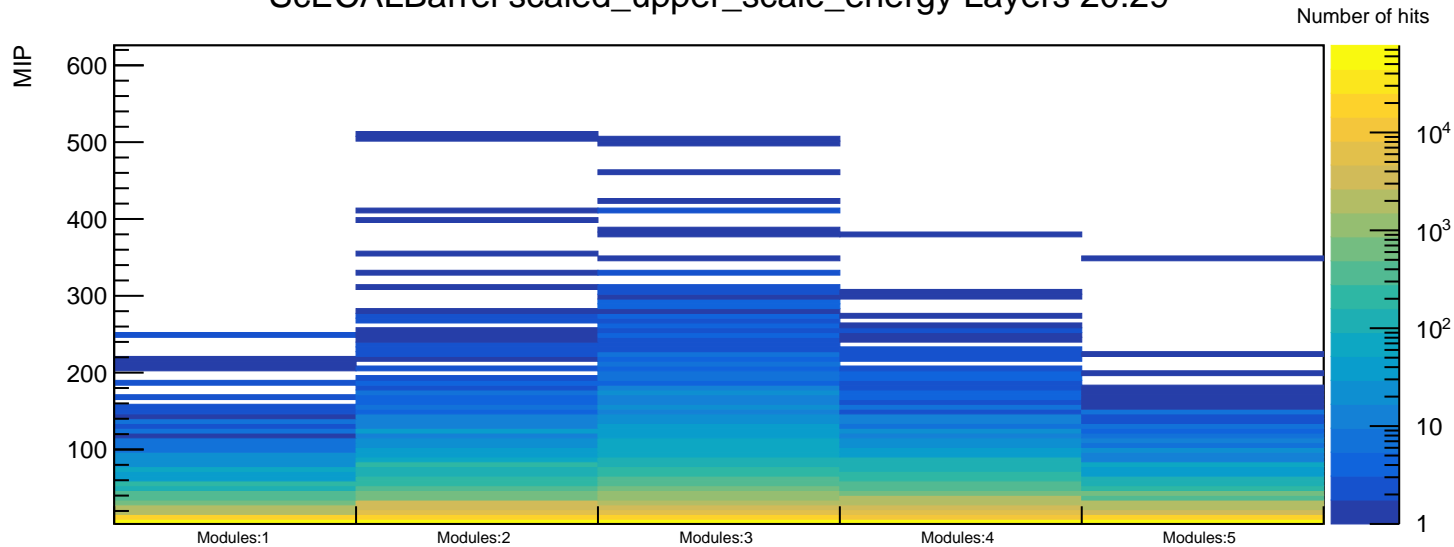


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: 9.66e+00 MIP</b> <b>Std Dev: 8.24e+00 MIP</b> <b>hits: 7.59e+04</b>	<b>Mean: 1.09e+01 MIP</b> <b>Std Dev: 1.18e+01 MIP</b> <b>hits: 1.02e+05</b>	<b>Mean: 1.15e+01 MIP</b> <b>Std Dev: 1.47e+01 MIP</b> <b>hits: 1.12e+05</b>	<b>Mean: 1.10e+01 MIP</b> <b>Std Dev: 1.17e+01 MIP</b> <b>hits: 9.48e+04</b>	<b>Mean: 9.84e+00 MIP</b> <b>Std Dev: 8.61e+00 MIP</b> <b>hits: 7.96e+04</b>
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