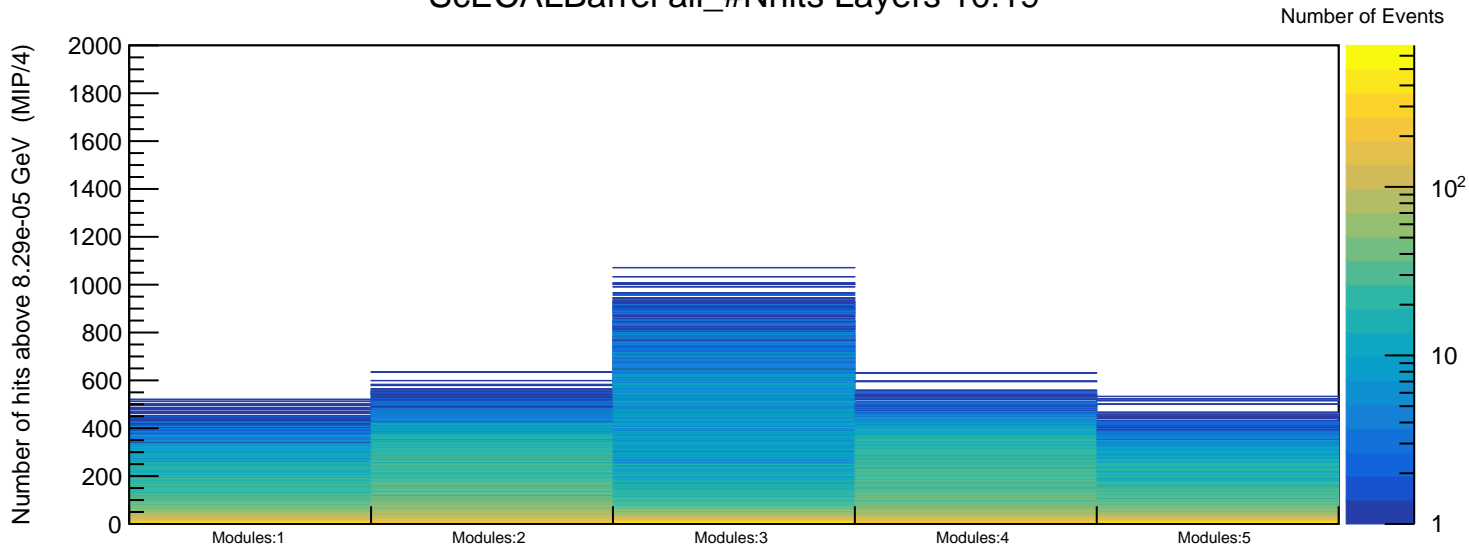


# ScECALBarrel all\_#Nhits Layers 10:19



<b>Mean: 6.59e+01 #hits</b>	<b>Mean: 1.13e+02 #hits</b>	<b>Mean: 1.38e+02 #hits</b>	<b>Mean: 1.13e+02 #hits</b>	<b>Mean: 6.49e+01 #hits</b>
<b>Std Dev: 9.21e+01 #hits</b>	<b>Std Dev: 1.24e+02 #hits</b>	<b>Std Dev: 2.07e+02 #hits</b>	<b>Std Dev: 1.25e+02 #hits</b>	<b>Std Dev: 9.06e+01 #hits</b>
<b>events: 1.00e+04</b>	<b>events: 1.00e+04</b>	<b>events: 1.00e+04</b>	<b>events: 1.00e+04</b>	<b>events: 1.00e+04</b>