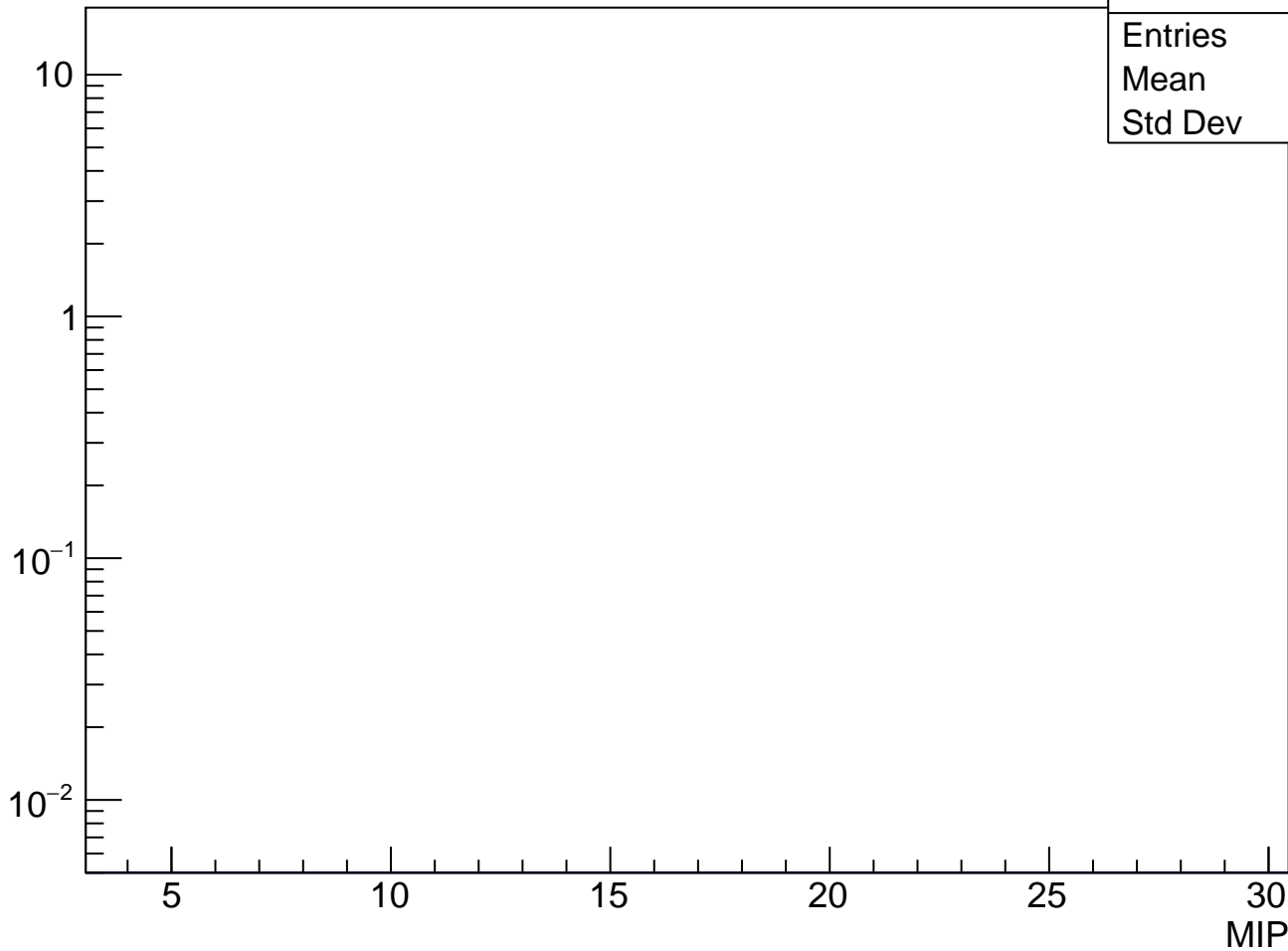


# ScECALBarrel\_M5\_L0:9

Number of hits



ScECALBarrel_M5_L0:9_scaled_upper_scale	
Entries	0
Mean	0
Std Dev	0