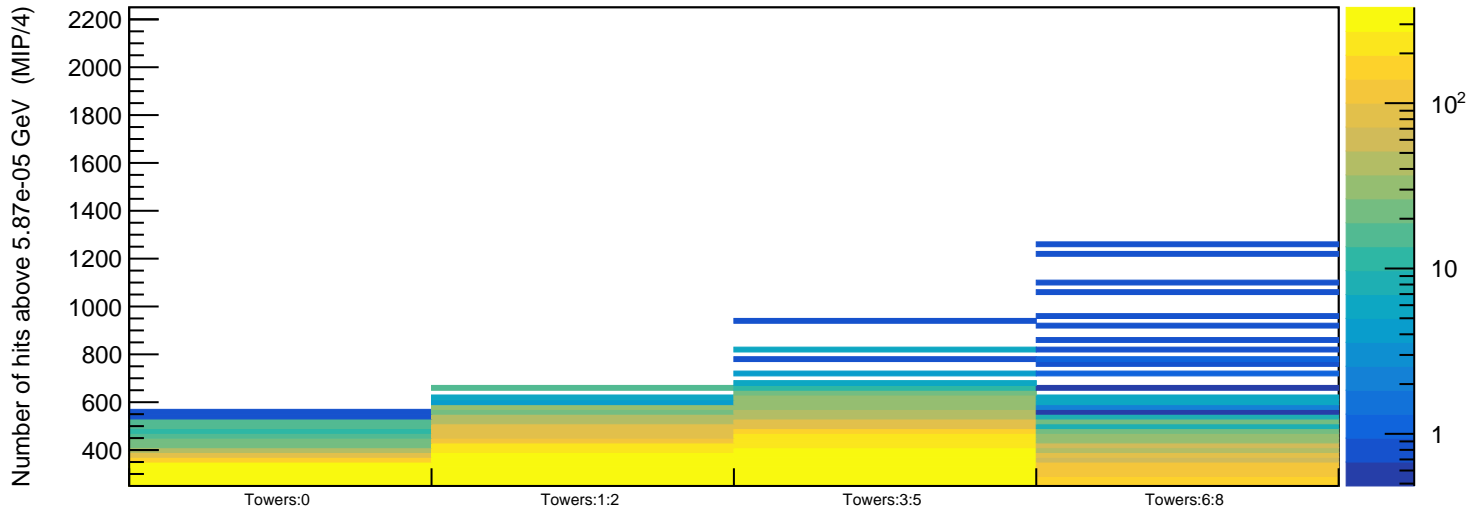


# ScECalEndcap high\_#Nhits Layers 0:9

Number of Events per second



**Mean:  $3.03 \times 10^2$  #hits**  
**Std Dev:  $4.35 \times 10^1$  #hits**  
**events/second:  $3.59 \times 10^3$**

**Mean:  $3.31 \times 10^2$  #hits**  
**Std Dev:  $6.76 \times 10^1$  #hits**  
**events/second:  $6.30 \times 10^3$**

**Mean:  $3.56 \times 10^2$  #hits**  
**Std Dev:  $8.61 \times 10^1$  #hits**  
**events/second:  $5.42 \times 10^3$**

**Mean:  $3.47 \times 10^2$  #hits**  
**Std Dev:  $9.51 \times 10^1$  #hits**  
**events/second:  $1.10 \times 10^3$**