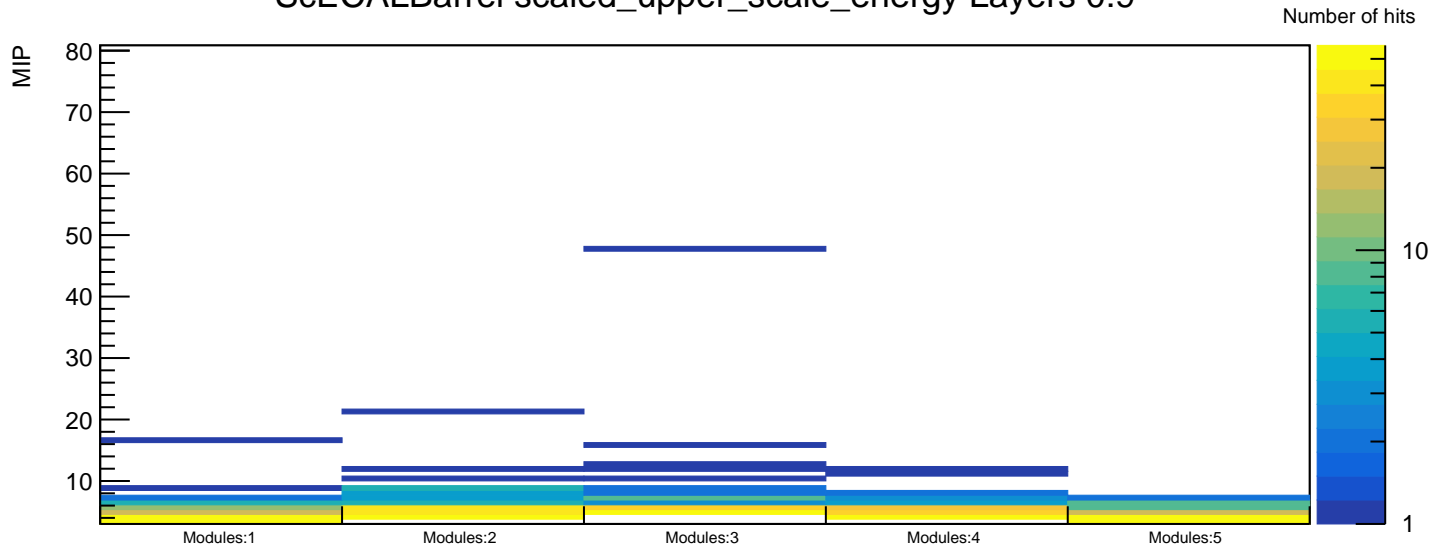


# ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: 4.01e+00 MIP</b> <b>Std Dev: 1.28e+00 MIP</b> <b>hits: 2.19e+02</b>	<b>Mean: 5.24e+00 MIP</b> <b>Std Dev: 1.80e+00 MIP</b> <b>hits: 1.70e+02</b>	<b>Mean: 6.07e+00 MIP</b> <b>Std Dev: 4.57e+00 MIP</b> <b>hits: 9.90e+01</b>	<b>Mean: 4.89e+00 MIP</b> <b>Std Dev: 1.19e+00 MIP</b> <b>hits: 1.37e+02</b>	<b>Mean: 3.96e+00 MIP</b> <b>Std Dev: 8.92e-01 MIP</b> <b>hits: 2.12e+02</b>
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