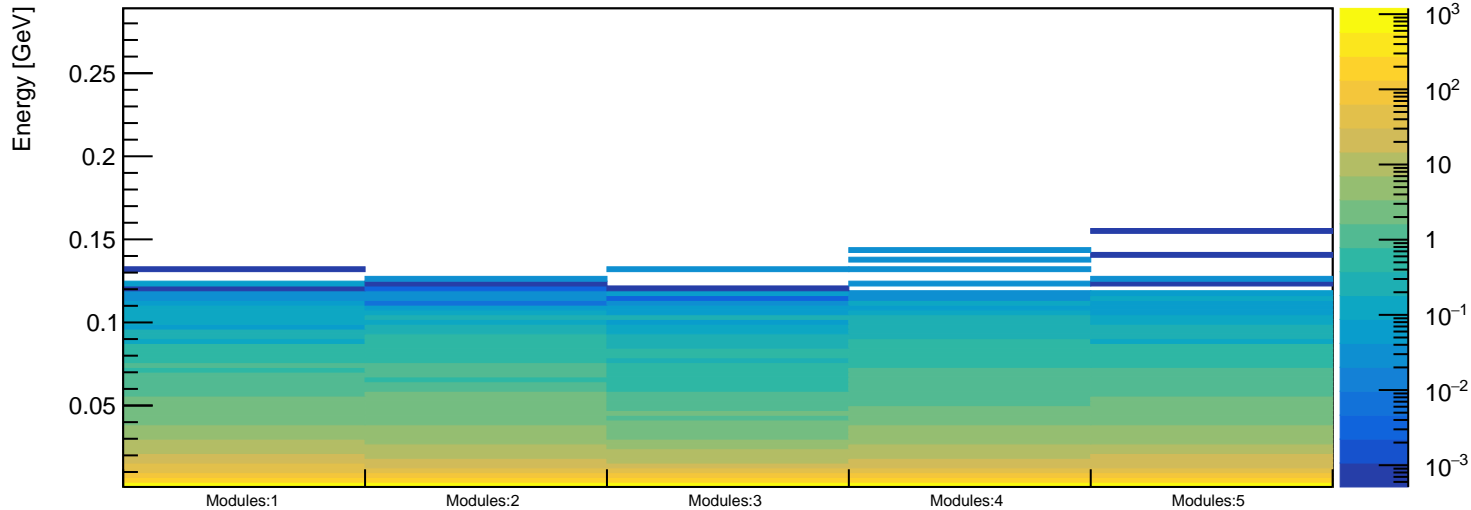


# ScECALBarrel upper\_scale\_energy Layers 10:19

Number of hits per second



Mean: 5.42e-03 GeV	Mean: 5.27e-03 GeV	Mean: 4.57e-03 GeV	Mean: 5.19e-03 GeV	Mean: 5.36e-03 GeV
Std Dev: 8.56e-03 GeV	Std Dev: 8.79e-03 GeV	Std Dev: 7.26e-03 GeV	Std Dev: 8.66e-03 GeV	Std Dev: 8.53e-03 GeV
hits/second: 1.70e+03	hits/second: 1.56e+03	hits/second: 1.53e+03	hits/second: 1.57e+03	hits/second: 1.65e+03