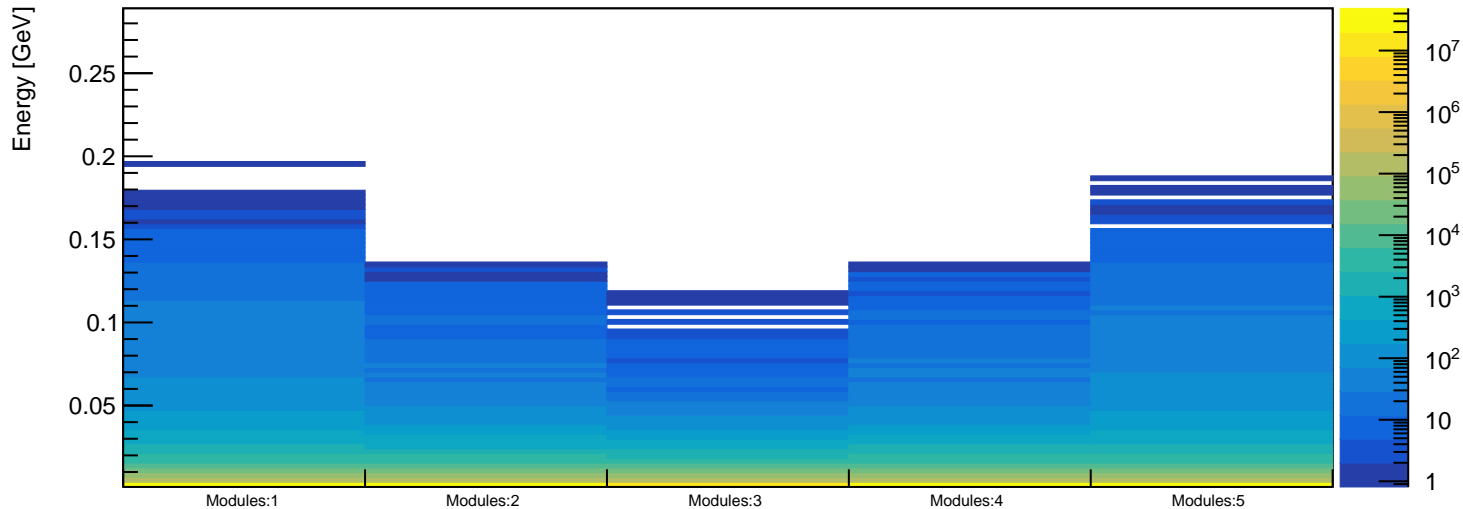


# ScECALBarrel upper\_scale\_energy Layers 0:9

Number of hits per second



Mean: 2.47e-03 GeV Std Dev: 6.96e-04 GeV hits/second: 4.87e+07	Mean: 1.77e-03 GeV Std Dev: 6.64e-04 GeV hits/second: 3.64e+07	Mean: 1.82e-03 GeV Std Dev: 8.39e-04 GeV hits/second: 1.86e+07	Mean: 1.82e-03 GeV Std Dev: 7.25e-04 GeV hits/second: 3.54e+07	Mean: 2.47e-03 GeV Std Dev: 7.53e-04 GeV hits/second: 3.92e+07
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