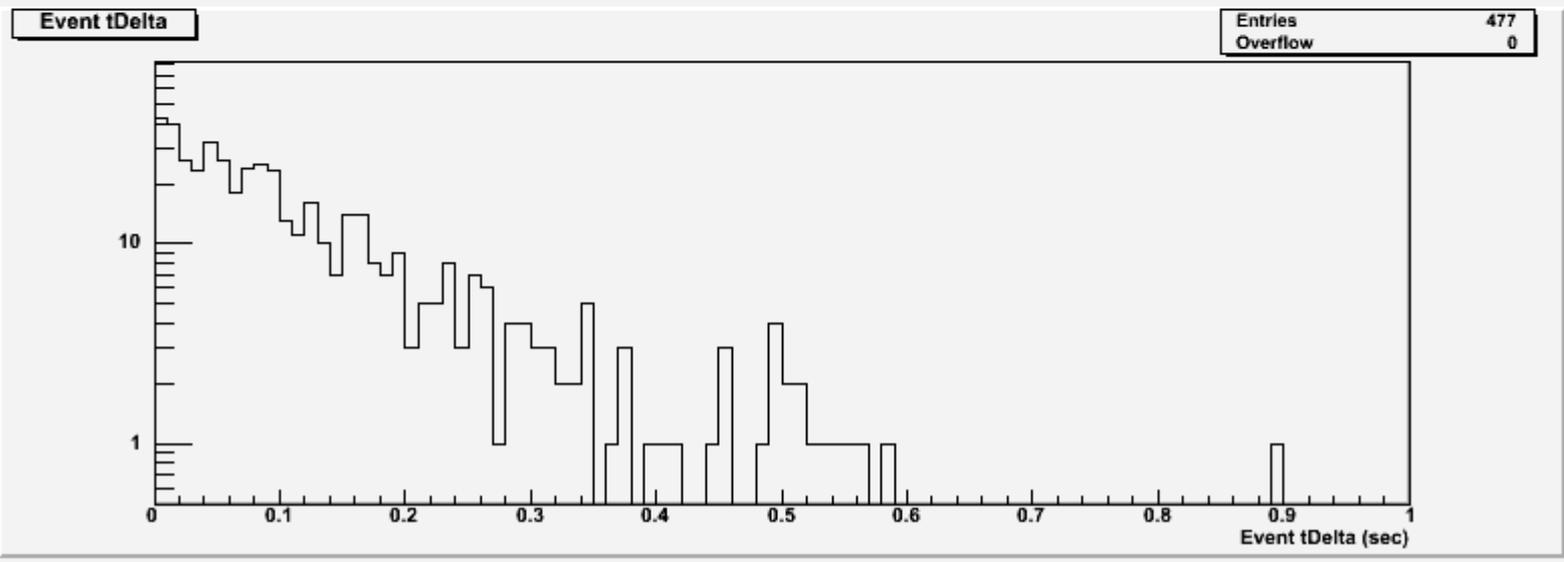
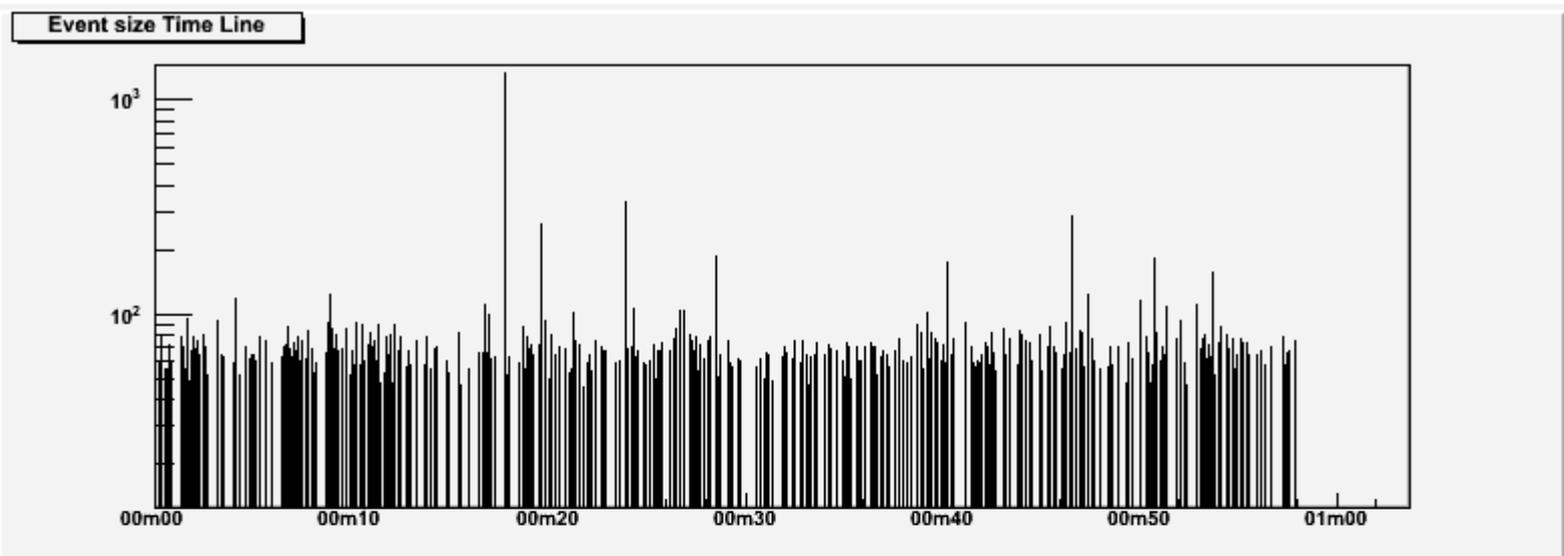


Study of Beam Spill Time Structure using Self-triggered Mode

- Took noise run with beam on, included one spill
- Built events from timestamps using 200 nsec window
- Examine events that contain hits in at least 32 layers.
 - ~8 Hz from cosmic rays.
 - ~5000 Hz from beam in spill
- Zoom in on fine time structure of time between consecutive events in spill.

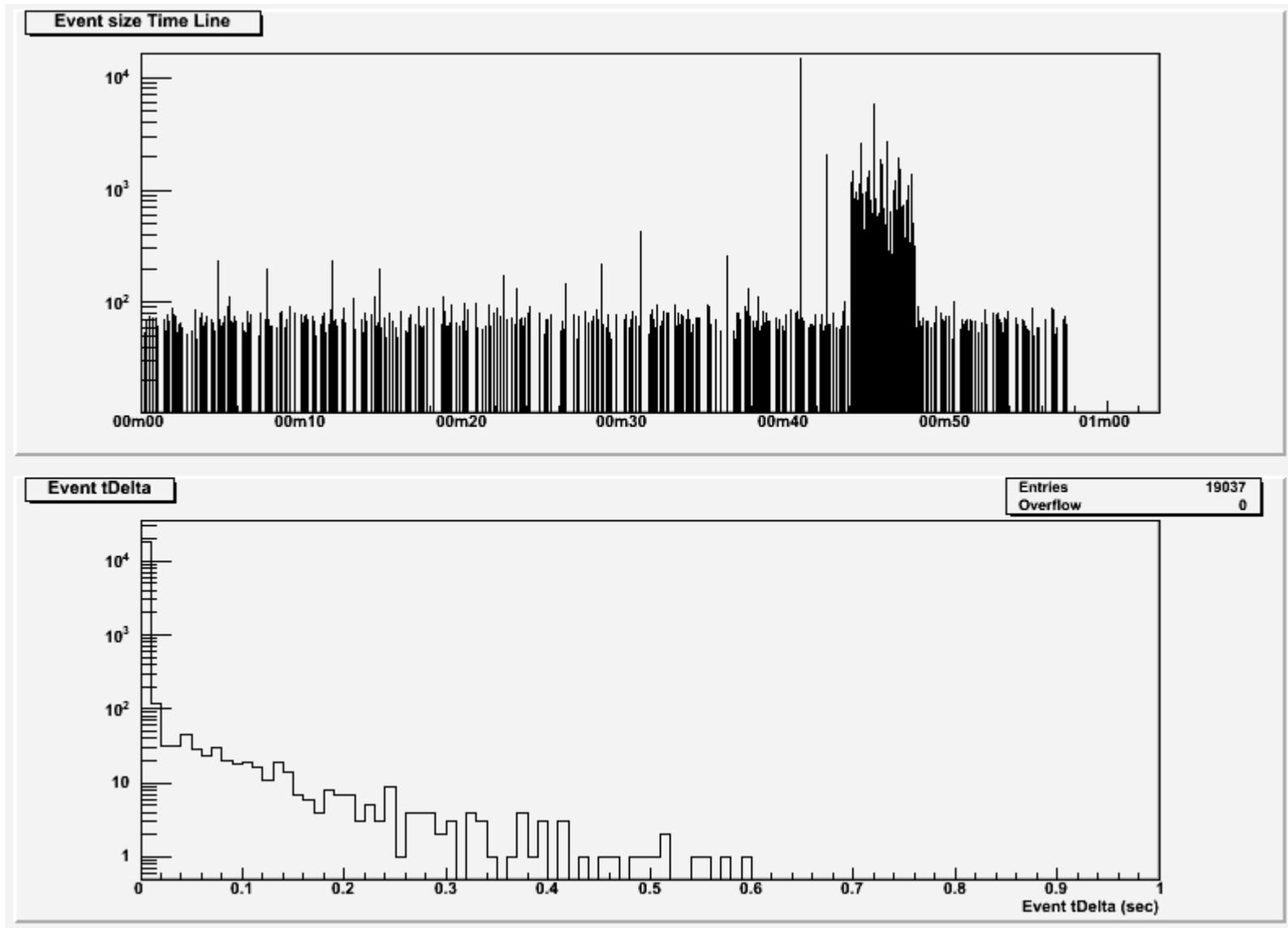
Noise run 650248

Cosmic rays only, 32 layer minimum

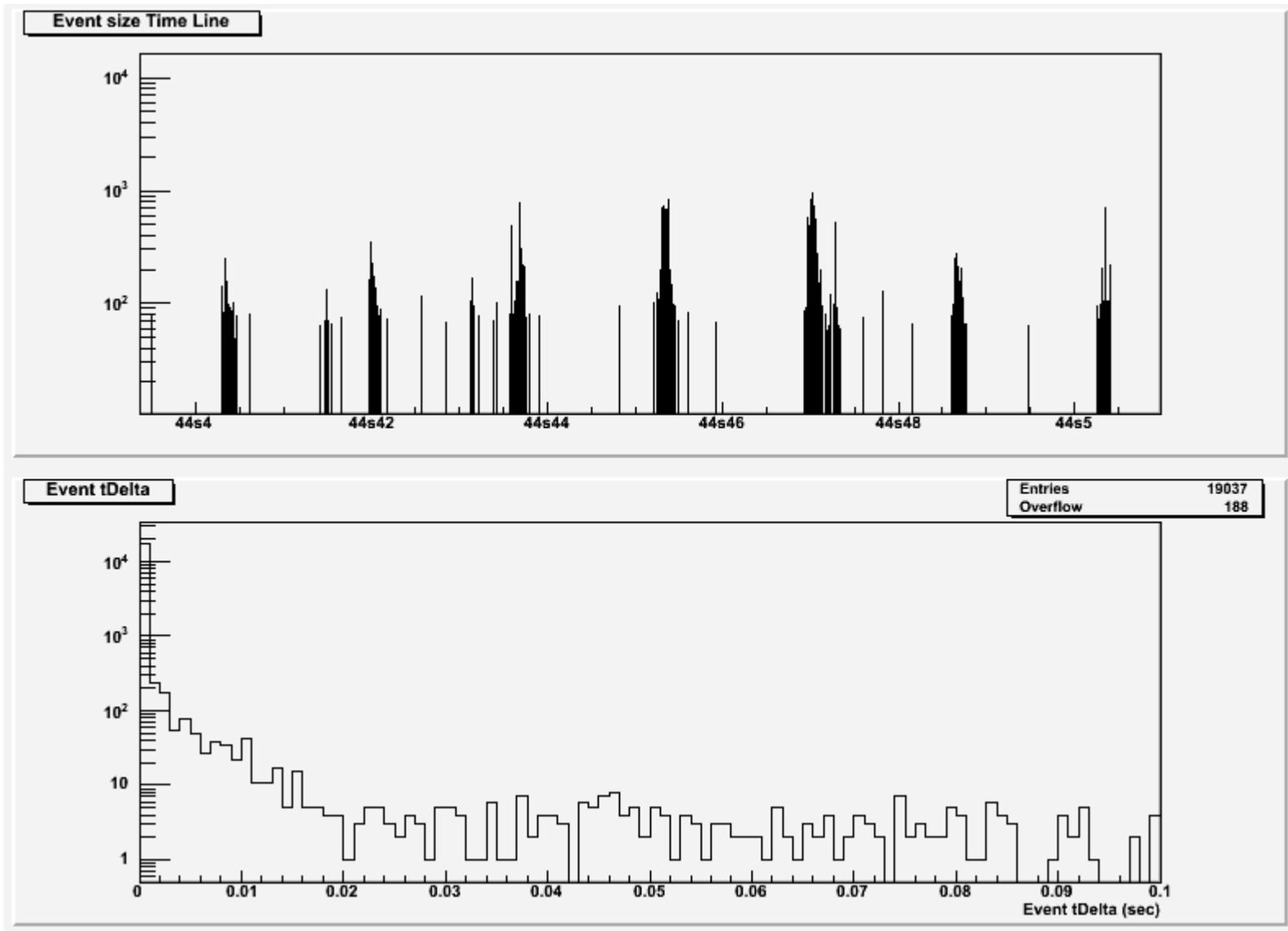


Noise run 650250

Cosmic rays + Spill events, 32 layer minimum



Time structure of Spill events shows ~60 Hz batches of ~2 msec duration



100 kHz structure can be seen within 2 msec batches

