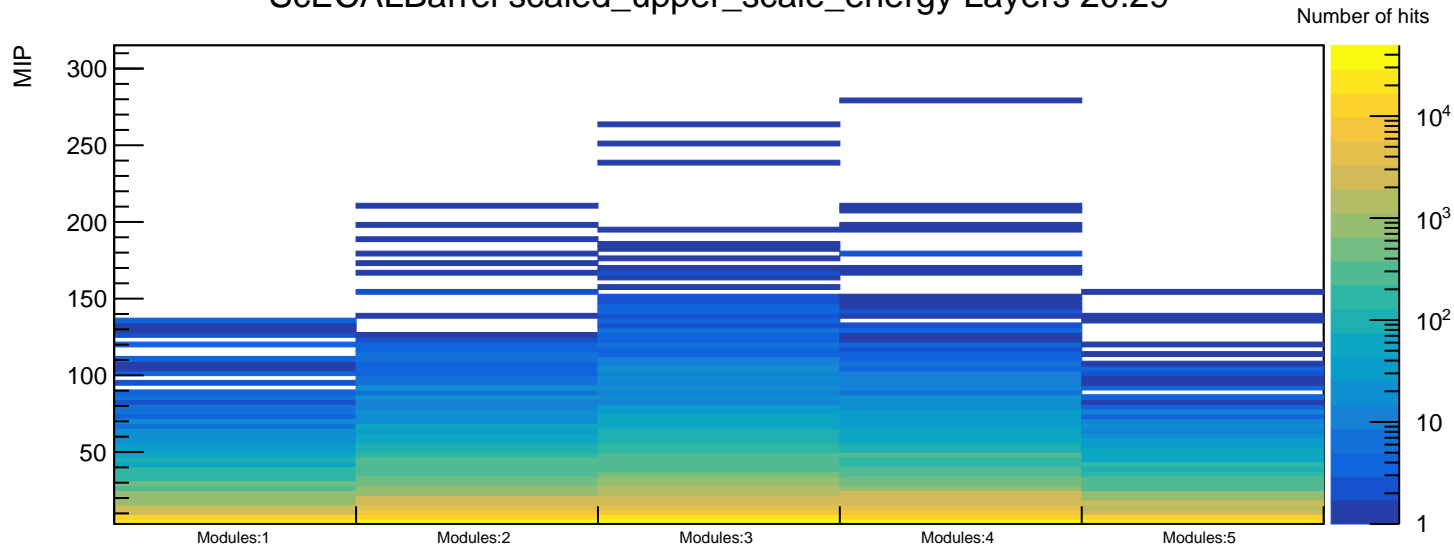


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: 8.32e+00 MIP</b> <b>Std Dev: 7.25e+00 MIP</b> <b>hits: 5.01e+04</b>	<b>Mean: 9.31e+00 MIP</b> <b>Std Dev: 8.95e+00 MIP</b> <b>hits: 7.61e+04</b>	<b>Mean: 9.55e+00 MIP</b> <b>Std Dev: 1.01e+01 MIP</b> <b>hits: 9.18e+04</b>	<b>Mean: 9.44e+00 MIP</b> <b>Std Dev: 9.37e+00 MIP</b> <b>hits: 7.82e+04</b>	<b>Mean: 8.45e+00 MIP</b> <b>Std Dev: 7.34e+00 MIP</b> <b>hits: 4.99e+04</b>
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