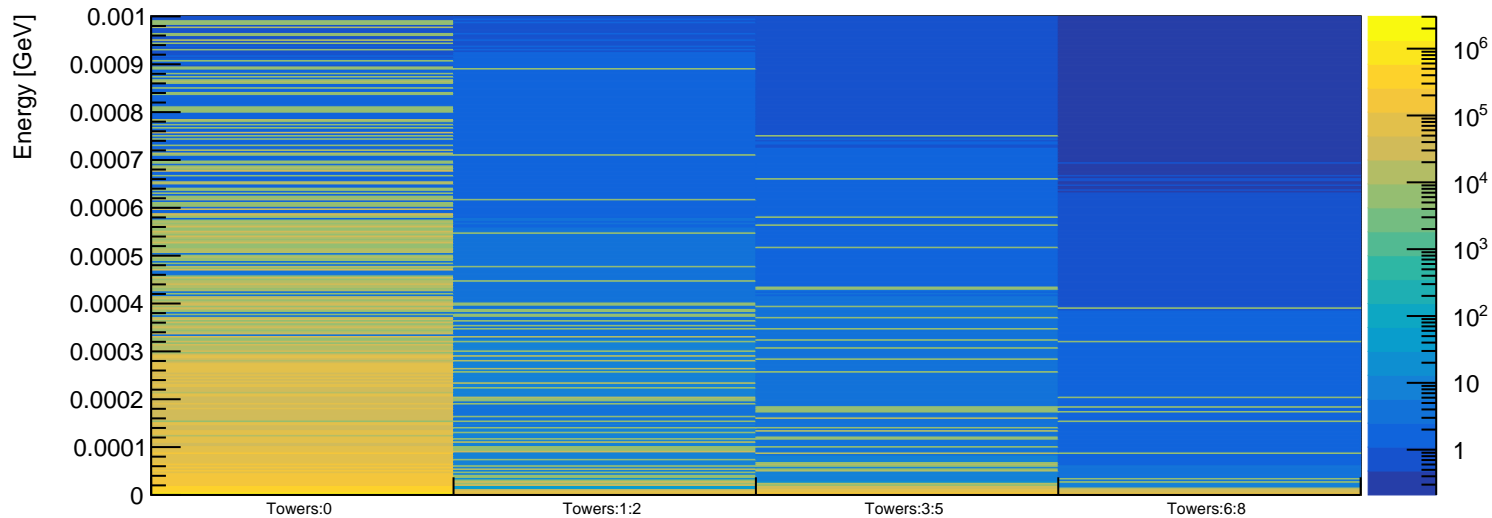


# ScECalEndcap lower\_scale\_energy Layers 20:29

Number of hits per second



<b>Mean: 1.35e-04 GeV</b> <b>Std Dev: 1.98e-04 GeV</b> <b>hits/second: 1.31e+07</b>	<b>Mean: 9.13e-05 GeV</b> <b>Std Dev: 1.57e-04 GeV</b> <b>hits/second: 1.35e+06</b>	<b>Mean: 7.13e-05 GeV</b> <b>Std Dev: 1.47e-04 GeV</b> <b>hits/second: 1.10e+06</b>	<b>Mean: 3.95e-05 GeV</b> <b>Std Dev: 8.61e-05 GeV</b> <b>hits/second: 3.86e+05</b>
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