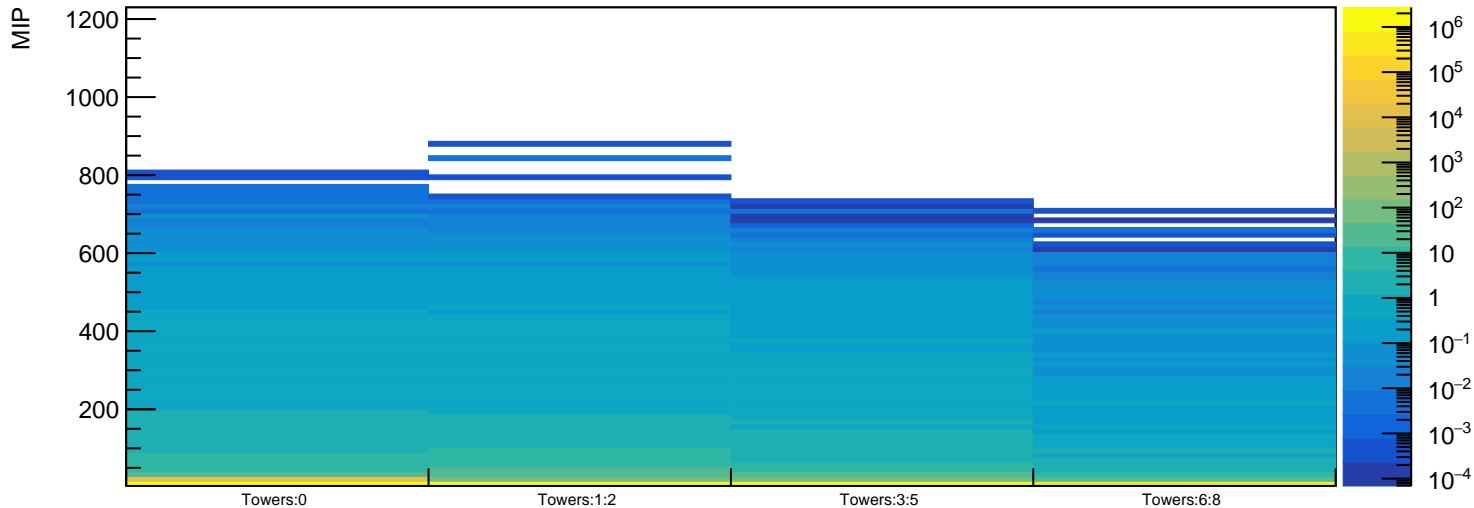


# ScECalEndcap scaled\_upper\_scale\_energy Layers 0:9

Number of hits per second



Towers:0

Towers:1:2

Towers:3:5

Towers:6:8

**Mean: 1.04e+01 MIP**

**Std Dev: 1.16e+00 MIP**

**hits/second: 2.72e+06**

**Mean: 9.96e+00 MIP**

**Std Dev: 9.95e-01 MIP**

**hits/second: 2.60e+06**

**Mean: 9.33e+00 MIP**

**Std Dev: 9.43e-01 MIP**

**hits/second: 1.78e+06**

**Mean: 8.67e+00 MIP**

**Std Dev: 1.02e+00 MIP**

**hits/second: 4.11e+05**