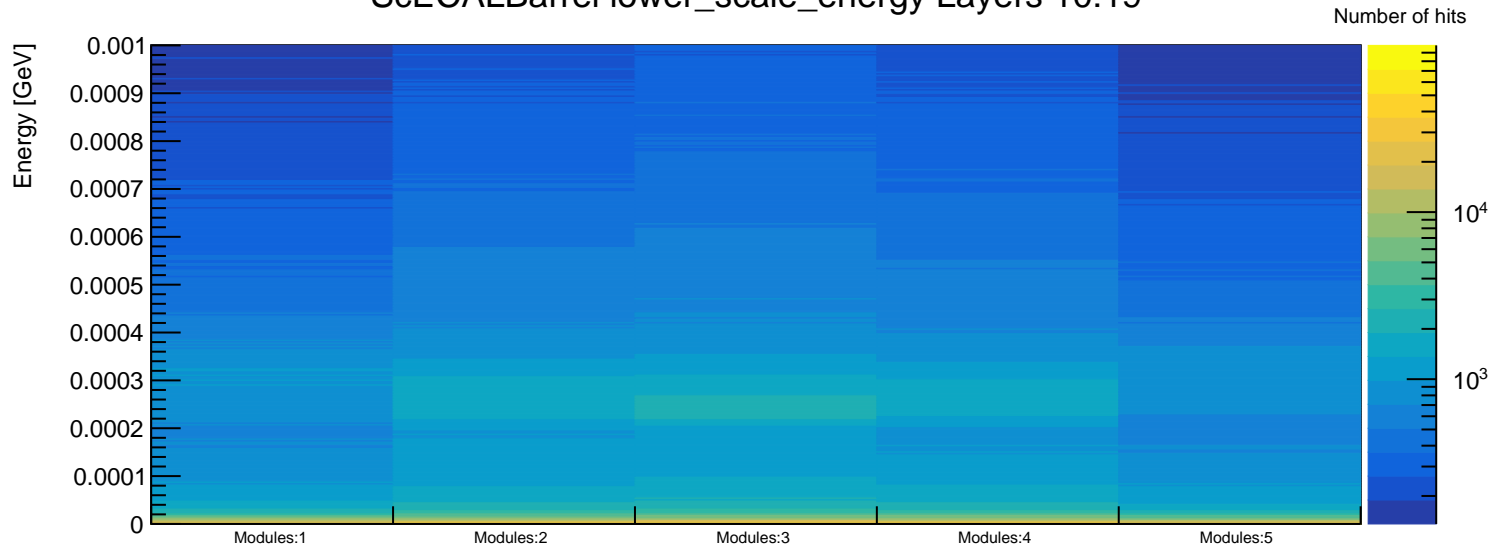


# ScECALBarrel lower\_scale\_energy Layers 10:19



<b>Mean: 1.91e-04 GeV</b> <b>Std Dev: 2.52e-04 GeV</b> <b>hits: 2.82e+05</b>	<b>Mean: 2.10e-04 GeV</b> <b>Std Dev: 2.56e-04 GeV</b> <b>hits: 3.74e+05</b>	<b>Mean: 2.11e-04 GeV</b> <b>Std Dev: 2.57e-04 GeV</b> <b>hits: 4.16e+05</b>	<b>Mean: 2.02e-04 GeV</b> <b>Std Dev: 2.54e-04 GeV</b> <b>hits: 3.71e+05</b>	<b>Mean: 1.90e-04 GeV</b> <b>Std Dev: 2.51e-04 GeV</b> <b>hits: 2.73e+05</b>
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