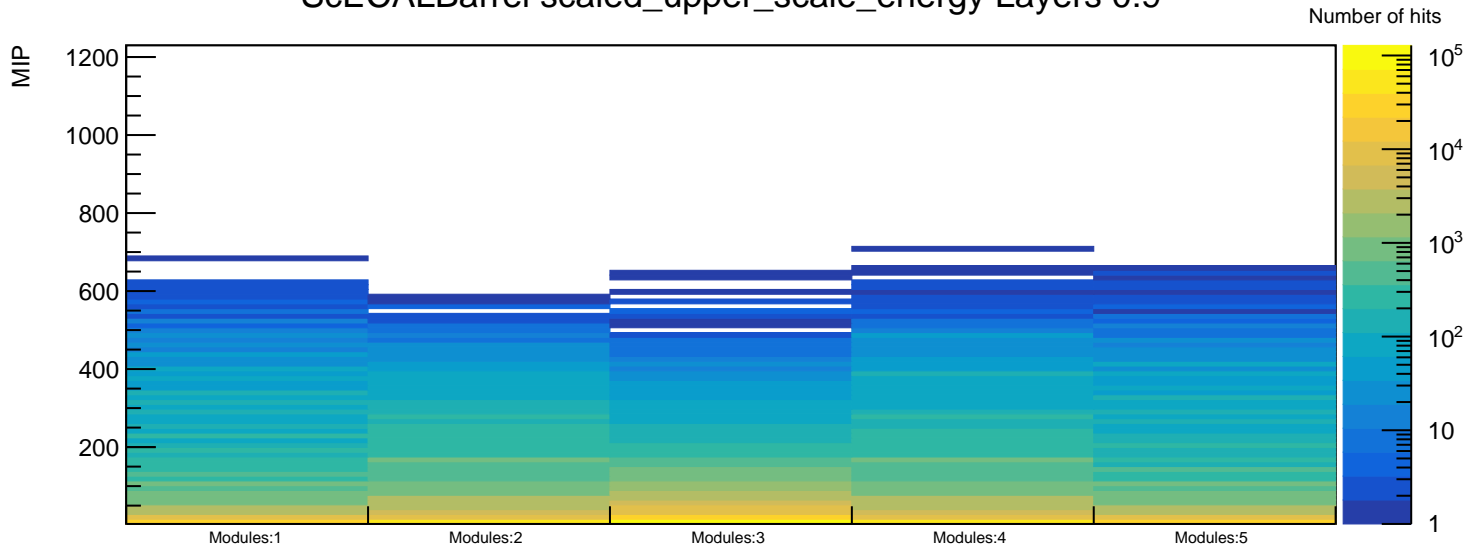


# ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9



|  |  |  |  |  |
|--|--|--|--|--|
| <b>Mean: <math>3.15\text{e}+01</math> MIP</b><br><b>Std Dev: <math>6.38\text{e}+01</math> MIP</b><br><b>hits: <math>5.71\text{e}+04</math></b> | <b>Mean: <math>3.23\text{e}+01</math> MIP</b><br><b>Std Dev: <math>5.81\text{e}+01</math> MIP</b><br><b>hits: <math>8.71\text{e}+04</math></b> | <b>Mean: <math>2.25\text{e}+01</math> MIP</b><br><b>Std Dev: <math>3.59\text{e}+01</math> MIP</b><br><b>hits: <math>1.91\text{e}+05</math></b> | <b>Mean: <math>3.28\text{e}+01</math> MIP</b><br><b>Std Dev: <math>6.01\text{e}+01</math> MIP</b><br><b>hits: <math>8.59\text{e}+04</math></b> | <b>Mean: <math>3.16\text{e}+01</math> MIP</b><br><b>Std Dev: <math>6.34\text{e}+01</math> MIP</b><br><b>hits: <math>5.57\text{e}+04</math></b> |
|--|--|--|--|--|