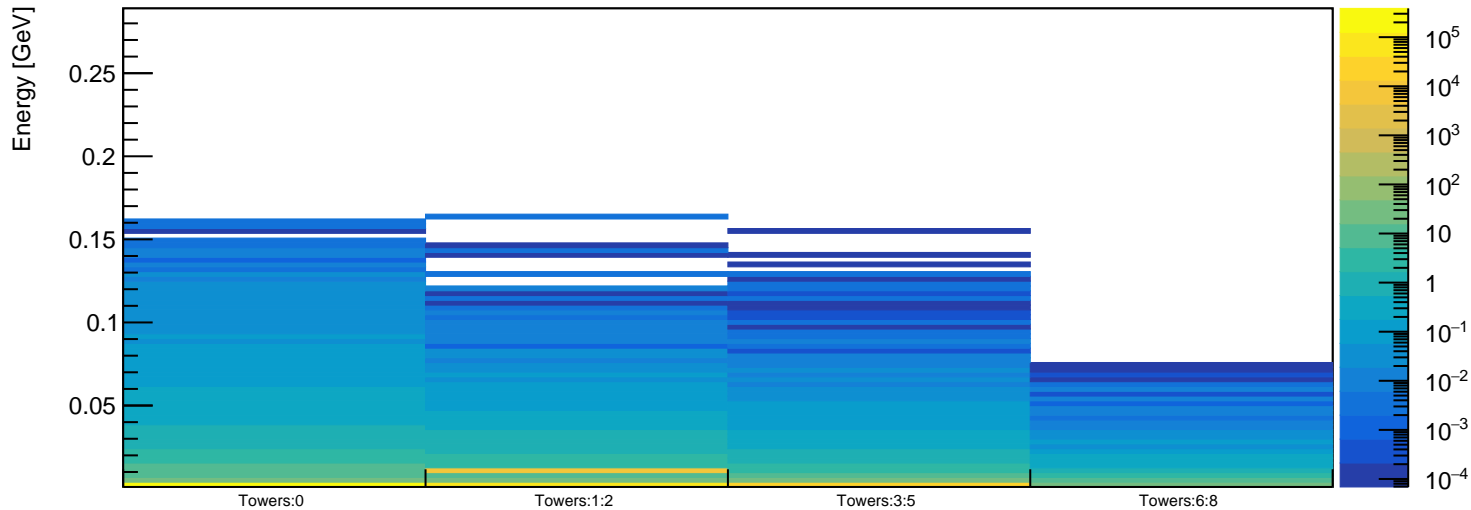


# ScECalEndcap upper\_scale\_energy Layers 20:29

Number of hits per second



<b>Mean: 2.44e-03 GeV</b> <b>Std Dev: 2.59e-04 GeV</b> <b>hits/second: 3.85e+05</b>	<b>Mean: 3.88e-03 GeV</b> <b>Std Dev: 3.24e-03 GeV</b> <b>hits/second: 5.16e+04</b>	<b>Mean: 2.46e-03 GeV</b> <b>Std Dev: 5.54e-04 GeV</b> <b>hits/second: 1.73e+04</b>	<b>Mean: 3.09e-03 GeV</b> <b>Std Dev: 3.42e-03 GeV</b> <b>hits/second: 5.86e+01</b>
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