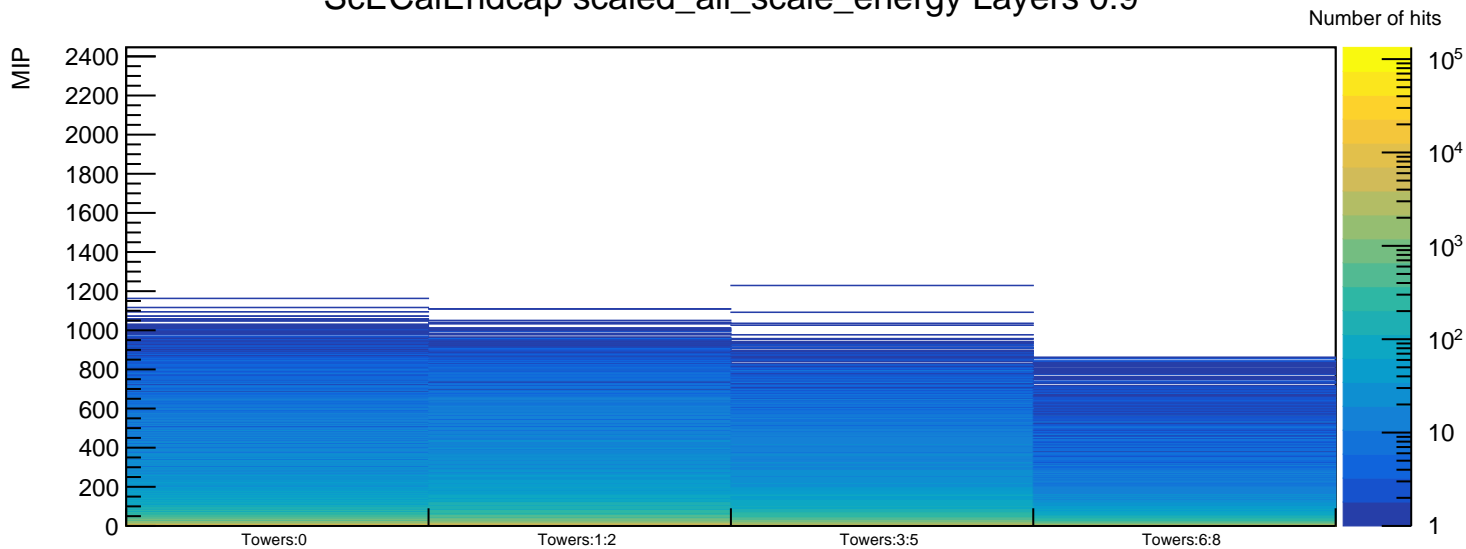


# ScECalEndcap scaled\_all\_scale\_energy Layers 0:9



<b>Mean: 1.41e+01 MIP</b> <b>Std Dev: 6.27e+01 MIP</b> <b>hits: 2.31e+05</b>	<b>Mean: 1.37e+01 MIP</b> <b>Std Dev: 6.12e+01 MIP</b> <b>hits: 2.72e+05</b>	<b>Mean: 1.31e+01 MIP</b> <b>Std Dev: 5.83e+01 MIP</b> <b>hits: 2.01e+05</b>	<b>Mean: 1.02e+01 MIP</b> <b>Std Dev: 4.63e+01 MIP</b> <b>hits: 9.87e+04</b>
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