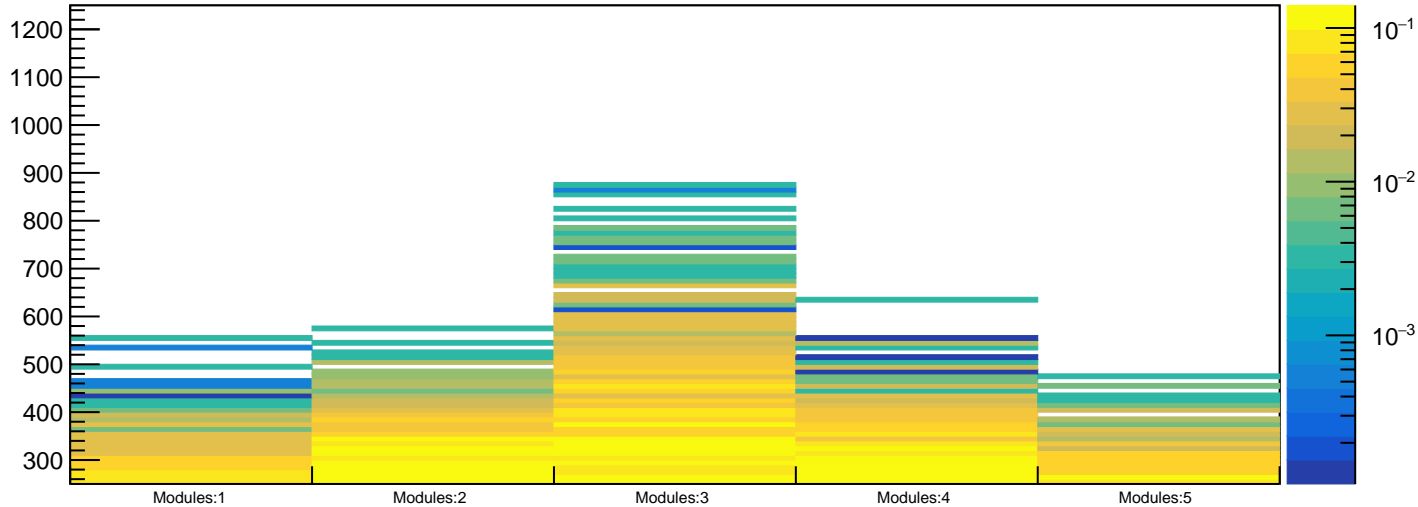


ScECALBarrel high_#Nhits Layers 20:29

Number of Events per second

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



Mean: 3.09e+02 #hits	Mean: 3.18e+02 #hits	Mean: 3.96e+02 #hits	Mean: 3.22e+02 #hits	Mean: 3.04e+02 #hits
Std Dev: 5.09e+01 #hits	Std Dev: 5.79e+01 #hits	Std Dev: 1.17e+02 #hits	Std Dev: 6.05e+01 #hits	Std Dev: 4.74e+01 #hits
events/second: 6.65e-01	events/second: 1.77e+00	events/second: 2.49e+00	events/second: 1.74e+00	events/second: 6.49e-01