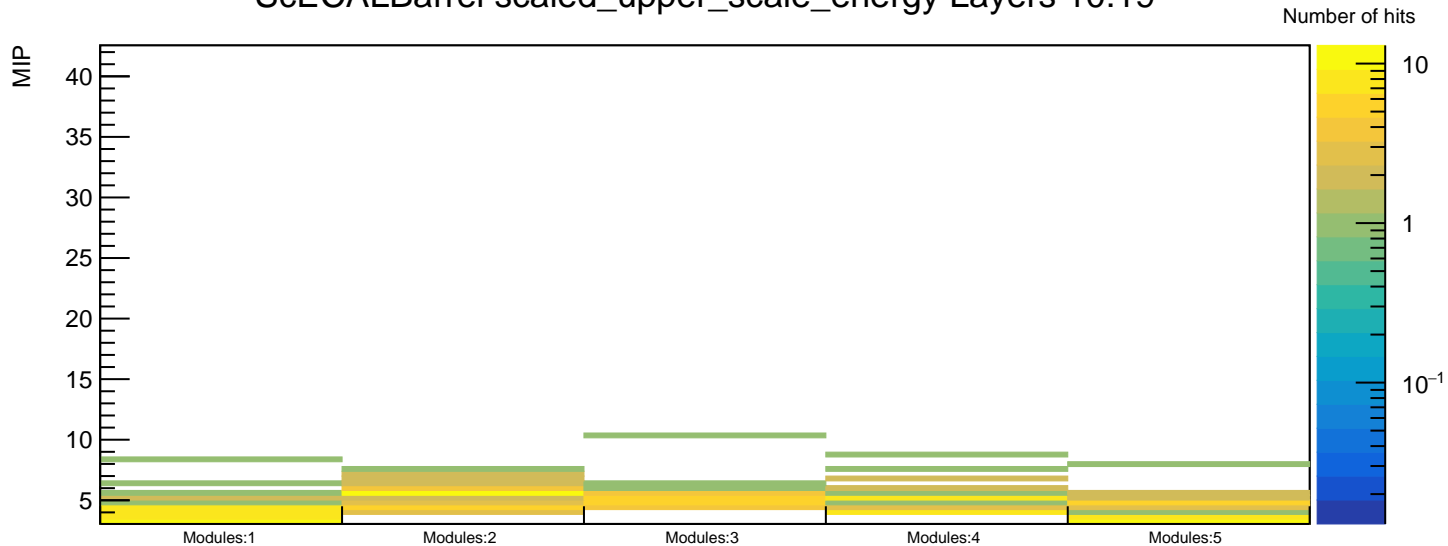


# ScECALBarrel scaled\_upper\_scale\_energy Layers 10:19



<b>Mean: 4.07e+00 MIP</b> <b>Std Dev: 9.98e-01 MIP</b> <b>hits: 4.10e+01</b>	<b>Mean: 5.53e+00 MIP</b> <b>Std Dev: 9.13e-01 MIP</b> <b>hits: 3.60e+01</b>	<b>Mean: 5.36e+00 MIP</b> <b>Std Dev: 1.18e+00 MIP</b> <b>hits: 2.30e+01</b>	<b>Mean: 5.13e+00 MIP</b> <b>Std Dev: 1.20e+00 MIP</b> <b>hits: 2.70e+01</b>	<b>Mean: 4.06e+00 MIP</b> <b>Std Dev: 1.01e+00 MIP</b> <b>hits: 3.60e+01</b>
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