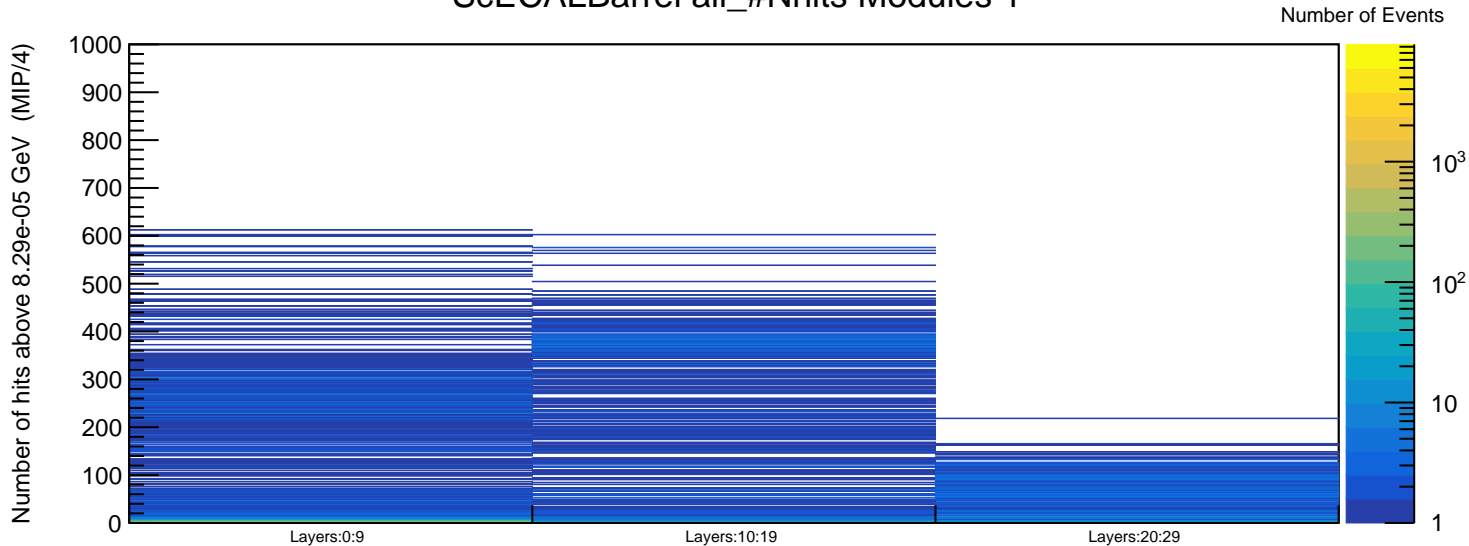


# ScECALBarrel all\_#Nhits Modules 1



**Mean: 1.07e+01 #hits**  
**Std Dev: 5.16e+01 #hits**  
**events: 1.00e+04**

**Mean: 1.10e+01 #hits**  
**Std Dev: 5.88e+01 #hits**  
**events: 1.00e+04**

**Mean: 2.58e+00 #hits**  
**Std Dev: 1.31e+01 #hits**  
**events: 1.00e+04**