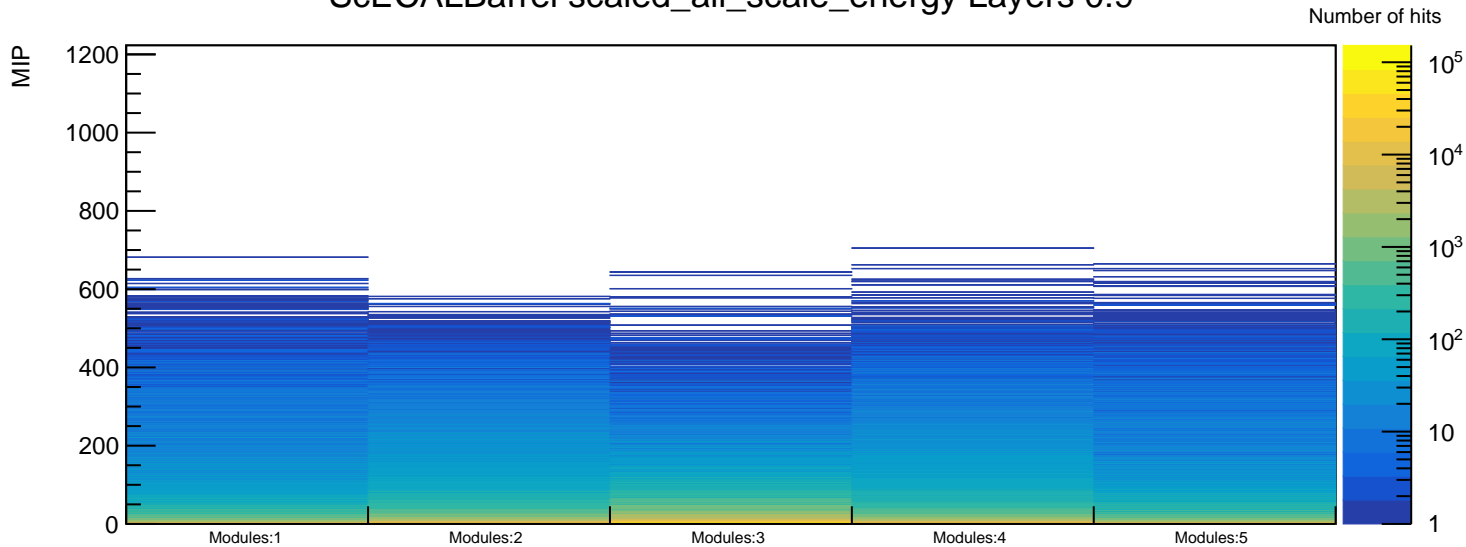


# ScECALBarrel scaled\_all\_scale\_energy Layers 0:9



<b>Mean: 9.67e+00 MIP</b> <b>Std Dev: 3.69e+01 MIP</b> <b>hits: 1.99e+05</b>	<b>Mean: 1.02e+01 MIP</b> <b>Std Dev: 3.45e+01 MIP</b> <b>hits: 2.98e+05</b>	<b>Mean: 7.93e+00 MIP</b> <b>Std Dev: 2.23e+01 MIP</b> <b>hits: 6.17e+05</b>	<b>Mean: 1.03e+01 MIP</b> <b>Std Dev: 3.55e+01 MIP</b> <b>hits: 2.95e+05</b>	<b>Mean: 9.62e+00 MIP</b> <b>Std Dev: 3.66e+01 MIP</b> <b>hits: 1.96e+05</b>
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