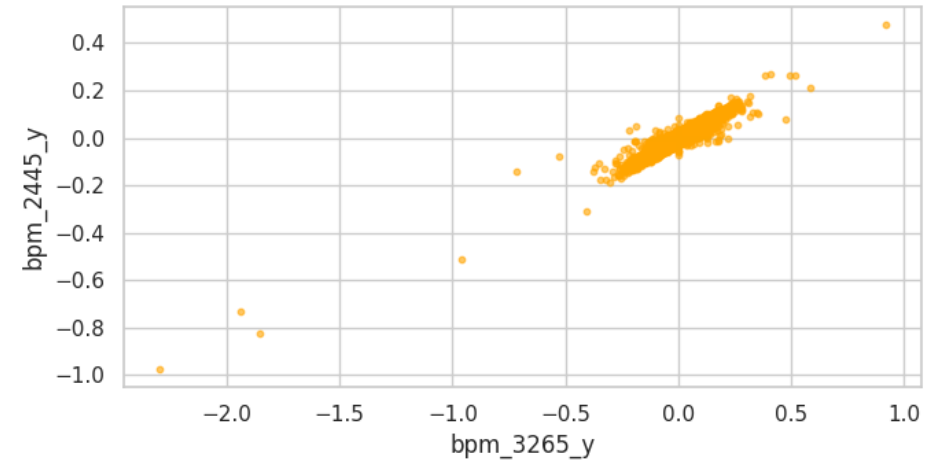# BPMs & Beam on Screen Correlation
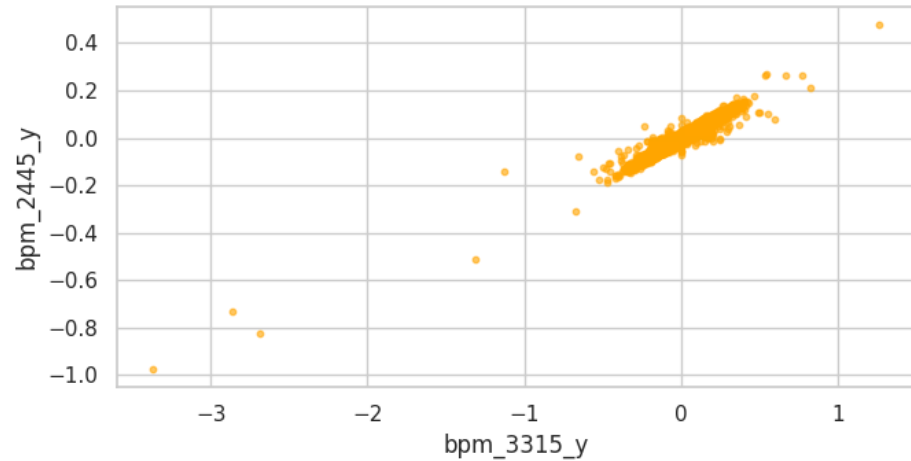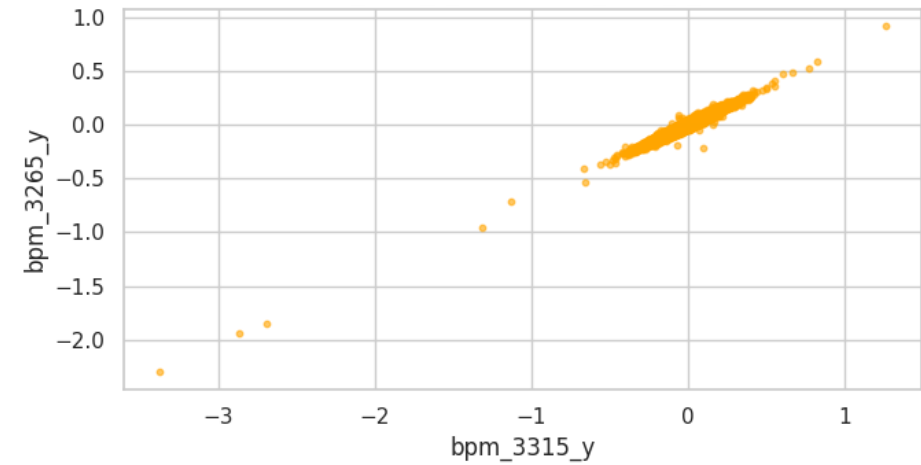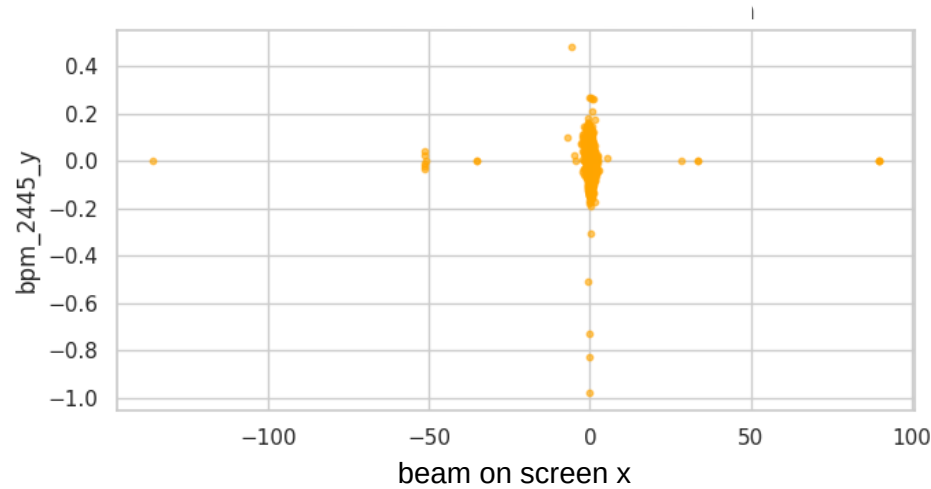
## Change in beam position between events (Y-Axis)

# ΔX Differences Between Beam and BPMs