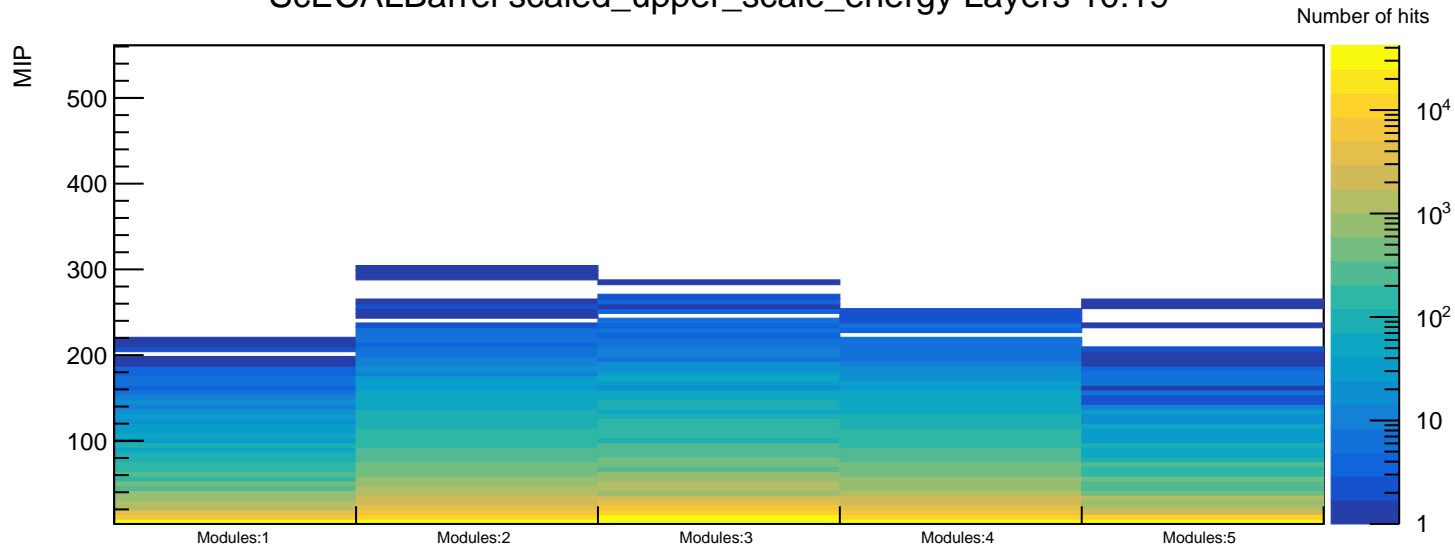


# ScECALBarrel scaled\_upper\_scale\_energy Layers 10:19



<b>Mean: 1.21e+01 MIP</b> <b>Std Dev: 1.61e+01 MIP</b> <b>hits: 4.47e+04</b>	<b>Mean: 1.67e+01 MIP</b> <b>Std Dev: 2.19e+01 MIP</b> <b>hits: 7.48e+04</b>	<b>Mean: 1.57e+01 MIP</b> <b>Std Dev: 2.05e+01 MIP</b> <b>hits: 1.03e+05</b>	<b>Mean: 1.65e+01 MIP</b> <b>Std Dev: 2.16e+01 MIP</b> <b>hits: 7.30e+04</b>	<b>Mean: 1.20e+01 MIP</b> <b>Std Dev: 1.61e+01 MIP</b> <b>hits: 4.53e+04</b>
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