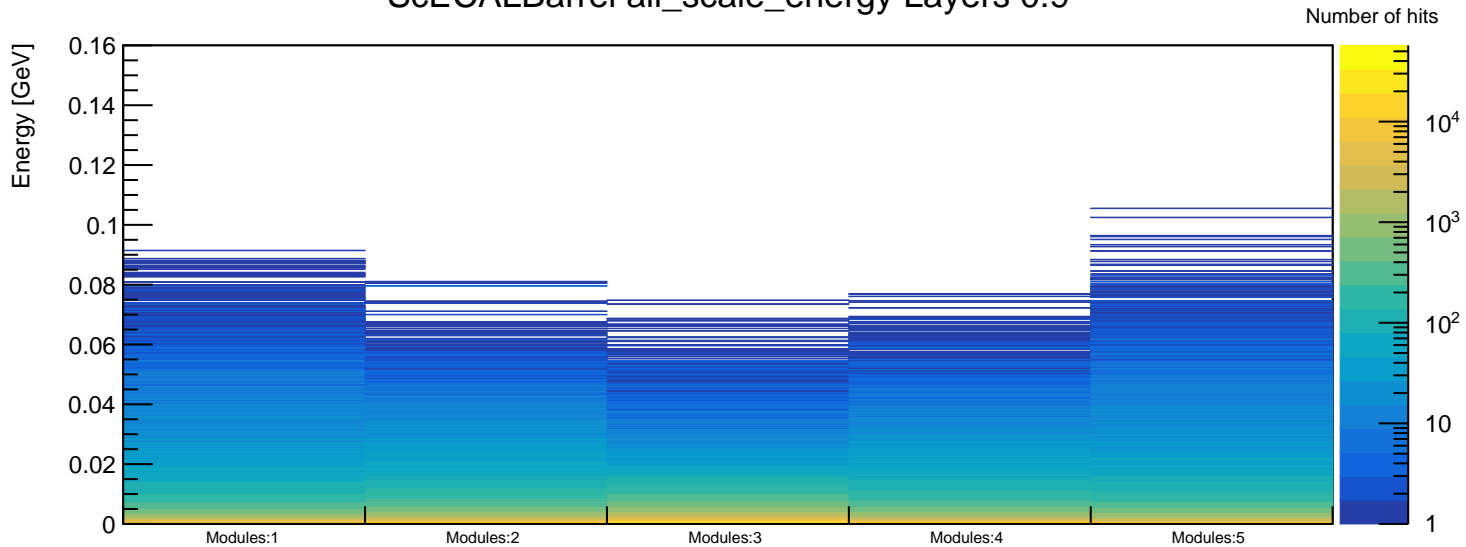


# ScECALBarrel all\_scale\_energy Layers 0:9



<b>Mean: 2.23e-03 GeV</b> <b>Std Dev: 6.07e-03 GeV</b> <b>hits: 1.77e+05</b>	<b>Mean: 1.98e-03 GeV</b> <b>Std Dev: 5.01e-03 GeV</b> <b>hits: 2.19e+05</b>	<b>Mean: 1.56e-03 GeV</b> <b>Std Dev: 3.48e-03 GeV</b> <b>hits: 3.39e+05</b>	<b>Mean: 1.96e-03 GeV</b> <b>Std Dev: 4.93e-03 GeV</b> <b>hits: 2.07e+05</b>	<b>Mean: 2.27e-03 GeV</b> <b>Std Dev: 6.24e-03 GeV</b> <b>hits: 1.82e+05</b>
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