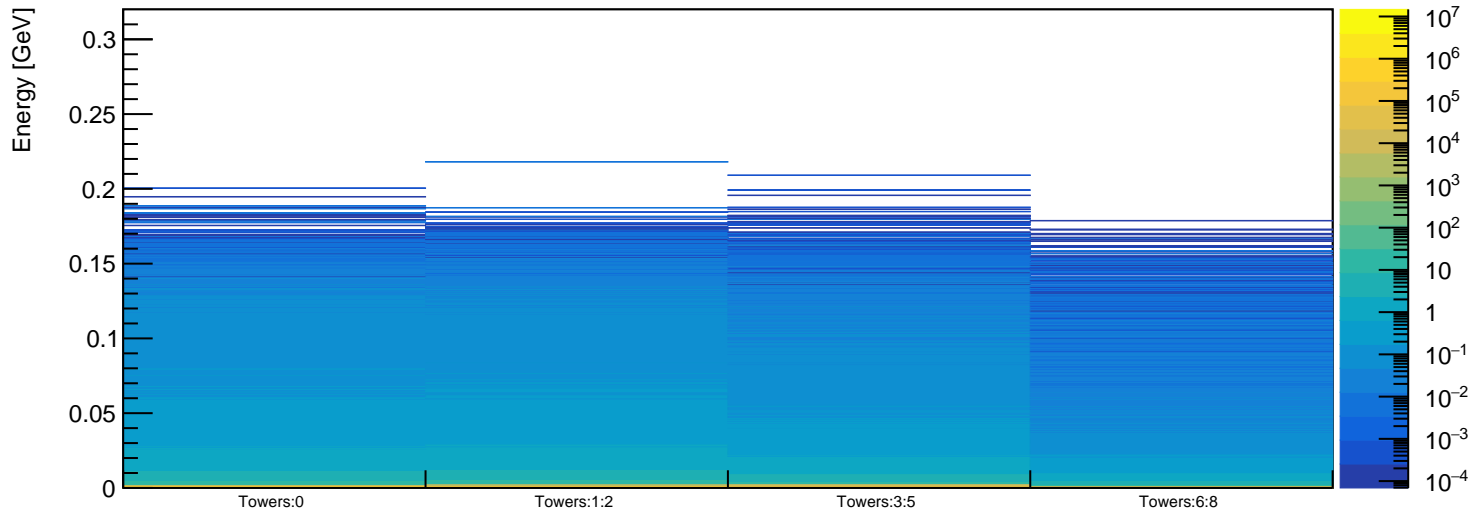


# ScECalEndcap all\_scale\_energy Layers 10:19

Number of hits per second



**Mean:  $2.66\text{e-}04$  GeV**

**Std Dev:  $2.71\text{e-}04$  GeV**

**hits/second:  $1.88\text{e+}07$**

**Mean:  $2.81\text{e-}04$  GeV**

**Std Dev:  $3.33\text{e-}04$  GeV**

**hits/second:  $9.37\text{e+}06$**

**Mean:  $2.97\text{e-}04$  GeV**

**Std Dev:  $3.37\text{e-}04$  GeV**

**hits/second:  $6.70\text{e+}06$**

**Mean:  $2.35\text{e-}04$  GeV**

**Std Dev:  $2.28\text{e-}04$  GeV**

**hits/second:  $2.81\text{e+}06$**