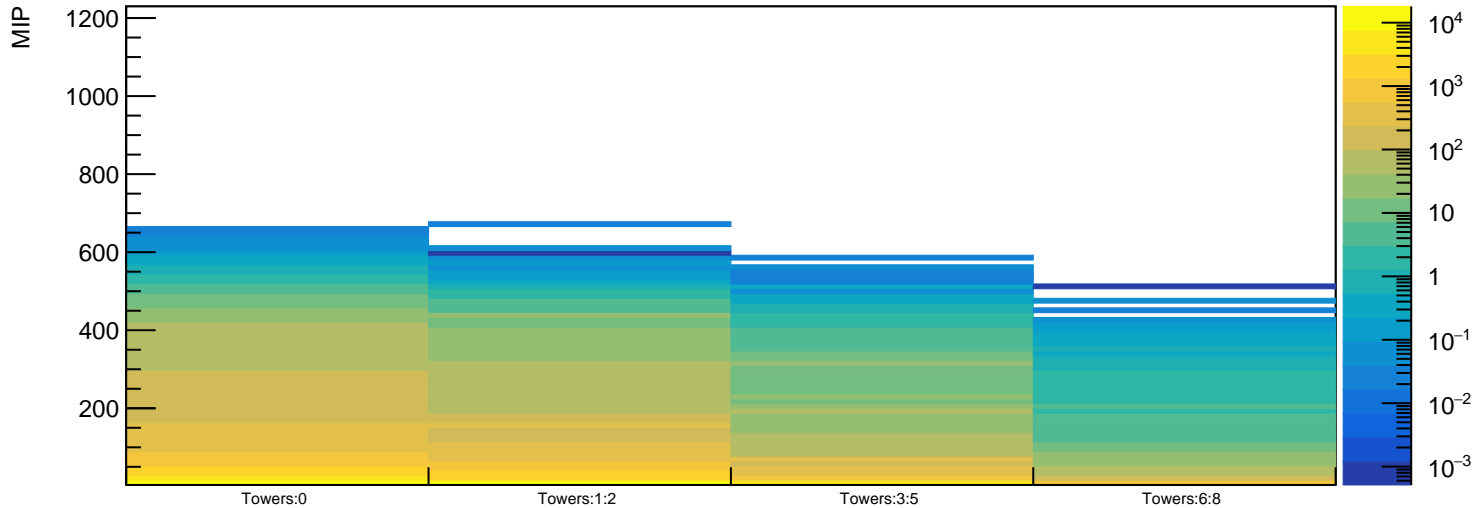


# ScECalEndcap scaled\_upper\_scale\_energy Layers 10:19

Number of hits per second



<p>Mean: 4.58e+01 MIP</p> <p>Std Dev: 7.45e+01 MIP</p> <p>hits/second: 3.29e+04</p>	<p>Mean: 4.10e+01 MIP</p> <p>Std Dev: 6.64e+01 MIP</p> <p>hits/second: 2.04e+04</p>	<p>Mean: 3.38e+01 MIP</p> <p>Std Dev: 5.48e+01 MIP</p> <p>hits/second: 7.04e+03</p>	<p>Mean: 2.57e+01 MIP</p> <p>Std Dev: 4.17e+01 MIP</p> <p>hits/second: 1.41e+03</p>
---	---	---	---