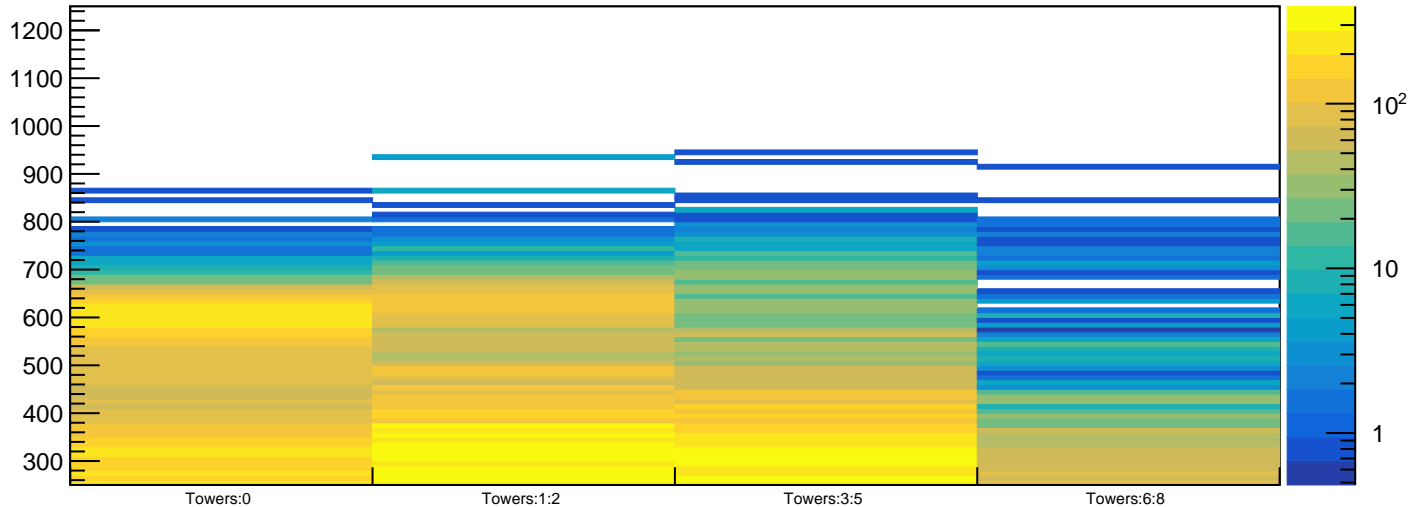


# ScECalEndcap high\_#Nhits Layers 10:19

Number of Events per second

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



Towers:0

Towers:1:2

Towers:3:5

Towers:6:8

**Mean: 4.58e+02 #hits**

**Std Dev: 1.36e+02 #hits**

**events/second: 5.88e+03**

**Mean: 4.07e+02 #hits**

**Std Dev: 1.31e+02 #hits**

**events/second: 6.98e+03**

**Mean: 3.80e+02 #hits**

**Std Dev: 1.17e+02 #hits**

**events/second: 5.43e+03**

**Mean: 3.53e+02 #hits**

**Std Dev: 1.02e+02 #hits**

**events/second: 1.04e+03**