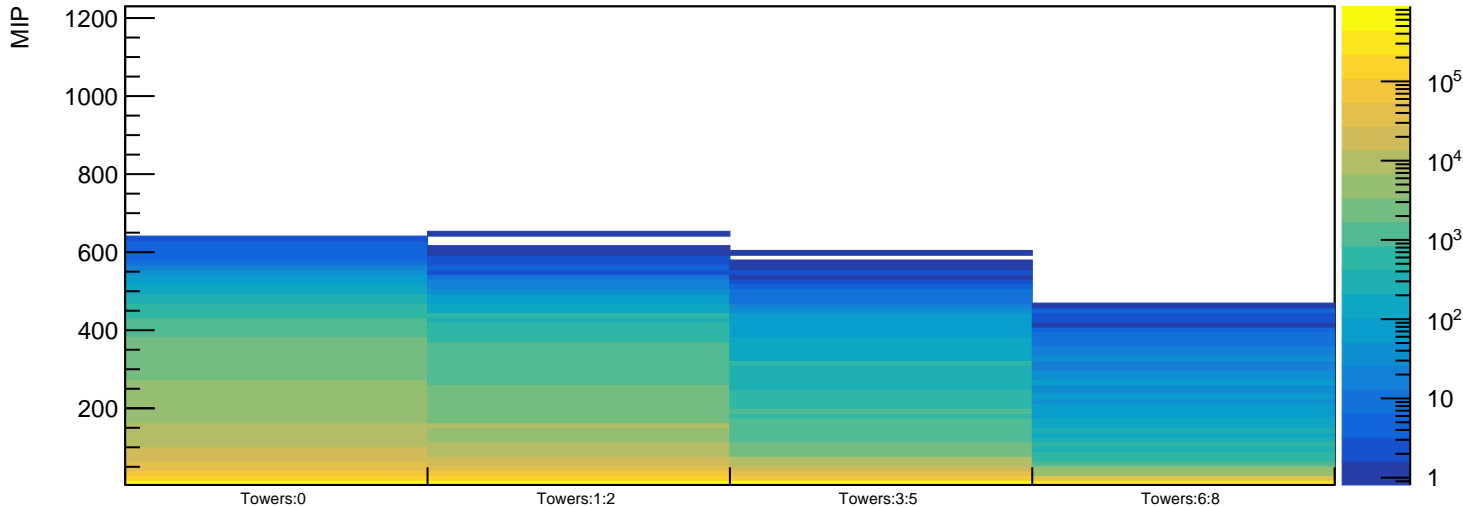


# ScECalEndcap scaled\_upper\_scale\_energy Layers 10:19

Number of hits per second



<b>Mean: <math>3.62 \times 10^1</math> MIP</b> <b>Std Dev: <math>6.50 \times 10^1</math> MIP</b> <b>hits/second: <math>1.35 \times 10^6</math></b>	<b>Mean: <math>2.63 \times 10^1</math> MIP</b> <b>Std Dev: <math>4.88 \times 10^1</math> MIP</b> <b>hits/second: <math>1.22 \times 10^6</math></b>	<b>Mean: <math>1.75 \times 10^1</math> MIP</b> <b>Std Dev: <math>2.94 \times 10^1</math> MIP</b> <b>hits/second: <math>8.50 \times 10^5</math></b>	<b>Mean: <math>1.37 \times 10^1</math> MIP</b> <b>Std Dev: <math>1.67 \times 10^1</math> MIP</b> <b>hits/second: <math>3.10 \times 10^5</math></b>
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