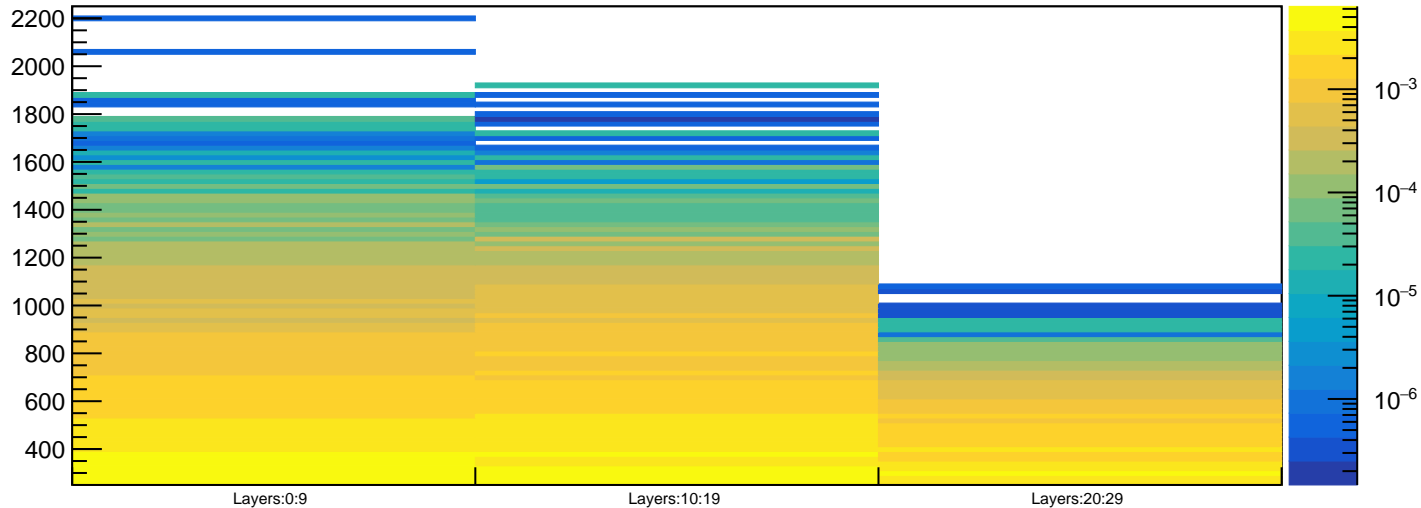


# ScECALBarrel high\_#Nhits Modules 4

Number of Events per second

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



Mean: 5.23e+02 #hits

Std Dev: 2.57e+02 #hits

events/second: 8.91e-02

Mean: 5.56e+02 #hits

Std Dev: 2.61e+02 #hits

events/second: 8.24e-02

Mean: 4.15e+02 #hits

Std Dev: 1.32e+02 #hits

events/second: 3.96e-02