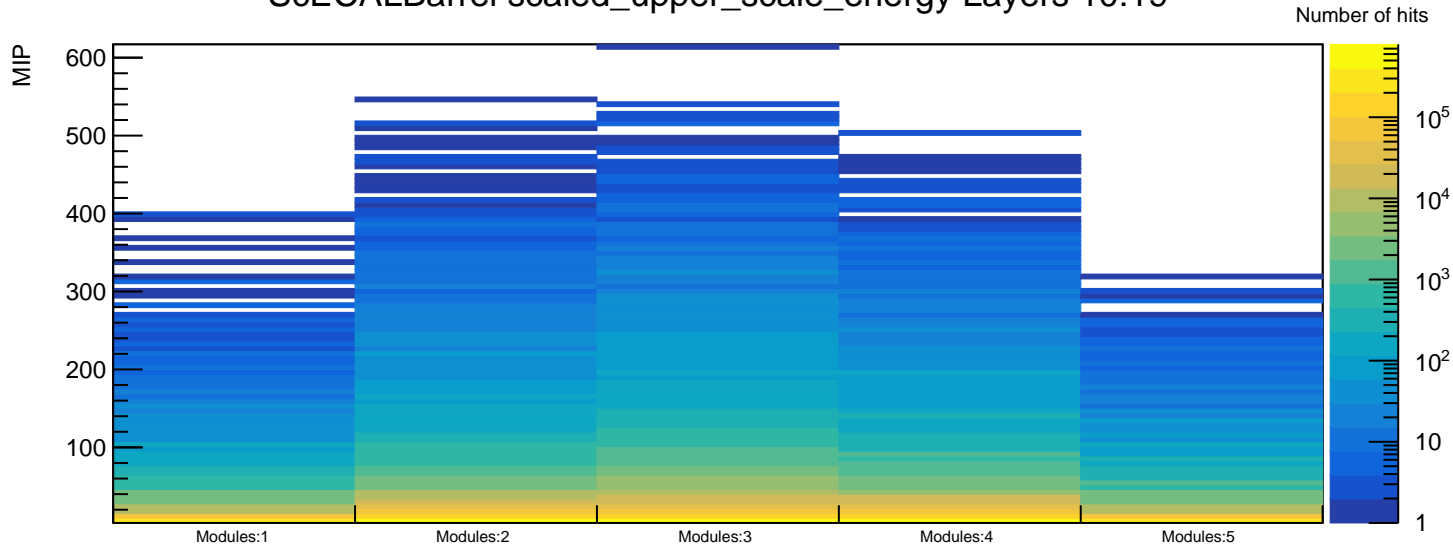


# ScECALBarrel scaled\_upper\_scale\_energy Layers 10:19



<b>Mean: 9.47e+00 MIP</b> <b>Std Dev: 9.47e+00 MIP</b> <b>hits: 3.98e+05</b>	<b>Mean: 1.12e+01 MIP</b> <b>Std Dev: 1.42e+01 MIP</b> <b>hits: 8.44e+05</b>	<b>Mean: 1.17e+01 MIP</b> <b>Std Dev: 1.63e+01 MIP</b> <b>hits: 1.15e+06</b>	<b>Mean: 1.13e+01 MIP</b> <b>Std Dev: 1.44e+01 MIP</b> <b>hits: 8.46e+05</b>	<b>Mean: 9.53e+00 MIP</b> <b>Std Dev: 9.47e+00 MIP</b> <b>hits: 3.93e+05</b>
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