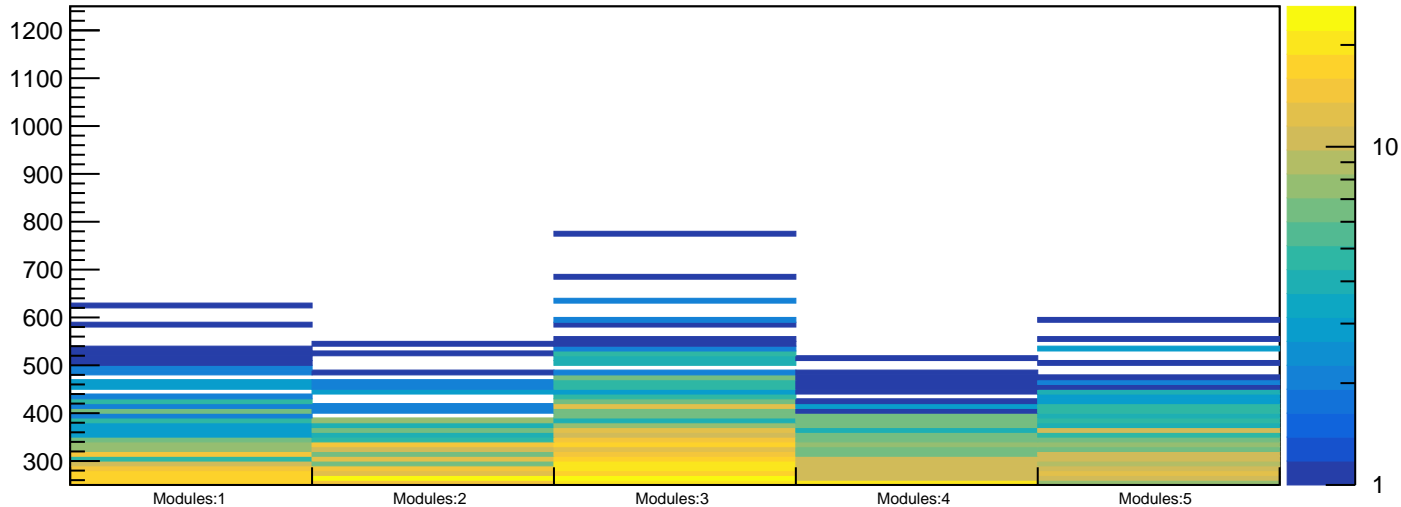


ScECALBarrel high_#Nhits Layers 0:9

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

Number of Events



Mean: 3.32e+02 #hits Std Dev: 7.42e+01 #hits events: 1.64e+02	Mean: 3.17e+02 #hits Std Dev: 5.76e+01 #hits events: 1.62e+02	Mean: 3.52e+02 #hits Std Dev: 8.75e+01 #hits events: 2.94e+02	Mean: 3.22e+02 #hits Std Dev: 5.70e+01 #hits events: 1.42e+02	Mean: 3.42e+02 #hits Std Dev: 7.01e+01 #hits events: 1.48e+02
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