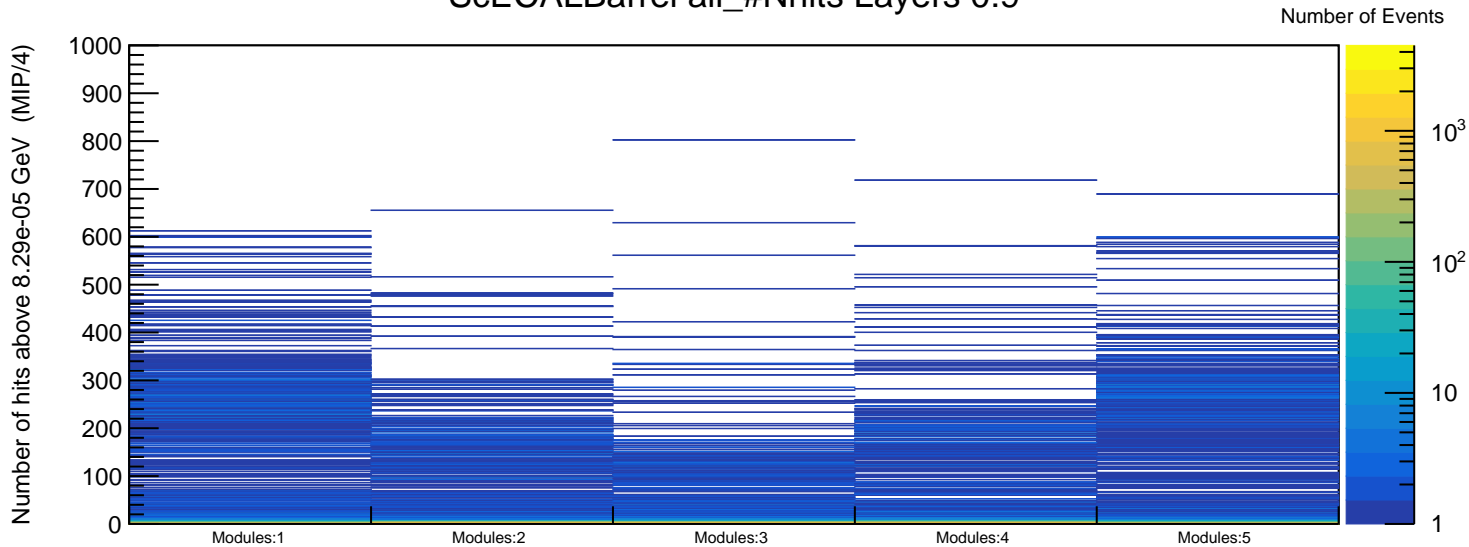


# ScECALBarrel all\_#Nhits Layers 0:9



Mean: 1.02e+01 #hits	Mean: 5.55e+00 #hits	Mean: 3.90e+00 #hits	Mean: 5.49e+00 #hits	Mean: 9.77e+00 #hits
Std Dev: 5.16e+01 #hits	Std Dev: 2.89e+01 #hits	Std Dev: 2.21e+01 #hits	Std Dev: 2.98e+01 #hits	Std Dev: 4.97e+01 #hits
events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04