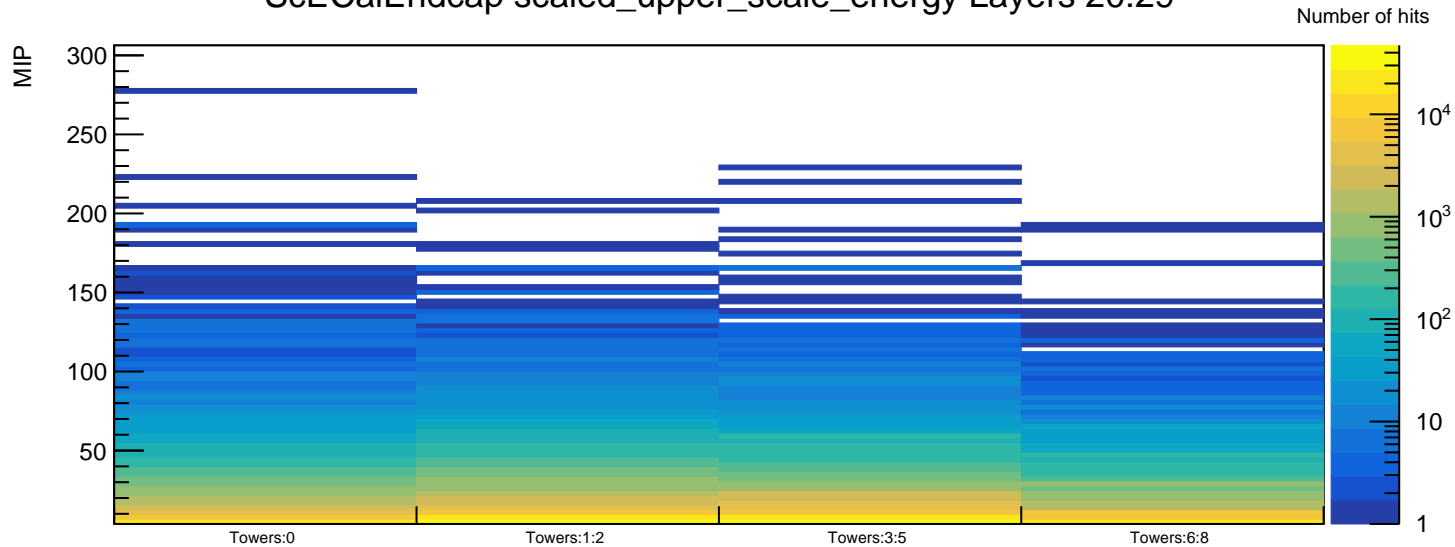


# ScECalEndcap scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: <math>1.04\text{e}+01</math> MIP</b> <b>Std Dev: <math>1.05\text{e}+01</math> MIP</b> <b>hits: <math>4.97\text{e}+04</math></b>	<b>Mean: <math>1.02\text{e}+01</math> MIP</b> <b>Std Dev: <math>9.74\text{e}+00</math> MIP</b> <b>hits: <math>8.54\text{e}+04</math></b>	<b>Mean: <math>9.55\text{e}+00</math> MIP</b> <b>Std Dev: <math>9.20\text{e}+00</math> MIP</b> <b>hits: <math>9.01\text{e}+04</math></b>	<b>Mean: <math>9.13\text{e}+00</math> MIP</b> <b>Std Dev: <math>8.84\text{e}+00</math> MIP</b> <b>hits: <math>4.81\text{e}+04</math></b>
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