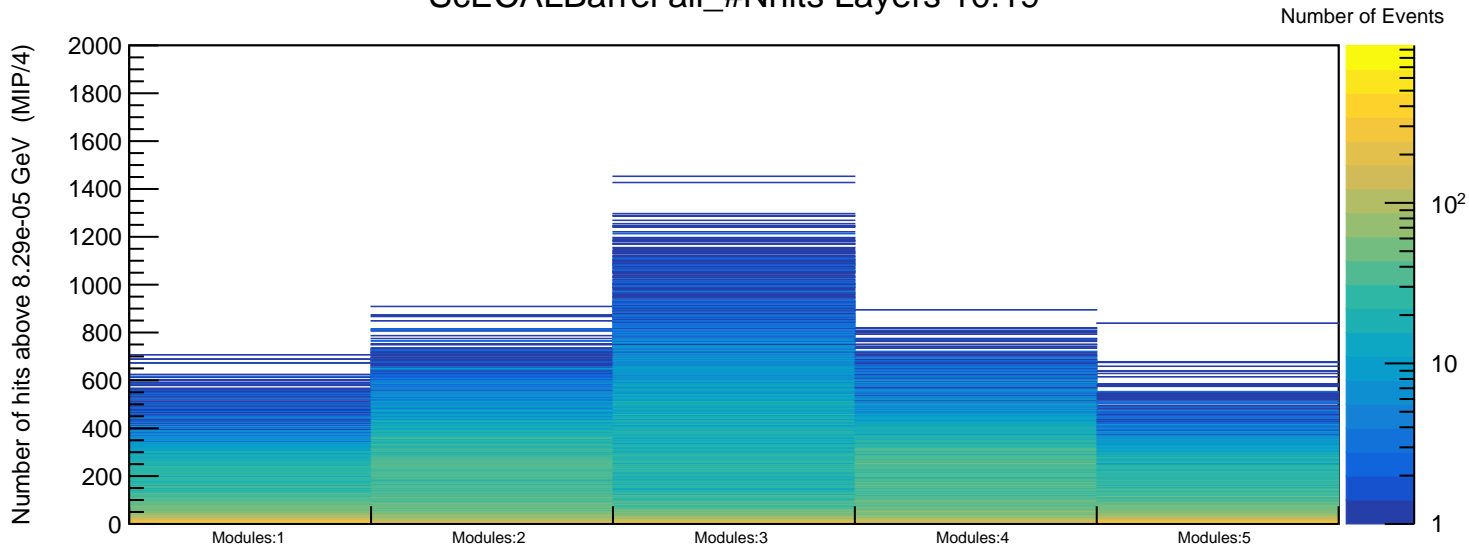


# ScECALBarrel all\_#Nhits Layers 10:19



<b>Mean: 8.29e+01 #hits</b>	<b>Mean: 1.68e+02 #hits</b>	<b>Mean: 2.27e+02 #hits</b>	<b>Mean: 1.70e+02 #hits</b>	<b>Mean: 8.42e+01 #hits</b>
<b>Std Dev: 1.06e+02 #hits</b>	<b>Std Dev: 1.59e+02 #hits</b>	<b>Std Dev: 2.44e+02 #hits</b>	<b>Std Dev: 1.59e+02 #hits</b>	<b>Std Dev: 1.07e+02 #hits</b>
<b>events: 1.00e+04</b>	<b>events: 1.00e+04</b>	<b>events: 1.00e+04</b>	<b>events: 1.00e+04</b>	<b>events: 1.00e+04</b>