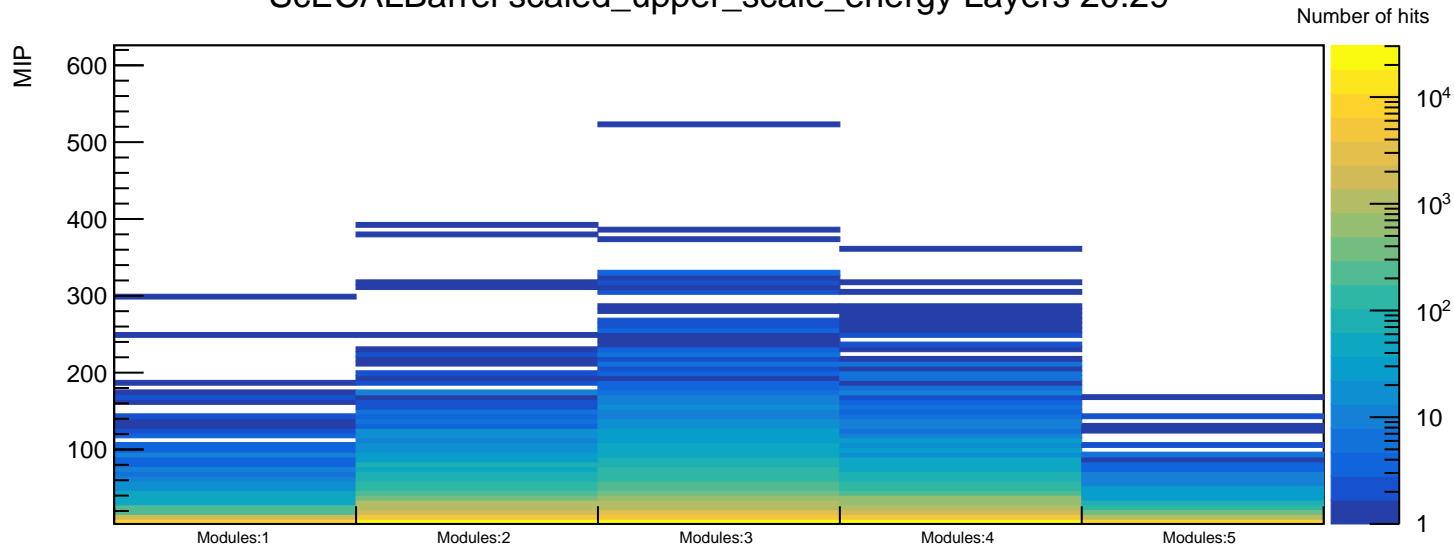


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: 8.02e+00 MIP</b> <b>Std Dev: 1.07e+01 MIP</b> <b>hits: 9.66e+03</b>	<b>Mean: 1.12e+01 MIP</b> <b>Std Dev: 1.41e+01 MIP</b> <b>hits: 2.96e+04</b>	<b>Mean: 1.23e+01 MIP</b> <b>Std Dev: 1.71e+01 MIP</b> <b>hits: 4.34e+04</b>	<b>Mean: 1.16e+01 MIP</b> <b>Std Dev: 1.55e+01 MIP</b> <b>hits: 2.97e+04</b>	<b>Mean: 7.61e+00 MIP</b> <b>Std Dev: 8.21e+00 MIP</b> <b>hits: 9.61e+03</b>
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