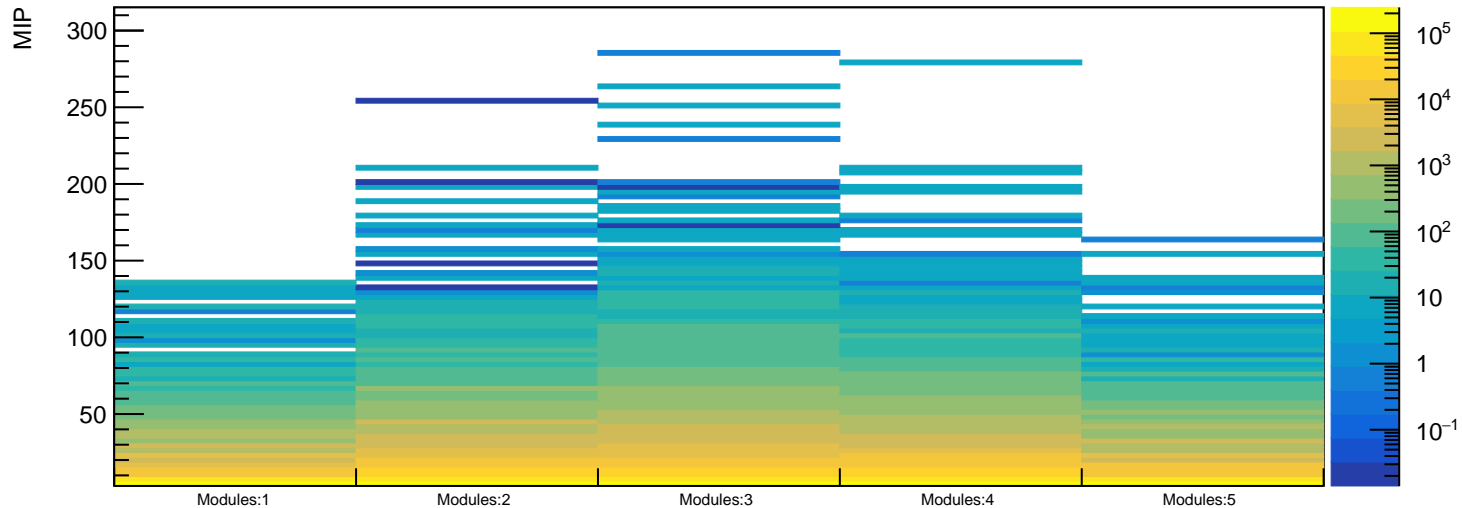


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29

Number of hits per second



|  |  |  |  |  |
|--|--|--|--|--|
| Mean: 8.31e+00 MIP<br>Std Dev: 7.26e+00 MIP<br>hits/second: 2.51e+05 | Mean: 9.34e+00 MIP<br>Std Dev: 9.05e+00 MIP<br>hits/second: 3.82e+05 | Mean: 9.58e+00 MIP<br>Std Dev: 1.02e+01 MIP<br>hits/second: 4.59e+05 | Mean: 9.47e+00 MIP<br>Std Dev: 9.44e+00 MIP<br>hits/second: 3.91e+05 | Mean: 8.45e+00 MIP<br>Std Dev: 7.39e+00 MIP<br>hits/second: 2.50e+05 |
|--|--|--|--|--|