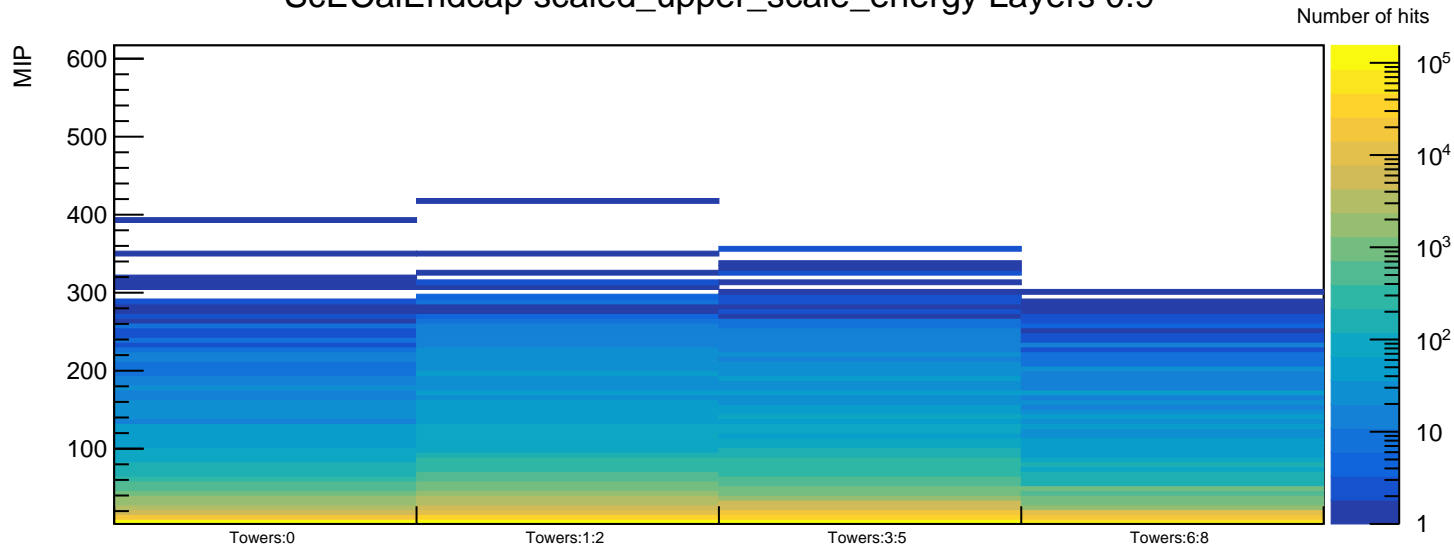


# ScECalEndcap scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: 1.11e+01 MIP</b> <b>Std Dev: 1.38e+01 MIP</b> <b>hits: 1.32e+05</b>	<b>Mean: 1.12e+01 MIP</b> <b>Std Dev: 1.47e+01 MIP</b> <b>hits: 2.23e+05</b>	<b>Mean: 1.08e+01 MIP</b> <b>Std Dev: 1.46e+01 MIP</b> <b>hits: 2.24e+05</b>	<b>Mean: 1.04e+01 MIP</b> <b>Std Dev: 1.46e+01 MIP</b> <b>hits: 1.00e+05</b>
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