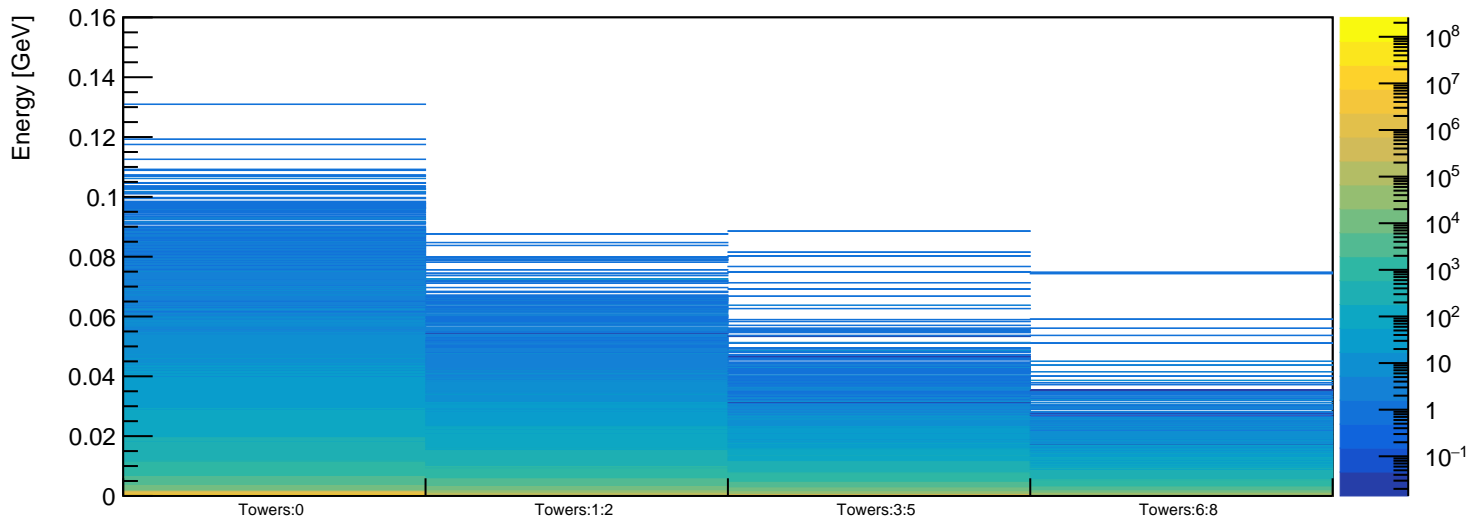


# ScECalEndcap all\_scale\_energy Layers 20:29

Number of hits per second



<b>Mean: 1.82e-04 GeV</b> <b>Std Dev: 3.35e-04 GeV</b> <b>hits/second: 3.57e+08</b>	<b>Mean: 1.78e-04 GeV</b> <b>Std Dev: 5.50e-04 GeV</b> <b>hits/second: 3.77e+07</b>	<b>Mean: 1.54e-04 GeV</b> <b>Std Dev: 3.92e-04 GeV</b> <b>hits/second: 3.29e+07</b>	<b>Mean: 1.98e-04 GeV</b> <b>Std Dev: 5.59e-04 GeV</b> <b>hits/second: 7.57e+06</b>
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