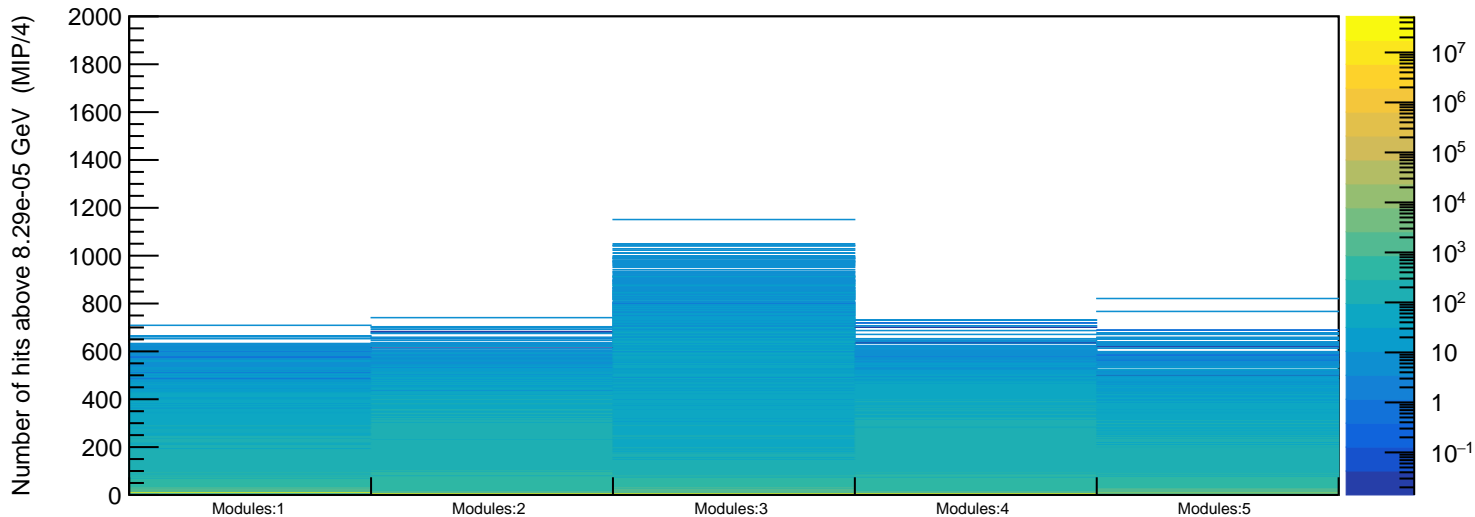


# ScECALBarrel all\_#Nhits Layers 0:9

Number of Events per second



<b>Mean: 1.31e+01 #hits</b>	<b>Mean: 9.13e+00 #hits</b>	<b>Mean: 9.14e+00 #hits</b>	<b>Mean: 9.13e+00 #hits</b>	<b>Mean: 1.11e+01 #hits</b>
<b>Std Dev: 4.63e+00 #hits</b>	<b>Std Dev: 5.86e+00 #hits</b>	<b>Std Dev: 7.89e+00 #hits</b>	<b>Std Dev: 5.93e+00 #hits</b>	<b>Std Dev: 4.56e+00 #hits</b>
<b>events/second: 5.27e+07</b>	<b>events/second: 5.27e+07</b>	<b>events/second: 5.27e+07</b>	<b>events/second: 5.27e+07</b>	<b>events/second: 5.27e+07</b>