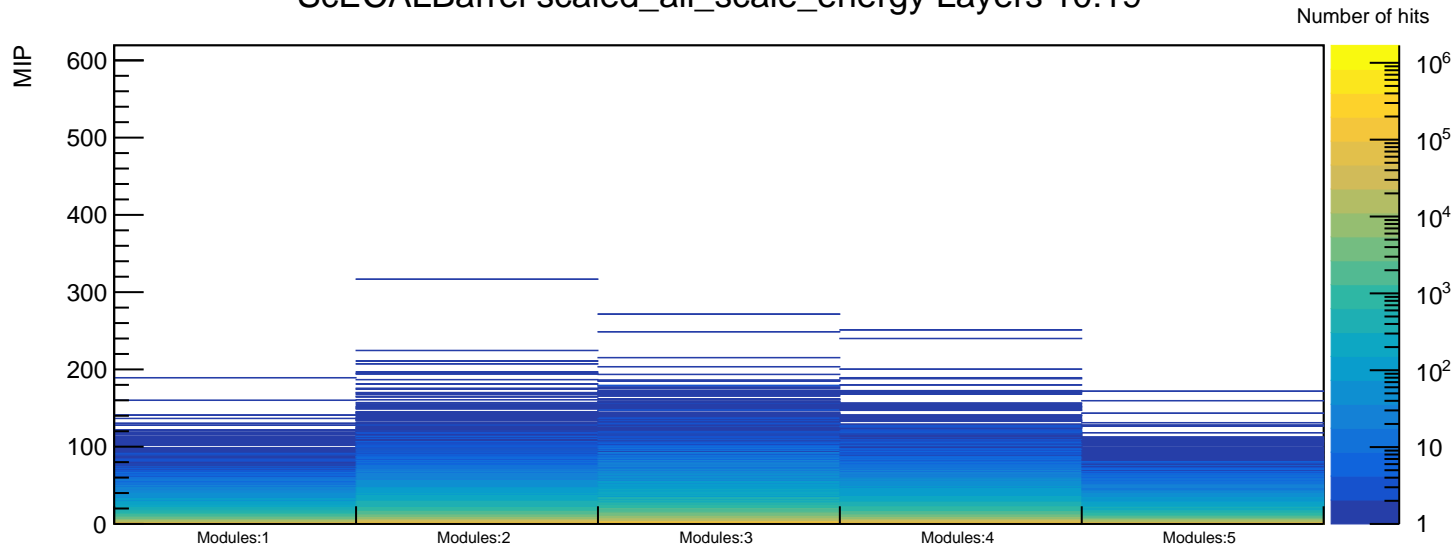


# ScECALBarrel scaled\_all\_scale\_energy Layers 10:19



<b>Mean: 8.72e-01 MIP</b> <b>Std Dev: 2.64e+00 MIP</b> <b>hits: 1.81e+06</b>	<b>Mean: 1.27e+00 MIP</b> <b>Std Dev: 3.55e+00 MIP</b> <b>hits: 2.62e+06</b>	<b>Mean: 1.50e+00 MIP</b> <b>Std Dev: 4.06e+00 MIP</b> <b>hits: 3.00e+06</b>	<b>Mean: 1.25e+00 MIP</b> <b>Std Dev: 3.49e+00 MIP</b> <b>hits: 2.66e+06</b>	<b>Mean: 8.51e-01 MIP</b> <b>Std Dev: 2.55e+00 MIP</b> <b>hits: 1.80e+06</b>
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