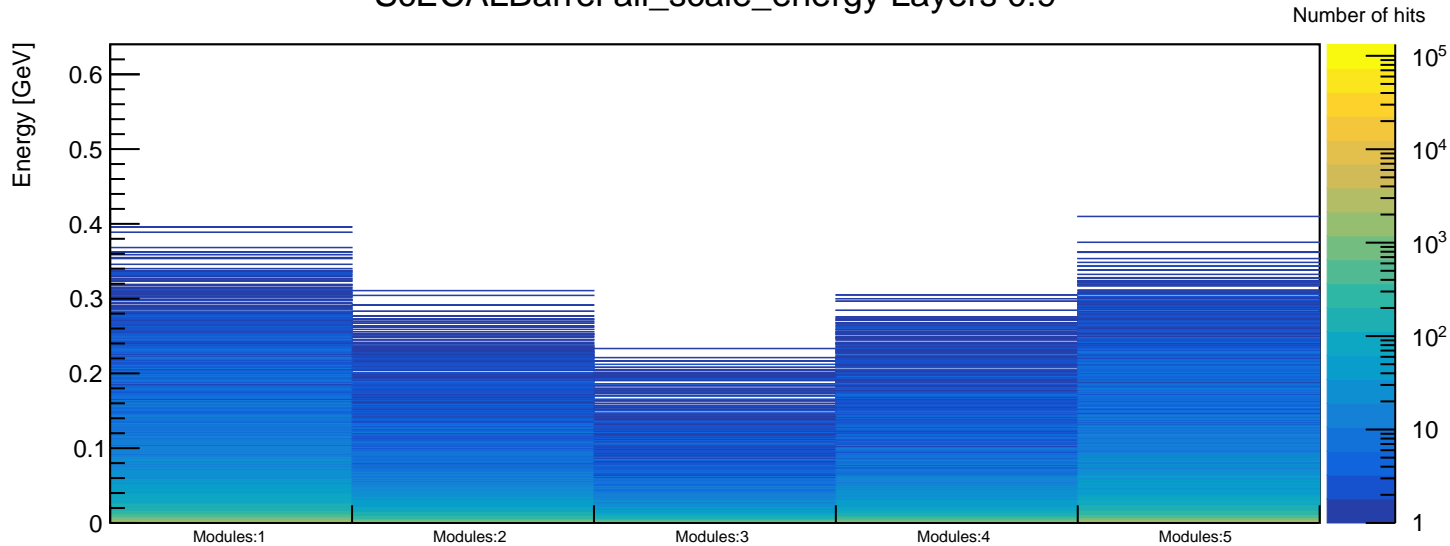


# ScECALBarrel all\_scale\_energy Layers 0:9



<b>Mean: 3.89e-03 GeV</b> <b>Std Dev: 1.90e-02 GeV</b> <b>hits: 1.95e+05</b>	<b>Mean: 2.18e-03 GeV</b> <b>Std Dev: 1.24e-02 GeV</b> <b>hits: 1.36e+05</b>	<b>Mean: 1.33e-03 GeV</b> <b>Std Dev: 8.26e-03 GeV</b> <b>hits: 1.03e+05</b>	<b>Mean: 2.21e-03 GeV</b> <b>Std Dev: 1.25e-02 GeV</b> <b>hits: 1.36e+05</b>	<b>Mean: 3.84e-03 GeV</b> <b>Std Dev: 1.86e-02 GeV</b> <b>hits: 1.93e+05</b>
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