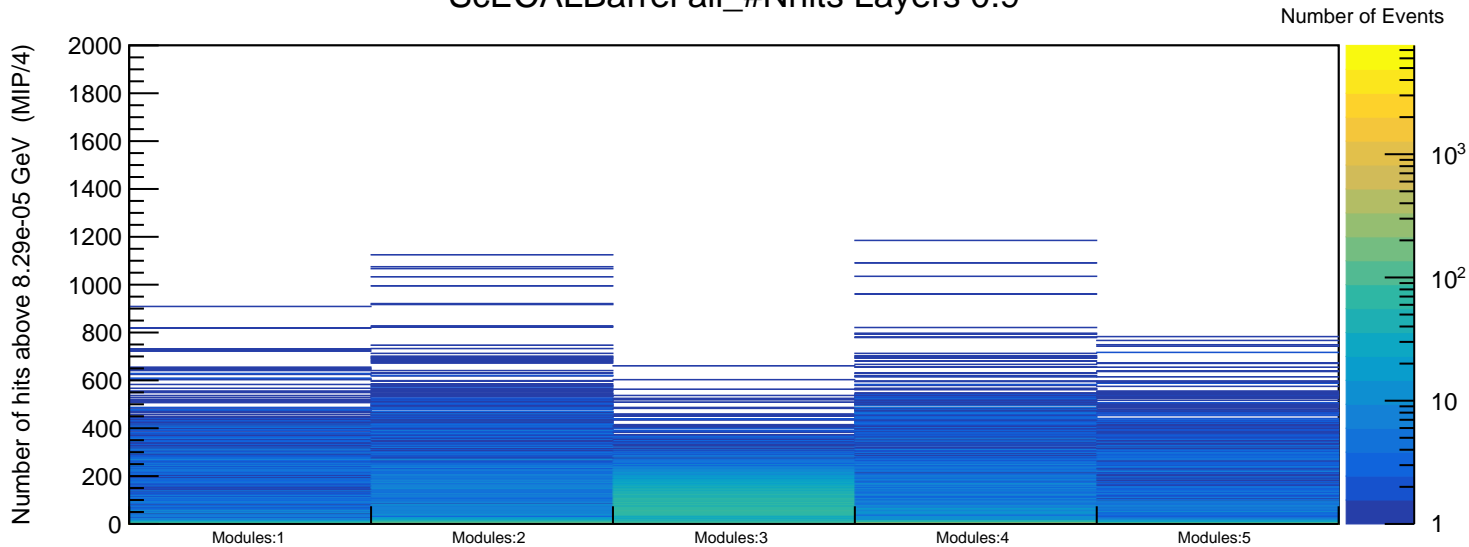


# ScECALBarrel all\_#Nhits Layers 0:9



Mean: 1.63e+01 #hits	Mean: 2.48e+01 #hits	Mean: 5.38e+01 #hits	Mean: 2.46e+01 #hits	Mean: 1.61e+01 #hits
Std Dev: 6.60e+01 #hits	Std Dev: 8.47e+01 #hits	Std Dev: 7.19e+01 #hits	Std Dev: 8.33e+01 #hits	Std Dev: 6.63e+01 #hits
events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04