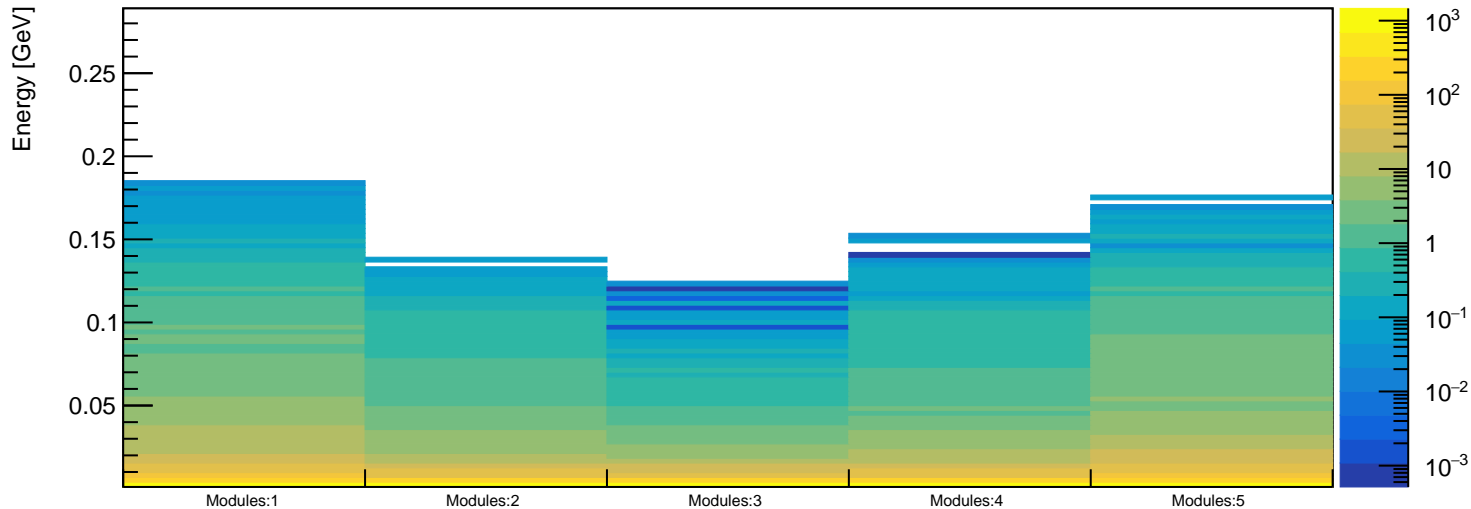


# ScECALBarrel upper\_scale\_energy Layers 0:9

Number of hits per second



Mean: 7.41e-03 GeV Std Dev: 1.50e-02 GeV hits/second: 2.12e+03	Mean: 5.15e-03 GeV Std Dev: 9.70e-03 GeV hits/second: 1.73e+03	Mean: 4.10e-03 GeV Std Dev: 6.08e-03 GeV hits/second: 1.69e+03	Mean: 5.01e-03 GeV Std Dev: 9.35e-03 GeV hits/second: 1.76e+03	Mean: 7.12e-03 GeV Std Dev: 1.44e-02 GeV hits/second: 2.11e+03
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