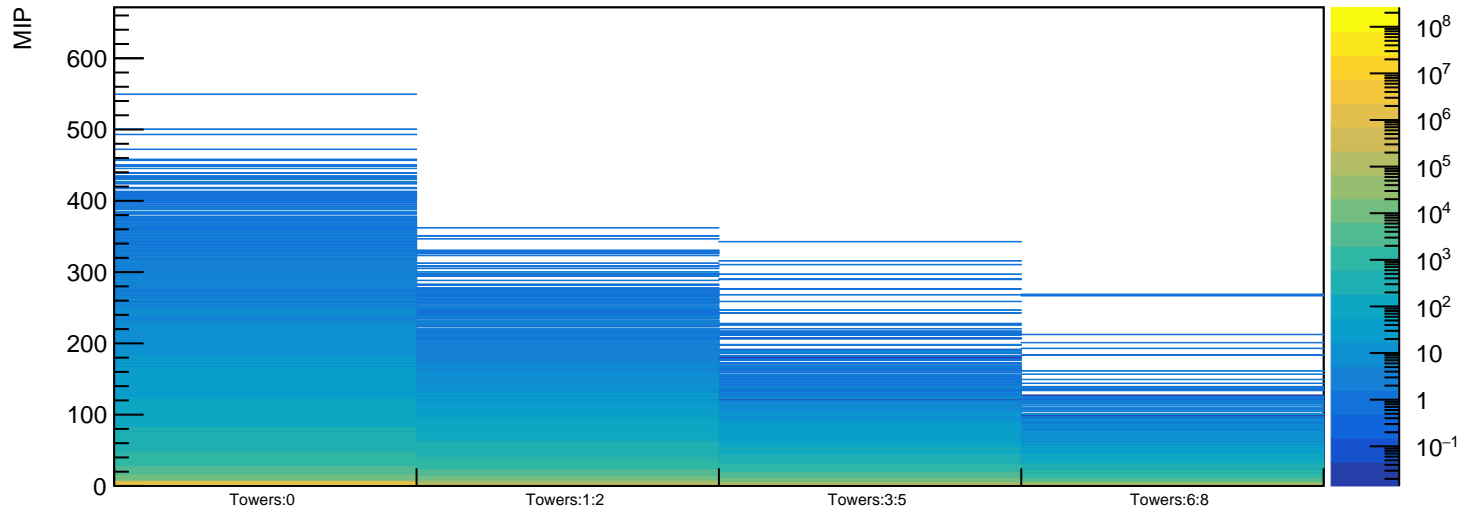


# ScECalEndcap scaled\_all\_scale\_energy Layers 20:29

Number of hits per second



<b>Mean: 7.65e-01 MIP</b> <b>Std Dev: 1.40e+00 MIP</b> <b>hits/second: 3.57e+08</b>	<b>Mean: 7.37e-01 MIP</b> <b>Std Dev: 2.28e+00 MIP</b> <b>hits/second: 3.77e+07</b>	<b>Mean: 5.95e-01 MIP</b> <b>Std Dev: 1.52e+00 MIP</b> <b>hits/second: 3.29e+07</b>	<b>Mean: 7.11e-01 MIP</b> <b>Std Dev: 2.01e+00 MIP</b> <b>hits/second: 7.57e+06</b>
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