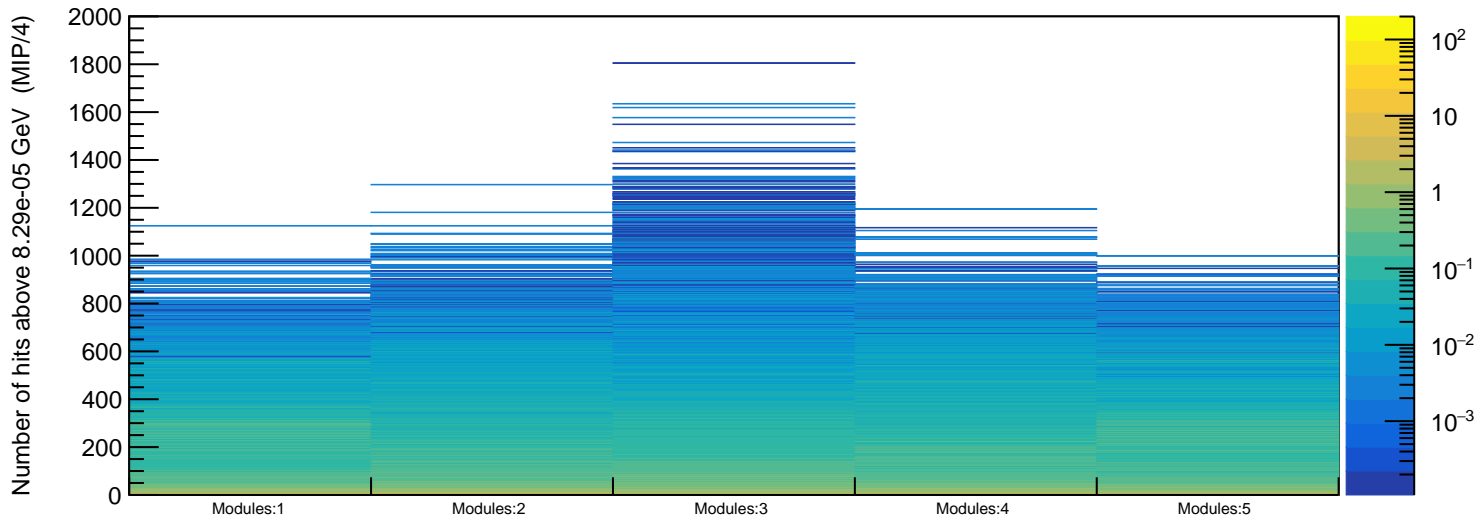


ScECALBarrel all_#Nhits Layers 0:9

Number of Events per second



Mean: 2.23e+01 #hits	Mean: 2.20e+01 #hits	Mean: 2.30e+01 #hits	Mean: 2.25e+01 #hits	Mean: 2.24e+01 #hits
Std Dev: 7.79e+01 #hits	Std Dev: 7.96e+01 #hits	Std Dev: 8.60e+01 #hits	Std Dev: 8.17e+01 #hits	Std Dev: 7.80e+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