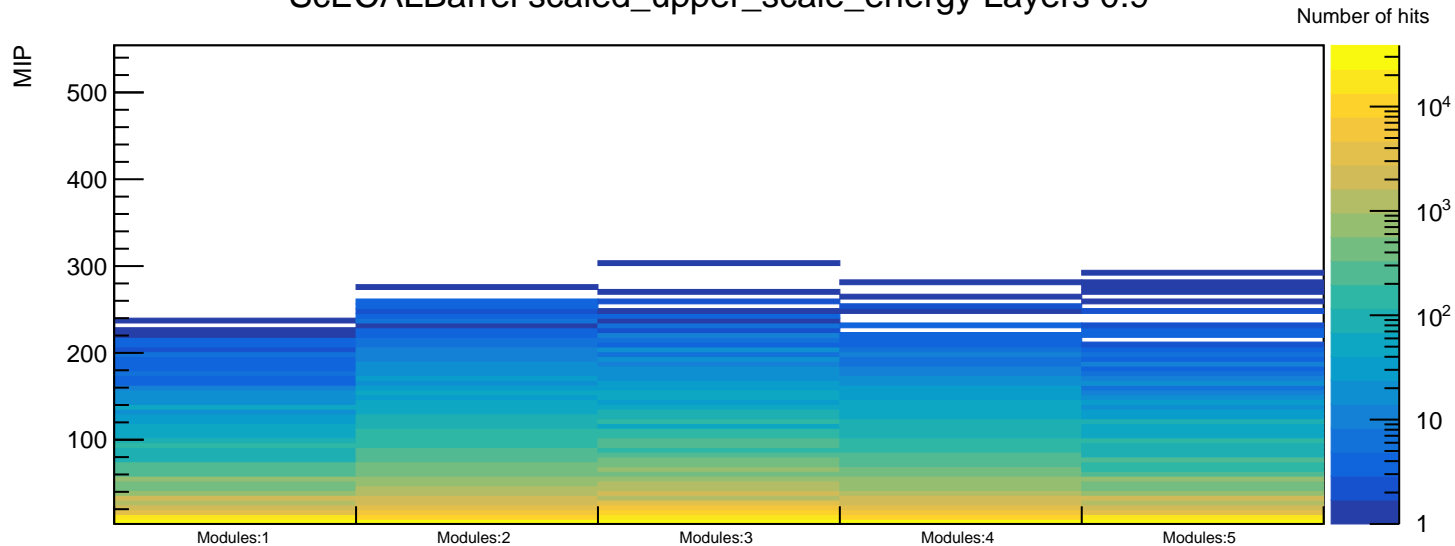


# ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9



Mean: 1.36e+01 MIP Std Dev: 1.68e+01 MIP hits: 5.78e+04	Mean: 1.62e+01 MIP Std Dev: 2.12e+01 MIP hits: 7.23e+04	Mean: 1.82e+01 MIP Std Dev: 2.17e+01 MIP hits: 7.29e+04	Mean: 1.58e+01 MIP Std Dev: 2.02e+01 MIP hits: 6.66e+04	Mean: 1.38e+01 MIP Std Dev: 1.77e+01 MIP hits: 5.62e+04
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