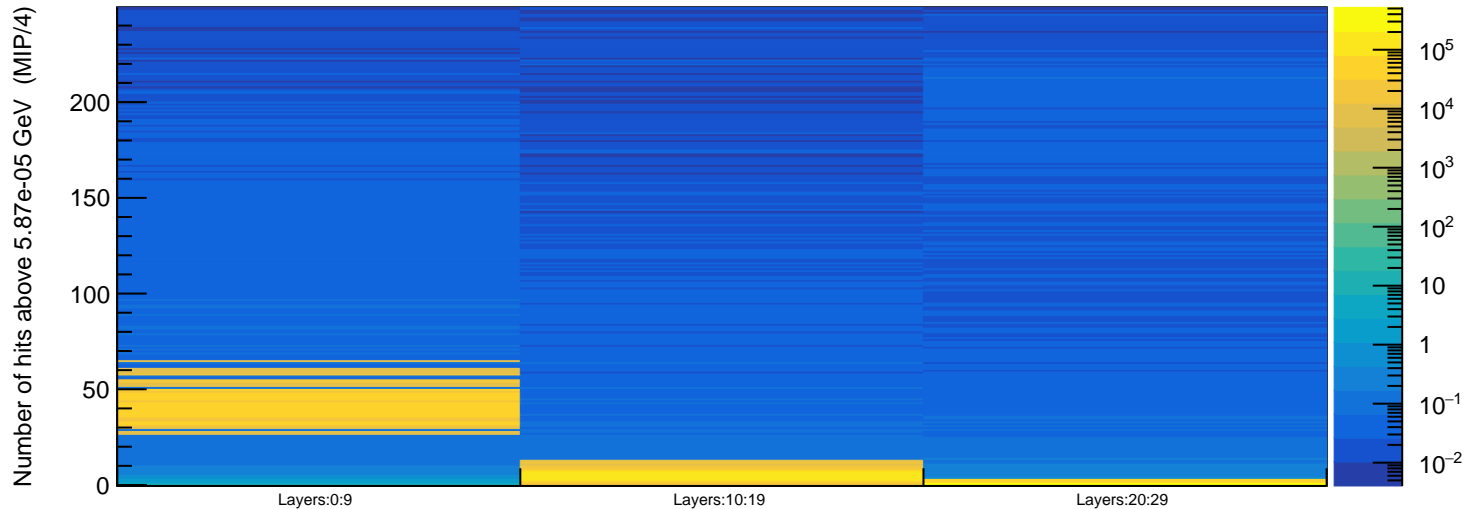


# ScECalEndcap low\_#Nhits Towers 1:2

Number of Events per second



**Mean: 4.25e+01 #hits**  
**Std Dev: 7.84e+00 #hits**  
**events/second: 8.55e+05**

**Mean: 5.21e+00 #hits**  
**Std Dev: 2.54e+00 #hits**  
**events/second: 8.55e+05**

**Mean: 5.51e-01 #hits**  
**Std Dev: 9.10e-01 #hits**  
**events/second: 8.55e+05**