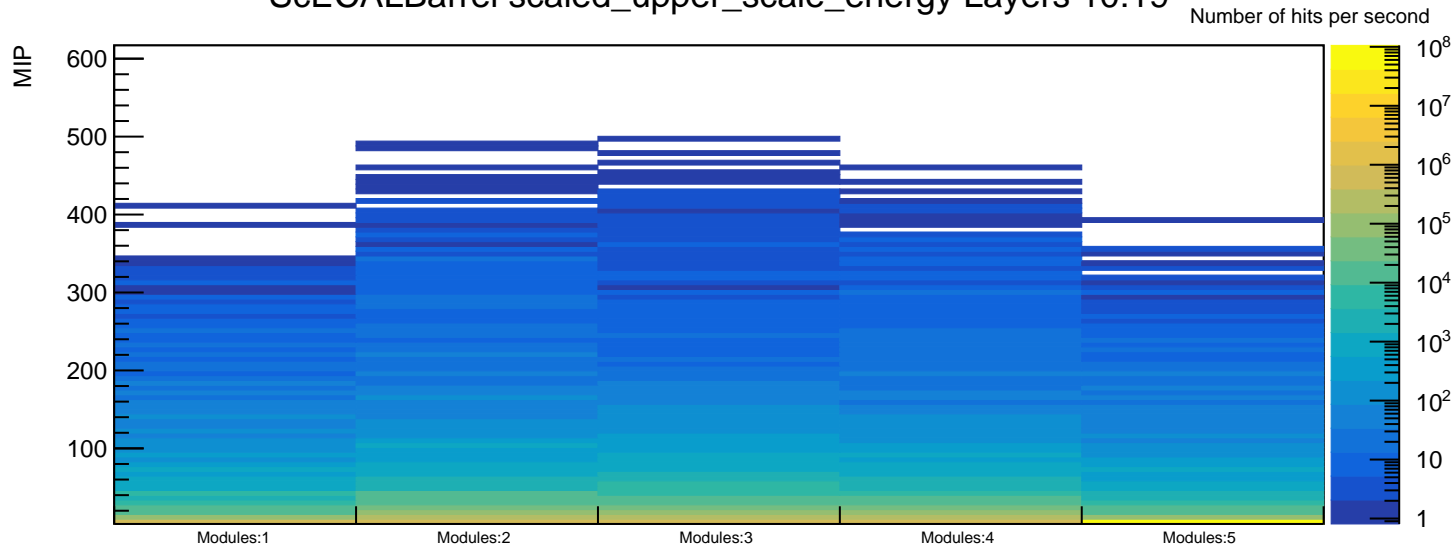


# ScECALBarrel scaled\_upper\_scale\_energy Layers 10:19



<b>Mean: <math>9.43\text{e}+00</math> MIP</b> <b>Std Dev: <math>1.00\text{e}+01</math> MIP</b> <b>hits/second: <math>6.54\text{e}+05</math></b>	<b>Mean: <math>1.02\text{e}+01</math> MIP</b> <b>Std Dev: <math>1.15\text{e}+01</math> MIP</b> <b>hits/second: <math>1.09\text{e}+06</math></b>	<b>Mean: <math>1.02\text{e}+01</math> MIP</b> <b>Std Dev: <math>1.09\text{e}+01</math> MIP</b> <b>hits/second: <math>1.33\text{e}+06</math></b>	<b>Mean: <math>1.01\text{e}+01</math> MIP</b> <b>Std Dev: <math>1.10\text{e}+01</math> MIP</b> <b>hits/second: <math>1.09\text{e}+06</math></b>	<b>Mean: <math>6.13\text{e}+00</math> MIP</b> <b>Std Dev: <math>7.94\text{e}-01</math> MIP</b> <b>hits/second: <math>1.06\text{e}+08</math></b>
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