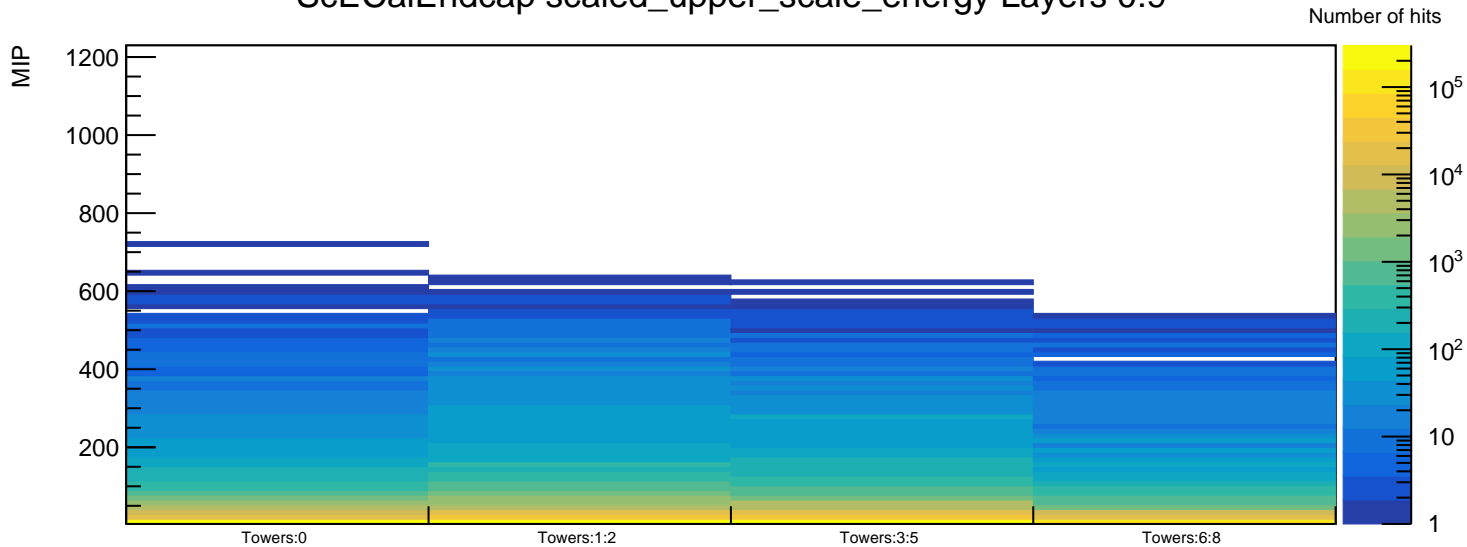


# ScECalEndcap scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: 1.51e+01 MIP</b> <b>Std Dev: 2.01e+01 MIP</b> <b>hits: 2.19e+05</b>	<b>Mean: 1.54e+01 MIP</b> <b>Std Dev: 2.17e+01 MIP</b> <b>hits: 3.68e+05</b>	<b>Mean: 1.51e+01 MIP</b> <b>Std Dev: 1.91e+01 MIP</b> <b>hits: 3.73e+05</b>	<b>Mean: 1.46e+01 MIP</b> <b>Std Dev: 1.84e+01 MIP</b> <b>hits: 1.67e+05</b>
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