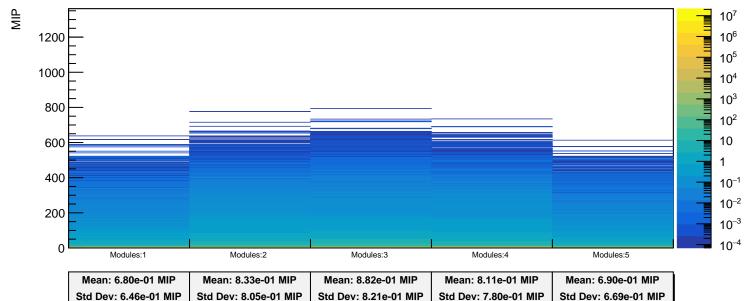
## ScECALBarrel scaled\_all\_scale\_energy Layers 10:19

Number of hits per second



hits/second: 1.47e+07

hits/second: 1.79e+07

hits/second: 1.62e+07

hits/second: 2.32e+07

hits/second: 2.40e+07