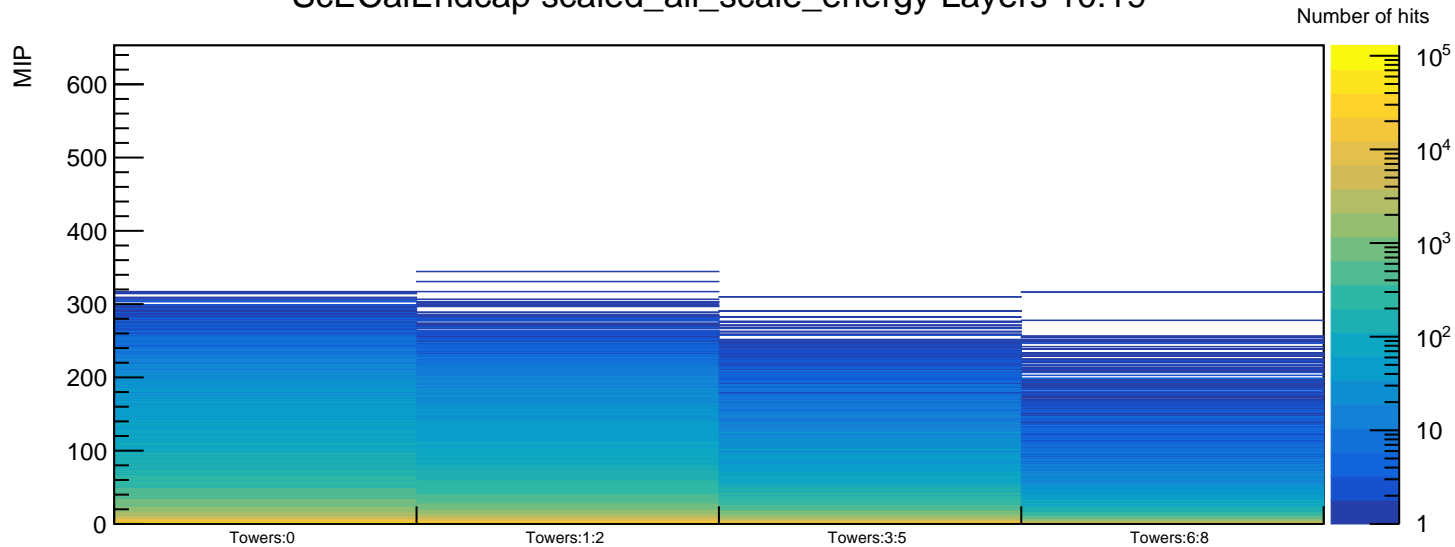


# ScECalEndcap scaled\_all\_scale\_energy Layers 10:19



<b>Mean: <math>9.41\text{e}+00</math> MIP</b> <b>Std Dev: <math>2.42\text{e}+01</math> MIP</b> <b>hits: <math>5.40\text{e}+05</math></b>	<b>Mean: <math>8.09\text{e}+00</math> MIP</b> <b>Std Dev: <math>2.09\text{e}+01</math> MIP</b> <b>hits: <math>4.66\text{e}+05</math></b>	<b>Mean: <math>6.94\text{e}+00</math> MIP</b> <b>Std Dev: <math>1.77\text{e}+01</math> MIP</b> <b>hits: <math>2.76\text{e}+05</math></b>	<b>Mean: <math>5.58\text{e}+00</math> MIP</b> <b>Std Dev: <math>1.45\text{e}+01</math> MIP</b> <b>hits: <math>8.75\text{e}+04</math></b>
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