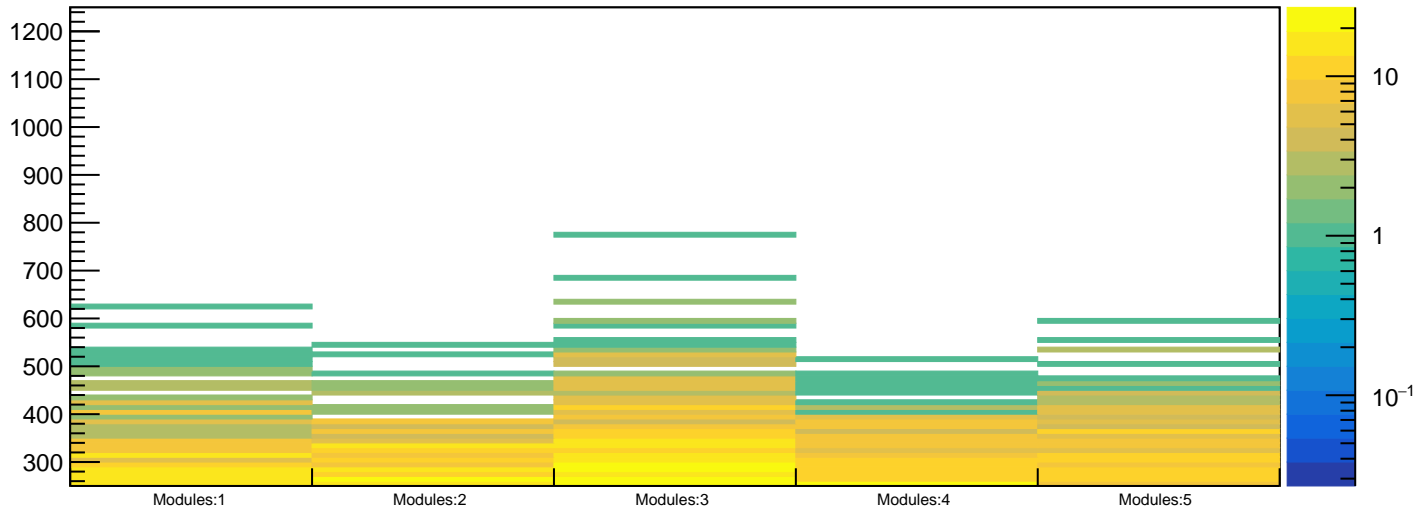


# ScECALBarrel high\_#Nhits Layers 0:9

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

Number of Events



<b>Mean: 3.32e+02 #hits</b> <b>Std Dev: 7.47e+01 #hits</b> <b>events: 1.64e+02</b>	<b>Mean: 3.18e+02 #hits</b> <b>Std Dev: 5.77e+01 #hits</b> <b>events: 1.62e+02</b>	<b>Mean: 3.52e+02 #hits</b> <b>Std Dev: 8.75e+01 #hits</b> <b>events: 2.94e+02</b>	<b>Mean: 3.22e+02 #hits</b> <b>Std Dev: 5.66e+01 #hits</b> <b>events: 1.42e+02</b>	<b>Mean: 3.43e+02 #hits</b> <b>Std Dev: 6.99e+01 #hits</b> <b>events: 1.48e+02</b>
------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------