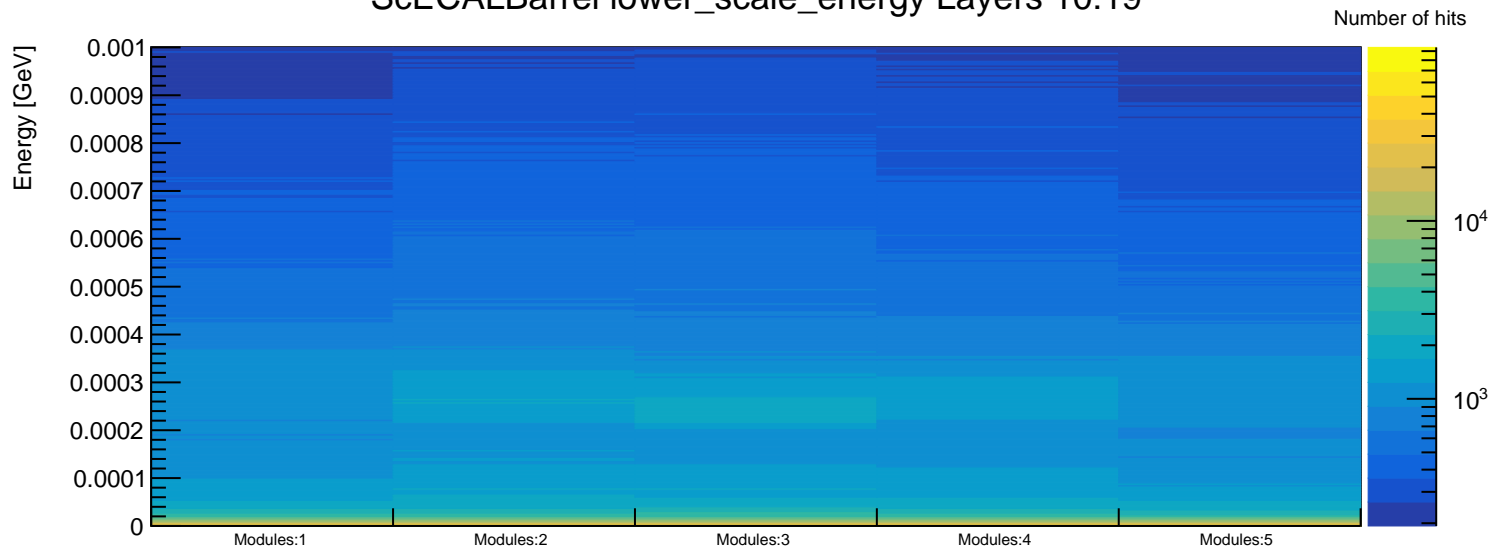


# ScECALBarrel lower\_scale\_energy Layers 10:19



<b>Mean: 2.03e-04 GeV</b> <b>Std Dev: 2.58e-04 GeV</b> <b>hits: 3.51e+05</b>	<b>Mean: 2.17e-04 GeV</b> <b>Std Dev: 2.61e-04 GeV</b> <b>hits: 3.84e+05</b>	<b>Mean: 2.11e-04 GeV</b> <b>Std Dev: 2.58e-04 GeV</b> <b>hits: 3.97e+05</b>	<b>Mean: 2.11e-04 GeV</b> <b>Std Dev: 2.59e-04 GeV</b> <b>hits: 3.68e+05</b>	<b>Mean: 2.00e-04 GeV</b> <b>Std Dev: 2.58e-04 GeV</b> <b>hits: 3.45e+05</b>
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