

Topic IV: Target area related aspects:

- Debris mitigation - update since last meetings (GSI)
 - Contributions:
 - Tests of optical components as debris shield (LULI)
 - Questions:
 - What is the debris mitigation strategy in your facility?
 - What are the debris sensitive items at your facility (parabola, gratings, mirrors...)?
 - Please describe the typical / worst ever impact debris in your target area(s).
 - Do you enforce certain debris mitigation design rules on the experiment setup?
 - Do you regularly monitor debris-related problems generated by the experiments, and if so, how?
 - Do you have a “beam dump” strategy to avoid uncontrolled beam propagation and ablation?
 - Did you test / can you recommend certain types of debris shield?
 - Do you see problems with certain gases/gas targets or other specific target materials?

- On-target beam requirements and characterization
 - Contributions:
 - On-target, on-shot intensity determination and pulse duration measurements (1 to 20 ps) (GSI)
 - Full characterization of focused UV/Vis/IR laser beams using ablation imprint techniques originally developed for extreme ultraviolet and soft x-ray lasers (?)
 - Pointing stability issues (RAL?)
 - Questions:
 - How do you (if at all) or your users typically determine the on-target, on-shot intensity?
 - How and at which point do you typically measure / document the on-shot pointing stability of your system?
 - What are the typical / most stringent pointing stability requirements in your facility?
 - Did you determine / eliminate sources of pointing variation in your system, and do you implement specific measures (e.g. infrastructure shut-down) to stabilize the system for the shots?

- Parallel system use
 - Contributions:
 - Optimization of parallel operations to multiple target areas (RAL)
 - Questions:
 - Can you or do you plan to supply beams from the same source to different target areas in parallel?
 - Please describe the mode of parallel operation and if this happens regularly or as an exception.
 - How do you handle conflicts between different beam destinations?