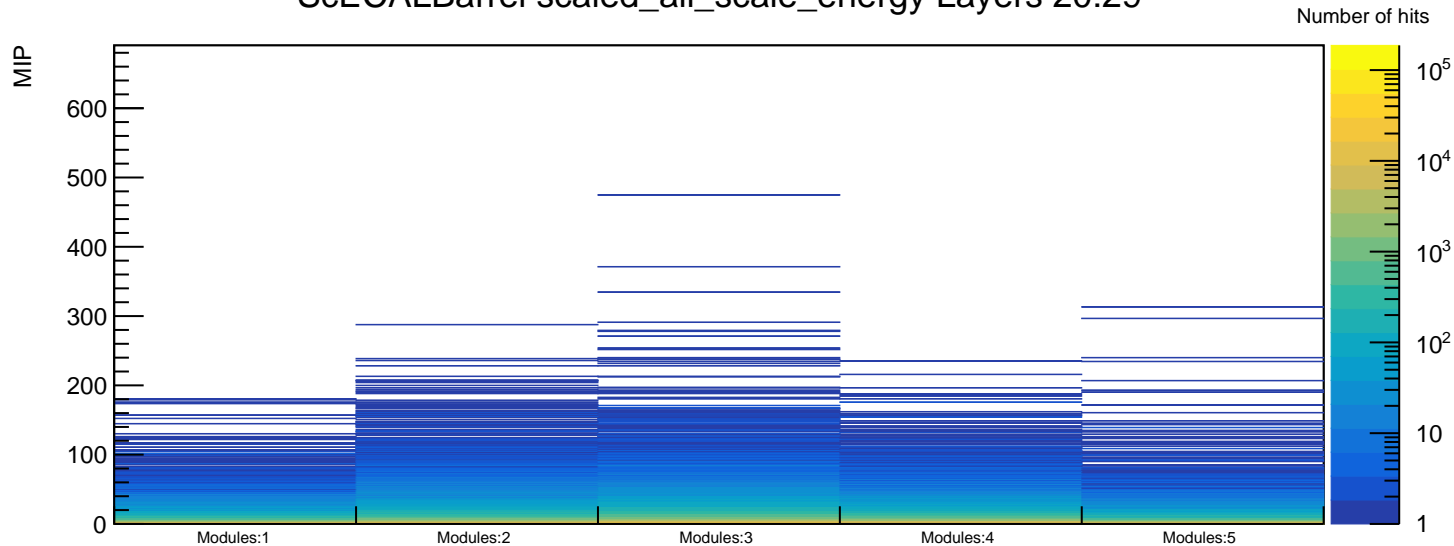


# ScECALBarrel scaled\_all\_scale\_energy Layers 20:29



<b>Mean: 1.01e+00 MIP</b> <b>Std Dev: 3.56e+00 MIP</b> <b>hits: 2.28e+05</b>	<b>Mean: 1.58e+00 MIP</b> <b>Std Dev: 5.47e+00 MIP</b> <b>hits: 2.76e+05</b>	<b>Mean: 1.90e+00 MIP</b> <b>Std Dev: 6.10e+00 MIP</b> <b>hits: 3.24e+05</b>	<b>Mean: 1.47e+00 MIP</b> <b>Std Dev: 4.70e+00 MIP</b> <b>hits: 2.88e+05</b>	<b>Mean: 9.84e-01 MIP</b> <b>Std Dev: 3.67e+00 MIP</b> <b>hits: 2.22e+05</b>
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