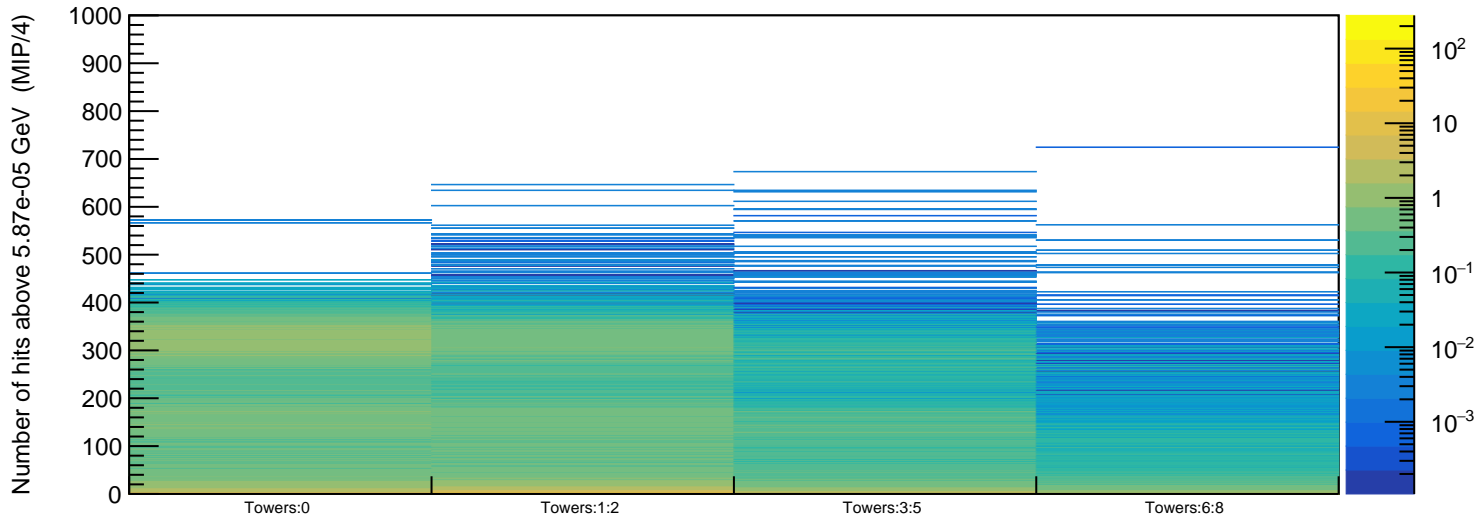


# ScECalEndcap all\_#Nhits Layers 20:29

Number of Events per second



Mean: 1.48e+02 #hits	Mean: 9.22e+01 #hits	Mean: 2.97e+01 #hits	Mean: 6.72e+00 #hits
Std Dev: 1.38e+02 #hits	Std Dev: 1.20e+02 #hits	Std Dev: 7.22e+01 #hits	Std Dev: 2.92e+01 #hits
events/second: 3.21e+02	events/second: 3.21e+02	events/second: 3.21e+02	events/second: 3.21e+02