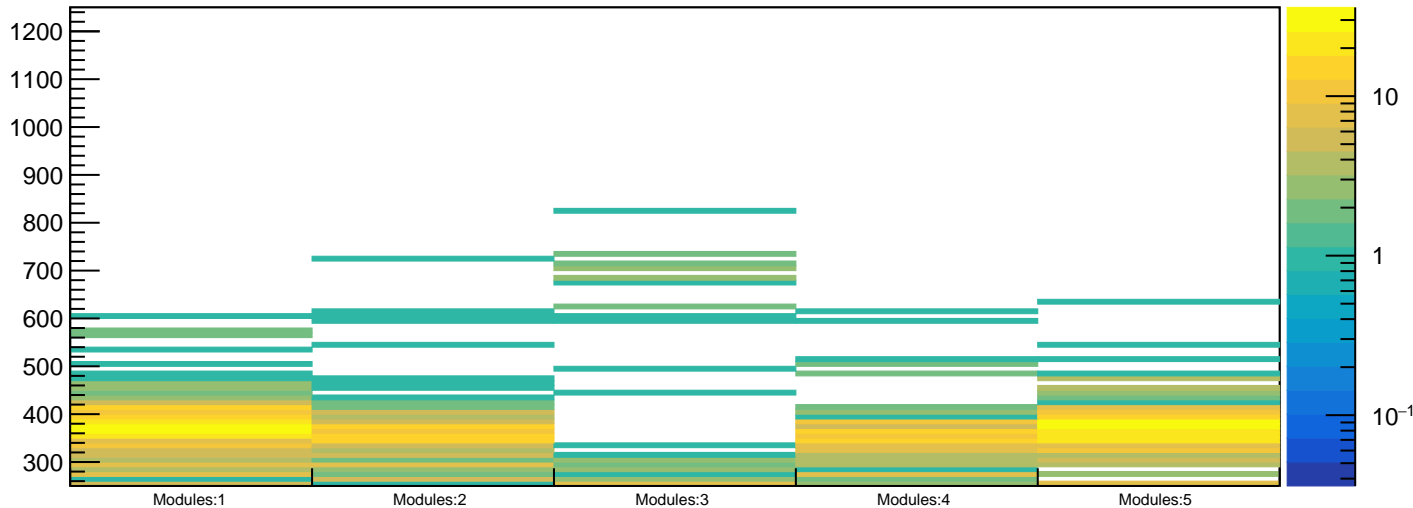


# ScECALBarrel high\_#Nhits Layers 10:19

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

Number of Events



<b>Mean: 3.73e+02 #hits</b> <b>Std Dev: 5.61e+01 #hits</b> <b>events: 2.30e+02</b>	<b>Mean: 3.62e+02 #hits</b> <b>Std Dev: 6.96e+01 #hits</b> <b>events: 1.18e+02</b>	<b>Mean: 4.57e+02 #hits</b> <b>Std Dev: 2.02e+02 #hits</b> <b>events: 3.90e+01</b>	<b>Mean: 3.54e+02 #hits</b> <b>Std Dev: 6.02e+01 #hits</b> <b>events: 1.10e+02</b>	<b>Mean: 3.69e+02 #hits</b> <b>Std Dev: 5.02e+01 #hits</b> <b>events: 2.12e+02</b>
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