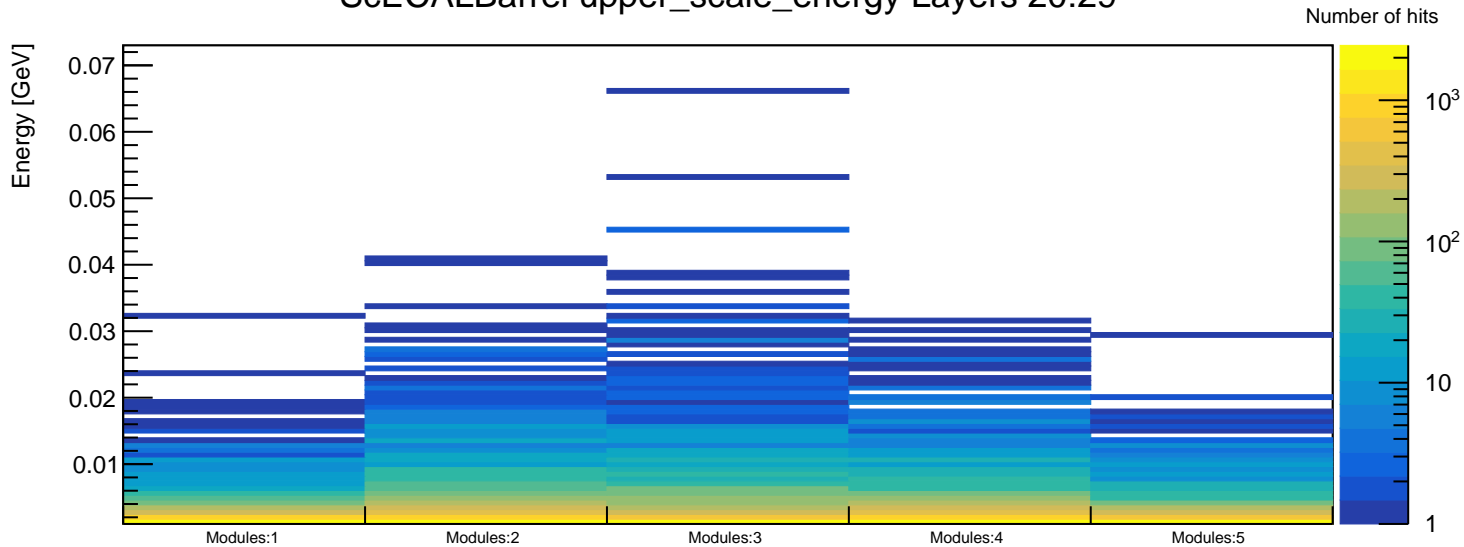


# ScECALBarrel upper\_scale\_energy Layers 20:29



<b>Mean: 2.09e-03 GeV</b> <b>Std Dev: 1.66e-03 GeV</b> <b>hits: 3.97e+03</b>	<b>Mean: 2.84e-03 GeV</b> <b>Std Dev: 3.05e-03 GeV</b> <b>hits: 5.00e+03</b>	<b>Mean: 3.20e-03 GeV</b> <b>Std Dev: 4.01e-03 GeV</b> <b>hits: 3.65e+03</b>	<b>Mean: 2.75e-03 GeV</b> <b>Std Dev: 2.82e-03 GeV</b> <b>hits: 4.29e+03</b>	<b>Mean: 2.16e-03 GeV</b> <b>Std Dev: 1.80e-03 GeV</b> <b>hits: 3.69e+03</b>
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