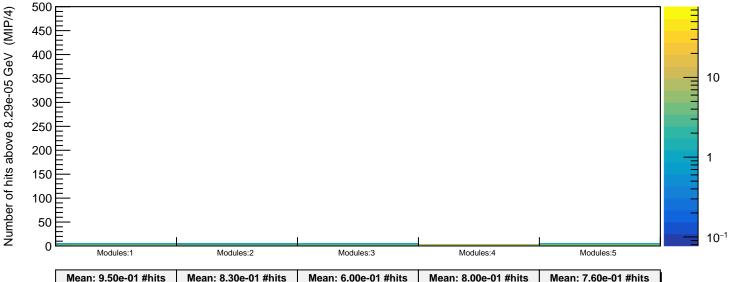
## ScECALBarrel all\_#Nhits Layers 20:29





Std Dev: 7.92e-01 #hits

events: 1.00e+02

Std Dev: 8.53e-01 #hits

events: 1.00e+02

Std Dev: 8.66e-01 #hits

events: 1.00e+02

Std Dev: 1.03e+00 #hits

events: 1.00e+02

Std Dev: 8.85e-01 #hits

events: 1.00e+02