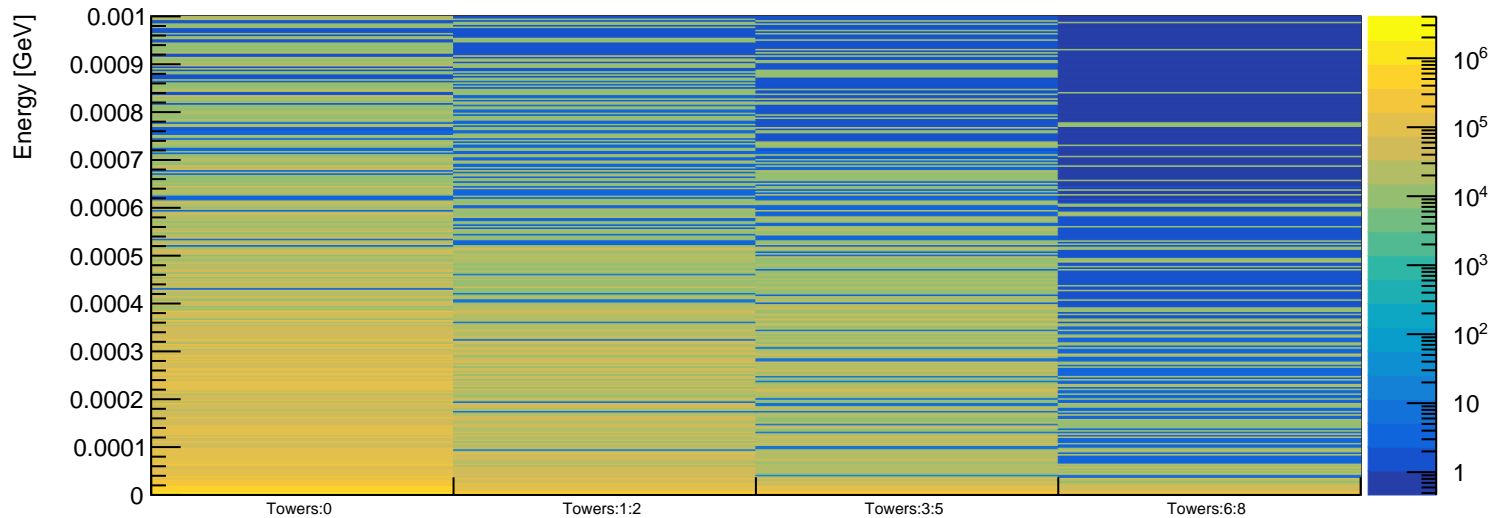


# ScECalEndcap lower\_scale\_energy Layers 10:19

Number of hits per second



<b>Mean: 1.73e-04 GeV</b> <b>Std Dev: 2.23e-04 GeV</b> <b>hits/second: 1.85e+07</b>	<b>Mean: 1.65e-04 GeV</b> <b>Std Dev: 2.29e-04 GeV</b> <b>hits/second: 9.09e+06</b>	<b>Mean: 1.72e-04 GeV</b> <b>Std Dev: 2.37e-04 GeV</b> <b>hits/second: 6.50e+06</b>	<b>Mean: 1.18e-04 GeV</b> <b>Std Dev: 1.98e-04 GeV</b> <b>hits/second: 2.76e+06</b>
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