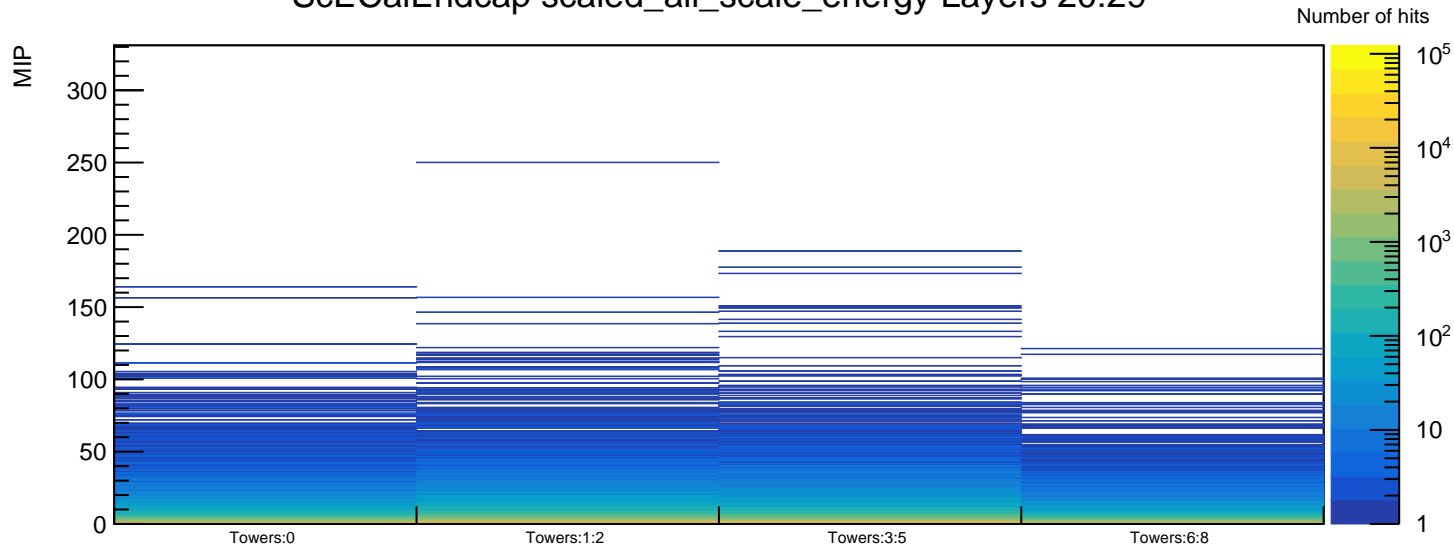


# ScECalEndcap scaled\_all\_scale\_energy Layers 20:29



<b>Mean: 1.33e+00 MIP</b> <b>Std Dev: 4.10e+00 MIP</b> <b>hits: 1.05e+05</b>	<b>Mean: 1.23e+00 MIP</b> <b>Std Dev: 3.85e+00 MIP</b> <b>hits: 1.90e+05</b>	<b>Mean: 1.13e+00 MIP</b> <b>Std Dev: 3.63e+00 MIP</b> <b>hits: 2.04e+05</b>	<b>Mean: 9.11e-01 MIP</b> <b>Std Dev: 3.01e+00 MIP</b> <b>hits: 1.13e+05</b>
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