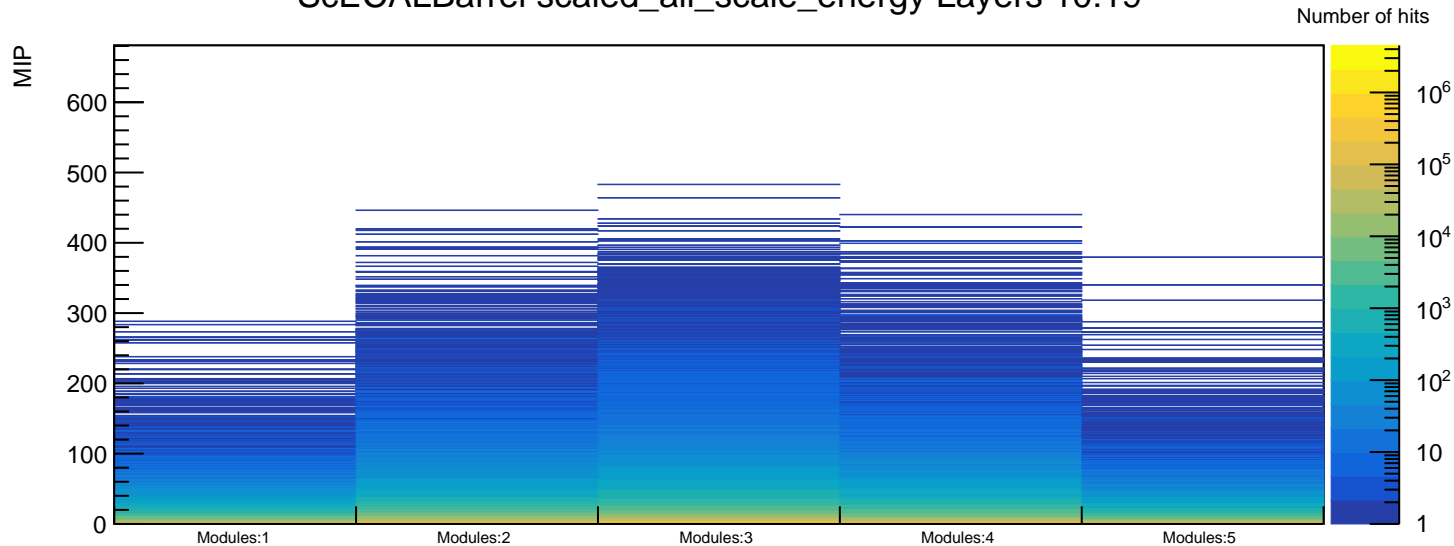


# ScECALBarrel scaled\_all\_scale\_energy Layers 10:19



<b>Mean: 9.46e-01 MIP</b> <b>Std Dev: 3.17e+00 MIP</b> <b>hits: 3.49e+06</b>	<b>Mean: 1.47e+00 MIP</b> <b>Std Dev: 4.95e+00 MIP</b> <b>hits: 5.94e+06</b>	<b>Mean: 1.76e+00 MIP</b> <b>Std Dev: 5.87e+00 MIP</b> <b>hits: 7.52e+06</b>	<b>Mean: 1.46e+00 MIP</b> <b>Std Dev: 4.90e+00 MIP</b> <b>hits: 5.90e+06</b>	<b>Mean: 9.39e-01 MIP</b> <b>Std Dev: 3.14e+00 MIP</b> <b>hits: 3.44e+06</b>
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