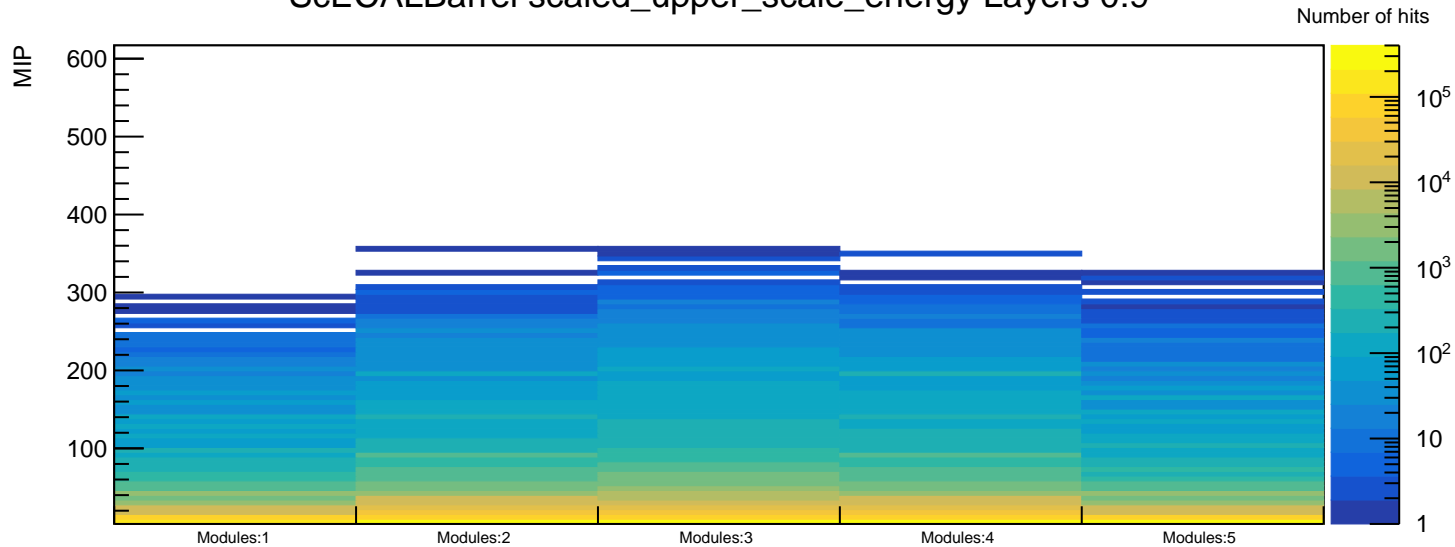


# ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: 8.93e+00 MIP</b> <b>Std Dev: 1.25e+01 MIP</b> <b>hits: 3.10e+05</b>	<b>Mean: 1.10e+01 MIP</b> <b>Std Dev: 1.47e+01 MIP</b> <b>hits: 4.87e+05</b>	<b>Mean: 1.21e+01 MIP</b> <b>Std Dev: 1.56e+01 MIP</b> <b>hits: 5.94e+05</b>	<b>Mean: 1.13e+01 MIP</b> <b>Std Dev: 1.56e+01 MIP</b> <b>hits: 4.92e+05</b>	<b>Mean: 9.24e+00 MIP</b> <b>Std Dev: 1.32e+01 MIP</b> <b>hits: 3.21e+05</b>
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