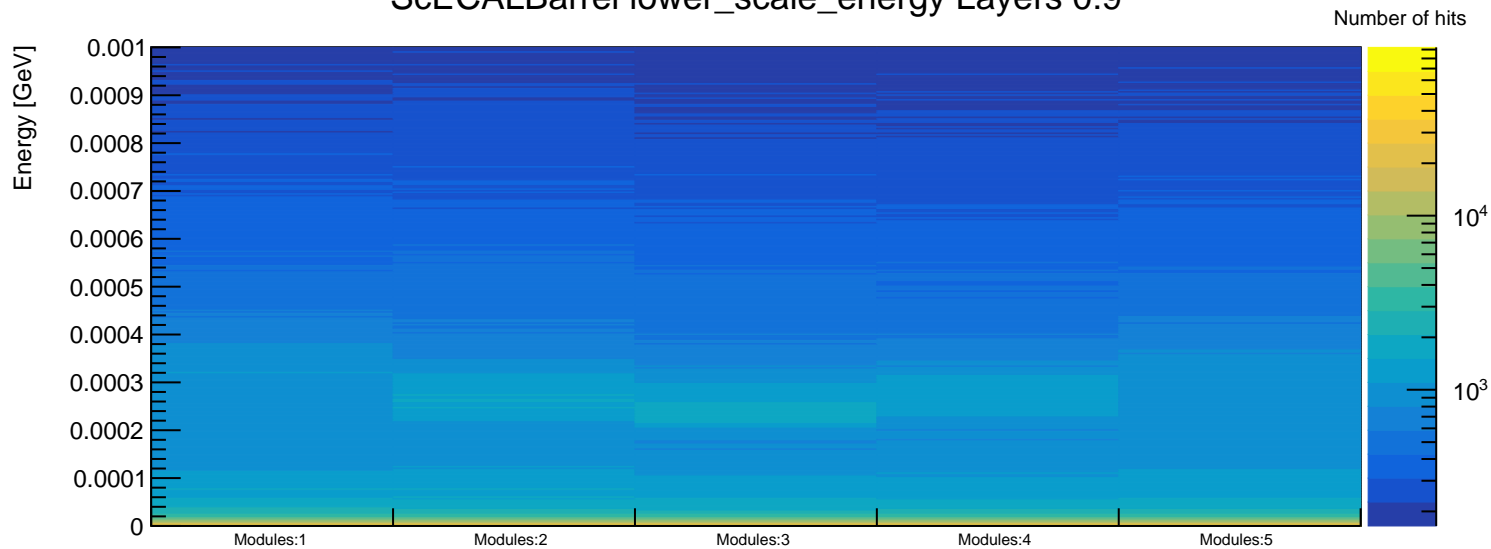


# ScECALBarrel lower\_scale\_energy Layers 0:9



|  |  |  |  |  |
|--|--|--|--|--|
| <b>Mean: 1.92e-04 GeV</b><br><b>Std Dev: 2.52e-04 GeV</b><br><b>hits: 3.32e+05</b> | <b>Mean: 1.93e-04 GeV</b><br><b>Std Dev: 2.49e-04 GeV</b><br><b>hits: 3.46e+05</b> | <b>Mean: 1.86e-04 GeV</b><br><b>Std Dev: 2.45e-04 GeV</b><br><b>hits: 3.40e+05</b> | <b>Mean: 1.87e-04 GeV</b><br><b>Std Dev: 2.47e-04 GeV</b><br><b>hits: 3.29e+05</b> | <b>Mean: 1.91e-04 GeV</b><br><b>Std Dev: 2.52e-04 GeV</b><br><b>hits: 3.27e+05</b> |
|--|--|--|--|--|