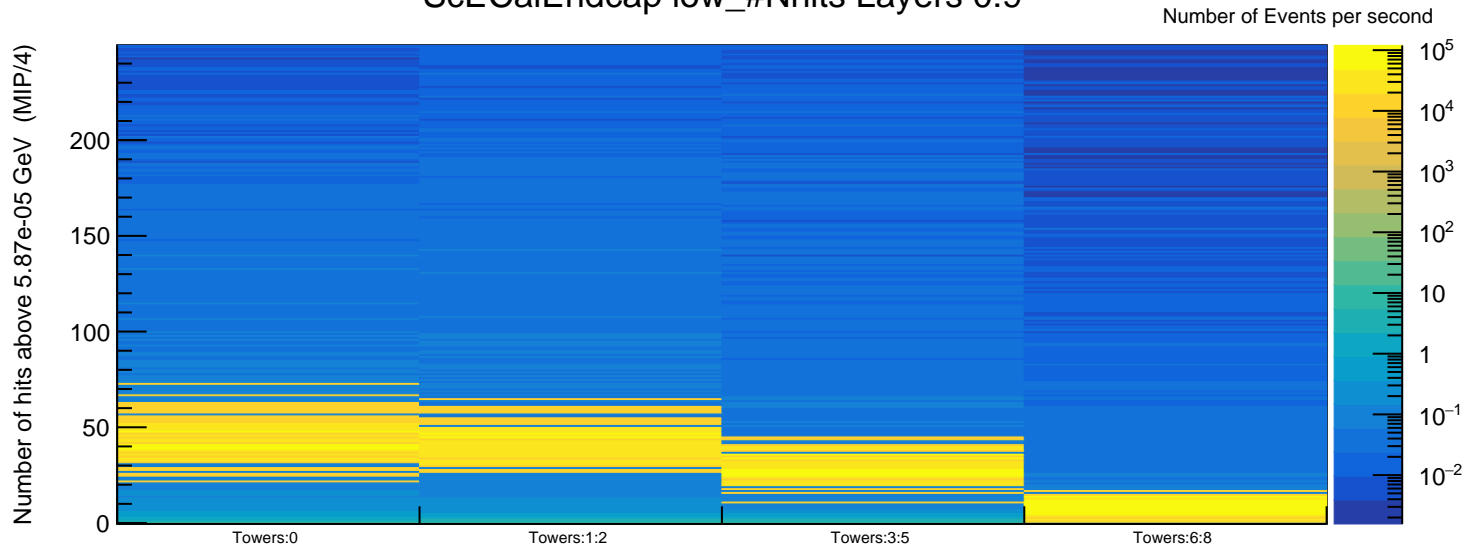


# ScECalEndcap low\_#Nhits Layers 0:9



**Mean: 4.34e+01 #hits**  
**Std Dev: 9.47e+00 #hits**  
**events/second: 8.55e+05**

**Mean: 4.25e+01 #hits**  
**Std Dev: 7.84e+00 #hits**  
**events/second: 8.55e+05**

**Mean: 2.91e+01 #hits**  
**Std Dev: 6.57e+00 #hits**  
**events/second: 8.55e+05**

**Mean: 8.34e+00 #hits**  
**Std Dev: 3.46e+00 #hits**  
**events/second: 8.55e+05**