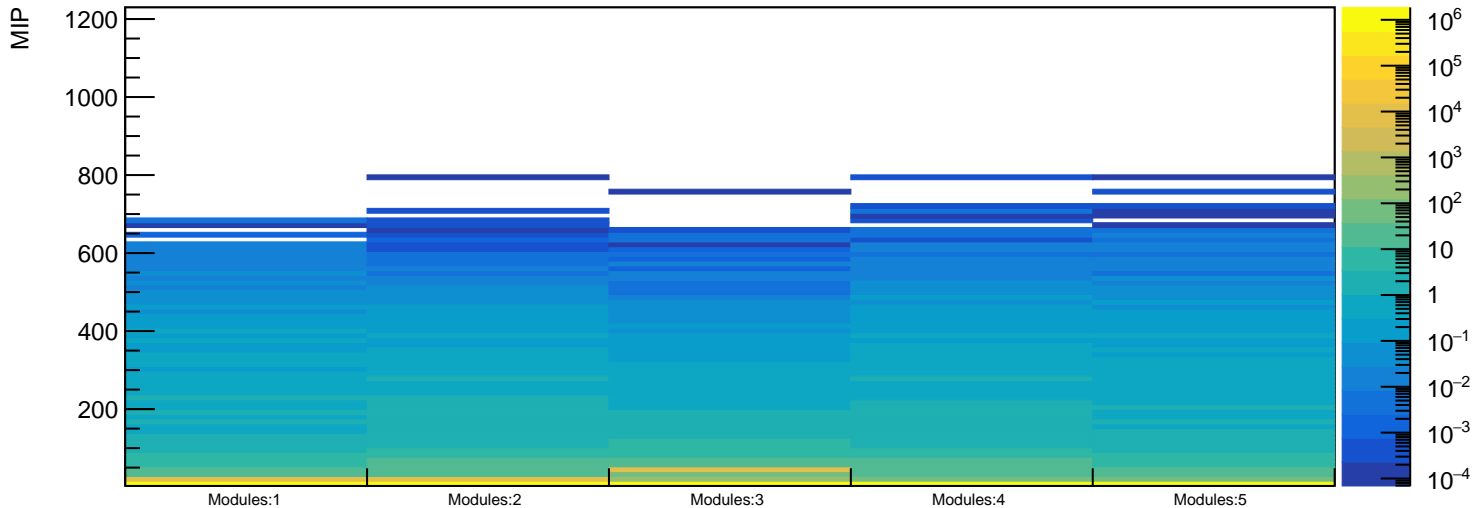


# ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9

Number of hits per second



Mean: 9.21e+00 MIP Std Dev: 1.14e+00 MIP hits/second: 1.87e+06	Mean: 9.23e+00 MIP Std Dev: 1.39e+00 MIP hits/second: 1.45e+06	Mean: 9.53e+00 MIP Std Dev: 3.87e+00 MIP hits/second: 8.48e+05	Mean: 9.16e+00 MIP Std Dev: 1.17e+00 MIP hits/second: 1.17e+06	Mean: 9.15e+00 MIP Std Dev: 7.88e-01 MIP hits/second: 1.81e+06
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