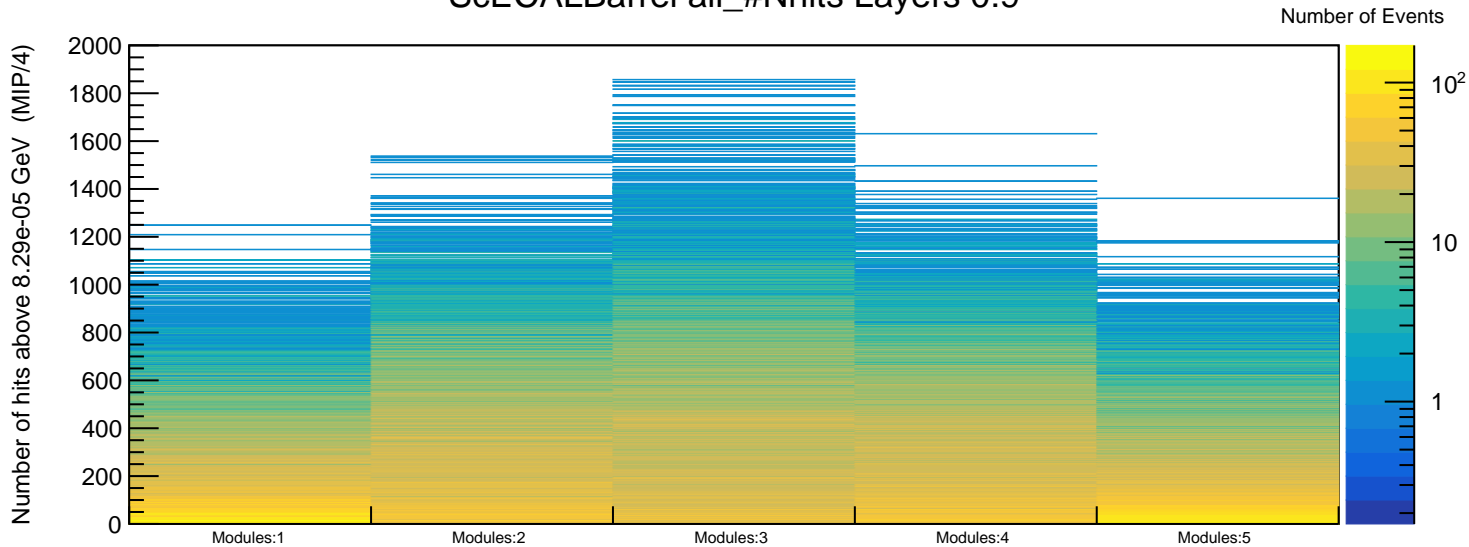


# ScECALBarrel all\_#Nhits Layers 0:9



<b>Mean: 1.95e+02 #hits</b>	<b>Mean: 3.23e+02 #hits</b>	<b>Mean: 4.00e+02 #hits</b>	<b>Mean: 3.19e+02 #hits</b>	<b>Mean: 1.93e+02 #hits</b>
<b>Std Dev: 1.88e+02 #hits</b>	<b>Std Dev: 2.59e+02 #hits</b>	<b>Std Dev: 3.15e+02 #hits</b>	<b>Std Dev: 2.56e+02 #hits</b>	<b>Std Dev: 1.92e+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>