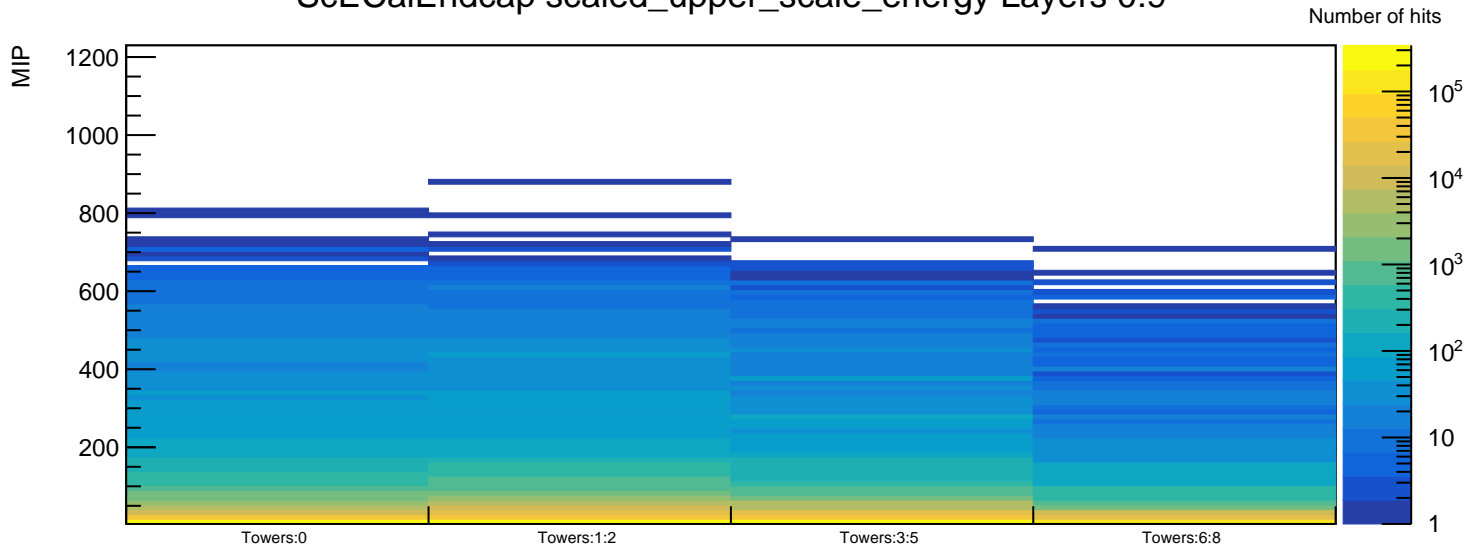


# ScECalEndcap scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: <math>1.68\text{e}+01</math> MIP</b> <b>Std Dev: <math>2.94\text{e}+01</math> MIP</b> <b>hits: <math>2.83\text{e}+05</math></b>	<b>Mean: <math>1.61\text{e}+01</math> MIP</b> <b>Std Dev: <math>2.55\text{e}+01</math> MIP</b> <b>hits: <math>4.29\text{e}+05</math></b>	<b>Mean: <math>1.54\text{e}+01</math> MIP</b> <b>Std Dev: <math>2.25\text{e}+01</math> MIP</b> <b>hits: <math>3.74\text{e}+05</math></b>	<b>Mean: <math>1.49\text{e}+01</math> MIP</b> <b>Std Dev: <math>2.07\text{e}+01</math> MIP</b> <b>hits: <math>1.50\text{e}+05</math></b>
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