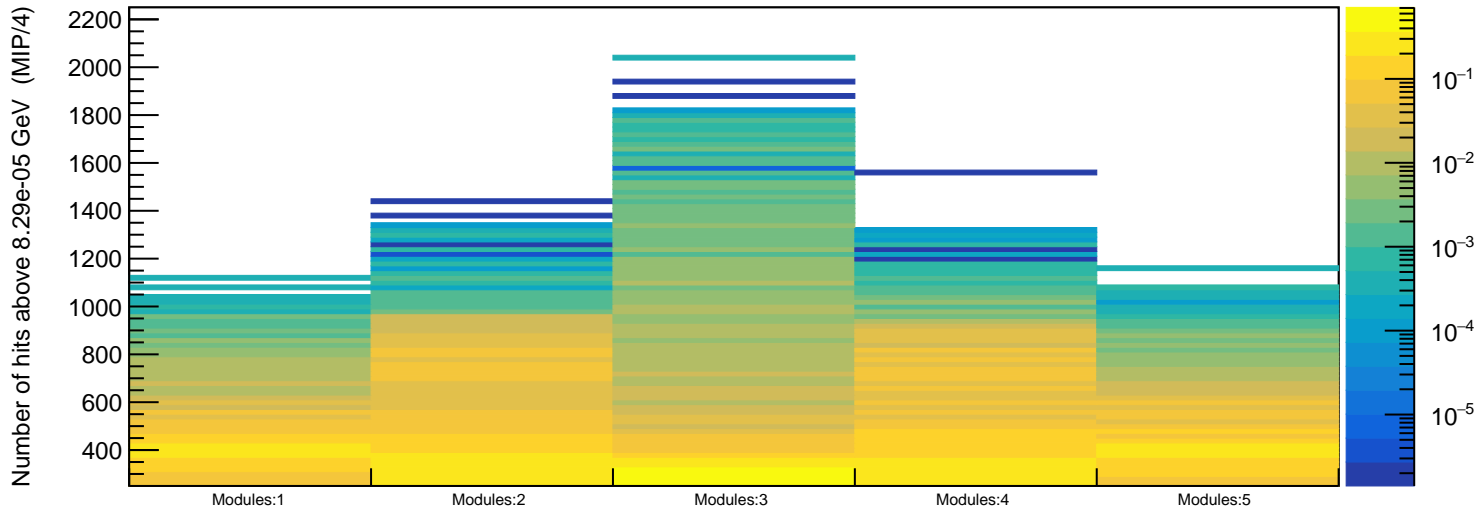


# ScECALBarrel high\_#Nhits Layers 10:19

Number of Events per second



<b>Mean: 4.22e+02 #hits</b>	<b>Mean: 4.61e+02 #hits</b>	<b>Mean: 3.76e+02 #hits</b>	<b>Mean: 4.64e+02 #hits</b>	<b>Mean: 4.26e+02 #hits</b>
<b>Std Dev: 1.09e+02 #hits</b>	<b>Std Dev: 1.89e+02 #hits</b>	<b>Std Dev: 2.01e+02 #hits</b>	<b>Std Dev: 1.88e+02 #hits</b>	<b>Std Dev: 1.13e+02 #hits</b>
<b>events/second: 2.36e+00</b>	<b>events/second: 3.75e+00</b>	<b>events/second: 4.18e+00</b>	<b>events/second: 3.56e+00</b>	<b>events/second: 2.37e+00</b>