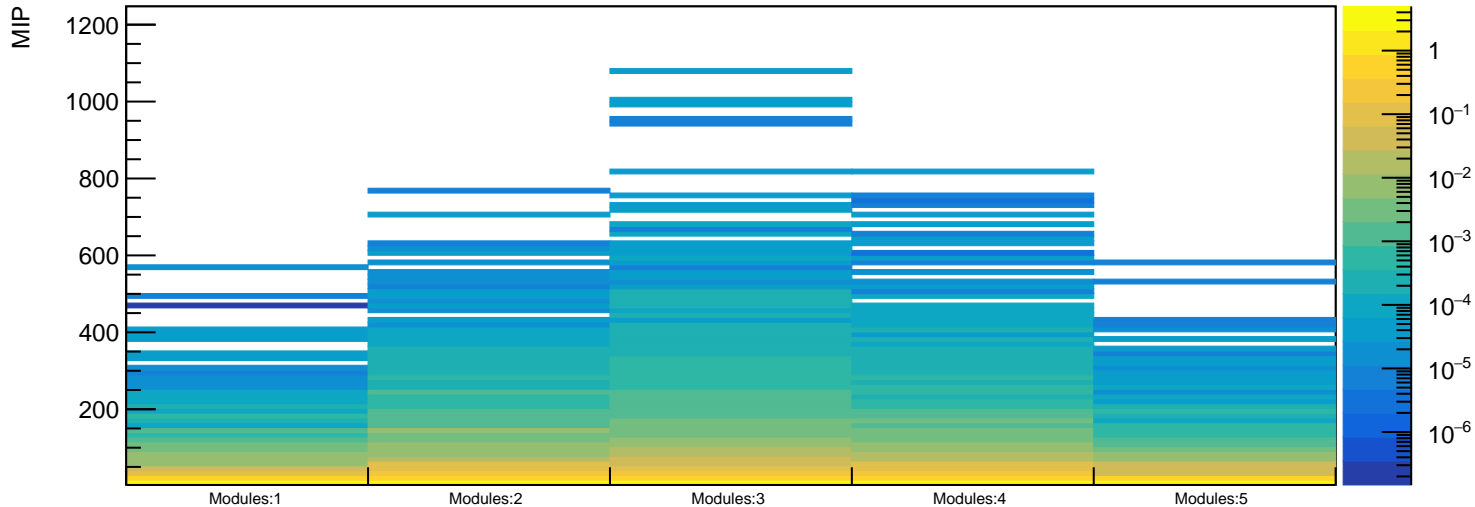


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29

Number of hits per second



Mean: 1.24e+01 MIP	Mean: 1.40e+01 MIP	Mean: 1.46e+01 MIP	Mean: 1.41e+01 MIP	Mean: 1.24e+01 MIP
Std Dev: 9.66e+00 MIP	Std Dev: 1.60e+01 MIP	Std Dev: 2.09e+01 MIP	Std Dev: 1.71e+01 MIP	Std Dev: 9.80e+00 MIP
hits/second: 4.61e+00	hits/second: 5.62e+00	hits/second: 6.04e+00	hits/second: 5.49e+00	hits/second: 4.59e+00