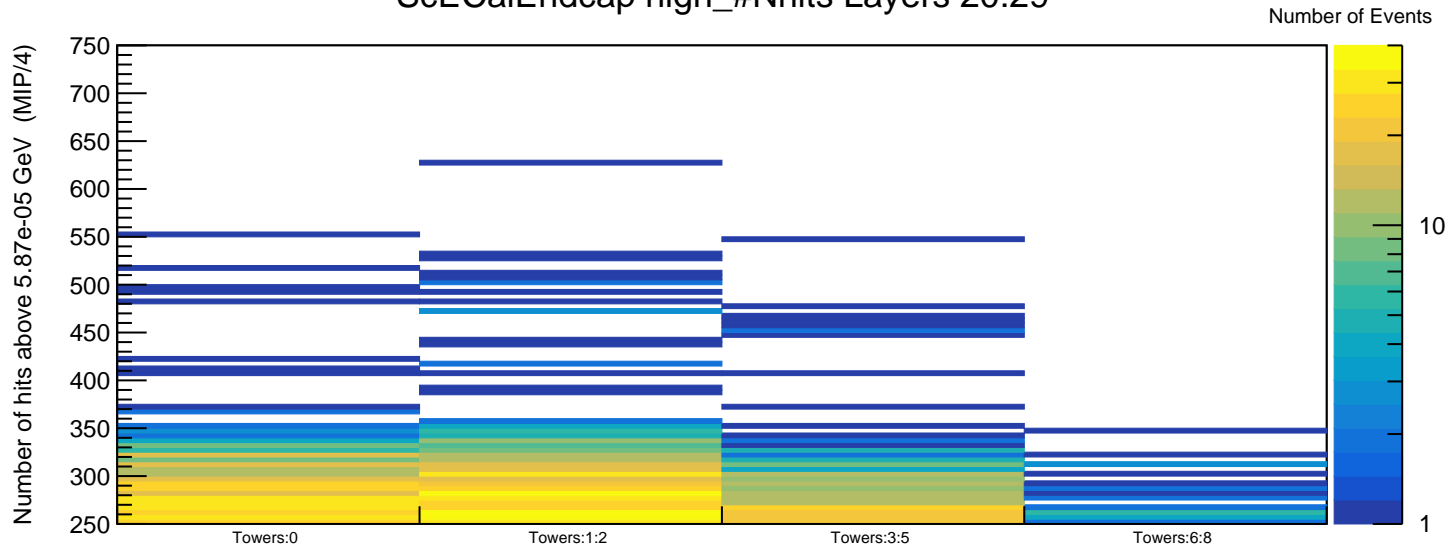


# ScECalEndcap high\_#Nhits Layers 20:29



<b>Mean: 2.90e+02 #hits</b> <b>Std Dev: 3.79e+01 #hits</b> <b>events: 3.57e+02</b>	<b>Mean: 2.95e+02 #hits</b> <b>Std Dev: 4.70e+01 #hits</b> <b>events: 4.39e+02</b>	<b>Mean: 2.88e+02 #hits</b> <b>Std Dev: 4.44e+01 #hits</b> <b>events: 2.08e+02</b>	<b>Mean: 2.78e+02 #hits</b> <b>Std Dev: 2.51e+01 #hits</b> <b>events: 2.60e+01</b>
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