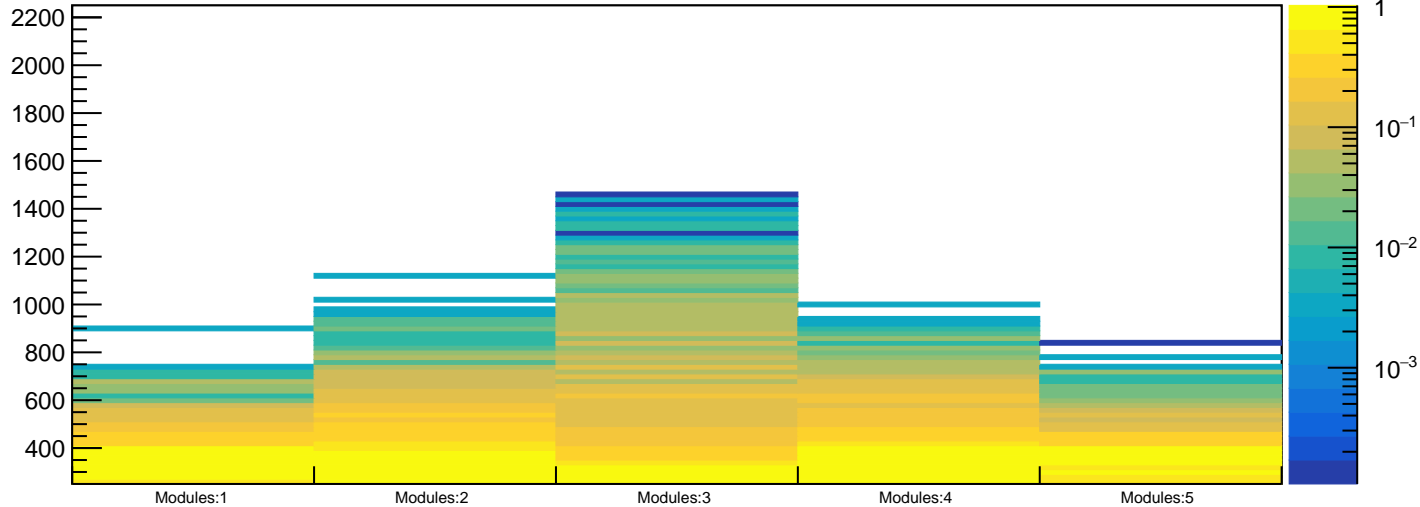


ScECALBarrel high_#Nhits Layers 10:19

Number of Events per second

Number of hits above 8.29e-05 GeV (MIP/4)



Mean: 3.72e+02 #hits	Mean: 4.05e+02 #hits	Mean: 4.62e+02 #hits	Mean: 4.08e+02 #hits	Mean: 3.73e+02 #hits
Std Dev: 7.64e+01 #hits	Std Dev: 1.27e+02 #hits	Std Dev: 2.26e+02 #hits	Std Dev: 1.27e+02 #hits	Std Dev: 7.20e+01 #hits
events/second: 1.07e+01	events/second: 1.02e+01	events/second: 8.60e+00	events/second: 1.01e+01	events/second: 1.02e+01