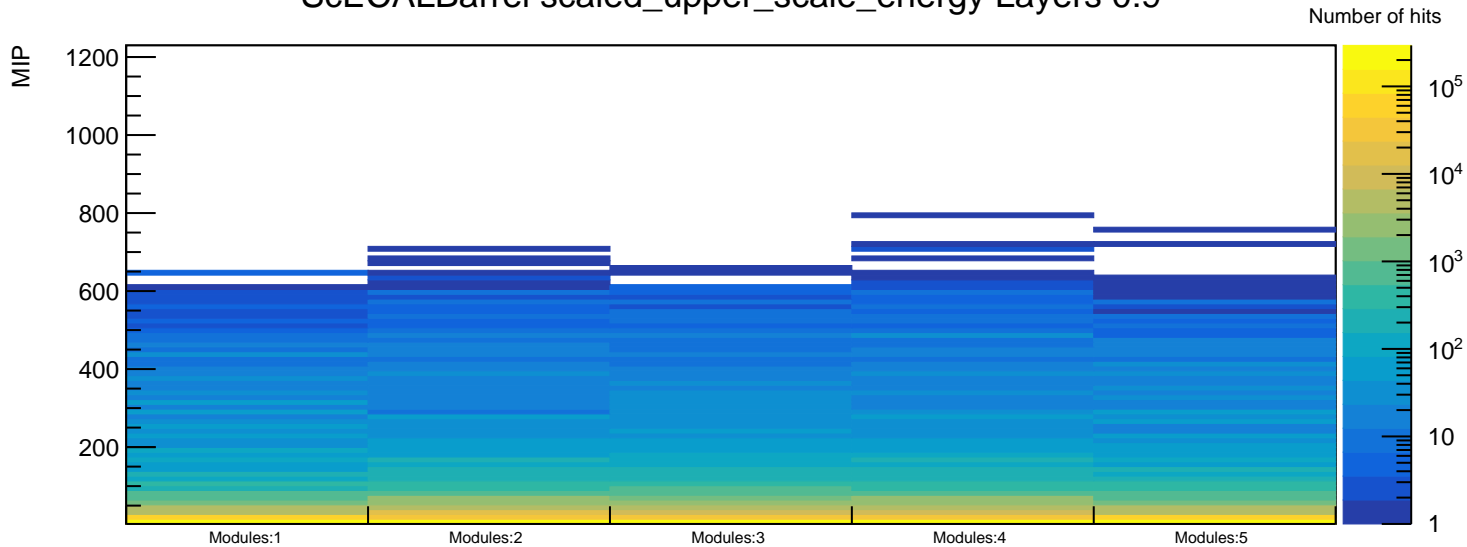


# ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: 1.36e+01 MIP</b> <b>Std Dev: 1.88e+01 MIP</b> <b>hits: 3.32e+05</b>	<b>Mean: 1.41e+01 MIP</b> <b>Std Dev: 1.97e+01 MIP</b> <b>hits: 3.60e+05</b>	<b>Mean: 1.38e+01 MIP</b> <b>Std Dev: 1.93e+01 MIP</b> <b>hits: 3.51e+05</b>	<b>Mean: 1.43e+01 MIP</b> <b>Std Dev: 2.09e+01 MIP</b> <b>hits: 3.41e+05</b>	<b>Mean: 1.36e+01 MIP</b> <b>Std Dev: 1.90e+01 MIP</b> <b>hits: 3.37e+05</b>
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