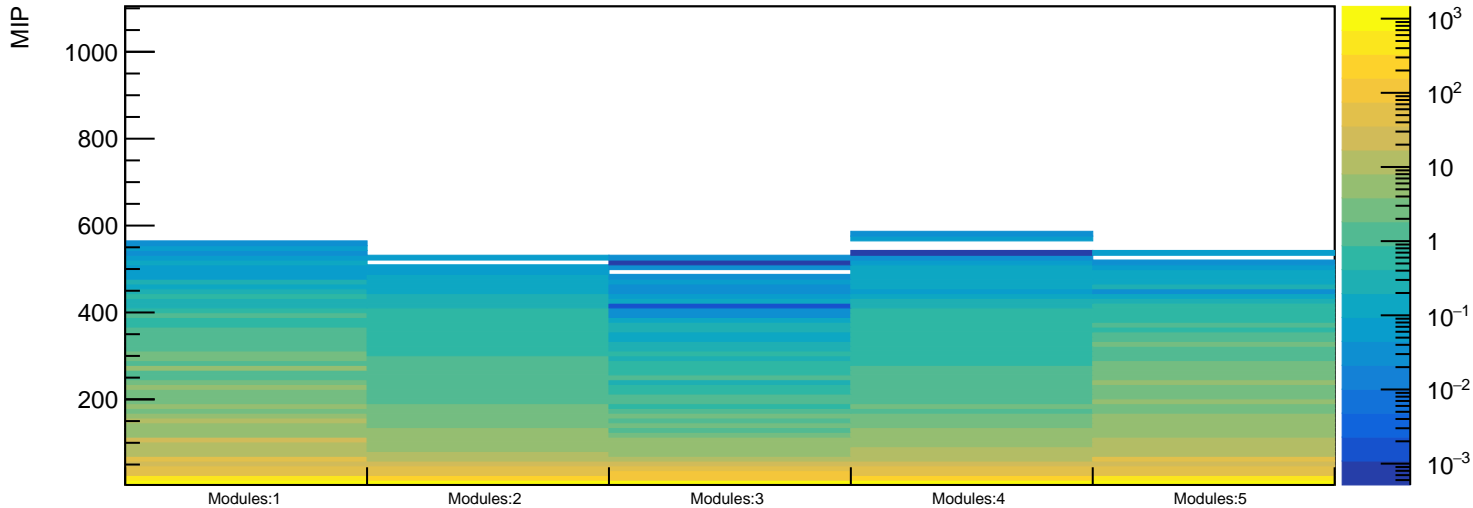


# ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9

Number of hits per second



Mean: 2.32e+01 MIP	Mean: 1.89e+01 MIP	Mean: 1.60e+01 MIP	Mean: 1.83e+01 MIP	Mean: 2.24e+01 MIP
Std Dev: 4.51e+01 MIP	Std Dev: 3.71e+01 MIP	Std Dev: 2.63e+01 MIP	Std Dev: 3.58e+01 MIP	Std Dev: 4.34e+01 MIP
hits/second: 2.12e+03	hits/second: 1.73e+03	hits/second: 1.69e+03	hits/second: 1.76e+03	hits/second: 2.11e+03