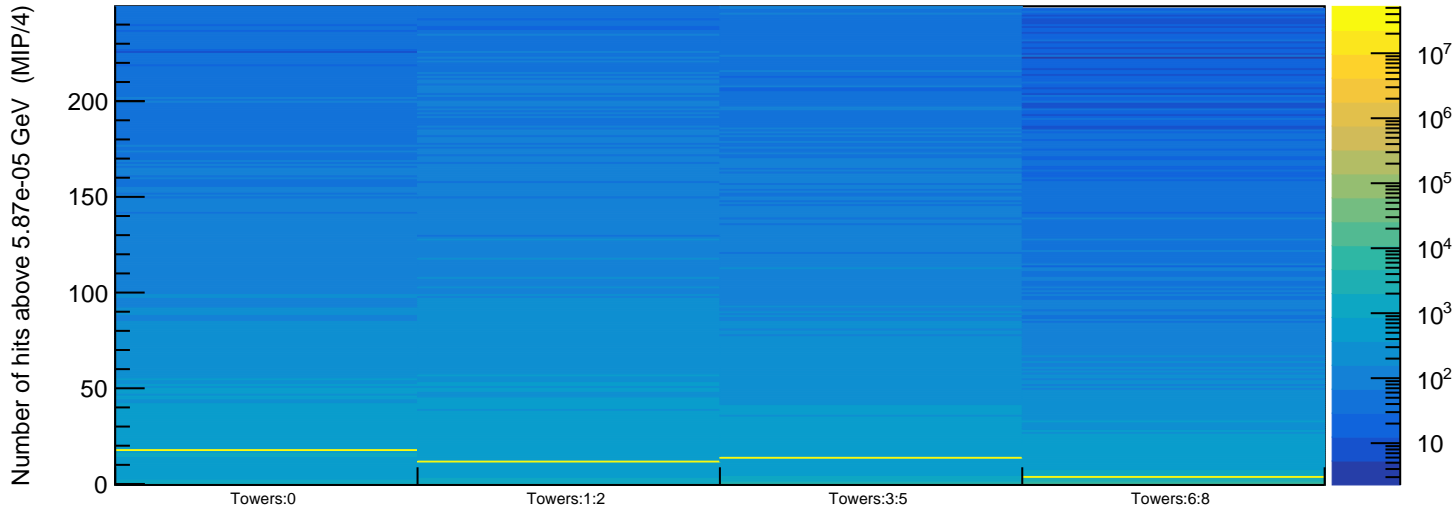


# ScECalEndcap low\_#Nhits Layers 0:9

Number of Events per second



Mean: 1.80e+01 #hits Std Dev: 2.25e+00 #hits events/second: 5.27e+07	Mean: 1.21e+01 #hits Std Dev: 2.63e+00 #hits events/second: 5.27e+07	Mean: 1.40e+01 #hits Std Dev: 2.40e+00 #hits events/second: 5.27e+07	Mean: 4.03e+00 #hits Std Dev: 1.75e+00 #hits events/second: 5.27e+07
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