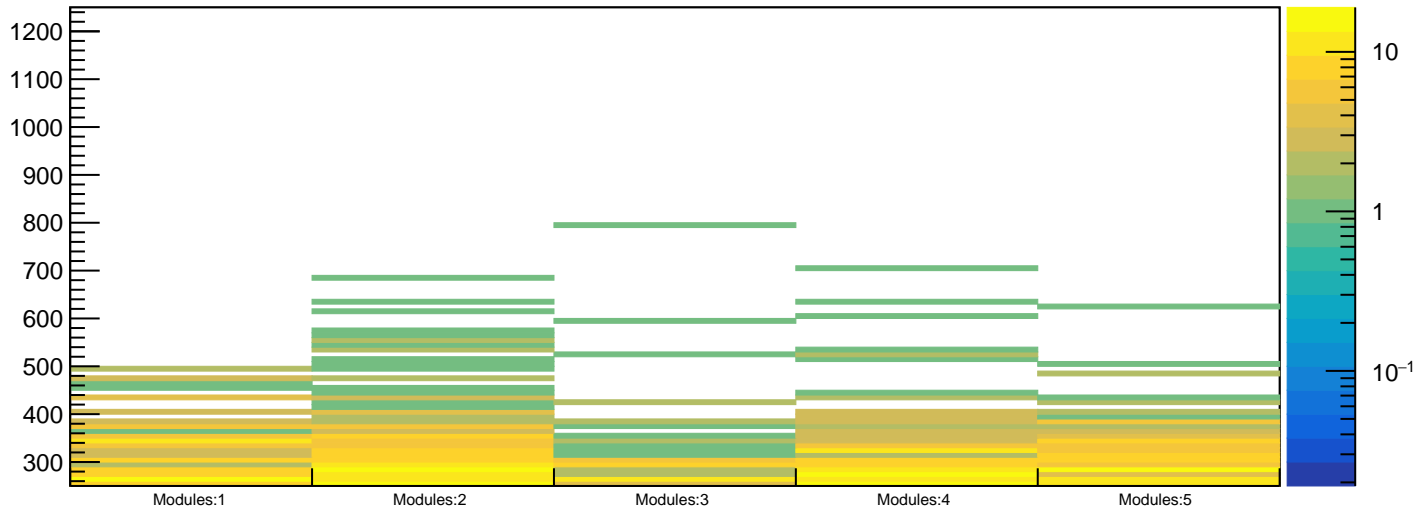


# ScECALBarrel high\_#Nhits Layers 0:9

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

Number of Events



<b>Mean: 3.28e+02 #hits</b> <b>Std Dev: 6.31e+01 #hits</b> <b>events: 9.90e+01</b>	<b>Mean: 3.38e+02 #hits</b> <b>Std Dev: 8.75e+01 #hits</b> <b>events: 1.48e+02</b>	<b>Mean: 3.25e+02 #hits</b> <b>Std Dev: 9.87e+01 #hits</b> <b>events: 4.50e+01</b>	<b>Mean: 3.19e+02 #hits</b> <b>Std Dev: 7.89e+01 #hits</b> <b>events: 1.26e+02</b>	<b>Mean: 3.20e+02 #hits</b> <b>Std Dev: 6.14e+01 #hits</b> <b>events: 1.05e+02</b>
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