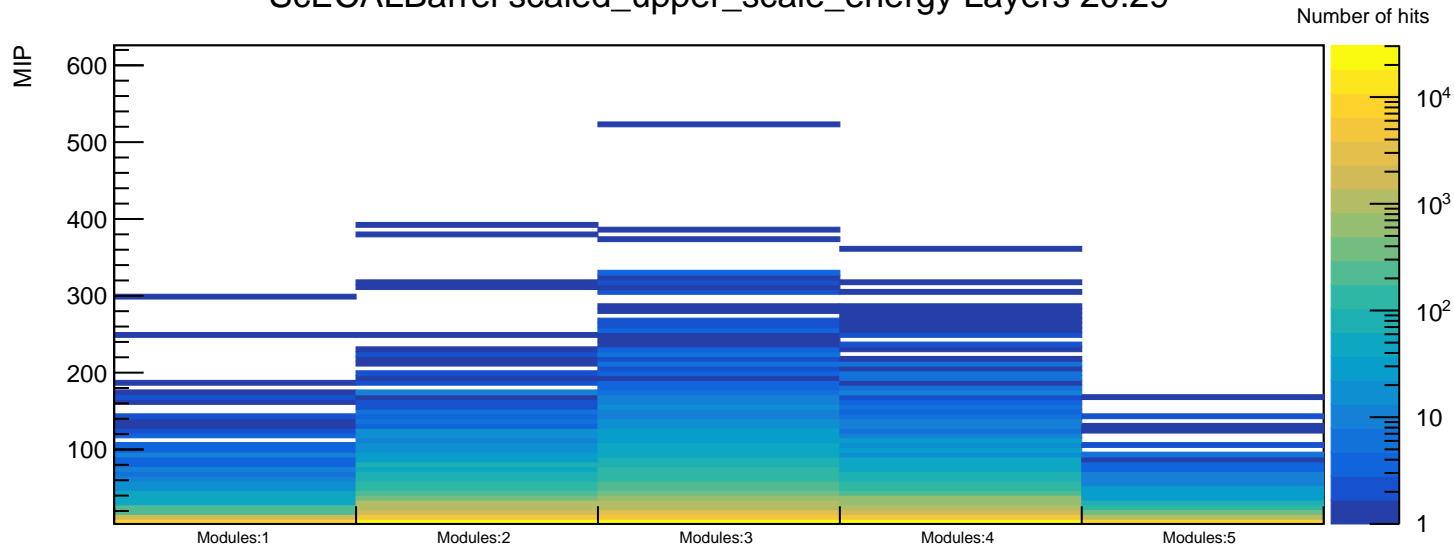


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: 9.55e+00 MIP</b> <b>Std Dev: 1.03e+01 MIP</b> <b>hits: 9.66e+03</b>	<b>Mean: 1.19e+01 MIP</b> <b>Std Dev: 1.40e+01 MIP</b> <b>hits: 2.96e+04</b>	<b>Mean: 1.20e+01 MIP</b> <b>Std Dev: 1.69e+01 MIP</b> <b>hits: 4.34e+04</b>	<b>Mean: 1.22e+01 MIP</b> <b>Std Dev: 1.54e+01 MIP</b> <b>hits: 2.97e+04</b>	<b>Mean: 8.66e+00 MIP</b> <b>Std Dev: 7.85e+00 MIP</b> <b>hits: 9.61e+03</b>
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