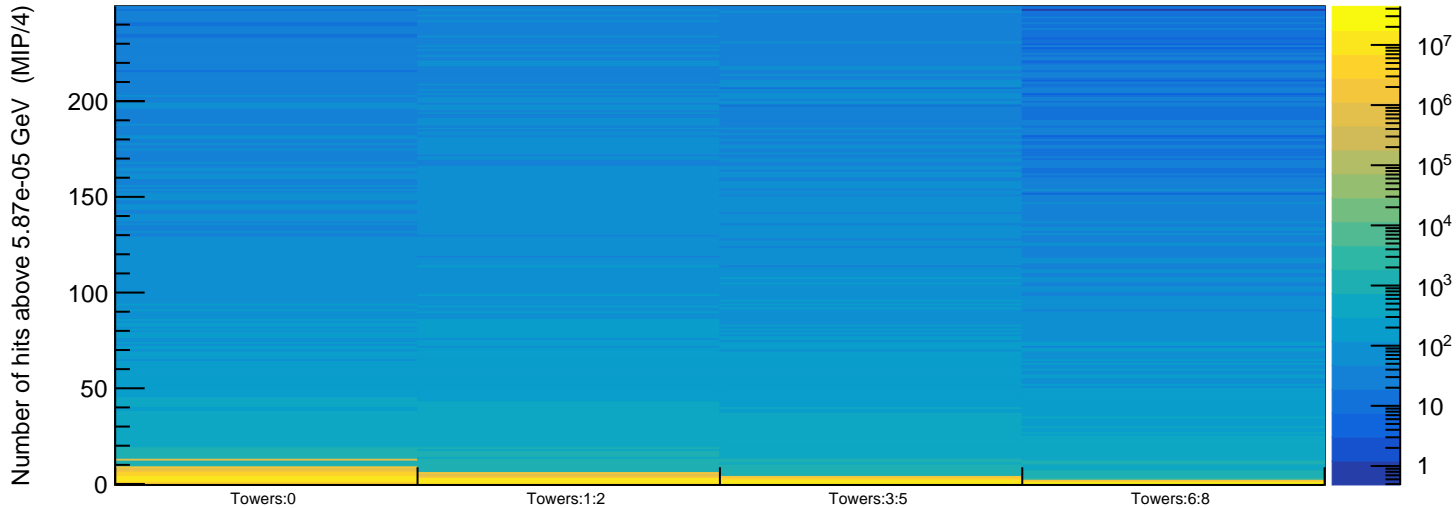


# ScECalEndcap low\_#Nhits Layers 10:19

Number of Events per second



|   |   |   |   |
|---|---|---|---|
| <b>Mean: 3.76e+00 #hits</b><br><b>Std Dev: 3.07e+00 #hits</b><br><b>events/second: 5.27e+07</b> | <b>Mean: 1.68e+00 #hits</b><br><b>Std Dev: 2.80e+00 #hits</b><br><b>events/second: 5.27e+07</b> | <b>Mean: 9.82e-01 #hits</b><br><b>Std Dev: 2.53e+00 #hits</b><br><b>events/second: 5.27e+07</b> | <b>Mean: 2.25e-01 #hits</b><br><b>Std Dev: 1.68e+00 #hits</b><br><b>events/second: 5.27e+07</b> |
|---|---|---|---|