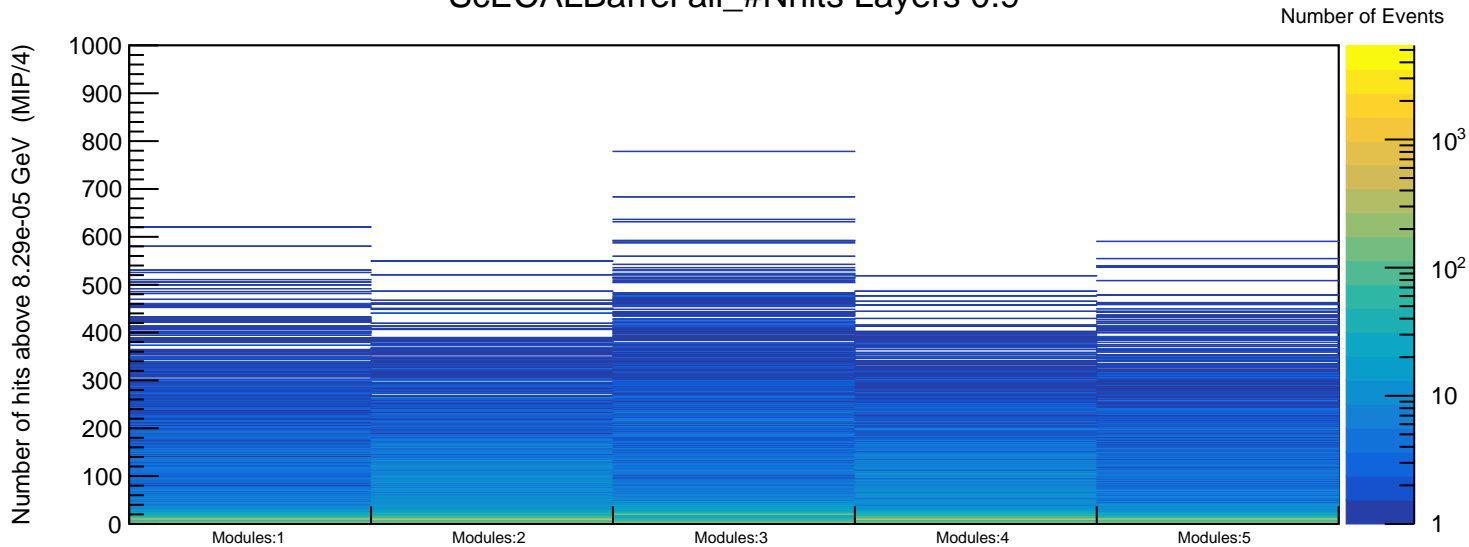


# ScECALBarrel all\_#Nhits Layers 0:9



Mean: 1.92e+01 #hits	Mean: 2.48e+01 #hits	Mean: 2.60e+01 #hits	Mean: 2.35e+01 #hits	Mean: 1.87e+01 #hits
Std Dev: 5.61e+01 #hits	Std Dev: 5.78e+01 #hits	Std Dev: 7.15e+01 #hits	Std Dev: 5.57e+01 #hits	Std Dev: 5.58e+01 #hits
events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04