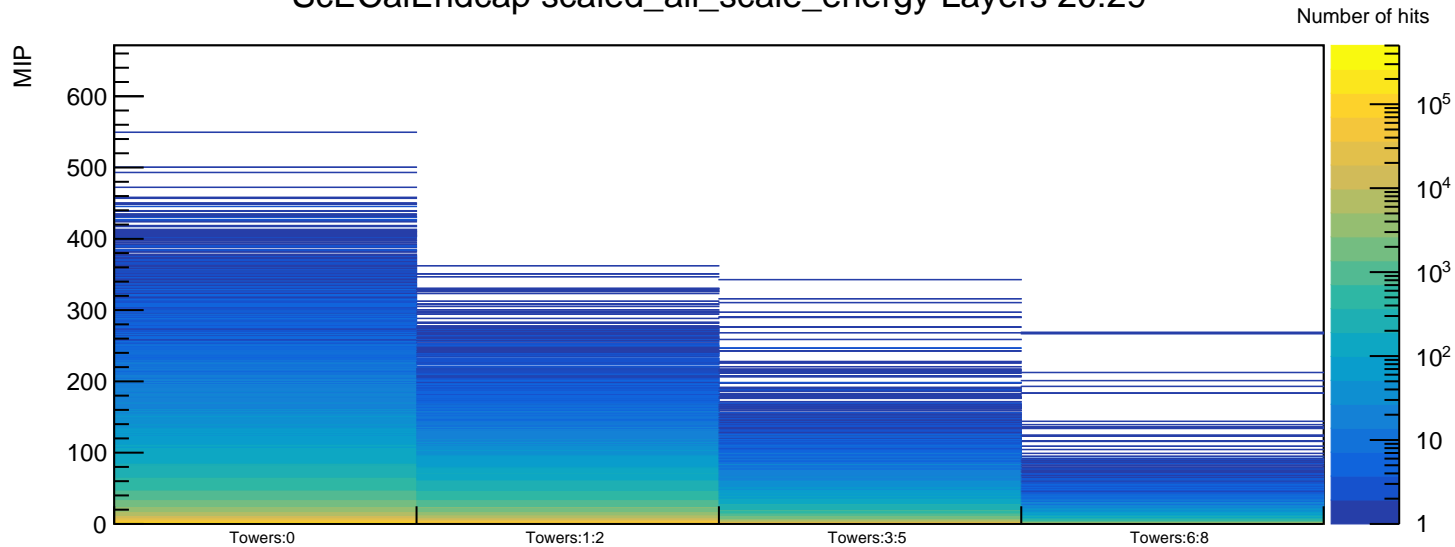


# ScECalEndcap scaled\_all\_scale\_energy Layers 20:29



<b>Mean: 5.32e+00 MIP</b> <b>Std Dev: 1.44e+01 MIP</b> <b>hits: 1.94e+06</b>	<b>Mean: 4.39e+00 MIP</b> <b>Std Dev: 1.06e+01 MIP</b> <b>hits: 1.16e+06</b>	<b>Mean: 3.57e+00 MIP</b> <b>Std Dev: 8.24e+00 MIP</b> <b>hits: 3.13e+05</b>	<b>Mean: 2.67e+00 MIP</b> <b>Std Dev: 6.04e+00 MIP</b> <b>hits: 4.77e+04</b>
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