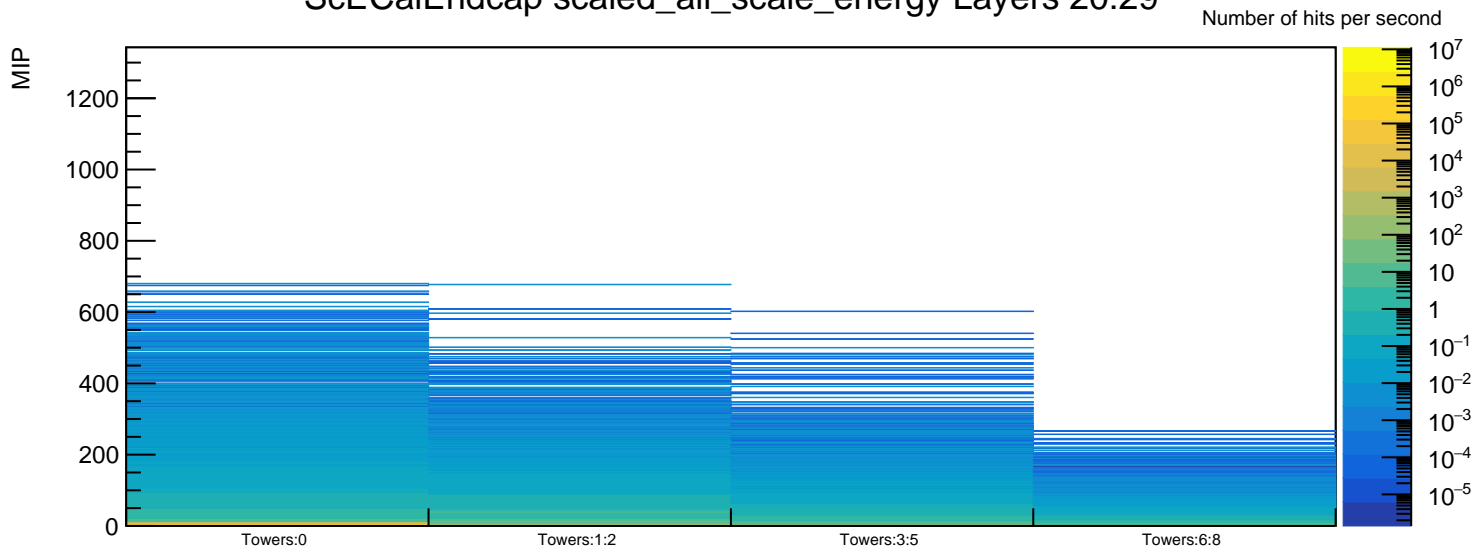


# ScECalEndcap scaled\_all\_scale\_energy Layers 20:29



<b>Mean: 1.04e+00 MIP</b> <b>Std Dev: 1.04e+00 MIP</b> <b>hits/second: 1.34e+07</b>	<b>Mean: 1.25e+00 MIP</b> <b>Std Dev: 3.37e+00 MIP</b> <b>hits/second: 1.41e+06</b>	<b>Mean: 5.50e-01 MIP</b> <b>Std Dev: 7.25e-01 MIP</b> <b>hits/second: 1.11e+06</b>	<b>Mean: 2.48e-01 MIP</b> <b>Std Dev: 3.39e-01 MIP</b> <b>hits/second: 3.86e+05</b>
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