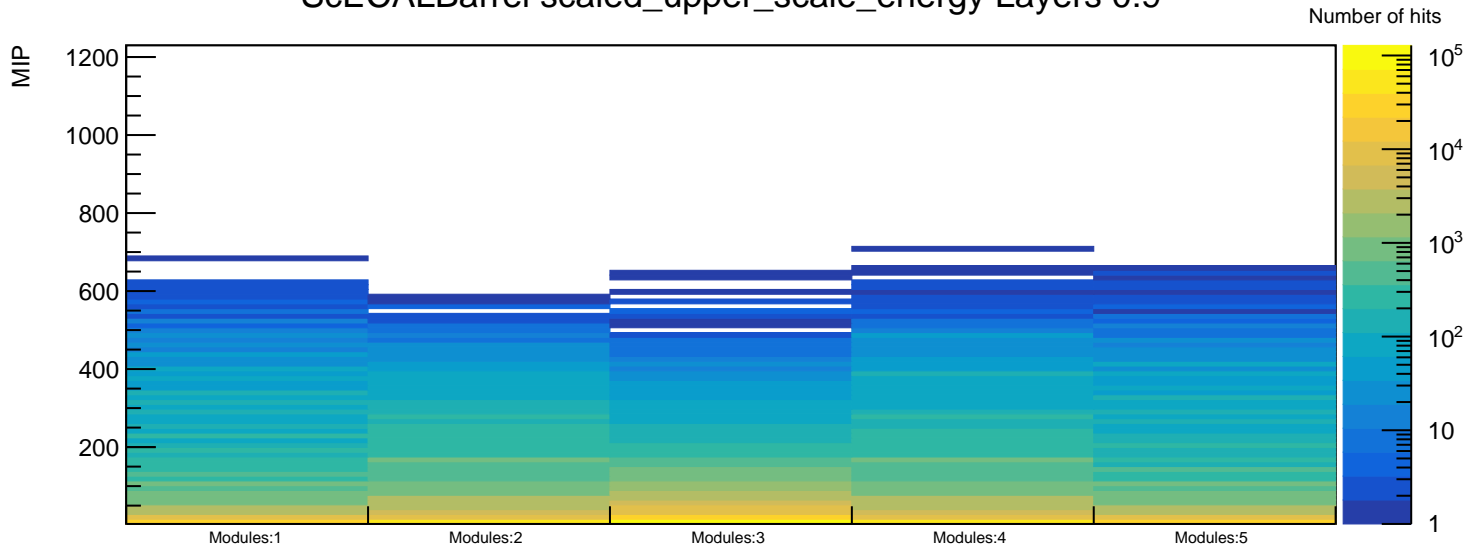


# ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: <math>3.42\text{e}+01</math> MIP</b> <b>Std Dev: <math>6.30\text{e}+01</math> MIP</b> <b>hits: <math>5.71\text{e}+04</math></b>	<b>Mean: <math>3.41\text{e}+01</math> MIP</b> <b>Std Dev: <math>5.76\text{e}+01</math> MIP</b> <b>hits: <math>8.71\text{e}+04</math></b>	<b>Mean: <math>2.30\text{e}+01</math> MIP</b> <b>Std Dev: <math>3.53\text{e}+01</math> MIP</b> <b>hits: <math>1.91\text{e}+05</math></b>	<b>Mean: <math>3.46\text{e}+01</math> MIP</b> <b>Std Dev: <math>5.96\text{e}+01</math> MIP</b> <b>hits: <math>8.59\text{e}+04</math></b>	<b>Mean: <math>3.41\text{e}+01</math> MIP</b> <b>Std Dev: <math>6.24\text{e}+01</math> MIP</b> <b>hits: <math>5.57\text{e}+04</math></b>
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