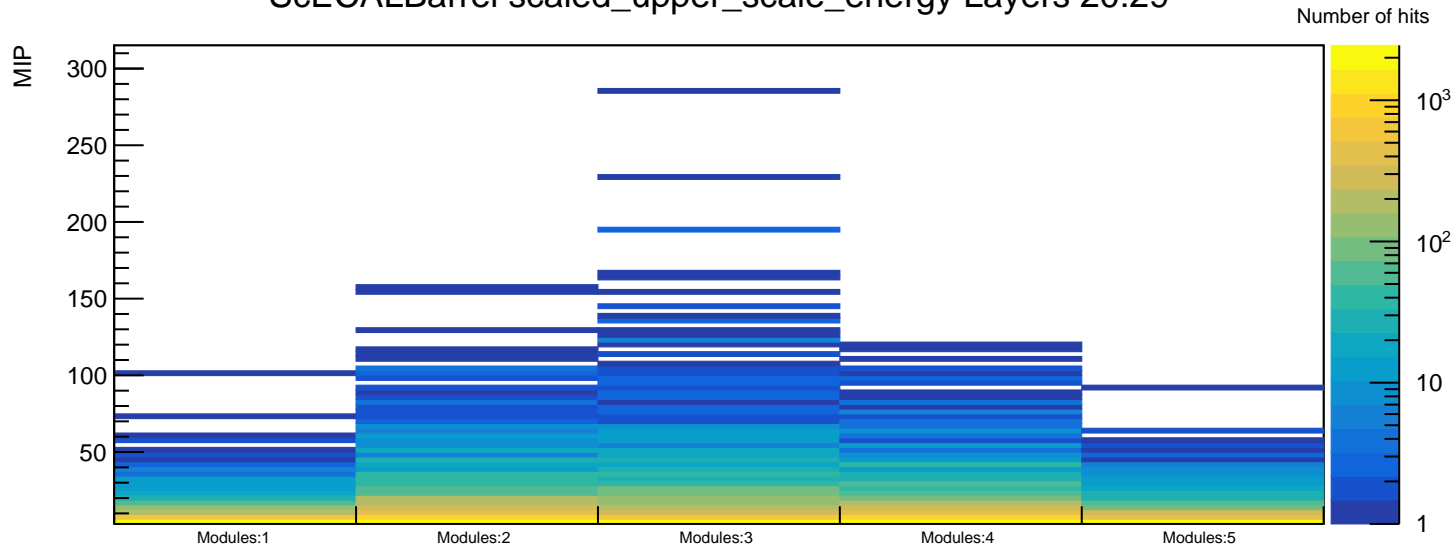


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: 6.29e+00 MIP</b> <b>Std Dev: 5.25e+00 MIP</b> <b>hits: 3.97e+03</b>	<b>Mean: 1.06e+01 MIP</b> <b>Std Dev: 1.17e+01 MIP</b> <b>hits: 5.00e+03</b>	<b>Mean: 1.36e+01 MIP</b> <b>Std Dev: 1.74e+01 MIP</b> <b>hits: 3.65e+03</b>	<b>Mean: 1.05e+01 MIP</b> <b>Std Dev: 1.10e+01 MIP</b> <b>hits: 4.29e+03</b>	<b>Mean: 6.63e+00 MIP</b> <b>Std Dev: 5.81e+00 MIP</b> <b>hits: 3.69e+03</b>
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