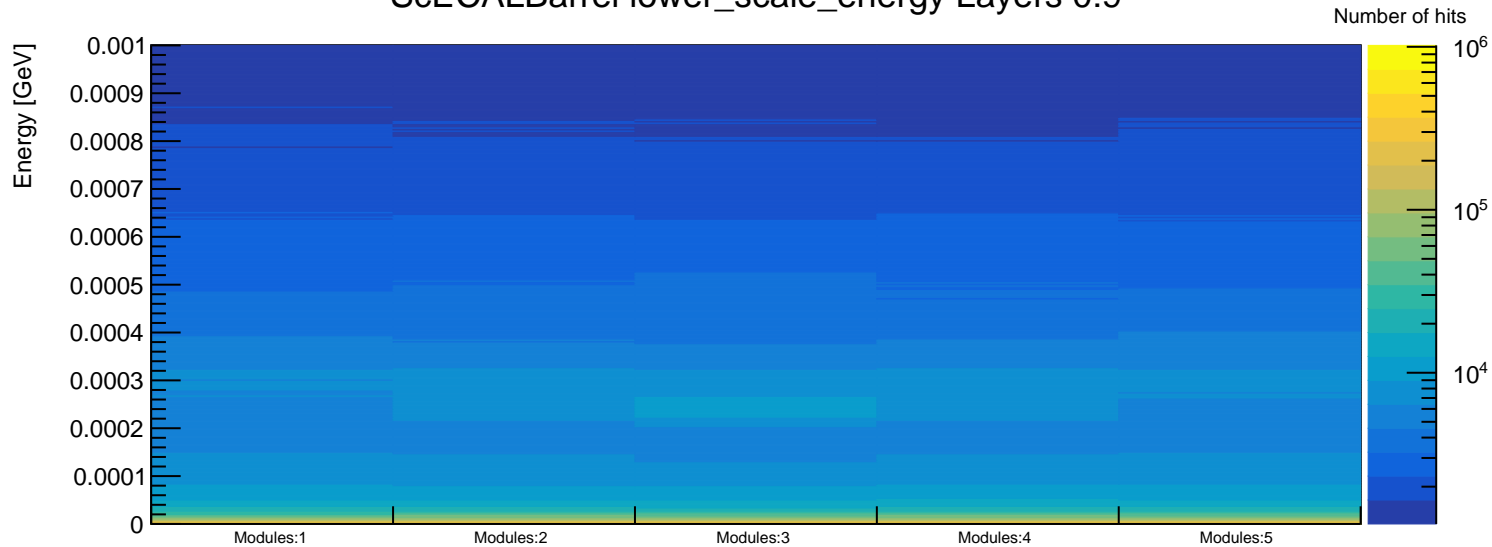


# ScECALBarrel lower\_scale\_energy Layers 0:9



<b>Mean: 1.49e-04 GeV</b> <b>Std Dev: 2.35e-04 GeV</b> <b>hits: 2.82e+06</b>	<b>Mean: 1.47e-04 GeV</b> <b>Std Dev: 2.32e-04 GeV</b> <b>hits: 2.92e+06</b>	<b>Mean: 1.48e-04 GeV</b> <b>Std Dev: 2.31e-04 GeV</b> <b>hits: 2.88e+06</b>	<b>Mean: 1.46e-04 GeV</b> <b>Std Dev: 2.31e-04 GeV</b> <b>hits: 2.92e+06</b>	<b>Mean: 1.48e-04 GeV</b> <b>Std Dev: 2.35e-04 GeV</b> <b>hits: 2.84e+06</b>
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