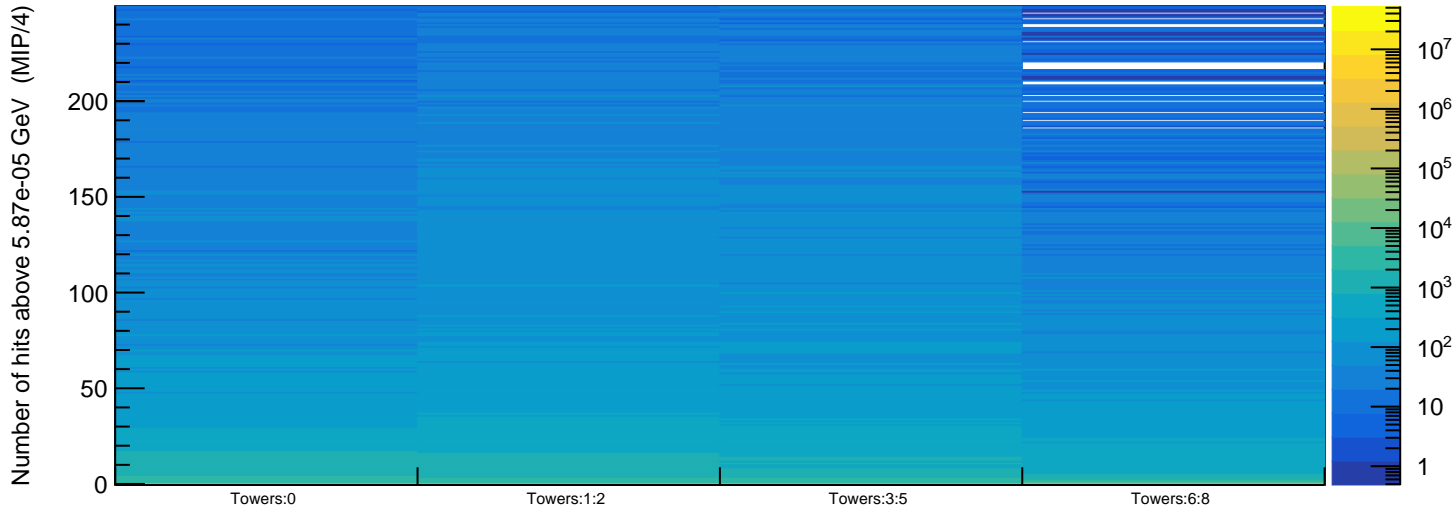


# ScECalEndcap low\_#Nhits Layers 20:29

Number of Events per second



<b>Mean: 3.00e-02 #hits</b> <b>Std Dev: 1.73e+00 #hits</b> <b>events/second: 5.27e+07</b>	<b>Mean: 4.08e-02 #hits</b> <b>Std Dev: 2.15e+00 #hits</b> <b>events/second: 5.27e+07</b>	<b>Mean: 3.56e-02 #hits</b> <b>Std Dev: 2.00e+00 #hits</b> <b>events/second: 5.27e+07</b>	<b>Mean: 1.72e-02 #hits</b> <b>Std Dev: 1.22e+00 #hits</b> <b>events/second: 5.27e+07</b>
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