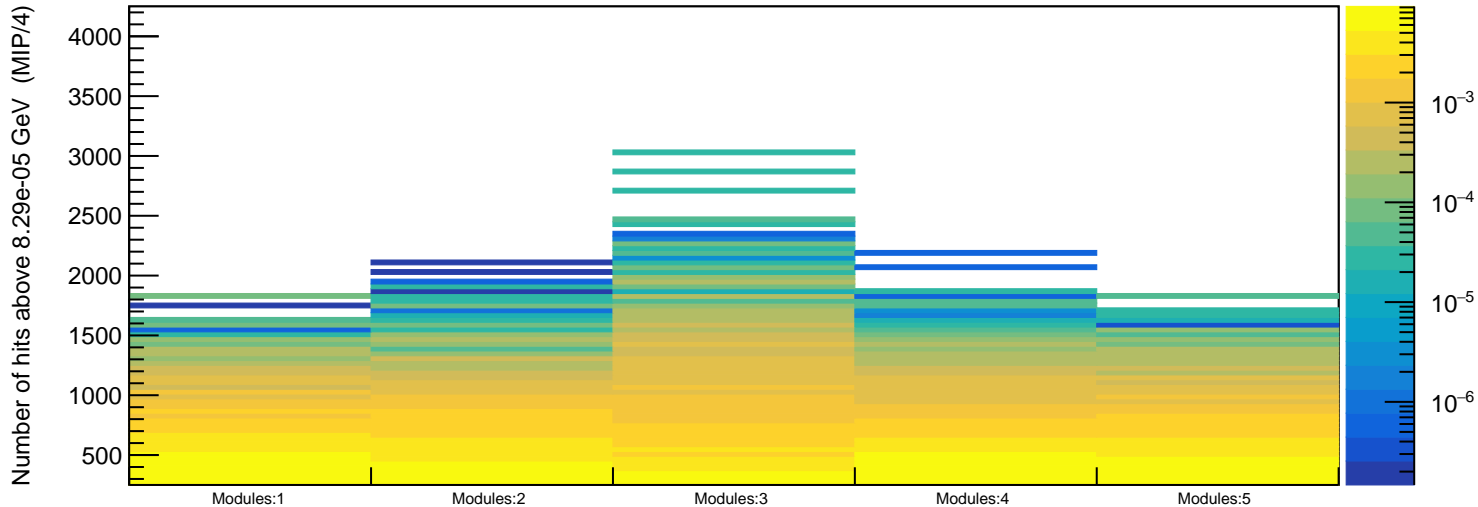


ScECALBarrel high_#Nhits Layers 0:9

Number of Events per second



Mean: 5.22e+02 #hits	Mean: 5.34e+02 #hits	Mean: 6.35e+02 #hits	Mean: 5.24e+02 #hits	Mean: 5.18e+02 #hits
Std Dev: 2.49e+02 #hits	Std Dev: 2.59e+02 #hits	Std Dev: 3.99e+02 #hits	Std Dev: 2.57e+02 #hits	Std Dev: 2.47e+02 #hits
events/second: 9.46e-02	events/second: 8.77e-02	events/second: 7.02e-02	events/second: 8.91e-02	events/second: 9.34e-02