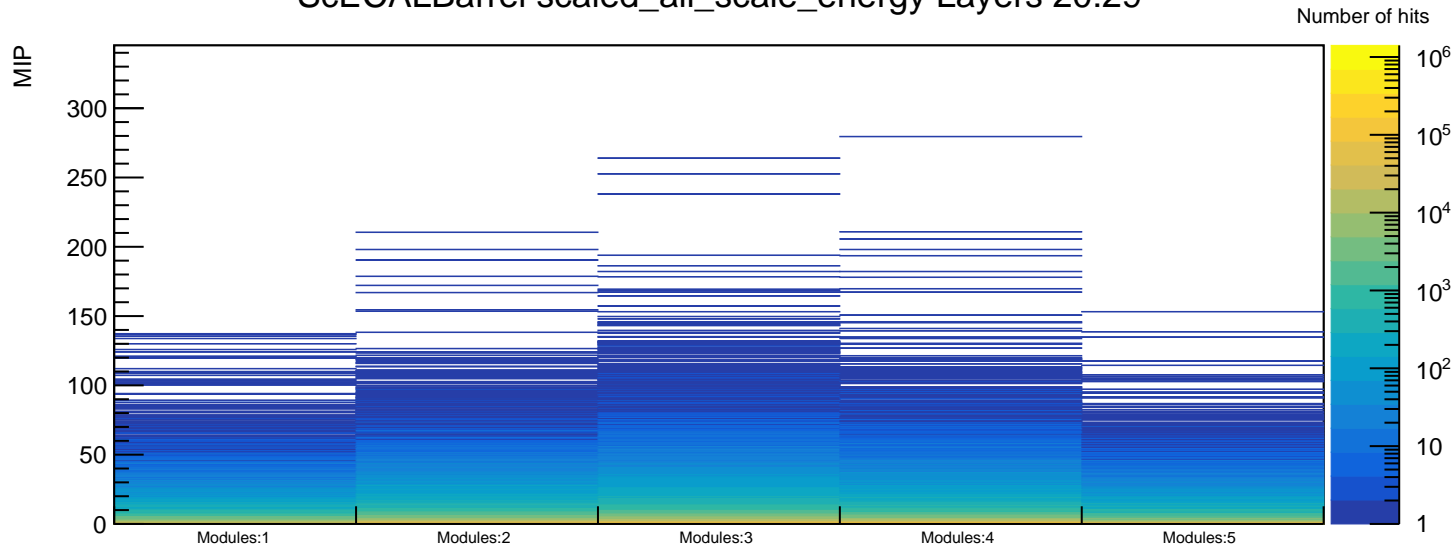


# ScECALBarrel scaled\_all\_scale\_energy Layers 20:29



<b>Mean: 5.79e-01 MIP</b> <b>Std Dev: 2.21e+00 MIP</b> <b>hits: 1.21e+06</b>	<b>Mean: 7.61e-01 MIP</b> <b>Std Dev: 2.71e+00 MIP</b> <b>hits: 1.73e+06</b>	<b>Mean: 8.98e-01 MIP</b> <b>Std Dev: 3.13e+00 MIP</b> <b>hits: 2.00e+06</b>	<b>Mean: 7.72e-01 MIP</b> <b>Std Dev: 2.80e+00 MIP</b> <b>hits: 1.77e+06</b>	<b>Mean: 5.89e-01 MIP</b> <b>Std Dev: 2.23e+00 MIP</b> <b>hits: 1.22e+06</b>
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