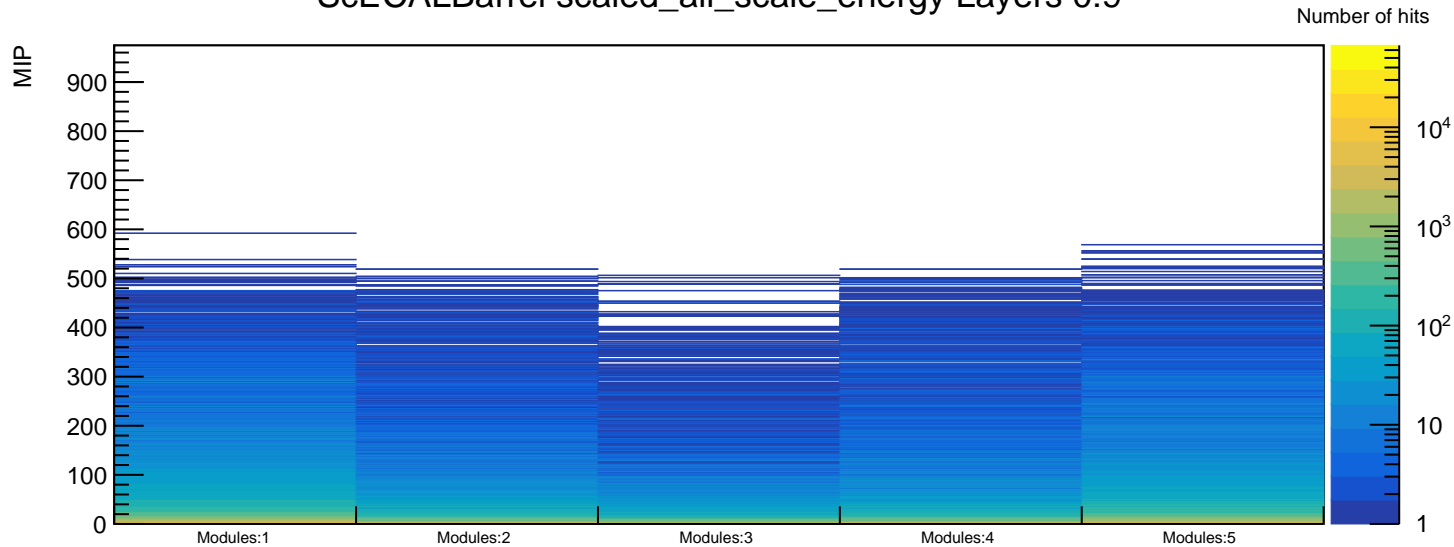


# ScECALBarrel scaled\_all\_scale\_energy Layers 0:9



<b>Mean: 9.47e+00 MIP</b> <b>Std Dev: 3.45e+01 MIP</b> <b>hits: 1.38e+05</b>	<b>Mean: 7.36e+00 MIP</b> <b>Std Dev: 3.07e+01 MIP</b> <b>hits: 8.31e+04</b>	<b>Mean: 5.55e+00 MIP</b> <b>Std Dev: 2.29e+01 MIP</b> <b>hits: 6.17e+04</b>	<b>Mean: 7.48e+00 MIP</b> <b>Std Dev: 3.16e+01 MIP</b> <b>hits: 8.27e+04</b>	<b>Mean: 9.51e+00 MIP</b> <b>Std Dev: 3.48e+01 MIP</b> <b>hits: 1.32e+05</b>
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