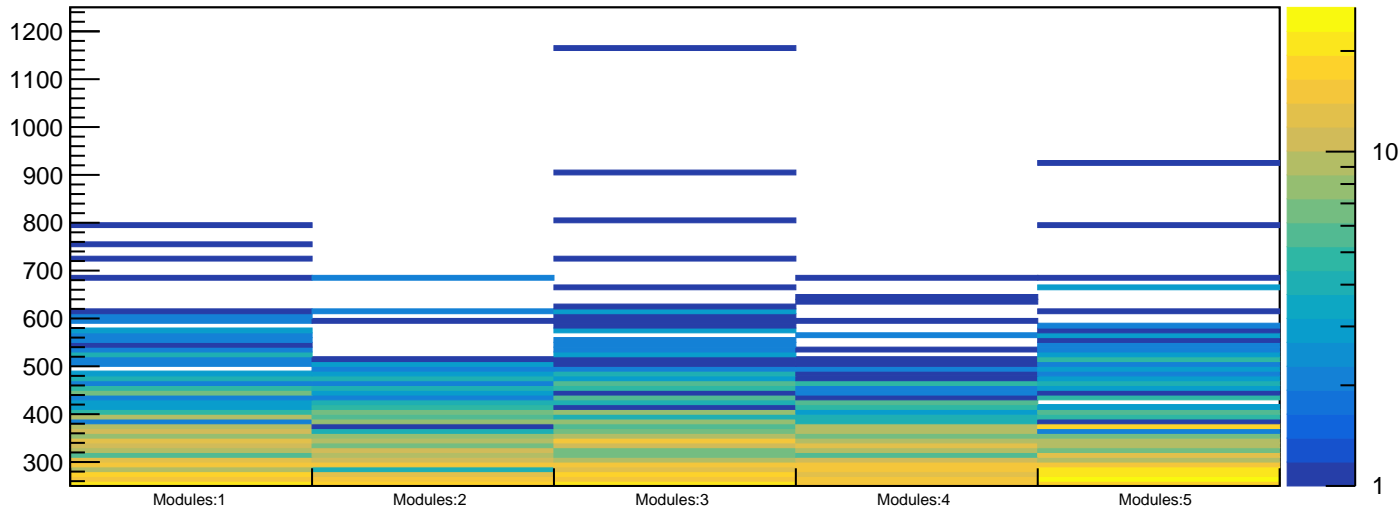


# ScECALBarrel high\_#Nhits Layers 0:9

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

Number of Events



Mean: 3.63e+02 #hits Std Dev: 1.03e+02 #hits events: 2.32e+02	Mean: 3.48e+02 #hits Std Dev: 8.51e+01 #hits events: 1.86e+02	Mean: 3.68e+02 #hits Std Dev: 1.20e+02 #hits events: 2.30e+02	Mean: 3.42e+02 #hits Std Dev: 8.04e+01 #hits events: 1.94e+02	Mean: 3.55e+02 #hits Std Dev: 1.08e+02 #hits events: 2.36e+02
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