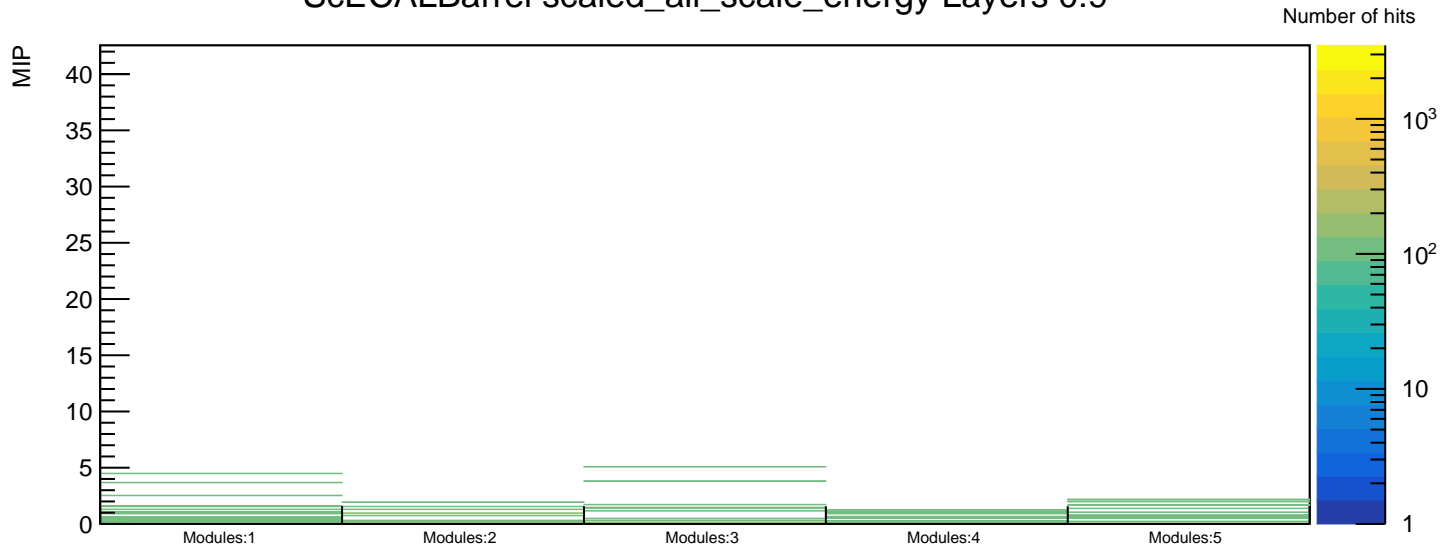


# ScECALBarrel scaled\_all\_scale\_energy Layers 0:9



<b>Mean: 3.90e-01 MIP</b> <b>Std Dev: 8.78e-01 MIP</b> <b>hits: 5.50e+03</b>	<b>Mean: 2.67e-01 MIP</b> <b>Std Dev: 4.80e-01 MIP</b> <b>hits: 3.50e+03</b>	<b>Mean: 3.42e-01 MIP</b> <b>Std Dev: 9.33e-01 MIP</b> <b>hits: 5.00e+03</b>	<b>Mean: 2.48e-01 MIP</b> <b>Std Dev: 3.84e-01 MIP</b> <b>hits: 3.40e+03</b>	<b>Mean: 2.96e-01 MIP</b> <b>Std Dev: 5.93e-01 MIP</b> <b>hits: 4.80e+03</b>
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