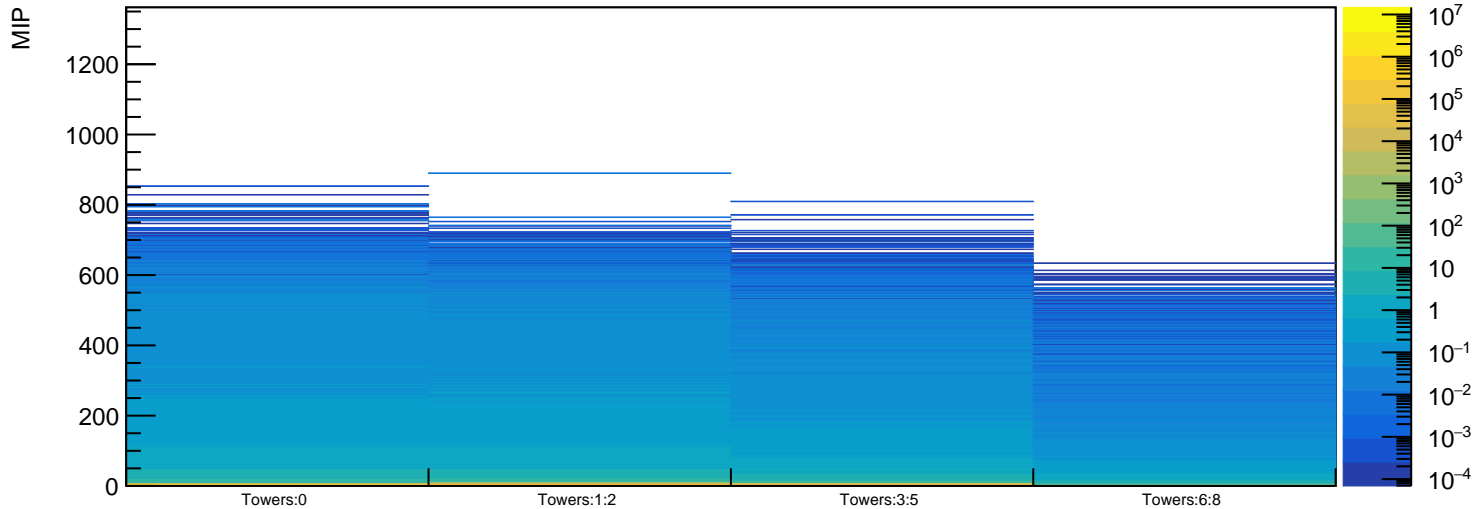


# ScECalEndcap scaled\_all\_scale\_energy Layers 10:19

Number of hits per second



|   |   |   |   |
|---|---|---|---|
| <b>Mean: 1.13e+00 MIP</b><br><b>Std Dev: 1.15e+00 MIP</b><br><b>hits/second: 1.88e+07</b> | <b>Mean: 1.15e+00 MIP</b><br><b>Std Dev: 1.36e+00 MIP</b><br><b>hits/second: 9.37e+06</b> | <b>Mean: 1.15e+00 MIP</b><br><b>Std Dev: 1.30e+00 MIP</b><br><b>hits/second: 6.70e+06</b> | <b>Mean: 8.33e-01 MIP</b><br><b>Std Dev: 8.08e-01 MIP</b><br><b>hits/second: 2.81e+06</b> |
|---|---|---|---|