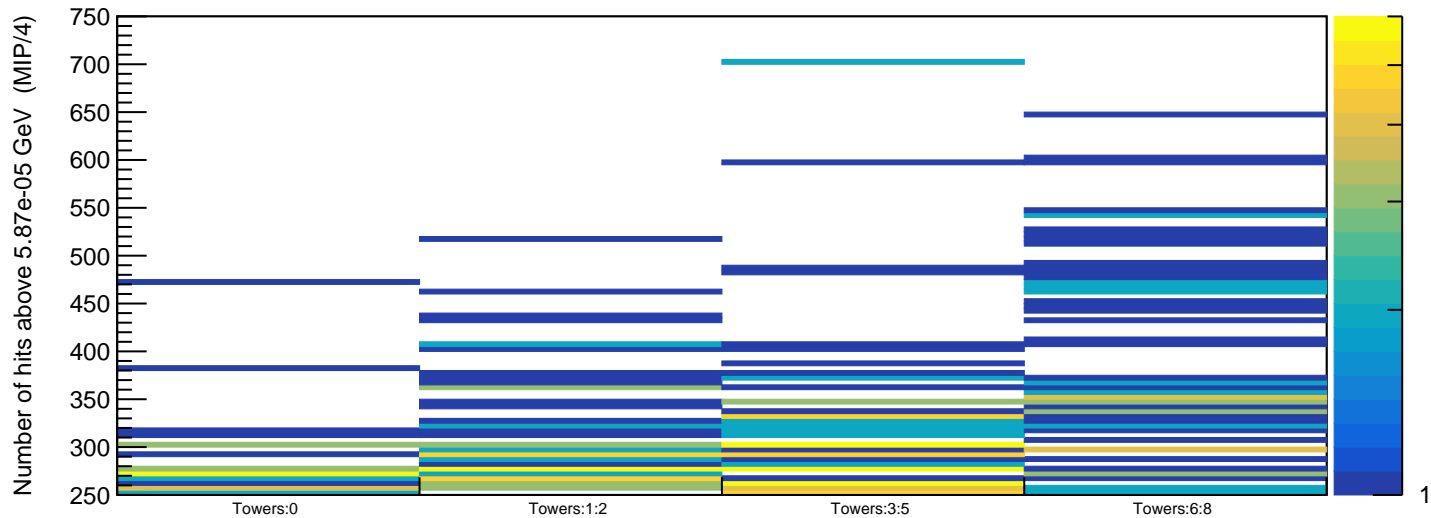


# ScECalEndcap high\_#Nhits Layers 0:9

Number of Events



**Mean: 2.87e+02 #hits**

**Std Dev: 4.57e+01 #hits**

**events: 2.60e+01**

**Mean: 3.17e+02 #hits**

**Std Dev: 5.93e+01 #hits**

**events: 5.20e+01**

**Mean: 3.25e+02 #hits**

**Std Dev: 9.02e+01 #hits**

**events: 6.60e+01**

**Mean: 3.92e+02 #hits**

**Std Dev: 9.92e+01 #hits**

**events: 6.30e+01**