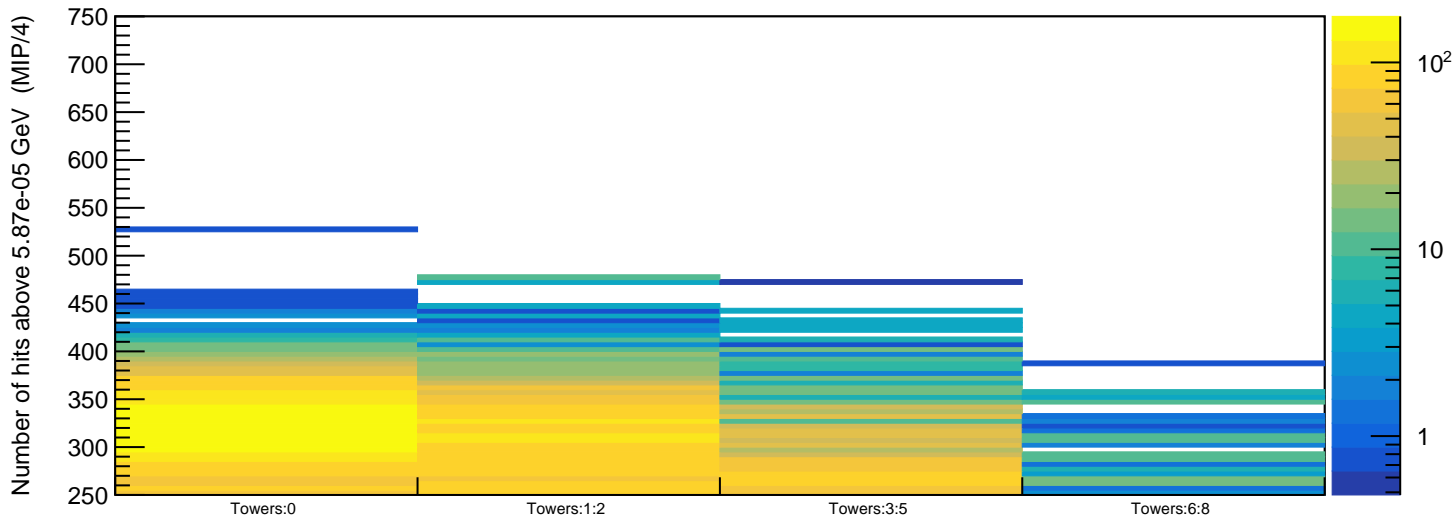


# ScECalEndcap high\_#Nhits Layers 20:29

Number of Events per second



**Mean: 3.22e+02 #hits**  
**Std Dev: 3.64e+01 #hits**  
**events/second: 3.22e+03**

**Mean: 3.14e+02 #hits**  
**Std Dev: 4.12e+01 #hits**  
**events/second: 2.14e+03**

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

**Mean: 2.98e+02 #hits**  
**Std Dev: 3.17e+01 #hits**  
**events/second: 1.16e+02**