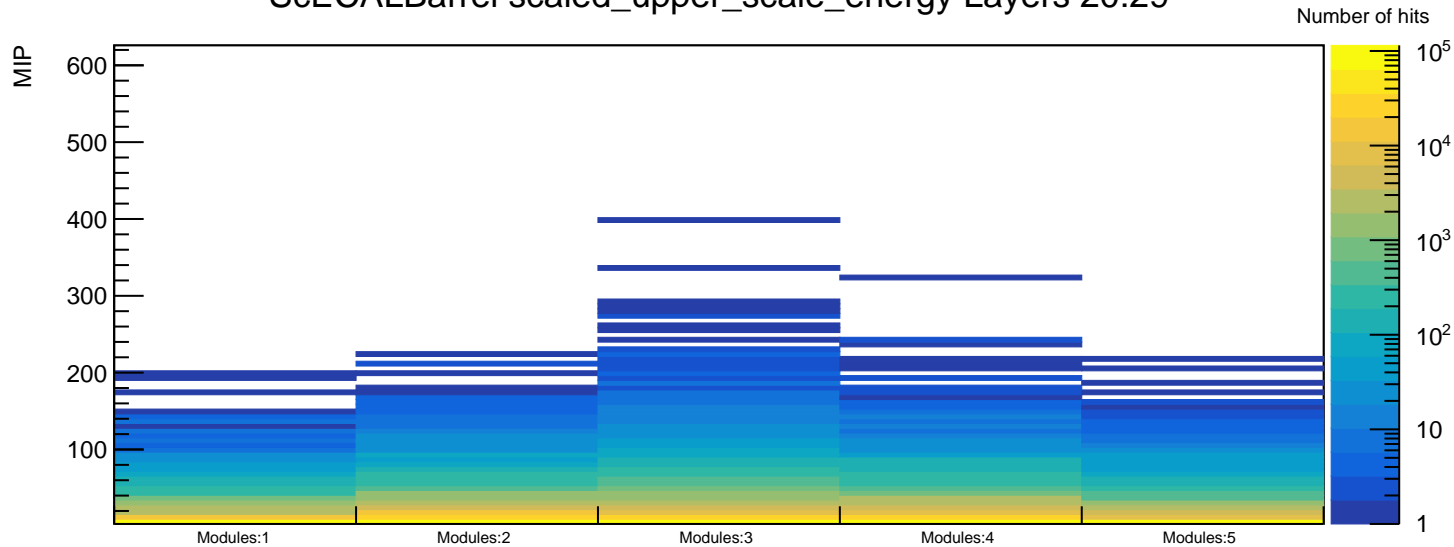


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: 8.08e+00 MIP</b> <b>Std Dev: 8.22e+00 MIP</b> <b>hits: 9.91e+04</b>	<b>Mean: 9.71e+00 MIP</b> <b>Std Dev: 9.71e+00 MIP</b> <b>hits: 1.43e+05</b>	<b>Mean: 1.11e+01 MIP</b> <b>Std Dev: 1.16e+01 MIP</b> <b>hits: 1.62e+05</b>	<b>Mean: 9.95e+00 MIP</b> <b>Std Dev: 1.02e+01 MIP</b> <b>hits: 1.44e+05</b>	<b>Mean: 8.37e+00 MIP</b> <b>Std Dev: 8.83e+00 MIP</b> <b>hits: 9.90e+04</b>
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