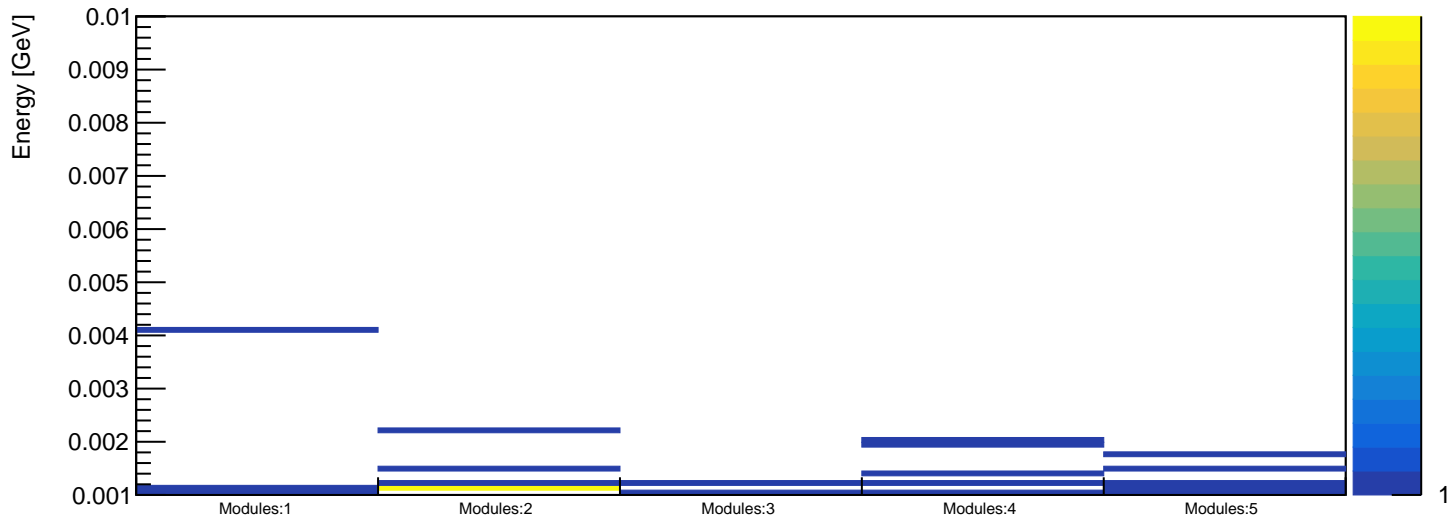


# ScECALBarrel upper\_scale\_energy Layers 20:29

Number of hits



<b>Mean: 2.10e-03 GeV</b> <b>Std Dev: 1.45e-03 GeV</b> <b>hits: 3.00e+00</b>	<b>Mean: 1.45e-03 GeV</b> <b>Std Dev: 3.94e-04 GeV</b> <b>hits: 5.00e+00</b>	<b>Mean: 1.14e-03 GeV</b> <b>Std Dev: 7.87e-05 GeV</b> <b>hits: 2.00e+00</b>	<b>Mean: 1.55e-03 GeV</b> <b>Std Dev: 3.84e-04 GeV</b> <b>hits: 5.00e+00</b>	<b>Mean: 1.33e-03 GeV</b> <b>Std Dev: 2.75e-04 GeV</b> <b>hits: 5.00e+00</b>
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