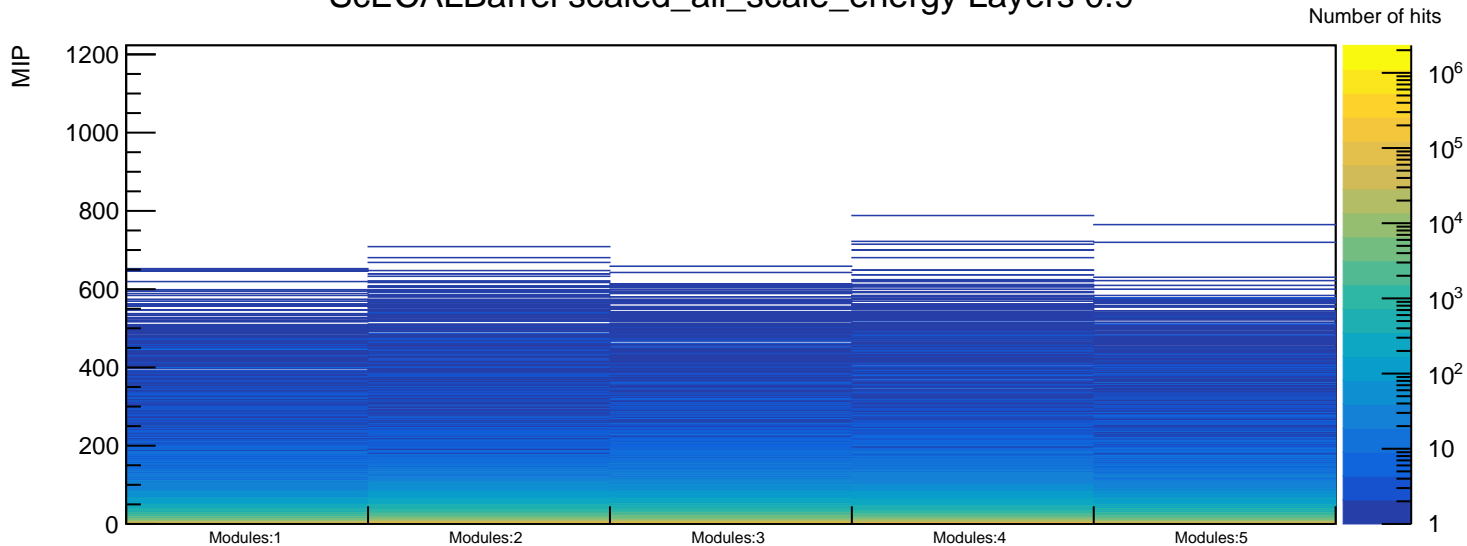


# ScECALBarrel scaled\_all\_scale\_energy Layers 0:9



<b>Mean: 1.90e+00 MIP</b> <b>Std Dev: 7.15e+00 MIP</b> <b>hits: 2.93e+06</b>	<b>Mean: 2.16e+00 MIP</b> <b>Std Dev: 7.52e+00 MIP</b> <b>hits: 3.23e+06</b>	<b>Mean: 2.24e+00 MIP</b> <b>Std Dev: 7.57e+00 MIP</b> <b>hits: 3.23e+06</b>	<b>Mean: 2.15e+00 MIP</b> <b>Std Dev: 7.84e+00 MIP</b> <b>hits: 3.11e+06</b>	<b>Mean: 1.92e+00 MIP</b> <b>Std Dev: 7.29e+00 MIP</b> <b>hits: 2.93e+06</b>
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