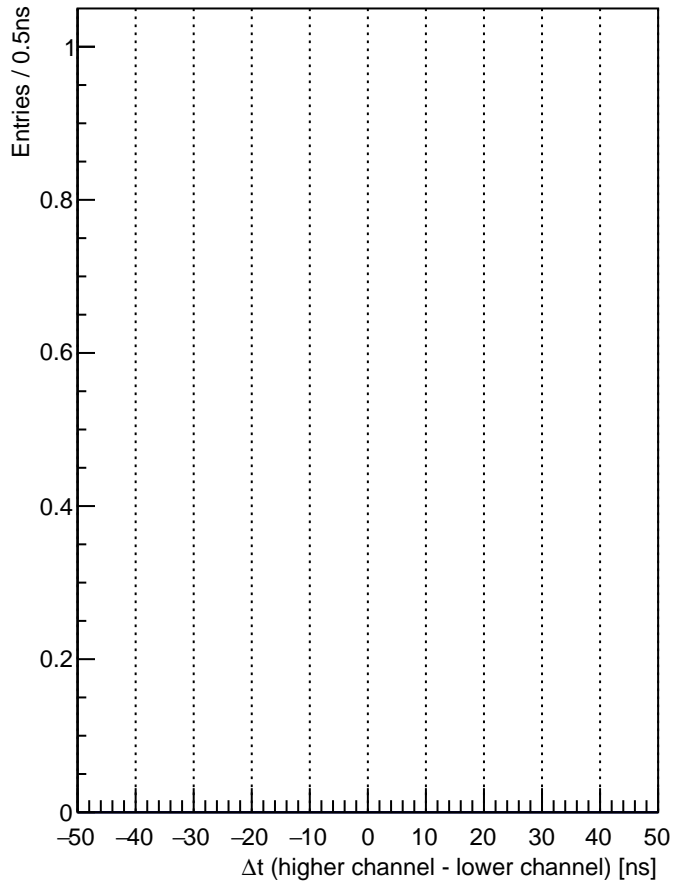


Tile ID

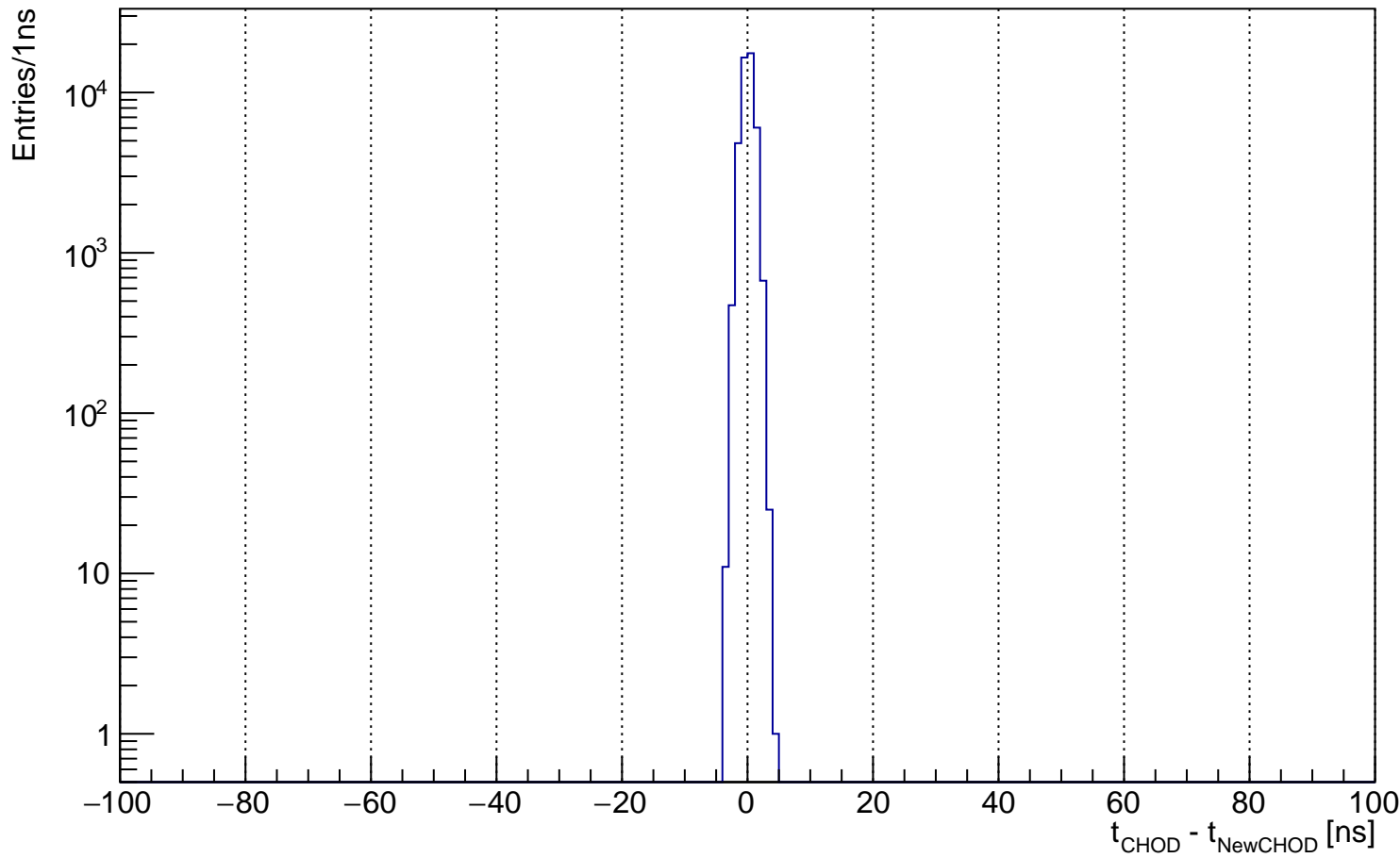
Time difference between two channels for loose hits in the same tile



Time difference between two channels for loose hits in the same tile, integrated

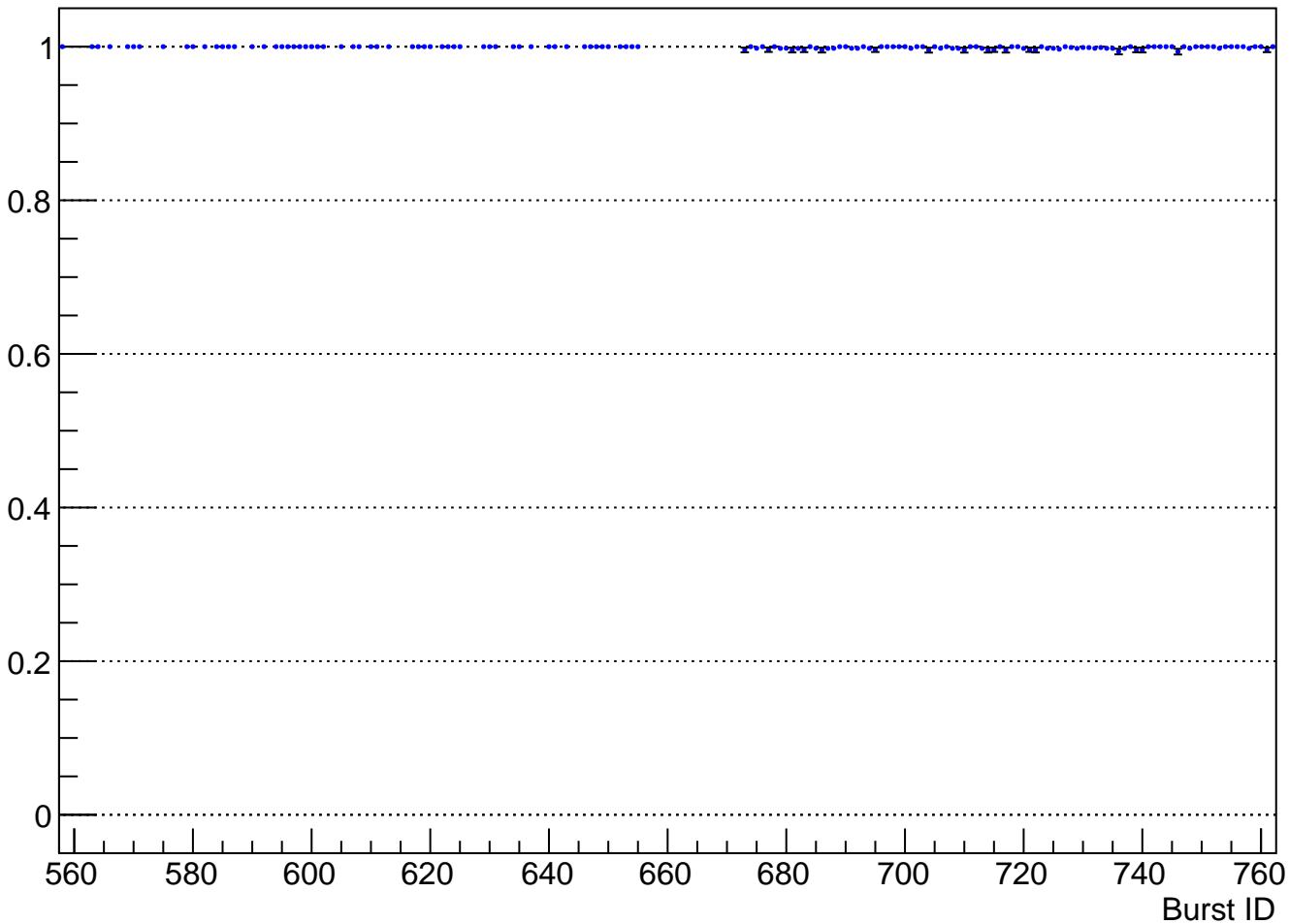


Time difference between CHOD and NewCHOD



NewCHOD efficiency vs burst ID

Efficiency



Burst ID