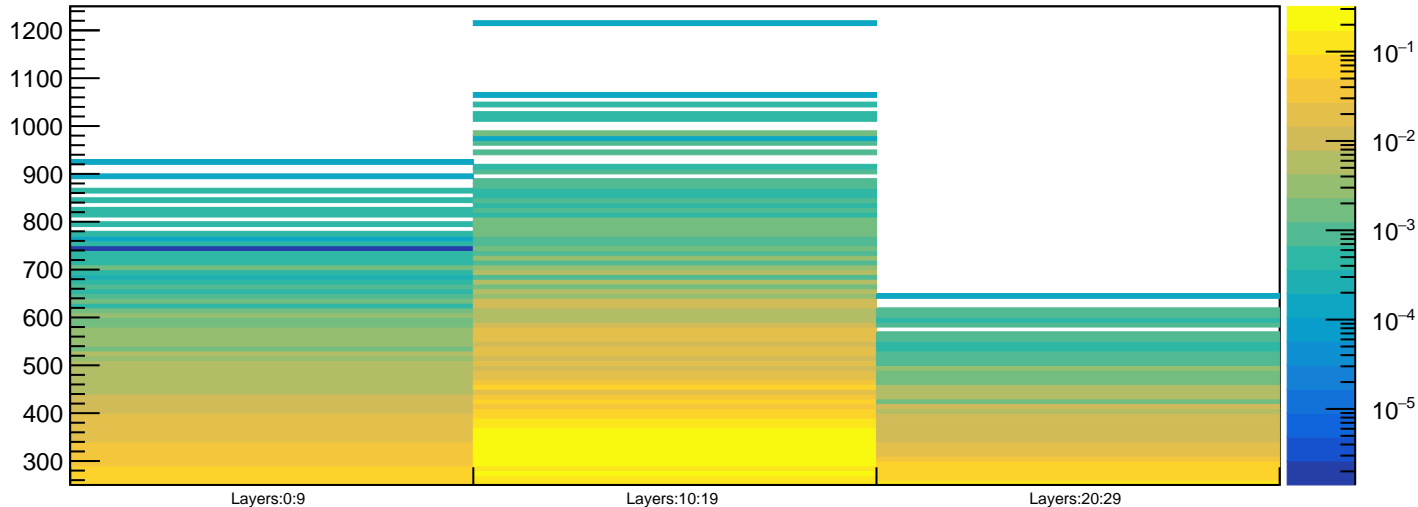


# ScECalEndcap high\_#Nhits Towers 0

Number of Events per second

Number of hits above 5.87e-05 GeV (MIP/4)



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

Mean: 3.56e+02 #hits  
Std Dev: 8.82e+01 #hits  
events/second: 3.37e+00

Mean: 3.07e+02 #hits  
Std Dev: 6.07e+01 #hits  
events/second: 5.94e-01