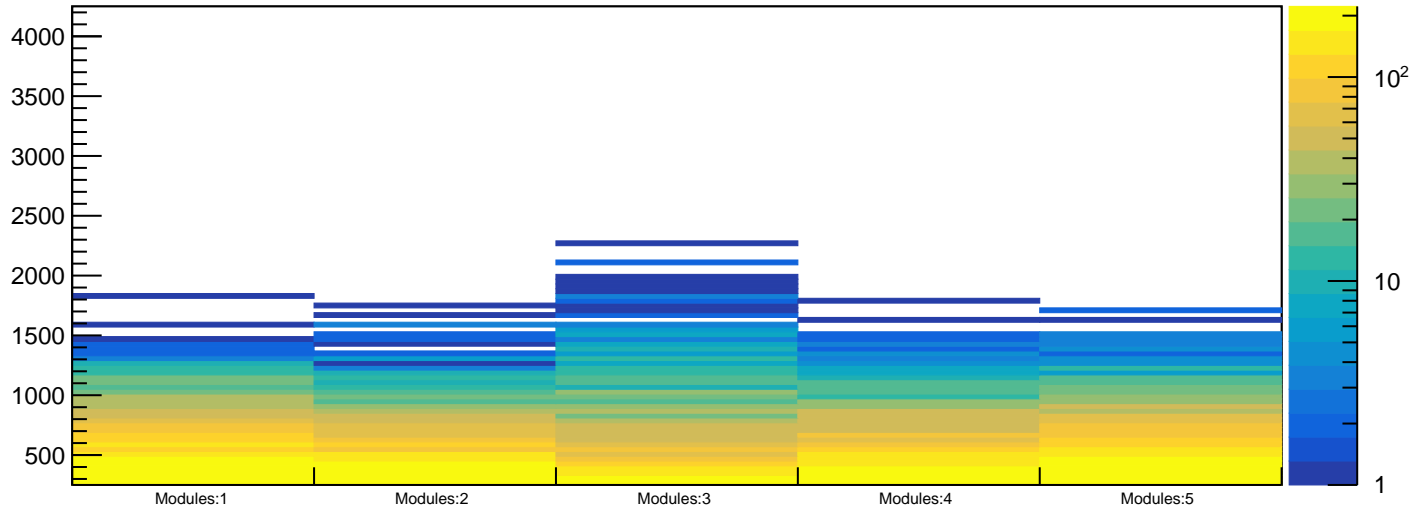


ScECALBarrel high_#Nhits Layers 0:9

Number of hits above 8.29e-05 GeV (MIP/4)

Number of Events



Mean: 5.19e+02 #hits Std Dev: 2.36e+02 #hits events: 2.76e+03	Mean: 5.01e+02 #hits Std Dev: 2.30e+02 #hits events: 2.26e+03	Mean: 5.68e+02 #hits Std Dev: 3.20e+02 #hits events: 1.65e+03	Mean: 5.05e+02 #hits Std Dev: 2.33e+02 #hits events: 2.29e+03	Mean: 5.20e+02 #hits Std Dev: 2.39e+02 #hits events: 2.66e+03
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