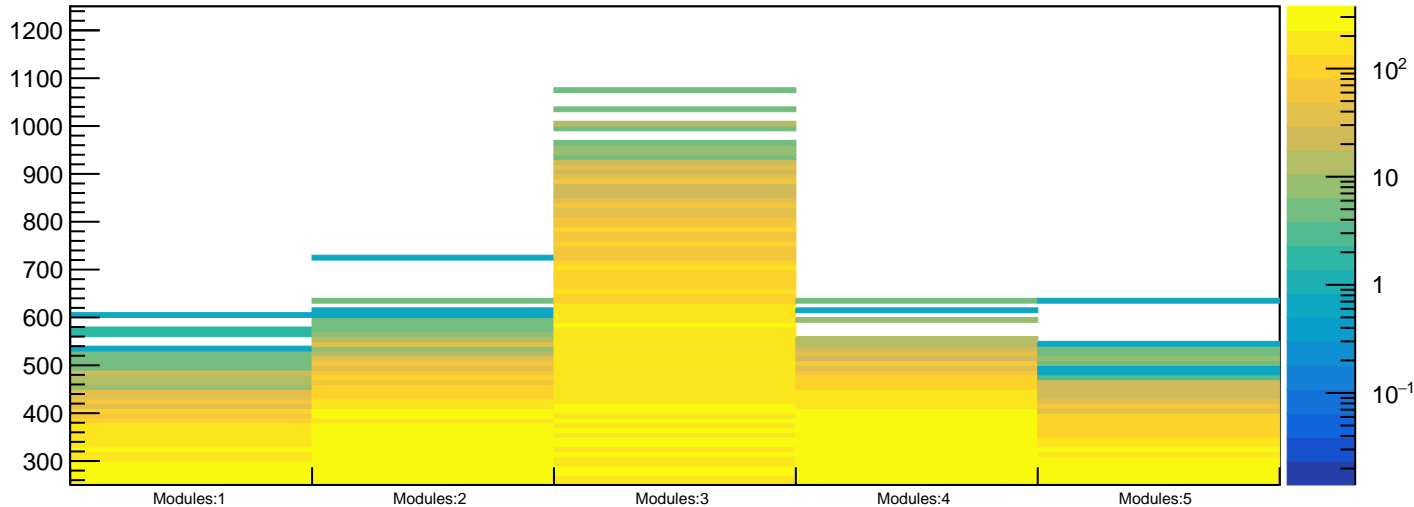


# ScECALBarrel high\_#Nhits Layers 10:19

Number of Events per second

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



Mean: 3.21e+02 #hits	Mean: 3.38e+02 #hits	Mean: 5.01e+02 #hits	Mean: 3.40e+02 #hits	Mean: 3.16e+02 #hits
Std Dev: 5.41e+01 #hits	Std Dev: 6.56e+01 #hits	Std Dev: 1.69e+02 #hits	Std Dev: 6.50e+01 #hits	Std Dev: 5.29e+01 #hits
events/second: 3.55e+03	events/second: 8.42e+03	events/second: 1.01e+04	events/second: 8.48e+03	events/second: 3.44e+03