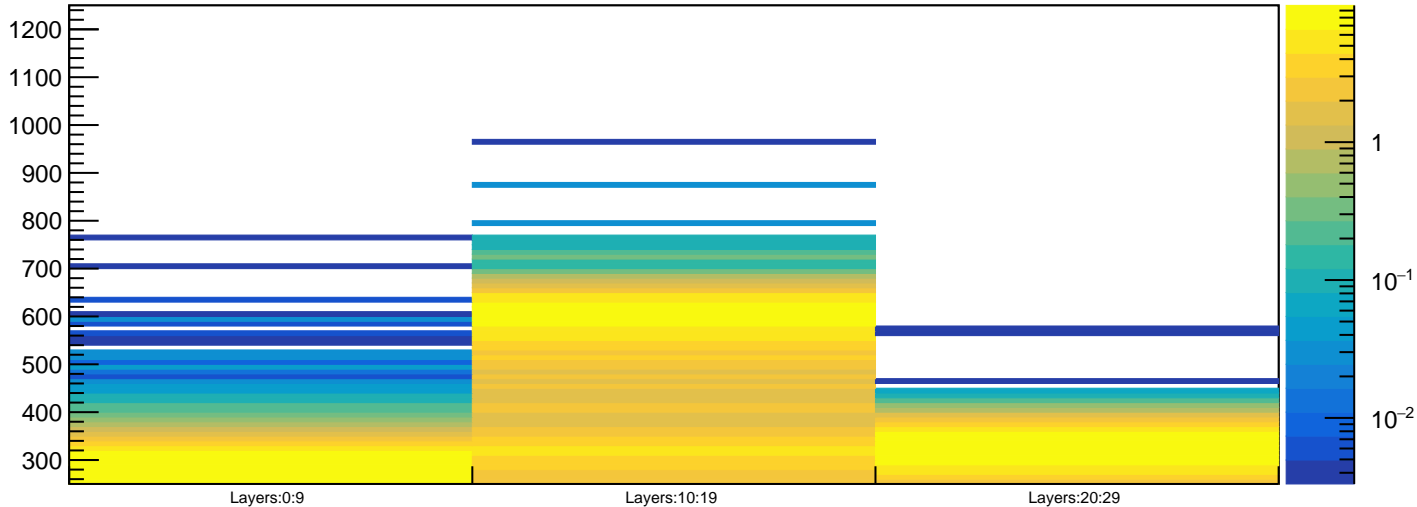


# ScECalEndcap high\_#Nhits Towers 0

Number of Events per second

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



Mean: 2.98e+02 #hits

Std Dev: 3.48e+01 #hits

events/second: 7.70e+01

Mean: 4.95e+02 #hits

Std Dev: 1.30e+02 #hits

events/second: 1.54e+02

Mean: 3.24e+02 #hits

Std Dev: 3.41e+01 #hits

events/second: 1.04e+02