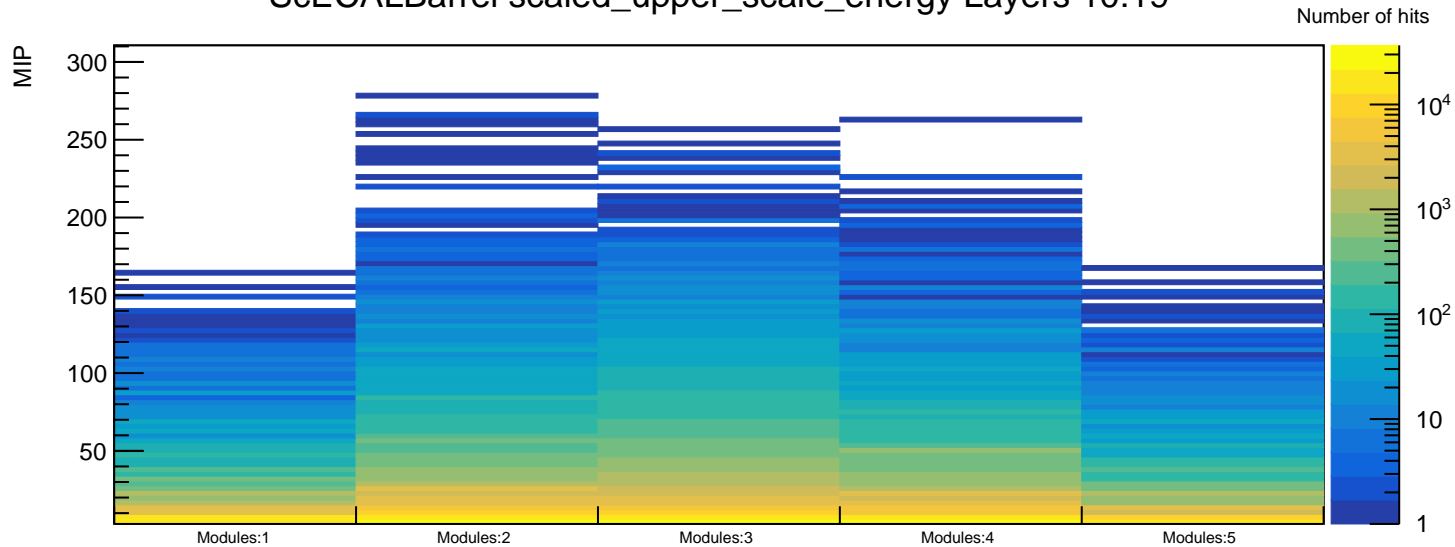


# ScECALBarrel scaled\_upper\_scale\_energy Layers 10:19



<b>Mean: 9.56e+00 MIP</b> <b>Std Dev: 1.01e+01 MIP</b> <b>hits: 4.39e+04</b>	<b>Mean: 1.32e+01 MIP</b> <b>Std Dev: 1.62e+01 MIP</b> <b>hits: 7.73e+04</b>	<b>Mean: 1.42e+01 MIP</b> <b>Std Dev: 1.82e+01 MIP</b> <b>hits: 9.04e+04</b>	<b>Mean: 1.29e+01 MIP</b> <b>Std Dev: 1.55e+01 MIP</b> <b>hits: 7.05e+04</b>	<b>Mean: 9.65e+00 MIP</b> <b>Std Dev: 1.03e+01 MIP</b> <b>hits: 4.16e+04</b>
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