

*Blue = Disengaged*

*Red = Energy Cut Added*

*(Here, energy is the uncorrected energy)*

# Updated Filter Vetoes

**ACD and  
CAL related**

**ACD and  
tracker-  
trigger related**

**CAL or CAL-  
tracker  
related**

**Track related**

**(ACD intersection,  
track through CAL-  
ACD gap, number of  
tracks present)**

- Veto 30 – ACD upper tile hit, but no CAL LO trigger
- Veto 29 – Splash - CAL LO, but no CAL HI trigger, and any 4 tiles hit OR 3 tiles in splash pattern
- Veto 28 – Event has no energy in the CAL, but has an ACD tile hit
- Veto 27 – Event has less than 350 MeV in the CAL, and ACD filter tiles are hit
- *Veto 26 – Splash – > 4 tiles hit for  $E < 40$  GeV, or 3 hits in splash pattern*
- Veto 25 – A hit ACD tile on the top face shadows a tower with a tracker trigger
- Veto 24 – A hit ACD tile in the upper 2 rows of a side face is adjacent to a tower with a tracker trigger
- *Veto 23 – The ratio of the energy in the top layer of the CAL to the total CAL energy is less than 0.01*
- *Veto 22 – The ratio of the energy in the top layer of the CAL to the total CAL energy is greater than 0.90*
- **Veto 21** – Veto if the CAL has greater than ~~10 MeV~~ but there is no evidence of a track into the CAL *change to  $E > 100$  MeV*
- **Veto 20** – Two 2-D track projections intersect a hit ACD tile, *and  $E < 30$  GeV*
- **Veto 19** – A 2-D track projection intersects a row of uppermost ACD tiles, in which there is a hit tile, *and  $E < 10$  GeV*
- **Veto 18** – A 2-D track projection intersects the middle two rows of ACD tiles, in which there is a hit tile, *and  $E < 30$  GeV*
- **Veto 17** – There is no evidence of at least one track, *and  $E > 250$  MeV*
- Veto 16 – A tracker track may have passed between the gap between the CAL and the ACD
- *Veto 15 – CAL Energy  $< 350$  MeV, and no evidence of 2 or more tracks*