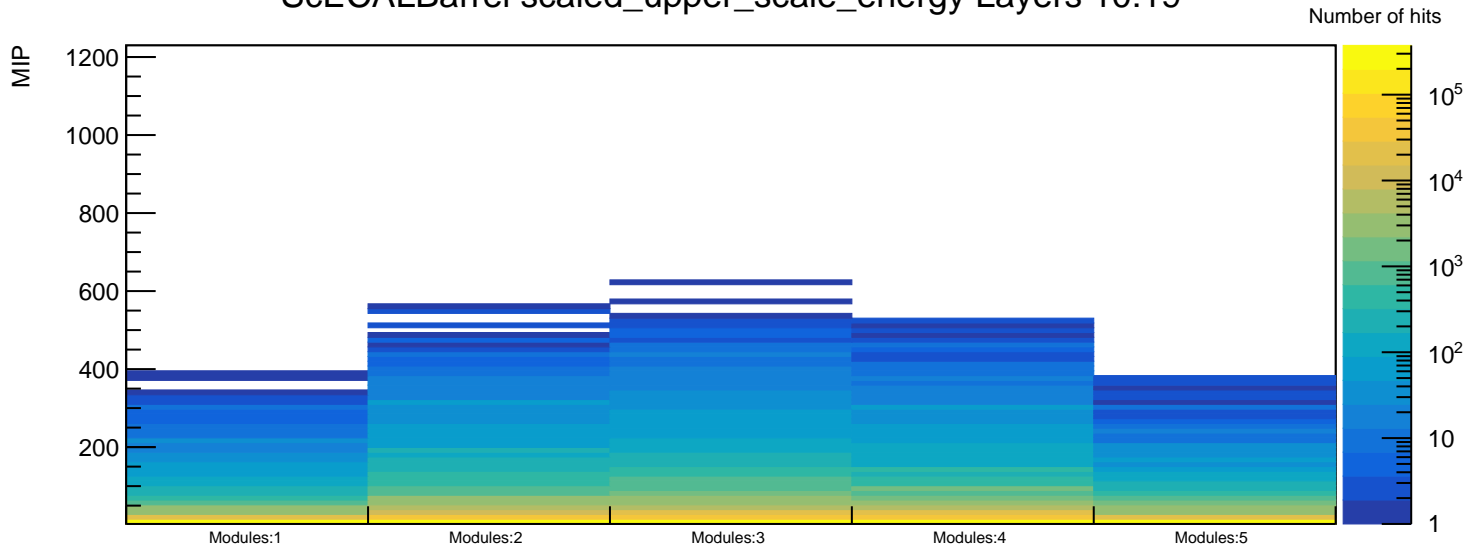


# ScECALBarrel scaled\_upper\_scale\_energy Layers 10:19



<b>Mean: 1.15e+01 MIP</b> <b>Std Dev: 1.08e+01 MIP</b> <b>hits: 2.58e+05</b>	<b>Mean: 1.42e+01 MIP</b> <b>Std Dev: 1.83e+01 MIP</b> <b>hits: 4.14e+05</b>	<b>Mean: 1.45e+01 MIP</b> <b>Std Dev: 1.99e+01 MIP</b> <b>hits: 4.56e+05</b>	<b>Mean: 1.40e+01 MIP</b> <b>Std Dev: 1.79e+01 MIP</b> <b>hits: 4.02e+05</b>	<b>Mean: 1.17e+01 MIP</b> <b>Std Dev: 1.14e+01 MIP</b> <b>hits: 2.60e+05</b>
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