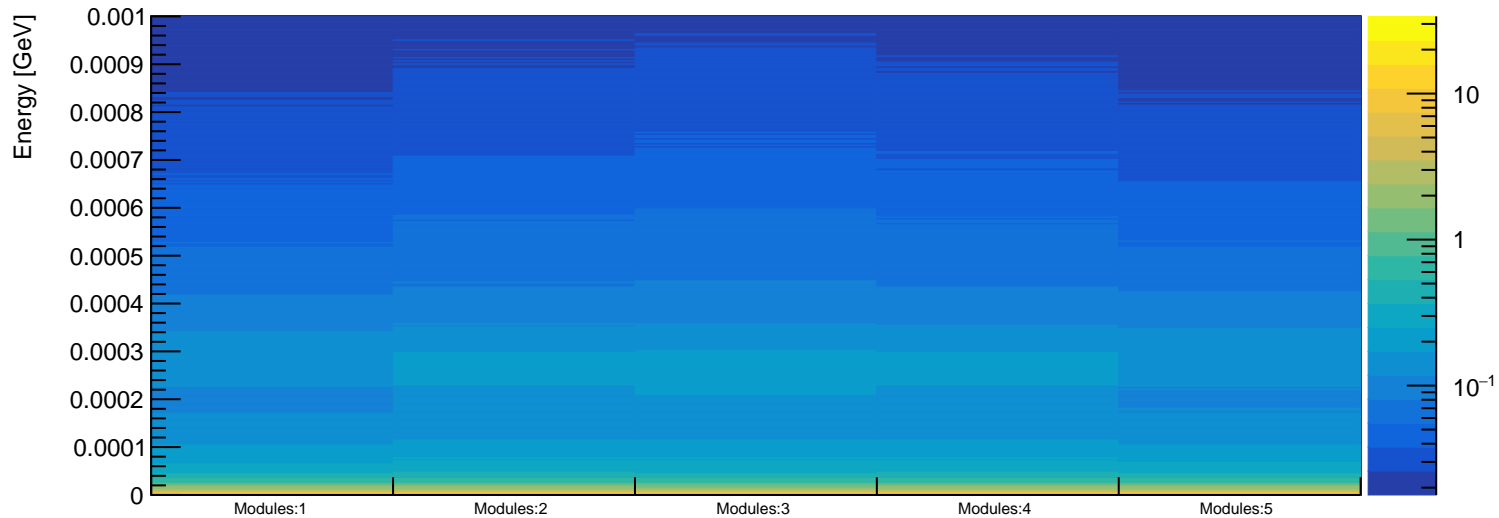


# ScECALBarrel lower\_scale\_energy Layers 20:29

Number of hits per second



Mean: $9.65\text{e-}05$ GeV Std Dev: $1.92\text{e-}04$ GeV hits/second: $8.15\text{e+}01$	Mean: $1.08\text{e-}04$ GeV Std Dev: $2.00\text{e-}04$ GeV hits/second: $8.45\text{e+}01$	Mean: $1.16\text{e-}04$ GeV Std Dev: $2.06\text{e-}04$ GeV hits/second: $8.34\text{e+}01$	Mean: $1.07\text{e-}04$ GeV Std Dev: $2.00\text{e-}04$ GeV hits/second: $8.45\text{e+}01$	Mean: $9.57\text{e-}05$ GeV Std Dev: $1.91\text{e-}04$ GeV hits/second: $8.27\text{e+}01$
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