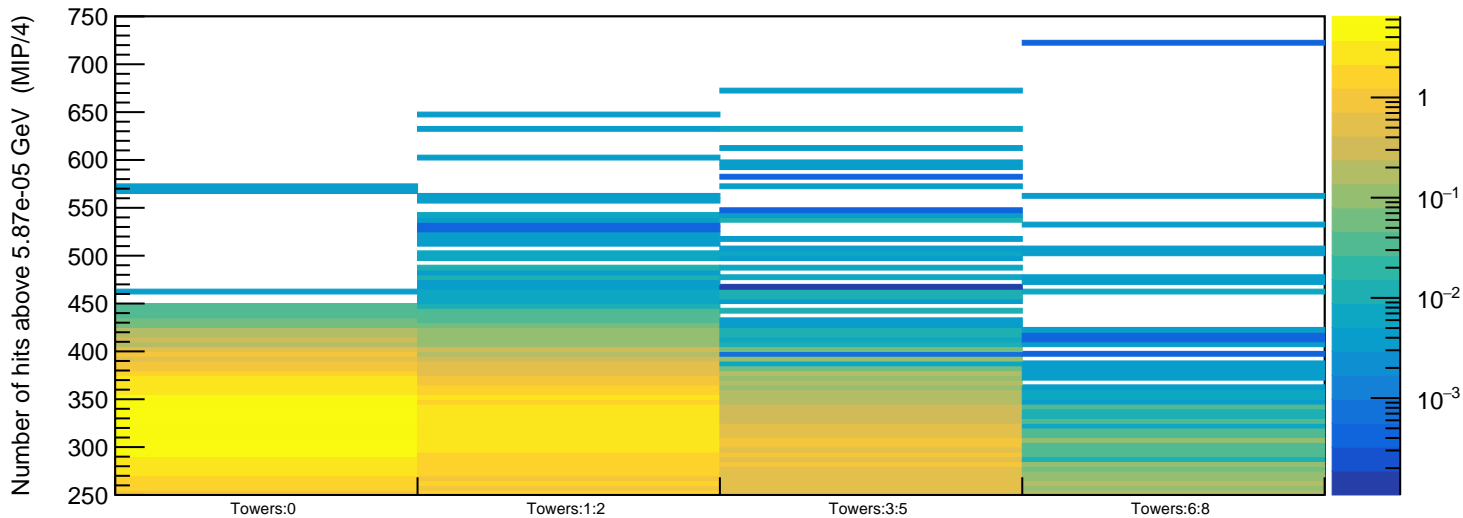


# ScECalEndcap high\_#Nhits Layers 20:29

Number of Events per second



Mean: 3.24e+02 #hits	Mean: 3.20e+02 #hits	Mean: 3.05e+02 #hits	Mean: 2.89e+02 #hits
Std Dev: 3.40e+01 #hits	Std Dev: 3.64e+01 #hits	Std Dev: 3.87e+01 #hits	Std Dev: 4.43e+01 #hits
events/second: 1.04e+02	events/second: 5.33e+01	events/second: 1.24e+01	events/second: 1.24e+00