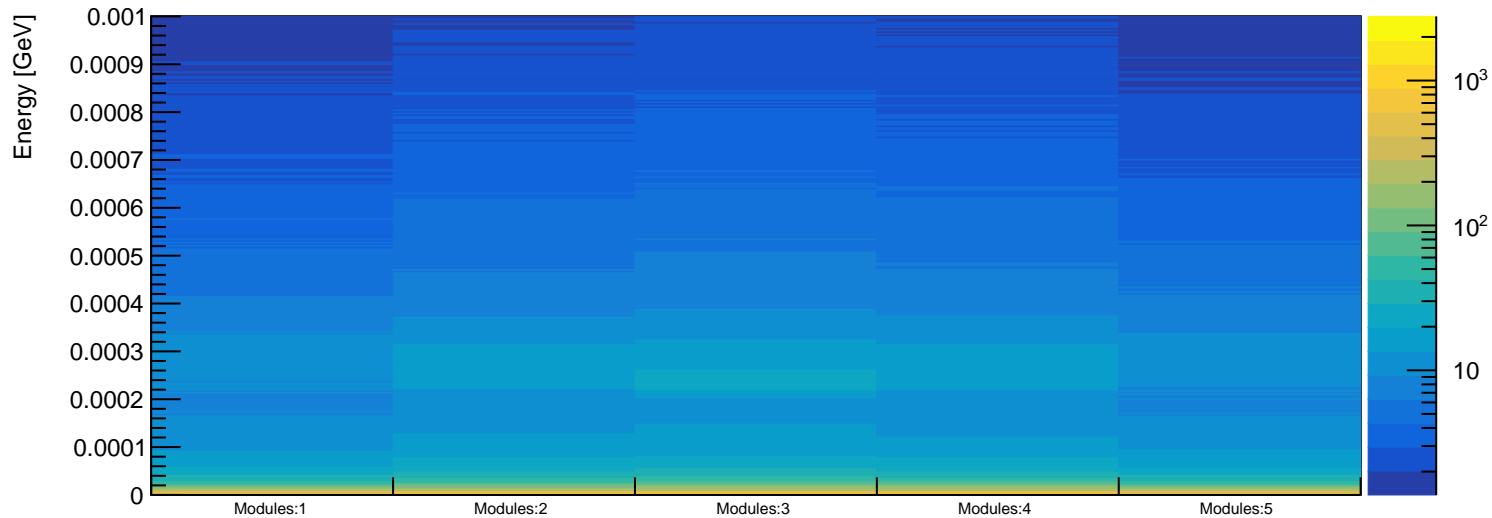


ScECALBarrel lower_scale_energy Layers 20:29

Number of hits per second



Mean: $1.15\text{e-}04$ GeV Std Dev: $2.09\text{e-}04$ GeV hits/second: $5.36\text{e}+03$	Mean: $1.18\text{e-}04$ GeV Std Dev: $2.09\text{e-}04$ GeV hits/second: $6.67\text{e}+03$	Mean: $1.18\text{e-}04$ GeV Std Dev: $2.07\text{e-}04$ GeV hits/second: $7.44\text{e}+03$	Mean: $1.16\text{e-}04$ GeV Std Dev: $2.07\text{e-}04$ GeV hits/second: $6.90\text{e}+03$	Mean: $1.13\text{e-}04$ GeV Std Dev: $2.06\text{e-}04$ GeV hits/second: $5.46\text{e}+03$
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