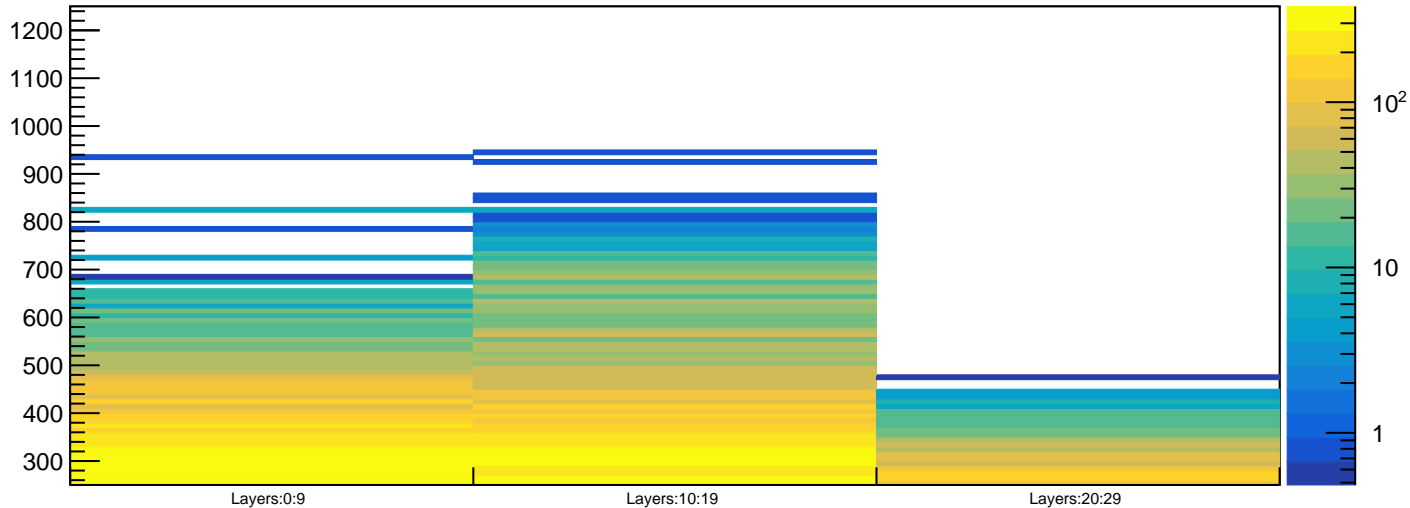


# ScECalEndcap high\_#Nhits Towers 3:5

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: 3.01e+02 #hits**  
**Std Dev: 4.18e+01 #hits**  
**events/second: 1.10e+03**