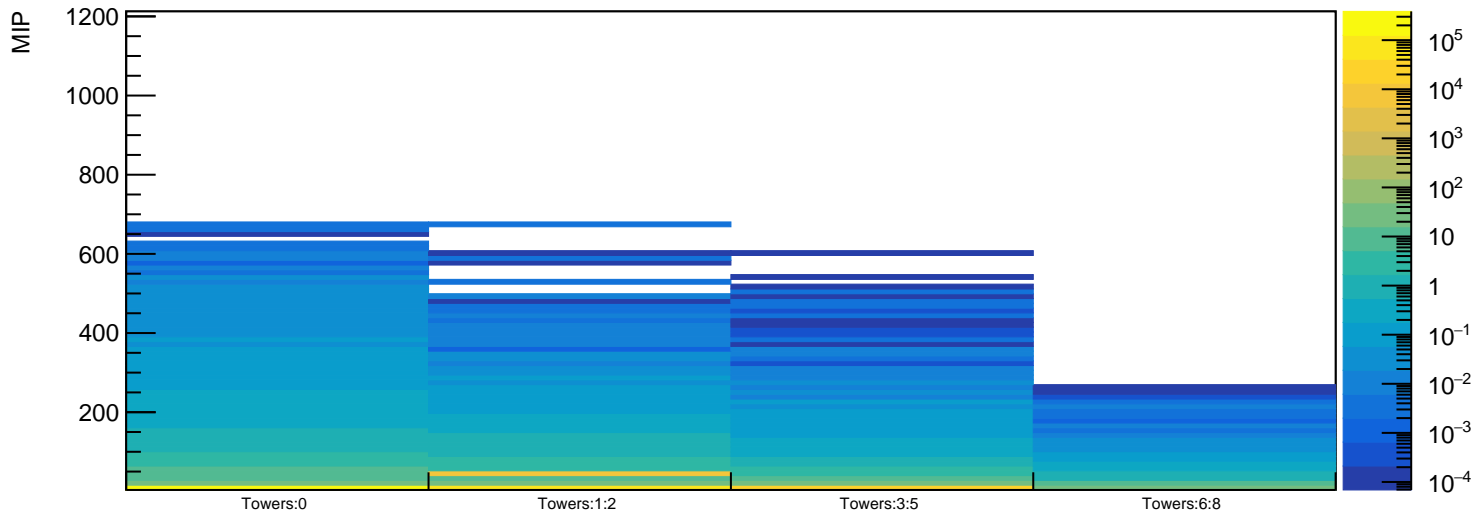


# ScECalEndcap scaled\_upper\_scale\_energy Layers 20:29

Number of hits per second



<b>Mean: 1.02e+01 MIP</b> <b>Std Dev: 1.09e+00 MIP</b> <b>hits/second: 3.85e+05</b>	<b>Mean: 1.61e+01 MIP</b> <b>Std Dev: 1.34e+01 MIP</b> <b>hits/second: 5.16e+04</b>	<b>Mean: 9.51e+00 MIP</b> <b>Std Dev: 2.14e+00 MIP</b> <b>hits/second: 1.73e+04</b>	<b>Mean: 1.11e+01 MIP</b> <b>Std Dev: 1.23e+01 MIP</b> <b>hits/second: 5.86e+01</b>
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