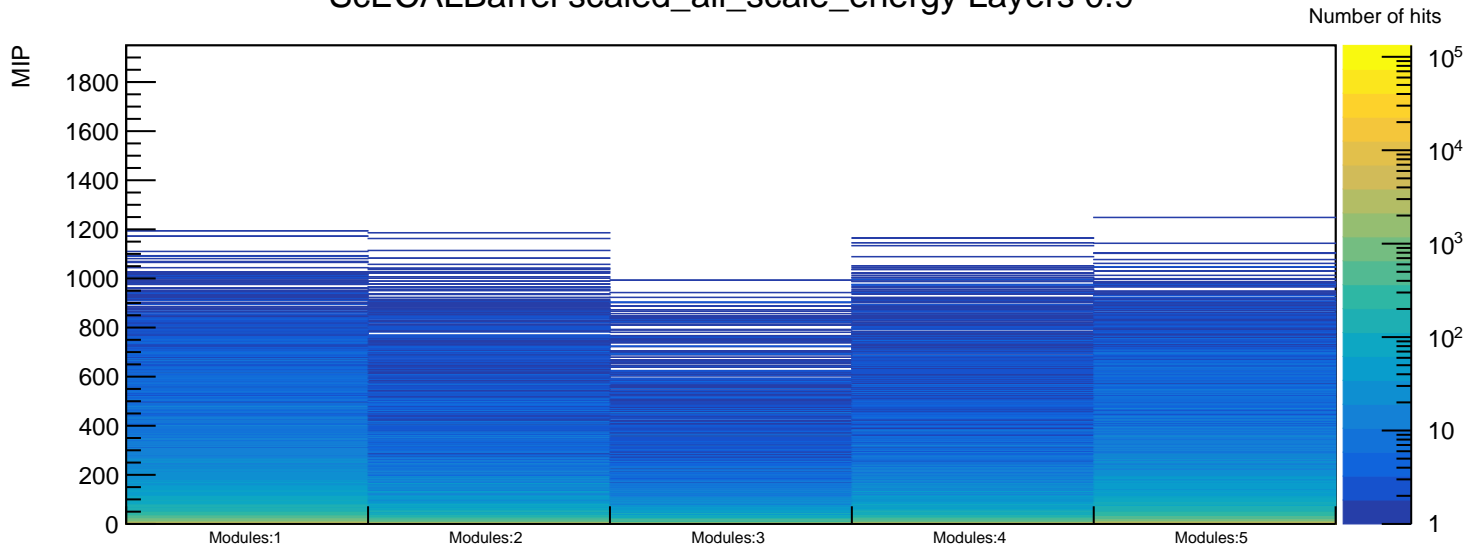


# ScECALBarrel scaled\_all\_scale\_energy Layers 0:9



<b>Mean: 1.17e+01 MIP</b> <b>Std Dev: 5.74e+01 MIP</b> <b>hits: 1.95e+05</b>	<b>Mean: 8.32e+00 MIP</b> <b>Std Dev: 4.76e+01 MIP</b> <b>hits: 1.36e+05</b>	<b>Mean: 5.66e+00 MIP</b> <b>Std Dev: 3.51e+01 MIP</b> <b>hits: 1.03e+05</b>	<b>Mean: 8.43e+00 MIP</b> <b>Std Dev: 4.80e+01 MIP</b> <b>hits: 1.36e+05</b>	<b>Mean: 1.17e+01 MIP</b> <b>Std Dev: 5.67e+01 MIP</b> <b>hits: 1.93e+05</b>
--	--	--	--	--