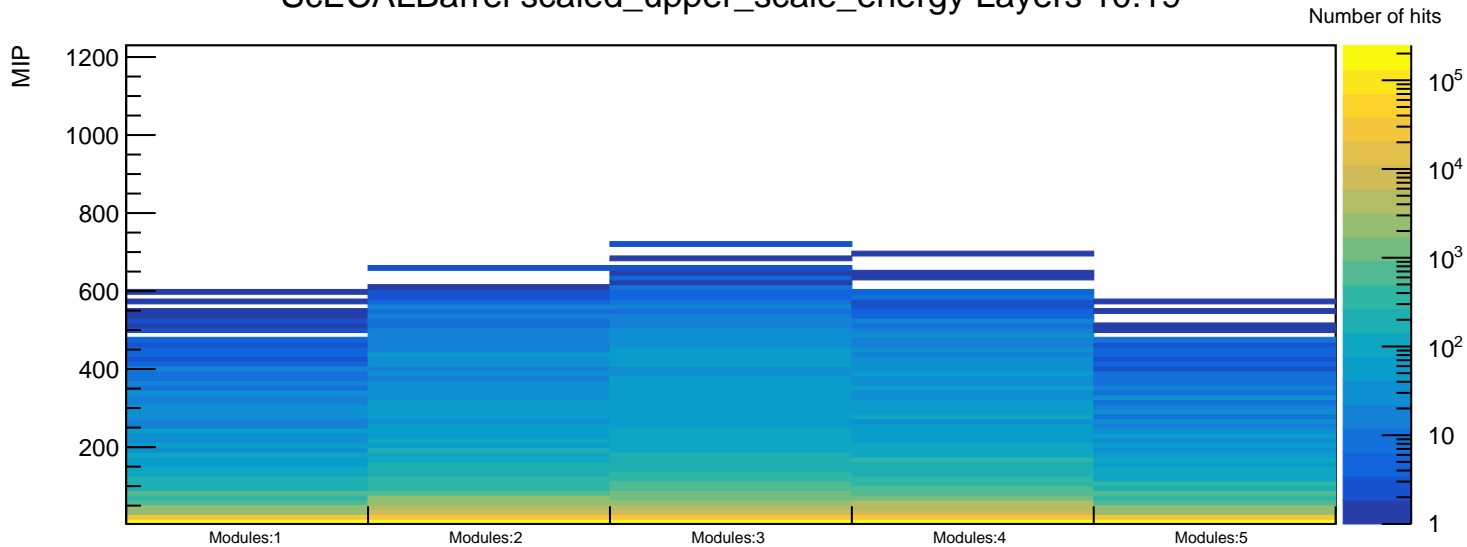


# ScECALBarrel scaled\_upper\_scale\_energy Layers 10:19



<b>Mean: 1.34e+01 MIP</b> <b>Std Dev: 1.86e+01 MIP</b> <b>hits: 1.95e+05</b>	<b>Mean: 1.52e+01 MIP</b> <b>Std Dev: 2.58e+01 MIP</b> <b>hits: 2.73e+05</b>	<b>Mean: 1.55e+01 MIP</b> <b>Std Dev: 2.84e+01 MIP</b> <b>hits: 3.01e+05</b>	<b>Mean: 1.54e+01 MIP</b> <b>Std Dev: 2.65e+01 MIP</b> <b>hits: 2.58e+05</b>	<b>Mean: 1.32e+01 MIP</b> <b>Std Dev: 1.73e+01 MIP</b> <b>hits: 1.99e+05</b>
--	--	--	--	--