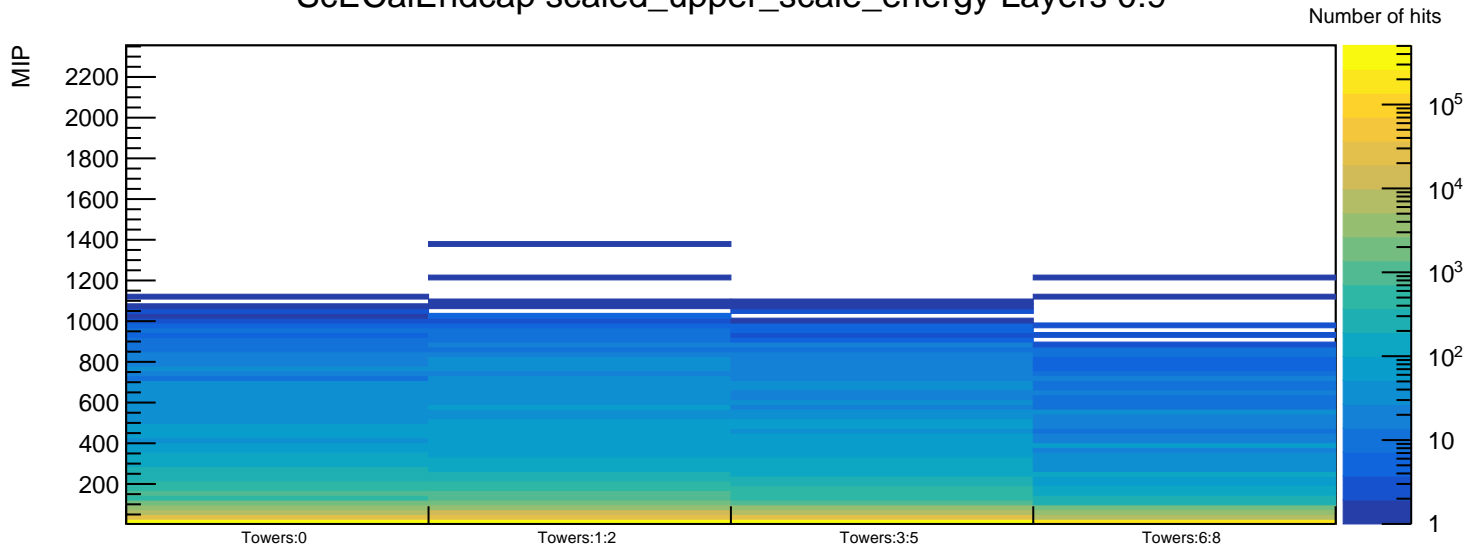


# ScECalEndcap scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: 1.66e+01 MIP</b> <b>Std Dev: 3.51e+01 MIP</b> <b>hits: 4.23e+05</b>	<b>Mean: 1.52e+01 MIP</b> <b>Std Dev: 3.30e+01 MIP</b> <b>hits: 5.64e+05</b>	<b>Mean: 1.42e+01 MIP</b> <b>Std Dev: 3.20e+01 MIP</b> <b>hits: 4.50e+05</b>	<b>Mean: 1.31e+01 MIP</b> <b>Std Dev: 3.23e+01 MIP</b> <b>hits: 1.70e+05</b>
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