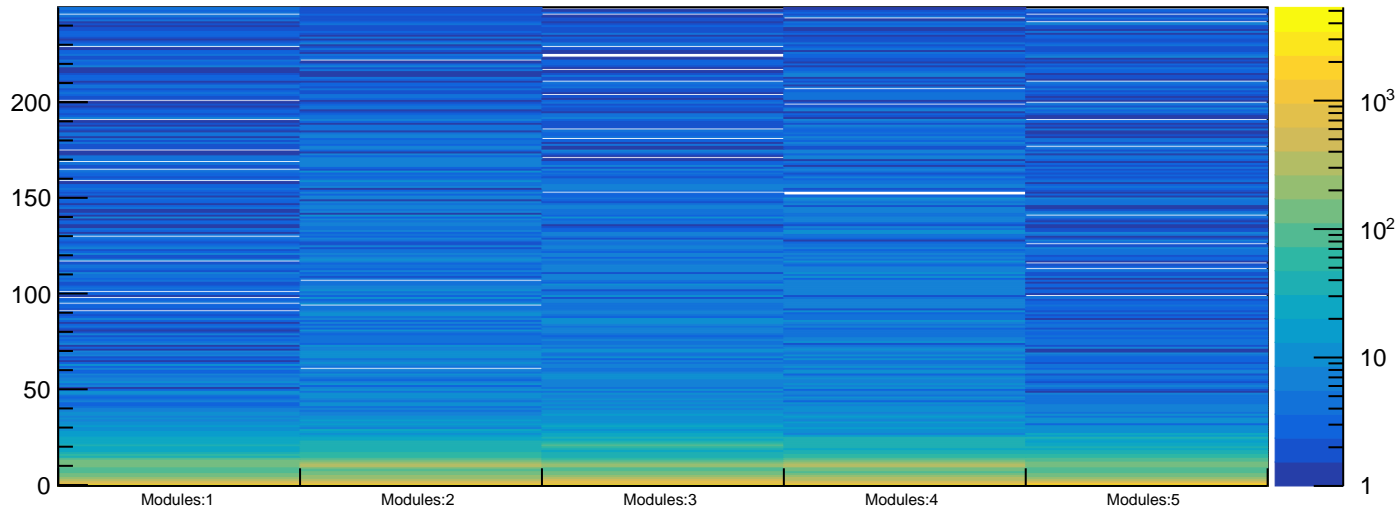


# ScECALBarrel low\_#Nhits Layers 0:9

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



Mean: 1.13e+01 #hits	Mean: 1.65e+01 #hits	Mean: 1.46e+01 #hits	Mean: 1.63e+01 #hits	Mean: 1.12e+01 #hits
Std Dev: 3.61e+01 #hits	Std Dev: 4.19e+01 #hits	Std Dev: 3.78e+01 #hits	Std Dev: 4.14e+01 #hits	Std Dev: 3.59e+01 #hits
events: 9.68e+03	events: 9.76e+03	events: 9.75e+03	events: 9.80e+03	events: 9.70e+03