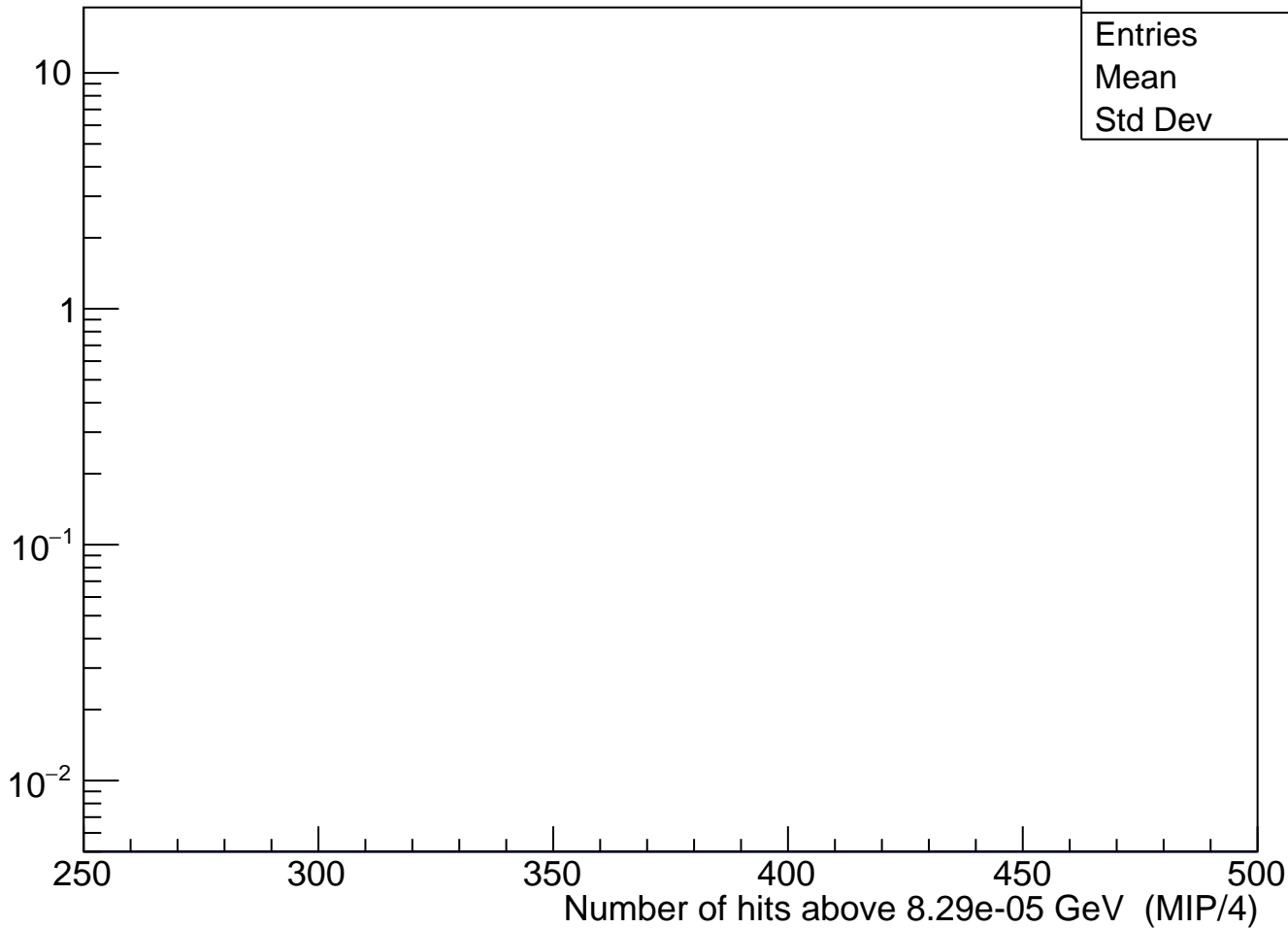


# ScECALBarrel\_M1\_L0:9

Number of Events



ScECALBarrel_M1_L0:9_high_#hits	
Entries	0
Mean	0
Std Dev	0