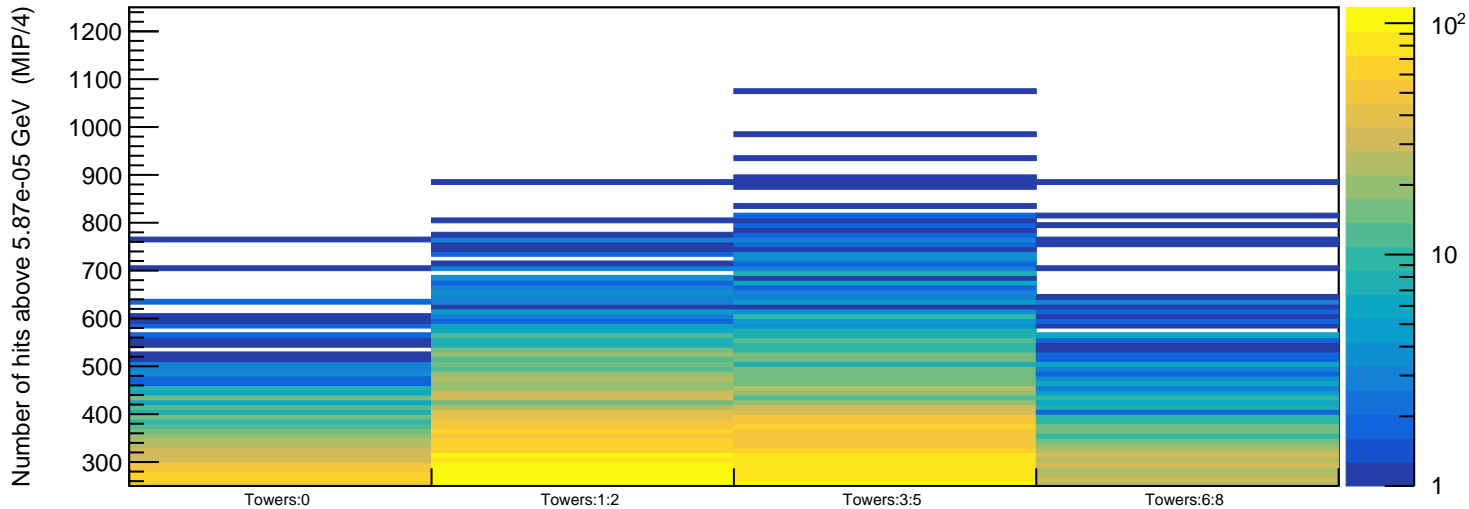


# ScECalEndcap high\_#Nhits Layers 0:9



<b>Mean: 3.27e+02 #hits</b> <b>Std Dev: 7.27e+01 #hits</b> <b>events: 5.65e+02</b>	<b>Mean: 3.58e+02 #hits</b> <b>Std Dev: 9.59e+01 #hits</b> <b>events: 1.55e+03</b>	<b>Mean: 3.70e+02 #hits</b> <b>Std Dev: 1.15e+02 #hits</b> <b>events: 1.40e+03</b>	<b>Mean: 3.54e+02 #hits</b> <b>Std Dev: 1.01e+02 #hits</b> <b>events: 3.96e+02</b>
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