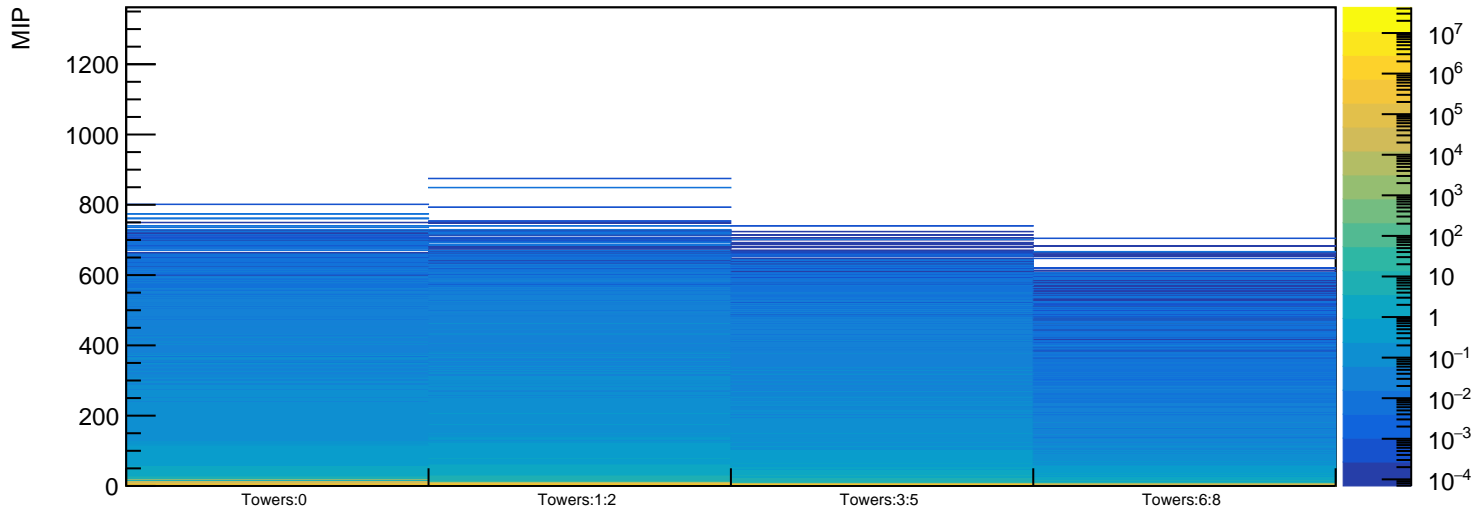


# ScECalEndcap scaled\_all\_scale\_energy Layers 0:9

Number of hits per second



<b>Mean: 1.41e+00 MIP</b> <b>Std Dev: 1.39e+00 MIP</b> <b>hits/second: 5.75e+07</b>	<b>Mean: 1.35e+00 MIP</b> <b>Std Dev: 1.31e+00 MIP</b> <b>hits/second: 6.12e+07</b>	<b>Mean: 1.26e+00 MIP</b> <b>Std Dev: 1.20e+00 MIP</b> <b>hits/second: 4.63e+07</b>	<b>Mean: 1.13e+00 MIP</b> <b>Std Dev: 9.65e-01 MIP</b> <b>hits/second: 1.55e+07</b>
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