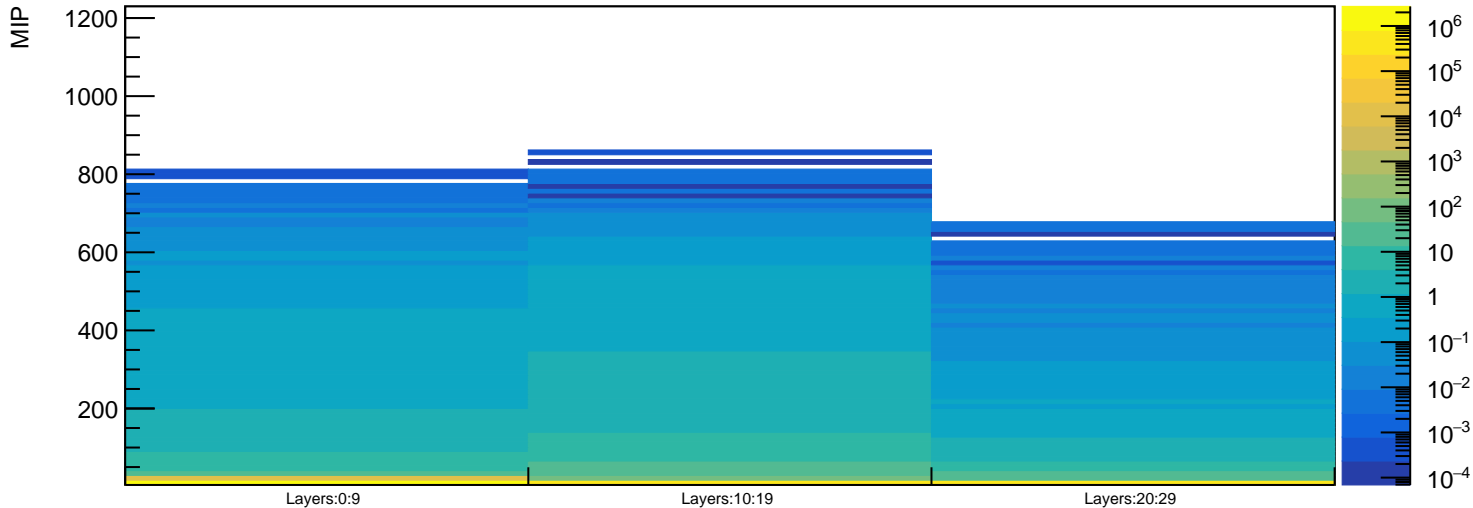


# ScECalEndcap scaled\_upper\_scale\_energy Towers 0

Number of hits per second



Mean:  $1.04\text{e}+01$  MIP  
Std Dev:  $1.16\text{e}+00$  MIP  
hits/second:  $2.72\text{e}+06$

Mean:  $1.04\text{e}+01$  MIP  
Std Dev:  $3.81\text{e}+00$  MIP  
hits/second:  $3.77\text{e}+05$

Mean:  $1.02\text{e}+01$  MIP  
Std Dev:  $1.09\text{e}+00$  MIP  
hits/second:  $3.85\text{e}+05$