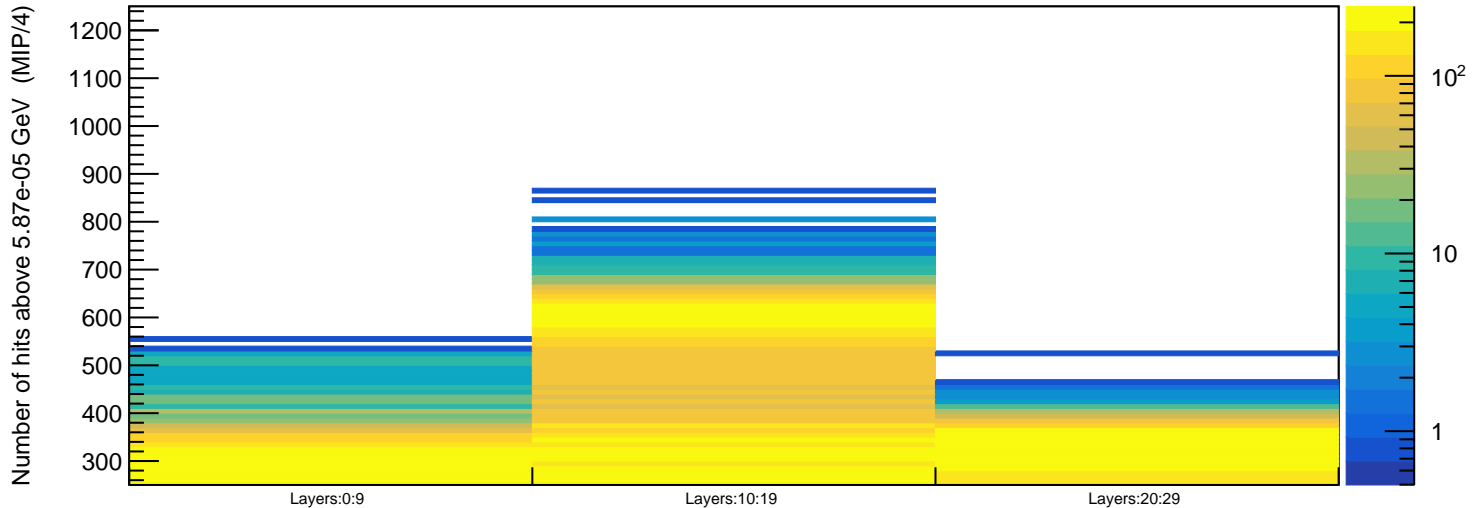


# ScECalEndcap high\_#Nhits Towers 0

Number of Events per second



**Mean: 3.03e+02 #hits**  
**Std Dev: 4.35e+01 #hits**  
**events/second: 3.59e+03**

**Mean: 4.58e+02 #hits**  
**Std Dev: 1.36e+02 #hits**  
**events/second: 5.88e+03**

**Mean: 3.22e+02 #hits**  
**Std Dev: 3.64e+01 #hits**  
**events/second: 3.22e+03**