# ScECalEndcap high_#Nhits Towers 3:5



Number of Events per second

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

Layers:0:9

Layers:10:19

Layers:20:29
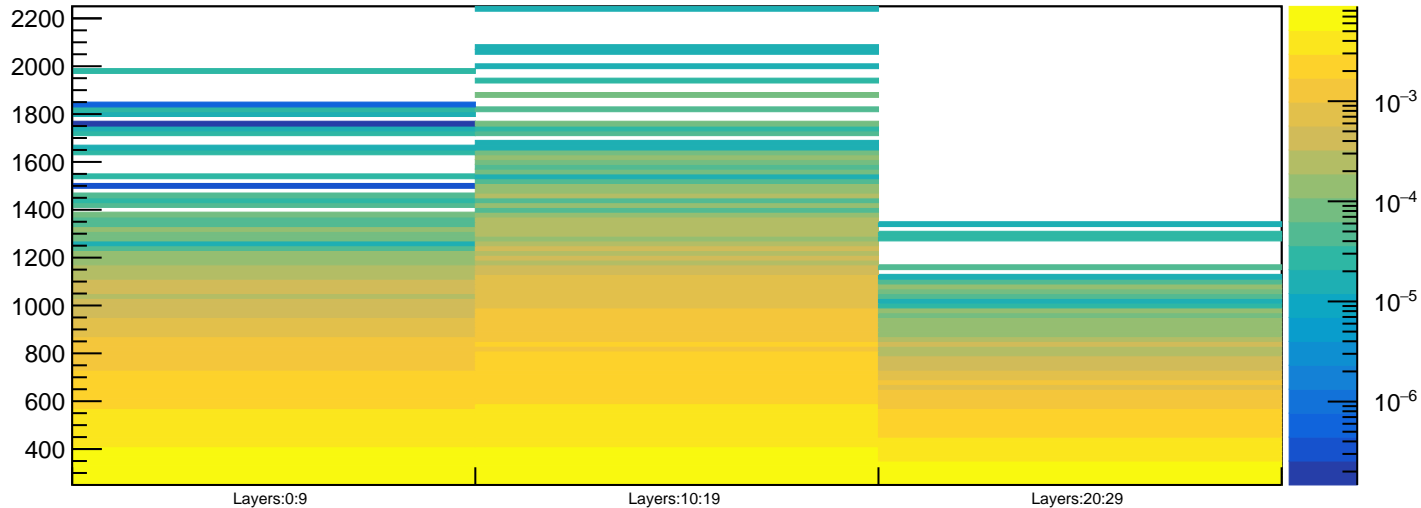
| | | |
|---|---|---|
| **Mean: 4.97e+02 #hits** | **Mean: 5.70e+02 #hits** | **Mean: 4.26e+02 #hits** |
| **Std Dev: 2.17e+02 #hits** | **Std Dev: 2.70e+02 #hits** | **Std Dev: 1.53e+02 #hits** |
| **events/second: 1.25e-01** | **events/second: 1.31e-01** | **events/second: 7.98e-02** |