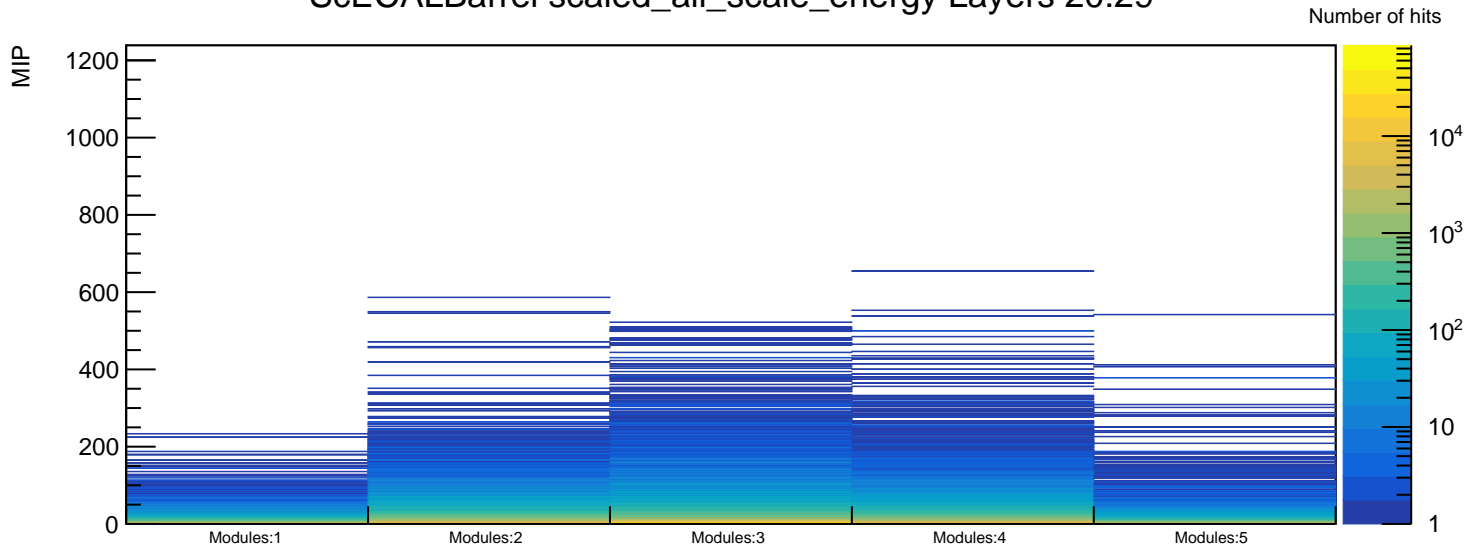


# ScECALBarrel scaled\_all\_scale\_energy Layers 20:29



<b>Mean: 2.43e+00 MIP</b> <b>Std Dev: 5.68e+00 MIP</b> <b>hits: 7.90e+04</b>	<b>Mean: 4.35e+00 MIP</b> <b>Std Dev: 1.16e+01 MIP</b> <b>hits: 1.88e+05</b>	<b>Mean: 4.28e+00 MIP</b> <b>Std Dev: 1.25e+01 MIP</b> <b>hits: 3.21e+05</b>	<b>Mean: 4.47e+00 MIP</b> <b>Std Dev: 1.26e+01 MIP</b> <b>hits: 1.84e+05</b>	<b>Mean: 2.65e+00 MIP</b> <b>Std Dev: 8.13e+00 MIP</b> <b>hits: 7.44e+04</b>
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