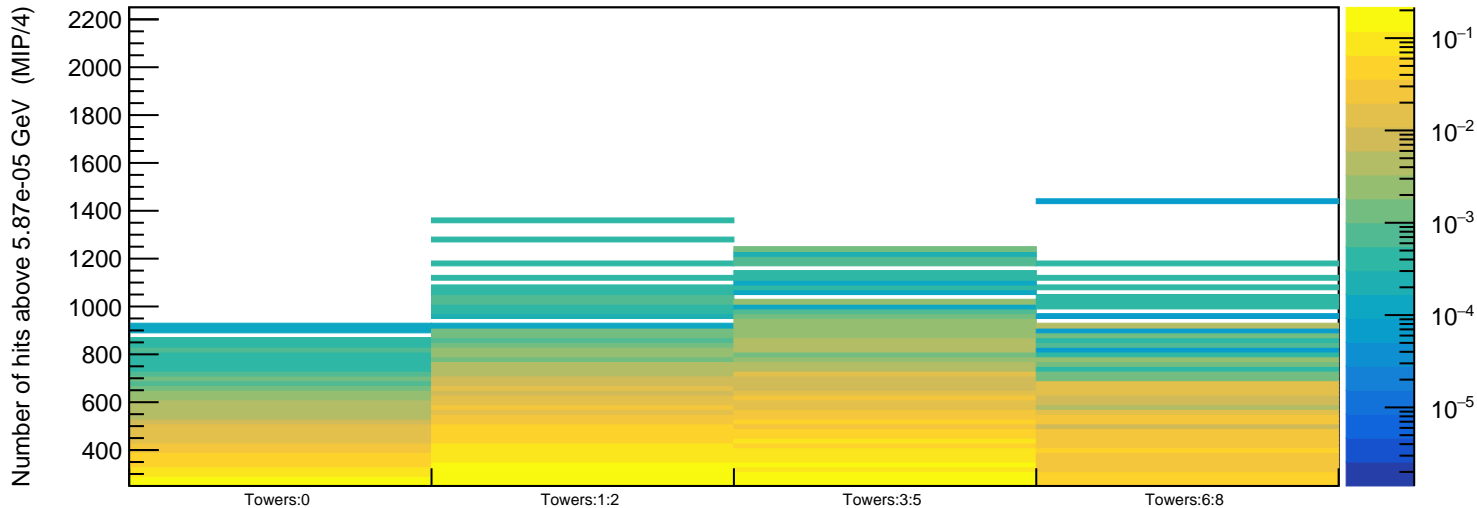


# ScECalEndcap high\_#Nhits Layers 0:9

Number of Events per second



**Mean: 3.41e+02 #hits**  
**Std Dev: 9.05e+01 #hits**  
**events/second: 7.15e-01**

**Mean: 3.76e+02 #hits**  
**Std Dev: 1.21e+02 #hits**  
**events/second: 1.55e+00**

**Mean: 3.95e+02 #hits**  
**Std Dev: 1.41e+02 #hits**  
**events/second: 1.44e+00**

**Mean: 4.18e+02 #hits**  
**Std Dev: 1.41e+02 #hits**  
**events/second: 5.81e-01**