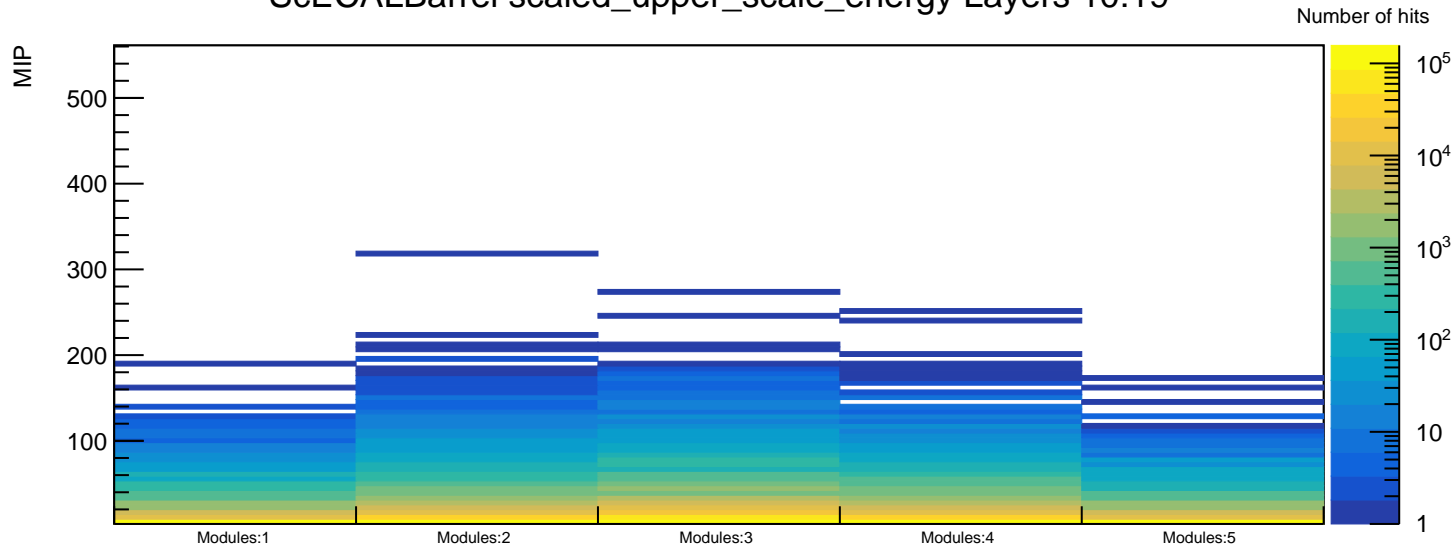


# ScECALBarrel scaled\_upper\_scale\_energy Layers 10:19



<b>Mean: 8.02e+00 MIP</b> <b>Std Dev: 6.68e+00 MIP</b> <b>hits: 1.24e+05</b>	<b>Mean: 9.17e+00 MIP</b> <b>Std Dev: 8.47e+00 MIP</b> <b>hits: 2.13e+05</b>	<b>Mean: 1.10e+01 MIP</b> <b>Std Dev: 9.55e+00 MIP</b> <b>hits: 2.64e+05</b>	<b>Mean: 9.19e+00 MIP</b> <b>Std Dev: 8.47e+00 MIP</b> <b>hits: 2.15e+05</b>	<b>Mean: 7.96e+00 MIP</b> <b>Std Dev: 6.42e+00 MIP</b> <b>hits: 1.22e+05</b>
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