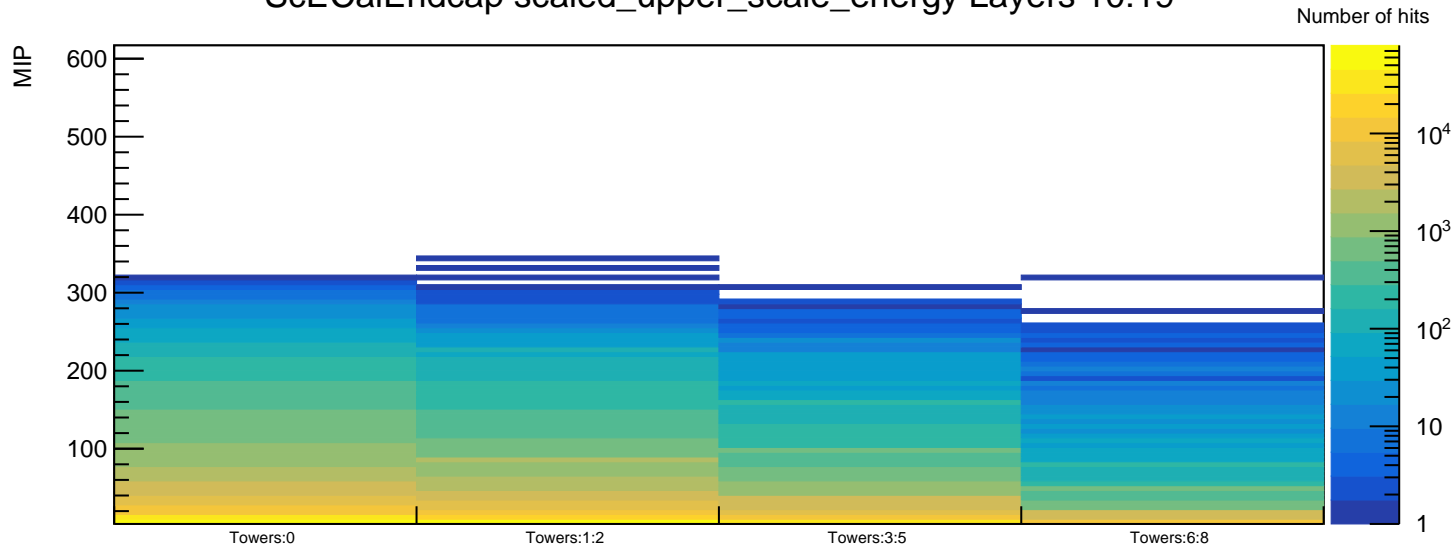


# ScECalEndcap scaled\_upper\_scale\_energy Layers 10:19



<b>Mean: <math>2.65 \times 10^1</math> MIP</b> <b>Std Dev: <math>3.73 \times 10^1</math> MIP</b> <b>hits: <math>1.73 \times 10^5</math></b>	<b>Mean: <math>2.33 \times 10^1</math> MIP</b> <b>Std Dev: <math>3.29 \times 10^1</math> MIP</b> <b>hits: <math>1.43 \times 10^5</math></b>	<b>Mean: <math>1.99 \times 10^1</math> MIP</b> <b>Std Dev: <math>2.84 \times 10^1</math> MIP</b> <b>hits: <math>8.26 \times 10^4</math></b>	<b>Mean: <math>1.66 \times 10^1</math> MIP</b> <b>Std Dev: <math>2.40 \times 10^1</math> MIP</b> <b>hits: <math>2.46 \times 10^4</math></b>
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