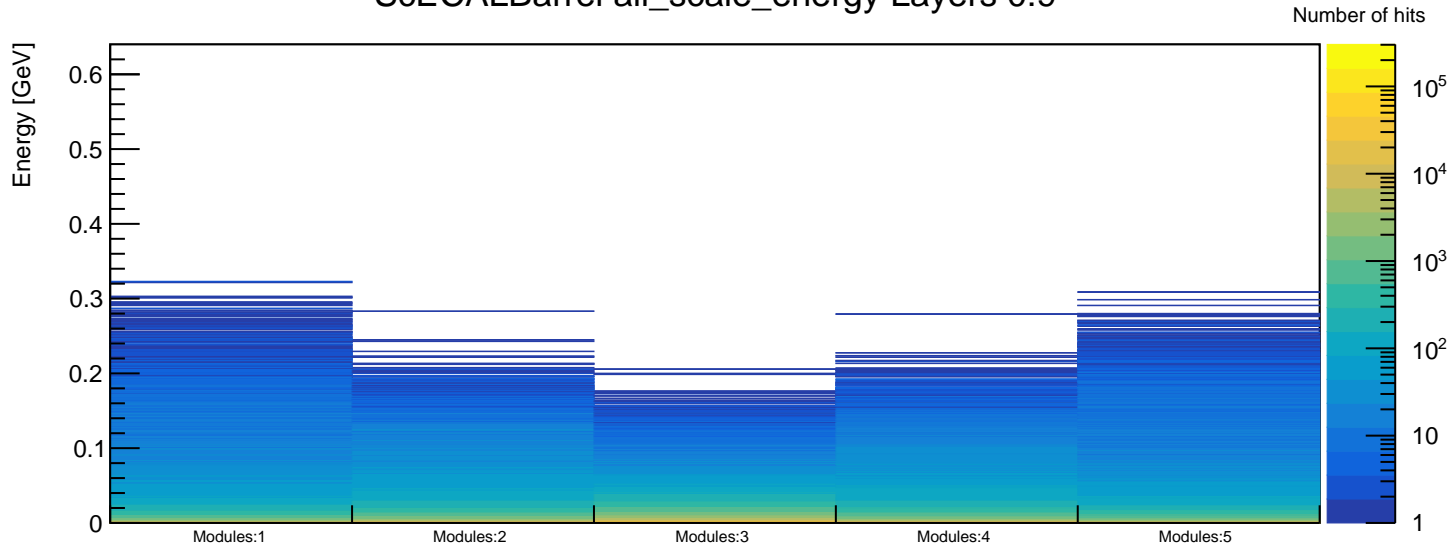


# ScECALBarrel all\_scale\_energy Layers 0:9



<b>Mean: 3.73e-03 GeV</b> <b>Std Dev: 1.64e-02 GeV</b> <b>hits: 2.50e+05</b>	<b>Mean: 3.05e-03 GeV</b> <b>Std Dev: 1.20e-02 GeV</b> <b>hits: 3.59e+05</b>	<b>Mean: 2.19e-03 GeV</b> <b>Std Dev: 7.05e-03 GeV</b> <b>hits: 7.35e+05</b>	<b>Mean: 3.04e-03 GeV</b> <b>Std Dev: 1.19e-02 GeV</b> <b>hits: 3.50e+05</b>	<b>Mean: 3.70e-03 GeV</b> <b>Std Dev: 1.61e-02 GeV</b> <b>hits: 2.38e+05</b>
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