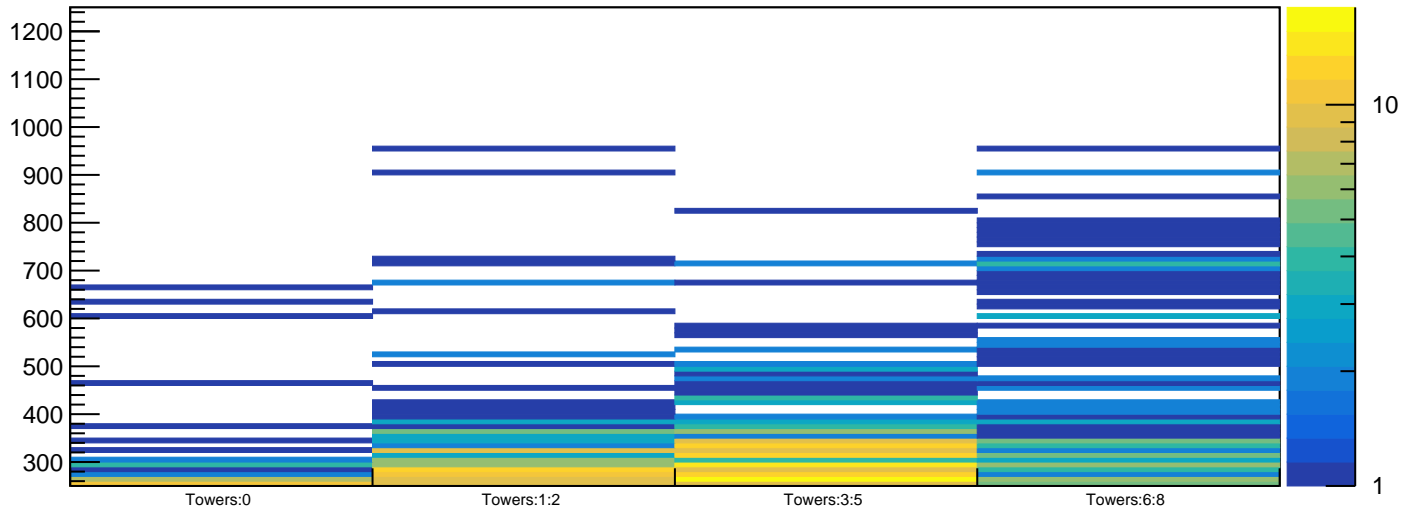


# ScECalEndcap high\_#Nhits Layers 0:9

Number of hits above 5.87e-05 GeV (MIP/4)

Number of Events



**Mean: 3.14e+02 #hits**  
**Std Dev: 1.08e+02 #hits**  
**events: 3.40e+01**

**Mean: 3.45e+02 #hits**  
**Std Dev: 1.30e+02 #hits**  
**events: 9.90e+01**

**Mean: 3.43e+02 #hits**  
**Std Dev: 9.61e+01 #hits**  
**events: 1.58e+02**

**Mean: 4.70e+02 #hits**  
**Std Dev: 1.92e+02 #hits**  
**events: 9.80e+01**