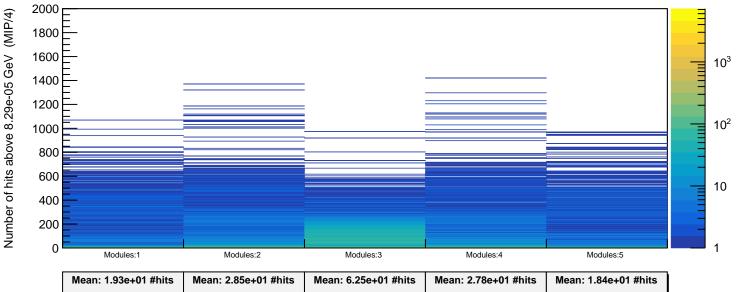
## ScECALBarrel all\_#Nhits Layers 0:9





 Mean: 1.93e+01 #hits
 Mean: 2.85e+01 #hits
 Mean: 6.25e+01 #hits
 Mean: 2.78e+01 #hits
 Mean: 1.84e+01 #hits

 Std Dev: 8.24e+01 #hits
 Std Dev: 1.00e+02 #hits
 Std Dev: 8.66e+01 #hits
 Std Dev: 9.85e+01 #hits
 Std Dev: 8.10e+01 #hits

 events: 1.00e+04
 events: 1.00e+04
 events: 1.00e+04
 events: 1.00e+04
 events: 1.00e+04