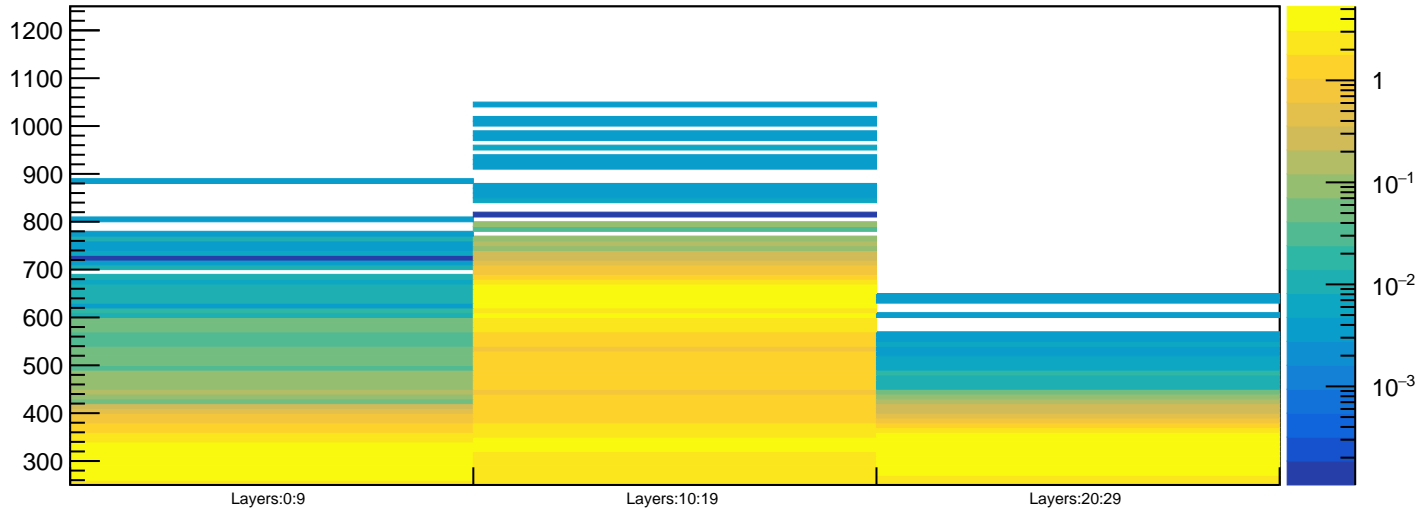


# ScECalEndcap high\_#Nhits Towers 1:2

Number of Events per second

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



Mean: 3.16e+02 #hits

Std Dev: 5.10e+01 #hits

events/second: 4.88e+01

Mean: 4.81e+02 #hits

Std Dev: 1.46e+02 #hits

events/second: 9.93e+01

Mean: 3.20e+02 #hits

Std Dev: 3.65e+01 #hits

events/second: 5.33e+01