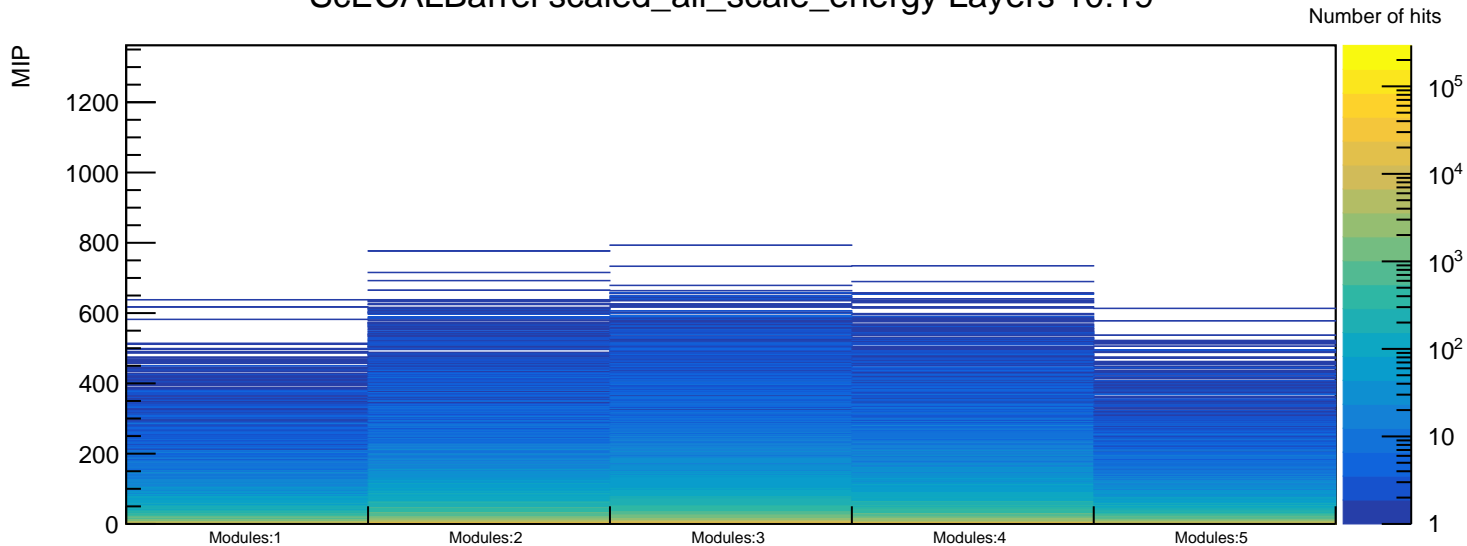


# ScECALBarrel scaled\_all\_scale\_energy Layers 10:19



<b>Mean: 3.34e+00 MIP</b> <b>Std Dev: 1.43e+01 MIP</b> <b>hits: 4.28e+05</b>	<b>Mean: 5.31e+00 MIP</b> <b>Std Dev: 2.18e+01 MIP</b> <b>hits: 4.84e+05</b>	<b>Mean: 5.95e+00 MIP</b> <b>Std Dev: 2.47e+01 MIP</b> <b>hits: 4.98e+05</b>	<b>Mean: 5.39e+00 MIP</b> <b>Std Dev: 2.24e+01 MIP</b> <b>hits: 4.62e+05</b>	<b>Mean: 3.27e+00 MIP</b> <b>Std Dev: 1.40e+01 MIP</b> <b>hits: 4.21e+05</b>
--	--	--	--	--