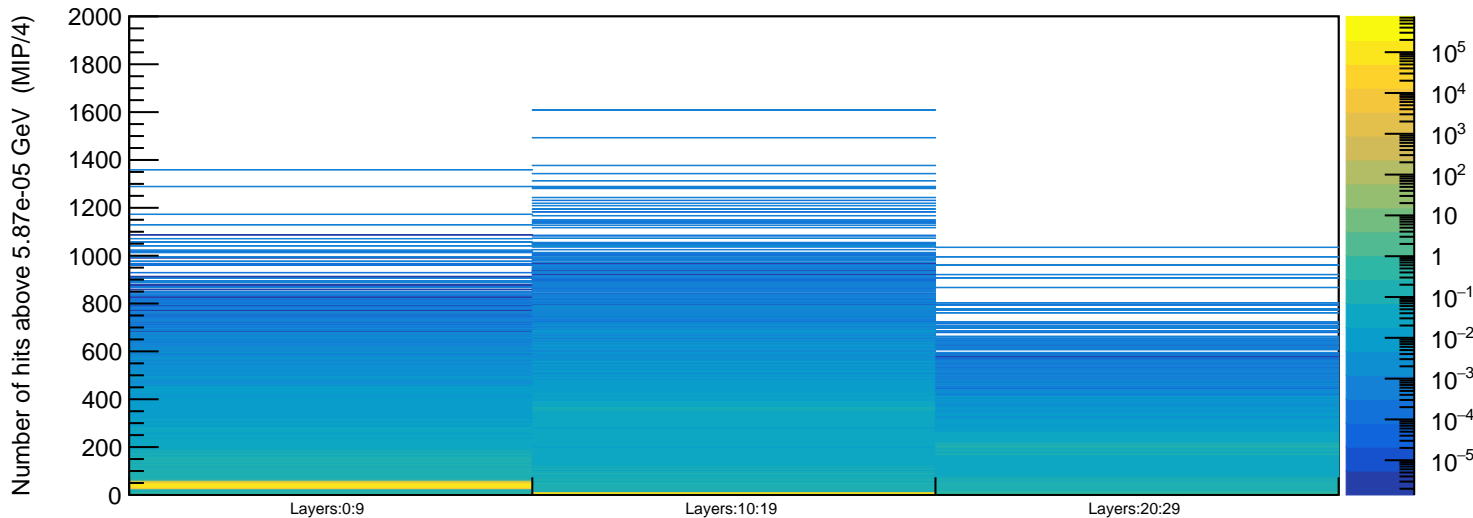


# ScECalEndcap all\_#Nhits Towers 1:2

Number of Events per second



**Mean: 4.30e+01 #hits**  
**Std Dev: 7.86e+00 #hits**  
**events/second: 8.55e+05**

**Mean: 5.78e+00 #hits**  
**Std Dev: 2.69e+00 #hits**  
**events/second: 8.55e+05**

**Mean: 1.24e+00 #hits**  
**Std Dev: 8.49e-01 #hits**  
**events/second: 8.55e+05**