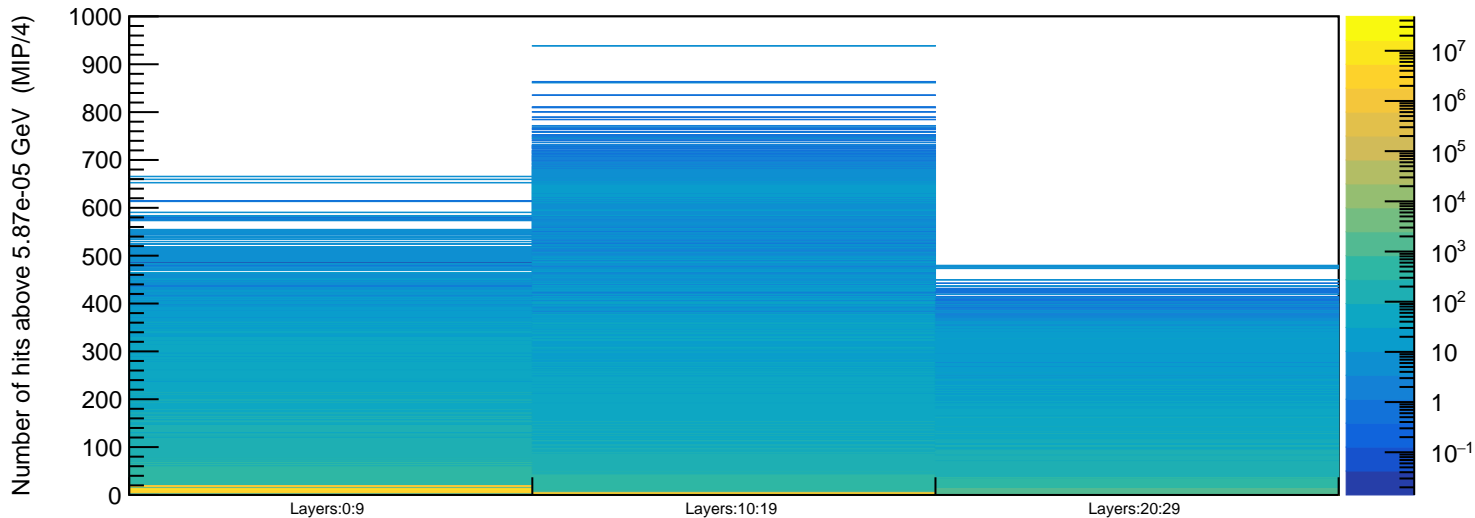


# ScECalEndcap all\_#Nhits Towers 1:2

Number of Events per second



**Mean: 1.30e+01 #hits**  
**Std Dev: 5.97e+00 #hits**  
**events/second: 5.27e+07**

**Mean: 2.23e+00 #hits**  
**Std Dev: 5.64e+00 #hits**  
**events/second: 5.27e+07**

**Mean: 4.03e-01 #hits**  
**Std Dev: 2.96e+00 #hits**  
**events/second: 5.27e+07**