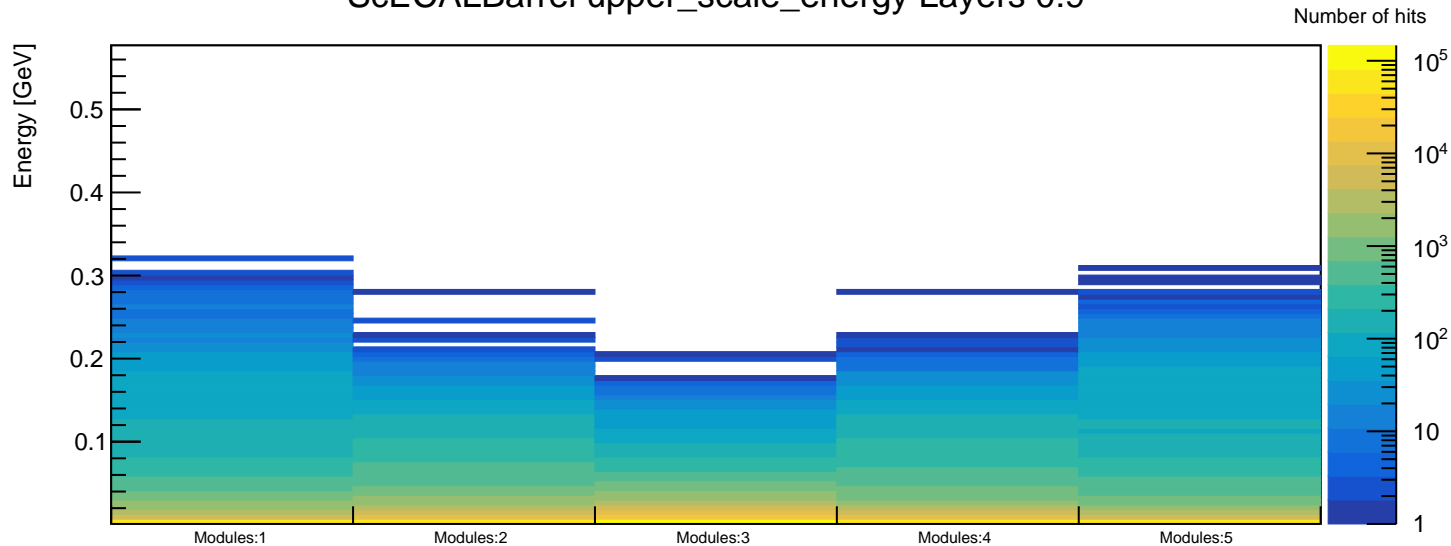


# ScECALBarrel upper\_scale\_energy Layers 0:9



<b>Mean: 1.27e-02 GeV</b> <b>Std Dev: 2.92e-02 GeV</b> <b>hits: 6.95e+04</b>	<b>Mean: 1.01e-02 GeV</b> <b>Std Dev: 2.10e-02 GeV</b> <b>hits: 1.01e+05</b>	<b>Mean: 6.39e-03 GeV</b> <b>Std Dev: 1.16e-02 GeV</b> <b>hits: 2.27e+05</b>	<b>Mean: 1.02e-02 GeV</b> <b>Std Dev: 2.09e-02 GeV</b> <b>hits: 9.79e+04</b>	<b>Mean: 1.25e-02 GeV</b> <b>Std Dev: 2.86e-02 GeV</b> <b>hits: 6.64e+04</b>
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