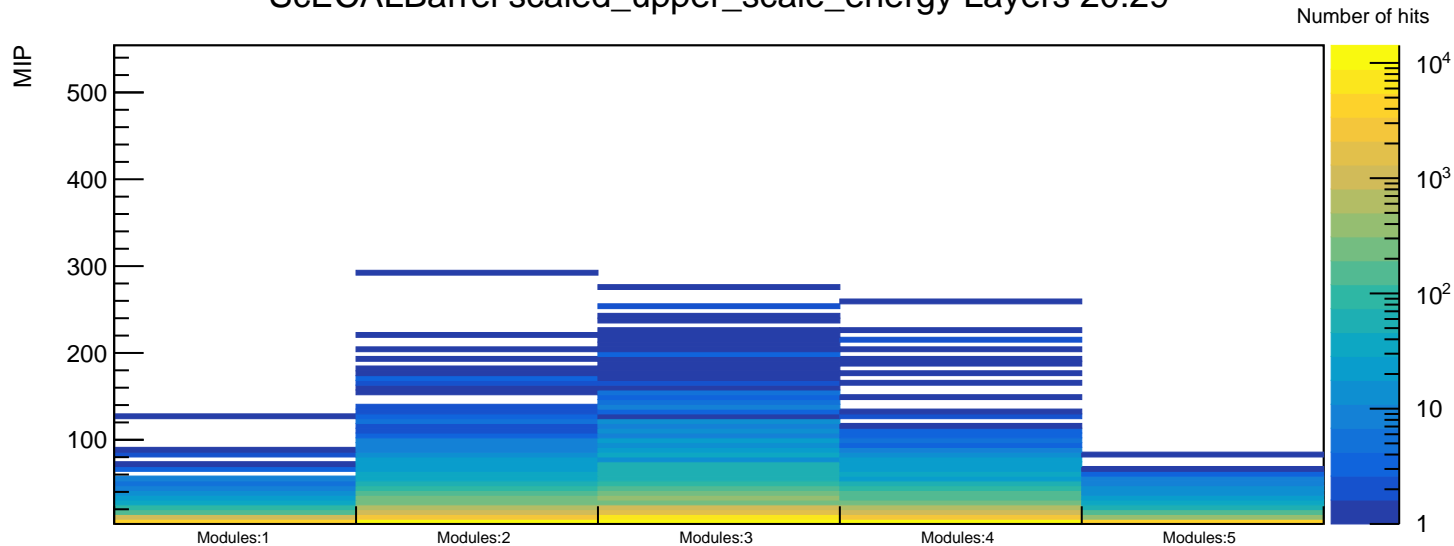


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: 6.56e+00 MIP</b> <b>Std Dev: 6.06e+00 MIP</b> <b>hits: 5.51e+03</b>	<b>Mean: 9.71e+00 MIP</b> <b>Std Dev: 1.11e+01 MIP</b> <b>hits: 1.83e+04</b>	<b>Mean: 1.08e+01 MIP</b> <b>Std Dev: 1.33e+01 MIP</b> <b>hits: 2.52e+04</b>	<b>Mean: 9.49e+00 MIP</b> <b>Std Dev: 1.02e+01 MIP</b> <b>hits: 1.90e+04</b>	<b>Mean: 6.47e+00 MIP</b> <b>Std Dev: 5.72e+00 MIP</b> <b>hits: 5.18e+03</b>
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