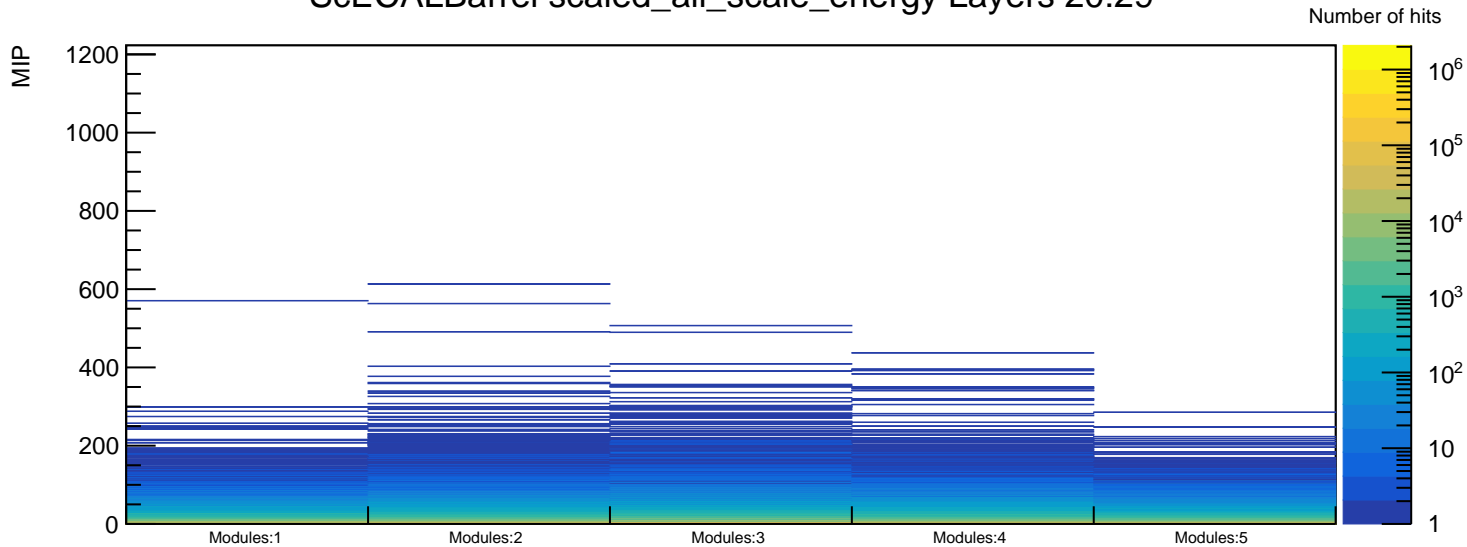


# ScECALBarrel scaled\_all\_scale\_energy Layers 20:29



<b>Mean: 7.28e-01 MIP</b> <b>Std Dev: 2.98e+00 MIP</b> <b>hits: 2.50e+06</b>	<b>Mean: 9.45e-01 MIP</b> <b>Std Dev: 3.83e+00 MIP</b> <b>hits: 2.19e+06</b>	<b>Mean: 1.15e+00 MIP</b> <b>Std Dev: 4.53e+00 MIP</b> <b>hits: 1.96e+06</b>	<b>Mean: 9.63e-01 MIP</b> <b>Std Dev: 3.85e+00 MIP</b> <b>hits: 2.20e+06</b>	<b>Mean: 7.24e-01 MIP</b> <b>Std Dev: 2.91e+00 MIP</b> <b>hits: 2.46e+06</b>
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