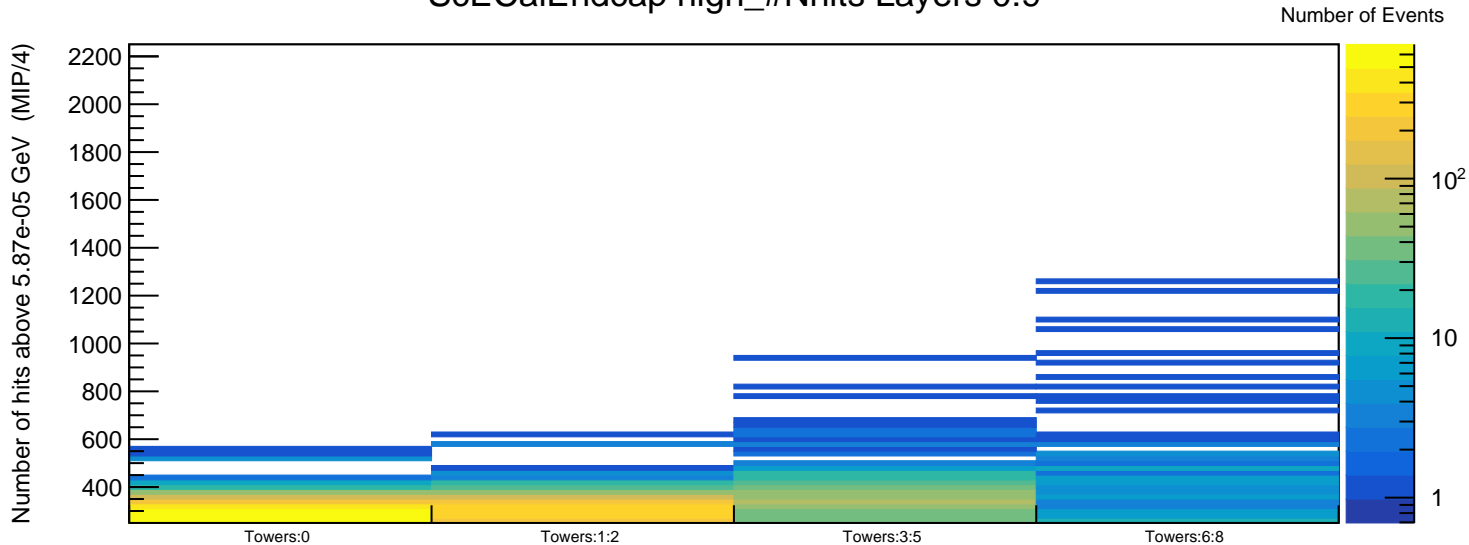


# ScECalEndcap high\_#Nhits Layers 0:9



**Mean: 2.97e+02 #hits**

**Std Dev: 3.38e+01 #hits**

**events: 2.73e+03**

**Mean: 3.11e+02 #hits**

**Std Dev: 3.98e+01 #hits**

**events: 1.59e+03**

**Mean: 3.62e+02 #hits**

**Std Dev: 8.12e+01 #hits**

**events: 4.54e+02**

**Mean: 4.57e+02 #hits**

**Std Dev: 2.08e+02 #hits**

**events: 9.80e+01**