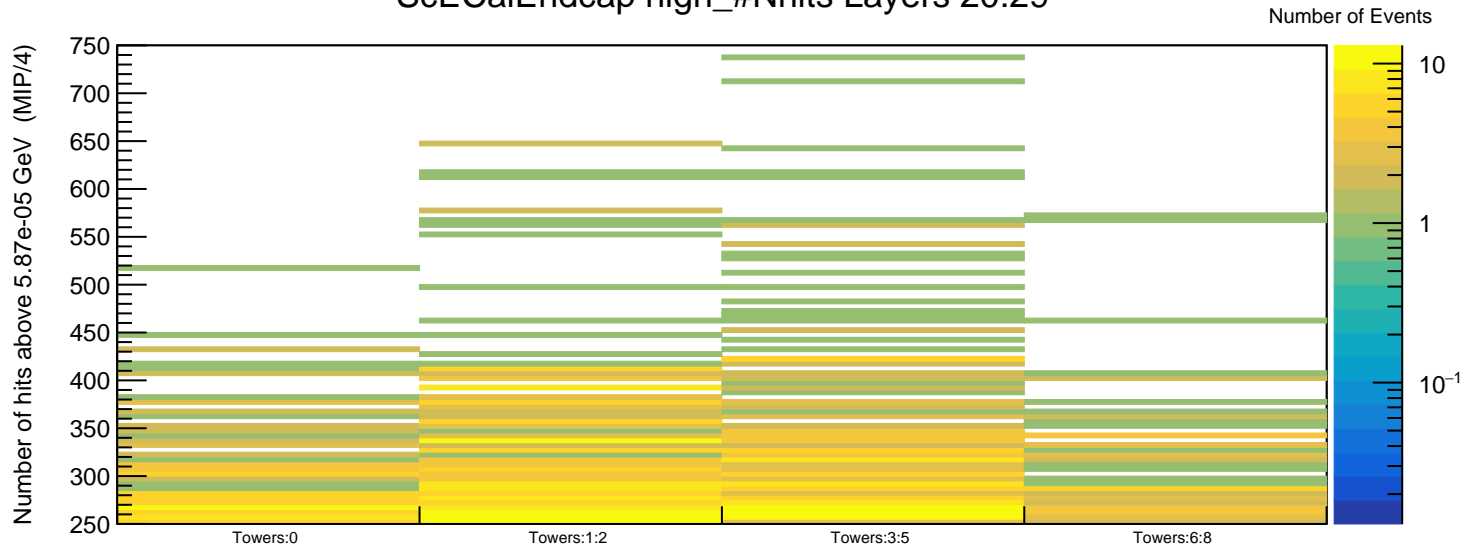


# ScECalEndcap high\_#Nhits Layers 20:29



**Mean: 3.07e+02 #hits**

**Std Dev: 5.38e+01 #hits**

**events: 9.10e+01**

**Mean: 3.33e+02 #hits**

**Std Dev: 8.04e+01 #hits**

**events: 1.80e+02**

**Mean: 3.41e+02 #hits**

**Std Dev: 9.49e+01 #hits**

**events: 1.61e+02**

**Mean: 3.20e+02 #hits**

**Std Dev: 6.74e+01 #hits**

**events: 5.40e+01**