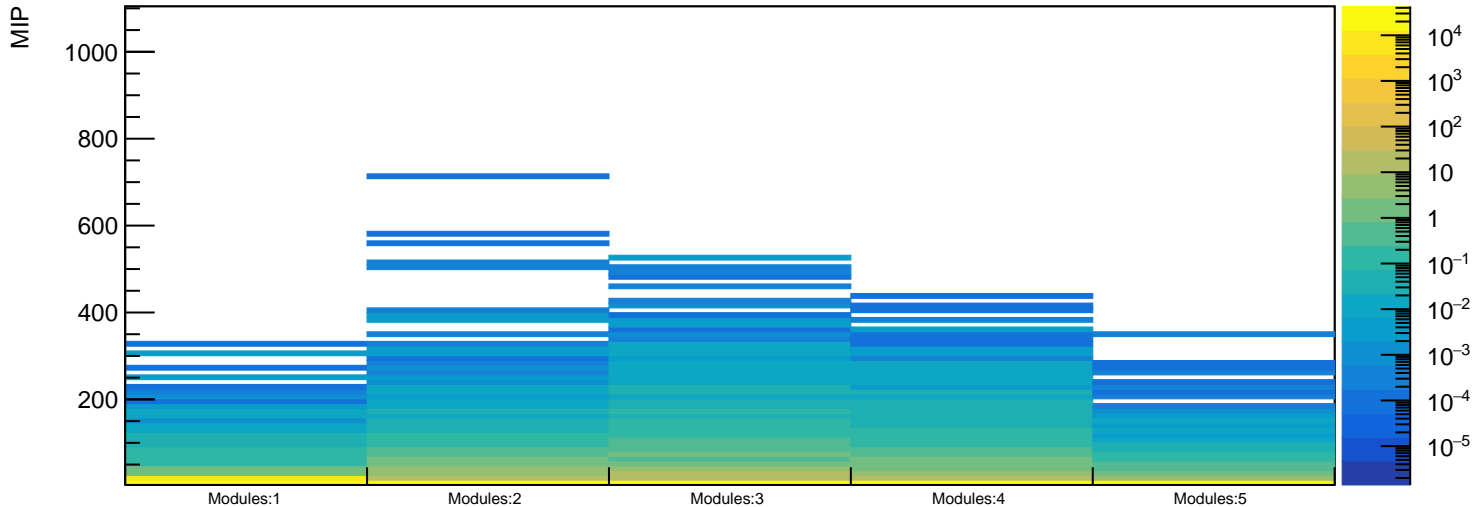


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29

Number of hits per second



<b>Mean: 1.23e+01 MIP</b> <b>Std Dev: 5.21e+00 MIP</b> <b>hits/second: 2.57e+04</b>	<b>Mean: 8.63e+00 MIP</b> <b>Std Dev: 8.59e-01 MIP</b> <b>hits/second: 4.30e+04</b>	<b>Mean: 8.68e+00 MIP</b> <b>Std Dev: 1.99e+00 MIP</b> <b>hits/second: 1.74e+04</b>	<b>Mean: 8.63e+00 MIP</b> <b>Std Dev: 9.12e-01 MIP</b> <b>hits/second: 4.30e+04</b>	<b>Mean: 8.62e+00 MIP</b> <b>Std Dev: 3.67e-01 MIP</b> <b>hits/second: 4.29e+04</b>
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