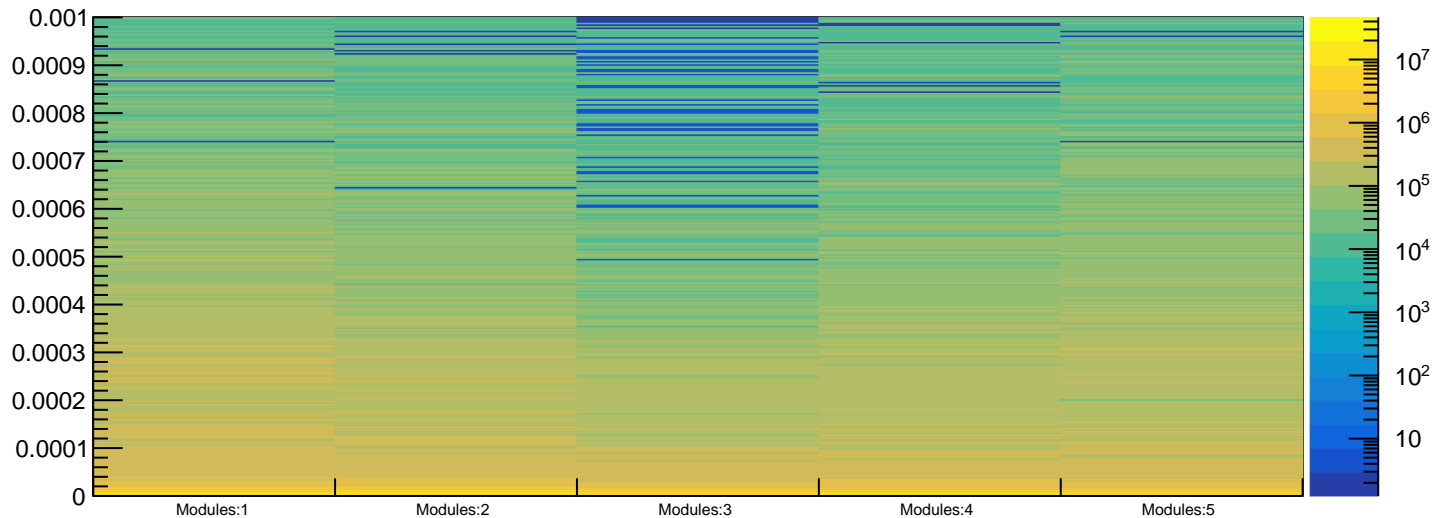


# ScECALBarrel lower\_scale\_energy Layers 0:9

Number of hits per second

Energy [GeV]



Mean: 1.15e-04 GeV Std Dev: 1.98e-04 GeV hits/second: 1.06e+08	Mean: 8.85e-05 GeV Std Dev: 1.75e-04 GeV hits/second: 1.05e+08	Mean: 7.14e-05 GeV Std Dev: 1.52e-04 GeV hits/second: 7.82e+07	Mean: 9.31e-05 GeV Std Dev: 1.79e-04 GeV hits/second: 8.83e+07	Mean: 1.23e-04 GeV Std Dev: 2.04e-04 GeV hits/second: 8.15e+07
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