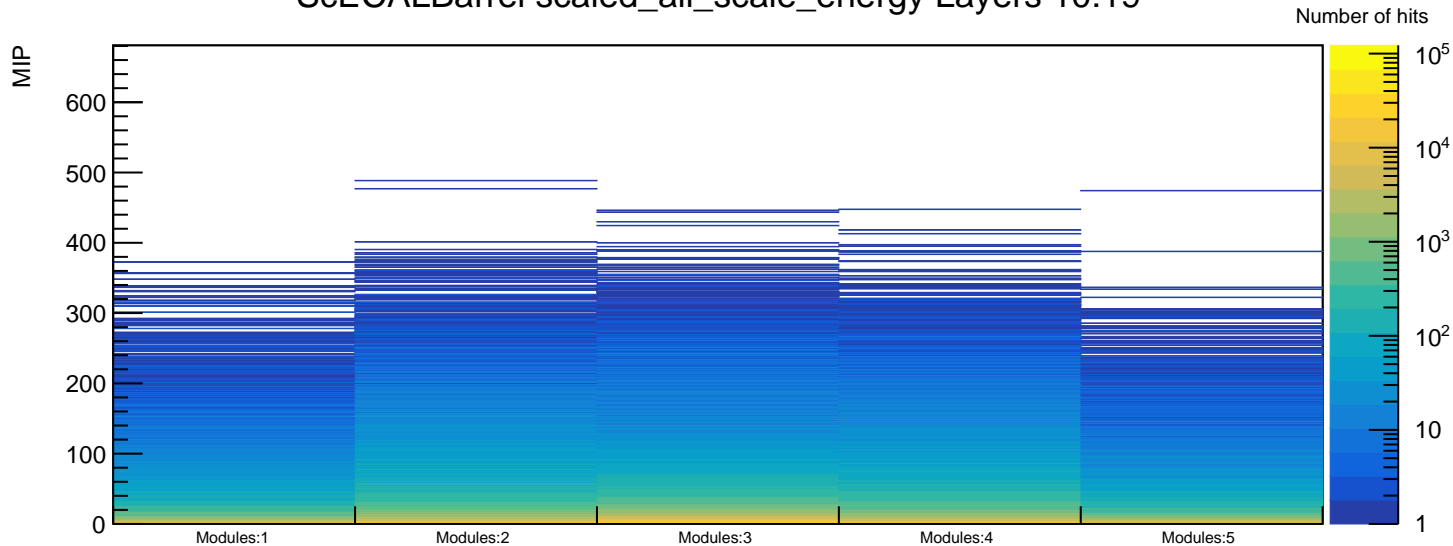


# ScECALBarrel scaled\_all\_scale\_energy Layers 10:19



<b>Mean: 5.98e+00 MIP</b> <b>Std Dev: 1.71e+01 MIP</b> <b>hits: 1.78e+05</b>	<b>Mean: 8.25e+00 MIP</b> <b>Std Dev: 2.22e+01 MIP</b> <b>hits: 3.03e+05</b>	<b>Mean: 6.46e+00 MIP</b> <b>Std Dev: 1.75e+01 MIP</b> <b>hits: 5.38e+05</b>	<b>Mean: 8.12e+00 MIP</b> <b>Std Dev: 2.17e+01 MIP</b> <b>hits: 3.12e+05</b>	<b>Mean: 5.80e+00 MIP</b> <b>Std Dev: 1.66e+01 MIP</b> <b>hits: 1.79e+05</b>
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