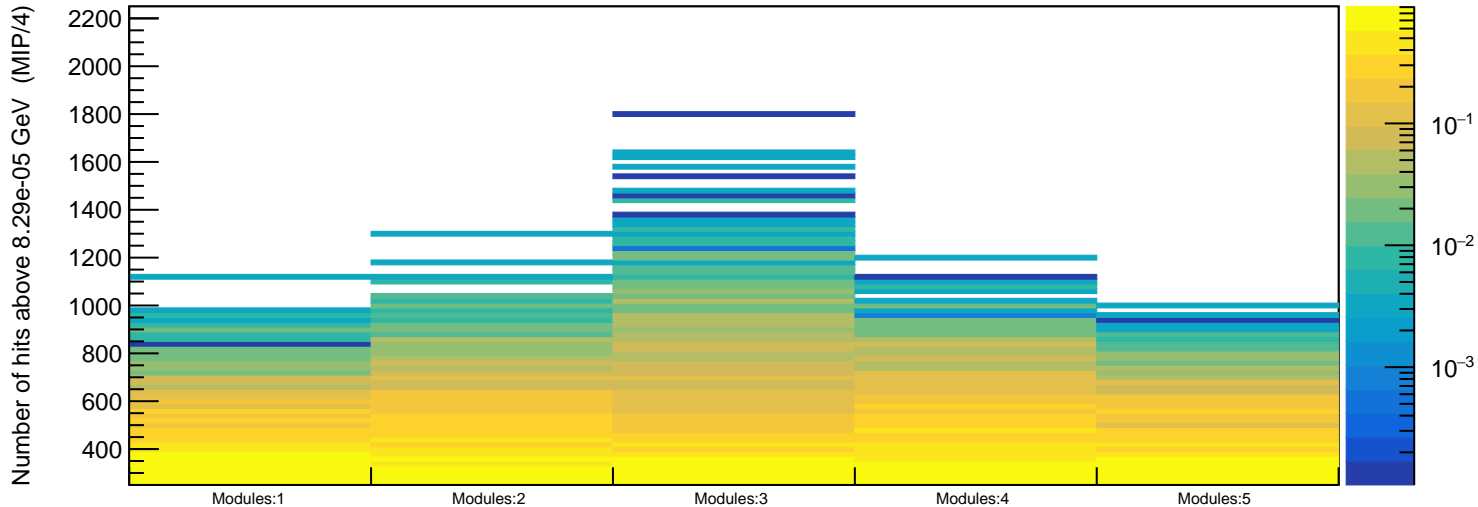


# ScECALBarrel high\_#Nhits Layers 0:9

Number of Events per second



Mean: 3.77e+02 #hits	Mean: 4.29e+02 #hits	Mean: 4.48e+02 #hits	Mean: 4.37e+02 #hits	Mean: 3.81e+02 #hits
Std Dev: 1.22e+02 #hits	Std Dev: 1.56e+02 #hits	Std Dev: 2.09e+02 #hits	Std Dev: 1.58e+02 #hits	Std Dev: 1.24e+02 #hits
events/second: 1.11e+01	events/second: 8.66e+00	events/second: 8.88e+00	events/second: 8.88e+00	events/second: 1.07e+01