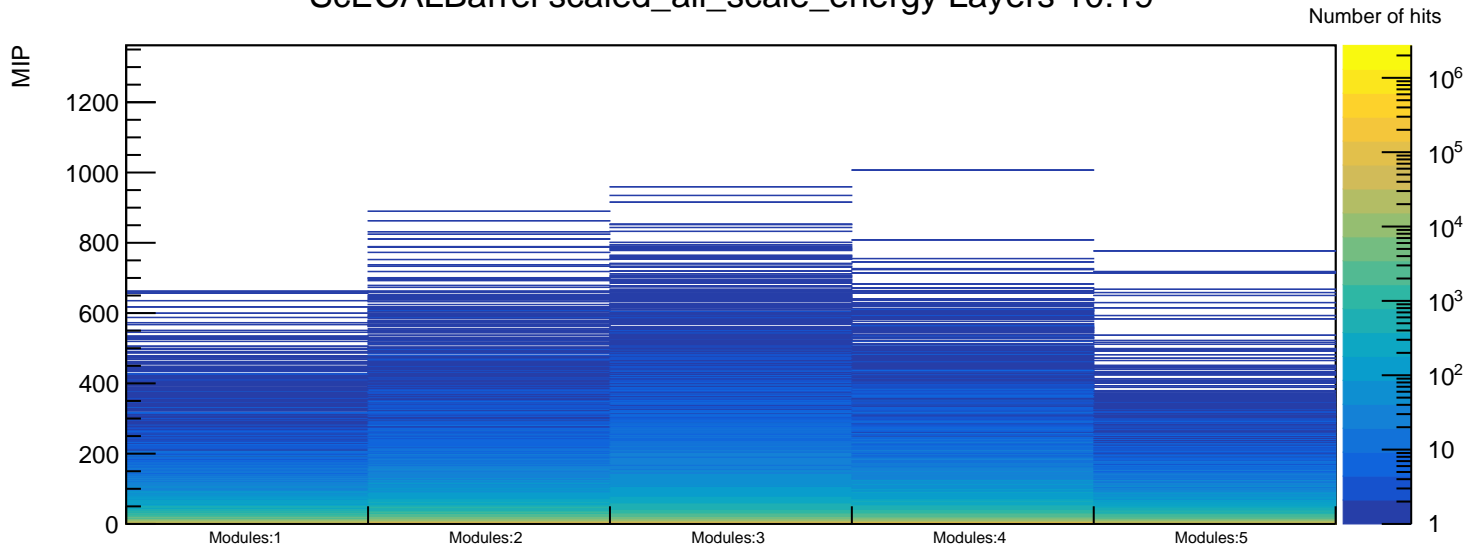


# ScECALBarrel scaled\_all\_scale\_energy Layers 10:19



<p>Mean: 1.77e+00 MIP</p> <p>Std Dev: 5.87e+00 MIP</p> <p>hits: 3.67e+06</p>	<p>Mean: 2.28e+00 MIP</p> <p>Std Dev: 8.68e+00 MIP</p> <p>hits: 3.24e+06</p>	<p>Mean: 2.55e+00 MIP</p> <p>Std Dev: 1.09e+01 MIP</p> <p>hits: 2.90e+06</p>	<p>Mean: 2.30e+00 MIP</p> <p>Std Dev: 8.81e+00 MIP</p> <p>hits: 3.30e+06</p>	<p>Mean: 1.73e+00 MIP</p> <p>Std Dev: 5.52e+00 MIP</p> <p>hits: 3.60e+06</p>
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