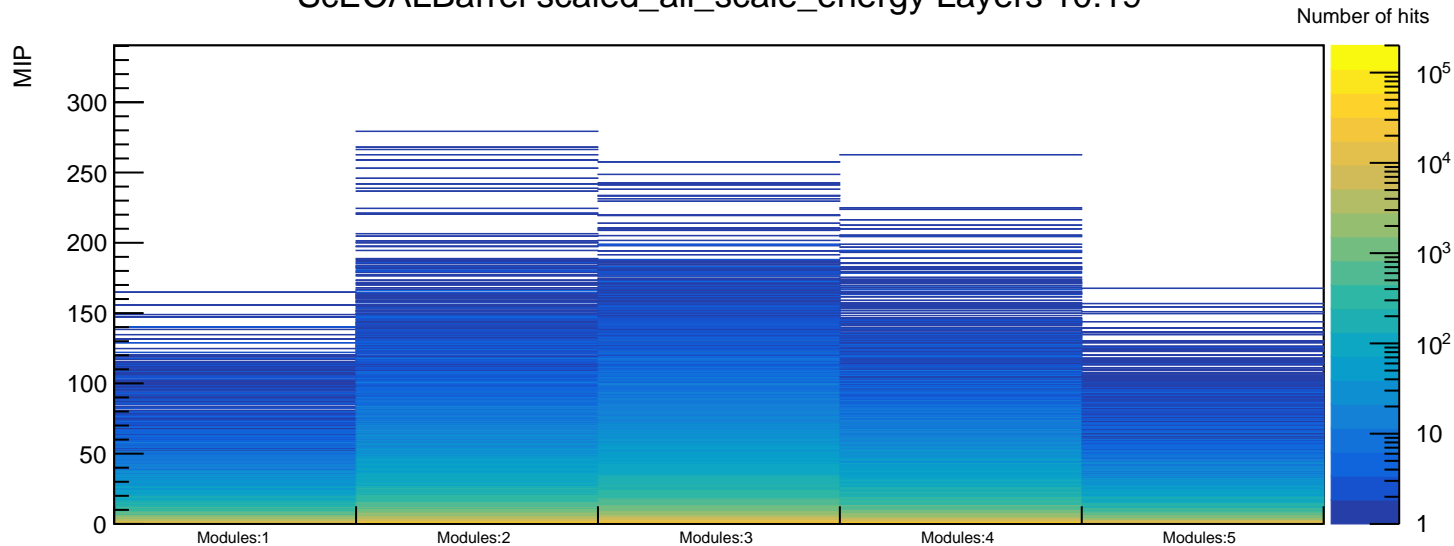


# ScECALBarrel scaled\_all\_scale\_energy Layers 10:19



<b>Mean: 1.80e+00 MIP</b> <b>Std Dev: 4.79e+00 MIP</b> <b>hits: 3.26e+05</b>	<b>Mean: 3.03e+00 MIP</b> <b>Std Dev: 8.21e+00 MIP</b> <b>hits: 4.52e+05</b>	<b>Mean: 3.51e+00 MIP</b> <b>Std Dev: 9.47e+00 MIP</b> <b>hits: 5.06e+05</b>	<b>Mean: 2.79e+00 MIP</b> <b>Std Dev: 7.64e+00 MIP</b> <b>hits: 4.42e+05</b>	<b>Mean: 1.78e+00 MIP</b> <b>Std Dev: 4.81e+00 MIP</b> <b>hits: 3.15e+05</b>
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