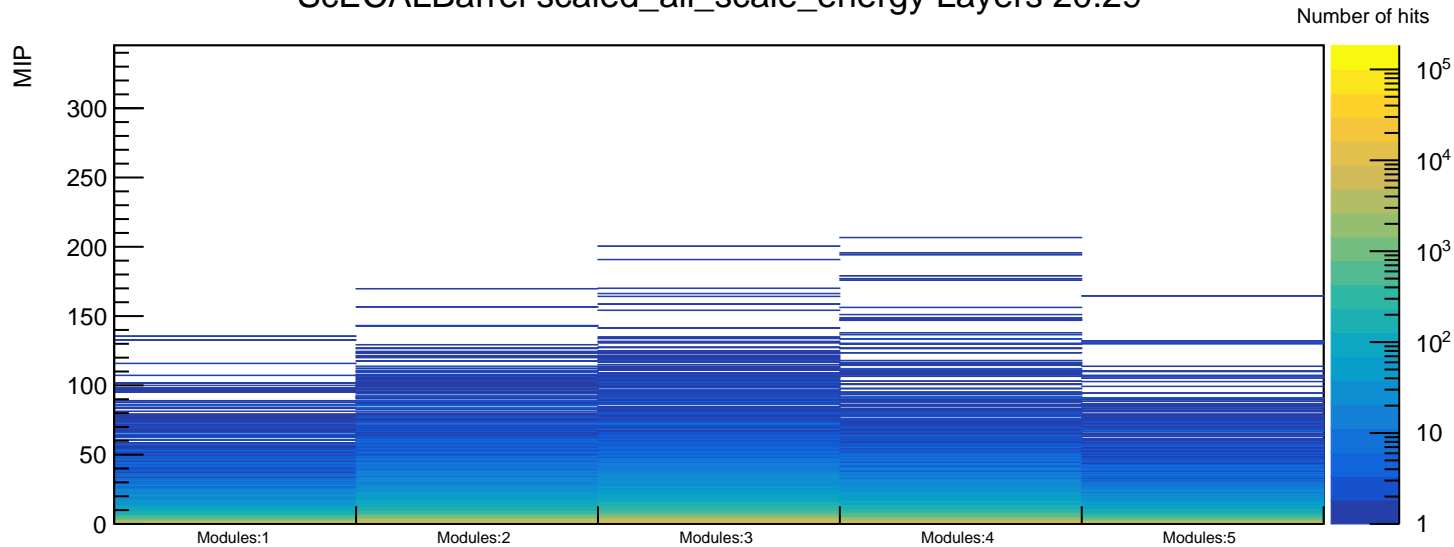


# ScECALBarrel scaled\_all\_scale\_energy Layers 20:29



<b>Mean: 9.99e-01 MIP</b> <b>Std Dev: 2.98e+00 MIP</b> <b>hits: 2.05e+05</b>	<b>Mean: 1.39e+00 MIP</b> <b>Std Dev: 3.97e+00 MIP</b> <b>hits: 2.85e+05</b>	<b>Mean: 1.58e+00 MIP</b> <b>Std Dev: 4.36e+00 MIP</b> <b>hits: 3.30e+05</b>	<b>Mean: 1.35e+00 MIP</b> <b>Std Dev: 3.96e+00 MIP</b> <b>hits: 2.92e+05</b>	<b>Mean: 1.02e+00 MIP</b> <b>Std Dev: 3.23e+00 MIP</b> <b>hits: 2.03e+05</b>
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