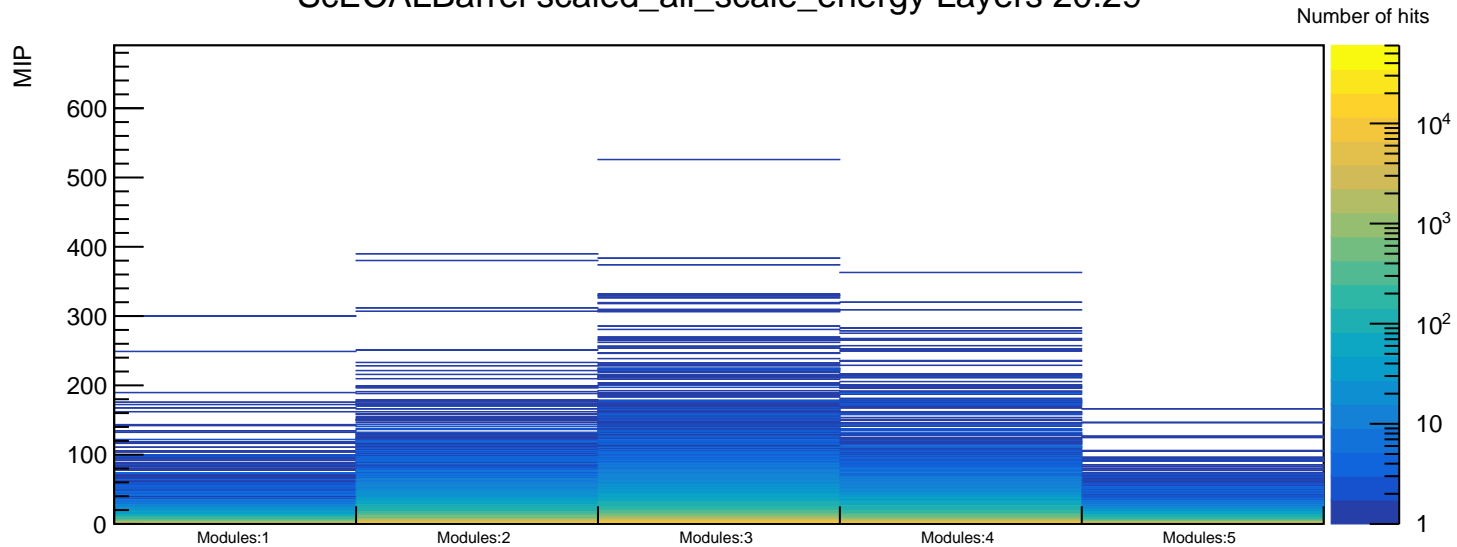


# ScECALBarrel scaled\_all\_scale\_energy Layers 20:29



<b>Mean: 2.19e+00 MIP</b> <b>Std Dev: 5.30e+00 MIP</b> <b>hits: 5.49e+04</b>	<b>Mean: 3.42e+00 MIP</b> <b>Std Dev: 7.82e+00 MIP</b> <b>hits: 1.36e+05</b>	<b>Mean: 3.54e+00 MIP</b> <b>Std Dev: 8.76e+00 MIP</b> <b>hits: 2.23e+05</b>	<b>Mean: 3.51e+00 MIP</b> <b>Std Dev: 8.46e+00 MIP</b> <b>hits: 1.36e+05</b>	<b>Mean: 2.12e+00 MIP</b> <b>Std Dev: 4.30e+00 MIP</b> <b>hits: 5.58e+04</b>
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