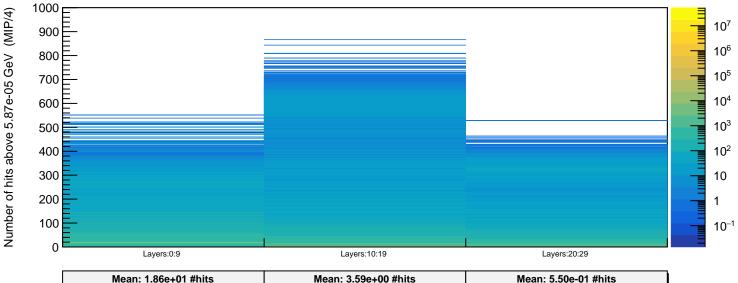
## ScECalEndcap all\_#Nhits Towers 0

Number of Events per second

Std Dev: 3.07e+00 #hits

events/second: 5.27e+07



Std Dev: 5.42e+00 #hits

events/second: 5.27e+07

Std Dev: 3.28e+00 #hits

events/second: 5.27e+07