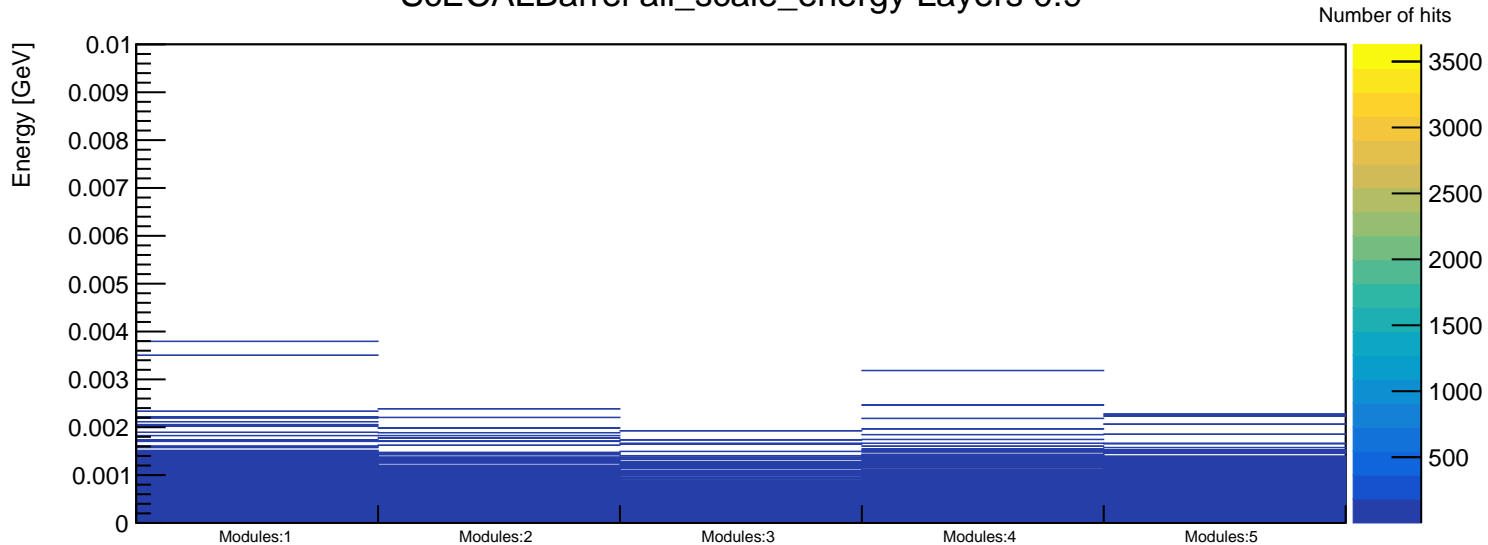


# ScECALBarrel all\_scale\_energy Layers 0:9



|  |  |  |  |  |
|--|--|--|--|--|
| <b>Mean: 1.21e-04 GeV</b><br><b>Std Dev: 2.55e-04 GeV</b><br><b>hits: 5.91e+03</b> | <b>Mean: 9.44e-05 GeV</b><br><b>Std Dev: 2.15e-04 GeV</b><br><b>hits: 5.92e+03</b> | <b>Mean: 6.80e-05 GeV</b><br><b>Std Dev: 1.77e-04 GeV</b><br><b>hits: 4.05e+03</b> | <b>Mean: 9.72e-05 GeV</b><br><b>Std Dev: 2.31e-04 GeV</b><br><b>hits: 4.34e+03</b> | <b>Mean: 1.23e-04 GeV</b><br><b>Std Dev: 2.47e-04 GeV</b><br><b>hits: 4.28e+03</b> |
|--|--|--|--|--|