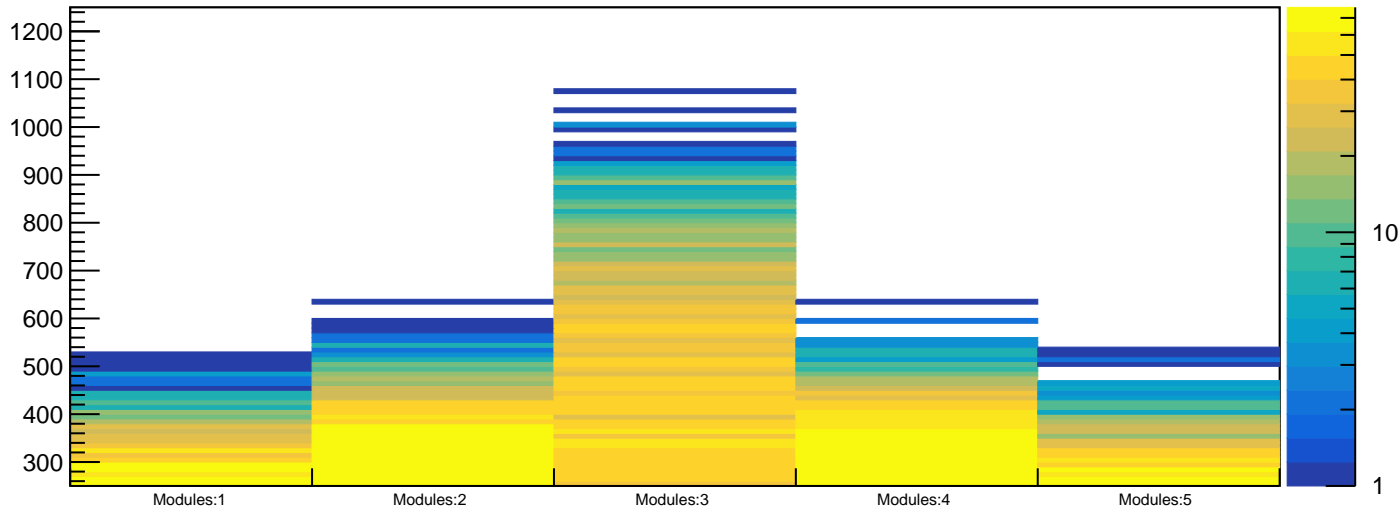


# ScECALBarrel high\_#Nhits Layers 10:19

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

Number of Events



10

1

**Mean: 3.18e+02 #hits**  
**Std Dev: 5.25e+01 #hits**  
**events: 6.80e+02**

**Mean: 3.38e+02 #hits**  
**Std Dev: 6.56e+01 #hits**  
**events: 1.70e+03**

**Mean: 5.04e+02 #hits**  
**Std Dev: 1.69e+02 #hits**  
**events: 2.03e+03**

**Mean: 3.40e+02 #hits**  
**Std Dev: 6.51e+01 #hits**  
**events: 1.71e+03**

**Mean: 3.12e+02 #hits**  
**Std Dev: 5.16e+01 #hits**  
**events: 6.62e+02**