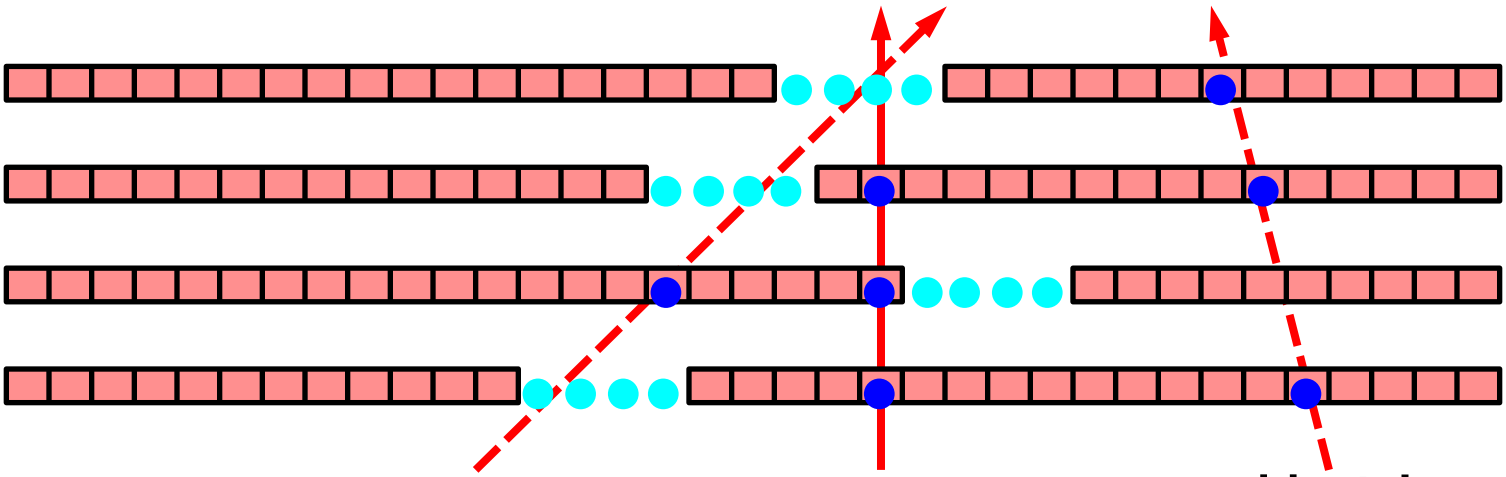
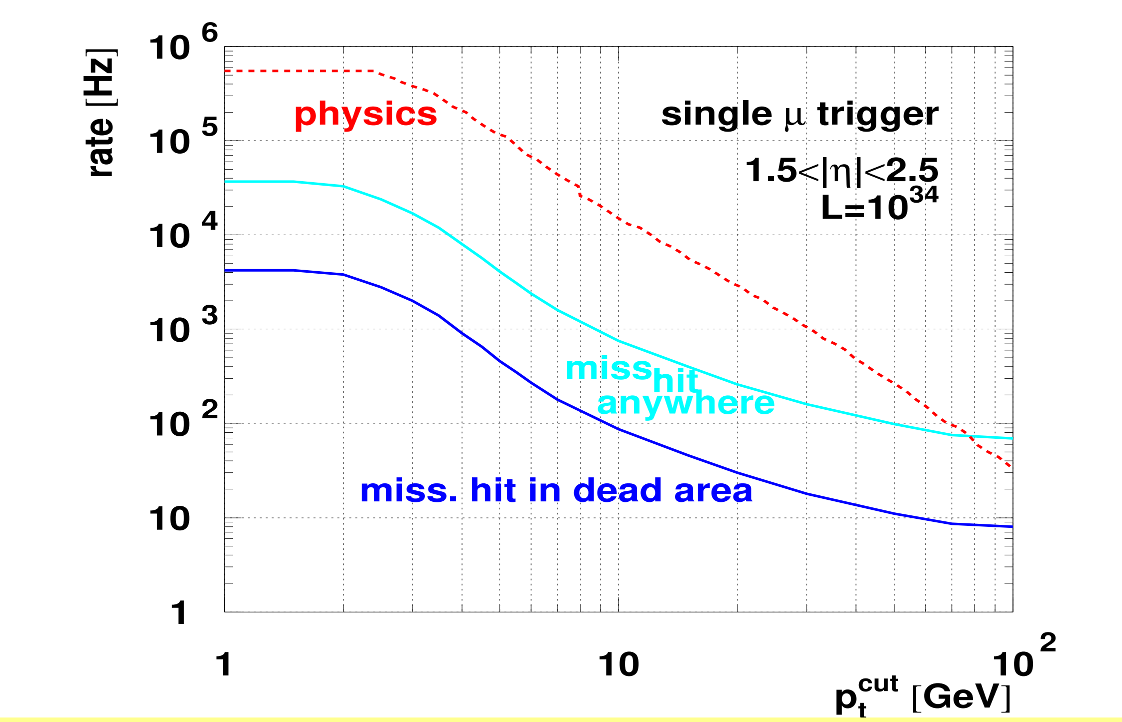
Treatment of Inefficiencies

Two possibilities:

1. Accept 3 out of 4 planes hit everywhere
   – high probability of accidental coincidences.
2. Accept 3 out of 4 planes hit only around dead areas
   – does not cure intrinsic inefficiency.



Rate of accidental coincidences due to neutrons and gammas.



Actual choice:

– ensure that every track crosses ≥3 planes,
– accept 3 out of 4 planes hit only around dead areas,
– solve the intrinsic inefficiency problem on the chamber level (double gap RPC, etc.).