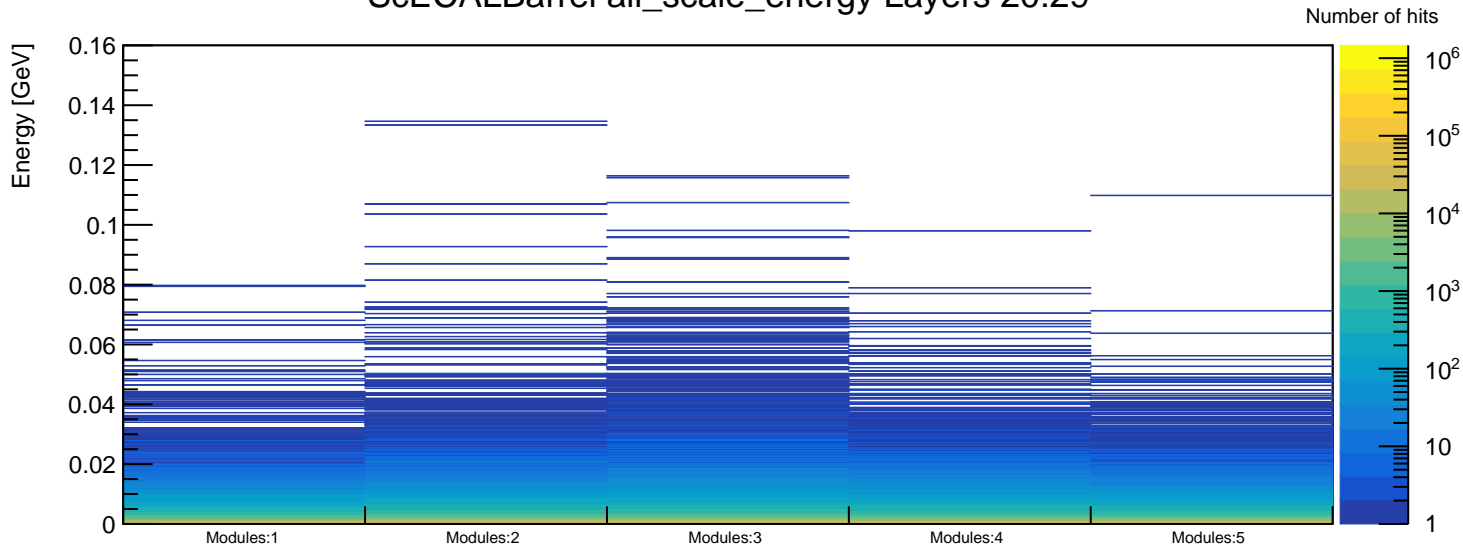


# ScECALBarrel all\_scale\_energy Layers 20:29



<b>Mean: 2.12e-04 GeV</b> <b>Std Dev: 8.36e-04 GeV</b> <b>hits: 1.60e+06</b>	<b>Mean: 2.38e-04 GeV</b> <b>Std Dev: 9.40e-04 GeV</b> <b>hits: 1.93e+06</b>	<b>Mean: 2.55e-04 GeV</b> <b>Std Dev: 1.04e-03 GeV</b> <b>hits: 2.00e+06</b>	<b>Mean: 2.35e-04 GeV</b> <b>Std Dev: 9.17e-04 GeV</b> <b>hits: 1.83e+06</b>	<b>Mean: 2.16e-04 GeV</b> <b>Std Dev: 8.54e-04 GeV</b> <b>hits: 1.65e+06</b>
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