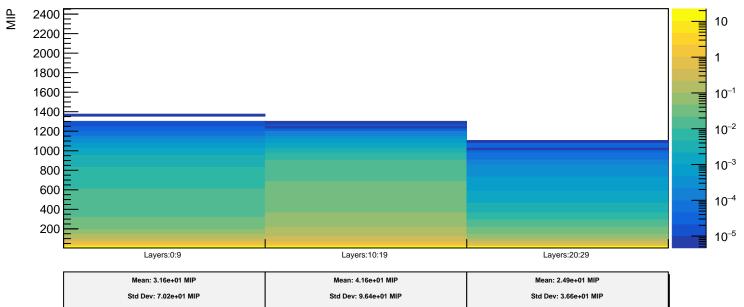
## ScECalEndcap scaled\_upper\_scale\_energy Towers 0

Number of hits per second

hits/second: 1.39e+01



hits/second: 2.79e+01

hits/second: 2.11e+01