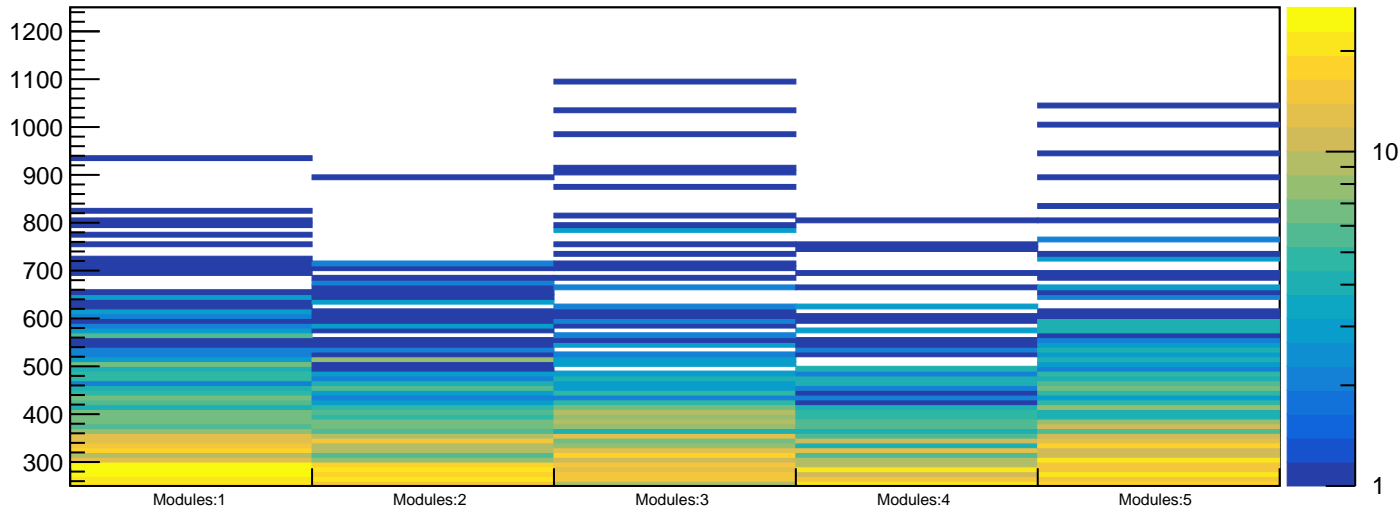


ScECALBarrel high_#Nhits Layers 0:9

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

Number of Events



Mean: 3.75e+02 #hits Std Dev: 1.22e+02 #hits events: 3.21e+02	Mean: 3.69e+02 #hits Std Dev: 1.15e+02 #hits events: 2.41e+02	Mean: 3.93e+02 #hits Std Dev: 1.48e+02 #hits events: 2.46e+02	Mean: 3.57e+02 #hits Std Dev: 1.08e+02 #hits events: 1.94e+02	Mean: 3.92e+02 #hits Std Dev: 1.38e+02 #hits events: 2.98e+02
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