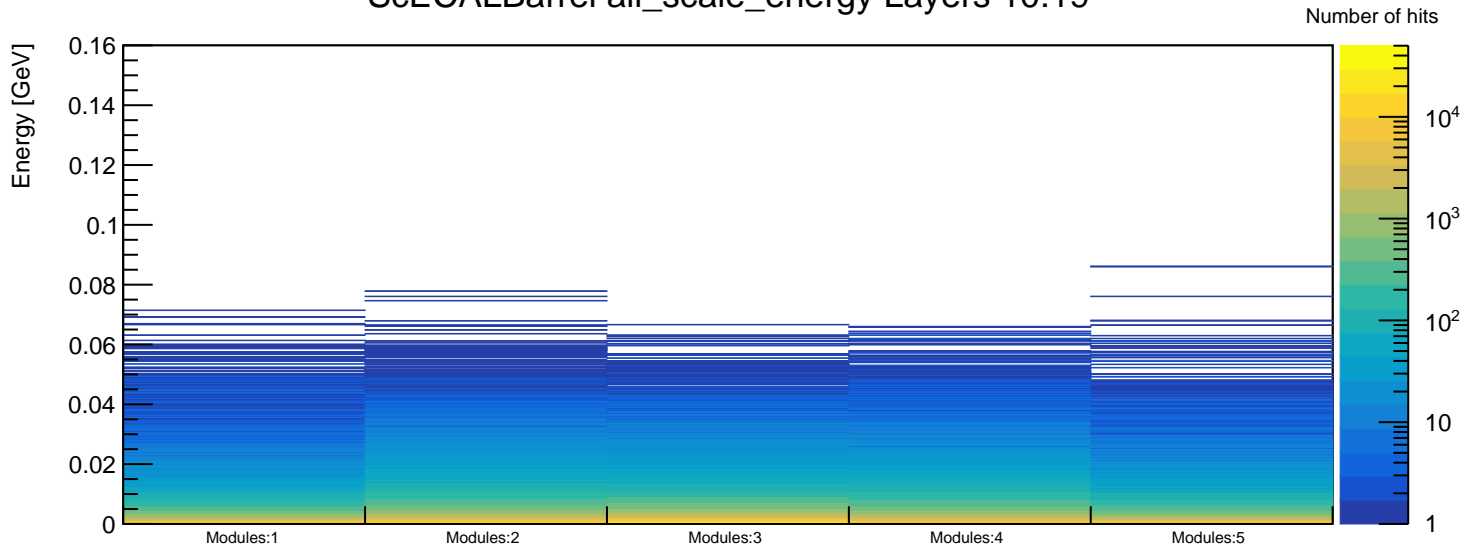


# ScECALBarrel all\_scale\_energy Layers 10:19



<b>Mean: 1.34e-03 GeV</b> <b>Std Dev: 3.21e-03 GeV</b> <b>hits: 1.59e+05</b>	<b>Mean: 1.56e-03 GeV</b> <b>Std Dev: 3.64e-03 GeV</b> <b>hits: 2.44e+05</b>	<b>Mean: 1.30e-03 GeV</b> <b>Std Dev: 3.00e-03 GeV</b> <b>hits: 3.61e+05</b>	<b>Mean: 1.55e-03 GeV</b> <b>Std Dev: 3.63e-03 GeV</b> <b>hits: 2.39e+05</b>	<b>Mean: 1.35e-03 GeV</b> <b>Std Dev: 3.24e-03 GeV</b> <b>hits: 1.62e+05</b>
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