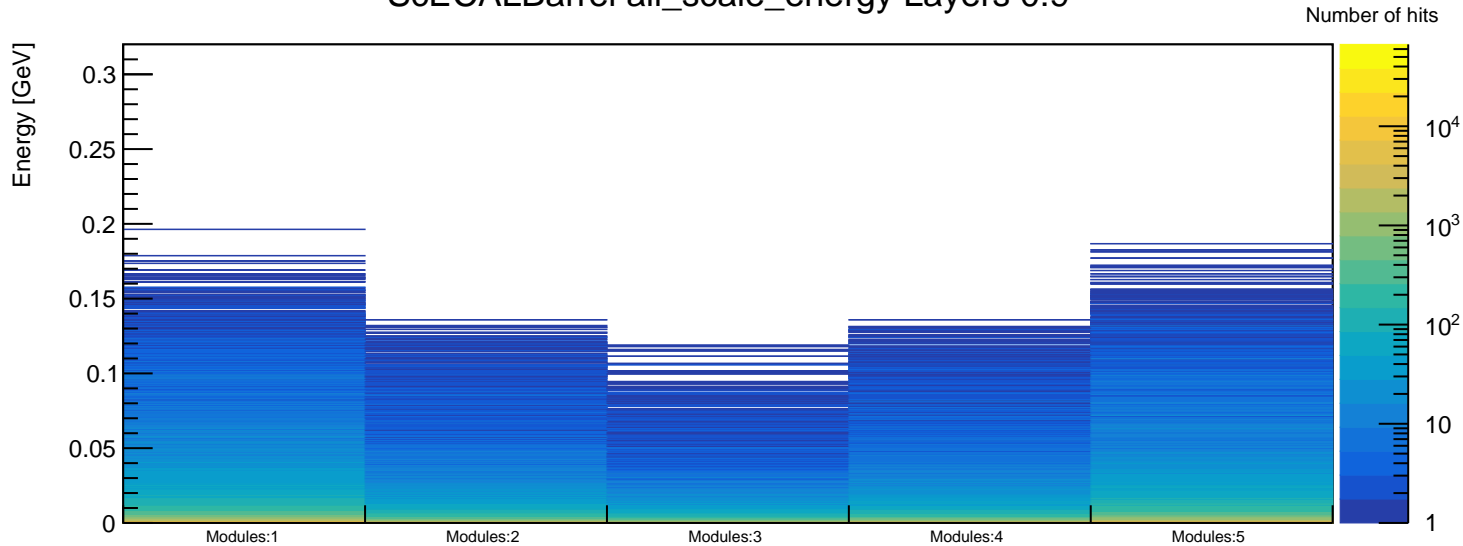


# ScECALBarrel all\_scale\_energy Layers 0:9



<b>Mean: 3.10e-03 GeV</b> <b>Std Dev: 1.15e-02 GeV</b> <b>hits: 1.38e+05</b>	<b>Mean: 1.90e-03 GeV</b> <b>Std Dev: 8.03e-03 GeV</b> <b>hits: 8.31e+04</b>	<b>Mean: 1.25e-03 GeV</b> <b>Std Dev: 5.39e-03 GeV</b> <b>hits: 6.17e+04</b>	<b>Mean: 1.93e-03 GeV</b> <b>Std Dev: 8.28e-03 GeV</b> <b>hits: 8.27e+04</b>	<b>Mean: 3.09e-03 GeV</b> <b>Std Dev: 1.14e-02 GeV</b> <b>hits: 1.32e+05</b>
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