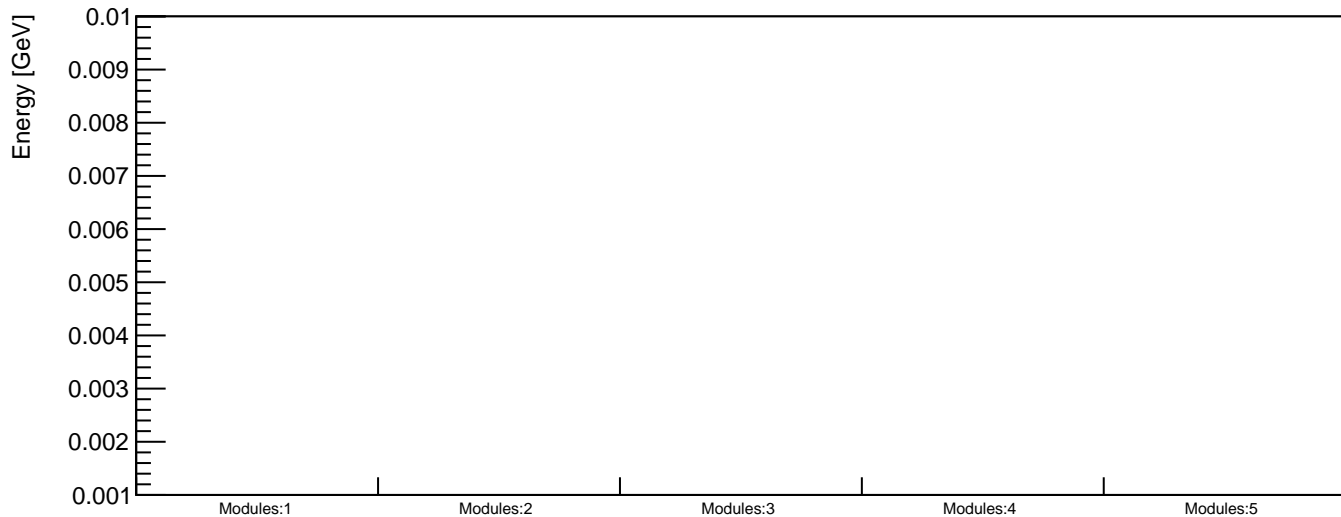


# ScECALBarrel upper\_scale\_energy Layers 20:29



<b>Mean: 0.00e+00 GeV</b> <b>Std Dev: 0.00e+00 GeV</b> <b>hits: 0.00e+00</b>	<b>Mean: 0.00e+00 GeV</b> <b>Std Dev: 0.00e+00 GeV</b> <b>hits: 0.00e+00</b>	<b>Mean: 0.00e+00 GeV</b> <b>Std Dev: 0.00e+00 GeV</b> <b>hits: 0.00e+00</b>	<b>Mean: 0.00e+00 GeV</b> <b>Std Dev: 0.00e+00 GeV</b> <b>hits: 0.00e+00</b>	<b>Mean: 0.00e+00 GeV</b> <b>Std Dev: 0.00e+00 GeV</b> <b>hits: 0.00e+00</b>
--	--	--	--	--