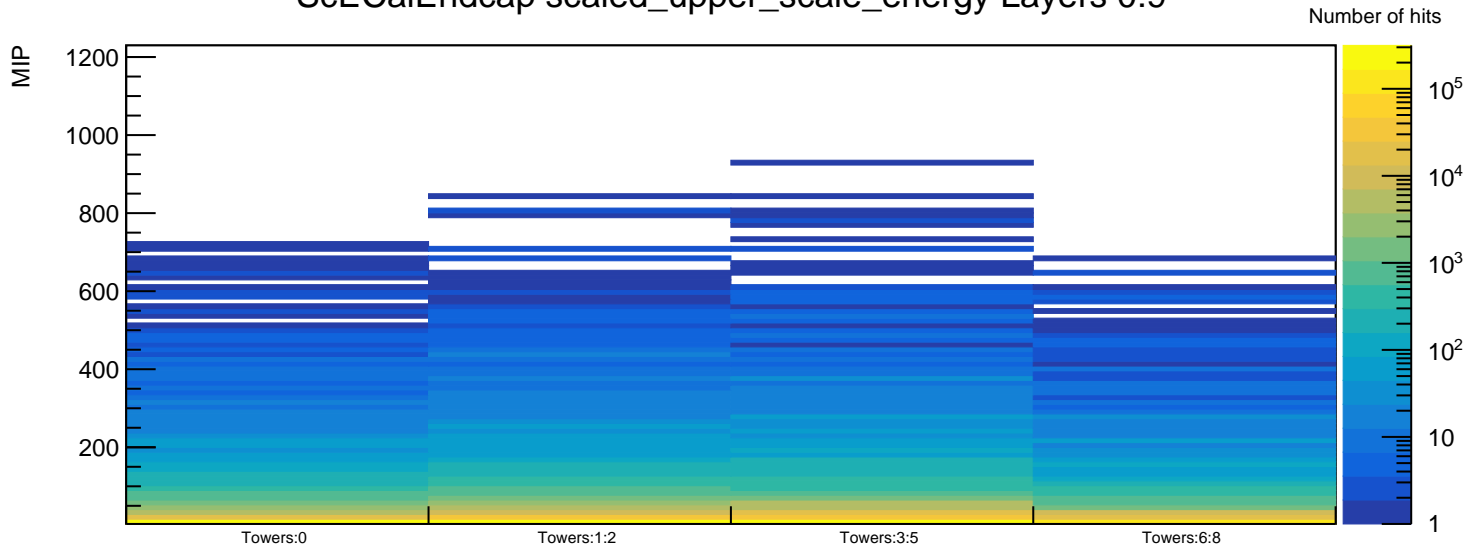


# ScECalEndcap scaled\_upper\_scale\_energy Layers 0:9



<p>Mean: 1.43e+01 MIP</p> <p>Std Dev: 1.82e+01 MIP</p> <p>hits: 2.06e+05</p>	<p>Mean: 1.44e+01 MIP</p> <p>Std Dev: 1.83e+01 MIP</p> <p>hits: 3.54e+05</p>	<p>Mean: 1.46e+01 MIP</p> <p>Std Dev: 1.85e+01 MIP</p> <p>hits: 3.86e+05</p>	<p>Mean: 1.42e+01 MIP</p> <p>Std Dev: 1.68e+01 MIP</p> <p>hits: 1.92e+05</p>
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