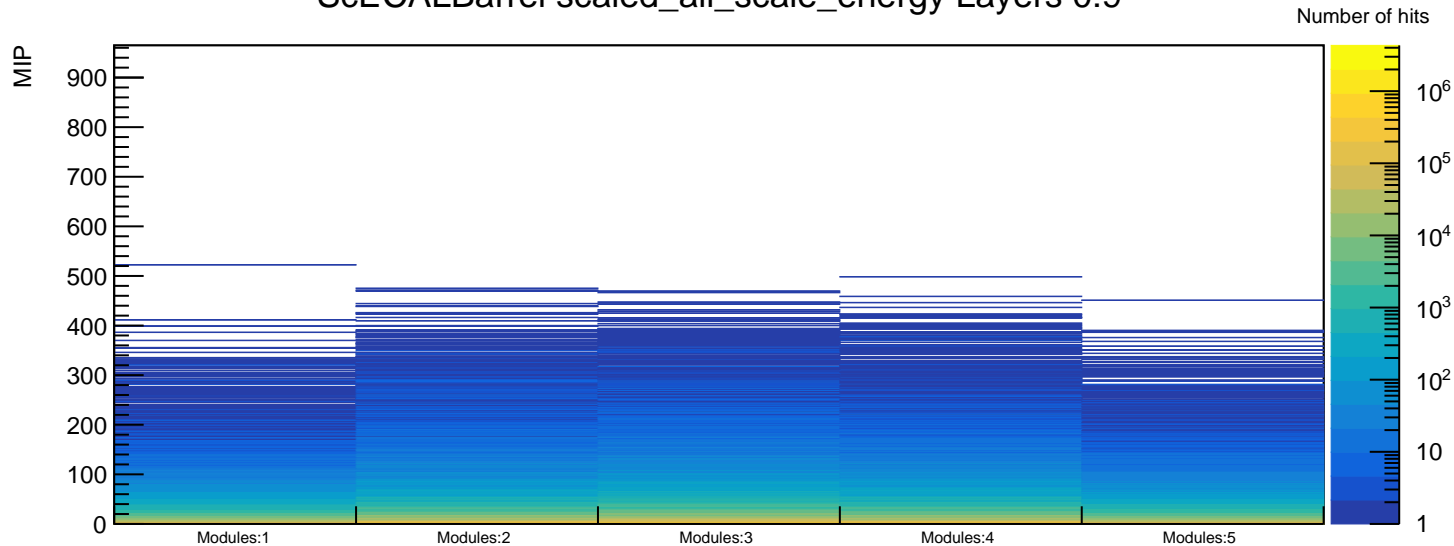


# ScECALBarrel scaled\_all\_scale\_energy Layers 0:9



<b>Mean: 1.39e+00 MIP</b> <b>Std Dev: 4.66e+00 MIP</b> <b>hits: 4.40e+06</b>	<b>Mean: 1.85e+00 MIP</b> <b>Std Dev: 5.76e+00 MIP</b> <b>hits: 6.51e+06</b>	<b>Mean: 2.08e+00 MIP</b> <b>Std Dev: 6.19e+00 MIP</b> <b>hits: 7.74e+06</b>	<b>Mean: 1.86e+00 MIP</b> <b>Std Dev: 5.80e+00 MIP</b> <b>hits: 6.45e+06</b>	<b>Mean: 1.42e+00 MIP</b> <b>Std Dev: 4.75e+00 MIP</b> <b>hits: 4.35e+06</b>
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