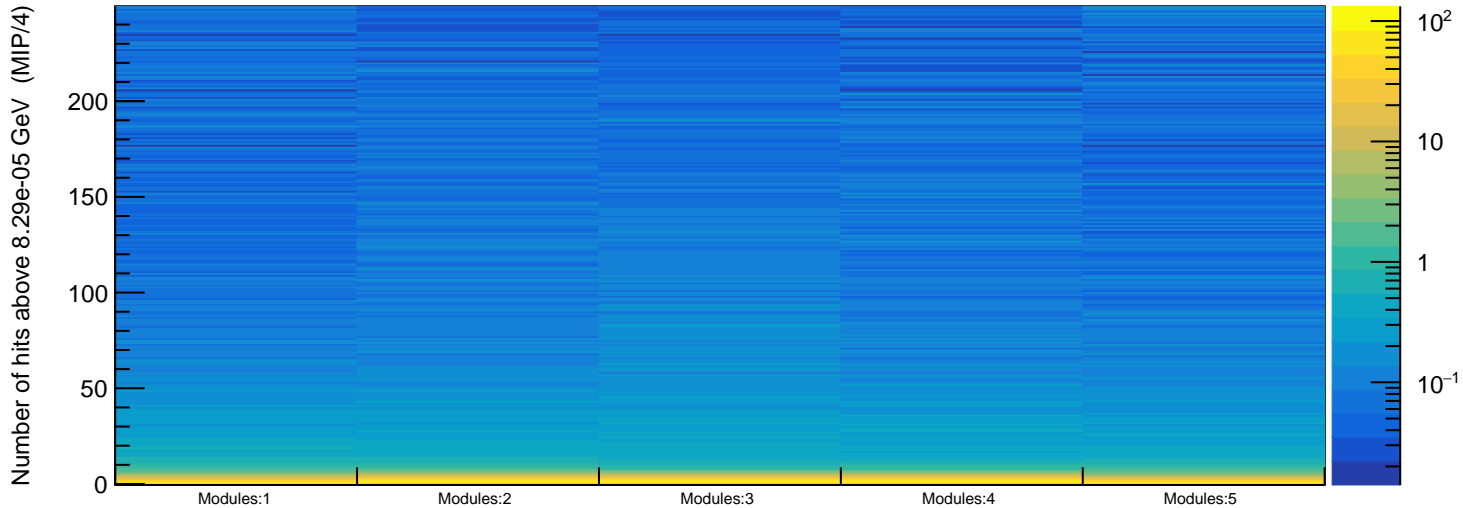


ScECALBarrel low_#Nhits Layers 0:9

Number of Events per second



Mean: 8.86e+00 #hits Std Dev: 3.26e+01 #hits events/second: 3.09e+02	Mean: 1.01e+01 #hits Std Dev: 3.33e+01 #hits events/second: 3.12e+02	Mean: 1.03e+01 #hits Std Dev: 3.28e+01 #hits events/second: 3.12e+02	Mean: 1.01e+01 #hits Std Dev: 3.34e+01 #hits events/second: 3.12e+02	Mean: 9.25e+00 #hits Std Dev: 3.39e+01 #hits events/second: 3.10e+02
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