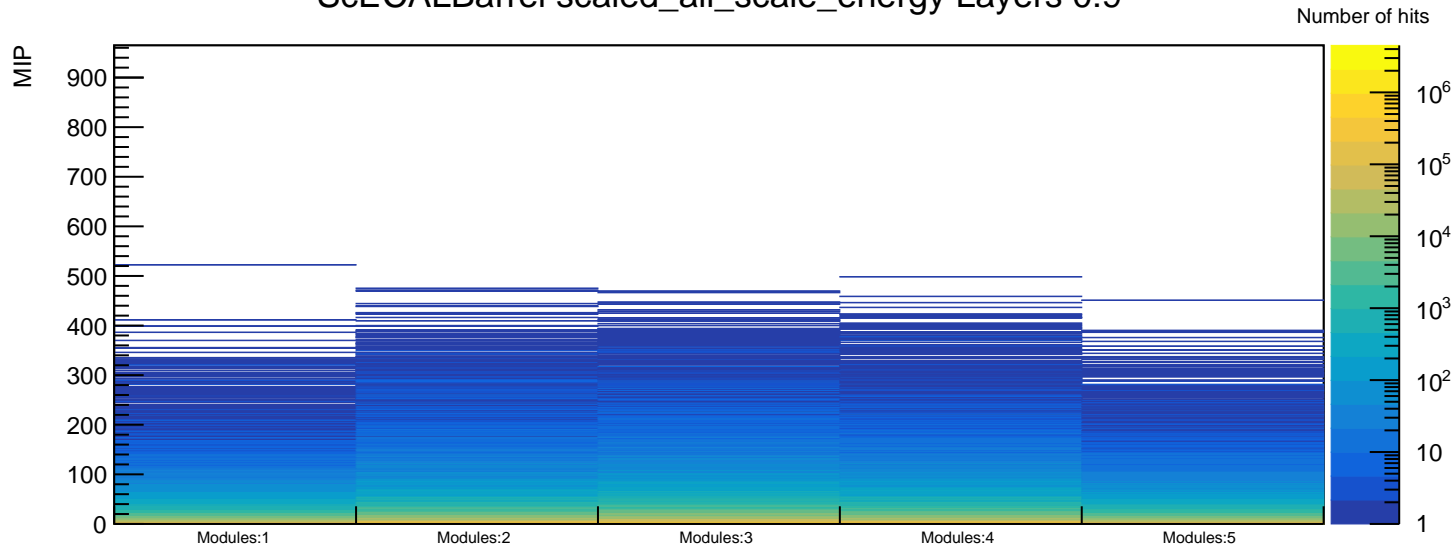


# ScECALBarrel scaled\_all\_scale\_energy Layers 0:9



|  |  |  |  |  |
|--|--|--|--|--|
| <b>Mean: 1.64e+00 MIP</b><br><b>Std Dev: 4.59e+00 MIP</b><br><b>hits: 4.40e+06</b> | <b>Mean: 2.04e+00 MIP</b><br><b>Std Dev: 5.71e+00 MIP</b><br><b>hits: 6.51e+06</b> | <b>Mean: 2.33e+00 MIP</b><br><b>Std Dev: 6.11e+00 MIP</b><br><b>hits: 7.74e+06</b> | <b>Mean: 2.05e+00 MIP</b><br><b>Std Dev: 5.75e+00 MIP</b><br><b>hits: 6.45e+06</b> | <b>Mean: 1.65e+00 MIP</b><br><b>Std Dev: 4.68e+00 MIP</b><br><b>hits: 4.35e+06</b> |
|--|--|--|--|--|