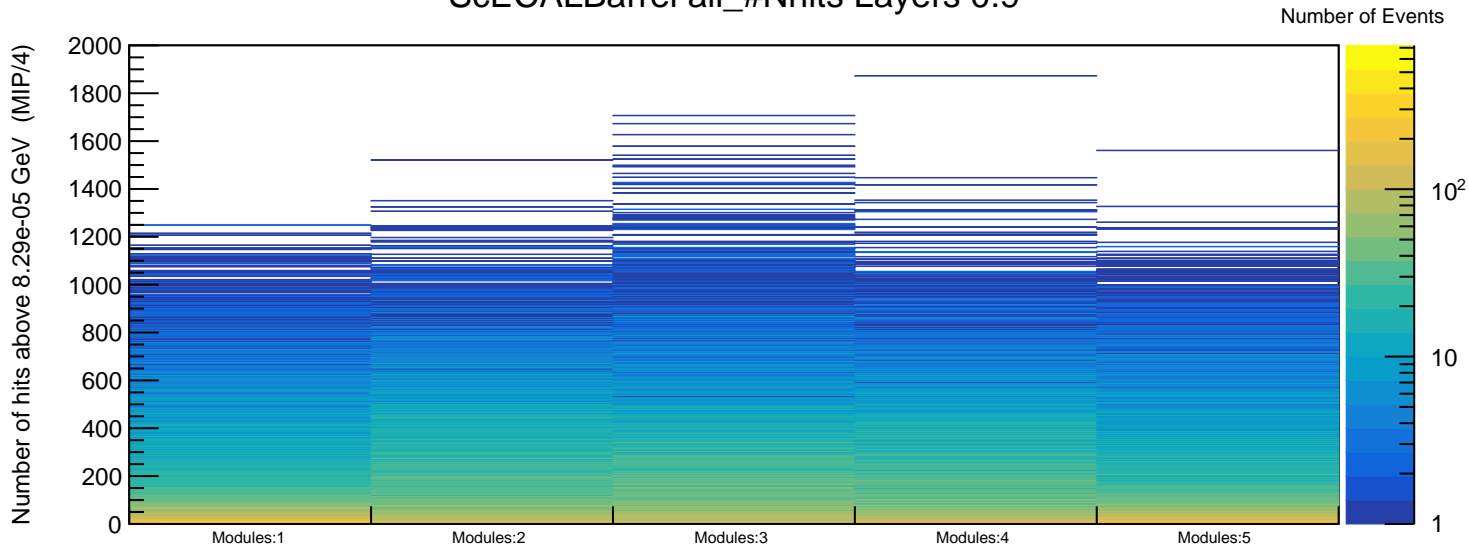


# ScECALBarrel all\_#Nhits Layers 0:9



Mean: 1.63e+02 #hits	Mean: 2.14e+02 #hits	Mean: 2.26e+02 #hits	Mean: 2.11e+02 #hits	Mean: 1.63e+02 #hits
Std Dev: 2.10e+02 #hits	Std Dev: 2.22e+02 #hits	Std Dev: 2.32e+02 #hits	Std Dev: 2.21e+02 #hits	Std Dev: 2.07e+02 #hits
events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04