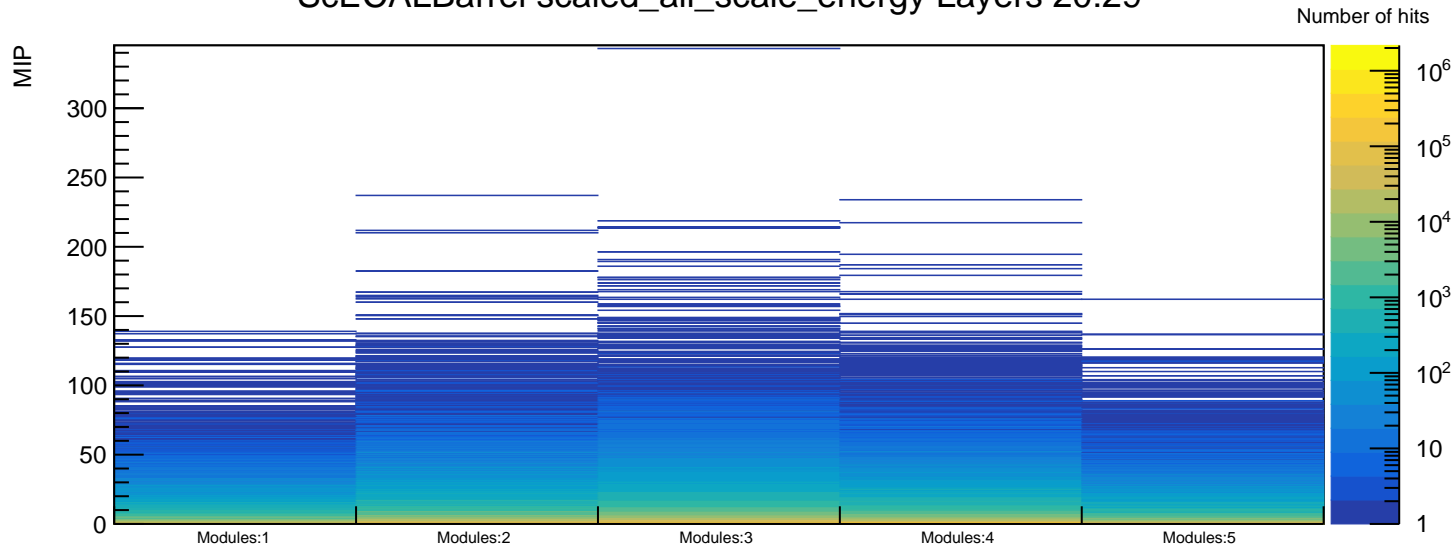


# ScECALBarrel scaled\_all\_scale\_energy Layers 20:29



<b>Mean: 5.91e-01 MIP</b> <b>Std Dev: 2.23e+00 MIP</b> <b>hits: 1.48e+06</b>	<b>Mean: 8.11e-01 MIP</b> <b>Std Dev: 2.86e+00 MIP</b> <b>hits: 2.50e+06</b>	<b>Mean: 9.64e-01 MIP</b> <b>Std Dev: 3.26e+00 MIP</b> <b>hits: 3.14e+06</b>	<b>Mean: 8.18e-01 MIP</b> <b>Std Dev: 2.90e+00 MIP</b> <b>hits: 2.53e+06</b>	<b>Mean: 6.06e-01 MIP</b> <b>Std Dev: 2.32e+00 MIP</b> <b>hits: 1.48e+06</b>
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