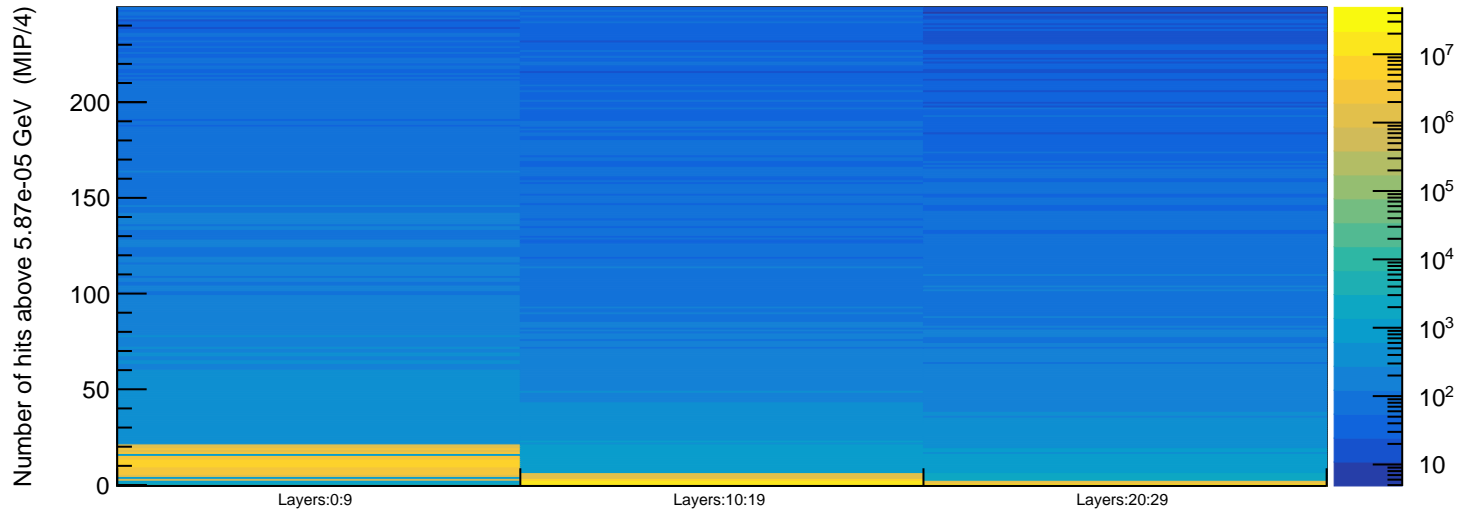


# ScECalEndcap low\_#Nhits Towers 1:2

Number of Events per second



**Mean: 1.25e+01 #hits**  
**Std Dev: 4.79e+00 #hits**  
**events/second: 5.27e+07**

**Mean: 1.68e+00 #hits**  
**Std Dev: 2.80e+00 #hits**  
**events/second: 5.27e+07**

**Mean: 1.41e-01 #hits**  
**Std Dev: 2.17e+00 #hits**  
**events/second: 5.27e+07**