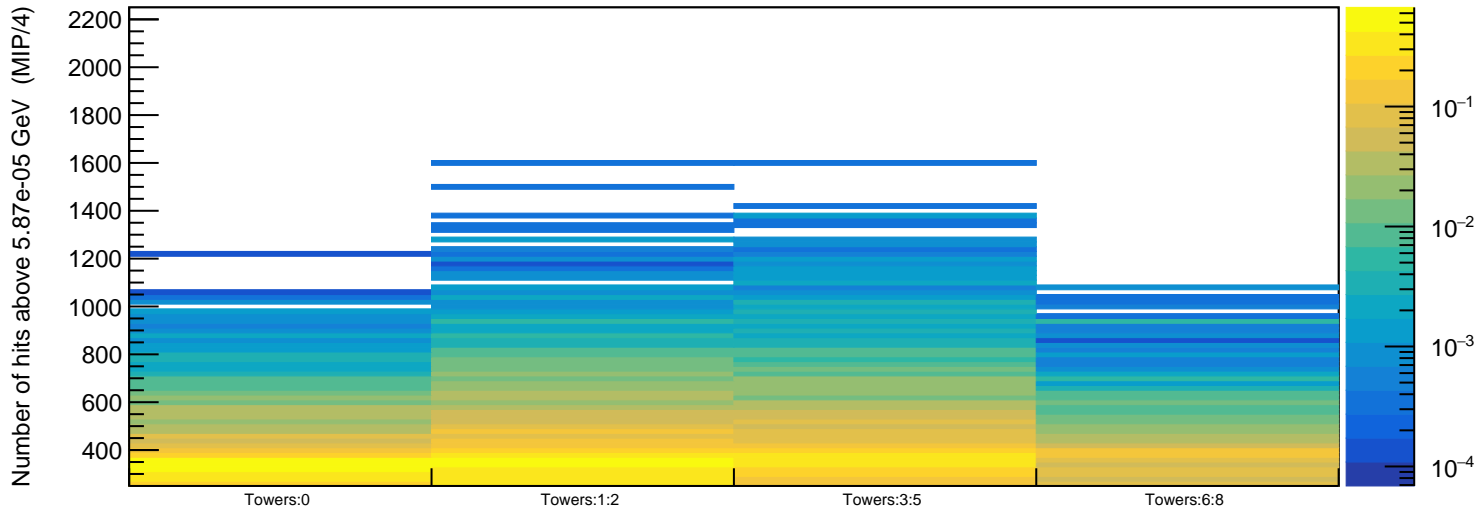


# ScECalEndcap high\_#Nhits Layers 10:19

Number of Events per second



**Mean: 3.56e+02 #hits**  
**Std Dev: 8.82e+01 #hits**  
**events/second: 3.37e+00**

**Mean: 3.84e+02 #hits**  
**Std Dev: 1.17e+02 #hits**  
**events/second: 4.43e+00**

**Mean: 4.01e+02 #hits**  
**Std Dev: 1.29e+02 #hits**  
**events/second: 3.10e+00**

**Mean: 3.90e+02 #hits**  
**Std Dev: 1.10e+02 #hits**  
**events/second: 9.77e-01**