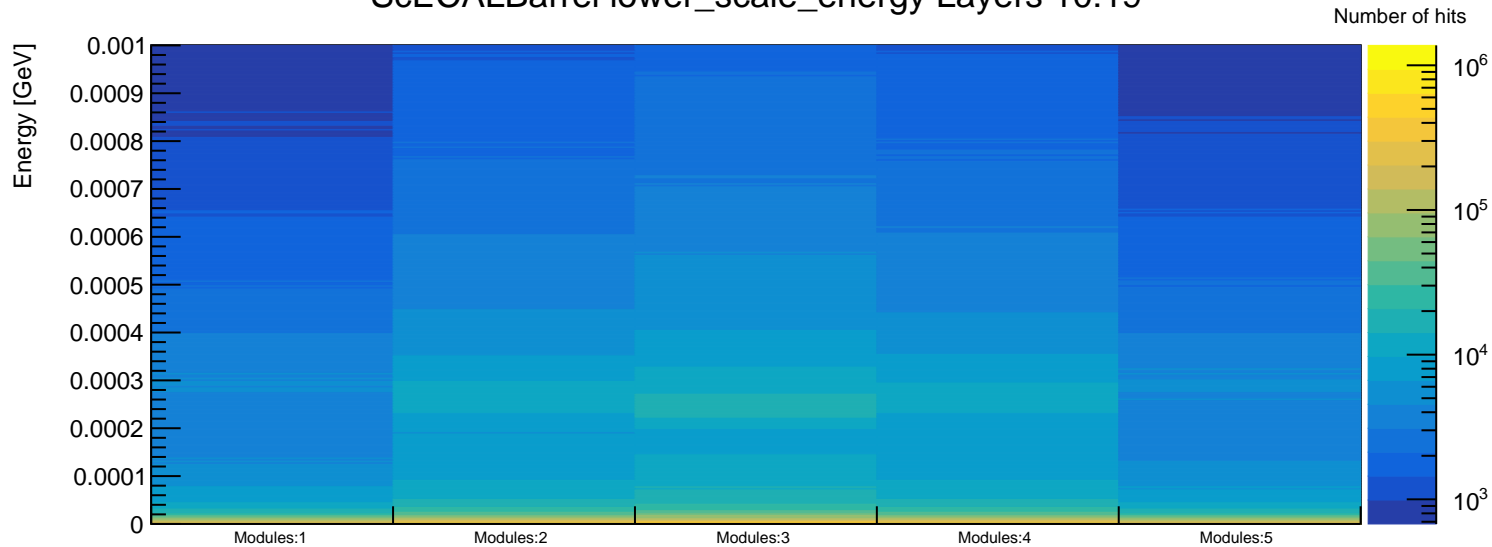


# ScECALBarrel lower\_scale\_energy Layers 10:19



<b>Mean: 1.31e-04 GeV</b> <b>Std Dev: 2.21e-04 GeV</b> <b>hits: 2.07e+06</b>	<b>Mean: 1.52e-04 GeV</b> <b>Std Dev: 2.33e-04 GeV</b> <b>hits: 3.43e+06</b>	<b>Mean: 1.61e-04 GeV</b> <b>Std Dev: 2.37e-04 GeV</b> <b>hits: 4.27e+06</b>	<b>Mean: 1.52e-04 GeV</b> <b>Std Dev: 2.33e-04 GeV</b> <b>hits: 3.45e+06</b>	<b>Mean: 1.33e-04 GeV</b> <b>Std Dev: 2.22e-04 GeV</b> <b>hits: 2.07e+06</b>
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