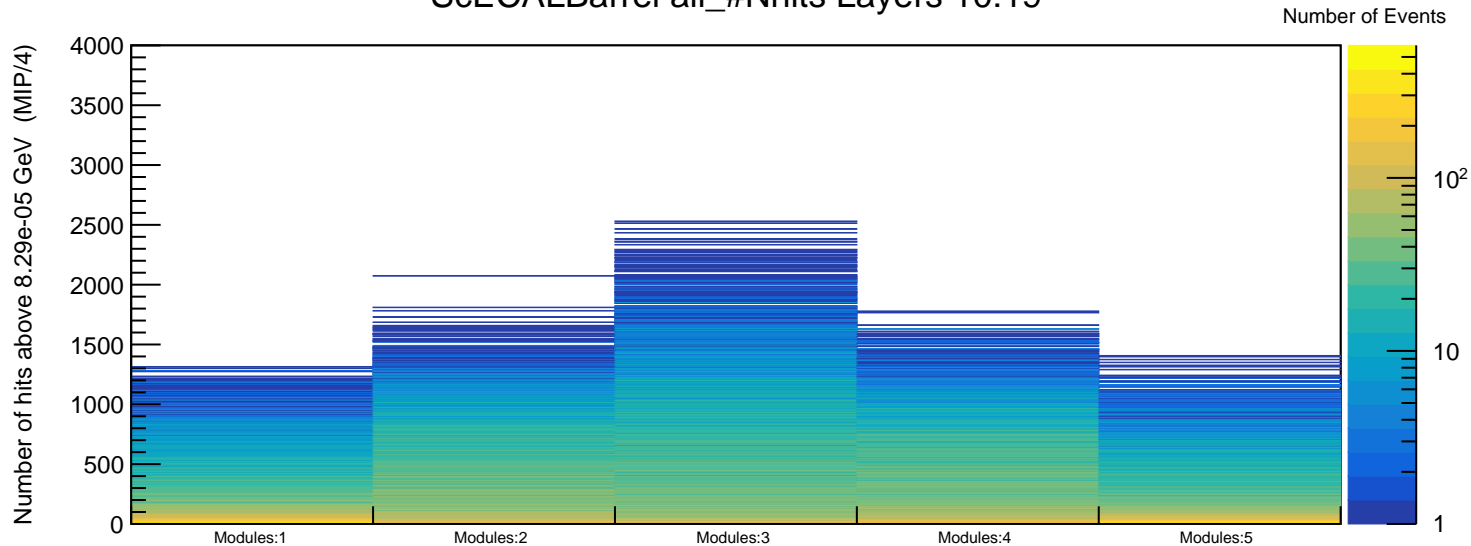


# ScECALBarrel all\_#Nhits Layers 10:19



<b>Mean: 1.70e+02 #hits</b>	<b>Mean: 3.57e+02 #hits</b>	<b>Mean: 4.92e+02 #hits</b>	<b>Mean: 3.55e+02 #hits</b>	<b>Mean: 1.71e+02 #hits</b>
<b>Std Dev: 2.27e+02 #hits</b>	<b>Std Dev: 3.36e+02 #hits</b>	<b>Std Dev: 4.47e+02 #hits</b>	<b>Std Dev: 3.35e+02 #hits</b>	<b>Std Dev: 2.30e+02 #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>