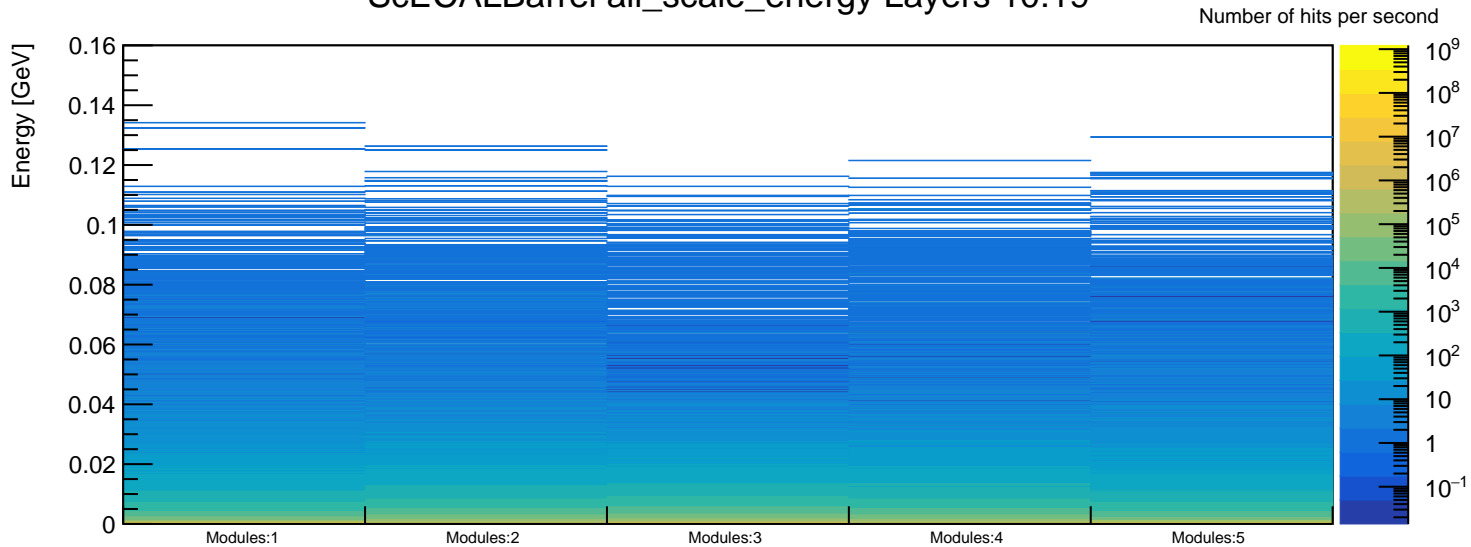


# ScECALBarrel all\_scale\_energy Layers 10:19



<b>Mean: 2.10e-04 GeV</b> <b>Std Dev: 3.02e-04 GeV</b> <b>hits/second: 5.35e+08</b>	<b>Mean: 1.13e-04 GeV</b> <b>Std Dev: 3.72e-04 GeV</b> <b>hits/second: 1.18e+08</b>	<b>Mean: 1.37e-04 GeV</b> <b>Std Dev: 1.82e-04 GeV</b> <b>hits/second: 1.12e+09</b>	<b>Mean: 1.08e-04 GeV</b> <b>Std Dev: 1.39e-04 GeV</b> <b>hits/second: 1.33e+09</b>	<b>Mean: 2.33e-04 GeV</b> <b>Std Dev: 3.49e-04 GeV</b> <b>hits/second: 1.11e+09</b>
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