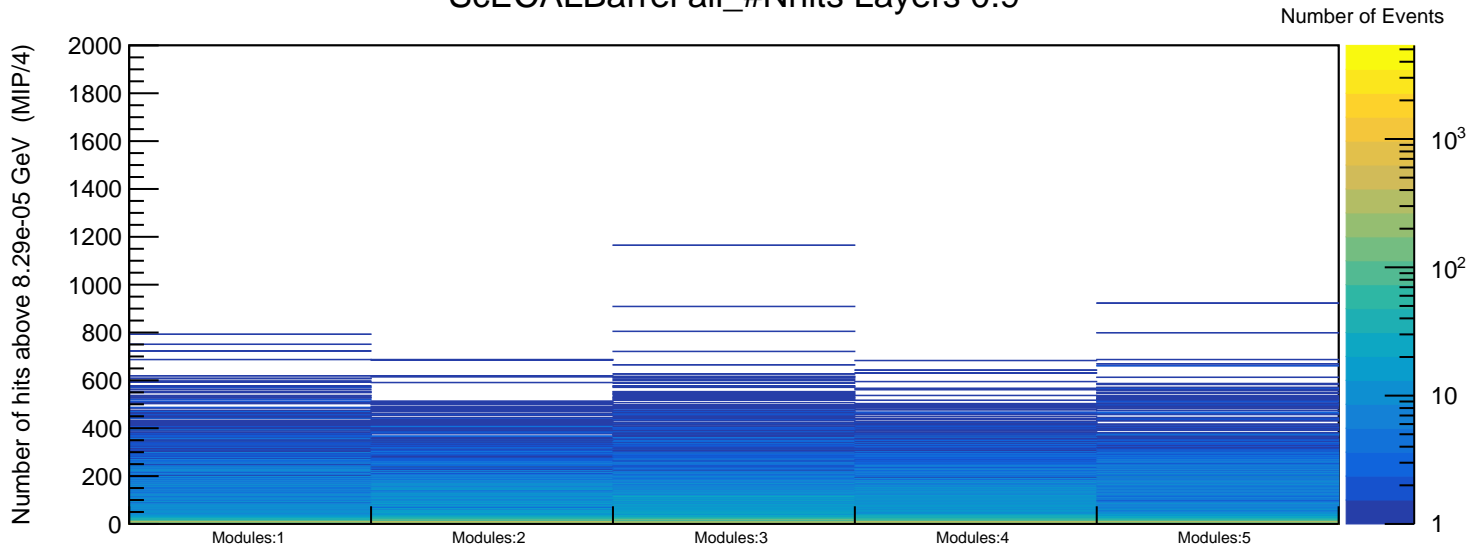


# ScECALBarrel all\_#Nhits Layers 0:9



Mean: 2.12e+01 #hits	Mean: 2.19e+01 #hits	Mean: 2.47e+01 #hits	Mean: 2.26e+01 #hits	Mean: 2.09e+01 #hits
Std Dev: 6.72e+01 #hits	Std Dev: 6.08e+01 #hits	Std Dev: 6.83e+01 #hits	Std Dev: 6.18e+01 #hits	Std Dev: 6.69e+01 #hits
events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04