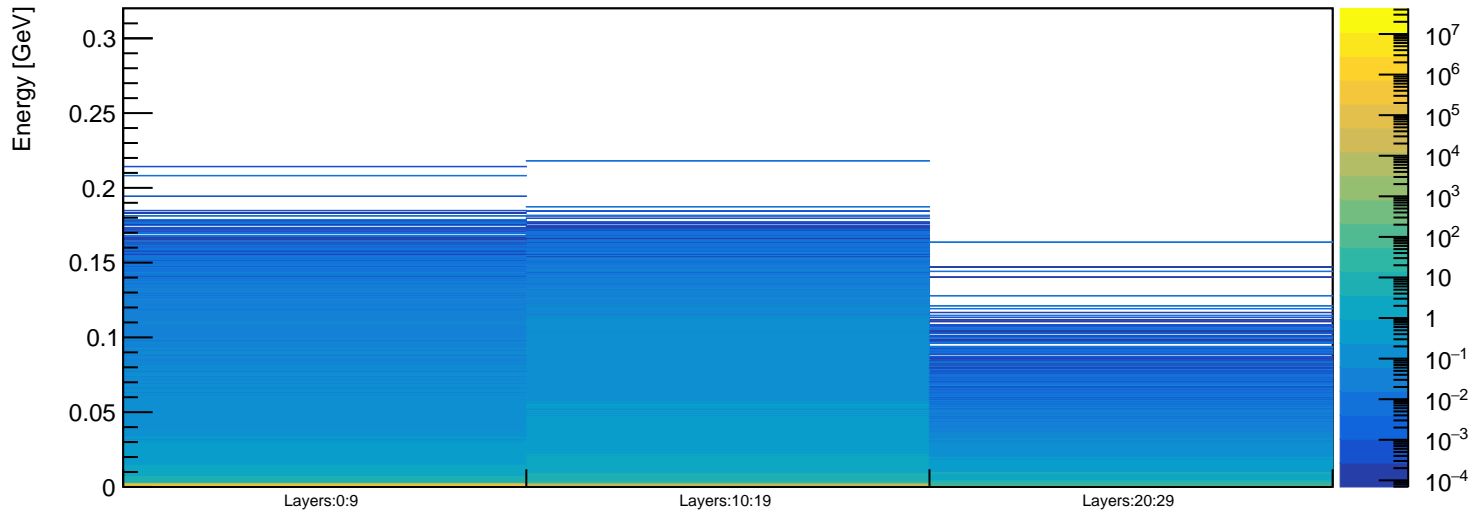


# ScECalEndcap all\_scale\_energy Towers 1:2

Number of hits per second



**Mean:  $3.18\text{e-}04$  GeV**  
**Std Dev:  $3.09\text{e-}04$  GeV**  
**hits/second:  $6.12\text{e+}07$**

**Mean:  $2.81\text{e-}04$  GeV**  
**Std Dev:  $3.33\text{e-}04$  GeV**  
**hits/second:  $9.37\text{e+}06$**

**Mean:  $3.03\text{e-}04$  GeV**  
**Std Dev:  $8.15\text{e-}04$  GeV**  
**hits/second:  $1.41\text{e+}06$**