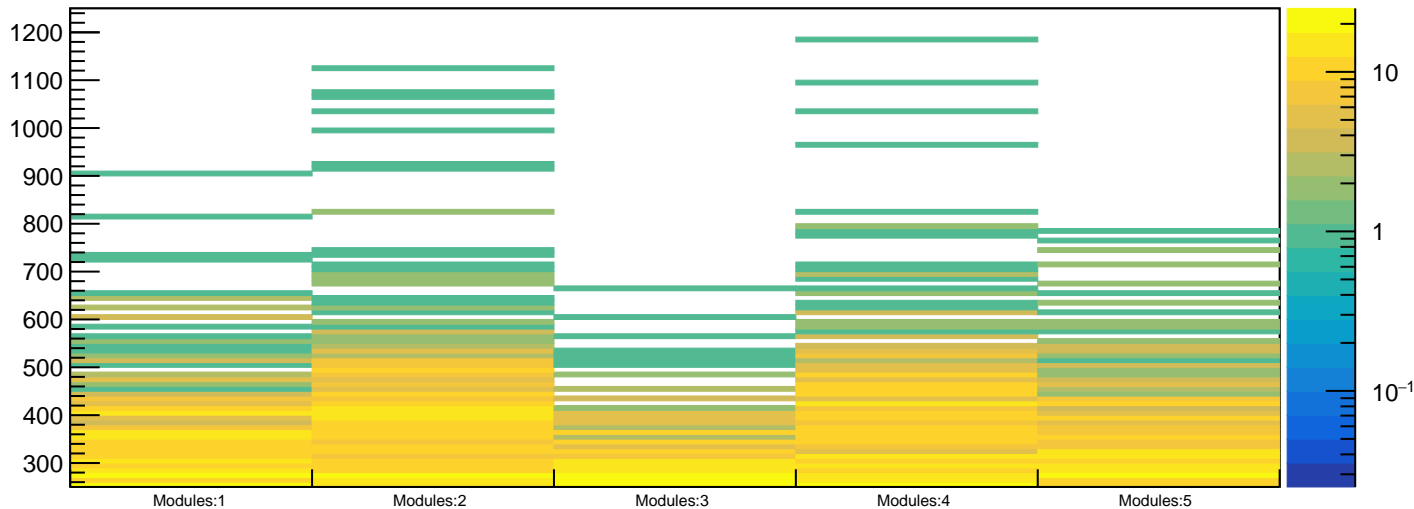


# ScECALBarrel high\_#Nhits Layers 0:9

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

Number of Events



<b>Mean: 3.70e+02 #hits</b> <b>Std Dev: 1.08e+02 #hits</b> <b>events: 2.53e+02</b>	<b>Mean: 4.12e+02 #hits</b> <b>Std Dev: 1.42e+02 #hits</b> <b>events: 3.34e+02</b>	<b>Mean: 3.25e+02 #hits</b> <b>Std Dev: 7.17e+01 #hits</b> <b>events: 1.83e+02</b>	<b>Mean: 4.06e+02 #hits</b> <b>Std Dev: 1.37e+02 #hits</b> <b>events: 3.33e+02</b>	<b>Mean: 3.77e+02 #hits</b> <b>Std Dev: 1.10e+02 #hits</b> <b>events: 2.50e+02</b>
--	--	--	--	--