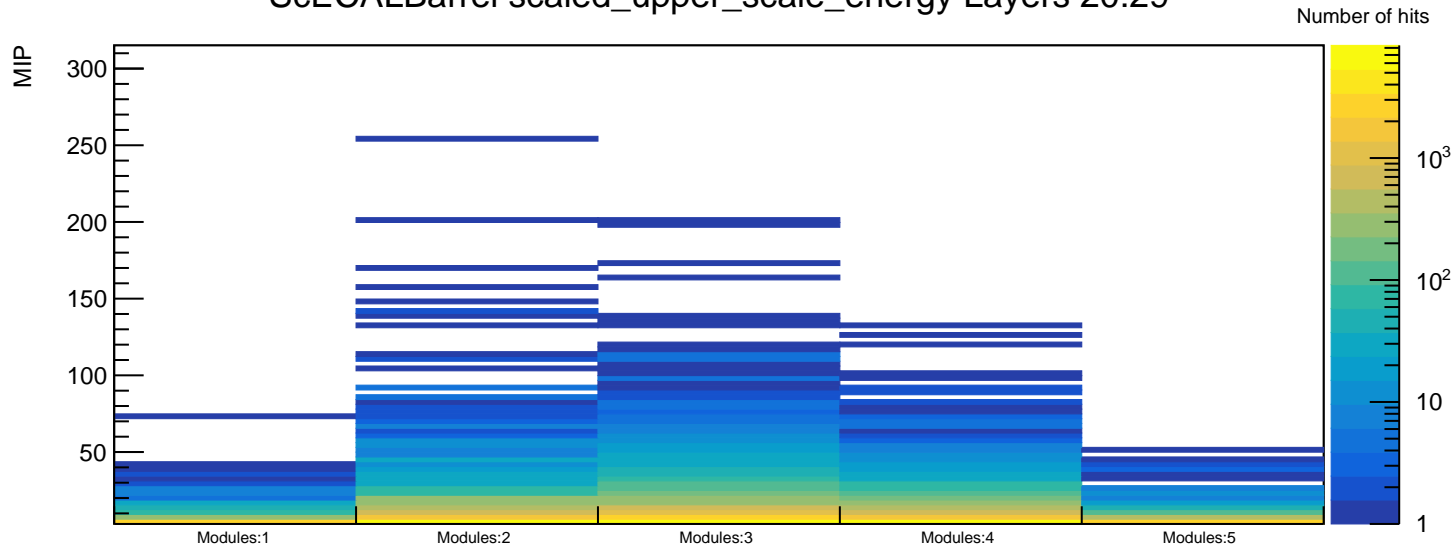


# ScECALBarrel scaled\_upper\_scale\_energy Layers 20:29



<b>Mean: 5.75e+00 MIP</b> <b>Std Dev: 3.34e+00 MIP</b> <b>hits: 2.77e+03</b>	<b>Mean: 8.32e+00 MIP</b> <b>Std Dev: 9.08e+00 MIP</b> <b>hits: 9.96e+03</b>	<b>Mean: 8.54e+00 MIP</b> <b>Std Dev: 9.36e+00 MIP</b> <b>hits: 1.41e+04</b>	<b>Mean: 8.13e+00 MIP</b> <b>Std Dev: 7.50e+00 MIP</b> <b>hits: 9.66e+03</b>	<b>Mean: 5.89e+00 MIP</b> <b>Std Dev: 3.39e+00 MIP</b> <b>hits: 2.78e+03</b>
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