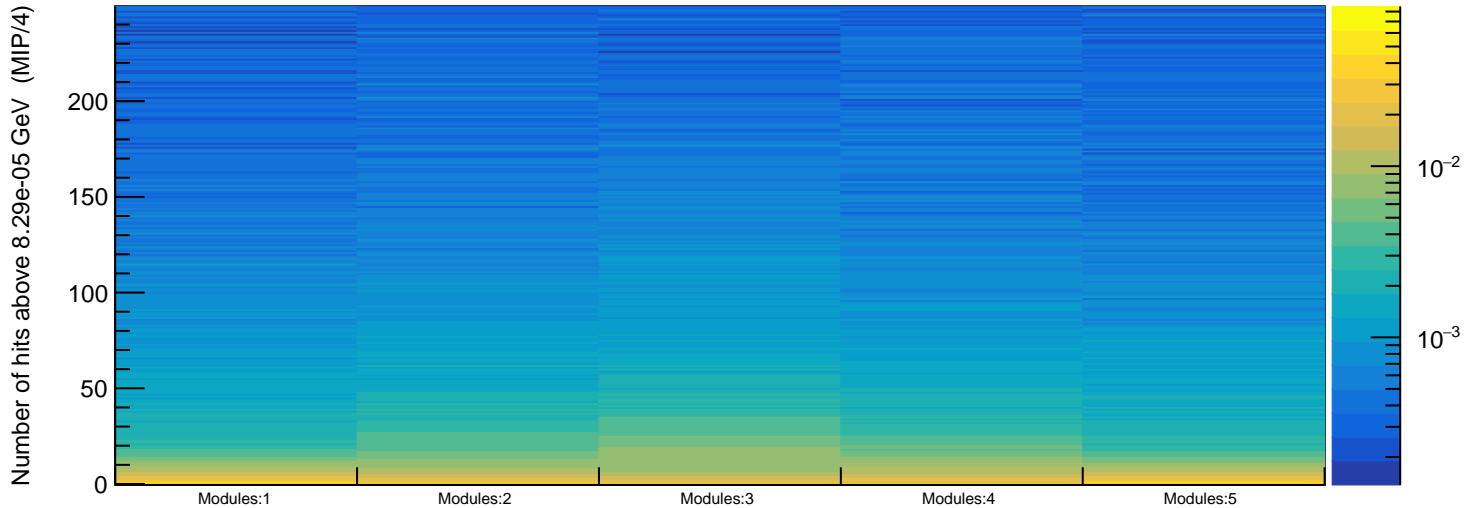


ScECALBarrel low_#Nhits Layers 0:9

Number of Events per second



Mean: 3.76e+01 #hits	Mean: 4.30e+01 #hits	Mean: 4.65e+01 #hits	Mean: 4.34e+01 #hits	Mean: 3.82e+01 #hits
Std Dev: 5.78e+01 #hits	Std Dev: 5.93e+01 #hits	Std Dev: 5.83e+01 #hits	Std Dev: 5.99e+01 #hits	Std Dev: 5.84e+01 #hits
events/second: 4.76e-01	events/second: 4.83e-01	events/second: 5.00e-01	events/second: 4.81e-01	events/second: 4.77e-01