

Machine Studies

Draft Schedule for Run02-1, 2020

June 8th 0900 – June 10th 0800

Time	Descriptions	Studios	SR Status
	Monday, June 8, 2020 - Prestudies		
	Final network work	IT	Must be done prior to 08:00
0700-1000	IOC & timing system checkout	Controls	
0800-0900	Final walkthroughs All Machines		All technical groups
	Secure All Tunnels	Ops	
1000-1030	Restore all timing parameters	Ops	After CTLs work
1000-1200	Rack in switchgear	FAC	After Ops secures tunnels
1200-1400	ACIS shutdown validations	Ops, PS, RF	
1400-2400	PS testing	PS group	HET dipoles must be coordinated w/ MCR
1400-2400	RF testing	RF Group	
	ACIS “live tests”	OPS	As appropriate
1400-1800	ID testing	Grimmer	PS & RF testing can be done at the same time

Tuesday, June 9, 2020			
0000-0900	Beam through the injectors	Fystro & others	Injector beam only
0700-0900	Replace any P.S. that failed testing	PS Group	No beam
0700-0850	MPS testing. At end set MPS hardware limit to 125mA		
0850-0900	Do MPS Current Monitor (I status) test	OPS	Stored beam & inj.
0900-1300	BPLD Validations, BPM sanity check, add S26A:H3 back to RTFB (20mA)	Sereno	Stored beam & inj.
1300-1500	Measure tunes, chromaticity, improve injection efficiency (20 mA)	Emery	Stored beam & inj.
1500-1700	Slow fill to 115 mA 324 bunches. Contact Schroeder or Flood to change MPS software limit	OPS	Stored beam & inj.
1700-2000	orbit sanity check with gap closure	Yipeng Sun	Stored beam & inj.
2000-2100	pinhole setup 100 mA 324 bunches	Yang	Stored beam & inj.
2100-2130	coupling setup	Sajaev	Stored beam & inj.
2130-2330	Measure response matrix plus correction	Sajaev	Stored beam & inj.
2330-2400	Record final tunes, lifetime for reference for operations	Sajaev	Store beam & inj.
Wednesday, June 10, 2020			
0000-0200	Verify top-up operations 102 mA. All operational controllaws, scripts running. Resolve any issues	OPS	Stored beam & inj.

0200-0500	measure single bunch resolution of LB+ electronics in sector 27	Sereno, Brill	Stored beam & inj.
0630-0800	Prepare for User beam (no gaps closed)	OPS	Stored Beam & Injection