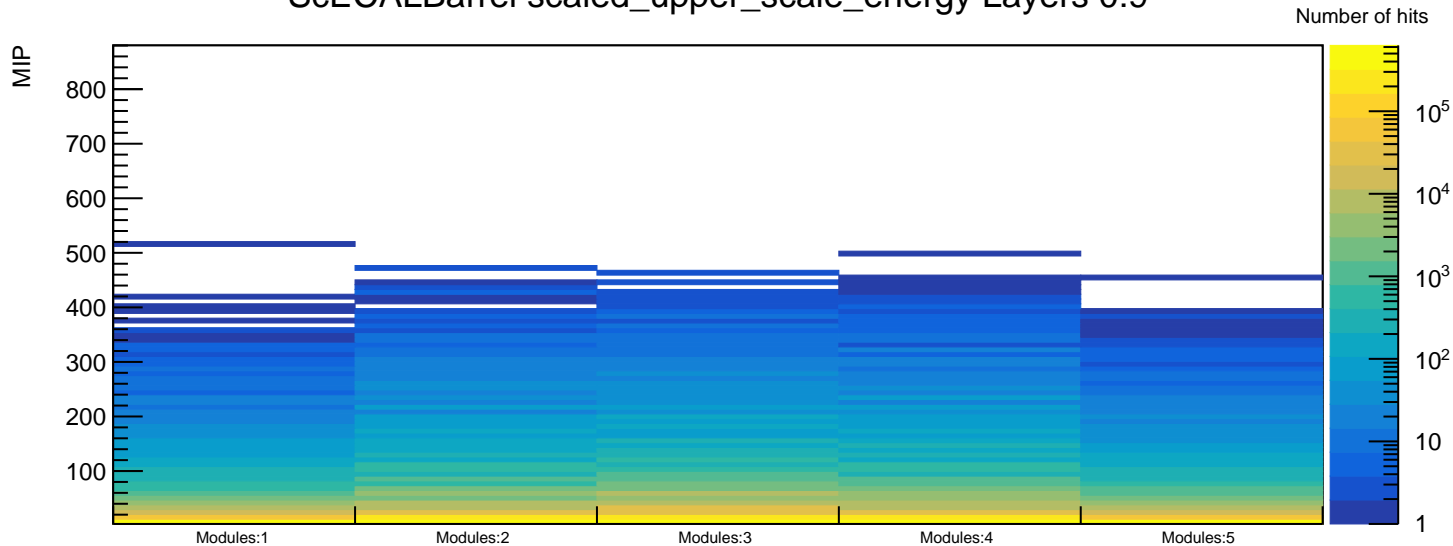


# ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: 8.71e+00 MIP</b> <b>Std Dev: 1.14e+01 MIP</b> <b>hits: 4.92e+05</b>	<b>Mean: 1.08e+01 MIP</b> <b>Std Dev: 1.35e+01 MIP</b> <b>hits: 7.73e+05</b>	<b>Mean: 1.18e+01 MIP</b> <b>Std Dev: 1.42e+01 MIP</b> <b>hits: 9.33e+05</b>	<b>Mean: 1.08e+01 MIP</b> <b>Std Dev: 1.36e+01 MIP</b> <b>hits: 7.67e+05</b>	<b>Mean: 8.84e+00 MIP</b> <b>Std Dev: 1.16e+01 MIP</b> <b>hits: 4.89e+05</b>
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