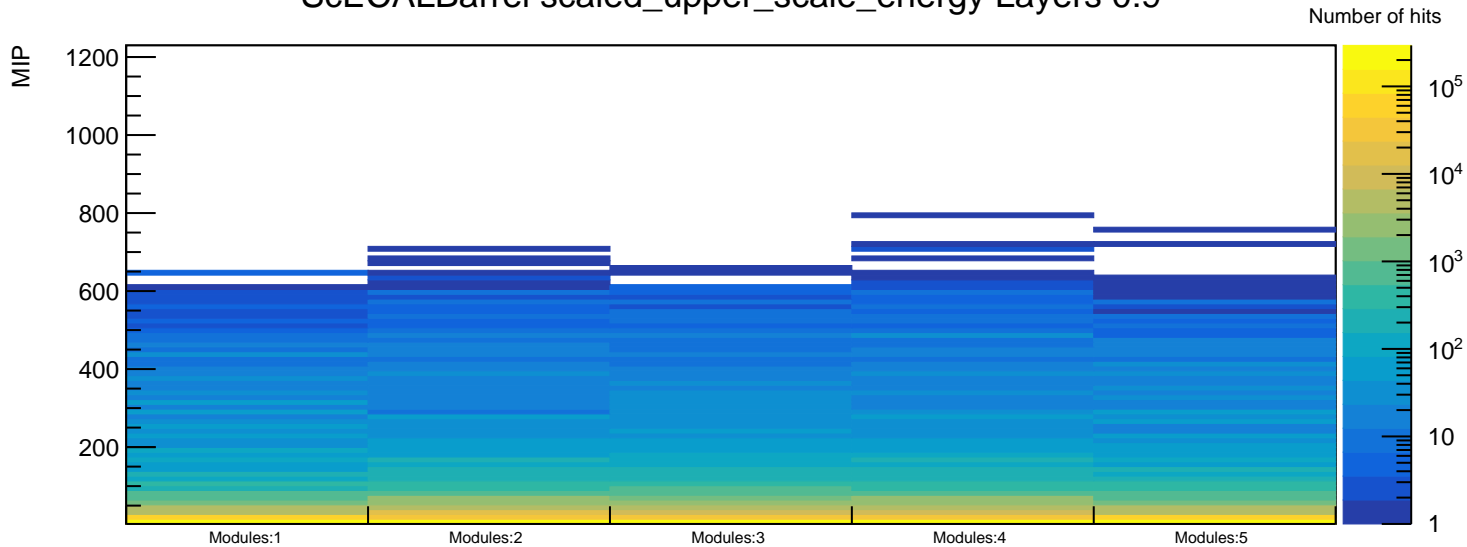


# ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9



<b>Mean: 1.00e+01 MIP</b> <b>Std Dev: 1.93e+01 MIP</b> <b>hits: 3.32e+05</b>	<b>Mean: 1.19e+01 MIP</b> <b>Std Dev: 1.99e+01 MIP</b> <b>hits: 3.60e+05</b>	<b>Mean: 1.27e+01 MIP</b> <b>Std Dev: 2.00e+01 MIP</b> <b>hits: 3.51e+05</b>	<b>Mean: 1.20e+01 MIP</b> <b>Std Dev: 2.11e+01 MIP</b> <b>hits: 3.41e+05</b>	<b>Mean: 1.02e+01 MIP</b> <b>Std Dev: 1.96e+01 MIP</b> <b>hits: 3.37e+05</b>
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