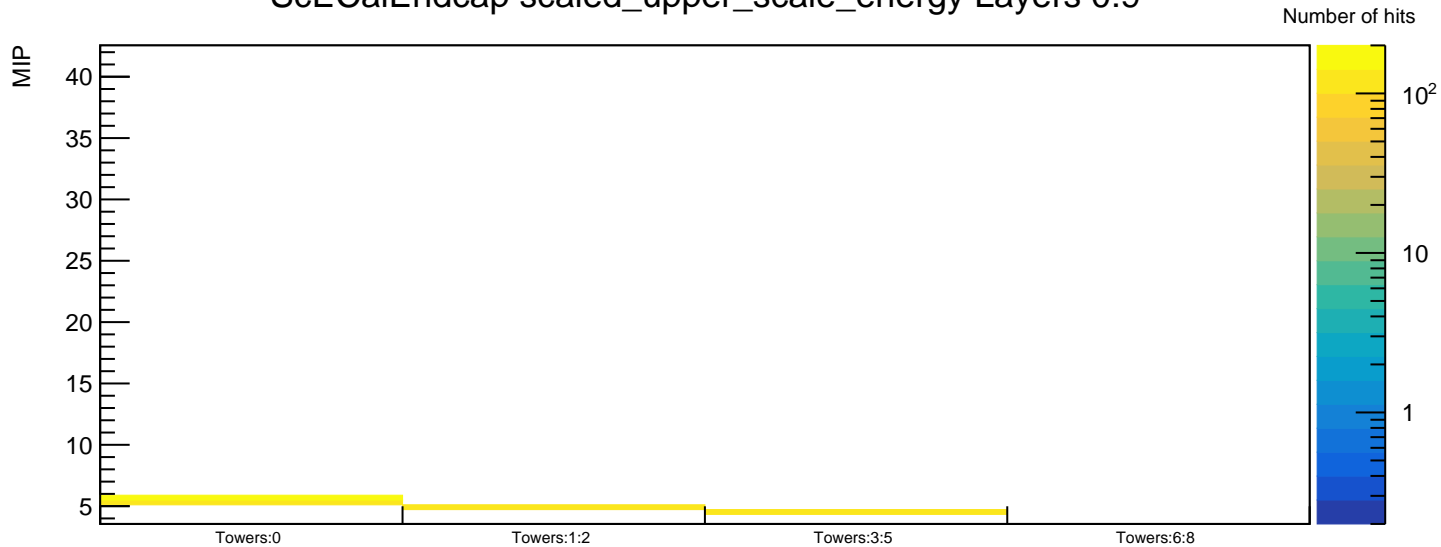


# ScECalEndcap scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: 5.57e+00 MIP</b> <b>Std Dev: 1.84e-01 MIP</b> <b>hits: 3.00e+02</b>	<b>Mean: 4.92e+00 MIP</b> <b>Std Dev: 0.00e+00 MIP</b> <b>hits: 1.00e+02</b>	<b>Mean: 4.53e+00 MIP</b> <b>Std Dev: 0.00e+00 MIP</b> <b>hits: 1.00e+02</b>	<b>Mean: 0.00e+00 MIP</b> <b>Std Dev: 0.00e+00 MIP</b> <b>hits: 0.00e+00</b>
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