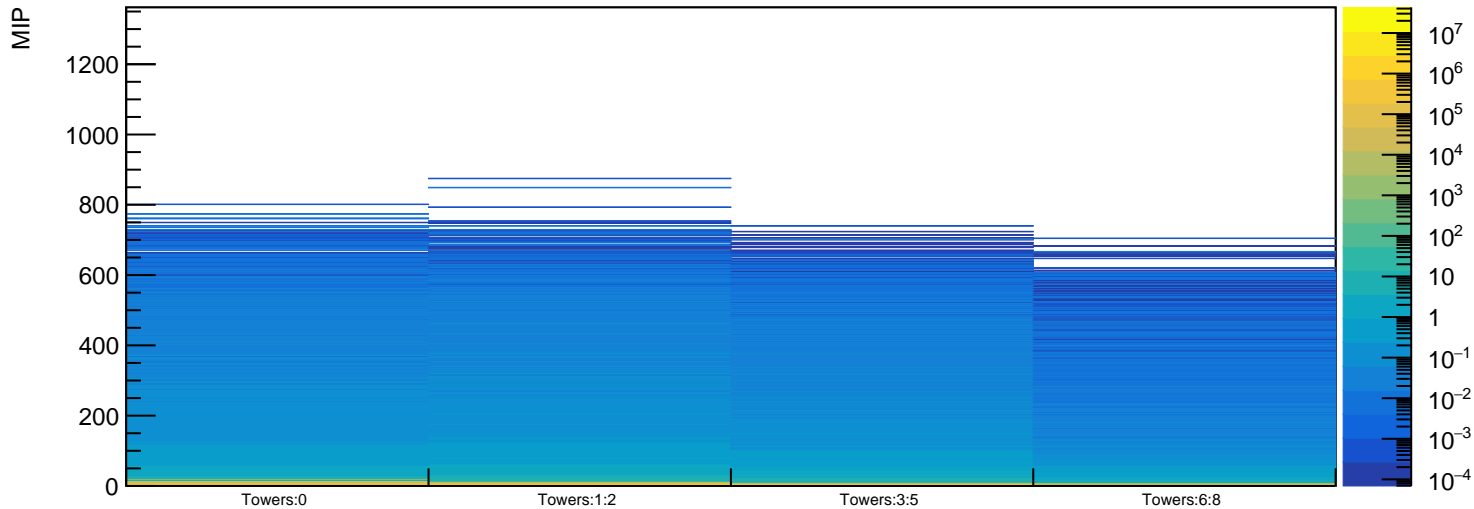


# ScECalEndcap scaled\_all\_scale\_energy Layers 0:9

Number of hits per second



**Mean: 1.41e+00 MIP**  
**Std Dev: 1.39e+00 MIP**  
**hits/second: 5.75e+07**

**Mean: 1.30e+00 MIP**  
**Std Dev: 1.26e+00 MIP**  
**hits/second: 6.12e+07**

**Mean: 1.14e+00 MIP**  
**Std Dev: 1.13e+00 MIP**  
**hits/second: 4.63e+07**

**Mean: 9.78e-01 MIP**  
**Std Dev: 9.33e-01 MIP**  
**hits/second: 1.55e+07**