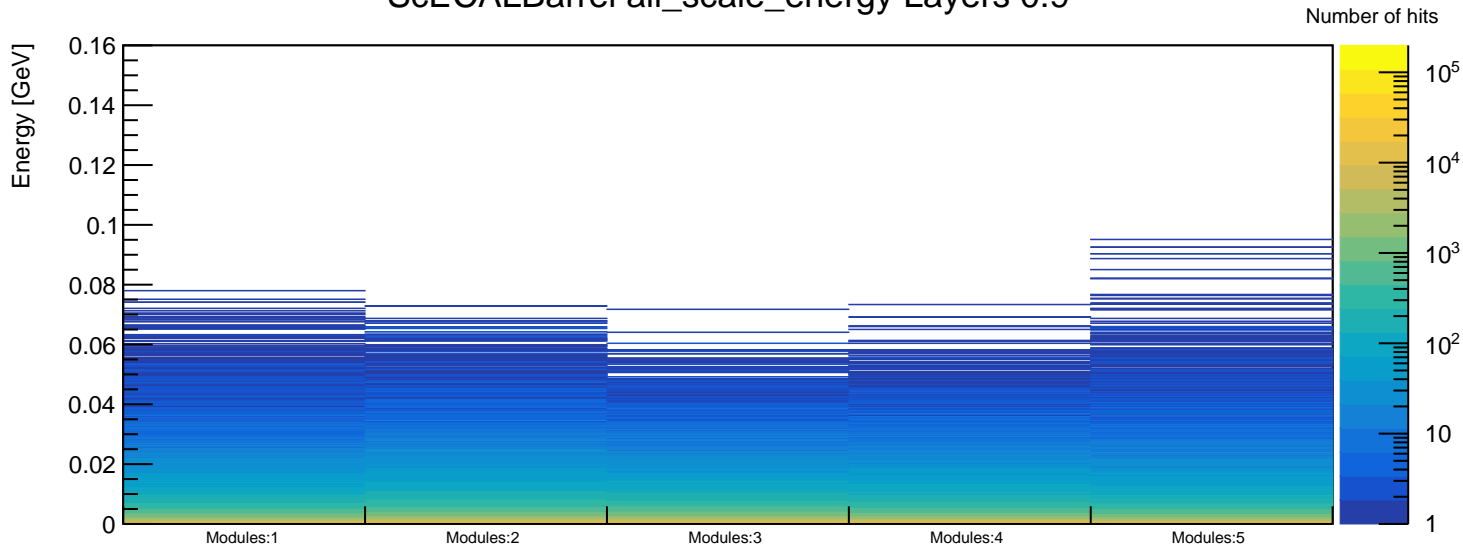


# ScECALBarrel all\_scale\_energy Layers 0:9



<b>Mean: 9.25e-04 GeV</b> <b>Std Dev: 2.82e-03 GeV</b> <b>hits: 3.36e+05</b>	<b>Mean: 9.63e-04 GeV</b> <b>Std Dev: 2.85e-03 GeV</b> <b>hits: 4.03e+05</b>	<b>Mean: 9.11e-04 GeV</b> <b>Std Dev: 2.62e-03 GeV</b> <b>hits: 4.20e+05</b>	<b>Mean: 8.98e-04 GeV</b> <b>Std Dev: 2.66e-03 GeV</b> <b>hits: 3.94e+05</b>	<b>Mean: 9.40e-04 GeV</b> <b>Std Dev: 2.93e-03 GeV</b> <b>hits: 3.25e+05</b>
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