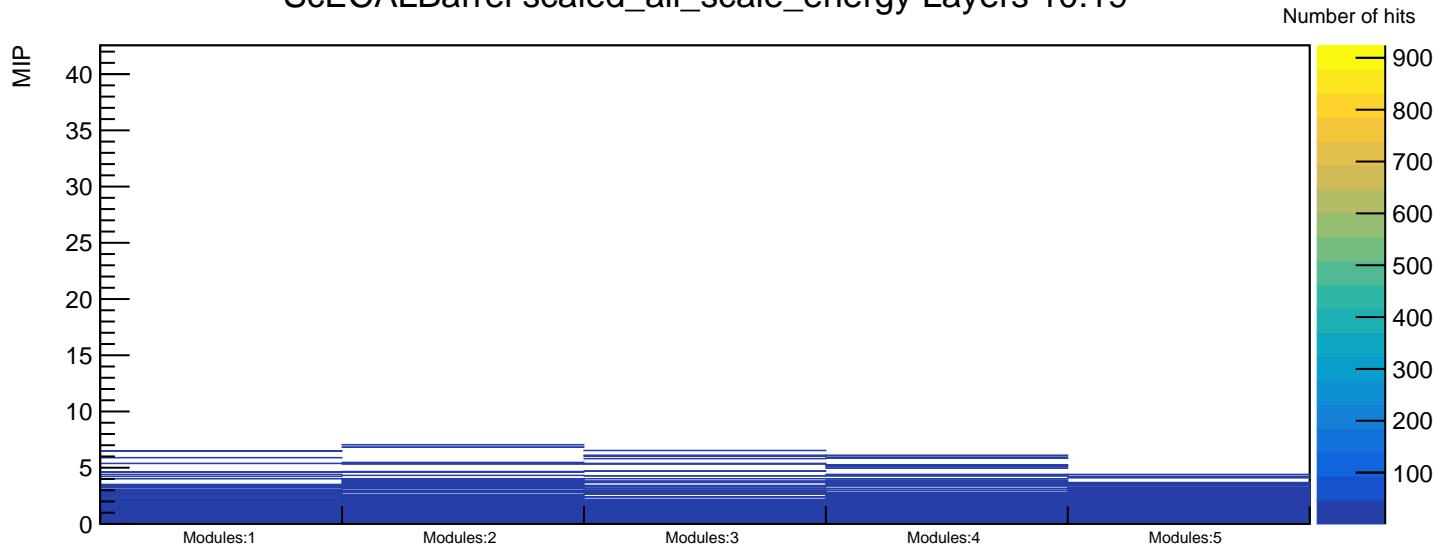


# ScECALBarrel scaled\_all\_scale\_energy Layers 10:19



<b>Mean: 3.14e-01 MIP</b> <b>Std Dev: 7.01e-01 MIP</b> <b>hits: 1.20e+03</b>	<b>Mean: 2.57e-01 MIP</b> <b>Std Dev: 7.31e-01 MIP</b> <b>hits: 1.26e+03</b>	<b>Mean: 3.05e-01 MIP</b> <b>Std Dev: 8.38e-01 MIP</b> <b>hits: 7.71e+02</b>	<b>Mean: 3.67e-01 MIP</b> <b>Std Dev: 8.61e-01 MIP</b> <b>hits: 9.26e+02</b>	<b>Mean: 2.98e-01 MIP</b> <b>Std Dev: 6.76e-01 MIP</b> <b>hits: 9.20e+02</b>
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