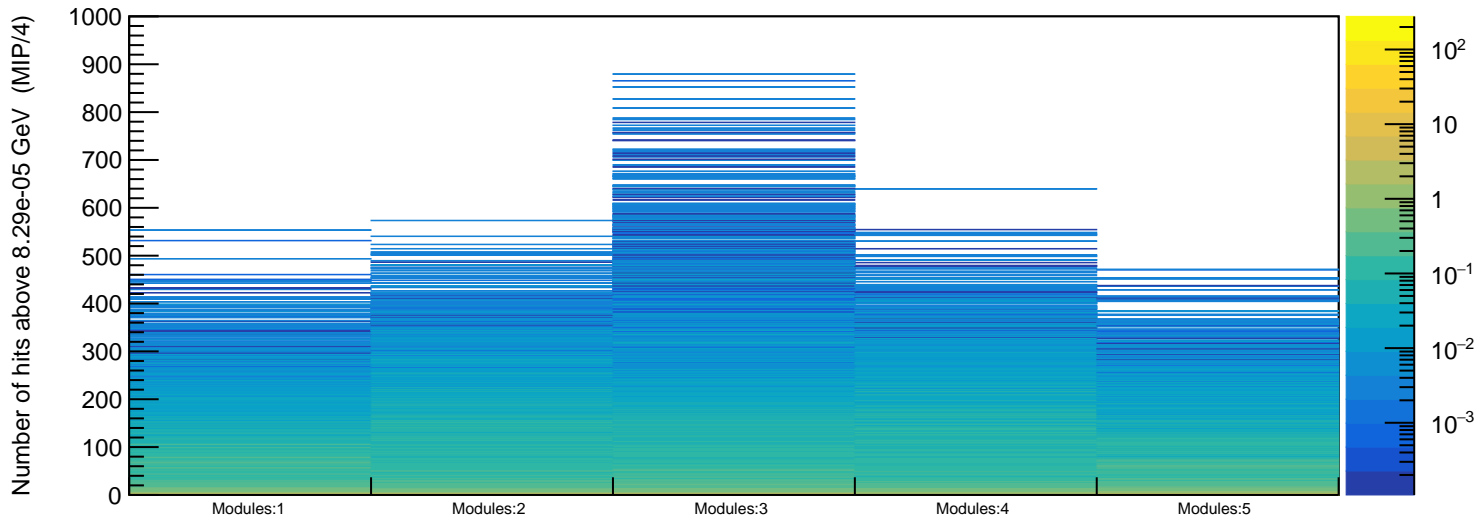


# ScECALBarrel all\_#Nhits Layers 20:29

Number of Events per second



Mean: 6.28e+00 #hits	Mean: 8.33e+00 #hits	Mean: 9.43e+00 #hits	Mean: 8.50e+00 #hits	Mean: 6.32e+00 #hits
Std Dev: 2.67e+01 #hits	Std Dev: 3.59e+01 #hits	Std Dev: 4.41e+01 #hits	Std Dev: 3.64e+01 #hits	Std Dev: 2.68e+01 #hits
events/second: 3.21e+02	events/second: 3.21e+02	events/second: 3.21e+02	events/second: 3.21e+02	events/second: 3.21e+02