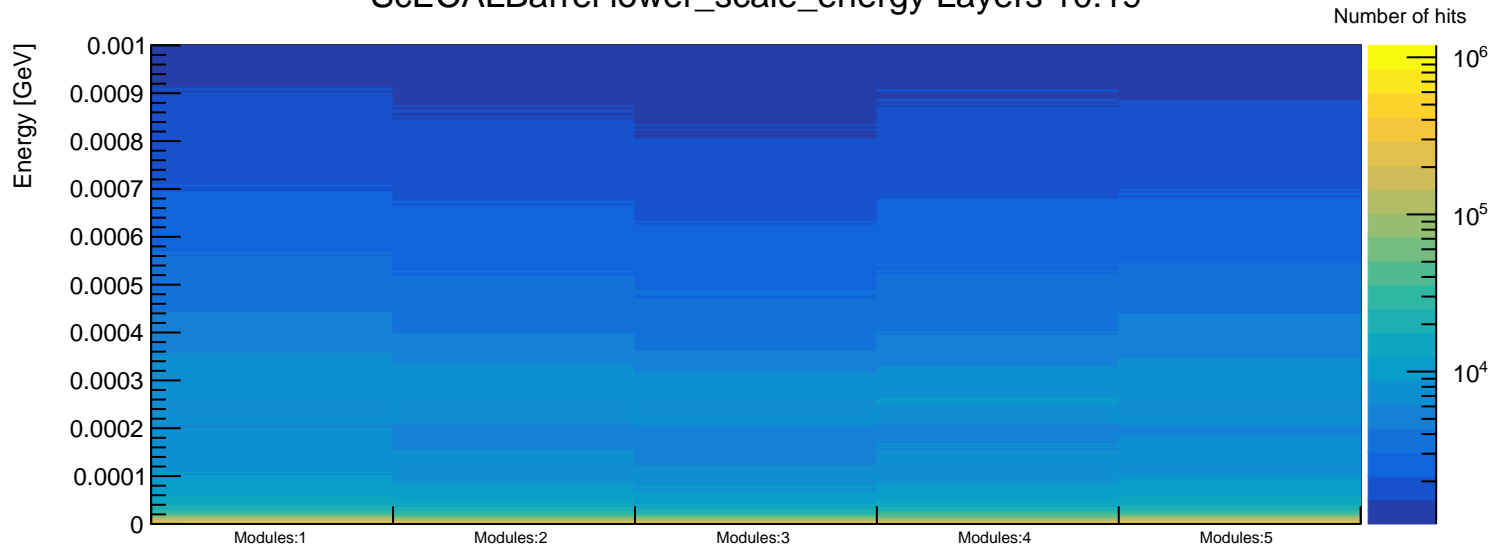


# ScECALBarrel lower\_scale\_energy Layers 10:19



<b>Mean: 1.39e-04 GeV</b> <b>Std Dev: 2.28e-04 GeV</b> <b>hits: 3.33e+06</b>	<b>Mean: 1.47e-04 GeV</b> <b>Std Dev: 2.31e-04 GeV</b> <b>hits: 2.91e+06</b>	<b>Mean: 1.50e-04 GeV</b> <b>Std Dev: 2.32e-04 GeV</b> <b>hits: 2.59e+06</b>	<b>Mean: 1.48e-04 GeV</b> <b>Std Dev: 2.31e-04 GeV</b> <b>hits: 2.96e+06</b>	<b>Mean: 1.38e-04 GeV</b> <b>Std Dev: 2.27e-04 GeV</b> <b>hits: 3.27e+06</b>
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