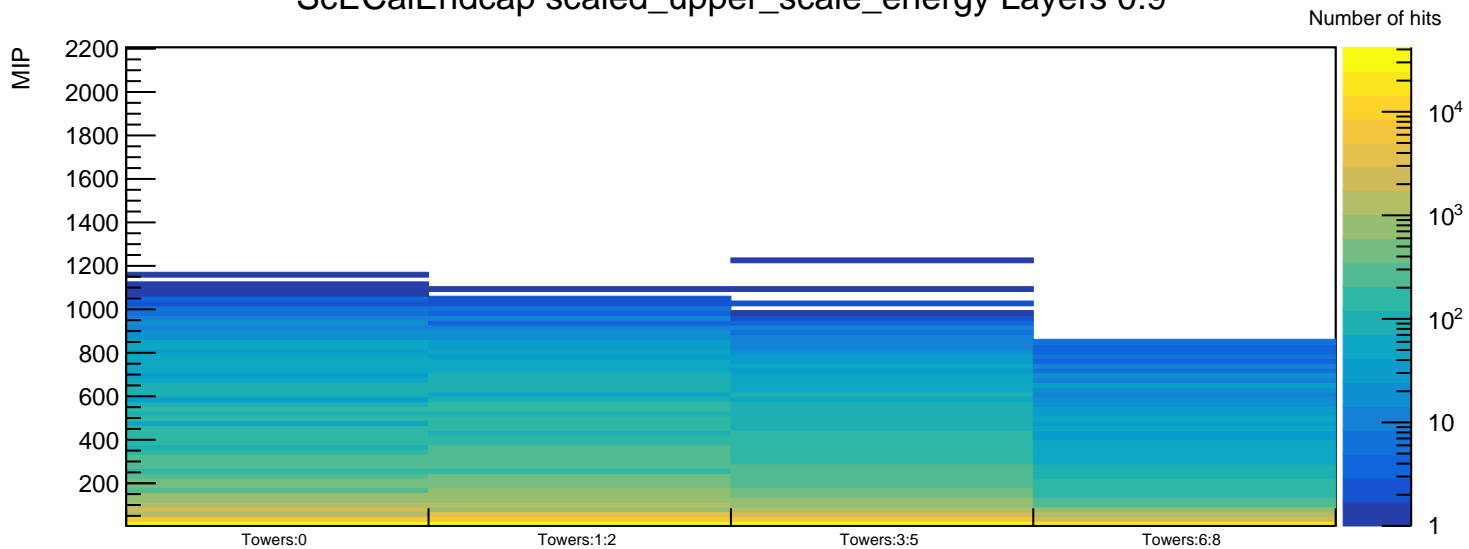


# ScECalEndcap scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: 5.06e+01 MIP</b> <b>Std Dev: 1.15e+02 MIP</b> <b>hits: 6.05e+04</b>	<b>Mean: 4.99e+01 MIP</b> <b>Std Dev: 1.13e+02 MIP</b> <b>hits: 7.04e+04</b>	<b>Mean: 4.74e+01 MIP</b> <b>Std Dev: 1.07e+02 MIP</b> <b>hits: 5.24e+04</b>	<b>Mean: 3.55e+01 MIP</b> <b>Std Dev: 8.47e+01 MIP</b> <b>hits: 2.63e+04</b>
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