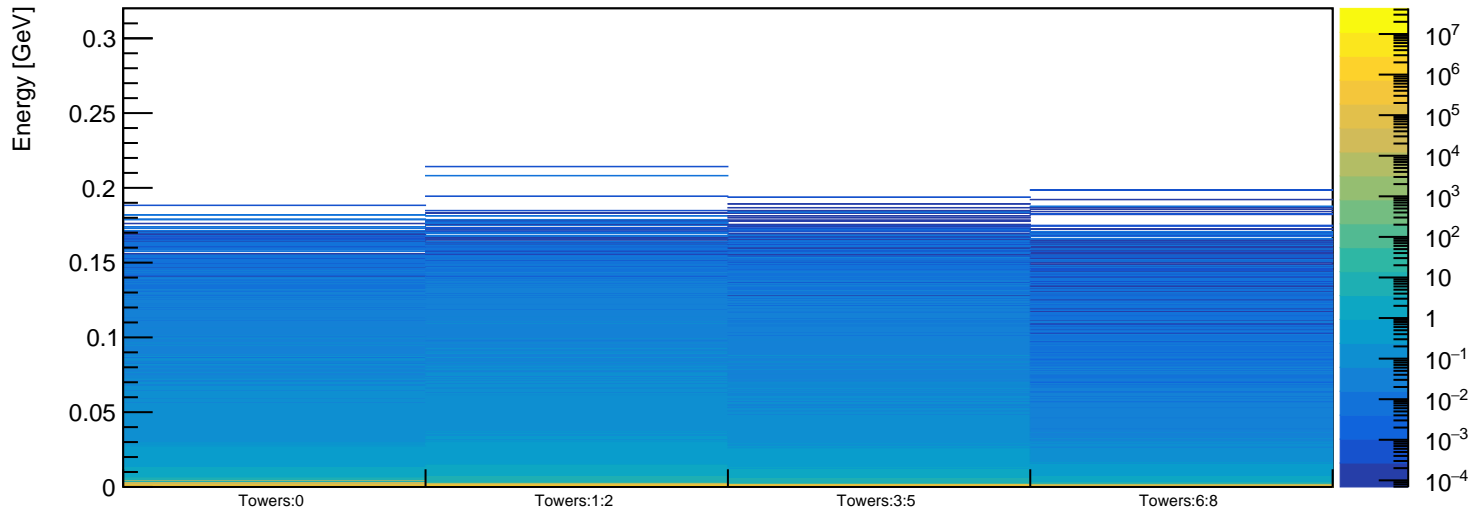


# ScECalEndcap all\_scale\_energy Layers 0:9

Number of hits per second



**Mean: 3.31e-04 GeV**

**Std Dev: 3.26e-04 GeV**

**hits/second: 5.75e+07**

**Mean: 3.18e-04 GeV**

**Std Dev: 3.09e-04 GeV**

**hits/second: 6.12e+07**

**Mean: 2.98e-04 GeV**

**Std Dev: 2.95e-04 GeV**

**hits/second: 4.63e+07**

**Mean: 2.75e-04 GeV**

**Std Dev: 2.63e-04 GeV**

**hits/second: 1.55e+07**