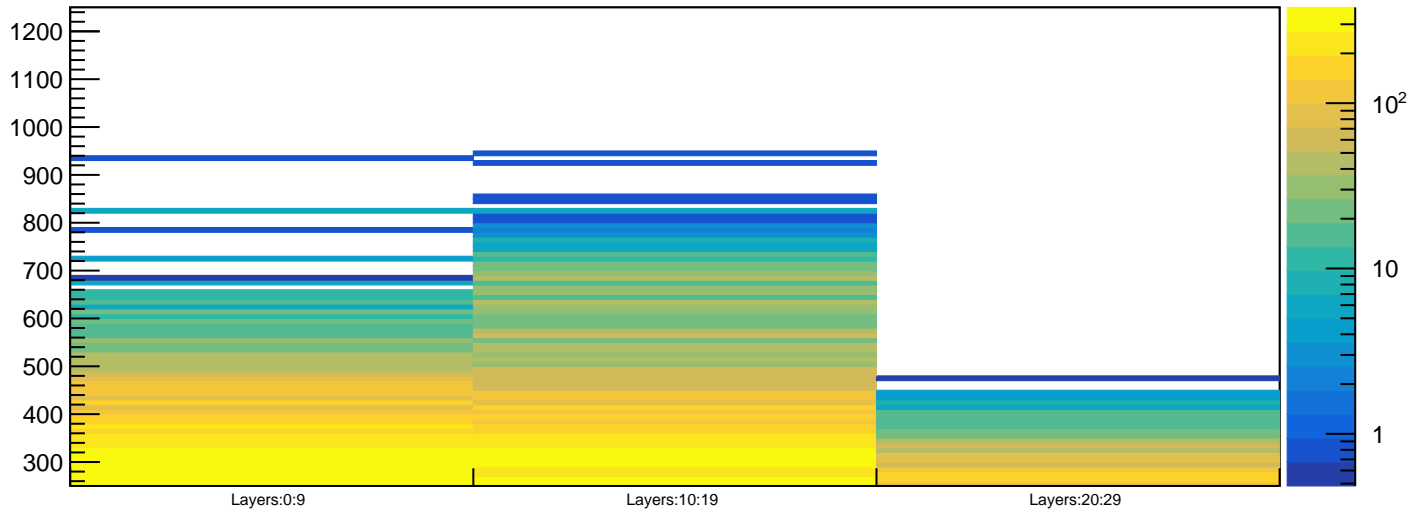


ScECalEndcap high_#Nhits Towers 3:5

Number of Events per second

Number of hits above 5.87e-05 GeV (MIP/4)



Mean: 3.56e+02 #hits
Std Dev: 8.61e+01 #hits
events/second: 5.42e+03

Mean: 3.80e+02 #hits
Std Dev: 1.17e+02 #hits
events/second: 5.43e+03

Mean: 3.00e+02 #hits
Std Dev: 4.14e+01 #hits
events/second: 1.10e+03