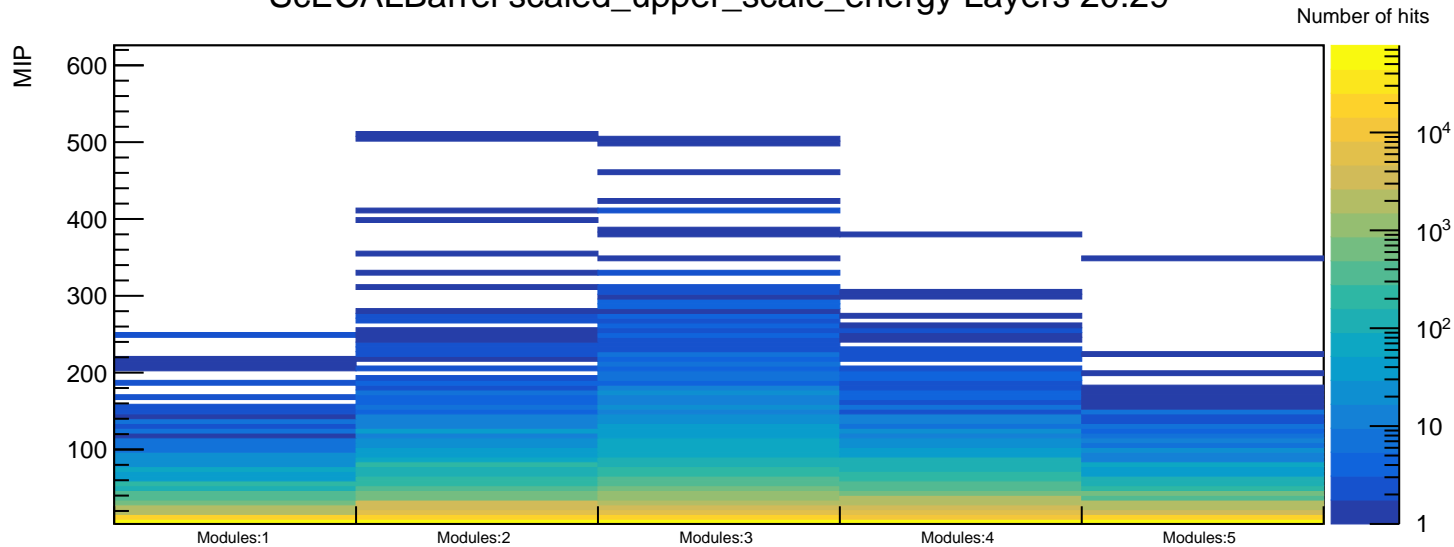


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: 8.20e+00 MIP</b> <b>Std Dev: 8.73e+00 MIP</b> <b>hits: 7.59e+04</b>	<b>Mean: 1.02e+01 MIP</b> <b>Std Dev: 1.19e+01 MIP</b> <b>hits: 1.02e+05</b>	<b>Mean: 1.19e+01 MIP</b> <b>Std Dev: 1.49e+01 MIP</b> <b>hits: 1.12e+05</b>	<b>Mean: 1.04e+01 MIP</b> <b>Std Dev: 1.17e+01 MIP</b> <b>hits: 9.48e+04</b>	<b>Mean: 8.48e+00 MIP</b> <b>Std Dev: 9.01e+00 MIP</b> <b>hits: 7.96e+04</b>
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