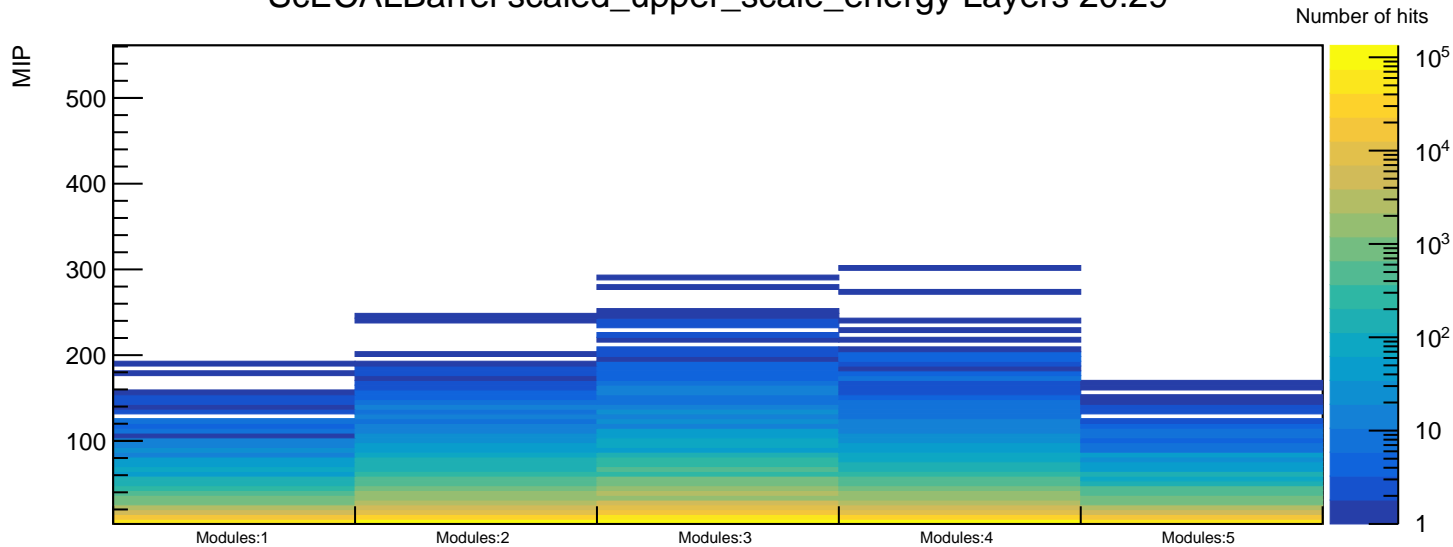


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: 9.15e+00 MIP</b> <b>Std Dev: 7.65e+00 MIP</b> <b>hits: 1.00e+05</b>	<b>Mean: 9.65e+00 MIP</b> <b>Std Dev: 9.13e+00 MIP</b> <b>hits: 1.88e+05</b>	<b>Mean: 1.14e+01 MIP</b> <b>Std Dev: 1.04e+01 MIP</b> <b>hits: 2.52e+05</b>	<b>Mean: 9.62e+00 MIP</b> <b>Std Dev: 9.27e+00 MIP</b> <b>hits: 1.86e+05</b>	<b>Mean: 9.09e+00 MIP</b> <b>Std Dev: 7.45e+00 MIP</b> <b>hits: 9.93e+04</b>
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