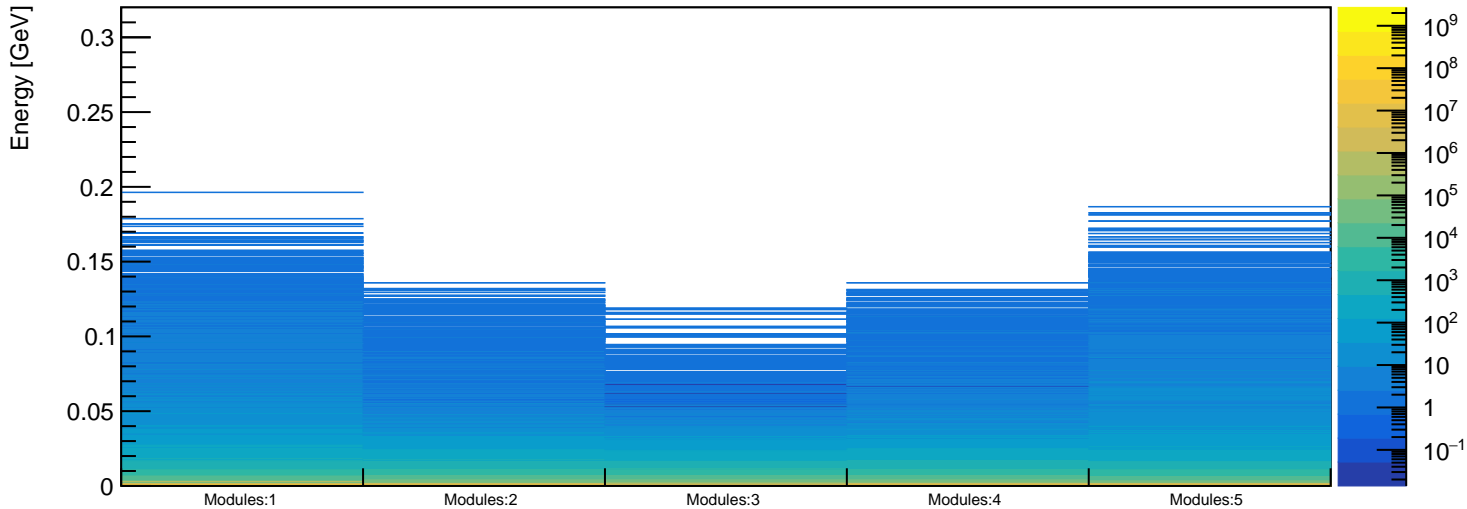


# ScECALBarrel all\_scale\_energy Layers 0:9

Number of hits per second



Mean: 2.30e-04 GeV	Mean: 1.51e-04 GeV	Mean: 1.29e-04 GeV	Mean: 1.54e-04 GeV	Mean: 2.31e-04 GeV
Std Dev: 2.38e-04 GeV	Std Dev: 2.15e-04 GeV	Std Dev: 1.89e-04 GeV	Std Dev: 2.36e-04 GeV	Std Dev: 2.37e-04 GeV
hits/second: 3.12e+09	hits/second: 3.13e+09	hits/second: 2.15e+09	hits/second: 2.30e+09	hits/second: 2.26e+09