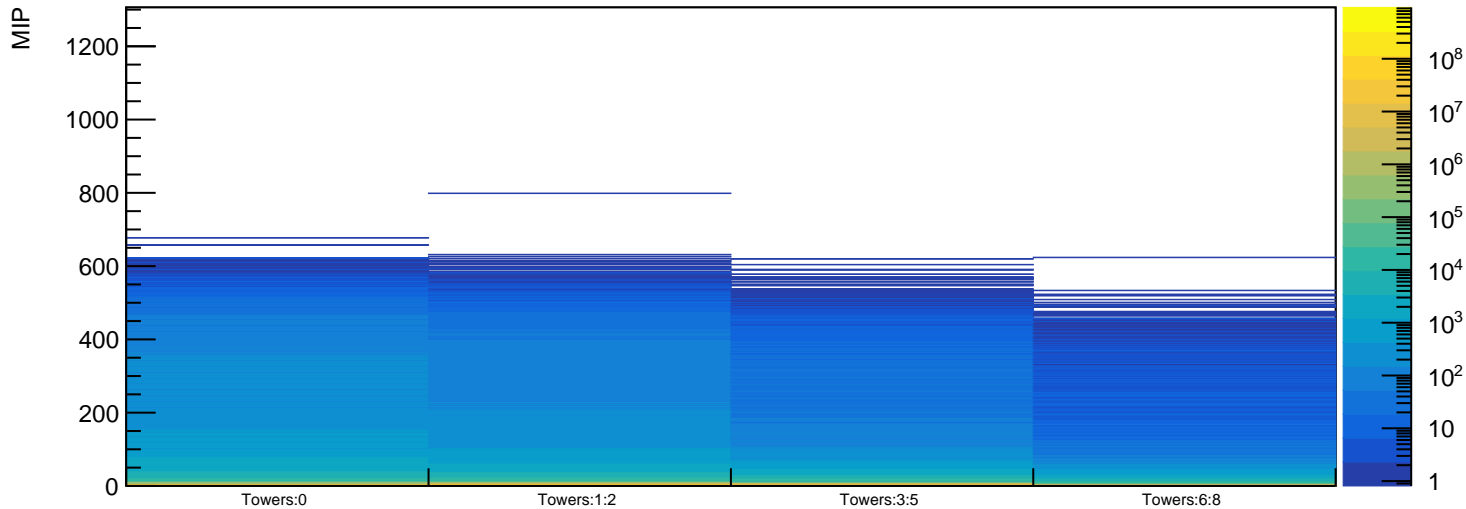


# ScECalEndcap scaled\_all\_scale\_energy Layers 0:9

Number of hits per second



<b>Mean: 1.13e+00 MIP</b> <b>Std Dev: 2.40e+00 MIP</b> <b>hits/second: 1.15e+09</b>	<b>Mean: 1.26e+00 MIP</b> <b>Std Dev: 1.90e+00 MIP</b> <b>hits/second: 1.28e+09</b>	<b>Mean: 1.06e+00 MIP</b> <b>Std Dev: 1.36e+00 MIP</b> <b>hits/second: 1.20e+09</b>	<b>Mean: 1.00e+00 MIP</b> <b>Std Dev: 1.22e+00 MIP</b> <b>hits/second: 3.63e+08</b>
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