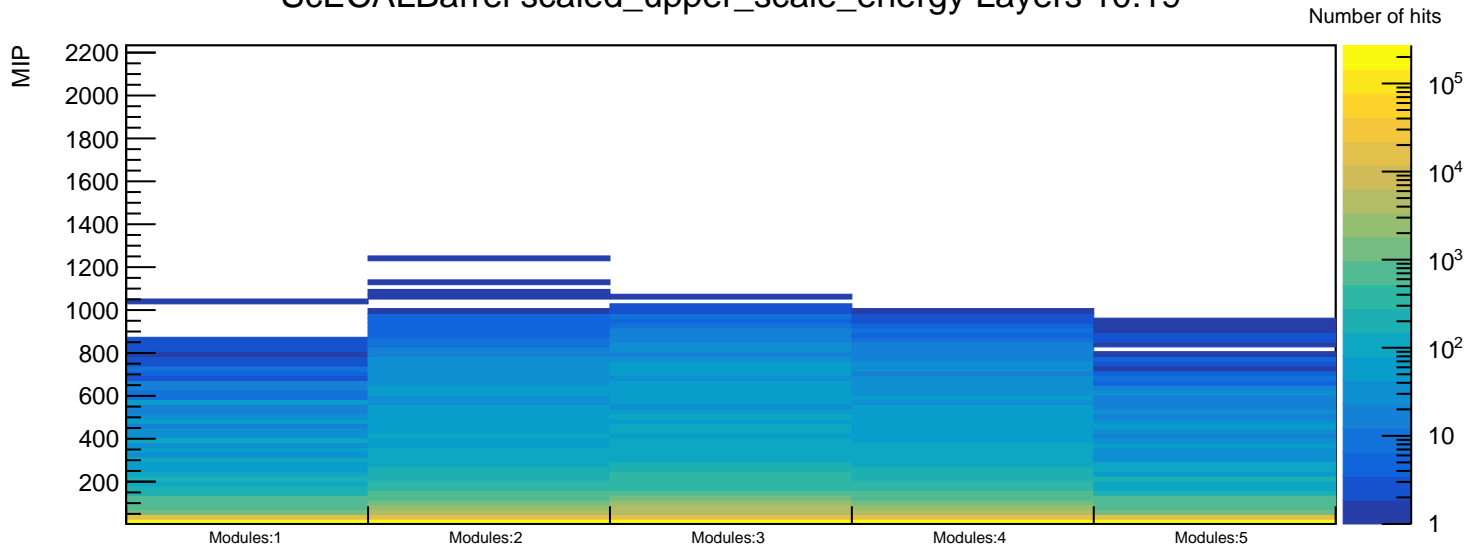


# ScECALBarrel scaled\_upper\_scale\_energy Layers 10:19



<p>Mean: 1.89e+01 MIP</p> <p>Std Dev: 2.84e+01 MIP</p> <p>hits: 2.36e+05</p>	<p>Mean: 2.08e+01 MIP</p> <p>Std Dev: 3.87e+01 MIP</p> <p>hits: 3.01e+05</p>	<p>Mean: 2.21e+01 MIP</p> <p>Std Dev: 4.43e+01 MIP</p> <p>hits: 3.28e+05</p>	<p>Mean: 2.08e+01 MIP</p> <p>Std Dev: 3.83e+01 MIP</p> <p>hits: 2.94e+05</p>	<p>Mean: 1.85e+01 MIP</p> <p>Std Dev: 2.64e+01 MIP</p> <p>hits: 2.39e+05</p>
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