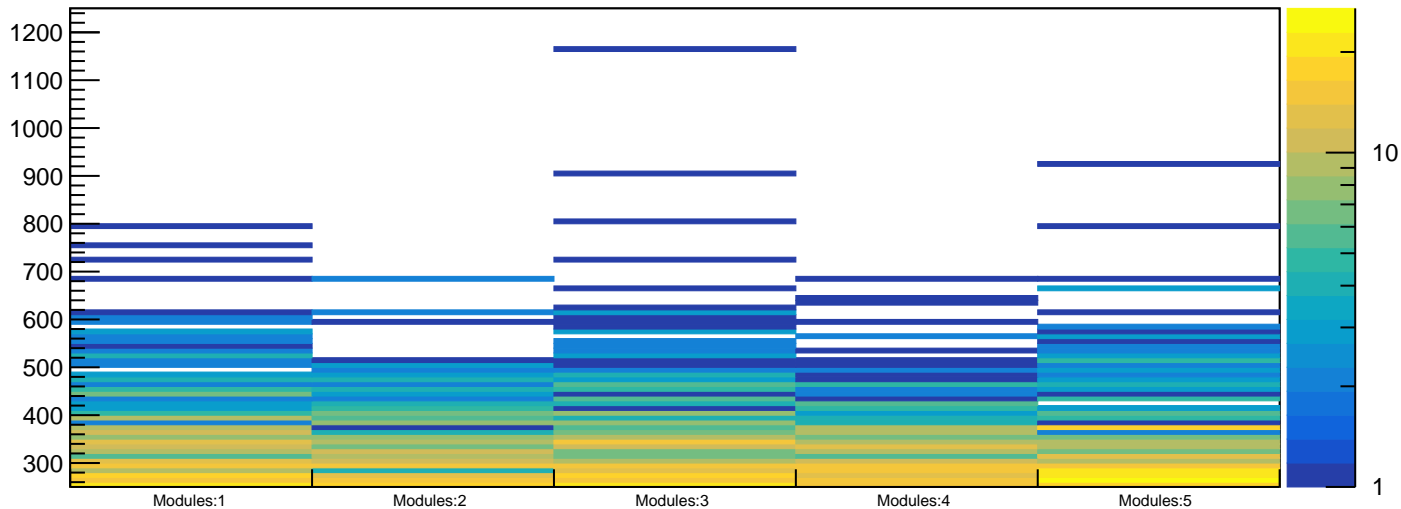


# ScECALBarrel high\_#Nhits Layers 0:9

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

Number of Events



Mean: 3.63e+02 #hits	Mean: 3.48e+02 #hits	Mean: 3.68e+02 #hits	Mean: 3.43e+02 #hits	Mean: 3.56e+02 #hits
Std Dev: 1.03e+02 #hits	Std Dev: 8.50e+01 #hits	Std Dev: 1.20e+02 #hits	Std Dev: 8.05e+01 #hits	Std Dev: 1.08e+02 #hits
events: 2.32e+02	events: 1.86e+02	events: 2.30e+02	events: 1.94e+02	events: 2.36e+02