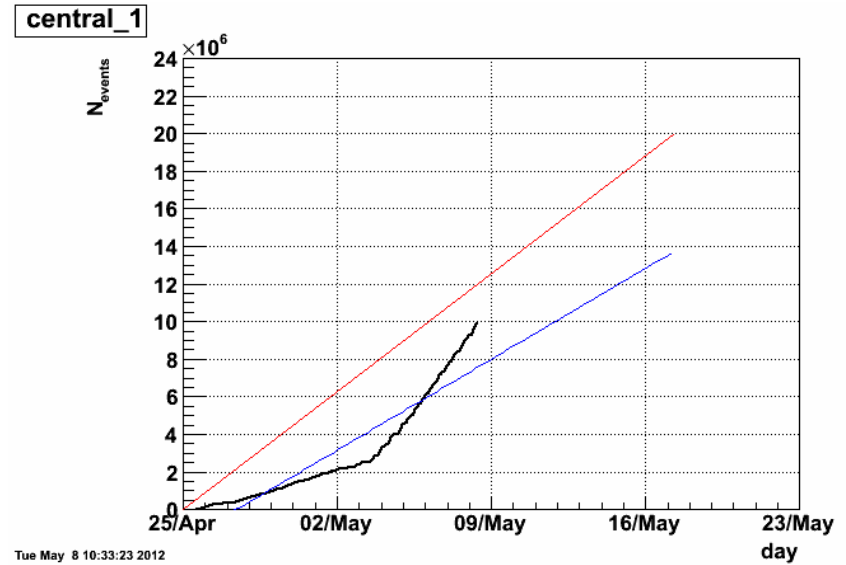
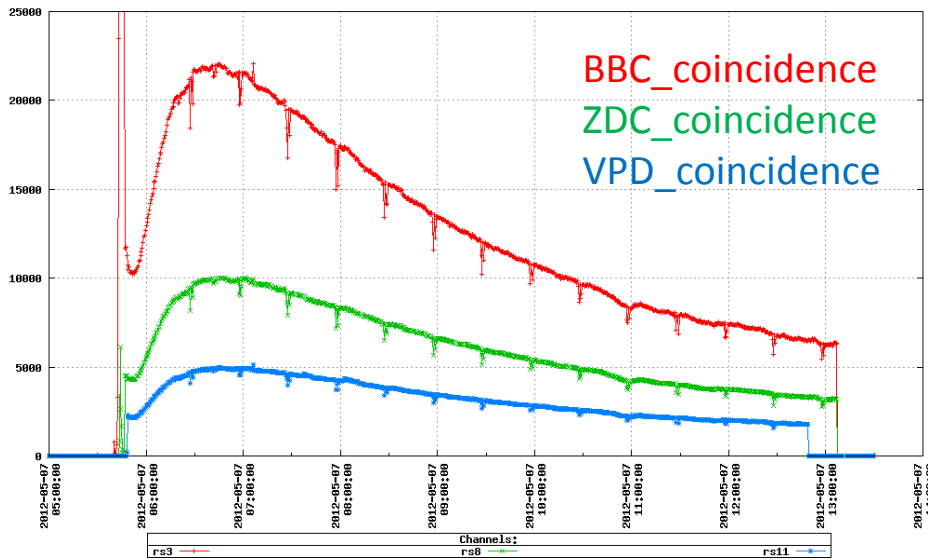
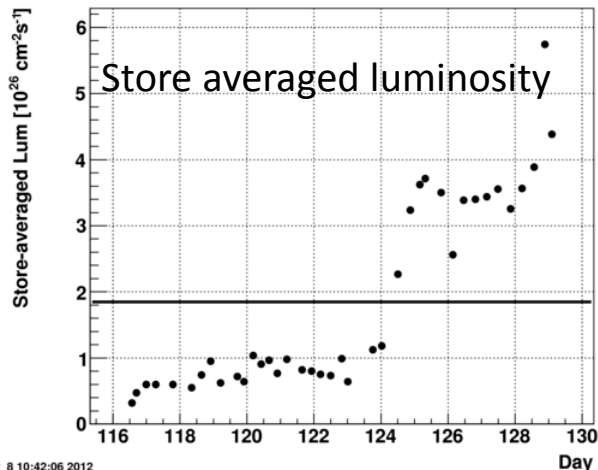


# Some features of the Full Stochastic Cooling of RHIC Beams

RHIC Coordination mtg.  
May 8, 2012.  
Bill Christie

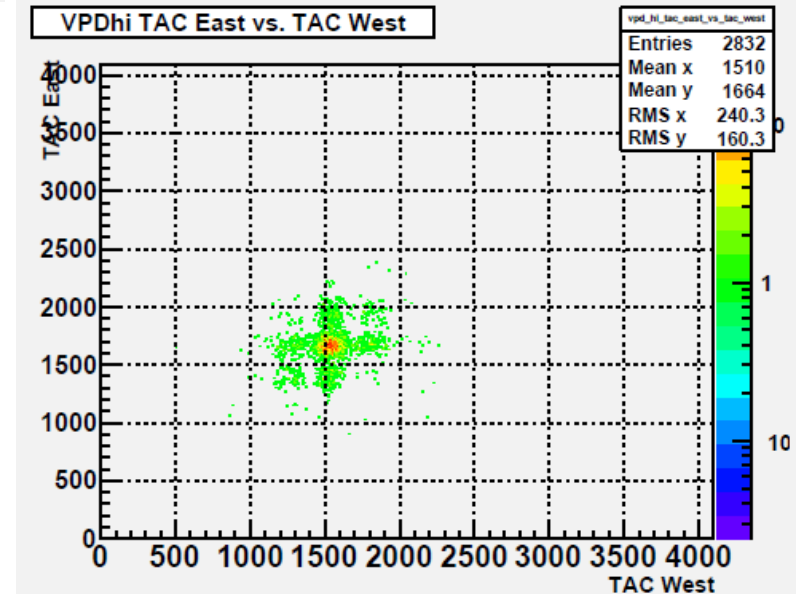
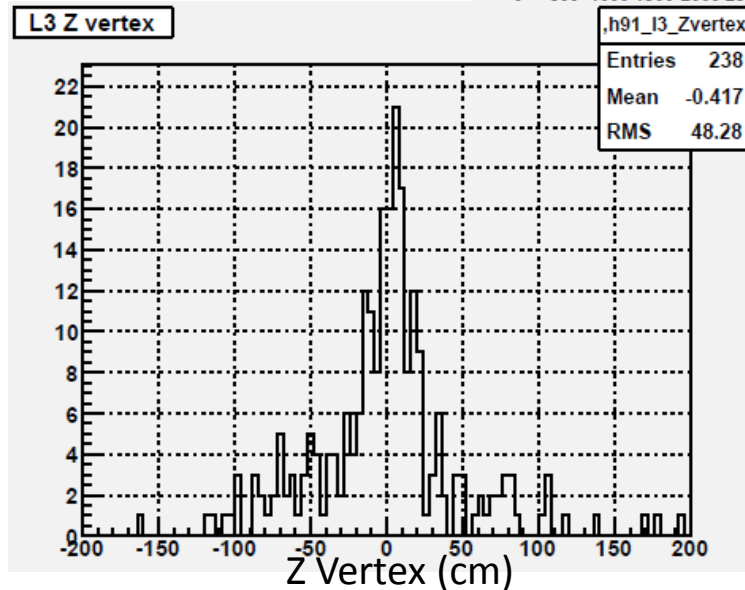
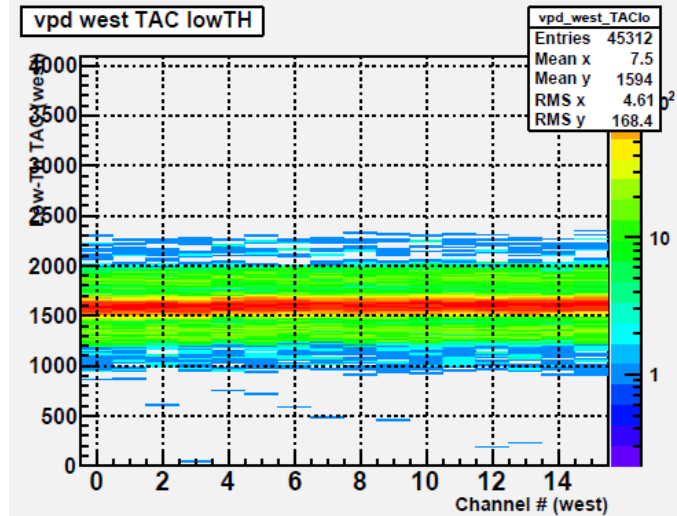
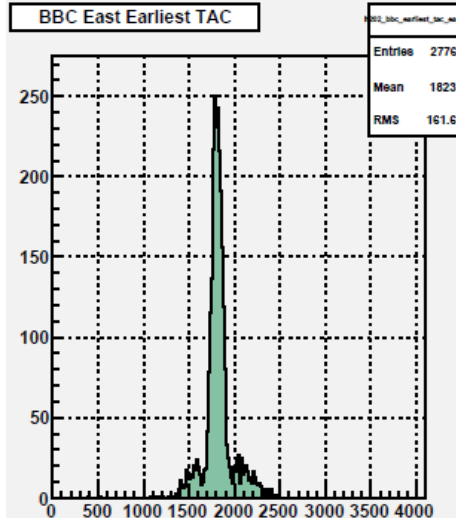
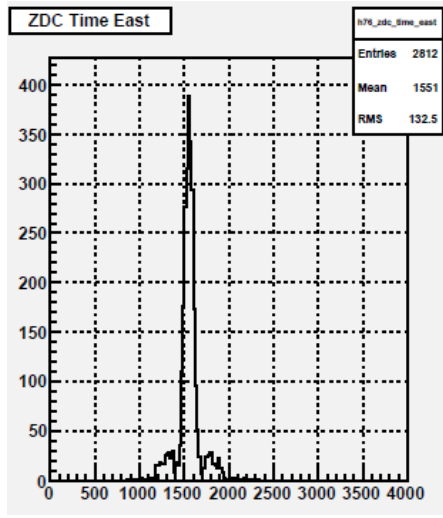


lum\_rate\_perday.txt



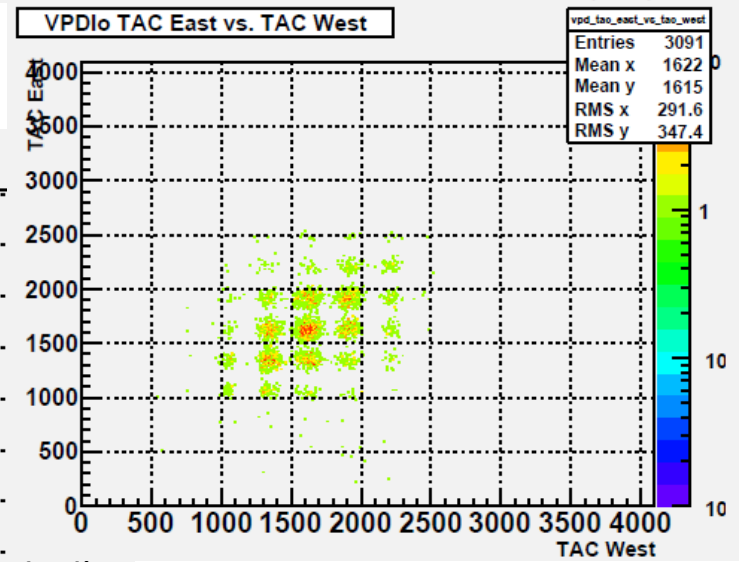
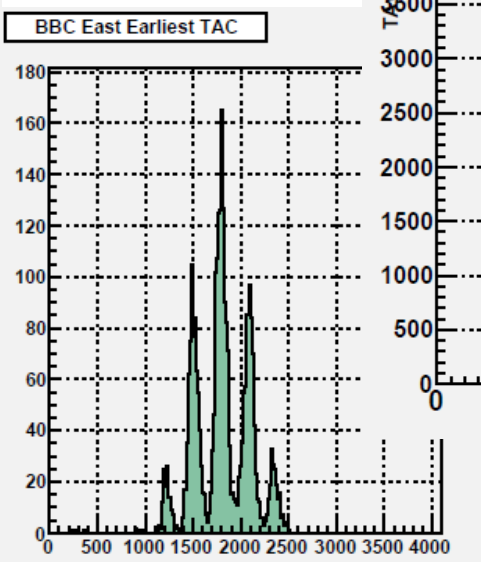
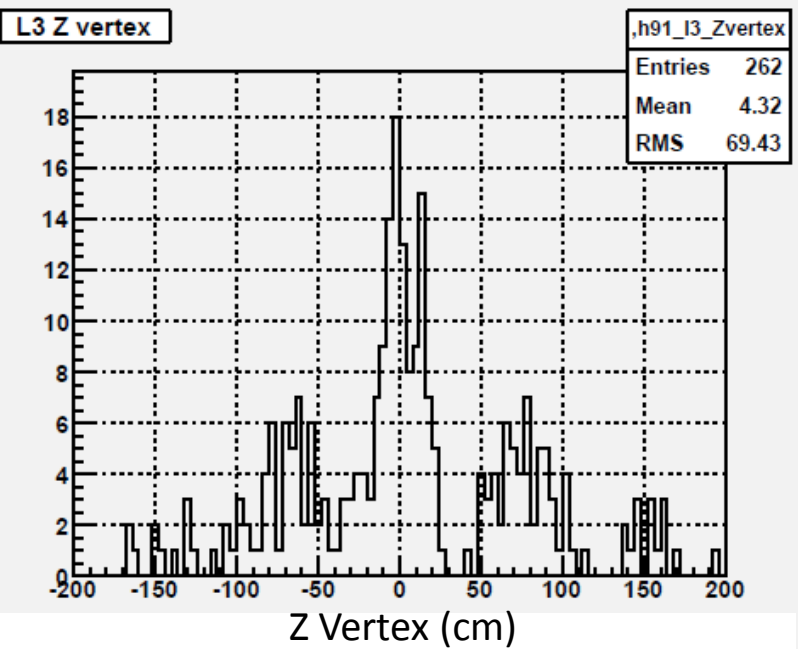
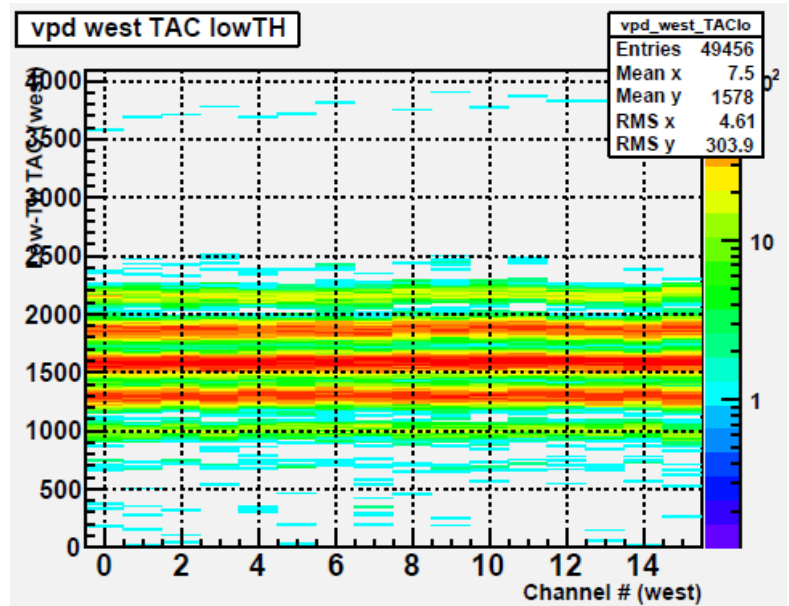
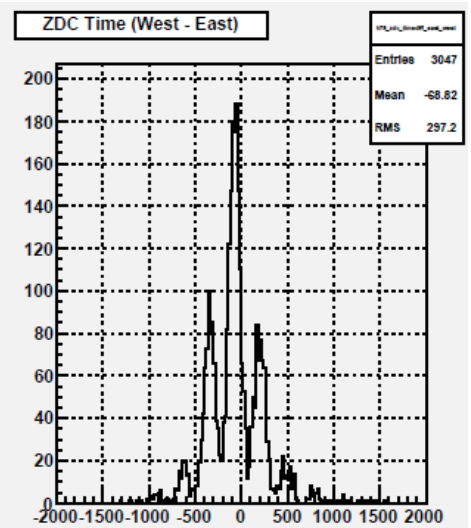
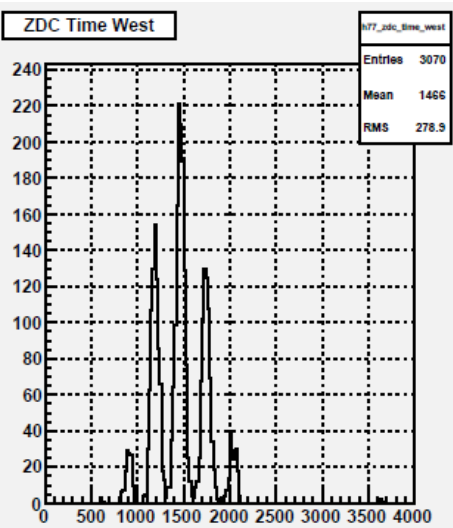
- Very impressive success for the Stochastic Cooling system
- ~ factor of 4.5 or so increase in the store averaged luminosity!

Trigger Detector plots from ~ 3:15 am May 8, 2012, early in Fill  
Shows rebucketing is working well.



# Trigger Detector plots from ~ 9:30 am May 8, 2012, late in Fill

Shows impact of cooling.



# Summary

- Stochastic Cooling is a great success!
- Some of the luminosity increase, and collisions, resulting from the multiple satellite bunches won't make it into the offline physics analysis.
- Some optimization of how the powerful Stochastic Cooling capability available is likely in order.

